

Deliver WebRTC streams to viewers for HLS playback using the Wowza Video REST API

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Learn how to use the Wowza Video REST API to deliver WebRTC streams to viewers through a CDN for playback over HLS.

You'll need to choose which workflow you'll use, **live stream** or **transcoder**, before you begin this task. See [Decide between a live stream or transcoder workflow](#) for more information about these workflows.

Before you start

You should be familiar with the following concepts:

- **API authentication methods.** We use JSON web tokens for API authentication. See [Authentication](#) for more information.
- **Environment variables.** We use environment variables for the API version and your JWT in the cURL API request examples in this topic to make it easier for you to copy, paste, and run commands in your Terminal or Command Prompt window. If you don't set environment variables for these values, you'll need to manually enter the correct values in the code samples throughout this tutorial. See [Tools for testing the API](#) for instructions.

Live stream workflow

[Transcoder workflow](#)

1. Create a live stream

Create a live stream that receives a WebRTC source by sending a POST request to the `/live_streams` endpoint.

You can use the following sample request, making sure to:

- Set `encoder` to **other_webrtc**.
- Set `aspect_ratio_height` to 1280. Recommended value for WebRTC streams.
- Set `aspect_ratio_width` to 720. Recommended value for WebRTC streams.
- Set `broadcast_location` to the region that's closest to your video source.
- Set `delivery_method` to **push**. Wowza Video doesn't support **pull** or **cdn** connections for WebRTC.
- Change any values unique to your broadcast, using the API reference documentation as a resource. See the **Endpoint Reference** button below.

Sample request

[Endpoint Reference](#)

```
curl -X POST \
-H "Content-Type: application/json" \
-H "Authorization: Bearer ${WV_JWT}" \
-d '{
  "live_stream": {
    "aspect_ratio_height": 720,
    "aspect_ratio_width": 1280,
    "billing_mode": "pay_as_you_go",
    "broadcast_location": "us_west_california",
    "delivery_method": "push",
    "encoder": "other_webrtc",
    "name": "MyWebRTCStream",
    "transcoder_type": "transcoded"
  }
}' "${WV_HOST}/api/${WV_VERSION}/live_streams"
```

Sample response

The response includes:

- An *id* for the live stream you'll use in the next step.
- *source_connection_information* you'll use in the next step to configure the WebRTC publish page.
 - *sdp_url*, *application_name*, and *stream_name*
- A *url* in the *hosted_page* object. You'll give this to your viewers to watch the stream.

```
{
  "live_stream": {
    "id": "1234abcd",
    "name": "MyWebRTCStream",
    ...
    "encoder": "other_webrtc",
    ...
    "source_connection_information": {
      "sdp_url": "wss://[subdomain].entrypoint.video.wowza.com/webrtc-session.json",
      "application_name": "app-30zl5349",
      "stream_name": "32a5814b"
    },
    ...
    "hosted_page": {
      "enabled": true,
      "title": "Hosted player page",
      "url": "https://player.video.wowza.com/qa/g7xr79xw/player.html",
      "sharing_icons": true,
      ...
    }
  }
}
```

2. Start the live stream

Before you can connect to the stream through the WebRTC publish page in the next step, you need to start the live stream. You'll need the *[live_stream_id]* returned in step 1.

```
curl -X PUT \
-H "Authorization: Bearer ${WV_JWT}" \
"${WV_HOST}/api/${WV_VERSION}/live_streams/[live_stream_id]/start"
```

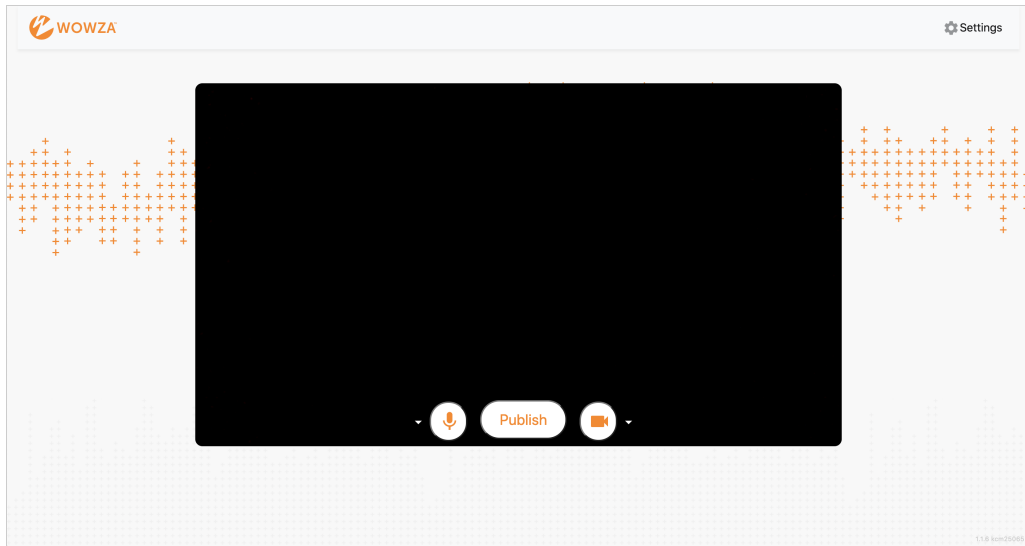
Endpoint Reference

3. Publish the WebRTC stream

With the live stream started, you can now configure the WebRTC publish page as the source of the stream.

