Start and stop MediaCaster streams with the Wowza Streaming Engine Java API

MediaCaster provides a way to start and stop RTMP and RTSP/RTP streams on-demand in Wowza Streaming Engine™ media server software, allowing you to re-stream IP camera streams (RTSP/RTP streams), SHOUTcast/Icecast streams, streams from native RTP or MPEG-TS encoders, HLS streams, and RTMP streams from another Wowza Streaming Engine server. MediaCaster pulls a stream from a source and makes it available on-demand to all supported player technologies. When the first request is received from a player for a given stream, MediaCaster connects to the source and makes the stream available to the player. When the last player stops watching the stream, MediaCaster waits for a timeout period. If no other players request the stream, the stream is stopped until another request is made.

**Note:** MediaCaster doesn’t work for Adobe HDS, Microsoft Smooth Streaming, or MPEG-DASH streaming, which require packetization.

You can use the Wowza Streaming Engine Java API to start and stop MediaCaster streams as part of the `IApplicationInstance` interface. The utility method

```
IApplicationInstance.startMediaCasterStream(streamName, mediaCasterType);
```

starts a MediaCaster stream.

The utility method

```
IApplicationInstance.stopMediaCasterStream(streamName);
```

stops a MediaCaster stream.

The `streamName` parameter is the name of the stream you’re starting or stopping, including the .stream file extension.

The `mediaCasterType` parameter defines the type of stream. Valid `mediaCasterType` values are:
- **liverrepeater** - RTMP streams pulled from another Wowza media server
- **rtp** - IP camera streams, both RTSP and RTP, and for streams from native RTP and MPEG-TS encoders
- **shoutcast** - SHOUTcast/Icecast streams
- **rtp-record** and **shoutcast-record** - Re-stream and record RTP and SHOUTcast/Icecast streams, respectively.
- **applehls** - HLS streams pulled from a live source.
- **mpegtstcp** - MPEG-TS streams pulled from a live source over TCP.
- **srt** - Accept SRT connections.

Here are some example queries.

Start an RTSP stream named **camera.stream**:

```javascript
appInstance.startMediaCasterStream("camera.stream", "rtp");
```

Stop an RTSP stream named **camera.stream**:

```javascript
appInstance.stopMediaCasterStream("camera.stream");
```

Start a SHOUTcast stream named **radio.stream**:

```javascript
appInstance.startMediaCasterStream("radio.stream", "shoutcast");
```

Stop a SHOUTcast stream named **radio.stream**:

```javascript
appInstance.stopMediaCasterStream("radio.stream");
```

Start an RTMP stream named **rtmp.stream** from another Wowza Streaming Engine server:

```javascript
appInstance.startMediaCasterStream("rtmp.stream", "liverrepeater");
```

Stop an RTMP stream named **rtmp.stream** from another Wowza Streaming Engine server:

```javascript
appInstance.stopMediaCasterStream("rtmp.stream");
```