

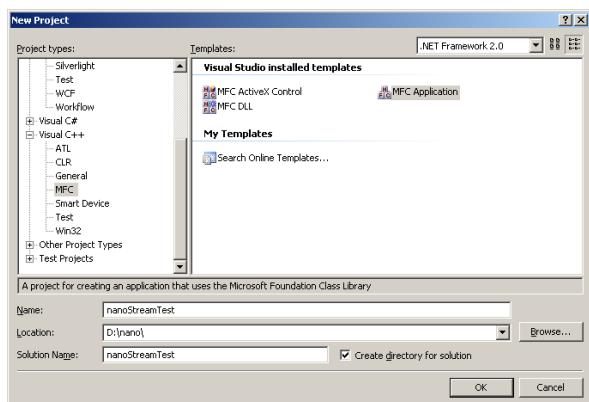
**nanoStream Documentation - LiveVideoEncoder-Plugin - Programming with MFC**

## nanoStream ActiveX Plugin - VisualC++ and MFC

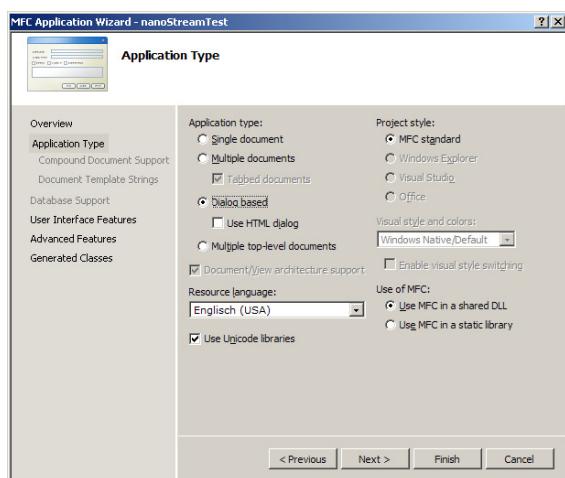
This tutorial shows how easy it is to create a custom Live Encoding and Streaming application with the nanoStream plugins, based on VisualStudio, C++ and MFC.

*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"



nanocosmos Informationstechnologien GmbH

Am Borsigturm 40

13507 Berlin

[www.nanocosmos.de](http://www.nanocosmos.de)

nanocosmos informationstechnologien gmbh © 2010

Fon: +49.30.43 03 24 11

Fax: +49.30.43 03 24 13

[info@nanocosmos.de](mailto:info@nanocosmos.de)

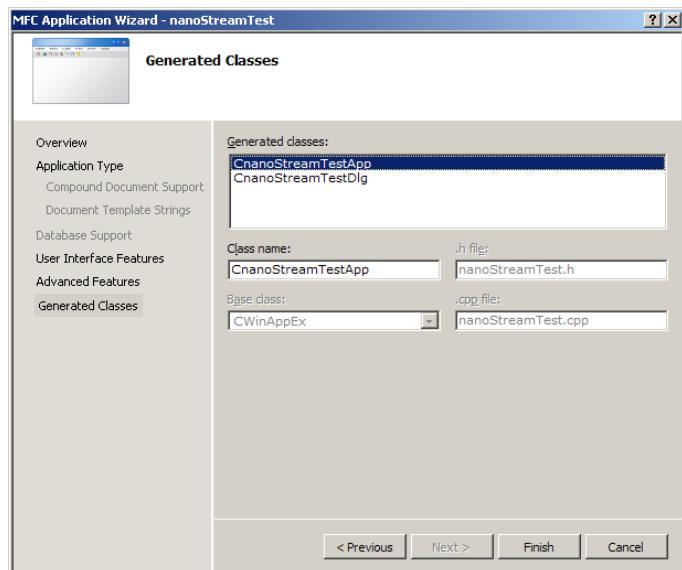
Our Products and Services

› Professional Broadcast and Studio Solutions

› High Performance Internet Streaming

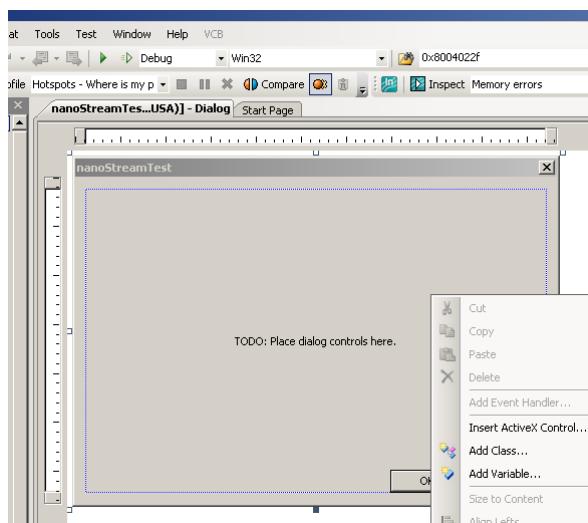
› Custom Software | Research & Development

