<u>WebRTC M108</u>, released as part of Chrome M108 on <u>November 29th 2022</u> brought a lot of changes to statistics and the ability to inject a custom ObjC audio device on native iOS applications.

The following issues were marked as fixed (build, test and trivial code changes are not included):

Issue	Description	Component
chromium:1365820	Make all video decodes in webrtc scheduled with high-priority	Blink>WebRTC>Video
chromium:1374310	Tab crashes after ICE restart when using TCP TURN	Blink>WebRTC
webrtc:10342	Implement updated version of the codec agnostic descriptor (Generic Frame Descriptor).	Network>RTP
webrtc:10739	Add support for the abs-capture-time header extension.	Network>RTP
webrtc:13394	Implement RTCOutboundRtpStreamStats.targetBitrate for video	Video
webrtc:13961	scalabilityMode support with H264	PeerConnection,Video
webrtc:14193	ObjC SDK: Provide an API to inject into PCF custom ObjC audio device	Mobile,Audio
webrtc:14443	RTP stream stats IDs are not unique when SSRCs are not unique	Stats
webrtc:14444	Only expose RTCCodecStats for codecs currently in use	Stats
webrtc:14458	Add a cache for RTCCertificateStats	Stats
webrtc:14495	Race condition in audio processing module reinitialization logic may cause unnecessary reinitialization	Audio
webrtc:14497	VCMDecoderDatabase should own decoder instances	Video
webrtc:14511	Scalability mode not populated by SimulcastEncoderAdapter	Video
webrtc:14513	Loss of precision in GoogCC accumulation	BWE
webrtc:14514	Move packetsDiscarded to inbound-rtp	Stats
webrtc:14521	Move non-standard pause and freeze from track to inbound-rtp and make them standard	Stats
webrtc:14524	Move remaining non-standard stats from "track" to "inbound-rtp"	Stats
webrtc:14539	make ParselceServers return RTCError instead of RTCErrorType	PeerConnection
webrtc:14593	totalPacketSendDelay is incorrectly implemented	Stats

We strongly recommend WebRTC developers to fully test their services in Chrome beta to ensure stability for end-users.

The Chrome release schedule can be found here