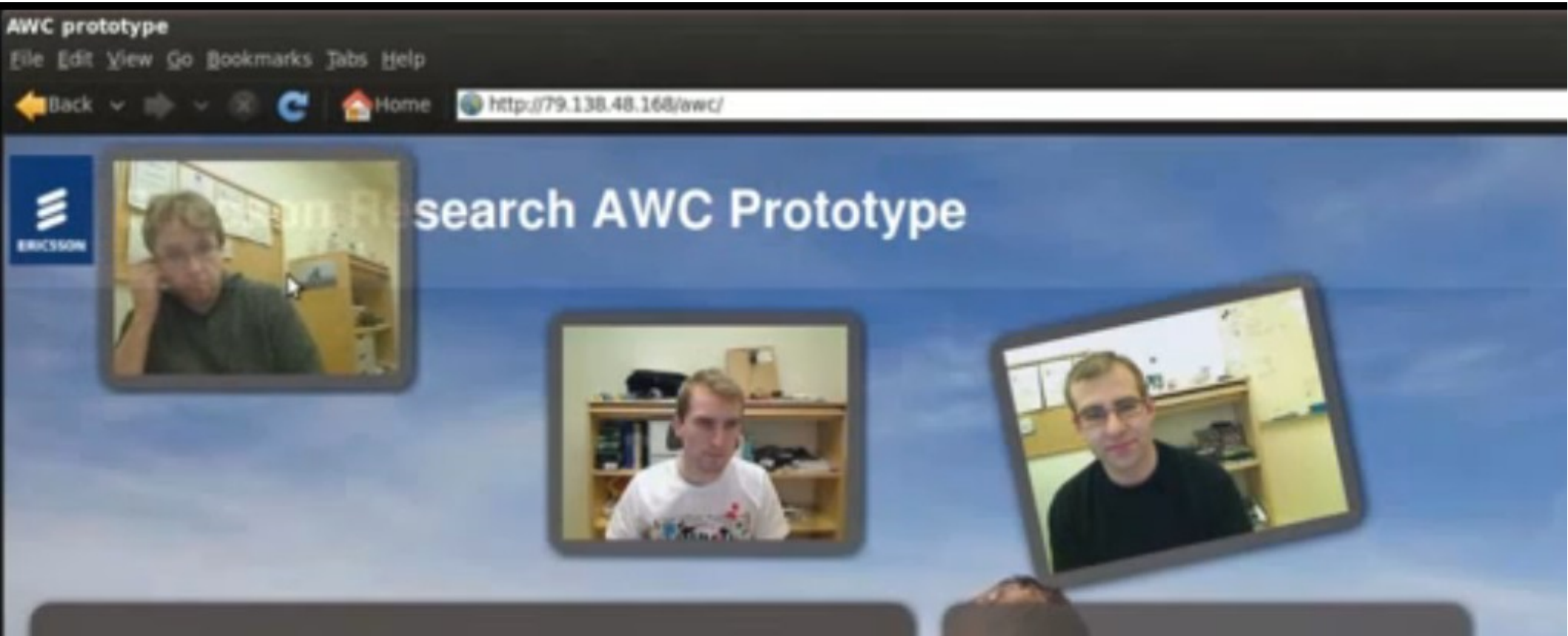
