# Quick deployment and testing of the server

- 1. Install CentOS 7 x86\_64 to the server that matches the following minimum specifications:
  - · 2 gigabytes of RAM
  - 10 gigabytes of disk space
  - 1 CPU core

or use a VPS with similar characteristics.

2. Specify the name of the server in /etc/host and check its availability using the command

ping \$HOSTNAME

### 3. Install wget

sudo yum install wget

#### 4. Install java

sudo yum install java

5. Download the installation package of last stable WebCallServer version from this page, for example:

 $\verb|wget| https://flashphoner.com/downloads/builds/WCS/5.2/FlashphonerWebCallServer-5.2.xxxx.tar.gz| with the property of the$ 

Where xxxx is build number of last stable WebCallServer version

#### 6. Install WCS:

tar -xvzf FlashphonerWebCallServer-5.2.xxxx.tar.gz
cd FlashphonerWebCallServer-5.2.xxxx
sudo ./install.sh

 $Where Flash phoner Web Call Server-5.2. xxxx. tar. gz \ is \ the \ downloaded \ on \ step \ 6 \ file \ name.$ 

8. Activate a commercial or a 30-days trial license:

 $\begin{tabular}{ll} $\tt cd /usr/local/FlashphonerWebCallServer/bin \\ &\tt sudo ./activation.sh \\ \end{tabular}$ 

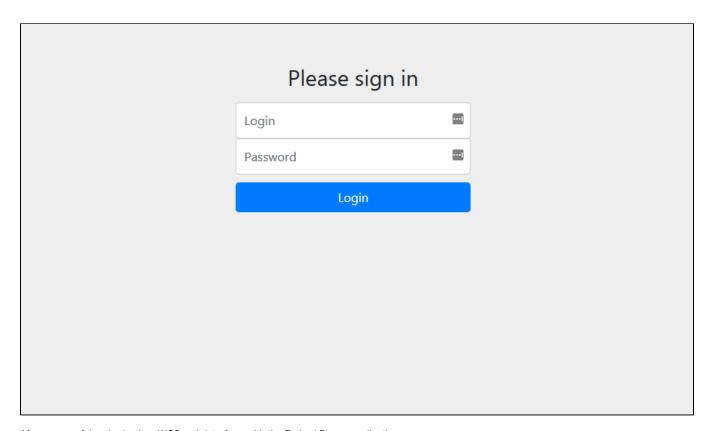
9. Configure the firewall of the server and NAT (if available):

Туре	Protocol	Port Range	Source
Custom UDP Rule	UDP	30000-33000	0.0.0.0/0
Custom TCP Rule	TCP	8444	0.0.0.0/0
Custom TCP Rule	TCP	8443	0.0.0.0/0
Custom TCP Rule	TCP	30000-33000	0.0.0.0/0
Custom TCP Rule	TCP	1935	0.0.0.0/0

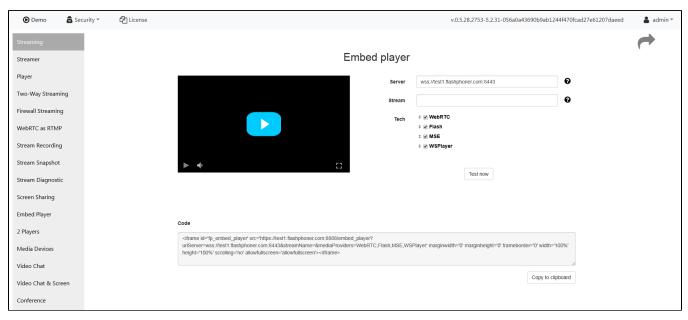
## 10. Run WCS

sudo systemctl start webcallserver

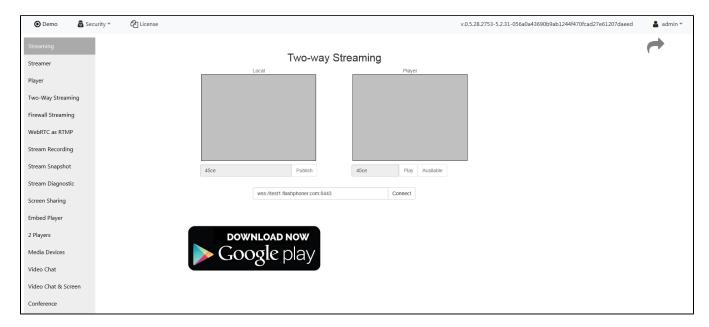
- 11. Open the link https://yourserver:8444/ in a browser and confirm the security exception.
- 12. Login to the WCS web interface (user admin, password admin):



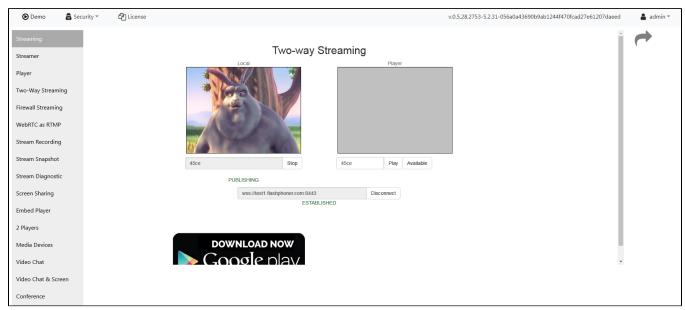
After successful authorization, WCS web interface with the Embed Player application opens



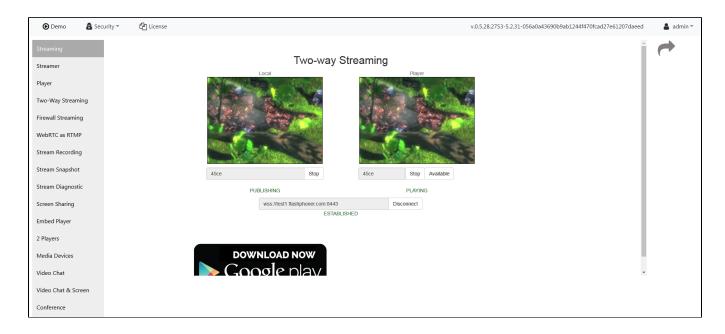
Select "Two-Way Streaming". The corresponding web application opens:



Click the Connect button, then the Publish button to verify stream publishing from a web camera.



Click Play to check if the stream is played from the server



If all steps were successful, WebCallServer is installed and is ready to work.