

Using Real-time Audio to Replace Telephone Call-ins On-Air

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What's the Problem?















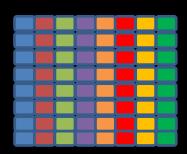




- The telephone network was not engineered for quality
- For economy and simplicity, voice was filtered
- Low frequencies were filtered to reduce hum
- Digitization of voice calls began in the 1960s







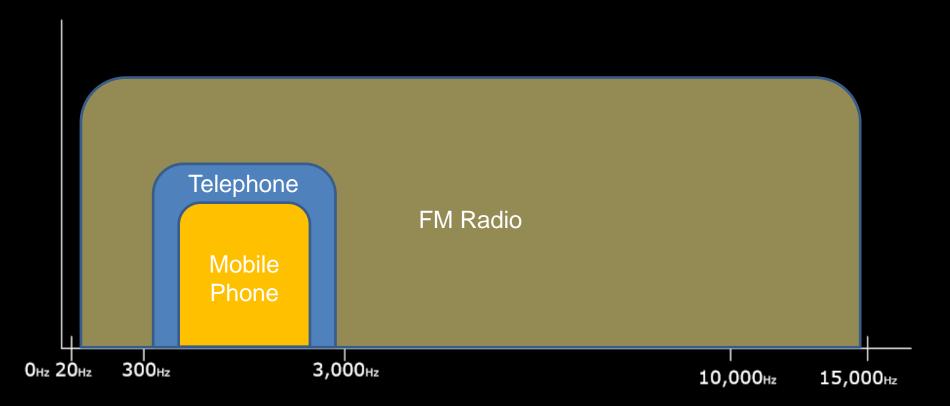
- Eight Bit Samples
- Samples taken 8000 times per second
- Voice channel = 8 x 8000 = 64 kb/s



- The telephone network samples voice at 8KHz
- Nyquist Rate is 4 KHz
- Due to filtering required, actual bandwidth is lower
- Typical phone is 300-3000Hz









Encoders

- G.711—traditional telephone
- GSM, AMR Mobile Phones
- G.722--- First widely used wideband encoder
- MP3, AAC
- HE-AAC, AAC-ELD



Opus

- No patent obligations
- Can be provided in free apps
- Voice and non-Voice sub-modes
- Low delay
- Wide network operating range





Smart Phones/apps

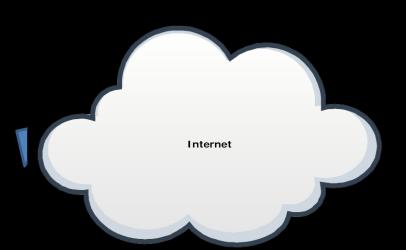
The Browser













LUCI Live

- Pro Grade Softphone
- Real Support
- HE-AAC
- Android and iOS



Session Initialization Protocol

Common Protocol for VoIP

Based on RFC standards

Flexible and expandable

Basis for broadcast interoperability



Non-pro-grade option?

- Android and iOS
- SIP-based
- Free
- Actively maintained
- Low delay wideband audio (Opus)





Linphone









The Mobile Phone

The Browser







WebRTC Basics

- Designed for video conferencing
- Based on open standards



Encoders built in to web browsers

Connections done via javascript applet



WebRTC Basics (cont)

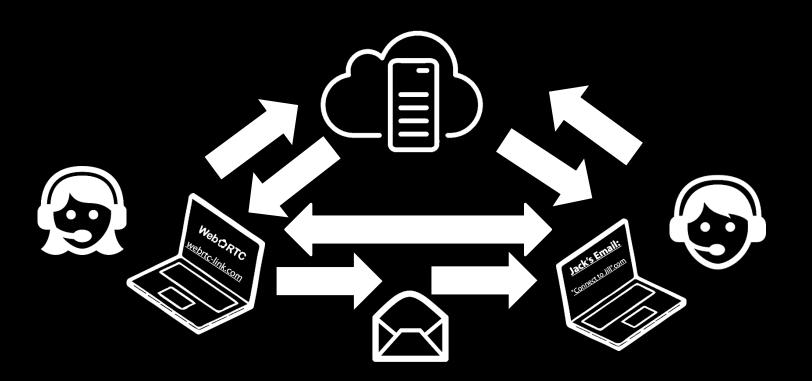
- Support growing
- Chrome, Firefox, Opera, Edge



