LIVE STREAMING

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Description

The LiveWebinar Live Streaming feature lets you publish an RTMP stream from anywhere you want and play it in the LiveWebinar room. You can also connect professional cameras or software to stream your event. It also enables you to stream a 360 video if you have cameras that can support is.

Frequently Asked Questions

What is the difference between Live Streaming and Broadcasting to Social Media?

The Live Streaming HQ feature is useful when you'd like to use additional equipment like professional cameras to stream your event to LiveWebinar room. On the other hand, Broadcasting to Social Media allows you to broadcast from your LiveWebinar room to social media platforms such as YouTube, Facebook, Vimeo, Periscope and other external sources.

What are the recommended settings when I want to stream to LiveWebinar?

We guarantee that max Full HD (1080p), max 30fps and 1Mbps will work and such maximum parameters should be used when streaming to LiveWebinar, other (higher) parameters may work but are not recommended and in case of detection by our backend, the connection may be disconnected. Lower parameters will also work. Recommended settings: Full HD (1080p), 30fps, 1,5 Mbps, profile high, level 4.1 Live Streaming enables you to stream from any software which uses RTMP protocol with H264 codec, profile high, Level 4.1, AAC. At Full HD (1080p) the recommended bitrate from the RTMP server is 1,5 Mbp/s.
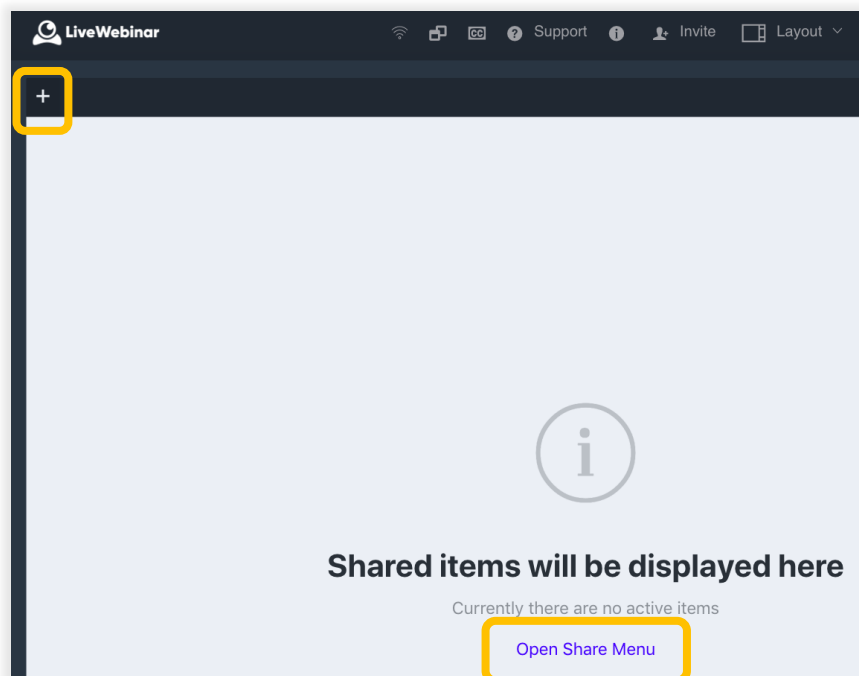
What do I need to know about external media streaming settings?

LiveWebinar uses advanced technology based on backbone networks and hundreds of Edge servers across the globe. This is so that the stream can be sent from the server closest to the user, all while keeping latency as low as possible.
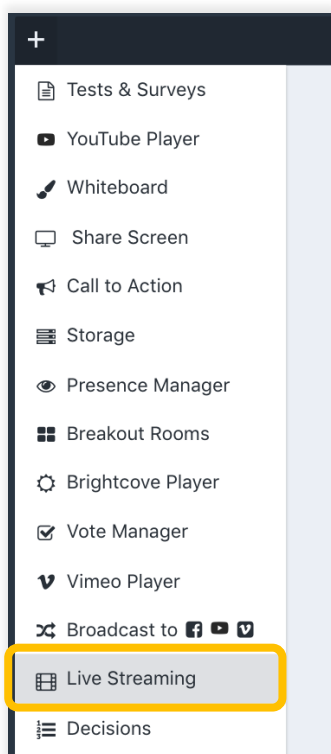
The bitrate of the stream is 1.5 MBits at 720p. For clients who require it, 1080p streams can be made available (if you prefer this option, please get in touch with our Sales or Support teams at sales@livewebinar.com or support@livewebinar.com).

