

MediaConnect Console User Guide Product Documentation





Copyright Notice

©2013-2019 Tencent Cloud. All rights reserved.

Copyright in this document is exclusively owned by Tencent Cloud. You must not reproduce, modify, copy or distribute in any way, in whole or in part, the contents of this document without Tencent Cloud's the prior written consent.

Trademark Notice



All trademarks associated with Tencent Cloud and its services are owned by Tencent Cloud Computing (Beijing) Company Limited and its affiliated companies. Trademarks of third parties referred to in this document are owned by their respective proprietors.

Service Statement

This document is intended to provide users with general information about Tencent Cloud's products and services only and does not form part of Tencent Cloud's terms and conditions. Tencent Cloud's products or services are subject to change. Specific products and services and the standards applicable to them are exclusively provided for in Tencent Cloud's applicable terms and conditions.



Contents

Console User Guide
Console User Guide



Console User Guide Console User Guide

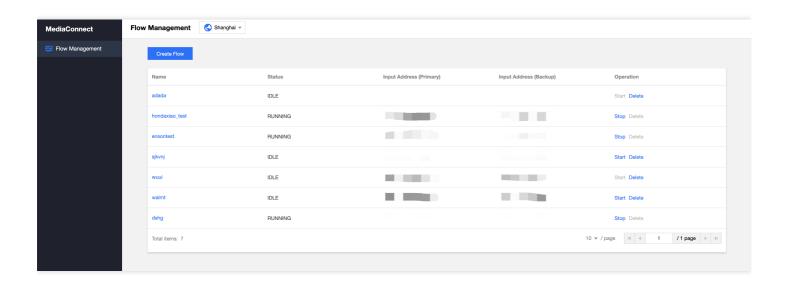
Last updated: 2020-12-15 16:42:25

The MediaConnect service is managed at the flow level in the MediaConnect console, and each flow corresponds to a stream transfer linkage. You can quickly and stably transfer video streaming media and comprehensively monitor the quality of the video streams during the transfer process in the console.

1. Selecting Regions

A region indicates the starting point of your flow transfer linkage. You can select an AZ at the top of the console page before you start using the service. Currently, multiple nodes in Asia, Europe, Western US and other regions can be selected in the console. If you need to deploy more nodes, please feel free to contact us.

2. Main UI



The main UI of the MediaConnect console displays all the flows you have created and their running statuses. Each flow supports the input of primary and backup streams. You can push the two streams at the same time to ensure the transfer stability. You can click "Start/Stop" in the "Operation" column on the right to start/pause the transfer. A flow that is being transferred cannot be deleted.



3. Creating Flows

Click "Create Flow" at the top of the console page to create a transfer linkage, through which you can set the name of the flow and select its maximum bandwidth (currently, valid values include 10 Mbps, 20 Mbps, and 50 Mbps).

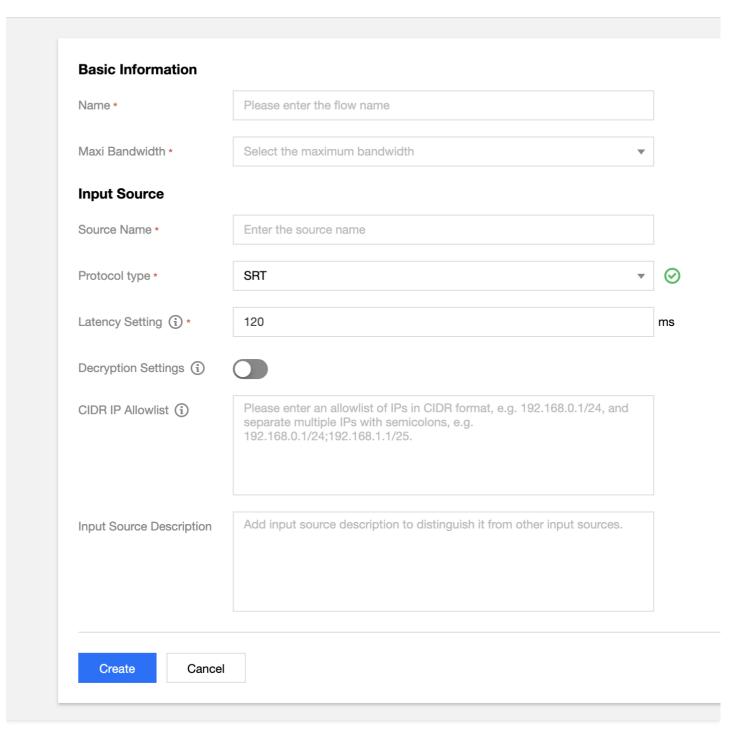
Then, you need to configure the relevant information of the input source: after selecting the transfer protocol, you need to set the Latency parameter. This parameter affects the size of the buffers for saving the data sent and received by the server, and we recommend increasing this parameter if the network condition is poor. This parameter is set to 120 ms by default in the console, and you can modify it as needed.

