



# WEBCALL FUNCTION IN PRODYS CODECS

## INTRODUCTION

When a radio station needs to interview a celebrity or a regular contributor from home, a problem arises: either use the poor quality of telephone audio for the interview or send them expensive professional equipment that they either don't know how to use or need the assistance of a specialist technician. The WEBCALL function of Prodys has been designed to break this dilemma.

The WEBCALL function allows a two-way quality audio connection to be established between a Prodys codec (Quantum ST, Quantum One, Quantum 3U or QLST) installed in the station and any HTML5-enabled web browser running on a PC, tablet or smartphone.

This function allows the sharing of a temporary link that can be reused many times or discarded after use, depending on the broadcaster's needs.

This function uses a version of Prodys BRAVE protocol to allow direct connection without shared servers and their inherent complexity. This protocol also provides transmission error correction tools, making it the ideal tool for working on unreliable networks.

Audio quality is guaranteed thanks to state-of-the-art OPUS coding.



## WEBCALL OPERATION

WEBCALL is a license that is installed on Prodys stationary units and does not require any special hardware. To date, the Quantum ST, Quantum One, Quantum 3U and QLST models support this license.



phone: +34 91 6896880  
fax: +34 91 6943777

email: [sales@prodys.net](mailto:sales@prodys.net)  
web: [www.prodys.net](http://www.prodys.net)

The number of simultaneous codecs supported shall be included in the license. If the unit is a dual codec and WEBCALL has a value 2, a single unit can accept two simultaneous WEBCALL calls. If the unit is dual and WEBCALL has a value of 1, the second codec of the unit is available for connection to a Quantum Lite or any other Quantum family device.



In any case, it is necessary that the codec is configured to work with BRAVE protocol.

The connection link to which the browser must connect is provided from the web page of the codec to which it has to connect.

### Creation of a WEBCALL link

In the codec Streaming menu there is a new icon called WEBCALL:

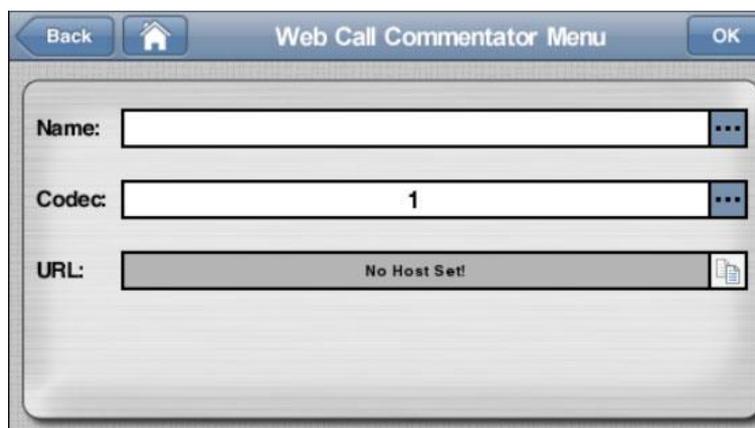


When you enter the WEBCALL menu, you will find the following options:



- **Enable:** enables or disables WEBCALL calls.
- **Add:** creates call links, giving them a name and assigning them one of the two codecs of the unit when it works in dual mode.
- **Edit:** modify an already created link, i.e. change the name or the codec assigned to it.
- **Remove:** removes a link.
- **Settings:** To choose the public IP or DNS of the unit.

When a link is created, a name can be assigned and the codec it will call, 1 or 2, selected. In addition, we can copy the link to the clipboard by clicking on the icon that appears after the link name, making it easier to send the link to the user who will make the call.



## IMPORTANT

For both WEBCALL and the clipboard link copy to work, the **HTTPS** mode of the unit must be enabled. This mode can be found in the Web Server menu.



## WEBCALL call

The WEBCALL user will have received the link to establish communication via email, WhatsApp or other digital media. This link must be opened on a device with a web browser with HTML5 technology.

The link will open a web page similar to that of a Quantum Lite unit but in a very simplified version, designed exclusively for the commentator:



To make a call, simply press the green "Call" button. To disconnect, press the same key. The key itself will indicate the status of the call. The possible states considered are:

- **Connected**, when the call is successfully established.
- **Disconnected**, when communication is disconnected.
- **Busy**, when the target equipment is busy.

On the WEBCALL screen you can see the meters indicating the audio level of the microphone (Tx) and the reception (Rx).

To the left of the green button there is a button to mute the microphone.

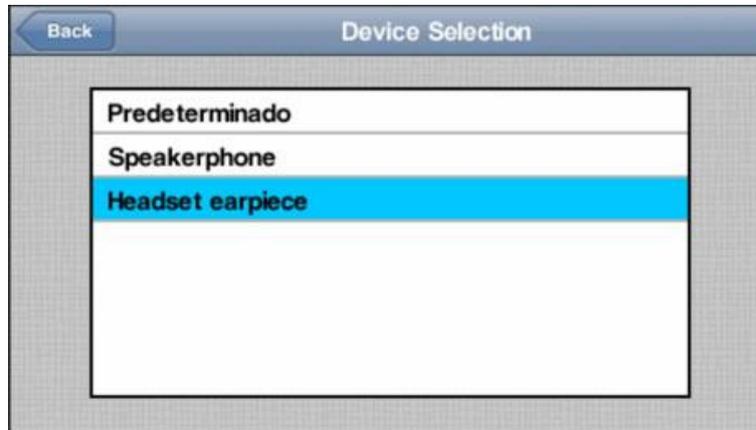


At the bottom of the screen there are two keys: configuration and zoom.



#### Configuration key:

From this key we can select the audio output device from those available on the terminal being used:



#### Zoom key:

This key can be used to zoom in and out so that the web page fills the entire screen of the device.

#### RECOMMENDATION

- The use of a headset is recommended when using a smartphone for the WEBCALL call.

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## WEBCALL COMPATIBLE BROWSERS (as at 01/05/2023)

Browser	Minimum version	Minimum version date
<b>Desktop equipment</b>		
Chrome	66	17/04/2018
Edge	79	15/01/2020
Firefox	76	05/05/2020
Opera	53	10/05/2018
Safari	14.1	26/04/2021
Internet Explorer	<b>NOT COMPATIBLE</b>	
<b>Android (Smartphone/Tablet)</b>		
Chrome Android	66	17/04/2018
Firefox for Android	79	15/01/2020
Opera Android	47	23/07/2018
Samsung Internet	9.0	20/02/2019
<b>iOS (iPhone/iPad)</b>	16.4.1	07/04/2023