Webphone SDK

Synopsis

The "Web Phone" is a flash video phone which allow to have a video call in a web browser.

Installation

Here is the HTML code to use to integrate the flashphone in an HTML page:

```
<script src="AC OETags.js" language="javascript"></script>
<script language="JavaScript" type="text/javascript">
<!--
        AC FL RunContent(
                    "src", "FlashPhone",
                    "width", "900",
                    "height", "600",
                    "align", "middle",
                    "id", "FlashPhone",
                    "quality", "high",
                    "bgcolor", "#ffffff",
                    "name", "FlasPhone",
                    "allowScriptAccess", "sameDomain",
                    "type", "application/x-shockwave-flash",
                    "pluginspage", "http://www.adobe.com/go/getflashplayer",
                    "allowFullScreen", "true",
"flashVars","authName=user1&authPass=1234&gatewayURL=rtmp://borja.i6net.org&
videoSize=qcif&audioCodec=Speex&encodeQuality=5&videoQuality=90&videoBandwid
th=12000&videoFps=3"
    );
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 - ->
```

</script>

FullScreen mode :

This mode allow to affect the maximum size of the remote video image in the browser window. It's not a real full screen mode. The real fullscreen mode can be start by a double click in remote video area.

For fullscreen mode, you need to add this javascript code, to get the web browser window size. You have to give this size to flash application

```
// For flashphone fullscreen get the window browser size to pass it to
flashphone
var viewportwidth;
var viewportheight;
```

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```
if ('fullscreen' == 'fullscreen')
{
   // the more standards compliant browsers (mozilla/netscape/opera/IE7)
use window.innerWidth and window.innerHeight
    if (typeof window.innerWidth != 'undefined')
    {
      viewportwidth = window.innerWidth,
      viewportheight = window.innerHeight
   }
    // IE6 in standards compliant mode (i.e. with a valid doctype as the
first line in the document)
    else if (typeof document.documentElement != 'undefined'
     && typeof document.documentElement.clientWidth !=
     'undefined' && document.documentElement.clientWidth != 0)
    {
       viewportwidth = document.documentElement.clientWidth,
       viewportheight = document.documentElement.clientHeight
   }
    // older versions of IE
   else
    {
       viewportwidth = document.getElementsByTagName('body')[0].clientWidth,
       viewportheight =
document.getElementsByTagName('body')[0].clientHeight
    }
    //document.write('Your viewport width is
'+viewportwidth+'x'+viewportheight+'');
    viewportwidth = viewportwidth - 20;
   viewportheight= viewportheight- 20;
}
else
{
   viewportwidth = 530;
   viewportheight = 332;
}
. . .
   AC_FL_RunContent(
        "src", "playerProductInstall",
        "FlashVars",
"MMredirectURL="+MMredirectURL+'&MMplayerType='+MMPlayerType+'&MMdoctitle='+
MMdoctitle+"",
        "width", viewportwidth,
        "height", viewportheight,
        "align", "middle",
```

```
"id", "FlashPhone",
    "quality", "high",
    "bgcolor", "#ffffff",
    "name", "FlashPhone",
    "allowScriptAccess","sameDomain",
    "flashVars",
"look=fullscreen&defVideoUse=true&gatewayURL=rtmp://demo.i6net.org&videoSize
=qcif&videoQuality=80&videoBandwidth=180000&autoCall=false&autoConnect=false
",
    "type", "application/x-shockwave-flash",
    "pluginspage", "http://www.adobe.com/go/getflashplayer"
);
```

Configuration

The Web Phone is configurable to change the video and or audio quality. These parameters are passed to flash phone, in HTML code, via variables in flashVars field.

Parameter	Value/Range	Version Mini	Description
authName	As you want	all	User id or pseudo to use to connect to the server.
authPass	As you want	all	Your own password.
gatewayURL	URL	all	RTMP server to connect
videoSize	qcif/cif	all	Please check your RTMP latest relase to get more sizes options. For more information, contact our support. $QCIF = 176 \times 144$ $CIF = 352 \times 288$
audioCodec	Speex/NellyMoser	all	Audio Codec name to use
encodeQuality	Values in kbits/s	all	The encoded speech quality when using the Speex codec. Possible values are from 0 to 10. The default value is 6. Higher numbers represent higher quality but require more bandwidth, as shown in the following table. The bit rate values that are listed represent net bit rates and do not include packetization overhead. 0 : 3.95 1 : 5.75 2 : 7.75 3 : 9.80 4 : 12.8 5 : 16.8 6 : 20.6 7 : 23.8 8 : 27.8 9 : 34.2 10 : 42.2

Here are the supported parameters (default values are in **bold**) :

Parameter	Value/Range	Version Mini	Description
videoQuality	[0-100]	all	An integer that specifies the required level of picture quality, as determined by the amount of compression being applied to each video frame. Acceptable values range from 1 (lowest quality, maximum compression) to 100 (highest quality, no compression). To specify that picture quality can vary as needed to avoid exceeding bandwidth, pass 0 for quality. The default value is 0.
videoBandwith	Value in bytes/s	all	An integer that specifies the maximum amount of bandwidth that the current outgoing video feed can use, in bytes per second. To specify that video can use as much bandwidth as needed to maintain the value of quality, pass 0 for bandwidth. The default value is 16384.
videoFps	Default 15	all	Number of frame per second to send
look	default basic player playeraudio camera fullscreen simple simple2 master agent half half2 autologin microtest micro audio audiokeypad audio2 audioimg	all V1-18	Use an other skin than default one
defVideoUse	false / true	all	Set the default camera use
autoConnect	false / true	all	Use authName and authPass to login automatically
autoAnswer	false / true	all	Answer any call automatically
autoCall	false / true	all	Auto dial default service at start-up. Set 'targetURL' parameter to set the called number
targetURL ou called		all	Number to call in autoCall mode
showDtmf	talse/ true		Display DTMF in popup when receive it
showCalled	false/ true		Display called number in top left corner of remote video
showDuration	false/ true		Display called number in top right corner of remote video
showImgHangupCall	false/ true		Display Hangup/Call image, in case of Simple/FullScreen look
showLogo	false/ true	V1-23	Display i6net logo

Parameter	Value/Range	Version Mini	Description
showStatus	false/ true	V1-23	Display status led (green/orange/red)
showshowKeypad	false/ true	V1-23	Display keypad for look audioimg
imgCall	string	V1-23	Image filename for Call button. Relative path or URL
imgHangup	string	V1-23	Image filename for Hangup button. Relative path or URL
saveSettings	false/ true		Save settings
addCalledToConnect	false/true	V1-17	Specific feature for direct calls
randomLogin	false/true	V1-18	Generate automatically a login, even if authName is set
checkMic	false/true	V1-19	Display an alert message if no microphone is detected
checkCam	false/true	V1-19	Display an alert message if no camera is detected
alrmMicam	false/true	V1-19	Send alarm to server if no microphone or camera are detected
dbgonline	false/true	V1-20	Allow to see debug traces by press F4 key

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