



**SANG\*MA**

# Advanced Codec Negotiation

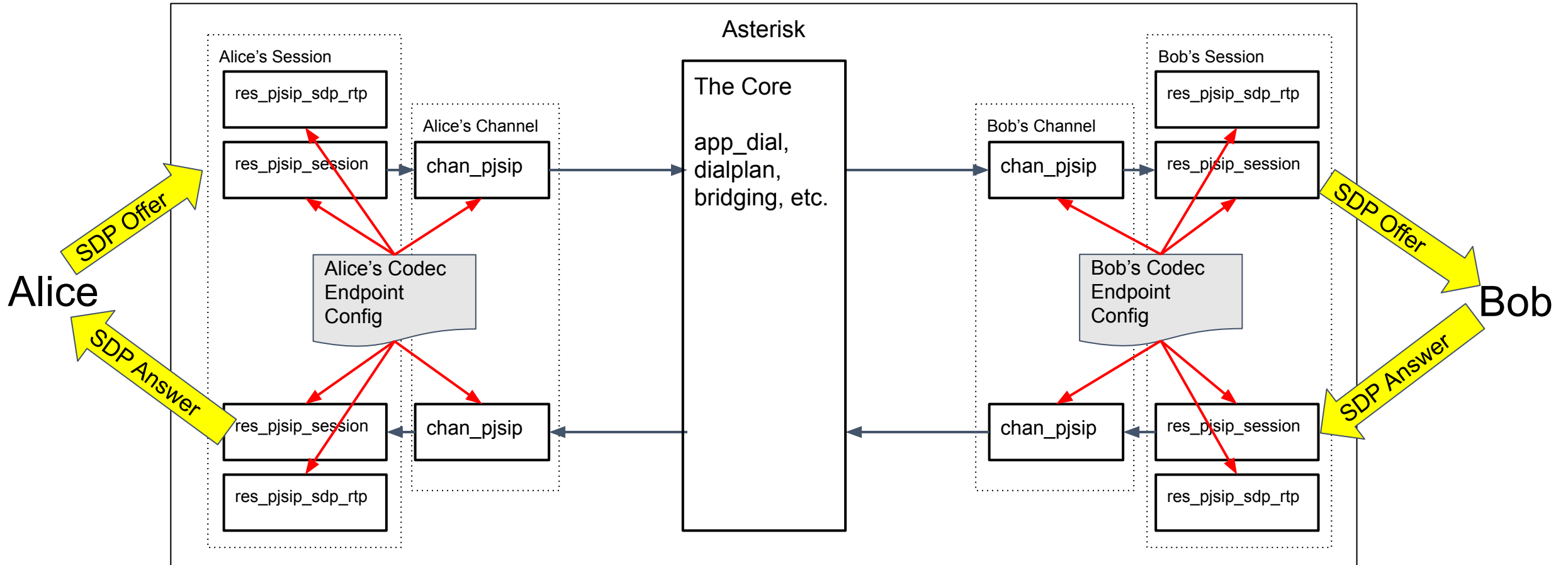
George Joseph

Asterisk Core Developer

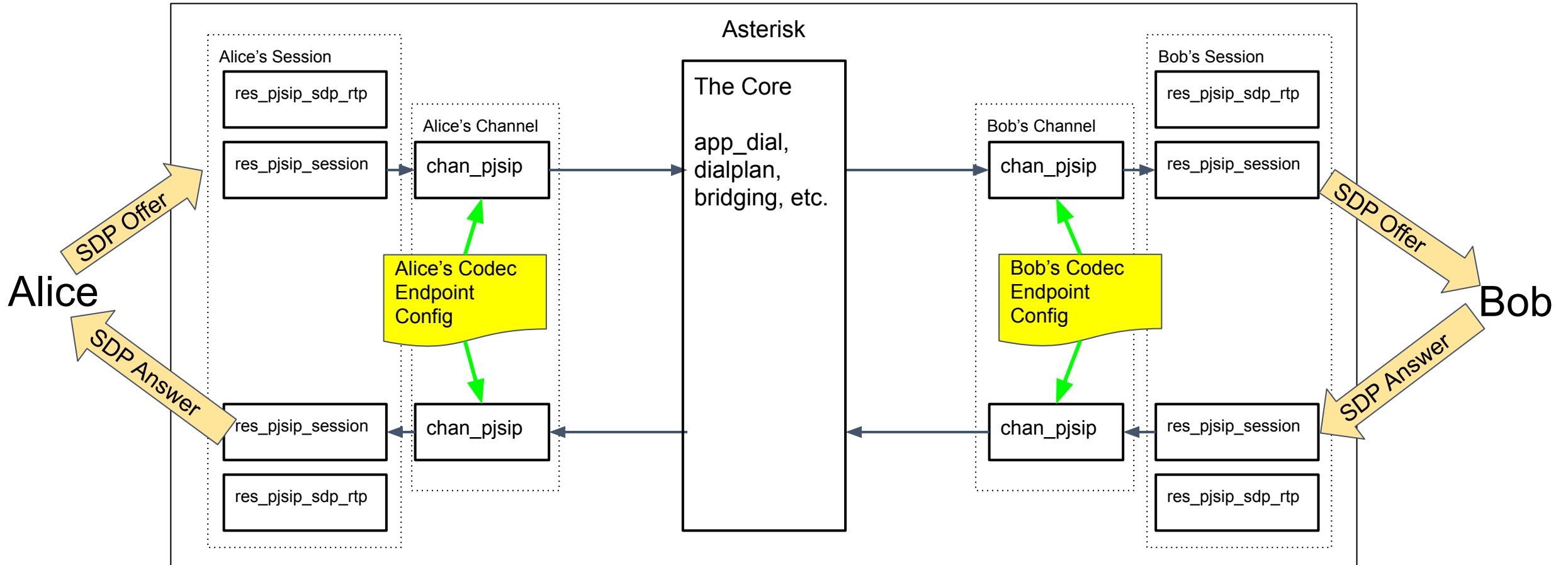
# Why Mess With It?

- Codec Negotiation is one of the least understood areas of Asterisk.
  - What we think it does, what we think it should do, and what it really does are all different.
- It doesn't allow the granularity of control we need.
- There's no feedback to the calling call leg.
- It's hard to modify and debug.
  - It's spread out over many modules: app\_dial, features, channel, bridge, chan\_pjsip, res\_pjsip\_session, res\_pjsip\_sdp\_rtp, etc.