Live Streaming

This option can be found in the Share Menu, click "**Open Share Menu**" in the content window or the "**+**" icon in the upper left of the content window to start.

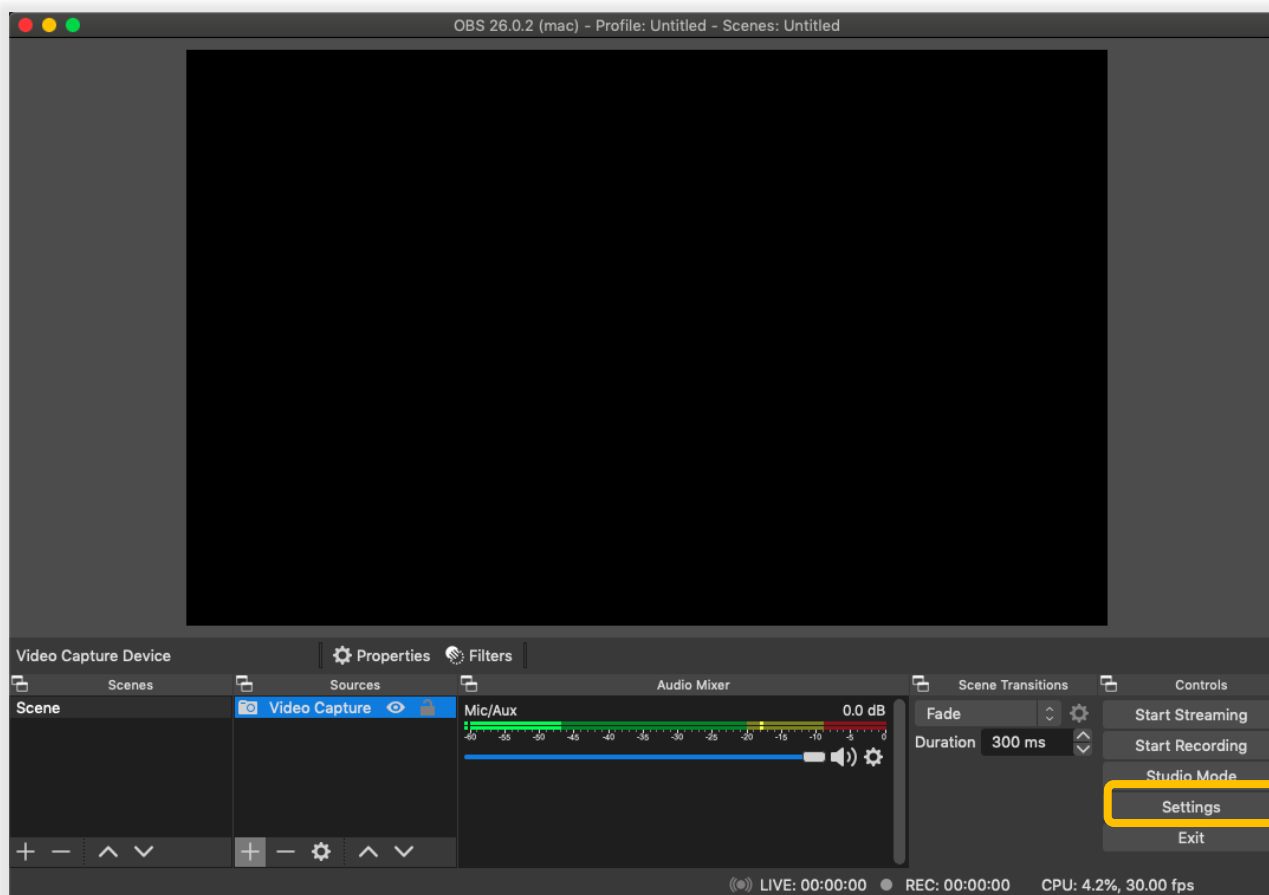Select "**Live Streaming**" from the list.

