# **Output Device Selection**

Justin Uberti October 2014

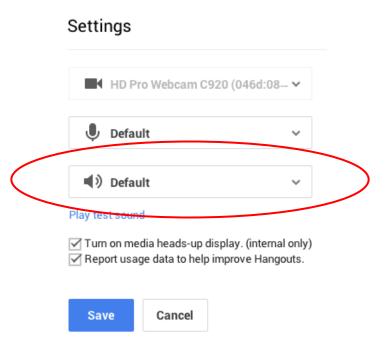
## Why is this important?

#1 API-related bug in Chrome WebRTC bug tracker:

https://code.google.com/p/webrtc/issues/detail?id=2243

(yes, even more than screensharing)

# **Usage scenario**



#### **Problem statement**

No API for setting output device: enumerateDevices() returns output devices, but no way to apply them

#### **Need to ACL any such API:**

For user using headset, a web page should not be able to blare ads through speakers

### **Proposal**

- Add HTMLMediaElement.sinkld, indicating device to use
- Unset or empty string triggers use of system default (always authorized)
- Specific devices can be set (using info from enumerateDevices) if application is authorized to use them

#### **Authorization**

- Opening an audio input device via gUM authorizes access to any output devices with the same .groupId (e.g. headset mic/speaker); this covers all typical cases
- Access to output devices by themselves, for advanced audio apps, can be gated by a door hanger