

StreamLive

Console Guide

Product Documentation



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Console Guide

Input Management

Last updated : 2024-02-22 09:30:30

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.

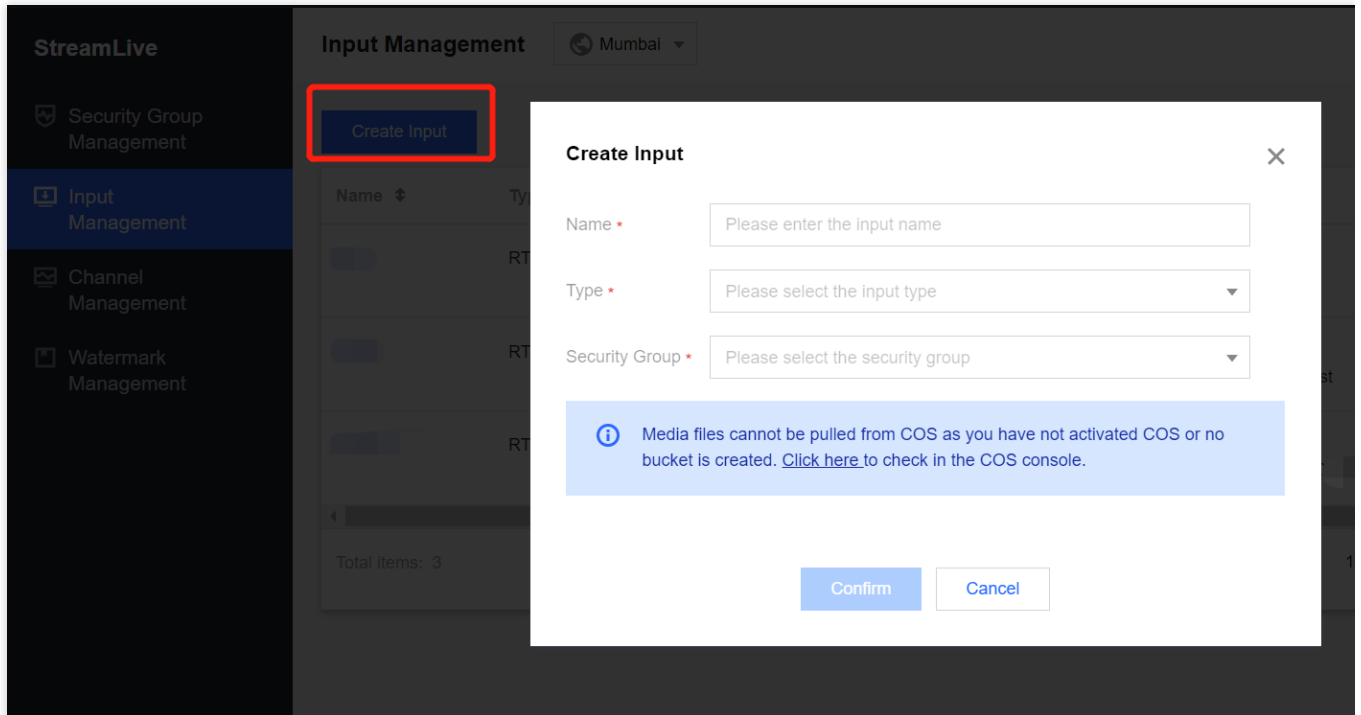
The screenshot displays the StreamLive console interface. On the left, a dark sidebar contains navigation links: 'StreamLive', 'Security Group Management', 'Input Management' (which is highlighted in blue), 'Channel Management', and 'Watermark Management'. The main content area is titled 'Input Management' and includes a location dropdown set to 'Mumbai'. Below the title bar is a 'Create Input' button. A table lists the existing inputs with columns for Name, Type, State, ID, and URL A. There are three entries in the table, each with a blue status indicator. At the bottom of the table, it indicates 'Total items: 3' and a page number '1'.

Name	Type	State	ID	URL A
[Redacted]	[Redacted]	[Redacted]	[Redacted]	[Redacted]
[Redacted]	[Redacted]	[Redacted]	[Redacted]	[Redacted]
[Redacted]	[Redacted]	[Redacted]	[Redacted]	[Redacted]

Total items: 3

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.

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 *

Type *

Security Group *

Delay Time



Destination A ⓘ *

Destination B ⓘ



Media files cannot be pulled from COS as you have not activated COS. A bucket is created. [Click here](#) to check in the COS console.

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

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	Type	State	ID	URL A	URL B
	RTP-FEC_PUSH	Detached			
	RTMP_PUSH	Attached			
	RTP_PUSH	Attached			

Total items: 3

Edit Input

Name *

Type *

RTP-FEC_PUSH

Security Group *

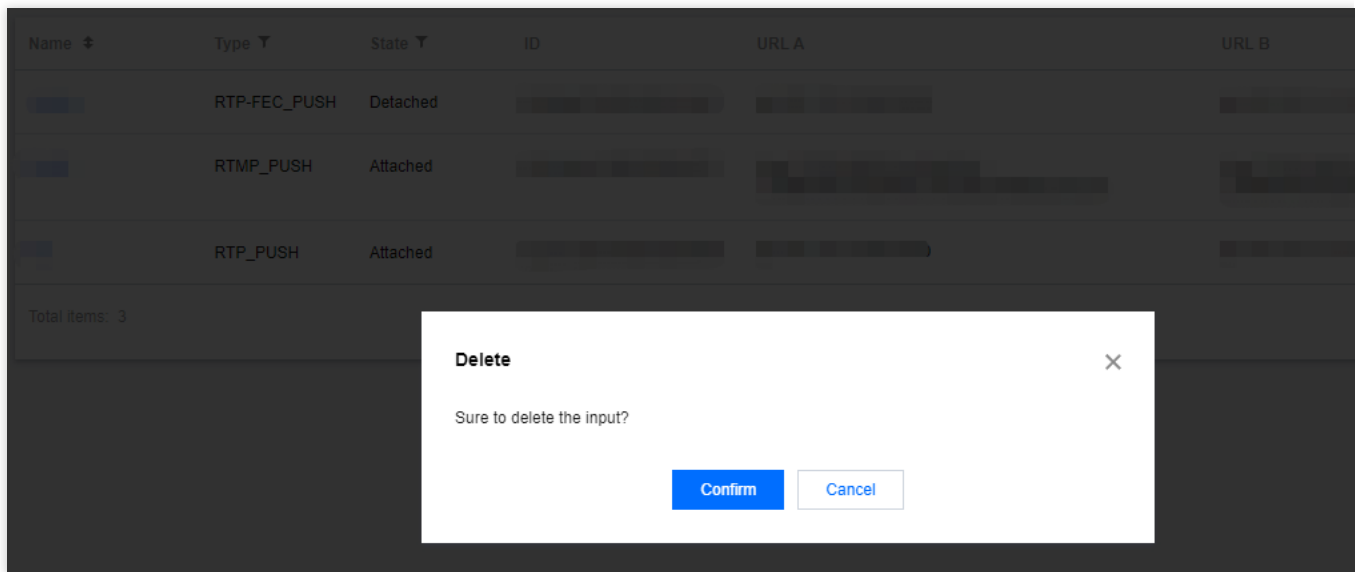
Please select the security group

Confirm

Cancel

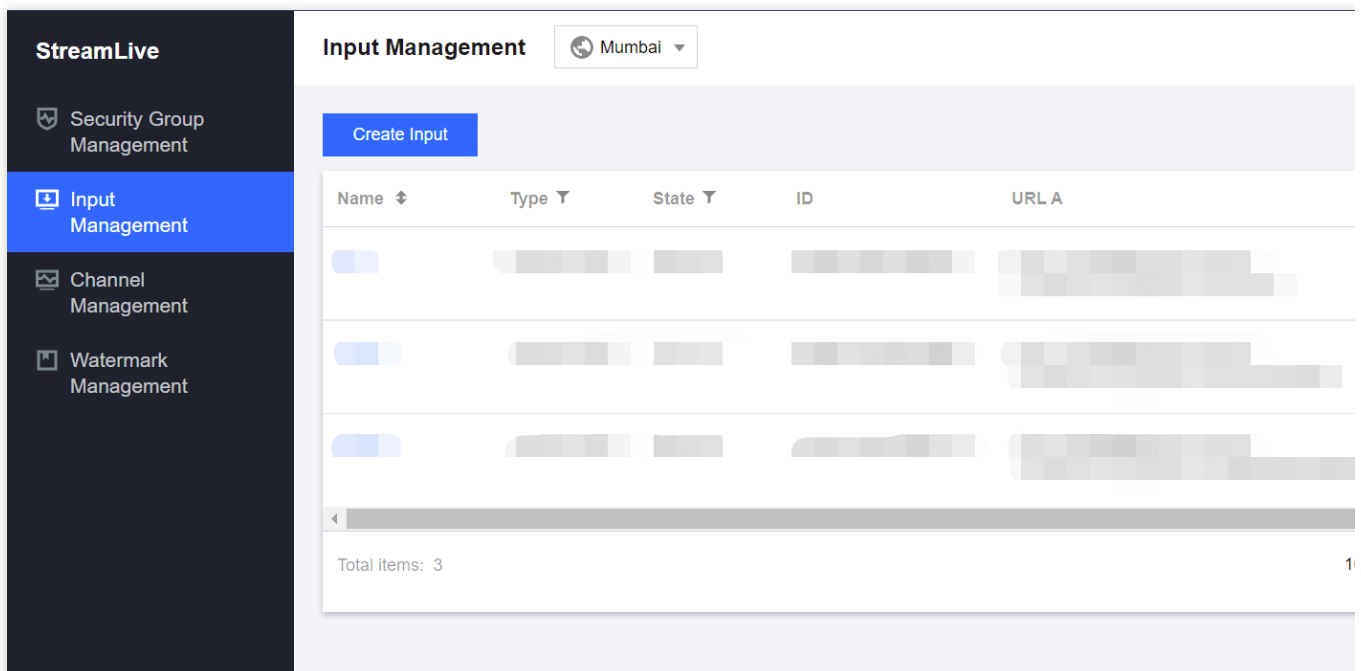
Modifying an input

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	

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

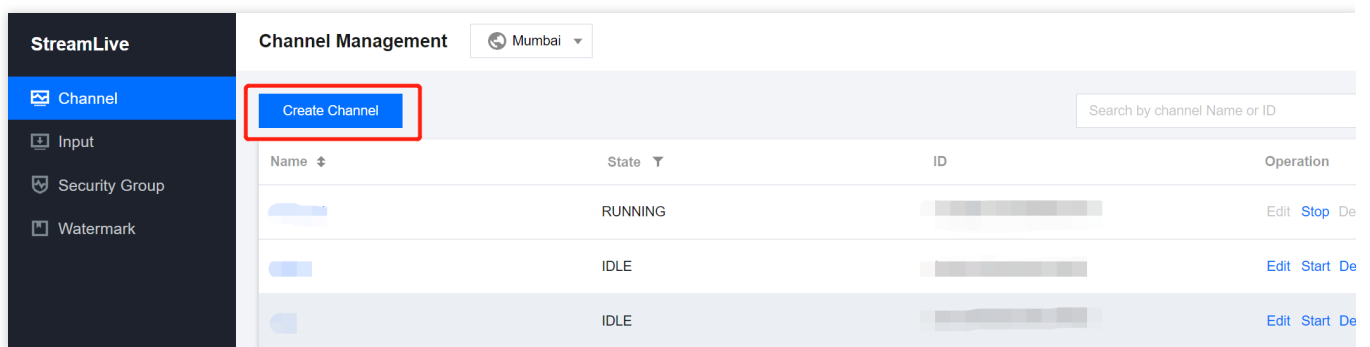
Last updated : 2023-09-14 17:50:10

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

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](#).

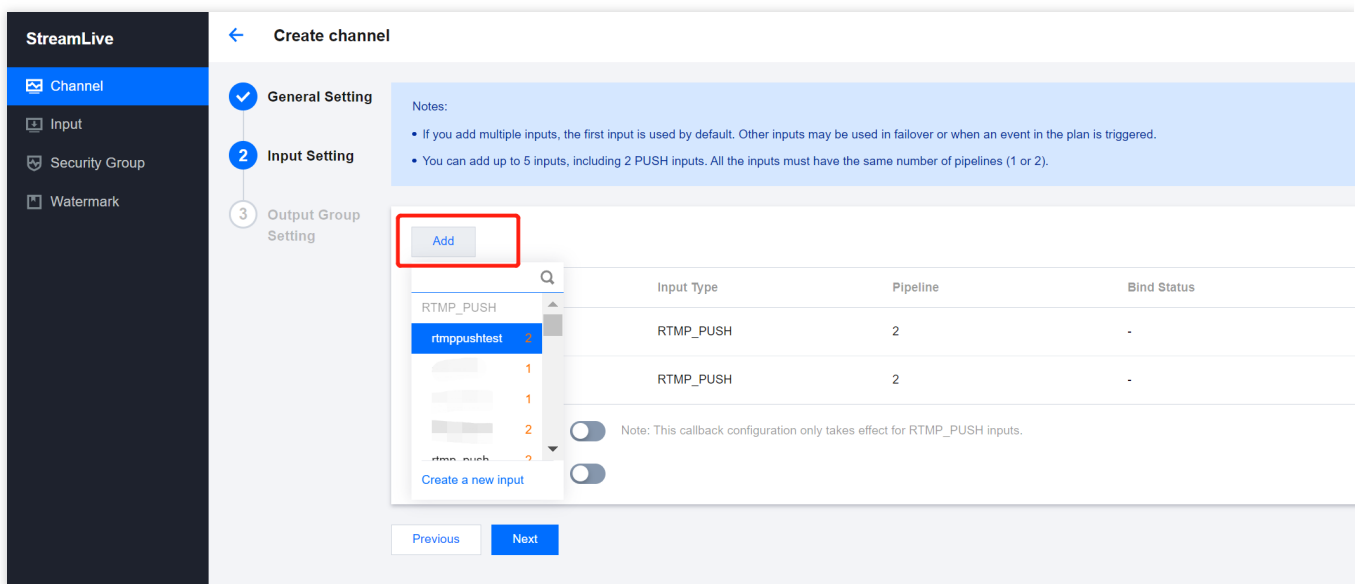
Step 2. Add Inputs

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**.

