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InterLake engagiert sich ehrenamtlich beim Münchener IT- und Medienverband FIWM, dem unser Geschäftsführer Sven Slazenger als Vorstandsmitglied angehört, sowie in der Macromedia ColdFusion User Group Central Europe, die unter unserer Leitung seit 1998 ein deutschsprachiges Forum für über 700 Macromedia Entwickler in Deutschland, Österreich und der Schweiz bietet.

Weitere Informationen zu diesen beiden Initiativen erhalten Sie bei
Sven Slazenger (slazenger@interlake.net)

InterLake is also an active member of the non-profit Munich IT- and Media Association FIWM. With InterLake CEO Sven Slazenger we provide one of the board members of the FIWM. We are also the founders (1998) of the Macromedia ColdFusion User Group Central Europe, the German language forum for Macromedia Developers from Austria, Germany and Switzerland and one of the largest Macromedia Communities worldwide.

For forther information please contact Sven Slazenger (slazenger@interlake.net)

macromedia®
FLASH™
COMMUNICATION
SERVER MX

Uniting Communications and Applications

Develop the next generation of online communications: Deliver multi-way audio, video, and real-time data in your websites and Rich Internet Applications–and change the way we communicate and collaborate online. Create engaging pre-sales applications that integrate audio, video, text, chat, and enterprise data. Develop powerful corporate presentations with streaming video and synchronized multimedia content that are deployed seamlessly within the context and branding of your site. Or build collaborative meeting applications that bring people together in real-time–connecting them to each other, to live data sources, and to back-end services for a significantly more compelling online experience.

Powerful

Create and deploy powerful new communications functionality within your Internet applications–all delivered through the ubiquitous Macromedia Flash Player.

Add interactive functionality: Include video and data broadcasts, shared whiteboards, virtual conference rooms, message boards, polling, live chat, messaging, and more.

Deliver real-time streaming media: Synchronize video streams with multimedia to provide powerful supporting content for presentations. Use server scripting to control streams and program broadcasts to exact specifications. Provide the best end-user experience through a seamlessly integrated client that lets you brand your broadcast the way you want.

Tap into multi-way, multi-user communications: Create and deploy rich media messaging features such as live video, audio, or text-based messaging, chat, polling, and more. Support for both real-time and recorded messages makes a powerful base for developing compelling Internet communications.

Offer real-time collaboration: Multiple connected users can easily share data and user interfaces in real-time. Create robust applications that can be used offline and synchronized automatically when users return online.

Easy

Rapidly develop rich communication applications with a highly integrated set of authoring, debugging, and administration tools.

Ensure the broadest reach for your work: Deploy to the highly integrated and widely distributed Macromedia Flash Player. Deliver a completely customized experience with no unwanted offers, advertisements, outside branding, or new browser launches.

Develop rich communications easily: Leverage existing skills and toolsets with the integrated Macromedia Studio MX. Add communications functionality within the Macromedia Flash MX authoring environment. Take advantage of server-side ActionScript development in Dreamweaver® MX.

Take advantage of pre-built components: Adding streaming video, live chat, meeting rooms, instant messaging, and more to your applications is as quick–and easy–as dragging and dropping features into place with Macromedia Flash MX. Use the library of reusable components or build your own.

Customize your communications solutions: A flexible, server-scripting environment makes it easy to build communications solutions to meet specific project requirements.

Open

Macromedia Flash Communication Server MX works with major existing platforms on the client and server, to enhance and leverage your existing investments.

Integrate seamlessly with application servers: Use built-in support for Macromedia Flash Remoting to connect to application servers, databases, XML web services, and directory services, enabling integration with existing applications and data–and providing real-time data for customers. Macromedia Flash Remoting is native in ColdFusion® and JRun™ and available separately for .NET and J2EE.™

Provide a simpler experience for users: Macromedia Flash Player automatically recognizes installed microphones and standard USB or Firewire cameras, so users can begin communicating immediately–without performing complex installations or configurations.

Rely on a familiar scripting model: Create compelling applications with just a few lines of code. Use ActionScript, based on the standard JavaScript scripting language (ECMA-262), to build application logic on the server.

Key Features

Audio and Video Streaming

Standard codecs: Playback quality audio and video using a compact and efficient video codec (based on industry standard H.263 video technology) and an advanced audio codec.

Stream control: Synchronize and control multimedia, audio, and video streams via scripting.

