

StreamLive

Console Guide

Product Documentation



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Input Management

Last updated : 2025-03-24 17:18:04

Inputs are the source of streams for StreamLive channels. An input is usually associated with 1 security group and 1 StreamLive channel.

Prerequisites

You have activated [StreamLive](#).

You have logged in to the [StreamLive console](#).

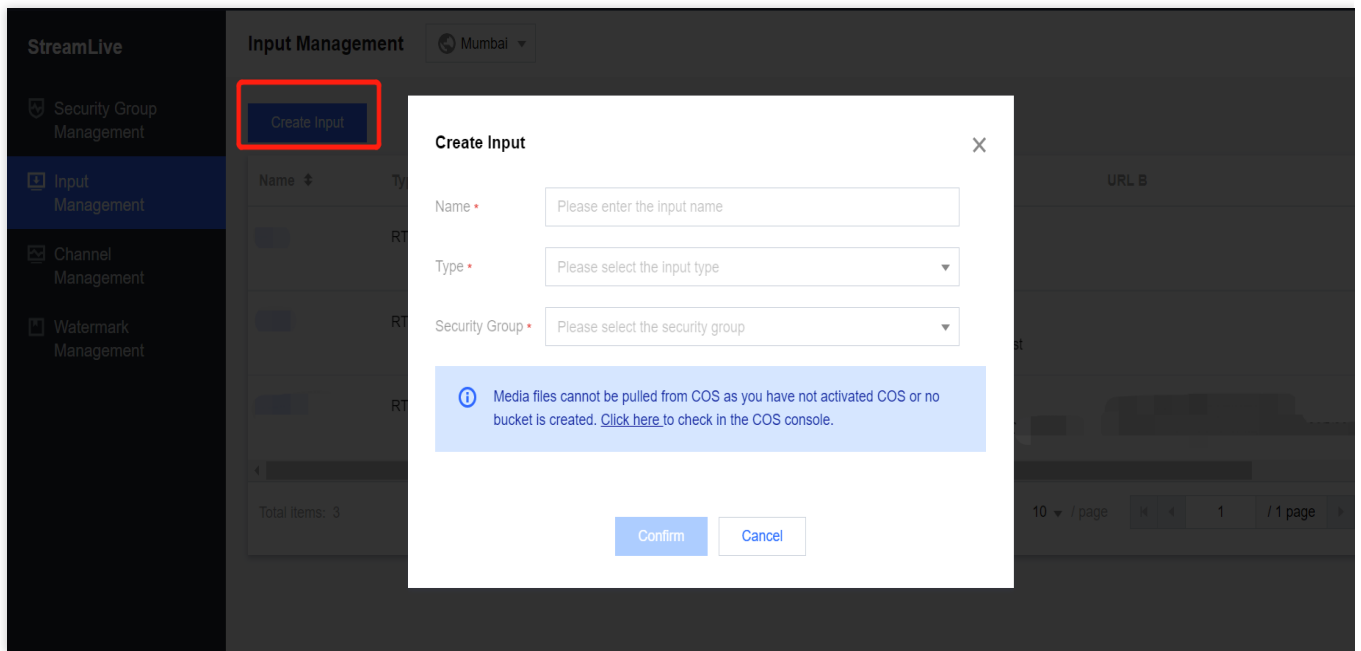
Input management

Select **Input Management** on the left sidebar. On this page, you can view the name, type, state and ID of created inputs. Each input is usually associated with one security group and one StreamLive channel. The state of an input that has been associated with a channel is **Attached**. Each input has two independent pipelines (A and B), which can push streams at the same time to ensure data availability.

Input Management Singapore							
Create Input Search by Input Name or ID							
Name	Type	State	ID	URL A	URL B	Operations	
						Edit	
						Edit	
						Edit	
						Edit	

Creating an input

You can create PULL or PUSH inputs. On the **Input Management** page, click **Create Input** and complete the following settings in the pop-up window:



Name: The input name, which can be 1-32 characters long and can contain numbers, letters, and underscores (_).

Type: The input type. Currently, RTMP_PUSH, RTP_PUSH, RTP-FEC_PUSH, UDP_PUSH, SRT_PUSH, RTMP_PULL, HLS_PULL, MP4_PULL, RTSP_PULL, and SRT_PULL are supported.

Security Group: If you are creating a PUSH input, you must associate it with an input security group.

Type : RTMP_PUSH

If the input type is RTMP_PUSH, you need to enter an application name and stream name for the destination.

Create Input

Name *

Please enter the input name

Type *

RTMP_PUSH

Security Group *

Please select the security group

Delay Time

☐

Destination A ? *

application name

stream name

Destination B ?

application name

stream name

Media files cannot be pulled from COS as you have not activated COS or no bucket is created. [Click here](#) to check in the COS console.

Confirm

Cancel

Type : SRT_PUSH

If the input type is SRT_PUSH, you can enter a stream ID for the destination (optional).

Create Input

Name *

Please enter the input name

Type *

SRT_PUSH

Security Group *

Please select the security group

Destination A ?

Please enter the streamid

Destination B ?

Please enter the streamid

Confirm

Cancel

Type : RTMP_PULL

If the input type is PULL, you need to enter an input address, which is used as the source of the PULL input.

Name *

Please enter the input name

Type *

RTMP_PULL

InputAddress A *

Please enter the input source url

InputAddress B

Please enter the input source url

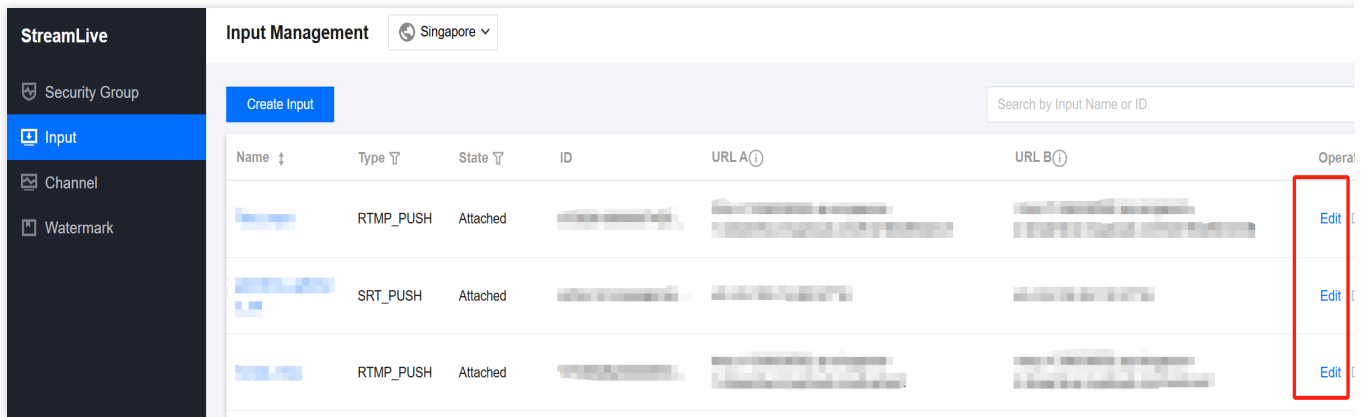
Note:

If the Input is of type SRT_PULL, separate parameters with '&'.

If you need to enter the stream ID, use streamid=xxx; if you need to enter the password, use passphrase=xxx.

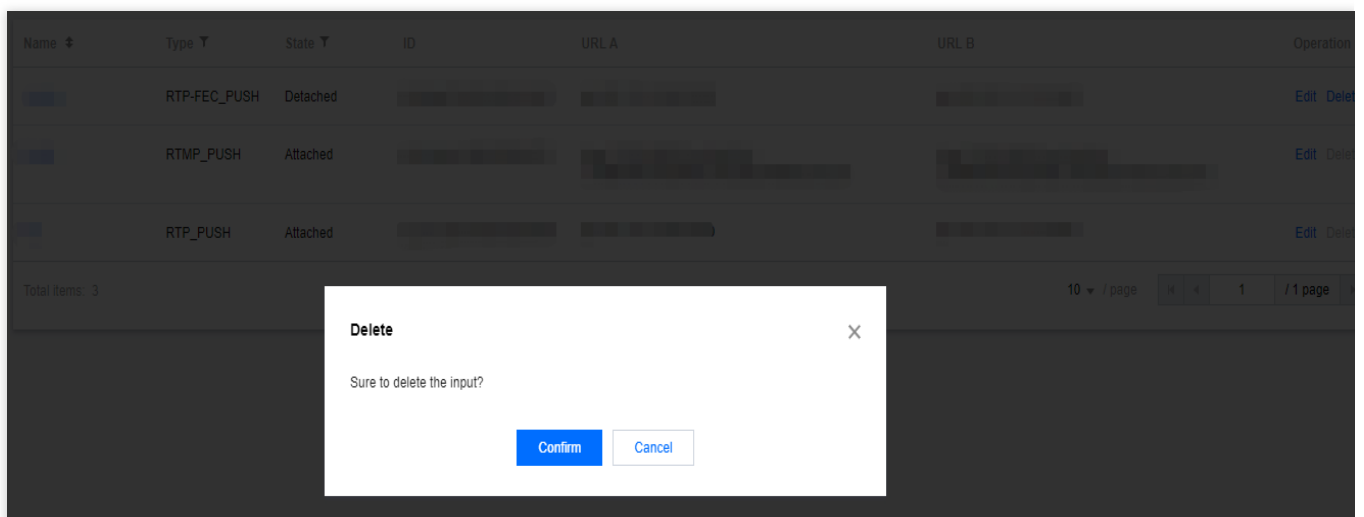
Modifying an input

To modify an input, find it on the **Input Management** page and click **Edit** on the right. Modify its settings in the pop-up window and click **Confirm**.



Deleting an input

To delete an input, find it on the **Input Management** page, click **Delete** on the right, and click **Confirm** in the pop-up window.



Note:

You can create up to five inputs by default.

The source of an input must contain at least one video pipeline.

In case of MPEG-TS multiplexing, up to eight pipelines can transfer data simultaneously.

For 4K resolution inputs, when using standard transcoding or top speed codec transcoding, please be aware of the respective supported codec, color depth, frame rate, and bitrate for the inputs :

Transcoding Type	Codec	Color Depth	Frame Rate	Bitrate
Standard Transcoding	H.264、H.265	8bit、10bit	≤ 60 fps	≤ 100Mbps
Top Speed Codec Transcoding	H.264	8bit、10bit	≤ 60 fps	
	H.265	8bit	≤ 60 fps	

		10bit	≤ 30 fps	
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Channel Management Overview

Last updated : 2022-08-19 16:34:42

The StreamLive service is managed at the channel level in the StreamLive console. You can set up high-quality video streams and distribute them to various types of devices. The channel management module is the main module of StreamLive, via which you can perform various video processing operations such as transcoding and remuxing and send the results to the specified destination or store them on COS.

