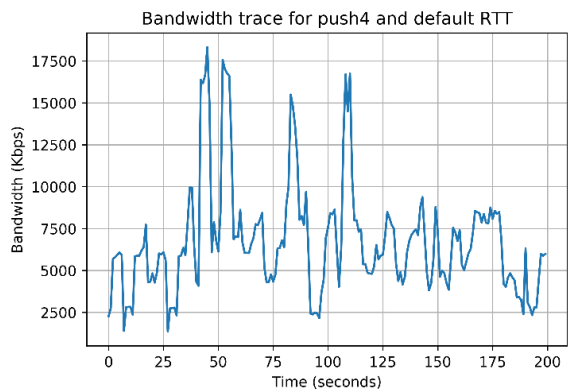
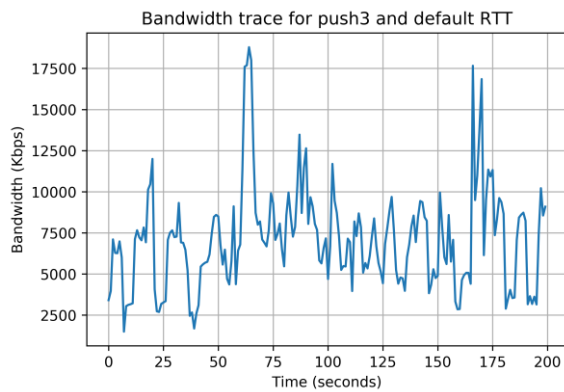
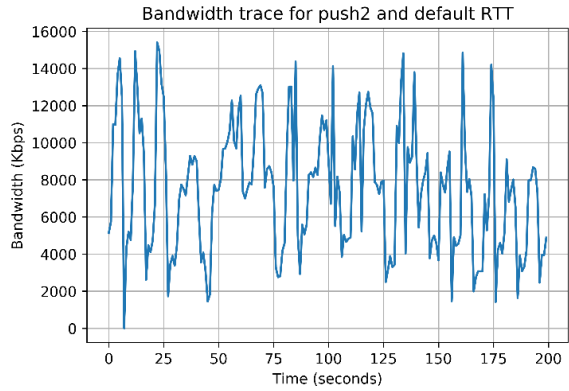
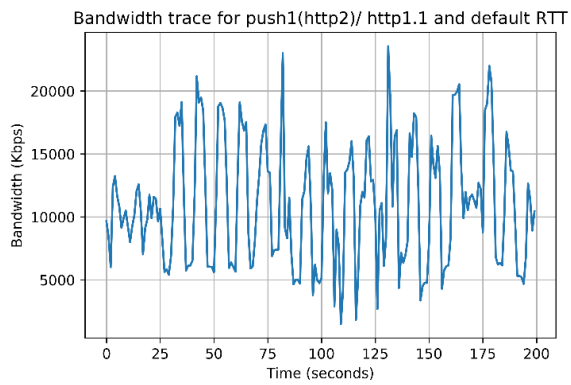
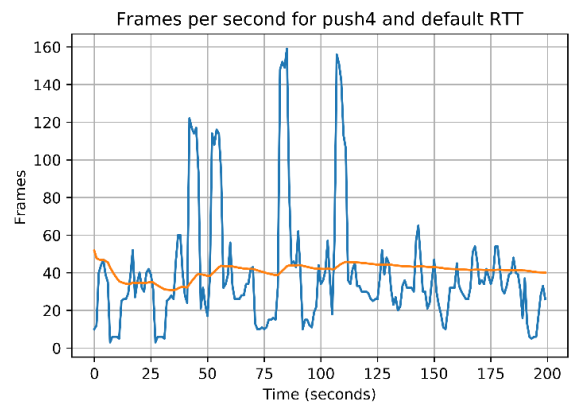
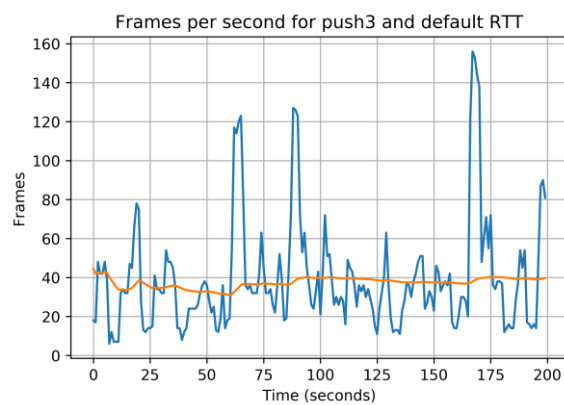
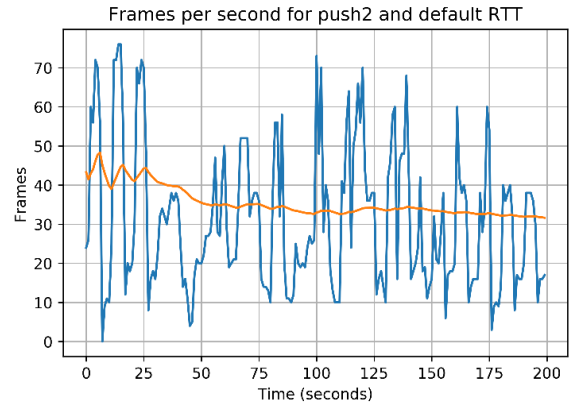
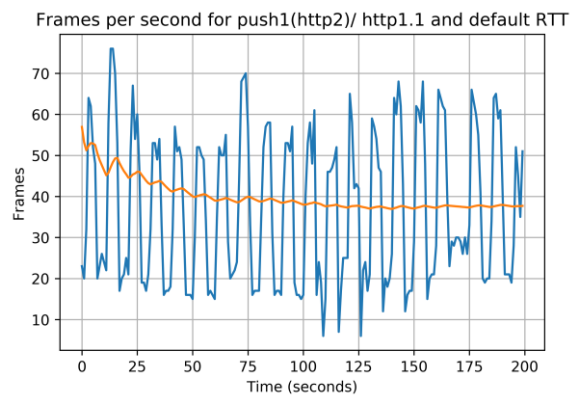


