Create and manage Wowza ClearCaster broadcasts in universal mode

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With Wowza ClearCaster™ Pro, you can broadcast to a wide variety of destinations including the Wowza Streaming Cloud service; a Wowza Streaming Engine instance; video-sharing websites such as Facebook, YouTube, Twitch, and Twitter; and other RTMP-based destinations. Pre-tuned encoding templates are provided for each destination option to provide the best experience possible.

This article describes how to access and use ClearCaster universal mode to stream to RTMP destinations.

**Note:** Wowza ClearCaster version 2.0.0.07 or later is required.

Create a broadcast in universal mode

Connect a video source to your Wowza ClearCaster

First, you must connect an SDI/HDMI-capable video source to the ClearCaster appliance.

1. Press the power button to turn on the ClearCaster appliance, and then verify the Internet connection.

2. Connect an SDI or HDMI-capable video source to the ClearCaster appliance.

Create the universal broadcast

After connecting the video source, create your broadcast.

1. Sign in to Wowza ClearCaster Manager at clearcaster.wowza.com with your Wowza account.

2. Click on **Broadcast** in the menu bar, and then click **Create Broadcast**.
3. In the **Create Broadcast** dialog, enter the following settings:

- **Broadcast Name** - Enter a name for the broadcast. We recommend a descriptive name, such as including the destination and output, so that it can easily be identified and managed on the **Broadcast** page.
- **ClearCaster** - Select the ClearCaster appliance registered to your Wowza account and in universal mode that you want to use for the broadcast.
- **Destination** - Select the destination to which you want to publish your broadcast. For a built-in destination, select **General Single Target** to stream to any RTMP destination, or select **General Multiple Targets** to stream to more than one destination at a time. Use one of the named destinations for encoding templates pre-tuned to the specific destination. Select **Wowza Stream Name** to stream to a Wowza Streaming Engine instance, **Wowza Streaming Cloud** for a direct integration with the Wowza Streaming Cloud service, or one of the video-sharing websites. You can also select **Other** if your broadcast requires special configurations such as IP input of various types or output with SRT or MPEG-TS. See [About built-in Wowza ClearCaster universal mode destination and encoding options](#) for more information.

**Note:** If you don’t see a destination or encoding template that meets your needs, contact Wowza Support to request a custom destination with custom encoding templates.

- **Encoding Template** - Select one of the encoding templates that are pre-tuned specifically for your destination or special broadcast configuration. See [About built-in Wowza ClearCaster universal mode destination and encoding options](#) for more information.
- **Server URL** - Enter the protocol followed by the URL for your destination. For example, `rtmp://mycompany.com/live/stream`.
- **Enter Server Authentication** - If your destination requires source authentication, such as Wowza Streaming Engine by default, enter the user name and password.
- **Stream Name/Key** - Enter the name of the stream or the stream key value if needed by your destination.
- **Record Broadcast** - Check this box if you want to record this broadcast each time it goes live.
- **Graphics** - If you want to include graphics, select a built-in graphics
package or select Custom and enter a graphics URL.

- **Enable Engineering View** - Check this box if you want to use the engineering view on your external monitor attached to the ClearCaster appliance to monitor the broadcast.

4. Click **Create Broadcast**.

**Use universal broadcasts**

**Enable or disable your broadcast's output targets**

To enable or disable the output destinations (targets) associated with your broadcast prior to going live or while live, use the toggle button next to the stream target name. When the toggle is green, the target is enabled and the stream will be delivered to that destination when the broadcast is live; when the toggle is gray, the target is disabled and won’t receive your stream when the broadcast is live.

**Go live with your universal broadcast**

To publish a broadcast, find it in the list of broadcasts on the **Broadcast** page and click **Go Live**.

**Stop your universal broadcast**

To end a live broadcast, find it in the list of broadcasts on the **Broadcast** page and click **Stop Broadcast**. The broadcast will stop publishing to the destination, but it will remain visible on the **Broadcast** page for future use.

After you’ve stopped a broadcast, you can delete it to prevent it from being used in the future.

**Monitor universal broadcasts**

While a broadcast is live, some high-level monitoring information is available about the stream health on the **Broadcast** page. If you selected **Enable engineering View** when creating the broadcast, you’ll also be able to see additional monitoring information available on the external monitor connected to your ClearCaster appliance. You can also click **Monitor** for a given broadcast to see more detailed
stream health and performance data or click the **Monitor** tab in the menu bar.

**More resources**

- Monitor live Wowza ClearCaster broadcasts in universal mode
- Monitor archived Wowza ClearCaster broadcasts in universal mode
- Broadcast to Wowza Streaming Cloud using Wowza ClearCaster in universal mode