

# SFU client 2.0.248 and later

This is a basic video conference example which uses SFU SDK. In this example client can join the conference and publish audio/video/screen sharing for other participants to see.

On the screenshot below two participants are in the room, publishing streams in two encodings 720p and 360p

VideoTracks

AudioTracks

Source	Width	Height	Codec	Action
camera	1280	720	H264	Delete

camera

1280

720

H264

Add

RID	Active	MaxBitrate	ResolutionScale	Action
No data available in table				
h	true	900000	1	Add

15:52:52 Alice#4d2d:  
JOINED


send

Meeting: ROOM1  
Name: Alice#4d2d  
640x360  
Current video track: 0  

mute


Auto | m send | h send

Track №0: camera



local camera 1280x720

No audio



## The source code

To analyze the source code take the version which is available[here](#)

The example source code has a modular structure:

- main.html - html page
- main.css - styles
- config.json - config file for the client
  
- [main.js](#)
- [controls.js](#)
- [chat.js](#)