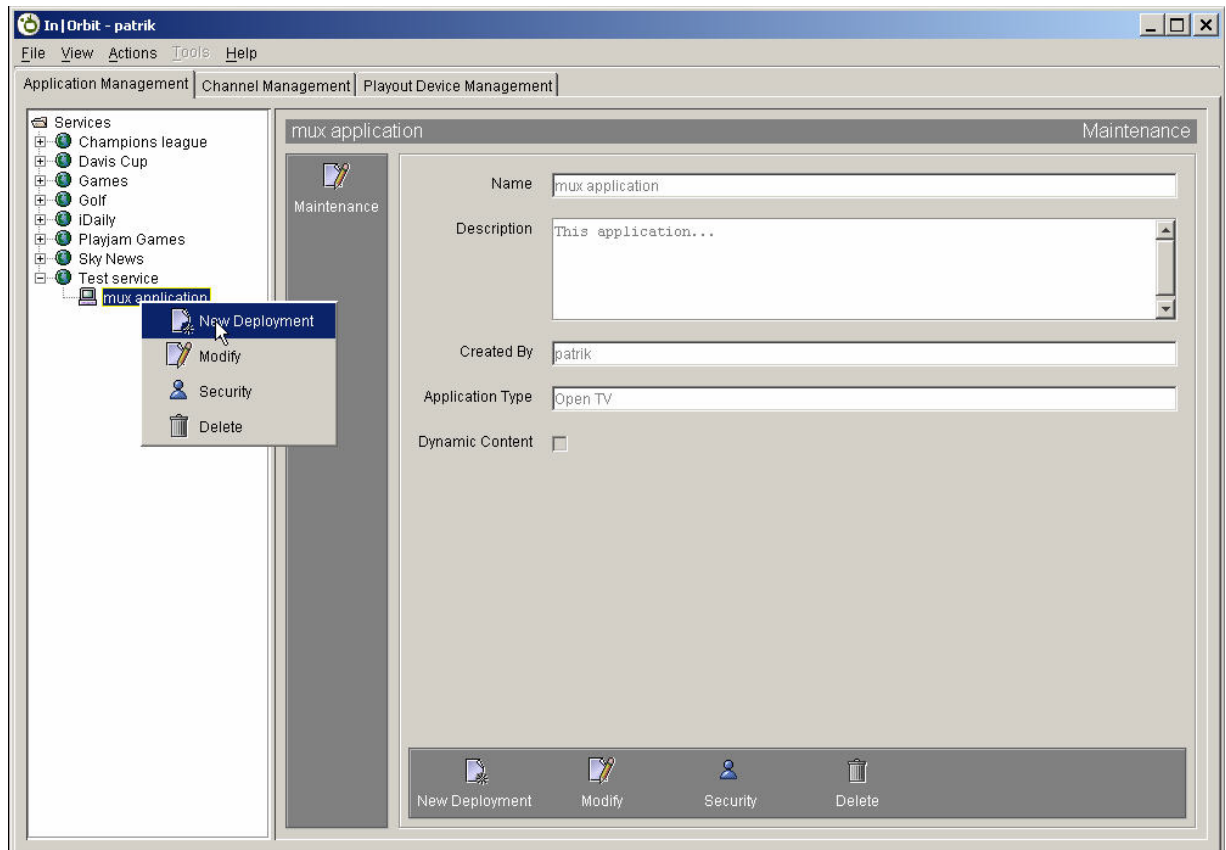
