

Android MCU Client

Android MCU conference participant client example

This example can be used to arrange an **MCU** video conference on Web Call Server. Each participant of such conference can publish a WebRTC stream and play a mixer stream with audio and video from the other participants and own video (without own audio).

The following settings are required in WCS `flashphoner.properties` file

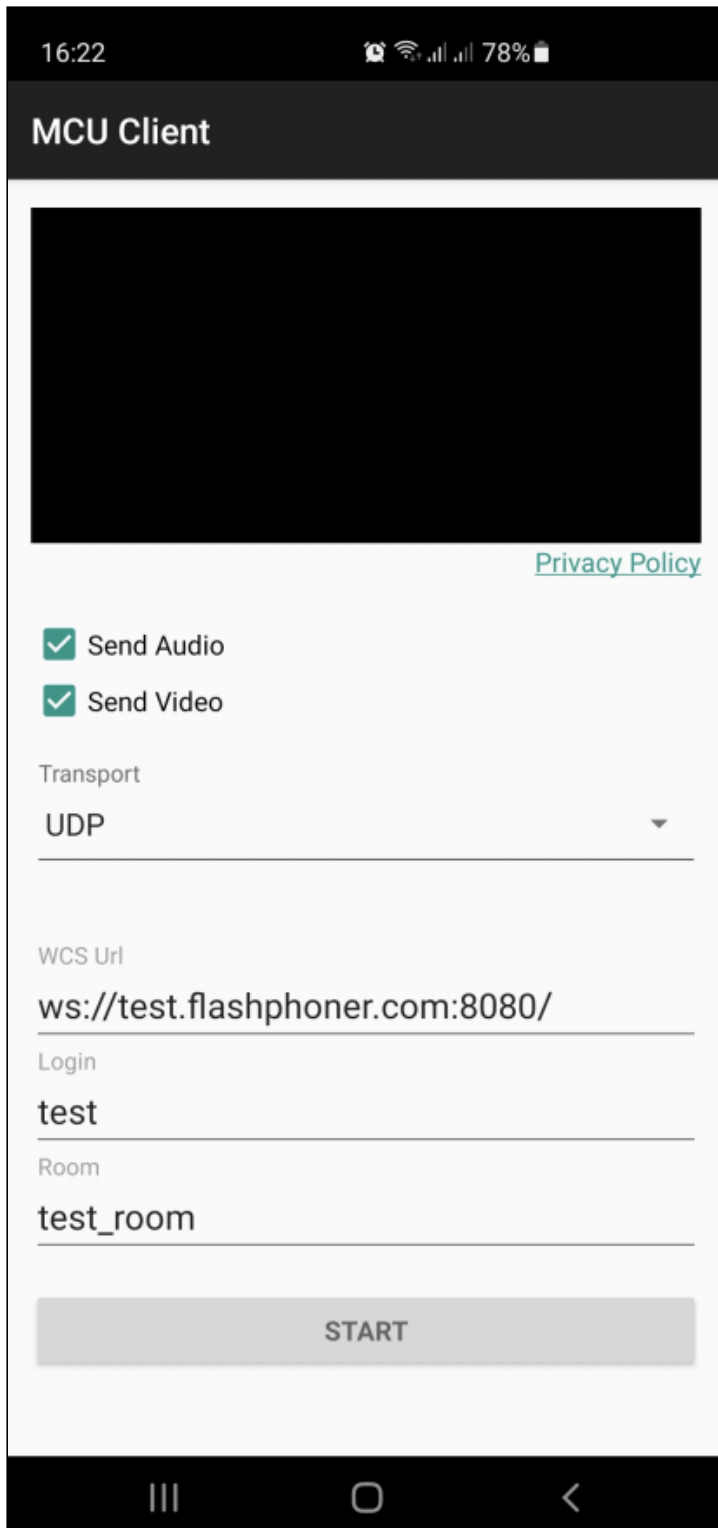
```
mixer_auto_start=true  
mixer_mcu_audio=true  
mixer_mcu_video=true
```

When a participant joins a conference using the client

- a stream with video of the participant, named `participantName` + `#` + `roomName`, is published, for example `user#testroom`
- the participant's stream is added to mixer named `roomName` (if such mixer does not exist, it is auto created)
- a new mixer output stream named `roomName` + `-` + `participantName` + `roomName` and containing video from all the participants (including this one) and audio only from the other participants is created and played for the participant, for example `testroom-userstestroom`

Input fields

- `WCS URL`, where `test.flashphoner.com` - WCS server address
- `Login` - user login
- `Room` - room name
- `Transport` - WebRTC transport type
- `Send Audio` - switcher to enable/disable audio publishing
- `Send Video` - switcher to enable/disable video publishing



Analyzing the example code

To analyze the code use [McuClientActivity.java](#) class of `mcu-client` example which is available in build `1.1.0.24`.

