

# **WebRTC MultiUser Function Guide**

## **◆ Overview**

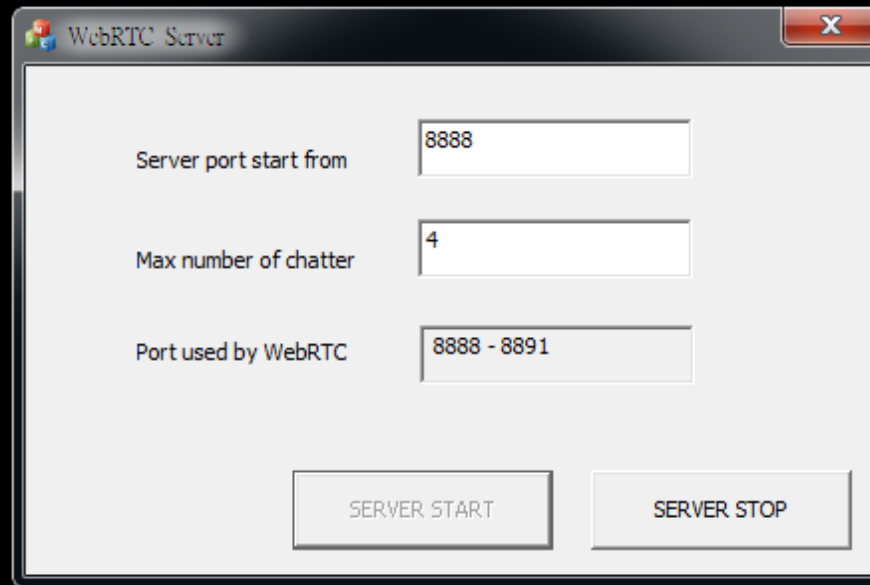
In this document, we explain and guide developer how to use WebRTC ( Web RealTime Communication) function to implement multi-conference call.

### **Preparation :**

1. CODECS 1.1.0.x.x.x
2. QCAP\SAMPLE.WEBRTC\SC540N1.WEBRTC.MULTIUSER.VC2010
3. QCAP\SAMPLE.WEBRTC\WEBRTC.SERVER.MULTIUSER.VC2010

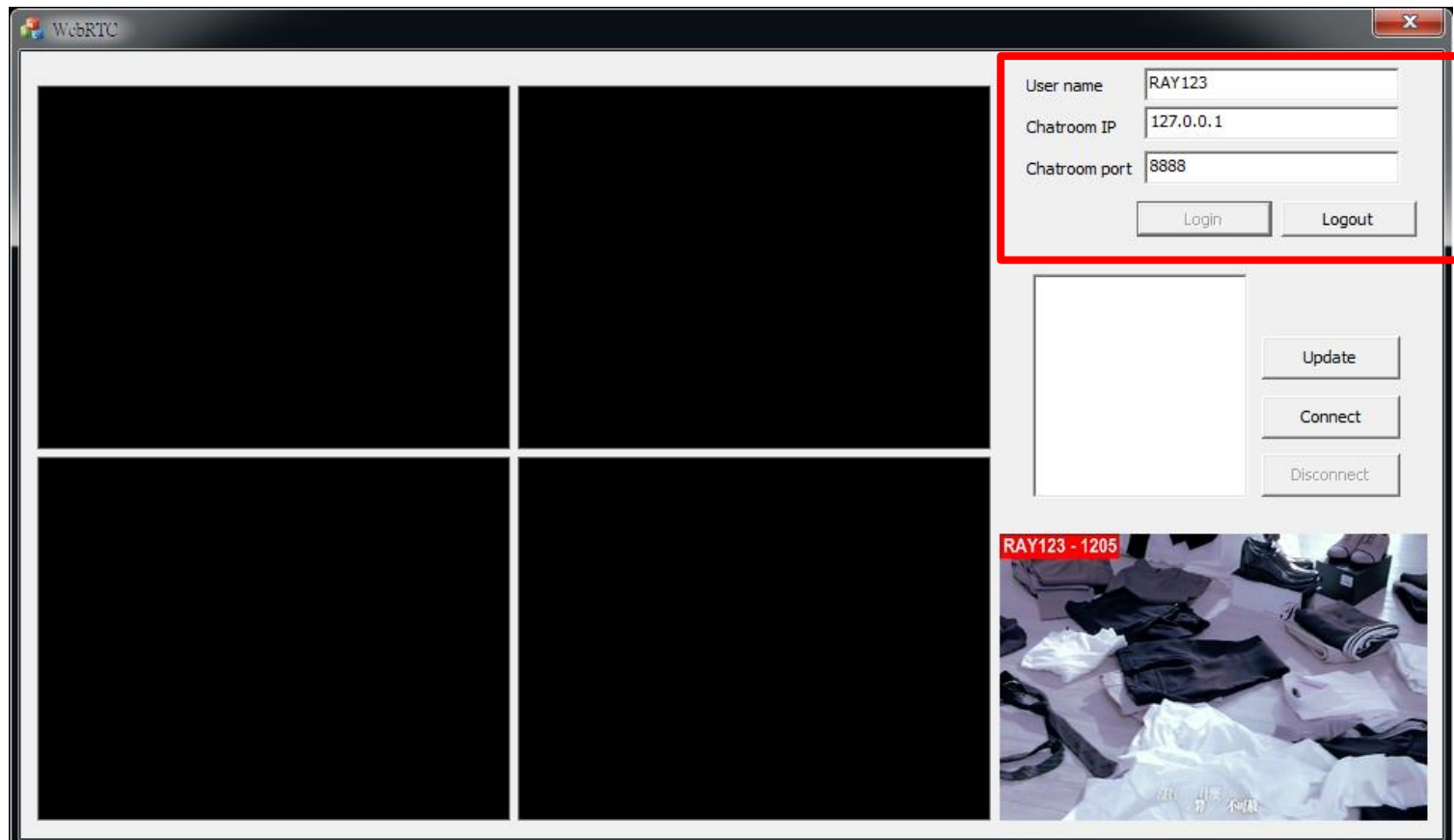
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1. After install Codec 1.1.0.x.x.x , Please compile and run WebRTC Server  
(Ref : SAMPLE.WEBRTC\WEBRTC.SERVER.MULTIUSER.VC2010 )
2. Bind a port number and click on the start button



