

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

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

11:44:14 User1:
JOINED

11:52:52 User2:
JOINED

send

Name: local 1280x720

Audio state: false

Name: User2 640x360

h send | m send |

TID0 | TID1 | TID2

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