

RealPlayer, IETF RFC standard

RTSP



RTSP { RTP [TS/MP4/3GP (H264 + AAC)] }
+SDP { +RTCP

Apple, MacOS, iOS, QuickTime, Safari, Cupertino

HLS



HLS { [TS (H264 + AAC)] }

Adobe, Flash, San Jose, Zeri (hds)

RTMP / newer: HDS



RTMP { [(sorensonSpark + ADPCM) FLV/F4V (VP6 + ACC)] }
+RTMPT { / (H264 + MP3)

Microsoft, Windows, SilverLight, SmoothStreaming

Smooth



{ MMS [(WMV + WMA)] }

ISO/IEC-Mpeg-Consortium

mpeg-DASH



Media Source API .js

DASH { WEBM [(VP8 + OGG)] }
+PIFF { (ex Matroska) (possible: H265-HEVC)

progressive video (download and play on end or while downloading)
streaming video (play from time=sss) ... http **pseudo streaming**
live video
adaptive streaming

iOS, Android, Win8

WindowsMobile/Phone 6;6.5; 7;7.5

RiM-QNX, Mozilla-B2G, WebOS

Symbian, Maemo, Bada

Streaming media to various devices

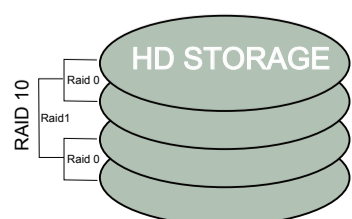
... { OGG [(OGV + OGA)] }

	WebM	Ogg	H.264
ie9			✓
Safari			✓
Chrome	✓	✓	✓
FireFox	✓	✓	
Opera	✓	✓	

Live

Channels
Feed
Mpeg4TS

VOD

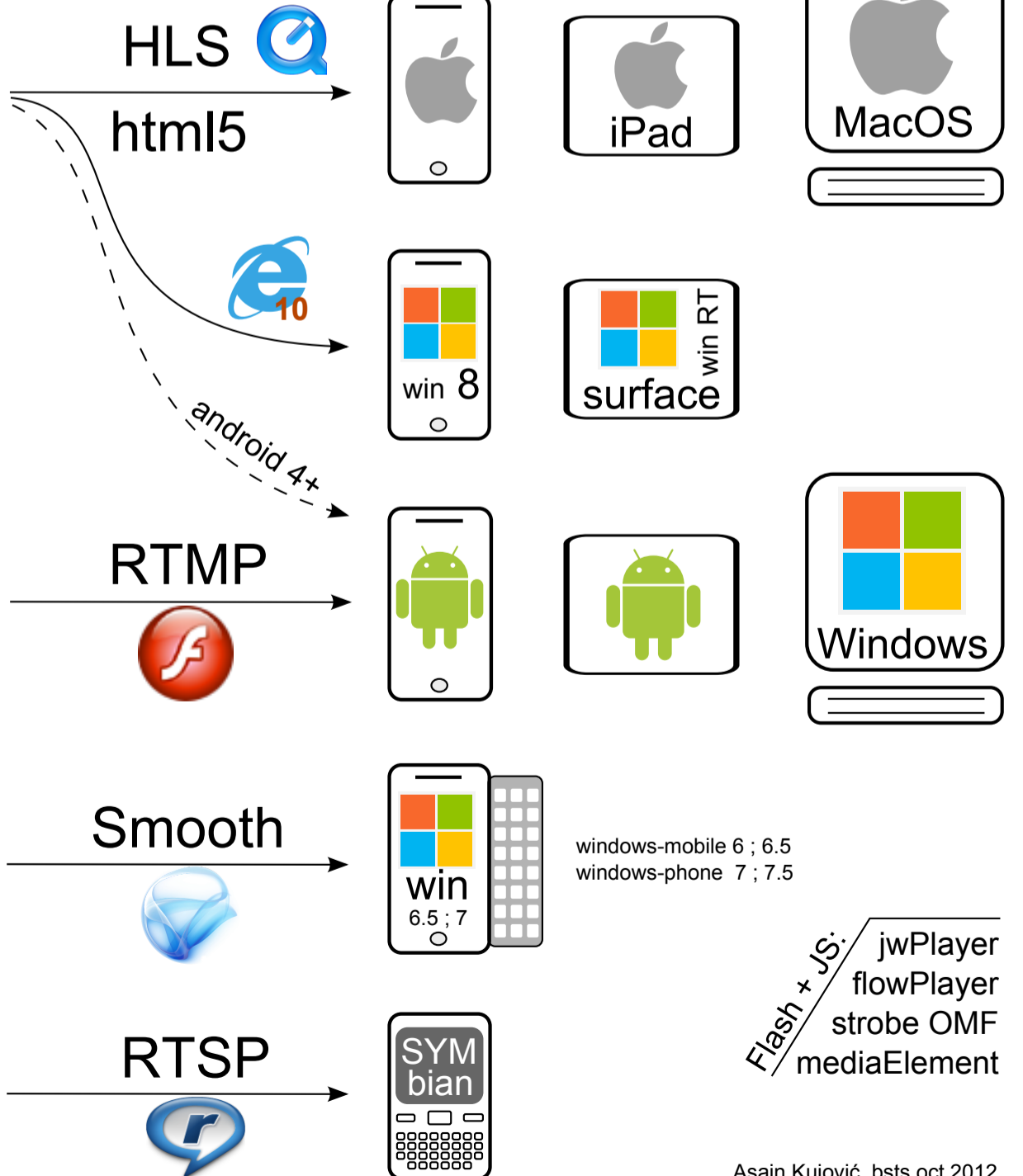


Media Streaming Server

TRANSCODER

Possible SW:

- Wowza
- Unreal m.s.
- Adobe (F)MS
- Real Helix
- Red5
- Darwin SS
- Crtmpd
- ...



Flash + JS: jwPlayer, flowPlayer, strobe OMF, mediaElement