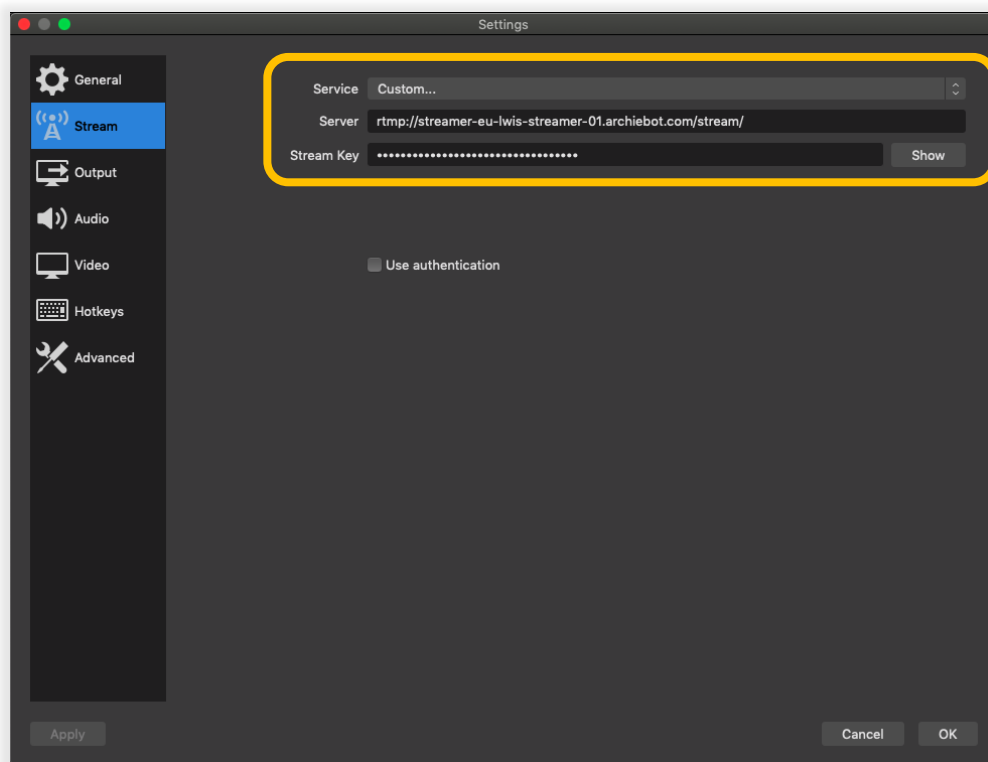The window of the Live Streaming feature looks like the screenshot below.

1. **Server URL** – Paste this URL into your external streaming software.
2. **Client Key** - Paste this client key into your external streaming software.
3. **360° Stream** – If you have a camera that supports 360 video streaming you can enable it by selecting this option.
4. **Add Source** – By clicking this you add a second, third, fourth, etc source, and are given corresponding client keys.
5. **Remove Last Source** – Removes the last source that you added.
6. **Start Streaming –** Click to begin streaming.
7. **Close –** Click here to close the Live Streaming window.