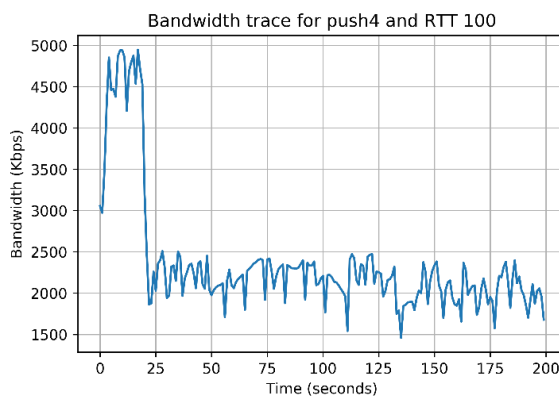
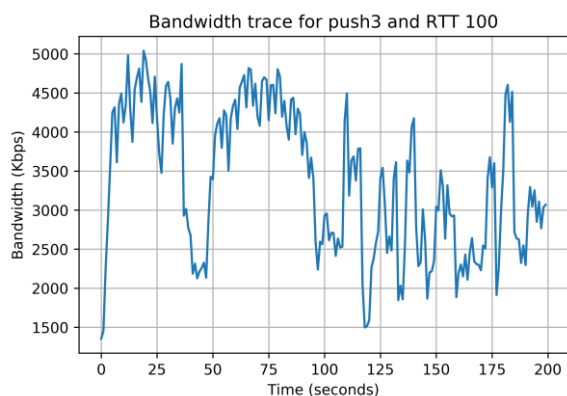
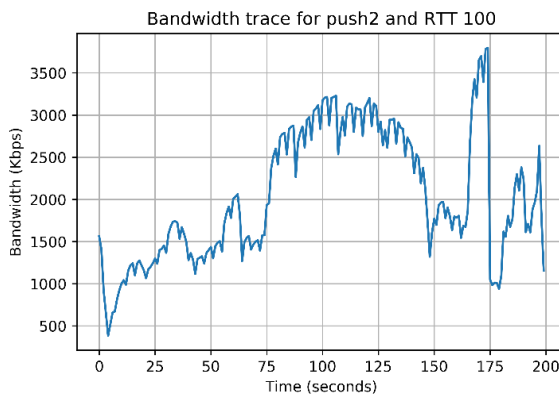
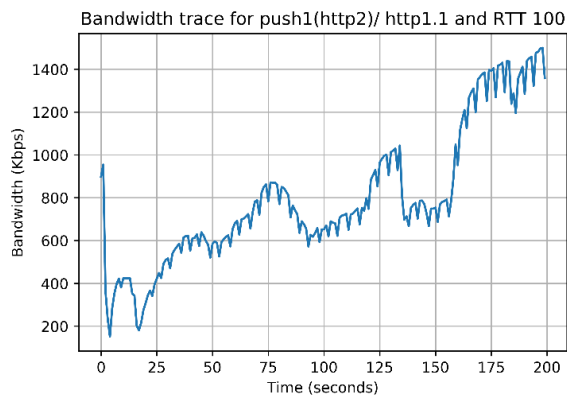
Bandwidth during different push methods with default RTT



