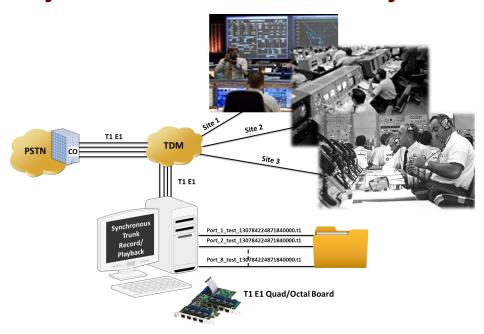
# Synchronous Trunk Record-Playback



### **Overview**

GL's **Synchronous Trunk Record-Playback** (or STRP) application has both Record and Playback features that permits the user to synchronously record any type of traffic (voice, digits, and tones) on many complete T1 or E1 line (trunk) with accurate timestamp. Playback of some or all of the recorded data permits the user to recreate the transmission exactly as it occurred. Relative time synchronization to microsecond accuracy is easily achieved.

The STRP application records live T1 E1 traffic, and saves it to a file in FILE-TIME structure. This naming convention is based on coordinated universal time (UTC) with the precision of 100 nano seconds intervals. UTC-based time is loosely defined as the current date and time of day in Greenwich, England.

For more details, refer to Synchronous Record-Playback for Mission Critical Data webpage.

#### **Main Features**

- Record traffic on all 24 T1 channels (or all 32 E1 channels) for a specified duration or continuously
- The Keep Latest recording option allows the user to retain recently recorded traffic based on hour minutes and seconds
- Supports multiple instances of STRP application to record on different/same Trunks
- For large capacity, GL's Octal T1 E1 boards can record and playback on up to 192 T1 channels and 256 E1 channels per board. More scalability can be achieved with multiple boards
- Synchronously Record and Playback live T1 E1 traffic on multiple T1 E1 trunks
- Schedule recording to auto start recording of T1 E1 traffic on a specified Date and Time (Day, Month, Year, Hour, Minute, and Second)
- The recorded files can be played back with the Playback feature
- Recording is performed using A-Law, and μ-Law codec
- Mark the events as you playback recorded files. Jump to the event directly to start playing back from this event point
- Most valuable application for critical data analysis in defence and research activities
- Limited and Scheduled Recording can be Prepone or Postpone based on Hour, Minutes, seconds



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## **Recording Feature**

#### **Recording T1 E1 Traffic**

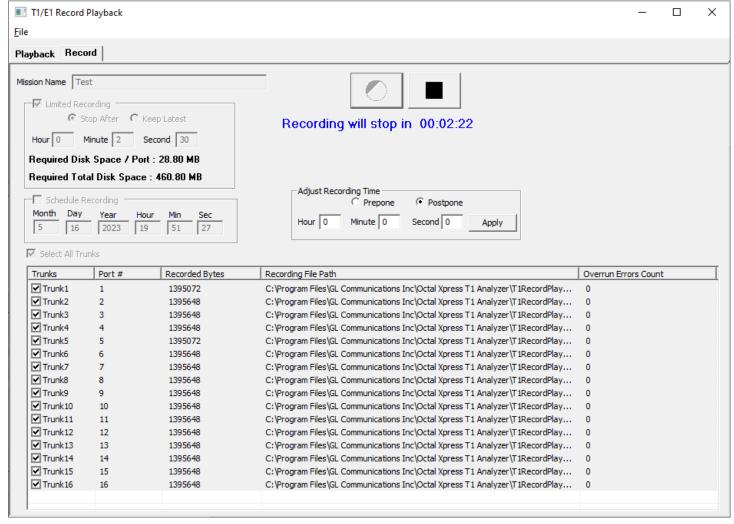
Records all the incoming T1 E1 traffic on the selected T1 E1 ports (lines).

#### **Limited Recording**

Records Live T1 E1 traffic for a specified duration of time. The Recording duration displays the remaining time duration. Also user can Prepone, or Postpone the Limited Recording as required

#### **Schedule Recording**

Automatically record live T1 E1 traffic as per the schedule. Traffic can be recorded continuously or for a specified duration, during this time user can Prepone or Postpone the Scheduled Time



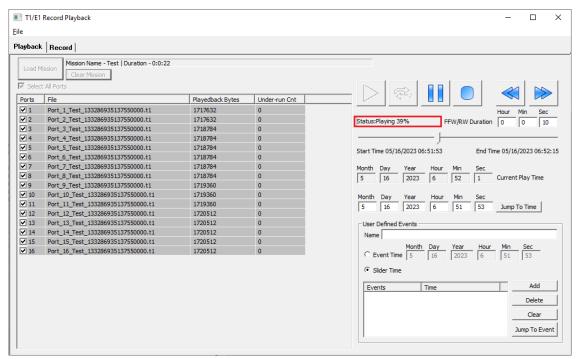
**Record Live T1 E1 Traffic** 

### **Playback Feature**

Playback feature provides options to load the recorded files per Mission. Once the file is loaded, you can observe the Mission Name, total duration, Start and End time of the recorded file.

#### **User Defined Events**

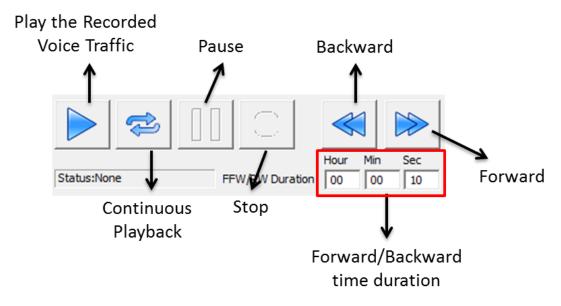
During playback events can be marked and defined at a particular time. Once the event is defined, user can jump to the event time position. For example, if there are two different voices recorded in the file, then user can mark and jump to that event to listen to a particular voice.



**Playback Recorded File** 

## **Playback Tools**

Provides Play, Continuous Playback, Pause, Stop, Backward, and Forward features to listen to a recorded file.



Tools to Playback the Recorded File

# **Buyer's Guide**

Item No	Product Description
<u>XX051</u>	Synchronous Trunk Record Playback

Item No	Related Software
<u>XX020</u>	Record/Playback File Software
	(Including Automated Continuous Capture and Automated Record Playback Software)
XX634	Multi-Channel HDLC Emulation and Analysis and File based High Throughput HDLC Record/Playback
<u>XX610</u>	File based Record/Playback (Client side) ClientDataTxRx (Server side)
<u>XX620</u>	Transmit/Detect digits
<u>XX640</u>	File based HDLC Record/Playback
<u>XX650</u>	File based HDLC Record/Playback over SA-bits
<u>XX660</u>	File based Record/Playback over FDL

Item No	Related Hardware
PTE001	tProbe™ Dual T1 E1 Laptop Analyzer (Require Basic Software)
FTE001	QuadXpress T1 E1 Main Board (Quad Port)
ETE001	OctalXpress T1 E1 Daughter boards (Octal Port)
XTE001	Dual Express (PCIe) T1 E1 Boards
TTE001	tScan16™ T1 E1 Boards

**Note:** PCs which include GL hardware/software require Intel or AMD processors for compliance.

For more details, refer to <u>Synchronous Record-Playback for Mission Critical Data</u> webpage.

