



Infinity Connect Mobile for Android

Quick Guide

All you need to do to make a call into a Pexip Infinity environment using the Infinity Connect Mobile client is [install it](#), [enter your name](#), and then [enter the alias](#) of the person or conference you want to call. This guide tells you how to do this, as well as providing information on using all the other available features.

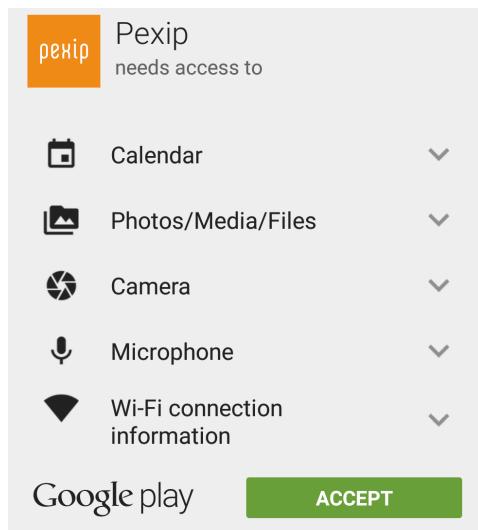
This guide describes version 3.0.11 of the Infinity Connect Mobile client for Android, which was released in October 2016.

Installing the Infinity Connect Mobile client

The Infinity Connect Mobile client for Android is available for free from the Google Play store at <https://play.google.com/store/apps/details?id=com.pexip.android>. Follow the instructions to download and install the Infinity Connect Mobile client on your device.

- Version 3.0 or later of the Infinity Connect Mobile client requires Android 5.0 or later.
- Version 2.0 of the Infinity Connect Mobile client requires Android 4.1 or later.

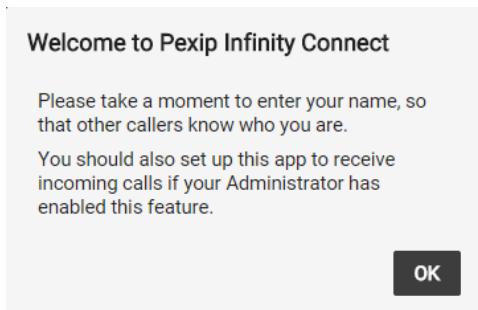
When installing the Infinity Connect Mobile client for Android, it will request permission to access the contacts/calendar on your device:



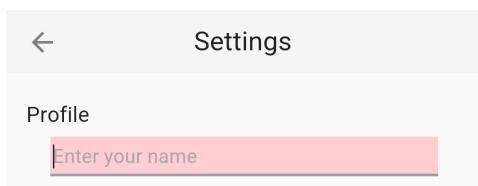
You must **accept** this request to continue with the installation.

Initial configuration

When you open Infinity Connect for the first time, you will be presented with a Welcome screen:



Select **OK**. This will take you to the Settings screen:



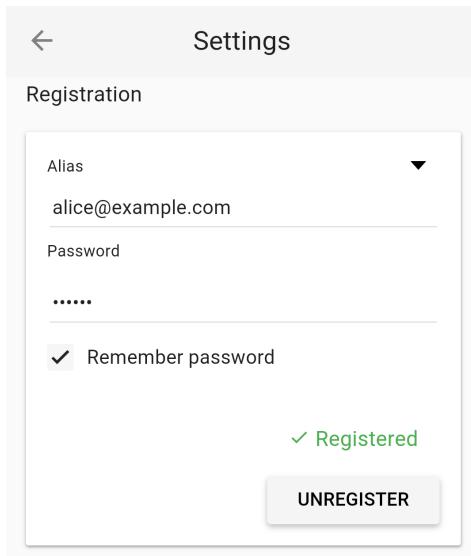
Enter your name as you wish it to appear to other conference participants.

Registering your device to receive calls

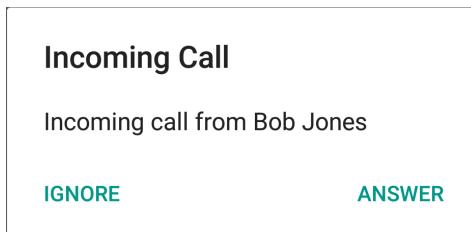
To register your Infinity Connect client to receive calls (if this is supported in your deployment):

1. Go to the **Settings** screen (from the top right of the Infinity Connect home screen, select **Settings** ).
2. In the **Registration** section of the **Settings** screen, enter the **Alias** and **Password** provided to you by your administrator. Be aware that these fields are case-sensitive, and some devices will default to uppercase for the first character of the user name.
3. Select **Remember password**.
4. Select **Register**.

