

- PacketLatency = period  
time = time to  
record/play an audio  
packet/period.
- NetworkLatency = time  
to packet get on  
network (send queue) +  
time to travel from A  
to B + time until  
server get it (receive  
queue).
- ProcessingLatency =  
time elapsed during  
audio conversion,  
protocol parsing,  
mixing, etc.

## Legend



