



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



(JavaScript)



Ruby



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



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

Voxeo Network

