Use the Wowza GoCoder™ SDK for iOS to send events to a Wowza Streaming Engine™ media server software module and, optionally, to receive responses using the WOWZData family of classes.

There are three primary ways to use WOWZData classes:

- Pass data, such as AMF metadata, in a stream through Wowza Streaming Engine using the RTMP or WOWZ protocol.
- Pass data in a stream through Wowza Streaming Engine using other protocols, such as HLS.
- Send events from a Wowza Streaming Engine server to a Wowza GoCoder SDK-based app.

Create a Wowza Streaming Engine module

If you’re using a protocol other than WOWZ or RTMP to deliver a stream to the player or you’re sending responses from Wowza Streaming Engine to a Wowza GoCoder SDK-based app, you must create a module in Wowza Streaming Engine.

The following example creates a module in Wowza Streaming Engine that listens to the incoming stream for events named onTextData. If it receives an onTextData event, it reverses the event’s data payload and sends it back to the GoCoder SDK-based app using another onTextData event.
Configure an app to send events and receive responses

Next, add the capability to send events to and receive responses from the Wowza Streaming Engine module to the app.
Send a module-level event without a callback.

Send a module-level event with a callback.

Receive a response.
Send a stream-level event without a callback.
More resources

- About timed metadata in Wowza live streaming workflows
- GoCoder SDK reference documentation for iOS