

Republishing to Wowza

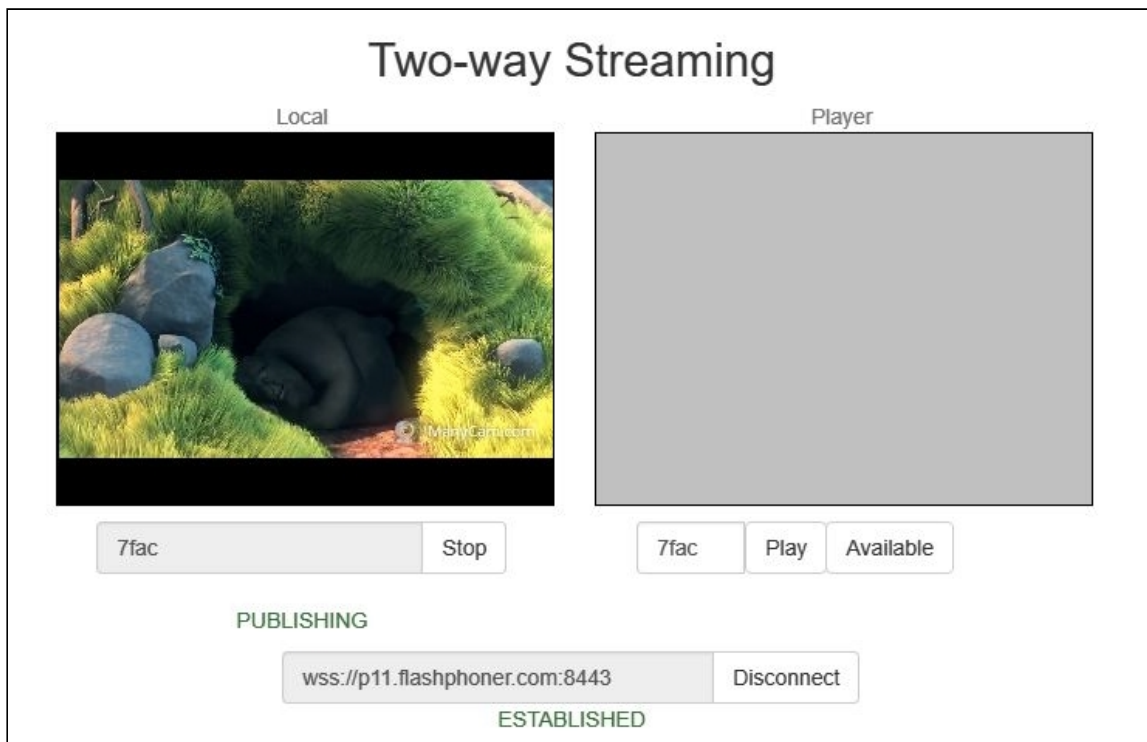
1. Preparing to the test

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;
- the [WebRTC as RTMP](#) web application to play the stream from the RTMP server.

