

SFU Two Way Streaming

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The example shows how to publish and play a number of streams in one WebRTC connection with simulcast. A room is considered to be a publishing unit, that is, viewers who connect to this room receive all the streams published in it.

On the screenshots below:

- Server url - Websocket URL of WCS server
- Room name - room name
- Publisher - publisher user name

SFU Two-way Streaming

Server url

ws://localhost:8080

Room name

ROOM1-6f4b

Publisher

Publisher1-846d

Stop

ESTABLISHED

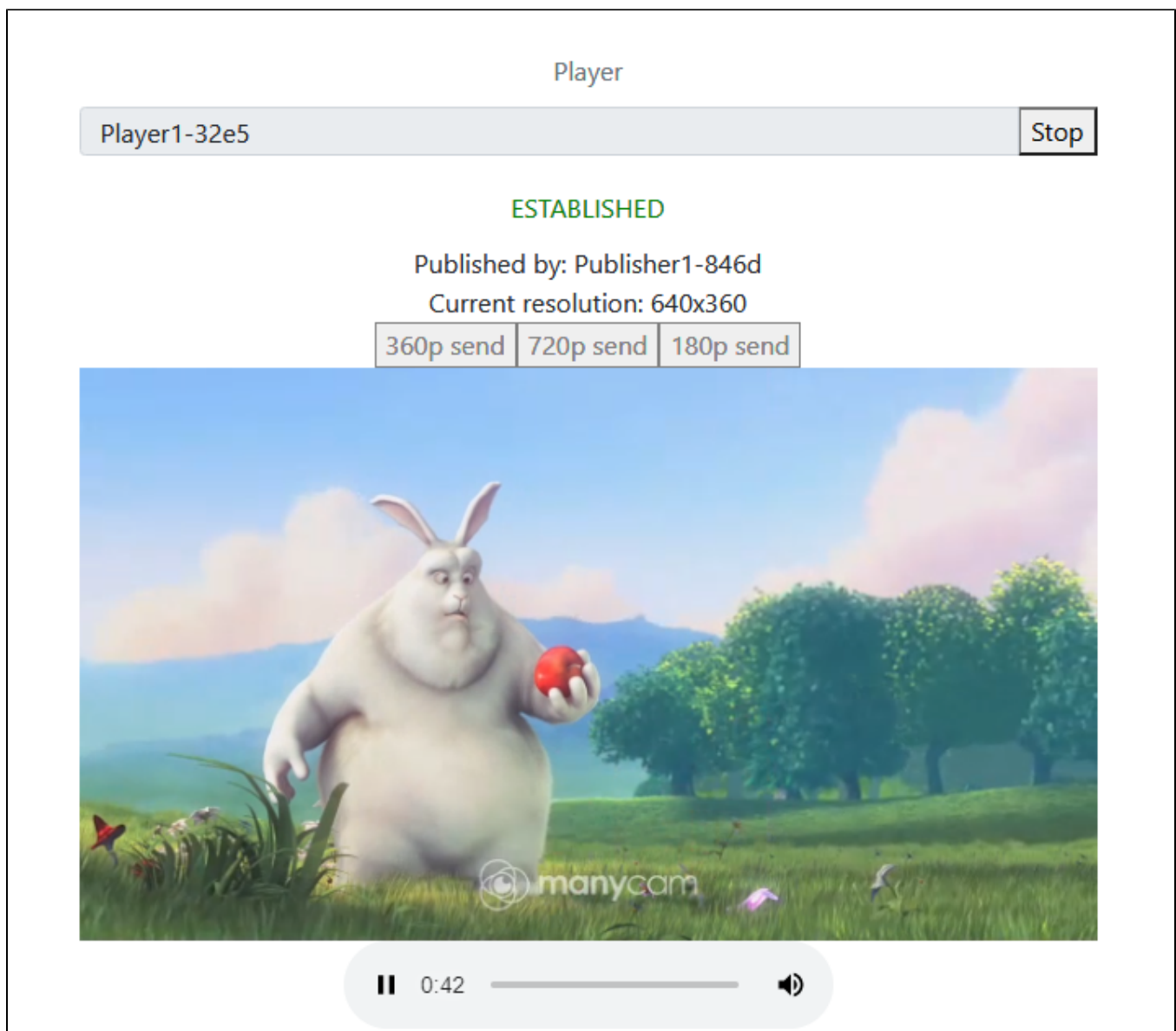
Name: Publisher1-846d

Max.resolution: 1280x720

Mute



- Player - viewer user name
- 360p, 720p, 180p send - quality switch buttons



Note that audio tracks are playing in a separate `audio` tags.

