

# Fideliphone™

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*Fideliphone is software that turns a Windows PC into a broadcast quality IP codec suitable for studio to transmitter links, remote broadcasts, and remote studio connections. Competitive with products costing hundreds or thousands of dollars, Fideliphone is affordable within any budget because the software is free.*

*Fideliphone's features include:*

- *Mono or stereo audio.*
- *Configurable bitrates from 17 to 300 KBPS.*
- *Automatic jitter compensation for improved quality on unpredictable networks.*
- *Point to point, point to multipoint, and multipoint to multipoint support.*

*\*above taken from the Fideliphone website*

So what is Fideliphone and what can we use it for?

Well Fideliphone is a two-way audio ip-ip (or peer to peer Voip) application that runs on any Windows™ PC. The audio quality seems much better than Skype™ but like all things internet based, it very much depends on the internet connection.

Unlike very expensive software (and/or hardware) like BRIC™ or Comrex™ Access, the software is free to download and use with normal Creative Commons licence. It can be used for both commercial and non-commercial use and re-distributed under the terms of the GNU General Public Licence (as long as the distributed version also contains the licence).

Although simple to set up and use, there can be difficulties with Firewall/NAT blocking the Fideliphone PC's from connecting. What Fideliphone does have going for it is the quality audio that can be achieved (Stereo or Mono) but there can be a delay due to the codec used and other issues like internet routing.

It can be successfully used as a point to point stereo audio feed (STL back up to TX site) or for outside broadcasting with voice and music (when the delay has been taken into account).

Do have a read of the Fideliphone Manual that should also be available when you download the software.

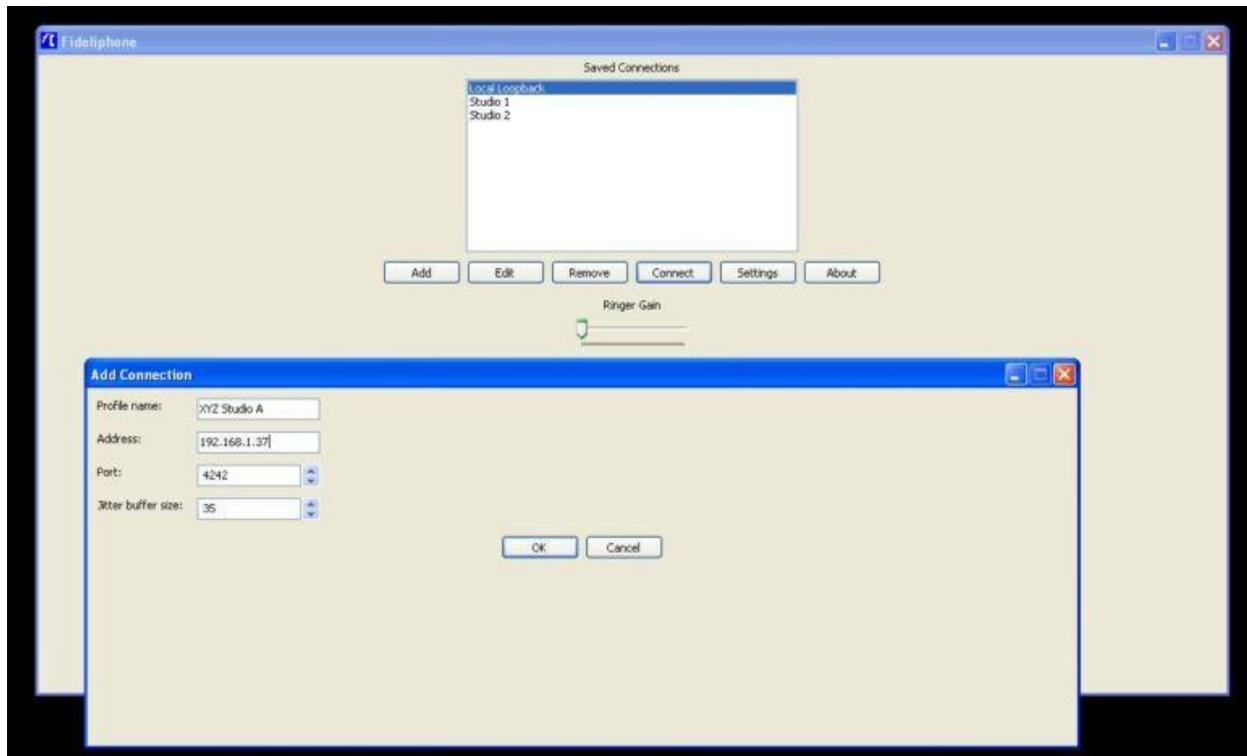
It must be pointed out that Fideliphone no longer seems to be supported – it was just “put out there” by the developers for anyone to use and there seems to be no Linux or MAC version.

