











WebRTC Devices Cheat Sheet






Device						
Browser		1	1	1	6	7
		1	1	1	6	7
		2				
		3				
			4			4
App		5	5	5	8	9

1. WebRTC-enabled desktop browsers

Support WebRTC out-of-the box. Take care in keeping up with their latest updates and beta versions.



3. Internet Explorer

	Ignore	Suppress RTC functionality
	Redirect	Redirect user to Chrome
	App	Suggest to download an app (see 5)
	Plug in	Use a plugin (try out Temasys plugin)
	Flash	Only if you must



Internet Explorer users will be open to apps

5. Desktop app

Write your web app and wrap it as a desktop app using Electron.

<http://electron.atom.io/>



7. iOS Chrome & Firefox

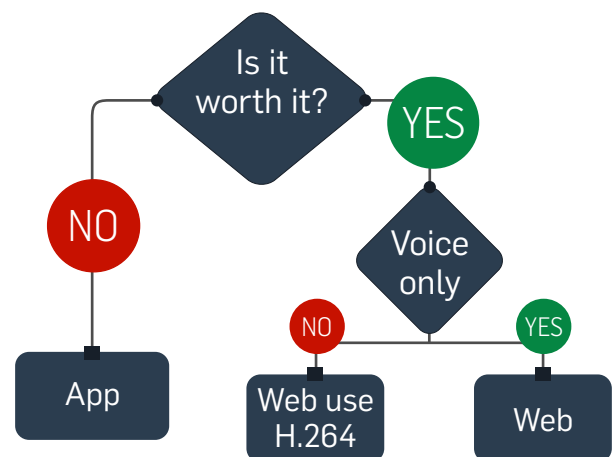
It is yet to be seen if these will support WebRTC and how. Either use Safari or build an iOS app.



9. iOS app

Port WebRTC from webrtc.org on your own. Wrap it inside your Native app (React or other). Think of cross developing iOS and Android.

2, 4. Edge & Safari



6. Android browser

Make sure the browser used supports WebRTC (sometime it doesn't). If you are in the wrong browser, redirect using googlechrome instead of http in your URL prefix.



8. Android app

Multiple alternatives:

- Use WebView and cross develop with your web app
- Use Native (React or other) and cross develop with your iOS app