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Description: The biggest barrier to streaming media adoption and the transformation of the Internet as we know it today is technological. Traditional streaming media technologies have relied on both server-side and client-side technologies. This poses significant barriers to adoption as the setup of these applications can be time consuming and costly.

Fortunately a new breed of streaming media technologies are now available which don't require either server-side or client-side software.

Known as playerless streaming media, these technologies simplify the process of getting video and audio online and most importantly, they significantly reduce the total cost of ownership of streaming media technologies.

This site reviews the various playerless streaming technologies available today.

Resource Specifications

Platform(s):	linux, windows, freebsd, osx, sun
Date Added:	Sep 17th, 2004
Author:	Playerless Streaming

Average Visitor Rating:  **2.50** (out of 5)

Number of Ratings: 2 Votes

Average Member Rating:  **0.00** (out of 5)

Number of Reviews: 0 Reviews

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