

Publishing/playback channel quality control

Since build [1.1.0.20](#) it is possible to receive messages containing current publishing or playback bitrate from server and to [control channel quality](#) based on client and server bitrates difference.

To enable channel quality control, use the method `Stream.enableConnectionQualityCalculation()`

```
publishStream.enableConnectionQualityCalculation(true);
```

Then register a callback function to get quality metric and current client and server bitrate values averaged by Kalman filter

```
publishStream.setConnectionQualityCallback((quality, clientRate, serverRate) -> {
    updateQualityStatus(quality, mUpdateQualityStatus);
});
```

Usage example:

[code](#) of handler registration, [code](#) of handler

```
private TextView mUpdateQualityStatus;
...
publishStream.enableConnectionQualityCalculation(true);
publishStream.setConnectionQualityCallback((quality, clientRate, serverRate) -> {
    updateQualityStatus(quality, mUpdateQualityStatus);
});
...
public void updateQualityStatus(ConnectionQuality quality, TextView textView) {
    int color;
    switch (quality) {
        case BAD: color = Color.RED; break;
        case GOOD: color = Color.YELLOW; break;
        case PERFECT: color = Color.GREEN; break;
        case UPDATE:
        case UNKNOWN:
        default: color = Color.LTGRAY;
    }
    runOnUiThread(() -> {
        textView.setText(quality.toString());
        textView.setTextColor(color);
    });
}
```

This feature can be used to detect if video is muted in playing stream. In this case, current server bitrate should be passed to handler:

```
playStream.enableConnectionQualityCalculation(true);
playStream.setConnectionQualityCallback((quality, clientRate, serverRate) -> {
    checkVideoMuted(quality, clientRate, serverRate);
});
...
public void checkVideoMuted(ConnectionQuality quality, double clientRate, double serverRate) {
    if (quality != UNKNOWN && quality != BAD) {
        if (serverRate < 10000) {
            // Video is muted by publisher
        }
    }
}
```