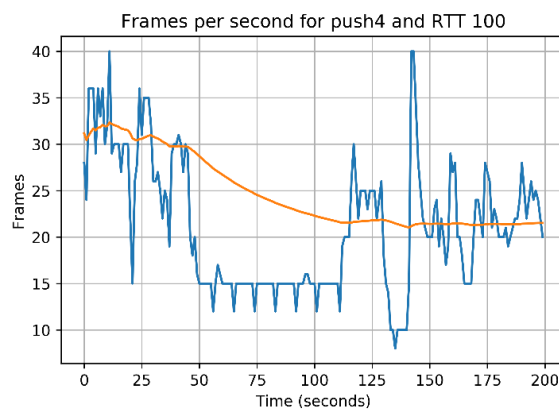
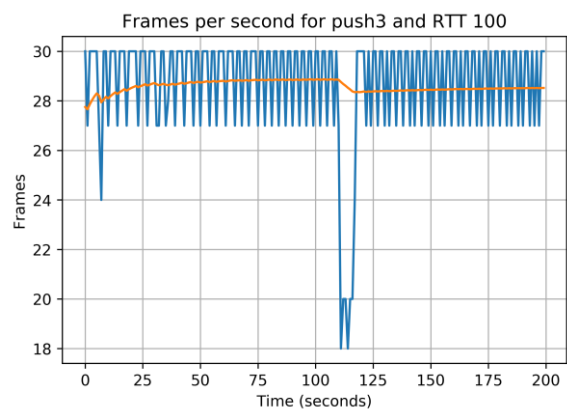
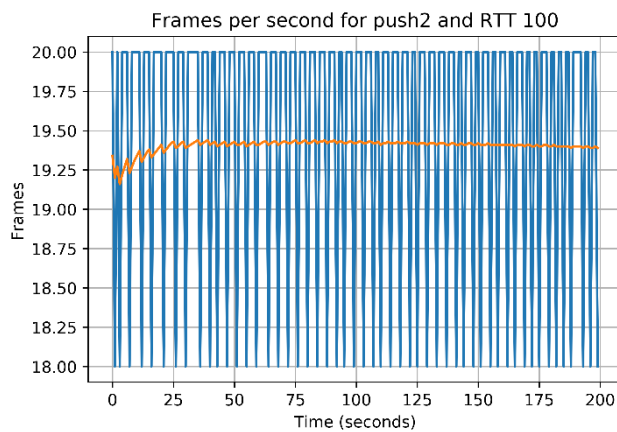
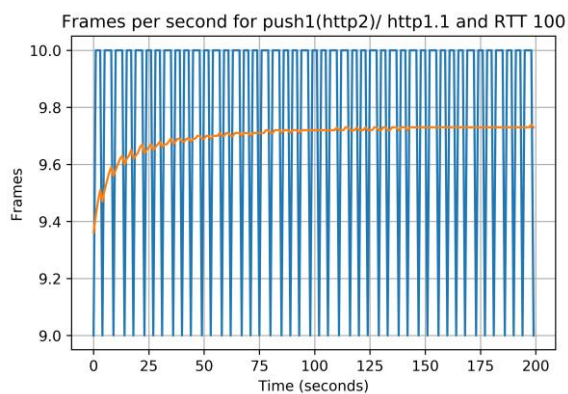
Framerate during different push methods with default RTT



