

Speex: Activity

- Project aim:
 - A free alternative to proprietary speech codecs
 - Make it easy to create VoIP apps (handle all DSP)
- New features (since last year)
 - Codec now entirely converted to fixed-point
 - Split into libspeex and libspeexdsp
 - BSD-licensed sample rate converter



Speex: Challenges

- Optimising for really small hardware platforms
 - e.g. 16-bit chips with 8 kB RAM
- Adoption in hardware



Speex: Next Steps

- Fix some rough edges, finish fixed-point
- Freeze API for libspeexdsp (the codec API)
- Documentation
- Betting integration within the Ogg stack
- **Release version 1.2** (5 years since 1.0)

