This is an engineering release to evaluate the Intel optimized WebRTC for UWP stack for Video calling feature. These optimizations & changes are mainly for H264 codec path to provide better latency, power utilization and perceived video quality.

This release is based on open source project ‘WebRTC for UWP’, release m66 at commit ‘f0ba12’. Please refer to the Open source project for more details at <https://github.com/webrtc-uwp/webrtc-uwp-sdk>

The application used for testing the Intel binaries is ‘PeerCC’ from above open source project.

This release contains required binaries to compile the PeerCC application source from m66 branch. Please follow the instructions from README file to compile and run PeerCC application with Intel binaries.

Known open issues:

1. Video call freeze after long run (~12 hours)
2. Call disconnects after minimizing the app or windows screen lock. Seen with open source vanilla stack as well
3. ~10sec delay to establish the call and to see the first video frame. Seen with open source vanilla stack as well
4. Very random green/gray video for the first call after application installation. Seen with open source vanilla stack as well