

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