StreamLive

Create channel

Channel

Input

Security Group

Watermark

General Setting

Input Setting

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 Type	Pipeline	Bind Status
RTMP_PUSH	RTMP_PUSH	2	-
rtmppushtest	RTMP_PUSH	2	-

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

Create a new input

Previous **Next**

Create channel

General Setting

Input Setting

Output Group Setting

General info *

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

Input name *

Input type *

☒ **RTP_PUSH**
Push your source to fixed endpoints with the RTP protocol.

☐ **RTMP_PUSH**
Push your source to fixed endpoints with the RTMP protocol.

☐ **UDP_PUSH**
Push your source to fixed endpoints with the UDP protocol.

☐ **RTP-FEC_PUSH**
Push your source to fixed endpoints with the RTP-FEC protocol.

☐ **SRT_PUSH**
Push your source to fixed endpoints with the SRT protocol.

☐ **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.

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 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.

URL *

Input source B

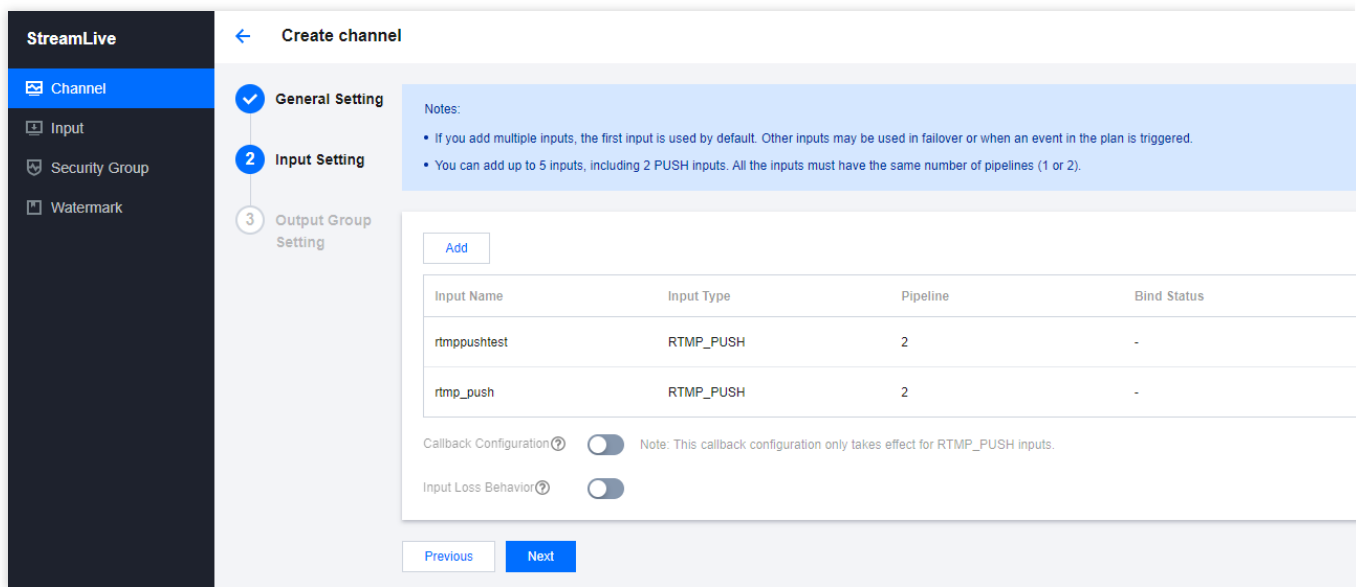
For pull type inputs, you must specify the source URL and access credentials of the location that you want to pull.

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		

[Confirm](#)[Cancel](#)

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**.

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 State
rtmppushtest	RTMP_PUSH	2	Primary
rtmp_push	RTMP_PUSH	2	Backup

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
honda_udp	UDP_PUSH	2	-
UDP_PUSH	UDP_PUSH	2	-

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.

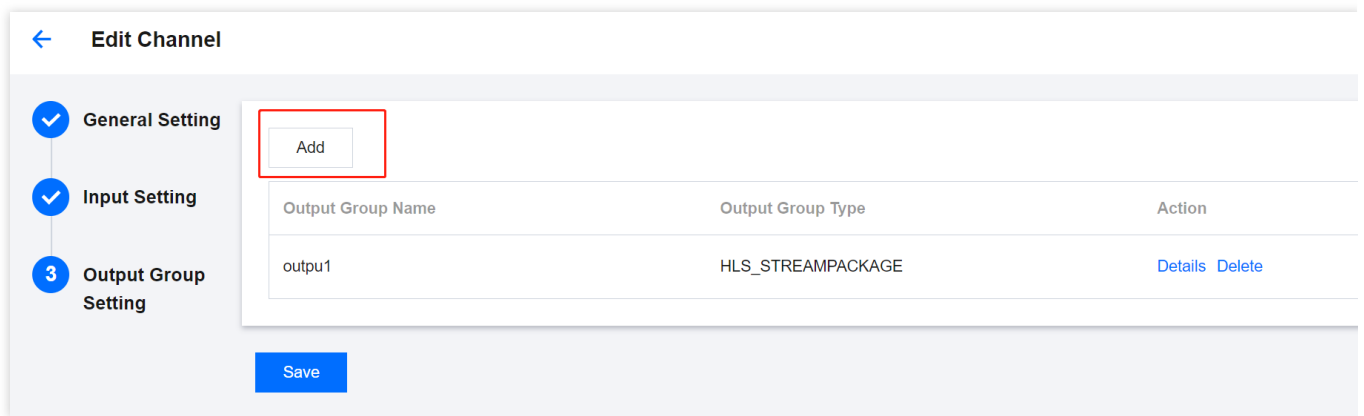
Step 4. Configure Output Groups

Last updated : 2023-11-03 09:34:50

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

Configuring multiple output groups for a channel

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



← Edit Channel

- ✓ General Setting
- ✓ Input Setting
- 3 Output Group Setting

Add

Output Group Name	Output Group Type	Action
output1	HLS_STREAMPACKAGE	Details Delete

Save

Setting the name and type of an output group

Set the name and type of an output group:

Group1

Group2

Add output group *

An output group can contain one or many outputs. For each output, you can configure the encoding settings, and add or remove audio, video, and caption track

Output Group name *

Output Group type *

☒ HLS

Send live video and audio to smartphones, tablets, computers, and other services with HLS.

☐ DASH

Send live video and audio to smartphones, tablets, computers, and other services with DASH.

☐ HLS_ARCHIVE

Archive your live video and audio to Tencent Cloud COS with HLS.

☐ DASH_ARCHIVE

Archive your live video and audio to Tencent Cloud COS with DASH.

☐ HLS_STREAM_PACKAGE

Send live video and audio to Tencent Cloud StreamPackage with HLS.

☐ DASH_STREAM_PACKAGE

Send live video and audio to Tencent Cloud StreamPackage with DASH.

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

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](#).

Configuring the destinations

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

Destination Information *

Destination A



Authentication



Destination B



Authentication



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

Destination Information *

StreamPackage
Channel ID

If the output 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).

Destination Information *

COS

Destination A



COS

Destination B



Configuring outputs

Click **Add** to add an output.

Outputs *

Add one or more outputs to this group. Each output has unique stream settings that enable you to choose the video captions tracks that you need.

Add

Output Name	Transcoding	Action
No Output		Add

Configuring transcoding settings

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

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. A need to be kept in the same transcoding type (joint transcoding/separate transcoding).

