

GodwinMix and GodwinOTT together

How the two products are meant to fit, what has been tested on each side, and what has not yet been run end to end.

OCTOBER 2026

The intended pairing

GodwinMix makes a programme. GodwinOTT puts programmes in front of viewers. Put together, a client can produce a channel of their own and deliver it under their own name, on their own machines, with no platform in the middle taking a share or holding the audience.

In outline:

```
cameras, phones, guests, files, web pages
  |
  v
GodwinMix (mixes one programme; slate and silence always underneath)
  |
  | RTMP or SRT
  v
your HLS packager on the GodwinOTT box (Flussonic, or another)
  |
  v
GodwinOTT (lineup, guide, accounts, billing, analytics, signed links)
  |
  v
viewers on the web and on phones
```

GodwinMix pushes its programme by RTMP or SRT to your HLS origin. The packager turns it into an HLS channel like any other. GodwinOTT picks that channel up from the box's feed, puts it in the lineup with its guide entry, decides who may watch it, signs the play links, takes payment if the channel is paid, and counts who watched.

Please read this as the intended design. Each product has been built and tested on its own. They have not yet been run together, end to end, and the GodwinMix code does not mention GodwinOTT anywhere.

Why the two fit

The things each product cares about line up.

GodwinMix's promise is that the programme output never stops. The encoder starts once, a slate and silence are always on underneath, and a dead camera reveals the slate instead of ending the stream. For a packager downstream, that means a steady feed that keeps arriving even when the studio has a bad moment.

GodwinOTT expects channels as HLS from a packager on the box, one folder per channel. A channel fed by GodwinMix needs nothing special from GodwinOTT's side. It is a channel. It gets the same thumbnail on the lineup, the same player, the same "Who can watch" setting, and the same analytics as a channel coming off air.

Both run on the client's own machines. Neither has a hosted service or a per viewer fee.

Two ways to join them

Route 1: through the packager (the one we would recommend)

GodwinMix sends RTMP or SRT to the packager on the GodwinOTT box. The packager writes HLS. GodwinOTT treats it as one of the box's own channels.

What this gives you: signed play links, the launch PIN, the members and subscriber locks, and the DRM key gate all apply, because the stream comes through the box.

What has to be confirmed: that your packager accepts the ingest GodwinMix sends. Flussonic accepting RTMP and SRT input is our general knowledge, not something we have tested with GodwinMix. If you use a different packager, its segment names must also match what GodwinOTT's adapter expects.

Route 2: GodwinMix serves HLS itself

GodwinMix can serve HLS, low latency HLS and DASH from its own port, with a ladder of qualities. GodwinOTT can add an outside channel by its https .m3u8 address.

This is simpler to set up, and it costs you protection. A channel added this way in GodwinOTT is not signed, not covered by the launch PIN, visible to anyone, and cannot be locked to members or protected by DRM. The GodwinMix machine must be reachable over https and must allow your watch domain by CORS. On the Linux desktop installer, GodwinMix's HLS output lacks a needed element, so on Linux this route means running GodwinMix from Docker or a full GStreamer install.

Route 2 is fine for a free public channel and a quick trial. For anything paid or members only, use Route 1.

What has been verified, and where

	On its own	Together
GodwinMix sends RTMP without a reconnect across takes, camera loss and ad breaks	Verified against mediamtx and node-media-server v4	No

	On its own	Together
GodwinMix reconnects a dead output in about 2 seconds	Verified against those two servers; not against a real CDN	No
GodwinMix serves HLS from its own port	Built and documented; not part of its verification table	No
GodwinOTT plays channels from a packager on the box	Running for the first deployment, 51 channels through Flussonic	No
GodwinOTT adds an outside https .m3u8 channel	Built, with a Test button on the Channels screen	No
Flussonic accepts GodwinMix's RTMP or SRT	Not tested	No
The guide, analytics and access rules treat a GodwinMix channel like any other	Expected, because it arrives as an ordinary channel	No

What a first joint test would look like

One day, on a test domain behind the GodwinOTT launch PIN.

1. Start GodwinMix with the `default` preset and two test sources.
2. Send its programme by SRT to the packager on the GodwinOTT box as a new channel.
3. Confirm the channel appears in GodwinOTT's lineup, give it a name, number and guide entry on the Channels screen.
4. Play it on a laptop and a phone. Take between sources, kill a source, kill the network to the packager for 15 seconds, and watch what the GodwinOTT player says throughout.
5. Lock the channel to members, check a signed out viewer is refused, and check the quality numbers in Analytics.
6. Write down the delay from a take on GodwinMix to the picture changing on the phone.

Until that day has happened, we describe the pairing as designed, not proven.

Costs when you run both

GodwinMix is free software. GodwinOTT's running costs are your own servers, a VPS and its bandwidth, a domain and a free Cloudflare plan. Our fees for setting up either or both are quoted per client: [fee to be confirmed].