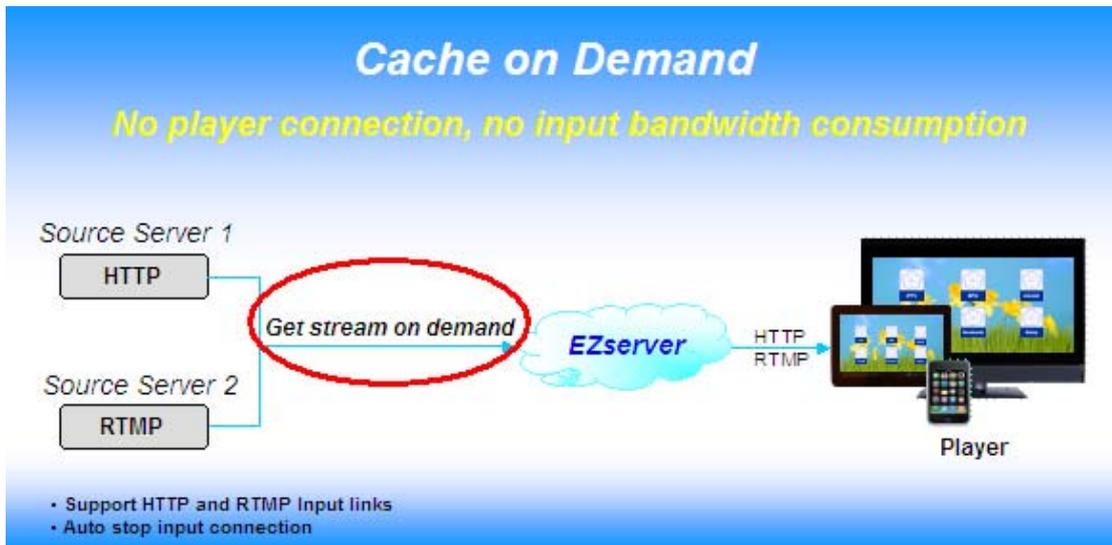## 59. Caching on-demand Channel



**Caching on-demand channel** is that a player wants to watch a channel, ezserver checks the channel if is cached in memory. if the channel is cached, then ezserver streams the channel video from the cache to the player. If the channel is not cached, ezserver opens a connection to the input server and gets the video into cache memory, then ezserver streams the channel video from the cache to the player. Once, there is no any player to watch the channel, ezserver stops the connection of input server in order to save the incoming bandwidth of ezserver.



Additional, there are two options in ezserver_config.txt, one is for enable/disable caching for all channels, the other is for caching off interval as below:

**1. cache_on_demand_channel** :

- if its value is 1, then when a player wants to watch a channel, ezserver checks the channel if is cached in memory. if the channel is cached, then ezserver streams the channel video from the cache to the player. If the channel is not cached, ezserver opens a connection to the input server and gets the video into cache memory, then

ezserver streams the channel video from the cache to the player.

- If its value is 0, ezserver does not stop the connection of input server to get the video into cache memory.

**2. stop_ch_cache_interval (unit:** min**.)**: is defined for cache_on_demand_channel=1. Once, there is no any player to watch the channel, ezserver stops the connection of input server after stop_ch_cache_interval value. For example, its value is 10 min, then ezserver stops the connection of input channel after 10 min.

**3. Please check more in Ezserver_Internal_File_Structure.pdf**