# Using AAC codecs

By default, a popular FFmpeg codec library is used to handle AAC audio on server. This codec provides good sound quality and coding speed, but it can fail on some AAC frames, type 0 for example.

As alternative, another well known Fraunhofer codec library can be used in WCS. When sound quality is comparable to FFmpeg or, in certain cases, higher this codec provides higher performance. Besides, Fraunhofer codec correctly works with frames on which FFmpeg fails.

To enable Fraunhofer AAC codec usage, set the following parameter in flashphoner.properties file:

```
use_fdk_aac=true
```