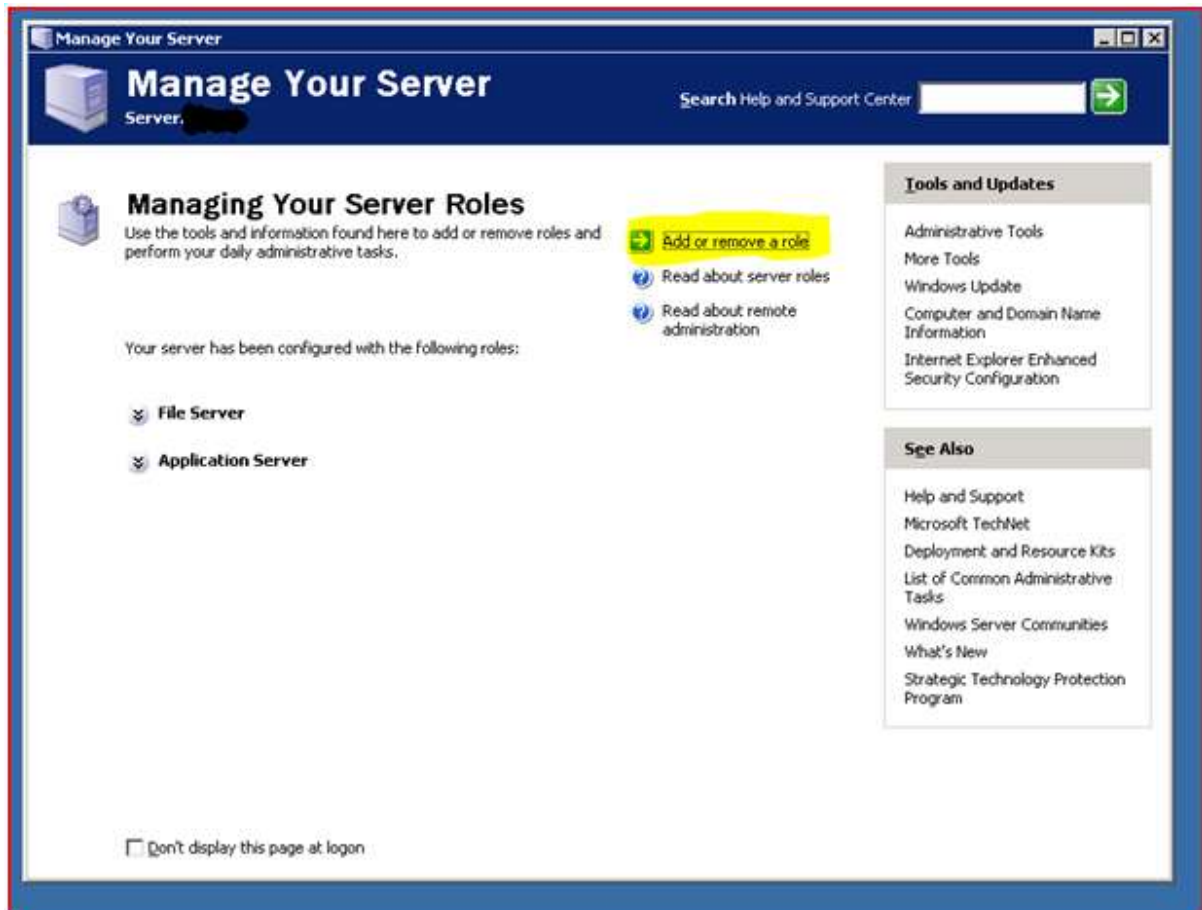


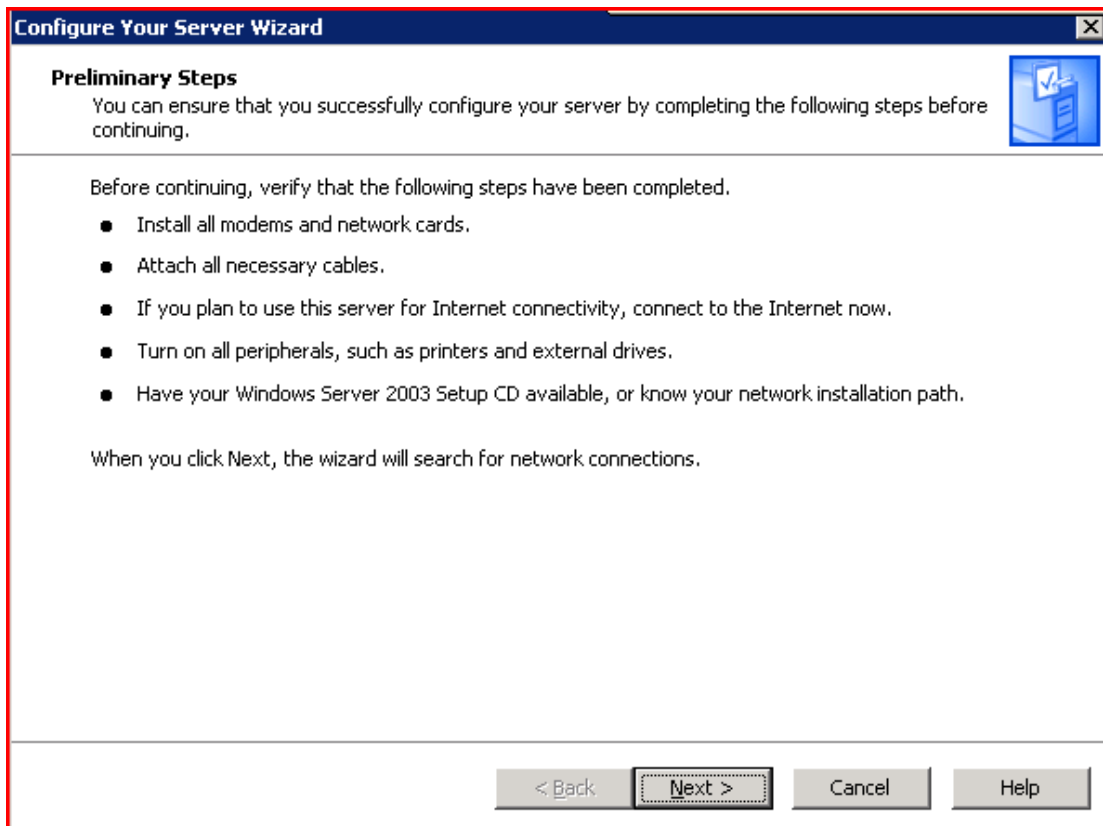
How to Set Up a Windows Media Server

Activating the Windows Media Services Role

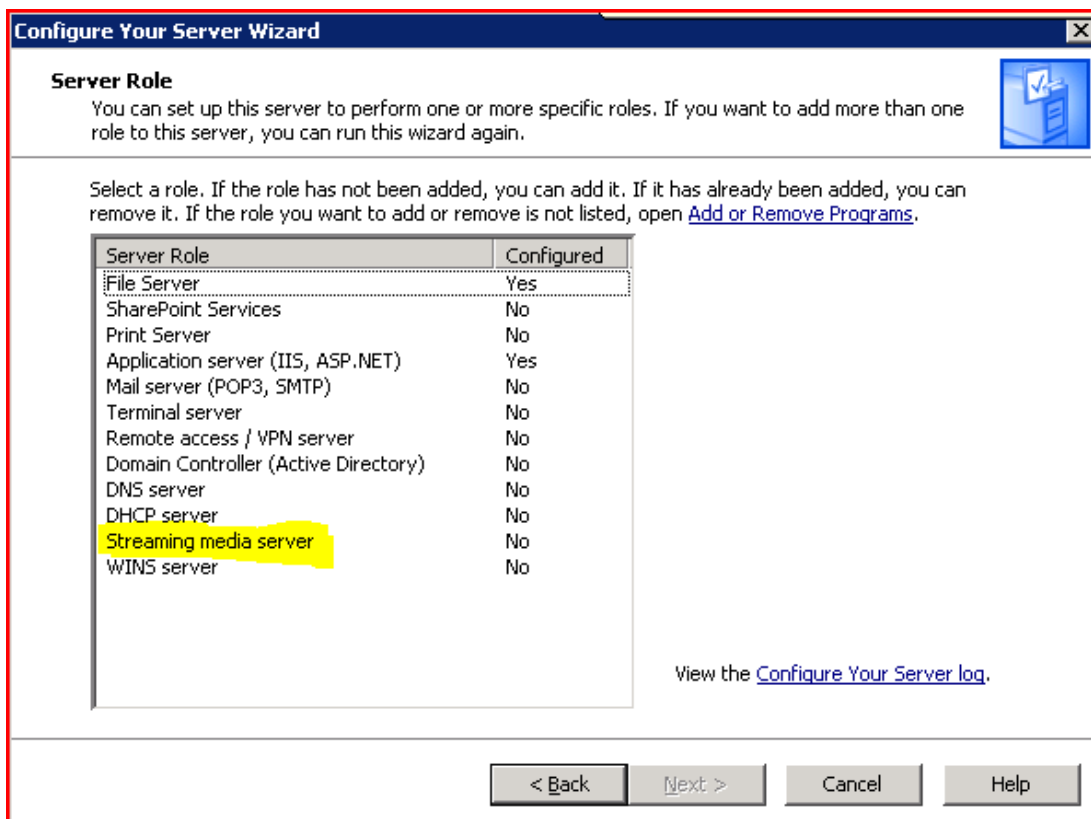
On the “Manage Your Server” screen select the option to Add/Remove a role:



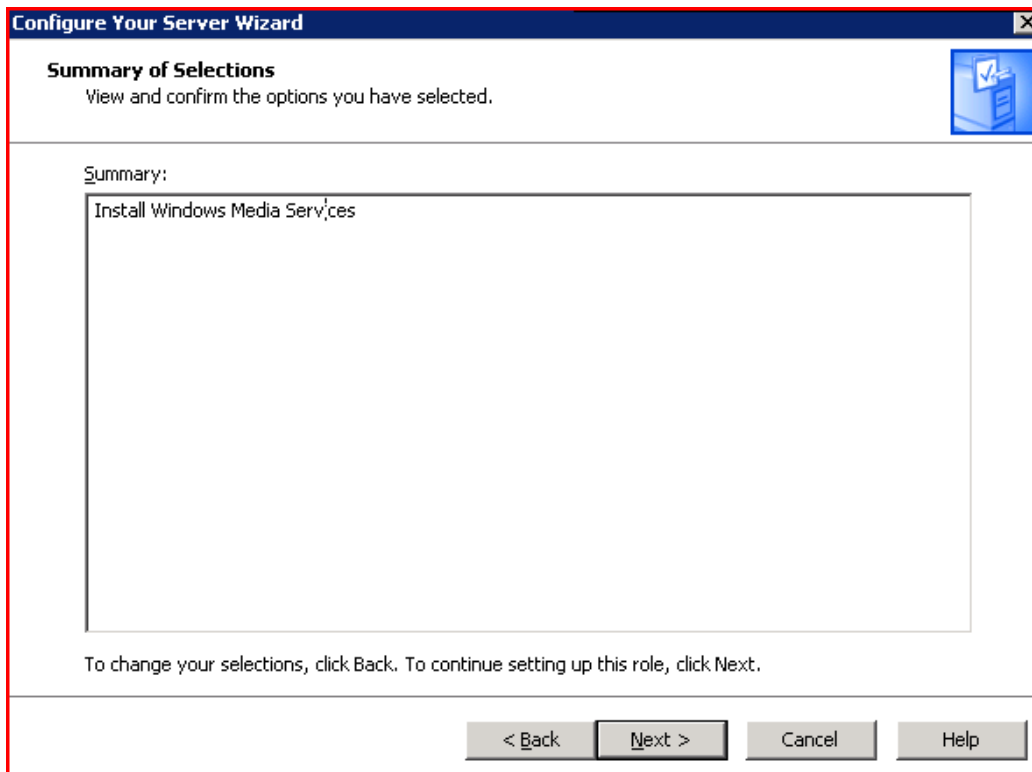
Which brings up this window: (Hit Next)



Which brings up the following window. Select “Streaming Media Server” and hit next:



Which takes you to the next screen. Hit Next:

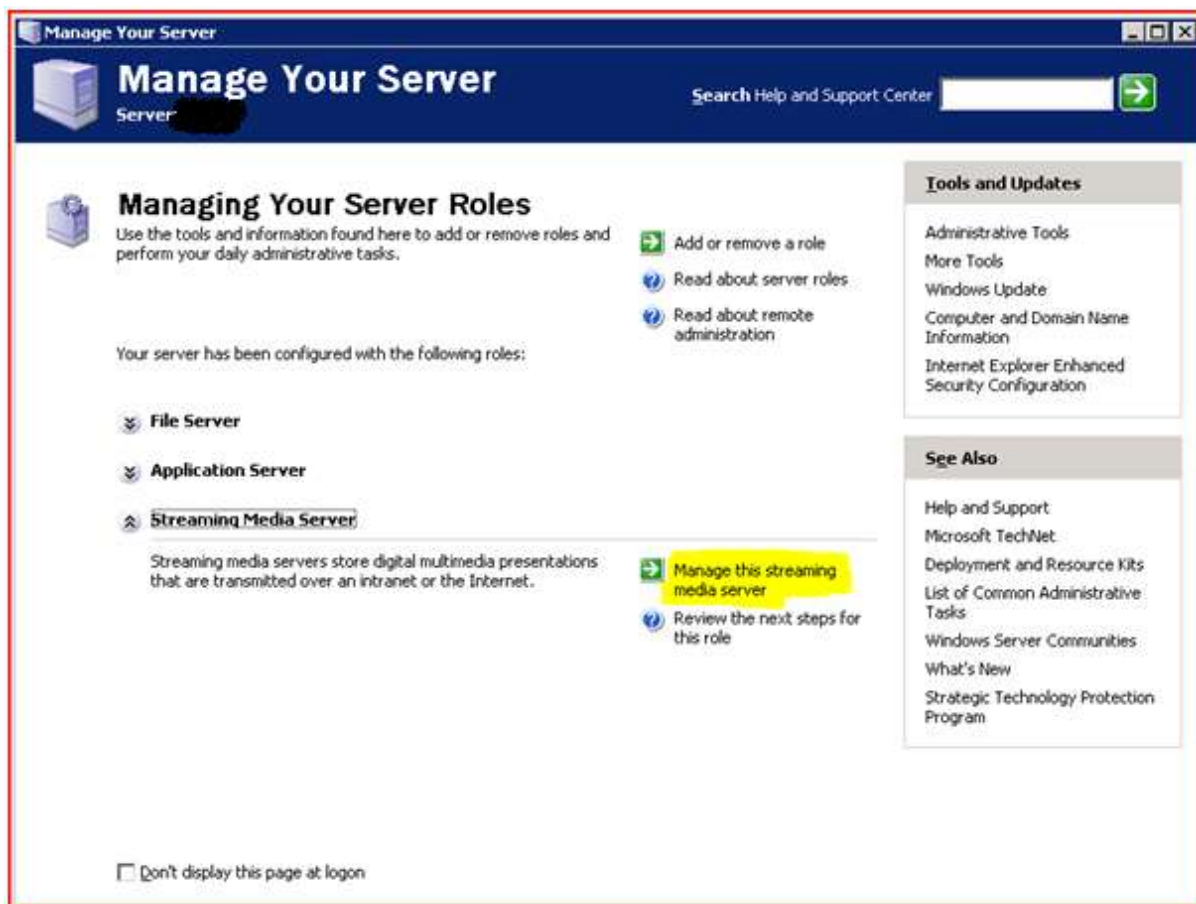


Confirm this option by clicking Next. This then installs the Media Services Components and may take a few minutes. When it is complete the following screen is shown. Hit Finish.

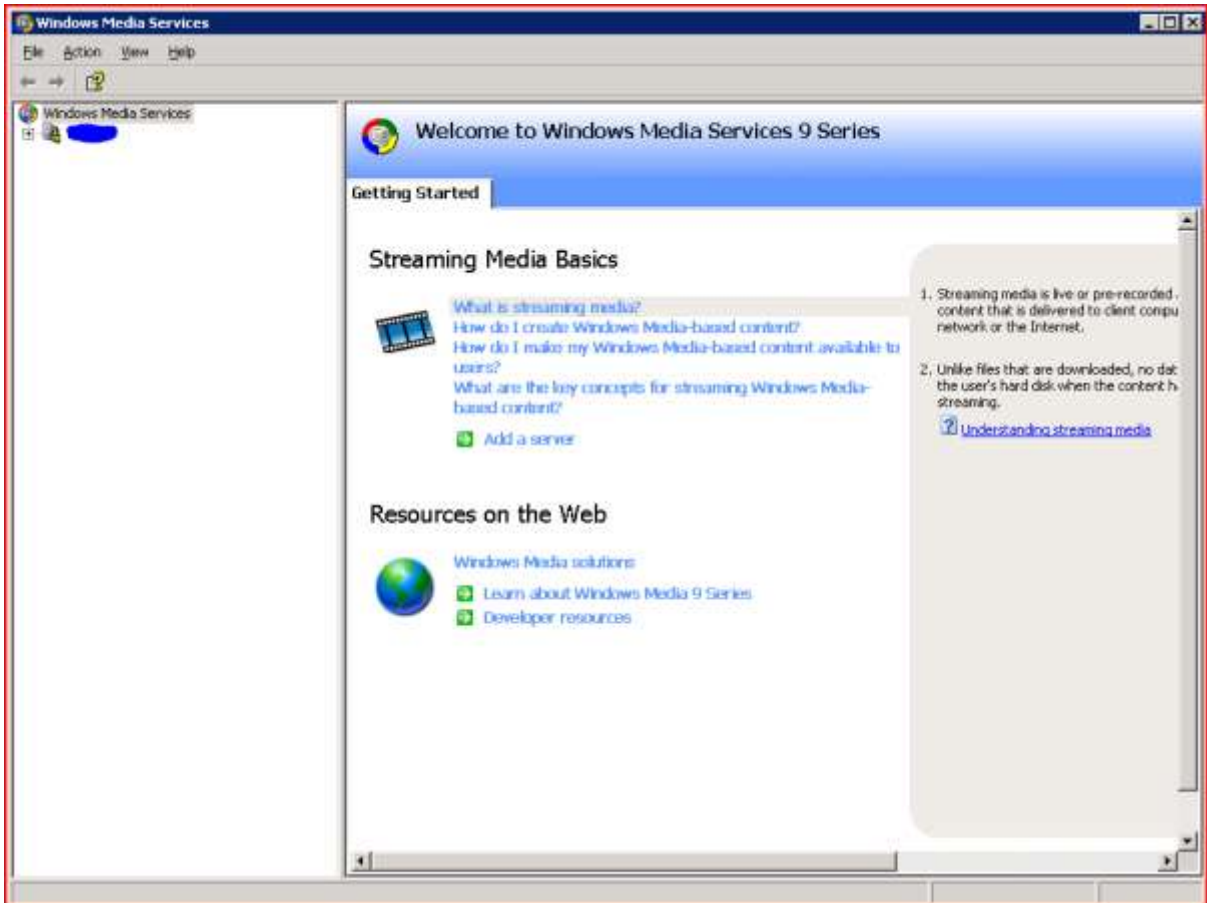


Setting up the Media Services

From the main screen click on the “Manage this Streaming Media Server” button:

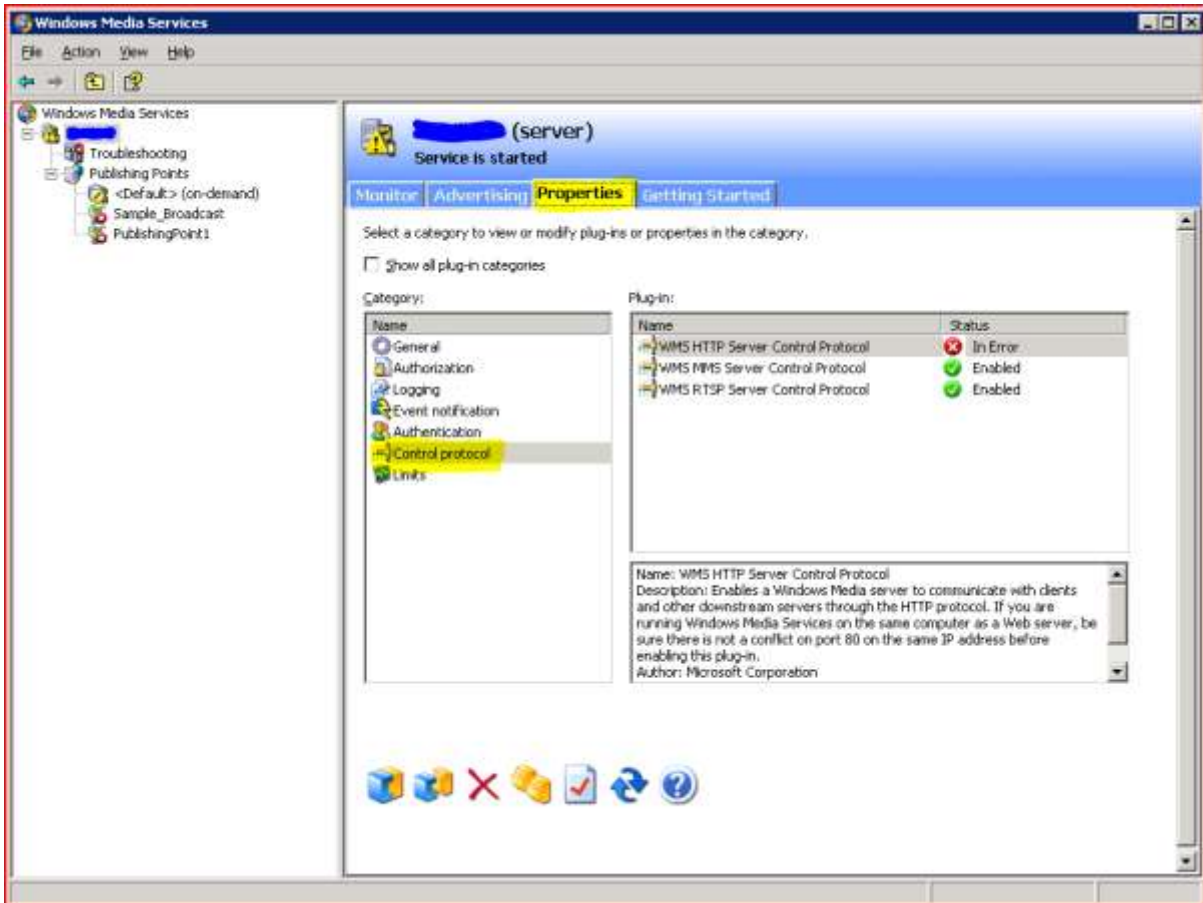


This action presents the following screen. Click on the “+” symbol next to your server name (please note ours has been blurred out):



Enabling Http Protocol

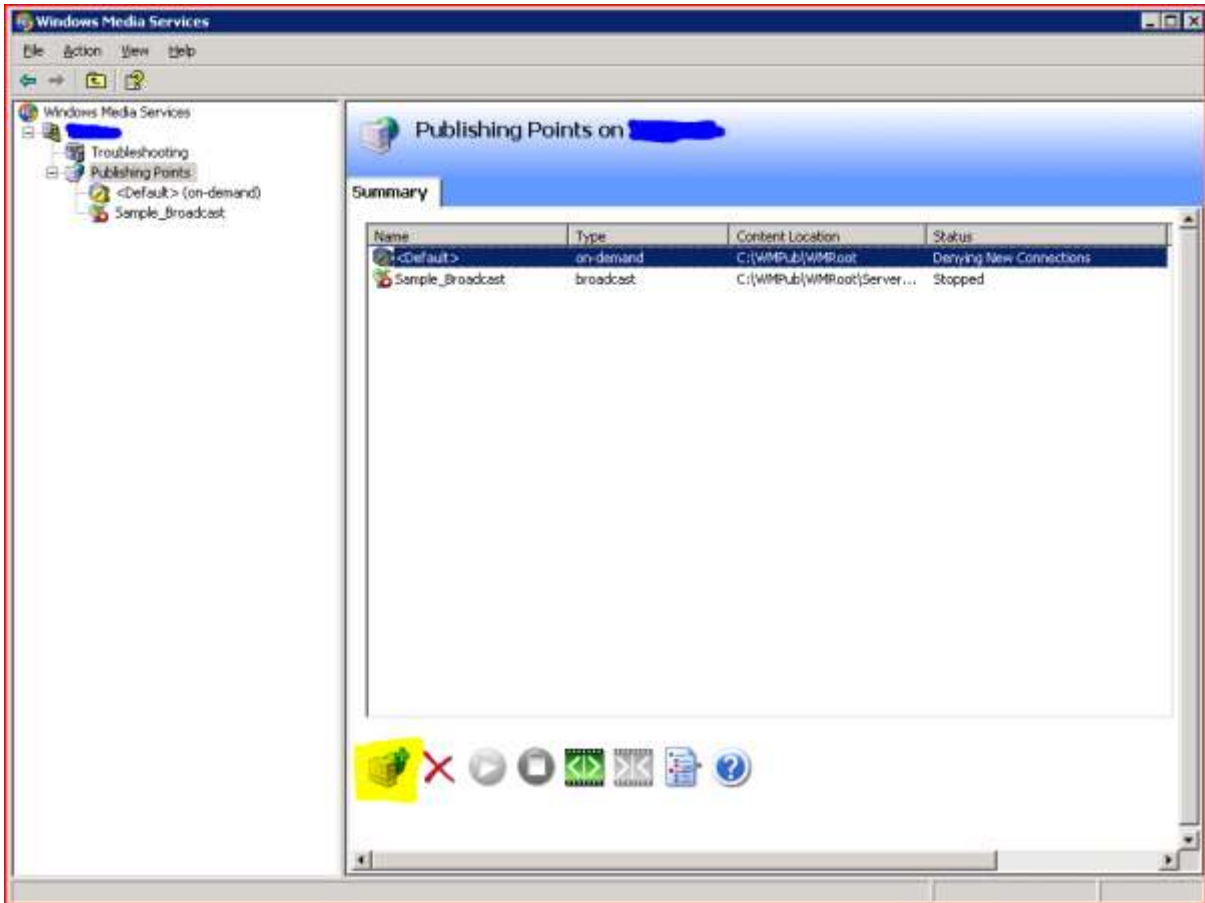
Click on the server name and then select the properties tab. Within this select the Control Protocol property (all options have been highlighted in the picture). Right click on the WMS HTTP Server Control Protocol property and click enable.