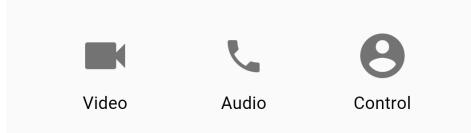
When you have successfully registered, the button will change to **Unregister**.



Now, when someone calls your device by dialing the **Alias** you have registered with, you will get an incoming call alert showing the person or meeting room who is calling you:



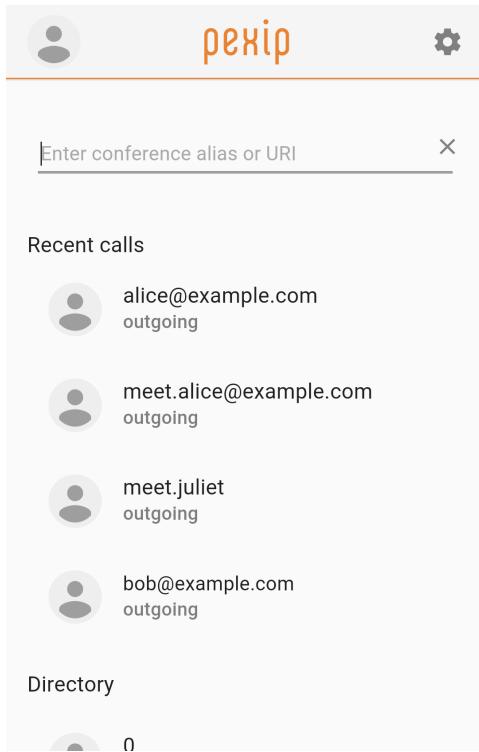
If you select **Answer**, you will then be able to select whether to join with **Video**, with **Audio-only**, or as [Control and presentation](#) only:



When an Infinity Connect client is registered, as well as being able to receive calls, the user can filter and lookup the contact details (phone book / directory) of other devices or VMRs that are set up on the Pexip Infinity platform, making it easier to call those devices or VMRs.

Joining a conference or calling a person

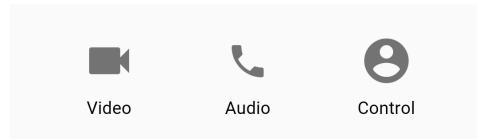
To make a call to a conference, or to call another person directly, go to the home screen:



Either:

- Enter the address (URI) of the conference you wish to join or the person you wish to call, or
- Select one of the addresses in the **Recent calls** list, or
- If you are registered, you can filter and lookup the contact details of other devices or VMRs that are set up on your Pexip Infinity platform, by typing in part of the address of the person or the name of the VMR you want to call.

Then select whether to make the call using **Video**, with **Audio-only**, or as **Control** and presentation only:



- **Video:** join with both your camera and microphone activated. You will be able to see and hear other participants, and they will see and hear you. You will also be able to view the roster, send and receive chat messages, and send and receive presentations. If you are a Host, you will have full conference control.
- **Audio:** join with only your microphone activated. You will be able to hear other participants, and they will hear you. You will also be able to view the roster, send and receive chat messages, send and receive presentations, and (if you are a Host) control the conference. However, you won't be able to see the other participants, and they won't be able to see you.
- **Control:** join without your camera or microphone activated. You will still be able to view the roster, send and receive chat messages, and send and receive presentations, and (if you are a Host) control the conference. However you won't be able to see or hear other participants, and they won't be able to see or hear you. When using this mode you can activate your microphone or camera at any point after joining, by using the buttons at the bottom of the main window.

This mode may be appropriate if you have another video endpoint that you are using for video and audio, and you are using your Infinity Connect Mobile client to control the conference and view a presentation.

