

Embedded Live Stream

By Joshua Jones

How does
embedded
streaming work?

Embedding a live stream to a website is split into 3 parts.

- Video source (Encoder)

- Media Server



- Client (Viewer)

Video Source

Encoder

- Live Stream starts with the video, either pre-recorded or live.
- An encoder then compresses the video file and sends it to the media server. (The method varies)



Media Server

i.e(Wowza, Red5, or NGINX
RTMP)

- The server gathers the data and then transcodes if necessary
 - Then distributes the stream using protocols like RTMP or HLS.
-

Client

Your Website

- The website can play the video using the html or javascript built in media players.
- This is the simple part



HLS

HTTP, Live Streaming

- Originally developed by Apple
 - Segments video into small chunks, usually 10 sec. Very stable
 - Has higher latency (30 sec) than some other protocols
 - Can adjust video quality based on network connections
-

Procedure

```
<!-- Add a placeholder for the Twitch embed -->
<div id="twitch-embed"></div>

<!-- Load the Twitch embed script -->
<script src="https://player.twitch.tv/js/embed/v1.js"></script>

<!-- Create a Twitch.Player object. This will render within the placeholder div -->
<script type="text/javascript">
    // Ensure that the Twitch player is initialized after the script is fully loaded
    window.onload = function() {
        new Twitch.Player("twitch-embed", {
            channel: "flightless_beard"
        });
    };
</script>
```


Thank You!