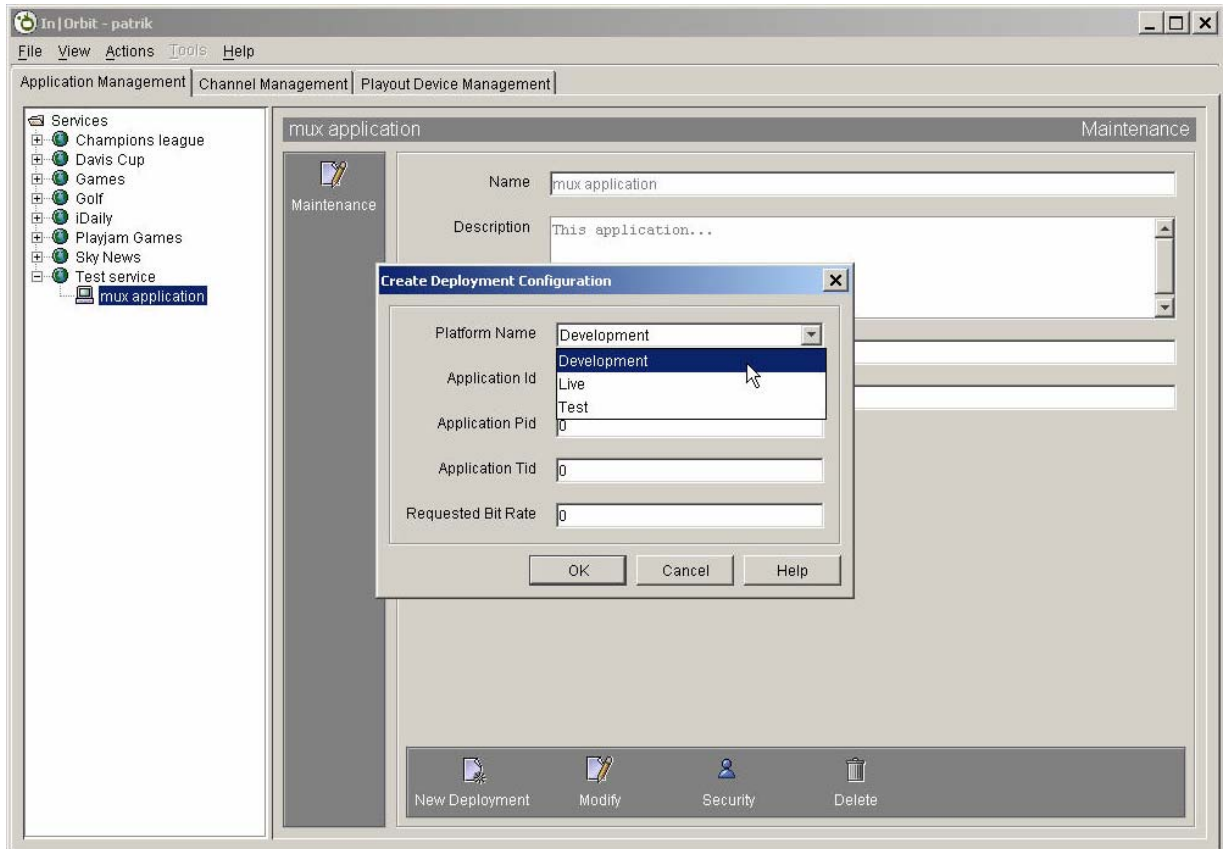