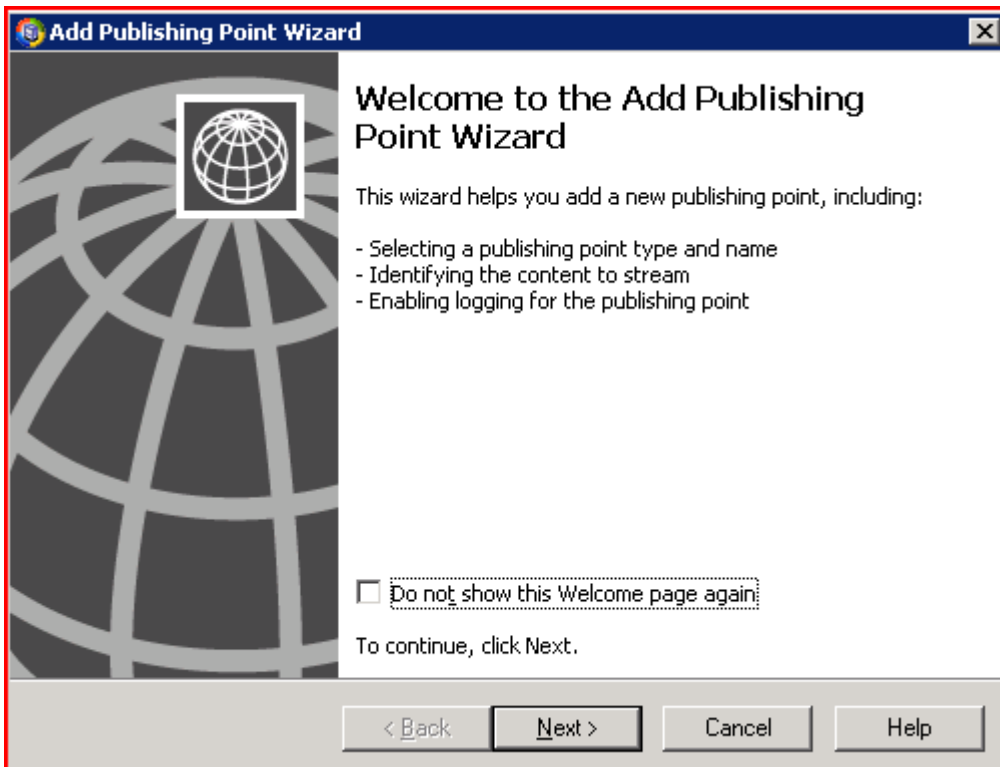
Note: If this errors then the most likely cause is that IIS is running from the same server. If this is the case then the Http:// syntax won't as the default port is 80, the same as IIS. You can either just use mms:// protocol or you can change the default port that the server uses. Please contact P Squared technical support for more information.

Adding a publishing point

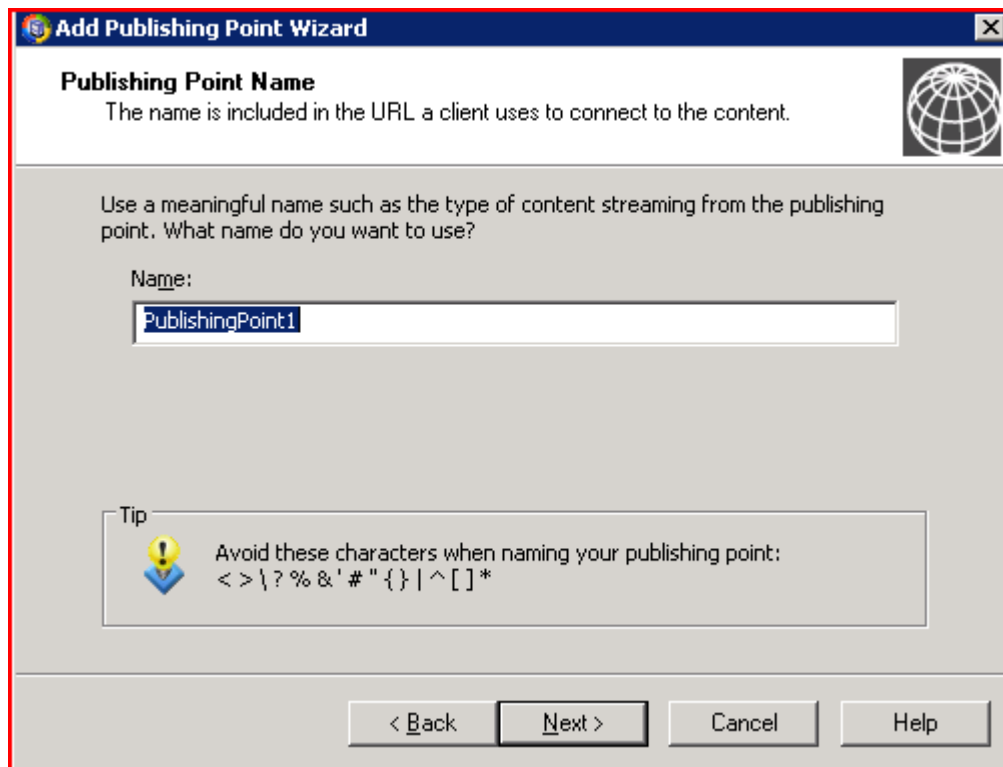
Fully expand the tree so that it looks like the following screen, then click on the highlighted button ("Add a publishing point"):



