Infinity Connect Desktop Client Customization Guide

Contents

Introduction

The Pexip Infinity Connect desktop client is a stand-alone video client that provides access to Pexip Infinity services.

The standard Infinity Connect desktop client uses Pexip logos and icons and has an orange color scheme. However, you can customize all text, color, and image elements to provide a branded experience.

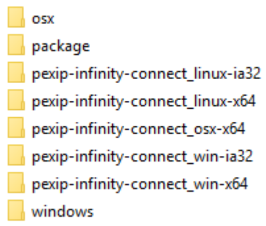
This guide describes how to customize the Infinity Connect desktop client, and explains how to make the most frequently required branding changes. This guide assumes knowledge of software packaging and web design technologies such as HTML and CSS. This guide does not explain how to customize the Infinity Connect Web App, which provides access to Pexip Infinity services from a web browser. For information on this, see the Infinity Connect Web App Customization Guide.

Obtaining the application files

Before you start, you must obtain the latest application files for the Infinity Connect desktop client.

To get the latest files, go to https://dl.pexip.com/connect/index.html and select the most recently created folder (with the highest version number) and then download the pexip-branding zip file.

This zip file bundle contains all of the toolkit files required for branding and building the installers for all supported platforms. After the files have been unzipped you will see several folders:

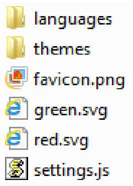


osx
package
pexip-infinity-connect_linux-ia32
pexip-infinity-connect_linux-x64
pexip-infinity-connect_osx-x64
pexip-infinity-connect_win-ia32
pexip-infinity-connect_win-x64
windows

Note that the directory structure within the zip is quite deep. If it fails to unpack in a Windows environment ("Path too long" error), try unpacking it from a location higher up in your drive tree.

Customizing the application

The files that can be customized are in the **package/configuration** subfolder. Even if you are customizing multiple platforms, you only have to update this one set of files.



languages
themes
favicon.png
green.svg
red.svg
settings.js

ⓘ If you have previously customized the Infinity Connect Web App, you can use the same set of customized files for the Infinity Connect desktop client. To do this, copy into the **package/configuration** subfolder (as shown above) either the unzipped contents of your branding ZIP package, or the files from the **/opt/pexip/share/web/static/app/configuration** directory of your Conferencing Node. Note that you will still need to customize the application icon before packaging your files for distribution.

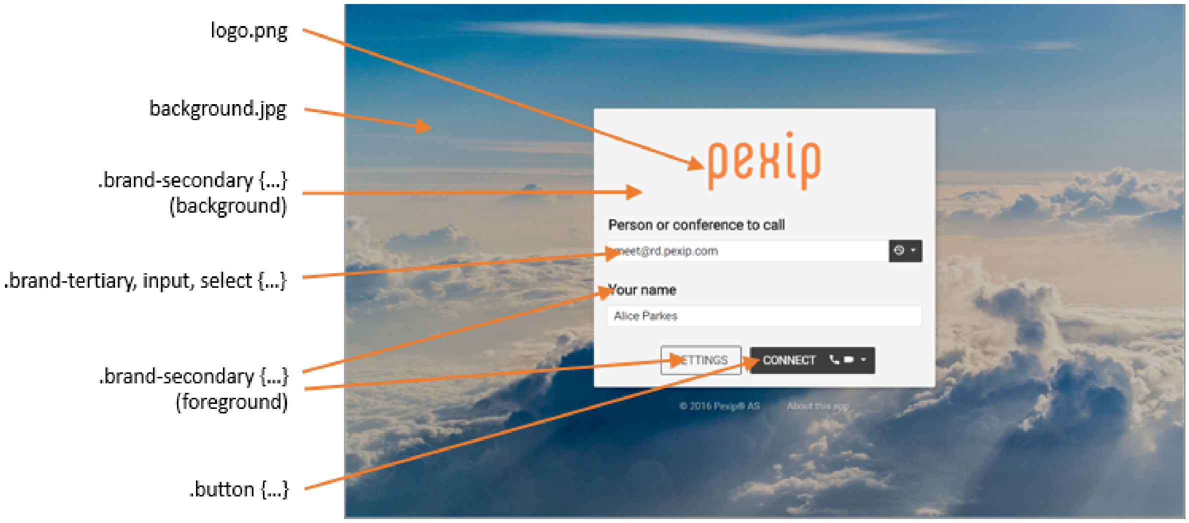
ⓘ When editing the configuration files, you must use a text editor that does not apply "smart quotes" or make any automatic text changes, as the files are sensitive to correct formatting. Use a code editor or simple file editor instead of word processing software.

