

Using Wirecast

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Overview

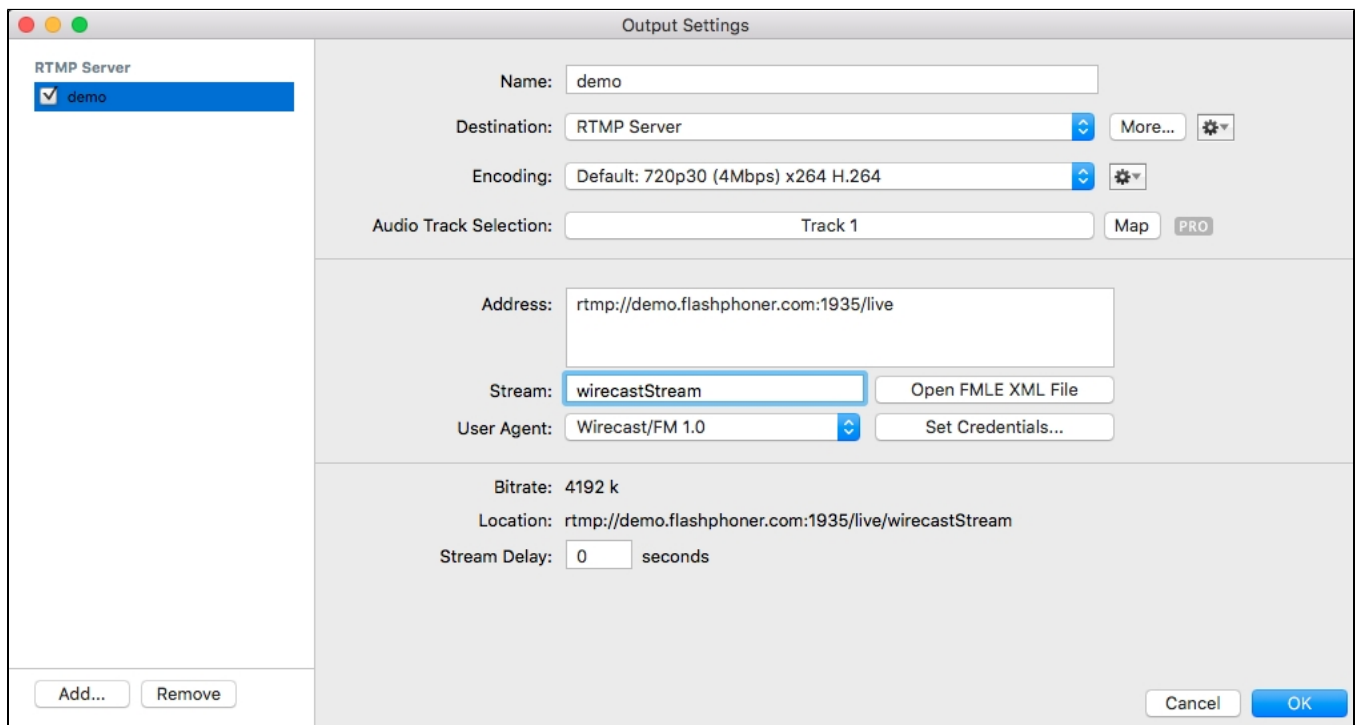
[Wirecast](#) is a popular live video streaming production software for Mac & PC.

Quick manual on testing

1. For test we use:

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

2. Set up RTMP strteaming to the server address, for example `rtmp://demo.flashphoner.com:1935/live/`, set the stream name `wirecastStream`:

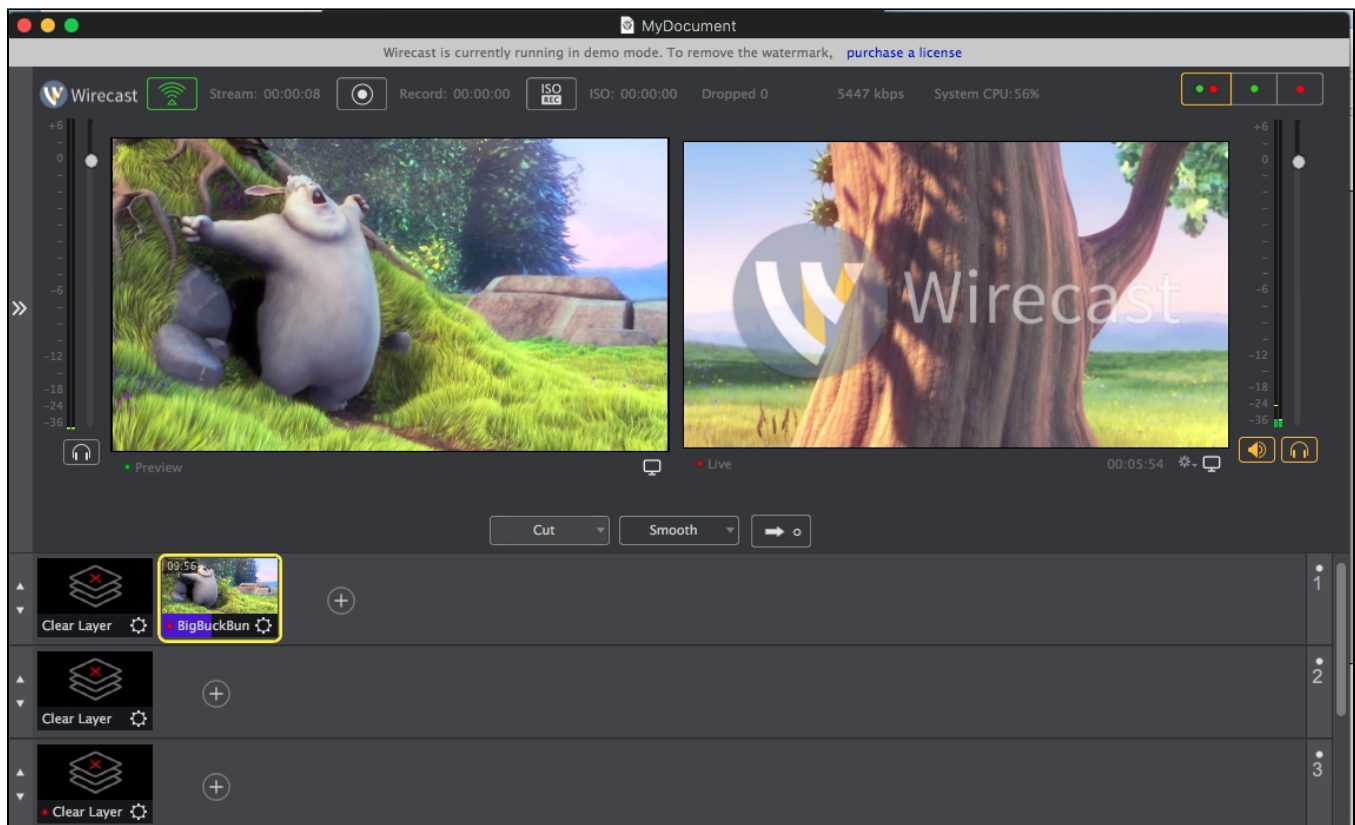


The image shows the 'Output Settings' dialog box in Wirecast. On the left, under 'RTMP Server', the 'demo' server is selected with a checkmark. The main area contains the following settings:

- Name:** demo
- Destination:** RTMP Server (with a dropdown arrow and a 'More...' button with a gear icon)
- Encoding:** Default: 720p30 (4Mbps) x264 H.264 (with a dropdown arrow and a gear icon)
- Audio Track Selection:** Track 1 (with a 'Map' button and a 'PRO' label)
- Address:** rtmp://demo.flashphoner.com:1935/live
- Stream:** wirecastStream (with an 'Open FMLE XML File' button)
- User Agent:** Wirecast/FM 1.0 (with a dropdown arrow and a 'Set Credentials...' button)
- Bitrate:** 4192 k
- Location:** rtmp://demo.flashphoner.com:1935/live/wirecastStream
- Stream Delay:** 0 seconds

At the bottom left are 'Add...' and 'Remove' buttons. At the bottom right are 'Cancel' and 'OK' buttons.

3. Start streaming:



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

Player



WCS URL

wss://demo.flashphoner.com:84

Stream

wirecastStream

Volume



Full Screen



PLAYING

Stop