

**RealVideo<sup>®</sup>**  
**Content Creation Guide**  
**Version 1.0**

Progressive Networks, Inc.

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# Introduction

RealVideo® System is today's most powerful solution for streaming real-time live and on-demand video over the Internet and corporate intranets.

Real-time delivery means that you do not have to wait while a file downloads; the clip plays as it is delivered. You have complete control over the clip; you can pause, move forward and back, and start or stop at any time.

RealVideo formats are optimized for low- to medium-speed connections including 14.4 and 28.8 Kbps modems, ISDN, T1 and LAN. You can also view RealVideo files stored locally on your computer.

This guide explains how to create and manage content for a RealVideo system. The content includes all of the clips and multimedia presentations delivered by RealVideo system, and the support files that make it all work smoothly.

## Using this Guide

*RealVideo Content Creation Guide* is intended for people who are familiar with operating World Wide Web servers and with Progressive Networks technology. You do not need previous experience using RealVideo Encoder, but you do need to know how to create directories or folders, copy files, and open text files.

### Organization

This manual is organized in two sections as follows:

#### Section 1: Overview

Explains the components and features of a RealVideo system. Diagrams show the relationships between client and server for video and multimedia delivery.

#### Section 2: Content Creation

Explains how to create and manage video and multimedia content for delivery by RealServer and a Web server. The chapters are:

**Installing RealVideo Encoder:** Explains how to install RealVideo Encoder.

**Encoding RealVideo Files:** Information about how to prepare files for encoding, which encoding algorithm to use and how to encode a static file using RealVideo Encoder or Adobe Premiere.

**Delivering Live Content:** Explains how to deliver live video, including setting up RealServer and advertising your event on Timecast: RealMedia Guide.

**Editing RealVideo Files:** Explains how to use the editing tools to change the static information in a file, alter the data, and examine the contents of a file.

**Managing Content on RealServer:** Detailed instructions and examples of how to use bandwidth negotiation.

**Configuring Your Web Site:** Explains the many ways you can deliver RealVideo clips from your web site, including HTTP streaming, Netscape Plug-in, ActiveX object, and JavaScript.

**Synchronized Multimedia:** Discusses how to create a synchronized multimedia presentation.

### Conventions

This manual uses the following conventions:

Command	Monospace font represents commands to be typed or information displayed on the screen.
<file name>	Angle brackets show where to insert information, such as the name and location of a file.
[ ]	Square brackets show optional command arguments.
<b>Bold</b>	Bold font is used for names of files, directories, commands, and options.

# Overview

Before you create and manage content for a RealVideo system, you should understand how the system works. This chapter describes the primary components of RealVideo System and explains how they work together.

## RealVideo Clips

A RealVideo clip is a file or live broadcast containing sound and video encoded in RealVideo formats. These formats are highly compressed to deliver the best possible sound and video over a limited-bandwidth connection.

Because there is no single best format for delivering audio and video, RealVideo system provides several formats that are optimized differently for different kinds of content. You can choose to provide a clip in one or more formats based on the type of content and the available bandwidth. For example, you would use a different format to deliver speech over a 14.4 Kbps modem than you would to deliver a music video over an ISDN connection.

## Components of a RealVideo System

RealVideo System is a client-server system. The server provides the content to the client over a network. The basic components of a RealVideo system are:

**RealPlayer** - The client program that enables users to see and listen to RealVideo clips. Special purpose player components enable ActiveX and Netscape Plug-in capabilities.

**RealVideo Encoder** - The program that creates RealVideo clips. The input to this program can be a digitized audio clip, a live audio signal, a digitized video clip or a live video signal.

**RealVideo Tools** - The tools programs that can be used to modify RealVideo clips, including RMTTools, RMMerge, RMEdit, and RMPaste.

**RealServer** - The server program that delivers RealVideo clips over a network. One RealServer can deliver clips to many Players at the same time.

**Web Browser** - The client program that enables users to find most RealVideo clips. The Web browser is also used to display the visual part of Synchronized Multimedia presentations. RealVideo system works with all popular Web browsers.

**Web Server** - The server program that delivers Web pages. Typically, RealVideo clips are accessed by clicking a link on a Web page. The Web server also delivers the visual part of Synchronized Multimedia presentations. HTTP streaming of RealVideo files enables content providers to stream RealVideo clips from a World Wide Web server. While this method is not as robust, it provides a reasonable method for providing short RealVideo content to a limited number of users. RealVideo System works with all popular Web servers.

## RealVideo Files and Metafiles

RealVideo System uses several file types, each identified by a specific file extension. The files and their file extensions are:

**RealMedia clip (.rm)** - Audio and video encoded to RealVideo format. This file is created with RealVideo Encoder and delivered by RealServer. The .rm files can contain multiple streams, including audio, video, image maps, and events.

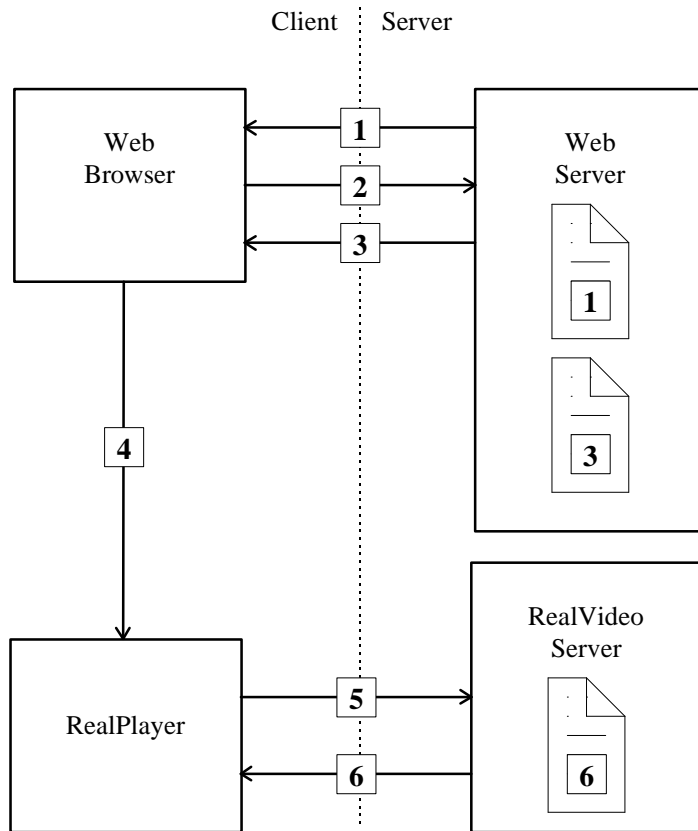
**RealVideo metafile (.ram)** - The file that connects a Web page to one or more RealVideo clips. The metafile is located on a Web server and is linked by a Web page. The metafile contains the URL of one or more clips located on a RealServer.

**RealPlayer Plug-in metafile (.rpm)** - The same as a metafile, but used with RealPlayer Plug-in for Netscape Navigator and Internet Explorer 3.0 and later.

**RealAudio clip (.ra)** - Audio encoded to RealAudio format. This file is created with RealAudio Encoders and works with RealPlayer, RealAudio Player, and RealServer.

## Delivering a RealVideo Clip

The following figure shows the components of RealVideo system used to deliver a typical RealVideo clip. The numbers in the figure match the numbered steps following the figure.



RealVideo Delivery System

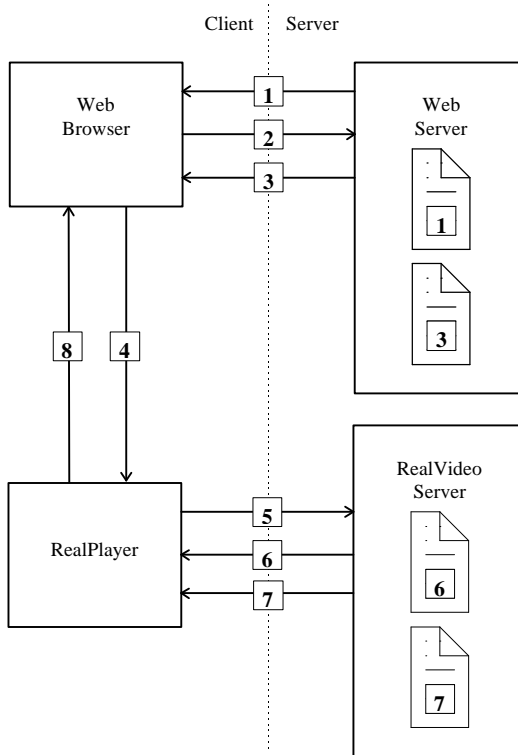
1. The Web browser displays a Web page that contains a link to a metafile.
2. The user clicks the link. The Web browser requests the metafile from the Web Server.
3. The Web server delivers a metafile to the Web browser. Based on the .ram file extension, the Web server sets the MIME type of the file to **audio/x-pn-RealAudio**. For files with a .rpm file extension (RealPlayer Plug-in), the Web server sets the MIME type of the file to **audio/x-pn-RealAudio-plugin**.
4. The Web browser looks up the MIME type of metafile. Based on the MIME type, the Web browser starts RealPlayer as a helper application and passes it the metafile.
5. RealPlayer reads the first URL from the metafile and requests it from RealServer.
6. RealServer begins streaming the requested RealVideo clip to RealPlayer.

**Note** No messages pass between RealServer and the Web server. The Web browser provides the URL of RealVideo clip to RealPlayer. RealPlayer does not require a Web browser to function; users can enter the URL of a .ra, .rm or .ram file directly into RealPlayer, or use the Preset or Scan buttons on RealPlayer Plus.

## Delivering Synchronized Multimedia

Synchronized Multimedia delivery works like regular RealAudio or RealVideo delivery, with one extra step between RealPlayer and the Web browser.

The following figure shows the components of RealVideo System used to deliver a typical RealVideo Synchronized Multimedia presentation. The numbers in the figure match the numbered steps following the figure.



Media Delivery System

1. The Web browser displays a Web page that contains a link to a metafile.
2. The user clicks on the link. The Web browser requests the metafile from the Web Server.

3. The Web server delivers a metafile to the Web browser. For files with a .ram file extension, the Web server sets the MIME type of the file to **audio/x-pn-RealAudio**. For files with a .rpm file extension (RealPlayer Plug-in), the Web server sets the MIME type of the file to **audio/x-pn-RealAudio-plugin**.
4. The Web browser looks up the MIME type of metafile. Based on the MIME type, the Web browser starts RealPlayer as a helper application and passes it the metafile.
5. RealPlayer reads the first URL from the metafile and requests it from RealServer.
6. RealServer begins streaming the requested RealAudio or RealVideo clip to RealPlayer.
7. RealServer concurrently notifies RealPlayer when an event should occur. For more information see “Using Synchronized Multimedia with Bandwidth Negotiation” on page 119.
8. RealPlayer sends the URL for the event to the default Web browser for viewing.

## Title, Author, and Copyright

RealAudio and RealVideo clips include text strings for the title, author, and copyright. This text is displayed by RealPlayer when the clip is played. Although the player usually labels the text as title, author, and copyright, the player displays whatever text you choose to supply.

Enter the title, author, and copyright text when you encode a clip. You can override the values encoded with the clip using the metafile. You can also change the text using RMEdit and RMTTools.

For information about changing the Title, Author or Copyright text strings in encoded files, refer to “Modifying RealVideo File Descriptions” on page 66.

## Updating RealVideo Clips

When you encode a RealVideo clip, the original file is not modified. RealVideo Encoder creates a new file with a .rm file extension. It is important to note that encoding a RealVideo clip is a one-way process; you cannot convert a RealVideo file back into the original source format. If you want to be able to encode to other formats in the future, you need to archive the original source.

It is possible to modify various attributes of RealVideo clips without re-encoding them. For information about changing the Title, Author or Copyright text strings in encoded files; or about enabling or disabling PerfectPlay and Selective Record, refer to “Modifying RealVideo File Descriptions” on page 66.

## Live Encoding and Live Broadcasting

The source of a RealVideo clip can be prerecorded or live input. The encoded RealVideo clip can be stored as a file for later use, broadcast live over a network or it can be simultaneously stored as a file and broadcast live. The last option allows you to archive the live broadcast.

All versions of RealVideo Encoder can encode a live input source. Live broadcasting requires a license and RealServer.

# Installing RealVideo Encoder

RealVideo Encoder compresses high-bandwidth video signals to a low-bandwidth signal. This compression allows for the real-time transmission of clips via the Internet, even over a connection as slow as a 14.4 Kbps modem.

RealVideo Encoder is available for the following platforms:

- Windows 95 and Windows NT
- Macintosh
- UNIX (various)

## Windows 95 and Windows NT Requirements

RealVideo Encoder is designed to work in the Windows 95 and Windows NT (3.51 or later) environments. The following table explains which hardware is required for static encoding. For information about additional requirements for delivering live content, refer to “Live Encoding” on page 17.

<b>Requirement</b>	<b>Minimum</b>	<b>Recommended</b>
CPU: Windows 95/NT	486/66 DX	Pentium 120
RAM	16 MB	32 MB
Hard Disk space (software)	4 MB	4 MB
Hard Disk space (data)	500 MB	1 GB
Color Display	16-bit	24-bit (TrueColor)
Video Capture Card (not required to encode an AVI or Quick Time file)	Any card that is compatible with Video for Windows.	
Sound Card	16-bit sound card	

## Special Hard Drives for Capturing Video

Capturing video puts a burden on your computer's ability to write to your hard drive. Seagate manufactures special hard drives for capturing video called AV drives. If you do not use one of these special drives, frames may be dropped during the capture process when the hard drive re-calibrates itself periodically. If you experience dropped frames with a standard drive, you can re-capture the video.

## Live Encoding

The quality of live encoding depends on the power of your computer system. Encoding at higher quality takes longer and requires greater computing resources than encoding at a lower quality. Slower machines give reasonable results in Slide Show mode, at 1 fps or less. The following lists the requirement for encoding at low and high frame rates.

<b>Requirement</b>	<b>Low Frame Rate (&lt;2 fps)</b>	<b>High Frame Rate (.&gt;2 fps)</b>
Computer	Pentium 166 MHz	Dual Pentium 200 MHz
OS	Windows 95	Windows NT
RAM	32 MB	64 MB
Capture Card	Osprey 100, Osprey 1000, ISVR III	Osprey 100, Osprey 1000
Audio Card	Any quality audio card	Any quality audio card
Hard Drive	1 GB	1 GB

The following lists the recommended settings for a variety of different content types:

<b>Content Type</b>	<b>Total Bit rate</b>	<b>Audio codec</b>	<b>Frames/sec</b>	<b>Quality Setting</b>
General	20 Kbps	6.5 Kbps	2	100
General	20 Kbps	6.5 Kbps	7.5	70
Newscast	20 Kbps	6.5 Kbps	4	100
Newscast	45 Kbps	8.5 Kbps	10	1
Music	20 Kbps	12 Kbps	5	100
Music	45 Kbps	16 Kbps	5	70

For Low frame-rate live encoding, less than 3 fps, a P166 or better computer, running Windows 95, is required. Any capture board which captures a Video for Windows format of YUV9 or RGB24 (preferred) will work. If you are not getting the desired frame rate, lower the quality setting.

## Macintosh Requirements

RealVideo Encoder for the Macintosh has the following requirements:

<b>Macintosh Requirement</b>	<b>Minimum</b>	<b>Recommended</b>
CPU	Any PowerPC	604 PowerPC CPU
RAM	16 MB	32MB
Operating System	System 7.1.2	System 7.5.5

68K Macintosh computers are not supported.

# Installation on Windows Platforms

Setup programs make installing RealVideo Encoder, quick and easy. This chapter explains the entire installation and upgrade process for Windows NT platforms.

## Installing RealVideo Encoder

You can download the RealVideo Encoder from the Progressive Networks Web site or install it from the RealServer CD-ROM.

### To download the install program from the Internet:

1. With a Web browser, download the installer from the Progressive Networks Web site:  
  
**<http://www.real.com>**
2. When prompted, click the **Save to Disk** button and specify the temporary directory for the installation program. Note where you saved it.
3. In File Manager or Explorer, double-click the icon to activate the automated installation process.

### To install the RealServer setup program from CD-ROM:

1. Insert the CD-ROM into the drive.
2. In File Manager or Explorer, double-click **setup.exe** in the **\video\encoder\intel-nt** directory of the RealServer CD-ROM to activate the automated installation process.

**To install the encoder:**

1. Close any other applications that may be open Click the **Next** button.
2. To accept the terms and conditions for installing the Encoder, click the **Next** button.
3. Enter you name, company or organization name, and e-mail address. Then click the **Next** button.
4. Enter the directory into which you want to install the Encoder files.
5. If you are installing over an existing RealVideo Encoder for which you have defined custom styles (templates), select **Keep Existing Styles** if you want to preserve the custom styles.
6. To finish the installation, click the **Finish** button.
7. Click the **OK** button.

The following files are installed in the RealVideo Encoder directory (\\Real\\RVEncode by default):

<b>File</b>	<b>Description</b>
<b>encllc</b>	An ASCII text file that contains the license agreement for the encoder.
<b>EX-RM.prm</b>	Adobe Premiere plug-in.
<b>graphic.gif</b>	RealVideo logo.
<b>Readme.htm</b>	Information about Encoder installation and operation.
<b>Rmdump.exe</b>	A utility used to examine the contents of a RealVideo file.
<b>rmedit.exe</b>	A utility used to modify the title, author, copyright, comment, mime type, or stream name of a RealVideo file.

<b>File</b>	<b>Description</b>
<b>rmevents.dll</b>	A dynamic link library used by the rmmerge utility.
<b>rmimap.dll</b>	A dynamic link library used by the rmmerge utility.
<b>rmmerge.exe</b>	A utility used to create a Synchronized Multimedia presentation.
<b>rpmaste.exe</b>	A utility used to re-sort from bandwidth to timestamp order.
<b>rvbatch.exe</b>	Lets you run the encoder from a batch file as a command-line tool.
<b>rvencode.exe</b>	The RealVideo Encoder executable.
<b>rvslta</b>	Simulated Live Transfer Agent.

# Encoding RealVideo Clips

RealVideo Encoder enables you to compress video files or input from a video device into one or more RealVideo formats. Output can be sent to a file or directly to RealServer for live broadcasting. You can select input files by browsing from within the Encoder, or you can drag-and-drop files for automated processing. The Encoder window displays information about input and output file formats and has fields for entering descriptive information.

