

WebRTC介绍

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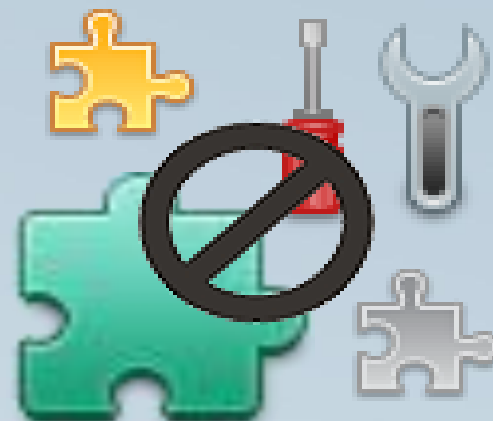
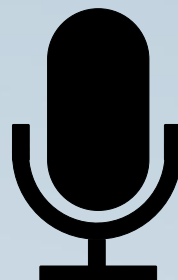
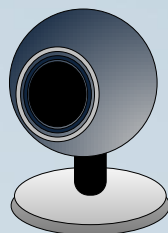
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Agenda

- WebRTC 是什么
- 优势所在
- 丰富的应用类型
- 架构与组件
- 代码示例

WebRTC是什么





优势所在



集成了最佳的
音频和视频引擎

包含了使用STUN, ICE, TURN,
RTP over TCP的关键NAT和
防火墙穿越技术, 支持代理

可选择多种信号处理协议:
SIP、XMPP、Jingle等

应用开发简单
容易维护
基于JavaScript

丰富的应用类型

Make it
HTML5
Without Boundaries

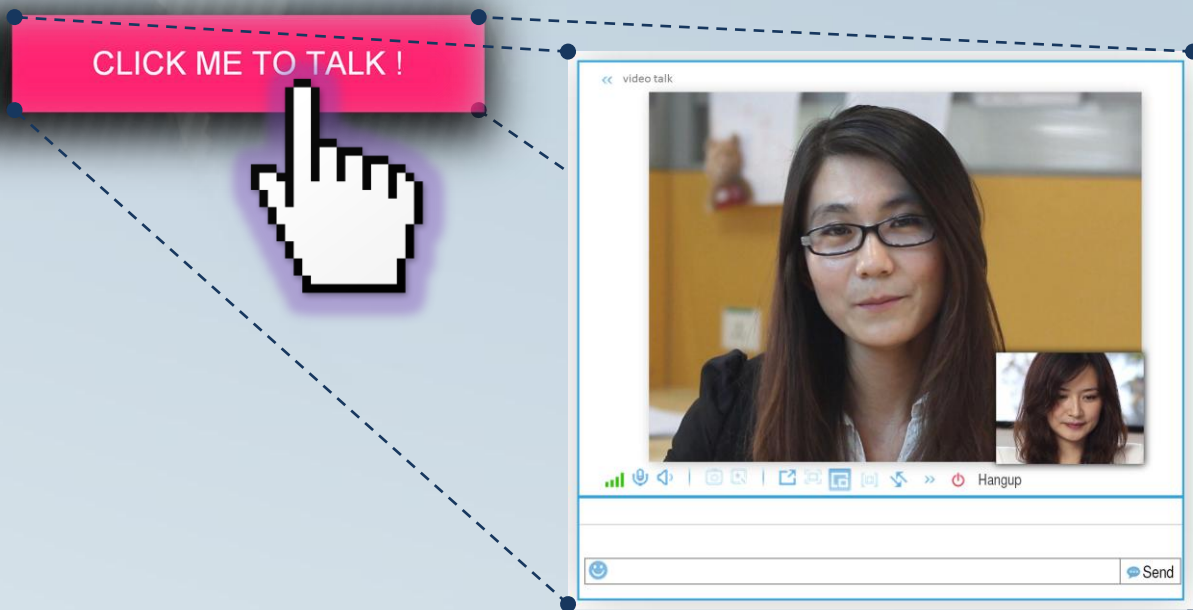
多人视频会议



视频通话中更换终端

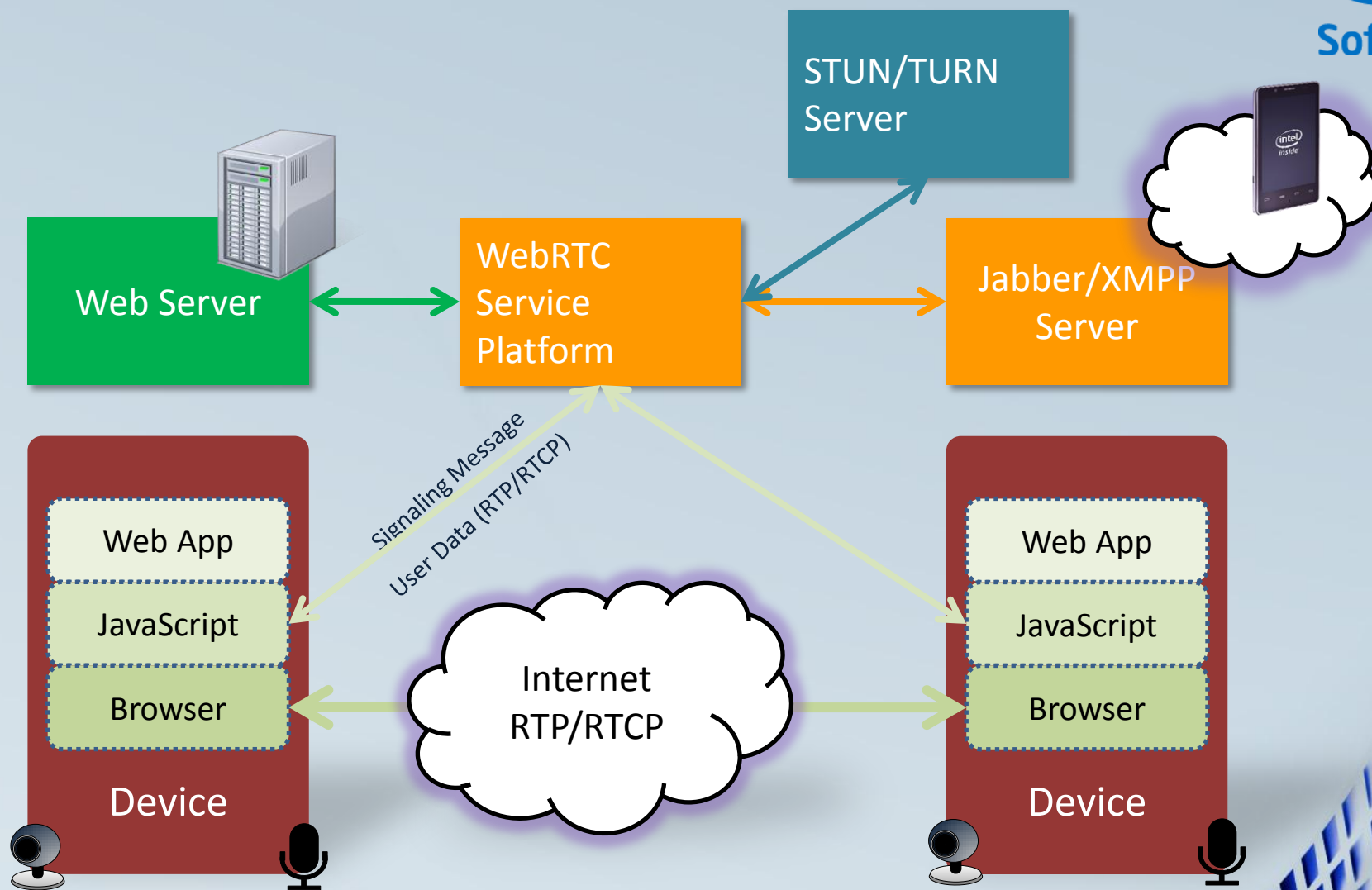


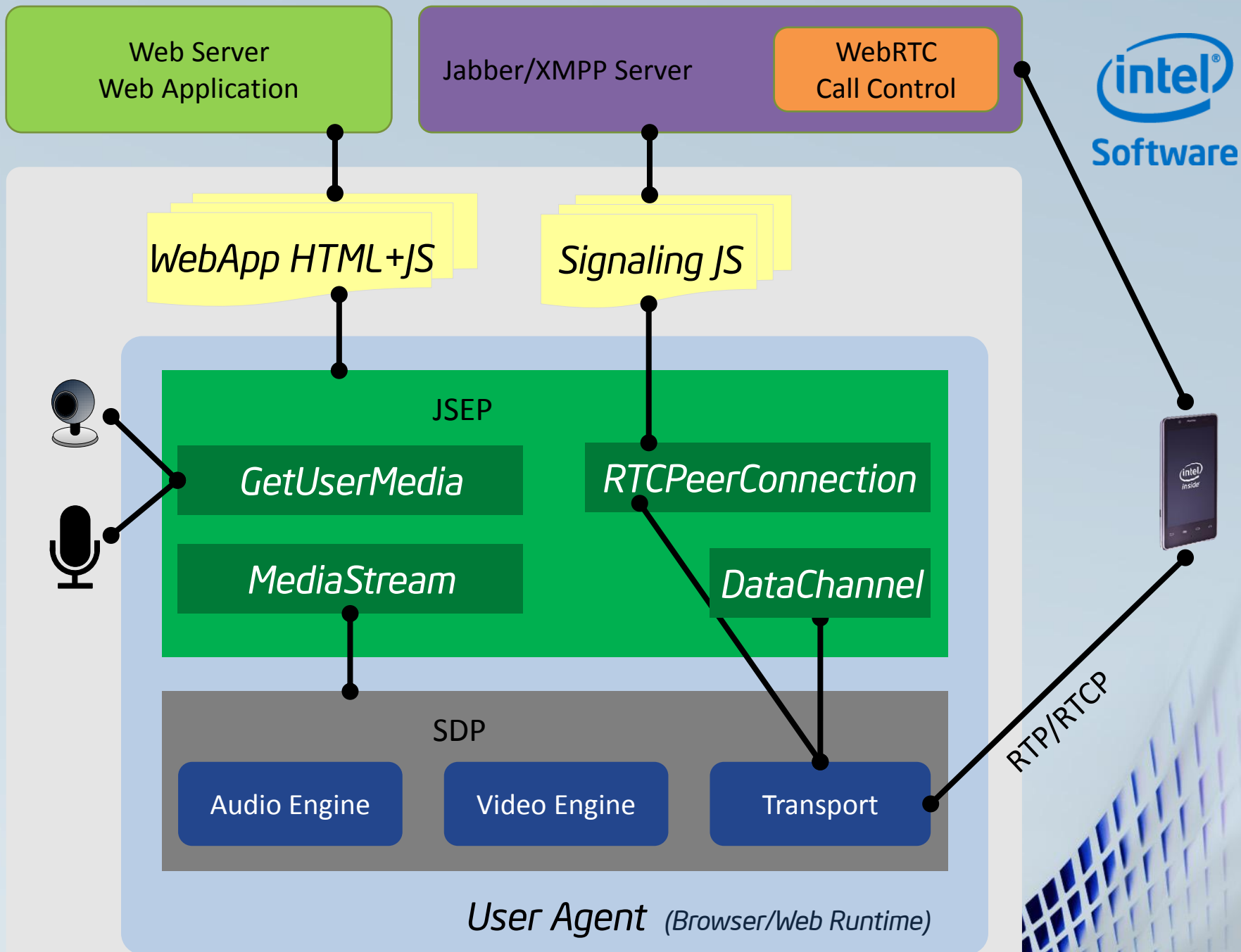
页面无缝集成



架构与组件







代码示例

Make it
HTML5