Example source code

The source code consists of the following modules:

- `two-way-streaming.html` - HTML page
- `two-way-streaming.css` - HTML page styles
- `two-way-streaming.js` - main application logic
- `config.json` - client configuration file, contains streams publishing description

Analyzing the code

To analyze the example source code, take the file `two-way-streaming.js` version available [here](#)

1. Local variables

Local variables declaration to work with constants, SFU SDK, to display video and to work with client configuration

[code](#)

```

const constants = SFU.constants;
const sfu = SFU;
let mainConfig;
let localDisplay;
let remoteDisplay;
let publishState;
let playState;
const PUBLISH = "publish";
const PLAY = "play";
const STOP = "stop";
const PRELOADER_URL = "../commons/media/silence.mp3"

```

2. Default configuration

Default room configuration and stream publishing configuration to use if there is no `config.json` file found

[code](#)

```

const defaultConfig = {
  room: {
    url: "wss://127.0.0.1:8888",
    name: "ROOM1",
    pin: "1234",
    nickName: "User1"
  },
  media: {
    audio: {
      tracks: [
        {
          source: "mic",
          channels: 1
        }
      ]
    },
    video: {
      tracks: [
        {
          source: "camera",
          width: 640,
          height: 360,
          codec: "H264",
          encodings: [
            { rid: "360p", active: true, maxBitrate: 500000 },
            { rid: "180p", active: true, maxBitrate: 200000, scaleResolutionDownBy: 2 }
          ]
        }
      ]
    }
  }
};

```

3. Object to store current publishing/playback state

The object should keep Websocket session data, WebRTC connection data and room data, and should form HTML tags ids to access them from code.

[code](#)

```

const CurrentState = function(prefix) {
  let state = {
    prefix: prefix,
    pc: null,
    session: null,
    room: null,
    timer: null,
    set: function(pc, session, room) {
      state.pc = pc;
      state.session = session;
      state.room = room;
    },
    clear: function() {
      state.stopWaiting();
      state.room = null;
      state.session = null;
      state.pc = null;
    },
    waitFor: function(div, timeout) {
      state.stopWaiting();
      state.timer = setTimeout(function () {
        if (div.innerHTML !== "") {
          // Enable stop button
          $("#" + state.buttonId()).prop('disabled', false);
        }
        else if (state.isConnected()) {
          setStatus(state.errInfoId(), "No media capturing started in " + timeout + " ms, stopping",
"red");
          onStopClick(state);
        }
      }, timeout);
    },
    stopWaiting: function() {
      if (state.timer) {
        clearTimeout(state.timer);
        state.timer = null;
      }
    },
    buttonId: function() {
      return state.prefix + "Btn";
    },
    buttonText: function() {
      return (state.prefix.charAt(0).toUpperCase() + state.prefix.slice(1));
    },
    inputId: function() {
      return state.prefix + "Name";
    },
    statusId: function() {
      return state.prefix + "Status";
    },
    formId: function() {
      return state.prefix + "Form";
    },
    errInfoId: function() {
      return state.prefix + "ErrorInfo";
    },
    is: function(value) {
      return (prefix === value);
    },
    isActive: function() {
      return (state.room && state.pc);
    },
    isConnected: function() {
      return (state.session && state.session.state() == constants.SFU_STATE.CONNECTED);
    }
  };
  return state;
}

```

4. Initialization

init() [code](#)

The init() function is called on page load and:

- initializes state objects
- reads config.json file or default configuration
- initializes input fields

```
const init = function() {
  let configName = getUrlParam("config") || "./config.json";
  ...
  publishState = CurrentState(PUBLISH);
  playState = CurrentState(PLAY);
  $.getJSON(configName, function(cfg){
    mainConfig = cfg;
    onDisconnected(publishState);
    onDisconnected(playState);
  }).fail(function(e){
    //use default config
    console.error("Error reading configuration file " + configName + ": " + e.status + " " + e.statusText)
    console.log("Default config will be used");
    mainConfig = defaultConfig;
    onDisconnected(publishState);
    onDisconnected(playState);
  });
  $("#url").val(setURL());
  $("#roomName").val("ROOM1-"+createUUID(4));
  $("#publishName").val("Publisher1-"+createUUID(4));
  $("#playName").val("Player1-"+createUUID(4));
}
```

