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:

```
wget https://flashphoner.com/downloads/builds/WCS/5.2/FlashphonerWebCallServer-5.2.xxxx.tar.gz
```

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
```

WhereFlashphonerWebCallServer-5.2.xxxx.tar.gz is the downloaded on step 6 file name.

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

```
cd /usr/local/FlashphonerWebCallServer/bin
sudo ./activation.sh
```

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

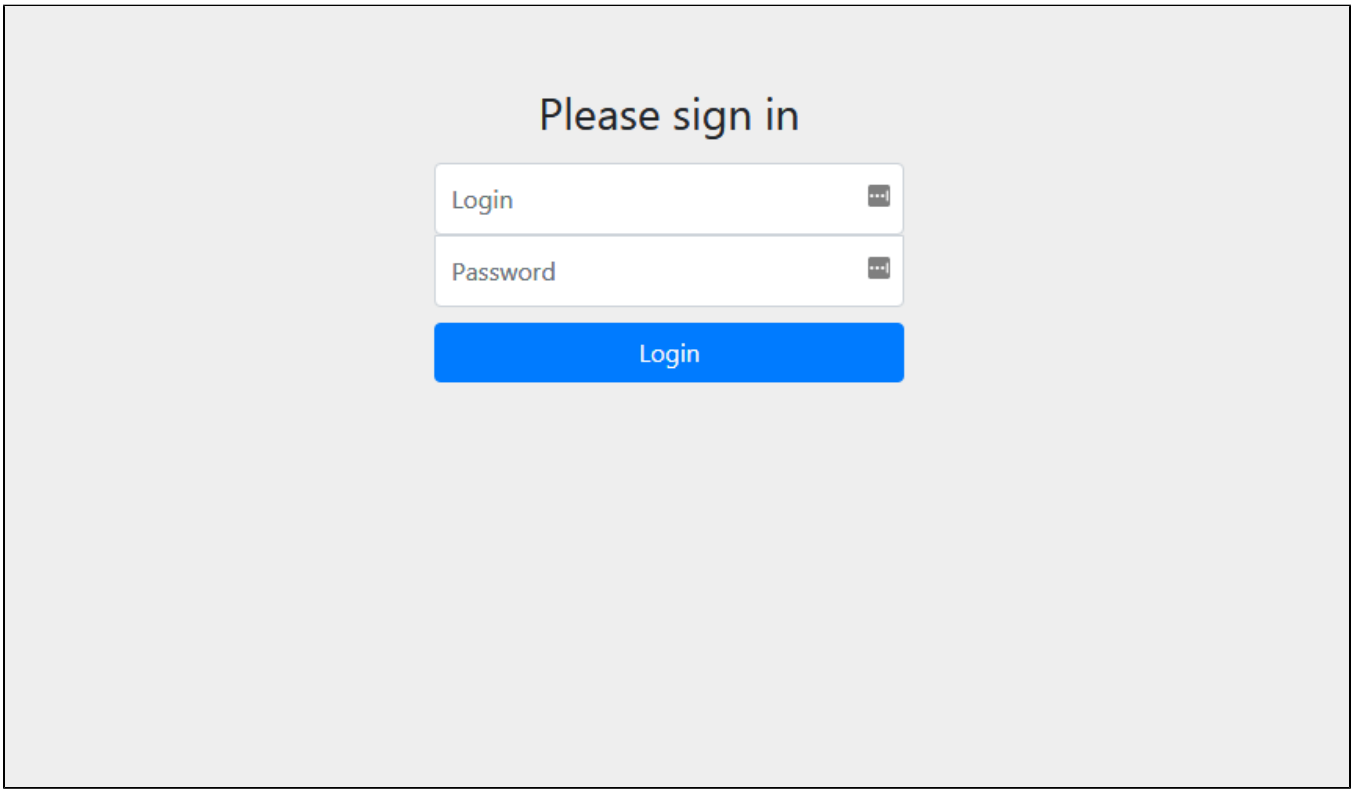
Type	Protocol	Port Range	Source
Custom UDP Rule	UDP	30000-33000	0.0.0.0/0
Custom TCP Rule	TCP	8444	0.0.0.0/0
Custom TCP Rule	TCP	8443	0.0.0.0/0
Custom TCP Rule	TCP	30000-33000	0.0.0.0/0
Custom TCP Rule	TCP	1935	0.0.0.0/0

10. Run WCS

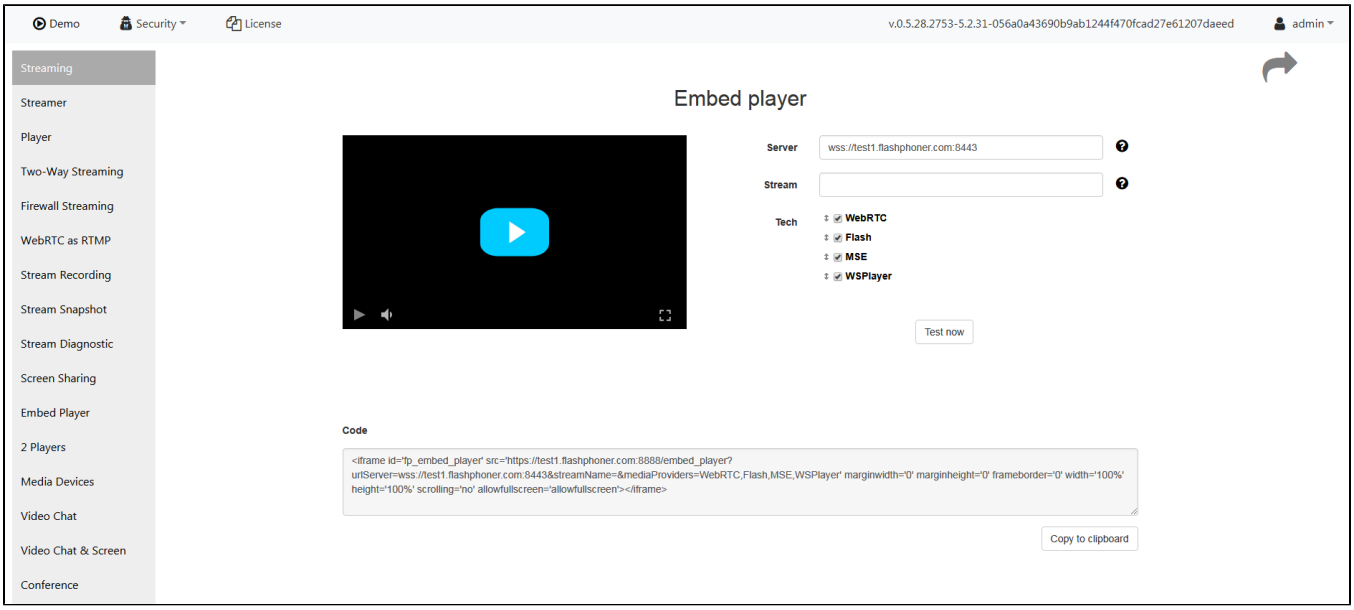
```
sudo systemctl start webcallserver
```

