

Asterisk WebRTC frontier: make client SIP Phone with

sipML5 - Janus Gateway



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Fosdem 2019 - Brussels
Realtime DevRoom



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#Node.js #WebRTC #OpenSource



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WebRTC: Web Real Time Communication

- 2011 Google project
- Javascript API for audio/video communications
- 3 Components
 - `getUserMedia`: camera, microphone, screen access
 - `RTCPeerConnection`: negotiation, encoding, decoding, nat traversal
 - `RTCDataChannel`: exchange data between browsers
- Other APIs: `getStats`, `MediaRecorder`



WebRTC

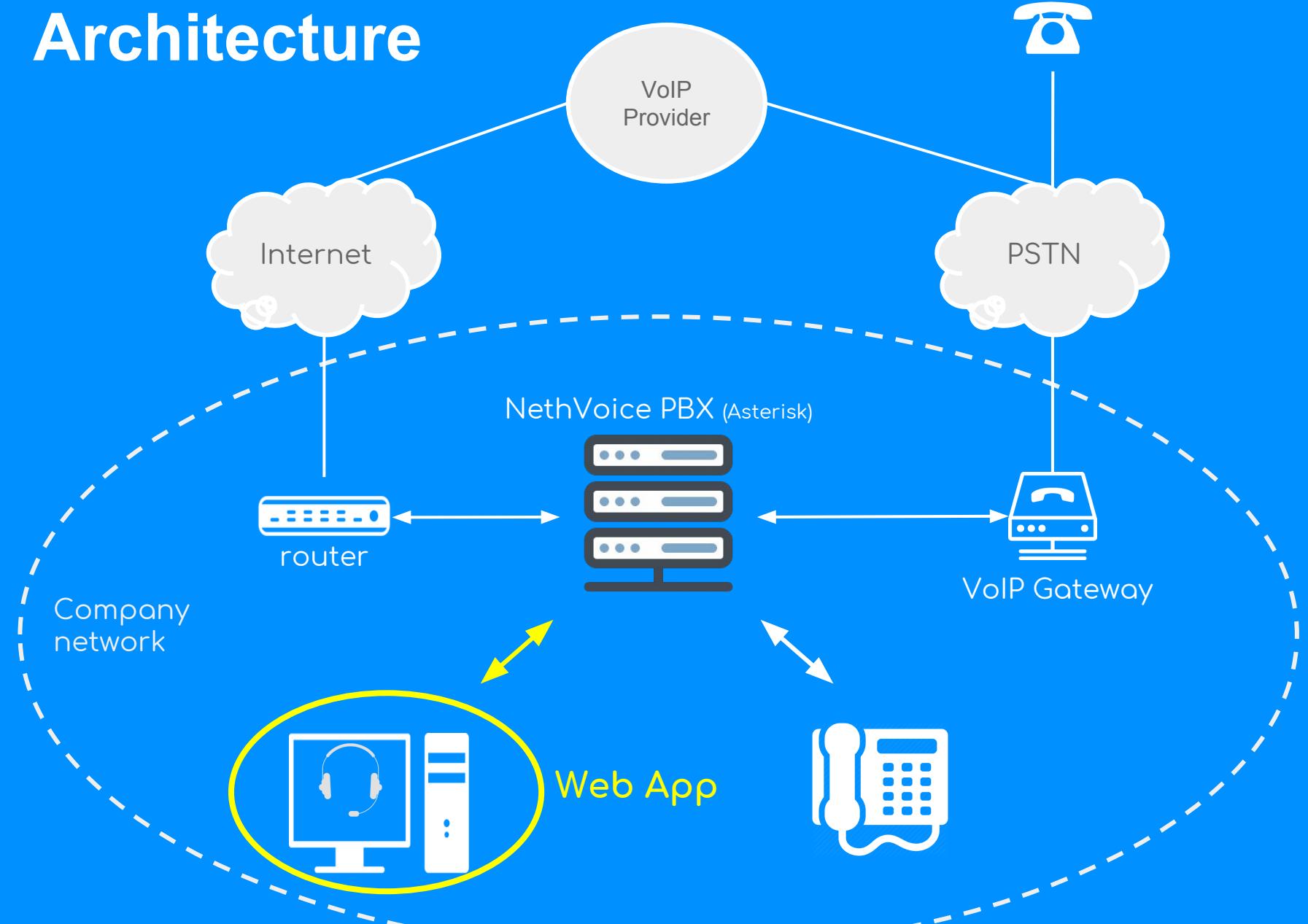
Protocols

- 2 groups
 - RTP → transport
 - SIP → signaling
 - SRTP
 - secure real-time transport protocol
 - encryption
 - message authentication
 - SDP - audio & video description
 - STUN, TURN, ICE
- 
- 

```
INVITE sip:201@10.0.2.15:35050 SIP/2.0
Via: SIP/2.0/UDP 10.0.2.15:5060;rport;bran
From: "foo" <sip:200@10.0.2.15>;tag=afde3
To: <sip:201@10.0.2.15>
Contact: <sip:asterisk@10.0.2.15:5060>
Call-ID: 5e4769af-6478-466e-bebe-8a7e3f5c
CSeq: 27590 INVITE
Allow: OPTIONS, SUBSCRIBE, NOTIFY, PUBLIS
Supported: 100rel, timer, replaces, nore
Session-Expires: 1800
```

```
v=0
o=- 137183621 137183621 IN IP4 10.0.2.15
s=Asterisk
c=IN IP4 10.0.2.15
t=0 0
m=audio 18416 RTP/AVP 0 8 3 111 101
a=rtpmap:0 PCMU/8000
a=rtpmap:8 PCMA/8000
a=rtpmap:3 GSM/8000
a=rtpmap:111 G726-32/8000
```

Architecture



CoDec

- Reduction / Compression / Decompression of data flow
- Bandwidth / Quality (MOS) / Latency
- Audio
 - **G.711** (64 kbps)
 - **Opus** (6-510 kbps - dynamic bitrate)
- Video
 - VP8, VP9, **AV1**
 - H.264

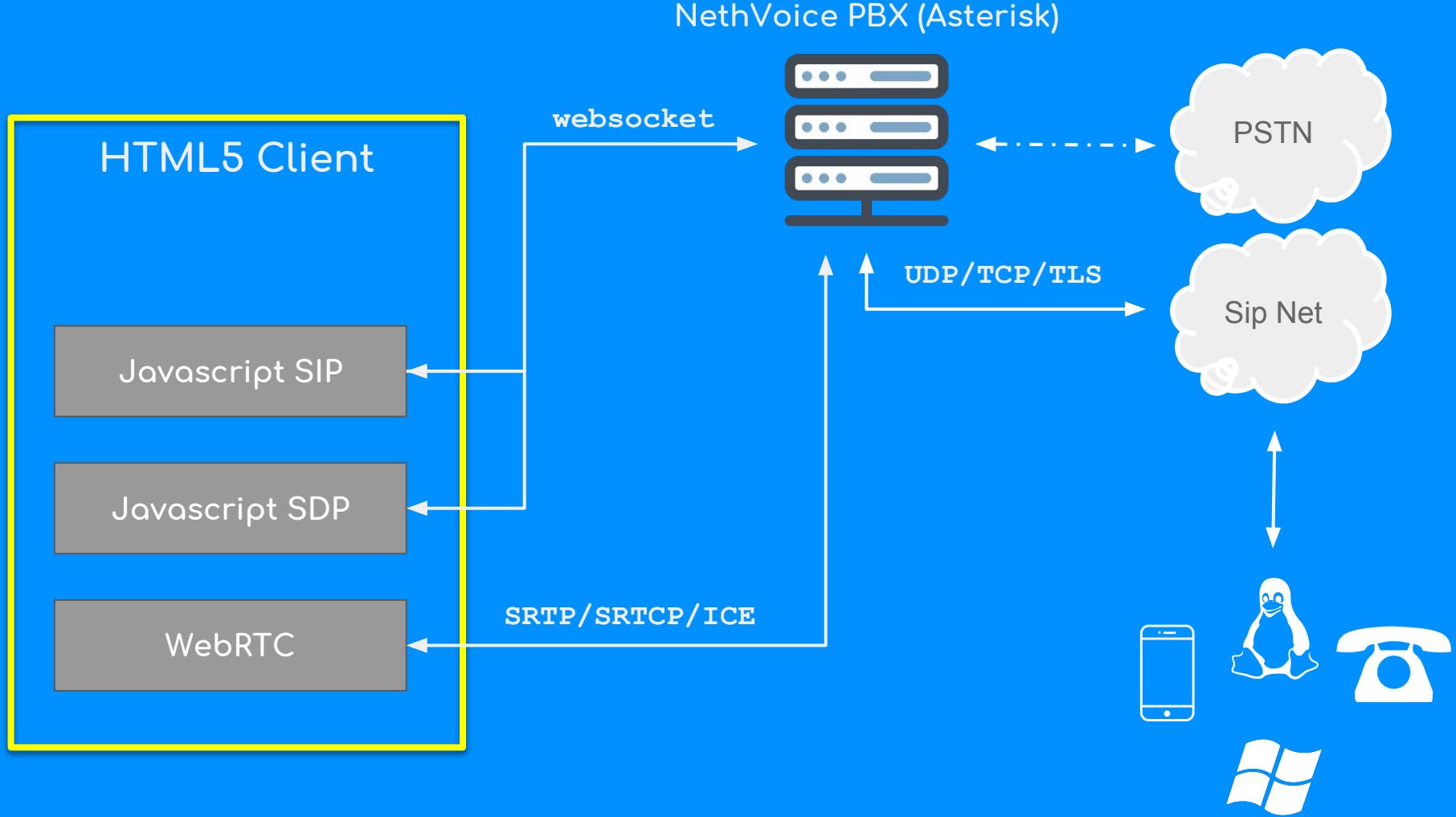
sipML5

sipML5

- First Open Source **HTML5 SIP Client** (Doubango Telecom)
- 100% Javascript: **NO PLUGIN !!!**
- Media stack on **WebRTC**
- SIP over **WebSocket** (UDP, TCP, TLS)
- Audio / Video Calls / Instant Messaging / Screen share
- Desktop & Mobile
- Google I/O 2012



sipML5 Architecture



sipML5: how to use

```
SIPml.init ←  
new SIPml.Stack  
  
newSession('register', ...)  
  
newSession('call-audio', ...)
```

1. Engine initialization

2. Start SIP Stack

3. Extension registration

4. Start Audio/Video call

sipML5: how to use

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sipML5: how to use

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newSession('call-audio', ...) ← 4. Start Audio/Video call
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1. Engine initialization

2. Start SIP Stack

3. Extension registration

4. Start Audio/Video call

...more code...

sipML5: the library

```
1. vim
<!doctype html>
<html>
  <head></head>
  <body>
    <script src="lib/SIPml-api.js"></script>
  </body>
</html>
```

1. sipML5: engine initialization

```
SIPml.init(engineReadyCb, engineErrorCb);

function engineReadyCb(e) {
    createSipStack();
}

function engineErrorCb(e) {
    console.log(e);
}
```

2. sipML5: start SIP stack

```
1. vim
var sipStack = new SIPml.Stack({
  realm: 'nethvoice.nethesis.it', ←
  impi: '200',
  impu: 'sip:200@nethvoice.nethesis.it',
  password: 'password',
  display_name: '@ale_polidori',
  enable_rtcweb_breaker: false,
  websocket_proxy_url: 'wss://nethvoice.nethesis.it:8089/ws',
  events_listener: {
    events: '*',
    listener: sipEventsListener
  }
});
sipStack.start();
```

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  websocket_proxy_url: 'wss://nethvoice.nethesis.it:8089/ws',
  events_listener: {
    events: '*', ←
    listener: sipEventsListener
  }
});
sipStack.start();
```

3. sipML5: extension registration

```
1. vim  
var registerSession = sipStack.newSession(  
    'register',  
    {  
        events_listener: {  
            events: '*',  
            listener: registerEventsListener  
        }  
    }  
);  
registerSession.register();
```

4. sipML5: call

