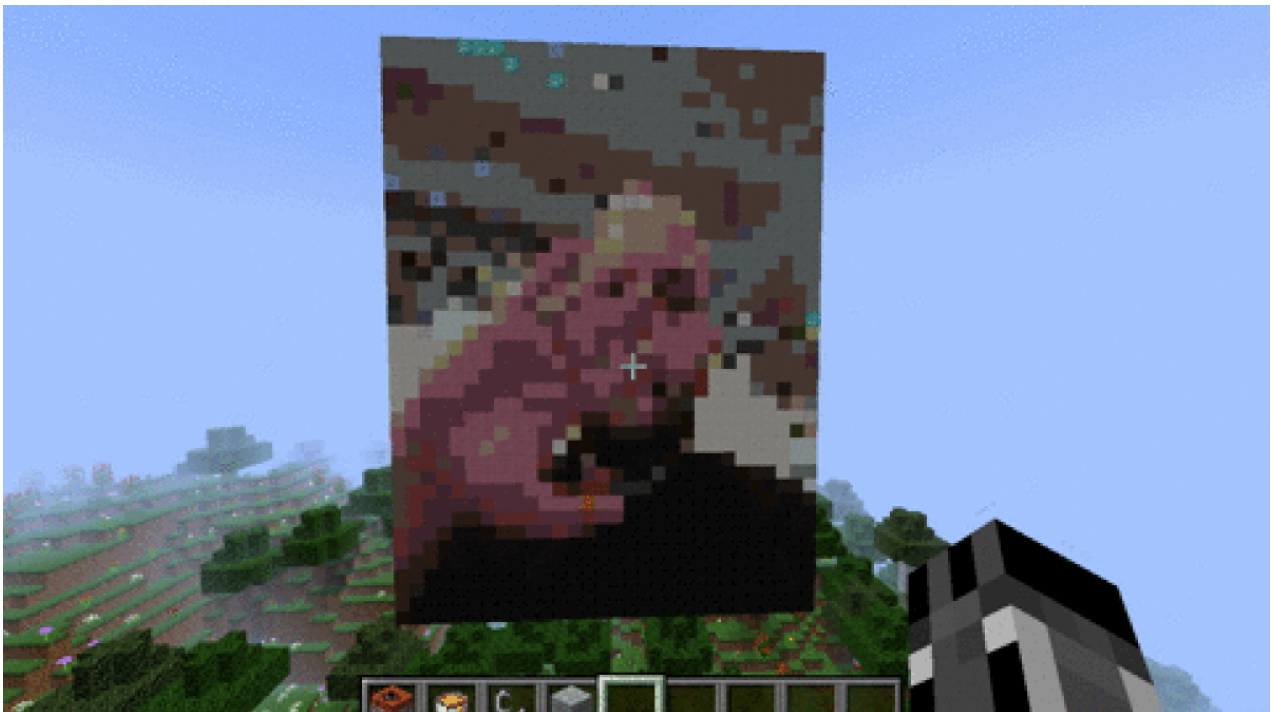


If you've got a Boxel-client and server running, you can publish frames of video from your webcam to the stream with a little bit of JavaScript:

```
// first, connect to your boxel server
var boxel_session = null;
var conn = new autobahn.Connection({url: 'ws://yourdomain.com:8080'});
conn.onopen = function (session) { boxel_session = session};

// if you're drawing video to a canvas you can periodically publish
var b64jpeg = canvas.toDataURL("image/jpeg");
session.call('com.boxel.stream', [b64jpeg], {uuid: "foo"}).then(s
```

Your screen will look something like this:



Visit Boxel (<https://github.com/verizoncraft/boxel>) and Boxel-client (<https://github.com/verizoncraft/boxel-client>) on GitHub for more documentation to help you get started.