

Comparison Chart for ACCESS Settings

<i>Required Bitrate</i>	<i>Coding Delay</i>	<i>Audio Bandwidth</i>	
			BRIC HQ1: Sends good quality audio over narrow digital channels with low delay.
28 kb/s	80 ms	15 kHz	A1 Mono A2 Stereo A3 Dual Mono allows independent programming to be sent on both L&R channels A4 Mono 24Kb restricted to 24 kbps coding rate
42 kb/s	80 ms	15 kHz	
56 kb/s	80 ms	15 kHz	
24 kb/s	80 ms	15 kHz	
			BRIC HQ2: Sends excellent quality audio over narrow digital channels with moderate delay.
24 kb/s	360 ms	15 kHz	B1 Mono B2 Mono 12K reduced bandwidth with fewer coding artifacts B3 Stereo B4 Stereo 12K reduced bandwidth with fewer coding artifacts B5 Stereo 24Kb
24 kb/s	380 ms	12 kHz	
30 kb/s	360 ms	15 kHz	
30 kb/s	380 ms	12 kHz	
24 kb/s	360 ms	15 kHz	
			BRIC ULB: For “worst case” networks — delivers 7 kHz voice at ultra low bitrates with low delay (not recommended for music).
14 kb/s	80 ms	7 kHz	C1 Mono (Default) lowest bitrate of any BRIC algorithm
			Linear PCM: Delivers transparent audio with no compression and very low delay - for use on high throughput networks.
768 kb/s	40 ms	20 kHz	F1 Mono F2 Stereo
1536 kb/s	40 ms	20 kHz	
<u>Optional AAC Encoders</u>			AAC: Provides near transparent audio at relatively high data rates. Best used on non-constrained data networks - for situations where latency is not important.
64 kb/s	300 ms	20 kHz	D1 Mono D2 Stereo D3 Dual Mono allows independent programming to be sent on both L&R channels D4 Stereo 128Kb D5 Dual Mono 256Kb allows independent programming to be sent on both L&R channels
96 kb/s	300 ms	20 kHz	
128 kb/s	300 ms	20 kHz	
128 kb/s	300 ms	20 kHz	
256 kb/s	300 ms	20 kHz	
			HE-AAC: Provides near transparent audio at low data rates - for situations where latency is not important.
48 kb/s	300 ms	20 kHz	E1 Mono E2 Stereo E3 Dual Mono allows independent programming to be sent on both L&R channels
64 kb/s	300 ms	20 kHz	
96 kb/s	300 ms	20 kHz	
			HE-AAC V2: Provides medium quality HE-AAC implementation using Spectral Band Replication.
18 kb/s	300 ms	12 kHz	G1 Mono 18Kb/s G2 Stereo 24Kb/s adds Parametric Stereo to SBR for higher quality audio at low data rate G3 Stereo 48Kb/s adds Parametric Stereo to SBR for higher quality audio at low data rate
24 kb/s	300 ms	12 kHz	
48 kb/s	300 ms	20 kHz	
			AAC-LD: Requires higher data rates but provides near transparent voice or music with low delay.
96 kb/s	85 ms	20 kHz	H1 Mono H2 Stereo H3 Dual Mono allows independent programming to be sent on both L&R channels
128 kb/s	85 ms	20 kHz	
192 kb/s	85 ms	20 kHz	

How do I choose?

ACCESS offers a wide array of encoder modes, and the choice can be daunting. In general:

BRIC-HQ1 is the most popular for wired IP networks, combining good quality and low delay.

BRIC-HQ2 is often better for wireless networks, as it has superior error concealment and high quality.

BRIC-ULB is the best choice for the worst networks, providing “G.722-grade” (7kHz) transmission of voice audio.

For AAC-based encoders (optional):

HE-AAC is a good choice for delivering near-AAC quality while conserving network bandwidth.

HE-AACv2 is the best choice for constrained networks.

AAC-LD provides the highest quality audio with low-delay.