Streaming WebRTC Audio, Video & Data

FOR ALL BROWSERS, MOBILE & NATIVE PLATFORMS

The IceLink SDK enables you to add two-way audio/video and data streaming to your own applications. IceLink provides a single API that can be used for Chrome, Firefox, Opera, Internet Explorer, Edge and Safari, as well as for native iOS, Android, Windows and Xamarin applications. With IceLink, WebRTC anywhere becomes a reality, and you can begin developing applications today that make use of peer-to-peer audio, video, and data streaming no matter what browser or platform is involved.



Features

Cross Platform

Supports all browsers and native platforms.

WebRTC Compliant

Implements the WebRTC standard, including all required specifications and some extra features.

Flexible

Use IceLink Chaining to construct your own media sequence.

High Performance

Our own stack coded for performance.



Complete Audio & Video Engines

IceLink implements the WebRTC standard for audio/video streams, including media capture and playback, stream formatting, RTP/RTCP packet processing, audio/video encoding/decoding, and more.

Use Any Signaling System

As IceLink only implements the functionality defined in the WebRTC standard, it requires a separate signaling mechanism to locate the peer before IceLink establishes the peer-to-peer connection. IceLink works in conjunction with any third-party signaling library, such as WebSync or SIP, to perform an initial offer/answer exchange when setting up peer connections using a simple and intuitive event system.

The WebRTC Solution that Plays Nice with Everyone

















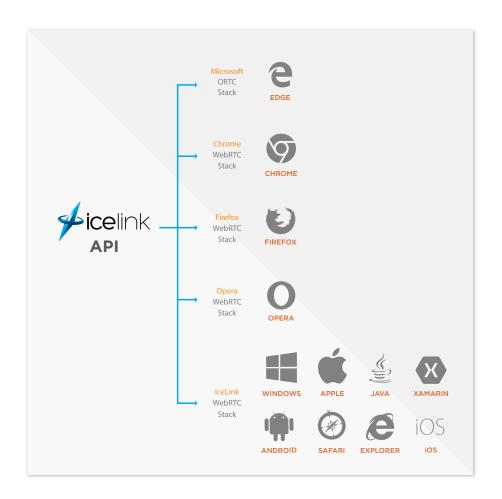




XAMARIN ANDROID

CHROME

EXPLORE





IceLink is licensed on a per-developer basis as a one-time fee. This allows you to use IceLink as much as you want in production without having to worry about extra costs. Our support subscriptions, also based on number of developers, provide product help, bug fixes and ongoing version updates.

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