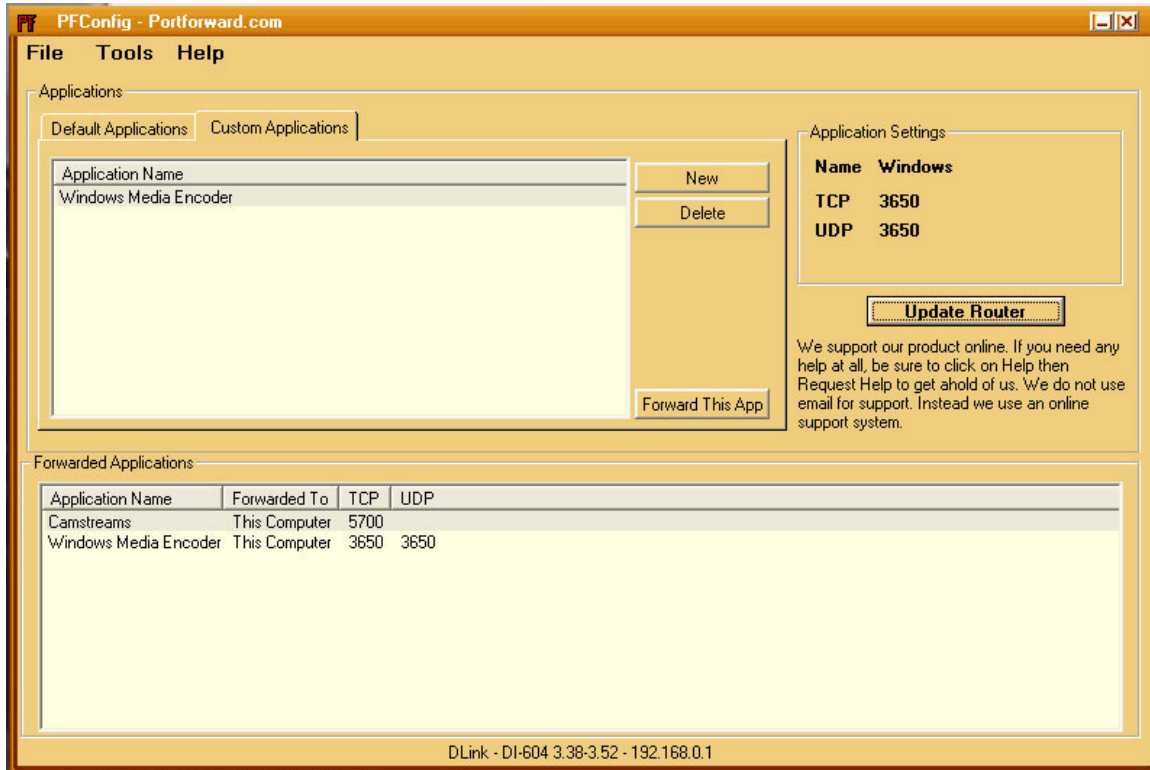


How to create your own live streaming web cast (Windows):

Well I decided to post this, as I went through a bit of searching to figure out how to do this. What I wanted to do was broadcast live my own artwork process with various applications to my friends on the Internet. Streaming my own experiences as I work within applications.

So I went through the process of using a Logitech cam (this failed, you cannot get a good shot of your monitor no matter how hard you try) and searching sites for live-streaming.



So through this process it only cost me for the PFCong utility from www.portforward.com (because I'm behind a complex router/broadband connection) however a few people who may attempt this may find their router may be a lot easier to open ports.

To get the best quality shot of your screen, you can skip using the latest in high-mega-pixel cams and grab a utility that will capture your monitor signal directly as a cam-source.