## How to use

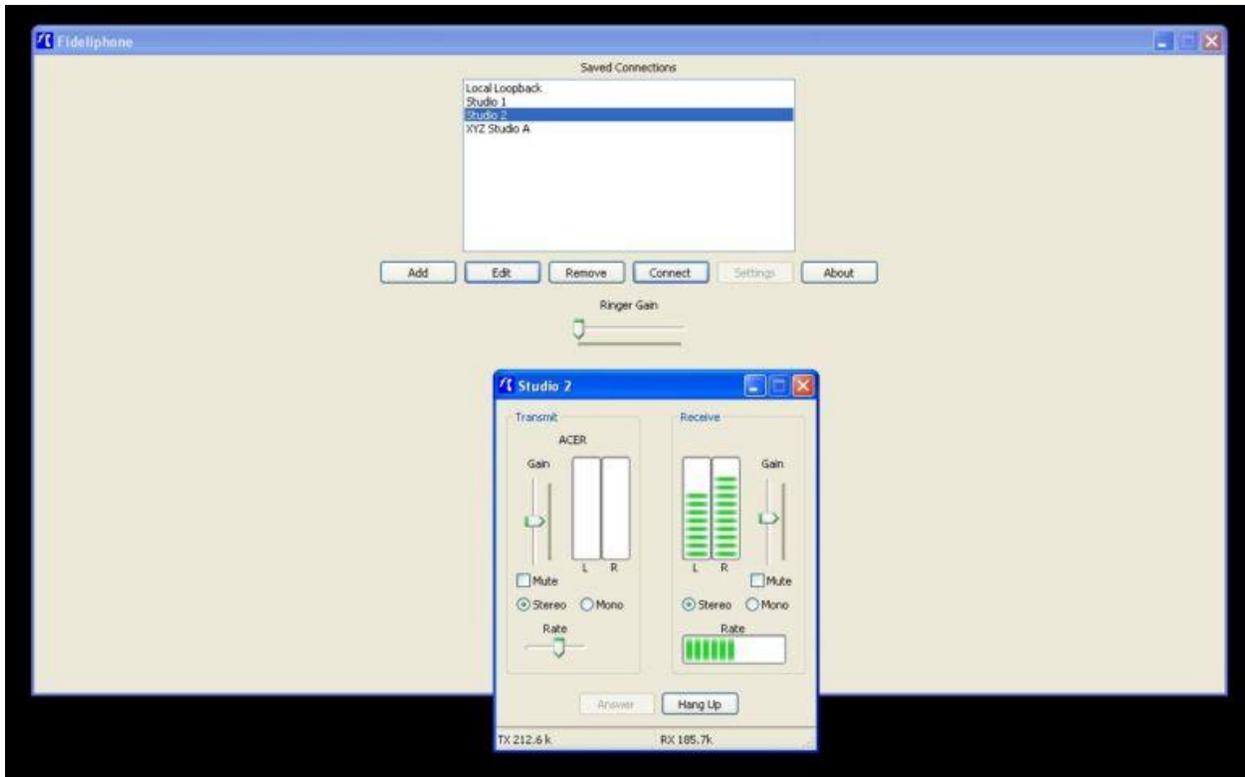
Go to the Fideliphone website and download a version and click the setup file. Follow the setup wizard.  
\*The most up to date version is 19 (as of 2016). Version 1.0.0-r12 works on Windows™10

Once Fideliphone is launched, you can add other “peers” or Profiles. You will need the ip or DNS address and port number.

