User manual

Prerequisites:

To use this project You must have an open UDP transmitter which transmits a stream of mpeg2TS packets of a video in ACV format (H.624).

The project has two components:

1) The server-side service:
   Written in go, the project delivery includes the source file, and a compiled runnable (one for unix, and one for windows_x86, named "serverGateWay-<mac/windows>[.exe]")
   To run the server executable, you need to pass (as command line argument) the Udp port that the serverGateWay will listen to.
   If no port is given, the udp port will be set the its default (8888)

   Unix run example:
   $> /Path to Executible/serverGateWay-mac [udp port number]

   Windows run example:
   $> /Path to Executible/serverGateWay-windows [udp port number]

2) The client-side web app:
   Open the html in the chrome app.
   This screen should load:

   Video IP - for unicast 127.0.0.1:
   127.0.0.1
   Video port:
   8000
   Server side queue size [Number of GOPs]:
   100
   Client side queue size [Number of GOPs]:
   2
   Upper limit [Seconds]:
   1.0
   Desired offset from end time [Seconds]:
   1.5
   Lower limit [Seconds]:
   2.0
   Start

   The video IP and Video Port parameters should be set to the IP of the machine that runs the Go code (or the serverGateWay executable)
   Press start, sit back, and enjoy the live streamed video.