Republishing to Wowza

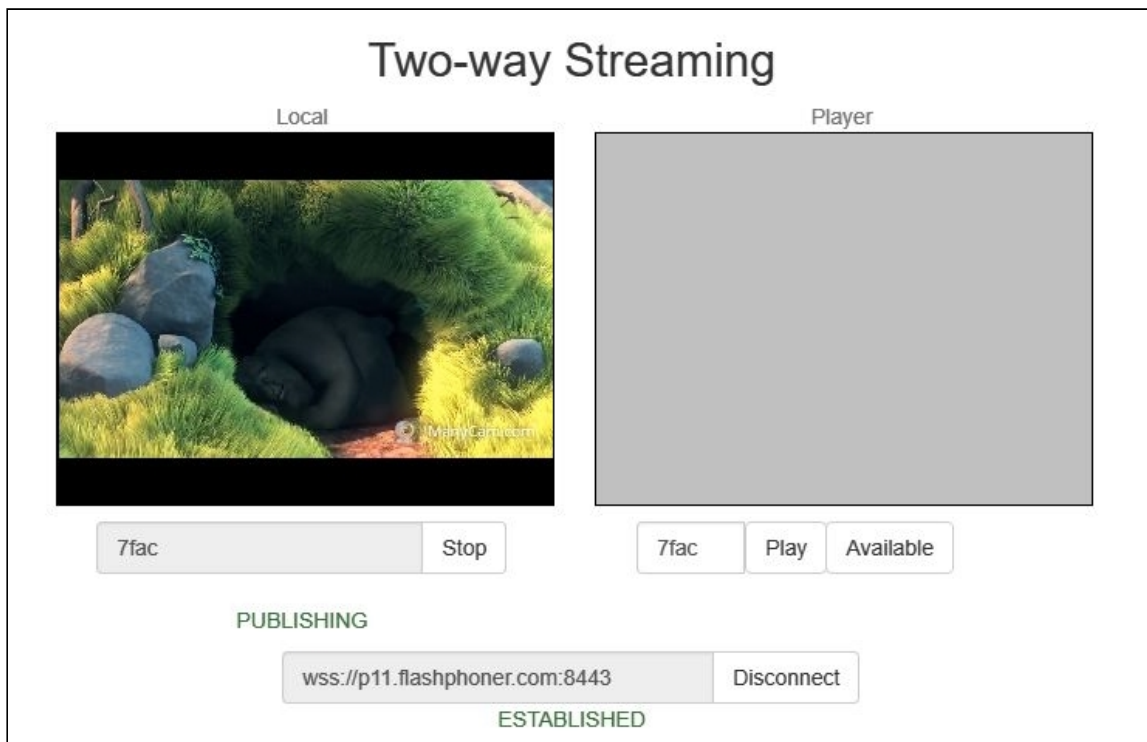## 1. Preparing to the test

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.

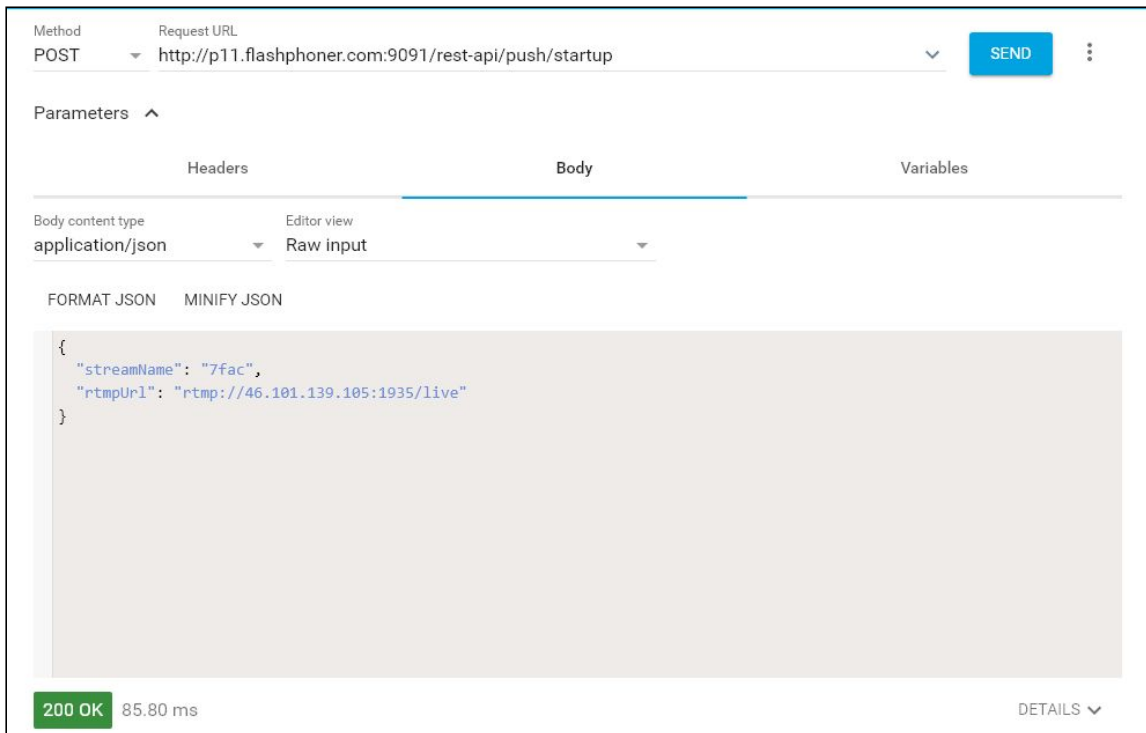## 2. Start a broadcast from a web camera to the WCS server

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:

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

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`:

RTMP Player

rtmp://46.101.139.105:1935/live/rtmp_7fac   Stop

DimensionChange

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:

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