Webrtc plugin free real-time communication already in web-techs and its secure to use, direct connection between browsers

Websockets-latency

API,identify,type of data,NAT traversal,security,codec

webRTC uses UDP (can be on UDP) unlike websockets (which is on TCP)

Sends data fast,doesnt check whether it received the data or not - okay with video transfer frame drops,not with file transfer with corrupted files

No standard signaling protocol

Chrome,opera, firefox,

Microsoft edge,apple safari require external plugins,so that webRTC can sometimes work

Safari users can't use WebRTC applications.

Network Address Translation (NAT) in peer to peer for metadata : browser information,IP addresses,

At the very least, you need a signaling server for negotiating the call parameters between the peers.

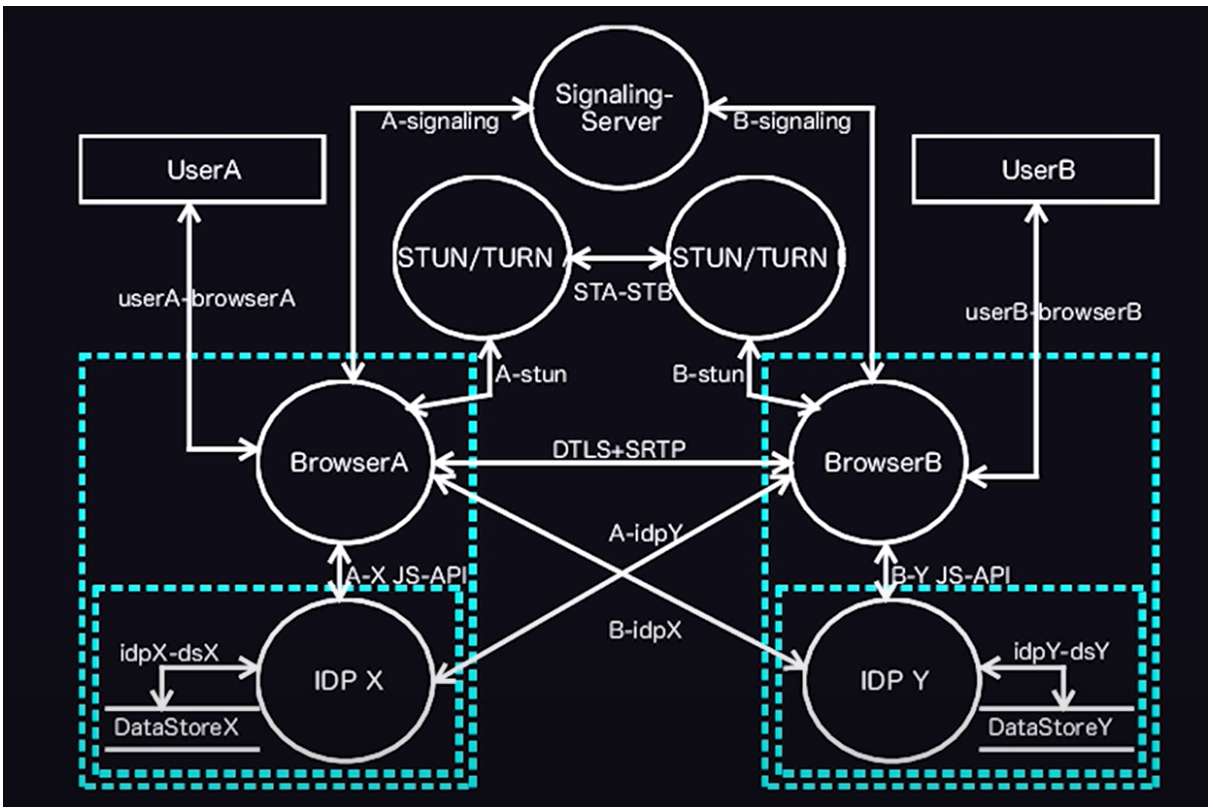
You need STUN/TURN servers for surpassing NATs and firewalls.

You'll probably also want to use a media server for enabling some advanced features such as recordings, simulcast and multi-party call

4 types of WebRTC servers:

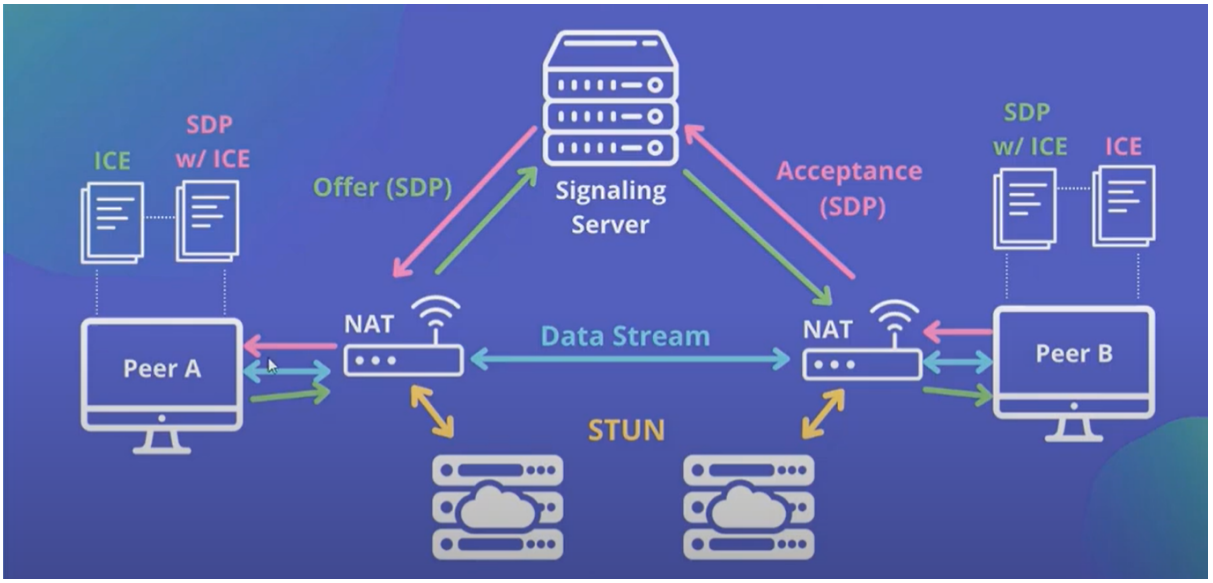
1. WebRTC application servers
2. WebRTC signaling servers
3. NAT traversal servers for WebRTC
4. WebRTC media servers

Webrtc application servers are basically, application and website hosting servers. Yes, that's all.



IDP - web based identity provider

WebRTC API is specified only for JavaScript.
Android and iOS support WebRTC



JavaScript APIs:

getUserMedia - video resolution,source node for audio,
RTCPeerConnection
RTCDataChannel - data using SCTP over DTLS

few CDN (Microsoft-owned Peer5) use the client's bandwidth to upload media to other connected peers, enabling each peer to act as an edge server

Ant-Media : most used open-source WebRTC streaming servers, providing highly scalable, Ultra-Low Latency (WebRTC) and Low Latency (CMAF & HLS)