OSMF 2.0 Release Notes

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What's New

1. Detailed descriptions for all OSMF features can be found at the new OSMF wiki: http://sourceforge.net/apps/mediawiki/osmf.adobe/index.php?title=Main_Page

Please bookmark this page!

2. Strobe Media Playback is now included with the OSMF sources.

3. Several new features are new with OSMF 2.0:


Bug fixes for this release

   - **FM-1544**: OSMF does not support 32 bit rollover in HDS FLV tags for seek operations on live/DVR streams
   - **FM-1543**: [ABR] The playback details recorder is not handling a rare scenario of events
   - **FM-1541**: [NAIL] Video playback doesn't benefit from stage video if swf-version compile target equals 12
   - **FM-1535**: Build tools files missing from trunk
   - **FM-1532**: BEF breaks LBA behavior
   - **FM-1528**: BEF breaks ABR playback
   - **FM-1526**: Seeking during a BEF liveness back into DVR will get the player in a malfunctioning state
- **FM-1525**: Playing a live HDS asset with a small buffer will make the player malfunction
- **FM-1522**: [Injection] Relative paths in Multi Level Manifest files are no longer supported
- **FM-1520**: OSMFTests, OsmfIntegrationTests, NetMockerLibrary and other sample apps should be in working condition until the release
- **FM-1519**: Buffer slate remains on display when seeking in DVR rolling window when current time is larger than 2000000
- **FM-1515**: OSMFTest does not test several helper functions
- **FM-1514**: New ABR classes have too verbose logging
- **FM-1513**: DRM content playback stops after a seek operation
- **FM-1512**: Manual switching is stuck after first switch
- **FM-1510**: RTMP MBR switching does not work any more
- **FM-1509**: F4M link with parameters with forward slashes break the baseURL of the bootstraps
- **FM-1507**: [HDS Failover] When a fragment of a multi-fragment segment is removed, and BEF is turned on, there is no BEF attempted for the dropped fragment
- **FM-1505**: [HDS] MediaPlayer exits buffering state too early after a seek
- **FM-1504**: [SMP] Double seeking to the live point will stop playback and buffer length will always be zero
- **FM-1503**: Random RTE before playback starts
- **FM-1502**: [HDS Failover] (BEF == 3) In a NOT-DONE stream, when the last fragment(s) is removed, there is unexpected behavior with the downloading of the last fragment(s). The fragments are NOT missing from disk
- **FM-1501**: [HDS Failover] In a NOT-DONE stream, when the last fragment(s) is removed, there is unexpected behavior with the downloading of the last fragment(s). The fragments are missing from disk
- **FM-1500**: [HDS Failover] When BEF (Best Effort Fetch) is turned on, the first fragment played is not correct, if the manifest has multiple gaps
- **FM-1499**: [HDS Failover] In a NOT-DONE stream, when the last fragment(s) is removed, there is unexpected behavior with the downloading of the last fragment(s). The fragments are NOT missing from disk
- **FM-1498**: [HDS Failover] There is no API to determine whether or not Best Effort Fetch is enabled/disabled
- **FM-1497**: [HDS Failover] When BEF (Best Effort Fetch) is turned on, the last fragment is never downloaded
- **FM-1495**: [LBA] Video playback stops if alternate audio track is shorter than video track
- **FM-1494**: Multiple seek operations on a MBR stream cause a negative bitrate RTE
- **FM-1493**: [ABR] A stream should be marked unreliable if an emergency down switch occurred, even if the record is small
- **FM-1487**: Seek complete event is firing too early
- **FM-1485**: Using parameters in a HDS media/stream URL (inside an F4M) is not supported.
- **FM-1481**: Manual switching sends two switchstart events instead of one
- **FM-1480**: autoSwitch value in DynamicStreamEvent is false when the switch was initiated automatically
- **FM-1478**: DynamicStreamEvent beginning transition is not fired any more
- **FM-1477**: [SMP] DRM license server error (not existing or not answering) hangs the player in an infinite buffering
- **FM-1474**: [late Binding Audio] ABR breaks LBA switching
- **FM-1472**: [ABR] Playback of SBR DR Yin protected content / PHDS calls a null object reference which makes playback impossible
- **FM-1470**: Resuming playback, after seeking has a delay of 1 to 4 seconds
- **FM-1469**: [ABR] Auto Switching stuck after seeking back and forward
- **FM-1468**: HDS F4M setting initial index cannot be done in an easy way
- **FM-1467**: Content with Alternate Audio isn’t played
- **FM-1466**: [ABR] Seeking backwards causes FPS metric runtime error exception
- **FM-1464**: Legacy Live HTTP Streaming doesn’t work
- **FM-1456**: MLM Live MBR asset with baseURL and relative media url resolves this url referring the stream level location
- **FM-1455**: MLM Live MBR asset with external bootstraps manifest is refreshed on the incorrect stream
- **FM-1453**: MLM Live MBR asset with relative external bootstrap paths does not load them correctly
- **FM-1450**: MultiBitRate HDS with Alternate Audio isn't played
- **FM-1448**: MLM Manifests with PHDS streams doesn't play
- **FM-1442**: Video is not properly centered when StageVideo is used in a SerialElement
- **FM-1441**: Dynamic streaming switching events are lost during performance runs
- **FM-1440**: Playing a HDS subclip starting from 0 to a ending value less than a keyframe results in movie playing over the ending value until next keyframe is reached
- **FM-1439**: In a HDS subclip seeking doesn’t work
- **FM-1421**: testGetLogger unit test fails on the Build System
- **FM-1420**: testLoadPluginWithDifferentVersions Unit test fails
- **FM-1416**: Global drmAdditionalHeader information is ignored when parsing manifests
- **FM-1412**: [HDS] Seek fails in a Serial Element
- **FM-1409**: [faks] Using non-byte array parameters with authenticateWithToken method results in token not being sent
- **FM-1387**: [HDS on Mobile devices] The audio is desynchronized when the video starts buffering
- **FM-1376**: Getting frequent rebufferings after each fragment while playing high bitrate streams over HTTP-JIT on 1.6 RC4 player. Issue not seen on 1.5 player
- **FM-1374**: Adding the LayoutMetadata without setting the width and the height will cause an error and the video isn't displayed
- **FM-1329**: When playing a Live / DVR HTTP Streaming asset, OSMF sometimes stops requesting fragments
- **FM-1325**: DVR does not work with F4Ms that encapsulate single-bitrate streams with absolute URLs
- **FM-1317**: OSMF Player keeps requesting for fragments even if the player is unable to connect to FAXS Server
- **FM-1220**: MediaPlayer does not dispatch TimeEvent.COMPLETE
- **FM-1192**: Unit tests are failing both on desktop and on mobile making it hard to assess the stability of our code base
- **FM-1003**: HTTPNetStream does not get bytesLoaded and bytesTotal information
- **FM-925**: Errors thrown from NetStreamSwitchManager in onPlayStatus when url arguments are included in URLs
Known Bugs

