

Stats

New API

```
callback RTCStatsCallback = void (RTCStatsReport statsReport);
```

```
interface RTCStatsReport {  
    sequence<DOMString> objects(DOMString type?);  
    RTCStatsObject get(DOMString id);  
}
```

```
interface RTCStatsObject {  
    readonly attribute long timestamp;  
    readonly DOMString type;  
    readonly DOMString id;  
    sequence<DOMString> names();  
    any getValue (DOMString statName); // Primitives or sequence<primitive>  
};
```

New Objects

```
dictionary RTPStream {  
    int ssrc;  
    int? maxBandwidth; // as specified by user, if present  
    StatsObjectID? otherEndStats; // Reference to the stats signalled from our partner.  
    int? targetBandwidth; // set by congestion control or other dynamic means  
}
```

```
dictionary OutgoingRTPStream : RTPStream {  
    int packetsSent;  
    long bytesSent;  
}
```

```
dictionary IncomingRTPStream : RTPStream {  
    int packetsReceived;  
    long bytesReceived;  
    int packetsLost;  
}
```

Principles of object definition

- Use Dictionary as a documentation method
 - Dictionary in API is problematic for multiple reasons
- Pointers are done via ID
 - ID is stable across calls. Object identity is not.
- Keep It Simple (and well defined)