

Server settings tests

To configure streaming video load and stress tests you can use [WCS server settings](#). Tests will start after the server startup:

- **StreamingLoadTest**: the test stream is generated by the WCS server; a predefined number of subscribers connect to the stream
- **StreamingCustomStreamStressTest**: a predefined number of subscribers connect to the real stream published on the WCS server

Settings examples

1. **StreamingLoadTest** test with duration of 10 minutes; no transcoding for five subscribers, transcoding for seven subscribers

```
streaming_load_test_duration_minutes=10
streaming_load_test_proxy_subscribers=5
streaming_load_test_encoding_subscriber_groups=2,5
start_test=true
streaming_tests=StreamingLoadTest
```

2. **StreamingCustomStreamStressTest** test without transcoding for all subscribers; up to sixty subscribers can connect simultaneously

```
streaming_custom_stream_stress_test_rate=500
streaming_custom_stream_stress_test_subscriber_ttl_sec=30
streaming_custom_stream_stress_test_max_proxy_subscribers=100
streaming_custom_stream_stress_test_encoding_subscriber_groups=0
streaming_custom_stream_stress_test_stream_name=testStreamName
start_test=true
streaming_tests=StreamingCustomStreamStressTest
```

Here **testStreamName** is the name of the stream that must be published on the WCS server (for instance, using one of example clients for stream publishing) in order to run the test.

