Quick start in Streaming to Qbrick Video Platform
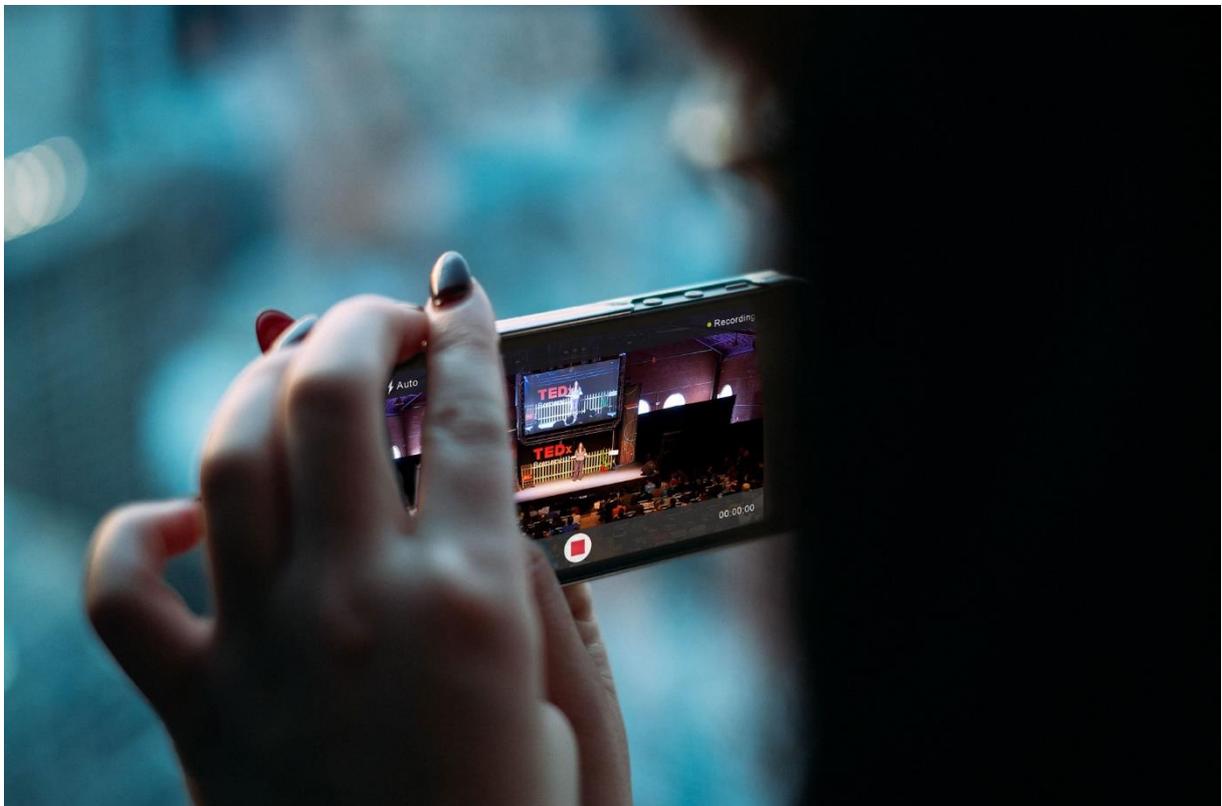
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Introduction

In order to stream to the Qbrick solution, you need a couple of things:

A camera, or video-feed

The way streaming with Qbrick works, is that you have to push a video stream to Qbricks servers, so we can deliver it to the viewers. In order to stream, the camera-feed must be sent to a computer or an encoder that can send the signals to our servers.

An encoder (software or hardware)

The encoder can be either a dedicated hardware encoder or a regular desktop PC. Be aware that video encoding is a heavy task for your computer, so be sure your computer has enough computing power to do the process.

If you use a computer for encoding, there are plenty of good softwares for you to use. Both free and purchasable.

