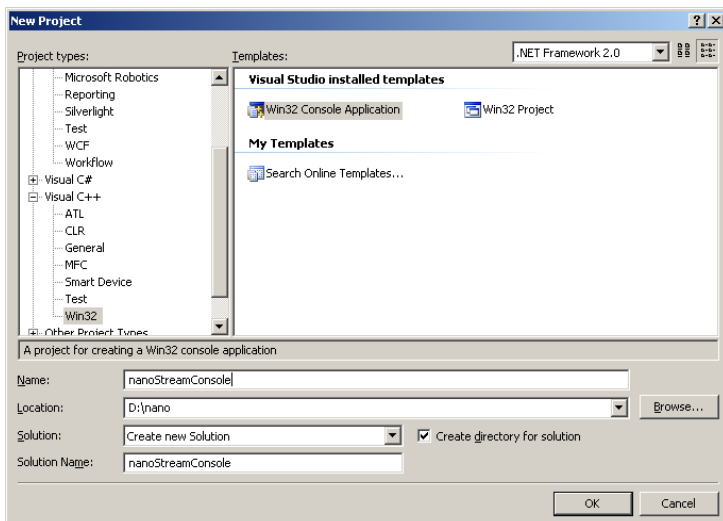


## nanoStream Plugin – Development with ActiveX and VisualC++

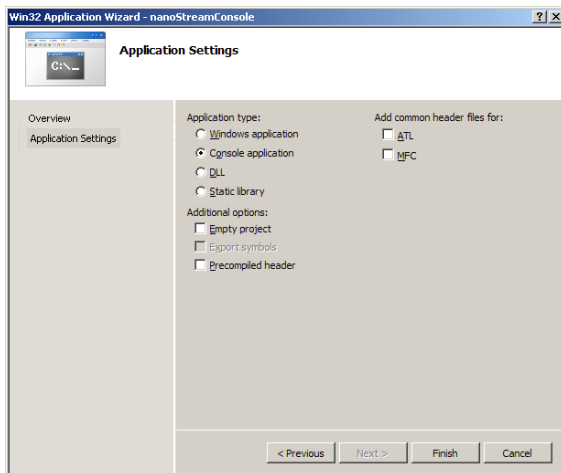
This tutorial shows how easy it is to create a custom Live Encoding and Streaming application with the nanoStream plugins, based on VisualStudio and C++ for a simple console application.

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

Create a new Win32 Console Application Project (File/New Project)



Leave all options to default and press “Finish”



A new project solution is created based on an empty console application.

Add code like this to the main routine:

```
int _tmain(int argc, _TCHAR* argv[])
{
    OleInitialize(NULL); //, if OLE isn't already loaded.
    // create nanoStream COM object
    CLSID clsid;
    clsid = CLSID_RTMPActiveX;
    IRTMPActiveXCommands *nanoVid;
    HRESULT hr;
    hr=CoCreateInstance( clsid, NULL,CLSCTX_INPROC_SERVER, IID_IRTMPActiveXCommands, (LPVOID*)&nanoVid);
    if (hr) {
        _tprintf(L"could not create nanoStream object");
        return 1;
    }

    hr = nanoVid->InitEncoder();
    hr = nanoVid->put_EnablePreview(0);

    hr = nanoVid->put_DestinationURL(_T("c:/temp/test.mp4"));
    hr = nanoVid->StartBroadcast();
    return 0;
}
```

You need to include additional header files to your project. See the sample source code which is available upon request.

For a general description of the Plugin API, see the separate documentation.