You can configure an Android app created with the Wowza GoCoder™ SDK to broadcast to a Wowza Streaming Engine™ media server software instance. First create a live application in Wowza Streaming Engine, then use the application and server’s connection settings in a WOWZBroadcastConfig object created in the SDK.

### Create a live application in Wowza Streaming Engine

- Configure a live application in Wowza Streaming Engine to use an RTMP stream from your SDK app. For instructions, see Set up live streaming using an RTMP-based encoder in Wowza Streaming Engine.

### Configure the broadcast in GoCoder SDK for Android

- Use the information from your Wowza Streaming Engine instance and application in a WOWZBroadcastConfig object.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>applicationName</td>
<td>The name of the live streaming application in Wowza Streaming Engine, for example, live.</td>
</tr>
<tr>
<td>hostAddress</td>
<td>The IP address for your Wowza Streaming Engine instance. Use the Host - Server specified in the Application Connection Settings panel on the Home page of Wowza Streaming Engine Manager.</td>
</tr>
<tr>
<td>password</td>
<td>The password for source authentication, if any. Use the Source Password specified on the Source Authentication page of Wowza Streaming Engine Manager.</td>
</tr>
<tr>
<td>portNumber</td>
<td>The port number for the server connection. Use the Host - Port specified in the Application Connection Settings panel on the</td>
</tr>
</tbody>
</table>
**streamName**
The name of the stream, for example `myStream`.

**userName**
The user name for source authentication, if any. Use the **Source Username** specified on the **Source Authentication** page of Wowza Streaming Engine Manager.

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**Note:** Your mobile device must be able to reach your Wowza Streaming Engine server. To see if it can, enter the following URL in your mobile device's browser: `http://[hostAddress]:[portNumber]/crossdomain.xml`.

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Connect a `WOWZBroadcastConfig` object to Wowza Streaming Engine.

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**More resources**

- GoCoder SDK reference documentation for Android