Prerequisites

You have activated [StreamLive](#).

You have logged in to the [StreamLive console](#).

Channel Management

Select **Channel Management** on the left sidebar. On this page, you can view, create, start/stop, delete, export, or clone channels. This page also shows the status of created channels. “IDLE” means a channel has not been started, and “RUNNING” means a channel is started. To edit a channel that has been started, you need to stop it first.

Create Channel

Search by channel Name or ID

Name	State	ID	Operation
	RUNNING		Edit Stop Delete Export Clone
	RUNNING		Edit Stop Delete Export Clone
	IDLE		Edit Start Delete Export Clone

Creating a Channel

Step 1. Set the Basic Channel Information

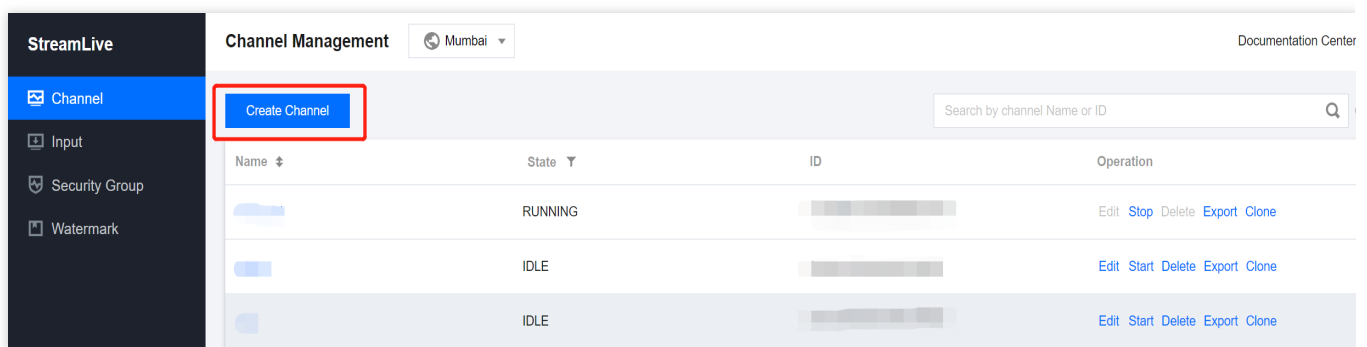
Last updated : 2023-09-14 17:50:10

Before creating a channel, make sure you have the following information:

1. The input. Make sure you have created an input to bind to the channel.
2. The output protocol and destination.
3. The audio and video encoding parameters for the output group.

Setting the basic channel information

1. Click **Create Channel**.



StreamLive

Create channel

1 General Setting

2 Input Setting

3 Output Group Setting

Channel

Input

Security Group

Watermark

General info

Create a channel that encodes your input into multiple groups and outputs.

Channel name *

Regularly cleaned? ☐

[Import Configuration](#) [Next](#)

2. Enter a channel name. The channel name can contain up to 32 characters. Letters, numbers, and underscores are allowed.

3. Enable/Disable **Regularly cleaned**. This is disabled by default. If you enable it, the events of a plan will be cleared automatically seven days after execution. You can ignore this if you don't use plans. For details, see [Plan Management](#).

Step 2. Add Inputs

Last updated : 2023-09-14 17:51:24

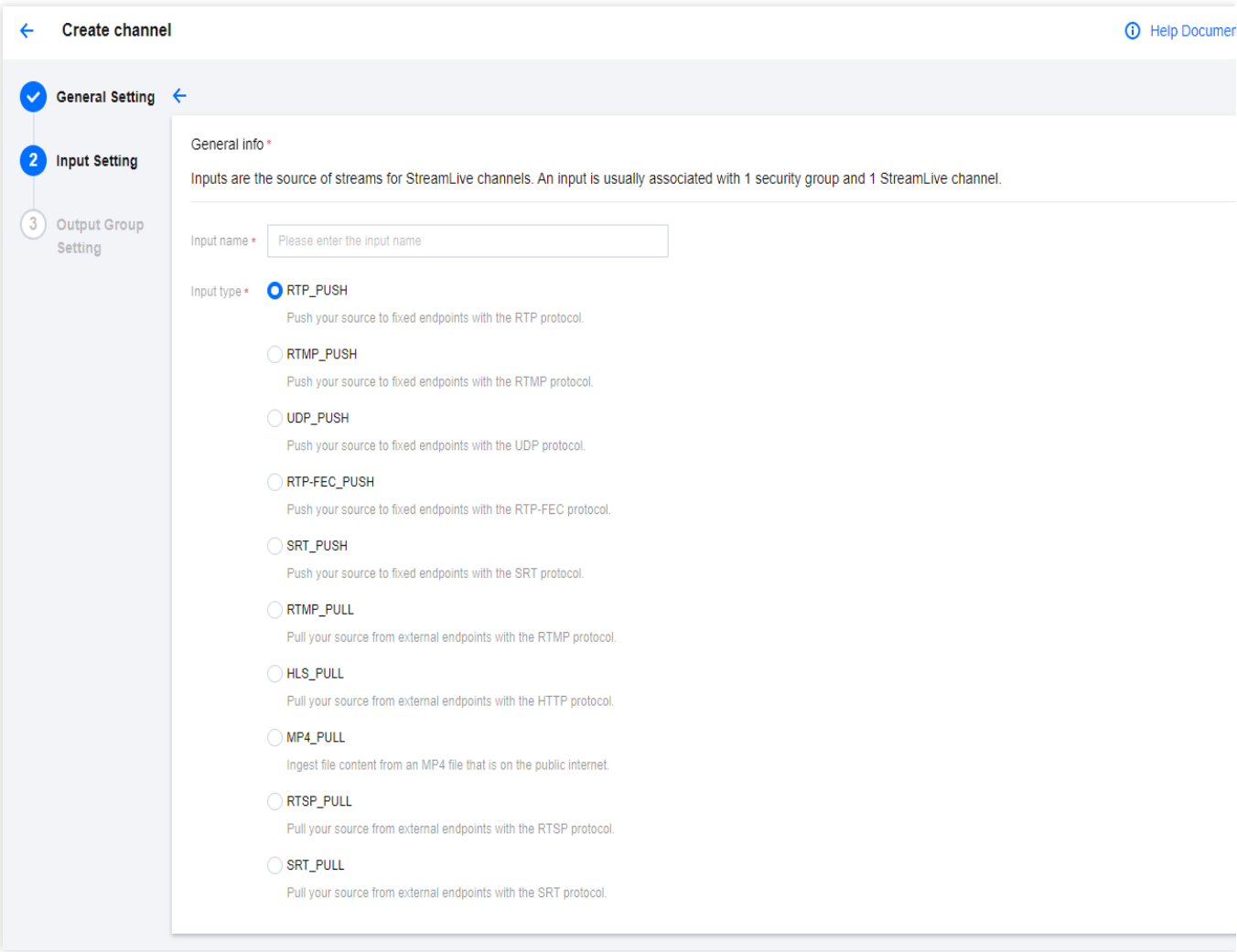
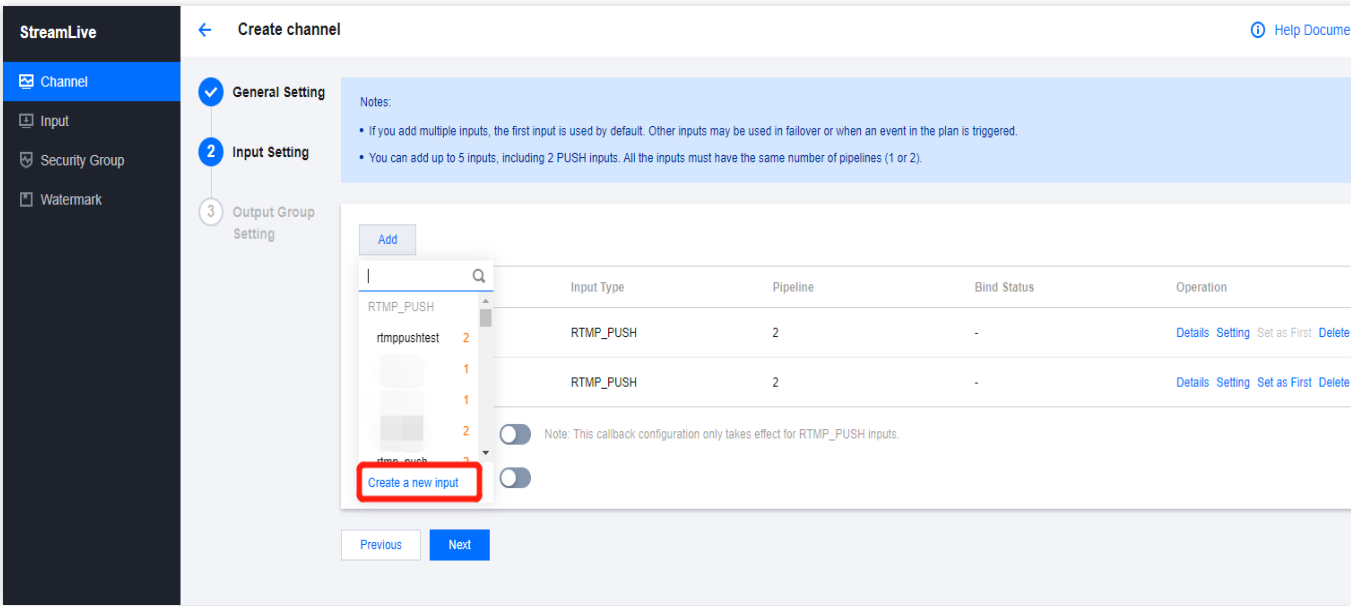
Adding inputs

You can bind one or more inputs to a channel. The first input bound will be used as the default input, while others may be used for failover or by the plan.

From the drop-down list of **Add**, select an input that's not already bound to another channel. You can bind up to five inputs to each channel, including two PUSH inputs.

Creating a new input

From the drop-down list of **Add**, click the **Create a new input**.





Name : The input name, which can be 1-32 characters long and can contain numbers, letters, and underscores (_).

Type: The input type. Currently, RTMP_PUSH, RTP_PUSH, RTP-FEC_PUSH, UDP_PUSH, SRT_PUSH, RTMP_PULL, HLS_PULL, MP4_PULL, RTSP_PULL, and SRT_PULL are supported.