OBS Settings

Once you have your Live Streaming window open in LiveWebinar, open your Open Broadcasting Software, and click "**Settings**".
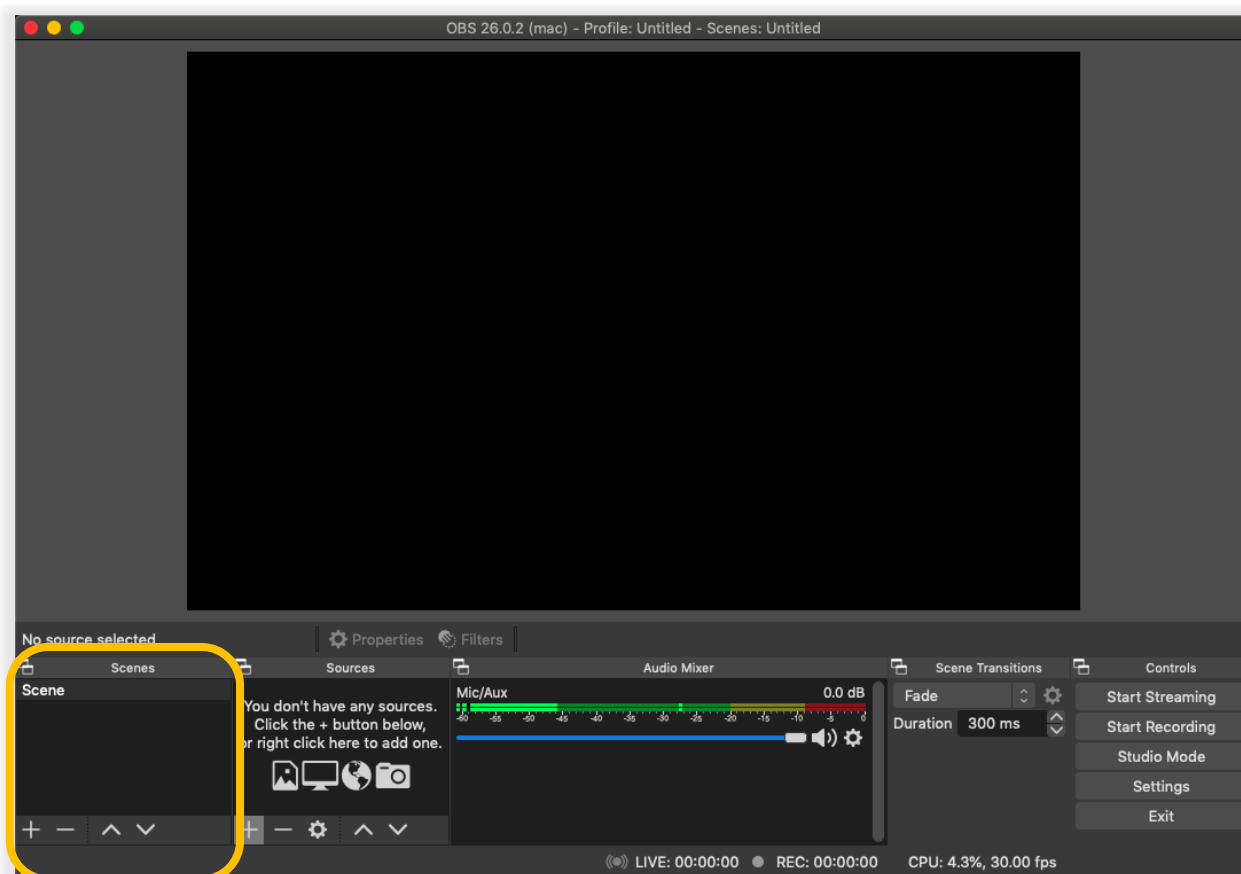

