

# Working with chat rooms

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## Overview

Web Call Server allows embedding of a video chat to your project, that will work on most of modern browsers without installing third-party software as well as on mobile devices.

## Supported platforms and browsers

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

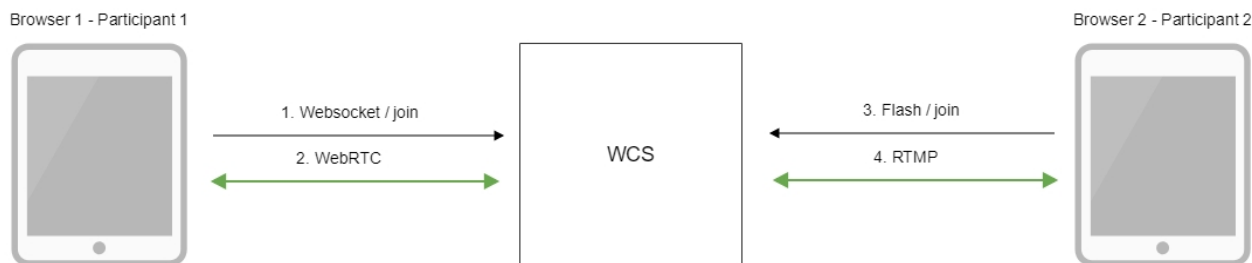
## Supported codecs

- Video: H.264, VP8
- Audio: Opus, G.711

## Functions

- Video chat
- Text chat
- Video conference
- Video conference with screen sharing

## Operation flowchart



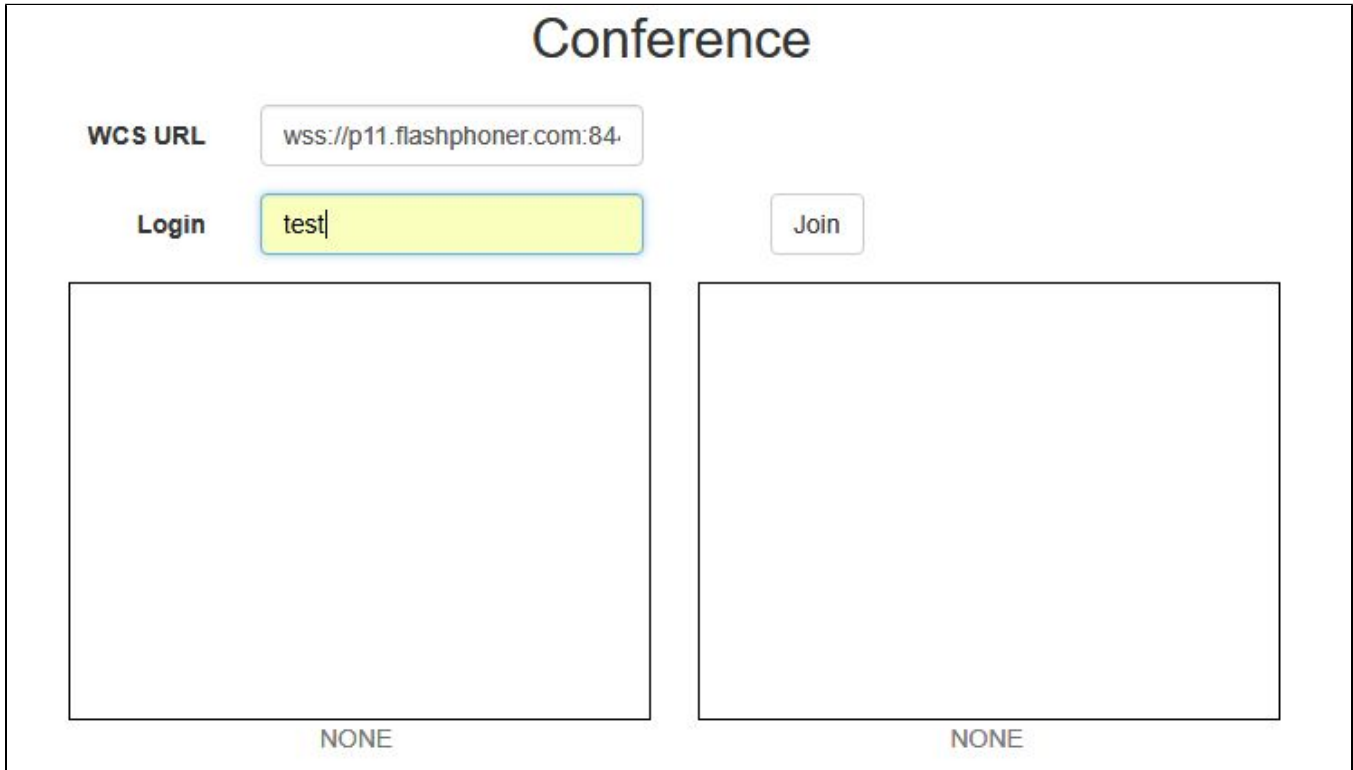
1. The browser of the participant 1 connects to the server via Websocket and sends the join command.
2. The browser of the participant 1 can send a stream via WebRTC to publish it in the chat room and receive streams published in the room.
3. The browser of the participant 2 connects to the server using Flash and sends the join command.
4. The browser of the participant 2 can send a stream via RTMP to publish it in the chat room and receive streams published in the room.

