

Android MCU Client

Android MCU conference participant client example

This example can be used to organize an [MCU](#) video conference on Web Call Server. Each participant of such conference can publish a WebRTC stream and play a mixer stream with audio and video from the other participants and own video (without own audio).

The following settings are required in WCS [flashphoner.properties](#)

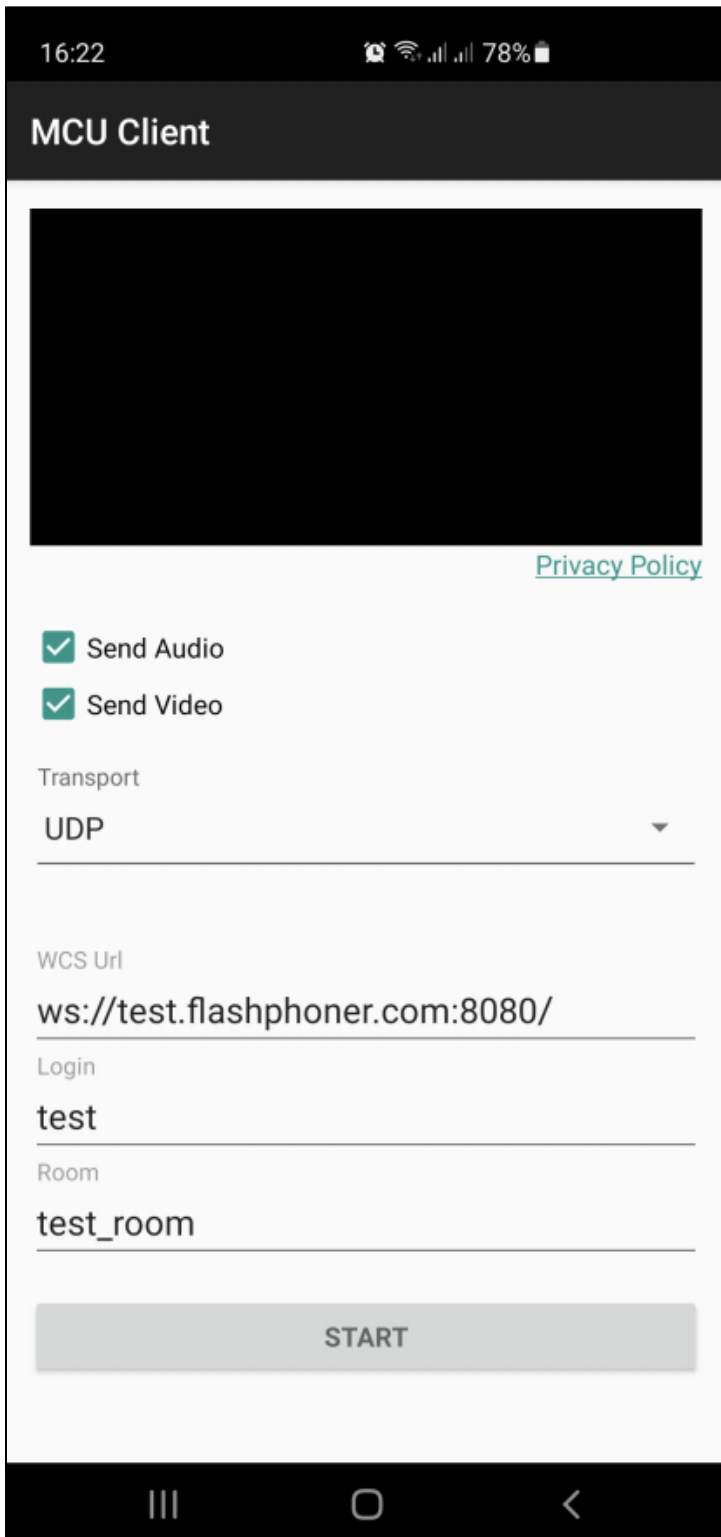
```
mixer_auto_start=true  
mixer_mcu_audio=true  
mixer_mcu_video=true
```

When a participant joins a conference using the client

- a stream with video of the participant, named `<participantName> + "#" + <roomName>`, is published
- the participant's stream is added to mixer named `<roomName>` (in case such mixer did not exist, it is auto created)
- a new mixer named `<roomName> + "-" + <participantName> + <roomName>` and containing video from all the participants (including this one) and audio only from the other participants is created and played for the participant

Input fields

- 'WCS URL', wheretest.flashphoner.com - WCS server address
- 'Login' - user login
- 'Room' - room name
- 'Transport' - WebRTC transport type
- 'Send Audio' - switcher to enable/disable audio publishing
- 'Send Video' - switcher to enable/disable video publishing



Example code analyzing

To analyze the code use [McuClientActivity.java](#) class of mcu-client example which is available in build [1.1.0.24](#).

1. API intializing

Flashphoner.init() [code](#)

```
Flashphoner.init(this);
```

A Context object is passed to init() method.