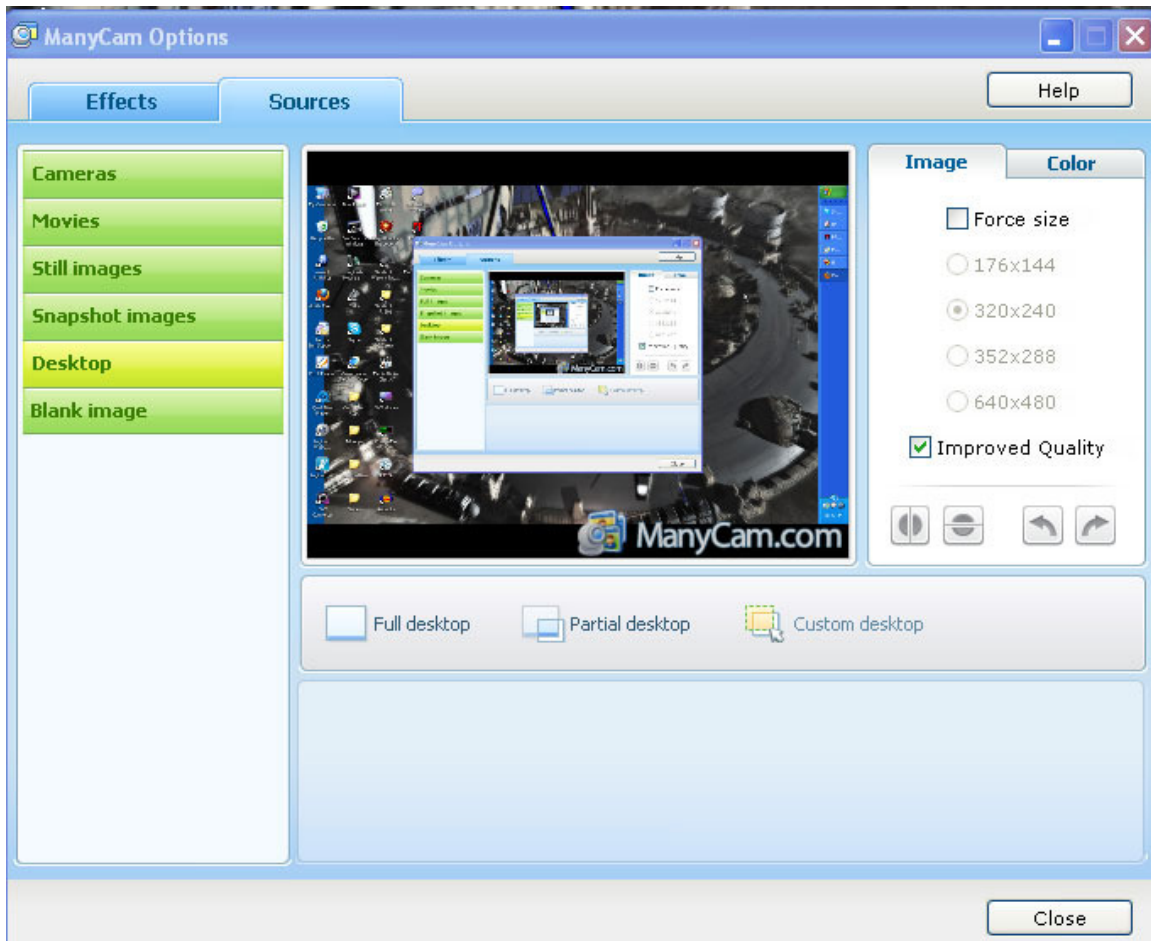
I've discovered the free www.Manycam.com works great (if you can handle the watermark) or you can use www.Camtasia.com if you want to spend a few more bucks.

You will also need the Windows Media Encoder Download here:

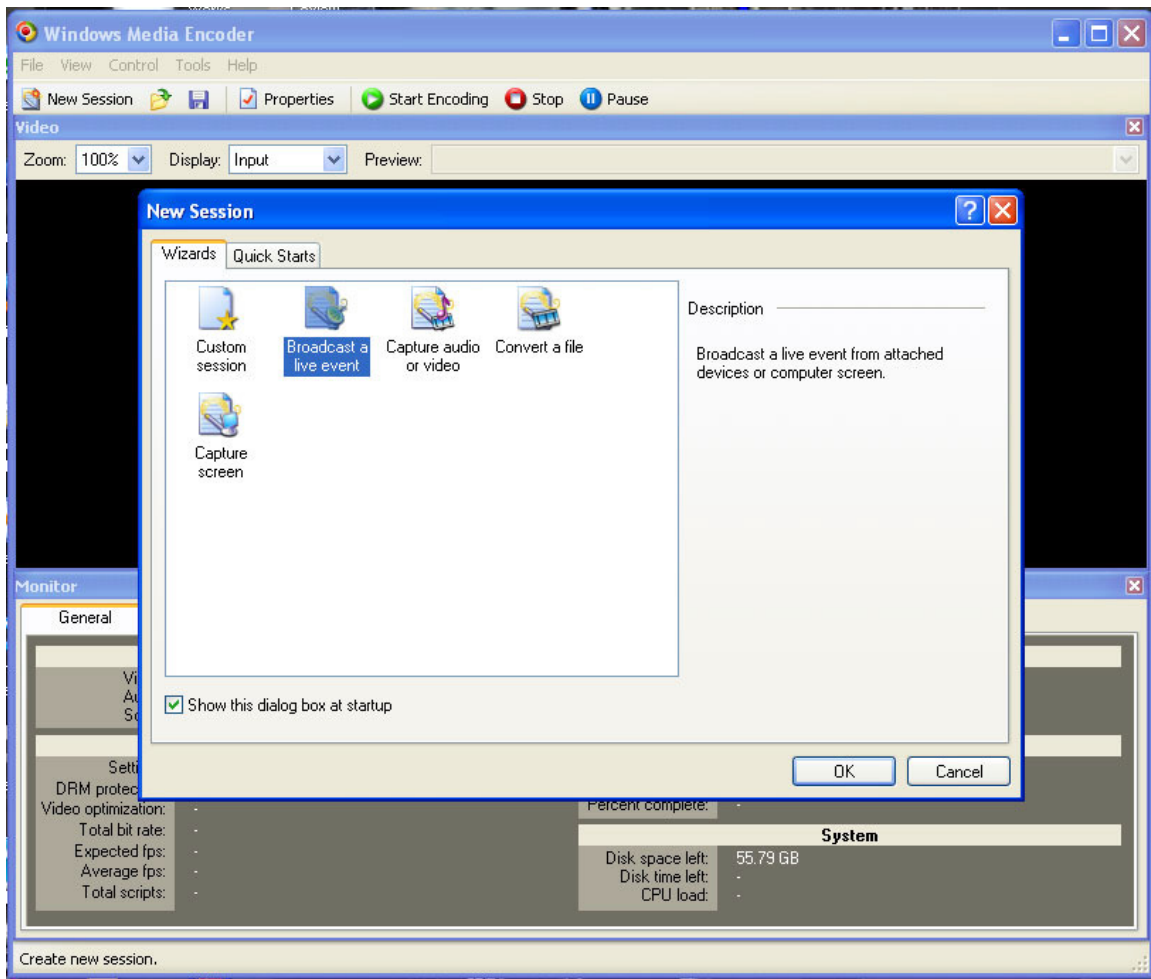
<http://www.microsoft.com/downloads/details.aspx?FamilyID=5691ba02-e496-465a-bba9-b2f1182cdf24&displaylang=en>

Of course I'm using Windows XP (until I upgrade this computer and go to 7)

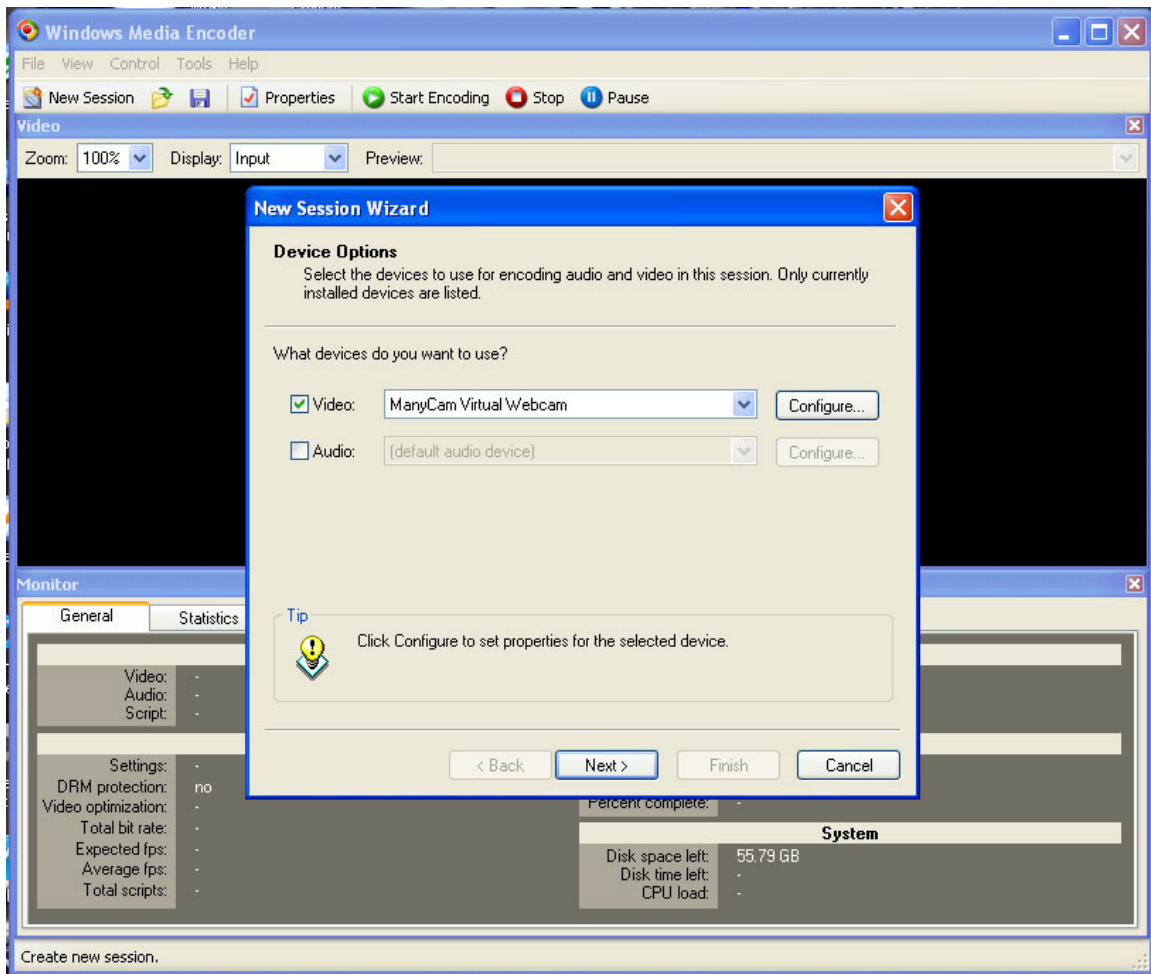
- 1: Install Manycam.
2. Install Windows Media Encoder 9