Type : RTMP_PUSH



If the input type is RTMP_PUSH, you need to enter at least one **application name** and **stream Name** for the destination. You can configure two destinations to offer redundancy.

User Name	<input type="text" value="Please enter the user name"/>	
Password	<input type="text" value="Please enter the password"/>	
Delay Time	<input checked="" type="checkbox"/>	
Destination A  *	<input type="text" value="application name"/>	<input type="text" value="stream name"/>
Destination B 	<input type="text" value="application name"/>	<input type="text" value="stream name"/>

Furthermore, you can enter **User Name** and **Password** to support authentication, use **Delay Time** to support [Delayed Playback](#).

Type : SRT_PUSH

If the input type is SRT_PUSH, you can enter **stream ID** for the destination (optional).

Destination A 	<input type="text" value="Please enter the streamid"/>
Destination B 	<input type="text" value="Please enter the streamid"/>

Configuring security group

If the input type is PUSH, it is necessary to bind an Input Security Group for security verification. The Security Group is a means to verify the legitimacy of the input address. By configuring the Security Group, the input of the StreamLive channel can be more secure. You can create a new Security Group, or choose from existing ones.

Input security group *

Create an input security group to use with your PUSH input type.

☒ Create security group ☐ Exist security group

Name *

securitygroup1



IP Allowlist  *

Please add one or more IPs(separated by comma or newline)to allowlist , such as '192.168.0.1/24' or '192.168.0.1/24,192.168.0.2/24'.

Input security group *

Create an input security group to use with your PUSH input type.

☐ Create security group ☒ Exist security group

Security Group *

Please select the security group ▼

If you want to create new security group, please enter name and ip allowlist:

1) **Name:** Security group name, which can be 1-32 characters long and can contain numbers, letters, and underscores (_).

2) **IP Allowlist:** IP addresses must be in CIDR format. Separate addresses with commas or line breaks. If you don't need to restrict the source IP, you can fill in 0.0.0.0/0.

Type : PULL

If the input type is PULL, you need to enter the input address, which is used as the source of the PULL input.

☒ RTMP_PULL

Pull your source from external endpoints with the RTMP protocol.

☐ HLS_PULL

Pull your source from external endpoints with the HTTP protocol.

☐ MP4_PULL

Ingest file content from an MP4 file that is on the public internet.

☐ RTSP_PULL

Pull your source from external endpoints with the RTSP protocol.

☐ SRT_PULL

Pull your source from external endpoints with the SRT protocol.

Input source A *

For pull type inputs, you must specify the source URL and access credentials of the location that you want to pull from.

URL *

Input source B

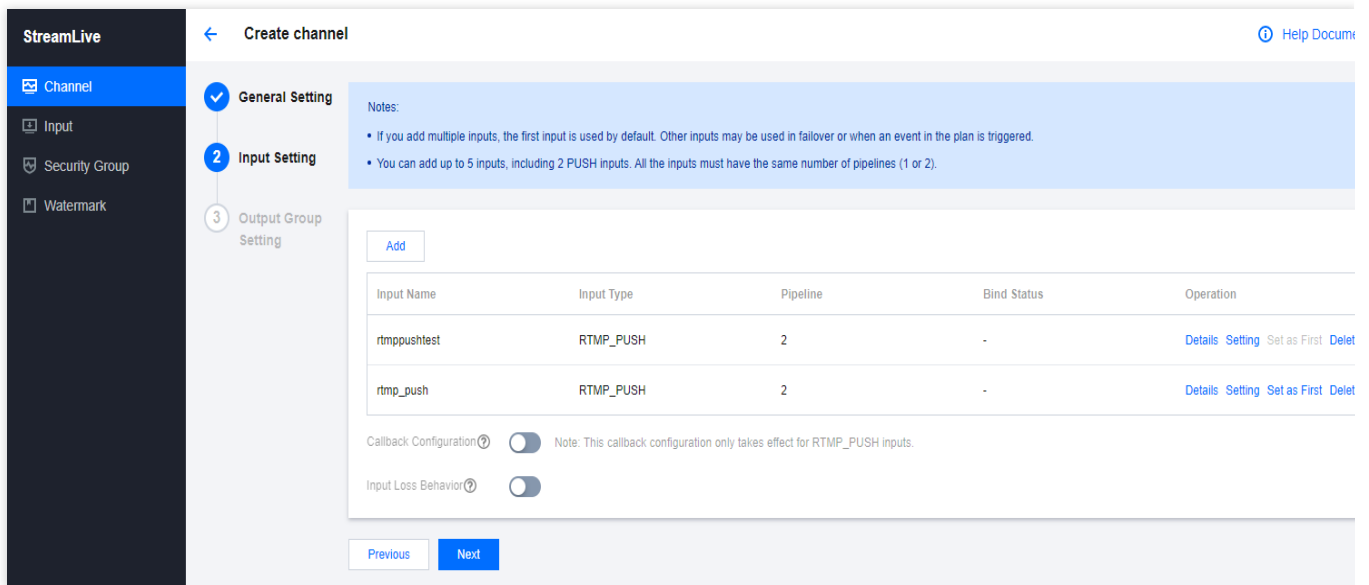
For pull type inputs, you must specify the source URL and access credentials of the location that you want to pull from.

URL

Step 3. Configure Inputs



Last updated : 2023-11-03 09:54:04

The input list shows the inputs bound. You can click **Setting** to configure an input.



Audio Selector

For RTP/UDP PUSH inputs, if MPEG-TS is used, there may be multiple audio tracks. You can specify the audio track to process and output by entering the **PID**. If you don't set this, an audio track will be selected randomly. The name of an audio selector must be unique across the channel.

 **Settings** 

Input Settings

Input Name rtp_push_1

Audio Selector?

Name	PID	Operation
<input type="text"/>	<input type="text" value="1-8191"/>	Delete
Add Audio Selector		

Note:

Make sure the PID you enter is the same as that of the source stream, or the audio selector will fail to work, and the system will randomly select an audio track to output.



If input failover is enabled, the audio selectors configured for the primary input will apply to the backup input as well.

Source End Behavior

You can set the **Source End Behavior** of a PULL input to tell StreamLive what to do after the input ends.

LOOP: Pulls the input again after it ends.


ONCE: Pulls the input only once.

 **Settings** 


Input Settings

Input Name hlspull

Pull-Stream Settings

Source End Behavior 

LOOP



LOOP



ONCE

Confirm

Cancel

Failover



To prevent interruption of service caused by input exceptions, you can enable failover for RTMP_PUSH/RTP_PUSH inputs. If the primary input is down, StreamLive will automatically switch to the backup input.


 **Settings** 


Input Settings


Input Name rtmppushtest


Failover Settings

Input Failover  

Select Backup Input  *


rtmp_push 




Downtime Threshold 

3000

 ms

Input Preference 

CURRENT_PREFERRED 

Confirm

Cancel

Input Failover: Toggle this on if you want to enable failover for an input.

Select Backup Input: Select a backup input, whose type must be the same as the primary input.

Downtime Threshold: Set the wait time (milliseconds) for failover. If the primary input is down, StreamLive will switch to the backup input after the wait time elapses to ensure data availability. The default is 3,000 ms.

Input Preference: Set whether to switch back to the primary input after it recovers. **CURRENT_PREFERRED** (default): Continue to use the current input; **PRIMARY_PREFERRED**: Switch back to the primary input after it recovers.

Click **Confirm**. In the input list, you will see that the **Bind Status** of the primary input has changed to **Primary** and that of the backup input has changed to **Backup**.

1 General Setting

2 Input Setting

3 Output Group Setting

Notes:

- If you add multiple inputs, the first input is used by default. Other inputs may be used in failover or when an event in the plan is triggered.
- You can add up to 5 inputs, including 2 PUSH inputs. All the inputs must have the same number of pipelines (1 or 2).

Add

Input Name	Input Type	Pipeline	Bind Status	Operation
rtmppushtest	RTMP_PUSH	2	Primary	Details Setting Set as First Delete
rtmp_push	RTMP_PUSH	2	Backup	Details Setting Set as First Delete

Callback Configuration?

☒

Note: This callback configuration only takes effect for RTMP_PUSH inputs.

Input Loss Behavior?

☐

Previous

Next

Note:

You can specify only one backup for each input, and it must be of the same type and have the same number of pipelines as the primary input.

Once an input is used as a backup, the failover feature will be disabled for the input automatically, which means that you cannot configure a backup for this input. To change the primary and backup roles of two inputs, you must disable failover for the primary input first.

After successful configuration, **Primary** and **Backup** will appear next to the names of the primary and backup inputs. In the input list, the backup input will appear below the primary input.

Input Loss Behavior

You can customize the way that StreamLive handles media when the video input into the channel is lost. :

Input Loss Behavior : Toggle this on if you want to enable the input loss behavior .

Repeat Last Valid Frame : On input loss, the number of milliseconds to repeat the previous picture before switching to the frame specified by **Input Loss Image Type**. Please enter an integer value x, where $0 \leq x \leq 1,000,000$ and a value of 1,000,000 will be interpreted as infinite. 0 indicates don't repeat the previous picture.

Input Loss Image Type : Indicates whether to substitute a solid color or a image into the output after input loss exceeds milliseconds to repeat the previous picture.

General Setting

2 Input Setting

3 Output Group Setting

Notes:

If you add multiple inputs, the first input is used by default. Other inputs may be used in failover or when an event in the plan is triggered.

You can add up to 5 inputs, including 2 PUSH inputs. All the inputs must have the same number of pipelines (1 or 2).

Add

Input Name	Input Type	Pipeline	Bind Status	Operation
honda_udp	UDP_PUSH	2	-	Details Setting Set as First Delete
UDP_PUSH	UDP_PUSH	2	-	Details Setting Set as First Delete

Input Pipeline Failover ⓘ

Input Loss Behavior ⓘ

Repeat Last Valid Frame ⓘ

1000

ms

Input Loss Image Type ⓘ

COLOR

RGB ⓘ

#000000

Save

Pipeline Failover

For the two inputs in one **Input**, they correspondingly output to **Destination A** and **B**, forming two pipelines (Pipeline A and B). Failover settings can be made between these two pipelines.

Input Pipeline Failover ⓘ

Input Loss Behavior : If you enable this, the pipelines of this channel's inputs will function as backup for each other. If failover fails, the **Input Loss Behavior** settings will apply. If this is not enabled or if an input has only one pipeline, the **Input Loss Behavior** settings will also apply in case of failure to obtain input data.

Other operations

Click **Details** to view the source address and other information of an input.

Click **Set as First** to set an input as the default. The input will be moved to the top of the list. You cannot set a backup input as the default.