This chapter details RealVideo Encoder operations, including supported input data formats, output options, and how to achieve the best possible audio and video quality.

Some video editing programs can encode and write files in RealVideo format. For example a RealVideo Encoder Plug-in is available for Adobe Premiere.

There is a difference between encoding from a live source and broadcasting a live event. Live encoding requires special license purchased with your RealServer. For information about serving a live stream refer to “Delivering Live Content” on page 76.

## System Requirements

For information on system requirement for RealVideo Encoder, refer to "RealVideo Encoder Requirements" on page 16.

## Source Files

RealVideo content may be created either from previously recorded digital video files or from an external video source. The Encoder does not support

compressed input files. Use a third-party editing utility to convert non-supported formats to a supported format.

The following inputs are supported:

- AVI
- QuickTime

## AVI Files

RealVideo Encoder accepts compressed or uncompressed format (it is recommended that you use uncompressed formats).

The following are AVI requirements:

- The AVI file must have a color depth of 24-bits.
- The standard video frame size is 176 x 144.
- Height and width must both be divisible by 16 or can be 160 x 120.
- Indeo drivers must be installed on your machine for the encoder to be able to open the AVI. Typically, if you captured the AVI on the same machine as the encoder, the encoder has no problem opening it. Otherwise the Indeo drivers are available from Intel.

**To determine if you have the AVI video codec for a particular AVI file:**

1. Right-click the file name.
2. Click **Properties**.

3. Click the **Details** tab. Look at the Video Format field.



If the Video Format field says "Unknown format" most likely the corresponding AVI video codec is not installed.

4. If the Video Format field lists a format, click the **Preview** tab.



You should be able to view the video in the preview window.

**Note** If you can preview the video, and still receive an error when encoding the AVI file, the file may not be in 24-bit color. You can convert the file to 24-bit file using a third-party video editing tool.

## QuickTime or .MOV files

RealVideo Encoder for Windows accepts uncompressed 24-bit RGB QuickTime video files containing 8- or 16-bit mono and stereo audio. RealVideo Encoder for Macintosh also accepts compress QuickTime files.

## Image Size

RealVideo Encoder supports any size image that is a multiple of sixteen pixels. The most standard size is 176 pixels by 144 pixels. An image size of 160 x 120 is also supported.

## Producing High Quality Video

To create the best possible streaming video, you must start with the best possible source material. Different video formats yield different qualities when digitized. Because RealVideo compression algorithms are lossy, some of the information contained in your original input is not included in the reconstructed signal sent to RealPlayer.

The common video formats in order of quality are:

1. Betacam-sp, also known simply as Beta. This format is common among video production professionals.
2. Laserdisc
3. S-VHS or Super-VHS
4. VHS

Satellite television services (e.g. Direct TV) have extremely high quality video. Their feed quality typically exceeds that of Laserdisc.

Video playback devices commonly have two types of video outputs, S-video and composite. S-video produces better results.

### Live Capture-to-File

If you have a real-time capture station, you can use it to capture and compress directly into RealVideo format. To do this, use your live feed or the output of a video player (Beta, S-VHS, Laser Disc, etc.) and set the encoder to capture to file instead of capture to a live server feed. This has the advantage of eliminating the need to create and store intermediate AVI files which are very large and take considerable disk space. It is also the fastest way to capture for things like breaking news clips when time-to-post is important.

### Editing

Limited video editing tools are available with RealVideo. For more information, refer to “Editing Video Files” on page 46. For more advanced editing features the following programs are recommended:

- Adobe Premiere
- In:sync Kohesion

RealVideo Encoder installs an Adobe Premiere plug-in, allowing you to encode directly from Premiere.

### Producing High Quality Audio

- Use high quality source files.
- When possible, digitize the sound to a supported file format. Then pre-process the file with a sound editing program. Set the amplitude of your input signal to maximize the use of the available dynamic range.
- Eliminate any DC offset either while recording content or later with an audio editor. This removes low frequency noise.
- Use a CD quality sampling rate (44.1 kHz), sampling width (16-bit) and two channels when creating an input file that you intend to encode using multiple audio codecs. To ensure that the audio stays synchronized with video or other time critical media, use the following sampling rates for your source audio:

Codec	Sampling Rate
14.4	8, 16 or 32 kHz
15.2 Kbps voice	8, 16 or 32 kHz
6.5 Kbps voice	8, 16 or 32 kHz
8.5 Kbps voice	8, 16 or 32 kHz
8 Kbps music	8, 16 or 32 kHz
12 Kbps music	8, 16 or 32 kHz
16 Kbps music High response	11.025, 22.05 or 44.1 kHz
16 Kbps music Med response	11.025, 22.05 or 44.1 kHz
16 Kbps music Low response	8, 16 or 32 kHz
20 Kbps music stereo	8, 16 or 32 kHz
40 Kbps music mono	11.025, 22.05 or 44.1 kHz
40 Kbps music stereo	8, 16 or 32 kHz
80 Kbps music mono	11.025, 22.05 or 44.1 kHz
80 Kbps music stereo	8, 16 or 32 kHz

- The source files should contain signals of the maximum allowable amplitude. If the full amplitude range is not used, the resulting RealVideo files may sound flat. Adjust the range using a sound editor before encoding the file. Some sound editors have a **Normalize** function that maximizes levels automatically.
- If your original audio file signal exceeds the acceptable amplitude range, the file may contain “clipping.” Clipping can give rise to clicks or pops on playback. If your source file contains a clipped signal, your final RealVideo file will have high-frequency background noise or static.
- When encoding live-source audio, you have less opportunity to manipulate your input signal. Be sure that volume levels are prepared and tested. If you are not doing a live broadcast, you may want to record your input as a .wav or .au file so that you may digitally edit it prior to compression.
- Cut any unnecessarily long silences from the beginning or end of the output file to conserve space.

## Encoding Templates

Before you begin encoding, you must make decisions about the appropriate settings for different types of audio and video input. Progressive Networks has supplied several pre-defined encoding templates to assist users in making those decisions. You can select from the pre-defined templates, adjust those templates or define a new template for the type of content you are encoding. For a list of templates, refer to “Pre-Defined Templates” on page 29. For information about creating templates, refer to “Creating Templates” on page 42.

Each template is optimized for a particular type of audio and video content as well as for bandwidth. Select one or more templates that best suit your needs.

RealServer can deliver clips encoded using multiple templates. In this way, you can reach the widest possible audience while still providing high-bandwidth users with the best listening experience. Using **Bandwidth Negotiation**, you can configure your site to automatically serve the appropriately encoded file.

For more information about Bandwidth Negotiation, refer to “Bandwidth Negotiation” on page 67 for RealVideo.

### Pre-Defined Templates

Below are the default settings for some common content types found in RealVideo Encoder. If one of the following templates does not achieve the effect you are looking for, try creating a new template by basing it on a pre-defined template and then modifying the settings.

**Note** It is recommended that you don't modify the pre-defined templates. If you want to change some of the settings, save the template as a new template. This way, you don't overwrite the pre-defined templates.

Template Name	Audio Codec	Video Bit Rate (Kbps)	Total Bit Rate (Kbps)	Video Quality	Frame Rate (fps)
High Action 28.8 w/ Music	8 Kbps music	11.0	19	100	.25
High Action 28.8 w/ Voice	6.5 Kbps voice	12.5	19	100	.25
Music Video 28.8, Emphasize Audio	12 Kbps music	7	19	100	.25
Music Video 28.8, Emphasize Video	8 Kbps music	11	19	100	Optimize
Talking Heads 28.8	6.5 Kbps voice	12.5	19	100	Optimize
High Action 56 (Fractal)	8.5 Kbps voice	36.5	45	70	10
High Action 56 w/ Music	16 Kbps music, High response	29	45	100	Optimize
High Action 56 w/ Voice	8.5 Kbps voice	36.5	45	100	Optimize
Music Video 56, Emphasize Audio	16 Kbps music, High response	29	45	100	Optimize
Music Video 56, Emphasize Video	12 Kbps music	33	45	100	Optimize
Talking Heads 56	8.5 Kbps voice	36.5	45	100	Optimize
High Action, 112, (Fractal)	12 Kbps music	78	90	70	15
LAN 250	40 Kbps music mono	210	250	100	Optimize
LAN 500	80 Kbps music mono	420	500	100	Optimize

\*Target Bandwidth indicates the minimum bandwidth necessary to play the file:

28.8 corresponds to a 28.8 Kbps modem

56.0 corresponds to an ISDN or 56 Kbps modem

112 corresponds to a Dual ISDN or T1 line

To prevent pitch shifting in audio resampling the following sample rates need to be used with the following codecs:

<b>Codec</b>	<b>Sample Rates</b>
14.4	8, 16 or 32 kHz
28.8	8, 16 or 32 kHz
6.5	8, 16 or 32 kHz
8.5	8, 16 or 32 kHz
Dolby 8 Kbps	8, 16 or 32 kHz
Dolby 12 Kbps	8, 16 or 32 kHz
Dolby 16 Kbps High response	11025, 22050 or 44100 Hz
Dolby 16 Kbps Med response	11025, 22050 or 44100 Hz
Dolby 16 Kbps Low response	8, 16 or 32 kHz
Dolby 20 Kbps stereo	8, 16 or 32 kHz
Dolby 40 Kbps	11025, 22050 or 44100 Hz
Dolby 40 Kbps stereo	8, 16 or 32 kHz
Dolby 80 Kbps	11025, 22050 or 44100 Hz
Dolby 80 Kbps stereo	8, 16 or 32 kHz

# RealVideo Encoder Plug-in for Adobe Premiere

RealVideo Encoder Plug-in for Adobe Premiere 4.2 exists for both Windows and Macintosh platforms. Currently, the Windows version is installed by RealVideo Encoder. The Windows Adobe Premiere plug-in is installed in the /Premiere/plugins directory. The Macintosh Adobe Premiere plug-in must be copied to the plug-in directory in the Premiere folder.

The RealVideo Encoder Adobe Premiere plug-in does not work with Adobe Premiere LE because Premiere LE does not support third party plug-ins.

## Supported File Formats

RealVideo Encoder Plug-in for Adobe Premiere supports all of the file types supported by Adobe Premiere.

Movie File Formats	Audio File Formats
Video for Windows (.avi)	Audio Interchange (.aif)
QuickTime for Windows (uncompressed) and Macintosh (.mov) (compressed and uncompressed)	Windows Waveform (.wav)
FilmStrip (.flm)	

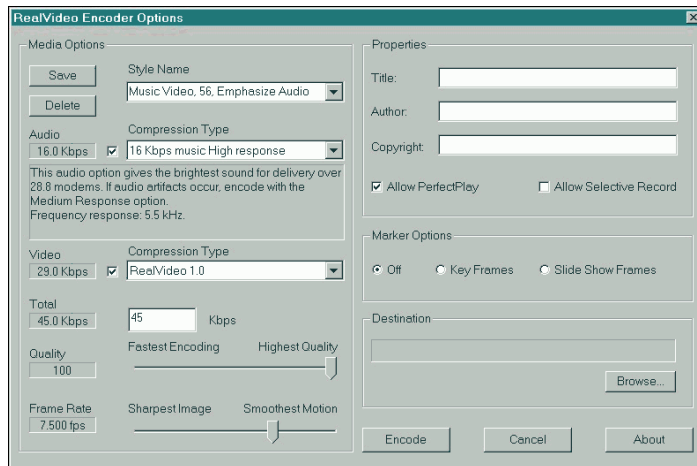
Audio source files must be sampled at 11, 22, or 44 kHz.

8-bit and 16-bit mono and stereo audio files are supported.

## Encoding with Adobe Premiere 4.2

### To encode audio and video files in Adobe Premiere 4.2:

1. Start Adobe Premiere 4.2.
2. Click **Open** from the File menu.
3. Select one of the supported file types. The file appears in the Clip window.
4. Select the Clip window.
5. Click **Export** from the File menu and select RealVideo Encoder. RealVideo Encoder Options window appears (Windows version):



6. In the media options pane, select one of the pre-installed styles. These styles are guidelines for creating content containing both audio and video. You can save your own styles, or delete styles that you do not use. If you delete a style you created yourself, it will be permanently deleted. If you delete a style which was installed by RealVideo Encoder, you can get it back by reinstalling RealVideo Encoder.
7. Once you have selected a style, you can change any of the settings for the audio codec, the video codec, the total bit rate, the Quality, or the Frame Rate.

8. In the properties pane, enter the Title, Author, and Copyright information for your output file. These fields are optional.
9. RealPlayer users with low bandwidth modems can experience files encoded for a higher bandwidth by partially downloading audio data before beginning playback. If you want to allow this, click the **Allow PerfectPlay** checkbox. This is the default setting.
10. If you want to allow RealPlayer Plus users to save your clip to disk, click the **Allow Selective Record** checkbox.
11. In the Marker Options frame, click the appropriate option. Refer to Marker Options for more information.
12. In the destination pane, click **Select** and enter the name of the output file.
13. Click the **Encode** button. Adobe Premiere begins encoding the file.
14. When the file is encoded, a Status dialog box appears, providing details about the encoded file. Click the **OK** button.
15. Play the encoded file using RealPlayer.

## Marker Options

Marker options allow you to take advantage of the Marker feature in Adobe Premiere.

- Click **Off** to encode the entire clip regardless of markers. Choosing this option means that you don't have control over which frames get encoded.
- Click **Key Frames** to encode a marked file. Choosing this option will ensure that all frames that are marked are encoded.
- Click **Slide Show Frames** to encode only the marked frames. Choosing this option allows you to create slide shows out of video files and gives you control over exactly which frames you want to use.

Refer to your Adobe Premiere documentation for information on how to set and clear numbered and unnumbered markers. The plug-in recognizes both Premiere's numbered (up to 10 available) and unnumbered markers (up to 1000 available).

## Using RealVideo Encoder for Windows and Macintosh

RealVideo Encoder for Windows can do static and live encoding. Whether or not you will be able to do live encoding depends on the license key for your RealServer. RealVideo Encoder for Macintosh does static encoding only.

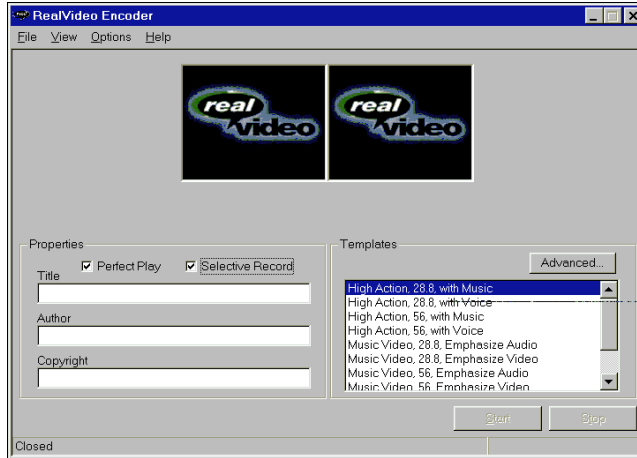
RealVideo Encoder converts video in common file formats to RealVideo format. You specify the input source and output file, and you can specify options such as the compression type and copyright string to be included in the output file. For a list of supported input formats, see “Source Files” on page 23.

Progressive Networks has supplied several pre-defined encoding templates to assist users in determining the appropriate settings for different types of video input. You can select a pre-defined template or define a template specifically for the type of video you are encoding. For more information, refer to “Encoding Templates” on page 29 and “Creating Templates” on page 42.

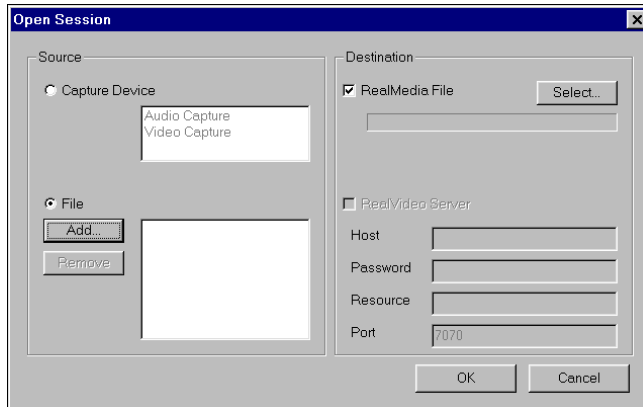
**Note** If you have the appropriate license key for RealServer, RealVideo Encoder can deliver live content for broadcasting live events. For information about RealVideo Live Encoder for Windows, refer to “RealVideo Live Encoder for Windows,” on page 83.

**To encode a file using RealVideo Encoder for Windows:**

1. Start RealVideo Encoder. RealVideo Encoder window opens:



2. Click **Open Session** from the File menu. The Open Session window appears:

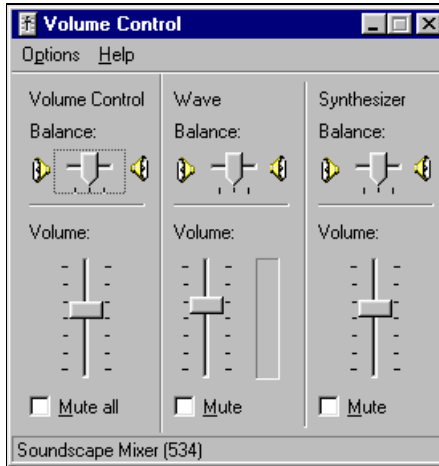


3. In the source pane, verify that **File** is selected.
4. Click the **Add** button. The Add Source File dialog box appears.
5. Select the file you want to encode. Click the **Open** button.
6. In the destination pane, verify that a check appears in **RealMedia File** checkbox.

7. Click the **Select** button. The Select Destination File dialog appears.
8. Enter the destination file name.
9. Click the **Save** button.
10. Click the **OK** button. The Open Session window closes.
11. In the properties pane, enter the Title, Author, and Copyright information for your output file. These fields are optional.
12. If you want to allow RealPlayer users with low bandwidth modems to experience RealVideo files encoded for a higher bandwidth by partially downloading video data before beginning playback, click the **PerfectPlay** checkbox.
13. If you want to allow RealPlayer and RealPlayer Plus users to save your RealVideo signal to disk, click the **Selective Record** checkbox.
14. In the templates pane, select the templates with which to encode the file. For more information, refer to “Encoding Templates” on page 29.

