VideoMost ® SDK

Scalable HD video conferencing software server with mobile clients

VideoMost® delivers multi-point HD voice and video calls of premium quality over public Internet without the need to deploy and maintain dedicated networks, expensive MCU-based or transcoding solutions. The product is designed to enable telecom carriers, service providers, and software developers seamlessly integrate multi-point HD video conferencing functionality into their applications, web-based services, cloud platforms, intranet portals, e-learning and call center solutions.

World Top Performance and Scalability

- HD voice and video quality
- 16 participants on screen
- 250 interactive video streams in a conference
- 1000 concurrent interactive video streams on a $4000 PC server
- Video broadcast to 1500 people
- Android and iOS mobile clients
- Collaboration and moderation tools
- Signaling and transport
- Video conferencing under your brand
- Premium voice and video quality and performance on any device on WiFi/3G/WiMax/LTE

User Friendly API

VideoMost® SDK includes easy-to-use high-level APIs, which enable software developers to focus on their core competencies and accelerate time to market.

OS support

VideoMost® SDK is optimized for large-scale multi-point performance and scalability on all popular PC and mobile platforms, including Windows, OS X, Linux, Android, iOS.

Rich Collaboration Experience

VideoMost® SDK allows you to build mobile and Web applications to ensure most comfortable peer-to-peer and multi-point voice and video communication experience and efficient collaboration in workgroups, cross-country seminars, distant trainings and other meetings, thus significantly reducing business travelling time and expenses. VideoMost® SDK makes interaction more efficient, personal and visual using video, audio, broadcasting, document sharing, whiteboard, online surveys and more for online collaboration inside your own applications and services.

Unmatched Scalability

VideoMost® SDK supports 250 interactive video participants per conference, plus 1500+ viewers per each server in "Webinar" mode. Apart from media processing, VideoMost® SDK's capabilities also include signaling (XMPP, SIP) and STUN servers, UDP, TCP and HTTP media transports and highly optimized load balancing that altogether allows for handling of hundreds of simultaneous videoconferences on commodity PC server hardware.

Specifications

Capabilities	**Basic features:** - Call and conference management - Notifications - Recording and playback[1] - Contact management & search - Contact status - Allow multiple audio, video and data sources per participant - Virtual cameras - Layout control - Signaling configuration - Transport configuration	**Collaboration tools:** - Screen, application and document sharing - Whiteboard - Pools and surveys - IM text messaging - Moderation of meeting rooms and participants - Multi-party video calls **Customization:** - Layout - Conference topology - Quality control - Rendering engine (PC only) - Custom infrastructure
Server API	- XML-RPC	
Clients API	- C/C++, Java, JavaScript	
Server Platforms	- OS: Linux - Web servers: Apache, NGINX	
Clients Platforms	- Windows, Android, iOS, OS X, Linux	
Browsers	- Firefox, Chrome, Internet Explorer, Safari, Opera, Yandex	
Capacity	- Up to 250 concurrent interactive video participants per one conference[2]. - Up to 1000 concurrent interactive video participants per $4000 PC conferencing server[3]. - Up to 16 videoconference participants on screen	
Speech Codecs[4]	- SPIRIT IP-MR™ (RFC 6262) - I ITU-T G.711, G.722, G.722.1, G.722.2 (AMR-WB), G.729 A/B, Speex	
Video Codecs[4]	- H.264 AVC (Baseline Profile, level 5.1, RFC 3984, MMCO (Part 8.2.5.4 of ITU-T H.264-2012-01)) - SPIRIT scalable H.264 (temporal and spatial scalability) - Google VP8 AVC	
Signaling	- SIP (RFC 3261) - XMPP (RFC 6120, RFC 6121)	
Transport	- UDP, TCP, HTTP - NAT/Firewall traversal	

[1] *Playback media files in *.avi or *.mkv format trough a commodity media player*

[3] *Target configuration for 50 ports (SPIRIT IP-MR™/ SPIRIT scalable H.264-based connections, 1 conference of 50 participants with CIF@20fps, 400Kbps each) per Intel Xeon 5020 2.5 GHz (x2), 4Gb RAM server. More ports require additional hardware running VideoMost Server*

[3] *Target configuration for 500 ports (SPIRIT IP-MR™/ SPIRIT scalable H.264-based connections, 100 conferences of 5 participants with CIF@20fps, 400Kbps each) per Intel Xeon E5-2687W 3.1 GHz (x8), 8Gb RAM server. More ports require additional hardware running VideoMost Server*

[4] *Codec set is configurable: SPIRIT delivers only those codecs which match a specific type of the customer's application*