

## Audio Domain Manager

The Audio Domain Manager records single channel audio from the server's microphone inputs as well as plays audio to the server's speaker outputs.

When installed, audio is recorded continuously into files that are managed similarly to recorded video files. When remote Consoles fetch events, both video and audio files are transferred and saved as an incident. The Savoy Player and the Savoy Console will play the audio file along with video in approximate synchronization.

Besides recording audio continuously at the server, audio can also be delivered to the server from the Console's microphone to facilitate two-way full duplex conversations. To open a Console's audio input, a red LED is selected on the video frame's title bar. Each selection of the LED will toggle audio On and Off. Only one server can be selected at a time.

For efficiency and performance all audio is compressed using the GSM 6.1 compression standard used in most wireless telephone systems. In order to run over standard IT network, however, the delay has been increased to approximately 3 seconds (each way) which seems acceptable. With GSM 6.1 compression, recorded audio consumes about 96K bytes per minute or about 1 Gig per week. This is about one percent of the storage consumed by video – an acceptable overhead.

Audio created at the Console and delivered to a server is *not* recorded and archived.

Multiple audio sources per server can be managed by additional audio hardware including audio mixers and audio switches.

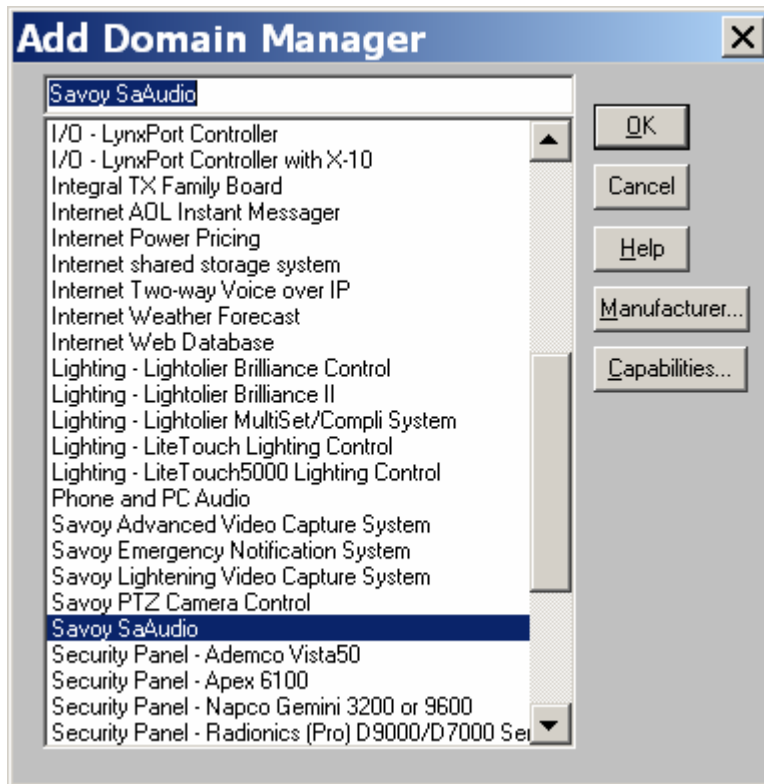
[www.oceanmatrix.com](http://www.oceanmatrix.com)

5x1 Switch (\$190): <http://www.oceanmatrix.com/Files/pdf/OMX-9043.pdf>  
(connect to an Elk Module to select one of four audio sources)

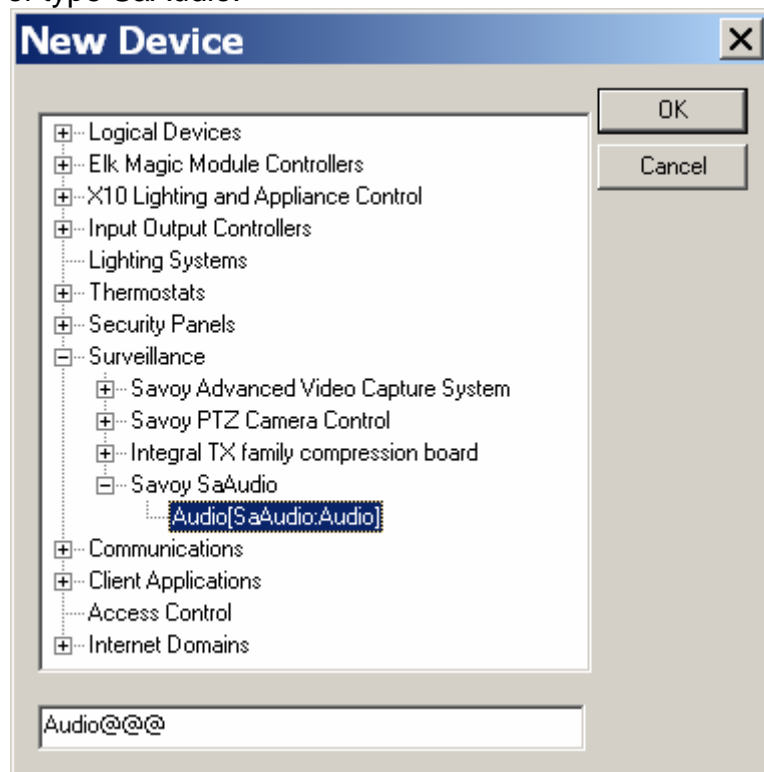
### Installation

To install and operate this domain, you need to (1) install the SaAudio Domain Manager on the server, and (2) create and SaAudio device from a client.

On the Server, click Setup, click Add..., and select SaAudio



Then, from a connected client (Console's Rule Editor or Development Client), add a device of type SaAudio:



For the device name, append 'Audio' with the server's three character ID. For example, if the server ID is 123, the device name must be 'Audio123'. This way, the control LED will appear on the appropriate title bar in the Console.