

WebRTC

Version 1.0 | As seen on [WebRTC](#)

Overview

WebRTC (Web Real-Time Communications) consists of APIs and protocols that allows unified communication between browsers and web applications for streaming of video, audio, and data packets without any intermediary.

AnyConnect supports WebRTC signaling to coordinate communication and over STUN, TURN, and ICE protocols for guaranteed connectivity.

Our platform supports:



Browsers



Microsoft IE
(Edge and later)



Google Chrome
(Supports all)



Mozilla Firefox
(Supports all)



Apple Safari
(version 11 and later)

Mobile

(recommended to build your own applications)



iOS Safari
(version 11 and later)



Android Chrome
(all versions)



Samsung Internet
(all versions)

Get started with AnyConnect.

Ready to get started? Contact us!

Talk to an expert