Live

Service Overview

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Contents

1 What Is Live?

Huawei Cloud Live is the cumulation of years of video expertise. It offers a secure and high-concurrency E2E livestreaming solution while delivering a low-latency HD experience. Huawei Cloud Live provides Cloud Stream Live and Low Latency Live (LLL). Cloud Stream Live improves the stability and efficiency of high-concurrency livestreaming and provides powerful real-time media processing capabilities. LLL reduces the E2E latency to milliseconds and is more adaptable to poor network conditions. It is suitable for scenarios that require low latency and good content synchronization.

Live offers the following subproducts:

- Cloud Live: This easy-to-use livestreaming service provides diverse live acceleration capabilities for entertainment, e-commerce, and education scenarios.

  Cloud Live involves the following two scenarios. **Table 1-1** describes the differences between the two scenarios.

  - Cloud Stream Live improves the stability and efficiency of high-concurrency livestreaming and provides powerful real-time media processing capabilities.

  - Low Latency Live (LLL), which is built on cutting-edge technologies such as transmission protocol optimization, dynamic routing, and low-latency transcoding, slashes live latency to milliseconds in latency-sensitive scenarios and delivers an unrivaled experience even when there are a massive number of concurrent requests.

- MediaLive: This broadcast-grade livestreaming service supports features such as channel management and content encryption, making it an ideal option for media assets and broadcasting.

Table 1-1 Comparison of Cloud Live sub-scenarios

Cloud Live Sub-Scenario	Cloud Stream Live	LLL
Streaming Protocol	RTMP, HTTP-FLV, and HLS	WebRTC

E2E Latency	RTMP and HTTP-FLV latency > 3s HLS latency > 6s	E2E latency < 800 ms
Adaptable Network	Average	Good
Application Scenario	Livestreaming that is insensitive to latency	Interactive livestreaming that requires low latency and good image synchronization
General Capability	● Functions such as real-time transcoding, recording, real-time snapshot capturing, content encryption, authentication, and statistics analysis ● More than 2800 acceleration nodes in China and more than 800 outside China to provide superlative service experience	

2 Scenarios

Online Education

Live is an easy-to-integrate cloud service that can guarantee low-latency HD even when there are a massive number of viewers. Powerful real-time media processing ensures that videos can be quickly sent to interactive education websites. The acceleration nodes networkwide allow students to watch smooth videos. With video recording and transcoding, students can review learning materials at any time. In addition, hotlink protection prevents teaching materials from unauthorized use to protect copyrights.

Social Networking & Entertainment

Live can be used for livestreaming by influencers and enterprises, or livestreaming for entertainment and gaming. Diverse media processing functions are provided, such as real-time transcoding and inappropriate content identification, to build a one-stop E2E livestreaming solution.

Live Commerce

Live helps e-commerce platforms better present their products to turn more prospects into customers. The ultra-low latency keeps both streamers and viewers informed of transactions in real time so that viewers can buy products while watching the video.

Event Livestreaming

Live enables you to manage permissions for playing video using IP address access control lists (ACLs), remote authentication, and the Advanced Encryption Standard (AES). These features help protect live content from unauthorized playback. Live video recording and recording file index creation are supported. Together with VOD, a one-stop Live-to-VOD solution is provided to facilitate the livestreaming of sports games, e-games, and enterprise presentations.

Live Sports

Fans can watch sports games together in a live room and interact with each other in real time at a low latency.

Live Fashion Shows

The streamer can receive gifts sent by viewers and answer their questions immediately, improving interactivity in this latency-sensitive scenario.

3 Constraints

3.1 Regions

Currently, Live is available only in regions where an origin server is deployed. These regions are CN North-Beijing1, CN North-Beijing4, AP-Bangkok, AP-Singapore, and EU-Dublin.

3.2 Domain Names

By default, you can add up to 64 domain names in your account.

If you want to livestream an event in the Chinese mainland or globally, ensure that the domain name to be added has been licensed by the Ministry of Industry and Information Technology (MIIT) and the ICP license is valid.

> **NOTICE**
>
> If you add, modify, or delete a domain name, the change will be displayed in My Resources within 24 hours. Please check the data later.

3.3 Cloud Live

Before using Cloud Live, understand the following constraints.

