### Step for testing Camera side

* git clone <https://github.com/rdkcteam/native-webrtc/PC_streamer> to one ubuntu PC
* Move to PC\_streamer directory in PC
* Execute the script “webrtc\_cam.sh” (./webrtc\_cam.sh)
* Then connect webcam to PC. In that PC change directory to webrtc-checkout Folder

e.g., cd webrtc-checkout /src/out/Defaults.

* Execute “. /Peerconnection\_Server”, then you should see the following message indicating that it is running:

Server listening on port 8888

* In another terminal cd webrtc-checkout/out/Defaults
* export LD\_LIBRARY\_PATH=$LD\_LIBRARY\_PATH:’pwd’(Export path to /out/Defaults)
* Execute “./Peerconnection \_client “
* Enter the server address and listening port on command line

### Step for Testing Viewing side

* git clone <https://github.com/rdkcteam/native-webrtc/PC_streamer> to another PC
* Move to PC\_streamer directory in PC(not remotely)
* Execute the script “webrtc\_browser” (“./webrtc\_browser”)
* Then move in to out/Default folder of webrtc checkout folder.

e.g., cd webrtc-checkout /src/out/Defaults.

* export LD\_LIBRARY\_PATH=$LD\_LIBRARY\_PATH:’pwd’(Export path to /out/Defaults)
* Then Execute “. /Peerconnection\_client”.
* Now a window for entering server IP and port will display.
* Enter the server hosting’s machine IP and listening port to that GTK window.
* Click on connect button.
* Double click on the peer name list down in the window
* Verify the video captured by the webcam connected in another PC display in the GTK window.