- **FM-1539**: Problems when playing an asset with audio-video alternative track
- **FM-1536**: F4M tag bestEffortFetchInfo is parsed for older version, e.g. v1.0
- **FM-1534**: Android 4.0 (ICS) - black screen with a video player based on OSMF on Asus Transformer
- **FM-1533**: OSMF Player Locks with Progressive MP4s and Autoplay on iPad
- **FM-1527**: During a BEF, the player does not begin parsing a fragment until it downloads the entire fragment
- **FM-1523**: RTE 1009 or duration freeze-up after republishing a stream on FMS
- **FM-1517**: [HDS Failover] OSMF does not handle the “startness” case well
- **FM-1516**: [HDS Failover] Best Effort Seek can be more efficient if it performs a fetch of the guess fragment first, caches it, then performs backwards fetches
- **FM-1506**: OSMF reports alternative audio transitions at incorrect times when playing a multi-bitrate asset
- **FM-1492**: Multiple fast seeking actions lead to playback error
- **FM-1491**: Looped video blinks
- **FM-1479**: HTTPNetstream reports negative time during debugging
- **FM-1476**: NetStreamSwitchManager never shut down, breaking dynamic switching for other dynamic videos playing afterwards
- **FM-1473**: currentDynamicStreamIndex always returns 0 on manual switching
- **FM-1471**: VAST Library throws exception when trying to remove the CLICK event listener from the mediaContainer
- **FM-1463**: HTTPStreamSource's function retrieveMedia doesn't use the "url" parameter
- **FM-1462**: HDS should return correct NetStreamInfo
- **FM-1461**: HTTP streaming cannot be replayed by using the button when autoRewind=false
- **FM-1458**: OSMF doesn’t support type 2 and 3 discontinuities in HTTP Dynamic Streaming
- **FM-1457**: NetLoader does not apply arguments from StreamingURLResource on reconnect
- **FM-1446**: Crash when setting MediaPlayerSprite.media = null on iOS
- **FM-1443**: HTTPNetStream goes into wait state and never comes out
- **FM-1434**: Seeking between 0 and 4 seconds in HDS/DVR stream jumps seek to 16 seconds
- **FM-1433**: After playing a RTMP subclip it should rewind to start but it is not
- **FM-1431**: No background drawn if stagevideo is disabled
- **FM-1429**: Dynamic streaming indexFromName() function returns a bad index when a stream name with a lower bitrate is a substring of a stream name with higher bitrate
- **FM-1427**: RTE in LightweightVideoElement .reloadAfterAuth when the server returns 3301 DRM error and drmTrait is null
- **FM-1425**: Audio issue with HDS streams on mobile
- **FM-1424**: NetMocker library tests have errors
- **FM-1423**: OSMF 1.6 cannot play initial fragments for certain f4m files
- **FM-1422**: IPV6 RTMP address don't work
- **FM-1419**: [Nail] MBR not working
- **FM-1415**: [Nail] Video restart not working
- **FM-1401**: netStream failure when playing a stream that's part of a long composition

Notes
• If StageVideo mode is enabled and a video resource is associated with a container that is smaller than the video’s native size, do NOT set the scale mode to ‘none’, otherwise, the video will not be clipped according to the container’s dimensions (this is the expected behavior).