If you want to create your own template, click the **Advanced** button. Refer to “Creating New Templates” on page 44.

15. If you want to control the volume, select **Volume Control** from the Options menu. The Volume Control window displays. You can adjust the volume using the controls.



16. If you want to crop the image, select **Crop Input Image** from the Options menu. The Image Cropping window displays. Notice the crop lines around the image. These lines show the portion of the image that will be encoded. Use the Left, Top, Width, and Height up and down arrows to adjust the size and location of the crop lines.



17. Click the **Start** button to start the encoding process. When the file is encoded, an Encoding Complete message appears indicating the bit rate achieved.

**Note** If RealVideo Encoder is unable to encode the file within the selected bit rate, a message window appears. If the final bit rate is not acceptable to your needs, you need to re-encode the file with a different template.

18. View the encoded file with RealPlayer.

## Drag-and-Drop Encoding for Windows

RealVideo Encoder for Windows supports drag-and-drop encoding:

- Click an input-video-file icon and drag it onto an open Encoder window. This enters path and file name information into the appropriate Encoder fields. Then, you only need to enter the descriptive information and settings and click the **Start** button to begin the encoding process.

## Multi-Template Encoding and Bandwidth Negotiation

You can encode more than one RealMedia file at the same time using multi-template encoding. Encoding a single file using multiple templates generates multiple output files, either for testing or to allow the server to stream the best file for the user's stated bandwidth.

### To encode a file with multiple templates:

1. Click on the **template name** to select the first template.
2. Control-click on a second **template name**. Repeat this step until you have selected all the templates you want to use to encode.
3. Click the **Start** button. The Multiple Template Encoding dialog box displays with a list of the templates it will use to encode.
4. Verify that the **Enable Bandwidth Negotiation** box is checked. The files will automatically be named for the server.

5. Click the **Begin** button. The encoding process starts.
6. To view the status of the encoding, double-click on the **template name**. The Template Summary dialog box displays.
7. When the encoded is finished, you will be prompted:  

Multi-template encoding is completed.
8. Click the **OK** button.

## Command Line Encoding for Windows

In some situations you may find it convenient to encode live or on-demand content within the DOS command line. The following syntax is used:

```
RVBatch RVEncode.exe <options>
```

where *options* are any of RealVideo Encoder options described below.

Option	Description ( defaults in parenthesis )
/I	Use this option to specify an Input File
/O	Use this option to specify an outfile or dir - Output File Name or Directory (infile.rm or dir\YYYYMMDDHHMMSS.rm)
/L	Use this option to specify Use Live Input
/S	Use this option to specify "server[:port]/file" - Server Name, Port and File. (Port 7070)
/W	Use this option to specify password - Server Password
/D	Use this option to specify hhh:mm:ss - Maximum Encoding Duration (continuous)
/A	Use this option to specify an Audio Codec (0)
/V	Use this option to specify a Video Codec (0)
/F	Use this option to specify a framerate - Frame Rate. (Optimal)
/B	Use this option to specify Total Kbps for clip. (100)
/Q	Use this option to specify Quality 1-100. (100)
/T	Use this option to specify a Clip Title

Option	Description ( defaults in parenthesis )
/U	Use this option to specify a Clip Author
/C	Use this option to specify a Clip Copyright
/P	Use this option to Enable Perfect Play. Valid options are: 0 Disabled 1 Enabled (1)
/R	Use this option to Enable Selective Record. Valid options are: 0 Disabled 1 Enabled (0)
/X	Use this option to Enable Audio Encoding. Valid options are: 0 Disabled 1 Enabled (1)
/Y	Use this option to Enable Video Encoding. Valid options are: 0 Disabled 1 Enabled (1)
/?	Use this option to Display the HELP information

## Batch Encoding on Macintosh

Batch encoding on the Macintosh uses AppleScript. For more information, refer to:

**[www.real.com](http://www.real.com)**

## Creating Templates

Each template is comprised of an audio codec, video bit rate, total bit rate, quality and frame rate. The quality of RealVideo encoding is affected by these settings and by the actual content. Below are content elements that can affect the quality of a video encoding at 19 Kbps:

Content Type	Expected Encoding Results
Fixed camera shot, low motion	Clean frames, with high frame rates
Fixed camera shot, medium motion	Clean frames, somewhat lower frame rates
Multiple camera shots, low motion	Clean frames with 1 fps or less
Zoom with low motion	Clean frames with moderate frame rate
Fixed camera shot, high motion	Clean frames with moderate frame rate
Multiple camera shots, high motion	Clean frames with less than 1 fps

Subjective results based on content elements

RealVideo encoder produces significantly better frames with higher frame rates when used with bandwidths higher than 28.8 Kbps.

There are three parameters that can be adjusted to produce RealVideo: audio codec, video bit rate, and frame rate. When deciding which parameters to set, the total bit rate must be considered. The total bit rate is the actual bit rate at which the AVI is encoded. If the target bit rate is 28.8 Kbps, then the total bit rate should be 19 Kbps. The following are the recommended total bit rates for common bandwidths.

Target Bit Rate	Total Bit Rate
28.8 Kbps	19 Kbps
56.0 Kbps	45 Kbps
64.0 Kbps	56 Kbps
128.0 Kbps	105 Kbps

Target and total bit rates

After selecting the total bit rate according to the table above, choose an audio codec.

Parameter	Bandwidth	Audio Codec
0	6500 bps	6.5 Kbps voice
1	8500 bps	8.5 Kbps voice
2	16000 bps	16 Kbps music Low response
3	16000 bps	16 Kbps music Medium response
4	16000 bps	16 Kbps music High response
5	20000 bps	20 Kbps music stereo
6	40000 bps	40 Kbps music mono
7	4000 bps	40 Kbps music stereo
8	80000 bps	80 Kbps music mono
9	80000 bps	80 Kbps music stereo
10	8000 bps	8 Kbps music
11	12000 bps	12 Kbps music
12	15200 bps	15.2 Kbps voice

Since RealAudio codecs have discreet bandwidths, the video bit rate is the difference between the total bit rate and the bit rate of the chosen audio codec:

$$\text{Video Bit Rate} = (\text{Total Bit Rate}) - (\text{Bit Rate of Audio Codec})$$

In RealVideo Encoder, the video bit rate is calculated automatically. There are two video codecs:

Parameter	Video Codec
0	RealVideo (Standard)
1	RealVideo (Fractal)

Next choose a frame rate. Not all content types support high frame rates for a given bandwidth. The highest frame rate that can be achieved at 19 Kbps is 7.5 frames per second (fps) for Talking Head type content. Different content types require different frame rates. For example, while Talking Heads at 19 Kbps might support 7.5 fps, music videos only support 1 fps or less.

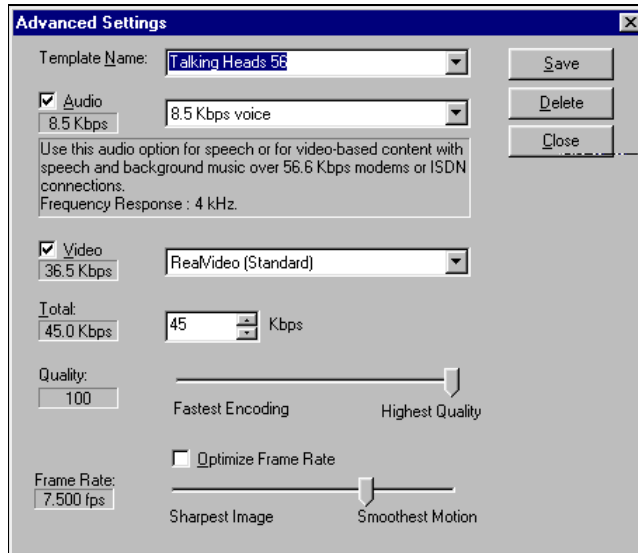
**Note** If you are getting high levels of latency, you are exceeding the bounds of your content type. To solve high latency:

- Choose optimize frame-rate. This lets the encoder adjust the frame rate.
- Reduce the screen size (176 x 144 is recommended). Use multiples of 16 in setting frame size.
- Lower the frame rate.

## Creating New Templates

### To create a new template:

1. In the templates pane, click the **Advanced** button. The Advanced Setting window appears:



2. In Windows, enter the name of the new template in the Template Name field. In Macintosh, select Custom and click the **Save** button. A dialog box will display. Enter the new template name and click the **OK** button.

**Note** It is recommended that you don't modify the pre-defined templates. If you want to change some of the settings, save the template as a new template. This way you don't overwrite the pre-defined templates

3. Select an audio codec.
4. Select a Video codec. RealVideo Encoder has two video codecs available, RealVideo (Standard) and RealVideo (Fractal). The bit rate of RealVideo 1.0 codec varies depending on the video codec and total bit rate selected.
5. Select the total bit rate for the encoded video file.
6. Select the Quality by moving the slider.

7. Select the Frame Rate by moving the slider. When using the RealVideo Standard video codec, you can select **Optimize Frame Rate** to let the encoder automatically select the frame rate.
8. Click the **Save** button to save the template.
9. Click the **Close** button to close the Advanced Settings window.

# Editing Video Files

If you want to edit your video files, you have two options—you can edit your .rm files, or you can edit your original source files.

## Editing Input Files

Editing the original source files is the editing method of choice. Encoded video is stored in indivisible clips of varying duration depending on the encoding algorithm and the video bit rate. This limits how precisely encoded video can be cut and pasted.

RealVideo Encoder is distributed with a Windows editing utility, RMTTools, and DOS: RMEdit, RMPaste and RMDump which enable simple editing of RealVideo files.

## Editing RealVideo Files in Windows

RMTTools, the Windows 95 and Windows NT editing utility, is installed with RealVideo Encoder. This utility enables you to perform three basic editing tasks:

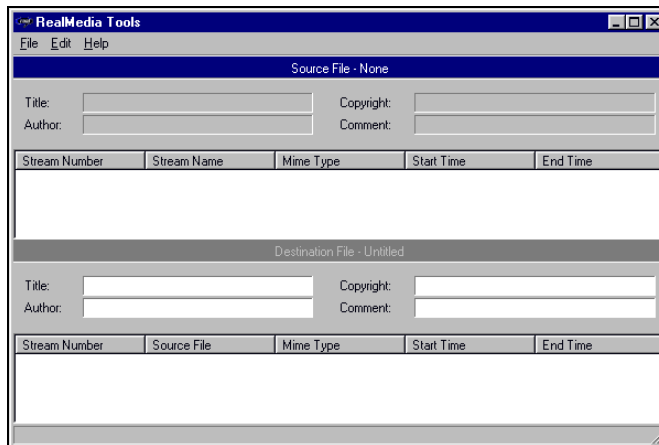
- Edit the file properties
- Examine the contents of a file
- Edit the data of a file.

## Editing File Properties

RMTools allows you to edit the static information about the file: title, author, copyright, and comment; and the stream name and mime type for each individual stream. You can also enable or disable PerfectPlay or Selective Record. Editing the file properties does not affect the data.

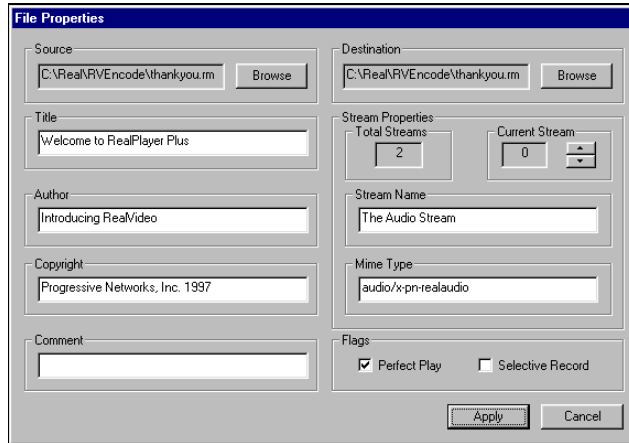
### To edit file properties of RealVideo files using RMTools:

1. Click the **Start** button. From **Programs**, select **Real**.
2. Select **RealMedia Tools**. The RealMedia Tools window appears. Notice the window is divided into two panes, the source file pane on top and the destination file pane on the bottom.



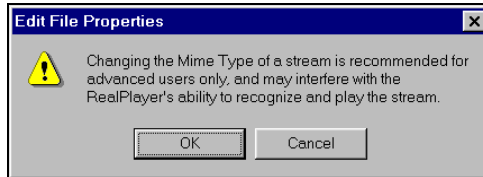
2. Select **Open Source** from the File menu. The Open File dialog box displays. Select the file you want to edit. The file properties information is displayed in the source file window. To sort by the stream attribute, click the column. You can also resize the columns by placing the cursor over the column border and then clicking-and-dragging.

3. Select **File Properties** from the Edit menu. The File Properties dialog box appears. The file name is displayed in the source box and in the destination box. New file names can be selected by clicking Browse and selecting a new file from the dialog box.



4. To save changes to the existing file, do not change the destination file name. To save the changes to a new file, click **Browse** to select or enter a different name in the destination box.
5. Type the new title name, author, copyright information, and any comment in the appropriate boxes. (You can also type a new title, author, copyright, or comment directly in the fields on the source and destination panes.)
6. The total number of streams is listed in the Stream Properties box. If you want to change the name or the mime type of one stream, select the stream to be changed by clicking the up or down arrow.
7. If you want to change the stream name, type the new name in the Stream Name box.

8. Changing the mime type is recommended for advanced users only. If you are certain you wish to change the mime type, type the new mime type in the Mime Type box. If you change the mime type, the following warning will appear after you have applied the changes.



9. RealPlayer users with low bandwidth modems can experience files encoded for a higher bandwidth by partially downloading audio data before beginning playback. If you want to allow this, check the **PerfectPlay** checkbox in the Flag box.
10. If you want to allow RealPlayer Plus users to save your clip to disk, check the **Selective Record** checkbox.
11. Click the **Apply** button. The changes are applied to the file and displayed in the source file pane of the RealMedia Tools window.

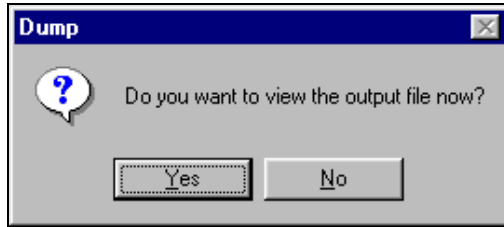
### Examining the Contents of a RealVideo File

RMTTools enables you to view the contents of an .rm file by dumping the contents to a text file. You can then edit or print the file as you would any other text file.

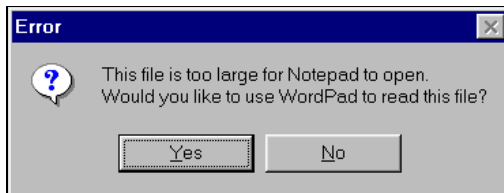
#### To examine the contents of a RealVideo file:

1. Select **New Session** from the **File** menu.
2. Open the Source file from the File menu. The file information is displayed in the source pane.
3. Select **Dump** from the File menu. The Dump As dialog box appears. The default name is the same as the source file name, with the extension changed to .txt. You may also select or enter another dump file name.

4. Click the **Save** button. You will be prompted to view the file now. Click the **Yes** button.



5. The following error message may appear. Click the **Yes** button. The Notepad or WordPad window displays the contents of the file. For an example of an .rm text file, refer to “Command Line Editing of RealVideo Files” on page 54.



6. You can view, edit, and print the file just as you would any other text file.

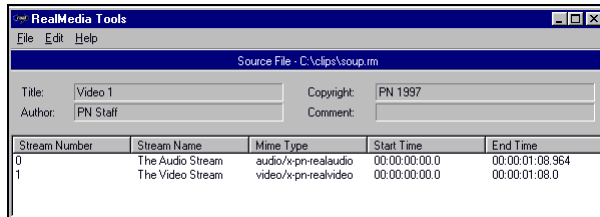
## Editing RealVideo Data

RMTTools allows simple editing of .rm files. You can put multiple clips in one file; you can shorten the length of a clip; and you can take a video stream from one file and add the audio stream from another file. When working with more than one file, streams of the same mime type must have the same encoding parameters if they are going to be pasted together.

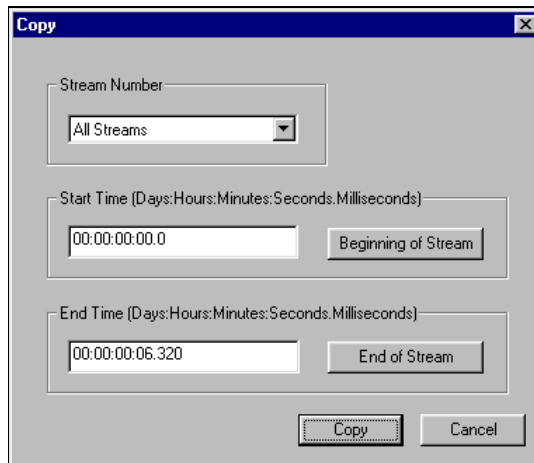
### To place two RealVideo clips in one file:

1. Select **New Session** from the File menu.
2. Select **Open Source** from the File menu. The Open File dialog box appears.

3. Select the file you want to edit. Click the **Open** button. The source file pane displays the stream number, the stream name, mime type, and the start and end times.

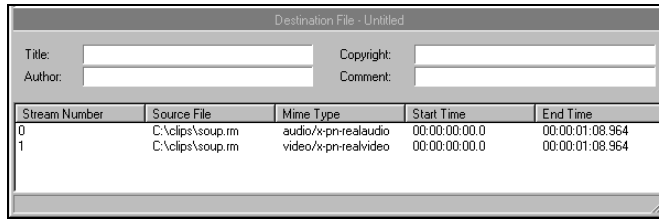


4. Select **Copy** from the Edit menu. The Copy dialog box appears.

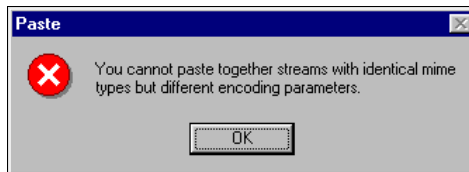


5. In the Stream Number box, accept the default, **All Streams**.
6. Do not change the start and end times. Click the **Copy** button.
7. Select **Paste** from the Edit menu. The Paste dialog box appears.

8. Click the **Paste** button. The destination pane displays the stream number, source file, mime type, start time and end time.



