FRITT Licenses SPIRIT DSP's Engines for Cross-platform HD Voice and Videoconferencing

SPIRIT DSP announced that China's largest developer of emergency communications solutions FRITT (First Research Institute of Telecommunications) has licensed SPIRIT's TeamSpirit Conferencing product, comprising of SPIRIT's cross-platform, wideband (HD) voice and videoconferencing engines, including the TeamSpirit Conferencing Server, TeamSpirit Voice&Video Engine PC and TeamSpirit Voice&Video Engine Mobile clients for iOS and Android.

FRITT was established in 1957 and has successfully developed a set of advanced communication products and won 120 major scientific and technological achievements for China's telecommunications industry.

FRITT will be using the TeamSpirit Voice&Video Engine platform running on both server and client sides, allowing FRITT's emergency management customers the unique ability to conduct HD-quality, multi-point voice and videoconferencing across popular PC and mobile devices.

"SPIRIT DSP's engines for cross-platform HD voice and videoconferencing was the only choice for rapid development of multi-platform voice and videoconferencing applications that will be used in the field and within contact centers of China's largest community of emergency responders. It was critical for us to choose a proven engine provider that enabled quality communications - meaning multi-point video server scalability, open choice for communication device and superior quality of voice and video over IP ensured by sophisticated mechanisms of TeamSpirit Server, PC and mobile clients," said FRITT's Technology Director. "SPIRIT's high-level APIs allows us to focus on our core competency of developing life-critical applications and bring them to market quickly with the assurance that they will meet the critical, high-quality communication needs of emergency workers."

The TeamSpirit Conferencing platform is a set of interoperable software engines for both client and server-side PCs and mobile devices. It handles all the media processing with assured carrier-grade quality to provide clear audio and crisp video for a consistent user experience. TeamSpirit Conferencing supports up to an unprecedented 1000 simultaneous video channels on a standard $4000 server computer, requires no heavy transcoding on the server side and offers scalable media stream adaptation, which allows all calls to be optimized for the highest possible performance on any PC or mobile device.

“We're pleased to be working with FRITT to ensure the highest possible quality voice and video conferencing experience to China's largest community of emergency workers, who rely on FRITT for fault-tolerant, cross-platform emergency communications," said SPIRIT's Founder and Chairman Andrew Sviridenko. "FRITT

joins other developers of life-critical applications that have turned to SPIRIT's engines to ensure crystal clear HD voice and video calling across all popular devices without barriers and without concern for call quality, even in unmanaged networks - a capability unique to SPIRIT and critical to any developer of emergency communications solutions."

TeamSpirit Engine is a SDK for real-time IP calling/conferencing communications, allowing application developers and service providers to offer superior quality voice and video products to millions of global users. TeamSpirit Engine software uniquely combines scalable echo- and noise-free audio with scalable video, a necessary marriage to ensure the highest quality videoconferencing experience. TeamSpirit enables many hours of battery life in wideband talk mode. The voice engine includes highly optimized standard voice codecs and a patent-free wideband error-resilient scalable SPIRIT IP-MRTM voice codec (IETF RFC 6262). The video engine includes SPIRIT's H.264 scalable video codec that is able to adapt streams to each peer's network and PC environments without heavy transcoding and it includes a multi-component stream protection module that compensates for network jitter and packet loss.

For more information, visit www.spiritdsp.com [1].

Posted by Janine E. Mooney, Editor

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