- Safari (announced)
- Supports a/v or audio only
- Uses Opus encoder



WebRTC Connection





Free WebRTC Servers

- DIY
- Airtime.com (formerly Vline.com)
- Source Connect Now
- ipDTL
- Mozilla Firefox Hello (depreciated)
- Talky: Provides both video and screen sharing using WebRTC.
- Cisco Spark: Create rooms for video calling, group messaging and sharing.
- Appear.in: Group video calling for up to eight people.
- <u>Jitsi Meet</u>: Group video calling and screen sharing using WebRTC.



WebRTC









Studio Side

- Capable of taking calls via VoIP (Bridge to PSTN)
- Capable of taking SIP wideband calls from apps (Opus)
- Capable of taking calls from WebRTC

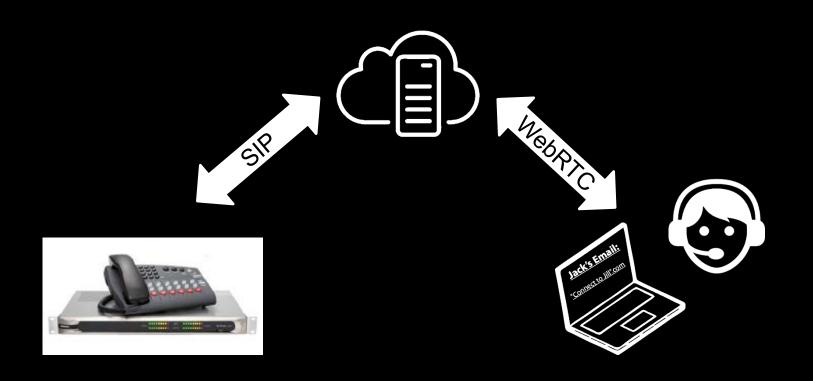


Studio Side





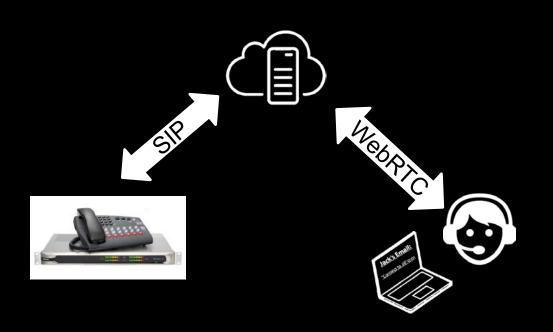
WebRTC/SIP Connection





WebRTC/SIP Bridging

- DIY
- ipDTL
- Callme.fm
- GetOnsip.com





Opal IP Audio Gateway





- 1. Reduces Delay Improves Connectivity
- 2. Provides SSL security transparent to user
- 3. Eliminates need for guest configuration or S/W install
- 4. Free Apps and common web browsers



1. Reduces Delay - Improves Connectivity

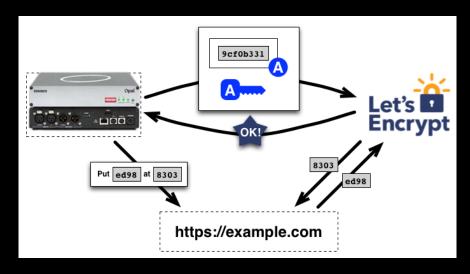








2. Provides SSL security transparent to user





3. Eliminates need for guest configuration or S/W install





4. Free Apps and common web browsers















https://opalatl.com/caller/?t=n9mfGas1zR0GSZ92



- It's time to reduce telephone audio on the radio
- Opus offers new ways to integrate web audio
- New Free apps allow easy mobile phone connections
- WebRTC allows leverage of audio codecs built into browsers
- The Opus Codec
- WebRTC for ACCESS & BRIC-Link
- WebRTC Primer