## Video conference

1. For the test we use:

- the demo server at demo.flashphoner.com;
- the [Conference](#) web application to organize a video conference.

2. Open the Conference web application. In the "Login" field enter any arbitrary user name, for example test:



The screenshot shows the 'Conference' web application interface. At the top, the title 'Conference' is centered. Below it, there are two main sections. The left section has a label 'WCS URL' followed by a text input field containing 'wss://p11.flashphoner.com:84'. Below this is a 'Login' label followed by a text input field containing 'test'. The right section has a 'Join' button. Below the 'Login' field and the 'Join' button are two large, empty rectangular boxes. At the bottom of each box is the word 'NONE'.

3. Click the Join button. A connection with the server is established, and you should see the corresponding "ESTABLISHED" label. The chat room is automatically created:

# Conference

WCS URL

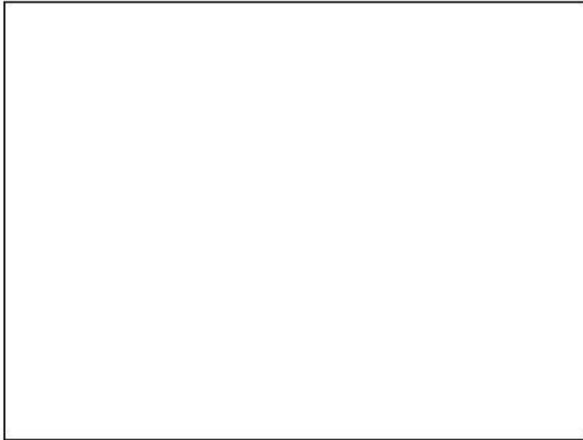
wss://p11.flashphoner.com:84

Login

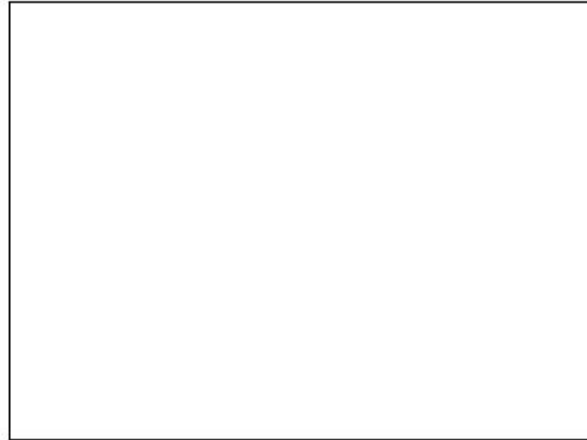
test

Leave

ESTABLISHED

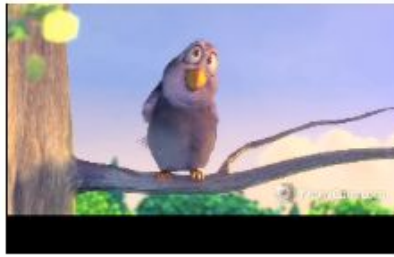


NONE



NONE

In the bottom of the screen, an image from the web camera, a text chat and a link to invite users to the room are shown:



PUBLISHING

Mute A

Mute V

Stop

10:29 chat - room is empty  
10:30 test - test message

Send

Invite

[https://p11.flashphoner.com:8888/client2/examples/demo/streaming/conference/conference.html?  
roomName=room-72be4a](https://p11.flashphoner.com:8888/client2/examples/demo/streaming/conference/conference.html?roomName=room-72be4a)

4. Copy the link to the chat room and open it in a new tab of the browser. Enter a user name other than the name of the chat room creator, for example, test2, and click the Join button. The page will display an image from the web camera of the test participant (left) and from the web camera of the test2 participant (below):

# Conference

WCS URL

wss://p11.flashphoner.com:8443

Login

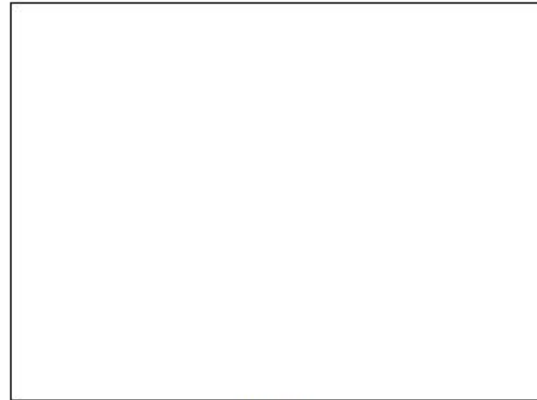
test2

Leave

ESTABLISHED



test



NONE



5. In the text chat window of the test2 participant enter a message and click Send:



PUBLISHING

Mute A

Mute V

Stop

10:31 chat - participants: test

10:32 test2 - this is a test, do you see me?