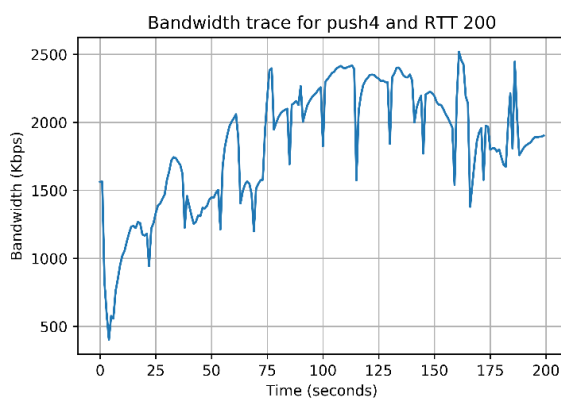
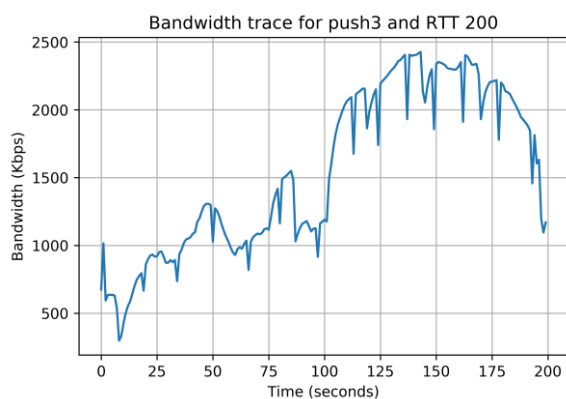
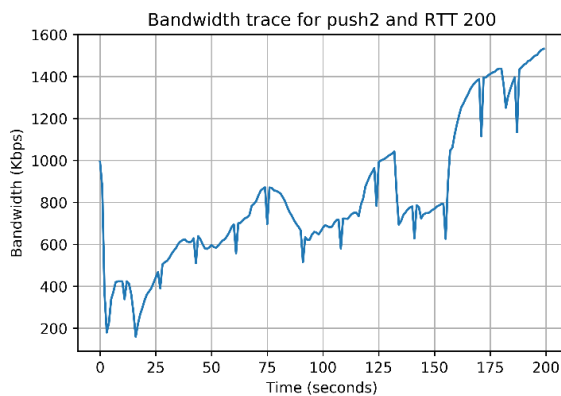
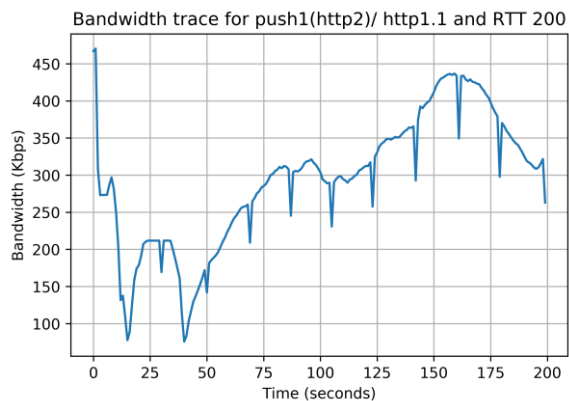
Bandwidth during different push methods with RTT around 100



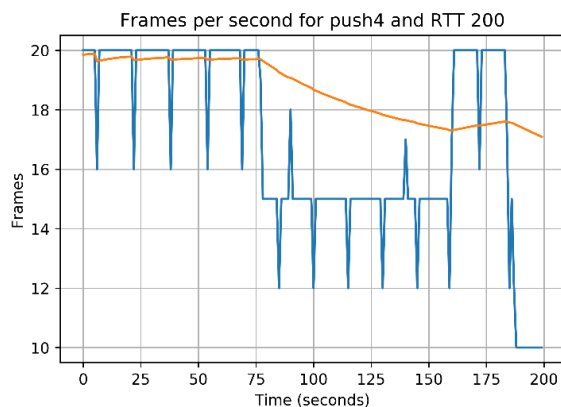
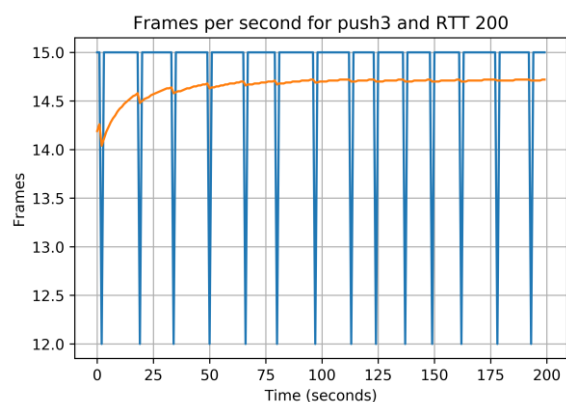
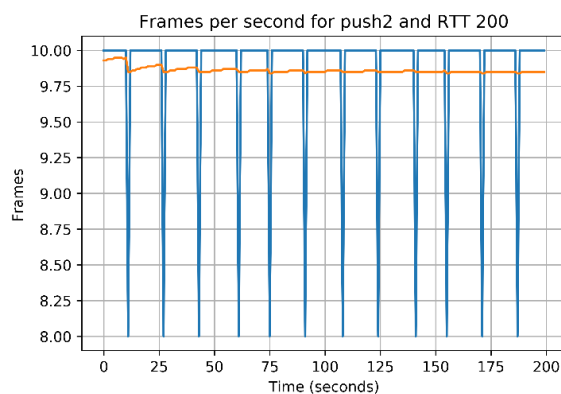
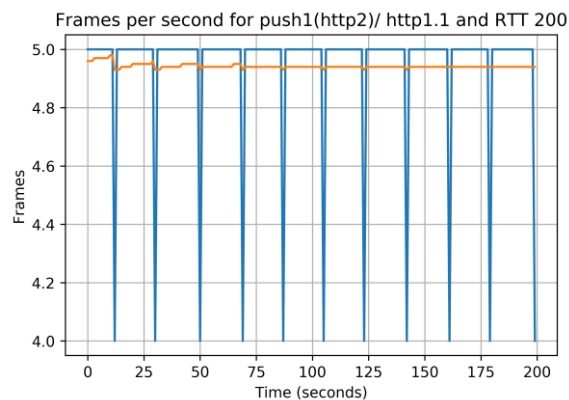
Framerate during different push methods with RTT 100