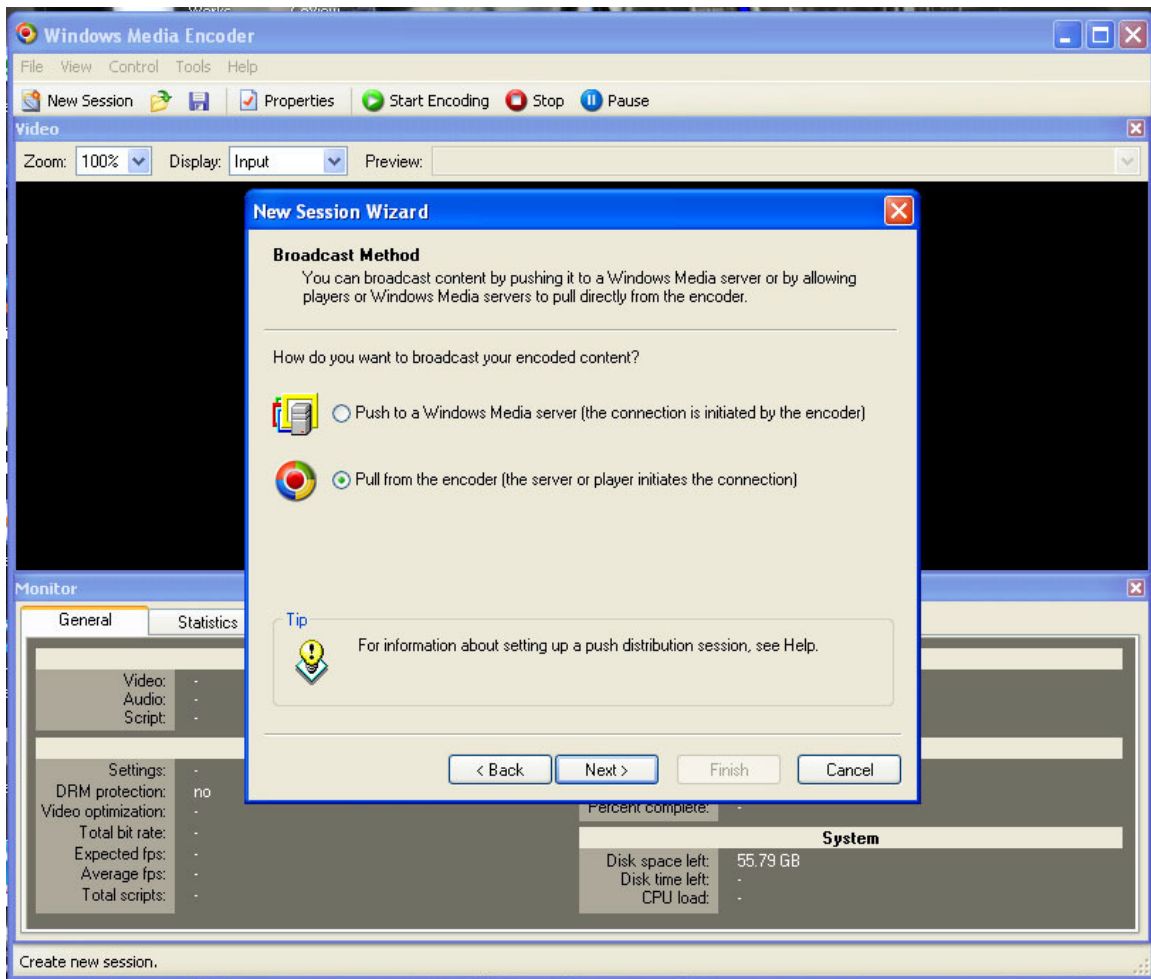
3. Run Manycam and designate your Desktop as a Virtual Cam source You can choose the area you want masked off as your viewing region.



