

# How to enable virtual devices

You might need to use virtual devices (camera and or microphone) while you are testing.

WebRTC detects those devices as if they were unplugged devices. Therefore, they are unlisted by default.

This article explains how to override this behaviour so that the virtual and unplugged devices appear in the list of available devices.

## Enabling virtual and unplugged devices

You should be accessing the plugin API through

```
document.getElementById("myPluginId");
```

given this element in the DOM:

```
<object id="plugin0" type="application/x-temwebrtcplugin" width="1"
height="1">
  <param name="pluginId" value="plugin0">
  <param name="pageId" value="r7x2it6l9a0885mi">
  <param name="onload" value="TemInitPlugin0">
</object>
```

To enable virtual devices, you need to add a parameter "forceGetAllCams" was a value set to "TRUE", "True", or "true":

```
<object id="plugin0" type="application/x-temwebrtcplugin" width="1"
height="1">
  <param name="pluginId" value="plugin0">
  <param name="pageId" value="r7x2it6l9a0885mi">
  <param name="onload" value="TemInitPlugin0">
  <param name="forceGetAllCams" value="True">
</object>
```

If you use GetUserMedia or GetSources from this element, then the virtual and unplugged devices will be used as well.