

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

The screenshot displays the SFU client interface. At the top, there are tabs for 'VideoTracks' and 'AudioTracks'. Below these, there are two tables for configuring tracks. The first table has columns for Source, Width, Height, Codec, and Action. It shows a 'camera' source with a width of 1280 and height of 720, using H264 codec. Below this table are input fields for Source (camera), Width (1280), Height (720), and Codec (H264), with an 'Add' button. The second table has columns for RID, Active, MaxBitrate, ResolutionScale, and Action. It shows 'No data available in table' and input fields for RID (h), Active (true), MaxBitrate (900000), and ResolutionScale (1), with an 'Add' button. On the right side, there is a chat window showing a message: '15:52:52 Alice#4d2d: JOINED'. Below the chat, there is a 'send' button. The main part of the interface is a video call window. It shows a 'local camera 1280x720' with a 'No audio' indicator. The video shows a 3D rendered rabbit character in a grassy field with a large tree and a purple butterfly. The 'manycam' logo is visible in the bottom right corner. On the right side of the video call window, there is a control panel with a 'mute' button, 'Auto m send h send' buttons, and a 'Track N°0: camera' button. Below the control panel, there is a smaller version of the video call window showing the same 3D rendered rabbit character.

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