5. Establishing server connection

connect(), SFU.createRoom() [code](#)

The connect() function is called by Publish or Play click:

- creates PeerConnection object
- cleans previous session state displayed
- sets up room configuration and creates Websocket session
- subscribes to Websocket session events

```

const connect = function(state) {
  //create peer connection
  pc = new RTCPeerConnection();
  //get config object for room creation
  const roomConfig = getRoomConfig(mainConfig);
  roomConfig.pc = pc;
  roomConfig.url = $("#url").val();
  roomConfig.roomName = $("#roomName").val();
  roomConfig.nickname = ($("#" + state.inputId()).val());
  // clean state display items
  setStatus(state.statusId(), "");
  setStatus(state.errInfoId(), "");
  // connect to server and create a room if not
  const session = sfu.createRoom(roomConfig);
  session.on(constants.SFU_EVENT.CONNECTED, function(room) {
    state.set(pc, session, room);
    onConnected(state);
    setStatus(state.statusId(), "ESTABLISHED", "green");
  }).on(constants.SFU_EVENT.DISCONNECTED, function() {
    state.clear();
    onDisconnected(state);
    setStatus(state.statusId(), "DISCONNECTED", "green");
  }).on(constants.SFU_EVENT.FAILED, function(e) {
    state.clear();
    onDisconnected(state);
    setStatus(state.statusId(), "FAILED", "red");
    setStatus(state.errInfoId(), e.status + " " + e.statusText, "red");
  });
}

```

6. Publishing or playback start after session establishing

onConnected() [code](#)

The onConnected() function:

- sets up Stop button click actions
- subscribes to room error events
- calls publishing or playback function

```

const onConnected = function(state) {
  $("#" + state.buttonId()).text("Stop").off('click').click(function () {
    onStopClick(state);
  });
  ...
  // Add errors displaying
  state.room.on(constants.SFU_ROOM_EVENT.FAILED, function(e) {
    setStatus(state.errInfoId(), e, "red");
    stopStreaming(state);
  }).on(constants.SFU_ROOM_EVENT.OPERATION_FAILED, function (e) {
    setStatus(state.errInfoId(), e.operation + " failed: " + e.error, "red");
    stopStreaming(state);
  });
  startStreaming(state);
}

```

7. Streams publishing

publishStreams(), SFURoom.join() [code](#)

The publishStreams() function:

- initializes a basic HTML container tag to display local video
- gets local media access according to configuration file
- adds media tracks to WEBRTC connection
- joins the room on server
- starts a timer to wait for successful local video tags initialization

```

const publishStreams = async function(state) {
  if (state.isConnected()) {
    //create local display item to show local streams
    localDisplay = initLocalDisplay(document.getElementById("localVideo"));
    try {
      //get configured local video streams
      let streams = await getVideoStreams(mainConfig);
      let audioStreams = await getAudioStreams(mainConfig);
      if (state.isConnected() && state.isActive()) {
        //combine local video streams with audio streams
        streams.push.apply(streams, audioStreams);
        let config = {};
        //add our local streams to the room (to PeerConnection)
        streams.forEach(function (s) {
          //add local stream to local display
          localDisplay.add(s.stream.id, $("#" + state.inputId()).val(), s.stream);
          //add each track to PeerConnection
          s.stream.getTracks().forEach((track) => {
            if (s.source === "screen") {
              config[track.id] = s.source;
            }
            addTrackToPeerConnection(state.pc, s.stream, track, s.encodings);
            subscribeTrackToEndedEvent(state.room, track, state.pc);
          });
        });
        state.room.join(config);
        // TODO: Use room state or promises to detect if publishing started to enable stop button
        state.waitFor(document.getElementById("localVideo"), 3000);
      }
    } catch(e) {
      console.error("Failed to capture streams: " + e);
      setStatus(state.errInfoId(), e.name, "red");
      state.stopWaiting();
      if (state.isConnected()) {
        onStopClick(state);
      }
    }
  }
}

