How to use the RTSP/RTP Client.java:

Figure 1 show's the initial screen that Client.java will start in.
- You must run Server.java before running Client.java. Also Server.java must be set to a port number and ready to accept a connection from Client.java.
- The "Server" box shows the name of the machine that Server.java is running on.
- The "Port" shows the port number used by Server.java.
- The "File" shows the file that is going to be displayed by Client.java.
- Once the settings are set to connect to the machine that Server.java is running on then click on the "Connect" button. The "Connect" button turn into "OK" when a connection to the server has been made.
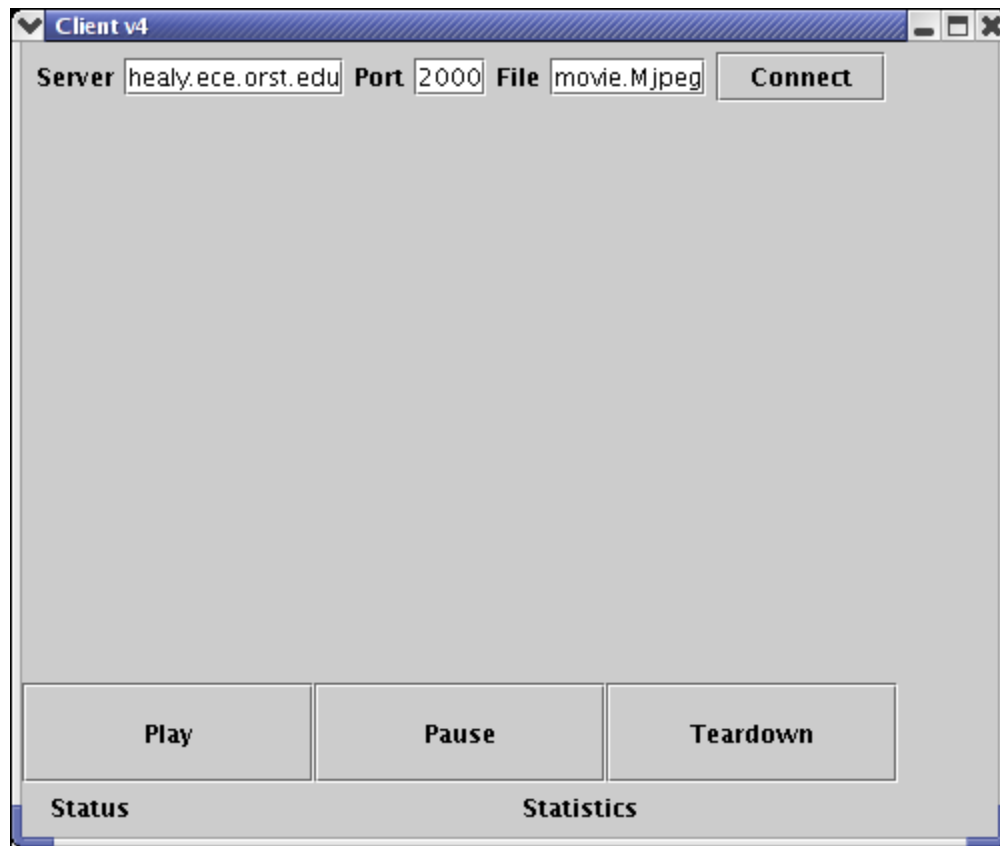

Figure 1

Figure 2 shows Client.java correctly connected to Server.java and playing a movie.
- "Play" tells Server.java to jump into the play state to start playing the movie.
- "Pause" pause's the video.
- "Teardown" closes Client.java and Server.java applications.
- In the lower left corner of the application window (where it says "READY") is the state of Server.java. When a movie is playing it will display "PLAYING".
- The number with L in front of it shows the number of lost packets.
- The number "17:8 s" shows the amount of time the movie clip has played.
- "Transmission Rate" is the total amount of packet size divided by the timestamp.
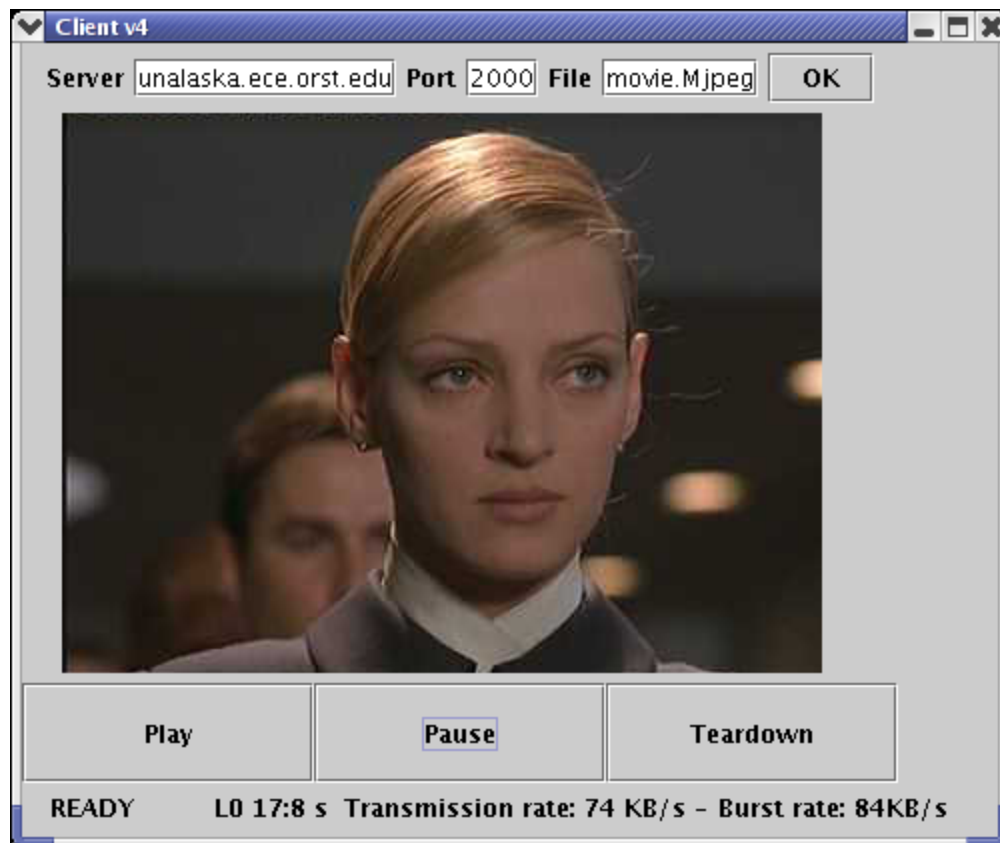- "Burst Rate" is the current packet size divided by the timestamp.

Figure 2