

# Web Stream Recording Requirements

The following are the requirements for our web stream capture system. The requirements are intentionally simple, the purpose is to have as representative and clean a reference to the broadcast information as possible before any audio processing is applied.

## Web Stream Requirements

The stream should meet the following requirements:

1. As our system uses FFmpeg, the web stream should be compatible with FFmpeg version 4.x

A simplified version of our recording command looks like:

```
1 ffmpeg -re -i <web-stream-url> -v:n -c:a copy -y <output-file>
```

2. Direct access to the URL from our AWS infrastructure.
  - a. If the web stream is hosted internally, we need to ensure our infrastructure can reach it.
  - b. Our system uses dynamic IP's, so we can't provide a static IP to be whitelisted in firewalls.
3. An up-time > 99.9%. This translates to < 2 minutes lost a day.
4. **It cannot be a playlist file.** I.e. we cannot accept a source that points to a **.m3u or .pls file.**
5. **Bitrate:**
  - a. **Constant.**
  - b. Minimum 96 kbit/s.
  - c. **Preferred > 128 kbit/s.**
6. **Sample Rate:**
  - a. Supported 32 kHz, 44.1 kHz, 48 kHz, and 96 kHz.
  - b. **Preferred original rate over resampling.**
  - c. **Preferred 48 kHz.**
7. Audio Channels:
  - a. Stereo and Mono are supported.
  - b. If there is a potential for there to be a difference between the channels. Mono is preferred.
8. No delay from live feed.
  - a. The delay with the live feed should be minimised.
  - b. We understand that streaming protocols will introduce slight delays.