Deploying an application to specific platforms:

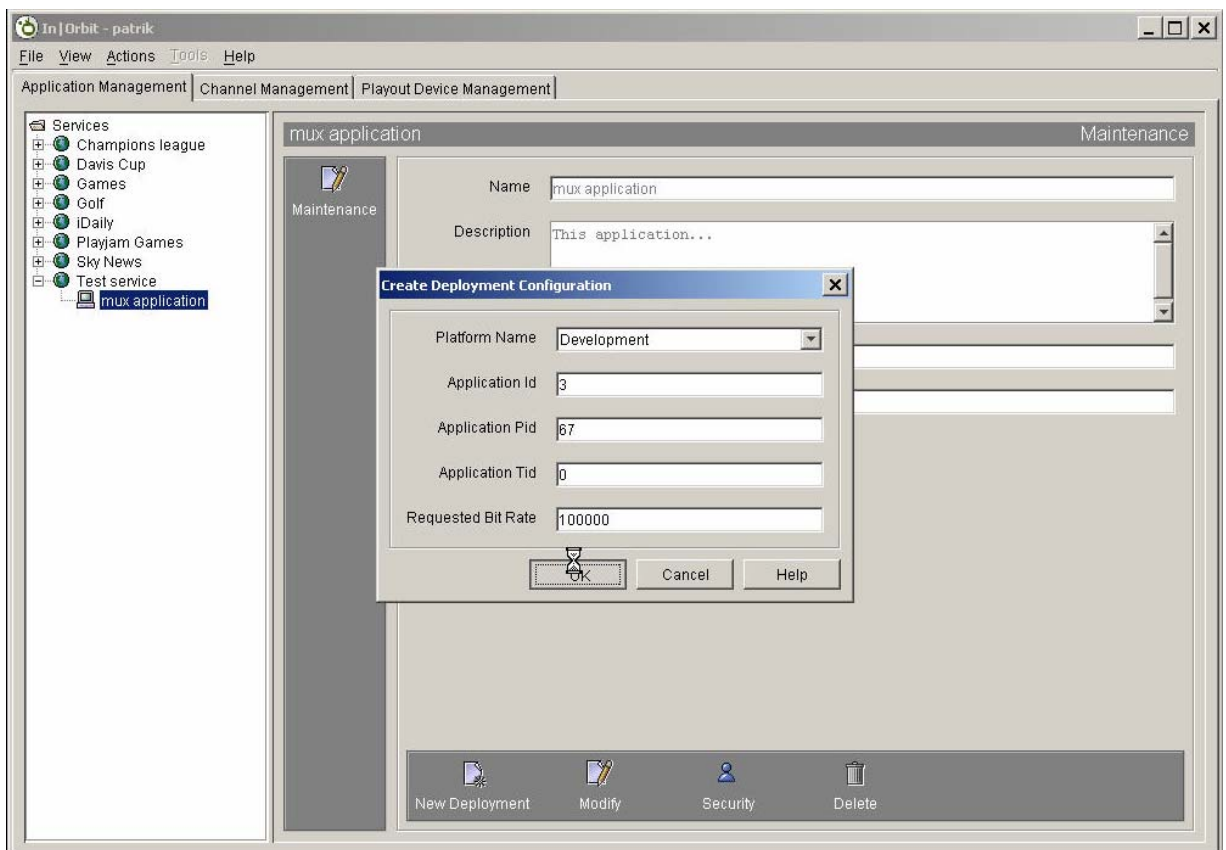
Once you have created an application, you can then deploy this application to specific platforms. If I select "create a new deployment", that means I will tie this application to a specific deployment environment.



In this case, I will select to deploy it to the development platform.

