



FLASH MEDIA SERVER 2: DEVELOPING RICH MEDIA APPLICATIONS

OVERVIEW

Flash Media Server 2 is the application server from Adobe for the creation and the development of multi-user applications and for the management of audio and video streaming in Flash Video (FLV) format. Flash Media Server 2 offers a unique combination of potential for multimedia streaming and a flexible development environment for creating and developing innovative interactive multimedia applications, destined for a public as vast as possible. A great number of companies specialised in entertainment, in telecommunications, in advertising and in retail are quickly adopting Adobe's Flash Video to provide personalized experiences to millions of spectators all over the world. With Flash Media Server 2, the editors can integrate video and applications in their web sites with a complete control over the playback, the interactivity and the personalization. Flash Media Server 2 is the basis for the creation and the deployment of Flash on-demand, live web broadcast, MP3 streaming, video blogging, and applications for video/audio chat. The video experiences of Flash Media Server 2 take advantage of the new high quality codec video of flash Player 8, complete with automatic control of the band connection of the client and the capacity to adapt to the stream.

Training objectives

The course "Flash Media Server 2: Developing rich media applications" provides for the acquisition of competences necessary for the creation of applications of high multimedia content. Through examples and real applications the participants will be accompanied through a gradual didactic path which will guide them until they arrive at the knowledge of the server and its management and programming.

Prerequisiti del corso

This course is aimed at ActionScript/Flash programmers and network administrators who want to discover how to create and manage applications with Flash Media Server 2. The requirements requested to participate in the course are the following:

- A deep knowledge of ActionScript 2 and the Flash 8 environment
- A knowledge of object orientated programming
- A knowledge of Web Server systems

Teaching material

The course will provide each student the following text book:
Flex Solutions: Essential Techniques for Flex 2 and 3 Developers
Editor: Friends of Ed
Pages: 904

PROGRAMME

Introduction to Flash Media Server 2

- System requirements for Flash Media Server
- Installing Flash Media Server
- Folder structures in Flash Media Server
- The Applications folder
- The main.asc file

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How to operate with Flash Media Server

- Flash Player 8
- Flash Player 8 settings
- Flash Video (FLV) format
- Importing Video in Flash 8
- Using the Flash 8 Video Encoder
- Progressive Downloading and Streaming
- Understanding Messaging
- Licensing of Flash Media Server

Flash 8 and Flash Media Server

- ActionScript 2 programming language
- ActionScript objects for programming with FMS 2
- Introduction to Flash Media Server 2 Components
- Using the FMS 2 Components
- Setting a streaming for the FLVPlayback component
- The ActionScript API of the FLVPlayback Component
- Extending an FMS 2 Component

Management of the Flash Media Server 2

- Management of FMS 2
- Using the Console of administration
- Configuring FMS 2
- User management Stream management
- Using the Log files
- Personalizing the console

Programming of objects with ActionScript 2

- OOP and Actionscript 2
- Encapsulation
- Creating classes with AS 2
- Inheritance
- Polymorphism
- Interfaces

Programming the Flash Media Server 2

- The NetConnection class
- The NetStream class
- Event management
- Managing the connections with ActionScript

Creation and management of audio and video streams in streaming

- Video encoding in FLV format
- Settings and options in the encoding phase
- Using the Flash Video Encoder of Flash 8 Professional
- Using other tools of Encoding: On2, Riva encoder, Sorenson Squeeze
- Configuring FMS 2 for streaming



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Creating a streaming with FMS 2 and ActionScript

Streaming of audio files

Virtual folders

Error management

Event management

Live Streaming with Flash Media Server 2

Using the Camera class

Using the Microphone class

Managing live audio and video streams

Publishing audio and video

Using the NetStream class

Publishing and Subscribing of audio and video

Server Side ActionScript and Remote Shared Object

Understanding Server Side ActionScript (SSAS)

The SSAS classes

Working with the Application Class

Working with the Client class

Using NetConnection in SSAS

Remote SharedObject

Connections to a Remote SO

Reading data from an RSO

Synchronising RSO

Data Messaging and Server-Side services

Data Messaging

Server side services

Accessing remote data through the http protocol

Using Data Messaging

Understanding asynchronous messages

Shared Objects

Security with FMS 2

Rendering FMS 2 applications more secure

The configuration files

Packaging of the Server side script

Best Practice

