



Media Player in the Messaging Assistant Web Tool

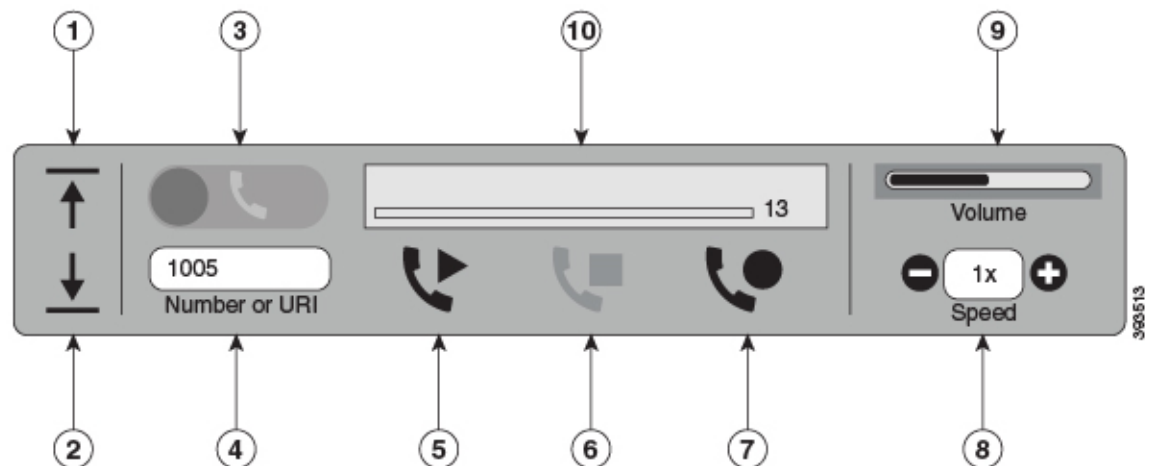
- [Media Player in the Messaging Assistant Web Tool](#) , on page 1

Media Player in the Messaging Assistant Web Tool

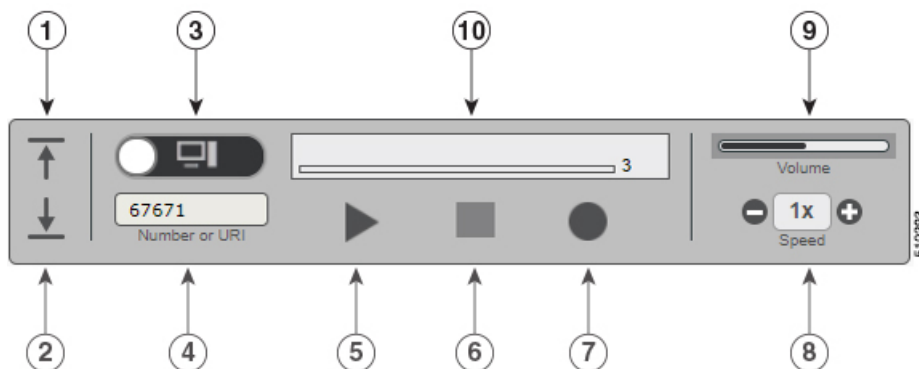
Working with Media Player

With release 11.5(1), Unity Connection introduces a new Media Player that provides the functionality of play, record, upload and download a voice name of a user and greetings using phone. The Media Player appears on various pages in the Messaging Assistant web tool.

The Media Player supports the phone as playback or recording device. The player gives an option to enter the primary extension or phone number or Directory URI that Connection calls to listen or record by phone.



With Unity Connection. 11.5(1) SU5 and later, the Media Player also supports the computer as playback or recording device along with phone. The player provides an option to select the phone or computer for playback and recording .



1	Uploads prerecorded WAV files.
2	Downloads recorded media.
3	Toggle button to select either phone or computer as playback and recording device. ¹ Note By default, computer option is enabled as playback and recording device.
4	<i>(Applicable only when phone is selected as playback and recording device)</i> Number or URI ²
5	Play or Pause recording.
6	Stop playback.
7	Record or Pause
8	Controls playback speed ³
9	Controls volume. ⁴
10	Shows the progress of playback or recording in seconds. For example-3s and 13s as shown in figure.

¹ Prior to release 11.5(1) SU5, only phone is supported for playback and recording.

² Enter the phone number or Directory URI on which you can record or play the voice name of the user or greetings.

³ By default, the value of the speed is set to 1x. You can change the speed to the level -1x, 2x and 3x.

⁴ By default, the value of the volume is set to 50. You can change the volume in the range 0 to 100.



Note When you upload a prerecorded WAV file on the Media Player, you must **Save** the page to successfully upload the file.

Supported Audio Formats

Unity Connection supports the following audio format for the recorded file:

- PCM linear
- G.711 mu-law
- G.711 a-law
- G.729a

- G.726
- GSM 06.10

You can record or upload the WAV file in the above audio format.

Table 1: Comparison of Audio Codecs Used for Recording

Recording Audio Codec	Audio Quality	Supportability	Disk Space Used	Sampling Rate	Channels	Sample Size
PCM linear	Highest	Widely supported	16 KB/sec	8 kHz/sec	1	16 bits
G.711 mu-law/a-law	Moderate	Widely supported	8 KB/sec	8 kHz/sec	1	8 bits
G726	Moderate	Moderately supported	4 KB/sec	8 kHz/sec	1	4 bits
GSM 6.10	Moderate	Poorly supported	1.63 KB/sec	8 kHz/sec	1	N/A
G.729a	Lowest	Poorly supported	1 KB/sec	8 kHz/sec	1	N/A

