

Video Chat SDK

1. Description

The SDK support

UnityEditor,Android,IOS,Windows,UWP(Hololens).

Support multiple video types,device camera and Unity Camera and custom Texture, support AR, MR mixed video.

The interface is simple, the capture of audio and video and codec is separated separately, you can insert the sdk to your own network easily.

2.Project Setting

2.1 Player Settings -> Other Settings -> Configuration

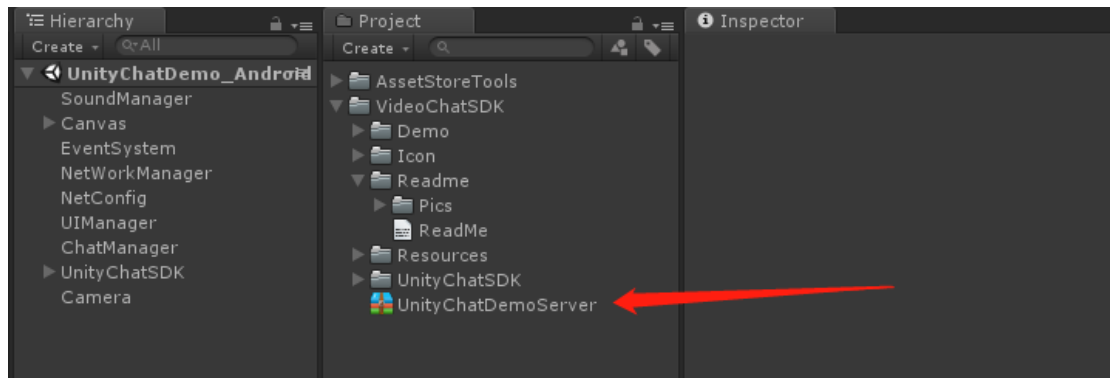
->Scripting Runtime Version ->. Net 4.x . Mono

2.2Create a project with Unity 2017 and above.

2.3Add Layer 30[devicevideo] (main camera Culling Mask remove this layer)

2.4 Edit-> ProjectSettings -> Audio ->DSP -> Good Latency

3.Server Config



In the Deom contain a test server, please note: unzip the archive to a directory outside the project, run tcp and udp server, you can set the port and the number of connections in the config file, in addition, you need to set the firewall advanced settings , add those port to stacking rule.

4.Integrate the SDK into your own project

You can intergrate the sdk in your own network. The SDK provides video capture, codec

5. Main Interface

```
public byte[] GetAudio();
```

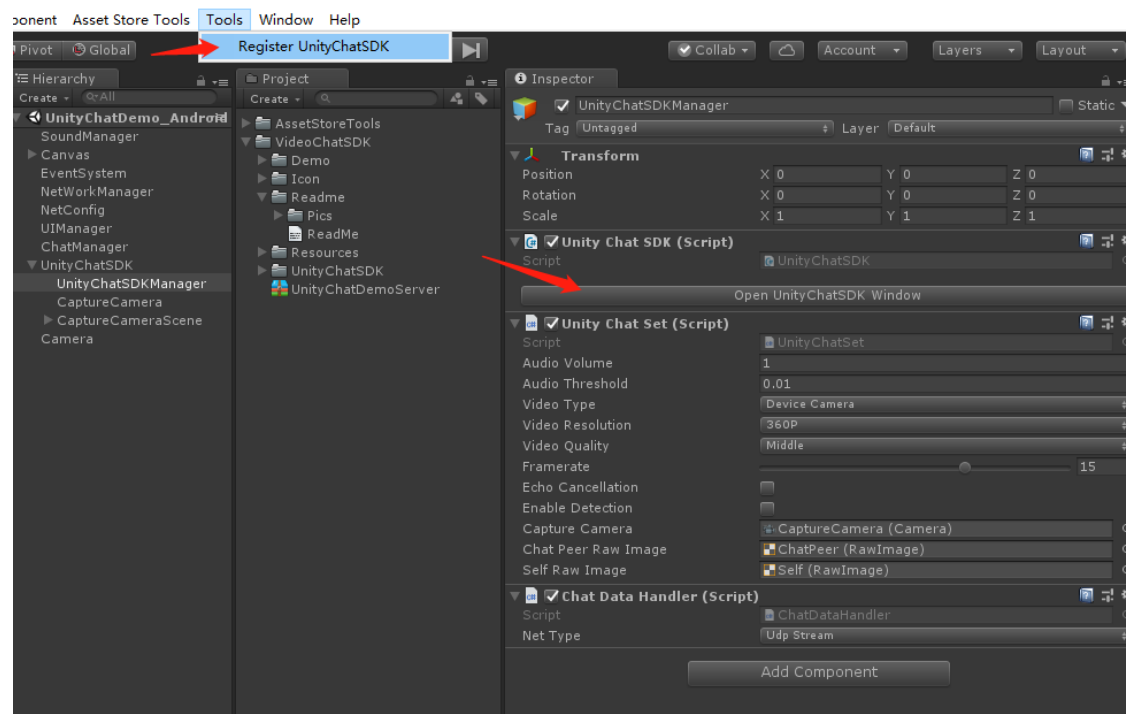
```
public byte[] GetVideo();
```

```
public void DecodeAudioData(byte[] data);
```

```
public void DecodeVideoData(byte[] data);
```

```
public void InitMic();  
public void InitVideo();  
public void SetVideoCaptureType(VideoType type);  
public CaptureResult StartCapture();  
public void StopCpture();
```

6. Registered



In order to prevent piracy, users need to send an email to the provider to obtain the activation code after purchase. Please provide your registration code and the purchase order credentials in the email . Each user can get two activation codes to bind two computers.

Email:1786570525@qq.com

7. Update

This sdk will continue to be updated, the users who have purchased can use unlimited, free updates, we will listen to the developer's suggestions and improve the sdk, and also make a series of video tutorials to help developers use it more easily.