How to use YouTube platform for live events

Streaming Media West, November 2013
1 billion
6 billion hours/month
25% on mobile
52M playbacks; 8.2M peak concurrent
SCALE
Global delivery platform and audience
Cloud Transcoding
Full redundancy
Cross Platform
QUALITY
Adaptive Bitrate, DVR

HD: 1080p

Multiple camera angles, closed captions
FOR EVERYONE
Personal streamers to enterprises

Broadcast conversation - HOA

Free!
SIMPLE
YET
POWERFUL
Few clicks to set up and go live

One control room for monitoring and control
League of legends season final

Title
League of legends season final

Description

Privacy settings
Public
Anyone can search for and view

Also share to

Category
Gaming

Starts
Nov 15, 2013 2:00pm 2 hrs

Country and Time zone
United States (GMT -8:00) Pacific

I agree with the terms and conditions for streaming on YouTube.
Set up

Broadcast

Promote

Measure

Test Stream

Thumbnail

Please upload as large an image as possible (suggested: 1280x720) since the image will also be used as the preview image when your event is embedded on other sites. You can upload a JPG, GIF, BMP, or PNG file. Maximum file size is 2MB.

Choose maximum sustained bitrate of your encoder *

- Basic ingestion
- Custom ingestion

Select your encoder

YouTube Live provides support for a variety of encoders. Select one of the encoder options below and follow the instructions.

1. Configure your encoder
   Recommended settings

2. Copy and paste into your encoder
   Enter the stream names and URLs in the configuration options of your encoding software.
   Stream Name
   mt-ims-l-fhChejMRBD._docG3SvDq1t359661798563813.35
   Primary Server URL
   rtmp://rtmp.youtube.com/live2?params=id%2Ctag%2Cms%
   Backup Server URL
   rtmp://rtmp.youtube.com/live2?params=id%2Ctag%2Cms%

3. Start your encoder
   In your encoder, start sending us your video stream.

4. Go to the Live Control Room.
   You can preview and start your event from the Live Control Room.
When Ingestion settings are complete and the primary and backup encoders are running, proceed to the Live Control Room.
Your event is starting...

You may want to visit your channel to feature your live stream.

test

<table>
<thead>
<tr>
<th>Start Encoder</th>
<th>Preview Stream</th>
<th>You're Live!</th>
</tr>
</thead>
</table>

Start Streaming

- Sync to preview player

<table>
<thead>
<tr>
<th>STREAM STATUS</th>
<th>August 3, 2013 06:57 PM (PDT)</th>
<th>The health is good.</th>
</tr>
</thead>
<tbody>
<tr>
<td>GOOD 360P STREAM</td>
<td>AVERAGE LIVE VIEW DURATION 00:00</td>
<td></td>
</tr>
<tr>
<td></td>
<td>TOTAL VIEW TIME (HOURS) 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>PEAK CONCURRENT 0</td>
<td></td>
</tr>
</tbody>
</table>
Set up
Broadcast
Promote
Measure

InVideo Programming

Drive viewership to a specific video and reinforce channel branding using InVideo Programming across all your videos.

Feature your channel branding across all of your videos.

Featured Video

Test Stream

Showing on all your uploads

Position: Bottom right
Display time: End of video
Duration (min:sec): 00:10

Like
Share
Email
Hangout

Share this video

Embed

Video size: 560 x 315

src=http://www.youtube.com/embed/oURSpnizMzU1
frameborder="0" allowfullscreen></iframe>
Custom Posts will be distributed if the event is set to Public when it goes live.
APIs
**API Concepts**

**Broadcast**
- Event metadata

**Stream**
- Reusable ingestion points with streaming settings.

**Cuepoint**
- Built on Partner API
- Only available to YouTube content partners.
API Interaction

Broadcast

Stream

bind()

insert()

Cuepoint
More documentation

https://developers.google.com/youtube/v3/live - new v3 APIs

YouTube Live Streaming API - Life of a Broadcast

Contents

- Introduction
- Resources and resource types
- Creating and managing a live broadcast
- Set up your broadcast
- Claim your content
- Test
- Broadcast
- Conclude your broadcast
- Create a reference

Introduction

This document walks you through the life of a live broadcast on YouTube that is created and managed using the YouTube Live Streaming API and the YouTube Content ID API.

Resources and resource types

As explained in the getting started guide, a resource is an individual data entity with a unique identifier. To create and manage live events on YouTube, you will use a number of different types of resources that are defined as part of either the YouTube Data API or the YouTube Content ID API. The resources listed under the YouTube Live Streaming API header are technically defined in those other APIs but are listed separately because they are only used for live broadcasts.

YouTube Live Streaming API resources

- liveBroadcast (part of the YouTube Data API)
- livestream (part of the YouTube Data API)
- livecuepoint (part of the YouTube Content ID API)
Platforms publishing to YouTube

XSPFIT

ELGATO

WIRECAST for YouTube

TELESTREAM

CAPELLA