



Frequently Asked Questions

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What is Red5?

An open source project dedicated towards the interaction between the Flash Player and a Free Connection Oriented Server using rtmp (real time messaging protocol).

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Why does Red5 exist?

Like most open source projects, the project exists because there was interest in the topic. Even before any code was written people had been dissecting the bytes that come down the pipe from the flash comm server and flash player interaction.

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RTMP (real time messaging protocol) has been introduced to the Flash Platform as a proprietary closed source protocol. Can we legally create source code that may unveil the true workings behind this protocol?

To be discussed.

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What would be the best possible scenario that could come out of this project?

Macromedia would endorse us and provide the open source community with the RTMP protocol specifications. This would greatly help out the few who are coding "Free Servers" out there including the Red5 open source project.

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What implementations are currently being implemented?

Java and Ruby

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How far along is the Java implementation?

There is a codebase checked into subversion. The code currently uses two frameworks, Mina and Spring discussed below. The protocol handler has been created and output of byte information is viewable. Team members are currently testing the code and sending different rtmp calls from the flash player to figure out how to deal with the rest of the rtmp protocol.

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Why did the Red5 team choose Mina?

It allowed us to focus on the protocol, and not implementing low level nio code. We also plan to implement other protocols / transports in the future so having a standard framework is good.

I looked at a number of frameworks for this. Mina, EmberIO, Mule, etc. Mina seemed to be the most focused and developed (essentially being v2 of Netty). EmberIO is quite similar and something we should look into in the future, esp the threading strategies but not as mature or documented as a framework. Mule seems to be message exchange / network framework on speed. It does everything which I think is too much for our stage of development.

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What IDE (integrated development environment) are we using?

I'm using eclipse. I know a few others are too. As well, you will need to install the subversion plugin so that you can check out the code base. Additionally, you should install one of the actionsript plugins if you plan to do any of the front end coding.

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Is there a place that we can meet and talk about the project status?

Yes, you can join a few of us developers on IRC (internet relay chat). Connect to the irc.freenet.org server and then join room #red5

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Is there a mailing list ?

Yes, red5@osflash.org. You can find more information on the site <http://osflash.org/doku.php?id=red5>

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Where's the best place to start?

Read about the protocol. <http://osflash.org/doku.php?id=red5#protocol>. Navigate the Red5 site, learn the basics behind the frameworks. Then check out the codebase and discuss through one of the many communication channels (irc, mailing list). If your still interested, fill out the form requesting to be placed on the red5 team.

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Who are the team members?

Project Management

- [Chris Allen](#)
- [John Grden](#)

Server Side Development

- [Mick Merres](#)
 - [Luke Hubbard](#)
 - [Grant Davies](#)
 - [Fernando Augusto](#)
 - [Lucas Ferreira](#)
 - [Chris Allen](#)
 - [Ashvin Savani](#)
 - [Yannick Connan](#)
 - [Dominick Accattato](#)
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Release Manager

- [Grant Davies](#)

Client Side/API Testing

- [John Grden](#)
- [Gabriel Laet](#)
- [Marlos Carmo](#)
- [Tim Beynart](#)
- [Lucas Ferreira](#)
- [Chris Allen](#)
- [Ashvin Savani](#)

Branding/Logo/Website

- [Tim Beynart](#)
- [Aldo Bucchi](#)

Documentation

- [Patrick Mineault](#) (AMF documentation)
- [John Grden](#)
- [Lee McColl-Sylvester](#)

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