Once the Settings menu is open, select "**Stream**" from the menu on the left of the screen. Here you will find two fields that correspond to the fields in the LiveWebinar Live Streaming window. Be sure to select "**Custom**" in the server field. Copy and paste the Server URL and Stream Key from LiveWebinar to the appropriate fields in OBS. Once that is done, click "**Ok**".
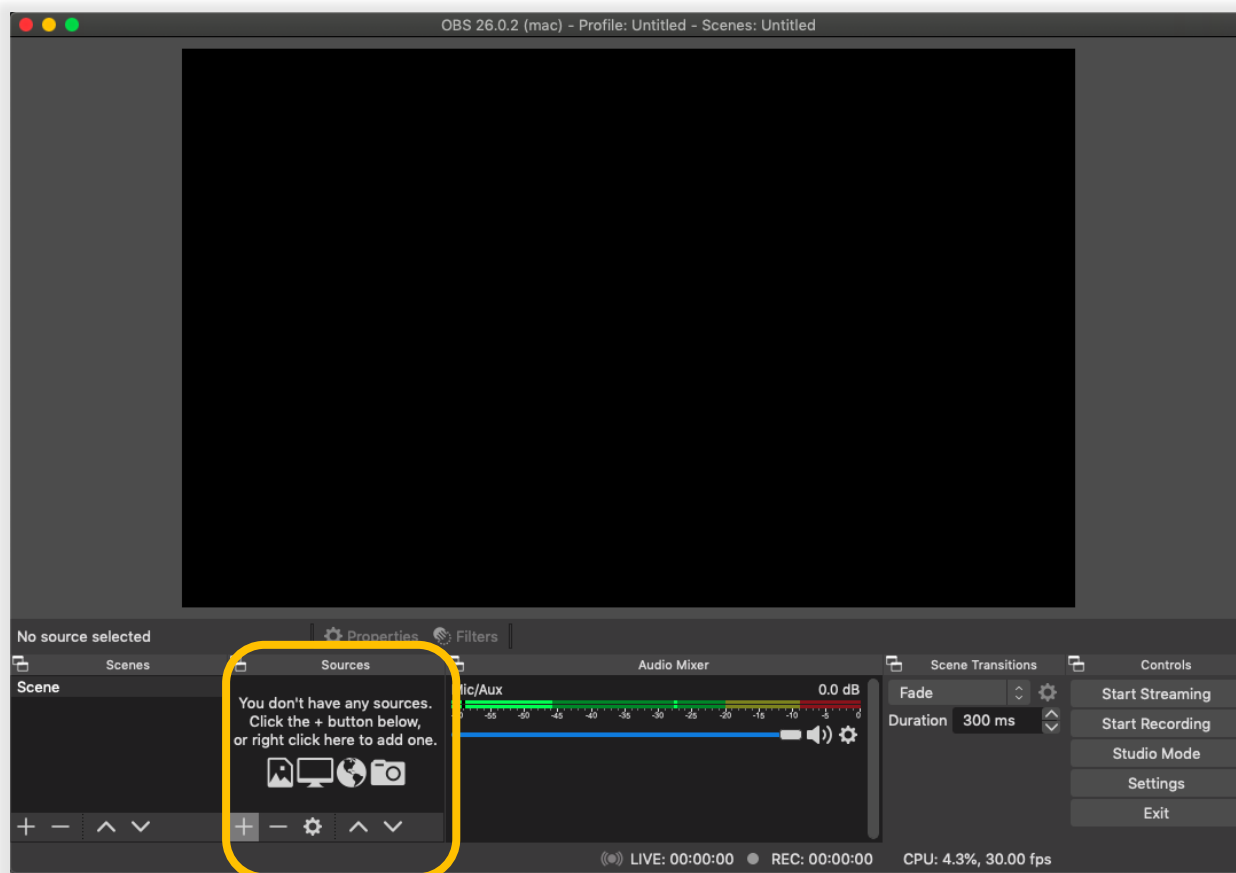
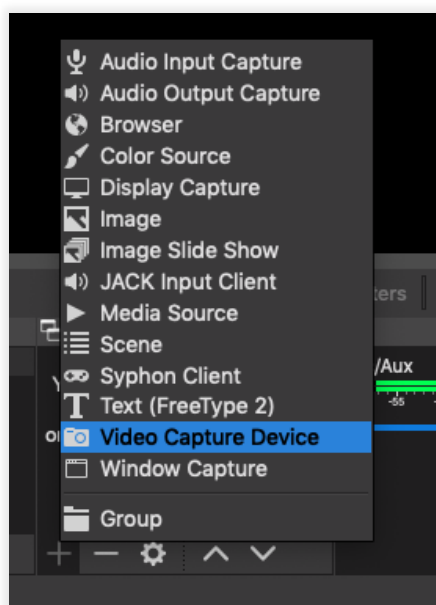To begin the stream, follow these steps:

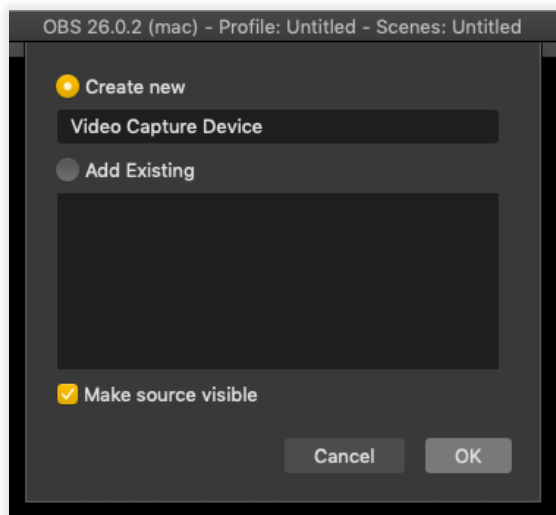1. First add a new scene by clicking the "**+**" button.

2. Secondly add a new video and/or audio source by clicking the "**+**" button.
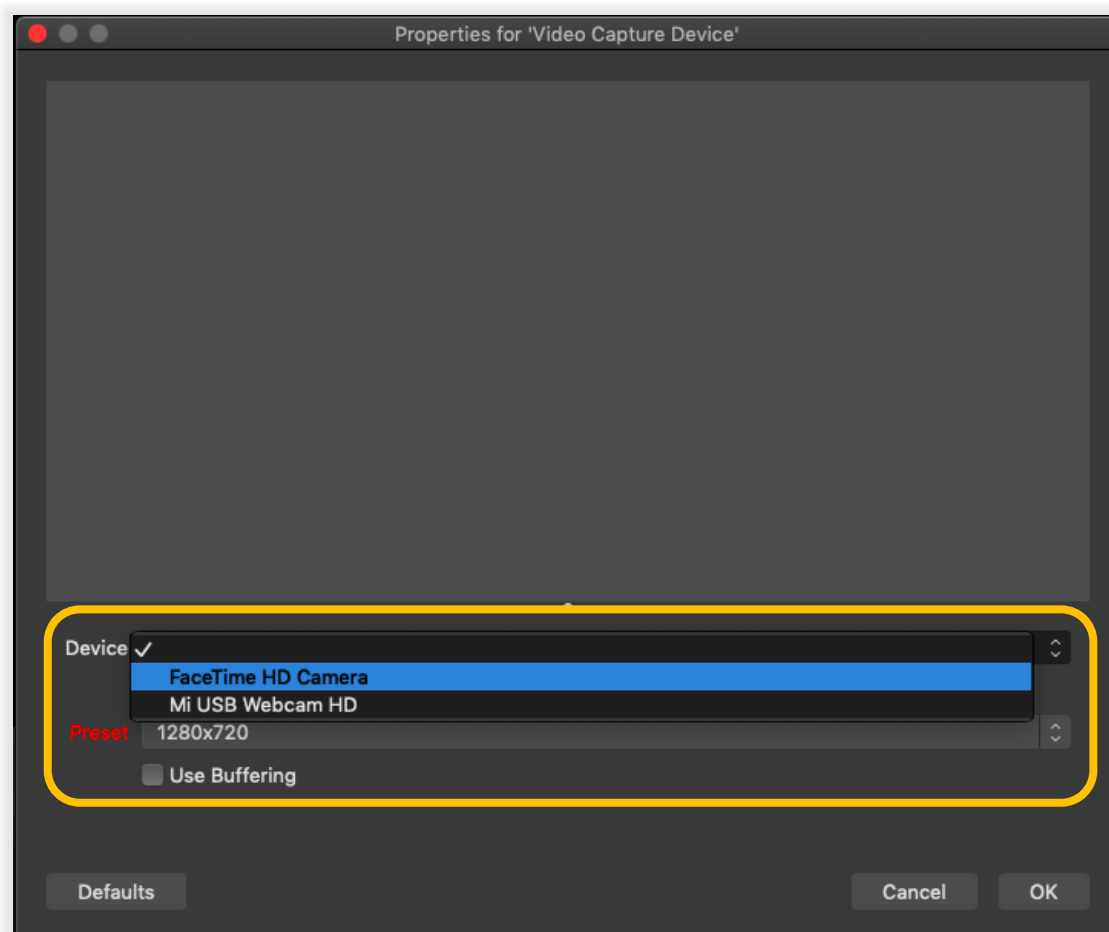

You will be asked to select the type of device. Most commonly added is a webcam, for that select "**Video Capture Device**".
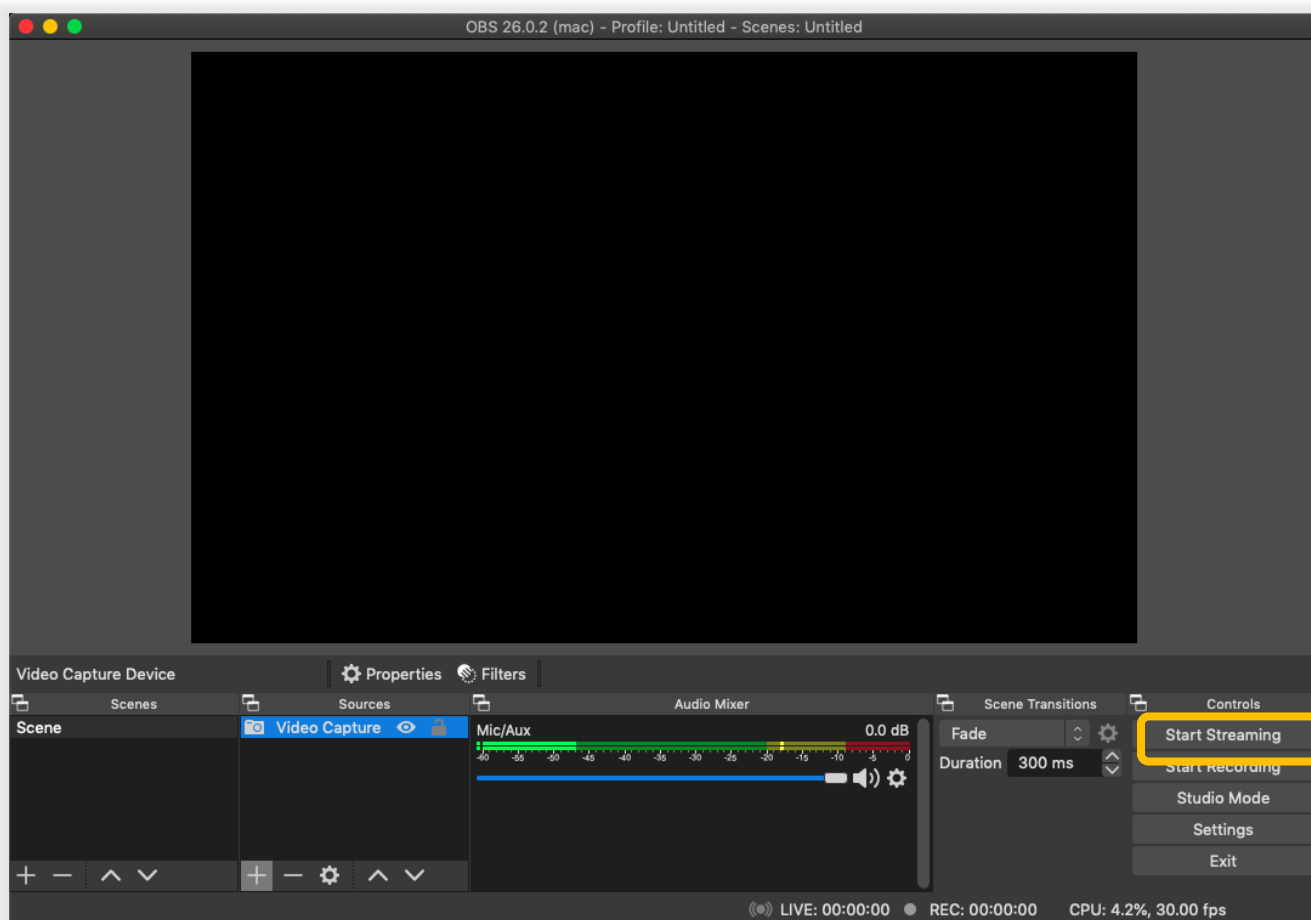

