# Republishing to Azure Media Services

#### 1. Preparing to test

For the test we use:

- the demo server at demo.flashphoner.com;
- the Two Way Streaming web application to publish streams;
- the Chrome browser and the REST client to send REST queries.

#### 2. Azure Media Services configuration: create a live stream

Create a live stream in the Azure interface (we assume you have created media services and storage already) by clicking Quick create:

Home > flashphonermediatest - Live	streaming						
flashphonermediates	t - Live st	reaming					* ×
	«	Quick create	tom create				
MEDIA SERVICES	•	Search to filter items	STATUS	ENCODING TYPE	INGEST PROTOCOL	INGEST URL	
Properties	_	No results					
API access	_						
Assets	_						
Content protection	_						
🧷 Jobs	4.1						
Live streaming							
Media Reserved Units	-11						
Streaming endpoints	-11						
Storage accounts	-11						
SUPPORT + TROUBLESHOOTING							
💝 Resource health							
New support request							

## 3. Azure Media Services configuration: get ingest URL

Copy the primary ingest URL (includes the name of the stream) from the channel settings page:

Home > flashphonermediatest	- Live streaming > TestStream				
TestStream			□ ×		
Settings 💮 Go Live	$\bigcirc$ Off Air $\rightarrow$ Live event	► Start ■ Stop	••• More		
Starting channel					
Overview					
STATE	Starting				
INGEST PROTOCOL	RTMP				
ENCODING TYPE	Pass Through				
PREVIEW URL	http://teststream-flash	http://teststream-flashphonermediatest-euno.channel			
INGEST URL (PRIMARY)	zure.net:1935/live/f420	e5a25c614c3380a0c9c353c4	4c65c		
INGEST URL (SECONDARY)	rtmp://teststream-flas	nphonermediatest-euno.cha	nn 🜓		
Live events					
NAME STATUS	ASSET	ARCHIVE WINDOW	PUBLISHED		
You haven't added any live e	events yet.				

#### 4. WCS configuration

In the WCS settings file flashphoner.properties add the following lines:

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

Restart WCS.

# 5. Running a broadcast from a web camera to the WCS server

Open the Two-way Streaming web application. Click the **Connect** button, then set the stream name under the **Local** window, then click **Publish**:

Ти	vo-way Stre	aming			
Local			Playe	r	
Дани	am.com				
f420e5a25c614c3380a0c9c353c4c65c	Stop	3d48	Play	Available	
PUBLISHING					
wss://test1.flashph	oner.com:8443		Disconnect		
	ESTABLISHED				

## 6. Start stream republishing via REST API

Open the REST client. Send the /push/startup query to the WCS server specifying the name of the stream in the streamName parameter, and the recipient URL in the rtmpUrl parameter of the query:

Vethod Request URL POST - http://test1.fla	shphoner.com:9091/res	st-api/push/startup	SEND :
Parameters 🔨			
Headers		Body	Variables
application/json 👻	Editor view Raw input	·	_
<pre>{     "streamName": "f420e5a2     "rtmpUrl": "rtmp://test }</pre>	5c614c3380a0c9c353c4c stream-flashphonermed	65c", iatest-euno.channel.media.azu	re.net:1935/live/"



# 7. Checking if Azure Media Services receives the stream

On the channel settings page in Azure, click More and in the dropdown list select Preview. The player page is shown (Flash is required):

