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Canvas<sup>®</sup> WebRTC

# Canvas® WebRTC

WebRTC (Web Real-Time Communications) is an open standard for adding real-time multimedia communication capabilities into Web browsers and mobile devices. Before WebRTC, there were no standards to define real-time communications in web and mobile applications, and third-party plugins were required to enable such capabilities. However, this approach resulted in a variety of interoperability issues which led to poor customer experience and limited adoption of browser-based communications. By eliminating dependencies to third-party plugins, WebRTC has a big potential to transform enterprise communications.

Enterprises can leverage WebRTC to embed real-time communication capabilities such as Voice, Video and Messaging into their web and mobile applications that work in variety of devices. There will be more than 6.5 billion WebRTC capable devices by 2019, and WebRTC is the key technology to integrate real-time communications into web and mobile applications.

WebRTC is an open source project and supported by Google, Mozilla and other contributors and standard is handled by IETF and W3C. Since it is a technology and not a solution, it does not define and include details about a full-fledged solution. The WebRTC specification focuses only on media plane, and signaling related functionalities such as call setup, session management is not defined in the standard. Canvas® WebRTC provides a WebRTC solution and set of client SDKs that bring real-time communications into web and mobile devices.



# Benefits

Enterprises can implement a variety of use cases listed below;

**Communications enabled Marketplace:** Communication features such as Voice, Video and Messaging can be embedded into marketplace applications to implement real time interactions between buyers and sellers.

**Field Service:** Communication services is vital in field technical services applications. Enterprises which operates with distributed teams on field having variety of devices (BYOD) could leverage in-app Voice, Video, Messaging features to collaborate in real-time integrated with enterprise's own application.

**Education:** Educational Institutions could integrate real-time communications into their platforms to extend their virtual learning experience and offerings.

**Financial Advisory:** Having a real-time communication capability is an alluring feature which helps to improve customer engagement and provide personalized experiences.

**Real Time Collaboration:** Real-time communication features can be combined in variety contexts in enterprise applications. Typically, an enterprise is connected to different type of devices such as mobile devices, kiosks, and computers. A platform independent WebRTC solution makes it easier to access to enterprise's own application and increase efficiency.



# Solution Overview

- Media Management acts as a middleware between source and destination. WebRTC media server handles complex media related tasks such as:
  - Distributing media stream from one transmitter to multiple receivers
  - Mixing multiple incoming streams into a single stream
  - Transcoding and adaptation of codecs and formats between clients
  - Recording of the media between peers
- Server Application organizes and controls multi-party calls. Server application is required to take care of the following tasks:
  - Manage the lifecycle of multiparty call
  - Access control of participant related activities such as join call, publish media stream, exit from call
  - Media Signaling is handled to provide media initialization and negotiation between peers
- Native Android, iOS and Web SDKs are provided to help software developers to access capabilities of media management and server application planes and develop multi-party conferencing applications.

## Interfaces

- WebSocket

## Core Technologies

- Java SE/EE, JDBC, JMX
- Web Services, REST, XML

## Operating Environment

- Red Hat Enterprise Linux, CentOS, Oracle Solaris
- VMware, KVM, XenServer



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