Add

Output Name	SCTE-35 Setting	Transcoding Setting	Actions
output1	<input type="checkbox"/>	Setting	Remove

You can configure either joint or separate transcoding templates. For HLS outputs, separate transcoding allows you to combine 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.

Transcoding Setting

Transcoding ⓘ ☒ Joint Transcoding ☐ Separate Transcoding

Add Audio/Video

Audio/Video Copy Audio/Video

Name	<input type="text"/>	Audio Selector Name ⓘ	<input type="text" value="Please Select"/>	Audio Transcoding	<input checked="" type="checkbox"/>
Acodect	<input type="text" value="AAC"/>	Audio Bitrate/bps	<input type="text" value="6000"/>	Sample Rate ⓘ	<input type="text" value="48000"/>
Audio Normalization Settings ⓘ	<input type="checkbox"/>	Target LUFS ⓘ	<input type="text"/>	Video Transcoding	<input checked="" type="checkbox"/>
Vcodec	<input type="text" value="H264"/>	Rate Control Mode ⓘ	<input type="text" value="ABR"/>	Video Bitrate/bps *	<input type="text"/>
Width ⓘ	<input type="text"/>	Height ⓘ	<input type="text"/>	Fps ⓘ	<input type="text"/>
Top Speed Codec Transcoding ⓘ	<input type="checkbox"/>	Bitrate Compression Ratio ⓘ	<input type="text"/>	Video Watermark	<input type="checkbox"/>
Video Watermark Template	<input type="text" value="Please Select"/>	Smart Subtitles ⓘ	<input type="checkbox"/>	Subtitle Configuration	<input type="text" value="Please Select"/>
Face Blurring ⓘ	<input type="checkbox"/>				

Confirm

Cancel

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.

Transcoding Setting

Transcoding ⓘ
☐ Joint Transcoding ☒ Separate Transcoding

Add Video

Add Audio

Audio Copy Audio

Name

Acodec

AAC

Audio Bitrate/bps

6000

Sample Rate ⓘ

48k

Audio Selector Name

Please Select

Language Code ⓘ

Audio Normalization Settings ⓘ

☒

Target LUFs ⓘ

Video Copy Video

Name

Vcodec

H264

Rate Control Mode ⓘ

ABR

Video Bitrate/bps *

Width ⓘ

Height ⓘ

Fps ⓘ

Top Speed Codec Transcoding ⓘ

☒

Bitrate Compression Ratio ⓘ

Video Watermark

☒

Video Watermark Template

Please select

Face Blurring ⓘ

☒

Confirm

Cancel

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

Transcoding Setting

Transcoding ⓘ ☒ Joint Transcoding ☐ Separate Transcoding[Add Audio/Video](#)Audio/Video [Copy Audio/Video](#)

Name	<input type="text"/>	Audio Selector Name ⓘ	<input type="text" value="Please Select"/>	Audio Transcoding	<input checked="" type="checkbox"/>
Acodec	<input type="text" value="AAC"/>	Audio Bitrate/bps	<input type="text" value="6000"/>	Sample Rate ⓘ	<input type="text" value="48000"/>
Audio Normalization Settings ⓘ	<input type="checkbox"/>	Target LUFS ⓘ	<input type="text"/>	Video Transcoding	<input checked="" type="checkbox"/>
Vcodec	<input type="text" value="H264"/>	Rate Control Mode ⓘ	<input type="text" value="ABR"/>	Video Bitrate/bps *	<input type="text"/>
Width ⓘ	<input type="text"/>	Height ⓘ	<input type="text"/>	Fps ⓘ	<input type="text"/>
Top Speed Codec Transcoding ⓘ	<input type="checkbox"/>	Bitrate Compression Ratio ⓘ	<input type="text"/>	Video Watermark	<input type="checkbox"/>
Video Watermark Template	<input type="text" value="Please Select"/>	Smart Subtitles ⓘ	<input type="checkbox"/>	Subtitle Configuration	<input type="text" value="Please Select"/>
Face Blurring ⓘ	<input type="checkbox"/>				

Name	Type	Action
▼ name12	audio/video	Copy

Name	<input type="text" value="name12"/>		
Audio Selector Name?	<input type="text" value="test"/>		
Audio Transcoding	<input checked="" type="checkbox"/>		
Acodec	<input type="text" value="AAC"/>	Audio Bitrate/bps	<input type="text" value="6000"/>
Audio Normalization Settings?	<input type="checkbox"/>	Target LUFS ?	<input type="text"/>
Video Transcoding	<input checked="" type="checkbox"/>		
Rate Control Mode?	<input type="text" value="ABR"/>	Video Bitrate/bps *	<input type="text" value="100000"/>
Width?	<input type="text"/>	Height?	<input type="text"/>
Fps?	<input type="text"/>	Top Speed Codec Transcoding ?	<input type="checkbox"/>

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.

▼ Manifest Information

PdtInsertion

☒

PdtDuration

600

Between 1 and 3000

Stream Order

Video bitrate ascending

Video Resolution

INCLUDE

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 `mp4` as the Segment Type and `hvc1` as the Packaging Type.

▼ Segment Information

Segment Type

ts

Segment Duration

4000

Between 1000 and 30000, only be a multiple of 1000

Segment Number

5

Between 3 and 300

PdtInsertion

☒

H.265 Packaging Type①

Please select the segment type

Low Latency

☒

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](#).

▼

DRM

DRM

☒

Scheme *

CustomDRMKeys ▼

DRM Type

☒ FAIRPLAY ☐ AES128

Cid *

Please enter the content id

Key *

Please enter a 32-bit hexadecimal

Iv *

Please enter a 32-bit hexadecimal

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.

StreamLive

Channel

Input

Security Group

Watermark

Channel Management

Mumbai

Create Channel

Search by channel Name or ID

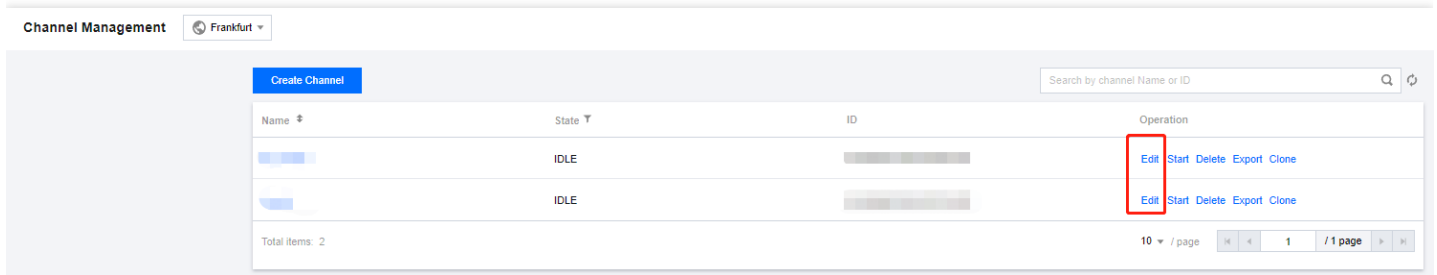
Name	State	ID	Operation
	IDLE		<a>Edit <a>Start
	RUNNING		<a>Edit <a>Stop
	IDLE		<a>Edit <a>Start
	IDLE		<a>Edit <a>Start
	RUNNING		<a>Edit <a>Stop

