Desktop Streamer

# Introduction

Goal is to steam desktop screen and control remotely the mouse and keyboard at high framerate (60 fps) and resolution (1920x1080 - 12Mbps) in low latency (under 100ms).

## Components of the program

User (Host)

Special browser (electron)

JavaScript

Server

Nodejs

PeerJS

User (Peer)

Browser

JavaScript

## Usage flow

Just like a webcam chat application but user can control mouse and keyboard.

Connect to server

(only in special browser)

Main page

Settings/Download

Join/start to desktop access

if in special browser

Access only screen screen

Access the screen and mouse + keyboard

# Setup

## Server

* setup dependencies: “npm install”
* edit configuration file (default path conf/conf.json)
  + port: port where can access to the server
  + wsport: port of the websocket server
  + key/cert: path to the key and certificate file (enable HTTPS) (optional)
* run server: “node server.js --configuration <conf.json path>” (default path conf/conf.json)

## Special browser

Can download from web UI and client will preconfigure.

# Usage

## Host

If user click to Host button the program start and generate unique identifier.

If “Is open” checkbox active no need to accept incoming connections

## Join

User paste unique identifier to a textbox and click join button. After successfully joined video player and its buttons appears.

## Web UI

Users can download preconfigured desktop client or can join to other users.

Can set button settings

## Desktop Client

Can join to other users and access.

Can set lock settings

Can set auto startup settings

Can set button settings