Overview

OBS WebRTC Client is based on OBS Studio source code and is intended to publish WebRTC stream to Flashphoner Web Call Server from PC without any browser usage. Server connection is established via Secure Websocket.

Supported platforms

Platform	Support	Versions
Windows	✅	7, 8, 10 x64
MacOS	❌	❌
Linux	❌	❌

Supported technologies and codecs

Technologies:

- WebRTC
- WebRTC over TCP

Codecs:

- VP8 + opus

Bitrate management:

- on server side as in Chrome browser

Compatibility

OBS WebRTC Client can publish stream to WCS 5 and later, but bitrate management is available only in WCS 5.2