Constraints

Table 3-1 Constraints

Item	Description
Concurrent livestream	There is no limit on the number of concurrent livestreams. However, if the concurrency exceeds 100 Gbit/s, you can **submit a service ticket** for technical consulting.
Stream push	There is no limit on the bitrate. Common resolutions and bitrates are supported. To ensure smooth streaming, a bitrate no greater than 4 Mbit/s is recommended.
Playback	You can play a livestream only after the ingest and streaming domain names are associated. The values of **AppName** and **StreamName** in the streaming URL must be the same as those in the ingest URL.

Item	Description

Input/Output format	**Cloud Stream Live**
	● Video packaging protocols
	  – RTMP and FLV
	    Video codec: H.264 and H.265, etc.
	  – HLS output protocol
	    Video codec: H.264 and H.265, etc.
	● Audio packaging protocols
	  – RTMP and FLV
	    Audio codec: AAC, etc.
	  – HLS output protocol
	    Audio codec: AAC
	
	Low Latency Live (LLL)
	● Transmission protocol requirements
	  – Signaling transmission protocol: HTTPS, HTTP, and UDP are supported. HTTP listening port 80 is enabled. HTTP and UDP are insecure.
	  – Media transmission protocol: UDP and TCP are supported. Media streams can be encrypted. It is recommended that DTLS be used for signaling negotiation, as UDP is insecure.
	● Encoding format requirements
	  – Audience: The supported video encoding format is H.264 without B frames, and the supported audio encoding format is OPUS.
	  – Streamer: The supported video encoding format is H.264 without B frames, and the supported audio encoding format is AAC (LC/HE).
	NOTE
	● If the format of the streaming device is not supported, you need to **create a transcoding template**. LLL supports real-time transcoding, and you will be billed for using this function. The conversion from AAC to OPUS is supported and no fee will be generated.
	● To reduce latency, you can set the GOP at the streaming device to 2s.

Streaming management	This function is available only in CN North-Beijing4, AP-Singapore, and EU-Dublin.

API Constraints

Live sets a limit on the number of API calls to prevent service interruption caused by repeated API calls in a short period of time.

Table 3-2 API request throttling

API Category	API Name	Max. User Requests	Max. API Requests
Domain name management	• Creating a domain name • Querying domain names	300 times/ minute	3000 times/minute
	• Deleting a domain name • Modifying a domain name • Mapping domain names • Deleting a domain name mapping • Configuring the domain name IPv6 switch • Modifying the HLS configuration of a domain name • Querying HLS configurations of domain names	100 times/ minute	1000 times/minute
	Querying IP address information	5 times/second	5 times/second
	• Modifying the streaming domain name delay • Modifying origin pull settings	30 times/minute	100 times/minute

API Category	API Name	Max. User Requests	Max. API Requests
	• Querying the streaming domain name delay • Querying origin pull settings	30 times/minute	300 times/minute
Transcoding template management	• Creating a transcoding template • Deleting a transcoding template • Modifying a transcoding template • Querying transcoding templates	100 times/minute	1000 times/minute
Stream management	• Disabling a push stream • Modifying the attribute of a disabled stream	4000 times/minute	12,000 times/minute
	• Querying disabled streams • Resuming a push stream	3000 times/minute	6000 times/minute
	Querying ongoing streams	1000 times/minute	2000 times/minute

API Category	API Name	Max. User Requests	Max. API Requests
Notification management	● Adding and modifying stream notification configurations ● Querying stream notification configurations ● Deleting stream notification configurations	300 times/ minute	3000 times/minute
Authentication	● Configuring a referer validation ACL ● Deleting a referer validation ACL ● Querying referer validation ACLs ● Querying IP ACLs ● Modifying an IP ACL ● Generating a signed URL	300 times/ minute	3000 times/minute
	Querying supported areas of a streaming domain name	30 times/minute	300 times/minute
	Modifying supported areas of a streaming domain name	30 times/minute	100 times/minute

API Category	API Name	Max. User Requests	Max. API Requests
	• Querying the URL validation configuration of a specified domain name • Modifying the URL validation configuration of a specified domain name • Deleting the URL validation configuration of a specified domain name	150 times/minute	300 times/minute
Snapshot management	• Creating a snapshot capturing template • Modifying a snapshot capturing template • Querying snapshot capturing templates • Deleting a snapshot capturing template	150 times/minute	300 times/minute
Log management	Obtaining livestreaming logs	300 times/minute	3000 times/minute

