

SDP settings files

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SDP settings are specified in WCS core source code by default. To change defaults, the following files should be created in /usr/local/FlashphonerWebCallServer/conf directory.

WCS server restart required after the settings are changed.

flash_handler_publish.sdp

The settings file flash_handler_publish.sdp describes SDP for streams published from a Flash client. By default, the file contains the following SDP configuration:

```
v=0
o=- 1988962254 1988962254 IN IP4 0.0.0.0
c=IN IP4 0.0.0.0
t=0 0
a=sdplang:en
m=video 0 RTP/AVP 119 127
a=rtpmap:119 H264/90000
a=fmtp:119 profile-level-id=42e01f;packetization-mode=1
a=rtpmap:127 FLV/90000
a=sendonly
m=audio 0 RTP/AVP 97 8 0 102 103 104 105 106 107 108 109 110
a=rtpmap:97 SPEEX/16000
a=rtpmap:8 PCMA/8000
a=rtpmap:0 PCMU/8000
a=rtpmap:102 mpeg4-generic/48000/1
a=rtpmap:103 mpeg4-generic/44100/1
a=rtpmap:104 mpeg4-generic/32000/1
a=rtpmap:105 mpeg4-generic/24000/1
a=rtpmap:106 mpeg4-generic/22050/1
a=rtpmap:107 mpeg4-generic/16000/1
a=rtpmap:108 mpeg4-generic/12000/1
a=rtpmap:109 mpeg4-generic/11025/1
a=rtpmap:110 mpeg4-generic/8000/1
a=sendonly
```

Note that changing this file allows to add or remove audio and video streams support only, but not to change codec used by publisher.

flash_handler_play.sdp

The settings file flash_handler_play.sdp describes SDP for streams played on a Flash client. By default, the file contains the following SDP configuration:

```
v=0
o=- 1988962254 1988962254 IN IP4 0.0.0.0
c=IN IP4 0.0.0.0
t=0 0
a=sdplang:en
m=video 0 RTP/AVP 96
a=rtpmap:96 H264/90000
a=fmtp:96 profile-level-id=42e01f;packetization-mode=1
a=recvonly
m=audio 0 RTP/AVP 97 8 0 102 103 104 105 106 107 108 109 110
a=rtpmap:97 SPEEX/16000
a=rtpmap:8 PCMA/8000
a=rtpmap:0 PCMU/8000
a=rtpmap:102 mpeg4-generic/48000/1
a=rtpmap:103 mpeg4-generic/44100/1
a=rtpmap:104 mpeg4-generic/32000/1
a=rtpmap:105 mpeg4-generic/24000/1
a=rtpmap:106 mpeg4-generic/22050/1
a=rtpmap:107 mpeg4-generic/16000/1
a=rtpmap:108 mpeg4-generic/12000/1
a=rtpmap:109 mpeg4-generic/11025/1
a=rtpmap:110 mpeg4-generic/8000/1
a=recvonly
```

media_transponder.sdp

The settings file `media_transponder.sdp` describes SDP for republishing of streams via RTMP on a third-party server. By default, the file contains the following SDP configuration:

```
v=0
o=- 1988962254 1988962254 IN IP4 0.0.0.0
c=IN IP4 0.0.0.0
t=0 0
a=sdplang:en
m=video 0 RTP/AVP 95 96
a=rtpmap:95 H264/90000
a=fmtp:95 profile-level-id=42e01f;packetization-mode=0
a=rtpmap:96 H264/90000
a=fmtp:96 profile-level-id=42e01f;packetization-mode=1
a=recvonly
m=audio 0 RTP/AVP 103 96 97 98 99 100 102 108 104
a=rtpmap:108 mpeg4-generic/48000/1
a=rtpmap:96 mpeg4-generic/8000/1
a=rtpmap:97 mpeg4-generic/11025/1
a=rtpmap:98 mpeg4-generic/12000/1
a=rtpmap:99 mpeg4-generic/16000/1
a=rtpmap:100 mpeg4-generic/22050/1
a=rtpmap:104 mpeg4-generic/24000/1
a=rtpmap:102 mpeg4-generic/32000/1
a=rtpmap:103 mpeg4-generic/44100/1
a=recvonly
```