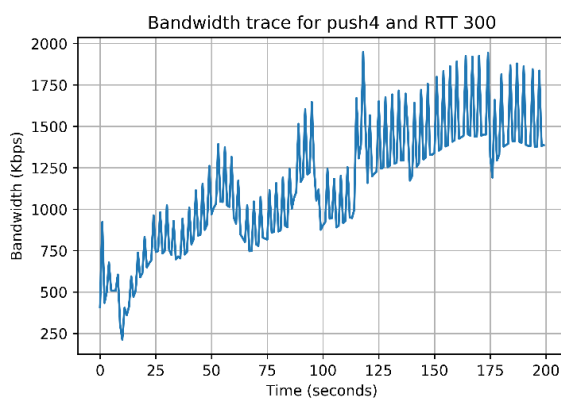
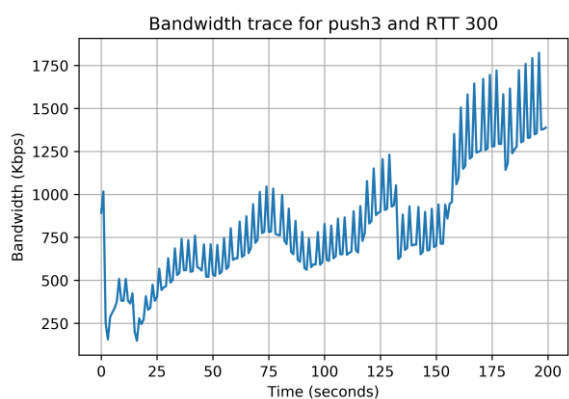
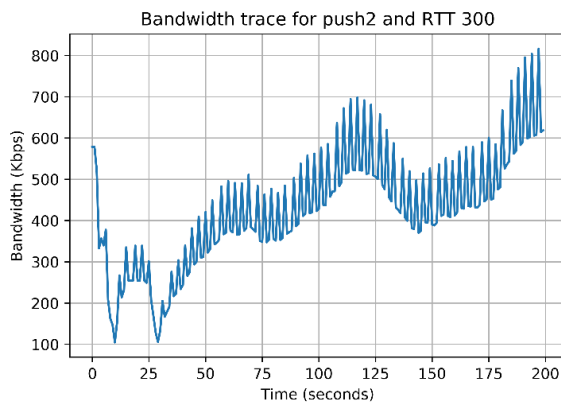
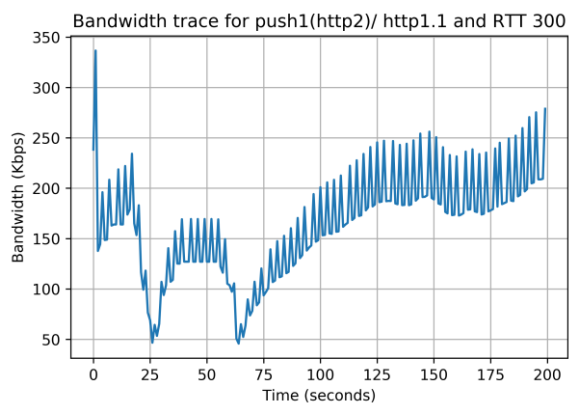
Bandwidth during different push methods with RTT around 200



