# Republishing to AWS MediaLive

### 1. Preparing to test

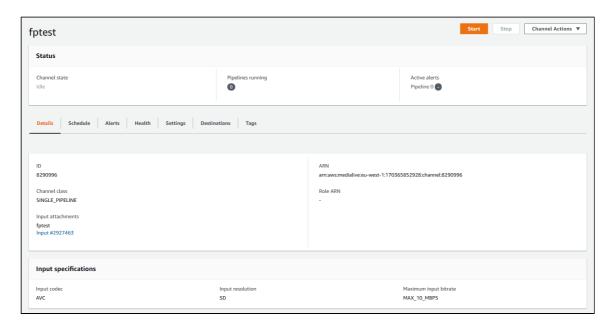
#### For test we use:

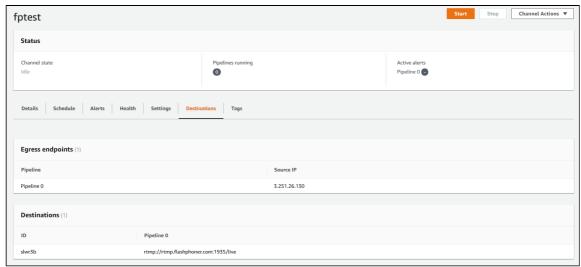
- AWS MediaLIve channel to receive RTMP and send RTMP to predefined address;
- WCS server test.flashphoner.com;
- · WebRTC as RTMP web application to publish and republish a stream;
- mediaserver to receive RTMP stream from AWS MediaLive, WCS for example rtmp.flashphoner.com

# 2. AWS MediaLive configuration: Create an Input at AWS MediaLive to ingest RTMP



3. AWS MediaLive configuration: Create channel with Output group: RTMP





The detailed instructions to create AWS MediaLive channel can be found in this Medium article for example.

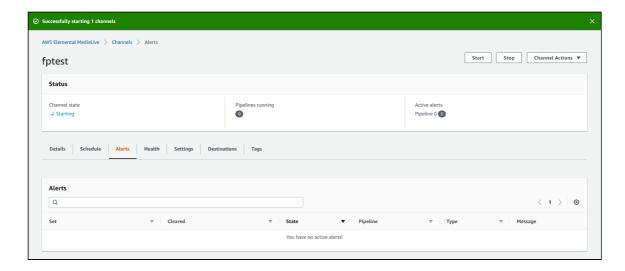
#### 4. WCS configuration

Add the following parameters to flashphoner.properties file

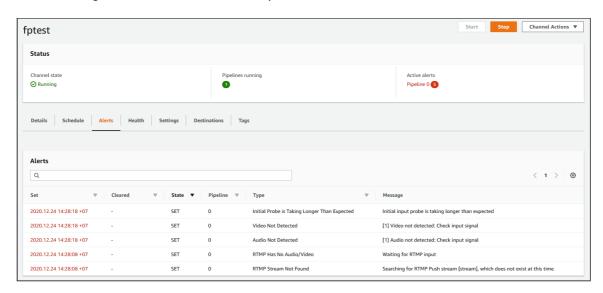
```
rtmp_transponder_full_url=true
rtmp_transponder_stream_name_prefix=
rtmp_flash_ver_subscriber=LNX 76.219.189.0
rtmp_transponder_send_metadata=true
```

and restart WCS

#### 5. Start AWS MediaLive channel



The following alerts will be shown if no input stream



## 6. Publish a stream in WebRTC as RTMP example

Publish a stream in WebRTC as RTMP example, setting RTMP URL of ingest point created at step  $2\,$ 



In RTMP player window set URL and name of the channel output stream created at step 3

#### 7. Alerts will be cleared in AWS MediaLive channel window

