



Clipstream

Playerless video and audio streaming

Clipstream™ Video 2.2 Technical Guide – Section 12 Keys

Disclaimer: All content presented herein is subject to change without notice and is deemed as accurate as possible at time of publication. Please consult with Clipstream™ Video Support at <http://clipstream.com/help> for clarification if you encounter any erroneous or inconsistent material in this document.

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Section 12 - Keys

About Code Keys	12-2
Obtaining a Key.....	12-2
URL or IP for Your Code Key?.....	12-2
Using Keys.....	12-3
Testing	12-3
Single Keys.....	12-3
Multiple Keys (Key List)	12-3
Spanned Keys	12-4
Key File (KeyURL).....	12-4
Implementing the KeyURL Parameter	12-5
Create the Codekey Text Document	12-5
Modifying applet code for KeyURL parameter	12-5

Keys

About Code Keys

Clipstream code keys are generated for your specific URL, Domain, or IP address when you purchase an Clipstream license. The Clipstream code key is necessary for streaming. Without a valid code key, you will not be able to stream video from your web server. A valid code key will enable your specific server to stream Clipstream encoded content and allow streaming of any length.

Code keys are also designed to expire on a particular date. When your code key is issued, take note of the expiry date. It is a good practice to write down your code key information in case your system happens to crash. Space has been provided in this guide for this purpose in the section **Critical Information**. When your code key expires, your clips will only play for 20 seconds. A new code key will allow your clips to fully stream. **Be sure to request your new code key well in advance of your expiry date.**

Obtaining a Key

To request a Clipstream code key, contact your Clipstream Account Manger with the following information handy:

- Your contact Information
- Your Web Site URL (or URLs)
- Your Web Site IP Address (or Addresses)
- Desired start and expiry dates

NOTE: If you are planning to use Clipstream security with a Secure ID (SID), you need to have the secure ID created before your code key is created. Usually, your Clipstream Account Manager will create a new code key automatically when your SID is created.

URL or IP for Your Code Key?

When you request your code key, there are a couple of choices you need to consider. It needs to be decided whether or not you wish to have your code key created with your URL (Domain), IP Address, or Both. Here are the advantages and disadvantages:

URL – Code keys created with the URL only tend to be the most common. Since the code key is tied to the URL and not the IP, it is relatively simple to move your content from one server to another, regardless of what the IP address is. When this happens, the original code key will still work on the new server. The only drawback is that some firewalls and proxy servers rely heavily on the IP address of a web page, and sometimes have difficulty resolving the IP address of a given URL. When this happens, the clip will not play. Fortunately, this is a relatively remote issue.

IP – Frequently, servers do not have a URL associated with them. In this case, only the IP address of the server can be used to create the code key. While this guarantees a higher success rate for playback across all systems, it does have its problems. If the server is moved and its IP address changes, then a new code

key will need to be issued and implemented. A small service charge is required for a new code key to be issued.

IP and URL – Creating a code key with both the IP and URL will playback on almost any system, however, just like the IP only system, if the IP address changes, the code key will need to be updated.

Using Keys

Clipstream code keys are inserted as parameters in the Clipstream applet code. Consult the KEY entry in the section Applet Code for a detailed description of the applet code. The following will identify different ways Clipstream keys can be implemented.

Testing

If you do not have a code key and wish to test your clips on your local hard drive, any code key will work, or you can simply use the key 00000000 (eight zeros). When a non –valid code key is used, your clips will only stream for 20 seconds.

To test your content completely (allow it to fully stream), contact your Clipstream Account manager to obtain a trial key for testing.

Single Keys

In its most basic implementation, a single code key is used for a single web site or IP address. A typical parameter entry would appear as follows:

```
<param name="Key" value="VYLSKDNCS894123">
```

The vast majority of Clipstream implementations will only require this one code key.

NOTE: If you have a high volume of clips on your site we recommend using the KeyURL parameter as opposed to the simple Key parameter. This makes maintenance and upgrading of your code keys much easier in the long run.

Multiple Keys (Key List)

In some situations, such as Development/Staging/Production server environments, a Clipstream applet can appear on many servers during the web page construction process. This is also a similar situation for sites that use load balancing or server farms. To aid this configuration, it is possible to include the code keys for all of these servers in a single chunk of applet code. A sample is as follows:

```
<param name="Key1" value="VFLSKDNCS894123">  
<param name="Key2" value="VTEKDISCSD896269">  
<param name="Key3" value="VHMOESLCS898346">
```

Spanned Keys

Spanned keys can also be created for Clipstream. A spanned key is a single code key that is valid for consecutive IP addresses within a single Class C. This is particularly convenient for server farm environments that are typically on sequential IPs.

For example, the following range of IPs;

```
255.255.255.64
255.255.255.65
255.255.255.66
255.255.255.67
```

Could have one code key created for them that would appear as follows in the applet code:

```
<param name="Key" value="VBLSKDNCS654872">
```

In addition, spanned keys can also be used in the multiple key (key list) configurations.

Key File (KeyURL)

To ease the maintenance of code keys in complex and changing server environments and to prevent the necessity of making HTML and Applet code changes every time a key changes, a key file can be used instead of specifying keys within the applet code itself.

You can reference your Clipstream applets to a common codekey text document by implementing the KeyURL parameter in place of the key param. This document acts as one central location where you can keep all your codekeys and update new ones, particularly if you have separate licensing agreements and temporary campaigns. This is useful for two reasons:

- You can reflect any changes in your codekeys in one location. If your licensing situation changes, all you have to do is change the content in your codekeys.txt file instead of hunting down all of your applets to change each codekey reference.
- If you add Clipstream products or plan limited campaigns using Clipstream, again you can edit your codekeys.txt rather than change codekeys everywhere you use them.

A key file is a simple text (.txt or .htm) file that resides on the web server. The file contains a list of keys that can be used by the Clipstream applet. When required, the applet will look at this file and use the **first** valid code key it finds (sequential from the top of the list).

Note that a valid code key may also be an expired code key. If so, the clip will not play. The Webmaster should remove any expired code keys from the key file.

NOTE: Key parameter not needed when using the KeyURL parameter.

Implementing the KeyURL Parameter

Create the Codekey Text Document

Create a txt document named something like codekeys.txt (you can name the txt file anything you want but it must be reflected in the KeyURL parameter value) and place it in a permanent folder on your web server. In that txt document, paste all of your valid codekeys. Separate more than one codekey with a space or carriage return as below:

```
V7NT2CFT7J5F5R7VDA7WM V5NT2CFT8J5F5R7VDA7WM
```

Or

```
V7NT2CFT7J5F5R7VDA7WM  
V5NT2CFT8J5F5R7VDA7WM
```

You can comment your codekeys by typing # and commenting after. Whatever text comes after the # on that line will be ignored. See the example below:

```
V7NT2CFT7J5F5R7VDA7WM # codekey for clipstream.com
```

Upload this codekeys.txt file and make note of the URL.

Modifying applet code for KeyURL parameter

In your Clipstream applet, now, create a new parameter called KeyURL. See the examples below:

```
<param name="KeyURL" value="http://www.your  
domain.com/codekeys.txt">
```

or, with the codebase statement in use:

```
codebase="http://www.your domain.com/" archive=...  
<param name="KeyURL" value="codekeys.txt">
```

As you can see, the value of the KeyURL parameter identifies the location of the codekeys.txt. Just delete or comment out your old Key parameter.

*****Note:** As with all other elements within the applet, the codekeys file must exist on the same server as the Clipstream.zip file. This is due to Java security.

If you stream from multiple domains (multiple servers), each domain needs its own codekeys.txt.