

## JDownloader - Feature #62963

### HLS support improvements

02/13/2015 02:29 AM - raztoki

<b>Status:</b>	New	<b>Start date:</b>	02/13/2015
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	coalado	<b>% Done:</b>	0%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Resolution:</b>			
<b>Description</b>			
<p>As I discussed with Appwork yesterday. We are getting more and more tickets(email support.) and posts(board.) made about the following issues.</p> <p>research into if we can resume and chunk load with FFMpeg. If not, change reliance on FFMpeg for HLS download, and only use it for demuxing.</p> <p>segments are provided by HTTPS? protocol and we can integrate standard download core (or modified youtubeV2, many urls to one DownloadLink) which will allow for chunk ranging and resume support.</p> <p>This is required for large HLS downloads (5-10GiB++), and when user has low bandwidth or connection issues (say they are using reconnection module).</p> <p>FFMpeg also has inherent issue when connection fails for what ever reason, the part segment is not playable due to missing index/meta.</p>			
<b>Related issues:</b>			
Related to Bug # 74099: Hoster: HLS, twitch, issue		<b>New</b>	<b>10/30/2015</b>