

Open Source Media Framework

Simplify the development of media players



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, Adobe Flash Media Streaming Server, and Adobe Flash Enterprise 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 multicast, HTTP Dynamic Streaming, DVR, and live video.

Adobe Flash Access[®] 2

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

Adobe Flash Media Playback

The free, hosted media player that enables playback of video and other media in minutes.

www.adobe.com/products/flashmediaplayback

Strobe Media Playback

The free, open source version of Flash Media Playback that can be downloaded and then hosted on your own web server.

www.osmf.org/strobe_mediaplayback.html



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—By using media player development plug-ins created by partners in the Adobe Flash Platform ecosystem, developers can simply assemble, rather than code, new player functionality. 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.

Enjoy robust player functionality—The flexible and modular architecture of OSMF supports robust player functionality like Real Time Messaging Protocol (RTMP) and HTTP Dynamic Streaming, multicast, 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 Adobe Flash Platform ecosystem, including the Open Screen Project,[™] an initiative 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
www.adobe.com/go/flashplayer

Flash Media Playback—Flash Media Playback is a free, hosted media player based on OSMF. You can use it on any website with only a few lines of HTML, enabling playback of video and other media in minutes.

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.

Flash Media Server family integration—Combine flexible, production-ready media player code with products in the Flash Media Server family to deploy complete, rich, interactive playback and social media experiences. Leverage development tools, including Adobe Flash CS5 Professional, Flash Builder,™ Flash Catalyst,® Dreamweaver,® and Contribute® software, 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 recreating basic player features by leveraging the efficient handling of OSMF standard playback functions, such as play and pause, seek, volume and mute, download progress, buffering, and bitrate switching.

Inclusion of the latest Adobe Flash Platform features—Free up development resources with the OSMF flexible architecture, enabling quick integration of the latest Adobe Flash Platform features, such as multicast, HTTP Dynamic 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—Deliver the highest quality playback experience for each user's individual network conditions, automatically adjusting bitrates as bandwidth changes as well as 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 assets like content lists, transparent overlays, and banners in and around the main video player.

Join the OSMF User Group!
<http://osmf.groups.adobe.com>

For more information
www.osmf.org



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