Getting Started Instructions

Detailed information on how to build OSMF and OSMF-based applications can be found at: http://osmf.org/dev/osmf/specpdfs/building-osmf.pdf

NOTE: To run OSMFTest (the unit test suite), include the following files in your project library folder:
• FlexUnit.swc
• FlexUnitOptional.swc
• NetMocker.swc

You may also need to update the SWC file path when you import the OSMFTest project.

Sample Applications
There are a number of sample applications provided which demonstrate new and old features. Each sample application is located in /samples (for all samples). The root directory of each sample project holds a readme.txt file with installation and usage instructions. StrobeMediaPlayback is also included with the OSMF framework and is located in /player.

Sample apps include:

**StrobeMediaPlayback:**
Full-featured standard media player developed by Adobe.

**StrobeMediaPlaybackAir:**
Example media player application targeted for mobile devices.

**AkamaiPluginSample:**
Demonstrates the use of plug-ins. Integrates with other OSMF-provided plug-ins (SMIL, captioning, Akamai, etc.).

**CaptioningSample:**
Demonstrates loading the OSMF captioning plug-in and using an external captioning document to show captions over a video. Specifically, the sample app loads the OSMF captioning plug-in, places the URL location of a WC3 Timed Text DFXP file on the metadata of the video resource, and listens for the metadata TemporalFacet to be added to the VideoElement. When the TimelineMetadata is added to the VideoElement, an event listener is added for events of type TimelineMetadataEvent. In that event handler, the caption data is included in the event and the sample app renders the caption using the style information found in the caption object that was passed to the event listener.

**ControlBarPluginSample:**
Demonstrates how to create a visual plug-in. In this particular example, the visual plug-in encapsulates a video control bar which controls playback of the video, and which is laid out using OSMF’s layout system.

**CuePointSample:**
Demonstrates cue point support in OSMF.
**DVRSample:**
Demonstrates DVR support in OSMF.

**DynamicStreamingSample:**
Demonstrates dynamic streaming support in OSMF.

**ExamplePlayer:**
Demonstrates playback of a wide variety of media.

**HelloWorld:**
Demonstrates the simplest possible application that can be built with OSMF (see HelloWorld.as).

**HTMLMediaContainerSample:**
Demonstrates how to use the HTML Bridging feature.

**LayoutSample:**
Demonstrates how to use the Layout feature in OSMF.

**MASTSample:**
Demonstrates the use of the MASTPlugin ActionScript plug-in to retrieve a MAST document, parse it into a MAST object model, and play a pre-roll ad before a video. This sample integrates with the VAST library, which supports VAST 1.0 and VAST 2.0.

**MediaContainerSample and NestedMediaContainersSample:**
Demonstrates part of the framework's media container feature which allows media elements to be routed.

**MediaPlayerSpriteSample:**
Demonstrates the use of MediaPlayerSprite.

**OSMFPVPlayer:**
Defines an application that can be embedded on a web page in order to play back media. It contains a control bar that manages the various supported aspects of the media. It also uses the ChromeLibrary, which serves as a reference on implementing a user interface for an OSMF based player.

**TransitionsSample:**
Demonstrates the use of visual transitions within an OSMF application.

**VASTSample:**
Demonstrates the use of the VASTNew ActionScript library to retrieve a VAST document, parse it into a VAST object model, and generate one or more MediaElements that correspond to the playback instructions of that VAST document. Note that the VASTNew library supports both VAST 1.0 and VAST 2.0.

**VPAIDSample:**
Demonstrates the use of the VPAID library.

Note: Flex 4.1 or higher is recommended to run the Flex sample applications.

**Compatibility**
Flash Player 10.2 or higher is required with OSMF versions 1.6 and greater

**Known Issues**
- HTTP Streaming certification unit tests require Flex 4 to compile. To use Flex 3 environment for the HTTP Streaming player change htmlPlayerVersion to 10.0.0” to avoid a compiler error.
- OSMFIntegrationTest — A few integration tests will fail because they require access to the Adobe network.
Documentation
The quickest way to get to all the OSMF documentation, from API docs to feature descriptions to tutorials, is to visit the new OSMF wiki at:

Downloadable versions of the OSMF API documentation and the OSMF Developer’s Guide are also available here:
http://sourceforge.net/projects/osmf.adobe/files/