



The Easiest Way to Stream Multicast on Your Network.



Multicasting Offers Great Benefits!

Distributing live streams on corporate networks provides many benefits, and doesn't need to be expensive or complicated. We help you set this up.

Multicast Agent Works on Windows and Mac operating systems and is compatible with different browsers and HTML5 video players!

Protect live streams by adding geographical, domain, or IP restrictions, to guarantee safe distribution only to designated audience.

Reduce Network Bandwidth

Distribute executive presentations or virtual meetings to large audience in different company locations or networks by using Multicast.

Flexible Distribution

Use a single URL to stream multicast or unicast video to viewers on computers or mobile devices, inside or outside the network.

3-Easy Deployment Options:

Self-Served Model:

- Annual License
- Multicast Agent
- Video Player
- Setup Guide
- Support Plan

Premium Model

- Annual License
- Multicast Agent
- Video Player
- Initial Setup
- Team Training
- Support Plan

Enterprise Model

- Annual License
- Multicast Agent
- Video Player
- Complete Setup
- Full Management
- Support Plan

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HOW IT WORKS?

The Multicast Agent

We provide a software installer for Windows or Mac operating systems. Install the software on all corporate workstations that need to see video. The installers use a small print, autostart when the workstation is powered, and waits in the system tray for stream requests. Use the deployment guide or work with our team to enable multicasting on your network. The multicast agent supports both SSM and ASM.

The Media Server

We recommend using the Wowza Streaming Engine server. A monthly subscription or proprietary license purchase are available, directly from Wowza. The deployment guide explains how to configure Wowza. Other media servers are supported, if they accept incoming RTMP streams and can be configured to push UDP signal with custom IP settings. The media server must be installed inside the corporate network.

The Media Player

We also provide a HTML5 player to embed on the corporate webpage (the landing page). The player can be placed in any web server and requests video over TCP port 443. The player will try first to play the multicast stream (when the user is in a multicast capable building), or failover to a unicast stream when the user is on Wifi, or in a building that does not support multicast. To stream unicast, connect via HLS to your favourite streaming video service or content delivery network.

Data Analytics

The media player posts usage statistics to 3rd party data analytics solutions (example: Splunk or Datadog services). The target data analytics solution can be inside or outside your network. If it resides outside the network, we will work with your IT team and help facilitate data parsing via your firewall.

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Multicast/Unicast Client to Service Workflow:

