



# ***Zixi Broadcaster User Guide***

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# Introduction to Zixi Broadcaster

The Zixi Broadcaster is the central component in the Zixi Video Network. Zixi Broadcaster takes video streams from Zixi Feeder, and can process the stream, enabling transcoding, transmuxing, recording, and distribution in multiple bit rates and protocols to any device anywhere. The Zixi Broadcaster is an intelligent and versatile video distribution component that may reside on premise at a customer's site, on the customer's cloud, or offered by Zixi as a cloud service.

Zixi Broadcaster offers the following features:

- **Robust content delivery over IP** - communicates with Zixi Feeder and Zixi Receiver over UDP-based, video-optimized protocols on private and public IP networks for maximal quality at a predictable latency
- **Adaptive Bit Rate** - Dynamically adjusts stream rate to adapt to changing network conditions, using unicast or multicast, to meet specific application requirements
- **Transcoding** - transcodes to a variety of different profiles and bit rates
- **Format conversion** – supports Internet protocols: HLS/MPEG-DASH/RTMP/FLV/MPEG-TS over HTTP
- **Recording** - store streams as MPEG-TS files.
- **Time-shifting** – records the stream to delay its broadcasting
- **Secure and rapid file transfer** – accelerated and secure file transfers delivered at wire speed and accelerated HTTP delivery including optimized playback of HLS over UDP.
- **VOD** - stored files can be accessed on demand in multiple formats.
- **Clustering and load balancing** – supports cluster architectures to provide continuous uptime.
- **Transport Stream Analyzer** – MPEG-TS ETSI TR 101-290 analyzer (priorities 1 and 2)
- **Content Analysis** - analysis of the stream's audio and video content, including audio levels, audio silence detection, frozen video detection, and more.
- **Monitoring** - captures network and content specific statistical information in real-time.
- **Supports many to many and any to any** - gateway platform between UDP (unicast/multicast), Zixi protected stream (unicast/multicast), RTMP, or other supported formats.
- **Network bonding with hit-less fail-over** – reunites divided streams coming from multiple network channels into a single stream, enabling simultaneous load balancing between multiple networks and ensuring high availability of the stream.
- **Hitless failover** - hitless failover for inputs enables uninterrupted streaming when switching from one source to another. Zixi's new hitless failover feature is based on the SMPTE 2022-7 standard, which specifies “seamless” or hitless failover between binary-identical streams with synchronized RTP headers.
- **IFB Support** - a monitoring and cueing system for one-way communication from the director or assistant director to on-air talent or a remote location. IFB support has been



implemented in Zixi Broadcaster Pull and UDP outputs, allowing the decoder with a Zixi Receiver to send audio back to the encoder with a Zixi Feeder.

- **AES stream encryption and decryption** - UDP, File and RTMP input streams can be encrypted by Zixi Broadcaster using a fixed key (AES 128, AES 192, AES 256), which can be entered into the input settings or automatically generated. Zixi Broadcaster can also decrypt contribution streams using a matching key, or securely forward encrypted streams to receivers, without being able to see or analyze the traffic.
- **MPTS demuxing** - MPTS streams can be demuxed into single SPTS input streams for specific programs.
- **SCTE-35** - SCTE-35 markers found in the source input will be used to segment the stream and the #EXT-X-CUE-IN/#EXT-X-CUE-OUT tags will be added to the manifest.

## Zixi Technology

Zixi's transport stream protocol is a content and network-aware protocol that dynamically adjusts to varying network conditions and employs error correction techniques for error-free video streaming over IP. With minimum overhead to physical bandwidth, this dynamic mechanism provides low end-to-end latency, removes jitter, recovers and re-orders packets, smooths video delivery and regenerates video to its original form, all in real-time.

Zixi delivers outstanding performance (at low predictable latency), superior reliability (no packet loss) and broadcast-grade video quality (SD, HD, and UHD) with no tradeoffs to delay, resolution or stutter.

Streaming from one Zixi-enabled device/server to another Zixi-enabled device/server protects the stream from quality degradations along the path. It enables the streaming of high-quality video over any distance, while overcoming the varying network conditions of the public Internet, where the amount of network errors, packet loss, jitter and out-of-order packets fluctuate "every second".

The Zixi transport stream protocol can be also deployed on part of the path. For example, from a Zixi Feeder to a Zixi Broadcaster (Zixi protected path) and on to the end user through UDP or RTMP. In this case, the path that has challenging conditions (e.g. long distance or unstable wireless conditions) will be protected by Zixi and then delivered on to the end-user on a standard UDP or RTMP protocol.

Zixi's transport stream technology includes the following features for ultimate quality and security:

- Network sensing
- Dynamic de-jitter
- MPEG specific optimizations
- Z-ARQ error recovery
- Z-FEC - Dynamic content aware forward error correction
- Active multi-path error recovery
- Adaptive bitrate over UDP, unicast or multicast
- Rate control and congestion avoidance
- 256-bit AES transport encryption

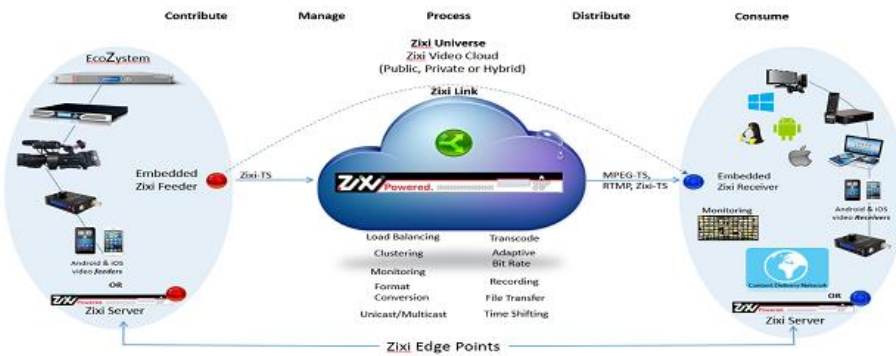
## Zixi Platform Architecture

The Zixi Universe diagram shows how a Zixi embedded (Zixi EcoZystem OEM partners) device initiates a Zixi stream at Acquisition or how Zixi Feeder running on an appliance or mobile device enables non-Zixi embedded devices to initiate a live stream. Zixi Feeder encapsulates the stream in the Zixi transport protocol and delivers point to point or point to multi-point over standard IP connections. Zixi can be deployed on premise or in the cloud with the ability to monitor streams anywhere along the path. For management, processing and larger scale distribution capabilities, Zixi can support complex production workflows for live events capable

## Introduction to Zixi Broadcaster

### Supported Protocols

of transcoding, recording, and more in a clustered environment that supports reliability and scalability.



## Supported Protocols

### Input:

- Zixi protected transport
- MPEG-TS over UDP and/or RTP with SMPTE-2022 and/or RIST (TR-06-1)
- RTMP pull from CDNs and/or other sources
- RTMP push
- RTMPS
- RTSP input
- Transport stream files from local file system

### Output:

- Zixi protected transport
- MPEG-TS over UDP and/or RTP with SMPTE-2022 and/or RIST (TR-06-1)
- RTMP and RTMPS push to CDNs and/or other media servers;
- Apple HTTP Live Streaming (HLS)
- Adobe HTTP Dynamic Streaming (HDS)
- FLV over HTTP (HTTP pseudo-streaming)
- MPEG-DASH (DASH264 profile)
- SHOUTcast
- Transport stream files to local file system
- Re-multiplex output streams to strict CBR for extensive compatibility with Integrated Receiver- Decoders (IRDs)

## Transcoding Options

Zixi Broadcaster can transcode a single input stream using multiple profiles. The transcoder supports the following options:

- Video Decoding – MPEG2, H.264/AVC, H.265/HEVC
- Video Encoding – MPEG2, H.264/AVC, H.265/HEVC
- Audio Decoding – AAC, MPEG-1 Audio Layer I / II / III, MPEG-2 Audio Layer I / II / III, AC-3 (Dolby Digital)



For AC-3, which can contain up to six discrete channels of sound, the transcoder only supports the left and right channels and will ignore the other channels.

- Audio Encoding – AAC, AAC-HE (High Efficiency) and AAC-HEv2; Pass through (no encoding) – any audio codec (MPEG1/2 / AAC / AC-3, E-AC-3 (Dolby Digital Plus).

## Recording Options

Live stream inputs can be stored as MPEG-TS files to a local disk drive or mounted drive.

## Multicast Options

Multicast streams can be received or be sent by the Zixi Broadcaster. Zixi Broadcaster serves as a gateway between Unicast and Multicast streams, while allowing reliable streaming over multicast.

## Adaptive Options

Zixi Broadcaster can create an adaptive group, subsequently editing, recording, or playing it in conjunction with DASH, HLS, HDS or Zixi. You can also set a Pre-roll video/screen that will be played before the live streaming begins.

## VOD Options

Zixi Broadcaster supports VOD (Video on Demand) playback of stored files in multiple formats such as TS, MP4, HLS, FLV.

## Latency Considerations

Latency defines the delay in which the video stream will be delivered to the endpoint. This delay is essentially a buffer that is used for additional processing, thereby improving the quality of video stream. The latency should be considered based on the importance of immediacy. For example, if the video requires interaction (e.g. between a reporter in the field and an anchor in

### Latency Considerations

the studio), the latency should be set to a minimum so that the interaction does not suffer from any delay.

Latency can vary from tens of milliseconds to several seconds.

Zixi protocol can start providing benefit from one frame (30ms), while increasing the latency will provide more robustness for the error-recovery.

# Logging in to the Broadcaster

### ➔ To log in to Zixi Broadcaster:

1. In your web browser, navigate to <http://localhost:4444>.  
A user authentication window opens.
2. In the **User Name** field, enter '**admin**'.
3. In the **Password** field, enter '**1234**'.
4. Click **OK**.  
The Broadcaster UI opens on the **Status** page.

# Activating Your License

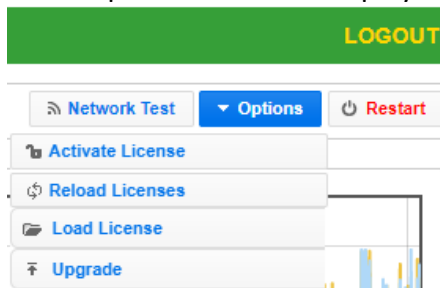
In order to start using Zixi Broadcaster, first activate your license. Zixi Broadcaster and its optional features are activated by license files. Before using Zixi Broadcaster, and when adding optional features, **activate** the appropriate license.

## Online Activation (License Key)

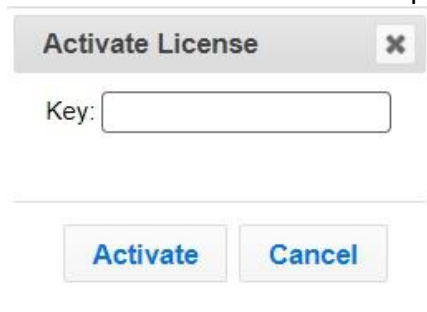
The following procedure requires connectivity to the Internet. If you are not able to connect, you can activate the Broadcaster using the procedure described in [OFFLINE ACTIVATION \(LICENSE FILE\)](#).

### To Activate the License online using a License Key:

1. In the **Status** page of the Zixi Broadcaster UI, click **Options** in the menu bar. The drop-down menu is displayed.



2. Click **Activate License**. The **Activate License** window appears.



3. In the **Key** field, enter your Activation Key.
4. Click **Activate**. The Zixi Broadcaster is enabled.

## Offline Activation (License File)

If you want to activate your license without an internet connection, you can upload a License File. To obtain a license file, please contact *Zixi Support* at [support@zixi.com](mailto:support@zixi.com).

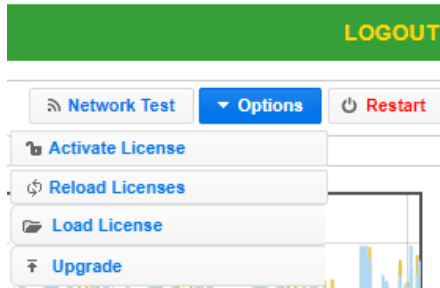
## Activating Your License

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### Reloading the License

#### ➔ To Load the License File:

1. In the **Status** page of the Zixi Broadcaster UI, click **Options** in the menu bar. The drop-down menu is displayed.



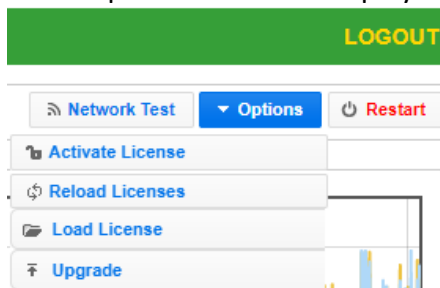
2. Click **Load License**.  
The directory of the local drive opens.
3. Navigate to the License File and click **Open**.  
A prompt window instructs you to Reload the license to activate the license.
4. Click again on **Options** and select **Reload Licenses** from the dropdown menu.  
The Zixi Broadcaster is enabled.

## Reloading the License

In the event that your license expires, you must re-enter a new Zixi license key.

#### ➔ To reload the license:

1. In the **Status** page of the Zixi Broadcaster UI, click **Options** in the menu bar. The drop-down menu is displayed.



2. Click **Reload License**.  
The Zixi Broadcaster is enabled.

## Upgrading the Product Version (Linux)

When a new version of Zixi Broadcaster becomes available, you will receive a new installation archive file (.tar.gz file) from your Zixi representative to upgrade your Zixi Broadcaster software. It is recommended to perform the installation within a "maintenance window" and notify end users that the streaming will be momentarily interrupted. The upgrade process may last a few minutes after which the streams will be automatically resumed.



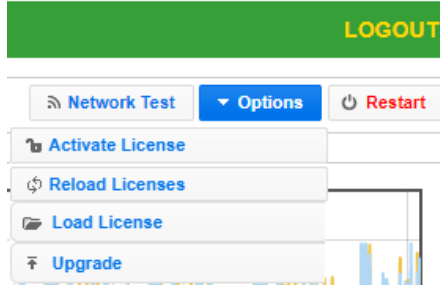
## Activating Your License

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### Upgrading the Product Version (Linux)

#### ➔ To upgrade the version:

1. In the **Status** page of the Zixi Broadcaster UI, click **Options** in the menu bar. The drop-down menu is displayed.



2. Click **Upgrade**.
3. Select the relevant installation archive file (.tar.gz file) and click **Open**. The installation process will begin. The process may take up to a few minutes. During the process, the streams and the management UI will not be available. After the upgrade, all streams will be automatically resumed.

# Viewing Status

The Status screen displays aggregated statistics on all the input and output streams and a graph representing the network utilization of active streams over time.

#### ➔ To View the Status of the Streams:

In the Zixi Broadcaster **Status** page, the **General** area, **Network Status** area, **License Information** area, **Machine Information** area and **Operating System** area are displayed.

## General Status

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General	
<b>ID</b>	The Zixi Broadcaster ID number
<b>Host ID</b>	Displays the ID of Zixi Broadcaster host.
<b>Start Time</b>	Displays the time that the Zixi Broadcast began to actively stream content.
<b>Up Time</b>	The duration of time that the broadcast is running.
<b>Inputs</b>	The number of current active inputs
<b>Outputs</b>	The number of current active outputs
<b>Remote In [kbps]</b>	The current aggregate input bitrate from remote sources – Zixi Push/Pull (in Kbps)
<b>Local In [kbps]</b>	The current aggregate input bitrate from local sources – UDP streams (in Kbps)
<b>Remote Out [kbps]</b>	The current aggregate output bitrate to remote destinations (in Kbps)
<b>Local Out [kbps]</b>	The current aggregate output bitrate to local destinations (in Kbps)
<b>HTTP Out [kbps]</b>	The current aggregate output bitrate for HTTP streams - FLV/RTMP/HLS/ MPEG-TS over HTTP (in Kbps)
<b>kBytes Sent</b>	The cumulative traffic transmitted (in Kbps)
<b>kBytes Received</b>	The cumulative traffic received (in Kbps)
<b>RTMP Server</b>	Active – the RTMP server is enabled (See Settings > Live Protocols > RTMP Server section) Off – the RTMP server is disabled

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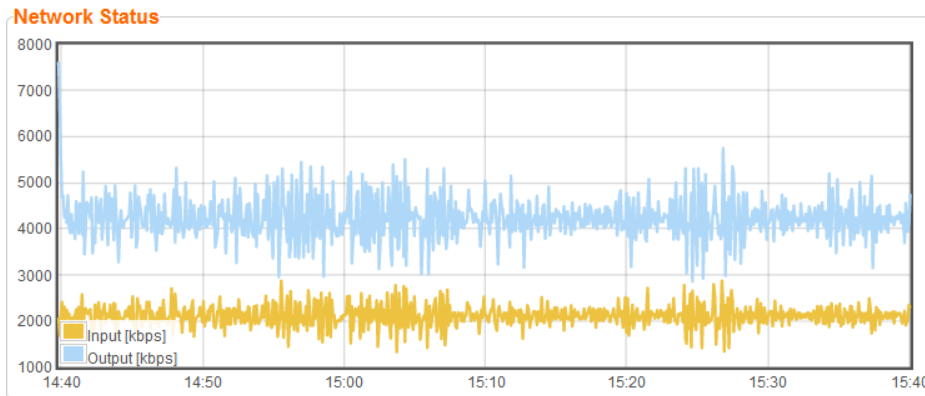
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## Viewing Status

### Network Status

## Network Status

The network status graph displays the total input/output bitrate during the last hour. The changes in the amplitude of both the input (gold) and output (blue) presented in 10-minute intervals.

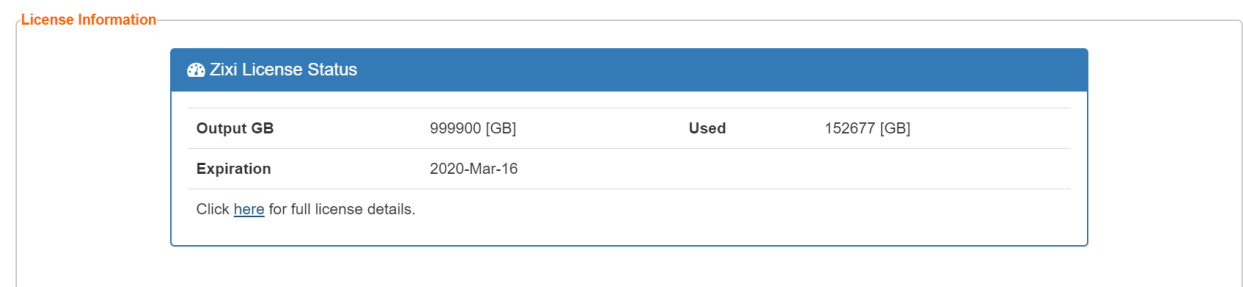


## Viewing Current License Information

You can view the current license information in the **License Information** section.

## Metered License Monitoring

If you have a metered license (based on usage), you can view the license conditions and monitor your current usage status under the License Information section on the main screen.



The section includes the following elements:

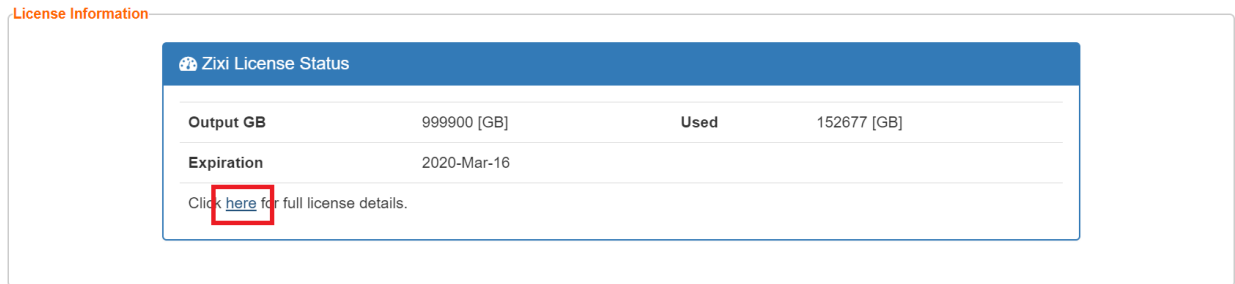
Element	Description
Output GB	The total amount of output traffic in GB per month that is allowed in the license.
Expiration	License expiration date.
Used	The actual usage this month so far in GB.

## Viewing Status

---

### Viewing Current License Information

To view additional license terms and usage statistics, click the link at the bottom of the Zixi License Status box.



The License Status Screen is displayed.

# Viewing Status

## Viewing Current License Information

### License Status Screen

ZIXI Zixi License Status

Application

Product	Key
Broadcaster_new	demo-f14c-c546-6784

Meters

Meter	Expiration
Output GB	999900 [GB] 16-Mar-2020
Available	999900 [GB] <b>Used</b> 152677 [GB]
Expires	2020-Mar-16

Limits

	Input	Output
Bitrate	Unlimited	Unlimited
Zixi Pull	Unlimited	Unlimited
Zixi Push	Unlimited	Unlimited
RTMP Pull	Unlimited	Unlimited
RTMP Push	Unlimited	Unlimited
UDP	Unlimited	Unlimited
ASI	Unlimited	Unlimited
Transcoders	999	

Features

	Supported
HLS, HDS, FLV, MPEG-DASH, VOD & RTMP	<input checked="" type="checkbox"/>
Receivers & UDP	<input checked="" type="checkbox"/>
SMPTE 2022 FEC for RTP	<input checked="" type="checkbox"/>
TR101 Stream analysis	<input checked="" type="checkbox"/>
File transfer & Zixi accelerated HLS/HDS	<input checked="" type="checkbox"/>
Cluster	<input checked="" type="checkbox"/>
Matrix	<input checked="" type="checkbox"/>
Bonding	<input checked="" type="checkbox"/>
Time shifting	<input checked="" type="checkbox"/>
x264 Transcoding	<input type="checkbox"/>

Daily Usage

Host: All

Daily Bitrate

Host: All

## Viewing Status

### Machine Information

The screen includes the following elements:

Element	Description
Application	The product version and license key.
Meters	<ul style="list-style-type: none"><li>Output GB - The total amount of output traffic in GB per month that is allowed in the license.</li><li>Expires - license expiration date.</li><li>Available - the total amount of traffic in GB per month that is allowed in the license.</li><li>Used - the actual usage this month so far in GB..</li></ul>
Limits	License usage restrictions. Unlimited - no restrictions.
Features	List of enabled/disabled features.
Daily Usage	Daily traffic statistics. Click the Host drop-down menu to select a specific host.
Daily Bitrate	Daily bitrate statistics. Click the Host drop-down menu to select a specific host.

## Machine Information

This pane shows information about the machine on which the Broadcaster is installed.

### Machine Information

**System Model:** Xen HVM domU  
**Processor Model:** Intel(R) Xeon(R) CPU E5-2686 v4 @ 2.30GHz  
**Processors:** 1  
**Logical Cores:** 2  
**Installed RAM:** 4 GB  
**GPU(s):** Not Found

The pane includes the following data:

Parameter	Description
System Model	The model of the machine on which the Broadcaster is installed.
Processor Model	The model and specifications of the machine's processor.
Processor	The number of CPUs installed on this machine.

## Viewing Status

### Operating System Information

<b>Logical Cores</b>	The number of logical cores per processor (for each processor).
<b>Installed RAM</b>	The size of the RAM installed on the machine.
<b>GPU(s)</b>	The number of GPUs. If no GPUs - Not Found.

## Operating System Information

This pane shows information about the operating system running on the machine.

### OS Information

```
OS: Amazon Linux release 2 (Karoo)
Build: 4.14.88-88.73.amzn2.x86_64
Architecture: x86_64
```

The pane Includes the following data:

Parameter	Description
<b>OS</b>	The operating system running on the machine.
<b>Build</b>	The operating system build (version) number.
<b>Architecture</b>	The system architecture of the operating system, number of bits.

## Network Cards (Linux only)

This pane shows information about the network cards running on the machine. Each line represents another network card.

### Network Cards

```
NIC      Link Speed  Duplex  IPs
eth0    Full        Full    172.31.17.149
```

The pane Includes the following data:

Parameter	Description
<b>NIC</b>	The name of the Network Interface Controller (a.k.a network card).
<b>Link Speed</b>	The link speed capability of the network card.
<b>Duplex</b>	Full - full duplex Half - half duplex

## Viewing Status

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Network Cards (Linux only)

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**IPs**

The IP of the network card.

---

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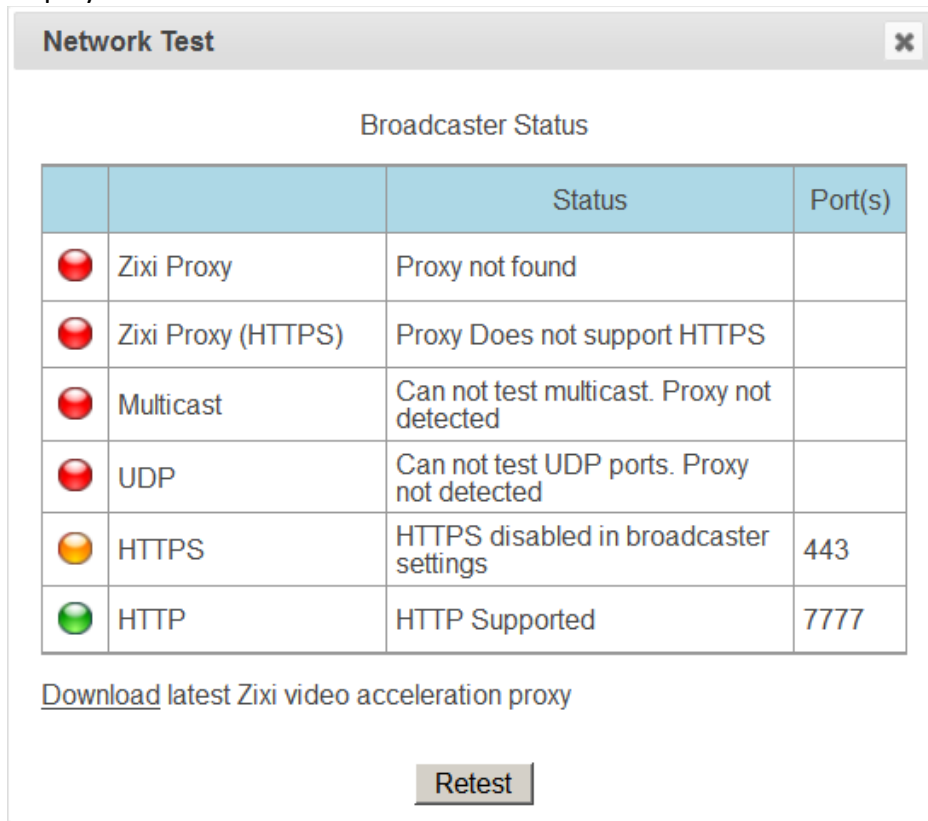


# Testing the Network

You can test the Zixi Broadcaster status, the status of the http or https connection with the relevant port, and the status of the Zixi proxy component. This can be accomplished remotely after the installation of the Broadcaster and subsequently any time after that.

### ➔ To Test the Network:

1. In the Zixi Broadcaster **Status** page, click [Network Test](#). The **Network Test** screen is displayed:



The screenshot shows a window titled "Network Test" with a close button in the top right corner. Inside the window, the text "Broadcaster Status" is centered above a table. The table has four columns: a health indicator (circle), a component name, a status description, and a port number. Below the table is a link to download the latest Zixi video acceleration proxy and a "Retest" button.

		Status	Port(s)
●	Zixi Proxy	Proxy not found	
●	Zixi Proxy (HTTPS)	Proxy Does not support HTTPS	
●	Multicast	Can not test multicast. Proxy not detected	
●	UDP	Can not test UDP ports. Proxy not detected	
●	HTTPS	HTTPS disabled in broadcaster settings	443
●	HTTP	HTTP Supported	7777

[Download latest Zixi video acceleration proxy](#)

**Retest**

The Broadcaster Status table lists the various components of the Zixi Broadcaster with the relevant ports and status (description) and the following health indicators:

- **Green** – component has been tested and was found available.
  - **Yellow** – component has been disabled.
  - **Red** – component was not found or is not available.
2. Click **Retest** to run an additional test on all the server's current connections and their relative ports.

# Broadcaster Inputs

You can add input streams to Zixi Broadcaster from one of the following sources:

- **Zixi Feeder (Push)** – the Zixi feeder pushes the stream to the Zixi Broadcaster. Since both the Zixi Feeder and the Zixi Broadcaster use the Zixi protocol, the stream is protected by the Zixi protocol.
- **Another Zixi Broadcaster (Pull)** – the Zixi Broadcaster can pull a stream from another Zixi Broadcaster. Since both components use the Zixi protocol, the stream can be protected by the Zixi protocol.
- **UDP streams** - the source is a UDP or RTP stream, RTP + SMPTE 2022 FEC, and RIST, all over unicast or multicast.
- **Delayed** - input stream will be stored on the local disk, while a variant of the input is created and delayed according to the specified duration.
- **Local files (for VOD)** – the source in this case is a local transport stream file from your local computer or local network.
- **RTMP streams** - The source is an RTMP stream, pushed into the Zixi Broadcaster or pulled by it.
- **RTSP** - The source is an RTSP stream, pushed into the Zixi Broadcaster, or pulled by it.
- **HLS** - The source is an HLS stream that is pulled by the Zixi Broadcaster.
- **HTTP Pull/Push (TS over HTTP)** - The source is a Transport Stream over HTTP, which is pushed into Zixi Broadcaster or pulled by it.

## Adding Input Streams

The Zixi Broadcaster enables you to add various types of streams. When you create a new stream, select the stream type and then fill in the fields that are applicable for that stream type.

### Adding Push Streams

Typically, a Push Stream is transmitted from a Zixi Feeder. In this case, the stream is initiated by the Zixi Feeder while the Zixi Broadcaster remains in “listening mode” until the stream is initiated.

If the stream is an MPTS stream and you want to demux it into separate SPTS input streams, create the stream, by following the instructions below, and then follow the instruction in the [Demuxing an MPTS Stream](#) section.

#### ➔ To Add a Push Stream:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.

## Broadcaster Inputs

### Adding Input Streams

2. In the **Menu** bar, click **New Input**. The **Add a new input stream** window is displayed.

**Add new input stream**

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Password:

Latency [ms]:

Point to point:

ID of high priority source:

Enable time shift

Transmit as multicast

Decrypt stream

Enable encryption

Recording parameters

Ok Cancel

3. Enter the unique **Stream ID** for the Broadcaster.



Note: this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

4. Select the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
5. Select the **Show in Matrix** checkbox to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
6. Select **Push** for this input stream.
7. Specify the **Stream Parameters** (see Input Stream Parameters Table below).
8. If you want to **Enable time shift**, select this checkbox (see Input Stream Parameter Table below). The stream will be recorded and broadcasted after the specified delay. The time shift feature is typically used to broadcast a live event across time zones (due to the time differences between locations).
9. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameter Table).
10. If you want to record the stream, you can configure the **Recording Parameters** (see Input Stream Parameter Table).
11. You can decrypt an encrypted stream as it enters Zixi Broadcaster. To decrypt a stream, select the **Decrypt Stream** checkbox and fill in the parameters as describes in the Input Stream Parameter Table below. For more information, see **Decrypting an Input Stream in Zixi Broadcaster**.

## Broadcaster Inputs

### Adding Input Streams

- Click **OK**. The “Input added” message appears on the top of the screen. The Push Stream from the Zixi Feeder is added to the Zixi Broadcaster and now appears in the list of input streams available in the Zixi Broadcaster input UI.

### Input Stream Parameters Table

Parameter	Description
<b>Stream Parameters</b>	
<b>Password (Optional)</b>	If desired, enter a password string to use for authentication (must be identical to the string configured on the Feeder)
<b>Latency [ms]</b>	Specify the maximal latency that will override the latency that was defined in the Feeder (in ms). Default: Remote configuration (i.e. use the latency was set in the Feeder). (See <b>Latency Considerations</b> )
<b>Point to point only</b>	Selecting this checkbox transmits the stream directly (point-to-point) from the Feeder to the Receiver, while only delivering messaging to the Broadcaster. In case there is a problem with the P2P connection, it will re-route the transmission through the Zixi Broadcaster.
<b>Disable P2P Fallback</b>	Selecting this checkbox will allow <u>only</u> P2P (disabling the option to re-route traffic though the Zixi Broadcaster)
<b>ID of high priority source</b>	Specify the ID of the Zixi Feeder for which you want to grant priority. The ID of the Zixi Feeder can be found in the <b>ID</b> field on the Zixi Feeder’s <b>Status</b> screen. Upon connection of the Zixi Feeder with this ID, all other existing sources will be disconnected.
<b>Enable time shift</b>	Select this checkbox to record the stream content and broadcast it after a specified delay. To deploy an input stream that uses the current stream's time shift, you need to configure a "Delayed" input stream. (See <a href="#">Adding Delayed Streams</a> ) .
<b>Maximum delay [hh:mm:ss]</b>	Specify the time of the delayed transmission of this stream. Maximum: 24 hours.
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream’s outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default, Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling <b>Multicast Pull</b> in the <b>Settings</b> .
<b>Multicast Only</b>	Selecting this checkbox will force the transmission of this stream only in multicast.
<b>Decrypt stream</b>	Select this checkbox to decrypt the Input stream. Please note that the stream will not be encrypted as it passes through the Zixi path. For more information, see <b>Decrypting an Input Stream in Zixi Broadcaster</b> .

## Broadcaster Inputs

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### Adding Input Streams

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**Decryption type**  
(for Decrypt  
stream enabled)

Specify the type of encryption that is being used in the stream.

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---

**Decryption key**  
(for Decrypt  
stream enabled)

Specify the key for decryption.

---

---

**Enable Encryption**

Select this checkbox to encrypt the Input stream. For more information, see [Encrypting an Input Stream in Zixi Broadcaster](#).

---

---

**Encryption type**  
(for Encryption  
enabled)

Specify the type of Encryption (AES 128/192/256).

---

---

**Encryption key**  
(for Encryption  
enabled)

Click **Generate** to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.

---

---

**Recording  
parameters**

Select this checkbox to customize the recording parameters.

---

---

**Destination Type**

Select the radio button for the desired storage type and then fill in the relevant parameters.

- **Record to disk** – the recording is saved on the local disk.
  - **Record to S3** – the file is saved to your AWS S3 Bucket.
- 
- 

**Record to Disk  
Parameters**

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## Broadcaster Inputs

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### Adding Input Streams

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<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>Keep recorded files for [hours]</b>	Specify the maximum time for storing the recording. Default: 0 hours
<b>Custom Path</b>	Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the <b>Settings &gt; General</b> screen.
<b>Record to S3 Parameters</b>	

## Broadcaster Inputs

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### Adding Input Streams

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<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>URL</b>	Specify the URL of the S3 bucket.
<b>Ignore TLS certificate errors</b>	TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Access Key</b>	The access key that is used for accessing the S3 bucket.
<b>Secret Key</b>	The secret key that is used for accessing the S3 bucket.

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### Adding Pull Streams

Typically, a Pull Stream is transmitted from another Zixi Broadcaster. In this case, the stream is initiated by your Zixi Broadcaster.

If the stream is an MPTS stream and you want to demux it into separate SPTS input streams, create the stream, by following the instructions below, and then follow the instruction in the [Demuxing an MPTS Stream](#) section

#### ➡ To Add a Pull Stream:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.
2. In the Menu bar, click **New Input**. The **Add a new input stream** window is displayed.
3. Enter the unique **Stream ID**. for the Broadcaster.

## Broadcaster Inputs

### Adding Input Streams



Note: this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

4. Select the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
5. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
6. Select **Pull** for the input stream.

**Add new input stream**

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Host:  +

Port:

Stream:

Password:

Latency [ms]:

Ignore TLS certificate:

Bind to IP:

Enable time shift

Transmit as multicast

Decrypt stream

Enable encryption

Recording parameters

Ok Cancel

7. Specify the **Stream Parameters** (see Input Stream Parameter table).
8. If you want to **Enable time shift**, select this checkbox (see Input Stream Parameter table). The stream will be recorded and broadcasted after the specified delay. The time shift feature is typically used to broadcast a live event across time zones (due to the time differences between locations).
9. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameter table).
10. If you want to configure the **Recording Parameters**, specify them in the respective fields (see Input Stream Parameter table).
11. You can decrypt an encrypted stream as it enters the Zixi Broadcaster. To decrypt a stream, select the **Decrypt Stream** checkbox and fill in the parameters as describes in the Input Stream Parameter Table below. For more information, see **Decrypting an Input Stream in Zixi Broadcaster**.



## Broadcaster Inputs

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### Adding Input Streams

12. Click **OK**. The “Input added” message appears on the top of the screen. The Push Stream from the Zixi Feeder is added to the Zixi Broadcaster and now appears in the list of streams available in Zixi Broadcaster inputs UI.

### Input Stream Parameters table

Parameter	Description
<b>Stream Parameters</b> The general stream settings.	
<b>Host</b>	Enter the IP Address of the remote Broadcaster server. Note that additional (failover) destinations can be added by clicking the adjacent “+” button
<b>Port</b>	Enter the port through which the Broadcaster receives the stream from another Broadcaster server. Default: 2088 The default input port for Zixi Broadcaster is UDP port <b>2088</b> . This port <i>must be open</i> on any firewalls between Zixi Broadcaster and other devices it is communicating with.
<b>Stream</b>	Enter the unique stream ID from another Broadcaster server.
<b>Password (Optional)</b>	If desired, enter the string for authentication. It must be identical to the string configured on the other Zixi Broadcaster.
<b>Latency [ms]</b>	Specify the maximum number of milliseconds that Zixi Broadcaster should protect the stream for. For example, 6000 milliseconds would ensure that the stream is protected for up to six seconds of delay in the network. This setting affects memory usage as higher levels of protection require more buffering. Default:6000.
<b>Bind to IP</b>	Select from the drop-down list the local IP address to be used for this Input, OR select <i>Any</i> to enable any IP to be used.
<b>Bind to NIC</b>	Select from the drop-down list the NIC to be used for this Input, OR select <i>Any</i> to enable any NIC to be used.
<b>Enable time shift</b>	Select this checkbox to record the stream content and broadcast it after a specified delay. To deploy an input stream that uses the current stream's time shift, you need to configure a "Delayed" input stream. (See <a href="#">Adding Delayed Streams</a> ).
<b>Maximum delay [hh:mm:ss] (for Time Shift enabled)</b>	Specify the time of a delayed transmission of this stream. Maximum: 24 hours
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream’s outputs as multicast. A Zixi Broadcaster that will pull the stream will receive it in multicast. By default Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling <b>Multicast Pull</b> in the <b>Settings</b> .

## Broadcaster Inputs

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### Adding Input Streams

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**Multicast-Only (for multicast enabled)** If desired, specify multicast-only outputs.

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**Decrypt stream** Select this checkbox to decrypt the Input stream. Please note that the stream will not be encrypted as it passes through the Zixi path. For more information, see **Decrypting an Input Stream in Zixi Broadcaster**.

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---

**Decryption type (for Decrypt stream enabled)** Specify the type of encryption that is being used in the stream.

---

---

**Decryption key (for Decrypt stream enabled)** Specify the key for decryption.

---

---

**Enable Encryption** Select this checkbox to encrypt the Input stream. For more information, see [Encrypting an Input Stream in Zixi Broadcaster](#).

---

---

**Encryption type (for Encryption enabled)** Specify the type of Encryption (AES 128/192/256).

---

---

**Encryption key (for Encryption enabled)** Click **Generate** to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.

---

---

**Recording parameters** Select this checkbox to customize the recording parameters.

---

---

**Destination Type** Select the radio button for the desired storage type and then fill in the relevant parameters.

- **Record to disk** – the recording is saved on the local disk.
  - **Record to S3** – the file is saved to your AWS S3 Bucket.
- 
- 

**Record to Disk Parameters**

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## Broadcaster Inputs

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### Adding Input Streams

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<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>Keep recorded files for [hours]</b>	Specify the maximum time for storing the recording. Default: 0 hours
<b>Custom Path</b>	Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the <b>Settings &gt; General</b> screen.
<b>Record to S3 Parameters</b>	

## Broadcaster Inputs

---

### Adding Input Streams

---

<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>URL</b>	Specify the URL of the S3 bucket.
<b>Ignore TLS certificate errors</b>	TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Access Key</b>	The access key that is used for accessing the S3 bucket.
<b>Secret Key</b>	The secret key that is used for accessing the S3 bucket.

## Adding UDP Streams

This enables the Broadcaster to receive a UDP stream. The UDP stream is not protected by the Zixi protocol. The UDP streams can be one of the following types:

- UDP – plain UDP
- RTP – Real-Time Transport Protocol
- RTP + SMPTE 2022 FEC - SMPTE 2022 standard with Forward Error Correction

**RIST protocol support** – Zixi Broadcaster supports RIST streams from any compliant RIST device. Contact your Zixi representative to learn more about interoperability testing between Zixi Broadcaster and 3rd party devices. The RIST protocol can be enabled for any of the stream types mentioned above.



More details about RIST can be found at [www.rist.tv](http://www.rist.tv).

If the stream is an MPTS stream and you want to demux it into separate SPTS input streams, create the stream, by following the instructions below, and then follow the instruction in the [Demuxing an MPTS Stream](#) section.

#### ➔ To Add a UDP Stream:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.
2. In the Menu bar, click **New Input**. The **Add a new input stream** window is displayed.
3. Enter the unique **Stream ID**.



Note this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

4. Select the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
5. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.

## Broadcaster Inputs

### Adding Input Streams

6. Select **UDP** for the input stream.

The screenshot shows the 'Add new input stream' dialog box. It has a title bar with a close button. The main area contains several sections: 'Stream ID' (text input), 'Max Outputs' (dropdown menu set to 'Unlimited'), and 'Show in Matrix' (checkbox checked). Below this is a row of radio buttons for input types: Push, Pull, UDP (selected), Delayed, File, RTMP, RTSP, HLS, and TS over HTTP. A section titled 'Stream parameters' contains: 'Port' (text input), 'Multicast IP' (text input), 'SSM source IP' (text input), 'Type' (dropdown menu set to 'UDP'), 'Bind to IP' (dropdown menu set to 'Any'), and 'Max bitrate [kbps]' (text input set to '8000'). Below this are four checkboxes: 'Enable time shift', 'Transmit as multicast', 'Enable encryption', and 'Recording parameters'. At the bottom right are 'Ok' and 'Cancel' buttons.

7. Specify the **Stream Parameters** (see Input Stream Parameters Table).
8. If you want to **Enable time shift**, select this checkbox (see Input Stream Parameters Table).
9. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameters Table).
10. If you want to configure the **Recording Parameters**, specify them in the respective fields (see Input Stream Parameters Table).
11. If you want to **Enable encryption**, select this checkbox (see Input Stream Parameters Table). For more information, see **Encrypting an Input Stream in Zixi Broadcaster**.
12. Click **OK**.

The “Input added” message appears on the top of the screen. The UDP Stream from the Zixi Feeder is added to the Zixi Broadcaster and now appears in the list of streams available in the Zixi Broadcaster inputs UI.

#### Input Stream Parameters Table

Parameter	Description
<b>Stream Parameters</b>	
<b>Port</b>	Specify the port to listen on. This port must be open on all firewalls between the Zixi Broadcaster and other devices it is communicating with.
<b>Multicast IP</b>	If multicast, type the Multicast IP address (or leave blank in the case of Unicast).

## Broadcaster Inputs

### Adding Input Streams

<b>SSM Source</b>	Specify the source IP for a source-specific multicast.
<b>Type</b>	Select the appropriate protocol type from the drop-down list.
<b>Bind to IP</b>	Select from the drop-down list the local IP address to be used for this Input, OR select <i>Any</i> to enable any IP to be used.
<b>Bind to NIC</b>	Select from the drop-down list the NIC to be used for this Input, OR select <i>Any</i> to enable any NIC to be used.
<b>Max. bitrate [kbps]</b>	Specify the maximum expected bitrate for memory allocation. Recommended: 2X the actual bitrate, which will prevent buffer overruns (especially with VBR streams). Default: 8000. Note – Overflows will typically occur when the Max Bitrate isn't sufficient.
<b>RIST</b>	Select this checkbox to receive RIST streams from any compliant RIST device.
<b>Max Latency [ms]</b>	Specify the maximum latency of the stream in milliseconds.
<b>Remote Port</b>	Specify the remote port in the RIST device. Default: 0 (any port)
<b>1.4 support</b>	
<b>Compression</b>	
<b>Fast Connect</b>	
<b>Enable time shift</b>	Select this checkbox to record the stream content and broadcast it after a specified delay. To deploy an input stream that uses the current stream's time shift, you need to configure a "Delayed" input stream. (See <a href="#">Adding Delayed Streams</a> ).
<b>Maximum delay [hh:mm:ss] (for Time Shift enabled)</b>	Specify the maximum time delay of this input.
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling Multicast Pull in the Settings.
<b>Multicast-Only (for multicast enabled)</b>	Selecting this checkbox will force the transmission of this stream only in multicast.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Input stream. For more information, see <a href="#">Encrypting an Input Stream in Zixi Broadcaster</a>
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256).

## Broadcaster Inputs

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### Adding Input Streams

---

**Encryption key (for Encryption enabled)** Click **Generate** to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.

---

**Recording parameters** Select this checkbox to customize the recording parameters.

---

**Destination Type** Select the radio button for the desired storage type and then fill in the relevant parameters.

- **Record to disk** – the recording is saved on the local disk.
- **Record to S3** – the file is saved to your AWS S3 Bucket.

---

#### **Record to Disk Parameters**

---

Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.

The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:

- File Name Template**
- %S=stream id - optional.
  - %Y=year - optional
  - %M=month - optional
  - %D=day - optional
  - %T=HH.MM.SS creation time - mandatory

For example, the following pattern %Y\_recording%T.ts will generate the following file name 2017\_recording15:32:35.ts.

---

**Max recorded file duration [hours]** Specify the maximum time allotted for recording a video stream. Default: 2 hours

---

**Keep recorded files for [hours]** Specify the maximum time for storing the recording. Default: 0 hours

---

**Custom Path** Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the **Settings > General** screen.

---

#### **Record to S3 Parameters**

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## Broadcaster Inputs

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### Adding Input Streams

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Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.

The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:

#### File Name Template

- %S=stream id - optional.
- %Y=year - optional
- %M=month - optional
- %D=day - optional
- %T=HH.MM.SS creation time - mandatory

For example, the following pattern %Y\_recording%T.ts will generate the following file name 2017\_recording15:32:35.ts.

---

#### Max recorded file duration [hours]

Specify the maximum time allotted for recording a video stream. Default: 2 hours

---

#### URL

Specify the URL of the S3 bucket.

---

#### Ignore TLS certificate errors

TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.

---

#### Access Key

The access key that is used for accessing the S3 bucket.

---

#### Secret Key

The secret key that is used for accessing the S3 bucket.

---

## Broadcaster Inputs

### Adding Input Streams

## Adding Delayed Streams

You can delay the broadcasting of an input stream by enabling “time shifting”. In this case the input stream will be stored on the local disk, while a variant of the input is created and delayed according to the specified duration.

The duration of the delayed stream should be less or equal to the time shifted stream.

#### ➔ To Add a Delayed Stream:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.
2. In the Menu bar, click **New Input**. The **Add a new input stream** window is displayed.
3. Enter the unique **Stream ID**.



Note: this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

4. Select the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
5. Select the **Show in Matrix** check box to display this stream in the Matrix (see **Using the Matrix**). Default: Selected.
6. Select **Delayed** for the input stream.

Add new input stream

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Source:

Delay [hh:mm:ss]:

Enable time shift

Transmit as multicast

Ok Cancel

7. Specify the **Stream Parameters** (see Input Stream Parameters Table).
8. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameters Table).
9. Click **OK**.
10. The “Input added” message appears on the top of the screen. The Delayed Stream is added to the Zixi Broadcaster and now appears in the list of streams available in the Zixi Broadcaster inputs UI.

## Broadcaster Inputs

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### Adding Input Streams

#### Input Stream Parameters Table

Parameter	Description
<b>Stream Parameters</b>	
<b>Source</b>	Select one of the input streams that were configured to enable "time shift".
<b>Delay</b>	Specify the delay period relative to the original stream in the following format: hh:mm:ss.
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling <b>Multicast Pull</b> in the <b>Settings</b> .
<b>Multicast-Only (for Multicast enabled)</b>	If desired, specify multicast only outputs.

## Broadcaster Inputs

### Adding Input Streams

## Adding File Streams

This input creates a file input for the Zixi Broadcaster from a local or mounted disk and subsequently streams it to the end-user.

If the stream is an MPTS stream and you want to demux it into separate SPTS input streams, create the stream, by following the instructions below, and then follow the instruction in the [Demuxing an MPTS Stream](#) section.

### ➔ To Add a File Stream:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.  
In the Menu bar, click **New Input**. The **Add a new input stream** window is displayed.
2. Enter the unique **Stream ID**.



Note: this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

3. Select the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
4. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
5. Select **File** for the input stream.

**Add new input stream**

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Path:

Enable time shift

Transmit as multicast

Enable encryption

6. Specify the **Stream Parameters** (see Input Stream Parameter table).
7. If you want to **Enable time shift**, select this checkbox (see Input Stream Parameter table). The stream will be recorded and broadcasted after the specified delay. The time shift feature is typically used to broadcast a live event across time zones (due to the time differences between locations).
8. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameter table).

## Broadcaster Inputs

### Adding Input Streams

9. If you want to **Enable encryption**, select this checkbox (see Input Stream Parameter table). For more information, see [Encrypting an Input Stream in Zixi Broadcaster](#).
10. Click **OK**. The “Input added” message appears on the top of the screen. The Push Stream from the Zixi Feeder is added to the Zixi Broadcaster and now appears in the list of streams available in the Zixi Broadcaster inputs UI.

### Input Stream Parameters Table

Parameter	Description
<b>Stream Parameters</b>	
<b>Path</b>	Type the local or mounted (Linux) disk or click the adjacent browse button to select the desired one. The suffix .ts indicates a transmitted stream.
<b>Enable time shift</b>	Select this checkbox to record the stream content and broadcast it after a specified delay. To deploy an input stream that uses the current stream's time shift, you need to configure a "Delayed" input stream. (See <a href="#">Adding Delayed Streams</a> ).
<b>Maximum delay [hh:mm:ss] (for Time Shift enabled)</b> Specify the maximum time delay of this input.	
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default, Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling Multicast Pull in the Settings.
<b>Multicast Only (for Multicast enabled)</b>	If desired, specify force multicast-only outputs. A Zixi receiver will receive it in multicast (unless it is out of the LAN in which case it will relay in as unicast). You can also force Multicast only outputs.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Input stream. For more information, see <a href="#">Encrypting an Input Stream in Zixi Broadcaster</a> .
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256).
<b>Encryption key (for encryption enabled)</b>	Click <b>Generate</b> to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.

## Broadcaster Inputs

### Adding Input Streams

## Adding RTMP Streams

This enables you to create a Push or Pull RTMP input stream.

### ➔ To Add a RTMP Stream:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.
2. In the Menu bar, click **New Input**. The **Add a new input stream** window is displayed.
3. Enter the unique **Stream ID**.



Note: this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

4. Select the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
5. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
6. Select **RTMP** for the input stream.

**Add new input stream** [X]

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Type:  Push  Pull

URL (rtmp://host:[port]/app/stream):

Stream name:

Username:

Password:

Ignore TLS certificate:

Disconnect if inactive:

Padding:

Mixing bitrate [kbps]:

Smoothing Latency [ms]:

**Enable time shift**

**Transmit as multicast**

**Enable encryption**

**Recording parameters**

Ok Cancel

7. Specify the **Stream Parameters** (see Input Stream Parameters Table).
8. If you want to **Enable time shift**, select this checkbox (see Input Stream Parameters Table).

## Broadcaster Inputs

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### Adding Input Streams

9. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameters Table).
10. If you want to **Enable encryption**, select this checkbox (see Input Stream Parameters Table). For more information, see [Encrypting an Input Stream in Zixi Broadcaster](#).
11. If you want to configure the **Recording Parameters**, specify them in the respective fields (see Input Stream Parameters Table).
12. Click **OK**. The “Input added” message appears on the top of the screen. The RTMP Stream is added to the Zixi Broadcaster and now appears in the list of streams available in the Zixi Broadcaster inputs UI.

### Input Stream Parameters Table

Parameter	Description
<b>Stream Parameters</b>	
Type	Select the desired type for the RTMP stream: <ul style="list-style-type: none"><li>• Push – the stream is pushed to the Zixi Broadcaster (not initiated by the Zixi Broadcaster). No additional connection parameters need to be filled. If the stream name will match, the stream will be inputted.</li><li>• Pull – Zixi Broadcaster will initiate the stream by accessing it through the following parameters:</li></ul>
URL (for Pull)	Type the Stream URL from which the Zixi Broadcaster will access. Use the following URL format: <code>rtmp://host:[port]/app/stream</code> .  You can define RTMPS clients with the proven security of a secure socket layer (SSL), by using the <code>rtmps:// url</code>
Stream Name (for Pull)	Type the unique name for the stream that has been defined in the RTMP server.
User Name (for Pull)	Specify the user name to authenticate on the remote RTMP server
Password (for Pull)	Specify the string that is used for authorization on the remote RTMP server.
Ignore TLS certificate	Select this option when connecting to a trusted server that does not have a valid certificate. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors.
Disconnect if inactive	Disconnects the connection if inactive.

## Broadcaster Inputs

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### Adding Input Streams

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<b>Padding</b>	If the stream's bitrate fluctuates you can pad the stream with null packets to create a steady bitrate. Select this checkbox to enable padding.
<b>Muxing bitrate (for Padding enabled)</b>	Specify the padding level in kbps.
<b>Smoothing Latency [ms]</b>	The Smoothing feature uses a buffer to time packets according to the stream's clock. This is useful when there are bursts in the rate in which the stream arrives. The smoothing features creates a queue in the buffer, allowing smoother entry into the Broadcaster. The Smoothing parameter defines the size of the buffer in Milliseconds. A larger buffer enables smoother entry, however, it may influence the latency rate.
<b>Enable time shift</b>	Select this checkbox to record the stream content and broadcast it after a specified delay. To deploy an input stream that uses the current stream's time shift, you need to configure a "Delayed" input stream. (See <a href="#">Adding Delayed Streams</a> ).
<b>Maximum delay [hh:mm:ss] (for Time Shift enabled)</b>	Specify the maximum time delay of this input.
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default, Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling Multicast Pull in the Settings.
<b>Multicast Only (for Multicast enabled)</b>	Select the check box to force only Multicast outputs.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Input stream. For more information, see <a href="#">Encrypting an Input Stream in Zixi Broadcaster</a>
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256).
<b>Encryption key (for Encryption enabled)</b>	Click <b>Generate</b> to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.
<b>Recording parameters</b>	Select this checkbox to customize the recording parameters.
<b>Destination Type</b>	Select the radio button for the desired storage type and then fill in the relevant parameters. <ul style="list-style-type: none"><li>• <b>Record to disk</b> – the recording is saved on the local disk.</li></ul>



## Broadcaster Inputs

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### Adding Input Streams

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- **Record to S3** – the file is saved to your AWS S3 Bucket.
- 

#### **Record to Disk Parameters**

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<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
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<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
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<b>Keep recorded files for [hours]</b>	Specify the maximum time for storing the recording. Default: 0 hours
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<b>Custom Path</b>	Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the <b>Settings &gt; General</b> screen.
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#### **Record to S3 Parameters**

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<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li></ul>
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## Broadcaster Inputs

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### Adding Input Streams

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- %Y=year - optional
- %M=month - optional
- %D=day - optional
- %T=HH.MM.SS creation time - mandatory

For example, the following pattern %Y\_recording%T.ts will generate the following file name 2017\_recording15:32:35.ts.

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<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
---	--

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<b>URL</b>	Specify the URL of the S3 bucket.
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<b>Ignore TLS certificate errors</b>	TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
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<b>Access Key</b>	The access key that is used for accessing the S3 bucket.
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<b>Secret Key</b>	The secret key that is used for accessing the S3 bucket.
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## Broadcaster Inputs

### Adding Input Streams

## Adding RTSP Streams

This enables you to create RTSP streams.

### ➔ To Add RTSP Streams:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.
2. In the Menu bar, click **New Input**. The **Add a new input stream** window is displayed.

**Add new input stream**

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

URL (rtsp://host:[port]/stream):  TCP:

Video UDP port:

Audio UDP port:

Pad to bitrate [kbps]:

Latency [ms]:

Enable time shift

Transmit as multicast

Enable encryption

Recording parameters

Ok Cancel

3. Enter the unique **Stream ID**.



Note: this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

4. Select the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
5. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
6. Select **RTMP** for the input stream.
7. Specify the **Stream Parameters** (see Input Stream Parameters Table).
8. If you want to **Enable time shift**, select this checkbox (see Input Stream Parameters Table).
9. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameters Table).

## Broadcaster Inputs

### Adding Input Streams

10. If you want to **Enable encryption**, select this checkbox (see Input Stream Parameters Table).
11. If you want to configure the **Recording Parameters**, specify them in the respective fields (see Input Stream Parameters Table).
12. Click **OK**. The “Input added” message appears on the top of the screen. The RTMP Stream is added to the Zixi Broadcaster and now appears in the list of streams available in the Zixi Broadcaster inputs UI.

### Input Stream Parameters Table

Parameter	Description
<b>Stream Parameters</b>	The general stream settings.
<b>URL</b>	Type the Stream URL from which the Zixi Broadcaster will access.
<b>Video UDP Port</b>	Specify the UDP port to be used for streaming the video.
<b>Audio UDP Port</b>	Specify the UDP port to be used for streaming the video.
<b>Pad to bitrate</b>	If the stream's bitrate fluctuates you can pad the stream with null packets to create a steady bitrate. This setting determines the padding level in kbps.
<b>Latency</b>	Specify the maximum latency you can tolerate for the stream in milliseconds. Recommended - the length of two frames.
<b>TCP</b>	Select this checkbox for streams that use TCP protocol. Leave unselected in case the stream uses UDP.
<b>Enable time shift</b>	Select this checkbox to record the stream content and broadcast it after a specified delay. To deploy an input stream that uses the current stream's time shift, you need to configure a "Delayed" input stream. (See <a href="#">Adding Delayed Streams</a> ).
<b>Maximum delay [hh:mm:ss] (for Time Shift enabled)</b>	Specify the maximum time delay of this input.
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling Multicast Pull in the Settings.
<b>Multicast Only (for Multicast enabled)</b>	Select the check box to force only Multicast outputs.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Input stream. For more information, see <a href="#">Encrypting an Input Stream in Zixi Broadcaster</a> .

## Broadcaster Inputs

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### Adding Input Streams

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**Encryption type  
(for Encryption  
enabled)**

Specify the type of Encryption (AES 128/192/256).

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**Encryption key (for  
Encryption  
enabled)**

Click **Generate** to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.

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**Recording  
parameters**

Select this checkbox to customize the recording parameters.

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**Destination Type**

Select the radio button for the desired storage type and then fill in the relevant parameters.

- **Record to disk** – the recording is saved on the local disk.
  - **Record to S3** – the file is saved to your AWS S3 Bucket.
- 

**Record to Disk  
Parameters**

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**File Name  
Template**

Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.

The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:

- %S=stream id - optional.
- %Y=year - optional
- %M=month - optional
- %D=day - optional
- %T=HH.MM.SS creation time - mandatory

For example, the following pattern %Y\_recording%T.ts will generate the following file name 2017\_recording15:32:35.ts.

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**Max recorded file  
duration [hours]**

Specify the maximum time allotted for recording a video stream. Default: 2 hours

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**Keep recorded files  
for [hours]**

Specify the maximum time for storing the recording. Default: 0 hours

---

**Custom Path**

Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the **Settings > General** screen.

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## Broadcaster Inputs

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### Adding Input Streams

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#### **Record to S3 Parameters**

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<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>URL</b>	Specify the URL of the S3 bucket.
<b>Ignore TLS certificate errors</b>	TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Access Key</b>	The access key that is used for accessing the S3 bucket.
<b>Secret Key</b>	The secret key that is used for accessing the S3 bucket.

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## Adding HLS Streams

This screen enables the Broadcaster to receive an HLS stream. The HLS stream is not protected by the Zixi protocol. There are two options for pulling the stream:

- **Single source (adaptive bitrate)** - the stream can be an adaptive bitrate stream. In this case, Zixi Broadcaster will pull the main playlist to adapt between bitrates according to network conditions.
- **Multiple sources** - it is possible to pull multiple input streams with static individual bitrates. In this case, Zixi Broadcaster will automatically create a separate input for each bitrate.

### ➔ To Add an HLS stream:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.
2. In the Menu bar, click **New Input**. The **Add a new input stream** window is displayed.
3. Enter the unique **Stream ID**.



Note: this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

4. Enter the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
5. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.

## Broadcaster Inputs

### Adding Input Streams

6. Select **HLS** for the input stream.

**Add new input stream**

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  **HLS**  TS over HTTP

**Stream parameters**

Master playlist URL (http://host:[port]/playlist.m3u8):

Download type:  ▼

Smoothing Latency [ms]:

Inject SCTE35 on CUE marks:

**Enable time shift**

**Transmit as multicast**

**Enable encryption**

**Recording parameters**

7. Specify the **Stream Parameters** (see Input Stream Parameters Table below).
8. If you want to **Enable time shift**, select this checkbox (see Input Stream Parameters Table).
9. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameters Table).
10. If you want to configure the **Recording Parameters**, specify them in the respective fields (see Input Stream Parameters Table).
11. If you want to **Enable encryption**, select this checkbox (see Input Stream Parameters Table).
12. Click **OK**.

The “Input added” message appears on the top of the screen. The HLS stream from the Zixi Feeder is added to the Zixi Broadcaster and now appears in the list of streams available in the Zixi Broadcaster inputs UI. If the "multiple sources" option was select, Zixi Broadcaster will automatically create a separate input for each bitrate.

### Input Stream Parameters Table

Parameter	Description
<b>Stream Parameters</b>	



## Broadcaster Inputs

### Adding Input Streams

<b>Master Playlist URL</b>	Specify the URL of the HLS stream.
<b>Download Type</b>	Specify whether the variants will be pulled from a single source (adaptive bitrate) or multiple sources (pull all bitrates).
<b>Smoothing Latency</b>	The Smoothing feature uses a buffer to time packets according to the stream's clock. This is useful when there are bursts in the rate in which the stream arrives. The smoothing features creates a queue in the buffer, allowing smoother entry into the Broadcaster. The Smoothing parameter defines the size of the buffer in Milliseconds. A larger buffer enables smoother entry, however, it may influence the latency rate.
<b>Inject SCTE35 on CUE Marks</b>	Select this checkbox to inject SCTE markers into the adaptive stream manifest. SCTE-35 markers found in the source input will be used to segment the stream and the #EXT-X-CUE-IN/#EXT-X-CUE-OUT tags will be added to the manifest.
<b>Enable time shift</b>	Select this checkbox to record the stream content and broadcast it after a specified delay. To deploy an input stream that uses the current stream's time shift, you need to configure a "Delayed" input stream. (See <a href="#">Adding Delayed Streams</a> ).
<b>Maximum delay [hh:mm:ss] (for Time Shift enabled)</b>	Specify the maximum time delay of this input.
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default, Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling Multicast Pull in the Settings.
<b>Multicast Only (for Multicast enabled)</b>	If desired, specify multicast only outputs.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Input stream. For more information, see <a href="#">Encrypting an Input Stream in Zixi Broadcaster</a> .
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256).
<b>Encryption key (for Encryption enabled)</b>	Click <b>Generate</b> to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.
<b>Recording parameters</b>	Select this checkbox to customize the recording parameters.

## Broadcaster Inputs

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### Adding Input Streams

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<b>Destination Type</b>	Select the radio button for the desired storage type and then fill in the relevant parameters. <ul style="list-style-type: none"><li>• <b>Record to disk</b> – the recording is saved on the local disk.</li><li>• <b>Record to S3</b> – the file is saved to your AWS S3 Bucket.</li></ul>
<b>Record to Disk Parameters</b>	
<b>File Name Template</b>	Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.  The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows: <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>Keep recorded files for [hours]</b>	Specify the maximum time for storing the recording. Default: 0 hours
<b>Custom Path</b>	Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the <b>Settings &gt; General</b> screen.
<b>Record to S3 Parameters</b>	
<b>File Name Template</b>	Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.  The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:

## Broadcaster Inputs

### Adding Input Streams

- %S=stream id - optional.
- %Y=year - optional
- %M=month - optional
- %D=day - optional
- %T=HH.MM.SS creation time - mandatory

For example, the following pattern %Y\_recording%T.ts will generate the following file name 2017\_recording15:32:35.ts.

<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>URL</b>	Specify the URL of the S3 bucket.
<b>Ignore TLS certificate errors</b>	TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Access Key</b>	The access key that is used for accessing the S3 bucket.
<b>Secret Key</b>	The secret key that is used for accessing the S3 bucket.

## Adding TS over HTTP (Pull) Streams

In this mode Zixi Broadcaster pulls a Transport Stream over TCP from an HTTP server. In this case, the stream is initiated by your Zixi Broadcaster.

### ➔ To Add a TS over HTTP (Pull) Stream:

1. In the Zixi Broadcaster navigation menu, click the **Inputs** tab.
2. In the Menu bar, click **New Input**. The **Add a new input stream** window is displayed.
3. Enter the unique **Stream ID**.



Note: this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

4. Select the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
5. Select the **Show in Matrix** checkbox to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
6. Select **TS over HTTP** for the input stream.

## Broadcaster Inputs

### Adding Input Streams

7. In the **Type** field, select **Pull**.

**Add new input stream**

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Type:  Push  Pull

URL (http://host:[port]/stream):

Smoothing [ms]:

Enable time shift

Transmit as multicast

Enable encryption

Recording parameters

Ok Cancel

8. Specify the **Stream Parameters** (see Input Stream Parameter table).
9. If you want to **Enable time shift**, select this checkbox (see Input Stream Parameter table). The stream will be recorded and broadcasted after the specified delay. The time shift feature is typically used to broadcast a live event across time zones (due to the time differences between locations).
10. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameter table).
11. If you want to **Enable encryption**, select this checkbox (see Input Stream Parameters Table).
12. If you want to configure the **Recording Parameters**, specify them in the respective fields (see Input Stream Parameter table).
13. Click **OK**.

#### Input Stream Parameters table

Parameter	Description
<b>Stream Parameters</b>	The general stream settings.
<b>TS URL</b>	Enter the URL of the Transport Stream.

## Broadcaster Inputs

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### Adding Input Streams

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<b>Smoothing</b>	The Smoothing feature uses a buffer to time packets according to the stream's clock. This is useful when there are bursts in the rate in which the stream arrives. The smoothing features creates a queue in the buffer, allowing smoother entry into the Broadcaster. The Smoothing parameter defines the size of the buffer in Milliseconds. A larger the buffer enables smoother entry. However, it may influence the latency rate.
<b>Enable time shift</b>	Select this checkbox to record the stream content and broadcast it after a specified delay. To deploy an input stream that uses the current stream's time shift, you need to configure a "Delayed" input stream. (See <a href="#">Adding Delayed Streams</a> ).
<b>Maximum delay [hh:mm:ss] (for Time Shift enabled)</b>	Specify the time of a delayed transmission of this stream. Maximum: 24 hours
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream's outputs as multicast. A Zixi Broadcaster that will pull the stream will receive it in multicast. By default, Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling <b>Multicast Pull</b> in the <b>Settings</b> .
<b>Multicast-Only (for multicast enabled)</b>	If desired, specify multicast-only outputs.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Input stream. For more information, see <a href="#">Encrypting an Input Stream in Zixi Broadcaster</a> .
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256).
<b>Encryption key (for Encryption enabled)</b>	Click Generate to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.
<b>Recording parameters</b>	Select this checkbox to customize the recording parameters.
<b>Destination Type</b>	Select the radio button for the desired storage type and then fill in the relevant parameters. <ul style="list-style-type: none"><li>• <b>Record to disk</b> – the recording is saved on the local disk.</li><li>• <b>Record to S3</b> – the file is saved to your AWS S3 Bucket.</li></ul>
<b>Record to Disk Parameters</b>	

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## Broadcaster Inputs

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### Adding Input Streams

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<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>Keep recorded files for [hours]</b>	Specify the maximum time for storing the recording. Default: 0 hours
<b>Custom Path</b>	Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the <b>Settings &gt; General</b> screen.
<b>Record to S3 Parameters</b>	

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## Broadcaster Inputs

### Adding Input Streams

<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>URL</b>	Specify the URL of the S3 bucket.
<b>Ignore TLS certificate errors</b>	TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Access Key</b>	The access key that is used for accessing the S3 bucket.
<b>Secret Key</b>	The secret key that is used for accessing the S3 bucket.

## Adding TS over HTTP (Push) Streams

In this mode Zixi Broadcaster will receive a Transport Stream over TCP from an HTTP server. In this case, the stream is initiated by the source HTTP Server, while the Zixi Broadcaster remains in “listening mode” until the stream (with the specified stream ID) is initiated.

### ➔ To Add a TS over HTTP (Push) Stream:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.
2. In the **Menu** bar, click **New Input**. The **Add a new input stream** window is displayed.
3. Enter the unique **Stream ID** for the Broadcaster.



Note: this must be identical (case sensitive) to the stream name configured in the Zixi Feeder.

## Broadcaster Inputs

### Adding Input Streams

4. Select the maximum concurrent connections to this stream from the **Max. Outputs** drop-down list. Default: Unlimited.
5. Select the **Show in Matrix** checkbox to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
6. Select **TS over HTTP** for the input stream
7. In the **Type** field, select **Push**.

**Add new input stream** [X]

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Type:  Push  Pull

Smoothing [ms]:

User:

Password:

**Enable time shift**

**Transmit as multicast**

**Enable encryption**

**Recording parameters**

8. Specify the **Stream Parameters** (see Input Stream Parameters Table below).
9. If you want to **Enable time shift**, select this checkbox (see Input Stream Parameter Table below). The stream will be recorded and broadcasted after the specified delay. The time shift feature is typically used to broadcast a live event across time zones (due to the time differences between locations).
10. If you want to **Transmit as multicast**, select this checkbox (see Input Stream Parameter Table).
11. If you want to **Enable encryption**, select this checkbox (see Input Stream Parameters Table).
12. If you want to record the stream, you can configure the **Recording Parameters** (see Input Stream Parameter Table).
13. Click **OK**.



## Broadcaster Inputs

### Adding Input Streams

#### Input Stream Parameters Table

Parameter	Description
<b>Stream Parameters</b>	
<b>Smoothing</b>	The Smoothing feature uses a buffer to time packets according to the stream's clock. This is useful when there are bursts in the rate in which the stream arrives. The smoothing features creates a queue in the buffer, allowing smoother entry into the Broadcaster. The Smoothing parameter defines the size of the buffer in Milliseconds. A larger buffer enables smoother entry, however, it may influence the latency rate.
<b>User</b>	If the stream is password protected, enter the username to access the stream.
<b>Password</b>	If the stream is password protected, enter the password.
<b>Enable time shift</b>	Select this checkbox to record the stream content and broadcast it after a specified delay. To deploy an input stream that uses the current stream's time shift, you need to configure a "Delayed" input stream. (See <a href="#">Adding Delayed Streams</a> ).
<b>Maximum delay [hh:mm:ss]</b>	Specify the time of the delayed transmission of this stream. Maximum: 24 hours.
<b>Transmit as multicast</b>	Select this checkbox to enable the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default, Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling <b>Multicast Pull</b> in the <b>Settings</b> .
<b>Multicast Only</b>	Selecting this checkbox will force the transmission of this stream only in multicast.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Input stream. For more information, see <a href="#">Encrypting an Input Stream in Zixi Broadcaster</a> .
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256).
<b>Encryption key (for Encryption enabled)</b>	Click Generate to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.
<b>Recording parameters</b>	Select this checkbox to customize the recording parameters.

## Broadcaster Inputs

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### Adding Input Streams

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<b>Destination Type</b>	Select the radio button for the desired storage type and then fill in the relevant parameters. <ul style="list-style-type: none"><li>• <b>Record to disk</b> – the recording is saved on the local disk.</li><li>• <b>Record to S3</b> – the file is saved to your AWS S3 Bucket.</li></ul>
<b>Record to Disk Parameters</b>	
<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>Keep recorded files for [hours]</b>	Specify the maximum time for storing the recording. Default: 0 hours
<b>Custom Path</b>	Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the <b>Settings &gt; General</b> screen.
<b>Record to S3 Parameters</b>	

## Broadcaster Inputs

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### Adding Input Streams

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<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>URL</b>	Specify the URL of the S3 bucket.
<b>Ignore TLS certificate errors</b>	TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Access Key</b>	The access key that is used for accessing the S3 bucket.
<b>Secret Key</b>	The secret key that is used for accessing the S3 bucket.

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## Broadcaster Inputs

### Viewing Existing Input Streams

## Viewing Existing Input Streams

The **Inputs** screen displays all the input streams that have been created. At the bottom of the screen you can also view accumulative utilization statistics for any connected streams selected. Hovering the cursor on the status indicator of a stream will provide you with the stream configuration information and basic utilization statistics, where applicable.

**Inputs** Search Inputs

Status	ID	Type	Source	Bitrate[kbps]	Up Time	TR 101 290	Error	Outputs	Actions
Connected	bbb-sql1w	Pull	18.191.55.126:2088	6682	383:25:06	Off	None	0	<input type="button" value="🔍"/> <input type="button" value="🔄"/>
Connected	QA-Gil-Push.t34k	Push	18.191.55.126	4402	685:16:18	Off	None	0	<input type="button" value="🔍"/> <input type="button" value="🔄"/>
Listening	Video_Cast	UDP	77.247.110.212:3000	0	1030:01:26	Off	Low bitrate	0	<input type="button" value="🔍"/> <input type="button" value="🔄"/>

**Statistics**

Bitrate [kbps] <a href="#">🔍</a> : 3124	Total Packets <a href="#">🔍</a> : 624853211	FEC Packets <a href="#">🔍</a> : 7041628
Up Time <a href="#">🔍</a> : 383:25:11	Packet Rate <a href="#">🔍</a> : 303	FEC Recovered <a href="#">🔍</a> : 1345002
Reconnections <a href="#">🔍</a> : 0	Packet Loss % <a href="#">🔍</a> : 0	ARQ Requests <a href="#">🔍</a> : 9888869
RTT [ms] <a href="#">🔍</a> : 5	Consecutive Drops <a href="#">🔍</a> : 0	ARQ Recovered <a href="#">🔍</a> : 11543471
Jitter [ms] <a href="#">🔍</a> : 1	Dropped Packets <a href="#">🔍</a> : 19229418	ARQ Duplicates <a href="#">🔍</a> : 0
Latency [ms] <a href="#">🔍</a> : 1000	Recovered Packets <a href="#">🔍</a> : 12888473	Overflows <a href="#">🔍</a> : 0
	Not Recovered Packets <a href="#">🔍</a> : 6340945	Consecutive Not Recovered <a href="#">🔍</a> : 0

Any of the columns in the following table can be sorted in ascending/descending order by clicking on its heading. The Search text box in the upper left-hand side of the screen can be used to search for a specific input stream by entering the desired Stream ID.

Field	Description
<b>Status</b>	Displays the status of input stream. The following colored indicators are displayed: <ul style="list-style-type: none"><li>Green = Connected</li><li>Yellow = Connecting</li><li>Red = Disconnected with an error condition</li><li>Blue = Offline with no connection attempts</li><li>Grey = Offline and stopped</li></ul>
<b>ID</b>	Displays the unique ID of the stream, as defined in the Zixi Broadcaster.
<b>Type</b>	Displays the type of input stream.
<b>Source</b>	Displays the source host and port number.

## Broadcaster Inputs

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### Viewing Stream Statistics

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<b>Bitrate [kbps]</b>	Displays bitrate of the connected input stream.
<b>Uptime</b>	Displays the amount of time the stream has been active.
<b>TR 101 209</b>	Displays if the Analyzer is active and the streams that are being analyzed according to the TR101 protocol. <b>P1</b> and <b>P2</b> are error priorities.
<b>Error</b>	Displays connection and transmission errors.
<b>Outputs</b>	Displays the amount of outputs currently configured for this input stream.
<b>Actions</b>	Provides access to various actions to be performed on this input stream (see <a href="#">Broadcaster Actions on Input Streams</a> ).

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## Viewing Stream Statistics

You can view all the accumulative statistics for a connected input stream in real-time. It is possible to reset the counters by clicking **Reset**. The statistics may differ between the various stream types.

### ➔ To View Stream Statistics:

1. On the Inputs page of Zixi Broadcaster, click the desired input stream for which you want to view statistics for. The stream's statistics are displayed on the bottom of the screen.

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<b>Field</b>	<b>Description</b>
<b>Bitrate (kbps)</b>	Displays the current bitrate of the input stream.
<b>Uptime</b>	Displays the amount of time the stream has been active.
<b>Reconnections</b>	Displays the number of reconnection attempts.
<b>Total Packets</b>	Displays the total number of packets that have been transmitted.
<b>Packet Rate</b>	Displays the current number of packets per second.
<b>Remuxing Resets</b>	Remuxing resets can occur when remuxing to CBR (i.e value of 'Remux to bitrate' field is set). In this case, the value is not high enough to remux the video+audio+other PIDs data. A possible solution is to increase value of the 'Remux to bitrate' parameter.

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## Broadcaster Inputs

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### Viewing Stream Statistics

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<b>Remuxing Overflows</b>	This indicates that the multiplexer internal queues are full.
<b>Smoothing Drops</b>	The Smoothing feature uses a buffer to time packets according to the stream's clock. This is useful when there are bursts in the rate in which the stream arrives. The smoothing drops indicator indicates that the stream is too "bursty".
<b>RTT (ms)</b>	Displays the Round Trip Time (RTT) from the source (in milliseconds).
<b>Jitter (ms)</b>	Displays the current Jitter, measured in milliseconds.
<b>Latency (ms)</b>	Displays the stream latency configured on the source Feeder.
<b>Total Packets</b>	Displays the total number of packets that have been transmitted.
<b>Packet Rate</b>	Displays the current number of packets per second.
<b>Packet Loss %</b>	Displays current percentage of the packets that were dropped on route from the source.
<b>Dropped Packets</b>	Displays the total number of packets dropped between the Feeder and the Broadcaster since the beginning of the stream.
<b>Recovered Packets</b>	Displays the number of dropped packets that have been recovered since the beginning of the stream.
<b>Non Recovered Packets</b>	Displays the number of non-recovered packets.
<b>FEC Packets</b>	Displays the number of FEC packets transmitted.
<b>FEC Recovered</b>	Displays the number of FEC packets recovered.
<b>ARQ Requests</b>	Displays the number of requests for retransmission of dropped packets made with ARQ.
<b>ARQ Recovered</b>	Displays the number of dropped packets recovered via ARQ.
<b>ARQ Duplicates</b>	Displays the number of duplicate recovery packets received via ARQ.
<b>Overflows</b>	The number of packets lost due to buffer overflow. <b>Note:</b> Overflow is usually the result of the Max Bitrate being too low.

## Searching for Input Streams

### ➔ To Search for an Input Stream:

1. In the **Inputs** page of Zixi Broadcaster, type in the specific input stream name in the search text box on the left-hand top of the screen and click .
2. The **Input** screen displays the requested output stream(s).

## Broadcaster Actions on Input Streams


Every stream has a shortcut button that can be used to perform relevant actions on the stream. The following actions can be performed through the Actions button:

- Adding Analysis to the Input Stream
- Recording the Input Stream
- Stopping/Starting the Input Stream
- Deleting Input Streams from Broadcaster
- Editing Input Settings or Duplicating Input Streams
- Transcoding an Input Stream
- Playing Input Streams with Players
- Add Output
- Traceroute

## Stopping/Starting the Input Stream

If the input stream has been configured as Pull, you can start or stop the input stream at any time.

### ➔ To Stop/Start the Input Stream:

1. On the **Inputs** page of Zixi Broadcaster, click the desired row of the input stream that you want to stop.
2. Click the  button on the right end of the selected row and then **Stop**. The selected row which was a Connected Input Stream is no longer displayed and appears below as **Offline**.  
To continue the Input Stream click **Start** from the same menu.

## Editing Input Settings or Duplicating Input Streams


### ➔ To Edit the Configuration of an Input Stream:

1. In the Zixi Broadcaster **Inputs** page, click the desired input stream that you want to edit.

## Broadcaster Inputs

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### Broadcaster Actions on Input Streams

2. Click  button on the right end of the selected row and then **Edit**. The Edit input stream name window is displayed. You can modify any of the settings.
3. Click **OK**. The new settings will take effect.




## Broadcaster Inputs

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### Broadcaster Actions on Input Streams

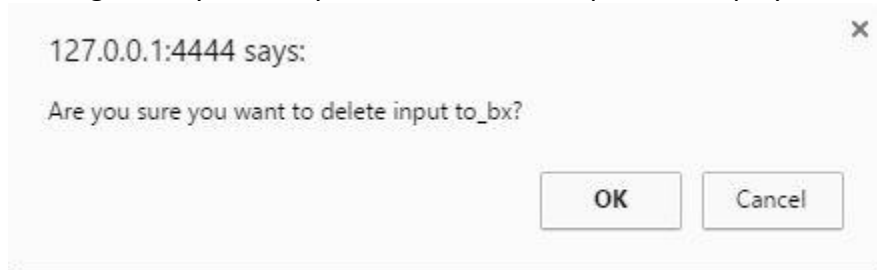
#### ➔ To Duplicate the Configuration of an Input Stream:

1. In the Zixi Broadcaster **Inputs** page, click the desired input stream that you want to duplicate.
2. Click  button on the right end of the selected row and then **Duplicate**. The **Duplicate input stream name** window with the settings of the original input stream is displayed. You can modify any of these settings.
3. Click **OK**. The duplicate input stream with its new settings will be created.

### Deleting Input Streams from Broadcaster

#### ➔ To Delete an Input Stream from Broadcaster:

1. In the Zixi Broadcaster **Inputs** page, click the desired input stream that you want to delete.
2. Click the  button on the right end of the selected row and then **Delete**. The message "Are you sure you want to delete input?" is displayed.




3. Click **OK**. The selected row which was a Connected Input Stream will be deleted.

### Recording the Input Stream

You can record an input stream and store it as .TS file. The duration of the time the recording will be kept on the server is defined in the Input Stream configuration.

#### ➔ To Record the Input Stream:

1. In the Zixi Broadcaster **Inputs** page, click the desired input stream that you want to record.
2. Click the  button on the selected row and then choose **Record**. A small red dot appears in the green circle at the left-hand side of the selected row indicating that the input stream is being recorded.
3. Clicking **Stop Recording** will stop the recording of the Input Stream and the newly recorded file will appear in the designated file directory in the **Files** page.


## Broadcaster Inputs


### Broadcaster Actions on Input Streams

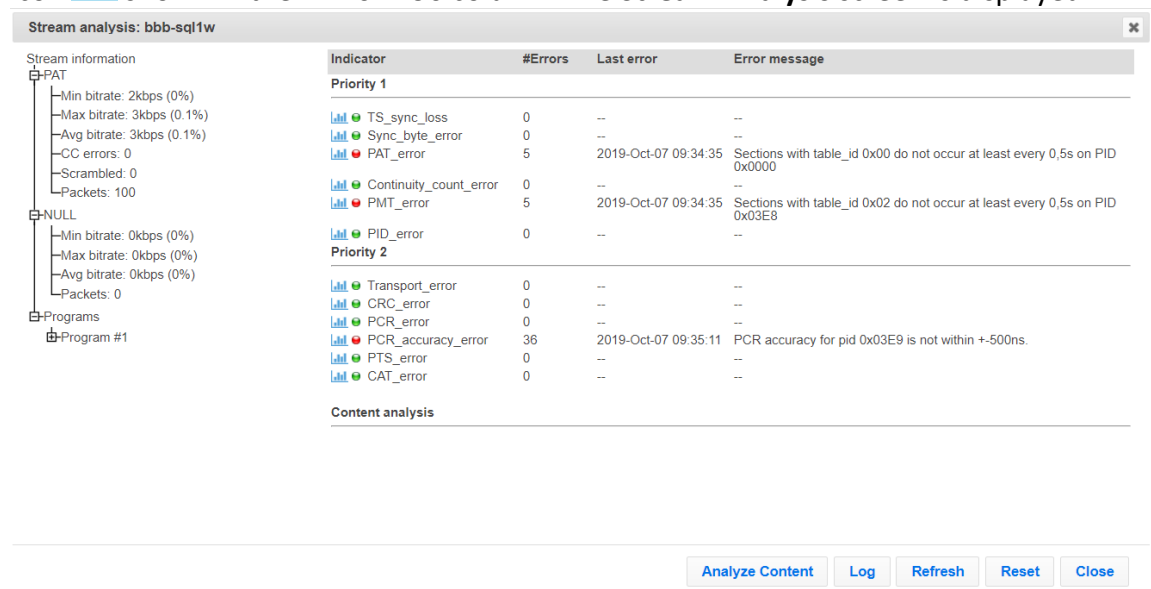
## Adding Analysis to the Input Stream

A TR101 analysis can be added to the input stream for the monitoring of the TS while in operation. The analysis can be used to check the integrity of the TS and the most important elements of the stream. The analysis includes priority 1 and 2. To learn more about TR101 analysis see [TR 101 290 Technical Report](#).

### ➔ To Add Analysis to the Input Stream:

1. In the Zixi Broadcaster **Inputs** page, click the stream for which you want to analyze from the input streams UI.
2. Click the  button on the right end of the selected row and then select **Analyze**. The statuses of a **P1** (high priority error) and **P2** (low priority error) are indicated by an adjacent green or red button displayed in the *TR 101 290* column.

You can view the detailed analysis of the P1 and P1 errors by clicking on the stethoscope icon  shown in the TR 101 290 column. The **Stream Analysis** screen is displayed.



Indicator	#Errors	Last error	Error message
<b>Priority 1</b>			
TS_sync_loss	0	--	--
Sync_byte_error	0	--	--
PAT_error	5	2019-Oct-07 09:34:35	Sections with table_id 0x00 do not occur at least every 0,5s on PID 0x0000
Continuity_count_error	0	--	--
PMT_error	5	2019-Oct-07 09:34:35	Sections with table_id 0x02 do not occur at least every 0,5s on PID 0x03E8
PID_error	0	--	--
<b>Priority 2</b>			
Transport_error	0	--	--
CRC_error	0	--	--
PCR_error	0	--	--
PCR_accuracy_error	36	2019-Oct-07 09:35:11	PCR accuracy for pid 0x03E9 is not within +-500ns.
PTS_error	0	--	--
CAT_error	0	--	--

The following can be done from the Stream Analysis screen:

- **Analyze Content** – shows errors in the audio and video content (i.e. Frozen video, Blank picture, Silent audio, Low video quality and Audio clipping). When Content Analysis is running, you can click on the **VQE: I-Frames Only** button to show data only for I-Frames.
- **Log**- start sending the events of this stream to the event log ('stop logging' will stop the reporting of events).
- **Refresh** – refreshes the data that is displayed.
- **Reset** – resets all the field's values to zero.

On the left-hand side of the screen is a stream information tree that displays accumulative statistics regarding the stream. Click the + icons to expand the tree.

3. Clicking **Stop Analysis** will discontinue the action.

## Transcoding an Input Stream

Zixi Broadcaster offers live transcoding, enabling users to create multiple bitrate streams from a single input stream.

Supported Video and Audio formats include:

- Video Decoding – MPEG2, H.264/AVC, H.265/HEVC
- Video Encoding – MPEG2, H.264/AVC, H.265/HEVC
- Audio Decoding – AAC, MPEG-1 Audio Layer I / II / III, MPEG-2 Audio Layer I / II / III, AC-3 (Dolby Digital)



For AC-3, which can contain up to six discrete channels of sound, the transcoder only supports the left and right channels and will ignore the other channels.

- Audio Encoding – AAC, AAC-HE (High Efficiency) and AAC-HEv2; Pass through (no encoding) – any audio codec (MPEG1/2 / AAC / AC-3, E-AC-3 (Dolby Digital Plus).

The transcoder comes with pre-set common video profiles:


1080i60 / 1080i59.94, 1080p30 / 1080p25, 720p60, 720p50 / 720p30, 576i60 / 576p25, 480i60 / 480p29.97

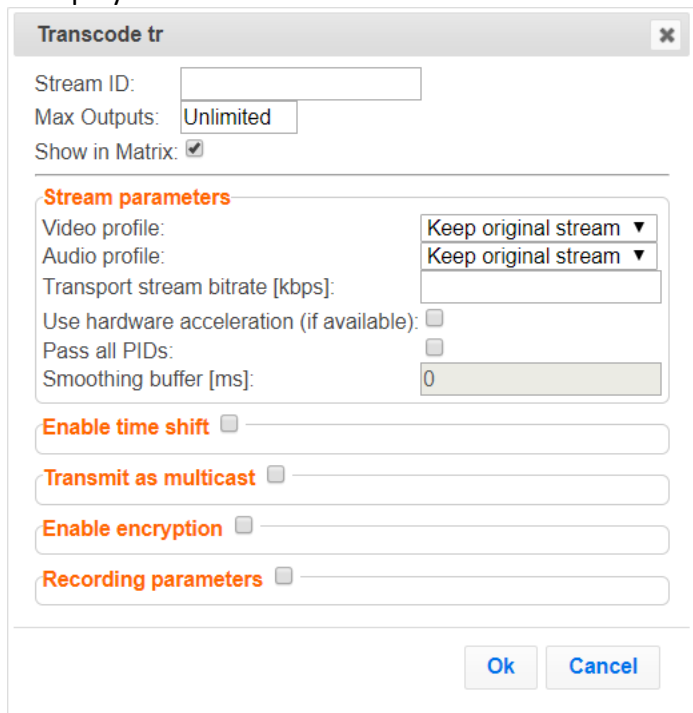
In order to transcode an input stream from the Inputs screen you must first configure the transcoding profiles in the Transcoder screen. For more information, see [Transcoder](#) section

## Broadcaster Inputs

### Broadcaster Actions on Input Streams

#### ➔ To Transcode an Input Stream:

1. In the Zixi Broadcaster **Inputs** page, click the desired input stream that you want to transcode.
2. Click  button on the right end of the selected row and then **Transcode**. The **Transcode <input stream name>** window with the settings of the selected input stream is displayed.



3. Enter the unique **Stream ID.**, which will correspond to the new transcoded input that will be added.
4. Under Stream Parameters, in the **Video profile** and **Audio profile** fields, do one of the following:
  - Select the desired Video Profile and/or Audio Profile that you have configured.
  - Select **Keep original stream** - if you have not configured a video or audio profile or do not want it transcoded or you want to set specific transcoding parameters for the specific stream. In this case the video or audio input will not be transcoded.
  - Select **Remove stream** – you can use the transcoder to remove the video or audio track from the stream.
5. Fill in additional fields (see table below for additional parameters).
6. Click **OK**. The transcoded input stream is created and appears in an embedded window labeled Transcoded sources under the original input stream from which it was created.

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Parameter	Description
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## Broadcaster Inputs

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### Broadcaster Actions on Input Streams

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<b>Video Profile</b>	Select an existing profile, select <b>Keep original stream</b> if you do not wish to transcode the video stream, or select <b>Remove stream</b> if you want to remove the video track.
<b>Audio Profile</b>	Select an existing profile, select <b>Keep original stream</b> if you do not wish to transcode the audio stream, or select <b>Remove stream</b> if you want to remove the audio track.
<b>Transport Stream Bitrate (Kbps)</b>	Specify the bitrate of the transport stream. This parameter is optional. If you do not specify a TS Bitrate, the stream will be VBR. If you specify a bitrate, the stream will be CBR.
<b>Use Hardware Acceleration (if available)</b>	Select this checkbox to use hardware acceleration component (e.g. NVIDIA or Intel) if it has been installed.
<b>Pass all PIDs</b>	Select this checkbox to pass-through all non-transcoded PIDs.
<b>Smoothing Buffer (ms)</b>	<p>Specify how much of the transcoded stream (in milliseconds) to store before transmitting it back to the server in order to prevent bursts.</p> <p>If the <b>Transport stream bitrate [kbps]</b> field is empty, the smoothing buffer is disabled.</p> <p>If the <b>Transport stream bitrate [kbps]</b> field is NOT empty, it is recommended to enter around 200ms, which should be enough to prevent bursts.</p>
<b>Enable time shift</b>	
<b>Maximum delay [hh:mm:ss]</b>	Specify the time of the delayed transmission of this stream. Maximum: 24 hours.
<b>Transmit as multicast</b>	Selecting this checkbox enables the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default, Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling Multicast Pull in the Settings. This setting requires enabling Multicast Pool (Settings > Multicast Pool).
<b>Multicast Only</b>	Selecting this checkbox will force the transmission of this stream only in multicast.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Input stream. For more information, see <a href="#">Encrypting an Input Stream in Zixi Broadcaster</a> .
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256).
<b>Encryption key (for encryption enabled)</b>	Click <b>Generate</b> to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.

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## Broadcaster Inputs

### Broadcaster Actions on Input Streams

<b>Recording parameters</b>	Select this checkbox to customize the recording parameters.
<b>Destination Type</b>	Select the radio button for the desired storage type and then fill in the relevant parameters. <ul style="list-style-type: none"><li>• <b>Record to disk</b> – the recording is saved on the local disk.</li><li>• <b>Record to S3</b> – the file is saved to your AWS S3 Bucket.</li></ul>
<b>Record to Disk Parameters</b>	
<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>Keep recorded files for [hours]</b>	Specify the maximum time for storing the recording. Default: 0 hours
<b>Custom Path</b>	Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the <b>Settings &gt; General</b> screen.
<b>Record to S3 Parameters</b>	
<b>File Name Template</b>	Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.

## Broadcaster Inputs

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### Broadcaster Actions on Input Streams

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The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:

- %S=stream id - optional.
- %Y=year - optional
- %M=month - optional
- %D=day - optional
- %T=HH.MM.SS creation time - mandatory

For example, the following pattern %Y\_recording%T.ts will generate the following file name 2017\_recording15:32:35.ts.

---

<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
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<b>URL</b>	Specify the URL of the S3 bucket.
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<b>Ignore TLS certificate errors</b>	TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
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<b>Access Key</b>	The access key that is used for accessing the S3 bucket.
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<b>Secret Key</b>	The secret key that is used for accessing the S3 bucket.
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## Add Output

This is an alternative method (shortcut) to adding an output to a specific input stream instead of configuring it through the **Outputs** screen. The available types of outputs are:


- **UDP** – Target is a UDP or RTP stream, over unicast or multicast.
- **RTMP** – Real Time Messaging Protocol streams can be played on systems that accept this protocol as input. Originally designed to enable Adobe® Flash® streams to be sent between a server and a client, RTMP has become a popular protocol for streaming into content-delivery networks (CDNs).
- **Pull** – Pull streams are Zixi protocol streams destined for Zixi Receivers. In this case, the Zixi Broadcaster can offer status and statistics for a stream that is being pulled from it by another device.
- **Push** – Push streams are Zixi protocol streams destined for other Zixi Broadcasters.
- **TCP** – The TCP output can push the stream directly to a TCP socket or to an HTTP server.
- **HTTP Push** – The HTTP Push output stream can be encapsulated in HLS or DASH. The source of the output stream is a predefined adaptive group that has been configured in the [Adaptive Groups](#) screen. The configuration of the stream includes the option to delete outdated stream fragments on the server. Output streams can be pushed to one Zixi Broadcasters or Zixi Receiver.
- **AWS** – The HTTP output stream (HLS or DASH) can be pushed to an AWS S3 Bucket or too an Elemental MediStore. The native S3 support includes the ability to configure the S3 authentication credential, including the Region, Access Key, and Secret Key.

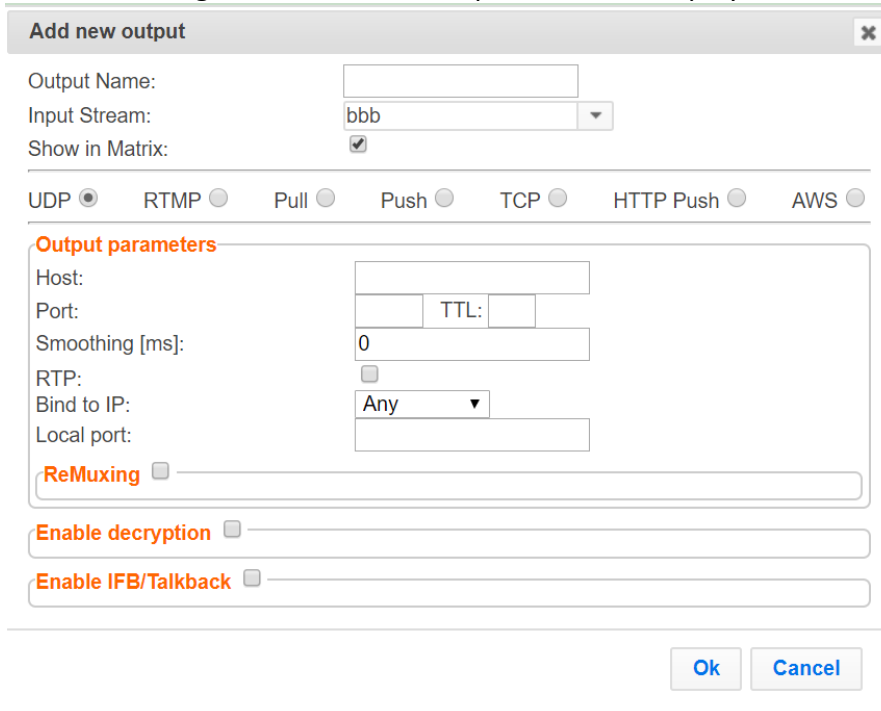


## Broadcaster Inputs

### Broadcaster Actions on Input Streams

#### ➔ To Add Output:

1. In the Zixi Broadcaster Navigation menu, click the **Inputs** tab.
2. Click the Settings button , and then click **New Output**. The **New Output** window with the settings of the selected output stream is displayed.



**Add new output**

Output Name:

Input Stream:

Show in Matrix:

UDP  RTMP  Pull  Push  TCP  HTTP Push  AWS

**Output parameters**

Host:

Port:  TTL:

Smoothing [ms]:

RTP:

Bind to IP:

Local port:

ReMixing

Enable decryption

Enable IFB/Talkback

Ok Cancel

3. Follow the specific instructions of each output type from one of the following sections:
  - **Adding UDP Outputs**
  - **Adding RTMP and RTMPS Outputs**
  - **Adding Pull Outputs**
  - **Adding Push Outputs**
  - **Adding TCP Outputs**
  - **Adding HTTP Push Outputs**
  - **Adding AWS Outputs**


## Playing Input Streams with Players

You can preview the input streams through the following video players:

- VLC Player
- Flash Player
- Shoutcast


In order to preview an input stream you must first configure its output. See **Broadcaster Outputs** section for more details.

### ➔ To Play Input Streams with a VLC Player:

1. In the Zixi Broadcaster **Inputs** page, click the desired input stream that you want to play with VLC.
2. Click the  button on the right end of the selected row and then **Play with VLC**. The **Link Description** window with the directory path for the desired file is displayed.
3. Click **Run VLC**. The selected file is downloaded to the computer.
4. Double-click on the newly downloaded file. This configured file runs using the VLC player and appears on a new output line on the **Output** screen wherein it can be monitored. Alternatively, copy the path and send it to the user so it can be entered in the Network URL of the VLC player.


### ➔ To Play Input Streams with a Flash Player:

Flash Player enables playing the stream on a native browser with the Flash player.

1. In the Zixi Broadcaster **Inputs** page, click the desired input stream that you want to play with Flash Player.
2. Click the  button on the right end of the selected row and then **Play with Flash**. The **Link Description** window with the directory path and proxy path for the desired file is displayed.
3. Click **Run** to view the .flv file that appears on the first line of the window or **Run Accelerated** to run the file from the proxy server with better results.

### ➔ To Play Input Streams with a Shoutcast:

Shoutcast enables playing an audio file on a native browser.

1. In the Zixi Broadcaster **Inputs** page, click the desired input stream that you want to play with Shoutcast.
2. Click the  button on the right end of the selected row and then **Play with Shoutcast**. The **Link Description** window will open with the directory path for the desired file.


## Broadcaster Inputs

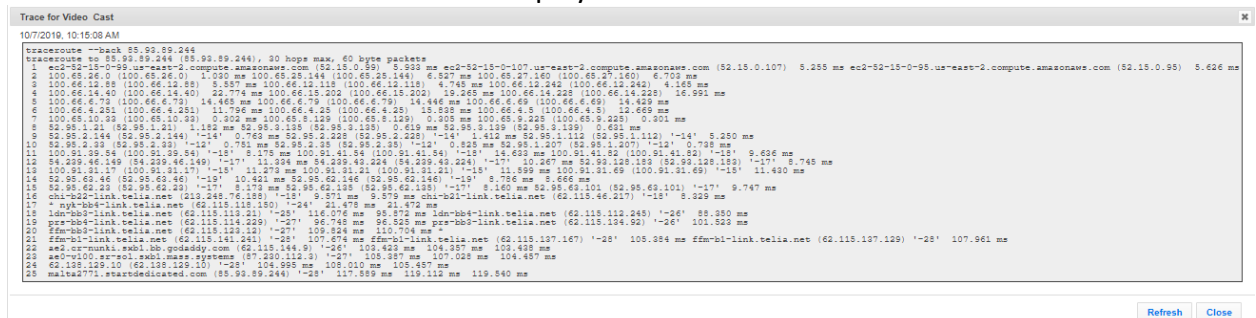
### Broadcaster Actions on Multiple Inputs

## Viewing Traceroutes

For streams sent from a Zixi Feeder (v13 and above) to a Zixi Broadcaster (v13 and above), you can view traceroute data for the stream.

### ➔ To view traceroute data:

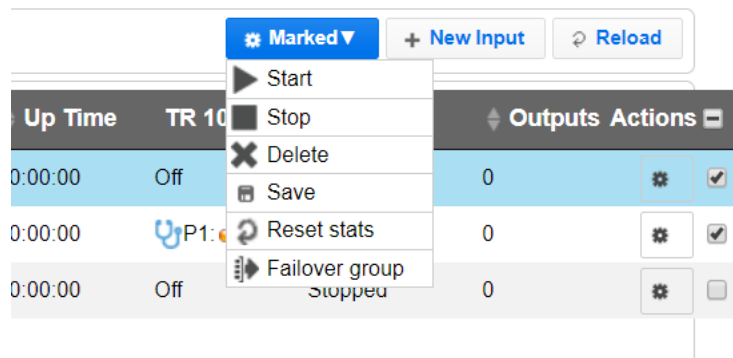
1. On the **Inputs** page of Zixi Broadcaster, click on the row of the input stream for which you want to view traceroutes.
2. Click the  button on the right end of the selected row and then select **Trace**. The traceroute data for this stream is displayed.



3. You can refresh the Traceroute data at any time by clicking the **Refresh** button.

## Broadcaster Actions on Multiple Inputs

In the Inputs screen, you can perform actions on multiple or all input streams at once by selecting them using the check boxes and then clicking the Marked drop-down menu.



The actions include the following:

## Starting and Stopping Multiple Input Streams

You can Start/Stop multiple streams.

## Broadcaster Inputs

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### Broadcaster Actions on Multiple Inputs

#### ➔ To Start/Stop multiple Input Streams:

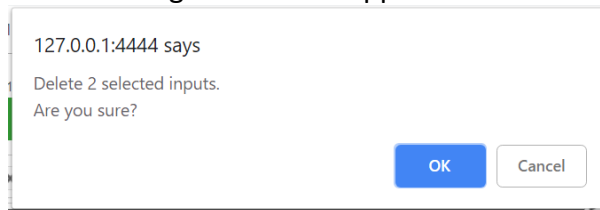
1. In the Zixi Broadcaster Inputs screen, select the relevant Inputs by selecting the checkboxes
2. Click the Marked drop-down menu and then click **Stop** or **Start**.  
The selected input streams will be started/stopped.

### Deleting Multiple Input Streams

#### ➔ To Delete Multiple Input Streams:

1. In the Zixi Broadcaster Inputs screen, select the relevant Inputs by selecting the checkboxes.
2. Click the **Marked** drop-down menu and then click **Delete**.

The following notification appears:



3. Click **OK**.

### Saving Multiple Input Streams

#### ➔ To Save Multiple Input Streams:

1. In the Zixi Broadcaster Inputs screen, select the relevant Inputs by selecting the checkboxes.
2. Click the **Marked** drop-down menu and then click **Save**.
3. All changes to the input streams are saved.

### Resetting Stats for Multiple Input Streams

#### ➔ To Reset Stats for Multiple Input Streams:

1. In the Zixi Broadcaster Inputs screen, select the relevant Inputs by selecting the checkboxes.
2. Click the **Marked** drop-down menu and then click **Reset Stats**.  
All accumulated stream statistics are reset.

## Broadcaster Inputs

### Broadcaster Actions on Multiple Inputs

## Creating a Failover Group

Zixi features hitless failover for inputs, enabling uninterrupted streaming when switching from one source to another. The hitless failover configuration involves grouping two or more inputs in a "Failover Group". If the inputs are identical (i.e. two or more binary-identical streams with synchronized RTP headers), when one of them is disrupted or interrupted completely, Zixi Broadcaster will seamlessly use the packets of the other input without any disruptions.



If the streams are not identical, the failover process will not be seamless and may take up to a second.

The following procedure describes how to configure inputs as a Failover Group in Zixi Broadcaster.

### ➔ To create a Failover Group:

1. On the Input screen of Zixi Broadcaster, select the checkboxes of the relevant identical input streams.
2. At the top of the inputs list, click the **Marked** drop-down menu and then click Failover Group.

Status	ID	Type	Source	Bitrate[kbps]	Up Time	TR 101 290	Error	Actions
Connected	test0	Push	10.9.33.55	26112	00:52:46	P1: P2:	None	[Start] [Stop] [Delete] [Save] [Reset stats] [Failover group]
Connected	test1	Push	10.9.33.55	25609	00:52:46	P1: P2:	None	[Start] [Stop] [Delete] [Save] [Reset stats] [Failover group]
Connected	test10	Push	10.9.33.55	23065	00:52:46	P1: P2:	None	[Start] [Stop] [Delete] [Save] [Reset stats] [Failover group]
Connected	test100	Push	10.9.33.55	24047	00:52:45	Off	None	[Start] [Stop] [Delete] [Save] [Reset stats] [Failover group]

## Broadcaster Inputs

### Broadcaster Actions on Multiple Inputs

3. The **Create a Failover Group** window opens:

Stream	Backup	
bbb_1080p_5mbps	<input type="checkbox"/>	+
bbb_1080p_5mbps_FILE	<input type="checkbox"/>	x
FeederStream	<input type="checkbox"/>	x

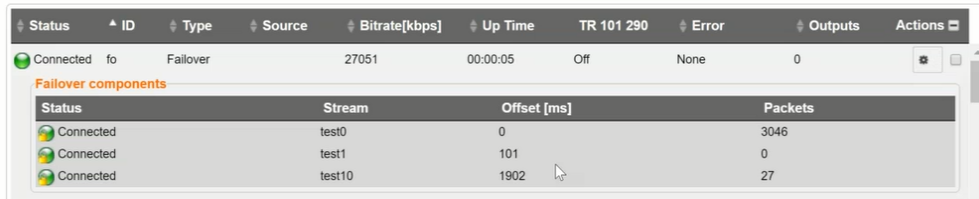
4. In the **Stream ID** field, type a new name for Failover Group. This name will appear in the list of Inputs.
5. In the **Max Outputs** field, type the number of desired concurrent outputs that can use the **Failover Group**. Default: Unlimited.
6. In the **Search Window** field, type the timeframe in which the system can search for the relevant packets in a matching stream. If there is a latency difference between the streams in the group, the **Search Window** value should be higher than the latency difference between the streams.
7. In the **Max Bitrate** field, specify the maximum bitrate of the stream. Default: 8000. This is used for internal memory allocation and will not affect the transmitted bitrate. Recommended: double the bitrate of the highest bitrate stream.
8. In the **Max Latency** field, specify the buffer size that Zixi Broadcaster will keep for error correction. For example, 6000 milliseconds would ensure that the stream is protected for six seconds of errors in the network. Default: 6000.
9. Under **Candidates**, if you want to configure one or more of the streams as back up, select the checkbox next to the relevant stream. Backup streams will be used only when all the "Primary" streams are down.
10. Configure additional parameters as required.
11. Click **OK**.

The Hitless Failover Group is added to the list of inputs, listing the sub-streams that are part of the group. The system will automatically detect the offset between the sub-

## Broadcaster Inputs

### Encrypting an Input Stream in Zixi Broadcaster

streams and display it in milliseconds under Offset (ms).



Status	ID	Type	Source	Bitrate[kbps]	Up Time	TR 101 290	Error	Outputs	Actions
Connected	fo	Fallover		27051	00:00:05	Off	None	0	
<b>Fallover components</b>									
Status	Stream	Offset [ms]	Packets						
Connected	test0	0	3046						
Connected	test1	101	0						
Connected	test10	1902	27						

## Encrypting an Input Stream in Zixi Broadcaster

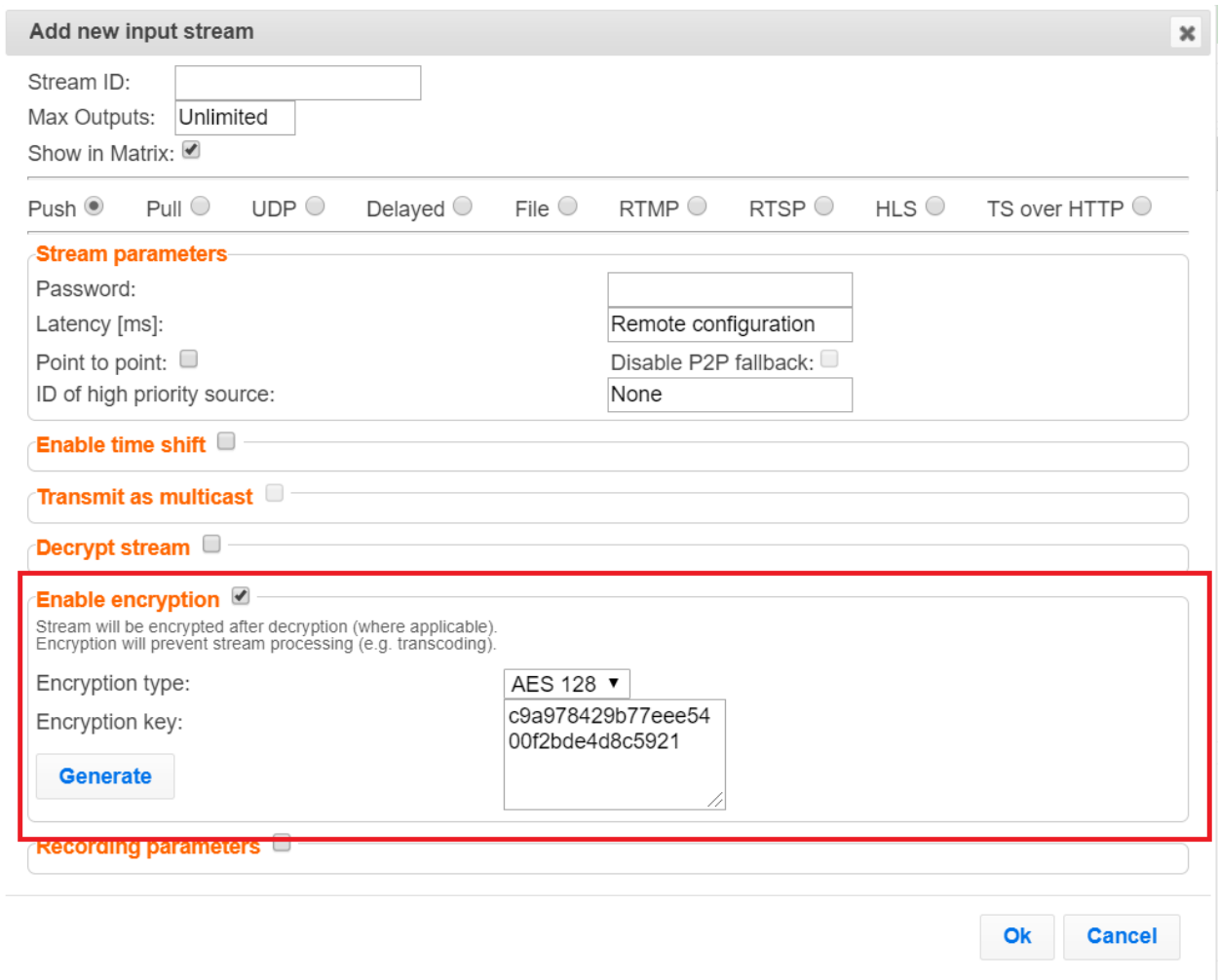
You can encrypt a specific input stream using static key AES scrambling encryption (AES 128, AES 192, AES 256). If the stream has been encrypted at the source, it can be encrypted by Zixi Broadcaster only after its decryption (See: [Decrypting an Input Stream in Zixi Broadcaster](#)). The stream encryption prevents any further processing, such as analysis, transcoding, etc. It is also possible to encrypt a UDP stream dynamically using DTLS. DTLS encryption can be configured on any Input or Output UDP port on the Zixi Broadcaster. This feature is activated and configured in the **Settings** page. For more information, see [TRANSCODER](#) section.

### ➔ To encrypt an input stream in Zixi Broadcaster:

1. In **Inputs** screen, click **+New Input**.
2. Select the relevant input type.
3. Fill in the stream parameters.
4. At the bottom, select the **Enable Encryption** checkbox.
5. In the **Encryption Type** field, select **AES 128**, **AES 192**, **AES 256** for fixed encryption.
6. In the **Encryption Key** field, enter your own key or click **Generate** to generate a key by the system. The exact key should be used to decrypt the stream on the other end.

## Broadcaster Inputs

### Decrypting an Input Stream in Zixi Broadcaster



**Add new input stream** [X]

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Password:

Latency [ms]:

Point to point:

ID of high priority source:

Disable P2P fallback:

**Enable time shift**

**Transmit as multicast**

**Decrypt stream**

**Enable encryption**

Stream will be encrypted after decryption (where applicable).  
Encryption will prevent stream processing (e.g. transcoding).

Encryption type:

Encryption key:

**Recording parameters**

7. Click **OK**.

## Decrypting an Input Stream in Zixi Broadcaster

Any stream that has been encrypted using standard AES static key can be decrypted in Zixi Broadcaster. You can configure the decryption of a specific stream by entering the decryption key.

