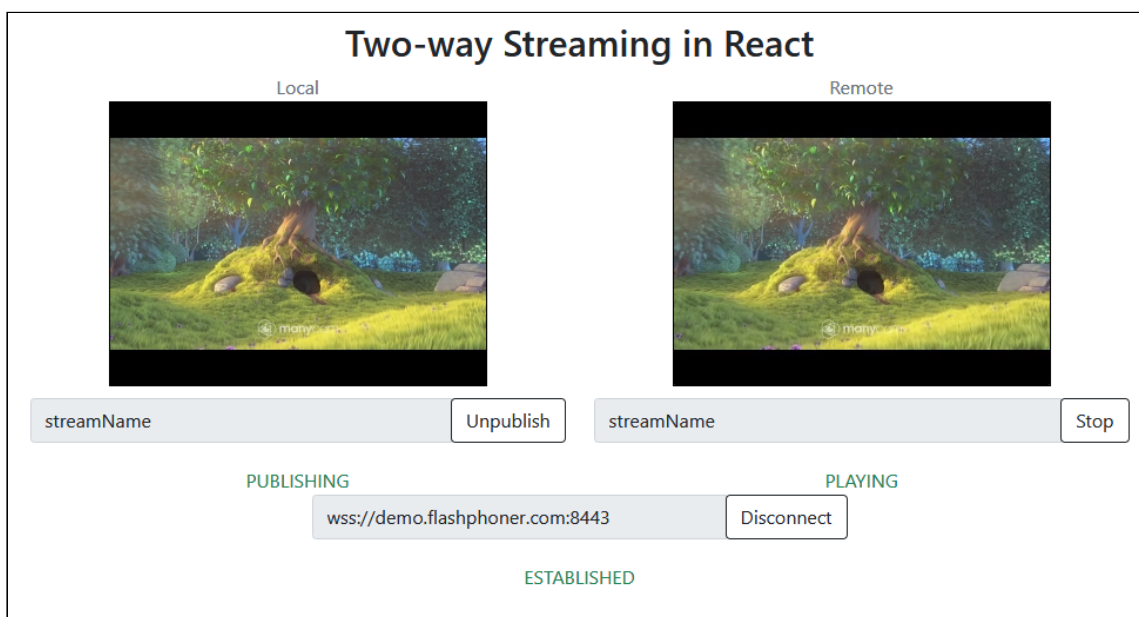


# Two Way Streaming React

## Описание

Приложение Two Way Streaming React показывает пример использования Web SDK в React приложении для публикации и проигрывания WebRTC потока



Проект доступен на [GitHub](#), а также в [архивах сборок Web SDK](#) по следующему пути `examples/react/two-way-streaming-react`, начиная со сборки `2.0.201`.

## Сборка проекта

1. Загрузите исходные тексты WebSDK

```
git clone https://github.com/flashphoner/flashphoner_client.git
```

2. Перейдите в каталог примера

```
cd flashphoner_client/examples/react/two-way-streaming-react
```

3. Установите зависимости

```
npm install
```

#### 4. Запустите сборку для локального тестирования

```
npm start
```

или для выгрузки на свой веб-сервер

```
npm run build
```

## Работа с кодом примера

Для разбора исходного кода примера возьмем версию с хэшем `456b1c7`, которая доступна [здесь](#)

Код приложения расположен в файле `TwoWayStreamingApp.js`, дополнительные функции в файле `fp-utils.js`

### 1. Импорт API

[code](#)

```
import * as FPUtills from './fp-utils.js';  
import * as Flashphoner from '@flashphoner/websdk';
```

### 2. Инициализация API

`Flashphoner.init()` [code](#)

```
componentDidMount() {  
  try {  
    Flashphoner.init({});  
    ...  
  }  
  catch(e) {  
    console.log(e);  
    ...  
  }  
}
```

### 3. Подключение к серверу и получение события, подтверждающего установку соединения

`Flashphoner.createSession()`, `SESSION_STATUS.ESTABLISHED` [code](#)

```
onConnectClick = () => {  
  let app = this;
```

```

let url = this.state.serverUrl;
let session = this.state.session;

if (!session) {
  console.log("Create new session with url " + url);
  app.setState({connectButtonDisabled: true, serverUrlDisabled: true});
  Flashphoner.createSession({urlServer: url}).on(SESSION_STATUS.ESTABLISHED,
(session) => {
  app.setState({sessionId: SESSION_STATUS.ESTABLISHED,
sessionIdClass: 'text-success'});
  app.onConnected(session);
  }).on(SESSION_STATUS.DISCONNECTED, () => {
  ...
  }).on(SESSION_STATUS.FAILED, () => {
  ...
  });
}
...
}

```

#### 4. Публикация потока

`Session.createStream()`, `Stream.publish()` [code](#)

```

publishStream = () => {
  let app = this;
  let session = this.state.session;
  let streamName = this.state.publishStreamName;
  let localVideo = this.state.localVideo;

  if(session && localVideo) {
    session.createStream({
      name: streamName,
      display: localVideo,
      cacheLocalResources: true,
      receiveVideo: false,
      receiveAudio: false
    }).on(STREAM_STATUS.PUBLISHING, (stream) => {
      ...
    }).on(STREAM_STATUS.UNPUBLISHED, () => {
      ...
    }).on(STREAM_STATUS.FAILED, () => {
      ...
    }).publish();
  }
}

```

#### 5. Получение события, подтверждающего публикацию

`STREAM_STATUS.PUBLISHING` [code](#)

```

publishStream = () => {
  let app = this;

