The 3rd Myth of Satellite Service

Proof that Myth #3 - SATELLITE HAS A LATENCY PROBLEM - is busted!

The satellite industry is very familiar with the 3 myths of satellite services: - You know, that satellite is expensive, slow and it has a latency problem. This is generally the default starting point in any solution discussion when satellite is proposed. In this series of Info Posts we are going to provide actual market references to prove these myths as outdated and no longer applicable to the current satellite technologies available in the market today.

Myth #3: SATELLITE HAS A LATENCY PROBLEM

According to most satellite laymen architects, latency is that special problem satellite technologies has that is the root cause of all evil. It is the reason why voice can't work over satellite, and why the ATM application is slow and why the corporate application software updates time out. You know, it is all because of latency.

Yes, it is true, it does take time for the data packet to be transmitted from the core network to the satellite and then to the user location, approximately 550msec for such a round trip. And no this is not why your applications don't work. The reason applications don't work is because the software parameters are just not adjusted for this latency time, therefore the actual vs expected values differ and the application will timeout.

Did you know?
In SA 2.7bn voice minutes per year is made over satellite links

Use Case #3: Twoobii voice services for "off-grid" locations

The Twoobii service is an effective solution to provide voice, video and data to "off-grid" locations reliably and cost effectively. The key design feature that is critical to successfully deliver voice services over the Twoobii network is not actually about latency, it is about quality-of-service. Because we have third level end-to-end engineering access to the satellite Twoobii platform we implemented all the required duplex quality-of-service parameters required to ensure standard voice services over the Twoobii platform.

End-to-end engineering delivers QoS required for reliable voice service.