### ➔ To decrypt an input stream in Zixi Broadcaster:

1. In **Inputs** screen, click **+New Input**.
2. Select **Push** or **Pull**.
3. Fill in the input details.
4. At the bottom, select the **Decrypt Stream** checkbox.
5. In the **Decryption Type** field, select **AES 128**, **AES 192**, **AES 256** for fixed key.
6. In the **Decryption Key** field, enter the exact same key that was used to encrypt the stream.



## Broadcaster Inputs

### Demuxing an MPTS Stream

**Add new input stream** ✕

Stream ID:

Max Outputs:

Show in Matrix:

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Password:

Latency [ms]:

Point to point:

ID of high priority source:

Disable P2P fallback:

**Enable time shift**

**Transmit as multicast**

**Decrypt stream**

\*Automatic encryption does not require manual settings.

Decryption type:

Decryption key:

**Enable encryption**


**Recording parameters**

7. Click **OK**.

## Demuxing an MPTS Stream

MPTS (Multi Program Transport Streams) streams can be demuxed into single SPTS (Single Program Transport Streams) streams. MPTS demuxing is available for Pull, Push, UDP, and File input streams. From the various programs in the MPTS stream, you can select specific programs, which will be turned into individual SPTS input streams.

### ➔ To demux an MPTS stream:

1. Create a Pull/Push/UDP/File input stream using an MPTS stream.
2. In the **Inputs** page, click the newly created input stream that you want to demux.
3. Click the action  button on the right end of the selected row and then **Edit**. The Edit input stream name window is displayed.
4. Select the **Demux MPTS** checkbox.  
A list of included programs is displayed.

## Broadcaster Inputs

### Demuxing an MPTS Stream

Program#	Name	Provider	Assigned input
1			
4			
5			
6			
7			
8			
9			
10			
11			
12			
..			

5. Click **Add Program** on the program that you want to create a separate SPTS input stream.

An **Add Input** screen opens with the new SPTS input details, including a suggested **Stream ID**, the original MPTS as a Source Stream and the relevant **Program** number.

Program #4 of stream MPTS\_example

Stream ID: MPTS\_example\_program

Max Outputs: Unlimited

Show in Matrix:

**Stream parameters**

Source stream: MPTS\_example

Program: 4

Max bitrate [kbps]:

Enable time shift

Transmit as multicast

Enable encryption

Recording parameters

Ok Cancel

6. In the **Max Bitrate** field, specify the maximum bitrate of the stream. This is used for internal memory allocation and will not affect the transmitted bitrate. Recommended: double the bitrate of the highest bitrate stream.
7. Configure additional parameters as necessary.
8. Click **OK**.

The channel is assigned an input:

## Broadcaster Inputs

### Demuxing an MPTS Stream

Push  Pull  UDP  Delayed  File  RTMP  RTSP  HLS  TS over HTTP

**Stream parameters**

Path:  ...

Enable time shift

Transmit as multicast

Enable encryption

Demux MPTS

Program#	Name	Provider	Assigned input	
1				+ Add program
4			MPTS_example_program_4	<input type="text"/> <input type="text"/>
5				+ Add program
6				+ Add program
7				+ Add program

- Repeat steps 5-8 to add more programs.
- Click **OK**.

The newly created MPTS input stream and the related SPTS input streams will appear in the Inputs list.

STATUS INPUTS OUTPUTS ADAPTIVE VOD FILES TRANSCODER SETTINGS EVENT LOG MATRIX LOGOUT

Inputs

Status	ID	Type	Source	Bitrate[kbps]	Up Time	TR 101 290	Error	Outputs	Actions
Connecting	mpts2	Pull	demo.zixi.com:2088	0	00:00:00	Off	No Source	0	<input type="button" value="x"/> <input type="button" value="p"/>
Connected	MPTS_example	File	Curtis/MC_HD_Audio_Channels.ts	19025	04:01:31	Off	None	0	<input type="button" value="+"/> <input type="button" value="x"/>
Connected	MPTS_example_program...	SPTS	MPTS_example.Program#4	497	00:07:15	Off	None	0	<input type="button" value="+"/> <input type="button" value="x"/>
Connected	Music_Choice_MPTS	File	Curtis/MC_HD_Audio_Channels.ts	19010	136:38:52	P1: P2:	None	1	<input type="button" value="+"/> <input type="button" value="x"/>

# Broadcaster Outputs

Zixi Broadcaster supports the following output types:

- **UDP** – Target is a UDP or RTP stream, over unicast or multicast.
- **RTMP** – Real Time Messaging Protocol streams can be played on systems that accept this protocol as input. Originally designed to enable Adobe® Flash® streams to be sent between a server and a client, RTMP has become a popular protocol for streaming into content-delivery networks (CDNs).
- **RTMPS** – RTMP over a TLS/SSL connection.
- **Pull Stream** – Pull streams are Zixi protocol streams destined for Zixi Receivers. Zixi Broadcaster can offer status and statistics for a stream that is being pulled from it by another device. **You normally do not need to set up a Pull output stream in Zixi Broadcaster.** If your application uses Zixi Receiver, you should configure the stream as input on Zixi Receiver and point it to the IP address and output port (default 2077) of the Zixi Broadcaster. Zixi Receiver will pull the stream and automatically create the proper output definition in the Zixi Broadcaster.
- **Push Stream** – Push streams are Zixi protocol streams destined for other Zixi Broadcasters and “Accept mode” Zixi Receivers.
- **TCP** - TCP protocol provides reliable transmission guarantee for no loss of frame. Its bandwidth probing and congestion control will attempt to use all of the available bandwidth between the server and client, fetching content as quickly as possible while being friendly to other (TCP) traffic on the same links. Output streams can be pushed to one Zixi Broadcasters or Zixi Receiver.
- **HTTP Push** - The HTTP Push output stream can be encapsulated in HLS or DASH. The source of the output stream is a predefined adaptive group that has been configured in the **Adaptive Groups** screen. The configuration of the stream includes the option to delete outdated stream fragments on the server. Output streams can be pushed to one Zixi Broadcasters or Zixi Receiver.
- **S3 Bucket** - The HTTP output stream (HLS or DASH) can be pushed to an AWS S3 Bucket. The native S3 support includes the ability to configure the S3 authentication credential, including the Region, Access Key, and Secret Key

When Zixi Receiver pulls a stream, a Pull stream definition is generated automatically in Zixi Broadcaster, the stream is identified in the Name and Destination columns of Zixi Broadcaster with the ID and IP address of the Zixi Receiver that pulls the stream.

### Automated Output Configuration with Output Templates

Instead of manually creating an output and then connecting the output to an input, you can define output templates with rules for automatic creation of outputs with predefined settings. The template includes an Input pattern. When an input pattern matches the pattern of an incoming input stream, the output is created automatically. For more information about Output Templates, see **Using Output Templates**.

## Adding Outputs

Zixi Broadcaster enables you to add various types of outputs. When you create a new output, select the output type and then fill in the fields that are applicable for that output type.

### Adding UDP Outputs

This enables the Broadcaster to send a UDP stream. The UDP stream is not protected by the Zixi protocol. The UDP streams can be one of the following types:

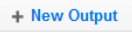
- UDP – plain UDP
- RTP – Real-Time Transport Protocol
- RTP + SMPTE 2022 FEC - SMPTE 2022 standard with Forward Error Correction

**RIST protocol support** – Zixi Broadcaster supports RIST streams from any compliant RIST device. Contact your Zixi representative to learn more about interoperability testing between Zixi Broadcaster and 3rd party devices. The RIST protocol can be enabled for any of the stream types mentioned above.



More details about RIST can be found at [www.rist.tv](http://www.rist.tv).

#### ➔ To Create a UDP Output:

1. In the Zixi Broadcaster **Outputs** page, click . The **New output** window is displayed.

## Broadcaster Outputs

### Adding Outputs

**New output**

Output Name:

Input Stream:

Show in Matrix:

UDP  RTMP  Pull  Push  TCP  HTTP Push  AWS

**Output parameters**

Host:

Port:  TTL:

Smoothing [ms]:

RTP:

Bind to IP:

Local port:

ReMuxing

Enable decryption

Enable IFB/Talkback

Ok Cancel

2. Type in the unique identifier for this output in the **Output Name**.
3. Select an **Input Stream** to be made available on this output from the drop-down list.
4. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
5. Select **UDP**.
6. Specify the **Output parameters** (see Output Stream Parameters Table).
7. In the **Host** field, specify the IP address or URL of the stream destination.
8. In the **Port** field, specify the port of the destination.
9. If you want to remux the stream to CBR (used for professional IRDs) in order to avoid bandwidth waste, select **Remuxing** and configure the respective parameters (see Output Stream Parameters Table).
10. Click **OK**.

The new UDP Output with its settings is created and now appears on the **Outputs** screen.

### Output Stream Parameters Table

Parameter	Description
<b>Output Parameters</b>	
<b>Host</b>	Specify the destination IP address or URL.

## Broadcaster Outputs

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### Adding Outputs

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<b>Port</b>	Specify the target UDP port.
<b>TTL</b>	Specify the time-to-live (TTL). Used mainly to limit the range (or “scope”) of a multicast transmission. Leaving it as blank uses the default value specified by the operating system.
<b>Smoothing [mms]</b>	Enables transmission of the output at the correct rate. Required when the receiving device is sensitive and can’t lock on to the stream (in such a case, the recommended latency is 100 - 1000 ms).
<b>RTP</b>	Enables use of the Real-time Transport Protocol.
<b>SMPTE 2022 FEC:</b>	Disables the FEC or specify the type of FEC matrix to D1/ D2.
<b>Bind to IP</b>	Select from the drop-down list the local IP address to be used for this Output, OR select <i>Any</i> to enable any IP to be used.
<b>Bind to NIC</b>	Select from the drop-down list the NIC to be used for this Output, OR select <i>Any</i> to enable any NIC to be used.
<b>Local Port</b>	Specify from which local port to source the stream, if desired (instead of randomly chosen by the operating system).
<b>RIST</b>	Select this checkbox to send RIST streams from any compliant RIST device.
<b>Max Latency [ms]</b>	Specify the maximum latency of the stream in milliseconds.
<b>Remote Port</b>	Specify the remote port in the RIST device. Default: 0 (any port)
<b>1.4 support</b>	
<b>Compression</b>	
<b>Fast Connect</b>	
<b>Don’t Fragment</b>	Select this option if you do not want to fragment IP packets in a stream.
<b>ReMuxing</b>	Select this checkbox to enable remuxing from VBR MPEG-TS to MPEG-TS CBR (used for professional IRDs).
<b>Remux to bitrate [kbps]:</b>	Specify the CBR bitrate to target for a remuxed stream.
<b>Buffer Size [ms]</b>	Specify the size of the buffer that will be used for the remuxing. A larger buffer increases the quality, but also increases latency.

## Broadcaster Outputs

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### Adding Outputs

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<b>No NULL Packets</b>	Select this option to re-multiplex the stream to CBR but remove the NULL packets in order to maintain low bitrate.
<b>Enable Decryption</b>	Select this checkbox to decrypt an encrypted stream.
<b>Decryption type</b>	<p>If the stream has been encrypted, you can decrypt through the output by selecting this checkbox and specifying the type of encryption that was used.</p> <p>Select <b>Automatic</b> to decrypt a stream that has been encrypted using <b>Automatic</b> encryption.</p> <p>Only if the stream has not been encrypted, select <b>None</b> (default).</p> <p><b>Important Notice: if the stream has been encrypted you must decrypt it in the output.</b></p>
<b>Decryption key</b>	If the decryption type includes a key, enter the key to decrypt the stream during output.
<b>Enable IFB/Talkback</b>	Select this checkbox to enable IFB/Talkback for one-way communication from the director or assistant director to on-air talent or a remote location. Selecting the checkbox allows the decoder with a Zixi Receiver to send audio back to the encoder with a Zixi Feeder. This offers the ability to, for example, give audio feedback to the camera operator.
<b>Port</b>	The port that will be used to send the audio feedback.

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## Broadcaster Outputs

### Adding Outputs

## Adding RTMP and RTMPS Outputs

Real Time Messaging Protocol streams can be played on systems that accept this protocol as input. Originally designed to enable Adobe® Flash® streams to be sent between a server and a client, RTMP has become a popular protocol for streaming into content-delivery networks (CDNs).



To create an RTMPS output, select the RTMP output option but make sure `rtmps://` url is used in the URL field.



SCTE-35 markers in MPEG-TS streams trigger OnCuePoint call function in RTMP.

### ➔ To create an RTMP Output:

1. In the Zixi Broadcaster **Outputs** page, click [+ New Output](#). The **New output** window is displayed.

**New output**

Output Name:

Input Stream:

Show in Matrix:

UDP  RTMP  Pull  Push  TCP  HTTP Push  AWS

**Output parameters**

URL (rtmp://host:[port]/app/stream):

Backup URL:

Stream name:

Username:

Password:

Bitrate [kbps]:

Reconnect [sec]:

Send timecode:

Disconnect if inactive:

Ignore TLS certificate:

Enable decryption

Ok Cancel

2. Type the unique identifier for this output in the **Output Name**.
3. Select an **Input Stream** to be made available on this output from the drop-down list.
4. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.

## Broadcaster Outputs

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### Adding Outputs

5. Select **RTMP**.
6. Specify the **Output parameters** (see Output Stream Parameters Table).
7. Click **OK**.

The new RTMP Output with its settings is created and now appears on the screen.

### Output Stream Parameters Table

Parameter	Description
<b>Output Parameters</b>	
<b>URL</b>	Specify the destination Stream URL according to the following format: <code>rtmp://host:[port]/app</code> . You can define RTMPS clients with the proven security of a secure socket layer (SSL), by using the <code>rtmps://</code> url. Note that Facebook currently supports RTMPS streams only.
<b>Backup URL</b>	Enter a backup URL (fallback mode) – will be used in case the primary server is not responsive.
<b>Stream Name</b>	Specify the unique name for the stream that the RTMP server at the other end of the connection expects.
<b>Username</b>	Specify the Username to authenticate on the remote RTMP server
<b>Password</b>	Specify the string that is used for authorization on the remote RTMP server.
<b>Bitrate (kbps)</b>	Specify the actual bitrate in kbps or the maximum stream bitrate in case of a VBR stream.
<b>Reconnect (sec)</b>	If the stream drops, this value represents the time between reconnection attempts (in seconds). Default: 5.
<b>Send Timecode</b>	Converts the MPEG-TS SEI section to RTMP ONFI command (pass the encoder timecodes to the RTMP server)
<b>Disconnect if inactive</b>	Select this checkbox to disconnect if the stream is not active for 30 seconds.
<b>Ignore TLS certificate errors</b>	Select this option when streaming to a trusted server that does not have a valid certificate. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Enable Decryption</b>	Select this checkbox to enable decryption of an encrypted stream.
<b>Decryption type</b>	If the stream has been encrypted, you can decrypt through the output by selecting this checkbox and specifying the type of encryption that was used.

## Broadcaster Outputs

### Adding Outputs


Select **Automatic** to decrypt a stream that has been encrypted using **Automatic** encryption.

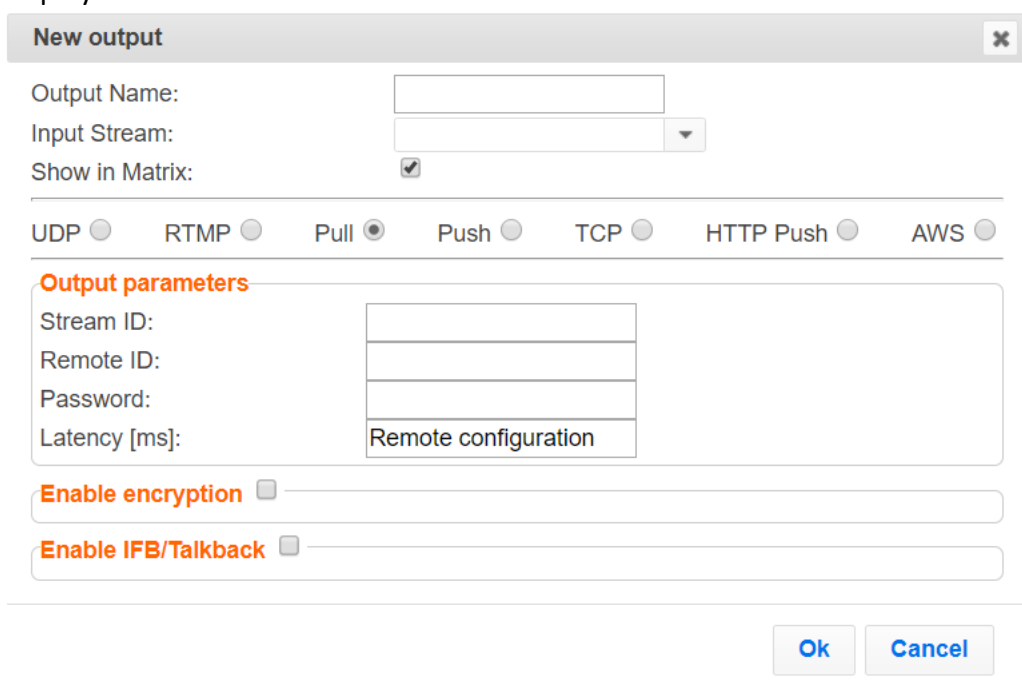
Only if the stream has not been encrypted, select **None** (default).

**Important Notice: if the stream has been encrypted you must decrypt it in the output.**

### Adding Pull Outputs

#### ➔ To Create a Pull Output:

1. In the Zixi Broadcaster **Outputs** page click . The **New Output** window is displayed.



2. Type in the unique identifier for this output in the **Output Name**.
3. Select an **Input Stream** to be made available on this output from the adjacent drop-down list.
4. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
5. Select **Pull**.
6. Enter the **Output Parameters** (see Output Stream Parameters Table).
7. Click **OK**.

The new Pull Output with its settings is created and now appears on the screen.

## Broadcaster Outputs

### Adding Outputs

#### Output Stream Parameters Table

Parameter	Description
<b>Output Parameters</b>	
<b>Stream ID</b>	Specify the unique Stream ID that the remote Zixi Receiver/Broadcaster expects (recommended – identical to 'Input Stream').
<b>Remote ID</b>	Specify the Zixi Receiver/Broadcaster ID (shown in the Zixi Receiver/Broadcaster <b>Status</b> window) that will be allowed to pull the stream.
<b>Password</b>	Specify a string that can be used to authenticate that the Zixi Receiver is authorized to pull this stream (Optional).
<b>Latency [ms]</b>	Specify the buffer size that Zixi Broadcaster will be able to maintain for error correction. For example, 6000 milliseconds would ensure that the stream is protected for six seconds of errors in the network. Default: Remote configuration. Remote configuration – use the latency configured in the Zixi Receiver/Broadcaster. Otherwise use a value to override the value configured in the Zixi Receiver/Broadcaster.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Output stream.
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256). Click <b>Generate</b> to generate an encryption key or enter another encryption key.
<b>Enable IFB/Talkback</b>	Select this checkbox to enable IFB/Talkback for one-way communication from the director or assistant director to on-air talent or a remote location. Selecting the checkbox allows the decoder with a Zixi Receiver to send audio back to the encoder with a Zixi Feeder. This offers the ability to, for example, give audio feedback to the camera operator.
<b>Port</b>	The port that will be used to send the audio feedback.

### Adding Push Outputs

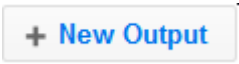
Output streams can be pushed to one or more Zixi Broadcasters and Zixi Receivers. You can specify multiple destinations (Broadcasters/Receivers) by adding them in the Links section. You can also split a single stream using multiple links and then bond them into a single stream in target Zixi Broadcaster using the Bond Links feature. For each of these links, you can specify the max bitrate that can be used. In addition, some links may be specified as backups. The backup

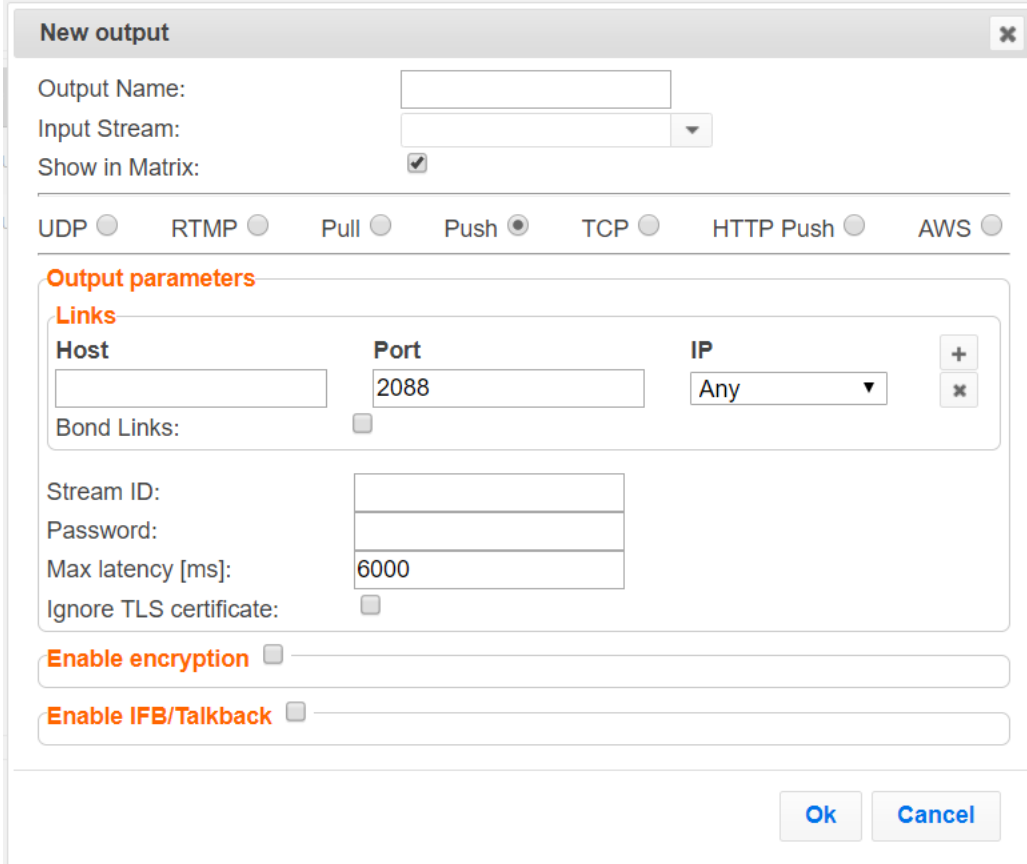
## Broadcaster Outputs

### Adding Outputs

links will be used if the bandwidth across all the non-backup links are not enough for the stream (i.e. if a non-backup link is not available, it will not use the backup). Only if the accumulated bandwidth of non-backup links is not enough, then the Broadcaster will stream to a backup link.

#### ➔ To Create a Push Output:

1. In the Zixi Broadcaster **Outputs** page, click . The **New Output** window is displayed.



2. Type in the unique identifier for this output in the **Output Name**.
3. Select an **Input Stream** to be made available on this output from the adjacent drop-down list.
4. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
5. Select **Push**.
6. Do one of the following:
  - **Stream to multiple destinations** - you can stream the same identical stream to multiple destinations by entering the destination parameters and then clicking the "+" button to add another destination (see **Output Stream Parameters Table**).

## Broadcaster Outputs

### Adding Outputs

- **Bonded link to a single destination** - you can split the stream into multiple links, which will be forwarded to a single Zixi Broadcaster by selecting the **Bond Links** checkbox (see **Using Network Bonding for Hitless Failover**).
7. Enter additional parameters as necessary (see Output Stream Parameters Table)
  8. Click **OK**. The new Push Output with its settings is created and now appears on the screen.

### Output Stream Parameters Table

Parameter	Description
<b>Output Parameters</b>	
<b>Links</b>	
<b>Host</b>	The destination host for the push stream. <b>Note:</b> additional failover destinations can be added by clicking the adjacent “+” button.
<b>Port</b>	Specify the ports to listen on for Push streams. Default: 2088.
<b>IP</b>	Specify the local IP address.
<b>Max Bitrate (for Bond Links enabled)</b>	Relevant for <b>Bond Links</b> option. Specify the max bitrate in Kbps for the specific link.
<b>Bond Links</b>	Click this checkbox to split the stream into multiple links, which will be forwarded to a single Zixi Broadcaster.
<b>Backup (for Bond Links enabled)</b>	Relevant for Bond Links option. Select this checkbox to define the link as a backup. The backup will be used only if the accumulated bandwidth of the non-backup links is not sufficient.
<b>Stream ID</b>	Specify the unique Stream ID that the remote Zixi Broadcaster expects.
<b>Password</b>	Optional - Specify a string to be used at the receiving Zixi Broadcaster to authenticate that the pushing Broadcaster is allowed to push this stream.
<b>Max Latency [ms]</b>	Specify the buffer size that Zixi Broadcaster will keep for error correction. For example, 6000 milliseconds would ensure that the stream is protected for six seconds of errors in the network. Default:6000

## Broadcaster Outputs

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### Adding Outputs

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<b>Ignore TLS certificate errors</b>	Select this option when streaming to a trusted server that does not have a valid certificate. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Output stream.
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256). Click <b>Generate</b> to generate an encryption key or enter another encryption key.
<b>Enable IFB/Talkback</b>	Select this checkbox to enable IFB/Talkback for one-way communication from the director or assistant director to on-air talent or a remote location. Selecting the checkbox allows the decoder with a Zixi Receiver to send audio back to the encoder with a Zixi Feeder. This offers the ability to, for example, give audio feedback to the camera operator.
<b>Port</b>	The port that will be used to send the audio feedback.

## Broadcaster Outputs

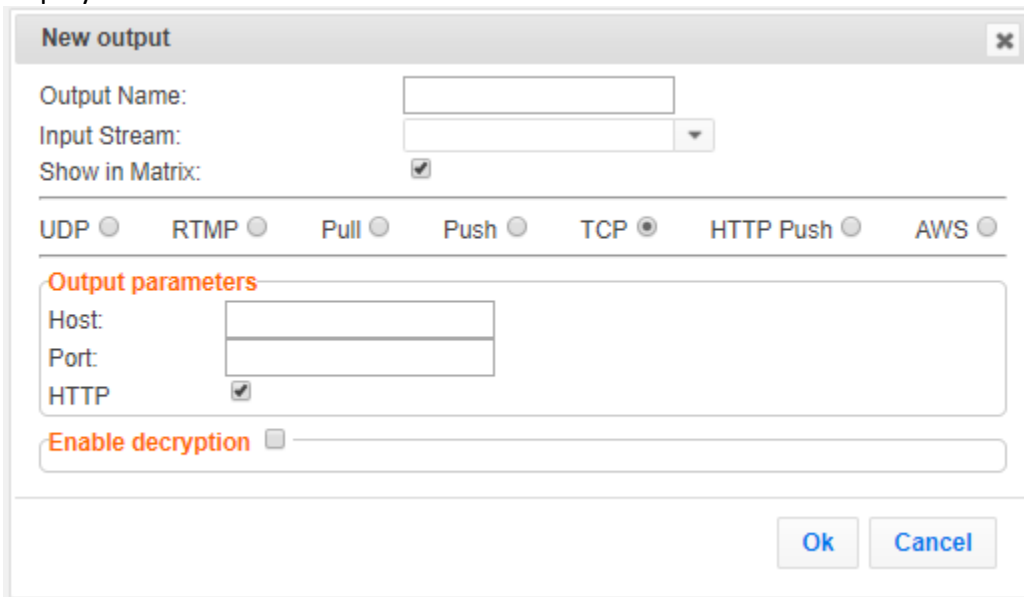
### Adding Outputs

## Adding TCP Outputs

TCP protocol provides reliable transmission guarantee for no loss of frame. Its bandwidth probing and congestion control will attempt to use all of the available bandwidth between the server and client, fetching content as quickly as possible while being friendly to other (TCP) traffic on the same links. The TCP output can push the stream directly to a TCP socket or to an HTTP server.

### ➔ To Create a TCP Output:

1. In the Zixi Broadcaster **Outputs** page, click [+ New Output](#). The **New Output** window is displayed.



2. Type in the unique identifier for this output in the **Output Name**.
3. Select an **Input Stream** to be made available on this output from the adjacent drop-down list.
4. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: Selected.
5. Select **TCP**.
6. Specify the Output parameters (see **Output Stream Parameters** Table).
7. If the target is an HTTP server, select the **HTTP** checkbox. In this case, HTTP headers will be added to the stream.
8. Enter additional parameters as necessary (see Output Stream Parameters Table).
9. Click **OK**. The new TCP Output with its settings is created and now appears on the screen.

### Output Stream Parameters Table

Parameter	Description
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## Broadcaster Outputs

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### Adding Outputs

<b>Output Parameters</b>	
<b>Host</b>	The destination host for the stream.
<b>Port</b>	Specify the ports to listen on for Push streams. Default: 2088.
<b>HTTP</b>	If the target is an HTTP server, select the <b>HTTP</b> checkbox. In this case, HTTP headers will be added to the stream.
<b>Enable Decryption</b>	Select this checkbox to enable decryption of an encrypted stream.
<b>Decryption type</b>	<p>If the stream has been encrypted, you can decrypt through the output by selecting this checkbox and specifying the type of encryption that was used.</p> <p>Select <b>Automatic</b> to decrypt a stream that has been encrypted using Automatic encryption.</p> <p>Only if the stream has not been encrypted, select <b>None</b> (default).</p> <p>Important Notice: if the stream has been encrypted you must decrypt it in the output.</p>
<b>Decryption key</b>	Enter the decryption key to decrypt the encrypted stream.

## Adding HTTP Push Outputs

The HTTP Push output stream can be encapsulated in HLS or DASH. The source of the output stream is a predefined adaptive group that has been configured in the **Adaptive Groups** screen. The configuration of the stream includes the option to delete outdated stream fragments on the server. SCTE-35 markers in the source input will be preserved and used to segment the stream for both HLS and DASH encapsulation. Output streams can be pushed to one Zixi Broadcasters or Zixi Receiver.

### ➔ To Create an HTTP Push Output:

1. In the Zixi Broadcaster **Outputs** page, click **+ New Output**.  
The **New Output** window is displayed.

**New output**

Output Name:

Input Adaptive Group:

Show in Matrix:

UDP  RTMP  Pull  Push  TCP  HTTP Push  AWS

**Output parameters**

HLS encapsulation  DASH/fMP4 HLS encapsulation

Target URL:

Additional URL parameters:   
URL parameters support macros: %PATH% - file path as appears in playlist; %FILE% - file name

Delete outdated fragments from server

Use segment name in URL

Ignore TLS certificate errors

Ok Cancel

2. Select the **HTTP Push** option (radio button).
3. Type in the unique identifier for this output stream in the **Output Name**.
4. Select an **Input Adaptive Group** to be made available on this output from the adjacent drop-down list. To create an Adaptive Group, see **Adaptive Groups**.
5. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: not selected.
6. Enter the **Output Parameters** (see Output Stream Parameters Table).
7. Click **OK**.

## Broadcaster Outputs

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### Adding Outputs

#### Output Stream Parameters Table

Parameter	Description
<b>Output Parameters</b>	
<b>Encapsulation Options</b>	<ul style="list-style-type: none"><li>• HLS Encapsulation - the output stream, which includes all the streams in the selected Adaptive group, will be encapsulated in HTTP Live Streaming format.</li><li>• Dash Encapsulation - the output stream, which includes all the streams in the selected Adaptive group, will be encapsulated in MPEG DASH format.</li></ul>
<b>Target URL</b>	The URL of the destination host for the push stream.
<b>Additional URL parameters</b>	
<b>Delete outdated stream fragments on server</b>	Select this checkbox to delete any outdated stream fragments from the server.
<b>Use segment name in URL</b>	
<b>Ignore TLS certificate errors</b>	Select this option when streaming to a trusted server that does not have a valid certificate. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.

## Broadcaster Outputs

### Adding Outputs

## Adding AWS Outputs

The HTTP output stream, which is encapsulated in HLS or DASH/fMP4 HLS can be pushed to either an AWS S3 Bucket or to an AWS Elemental MediaStore. The native AWS support includes the ability to configure the S3 authentication credential, including the Region, Access Key, and Secret Key.

### ➔ To Create an AWS Output:

1. In the Zixi Broadcaster **Outputs** page, click [+ New Output](#). The **New Output** window is displayed.

**New output**

Output Name:

Input Adaptive Group:

Show in Matrix:

UDP  RTMP  Pull  Push  TCP  HTTP Push  AWS

**Output parameters**

Service: S3 Bucket  Elemental MediaStore

Encapsulation: HLS  DASH/fMP4 HLS

URL:

Delete outdated stream fragments on server:

Ignore TLS certificate errors

\*TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s].

Access key:

Secret key:

Ok Cancel

2. Select the **AWS** option (radio button).
3. Type in the unique identifier for this output stream in the **Output Name**.
4. Select an **Input Adaptive Group** to be made available on this output from the adjacent drop-down list. To create an Adaptive Group, see [Adaptive Groups](#).
5. Select the **Show in Matrix** check box to display this stream in the Matrix (see [Using the Matrix](#)). Default: not selected.
6. Enter the **Output Parameters** (see Output Stream Parameters Table).
7. Click **OK**.

## Broadcaster Outputs

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### Adding Outputs

#### Output Stream Parameters Table

Parameter	Description
<b>Output Parameters</b>	
<b>Service</b>	Select one of the following options: <ul style="list-style-type: none"><li>• S3 Bucket - the output stream will be pushed to the specified S3 Bucket.</li><li>• Elemental Media Store - the output stream will be pushed to the specified AWS Elemental MediaStore.</li></ul>
<b>Encapsulation</b>	<ul style="list-style-type: none"><li>• HLS Encapsulation - the output stream, which includes all the streams in the selected Adaptive group, will be encapsulated in HTTP Live Streaming format.</li><li>• Dash Encapsulation - the output stream, which includes all the streams in the selected Adaptive group, will be encapsulated in MPEG DASH format.</li></ul>
<b>URL</b>	The URL address of the destination host for the S3 Bucket or the AWS Elemental MediaStore.
<b>Delete outdated stream fragments on server</b>	Select this checkbox to send delete messages to S3/AWS Elemental MediaStore to delete the outdated stream fragments from the servers.
<b>Ignore TLS certificate errors</b>	Select this option when streaming to a trusted server that does not have a valid certificate. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Access key</b>	Enter your AWS S3 or AWS Elemental MediaStore Access key.
<b>Security key</b>	Enter your AWS S3 or AWS Elemental MediaStore Security key.

## Broadcaster Outputs

### Viewing Existing Outputs

## Viewing Existing Outputs

The Outputs screen displays all the output streams that have been created.

Status	Name	Type	Destination	Bitrate[kbps]	Uptime	Latency	Input ID	Actions
Offline - None	dfdf	Pull	kikls@	0	00:00:00	0	bbb_1080p_5mbps	
Offline - None	Live Broadcast	Facebook	rtmps://rtmp-api.facebook.com:443/rtmp	0	00:00:00	1000	bbb_1080p_5mbps	

Hovering the cursor on the status indicator of a stream shows the stream configuration information and basic utilization statistics, where applicable.

Any of the columns in the following table can be sorted in ascending/descending order by clicking on its heading. The **Search** text box in the upper left-hand side of the screen can be used to search for a specific input stream by entering the desired Stream ID.

















Field	Description
<b>Status</b>	Displays the status of output stream. The following colored indicators are displayed: <ul style="list-style-type: none"><li>• Green = Connected</li><li>• Yellow = Connecting</li><li>• Red = Disconnected with an error condition</li><li>• Blue = Offline with no connection attempts</li><li>• Grey = Offline and stopped</li></ul>
<b>Name</b>	Displays the name of the output stream, as defined in the Zixi Broadcaster.
<b>Type</b>	Displays the type of output stream.
<b>Destination</b>	Displays the IP address of the host that will be receiving the stream.
<b>Bitrate [kbps]</b>	Displays bitrate of the connected output stream.
<b>Uptime</b>	Displays the amount of time the stream has been active.
<b>Latency</b>	Displays the configured latency
<b>Input ID</b>	The ID of the related Input stream.
<b>Actions</b>	Provides access to various actions to be performed on this output stream (see <a href="#">Performing Actions on Output Streams</a> below).


## Broadcaster Outputs

### Viewing Existing Outputs

## Stats Pane

The Stats pane on the bottom of the page shows data about the activity of the selected stream.

Stats		
Bitrate (kbps)  : 0	Total Packets  : 0	FEC Packets  : 0
Last Connected: 0	Packet Rate  : 0	FEC Recovered  : 0
Send Errors  : 0	Packet Loss %  : 0	ARQ Requests  : 0
Reconnections: 0	Dropped Packets  : 0	ARQ Recovered  : 0
RTT(ms)  : 0	Recovered Packets  : 0	ARQ Duplicates  : 0
Jitter(ms)  : 0	Not Recovered Packets  : 0	Overflows  : 0

Click the  icon next to a parameter to show the graph of historical data for the specified parameter.

Field	Description
<b>Bitrate (kbps)</b>	Displays the current bitrate of the output stream
<b>Last Connected</b>	Displays the date and time in which the stream was connected.
<b>Send Errors</b>	Displays the number of errors generated after sending the stream.
<b>Reconnections</b>	Displays the number of reconnection attempts.
<b>RTT (ms)</b>	Displays the Round Trip Time (RTT) from the source (in milliseconds)
<b>Jitter</b>	Displays the current Jitter, measured in milliseconds.
<b>Total Packets</b>	Displays the total number of packets that have been transmitted.
<b>Packet Rate</b>	Displays the current number of packets per second.
<b>Packet Loss %</b>	Displays the packet loss rate (how many packets were lost out of the total number of packets).
<b>Dropped Packets</b>	Displays the total number of packets that were dropped since the beginning of the stream.
<b>Recovered Packets</b>	Displays the total number of dropped packets that have been recovered since the beginning of the stream.
<b>Not Recovered Packets</b>	Displays the number of non-recovered packets.
<b>Failed Sends</b>	Displays the number of failed attempts to send the stream.
<b>FEC Packets</b>	Displays the number of FEC packets transmitted.
<b>FEC Recovered</b>	Displays the number of FEC packets that were recovered.
<b>ARQ Requests</b>	Displays the number of requests for transmission of dropped packets made with ARQ.
<b>ARQ Recovered</b>	Displays the number of dropped packets recovered via ARQ.

