



VideoMost SDK

HD Voice and Video Collaboration in your mobile and Web application

VideoMost SDK is designed to enable telecom carriers, service providers, ISPs and application developers seamlessly integrate multi-point HD video conferencing solutions with their applications, web-based services, cloud platforms, business applications, intranet portals, e-learning and call center solutions, amongst others.

User Friendly API

VideoMost SDK includes easy-to-use high-level APIs, which enable software developers to focus on their core competencies and accelerate time to market. This product enables delivery of premium quality multi-way HD voice and video over public Internet without the need to deploy and maintain expensive MCU-based transcoding solutions and dedicated networks.

Excellent Compatibility and Interoperability

VideoMost SDK is based on TeamSpirit® Conferencing, a set of plug-n-play, interoperable software engines for both client and server side. It is optimized for large-scale, massive multi-point performance and scalability on any popular PCs and mobile platforms, including Windows, Linux, MacOS, Android, iOS and Windows Phone.



Superior HD Voice and Video Quality

VideoMost SDK provides superior HD quality multi-point voice and video over IP, even in the most challenging network conditions. It delivers the world's best technology from the leading VVoIP experts that help eliminate or minimize echoes, delays, jitters, packet losses, background noises, ever-changing bandwidths and limited computing power for resource-intensive HD media processing.

Benefits

- Launch high-margin real-time collaboration applications
- Differentiate with best in class scalable, error-resilient, adaptive cross-platform HD audio/video quality from SPiRiT DSP
- Avoid expensive engineering resources required for development of voice and video conferencing system
- Economize on server infrastructure with unprecedented performance of Scalable coding (500 video channels per \$4K server)

Key features

- Premium voice and video quality and performance on any device on WiFi/3G/WiMax/LTE
- Unique voice and video processing technology with sophisticated adaptation to network impairments and end point capabilities
- Scalable media server for high-performance video conferencing
- 100% software based solution
- Developer-friendly SDK already used by creators of hundreds of market-leading products and services

Performance

- Up to 500 concurrent interactive video participants
- Up to 16 videos per screen

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Rich Collaboration Experience

VideoMost SDK allows you to build mobile and Web applications to ensure most comfortable peer-to-peer and multi-point voice and video communication experience and efficient collaboration in workgroups, cross-country seminars, distant trainings and other meetings, thus significantly reducing business travelling time and expenses. VideoMost SDK makes interaction more efficient, personal and visual using video, audio, content sharing and whiteboard inside your own applications and services.

Unmatched Scalability

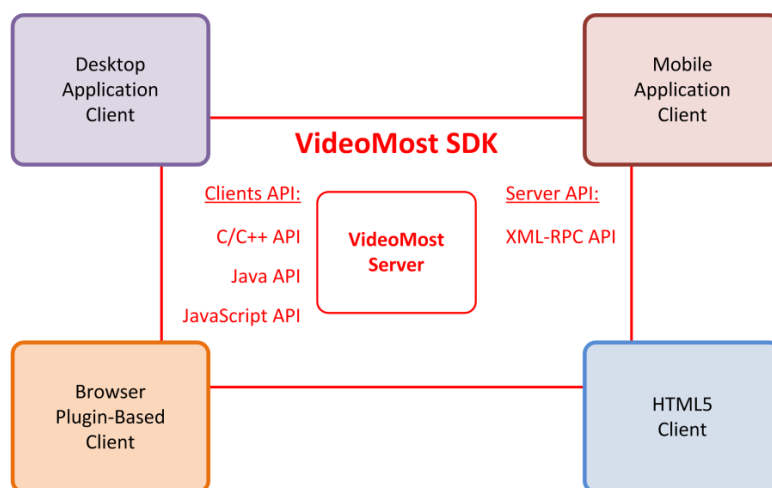
Apart from media processing, VideoMost SDK's capabilities also include signaling (XMPP, SIP) and STUN server, provision of support for UDP, TCP and HTTP as media transports and delivery of a carrier-grade conferencing server with highly optimized load balancing that allows for handling of thousands of simultaneous videoconferences on commodity PC server hardware.

