Learn how to use the Wowza Streaming Cloud™ service’s REST API to gather information about an existing ultra low latency stream target, update its configuration, and delete it.

**Note:** For information on the Wowza Streaming Cloud free trial and its feature limitations, see [Wowza Streaming Cloud free trial](#).

### Add a target and source

Before using the Wowza Streaming Cloud REST API to query and update an ultra low latency stream target, first add a target with the user interface and connect a video source.

See [Get started with Wowza Streaming Cloud ultra low latency streaming](#) or follow these steps:

1. Click **Advanced** on the menu bar, and then click **Stream Targets**.
2. Click **Add Target**, select **Wowza CDN - Ultra Low Latency**, and then click **Add**.
3. On the **Add a Wowza CDN - ULL target** page, specify the following:

   - **Target Name** – A short, descriptive identifier for the target that differentiates it from other targets in Wowza Streaming Cloud. A **Target Name** is required, doesn’t have to be unique, and can’t exceed 255 characters.
   - **Source Delivery Method** – Select **Push** for the source to push the stream to the target. Select **Pull** for the target to pull the stream from the source.
   - **Source URL** – Only for ultra low latency stream targets whose **Source Delivery Method** is **Pull**. The URL of the source IP camera or encoder connecting to the stream target. The hostname or IP address used in the Source URL must be publicly accessible. For help determining the correct Source URL, see the encoder or IP camera’s documentation.
   - **Apple HLS Playback Stream** – (Optional) Select **Enable HLS Fallback Stream** to create an Apple HLS playback URL that can be used to view the stream on mobile devices or to provide redundancy in the event that WebSocket connection attempts fail.
• **Enabled?** – Select **Enable this target** to allow the source stream to be immediately ingested by the target’s origin server. Select **Do NOT enable** if you prefer to set up the target and encoder first, then enable ingest at a later time.

4. Click **Add**.

If you haven’t yet added and started a video source, see [Configure your video source](#).

### Prepare authentication for your request

**Note:** The Wowza Streaming Cloud REST API uses hash-based message authentication code (HMAC) for secure authentication in production environments. In this form of authentication, the API key is a private, secret key. It is known to you and the Wowza Streaming Cloud service but never sent directly in an API request. To learn more, see [HMAC Authentication](#).

For initial Wowza Streaming Cloud REST API testing only, you can use **API key and access key authentication**.

### Query for basic information about the stream target

Now that you have an API key and access key, use the following example requests to find details about the ultra low latency stream. Example requests are presented in curl using environment variables, but you can also use a GUI REST client for API testing such as Postman or Paw.

If you have basic questions about using a REST API, start with [About the Wowza Streaming Cloud REST API](#).

- Query for all ultra low latency stream targets in your account to find the ID of your existing target. You’ll need the ID for additional requests.

  Fetch all ultra low latency stream targets:

- Query the specific ultra low latency stream target to get detailed information about the
Fetch a single ultra low latency stream target:

Query for ultra low latency stream metrics

Stream metrics show connection data for the stream target's origin server, including the average inbound bitrate of the stream and the number of dropped connections. Use the following example requests to view stream metrics.

- Get connection metrics for an ultra low latency stream target for the most recent 10 minutes that it ran:

- Get a snapshot of connection and processing metrics for an active ultra low latency stream target:

For more information about ultra low latency stream metrics, see View ultra low latency stream health metrics with the Wowza Streaming Cloud REST API.

Query for usage

Usage data shows the amount of bandwidth used and billed by a target. Use the following example request to view usage data for all stream targets in the account, not just ultra low latency targets.
Get network usage (bandwidth) used and billed for all stream targets:

For more information about network usage for ultra low latency streams, see [View ultra low latency usage with the Wowza Streaming Cloud REST API](#).

### Query for viewer data

Viewer data includes the locations where the ultra low latency stream was requested and how many requests were made to the edge server.

- Get viewer data for an ultra low latency stream target for the current billing period:

  curl -X GET \\n  -H "wsc-api-key: ${WSC_API_KEY}" \\n  -H "wsc-access-key: ${WSC_ACCESS_KEY}" \\n  "${WSC_HOST}/api/${WSC_VERSION}/usage/viewer_data/stream_targets/\[null\_stream_target_id\]"

For more information about ultra low latency viewer data, see [Get ultra low latency viewer data with the Wowza Streaming Cloud REST API](#).

### Update the target

Use the following example request to update the name of the ultra low latency target. You don’t have to stop the stream to update its configuration.

- Update an ultra low latency stream target’s configuration:

  Note: The `enable_hls` and `source_delivery_method` parameters can’t be updated.
Delete the target

When you are done viewing information about a ultra low latency stream target, you can delete it.

- Delete an ultra low latency stream target:

```bash
curl -X POST \
-H "Content-Type: application/json" \
-H "wsc-api-key: ${WSC_API_KEY}" \
-H "wsc-access-key: ${WSC_ACCESS_KEY}" \
-d '{
  "stream_target_ull": {
    "name": "My Awesome Ultra Low Latency Stream Target",
  }
}' \
"${WSC_HOST}/api/${WSC_VERSION}/stream_targets/ull/[null"
```

More resources

- Get started with ultra low latency streaming using the Wowza Streaming Cloud REST API
- Ultra Low Latency Examples with the Wowza Streaming Cloud REST API
- Wowza Streaming Cloud REST API reference documentation