Click **Delete** to remove an input.

Click **Next** to proceed to the next step and configure outputs.

Step 4. Configure Output Groups

Last updated : 2025-04-14 16:28:31

StreamLive supports different types of outputs. This document shows you how to create output groups and outputs.

Configuring multiple output groups for a channel

You can configure multiple output groups for a channel by clicking the **Add** button.

Setting the name and type of an output group

Set the name and type of an output group:

Currently, the types of outputs supported are HLS, DASH, HLS_STREAM_PACKAGE, DASH_STREAM_PACKAGE, HLS_ARCHIVE, DASH_ARCHIVE, M2TS, and FRAME CAPTURE.

HLS and DASH outputs are sent to the destination via HTTP PUT.

HLS_STREAM_PACKAGE and DASH_STREAM_PACKAGE outputs are sent to [StreamPackage](#) of the current account. You can use the outputs as origin servers to stream content via CDNs.

HLS_ARCHIVE and DASH_ARCHIVE outputs are saved to [Tencent Cloud COS](#).

M2TS outputs are sent to the destination via SRT protocol. For each output in the output group, a separate destination configuration is required. Unlike other output groups, M2TS does not support configuration for Manifest, Segment, or DRM.

FRAME CAPTURE supports capturing images from live streams at fixed time intervals. Please refer to [Frame Capture](#).

Configuring the destinations

If the output group type is HLS or DASH, enter the CDN URLs to push to. Enter the authentication information as well if the URLs require authentication.

If the output group type is HLS_STREAM_PACKAGE or DASH_STREAM_PACKAGE, enter the **ID of the StreamPackage channel** to push live streams to.

If the output group type is HLS_ARCHIVE or DASH_ARCHIVE, enter the **COS destinations** to save the output. StreamLive will save live streams in the last seven days to COS (the data will be overwritten after restart).

If the output group type is M2TS, the number of addresses in Destination Information is related to the number of outputs. When no outputs have been added, the content in Destination Information is empty. You can add outputs as needed, and Destination Information will display the corresponding Destination fields based on the number of outputs.

Note:

You can continue to set transcoding parameters for M2TS type outputs, but currently, configuration of Manifest, Segment, and DRM for M2TS outputs is not supported.

Configuring outputs

Click **Add** to add an output.

Configuring transcoding settings

For the added Output, click **Setting** in the Transcoding Setting to configure the transcoding parameters.

You can configure either joint or separate transcoding templates. For HLS outputs, separate transcoding allows you to set different audio tracks. If you don't need this, we recommend you use joint transcoding.

A joint transcoding template includes settings for both audio and video transcoding.

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Configuration Item	Description
Audio/Video Name	The name of the audio/video transcoding template. You can click Copy Audio/Video to duplicate the parameters of an existing transcoding template; or you can set a new transcoding template name and fill in the specific transcoding parameter settings. The name supports 1-20 characters of letters and numbers.
Audio Transcoding	Whether to enable audio transcoding. If not enabled, the output will not include audio. Audio transcoding supports single and multiple audio tracks. However, it is recommended to use single audio track here. If you need multiple audio tracks, we recommend using the Separate Transcoding .
Audio Selector Name	For inputs with multiple audio tracks, you can first create audio selectors for the input in Input Setting , and then select the audio track to process and output here. If the user does not set the audio selector name, the first audio track will be used by default.
Acodec	Select the audio codec, supporting AAC or Passthrough . For passthrough, currently, AC3 (Dolby Digital), EAC3 (Dolby Digital Plus), and EAC3+ATMOS (Dolby ATMOS) can be supported.
Audio Codec Configuration	Support setting Mode , Profile , Bitrate , and Sample Rate .
Audio Normalization Settings	Adjust audio volume by setting the Target LUFS value.
Video Transcoding	Whether to enable video transcoding. If not enabled, the output will not include video.
Vcodec	Select the video codec, supporting H.264 and H.265 .
Width	Set the output width, supporting even number between 0-3000. If you enter 0, it means the width will be the same as the input source.
Height	Set the output height, supporting even number between 0-3000. If you enter 0, it means the height will be the same as the input source.
Rate Control	Bitrate control mode, supporting CBR , VBR , ABR . Constant Bitrate (CBR) ensures video encoding at a constant bitrate. Average Bitrate (ABR) allows the bitrate to vary as needed while keeping an overall average bitrate for the entire video encoding. Variable Bitrate (VBR) can change the bitrate in order to obtain the specified quality, but it can't exceed the maximum bitrate.
Frame Rate	Frame rate, can be set to follow the source, or set to a fraction value or HZ value. Please note that in a channel, the frame rate settings for all output groups and outputs need to be the same.

GOP Structure	Set the GOP Size in milliseconds. Also supports setting the number of B-frames and the number of Ref frames .
Codec Details	Currently, this feature can only be used when the video codec is H.264. It supports setting for the Profile , Level , Entropy Encoding , Adaptive Quantization , and Look Ahead Rate Control .
Color Space	Currently, this feature can only be used when the video codec is H.265. And we only support Passthrough for color space at present.
Top Speed Codec Transcoding	Top Speed Codec Transcoding uses intelligent, dynamic transcoding technologies and a high-precision bitrate control model to produce videos with higher definitions and lower bitrates.
Video Watermark	Select the desired watermark from the pre-configured watermark templates.
Face Blurring	Perform face detection on the faces appearing in the video, and apply pixel blurring to the facial areas.

With separate transcoding, you need to set audio and video transcoding parameters separately. The audio transcoding templates specify parameters for the audio tracks the stream can use.

Audio Configuration:

Configuration Item	Description
Audio Name	The name of the audio transcoding template. You can click Copy Audio to duplicate the parameters of an existing transcoding template; or you can set a new transcoding template name and fill in the specific transcoding parameter settings. The name supports 1-20 characters of letters and numbers.
Audio Selector Name	For inputs with multiple audio tracks, you can first create audio selectors for the input in Input Setting , and then select the audio track to process and output here. If the user does not set the audio selector name, the first audio track will be used by default.
Acodec	Select the audio codec, supporting AAC or Passthrough . For passthrough, currently, AC3 (Dolby Digital), EAC3 (Dolby Digital Plus), and EAC3+ATMOS (Dolby ATMOS) can be supported.
Audio Codec Configuration	Support setting Mode , Profile , Bitrate , and Sample Rate .
Language Code	ISO 639 language code representing the language of the audio output track.

Audio Normalization Settings	Adjust audio volume by setting the Target LUFS value.
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Additionally, if you have multi-track configuration needs, you can click **Add Audio** at the top of the page to add multiple track transcoding configurations.

Video Configuration:

Configuration Item	Description
Video Name	The name of the video transcoding template. You can click Copy Video to duplicate the parameters of an existing transcoding template; or you can set a new transcoding template name and fill in the specific transcoding parameter settings. The name supports 1-20 characters of letters and numbers.
Vcodec	Select the video codec, supporting H.264 and H.265 .
Width	Set the output width, supporting even number between 0-3000. If you enter 0, it means the width will be the same as the input source.
Height	Set the output height, supporting even number between 0-3000. If you enter 0, it means the height will be the same as the input source.
Rate Control	Bitrate control mode, supporting CBR , VBR , ABR . Constant Bitrate (CBR) ensures video encoding at a constant bitrate. Average Bitrate (ABR) allows the bitrate to vary as needed while keeping an overall average bitrate for the entire video encoding. Variable Bitrate (VBR) can change the bitrate in order to obtain the specified quality, but it can't exceed the maximum bitrate.
Frame Rate	Frame rate, can be set to follow the source, or set to a fraction value or HZ value. Please note that in a channel, the frame rate settings for all output groups and outputs need to be the same.
GOP Structure	Support setting the number of B-frames and the number of Ref frames .
Codec Details	Currently, this feature can only be used when the video codec is H.264. It supports setting for the Profile , Level , Entropy Encoding , Adaptive Quantization , and Look Ahead Rate Control .
Color Space	Currently, this feature can only be used when the video codec is H.265. And we only support Passthrough for color space at present.
Top Speed Codec Transcoding	Top Speed Codec Transcoding uses intelligent, dynamic transcoding technologies and a high-precision bitrate control model to produce videos with higher definitions and lower bitrates.

Video Watermark	Select the desired watermark from the pre-configured watermark templates.
Face Blurring	Perform face detection on the faces appearing in the video, and apply pixel blurring to the facial areas.

You also have the option to configure captions by clicking on **Add Caption**.

For transcoding parameters, you can create new parameters or use existing transcoding templates. Click **Copy** to reuse an existing transcoding template.

The Copy operation can save on transcoding fees by reusing a transcoding template. Within a channel, if multiple Outputs reuse the same transcoding template, only a single transcoding fee will be charged for the usage of this template.

Note:

Top Speed Codec Transcoding is a high-performance transcoding service developed by the Tencent Cloud Video team. It offers low-bitrate, high-quality transcoding by leveraging AI algorithms to dynamically determine the best encoding parameters. **Bitrate Compression Ratio** is the percentage of video bitrate expected to be reduced.

Configuring manifest information

PdtInsertion : Enable this function if you want to include the #EXT-X-PROGRAM-DATE-TIME tag in manifest files.

PdtDuration is used to set the time interval for insertion of EXT-X-PROGRAM-DATE-TIME tags, in seconds.

Stream Order : For the master manifest in HLS, set the stream order by video bitrate ascending or descending.

Video Resolution : For the master manifest in HLS, set whether to include resolution information.

Endlist Tag : When the channel is stopped, set whether to include #EXT-X-ENDLIST tag in the media playlist in HLS.

Ad Markup Type : For ad marker, you can set the output format in StreamLive Output. Please choose according to your business needs: Enhanced SCTE-35 or Date Range. Examples of these two formats are shown below for reference:

Enhanced SCTE-35

```
#EXT-OATCLS-SCTE35:/AAgAAAAAAAAAAAAADwUAAAABAPCAABSZcAAAAAAAAABcABfA=
#EXT-X-CUE-OUT:15
...
#EXT-X-CUE-OUT-
CONT:ElapsedTime=4,Duration=15,SCTE35=/AAgAAAAAAAAAAAAADwUAAAABAPCAABSZcAAAAAAAA
BcABfA=
...
#EXT-X-CUE-IN
```

Date Range

```
#EXT-X-DATERANGE:ID="1852585_2g910824",START-DATE="2024-12-
09T16:05:11.839+08:00",DURATION=30.000,PLANNED-DURATION=30.000,SCTE35-
OUT=0xFC002F0000000000FF000014056FFFFFF000E011622DCAFF000052636200000000000A000
8029896F5000000087000000000
```

Configuring segment information

You can also specify the Segment Information on this page, including the segment type, segment duration, and segment number. For some devices, such as Apple TV, to play H.265-encoded videos, you need to select fmp4 as the Segment Type and hvc1 as the Packaging Type.