11. Open the link https://yourserver:8444/ in a browser and confirm the security exception.

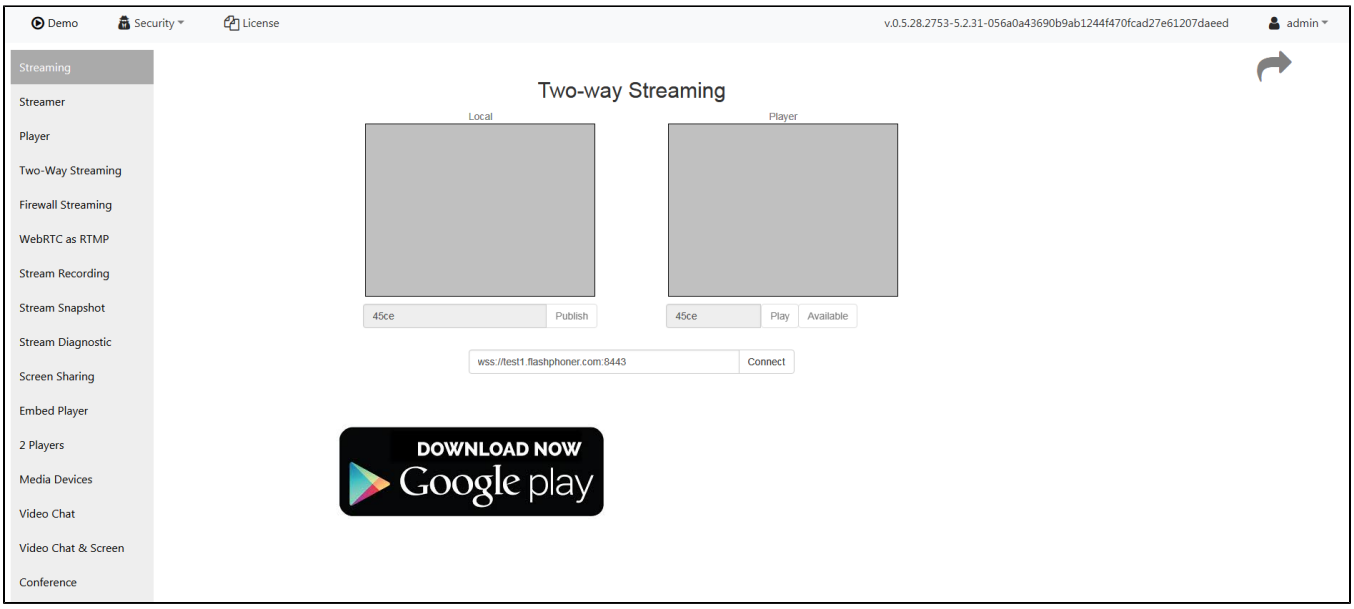
12. Login to the WCS web interface (user admin, password admin):



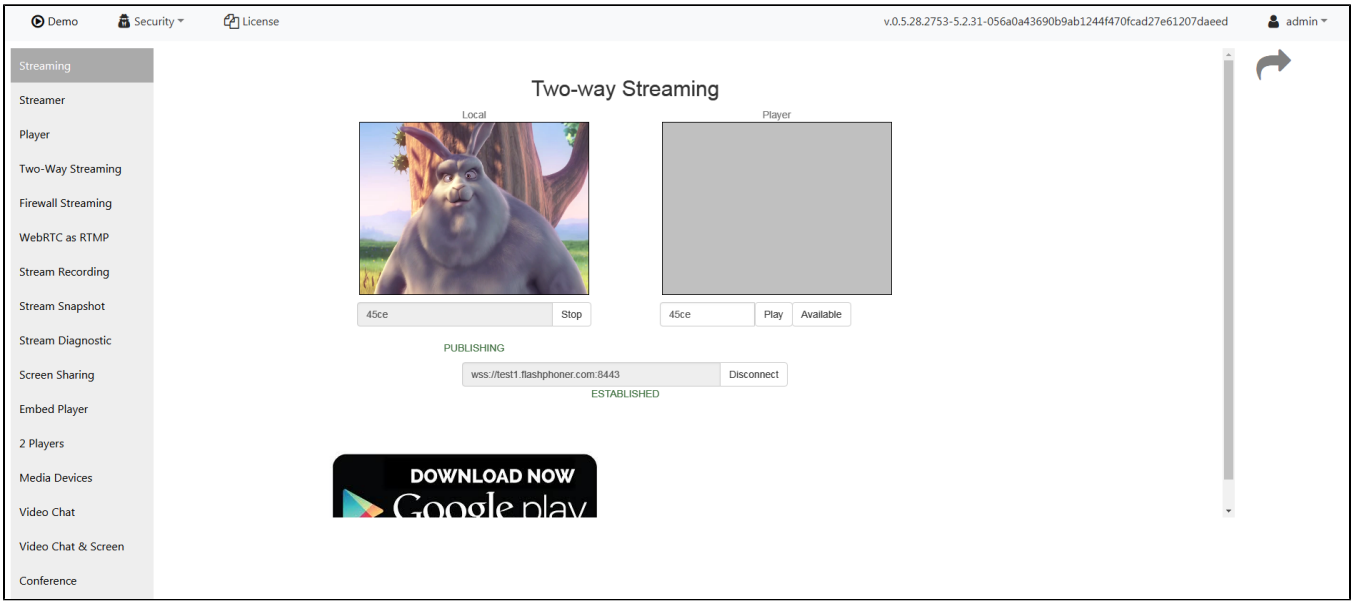