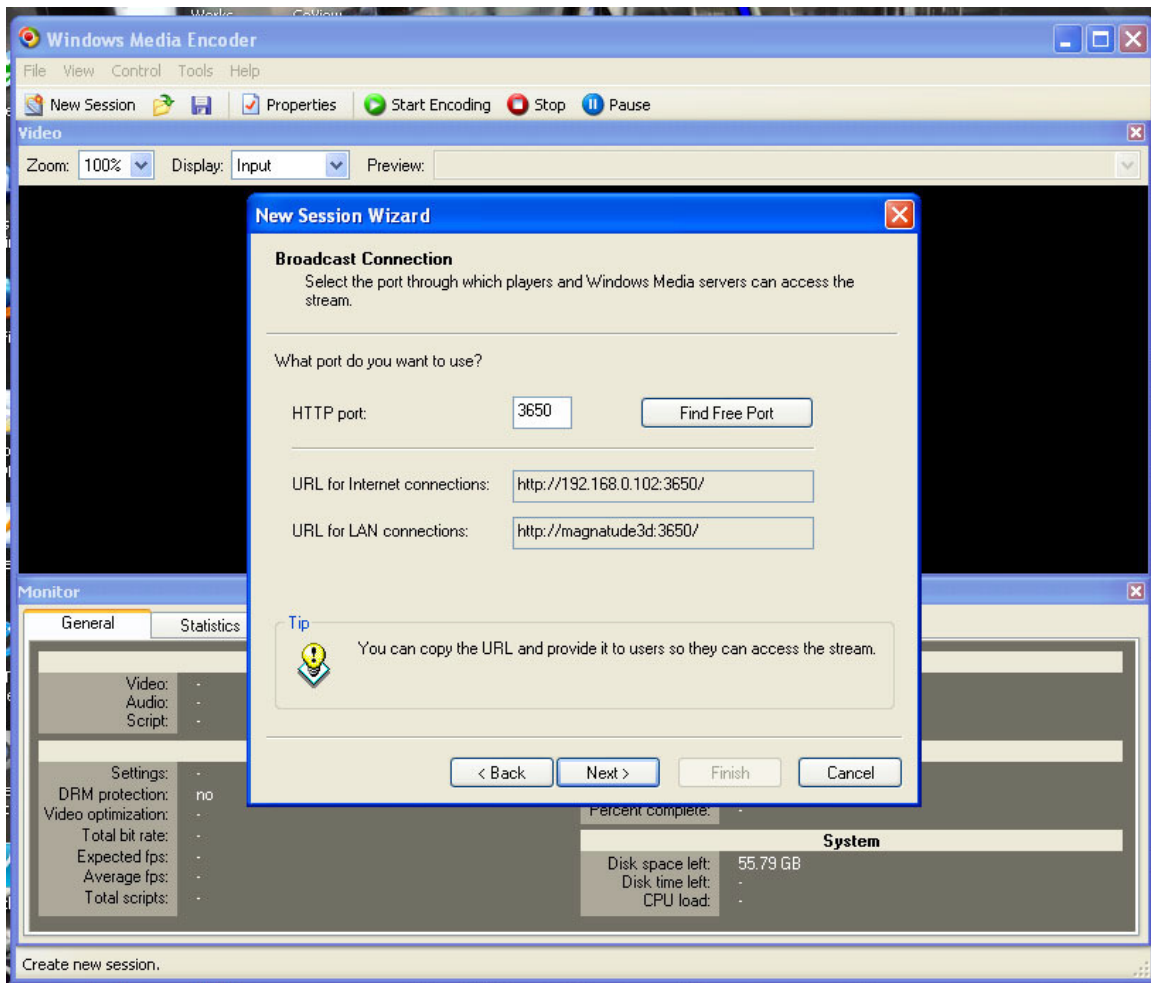
4. Run Windows Media Encoder and follow the setup wizard.