When the Output group type is HLS_STREAMPACKAGE, you can enable Low Latency function (Low-Latency HLS, LL-HLS) and set the corresponding Partial Segment Duration and Part Hold Back.

Configuring DRM

StreamLive supports DRM (CustomDRMKeys and SDMC DRM). For detailed directions how to enable the feature, see [Channel DRM Configuration via DRMtoday](#).

Saving the configuration

Click **Confirm** and **Done** to save the configuration. This concludes the configuration of a channel. You can then click **Start** to start the channel.

Modifying and Deleting a Channel

Last updated : 2022-08-19 16:34:42

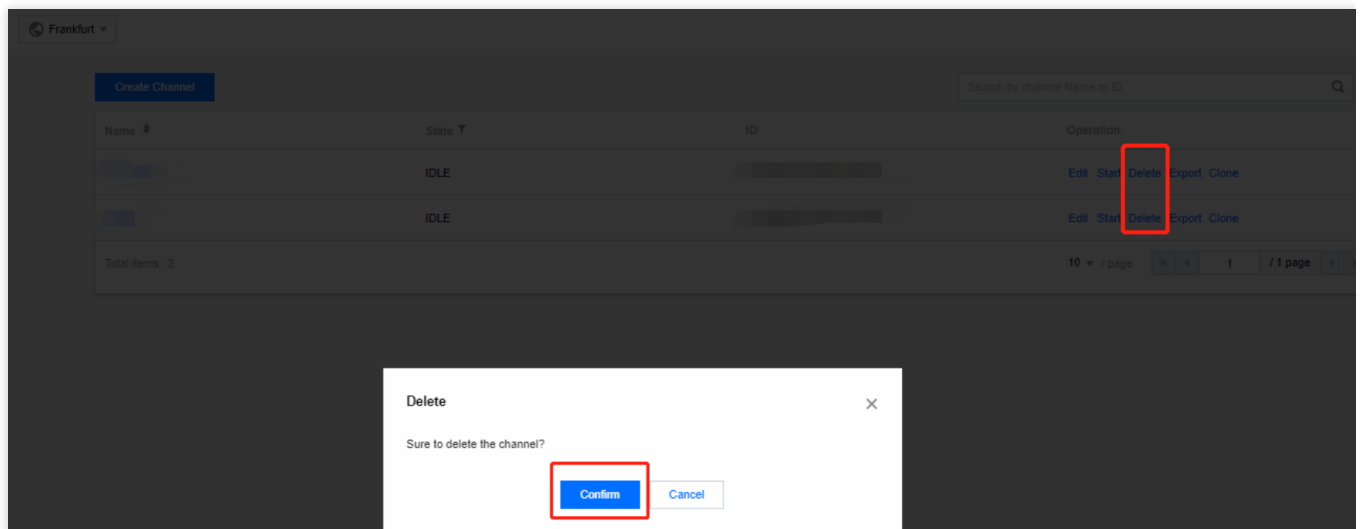
Modifying a channel

To modify a channel, find it on the **Channel Management** page, and click **Edit** on the right.



Deleting a channel

To delete a channel, find it on the **Channel Management** page, click **Delete** on the right, and click **Confirm** in the pop-up window.



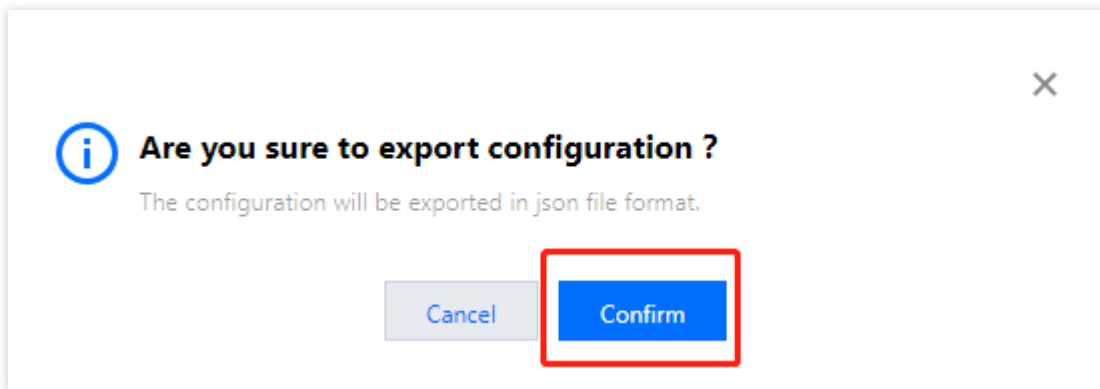
Exporting, Importing, Cloning a Channel

Last updated : 2022-08-19 16:34:42

StreamLive allows you to import/export a channel configuration file and clone an existing channel.

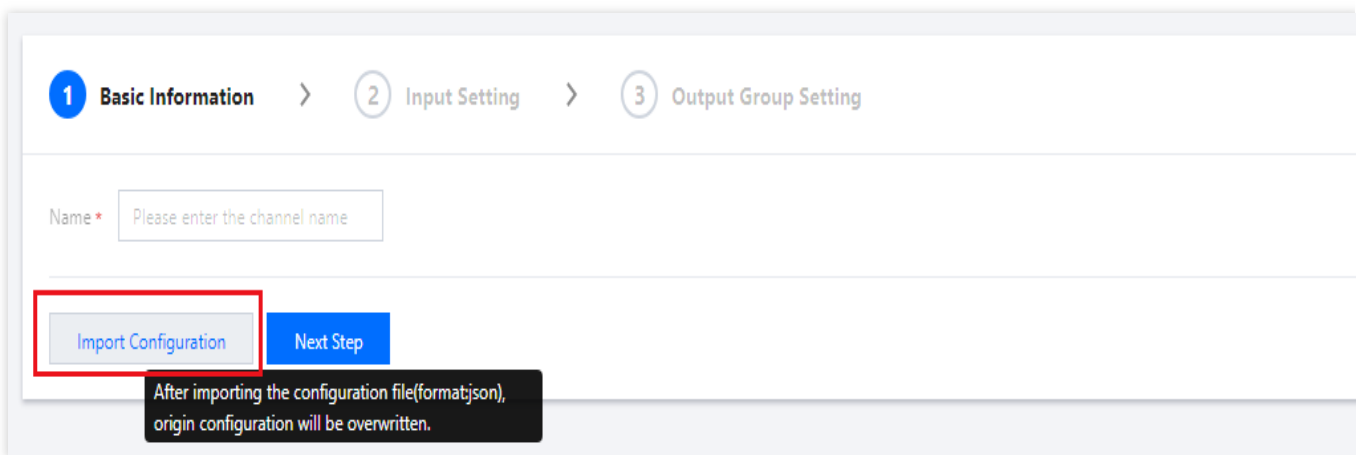
Exporting a channel

The **Channel Management** page shows the channels created and their state. Click **Export** in the **Operation** column to export a JSON file of the channel's configuration.



Importing a channel

On the **Channel Management** page, click **Create Channel** and then click **Import Configuration**. Select the JSON file to import. You can then edit the imported channel and save the configuration.



The import feature allows you to quickly configure a channel. The console will auto-fill the information in **Basic**


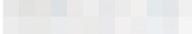
Information and **Output Group Setting** according to the JSON file you select, but will ignore the **Input Setting** information of the file. You still need to select the inputs to bind.

Note:

If you import a configuration file when editing a channel, the existing configurations will be overwritten.

Cloning a channel

Channel cloning is essentially a quick channel exporting and importing process. On the **Channel Management** page, click **Clone** in the **Operation** column. You will enter the configuration page of the new channel.

Create Channel			
Name ▴	State ▾	ID	Operation
 _channel	IDLE		Edit Start Delete Export Clone

StreamLive will complete the channel configurations (except **Input Setting**) automatically according to the cloned channel. Complete the rest of the configurations and submit them.

Monitoring Channel Quality

Last updated : 2022-08-19 16:34:43

On the **Channel Management** page, click the name of a channel to view information about its input, output, alerts, and health.

The screenshot displays the 'Channel Management' interface in StreamLive. The top navigation bar includes a back arrow, a channel name, and two buttons: 'Start Channel' and 'Stop Channel'. Below the navigation bar, there are four tabs: 'Information', 'Output Group Setting', 'Plan', 'Alerts', and 'Health'. The 'Information' tab is currently selected. It contains two main sections: 'Basic Information' and 'Input Setting'.

