

Stream capturing and publishing to the server

From a web camera in a browser via WebRTC

From the computer screen (screen sharing) in a browser via WebRTC

From an HTML5 Canvas element (whiteboard) in a browser via WebRTC

Using Flash Player via RTMP (obsoleted)

Using RTMP encoder

From an IP camera via RTSP

From other server via RTMP

RTMP stream republishing from other RTMP server

From another WCS server via WebRTC

From an Android mobile app via WebRTC

From an iOS mobile app via WebRTC

Capturing VOD from a file

RTP stream publishing via RTSP

MPEG-TS RTP stream publishing

WebRTC publishing via WHIP

Automatic streams capture on server start

RTSP-interleaved stream capture from dump file

Managing camera and microphone

Bitrate management when capturing WebRTC stream in browser

Key frames management while capturing WebRTC in browser

Published stream normalizing

Jitter buffer and frames collection in stream published

