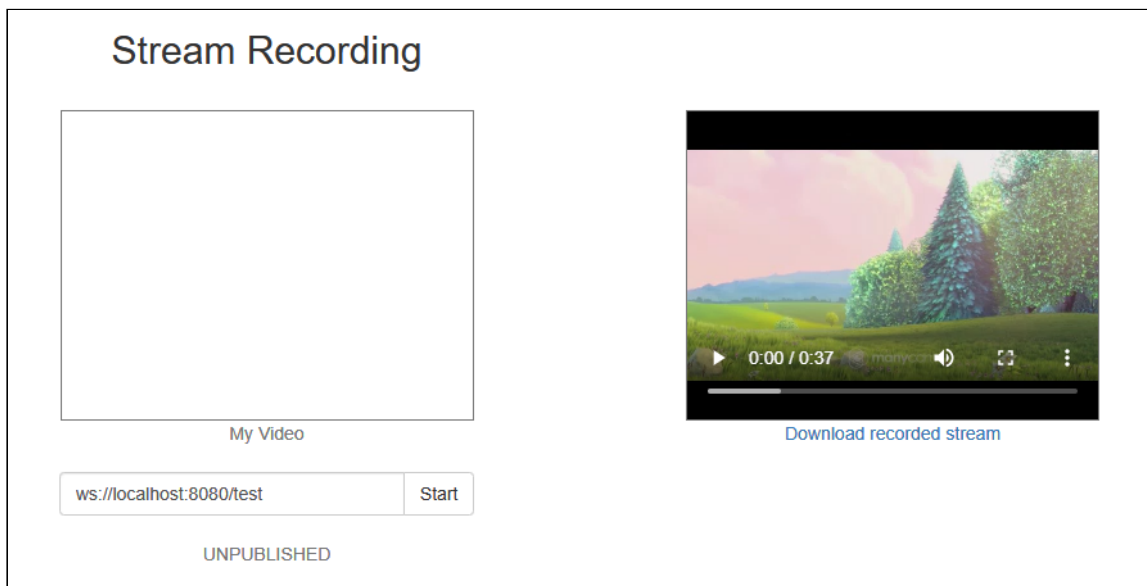


Stream Recording

Example of streamer with recording of published video stream

This streamer can be used to publish and record WebRTC streams on Web Call Server

On the screenshot below streaming from the client has been stopped.



While publishing, video from the camera is played in **My Video**. When streaming is stopped, recording of the video stream becomes available for downloading and playback in the player on the right side of the page.

Code of the example

The path to the source code of the example on WCS server is:

/usr/local/FlashphonerWebCallServer/client/examples/demo/streaming/stream_recording

- recording.css - file with styles
- recording.html - page of the streamer
- recording.js - script providing functionality for the streamer

This example can be tested using the following address:

https://host:8888/client/examples/demo/streaming/stream_recording/recording.html

Here host is the address of the WCS server.

Analizing the code

To analyze the code, let's take the version of file `recording.js` with hash `ecbadc3`, which is available [here](#) and can be downloaded with corresponding build [2.0.212](#).

1. Initialization of the API

`Flashphoner.init()` [code](#)

```
Flashphoner.init();
```

2. Connection to server.

`Flashphoner.createSession()` [code](#)

```
Flashphoner.createSession({urlServer: url}).on(SESSION_STATUS.ESTABLISHED,
function(session){
    ...
}).on(SESSION_STATUS.DISCONNECTED, function(){
    ...
}).on(SESSION_STATUS.FAILED, function(){
    ...
});
```

3. Receiving the event confirming successful connection

`ConnectionStatusEvent ESTABLISHED` [code](#)

```
Flashphoner.createSession({urlServer: url}).on(SESSION_STATUS.ESTABLISHED,
function(session){
    setStatus(session.status());
    //session connected, start playback
    publishStream(session);
}).on(SESSION_STATUS.DISCONNECTED, function(){
    ...
}).on(SESSION_STATUS.FAILED, function(){
    ...
});
```

4. Video streaming

`Session.createStream()`, `Stream.publish()` [code](#)

When stream is created, the following parameters are passed

- `streamName` - name of the stream
- `localVideo` - `div` element, in which video from camera will be displayed

- `record: true` - to enable stream recording

```
session.createStream({
  name: streamName,
  display: localVideo,
  record: true
  ...
}).publish();
```

5. Receiving the event confirming successful streaming

`StreamStatusEvent PUBLISHING` [code](#)

```
session.createStream({
  ...
}).on(STREAM_STATUS.PUBLISHING, function(stream) {
  setStatus(stream.status());
  onStarted(stream);
}).on(STREAM_STATUS.UNPUBLISHED, function(stream) {
  ...
}).on(STREAM_STATUS.FAILED, function(stream) {
  ...
}).publish();
```

6. Streaming stop

`Stream.stop()` [code](#)

```
function onStarted(stream) {
  $("#publishBtn").text("Stop").off('click').click(function(){
    $(this).prop('disabled', true);
    stream.stop();
  }).prop('disabled', false);
}
```

7. Receiving the event confirming successful streaming stop

`StreamStatusEvent UNPUBLISHED` [code](#)

On receiving the event, `showDownloadLink()` function is called to form the record file download link. The record file name returned by `Stream.getRecordInfo()` method is passed to the `showDownloadLink()` function.

```
session.createStream({
  ...
}).on(STREAM_STATUS.PUBLISHING, function(stream) {
  ...
}).on(STREAM_STATUS.UNPUBLISHED, function(stream) {
  setStatus(stream.status());
});
```

```

        showDownloadLink(stream.getRecordInfo());
        onStoped();
    }).on(STREAM_STATUS.FAILED, function(stream) {
        ...
    }).publish();

```

8. Download link

code

```

function showDownloadLink(name) {
    if (name) {
        ...
        var link = window.location.protocol + "://" + window.location.host +
        '/client/records/' + name;
        $("#link").attr("href", link);
        $("#recVideo").attr("src", link).attr("controls", true);
        $("#downloadDiv").show();
    }
}

```

Stream recordings are saved to directory `$WCS_HOME/client/records`

When the link is formed:

- `window.location.protocol` is the protocol being used (HTTP or HTTPS)
- `window.location.host` is `<address of the WCS server>:<port>`
- `name` is name of the file with the recording