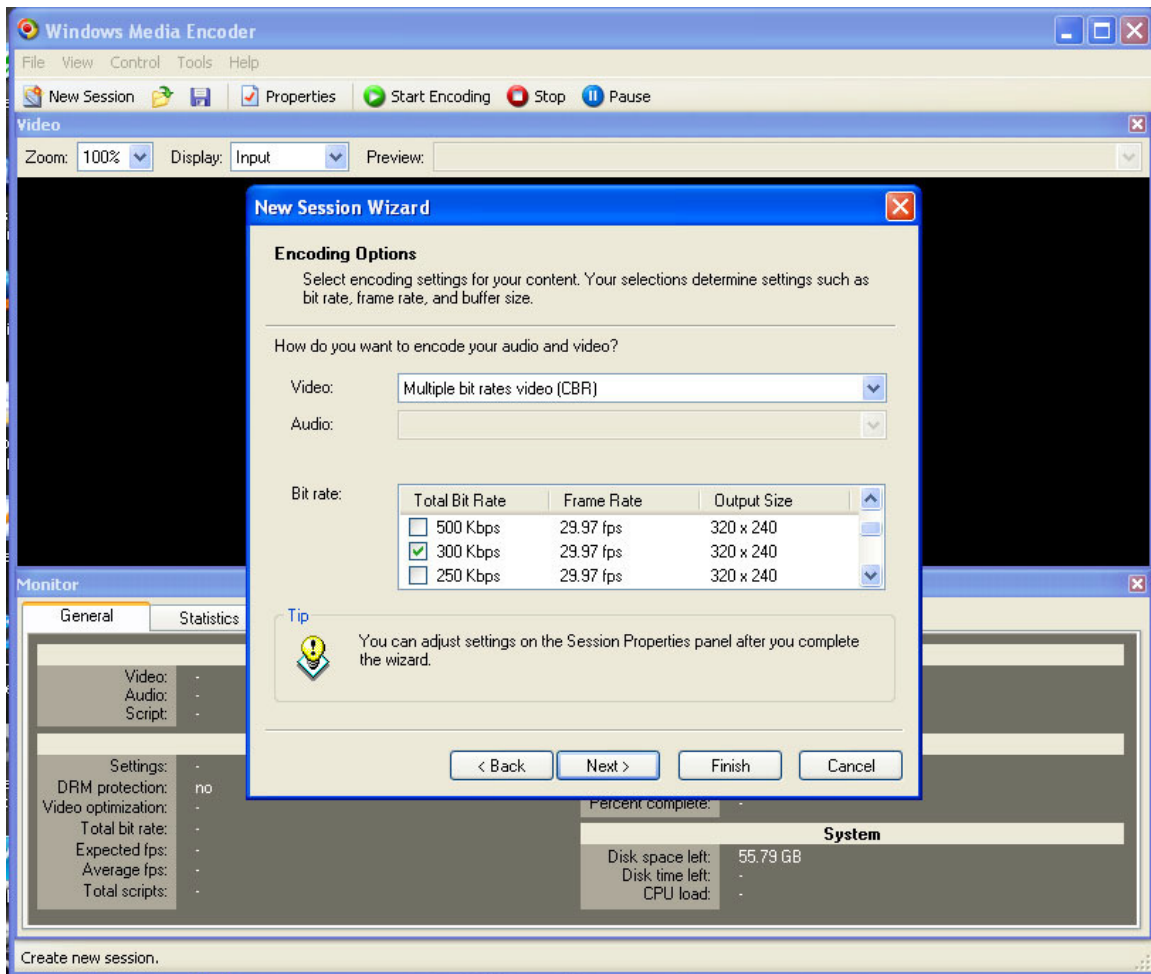
Ensure the Manycam is the Video Device



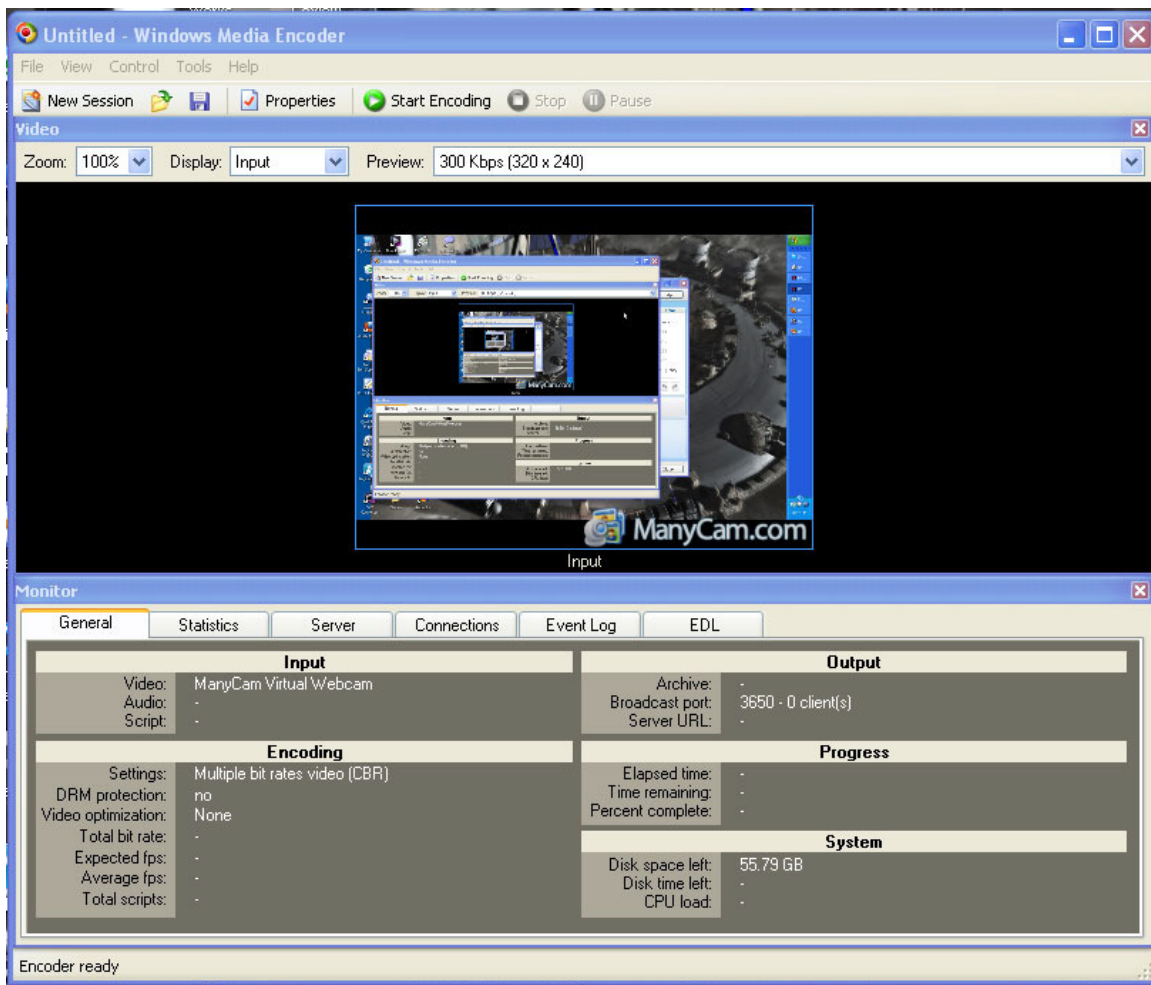
Select Broadcast method