```
1. vim
var callSession = sipStack.newSession(
  'call-audiovideo',
  {
    video_local: document.getElementById('video-local'),
    video_remote: document.getElementById('video-remote'),
    audio_remote: document.getElementById(audioId),
    events_listener: {
      events: '*',
      listener: callEventsListener
    }
  });
callSession.call('221');
```

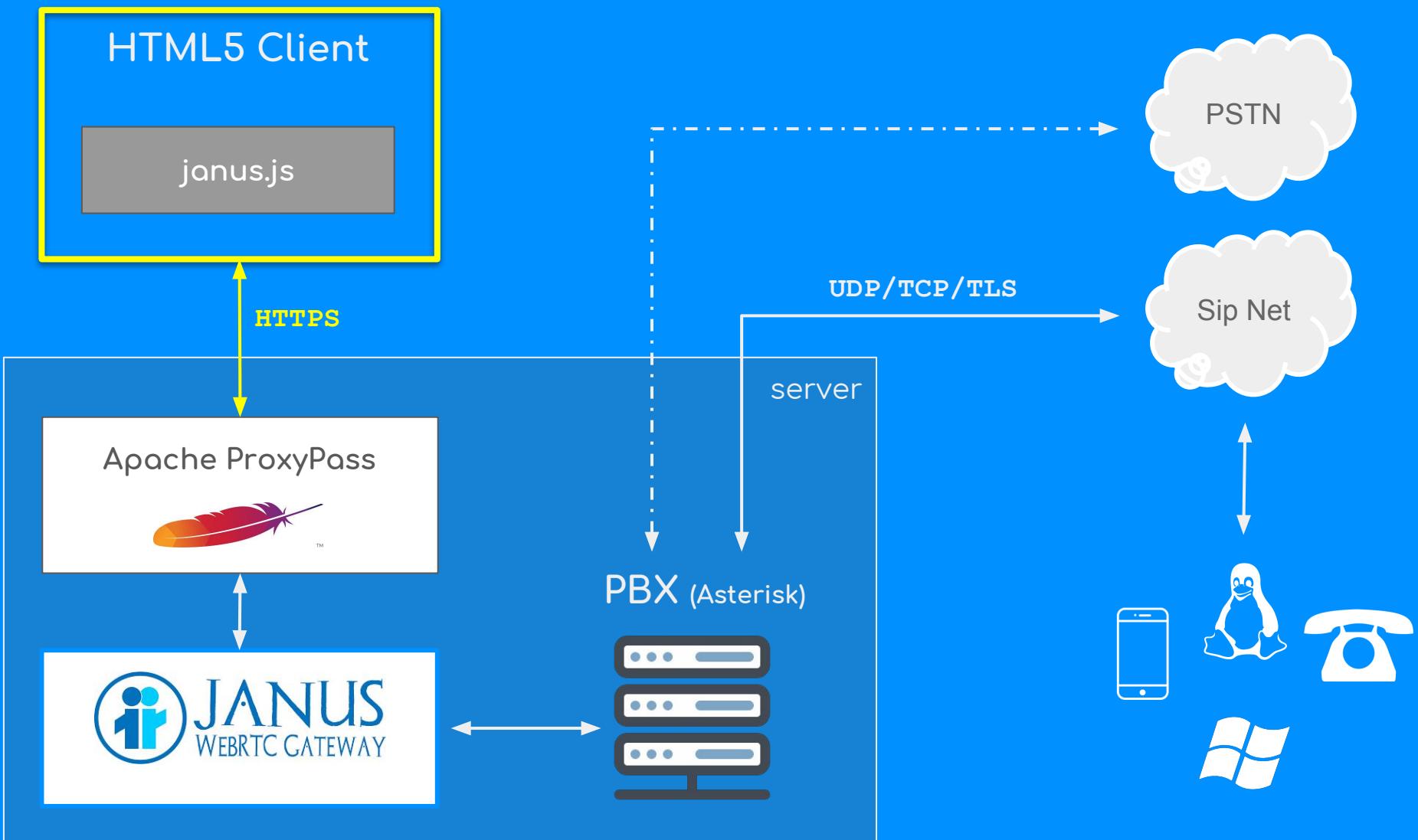
Janus Gateway

Janus

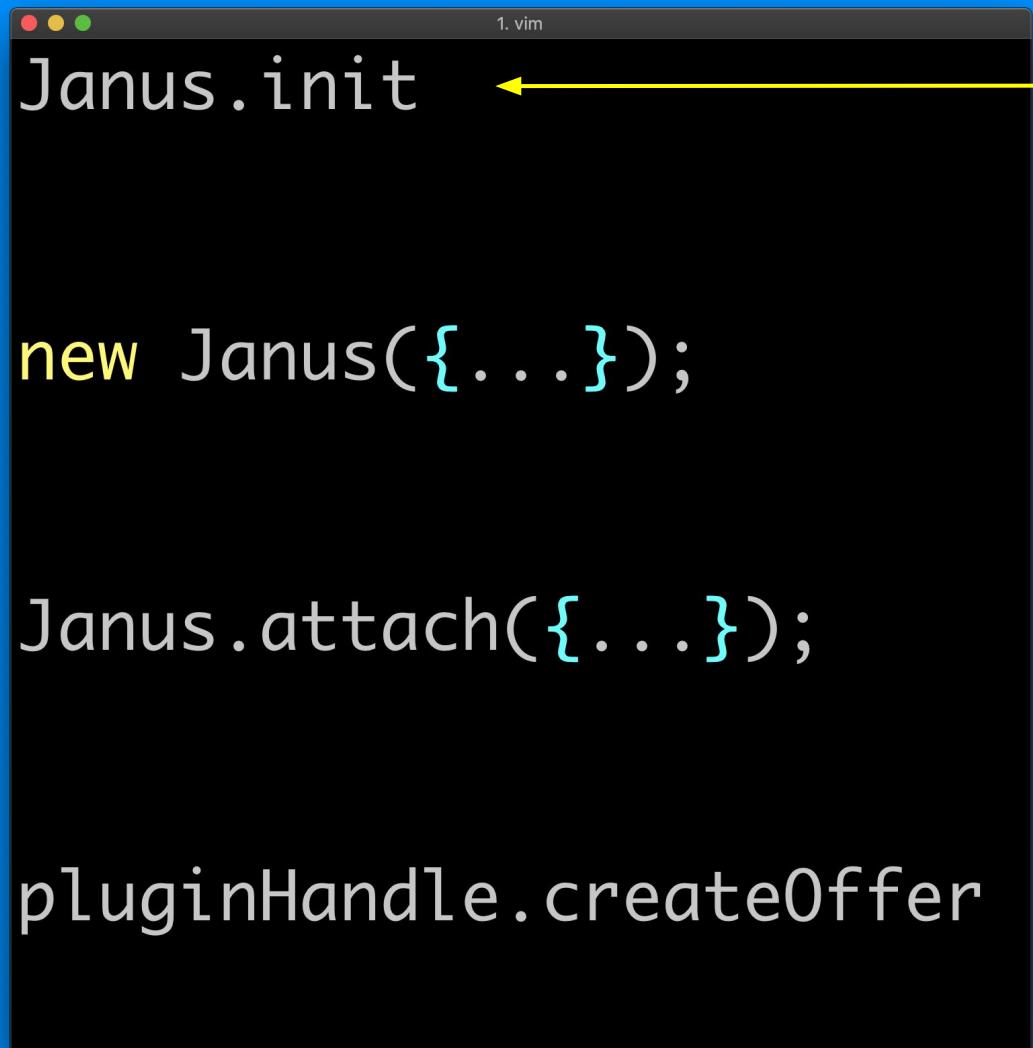


- Gateway general purpose by **Meetecho**
- WebRTC audio/video
- JSON messages
- **Plugin Architecture** → SIP Plugin
- Monitoring
- Interfaces HTTP, WebSocket, RabbitMQ

Janus Architecture



Janus: how to use



A screenshot of a terminal window titled "1. vim". The code inside is:

```
Janus.init ←  
new Janus({...});  
  
Janus.attach({...});  
  
pluginHandle.createOffer
```

The first line, "Janus.init", has a yellow arrow pointing to it from the right side of the slide.

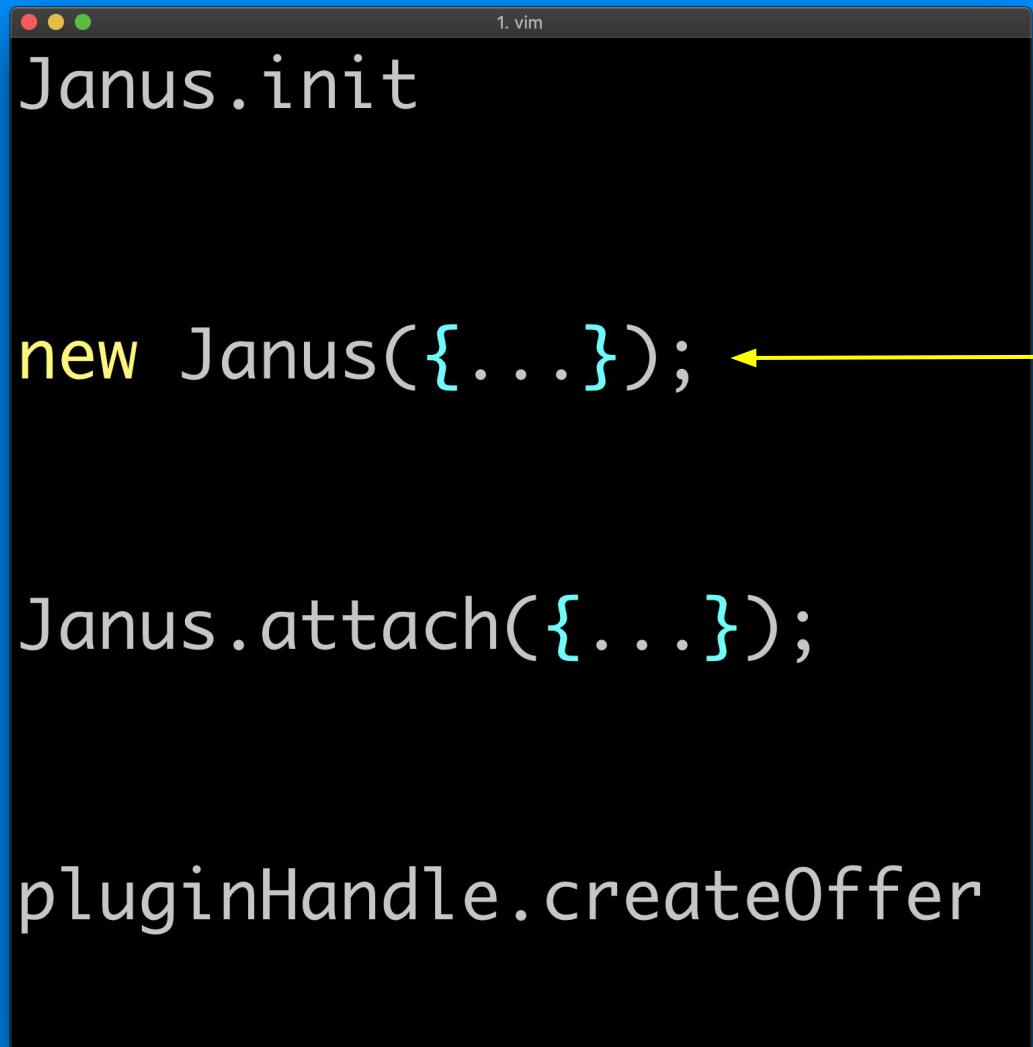
1. Engine initialization

2. Create a session

3. Link SIP plugin

4. Start Audio/Video call

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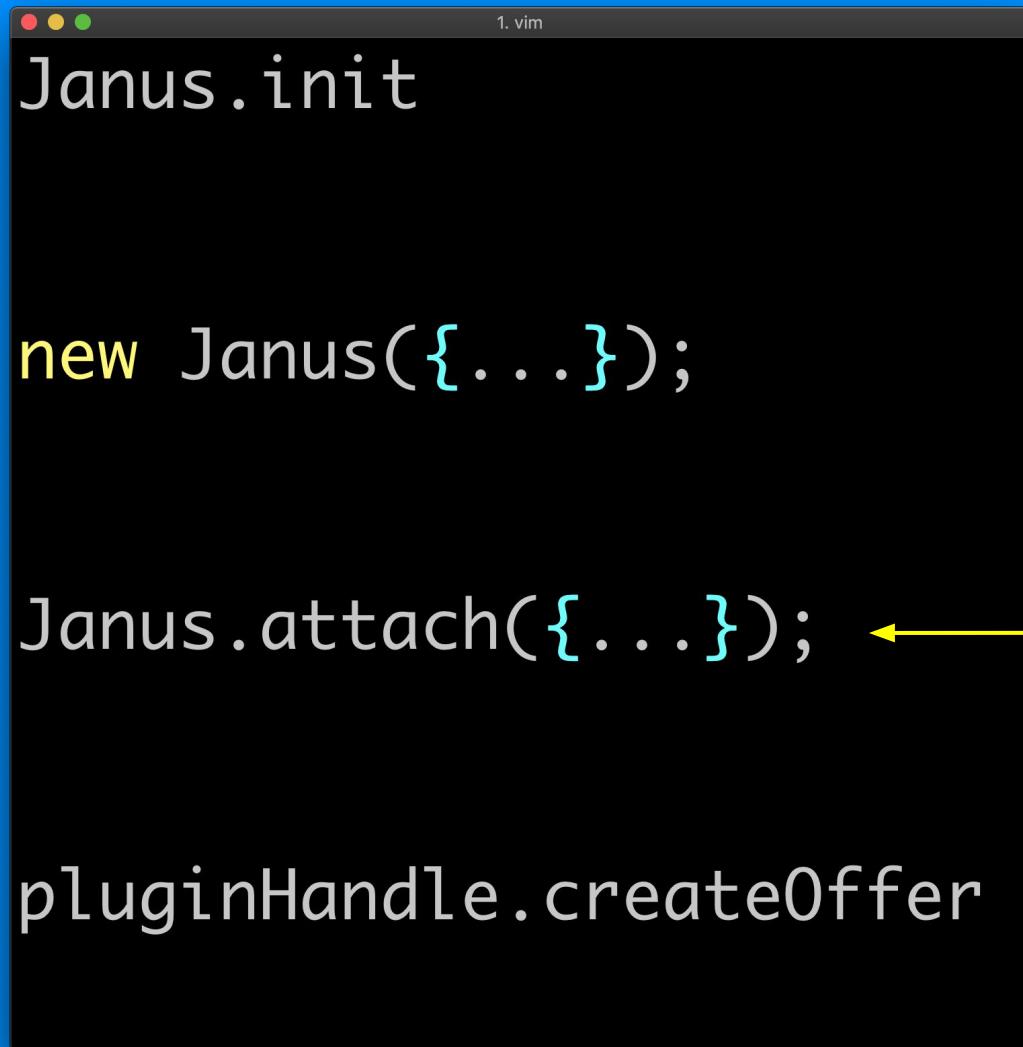
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Janus: how to use



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Janus.init  
  
new Janus({...});  
  
Janus.attach({...}); ←  
  
pluginHandle.createOffer
```

The code shows the initialization of the Janus engine, creation of a session, attachment to a plugin, and finally the creation of an offer. A yellow arrow points from the "Janus.attach(...);" line to the number 3 in the list of steps.

