

**Main page:** [Cisco Unified MeetingPlace Express, Release 2.x](#)

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This page is used to run reports that are useful for troubleshooting the software-based audio and video mixers in Cisco Unified MeetingPlace Express.

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## Field Reference: Media Statistics Reports

Field	Description
Conference Statistics Report	Displays two sets of mixer data: <ul style="list-style-type: none"><li>• Global statistics-Contains historical data that applies to all voice meetings and video conferences handled by the mixers since initialization.</li><li>• Conference statistics-Contains information about voice meetings and video conferences that are currently active.</li></ul>
Channel Statistics Report	Displays mixer statistics for each voice call and video connection that is currently active.
Channel Status Report	Displays mixer status information about each voice call and video connection that is currently active.

## Output Fields of the Media Statistics Reports Page: Conference Statistics Report

**Note:** The fields that display only video information do not appear in the report output if no video calls are received by Cisco Unified MeetingPlace Express.

Table: Conference Statistics Report Output Fields

Field Name	Description
<b>Global Statistics</b>	
Start Time	Date and time when the mixer was initialized (system boot time).
Elapsed Time	Number of hours, minutes, and seconds that the mixer has been active.
Active Audio/Video Conf	Number of currently active voice and video meetings.
Max Active Conf	Maximum number of voice meetings, video meetings, and breakout sessions that were active simultaneously since initialization.
Total Audio/Video Conf	Total number of voice meetings, video meetings, and breakout sessions that were held since initialization.
Active Audio/Video Chn	Number of channels (callers) currently connected to either the audio or video mixer.
Join/Depart Conf	Total number of times that callers joined or left voice meetings and video meetings as well as the number of times that the system dialed out to an end user to join a meeting or ejected someone from a meeting since system initialization.
Max Conf Duration	Elapsed time of longest running voice or video meeting.
Total Audio/Video Rcv Pkt	Total number of RTP packets received by the audio and video mixers.
Total Audio/Video Xmt Pkt	Total number of RTP packets transmitted by the audio and video mixers.
Total Audio Drop Pkt	Total number of incoming voice packets that were detected as missing.
Max Jitter	Maximum length of time, in milliseconds, that the RTP jitter buffer holds voice packets. For information about the jitter buffer, see <a href="#">Maximum jitter buffer (milliseconds)</a> .
<b>Conference Statistics</b>	
System Active	Status of the server.
Date and Time	Date and time that the report was last refreshed, which occurs automatically and frequently.
Conf ID	Unique number used by the local audio mixer to identify the voice meeting. This value is different from the meeting ID displayed to end users.
Start Time	Date and time when the voice meeting began.
Elapsed	Amount of time that the voice meeting has been active.
Max Active Chn	Total number of active channels (callers) connected to the audio mixer since the voice meeting began.
Active Chn	Number of channels (callers) currently connected to the audio mixer for this meeting.
Join/Depart Conf	Total number of user-initiated joinings and departures (the number of times that callers joined or left voice meetings) and system-initiated joinings and departures (the number of times that the system dialed out to an end user to join a meeting or ejected someone from a meeting) since system initialization.
Audio Pkts Recv/Xmit	Total number of audio RTP packets received and transmitted by the audio mixer for this meeting.
Video Pkts Recv/Xmit	Total number of video RTP packets transmitted by the video mixer for this meeting.
Audio Bytes Recv	Amount of audio RTP data, in bytes, received by the audio mixer for this meeting.

