

# Type 3 - the event

- [Scheme of work on example of StreamStatusEvent](#)
- [Error handling](#)

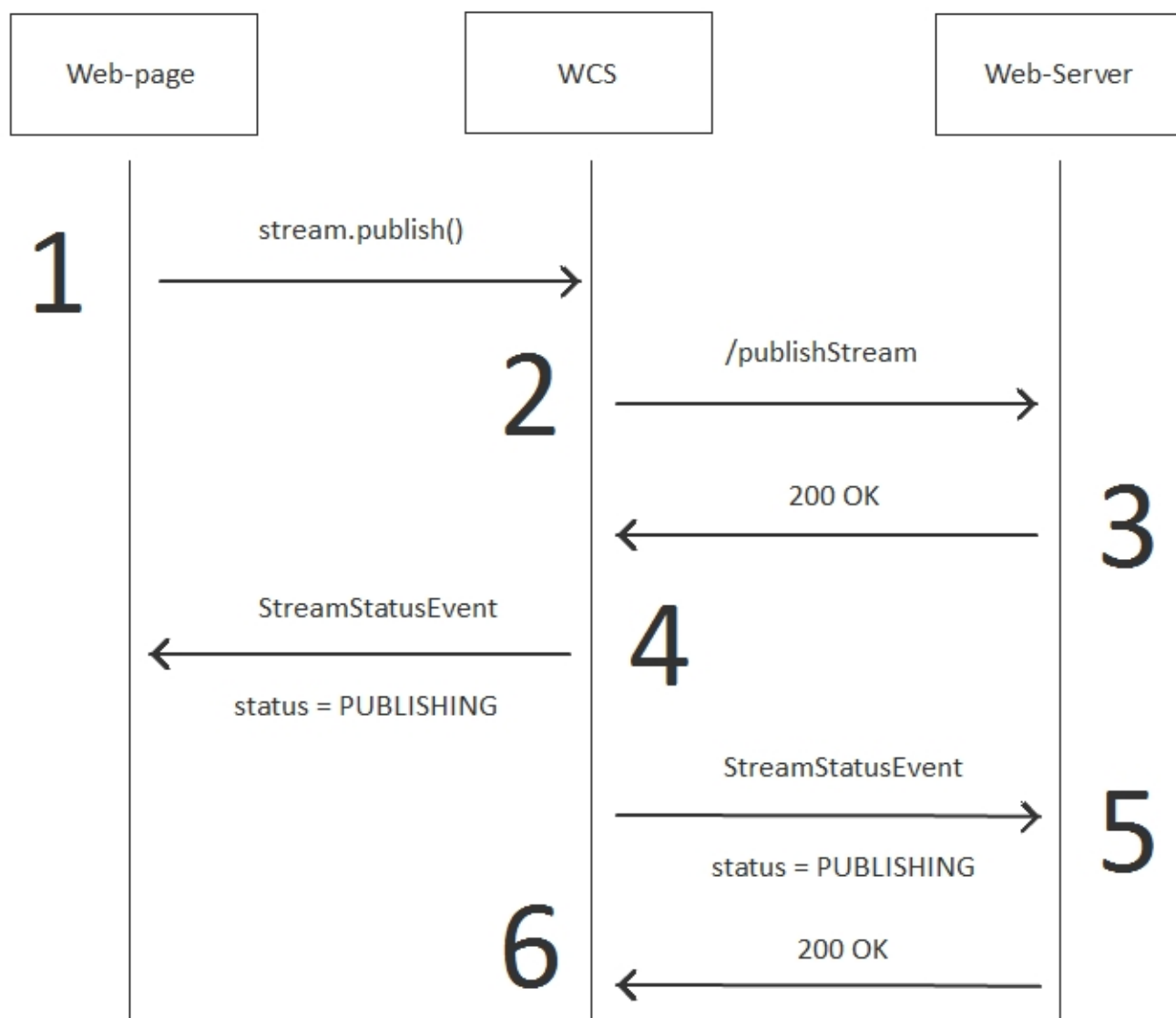
## Scheme of work on example of StreamStatusEvent

The StreamStatusEvent REST method is an event. Events occur internally in the WCS server and are used to pass statuses of various operations.

