

Republishing to Youtube

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Preparing to the test

1. For the test we use:

- the demo server at demo.flashphoner.com;
- the [Two Way Streaming](#) web app to publish streams;
- the Chrome browser and the [REST-client](#) to send REST queries.

Preparing to broadcasting to Youtube

2. Create a broadcast on Youtube (we assume you have activated the corresponding section in your Youtube account and successfully verified and approved the account). Copy the URL of the server and the stream key from the "Encoder settings" section:

The screenshot shows the YouTube Live Stream configuration page. At the top, there are three tabs: 'BASIC INFO' (selected), 'STREAM OPTIONS', and 'CARDS'. Below the tabs, there are several input fields and options:

- Title:** Test
- Description:** Live stream test
- Schedule next stream:**
- Category:** Howto & Style
- Privacy:** Unlisted
- Advanced settings:** A link to expand more options.

Below the 'BASIC INFO' section is the 'ENCODER SETUP' section, which includes:

- Server URL:** rtmp://a.rtmp.youtube.com/live2
- Stream name/key:** A field with masked characters and a 'Reveal' button.

3. Add the following lines to WCS settings file `flashphoner.properties`:

```
rtmp_transponder_stream_name_prefix=  
rtmp_flash_ver_subscriber=LNX 76.219.189.0
```

Restart WCS.

Running a broadcast from a web camera to the WCS server

4. Open the Two Way Streaming web application. Click the Connect button, then specify the stream key from Youtube under the "Local" window, then click Publish:

The screenshot shows the "Two-way Streaming" web application interface. It is divided into two main sections: "Local" and "Player".

- Local:** Contains a video preview window showing a landscape with trees and a sky. Below the preview is a text input field containing the stream key "r2xs-4dvh-d9ct-72ec" and a "Stop" button.
- Player:** Contains a large grey rectangular area representing the player. Below it are three buttons: "1ab2", "Play", and "Available".

At the bottom of the interface, the status "PUBLISHING" is displayed. Below this, there is a text input field containing the URL "wss://test1.flashphoner.com:8443" and a "Disconnect" button. At the very bottom, the status "ESTABLISHED" is displayed.

Stream republishing configuration

5. Open the [REST client](#). Send the /push/startup query to the WCS server and in the query parameters specify the stream key in the "streamName" parameter and the Youtube server URL in "rtmpUrl":

Method POST Request URL http://test1.flashphoner.com:9091/rest-api/push/startup

Parameters ^

Headers Body Variables

Body content type application/json Editor view Raw input

FORMAT JSON MINIFY JSON

```
{
  "streamName": "r2xs-4dvh-d9ct-72ec",
  "rtmpUrl": "rtmp://a.rtmp.youtube.com/live2"
}
```

200 OK 160.80 ms DETAILS v

```
{
  "mediaSessionId": "mh6fe1a80ejkdrp46njttvui",
  "streamName": "r2xs-4dvh-d9ct-72ec",
  "rtmpUrl": "rtmp://a.rtmp.youtube.com/live2",
  "width": 320,
  "height": 240,
  "muted": false,
  "soundEnabled": false,
  "options": {}
}
```

Checking if Youtube receives the stream

6. On the broadcast settings page click "Advanced". On the advanced settings page, in the right corner click "View on Watch page" button:

Info and Settings Cards Live Dashboard View on Watch Page

Test Cancel Save changes

7. The watch page opens:



YouTube^{RU}

Search



Test

Unlisted