## Broadcaster Outputs

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### Viewing Existing Outputs

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<b>ARQ Duplicates</b>	Displays the number of duplicate recovery packets received via ARQ.
<b>Overflows</b>	Displays the number of packets lost due to buffer overflow. Note: overflow is usually the result of the Max Bitrate being too low.


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## Searching for Output Streams

### ➔ To Search for an Output Stream:

In the Zixi Broadcaster **Outputs** page, type in the specific output stream name in the search text box on the left-hand top of the screen and click . The **Output** screen displays the requested output stream(s).


## Performing Actions on Output Streams

Every stream has a shortcut button that can be used to perform relevant actions on the stream. The following actions can be performed through the Actions button:

- **Deleting Output Streams from Broadcaster**
- **Switching Input**


## Deleting Output Streams from Broadcaster

### ➔ To Delete an Output Stream from the Broadcaster:

1. In the Zixi Broadcaster **Outputs** page, select the output stream you want to delete, and then click .
2. Click **Delete** to the selected stream. The selected input stream was deleted and is not displayed anymore.

## Switching Input


### ➔ To change the input associated with the selected output:

1. In the Zixi Broadcaster **Outputs** page, click  and select **Switch Input**. The **Switch source** window is displayed.
2. In the **New Input** drop-down, select the desired input, and click **OK**. The newly designated input is now associated with the selected output.

## Viewing Traceroutes

You can view traceroute data for a stream sent from a Zixi Broadcaster (v13 or above) to a Zixi Receiver (v13 or above).

### ➔ To view traceroute data:

1. On the **Outputs** page of Zixi Broadcaster, click the desired row of the output stream for which you want to view traceroutes.
2. Click the  button on the right end of the selected row and then select **Trace**.

## Broadcaster Outputs

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### Performing Actions on Output Streams

The traceroute data for this stream is displayed.

## Performing Actions on Multiple Outputs

### Delete Marked Individual and Multiple Outgoing Stream

#### ➔ To Delete Output Streams:

1. In the Zixi Broadcaster Outputs page, select all outputs by selecting the checking the Actions checkbox at the header line, or select individual outputs by selecting their checkboxes.

The Marked drop-down button is displayed.



2. Click the **Marked** drop-down menu and then click **Delete**.  
The selected Output Streams are deleted.

### Start and Stop Marked Individual and Multiple Outgoing Streams

#### ➔ To Stop/Start Output Streams:

1. In the Zixi Broadcaster Outputs page, select all outputs by selecting the **Actions** checkbox, located in the header line, or select individual outputs by selecting their checkboxes.

The Marked drop-down button is displayed.



2. Click the **Marked** drop-down menu and then click **Start/Stop**.  
The selected Output Streams are started/stopped.

### Save Marked Individual and Multiple Outgoing Streams

#### ➔ To Save Output Streams:

1. In the Zixi Broadcaster Outputs page, select all outputs by selecting the **Actions** checkbox, located in the header line, or select individual outputs by selecting their checkboxes.

The Marked drop-down button is displayed.



2. Click the **Marked** drop-down menu and then click **Save**.  
The selected Output Streams are saved.

## Broadcaster Outputs

### Using Output Templates

## Reset Stats for Individual and Multiple Outgoing Streams

### ➔ To Reset Output Streams:

1. In the Zixi Broadcaster Outputs page, select all outputs by selecting the **Actions** checkbox, located in the header line, or select individual outputs by selecting their checkboxes.

The Marked drop-down button is displayed.




2. Click the **Marked** drop-down menu and then click **Reset**.  
The selected Output Streams are reset.

## Viewing Traceroutes

For streams sent from Zixi Broadcasters (v13 and above) to Zixi Receivers (v13 and above), you can view traceroute data for this stream.

### ➔ To view traceroute data:

1. On the **Outputs** page of Zixi Broadcaster, click on the row of the stream for which you want to view traceroutes.

2. Click the  button on the right end of the selected row and then select **Trace**.  
The traceroute data for this stream is displayed.



[Refresh](#) [Close](#)

3. You can refresh the Traceroute data at any time by clicking the **Refresh** button.


## Using Output Templates

Instead of manually creating an output and then connecting the output to an input, you can define output templates with rules for automatic creation of outputs with predefined settings. The template includes an Input pattern. When an input pattern matches the pattern of an incoming input stream, the output is created automatically.

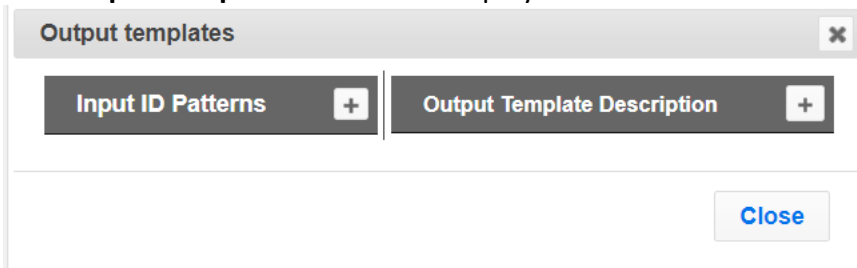
## Broadcaster Outputs

### Using Output Templates

#### ➔ To create a new Output template:

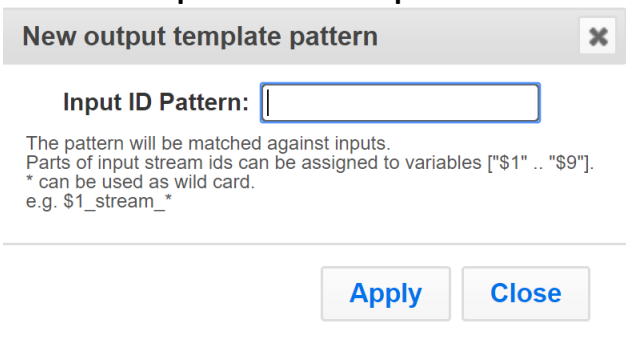
1. Click the **Outputs** tab at the top of the Zixi Broadcaster administrative screen.
2. In the **Menu** bar, click the **Templates** (  ) button.

The **Output Templates** window is displayed:

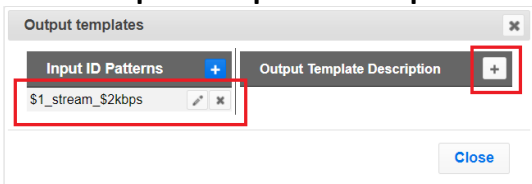


3. Under **Input ID Parameters**, click the '+' button.

The **New Output Pattern Template** window is displayed:



4. In the **Input ID Pattern** field, enter a pattern for the Stream ID of the input stream for which an output will be automatically created. This pattern will be used to identify the input stream and can include variables that are marked with the "\$" sign followed by a number (e.g. \$1, \$2, etc.) and/or with an asterisk "\*" wildcard. The patterns should also include a part of the string that requires an exact match. For example, the pattern "\$1\_stream\_\$2kbps" will match an input stream "talk\_show\_stream\_600kbps".
5. Click **Apply**.
6. From the **Input ID Patterns** list, select a pattern for which you want to relate an output template.
7. In the **Output Template Description** section click the "+" button.



## Broadcaster Outputs

### Using Output Templates

The **New Output Template** window is displayed:

**New output template** [X]

Input ID Pattern:   
The pattern will be matched against inputs.  
Parts of input stream ids can be assigned to variables ["\$1" .. "\$9"].  
\* can be used as wild card.  
e.g. \$1\_stream\_\*

Output Name:

Show in Matrix:

UDP  RTMP  Pull  Push  TCP

**Output parameters**

Host:

Port:  TTL:

Smoothing [ms]:

RTP:

Bind to IP:  ▼

Local port:

**ReMixing**

**Enable decryption**

**Enable IFB/Talkback**

Ok Cancel

8. In the **Output Name** field, enter a name for the output that will be created. The name can include variables used in the **Input Pattern** field.
9. Select the desired output type and fill-in the relevant Output parameters according to the instructions of the relevant section:
  - **UDP Output** – Follow the instructions in the [Adding UDP Outputs](#) section.
  - **RTMP Output** – Follow the instruction in the [Adding RTMP and RTMPS Outputs](#) section.
  - **Pull Output** - Follow the instruction in the [Adding Pull Outputs](#) section.
  - **Push Output** - Follow the instruction in the [Adding Push Outputs](#) section.
  - **TCP Output** - Follow the instruction in the [Adding TCP Outputs](#) section.
10. Click **OK**.

The template is added to the **Output Template Description** list. When an input pattern will match the pattern of an incoming input stream, the defined output will be created automatically.

## Broadcaster Network Bonding

Zixi's Network Bonding feature enables you to divide a stream into several network channels by utilizing multiple NICs and links and then subsequently reuniting them at the Zixi Broadcaster side. For example, a 5 Mbps stream can be streamed using two links, one 2 Mbps link that uses a mobile network and another 3 Mbps Wifi network. The stream is automatically bonded at the Zixi Broadcaster side without any special configuration (as long as the Push input is defined and the two NICs are setup in the machine running the Zixi Broadcaster). Network Bonding can be used for load balancing between multiple links in the following configurations:

- **Zixi Feeder with Multiple NICs to a single Zixi Broadcaster NIC** - the stream is divided at the Zixi Feeder end and then bonded at the Zixi Broadcaster end. This configuration requires configuring Network Bonding in the Zixi Feeder.
- **Zixi Feeder with Multiple NICs to multiple Zixi Broadcaster NICs** - the stream is divided at the Zixi Feeder end, sent to multiple IP addresses (each Zixi Broadcaster NIC has a separate IP address), and then bonded at the Zixi Broadcaster end. This configuration requires configuring Network Bonding in the Zixi Feeder. Each destination (i.e. each Broadcaster NIC is configured in a separate network bonding link by using a different Host IP address).
- **Zixi Feeder with single NIC to Multiple Zixi Broadcaster NICs** - the stream is sent to multiple IP addresses (each Zixi Broadcaster NIC has a separate IP address), and then bonded at the Zixi Broadcaster end. This configuration requires configuring Network Bonding in the Zixi Feeder. Each destination (i.e. each Broadcaster NIC is configured in a separate network bonding link by using a different Host IP address).
- **Zixi Broadcaster with multiple NICs to another Zixi Broadcaster with a single/multiple NICs** - a Zixi Broadcaster can transfer a stream to another Zixi Broadcaster through multiple NICs at the source Broadcaster and single/multiple NICs at the destination Broadcaster. This configuration requires configuring Network Bonding in the Zixi Broadcaster (see Broadcaster Output with Network Bonding).

## Using Network Bonding for Hitless Failover

The Network Bonding feature can be used to ensure high availability of the stream. The feature ensures hit-less failover between multiple networks and network cards (i.e. network and hardware protection). As part of the configuration of the network bonding feature it is possible to set a NIC (which may be connected to a separate network) as a "Backup". In this case, the backup link will only be utilized if the stream has used all other available capacity. For example, a stream can be configured to be transferred on a WiFi network as the main link and a mobile network as a backup. If the WiFi link is compromised (either completely unavailable or limited bandwidth), the stream will be transferred, in full or partially through the backup mobile link and then bonded at the Zixi Broadcaster end, enabling uninterrupted streaming and high availability.

## Broadcaster Outputs

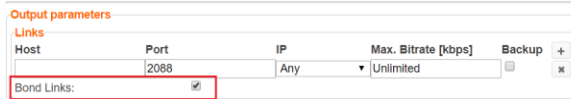
### Broadcaster Network Bonding

## Broadcaster Output with Network Bonding

A Zixi Broadcaster can push a stream to another Zixi Broadcaster that has been divided into multiple network channels by utilizing multiple NICs. The Zixi Broadcaster at the destination will subsequently reuniting them into a single input stream.

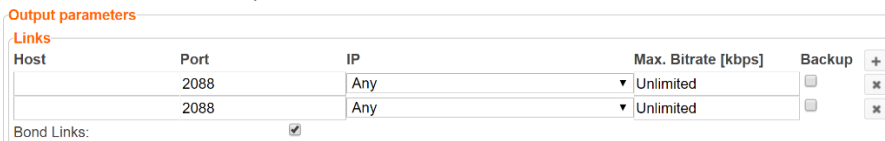
### ➔ To add network bonding to a Push Output:

1. Create a **Push Output**, by following the instructions in the [Adding Push Outputs](#) section.
2. In the **Output Parameters** section, select the **Bond Links** checkbox.



The screenshot shows the 'Output parameters' dialog box. Under the 'Links' section, there is a table with columns: Host, Port, IP, Max. Bitrate [kbps], and Backup. The first row has values: Host (empty), Port (2088), IP (Any), Max. Bitrate (Unlimited), and Backup (checkbox). Below the table, the 'Bond Links' checkbox is checked and highlighted with a red box.

3. In the **Links** section, click the **+** button to add a second link:




The screenshot shows the 'Output parameters' dialog box with two links added. The table has two rows: the first row has Host (empty), Port (2088), IP (Any), Max. Bitrate (Unlimited), and Backup (checkbox); the second row has Host (empty), Port (2088), IP (Any), Max. Bitrate (Unlimited), and Backup (checkbox). The 'Bond Links' checkbox is checked.

4. In the **Host** field, type the IP address of the destination Zixi Broadcaster.
5. In the **Port** field, type the destination port number of the Zixi Broadcaster to which you want to stream. Default: 2088
6. In the **NIC** field, select the NIC in the Zixi Broadcaster (source) that you want to use to stream.
7. In the **Bitrate Limit** field, do one of the following:
  - If you want to limit the bitrate that will be used in this link, enter the limit value in Kbps.
  - If you DO NOT want to limit the bitrate, leave the default value - "0".
8. In the **Backup** field, do one of the following:
  - If you want to use this link only if there is not enough bandwidth in the other links, select the Backup checkbox.
  - If you want to use this link in parallel to other links, DO NOT select the Backup checkbox.
9. Configure additional parameters as required.
10. Click **OK** to save the Zixi Broadcaster Output.



# Adaptive Groups

Zixi Broadcaster features the ability to create multiple bitrate profiles for a single input stream and set it as an adaptive group that can be used by a supporting client. The client will automatically switch between the various bitrate profiles of the stream according to the network conditions during playback.

After creating a group with different bitrates you can test them all out by playing them with the different 3rd party players (via the  Actions menu).

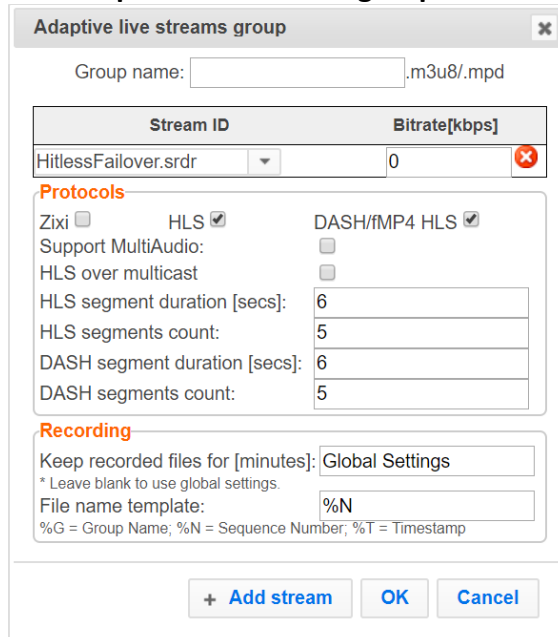
You can optionally create adaptive group templates that will automatically group streams in adaptive groups instead of defining groups in advance.

## Creating New Adaptive Groups

### ➔ To Create a New Adaptive Group:

1. In the Zixi Broadcaster administrative screen, click the **Adaptive** tab.
2. Click **Add Group**.

The **Adaptive live streams group** window is displayed:



Stream ID	Bitrate[kbps]
HitlessFailover.srd	0

**Protocols**

Zixi  HLS  DASH/MP4 HLS

Support MultiAudio:

HLS over multicast

HLS segment duration [secs]: 6

HLS segments count: 5

DASH segment duration [secs]: 6

DASH segments count: 5

**Recording**


Keep recorded files for [minutes]: Global Settings

\* Leave blank to use global settings.

File name template: %N

%G = Group Name; %N = Sequence Number; %T = Timestamp

+ Add stream OK Cancel

3. In the **Group Name** field, enter the unique string as the adaptive group's name.
4. Under **StreamID**, select an input stream from the drop-down list to create an adaptive bitrate.
5. Enter the desired **Bitrate[kbps]** for that stream in the adjacent field to **Stream ID**.
6. Click  to add as many streams as you want to include in the group and repeat steps 4 and 5 for every stream that is added to the group.

## Adaptive Groups

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### Creating New Adaptive Groups

7. Select one or more **Protocols** that will be supported for this adaptive group. The Zixi protocol option enables devices using the Zixi SDK to view the stream using the Zixi protocol.
8. Select **Support MultiAudio** if the input streams include multiple audio channels to enable multiple separate audio channels in the adaptive group.
9. Specify the HLS/Dash segment/chunk duration and count (See details in the table below).
10. Specify the duration to **Keep recorded files for [minutes]**. If the file is left as blank, the system will use the global settings, specified in the **Settings > Live Protocols** screen in the **HLS DVR Maximum Recording Duration** field.
11. In the **File name template** field, specify the file name pattern that Zixi will use to generate when saving the recorded content.
12. Click **OK**.

The new Adaptive Group is created and appears on the Adaptive screen.

Parameter	Description
<b>Group Name</b>	Specify the unique identifier for this group.
<b>Stream ID</b>	Select an input stream from the drop-down list.
<b>Bitrate [kbps]</b>	Specify the bitrate for the selected stream.
<b>Protocols</b>	Select one or more <b>Protocols</b> that will be supported for this adaptive group - Zixi HLS (enables devices using the Zixi SDK to view the stream using the Zixi protocol), HLS, DASH/fMP4 HLS
<b>Support MultiAudio</b>	Select this checkbox to enable multiple separate audio channels in the adaptive group.
<b>HLS Over Multicast</b>	Select this checkbox to enable multicasting of the adaptive stream (requires multicast to be enabled in the <b>Settings</b> )
<b>HLS Segment Duration [sec]</b>	Specify the duration in seconds of each segment/chunk in the HLS playlist. You can specify sub-second durations (e.g. 0.5). (Default: 6 seconds)
<b>HLS Segments Count</b>	Specify the number of segments in the HLS playlist.
<b>DASH Segment Duration [sec]</b>	Specify the duration in seconds of each segment/chunk in the DASH adaptive group. You can specify sub-second durations (e.g. 0.5). (Default: 6 seconds)
<b>DASH Segments Count</b>	Specify the number of segments in the DASH adaptive group.
<b>Recording</b>	

## Adaptive Groups

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### Creating New Adaptive Groups

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<b>Keep recorded files for [minutes]</b>	Specify the maximum time for storing the recording. If the file is left as blank, the system will use the global settings specified in the <b>Settings &gt; Live Protocols</b> screen in the <b>HLS DVR Maximum Recording Duration</b> field.
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<b>File name template</b>	Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.
---------------------------	---

The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:

%S=stream id - optional.

%Y=year - optional

%M=month - optional

%D=day - optional

%T=HH.MM.SS creation time - mandatory




For example, the following pattern %Y\_recording%T.ts will generate the following file name 2017\_recording15:32:35.ts.

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## Adding Streams to Existing Adaptive Groups

You can add additional streams to existing adaptive groups.


### ➔ To Add Streams to an Adaptive Group:

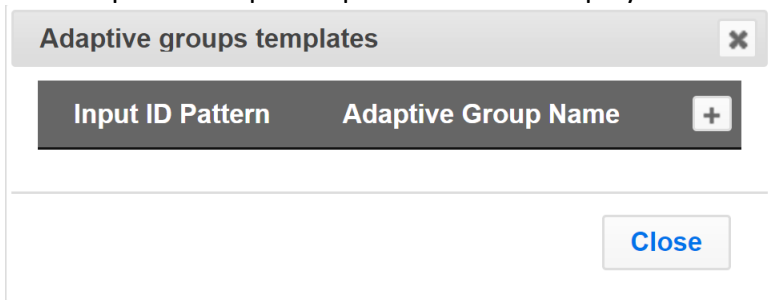
1. In the Zixi Broadcaster administrative screen, click the **Adaptive** tab.
2. Select the Group to which you want to add a stream, and click  button, and then **Edit**. The **Adaptive live streams group** window is displayed.
3. Click  button for as many streams as you want to include in the group. Another Stream row will be added in the above table to which a desired **Bitrate** must be specified. When clicking on the red  at the end of any of the stream rows, the stream will be deleted from the group.
4. Click **OK**. The group has been modified accordingly.

## Adaptive Groups Templates

Instead of defining adaptive groups in advance and then relating specific input streams to these groups, you can define templates with rules for automatic grouping of streams in adaptive groups. Every time a new input stream, which matches the conditions of the template, is added, it will be automatically added to the adaptive group that was defined in the template. Specific streams are identified by naming patterns and added to the group by setting static naming patterns and bitrates or dynamic patterns.

### ➔ To create a new adaptive group template:

1. Click the **Adaptive** tab at the top of the Zixi Broadcaster administrative screen.
2. In the Menu bar, click the **Templates** (  ) button.  
The Adaptive Groups Templates screen is displayed:



## Adaptive Groups

### Adaptive Groups Templates

3. Click the + button.

The **Adaptive Group Template** window is displayed:

**Adaptive group template** [X]

Input ID Pattern will be matched against inputs.  
Parts of input stream ids can be assigned to variables ["\$1" .. "\$9"].  
\* can be used as wild card.  
e.g. \$1\_stream\_profile\_\*

Input ID Pattern:

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Adaptive Group Name:

Variables from Input ID pattern can be used to form adaptive group name.  
e.g. \$1\_adaptive\_stream

**Adaptive group properties**

Zixi       HLS       DASH

HLS over multicast

Record

Keep recorded files for [minutes]:

\* Leave blank to use global settings.

File name template:

%G = Group Name; %N = Sequence Number; %T = Timestamp

---

**Adaptive group stream patterns**

Streams expected in adaptive group may connect later.

Dynamic streams acquisition       Static streams set

Stream pattern       Bitrate [kbps]

Apply      Close

4. In the **Input ID Pattern** field, enter a pattern for the Stream ID of the input stream that will be automatically added to newly created adaptive group. This pattern will be used to identify the input stream and can include variables that are marked with the "\$" sign followed by a number (e.g. \$1, \$2, etc.) and/or with an asterisk "\*" wildcard. The patterns should also include a part of the string that requires an exact match. For example, the pattern "\$1\_stream\_\$2kbps" will match an input stream "talk\_show\_stream\_600kbps". String parts that were matched against \$X variables, can be reused in other settings, however, string parts that were matched against an asterisk wildcard cannot be reused in other settings.
5. In the **Adaptive Group Name** field, enter a string that will be used as the name of the adaptive group. You can use the \$X variables that were used in the Input ID Pattern field above. For example, based on the above example, if you write "\$1\_group", the group name will be "talk\_show\_group".
6. Under the **Adaptive Group Properties**, select the checkboxes of the protocols with which these streams will be transmitted (Zixi, HLS, DASH, HLS over multicast).
7. If you want to record an HLS stream, select the **Record** checkbox and in the **Keep recorded files for [minutes]**, specify the maximum time (in minutes) to record. Default:

## Adaptive Groups

### Adaptive Groups Templates

the time defined in the global settings, specified in the **Settings > Live Protocols** screen in the **HLS DVR Maximum Recording Duration** field.

- Under **Adaptive Group Stream Patterns**, select the method in which the streams in the adaptive group will be created:
  - Dynamic Streams Acquisition:** this method will automatically add input streams that match the defined **Input ID Pattern** and give them a bitrate value based on the **Bitrate Pattern**. This option is based on the assumption that the bitrate value is part of the input stream's ID. Based on the example above, by entering the value "\$2" in the **Bitrate Pattern** field, the system will automatically add the incoming "talk\_show\_stream\_600kbps" stream, while giving it a 600 Kbps Bitrate setting (according to the definition in the **Input ID Pattern** field, the \$2 was assigned a value of 600kps). If another stream that matches the input ID patters comes in (e.g. talk\_show\_stream\_700kbps") with a different bitrate, for example, 700kbps, this stream will be also added to the same adaptive groups, however the bitrate setting will be 700 kbps.

The screenshot shows a configuration window titled "Adaptive group stream patterns". It contains a sub-header "Streams expected in adaptive group may connect later." Below this, there are two radio buttons: "Dynamic streams acquisition" (which is selected) and "Static streams set". Underneath, a text label reads "Any stream matching 'Input ID Pattern' will be added." At the bottom, there is a label "Bitrate pattern:" followed by a text input field containing the value "\$2".

#### To add a Dynamic Streams Acquisition bitrate pattern:

- In the **Bitrate Pattern** field add the pattern as described above.
- Click **Apply**.

The new template is added to the **Adaptive Groups Templates** list:

The screenshot shows a window titled "Adaptive groups templates". It features a table with two columns: "Input ID Pattern" and "Adaptive Group Name". The first row contains the values "\$1\_stream\_\$2kbps" and "\$1\_adaptive\_stream". To the right of the table, there are edit and delete icons. A "Close" button is located at the bottom right of the window.

Input ID Pattern	Adaptive Group Name	
\$1_stream_\$2kbps	\$1_adaptive_stream	

- Static Stream Set:** if the input streams do not have the bitrate value in their ID names, you can manually define the ID and the bitrate for each stream that will be included in the group. You can define streams that are not currently connected, but will be connected at a later stage.

## Adaptive Groups

### Performing Actions on Adaptive Groups

**Adaptive group stream patterns**  
Streams expected in adaptive group may connect later.

Dynamic streams acquisition  Static streams set

Stream pattern	Bitrate [kbps]	
<input type="text" value="comedy_HD"/>	<input type="text" value="512"/>	<input type="button" value="+"/>
		<input type="button" value="x"/>

#### To add a Static Steam Set:

1. Click the + button
2. In the **Stream Pattern** field, enter a pattern for the stream ID (you can use the variables used in the Input ID Pattern field and add additional variables as needed). This pattern will be used to identify the stream and add it to the group (e.g. "comedy\_HD").
3. In the **Bitrate [Kbps]** field, enter the Bitrate value of the stream.
4. Click the + button for as many streams as you want to include in the group and repeat the steps above for every stream that is added to the group.
5. Click **Apply** to save all changes.

The new template is added to the **Adaptive Groups Templates** list:

Adaptive groups templates		
Input ID Pattern	Adaptive Group Name	
\$1_stream_\$2kbps	\$1_adaptive_stream	<input type="button" value="+"/>
		<input type="button" value="edit"/> <input type="button" value="x"/>



Note: the group will be active only when all the streams defined will be connected.

## Performing Actions on Adaptive Groups

Every adaptive group has a shortcut button that can be used to perform relevant actions.

### Stopping/Starting an Adaptive Group

You can start or stop the stream(s) in the adaptive group at any time.




## Adaptive Groups

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### Performing Actions on Adaptive Groups

#### ➔ To Stop/Start the Adaptive Group:

1. In the Zixi Broadcaster **Adaptive Groups** page, click the adaptive group row that you want to start/stop.
2. Click the  button on the right end of the selected row and then **Start/Stop**. The status will change to Connected/Stopped accordingly.


### Editing an Existing Adaptive Group

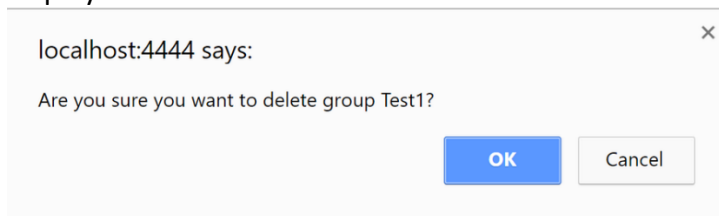
#### ➔ To Edit the Configuration of an Adaptive Group:

1. In the Zixi Broadcaster **Adaptive Groups** page, click the adaptive group row that you want to edit.
2. Click the  button on the right end of the selected row and then **Edit**. The Adaptive live stream group screen is displayed. You can modify any of the settings.
3. Click **OK**. The new settings will take effect.

### Deleting and Adaptive Group

#### ➔ To delete an Adaptive Group:

1. In the Zixi Broadcaster **Adaptive Groups** page, click the adaptive group row that you want to delete.
2. Select the Group to which you want to add a stream, and click  button, and then **Delete**. The message "Are you sure you want to delete group <group\_name>?" is displayed.



3. Click **OK**. The selected row adaptive group will be deleted.

### Play Dash


Zixi Broadcaster can generate links to play the Adaptive Group stream in MPEG DASH format.

#### ➔ To Play MPEG DASH:

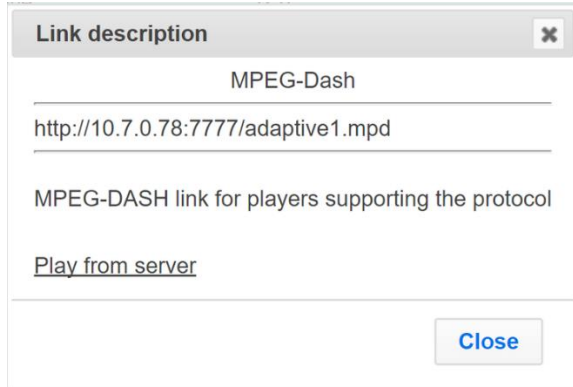
1. In the Zixi Broadcaster **Adaptive Groups** page, click the adaptive group row that you want to playback.

## Adaptive Groups

### Performing Actions on Adaptive Groups

2. Select the Group to which you want to add a stream, and click  button, and then click **Play Dash**.

The following window is displayed:




3. Do one of the following:
  - If you have a locally installed MPEG DASH compatible player - click the link to stream the data to your player.
  - If you DO NOT have a player - click **Play from server**. The stream will open in a web-based player.
4. Click **Close** when finished.

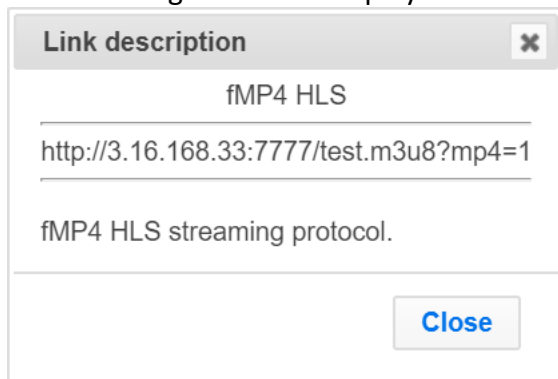
## Play fMP4

Zixi Broadcaster can generate links to play the Adaptive Group stream in fMP4 HLS format.

### ➔ To Play fMP4 HLS:

1. In the Zixi Broadcaster **Adaptive Groups** page, click the adaptive group row that you want to playback.
2. Select the Group to which you want to add a stream, and click  button, and then click **Play fMP4**.

The following window is displayed:



## Adaptive Groups


### Performing Actions on Adaptive Groups

3. Copy the link that is generated at the bottom of the window and paste it into a player/browser for playback.
4. Click **Close** when finished.

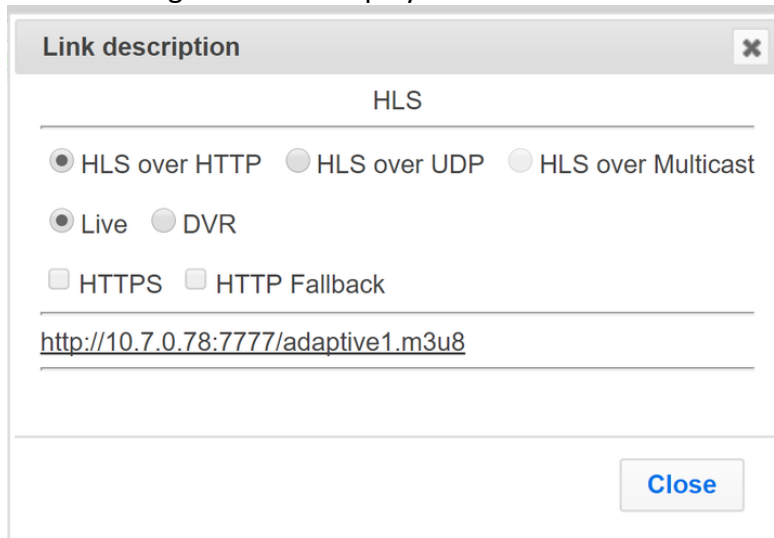
## Play HLS

Zixi Broadcaster can generate links to play the Adaptive Group stream in HLS format over HTTP, UDP, or Multicast (requires Multicast enabled).

### ➔ To Play HLS:

1. In the Zixi Broadcaster **Adaptive Groups** page, click the adaptive group row that you want to playback.
2. Select the Group to which you want to add a stream, and click  button, and then click **Play HLS**.

The following window is displayed:



The screenshot shows a dialog box titled "Link description" with a close button (X) in the top right corner. The dialog is titled "HLS" and contains the following options:

- HLS over HTTP    HLS over UDP    HLS over Multicast
- Live    DVR
- HTTPS    HTTP Fallback

Below the options is a text field containing the URL: <http://10.7.0.78:7777/adaptive1.m3u8>. At the bottom right of the dialog is a "Close" button.

3. Do one of the following:
  - **HLS over HTTP** - streams the adaptive stream over HTTP. Select **Live** to stream a live stream or select **DVR** to select a recorded stream. To stream from an encrypted HTTPS link, select the **HTTPS** checkbox. To stream from a secondary/backup server, select the **HTTP Fallback** checkbox.
  - **HLS over UDP** - streams the adaptive stream over UDP. Select **Live** to stream a live stream or select **DVR** to select a recorded stream. To stream from an encrypted HTTPS link, select the **HTTPS** checkbox. To stream from a secondary/backup server, select the **HTTP Fallback** checkbox.
  - **HLS over Multicast** - streams the adaptive stream over UDP. Select **Live** to stream a live stream or select **DVR** to select a recorded stream. To stream from

## Adaptive Groups

### Performing Actions on Adaptive Groups

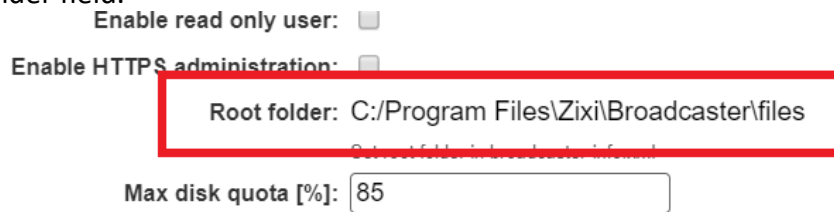
- an encrypted HTTPS link, select the **HTTPS** checkbox. To stream from a secondary/backup server, select the **HTTP Fallback** checkbox.
4. Copy the link that is generated at the bottom of the window and paste it into a player/browser for playback.
  5. Click **Close** when finished.

## Set Preroll

A preroll transport stream file is a video/audio file that is played before the adaptive group video is played. Before setting the preroll, you should make sure that the file is available for VOD and that VOD is enabled in the File Transfer and VOD settings.

### ➔ To set a Pre-roll:

1. Upload the Pre-roll TS File to the designated Root folder on the Zixi Broadcaster server. To find your Root folder location, go to Settings > General. The Root path is specified in the Root Folder field.



2. In the **Settings > File Transfer & VOD** screen, select the **VOD** checkbox. The following window is displayed:




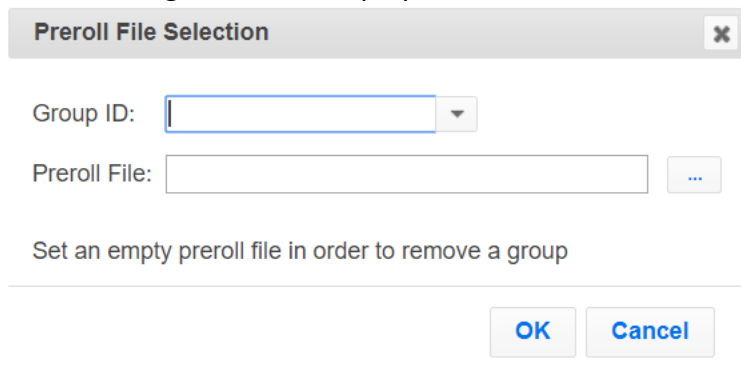
3. In the Zixi Broadcaster Adaptive Groups screen, click the desired adaptive group for which you want to add the preroll.

## Adaptive Groups

---

### Performing Actions on Adaptive Groups

- Click the  button on the selected row and then click **Set Preroll**. The following window is displayed:



The dialog box titled "Preroll File Selection" contains the following elements:

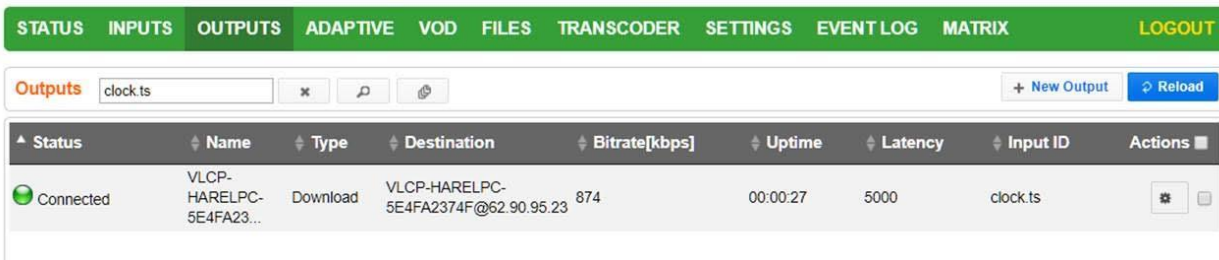
- A "Group ID" field with a dropdown arrow.
- A "Preroll File" field with a "Browse" button (three dots).
- A note: "Set an empty preroll file in order to remove a group".
- "OK" and "Cancel" buttons at the bottom.

- In the **Group ID** field, select the adaptive group for which you want to add the preroll.
- In the **Preroll File** field, click the **Browse** button and select the desired file.
- Click **OK**.

# VOD (Video on Demand)

The VOD feature enables you to upload stream-able (.ts and mp4) files to the file system of the server on which Broadcaster is installed as well as make a previously recorded input stream available on demand (VOD). The VOD content is accessed through a local folder, where the Zixi Broadcaster is located. This local folder can be optionally mapped through a symbolic link or shortcut to a remote folder. The Broadcaster creates a unique URL for each file.

