



Flex Camp Vienna

Backend

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Backends



Java™

Flash Media Server 3

Realtime Backends vs. Data Store Backends

- Consider choice
- RTMP vs. HTTP
- Latency
- 2-ways (Get vs. Push)
- live state -> 'onClientConnect', 'onClientDisconnect'

Realtime

Data Store

LiveCycle DS

Blaze DS

Flash Media Server

AMFPHP/ZendAMF

Multiplayer (3D) games

Admin interfaces

Data visualizations
Live graphs

Videochat

Dynamic websites

Chat

Audio phone

Data interfaces

BlazeDS

- has most of the features of LiveCycle DS
- HTTP only
- + HTTP 1.1 Streaming protocol
- opensource.adobe.com
- nightly builds
- Apache Tomcat

Demo

Blaze DS Concepts

- RemoteObject
- Consumer / Producer

- Type bindings

- Data population
- Data pushing
- 2 way communication ... etc.
 - => Case studies

Case study: Chat with users

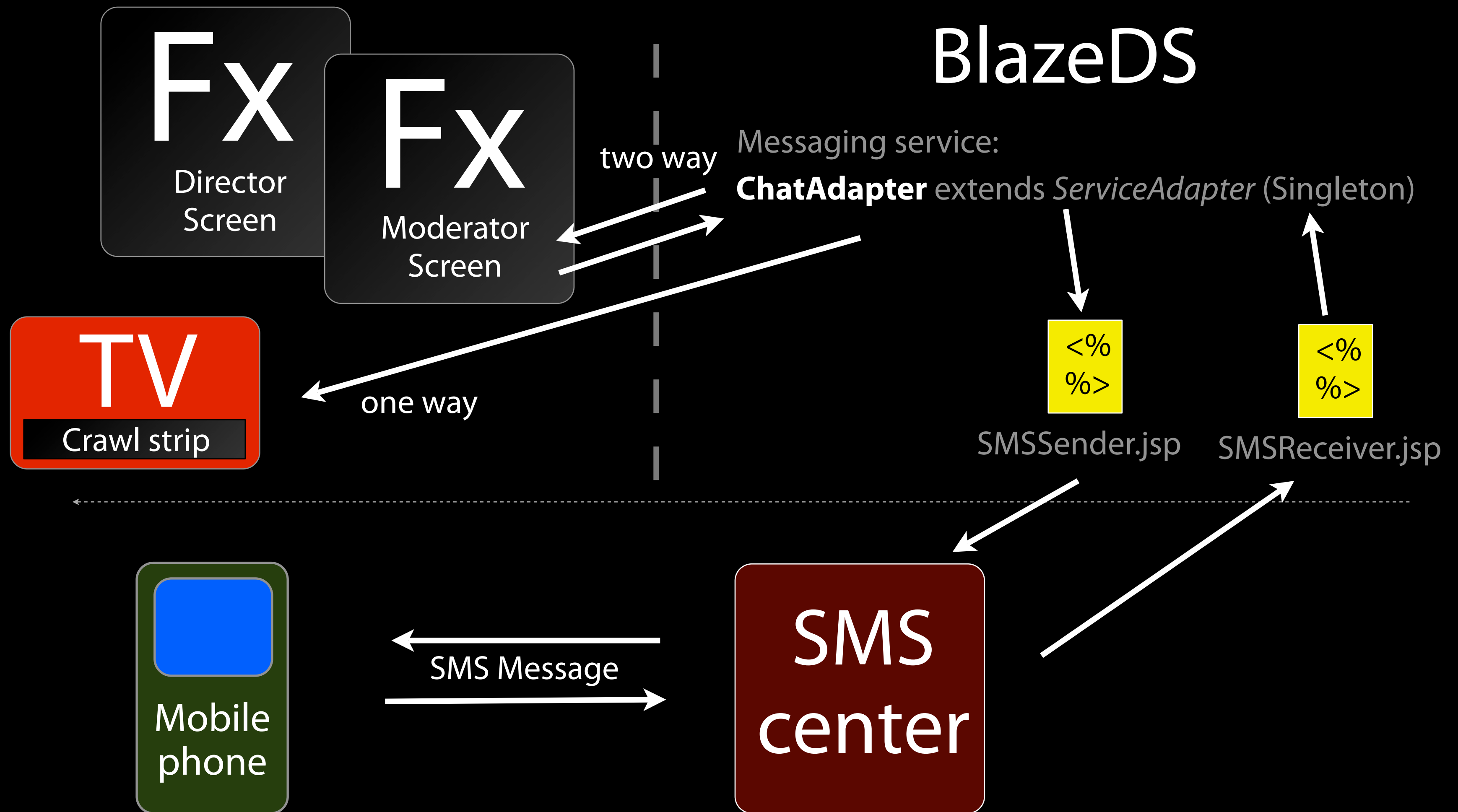


BlazeDS



```
MessageService msgService = (MessageService)getDestination().getService();  
msgService.getSubscriberIds(message, true);
```


Case study: TV SMS Chat solution on BlazeDS

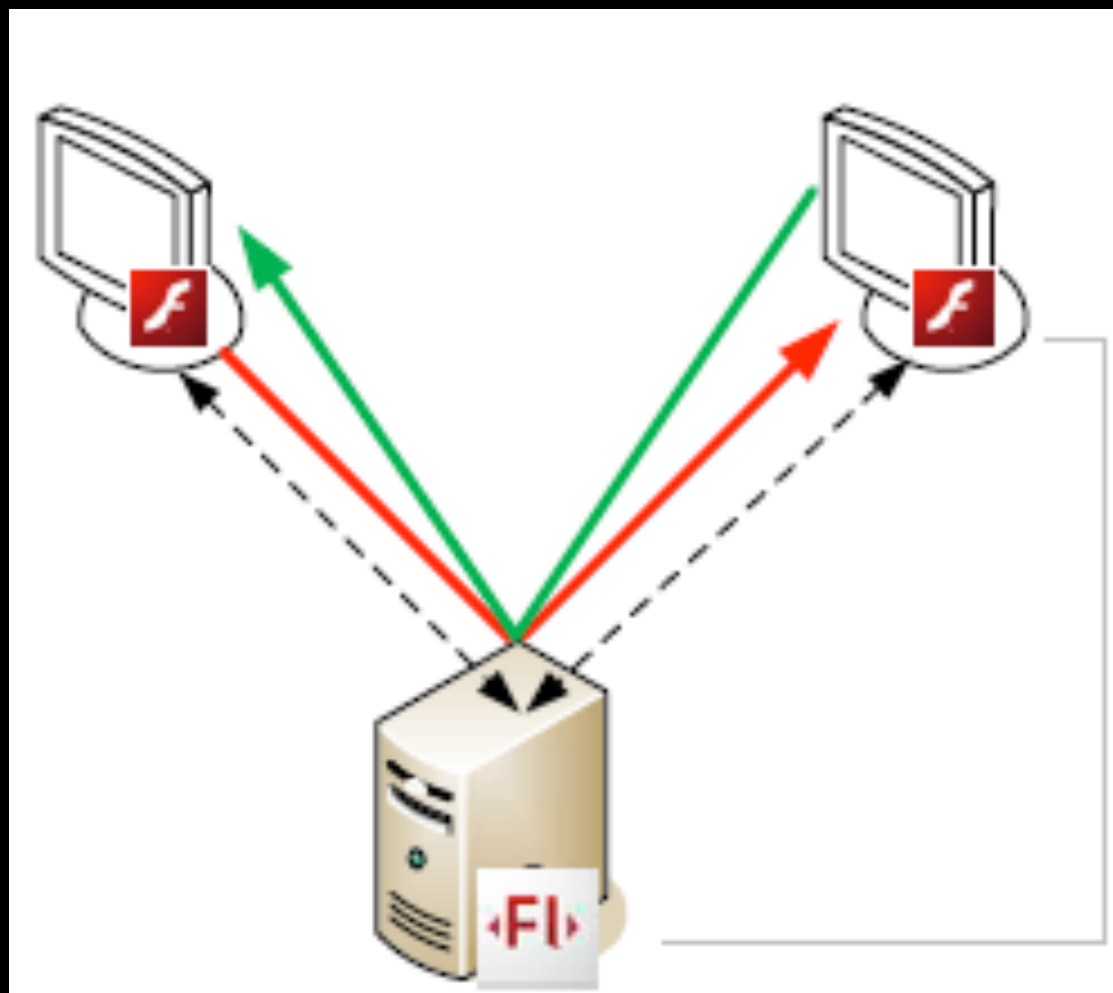


Flash Player 10 and data?

