

TeamSpirit® 3.1 Voice&Video Engine PC

Carriers nowadays are considering strategies to roll out profitable IP-services. And IP calls are becoming an inalienable part of their service offerings. With IP infrastructure available today carriers may span their communication services to the domain of personal computers offering its clients more features like presence, IM, desktop video conferencing and more. Quality expectations for IP voice and video communication services are very high now. IP communication promises HD quality voice and video. But congested and overloaded IP links make the task of securing excellent user experience a real challenge.

To guaranty high user-to-user voice and video communication quality, SPiRiT offers its VoIP software – TeamSpirit® 3.1 Voice&Video Engine PC. The Engine complements (and remarkably amplifies!) network-specific QoS for positive user experience with voice and video communication services.

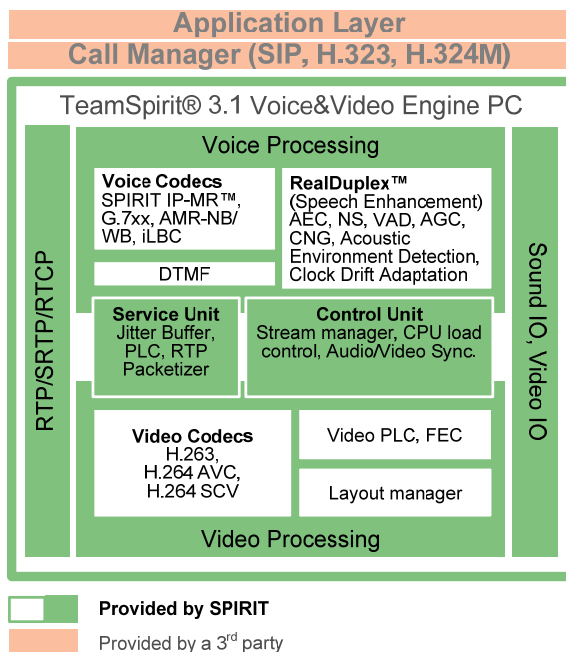
Overview

TeamSpirit® PC is a voice and video SDK for real-time communication over IP networks. It implements HD voice and video processing and has excellent performance characteristics.

TeamSpirit® Voice&Video Engine PC includes:

- Highly optimized standard voice codecs, such as: G.711, G.723, G.729, etc. and a patent-free wideband SPiRiT IP-MR™ codec optimized for voice transmission over IP networks and robust to packet loss.
- H.264 SVC video codec, video packet loss robustness and other video quality improvement algorithms
- Sophisticated speech enhancement module with acoustic echo cancellation (AEC), noise suppression and other must-have features
- Network adaptation module that compensates network jitter and packet loss

An extended set of multimedia features makes SPiRiT Engine an ideal choice for IMS platforms.



Benefits

- HD voice and video for life-like communication experience
- Compliant with major ITU-T and TIA international voice quality standards
- High voice and video quality over any wireless and wireline IP network
- Complete, reliable, pre-integrated solution – already deployed in IP services of leading telecom operators

Key Features

- Wideband and ultra-wideband voice processing
- HD video support (1280x720, up to 30 fps)
- Scalable voice and video codecs
- Channel adaptation for reliable performance in both managed and unmanaged networks
- Integrated engine framework
- IMS and traditional VoIP architectures are supported

Applications

- Carriers' IP services: Unified Communications, SoIP, basic IP voice and video calls
- Video softphones
- Instant messengers
- IMS clients

Availability

- Windows 98/2K/XP/Vista, Windows 7
- Mac OS X
- Linux

Specifications

Speech Codecs	<ul style="list-style-type: none"> ▪ SPIRIT IP-MR™* ▪ G.711, G.722.1, G.723.1, G.726, G.729AB ▪ GSM AMR-NB, GSM AMR-WB ▪ iLBC
Video Codecs	<ul style="list-style-type: none"> ▪ H.263 (up to 30 fps) ▪ MPEG-4 (up to 30 fps) ▪ H.264 AVC (up to 30 fps) ▪ H.264 SVC (up to 30 fps) ▪ On2 VP6, VP7**
IMS Features support	<ul style="list-style-type: none"> ▪ 3gp video sharing ▪ Voice and video recording ▪ 3gp playback/record ▪ RTSP, SDP protocols ▪ Push-to-talk
Speech Enhancement	<ul style="list-style-type: none"> ▪ Acoustic Echo Cancellation (<i>operates in full duplex mode, consumes 30 MIPS</i>) ▪ Notebook Wizard for automatic AEC configuration (<i>secures high speech quality in hands free mode</i>) ▪ Noise Suppressor (<i>tightly integrated with AEC to provide superior voice quality</i>) ▪ Automatic Gain Control (<i>adjusts speaker and microphone gains</i>) ▪ VAD/CNG/DTX (<i>minimizes channel payload during silence periods</i>) ▪ Clock Drift Control
Control unit	<ul style="list-style-type: none"> ▪ Audio/Video Synchronization ▪ Lip synchronization (audio/video sync) ▪ Video ARS ▪ CPU Load Control
Service unit	<ul style="list-style-type: none"> ▪ Adaptive Jitter Buffer ▪ Video packet loss concealment including forward error correction ▪ Voice packet loss concealment (up to 30%) ▪ PTP Packetizer
Signaling	<ul style="list-style-type: none"> ▪ SIP** (RFC 3261)/SIMPLE ▪ XMPP/Jingle ▪ Connectivity Pack ▪ Any proprietary signaling protocol
Telephony Algorithms	<ul style="list-style-type: none"> ▪ DTMF over RTP in-band (ITU-T Q.23), out-of-band (RFC 2833)
Media Transport	<ul style="list-style-type: none"> ▪ RTP/RTCP (RFC 3550/3551 (IETF SIDD0064/0065)) ▪ SRTP (RFC 3711)
Supported OS	<ul style="list-style-type: none"> ▪ Windows 98/2K/XP/Vista, Windows 7 ▪ Mac OS X ▪ Linux

*The SPIRIT IP-MR™ codec, which payload is currently being standardized by the Internet Engineering Task Force (IETF), has been developed specifically for packet networks and ensures maximum speech quality on both the LAN and global IP networks such as the Internet.
 **Functionality is available through partners

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