WebRTC

WebRTC might be the most disruptive technology since the web itself. And with our work on [Talky](http://talky.pro/) and open-source libraries like [SimpleWebRTC](http://simplewebrtc.com/), we're at the forefront of integrating voice, video, screensharing, and more right into the browser. [Let us be your guide to the possibilities and pitfalls of WebRTC](mailto:projects+webrtc@andyet.com).

http://andyet.com/consulting/web-rtc

WebRTC Changes Everything*by Peter Saint-Andre, CTO*

It used to be that voice calls required huge telcos, video calls were prohibitively expensive, and developers couldn't build media apps because the technologies were inaccessible to mere mortals. Even innovations like Skype were closed silos.

[WebRTC](http://www.webrtc.org/) changes all of that.

Or at least that's the promise: bringing the ethos of the open web to rich, realtime media applications, and in the process radically reducing the costs of building and running voice and video services over the Internet.

Unfortunately, it's not that easy. WebRTC itself is complex, browser support is spotty and inconsistent, and knowledge of certain black arts like NAT traversal and media relaying is necessary to make things work smoothly.

We think there's a better way.

That's why we created [SimpleWebRTC](http://simplewebrtc.com/), the leading open-source library for creating multimedia web apps.

That's why we're defining open standards for using [XMPP](http://xmpp.org/) as a reliable, scalable signaling channel for media negotiation with WebRTC.

That's why we work closely with the Chrome and Mozilla teams, continually testing, debugging, and reporting bugs.

And that's why we run [Talky](https://talky.io/), a free video conferencing service.

But it's not enough.

Companies that want to integrate WebRTC with websites and existing applications shouldn't have to worry about deploying, let alone building, the infrastructure for WebRTC. For instance, servers for signaling, traversing NATs, and relaying media data can all feel foreign to web developers.

Sure, there are cloud services out there promising to handle all of that complexity for you, but at a steep price, little to no openness, and having ultimate control over a core part of your realtime infrastructure.

It shouldn't be this hard.

We're taking everything we've learned with SimpleWebRTC and Talky to the next level.

By collaborating with and contributing to projects like [Jitsi](http://jitsi.org/), [Prosody](https://prosody.im/), and [restund](http://www.creytiv.com/restund.html), we're helping to create a truly open platform for all aspects of realtime collaboration with WebRTC, from the client-side API to the backend signaling and media servers.

We'll soon be offering this platform as a paid service to partner companies. [Reach out](mailto:projects+webrtc@andyet.com)if you're interested in joining the beta. We're working hard to document every aspect of the process, so you'll be able to run it on your own servers. We're building this platform using 100% open-source components, liberally licensed so you can modify it to your heart's content. We're ensuring that it's as secure as we can make it. And we're standardizing the underlying protocols at the [XSF](http://xmpp.org/) so that there's a clear, open alternative for the entire media and signaling stack beneath WebRTC.

Now *that's* the way communication ought to be!

Let's get started

* See how easy WebRTC can be. [Talky](https://talky.io/) lets you type in the name of your room, share it with your teammates, and voilà - you've got an instant video conference. [Give Talky a try](https://talky.io/).
* [Talky Pro](http://talky.pro/) adds larger conferences, recording, high-definition video, dedicated media and signaling servers, and other advanced features so your team has its own space to collaborate.
* For even higher-scale integration, we're making our Talky platform available for companies we partner with, either as a cloud service or as a package you can run on your own.
* We're also available for advanced consulting on WebRTC technologies such as our industry-leading [SimpleWebRTC API](http://simplewebrtc.com/).

We want to help you start using WebRTC to make communication simple and delightful for the world.