Your Qbrick QIP credentials. (Qbrick ingest point)

This is the address to the server that you are connecting your encoder to, and either a username and password, or just the URL with a password extension. (usually looks like this: rtmp://aip0.90xxx-aip0.dna.qbrick.com/90xxx-aip0/_DEFINST_?doPublish=xxxxxxxx)

Connecting your encoder to Qbricks servers

Depending on which encoding software you use, settings may vary, but here are some basics on how to get started.

The most important part is the primary URL.

Usually it will look like this:

rtmp://aip0.90xxx-aip0.dna.qbrick.com/90xxx-aip0/_DEFINST_?doPublish=xxxxxxxx

This lets you encoder know where to send the video-stream. The simplest software encoder will only ask for this. Other will ask for what kind of service you are streaming to. The usual choice here is "Wowza no auth", "wowza streaming engine" or "Custom". What also is important for smooth playback, is the video encoding settings. Select 720p resolution (720 by 1280) with video codec h264 main. This is usually found under settings.

Below is an example setting in Open Broadcaster
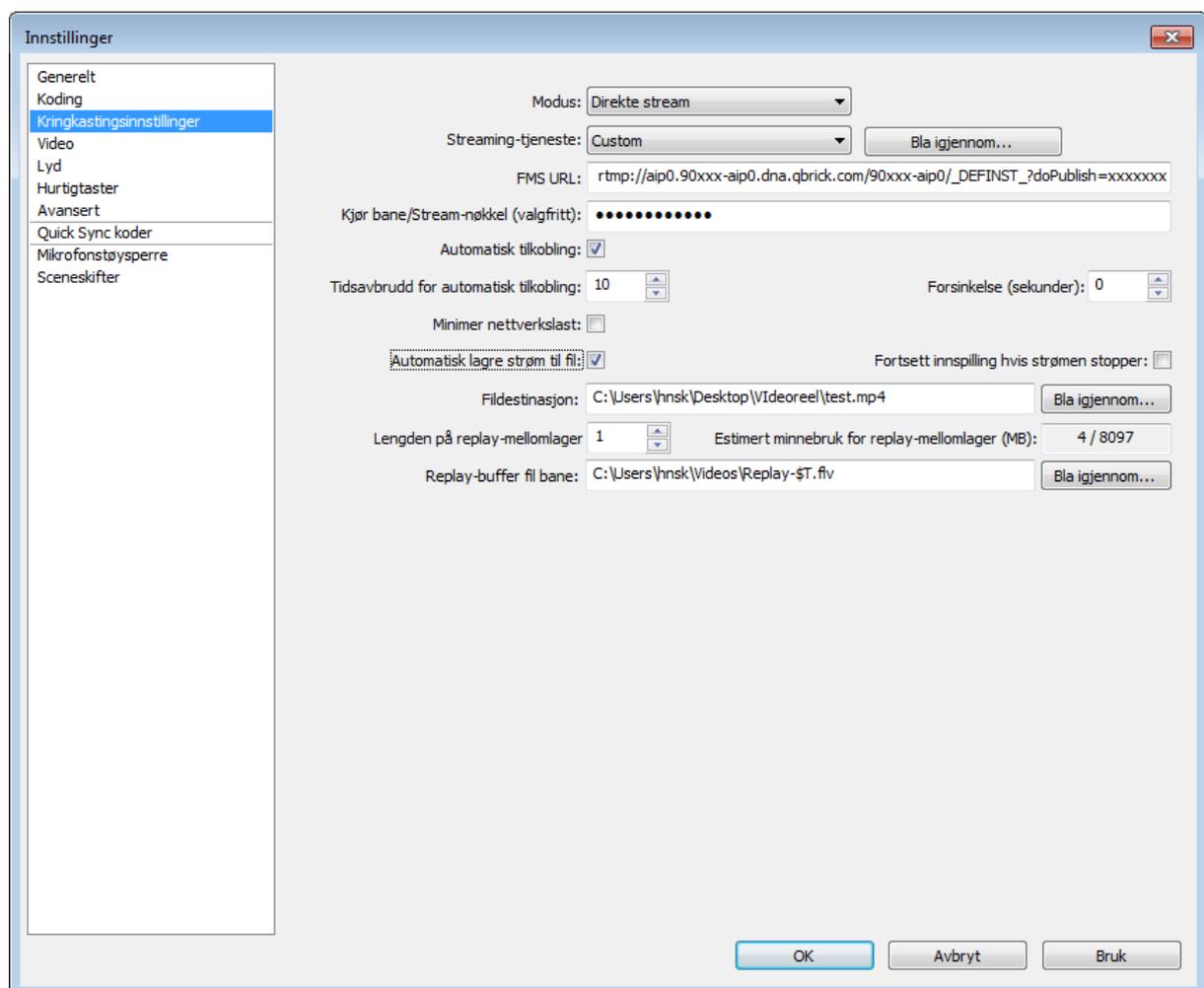
Creating a live object

