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Get started with Wowza Streaming Cloud ultra low latency streaming

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Learn how to use the Wowza Streaming Cloud™ service to send an encoded stream to an ultra low latency stream target for playback with Wowza Player.

Note: Ultra low latency streaming is available through Wowza Streaming Cloud with Ultra Low Latency. For additional information see [About ultra low latency streaming with Wowza Streaming Cloud](#). To get started with ultra low latency streaming using the Wowza Streaming Cloud REST API, see [Get started with ultra low latency streaming using the Wowza Streaming Cloud REST API](#).

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Video Tutorial: Getting Started with Streaming Using Wowza Streaming Cloud with Ultra Low Latency

Sign in to Wowza Streaming Cloud

You can sign in to Wowza Streaming Cloud by using any modern web browser that supports HTML5 and Cascading Style Sheets level 3 (CSS 3). The Wowza Streaming Cloud user interface has been most extensively tested on Google Chrome, however, so for best results we recommend that you use the latest version of Google Chrome.

1. Do one of the following:

- Click **Launch Wowza Streaming Cloud** when you complete your purchase in the Wowza portal.
- Go to cloud.wowza.com.

2. Sign in using your Wowza credentials.

WOWZA
STREAMING
CLOUD™

WOWZA
STREAMING
CLOUD™

Email Address*

user@domain.com

Password

Sign In

[Forgot your password?](#)

[Need a Wowza Streaming Cloud account?](#)

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3. Accept the Terms of Use by clicking **I accept**.

Welcome to Wowza Streaming Cloud.

Note: For information on the Wowza Streaming Cloud free trial and its feature limitations, see [Wowza Streaming Cloud free trial](#).

Add an ultra low latency stream target

To get started with an ultra low latency stream, add a stream target.

1. Click **Advanced** on the menu bar, and then click **Stream Targets**.
2. Click **Add Target**, select **Wowza CDN - Ultra Low Latency**, and then click **Add**.
3. On the **Add a Wowza CDN - ULL target** page, specify the following:
 - **Target Name** – A short, descriptive identifier for the target that differentiates it from other targets in Wowza Streaming Cloud. A **Target Name** is required, doesn't have to be unique, and can't exceed 255 characters.
 - **Source Delivery Method** – Select **Push** for the source to push the stream to the target.
 - **HLS Playback Stream** – (Optional) Select **Enable HLS Fallback Stream** to create an HLS playback URL that can be used to view the stream on mobile devices or to provide redundancy in the event that WebSocket connection attempts fail.
 - **Enabled?** – Select **Enable this target** to allow the source stream to be immediately ingested by the target's origin server.
4. Click **Add**.

Wowza Streaming Cloud generates an ultra low latency target and displays the target detail page, which shows the target's **Connection Code** and **Primary URL**, which you can use to connect the source to the target. It also shows **Playback URLs** for ultra low latency playback and (if enabled) fallback to HLS.

Configure your video source

Use the details of the ultra low latency stream target to configure the Wowza GoCoder™ mobile app as your video source.

First, download the free Wowza GoCoder app for iOS from the Apple Store or for Android from Google Play.

Connect the GoCoder app using a connection code

The easiest connection method is using the connection code available on the ultra low latency stream target details page in Wowza Streaming Cloud.

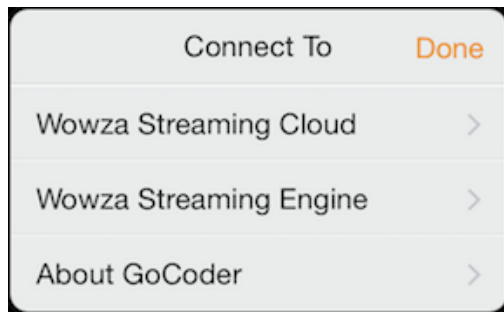
If your connection code has been used or is expired, click **Regenerate Connection Code** to get a new one.

For GoCoder for iOS 2.0.5 or later

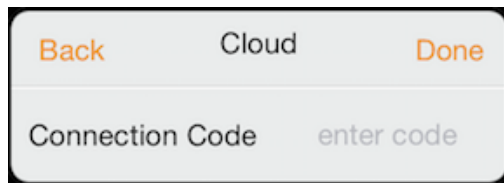
If you're using the current version of the GoCoder app for iOS, enter the target's connection code in the app to use the app as the source for your live stream.

1. Tap the **Connect** icon (the Wowza gear).

2. In the **Connect To** menu, tap **Wowza Streaming Cloud**.



3. For **Connection Code**, enter the Wowza Streaming Cloud ultra low latency stream target's connection code, for example, **24cedc**.



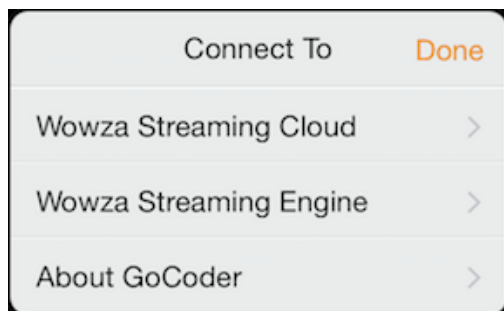
4. Tap **Done**.

Connect the GoCoder app manually

If you're using an older version of the GoCoder app for iOS, parse the connection details from the ultra low latency stream target's primary URL into the host domain, port, application name, and stream name.

This connection method is also useful for troubleshooting a connection with a connection code that isn't working as expected.

1. Tap the **Connect** icon (the Wowza gear).
2. In the **Connect To** menu, tap **Wowza Streaming Engine**. (When connecting manually, it's correct to use the Wowza Streaming Engine settings for a Wowza Streaming Cloud target.)



3. Tap **Host**.
 - For **Server**, enter the target's host domain, which is **origin.cdn.wowza.com**.
 - For **Port**, enter **1935**.
4. Tap **Back** and then tap **Application**.
 - For **Application** enter **live**.

- For **Stream Name** enter the alphanumeric stream name from the ultra low latency target, for example, **0l1q1UHJEN1q84NA2gvuuywllGwn5f4e**.

5. Tap **Back** and then tap **Source Authentication**.
6. Make sure **Source Username** and **Source Password** are empty.
7. Tap **Done**.

Note: You can send an ultra low latency stream to Wowza Streaming Cloud using a number of different sources. See these articles for more information:

- Connect an RTMP encoder to Wowza Streaming Cloud with Ultra Low Latency
- Connect an RTSP encoder to Wowza Streaming Cloud with Ultra Low Latency
- Build a basic app with GoCoder SDK for iOS
- Configure a broadcast with GoCoder SDK for iOS
- Build a basic app with GoCoder SDK for Android
- Configure a broadcast with GoCoder SDK for Android
- How to send a stream from Wowza Streaming Engine to an ultra low latency stream target in Wowza Streaming Cloud

Configure playback

To quickly test playback functionality, use Wowza Player Builder for Ultra Low Latency to preview the stream. Wowza Player for Ultra Low Latency works with the latest version of most modern web browsers such as Google Chrome, Firefox, Safari, and Microsoft Edge.

Note: Wowza Player for Ultra Low Latency currently supports HLS streams only for browser-based playback on iOS devices. HLS streams have higher latency than ultra low latency streams. For ultra low latency stream playback on iOS devices, see Play an ultra low latency stream with Wowza GoCoder SDK for iOS.

Navigate to the Wowza Player Builder for Ultra Low Latency from within the Wowza Streaming Cloud web manager.

1. In Wowza Streaming Cloud, click **Advanced** on the menu bar, and then click **Stream Targets**.
2. Select your ultra low latency target on the **Stream Targets** page.
3. Click **Test player for Wowza ultra low latency targets** to launch Wowza Player for Ultra Low Latency with prepopulated fields for **License Key**, **Stream Source**, and (if you enabled HLS) **Backup Stream Source**.
4. Optionally enter a **Title** and **Description** that will appear on the player, and adjust the player **Size** options if desired.
5. Click **Player Options**, and then select or edit any of the **Playback Options** and add a video poster image if desired.
6. Click **Update Preview**.

For more configuration options and instructions on how to embed Wowza Player for Ultra Low Latency into a webpage, see Configure Wowza Player for Wowza Streaming Cloud ultra low latency streams.

Note: You can also use the GoCoder SDK to develop an app with ultra low latency playback functionality.

For more information, see these articles:

- Play an ultra low latency live stream with Wowza GoCoder SDK for iOS
- Play an ultra low latency live stream with Wowza GoCoder SDK for Android

Start streaming

1. In the Wowza GoCoder mobile app, start sending video.
2. In Wowza Player Builder, click the **Play** button in the player preview to see your test stream.

If you have trouble sending a stream through the GoCoder app, check the settings in the Connect the GoCoder app manually section. You also may need to regenerate a connection code. You can do this in the stream target details page in Wowza Streaming Cloud web manager.

More resources

- Configure Wowza Player for Wowza Streaming Cloud ultra low latency streams
- Configure Wowza GoCoder to stream to an ultra low latency stream target
- See viewer data for an ultra low latency stream target
- Track usage and activity in Wowza Streaming Cloud