Connect Wowza GoCoder to Wowza Streaming Cloud with Ultra Low Latency

Originally Published on 12/14/2018 | Updated on 12/14/2018 8:54 am PST

Wowza GoCoder™, an encoding app for Apple iOS and Android mobile devices, can be used as a video source for Wowza Streaming Cloud™ ultra low latency streaming. After you've added an ultra low latency stream target in Wowza Streaming Cloud, follow these instructions to configure the GoCoder app to send an encoded stream to the Wowza Streaming Cloud ultra low latency target.

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Configure the GoCoder app

You can use the details of the ultra low latency stream target to connect the Wowza GoCoder™ mobile app to the target.

First, download the free Wowza GoCoder app for iOS from the Apple Store or for Android from Google Play.

If you are using GoCoder for iOS 2.0.5 or later or the Android app, you can connect GoCoder using the Connection Code available on the ultra low latency stream target details page. Otherwise, if you are using an earlier version of GoCoder for iOS, connect GoCoder manually.

Connect the GoCoder app using the connection code

If you are using GoCoder for iOS 2.0.5 or later or the Android app, the easiest connection method is using the Connection Code available on the ultra low latency stream target details...
page in Wowza Streaming Cloud.

If your connection code has been used or is expired, click **Regenerate Connection Code** to get a new one.

**For GoCoder for iOS 2.0.5 or later**

If you’re using the current version of the GoCoder app for iOS, enter the target’s connection code in the app to use the app as the source for your live stream.

1. Tap the **Connect** icon (the Wowza gear).
2. In the **Connect To** menu, tap **Wowza Streaming Cloud**.

3. For **Connection Code**, enter the Wowza Streaming Cloud ultra low latency stream target’s connection code, for example, **24cedc**.

4. Tap **Done**.

**Connect the GoCoder app manually**

If you’re using an older version of the GoCoder app for iOS, parse the connection details from the ultra low latency stream target’s primary URL into the host domain, port, application name, and stream name.

This connection method is also useful for troubleshooting a connection with a connection code that isn’t working as expected.

1. Tap the **Connect** icon (the Wowza gear).
2. In the **Connect To** menu, tap **Wowza Streaming Engine**. (When connecting manually, it’s correct to use the Wowza Streaming Engine settings for a Wowza Streaming Cloud target.)

3. Tap **Host**.
   - For **Server**, enter the target’s host domain, which is **origin.cdn.wowza.com**.
   - For **Port**, enter **1935**.

4. Tap **Back** and then tap **Application**.
   - For **Application** enter **live**.
   - For **Stream Name** enter the alphanumeric stream name from the ultra low latency
5. Tap **Back** and then tap **Source Authentication**.
6. Make sure **Source Username** and **Source Password** are empty.
7. Tap **Done**.

**Configure playback**

To quickly test playback functionality, use Wowza Player Builder for Ultra Low Latency to preview the stream. Wowza Player for Ultra Low Latency works with the latest version of most modern web browsers such as Google Chrome, Firefox, Safari, and Microsoft Edge.

**Note:** Wowza Player for Ultra Low Latency currently supports HLS streams only for browser-based playback on iOS devices. HLS streams have higher latency than ultra low latency streams. For ultra low latency stream playback on iOS devices, see [Play an ultra low latency stream with Wowza GoCoder SDK for iOS](#).

Navigate to the Wowza Player Builder for Ultra Low Latency from within the Wowza Streaming Cloud web manager.

1. In Wowza Streaming Cloud, click **Advanced** on the menu bar, and then click **Stream Targets**.
2. Select your ultra low latency target on the **Stream Targets** page.
3. Click **Test player for Wowza ultra low latency targets** to launch Wowza Player for Ultra Low Latency with prepopulated fields for **License Key**, **Stream Source**, and (if you enabled HLS) **Backup Stream Source**.
4. Optionally enter a **Title** and **Description** that will appear on the player, and adjust the player **Size** options if desired.
5. Click **Player Options**, and then select or edit any of the **Playback Options** and add a video poster image if desired.
6. Click **Update Preview**.

For more configuration options and instructions on how to embed Wowza Player for Ultra Low Latency into a webpage, see [Configure Wowza Player for Wowza Streaming Cloud ultra low latency streams](#).

**Note:** You can also use the GoCoder SDK to develop an app with ultra low latency playback functionality. For more information, see these articles:

- [Play an ultra low latency live stream with Wowza GoCoder SDK for iOS](#)
- [Play an ultra low latency live stream with Wowza GoCoder SDK for Android](#)
Start streaming

1. In the Wowza GoCoder mobile app, start sending video.
2. In Wowza Player Builder, click the **Play** button in the player preview to see your test stream.

If you have trouble sending a stream through the GoCoder app, check the settings in the [Connect the GoCoder app manually](#) section. You also may need to regenerate a connection code. You can do this in the stream target details page in Wowza Streaming Cloud web manager.

More resources

- [Get started with Wowza Streaming Cloud ultra low latency streaming](#)
- [Wowza Streaming Cloud user guide](#)
- [Encoding best practices for Wowza Streaming Cloud](#)
- [Configure Wowza Player for Wowza Streaming Cloud ultra low latency streams](#)