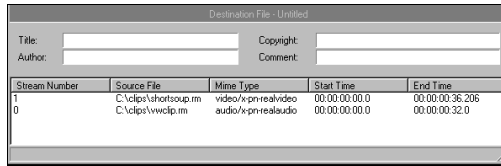
9. Right-click the source pane. A shortcut menu appears. Click **Open Source**. Choose a second clip to be added at the end of the first clip. (Both clips must have the same encoding parameters.)
10. Click the **Open** button. The source pane displays the information from the new file while the destination pane displays the information from the streams that were previously pasted.
11. Select **Copy** from the Edit menu.
12. Accept the default, **All Streams**, and the start and end times. Click the **Apply** button.
13. Right-click the destination pane. A shortcut menu appears. Click the **Paste** button. The Paste dialog box appears. The previous end time displays as the new start time.
14. Click the **Paste** button. The second clip is listed below the first clip.
15. If the following warning displays, you must select a different clip or re-encode the clip so that the encoding parameters are the same.



16. Select **Save As** from the File menu. The Save As dialog box appears.
17. Type the new file name. Click the **Save** button.
18. Use RealPlayer to view the new file.

**To put the video stream of one file with the audio stream of another:**

1. Select **New Session** from the **File** menu.
2. Select **Open Source** from the **File** menu. The Open File dialog box appears.
3. Select the first file you want to edit. Click the **Open** button. The source file pane displays the information from the file.
4. Select **Copy** from the Edit menu. The Copy dialog box appears.
5. In the Stream Number box, select the stream that contains the video. Click **Copy**.
6. Select **Paste** from the Edit menu. The Paste dialog box appears.
7. Click **Paste**. The destination pane displays the information from the new file. Notice only the video stream has been pasted into the destination pane.
8. Right-click the source file pane. A shortcut menu appears. Click **Open Source**.
9. Choose a second file with the same encoding parameters as the first clip, and of approximately the same duration. Click the **Open** button. The source pane displays the information from the file.
10. Right-click the source pane. A shortcut menu appears. Click **Copy**. The Copy dialog box appears.
11. In the Stream Number box, select the stream that contains the audio.
12. Do not change the start and end times. Click **Copy**.
13. Right-click the destination pane. A shortcut menu appears. Click **Paste**. The Paste dialog box appears.
14. Click **Paste**. The audio stream is listed below the video stream. Notice both streams have the same start time, and should have similar end times.



15. Select **Save As** from the File menu. The Save As dialog box appears.
16. Type the new file name. Click the **Save** button.
17. Use RealPlayer to view the new file.

## Command Line Editing of RealVideo Files

The RealVideo file editing tools, RMCut, RMPaste, RMEdit, and RMDump are run from a DOS command line. The RMCut tool is used to cut a specific portion of a RealVideo file without changing the original source. The RMPaste tool is used to combine two or more RealVideo files. The RMEdit tool is used to modify the title, author, copyright, comment, mime type, or stream name. It can also be used to print the current values for the file or stream. The RMDump tool is used to examine the contents of a RealVideo file.

### Editing RealVideo Files

RMEdit has five separate forms. The first form modifies any or all of the title, author, copyright, and comment for the file.

```
rmedit -i <input> -o <output> [-t <title>]
[-a <author>] [-c <copyright>] [-C <comment>]
```

The second form modifies any or all of mime type and stream name for the selected stream.

```
rmedit -i <input> -o <output> (-S <stream number>
[-m <mimetype>] [-s <stream name>])
```

The third form prints out the current values for the file and for each stream that RMEdit is capable of modifying.

```
rmedit -i <input>
```

The fourth form sets or clears Perfect Play mode and Selective Record.

```
rmedit -i <input> -o <output> [-r [ON|OFF]] [-p  
[ON|OFF]]
```

The fifth form prints the RMDump version and copyright notice.

```
rmedit -v
```

where:

<input> is the path and file name to the input file.  
<output> is the path to the output file that contains the edited file.  
<title> is the title text.  
<author> is the author text.  
<copyright> is the copyright text.  
<comment> is the comment text.  
<stream number> is the stream number for the following two parameters. (May be repeated for any number of streams.)  
<mimetype> is the mimetype for a specified stream.  
<stream name> is the stream name for a specified stream.  
-v prints the RMDump version and copyright notice.  
-p is the perfect play mode.  
-r is the set/clears selective record.

**Note** Only valid mime types (those accepted by the player) should be entered in the mime type field.

**Note** Input and output file names must not be the same.

The following examples demonstrate the use of the RMEdit tool:

1. To create a new file modifying the title, enter:

```
rmedit -i original.rm -onewfile.rm -t "My New  
Title"
```

2. To change the stream name of stream 1, enter:

```
rmedit -i original.rm -onewfile.rm -s1 \  
-s "New Stream Name"
```

3. To display the current contents of the file, enter:

```
rmedit -i original.rm
```

**Note** Long file names are acceptable, but file names containing spaces must be contained in quotes.

## Cutting RealVideo Files

Use the RMCut tool to cut a specific portion of a RealVideo file without modifying the original source. A cut is made by setting the start and end times for individual streams. Not entering a start time defaults to the beginning of the file and likewise, not entering an end time defaults to the end of the file. RMCut can be used without RMPaste to remove the front or end of a file.

### To create a copy of a piece of a RealVideo file:

1. View your original RealVideo file to determine the start and end times of the segment you want to copy (you can read the times on the status bar of RealPlayer).

2. Create a copy by typing:

```
rncut -i <input> ([-S <stream>] [-s <start>] \ [-e <end>]) -o <output> -v
```

where:

<input > is the path to the input file

<stream> is the stream number. If not specified, all streams are used. It can be repeated to grab one or more streams.

<start> is the start time in

Days:Hours:Minutes:Seconds.Milliseconds format. If missing, this parameter defaults to the beginning of the file.

<end> is the end time in Days:Hours:Minutes:Seconds.Milliseconds format. If missing, this parameter defaults to the end of the start+input length. (Multiple start end sequences can be used to cut discontinuous portions of the stream.)

<output > is the path to the output file that contains the edited file.

-v is the print version and copyright notice

**Note** An image map stream's start and end times must go from the beginning to the end of the file. Use RMCut to strip out the image map before working

with the RealVideo file. Then, to alter and re-merge the image map file with the video image, refer to “Image Maps” on page 62.

The following examples demonstrate the use of the RMCut tool.

1. To create a new file with only stream zero, enter:

```
rmcut -i source.rm -o cutfile.rm -S0
```

2. To create a new file with the first 30 seconds of stream 0:

```
rmcut -i source.rm -o cutfile.rm -s0.0 -e30.0
```

3. To create a new file with the first 30 second of stream 0 and with the first 45 seconds of stream 1, enter:

```
rmcut -i source.rm -o cutfile.rm \  
-S0 -s0.0 -S1 -s0.0 -e45.0
```

## Examining the Contents of RealVideo Files

RMDump is used to examine the contents of a RealVideo file. RMDump accepts two input parameters: the input file and the output file.

To use RMDump, type:

```
rmdump -i <infile> -o <outfile>  
rmdump -v
```

Where:

<infile> is the input .rm extension file

<outfile> is the output text file (use a text editor to view)

<-v> prints the RMDump version and copyright notice.

An example of how to run RMDump is shown below:

### Example

```
>rmdump -i input.rm -o out.txt  
dumping input.rm to out.txt . . .  
dumping realmedia headers . . .  
dumping stream packets  
dumping stream 0 . . .  
dumping stream 1 . . .  
done  
! Elapsed time = 556 milliseconds
```

The next step is to use an editor like Notepad on Windows NT/95 to examine the contents of the RMDump.

```
RealMedia File: input.rm
=====
RM_HEADER_OBJECT
... deleted to save space ...
=====
RM_PROPERTIES_OBJECT
... deleted to save space ...
=====
RM_CONTENT_OBJECT
... deleted to save space ...
=====
RM_MEDIA_PROPERTIES_OBJECT
object_id: 0x4D445052 (RPDM)
size: 155 bytes
object version: 0
stream_number: 0
max_bit_rate: 12062 bps
avg_bit_rate: 12062 bps
max_packet_size: 288 bytes
avg_packet_size: 288 bytes
start time: 0 milliseconds
preroll: 191 milliseconds
duration: 224898 milliseconds
stream_name: The Audio Stream
mime_type: audio/x-pn-realaudio
type_specific_length: 73
=====
RM_MEDIA_PROPERTIES_OBJECT
object_id: 0x4D445052 (RPDM)
size: 116 bytes
object version: 0
stream_number: 1
max_bit_rate: 7000 bps
avg_bit_rate: 7000 bps
max_packet_size: 668 bytes
avg_packet_size: 564 bytes
start time: 0 milliseconds
preroll: 3474 milliseconds
duration: 228000 milliseconds
stream_name: The Video Stream
mime_type: video/x-pn-realvideo
type_specific_length: 34
=====
RM_DATA_OBJECT
```

```
... deleted to save space ...
=====
Seek Time: 1 with reqtime = 0 and actualtime = 0
packet 0: stream 0 timestamp 0 size: 288 keyframe
packet 1: stream 1 timestamp 0 size: 639 keyframe
packet 2: stream 1 timestamp 0 size: 619 keyframe
packet 3: stream 1 timestamp 0 size: 599 keyframe
packet 4: stream 1 timestamp 0 size: 544 keyframe
packet 5: stream 1 timestamp 0 size: 639 keyframe
packet 6: stream 0 timestamp 192 size: 288 keyframe
packet 7: stream 0 timestamp 384 size: 288 keyframe
packet 8: stream 0 timestamp 575 size: 288 keyframe
packet 9: stream 0 timestamp 767 size: 288 keyframe
packet 10: stream 0 timestamp 958 size: 288 keyframe
packet 11: stream 0 timestamp 1150 size: 288 keyframe
packet 12: stream 0 timestamp 1341 size: 288 keyframe
packet 13: stream 0 timestamp 1533 size: 288 keyframe
packet 14: stream 0 timestamp 1724 size: 288 keyframe
packet 15: stream 0 timestamp 1916 size: 288 keyframe
packet 16: stream 0 timestamp 2108 size: 288 keyframe
packet 17: stream 0 timestamp 2299 size: 288 keyframe
packet 18: stream 0 timestamp 2491 size: 288 keyframe
```

The RM\_MEDIA\_PROPERTIES\_OBJECT sections describe the stream type and stream number for each stream.

- The keyframe field is used to identify the start of a series of related packets.
- Keyframes are sometimes too large to form a single packet. In this case multiple keyframes will be seen with the same timestamps.
- Some codecs produce packets with the keyframe flag always set. And others produce a mixture of keyframe and non keyframe packets.
- Packet sizes can be identical in size or vary in size within a single stream.
- The RM\_MEDIA\_PROPERTIES\_OBJECT sections contain attributes of each stream which include:
  1. The stream number.
  2. The stream type.
  3. The total stream type (audio or video).
  4. The total duration of the stream in milliseconds.
  5. The preroll which describes how long to load buffers into the player before playing the stream.

## Combining RealVideo Files

RMPaste assumes that streams on the input side are joined to streams on the output side based upon their mime types. Start and End times are specified to map the input file, which may contain one or more streams, to a new time range in the output file. Only one file can use default start and end times. Start and end times must not overlap. If streams overlap, packets from both streams are intermingled based upon timestamp.

```
rmpaste (-i <input> [-s <start>] [-e <end>]  
[-f <from stream> -t <to stream>]) -o <output> -v
```

where:

<input> is the path to the input file. There can be one or more -i -s -e parameters sequences.  
<start> is the start time in Days:Hours:Minutes:Seconds.Milliseconds format. If missing this parameter defaults to the beginning of the file.  
<end> is the end time in Days:Hours:Minutes:Seconds.Milliseconds format. If missing this parameter defaults to start+input length.  
<output> is the path to the output file that contains the edited file.  
<from stream> is the input stream number to be sent to the to stream.  
<to stream> is the output stream number.  
-v is the print version and copyright notice.

**Note** RMPaste can paste in additional streams and add to existing streams. When streams are pasted together, the timestamps must not overlap.

**Note** If multiple streams are in the input file and the timestamps of the streams do not start at the same time, the start time applies to the earliest stream in the file. The start time plus the difference between the streams first packet is used for the remaining streams. See first example.

The following examples demonstrate the use of the RMPaste tool:

1. If you cut three streams from a source file using:

```
rncut -i source.rm -o cutfile1.rm \  
-S0 -s10.0 -S1 -s20.0 -S2 -s30.0
```

resulting in an output file like:

Times

Stream0:	0.3	1.1	....
Stream1:	10.4	12.4	....
Stream2:	22.0	32.0	....

and mapped it using:

```
rmpaste -i cutfile1.rm -s5.0 \  
-i cutfile2.rm -e5.0 \  
-o paste.rm
```

the new stream times for cutfile1.rm would be:

Times

Stream0:	5.3	6.1	....
Stream1:	15.4	17.4	....
Stream2:	27.0	37.0	....

with cutfile2.rm placed from the beginning of the file to 5 seconds into the file. (packets not shown)

2. To create a new file using the first 60 seconds of the source.rm file swapping the first 45 seconds with the next 15 seconds in the file enter:

```
rmcut -i source.rm -o cutfile1.rm -s0.0 -e45.0  
rmcut -i source.rm -o cutfile2.rm -s45.0 -e60.0  
rmpaste -onewfile.rm -icutfile2.rm -s0.0 -e15.0 \  
-icutfile1.rm -s15.0 -e60.0
```

3. To add a new stream to an existing file:

```
rmpaste -ioriginal.rm -inewstream.rm -onewfile.rm
```

## Image Maps

"Click-able" image maps allow users to interact with the video content by adding image-specific video seeking and URL commands. Image maps are fully customizable; actions can be connected to rectangular, circular or polygonal content regions and can be varied over specific user defined time intervals.

### To create Image Maps:

1. Create an Image Map File (text file).
2. Merge the Image Map file (with a .rm file).

## Creating an Image Map File

Image Map Files are text files that have HTML-like tags which specify the location and action of each image map. Image map files should be created in a text editor and saved as text only.

All tags shown below are required unless otherwise stated. Negative values for numbers are not allowed.

### DURATION Tag

This tag must be at the beginning of the file. The DURATION tag specifies the amount of time from the start time of the first map to the end time of the last map in the file. The format is as follows:

DURATION=x:x:x:x

Tag Name	Description
DURATION	Times are specified in the following format: Days:Hours:Minutes:Seconds:MilliSeconds. All of these fields must be present. That means if you don't want to specify a particular setting, fill 0's in that space.

## MAP Tag

This line describes the overall properties of the image map. The format is as follows:

```
<MAP START=x:x:x:x END=x:x:x:x COORDS=x,y,x1,y1>
```

Tag Name	Description
START	Times are specified in the following format: Days:Hours:Minutes:Seconds:MilliSeconds. All of the these fields must be present. That means if you don't want to specify a particular setting, fill 0's in that space. If START contains all 0's then the start of the clip is assumed.
END	Times are specified in the following format: Days:Hours:Minutes:Seconds:MilliSeconds. All of the these fields must be present. That means if you don't want to specify a particular setting, fill 0's in that space. If END contains all 0's then the end of clip is assumed.
COORDS	Specifies the rectangle that this entire map is going to occupy. If you enter an area bigger than the entire display area, the entire area is active. Any area not located within this rectangle will be clipped.

You may have as many MAP tags in a file as you wish.

## AREA Tag

There can be 0 to 40 area lines in an image map. These lines describe the different regions that are active within an image map.

```
<AREA START=x:x:x:x END=x:x:x:x SHAPE=XXXX  
COORDS=x0,y0,x1,y1,x2,y2,...xn,yn action_tag ALT="" >
```

Tag Name	Description
START	<p>Specifies the start time of this area during the map. This field is optional; if you do not include a START time, the area begins at the beginning of the map time. Times are specified in the following format: Days:Hours:Minutes:Seconds:MilliSeconds. All of these fields must be present. That means if you don't want to specify a particular setting, fill 0's in that space. If START contains all 0's then the start of the current map is assumed.</p>
END	<p>Specifies the end time of this area during the map. This field is optional; if you do not include an END time, the area ends at the end of the map time. Times are specified in the following format: Days:Hours:Minutes:Seconds:MilliSeconds. All of these fields must be present. That means if you don't want to specify a particular setting, fill 0's in that space. If END contains all 0's then the end of map is assumed.</p> <p><b>Note</b> If the start and end times of an area are outside the start and end times of the map, then the start and end times of the map are used.</p>
SHAPE	<p>The XXXX for the SHAPE tag can be one of the following values: (CIRCLE, RECTANGLE, POLYGON).</p> <p>CIRCLE - COORDS tag should specify three values: centerX,centerY,radius</p> <p>RECTANGLE - COORDs tag should specify four values: left,top,right,bottom</p> <p>POLYGON - COORDs tag should specify at least 6 values (x and y coordinates for at least 3 points). These are the vertices for the polygon.</p>
action_tag	<p>The action_tag is one of the following: PLAYER, URL, SEEK.</p> <p>PLAYER - Used to specify a new stream to play with RealPlayer. For example: PLAYER="pnm://video.real.com/welcome.rm"</p> <p>URL - Used to specify a new URL to display in a browser. For example: URL="http://www.real.com"</p> <p>SEEK - Used to specify a time within the current clip to seek to. For example: SEEK=0:0:0:5:0.</p> <p>Note the format is just like the START and END tags.</p>
ALT	<p>The ALT tag contains text that appears in the status bar of the player when the mouse is over this AREA and it is active. If you want no text then use "" as shown above.</p>

### /MAP Tag

This line means you are done with the current image map.

### Example

```
DURATION=0:0:0:40:0
<MAP START=0:0:0:0:0 END=0:0:0:5:20 COORDS=0,0,100,100>
<AREA SHAPE=CIRCLE COORDS=50,50,10
    URL="http://www.real.com" ALT="Home Page">
</MAP>
<MAP START=0:0:0:5:20 END=0:0:0:20:3 COORDS=0,0,100,100>
<AREA SHAPE=RECTANGLE COORDS=0,0,50,50 SEEK=0:0:0:3:98
    ALT="Seek to a point in the clip">
</MAP>
<MAP START=0:0:0:20:3 END=0:0:0:40:0 COORDS=0,0,100,100>
<AREA END=0:0:0:30:0 SHAPE=POLYGON COORDS=0,50,50,0,100,50
    PLAYER="pnm://video.real.com/welcome.rm" ALT="">
<AREA START=0:0:0:31:0 SHAPE=POLYGON
    COORDS=0,25,25,0,100,50 SEEK=0:0:0:0:0 ALT="Rewind to
    Beginning">
</MAP>
```

## Merging an Image Map file with a Video Image

When you have finished creating the Image Map file, you convert the Image Map text file into a .rm file using the RMMerge tool that is installed with RealVideo Encoder. Then, you merge that .rm file with an encoded video (.rm) file.