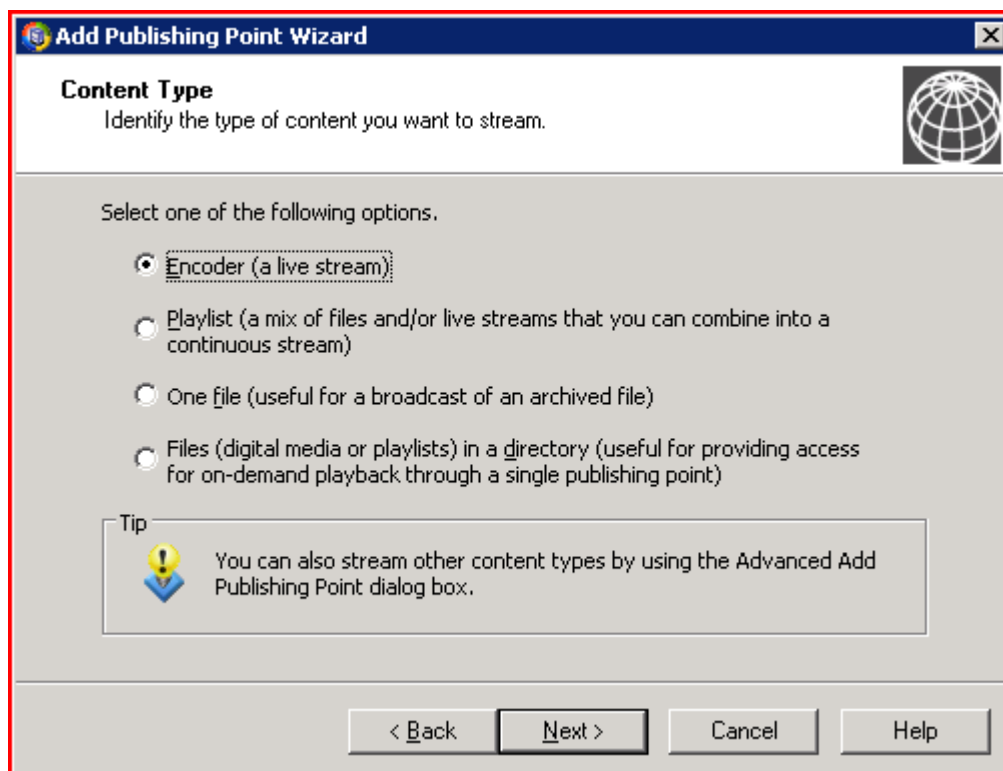
The following window should appear (click Next):



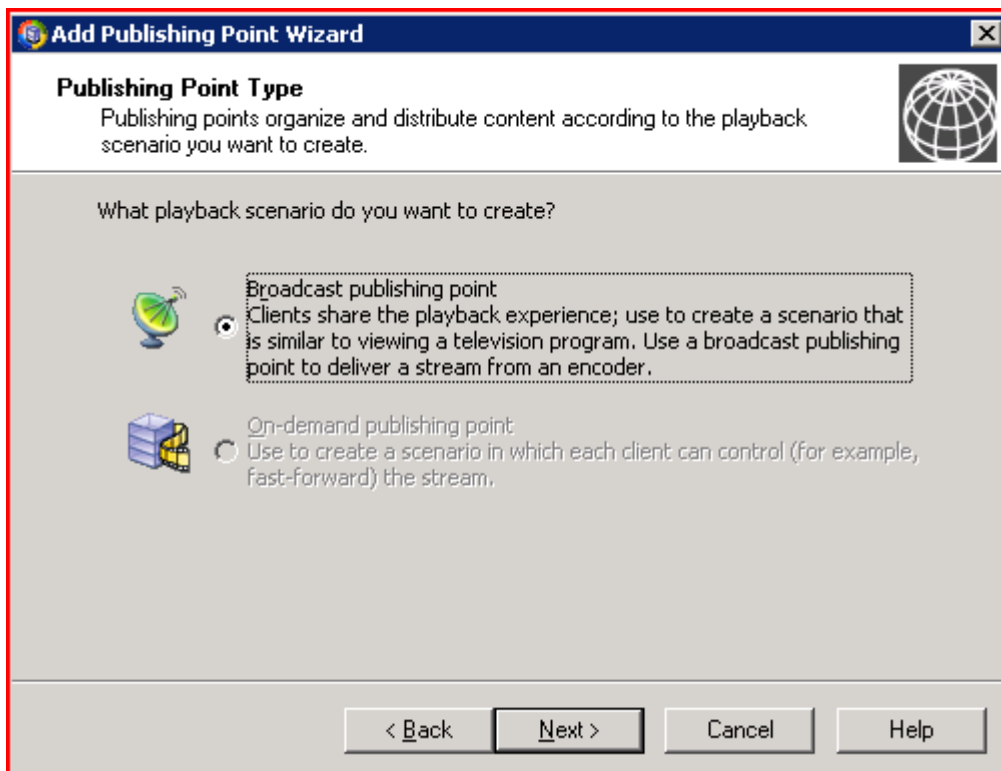
The following window should now appear. Type in the name you want and click next (We will be sticking with PublishingPoint1 for the purposes of this tutorial)



