

SFU client 2.0.248 and later

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

15:52:52 Alice#4d2d:
JOINED

local camera 1280x720
No audio



Meeting: ROOM1
Name: Alice#4d2d
640x360
Current video track: 0
mute
Auto m send h send
Track №0: camera



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