Basic Information

Name	
ID	
State	RUNNING

Input Setting

Default Input Source

Id	
Name	30mintime
Source End Behavior	LOOP

Other Input Sources

Id	
Name	1to3time
Source End Behavior	LOOP

Id	
Name	22to25time
Source End Behavior	ONCE

Alerts

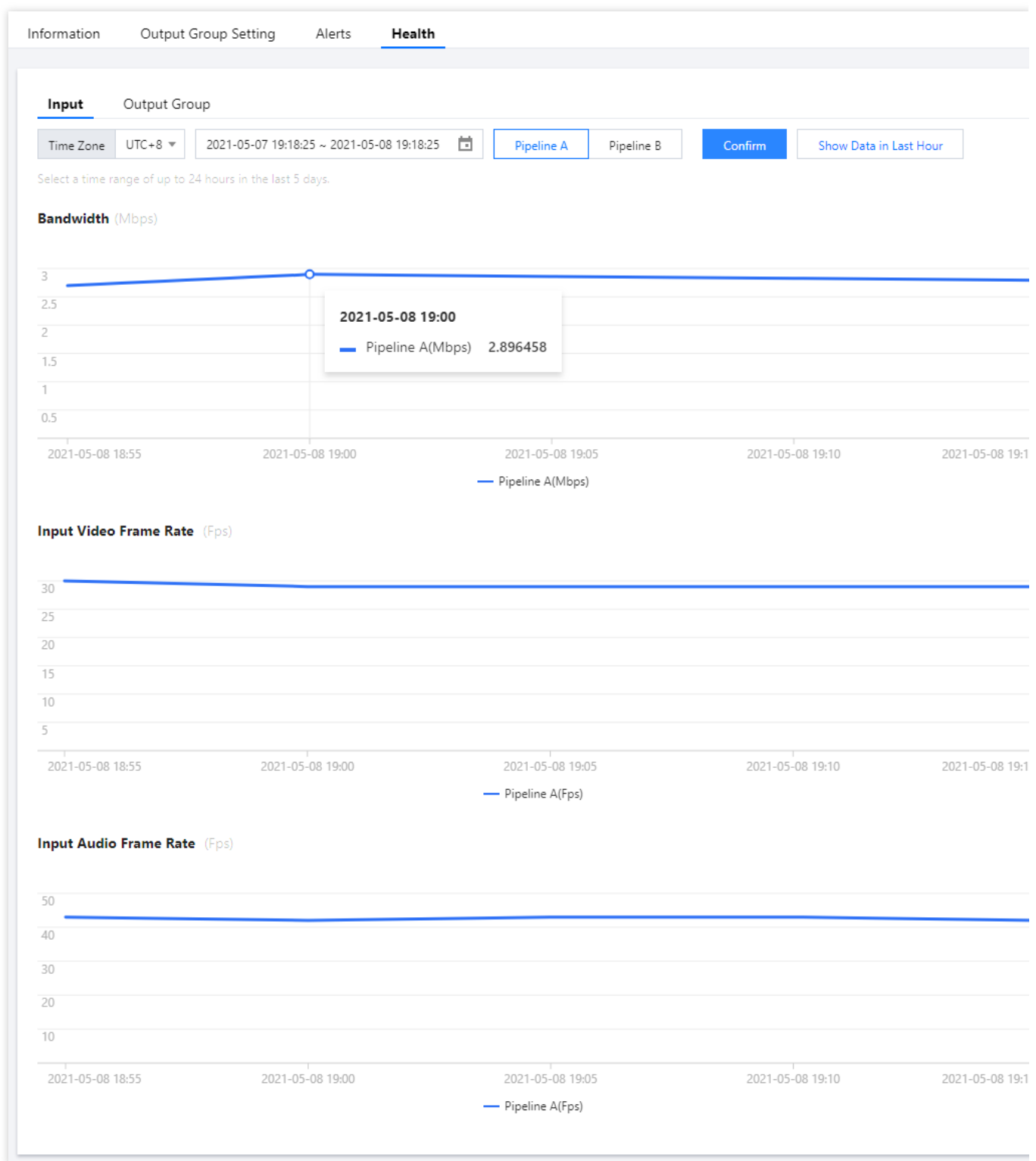
If a problem occurs or is likely to occur in any pipeline of a channel, StreamLive will generate an alert for the channel. **Set time** is the time when the alert is generated, and **Cleared time** is the time when the alert is cleared. The state of an alert changes. When the alert state is **SET**, the **Set time** and **State** columns are highlighted in red. After an alert is cleared, its state changes to **CLEARED**, and the highlighting is removed. You can query alert data, including the problematic pipeline, alert type, and other details, for a time period of less than 24 hours in the last 5 days.

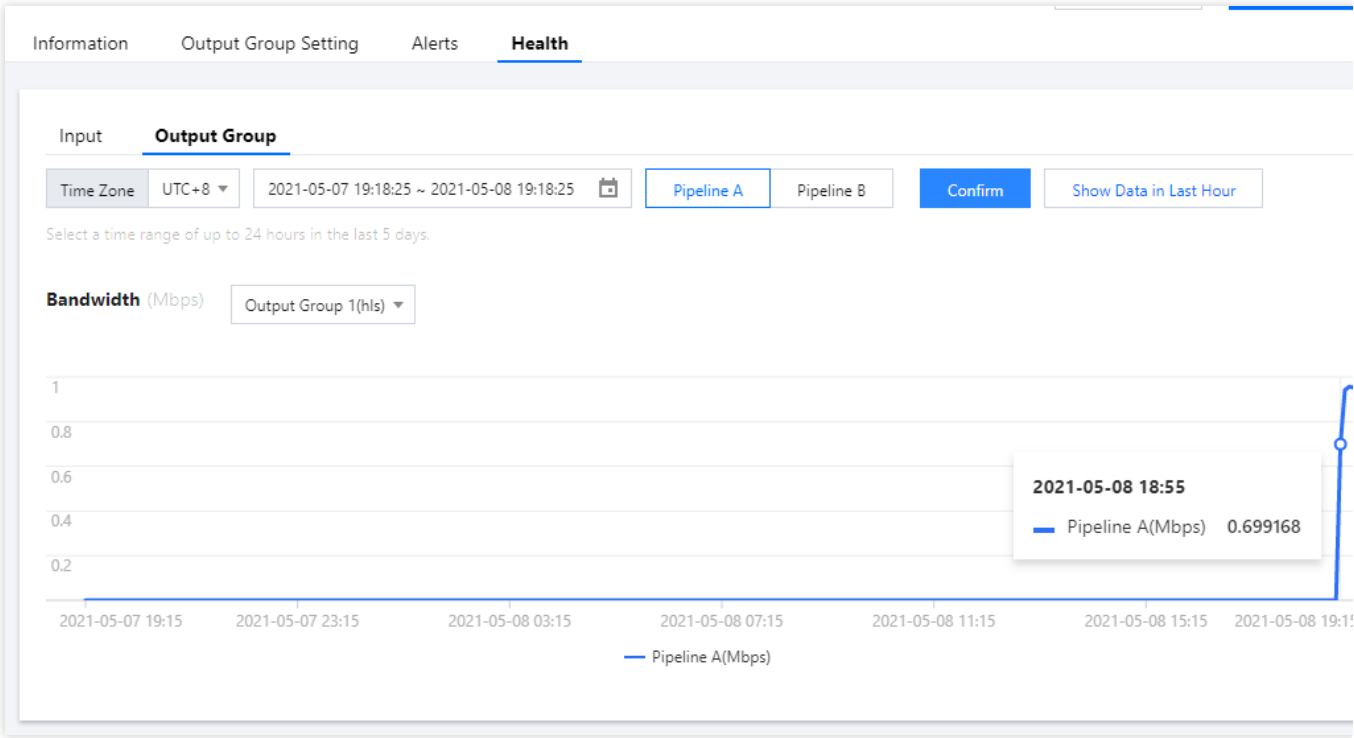
Information Output Group Setting Alerts Health						Refresh
Set time	Cleared time	State	Pipeline	Type	Message	
2021-03-25 14:28:11	-	SET	A	RTMP Stream Not Found	Message details	
2021-03-25 11:34:41	-	SET	B	RTMP Stream Not Found	Message details	
Total items: 2			10 / page		1 / 1 page	

Information Output Group Setting Alerts Health						Refresh
Set time	Cleared time	State	Pipeline	Type	Message	
2021-03-25 14:28:11	2021-05-08 18:56:28	CLEARED	A	RTMP Stream Not Found	Message details	
2021-03-25 11:34:41	-	SET	B	RTMP Stream Not Found	Message details	
Total items: 2			10 / page		1 / 1 page	

Health

The **Heath** tab displays information about a channel’s inputs (bandwidth and input video/audio frame rate) and outputs (bandwidth), which help you determine whether the current channel is working properly. You can query data for a time period of less 24 hours in the last 5 days.





Watermark Management

Last updated : 2022-08-19 16:34:43

You can add a static image or text to the video outputs of StreamLive. A watermark image must be in PNG or JPG format.

Viewing watermarks

Select **Watermark Management** on the left sidebar. On this page, you can preview the watermarks added as well as view information such as image size and dimensions.

Template Name/ID	Content	Format	Type	Origin	Size (Width × Height)	Template Binding	Last Modified	Operation
		jpg	Image Watermark	Origin TOP_LEFT Horizontal Offset 5% Vertical Offset 5%	Width 10% * Height 0%	0		Edit Delete
		png	Image Watermark	Origin TOP_RIGHT Horizontal Offset 0% Vertical Offset 90%	Width 20% * Height 20%	0		Edit Delete

Adding a watermark

To add a watermark, on the **Watermark Management** page, click **Create Template** and complete the following settings:

StreamLive

← **Create Watermark Template**

Template Name *

Watermark Type: Text Watermark

Watermark Text *
Type watermark text
Maximum 64 characters

Font Size: 25 px

Color: [Black]

Origin: Top Left

Vertical Offset: 0% [Slider] 99%
Vertical offset is the ratio of the vertical distance between the watermark and origin to the video height.

Horizontal Offset: 0% [Slider] 99%
Horizontal offset is the ratio of the horizontal distance between the watermark and origin to the video width.

Cancel Confirm

General settings:

Template Name: The template name can be up to 16 characters long and can contain numbers, letters, and underscores (_).

Watermark Type: Select **Text Watermark** or **Image Watermark** from the drop-down list.

Origin: Select from the drop-down list whether to use the **Top Left**, **Bottom Left**, **Top Right**, or **Bottom Right** corner as the origin.

Vertical Offset: The vertical offset of the watermark relative to the origin.

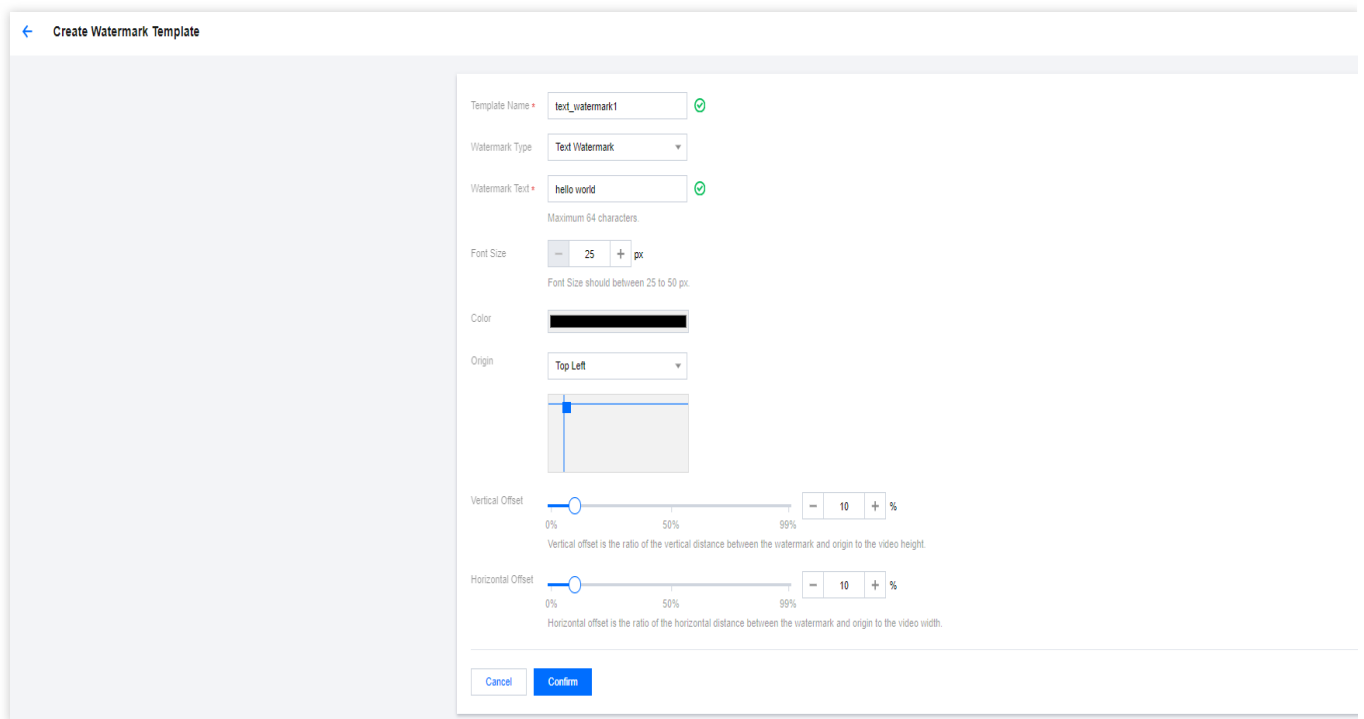
Horizontal Offset: The horizontal offset of the watermark relative to the origin.

