

# SFU Two Way Streaming

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
- 
- `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

```



```

    }
    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(document.getElementById("remoteVideo"), state.room,
state.pc);
    state.room.join();
  }
  $("#" + 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(PLAY) && 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(PLAY) && 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);
  }
}
```