### To convert the Image Map file into a .rm file:

1. From a DOS command line, change directories to the directory that RealVideo Encoder was installed, which by default is C:\REAL\RVENCODE
2. Enter the following command:  

```
rmmerge -f rmimap.dll image_map_text image_map_rm
```

Done..... appears when the image map text file has been converted to a .rm file.

**Note** If you receive the message Error Parsing file, verify that the Image Map file is saved as text only and the tags are used correctly.

3. Merge the Image Map .rm file with a video (.rm) file by typing the following command:

```
rmmerge image_map_rm video_rm final_rm
```

The final\_rm file contains your Image Map as well as the audio/video clip.

4. Verify the Image Map by playing the final\_rm file with RealPlayer.

## Modifying RealVideo File Descriptions

You can change the Title, Author, or Copyright text, and modify the Selective Record and PerfectPlay settings in a .rm file using several different methods:

Method	Description
RMTools	The is the editing tool available for Windows 95 and Windows NT.  Refer to “Editing File Properties” on page 46.
RMEdit Tool	This is a command line tool available for Windows.  Refer to “Command Line Editing of RealVideo Files” on page 54.
.ram File	Set the Title, Author, and Copyright text strings in the .ram file.  Refer to “Metafiles” on page 94.

## Bandwidth Negotiation

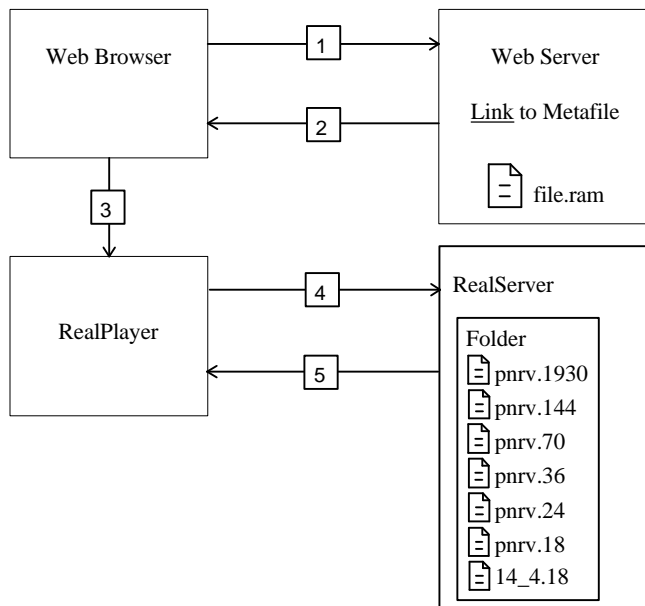
You can configure RealServer to deliver files encoded with different algorithms based on the bandwidth capability of the user's RealPlayer. The Player gets the best quality the connection can handle without having to explicitly choose among multiple links and Web pages. You can choose to provide as many versions of each file as you want. The bandwidth negotiation process is transparent to users.

Bandwidth negotiation requires only one link on your Web site to a particular clip. To provide content in multiple formats without bandwidth negotiation, your Web site must have a separate hypertext link and metafile for each format.

For information on using Bandwidth Negotiation with Synchronized Multimedia presentations, refer to "Using Synchronized Multimedia with Bandwidth Negotiation" on page 119.

The following diagram shows how RealPlayer and RealServer determine which file to play based on bandwidth.

File organization is the key to bandwidth negotiation. This figure shows a single link on a Web page, and seven available RealVideo files encoded using different algorithms.



The following steps correspond to the numbers in the figure:

1. The user clicks a link to a metafile on a Web page.
2. The Web server returns the metafile to the Web browser and based on the **.ram** file extension, sets the MIME type of the metafile to **audio/x-pn-RealAudio**.
3. The Web browser looks up the MIME type of the metafile, starts RealPlayer as a helper application, and passes it the metafile.
4. RealPlayer reads the first URL from the metafile and requests it from RealServer. Based on its preference settings, RealPlayer also sends a list of RealVideo compression types it supports.
5. RealServer checks the directory specified by the URL and begins streaming the highest bandwidth file supported by RealPlayer.

The following table shows the metafile for each bandwidth and connection for RealVideo clips.

<b>Connection</b>	<b>Bandwidth (bps)</b>	<b>File Name</b>
T1	1544000	pnrv.1930
Dual ISDN	115200	pnrv.144
Single ISDN	56700	pnrv.70
28.8	28800	pnrv.36
19.2	19200	pnrv.24
14.4	14400	pnrv.18

The following table shows the file formats that RealAudio Player version 1.0 through 3.0 requests and in what order they are requested:

Player Version	Bandwidth Setting	Files Requested
1.0	All	14_4.18
2.0	14.4	14_4.18
2.0	28.8, ISDN, T1	28_8.36 14_4.18
2.1	14.4	14_4.18
2.1	28.8, ISDN, T1	28_8.36 14_4.18
3.0	14.4	14_4.18
3.0	28.8	dnet.25 dnet.20 28_8.36 14_4.18
3.0	ISDN	dnet.50 dnet.25 dnet.20 28_8.36 14_4.18
3.0	T1	dnet.100 dnet.50 28_8.36 dnet.25 dnet.20 14_4.18

**Note** RealAudio Player 3.0 with a 28.8 Kbps connection always plays RealAudio 2.0 - 28.8 (28\_8.36) format if it is available. If you want to provide another 28.8 format such as 28.8 Stereo (dnet.25), do not also provide the 28\_8.36 format. If you do not provide any format supported by a Player, that Player receives a message to upgrade to the current Player release.

The following table shows the file formats that RealPlayer 4.0 requests from RealAudio servers 1.0 through 3.0, and RealServer in the order they are requested. The unshaded file formats can be played in real time. The file formats shaded in gray can be played, but the player will use a buffered playback mechanism to play the file.

T1/LAN	Dual ISDN	ISDN	28.8	19.2	14.4
pnrv.1930	pnrv.144	pnrv.70	pnrv.36	pnrv.24	pnrv.18
pnrv.144	dnet.100	dnet.50	dnet.25	dnet.20	dnet.15
dnet.100	pnrv.70	pnrv.36	pnrv.24	28_8.36	sipr.12
pnrv.70	dnet.50	dnet.25	dnet.20	pnrv.18	dnet10
dnet.50	pnrv.36	pnrv.24	28_8.36	dnet.15	sipr.10
pnrv.36	dnet.25	dnet.20	pnrv.18	sipr.12	1pcJ.18
dnet.25	pnrv.24	28_8.36	dnet.15	dnet10	28_8.36
pnrv.24	dnet.20	pnrv.18	sipr.12	sipr.10	dnet.20
dnet.20	28_8.36	dnet.15	dnet10	1pcJ.18	pnrv.24
28_8.36	pnrv.18	sipr.12	sipr.10	dnet.25	dnet.25
pnrv.18	dnet.15	dnet10	1pcJ.18	pnrv.36	pnrv.36
dnet.15	sipr.12	sipr.10	dnet.50	dnet.50	dnet.50
sipr.12	dnet10	1pcJ.18	pnrv.70	pnrv.70	pnrv.70
dnet10	sipr.10	dnet.100	dnet.100	dnet.100	dnet.100
sipr.10	1pcJ.18	pnrv.144	pnrv.144	pnrv.144	pnrv.144
1pcJ.18	pnrv.1930	pnrv.1930	pnrv.1930	pnrv.1930	pnrv.1930

## Bandwidth Negotiation Example

In this example, you deliver one of three RealVideo formats depending on the connection speed and RealPlayer version.

### To setup this example:

1. Encode the source file in the following formats:
  - RealMedia 19 Kbps Video - 6.5 Kbps Audio
  - 45 Kbps Video - 16 Kbps Audio
  - 100 Kbps Video - 40 Kbps Stereo

2. Create a metafile named **myvideo.rm** containing a URL such as:

```
pnm://www.real.com/music/myvideo.rm
```

3. Create a link to the metafile in a Web page. The following HTML code is a typical link:

```
<A HREF="http://www.real.com/myvideo.rm">  
Watch myvideo</A>
```

4. On RealServer computer, create a directory named **myvideo.rm** in the **/music** directory.
5. In this directory, store the three RealAudio files, renamed **pnrv.24**, etc. as shown in the previous table.

The file that is played depends on the Player connection and version:

- ISDN or faster connection with RealPlayer 3.0 or later: RealAudio 3.0 - ISDN Stereo format (**dnet.50**)
- 28.8 Kbps connection with RealAudio Player 3.0 or later: RealAudio 3.0 - 28.8 Stereo format (**dnet.25**)
- 14.4 Kbps connection with RealPlayer 3.0 or later: RealAudio 2.0 - 14.4 format (**14\_4.18**)
- 14.4 Kbps or faster connection with RealAudio Player version 2.1 and earlier: RealAudio 2.0 - 14.4 format (**14\_4.18**)

## RealVideo Content Creation for Internet Appliances and Set-top Boxes

Recently, there has been a significant increase in the number of appliances such as televisions, Internet phones etc. that are able to view content resident on servers on the World Wide Web. Increasingly, these appliances will also have the capability to view and play RealAudio and RealVideo content. While these devices may be able to play RealAudio or RealVideo, they are often constrained in various ways. Some examples of these constraints include:

- Their Internet connections are at relatively low bit rates.
- They may not have the capability to playback RealVideo.
- They may be able to playback content that uses only the RealVideo(Standard) codec.

To make your content accessible by this increasingly large user population, we strongly recommend creating content in a variety of formats that are playable both on RealAudio/RealVideo players running on PCs and workstations as well as appliances. To do so, you can take advantage of RealVideo's many codec offerings and do one or more of the following:

- If you choose to use the RealVideo(Fractal) codec to create high-quality, high bandwidth content, you may also wish to use the RealVideo(Standard) codec to create a lower bit-rate version of the same content. The same strategy could be used if you are creating high bandwidth content using RealVideo(Standard).
- Create links on your web-pages to audio only versions of video presentations. These audio only versions can be created at multiples bandwidths (using RealVideo bandwidth negotiation). You may also wish to create content using codecs that are part of RealAudio 3.0 to accommodate users that may have audio players.
- Another alternative would be to use bandwidth negotiation and create high bandwidth RealVideo content and low bandwidth RealAudio versions of the same content.

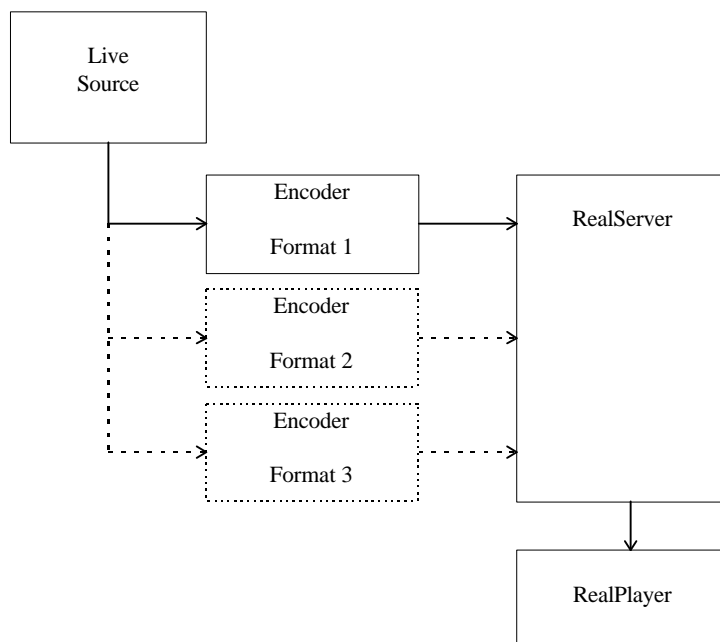
These options are well supported in the RealVideo encoder. As time progresses, making these options available on your site will only add to your audience.

# Live Broadcasting

With RealServer, you can send live events directly to user's computers, letting people enjoy music, speeches, and public events from their computers. Whether you are promoting a concert, holding a company meeting, or covering a campaign speech, you can use RealVideo to attract whole new audiences.

Broadcasting live requires using RealServer with a RealVideo Encoder for transmission over the Internet. If you choose, you can save the event to disk while you are broadcasting.

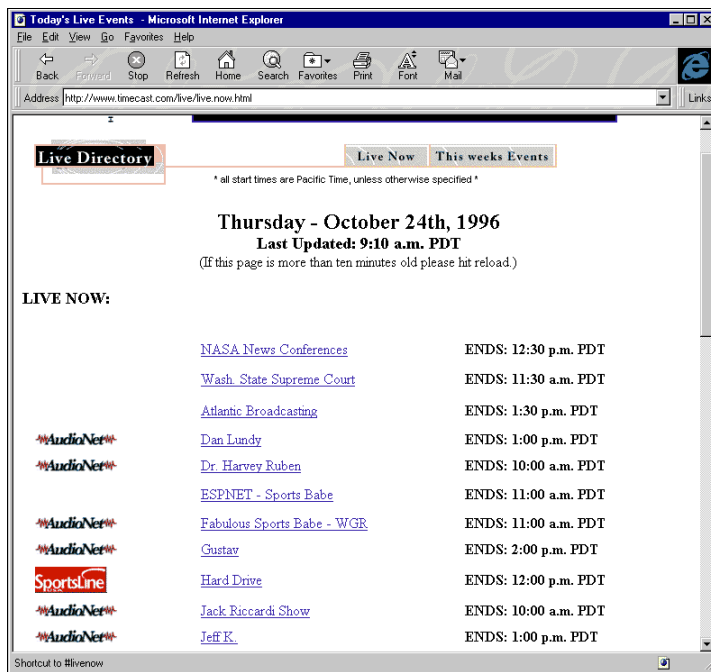
For each encoding algorithm that you want to broadcast live, you need an Encoder. For example, to offer a live broadcast in both RealAudio 2.0 - 28.8 and RealAudio 3.0 - 28.8 Stereo, you need to run two copies of RealAudio Encoder sending their output to RealServer. The bandwidth negotiation feature of RealServer automatically delivers the highest bandwidth signal supported by the Player.



# Advertising Your Live Event

If you want to advertise your live event, you can list it in Timecast: Your RealMedia Guide (<http://www.timecast.com>), Progressive Networks online resource for RealAudio and RealVideo sites and live events. Thousands of people use Timecast to determine what broadcasts are available. By listing your live event on Timecast, you can greatly increase your audience.

Your listing appears in the Live Directory:



There are two ways to list your live events.

- Fill out a Web form with the relevant information.
- Place special tags in your HTML code.

## Filling out a Web Form

Use the Web form (<http://www.real.com/live/addlive.html>) if you have only a few events or events/programs that occur at the same time each day, or once a week. On the Web form, you enter basic information about the event, such as name, complete URL, date and time of the event, and a short description. After submitting the form, the data is verified by a staff member of Timecast and posted on Timecast.

## Place Special Tags in your HTML Code

If you have several different events, you can save time by inserting special “live tags” in your HTML code. The live tags are placed within comment lines in the source html, so that they are invisible to your users. A software robot reads the information in the live tags and automatically enters the event(s) in Timecast.

### To advertise your live event using special tags:

1. On the web page with the link to your live event, insert the live tags using the following format:

```
<!--@Rastart event="Brief Event Description"
start="Thu, 11 Apr 1996 20:30:00 EST" -->
(some HTML that describes the event)
<!--@RAend-->
```

**Note** For more information about the live tag, refer to:  
<http://www.real.com/help/content/livetags.html>

2. Send e-mail to: *live\_event@prognnet.com*. Do not enter a subject. In the body of the e-mail, enter the complete URL for the page containing the live tags (for example: <http://www.real.com/example/tags.html>). A software Robot gathers the information in your live tags. The data is verified by a staff member of Timecast and posted.

**Note** It is VERY important that you include the full address, including the “http://” part. If you use frames, be sure to send the address for the event page that appears within a frame, not the HTML page that creates the frames.

# Delivering Live Content

RealVideo Encoders included with RealServer can deliver live content for broadcasting live events. The free RealAudio Encoder available from the Progressive Networks Web site does not support live delivery.

To deliver live content, you need:

- A live source
- A computer running a RealAudio or RealVideo Encoder
- A server running a RealServer

The computer running the encoder and the computer running RealServer can be on different platforms.

## Setting Up RealServer

To enable live delivery, be sure the following configuration settings are included in the RealServer configuration file:

- **PnaPort** - the port number to which the Encoder connects
- **EncoderPassword** - the password the Encoder uses to connect

You have the option of specifying that the Server saves the live content as a RealAudio file by setting the **LiveFileTarget** and **LiveFilePassword** configuration option.

## Connecting the Encoder to RealServer

The RealAudio and RealVideo Encoders translate the broadcast into one or more formats that RealServer can distribute over the Internet. As administrator of the RealServer, you must provide a way for Encoder to connect to

RealServer. You do this using the **PnaPort** and **EncoderPassword** configuration settings.

The **EncoderPassword** setting specifies the password the Encoder must use to connect to RealServer. Passwords are necessary to keep unauthorized users from connecting to the stream of your live broadcast. For example, if you have the setting:

```
EncoderPassword FrogNet
```

the person starting the Encoder must use the password `FrogNet` to start the Encoder.

Bandwidth negotiation during live events is a feature from RealAudio 3.0 that is no longer supported in RealServer. If you are using RealAudio 3.0, connect one encoder for each encoding algorithm you want to support. Specify the same file name as the output from each encoder. RealServer recognizes the format of each stream and directs it to RealPlayers requesting that format.

The **EncoderTimeout** configuration parameter specifies how long RealServer stays connected to an encoder that is not sending data.

## EncoderPassword

Password used by RealAudio Encoder, RealVideo Encoder, and the slta utility program to connect to RealServer.