1. Go to wowza.com/webrtc/publish and grant access to your camera and microphone when prompted.

Note: The WebRTC hosted publish page is supported on the latest versions of Chrome and Safari, as well as Edge version 79 and later.



2. Click the **Settings** button on the upper-right corner of the page.
3. Specify the following settings:
 - **SDP URL** – The *sdp_url* from the WebRTC *source_connection_information* object.
 - **Application Name** – The *application_name* from the WebRTC *source_connection_information* object.
 - **Stream Name** – The *stream_name* from the WebRTC *source_connection_information* object.
 - **Audio Bitrate** – You can leave **Audio Bitrate** set to the default value, **64**.
 - **Video Bitrate** – You can leave **Video Bitrate** set to the default value, **3500**.
4. Close the **Settings** dialog box to apply your changes.
5. To change which microphone to use, click the arrow next to the microphone icon.
6. To change the video source, click the arrow next to the video camera icon. To share your screen, select **Screen Share**.

Notes:

- The video source can't be changed after the broadcast is started.
- Screen share functionality isn't supported on mobile devices or Safari.

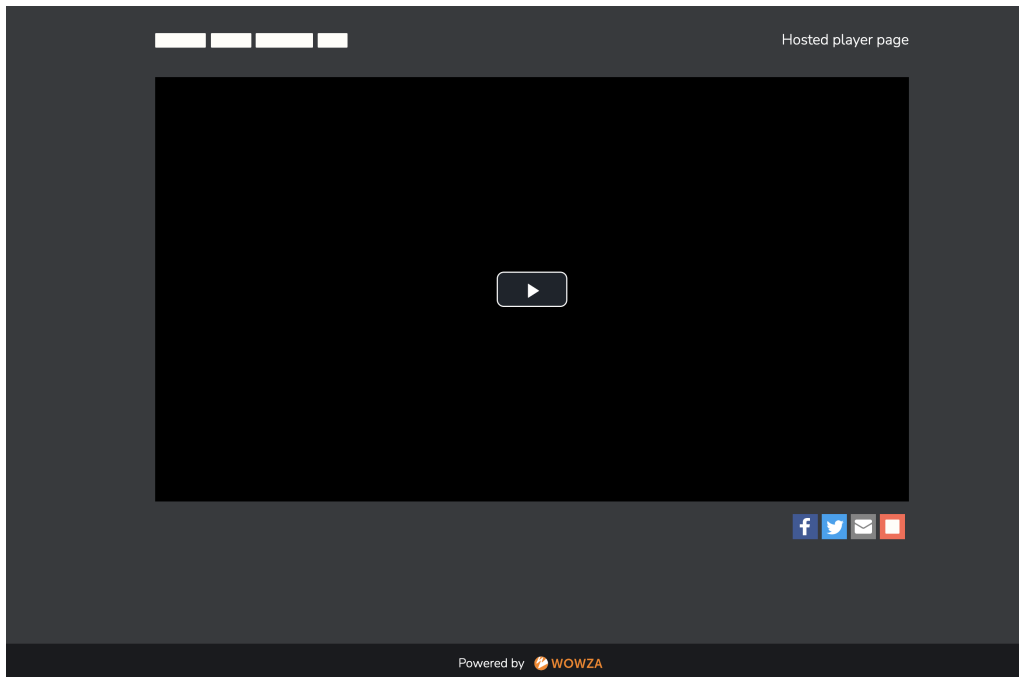
7. Click **Publish**.

The stream now has source video that you can view on the WebRTC playback page.

4. Play the WebRTC live stream

You can use the *url* in the *hosted_page* object to test your stream and to give to your viewers so they can watch the live stream.

1. Open the `url` in the `hosted_page` object in a new browser tab.



2. Click the **Play** button.

5. Stop the live stream

To avoid incurring additional billing charges, remember to stop the live stream after the stream broadcast is over.

```
curl -X PUT \  
-H "Authorization: Bearer ${WV_JWT}" \  
"${WV_HOST}/api/${WV_VERSION}/live_streams/[live_stream_id]/stop"
```

Endpoint Reference

More resources

- [Wowza Video REST API reference documentation](#)
- [WebRTC workflows in Wowza Video](#)
- [Deliver WebRTC streams to viewers using the Wowza Video REST API](#)