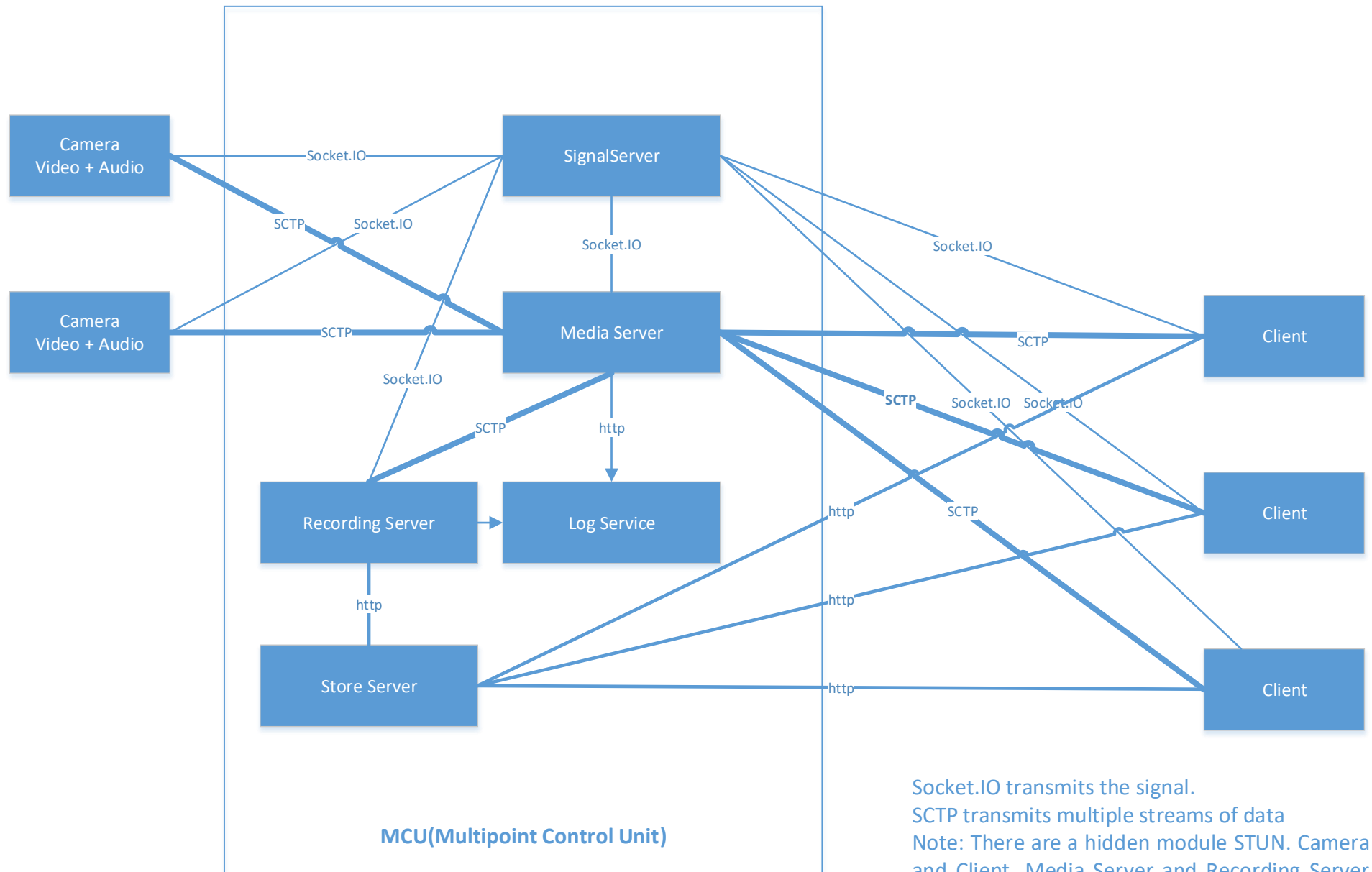