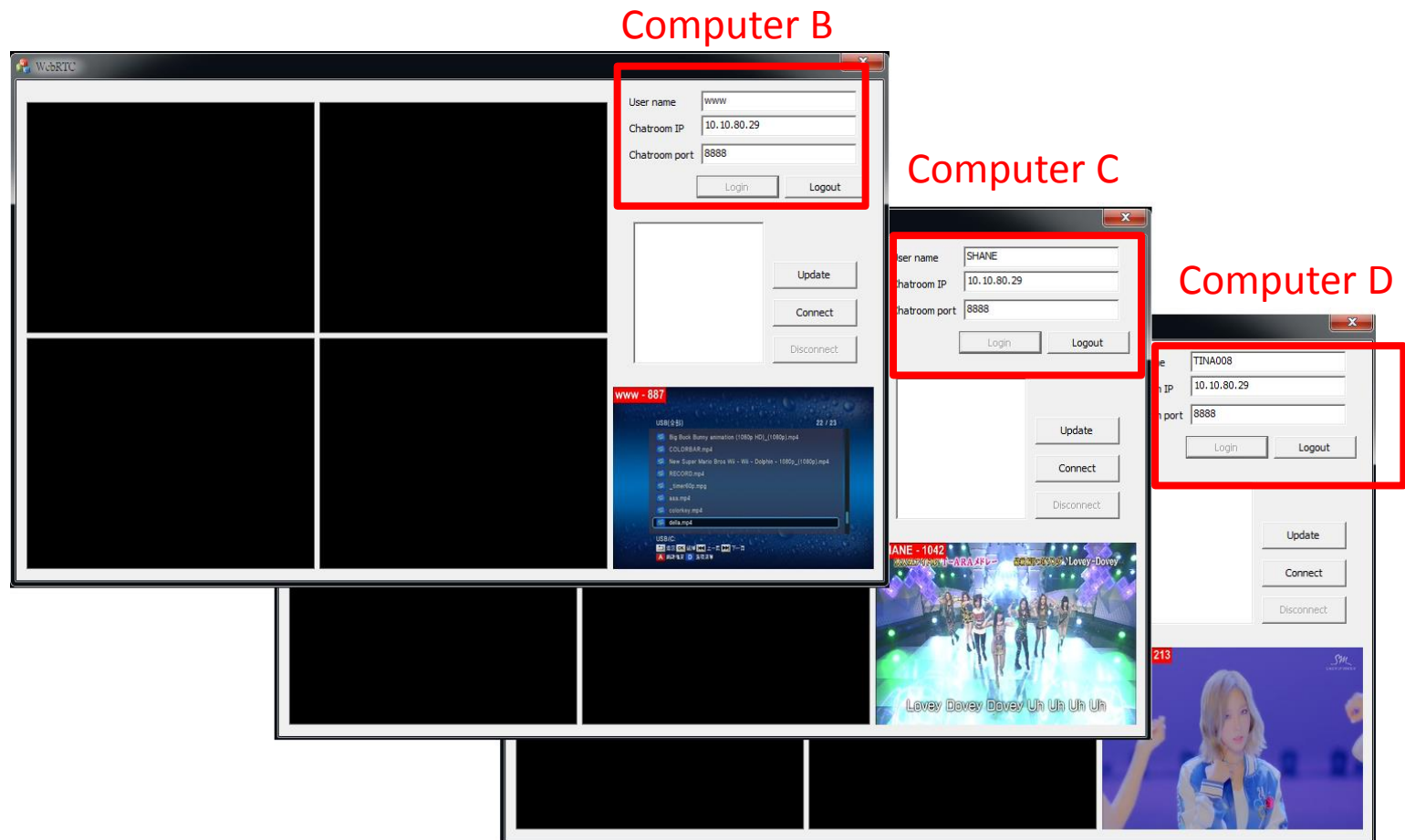
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1. On the Computer A, please compile and run WebRTC Client  
(Ref : SAMPLE.WEBRTC\WEBRTC.SERVER.MULTIUSER.VC2010 )
2. Enter a username, chatroom IP and port. Then click on the login button



