

Solutions for WebRTC Application Developers

YOUR APPLICATION - YOUR WAY



! The Problem

Your clients want real-time video applications that run flawlessly on all browsers, work perfectly on special devices, and are flexible enough to be used for both small peer-to-peer sessions and large multi-party video conferencing. They demand native implementations for *iOS*, *Android*, *Windows*, *macOS* and *HoloLens* for use cases that stretch the imagination and push the boundaries of existing technology. And they want it all quickly and cost effectively.

💡 The Solution

LiveSwitch is a software-based, on-premise gateway and media server capable of dynamically and simultaneously connecting two or more WebRTC remote candidates in peer-to-peer, selective forwarding (SFU), and multi-point control (MCU) audio and video conferences. Specifically designed to be the most flexible enterprise-grade professionally supported SDK on the market today, *LiveSwitch* provides everything your team needs to deploy your client's application on time and within budget.

★ Benefits

- **Frozen Mountain's WebRTC-based SDKs support the widest range of platforms, frameworks, and languages in the industry today.**
- ***LiveSwitch* shares one common development API across all platforms; abstracting platform-specific complexity and enabling reuse between projects.**
- ***LiveSwitch* servers can be deployed anywhere - inside your client's intranet, or outside on the cloud infrastructure provider of their choice (*AWS*, *Azure*, *Oracle Cloud*, etc.).**
- **Self-managed *LiveSwitch* instances are a cost effective solution that give your customer complete control over their data security.**
- **Frozen Mountain's SDKs keep your project ahead of breaking changes by the major browser vendors - eliminating incompatibilities whenever your clients update their browser.**

INTERESTED IN LEARNING MORE
ABOUT SUCCESSFUL LIVESWITCH
USE CASES? CONTACT US TODAY.

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1-888-379-6686



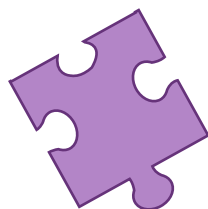
WebRTC for Any Application

ON ANY PLATFORM - IN ANY LANGUAGE

LiveSwitch is:

Technologies and Standards

- Selective Forwarding (SFU)
- Multipoint Control (MCU)
- Peer-to-Peer mesh networks
- TURN & TURN TLS
- ICE / STUN
- Websockets / HTTPS signalling
- SIP Interoperability
- Transcoding
- WebRTC & ORTC compliant

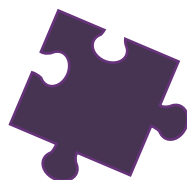


Client Platform Support

- Windows 7+
- macOS 10+
- Linux
- iOS 8+
- Android 4.4.4+

Frameworks and Languages

- .NET
- Xamarin
- Mono
- Unity
- Java
- Objective-C
- Swift
- Javascript
- UWP
- And always adding more...



Server Platforms

- Windows 2008+
- Linux (Ubuntu, Debian, Fedora, and more..)



The WebRTC Solution that Plays Nice with Everyone



FIREFOX



WINDOWS



APPLE



MAC



LINUX



JAVA



XAMARIN



ANDROID



SAFARI



CHROME



EXPLORER/
EDGE