

# a priori codec guidance

...

PR depends on others, so is TBD

# what do we want?

To not negotiate codecs that we **don't** want

**RTCRtpSender** offers a way to disable codecs  
... but only after they are being used

# sdp is awful

`RTCRtpReceiver` and `RTCRtpSender` both have `getCapabilities()` methods

... that makes sense

SDP only allows codecs to be negotiated in both directions at once

... though a fix for that might be a collateral consequence of simulcast work

# where we ended up

Common stuff:

```
var codecs = RTCRtpSender.getCapabilities().codecs;  
codecs = codecs.filter(isCodecOK);  
codecs.sort(isCodecBetter);
```

Make it so:

```
var transceiver = pc.createTransceiver(...insert usual muck...);  
transceiver.setCodecPreferences(codecs);
```

# alternative

This option matches `setCodecPreferences` to `getCapabilities` better:

```
var transceiver = pc.createTransceiver(...insert usual muck...);  
transceiver.sender.setCodecPreferences(sendCodecs);  
transceiver.receiver.setCodecPreferences(recvCodecs);
```

If we can't do asymmetric negotiation in SDP, this is a sharp tool for sharp people  
... and this feature is almost exclusively for use with SDP

Recommendation: only choose this option if SDP can do asymmetric negotiation  
... and let sessions fail if asymmetric codecs can't be negotiated