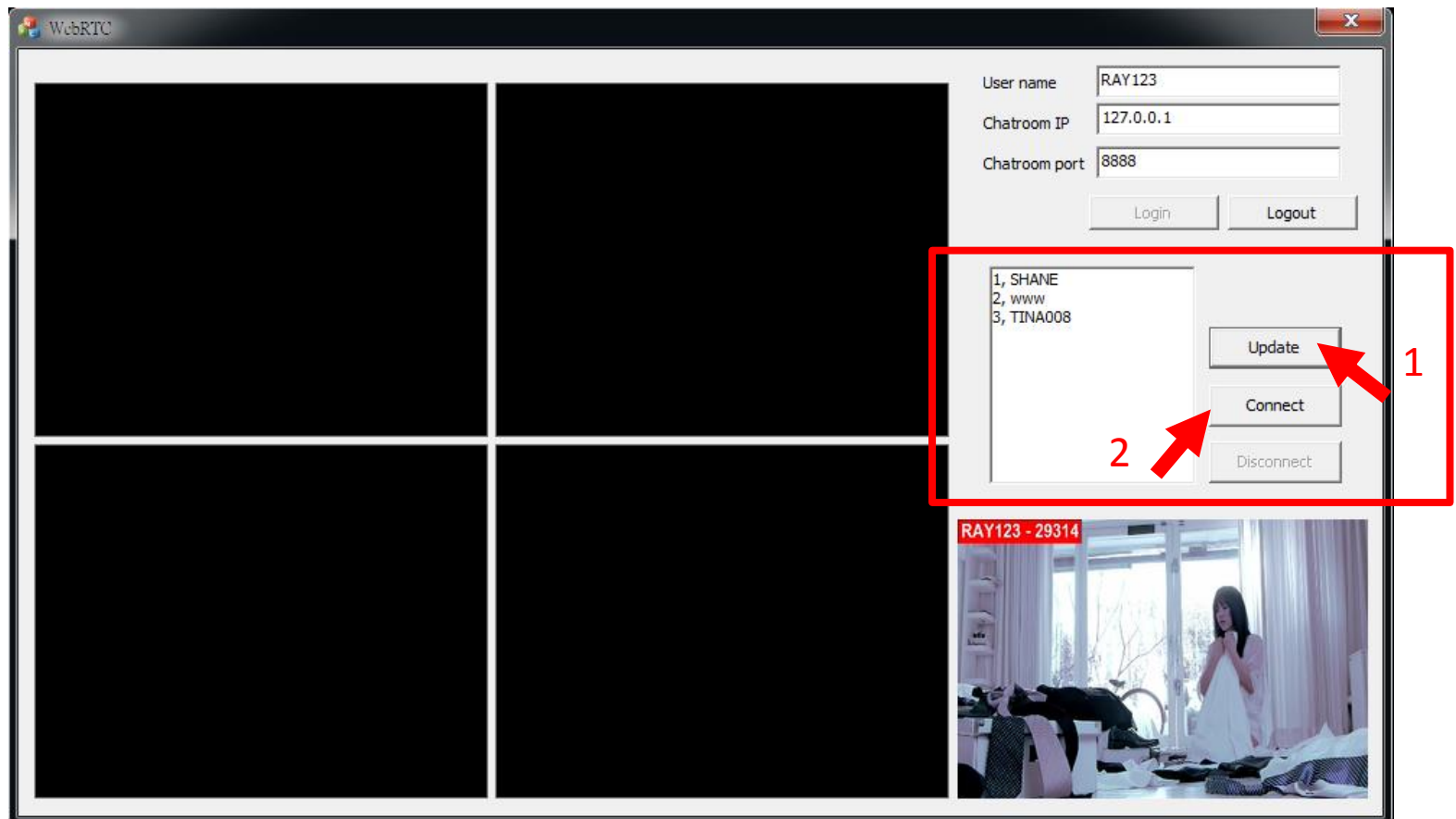
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1. Run WebRTC Client on other computers. ( B ~ D )
2. Enter a username, chatroom IP and port. Then click on the login button



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1. Back to computer A, Click on the update button to enumerate all peer-user on the chatroom
2. Choose a peer-user and click on the connect button



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1. Finally, you can see a multi conference call, which the computer A communicate with other computers by webRTC.