Head over to video.qbrick.com and enter your username and password. (If you can't remember you user credentials, please contact support@qbrick.com to retrieve them.)
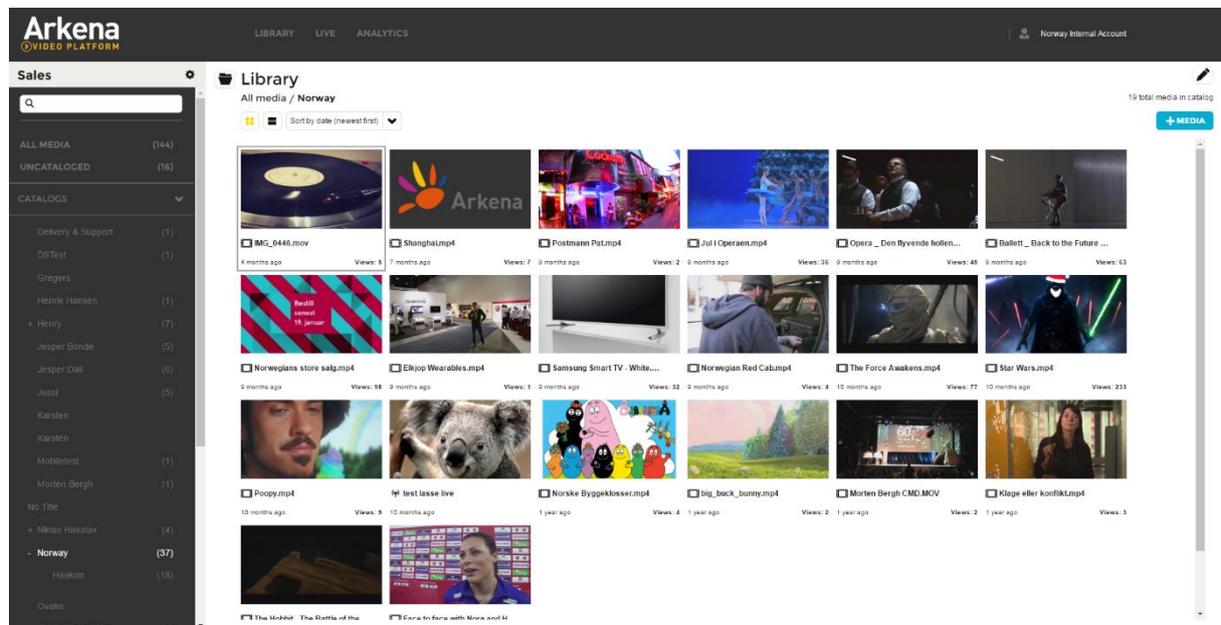
You can easily set up player that plays live content. To do this, click on and choose live event. Choose bitrate profile (single bitrate is the most used choice here). Now fill in a stream name unique for your event. This is also the stream name you chose in your live encoder. Fill in a title for your event, and you are done. Now you can edit metadata like thumbnail, description and publish-dates like any other media. The player for your live event plays the live video you send to us with the same stream name that you chose.

In order to test a live-object before its published, you must click on the object and then player settings. Here you have a preview player that will show the live-feed you are streaming.