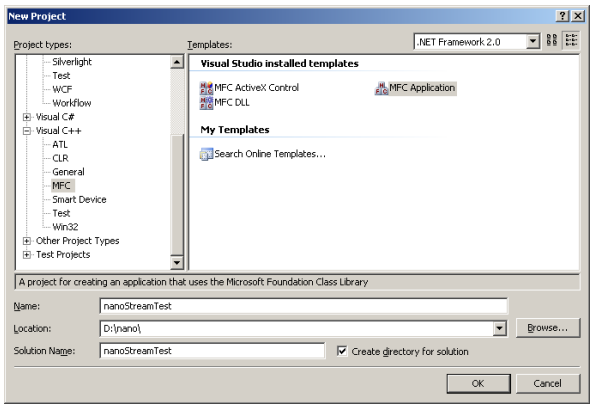
nanoStream ActiveX Plugin - VisualC++ and MFC

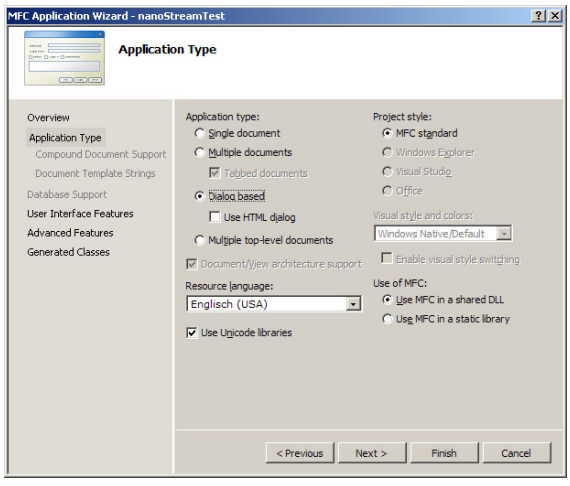
This tutorial shows how easy it is to create a custom Live Encoding and Streaming application with the nanoStream plugins, based on VisualStudio, C++ and MFC.

This tutorial was created with VisualStudio 2008, but should work similar with VS 2010.

Create a new MFC Application Project (File/New Project)



In the following MFC Application Wizard, select "Dialog Based Application"



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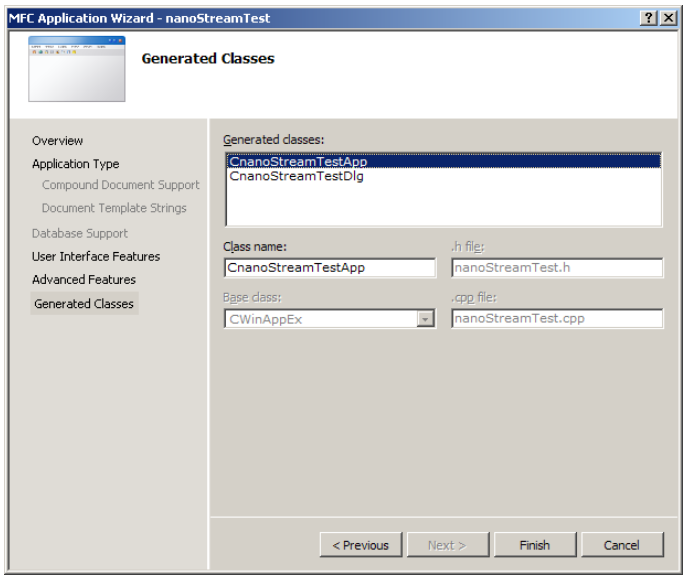
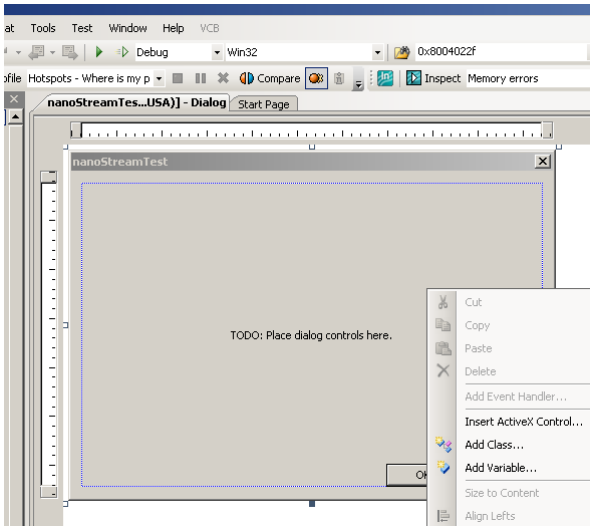
Select all default values for the rest and Finish

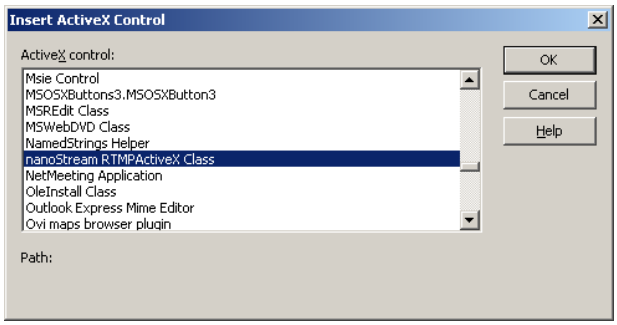


A new project solution is created based on an empty dialog.

