TELEPHONY WITH VIDEO

THE BEST OF BOTH WORLDS

frozen mountain

The Problem

Telephony has made great strides by making use of the Internet as a backbone for communications. Currently, audio/video offerings such as FaceTime and Skype are making it mainstream for everyday conversations to **include video along with audio.** Adding video to traditional telephony is the next challenge for organizations seeking to engage their customers in new ways.

The Solution

Frozen Mountain's *LiveSwitch*, provides the key internet-based Real Time Communications components required for organizations to provide integrated **voice, video, chat, data and analytics** to their customers. Additionally, *LiveSwitch* enables call connection management and bi-directional streaming with traditional VoIP and PSTN while optionally routing through your own virtual PBX.

Benefits

- **Traditional telephony data transmission costs are reduced substantially by leveraging WebRTC.**

- *LiveSwitch* **provides a safe and secure mechanism to provide organizations with industry leading live bi-directional video services to their customers.**

- *LiveSwitch* **integrates WebRTC, VoIP and PSTN together for a more seamless customer experience.**

NEED A CUSTOM TELEPHONY RTC SOLUTION?
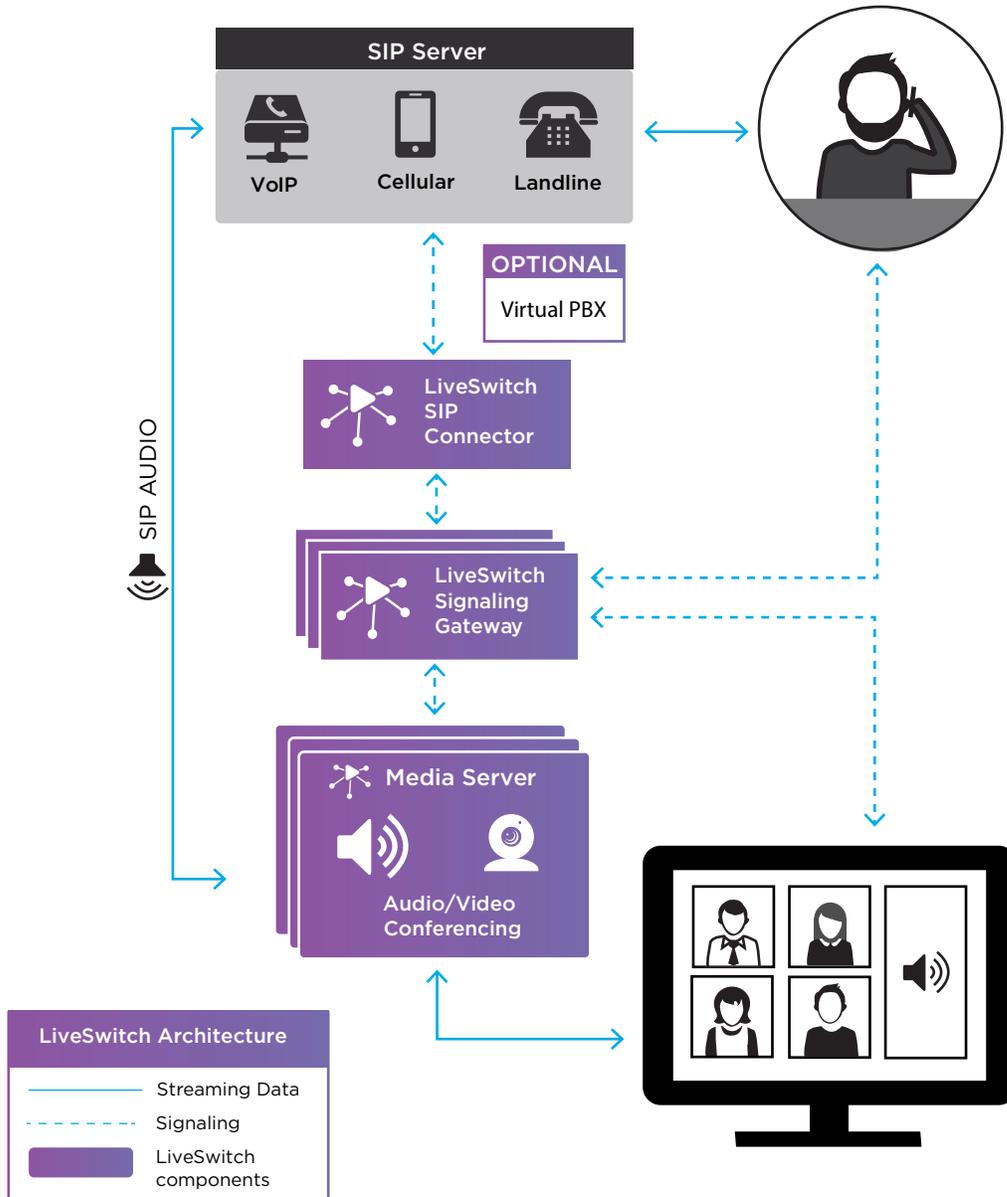
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SIP Server

VoIP   Cellular   Landline

OPTIONAL
Virtual PBX

LiveSwitch SIP Connector

LiveSwitch Signaling Gateway

Media Server

Audio/Video Conferencing

SIP AUDIO

LiveSwitch Architecture

— Streaming Data
--- Signaling
▮ LiveSwitch components

‹ How It Works

This diagram is an example of how *LiveSwitch* could be used to connect a traditional telephony user to a WebRTC-based video conference.

Streaming Data

Any client-side device or application built with the *LiveSwitch* SDK can send or receive streamed media or data in real-time to or from other clients via the *LiveSwitch* media server. *LiveSwitch* manages, routes, transcodes, and mixes all traffic on a per-client basis seamlessly, scalably, and efficiently.

Signaling

Signaling allows two end-points (senders, receivers, or both) to communicate information about the streaming connection between each other before establishing a connection.

The WebRTC Solution that Plays Nice with Everyone

FIREFOX   WINDOWS   APPLE   MAC   LINUX   JAVA   XAMARIN   ANDROID   SAFARI   CHROME   EXPLORER/ EDGE