API Category	API Name	Max. User Requests	Max. API Requests
Recording management	- Creating a recording template - Querying recording templates - Modifying a recording template - Deleting a recording template - Querying recording template configurations - Submitting a recording command	300 times/ minute	3000 times/minute
	Creating a video recording index	1200 times/ minute	3000 times/minute
Recording callback management	- Creating a recording callback - Querying recording callbacks - Modifying a recording callback - Querying recording callbacks - Deleting a recording callback	300 times/ minute	300 times/minute

API Category	API Name	Max. User Requests	Max. API Requests
HTTPS certificate management	• Modifying the HTTPS certificate configuration of a specified domain name • Querying the HTTPS certificate configuration of a specified domain name • Deleting the HTTPS certificate configuration of a specified domain name	150 times/ minute	300 times/minute
OBS bucket management	Granting or canceling authorization of accessing OBS buckets	150 times/ minute	300 times/minute
Statistical analysis	• Querying the duration of transcoded outputs • Querying the number of recording channels • Querying the number of snapshots • Querying playback profiles	60 times/minute	5000 times/minute

API Category	API Name	Max. User Requests	Max. API Requests
	- Querying the peak bandwidth - Querying the total playback traffic - Querying HTTP status codes - Querying upstream bandwidth - Querying the number of stream push channels - Querying historical streams	20 times/minute	5000 times/minute
	Querying the distribution of livestreaming metrics by region	50 times/second	150 times/second
Stream analytics	- Querying the stream frame rate - Querying the stream bitrate	20 times/minute	5000 times/minute
	Querying stream analytics	Once per second	5 times/second
	Querying CDN upstream streaming quality data	60 times/second	300 times/second

3.4 MediaLive

Before using Media Live, understand the following constraints.

Channel Inputs

Table 3-3 Channel input constraints

Item	Description
Transcoded stream frame rate	The transcoded stream frame rate cannot be higher than the input frame rate.
Transcoded stream resolution	The transcoded stream resolution cannot be higher than the input resolution.
Audio/Video encoder	- Video: H.264 and H.265 - Audio: AAC, MP1, MP2, and MP3 Note: MP1, MP2, and MP3 are only available for TS inputs. By default, the inputs are transcoded into AAC outputs. - Subtitling is not supported.
Input specifications	Details: - RTMP stream push is supported. - HTTP-FLV stream pull is supported. The sequence header must be carried when playback starts. - HLS-PULL stream pull is supported, as well as the HLS V3, HTTP, or HTTPS. - SRT-Listener stream push is supported. Only TS streams are supported and **streamid** is optional. - SRT-Caller stream pull is supported. Only TS streams are supported. - Encrypted streams are not supported. - Audio-only inputs are not supported, with at least one video stream required. Video-only outputs are not supported. For video-only outputs, one mute stream will be automatically added. - The encoder parameters of the primary and standby inputs must be the same. Otherwise, the playback may be interrupted during input redundancy. - Inputs: bitrate ≤ 50 Mbit/s, frame rate ≤ 60 FPS, resolution ≤ 4K
Input GOP duration	Recommendations: - Set the value to 1 second or an integer multiple of 1 second. - Set the segment duration configured for a channel to an integer multiple of the GOP duration.

Channel Outputs

Table 3-4 Channel output constraints

Item	Description
Audio/Video encoder	- Video: H.264 and H.265 - Audio: AAC - Subtitling is not supported.
MSS	Neither encrypted nor unencrypted MSS streams (H.265) can be output.
DRM encryption	DRM encryption algorithms supported: - HLS: sample-aes - DASH: CENC - MSS: CENC

Resources

Table 3-5 Resource constraints

Item	Description
Number of channels	A tenant can create a maximum of 500 channels. To create more channels, **submit a service ticket**.

Functions

Table 3-6 Function constraints

Item	Description
Channel function	All channels support only single-bitrate inputs, and multi-bitrate outputs are available only after transcoding. **SRT_PUSH** channels and **RTMP_PUSH** channels cannot be created at the same time for one domain name.

Clients

Table 3-7 Client constraints

Item	Description
Encoding format	In iOS 16.0 or later, the maximum HE-AAC audio bitrate is 64 Kbit/s. This constraint does not apply to AAC-LC.
Client	If the displayed segment duration of the source stream is different from the actual segment duration, the audio and video may be out of sync. To solve this potential issue, the client should support audio-to-video synchronization.

APIs

Media Live sets a limit on the number of API calls to prevent service interruption caused by repeated API calls in a short period of time.