Used by	<b>pnservice</b>
Default value	(none)
Range of values	Alpha-numeric string without spaces
Restart Server after change	No

```
EncoderPassword <password>
```

Note that the default setting of no password allows any RealAudio Encoder or RealVideo Encoder to connect to the server.

**Example**

```
EncoderPassword rmRecord1
```

## EncoderTimeout

The time in seconds that the Server will wait before disconnecting a RealAudio Encoder or RealVideo Encoder that is not sending data. If the connection to the Encoder is lost, the Server must disconnect before the Encoder can reconnect.

Used by	<b>pnserver</b>
Default value	30
Range of values	1 - 32767 seconds
Restart Server after change	No

```
EncoderTimeout <seconds>
```

Setting EncoderTimeout to less than 10 seconds is not recommended.

**Example**

```
EncoderTimeout 20
```

## RealVideo Live Broadcasts

With the appropriate RealServer license key, RealVideo Encoder can deliver live content for broadcasting live events.

**To deliver live content, you must:**

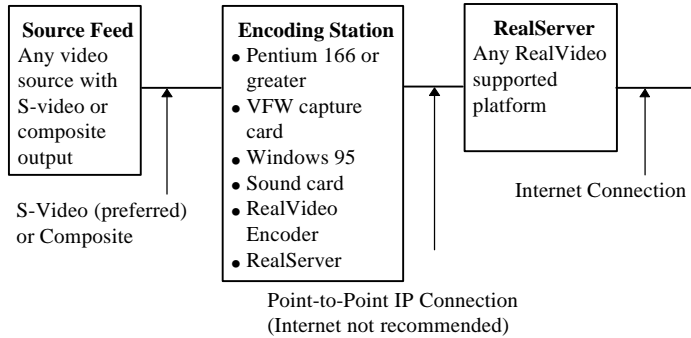
1. Install RealVideo encoder on the encoding machine.
2. Install RealServer on the serving machine. (It may be the same as the encoding machine.)
3. Attach your video source to the video capture card.
4. Set up your preferred audio device to your audio card (not the video card).

RealVideo Encoder and RealServer computers can be on different platforms.

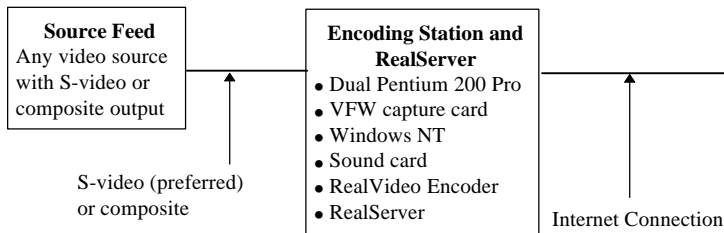
## System Requirements

Delivering live content at a higher frame rate requires a different system configuration than delivering live content at a low frame rate. Three recommended configurations are detailed below.

**Configuration 1: Low Frame Rate (<2 frames per second)**

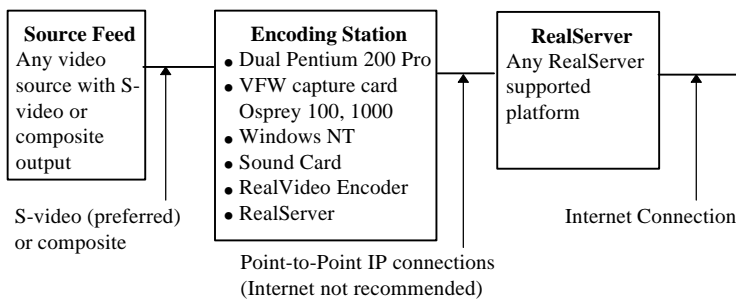


**Configuration 2: High frame rate (up to 10 frames per second\* <200 streams)**



\*Actual maximum frame rate is dependent on bit rate and content.

**Configuration 3: High frame rate (up to 15 frames per second)**



## Software Requirements

To broadcast live, the following software is required:

- RealVideo Encoder
- A minimum of a 60 stream RealServer
- RealPlayer

## Producing High Quality Live Content

- The average bit rate should be equal to the requested bit rate (the bit rate specified in the template). If the average bit rate exceeds the requested bit rate, you can:
  1. Switch to optimal frame rate.
  2. Use a lower bit rate audio codec.
  3. Use a higher requested bit rate.
- Audio quality is important when delivering live content. Setting the volume too low can result in a weak signal. Setting the volume too high can cause a distortion of the audio.
- Under no circumstance is loss of audio acceptable. If you experience audio loss in a live broadcast:
  1. Use optimal frame rate to ensure you don't send data at too high of a data rate.
  2. Test data with similar content before using a set frame rate.
  3. Lower the frame rate. If necessary, lower the video quality.
- Latency, the amount of time required for buffering the video, should not exceed 5-10 seconds when delivering live content.
- View the live content using a RealPlayer. This allows you to see how the live content looks when it is delivered.
- If you are not maintaining the required frame rate, reduce the system load by disabling the encoder preview window.

1. If you are having encoding problems you have five variables to adjust:
2. Frame size
3. Frame rate
4. Bit rate
5. Audio codec (portion of total bits)
6. Quality

You may need to experiment with these variables to achieve the overall effect you are after.

## Encoding Templates

Live encoding usually requires creating your own template. How you design your template depends largely on the power of your system. When encoding video frames that are 176 pixels by 144 pixels, a dual processor 200 MHz computer gives a good result with a frame rate of 4 fps, Quality 100, or with a frame rate of 9 fps, Quality 25. A single processor Pentium system gives a better result when set at 2-3 fps.

For more information about creating templates, refer to “Creating Templates” on page 42.

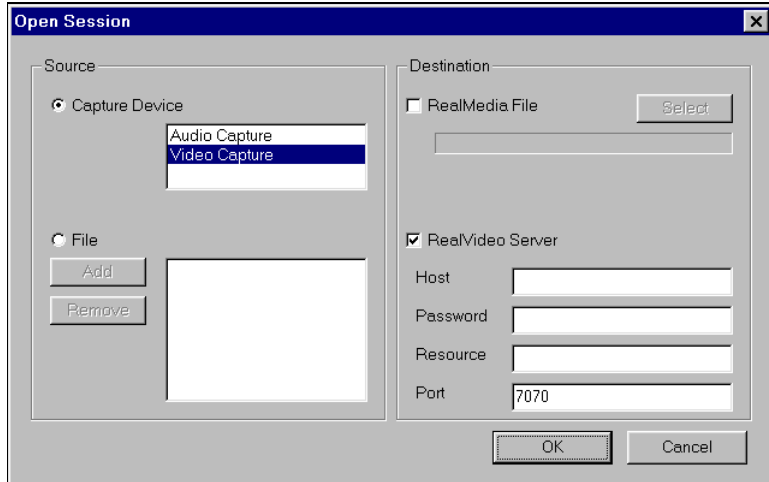
## Live RealVideo Encoder for Windows

RealVideo Encoder for Windows runs on Windows 95 and Windows NT.

To provide content in multiple compression algorithms, run multiple machines using RealVideo Encoder with the same input signal. All concurrently running copies of RealVideo Encoder should use identical settings except for **Compression Type** and stream name.

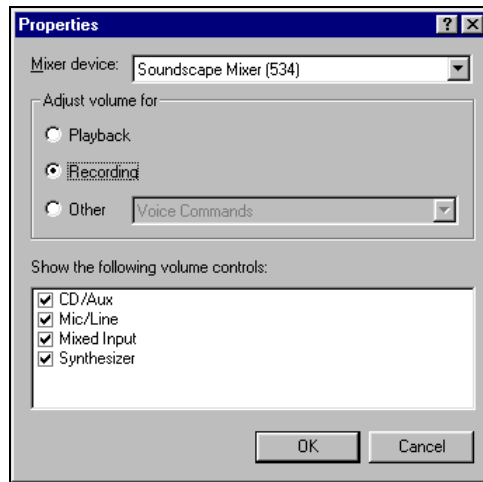
**To encode and broadcast live content in Windows:**

1. Start RealVideo Encoder. RealVideo Encoder window opens.
2. Click **Open Session** on the File menu. The Open Session window appears:

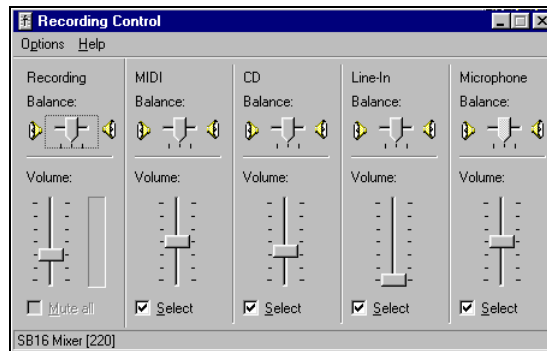


3. In the source pane, click the **Capture Device** button.
4. Click **Audio Capture** and **Video Capture**. Both audio and video must be captured together.
5. In the destination pane, click **RealServer** checkbox, a check appears in the box.
6. In the Host field, type the server name, IP address or machine name.
7. In the Password field, type the password. This field is optional.
8. In the Resource field, type the RealPlayer stream name.
9. Click the **OK** button. The Open Session window closes.
10. Select **Volume Control** from the Options menu. The Volume Control window displays.

11. Select **Properties** from the Options menu. The Properties window displays.



12. Click the **Recording** button to adjust the recording volume. (Playback adjusts the level of the volume you hear while you are encoding, not the volume the end-user hears.)
13. Click to place a check in the volume controls for the type of input you will be using and click the **OK** button. The Volume Control window displays with the volume controls you selected.



14. Click to place a check in the Select box for the type of input you will be using.

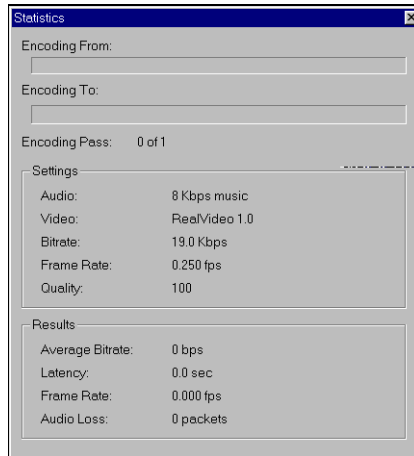
15. Adjust the sound level by moving the sliders up or down. Remember, if the volume is too high, the sound will be clipped. If the volume is too low, it will be difficult to hear. The best method for adjusting sound is to have a second machine nearby so that you can hear the result during broadcast.
16. Close the Recording Control window. The RealVideo Encoder window displays.
17. If you want to crop the image, select **Crop Input Image** from Options menu. The Image Cropping window displays. Notice the crop lines around the image. These lines show the portion of the image that will be encoded. Use the Left, Top, Width, and Height up and down arrows to adjust the size and location of the crop lines.



18. Close the Image Cropping window. The RealVideo Encoder window displays.
19. In the properties pane, enter the Title, Author, and Copyright information for your output stream. These fields are optional.
20. If you want to allow RealPlayer Plus users to save your RealVideo signal to disk, click the **Selective Record** checkbox.
21. In the templates pane, select the template to encode the file. For more information, refer to “Encoding Templates” on page 29.

Delivering live content usually requires that you create your own template. Refer to “Encoding Templates for Delivering Live Content” on page 83 and “Creating Templates” on page 42.

22. Select **Statistics** from the View menu. The Statistics window appears. The information displayed in this window during broadcast will help you evaluate and adjust your template settings.



24. Click the **Start** button to start the encoding process. The broadcast previews in the right window.
- Note** Preview can be turned off to marginally increase performance. From the Options menu, click **Show Filtered Output** to clear the selection.
25. Select **Set Video Format** from the Options menu. You can use this option to adjust video format settings while delivering live content. Click the **OK** button to accept the current settings.
  26. In the results pane of the Statistics window, notice the **Frame Rate**. Wait while enough data is collected for an average frame rate to be determined. If the average frame rate is below the frame rate set in your template, adjust the encoding by varying one of the five variables.
  27. In the results pane, notice Latency. If latency is greater than 5 or 10 seconds, adjust the template.
  28. View the live content in the preview window. Viewing the live content through your Web browser is strongly recommended.

## Live Encoding Command-Line Control

Command line options allow automation of live feeds. Refer to “Command Line Encoding for Windows” on page 39 for a list of static encoding options. Additional RealVideo Encoder options for live encoding are listed below:

Option	Description
/L	Turns on Live Input instead of static input file. The destination can then be selected between server or file output.
/S server[:port]/filename	Specifies delivery to a server on the supplied port. If the port is not supplied then the default of 7070 is used. The server can be either a hostname or IP address. The filename is used as the target on the server.
/W password	Specifies the password, if required to connect to the Live Server. The default is no password and is only used if the target is a server.
/O	Used for the file name at the encoder if simultaneous file output is required.
/I	Specifies an Input File.
/D hh:mm:ss	Allows the encoder to run for the supplied time. The maximum time is 999:59:59. When the time elapses then the encoder should gracefully shutdown and exit. If a static file is being encoded and the file ends before the maximum duration, there is no need for an error message. If this option is not supplied, then the encoder continues to run.

Ctrl-C terminates encoding.

## Enhancing Live Broadcasts with Video Image Maps and Synchronized Web Pages

You can deliver a Synchronized Multimedia presentation or apply an image map to a video stream with a live broadcast. The events are delivered relative to the time a client begins playing the live broadcast, instead of relative to an absolute position in the broadcast.

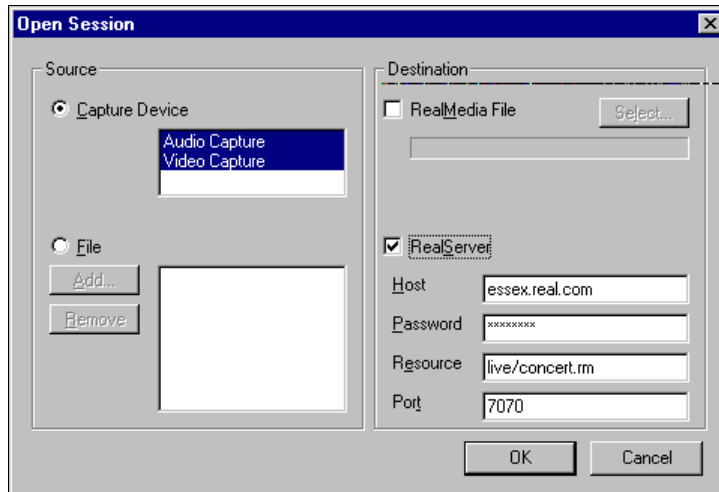
The URL events must be defined before the broadcast, but you can change the content of the Web page the URL references during the broadcast.

An image map can change over time, but this is not synchronized with the video stream. You can add any static content type to a live stream that is not already present in the stream. An example of this could be a link for the whole image to a site with a link to the broadcaster tied to a superimposed logo added to the stream before encoding.

### **To create a Synchronized Multimedia presentation for a live broadcast:**

1. Create the input file that defines each event and the time that the event is sent. Remember that the times you specify are relative to when the client begins playing the live broadcast.
2. Run the **rmmerge** tool to create a .rm file. Repeat steps 1 and 2 for any image maps.
3. Name the .rm file with the same filename you specify in the **Resource** box in RealVideo Encoder for the broadcast.
4. Move the .rm file to the path specified in the **Resource** box in RealVideo Encoder.

For example, if you set up RealVideo Encoder as follows:



The file must be named **concert.rm** and it must be located in the **/live** directory relative to the server's base path.

# Simulating a Live Broadcast

At times, you might want to play a recorded media file as if it were being broadcast live. Perhaps you want to test your system before a live event, delay broadcast of a concert, or play a commercial on your site. The **slta** (Simulated Live Transfer Agent) utility lets you play a recorded media file as if it were live.

To use **slta**, you need to specify the password from the Server's **EncoderPassword** configuration parameter and the name of the input and output file.

## Simulated Live Broadcast

The **rvslta** (RealVideo simulated live transfer agent) utility delivers pre-recorded content as if it were a live event. Users connecting to the link will get the event “in progress”. It can be used as a test, to delay broadcast of a live event or to multicast pre-recorded content. The syntax is as follows:

```
rvslta -i path\infile.rm /o outfile.rm -s server [-p  
port] [-w password]
```

where:

- infile** is the path and file name to the input file.
- outfile** is the path and file name to the output file.
- server** is the server name.
- port** is the server port (port defaults to 7070).
- password** specifies the password slta uses to connect to the server (defaults to none).

For example:

```
rvslta -i c:\livefile.rm -o livenow.rm -s  
www.testserver.com
```



# Configuring Your Web Site

After encoding your RealAudio and RealVideo files, you are ready to attach the files to Web pages. The following sections explain the construction and use of RealAudio and RealVideo content on your Web site. When you have your RealServer set up, use this information to showcase audio and video content from your site.

## Making the Most of Your Content

To get the most out of your RealAudio and RealVideo content, educate your Web site's visitors about RealAudio and RealVideo. Let people know that they can listen and view your clips instantly, without download delays. Identify each clip with a Real bubble icon to distinguish it as real-time audio and video.



Real bubble icon

You may obtain the above graphic from *How to Design a RealMedia Site* at:

**<http://www.real.com>**

Capture the graphic from within your Web browser by right-clicking (Windows) or Control-clicking (Macintosh) it and saving it to file.

Make it easy for your visitors to get RealPlayer by providing a link to the Progressive Networks home page at:

**<http://www.real.com/>**

## Metafiles

HTML documents use hyperlinks to connect Web pages. RealAudio and RealVideo material is also reached via links. However, RealAudio and RealVideo links you put into your HTML pages are not direct references to the RealAudio or RealVideo files. Instead they are references to metafiles which contain information needed to establish a connection between your RealServer and your listener's RealPlayer and to initiate playback.

Metafiles contain the addresses of RealAudio (.ra) and RealVideo (.rm) files. These addresses are in the form of URLs. They begin with a locator type, followed by a specific address. The locator type identifies the protocol used to exchange information between client and server. Common locator types include http and ftp.

The locator type used by Progressive Networks software is pnm (Progressive Networks Metafile). Addresses you put into a metafile begin with `pnm://`

To create a link between two of your Web pages, you might add the following text to an HTML document:

```
<A HREF="sect2.htm">Continue to Section 2</A>
```

A visitor to your site could click the text, and your Web server would then deliver the appropriate section of your document.