Send

6. On the browser tab of the test participant enter an answer:



PUBLISHING

Mute A

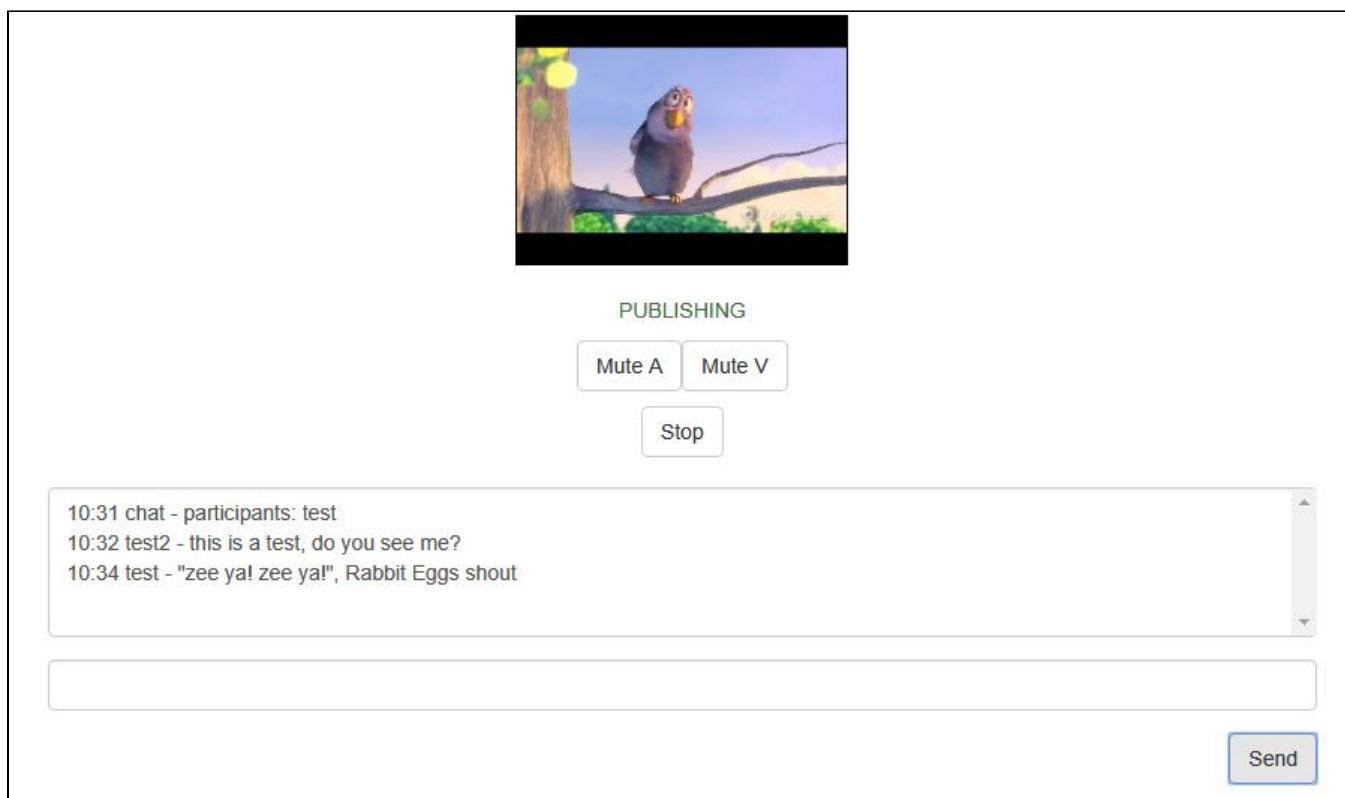
Mute V

Stop

10:29 chat - room is empty  
10:30 test - test message  
10:31 test2 - joined  
10:32 test2 - this is a test, do you see me?  
10:34 test - "zee ya! zee ya!", Rabbit Eggs shout

