# **Recording in Asterisk**

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#### Audio Recording Options in Asterisk

- Recording to hard drive (default)
- Recording to RAM drive
- Pass-thru or 'packet sniffer' recording



#### How Recording Works in Asterisk

- The monitor() command and application
- Default location of recording files: /var/spool/asterisk/monitor
- Calls can be recorded in almost any format that your Asterisk installation can support: (gsm, wav, ulaw, pcm, vox, etc...)
- Separate -in and -out streams written as different files, requires mixing together
- Recording files written in 44 byte chunks

### The monitor() Application

- Dialplan application
  - exten => \_.\*,1,Monitor(wav|\${CALLERID(name)})
  - 'm' flag will automatically mix the two files
- AMI(Asterisk Manager Interface) API command
  - Action: Monitor
    Channel: IAX2/cc350-10811
    File: 20080920-102706\_6666
- Files created:
  - 20080920-102706\_6666-out.wav 20080920-102706\_6666-in.wav

#### Recording Issues in Asterisk

- Recordings on standard calls must be mixed after the call is over to have both sides of conversation in same recording file
- No file-write buffer for recording
- Storage of recordings
- Retrieval of one recording out of millions

#### Separate in/out Recording Files

- In most cases, recordings must be mixed together to hear the whole conversation
- Requires either automatic mixing, using the 'm' flag in monitor() or a separate process to mix
  - Automatic mixing with 'm' flag may lead to load spikes or drive IO issues.
  - Separate process allows for interesting options like:
    - Mixing to stereo where each direction is on different channel (left and right)
    - Adjusting of the audio levels
    - Removing long periods of silence
    - Speeding up the conversation for faster review

#### No-write-buffer Recording Issue

- This creates fragmentation, hard drive stress and machine load issues
- Recording to hard drive limit of 50-70 concurrent recordings
- Files written concurrently are extremely fragmented
- Recording to standard IDE or SATA drives more than just occasionally will result in drive failure
- There is a patch against 1.6 and trunk to add 32k buffer (bug 11962)

#### Storage of Recordings

- Compress the recordings
  - Ulaw/Alaw/slin are 10 x the size of MP3 or GSM
- Store on a machine other than Asterisk server
  - Disk IO from retrieving recordings while writing hurts system performance
- Use an archival process that will put recorded files into dated folders

#### **Retrieval of Recordings**

- Database-based recordings list is ideal for highvolume recording archive systems
- Do not rely entirely on static media
  - Can take a long time to find recordings
  - Active computer-based storage can allow for unassisted real-time retrieval of recordings
- Web-based and phone-based retrieval can be extremely helpful depending on reason for recording retrieval

#### Fixes for System Limitations

- Recording to RAM drive
  - 250+ concurrent recordings
  - No fragmentation issue
- Use SCSI or SATA-ES drives
- Mix recordings on separate machine
- Record outside of Asterisk

#### **RAM Drive options**

- Linux RAM drive
  - Fixed size, reserved RAM, cannot overflow
- tmpfs
  - Uses available RAM and can overflow into swap
- RAMback new kernel patch
  - RAM drive with immediate backup to magnetic media
- iRAM by Gigabyte and other separate RAMbased devices
  - SATA connected device with standard RAM DIMMS
  - Battery backup on-board for non-volatile storage

### Recording Outside of Asterisk

- TDM-based(T1/E1/POTS) passthru recording
- Network Sniffer SIP/IAX passive network packet sniffing recording



#### TDM-based Passthru Recording

- Dozens of T1-based and analog port passthru solutions exist, anywhere from \$200-\$2000/port
  - Expensive, but entirely separated from Asterisk
  - Usually only dialed phone number and date can be used as identifiers of a recording
- Sangoma RTP-tap feature
  - Allows for sending of T1/E1 data as a RTP ulaw audio stream to network-sniffer type recording systems

#### **Network Sniffer Recording**

- Solutions analyze and collect network traffic either through broadcast port on network switch, or at the Asterisk server level
  - Open-source options
    - VolPong
    - OrecX
  - Commercial solutions
    - CallRex
    - NICE Systems
    - Witness Systems Verint
    - ACS EVOip



### VolPong

- Open-source software package (GPL license)
- Records SIP conversations to WAV files
- Terminal-based management only



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- Open-source core package (GPL license)
- Linux based core
- Paid add-on packages for advanced features
  - Live monitoring
  - Recording
    Management and retrieval
  - Agent screen-capture

#### **Commercial Options**

- Paid-for Closed-Source applications
- Most run only on Windows Servers
- Most offer an API for integrating with existing applications
- Connect to several additional paid modules such as workforce management and agent call scoring

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## Thank you!

#### For more information, go to:

#### www.eflo.net