Fall back to a second source with the Wowza Player JavaScript API

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Learn how to use the Wowza™ Player JavaScript API to set up multiple sources for playback. This allows fallback to a secondary source if connection attempts to a primary source fail.

About fallback behavior in Wowza Player

When playback is requested, Wowza Player attempts to connect to a source URL. This source URL can be listed individually or as part of an array in a `sources` object. During each connection attempt, Wowza Player tries to connect to the source URL a maximum of three times. If connection to a source fails after three tries, Wowza Player checks to see whether there is a second source URL available in the `sources` object. If a second source is listed, Wowza Player falls back to the second source URL for playback.

Example HTML

Note: See the Wowza Player JavaScript API Reference to get started with the Wowza Player API.

In the following code example, we use a `sources` object containing more than one `sourceURL`. We also use the `onPlaybackAttempt` method to attach an event listener that’s called when Wowza Player attempts to connect. Additionally, we use the `onPlaybackSuccess` and `onPlaybackFailure` methods to listen for whether the attempted playback succeeds or fails. When each event listener is called, a corresponding callback function prints a message to the console. If connection to the first `sourceURL` fails, Wowza Player falls back to the second `sourceURL`.

Note: Although this code example uses VOD source streams, fallback functionality is applicable for live streams, live nDVR streams, and ultra low latency streams as well.