

Wowza Plugin Installation

Streaming HTTP Uplink to Wowza Streaming Engine

Applies to Products: HD490+, DE285, Falcon

Last Revised: June 2018

For the initial installation of the captioning module, you will need configuration access to your Wowza Server, and basic knowledge of your live application settings. If the terms in this section do not seem familiar, or you do not know how to access the configuration files on your server, please consult your system administrator and/or the detailed support pages at wowza.com.

The following directions have been specifically tested with Wowza Streaming Engine version 4.0.5 and 4.2.0 though they should also work with other recent versions.

The EEG "JAR" file assumes that it will be used with the default Wowza live application, named "live". We recommend keeping this application name. If you must use a different application name, you can install the plugin using the same methods described here, but the final URLs for posting captions to your plugin will have an added query parameter – add "&app=yourappname", where "yourappname" is the name of your Wowza application.

If possible, we recommend stopping your Wowza Streaming Engine instance before beginning this configuration. *You MUST also restart Wowza Streaming Engine at the end of the configuration in order for the changes to fully apply.*

Consistent with the Wowza documentation, this section will refer to the base directory of your Wowza installation as **[installdir]**. This directory may vary on your server, but on many Linux-based systems it will be **/usr/local/WowzaStreamingEngine**

Use the Following Steps to Install the Plugin:

1. Download the [Free Plugin](#) and Install the EEG-provided caption module on to your server. Copy the file "eegwowzmodules.jar" to the server, and move it into the directory **[installdir]/lib/**. Ensure that the *eegwowzmodules.jar* file has proper 'execute' permissions set for your environment.
2. Enable HTTP access to the Caption Uplink module. Edit the file **[installdir]/conf/VHost.xml**, making a copy of your old settings for safe keeping first. Find the section of the file that contains **<HTTPProvider>** XML tags in the "Default Streaming" section. Add a new HTTPProvider section, above the final "HTTPServerVersion" provider, like:

```

<HTTPProvider>

    <BaseClass>com.eeg.wms.module.CaptionUplinkHTTPProvider</BaseClass>

    <RequestFilters>captionuplink*</RequestFilters>

    <AuthenticationMethod>none</AuthenticationMethod>

</HTTPProvider>

```

If you wish to require HTTP authentication to upload captions, you must also set the **<HTTPProvider>** tag to “admin-basic” or “admin-digest”. You will then need to configure your uplink device or software with an “Admin”-level username and password registered with Wowza in the “Users” tab of the Wowza Streaming Engine Manager, or added manually in the **[install_dir]/conf/admin.password** file.

Note that the HTTP Provider “RequestFilters” will be checked by Wowza in order from top to bottom in the list in your file. For this reason, it is important to make sure the “captionuplink*” filter is listed above other more general filters, for example the “*” providing the Wowza server version.

Save the VHost.xml file when you are finished editing.

3. The Caption Uplink provider injects AMF “OnTextData” captioning events into your Wowza stream. To ensure that captions are also visible on players such as Apple devices that support CEA-608 style captions, go to your live streaming “application” in Wowza (the default application is simple called “live”), and edit the file at **[install_dir]/conf/live/Application.xml**, making a copy of your old settings for safe keeping first. Find the section of the file that contains **<Module>** XML tags. Add a new Module section like:

```

<Module>

    <Name>ModuleOnTextDataToCEA608</Name>

    <Description>ModuleOnTextDataToCEA608</Description>

    <Class>com.wowza.wms.timedtext.live.module.ModuleOnTextDataToCEA608</Class>

</Module>

```

Save the Application.xml file when you are finished editing.

4. Restart the Wowza Streaming Engine application. You are now ready to uplink real-time HTTP captions to your Wowza live streaming application.

For further background on live captions with Wowza, and testing instructions for JWPlayer, iOS, and a variety of other player applications, see <http://www.wowza.com/forums/content.php?447>.

For user instructions for the HTTP Streaming Uplink Module on EEG Devices and Software please visit our website:

<https://s3.amazonaws.com/eegent-assets/resources/appnote-wowza-stream.pdf>.