Stream publishing from Android application in background mode

Overview

To prevent Android application unloading from device memory and stream publishing stopping when application goes to background, it is necessary to establish connection to WCS server and to publish a strem from service that should be launched from applications Activity. To prevent service unloading in its turn, a notification must be created to be in notification bar while service is working. Let's explore example of modification ofAndroid Two Way Streamingapplication source code.

Application source code modification example

1. Service creation on Publish button pressing when camera and microphone permissions are granted

```
@Override
public void onRequestPermissionsResult(int requestCode,
                                       @NonNull String permissions[], @NonNull int[] grantResults) {
    switch (requestCode) {
        case PUBLISH_REQUEST_CODE: {
            if (grantResults.length == 0 ||
                    grantResults[0] != PackageManager.PERMISSION_GRANTED ||
                    grantResults[1] != PackageManager.PERMISSION_GRANTED) {
                Log.i(TAG, "Permission has been denied by user");
            } else {
                mPublishButton.setEnabled(false);
                ...
                Intent intent = new Intent(StreamingMinActivity.this, TestService.class);
                intent.putExtra("url", mWcsUrlView.getText().toString());
                intent.putExtra("streamName", mPublishStreamView.getText().toString());
                startService(intent);

                Log.i(TAG, "Permission has been granted by user");
            }
        }
    }
}
```

2. Session creation and stream publishing whem service is started

```
@Override
public int onStartCommand(Intent intent, int flags, int startId) {
    SessionOptions sessionOptions = new SessionOptions(intent.getStringExtra("url"));
    Session session = Flashphoner.createSession(sessionOptions);
    session.connect(new Connection());
    StreamOptions streamOptions = new StreamOptions(intent.getStringExtra("streamName"));
    Stream publishStream = session.createStream(streamOptions);
    publishStream.publish();
    Toast.makeText(this, "Start service", Toast.LENGTH_SHORT).show();
    return START_STICKY;
}
```

3. Notification creation

```
    private void showNotification() {
        Intent notificationIntent = new Intent(this, StreamingMinActivity.class);
        notificationIntent.addFlags(Intent.FLAG_ACTIVITY_CLEAR_TOP);
        PendingIntent pendingIntent = PendingIntent.getActivity(this, 0, notificationIntent, 0);
        int iconId = R.mipmap.ic_launcher;
        int uniqueCode = new Random().nextInt(Integer.MAX_VALUE);
        Notification notification = new NotificationCompat.Builder(this)
                .setSmallIcon(iconId)
                .setContentText("Started stream")
                .setContentIntent(pendingIntent).build();
        startForeground(uniqueCode, notification);
    }
```

4. Service stopping on Unpublish button pressing

```
        mPublishButton.setOnClickListener(new OnClickListener() {
            @Override
            public void onClick(View view) {
                if (mPublishButton.getTag() == null || Integer.valueOf(R.string.action_publish).equals
(mPublishButton.getTag())) {
                    ...
                } else {
                    mPublishButton.setEnabled(false);
                    ...
                    stopService(new Intent(StreamingMinActivity.this, TestService.class));
                    publishStream = null;
                }
                ...
            }
        });
```

5. Stream publishing stopping while service stops

```
    @Override
    public void onDestroy() {
        super.onDestroy();
        publishStream.stop();
        Toast.makeText(this, "Stop service",
                Toast.LENGTH_SHORT).show();
        stopForeground(true);
    }
```

