BERN UNIVERSITY OF APPLIED SCIENCES

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State of WebRTC and its pitfalls

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Abstract

In this paper we will explore the state of WebRTC and its architectural pitfalls. WebRTC is a web API for real-time communication on a peer to peer basis. Goal of this work will be to document the state of WebRTC and its real world applications. We will explore those possibilities on the basis of example applications and their implementations and limitations.

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1 Introduction

WebRTC is short for web real-time communication, it is an API that modern browser support and can be used by web developers to implement a peer to peer communication. It can be used to capture and stream audio and/or video data, as well as to exchange arbitrary data between browser without requiring an intermediary.

1.1 Support

All major browser support WebRTC in its newest release. Older versions might not, or only partialy, implement this API so the Adapter.js [1] project should be considered for productive solutions. For detailed information on supported browsers use caniuse [2].

Bibliography

[1]   *Adapter.js.* URL: https://github.com/webrtc/adapter (visited on 03/03/2020).

[2]   *Can I Use.* 2020. URL: https://caniuse.com/.