

Burstware Server Live Event States

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Product: Burstware Server, Burstware Live Manager

Version: 3.0 Alpha

Platform: Windows NT, Windows 2000

Distribution: External

Summary: This technote discusses the difference between live event states displayed in the Burstware Server and the Burstware Live Manager.

Background

Throughout the life cycle of a live event, its current state (status) is displayed, both in the Live Manager and in the Burstware Server, in the Live Event Monitor screen. However, the Burstware Server displays live event states slightly differently than the Burstware Live Manager.

Description of Event States

The following table shows how event states are displayed in the Live Manager and the Burstware Server's Live Event Monitor, and how the states displayed in each relate to each other.

Live Manager State	Burstware Server State	State Description
Queued	Queued	Event is pending
Connecting	Queued	Event is pending, Live Manager is trying to connect to encoder or file
Connected	Queued	Event is pending, Live Manager has successfully connected to encoder or file
Pre-air	Pre-air	Event is available but not yet on air
On-air	On-air	Event is on air



Live Manager State	Burstware Server State	State Description
Post-air	Post-air	Event is off air but still available
Completed	Completed	Event is no longer available unless archived

Why Event States Differ Slightly Between Components

The Live Manager is concerned with connecting to the encoder to receive the live event stream, so it displays each connection state explicitly: Queued, Connecting and Connected.

The Burstware Server is not interested in what is happening to the live event until the event's Pre-Air time, when the Burstware Server will connect to receive the live event stream. So any live event connection states occurring are displayed in the Burstware Server as "Queued."

From the Pre-air state forward, each component displays identical live event states.