

# Websocket client URI configuration

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## Publishers and subscribers connection configuration

By default, publishers and subscribers establish Websocket connections by the following address

```
wss://wcs_address:8443/
```

where `wcs_address` is WCS server address.

Since build [5.2.797](#) it is possible to change Websocket URI for clients connection with the following parameter in `flashphoner.properties` file, for example

```
websocket_uri_path=/ws
```

In this case clients should connect to the following address

```
wss://wcs_address:8443/ws
```

where `wcs_address` is WCS server address.

## Another WCS server connection configuration (including CDN)

By default, one WCS server (or [CDN](#) node) connects to another WCS server to publish or pull a stream using the following address

```
ws://wcs_address:8080/websocket
```

where `wcs_address` is WCS server address.

Since build [5.2.797](#) it is possible to change Websocket URI for another WCS servers connection with the following parameter in `flashphoner.properties` file, for example

```
wcs_agent_uri_path=/wcs-agent
```

In this case another WCS servers should connect to the server where this setting is applied using the following address

```
ws://wcs_address:8080/wcs-agent
```

where `wcs_address` is WCS server address.



This parameter must be the same on all WCS servers in CDN for media traffic to pass between the servers