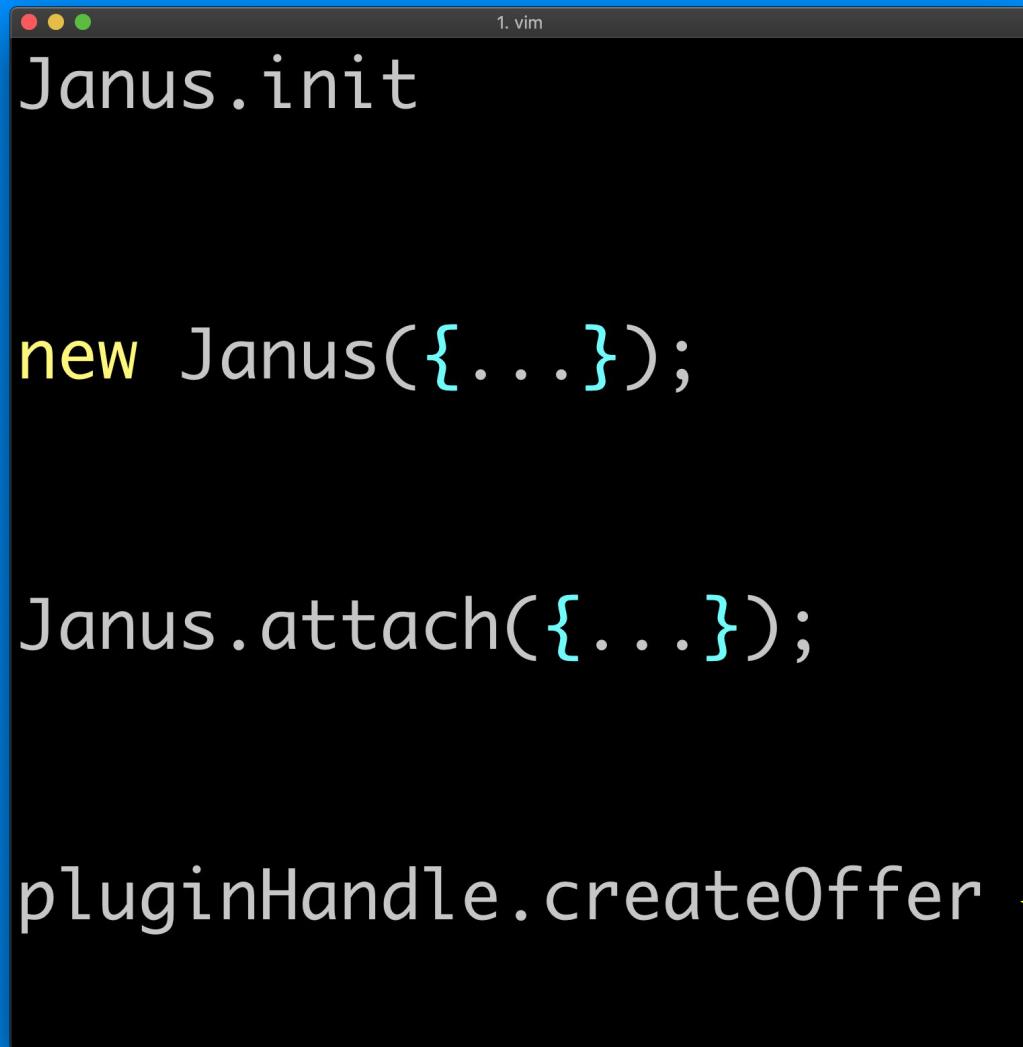
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...more code...

Library

- Janus Client lib



meetecho/janus-gateway

- WebRTC adapter



webrtc/adapter

```
<!doctype html>
<html>
  <head>
  </head>
  <body>
    <script src="lib/janus.js"></script>
    <script src="lib/adapter.js"></script>
  </body>
</html>
```

1. Janus: engine initialization

```
1. vim 🎙  
Janus.init({  
  debug: 'all',  
  callback: function () {  
    console.log('Initialized');  
  }  
});
```

2. Janus: create a session

```
janus = new Janus({
  server: 'https://server/janus',
  success: function () {
    // attach to sip plugin
  },
  error: function (error) {
    // ...
  },
  destroyed: function () {
    // ...
  }
});
```

3. Janus: link SIP plugin

```
1. vim   
janus.attach({  
    plugin: 'janus.plugin.sip', ← Handle to interact with plugin  
    success: function (pluginHandle) {  
        // ...  
    },  
    error: function (error) {  
        // ...  
    },  
    onmessage: function (msg, jsep) {  
        // ...  
    },  
    onlocalstream: function (stream) {  
        // ...  
    },  
    onremotestream: function (stream) {  
        // ...  
    },  
    oncleanup: function () {  
        // ...  
    }  
});
```

Handle to interact with plugin

4. Janus: audio/video call

```
1. vim
sipcall.createOffer({
  media: {
    audioSend: true,
    audioRecv: true,
    videoSend: true,
    videoRecv: true
  },
  success: function (jsep) {
    var body = {
      request: 'call',
      uri: 'sip:200@server'
    };
    sipcall.send({
      'message': body,
      'jsep': jsep
    });
  },
  error: function (error) {
    Janus.error('WebRTC error...', error);
  }
});
```

Call destination

VoIP PBX

NethServer VoIP PBX

- NethServer Linux distro
- Asterisk & FreePBX based
- Open Source - community.nethserver.org
- NethVoice Enterprise version
- NethCTI WebApp



~ nethvoice

 nethCTI

The NethCTI logo icon is a white square containing a black wavy line.