rtmp_agent.sdp

The settings file `rtmp_agent.sdp` describes SDP to capture streams via RTMP from a third-party server. By default, the file contains the following SDP configuration:

```
v=0
o=- 1988962254 1988962254 IN IP4 0.0.0.0
c=IN IP4 0.0.0.0
t=0 0
a=sdplang:en
m=video 0 RTP/AVP 95
a=rtpmap:95 H264/90000
a=fmtp:95 profile-level-id=42e01f;packetization-mode=1
a=sendonly
m=audio 0 RTP/AVP 103 96 97 98 99 100 102 108 104
a=rtpmap:108 mpeg4-generic/48000/1
a=rtpmap:96 mpeg4-generic/8000/1
a=rtpmap:97 mpeg4-generic/11025/1
a=rtpmap:98 mpeg4-generic/12000/1
a=rtpmap:99 mpeg4-generic/16000/1
a=rtpmap:100 mpeg4-generic/22050/1
a=rtpmap:104 mpeg4-generic/24000/1
a=rtpmap:102 mpeg4-generic/32000/1
a=rtpmap:103 mpeg4-generic/44100/1
a=recvonly
```

rtsp_server.sdp

The file `rtsp_server.sdp` describes SDP used to playback streams published on WCS server as RTSP. By default, the file contains the following SDP configuration:

```
v=0
o=- 1988962254 1988962254 IN IP4 192.168.1.5
c=IN IP4 192.168.1.5
t=0 0
a=sdplang:en
a=range:npt=now-
a=control:*
m=audio 0 RTP/AVP 96
a=rtpmap:96 mpeg4-generic/48000/2
a=fmtp:96 profile-level-id=1;mode=AAC-hbr;sizelength=13;indexlength=3;indexDeltaLength=3
a=control:audio
m=video 0 RTP/AVP 119
a=rtpmap:119 H264/90000
a=fmtp:119 packetization-mode=1;profile-level-id=42e01f;
a=control:video
```

Where

192.168.1.5 is WCS server IP address defined in `flashphoner.properties` file

hls.sdp

Since build [5.2.575](#), the file `hls.sdp` describes SDP used to playback HLS streams. By default, the file contains the following SDP configuration:

```

v=0
o=- 1988962254 1988962254 IN IP4 0.0.0.0
c=IN IP4 0.0.0.0
t=0 0
a=sdplang:en
m=video 0 RTP/AVP 112
a=rtpmap:112 H264/90000
a=fmtp:112 packetization-mode=1; profile-level-id=420020
a=recvonly
m=audio 0 RTP/AVP 108 102 103
a=rtpmap:108 mpeg4-generic/48000/2
a=rtpmap:102 mpeg4-generic/32000/2
a=rtpmap:103 mpeg4-generic/44100/2
a=recvonly

```

Note that audio sample rates lower than 32000 Hz are not supported yet

mse.sdp

Since build [5.2.758](#) the file mse.sdp describes SDP settings for MSE stream playback. By default, the following settings are used:

```

v=0
o=- 1988962254 1988962254 IN IP4 0.0.0.0
c=IN IP4 0.0.0.0
t=0 0
a=sdplang:en
m=video 0 RTP/AVP 112
a=rtpmap:112 H264/90000
a=fmtp:112 packetization-mode=1; profile-level-id=420020
a=recvonly
m=audio 0 RTP/AVP 108 96 97 98 99 100 102 103 104
a=rtpmap:108 mpeg4-generic/48000/1
a=rtpmap:96 mpeg4-generic/8000/1
a=rtpmap:97 mpeg4-generic/11025/1
a=rtpmap:98 mpeg4-generic/12000/1
a=rtpmap:99 mpeg4-generic/16000/1
a=rtpmap:100 mpeg4-generic/22050/1
a=rtpmap:104 mpeg4-generic/24000/1
a=rtpmap:102 mpeg4-generic/32000/1
a=rtpmap:103 mpeg4-generic/44100/1
a=recvonly

```

mpegts_agent.sdp

Since build [5.2.1214](#) the file mpegts_agent.sdp describes SDP settings for MPEG-TS stream publishing. By default, the following settings are used:

```

v=0
o=- 1988962254 1988962254 IN IP4 0.0.0.0
c=IN IP4 0.0.0.0
t=0 0
a=sdplang:en
m=audio 1 RTP/AVP 102
a=rtpmap:102 mpeg4-generic/44100/2
a=sendonly
m=video 1 RTP/AVP 119
a=rtpmap:119 H264/90000
a=sendonly

```

Audio stream channels number configuration

According to [RFC 4566](#), audio stream channels number can be omitted if one channel is used (mono). Since build [5.2.859](#), audio stream channels number can be omitted while describing custom SDP, in this case mono audio will be published or played

```
a=rtpmap:102 mpeg4-generic/48000  
a=rtpmap:103 mpeg4-generic/44100
```

When it is not known if mono or stereo will be published, it is recommended to describe all the possible channel numbers setting an unique payload type to each

```
a=rtpmap:102 mpeg4-generic/44100/1  
a=rtpmap:103 mpeg4-generic/44100/2  
a=rtpmap:104 mpeg4-generic/48000/1  
a=rtpmap:105 mpeg4-generic/48000/2
```