# conaito Technologies Introduces the VoIP EVO SDK for Pocket PC and Windows Mobile - Release v3.0

**A simple way to VoIP-enable your Pocket PC applications**

Software Product: VoIP EVO SDK – Pocket PC Edition
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## conaito VoIP EVO SDK for Pocket PC and Windows Mobile
**A simple way to VoIP-enable your Pocket PC applications**

The Pocket PC Edition of the conaito VoIP EVO SDK contains a high performance VoIP conferencing client capable of delivering crystal clear sound even for Pocket PC. It enables a worldwide communication over the internet or intern networks either by speaking and/or by text messages with a Pocket PC. The SDK are fully compatible with the VoIP EVO SDK/ VoIP EVO Enterprise SDK and comes with a Windows as well Linux server (running as service). VoIP EVO users are arranged in a tree-structure where each node is a room/channel where users can talk, send instant messages and share files. More than 40 users can be in each room/channel and participate in a conference while resource usage, both memory-wise and CPU-wise.

Conaito VoIP EVO SDK for Pocket PC contains a C-API DLL and a COM control of the VoIP EVO client that can be used from any programming language C++ and .NET Compact Framework. All client implementations provide pretty much the same interface. .NET Compact Framework users will probably be most comfortable with the COM control whereas C++ developers are most likely to prefer the C-interface DLL.

**What´s new in Version 3.0**

• Switched to Unicode clients
• Improved AGC (auto gain controller) to ensure all users have the same volume level
• Ignore audio, private text messages and channel text messages
• Updated examples with source code
• fixed: some reported bugs

**Here is a list of the main features of the conaito VoIP EVO SDK – Pocket PC Edition:**

• VoIP conferencing (multi-user conferences) with crystal clear sound even for both low and high-bandwidth users (Speex Codec)
• Supports Pocket PC and Windows Mobile (ARMv4 and ARMv4I)
• Comes with a C-API DLL (C++) and a COM control (.NET Compact Framework) of the conaito VoIP EVO client
• Fully compatible with the clients of the VoIP EVO SDK and VoIP EVO Enterprise SDK
• Comes with Windows as well Linux server (running as service).
• Remote console server administration (e.g. use telnet to control the server)
• Arrange users in rooms/channels with topics and passwords.
• Full rooms/channels control including protection.
• User status control (participant available, away) including status messages.
• Get user talking function - Check whether a user is talking.
• User status control (participant available, away) including status messages.
• Get user talking function - Check whether a user is talking.
• Private and public instant text messaging.
• Broadcast server messages - sending text messages from server to all connected users.
• Channel Messages as well Message of the Day support.
• File Transfer - Share files among users in the same channel.
• Ban/ Un-Ban/ Kick Clients as well as set Client connection number limits.
• Set Clients to Operator or Administrator for different rights.

- Listing of participants and rooms/channels.
- Push-to-talk (set Keyboard shortcuts) to enable voice transmission.
- VAD (Voice Activity Detection) to enable voice transmission.
- Denoising - Noise reduction of outgoing audio
- AGC (auto gain controller) - gaining of outgoing audio by set the voice gain level.
- Position users using 3D sound.
- Microphone and Speaker Volume with Mute support.
- Microphone and Speaker Visualization support
- Individual volume for each user including Mute all.
- Mic Boost - more Microphone sensitivity
- 8 KHz, 16 KHz and 32 KHz voice recording each with multiple voice quality levels.
- Throughput between approx. 600 to 6000 bytes/sec. depending on voice quality.
- Packet loss resistant.
- Build-In Auto Voice Lag Controller
- Bound Data Control (Data flow control)
- NAT (Router) & Firewall friendly
- Works with all kinds of Internet connections
- Royalty free licensing
- No Yearly/Monthly fee
- Very easy to incorporate
- Comes with ready VoIP EVO Live Demo (Pocket PC Client and Admin) to try the features

**… and much more!**

Having the above features available makes it simple to develop any type of VoIP-enabled application, like e.g. a teaching tool, live support, chat, meeting tool, a multiplayer game or any other type of application which requires users being able to talk, type messages and send files to each other.
For conaito VoIP Evo clients to be able to interact with each other they must connect to a conaito VoIP EVO server which keeps track of where users are located and forwards voice-data packets between clients. The conaito VoIP EVO server is able to serve 1000 simultaneous clients and can be hosted in both LAN and internet environments.

**Development environment**

The conaito VoIP EVO SDK provides the documentation, samples and related libraries you need to integrate with other applications or systems. Conaito VoIP EVO SDK for Pocket PC contains a C-API DLL and a COM control of the VoIP EVO client that can be used from any programming language C++ and .NET Compact Framework.

Both VoIP clients have been compiled for Pocket PC 2003 and Windows Mobile 5.0, which use intruction-set ARMv4 and ARMv4I, respectively. Note that it is not possible to connect to a VoIP EVO server if the WindowsCE device is running under Microsoft ActiveSync. This is because ActiveSync doesn't support UDP packet transmission. The same goes for the Emulator images which comes with the Pocket PC 2003 SDK and Windows Mobile 5.0 SDK.

The conaito VoIP EVO SDK for Pocket PC has been tested with Embedded Visual C++ 4.0 and Visual Studio 2005. Using Visual Studio 2005 is highly recommended since it comes with an ARMv4-based Pocket PC emulator. Currently there's not a VoIP client available which will run with the emulator for Embedded Visual C++ 4.0 (which uses a x86 instruction set). The API of the VoIP clients and are the same as for the clients in the VoIP EVO SDK Windows 2K/XP/Vista, except that Windows CE uses Unicode (WCHAR instead of CHAR). The Server-folder of this SDK contains the standard VoIP EVO servers which runs on Win32 and Linux.

The contents of conaito VoIP EVO SDK and the supported development environments include all of the necessary software components for building systems based on conaito VoIP EVO SDK including documented operational software applications, examples (with source code), explanations as well as necessary service programs, libraries and components.

**The supported development environments include:**
• Visual Basic .NET (.NET Compact Framework)
• Visual C# .NET (.NET Compact Framework)
• Visual C++

**Pocket PC system requirements:**
Operating system: Windows Mobile, Windows CE 4.2 and above
Processors: ARMv4 and ARMv4I

**Server system requirements:**
Operating system: Windows, Linux

Please, don't hesitate trying our VoIP EVO SDK Pocket PC Edition at once and get yourself, as well as your customers, the exciting experience of easy, fast and high quality standard applications which VoIP-enable your Pocket PC applications.

We hope you enjoy the new conaito VoIP EVO SDK Pocket PC Edition – A simple way to VoIP-enable your Pocket PC applications.

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