TTplugin RTP

Real-Time Transport Protocol

The Real-time Transport Protocol (RTP) is a packet-based protocol used to transfer real-time data, such as audio or video via IP networks. Usually RTP is used over UDP. Even though it does not guarantee any quality-of-service, by using RTP in combination with the RTP control protocol (RTCP) some feedback on the quality-of-service is provided. RTCP is used for sending statistics information periodically (such as transmitted octet and packet counts, lost packet counts, jitter, and round-trip delay time) between sender and receiver.

The RTP port plugin provides the possibility to send and receive media data from TTCN-3. It allows sending and receiving on multiple test components for a specified port. One send and receive stream on each component is supported.

Features & Highlights

- Received media data will be logged as media attachment in the TTCN-3 folder and will be additionally stored in the project folder
- Transmission of PCMA, PCMU and GSM coded audio data
- RTCP (RTP Control Protocol) sender and receiver reports are transmitted/received
  - Received RTCP information is printed out in the console view
- Sending and receiving of RTP packets containing RTP extension headers
  - Per send/receive stream one type of RTP extension header is supported
- Freely combinable with additional test access (TTplugins)