



Live streaming UDP of AV streams with very low frame rate

Application Note

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1 Introduction

1.1 Purpose of this document

The purpose of this document is to explain how to configure properly a player so that it can play UDP streaming of AV streams whose frame rate is very low (example 1 image / second) and avoid decoding error message ("content temporarily unavailable (code 0)").

1.2 Decoder architecture

Indeed, by default, the video decoder configuration is optimized to decode AV stream whose frame rate is roughly close to 25 image/sec (the most widespread frame rate). This frame rate implies to dimension sufficiently the memory and the delay to get the specific image (GOP) to be able to start to decode the AV stream.

But when frame rate is very low, the default delay and memory buffer size programmed inside the decoder is not sufficient.

1.3 User preferences

To solve the issue, some new user preferences are supported in the player

- [innes.avkit.mpegts-livestreaming.starting-level-timeout](#)
- [innes.avkit.mpegts-livestreaming.initial-caching-duration](#)

2 User preferences configuration

User preferences	Default value (factory)	Max Value	Unity	Description
innes.avkit.mpegts-livestreaming.starting-level-timeout	0	-	ms	<p>Additional timeout before raising decoding error when decoding live streaming MPEG2TS</p> <p>If set to 0, additional timeout is 0.</p> <p>Typical use case when frame rate is 1 image / second => set the value to 1000 ms*</p>
innes.avkit.mpegts-livestreaming.initial-caching-duration	0	-	ms	<p>Initial stream capture duration before start to decode live streaming MPEG2TS</p> <p>If set to 0, the default capture if 1 Mo.</p> <p>Typical use case when the frame rate is 1 image / second => set the value to 6000 ms*</p>

*The user can settle the value according to its needs.

Important: increasing the value of these preferences may imply a delay to start decode all others AV streams