

Republishing to Facebook

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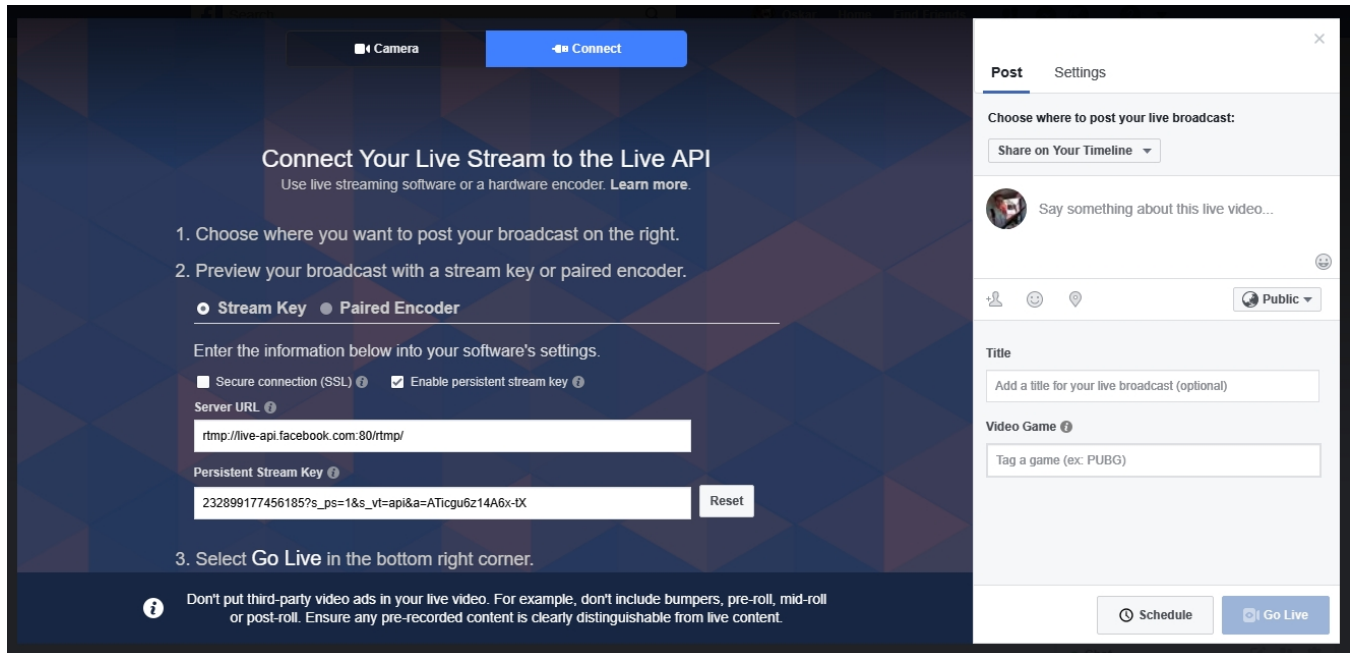
Preparing to the test

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:



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