

# 캡스톤설계

SMUCON (webRTC-로컬음성통  
제)

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- 지난주 예제 내용
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# Part1. 지난 주 예제 내용



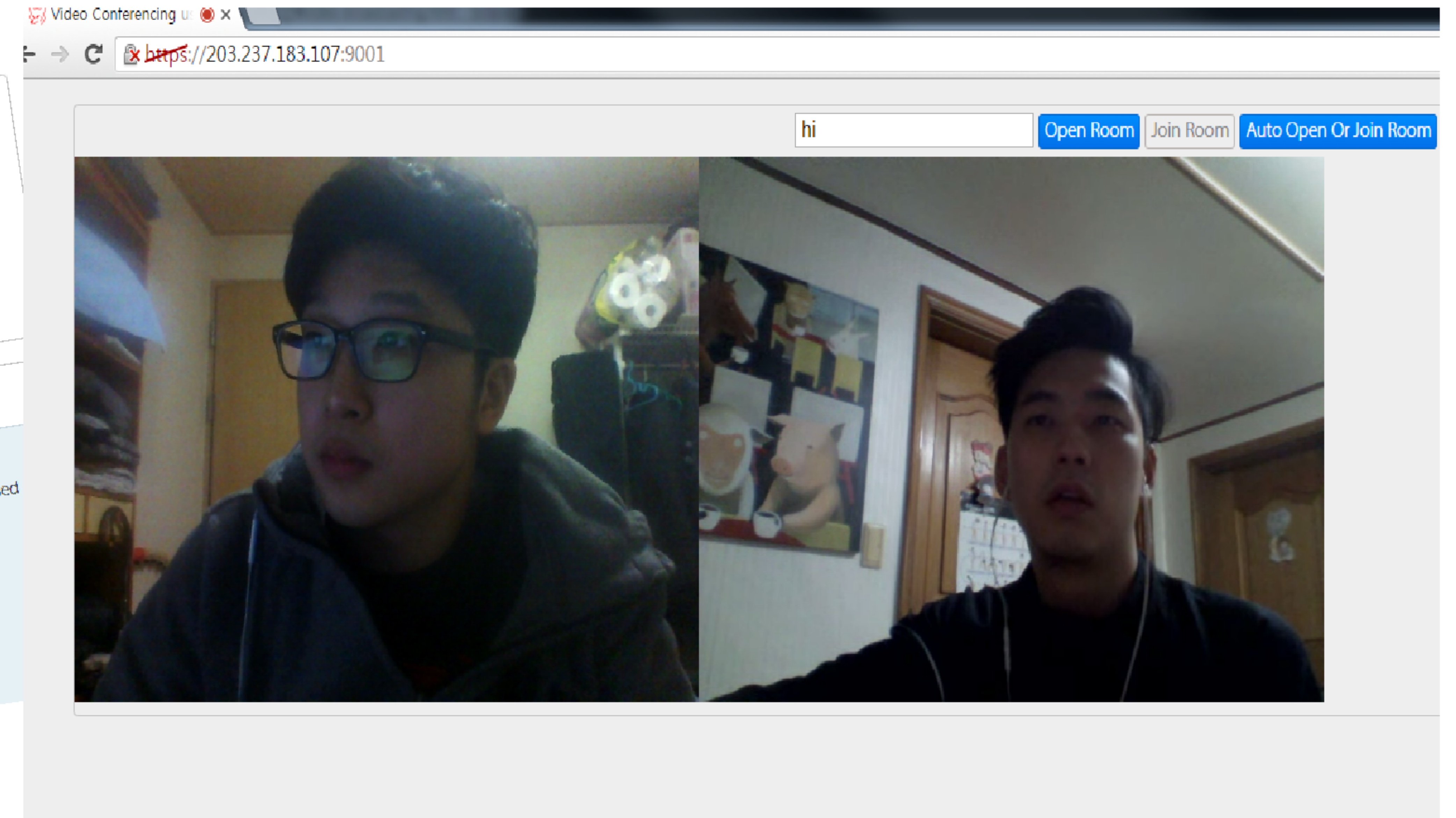
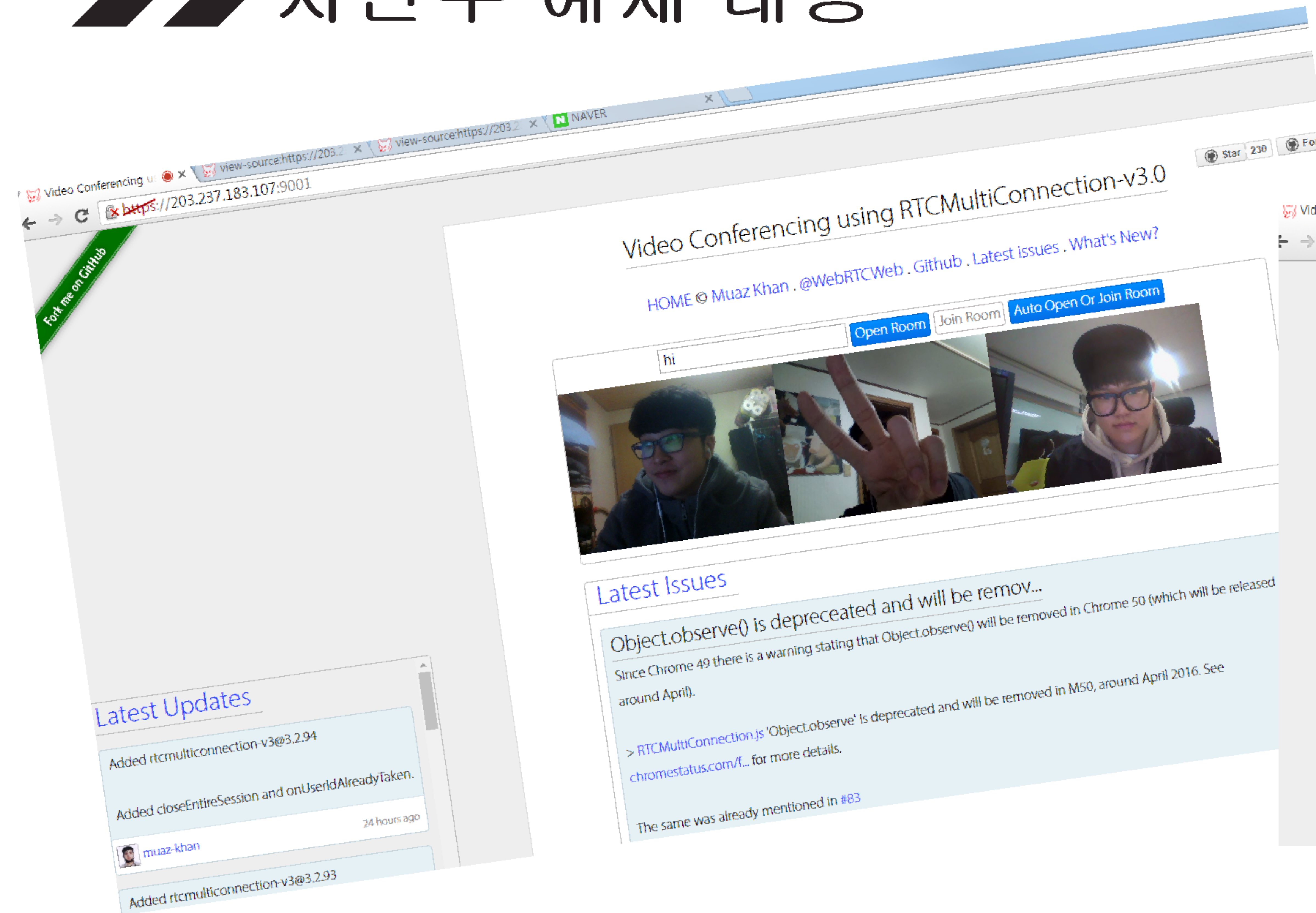
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# ▶▶▶ 지난주 예제 내용