Playback settings: Use scripting to configure user-controlled settings, such as volume control.

Video capture: Configure input from any standard PC web camera for high-quality video images.

Video options: Adjust video frame size, quality, framerate, and bandwidth.

Motion detection support: Initiate stream transmission and recording based on movement, minimizing video sent over the network.

Bandwidth options: Capture video through DSL or better, and send low framerate images by modem.

Multiple camera support: Integrate multiple cameras on one client.

Audio capture: Configure voice input from microphones or microphone-enabled devices for high-quality or low-bandwidth audio.

Microphone controls: Configure silence and gain levels. Create and deploy live audio (full duplex) and push-to-talk style applications.

Multiple microphone support: Integrate multiple microphones on one client.

Video object control: Take advantage of powerful Macromedia Flash graphics features such as color transforms, layering, and masking.

NetStream: Publish live video or play back live or recorded video from the server.

Playlist support: Seamlessly play one clip after another, controlling playlist with server- or client-side scripting.

Live stream recording: Use a simple flag setting to record live streams on the server.

Messaging and Collaboration

Rich media messaging: Create messaging applications that use text, video, audio, and/or graphics.

Multi-way, multi-user messaging: Develop one-way, two-way, and multi-way messaging.

Real-time and recorded communication: Record for future viewing, including audio, video, text, and other messaging.

Multi-user synchronization: Automatically synchronize data and user interfaces across multiple users.

Offline use: Develop data-rich applications that can be used offline, then synchronized when users return online.

Persistent distributed data: Use Shared Objects for persistent client- or server-side data and high performance real-time synchronization between multiple clients and servers.

Networking: Efficiently exchange messages and synchronized data, audio, and video through a TCP-based real-time networking protocol.

Real-time processing: Rely on advanced message processing and dispatching code to enable high performance messaging and method invocation, and deliver real-time audio and video.

Data, audio, and video storage: Deliver pre-encoded video content and develop applications, such as video mail, where audio and video are recorded on the server.

NetConnection object: Create live collaborative applications with multiple streams and live data messaging.

Enterprise Class Features

Privacy: Provide an opt-in model for access to the camera and microphone, as well as detailed control over the rights of individual websites.

Server security: Use a server-side security sandbox to control access.

Scalability: Build scalable server clusters that support large numbers of small group interactions, as well as large-scale broadcast applications.

Administration: Keep servers running securely and efficiently with a flexible XML-based configuration model and browser-based monitoring and administration tools.

Powerful Development

Flexible scripting environment: Easily create communication applications using just a small amount of code.

ActionScript: Control logic on both the client and server using a simple object model with high level abstractions, based on standard JavaScript language (ECMA-262).

Library of pre-built components: Drag and drop components to build standard applications.

Visual design elements: Modify components to match site design and add custom elements.

Powerful scripting: Customize component source code or develop your own to create an even wider variety of applications.

Macromedia Flash MX integration: Integrated HTML help, code hinting for new client-side scripting objects, and debugging tools.

Dreamweaver MX integration: Develop server-side scripts in Dreamweaver MX, with code hinting for server-scripting objects and syntax highlighting.

NetConnection debugger: View real-time trace information with dynamic filtering through a window inside Macromedia Flash MX.

Easy Deployment

Macromedia Flash Player client: Ensure the best possible experience for customers by deploying through the widely distributed Macromedia Flash Player 6.

Network connection debugging tools: Monitor integrated trace for client connections to application server with Macromedia Flash Remoting, and to Macromedia Flash Communication server for real-time messaging.

Communication App inspector: Monitor state information for your application while it's running, including streams, shared objects, bandwidth usage, connected users, and live logs.

Standard peripheral support: Build for any standard USB and Firewire camera or microphone–Macromedia Flash Player 6 automatically detects installed devices with no extra software or installation steps necessary.

Camera object: Support any arbitrary aspect ratios and framerates. Live video streams may be displayed locally and transmitted to the server.

Microphone support: Use multiple audio rates (5, 8, 11, and 22 kHz), multiple microphones, or both.

Virtual hosts: Integrate multiple hosts on one server–each host may have its own configuration and administrator list (Professional Edition only).

System Requirements

Intel Pentium III 500Mhz processor or higher

Windows® XP, Windows 2000, or Windows NT® 4.0 (SP6 or later)

256 MB available RAM, 512 MB recommended

50 MB of available disk space

CD-ROM drive