

FMETP STREAM simplifies live streaming development in Unity3D without coding. Setup and testing take just 5 minutes.

The most straight forwarding logic in the field of Live Stream via our Encoder Module.

Flexible networking systems for many use case

- FM Network 4.0: the best low-latency networking system in local network
- FM WebSocket 4.0: host your own game server with customised room names Stream your data via single command: *SendToOthers()*
- 3rd party networking system supports: PUN2/Photon Fusion(RPC), MIRROR, UNet and any networking system support byte streaming!

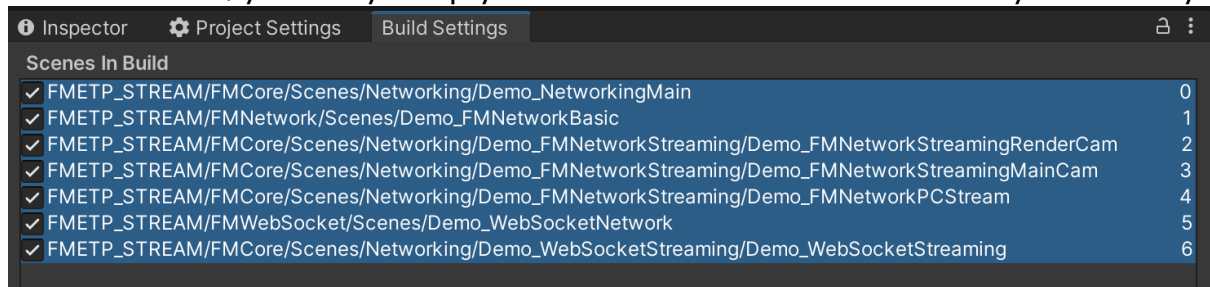
FMETP STREAM (Guide)

Version: 4.0

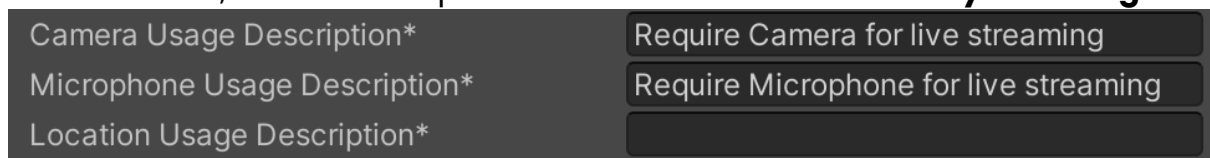
For the latest tutorial, please visit our guide page:

<https://frozenmist.com/docs/apis/fmetp-stream/>

*For New User, you may simply build and test below scenes for your first try.



*For iOS build, below descriptions should be filled under **"Player Settings"**.



* For further information, please visit our website.

Website: <https://frozenmist.com>

* For general discussion please reach us on Forum.

Forum: <https://forum.unity.com/threads/670270/>

* For technical support, please reach us via email.

Support: thelghome@gmail.com