**#20088** - <https://redmine.vnc.biz/issues/20088>

1. **Description**:

* Following is the scenario:
* First user **"test1"** is sending video chat request to **"test2"** with subject name **test**.
* User **"test2"** accepts request and user **"test1"** disconnects from conference and also closing chat window. But user "test2" is still in conference.
* After that again user **"test1"** is sending video chat request to **"test2"** with same subject name **test**. From **"test2"** side, at the time **"test1"** connects to the conference continuous error occurs in the console of **"test2"**.
* Same error also occurs for vice-versa situation.

1. **Analytic**
   1. **Root cause**:

* The old ssrc isn't clean when we get self.peerconnection.getStats (RTP Statistics).
* Have problem update resolution when user re-connect to video conference.
  1. **Solutions**:
* Check jid = undefined => continue.
* Check new ssrc from ssrc2jid to use that resolution.
* Debug step by step and test.

1. **Implementation**
   1. **Code:**

* Check jid = undefined => continue.

|  |
| --- |
| StatsCollector.prototype.processStatsReport = function () {  if(!ssrc)  continue;  var jid = ssrc2jid[ssrc];   if (!jid) {  if ((Date.now() - now.timestamp) < 3000)  console.warn("No jid for ssrc: " + ssrc);  continue;  }  StatsCollector.prototype.processAudioLevelReport = function ()   var ssrc = getStatValue(now, 'ssrc');  var jid = ssrc2jid[ssrc];  if (!jid) {  if ((Date.now() - now.timestamp) < 3000)  console.warn("No jid for ssrc: " + ssrc);  continue;  } |

* Check new ssrc from ssrc2jid to use that resolution.

|  |
| --- |
| var VideoLayout = (function (my) {  }  else if(keys.length > 1)  {  var displayedSsrc = null;  for(var key in keys) {  var object = ssrc2jid[keys[key]];  if(object) {  displayedSsrc = keys[key];  }  }  resolutionValue = this.resolution[displayedSsrc];  }  } |