2. Session creation

Flashphoner.createSession() [code](#)

A SessionOptions object is passed to createSession method with the following parameters

- URL of WCS server
- SurfaceViewRenderer remoteRenderer to display a mixer stream to playback

```
sessionOptions = new SessionOptions(mWcsUrlView.getText().toString());
sessionOptions.setRemoteRenderer(remoteRender);

/**
 * Session for connection to WCS server is created with method createSession().
 */
session = Flashphoner.createSession(sessionOptions);
```

3. Connecting to the server

Session.connect() [code](#)

```
session.connect(new Connection());
```

4. Receiving an event confirming successful connection

session.onConnected() [code](#)

```
@Override
public void onConnected(final Connection connection) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            mStatusView.setText(connection.getStatus());
            ...
        }
    });
};
```

5. Stream creation

Session.createStream() [code](#)

```
StreamOptions streamOptions = new StreamOptions(publishStreamName);
Constraints constraints = getConstraints();
streamOptions.setConstraints(constraints);
streamOptions.setTransport(Transport.valueOf(mTransportOutput.getSpinner().
getSelectedItem().toString()));

/**
 * Stream is created with method Session.createStream().
 */
publishStream = session.createStream(streamOptions);
```

6. Requesting microphone and camera permissions

ActivityCompat.requestPermissions() [code](#)

```

@Override
public void onConnected(final Connection connection) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            ...
            ActivityCompat.requestPermissions(StreamingMinActivity.this,
                new String[]{Manifest.permission.RECORD_AUDIO, Manifest.permission.CAMERA},
                PUBLISH_REQUEST_CODE);
            ...
        }
    });
};
};

```

7. Stream publishing after permissions are granted

Stream.publish() [code](#)

```

@Override
public void onRequestPermissionsResult(int requestCode,
    @NonNull String permissions[], @NonNull int[] grantResults) {
    switch (requestCode) {
        case PUBLISH_REQUEST_CODE: {
            if (grantResults.length == 0 ||
                grantResults[0] != PackageManager.PERMISSION_GRANTED ||
                grantResults[1] != PackageManager.PERMISSION_GRANTED) {
                muteButton();
                session.disconnect();
                Log.i(TAG, "Permission has been denied by user");
            } else {
                /**
                 * Method Stream.publish() is called to publish stream.
                 */
                publishStream.publish();
                Log.i(TAG, "Permission has been granted by user");
            }
            break;
        }
        ...
    }
}

```

8. Playing mixer output stream for the participant

Session.createStream(), Stream.play() [code](#)

```

publishStream.on(new StreamStatusEvent() {
    @Override
    public void onStreamStatus(final Stream stream, final StreamStatus
streamStatus) {

        runOnUiThread(new Runnable() {
            @Override
            public void run() {
                if (StreamStatus.PUBLISHING.equals(streamStatus)) {
                    /**
                     * The options for the stream to play are set.
                     * The stream name is passed when StreamOptions object
is created.

                    */
                    String playStreamName = roomName + "-" + login +
roomName;

                    StreamOptions streamOptions = new StreamOptions
(playStreamName);

                    streamOptions.setTransport(Transport.valueOf
(mTransportOutput.getSpinner().getSelectedItem().toString()));
                    playStream = session.createStream(streamOptions);
                    ...
                    /**
                     * Method Stream.play() is called to start playback of
the stream.

                    */
                    playStream.play();
                } else {
                    Log.e(TAG, "Can not publish stream " + stream.getName()
+ " " + streamStatus);
                }
                mStatusView.setText(streamStatus.toString());
            }
        });
    }
});

```

9. Closing the connection

Session.disconnect() [code](#)

```

mStartButton.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick(View view) {
        muteButton();
        if (mStartButton.getTag() == null || Integer.valueOf(R.string.action_start).equals(mStartButton.
getTag())) {
            ...
        } else {
            /**
             * Connection to WCS server is closed with method Session.disconnect().
             */
            session.disconnect();
        }
        ...
    }
});

```

10. Receiving an event when connection is closed

session.onDisconnection() [code](#)

```
        @Override
        public void onDisconnection(final Connection connection) {
            runOnUiThread(new Runnable() {
                @Override
                public void run() {
                    mStatusView.setText(connection.getStatus());
                    mStatusView.setText(connection.getStatus());
                    onStoped();
                }
            });
        }
    }
}
```

11. Audio/video publishing/playback constraints configuration

[code](#)

```
@NonNull
private Constraints getConstraints() {
    AudioConstraints audioConstraints = null;
    if (mSendAudio.isChecked()) {
        audioConstraints = new AudioConstraints();
    }
    VideoConstraints videoConstraints = null;
    if (mSendVideo.isChecked()) {
        videoConstraints = new VideoConstraints();
    }
    return new Constraints(audioConstraints, videoConstraints);
}
```