Note:

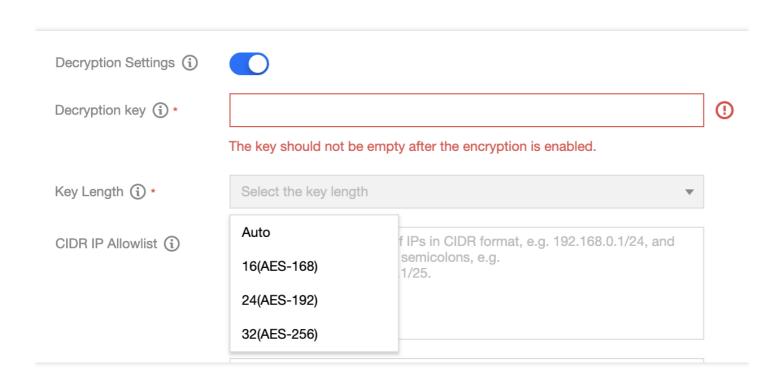
For the Latency parameter, you can perform a ping test on the IP address given after the flow creation to determine the optimal value. Alternatively, you can directly use the default value and then adjust the Latency value on the sender side.



Create Flow



MediaConnect supports transfer encryption and decryption based on the SRT protocol. If the stream you push to MediaConnect is an encrypted flow, you can enable "Decryption Settings", enter the Decryption key, and select the Key Length for MediaConnect to decrypt your upstream.



In addition, you can also set the IP allowlist (in CIDR format) of the input source so that only IPs in the allowlist can be pushed to this flow.

You can also configure descriptive information for the flow's input source so that you can distinguish different input sources.

After you click "Create", the flow will be created. MediaConnect will automatically generate the input IP addresses of the primary and backup tunnels for the created flow. You can then push to these addresses.

∧ Note:

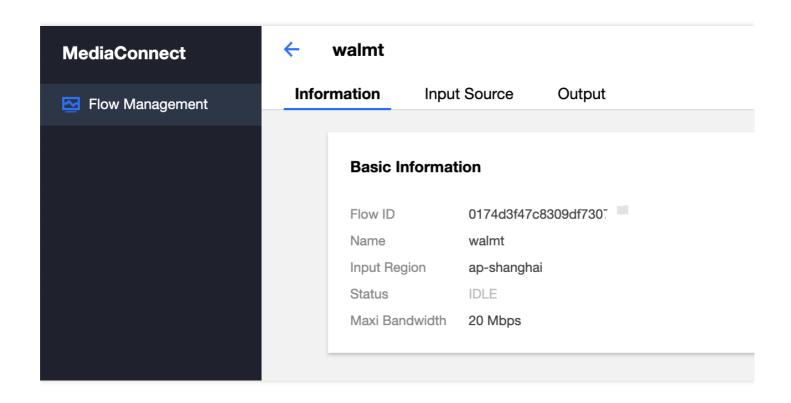
The flow cannot be used before an output node is created.

4. Viewing Flows

Click the name of the flow you just created on the main UI to enter the flow details page, where you can view the flow information and input source status and configure a flow output node.

You can click the editing icon in the top-right corner to edit the flow.



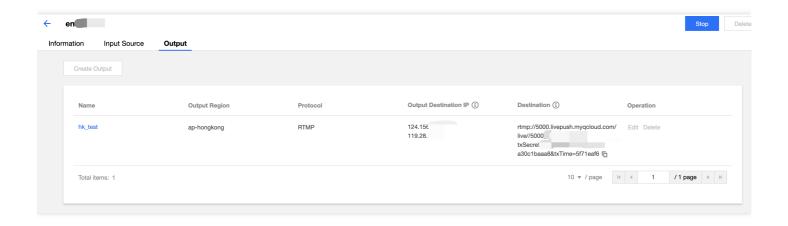


5. Outputs

You can view the information of all output nodes on the "Outputs" tab on the flow details page, where you can also create, delete, or edit an output node.