Adding a text watermark

Watermark Text: The text to add to a video. This is required if you are adding a text watermark.

Front Size: The font size.

Color: The text color.



← Create Watermark Template

Template Name * ✓

Watermark Type

Watermark Text * ✓

Maximum 64 characters.

Font Size px

Font Size should be between 25 to 50 px.

Color

Origin

Vertical Offset %

Vertical offset is the ratio of the vertical distance between the watermark and origin to the video height.

Horizontal Offset %

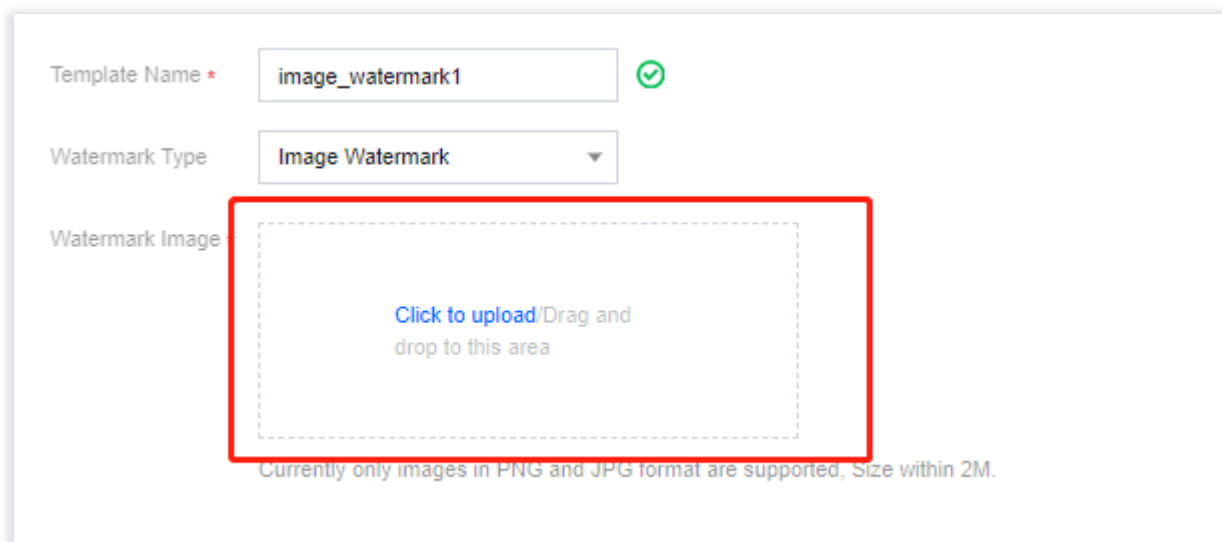
Horizontal offset is the ratio of the horizontal distance between the watermark and origin to the video width.

Click **Confirm**.

Adding an image watermark

Watermark Image: This is required if you are adding an image watermark. Click **Click to upload** or drag and drop the image file to upload.

Watermark Size: The width and height of the watermark as a percentage of the image's original dimensions. If you leave them empty or set them to 0, the original image dimensions will be used.



Template Name * ✓

Watermark Type

Watermark Image

Click to upload/Drag and drop to this area

Currently only images in PNG and JPG format are supported, Size within 2M.

Click **Confirm**.

Querying a watermark

In the top right corner of the **Watermark Management** page, enter a watermark template name or watermark ID in the search box to search for a watermark.

Create Template									<input type="text" value="image_watermark1"/>
Template Name/ID	Content	Format	Type	Origin	Size (Width × Height)	Template Binding	Last Modified	Operation	
image_watermark1 628EF8F7C2AB1999BE40	hello world	-	Text Watermark	Origin TOP_LEFT Horizontal Offset 10% Vertical Offset 10%	25 px	0		Edit Delete	
Total items: 1							10 / page		

Editing a watermark

On the **Watermark Management** page, find the target watermark and click **Edit** in the **Operation** column to edit the watermark.

Create Template									<input type="text" value="Enter a template Name or ID"/>
Template Name/ID	Content	Format	Type	Origin	Size (Width × Height)	Template Binding	Last Modified	Operation	
image_watermark1 628EF8F7C2AB1999BE40	hello world	-	Text Watermark	Origin TOP_LEFT Horizontal Offset 10% Vertical Offset 10%	25 px	0	2022-05-26 11:50:15	Edit Delete	

Deleting a watermark

On the **Watermark Management** page, find the target watermark and click **Delete** in the **Operation** column to delete the watermark.

Template Name/ID	Content	Format	Type	Origin	Size (Width × Height)	Template Binding	Last Modified	Operation	
image_watermark1 628EF8F7C2AB1999BE40	hello world	-	Text Watermark	Origin TOP_LEFT Horizontal Offset 10% Vertical Offset 10%	25 px	0		Edit Delete	

You cannot delete a watermark that has been bound to a channel. The **Template Binding** column shows the number

of channels a watermark is bound to.

Template Name/ID	Content	Format	Type	Origin	Size (Width × Height)	Template Binding	Last Modified	Operation
test2 62161696C2AB4C4E779D	test	-	Text Watermark	Origin BOTTOM_LEFT Horizontal Offset 12% Vertical Offset 12%	50 px	1		Edit Delete
Total items: 1						10 / page	1 / 1 page	

Binding a watermark to a channel

After creating a watermark template, you can bind it to a channel. Find the target channel on the **Channel Management** page and click **Edit**. In **Output Group Setting**, toggle on **Video Watermark** and select the watermark template created from the drop-down list of **Video Watermark Template**.

StreamLive

Security Group Management

Input Management

Channel Management

Watermark Management

Edit Channel

Basic Information > Input Setting > Output Group Setting

Group 1

Name720p64kAudio TranscodingAudio CodecAACAudio Bitrate/bps64000Video TranscodingVcodecH264Rate Control ModeABRVideo Bitrate/bps2000000Width1280Height720Fps25Top Speed Codec TranscodingVideo WatermarkVideo Watermark TemplatePlease selecttest6test4image_watern...image_watern...

Audio/Video Template 2Name1080p64kAudio TranscodingAudio CodecAACAudio Bitrate/bps6000

PreviousDone

Note:

Configuration changes do not take effect until the next live streaming.

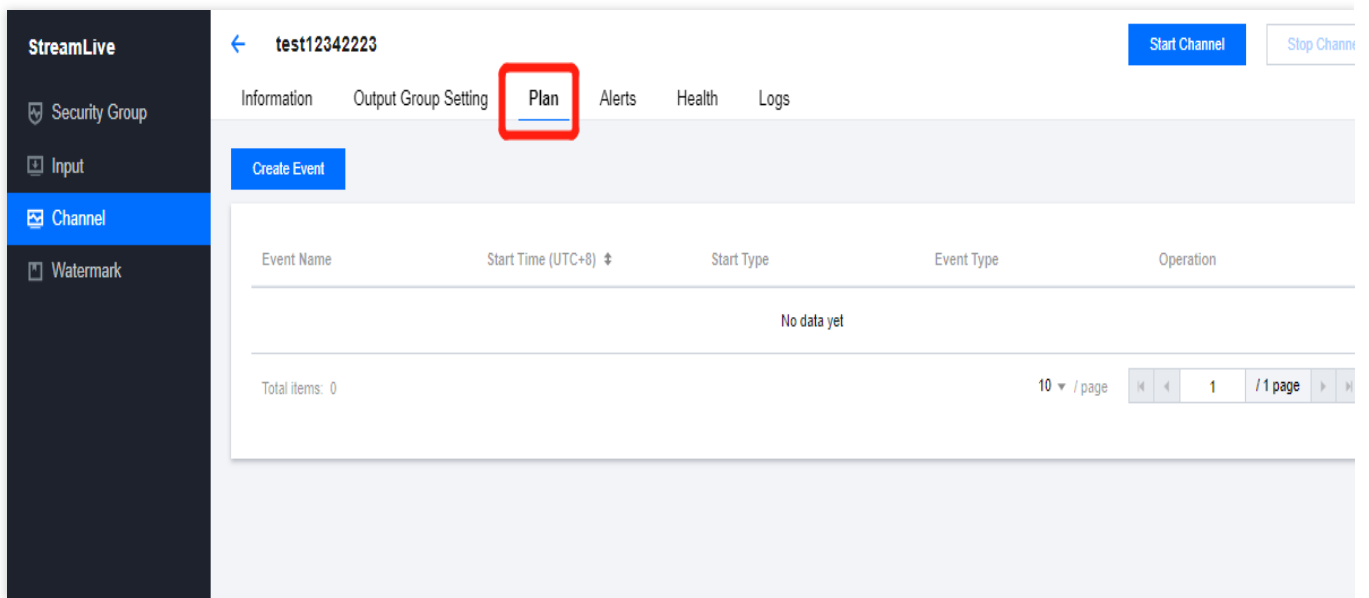
Plan Management

Last updated : 2023-11-03 09:49:50

You can execute events for a channel while it's running by adding events to the plan of the channel. StreamLive will perform the specified action at the specified time.

Viewing events

On the **Channel** page, click the name of the channel for which you want to configure events and select the **Plan** tab.



Creating an event

Click **Create Event**. Currently, the following event types are supported:

Input Switch : Change the input of a running channel.

Time Record: Record a specific segment of a running channel's output.

SCTE-35 Time Signal : Configure a SCTE-35 time_signal event.

