

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
```

Where FlashphonerWebCallServer-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):

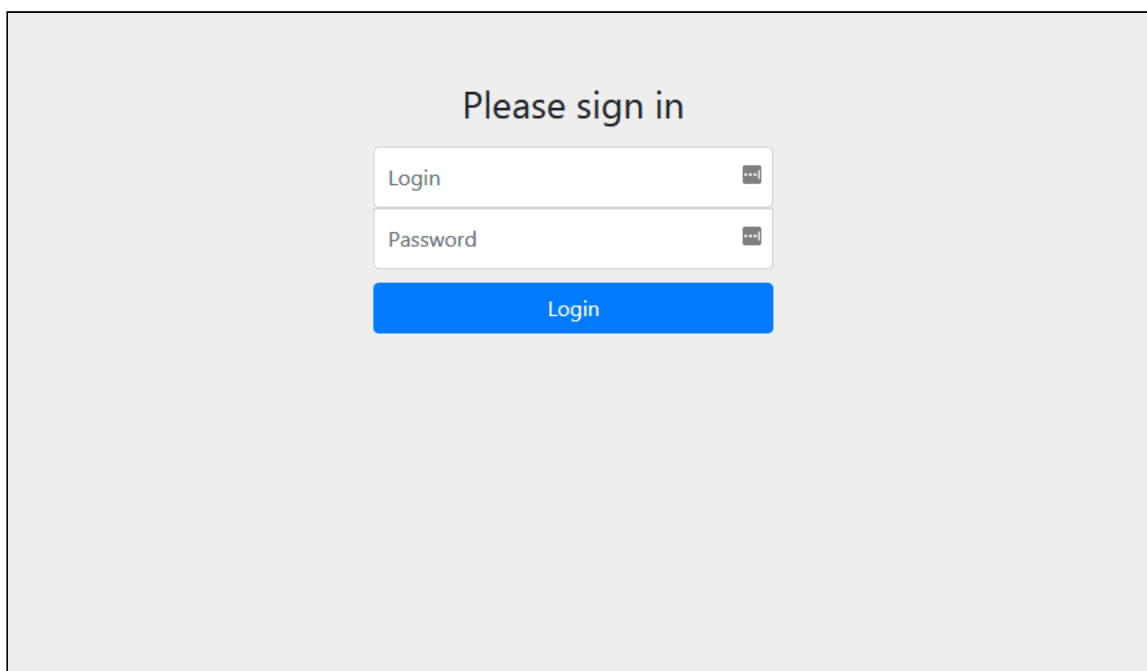
Type	Protocol	Port Range	Source
Custom UDP Rule	UDP	30000-33000	0.0.0.0/0
Custom TCP Rule	TCP	8444	0.0.0.0/0
Custom TCP Rule	TCP	8443	0.0.0.0/0
Custom TCP Rule	TCP	30000-33000	0.0.0.0/0
Custom TCP Rule	TCP	1935	0.0.0.0/0

10. Run WCS

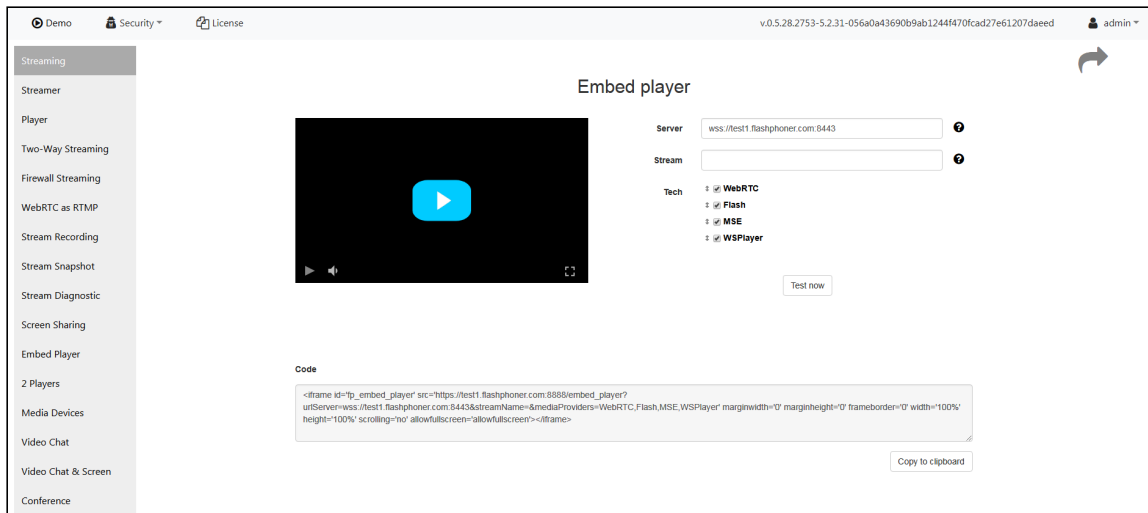
```
sudo systemctl start webcallserver
```

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):

The image shows a web browser window displaying the WCS login interface. The background is a light gray. In the center, the text "Please sign in" is displayed in a dark font. Below this text are two input fields: the first is labeled "Login" and the second is labeled "Password". Both fields have a small icon on the right side. Below the input fields is a blue button with the text "Login" in white.

