



VERel04062010.3

# VoiceEngine PC 3.5.0

#### **PRODUCT RELEASE INFORMATION**

Product: VoiceEngine PC

Release Number: 3.5.0

Release Date: April 6<sup>th</sup> 2010

Previous Release: 3.4.8

### **INTRODUCTION**

This is an upgrade release with new features and some significant enhancements. Users of previous releases are encouraged to upgrade.

#### Windows Core Audio and Visual Studio change

Windows Core Audio APIs are default for all VoiceEngine deliveries starting from this version. Core Audio is only supported on Windows Vista and Windows 7, but the VoiceEngine implementation automatically detects if the OS is not supported, i.e., if it is Windows XP or Windows 2000, and reverts back to Wave APIs for those cases.

By supporting Windows Core Audio we will improve QoS and avoid potential issues on Windows Vista and Windows 7. Note that Windows Core Audio also requires Microsoft SDK version 6.0 or later and Visual Studio 2005 or later. Visual Studio 2003 is no longer supported.

# **New Features**

- Added support for the new super wideband mode in the iSAC codec (F#1842)
- Control the AGC target level (F#1796)
- Support for Dynamic Range Compression (DRC) in AGC by using digital compression parameters (F#1841)
- Secure Real-time Transport Protocol, SRTCP RFC 3177 (F#997)
- Enable recording of the microphone signal and a locally added file (F#1810)
- Support for 64-bit (x64 architecture) OS on Windows. Only the standard configuration of VoiceEngine is supported in this release



# **API CHANGES**

Added useForRTCP parameter in EnableSRTPSend and EnableSRTPReceive functions.

Updated the GIPS\_AGCmodes enumerator

Previous enumerator values in VoiceEngine	New enumerator values in VoiceEngine PC 3.5
AGC_ANALOG	Mode removed, use AGC_ADAPTIVE_ANALOG instead
AGC_ANALOG_DIGITAL_COMBINED	AGC_ADAPTIVE_ANALOG
AGC_STANDALONE_DIGITAL	AGC_ADAPTIVE_DIGITAL
AGC_DIGITAL	AGC_FIXED_DIGITAL

Added GIPSVEVQE::GIPSVE\_Set/GetAGCConfig() and the new GIPS\_AGC\_config structure.

Added GIPSVoiceEngine::SetTraceCallback() API and the GIPSTraceCallback class.

Removed the CallbackOnTrace method from the GIPSVoiceEngineObserver class interface.

Removed the excludeTrace parameter from the GIPSVEBase::GIPSVE\_SetObserver() API.

Renamed GIPSVEBase:: GIPSVE\_SetTraceFileName() to GIPSVoiceEngine::SetTraceFile().

Renamed GIPSVEBase:: GIPSVE\_SetDebugTraceFileName() to GIPSVoiceEngine::SetEncryptedTraceFile().

Renamed GIPSVEBase:: GIPSVE\_SetTraceFilter () to GIPSVoiceEngine::SetTraceFilter().

#### **IMPROVEMENTS**

Removed note saying that sending must be active from GIPSVE\_SendUDPPacket().

Fixed "disable" which should read "enable" typo in GIPSVoiceEngine::SetTraceFilter().

Added more detail to the parameter descriptions under GIPSVE GetEchoMetrics().

Added Mac OS X support for GIPSVE\_GetNumOfSoundDevices().

Added Linux and MAC OS X support for the GIPSVE\_Set/GetSendTOS() APIs.

#### **BUG FIXES**

D#4954 - Choppy audio after machine wakes up from hibernation

D#4459 - AEC occasionally stops removing echo on Mac

D#4986 - Incorrect jitter calculation with FEC & CN

D#5090 - Choppy audio on Mac

D#5184 - Initial tones are garbled during on-hook dialing

D#5185 - Unable to switch audio devices w/o Voice Engine restart on MacOS 10.6



D#5187 - Duplicate symbol in voice engine lib

D#5190 - Crash when terminating a tracing VoE

D#5193 - Crash when closing the application

D#5203 - Resume from hibernate mode/standby causes high CPU

# **KNOWN ISSUES AND WORKAROUNDS**

# **Remaining Known bugs**

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## **Limitations / Restrictions**

- GetSystemCPULoad requires that the application in which VoiceEngine is started has administrator privileges on Windows Vista and Windows 7. GIPSVE\_GetSystemCPULoad will always return -1 when using Windows 7. The same is valid for SetSendTOS and SetSendGQoS.

# INSTALLATION AND UPGRADE NOTES

#### **System Requirements**

Supported OS: Windows 2000, Windows XP, Windows Vista, Windows 7

Mac OS X (10.4-10.6)

Linux (greater or equal to kernel 2.6)

Processor: Minimum: Intel Pentium III 1.0 GHz or equivalent

#### Windows Core Audio and Visual Studio change

Please see the Introduction Chapter

## **Version Compatibility**

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