Full source code of modified file StreamingMinActivity.java

Code

```
package com.flashphoner.wcsexample.streaming_min;

import android.Manifest;
import android.app.IntentService;
import android.content.Context;
import android.content.Intent;
import android.content.SharedPreferences;
import android.content.pm.PackageManager;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.PixelFormat;
import android.graphics.PorterDuff;
import android.os.Bundle;
import android.support.annotation.NonNull;
import android.support.v4.app.ActivityCompat;
import android.support.v7.app.AppCompatActivity;
import android.util.Log;
import android.view.View;
import android.view.View.OnClickListener;
```

```
import android.view.inputmethod.InputMethodManager;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
import android.widget.Toast;

import com.flashphoner.fpwcsapi.Flashphoner;
import com.flashphoner.fpwcsapi.bean.Connection;
import com.flashphoner.fpwcsapi.bean.Data;
import com.flashphoner.fpwcsapi.bean.StreamStatus;
import com.flashphoner.fpwcsapi.bean.StreamStatusInfo;
import com.flashphoner.fpwcsapi.layout.PercentFrameLayout;
import com.flashphoner.fpwcsapi.session.Session;
import com.flashphoner.fpwcsapi.session.SessionEvent;
import com.flashphoner.fpwcsapi.session.SessionOptions;
import com.flashphoner.fpwcsapi.session.Stream;
import com.flashphoner.fpwcsapi.session.StreamOptions;
import com.flashphoner.fpwcsapi.session.StreamStatusEvent;

import junit.framework.Test;

import org.webrtc.PeerConnection;
import org.webrtc.RendererCommon;
import org.webrtc.SurfaceViewRenderer;

import java.util.ArrayList;
import java.util.List;

/**
 * Example with streamer and player.
 * Demonstrates how to publish a video stream while playing another one.
 */
public class StreamingMinActivity extends AppCompatActivity {

    private static String TAG = StreamingMinActivity.class.getName();

    private static final int PUBLISH_REQUEST_CODE = 100;


    // UI references.
    private EditText mWcsUrlView;
    private TextView mConnectStatus;
    private Button mConnectButton;
    private EditText mPublishStreamView;
    private TextView mPublishStatus;
    private Button mPublishButton;
    private EditText mPlayStreamView;
    private TextView mPlayStatus;
    private Button mPlayButton;

    private Session session;

    private Stream publishStream;
    private Stream playStream;

    private SurfaceViewRenderer localRender;
    private SurfaceViewRenderer remoteRender;

    private PercentFrameLayout localRenderLayout;
    private PercentFrameLayout remoteRenderLayout;
    private SessionOptions sessionOptions;


    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_streaming_min);

        /**
         * Initialization of the API.
         */
```

```
        Flashphoner.init(this);

        mWcsUrlView = (EditText) findViewById(R.id.wcs_url);
        SharedPreferences sharedPref = this.getPreferences(Context.MODE_PRIVATE);
        mWcsUrlView.setText(sharedPref.getString("wcs_url", getString(R.string.wcs_url)));
        mConnectStatus = (TextView) findViewById(R.id.connect_status);
        mConnectButton = (Button) findViewById(R.id.connect_button);

        /**
         * Connection to server will be established when Connect button is clicked.
         */
        mConnectButton.setOnClickListener(new OnClickListener() {
            @Override
            public void onClick(View view) {
                if (mConnectButton.getTag() == null || Integer.valueOf(R.string.action_connect).equals
(mConnectButton.getTag())) {
                    /**
                     * The options for connection session are set.
                     * WCS server URL is passed when SessionOptions object is created.
                     * SurfaceViewRenderer to be used to display video from the camera is set with method
SessionOptions.setLocalRenderer().
                     * SurfaceViewRenderer to be used to display video of the played stream is set with method
SessionOptions.setRemoteRenderer().
                     */
                    sessionOptions = new SessionOptions(mWcsUrlView.getText().toString());
                    sessionOptions.setLocalRenderer(localRender);
                    sessionOptions.setRemoteRenderer(remoteRender);

                    /**
                     * Uncomment this code to use your own RTCConfiguration. For example, you can use custom
TURN server
                     */
                    //List<PeerConnection.IceServer> iceServers = new ArrayList<>();
                    //iceServers.add(new PeerConnection.IceServer("turn:your.turn-server.com:443?
transport=tcp","username","passw0rd"));
                    //PeerConnection.RTCConfiguration customConfig = new PeerConnection.RTCConfiguration
(iceServers);
                    //sessionOptions.setMediaOptions(customConfig);

                    /**
                     * Session for connection to WCS server is created with method createSession().
                     */
                    session = Flashphoner.createSession(sessionOptions);

                    /**
                     * Callback functions for session status events are added to make appropriate changes in
controls of the interface when connection is established and closed.
                     */
                    session.on(new SessionEvent() {
                        @Override
                        public void onAppData(Data data) {

                        }

                        @Override
                        public void onConnected(final Connection connection) {
                            runOnUiThread(new Runnable() {
