Listen for a multicast stream on a particular network interface with Wowza Streaming Engine

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By default, Wowza Streaming Engine™ media server software binds to the local network interface when joining a multicast stream. To force Wowza Streaming Engine to join using a particular network interface, add the local address of the network interface to Wowza Streaming Engine’s virtual host configuration.

1. Navigate to [install-dir]/conf/ and open VHost.xml in a text editor.
2. In the <RTP/Datagram/> container element, change:

To:

where [address-of-network-interface] is the local address of the network interface that you want to use when joining the multicast stream:

If this doesn’t solve the problem, add the same address to the application configuration.

3. Navigate to [install-dir]/conf/[application]/ and open Application.xml in a text editor.
4. In the <RTP/> container element add the following: