

From a web camera in a browser via WebRTC

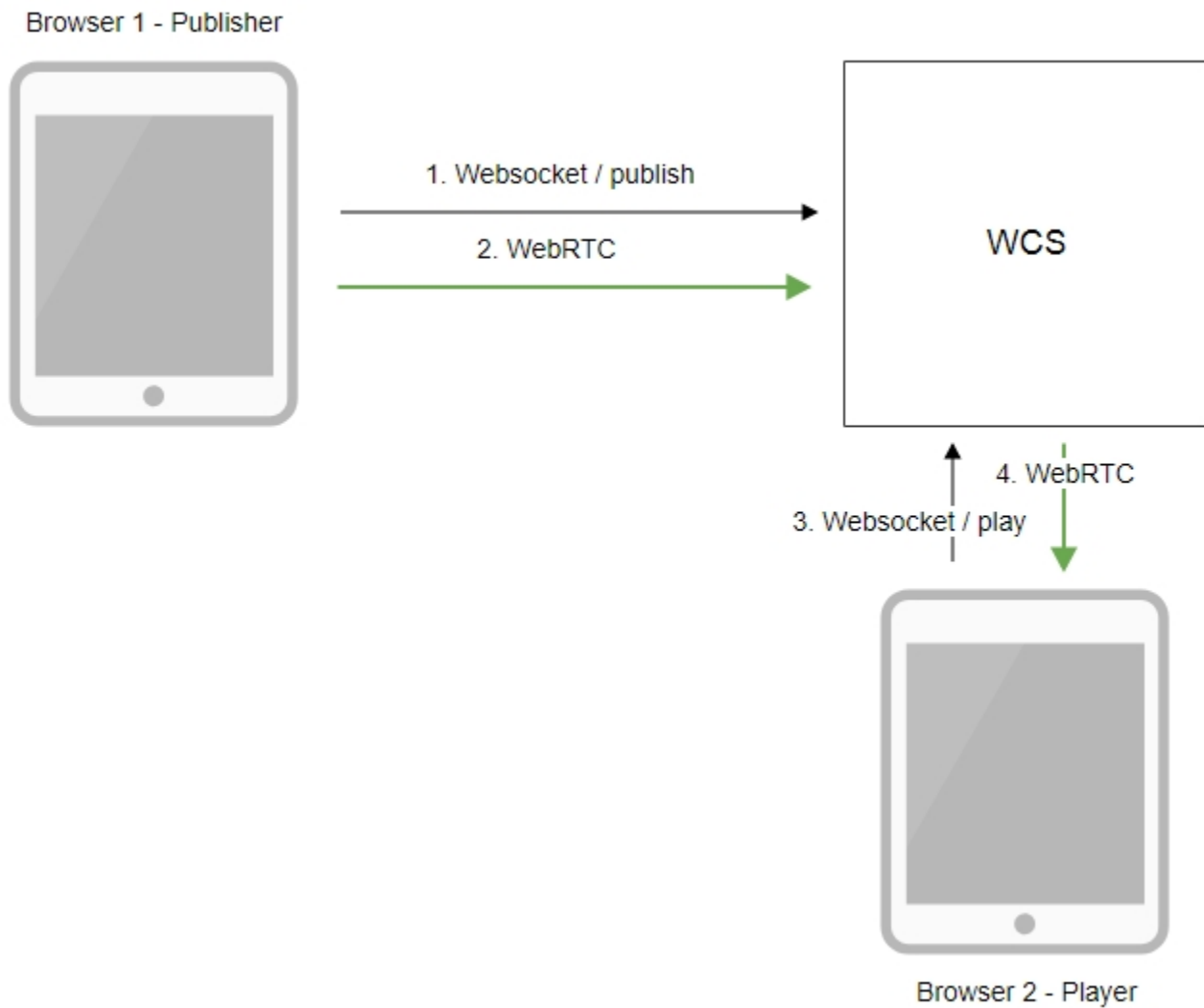
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Overview

Supported platforms and browsers

	Chrome	Firefox	Safari 11	Edge
Windows	+	+		+
Mac OS	+	+	+	
Android	+	+		
iOS	-	-	+	

Operation flowchart



1. The browser connects to the server via the Websocket protocol and sends the publish command.
2. The browser captures the microphone and the camera and sends a WebRTC stream to the server.
3. The second browser establishes a connection also via Websocket and sends the play command.
4. The second browser receives the WebRTC stream and plays that stream on the page.

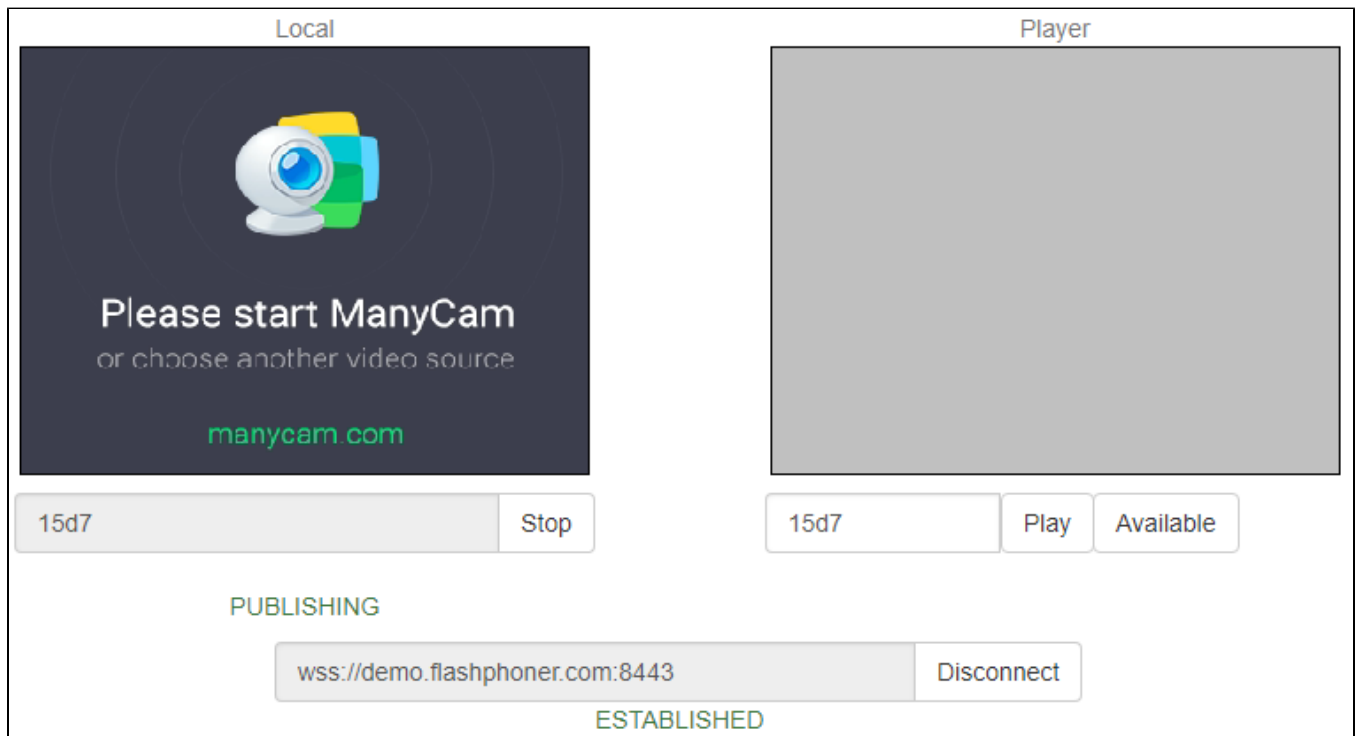
Quick manual on testing

Capturing a video stream from the web camera and preparing for publishing

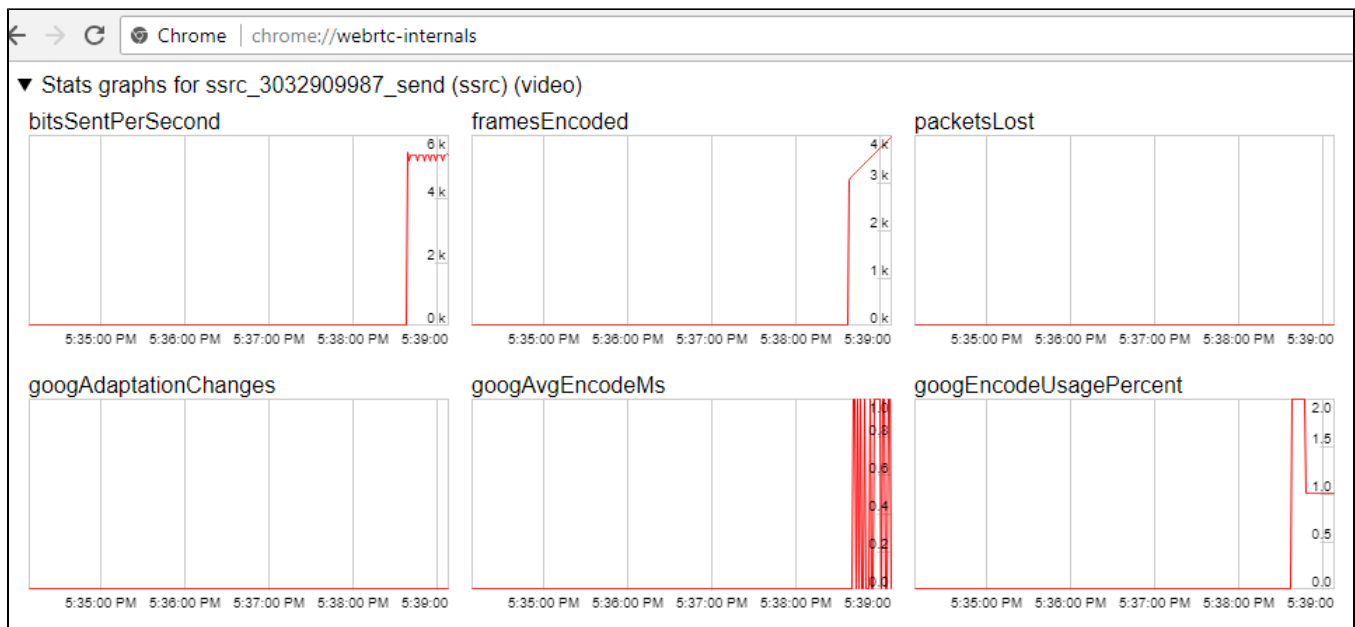
1. For this test we use the demo server at [demo.flashphoner.com](https://demo.flashphoner.com/client2/examples/demo/streaming/two_way_streaming/two_way_streaming.html) and the Two Way Streaming web application:
https://demo.flashphoner.com/client2/examples/demo/streaming/two_way_streaming/two_way_streaming.html
2. Establish a connection with the server by clicking the Connect button



3. Click Publish. The browser captures the camera and sends the stream to the server.



4. Make sure the stream is sent to the server and the system operates normally by opening `chrome://webrtc-internals`



5. Open the Two Way Streaming app in a new window, click Connect and specify the stream ID, then click Play.

Local

1327

Publish

Player

Please start ManyCam
or choose another video source
[manycam.com](https://www.manycam.com)

15d7

Stop

Available

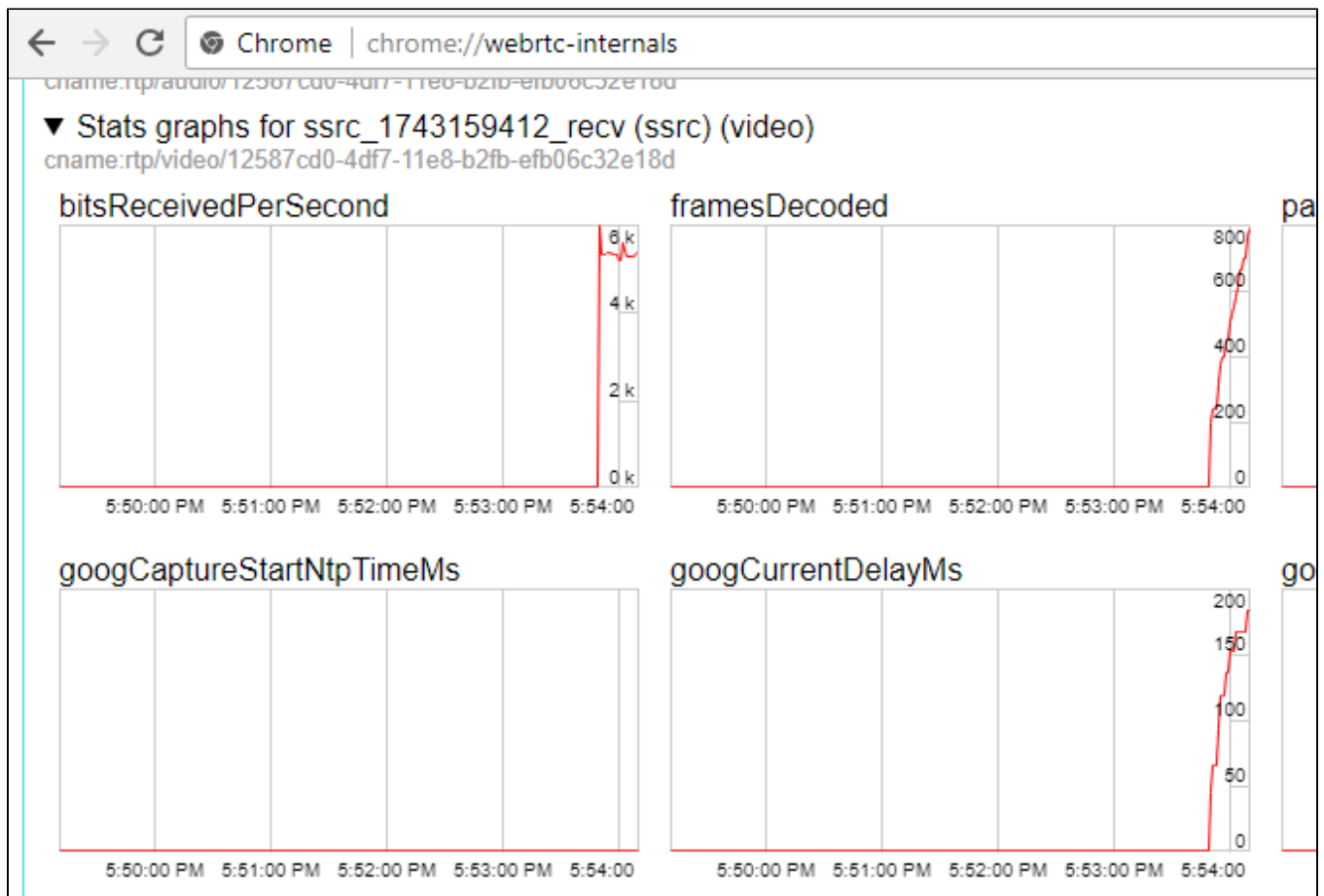
PLAYING

wss://demo.flashphoner.com:8443

Disconnect

ESTABLISHED

6. Playback diagrams in chrome://webrtc-internals

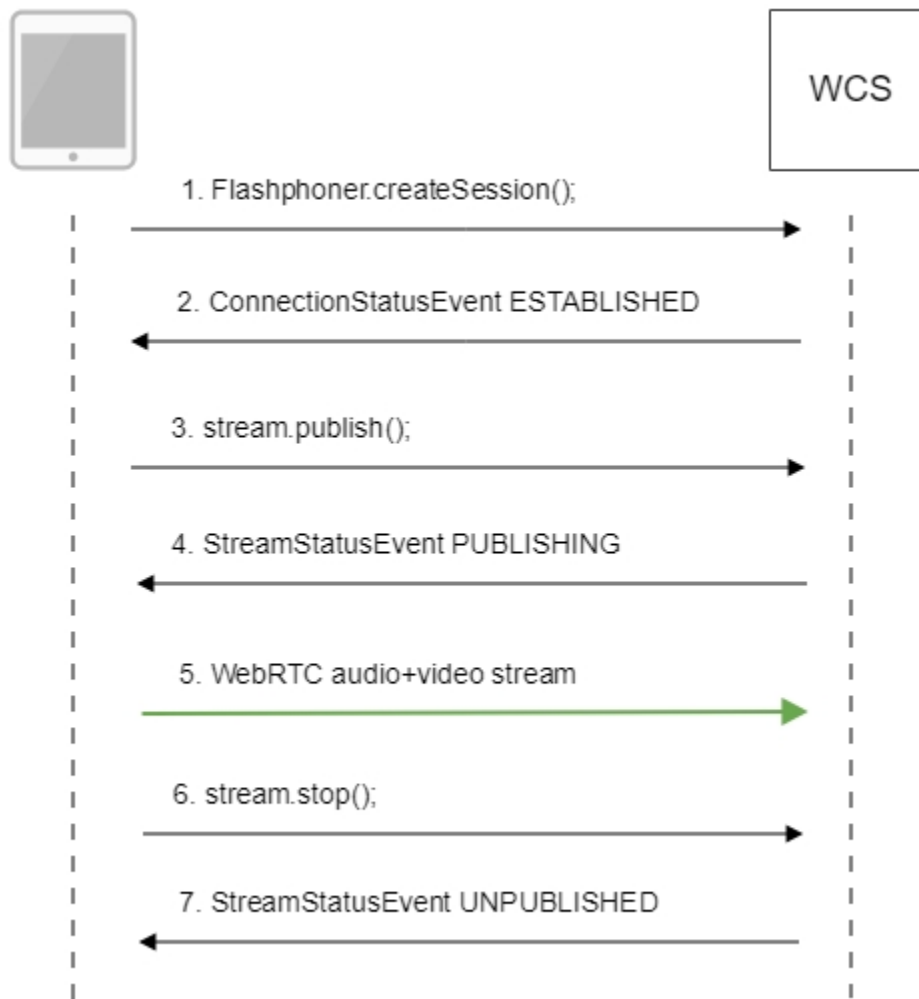


Call flow

Below is the call flow based on the Two Way Streaming example

[two_way_streaming.html](#)

[two_way_streaming.js](#)



1. Establishing connection to the server.

Flashphoner.createSession();[code](#)

```
Flashphoner.createSession({urlServer: url}).on(SESSION_STATUS.ESTABLISHED, function (session) {
    setStatus("#connectStatus", session.status());
    onConnected(session);
}).on(SESSION_STATUS.DISCONNECTED, function () {
    setStatus("#connectStatus", SESSION_STATUS.DISCONNECTED);
    onDisconnected();
}).on(SESSION_STATUS.FAILED, function () {
    setStatus("#connectStatus", SESSION_STATUS.FAILED);
    onDisconnected();
});
```

2. Receiving from the server the successful connection status.

ConnectionStatusEvent ESTABLISHED[code](#)

```
Flashphoner.createSession({urlServer: url}).on(SESSION_STATUS.ESTABLISHED, function (session) {
    setStatus("#connectStatus", session.status());
    onConnected(session);
}).on(SESSION_STATUS.DISCONNECTED, function () {
    setStatus("#connectStatus", SESSION_STATUS.DISCONNECTED);
    onDisconnected();
}).on(SESSION_STATUS.FAILED, function () {
    setStatus("#connectStatus", SESSION_STATUS.FAILED);
    onDisconnected();
});
```

3. Publishing the stream.

stream.publish();[code](#)

```
session.createStream({
    name: streamName,
    display: localVideo,
    cacheLocalResources: true,
    receiveVideo: false,
    receiveAudio: false
}).on(STREAM_STATUS.PUBLISHING, function (stream) {
    setStatus("#publishStatus", STREAM_STATUS.PUBLISHING);
    onPublishing(stream);
}).on(STREAM_STATUS.UNPUBLISHED, function () {
    setStatus("#publishStatus", STREAM_STATUS.UNPUBLISHED);
    onUnpublished();
}).on(STREAM_STATUS.FAILED, function () {
    setStatus("#publishStatus", STREAM_STATUS.FAILED);
    onUnpublished();
}).publish();
```

4. Receiving from the server the successful publishing status.

StreamStatusEvent, Статус PUBLISHING[code](#)

```
session.createStream({
    name: streamName,
    display: localVideo,
    cacheLocalResources: true,
    receiveVideo: false,
    receiveAudio: false
}).on(STREAM_STATUS.PUBLISHING, function (stream) {
    setStatus("#publishStatus", STREAM_STATUS.PUBLISHING);
    onPublishing(stream);
    ...
}).publish();
```

5. Sending audio-video stream via WebRTC

6. Stopping publishing the stream.

stream.stop();[code](#)

```
function onPublishing(stream) {
    $("#publishBtn").text("Stop").off('click').click(function () {
        $(this).prop('disabled', true);
        stream.stop();
    }).prop('disabled', false);
    $("#publishInfo").text("");
}
```

7. Receiving from the server an even confirming successful unpublishing.

StreamStatusEvent, Статус UNPUBLISHED[code](#)

```

session.createStream({
  name: streamName,
  display: localVideo,
  cacheLocalResources: true,
  receiveVideo: false,
  receiveAudio: false
  ...
}).on(STREAM_STATUS.UNPUBLISHED, function () {
  setStatus("#publishStatus", STREAM_STATUS.UNPUBLISHED);
  onUnpublished();
  ...
}).publish();

```

Stream publishing with local video playback in Delight Player

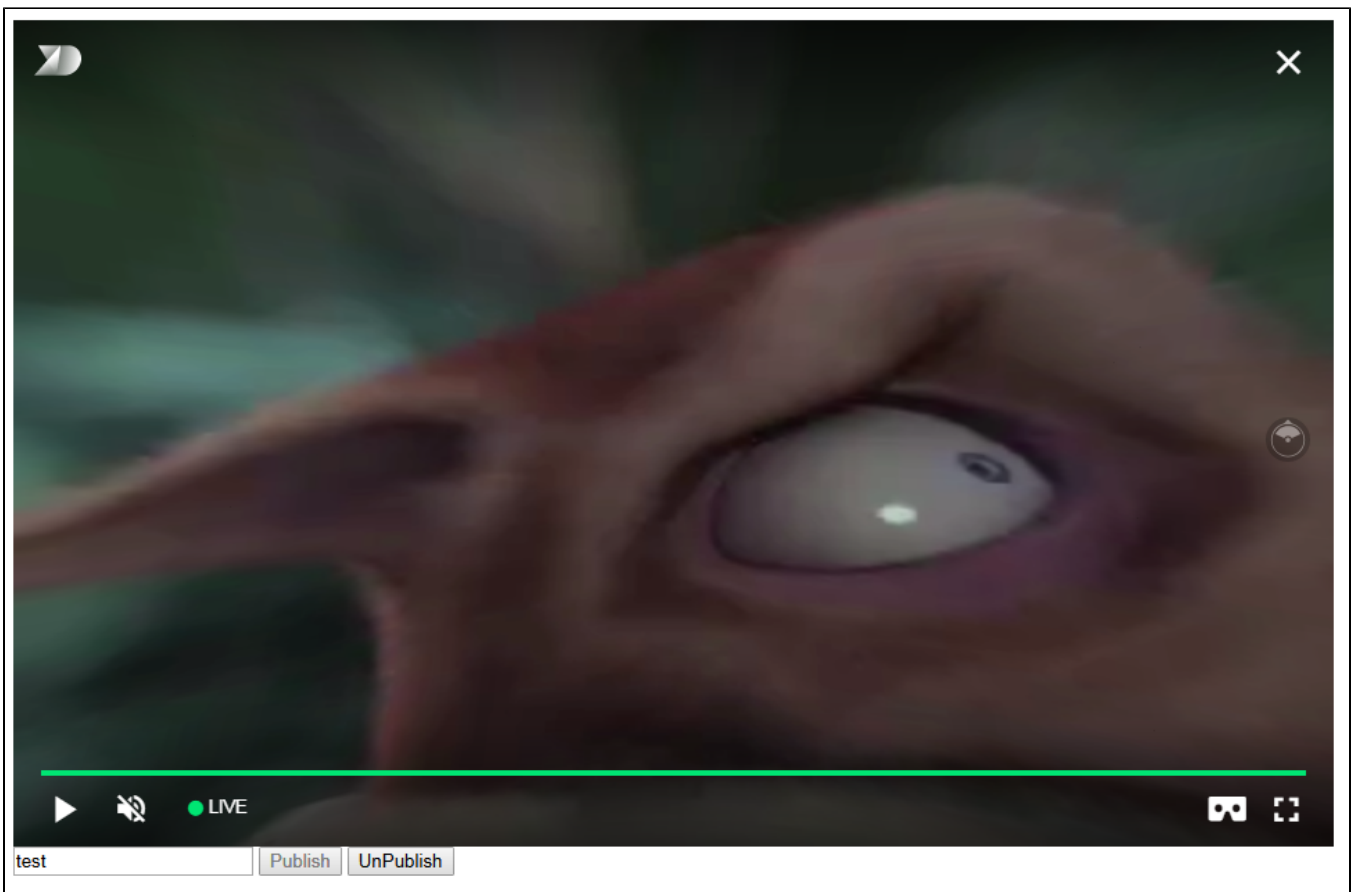
When stream is captured from webcam it is possible to play a local video in a browser-based VR player, [Delight Player](#) for example. This way stream can be played in virtual and mixed reality devices if one of browsers supported work on this device. To integrate a custom player [JavaScript and HTML5 features](#) are used.

Testing

1. For test we use:

- WCS server
- test page with [Delight VR](#) player to play stream while publishing

2. Set stream name test and press Publish. Stream published is played in Delight player



Player page example code

1. Declaration of video element to play the stream, stream name input field and Publish/Unpublish buttons

```

<div style="width: 50%;">
  <dl8-live-video id="remoteVideo" format="STEREO_TERPON" muted="true">
    <source>
  </dl8-live-video>
</div>
  <input class="form-control" type="text" id="streamName" placeholder="Stream Name">
  <button id="publishBtn" type="button" class="btn btn-default disabled">Publish</button>
  <button id="unpublishBtn" type="button" class="btn btn-default disabled">UnPublish</button>

```

2.Player readiness event handling

```

document.addEventListener('x-dl8-evt-ready', function () {
    dl8video = $('#remoteVideo').get(0);
    $('#publishBtn').prop('disabled', false).click(function() {
        publishStream();
    });
});

```

3.Creating mock elements to play a stream

```

var mockLocalDisplay = $('<div></div>');
var mockLocalVideo = $('<video></video>', {id:'mock-LOCAL_CACHED_VIDEO'});
mockLocalDisplay.append(mockLocalVideo);

```

4.Establishing connection to the server and stream creation

```

    var video = dl8video.contentElement;
    Flashphoner.createSession({urlServer: url}).on(SESSION_STATUS.ESTABLISHED, function
(session) {
        var session = Flashphoner.getSessions()[0];
        session.createStream({
            name: $('#streamName').val(),
            display: mockLocalDisplay.get(0)
        }).on(STREAM_STATUS.PUBLISHING, function (stream) {
            ...
        }).publish();
    })

```

5. Publishing stream, playback start in VR player and Unpublish button handling

```

        ...
    }).on(STREAM_STATUS.PUBLISHING, function (stream) {
        var srcObject = mockLocalVideo.get(0).srcObject;
        video.srcObject = srcObject;
        dl8video.start();
        mockLocalVideo.get(0).pause();
        mockLocalVideo.get(0).srcObject = null;
        $('#unpublishBtn').prop('disabled', false).click(function() {
            stream.stop();
            $('#publishBtn').prop('disabled', false);
            $('#unpublishBtn').prop('disabled', true);
            dl8video.exit();
        });
    }).publish();

```

Full source code of the sample VR player page

Code

```

<!DOCTYPE html>
<html>
  <head>
    <title>WebRTC Delight</title>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
      <script type="text/javascript" src="../../../../flashphoner.js"></script>
      <script type="text/javascript" src="../../dependencies/jquery/jquery-1.12.0.js"></script>
      <script type="text/javascript" src="../../dependencies/js/Utils.js"></script>
      <script src="dl8-66b250447635476d123a44a391c80b09887e831e.js" async></script>
    <meta name="dl8-custom-format" content='{ "name": "STEREO_TERPON", "base": "STEREO_MESH", "params": { "uri":
"03198702.json"} }'>
  </head>
  <body>
    <div style="width: 50%;">
      <dl8-live-video id="remoteVideo" format="STEREO_TERPON" muted="true">
        <source>
      </dl8-live-video>
    </div>
    <input class="form-control" type="text" id="streamName" placeholder="Stream Name">
    <button id="publishBtn" type="button" class="btn btn-default" disabled>Publish</button>
    <button id="unpublishBtn" type="button" class="btn btn-default" disabled>UnPublish</button>
    <script>
      Flashphoner.init({flashMediaProviderSwfLocation: '../../../../media-provider.swf'});
      var SESSION_STATUS = Flashphoner.constants.SESSION_STATUS;
      var STREAM_STATUS = Flashphoner.constants.STREAM_STATUS;
      var STREAM_STATUS_INFO = Flashphoner.constants.STREAM_STATUS_INFO;
      var publishBtn = $('#publishBtn').get(0);
      var dl8video = null;
      var url = setURL();
      document.addEventListener('x-dl8-evt-ready', function () {
        dl8video = $('#remoteVideo').get(0);
        $('#publishBtn').prop('disabled', false).click(function() {
          publishStream();
        });
      });

      var mockLocalDisplay = $('<div></div>');
      var mockLocalVideo = $('<video></video>', {id: 'mock-LOCAL_CACHED_VIDEO'});
      mockLocalDisplay.append(mockLocalVideo);
      function publishStream() {
        $('#publishBtn').prop('disabled', true);
        $('#unpublishBtn').prop('disabled', false);
        var video = dl8video.contentElement;
        Flashphoner.createSession({urlServer: url}).on(SESSION_STATUS.ESTABLISHED, function
(session) {

          var session = Flashphoner.getSessions()[0];
          session.createStream({
            name: $('#streamName').val(),
            display: mockLocalDisplay.get(0)
          }).on(STREAM_STATUS.PUBLISHING, function (stream) {
            var srcObject = mockLocalVideo.get(0).srcObject;
            video.srcObject = srcObject;
            dl8video.start();
            mockLocalVideo.get(0).pause();
            mockLocalVideo.get(0).srcObject = null;
            $('#unpublishBtn').prop('disabled', false).click(function() {
              stream.stop();
              $('#publishBtn').prop('disabled', false);
              $('#unpublishBtn').prop('disabled', true);
              dl8video.exit();
            });
          });
          stream.publish();
        })
      }

    </script>
  </body>
</html>

```

If Chrome browser sends empty video due to web camera conflict

Some Chrome versions does not return an error if web camera is busy, but publish a stream with empty video (black screen). In this case, stream publishing can be stopped by two ways: using JavaScript and HTML5 on client, or using server settings.

Stopping a stream with empty video on client side

VideoTrack that Chrome browsers creates for busy web camera, stops after no more than one second publishing, then stream is send without a videoTrack. In this case videoTrack state (readyStatevariable) changes to ended, and corresponding onendedevent is generated that can be caught by web application. To use this event:

1. Add to web application script the registration function for onended event handler, in which stream publishing is stopped with `stream.stop()`

```
function addVideoTrackEndedListener(localVideo, stream) {
  var videoTrack = extractVideoTrack(localVideo);
  if (videoTrack && videoTrack.readyState == 'ended') {
    console.error("Video source error. Disconnect...");
    stream.stop();
  } else if (videoTrack) {
    videoTrack.onended = function (event) {
      console.error("Video source error. Disconnect...");
      stream.stop();
    };
  }
}
```

2. Add function to remove event handler when stream is stopped

```
function removeVideoTrackEndedListener(localVideo) {
  var videoTrack = extractVideoTrack(localVideo);
  if(videoTrack) {
    videoTrack.onended = null;
  }
}
```

3. Add function to extract videoTrack

```
function extractVideoTrack(localVideo) {
  return localVideo.firstChild.srcObject.getVideoTracks()[0];
}
```

4. Register event handler when publishing a stream

```
session.createStream({
  name: streamName,
  display: localVideo,
  ...
}).on(STREAM_STATUS.PUBLISHING, function (stream) {
  addVideoTrackEndedListener(localVideo, stream);
  setStatus("#publishStatus", STREAM_STATUS.PUBLISHING);
  onPublishing(stream);
  ...
}).publish();
```

5. Remove event handler when stopping a stream

```
function onPublishing(stream) {
    $("#publishBtn").text("Stop").off('click').click(function () {
        $(this).prop('disabled', true);
        removeVideoTrackEndedListener(localVideo);
        stream.stop();
    }).prop('disabled', false);
    $("#publishInfo").text("");
}
```

Videotrack activity checking on server side

Videotrack activity checking for streams published on server is enabled with the following parameters in [flashphoner.properties](#) file

```
rtp_activity_detecting=true,60
rtp_activity_video=true
```

In this case, if there is no video in stream, its publishing will be stopped after 60 seconds.

Video only stream publishing with constraints

In some cases, video only stream should be published while microphone is busy, for example video is published while voice phone call. To prevent browser access request to microphone, set the constraints for video on;ly publishing:

```
session.createStream({
    name: streamName,
    display: localVideo,
    constraints: {video: true, audio: false}
    ...
}).publish();
```

Audio only stream publishing

In most cases, it is enough to set the constraints to publish audio only stream:

```
session.createStream({
    name: streamName,
    display: localVideo,
    constraints: {video: false, audio: true}
    ...
}).publish();
```

Audio only stream publishing in Safari browser

When audio only stream is published from iOS Safari browser with constraints, browser does not send audio packets. To workaround this, a stream should be published with video, then video should be muted:

```
session.createStream({
    name: streamName,
    display: localVideo,
    constraints: {video: true, audio: true}
    ...
}).on(STREAM_STATUS.PUBLISHING, function (stream) {
    stream.muteVideo();
    ...
}).publish();
```

In this case, iOS Safari browser will send empty video packets (blank screen) and audio packets.

Disable resolution constraints normalization in Safari browser

By default, WebSDK normalizes stream publishing resolution constraints set in Safari browser. In this case, if width or height is not set, or equal to 0, then the picture resolution is forced to 320x240 or 640x480. Since WebSDK build [0.5.28.2753.109](#) (hash 149855cc050bf7512817104fd0104e9cce760ac4), it is possible to disable normalization and pass resolution constraints to the browser as is. for example:

```
publishStream = session.createStream({
  ...
  disableConstraintsNormalization: true,
  constraints {
    video: {
      width: {ideal: 1024},
      height: {ideal: 768}
    },
    audio: true
  }
}).on(STREAM_STATUS.PUBLISHING, function (publishStream) {
  ...
});
publishStream.publish();
```

Known issues

1. If the web app is inside an iframe element, publishing of the video stream may fail.

Symptoms: IceServer errors in the browser console.

Solution: put the app out of iframe to an individual page.

2. If publishing of the stream goes under Windows 10 or Windows 8 and hardware acceleration is enabled in the Google Chrome browser, bitrate problems are possible.

Symptoms: low quality of the video, muddy picture, bitrate shown in `chrome://webrtc-internals` is less than 100 kbps.

Solution: turn off hardware acceleration in the browser, switch the browser of the server to use the VP8 codec.

3. Stream publishing with local video playback in Delight Player does not work in MS Edge

Symptoms: when stream is published in MS Edge, local video playback does not start in Delight Player

Solution: use another browser to publish a stream

4. In some cases microphone does not work in Chrome browser while publishing WebRTC stream.

Symptoms: microphone does not work while publishing WebRTC stream, including example web applications out of the box

Solution: turn off gain node creation in Chrome browser using WebSDK initialization parameter `createMicGainNode`: `false`

```
Flashphoner.init({
  flashMediaProviderSwfLocation: '../media-provider.swf',
  createMicGainNode: false
});
```

Note that [microphone gain setting](#) will not work in this case.

5. G722 codec does not work in Edge browser

Symptoms: WebRTC stream with G722 audio does not publish in Edge browser

Solution: use another codec or another browser. If Edge browser must be used, exclude G722 with the following parameter

```
codecs_exclude_streaming=g722, telephone-event
```

6. Some Chromium based browsers, for example Opera, Yandex, do not support H264 codec depending on browser and OS version

Symptoms: stream publishing does not work, stream playback works partly (audio only) or does not work at all

Solution: enable VP8 on server side

```
codecs=opus,...,h264,vp8,...
```

exclude H264 for publishing or playing on client side

```
publishStream = session.createStream({  
  ...  
  stripCodecs: "h264,H264"  
}).on(STREAM_STATUS.PUBLISHING, function (publishStream) {  
  ...  
});  
publishStream.publish();
```

Note that [stream transcoding](#) on server is enabled when stream published as H264 is played as VP8 and vice versa.

7. iOS Safari 12.1 does not send video frames when picture with certain resolution is published

Symptoms: when H264 stream is published from iOS Safari 12.1, subscriber receives audio packets only, publishers WebRTC statistics also shows audio frames only

Solution: enable VP8 on server side

```
codecs=opus,...,h264,vp8,...
```

exclude H264 for publishing or playing on client side

```
publishStream = session.createStream({  
  ...  
  stripCodecs: "h264,H264"  
}).on(STREAM_STATUS.PUBLISHING, function (publishStream) {  
  ...  
});  
publishStream.publish();
```

Note that [stream transcoding](#) on server is enabled when stream published as H264 is played as VP8 and vice versa.

8. Stream from built-in camera cannot be published in iOS Safari 12 and MacOS Safari 12 in some resolutions

Symptoms: stream publishing from browser fails with error in console

```
Overconstrained error: width
```

Solution:

- a) use only resolutions which passes [WebRTC Camera Resolution](#) test
- b) use external camera supporting resolutions as needed in MacOS Safari
- c) disable resolution constraints normalization and set width and height as ideal, see [example above](#).

9. Non-latin characters in stream name should be encoded

Symptoms: non-latin characters in stream name are replaced to questionmarks on server side

Solution: use JavaScript function `encodeURIComponent()` while publishing stream

```
var streamName = encodeURIComponent($('#publishStream').val());  
session.createStream({  
  name: streamName,  
  display: localVideo,  
  cacheLocalResources: true,  
  receiveVideo: false,  
  receiveAudio: false  
  ...  
}).publish();
```

10. In some cases, server can not parse H264 stream encoded with CABAC

Symptoms: WebRTC H264 stream publishing does not work

Solution:

a) use lower encoding profile

b) enable VP8 on server side

```
codecs=opus, ..., h264, vp8, ...
```

exclude H264 for publishing or playing on client side

```
publishStream = session.createStream({
  ...
  stripCodecs: "h264,H264"
}).on(STREAM_STATUS.PUBLISHING, function (publishStream) {
  ...
});
publishStream.publish();
```

Note that [stream transcoding](#) on server is enabled when stream published as H264 is played as VP8 and vice versa.

11. When playing WebRTC broadcast in Firefox on macOS Catalina, displayed system warning and block on playing H264 stream.

Symptoms: when playing WebRTC broadcast in Firefox on macOS Catalina, displayed system warning *"libgmpopenh264.dylib" can't be opened because it is from an identified developer"* and block of playing H264 stream.

Solution: Firefox uses a third-party library unsigned by the developer to work with H264. In accordance with macOS Catalina security policies, this is prohibited. To add an exception, go to *System Preferences > Security & Privacy > General > Allow apps downloaded from > App Store and identified developers* > *"libgmpopenh264.dylib" was blocked from opening because it is not from an identified developer"* > tap *Open Anyway*.