3.5 Content Compliance

Live does not allow accessing websites that violate related laws and regulations, including but not limited to:

- Websites that contain pornographic content or content related to gambling, illegal drugs, frauds, or infringement
- Gaming websites that run on illegal private servers
- Websites that provide pirated games/software/videos
- P2P lending websites
- Unofficial lottery websites
- Unlicensed hospital and pharmaceutical websites
- Inaccessible websites or websites that do not contain any substantial information

📖 NOTE

- If the use of your domain name violates related laws and regulations, you shall bear the related risks.
- If any pornographic content or content related to gambling, illegal drugs, or frauds is found on your domain name, the domain name and other domain names that use the same origin server will be deleted from Live and can no longer access Live. Acceleration domain name quota of the account will be reduced to 0.

4 Related Services

Before using live recording and snapshot capturing, you must enable the related services listed in **Table 4-1**.

Table 4-1 Related services

Interactive Function	Service Name	Reference
Saving snapshots or recordings in OBS buckets	OBS	**Creating a Bucket** **Uploading a File**

5 Permissions Management

If you need to assign different permissions to employees in your enterprise to access your Live resources, Identity and Access Management (IAM) is a good choice for refined permissions management. IAM provides identity authentication, permissions management, and access control to ensure secure access to your Huawei Cloud resources.

With IAM, you can use your Huawei Cloud account to create IAM users, and assign permissions to the users to control their access to specific resources. For example, some software developers in your enterprise need to use Live but are not allowed to delete Live resources or perform any high-risk operations. To this end, you can create IAM users for the software developers and assign them only the permissions for using Live.

If your Huawei Cloud account does not require individual IAM users for permissions management, skip this section.

IAM is free. You pay only for the resources in your account.

Live Permissions

By default, new IAM users do not have any permissions. You need to add them to one or more groups, and then add permissions policies or roles to these groups. The users inherit permissions from their groups and can then perform specified operations on cloud services.

Live is a project-level service deployed in different physical regions. To assign permissions to a user group, specify the scope as region-specific projects and select projects for the permissions to take effect. If **All projects** is selected, the permissions will take effect for the user group in all region-specific projects. When accessing Live, the users need to switch to a region where they have been authorized to use Live.

📖 **NOTE**

When assigning permissions to a user group in IAM, you cannot select **Enterprise projects** when setting **Specify the authorization scope** on the **Select Scope** page.

You can assign users permissions by using roles and policies.

- Roles: A coarse-grained authorization mechanism provided by IAM to define permissions based on users' job responsibilities. This mechanism provides a

limited number of service-level roles for authorization. If one role has a dependency role required for accessing Live, assign both roles to the users. However, roles are not an ideal choice for fine-grained authorization and secure access control.

● Policies: Policy-based permissions management is a type of fine-grained authorization mechanism that grants permissions for performing operations on specific cloud resources. This mechanism allows for more flexible policy-based authorization and meets secure access control requirements. For example, you can assign Live users the permissions for managing only a certain type of resources.

Table 5-1 lists all system-defined permissions on Live.

> **NOTICE**
>
> ● If you use a custom policy but do not use the system-defined permissions **Live FullAccess** and **Live ReadOnlyAccess**, you need to add the operation permission **live:tenant:getTenantInformation** before accessing the Live console.
>
> ● After assigning an IAM user the **Live FullAccess** permission, you need to assign the user the following Cloud Eye permissions to monitor metrics of Live:
>
>   ● **CES ReadOnlyAccess**: On the Cloud Eye console, choose **Cloud Service Monitoring** > **Live** to view resource monitoring metrics of Live.
>
>   ● **CES FullAccess**: On the Cloud Eye console, choose **Cloud Service Monitoring** > **Live** to view resource monitoring metrics of Live and perform operations.

Table 5-1 System-defined permissions on Live

Name	Description	Category	Dependency
Live FullAccess	Has all permissions on Live.	System-defined policy	None
Live ReadOnlyAccess	Has the read-only permission on Live.	System-defined policy	None

Table 5-2 lists the common operations supported by each system-defined policy of Live. Select the policies as required.

