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SDP is an important part of the WebRTC stack. It is used to negotiate on-session/media options while establishing a peer connection. It is a protocol that is intended to describe multimedia communication sessions for the purposes of session announcement, session invitation, and parameter negotiation.

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Develop your very own media applications and services using WebRTC

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WebRTC can't create direct connections between peers without the help of a signaling server. The signaling server is not something standardized that your application can use. Actually, any communication mechanism that allows us to exchange Session Description Protocol (SDP) data between peers can be used for signalization.

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Developing a WebRTC Application - WebRTC Blueprints - Packt

Web Real-Time Communication (WebRTC) is a new (still under development) open framework for the Web to enable browser-to-browser applications for audio/video calling, video chats, and peer-to-peer file sharing without any additional third-party software/plugins.

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Nevertheless, WebRTC for iOS is under active development. If you want to integrate this technology into an iOS application, you need to directly use the WebRTC libraries that implement the features. Fortunately, an Objective-C implementation exists as a part of Google WebRTC source code and is free to use. A demo application is also supplied ...

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Building a WebRTC demo for iOS - WebRTC Blueprints

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Configuring and installing your own STUN server - WebRTC ...

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The WebRTC API functions have different names in different web browsers. To make your application work well with all the browsers, you need to detect which web browser your application is running under and use the appropriate API function names. First of all, we need to implement a helper or an adapter to the WebRTC API functions.

A simple p2p video conference - Packt Subscription

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Chapter 1. Getting Started with WebRTC The Internet is no stranger to audio and video. Everyday web applications, such as Netflix and Pandora, stream audio and video content to millions of people. On the other hand, the Web is a stranger to real-time communication.

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WebRTC Blueprints Andrii Sergiienko. Develop your very own media applications and services using WebRTC

- Create interactive web applications using WebRTC
- Get introduced to advanced technologies such as WebSocket and Erlang
- Develop your own secure web applications and services with practical projects

In Detail This book introduces you to WebRTC and how you can utilize its open API ...

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