The streams can be played back using VLC (with Zixi Plugin for Zixi streams) and/or streamed to a Zixi Receiver or to a Zixi Broadcaster. During playback, an Output (with output type – **Download**) will be created automatically on the Source Zixi Broadcaster, as shown below.



Status	Name	Type	Destination	Bitrate[kbps]	Uptime	Latency	Input ID	Actions
Connected	VLCP-HARELPC-5E4FA23...	Download	VLCP-HARELPC-5E4FA2374F@62.90.95.23	874	00:00:27	5000	clock.ts	[Settings] [Close]

## VOD Activation

If you have a VOD-enabled license you will still need to activate the VOD feature in the **Settings** screen.

### ➔ To activate the VOD feature:

1. In the **Settings** page, click **File Transfer & VOD**.
2. Select the **VOD** checkbox.



HLS Indexing:

MPEG-DASH Indexing:

**VOD:**

Encrypt downloads:

Max download speed [kbps]:  ~100.0 Mbit/s

3. Click **Apply**.

## VOD Files Location

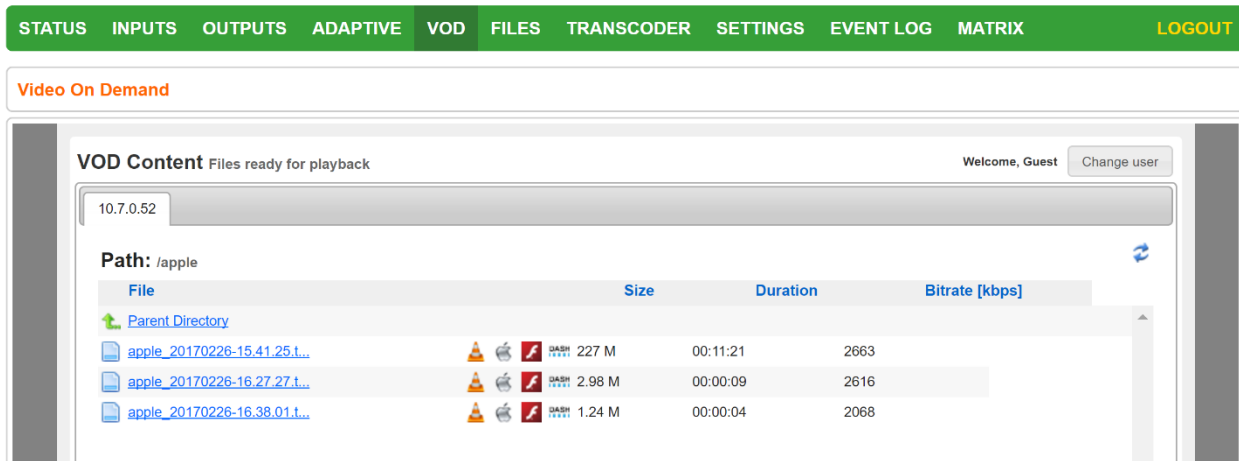
The VOD files are located in the following location by default -

<Broadcaster\_Installation\_Folder>\Zixi\Broadcaster\files

The contents of this folder are displayed in the **VOD** screen on the Zixi Broadcaster GUI –

## VOD (Video on Demand)






### VOD Files Location



The screenshot shows a web interface for Video on Demand (VOD) content. At the top, there is a navigation bar with tabs: STATUS, INPUTS, OUTPUTS, ADAPTIVE, VOD, FILES, TRANSCODER, SETTINGS, EVENT LOG, MATRIX, and LOGOUT. Below the navigation bar, the page title is "Video On Demand". The main content area is titled "VOD Content Files ready for playback" and includes a search bar with the value "10.7.0.52". The path is "/apple". A table lists the files with columns for File, Size, Duration, and Bitrate [kbps]. The table contains three rows of files, each with a "Parent Directory" link and three playback icons (VLC, HLS, and DASH).

File	Size	Duration	Bitrate [kbps]
<a href="#">Parent Directory</a>			
<a href="#">apple_20170226-15.41.25.t...</a>	227 M	00:11:21	2663
<a href="#">apple_20170226-16.27.27.t...</a>	2.98 M	00:00:09	2616
<a href="#">apple_20170226-16.38.01.t...</a>	1.24 M	00:00:04	2068

The VOD screen displays the following information:

Parameter	Description
<b>File</b>	Name of the file or folder. If in file level (not folder level), click the file name to preview the stream in the Matrix screen.
	The following icons are displayed:
	 - <b>VLC Playback</b> – click this icon to see the VLC playback URL and additional details, such as VLC plugin download link, and link to stream the file.
	 - <b>HLS Playback</b> – click this icon to see the following three HLS playback URLs: local HLS playback (not Zixi protected), HLS playback using Zixi Proxy (Zixi Protected), HLS playback using Zixi Proxy through HTTPS (Zixi protected). The Zixi Proxy links require the installation of Zixi Proxy software in the receiving device/machine. The dialog includes links for downloading the Zixi Proxy for Windows and Mac.
<b>&lt;Icons&gt;</b>	 - <b>HDS Playback</b> – click this icon to see the Adobe HTTP Dynamic Streaming Protocol playback URL. The Play from server link, plays back the stream directly from the server.
	 - <b>Flash Playback</b> – click this icon to see the following three Flash playback URLs: local Flash playback (not Zixi protected), Flash playback using Zixi Proxy (Zixi Protected), Flash playback using Zixi Proxy through HTTPS (Zixi protected). The Zixi Proxy links require the installation of Zixi Proxy software in the receiving device/machine. The dialog includes links for downloading the Zixi Proxy for Windows and Mac.
	 - <b>Dash Playback</b> - click this icon to see the MPEG-DASH playback URL. The Play from server link, plays back the stream directly from the server.
<b>Size</b>	The size of the file.
<b>Duration</b>	The duration of the playback.
<b>Bitrate [kbps]</b>	The bitrate of the file in Kbps.

## VOD (Video on Demand)

### Adding Files to VOD

## Changing the Files folder location

### ➔ To change the Files folder location:

1. In the Zixi Broadcaster installation folder  
(`<Broadcaster_Installation_Folder>\Zixi\Broadcaster\`) open the following file: **broadcaster-info.xml**.

2. Edit the `<Folder>` parameter with the desired path.

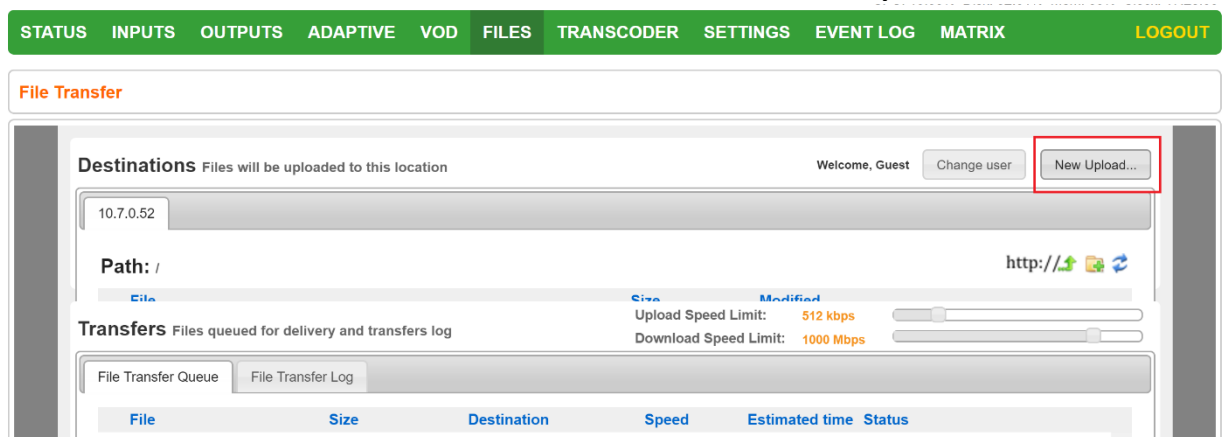
```
<?xml version="1.0" encoding="utf-8"?>
<ROOT_SETTINGS>
  <FOLDER>C:\Program Files\Zixi\Broadcaster\files</FOLDER>
  <MANAGED>>false</MANAGED>
  <MANAGEMENT-ENABLED>>false</MANAGEMENT-ENABLED>
</ROOT_SETTINGS>
<TUNNEL>
  <ALLOW>>false</ALLOW>
  <MANAGED>>false</MANAGED>
  <MANAGEMENT-ENABLED>>false</MANAGEMENT-ENABLED>
</TUNNEL>
```

3. Save the file.

## Adding Files to VOD

There are two ways to add files into the VOD Files folder:






- **Adding files to the folder** – using the operating system on which Zixi Broadcaster is installed, add the desired files to the Files folder  
(`<Broadcaster_Installation_Folder>\Zixi\Broadcaster\Files`)
- **Uploading using the Broadcaster GUI** – on the **Files** screen, click the **New Upload** button, browse to the desired file location, select the file and click **Upload**.





## Playing back VOD content

The VOD content can be played back using VLC (with Zixi Plugin for Zixi streams) and/or streamed to a Zixi Receiver or to a Zixi Broadcaster by using the following methods:

- **URL (Static)** – entering a specific URL of a file. To find the URL of a specific file, go to the VOD screen, navigate to the specific file, and click on the relevant playback icon:
  -  - **VLC Playback** – click this icon to see the VLC playback URL and additional details, such as VLC plugin download link, and link to stream the file.
  -  - **HLS Playback** – click this icon to see the following three HLS playback URLs: local HLS playback (not Zixi protected), HLS playback using Zixi Proxy (Zixi Protected), HLS playback using Zixi Proxy through HTTPS (Zixi protected). The Zixi Proxy links require the installation of Zixi Proxy software in the receiving device/machine. The dialog includes links for downloading the Zixi Proxy for Windows and Mac.
  -  - **HDS Playback** – click this icon to see the Adobe HTTP Dynamic Streaming Protocol playback URL. The Play from server link, plays back the stream directly from the server.
  -  - **Flash Playback** – click this icon to see the following three Flash playback URLs: local Flash playback (not Zixi protected), Flash playback using Zixi Proxy (Zixi Protected), Flash playback using Zixi Proxy through HTTPS (Zixi protected). The Zixi Proxy links require the installation of Zixi Proxy software in the receiving device/machine. The dialog includes links for downloading the Zixi Proxy for Windows and Mac.
  -  - **Dash Playback** - click this icon to see the MPEG-DASH playback URL. The Play from server link, plays back the stream directly from the server.
- **API (Dynamic)** – you can use the Zixi API to implement dynamic access to the VOD content. For example, you can create an application that enables navigation throughout the VOD library (including folders and sub-folders) to access files in a dynamic fashion. The API GET request is: <http://<broadcaster location><web server port>/vod ls.json>

## Indexing VOD content

Zixi Broadcaster can create m3u8 (HLS) and mpd (mpeg-dash) manifests for VOD files. When the **Automatically index VOD files** setting is enabled, Zixi Broadcaster will index the VOD files in the various VOD folders. In this case, Zixi Broadcaster will automatically monitor any file and directory structure changes (under "files" folder only). Any file that is added will be automatically indexed. In the same manner, any file that is deleted, the correspondent files in the index (.m3u8 and/or /mpd) will be removed as well. In some cases, the indexing of VOD files can affect performance. By enabling or disabling the **Automatically index VOD files** setting,

## VOD (Video on Demand)

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### Indexing VOD content

you can decide when to index the VOD files in order to ensure optimal performance during peak times.

#### ➔ To activate the VOD indexing:

1. In the **Settings** page, click **File Transfer & VOD**.
2. Select the **Automatically index VOD files** checkbox.

Automatically index VOD files:

Scan on startup:

HLS Indexing:

MPEG-DASH Indexing:

VOD:

3. Select **Scan on startup** to enable indexing of the files in the VOD folder that have not been indexed during startup of the Zixi Broadcaster.
4. Select **HLS indexing** to enable indexing of HLS streams. The indexing creates an M3U8 playlist file.
5. Select **MPEG-DASH indexing** to enable indexing of MPEG-DASH streams. The indexing creates a .mpd (MPEG-DASH Media Presentation Description) file.
6. Click **Apply**.

# Accelerated File Transfer

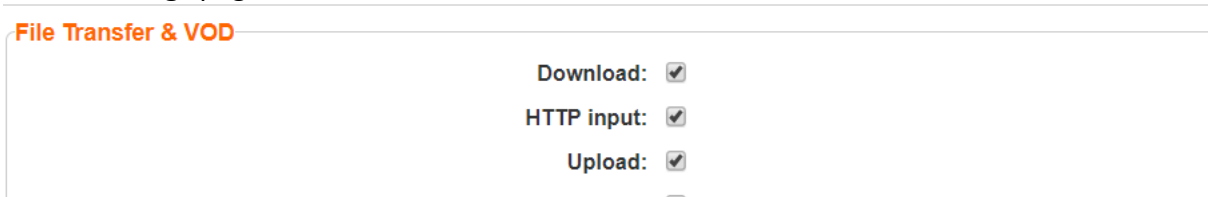
Zixi Broadcaster features the ability to transfer files between two Zixi components (Zixi Broadcaster to Zixi Receiver or to another Zixi Broadcaster), using the Zixi protocol. The transfer can also be to a non-Zixi component with a Zixi Proxy or with a Zixi Plugin. This enables the reliable and fast transfer of large files over a wireless/wifi connections.

## File Transfer Configuration

Before using the file transfer feature, you will need to activate the file transfer feature and configure the following file transfer settings.

### ➔ To activate and configure the file transfer feature:

1. In the **Settings** page, click **File Transfer & VOD**.



2. Select the **Download** checkbox to enable the download of files from the current Zixi Broadcaster.
3. Select **HTTP Input** checkbox to enable HTTP forwarding.
4. Select the **Upload** checkbox to enable the uploading of files by registered users to the current Zixi Broadcaster.
5. Specify additional optional **file transfer setting parameters** (see File Transfer Setting table below).
6. Click **Apply**.

## File Transfer Settings

Parameter	Description
<b>Download</b>	Enables the file transfer download from this Zixi Broadcaster.
<b>HTTP Input</b>	Enables HTTP acceleration mode. In this mode, instead of specifying a file location on the server's hard disk, the Zixi Broadcaster receives an HTTP address from which it will retrieve the file and then transfer it to the Client.
<b>Upload</b>	Enables the file transfer upload to this Zixi Broadcaster server.
<b>Encrypt Downloads</b>	Enables the Zixi auto encryption for all file transfer downloads.

## Accelerated File Transfer

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### Uploading Files for File Transfer

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**Max download speed [kbps]** Specifies the maximal download speed in Kbps for file transfer.

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**Max upload speed [kbps]** Specifies the maximal upload speed in Kbps for file transfer.

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**Initial bitrate [kbps]** Specifies the initial download bitrate. The recommended bitrate can be the bitrate of the stream.

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**HTTP/Origin cache size [MB]** This setting is relevant for HTTP acceleration mode and/or Origin/Edge architecture, where the Zixi Broadcaster retrieves the file from another Origin or HTTP server and then delivers it to the Client. This setting determines the cache size allocation on the Zixi Broadcaster. The cache is used to accelerate the delivery of files that have been previously requested.

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## Uploading Files for File Transfer

You can upload files to the server on which Zixi Broadcaster is installed to make them available for download using Zixi protocol. The location of the files that will be uploaded is relative to the Root folder that was specified in the **Settings > General** screen.



Before you upload a file, make sure Zixi Proxy is installed on your computer. If it is not installed, you will be prompted with a notification and a link for download and installation.

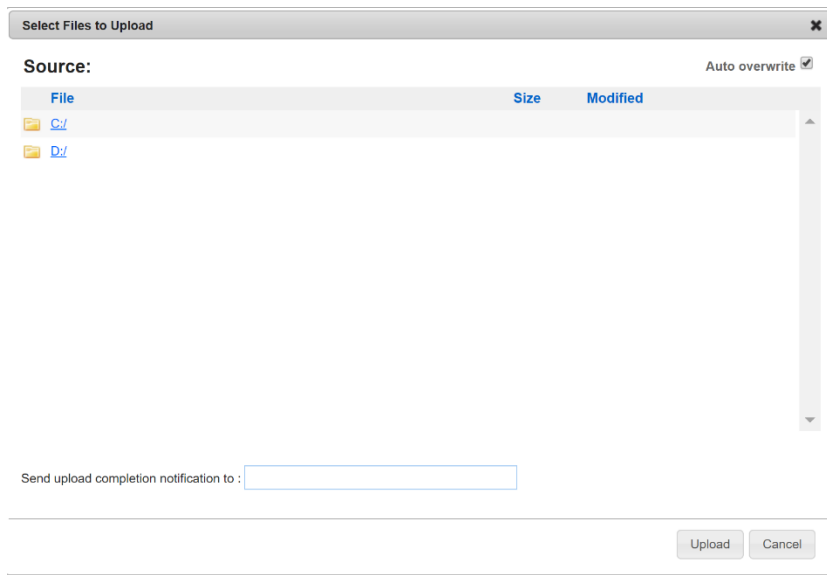
### ➔ To upload a file for file transfer:

1. In Zixi Broadcaster, click the **Files** tab.
1. Click **New Upload**.


The **Select Files to Upload** dialog opens:

## Accelerated File Transfer

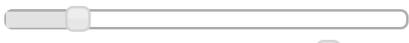
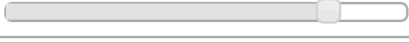
### Downloading Files



2. Navigate to the path in which the files is located and select the file.
3. For very large files, it is possible to receive an email notification when the upload process was completed. To enable this feature, type the desired email address, or multiple email addresses separated by commas in the **Send upload completion notification to** field.
4. Click **Upload**.  
The file will be uploaded using the Zixi protocol. The upload process is displayed at the bottom of the screen (**Files Transfer Queue** tab). When the upload is complete, it will be recorded in the **File Transfer Log** tab.



You can limit the upload speed by dragging the **Upload Speed Limit** slider.

Upload Speed Limit:	512 kbps	
Download Speed Limit:	1000 Mbps	

The overall maximal limit determined by the **Max upload speed [kbps]** setting in the **Settings > File Transfer & VOD** screen.

## Downloading Files

The files can be downloaded using the Zixi Protocol, through the Zixi Broadcaster UI.

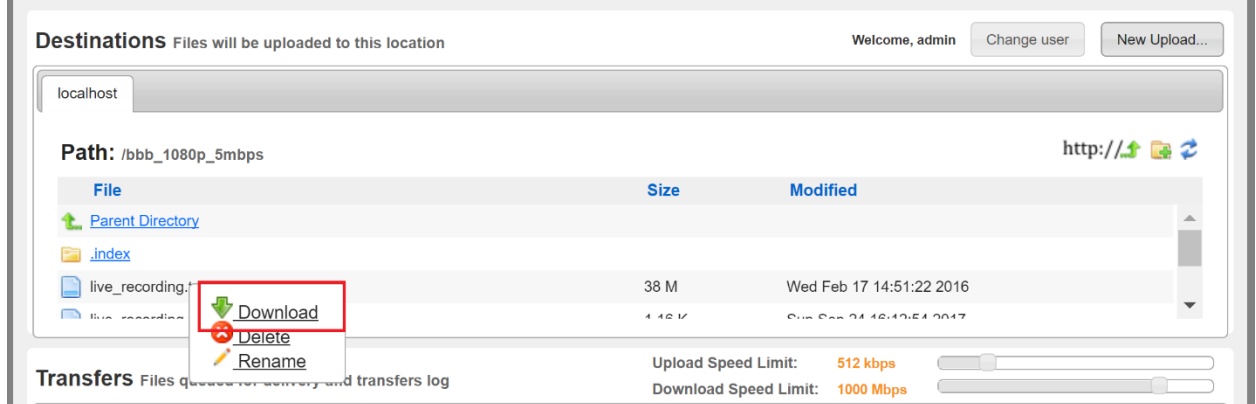
### ➔ To download a file:

1. In Zixi Broadcaster, click the **Files** tab.
2. Under **Destinations**, navigate to the desired file.

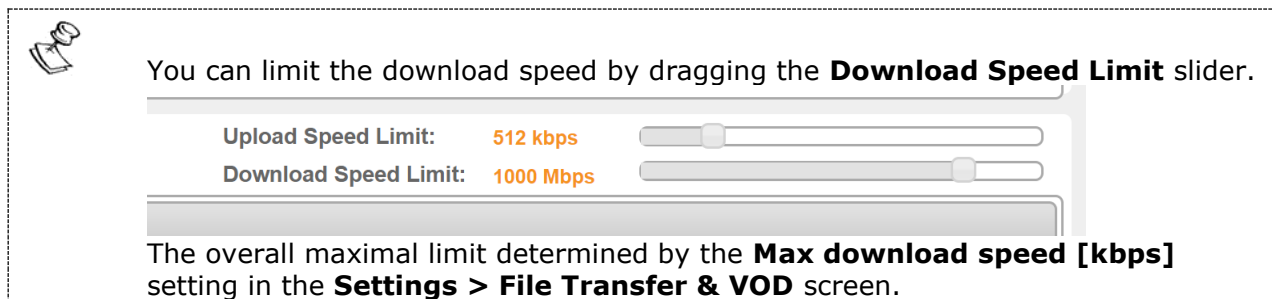
## Accelerated File Transfer

### Generating Accelerated URLs

3. Hover your mouse over the desired file and click **Download**.



4. In the **Select Download Destination** window, select the local folder as a destination for the file download.  
The file will be downloaded using the Zixi protocol. The download process is displayed at the bottom of the screen (**Files Transfer Queue** tab). When the download is complete, it will be recorded in the **File Transfer Log** tab.



## Generating Accelerated URLs


Instead of downloading files from the server on which Zixi Broadcaster is installed, it is possible to use Zixi Broadcaster to retrieve the file from a remote HTTP server. Zixi Broadcaster converts the remote server URL to an Accelerated URL. By using this accelerated URL to download the file, Zixi Broadcaster will retrieve the file from the remote server and use the Zixi Protocol to transfer the file to the Client.

### ➔ To generate an accelerated URL:

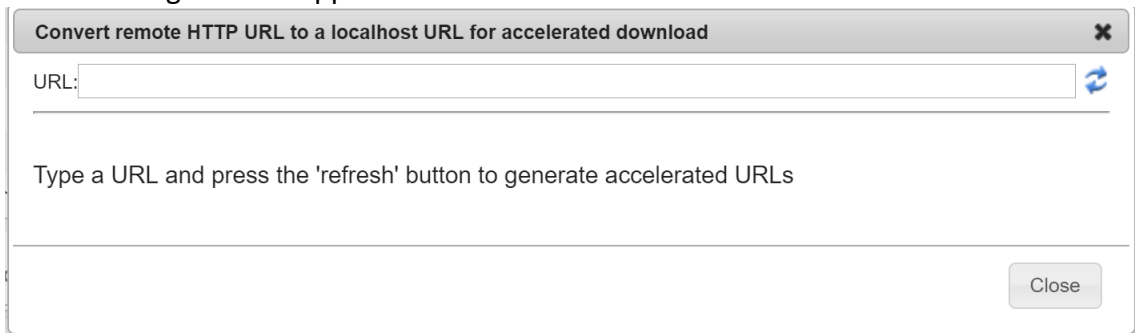
1. In Zixi Broadcaster, click the **Files** tab.

## Accelerated File Transfer

### Creating a New Folder

2. Under **Destinations**, click the  icon.

The following window appears:



3. In the **URL** field, type the URL of file in the remote HTTP server.
4. Click the .

Two URLs are generated:



The top URL is an HTTP URL and the bottom is an HTTPS URL.

## Creating a New Folder


You can use the Zixi Broadcaster UI to create folders on the server on which Zixi Broadcaster is installed.

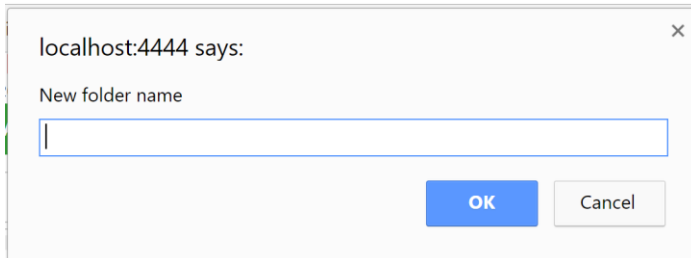
### ➔ To create a new folder:

1. In Zixi Broadcaster, click the **Files** tab.

## Accelerated File Transfer

### Renaming a File/Folder

2. Under **Destinations**, click the  icon.  
The following window appears:



A dialog box titled "localhost:4444 says:" with a close button (X) in the top right corner. Below the title is the text "New folder name" followed by a text input field. At the bottom of the dialog are two buttons: "OK" (blue) and "Cancel" (grey).

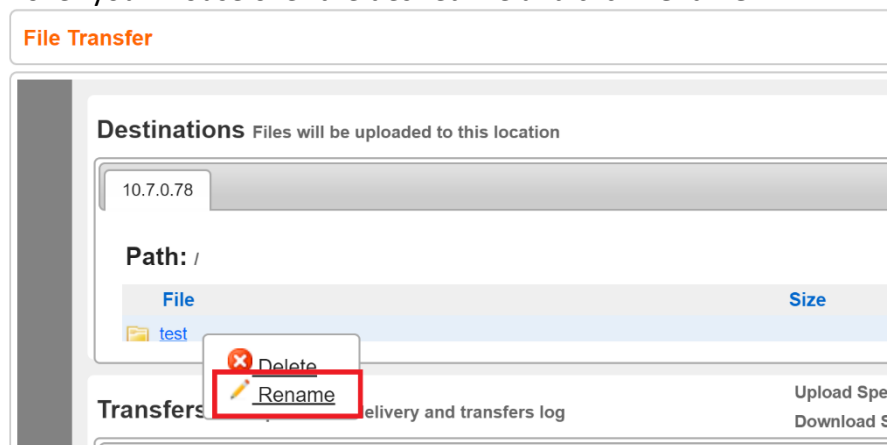
3. In the **New folder name** field, type a name for the folder.  
The folder is created.

## Renaming a File/Folder

You can rename a folder or a file through the Zixi Broadcaster UI.

### ➔ To rename a folder/file:

1. In Zixi Broadcaster, click the **Files** tab.
2. Under **Destinations**, navigate to the desired file.
3. Hover your mouse over the desired file and click **Rename**.

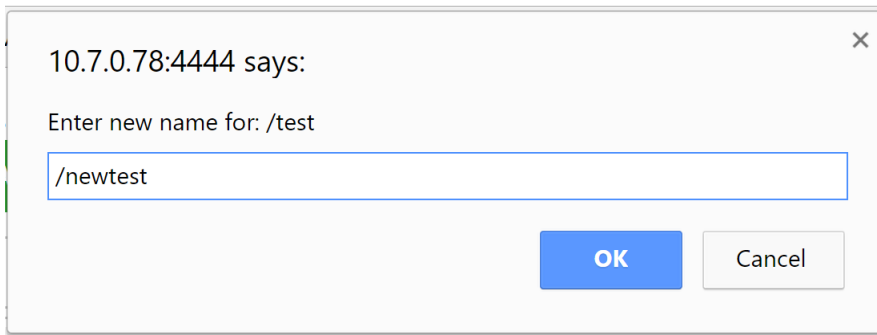


4. In the field, enter the new folder/file name. The location of the files/folder is relative to the Root folder that was specified in the **Settings > General** screen.



## Accelerated File Transfer

### Deleting an Existing File/Folder



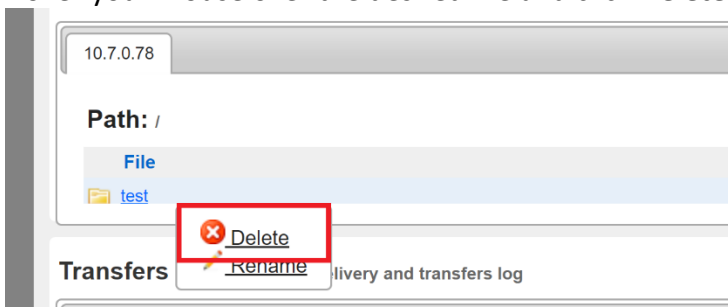
5. Click **OK**.

## Deleting an Existing File/Folder

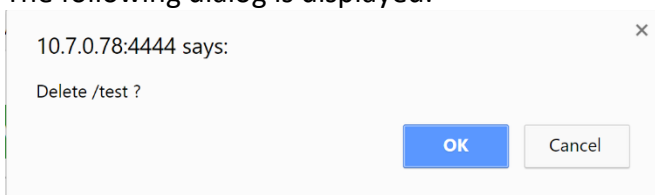
You can delete a folder or a file through the Zixi Broadcaster UI.

### ➔ To delete a folder/file:

1. In Zixi Broadcaster, click the **Files** tab.
2. Under **Destinations**, navigate to the desired file.
3. Hover your mouse over the desired file and click **Delete**.



The following dialog is displayed:



4. Click **OK**.

# Transcoder

Zixi Broadcaster offers live transcoding, enabling users to create multiple bitrate streams from a single input stream. The transcoding converts the video and audio live streams to a variety of profiles and bitrates. SCTE-35 markers will be preserved by the transcoder.

The transcoder is typically employed in the following cases:

- Where a target device does not support the source format.
- Where a target has limited storage capacity that requires a reduced file size.
- To convert incompatible obsolete data to a better-supported or modern format.
- You can add video (H.264, H.265, MPEG2) and audio (AAC, OPUS) profiles.

### Transcoding Templates

Instead of manually selecting input streams to be transcoded, you can optionally define templates with rules for automatic transcoding of input streams according to the settings of a pre-defined Transcoding Template.

## Creating New Profiles

In order for the Broadcaster to switch from one encoding to another, different transcoding profiles must be configured first. These transcoding profiles include the transcoding settings that can be used for the transcoding of streams.

Supported Video and Audio formats include:

- Video Decoding – MPEG2, H.264/AVC , H.265/HEVC
- Video Encoding – MPEG2, H.264/AVC , H.265/HEVC
- Audio Decoding – AAC, MPEG-1 Audio Layer I / II / III, MPEG-2 Audio Layer I / II / III, AC-3 (Dolby Digital)



For AC-3, which can contain up to six discrete channels of sound, the transcoder only supports the left and right channels and will ignore the other channels.

- Audio Encoding – AAC, AAC-HE (High Efficiency) and AAC-HEv2; Pass through (no encoding) – any audio codec (MPEG1/2 / AAC / AC-3, E-AC-3 (Dolby Digital Plus).



AAC-HE and AAC-HEv2 are only supported for Zixi Broadcasters, v13 and up.

The transcoder comes with the following pre-set common video profiles:

1080i60 / 1080i59.94, 1080p30 / 1080p25, 720p60, 720p50 / 720p30, 576i60 / 576p25, 480i60 / 480p29.97

You can also define your own custom profiles.

## Transcoder

### Creating New Profiles

#### ➔ To Create a New Profile:

1. In the **Transcoder** page, click [+ New Profile](#).  
The **Add New Profile** window is displayed:

×

### Add New Profile

**Codec type**

H.265  H.264  MPEG2  AAC  Opus

**Profile configuration**

Preset: Custom ▼

Name:

Encoder: x264 ▼

Encoding Profile: Baseline ▼

Resolution:  X

Keep Source Aspect Ratio

Frames per Second: Original ▼

Average Bitrate (kbps):

Max Bitrate (kbps):

Performance: Very Fast ▼

**Advanced options**

Copy GOP from source:

GOP [frames]:

Closed:  Fixed:

B-Frames: 0 ▼

Frame Type: Progressive ▼

Reference Frames:

HRD buffer length (seconds):

CRF:

Max QP:

[Apply](#) [Close](#)

2. Select the desired **Codec type** - MPEG2, H.264 or H.265 for a video profile or select AAC or Opus for an audio profile.

## Transcoder

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### Creating New Profiles

3. Enter the desired fields in the **Profile configuration** (see table below for additional parameters). Select a specific **Preset** profile to automatically fill in the default settings for that profile, OR select **Custom** to create a new profile from scratch.



You can edit specific fields of a preset configuration while creating the profile.

4. If you want to configure the **Advanced options** for the video profiles, select **Advanced options** and fill in the respective fields (see table below for additional parameters).
5. Click **Apply**.  
The newly configured profile is created and appears on the screen.

Parameter	Description
<b>Profile configuration</b>	<b>For Video - MPEG2, H.264, H.265</b>
<b>Preset</b>	Select one of the pre-configured presets or select <b>Custom</b> to create a new profile from scratch. Even if you select a preset configuration, you can still change its settings. Default: <b>Custom</b>
<b>Name</b>	Enter a unique name for the profile.
<b>Encoder</b>	Select one of the following options: <ul style="list-style-type: none"><li>• X264 – software-based encoder (available for H.264 only).</li><li>• Intel – Intel-based hardware encoder.</li><li>• NVIDIA – NVIDIA-based hardware encoder.</li></ul>

Select the relevant encoding profiles:

**For H.265 video profiles with hardware acceleration:**

- Main (default) – this profile supports 8 Bit Per Pixel encoding (BPP).
- Main 10 – this profile supports 10 Bit Per Pixel encoding (BPP).
- Main SP - The Main Still Picture profile allows for a single still picture to be encoded with the same constraints as the Main profile. As a subset of the Main profile the Main Still Picture profile allows for a bit depth of 8-bits per sample.

**For H.264 video profiles:**

**Encoding Profile**

- High - The primary profile for broadcast and disc storage applications, particularly for high-definition television applications.
- Main - This profile is used for standard-definition digital TV broadcasts that use the MPEG-4 format as defined in the DVB standard.
- Baseline - Primarily for low-cost applications that require additional data loss robustness, this profile is used in some video conferencing and mobile applications.

**For MPEG2 video profiles:**

- High – supports SNR and Spatial Scalability and Intra DC Precision of 8, 9, 10, and 11.
  - Main - supports I and P and B Picture Coding Types and Intra DC Precision of 8, 9, 10.
  - Simple – supports I and P Picture Coding Types and Intra DC Precision of 8, 9, 10.
- 
- 

**Resolution**

Enter the new resolution in pixels, if resizing the video.

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**Keep Source Aspect Ratio**

Select this checkbox (default) to maintain the original aspect ratio.

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**Frames per Second**

Select a new frame rate or select **Original** to use the original frame rate of the stream.

Default: Original

Note: When a new frame rate is specified, it is applied using "Smooth frame rate conversion".

Note: When the frame rate is converted, captions in the elementary stream are preserved.

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**Average Bitrate (kbps)**

Specify the average bitrate for the profile.

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**Max Bitrate (kbps)**

Specify the maximum bitrate for the profile. Available only if the Bitrate Mode is set to VBR.

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## Transcoder

### Creating New Profiles

<b>Performance</b>	Select the performance of the transcoding. Possible values range from <i>Ultra Fast</i> which provides the best quality while utilizing high CPU/GPU to <i>Slower</i> which has the lowest quality but uses much less CPU/GPU. Default: <i>Very Fast</i>
<b>Advanced Options</b>	
<b>Copy GOP from source</b>	Select this checkbox if you want to maintain the source GOP length (not structure). Enabling this option will generate an I-frame in the transcoded stream with the exact timestamp as in the source stream. The <b>Copy GOP from source</b> option is only available when selecting the <b>Original</b> option in the <b>Frames per Second</b> field. If you want to change the source GOP length specify the new GOP length in the <b>GOP [Frames]</b> parameter.
<b>GOP [frames]</b>	Specify the number of frames in a <b>GOP</b> (Group of Pictures). Default:60
<b>GOP Settings</b>	<ul style="list-style-type: none"><li>• Closed – for a GOP in which the previous pictures do not need data from the subsequent GOP for bidirectional coding, select the <b>Closed</b> checkbox (default).</li><li>• Fixed – to always use the specified number of frames in the GOP (as opposed to allowing the encoder to override), select the <b>Fixed</b> checkbox (default).</li></ul>
<b>B-Frames</b>	Specify the maximal number of consecutive B frames in the <b>GOP</b> . Default: 0
<b>Frame Type</b>	Specify the frame type – progressive or interlaced. Default: Progressive
<b>Reference Frames</b>	Specify the number of frames that can be referenced for each frame. Default: 2
<b>HRD buffer length (seconds)</b>	Specify the length of the HRD buffer in MPEG-2.
<b>CRF</b>	The Constant Rate Factor (CRF) is the default quality (and rate control) setting for x264 and x265 encoders. You can set the values between 0 and 51, where lower values would result in better quality, at the expense of higher file sizes. Higher values mean more compression, but at some point you will notice the quality degradation.
<b>MAX QP</b>	The QP (Quantization) parameter controls how the compression rate. Ranging from 0 (No compression) and 51 (Max compression). Max QP - controls the maximum value the encoder can set for QP. For example, a low number will result in a lower compression rate causing the video to look better, however requiring a higher bitrate. A higher max QP value may reduce the visual quality but results in a lower bitrate.

## Transcoder

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### Creating New Profiles

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Conversion of the 10-bit HDR color encoding source to 8 BPP.

This feature is enabled for the following configurations:

- Bit Depth**
- H.264 – Encoder: X264; Encoding Profile: High 10.
  - H.265 – Encoder: Nvidia; Encoding Profile: Main 10.

If the source is 10-bit, select one of the following:

- **As Source** – to maintain a 10-bit color encoding.
  - **8 BPP** – to converted down/encod to 8-bit color.
- 
- 

**Profile configuration**      **For Audio – AAC, OPUS.**

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**Name**                      Enter a unique name for the profile.

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**Bitrate**                     Specify the bitrate for the profile.

