

BitFire allows you to create RTMP transcoding destinations for streaming to platforms like YouTube, Facebook, and others.

To Get Started

1. Navigate to the **Resources** page.
2. Click the red and white + icon in the top-right corner.
3. Select **RTMP Transcoding Destination**.

This will launch the RTMP configuration form.

RTMP Configuration

- **Name:** Choose a name for your RTMP resource.
- **Region:** Select the AWS region to deploy your RTMP transcode in.
- **Choose Protocol:** RTMP or RTMPS.
- **Entry Point:** Enter the destination RTMP URL.
- **Stream Key:** Enter the Stream Key provided by your platform.

Then, configure the stream parameters:

- **Video Bitrate:** Enter your desired value in Kbps.
- **Audio Bitrate:** Enter your desired value in Kbps.
- **Frame Size:** Choose from 720p, 1080p, or portrait variants.
- **FPS:** Select from the list of options (23.976, 24, 25, 29.97, 59.94, 60).
- **Keyframe Interval:** Enter the interval in seconds (2 seconds is a common default).
- **Profile:** Choose between Baseline, Main, or High depending on your compatibility needs.

When finished, click the green **Save** icon at the bottom to add the RTMP destination to your resources. Once created, it can be selected as a video destination during the booking process.

Booking

1. In Inferno (inferno.bitfire.tv), select the **Feeds** page.
2. Click the red + button in the upper-right corner to create a new booking.



3. You'll be met with the **New Booking** window, where you can select your feed source or destination as your new RTMP endpoint.

Note: These RTMP endpoints are automatically provisioned in the cloud. If a booking is scheduled 5 minutes or more from the saved booking time, the RTMP endpoint will automatically spin up 5 minutes prior to the feed opening. If the addition is made in real time, the RTMP endpoint will take 2–5 minutes to turn on.