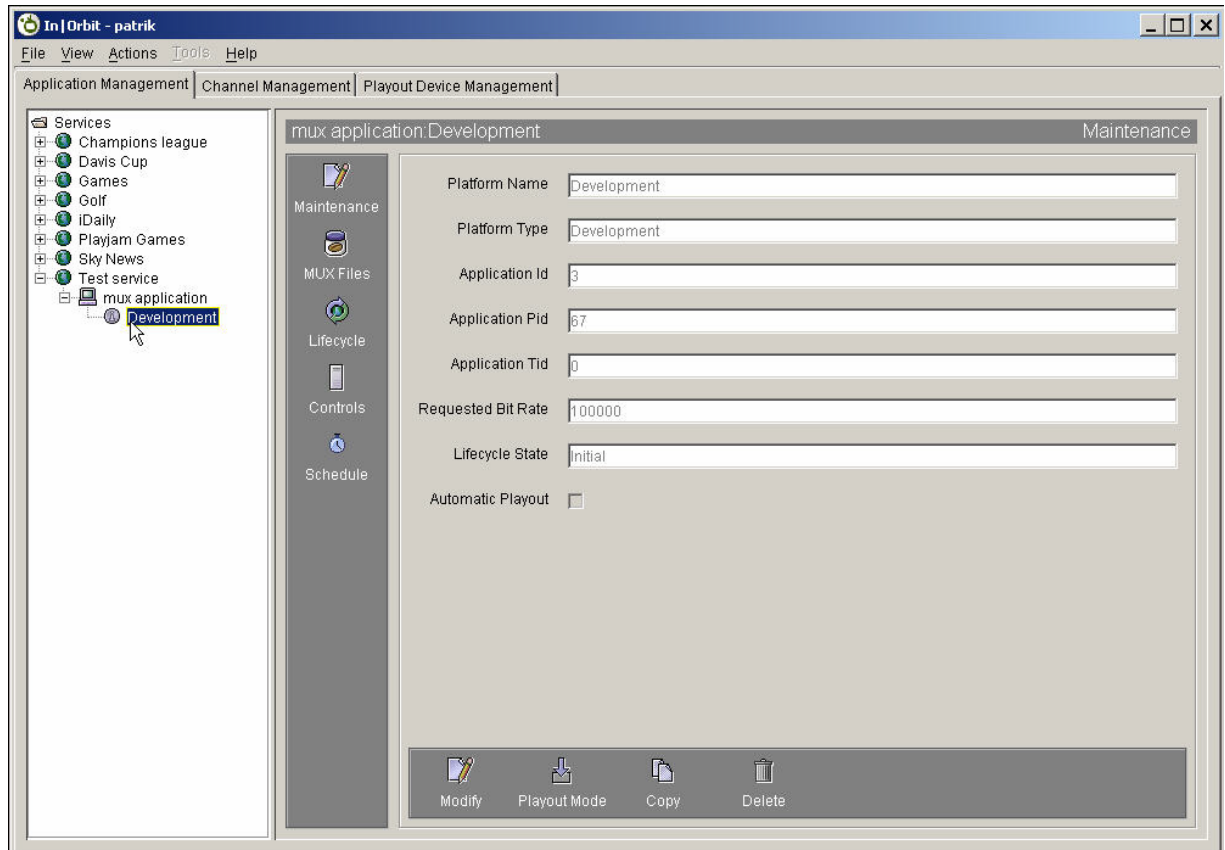


And I also need to fill in a number of specific parameters on this particular platform, such as application ID, PID, TID and the bitrate that I will request for this application to be played out on.

