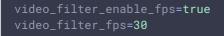# FPS filter

In some cases it is necessary to change FPS of the stream published on server when the stream is republished: for example, the stream published via WebRTC with unstable FPS must be republished to Youtube as RTMP. To do this, FPS filter can be enabled on server with the following parameters in flashphoner.properties file:

```
video_filter_enable_fps=true
video_filter_fps=30
```

In this case all the streams published on server will be played and republished with frame rate 30 frames per second.

> ✏️ **Attention**
>
> FPS filter works only when transcoding is enabled.