

Hi Chen,

I hope you'll be doing great.

After our last conversation i have spent a good amount of time in understanding our requirements, streaming server and dedicated server specifications. let me share with you what i have came across with during research.

Let's talk about the wowza first.

Wowza is a streaming server which is installed on a dedicated server. It has many great features.(<http://www.wowza.com/media-server/features>). Wowza has an amazing feature of Load balancing. As we discussed last time about instances. Let me explain it to you how that actually works.

We need to buy a wowza server license. We will than make it install on our dedicated server and will going to add the license key in it. That will make the installation as our 1 instance. We can keep up with one instance till it manages the load on site.

If we find that our users are experiencing tough time with connection break up and problem connecting we'll going to setup a secondary server with an average configurations and install wowza over there. Only then we'll need to buy one more instance of wowza. We will going to link up both wowza instances. So when our main dedicated server get the load and find it difficult to manage it will automatically do the load balancing on its end and shift the traffic to connected wowza instance. (Isn't it a cool feature? :) We don't have to do any load balancing wowza do it for us).

So depending on traffic coming on our site we'll keep on adding up servers and will buy more wowza instance (per server). If our overall load is get accommodated on one machine we're not intended to buy any more instances. Since one instance works for one dedicated server.

Now the second question was, what are those specs that make us calculate the load time on site and how many concurrent connections our server going to handle. For that i put up a query to wowza help desk. Please find the response i got from them below. I hope that will help answer your query.

Our question:

Dear WOWZA Team

Please respond me asap as we need to rent server today.

I bought one month license key for my client and now he is worried about maximum simultaneous connection with WOWZA..

I have visit this following page

[*http://www.wowza.com/forums/showthread.php?17067-Hardware-requirement-for-maximum-connection](http://www.wowza.com/forums/showthread.php?17067-Hardware-requirement-for-maximum-connection)

[<http://www.wowza.com/forums/showthread.php?17067-Hardware-requirement-for-maximum-connection>*](http://www.wowza.com/forums/showthread.php?17067-Hardware-requirement-for-maximum-connection)

so can you please suggest how many connection we could have with

*OS: Linux Centos 64-BitCPU: Intel Core i7-4

coresRAM: 16 GBStorage: 2x2 TB Hard drivesBandwidth: 20 TB

per month*

(I am able to make calculation but will be better if you can confirm)

Also can you tell me how good Amazon will be ? I know that on Amazon we pay

for what we use. Is this true that with Amazon we shall be able to achieve

unlimited connections (with plan upgrade) ?

Thanking You

Wowza support answer:

Hello,

Thank you for contacting Wowza support.

The hardware that you described is well suited for running a Wowza server, but the main resource to consider when worried about simultaneous streaming connections would be the internet bandwidth available at the server side. I noticed that you have a 20TB/month bandwidth limitation, but this is the amount of data you can stream during one month.

You would need to find out the speed of your internet connection. Is it a 100Mbps, 1Gbps or 10Gbps connection to the internet. This depends on the type of the network connection your server has to the datacenter where it is hosted and also the datacenter connection to the internet which is available for you.

Also, in addition to the internet connection speed that is available for your server, you would need to consider the bitrate of the streams you wish to distribute through your server.

For example, if you wist to stream a 1Mbps stream, and your server is connected to the internet with a 100Mbps connection, the number of simultaneous users your system can support would be calculated using this formula:

1Mbps x number of users + 20% = 100Mbps ; - The extra 20% margin is necessary for the IP overhead.

Basically, the number of users would be 80Mbps/1Mbps ~ 80 simultaneous users

When it comes to which Amazon EC2 instance to use, the best practice is to figure out what is the bandwidth speed provided

by the various instance types and do the same calculation: stream bitrate * number of streaming users + 20% = network bandwidth speed

I hope this info helps.

Regards,
Zoran

Third thing was will our hosting provider support us with services on dedicated servers. Well that totally depends on hosting provider we choose. Few provide the support few don't. Like we recently got a dedicated server on rent from www.gigapros.com. They are providing us full management support and are willing to add up more server or change configuration based on our requirements.

That's all about wowza, dedicated server and all.

I have few important queries which i would like you to answer we both are on same page.

Chen, while working on the video part we came up with few questions:

- When a user get logs into a system, are we supposed to start his webcam streaming or shall we ask him?
- Are we going to allow the logged in user to stop, start his webcam?
- Are we by any means going to push/force users to turn on their webcams?
- If say User A is in video chat with User B, through 'Next trip' feature. How to handle following scenarios?
 - If User A friends call him? What are we supposed to do? Accept the call automatically or ask User A, if he wish to pick?
 - If say User A, picks up the friend call, what will going to happen at User B end?
 - If User A, is on Inbox page and friend say User B, call him.. How User A will going to be notified?
 - If User A, is recording a video message for inbox/drift bottle and his friend User B, Calls him, what will happen than?
 - If User A, is watching a video message from inbox/drift bottle and he receive a call from his friend User B, what will happen thn?
 - Please answer same above questions for Next trip scenario.
- As we're having 'End' button below the Main video Chat screen on main page. If a user click that button what will going to happen?
- Another important thing, by green online icon on friends side means that this specific user is available on cam (rather availability on site) okay?
- Do we need to keep Mic/Cam on/off button and Sound/Video on/off button (for right side video publisher window and middle video player window respectively) ?