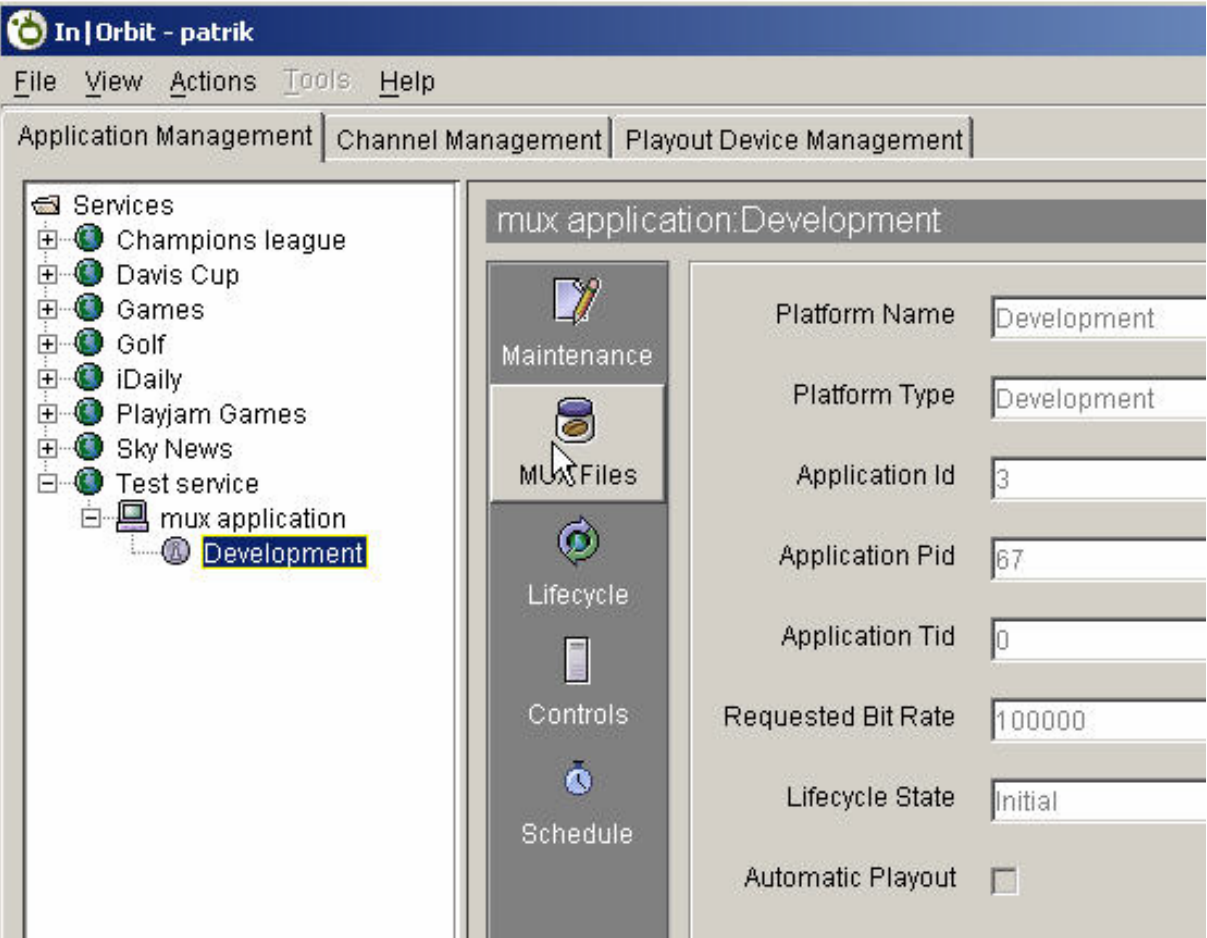


InOrbit will keep track of the bitrate and make sure that they don't blowout the individual channel bitrate or the OpenStreamer itself's bitrate.