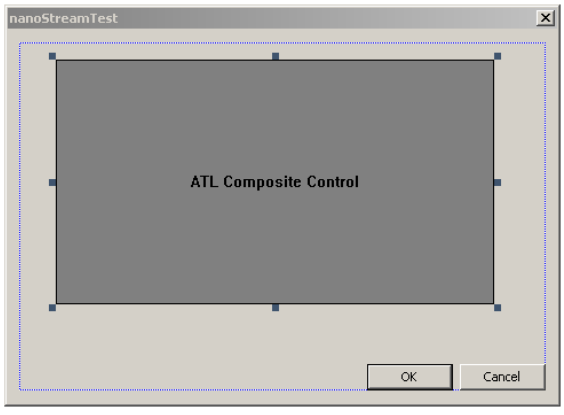
Right-click on the dialog and select "Insert ActiveX Control..."



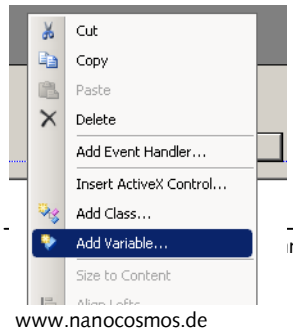
Select "nanoStream RTMPActiveX Class"

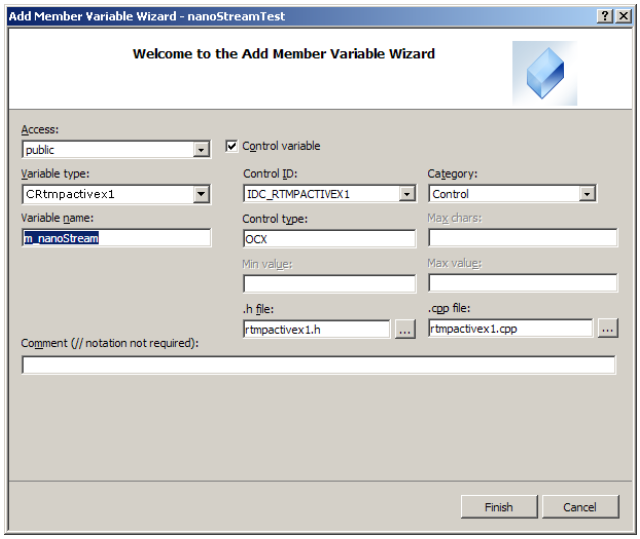


Position and resize the control window accordingly.
The window will show a live camera preview later.



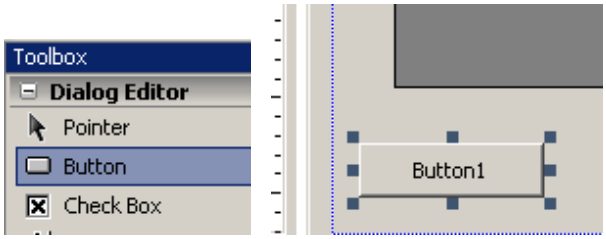
Create a class member variable for the control for simpler access:



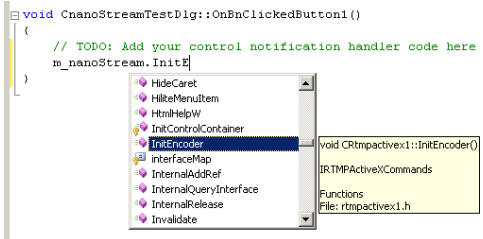


Now let us create a button to create a camera preview.

From the Toolbox, select "Button" and place the button on the dialog.



Double-Click on the button to edit the new source code event handler:



This is the complete code which shows the camera preview:

```
void CnanoStreamTestDlg::OnBnClickedButton1()
{
   // nanoStream Live Video Encoder Plugin
   m_nanoStream.InitEncoder();       // Init Encoder
   m_nanoStream.put_VideoSource(0);   // Select Video Capture Source
   m_nanoStream.StartPreview();      // Start Camera Preview in Window
}
```

Now add another button to start a real encoded stream.

Add the following code to the button:

```
void CnanoStreamTestDlg::OnBnClickedButton2()
{
   // nanoStream Live Video Encoder Plugin
   // Live Encoding/Streaming to RTMP Server

m_nanoStream.put_License(_T("nlic:1.0:nanoLiveEncDemo:1.1:LivePlgDemo=1,MP4=1,RTMP=1,....."))
;
   m_nanoStream.InitEncoder();          // Init Encoder
   m_nanoStream.put_VideoSource(0);      // Select Video Capture Source
   m_nanoStream.put_VideoBitrate(500000);  // 500 kBit/s encoded bitrate

   // URL to Flash Media Server / Wowza Media Server
   // Syntax: rtmp://<server>/<app>+<stream>
   m_nanoStream.put_DestinationURL(_T("rtmp://ws1.3p0.de/live+mfcStream01"));
   m_nanoStream.StartBroadcast();      // Start Camera Preview in Window
}
```

When pressing button2 / broadcast, the live encoding will be started.