Table 5-2 Common operations supported by each system-defined policy

Operation	Live FullAccess	Live ReadOnlyAccess
Creating a domain name	√	x

Operation	Live FullAccess	Live ReadOnlyAccess
Modifying a domain name	√	x
Deleting a domain name	√	x
Querying domain names	√	√
Mapping domain names	√	x
Deleting a domain name mapping	√	x
Adding or overwriting stream notification configurations	√	x
Querying stream notification configurations	√	√
Deleting stream notification configurations	√	x
Creating a domain name configuration item	√	x
Modifying a domain name configuration item	√	x
Querying domain name configuration items	√	√
Deleting a domain name configuration item	√	x
Querying IP ACLs	√	√
Modifying an IP ACL	√	x
Obtaining the list of regions where Live is available	√	√
Modifying the list of regions where Live is available	√	x
Configuring a referer validation ACL	√	x
Deleting a referer validation ACL	√	x
Querying referer validation ACLs	√	√

Operation	Live FullAccess	Live ReadOnlyAccess
Querying HTTPS certificate information	√	√
Obtaining the link for downloading playback logs	√	√
Creating a recording template	√	x
Querying recording templates	√	√
Modifying a recording template	√	x
Deleting a recording template	√	x
Querying recording templates	√	√
Querying recorded content	√	√
Submitting a recording command	√	x
Creating a recording callback	√	x
Querying recording callbacks	√	√
Modifying a recording callback	√	x
Querying recording callbacks	√	√
Deleting a recording callback	√	x
Configuring a snapshot capturing template	√	x
Modifying a snapshot capturing template	√	x
Querying snapshot capturing templates	√	√
Deleting a snapshot capturing template	√	x
Disabling a stream	√	x

Operation	Live FullAccess	Live ReadOnlyAccess
Querying disabled streams	√	√
Resuming a stream	√	x
Modifying the attribute of a disabled stream	√	x
Disconnecting a stream	√	x
Querying ongoing streams	√	√
Creating a task for ingesting streams from external networks	√	x
Deleting a task for ingesting streams from external networks	√	x
Querying tasks for ingesting streams from external networks	√	√
Configuring the billing mode	√	x
Querying tenant information	√	√
Creating a transcoding template	√	x
Deleting a transcoding template	√	x
Modifying a transcoding template	√	x
Querying transcoding templates	√	√
Adding transcoding SEI	√	x
Querying HTTP status codes for pulling streams	√	√
Querying the stream frame rate	√	√
Querying the stream bitrate	√	√
Querying the real-time stream bitrate	√	√

Operation	Live FullAccess	Live ReadOnlyAccess
Querying the real-time stream frame rate	√	√
Querying the duration of recordings	√	√
Querying the number of snapshots	√	√
Querying the number of streams by domain name	√	√
Querying historical streams	√	√
Querying playback profiles	√	√
Querying the number of online streamers	√	√
Querying the playback bandwidth trend	√	√
Querying the playback traffic trend	√	√
Querying the peak playback bandwidth	√	√
Querying the total playback traffic	√	√
Querying the upstream bandwidth	√	√
Querying the distribution of metrics in each region	√	√
Querying the playback bandwidth trend	√	√
Querying the playback traffic trend	√	√
Querying the real-time upstream bandwidth	√	√
Querying the real-time downstream bandwidth	√	√
Querying the real-time stream bandwidth	√	√

Operation	Live FullAccess	Live ReadOnlyAccess
Querying details about the real-time downstream bandwidth	√	√
Querying the bandwidth trend by stream	√	√
Querying the duration of transcoded outputs	√	√
Querying the number of transcoding tasks	√	√
Querying the number of streams for real-time transcoding	√	√
Querying the viewer trend by stream	√	√
Querying the number of online viewers by stream	√	√
Querying the number of online viewers	√	√
Querying details about the number of online viewers	√	√

Helpful Links

- **IAM Service Overview**
- **Creating a User and Assigning Live Permissions**

Live FullAccess Policy

```
{
    "Version": "1.1",
    "Statement": [
        {
            "Effect": "Allow",
            "Action": [
                "live:*:*"
            ]
        }
    ]
}
```

Live ReadOnlyAccess Policy

```
{
    "Version": "1.1",
    "Statement": [
        {
            "Effect": "Allow",
```

```
                    "Action": [
                        "live:*:get*",
                        "live:*:list*"
                    ]
            }
        ]
}
```

6 Regions and AZs

Concepts

A region or an availability zone (AZ) identifies the location of a data center. You can create resources in a specific region or an AZ.

- Regions are divided from the dimensions of geographical location and network latency. Public services, such as Elastic Cloud Server (ECS), Elastic Volume Service (EVS), Object Storage Service (OBS), Virtual Private Cloud (VPC), Elastic IP (EIP), and Image Management Service (IMS), are shared within the same region. Regions are classified as universal regions and dedicated regions. A universal region provides universal cloud services for common tenants. A dedicated region provides services of the same type only or for specific tenants.

