Using OBS Studio

Overview

OBS Studio is a free and open source software for video recording and live streaming.

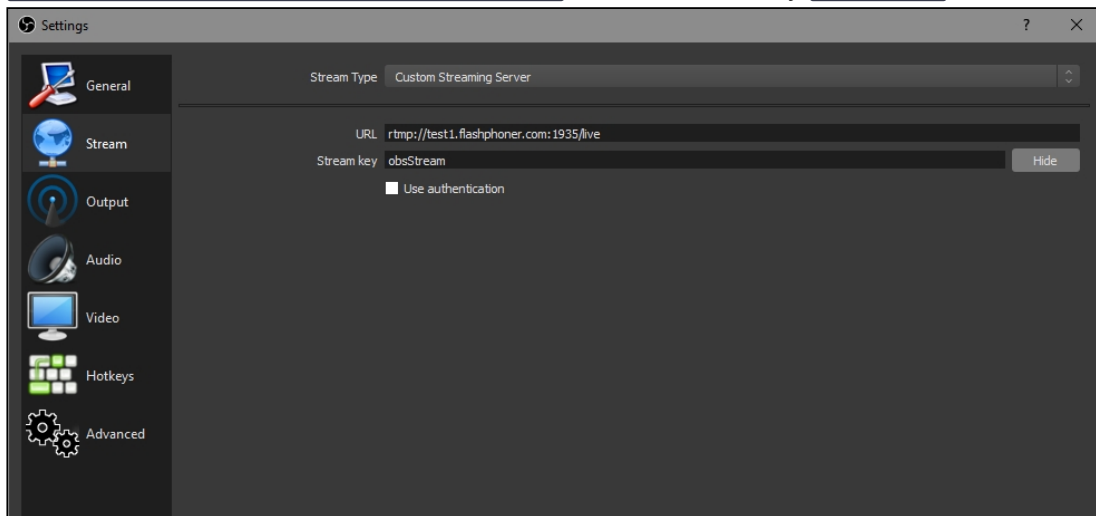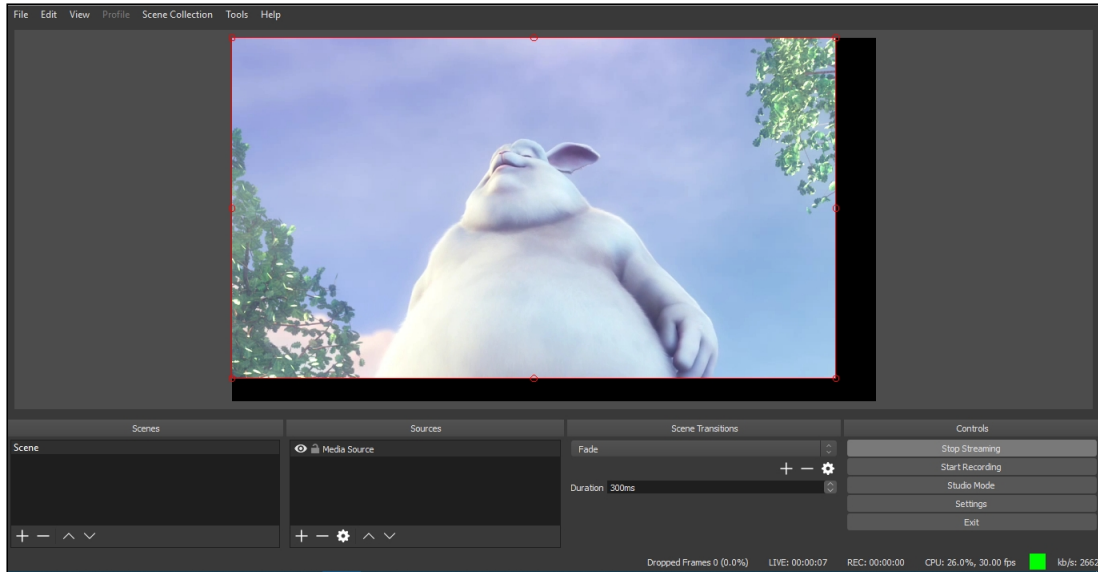## Quick manual on testing