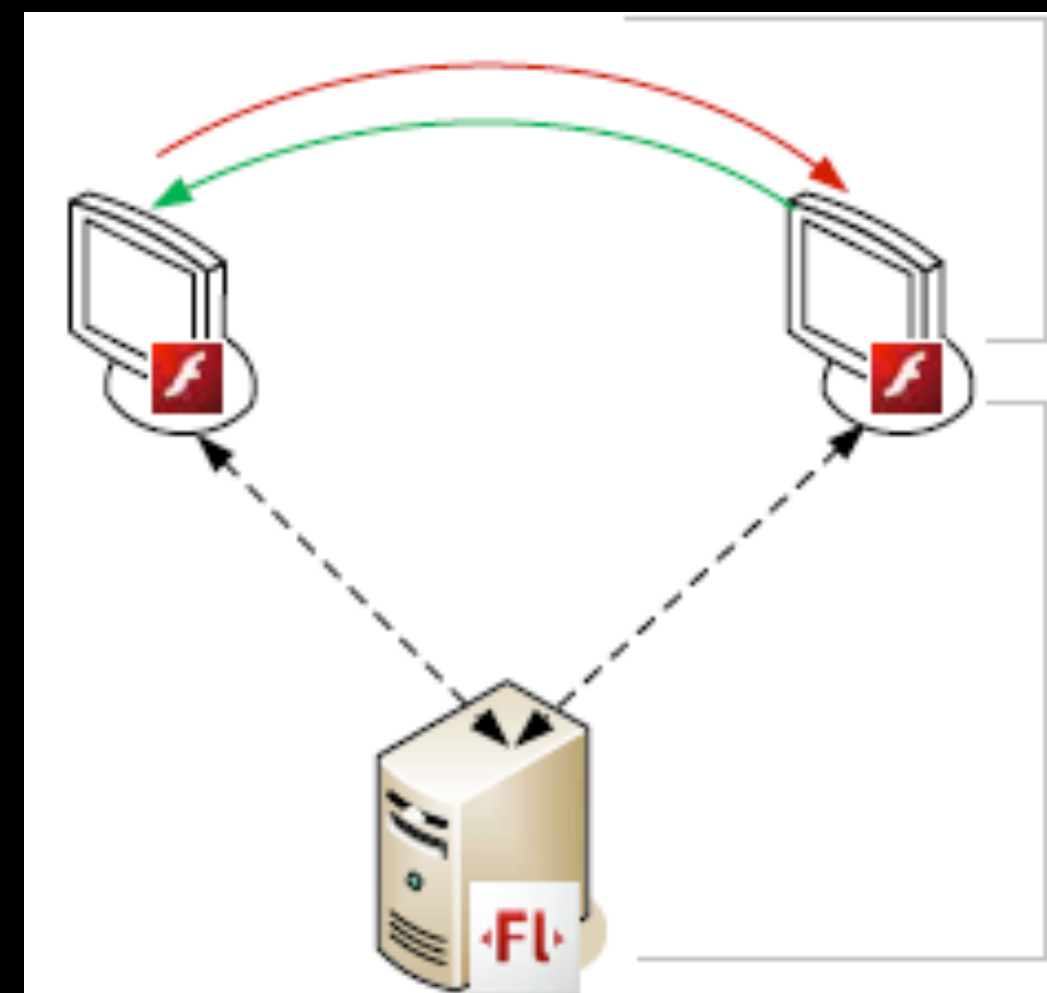
Peer to peer communication

- Flash Player 10
- RTMFP (Real Time Media Flow Protocol)
- UDP (lossy, but much better latency)
- Special secret version of Flash Media Server 3.x

RTMP



RTMFP



P2P types

- End-to-end user
- Swarming (many to many)
- Multicast (one to many)

FP10 RTMFP security

- Audio + Video + (Data)
- No file sharing

When we can expect it??

Stay tuned! :)

Demo?

Next time!

<http://www.amfphp.org>

<http://opensource.adobe.com>

Thanks!

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