

Republishing to Facebook

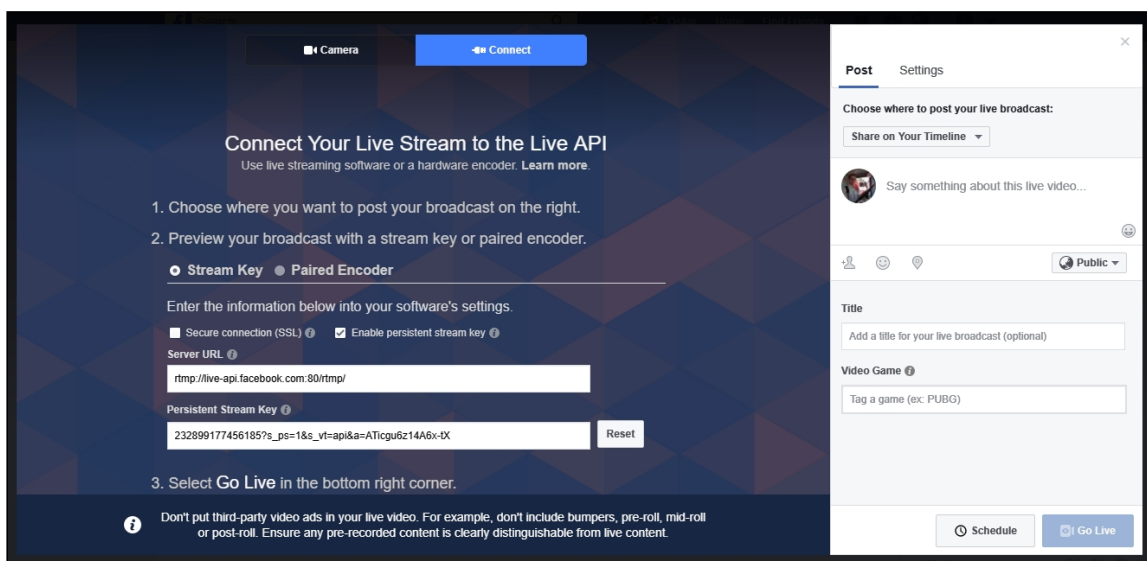
1. Preparing to test

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. Create live stream on Facebook

Create [live stream](#) on Facebook. Check the `Enable persistent stream key` option. Copy the URL of the server and the stream key from the Facebook page:



3. WCS configuration

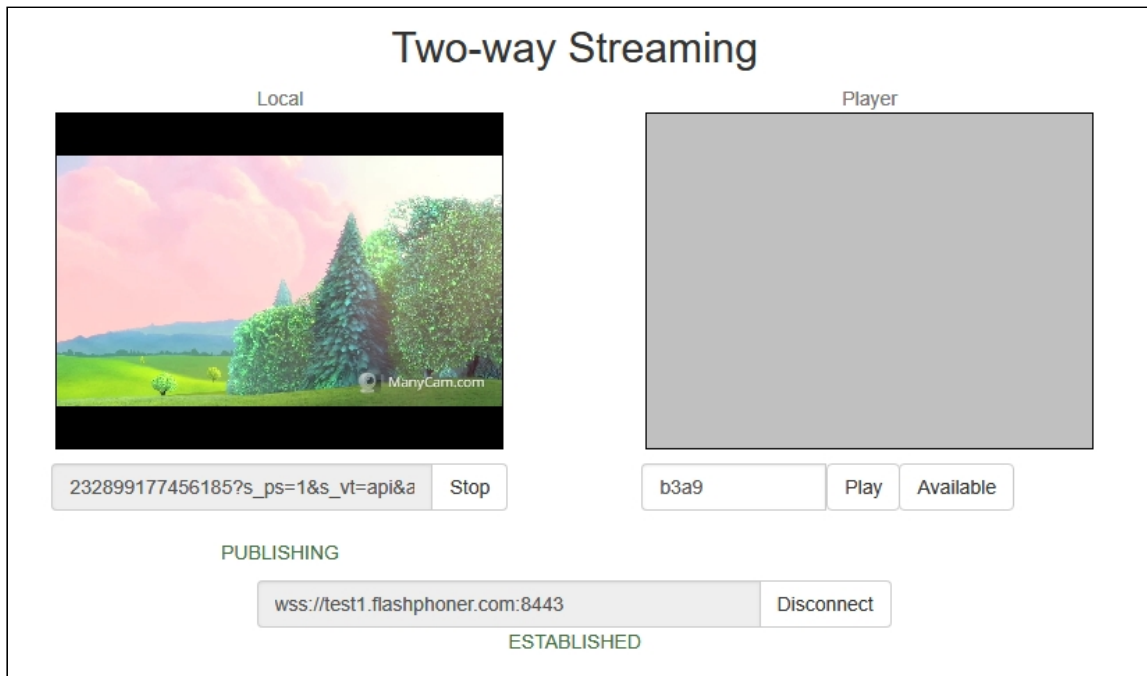
Add the following parameters to `flashphoner.properties`:

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

Restart WCS.

4. Start a broadcast from a web camera to the WCS server

Open the Two-way Streaming app. Click the **Connect** button, then specify the stream key from Facebook under the **Local** window, and click **Publish**:



5. Start stream republishing to Facebook via REST API

Open the [REST client](#). Send the **/push/startup** query to the WCS server, and specify the stream key in the **streamName** parameter and the Facebook server URL in **rtmpUrl**:

Method POST Request URL http://test1.flashphoner.com:9091/rest-api/push/startup

Parameters

Headers Body Variables

Body content type application/json Editor view Raw input

FORMAT JSON MINIFY JSON

```
{
  "streamName": "232899177456185?s_ps=1&s_vt=api&a=ATicgu6z14A6x-tX",
  "rtmpUrl": "rtmp://live-api.facebook.com:80/rtmp/"
}
```

200 OK 392.50 ms

DETAILS

```
{
  "mediaSessionId": "1r78c41agf0sgpicuk2m4u8381",
  "streamName": "232899177456185?s_ps=1&s_vt=api&a=ATicgu6z14A6x-tX",
  "rtmpUrl": "rtmp://live-api.facebook.com:80/rtmp/",
  "width": 320,
  "height": 240,
  "muted": false,
  "soundEnabled": false,
  "options": {}
}
```

Attention


Since November 1st, 2019, the Real-time Messaging Protocol (RTMP) is deprecated on the Facebook services. RTMPS (RTMP over a TLS/SSL connection) is now supported. Use RTMPS URL: `rtmps://live-api-s.facebook.com:443/rtmp/`

6. Checking if Facebook receives the stream

Open the Facebook page where the live invitation is located. Enter the live stream editing page:

Camera Connect

PREVIEW







? Don't put third-party video ads in your live video. For example, don't include bumpers, pre-roll, mid-roll or post-roll. Ensure any pre-recorded content is clearly distinguishable from live content.

Post Settings

Choose where to post your live broadcast:

Share on Your Timeline

 Say something about this live video...

   Public

Title

Add a title for your live broadcast (optional)

Video Game

Tag a game (ex: PUBG)

Event Logs (1)

Schedule Go Live