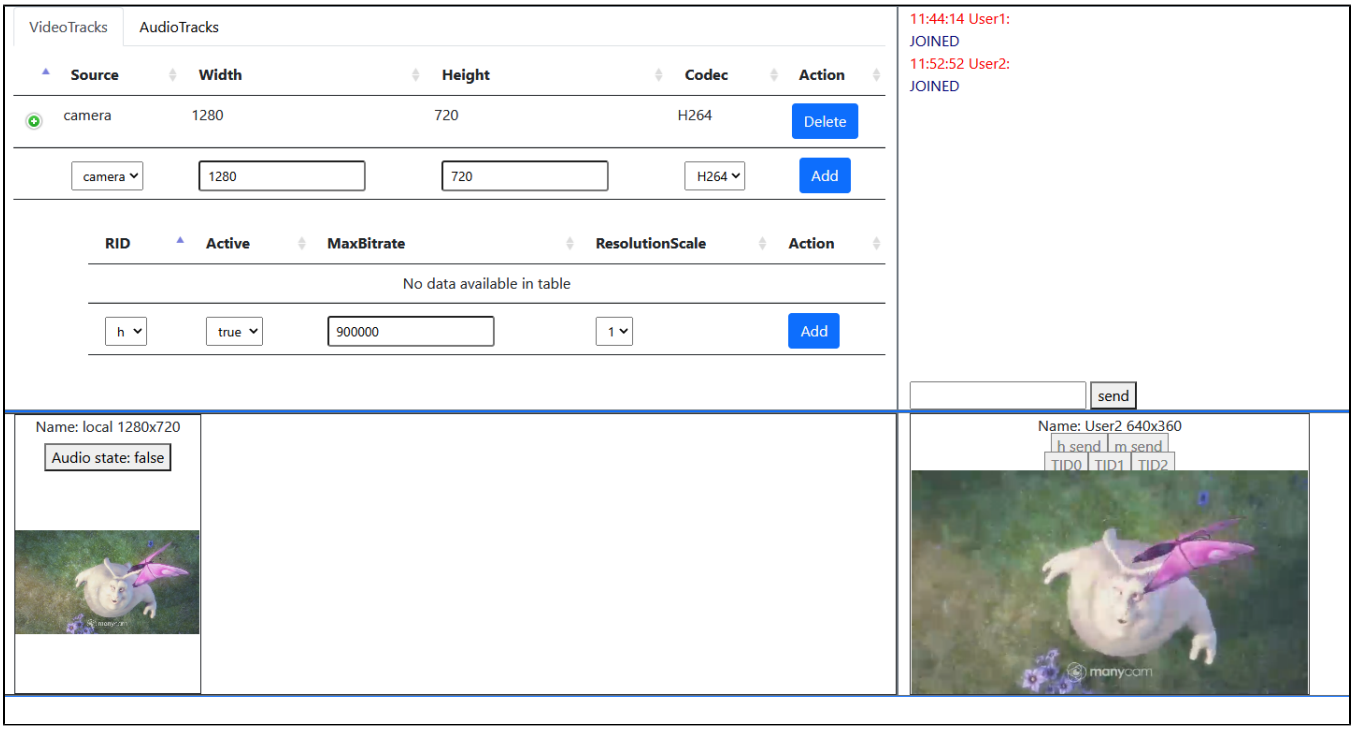
SFU client

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



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 - main application logic
- controls.js - code to handle client controls
- chat.js - code to handle chat in the room
- display.js - code that is responsible for displaying local and remote media