Demo

1

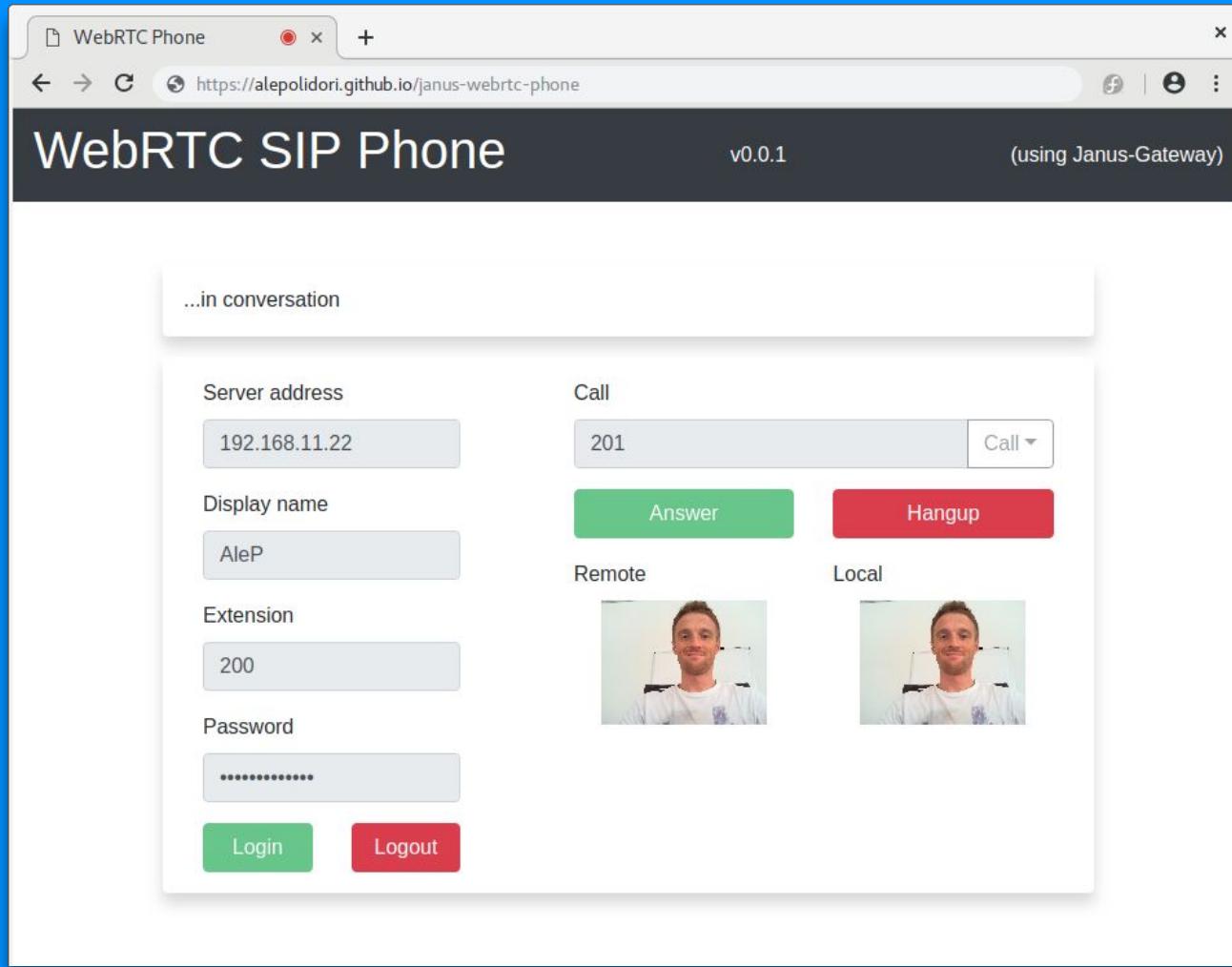
Start your NethServer VoIP PBX

```
1. bash
$ git clone https://github.com/alepolidori/vagrant-files.git
$
$ cd vagrant-files/nethserver-freepbx-14.0.3.6
$
$ vagrant up
```

2

go to:

<https://alepolidori.github.io/janus-webrtc-phone>





nethCTI

nethCTI 270 Transfer

Alessandro Polidori
Online

Operators Queues Phonebook History

Speed Dial

Operators

Order by: Name Presence

Search...

Sviluppo

Davide [Online]

Giacomo [Online]

Alessandro Polidori Sviluppo

Last calls

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References

<https://github.com/alepolidori/fosdem-2019>

<https://bloggeek.me>



Thank you !



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'nethesis