# Published stream normalizing

If server detects timestamp errors in published stream (due to packet loss, for example), the stream is automatically nomalized by adding skipped frames. Sometimes, this can lead to a dramatic FPS and bitrate inscrease, audio/video synchronization loss and, therefore, the stream playback from server becomes impossible.

To prevent unneeded normalizing, since build 5.2.745 the parameter is added to set a maximum timestamp consecutive errors count. When the threshold is reached, normalizing is stopped with fallback to original timestamps. By default, the parameter is set to 90 consecutive errors

```
video_bitstream_normalizer_consecutive_ts_errors_threshold=90
```