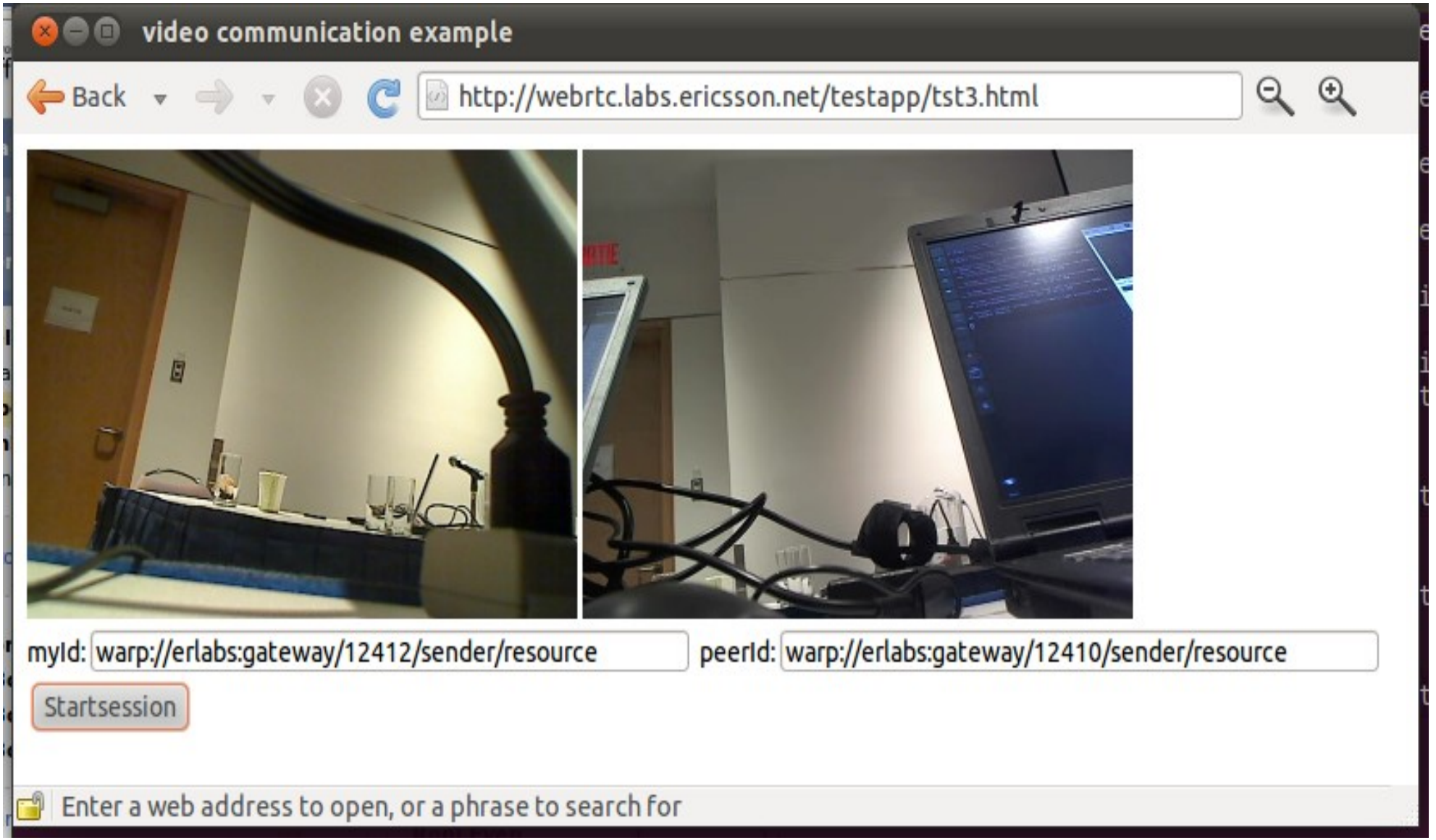
Ericsson implementation

