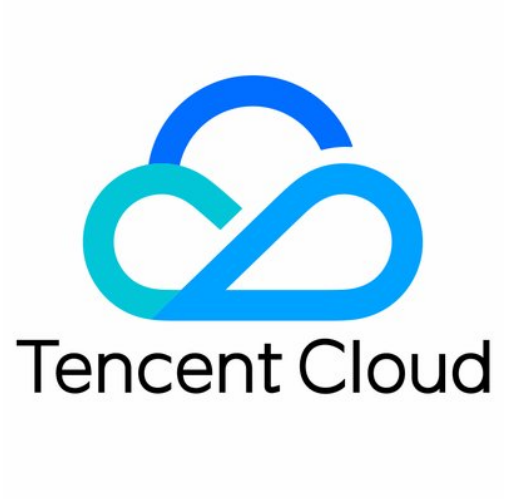
StreamLink

Console Guide

Product Documentation



Contents

Console Guide
Managing Events

Last updated：2023-12-23 17:15:52

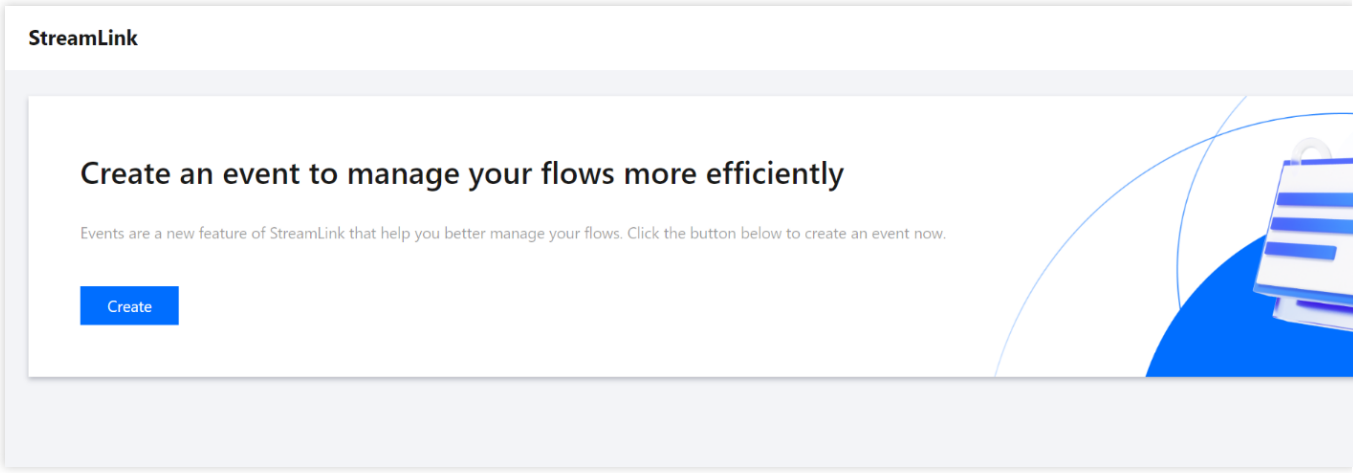
Overview

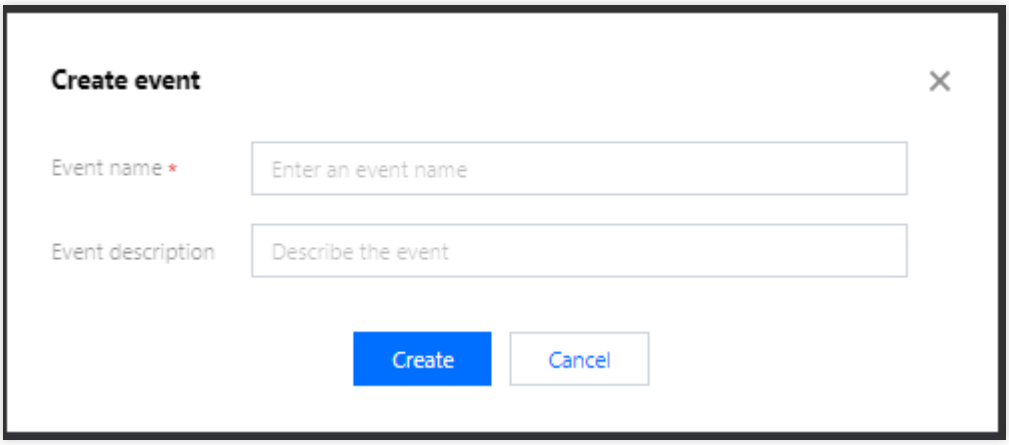
StreamLink offers reliable and secure real-time transport capabilities to help you transmit media quickly, stably, and with low latency. In the StreamLink console, transport resources are managed as events and flows. You can create an event in the console for an esports competition, a sports event, a concert, a product launch, or other activities or projects. An event is a collection of flows, and each flow is a transfer linkage. With StreamLink, you can not only transport videos quickly and stably, but also monitor the transmission process in a comprehensive way.

Managing Events

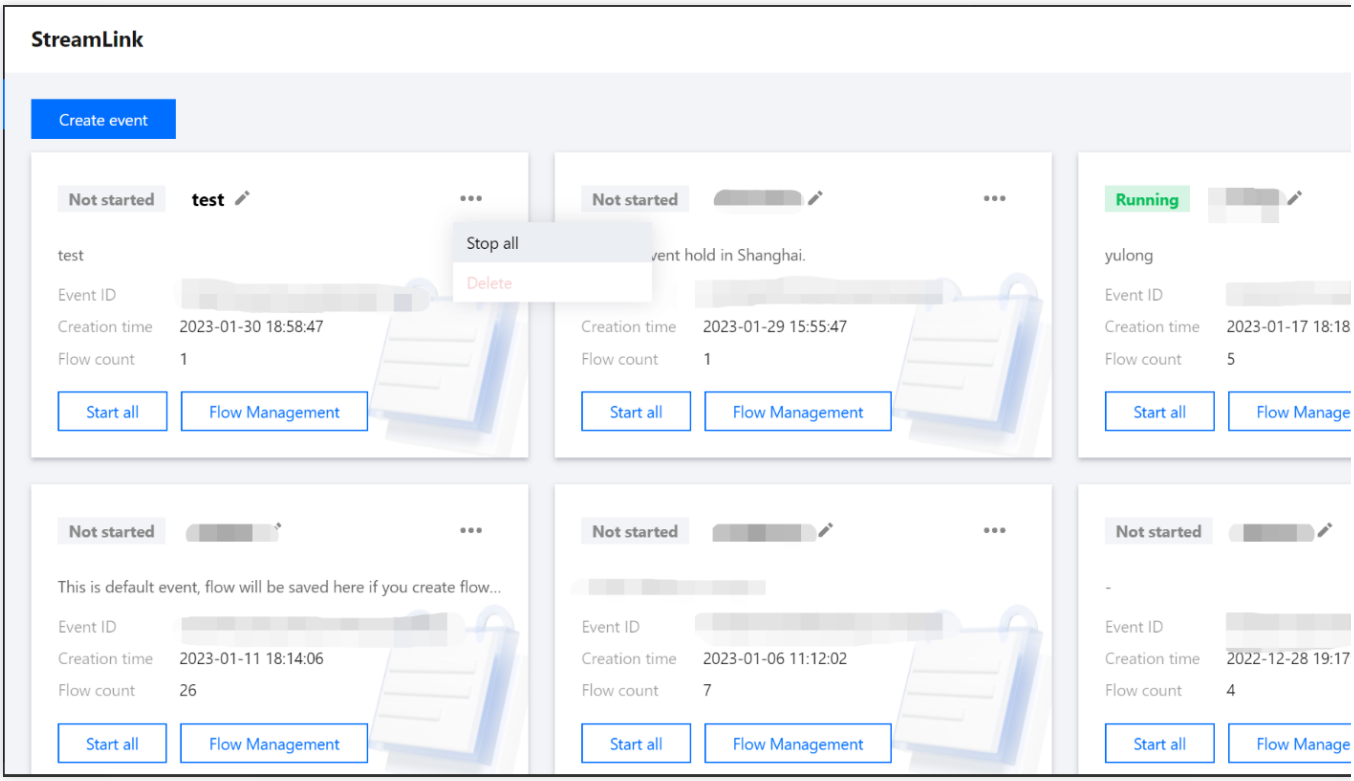
In StreamLink, flows are managed at the event level. An event can have multiple interrelated flows. Usually, an event is an activity or a project, such as an esports competition, a sports event, a concert, and a product launch. After creating an event in the console, you can create flows for it.

1. In the StreamLink console, click **Create** and enter the information required.





2. The event overview page shows all the events you created. You can start or stop all flows of an event on this page, or click **Flow management** to manage the details of a flow.



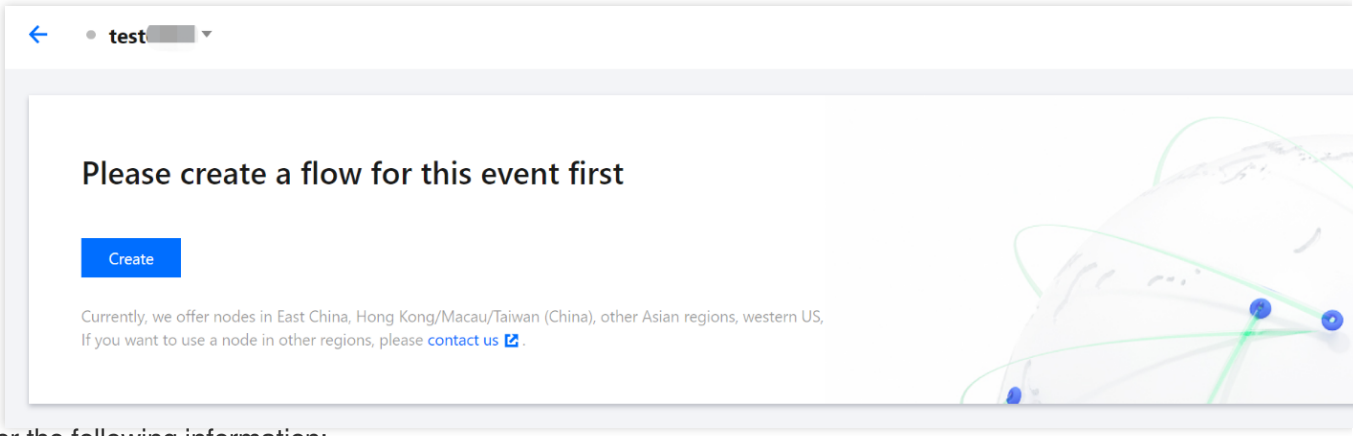
Flow Management
Managing Flows

Last updated：2023-12-23 17:16:44

After creating an event, click the event on the event overview page. You will enter the flow management page, where you can manage the event's flows. Each flow is a transfer linkage.

Creating a Flow

1. In the **StreamLink console**, select the event you created, click **Flow management**, and then click **Create**.

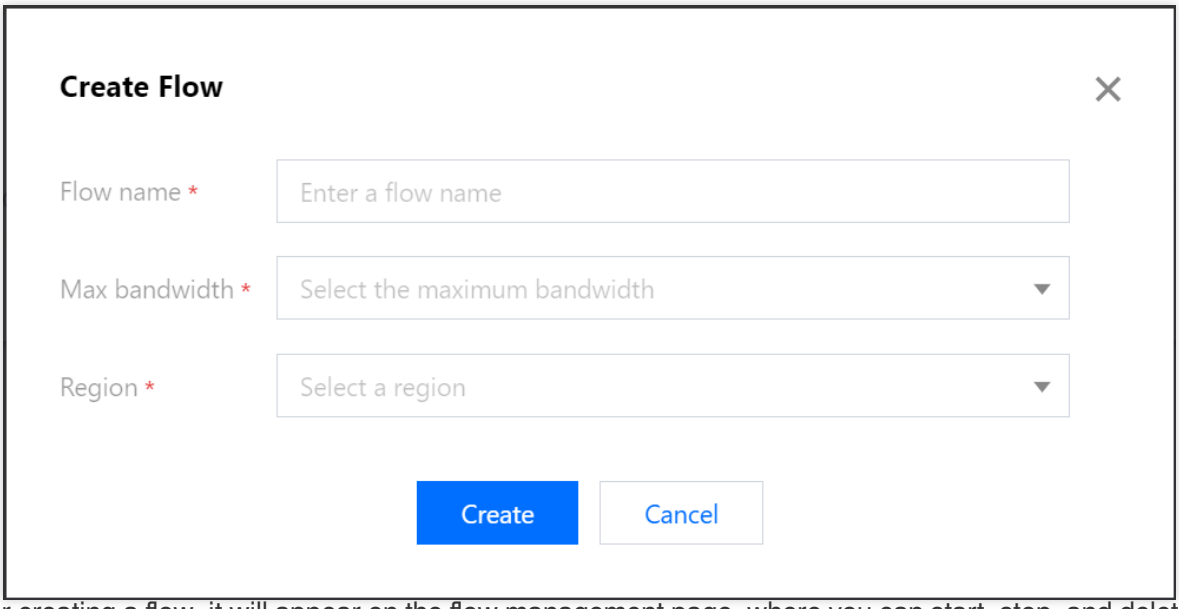


2. Enter the following information:

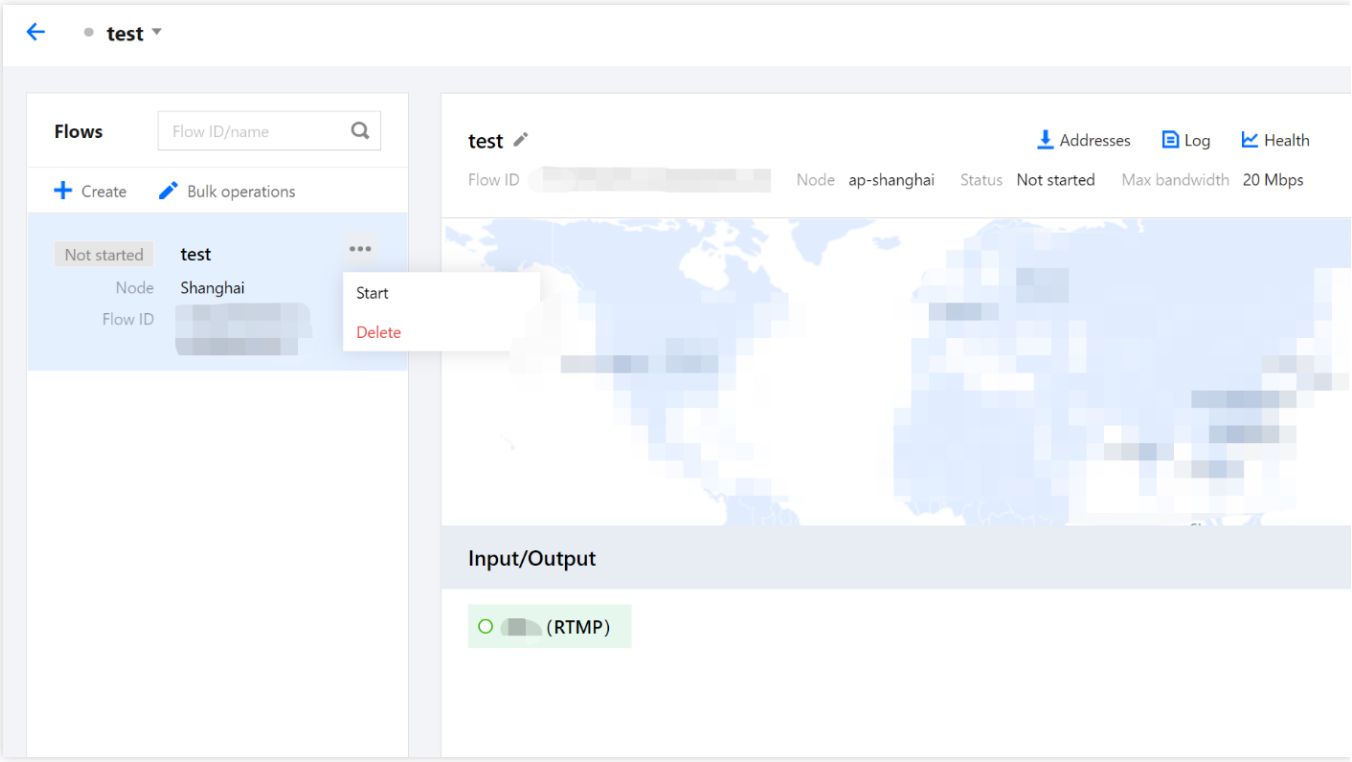
Flow name: Enter a name that can help you easily distinguish the flow from others.

Max bandwidth: Select the maximum bandwidth for your flow. The system will assign network resources based on your configuration.

Region: Select the region of your flow.

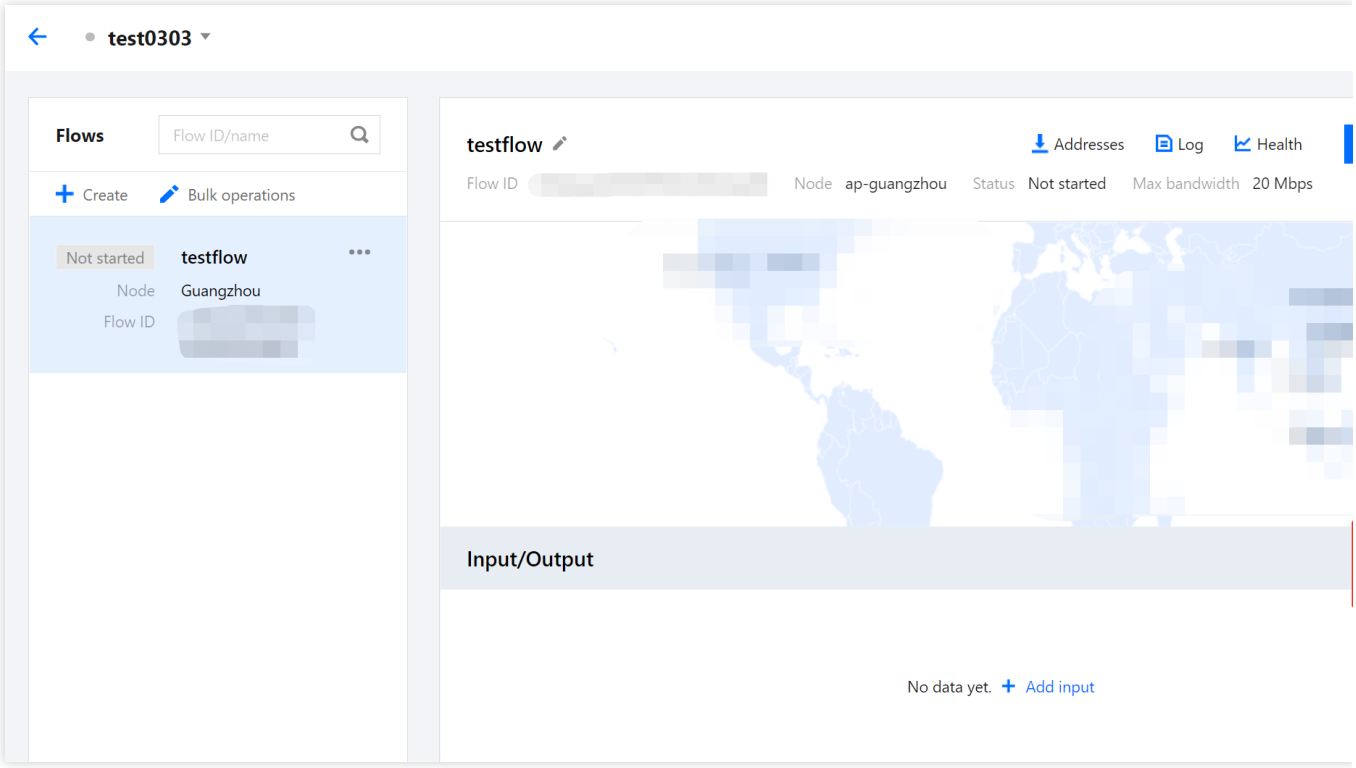


3. After creating a flow, it will appear on the flow management page, where you can start, stop, and delete a flow (bulk operation supported), as well as export the addresses of a flow.



Adding Inputs and Outputs

Last updated：2023-12-23 17:17:10



On the Flow management page, select a flow in the flow list to add inputs and outputs.

Adding an Input

Click **Add input** and enter the following information:

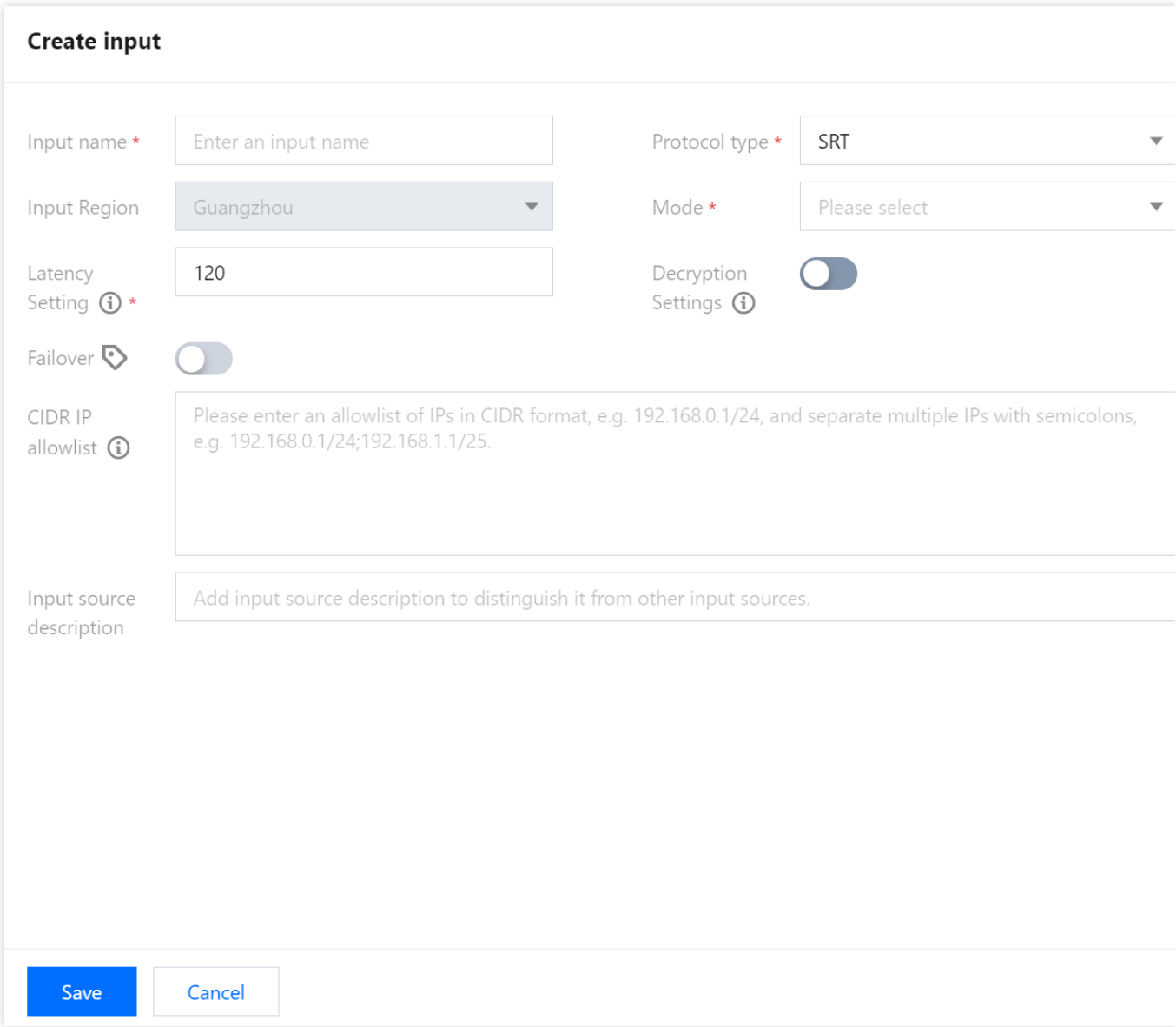
Input name: Enter a name that can help you easily distinguish the input from others.

Input region: Select the input region.

Protocol type: Select the input protocol. The protocols supported include RTMP, RTMP_PULL, SRT, and RTP. The other input settings vary with the input protocol you select.

Latency setting: Set the server-side latency. Currently, only the SRT protocol supports latency configuration.

Mode: If the input protocol is SRT, you choose either the listener or caller mode.

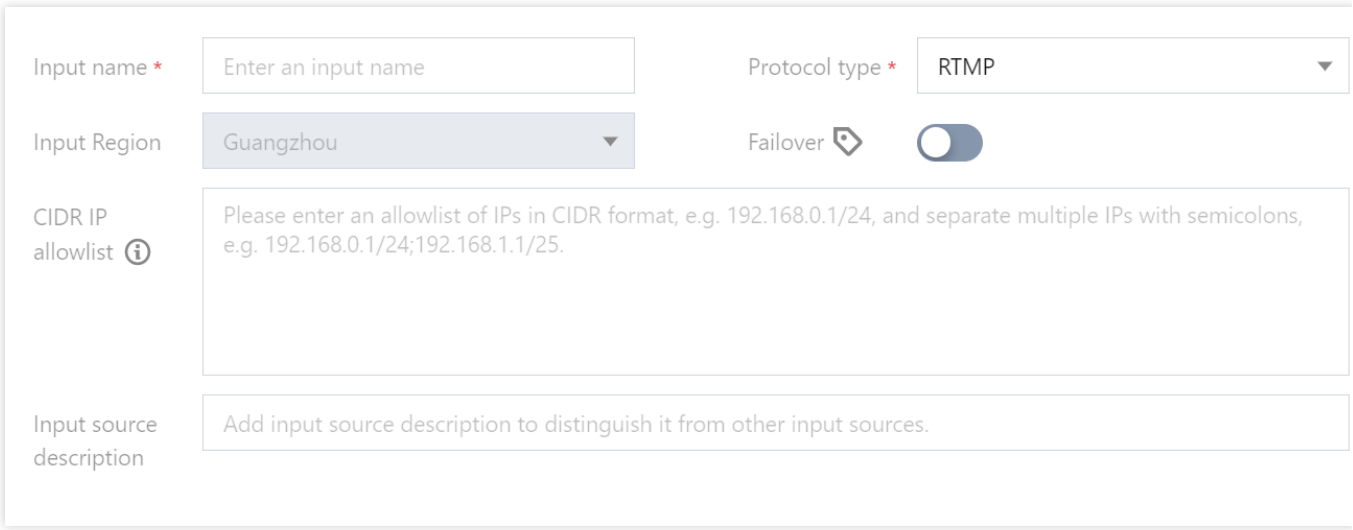


1. RTMP

If you select RTMP as the input protocol, you need to push the stream to an address generated by StreamLink.

Failover: If you enable failover, StreamLink will generate two input addresses. You can push streams to both addresses. The stream that arrives first will be used as the primary source. If the primary source is down, StreamLink will automatically switch to the backup stream.

CIDR IP allowlist: The IP allowlist, which specifies the IP addresses (example: `203.3.3.3/28`) that are allowed to push streams. This makes for improved security. Separate multiple addresses with semicolons, as in `203.3.3.3/28;202.3.3.3/28`.



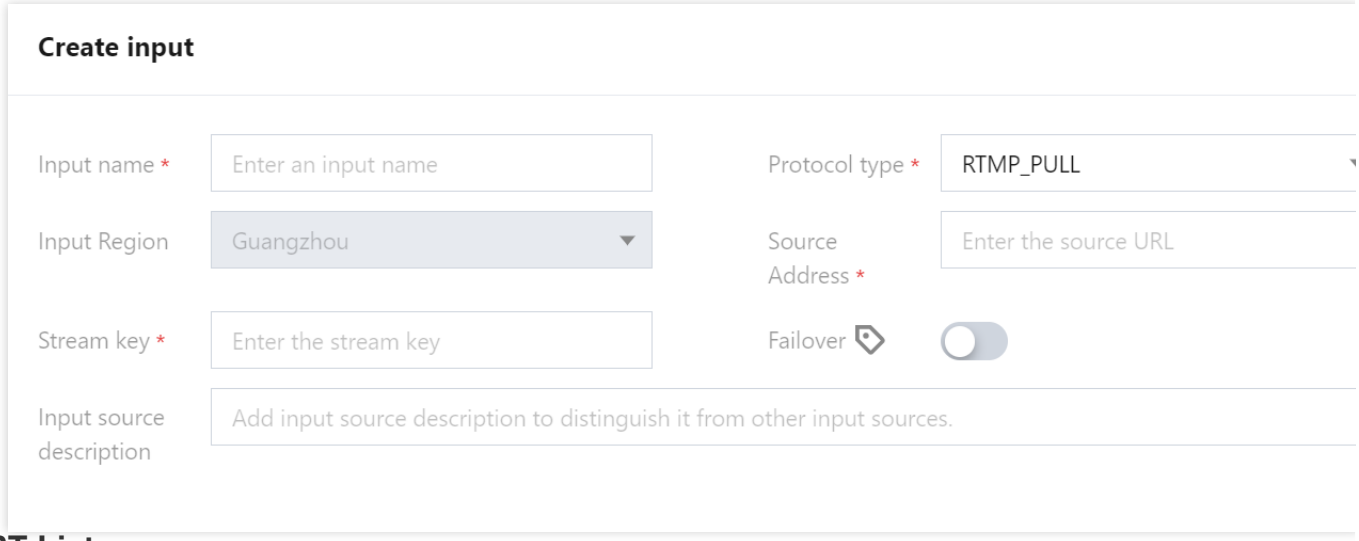
2. RTMP_PULL

If you select RTMP_PULL as the input protocol, StreamLink will pull streams from the address you specify.

Source address: The RTMP URL, such as `rtmp://example.com/live` .

Flow key: The RTMP stream key, such as `e18c3c4dd05aef020946e6afbf9e04ef` .

Failover: Currently, failover is not yet supported for this protocol type. It will be made available in the future.



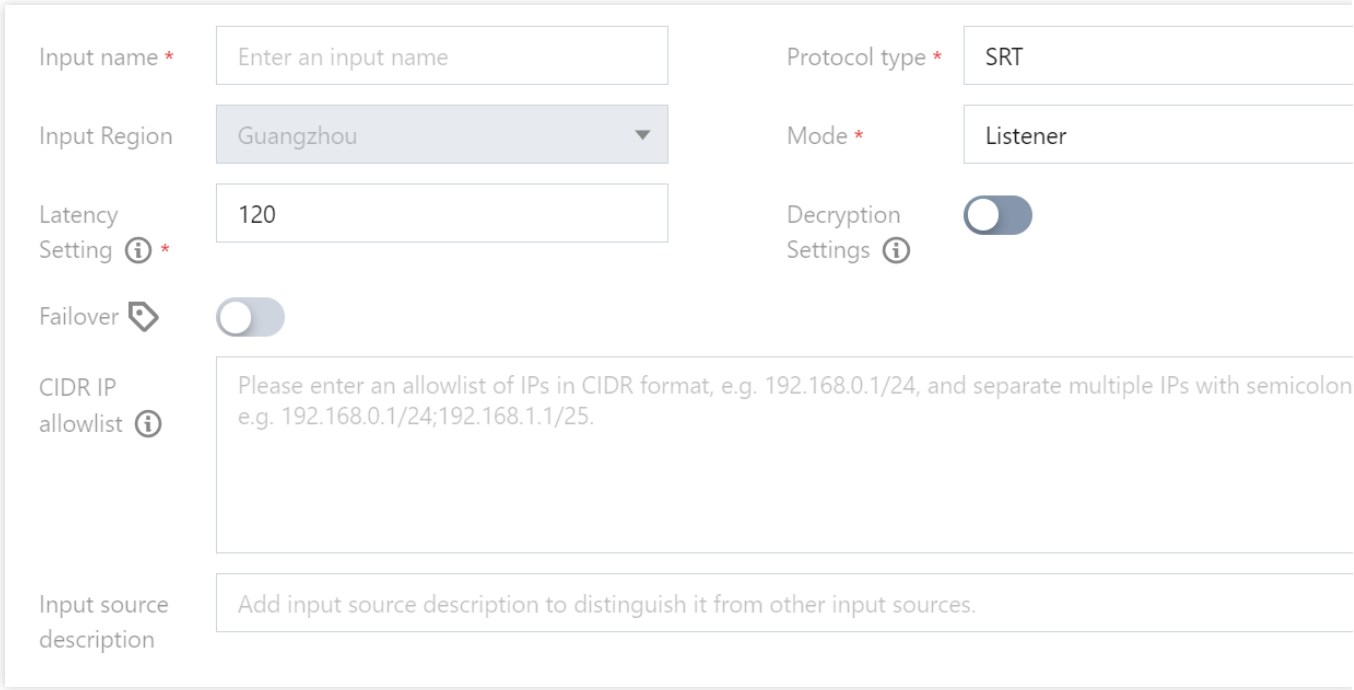
3. SRT Listener

If you use this as the input protocol:

Mode: Select **Listener**. In this mode, you need to use the SRT caller mode to request to send your stream to the StreamLink input address. You can view the input address in the flow list.

Latency setting: The server-side SRT latency. If the push end is in the same country as your StreamLink AZ, we recommend you set this to 120 ms. If the push end is not in the same country as your StreamLink AZ, we recommend you set this to 200 ms. If the push end is not in the same continent as your StreamLink AZ, we recommend you set this to 1,000 ms. You can determine the value of this parameter based on the IP address assigned.

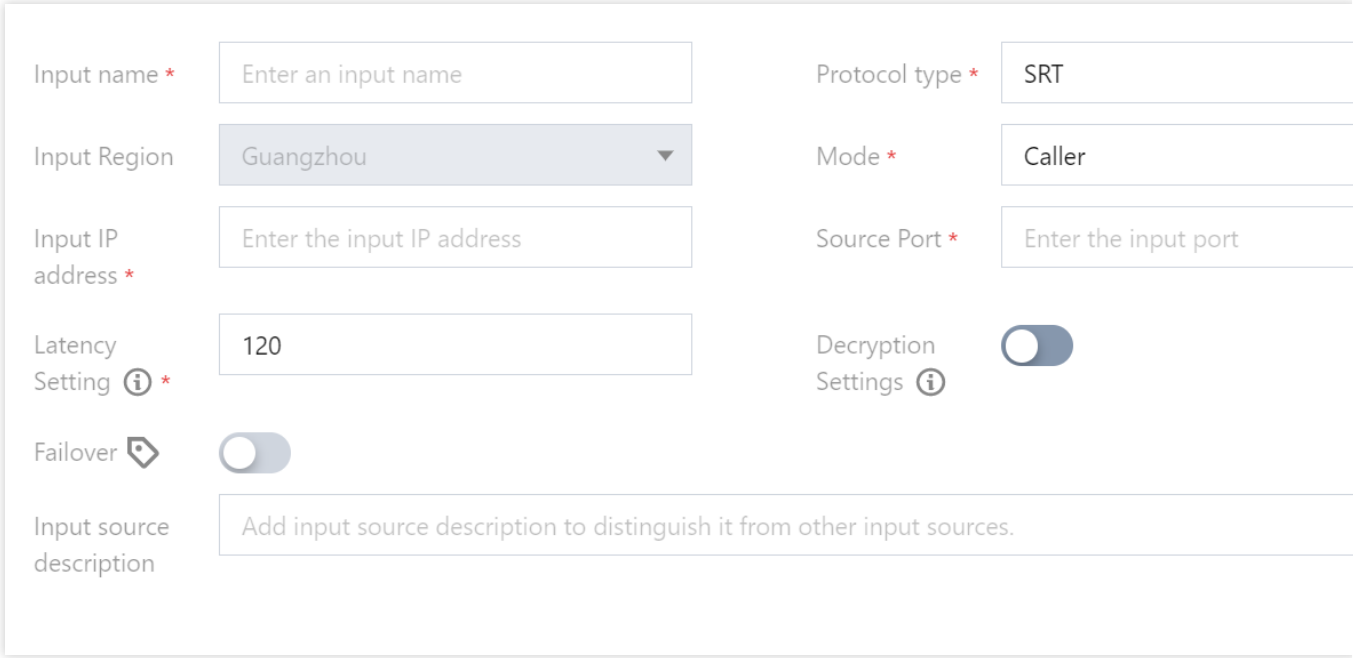
Decryption settings: You can toggle this on to use the encryption feature of SRT for improved security. Enter the key and key length. You need to configure the same parameters at the push end, or you will fail to push the stream.
- **Decryption key**: The encryption/decryption key. You need to configure the same key at the push end.
- **Key length**: The key length. You need to specify the same key length at the push end.
Failover: Currently, failover is not yet supported for this protocol type. It will be made available in the future.
CIDR IP allowlist: The IP allowlist, which specifies the IP addresses (example: `203.3.3.3/28`) that are allowed to push streams. This makes for improved security. Separate multiple addresses with semicolons, as in `203.3.3.3/28;202.3.3.3/28`.



4. SRT Caller

If you use this as the input protocol:
Mode: Select **Caller**. In this mode, StreamLink will request the source stream from the address you provide using the caller mode.
Input IP address: The IP address of the source stream. You can also enter a domain.
Source port: The port number of the source stream.
Latency setting: The server-side SRT latency. If the source address is in the same country as your StreamLink AZ, we recommend you set this to 120 ms. If the source address is not in the same country as your StreamLink AZ, we recommend you set this to 200 ms. If the source address is not in the same continent as your StreamLink AZ, we recommend you set this to 1,000 ms. You can determine the value of this parameter based on the IP address assigned.
Decryption settings: If encryption is enabled for the source stream, you need to toggle this on and enter the decryption key and key length; otherwise, StreamLink will fail to pull the stream.
Decryption key: The decryption key. This is required if encryption is enabled for the source stream.
Key length: The key length, which must be the same as that configured for the source stream.

Failover: Currently, failover is not yet supported for this protocol type. It will be made available in the future.

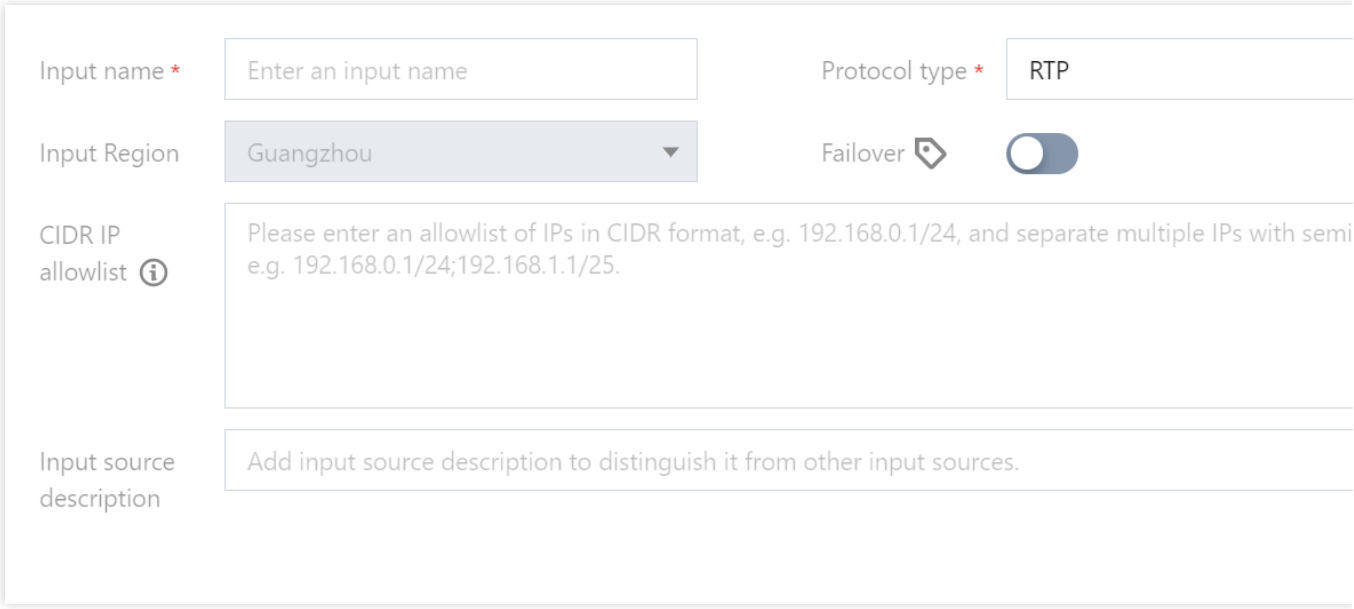


5. RTP

If you select RTP as the input protocol, you need to push the stream to an address generated by StreamLink.

Failover: Currently, failover is not yet supported for this protocol type. It will be made available in the future.

CIDR IP allowlist: The IP allowlist, which specifies the IP addresses (example: `203.3.3.3/28`) that are allowed to push streams. This makes for improved security. Separate multiple addresses with semicolons, as in `203.3.3.3/28;202.3.3.3/28`.



Adding an Output

Click **Add output** and enter the following information:

Output name: Enter a name that can help you easily distinguish the output from others.

Output region: Select the region to push your stream to.

Protocol type: Select the output protocol type. The other output settings vary with the protocol you choose.

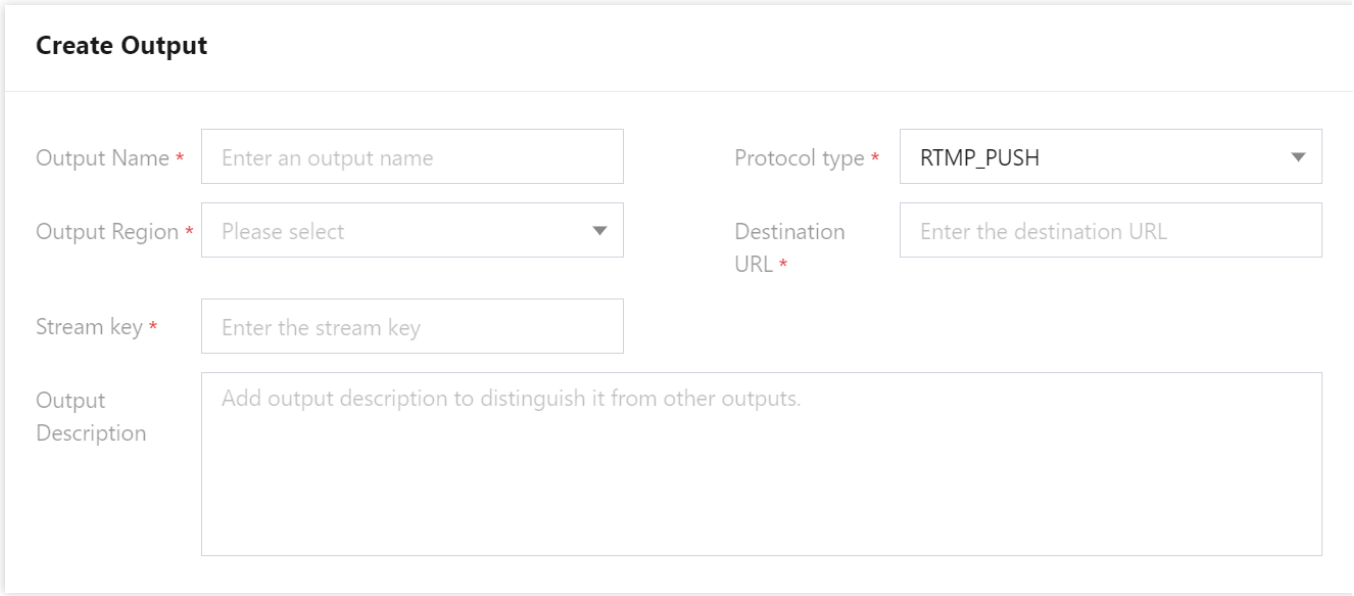
Input Protocols	Supported Output Protocols
RTMP, RTMP_PULL	RTMP, RTMP_PUSH, RTMP_PULL, SRT
SRT	SRT, RTMP_PUSH
RTP	RTP
RTSP	RTSP

1. RTMP_PUSH

If you select this protocol, the stream will be relayed to the address you specify.

Destination URL: The RTMP URL, such as `rtmp://example.com/live` .

Flow key: The RTMP stream key, such as `e18c3c4dd05aef020946e6afbf9e04ef` .

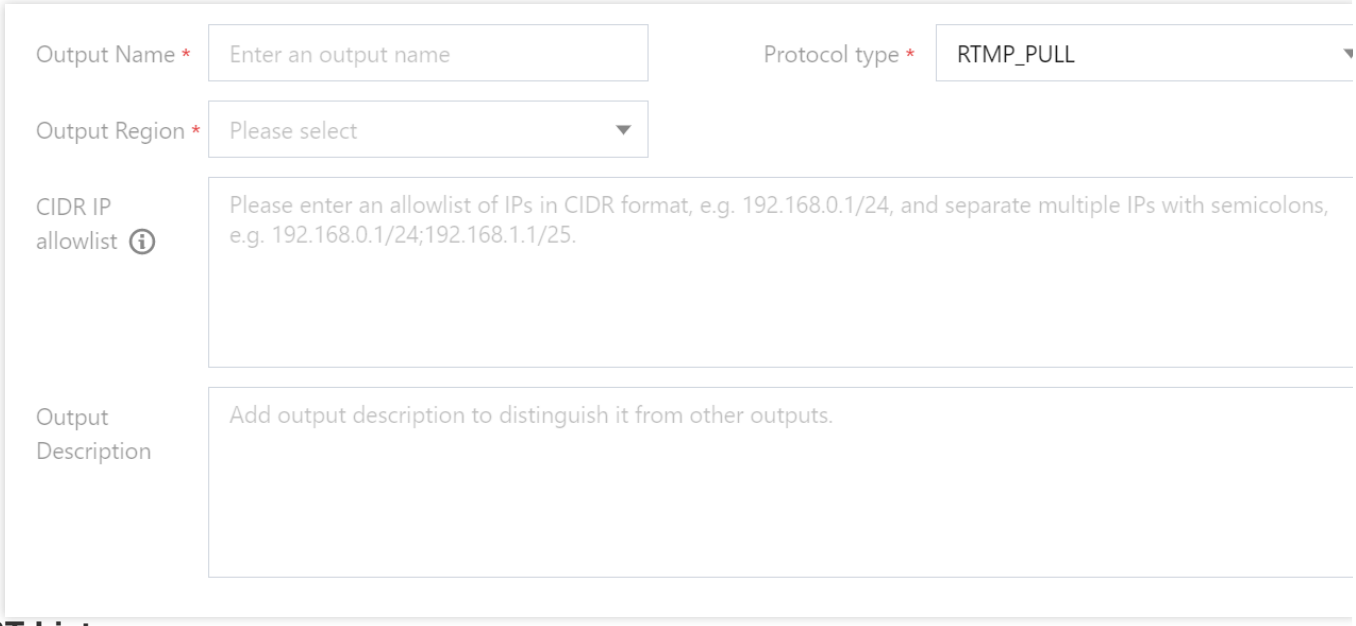


2. RTMP_PULL

If you need to play your stream from an output, select this protocol. After creating an RTMP_PULL output, you can view the playback URL in the output list.

CIDR IP allowlist: The IP allowlist, which specifies the IP addresses (example: `203.3.3.3/28`) that are allowed to push streams. This makes for improved security. Separate multiple addresses with semicolons, as in

`203.3.3.3/28;202.3.3.3/28` .



3. SRT Listener

If you use this as the input protocol:

Mode: Select **Listener**. In this mode, you need to use the SRT caller mode at the receiving end to request the stream from StreamLink. You can view the playback URL in the output list.

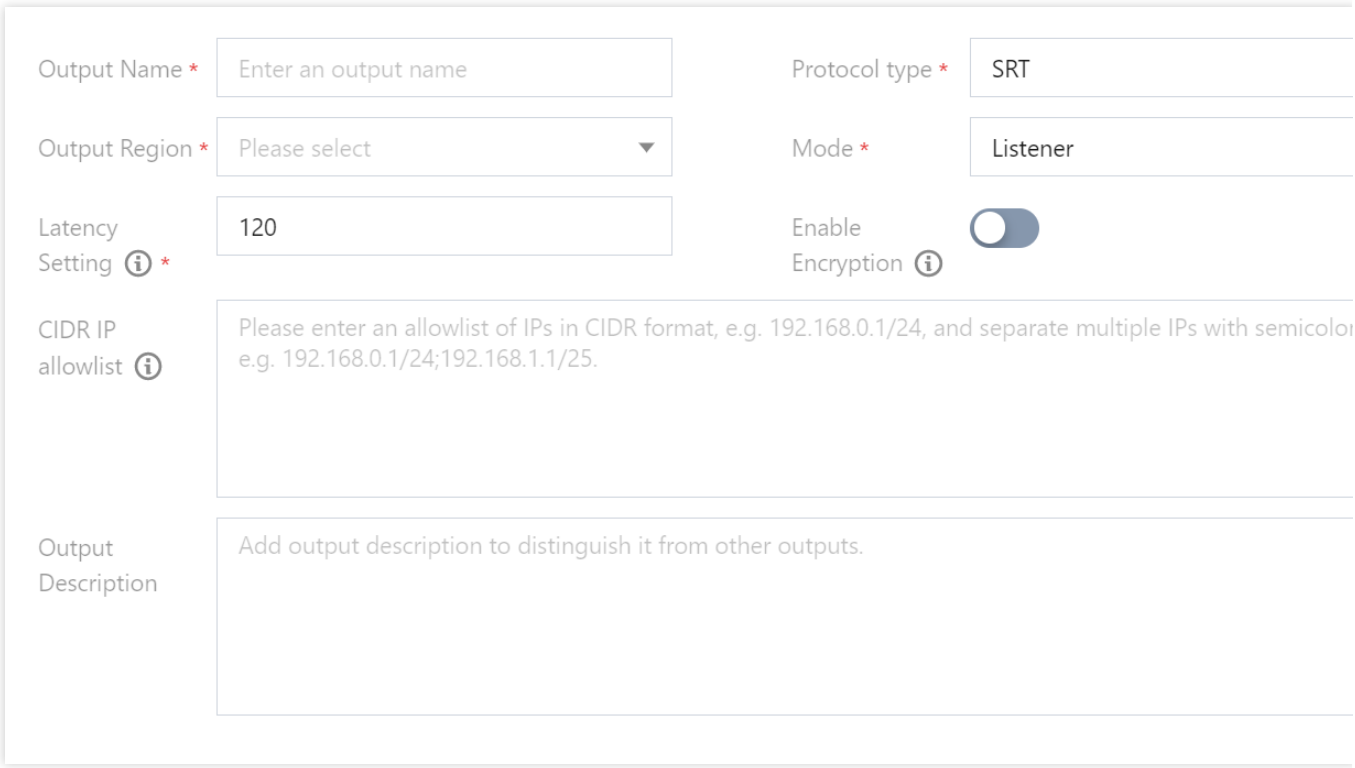
Latency setting: The server-side SRT latency. If the push end is in the same country as your StreamLink AZ, we recommend you set this to 120 ms. If the push end is not in the same country as your StreamLink AZ, we recommend you set this to 200 ms. If the push end is not in the same continent as your StreamLink AZ, we recommend you set this to 1,000 ms. You can determine the value of this parameter based on the IP address assigned.

Enable encryption: If you enable encryption for the output, you need to do the same at the receiving end and configure the key and key length; otherwise, you will fail to pull the stream from StreamLink.

Encryption key: The encryption key.

Key length: The key length.

CIDR IP allowlist: The IP allowlist, which specifies the IP addresses (example: `203.3.3.3/28`) that are allowed to push streams. This makes for improved security. Separate multiple addresses with semicolons, as in `203.3.3.3/28;202.3.3.3/28` .



4. SRT Caller

If you use this as the input protocol:

Mode: Select **Caller**. In this mode, StreamLink will use the SRT caller mode to send the stream to the address you specify.

Output IP address: The IP address that receives the SRT stream. You can also enter a domain.

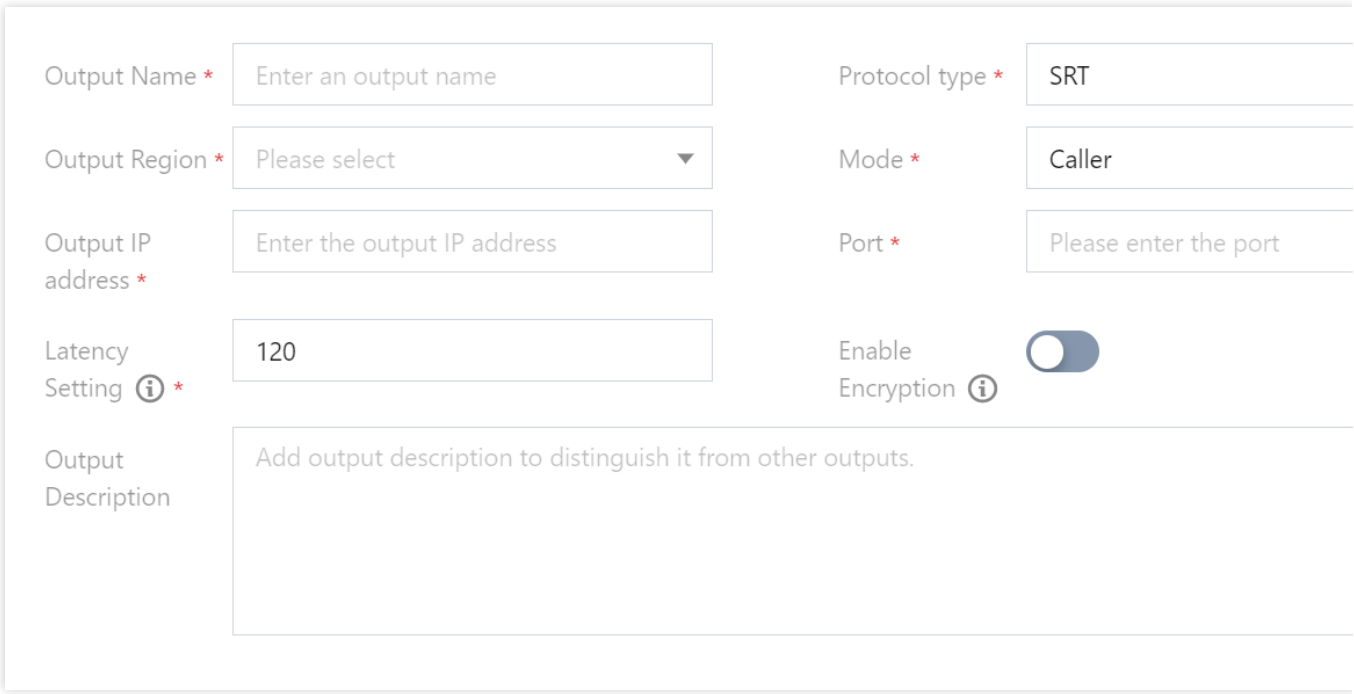
Port: The port that receives the SRT stream.

Latency setting: The server-side SRT latency. If the source address is in the same country as your StreamLink AZ, we recommend you set this to 120 ms. If the source address is not in the same country as your StreamLink AZ, we recommend you set this to 200 ms. If the source address is not in the same continent as your StreamLink AZ, we recommend you set this to 1,000 ms. You can determine the value of this parameter based on the IP address assigned.

Enable encryption: If you enable encryption at the receiving end, you need to toggle this on and specify the encryption key and key length. Otherwise, you will fail to push the stream.

Encryption key: The encryption key.

Key length: The key length, which must be the same as that configured at the receiving end.

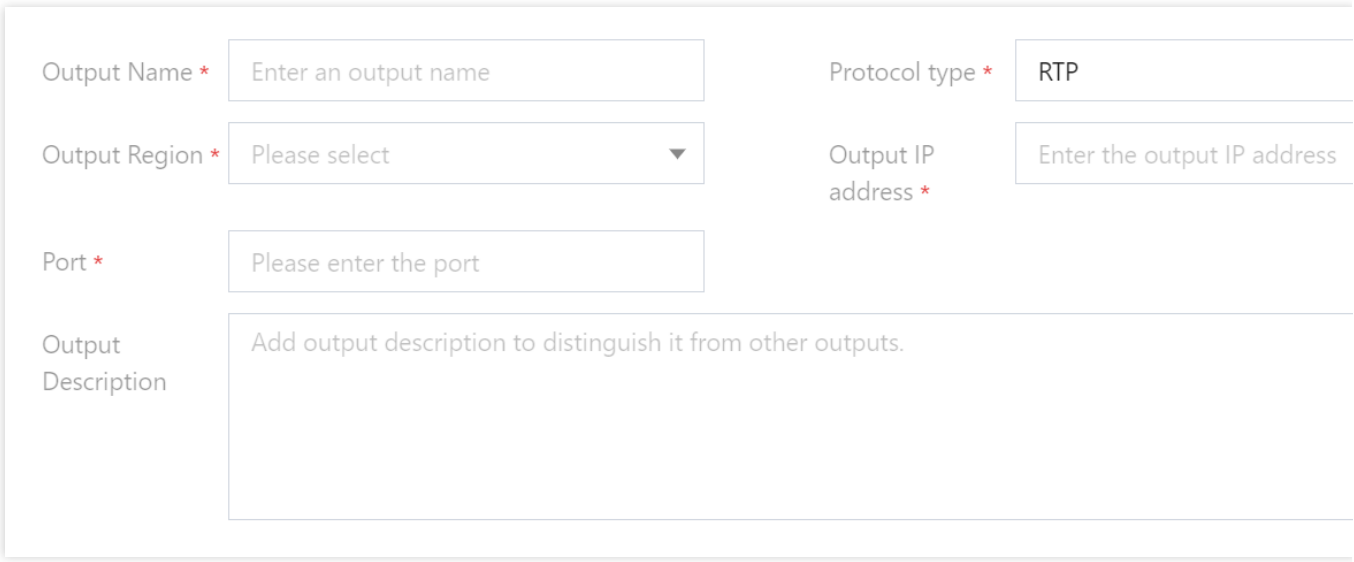


5. RTP

If you select this protocol, StreamLink will push the stream to the address you specify.

Output IP address: The IP address StreamLink will push the stream to.

Port: The port StreamLink will push the RTP stream to.

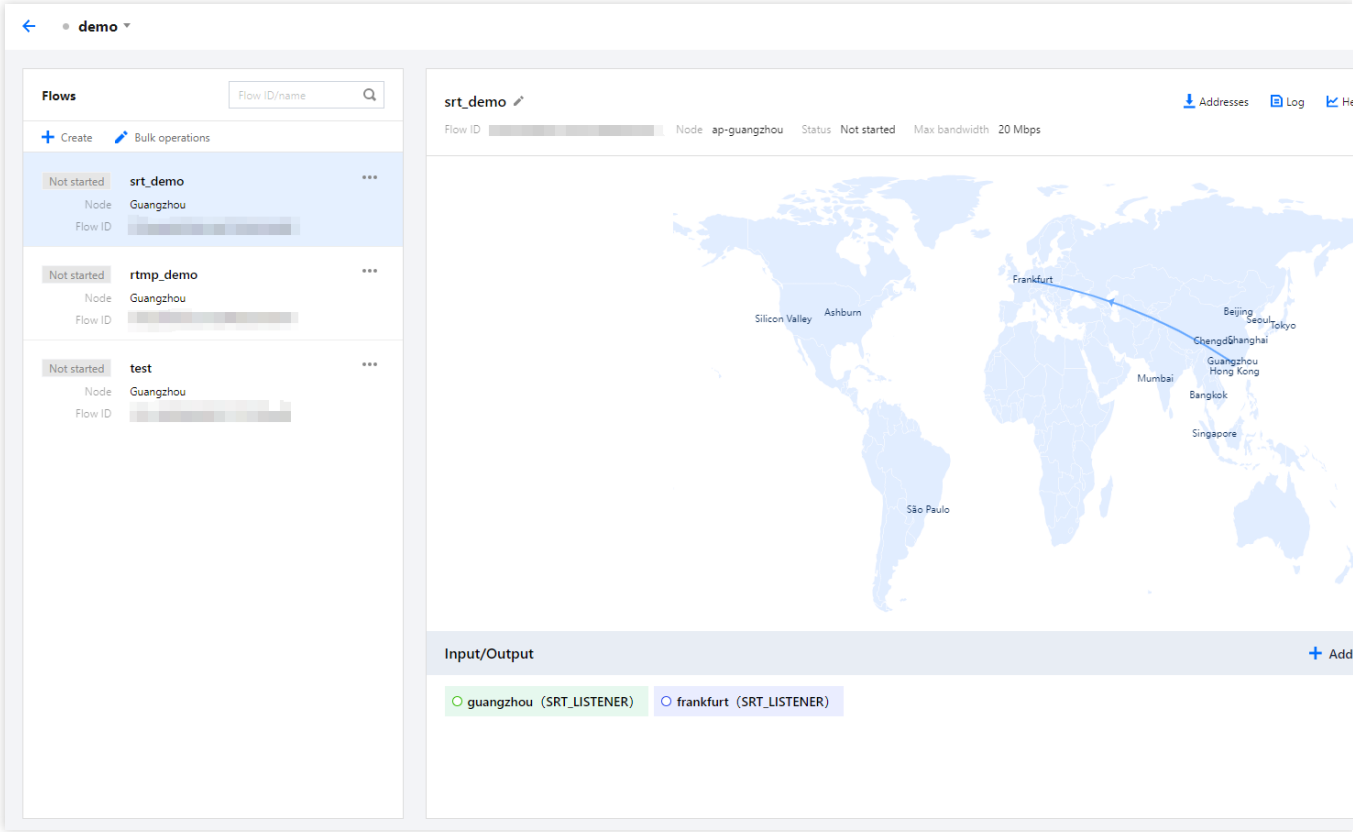


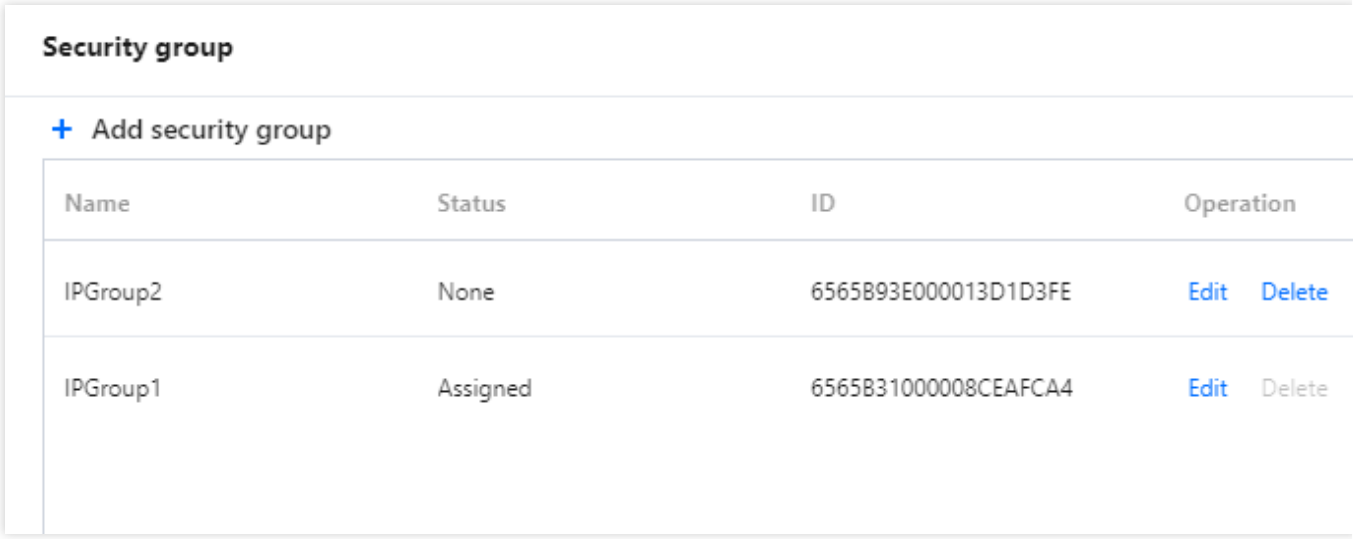
Configuring IP security group

Last updated：2023-12-23 17:17:37

Overview

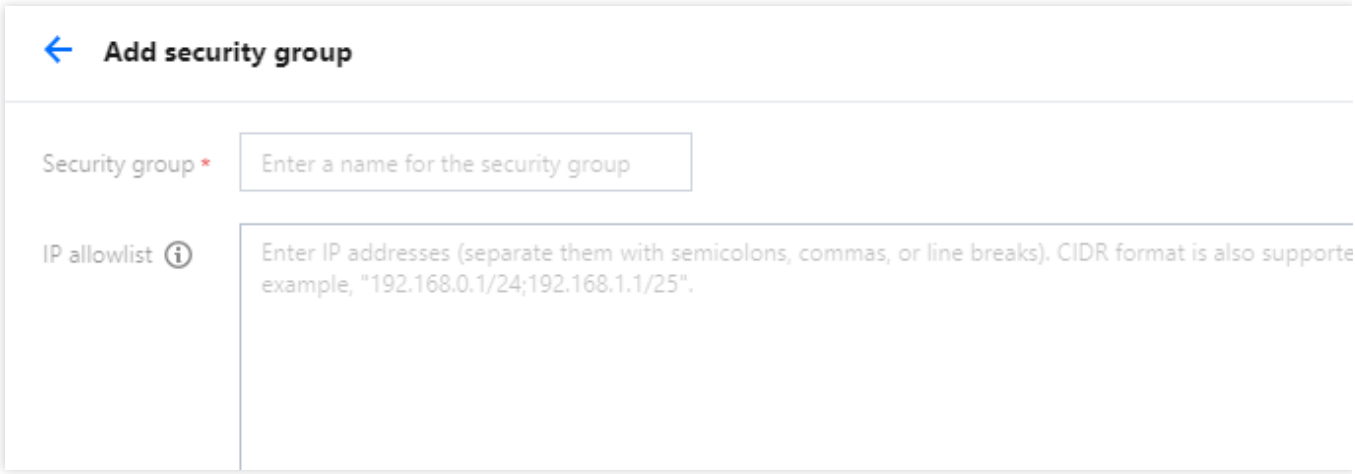
Upon completion of creating events and flows in StreamLink, when adding inputs and outputs, for input protocols such as SRT Listener, RTMP, and RTP, and output protocols like SRT Listener, RTMP_PULL, and RTSP_PULL, security group can be bound to input/output nodes to perform security verification on corresponding IP addresses. On the security group management page, accessible by clicking on **Security group**, users can add, edit, and delete security group.





Add security group

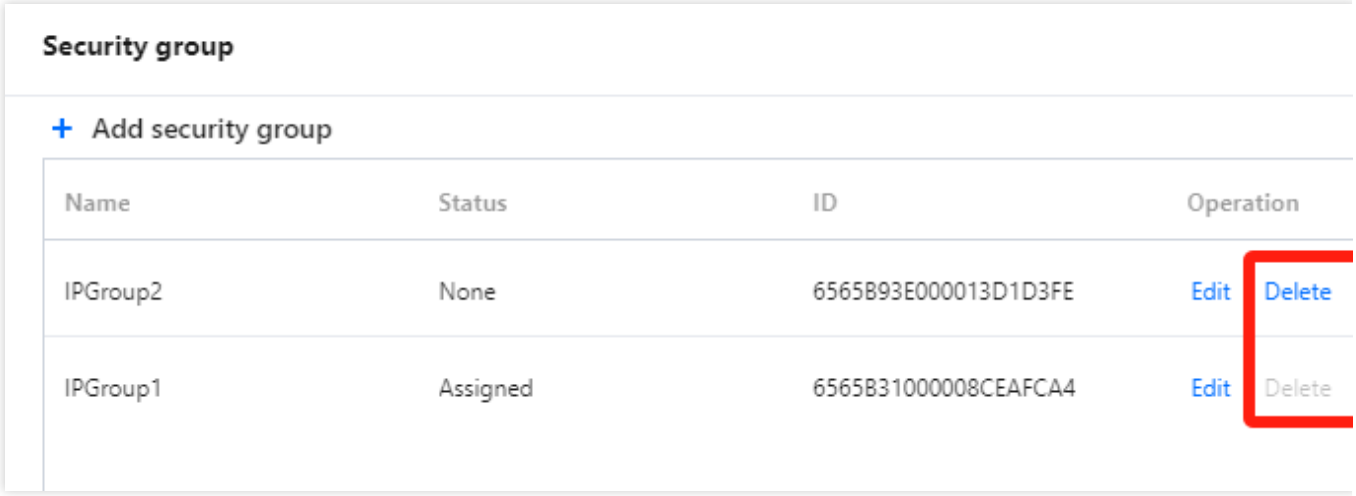
Click **Add security group**:



Security group: It can be custom-defined, with 1-32 characters, which can be a combination of digits, letters, or underscores "_".
IP allowlist: Enter IP addresses (separate them with semicolons, commas, or line breaks). CIDR format is also supported, for example, "192.168.0.1/24;192.168.1.1/25".

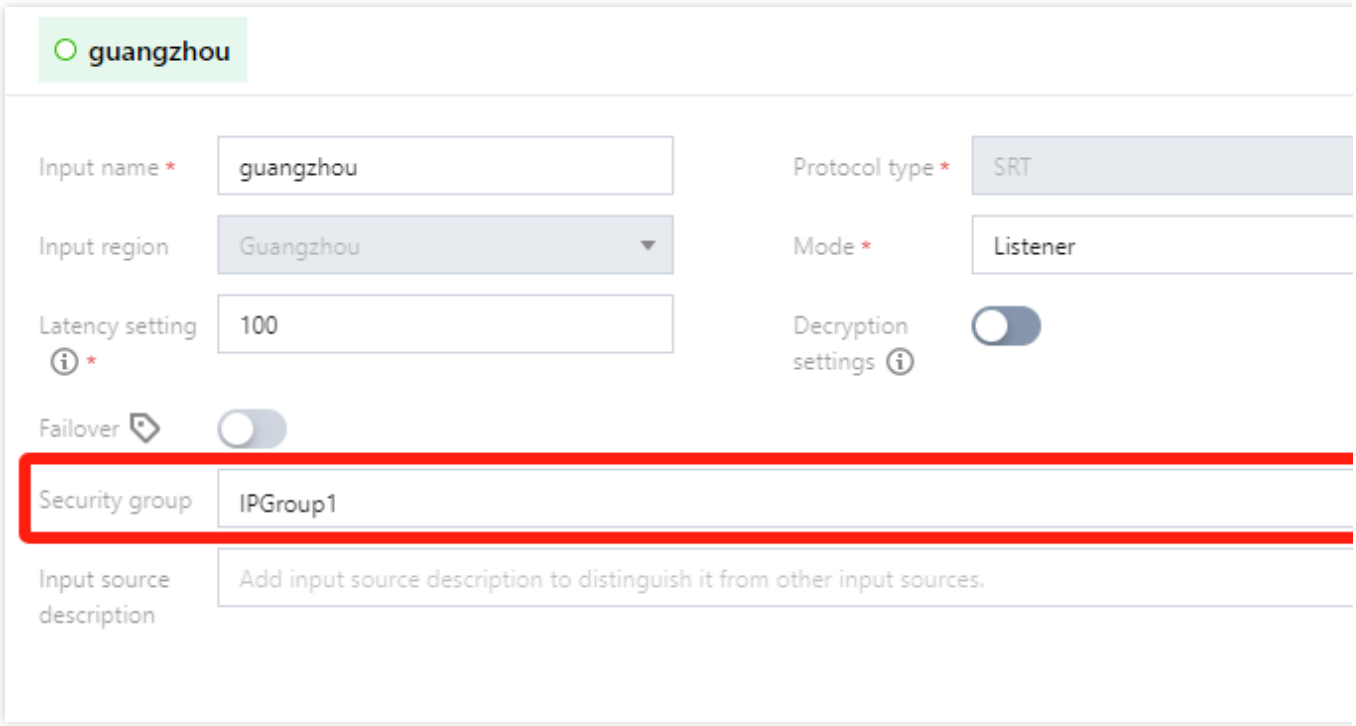
Delete security group

Security group with a status of **None** can be **Delete**. Security group that are Assigned cannot be **Delete**.



Binding a **security group**

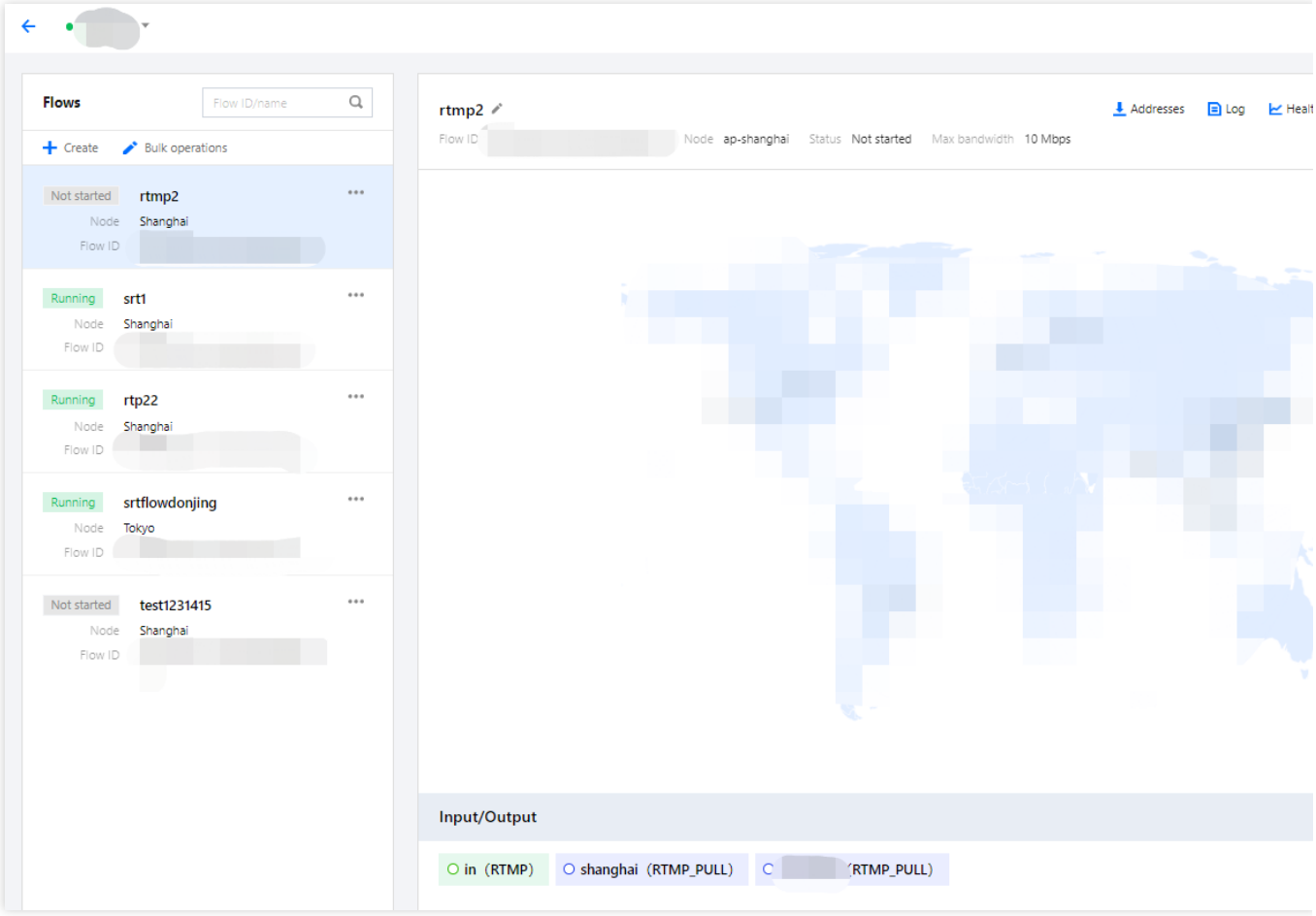
For the input protocols: SRT Listener, RTMP, RTP, and output protocols: SRT Listener, RTMP_PULL, RTSP_PULL, you can bind a **Security group** to the input/output nodes in the detailed information. For example: For SRT Listener input, if IPGroup1 is bound in the **Security group**, then only the IPs listed in this allowlist can push streams to this input node.



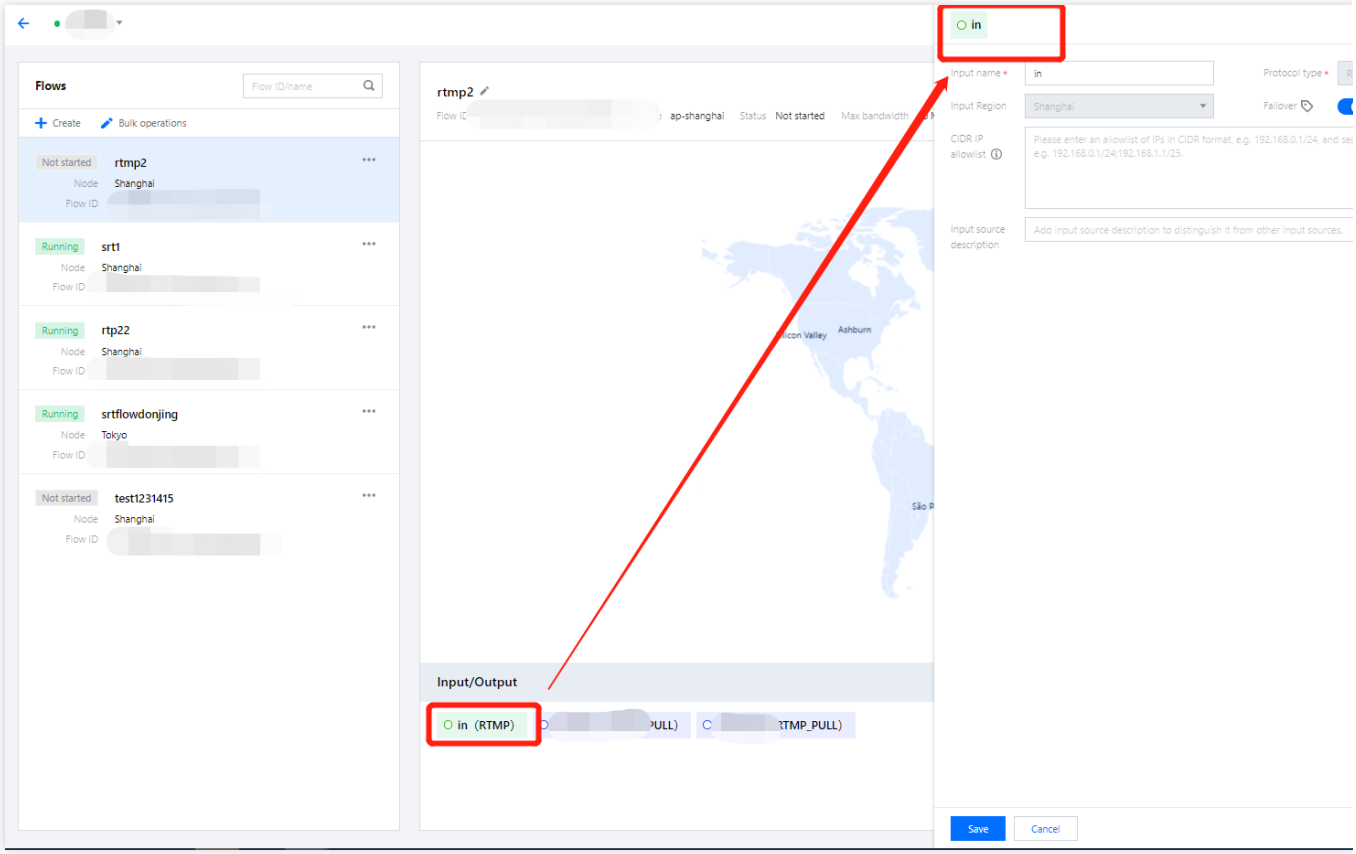
Starting and Stopping a Flow

Last updated：2023-12-23 17:18:04

After you add an input/output, it will appear in the **Input/Output** area. You can **Start** or **Stop** the flow in the top right corner.



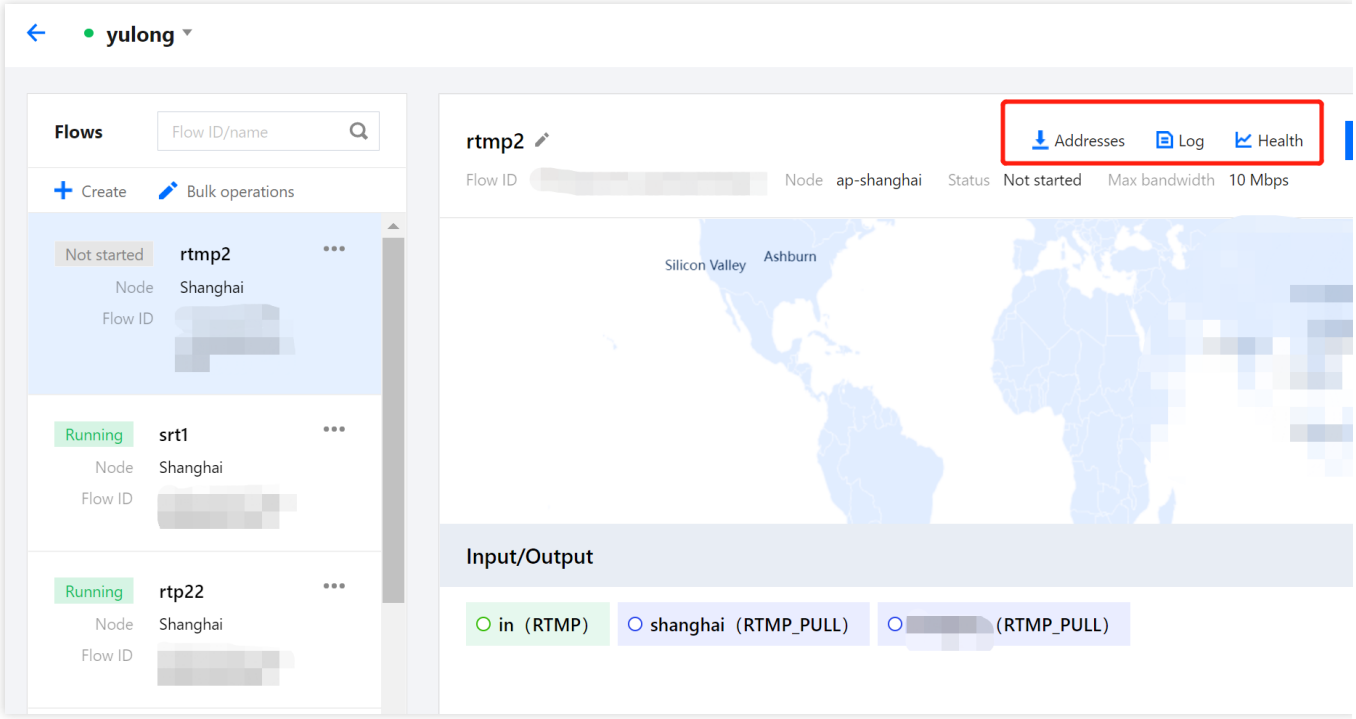
In the **Input/Output** area, you can click an input/output to view its details.


Flows
Flow ID/name
Create
Bulk operations
Not started
rtmp2
Node
Shanghai
Flow ID
Running
srt1
Node
Shanghai
Flow ID
Running
rtp22
Node
Shanghai
Flow ID
Running
srtflowdonjing
Node
Tokyo
Flow ID
Not started
test1231415
Node
Shanghai
Flow ID
rtmp2
Flow ID
ap-shanghai
Status
Not started
Max bandwidth
Input/Output
in (RTMP)
in
Input name *
in
Protocol type *
Input Region
Shanghai
Failover
CIDR IP allowlist
Input source description
Add input source description to distinguish it from other input sources.
Save
Cancel

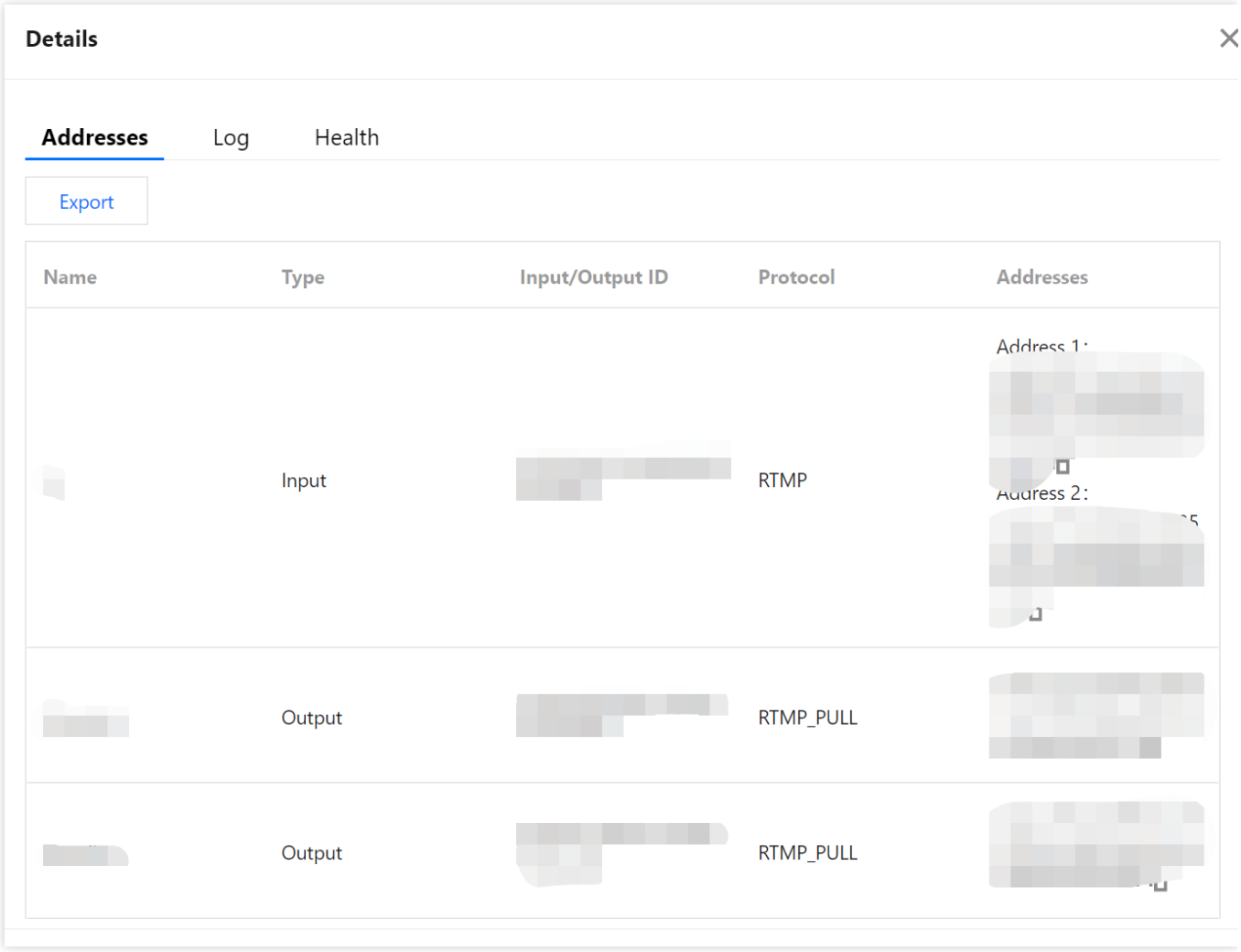
Viewing Addresses, Log, and Health Info

Last updated：2023-12-23 17:18:39

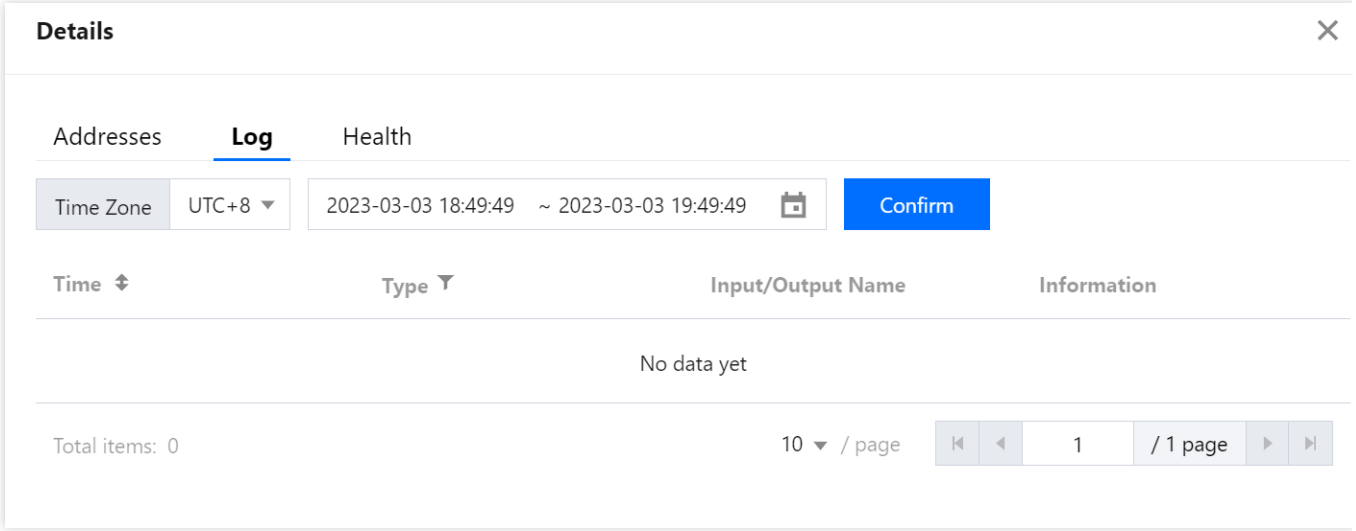
In the **StreamLink console**, on the details page of a flow, you can click the buttons in the top right to view the addresses, log, and health information of the flow.



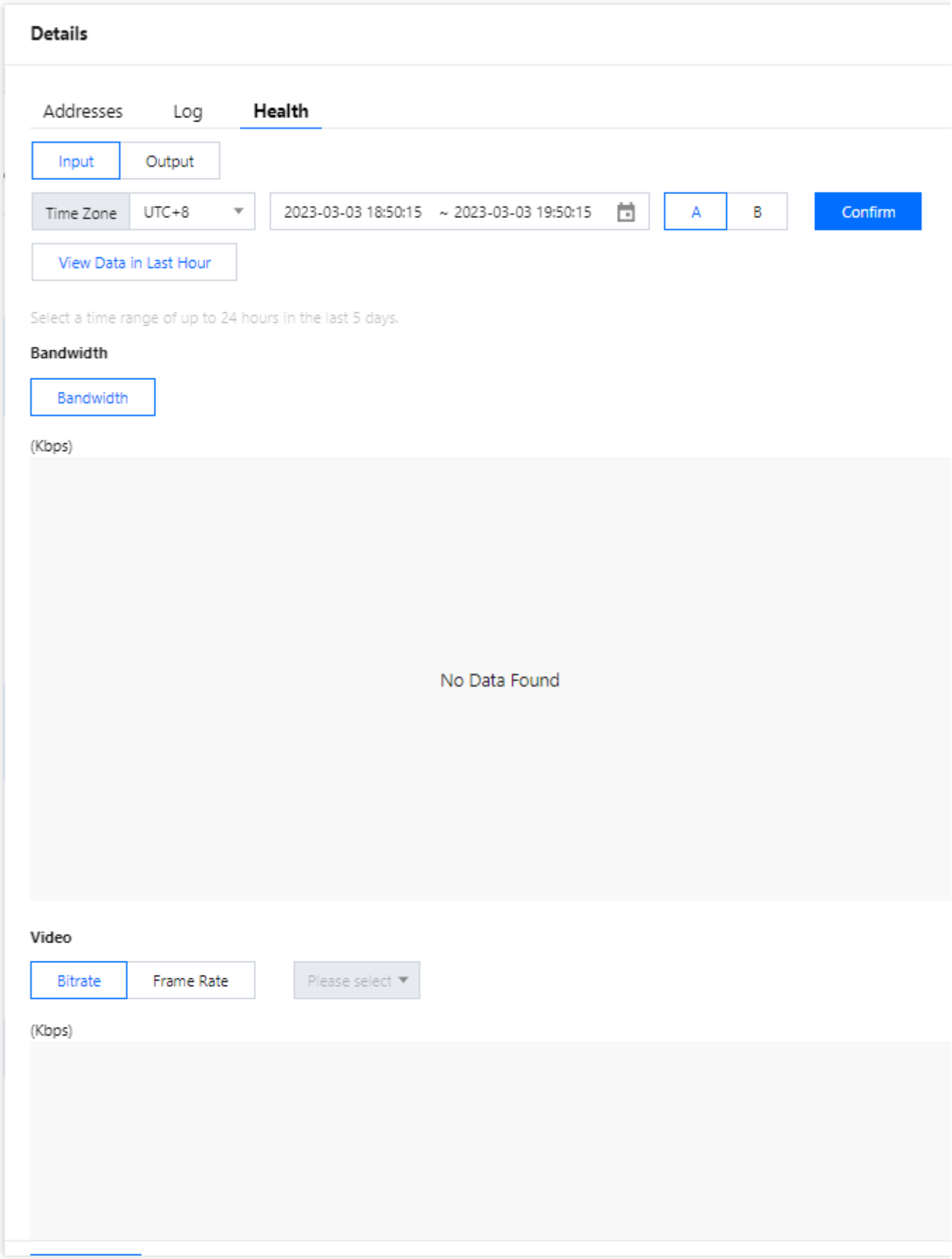
Click **Addresses** to view the input/output name and addresses. You can copy the addresses and export the information.



Click **Log** to view the events that occurred while a flow is running, such as stream pushed, stream interrupted, and IP address blocked.



Click **Health** to view statistics including the frame rate and bitrate of a flow's inputs and outputs.

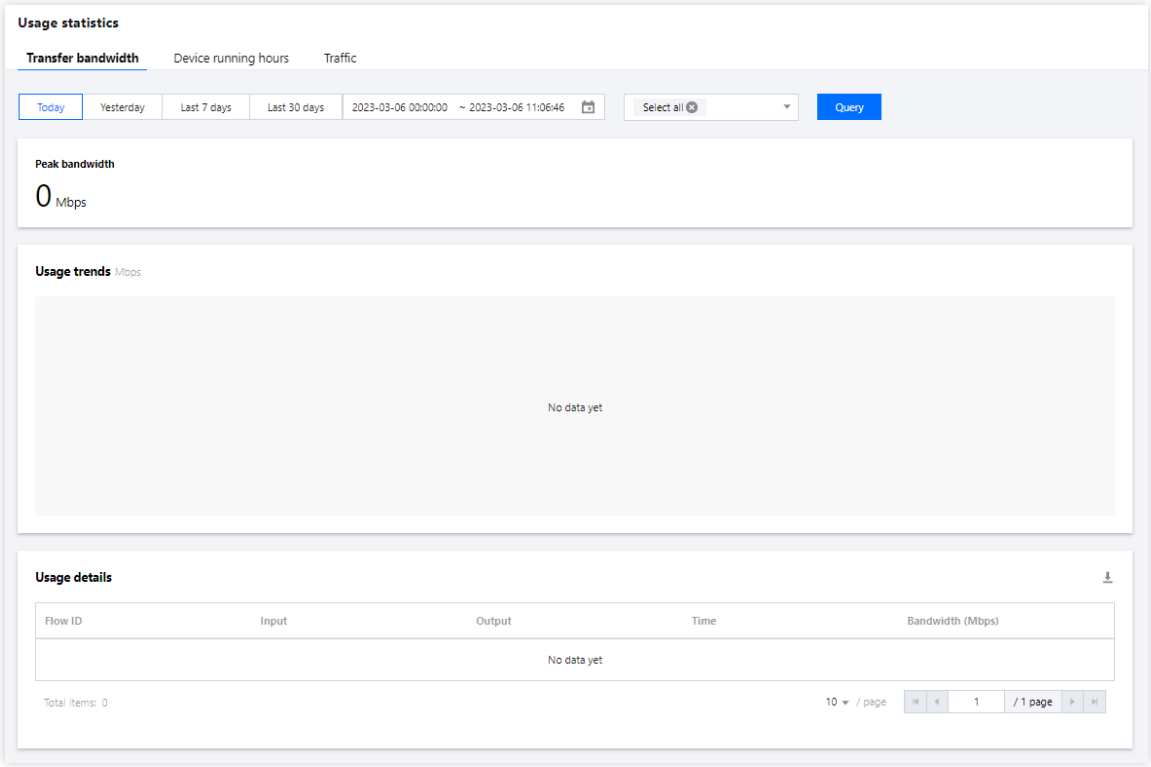


Usage Statistics

Last updated：2023-12-23 17:19:10

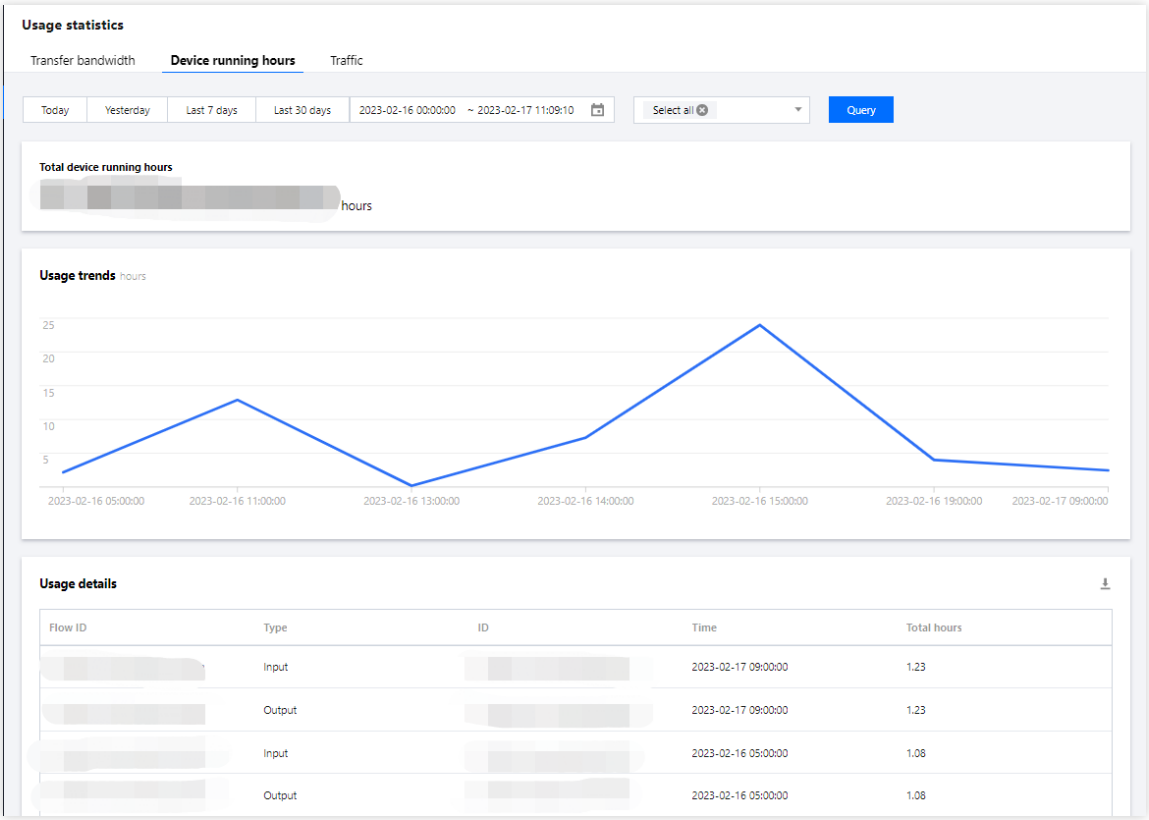
Transfer Bandwidth

On the usage statistics page, you can view the bandwidth usage of a specific flow in a specific time period. Please note that the line chart shows your total bandwidth usage at different time points, but your daily transfer cost is based on the sum of the peak bandwidth of each flow in a day. In addition to viewing the statistics in the console, you can also export your usage details.



Device Running Hours

Device running costs are based on the running hours of each input/output. For example, if a flow has one input and three outputs, its device running cost will quadruple.
You can view the running hours of a specific flow in a specific time period. In addition to viewing the statistics in the console, you can also export your usage details.



Outbound Traffic

Outbound traffic costs vary with region.

You can view the traffic consumption of a specific flow in a specific time period in different regions. In addition to viewing the statistics in the console, you can also export your usage details.