


Low Latency Streaming Guidelines

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Live streaming entries can now be configured to deliver low latency live streams using Low Latency HLS.

To set a live stream to low latency mode select the specific entry in KMC and in the *Live Stream Configuration* section on the *Live Stream* tab turn the *Low Latency* switch on:

Live Stream Configuration

DVR Status: Off
Recording: On
Preview Mode: Off
Low Latency (Beta):  On

Transcoding Profile Configuration

Transcoding Profile:

You can also enable Low Latency streaming upon creation of a new live entry in KMC:

Create Live Stream Entry

Stream Type	<input type="text" value="Kaltura Live Streaming (HDS/HLS/DASH)"/>
Name *	<input type="text"/>
Description	<input type="text"/>
Live Transcoding Profiles	<input type="text" value="Passthrough"/>
Live DVR	<input type="checkbox"/> Off <small>Seeking to previous parts of the live stream. The DVR window is 2 hours by default.</small>
Recording	<input checked="" type="checkbox"/> On <input type="text" value="Append recorded content to a single entry"/>
Preview Mode	<input type="checkbox"/> Off
Low Latency (Beta)	<input checked="" type="checkbox"/> On <small>?</small>

Please note that low latency streaming is more demanding in terms of network connection stability. Fortunately, nowadays, a strong and stable internet connection is common, so assuming your target audience has access to a reasonable network connection, you can enable Low Latency streaming and lower your streaming latency, where needed, down to few seconds - typically between 2 and 8.

Please follow these guidelines to make sure you benefit from Low Latency HLS advantages on your live stream.

- Adjust the keyframe interval on your live stream to two seconds or lower .
- In case you are using custom eCDNs in your network, contact support to align on custom CDN compatibility and requirements.
- Avoid using Low Latency streaming in case your target audience has no access to a strong and stable network connection.
- Make sure to enable Low Latency for the specific event through Mediaspace, KMC or using the developer API.