Wowza Streaming Engine is robust, customizable, and scalable server software that powers reliable video and audio streaming to any device.

**INPUT**
Wowza Streaming Engine™ accepts major protocols and codecs. Works With Wowza™ partners have preconfigured settings for easy setup.

**TRANSCODE, PREPARE, DELIVER**
Wowza Streaming Engine transforms your input stream and delivers it so that it’s viewable on any device anywhere. Now includes unlimited use of Transcoder, nDVR, and DRM.

**OUTPUT/PLAYBACK**
Wowza Streaming Engine supports all playback device formats and common third-party players.

**WHICH WOWZA® IS RIGHT FOR YOU?**

**WOWZA STREAMING ENGINE**
Media server software with ability to deploy on premises or in the cloud, complete server-level control, cost-effective monthly pricing and APIs.

**WOWZA STREAMING CLOUD**
End-to-end live streaming service with managed infrastructure, a player, autoscaling to any size audience, quick setup, pay-as-you-go pricing, and an API (preview).
WOWZA STREAMING ENGINE™ 4
TECHNICAL SPECIFICATIONS

Wowza Streaming Engine is robust, customizable, and scalable server software that powers reliable video and audio streaming to any device.

### Streaming Delivery
- **Multi-Protocol, Multi-Client**
  - Adobe Flash® RTMP (RTMPE, RTMPT, RTMPT, RTMPM)
  - Adobe Flash HTTP Dynamic Streaming (HDS)
- **iPhone® HTTP Live Streaming (HLS)**
  - iPhone®, iPod®, iPad®, iOS 3.0 or later
  - QuickTime® Player 10.0 or later
  - Safari® (4.0 or later on Mac OS X version 10.6)
  - Roku® streaming device
  - Other HLS-compatible players
- **MPEG-DASH**
  - DASH (EVC/265, AVC/264, and DASH-WebM/VP9-compatible players)
- **Microsoft® Smooth Streaming**
  - Silverlight® 3 or later
  - Other Smooth Streaming-compatible players
- **RTSP/RTP**
  - QuickTime Player
  - Other RTSP/RTP-compliant players
  - VideoLAN VLC media player
  - 3GP-compatible mobile devices
- **MPEGTS Transport Protocol (MPEG-TS)**
  - IPTV set-top boxes
  - Multicast to any Silverlight-enabled desktop

### Live Streaming Compatible Encoding Inputs
- **RTMP**
  - Video: H.264, VP8, VP6, Sorenson Spark®, Screen Video v1 & v2
  - Audio: AAC, AAC-LC, HE-AAC+ v1 & v2, MP3, Speex, Opus, Vorbis
- **RTSP/RTP**
  - Video: H.265, H.264, VP9, VP8
  - Audio: AAC, AAC-LC, HE-AAC+ v1 & v2, MP3, Speex, Opus, Vorbis
- **MPEG-TS**
  - Video: H.265, H.264, VP9, VP8
  - Audio: AAC, AAC-LC, HE-AAC+ v1 & v2, MP3, AC-3 (Dolby® Digital), E-AC-3 (Dolby Digital Plus), Opus, Vorbis
- **ICY (SHOUTcast/Icecast)**
  - Audio: AAC, AAC-LC, HE-AAC+ v1 & v2, MP3

### System Requirements
- **Minimum recommended production hardware**
  - CPU: Single Quad Core, 3.00 GHz or better
  - RAM: 4GB
  - Disk: 2 or more in RAID 0 (striping)
  - Network: 1Gbps Ethernet
- **Supported operating systems**
  - Windows® (XP, Vista, 7, 8, 10; Server 2003, 2008, 2012)
  - Linux (all distributions), Mac® OS-X
- **Java (required)**
  - Java™ Runtime Environment (JRE) 6+ or Java Development Kit (JDK) 8+

### Wowza Transcoder
- **Decoding (input)**
  - Video: H.265/HEVC, H.264/AVC, MPEG4 Part 2, MPEG2, VP9, VP8
  - Audio: MP3, AAC, AAC-LC, HE-AAC+ v1 & v2, HEVC Part 1/2, Speex, G.711, Opus, Vorbis
- **Encoding (output)**
  - Video: H.265/HEVC, H.264/AVC, H.263 (v2), VP9
  - Audio: AAC, AAC-LC, HE-AAC+ v1 & v2, Opus, G.711

Support for market-leading and emerging resolution standards from SD and HD, to 4K UHD and above

Detailed specifications available at wowza.com/wse-specs

To learn more about how others are using Wowza streaming technology, visit wowza.com or contact sales at sales@wowza.com.

© 2015 Wowza Media Systems™, LLC. All rights reserved. "Wowza" and other identified trademarks are either registered or claimed trademarks of Wowza Media Systems, LLC, visit wowza.com/legal/trademarks for more information. Third-party trademarks are property of their respective owners; their use does not imply endorsement of Wowza products or services by the trademark owner.