

Republishing to Youtube

Preparing to the test

For the test we use:

- the demo server at `demo.flashphoner.com`;
- the [Two Way Streaming](#) web app to publish streams;
- the Chrome browser and the [REST-client](#) to send REST queries.

2. Create a live stream on Youtube

Create a live stream on Youtube (we assume you have activated the corresponding section in your Youtube account and successfully verified and approved the account). Copy the URL of the server and the stream key from the `Encoder setup` section:

BASIC INFO STREAM OPTIONS CARDS

Test 5

Live stream test

Schedule next stream

Category

Howto & Style

Privacy

Unlisted

Advanced settings

ENCODER SETUP

Server URL

rtmp://a.rtmp.youtube.com/live2

Stream name/key

..... Reveal

3. WCS configuration

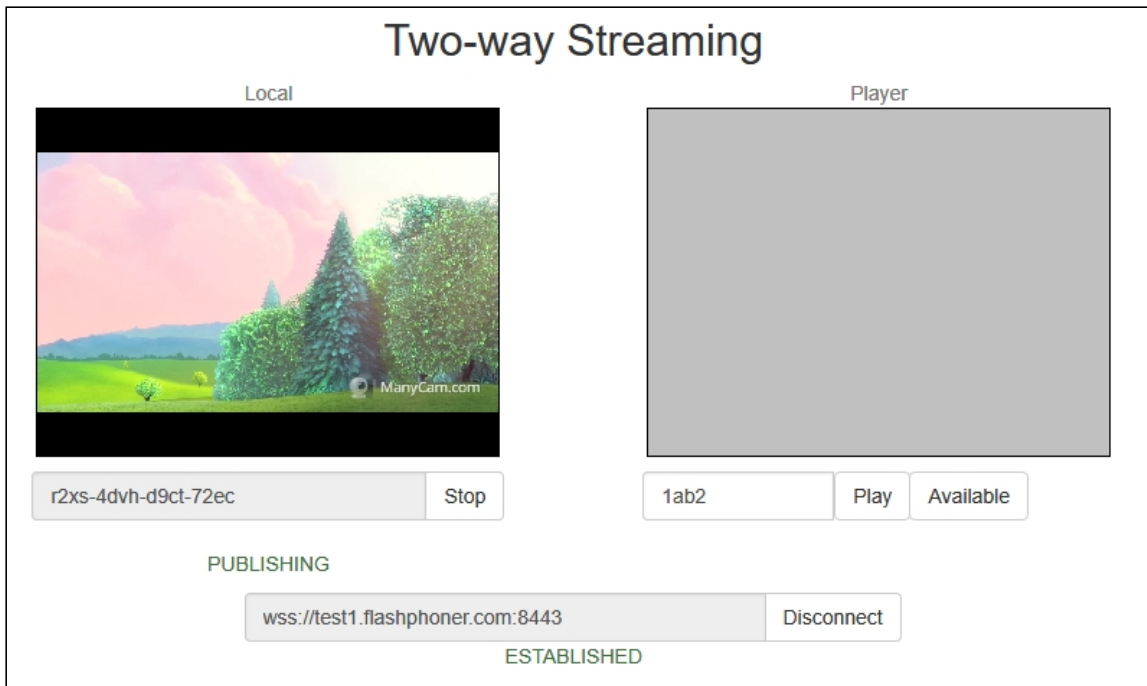
Add the following parameters to [flashphoner.properties](#) file:

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

Restart WCS.

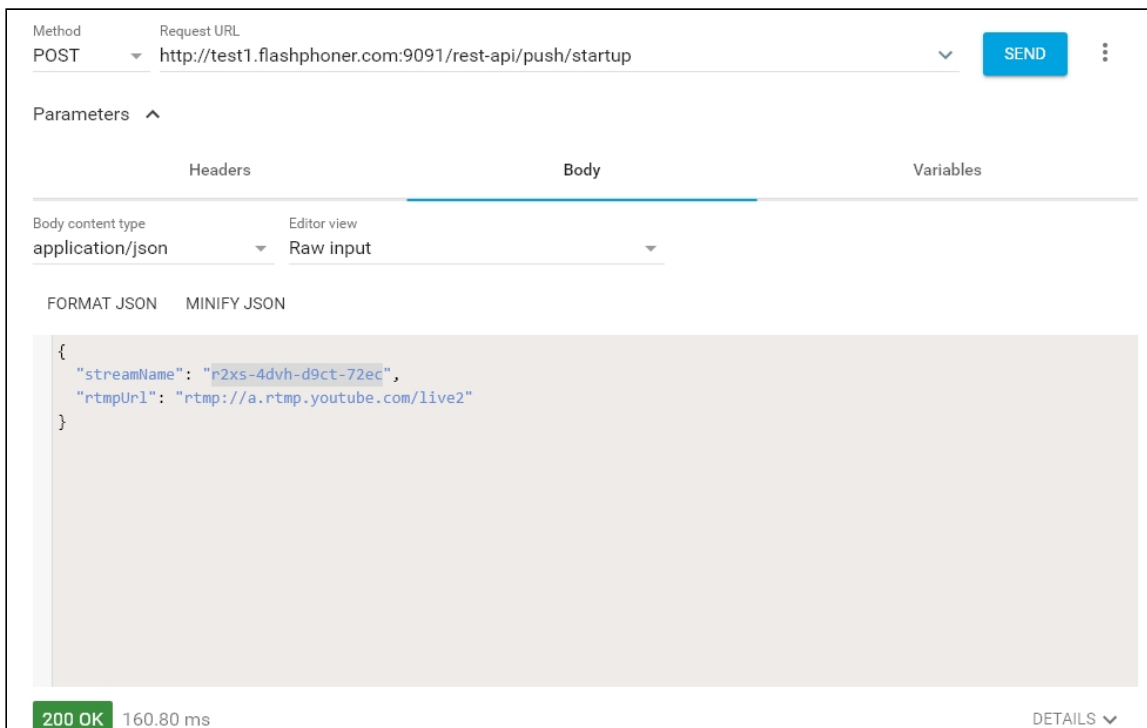
4. Create a broadcast from a web camera to the WCS server

Open the Two Way Streaming web application. Click the **Connect** button, then specify the stream key from Youtube under the **Local** window, then click **Publish**:



5. Republish the stream using 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 Youtube server URL in `rtmpUrl`:



```
{
  "mediaSessionId": "mh6fe1a80ejkdrp46njttvui",
  "streamName": "r2xs-4dvh-d9ct-72ec",
  "rtmpUrl": "rtmp://a.rtmp.youtube.com/live2",
  "width": 320,
  "height": 240,
  "muted": false,
  "soundEnabled": false,
  "options": {}
}
```

6. Checking if Youtube receives the stream

On the broadcast settings page click **Advanced**. On the advanced settings page, in the right corner click **View on Watch page** button:



The watch page opens:

