



OrecX Server Requirements

Server Specs for Production or extended trial

-2.6GHz*, 4 MB L2 Cache

*0-100 concurrent calls: dual_core CPU

*100-200 concurrent calls: quad_core CPU

-2 GB RAM

-Two server-grade hard drives (one for the OS, one for the recordings)

-Linux CentOS 5 (32-bit) or Windows 2K (32-bit) or better

Alternative server specs for proof of concept

Pentium IV, 1 GHz , 512K RAM , 500 MB hard drive - Windows or Linux

*these test specs are best for the purpose of viewing the interface and capturing a few calls—for a more extensive trial, please use a server closer to the production specs listed at the top.

Storage / Hard Drive sizing

Count 1.6 KBytes/second of recorded audio (GSM format...our default storage format). For example, **100GBs stores approximately 20,000 hours of audio.**

Codecs -

G.711, G.729A, G.723.1, G.722, iLBC, GSM6.10

Protocols -

SIP, Cisco Skinny, H.323, MGCP, IAX2, RTP, Nortel UNISTIM

VoIP Traffic

Before Oreka can start recording, ensure that VoIP traffic is seen on a server interface. Use SPAN port mirroring to get the right traffic to the Oreka server.

Two popular options:

-SPAN monitor the entire VoIP VLAN so that all traffic to and from phones is intercepted

- SPAN monitor the PSTN Gateways and the Signaling server

This is to ensure that both the media traffic and signaling are intercepted by the recorder.

See this link for more Port Mirror options: <http://orecx.com/docs/oreka-port-mirror-span.pdf>

