

Re: recording audio

Source:

<http://coding.derkeiler.com/Archive/Delphi/borland.public.delphi.thirdpartytools.general/2004-08/1213.html>

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Hi Steve

Take a look at my deAudio components <http://www.droopyeyes.com> – You can download a trial, but you must specify the deAudio packages in your app's runtime package list to compile demos (I don't like to ship DCU files in a trial). You can record + compress to any audio format currently installed on your PC (they use the Audio Compression Manager API).

> *Should I save the file locally then move to sever or stream to the server.*

I would say store locally. If your connection to the server goes down, you can always store a backlog of files and then upload them when the connection is reestablished.

> *Calls could be 20_30 mins long.*

> *what is an acceptable compression ratio for voice and what files sizes will be produced per min.*

With 16bit mono 8000Hz MP3 you are looking at about 1.5KB/Sec, you can get about 1KB/Sec if you use 8bit, and about 500bytes/sec if you use TrueSpeech.

> *Are there any laws(uk) on recording conversations.*

For that you need a solicitor :-) You will probably be okay as long as you tell the person on the phone first, but seek legal advice.

> *The client has 3 locations any ideas on distributing the files. Is there a way to store the description , time etc on the web then retrieve the file from one of the branches servers as needed(poss automatic email request). I am presuming storing all the data on the web would be cost prohibited?*

You could record locally as a WAV file (which can hold MP3, TrueSpeech etc audio data, did you know that?) and an additional INI file. Then when you upload to the server you could post it into a database with the required columns + either a blob holding the audio data or the filename of where on the server the audio file can be found.

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The disadvantage of a blob is that you would have to write an ISAPI or something to serve the file, the disadvantage of the filename is that people could easily guess the filenames (unless they were GUIDS or something) and then listen to the conversation.

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Pete

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Audio compression components, DIB graphics controls, FastStrings

<http://www.droopyeyes.com>

Read or write articles on just about anything

<http://www.HowToDoThings.com>

> anyhelp appreciated

> stevev