1. API initializing

`Flashphoner.init()` code

A `Context` object is passed to `init()` method.

```
Flashphoner.init(this);
```

2. Session creation

`Flashphoner.createSession()` code

A `SessionOptions` object is passed to `createSession` method with the following parameters:

- URL of WCS server
- `SurfaceViewRenderer remoteRenderer` to display a mixer stream to playback

```
sessionOptions = new SessionOptions(mWcsUrlView.getText().toString());
sessionOptions.setRemoteRenderer(remoteRender);

/**
 * Session for connection to WCS server is created with method
 * createSession().
 */
session = Flashphoner.createSession(sessionOptions);
```

3. Connecting to the server

`Session.connect()` code

```
session.connect(new Connection());
```

4. Receiving an event confirming successful connection

`session.onConnected()` code

```
@Override
public void onConnected(final Connection connection) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            mStatusView.setText(connection.getStatus());
            ...
        }
    });
};
```

5. Stream creation

`Session.createStream()` [code](#)

```
StreamOptions streamOptions = new StreamOptions(publishStreamName);
Constraints constraints = getConstraints();
streamOptions.setConstraints(constraints);
streamOptions.setTransport(Transport.valueOf(mTransportOutput.getSpinner().getSe

/**
 * Stream is created with method Session.createStream().
 */
publishStream = session.createStream(streamOptions);
```

6. Requesting microphone and camera permissions

`ActivityCompat.requestPermissions()` [code](#)

```
@Override
public void onConnected(final Connection connection) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            ...
            ActivityCompat.requestPermissions(StreamingMinActivity.this,
                new String[]{Manifest.permission.RECORD_AUDIO,
Manifest.permission.CAMERA},
                PUBLISH_REQUEST_CODE);
            ...
        }
        ...
    });
};
```

7. Stream publishing after permissions are granted

`Stream.publish()` [code](#)

```
@Override
public void onRequestPermissionsResult(int requestCode,
                                       @NonNull String permissions[],
                                       @NonNull int[] grantResults) {
    switch (requestCode) {
        case PUBLISH_REQUEST_CODE: {
            if (grantResults.length == 0 ||
                grantResults[0] != PackageManager.PERMISSION_GRANTED ||
                grantResults[1] != PackageManager.PERMISSION_GRANTED) {
                muteButton();
                session.disconnect();
                Log.i(TAG, "Permission has been denied by user");
            } else {
```

```

        /**
         * Method Stream.publish() is called to publish stream.
         */
        publishStream.publish();
        Log.i(TAG, "Permission has been granted by user");
    }
    break;
}
...
}
}
}

```

8. Playing mixer output stream for the participant

`Session.createStream()`, `Stream.play()` code

```

publishStream.on(new StreamStatusEvent() {
    @Override
    public void onStreamStatus(final Stream stream, final StreamStatus
streamStatus) {
        runOnUiThread(new Runnable() {
            @Override
            public void run() {
                if (StreamStatus.PUBLISHING.equals(streamStatus)) {
                    /**
                     * The options for the stream to play are set.
                     * The stream name is passed when StreamOptions object is
created.
                     */
                    String playStreamName = roomName + "-" + login +
roomName;
                    StreamOptions streamOptions = new
StreamOptions(playStreamName);
                    streamOptions.setTransport(Transport.valueOf(mTransportOutput.getSpinner().getSe

                    playStream = session.createStream(streamOptions);
                    ...
                    /**
                     * Method Stream.play() is called to start playback of
the stream.
                     */
                    playStream.play();
                } else {
                    Log.e(TAG, "Can not publish stream " + stream.getName() +
" " + streamStatus);
                }
                mStatusView.setText(streamStatus.toString());
            }
        });
    }
});
}
});

```

9. Closing the connection

`Session.disconnect()` code

```
mStartButton.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick(View view) {
        muteButton();
        if (mStartButton.getTag() == null ||
            Integer.valueOf(R.string.action_start).equals(mStartButton.getTag())) {
            ...
        } else {
            /**
             * Connection to WCS server is closed with method
            Session.disconnect().
             */
            session.disconnect();
        }
        ...
    }
});
```

10. Receiving an event when connection is closed

`session.onDisconnection()` code

```
@Override
public void onDisconnection(final Connection connection) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            mStatusView.setText(connection.getStatus());
            mStatusView.setText(connection.getStatus());
            onStoped();
        }
    });
}
```

11. Audio/video publishing/playback constraints configuration

code

```
@NonNull
private Constraints getConstraints() {
    AudioConstraints audioConstraints = null;
    if (mSendAudio.isChecked()) {
        audioConstraints = new AudioConstraints();
    }
    VideoConstraints videoConstraints = null;
    if (mSendVideo.isChecked()) {
        videoConstraints = new VideoConstraints();
    }
    return new Constraints(audioConstraints, videoConstraints);
}
```