Send

7. Make sure the answer is received:



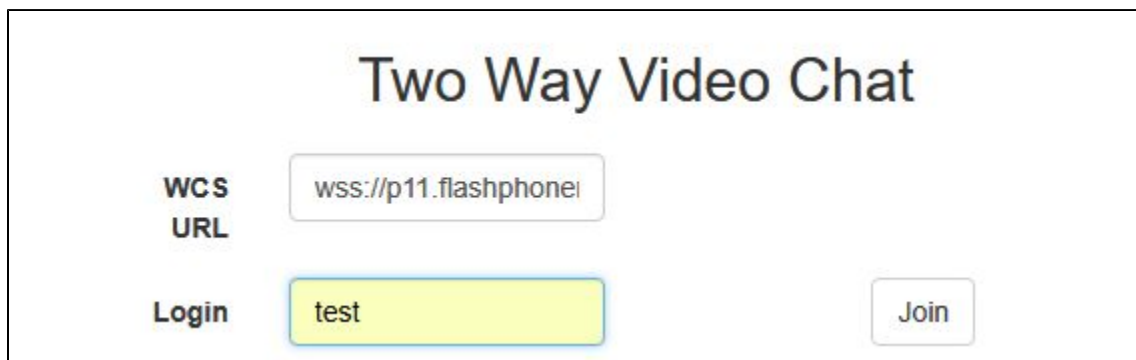
8. To leave the chat room, click the Leave button.

## Video chat

1. For the test we use:

- the demo server at [demo.flashphoner.com](http://demo.flashphoner.com);
- the [Two Way Video Chat](#) web application to organize a video chat

2. Open the Two Way Video Chat web application. In the "Login" field enter any arbitrary user name, for example test:



3. Click the Join button. A connection is established to the server, and the corresponding "ESTABLISHED" label is shown. The chat room is automatically created:



Login

test

Leave

ESTABLISHED



NONE

Below the screen, a text chat and a link to invite other users to the room are shown:

Mute A

Mute V

Stop

PUBLISHING

10:40 chat - room is empty

Send

Invite

<https://p11.flashphoner.com:8888/client2/examples/demo/streaming/video-chat/video-chat.html?roomName=room-ed675c>

4. Copy the link to the chat room and open it in a new tab of the browser. Enter a user name other than that of the creator of the room, for example, test2, and click the Join button. The page will display a large image from the web camera of the test user and a smaller image from the web camera of the test2 user (in the lower left corner):

# Two Way Video Chat

WCS URL

wss://p11.flashphoner.com:

Login

test2

Leave

ESTABLISHED



test

5. In the text chat box, enter a message and click the Send button:

Mute A

Mute V

Stop

PUBLISHING

10:42 chat - participants: test

this ih a test, do you see me?

Send

6. On the tab of the test user enter an answer:

Mute A

Mute V

Stop

PUBLISHING

10:40 chat - room is empty  
10:42 test2 - joined  
10:43 test2 - this ih a test, do you see me?

"zee ya! zee ya!", Rabbit Eggs shout

Send

7. Make sure the answer is received:

Mute A

Mute V

Stop

PUBLISHING

10:42 chat - participants: test

10:43 test2 - this ih a test, do you see me?

10:44 test - "zee yal zee ya!", Rabbit Eggs shout

Send

8. To leave the chat room, click the Leave button.

## Video conference with screen sharing

1. For the test we use:

- the demo server at [demo.flashphoner.com](http://demo.flashphoner.com);
- the [Two Way Video Chat and Screen](#) web application to organize a video conference;
- the Chrome browser.


2. Open the "Two Way Video Chat & Screen" web application. If the Install Now button is active, click it and install the extension. In the "Login" field enter any arbitrary user name, for example test. Click the Join button. A connection is established to the server, and the corresponding "ESTABLISHED", label is show. The chat room is created automatically, and an image from the web camera is shown:

Login

test

Leave

ESTABLISHED



Width

30

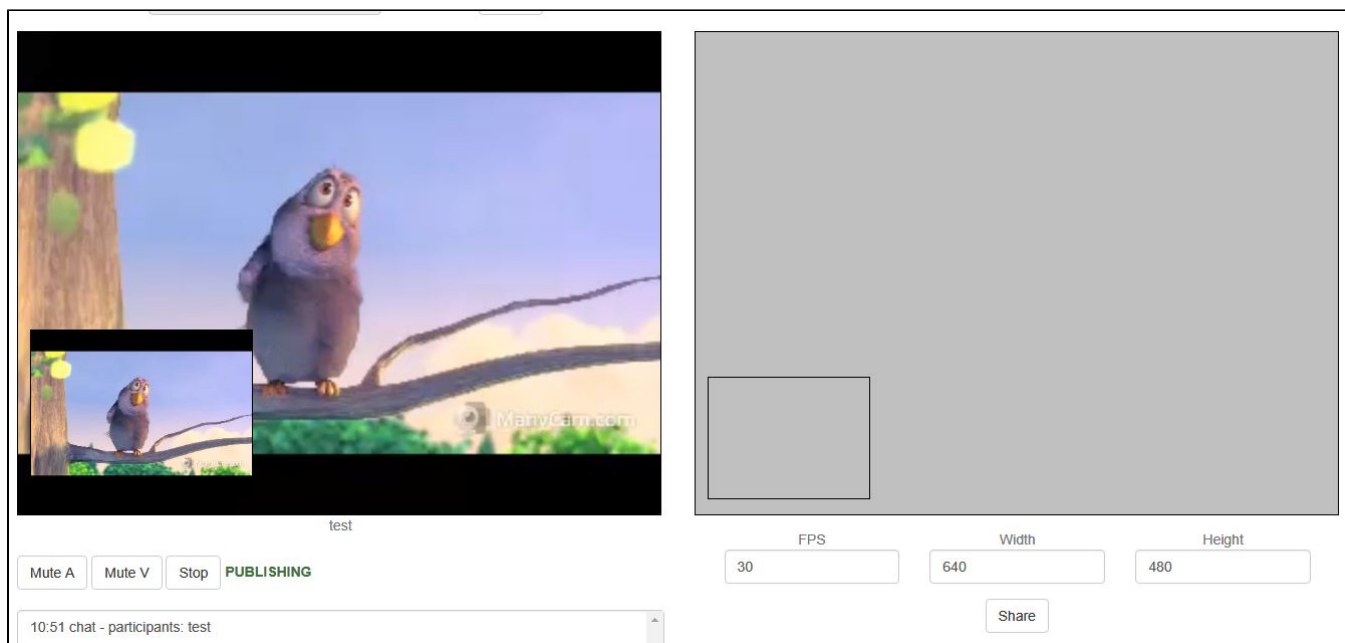
640

Height

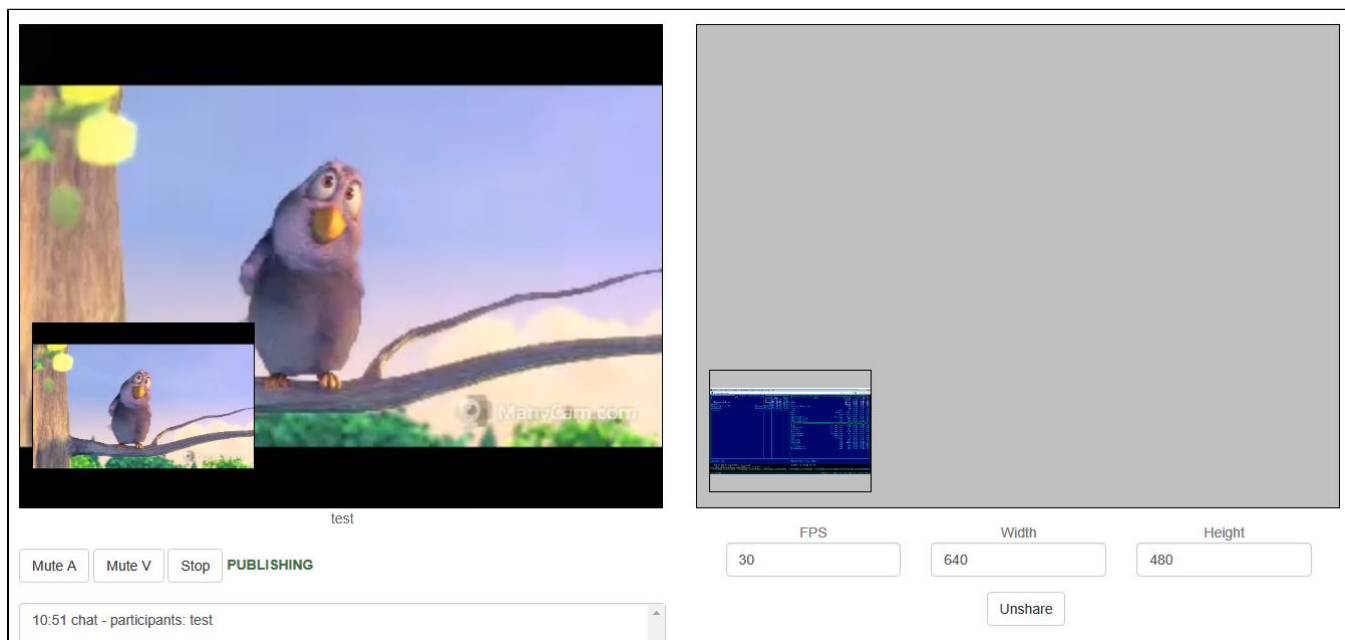
480

NONE

3. Copy the link to the chat room and open it in a new tab of the browser. Enter a user name different from the name of the chat room's creator, for example test2, and click the Join button. The page displays an image from the web camera:



4. Click the "Share" button and allow the browser to gain access to your screen or to the application window:



5. On the tab of the test user you should see the screen or the app window you allowed the browser to access:





1. Participant 1 establishes a connection to the server.

`Flashphoner.roomApi.connect();`[code](#)



```

    connection = Flashphoner.roomApi.connect({urlServer: url, username: username}).on(SESSION_STATUS.FAILED,
function(session){
    setStatus('#status', session.status());
    onLeft();
}).on(SESSION_STATUS.DISCONNECTED, function(session) {
    setStatus('#status', session.status());
    onLeft();
}).on(SESSION_STATUS.ESTABLISHED, function(session) {
    setStatus('#status', session.status());
    joinRoom();
});

```

2. Participant 1 receives from the server an event confirming successful connection.

ConnectionStatusEvent ESTABLISHED[code](#)

```

    connection = Flashphoner.roomApi.connect({urlServer: url, username: username}).on(SESSION_STATUS.FAILED,
function(session){
    ...
}).on(SESSION_STATUS.DISCONNECTED, function(session) {
    ...
}).on(SESSION_STATUS.ESTABLISHED, function(session) {
    setStatus('#status', session.status());
    joinRoom();
});

```

3. Participant 1 enters the chat room.

connection.join();[code](#)

```

    connection.join({name: getRoomName()}).on(ROOM_EVENT.STATE, function(room){
    ...
});

```

4. Participant 1 receives from the server an event describing the state of the room.

RoomStatusEvent STATE[code](#)

```

connection.join({name: getRoomName()}).on(ROOM_EVENT.STATE, function(room){
    var participants = room.getParticipants();
    console.log("Current number of participants in the room: " + participants.length);
    if (participants.length >= _participants) {
        console.warn("Current room is full");
        $("#failedInfo").text("Current room is full.");
        room.leave().then(onLeft, onLeft);
        return false;
    }
    setInviteAddress(room.name());
    if (participants.length > 0) {
        var chatState = "participants: ";
        for (var i = 0; i < participants.length; i++) {
            installParticipant(participants[i]);
            chatState += participants[i].name();
            if (i != participants.length - 1) {
                chatState += ",";
            }
        }
        addMessage("chat", chatState);
    } else {
        addMessage("chat", " room is empty");
    }
    publishLocalMedia(room);
    onJoined(room);
    ...
});

```

5. Participant 1 publishes the media stream.

`room.publish();`[code](#)

```

room.publish({
    display: display,
    constraints: constraints,
    record: false,
    receiveVideo: false,
    receiveAudio: false
    ...
});

```

6. Participant 1 receives from the server an event confirming successful publishing of the stream.

`StreamStatusEvent PUBLISHING`[code](#)

```

room.publish({
    display: display,
    constraints: constraints,
    record: false,
    receiveVideo: false,
    receiveAudio: false
}).on(STREAM_STATUS.FAILED, function (stream) {
    ...
}).on(STREAM_STATUS.PUBLISHING, function (stream) {
    setStatus("#localStatus", stream.status());
    onMediaPublished(stream);
}).on(STREAM_STATUS.UNPUBLISHED, function(stream) {
    ...
});

```

7. Participant 1 sends the stream via WebRTC.

8. Participant 2 establishes a connection to the server.
9. Participant 2 receives from the server an event confirming successful connection.
10. Participant 2 enters the chat room.
11. Participant 2 receives from the server an event describing the state of the room.
12. Participant 1 receives from the server an event informing that participant 2 has joined.

RoomStatusEvent JOINED[code](#)

```
connection.join({name: getRoomName()}).on(ROOM_EVENT.STATE, function(room){
  ...
}).on(ROOM_EVENT.JOINED, function(participant){
  installParticipant(participant);
  addMessage(participant.name(), "joined");
}).on(ROOM_EVENT.LEFT, function(participant){
  ...
}).on(ROOM_EVENT.PUBLISHED, function(participant){
  ...
}).on(ROOM_EVENT.FAILED, function(room, info){
  ...
}).on(ROOM_EVENT.MESSAGE, function(message){
  ...
});
```

13. Participant 2 receives the stream published by participant 1.
14. Participant 2 publishes the media stream.
15. Participant 2 receives from the server an event confirming successful publishing of the stream.
16. Participant 2 sends the stream via WebRTC, participant 1 receives this stream.
17. Participant 1 leaves the chat room.

room.leave();[code](#)

```
function onJoined(room) {
  $("#joinBtn").text("Leave").off('click').click(function(){
    $(this).prop('disabled', true);
    room.leave().then(onLeft, onLeft);
  }).prop('disabled', false);
  ...
}
```

18. Participants of the room receive from the server an event informing that participant 1 has left the room.

RoomStatusEvent LEFT[code](#)

```
connection.join({name: getRoomName()}).on(ROOM_EVENT.STATE, function(room){
  ...
}).on(ROOM_EVENT.JOINED, function(participant){
  ...
}).on(ROOM_EVENT.LEFT, function(participant){
  //remove participant
  removeParticipant(participant);
  addMessage(participant.name(), "left");
}).on(ROOM_EVENT.PUBLISHED, function(participant){
  ...
}).on(ROOM_EVENT.FAILED, function(room, info){
  ...
}).on(ROOM_EVENT.MESSAGE, function(message){
  ...
});
```

# How to record streams published by room participants

Video streams published by room participants can be [recorded](#). To do this, 'record' parameter must be set to 'true' while publishing a stream:

```
room.publish({
  display: display,
  constraints: constraints,
  record: true,
  receiveVideo: false,
  receiveAudio: false
  ...
});
```

A stream from any participant is recorded to a separate file. The issue of record files further processing is that publication of them does not begin at the same time.

## Stream records synchronization

To allow streams merging, room streams may be synchronized by the first stream published. To enable this feature set the following parameter in [flashphoner.properties](#) file

```
enable_empty_shift_writer=true
```

For example, if User1 participant started publishing stream at 00:00:10, and User2 participant did it at 00:00:55, then second participant will get 45 seconds of empty video (black screen and silence) at record beginning. So, stream record files User1.mp4 and User2.mp4 will be same in duration, and they can be [merged](#).

By default, stream records synchronization is disabled. In this case, to merge participant streams, they can be [mixed](#) while publishing.

## Streams recording test

1. For test we use:

- your WCS server, for example test2.flashphoner.com;
- Conference web application

2. Enable stream recording in Conference application

3. Enable stream records synchronization

```
enable_empty_shift_writer=true
```

Restart WCS.

4. Open Conference application. Enter user name Alice to "Login" field and click 'Join'. The stream from user Alice will be published:

# Conference

WCS URL

wss://test2.flashphoner.com:8443

Login

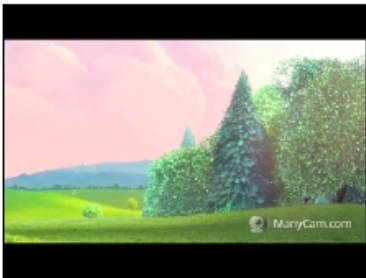
Alice

Leave

ESTABLISHED

NONE

NONE



PUBLISHING

5. Copy room link from "Invite" field:

Invite

<https://test2.flashphoner.com:8888/client2/examples/demo/streaming/conference/conference.html?roomName=room-4cd488>

6. Go to room link in new browser window. Enter user name Bob to "Login" field and click 'Join'. The stream from Alice will be played, and stream from Bob will be published:

# Conference

WCS URL

wss://test2.flashphoner.com:8443

Login

Bob

Leave

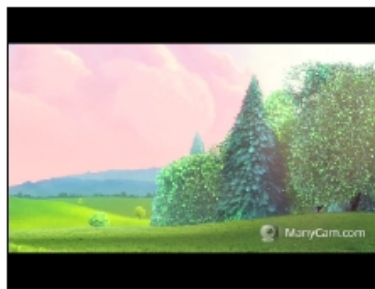
ESTABLISHED



Alice



NONE



PUBLISHING

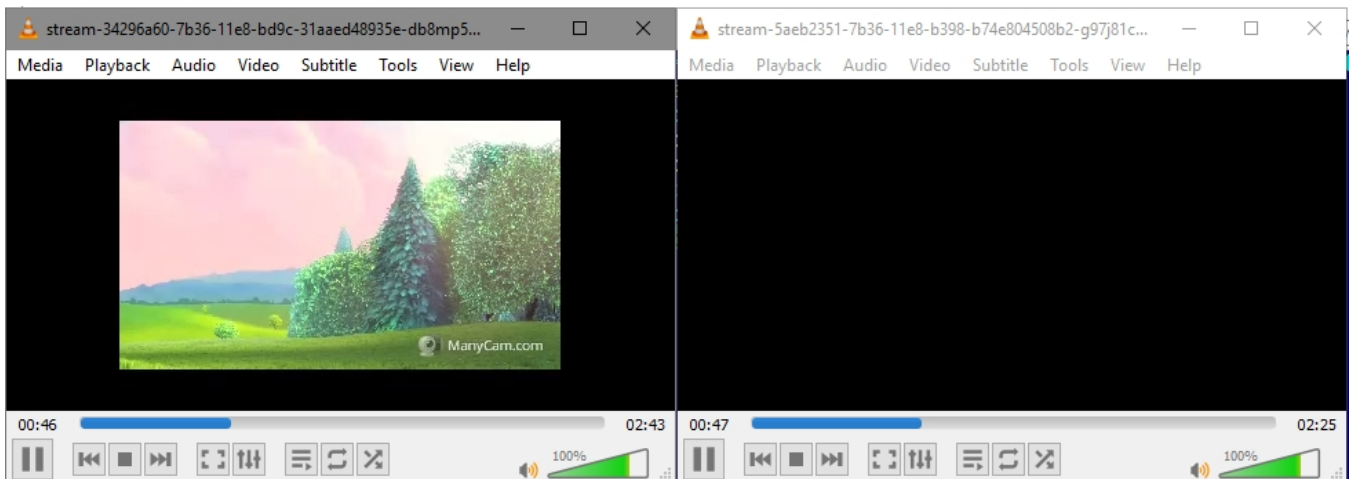
7. Click 'Leave' at user Bob window to leave the room. Click 'Leave' at user Alice window to finish the conference.

