

A Guide to Switching from ShoutCast to IceCast.  
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NPR Digital Services Member Stations who are currently use the Shoutcast DNAS Server to broadcast their streams will need to migrate to a different streaming server product to complete the set up for steaming measurement. After careful consideration and evaluation of a range of alternatives, NPR Digital Services recommends converting to Icecast server software (<http://icecast.org>).

Icecast is available in a variety of packages for Windows, Mac OS X and Linux platforms. By default, Icecast uses a similar streaming protocol to the one used by Shoutcast, but can be configured to function in a Shoutcast compatibility mode, requiring little to no changes to the streaming source, such as the Shoutcast DSP plug-in for Winamp. While the full installation and configuration of Icecast server software is outside the scope of this document (documentation for the latest version at the time this document was written can be found at <http://www.icecast.org/docs/icecast-2.3.3/>), this document highlights some of the configuration options required to make the conversion process as much of a seamless drop-in replacement for Shoutcast DNAS Server as possible.

Icecast's configuration file is in XML format. By default, its Shoutcast compatibility mode is not enabled, and its default streaming endpoints differ from Shoutcast's defaults as well. Included within most Icecast server packages are several sample configuration files; one of which is `icecast_shoutcast_compat.xml`. As the name suggests, this file contains several options relevant to Shoutcast compatibility, and which should be copied into the main Icecast configuration file (usually `icecast.xml`).

The relevant portions to pull from this file are as follows (Please edit the values of these parameters as appropriate for your particular installation):

```
<authentication>
  <!-- Configure the Shoutcast DSP to use this password -->
  <source-password>hackme</source-password>
  <!-- This is used for Icecast's web interface -->
  <admin-user>admin</admin-user>
  <admin-password>hackme</admin-password>
</authentication>
```

As the comment indicates, the `<source-password>` parameter should include the password used by the audio source (Shoutcast DSP Winamp plug-in, for example) to connect to the server.

```
<listen-socket>
  <port>8000</port>
</listen-socket>
<listen-socket>
  <port>8001</port>
  <shoutcast-compat>1</shoutcast-compat>
</listen-socket>
```

The most easily overlooked but important aspect of this configuration is the need for *\*two\** <listen-socket>s to be defined. The first one is the actual port for the audio source (Shoutcast DSP Winamp plug-in, for example) to connect to. The second <listen-socket> needs to be on a port one higher than the port the DSP plugin connects to, and needs the <shoutcast-compat> parameter enabled (with the "1" value specified).

```
<shoutcast-mount>/stream</shoutcast-mount>
```

```
<paths>
```

```
  <alias source="/" dest="/status.xml"/>
```

```
  <alias source="/stream.pls" dest="/stream.m3u"/>
```

```
</paths>
```

The <shoutcast-mount> and <alias> parameters are what provide backwards compatibility to your previous Shoutcast DNAS server settings. The <alias> source should be set to the values from your Shoutcast server. The destination values in the examples above reflect common Icecast Server default settings; if you change those settings, please update the <alias> destinations accordingly.