Selecting your role and entering the conference PIN

Some Virtual Meeting Rooms and Virtual Auditoriums will ask you to whether you wish to join as a Host or a Guest, and some are PIN-protected:

Select your role

Host

Guest

PIN

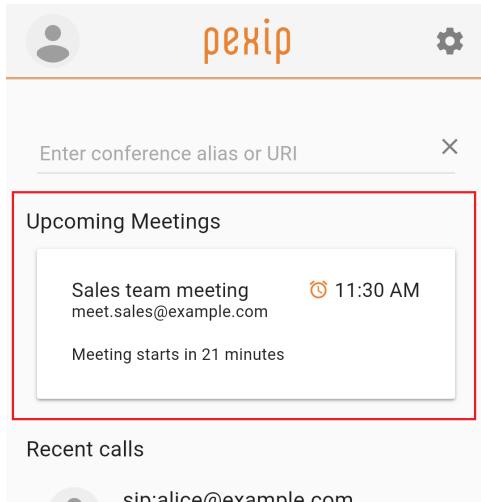
Enter the conference PIN

Remember PIN

You must enter the conference PIN before you can access the conference. If you do not know the PIN, contact the meeting organizer.

Integrating with your Calendar

The Infinity Connect Mobile client for Android automatically integrates with your calendar. Any appointments with a **Location** in the form of a URI (for example `meet.sales@example.com`) will automatically appear as an upcoming event on the Infinity Connect home page. Simply select the event from the home page to join the conference:



Sharing files

To share files from your mobile device with other conference participants, select and then select the files you want to share.

Using NFC to automatically add an endpoint to a conference

You can set up an NFC tag for a video endpoint or meeting room system, so that when an Infinity Connect for Android user taps the tag, the endpoint is automatically added to a conference.

You will need:

- one NFC tag for each endpoint you wish to enable
- a device running Android 5.0 or later, with an NFC reader
- version 3.0 or later of the Infinity Connect Mobile client for Android.

Configuring the endpoint's NFC tag

To configure the NFC tag with the endpoint's alias:

1. Ensure that NFC is enabled on your Android device.
2. Open the Infinity Connect client for Android, go to **Settings > Advanced**, and select **CREATE NFC DIAL TAG**.
3. Enter the details of the endpoint to be dialed, and whether it should be added to the conference as a Host or Guest.
4. Select **Save**.
5. At the message **Save dial data to NFC tag**, tap the NFC tag with the Android device. You should see a message **NFC tag successfully written**.

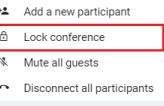
Adding the endpoint to a conference

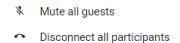
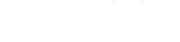
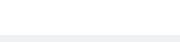
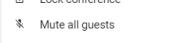
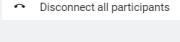
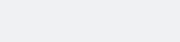
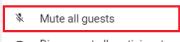
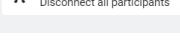
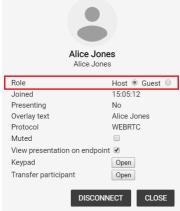
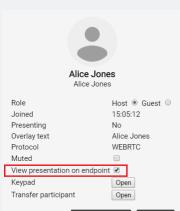
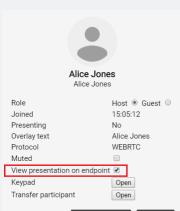
When you want to add the endpoint to a conference, simply tap the NFC tag with your Android device. If the Infinity Connect client is not currently open, the first tap will open it and a second tap will dial the endpoint.

- If your Android client is **already in a conference** when you tap the endpoint's NFC tag, the endpoint will be added to that conference.
- If you are **not already in a conference** but you have configured your Android client with details of your personal meeting room, when you tap the endpoint's NFC tag the endpoint will be dialed in to that VMR. (Note that your Android client will join the conference in order to add the VMR, but will then automatically disconnect from it.)

To configure your personal meeting room, on your Infinity Connect client go to **Settings > Advanced > My Personal Meeting Room**.

