

Captured stream management

- Stream recording
- Stopping the video stream on the server side
- Taking a PNG snapshot of the stream
- Stream decoding
- Stream transcoding
- Stream watermarking
- FPS filter
- Using AAC codecs
- WebRTC stream picture rotation
- Minimal publishing bitrate control
- Decoded frames interception and handling
- Decoded frames interception and handling with OpenCV
- Server audio processing
- Injecting one stream into another