Wowza Streaming Engine™ media server software version 4.7.7 and later supports WebRTC streaming. WebRTC is a collection of APIs that run on the Real-time Transport Protocol (RTP). This article provides commands and code that can help manage RTP network sessions and the exchange of data between a WebRTC application and Wowza Streaming Engine.

Listen for and reject WebRTC session create and destroy commands

The following code is a module that listens for and rejects WebRTC session create and destroy commands. You can use this module to control access over WebRTC streams and to track how long WebRTC streams run. To implement it, you need to use the Wowza IDE. For more information, see Extend Wowza Streaming Engine using the Wowza IDE.
Determine if an RTP session is a WebRTC session

Use the following command to see if an RTP session was created by WebRTC.

Get a WebRTCSession interface to/from RTPSession
Retrieve information tracked by the WebRTC session, but not by the RTP session.

Get WebRTC session information

Retrieve information, such as session counts and stream names, about a WebRTC session.

Forcefully disconnect a WebRTC session

Control access to live streams after they've started by forcefully disconnecting a WebRTC session on command.

Enhance WebRTC publishing and playback security with a custom HTTP provider

For additional security for your WebRTC application, you can override the default HTTP provider with a custom provider that offers additional methods for controlling publishing, playback, and querying the WebRTC application.

The following code demonstrates how to extend the default WebRTC HTTP provider `HTTPWebRTCExchangeSessionInfo`, which is configured in Use WebRTC with Wowza Streaming Engine, with `HTTPWebRTCExchangeSessionInfoCustom`. The custom subclass overrides the default SDP exchange and allows you to pass security information from HTML or JavaScript to Wowza Streaming Engine either through query parameters or through the JSON data that's passed over the WebSocket. A `userData` object can hold the data, and you can control publishing, playback, and query through the commented-out `commandControl.canPlay`, `commandControl.canPublish`, and `commandControl.canQuery` variables.
import java.util.*;
import com.wowza.util.*;
import com.wowza.wms.application.*;
import com.wowza.wms.logging.*;
import com.wowza.wms.websocket.model.*;

public class HTTPWebRTCExchangeSessionInfoCustom extends HTTPWebRTCExchangeSessionInfo{

    private static final Class
            CLASS = HTTPWebRTCExchangeSessionInfoCustom.class;

    private static final String CLASSNAME = "HTTPWebRTCExchangeSessionInfoCustom";

    @Override
    protected void websocketSessionCreate(IWebSocketSession webSocketSession){
        super.websocketSessionCreate(webSocketSession);
        WMSLoggerFactory.getLogger(CLASS).info(CLASSNAME + "\.websocketSessionCreate: " + webSocketSession.getSessionId());
    }

    @Override
    protected void websocketSessionDestroy(IWebSocketSession webSocketSession){
        super.websocketSessionDestroy(webSocketSession);
        WMSLoggerFactory.getLogger(CLASS).info(CLASSNAME + "\.websocketSessionDestroy: " + webSocketSession.getSessionId());
    }

    @Override
    protected void authenticateRequest(CommandContext commandContext, CommandControl commandControl){
        super.authenticateRequest(commandContext, commandControl);
        WMSLoggerFactory.getLogger(CLASS).info(CLASSNAME + "\.authenticateRequest: reqURI:" + commandContext.reqURI);

        int qloc = commandContext.reqURI.indexOf("?"),(qloc >= 0)
        if (qloc >= 0)
        { String queryStr = commandContext.reqURI.substring(qloc + 1).trim();
            if (queryStr.length() > 0)
            { Map queryMap = HTTPUtils.splitQueryStr(queryStr);
                for(Map.Entry entry : queryMap.entrySet())
                { WMSLoggerFactory.getLogger(CLASS).info(CLASSNAME + "\.authenticateRequest: queryMap["+entry.getKey() + "]: " + entry.getValue());
                    }
            }
        }
    }
}
IApplicationInstance appInstance = commandContext.commandRequest.getApplicationIns
tance(commandContext.vhost);
... Streaming Engine
Play WebRTC streams from Wowza Streaming Engine
Record WebRTC streams with Wowza Streaming Engine

More resources

- WebRTC workflows in Wowza Streaming Engine
- Use WebRTC with Wowza Streaming Engine
- Play WebRTC streams from Wowza Streaming Engine
- Record WebRTC streams with Wowza Streaming Engine