

Media

A media is a set of attributes, or metadata, about a particular piece of content. Metadata includes information like title, description, pubdate, language, and cast. There can be many files associated with a single piece of content: the source video file, various different encodings from the source video file, thumbnail images and other assets. All of these physical files are media files attached to a single media.

Publish status

The Status column displays the media's publish status with an icon that indicates whether the media has been published to the profile. Green indicates the publish was successful, gray indicates the publish was not yet performed, and red indicates there was an issue publishing using that profile.

If an error occurred when publishing or unpublishing the media, you can click the name of the profile to expand the item and see details of the error.

Media Metadata

Media metadata is information that applies to the media as a whole, rather than any individual files that belong to the media. The metadata you assign to your media helps you manage your media collection and helps your end users locate the media they're interested in.

Media Preview

The Preview tab provides the ability to preview playback of your media, add chapter markers, and capture thumbnails.

Preview Player

The preview player, found on the right-side of Preview, allows you to test playback of your main video file, as well as enable easy chapter marker creation and thumbnail capture functionality. Click the play button in the control rack of the preview player to start playback.

Media Files

The files associated with a media are displayed in the Files tab for a selected media. This topic describes how to upload, link, and manage your media files.

Link a file

If a file already resides on a web server, you can link to your media. A file created in this way is known as a linked file or an external file.

Public URL

A public URL (also known as a selector URL) is the way that end users access a media file you have made available, usually by publishing a media.

Release public URLs

A release public URL is the URL end users use to access a media file. (Note that release public URLs are sometimes referred to as release URLs or media file public URLs.) Release public URLs have attributes that you can manage in the Public URLs view for a Media File.

Media public URLs

A media public URL is the URL end users use to play a particular media.

Password requirements

When adding a new user or changing your own or another user's password, the password must meet the following security requirements.

A valid password must:

- be at least 8 characters long,
- contain at least one upper case letter,
- contain at least one lower case letter, AND
- contain at least one number or punctuation character.

TV listings list

The TV listings list view provides important details for all TV listings in the current account.

- Choose a TV listing list heading to sort by that column.
- If you have more than twenty TV listings in your account, you can page through your full TV listings list using the page controls at the bottom of the list.
- Choose a TV listing to view and manage the TV listing's details.

Feed Service

The Feeds services provide a high-performance way to access and distribute your content to your end users. Feeds can be created from the objects in any data service that has a corresponding feeds service.

Promotion

Video Commerce Services include the ability to apply promotional pricing to products and subscriptions that are offered in video storefronts and to running contracts after a customer has bought a subscription. Promotions in video commerce can be defined to support many different business rules. This section describes different scenarios in which promotions can be applied and how to define promotions to support specific business rules.

Policies

In the business of media distribution, both content owners and outlets profit from end users' consumption of media. For premium content, which the end user must often pay for in order to view, the agreement between the content owner and outlet is specified through media policies.

Restriction

A restriction is a policy you can apply to content to restrict access to it. The term restricted content refers to any feed or media public URL to which the restriction is applied, whether directly or via an account-wide restriction. This topic describes how to create and manage restrictions.

Rights

A Right is a template for an entitlement that will be granted on protected content. The right describes the limits to be applied within the digital rights management (DRM) protection mechanism on the protected media. A right includes information about validity dates, maximum license counts, copying limitations, and hardware restrictions.

Subscriber Groups

A subscriber group is a batch of users that, based on user profile criteria, have been paired with specific distribution rights. When you set up a subscriber group, you are defining the attributes a user must possess to gain access to subscription content. You can then apply a subscription package to the group, which is how the group obtains the subscription package's collection of usage rights.

Subscription Packages

A subscription package is a collection of usage rights associated with a batch of media. They save you time and effort because once you set them up, you don't have to manually add and remove media from a subscription; you can simply apply the package to a subscription group.

Ad Policy

An ad policy specifies how you want ads to be applied to your content. This topic describes how to create and manage ad policies.

The information in an ad policy determines the following:

- When ads should appear relative to the content.
- How often ads should appear.

- Where the ad content is located.

Device Policy

The Device Management Service allows the implementation of the business logic that controls how many devices can be associated with a given household account at any one time.

Asset Types

Asset types are one of the ways to organize your content. An asset type is a label you can attach to a media file to identify what kind of file it is.

Email Template

An email template is a blueprint that defines the type and contents of the email messages that are generated from it.

Validation Rules

You can specify validation rules that are applied to your media before an operation such as publishing. These rules can be used when a media is created, updated, published, or shared. If the media meets all the rule's requirements, then the operation proceeds. You can also specify what to do if the validation fails.

Publish

Publishing media delivers your video content to a destination such as a media player or website.

VideoAI

VideoAI's capacity for machine learning is designed to keep pace with ongoing changes in the media landscape. As new challenges emerge, VideoAI adapts so that your metadata is always up to date and able to assist you in responding to the next market challenge.

Steps for clearing the swap memory of a host?

For clearing the swap memory SSH to the host with your credentials and run the following commands. Don't run the following command on DB or MYSQL hosts

1. Run the sudo su command
2. free -hT (gives information about used and unused memory usage and swap memory of a system. You can do free -g for Gg or free -m for Mb)
3. swapoff -a
4. swapon -a

Stream Packager

The Stream Packager service packages sets of multi-bitrate *.mp4 video files into HLS, MPEG-DASH, and Smooth video files, and adds DRM (FairPlay, Widevine, PlayReady, or common encryption) protection. In addition to this, Stream Packager Service also supports MultiKey Feature by packaging files into HLS, MPEG-DASH using protection schemes such as Common Encryption and FairPlay.

File Management Service

FMS is a business service that exposes a set of methods that you can use to perform operations that require file processing. You can also use FMS to perform operations that are not permitted by direct calls to the Media data service such as creating, updating certain fields of, or deleting a MediaFile object.