- An AZ contains one or multiple physical data centers. Each AZ has independent cooling, fire extinguishing, moisture-proof, and electricity facilities. Within an AZ, computing, network, storage, and other resources are logically divided into multiple clusters. AZs within a region are interconnected using high-speed optical fibers to allow you to build cross-AZ high-availability systems.

Figure 6-1 shows the relationship between regions and AZs.

Figure 6-1 Regions and AZs
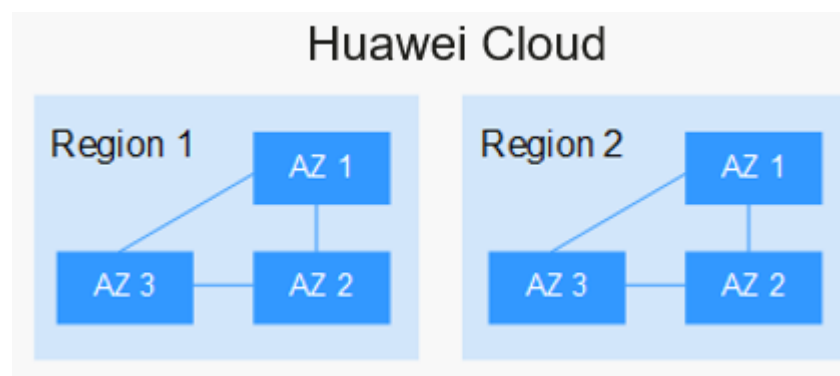
7 Concepts

Stream Push

A process of transmitting collected, encoded, and packaged live content to the origin server

Stream Pull

A process of pulling live content from the origin server to a specific address for playback

Edge Streaming

A livestream is pushed to a nearby edge node. Then, the scheduling system of Huawei Cloud transmits the livestream to the origin server for processing and distribution. This ensures that the livestream is transmitted over the optimal uplink network, with minimized lags.

Streaming Domain Name

Domain name for playing livestreams. You must add a streaming domain name to Live before using Live. After a streaming domain name is added, a streaming URL will be generated. Then you need to **assemble the streaming URL**.

Ingest Domain Name

Domain name for pushing livestreams. You must add an ingest domain name to Live before using Live. After an ingest domain name is added, an ingest URL will be generated. Then you need to **assemble the ingest URL**.

CNAME Record

After ingest and streaming domain names are configured, the system assigns a respective CNAME record to the ingest and streaming domain names. You must add the records to your domains' DNS records for livestreaming acceleration to take effect.

H.264

H.264 or MPEG-4 Part 10, a video compression standard developed by the ITU-T Video Coding Experts Group (VCEG) and ISO/IEC JTC1 Moving Picture Experts Group (MPEG).

H.265

H.265 is a video compression standard, designed as a successor to H.264. Based on the video coding standard H.264, H.265 keeps some of the original technologies, while improves some relevant techniques. H.265 adopts the advanced techniques to improve the bit-stream, promote the coding quality, and better the relationship between time delay and algorithm complexity, to achieve best possible optimization. H.264 can transmit SD (resolution lower than 1280 x 720) digital images at a rate lower than 1 Mbit/s, whereas H.265 can transmit standard HD (resolution of 1280 x 720) audio and video at a rate of 1 Mbit/s to 2 Mbit/s.

Low-Bitrate HD

Based on the human visual system model and Huawei's transcoding technology, Live analyzes each scenario, action, content, and texture in a video to deliver lower bitrate while keeping the bandwidth costs down but without compromising the video quality.

Real-time Transcoding

A process of transcoding one livestream into another or more in real time to meet different bandwidth, device, and user requirements

Weak Network

The QoS of a weak network is not stable.

95th Percentile Bandwidth

A billing option. Within a calendar month, the bandwidth is measured and recorded every 5 minutes on each valid day. At the end of the month, the records are sorted from the highest to the lowest, and the top 5% of the recorded bandwidth values are thrown away. Then the highest bandwidth value in the remaining records is the billable bandwidth of the month.

Stream Name

This is used to identify a livestream with the domain name and **App Name**. **Stream Name** can be customized.

App Name

Path for storing streaming media files. The default value is **live**.

Livestreaming URL

This includes an ingest URL and streaming URL. A livestreaming URL consists of the domain name, **App Name**, and **Stream Name**. You can create multiple

applications for each domain name, and create multiple livestreams for each application.