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- video + audio conferencing 예제
- 로컬음성제어 기능 추가 ( **mute / unmute** )



## Part2. 예제 보완

## ➤➤ RTCMulticonnection API Reference

```
document.getElementById('open-room').onclick = function() {
    this.disabled = true;
    connection.sdpConstraints.mandatory = {
        OfferToReceiveAudio: false,
        OfferToReceiveVideo: false
    };
    connection.open(document.getElementById('room-id').value);
};

document.getElementById('join-room').onclick = function() {
    this.disabled = true;
    connection.sdpConstraints.mandatory = {
        OfferToReceiveAudio: true,
        OfferToReceiveVideo: true
    };
    connection.join(document.getElementById('room-id').value);
};

document.getElementById('open-or-join-room').onclick = function() {
    this.disabled = true;
    connection.openOrJoin(document.getElementById('room-id').value);
};
```

## ➡➡ “STOP” method

### RTCMultiConnection API Reference / "stop"

1. You can [stop](#) a single stream; all local streams; all remote streams; or all media streams:

```
// stop all local media streams  
connection.streams.stop('local');  
  
// stop all remote media streams  
connection.streams.stop('remote');  
  
// stop all media streams  
connection.streams.stop();
```

3. When you [stop](#) a media stream; [onstreamended](#) event will be fired for all other users.

```
connection.onstreamended = function (e) {  
    // e.mediaElement  
    // e.stream  
    // e.streamid  
    // e.session  
    // e.blobURL  
    // e.type  
    // e.extra  
    // e.userid  
}
```

Planning

Design

Presentation

01

## ▶▶ 예제 화면

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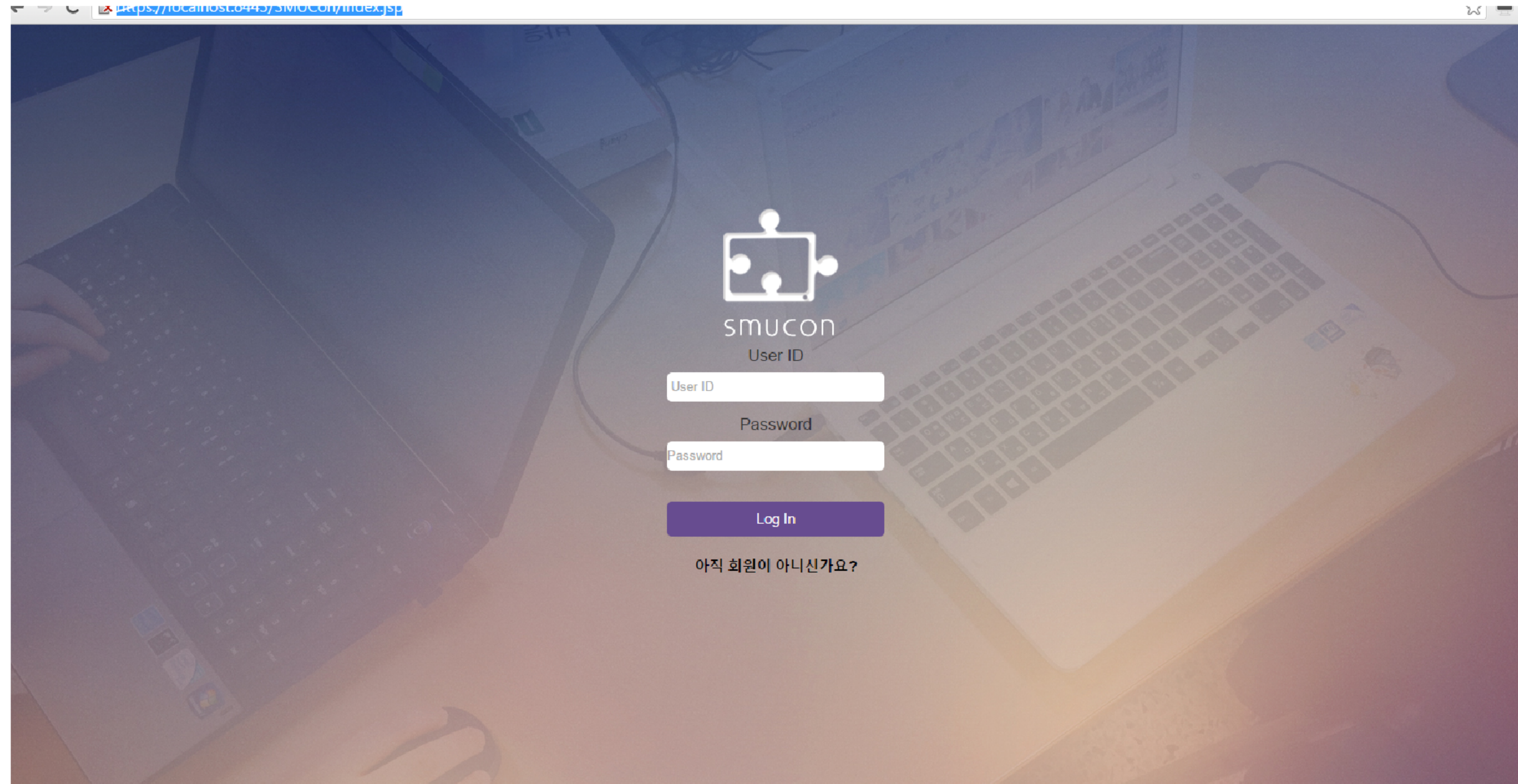
01

## ▶▶ 남은 목표 사항

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- 기존 프로젝트(SMUcon)에 RTC 올리기
- 방장 권한 넘기기
  - 로컬 미디어 제어(~~차단~~&재실행)
  - 방장 외 peer들의 미디어 제어(차단&재실행)



감사합니다