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Welcome to Netscape Media Player. Netscape Media Player brings high-quality streaming audio and synchronized multimedia to your desktop. Used in conjunction with Netscape Media Server 1.0, Netscape Media Player lets you receive streaming audio and synchronized multimedia directly on your desktop. Using automatic bandwidth-optimized streaming, Media Player delivers the best possible audio quality at various communication speeds, including broadcast-quality stereo with 28.8Kbps modems..

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Clip Settings

To choose clip settings:

- 1 For Packet loss tolerance, click **High**, **Moderate**, or **Low**. High indicates that the Media Player will prompt the user to stop the clip if 30% or more of the packets are lost during transmission. Low indicates that the Media Player will prompt the user to stop the clip if more than 10% of the total packets are lost during transmission.
- 2 In the **Sound prebuffering** field, enter the number of seconds of the clip to hold or prebuffer before transmitting to the Media Player.
- 3 If you want Media Player to download a [codec](#) to decompress an audio file, check **Attempt to download a codec if absent in the system**. This allows you to use new or third-party codecs on demand and it helps facilitate their use.
- 4 Check **Resample non-standard sampling rates** if the clip you are listening to does not sound correct.
- 5 If you only want to listen to the audio portion of a multimedia presentation, check **Disable synchronized multimedia**.
- 6 Click **OK**.

To use this setting again, check **Set As Default**.

Proxy Settings

To access streamed audio files from a Media Server through a Media Proxy Server:

- 1 Check the **Enable proxy** checkbox.
- 2 In the **Proxy Name** field, enter the name of the proxy server.
- 3 In the **Proxy Port** field, and the port number to which it listens.
- 4 Click **OK**.

To use this setting again, check **Set As Default**.

Connection Settings

To choose a [UDP](#) connection:

- 1 In the **UDP Base Port** field, type the port number to which you want the Media Player to listen. (The default is 13,000.)
- 2 In the **UDP Port Range**, type the range of the UDP port to which you want the Media Player to listen. (The default is 100.) For example, if the range is 100, Media Player listens to port numbers 13,000 through 13,100.
- 3 To request a [multicast](#) connection, if available, check **Request multicast**.
- 4 To request [RTP](#) framing, check **Request RTP framing**. RTP framing consumes more bandwidth than the custom packetization implemented by Media Player.
- 5 To choose a [TCP/IP](#) connection, check the **Request TCP/IP transport** checkbox.

When streaming audio files, you can use either Transmission Control Protocol (TCP) or User Datagram Protocol (UDP). If you are behind a [firewall](#) and will remain behind it, use TCP, if not use UDP.

TCP guarantees that all bits of data are received. If you are using TCP to stream an audio file and some of the packets are delayed or damaged, TCP retransmits the packet and this causes a delay. This can affect server performance. TCP is not well suited for real-time delivery.

UDP allows packets to drop off while it continues streaming files and although it is not as reliable as TCP, it is the preferred protocol for sending audio over the network. Many firewalls block UDP information, so Media Player allows TCP transport of audio and video files. You cannot use multicasting if UDP data is not allowed through a firewall.

Multicasting is a type of delivery mechanism where packets are delivered to multiple destinations. With multicasting, you can send a packet from a server to multiple clients. Clients tune in to the server multicasting. This way, you do not have to send the packet individually to every other computer. This reduces the [bandwidth](#) requirements for distributing audio content to multiple recipients.

If you experience problems using multicasting, see your system administrator. Special system configurations might be required.

Bandwidth Settings

Bandwidth is the maximum number of bits per second delivered by a network or the amount of information transmitted over a communications link. It is important to use the correct bandwidth settings to avoid unacceptable lag-time.

To choose bandwidth settings:

- 1 From the drop-down menu, select the bandwidth you are using or check **Custom** and type a bandwidth.
- 2 Click **OK**.

To use this setting again, check **Set As Default**.

Local Playback Settings

The local playback option gives you the ability to playback files without Media Server access, as long as the files are available locally. This option also allows you to distribute media content easily. For example, you can create a .lam file, play it with Media Player, and publish the HTML content without having access to Netscape Media Server. This is especially important if you do not have network access or if you do not have Media Server installed. Also, this feature lets you to publish the same content that is on the network. The local playback option is enabled by default.

To set the local playback settings:

- 1 To receive the best sound quality, check **Use highest quality for local playback**.
- 2 To disable the local playback option, check **Disable local playback, always go through network**. If the local playback option is disabled, Media Player uses the files on the Media Server even if the same files exist locally.
- 3 To disable the tips that pop up when you keep your pointer above the Play, Pause, or Stop buttons, check **Disable tooltips**.

To use this setting again, check **Set As Default**.

Technical Information

This information includes the name of the Media Server and its port number, the file name and version of the clip, transport information, and details of the audio format.

Statistics

This information includes the play time of the clip, the total number of packets received, and the total number of packets lost. While the clip is playing, you can click **Refresh** to view the most current statistics. The clip name and copyright information might also be included.

Firewall Information

A firewall protects one or more computers with Internet connections from access by external computers connected to the Internet. A firewall is a network configuration, usually created by hardware and software, that forms a boundary between networked computers within the firewall from those outside the firewall. The computers within the firewall are a secure subnet with internal access capabilities and shared resources not available to the computers on the outside.

Often, a single machine atop the firewall is allowed access to both internal and external computers. Since the computer atop the firewall is directly interacting with the Internet, strict security measures against unwanted access from external computers are required.

A firewall is commonly used to protect information such as a data files within a physical building or organization site. A firewall reduces the risk of intrusion by unauthorized people from the Internet, however, the same security measures can limit or require special software for those inside the firewall who wish to access information on the outside. A firewall can be configured using proxies to designate access to information from each side of the firewall.

When installing Media Player, it is important to specify the correct type of Internet connection. When streaming audio files, you can use either Transmission Control Protocol (TCP) or User Datagram Protocol (UDP). If you are behind a firewall and will remain behind it, use TCP, if not use UDP.

TCP guarantees that all bits of data are received. If you are using TCP to stream an audio file and some of the packets are delayed or damaged, TCP retransmits the file and this causes a delay. This can affect server performance. TCP is not well suited for real-time delivery

UDP allows packets to drop off while it continues streaming files and although it is not as reliable as TCP, it is the preferred protocol for sending audio over the network. Many firewalls block UDP information so Media Player allows TCP transport of audio and video files. You cannot use multicasting if UDP data is not allowed through a firewall.

Multicasting is a type of delivery mechanism where packets are delivered to multiple destinations. With multicasting, you can send a packet from a server to multiple clients. Clients tune in to the server multicasting. This way, you do not have to send the packet individually to every other computer. This reduces the bandwidth requirements for distributing audio content to multiple recipients.

If you experience problems using multicasting, see your system administrator. Special system configurations might be required.

codec

A unit that compresses or decompresses data files or streams of data. Many codecs produce standard compressed files.

UDP

User Datagram Protocol. An alternative network protocol that allows packets of information to drop out if they are late or damaged.

multicast

A type of broadcast where packets are delivered to only a subset of all possible destinations.

RTP

An internet standard that defines timestamping, sequencing, delivery, monitoring, and other services to provide real-time communications over the current Internet architecture.

TCP/IP

Transmission Control Protocol/Internet Protocol. The main network protocol for the Internet and for enterprise networks.

firewall

A security device that prevents unauthorized access to a server.

bandwidth

The number of bits per second delivered by a network. An amount of information transmitted over a communications link.

