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Subject: IP audio

Posted by [Wayne Parham](#) on Fri, 23 Feb 2007 16:38:31 GMT

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Sometimes I get those kinds of artifacts on VoIP phones too. Audio over IP uses technologies that really don't work well together. IP technology uses packets that are sent over arbitrary paths. The system is designed for fault tolerance, and allows for packets to arrive at different times, not necessarily in the order sent. This is great for fault tolerance, but terrible for something like an audio stream that is, by nature, time sensitive. It's not a good system at all for audio quality, but since we've moved so far in the direction of IP, it can be pressed into service to carry digitized audio or video streams. It's a force fit, at best. But as long as the packets arrive in a timely fashion, the audio stream sounds good.

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