

1. Record Nr.	UNINA9910819117803321
Autore	Sergiienko Andrii
Titolo	WebRTC blueprints : develop your very own media applications and services using WebRTC // Andrii Sergiienko ; cover image by Manu Gangadhar
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing, , 2014 ©2014
ISBN	1-78398-311-6
Descrizione fisica	1 online resource (176 p.)
Collana	Community Experience Distilled
Disciplina	621.3840113
Soggetti	Wireless communication systems - Computer simulation Real-time data processing - Management
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; Acknowledgments; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Developing a WebRTC Application; Establishing a peer-to-peer connection; Session Description Protocol; ICE and ICE candidates; NAT traversal; WebSocket; Preparing the environment; Installing Erlang; Installing Rebar; Configure a web server; A simple p2p video conference - the browser application; Developing a WebRTC API adapter; Developing a WebRTC API wrapper; Developing an index page; Local and remote video objects 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 Developing the main page of the applicationRunning the application; Summary; Chapter 3: The Media Streaming and Screen Casting Service; Preparing our environment; Using HTTPS and SSL; Configuring a

WebSocket proxy; The web browser configuration; Preparing a media file; Developing the application; Developing a signaling server; Limitations; The media streaming and screen casting service; Developing a WebRTC API wrapper; Creating the application's index page; Starting the application and testing it; Summary; Chapter 4: Security and Authentication; Preparing our environment; Signaling Using STUN and TURNUsing the TURN authentication; The TURN transport layer; The TURN REST API; Using web-based identity providers; Deploying the TURN server; Configuring HTTPS and self-signed certificates; Configuring the server's firewall; Configuring the TURN server; The TURN REST API flag; Integrating the TURN server with our application; Improving the signaling server; Improving the JavaScript browser-side code; Starting the application and testing; Summary; Chapter 5: Mobile Platforms; Preparing the environment; Supporting WebRTC on mobile platforms; Android; iOS; Windows Phones  
BlackberryUtilizing WebRTC via a native browser; Utilizing WebRTC using browser applications; Developing native mobile applications; Looking at WebRTC on mobile platforms; Hardware; Environment; Using third-party libraries and SDKs; Building a WebRTC native demo application; Building a WebRTC demo application for Android; Configuring the build environment; Obtaining the source code; Installing Oracle JDK; Preparing for compilation; Installing Android Development Tools; Compiling the code; Running the Android demo application on an emulator; Running the Android demo application on your device  
Testing the Android demo application

---

## 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.

---