                                @Override
                                public void run() {
                                    mConnectButton.setText(R.string.action_disconnect);
                                    mConnectButton.setTag(R.string.action_disconnect);
                                    mConnectButton.setEnabled(true);
                                    mConnectStatus.setText(connection.getStatus());
                                    mPublishButton.setEnabled(true);
                                    mPlayButton.setEnabled(true);
                                }
                            });
                        }

                        @Override
                        public void onRegistered(Connection connection) {
```

```
                    }

                    @Override
                    public void onDisconnection(final Connection connection) {
                        runOnUiThread(new Runnable() {
                            @Override
                            public void run() {
                                mConnectButton.setText(R.string.action_connect);
                                mConnectButton.setTag(R.string.action_connect);
                                mConnectButton.setEnabled(true);
                                mPublishButton.setText(R.string.action_publish);
                                mPublishButton.setTag(R.string.action_publish);
                                mPublishButton.setEnabled(false);
                                mPlayButton.setText(R.string.action_play);
                                mPlayButton.setTag(R.string.action_play);
                                mPlayButton.setEnabled(false);
                                mConnectStatus.setText(connection.getStatus());
                                mPublishStatus.setText("");
                                mPlayStatus.setText("");
                            }
                        });
                    }
                });
                mConnectButton.setEnabled(false);

                /**
                 * Connection to WCS server is established with method Session.connect().
                 */
                session.connect(new Connection());

                SharedPreferences sharedPref = StreamingMinActivity.this.getPreferences(Context.
MODE_PRIVATE);
                SharedPreferences.Editor editor = sharedPref.edit();
                editor.putString("wcs_url", mWcsUrlView.getText().toString());
                editor.apply();
            } else {
                mConnectButton.setEnabled(false);

                /**
                 * Connection to WCS server is closed with method Session.disconnect().
                 */
                session.disconnect();
            }
            View currentFocus = getCurrentFocus();
            if (currentFocus != null) {
                InputMethodManager inputManager = (InputMethodManager) getSystemService(Context.
INPUT_METHOD_SERVICE);
                inputManager.hideSoftInputFromWindow(currentFocus.getWindowToken(), InputMethodManager.
HIDE_NOT_ALWAYS);
            }
        }
    });

    mPublishStreamView = (EditText) findViewById(R.id.publish_stream);
    mPublishStreamView.setText(sharedPref.getString("publish_stream", getString(R.string.
default_publish_name)));
    mPublishStatus = (TextView) findViewById(R.id.publish_status);
    mPublishButton = (Button) findViewById(R.id.publish_button);

    /**
     * Stream will be published when Publish button is clicked.
     */
    mPublishButton.setOnClickListener(new OnClickListener() {
        @Override
        public void onClick(View view) {
            if (mPublishButton.getTag() == null || Integer.valueOf(R.string.action_publish).equals
(mPublishButton.getTag())) {
                ActivityCompat.requestPermissions(StreamingMinActivity.this,
                        new String[]{Manifest.permission.RECORD_AUDIO, Manifest.permission.CAMERA},
                        PUBLISH_REQUEST_CODE);
```

```
                    SharedPreferences sharedPref = StreamingMinActivity.this.getPreferences(Context.
MODE_PRIVATE);
                    SharedPreferences.Editor editor = sharedPref.edit();
                    editor.putString("publish_stream", mPublishStreamView.getText().toString());
                    editor.apply();
                } else {
                    mPublishButton.setEnabled(false);
                    /**
                     * Method Stream.stop() is called to unpublish the stream.
                     */
                    //publishStream.stop();
                    stopService(new Intent(StreamingMinActivity.this, TestService.class));
                    publishStream = null;
                }
                View currentFocus = getCurrentFocus();
                if (currentFocus != null) {
                    InputMethodManager inputManager = (InputMethodManager) getSystemService(Context.
INPUT_METHOD_SERVICE);
                    inputManager.hideSoftInputFromWindow(currentFocus.getWindowToken(), InputMethodManager.
HIDE_NOT_ALWAYS);
                }
            }
        });

        mPlayStreamView = (EditText) findViewById(R.id.play_stream);
        mPlayStreamView.setText(sharedPref.getString("play_stream", getString(R.string.default_play_name)));
        mPlayStatus = (TextView) findViewById(R.id.play_status);
        mPlayButton = (Button) findViewById(R.id.play_button);

        /**
         * Stream playback will be started when Play button is clicked.
         */
        mPlayButton.setOnClickListener(new OnClickListener() {
            @Override
            public void onClick(View view) {
                mPlayButton.setEnabled(false);
                if (mPlayButton.getTag() == null || Integer.valueOf(R.string.action_play).equals(mPlayButton.
getTag())) {
                    /**
                     * The options for the stream to play are set.
                     * The stream name is passed when StreamOptions object is created.
                     */
                    StreamOptions streamOptions = new StreamOptions(mPlayStreamView.getText().toString());

                    /**
                     * Stream is created with method Session.createStream().
                     */
                    playStream = session.createStream(streamOptions);

                    /**
                     * Callback function for stream status change is added to make appropriate changes in
controls of the interface when playing.
                     */
                    playStream.on(new StreamStatusEvent() {
                        @Override
                        public void onStreamStatus(final Stream stream, final StreamStatus streamStatus) {
                            runOnUiThread(new Runnable() {
                                @Override
                                public void run() {

                                    if (StreamStatus.PLAYING.equals(streamStatus)) {
                                        mPlayButton.setText(R.string.action_stop);
                                        mPlayButton.setTag(R.string.action_stop);
                                    } else if (StreamStatus.NOT_ENOUGH_BANDWIDTH.equals(streamStatus)) {
                                        Log.w(TAG, "Not enough bandwidth stream " + stream.getName() + ",
consider using lower video resolution or bitrate. " +
                                                "Bandwidth " + (Math.round(stream.getNetworkBandwidth() /
1000)) + " " +
                                                "bitrate " + (Math.round(stream.getRemoteBitrate() / 1000)));
                                    } else {
```

```
                                    mPlayButton.setText(R.string.action_play);
                                    mPlayButton.setTag(R.string.action_play);
                                }
                                mPlayButton.setEnabled(true);
                                if (StreamStatus.FAILED.equals(streamStatus)){
                                    switch (stream.getInfo()){
                                        case StreamStatusInfo.SESSION_DOES_NOT_EXIST:
                                            mPlayStatus.setText(streamStatus+": Actual session does not
exist");
                                            break;
                                        case StreamStatusInfo.STOPPED_BY_PUBLISHER_STOP:
                                            mPlayStatus.setText(streamStatus+": Related publisher stopped
its stream or lost connection");
                                            break;
                                        case StreamStatusInfo.SESSION_NOT_READY:
                                            mPlayStatus.setText(streamStatus+": Session is not initialized
or terminated on play ordinary stream");
                                            break;
                                        case StreamStatusInfo.RTSP_STREAM_NOT_FOUND:
                                            mPlayStatus.setText(streamStatus+": Rtsp stream not found where
agent received '404-Not Found'");
                                            break;
                                        case StreamStatusInfo.FAILED_TO_CONNECT_TO_RTSP_STREAM:
                                            mPlayStatus.setText(streamStatus+": Failed to connect to rtsp
stream");
                                            break;
                                        case StreamStatusInfo.FILE_NOT_FOUND:
                                            mPlayStatus.setText(streamStatus+": File does not exist, check
filename");
                                            break;
                                        case StreamStatusInfo.FILE_HAS_WRONG_FORMAT:
                                            mPlayStatus.setText(streamStatus+": File has wrong format on
play vod, this format is not supported");
                                            break;
                                        default:{
                                           mPlayStatus.setText(stream.getInfo());
                                        }
                                    }
                                } else {
                                    mPlayStatus.setText(streamStatus.toString());
                                }
                            }
                        });
                    }
                });

                /**
                 * Method Stream.play() is called to start playback of the stream.
                 */
                playStream.play();

                SharedPreferences sharedPref = StreamingMinActivity.this.getPreferences(Context.
MODE_PRIVATE);
                SharedPreferences.Editor editor = sharedPref.edit();
                editor.putString("play_stream", mPlayStreamView.getText().toString());
                editor.apply();
            } else {
                /**
                 * Method Stream.stop() is called to stop playback of the stream.
                 */
                playStream.stop();
                playStream = null;
            }
            View currentFocus = getCurrentFocus();
            if (currentFocus != null) {