For instance, the StreamStatusEvent event is used to pass statuses of video stream operations such as stream.play(), stream.publish(), stream.snapshot().

Indeed, if we publish a video stream, play it, or make a snapshot of it, we must know its status to manage this stream.

The web server cannot authenticate (permit or forbid) an event and simply accepts it, for example to save information about the stream in the database.



On this diagram you can see that the StreamStatusEvent event goes in two directions:

1. To the client - step 4
2. To the web-ceppep - step 5

Example:

5	6
<pre> POST /rest/my_api/StreamStatusEvent HTTP/1.1 Accept: application/json, application/*+json Content-Type: application/json;charset=UTF-8 User-Agent: Java/1.8.0_111 Host: 192.168.1.101 Connection: keep-alive Content-Length: 3614  {   "nodeId": "Hw47CFMBEchVOpBMDr29IxxjudnJ1sjOY@192.168.1.101",   "appKey": "defaultApp",   "sessionId": "/192.168.1.102:4388/192.168.1.101:8443",   "mediaSessionId": "56141d10-fddc-11e6-ac3a-4d67d5b3360d",   "name": "b4e7",   "published": true,   "hasVideo": true,   "hasAudio": true,   "status": "PUBLISHING",   "sdp": ".....",   "record": false,   "width": 0,   "height": 0,   "bitrate": 0,   "quality": 0,   "mediaProvider": "WebRTC" } </pre>	<pre> HTTP/1.1 200 OK Date: Tue, 28 Feb 2017 17:35:44 GMT Server: Apache/2.2.15 (CentOS) X-Powered-By: PHP/5.3.3 Content-Length: 3656 Connection: close Content-Type: application/json  {   "nodeId": "Hw47CFMBEchVOpBMDr29IxxjudnJ1sjOY@192.168.1.101",   "appKey": "defaultApp",   "sessionId": "\192.168.1.102:4388\192.168.1.101:8443",   "mediaSessionId": "56141d10-fddc-11e6-ac3a-4d67d5b3360d",   "name": "b4e7",   "published": true,   "hasVideo": true,   "hasAudio": true,   "status": "PUBLISHING",   "sdp": ".....",   "record": false,   "width": 0,   "height": 0,   "bitrate": 0,   "quality": 0,   "mediaProvider": "WebRTC" } </pre>