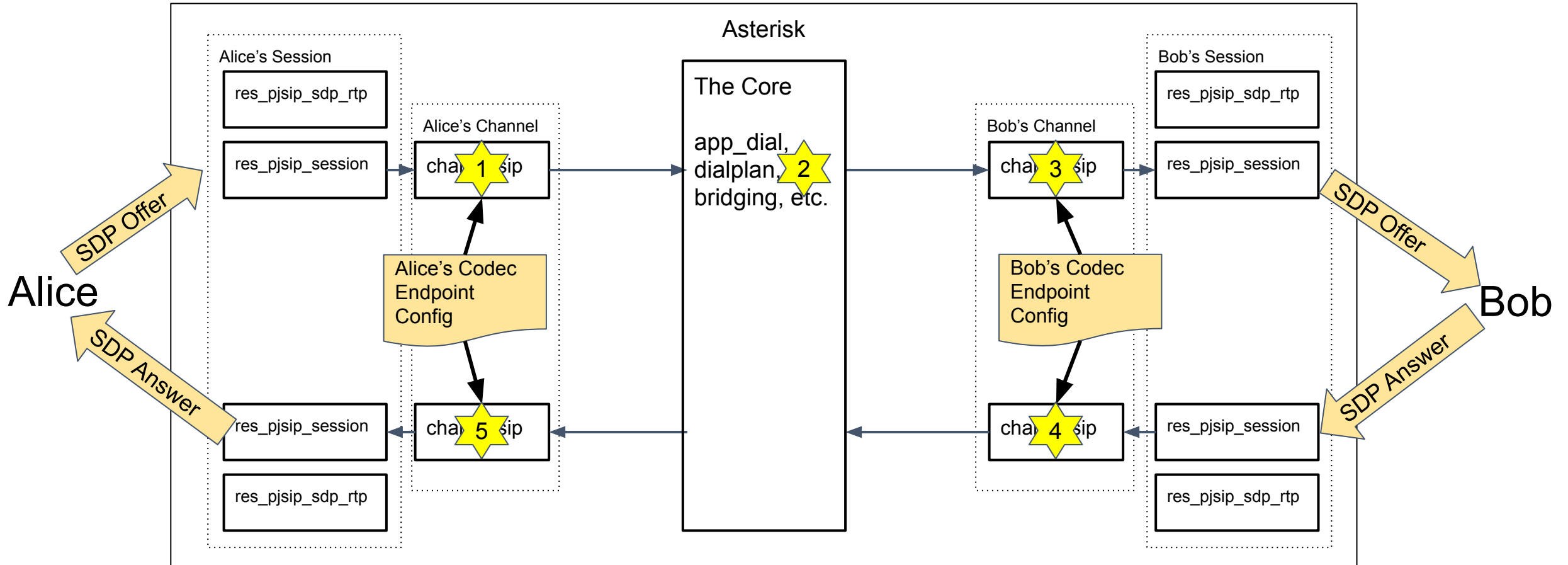
# Call Flow



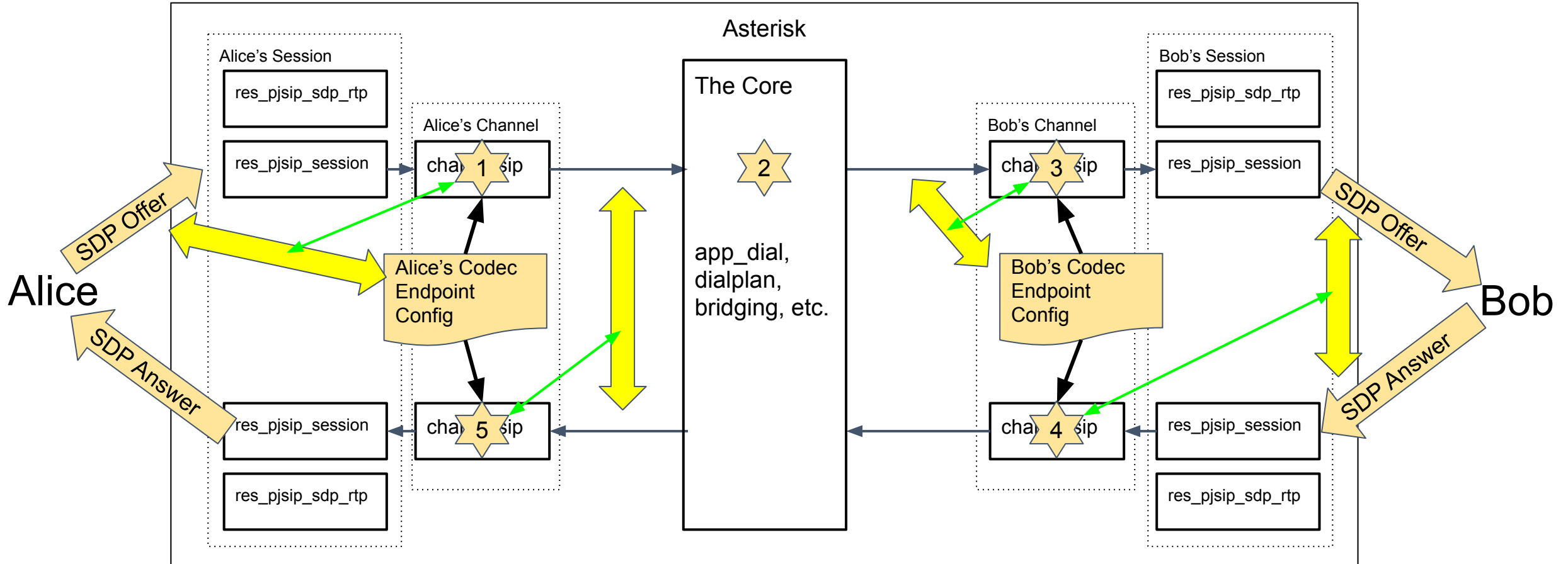
# Fewer Modules Involved



# Well