Connect to Wowza Streaming Cloud with GoCoder SDK for Android

You can configure an Android app created with Wowza GoCoder™ SDK to broadcast a live stream from the Wowza Streaming Cloud™ service. First, create the live stream in Wowza Streaming Cloud, then use the live stream’s connection settings in a `WOWZStreamConfig` object created in the SDK.

Create a live stream in Wowza Streaming Cloud

To start, create a live stream in Wowza Streaming Cloud and locate the live stream's source connection information. With this connection information, you can configure a source stream using GoCoder SDK.

You can use either of these workflows:

- **Wowza Streaming Cloud web manager**
- **Wowza Streaming Cloud REST API**

**Wowza Streaming Cloud web manager**

1. Click the **Live Streams** tab, and then click **Add Live Stream**.
2. On the **Live Stream Setup** page, enter a **Live Stream Name**, choose a **Broadcast Location**, and then click **Next**.
3. On the **Video Source and Transcoder Settings** page, select the Camera / Encoder you want to use as the source for the live stream. For example, choose **Wowza GoCoder** or **Other RTMP**.
4. If you’re asked to select a **Source Delivery Method**, select **Push Stream**.
5. Specify other video source settings, click **Next**, and complete the steps to finish creating the live stream.

**Note:** For more information about live stream settings, see the **Help** panel on the right side of any Wowza Streaming Cloud page.

Wowza Streaming Cloud creates the live stream and displays the **Overview** tab of the live stream detail page. You’ll use the **Source Connection Information** that appears under the
Wowza Streaming Cloud REST API

1. Create a Wowza Streaming Cloud live stream with the REST API. For more information, see [How to broadcast a live stream by using the Wowza Streaming Cloud REST API](#).
2. Use the source connection information from the REST API response to configure the source stream. It should look something like this:

```json
{  "primary_server": "subdomain.entrypoint.cloud.wowza.com",  "host_port": 1935,  "application": "app-5437",  "stream_name": "12e4c04c",  "disable_authentication": false,  "username": "client2",  "password": "password_value"}
```

Configure the stream in GoCoder SDK for Android

Use the **Source Connection Information** in a **WOWZStreamConfig** object.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
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| applicationName   | The name of the live streaming application.  
|                   |   • In Wowza Streaming Cloud web manager, use the `app-string` that follows the complete domain in the **Primary Server** specified in the **Source Connection Information**.  
|                   |   • In the REST API response, use the `application` value.  |
| hostAddress       | The IP address for your Wowza Streaming Cloud instance.  
|                   |   • In Wowza Streaming Cloud web manager, use the domain portion of the **Primary Server** specified in the **Source Connection Information**.  
|                   |   • In the REST API response, use the `primary_server` value.  |
|                   | The password for source authentication, if source authentication is enabled.  
|                   |   • In Wowza Streaming Cloud web manager, use the `Source`
| **password** | **Password** specified in the **Source Connection Information**.  
• In the REST API response, use the *password* value. |
|-------------|---------------------------------------------------------------|
| **portNumber** | The port number for the server connection (1935 by default).  
• In Wowza Streaming Cloud web manager, Use the **Host Port** specified in the **Source Connection Information**.  
• In the REST API response, use the *host_port* value. |
| **streamName** | The name of the live stream you’re sending from the SDK.  
• In Wowza Streaming Cloud web manager, use the eight-character alphanumeric **Stream Name** specified in the **Source Connection Information**.  
• In the REST API response, use the *stream_name* value. |
| **username** | The user name for source authentication, if source authentication is enabled.  
• In Wowza Streaming Cloud web manager, use the **Source Username** specified in the **Source Connection Information**.  
• In the REST API response, use the *username* value. |

Connect a **WOWZStreamConfig** object to the Wowza Streaming Cloud live stream.

More resources

- GoCoder SDK reference documentation for Android