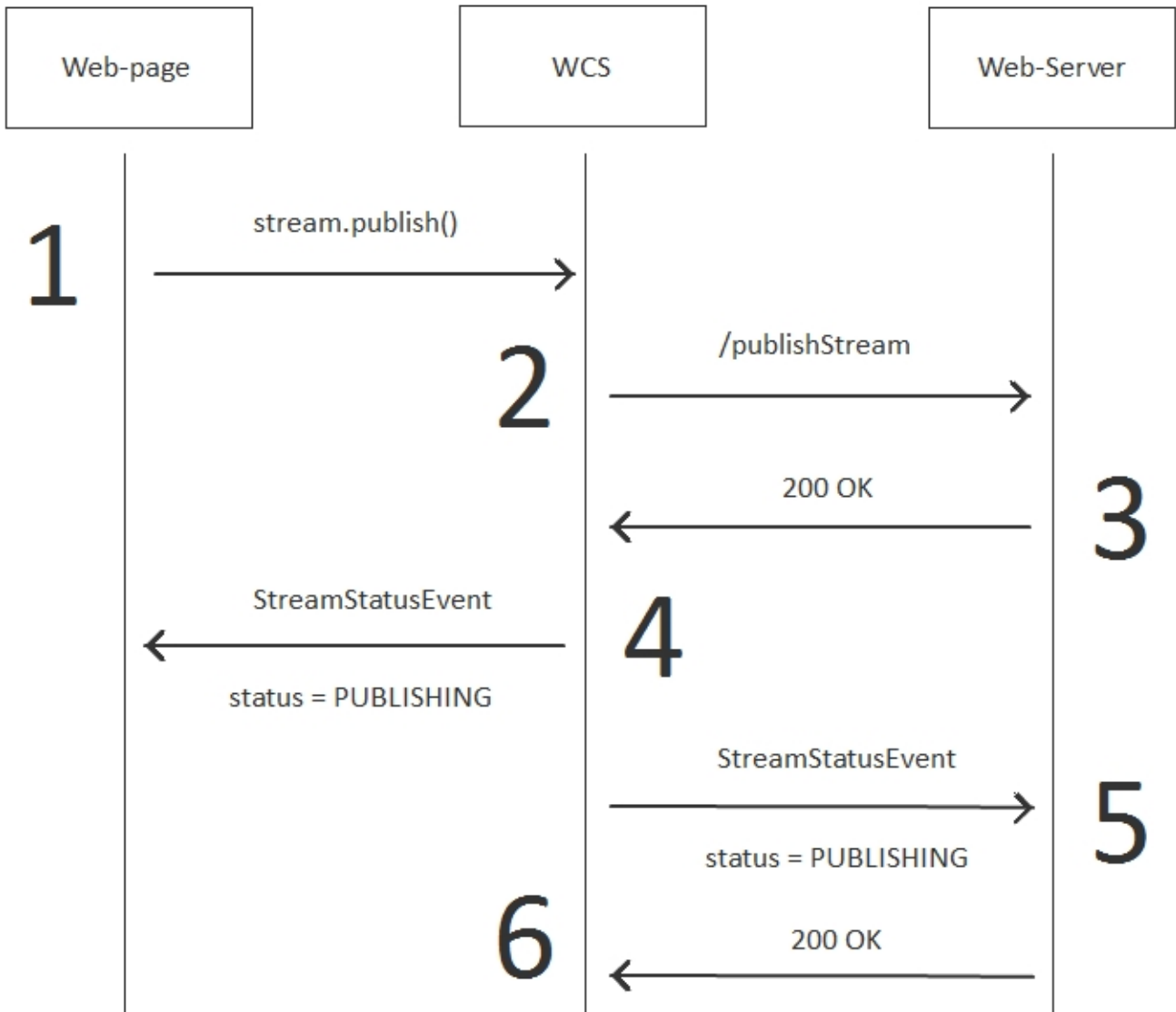
## Error handling

By default, WCS does not check the status of the response to invocation of the `/StreamStatusEvent` REST method.

That is, if the web server returns HTTP error status 403 or 500 or any other, the WCS simply ignores that.

To make WCS react to the error, set `restOnError: FAIL` in the settings of the `StreamStatusEvent` method, `inrestClientConfig` when establishing the connection.

In this case, the client receives an additional event, `ErrorEvent` and is notified about the error.



On the step 6, the web server returns the HTTP status 500 Internal Error in response to invocation of the /StreamStatusEvent method. The WCS server on the step 7 notifies the client of the occurred error.

Example:

5	6
---	---

```
POST /rest/my_api/StreamStatusEvent HTTP/1.1
Accept: application/json, application/*+json
Content-Type: application/json; charset=UTF-8
User-Agent: Java/1.8.0_111
Host: 192.168.1.101
Connection: keep-alive
Content-Length: 3624
```

```
{
  "nodeId": "Hw47CFMBEchVOpBMDr29IxjudnJ1sjoY@192.168.1.101",
  "appKey": "defaultApp",
  "sessionId": "/192.168.1.102:25301/192.168.1.101:8443",
  "mediaSessionId": "e9c002d0-fde2-11e6-a2bf-c99492323844",
  "name": "dc6a",
  "published": true,
  "hasVideo": true,
  "hasAudio": true,
  "status": "PUBLISHING",
  "sdp": ".....",
  "record": false,
  "width": 0,
  "height": 0,
  "bitrate": 0,
  "quality": 0,
  "mediaProvider": "WebRTC"
}
```

```
HTTP/1.1 500 Internal Server Error
Date: Tue, 28 Feb 2017 18:22:49 GMT
Server: Apache/2.2.15 (CentOS)
X-Powered-By: PHP/5.3.3
:
Content-Length: 0
Connection: close
Content-Type: text/html; charset=UTF-8
```