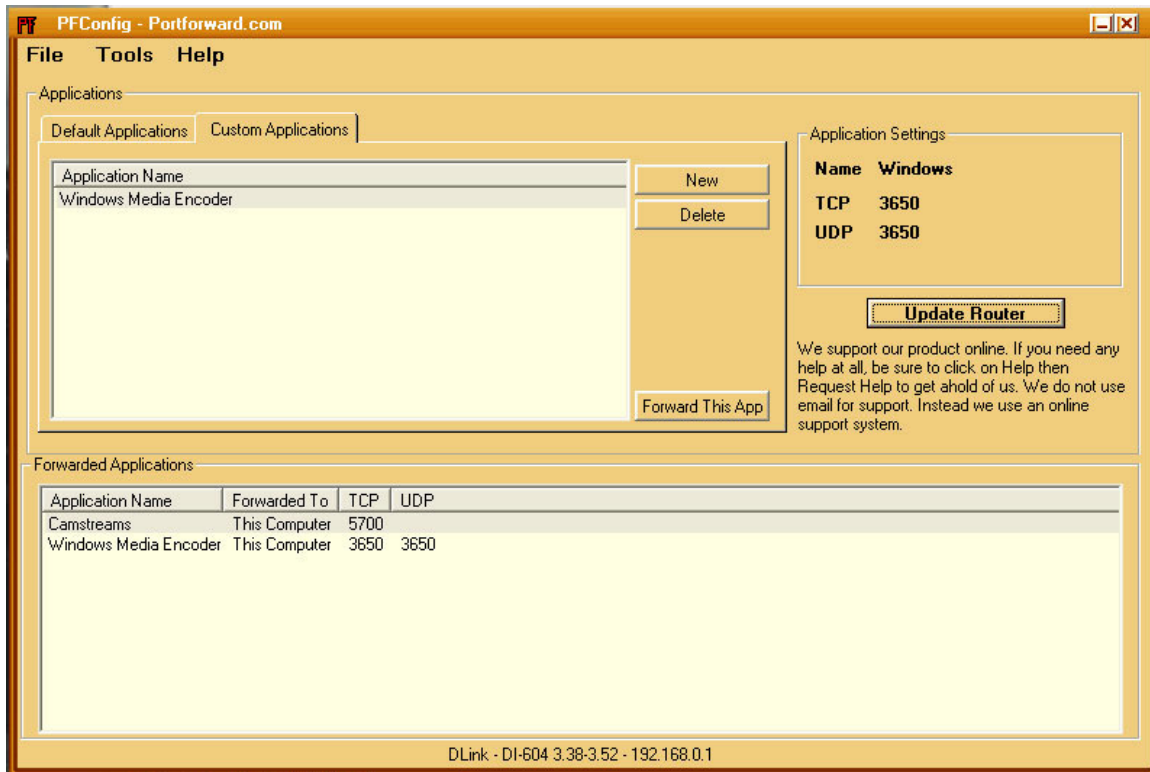
The default port is 3650, but you can choose a free port, make sure that you assign this port# to be forward on your firewall.



