

WebRTC Encoded Media

IETF 115 hackathon

Vision: Define APIs for handling encoded video frames

- Some of those already exist - but are limited in various ways
- Idea for further progress floated at TPAC in September
- Play with the APIs to give assurance that the shape looks right
- If the samples also work, that's a bonus

.... just me hacking along this time

Working Code Achieved

```
const frameSource = audioPassingPc.getSenders()[0].divertFrames();

// This class definition defines the work done.
// Constructor is called with an EncodedFramesource as input.
class CountingFrameSource extends EncodedFrameSource {
  constructor(firstSource) {
    super();
    const frameCounter = new TransformStream({
      transform: (frame, controller) => {
        console.log('frame');
        frameCount += 1;
        audioCounterDiv.innerText = frameCount;
        controller.enqueue(frame);
      }
    });
    this.readable = frameSource.readable.pipeThrough(frameCounter);
  }
};

const outgoingFrameSource = new CountingFrameSource(frameSource);
audioPassingPc.getSenders()[0].insertFrames(outgoingFrameSource);
```

Source Available

<https://github.com/alvestrand/hackathon-encoded-media>