Defined Control Points



# We're Always Resolving Two Topologies



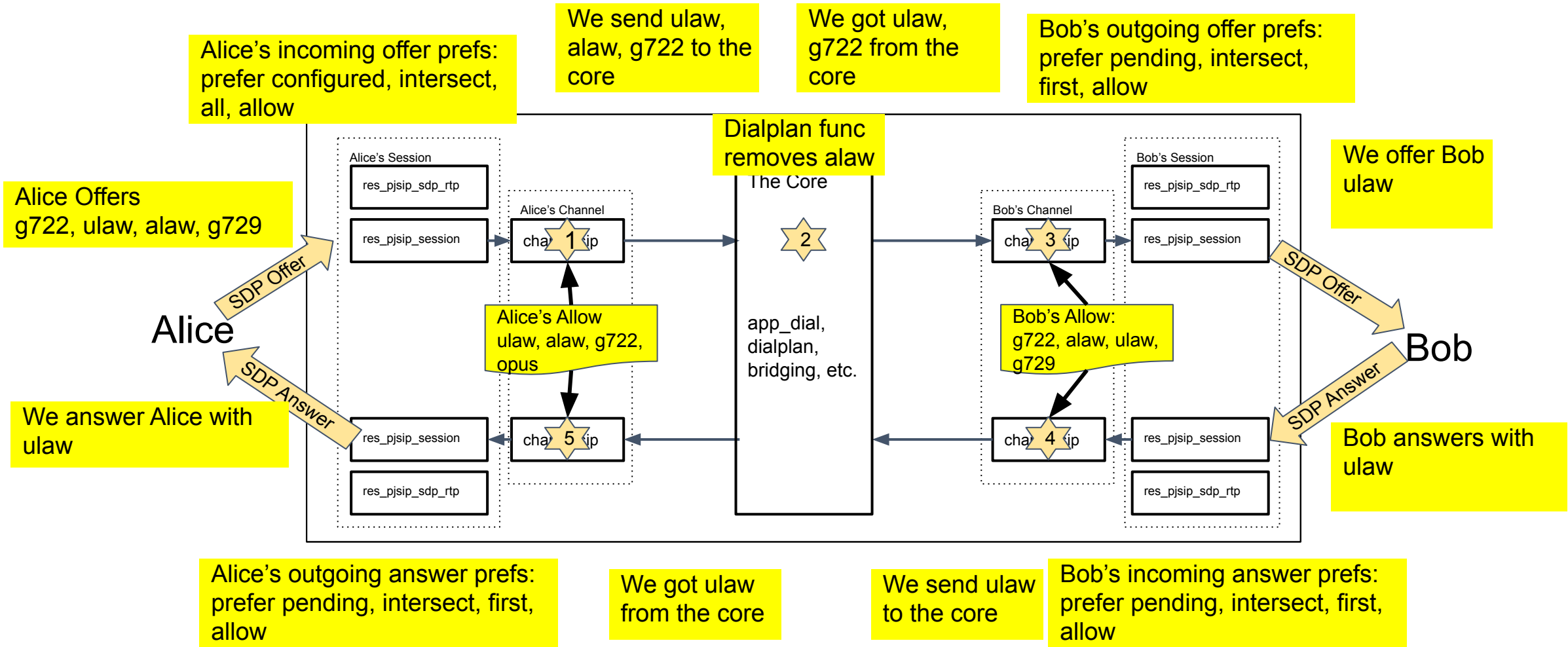
# How Are We Resolving?

