HTML5 MEETING

BROWSER REQUIREMENTS

INTRODUCTION

HTML5 Meeting is a browser based audio video platform utilizing WebRTC technology. HTML5 Meeting enables you to meet face-to-face from any location and provides a wide range of real time communication tools. You only need a browser to create a meeting and start communicating with people instantly. The platform supports: Google Chrome, Mozilla Firefox, Opera and Yandex. This means no downloads, no registrations, no plug-ins, no installation and no add-ons are required. Simply create your room name and URL to start a conference and enjoy seamless meetings with your friends and colleagues.

HTML5 MEETING SUPPORTED BROWSERS

Desktop PC

Google Chrome version 29 or later
Opera version 38.0 or later
Mozilla Firefox version 45.0 or later
Yandex version 16
Microsoft Edge

If you currently use a different browser, please consider upgrading.

Mobile
Mobile browsers including Safari and Chrome on iOS and Chrome on Android are not supported by HTML5 Meeting.

Below you can find information about browser versions supported by WebRTC technology.

ABOUT WEBRTC

- WebRTC (Web Real-Time Communication) is an API definition drafted by the World

Wide Web Consortium (W3C) that supports browser-to-browser applications for voice calling, video calling and P2P file sharing without the need for internal or external plugins.

- WebRTC enables any Web server to deliver a unique, real-time communication experience with simplicity and reliability without depending on service providers or other services.

- The existence of a common set of accepted standards has fostered its adoption across the industry: Chrome, Firefox, Opera and recently Microsoft Edge are all supporting interoperable WebRTC technology.

WebRTC is currently supported on Google Chrome, Mozilla Firefox, Opera and Yandex in both their desktop and Android versions.

Microsoft's Internet Explorer and Apple's Safari have not yet added support for WebRTC.

WEBRTC SUPPORTED BROWSERS

Desktop
Google Chrome version 29 or later
Opera version 38.0 or later
Mozilla Firefox version 45.0 or later
Yandex version 16
Microsoft Edge

Android
Google Chrome version 28 (Enabled by default since version 29)
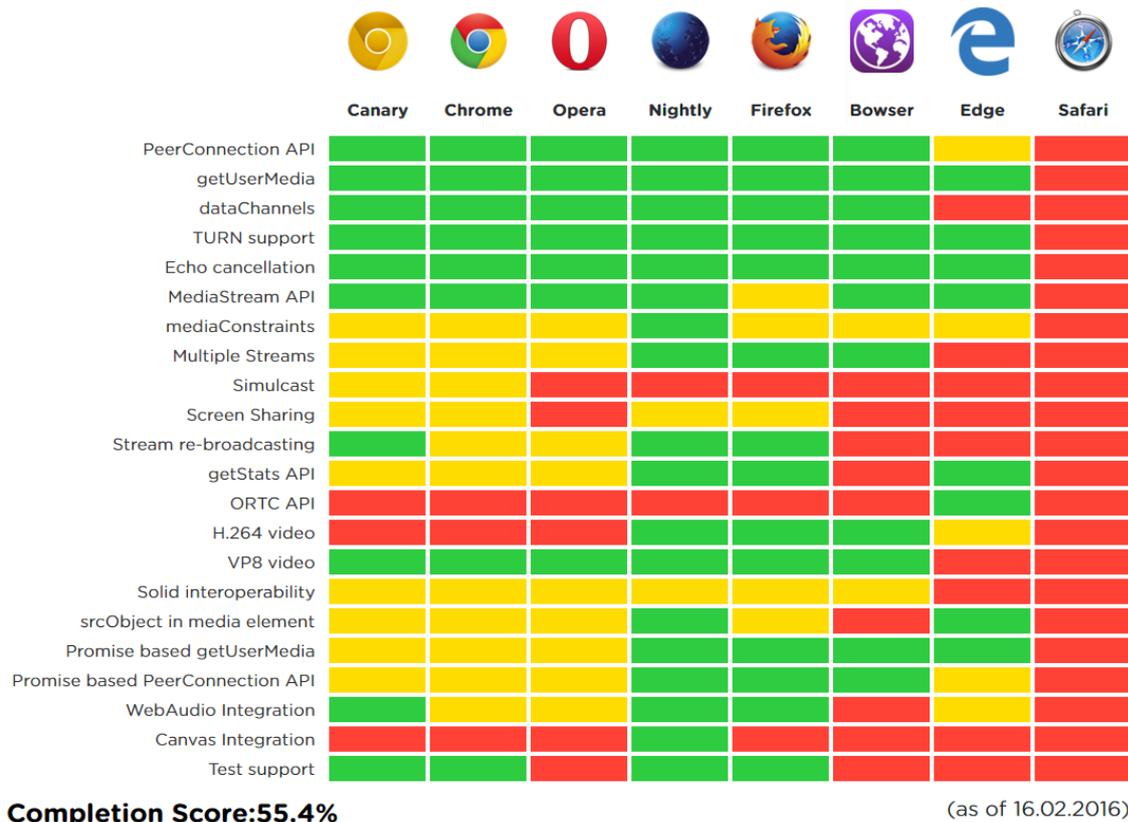Mozilla Firefox version 24
Opera Mobile version 12

Other
Chrome OS is an operating system designed by Google and based upon the Linux kernel and is only available pre-installed on hardware from Google manufacturing partners. Chrome OS is partially developed under the open source Chromium OS project.

Firefox OS is an open-source operating system designed for smartphones, tablet computers and smart TVs. It was created by Mozilla and external contributors based on the rendering engine of the Firefox web browser and Linux kernel.

iOS Browser - iOS is originally iPhone OS is a mobile operating system created and developed by Apple Inc. distributed exclusively for Apple hardware. Presently it powers many of the company's mobile devices including the iPhone, iPad and iPod touch.

BlackBerry 10 Browser - BlackBerry 10 is the proprietary mobile operating system for BlackBerry smartphones developed by BlackBerry Limited (formerly Research In Motion). BlackBerry 10 is based on QNX a Unix-like operating system that was originally developed by QNX Software Systems until the company was acquired by BlackBerry in April 2010. As a result of the acquisition BlackBerry released the BlackBerry Tablet OS for the BlackBerry PlayBook, large parts of which were subsumed by BlackBerry 10.

HOW READY IS WEBRTC?

	Canary	Chrome	Opera	Nightly	Firefox	Bowser	Edge	Safari
PeerConnection API	🟩	🟩	🟩	🟩	🟩	🟩	🟨	🟥
getUserMedia	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟥
dataChannels	🟩	🟩	🟩	🟩	🟩	🟩	🟥	🟥
TURN support	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟥
Echo cancellation	🟩	🟩	🟩	🟩	🟩	🟩	🟩	🟥
MediaStream API	🟩	🟩	🟩	🟩	🟨	🟩	🟩	🟥
mediaConstraints	🟨	🟨	🟨	🟩	🟨	🟨	🟥	🟥
Multiple Streams	🟨	🟨	🟨	🟩	🟩	🟩	🟥	🟥
Simulcast	🟨	🟨	🟥	🟥	🟨	🟥	🟥	🟥
Screen Sharing	🟨	🟨	🟥	🟨	🟨	🟥	🟥	🟥
Stream re-broadcasting	🟩	🟨	🟨	🟨	🟨	🟥	🟥	🟥
getStats API	🟨	🟨	🟨	🟨	🟨	🟨	🟥	🟥
ORTC API	🟥	🟥	🟥	🟥	🟥	🟥	🟩	🟥
H.264 video	🟥	🟥	🟥	🟩	🟩	🟩	🟨	🟥
VP8 video	🟩	🟩	🟩	🟩	🟩	🟩	🟥	🟥
Solid interoperability	🟨	🟨	🟨	🟨	🟨	🟨	🟥	🟥
srcObject in media element	🟨	🟨	🟨	🟩	🟩	🟨	🟥	🟩	🟥
Promise based getUserMedia	🟨	🟨	🟨	🟩	🟩	🟨	🟩	🟥
Promise based PeerConnection API	🟨	🟨	🟨	🟩	🟩	🟨	🟨	🟥
WebAudio Integration	🟩	🟨	🟨	🟩	🟩	🟨	🟥	🟨	🟥
Canvas Integration	🟥	🟥	🟥	🟩	🟥	🟥	🟥	🟥
Test support	🟩	🟩	🟥	🟩	🟩	🟥	🟥	🟥

Completion Score: 55.4%   (as of 16.02.2016)

Source: GSM Association White Paper - WebRTC to complement IP Communication Services-V1.0 / Page 16 of 33

NOTE

Internet Explorer and Safari still lack native support of WebRTC Technology. As of April 2016 WebKit, the back-end engine for Apple's Safari, has listed support for WebRTC as being in-development.