

# Infinity Connect Web App via Explorer Quick Guide

The Infinity Connect Web App allows you to make calls into a Pexip Infinity environment using a browser, without any downloads or plugins.

### Making a call

We recommend using a headset when using the Infinity Connect Web App.

To make a call to a conference in a Virtual Meeting Room or Virtual Auditorium, or to call another person directly:

- 1. Open the link that was provided to you by the conference organizer or your system administrator. This link may simply take you to the Infinity Connect home page, or it may automatically provide some of the conference information (such as the alias, and whether you are a Host or Guest).
  - You will be prompted to enter any information not provided by the link.
- 2. In the **Person or conference to call** field, enter the alias of the conference you wish to join, or the address of the person you wish to call directly.
  - You can click on **History**  $\mathfrak{O}$  to select from a list of previous calls.
- 3. Enter Your name. When you join the conference, this name will be visible to everyone else. It will appear in the participant list on the left of the screen this is a roster of all participants, and appears in all Infinity Connect clients.
- 4. Select Connect By default this will make a call with video and audio, but you can also use the drop-down menu to Connect with audio only or join in Conference control and receive/send presentation only mode (i.e. without audio or video).

Each time you make a call, Infinity Connect will remember your most recent connection choice.

- If you get an Invalid conference message, this is most likely because the Person or conference to call text was entered incorrectly.
- If the address you have been given is for an IVR/reception service, you will be asked to enter the Extension or Lync / Skype for Business Conference ID. This should have been provided to you in the meeting invitation. When you have entered it, select Connect.
- 6. If the conference is PIN-protected, you may be prompted to select whether to join as a **Host** or **Guest**, or asked to enter an appropriate **PIN**. When you have done so, select **Connect**.



7. The first time you use Infinity Connect, you will be asked to select your camera and microphone from the drop-down lists. In order to activate your camera, you must enable Adobe Flash by selecting **Allow**, and checking **Remember**:

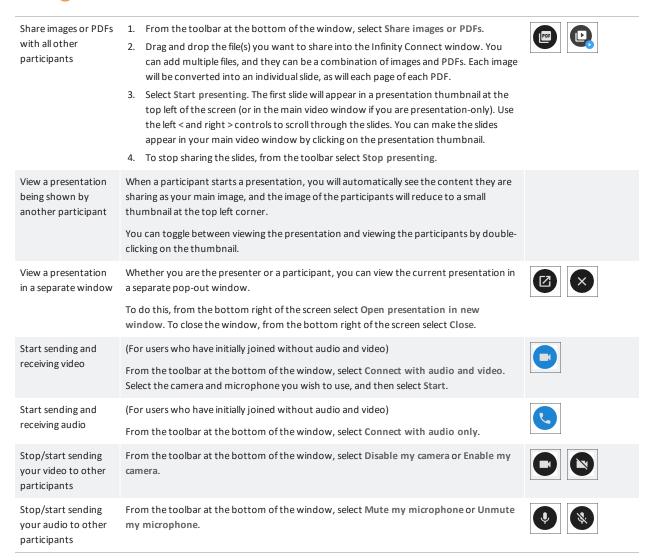


If you always use the same camera and microphone, and you always connect with video, you can skip this step in future by selecting **Don't show me these options** again.

8. Select Start.

After a few moments you will be connected to the conference.

#### **Using in-call controls**



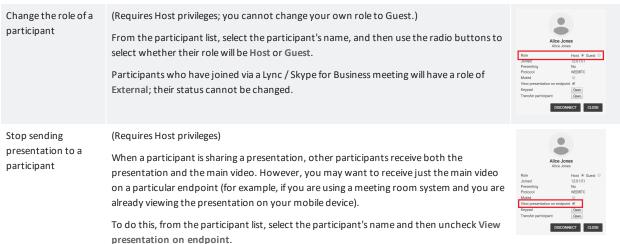


View the video image full screen/exit full screen	From the toolbar at the bottom of the window, select Go full screen or Exit full screen.	
Stop/start viewing the video of yourself	The video of yourself that is being sent to other participants is shown in a thumbnail at the	
	top right of the screen. 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.	
	Self view is not available when viewing a presentation in the main window.	
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.	
	You can show and hide this participant list by clicking on the <b>Hide</b> side bar < and Show side bar > icons at the bottom right of the list.	
Send and receive	(Available when chat has been enabled by the administrator)	
chat messages, and share online videos and images	At the bottom of the screen there is a Chat room area or tab, which shows the messages sent by participants in the conference. To send a message, type it in the text box.  Messages are visible to everyone else in the conference with a chat-capable client (such as Lync / Skype for Business or Infinity Connect).	
	You can also share videos and images by pasting their URL into the text box.	
Show or hide the roster or chat room	To hide or show the side panel (containing the list of participants and the chat room), select the arrows at the bottom left of the screen.	0 0
	To hide the chat room within the side panel so that only the roster is shown, or to expand it so that only the chat room is shown, select the arrows to the right of the chat room title bar.	Chat room
Prevent/allow others from joining the conference	(Requires Host privileges)	+2 Add a new participant
	From the top left of the screen, select the menu icon and then select Lock conference or Unlock conference.	△ Lock conference  Mute all guests  Disconnect all participants
	The impact of locking depends on whether or not the Virtual Meeting Room or Virtual Auditorium being used has a Host PIN.	
Allow a participant to join a locked conference	(Requires Host privileges)	meet.alice
	Participants who are waiting to join a locked conference are indicated in the roster by a	Bob
	red "waiting" icon •• To allow these participants to join the conference, click on the green telephone icon next to their name.	
Allow waiting guests to join a new conference without a Host	(Requires Host privileges)	Start conference
	Normally, Guests can join a conference only after first Host has joined. However, this does not apply if the Host joins as control-only.	Add a new participant  Lock conference  Mute all guests
	If you have joined a conference as a control-only Host and want Guests to join, from the	<ul> <li>Disconnect all participants</li> </ul>
	top left of the screen, select the menu icon and then select Start conference.	



#### Add a participant to (Requires Host privileges) 4 Add a new participant Lock conference the conference 1. Select the menu icon and then select Add a new participant. Mute all guests Disconnect all participants 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. Mute/unmute (Requires Host privileges) another participant From the participant list, to the right of the participant's name select Mute participant or Unmute participant. Muting all Guests (Requires Host privileges) 4 Add a new participant Mute all guests From the top left of the screen, select the menu \_\_\_\_\_ icon and then select Mute all Send DTMF tones (Requires Host privileges; you must be joined over audio, or video and audio) From the participant list, select the participant to whom you want to send DTMF tones, and then next to Keypad select Open. This feature is generally used to communicate with external systems (such as audio bridges, automated switchboards, and recording devices) after they have been added to the conference.







Disconnect another participant	(Requires Host privileges)  From the participant list, select the participant's name and then select Disconnect.	Alica Jones Alica Jones Alica Jones Boxe Joined 120151 Presenting No Protocool WEBRTC Mated WEBRTC Mater September 1 Transfer participant Deep DECOONSCOT  DECOONSCOT  DISCOONSCOT  DISCOON
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.	Add a new participant  Lock conference  Mute all guests  Disconnect all participants
Disconnect yourself from the conference	From the toolbar at the bottom of the screen, select Disconnect.	
Mute or change the volume of the audio coming from the conference	From the bottom right of the screen, select Volume.	
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.	0

## **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.