8. Stream record files are placed to /usr/local/FlashphonerWebCallServer/records directory:

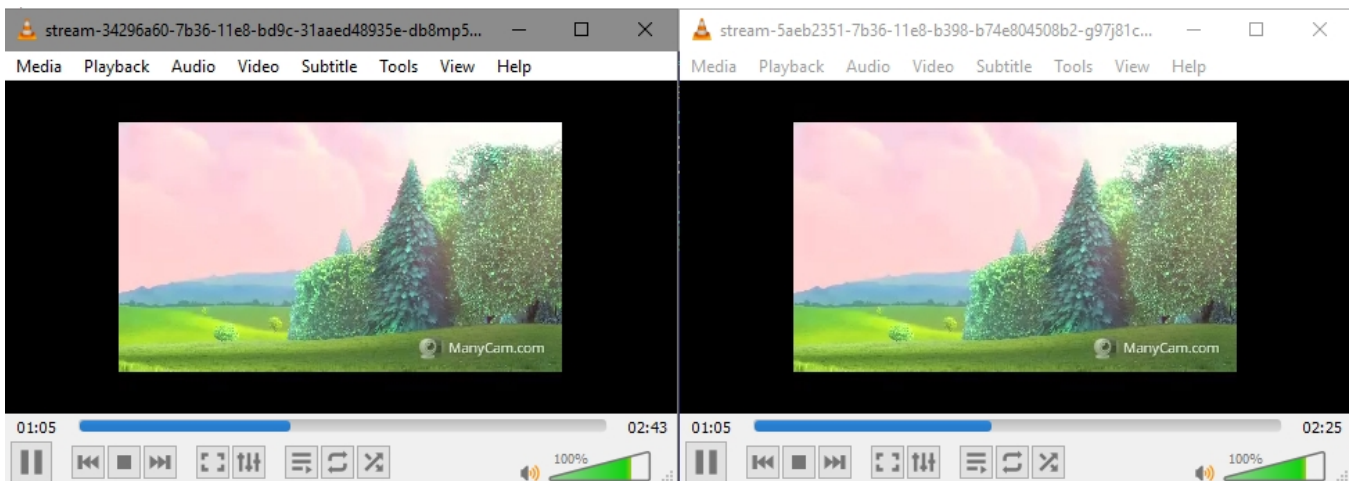
```
-rw-r--r-- 1 root root 1569566 Jun 29 07:51 stream-34296a60-7b36-11e8-bd9c-31aaed48935e-  
db8mp51bajcidn9qmcnda3967k.mp4  
-rw-r--r-- 1 root root 516509 Jun 29 07:51 stream-5aeb2351-7b36-11e8-b398-b74e804508b2-  
g97j81cgrf8h1m7j17184fa788.mp4
```

User Bobs' file is less then user Alices' one because Bobs' file has empty video in the beginning for futher synchronization. Download record files to PC and play them.

9. Video stream from Alice is published, Bob has not enter to the room yet:



10. Video stream from Bob is published:



## Merging synchronized stream records using ffmpeg

Synchronized stream record files can be merged in chronological order using ffmpeg. To allow this, when stream is created, stream timeshift relative to room creation time is specified on server side. Stream record files written by this way are merged with command (two participants example)

```
ffmpeg -i stream1.mp4 -i stream2.mp4 -filter_complex "[0:v]pad=iw*2:ih[int];[int][1:v]overlay=W/2:0[vid];[0:a][1:a]amerge[a]" -map [vid] -map [a] -ac 2 -strict -2 -c:v libx264 -crf 23 -preset veryfast output.mp4
```

Where

- stream1 - first participant stream
- stream2 - second participant stream

To merge files obtained during our test, enter the command:

```
ffmpeg -i stream-34296a60-7b36-11e8-bd9c-31aaed48935e-db8mp51bajcidn9qmcnda3967k.mp4 -i stream-5aeb2351-7b36-11e8-b398-b74e804508b2-g97j81cgrf8hlm7jl7184fa788.mp4 -filter_complex "[0:v]pad=iw*2:ih[int];[int][1:v]overlay=W/2:0[vid];[0:a][1:a]amerge[a]" -map [vid] -map [a] -ac 2 -strict -2 -c:v libx264 -crf 23 -preset veryfast output.mp4
```

Then play output.mp4.file:

