

SimplyLive SDK Overview

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1. Introduction

The *SimplyLive SDK* provide a stable interface to our server products.

It consists of a set of interface description and sample applications which demonstrate the use of the server features.

If the API is multiplatform (Microsoft Windows, macOS and Linux) , the pre-compiled sample are only provided for Windows.

The different module that will provide the API functionalities are shipped as part of the product installer for each supported product line.

The *SDK* interface is modeled on Rest and WebSocket.

Please visit at <http://sdk.rd-simplylive.com/> for an access to the lasted version of the *SDK*.

If you wish to ask questions, please contact us at: developer@rd-simplylive.com.

2. API Design

2.1 Supported Products

The *SimplyLive SDK* provide programmatic access to:

- *ViBox* starting from version 6.2136.278
- *RefBox* starting from version 6.21.36.31
- *BMR* starting from version 6.21.34.24
- *CoreServer* starting from version 11.21.36.91

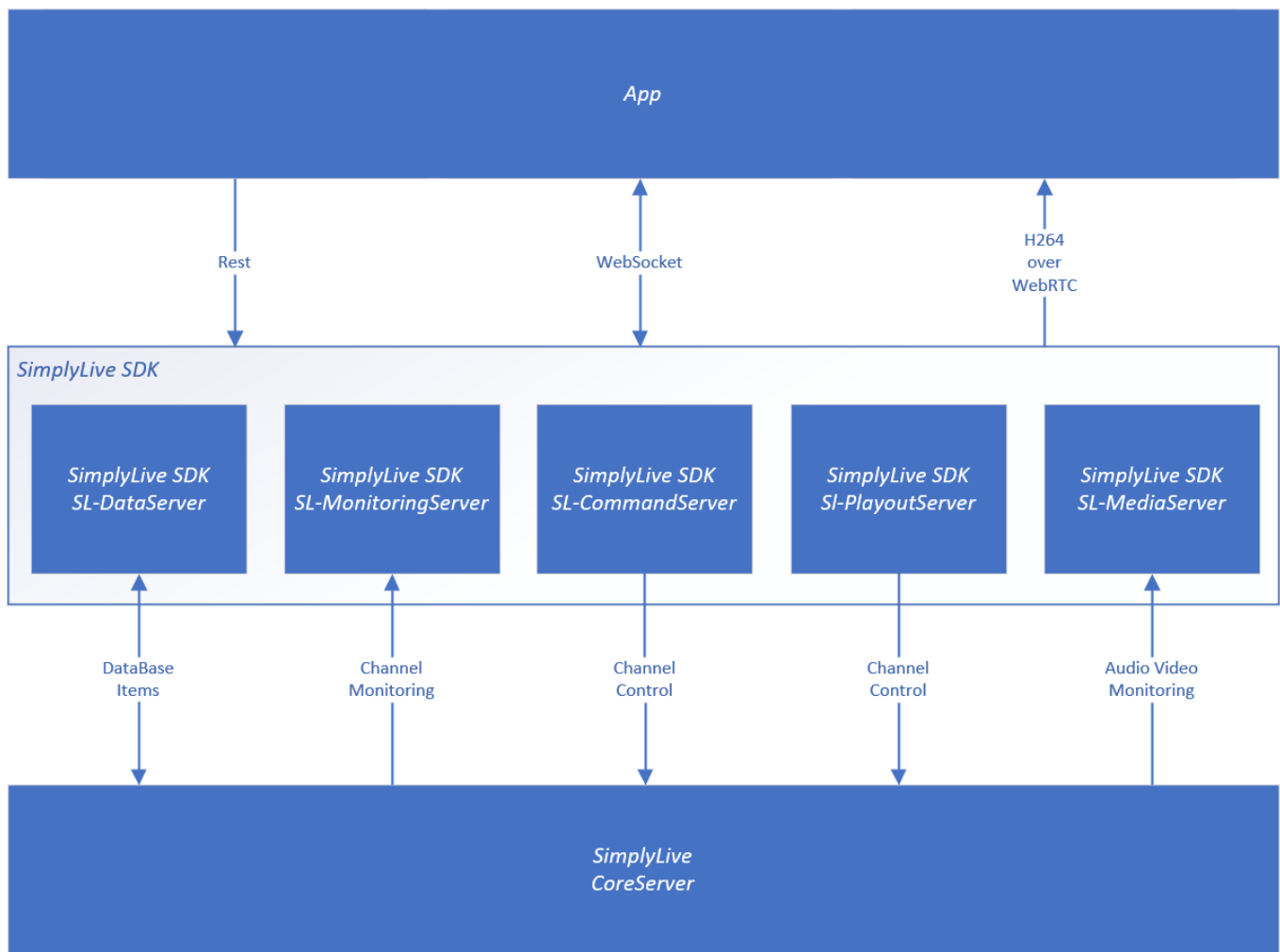
2.2 Interface Stability

The *SDK* provides a set of stable interfaces. Whilst the published interfaces will remain stable, developers need to be aware of some issues they may encounter as new products, features and interfaces become available. Each API change will see its version number change and compatibility will be keep as long as possible.

3. Architecture

3.1 Overview

To simply the usage of the *SDK*, the commands have been group together in different modules:



3.2 Cue / Clip / Playlist Management : *SimplyLive SDK SL-DataServer*

SimplyLive SDK SL-DataServer is an access point to the ViBox DataBase.

Cues, Clips and Playlist can be created, retrieved, updated or deleted by using *SimplyLive SDK SL-DataServer*.

Items of DataBase are shared between ViBox and *SimplyLive SDK SL-DataServer*, modifications done on ViBox side is notify to *SimplyLive SDK SL-DataServer* and vice versa.

3.3 Monitor the server activity: *SimplyLive SDK SL-MonitoringServer*

SimplyLive SDK SL-MonitoringServer is used to monitor broadcast of a server.

All the needed informations to manage the content broadcast by a *CoreServer channel* can be received in real time.

3.4 Control the server channel : *SimplyLive SDK SL-CommandServer* and *SimplyLive SDK SL-PlayoutServer*

SimplyLive SDK SL-CommandServer and *SimplyLive SDK SL-PlayoutServer* are used to Control *CoreServer channels* and to import, export, stream audio video content.

While *SimplyLive SDK SL-CommandServer* offers a set of low-level commands, *SimplyLive SDK SL-PlayoutServer* offers a set of high-level commands.

3.5 Access the video : *SimplyLive SDK SL-MediaServer*

SimplyLive SDK SL-MediaServer is used to preview video and audio on the *CoreServer*.

SimplyLive SDK SI-MediaServer is based on WebRTC technology to transport video and audio and H264 as encoding protocol.