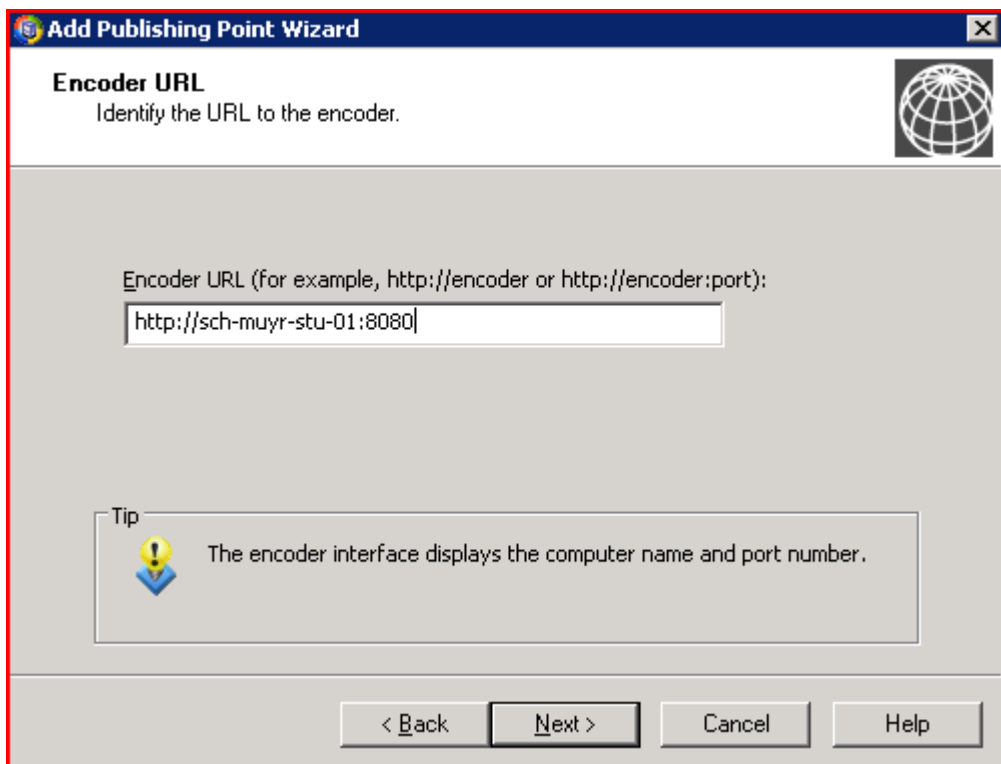
The following screen should appear. Make sure that the "Encoder" option is selected and press next.



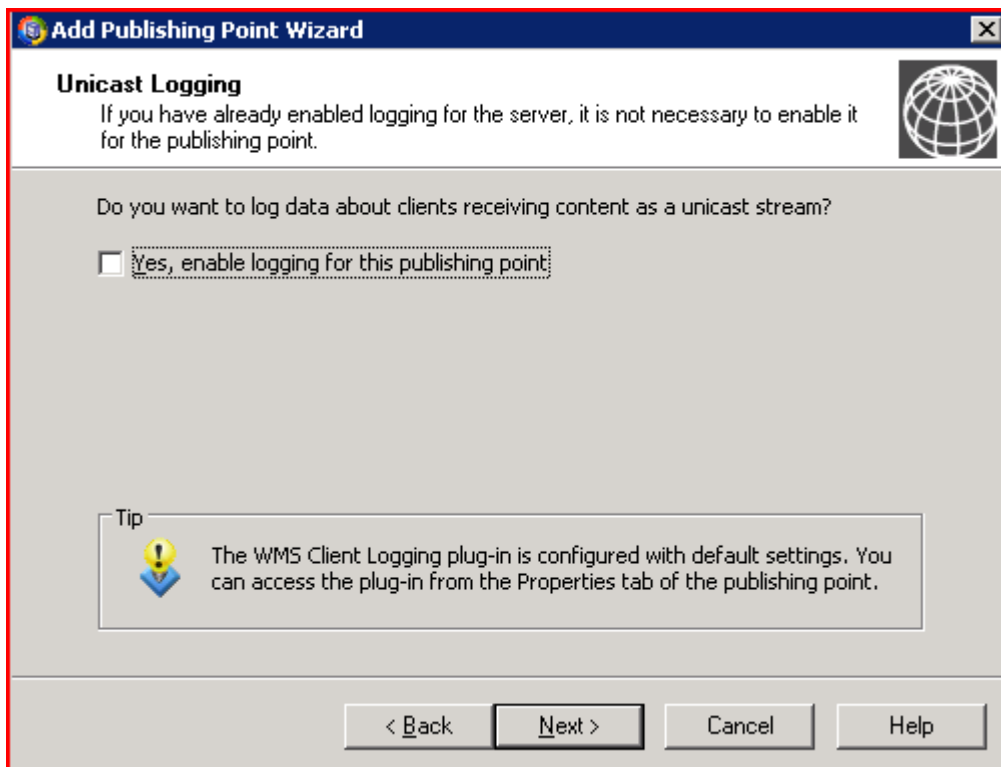
On the next screen make sure that “Broadcast Publishing Point” is selected:



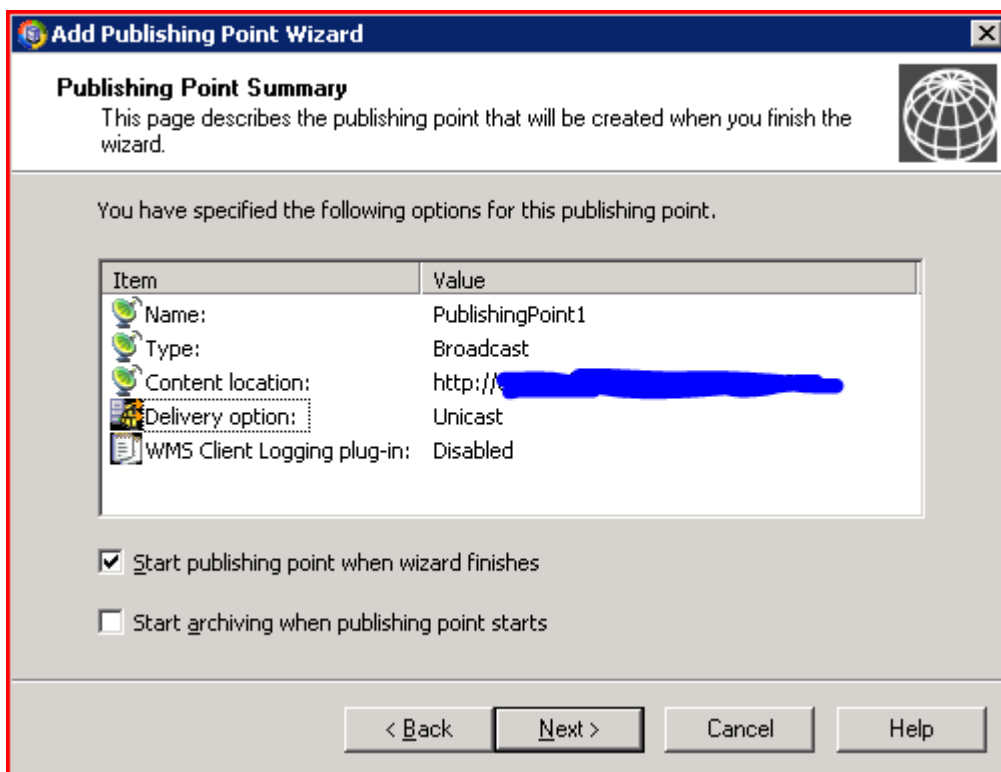
Enter the name of the computer and the port on which it is publishing. (These figures will be set on the machine which is running Windows Media Encoder – Setup for this appears at the end of this tutorial):



