EAGLE 3D STREAMING

E3DS Stream Agent Setup Guide

Stream your Unreal Engine applications from your own Windows machine.

Version **0.5.8** November 2026 Windows 10, 11 and Server

What the Stream Agent does

The Stream Agent is a small program that runs on your own Windows machine and connects it to your Eagle 3D Streaming account. While it runs, your account's streaming links start your application on that machine and stream it to the viewer's browser. Your application stays on your hardware; Eagle 3D Streaming handles the link, the connection and the session.

Before you begin

- An Eagle 3D Streaming account and its **API key** (Control Panel › Developer Section › API Key tab).
- A Windows 10, 11 or Windows Server machine with a GPU and a stable internet connection.
- The Unreal Engine prerequisites for the engine version your application was built with.
- Outgoing connections to `stream.eagle3dstreaming.com` on TCP 443 and TCP 4568 (behind a strict firewall or proxy, ask your IT team to allow these two).
- One Stream Agent per computer: a second copy on the same computer refuses to start.
- Enough free disk space on `C:` : the zipped size of your application, plus its unpacked size, plus the largest application already on the machine. An update is unpacked next to the existing copy before it replaces it.

Install and start

1. **Unzip the package**
   Unzip `E3DS-Stream-Agent-0.5.8.zip` to a permanent location, for example `C:\E3DS-Stream-Agent`. It contains:

```
E3DS-Stream-Agent\
  E3DS-Stream-Agent.exe                the Stream Agent
  agent.config.json                    your settings
  E3DS Stream Agent - Setup Guide.pdf  this guide
  Quick Start.txt                      the short version
```

2. **Add your API key**
   Open `agent.config.json` in Notepad, replace `PASTE_YOUR_API_KEY_HERE` with your API key and save:

```
{
  "apiKey": "your-api-key"
}
```

3. **Start the Stream Agent**
   Double-click `E3DS-Stream-Agent.exe`. A window opens and, after a few seconds, shows `Connected to Eagle 3D Streaming as <machine name>. Ready to stream.` Keep this window open: while it is open, the machine serves your account's streaming links.

4. **Open your streaming link**
   Open your application's streaming link in a browser. The first time, the Stream Agent downloads and unpacks the application, which can take a few minutes for a large build. After that, it starts in seconds.

Where your applications are kept

Each application is kept in its own folder, by account, application name and version:

```
C:\e3ds_streaming_apps\<username>\<application name>\<version>\<application name>.exe
```

For example: `C:\e3ds_streaming_apps\jane\FactoryTour\3\FactoryTour.exe`

To keep applications on another drive, add an `e3dsBuildDirectory` line to `agent.config.json`:

```
{
  "apiKey": "your-api-key",
  "e3dsBuildDirectory": "D:\\e3ds_streaming_apps"
}
```

Streaming your own build without uploading it

If your build cannot leave your network, you can replace the files on the machine and keep using the same streaming link:

1. **Open the link once**
   The Stream Agent downloads the uploaded build and creates its folder, for example `C:\e3ds_streaming_apps\jane\FactoryTour\3\`.

2. **Replace the build in that folder**
   Copy your own packaged build into the same folder. Name its executable exactly like the application: `FactoryTour.exe`.

3. **Open the link again**
   The Stream Agent starts the build it finds in the folder. Nothing is downloaded again.

> **Uploading a new version** in the Control Panel creates a new version number. The Stream Agent then downloads that version into a new folder (for example `...\FactoryTour\4\`) and leaves your replaced build in the old folder untouched. Repeat step 2 in the new folder if you want to keep streaming your own build.

Updates

The Stream Agent updates itself. When a new version is available, it installs it the next time it is idle: a new window with the new version opens and the old one closes. Your settings and API key are kept. Customers upgrading from the earlier agent are moved to this version automatically on its next start.

Stopping

Close the Stream Agent window. The machine stops serving your streaming links until you start it again.

Troubleshooting

What you see	What to do
`No API key yet` or `agent.config.json still holds the example text`	Paste your API key into `agent.config.json` (step 2) and save the file.
`Your API key was not accepted`	Copy the API key again from the Control Panel > Developer Section > API Key tab. Check that the quotes around it are still in place. The agent tries the saved key again by itself.
`This is your Streaming API key`	That key is for the Web SDK. Use the **API key** from the same tab instead.
`agent.config.json has a typing mistake`	Every value needs double quotes, lines are separated by commas, and folder paths use double backslashes (`"D:\\e3ds_streaming_apps"`).
`The build folder ... does not exist`	Create the folder, or correct `e3dsBuildDirectory` in `agent.config.json` and start the agent again.
`Cannot reach Eagle 3D Streaming`	Check the machine's internet connection, and that a firewall or proxy lets `E3DS-Stream-Agent.exe` connect out to `stream.eagle3dstreaming.com` on TCP 443 and TCP 4568. The agent keeps trying by itself.
`Another E3DS Stream Agent is already running on this computer`	Only one agent can run on a computer. Open Task Manager (Ctrl+Shift+Esc) > Details, select every `E3DS-Stream-Agent.exe` > End task, then start the agent again.
The link downloads the application again	Check the folder path and version number, and that the executable is named exactly like the application.

The link waits and does not start	Check that the Stream Agent window is open and shows `Ready to stream`, and that the machine is online.
`... closed unexpectedly (exit code ...)`	Install the Unreal Engine prerequisites for your engine version and check that the build runs when started by hand. A build you copied in yourself must be complete: its own `.exe` together with its project folder.
`... did not start streaming in time`	Check that the build has the Pixel Streaming plugin enabled, that it runs when started by hand, and that no other program keeps the graphics card busy.
`Another program on this machine already uses the connection`	Close the other E3DS Stream Agent window on this machine (one agent per machine).

Documentation: docs.eagle3dstreaming.com/wiki/streaming-agent · Support: support@eagle3dstreaming.com

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