

Red5 Linux Setup

This tutorial is intended to help people setup the Red5Plugin in Openfire on a generic Linux install. (FYI, I have not done my setup on a SUSE Linux Enterprise Server 10 system, but it should work on all Linux machines.)

Just so you know I'm quite new to Openfire and the red5plugin so I had trouble setting it up, and I put this up to help people also having trouble.

Getting Java 1.6

It's possible that Red5Plugin will work with an earlier version of Java, but you really should have 1.6 installed, because you may end up having to compile from source, in which case you need 1.6.

If you already have 1.6 skip this part. (If you are not sure, try running "which java" or "java -version")

Download the Java 1.6 JDK

Goto...

<http://java.sun.com/javase/downloads/index.jsp>

The version you want is Java 6 update 6.

Open a terminal and navigate to the downloaded file

You may need to change the permissions to run the file...

```
chmod +x jdk-6-linux-i586.bin
```

This binary should automatically install and take care of everything.

When it's done try running "java -version" and it should report running version 1.6

Getting OpenFire

If you don't already have OpenFire installed on your system its a VERY simple install. Download the tar.gz from...

http://www.igniterealtime.org/downloads/download-landing.jsp?file=openfire/openfire_3_5_1.tar.gz

Open a terminal and navigate to the downloaded file. Extract the file to an appropriate directory (e.g., /opt/openfire)

```
tar xzf openfire_3_5_1.tar.gz
```

```
mv openfire /opt/openfire
```

Thats it! OpenFire is installed! Now to start it you just need to run the command...

```
/opt/openfire/bin/openfire start
```

(to stop it: /opt/openfire/bin/openfire stop)

Getting Red5Plugin

You may have heard of Red5 before and might know that it is an open source flash media server. The Red5 people (<http://osflash.org/red5>) are doing some really awesome stuff, but there is no need to download the Red5 server and set it up. A stripped-down version of the Red5 server lives inside of the Openfire Red5 plugin!

To get the Red5Plugin download... This is the most updated version. It should be 0.0.18

<http://red5.4ng.net/red5.war>

Do NOT goto the Beta Plugins page... As of 05/05/08 these were way out of date.

<http://www.igniterealtime.org/projects/openfire/plugins-beta.jsp>

Open a terminal and goto the downloaded file... Now just move the file to the /opt/openfire/plugins/ folder.

```
mv red5.war /opt/openfire/plugins/
```

Openfire will magically setup everything for you

Or rather it almost will. You will need to restart before you can do Red5 stuff. Wait a few minutes and then run...

```
/opt/openfire/bin/openfire stop
```

```
/opt/openfire/bin/openfire start
```

Setup Red5Plugin

Goto the red5 admin page...

http://IP_ADDRESS:9090

(If you are doing this on your local machine then...

<http://localhost:9090>

Click on the "Server" tab. Now click on the "Server settings" tab. On the left menu select "HTTP Bindings." Be sure it is set as "Enabled". Take note of the bind port (its probably 7070).

Click on the Plugins tab. There should be a "Red5" plugin installed.

If there is then goto http://IP_ADDRESS:7070/red5/

A "Red5 Test" page should pop up. Hooray you have successfully installed Red5Plugin!

If its not there, something's messed up. Try running...

```
/opt/openfire/bin/openfire stop
```

```
/opt/openfire/bin/openfire start
```

also check that you have the...

```
/opt/openfire/plugins/red5.war
```

file on your system AND...

```
/opt/openfire/plugins/red5
```

directory. It is automatically created when you put the .war file in that directory.

Setup Red5Phone

If you want to use the Red5Phone things probably wont work right yet. You need to setup the codecs which will process the audio for the phone.

Basically what we want to do it compile the asao2law codec from source and set permission to allow it to execute.

To do this we...

(everything before the # is a terminal command. After it is text explaining what it does)

```
cd /opt/openfire/plugins/red5/codecs/src/ # goto codec source directory
```

```
rm *.o          &nbs p;          &n bsp;          &nbs p;          # remove old object files
```

```
rm asao2ulaw    &nbs p;          &n bsp;          &nbs p; # remove old executable
```

```
make           &nbs p;          &n bsp;          &nbs p;          # run make file
```

This should produce a new "asao2ulaw" file.

```
cp asao2ulaw .. &nbs p;          &n bsp;          &nbs p;          # copy it up a directory
```

```
chmod 755 asao2ulaw &nbs p;          &n bsp;          # set permissions on this file to make it executable
```

Using Red5Phone

On the red5test page (default at http://IP_ADDRESS:7070/red5/) enter the your SIP proxy information.

Username

Password

Realm (if you haven't heard of this before, then do some googlin' but if you use asterisk then it should just be "asterisk")

Server (the IP address of your server)

Note that at the time of this writing (v0.0.18) there MAY be a crazy bug in the SIP application in Red5Plugin or in the SIP stack library it uses (MjSIP). This bug makes it so that the password for your username HAS to be blank or else things wont work.

More

If you don't know what I mean when I say provide your SIP proxy information. I just mean the Asterisk (or other SIP compatible) server that you have a registered user on. If you don't know what THAT means, then you may be in trouble. Start googlin' Asterisk and voip-info.org!

Todo - Compiling in Linux

There's a bit more stuff involved in being able to compile this plugin from source on linux. Hopefully I'll be able to add some info soon.

Thanks to Dele Olajide for making this great plugin!!!

Goodluck,

-Chris