

# Using OBS Studio

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## Overview

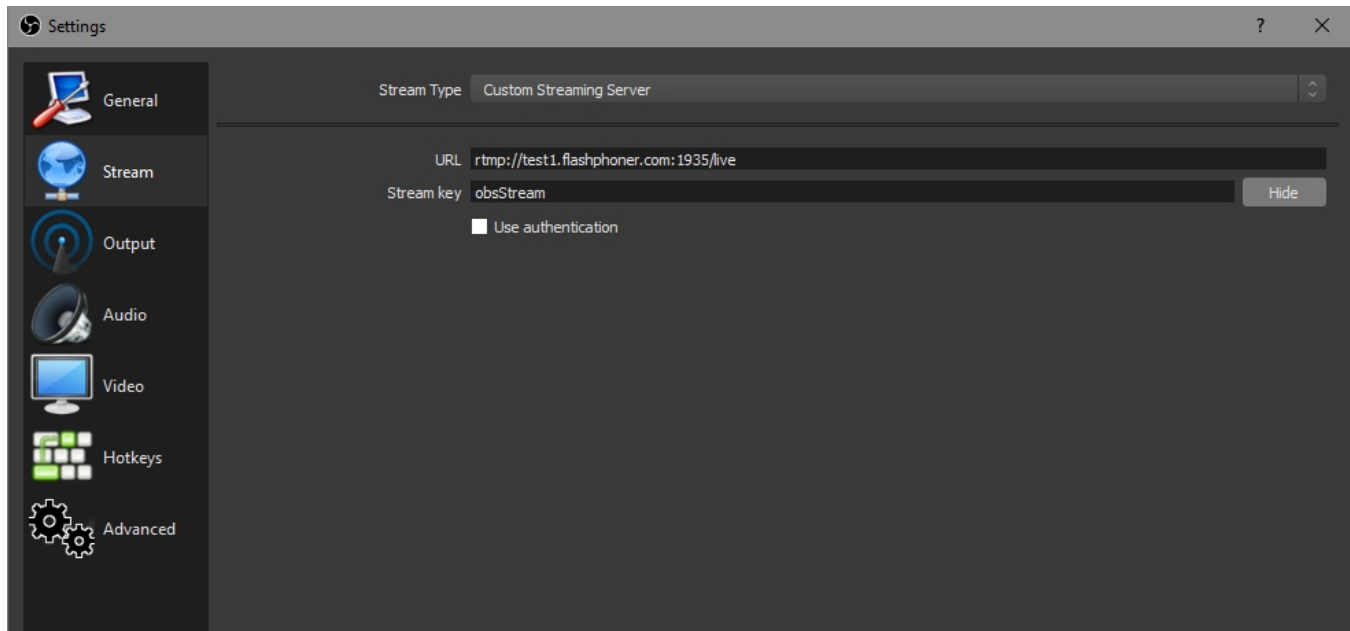
[OBS Studio](#) is a free and open source software for video recording and live streaming.

## Quick manual on testing

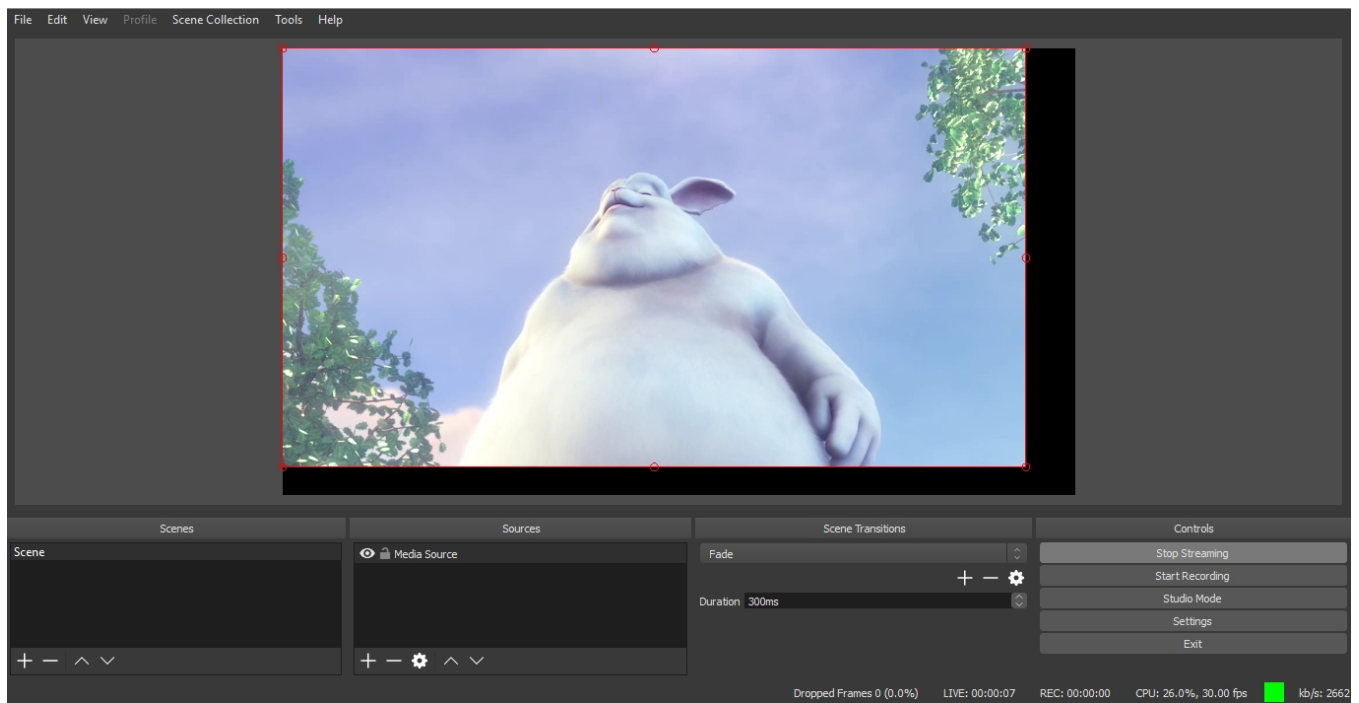
1. For test we use:

- WCS server
- OBS Studio
- [Player](#) web application in Chrome browser to stream playback

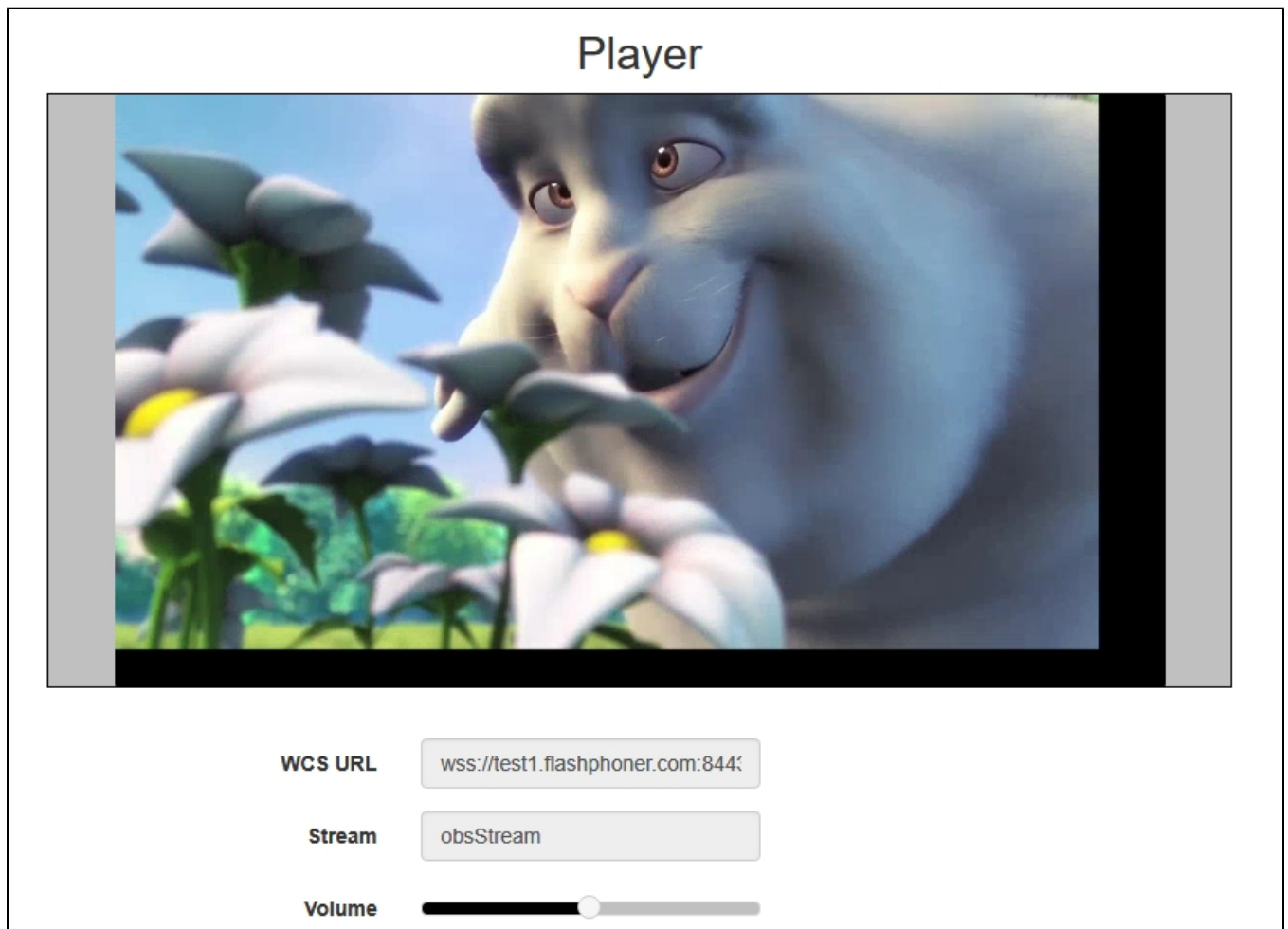
2. Set up RTMP strreaming to the server address, for example `rtmp://test1.flashphoner.com:1935/live/`, set the stream key `obsStream`:



3. Start streaming in OBS Studio:



4. Open Player application. Set the stream key in 'Stream' field and press 'Start' button. The stream captured playback begins.



# Known issues

1. OBS Studio does not support KeepAlive.

Symptoms: disconnection occurs often while stream publishing with RTMP-encoder.

Solution: switch KeepAlive off for RTMP on the server using the following parameter in [flashphoner.properties](#) file

```
keep_alive.enabled=websocket,rtmfp
```

2. If RTMP stream is published from OBS using Nvidia GPU encoding, this stream may freeze when it is playing in Safari browser as WebRTC, or Safari browser may hang

Symptoms: stream playback freezes or browser hangs while playing RTMP stream as WebRTC in Safari browser

Solution: in OBS settings switch recording format from flv (by default) to mp4