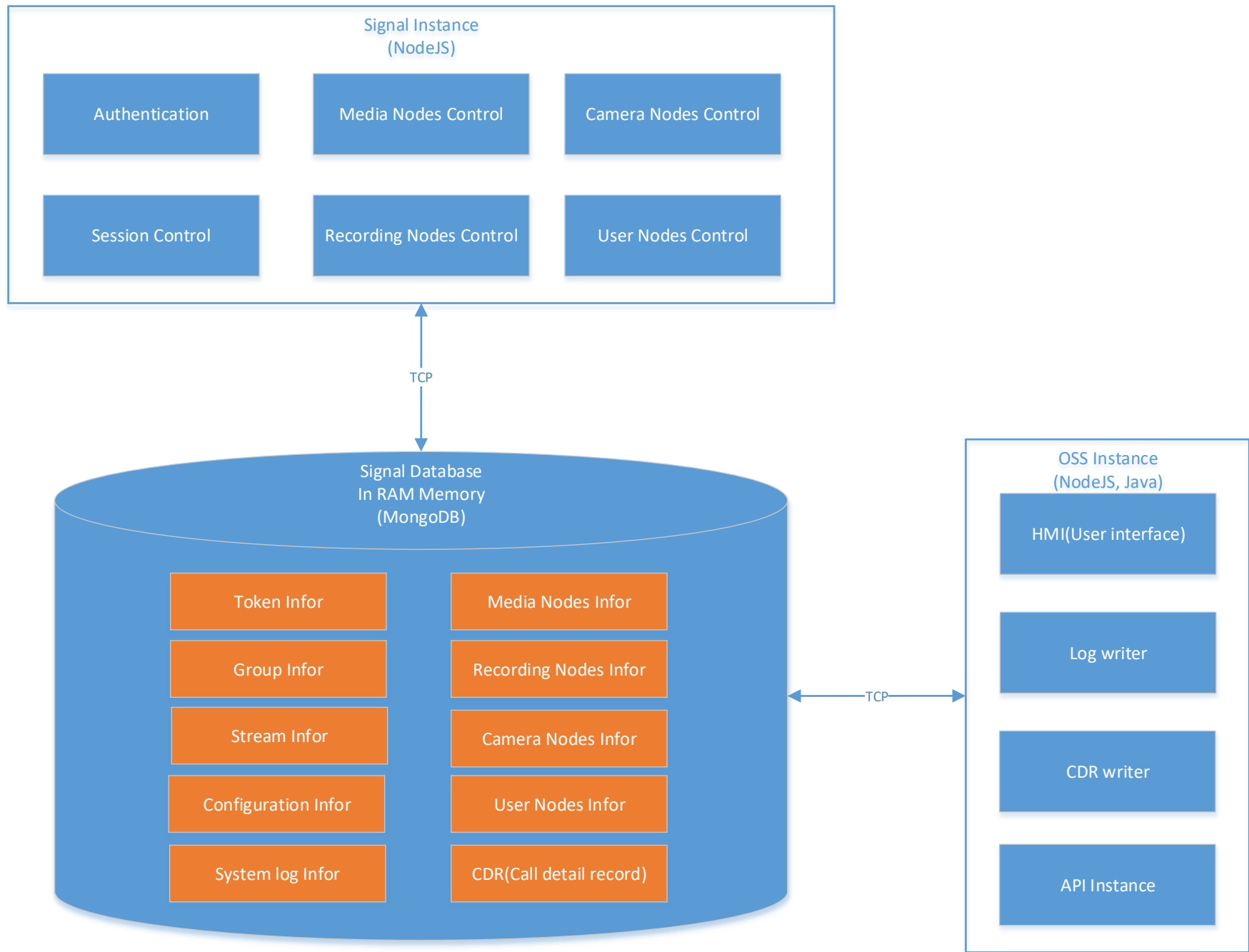


