Real-Time Communications

Think. Build. Connect.
Real-Time Communications

• Audio, Video, SMS, IM and Social

• We Deal in Dialogs
  – Point-to-Point (phone, IM, SMS)
  – Multi-Party (chat, conferencing)

• Media-optimized networks
  – 20ms QoS
  – Mixed transactional and best-effort strategies
Voxeo Labs

• Innovate
  – Protocols
  – APIs
  – Deployment Models

• Invest
  – Partnerships
  – Sponsored Applications
  – Community Events and Education

• Open Source
Introducing Tropo
Tropo Overview

• Unified Communications API
  – Simple. Only 15 commands.
  – Synchronous Programming Model
  – Single API for Voice, IM, SMS and Twitter

• Comes in Two Flavors
  – WebAPI
  – Scripting
Tropo WebAPI

- **REST API**
  - Familiar request/response model
  - JSON or XML
  - Great for voice enabling existing applications
Tropo Scripting

• All in the cloud
  – Similar to Google AppEngine
  – No Hosting Required
  – Limited Library Support (for now)

answer
say "Hello World!"
hangup
Tropo Scripting

- ECMAScript (JavaScript)
- Ruby
- Python
- PHP
- Groovy
Introducing Moho
Moho

- Muti-channel Communications Framework
  - Announced this week @ eComm
  - Wraps SIP Servlets and Java Media Control API
    - Runs on Prism, Mobicents, SailFin, etc.
  - Asynchronous Programming Model (Events, Actors, etc.)
  - Multi-channel Driver (Voice, SMS and IM)
  - Common concepts “baked in”
    - Conferencing
    - Call Queueing
    - Mute/Unmute
    - Answering Machine Detection
    - Mixing
    - Call Recording
    - Transcoding
    - Much more!

http://labs.voxeo.com/moho
Flash Gordon
• **Voxeo Labs is going client side!**
  – Complete Call Control SDK
  – One API. Any Channel.
  – Targeting Adobe Flash and JavaScript initially

• **Built on Open Standards**
  – XMPP/Jingle for Signaling
  – RTP/RTMP for Media