Click ADD and enter a profile name, ip address and select the port used (normally 4242)



To connect, simply highlight the remote end (Profile) and click CONNECT. A second window will appear as it tries to connect with the remote end.



If all has gone well, it should connect (as above)

## Settings

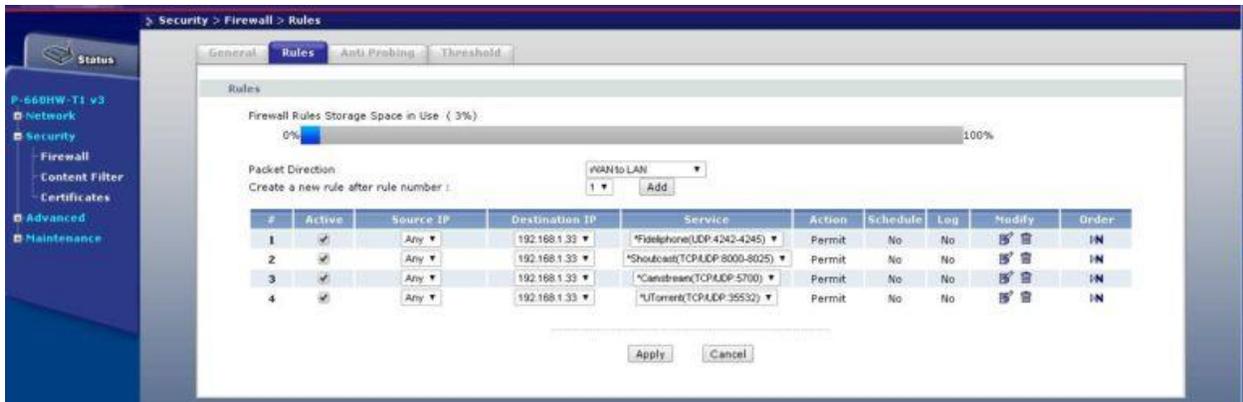
The Settings tab will open a window with General, Transmit and Receive tabs will be seen. This can only be opened when there are no connections taking place.

In General, you may want to set the auto-answer to 0 ring so it will instantly connect. The Transmit tab you can set the sound device, default gain and default rate. The Receive tab you can set the audio settings as well as the receive port (you may wish to select a different port if you use Fideliphone in other studios), as well as Maximum connections (for conference purposes).

## No Connection

There is no reason for Fideliphone not to work with the exception of FIREWALLS. Connection will fail if Fideliphone is blocked by the Firewalls (at each location) or by the Windows™ security on the PC. Make sure when Fideliphone is first installed that it is given an exception through the Firewall of the local PC.

To connect to the outside world via the internet, the modem or router will also need a Port Forwarding and/or Firewall exception added as Fideliphone uses telephony based UDP connection. You must do this by logging into the router.



If you regularly use Fideliphone for sports commentary, try asking the local sports club IT team if it is possible to use their hard-wired internet connection. This should provide a better connection than WiFi BUT due to Firewall restrictions; you may have to provide the IT people with the MAC address of the remote PC/laptop. They should then create an exception for the Firewall for that PC.

Please also remember, if you are planning on using this software for an outside broadcast, do an on-site test a couple of weeks before hand. And if you plan to use a WiFi/4G connection, I can guarantee you will have difficulty in connecting if 40,000 football supporters are also using their smartphones!