If you employed the same syntax to create a link to a RealAudio and RealVideo file, your visitor's click would prompt your Web server to deliver your clip. But, your Web server cannot stream RealAudio and RealVideo for real-time playback. Only your RealServer can do that.

Your Web server can, however, convey information to a user's RealPlayer that enables that Player to establish a direct connection to your RealServer. Once in place, this direct connection is used to stream to the Player and to carry commands (such as seek or pause) back to your RealServer.

Instead of pointing to a file, your Web page is set up to point to a metafile. This metafile, in turn, contains the URL (Uniform Resource Locator) of the file (or files) you want associated with the hyperlink. The user's browser passes the URLs to RealPlayer, which retrieves .ra or .rm files from your RealServer.

## Creating Metafiles

### To create a metafile:

1. Use a text editor (such as Notepad) to create a file containing the RealAudio or RealVideo URL. The contents of your file should be in the following form:

```
pnm://hostname/path
```

For example, to provide access to a RealVideo file called `hello.rm`, the text of your metafile would be:

```
pnm://www.server1.com/hello.rm
```

where `www.server1.com` is the DNS name of the machine running your RealServer, on which you store your RealAudio or RealVideo files.

If you want more than one file to play when the user clicks your link, create a metafile containing several URLs (on separate lines with no intervening blank lines). For example, if your metafile contains:

```
pnm://www.server1.com/hello.rm  
pnm://www.server1.com/welcome.rm  
pnm://www.server1.com/coolstuff.rm
```

the Player automatically plays your three files in sequence. A listener can use the Clip menu on the Player to move forward and backward between clips (`.rm` files).

2. Save your metafile in the “All files (\*.\*)” format, using a `.ram` file name extension.

For example, you could save the three lines shown above in a file named `3track.ram` on your Web server.

3. In your HTML document, reference the metafile in a hyperlink, followed by a reference to the Real icon (so that the Real icon is displayed to the left of the file) as follows:

```
<A HREF="http://www.real.com/welcome.ram"> <IMG  
SRC="http://www.real.com/pics/rvfile.gif"  
align=left border=0> Welcome!</A>
```

where `welcome.ram` is the metafile.

## File Name Extensions

Each metafile that you create must be saved with (or renamed to have) a file name extension. This extension tells your Web server what the metafile is, to ensure that the enclosed URL is handled properly.

There are two metafile types: `.ram` and `.rpm`. These different file name extensions are passed on by your Web server and, ultimately, tell the user's Web browser which application to launch to play the referenced file:

`.ram` file – Browser launches RealPlayer

`.rpm` file – Browser launches RealPlayer Plug-in (see below)

**Note** You must configure your Web server to understand that the extension `.ram` refers to the MIME type **x-pn-realaudio** (detailed instructions for configuring a variety of Web servers are available TBD).

## Customizing Calls to Video and Audio Content

Optional arguments may be added to metafiles to finesse what is seen and heard by users when they click your RealAudio or RealVideo link. You may alter the point in a clip at which play starts or ends, or the Title, Author, and Copyright information is displayed by RealPlayer.

Add the options to your metafile following the URL to which they apply. Options must be preceded by a `?` (question mark) and separated from each other by an `&` (ampersand). The syntax is as follows:

```
pnm://www.real.com/test.rm?[opt1]&[opt2]
```

### Changing Start and Stop Times

To create a link that starts playing a clip from a point other than the beginning of the file, use the **start** command. Specify the time into the clip at which play should begin. For example:

```
pnm://www.real.com/test.rm?start="30"
```

would result in playback starting thirty seconds into the file.

The format for the start time is as follows:

```
start="dd:hh:mm:ss.ss"
```

Tenths of seconds are separated from seconds by a decimal point; the other units of time are separated by colons. The time is interpreted from right to left,

and it is not necessary to specify days, hours, or minutes if these are not relevant.

Similar to the **start** option is the **end** option. For example, the metafile text:

```
pnm://www.real.com/test.rm?end="5:30"
```

is used to provide for playback of test.rm that terminates five minutes and thirty seconds from the start of the clip.

**Note** The end time is always measured from the actual start of the data in the file, even in the case where playback begins elsewhere. For example, the line:

```
pnm://www.real.com/test.rm?start="30"&end="5:30"
```

is used to start play of test.rm from the thirty-second mark and to stop play five minutes later.

### Changing Title, Author, or Copyright Information

The following options exist to change the descriptive information from within the metafile:

```
title="new title"  
author="new author"  
copyright="new copyright"
```

Strings can be changed independently or in combination.

Changing information in this manner does not change what is stored in your file—only what is displayed when it is accessed through this particular metafile. This functionality is especially useful if, for example, you have one large file that contains your band's entire CD, and you want to credit the author of each song as it plays. You could create a multi-clip .ram file as follows:

```
pnm://www.server/band.rm?end="5:30"&title="Song1"  
pnm://www.server/band.rm?start="5:31"&end="7:45"&  
title="song2"&author="Joe Smith"  
pnm://www.server/band.rm?start="7:46"&end="15:01"  
&title="song3"&author="Jane  
Smith"&copyright="My Music, 1996"
```

## HTTP Streaming

HTTP streaming enables content providers to stream RealAudio and RealVideo clips from a World Wide Web server. While this method is not as robust, it provides a reasonable method for providing short RealAudio and RealVideo content to a limited number of users.

Before you can stream RealAudio and RealVideo clips through HTTP, you must define the following MIME types for your World Wide Web server:

```
audio/x-pn-RealAudio (files with a .ra, .rm or .ram file extension)
audio/x-pn-RealAudio-plugin (files with a .rpm file extension)
```

Some World Wide Web servers are pre-configured with these MIME types.

**Note** If you are running a Web page off an ISP server, send mail to the ISP administrator asking them to configure RealPlayer mime type.

### To stream RealAudio and RealVideo content using HTTP:

1. Copy your encoded RealAudio and RealVideo files (files with the .ra or .rm extension) to your World Wide Web server.
2. Use a text editor (such as Notepad) to create a metafile containing the RealAudio or RealVideo URL. For example, the contents of your file should be in the following form:

```
http://hostname/path
```

where hostname is the name of your World Wide Web server. For example: www.real.com

**Note** Refer to “Creating Metafiles” on page 95. This file works similarly, except it uses http as the protocol instead of pnm.

3. Save your metafile as “All Files (\*.\*)” using a .ram file name extension.
4. In your HTML document, reference the metafile in a hyperlink. For example:

```
<A HREF="file.ram">
<A HREF="http://hostname/file.ram">
```

You can use relative or complete paths. If you use complete paths, you must include both the hostname and the complete path. For example:

```
<A HREF="http://www.real.com/home/welcome.ram">
```

5. When a user clicks on the link, the audio or video file(s) begin to download. RealPlayer begins playing after a few seconds; it does not need to wait for the entire file to be downloaded.

## Custom Controls for RealAudio and RealVideo

RealAudio and RealVideo enables seamless integration of RealPlayer Controls into your Web page layout. You can place individual interactive components, such as a play button or image window, anywhere on your page, just as you would place an image using the <IMG> tag in HTML.

There are two products which, in conjunction with the most popular Web browsers, enable “in page” audio controls.

- RealPlayer Plug-in provides Player-like features to browsers that support the Netscape Navigator Plug-in architecture. This plug-in also works in Internet Explorer 3.0.
- RealPlayer Control for ActiveX works with Internet Explorer 3.0 and Visual Basic applications to provide RealAudio and RealVideo playback capabilities.

## Using RealPlayer Plug-in

The Plug-in runs as an adjunct to Web browsers that support Netscape’s Plug-in architecture. This RealPlayer Plug-in is included in the Player installation.

The <EMBED> tag specifies Plug-in attributes in HTML pages in much the same way that the <IMG> tag specifies image attributes. The basic <EMBED> tag for RealPlayer contains only the attributes SRC, WIDTH, and HEIGHT, as shown below:

```
<EMBED SRC=metafile.rpm WIDTH=width_value  
HEIGHT=height_value>
```

For example:

```
<EMBED SRC="sample1.rpm" WIDTH=300 HEIGHT=134>
```

creates an in-page Player that is 300-pixels wide and 134-pixels high.

For the Plug-in, metafiles are stored with a .rpm file name extension.

The name tag is supported as an option with JavaScript to refer to a specific plug-in.

**Note** Do not place the <EMBED> tag within a table.

Feature	Description
SRC Attribute	<p>The SRC attribute specifies a metafile to be accessed. RealPlayer Plug-in is associated with a .rpm file name extension. This extension tells the user's Web browser to load RealPlayer Plug-in rather than the stand-alone RealPlayer.</p> <p>For the user's Web browser to correctly identify .rpm files, you or your system administrator must first configure the .rpm MIME type in your Web server. Users do not need to configure their Web browsers to recognize the .rpm MIME type. The plug-in architecture automatically sends .rpm files to RealPlayer Plug-in. Files with a .rpm extension are identical to .ram files, except for the extension.</p>

Feature	Description
<p>WIDTH and HEIGHT Attributes</p>	<p>The WIDTH and HEIGHT attributes specify the size of the embedded RealVideo component. Unlike images, Plug-ins do not size automatically. The WIDTH and HEIGHT can be specified in pixels (the default) or as a percentage of the Web browser window (for example: WIDTH=100%).</p> <p><b>Note</b> If the WIDTH and HEIGHT attributes are not included, the Plug-in may appear as a tiny (and useless) icon with some browsers.</p> <p>If you want your Plug-in component to maintain an absolute size, specify HEIGHT and WIDTH in pixels. If you want the Plug-in graphic to scale with the Web browser window, specify size as a percentage. For example, if you want to fit the entire width of the Web browser window, use WIDTH=100%.</p>
<p>CONTROLS Attribute</p>	<p>The CONTROLS attribute of the &lt;EMBED&gt; tag allows you to place individual control elements within your page. You can use multiple &lt;EMBED&gt; statements to construct a custom interface, made up of individual controls. You can also place multiple controls within a single &lt;EMBED&gt; statement. CONTROLS supports the following values: All, ControlPanel, InfoVolumePanel, InfoPanel, StatusPanel, StatusBar, PlayButton, StopButton, VolumeSlider, PositionSlider, PositionField, StatusField, ImageWindow.</p>
<p>CONSOLE</p>	<p>Sets a console name used to link multiple control instances. All controls with the same console name work together. For example, if you have multiple Play and Stop buttons on the same page, the console name would enable them to control the same RealAudio or RealVideo clip. Call this function once for each instance of the Play or Stop button you want to link.</p> <p>The console name. “_master” links to all instances. “_unique” links to no other instances.</p>

Feature	Description
AUTOSTART	Sets whether or not the control automatically starts playing once the source data is available. Valid values are TRUE or FALSE.
NOLABELS	Suppresses the Title, Author, and Copyright label text in the controls window. The text strings in the fields are still displayed.
RESET	Resets RealPlayer Control for ActiveX playlist. Valid values are TRUE or FALSE.
AUTOGOTOURL	Specifies how a URL is handled. Valid values are TRUE or FALSE. TRUE indicates that RealPlayer Control for ActiveX automatically forwards the URL event to the browser. FALSE indicates that the OnGotoURL VBScript event is used instead.

## Preparing HTML Pages for Browsers that Cannot Use the Plug-in

Some Web browsers do not support plug-ins. You can create HTML pages that are enhanced for plug-ins but which also work for other browsers. Simply use the <NOEMBED> tag to include HTML statements for use by Web browsers that do not support Plug-ins.

The <NOEMBED> command should appear after an <EMBED> command and take the following syntax:

```
<NOEMBED> HTML to be ignored </NOEMBED>
```

For example, the command:

```
<EMBED SRC="sample1.rpm" WIDTH=300 HEIGHT=134>  
<NOEMBED> <A HREF="sample1.ram"> Play the clip  
using the stand-alone Player! </A></NOEMBED>
```

would show a page with the Plug-in if your page were accessed by a browser supporting Plug-ins, and would otherwise display the message “Play the clip using the stand-alone Player!” (and allow playback with the standard Player).

## Using RealPlayer Control for ActiveX

You can embed RealPlayer Control for ActiveX in HTML pages using the Object tag.

The following is an example of RealPlayer Control <OBJECT> in an HTML page.

```
<OBJECT
  ID=RAOCX
  CLASSID="clsid:CFCDA03-8BE4-11cf-B84B-0020AFBBCCFA"
  HEIGHT=140
  WIDTH=312>
  <PARAM NAME="SRC" VALUE="pnm://audio.real.com/file.rm">
  <PARAM NAME="CONTROLS" VALUE="all">
</OBJECT>
```

**Note** Directory names cannot have spaces.

### Embedded Object Parameters

Feature	Description
OBJECT	Tag is used to embed RealPlayer Control for ActiveX. There should be one <Object> tag per RealPlayer Control on the page.
CLASSID	Specifies the control's CLSID. This value is always "clsid:CFCDA03-8BE4-11cf-B84B-0020AFBBCCFA" for RealPlayer Control for ActiveX.
HEIGHT	Specifies the control's height on the HTML page. A value of 0 makes the control invisible.
WIDTH	Specifies the control's width on the HTML page. A value of 0 makes the control invisible.
PARAM	Specially embedded tag for supplying parameters to the ActiveX object.

The following properties are available with the PARAM Parameter:

Parameter	Description
SRC	Sets the source of RealAudio or RealVideo clip. The SRC location can be pnm, file or http protocol. This parameter is required.
CONTROLS	Sets the visible components of the control. Valid CONTROLS include All, ControlPanel, InfoVolumePanel, InfoPanel, StatusPanel, StatusBar, PlayButton, StopButton, VolumeSlider, PositionSlider, PositionField, StatusField, and ImageWindow.
CONSOLE	<p>Sets a console name used to link multiple control instances. All controls with the same console name work together. For example, if you have multiple Play and Stop buttons on the same page, the console name would enable them to control the same RealAudio or RealVideo clip. Call this function once for each instance of the Play or Stop button you want to link.</p> <p>The console name. “_master” links to all instances. “_unique” links to no other instances.</p>
AUTOSTART	Sets whether or not the control automatically starts playing once the source data is available. Valid values are TRUE or FALSE.
NOLABELS	Suppresses the Title, Author, and Copyright label text in the controls window. The text strings in the fields are still displayed.
RESET	Resets RealPlayer Control for ActiveX playlist. Valid values are TRUE or FALSE.
AUTOGOTOURL	Specifies how a URL is handled. Valid values are TRUE or FALSE. TRUE indicates that RealPlayer Control for ActiveX automatically forwards the URL event to the browser. FALSE indicates that the OnGotoURL VBScript event is used instead.

## Specifying How the Control Should Look

The **CONTROLS** attribute allows you to place individual control elements within your page. The **CONTROLS** attributes for the Netscape Navigator Plug-in and RealPlayer ActiveX Control are the same. The following explains the output of each attribute:

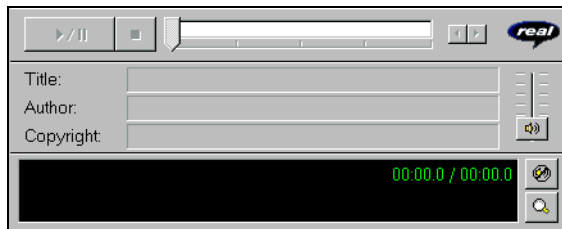
**All** - Displays a full Player view including the Control Panel, Information-and-Volume Panel and Status Bar.

**Minimum Width:** 21%

**Maximum Width:** 100%

**Minimum Height:** 23%

**Maximum Height:** 80%



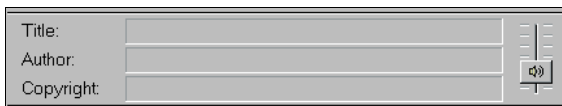
**InfoVolumePanel** - Displays the Title, Author, and Copyright information panel and the volume slider.

**Minimum Width:** 21%

**Maximum Width:** 100%

**Minimum Height:** 12%

**Maximum Height:** 50%



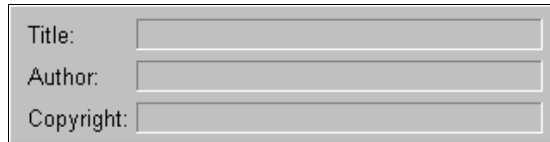
**InfoPanel** - Displays the Title, Author, and Copyright information.

**Minimum Width:** 20%

**Maximum Width:** 100%

**Minimum Height:** 10%

**Maximum Height:** 50%



**ControlPanel** - Displays the play/pause button, the stop button and the position slider.

**Minimum Width:** 21%

**Maximum Width:** 100%

**Minimum Height:** 8%

**Maximum Height:** 25%



**StatusPanel** - Displays the Status Panel showing informational messages, current time position, and clip length. If you do not embed a Status Panel in your page, error messages are displayed in the Web browser's status bar.



**PlayButton** - Displays the play/pause button.

**Minimum Width:** 5%

**Maximum Width:** 100%

**Minimum Height:** 2%

**Maximum Height:** 25%



**StopButton** - Displays the stop button.

**Minimum Width:** 5%  
**Minimum Height:** 2%

**Maximum Width:** 100%  
**Maximum Height:** 25%



**VolumeSlider** - Displays the volume slider.

**Minimum Width:** 4%  
**Minimum Height:** 10%

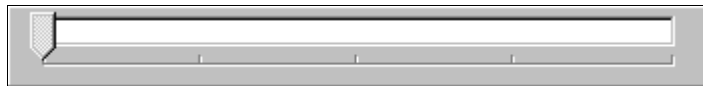
**Maximum Width:** 100%  
**Maximum Height:** 100%



**PositionSlider** - Displays the position slider.

**Minimum Width:** 8%  
**Minimum Height:** 5%

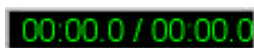
**Maximum Width:** 100%  
**Maximum Height:** 25%



**PositionField** - Displays the field of the Status Bar showing position and clip length.

**Minimum Width:** 10%  
**Minimum Height:** 4%

**Maximum Width:** 100%  
**Maximum Height:** 25%



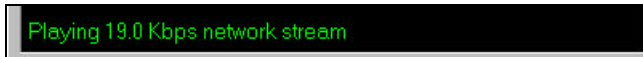
**StatusField** - Displays the message text area of the Status Bar.

