

Instalación y Configuración de UNREAL MEDIA SERVER

Una vez descargada la aplicación de la página web de Unreal Streaming Technologies (http://www.umediaserver.net/umediaserver/download.html) se ejecuta la aplicación para iniciar la instalación del Servidor de Streaming.

Unreal Media Server x64 v 10.0		방 Unreal Media Server x64 v 100
Unreal Media Server x64 v 10.0 is being installed. Please wait	ENE	Urneal Media Server x64 v 10.0 has been successfully installed. Click "Close" to exit.
Cancel (Back Next >		Cancel (Back Core

Terminada la instalación, existirá un ícono de Unreal en la lista de programas de Inicio.

Unreal Streaming	-
💯 Media Server Configurator x64	=

Al ejecutar el programa, se obtiene una interfaz como se muestra:

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File Help					
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	< Active Users Liv	e Server Connections Medi	uu a Usage Summary Cu	ment Throughput)	
	User ID	Resource	User IP	Protocol - Transport	: Time _
ок				Media Server is ru	unning



Se realiza click derecho en "Live Broadcast", se abrirá una nueva ventana con tres opciones. Se elegirá la tercera opción: "Rebroadcast live", ya que en ella se puede reproducir protocolos de RTSP, el cual cuenta la cámara IP

ew	Live Broadcast
C	Static live broadcast
	The Media Server initiates a connection and pulls a stream from Unreal Live Server.
C	Dynamic live broadcast
	Unreal Live Server initiates a connection and pushes a stream to the Media Server.
$^{\circ}$	Delegate live broadcast
	The Media Server pulls a stream from another Unreal Media Server.
œ	Rebroadcast live RTMP / RTSP / MPEG-TS / MMS stream
	The Media Server pulls or receives a pushed stream from live software and hardware encoders such as FMLE, WME, VLC, IP cameras and broadcasting equipment.
	OK Cancel
1	

Seguidamente, emergirá una nueva ventana, donde se introducirán los datos de la cámara IP, como su dirección IP y el nombre que se le dará para su identificación.

The Media Server receives a live RTMP / RTS	SP / MPEG-TS / M	MS stream
Live broadcast Alias		ОК
Live broadcast description		Cancel
RTSP URL of live source to pull a stream fro	m	?
rtsp:// 💌 192.168.35.235/live1.sdp		
▼ RTCP A/V synch Get video only ▼	Transport	TCP
Optional: Username	Password	
Real-time delivery mode 🔽 Allow pla	ayer to take snap	oshots
✓ Unicast delivery ✓ Allow no	n-UMS protocols	Metadata
Multicast delivery Group 225.0.0.1:	5001	
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Luego, de nombrar a la cámara, ésta aparecerá en la lista del servidor de Streaming.

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File Help							
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	Active Users Live Server Connections Media Usage Summary Current Throughput						
	User ID	Resource	User IP	Protocol - Transpor	t Time	Т	
ОК	-			? Media Server do	es not respond	_ /	

Con esto, finaliza la instalación y configuración del Servidor Unreal Media Streaming. Los pasos se repiten para agregar las demás cámaras IP.