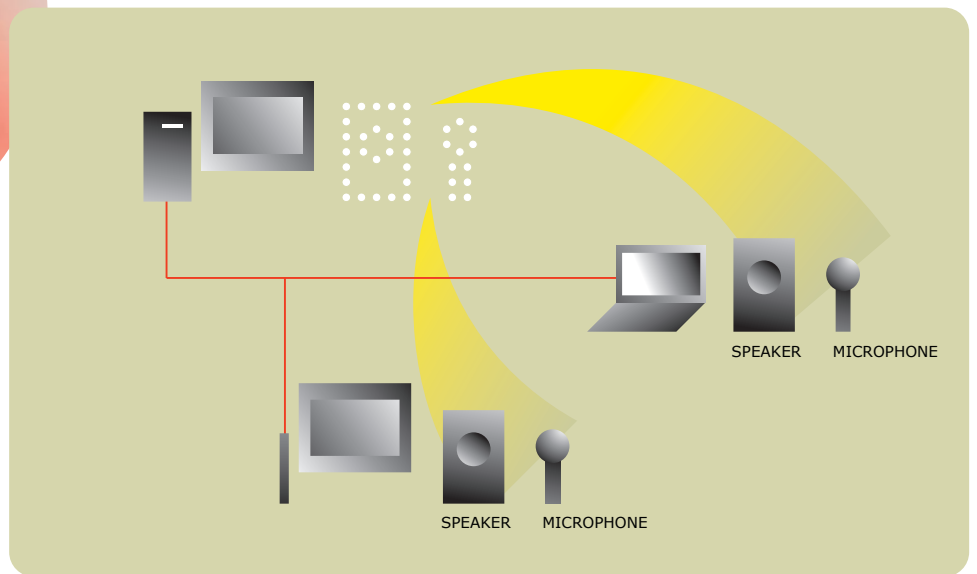
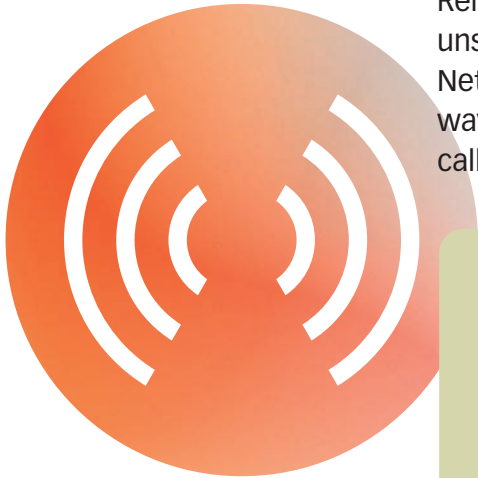


REMOTE SOUND 1.1

Remote Sound extends Windows Terminal Services allowing use of input sound devices and high-resolution low-latency audio playback. It works with Windows® and Linux®/Unix® clients extending Remote Desktop software to support a wide-variety of otherwise unsupported applications including: softphones, Skype®, NetMeeting® and many more. Remote Sound is a cost-effective way to extend RDP protocol for use in environments such as call centers, or distributed offices.



FEATURES:

Input Sound Devices Support

Enable applications to access local sound input devices such as microphones.

Support for stereo output

Deliver high-quality stereo audio to remote users

Low-latency

Eliminate high-latency in sound playback for true multimedia experience

Sound Mixer

Concurrently play multiple audio streams from multiple applications without a conflict

Up to 128-bit encryption for communication security

Communications are encrypted by default using secure WTS virtual channels, assuring secure transfer of information.

Works with Windows® Remote Desktop Connection client

Elusiva Remote Sound uses documented API to extend existing RDP enabled clients for Windows and other operating systems.

Virtual Machine compatible

Remote Sound is perfectly suited to deliver seamless experience for virtual desktop infrastructure.

REQUIREMENTS:

Hardware

Networked computer with 1-Gigahertz (GHz) or faster x86 compatible CPU.

Operating System

Microsoft Windows® XP, Microsoft Windows® Server 2003, Microsoft Windows® Vista, Microsoft Windows® Server 2008.

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