



SOLUTIONIZING

Understanding tech jargon

A I just started as a Product Manager for a live streaming product. The product uses RTMP Streams which I don't understand well. Can you explain this in simple terms? Give me some example usages of this when I'm writing a spec.



RTMP (Real-Time Messaging Protocol) is a protocol for streaming audio, video, and other data over the internet. It is typically used to stream live video and audio from a source (such as a camera or microphone) to a destination (such as a server or website).

One example usage of RTMP streams in a product spec could be a feature that allows users to live stream their video directly from a camera or mobile device to the platform. Another example could be a feature that allows users to broadcast a live audio feed from a microphone to the platform.

Another example could be to have a feature that allows users to record and save their live streams, in this case, the RTMP Stream is used to ingest the live stream and the recorded stream is saved for future playback.

In summary, RTMP streams can be used for live streaming video, audio and other data, for features such as live broadcasting, recording and saving live streams, or for ingesting and forwarding the live stream to other platforms.