Using in-call controls

Share images or PDFs with all other participants	<ol style="list-style-type: none"> From the toolbar at the bottom of the window, select Share images or PDFs. Drag and drop the file(s) you want to share into the Infinity Connect window. You can add multiple files, and they can be a combination of images and PDFs. Each image will be converted into an individual slide, as will each page of each PDF. Select Start presenting. The first slide will appear in a presentation thumbnail at the top left of the screen (or in the main video window if you are presentation-only). Use the left < and right > controls to scroll through the slides. You can make the slides appear in your main video window by clicking on the presentation thumbnail. To stop sharing the slides, from the toolbar select Stop presenting. 	
View a presentation being shown by another participant	<p>When a participant starts a presentation, you will automatically see the content they are sharing as your main image, and the image of the participants will reduce to a small thumbnail at the top left corner.</p> <p>You can toggle between viewing the presentation and viewing the participants by clicking on the thumbnail.</p>	
Start sending and receiving video	<p>(For users who have initially joined without audio and video)</p> <p>From the toolbar at the bottom of the window, select Connect with audio and video. Select the camera and microphone you wish to use, and then select Start.</p>	
Start sending and receiving audio	<p>(For users who have initially joined without audio and video)</p> <p>From the toolbar at the bottom of the window, select Connect with audio only.</p>	
Stop/start sending your video to other participants	From the toolbar at the bottom of the window, select Disable my camera or Enable my camera.	 
Stop/start sending your audio to other participants	From the toolbar at the bottom of the window, select Mute my microphone or Unmute my microphone.	 
Stop/start viewing the video of yourself	The video of yourself that is being sent to other participants is shown in a thumbnail at the top right of the screen. To hide this, select the Hide self view  icon at the top right of the image. It will be replaced by a small Show self view icon; select this to view your image again.	
View a list of other conference participants	When using Infinity Connect, a list of all other conference participants will be shown to the left of or at the bottom of the screen. You can scroll through this list, or use the search box at the top of the list, to view other participants.	
Send and receive chat messages, and share online videos and images	<p>(Available when chat has been enabled by the administrator)</p> <p>At the bottom of the screen there is a Chat room area, which shows the messages sent by participants in the conference. To send a message, type it in the bottom window. Messages are visible to everyone else in the conference with a chat-capable client (such as Lync / Skype for Business or Infinity Connect).</p> <p>You can also share videos and images by pasting their URL into the chat window.</p>	
Prevent/allow others from joining the conference	<p>(Requires Host privileges)</p> <p>From the toolbar, select the menu  icon and then select Lock conference or Unlock conference.</p> <p>The impact of locking depends on whether or not the Virtual Meeting Room or Virtual Auditorium being used has a Host PIN.</p>	

Allow waiting guests to join a new conference without a Host	(Requires Host privileges) Normally, Guests can join a conference only after first Host has joined. However, this does not apply if the Host joins as control-only. If you have joined a conference as a control-only Host and want Guests to join, from the toolbar, select the menu  icon and then select Start conference.	    																																																						
Add a participant to the conference	(Requires Host privileges) 1. Select the menu  icon and then select Add a new participant. 2. At the prompt, enter the address of the person you want to dial. 3. If you want to use a protocol other than SIP (the default) select either Automatic , H.323 , Lync/Skype or RTMP . Automatic means that the protocol will be selected according to how your administrator or service provider has configured the system. RTMP is typically used when connecting to a streaming or recording service. 4. Select whether you want the participant to have Host or Guest privileges. 5. Select OK . A call will be placed from the Virtual Meeting Room or Virtual Auditorium to the participant and they will appear in the participant list with the "calling" icon  next to their avatar while their endpoint is ringing. If and when the participant answers the call they will join the conference; if they do not answer, or do not accept the call, they will disappear from the participant list.	   																																																						
Mute/unmute another participant	(Requires Host privileges) From the participant list, to the right of the participant's name select Mute participant or Unmute participant .	 																																																						
Muting all Guests	(Requires Host privileges) From the toolbar, select the menu  icon and then select Mute all guests .	   																																																						
Change the role of a participant	(Requires Host privileges; you cannot change your own role to Guest.) From the participant list, select the participant's name, and then use the radio buttons to select whether their role will be Host or Guest . Participants who have jointed via an AVMCU conference will have a role of External ; their status cannot be changed.	 <table border="1"><tr><td>Role</td><td>Host</td><td>Guest</td></tr><tr><td>Joined</td><td>15.05.12</td><td></td></tr><tr><td>Presenting</td><td>No</td><td></td></tr><tr><td>Overlay text</td><td>Alice Jones</td><td></td></tr><tr><td>Protocol</td><td>WEBRTC</td><td></td></tr><tr><td>Mac</td><td></td><td></td></tr><tr><td>View presentation on endpoint</td><td><input checked="" type="checkbox"/></td><td><input type="checkbox"/></td></tr><tr><td>Keypad</td><td><input type="button" value="Open"/></td><td><input type="button" value="Close"/></td></tr><tr><td>Transfer participant</td><td><input type="button" value="Open"/></td><td><input type="button" value="Close"/></td></tr></table>  <table border="1"><tr><td>Role</td><td>Host</td><td>Guest</td></tr><tr><td>Joined</td><td>15.05.12</td><td></td></tr><tr><td>Presenting</td><td>No</td><td></td></tr><tr><td>Overlay text</td><td>Alice Jones</td><td></td></tr><tr><td>Protocol</td><td>WEBRTC</td><td></td></tr><tr><td>Muted</td><td></td><td></td></tr><tr><td>View presentation on endpoint</td><td><input checked="" type="checkbox"/></td><td><input type="checkbox"/></td></tr><tr><td>Keypad</td><td><input type="button" value="Open"/></td><td><input type="button" value="Close"/></td></tr><tr><td>Transfer participant</td><td><input type="button" value="Open"/></td><td><input type="button" value="Close"/></td></tr></table>	Role	Host	Guest	Joined	15.05.12		Presenting	No		Overlay text	Alice Jones		Protocol	WEBRTC		Mac			View presentation on endpoint	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Keypad	<input type="button" value="Open"/>	<input type="button" value="Close"/>	Transfer participant	<input type="button" value="Open"/>	<input type="button" value="Close"/>	Role	Host	Guest	Joined	15.05.12		Presenting	No		Overlay text	Alice Jones		Protocol	WEBRTC		Muted			View presentation on endpoint	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Keypad	<input type="button" value="Open"/>	<input type="button" value="Close"/>	Transfer participant	<input type="button" value="Open"/>	<input type="button" value="Close"/>
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Stop sending presentation to a participant	(Requires Host privileges) When a participant is sharing a presentation, other participants receive both the presentation and the main video. However, you may want to receive just the main video on a particular endpoint (for example, if you are using a meeting room system and you are already viewing the presentation on your mobile device). To do this, from the participant list, select the participant's name and then uncheck View presentation on endpoint .	 <table border="1"><tr><td>Role</td><td>Host</td><td>Guest</td></tr><tr><td>Joined</td><td>15.05.12</td><td></td></tr><tr><td>Presenting</td><td>No</td><td></td></tr><tr><td>Overlay text</td><td>Alice Jones</td><td></td></tr><tr><td>Protocol</td><td>WEBRTC</td><td></td></tr><tr><td>Muted</td><td></td><td></td></tr><tr><td>View presentation on endpoint</td><td><input checked="" type="checkbox"/></td><td><input type="checkbox"/></td></tr><tr><td>Keypad</td><td><input type="button" value="Open"/></td><td><input type="button" value="Close"/></td></tr><tr><td>Transfer participant</td><td><input type="button" value="Open"/></td><td><input type="button" value="Close"/></td></tr></table>	Role	Host	Guest	Joined	15.05.12		Presenting	No		Overlay text	Alice Jones		Protocol	WEBRTC		Muted			View presentation on endpoint	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Keypad	<input type="button" value="Open"/>	<input type="button" value="Close"/>	Transfer participant	<input type="button" value="Open"/>	<input type="button" value="Close"/>																											
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Disconnect another participant	(Requires Host privileges) From the participant list, select the participant's name and then select Disconnect .	
Disconnect all participants (including yourself)	(Requires Host privileges) From the top left of the screen, select the menu icon and then select Disconnect all participants .	
Disconnect yourself from the conference	From the toolbar at the bottom of the screen, select Disconnect .	
View diagnostic information about your call (when connected with audio or video)	From the bottom right of the screen, select Call statistics . This brings up an overlay dialog that displays the server version of the host system. Further statistics may also be displayed, if available, such as incoming and outgoing audio and video bitrates, and how many data packets have been lost and received etc.	

Participant icons

The table below shows the different icons or "badges" that can appear on participants' avatars, and their meanings.

	A call is being placed to the participant and they have yet to answer.
	The participant is waiting to join the conference.
	The participant is a streaming or recording device.
	The participant is currently speaking.
	The participant is muted.
	The participant is presenting content.