

Using UDP or TCP transport for WebRTC publishing/playback

Since build1.0.1.77it is possible to choose UDP or TCP transport usage for WebRTC publishing/playback with `StreamOption.setTransport()` method:

```
streamOptions.setTransport("TCP");
```

or

```
streamOptions.setTransport("UDP");
```

If the option is not set, server transport settings are applied.

Usage example

[code](#)

```
mTransportOutput = (LabelledSpinner) findViewById(R.id.transport_output);  
...  
StreamOptions streamOptions = new StreamOptions(streamName);  
streamOptions.setTransport(Transport.valueOf(mTransportOutput.getSpinner().getSelectedItem()).  
toString());
```