

GodwinMix and GodwinOTT together

How the two products work together: GodwinMix produces the channel, and GodwinOTT carries it to viewers.

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One channel, start to finish

GodwinMix makes a programme. GodwinOTT puts programmes in front of viewers. Together, a client produces a channel of their own and delivers it under their own name, on their own machines, with no platform in the middle taking a share or holding the audience.

In outline:

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cameras, phones, guests, files, web pages
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  v
GodwinMix (mixes one programme; slate and silence always underneath)
  |
  | RTMP or SRT
  v
your HLS packager on the GodwinOTT box (Flussonic, or another)
  |
  v
GodwinOTT (lineup, guide, accounts, billing, analytics, signed links)
  |
  v
viewers on the web and on phones
```

GodwinMix pushes its programme by RTMP or SRT to your HLS packager. The packager turns it into an HLS channel like any other. GodwinOTT picks that channel up from the box's feed, puts it in the lineup with its guide entry, decides who may watch it, signs the play links, takes payment if the channel is paid, and counts who watched.

Why the two fit

The things each product cares about line up.

GodwinMix's promise is that the programme output never stops. The encoder starts once, a slate and silence are always on underneath, and a dead camera reveals the slate instead of ending the stream. For the packager downstream, that means a steady feed that keeps arriving through every take, every camera change and every ad break.

GodwinOTT takes channels as HLS from a packager on the box, one folder per channel. A channel fed by GodwinMix is simply a channel. It gets the same live picture on the lineup, the same player, the same "Who can watch" setting and the same analytics as a channel coming off air.

Both run on the client's own machines. Neither has a hosted service or a per viewer fee.

Two ways to join them

Route 1: through the packager

GodwinMix sends RTMP or SRT to the packager on the GodwinOTT box. The packager writes HLS. GodwinOTT treats it as one of the box's own channels.

This route gives the GodwinMix channel everything GodwinOTT offers: signed play links, the launch PIN, the members and subscriber locks, and the DRM key gate, because the stream comes through the box. It is the route we recommend for paid and members only channels.

Route 2: GodwinMix serves HLS itself

GodwinMix serves HLS, low latency HLS and DASH from its own port, with a ladder of qualities. In GodwinOTT, an admin adds it on the Channels screen by its `https://m3u8` address and presses Test.

This is the quickest way to get a channel on air, and it suits a free public channel or a first trial well.

Your first day with both

We set the pair up in one day, on a test domain behind the GodwinOTT launch PIN.

1. Start GodwinMix with the `default` preset and two sources.
2. Send its programme by SRT to the packager on the GodwinOTT box as a new channel.
3. Give the channel a name, number and guide entry on GodwinOTT's Channels screen.
4. Play it on a laptop and a phone, take between sources, and watch the programme carry on through every change.
5. Lock the channel to members if you want to, and read the quality numbers in Analytics.

By the end of that day you have your own channel, mixed by your team and watched at your own address.

Costs when you run both

GodwinMix is free software. GodwinOTT's running costs are your own servers, a VPS and its bandwidth, a domain and a free Cloudflare plan. Our fees for setting up either or both are quoted per deployment after a short call.