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You can convert the audio sampling rate from 44.1kHz to 48kHz and vice versa. Select one of the following options:


- Sampling Rate**
- Copy from source – if you do not wish to make any changes.
  - 44.1kHz – to convert a 48kHz audio stream to 44.1kHz.
  - 48kHz – to convert a 44.1kHz audio stream to 48kHz.
- 
- 

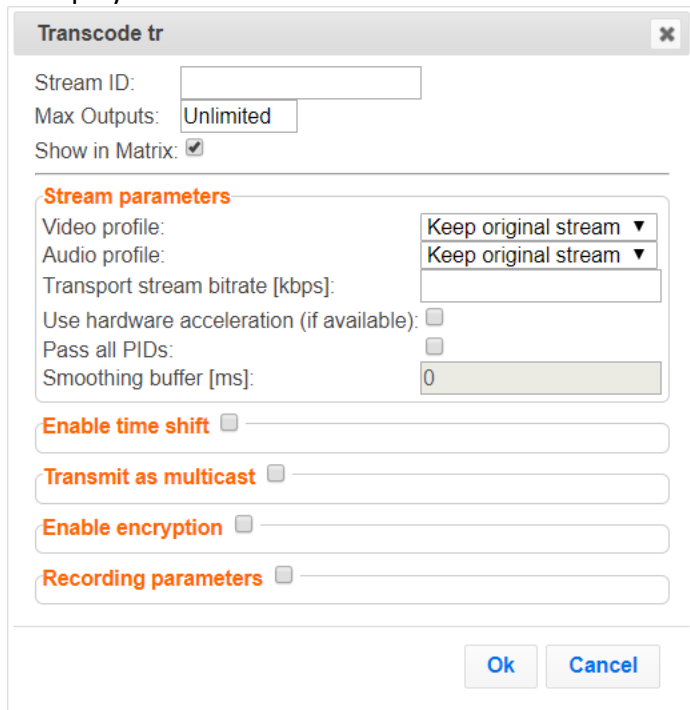
- Encoding Profile (for AAC)**
- AAC-LC (default) - AAC Low Complexity. The simplest and most widely used and supported profile.
  - HE-AACv1 - AAC High Efficiency 1. This profile uses spectral band replication (SBR) to enhance the compression efficiency in the frequency domain.
  - HE-AACv2 - AAC High Efficiency 2. couples SBR with Parametric Stereo (PS) to enhance the compression efficiency of stereo signals. It is a standardized and improved version of the eAAC+ codec.
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-

## Transcoding an Input Stream

Once you have created the profile, you can use it to transcode an input stream.

### ➔ To Transcode an Input Stream:

1. On the **Inputs** page of Zixi Broadcaster, click the desired row of the input stream that you want to transcode.
2. Click the  button on the right end of the selected row and then **Transcode**. The **Transcode <input stream name>** window with the settings of the selected input stream is displayed.



3. Enter the unique **Stream ID** for the new transcoded input stream.
4. Under **Stream Parameters**, in the Video profile and Audio profile fields, do one of the following:
  - Select the desired Video Profile and/or Audio Profile that you have configured.
  - Select **Keep original stream** - if you have not configured a video or audio profile or do not want it transcoded or you want to set specific transcoding parameters for the specific stream. In this case the video or audio input will not be transcoded.
  - Select **Remove stream** – you can use the transcoder to remove the video or audio track from the stream.
5. Fill in additional fields (see table below for additional parameters).
6. Click **OK**.

The transcoded input stream is created and appears in an embedded window labeled **Transcoded sources** under the original input stream from which it was created.



## Transcoder

### Transcoding an Input Stream

Parameter	Description
<b>Stream Parameters</b>	
<b>Video Profile</b>	Select an existing profile, select <b>Keep original stream</b> if you do not wish to transcode the video stream, or select <b>Remove stream</b> if you want to remove the video track.
<b>Audio Profile</b>	Select an existing profile, select <b>Keep original stream</b> if you do not wish to transcode the audio stream, or select <b>Remove stream</b> if you want to remove the audio track.
<b>Transport Stream Bitrate (Kbps)</b>	Specify the bitrate of the transport stream. This parameter is optional. If you do not specify a TS Bitrate, the stream will be VBR. If you specify a bitrate, the stream will be CBR.
<b>Use Hardware Acceleration (if available)</b>	Select this checkbox to use hardware acceleration component (e.g. NVIDIA or Intel) if it has been installed.
<b>Pass all PIDs</b>	Select this checkbox to pass-through all non-transcoded PIDs.
<b>Smoothing Buffer (ms)</b>	<p>Specify how much of the transcoded stream (in milliseconds) to store before transmitting it back to the server in order to prevent bursts.</p> <p>If the <b>Transport stream bitrate [kbps]</b> field is empty, the smoothing buffer is disabled.</p> <p>If the <b>Transport stream bitrate [kbps]</b> field is NOT empty, it is recommended to enter around 200ms, which should be enough to prevent bursts.</p>
<b>Crop Parameters</b>	Select this checkbox to set the cropping parameters.
<b>Cropping Mode</b>	<p>Set the units used for defining the crop. Options are: <i>Pixels</i> or <i>Percentages</i>.</p> <p>Note: Depending on the type of content, in some cases using different crop values for low resolution outputs might be appropriate. For example, if the content includes both video content and textual content, the text would not be readable at lower resolutions and thus might be better to exclude. Another use case for using different crop values for each output would be to slice a 360 or VR input video.</p>
<b>Left, Top</b>	Specify the left and top positions for the crop.
<b>Width x Height</b>	Specify the width and height values for the crop.
<b>Enable time shift</b>	
<b>Maximum delay [hh:mm:ss]</b>	Specify the time of the delayed transmission of this stream. Maximum: 24 hours.
<b>Transmit as multicast</b>	Selecting this checkbox enables the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By

## Transcoder

### Transcoding an Input Stream

Parameter	Description
	default Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling Multicast Pull in the Settings. This setting requires enabling Multicast Pool (Settings > Multicast Pool).
<b>Multicast Only</b>	Selecting this checkbox will force the transmission of this stream only in multicast.
<b>Enable Encryption</b>	Select this checkbox to encrypt the Input stream. For more information, see <a href="#">Encrypting an Input Stream in Zixi Broadcaster</a> .
<b>Encryption type (for Encryption enabled)</b>	Specify the type of Encryption (AES 128/192/256).
<b>Encryption key (for encryption enabled)</b>	Click <b>Generate</b> to generate an encryption key. The generated encryption key must be sent to the end-user to decipher the received encoded stream.
<b>Recording parameters</b>	Select this checkbox to customize the recording parameters.
<b>Destination Type</b>	Select the radio button for the desired storage type and then fill in the relevant parameters. <ul style="list-style-type: none"><li>• <b>Record to disk</b> – the recording is saved on the local disk.</li><li>• <b>Record to S3</b> – the file is saved to your AWS S3 Bucket.</li></ul>
<b>Record to Disk Parameters</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>

## Transcoder

### Transcoding an Input Stream

Parameter	Description
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>Keep recorded files for [hours]</b>	Specify the maximum time for storing the recording. Default: 0 hours
<b>Custom Path</b>	Optionally specify a storage location for the recorded files that is relative to the root folder. This location bypasses the location specified as the root folder in the <b>Settings &gt; General</b> screen.
<b>Record to S3 Parameters</b>	
<b>File Name Template</b>	<p>Specify the file name pattern that Zixi will use to generate when saving the recorded content. A separate file will be generated for each recording up to the time specified in the Max recorded file duration parameter (see above). After this duration a new file will be generated.</p> <p>The file name pattern can include any string and up to five variables listed below. Only the %T=HH.MM.SS creation time is mandatory. You can change the order of these variables and add text as long as you maintain the legitimate structure of the file in Linux and Windows:</p> <ul style="list-style-type: none"><li>• %S=stream id - optional.</li><li>• %Y=year - optional</li><li>• %M=month - optional</li><li>• %D=day - optional</li><li>• %T=HH.MM.SS creation time - mandatory</li></ul> <p>For example, the following pattern %Y_recording%T.ts will generate the following file name 2017_recording15:32:35.ts.</p>
<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
<b>URL</b>	Specify the URL of the S3 bucket.
<b>Ignore TLS certificate errors</b>	TLS certificate for S3 bucket might be detected as faulty if bucket name contains dot[s]. When this option is selected, Zixi Broadcaster will ignore the TLS certificate errors and transmit the stream to its destination.
<b>Access Key</b>	The access key that is used for accessing the S3 bucket.
<b>Secret Key</b>	The secret key that is used for accessing the S3 bucket.


## Transcoding Templates

Instead of manually selecting input streams to be transcoded, you can define templates with rules for automatic transcoding of input streams according to the settings of a pre-defined Transcoding Template. Every time a new input stream, which matches the conditions of the template, is added, it will be automatically transcoded into the transcoded streams defined in the template's settings. The input streams are identified by system according to naming patterns.

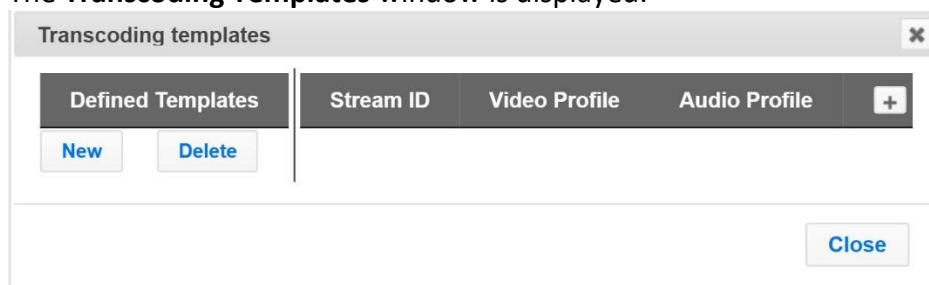


The transcoding profiles used in the transcoding templates have to be created in advance (for more information see [Creating New Profiles](#)).

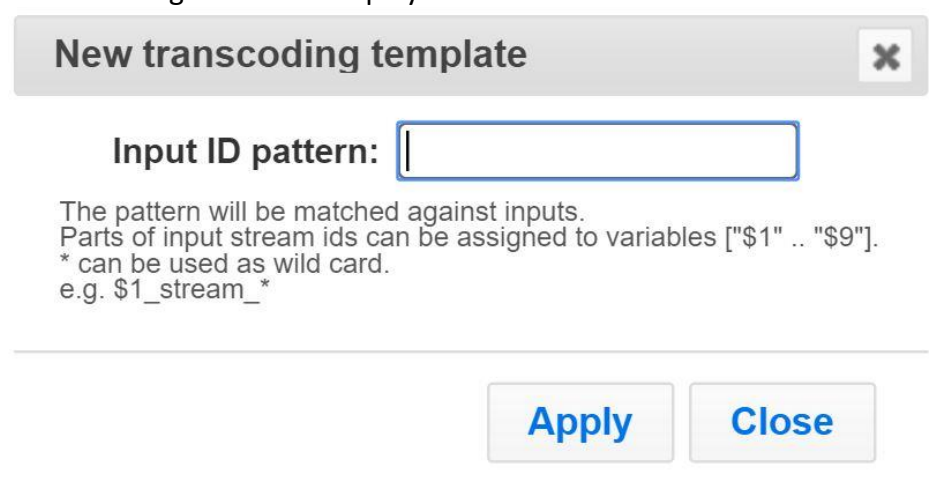
### ➔ To create a new transcoding template:

1. Click the **Inputs** tab at the top of the Zixi Broadcaster administrative screen.
2. In the Menu bar, click the Templates (  ) button.

The **Transcoding Templates** window is displayed:



3. Click **New** to define a new template.  
The following window is displayed:



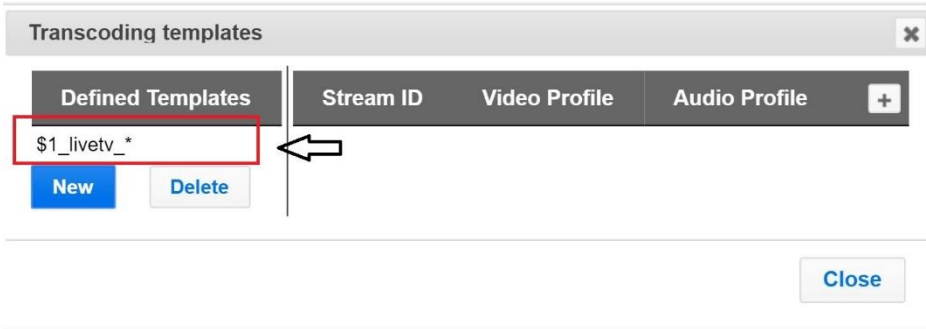
4. In the **Input ID pattern** field, enter a pattern for the Stream ID of the input stream that will be automatically transcoded. This pattern will be used to identify the input stream and can include variables that are marked with the "\$" sign followed by a number (e.g. \$1, \$2, etc.) and/or with an asterisk "\*" wildcard. The patterns should also include a part

### Transcoding Templates

of the string that requires an exact match. For example, the pattern "\$1\_stream\_\$2kbps" will match an input stream "talk\_show\_stream\_600kbps".

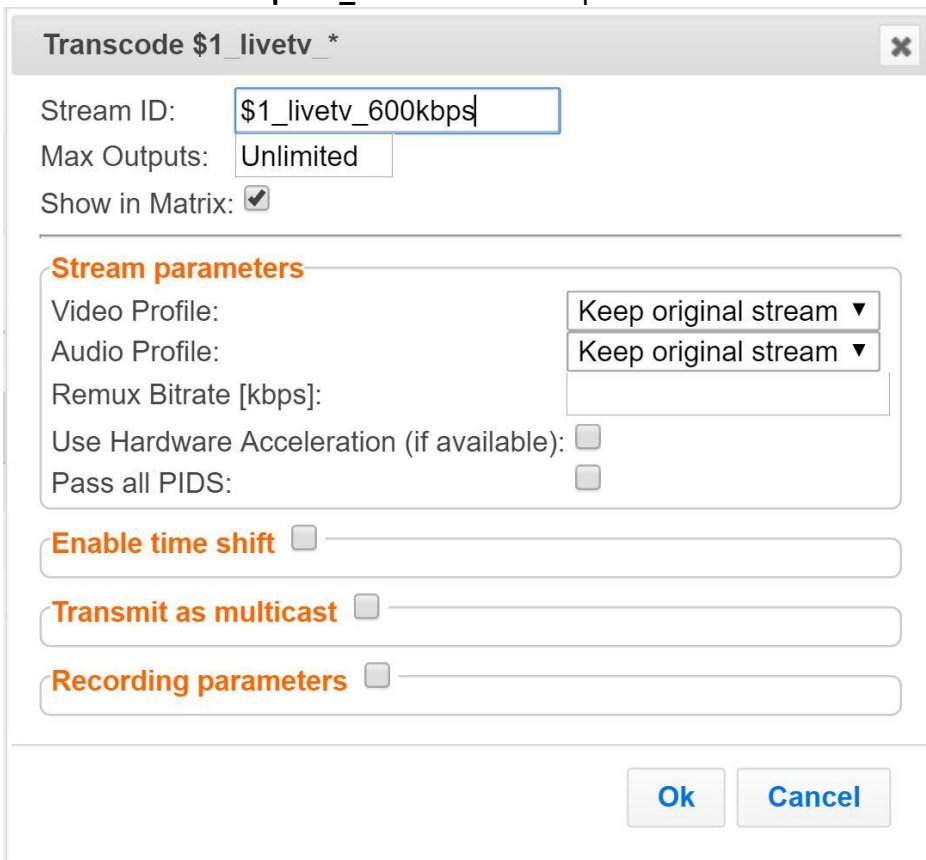
5. Click **Apply**.

The new template is added to the list of transcoding templates. However, the transcoding will not be active until you define transcoded stream rules.



6. Select the newly created template and click the **+** button, located at the right-hand corner to define a transcoded stream rule.

The **Transcode <template\_name>** window opens:



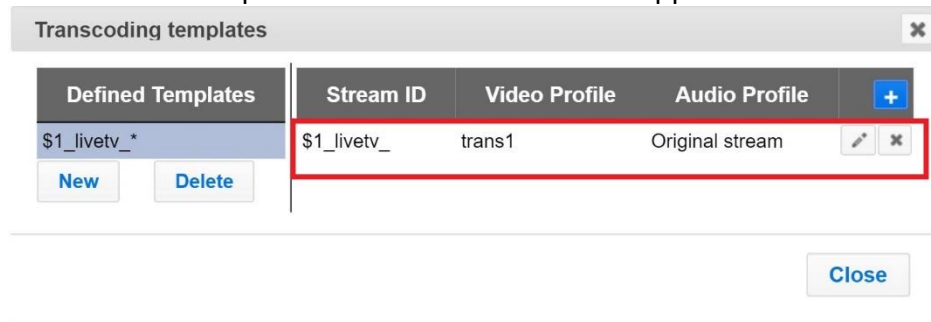
7. Enter the unique **Stream ID**. for the transcoded stream.
8. In the **Max Outputs** field, define the maximal number of outputs that can be connected to the stream.

## Transcoder

### Transcoding Templates

- Under **Stream Parameters**, select the desired Video Profile and/or Audio Profile that you have configured. If you have not configured a video or audio profile you can select **Keep original stream**. In this case the video or audio input will not be transcoded. You can also set specific transcoding parameters for the specific stream (see table below for more details).
- Click **OK**.

The transcoded input stream rule is created and appears as follows:



If an input stream enters Zixi Broadcaster and matches the **Input ID pattern**, it will be transcoded according to all the transcoded input stream rules that were created.

Parameter	Description
<b>Video Profile</b>	Select an existing profile or select <b>Keep original stream</b> if you do not wish to transcode the video stream.
<b>Audio Profile</b>	Select an existing profile or select <b>Keep original stream</b> if you do not wish to transcode the audio stream.
<b>Transport Stream Bitrate (Kbps)</b>	Specify the bitrate of the transport stream. This parameter is optional. If you do not specify a TS Bitrate, the stream will be VBR. If you specify a bitrate, the stream will be CBR.
<b>Use Hardware Acceleration (if available)</b>	Select this checkbox to use hardware acceleration component if it has been installed.
<b>Pass all PIDs</b>	Select this checkbox to pass-through all non-transcoded PIDs.
<b>Enable time shift</b>	<b>Select to enable delayed transmission.</b>
<b>Maximum delay [hh:mm:ss]</b>	Specify the time of the delayed transmission of this stream. Maximum: 24 hours.
<b>Transmit as multicast</b>	Selecting this checkbox enables the transmission of this stream's outputs as multicast. A Zixi receiver that will pull the stream will receive it in multicast. By default Zixi Broadcaster is configured to allow transparent fallback to unicast if it is out of the LAN. Requires enabling Multicast Pull in the Settings. This setting requires enabling Multicast Pool (Settings > Multicast Pool).

## Transcoder

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### Transcoding Templates

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<b>Multicast Only</b>	Selecting this checkbox will force the transmission of this stream only in multicast.
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<b>Recording Parameters</b>	
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<b>Max recorded file duration [hours]</b>	Specify the maximum time allotted for recording a video stream. Default: 2 hours
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<b>Keep recorded files for [hours]</b>	Specify the maximum time for storing the recording. Default: 0 hours
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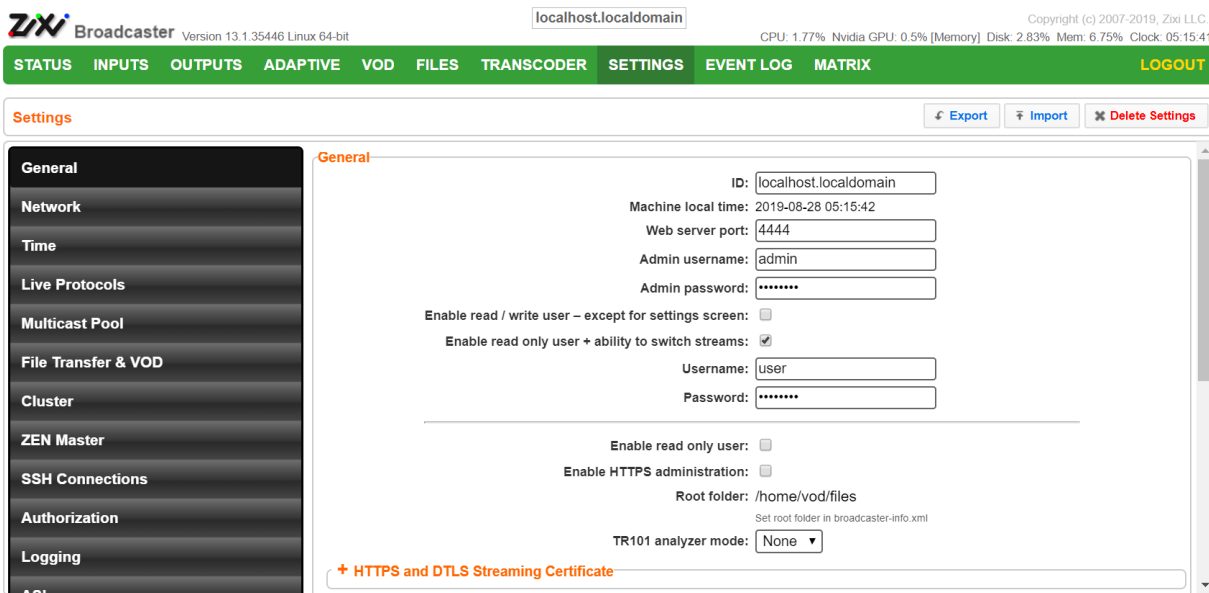
11. Repeat steps 6-10 above to create additional transcoded input stream rules.

# Server Settings

Zixi Broadcaster is pre-configured with default settings, so generally there is no need to change the server settings. However, some users may want to change specific settings to meet their specific needs.

## General

The General Settings screen includes basic configuration parameters for the server including the server’s ID, access ports, authorizations, security, and storage.



Field	Description
<b>General</b>	
<b>ID</b>	The unique (alphanumeric) name of the Zixi Broadcaster server. Typically: host name. This field is editable.
<b>Machine local time</b>	Shows the current time for the machine.
<b>Web Server Port</b>	The port number of the web server administration. You can configure this parameter to any legal port number which is supported by your Firewall. Default: 4444
<b>Admin User Name</b>	The user name of the administrator. The administrator is authorized to modify all parameters in the system as well as manage all the outputs and inputs on the server.



## Server Settings

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### General

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<b>Admin Password</b>	The password of the administrator.
<b>Enable read / write user - except for settings screen</b>	Select this checkbox to enable an "Operator" user. This type of user can read and write throughout all of the screens, except for the screens under the Settings menu. You can modify the user name (i.e. enter another name instead of Operator) and password.
<b>Enable read-only user +ability to switch streams</b>	Select this checkbox to enable a "User" user. This type of user can read throughout all of the screens as well as the ability to switch between existing streams. You can modify the user name (i.e. enter another name instead of User) and password.
<b>Username</b>	The account Username.
<b>Password</b>	The account password.
<b>Enable read only user</b>	Select this checkbox to enable an "Observer" user. This type of user can read throughout all of the screens. You can modify the user name (i.e. enter another name instead of Observer) and password.
<b>Enable HTTPS administration</b>	Enables secure HTTPS connection to the server for administration. Enabling HTTPS requires the relevant certificates and private keys. To enable HTTPS, click on the checkbox and upload the required files.
<b>HTTPS certificate uploaded (for HTTPS enabled)</b>	If no certificate has been uploaded, click <b>Upload</b> and navigate to the file location.
<b>HTTPS private key uploaded (for HTTPS enabled)</b>	If no private key has been uploaded, click <b>Upload</b> and navigate to the file location.
<b>HTTPS private key passphrase (for HTTPS enabled)</b>	Enter the Private key passphrase for your HTTPS account.
<b>SSL Setup Status</b>	Displays the status of the SSL certificate upload process. Incomplete – the SSL setup process is incomplete. OK – the SSL setup process is complete.
<b>Root folder</b>	Displays the configured root folder. You can modify the root folder by modifying the broadcaster-info.xml, which is located in the Zixi Broadcaster installation folder (<Broadcaster_Installation_Folder>\Zixi\Broadcaster\)

## Server Settings

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### General

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	Select the mode in which the TR101 analyzer will operate:
<b>TR101 analyzer mode</b>	None – no TR101 analysis ATSC – based on the Advanced Television Systems Committee recommendations. DVB – based on the Digital Video Broadcasting specifications.

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### HTTPS and DTLS Streaming Certificate

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<b>Certificate uploaded (for DTLS enabled)</b>	If no certificate has been uploaded, click Upload and navigate to the file location. <b>Note:</b> This is the same certificate as the HTTPS certificate.
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<b>Private key uploaded (for DTLS enabled)</b>	If no private key has been uploaded, click Upload and navigate to the file location.
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<b>Private key passphrase (for DTLS enabled)</b>	Enter the Private key passphrase for your DTLS account.
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### Input ports

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	The port that is used for Input streams. You can modify the port number and/or add additional ports by adding a “,” between them.
<b>Port</b>	Adding additional ports may be necessary when there is a chance that the ISP will block a certain port. Click '+' to add additional ports. Default: 2088

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<b>IP</b>	Enter an IP address. The default enables <b>Any</b> IP address.
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<b>DTLS</b>	Click the DTLS check box to activate DTLS automatic encryption of the streams.
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	Click + to add additional ports.
<b>+ (add ports)</b>	<b>Note:</b> For each port you can select whether or not to activate DTLS encryption. This enables streaming of non-encrypted streams on one port and encrypted streams on a separate port.

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### Output ports

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	The port that is used for the Output streams. Displays the Output port(s). You can modify the port number and/or add additional ports by adding a “,” between them.
<b>Port</b>	Adding additional ports may be necessary when there is a chance that the ISP will block a certain port. Click '+' to add additional ports. Default: 2077

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<b>IP</b>	Enter an IP address. The default enables <b>Any</b> IP address.
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<b>DTLS</b>	Click the DTLS check box to activate DTLS automatic encryption of the streams.
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## Server Settings

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### General

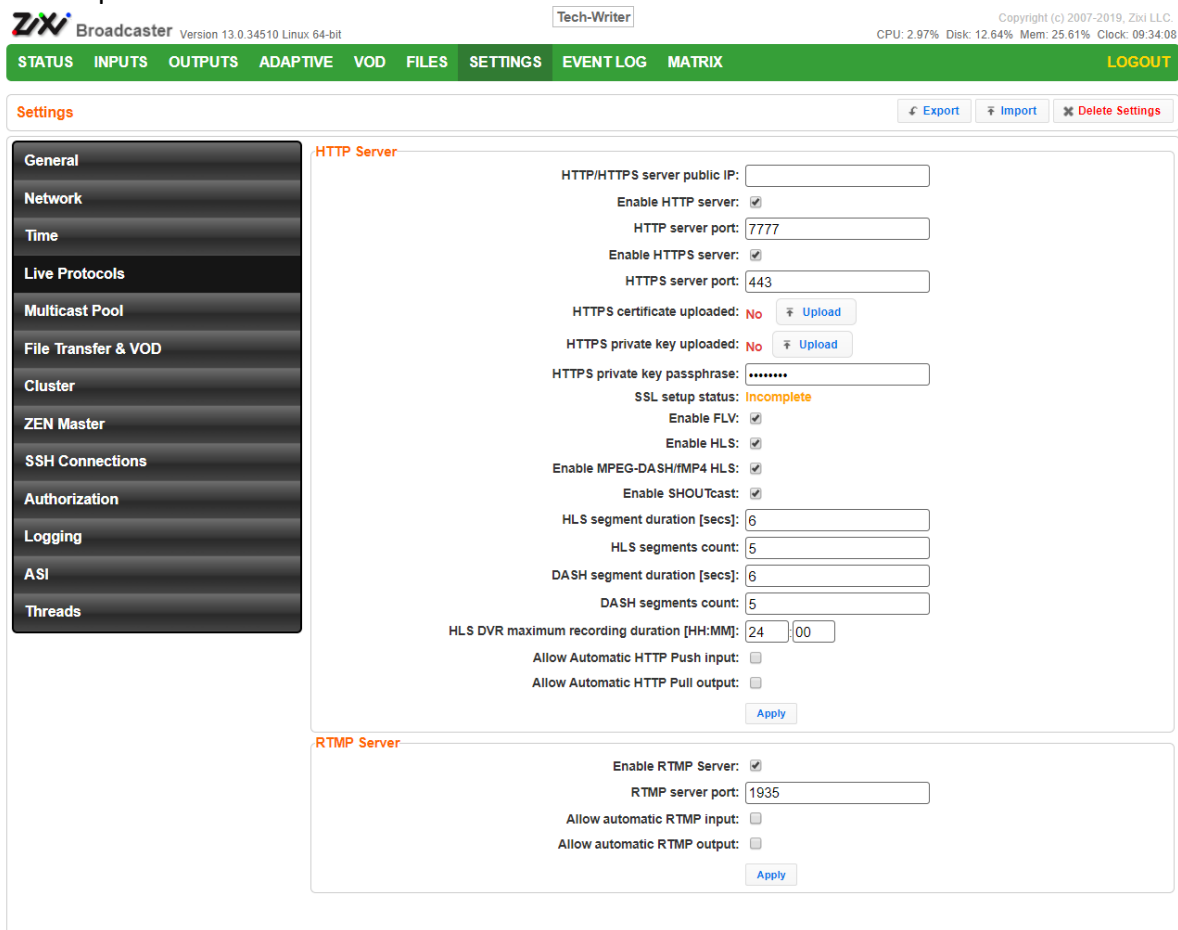
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<b>+ (add ports)</b>	Click + to add additional ports. <b>Note:</b> For each port you can select whether or not to activate DTLS encryption. This enables streaming of non-encrypted streams on one port and encrypted streams on a separate port.
<b>Limits</b>	Configuration of thresholds for generating an alarm.
<b>CPU [%]</b>	The CPU utilization threshold. If this limit is exceeded, the CPU indicator at the top of the screen will appear in red, and an alarm will be generated in the event log. Default: 90
<b>Memory [%]</b>	The memory utilization threshold. If this limit is exceeded, the Memory indicator at the top of the screen will appear in red, and an alarm will be generated in the event log Default: 90
<b>GPU [%]</b>	The GPU utilization threshold. If this limit is exceeded, the GPU indicator at the top of the screen will appear in red, and an alarm will be generated in the event log. Default: 0
<b>Input Bandwidth [kbps]</b>	Bandwidth utilization threshold for input streams. Default: Unlimited.
<b>Output Bandwidth [kbps]</b>	Bandwidth utilization threshold for output streams. Default: Unlimited.

---

## Live Protocols

The Live Protocols screen enables the configuration of the HTTP/HTTPS/RTMP server that will broadcast the streams using live streaming protocols, particularly for adaptive streaming and internet protocols.



Field	Description
<b>HTTP Server</b>	
HTTP/HTTPS Server Public IP	Override the Zixi IP (e.g. download.Zixi.com) with a public IP.
Enable HTTP Server	Enable a non-secure connection over HTTP.
HTTP Server Port	Defines the HTTP Server Port. Default:7777
Enable HTTPS Server	Enable a secure connection over HTTPS.

## Server Settings

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### Live Protocols

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<b>HTTPS Server Port</b>	Defined the HTTPS server port. Default: 443
<b>HTTPS certificate uploaded (for HTTPS enabled)</b>	If no certificate has been uploaded, click Upload and navigate to the file location.
<b>HTTPS private key uploaded (for HTTPS enabled)</b>	If no private key has been uploaded, click Upload and navigate to the file location.
<b>HTTPS private key passphrase (for HTTPS enabled)</b>	Enter the Private key passphrase for your HTTPS account.
	Displays the status of the SSL certificate upload process.
<b>SSL Setup Status</b>	Incomplete – the SSL setup process is incomplete.  OK – the SSL setup process is complete.
<b>Enable FLV</b>	Enable the streaming via the FLV protocol.
<b>Enable HLS</b>	Enable the streaming via the HLS protocol.
<b>Enable fMP4 HLS</b>	Enable the streaming via the Fragmented MP4 protocol.
<b>Enable HDS</b>	Enable the streaming via the HDS protocol.
<b>Enable MPEG-DASH</b>	Enable the streaming via the MPEG-DASH protocol.
<b>Enable SHOUTcast</b>	Enable the streaming via the SHOUTcast protocol.
<b>HLS Chunk Duration [secs]</b>	Configuration of the duration in seconds of HLS chunks for adaptive streaming. Typically, 2- to 4-seconds long.
<b>HLS Chunk Count</b>	Defines how many chunks are in a playlist
<b>DASH chunk duration [secs]</b>	Configuration of the duration in seconds of MPEG-DASH chunks for adaptive streaming. Default: 5 seconds
<b>DASH chunks count</b>	Defines how many chunks are in a playlist.
<b>HLS DVR Maximum Recording Duration [HH:MM]</b>	Defines the maximum recording duration for HLS DVR. Default: 24 hours.

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## Server Settings

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### Live Protocols

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**Allow Automatic HTTP Push input** Automatically creates an HTTP Push input without the need to define it in the Input screen.

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**Allow Automatic HTTP Pull output** Automatically creates an HTTP Pull output without the need to define it in the Output screen. This works in tandem with Zixi Feeder (Remote HTTP Pull Output setting, which enables sending a Zixi-protected stream to Zixi Broadcaster and then Zixi Broadcaster automatically outputs the stream as HTTP Pull) and SDK (which includes a `zixi_http_pull_out_config` option). By enabling this option, the HTTP Pull streams will be automatically created as they arrive into Zixi Broadcaster and displayed in the Output screen.

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### RTMP Server

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**Enable RTMP Server** Enables Zixi Broadcaster to handle incoming RTMP streams.

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**RTMP Server Port** The port through which the RTMP stream will be transmitted. Default: 1935

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**Allow Automatic RTMP Input** Automatically creates an RTMP input without the need to define it in the Input screen.

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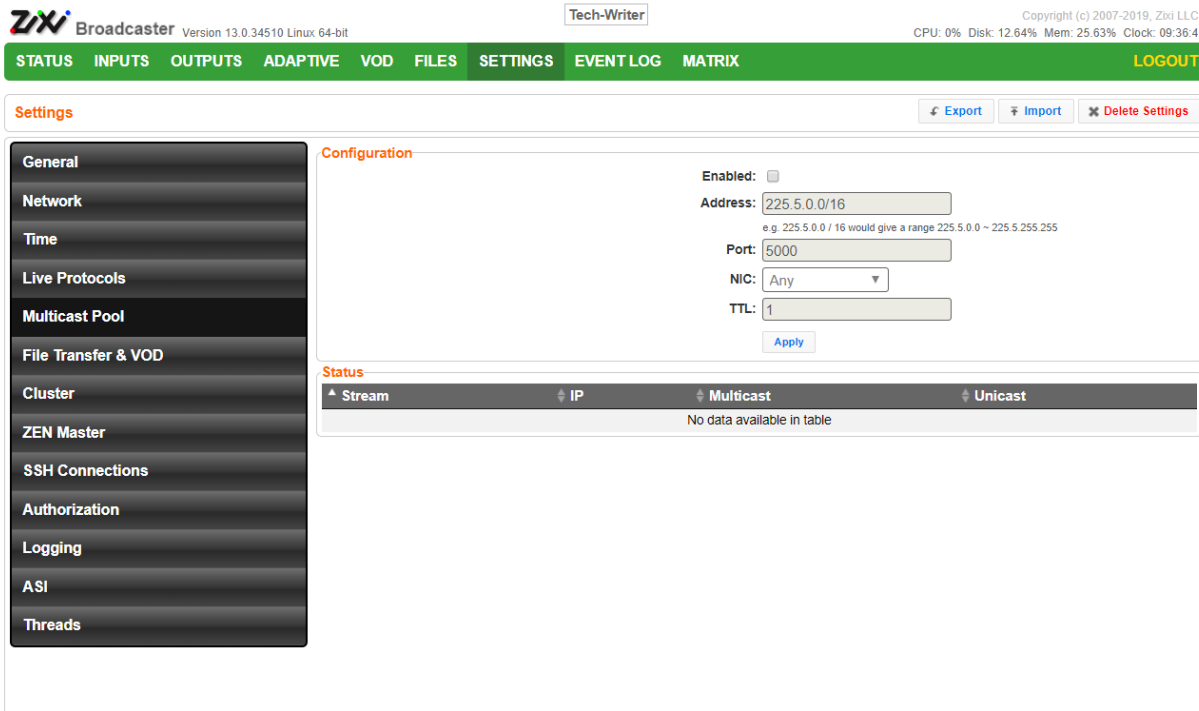
**Allow Automatic RTMP Output** Automatically creates an RTMP output without the need to define it in the Output screen. This works in tandem with Zixi Feeder (**Remote RTMP Output** setting, which enables sending a Zixi-protected stream to Zixi Broadcaster and then Zixi Broadcaster automatically outputs the stream as RTMP) and SDK (which includes a `zixi_rtmp_out_config` option). By enabling this option, the RTMP streams will be automatically created as they arrive into Zixi Broadcaster and displayed in the Output screen.

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### Multicast Pool

Multicast pool is a collection of multicast IP addresses that automatically assign a multicast IP when an input is being pulled out of the Zixi Broadcaster. When the “multicast pool” setting is enabled, you do not have to define a specific multicast IP address for every push stream. Instead, you simply enable the Multicast Only parameter and Zixi Broadcaster will assign the multicast IP automatically when it pulls the stream out. When the multicast stream is connected, it will appear in the Status table at the bottom of the screen.



Field	Description
<b>Configuration</b>	
<b>Enabled</b>	Enables multicast pool
<b>Address</b>	Specify the range of IP addresses (CIDR format).
<b>Port</b>	Specify the port that will be shared by all of the members of the pool.
<b>NIC</b>	Specify the network card to use for the outgoing multicast traffic.
<b>TTL</b>	Specify the Time To Live.

## File Transfer & VOD

The File Transfer and VOD settings screen enables the download of files and the playback of VOD content and, in addition, specifies the speed limits (download/upload). The settings in this screen are related to the VOD and Files screens.

Field	Description
<b>File Transfer &amp; VOD</b>	
<b>Download</b>	Enables download of files through the Files menu of the Zixi Broadcaster.
<b>HTTP Input</b>	Enables download of files over HTTP (web server)
<b>Upload</b>	Enables upload of files through the Files menu of the Zixi Broadcaster
<b>Automatically index VOD files</b>	Indexes the VOD files in the various VOD folders. In some cases, the indexing of VOD files can affect performance. Using this control, you can decide when to index the VOD files in order to ensure optimal performance during peak times.
<b>Scan on startup</b>	Indexes the files in the VOD folder that have not been indexed during startup of the Zixi Broadcaster.
<b>HLS indexing</b>	Enables indexing of HLS streams. The indexing creates an M3U8 playlist file.
<b>MPEG-DASH indexing</b>	Enables indexing of MPEG-DASH streams. The indexing creates a .mpd (MPEG-DASH Media Presentation Description) file.



