Get the current frame rate from a live stream with the Wowza Streaming Engine Java API

This article describes how to use the `ModuleLiveFrameRate` class of the Wowza Streaming Engine™ Java API to find the video frame rate of a live stream.

The following code example shows how to get the video frame rate of a live stream.

```
Note: This example requires Wowza Streaming Engine 4.0.0 or later.
```
private PacketListener packetListener = new PacketListener();
private IApplicationInstance appInstance;
public void onAppStart(IApplicationInstance appInstance)
{
  this.appInstance = appInstance;
}
public void onStreamCreate(IMediaStream stream)
{
  stream.addLivePacketListener(packetListener);
}
public void onStreamDestroy(IMediaStream stream)
{
  stream.removeLivePacketListener(packetListener);
}
public void getCurrentFPS(IClient client, RequestFunction function, AMFDataList params)
{
  double fps = 0;
  String streamName = getParamString(params, PARAM1);
  if (streamName != null)
  {
    fps = getCurrentFPS(streamName);
  }
  sendResult(client, params, fps);
}
public double getCurrentFPS(String streamName)
{
  double fps = 0;
  IMediaStream stream = appInstance.getStreams().getStream(streamName);
  if (stream != null)
  {
    fps = stream.getProperties().getPropertyDouble("currentFPS", fps);
  }
  return fps;
}