

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_0ETags.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&videoBandwidth=12000&videoFps=3"
    );
//
-->
</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;
```

```
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('<p>Your viewport width is
'+viewportwidth+'x'+viewportheight+'</p>');
    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.

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

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	<p>Please check your RTMP latest relase to get more sizes options. For more information, contact our support.</p> <p>QCIF = 176 × 144 CIF = 352 × 288</p>
audioCodec	Speex/NellyMoser	all	Audio Codec name to use
encodeQuality	Values in kbits/s	all	<p>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.</p> <p>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</p>

Printed on 2024/05/19 16:19

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
alarmMicam	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

From:

<https://wiki.voximal.com/> - **Voximal documentation**

Permanent link:

https://wiki.voximal.com/doku.php?id=legacy:clients_guides:webphone_sdk:start

Last update: **2017/07/29 00:16**

