

Demonstration Publish & Subscribe Client App

Included in the LiveStreamCast (LCS) framework is a combination Publisher/Subscriber client app (P&S) provided and Sample Code, to demonstrate the FCPublish and FCSubscribe event notifications used by the LSC framework. Since the Speex codec is also demonstrated, P&S is targeted to Flash Player 10. The FLA is Flash CS3.

ADOBE FLASH MEDIA INTERACTIVE SERVER

LIVE STREAM CAST SAMPLE APPLICATION

livestream1

stream nar

Close

Publish server/app

rtmp://localhost/livestreamcast_origin

Close

Sunscribe server/app

rtmp://localhost/livestreamcast_edge

Close



clear debug

☐ Pub Debug ☒ Sub Debug

time: 104

Stop

publish.ns.Buffer= 1

☒ Nellymoser ☐ Speex

Mic check: 0%

44.1K hz

22.05K hz

11.025K hz

16K hz

8K hz

5K hz

time: 58

Stop

subscribe.ns.Buffer= 1

```
initSubStream
[*** onFCSubscribe ***]
[Subscribe clicked] = livestream1
closeSubscribe
[*** onFCUnsubscribe ***]
[Subscribe clicked] = livestream1
initSubStream
[*** onFCSubscribe ***]
NetStream.Play.Reset, Playing and resetting
livestream1.
NetStream.Play.Start, Started playing
livestream1.
NetStream.Buffer.Full, undefined
```

Usage

There are two separate client sections within this app, Publisher and Subscriber, which can be used independently to demonstrate LCS functionality. While separate NetConnection URIs are present on the UI for OriginNode and EdgeNode connections, these share a single Netstream name.

- 1) Launch the app in a browser, depending on your Flash Player settings, you may be prompted to allow the Flash Player to use your local Camera and Microphone.
- 2) The Publish and Subscriber URIs default to `rtmp://localhost`, edit this to point your OriginNode and EdgeNodes as necessary.
- 3) If an A/V source is active, connected, and selected, the image (no audio) will show in the left-hand Publish section of the UI. The Subscriber image appears only when streaming is active.
- 4) From each [Connect] button, connect to each server. Check the Debug text area for status info.
- 5) On a successful NetConnection, the [Publish] and [Subscribe] buttons are enabled and selectable.
- 6) Once streaming is active, the video image and audio shows in the right hand Subscriber section of the UI.
- 7) During streaming, publish and subscribe netstream buffers can be changed on-the-fly.
- 8) During publishing, audio codecs and sample rates can be manipulated on-the-fly, with supported sample rate radio buttons enabled and disabled as necessary.