- WhatWG APIs; WebKit/Gstreamer/Ubuntu
- Available to download and test
  https://labs.ericsson.com/apis/web-real-time-communication/downloads
- http://www.youtube.com/watch?v=cx4rZH7fLpM



Simple example



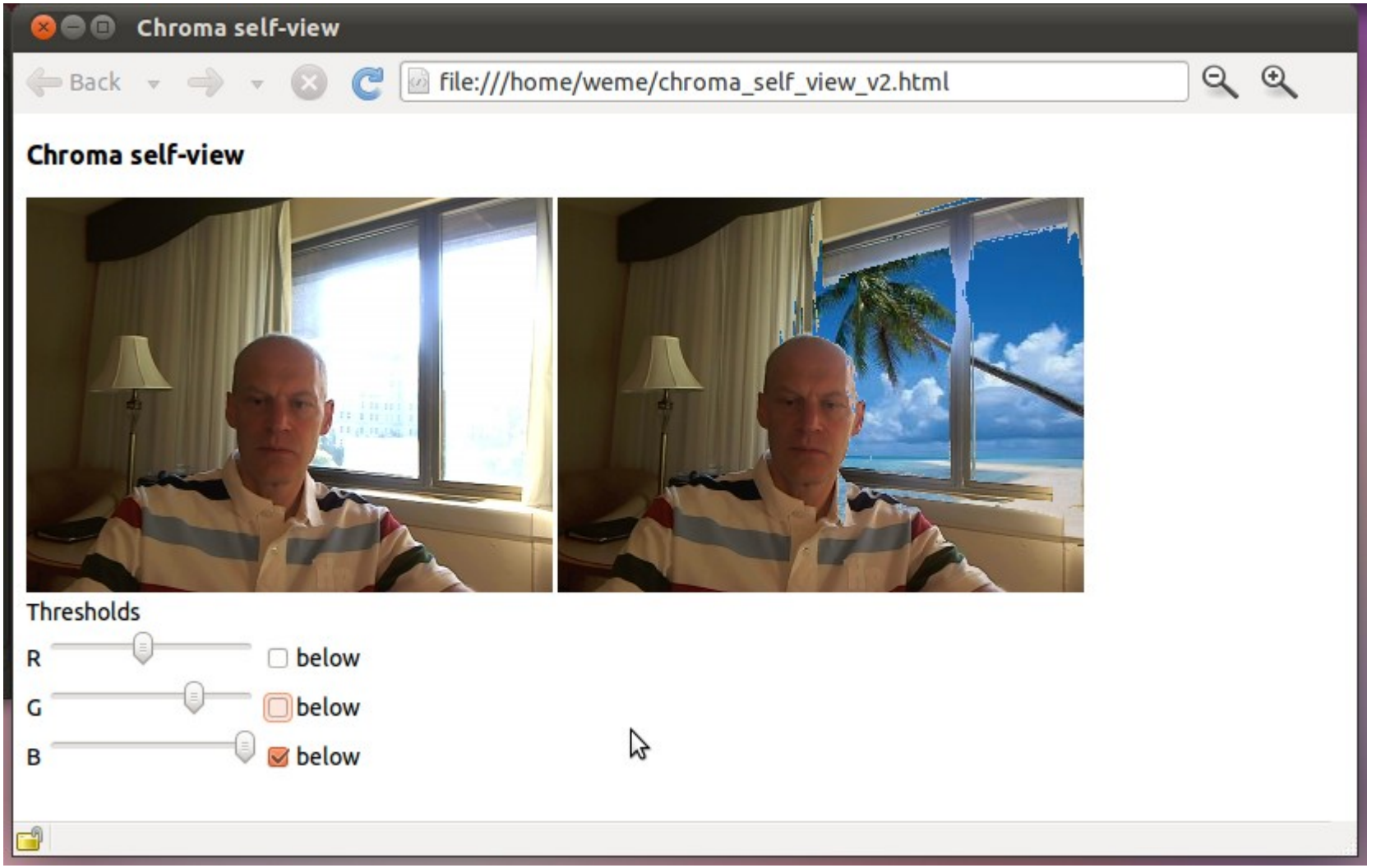
Try it yourself!

tst3.html (~) - gedit

Open Save Undo

tst3.html

```
        function startSession() {
                peerConnection = new webkitPeerConnection(serverConfig, sendSDPStuff);
                peerConnection.addStream(localStream);

                peerConnection.onaddstream = function (evt) {  //display incoming stream
                        document.getElementById("remoteView").src = webkitURL.createObjectURL(evt.stream);
                };


        };


        function genStream() {
                window.navigator.webkitGetUserMedia('audio, video', function (strm) {
                        localStream = strm;
                        document.getElementById("selfView").src = webkitURL.createObjectURL(localStream);
                        document.getElementById("selfView").muted = true;

                });

        };

        window.onload = function() {
                genStream();
        }
</script>
</head>
<body>
        <video id="selfView" autoplay muted></video>
        <video id="remoteView" autoplay></video>


        <div>myId:<input type="text" id="myId" size="42">
        peerId:<input type="text" id="peerId" size="42" >
        </div>
        <input type="button" onclick="startSession()" value="Startsession" id="startSessionBut"></input>


</body>
</html>
```

HTML Tab Width: 8 Ln 105, Col 1 INS

Part of a toolbox
(example with Canvas)