Record WebRTC streams with Wowza Streaming Engine

Wowza Streaming Engine™ media server software version 4.7.7 and later can ingest source WebRTC audio and video content and deliver it to supporting players, or transcode WebRTC to other streaming protocols, including Apple HLS, Adobe HDS, RTMP, RTSP, and Microsoft Smooth Streaming. To record a WebRTC stream with Wowza Streaming Engine, it must use the H.264 video codec. If your WebRTC source isn’t H.264, you must transcode it and record the transcoded rendition.

To record a live WebRTC stream, do the following:

1. Install the LiveStreamRepeater module. For more information, see Record live streams in Wowza Streaming Engine.
2. Open `[install-dir]/conf/Application.xml` in a text editor, and add the following properties to the end of the `/container`. Note that these properties must be used together. Don’t configure one without configuring the other, too.

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Description</th>
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<tbody>
<tr>
<td><code>streamRecorderDefaultAudioSearchPosition</code></td>
<td>Boolean</td>
<td>Set to <code>false</code> to enable the LiveStreamRecorder module to search the packets and identify the nearest audio packet to a keyframe. This keeps audio and video synchronized in the recording. If the audio and video are interweaved and no synchronization is needed, set to <code>true</code>.</td>
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<tr>
<td><code>streamRecorderSkipKeyFrameuntilAudioTimeout</code></td>
<td>Integer</td>
<td>The maximum length of time, in milliseconds, that you want to allow the LiveStreamRecorder to search for audio packets before you start recording. The recording will start as soon as an audio packet is found or when the specified timeout value is reached. The default value, <code>10000</code>, starts recording after 10 seconds. Your recording may not include the first few seconds on the stream.</td>
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</table>

3. In Wowza Streaming Engine Manager, enable the Transcoder feature and configure the Transrate (Default) template Encoding preset to passthrough the incoming video and convert the incoming audio to AAC. For more information, see Set up and run Transcoder in Wowza Streaming Engine.
4. Connect your video source to Wowza Streaming Engine. Both your source stream and your transcoded stream with AAC audio will be recorded, but only the transcoded stream will be usable.

More resources

- WebRTC workflows in Wowza Streaming Engine
- Set up WebRTC streaming with Wowza Streaming Engine
- Play WebRTC streams from Wowza Streaming Engine