

Local Media Processing

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Local Media Processing

What is it?

Local Media Processing attempts to keep your 'Media' (RTP or audio in this case) local to your devices.

As a simple example, you have two LIP phones in an office & they make a call to one another. With Local Media Processing set to 'Use' on both sets, their audio goes directly between the two sets and does not go back to the cloud servers.

It will NOT have any effect on the following types of calls:

- External calls
- Conference calls
- Recorded calls

Should I use it?

As a general rule, if your devices support it, yes; especially if most / all of your phones are in a single location. This will help with minimizing latency between internal devices and cut down on bandwidth requirements for these types of calls.

However, there is one notable exception...

- Most / all of your devices are operated independently in separate locations. e.g. homes.

The issue with the above scenario is that in most instances home networks are typically 192.168.0.0 /24 or 192.168.1.0 /24 and having multiple devices on networks where it looks like they are local to one another while they are not may cause audio to be lost.

What devices support it?

- LIP phones
- TDM Extension Gateways

How can I configure it?

For supported LIP phones, in Customer Manager, go to User -> User Setup and Modify a user. Scrolling down, you'll see the option under the Device; set it to 'Use'.

Assigned Device

- LIP-9040

- UCE(2)

MAC Address

Phone Codec(LIP)

Local Media Processing

DSS/LSS

Extension Password

For the TDM Extension Gateways, in Customer Manager, go to Company -> Extension G/W Management, select the device there, click Modify, and you'll see the setting in the parameters shown there.