
Sonus WebRTC SDK Guide

Sonus WebRTC Software Development Kit (SDK) enables web developers to create web applications to make and receive calls directly from any web browser and web applications like click to call, web conferencing, and web based call center. Sonus WebRTC SDK is bundled with some [Sample Web Client Application](#) in order to aid web developers to create their own customized web applications.

This document describes Sonus WebRTC SDK architecture, Java Script libraries and APIs required for developing web client applications for making unified web communications such as voice, video, IM, desktop share, session management, presence, conferencing, and so on. For more information on Sonus WebRTC features, see [Features and Functions](#).

Sonus WebRTC SDK uses Websocket and Data channel as signaling mechanism to communicate between WRTC server and client web application and for end-to-end communication such as IM and file transfer respectively. Currently Sonus WebRTC SDK is supported on Google Chrome, Firefox and Opera browsers.

It includes the following topics:

[Introduction to Sonus WebRTC SDK Architecture](#)

[Accessing WRTC Source Code](#)

[Steps to Create an Application](#)

[Sonus WebRTC APIs](#)

[Sample Web Client Applications](#)

[Sonus WebRTC Client Statistics Collection and Reporting](#)

[Sonus WRTC Client SDK vs Sonus Generic SDK](#)