LOGICAL ARCHITECTURE OF THE LIVESTREAM SYSTEM



Socket.IO transmits the signal.
Sctp transmits multiple streams of data
Note: There are a hidden module STUN. Camera and Client, Media Server and Recording Server connect to get public IP (Over NAT and Firewall)



Media Instance
(JavaScript base on Chrome Browser)

Session Control

Media Processing

Push log

Recording Instance
(JavaScript base on Chrome Browser)

Session Control

Media Recording and
upload

Push log

Store Instance
(NodeJS)

Upload Service

StreamingService

Log Writer

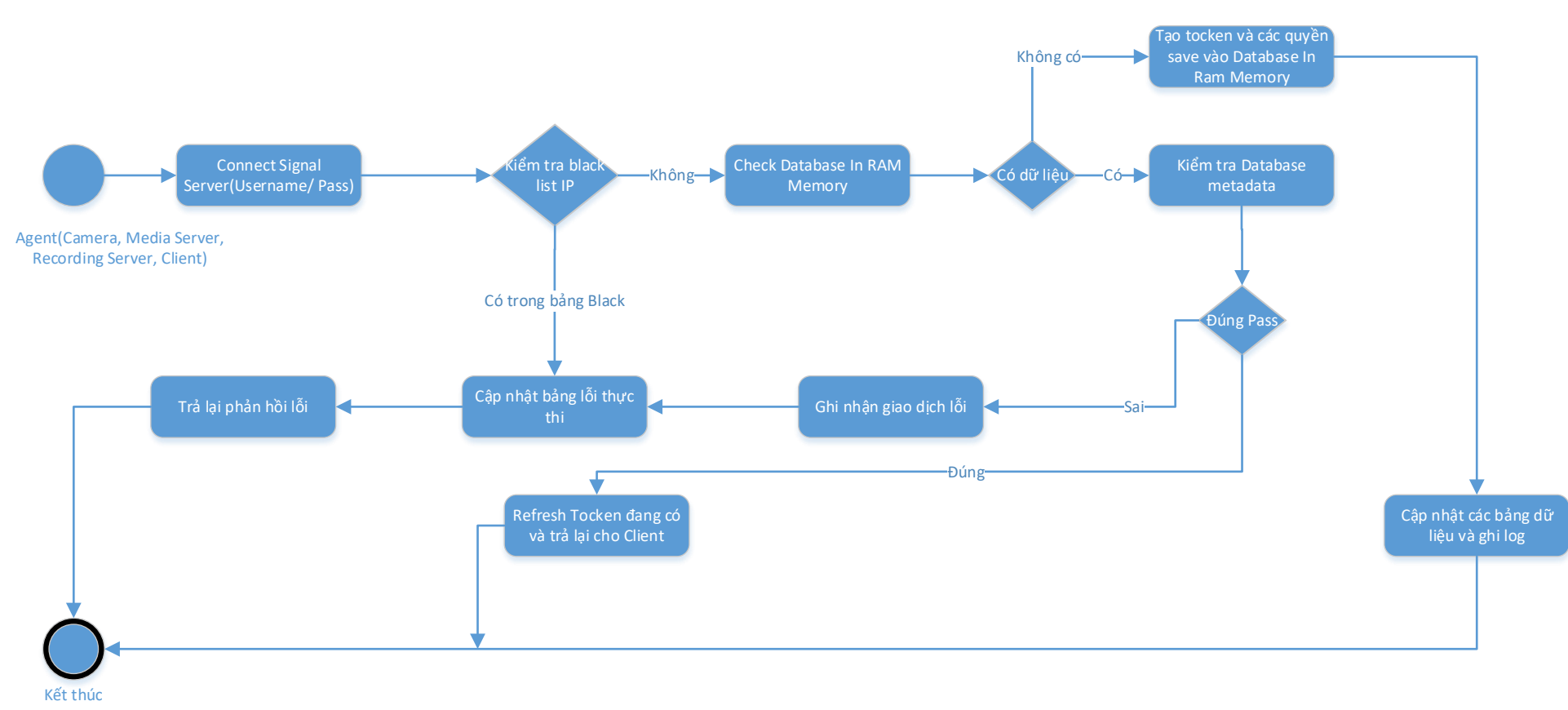
Camera Instance
(JavaScript base on Chrome Browser)

Session Control

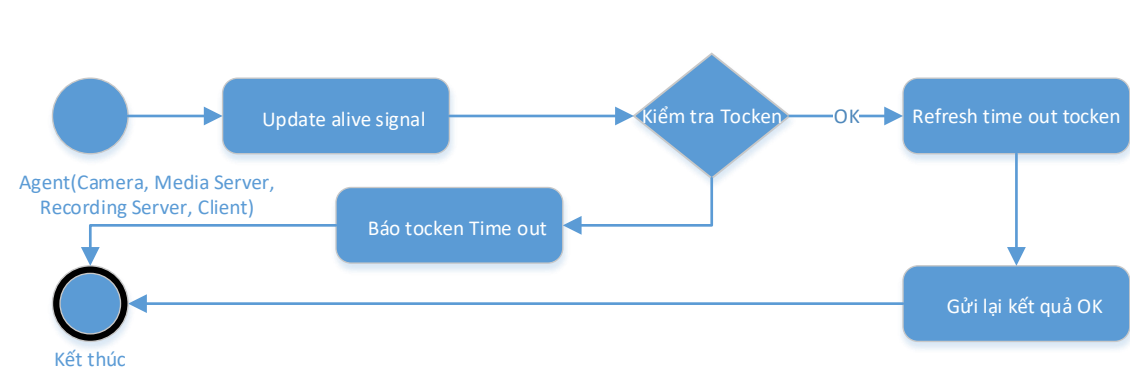
Media Processing

Push log

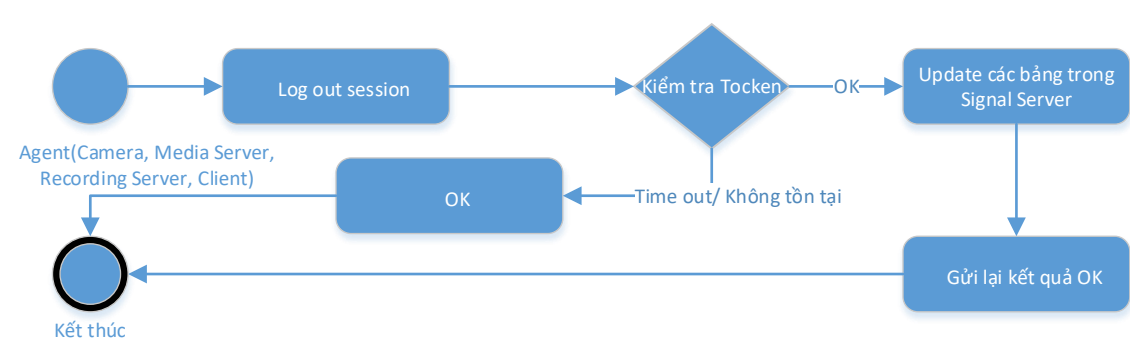
REGISTER



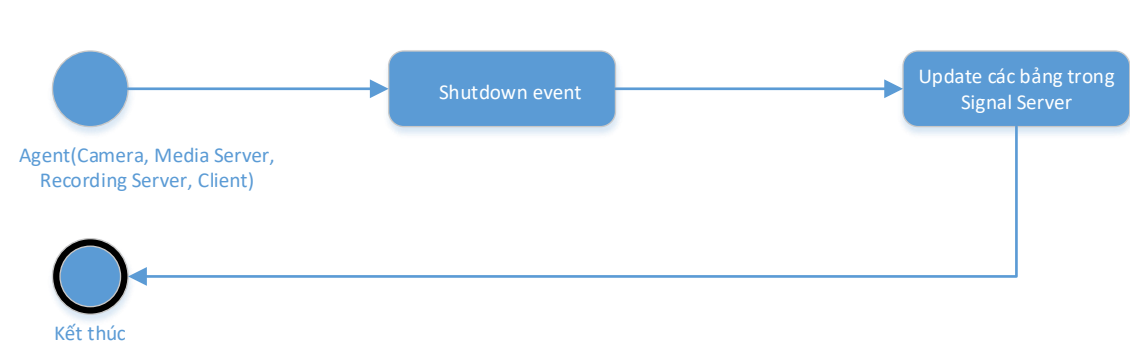
KEEPALIVE



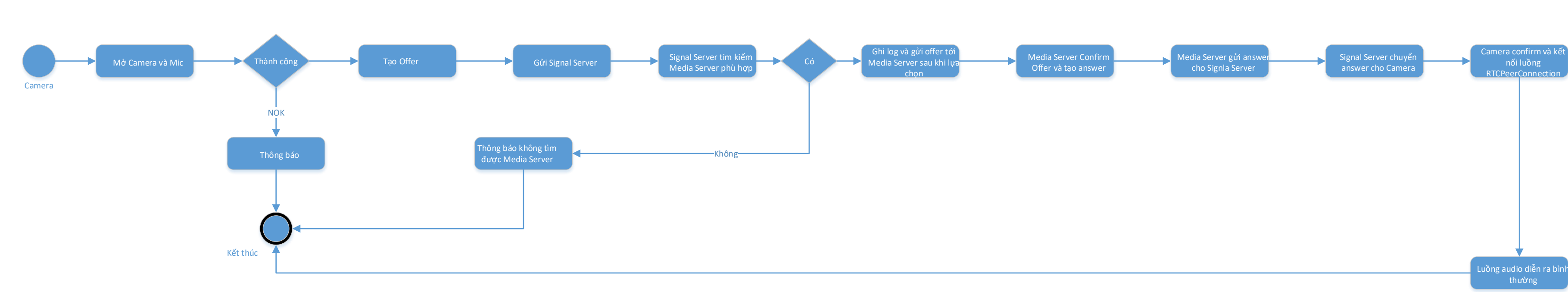
Log Out



Time out connection



Start Capture(active từ Camera agent)



Stop capture(active Camera)

