



## open source media framework

The Adobe® Flash® Media Server family of products is a complete media delivery platform for video players created using OSMF.

### Adobe Flash Media Interactive Server and Adobe Flash Media Streaming Server

OSMF offers easy integration with the full range of streaming technologies supported by the Flash Media Server family of products. It supports new features such as Dynamic Streaming, HTTP streaming, HTTP delivery, and H.264 enhancements.

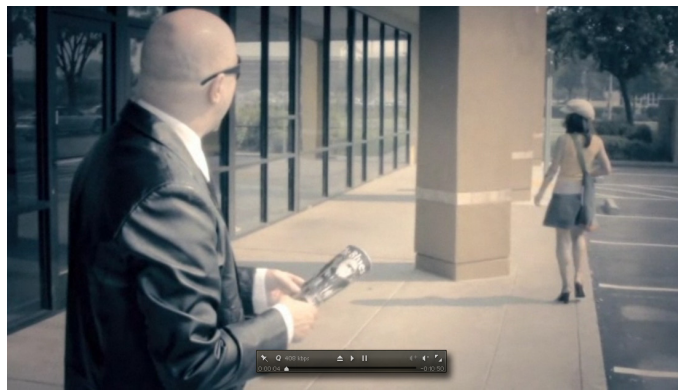
### Adobe Flash Access™ 2

OSMF fully supports the latest features of the Flash Access robust content protection solution.

# Open Source Media Framework

Enable the delivery of high-quality, monetized video

Open Source Media Framework (OSMF) simplifies the development of media players by allowing developers to assemble components to create high-quality, full-featured playback experiences. This open framework enables collaborative development for the future of online video monetization, with lower costs and faster turnaround.



**Decrease time to initial web video deployment**—As online video workflows continue to become more fragmented, the development of playback technologies is becoming more complex. With OSMF, Adobe is taking a leadership position to help drive open standards and simplify the development process for media players. OSMF is designed for content publishers, developers, and Adobe Flash Platform ecosystem partners—anyone who is incorporating video into their website today. OSMF decreases time to initial deployment with out-of-the-box support for multiple media types, including video, audio, images, and SWF files.

**Take advantage of a rich plug-in partner ecosystem**—OSMF simplifies the development of media players by allowing developers to use plug-ins created by partners in the Adobe Flash Platform ecosystem. The extensible plug-in architecture enables additional features from third-party services, such as advertising insertion, rendering, tracking, and reporting for analytics, and content delivery network (CDN) authentication. This allows media player developers to assemble, rather than code, new player functionality.

**Enjoy robust player functionality**—The flexible and modular architecture of OSMF supports robust player functionality like RTMP and HTTP streaming, progressive download, sequential and parallel compositions of video and other media, and layout inside and outside the video player. You can take only what you need from the OSMF code base, minimizing your player's footprint.

**Create rich Internet experiences using a consistent runtime environment**—The free OSMF accelerates momentum for the Flash Platform ecosystem, including the Open Screen Project™, an initiative announced in May 2008 and backed by more than 45 industry leaders. The Open Screen Project is dedicated to enabling consumers to engage with rich Internet experiences smoothly across any device, anywhere. By providing open standards for media player development, Adobe is advancing the Open Screen Project and the ability of its participants to further their online media efforts.

## System requirements for media players built with OSMF

Adobe Flash Player 10 or later

## Top features and benefits of OSMF

**Open source and open standards**—Take advantage of a free and open framework that includes standard media player functionality and a standardized interface for service integrations. OSMF code is available as a free download under the Mozilla Public License at [www.osmf.org](http://www.osmf.org).

**Flash Media Server family integration**—Combine flexible, production-ready media player code with products in the Flash Media Server family—including Adobe Flash Media Streaming Server, Flash Media Interactive Server, and Flash Access—to deploy complete, rich, interactive playback experiences and social media interactive experiences. Leverage development tools, including Adobe Flash CS4 Professional, Flash Builder,™ Flash Catalyst,™ Dreamweaver,® and Contribute,® that enable developers and partners to build immersive experiences. Deliver media to the ubiquitous Adobe Flash Player runtime, as well as to desktop applications built on the Adobe AIR® runtime.

**Compatibility with existing workflows**—Integrate with your existing development workflows by using the OSMF code in Flash, Flash Builder, or third-party ActionScript® development tools.

**Streamlined standard functionality**—Avoid re-creating basic player features by leveraging the efficient handling of OSMF standard playback functions, such as play/pause, seek, volume/mute, download progress, buffering, and bitrate switching.

**Inclusion of the latest Flash Platform features**—Free up development resources with the OSMF flexible architecture, enabling quick integration of the latest Flash Platform features such as Dynamic Streaming, HTTP streaming, and DVR functionality.

**Pluggable, extensible architecture**—Compile plug-ins in your OSMF player or host the plug-ins in the cloud and let your OSMF player load them dynamically at runtime. Dynamic loading allows plug-in providers or publishers to perform immediate upgrades and versioning.

**Robust quality of service (QoS)**—Deliver the highest quality playback experience for each user's individual network conditions, automatically adjusting bitrates as bandwidth changes and gracefully recovering from errors.

**CDN integration**—Utilize CDN-certified plug-ins for integration with CDN APIs, saving development time. OSMF supports CDN-specific connection logic, allowing you to switch from one CDN to another by simply switching plug-ins.

**Advertising and reporting**—Extend your media player to monetize and track your content simply by adding plug-ins from advertising and analytics providers. Confidently measure your success without having to code custom solutions from scratch.

**Rich visual experiences**—Support multiple media types including streaming and progressive video, audio, images, and interactive SWF files. Lay out and stack media display regions to incorporate media assets like content lists, transparent overlays, and banners in and around the main video player.

## For more information

[www.osmf.org](http://www.osmf.org)



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