**Minimum Width:** 13%

**Maximum Width:** 100%

**Minimum Height:** 4%

**Maximum Height:** 15%



**ImageWindow** - Displays the video image. (Only available for .rm files)

**Minimum Width:** 100%

**Maximum Width:** 100%

**Minimum Height:** 100%

**Maximum Height:** 100%



**StatusBar** - Displays the status field, position field, channels (stereo/mono).

**Minimum Width:** 21%

**Maximum Width:** 100%

**Minimum Height:** 5%

**Maximum Height:** 14%



## ActiveX Methods and Properties

### Methods

Methods are functions that control the performance of the Control. Unless otherwise noted, these methods have no return values and no parameters.

Method	Description
DoPlayPause	Plays or pauses the current clip. Equivalent to clicking the Play/Pause button.
DoStop	Stops the clip. Equivalent to clicking the Stop button.
DoNextItem	Skips to the next clip in a .ram file that contains multiple clips. A .ram file is a metafile that points to one or more RealAudio or RealVideo files.
DoPrevItem	Skips to the previous clip in a .ram file that contains multiple clips. A .ram file is a metafile that points to one or more RealAudio or RealVideo files.
CanPlayPause	Tests if Play/Pause function is available. Returns TRUE or FALSE
CanStop	Tests if Stop function is available. Returns TRUE or FALSE.
HasNextItem	Tests if the next clip function is available. The next clip function is available when the connected source is a .ram file that contains multiple clips, and the current clip is not the last clip in the .ram file. Returns true or false.
HasPrevItem	Tests if the previous clip function is available. The previous clip function is available when the connected source is a .ram file that contains multiple clips, and the current clip is not the first clip in the .ram file. Returns true or false.
AboutBox	Opens the Copyright information for the control.
EditPreferences	Opens the Preferences dialog box. Enables the end user to set his/her preferences. These preferences are global to all RealAudio or RealVideo clients on the machine.
HideShowStatistics	Shows or hides the Connection Statistics dialog box.
IsStatisticsVisible	Tests if the Connection Statistics dialog box is displayed. Returns true or false.
DoGotoURL(url, target)	Causes the control to attempt a navigation to the specified URL in the specified frame target. The container must support URL browsing. Parameters: string URL, string target.

## Object Properties

The object properties are set within Visual Basic and specify properties about the control.

Property	Description
Source	Specifies the URL of the clip to play. The Source location can be pnm:, file: or http: protocol.
Controls	Returns/Sets the visible components of the control. Valid CONTROLS include ALL, ControlPanel, InfoVolumePanel, InfoPanel, StatusBar, StatusPanel, PlayButton, StopButton, VolumeSlider, PositionSlider, PositionField, ImageWindow and StatusField.
Console	Sets a console name used to link multiple control instances. All controls with the same console name work together. For example, if you have multiple Play and Stop buttons on the same page, the console name would enable them to control the same clip. Call this function once for each instance of the Play or Stop button you want to link. The console name master links to all instances while unique links to no other instances.
Autostart	Sets whether or not the control automatically starts playing once the source data is available. Valid values are TRUE or FALSE.
NoLabels	Suppresses the Title, Author, and Copyright label text in the controls window. The text strings in the fields are still displayed.
AutoGotoURL	Specifies how a URL will be handled. Valid values are TRUE or FALSE. TRUE indicates that the RealPlayer ActiveX Control will automatically forward the URL event to the browser. FALSE indicates that the OnGotoURL VBScript event will be sent instead.

## Java and JavaScript Methods

Methods are functions that control the performance of the Java enabled RealPlayer Plug-in.

Method	Description
SetSource(String <i>Source</i> )	Specifies the URL of the RealAudio clip to play. The Source location can be pnm:, file: or http: protocol.
SetControlsString(String <i>ControlsString</i> )	Returns/Sets the visible components of the control. Valid CONTROLS include ALL, ControlPanel, InfoVolumePanel, InfoPanel, StatusBar, PlayButton, StopButton, VolumeSlider, PositionSlider, PositionField, and StatusField.
SetConsoleName(String <i>ConsoleName</i> )	Sets a console name used to link multiple RealVideo Plug-in instances. All Plug-ins with the same console name work together. For example, if you have multiple Play and Stop buttons on the same page, the console name would enable them to control the same clip. Call this function once for each instance of the Play or Stop button you want to link. The console name master links to all instances while unique links to no other instances.
SetAutoStart(Boolean <i>bAutoStart</i> )	Sets whether or not the Plug-in automatically starts playing once the source data is available. Valid values are TRUE or FALSE.
SetNoLabels(Boolean <i>bNoLabels</i> )	Suppresses the Title, Author, and Copyright label text in the Plug-in window. The text strings in the fields are still displayed.
DoPlayPause()	Plays or pauses the current clip. Equivalent to clicking the Play/Pause button.
DoStop()	Stops the RealAudio clip. Equivalent to clicking the Stop button.
DoNextItem()	Skips to the next clip in a .ram file that contains multiple clips. A .ram file is a metafile that points to one or more RealAudio files.
DoPrevItem()	Skips to the previous clip in a .ram file that contains multiple clips. A .ram file is a metafile that points to one or more RealVideo files.
CanPlayPause()	Tests if Play/Pause function is available. Returns TRUE or FALSE
CanStop()	Tests if Stop function is available. Returns TRUE or FALSE.
HasNextItem()	Tests if the next clip function is available. The next clip function is available when the connected source is a .ram file that contains multiple clips, and the current clip is not the last clip in the .ram file. Returns true or false.
HasPrevItem()	Tests if the previous clip function is available. The previous clip function is available when the connected source is a .ram file that contains multiple clips, and the current clip is not the first clip in the .ram file. Returns true or false.
AboutBox()	Opens the Copyright information for the control.
EditPreferences()	Opens the Preferences dialog box. Enables the end user to set his/her preferences. These preferences are global to all clients on the machine.
HideShowStatistics()	Shows or hides the Connection Statistics dialog box.
IsStatisticsVisible()	Tests if the Connection Statistics dialog box is displayed. Returns true or false.

### Callback Methods

Callback methods are functions that provide notification from the RealAudio or RealVideo engine. Callback methods can only be used with Java applets by implementing the `RAObserver` interface.

Method	Description
<code>onClipOpened(String <i>shortClipname</i>, String URL)</code>	Sent when a clip has been opened.
<code>onClipClosed()</code>	Sent to indicate that no clip is currently open.
<code>onShowStatus(String <i>status</i>)</code>	Sent to indicate that the status text is changing.
<code>setAutoGoToURL(boolean <i>bAutoGoToURL</i>)</code>	Specifies how a URL will be handled. Valid values are true or false. True indicates that the RealPlayer Plug-in will automatically forward the URL event to the browser. False indicates that the <code>OnGoToURL</code> event will be handled by the Java applet instead.
<code>onGoToURL(String <i>url</i>, String <i>target</i>)</code>	Sent when a URL event has been encountered for the currently playing clip. This event will only occur if the <code>AutoGotoURL</code> property is false.

## Advanced Control Attributes

The more exciting features of RealPlayer Plug-in and RealPlayer Control for ActiveX may be utilized by specifying custom attributes within your HTML documents.

### Removing Text Labels from Controls

If your Web page is in a language other than English, or if you want to use the Description fields to display information other than Title, Author, and Copyright, you may remove the Title, Author, and Copyright Labels from the information area. Controls that display Title, Author, and Copyright information for a clip, support a NOLABELS=TRUE attribute.

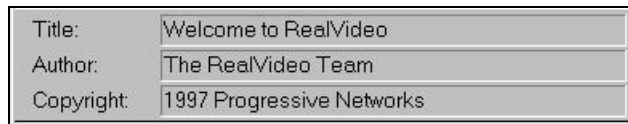
For example, allowing the default behavior

```
<EMBED SRC="use_lbl.rpm" WIDTH=350 HEIGHT=80  
CONTROLS=InfoPanel>
```

or specifying NOLABELS=FALSE

```
<EMBED SRC="use_lbl.rpm" WIDTH=350 HEIGHT=80  
CONTROLS=InfoPanel NOLABELS=FALSE>
```

results in the following display.



On the other hand, using NOLABELS=TRUE, for example:

```
<EMBED SRC="no_lbl.rpm" WIDTH=350 HEIGHT=80  
CONTROLS=InfoPanel NOLABELS=TRUE>
```

produces the following InfoPanel:



## Starting Clips Automatically

Adding an AUTOSTART=TRUE attribute tells the user's browser to automatically begin playing your clip when the page is visited. You can use this feature to begin narration, to play a welcome message or start a video.

Since only one clip can play at a time, if you specify AUTOSTART for more than one control instance, only the last control to load will play. The order in which your files are delivered is dependent on the Web server and on the browser's cache size. This is not necessarily the order in which you put them within your HTML. Therefore, you should specify AUTOSTART for only one control instance per page.

## Playing Clips with a Hidden Control or Plug-in

If you want to play RealAudio or RealVideo clips without having a visible Plug-in control, you hide the control. By embedding a Plug-in in your page that has its size set to width=2 height=0, no image appears on your Web page. You can control the Plug-in with JavaScript.

For example:

```
<script Language=JavaScript>
function playSource()
{if (navigator.appName == "Netscape")
  {document.javaPlug1.DoPlayPause();}
else
  {RAOCX.DoPlayPause();}
}
</script>
<A HREF="#" onClick="playSource()"><IMG
  RC="button.gif"></A>
<OBJECT ID=RAOCX CLASSID="clsid:CFCDA03-8BE4-11cf-B84B-
  0020AFBCCFA" WIDTH=2 HEIGHT=0>
<PARAM NAME="SRC" VALUE="pnm://audio.real.com/welcome.rm">
<PARAM NAME="CONTROLS" VALUE="PlayButton">
<embed src="start.rpm" Width=2 Height=0
  Controls=PlayButton name=javaPlug1>
</OBJECT>
```

The above example works in both Netscape and Internet Explorer. Only one control will appear on the Web page.

## Making Controls Work Together

You can embed any number of RealPlayer controls within a Web page. Normally, each tag instance refers to different content. Sometimes, however,

you may want to link two or more controls together. For example, you can create a play button and an image window that work as a pair.

To include multiple components that work together, specify a `CONSOLE` attribute for each control and assign this the same value in each instance. For example:

```
<EMBED SRC="sample1.rpm" WIDTH=30 HEIGHT=33
      CONTROLS="PlayButton" CONSOLE="Clip1">
<EMBED SRC="empty1.rpm" WIDTH=176 HEIGHT=144
      CONTROLS="ImageWindow" CONSOLE="Clip1">
```

**Note** Each `<EMBED>` tag must have a unique `SRC` attribute (if the same source is specified for two tags, one is ignored). Create a dummy `.rpm` file (named, for example: `empty1.rpm`) for a second control accessing a clip. Put a hard carriage return (ASCII code 13) into the dummy file.

Specifying a `CONSOLE` value of “`_master`” links a particular control to all other RealPlayer Controls on the page. Use this value, for example, to add a Status Bar to display information for all clips, for example:

```
<EMBED SRC="sample1.rpm" WIDTH=300 HEIGHT=33
      CONTROLS="StatusBar" CONSOLE="_master">
```

Because many platforms, including Windows, only support one volume setting, all volume sliders act on the same underlying value and affect all clips regardless of `CONSOLE` name. For this reason, you may want to include only one volume slider per page, with no reference to a `.rm` file in its associated `.rpm` file.

If you only include an `ImageWindow` control on the Web page, the video stream may still be controlled by using the context sensitive pop-up menu. For Windows users, right-click the `ImageWindow`; Macintosh users, click and hold the mouse button until the pop-up menu appears.

# Synchronized Multimedia

In addition to basic audio and video content, RealVideo system allows you to create real-time on-demand multimedia presentations using the RMMerge tool (Windows or UNIX). These presentations can be as simple as a narrated slide show of your home page or as intricate as a multi-frame training program that the viewer controls.

RealVideo System includes the ability to synchronize World Wide Web pages with audio. Thus the audio can be used as a “time line” to display new pages or frames in the Web browser or to update its content. This enables the creation of Internet slide shows, presentations, guided tours and site walk-throughs. A user can have full random access (fast forward and rewind), and the Web browser content is synchronized with the audio.

RealVideo System stores the information for the synchronized events in a file with a .rm file extension. RealServer streams audio and event information to RealPlayer. The event information is streamed to RealPlayer, and in turn RealPlayer sends Web page information to the Web browser telling it to update the page’s content.

Another way to create a synchronized multi-media presentation is using RealPlayer Plug-in. However, since sending the Web browser to a new URL unloads RealPlayer Plug-in when the HTML page is unloaded, it is best to create separate frames for RealPlayer Controls and for the changing images. For more information about frames, refer to “Frames: The Basics” on page 119.

## Creating a RealVideo Events File

Creating a synchronized multimedia event using .rm files use the RMMerge tool. This is a three-step process:

1. Use a text editor to create an input file specifying the display time for each URL, title, author or copyright event.

2. Use the RMMerge tool to generate a binary file from the text input file by typing the following command:

```
rmmmerge -f rmevents.dll event.txt output.rm
```

where:

event is the text file created in step 1  
output is the .rm file that contains these events

3. Merge your new events .rm file with an audio or video file using the following command:

```
rmmmerge <event file> <audio or video file> <output  
file>
```

where:

event file is the .rm file created in the previous step  
audio/video is the file merged with the event file  
output file is the file resulting from the merge

For example:

```
rmmmerge event.rm audio_video.rm output.rm
```

## Creating the Input File

Begin by creating a list of the URLs, titles, authors, or copyrights that you want to be shown during your presentation and the times within RealAudio or RealVideo clip when they should be displayed. The syntax for each entry should follow the format (with a space between each part of the command):

```
u starttime endtime EventURL  
i starttime endtime Title  
a starttime endtime Author  
c starttime endtime Copyright
```

where:

u stands for URL event; each line starts with the letter u  
i stands for title; each line starts with the letter i  
a stands for author; each line starts with the letter a  
c stands for copyright; each line starts with the letter c

`starttime` is the time into the clip when the new event is shown  
`endtime` is the time into the clip when that event ends  
`EventURL` (generally beginning with “http:” or “file:”) is the Internet address for that event (usually an HTML document)

The time for `starttime` and `endtime` is:

```
[[days:]hours:]minutes:]seconds[.tenths]
```

The lines of the input file must be in ascending order of start time. The end time should be at least one tenth of a second before the start time of the next event. The following example shows how an input file might look:

```
u 00:00:10.0 00:00:59.9 http://www.real.com/  
u 00:01:00.0 00:02:00.0 http://www.mysite.com/ page2/
```

This input file tells RealPlayer to send the Web browser to the Progressive Networks home page ten seconds into the audio clip. One minute into the audio clip, the Web browser displays a page from “www.mysite.com”.

The input file may also contain comment lines beginning with the # symbol. These comment lines are ignored by the event creation tool and are a good way to document the date that the file was created and the type of information found on each page.

## Using Synchronized Multimedia with Bandwidth Negotiation

When you deliver a Synchronized Multimedia presentation using Bandwidth Negotiation, you can choose to deliver the same event for all encoding formats, or you can choose to deliver different events for each encoding format.

You can create a single synchronized multimedia presentation for multiple formats, or you can create a different multimedia presentation for each encoding format. If you are working with previously created content, you can continue to use the previous method to create presentations. For new content, refer to “Synchronized Multimedia” on page 116.

For general information about Bandwidth Negotiation, refer to “Bandwidth Negotiation” on page 67.

## Frames: The Basics

Some Web browsers support a feature which allows the browser window to be divided into multiple regions. Each region is called a frame and can display a separate URL such as a graphic or document. For an introduction to frames visit Netscape’s Web site at:

**<http://www.netscape.com>**

If you are unfamiliar with frames the following two sites provide a good introduction:

Understanding Frames

**[http://www.netscape.com/navigate/understanding\\_frames.html](http://www.netscape.com/navigate/understanding_frames.html)**

Frames: An Introduction

**[http://www.netscape.com/assist/net\\_sites/frames.html](http://www.netscape.com/assist/net_sites/frames.html)**

## Frame Document

A frame document describes the sub-HTML documents or frames that make up a window. The basic structure of a frame document is similar to that of a normal HTML document except that the FRAMESET tag replaces the BODY tag. Each frame is defined by the FRAME tag. In order to effectively use RealVideo, each FRAME tag needs the SRC and NAME attributes. The SRC points to the URL to be displayed in the frame. The NAME attribute assigns a name to the frame so that it can be targeted by links in other documents. The example below shows a simple frame document that would create two frames:

```
<HTML>
<FRAMESET ROWS="105,*">
  <FRAME SRC="banner.html" NAME="banner">
  <FRAME SRC="lyrics.html" NAME="Lyric">
</FRAMESET>
</HTML>
```

## Synchronizing Frames and Video and Audio

Frames and RealVideo and RealAudio content are synchronized in the same way that a regular Web page and RealVideo and RealAudio content are synchronized: a .rae file. The difference lies in the addition of the targeted frame name to the text file that is used to create the .rae file. The syntax for each entry should follow the format:

```
u starttime endtime &&framename&&EventURL
```

where:

- u stands for URL event (each line starts with the letter u)
- starttime is the time into the clip when the new event is shown
- endtime is the time into the clip when that event ends, && is a delimiter
- framename is the frame name as specified in your frame document
- EventURL (generally beginning with "http:" or "file:") is the URL for that event (usually an HTML document).

The time format is:

```
[ [ [days:]hours:]minutes:]seconds[.tenths]
```

The lines of the input file must be in ascending order of start time. The end time should be at least one tenth of a second before the start time for the next event.

The example below shows an .rae input file for a Web site that displays lyrics as a song plays. Each verse is displayed within a frame called Lyric.

```
u 00:00:10.0 00:00:35.0
&&Lyric&&http://www.songs.com/ver1.html
u 00:00:35.0 00:00:50.0
&&Lyric&&http://www.songs.com/ver2.html
```

**Note** You cannot use frames within a presentation using RealPlayer. You can only use frames within a multimedia presentation using the Plug-in or ActiveX.

## More Information on Frames

A complete discussion of frames is beyond the scope of this manual. For more information on frame attributes and syntax and on targeting windows consult the following Web pages:

Frames -- Syntax

**[http://www.netscape.com/assist/net\\_sites/frame\\_syntax.html](http://www.netscape.com/assist/net_sites/frame_syntax.html)**

Targeting Windows

**<http://www.netscape.com/eng/mozilla/2.0/relnotes/demo/target.html>**

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