When adding a new device, select "**Create New**" and change the name of the device if you so choose.

On the screen that appears next, select the device you'd like to add from the dropdown list, and click "**OK**".

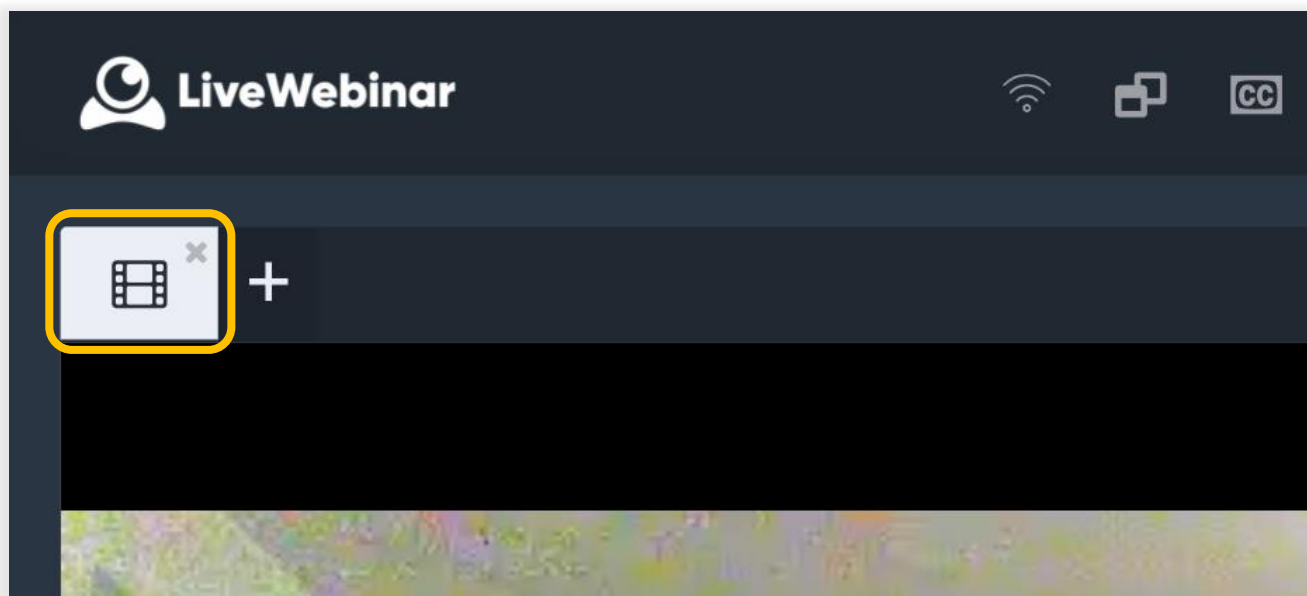3. Finally, click "**Start Streaming**" in the OBS software.

Once you have everything set up in OBS, go back to your LiveWebinar Room. Open the share menu, select "**Live Streaming**", and click "**Start Streaming**".

Remember that your event can have multiple scenes, and to each scene you can assign multiple devices (such as cameras), to then be able to switch between them seamlessly.

Ending Your Stream

Your stream will be active in your webinar room in a tab of the content menu. If you'd like to end the stream, you can close the tab by clicking the **(x)** icon.

You can also open the share menu, again select "**Live Streaming**", and click "**Stop Streaming**".