

# Republishing to WCS

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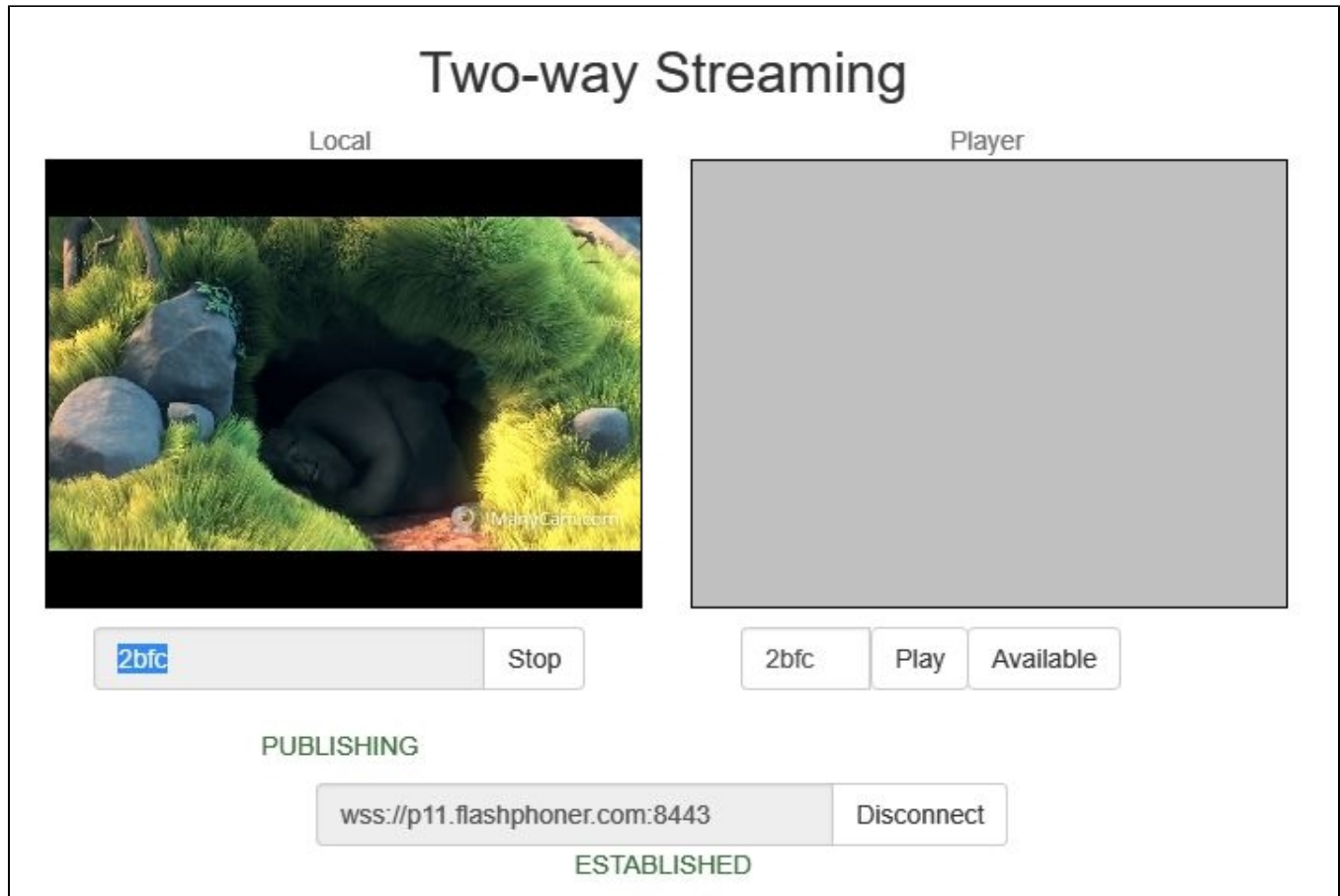
## Preparing to the test

1. For this test we use:

- the demo server at [demo.flashphoner.com](http://demo.flashphoner.com);
- the [Two Way Streaming](#) web application to publish streams;
- the Chrome browser and the [REST client](#) to send REST queries.
- the [Player](#) web application to play the stream on the target WCS server.

## Running a broadcast from a web camera to the WCS server

2. Open the Two-way Streaming application. Publish the broadcast, then copy the identifier of the stream:



## Stream republishing configuration

3. Open the [REST client](#). Send the /push/startup query to the WCS server specifying the identifier of the broadcast in the "streamName" parameter and the URL of the WCS server the stream is republished to in the "rtmpUrl" parameter:

Method

Request URL

POST

http://p11.flashphoner.com:9091/rest-api/push/startup

SEND

Parameters ^

Headers

Body

Variables

Body content type

Editor view

application/json

Raw input

FORMAT JSONMINIFY JSON

```
{  "streamName": "2bfc",  "rtmpUrl": "rtmp://p12.flashphoner.com:1935/live"}  
```

200 OK235.40 ms

DETAILS ^

Copy the identifier of the session identifier and the name of the stream republished to the WCS server from the query response:

200 OK235.40 ms

DETAILS ^

<>

|||

```
{  "mediaSessionId": "qsdd6pb1f0t0ksja0jl2a0u1vb",  "streamName": "rtmp_2bfc",  "rtmpUrl": "rtmp://p12.flashphoner.com:1935/live",  "width": 320,  "height": 240,  "muted": false,  "soundEnabled": false,  "options": {}}
```

## Checking if the WCS server receives the stream

4. On the target WCS server open the Player application. Set the URL of the WCS server and the stream name from the previous step in the "Stream" field. Click "Play":

## Player



**WCS URL**

wss://p12.flashphoner.com

**Stream**

rtmp://p12.flashphoner.com

## Stopping republishing

5. Send the /push/terminate query and specify the session identifier in the "mediaSessionId" parameter of the query:

Method

POST

Request URL

http://p11.flashphoner.com:9091/rest-api/push/terminate

SEND

Parameters ^

Headers

Body

Variables

Body content type

application/json

Editor view

Raw input

FORMAT JSON

MINIFY JSON

```
{
  "mediaSessionId": "qsdd6pb1f0t0ksja0jl2a0u1vb"
}
```

200 OK

234.70 ms

DETAILS v

The player stops displaying the picture, and there is the "FAILED" message in the bottom of the window:

WCS URL

wss://p12.flashphoner.cor

Stream

rtmp://p12.flashphoner.co

Volume

Full Screen

FAILED

FAILED

Start