Product details

Using VideoMost SDK you are able to design high quality voice and video collaboration solutions which include desktop client as well as modern mobile or browser-based client.

VideoMost SDK supports plugin-based browser clients as well as plugin free¹.

The SDK provides several types (levels) of API for easy integration into your solution using different modern technologies.



For easy integration into web portals, VideoMost SDK provides HTML, JavaScript and web objects API. For client side applications, C/C++ API is provided as a universal API for any application. The SDK also includes several platform specific APIs for different mobile platforms. As a matter of additional flexibility, VideoMost SDK allows for customized user interface.

The SDK includes out-of-the-box, ready-to-use VideoMost server executable that does not require additional integration. The server is a set of integrated components such as TeamSpirit® Conferencing media, signaling, NAT/firewall traversal, XML-RPC, administration, user management, call and conferencing management, failover monitor and others. Only minor and simple installation and configuration efforts are required to make VideoMost server up and running.

Last but not least, the SDK's delivery contains detailed, "hands-on" integration examples which help you to learn the SDK quickly and to design your solution faster.

¹ Available for Chrome since release 25

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Specifications

Capabilities	Collaboration tools: <ul style="list-style-type: none"> Screen, application and document sharing Whiteboard IM text messaging Moderation of virtual rooms and participants Multi-Party Calls
	Basic features: <ul style="list-style-type: none"> Call and conference management Notifications Recording and playback (including text) Contact Management & Search Contact status Allow multiple audio, video and data sources per participant Virtual cameras and synthetic 3D talking characters (www.seestorm.com) Layout control Signaling configuration Transport configuration
	Customization: <ul style="list-style-type: none"> Layout Conference topology Quality control Rendering engine (PC only) Custom infrastructure
Server API	<ul style="list-style-type: none"> XML-RPC
Clients API	<ul style="list-style-type: none"> C/C++, Java, JavaScript
Server Platforms	<ul style="list-style-type: none"> OS: Windows, Linux Web servers: Apache, NGINX
Clients Platforms	<ul style="list-style-type: none"> Windows, Android, iOS, Mac¹, Linux¹, Windows Phone¹
Browsers	<ul style="list-style-type: none"> Chrome, Firefox, Internet Explorer, Safari¹, Opera¹
Capacity	<ul style="list-style-type: none"> Up to 50 concurrent interactive video participants per one conference². Up to 500 concurrent interactive video participants in total per single conferencing server³. Up to 16 videoconference participants could be displayed and viewed on a screen of every single videoconference participant
Speech Codecs	<ul style="list-style-type: none"> SPIRIT IP-MR™ (RFC 6262) ITU-T G.711, G.722, G.722.1, G.722.2 (AMR-WB)
Video Codecs	<ul style="list-style-type: none"> H.264 AVC (Baseline Profile, level 5.1, RFC 3984, MMCO (Part 8.2.5.4 of ITU-T H.264-2012-01)) SPIRIT scalable H.264 (temporal and spatial scalability) Google VP8 AVC
Signaling	<ul style="list-style-type: none"> SIP (RFC 3261) XMPP (RFC 6120, RFC 6121)
Transport	<ul style="list-style-type: none"> UDP, TCP, HTTP NAT/Firewall traversal

¹ Call for availability

² Target configuration for 50 ports (SPIRIT IP-MR™/SPIRIT H.264 SVC-based connections, 1 conference of 50 participants with CIF@20fps, 400Kbps each) per Intel Xeon 5020 2.5 GHz (x2), 4Gb RAM server. More ports require additional hardware running VideoMost Server

³ Target configuration for 500 ports (SPIRIT IP-MR™/SPIRIT H.264 SVC-based connections, 100 conferences of 5 participants with CIF@20fps, 400Kbps each) per Intel Xeon E5-2687W 3.1 GHz (x8), 8Gb RAM server. More ports require additional hardware running VideoMost Server

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