



GodwinOTT: questions and answers

Five short answers on one page, then the longer questions broadcasters, churches and schools ask us.

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Five questions

What does it do?

It puts your live channels, your on demand shows, your shorts and your audio on a website at your own domain, under your own name. Viewers get a lineup with live pictures, a guide, a player and favourites. Your team gets screens to switch channels, publish videos, build 24 hour channels, decide who can watch, take payments and read viewing numbers.

Who uses it?

Today, a broadcaster with 51 live channels. It is built for any organisation with live channels or a library: TV networks, churches, schools, leagues, civic channels. Viewers use it in a browser on a computer, phone or tablet.

What does it cost?

Two parts. Our fees for setting it up and looking after it, which we quote per client: [fee to be confirmed]. And your own running costs, paid straight to the providers: a domain, your own server, a small rented server and the bandwidth your viewers use. The web pages themselves are hosted on a free plan. There is no per viewer fee.

When can we launch?

Our estimate is 6 to 12 weeks from the first meeting to a public launch, depending mostly on how ready your channels and library are, and whether you take payments. The servers themselves take about a day once your accounts are ready.

How is it safe?

A link to one of your channels expires within hours, so a link posted online stops working. Nobody can make themselves an admin from a screen; only the people you name at setup can be admins, and they sign in with Google. Viewers pay on Stripe's or Razorpay's own page, so card details never reach your site. Viewer IP addresses are not stored. You can lock streams so a passed on link does not play at all. Everything runs on your own machines.

For a broadcaster

Do we have to use Flussonic?

No. The first deployment uses Flussonic, but other systems that turn your channels into standard web video can work too. We check yours during discovery; the technical overview has the detail for your engineer.

Will our channel numbers show the way viewers know them?

Yes. Names and numbers come from the broadcast signal, in the major.minor form (8.1, 13.10), and sort correctly. Your team can override any of them on the Channels screen.

How quickly can we take a channel off if the rights change?

Switch it off on the Channels screen. It leaves the lineup, guide and search within about 10 seconds and refuses new plays. A link already handed to a viewer keeps working until it expires, which is up to six hours.

Can we add a channel from somewhere else?

Yes. Add it by its web address on the Channels screen and press Test. Be aware that such a channel cannot be locked to members or protected, is visible to anyone, and the site it comes from has to allow it to be played on yours.

What happens when our server goes down?

The site keeps showing the last good lineup with a "Reconnecting" notice, and the pages still open. Video will not play until the server is back.

Can we put ads in?

Not today. Ad insertion is not built.

Is there a TV app?

No. It is a web app. TV browsers work and are counted in analytics, but there is no Roku, Fire TV, Apple TV or Android TV app.

For a church or ministry

Can new sermons and devotionals appear without someone uploading them?

Yes, through Google Drive sync. Share a folder by link and the platform checks it every 30 minutes, three levels deep. It reads titles and publish state from index files, and never overwrites an edit your team made.

Can we run a channel all week from our recordings?

Yes. The Playlists screen builds a 24 hour channel from your library: a loop of shows, plus fixed slots at set times, such as a morning prayer at 06:00 on weekdays. It writes its own guide seven days ahead.

Can people give through the site?

Not today. Giving is not built. You could link to your existing giving page from a featured slide.

Will it work for people listening on the bus?

The audio player has lock screen controls and 15 second skips, so it works with the phone locked.

Do our members need an account?

Only if you want them to. Accounts can be switched off so anyone can watch. With accounts on, you can mark some content members only.

For a school or university

Can some videos be for students only?

Yes. Every channel, show and item has a "Who can watch" setting: everyone, members or subscribers, and either hidden from or locked for signed out viewers. An item takes the stricter of its own and its show's setting.

Can students sign in with their school Microsoft account?

Not today. Sign in is Google or email and password. There is no Microsoft or SAML sign in, and no way to restrict sign up to your email domain.

Who can upload?

Anyone you make an admin. Admins are named when we set the service up, and sign in with Google. An upload is made ready to play automatically, without slowing the live channels.

Are there captions?

No. Captions are not built. If your institution requires them, we would scope that first.

What do you store about students?

Name, email, a password hash or Google link, sessions without IP addresses, favourites, viewing history and audit rows. Detailed viewing events are kept 30 days, linkable summaries 90 days. Deleting an account cuts its history loose.

For anyone**Do you see our viewers' data?**

The data sits in your database on your machine. We have access while we operate the platform for you, under whatever terms we agree. There is no third party tracker on the site.

Can we leave?

Yes. The servers, domain, accounts and database are yours from the start. You can take over operations yourself or hand them to another engineer.

What if a viewer forgets their password?

There is no email sender yet, so there is no reset link by email. We recommend Google sign in for viewers, and your team can help by hand. Building an email sender is on the list of possible next work.