                InputMethodManager inputManager = (InputMethodManager) getSystemService(Context.
INPUT_METHOD_SERVICE);
                inputManager.hideSoftInputFromWindow(currentFocus.getWindowToken(), InputMethodManager.
HIDE_NOT_ALWAYS);
            }
        }
```

```
    });

    localRender = (SurfaceViewRenderer) findViewById(R.id.local_video_view);
    remoteRender = (SurfaceViewRenderer) findViewById(R.id.remote_video_view);

    localRenderLayout = (PercentFrameLayout) findViewById(R.id.local_video_layout);
    remoteRenderLayout = (PercentFrameLayout) findViewById(R.id.remote_video_layout);

    localRender.setZOrderMediaOverlay(true);

    remoteRenderLayout.setPosition(0, 0, 100, 100);
    remoteRender.setScalingType(RendererCommon.ScalingType.SCALE_ASPECT_FIT);
    remoteRender.setMirror(false);
    remoteRender.requestLayout();

    localRenderLayout.setPosition(0, 0, 100, 100);
    localRender.setScalingType(RendererCommon.ScalingType.SCALE_ASPECT_FIT);
    localRender.setMirror(true);
    localRender.requestLayout();
}

@Override
protected void onResume() {
    super.onResume();
    try {
        localRender.init(Flashphoner.context, null);
    } catch (IllegalStateException e) {
        //ignore
    }
    try {
        remoteRender.init(Flashphoner.context, null);
    } catch (IllegalStateException e) {
        //ignore
    }

}

@Override
protected void onPause() {
    super.onPause();
    localRender.release();
    remoteRender.release();
}

@Override
protected void onDestroy() {
    super.onDestroy();
    if (session != null) {
        session.disconnect();
    }
}

@Override
public void onRequestPermissionsResult(int requestCode,
                                       @NonNull String permissions[], @NonNull int[] grantResults) {
    switch (requestCode) {
        case PUBLISH_REQUEST_CODE: {
            if (grantResults.length == 0 ||
                    grantResults[0] != PackageManager.PERMISSION_GRANTED ||
                    grantResults[1] != PackageManager.PERMISSION_GRANTED) {
                Log.i(TAG, "Permission has been denied by user");
            } else {
                mPublishButton.setEnabled(false);
                /**
                 * The options for the stream to publish are set.
                 * The stream name is passed when StreamOptions object is created.
                 */
                StreamOptions streamOptions = new StreamOptions(mPublishStreamView.getText().toString());

                /**
                 * Uncomment this code to use case WebRTC-as-RTMP. Stream will be republished to your
```

```
rtmpUrl
                     */
                    //streamOptions.setRtmpUrl("rtmp://192.168.1.100:1935/live2");

                    /**
                     * Stream is created with method Session.createStream().
                     */
                    publishStream = session.createStream(streamOptions);

                    /**
                     * Callback function for stream status change is added to make appropriate changes in
controls of the interface when publishing.
                     */
                    publishStream.on(new StreamStatusEvent() {
                        @Override
                        public void onStreamStatus(final Stream stream, final StreamStatus streamStatus) {
                            runOnUiThread(new Runnable() {
                                @Override
                                public void run() {
                                    if (StreamStatus.PUBLISHING.equals(streamStatus)) {
                                        mPublishButton.setText(R.string.action_unpublish);
                                        mPublishButton.setTag(R.string.action_unpublish);
                                    } else {
                                        mPublishButton.setText(R.string.action_publish);
                                        mPublishButton.setTag(R.string.action_publish);
                                    }
                                    mPublishButton.setEnabled(true);
                                    if (StreamStatus.FAILED.equals(streamStatus)){
                                        switch (stream.getInfo()){
                                            case StreamStatusInfo.STREAM_NAME_ALREADY_IN_USE:
                                                mPublishStatus.setText(streamStatus+": Server already has a
publish stream with the same name, try using different one");
                                                break;
                                            default:{
                                                mPlayStatus.setText(stream.getInfo());
                                            }
                                        }
                                    } else {
                                        mPublishStatus.setText(streamStatus.toString());
                                    }
                                }
                            });
                        }
                    });

                    /**
                     * Method Stream.publish() is called to publish stream.
                     */
                    //publishStream.publish();
                    Intent intent = new Intent(StreamingMinActivity.this, TestService.class);
                    intent.putExtra("url", mWcsUrlView.getText().toString());
                    intent.putExtra("streamName", mPublishStreamView.getText().toString());
                    startService(intent);

                    Log.i(TAG, "Permission has been granted by user");
                }
            }
        }
    }
}
```