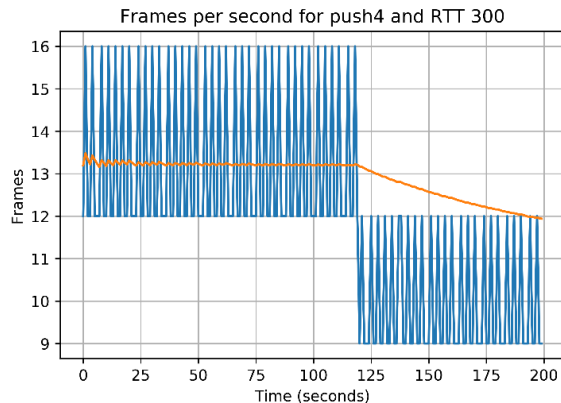
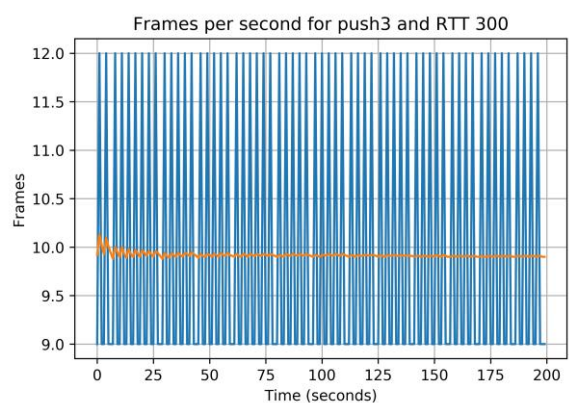
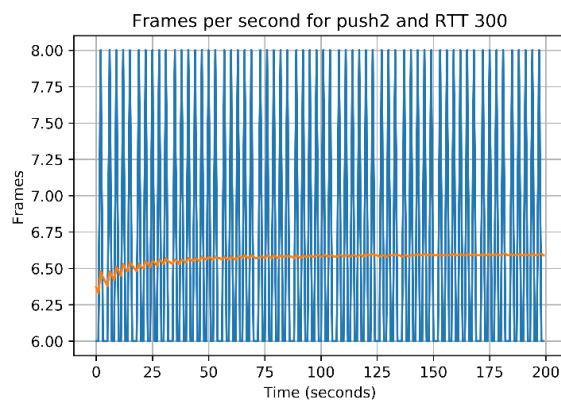
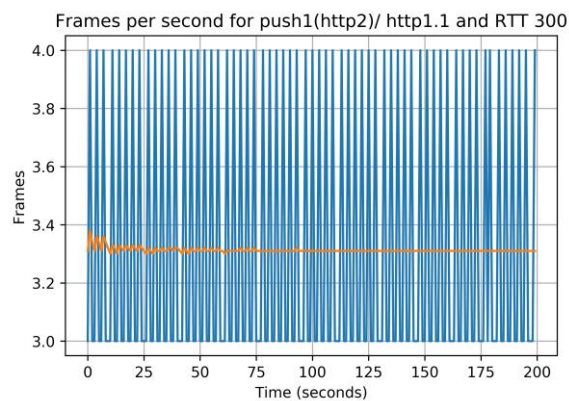
Framerate during different push methods with RTT 200



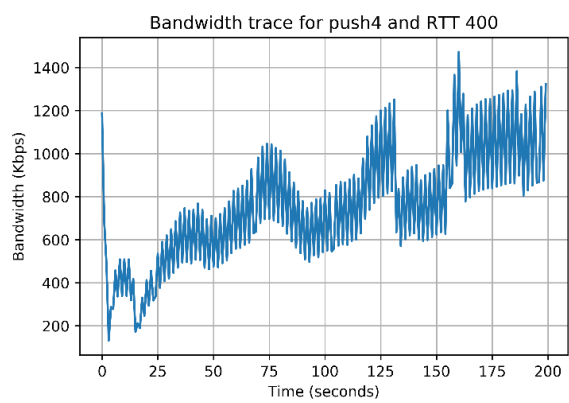
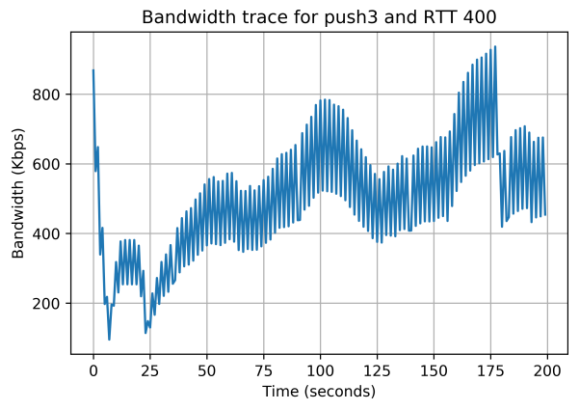
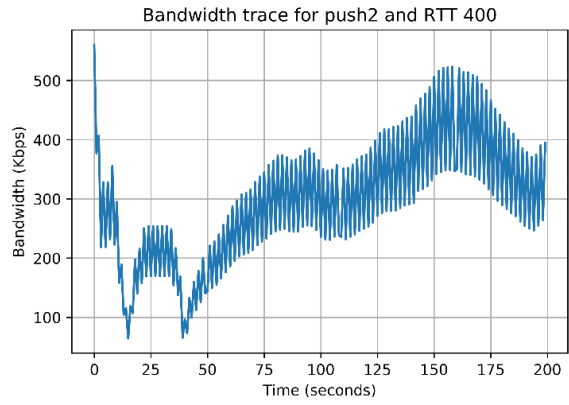
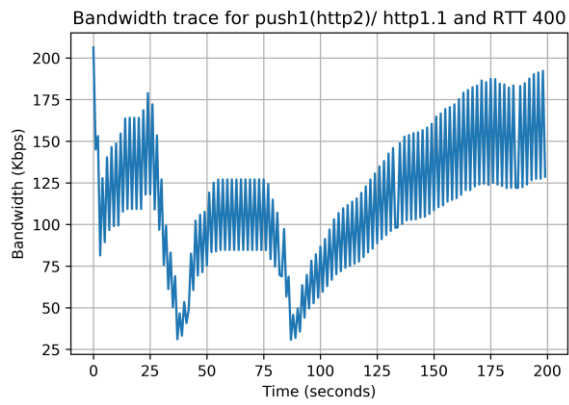
Bandwidth during different push methods with RTT around 300