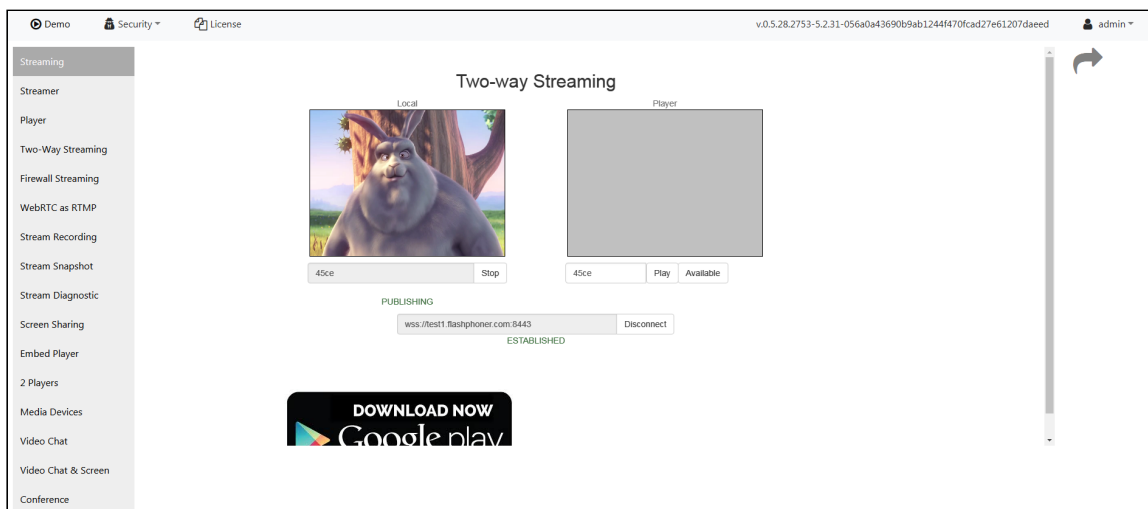
After successful authorization, WCS web interface with the Embed Player application opens



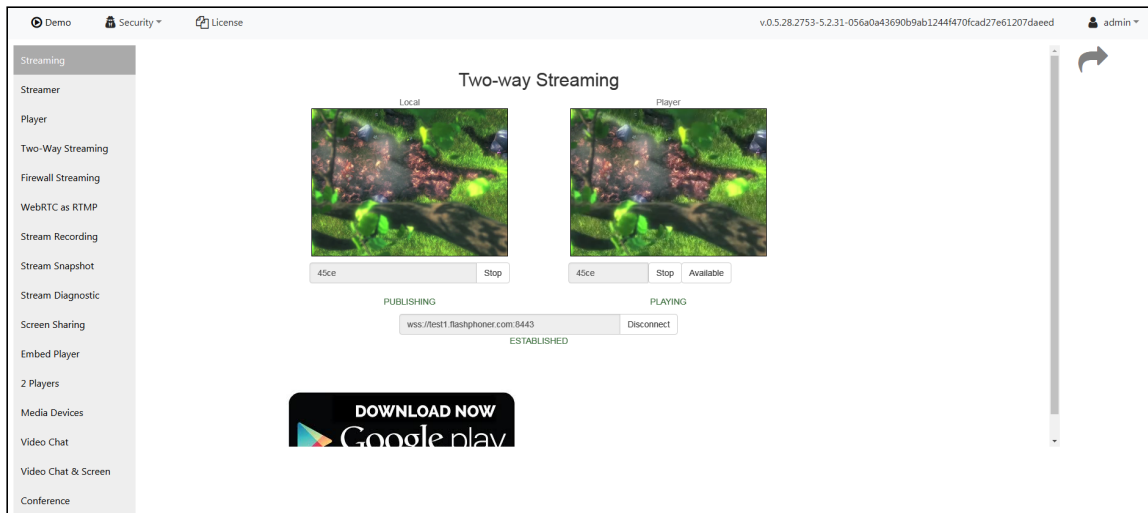
Select "Two-Way Streaming". The corresponding web application opens:



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.

Attachments:

- [wcs52-simple_test-login.PNG](#) (image/png)
- [wcs52-simple_test-embed_player.PNG](#) (image/png)
- [simple_test-two_way_streaming.jpg](#) (image/jpeg)
- [wcs52-simple_test-two_way_streaming.PNG](#) (image/png)
- [wcs52-simple_test-two_way_streaming-publish.PNG](#) (image/png)
- [wcs52-simple_test-two_way_streaming-play.PNG](#) (image/png)