CP	Pending Topology	Configured Topology
1	Alice's SDP	Alice's Endpoint Config
3	What was received from the core	Bob's Endpoint Config
4	Bob's SDP Answer	Bob's SDP Offer
5	What was received from the core	What we sent to the core

Option	Description	Values
Preference	Which topology is preferred?	<ul style="list-style-type: none"><li>● Pending</li><li>● Configured</li></ul>
Operation	What are we going to do with them?	<ul style="list-style-type: none"><li>● Intersect: Only use the codecs common to both topologies with the ones in the preferred list first.</li><li>● Merge: Use all codecs in both topologies with the ones in the preferred list first.</li><li>● Preferred Only: Just use the ones in the preferred topology.</li><li>● Non-preferred Only: Just use the ones in the non-preferred topology.</li></ul>
Keep	Do we want to keep all codecs or just the first one?	<ul style="list-style-type: none"><li>● All: Keep everything that made it past the operation.</li><li>● First: Keep only the first codec that made it past the operation.</li></ul>
Transcode	Do we allow it?	<ul style="list-style-type: none"><li>● Allow</li><li>● Prevent</li></ul>

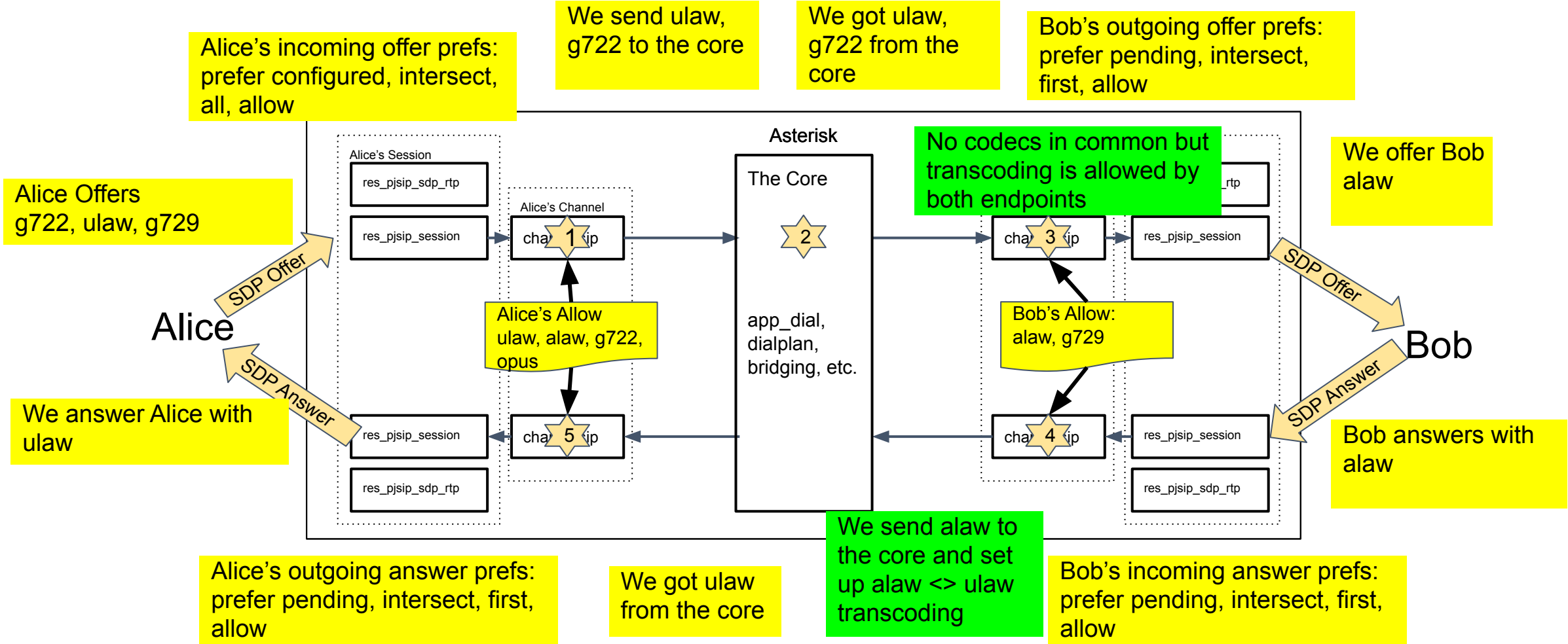


# Simple Example

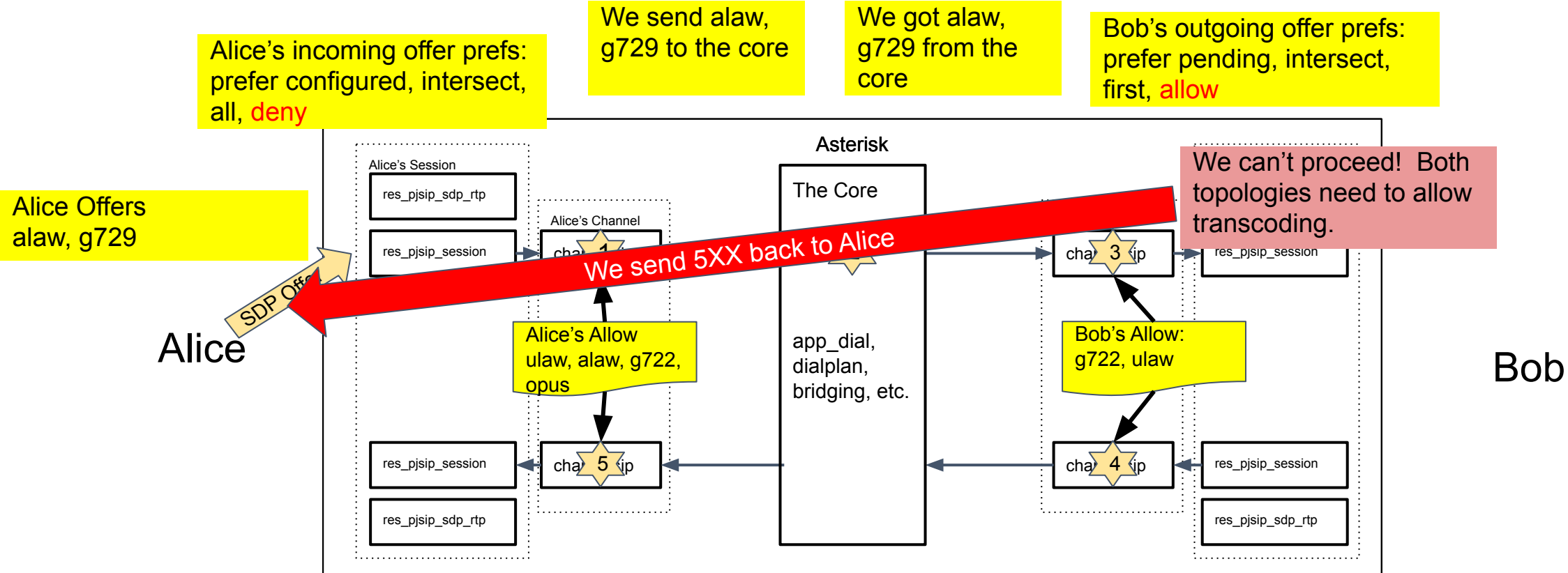




# Transcoding Success Example



# Transcoding Failure Example



# Wrap Up

Make sure your scenarios  
are covered by the logic!

# Thank You! Contact us.

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Lunch Break until  
1:15PM -0500

