STRIVECAST

mDNS Fact Sheet

The importance of corporate webcasting increases every day. But the ongoing development of web applications continually creates new challenges for software providers, such as StriveCast, whose task is to optimize webcasting. One of them is mDNS. Learn more about what mDNS is, why it can impede efficient corporate webcasting, and how StriveCast solves this problem.

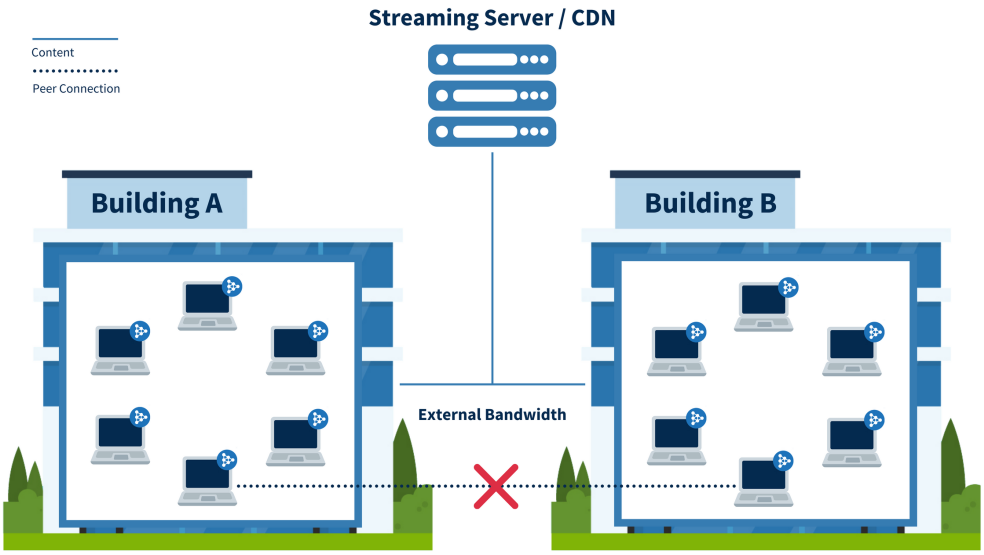
What is mDNS?

The world of web browsers is a fast-moving industry with new things happening every day. A new security feature has been rolled out by major browsers that can be activated in the client's browser: mDNS. MDNS stands for Multicast Domain Name System and is used to resolve hostnames to IP addresses in local networks. In a nutshell, it prevents websites from collecting the device's local IP address to use it for purposes like advertising or collecting network information. As the IP addresses are not retrievable, any external services or organization outside the internal network cannot draw any conclusion about the network's structure and size.

Why is mDNS a problem for corporate webcasting?

Want to know more about mDNS?
Here is an article that explains what mDNs ist, and here you can find its pros and cons.

To enable a smooth-running, high-quality stream, most companies are using an eCDN. There are several ways eCDNS optimize streaming within corporate networks, and a common one is creating a peer-to-peer network. If you like to learn more about this solution in general, you can click here. Most P2P-based eCDN providers struggle with mDNS-enabled networks, as the eCDN needs to use the IP addresses to form P2P connections within an organization's network. With mDNS, this becomes much harder to do. Therefore, most eCDN providers require their customers to install specific local 3rd-party software on every client-device (i.e., desktop or laptop). By installing this software, equipped with permissions to read and analyze the end device's entire network traffic, the eCDN client can sniff the device's local IP address from the network interface. Although this setup works, it requires organizations to roll-out and install this 3rd-party software on every single end device within the network to ensure proper performance of the eCDN.



How StriveCast solves the problem with mDNS and peer-to-peer software

StriveCast has a different and smarter approach to solving the challenge of mDNS. Instead of placing local 3rd-party software on each end device, StriveCast makes use of its existing architecture. The StriveCast Network Manager is a server component contacted by all end devices using your video platform. This already happens without the need for any local 3rd-party software on the device, but through the pre-integrated web client of StriveCast, packed right into your existing video platform. This server can see all IP addresses within its system by placing this server component inside the corporate network, solving the mDNS problem centrally. Therefore, StriveCast only requires you to do only a single change instead of changing every single end device. Also, StriveCast does not introduce any new 3rd-party software but uses what's already in place. All in all, it shortens deployment times, cuts maintenance costs, and ensures no additional risks on end devices.

STRIVECAST

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single change

StriveCast needs just one single change in your network. The StriveCast Network Manager needs a setup in your internal infrastructure - but just once. You don't need to install software on every end-device.

OTHER VENDORS

1,000+

changes

To enable Peer-to-Peer connections, common vendors need you to install their software on every end-device, that should be a part of the peering cluster. That means a lot of effort and potential error source.

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