

Republishing to Azure Media Services

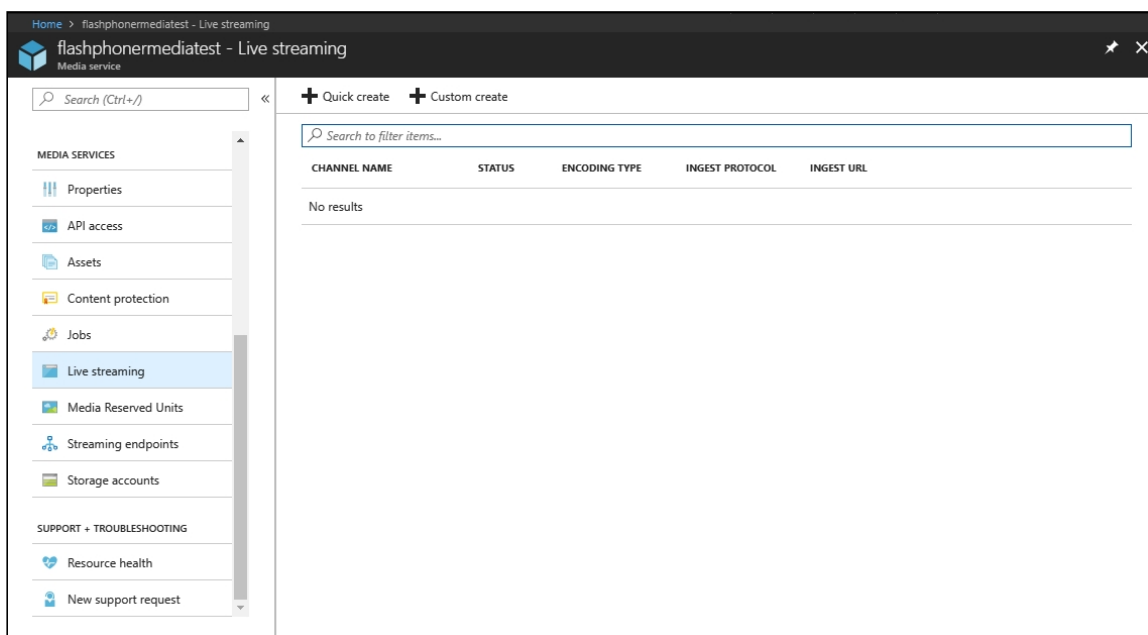
1. Preparing to test

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`:



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
CHANNEL

Settings Go Live Off Air Live event Start Stop More

Starting channel ...

Overview

STATE Starting

INGEST PROTOCOL RTMP

ENCODING TYPE Pass Through

PREVIEW URL

INGEST URL (PRIMARY)

INGEST URL (SECONDARY)

Live events

NAME	STATUS	ASSET	ARCHIVE WINDOW	PUBLISHED
You haven't added any live events yet.				

4. WCS configuration

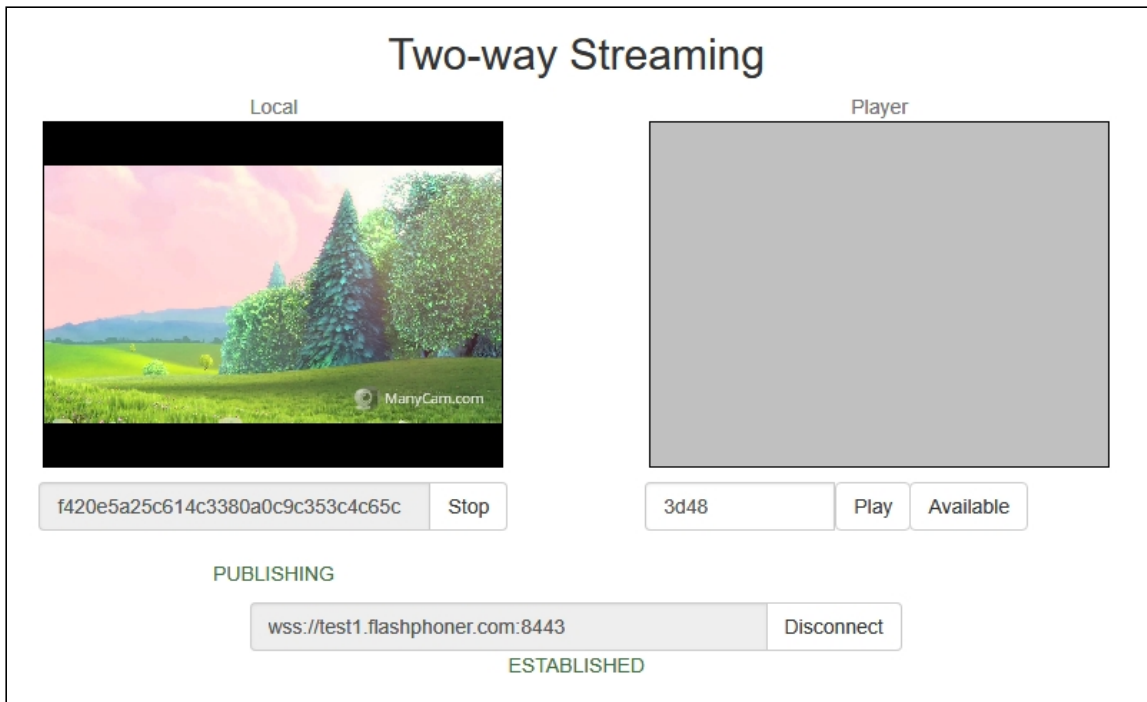
In the WCS settings file `flashphoner.properties` add the following lines:

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

Restart WCS.

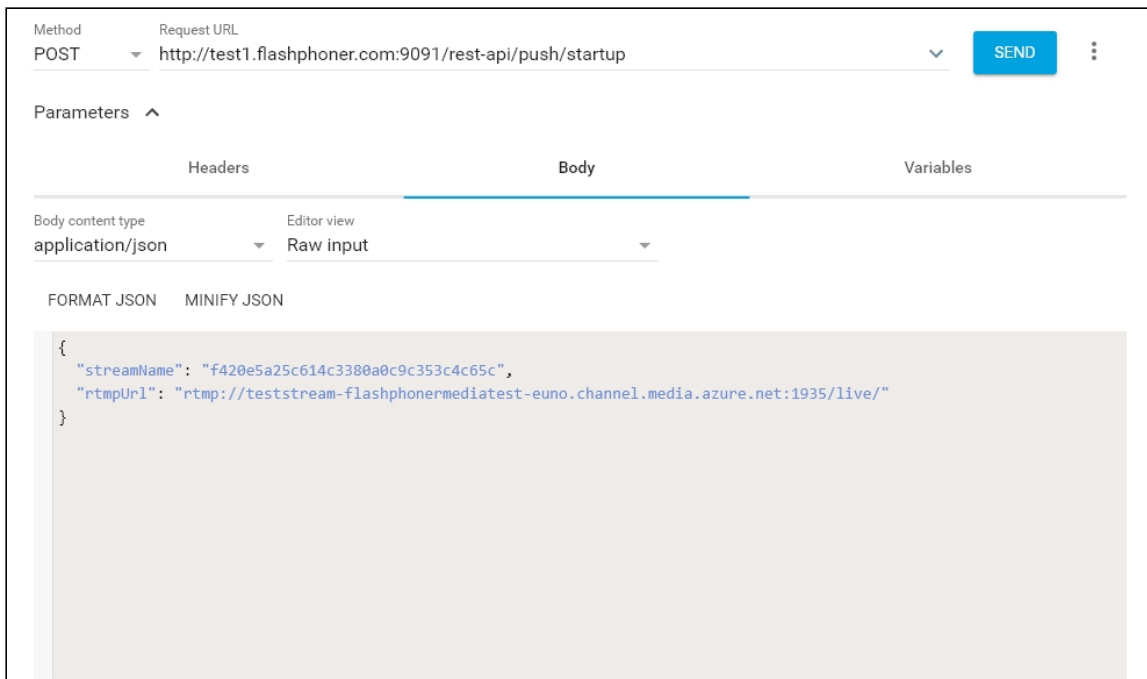
5. Running a broadcast from a web camera to the WCS server

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



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:



```
200 OK 230.90 ms DETAILS ▾  
  
{  
  "mediaSessionId": "d0kinu9ekrb31ugko3qohp9d7j",  
  "streamName": "f420e5a25c614c3380a0c9c353c4c65c",  
  "rtmpUrl": "rtmp://teststream-flashphonermediatest-euno.channel.media.azure.net:1935/live/",  
  "width": 320,  
  "height": 240,  
  "muted": false,  
  "soundEnabled": false,  
  "options": {}  
}
```

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):

Channel preview
TESTSTREAM

Overview

PLAYBACK URL

Player

Select the source URL for the player