After successful authorization, WCS web interface with the Embed Player application opens



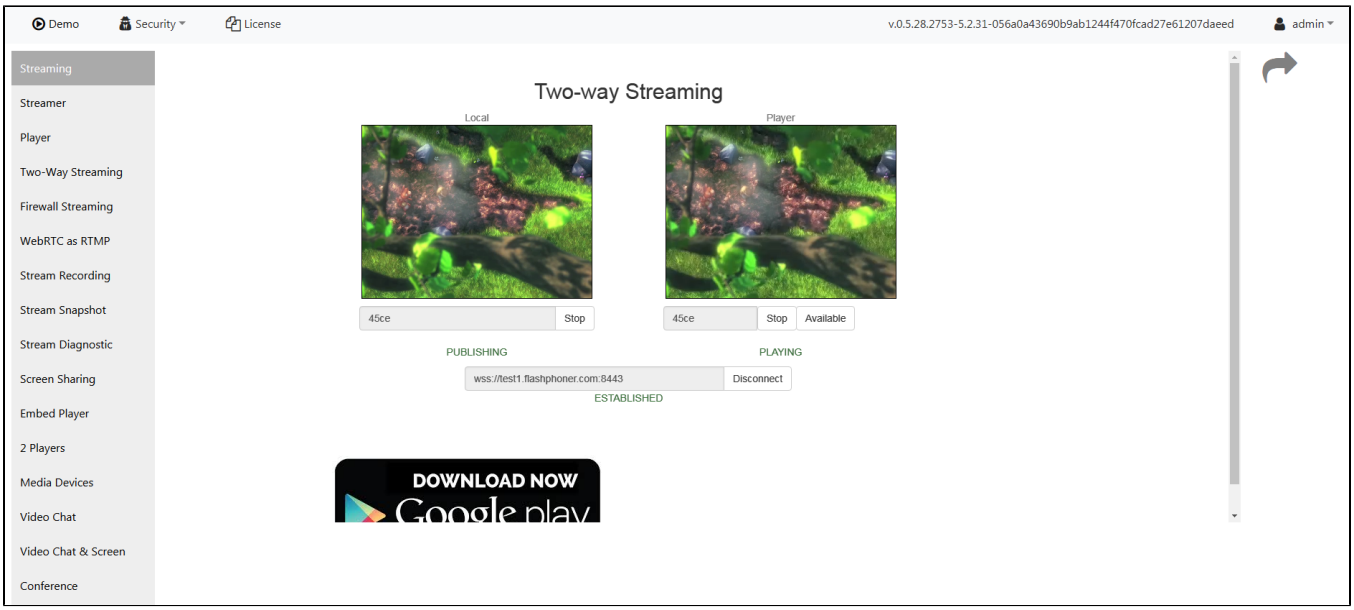
Select "Two-Way Streaming". The corresponding web application opens:



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.