Intel® Collaboration Suite for WebRTC
(Intel® CS for WebRTC)
Version 4.3.1

Released TBD

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2. Introduction

This is version 4.3.1 release of the Intel CS for WebRTC based on Open WebRTC Toolkit (https://github.com/open-webrtc-toolkit) and it includes the following:

- Intel CS for WebRTC Conference Server – enables not only P2P style communication, but also efficient WebRTC-based video conference.

- Intel CS for WebRTC Client SDK – allows you to develop WebRTC apps using JavaScript* APIs, Android* native apps using Java* APIs, iOS* native apps using Objective-C* APIs, and Windows* native apps using C++ APIs.
3. New Features

This is a patch release and it contains no new features.

4. Changes

MCU Server:

1. Fix TLS 1.2 issue with latest browser.
2. Reduce threads number and CPU usage in WebRTC node.
3. Fix updating permission REST API sometimes will affect on roles.

Client SDK for JavaScript:

1. Fixed P2P mode on Safari.
2. Allow creating screen sharing stream on Safari.
3. Check optional properties of video info before creating VideoSubscriptionCapabilities.

Client SDK for iOS:

1. Upgraded OpenSSL version to 1.1.1g.

5. Known Issues

Client SDK for JavaScript:

1. Stopping a publication is not supported on Firefox. And a Chrome client cannot stop a publication when remote side is Firefox. As a workaround, use `p2pcclient.stop` method to stop the entire PeerConnection instead.

2. HEVC is not supported by major browsers.

3. H.264 and VP9 simulcast is not well supported by major browsers.
Client SDK for Android:

1. Android P2P SDK cannot publish multiple streams to a JavaScript P2P client which does not support Unified-Plan.

Client SDK for iOS:

1. Creating multiple OWTLocalStreams is not supported.
2. VP8 and VP9 codec quality may be low when encoding or decoding high resolution videos. H.264 is recommended for HD videos.

Client SDK for Windows:

1. If multiple LocalCameraStream objects with different resolutions are created with the same camera device, only the last created stream can be published successfully.

MCU Server:

2. For MCU REST APIs, recommend to use them with WebRTC users and streams. Others like SIP, RTSP/RTMP streams are not fully supported.

6. Important Notes

The Intel CS for WebRTC provides secure video conference experience, including secure WebSocket on signaling, secure Room Token on user authentication, SRTP/DTLS on media transportation, HTTPS/SSL on sample web app, etc. This may not be sufficient for specific customer’s deployment environments and Intel Corporation assumes no responsibility for potential security risks.

The following notes explain some special conditions for using the APIs:

a. Peer Server is deployed as reference implementation of signaling server for Peer to Peer Chat, which hasn’t supported scaled deployment solution yet.

b. The default TURN/STUN server is set to our sample server. You should replace it with your own server since the sample server may not always be available.

* Other names and brands may be claimed as the property of others.