

Republishing to Facebook

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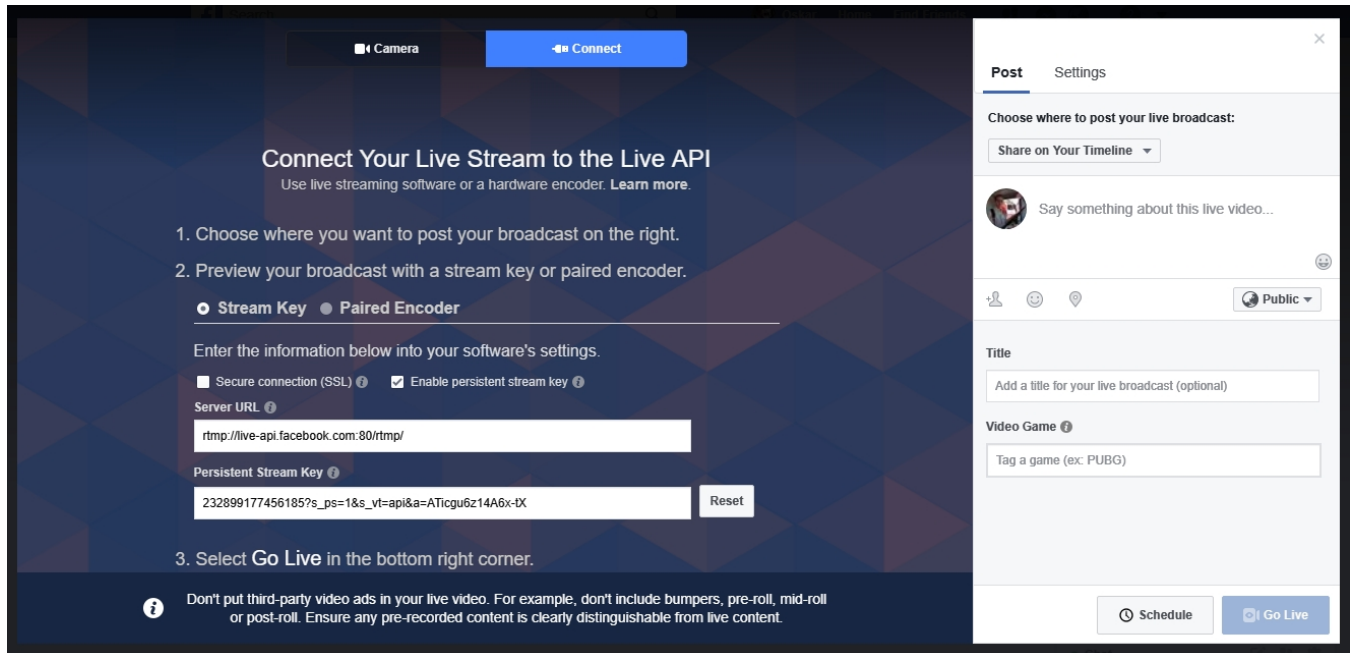
Preparing to the test

1. For the test we use:

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

Preparing to broadcasting to Facebook

2. Create [live streaming](#) in Facebook. Check the "Enable persistent stream key" option. Copy the URL of the server and the stream key from the Facebook page:



The image shows two overlapping windows. The background window is titled "Connect Your Live Stream to the Live API" and contains instructions for connecting a live stream. It has two tabs: "Stream Key" (selected) and "Paired Encoder". Under "Stream Key", there are checkboxes for "Secure connection (SSL)" and "Enable persistent stream key" (checked). Below these are input fields for "Server URL" (containing "rtmp://live-api.facebook.com:80/rtmp/") and "Persistent Stream Key" (containing "232899177456185?s_ps=1&s_vt=api&a=ATicgu6z14A6x-tX"). A "Reset" button is next to the stream key field. The foreground window is the Facebook "Post" settings panel, showing options to "Share on Your Timeline", a text area for the video description, a "Public" privacy setting, a "Title" field, and a "Video Game" tag field. At the bottom of the Facebook panel are "Schedule" and "Go Live" buttons.

3. In the WCS settings file, [flashphoner.properties](#), add the following line:

```
rtmp_transponder_stream_name_prefix=
```

Restart WCS.

Running a broadcast from a web camera to the WCS server

4. Open the Two-way Streaming app. Click the Connect button, then specify the stream key from Facebook under the "Local" window, and click Publish:

Two-way Streaming

Local



232899177456185?s_ps=1&s_vt=api&a Stop

Player



b3a9 Play Available

PUBLISHING

wss://test1.flashphoner.com:8443 Disconnect

ESTABLISHED

Stream republishing configuration



On November 1st, 2019, the Real-time Messaging Protocol (RTMP) will be deprecated from the Facebook services. RTMPS (RTMP over a TLS /SSL connection) will continue to be supported with [rtmps://live-api-s.facebook.com:443/rtmp/](https://live-api-s.facebook.com:443/rtmp/)

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 Facebook 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": "232899177456185?s_ps=1&s_vt=api&a=ATicgu6z14A6x-tX",
  "rtmpUrl": "rtmp://live-api.facebook.com:80/rtmp/"
}
```

200 OK 392.50 ms DETAILS


```
{
  "mediaSessionId": "1r78c41agf0sgpicuk2m4u8381",
  "streamName": "232899177456185?s_ps=1&s_vt=api&a=ATicgu6z14A6x-tX",
  "rtmpUrl": "rtmp://live-api.facebook.com:80/rtmp/",
  "width": 320,
  "height": 240,
  "muted": false,
  "soundEnabled": false,
  "options": {}
}
```

Checking if Facebook receives the stream


6. Open the Facebook page where the live invitation is located. Enter the live stream editing page:

Camera Connect

PREVIEW




ManyCam.com

 Don't put third-party video ads in your live video. For example, don't include bumpers, pre-roll, mid-roll or post-roll. Ensure any pre-recorded content is clearly distinguishable from live content.

Post Settings

Choose where to post your live broadcast:

Share on Your Timeline

 Say something about this live video...

Public

Title

Add a title for your live broadcast (optional)

Video Game

Tag a game (ex: PUBG)

Event Logs (1)

Schedule Go Live