

InteractiveApplications

Interactive Applications

The [user-perceived performance](#) of interactive applications is often determined by very different parameters than for "batch" applications such as bulk file transfer. Often, [responsiveness](#) is the most important criterion. There are often fairly well-defined boundaries of response/feedback time beyond which the illusion of synchronicity breaks apart.

Important interactive applications include:

- [Telephony, including "VoIP"](#) (Voice over IP)
- [Videoconferencing](#)
- Multiplayer games and other collaborative environments.

Tips and Tricks

During discussions about how to get best performance for DVTS over an error prone, long distance connection, a Telia expert (Ola Holmstrm) recommended avoiding the use of [RTCP](#) (and of course setting the TCP buffers to be sufficiently large, as described in [EndSystemTuning](#)).

– Main.SimonLeinen - 23 Aug 2007