

• Balancer

Load Balancer can redirect the player request by **Geo. Location** or **Max. Streaming No.** of the server to slave servers.

- **For Geo. Location**, all players connect one master EZserver, then EZserver will check the player location to redirect the request to the nearest slave server.
- **For max. streaming connections**, when the connections are equal to max. streaming no. EZserver will redirect the following requests to the slave server with the lowest load.
- Max. Streaming No. of an Slave Server is defined in Setting: 11. Max Streaming No



It also supports **distributed users** and **channels**.

- Users can be distributed in different User Databases and a user can connect one of distributed Ezservers to play the video. The way can reduce the redundancy of subscribers.
- Channels can be distributed in different servers. The way can reduce the upload bandwidth.

The image shows a screenshot of the EZserver interface. At the top, there is a 'Total: 3' label and a 'Setting: All' label. Below these, there are three tabs: 'Disabled', 'By Geo. Location', and 'By Max. Streaming No.'. The 'By Geo. Location' tab is selected. Below the tabs is a table with the following columns: No., Slave Server Name (Primary Key), Admin Name, Password, IP, Port, Country, Max Connection, Free Connection, and Status. The table contains three rows of data:

No.	Slave Server Name (Primary Key)	Admin Name	Password	IP	Port	Country	Max Connection	Free Connection	Status
1	USA	root	1234	192.168.0.5	8080	USA	1000	1000	ON
2	Turkey Server	root	1234	192.168.0.8	8080	Turkey	0	0	OFF
3	Italy Server	root	1234	192.168.0.9	8080	Italy	0	0	OFF

At the bottom left of the table, there is a 'Total: 3' label. At the bottom right, there is a 'Setting: All' label.