

Advanced Adaptive Media Player (AAMP)

This page is intended to capture high-level requirements, features, and architecture for AAMP IP Video Engine.

AAMP is a native player that can be invoked from JavaScript using:

- [Universal Video Engine \(UVE\) APIs](#) aka UVE-JS - full-featured and most widely used method of consumption)
- AAMP as a plugin/native browser capability via HTML5 Video tag
- [Advanced Adaptive Media Player \(AAMP\) and Universal Video Engine \(UVE\) API Benefits](#)

Developer Guidelines

- [AAMP Coding Guidelines](#)

Build Instructions

- [AAMP Compile Time Build Options](#)
- [AAMP Simulator Build \(Linux\) Instructions](#)

Architecture/Design

- [AAMP & FOG Retry / Failover / Timeouts](#)
- [AAMP Adaptive Bitrate Behavior](#)
- [AAMP Buffering, Underflow Handling and Stall Detection](#)
- [AAMP HLS Architecture Overview](#)
- [AAMP DASH Architecture Overview](#)
- [AAMP Session Token Flow](#)
- [AAMP VCR-Style Trickplay using i-frame Track](#)
- [AAMP Discontinuity and Multi-Period Handling](#)
- [AAMP Gstreamer Integration Overview](#)
- [AAMP Qtdemux Patches](#)
- [AAMP Audio Output Settings](#)
- [AAMP Dynamic Ad Insertion \(DAI\)](#)
- [AAMP MPEG-DASH VSS Deferred Licensing](#)
- [AAMP Manifest Caching, TTL/DNS Cache, and Multi-CDN Location Protocol](#)
- [AAMP \(IP Video\) & ATSC Text Track Support](#)
- [AAMP Configuration Options](#)
- [AAMP Error Codes](#)
- [AAMP & Subtec](#)

Triage

- [IPTV Triage Guidelines](#)

Test Content

- [AAMP Memory leaks detection with Valgrind](#)

Tools

- [Remote Web Inspector for TV](#)

Program Information

- [GST/Westeros logging](#)