Choose a suitable video size (under 500kbps is safe) You can go higher if you feel most of your viewers are on broadband.



5. If you do not see a preview, you will need to forward ports through your firewall



6. Forwarding ports in PFCong, the same port as you had designated in the Encoder 9 (my case 3650)

7. Check out your External IP at <http://www.portforward.com/guides.htm> (also noted in the code.txt) Look on the page for "Your External IP address is: ##.##.##.##."

8. Modify the code:

```
<OBJECT id='mediaPlayer1' width="180" height="50"
classid='CLSID:22d6f312-b0f6-11d0-94ab-0080c74c7e95'
codebase='http://activex.microsoft.com/activex/controls/mplayer/en/nsmp2inf.cab#Version=5,1,52,701'
standby='Loading Microsoft Windows Media Player components...' type='application/x-oleobject'>
<param name='fileName' value="YOUR-URL">
<param name='animationatStart' value='true'>
<param name='transparentatStart' value='true'>
<param name='autoStart' value="false">
<param name='showControls' value="true">
<param name="ShowAudioControls" value="true">
<param name="ShowStatusBar" value="true">
<param name='loop' value="false">
<EMBED type='application/x-mplayer2'
pluginspage='http://microsoft.com/windows/mediaplayer/en/download/'
id='mediaPlayer' name='mediaPlayer' displaysize='4' autosize='-1'
bgcolor='darkblue' showcontrols="true" showtracker='-1'
showdisplay='0' showstatusbar='-1' videoborder3d='-1' width="420" height="380"
src="YOUR-URL" autostart="true" designtimesp='5311' loop="false">
</EMBED>
</OBJECT>
```

Copy the above code to paste into your HTML page.
Replace "**YOUR-URL**" with your: "mms://IP:PORT"
Find your IP easy by going to
<http://www.portforward.com/guides.htm>
Scroll down to Your external IP address is: ##.##.##.##.
Your complete URL should be like this: mms://##.##.##.##:####

mms://:3650

```
<OBJECT id='mediaPlayer1' width='180' height='50'
classid='CLSID:22d6f312-b0f6-11d0-94ab-0080c74c7e95'
codebase='http://activex.microsoft.com/activex/controls/mplayer/en/nsmp2inf.cab#Version=5,1,52,701'
standby='Loading Microsoft Windows Media Player components...' type='application/x-oleobject'>
<param name='fileName' value='mms://:3650'>
<param name='animationatStart' value='true'>
<param name='transparentatStart' value='true'>
<param name='autoStart' value='false'>
<param name='showControls' value='true'>
<param name='ShowAudioControls' value='true'>
<param name='ShowStatusBar' value='true'>
<param name='loop' value='false'>
<EMBED type='application/x-mplayer2'
pluginspage='http://microsoft.com/windows/mediaplayer/en/download/'
id='mediaPlayer' name='mediaPlayer' displaysize='4' autosize='-1'
bgcolor='darkblue' showcontrols='true' showtracker='-1'
showdisplay='0' showstatusbar='-1' videoborder3d='-1' width='420' height='380'
src='mms://:3650' autostart='true' designtimesp='5311' loop='false'>
</EMBED>
</OBJECT>
```

9. Paste the code into your HTML.

10. Makes sure Manycam is running, Encoder is running with preview working ok, and start your broadcast... check your HTML page to see if you are actually casting.

That's about it...

So when you want to broadcast live, run manycam, the pfconfig (if you need to use this), and run the encoder. Double-check your site to see if your broadcast is getting through.

Hope that helps!

~~Richard Kurbis~~

<http://www.scirpg.com>