

```
user www-data;
worker_processes 1;
pid /run/nginx.pid;
include /etc/nginx/modules-enabled/*.conf;

events {
    worker_connections 768;
    # multi_accept on;
}

http {

    ##
    # Basic Settings
    ##

    sendfile on;
    tcp_nopush on;
    tcp_nodelay on;
    keepalive_timeout 65;
    types_hash_max_size 2048;
    # server_tokens off;

    # server_names_hash_bucket_size 64;
    # server_name_in_redirect off;

    include /etc/nginx/mime.types;
    default_type application/octet-stream;

    ##
    # SSL Settings
    ##

    POODLE ssl_protocols TLSv1 TLSv1.1 TLSv1.2; # Dropping SSLv3, ref:
    ssl_prefer_server_ciphers on;

    ##
    # Logging Settings
    ##

    access_log /var/log/nginx/access.log;
    error_log /var/log/nginx/error.log;

    ##
    # Gzip Settings
    ##

    gzip on;
```

```
# gzip_vary on;
# gzip_proxied any;
# gzip_comp_level 6;
# gzip_buffers 16 8k;
# gzip_http_version 1.1;
# gzip_types text/plain text/css application/json application/
javascript text/xml application/xml application/xml+rss text/
javascript;
```

```
##
# Virtual Host Configs
##
```

```
include /etc/nginx/conf.d/*.conf;
include /etc/nginx/sites-enabled/*;
```

```
}
```

```
#mail {
# # See sample authentication script at:
# # http://wiki.nginx.org/ImapAuthenticateWithApachePhpScript
#
# # auth_http localhost/auth.php;
# # pop3_capabilities "TOP" "USER";
# # imap_capabilities "IMAP4rev1" "UIDPLUS";
```

```
#
# server {
#     listen    localhost:110;
#     protocol  pop3;
#     proxy     on;
# }
#
```

```
#
# server {
#     listen    localhost:143;
#     protocol  imap;
#     proxy     on;
# }
#}
```

```
#}
rtmp {
server {
listen 1935;
chunk_size 8192;
application live {
live on;
interleave off;
meta on;
wait_key on;
wait_video on;
idle_streams off;
sync 300ms;
```

```

session_relay on;
allow publish all;
allow play all;
max_connections 1000;

## == FORWARD STREAM (OPTIONAL) == ##
###FOR FACEBOOK REMEMBER YOU WILL NEED "STUNNEL" FOR
IT TO WORK
# FACEBOOK push is below it forwards internally to
stunnel to make secure for Facebook
# push rtmp://127.0.0.1:1936/rtmp/"STREAMING KEY HERE
FACEBOOK NO QUOTATION MARKS";
# == == TWITCH RE-STREAM == ==
# push rtmp://live-ams.twitch.tv/app/LIVESTREAM_KEY;
# == == YOUTUBE FOR CCFRED RE-STREAM == ==
####YOUTUBE AND OTHERS WORK JUST FOR PUSHING THE RAW RTMP FEED
# push rtmp://a.rtmp.youtube.com/live2/"YOUR STREAMING
KEY GOES HERE FOR YOUTUBE WITHOUT QUOTATION MARKS";
#== == MIXER.com RE-STREAM == ==
# push rtmp://ingest-ams.mixer.com:1935/beam/
LIVESTREAM_KEY;
# == == Send to any other Streaming server == ==
#push rtmp://SOMESERVER.XYZ/live/
STREAMKEYFORTHATSERVER;
publish_notify off;
# play_restart off;
#on_publish http://your-website/on_publish.php;
#on_play http://your-website/on_play.php;
#on_record_done http://your-website/
on_record_done.php;

## == HLS == ##
hls off;
# hls_nested on;
#hls_path /var/livestream/hls/live;
#hls_base_url http://;
#hls_playlist_length 60s;
#hls_fragment 10s;
#hls_sync 100ms;
#hls_cleanup on;

## == DASH == ##
dash off;
# dash_nested on;
dash_path /var/livestream/dash;
dash_fragment 10s;
dash_playlist_length 60s;
# dash_cleanup on;

```

```

        push rtmp://localhost/hls;
        #creates the downsampled or "trans-rated" mobile
video stream as a 400kbps, 480x360 sized video
        exec ffmpeg -i rtmp://localhost:1935/$app/$name
-acodec copy -c:v libx264 -preset veryfast -profile:v baseline -vsync
cfr -vf scale=-2:360,setdar=16:9 -b:v 400k -bufsize 400k -threads 0 -r
30 -f flv rtmp://localhost:1935/low/${name};
    }

    application hls {
        live on;
        allow play all;
        hls on;
        hls_type live;
        hls_nested on;
        hls_path /var/livestream/hls;
        hls_cleanup on;
        hls_sync 100ms;
        hls_fragment 10s;
        hls_playlist_length 60s;
        hls_fragment_naming system;
    }
    #creates our "mobile" lower-resolution HLS
videostream from the ffmpeg-created stream and tells where to put the
#HLS video manifest and video fragments
    application low {
        allow play all;
        live on;
        hls on;
        hls_nested on;
        hls_path /var/livestream/low;
        hls_fragment 10s;
    }
}
}

```