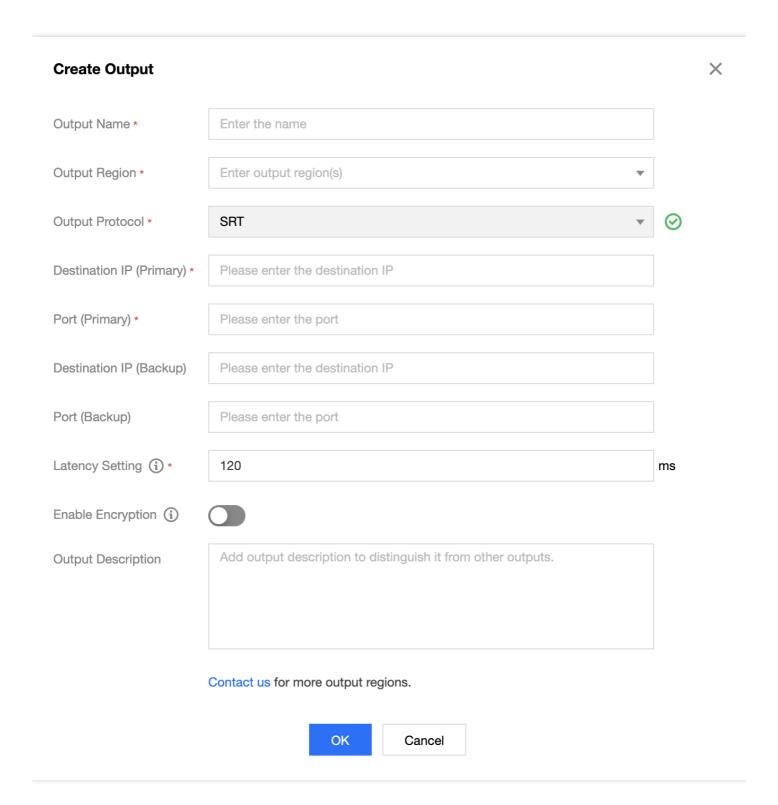


This operation is not allowed for running flows.





You can click "Create Output" to create an output. MediaConnect supports the one-flow-multi-output mechanism so that you can configure output nodes in different regions for the same flow input source.



MediaConnect supports remuxing transfer protocols. You can select the output protocol when creating an output. If you select the SRT protocol, you need to enter the destination IP address and



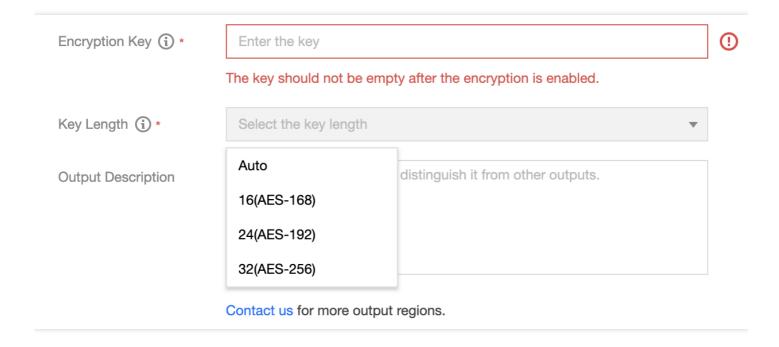
the port (primary and backup). You can also set the latency here, which is 120 ms by default and can be modified as needed.

⚠ Note:

The primary and backup tunnels of an output node are independent from each other and correspond to the primary and backup tunnels of the input source, respectively. This means that the stream you push to the primary tunnel of the flow will be output to the primary destination address after being transferred through MediaConnect, while the stream pushed to the backup tunnel of the flow will be output to the backup destination address after being transferred through MediaConnect.

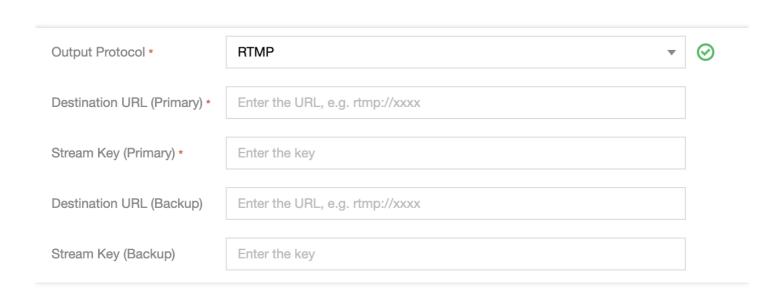
The primary output address is required, while the backup output address is optional.

If you need to encrypt the output stream of the SRT protocol, you can enable the encryption here. You need to then enter the encryption key and select the key length.



If you select the RTMP protocol for output, you need to enter the destination URL and Stream Key (primary and backup). The logic of the primary/backup tunnels is the same as above.





6. Starting and Stopping Flows

After creating the flow and output node, click "Start" to successfully run the flow. When you are done using the flow, click "Stop" to stop it.

