GRANDSTREAM NETWORKS

Innovative IP Voice & Video

Two-way Audio Protocol
for Grandstream DVS/IP camera

Document Number: XXX
Version: XXX
Owner: Grandstream Networks, Inc.
Date: 08/20/2009

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Introduction

This document defines the protocol which is used by the DVS/IP camera to establish a two-way audio call, as well as the format of audio packet.

Two-way Audio Protocol

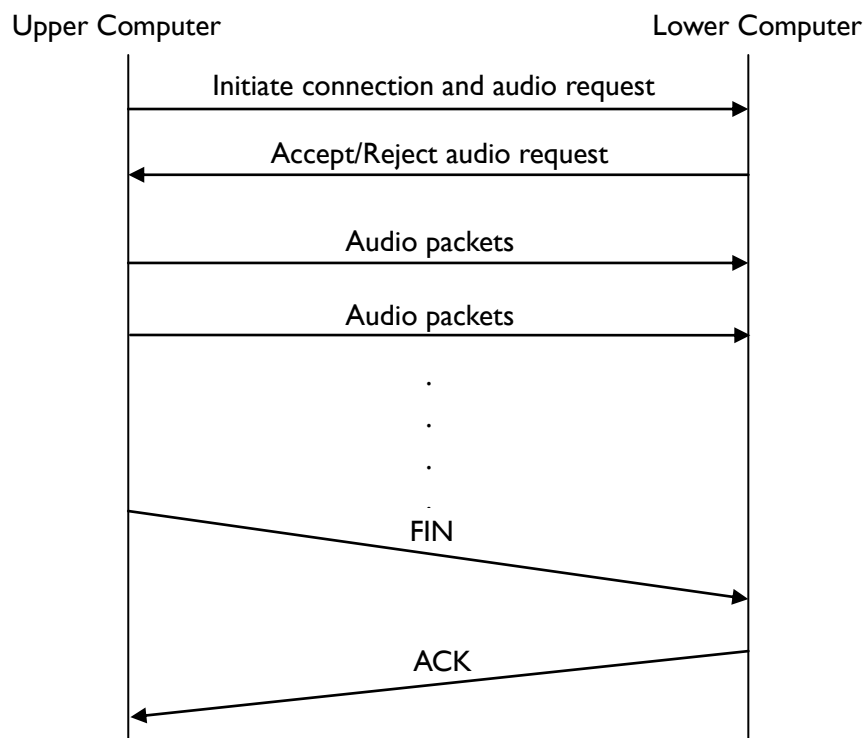## Audio Packet Format

    Transport Protocol: TCP

    Packet Format: private header + audio frame + private header + audio frame…

    Private header Format:

```
        struct HEAD
    {
        unsigned long     len ：10 ;          // In BYTE
        unsigned long     reserved ：22 ;
        unsinged long     timestamp ;
    };
```

    DVS/IP camera: reuse console port

Communication diagram between client application and DVS/IP Camera

Two-way Audio request and response

1. ***Client sends two-way audio Request to the DVS/IP camera***

   CMD:TALK MCTP/1.0 CS\n

   @C@P@\n

   NOTE: C – Channel ID

   P – Audio Codec.

   P = 0 for G726_16K,

   P = 1 for G726_24K,

   P = 2 for G726_32K,

   P = 3 for G726_40K

2. ***DVS/IP Camera responds to the request***

   CMD:TALK MCTP/1.0 SC\n

   @C@R@\n

   NOTE: C – Channel ID

   R – Execution Result. R=1 indicates success; R=0 indicates failure

s

NOTE

1. DVS/IP camera does not accept concurrent two-way audio requests. It would only accept one two-way audio request at one time.
2. If the DVS/IP camera does not receive audio packets within 10 seconds after connection is established, it will be disconnected from the client application.
3. The DVS/IP camera will drop some bad packets depends on the network situation if necessary.