SCTE-35 Splice Insert : Configure a SCTE-35 splice_insert event.

SCTE-35 Return to Network : Configure a SCTE-35 return to network event.

Creating an Input Switch event

The screenshot displays the 'Create Event' interface in the StreamLive console. The sidebar on the left shows the 'Channel' tab selected. The main area has a 'Create Event' button. The right-hand panel is titled 'Create Event' and contains the following sections:

- Basic Information:** Includes a text input for 'Event Name' with a placeholder 'Please enter the event name'.
- Timing:** Includes a dropdown for 'Start Type' set to 'Fixed Time', and a date/time picker for 'Date (UTC+8)' set to '2023-07-05 15:20:24'.
- Event:** Includes radio buttons for 'Event Type' with 'Input Switch' selected. Other options are 'Time Record', 'SCTE-35 Time Signal', 'SCTE-35 Splice Insert', and 'SCTE-35 Return To Network'. Below this is a dropdown for 'Input Attachment' with a placeholder 'Please select'.

At the bottom of the right-hand panel are 'Confirm' and 'Cancel' buttons.

Event Type : Select **Input Switch**.

Event Name : Enter the event name, which can be up to 32 characters long, can contain numbers, underscores, and letters, and must be unique across the channel.

Start Type : Select **Fixed Time** or **Immediate**. Fixed Time: Execute the event at a specified time (UTC), which must be at least 10 seconds later than the event configuration time. Immediate: Execute the event immediately.

Input Attachment : From the inputs that have been bound to the channel, select one to change to.

Creating a Time Record event

StreamLive test12342223

Information Output Group Setting **Plan** Alerts Health

Create Event

Event Name Start Time (UTC+8) Status

Total items: 0

Create Event

Basic Information

Event Name *

OutputGroupName *

ManifestName * .mpd

DestinationUrl1 ? *

DestinationUrl2

Timing

Date (UTC+8)

Event

Event Type

☐ Input Switch

☒ Time Record

☐ SCTE-35 Time Signal

☐ SCTE-35 Splice Insert

☐ SCTE-35 Return To Network

Confirm **Cancel**

Event Type : Select **Time Record**.

Event Name : Enter the event name, which can be up to 32 characters long, can contain numbers, underscores, and letters, and must be unique across the channel.

OutputGroupName : Select the output group to record. You can view the output groups of a channel on the **Output Group Setting** page.

ManifestName : Enter the name of the manifest file generated (you don't need to include .m3u8 or .mpd in the name).

DestinationUrl : Enter the COS address to save the file.

Timing : Enter the time period (UTC) to record.

For SCTE-35 event, you can refer to the **SCTE STANDARD - SCTE 35 2022**

Creating a SCTE-35 Time Signal event

StreamLive

test12342223

Information Output Group Setting Plan Alerts Health

Create Event

Event Name Start Time (UTC+8) #

Total items: 0

Create Event

Basic Information

Event Name * Please enter the event name

Timing

Start Type Fixed Time

Date (UTC+8) 2023-07-05 14:41:00

Event

Event Type

☐ Input Switch

☐ Time Record

☒ SCTE-35 Time Signal

☐ SCTE-35 Splice Insert

☐ SCTE-35 Return To Network

SCTE-35 Descriptors

Confirm Cancel

Event Type : Select **SCTE-35 Time Signal**.

Event Name : Enter the event name, which can be up to 32 characters long, can contain numbers, underscores, and letters, and must be unique across the channel.

Start Type : Select **Fixed Time** or **Immediate**. Fixed Time: Execute the event at a specified time (UTC), which must be at least 10 seconds later than the event configuration time. Immediate: Execute the event immediately.

Click **Add** to create several SCTE-35 Descriptors.

Event

Event Type

☐ Input Switch

☐ Time Record

☒ SCTE-35 Time Signal

☐ SCTE-35 Splice Insert

☐ SCTE-35 Return To Network

SCTE-35 Descriptors (3)

Add

SCTE-35 Descriptptor 1 [Remove](#)

SCTE-35 Descriptptor 2 [Remove](#)

SCTE-35 Descriptptor 3 [Remove](#)

Confirm

Cancel

For each SCTE-35 Descriptor, you can set following information:

SCTE-35 Descriptptor 1 [Remove](#)

Descriptor Type	Segmentation Descriptor
Segmentation Event ID *	<input type="text"/>
Segmentation Event Cancel Indicator *	<input checked="" type="radio"/> PREVIOUSLY_EVENT_NOT_CANCELLED <input type="radio"/> PREVIOUSLY_EVENT_CANCELLED
Delivery Restrictions	<input checked="" type="checkbox"/>
Segmentation Duration	<input type="text"/>
Segmentation UPID Type *	<input type="text"/>
Segmentation UPID *	<input type="text"/>
Segmentation Type ID *	<input type="text"/>
Segment Num *	<input type="text"/>
Segments Expected *	<input type="text"/>
Subsegment Num *	<input type="text"/>
Subsegments Expected *	<input type="text"/>

Segmentation Event ID : A 32-bit unique segmentation event identifier. Please enter an integer between 0 and 4294967295.

Segmentation Event Cancel Indicator : Indicates that a previously sent segmentation event, identified by segmentation_event_id, has been cancelled.

Delivery Restrictions : Correspond to SCTE-35 web_delivery_allowed, no_regional_blackout, archive_allowed, device_restrictions parameter.

Segmentation Duration : The duration of the segment in 90kHz ticks. Please enter an integer between 0 and 1099511627775.

Segmentation UPID Type : Correspond to SCTE-35 segmentation_upid_type parameter. Please enter an integer between 0 and 255.

Segmentation UPID : Correspond to SCTE-35 segmentation_upid parameter. Please enter a string which can contain up to 255 characters. Segmentation UPID can be empty only when Segmentation UPID Type is 0.

Segmentation Type ID : Correspond to SCTE-35 segmentation_type_id parameter. Please enter an integer between 0 and 255.

Segment Num : Correspond to SCTE-35 segment_num parameter. Please enter an integer between 0 and 255.

Segments Expected : Correspond to SCTE-35 segment_expected parameter. Please enter an integer between 0 and 255.

Subsegment Num : Correspond to SCTE-35 sub_segment_num parameter. Please enter an integer between 0 and 255.

Subsegments Expected : Correspond to SCTE-35 sub_segments_expected parameter. Please enter an integer between 0 and 255.

Creating a SCTE-35 Splice Insert event

Create Event

Basic Information

Event Name *

Please enter the event name

Timing

Start Type

Fixed Time

Date (UTC+8)?

2023-07-05 14:41:00

Event

Event Type

☐ Input Switch

☐ Time Record

☐ SCTE-35 Time Signal

☒ SCTE-35 Splice Insert

☐ SCTE-35 Return To Network

Splice Event ID? *

Duration?

Event Type : Select **SCTE-35 Splice Insert**.

Event Name : Enter the event name, which can be up to 32 characters long, can contain numbers, underscores, and letters, and must be unique across the channel.

Start Type : Select **Fixed Time** or **Immediate**. Fixed Time: Execute the event at a specified time (UTC), which must be at least 10 seconds later than the event configuration time. Immediate: Execute the event immediately.

Splice Event ID : A 32-bit unique segmentation event identifier. Please enter an integer between 0 and 4294967295.

Duration : The duration of the segment in 90kHz ticks. Please enter an integer between 0 and 8589934591.

Creating a SCTE-35 Return to Network event

Create Event

Basic Information

Event Name *

Please enter the event name

Timing

Start Type

Fixed Time

Date (UTC+8)?

2023-07-05 14:41:00

Event

Event Type

☐ Input Switch

☐ Time Record

☐ SCTE-35 Time Signal

☐ SCTE-35 Splice Insert

☒ SCTE-35 Return To Network

Splice Event ID? *

Event Type : Select **SCTE-35 Return to Network**.

Event Name : Enter the event name, which can be up to 32 characters long, can contain numbers, underscores, and letters, and must be unique across the channel.

Start Type : Select **Fixed Time** or **Immediate**. Fixed Time: Execute the event at a specified time (UTC), which must be at least 10 seconds later than the event configuration time. Immediate: Execute the event immediately.

Splice Event ID : A 32-bit unique segmentation event identifier for SCTE-35 splice_insert. Please enter an integer between 0 and 4294967295.

Creating a Timed Metadata event

The screenshot shows the StreamLive console interface. On the left is a dark sidebar with navigation options: Channel, Security Group, Input, and Watermark. The main area has tabs for Information, Output Group Setting, Plan, Alerts, Health, and Logs. The 'Plan' tab is active, and a 'Create Event' button is highlighted with a red box. Below this is a table with columns for Event Name, Start Time (UTC+8), and Start Type. The table contains one row with Event Name '1', Start Time '2023-08-16 16:20:31', and Start Type 'Immediate'. To the right of the table is a 'Create Event' form. The form has sections for Basic Information (Event Name), Timing (Start Type and Date), and Event (Event Type). In the Event Type section, 'Timed Metadata' is selected and highlighted with a red box. Below the Event Type section is an 'ID3' field.

Event Type : Select **Timed Metadata**.

Event Name : Enter the event name, which can be up to 32 characters long, can contain numbers, underscores, and letters, and must be unique across the channel.

Start Type : Select **Fixed Time** or **Immediate**. Fixed Time: Execute the event at a specified time (UTC), which must be at least 10 seconds later than the event configuration time. Immediate: Execute the event immediately.

ID3:

Please enter a fully formed ID3 metadata item (including both a header and a frame, as per the [ID3 specification](#)) and encode it as base64, which can be up to 1024 characters long.

For output in this channel that requires the passthrough of ID3 metadata, it is necessary to toggle on the **ID3 Passthrough** switch in the output setting.

Outputs *

Add one or more outputs to this group. Each output has unique stream settings that enable you to choose the video, audio, and captions tracks that you need. All outputs in a output group need to be kept in the same transcoding type (joint transcoding/separate transcoding).

[Add](#)

Output Name	SCTE-35 Setting	ID3 Passthrough	Transcoding Setting	Actions
<input type="text" value="720"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	720p,128k,64k	Remove
<input type="text" value="1080p"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1080p,64k,128k	Remove

Deleting an event

Find the event to delete, click **Delete** in the **Operation** column, and then click **Confirm** in the pop-up window. You can delete an event that hasn't been executed or has finished, but not one that is being executed.

[Create Event](#)

Event Name	Start Time (UTC+8) ↕	Start Type	Event Type	Operation
switch_event	2022 <input type="text" value=""/>	Fixed Time	Input Switch	Delete
timerecord_event			Time Record	Delete

Total items: 2

10 ▾ / page 1 / 1 page