Without Boundaries

The Caller



```
<video id="selfView" autoplay ></video>
```

Select Media Device

1

```
navigator.webkitGetUserMedia({"video":true},  
                               gotStream);  
  
function gotStream(localstream) {  
    document.getElementById("selfView").src =  
        webkitURL.createObjectURL(localstream);  
}
```

Caller see themselves

Create PeerToPeer Connection

2

```
function createPeerConnection() {  
    peerConn = new RTPPeerConnection(  
        "NAT server info", onSignalingMessage);  
}  
PeerConn.addStream(localstream);
```

Send local media stream out

3

```
function onSignalingMessage(msg) {  
    SendMsgToRemote(remoteId, msg);  
}
```

Send message to remote (e.g. via HTTP)

The Callee



```
<video id="remoteView" autoplay ></video>
```

Received message from caller (e.g. via HTTP)

4

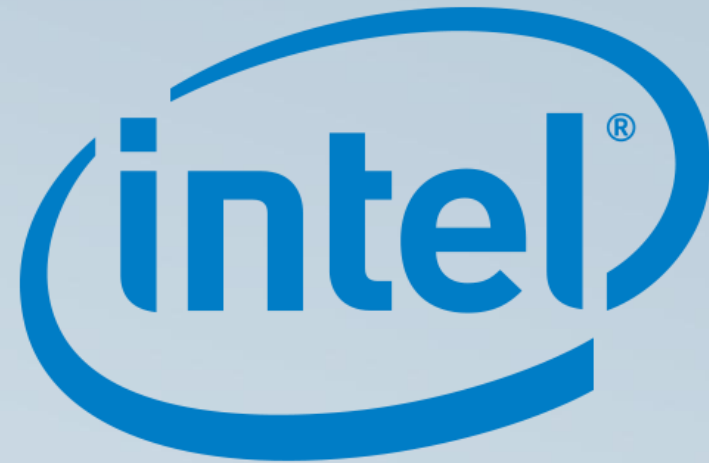
```
function ReceivedMsgfromRemote(msg) {  
    creatPeerConnection();  
    peerConn.onaddstream = startShowingStream;  
    peerConn.processSignalingMessage(msg)  
}
```

Try to understand caller's msg,
onaddstream triggered

5

```
startShowingStream(streamEvent) {  
    document.getElementById("remoteView").src  
    = webkitURL.createObjectURL(streamEvent.stream);  
}
```

Display remote video/audio
in receiver's window



Software

software.intel.com/html5