## Server Settings

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### File Transfer & VOD

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<b>VOD</b>	Enables the VOD feature.
<b>Encrypt downloads</b>	Encrypts files that are downloaded.
<b>Max download speed [kbps]</b>	Limits the amount of bandwidth used to download files
<b>Max upload speed [kbps]</b>	Limits the amount of bandwidth used to upload files
<b>Initial bitrate [kbps]</b>	Limits the amount of bandwidth used during initial download/upload (before cache)
<b>HTTP/Origin cache size [MB]</b>	Limits the amount of cache memory that can be used for cache

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## Cluster

Zixi Broadcaster enables two types of configurations:

- **Cluster configuration** - a cluster of Zixi Broadcaster servers in a LAN for load balancing purposes. The different Zixi Broadcaster servers will communicate with each other and are “aware” of the Input/Output traffic of each node in order to redirect the streams to the least occupied Zixi Broadcaster instance. All Zixi Broadcasters should have a separate **Public IP** (NIC #1) and in addition, they all should have an internal IP on the LAN (**Cluster Internal IP**) to communicate over multicast (NIC #2). When a request received by the Zixi Broadcaster, it accepts it, or transmit it internally to another Zixi Broadcaster that is less loaded and has the requested channel. The Cluster feature is currently supported for:
  - Inputs - Zixi Push inputs
  - Outputs - Zixi Pull outputs, HLS outputs



If you want to use more advanced load balancing and high availability features, instead of configuring the cluster within each Zixi Broadcaster (as described below) it is recommended to configure the cluster within ZEN Master, which requires a single cluster configuration and then automatically manages the load balancing and high-availability, while enabling monitoring, reporting, and other advanced features. For more information, see:

<https://zixidocumentation.atlassian.net/wiki/spaces/ZMUG/pages/388005967/Adding+a+Broadcaster+Cluster+Automatic+Scaling>.

- **Edge-Origin configuration** - the cluster may be used to forward the stream from one Zixi Broadcaster server (origin) to other Zixi Broadcaster servers (edge) which are closer to the user or is located in a less sensitive environment. When the end-user connects to the edge server to view a certain stream, the edge server will retrieve the stream from the origin server and will seamlessly deliver it to the end-user.

# Server Settings

## Cluster

**Origin**

Enabled:

Host:  Port:

Alternative host:  Port:

HTTP/Origin cache size [MB]:

**Live Streams**

Latency [ms]:

Timeout [s]:

**Cluster**

Enabled:

Public IP:

Cluster internal IP:  TTL:

Port:

Local IP:

Balance inputs:

Balance outputs:

Field	Description
<b>Origin</b>	
<b>Enabled</b>	Enables Edge-Origin configuration.
<b>Host</b>	The primary host IP address of the origin server.
<b>Port</b>	The port number in the origin server for transmitting the stream. Default: 2088
<b>Alternative Host</b>	The IP address for a secondary server. If the primary origin server is unavailable, the data will be retrieved from the secondary origin server.
<b>Port</b>	The port number for the secondary origin server. Default: 2088
<b>HTTP/origin cache size [MB]</b>	The size of the cache that will be used to serve multiple users. The edge server will retrieve the data from the origin and cache it for additional users in order to save bandwidth and increase performance.
<b>Live Streams</b>	
<b>Latency [ms]</b>	Specify the buffer size between the edge and the origin.
<b>Timeout [s]</b>	Specify the maximum amount of time in which the edge will attempt to connect to the origin. After the timeout period the edge server will attempt a connection with the secondary origin server.
<b>Cluster</b>	

## Server Settings

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### Cluster

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<b>Enabled</b>	Enables Cluster configuration.
<b>Public IP</b>	The public-facing IP address of this Zixi Broadcaster server for external access. A unique Public IP must be assigned to each broadcaster in the cluster.
<b>Cluster Internal IP</b>	The internal IP (multi-cast) address for communication between the various servers in the cluster. This address is used to communicate load information forwarding the streams within the cluster. The same multicast IP address should be used across all instances in the cluster.
<b>TTL</b>	Specify the Time To Live parameter.
<b>Port</b>	Specify the port that are used in all the participating Broadcaster servers in the cluster.
<b>Local IP</b>	Specify the local IP address which the network employs for internal communication.
<b>Balance Inputs</b>	Enables the balancing of the inputs.
<b>Balance Outputs</b>	Enables the balancing of the outputs.

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## Zen Master

The ZEN Master screen is used to add the current Zixi Broadcaster to an existing Broadcaster Cluster in Zen Master that has been configured for "Manual Scaling". This process involves pre-configuring a "manual scaling" Broadcaster Cluster in ZEN Master, then, still in ZEN Master, creating a manual Zixi Broadcaster within this cluster, and then finally from the ZEN screen of the current Zixi Broadcaster UI, selecting the previously created Broadcaster Cluster and Zixi Broadcaster (that we had created though the ZEN Master UI). This process will generate a connection between the logical representation of the Zixi Broadcaster in ZEN Master and the Zixi Broadcaster system.

### ➔ To connect the current Zixi Broadcaster to ZEN Master:

1. In **ZEN Master**, create a "manual scaling" Broadcaster Cluster and add a Broadcaster entity to it by following the procedure described in the **Adding a Broadcaster Cluster – Manual Scaling** section in the **ZEN Master User Guide**.
2. In ZEN Master, in the main navigation, click **Settings**.
3. In the **SSH Keys** tab, click **Download** on the relevant SSH Key to download the key to your machine.
4. Login to the **Zixi Broadcaster** UI (it could be a locally installed Zixi Broadcaster, e.g. `http://localhost:4444` or a remote Zixi Broadcaster).  
The Zixi Broadcaster UI opens.
5. Go to **Settings > ZEN Master**.

The ZEN Master login fields are displayed:

The screenshot shows the Zixi Broadcaster web interface. At the top, there is a navigation bar with tabs: STATUS, INPUTS, OUTPUTS, ADAPTIVE, VOD, FILES, SETTINGS (selected), EVENT LOG, and MATRIX. A 'LOGOUT' button is on the right. Below the navigation bar, the 'Settings' page is displayed. On the left is a sidebar menu with options: General, Network, Time, Live Protocols, Multicast Pool, File Transfer & VOD, Cluster, ZEN Master (selected), SSH Connections, Authorization, Logging, ASI, and Threads. The main content area shows the 'ZEN Master' login screen. It includes a 'Status' section with the text 'Log in to ZEN Master below to select a broadcaster configuration.' Below this is a 'Sign In' heading and three input fields: 'Account ID', 'Email', and 'Password'. A blue 'LOGIN' button is positioned below the fields. At the bottom of the page, there is a copyright notice: '2018 © Zixi LLC. All rights reserved.'

## Server Settings

### Zen Master

- In the **Account ID** field, enter the customer domain of your ZEN Master account (e.g. if you login to ZEN at *demo.zen.zixi.com* then your Account ID is 'demo').
- In the **Email** field, enter the username for your ZEN Master account.
- In the **Password** field, enter the password from your ZEN Master account.
- Click Login.  
A list of Broadcasters configured in ZEN Master is displayed.
- For the Broadcaster that you are adding, which should currently be in **Pending** mode, click **Select**.  
Details about the Broadcaster are shown in the **Status**
- Click **Refresh**.  
The connection is configured automatically.
- In **ZEN Master**, in the main navigation, click **Broadcasters**.
- Verify that the status of the newly configured Broadcaster cluster is **OK**.
- Verify that the status of each Broadcaster that was added to the cluster has changed from **Pending** to **OK**.

BROADCASTER CLUSTERS

Search

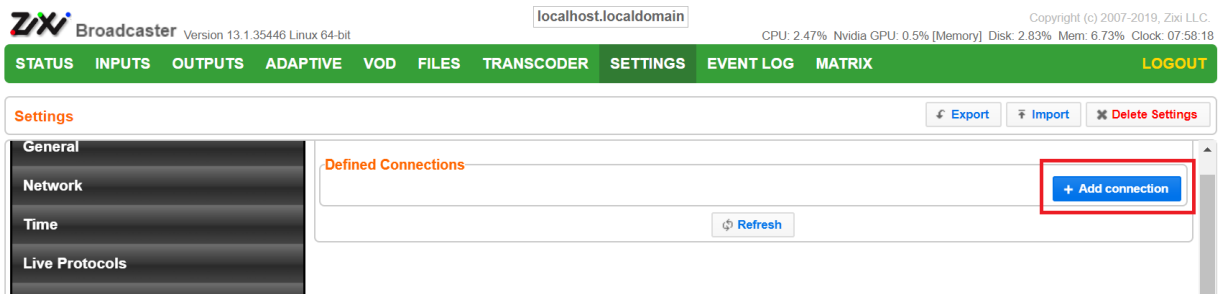
#	Status	Name	Scaling	Broadcasters	Cluster Type
1	<span style="color: green;">●</span> OK	us office	Manual	<span style="color: green;">●</span> 1	Ingest, Channel Processing

## SSH Connections

SSH (Secure Shell) is a network protocol that allows a secure access over an encrypted connection. Reverse SSH is a technique that can be used to access systems (that are behind a firewall) from the outside world. As part of the SSH configuration, you can configure a connection to the server and then configure any number of SSH tunnels to the same server.

### ➔ To create an SSH connection to a server:

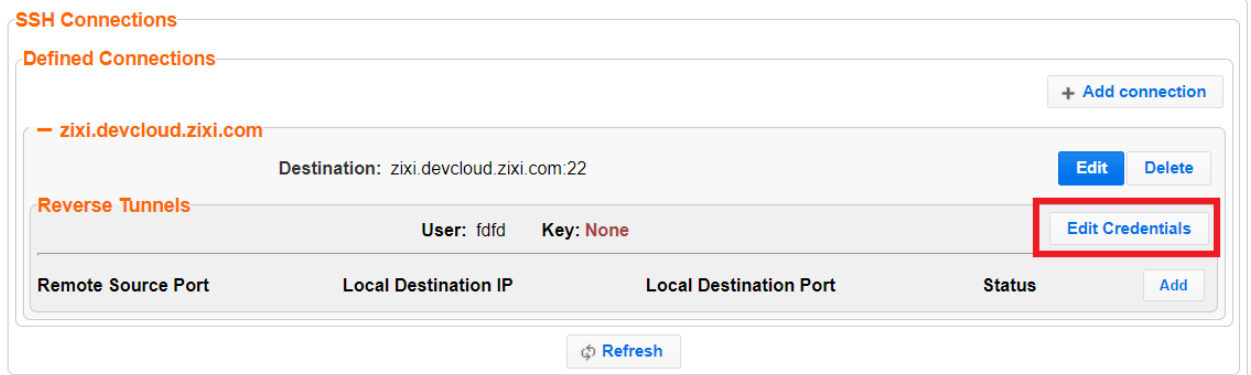
1. Click the **Add Connections** button.



2. In the **Host** field, enter the IP address or host name of the host that you wish to access.
  3. In the **Port** field, enter the port number to access the host.
  4. Click **Apply**.
- The connection to the specified server is configured.

### ➔ To create a reverse tunnel to the same server:

1. Under the destination that you have configured, click **Edit Credentials**.



The **Connection Credentials** dialog appears.

2. In the **User** field, enter the user name to access the tunnel.
3. Click **Private Key**, navigate to the file location and select the file.
4. Click **Apply**.

## Server Settings

### SSH Connections

5. Click **Add** to add a reverse tunnel.

The screenshot displays the 'SSH Connections' interface. At the top, there is a section for 'Defined Connections' with a '+ Add connection' button. Below this, a connection for 'zixi.devcloud.zixi.com' is shown with 'Destination: zixi.devcloud.zixi.com:22' and 'Edit' and 'Delete' buttons. Underneath is the 'Reverse Tunnels' section, which includes 'User: fdfd' and 'Key: None' with an 'Edit Credentials' button. A table with columns 'Remote Source Port', 'Local Destination IP', 'Local Destination Port', and 'Status' is visible, with an 'Add' button highlighted in a red box at the bottom right of the table. A 'Refresh' button is located at the bottom center of the interface.

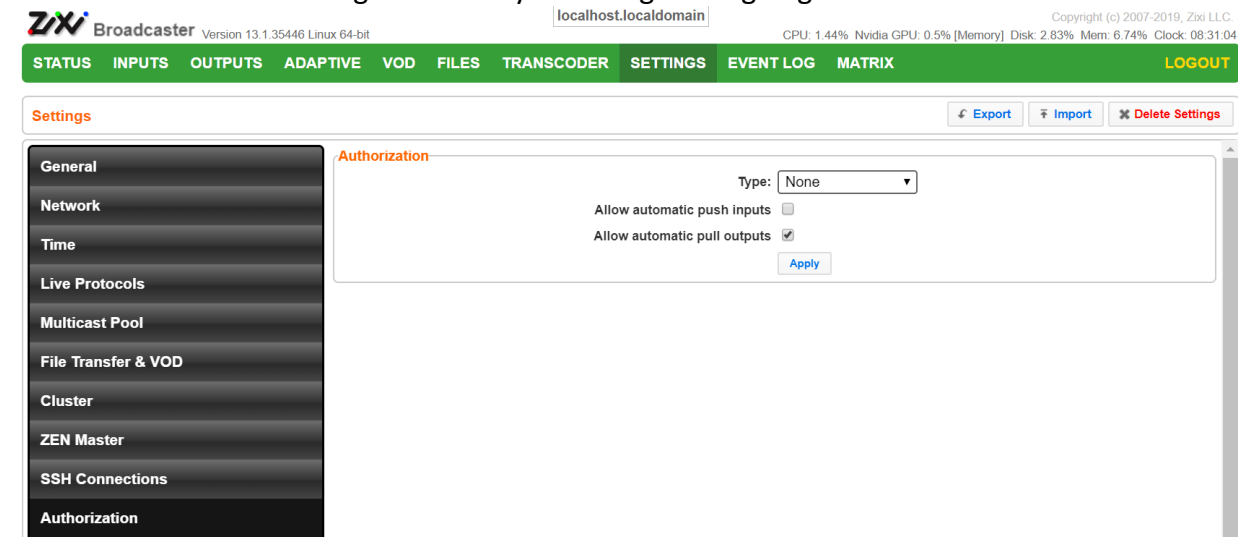
The **Tunnel details** dialog appears.

6. In the **Remote Source Port** field, enter the port number of the remote server.
7. In the **Local Destination IP** field, enter the IP address of the local server.
8. In the **Local Destination Port** field, enter the port number to connect the tunnel.
9. Click **OK**.
10. Repeat steps 5-9 to add additional tunnels.



# Authorization

Authorization can be configured for any incoming or outgoing streams.



Field	Description
Authorization	

**None (default)** - authorization will be defined in the Input and Output streams. In this case you will need to define the password in the Input and the Output streams.

**Global Password** – a single password that will be used for all access requests. If you select this option, fill in the following details:

**HTTP Server** – Zixi Broadcaster will generate an HTTP request to an external server on every connection.

**Stream access** – access authorization on the stream level. The password needs to be the same as the password to access the stream.

**Windows Users** – uses the built-in authorization of the Windows operating system.

**Text File** – this option manages authorizations in a text file. This option is useful for large OTT operations, as it does not require configuration for every user. The text file contains pairs of stream name and password that are used for the input streams. For the outputs, it contains the stream name, user and password of the viewer.

If you have selected an option that is not **None**, fill in the following details:

**Parameter** - specify the password that you would like to use for access.

**Separate user folders** – select this checkbox to enable access by user folders.

**Logging** - select the checkbox to enable logging of the connections.

**Threads** - specifies that number of CPU threads allowed.

Other override authorization techniques are available. For more information contact Zixi support

## Server Settings

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### Authorization

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If this checkbox is selected, the Zixi Broadcaster will automatically create an input stream each time it receives a push stream from a source.

**Allow Automatic Push inputs** However, if this checkbox is not selected, only predefined Push Input streams with the defined credentials will be allowed in (this is the default setting and the behavior in previous versions).

Default: not selected.

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If this checkbox is selected, any Zixi Receiver that requests a Pull output will be granted access. In this case, a Pull output will be automatically created in the Zixi Broadcaster (this is the default setting and the behavior in previous versions).

**Allow Automatic pull outputs** However, if this checkbox is not selected, only predefined Pull output streams with the defined credentials will be pulled by the Zixi Receiver.

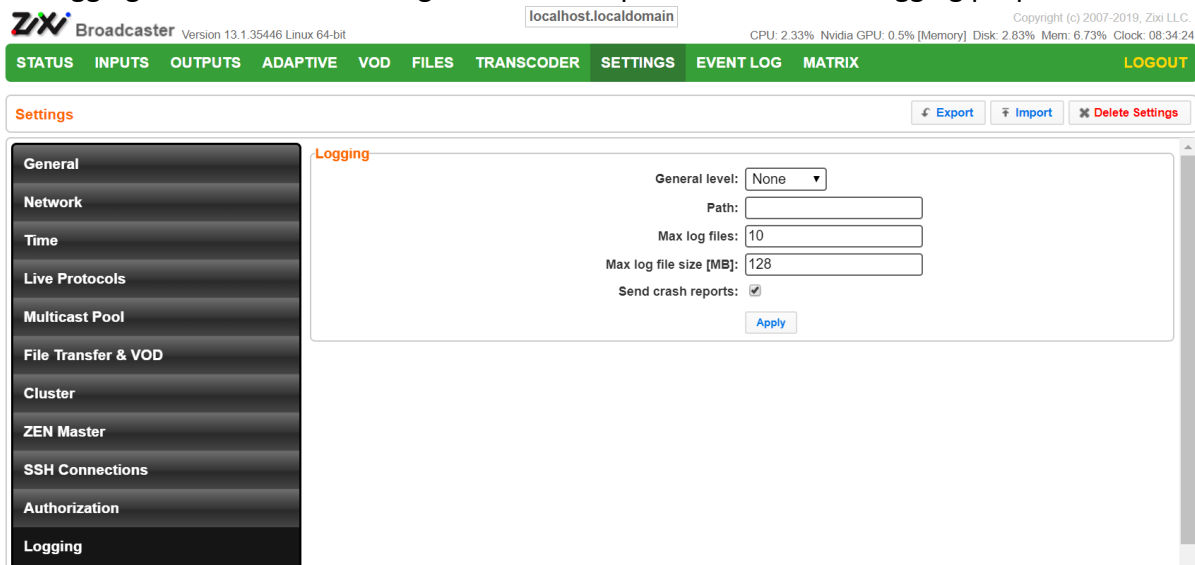
Default: selected.

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### Logging

The Logging screen defines the logs location and preferences for debugging purposes.



Field	Description
<b>Logging</b>	
<b>General Level</b>	The Severity Level that will be collected in the log, from Info, Warning, Error, to Fatal. Selection of lower severity levels will include all higher-level logs. Default: None, since Logging is resource-intensive and only enabled when necessary.
<b>Path</b>	The log file name and path where the collected event information will be stored.
<b>Max log files</b>	The maximal number of log files.
<b>Max log file size (MB)</b>	The maximal size of each log file.
<b>Send crash reports</b>	Select the checkbox to send a crash report to Zixi Support.

ASI

### ASI

If there is an ASI card in the machine, you can reverse the direction of the Input to Output and vice versa.

➔ **To Reverse the Direction of the Stream:**

1. From the **Settings** page of the Zixi Broadcaster, click **ASI** on the left-hand side. The various **ASI settings** are displayed.
2. Click the desired **RESET** button to the right of the stream that you want to reverse. A confirmation window is displayed with the notification that the service must first be restarted before the direction is reversed.

Field	Description
<b>Available ports</b>	
<b>Name</b>	Specify the port number used by the ASI protocol.
<b>Data Direction</b>	Specify the direction of the data being transmitted by the ASI protocol.

## SNMP (Linux Only)

The SNMP screen includes basic configuration parameters for the configuration of Simple Network Management Protocol, which enables monitoring and control of Zixi Broadcaster by a monitoring system. For further information on how to enable and configure SNMP on Zixi Broadcaster, see **Configuring SNMP** section.

Field	Description
<b>Service</b>	Click the button to <b>Start/Stop</b> the SNMP service.
<b>SNMP V3 Users</b>	For <b>SNMPv3</b> monitoring systems, click the + button to add authentication credentials and fill-in the following fields:  <b>User name</b> - enter the SNMP user name <b>Write access</b> - select the checkbox to allow Read-Write access rights. If the checkbox is not selected, the user will have Read-only access rights. <b>Password</b> - enter the SNMP user's password.
<b>Trap Receivers</b>	Specify SNMP Trap receivers that will listen to the SNMP Traps that will be sent by Zixi Broadcaster. Click the + button to add authentication credentials of the Trap Receiver, by filling-in the following fields:  <b>Community</b> - Specify the community name for access. <b>Host</b> - Specify the IP address to which the Trap messages will be transmitted.

## Server Settings

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### SNMP (Linux Only)

Field	Description
	<b>Port</b> - Specify the Port number to which the Trap messages will be sent transmitted.
<b>Read-only Community Name</b>	Used in <b>SNMPv1</b> and <b>SNMPv2</b> , this parameter is used to specify the Community Name to enable read-only access to the Zixi Broadcaster monitored information. If the community string is correct, Zixi Broadcaster will respond with the requested information. If the community string is incorrect, Zixi Broadcaster will simply ignores the request and will not respond.
<b>Read-write Community Name</b>	Used in <b>SNMPv1</b> and <b>SNMPv2</b> , this parameter is used to specify the Community Name to enable read-write access to Zixi Broadcaster. Read-write objects include, for example, <code>zbiActive</code> , which indicates and/or sets the Active state of an Input stream

# Viewing Events Log

The Event Log screen displays all the events (errors, connections, configuration changes, analysis events etc.) that occurred in the Zixi broadcaster. The logs are displayed in the server time (not local time) and can be exported as a .cvs file.

In Linux, the event log is written to a file located in the following location on the disk:  
`/log/var/messages`

### ➔ To Clear the Log:

In the **Event Log** screen, click **Clear** on the upper right-hand corner. The events on the log screen are deleted.

### ➔ To Save the Log as a File:

In the **Event Log** screen, click **Save** on the upper right-hand corner. A .cvs file is created and saved to the local destination.

### ➔ To Refresh the Screen:

In the **Event Log** screen, click **Refresh** on the upper right-hand corner. The data on the screen is updated.

# Using the Matrix

The Zixi Matrix view provides a visual-based alternative to managing the streams, by previewing the input and output streams with their current status. Matrix offers drag and drop capabilities to connect input streams to outputs as well as some of the actions that were covered in the Performing Actions on Input Streams and Performing Actions on Output Streams sections above.

## Connecting Input to Output

An easier method of connecting inputs to outputs.

### ➔ To Connect an Input to an Output:

Drag the desired input thumbnail and drop it over a specific output thumbnail. The desired input is connected to the selected output.



## Disconnecting Output from Input

### ➔ Disconnect an Input to an Output:

1. Click on the **To connected stream** that you want to disconnect.  
The **Input stream data** window is displayed.
2. Click **Unlink**.  
A confirmation window is displayed.
3. Click **Confirm**.  
The Output is disconnected from the Input.

## Matrix Interface Elements

The Matrix view displays preview thumbnails of the Input and Output streams. Preview thumbnails of input streams are presented in the Inputs pane and preview thumbnails of output streams are presented in the Outputs pane.

- If the stream is active - the live video will be shown in the preview thumbnail.
- If an input stream is not active – the preview thumbnail will include an “Offline” message.
- If an output stream has been created, but has not been connected to an input – the preview thumbnail will include the following message - “Drag Input Here”.
- If a connected output stream does not receive a live stream - the preview thumbnail will include a “No Video” message.



## Changing Matrix View

You can modify the size of the panes, the size of the preview thumbnails, and re-arrange the order the preview thumbnails.

### ➔ To modify the size of the panes:

Click on one of the rounded **pane size anchors** (see screenshot above)

### ➔ To modify the size of the preview thumbnails:

Click on one of the sizes in the **preview size controller** (see screenshot above).


### ➔ To re-arrange the order the preview thumbnails:

Drag and drop the preview thumbnail to the desired position within the pane.

## Searching for Specific Streams

### ➔ To Search for a Specific Stream:

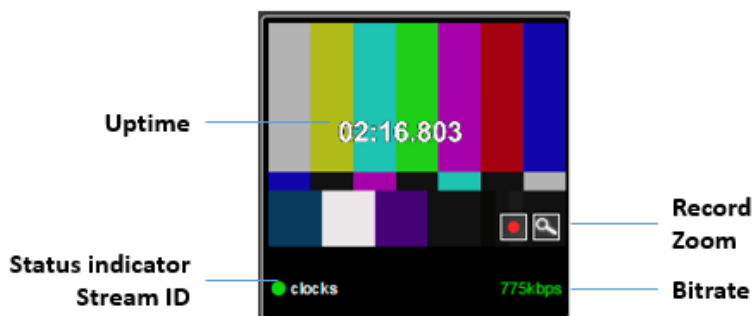
Type in the specific stream name in the appropriate (Input or Output) search text box on the

top of the console and click .

The relevant stream will be the only one to be displayed in the pane.

## Preview Thumbnail Elements

The preview thumbnail includes the following elements:



## Using the Matrix

### Viewing Stream Details

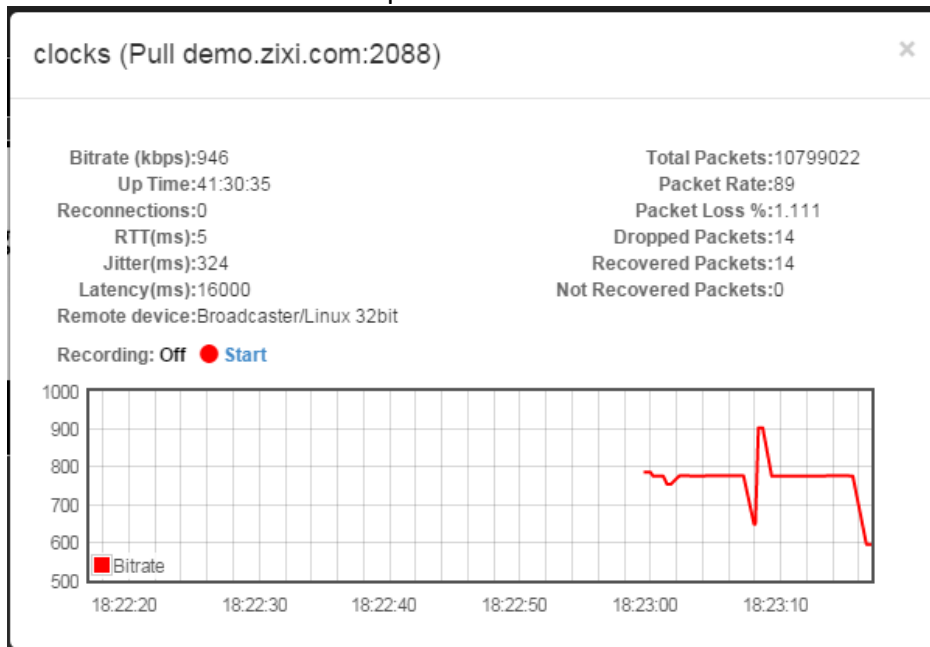
Element	Description	Action
<b>Status Indicator</b>	Displays the unique identifier for this group.	
<b>Stream ID</b>	Displays the unique name for the stream.	
<b>Bitrate [kbps]</b>	Displays the bitrate of the active stream.	
<b>Uptime</b>	Displays the amount of time the stream has been active.	
<b>Record</b>	Stream recording	Click the record button to start recording. Click again to stop recording
<b>Zoom</b>	Opens the stream in a larger preview window with sound	Click the Zoom icon to open the larger preview screen.

## Viewing Stream Details

### ➔ To View Stream Details:

Click anywhere on the preview thumbnail.

The Stream Details window opens:



# Configuring SNMP

Zixi Broadcaster enables monitoring and control via SNMP (on Linux only). The monitoring system can receive SNMP Trap messages from Zixi Broadcaster as well as access monitored objects with read-only and read-write access privileges (objects and their access permissions are defined in the MIB). Zixi Broadcaster supports SNMPv1, SNMPv2, and SNMPv3. Before using SNMP you need to ensure that SNMP is enabled in your Zixi Broadcaster license, run a script, as described below, and configure the SNMP settings in the Settings >SNMP screen.



The SNMP feature is not enabled by default. If you do not see this screen, please contact Zixi Support.

## Activating SNMP

### ➔ To Activate SNMP:

Run the script file `./install_snmp.sh`, located in the Broadcaster folder, where Zixi Broadcaster was installed. The events on the log screen are deleted.



Note: Running the script may cause Zixi Broadcaster to restart.

## Configuring SNMP Settings

### ➔ To configure SNMP:

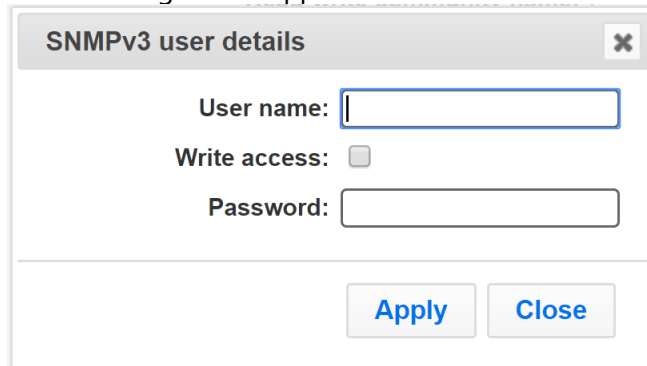
1. In Zixi Broadcaster UI, go to **Settings > SNMP**.

2. In the **Service** field, click the button to activate the service.

3. Do one of the following:

- For SNMPv1 or SNMPv2, fill in the read-only and/or read-write community name in the **Read only community name**, and **Read-write community name** fields.
- For **SNMPv3**, under the SNMPv3 Users section, click the + button.

The following screen appears:

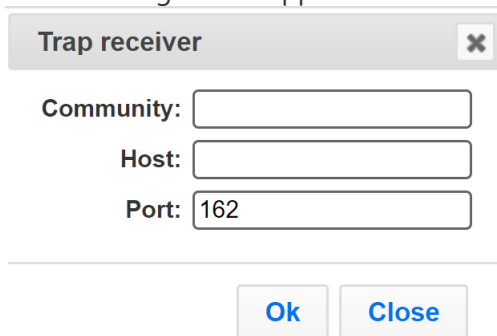


The dialog box titled "SNMPv3 user details" contains the following fields and controls:

- User name:** A text input field.
- Write access:** A checkbox.
- Password:** A text input field.
- Buttons:** "Apply" and "Close" buttons.

- In the **User Name** field, enter the SNMP user name.
  - In the **Write Access** field, select the checkbox to allow **Read-Write** access rights. If the checkbox is not selected, the user will have **Read-only** access rights.
  - In the **Password** field, enter the SNMP user's password.
4. Under the **Trap Receivers** section, specify SNMP Trap receivers that will listen to the SNMP Traps that will be sent by Zixi Broadcaster, by clicking the + button to add a trap receiver.

The following screen appears:



The dialog box titled "Trap receiver" contains the following fields and controls:

- Community:** A text input field.
- Host:** A text input field.
- Port:** A text input field with the value "162" entered.
- Buttons:** "Ok" and "Close" buttons.

5. In the **Community** field, specify the community name for access.
6. In the **Host** field, specify the IP address to which the Trap messages will be transmitted.
7. In the **Port** field, specify the Port number to which the Trap messages will be sent transmitted.
8. Click **Apply**.

## Viewing MIB Information

You can view the "Root MIB" (which defines the Zixi Broadcaster tree root definitions) and the "Broadcaster MIB" (which describes the Zixi Broadcaster MIB tree definition, including all its objects).

### ➔ To view MIB information:

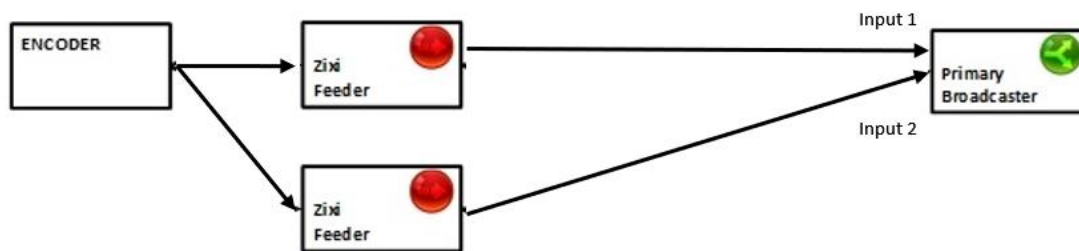
1. In Zixi Broadcaster UI, go to **Settings > SNMP**.
2. At the upper right-hand corner click the **Root MIB** and/or **Broadcaster MIB** links.

The screenshot shows the 'Settings' page for SNMP configuration. On the left is a sidebar with menu items: General, Network, Time, **SNMP**, Live Protocols, Multicast Pool, File Transfer & VOD, Cluster, SSH Connections, Authorization, Logging, and ASI. The main area is titled 'Settings' and includes buttons for 'Export', 'Import', and 'Delete Settings'. The configuration includes a 'Service' dropdown set to 'On', two fields for community names (masked with dots), a table for 'SNMPv3 Users' with columns 'User' and 'Write access', and a table for 'Trap receivers' with columns 'Host' and 'Port'. The 'Trap receivers' table has one entry: Host '10.7.0.23' and Port '162'. In the top right corner, there are links for 'Root MIB' and 'Broadcaster MIB', which are highlighted with a red box.

# Configuring Hitless Failover

Zixi features hitless failover for inputs, enabling uninterrupted streaming when switching from one source to another. The hitless failover feature is based on the SMPTE 2022-7 standard, which specifies “seamless” or hitless failover between binary-identical streams with synchronized RTP headers. Zixi's patent-pending hitless failover technology works by comparing the transport stream payload, without relying on sequences being synchronized. Zixi then applies a proprietary sequencing algorithm to identify missing parts and fill-in missing packets.

The Hitless Failover feature is supported in the inputs of Zixi Feeder, Broadcaster, and Receiver.



The hitless failover configuration involves grouping two inputs in a "Failover Group". If the two inputs are identical (i.e. two or more binary-identical streams with synchronized RTP headers), when one of them is disrupted or interrupted completely, Zixi Broadcaster will seamlessly use the packets of the other input without any disruptions.



If the streams are not identical, the failover process will not be seamless and may take up to a second.

A Failover Group can comprise two or more inputs. In a group of three or more, you can define one or more streams as a "Backup". In this case the system will always try to recover packets from "Primary" streams first and only if there are no available primary streams, it will use the backup streams. When one of the primary streams becomes available, the system will automatically jump to the primary stream.

While the Broadcaster GUI only enables configuration of primary streams at a single priority level, through the Zixi Broadcaster API it is possible to assign different priorities as follows:

- Priority 0 – means backup. It will be used only if all other streams are unavailable.
- Priority greater than 0 - means primary.

The Failover Group has its own Stream ID, just like an Input Stream, and will appear in the Inputs list. Although the topology above shows only one Zixi Broadcaster, it is also possible to have multiple targets (e.g. two or more Zixi Broadcasters), each with its own Failover Group of inputs to enable a more complete system-level redundancy.

To configure a Failover Group, follow the instructions in the [Creating a Failover Group](#) section.





# Configuring HTTPS

Zixi Broadcaster supports HTTPS encryption based on OpenSSL. Zixi Broadcaster expects certificate files in X.509 textual format (sometimes called 'pem') with a full chain of certificates, each one starts with "-----BEGIN CERTIFICATE-----", and the associated private key file, that starts with "-----BEGIN PRIVATE KEY-----". The certificate can be provided by an SSL/TLS certificate provider (Certification Authority) where the domain is registered, such as VeriSign, Digicert, etc.. Alternatively, the certificate can be self-signed. A self-signed certificate is a certificate that is signed with its own private key. Self-signed certificates can be used to encrypt data just as well as CA-signed certificates, but your users will be displayed a warning that says that the certificate is not trusted by their computer or browser. Therefore, self-signed certificates should only be used if you do not need to prove your service's identity to its users (e.g. non-production or non-public servers).

## Obtaining a CA-signed Certificate

Reach out to the hosting provider for instructions on how to obtain a CA-signed HTTPS certificate. As part of this process, you will be required to generate a certificate signing request (CSR). A CSR consists mainly of the public key of a key pair, and some additional information. Both of these components are inserted into the certificate when it is signed. To learn more about generating a CSR, go to - <https://www.digitalocean.com/community/tutorials/openssl-essentials-working-with-ssl-certificates-private-keys-and-csrs>.

## Creating a Self-signed Certificate

Instead of obtaining a CA-signed certificate, you can create a self-signed certificate.

You can generate self-signed x.509 certs with OpenSSL by using the following command:

```
openssl req -x509 -newkey rsa:2048 -keyout selfsigned_key.pem -out selfsigned_cert.pem
```

To learn more about generating a self-signed certificate, go to:

<https://www.digitalocean.com/community/tutorials/openssl-essentials-working-with-ssl-certificates-private-keys-and-csrs>.

## Uploading the Certificate and Private Key

After obtaining a CA-signed certificate or creating a self-signed one, you will need to upload the certificate and private key to Zixi Broadcaster.

## Configuring HTTPS

### Uploading the Certificate and Private Key

#### ➔ To upload the certificate and private key:

1. In **Zixi Broadcaster UI**, go to **Settings > General**.

The screenshot shows the 'Settings' page in the Zixi Broadcaster UI, specifically the 'General' tab. The left sidebar contains a menu with options: General, Network, Time, Live Protocols, Multicast Pool, File Transfer & VOD, Cluster, ZEN Master, SSH Connections, Authorization, Logging, ASI, and Threads. The main content area is titled 'General' and contains the following fields and options:

- ID: Tech-Writer
- Machine local time: 2019-08-26 12:40:15
- Web server port: 4444
- Admin username: admin
- Admin password: \*\*\*\*\*
- Enable read / write user – except for settings screen:
- Enable read only user + ability to switch streams:
- Enable read only user:
- Enable HTTPS administration:
- Root folder: /zixi/zixi\_broadcaster-centos7-transcoder/files  
Set root folder in broadcaster-info.xml
- TR101 analyzer mode: None
- HTTPS and DTLS Streaming Certificate**
  - Certificate uploaded: No
  - Private key uploaded: No
  - Private key passphrase: \*\*\*\*\*
  - SSL setup status: Incomplete

At the bottom of the settings area, there is a section for 'Input Ports'.

2. In the **Certificate Uploaded** field, click **Upload** and select the certificate file.
3. In the **Private Key Uploaded** field, click **Upload** and select the Private Key.
4. In the **Private Key Passphrase** field, type the passphrase or leave empty (Default passphrase is empty, ignore the '\*\*\*\*\*').
5. Click **Apply**.

If the process was successful, the **SSL setup status** field will turn to "OK".



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