

Filetransfer from Parrot

what you need on the studio side

Introduction:

The Parrot is designed to make quick and simple audio recordings using professional microphones/line inputs and headphones. Once the recordings are made, you can select the interesting audio samples and send them out to either a notebook for further editing, as a file transfer directly into the studio, or live on air using a mobile network to a telephone hybrid (preferably an ISDN hybrid).

Most mobile phones that have Bluetooth, also have modem functionality (see the manual of your mobile phone). This could for instance be used to read your email with your laptop through this Bluetooth modem. The Parrot can use this function to set up a data link to a server in the studio and store the audio-files there to be used for further editing or broadcasting. The parameter "file_transfer_profile" in the user-settings-file (see chapter 8 of the user manual) should be set to "0 -> Zmodem Modem". The file will only be sent to the local mobile phone, in case this parameter is set to "1 -> Object Push Profile (OBEX)" and can then be forwarded to the studio by email (e.g. through a 3G network like UMTS). See chapter 6 of the user manual for pairing with another Bluetooth device and making such FILE connections.

Using the 'object push' function

There are several ways to get the takes in the studio, when the file has been sent to the mobile phone's memory with the 'object push' function of the Parrot. You can for instance send it as an attachment with an email, or use the browser to visit the 'upload' web page of your studio. Nothing special needs to be done in the studio to receive this, since it uses standard methods and networks already in place.

Using the modem function

The Parrot already holds all parameters (programmed by the studio's technician) to set up a direct connection to a server in the studio. Please see chapter 8 of the user manual to set the parameters: file_transfer_number, file_prefix, modem_init and file_transfer_profile.

The studio only needs a PC with a modem and a program that handles the incoming Zmodem call. This program can be the standard Hyperterminal used in Microsoft Windows, our free to download ParrotServer (see www.youcom.nl), or any other program with this feature.

There are no special requirements for **the PC**.

The modem should be able to handle 9600 bit/s analog modem calls and or 9.600-28.800 bit/s V.110 ISDN calls. PCI or USB modems usually come with a bit of driver software like RVS-com or Cfos, acting as an intermediate layer between the modem hardware and the application.



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The program called ParrotServer (or Hyperterminal for that matter) first needs to initialise the modem to handle the incoming calls from the Parrot (via the mobile phone). In case of ParrotServer together with Cfos, the parameters for this are described in a file called modem.conf:

```
aaaaat  
at&fe0  
ats0=1  
AT &IAD S44=1
```

The program also needs to know where the modem can be found (which COM-port) and where to put the incoming audio files. In case of ParrotServer the parameters for this are described in a file called ParrotServer.ini:

```
[Serial]  
Comport=3  
[Storage]  
Directory=\\Red\mp3
```