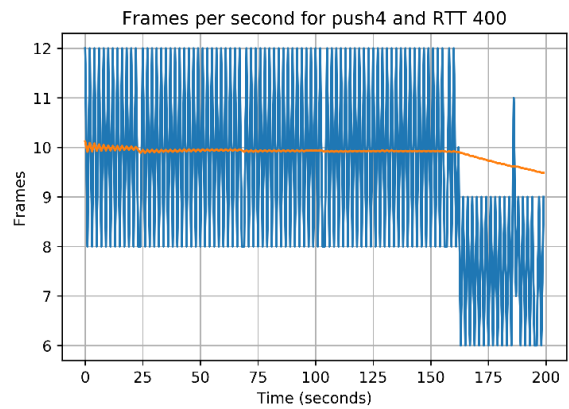
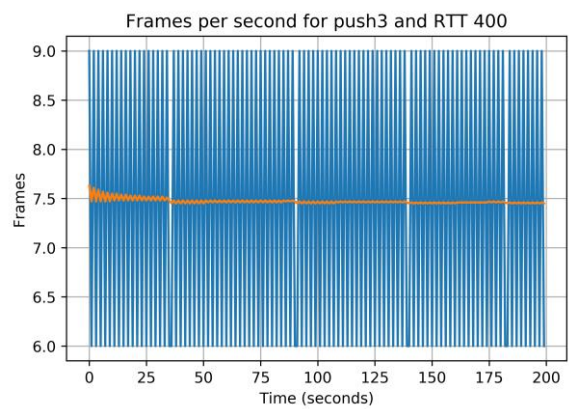
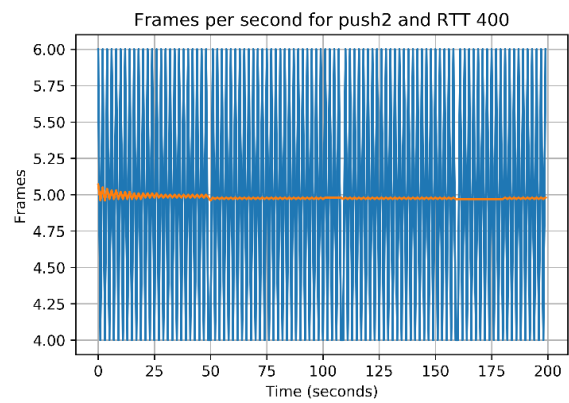
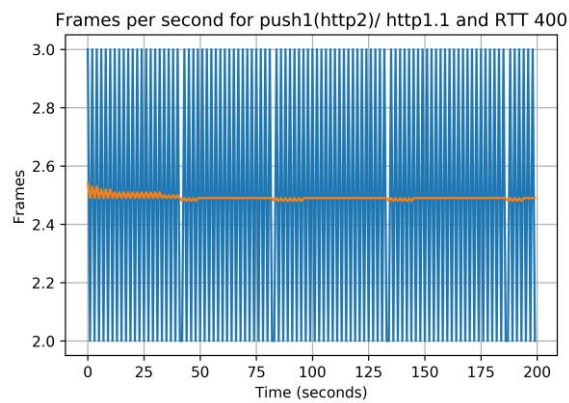
Framerate during different push methods with RTT 300