```

7.1. Media tracks addition to WebRTC connection

`addTrackToPeerConnection()`, `PeerConnection.addTransceiver()` [code](#)

```

const addTrackToPeerConnection = function(pc, stream, track, encodings) {
  pc.addTransceiver(track, {
    direction: "sendonly",
    streams: [stream],
    sendEncodings: encodings ? encodings : [] //passing encoding types for video simulcast tracks
  });
}

```

7.2. Tracks onended event subscription

`subscribeTrackToEndedEvent()`, `MediaTrack.addEventListener()`, `SFURoom.updateState()` [code](#)


```
const subscribeTrackToEndedEvent = function(room, track, pc) {
  track.addEventListener("ended", function() {
    //track ended, see if we need to cleanup
    let negotiate = false;
    for (const sender of pc.getSenders()) {
      if (sender.track === track) {
        pc.removeTrack(sender);
        //track found, set renegotiation flag
        negotiate = true;
        break;
      }
    }
    if (negotiate) {
      //kickoff renegotiation
      room.updateState();
    }
  });
};
```

8. Streams playback

playStreams(), SFURoom.join() [code](#)

The playStreams() function:

- initializes a base container tag to display incoming media streams
- joins to the room on server

```
const playStreams = function(state) {
  if (state.isConnected() && state.isActive()) {
    //create remote display item to show remote streams
    remoteDisplay = initRemoteDisplay({
      div: document.getElementById("remoteVideo"),
      room: state.room,
      peerConnection: state.pc
    });
    state.room.join(state.pc);
  }
  $("#" + state.buttonId()).prop('disabled', false);
}
```

9. Publishing stopping

unPublishStreams(), localDisplay.stop() [code](#)

```
const unPublishStreams = function(state) {
  if (localDisplay) {
    localDisplay.stop();
  }
}
```

10. Playback stopping

stopStreams(), remoteDisplay.stop() [code](#)

```
const stopStreams = function(state) {
  if (remoteDisplay) {
    remoteDisplay.stop();
  }
}
```

11. Publish/Play click action

onStartClick(), playFirstSound(), connect() [code](#)

The onStartClick() function:

- validates input fields
- in Safari browser, calls playFirstSound() before playback to automatically play incoming audio
- calls connect() function

```
const onStartClick = function(state) {
  if (validateForm("connectionForm") && validateForm(state.formId())) {
    $("#" + state.buttonId()).prop('disabled', true);
    if (state.is(PUBLISH) && Browser().isSafariWebRTC()) {
      playFirstSound(document.getElementById("main"), PRELOADER_URL).then(function () {
        connect(state);
      });
    } else {
      connect(state);
    }
  }
}
```

12. Stop click actions

onStopClick(), Session.disconnect() [code](#)

The onStopClick() function:

- stops playback or publishing
- disconnects Websocket session

```
const onStopClick = function(state) {
  $("#" + state.buttonId()).prop('disabled', true);
  stopStreaming(state);
  if (state.isConnected()) {
    state.session.disconnect();
  }
}
```

13. Websocket session disconnection actions

onDisconnected() [code](#)

The onDisconnected() functions:

- sets up Publish/Play click actions
- enables Server url and Room name fields access, if there's no parallel session

```
const onDisconnected = function(state) {
  $("#" + state.buttonId()).text(state.buttonText()).off('click').click(function () {
    onStartClick(state);
  }).prop('disabled', false);
  $("#" + state.inputId()).prop('disabled', false);
  // Check if other session is active
  if ((state.is(PUBLISH) && playState.session)
    || (state.is(PUBLISH) && publishState.session)) {
    return;
  }
  $('#url').prop('disabled', false);
  $('#roomName').prop('disabled', false);
}
```

14. Helper functions

14.1. Start publishing or playback

startStreaming() [code](#)

```
const startStreaming = function(state) {  
  if (state.is(PUBLISH)) {  
    publishStreams(state);  
  } else if (state.is(PLAY)) {  
    playStreams(state);  
  }  
}
```

14.2. Stop publishing or playback

stopStreaming() [code](#)

```
const stopStreaming = function(state) {  
  state.stopWaiting();  
  if (state.is(PUBLISH)) {  
    unPublishStreams(state);  
  } else if (state.is(PLAY)) {  
    stopStreams(state);  
  }  
}
```