```

```

let session = this.state.session;
let streamName = this.state.publishStreamName;
let localVideo = this.state.localVideo;

if(session && localVideo) {
  session.createStream({
    ...
  }).on(STREAM_STATUS.PUBLISHING, (stream) => {
    app.setState({publishStatus: STREAM_STATUS.PUBLISHING,
publishStatusClass: 'text-success'});
    app.onPublishing(stream);
  }).on(STREAM_STATUS.UNPUBLISHED, () => {
    ...
  }).on(STREAM_STATUS.FAILED, () => {
    ...
  }).publish();
}
}

```

## 6. Воспроизведение потока, изменение размера отображаемой картинки

`Session.createStream()`, `Stream.play()`, `STREAM_STATUS.PENDING`,  
`FPUtills.resizeVideo()` [code](#)

```

playStream = () => {
  let app = this;
  let session = this.state.session;
  let streamName = this.state.playStreamName;
  let remoteVideo = this.state.remoteVideo;

  if(session && remoteVideo) {
    session.createStream({
      name: streamName,
      display: remoteVideo
    }).on(STREAM_STATUS.PENDING, (stream) => {
      let video = document.getElementById(stream.id());
      if (!video.hasListeners) {
        video.hasListeners = true;
        video.addEventListener('resize', (event) => {
          FPUtills.resizeVideo(event.target);
        });
      }
    }).on(STREAM_STATUS.PLAYING, (stream) => {
      ...
    }).on(STREAM_STATUS.STOPPED, () => {
      ...
    }).on(STREAM_STATUS.FAILED, () => {
      ...
    }).play();
  }
}

```

## 7. Получение события, подтверждающего воспроизведение

`STREAM_STATUS.PLAYING` [code](#)

```
playStream = () => {
  let app = this;
  let session = this.state.session;
  let streamName = this.state.playStreamName;
  let remoteVideo = this.state.remoteVideo;

  if(session && remoteVideo) {
    session.createStream({
      name: streamName,
      display: remoteVideo
    }).on(STREAM_STATUS.PENDING, (stream) => {
      ...
    }).on(STREAM_STATUS.PLAYING, (stream) => {
      app.setState({playStatus: STREAM_STATUS.PLAYING, playStatusClass: 'text-
success'});
      app.onPlaying(stream);
    }).on(STREAM_STATUS.STOPPED, () => {
      ...
    }).on(STREAM_STATUS.FAILED, () => {
      ...
    }).play();
  }
}
```

## 8. Остановка воспроизведения

`Stream.stop()` [code](#)

```
onPlayClick = () => {
  let app = this;
  let stream = this.state.playStream;
  ...

  if (!stream) {
    ...
    app.playStream();
  } else {
    app.setState({playButtonDisabled: true});
    stream.stop();
  }
}
```

## 9. Получение события, подтверждающего остановку воспроизведения

`STREAM_STATUS.STOPPED` [code](#)

```
playStream = () => {
  let app = this;
```

```

let session = this.state.session;
let streamName = this.state.playStreamName;
let remoteVideo = this.state.remoteVideo;

if(session && remoteVideo) {
  session.createStream({
    name: streamName,
    display: remoteVideo
  }).on(STREAM_STATUS.PENDING, (stream) => {
    ...
  }).on(STREAM_STATUS.PLAYING, (stream) => {
    ...
  }).on(STREAM_STATUS.STOPPED, () => {
    app.setState({playStatus: STREAM_STATUS.STOPPED, playStatusClass: 'text-
success'});
    app.onStopped();
  }).on(STREAM_STATUS.FAILED, () => {
    ...
  }).play();
}
}

```

## 10. Остановка публикации

`Stream.stop()` [code](#)

```

onPublishClick = () => {
  let app = this;
  let stream = this.state.publishStream;
  ...
  if (!stream) {
    ...
    app.publishStream();
  } else {
    app.setState({publishButtonDisabled: true});
    stream.stop();
  }
}

```

## 11. Получение события, подтверждающего остановку публикации

`STREAM_STATUS.UNPUBLISHED` [code](#)

```

publishStream = () => {
  let app = this;
  let session = this.state.session;
  let streamName = this.state.publishStreamName;
  let localVideo = this.state.localVideo;

  if(session && localVideo) {
    session.createStream({
      ...
    }).on(STREAM_STATUS.PUBLISHING, (stream) => {

```

```

    ...
  }).on(STREAM_STATUS.UNPUBLISHED, () => {
    app.setState({publishStatus: STREAM_STATUS.UNPUBLISHED,
publishStatusClass: 'text-success'});
    app.onUnpublished();
  }).on(STREAM_STATUS.FAILED, () => {
    ...
  }).publish();
}
}

```

## 12. Закрытие соединения с сервером

`Session.disconnect()` code

```

onConnectClick = () => {
  let app = this;
  let url = this.state.serverUrl;
  let session = this.state.session;

  if (!session) {
    ...
  } else {
    app.setState({connectButtonDisabled: true});
    session.disconnect();
  }
}

```

## 13. Получение события, подтверждающего закрытие соединения

`SESSION_STATUS.DISCONNECTED` code

```

onConnectClick = () => {
  let app = this;
  let url = this.state.serverUrl;
  let session = this.state.session;

  if (!session) {
    ...
    Flashphoner.createSession({urlServer: url}).on(SESSION_STATUS.ESTABLISHED,
(session) => {
      ...
      }).on(SESSION_STATUS.DISCONNECTED, () => {
        app.setState({sessionStatus: SESSION_STATUS.DISCONNECTED,
sessionStatusClass: 'text-success'});
        app.onDisconnected();
      }).on(SESSION_STATUS.FAILED, () => {
        ...
      });
      ...
    }
  }
}

```