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

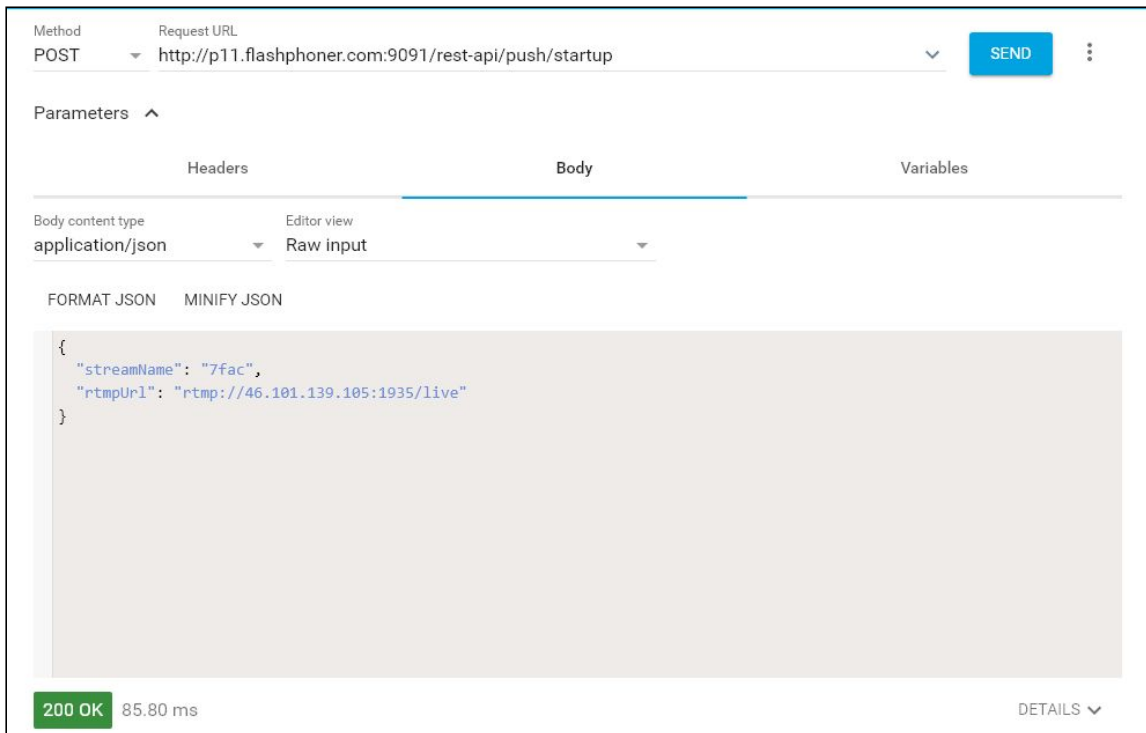
Open the Two-way Streaming application. Publish the broadcast and copy the identifier of the stream:



3. Republish the stream using REST API

Open the [REST client](#). Send the `/push/startup` query to the WCS server and specify the identifier of the broadcast in the `streamName` parameter and the URL of the Wowza server in

the `rtmpUrl` parameter:



The screenshot shows a REST client interface with the following details:

- Method: POST
- Request URL: `http://p11.flashphoner.com:9091/rest-api/push/startup`
- Parameters: Headers, Body, Variables
- Body content type: `application/json`
- Editor view: Raw input
- Request Body (JSON):

```
{
  "streamName": "7fac",
  "rtmpUrl": "rtmp://46.101.139.105:1935/live"
}
```
- Status: 200 OK, 85.80 ms
- Details: DETAILS

Copy the session identifier and the name of the stream published to Wowza server from the query response:



The screenshot shows the response body of the REST client with the following details:

- Status: 200 OK, 85.80 ms
- Details: DETAILS
- Response Body (JSON):

```
{
  "mediaSessionId": "9gvi659dod6kd45ck464d0vh20",
  "streamName": "rtmp_7fac",
  "rtmpUrl": "rtmp://46.101.139.105:1935/live",
  "width": 320,
  "height": 240,
  "muted": false,
  "soundEnabled": false,
  "options": {}
}
```

4. Checking if Wowza server receives the stream

In a new tab open the WebRTC as RTMP web application. In the field under the `RTMP Player` window specify the URL of the Wowza server and the name of the stream you obtained on the previous step. Click `Play`:



5. Stop stream republishing

Send the `/push/terminate` query to the WCS server and specify the identifier of the session in the `mediaSessionId` parameter of the query:

Method: POST, Request URL: http://p11.flashphoner.com:9091/rest-api/push/terminate

Parameters: Headers, Body, Variables

Body content type: application/json, Editor view: Raw input

```
{
  "mediaSessionId": "9gv1659dod6kd45ck464d0vh20"
}
```

200 OK 61.60 ms

DETAILS

The RTMP player will stop showing the image then, and below the window you will see the `StreamNotFound` message:

