

Dialogic® PowerMedia™ Web Media Server enables service providers and web developers to add value and spur innovation by enhancing Web 2.0 applications with real-time multimedia communications capabilities.

PowerMedia WMS enables rapid development and deployment of voice- and video-enabled Web 2.0 social networking and other applications, such as click-to-call or click-to-conference, using an HTTP RESTful-based interface popular with web developers.



Features

Adds real-time voice and video communications capabilities to web applications

Software-only product with a flexible architecture that supports incremental capacity increases on standard server hardware

HTTP-based media control protocol

RESTful interface with a choice of programming environments, including Java, C++, PHP, and Ruby

Benefits

Gives Web 2.0 developers opportunities to add value and attract more users to their websites

Allows easy scalability with low equipment costs

Can reduce time and expense by simplifying the deployment environment

Can reduce startup costs because Web 2.0 developers are able to use familiar programming and deployment environments

Solutions built with the PowerMedia WMS can be deployed in a variety of mobile, broadband, and wireline networks, providing a bridge between Web 2.0 applications and real-time multimedia communications.

Solution Configuration Example

Figure 1 shows a configuration for a click-to-conference social networking application that uses PowerMedia WMS in a Java environment and that can be created by a web developer without advanced telecommunications knowledge. Other Web 2.0 applications can be delivered with this configuration, including voice or video click-to-call.

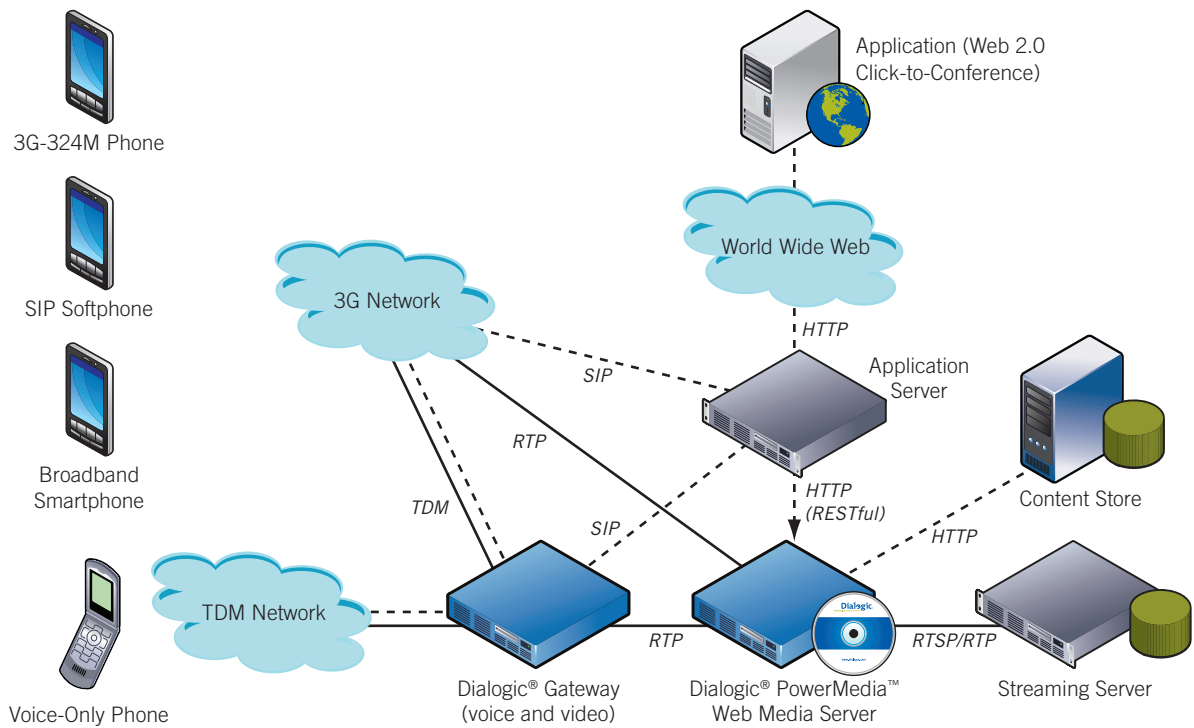


Figure 1. Dialogic® PowerMedia™ Web Media Server Used in a Web 2.0 Click-to-Conference Configuration

In this example, the Web 2.0 application gives users the option of establishing a live audio or video conference with online friends. When a user initiates a conference through the Web 2.0 application user interface, the Web 2.0 application sends HTTP commands to the application server, directing it to establish the calls and start the conference.

The following components are included in the configuration in Figure 1:

- **Web 2.0 application** — Includes its own GUI front-end, such as Facebook™
- **Application server** — Handles SIP call control and other aspects of real-time multimedia communications using a J2EE environment with JSR289 support
- **Dialogic® PowerMedia™ Web Media Server** — Performs the multimedia operations required to establish and maintain real-time communications while providing a high quality user experience
- **Dialogic® gateway** — Connects the Web 2.0 application to a TDM network; suitable gateways include the Dialogic® Integrated Media Gateways and the Dialogic® Vision™ 1000 Video Gateway.
- **External servers** — Used for storing and streaming multimedia content

The application server establishes the calls in the conference using the SIP protocol, and then controls the calls with PowerMedia WMS through a RESTful interface to perform the multimedia operations required to establish and maintain the conference in an easy and intuitive way. The multimedia operations include:

- Play voice and video prompts to conference participants, and use text overlay on video clips for ad insertion and other purposes
- Collect inputs via keystrokes from participants
- Add and remove participants from the conference in real time
- Mix and redistribute the audio among participants with active talker detection and other advanced conferencing features
- Stream multimedia content to the conference participants from an external source, such as a web streaming server, using the industry-standard RTSP protocol

Languages and environments other than Java may be used with PowerMedia WMS, and components may be geographically distributed, allowing remote access for operation and management.

Demo applications using the configuration in Figure 1 and other scenarios are provided as part of the PowerMedia WMS software distribution, along with documentation and source code.

Technical Specifications

Media and Coders

Audio

Voice play/record, tone generation/detection (DTMF, RFC2833); call progress analysis and PVD/PAMD are planned for a future release
Audio conferencing with active talker detection, DTMF clamping; coach-pupil mode and per party gain/volume control are planned for a future release

Audio codecs:

G.711 μ -Law, A-Law

G.726 @ 32 kbps

G.729AB

AMR-NB

Video

Video codecs:

H.263, H.263+, H.263++ Baseline Profile up to Level 30

H.264 Baseline Profile up to Level 1.3

Image size: CIF, QCIF

Frame rate: Up to 30 FPS

Bit rate: Up to 768 kbps

Video transcoding, transrating, transizing

Video Fast Update (VFU): Configurable dynamic responses to I-Frame Update requests from clients (planned for a future release)

Text overlay with scrolling, transparency and multi-language support

Image overlay for logo insertion (planned for a future release)

Video conferencing — based on switched active talker

Video conferencing — continuous presence with stream mixing (planned for a future release)

File containers: .3GP, 3G2, WAV

File operations: HTTP and/or NFS, RTSP/RTP

Signaling, Media, and Control Interfaces

IPv4 (IPv6 is planned for a future release)

RTP, RTCP

HTTP-based RESTful web services interface for media processing control operations

RTSP client support for streaming multimedia content from RTSP servers

Capacity

Typical media sessions per server:

Audio sessions — Up to 2200 sessions with G.711 or 1000 sessions with transcoding

Video transcoding — Up to 400 unidirectional sessions per system (also includes audio transcoding), depending on system capacity, codec, resolution, and frame rate.

Technical Specifications *(continued)*

System Management

WEB UI

Ethernet trace with packet capture

Interfaces Required

Media and signaling: 1000Base-TX Ethernet

Management: 1000Base-TX Ethernet

Hardware Support and Minimum System Requirements

Hardware: Intel Architecture-based server

Operating System: Red Hat Enterprise Linux 5 Update 2 (32-bit only)

Processor: Intel Dual Xeon 2.8 GHz or greater

Ethernet: Dual 1000Base-TX (RJ-45)

Memory: 2GB RAM minimum

Storage: 60GB HD minimum

www.dialogic.com

Dialogic Corporation
9800 Cavendish Blvd., 5th floor
Montreal, Quebec
CANADA H4M 2V9

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