Audio Bytes Xmit	Amount of audio RTP data, in bytes, sent by the audio mixer for this meeting.
Intra-frames Requested/Detected/Timeouts	<p>Number of times the video mixer requested and detected intra-frames. Also the number of timed-out intra-frame requests.</p> <p>Intra-frames (or I-frames) are frames that carry the complete picture of a participant's video image. I-frames are sent periodically in a video stream and whenever a video speaker switch occurs.</p> <p>When the active speaker changes, the system requests an I-frame and then waits to receive an I-frame from the new active speaker before switching the video stream. Until an I-frame is received or the active speaker changes again, the system sends FVU requests to the new active speaker every two seconds.</p>
Active/Previous Speaker	Channel IDs ( <u>Chn ID</u> ) of the active and previous speakers in the conference.
Active Video Chn	Number of active video channels in use during this conference.
Max Jitter	Maximum jitter detected in incoming audio during this conference.
Max Play Delay	Maximum delay during this meeting, in milliseconds, between the time a play request was received and the time the buffer started playing out the data. For information about the jitter buffer, see <u>Maximum jitter buffer (milliseconds)</u> .
Play Delay	Current delay, in milliseconds, between the time a play request is received and the time the buffer starts playing out the data for this meeting. For information about the jitter buffer, see <u>Maximum jitter buffer (milliseconds)</u> .
Max Record Delay	Maximum delay during this meeting, in milliseconds, between the time a file recording was requested and the time the recording began.
Record Delay	Current delay, in milliseconds, between the time a file recording is requested and the time the recording begins.

## Output Fields of the Media Statistics Reports Page: Channel Statistics Report

**Note:** The fields that display only video information do not appear in report output if no video calls are received by Cisco Unified MeetingPlace Express.

**Table: Channel Statistics Report Output Fields**

Field Name	Description
Total Active Channels	Number of channels that are currently active.
Channel Record Last Updated	Date and time that the channel record was last refreshed, which occurs automatically and frequently.
Chn ID	Channel identification assigned to the caller.
Conf ID	Unique number used by the local audio mixer to identify the voice meeting. This value is different from the meeting ID displayed to end users.

Start Time	Date and time that the call was established.
Elapsed	Amount of time that the call has been active.
Audio Pkts Rcv/Sent/Lost	Number of audio RTP packets received from and sent to the endpoint and the number of lost packets.
Video Pkts Rcv/Sent	Number of video RTP packets received from and sent to the endpoint.
Audio KBytes Rcv/Sent	Amount of audio RTP data, in kilobytes, received from and sent to the endpoint.
Video KBytes Rcv/Sent	Amount of video RTP data, in kilobytes, received from and sent to the endpoint.
Out of Order Video Pkts	Number of video RTP packets that were received out of sequence from the endpoint.
FVU / Flow Cntl Requests	Number of fast video update requests and flow-control requests received from the endpoint.
I frame Req / Detected	<p>Number of I-frames requested and detected. I-frames are frames that carry the complete picture of a participant's video image. I-frames are sent periodically in a video stream and whenever a video speaker switch occurs.</p> <p>When the active speaker changes, the system requests an I-frame and then waits to receive an I-frame from the new active speaker before switching the video stream. Until an I-frame is received or the active speaker changes again, the system sends FVU requests to the new active speaker every two seconds.</p> <p>Under normal conditions, the requested and detected values should be the same. If these counts do not match, then check the video endpoints for errors.</p> <p>Also, endpoints that have difficulty decoding video may request additional I-frames. Therefore, endpoints that have a higher I-frame count than others in a conference should be examined for network issues.</p>
Flush Rate	<p>Average number of flushed packets per second. A flushed packet is one that arrived too late for the audio mixer to play in the correct sequence order and is thus thrown away.</p> <p><b>Note:</b> The value of this field and the <u>Insert Rate</u> field should be equal.</p>
Insert Rate	<p>Average number of PLC packets per second that are locally generated by the audio mixer and inserted in place of packets that did not arrive in time to play out in the correct sequence order. Without PLC packets, callers would hear clicks and pops due to missing packets.</p> <p><b>Note:</b> The value of this field and the <u>Flush Rate</u> field should be equal.</p>
Silence Pkt Rate	<p>Average number of RTP packets per second that are not received, not sent, or are SID packets.</p> <p>Using VAD saves bandwidth by sending RTP packets over the network only when the audio reaches a certain level, such as when a caller talks. When the caller stops talking, a SID packet is sent to notify the audio mixer that a subsequent gap in RTP packets is caused by silence on the call, as opposed to serious network delay. If the last packet in a</p>