Modifying and Deleting a Channel

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

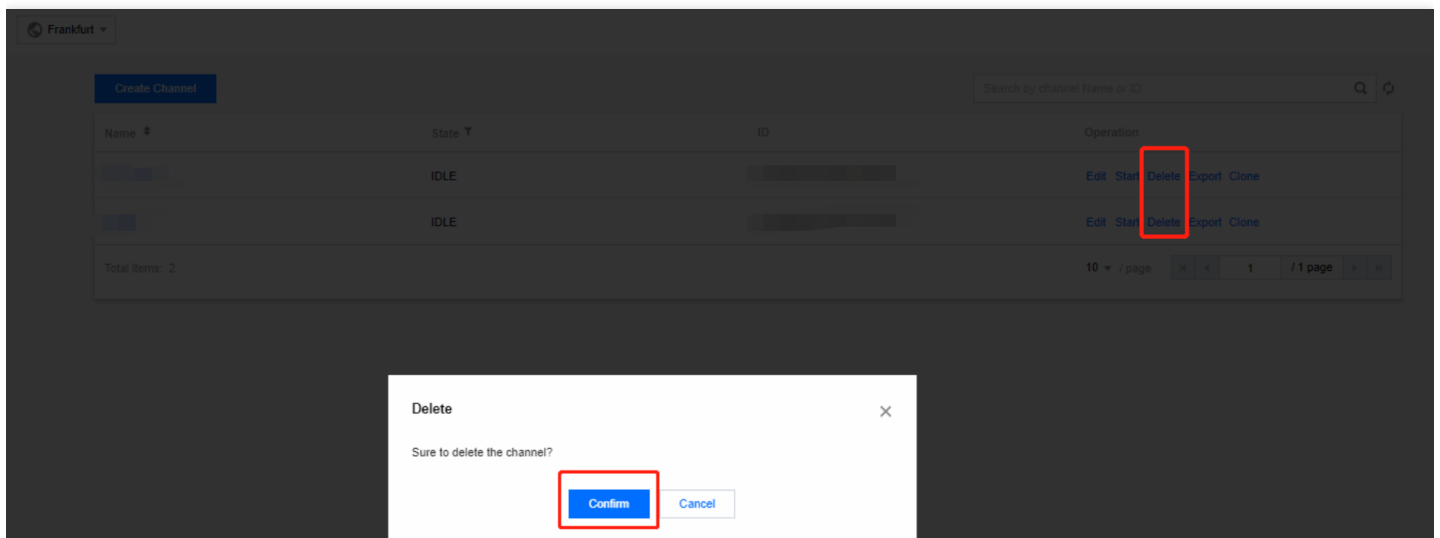
Modifying a channel

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.



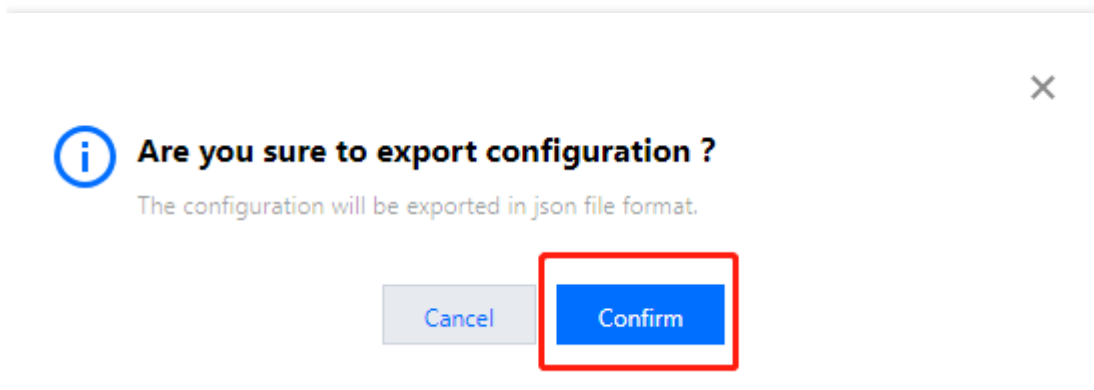
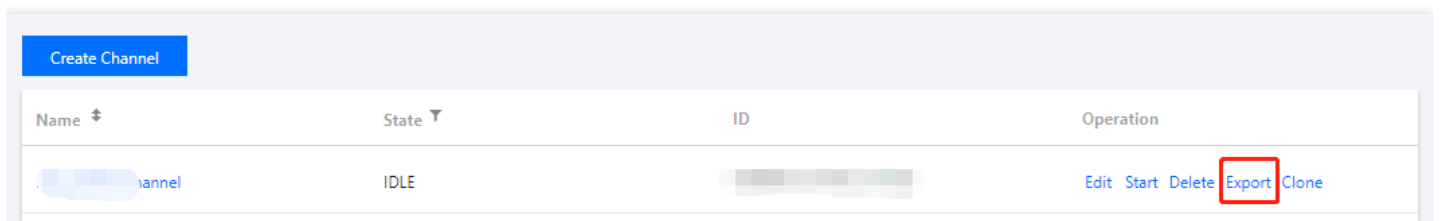
Exporting, Importing, Cloning a Channel

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

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

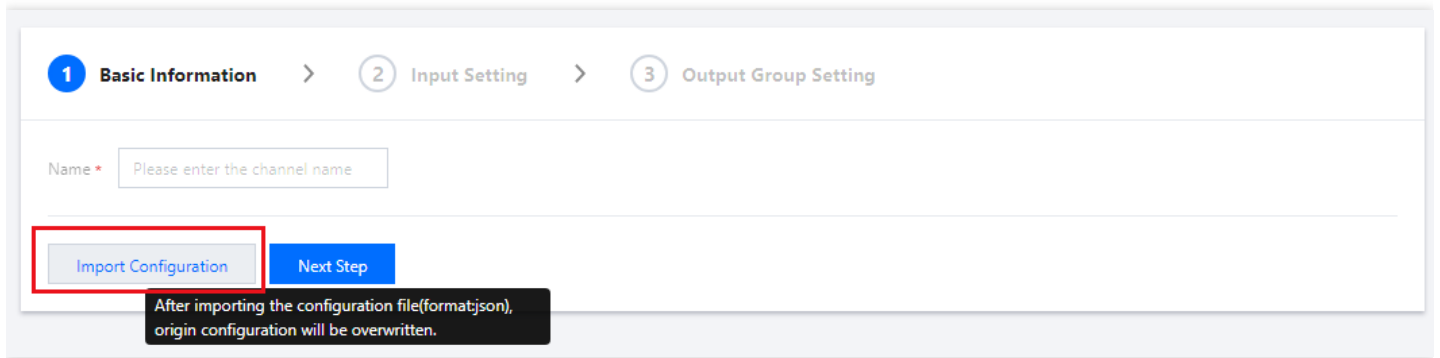
Exporting a channel

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.



1 Basic Information > 2 Input Setting > 3 Output Group Setting

Name *

Import Configuration **Next Step**

After importing the configuration file(format:json), origin configuration will be overwritten.

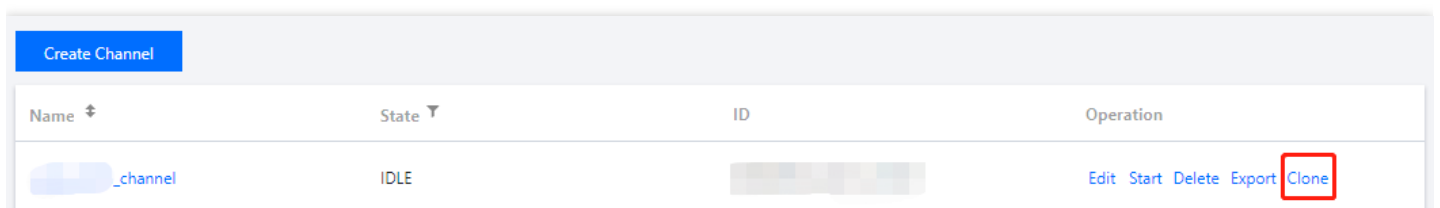
The import feature allows you to quickly configure a channel. The console will auto-fill the information in **Basic Information** and **Output Group Setting** according to the JSON file you select, but will ignore the **Input Setting** information of the file. You still need to select the inputs to bind.

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.

←

Start Channel

Stop Channel

Information

Output Group Setting

Plan

Alerts

Health

Basic Information

Edit

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 **Health** 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.

Information Output Group Setting Alerts **Health****Input**

Output Group

Time Zone

UTC+8 ▼

2021-05-07 19:18:25 ~ 2021-05-08 19:18:25



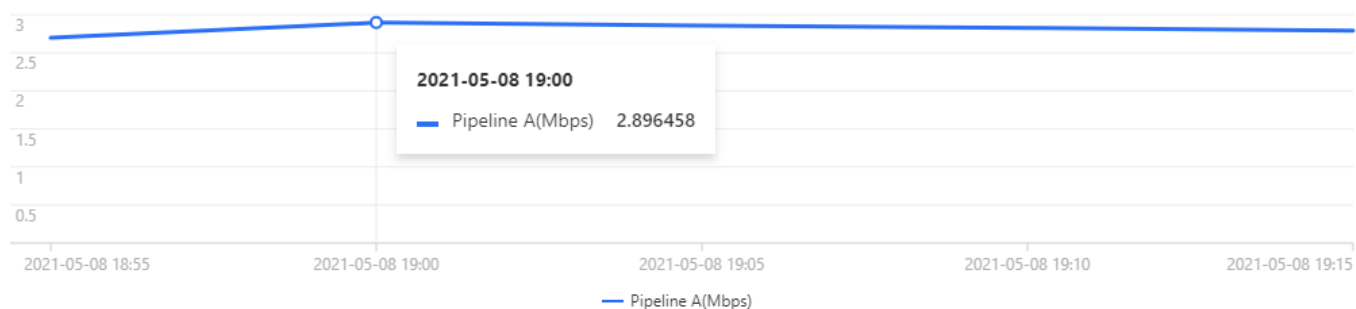
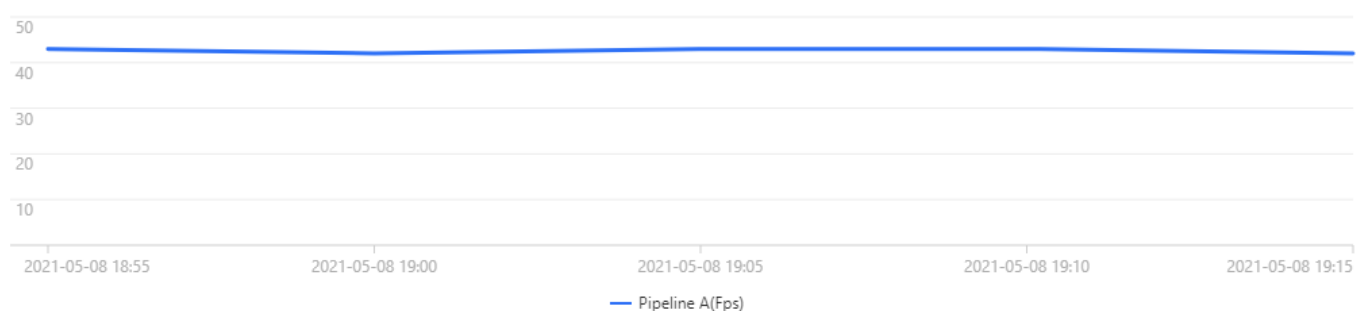
Pipeline A

Pipeline B

Confirm

Show Data in Last Hour

Select a time range of up to 24 hours in the last 5 days.

Bandwidth (Mbps)**Input Video Frame Rate** (Fps)**Input Audio Frame Rate** (Fps)

Information Output Group Setting Alerts **Health**

Input **Output Group**

Time Zone UTC+8 2021-05-07 19:18:25 ~ 2021-05-08 19:18:25

Pipeline A

Pipeline B

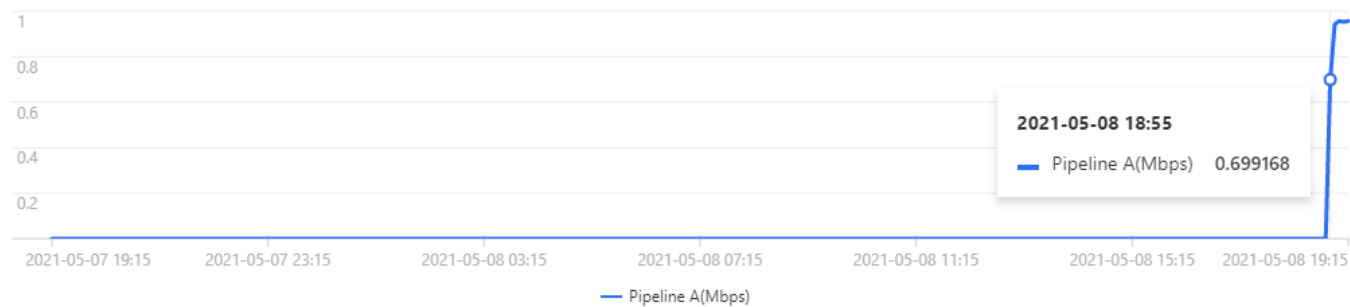
Confirm

Show Data in Last Hour

Select a time range of up to 24 hours in the last 5 days.

Bandwidth (Mbps)

Output Group 1(hls)



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

Security Group Management

Input Management

Channel Management

Watermark Management

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% 50% 99% - 0 + %

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

Horizontal Offset: 0% 50% 99% - 0 + %

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

Cancel Confirm

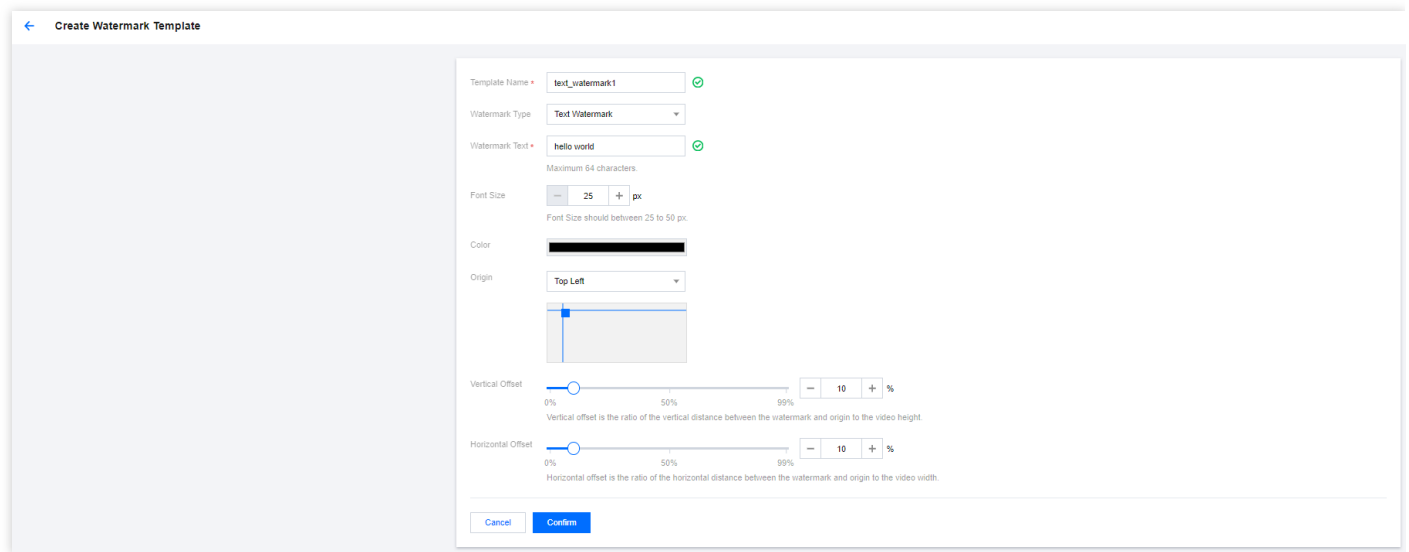
General settings:

- **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 between 25 to 50 px.

Color

Origin

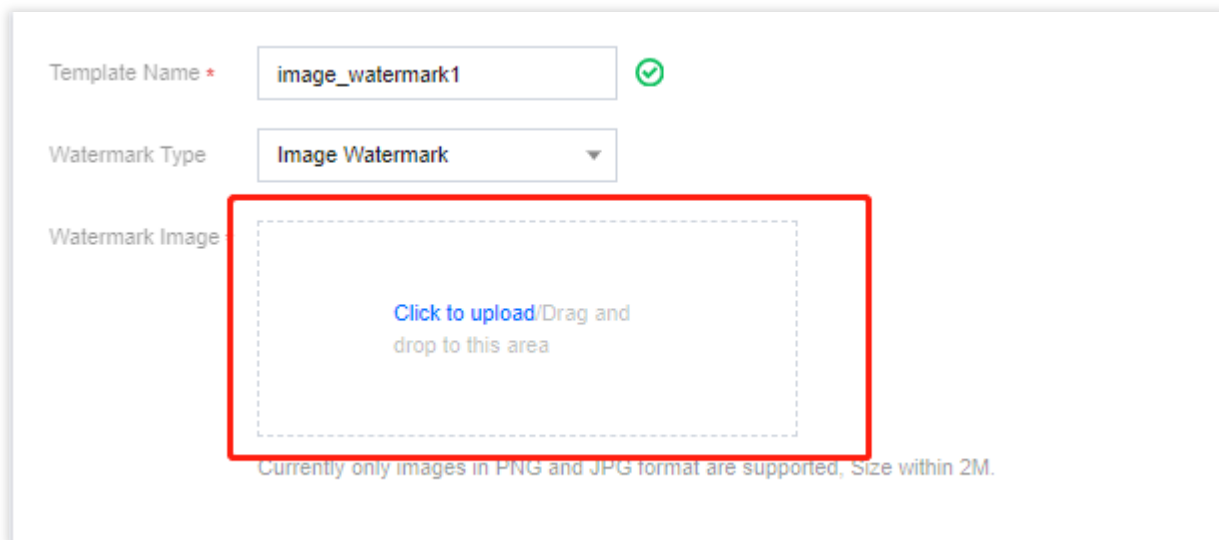
Vertical Offset %
Vertical offset is the ratio of the vertical distance between the watermark and origin to the video height.

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								
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								
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

3 Output Group Setting

Group 1

Name720p64kAudio TranscodingAAC64000Video TranscodingH264Rate Control ModeABRVideo Bitrate/bps2000000Width1280Height720Fps25Top Speed Codec TranscodingVideo WatermarkVideo Watermark TemplatePlease selecttest6test4image_watern...image_watern...

Audio/Video Template 2

Name1080p64kAudio TranscodingAAC6000

Previous

Done

Note :

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

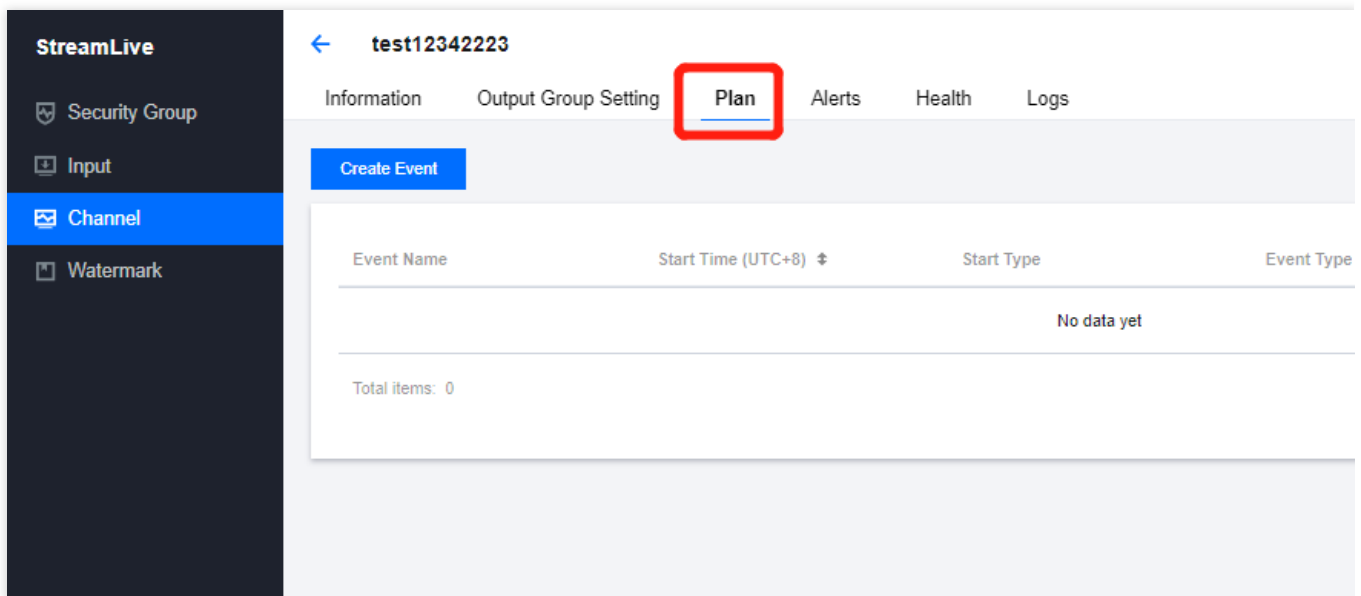
Plan Management

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 shows the StreamLive console interface. On the left is a dark sidebar with navigation options: Security Group, Input, Channel (highlighted), and Watermark. The main area has a top bar with a back arrow, the channel ID 'test12342223', and tabs for Information, Output Group Setting, Plan (active), Alerts, and Health. Below the tabs is a 'Create Event' button. The main content area displays a table for event configuration with columns: Event Name, Start Time (UTC+8) with a dropdown arrow, and Start Type. The table is currently empty, showing 'Total items: 0'. On the right side, there is a 'Create Event' panel with the following sections:

- Basic Information**: Event Name * (input field with placeholder 'Please enter th...')
- Timing**: Start Type (dropdown with 'Fixed Time' selected), Date (UTC+8) (?) (input field with value '2023-07-05 15:')
- Event**: Event Type (radio buttons: ☒ Input Switch, ☐ Time Record, ☐ SCTE-35 Tim, ☐ SCTE-35 Spli, ☐ SCTE-35 Ret)
- Input Attachment (input field with placeholder 'Please select')
- Buttons: Confirm, Cancel

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

The screenshot displays the 'Create Event' interface in the StreamLive console. The left sidebar shows the 'Channel' menu item selected. The top navigation bar includes 'Information', 'Output Group Setting', 'Plan' (active), 'Alerts', and 'Health'. The main content area features a 'Create Event' button and a table for event management. The right-hand panel contains the 'Create Event' form, which is divided into three sections: 'Basic Information', 'Timing', and 'Event'. The 'Basic Information' section includes fields for 'Event Name', 'OutputGroupName', 'ManifestName', 'DestinationUrl1', and 'DestinationUrl2'. The 'Timing' section includes a 'Date (UTC+8)' field. The 'Event' section includes an 'Event Type' dropdown menu with options: 'Input Switch', 'Time Record' (selected), 'SCTE-35 Time', 'SCTE-35 Splice', and 'SCTE-35 Return'. At the bottom of the right panel are 'Confirm' and 'Cancel' buttons.

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

Security Group

Input

Channel

Watermark

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 *

Timing

Start Type

Date (UTC+8)

Event

Event Type

☐ Input Switch

☐ Time Record

☒ SCTE-35 Time Signal

☐ SCTE-35 Splice

☐ SCTE-35 Return

SCTE-35 Descriptors

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 style="width: 100%;" 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 style="width: 100%;" type="text"/>
Segmentation UPID Type ? *	<input style="width: 100%;" type="text"/>
Segmentation UPID ? *	<input style="width: 100%;" type="text"/>
Segmentation Type ID ? *	<div style="background-color: #d9d9d9; height: 20px; width: 100%;"></div>
Segment Num ? *	<input style="width: 100%;" type="text"/>
Segments Expected ? *	<input style="width: 100%;" type="text"/>
Subsegment Num ? *	<input style="width: 100%;" type="text"/>
Subsegments Expected ? *	<input style="width: 100%;" 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? *

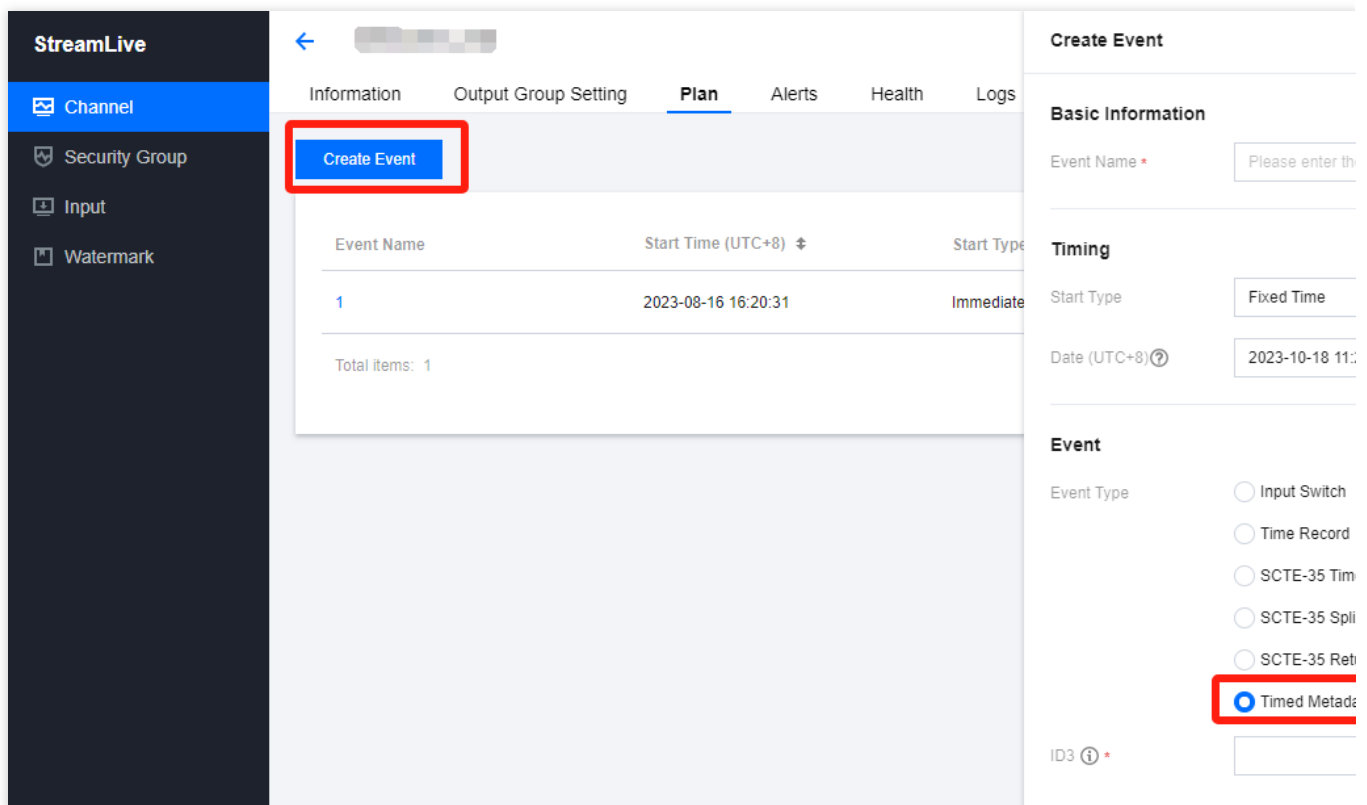
Event Type : Select **SCTE-35 Return to Network**.

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 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 button is a table with columns for Event Name, Start Time (UTC+8), and Start Type. The table contains one row with the value '1' in the Event Name column, '2023-08-16 16:20:31' in the Start Time column, and 'Immediate' in the Start Type column. Below the table, it says 'Total items: 1'. On the right side, there is a 'Create Event' form. The 'Basic Information' section has an 'Event Name' field. The 'Timing' section has a 'Start Type' dropdown set to 'Fixed Time' and a 'Date (UTC+8)' field set to '2023-10-18 11:'. The 'Event' section has radio buttons for 'Event Type', with 'Timed Metadata' selected and highlighted by a red box. Below this 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 caption need to be kept in the same transcoding type (joint transcoding/separate transcoding).

[Add](#)

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

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
switch_event	2022	Fixed Time	Input Switch
timerecord_event			Time Record

Total items: 2