



Web Real-Time Communications (WebRTC)

liveswitch.io

# **Real-Time Communication**

WEB, MOBILE OR NATIVE APPLICATIONS

### Who We Are

LiveSwitch provides cross-platform, Web Real-Time Communication (WebRTC) SDKs, server stacks and services that allow your organization to incorporate live video, voice, messaging and more into your applications. With 10+ years of experience and a passion for WebRTC innovation, we pride ourselves on providing our clients with the very best in real-time communications technology.

### What We Do

At LiveSwitch, we develop our products with an "ear-to-the-ground" approach that ensures we are providing solutions that will effectively meet your business needs. We work very closely with our clients and partners, helping them to establish an understanding of their own needs and how their requirements can be realized in a modern connected architecture. This approach simultaneously gives users the rich experience they have come to demand and provides you with a maintainable, extensible, and cost-effective solutions.

# Why We're Different

LiveSwitch is an experienced provider of innovative Web Real-Time Communications (WebRTC) solutions. By using the best in RTC technology we enable you to stay at the forefront of RTC innovation, while minimizing your risk and development costs. We are experts at delivering high-quality products and best-in-class professional services to meet your RTC goals. We love working with our customers who are incorporating Real-Time Communications into their applications — over 400 customers in 52 countries!





# **The Most Extensive Platform Coverage**

REAL-TIME COMMUNICATION (RTC) FOR ALL YOUR APPLICATIONS





# WebRTC Audio, Video And Data Streaming for All Browsers, Mobile and Native Platforms

IceLink is a robust, user-friendly SDK that enables you to quickly add WebRTCbased peer-to-peer audio, video and data streaming into your applications for any platform and any language.





# High Volume Non-Streaming Data Transfer for Signaling, Chat and Data Synchronization

WebSync is a high performance, high volume .NET server that makes it easy to add non-streaming real-time functionality such as text chat, signaling/ connection management, diagnostic data transfer and server-side content pushing to your applications.



# **&** LiveSwitch

#### WebRTC Server Stack that Does it All

LiveSwitch is a massively flexible, highly scalable software-based, onpremise server stack and client-SDK that contains all of the functionality of our other products in addition to dynamically scaling between peer-to-peer (P2P), selective forwarding (SFU) and multipoint control (MCU) connections dependent on the session needs.

Learn more at

# LIVESWITCH.IO

# We've Got You Covered

WEBRTC FOR ANY APPLICATION, ANY DEVICE AND ANY PLATFORM

### **Application Integration**

LiveSwitch is far more than just audio and video conferencing, it also contains a framework for recording, screensharing, whiteboarding, SIP/VoIP integration, and much more! No matter your use case, we have a solution that will work for you.



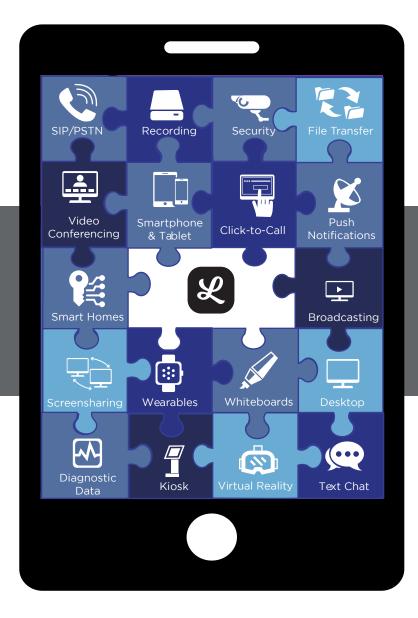
### Device Connectivity

The LiveSwitch SDK and server stack contains support for a wide range of devices including smartphones, tablets, desktops, medical peripheral devices, kiosks, smart homes and much more!



#### 🔰 Platform Support

LiveSwitch supports all browsers, mobile and native platforms, making it the most flexible SDK and server stack on the market.



# The WebRTC Solution that Plays Nice with Everyone









MAC







SAFARI

CHROME



JAVA

XAMARIN

# **The Ideal Solution for Many Industries**

#### REAL TIME COMMUNICATION (RTC) FOR YOUR WEB, MOBILE AND NATIVE APPLICATIONS

We work with many organizations from a diverse group of industries to add WebRTC audio, video and data streaming to their unique applications, either with our WebRTC SDKs or through custom consulting and development services.

#### +

#### Telehealth

With an aging population and increasing health care costs, health care providers are looking for ways to provide high-quality care without having patients occupying expensive hospital beds or making repeated trips to the doctor's office. LiveSwitch allows health care providers and patients to interact and share voice, video, chat and medical peripheral device data anywhere in the world — improving patient outcomes and decreasing costs.

### Telephony

Customer expectations are always changing. Adding video to traditional telephony is the next challenge for organizations seeking to engage their customers in new ways. LiveSwitch, provides the WebRTC components required to provide integrated voice, video, chat, data and analytics. Additionally, LiveSwitch enables call connection management and bi-directional streaming with VoIP and PSTN while optionally routing through your own virtual PBX.

#### **Remote Education**

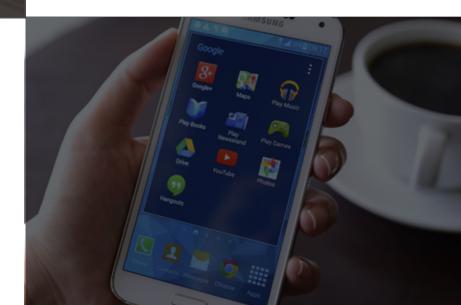
Educators are looking for new ways to teach students who cannot participate in a traditional classroom or struggle with poor network conditions and underpowered devices. Using LiveSwitch for media transmission, educators are able to add chat and audio/ video conferencing to their current online learning management systems, upgrading them to create more interactive and immersive experiences for their students.

### **Customer Support**

Nothing frustrates customers more than not being able to reach a customer service agent when they need to. With more and more customers turning online for help, it is more important than ever for customers to be able to access product support from any device they choose. With LiveSwitch, support personnel can connect with customers via both chat and video conference using any device.

### App Development

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. LiveSwitch is a software-based on-premise gateway and media server capable of dynamically connecting two or more WebRTC candidates and is the most flexible enterprise-grade professionally supported SDK on the market today.



# **Custom WebRTC Application Design and Development**

#### TECHNOLOGY SOLUTIONS DELIVERED ON TIME AND ON BUDGET

LiveSwitch is a real-time communications company that provides professional services that allow organizations to incorporate WebRTC components into their applications. With 10+ years of dedicated WebRTC expertise, we have the skills necessary to help you make your he vision for your application a reality.

Our dedicated Professional Services team provides app architecture, design, development, assessments and consulting for our 400+ clients worldwide across a wide range of industries and covering all aspects of real time communications including audio/video streaming, text chat, screen sharing, signaling, broadcasting and more.

No matter what your need, budget or deadlines require, our team of expert software consultants can help you.

# **Areas of Expertise & Product Capabilities**

#### **Technologies & Standards**

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

#### **Client Platforms Support**

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

#### Frameworks & Languages

- .NET, C#
- Xamarin
- Mono
- Unity
- Java
- Objective-C
- Swift
- JavaScript
- UWP
- And always adding more!

#### Server Platforms

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



Started in 2008 and having grown to over 400+ customers in 52 countries worldwide, LiveSwitch provides cross-platform, licensed Real-Time Communication (RTC) SDKs and WebRTC services that allow your organization to incorporate WebRTC audio/video streaming, selective forwarding, audio/video mixing, screen sharing, call signaling, text chat, shared whiteboards, browser synchronization and internet pub/sub messaging into your applications.

1.888.379.6686 info@liveswitch.io liveswitch.io

