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   A simple p2p video conference - the server applicationThe application description file; The application module; The server supervisor; The Websocket handler; Developing a configuration script for Rebar; Compiling and running the signaling server; Let's start the conference!; Configuring and installing your own STUN server; Summary; Chapter 2: Using the WebRTC Data API; Introducing the Data API; Introducing protocols; Introducing HTML5; Introducing the HTML5 File API; Known limitations; Preparing the environment; A simple file-sharing service - the browser application; The WebRTC API wrapper
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| Sommario/riassunto | This book is a step-by-step project-based guide that aims to teach you how to develop your own web applications and services with WebRTC in a concise, practical manner.If you are a WebRTC developer and want to build complex WebRTC applications and projects, or if you want to gain practical experience in developing web applications, advanced WebRTC media handling, Server and client signalling, call flows, third party integration, then this book is perfect for you. It is essential to have prior knowledge about building simple applications using WebRTC. |