

FPS filter

In some cases it is necessary to change FPS of the stream published on server when the stream is republished: for example, the stream [published via WebRTC](#) with unstable FPS must be [republished to Youtube](#) as RTMP. To do this, FPS filter can be enabled on server with the following parameters in [flashedphoner.properties](#) file:

```
video_filter_enable_fps=true  
video_filter_fps=30
```

In this case all the streams published on server will be played and republished with frame rate 30 frames per second.

FPS filter works only when [transcoding](#) is enabled.