Select all default values for the rest and Finish

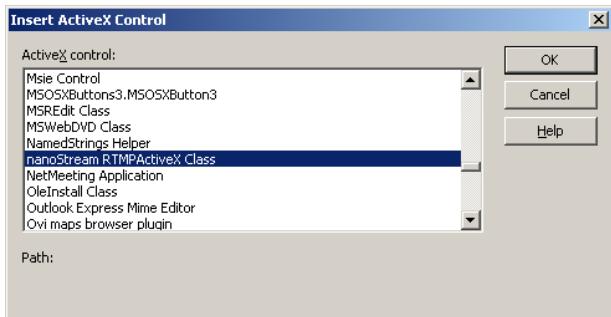


A new project solution is created based on an empty dialog.

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

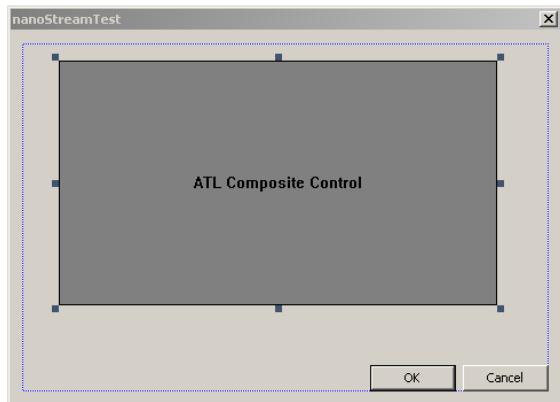


Select "nanoStream RTMPActiveX Class"



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:



nologien GmbH

www.nanocosmos.de

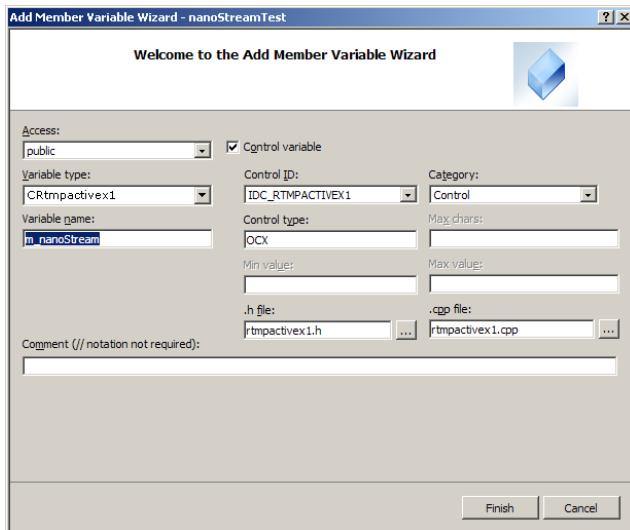
nanocosmos informationstechnologien gmbh © 2010

Fon: +49.30.43 03 24 11  
Fax: +49.30.43 03 24 13  
info@nanocosmos.de

Our Products and Services  
› Professional Broadcast and Studio Software  
› High Performance Internet Streaming  
› Custom Software | Research & Development

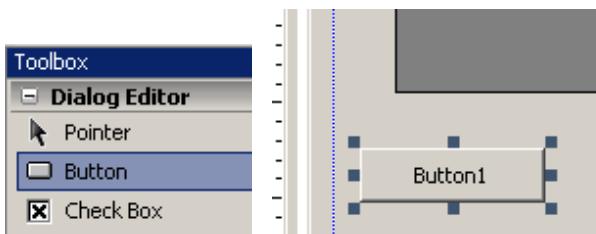
## nanoStream Documentation - LiveVideoEncoder-Plugin

page 4



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:

```
void CnanoStreamTestDlg::OnBnClickedButton1()
{
    // TODO: Add your control notification handler code here
    m_nanoStream.Init();
}

void CRtmpactivex1::InitEncoder()
{
    IRTPMPActiveXCommands
    Functions
    File: rtmpactivex1.h
}
```

This is the complete code which shows the camera preview:

**nanoStream Documentation - LiveVideoEncoder-Plugin**

page 5

```
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("nlc: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.