Table: Channel Statistics Report Output Fields

	stream of RTP packets is a SID, then the audio mixer knows not to count the subsequent gap as jitter and to locally generate and play comfort noise to fill the gap.
Audio Pkt Size	Size of audio RTP packets, in bytes. 160-byte packets correspond to a 20 ms packetization period.
Max Jitter	Maximum jitter detected in incoming audio packets from the endpoint.
Avg Jitter	Average jitter value observed for packets arriving from the endpoint.
Pkt Delay	Delay, in milliseconds, between the current packet being played and the last received packet. Also called buffer depth.
Digits Rcvd	Number of digits received from the endpoint.
Digits Sent	Number of digits sent to the endpoint.
Max Play Delay	Maximum delay, in milliseconds, between the time a play request was received and the time the buffer started playing out the data. For information about the jitter buffer, see <a href="#">Maximum jitter buffer (milliseconds)</a> .
Play Delay	Current delay, in milliseconds, between the time a play request is received and the time the buffer starts playing out the data.
Max Record Delay	Maximum delay, in milliseconds, between the time a file recording was requested and the time the recording began.
Record Delay	Current delay, in milliseconds, between the time a file recording is requested and the time the recording begins.

## Output Fields of the Media Statistics Reports Page: Channel Status Report

**Note:** The fields that display only video information do not appear in report output if no video calls are received by Cisco Unified MeetingPlace Express.

**Table: Channel Status Report Output Fields**

Field Name	Description
Conf ID	Unique number used by the local audio mixer to identify the voice meeting. This value is different from the meeting ID displayed to end users.
Chn ID	Channel identification assigned to the caller.
Callers DN (^R' = Outdial)	Phone number of the video caller. An R at the end denotes that this is an outgoing call.
State	Whether the caller is currently in a voice meeting.
Mixed	Whether or not the caller's voice stream is currently being heard by others in the voice meeting. The audio mixer mixes the three loudest callers at any given time, and all other meeting participants cannot be heard at all.
Rmt Audio IP Addr or	Caller's voice endpoint IP address.  or

Rmt A/V IP Addr	Caller's voice endpoint IP address and video endpoint IP address.
Rmt Audio RTP Port	Caller's voice endpoint RTP port.
or	or
Rmt A/V RTP Port	Caller's voice endpoint RTP port and video endpoint RTP port.
Rmt Audio RTCP Port	Caller's voice endpoint RTCP port.
or	or
Rmt A/V RTCP Port	Caller's voice endpoint RTCP port and video endpoint RTCP port.
Lcl Audio IP Addr	IP address of the audio port for your Cisco Unified MeetingPlace Express system.
or	or
Lcl A/V IP Addr	IP addresses of the audio and video ports for your Cisco Unified MeetingPlace Express system.
Lcl Audio RTP Port	RTP port of the Cisco Unified MeetingPlace Express audio mixer, which receives the caller's audio RTP stream.
or	or
Lcl A/V RTP Port	RTP ports of the Cisco Unified MeetingPlace Express audio mixer and video mixer, which receive the caller's audio and video RTP streams.
Lcl Audio RTCP Port	RTCP port of the Cisco Unified MeetingPlace Express audio mixer, which receives the caller's audio RTCP messages.
or	or
Lcl A/V RTCP Port	RTCP ports of the Cisco Unified MeetingPlace Express audio mixer and video mixer, which receive the caller's audio and video RTCP messages.
Picture Format	Only Common Intermediate Format (CIF) is supported.
TOS	IP type of service setting for the output stream to this caller.
TTL	Time-to-live, in hops, for transmitted packets.

Table: Channel Status Report Output Fields

<p>Audio Codec Type</p> <p>or</p> <p>A/V Codec Type</p>	<p>Audio payload type used in the RTP media streams.</p> <p>or</p> <p>Audio and video payload type used in the RTP media streams.</p> <p>Valid payload types:</p> <ul style="list-style-type: none"> <li>• 0-G.711uLaw.</li> <li>• 8-G.711aLaw.</li> <li>• 34-H.263 (1996) video.</li> <li>• 96-127-DTMF or H.264 video. During call setup, an unused payload type is negotiated from the dynamic payload type range.</li> </ul>
Ann Active	Whether an announcement is currently being played.
Ann File Name	Displays the full name of the file or prompt that is currently being played.
Rec Active	Whether the call is being recorded.
Rec File Name	Displays the full name of the file to which the call is being recorded.