

Description:

Creating a custom stream type to capture incoming audio, video and data packets.

Contents (zip file contents):

- **[zip-file]/client:** Flash video chat example that connects to Camera and publishes data to the server. The application name is **videopassthru**.
- **[zip-file]/conf/StreamsSnippet.xml:** New “passthru” and “passthru-record” stream type definitions. These definition needs to be added to the [install-dir]/conf/Streams.xml configuration file. Add it (copy and paste the two <Stream> definitions) as the item in the <Streams> collection.
- **[zip-file]/conf/videopassthru/Application.xml:** References new streamType, Streams/StreamType set to "passthru"
- **[zip-file]/src/MediaStreamPassThru.java:** Java class that implements the "passthru" stream type.

Steps to get it working:

Follow these steps to get the MediaStreamPassThru.java compiled and working. It is then left as an exercise to the reader to extend this class to repurpose the audio, video and data packets. The files that start with [this-archive] reference the files includes in this zip archive.

1. Download and install the Wowza Pro IDE (<http://www.wowzamedia.com/labs.html>).
2. Run the Wowza Pro IDE and do the following (I suggest you read through the Wowza Pro IDE User Guide before starting this process):
 - a. Create a new project using the “Wowza Media Server Pro Project” wizard in the “New” menu named “videopassthru”.
 - b. Create a new Java package using the “Package” wizard in the “New” menu named “com.wowza.wms.plugin.test.stream”.
 - c. Create a new plain Java class using the “Class” wizard in the “New” menu named “MediaStreamPassThru” with in the package “com.wowza.wms.plugin.test.stream”.
 - d. Copy and paste the code in [zip-file]/src/MediaStreamPassThru.java into this new class.
 - e. Build the new project.
 - f. You should see a new jar file named “videopassthru.jar” in the [install-dir]/lib folder.
3. Edit [install-dir]/conf/Streams.xml and add the two <Stream> definitions in [zip-file]/conf/StreamsSnippet.xml to the end of the <Streams> collection.
4. Copy [zip-file]/conf/videopassthru to [install-dir]/conf.
5. Create the folder [install-dir]/applications/videopassthru.
6. Star the Wowza Pro server
7. Double click the [this-archive]/client/videopassthru.html file and click the “Publish” button.

You should see a bunch of log statements in the console window. These statements are coming from the `MediaStreamPassThru` Java class. This Java class is now receiving all the audio, video and data packets from the published web camera. Edit this Java class as needed to repurpose the media data.