



## Understanding Distribution Outputs

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Site managers can configure the Content Server to upload recordings automatically to Media Experience Engine 3500, Show and Share, VBrick, Podcast Producer or iTunes U. Users with the appropriate permissions then can interact with uploaded recordings—for example, view, further distribute, or if possible, edit them—from those product interfaces.

If the Content Server has appropriate media server configurations, users with permissions can manually upload existing recordings to these products.



**Note**

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For information about what users can do to recordings from the Media Experience Engine 3500, Show and Share, VBrick, Podcast Producer or iTunes U interface, see the documentation for those products.

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If you opt for this type of distribution, the Content Server acts as a recording and capture device. If recordings have no other outputs except the distribution output types through Media Experience Engine 3500, Show and Share, VBrick, Podcast Producer or iTunes U, users cannot view these recordings on the Content Server.

This chapter includes these sections:

- [Configuring Automatic Upload to Cisco Media Experience Engine 3500, VBrick, Cisco Show and Share, Podcast Producer or iTunes U](#)
- [Uploading Existing Recordings to Cisco Media Experience Engine 3500, VBrick, Cisco Show and Share, Podcast Producer or iTunes U](#)
- [Understanding the Difference between Distribution Outputs and Streaming Servers](#)

## Configuring Automatic Upload to Cisco Media Experience Engine 3500, VBrick, Cisco Show and Share, Podcast Producer or iTunes U

To automatically upload recordings from the Content Server to Media Experience Engine 3500, VBrick, Show and Share, Podcast Producer, or iTunes U, site managers must configure a media server configuration and a template:

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- Step 1** Create a media server configuration for the desired product. From the **Management** tab, go to **Recording Setup > Media server configurations**.
  - Step 2** Click one of the following: **Add VBrick Live server configuration, Add VBrick VoD server configuration, Add Media Experience Engine 3500 server configuration, Add Show and Share server configuration, Add Podcast Producer server configuration, or Add iTunes U server configuration**.
  - Step 3** In the page that appears, configure settings to set up a relationship between the Content Server and the media server. See the [Media Server Configurations](#) for information about these settings.
  - Step 4** Create a template that has a distribution output that uses the server configuration that you created. From the **Management** tab, go to **Recording Setup > Templates**.
  - Step 5** Click **Add template**.
  - Step 6** In the page that appears, check **Distributed to Media Experience Engine 3500, VBrick, Show and Share, Podcast Producer, or iTunes U**.
  - Step 7** In Outputs for distribution to Media Experience Engine 3500, Show and Share, VBrick, Podcast Producer or iTunes U section, check the **Media Experience Engine 3500, VBrick, Show and Share, Podcast Producer, or iTunes** box. You can check the box only if Content Server has a media server configuration for Media Experience Engine 3500, VBrick, Show and Share, Podcast Producer, or iTunes U.
  - Step 8** From the Media server configuration drop-down menu, choose the desire media server configuration.
  - Step 9** Configure any other settings for the template. See the [Templates](#) for information about the other template settings.
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Any recording that is created with a recording alias that uses the template that you made is automatically uploaded to the media server that is configured in that template. (See [Understanding Recording Aliases](#))

After the recording call is finished, the Content Server transcodes the recording in the specified size. When transcoding is finished, the Content Server uploads the recording file to the media server with the credentials that were specified in the media server configuration.

If a user uses the Content Editor on the Content Server to edit the length of a recording that has an output that was already uploaded to the media server, the Content Server transcodes the recording and uploads the newly edited version to the external media server. Previous versions of the recording on that media server are not overwritten; the media server can have a number of recordings of different lengths that are from one Content Server recording.

## Uploading Existing Recordings to Cisco Media Experience Engine 3500, VBrick, Cisco Show and Share, Podcast Producer or iTunes U

Users with appropriate permissions can upload any existing recording to Media Experience Engine 3500, VBrick, Show and Share, Podcast Producer, or iTunes U:

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- Step 1** Locate the recording that you want to upload to an external media server. For that recording, click **Manage outputs**.

- Step 2** In the page that appears, check **Distributed to Media Experience Engine 3500, VBrick, Show and Share, Podcast Producer or iTunes U**.
- Step 3** In the Outputs for distribution to Distributed to Media Experience Engine 3500, Show and Share, VBrick, Podcast Producer or iTunes U section, check the **Media Experience Engine 3500, VBrick, Show and Share, Podcast Producer, or iTunes U** box. You can check the box only if Content Server has a media server configuration for Media Experience Engine 3500, VBrick, Show and Share, Podcast Producer or iTunes U.
- Step 4** From the Media server configuration drop-down menu, choose the desired media server configuration.
- Step 5** For Show and Share or iTunes U, choose the recording size from the **Size** drop-down menu.
- Step 6** Click **Save**.
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After you click **Save**, the Content Server transcodes the recording in the specified size. When transcoding is finished, the Content Server uploads the recording file to the media server with the credentials that were specified by the site manager in the media server configuration.

If a user uses the Content Editor on the Content Server to edit the length of a recording that has an output that was already uploaded to the media server, the Content Server transcodes the recording and uploads the newly edited version to the external media server. Previous versions of the recording on that media server are not overwritten; the media server can have a number of recordings of different lengths that are from one Content Server recording.

## Understanding the Difference between Distribution Outputs and Streaming Servers

From the **Management** tab, you can configure both media servers for distribution outputs and media servers for streaming by going to **Configure > Media server configurations**. You can configure a relationship between the Content Server and one of the these types of media servers in your network:

- Windows Media streaming server
- QuickTime or Darwin streaming server
- Wowza Media Server for Flash
- Media Experience Engine 3500
- VBrick
- Show and Share
- Podcast Producer
- iTunes U

The first three media servers stream recordings from those servers, but users view those recordings through the Content Server web interface. Streaming servers extend the scale and capabilities for streaming live and recorded calls; add the ability to live stream MPEG-4 for QuickTime and MPEG-4 for Flash; provide on-demand true streaming of MPEG-4 for QuickTime and MPEG-4 for Flash; and deliver live and on-demand media via the Adobe HTTP Dynamic Streaming protocol.

The last four media servers support distribution outputs, not streaming outputs.