On the next window press next:



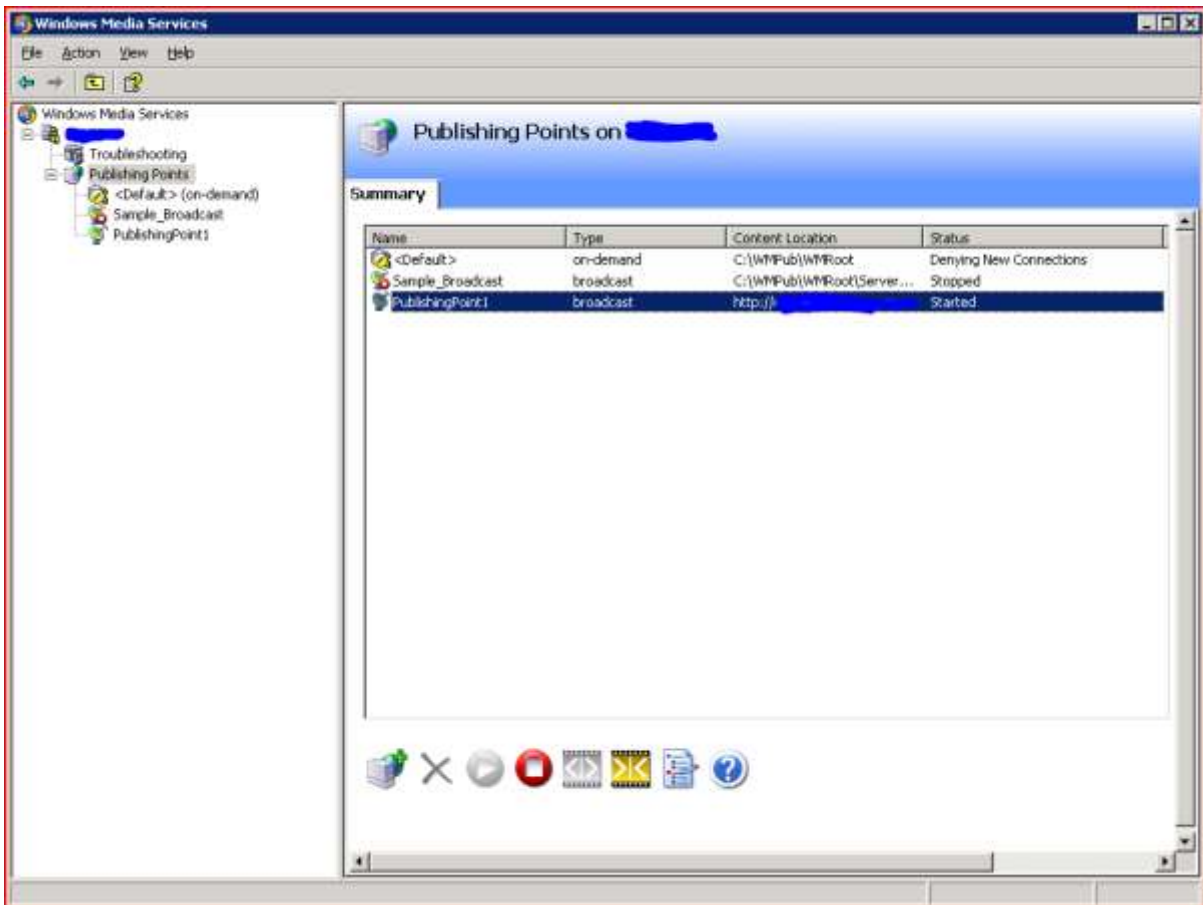
Check the details are correct. The blanked out space next to Content Location should be the name that you put in earlier:



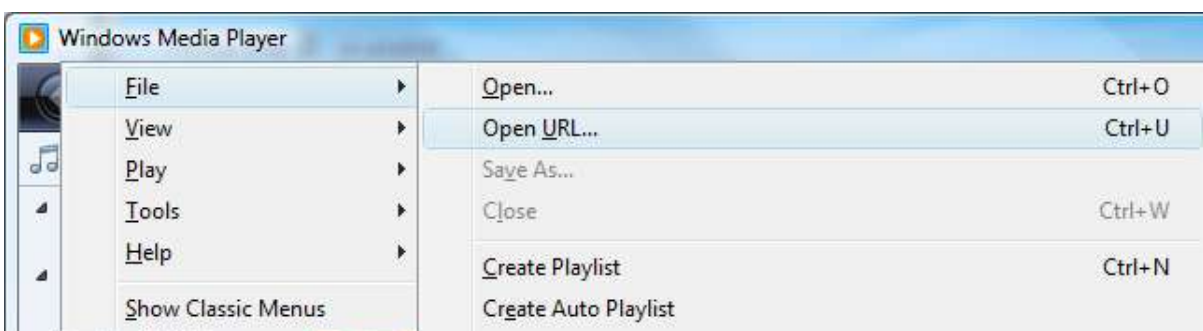
On the next screen you can see the url which users can use to access the stream. Make sure you deselect the options for creating announcement files and hit finish:



This should return you to the main screen and our publishing point has been added to the list.



Next open up a copy of Windows Media Player and click on File->Open URL



Then type in the connection URL which you noted above. This will be the server name and then /publishingpointname. For instance our example would be mms://xxx/publishingpoint1 where xxx is the server name.

This should then connect and buffer and then stream the data.