SFU client

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

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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. is code to handle chat in the room
- display.js code that is responsible for displaying local and remote media