

## Collaboration Room Administrator



## TODAY'S SCHEDULE

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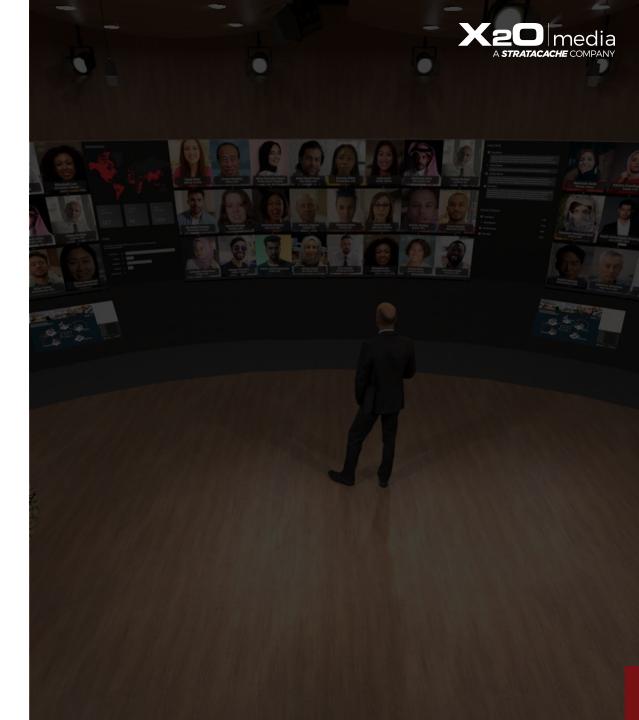
System Architecture

Network topography and requirements

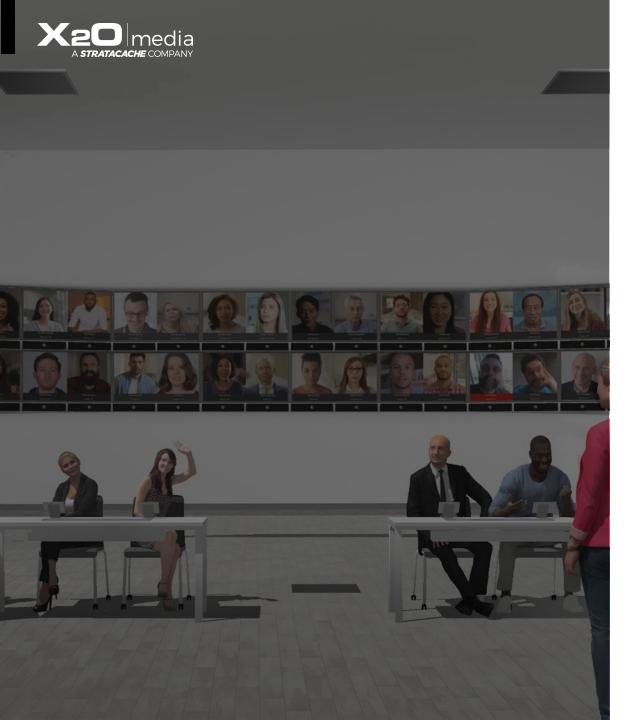
Hardware topography Display, Audio, Camera

**Portal apps** Users, Players, Channels

**Common issues** Troubleshooting HW and SW

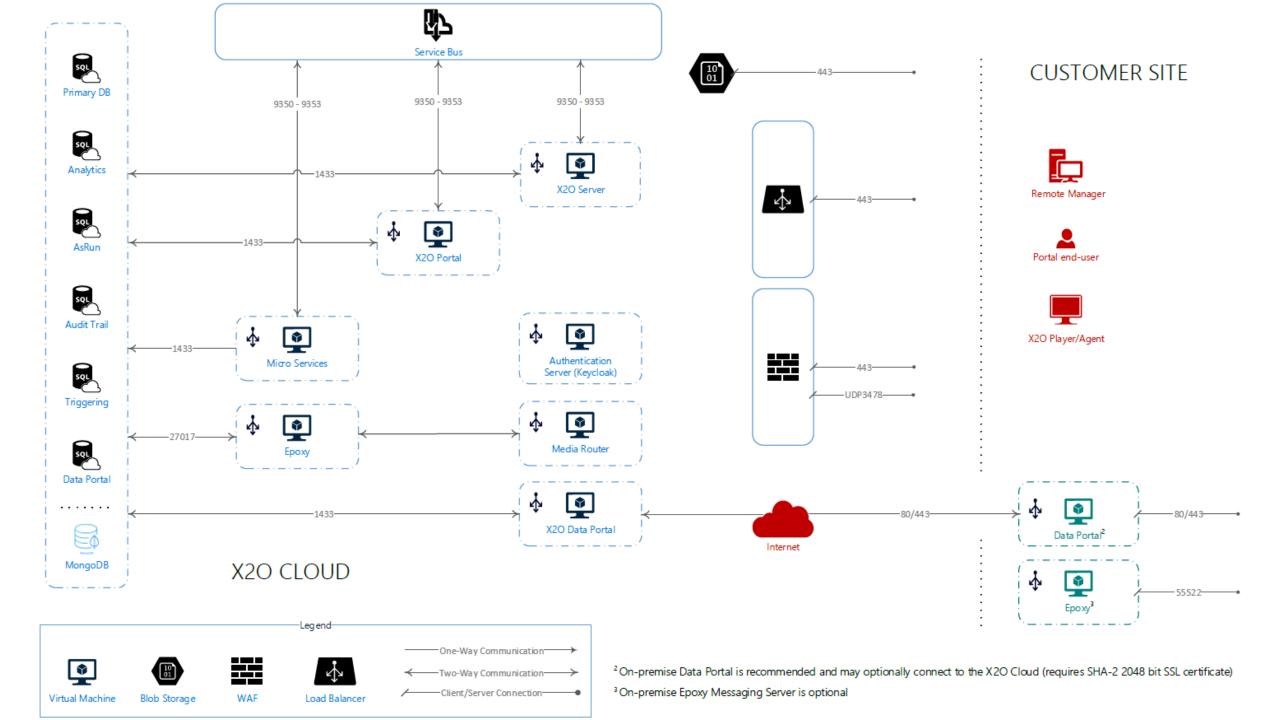


# SYSTEM ARCHITECTURE



## **Cloud-based SAAS**

- EMEA Cloud
- NA Cloud



### Servers



Component	Hostname	IP Address
Portal	Emea.x2ocloud.com	52.236.158.7
X2O Server	Server-emea.x2ocloud.com	52.157.253.220
General Epoxy	Epoxy-emea.x2ocloud.com	51.137.4.157
JServer	Jserver-emea.x2ocloud.com	51.105.154.205
Keycloak	Keycloak-emea.x2ocloud.com	104.45.74.209
Asset Storage	storagex2oeuprolqsdecg.blob.core.windows.net	20.38.108.228
Video Router		

Epoxy Server

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### Ports

Protocol	Port	Purpose
ТСР	80/443	Room UI and fallback mechanism for WebRTC streams
ТСР	55580	Edge Device (Optional)
UDP	53	
UDP	80/443	
UDP	3478	WebRTC Streams

## Bandwidth requirements (Download)

**32 remote partcipants** 32 x 1,5 mbps = 48 mbps

Confidence monitor
3 x 1,5 mbps = 4,5 mbps

**Screenshare** 1 x 1,5 mbps = 1,5 mbps

**Total** Approx 54 mbps



## Bandwidth requirements (Upload)



**16 perspective cameras** 16 x 1,5 mbps = 24 mbps

2 Room cameras
2 x 1,5 mbps = 3 mbps

**In-Room participant cam** 2 x 600 kbps = 1,2 mbps

Screenshare 1,8 mbps



**Audio + data** 500 kbps

**Total** Approx 31 mbps



## **Bandwidth requirements** (Remote participant)



#### HQ Download (4 mbps)

1 HQ stream = 1,5 mbps 4 last speaker = 1,2 mbps 3 Thumbnails = 300 kbps Audio + Data = 200 kbps

### HQ Upload (2 mbps)

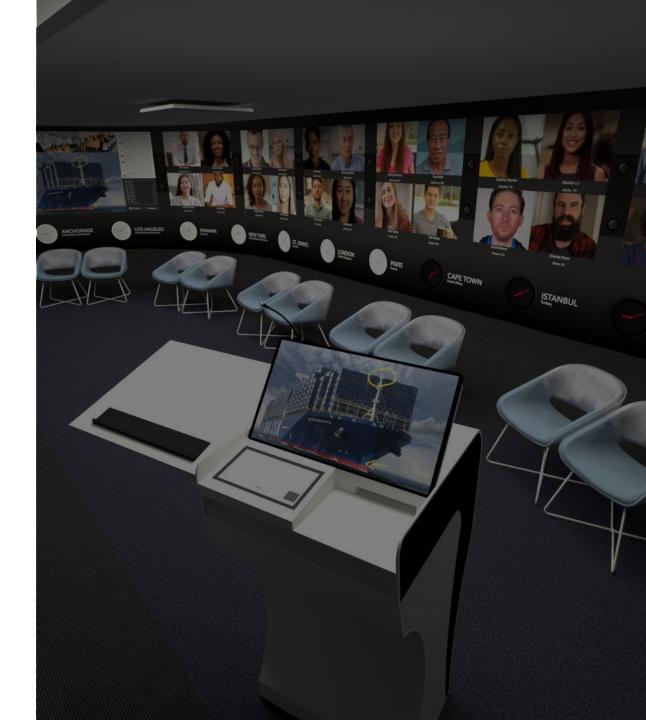
1 Webcam = 1,5 mbps Actions + Audio = 500 kbps

LQ Download (0,5 mbps) 1 LQ stream = 70 kbps

3 Thumbnails = 210 kbps Audio + Data = 200 kbps



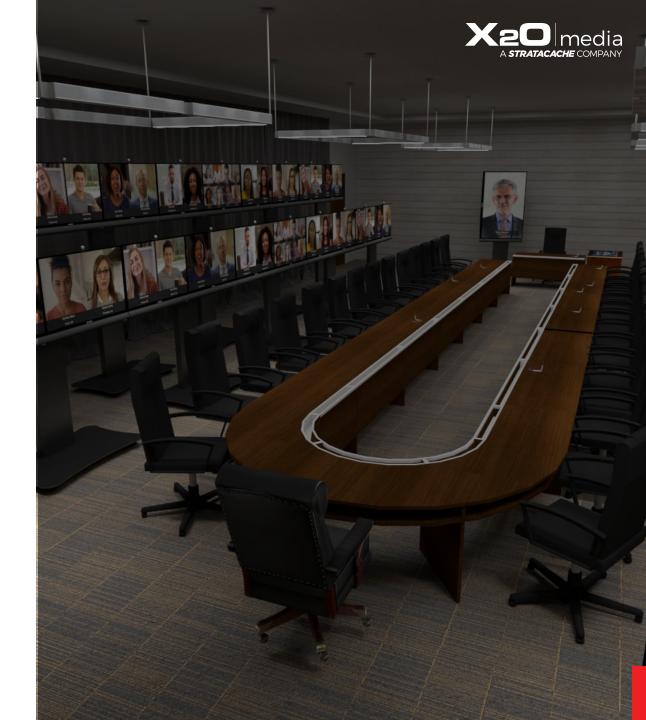
Audio + actions = 500 kbps



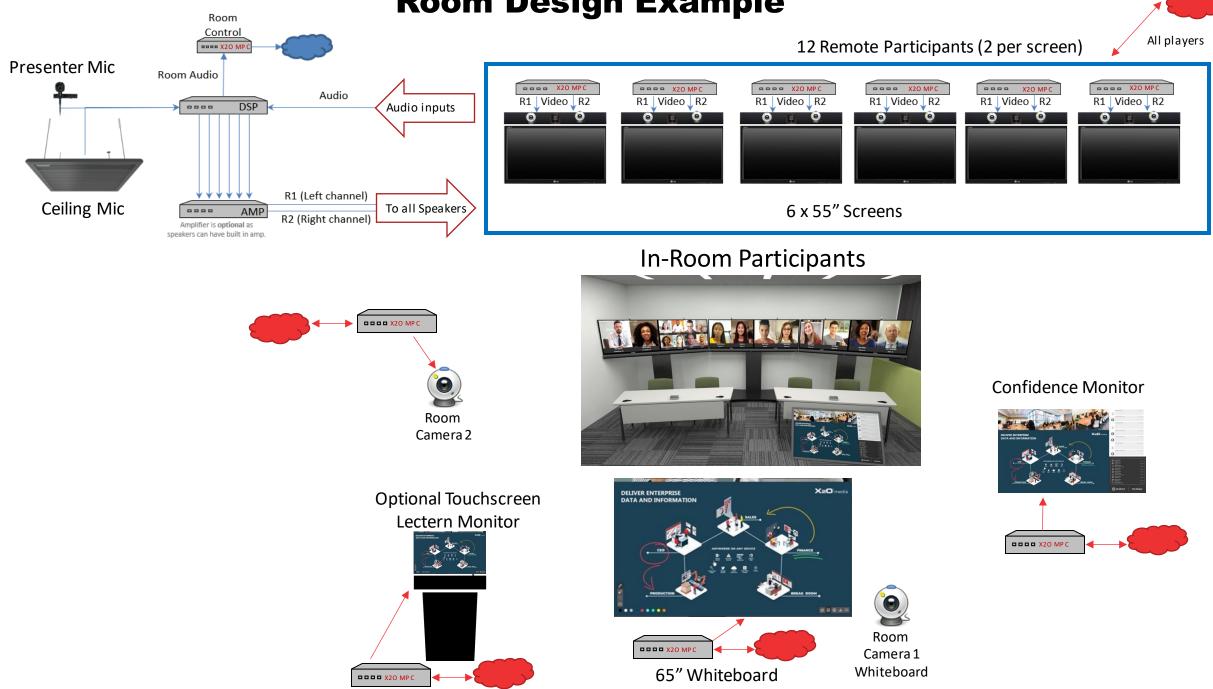


## Hardware topography

- Displays
  - Participant wall
  - Whiteboard
  - Confidence wall
- Microphone
  - HQ Room audio
  - Merged audio
  - Ceiling mics & headsets
- Cameras
  - Perspective cameras
  - Room cameras



### **Room Design Example**



## PORTAL APPS

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### **Portal apps**





### **Collaboration Operator**

Used to create meetings, upload content, create polls, move people from seat to seat, operate the live session.



### **Collaboration Room**

Where the students log in to view their session.



### **Manage Players**

Used to see screenshots of live player output and to restart players.

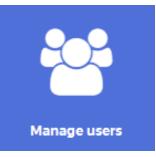
### **Portal apps**





#### Manage Channels

Used to load the proper screen configuration according to the number of users.



### Manage Users

Used to update user accounts, lock/unlock accounts, ...

## **COMMON ISSUES & FAQ**



### **Hardware and Software**



- No audio from 1 screen
- Audio from 1 seat too low/loud
- No audio at all



- Image blurry/out of focus
- Colored bars
- Slow camera switching



- Empty seats restart every minute
- Stays on windows desktop when session is started
- Wrong channels loaded



- Account locked
- Account disabled
- Did not receive invite
- Causes echo in the room

## FAQ

- Can I change my profile picture?
- I have limited bandwidth, can I still join?
- I cannot be heard by other remote participants
- Can I use the credentials of my colleague?
- How can I fix audio feedback?
- Which browsers are supported?
- Which devices are supported?
- Can I connect from my corporate VPN?



## THANK YOU