# LiveSwitch

## MASSIVELY FLEXIBLE, HIGHLY SCALABLE
## VIDEO CONFERENCING SDK & SERVER STACK

**frozen mountain**



## The Problem

In today's digital marketplace, consumers have come to expect high-quality live audio and video experiences in customized, user-friendly applications. Yet, the live video conferencing solutions on the market today often lack the flexibility needed to create these rich experiences, interop with legacy applications, or accommodate less-than ideal network conditions and device performance.
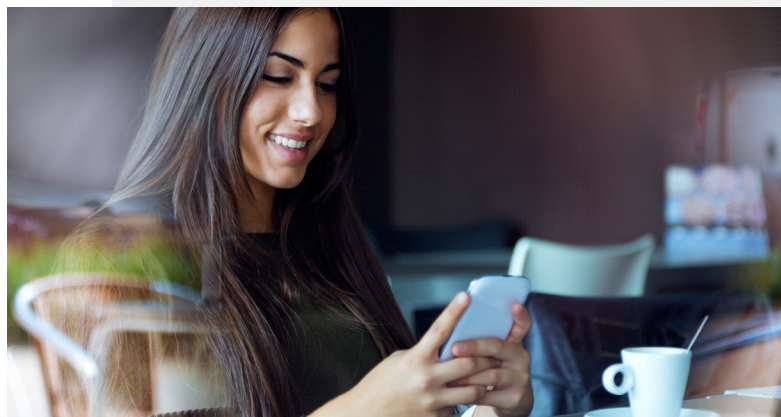
## The Solution

*LiveSwitch* is a massively flexible, highly scalable video conferencing SDK and server stack capable of dynamically and simultaneously connecting two or more WebRTC remote candidates into the cost-optimized conferencing mode best suited for your business. Specifically designed to be the most flexible enterprise-grade professionally supported SDK on the market today, *LiveSwitch* provides everything your team needs to build a custom application that fully integrates **voice, video, chat, IoT technology, telephony, broadcasting, and more** into your existing applications.
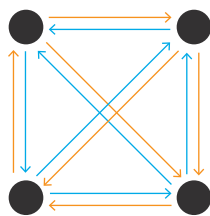
## Benefits

- *LiveSwitch's* **flexible architecture reduces costs by providing an API for dynamically selecting the optimal connection type for each participant.**

- **LiveSwitch provides the core technology needed for many kinds of live video use cases, including kiosks, augmented/virtual reality, surveillance and other special IoT devices.**

- *LiveSwitch* **supports all browsers, mobile and native platforms.**

- *LiveSwitch* **is a self-hosted software based on-premise solution that allows you to choose when and where to deploy your technology.**

- *LiveSwitch* **handles all the complexities of signaling, codec selection, transcoding, and network bandwidth adaptation, letting your team focus on the important stuff.**

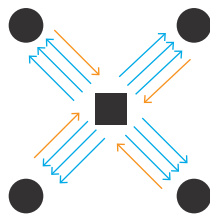# liveswitch™
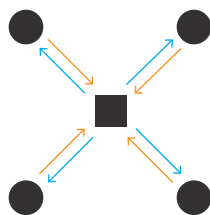## WebRTC Server

## Peer-to-Peer (P2P)

3 Upload, 3 Download streams per peer

## Selective Forwarding Unit (SFU)

1 Upload, 3 Download streams per peer
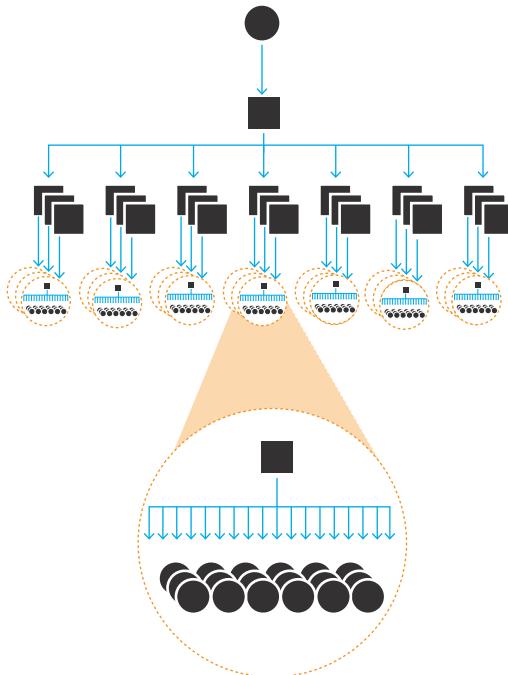
## Multipoint Control Unit (MCU)
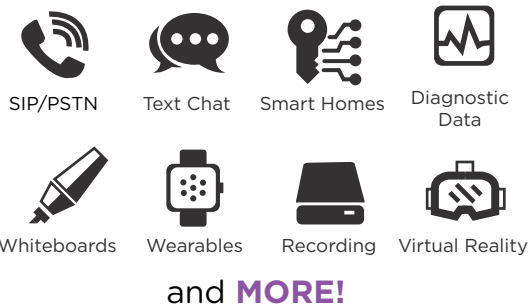
1 Upload, 1 Download stream per peer

● =participant/peer    ■ =server

## Sub-Second Latency Broadcasting

1 Download stream per peer

## Other Features and Use Cases

SIP/PSTN    Text Chat    Smart Homes    Diagnostic Data

Whiteboards    Wearables    Recording    Virtual Reality

### and **MORE!**

## ‹ How It Works

These diagrams are an example of how *LiveSwitch* can be flexibly used in multiple modes

**Hybrid Topology**
*LiveSwitch* can seamlessly switch between P2P, SFU and MCU connections as needed by the number of participants or device limitations.

**Broadcasting**
*LiveSwitch* allows WebRTC enabled unidirectional video broadcasts that transmit one-to-many audio/video feeds through a cluster of media servers with sub-second latency.

**Telephony Integration**
*LiveSwitch* fully integrates with SIP, VoIP and PSTN to allow participants to connect via telephone to an existing WebRTC-based video conference.

# The WebRTC Solution that Plays Nice with Everyone

FIREFOX    WINDOWS    APPLE    MAC    LINUX    JAVA    XAMARIN    ANDROID    SAFARI    CHROME    EXPLORER/EDGE