**Set up Flash-based live video chat with Wowza Streaming Engine**

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Learn how to configure a Wowza Streaming Engine™ media server application named `videochat` to understand video chat capabilities using Adobe Flash Player. This example requires Wowza Streaming Engine and two webcam-equipped client computers (Computer1 and Computer2) running Adobe Flash in a web browser.

**Note:** This example demonstrates the basics of a video chat application. It’s provided as a starting point or reference for developers, not as a production-ready chat system.

**Configure the video chat application**

This tutorial uses a web server to make the VideoChat webpage files accessible to both client computers. If you don’t want to use a web server, you can copy the contents of the FlashRTMPPlayer folder to a network share or place a copy on each client.

To configure the sample `videochat` application:

1. On the computer running Wowza Streaming Engine, navigate to `[install-dir]/examples/VideoChat` and then click `install.bat`. This installs a live application named `videochat`.

   **Note:** The videochat application comes with low latency streaming enabled as this is beneficial for chat applications. For more information on low-latency applications, see [Set up low-latency applications in Wowza Streaming Engine for RTMP streaming](#).

2. Copy the files in `[install-dir]/examples/VideoChat/FlashRTMPPlayer` to your web server. For this example, place the four files and two folders in a folder in the web root named `VideoChat`.

**Test playback**
The example `player.html` webpage contains embedded video players that can connect to and preview a computer’s webcam feed, stream that video to Wowza Streaming Engine, and play a stream from the server. Navigate to this webpage on two remote client computers (`Computer1` and `Computer2`) to test the videochat application.

To test the videochat application on two client computers:

1. In a browser, navigate to http://[your-web-server]/VideoChat/player.html to open the VideoChat player you moved to your web server.
2. If Wowza Streaming Engine is running on a different computer than `Computer 1` or `Computer 2`, change the Server value on that client to rtmp://[wowza-ip-address]/videochat (where `[wowza-ip-address]` is the IP address or hostname of the server).
3. Click Connect. In the Adobe Flash Player Settings dialog box, click Allow to give Adobe Flash Player access to your webcam and microphone. When Flash Player has access, video from your webcam will be displayed in the Sender video section on the left side of the webpage.
4. Enter a Stream Name under the Sender video section on each client. The client computers connect to different streams within the same application so make the two names unique. For example:

   **Computer1 Stream Name:** Computer1Stream  
   **Computer2 Stream Name:** Computer2Stream

5. Click Publish next to the Sender Stream Name on each client. The videochat application is now receiving webcam video from both client computers and can make them available for streaming to video chat participants.

6. On each client computer, enter the Stream Name for the opposite client stream in the Receiver video section on the right side of the example webpage. In this example, `Computer1` will receive `Computer2Stream` and `Computer2` will receive `Computer1Stream`.

7. Click Play next to the Receiver Stream Name on each client.

**Notes:**

- You can configure one client computer to both send and receive the same stream. To do so, open `[install-dir]/examples/VideoChat/FlashRTMPPPlayer/player.html` and enter the same Stream Name under the Sender and Receiver video sections in the example webpage.
- If your client computers are in the same location, you might need to mute the microphone on one of the computers to prevent audio feedback.