

SOFTWARE

# GETTING STARTED WITH WEBRTC

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While the protocol is already around for some time, webRTC isn't been used so much although many browser are supporting it.

The basic webRTC samples of peer connection works well within the same browser window ([showcase](#)) while I need to connect sound + audio between two browser windows in a local network. After trying out several frameworks, I found the most easiest one [easyRTCrtc](#). It works out of the box

```
git clone https://github.com/priologic/easyrtc.git
cd /Users/wjst/Desktop/easyrtc
cd /Users/wjst/Desktop/easyrtc/server_example
npm install express --save
node server.js
```

while pointing the browser to [localhost:8080](#). Three weeks later, I find the sources poorly documented, connections are frequently broken, while Chrome explains it is moving soon to "Plan B".

[I could have been warned.](#)

**⚠** ▶ [Deprecation] "Complex" Plan B SDP [easyrtc.js:3076](#)  
detected! Chrome will switch the default sdpSemantics in  
M72, around January 2019 from 'plan-b' to the standardized  
'unified-plan' format and this peer connection is relying on  
the default sdpSemantics. This SDP is not compatible with  
Unified Plan and will be rejected by clients expecting  
Unified Plan. For more information about how to prepare for  
the switch, see <https://webrtc.org/web-apis/chrome/unified-plan/>.

Will test now [Ant Media Server](#).

