Republishing to Azure Media Services

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Preparing to the test

1. For this 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 Azure Media Services

2. Create a live stream in the Azure interface (we assume you have created media services and storage already) by clicking "Quick create":

And the second secon	est - Live st	reaming					* >
Media service	.50 2170 50						
✓ Search (Ctrl+/)	*	Quick create	ustom create				
MEDIA SERVICES	•	Search to filter items.	STATUS	ENCODING TYPE	INGEST PROTOCOL	INGEST URL	
Properties		No regulte					
API access		No results					
Assets							
Content protection							
🤔 Jobs							
Live streaming							
Media Reserved Units							
🖁 Streaming endpoints							
Storage accounts							
SUPPORT + TROUBLESHOOTING							
💔 Resource health							
New support request	T						

3. Copy the primary ingest URL (includes the name of the stream) from the channel settings page:

Home > flashphonermediatest -	- Live streaming > TestStream		
TestStream			□ ×
Settings 💮 Go Live	\bigcirc Off Air \rightarrow Live event	► Start ■ Stop	•••• More
1 Starting channel			
Overview			
STATE	Starting		
INGEST PROTOCOL	RTMP		
ENCODING TYPE	Pass Through		
PREVIEW URL	http://teststream-flash	phonermediatest-euno.channe	el 🜔
INGEST URL (PRIMARY)	zure.net:1935/live/f420)e5a25c614c3380a0c9c353c4c0	55c
INGEST URL (SECONDARY)	rtmp://teststream-flash	hphonermediatest-euno.chann	
Live events			
NAME STATUS	ASSET	ARCHIVE WINDOW PU	JBLISHED
You haven't added any live e	vents yet.		

4. In the WCS settings file flashphoner.properties add the following lines:

rtmp_transponder_stream_name_prefix=
rtmp_transponder_send_metadata=true

Restart WCS.

Running a broadcast from a web camera to the WCS server

5. Open the Two-way Streaming web application. Click the Connect button, then set the stream name under the "Local" window, then click Publish:

Two-way Streaming							
Local			Player				
ManyCarr	n.com						
f420e5a25c614c3380a0c9c353c4c65c	Stop	3d48	Play	Available			
PUBLISHING							
wss://test1.flashphor	C	isconnect					
	ESTABLISHED						

Stream republishing configuration

6. Open the REST client. Send the /push/startup query to the WCS server specifying the name of the stream in the "streamName" parameter, and the recipient URL in the "rtmpUrl" parameter of the query:

arameters 🔺					
Headers		Body	Variables		
ody content type	Editor view		-		
oplication/ison 🔍	Raw input	~			
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ORMAT JSON MINIFY JSON	1				
ORMAT JSON MINIFY JSON	ı				
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FORMAT JSON MINIFY JSON { "streamName": "f420e5a2 "rtmpUrl": "rtmp://test	1 15c614c3380a0c9c353c4c 1stream-flashphonermed	:65c", liatest-euno.channel.media.azur	e.net:1935/live/"		
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20	0 OK 230.90 ms	DETAILS 🗸
] 🖸 <> III	
{	"mediaSessionId": "d0kinu9ekrb31ugko3qohp9d7j", "streamName": "f420e5a25c614c3380a0c9c353c4c65c",	
	"rtmpUrl": "rtmp://teststream-flashphonermediatest-euno.channel.media.azure.net:1935/live/", "width": 320, "brickt": 210	
	"meight": 240, "muted": false, "soundEnabled": false.	
}	"options": {}	

Checking if Azure Media Services receives the stream

7. On the channel settings page in Azure, click "More" and in the dropdown list select "Preview". The player page is shown (Flash is required):

