This article includes code examples for using an event handler in the Wowza Streaming Engine™ Java API to override the client’s RTMP playback request. Overriding the play command may be useful when you want to control stream access, change stream properties, log data for analysis, or perform other actions.

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Restrict access to the stream

The following example code is the first step for overriding play to control access to content. Each call from the Flash player to play content will be intercepted by this module. You can then decide to let playback continue or return an error message that is handled by the `NetStream.onStatus` event handler within the client.
From here, you can specify who can access the stream by including an allowed list of IP addresses, using URL parameters passed by the player, or using other controls as desired.

The `ModuleOverridePlayLimitIPs` module example below overrides the `play` command and compares the client IP address to an allowed list, which is read from a property in `Application.xml`, to control access for RTMP playback.
To control which IP addresses are allowed, add this property to the `Application.xml` file:

```
<application>
    <properties>
        <AllowedIPs>127.0.0.1,192.168.1.100</AllowedIPs>
    </properties>
</application>
```

Change the stream name

The following example module overrides play and remaps the stream name.
params.set(PARAM1, "sample.mp4");
invokePrevious(client, function, params);
}