Once I have created a deployment or added a deployment to my application, I can add mux files in this case to this particular deployment.



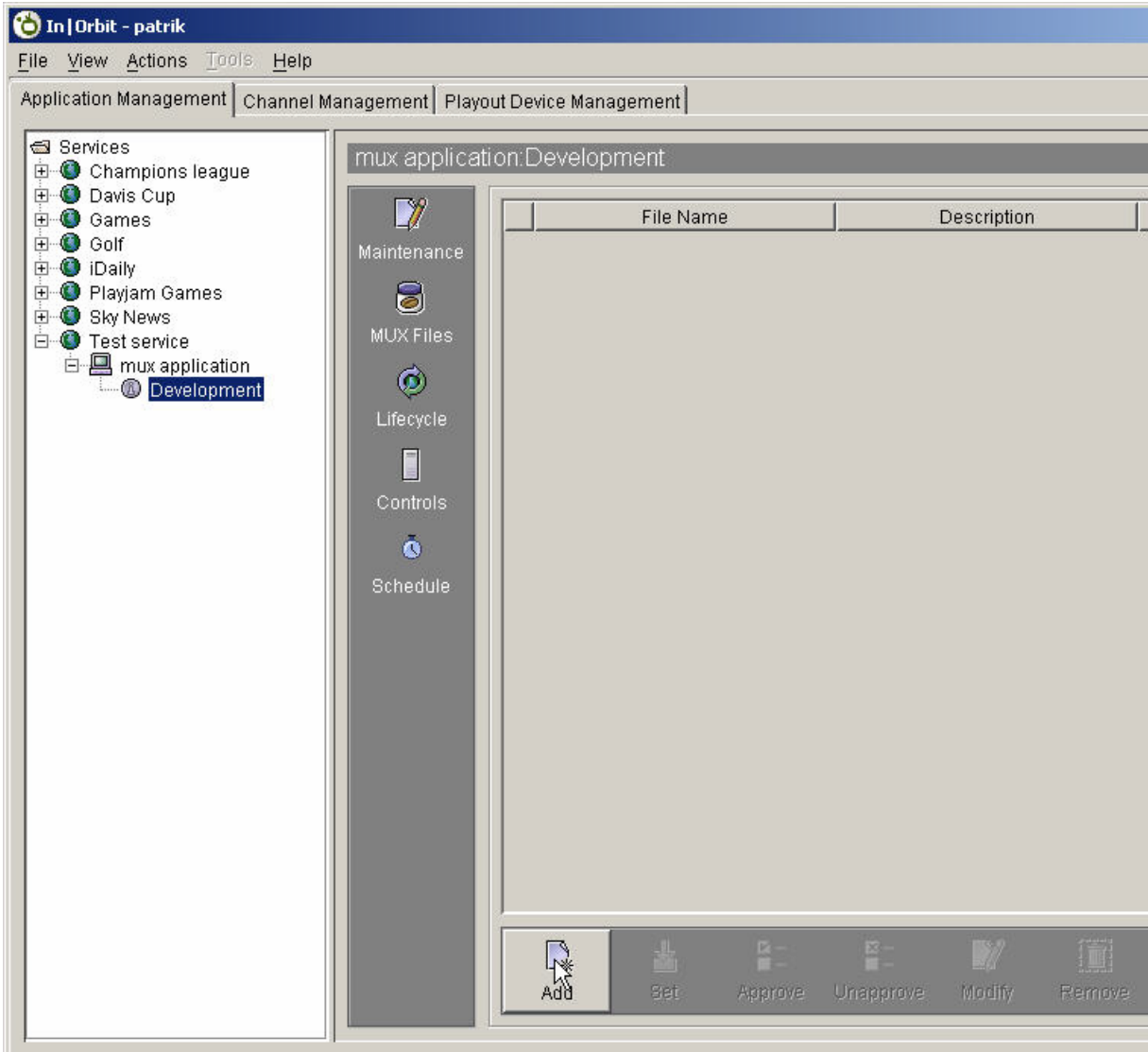
I simply add a mux file...

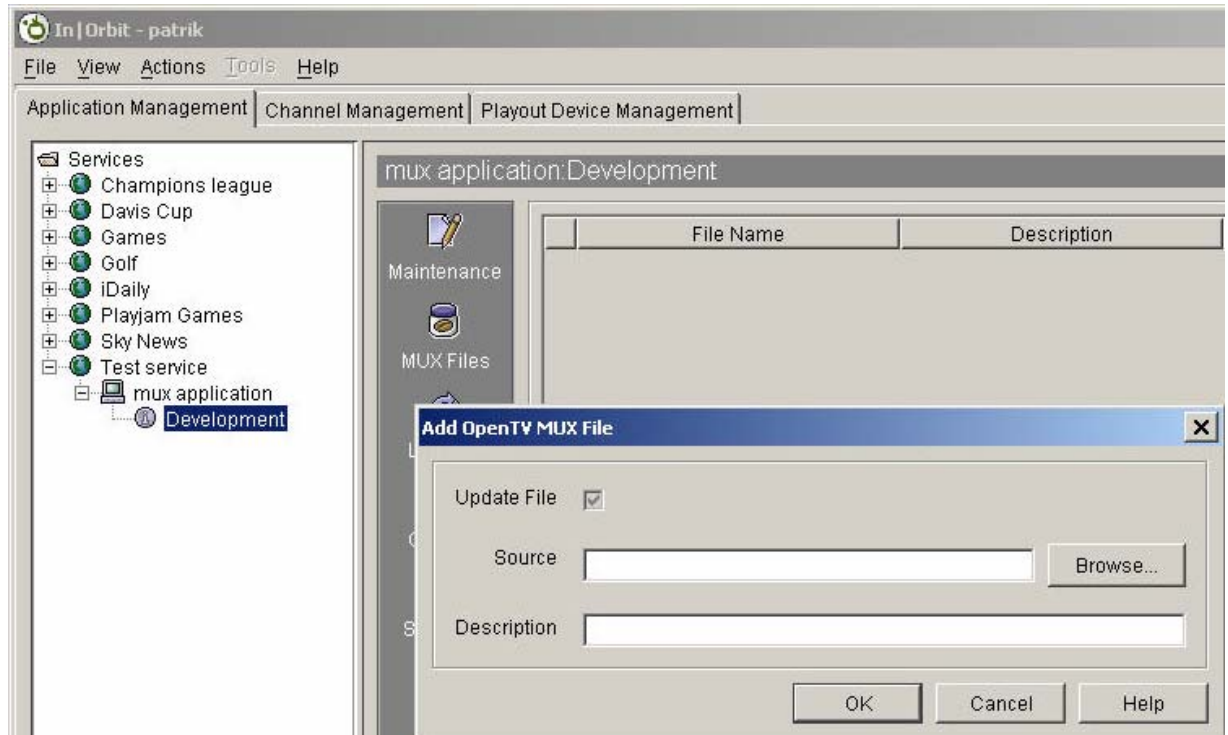


mux application:Development

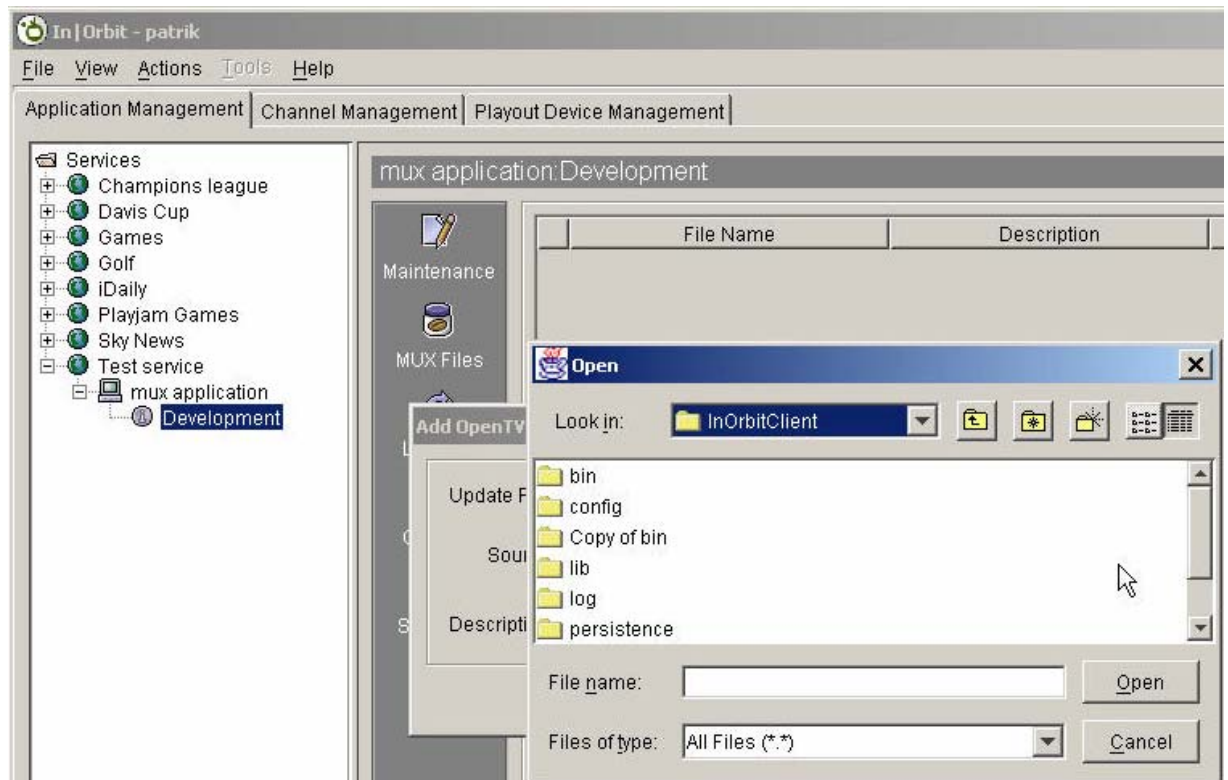
- Maintenance
- MUX Files
- Lifecycle
- Controls
- Schedule

Platform Name	Development
Platform Type	Development
Application Id	3
Application Pid	67
Application Tid	0
Requested Bit Rate	100000
Lifecycle State	Initial
Automatic Playout	<input type="checkbox"/>





...from anywhere in my network.



It could be that the mux file is found locally on my computer or somewhere else.

