

Video Live Streaming - Tutorial for Web Version



I. Function Introduction

Instructors can conduct video live streaming via the web - based platform without the need to download software, and can start the live stream immediately. This is suitable for live - streaming scenarios that require desktop sharing, courseware display, and instructor on - camera. Compared with the computer client, it is easier for instructors to get started and operate when using the web - based platform for live streaming.

PS: To conduct live streaming via the web - based platform, you need to use Google Chrome. Google Chrome has better compatibility and will provide a better live - streaming effect!

II. Purpose of Use

Using the web - based platform to start a video live stream allows for convenient live streaming directly on the web without software download, enabling real - time video, courseware & desktop sharing and other live - streaming content.

III. Use Scenarios

Web - based live streaming is suitable for scenarios that require desktop sharing, courseware display, and real - time video live streaming with students.

IV. Operation Path

Instructor End: Management Backend → Live Streaming → Go Live → Teach on Computer →
Web - based Platform

V. Usage Tutorial

1.png

Step 1: Create a Live Stream *(Management Backend)*

1. Enter the Management Backend - Live Streaming and create a video live stream.

2.png

(Management Backend - Live Streaming)

2. Fill in the live - stream information and click the Save button to complete the live - stream creation.

3.png

(Live - Stream Creation Page)

3. After creating the live stream, set up the instructor.

4.png

(Instructor Management Pop - up Window)

Step 2: Use the 'Web - based Platform' for Live Streaming *(Management Backend)*

1. After completing the live - stream creation, click the 'Go Live' button on the live - stream list page.

5.png

(Live - Stream Management - Live - Stream List)

2. Select the 'Web - based Platform' for live streaming.

6.png

(Live - Streaming - Go Live)

Step 3: The instructor enters the web - based platform and conducts live - stream debugging. *(Web - based Platform)*

1. After the instructor enters the live - stream room, check whether the camera and microphone are working properly as prompted.

7.png

(Web - based Live - Stream Instructor End)

2. You can upload relevant courseware PDFs in advance.

8.png

(Web - based Live - Stream Instructor End)

9.png

(Web - based Live - Stream Instructor End)

Step 4: Start the Live Stream*(Web - based Platform)*

1. After completing the live - stream debugging, click 'Start Live Streaming' in the upper - left corner to start the live stream.

10.png

(Web - based Live - Stream Instructor End)

2. Click 'Camera', 'Courseware' & 'Screen Sharing' on the left side to switch the live - stream mode at any time.

11.png

(Web - based Live - Stream Instructor End)

When the live - stream mode is 'Screen Sharing', click 'Switch Window' on the right side to switch the screen window.

12.png

(Web - based Live - Stream Instructor End)

3. Click the folder icon in the lower - right corner to send the lecture content in the interaction area.

13.png

(Web - based Live - Stream Instructor End)

Click the operation icon in the lower - right corner to set user speaking permissions.

14.png

(Web - based Live - Stream Instructor End)

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