1. For test we use:

   - WCS server

   - OBS Studio

   - Player web application in Chrome browser to stream playback

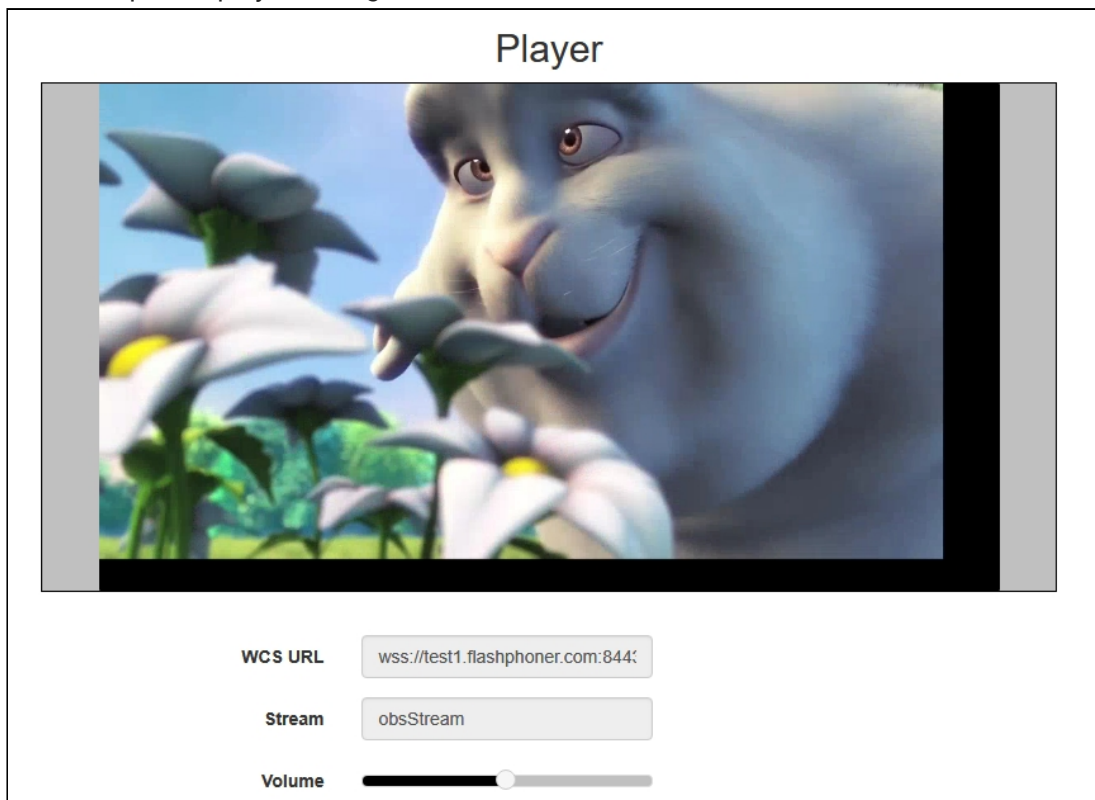2. Set up RTMP strteaming to the server address, for example
   `rtmp://test1.flashphoner.com:1935/live/`, set the stream key `obsStream`:

3. Start streaming in OBS Studio:

4. Open Player application. Set the stream key in `Stream` field and click `Start` button. The stream captured playback begins:

Known issues

1. OBS Studio does no support Keep Alive

Disconnection occurs often while stream publishing with OBS

> **✓ Solution**
>
> Switch Keep Alive off for RTMP on the server using the following parameter in flashphoner.properties file
>
> ```
> keep_alive.enabled=websocket,rtmfp
> ```
>
> Since build 5.2.643 Keep Alive is turned off by default for RTMP publishers.

2. RTMP stream from OBS may freeze when playing in Safari browser

If RTMP stream is published from OBS using Nvidia GPU encoding, this stream may freeze when it is playing in Safari browser as WebRTC, or Safari browser may hang

> **🛡 Symptoms**
>
> Stream playback freezes of browser hangs while playing RTMP stream as WebRTC in Safari browser

> **✓ Solution**
>
> In OBS settings switch recording format from flv (by default) to mp4

3. If RTMP stream is published from OBS using QuickSync GPU encoding, P-frames contain SPS or PPS and considered to be keyframes

> **✓ Solution**
>
> a) since build 5.2.627 set the following parameter
>
> ```
> h264_strict_kframe_detect=true
> ```
>
> b) for previous builds, disable QuickSync in OBS

4. RTMP connection is restored slowly on an unstable channel

> **🛡 Symptoms**
>
> When RTMP connection is closed by OBS due to a channel bad quality between OBS and server,
> the connection is not restored or is restored more than minute after the channel quality becomes
> good again

> **✓ Solution**
>
> Enable media activity control for RTMP publishing and reduce the activity control timeout to 10
> seconds
>
> ```
> flash_rtp_activity_enabled=true
> rtp_activity_timeout=10
> ```