

User Manual

Linphone for Andriod Group Chat (Waterfall)

Version 1.0

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1 Revision History

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23/06/2015	Document Creation	Team Eclectic	Version 1
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2 Document Approval

	Signature	Printed Name	${f Title}$	Comments
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3 Introduction

Linphone is the leading open source implementation of Voice over IP (VoIP) and Instant messaging functionalities, and is compatible with iOS, Android, Blackberry, Windows Phone, Windows desktop and web browser clients. This user manual will be focused specifically on the Android aspect.

4 Systems Overview

5 Systems Configuration

Linphone has inside a separation between the user interfaces and the core engine, allowing to create various kinds of user interface on top of the same functionalities.

The user interface frontends:

- Gtk+ interface for windows, mac and linux
- The console interface (linphonec, linphonecsh)
- The iPhone application built in objective C
- The Android application running in java
- The Windows Phone application written in C#

Liblinphone, the core engine: this is the library that implements all the functionalities of Linphone.

Liblinphone is a powerful SIP VoIP video SDK that anyone can use to add audio or video call capabilities to an application. It provides a high level api to initiate, receive, terminate audio and video calls.

Liblinphone relies on the following software components:

- Mediastreamer2, a powerful multimedia SDK to make audio/video streaming and processing.
- oRTP, a simple RTP library.
- belle-sip the SIP library.

Liblinghone and all its dependencies are written in pure C

6 Installation

To install the Linphone application simply follow the steps below:

- 1. Locate your Android device's Play store
- 2. Under the search tab, search for "Linphone"
- 3. Locate the Linphone application and click on it
- 4. Follow you device's guidline to install the application
- 5. Once installed, launch the application by clicking on the Linphone icon in your applications list on you device
- 6. Follow the prompts further to register if you are a new user or to log in if you already have an account.
- 7 Getting Started
- 8 Using The System
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