Bandwidth during different push methods with RTT around 400

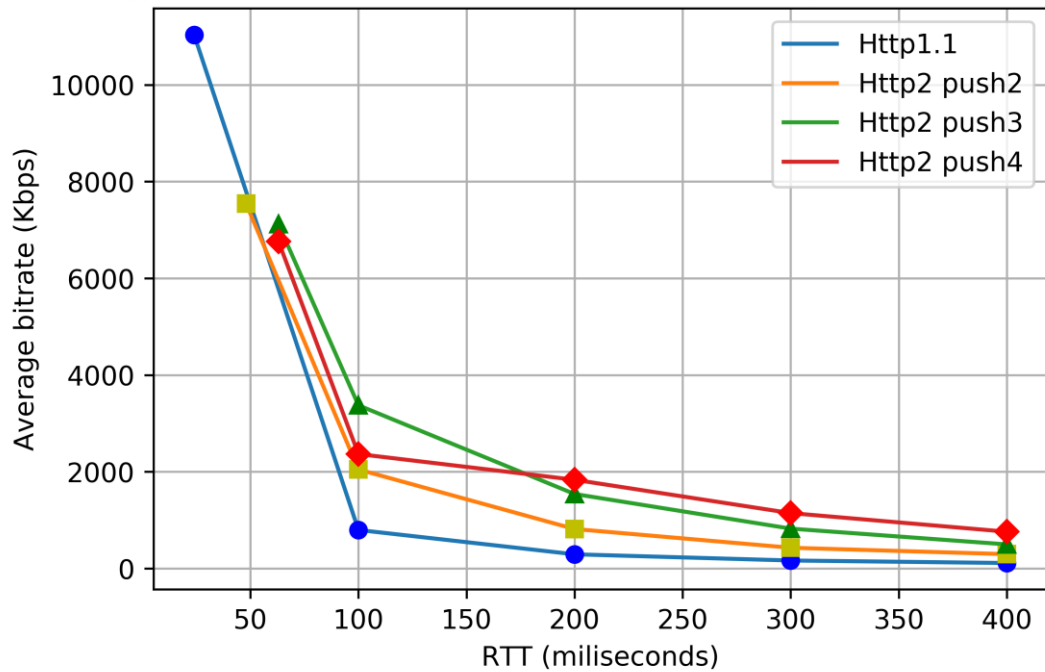


Framerate during different push methods with RTT 400



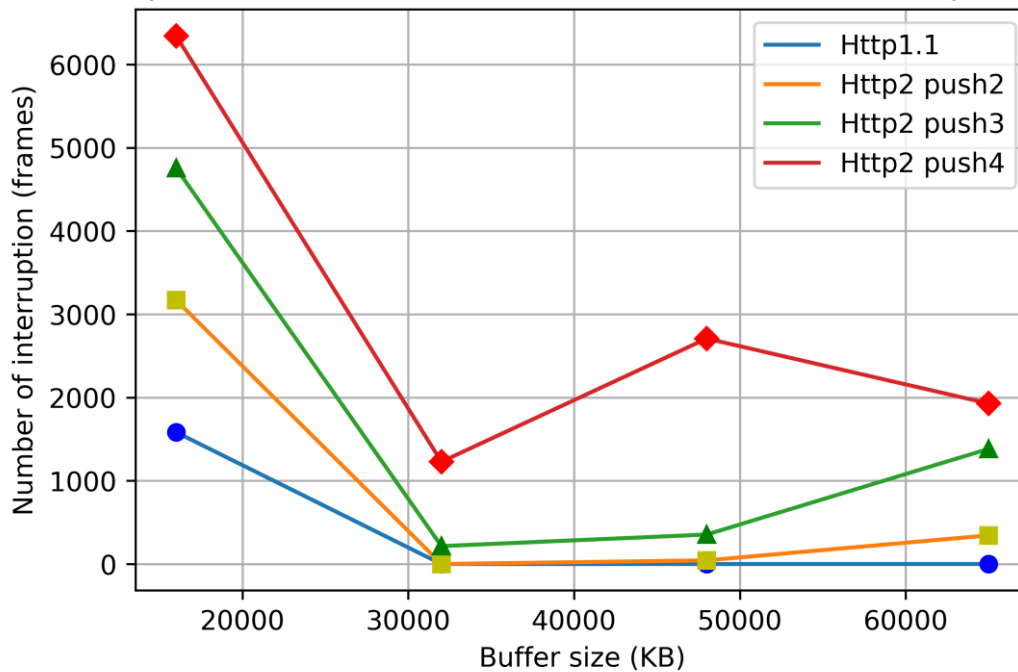
Average video bitrate VS RTT

Average video bitrate (adaptive quality) with large buffer size 65500KB



Impact of buffer size on the number of frame interruptions while video quality optimization is enabled

Impact of buffer size on the number of frame interruptions.



Impact of buffer size on the number of frame interruptions while video quality optimization is disabled