Full source code of service implementation file TestService.java

Code

```
package com.flashphoner.wcsexample.streaming_min;

import android.app.Activity;
import android.app.Notification;
```

```
import android.app.PendingIntent;
import android.app.Service;
import android.content.Intent;
import android.media.MediaPlayer;
import android.os.IBinder;
import android.support.v4.app.NotificationCompat;
import android.widget.EditText;
import android.widget.Toast;

import com.flashphoner.fpwcsapi.Flashphoner;
import com.flashphoner.fpwcsapi.bean.Connection;
import com.flashphoner.fpwcsapi.session.Session;
import com.flashphoner.fpwcsapi.session.SessionOptions;
import com.flashphoner.fpwcsapi.session.Stream;
import com.flashphoner.fpwcsapi.session.StreamOptions;

import junit.framework.Test;

import java.util.ArrayList;
import java.util.Random;

public class TestService extends Service {

    private static Stream publishStream;
    private static Session session;

    @Override
    public IBinder onBind(Intent intent) {
        // TODO: Return the communication channel to the service.
        //throw new UnsupportedOperationException("Not yet implemented");
        return null;
    }

    @Override
    public void onCreate() {
        super.onCreate();
        showNotification();
        Toast.makeText(this, "Create service",
                Toast.LENGTH_SHORT).show();
    }

    @Override
    public int onStartCommand(Intent intent, int flags, int startId) {
        SessionOptions sessionOptions = new SessionOptions(intent.getStringExtra("url"));
        Session session = Flashphoner.createSession(sessionOptions);
        session.connect(new Connection());
        StreamOptions streamOptions = new StreamOptions(intent.getStringExtra("streamName"));
        Stream publishStream = session.createStream(streamOptions);
        publishStream.publish();
        Toast.makeText(this, "Start service", Toast.LENGTH_SHORT).show();
        return START_STICKY;
    }

    @Override
    public void onDestroy() {
        super.onDestroy();
        publishStream.stop();
        Toast.makeText(this, "Stop service",
                Toast.LENGTH_SHORT).show();
        stopForeground(true);
    }

    private void showNotification() {
        Intent notificationIntent = new Intent(this, StreamingMinActivity.class);
        notificationIntent.addFlags(Intent.FLAG_ACTIVITY_CLEAR_TOP);
        PendingIntent pendingIntent = PendingIntent.getActivity(this, 0, notificationIntent, 0);
        int iconId = R.mipmap.ic_launcher;
        int uniqueCode = new Random().nextInt(Integer.MAX_VALUE);
        Notification notification = new NotificationCompat.Builder(this)
                .setSmallIcon(iconId)
                .setContentText("Started stream")
```

```
                .setContentIntent(pendingIntent).build();
        startForeground(uniqueCode, notification);
    }

    public static void setSession(Session session) {
        TestService.session = session;
    }

    public static void setPublishStream(Stream publishStream) {
        TestService.publishStream = publishStream;
    }
}
```

Full source code of modified application manifest

Code

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.flashphoner.wcsexample.streaming_min">

    <uses-feature android:name="android.hardware.camera" />
    <uses-feature android:name="android.hardware.camera.autofocus" />
    <uses-feature
        android:glEsVersion="0x00020000"
        android:required="true" />

    <uses-permission android:name="android.permission.CAMERA" />
    <uses-permission android:name="android.permission.CHANGE_NETWORK_STATE" />
    <uses-permission android:name="android.permission.MODIFY_AUDIO_SETTINGS" />
    <uses-permission android:name="android.permission.RECORD_AUDIO" />
    <uses-permission android:name="android.permission.INTERNET" />
    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
    <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />

    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity
            android:name=".StreamingMinActivity"
            android:configChanges="orientation|screenSize"
            android:label="@string/app_name">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>

        <service
            android:name=".TestService"
            android:enabled="true"
            android:exported="true">
        </service>
    </application>

</manifest>
```

Known issues

1. It is not possible to display local video while stream is published from service.

2. In this implemetation, if the application is closed from running applications list, service will also be stopped.