

# Automatic streams capture on server start

WCS allows to capture streams from certain sources automatically on server start. These streams are published on server to [play](#) or [republish](#) it.

Supported capture technologies

- RTMP
- RTSP
- WebRTC
- Pcap (stream capture [from dump file](#))

To capture stream on server start the option in [flashphoner.properties](#) file must be set

```
pull_streams=rtmp://rtmp.server.com/live/stream1
```

Stream captured will be named on server as source URL.