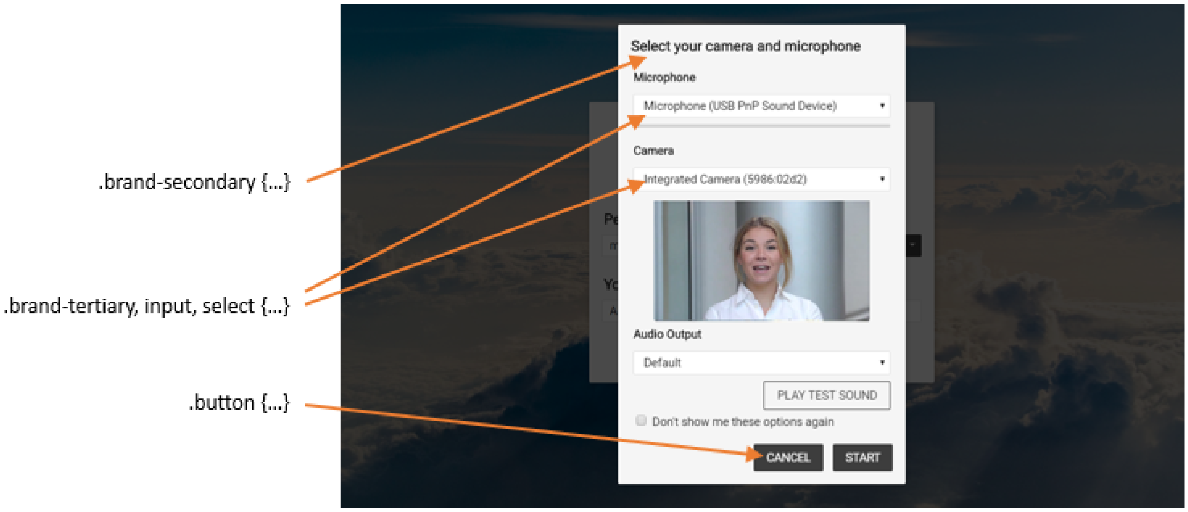
The files that can be customized are summarized below, and are then explained in more detail in the subsequent sections:

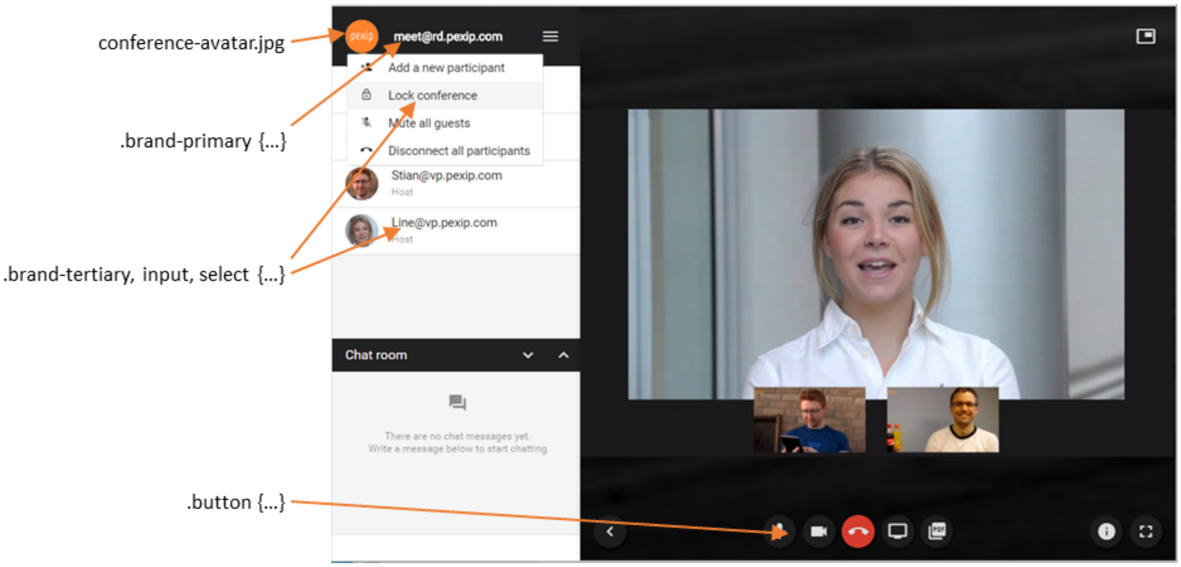
- The **settings.js** file contains the application and default user settings.
- The **favicon.png** file contains the icon used to represent the application within the browser's address bar and bookmarks (for the Web App) and the application title bar and the Window's system tray (for the desktop client).
- The **languages** subfolder contains the text strings for each language. By default, English is the only available language and the text strings are contained in the **en-us.json** file. You can add more languages if required.
- The **green.svg** and **red.svg** files apply only to the Infinity Connect desktop client. These images are applied to the application icon in the Windows system tray to indicate respectively if the application is registered successfully, or cannot register due to an error. No image is displayed if the Infinity Connect desktop client is not configured to register. These files are currently ignored by the Web App.
- The **themes/default** subfolder contains the files used to control the colors, styles and images used within the application. The folder contains:

- brand.css: the application's stylesheet.
- background.jpg: referenced from **brand.css** and contains the home page background image.
- conference-avatar.jpg: referenced from **settings.js** (although commented out by default), this is the image used to represent the conference at the top of the participant list. By default, the avatar shown is served from the Conferencing Node and is part of the conference theme (presence_avatar_image.jpg). If enabled in **settings.js**, this will override what is shown. Note that participant avatars cannot be branded here, but they can be controlled by using external policy (see More information).
- logo.png: referenced from **brand.css** and contains the image shown on the home page.

The following screenshots show the default branding and indicate which elements of the application are controlled by the various image and CSS elements.




.brand-secondary {...}
.brand-tertiary, input, select {...}
.button {...}
Select your camera and microphone
Microphone
Microphone (USB PnP Sound Device)
Camera
Integrated Camera (5986:02d2)
Audio Output
Default
PLAY TEST SOUND
Don't show me these options again
CANCEL
START



If you change the file type of any of the image files, for example, you use a **conference-avatar.png** file instead of a **conference-avatar.jpg** file, you must change the reference to that filename in the appropriate **settings.js** or **brand.css** file.

If you refer to any additional custom images as part of your customization, those image files should also be stored within this directory structure.

The default settings for the appearance of Infinity Connect are hard-coded within the application itself, and are used automatically where no customization overrides are specified. Therefore, you can modify a subset of the branding files in the **Configuration** directory (for example, only changing some of the images or aspects of the CSS), and then remove the other unmodified files to ensure that the default branding for those elements is always applied in the future. Note that if you change the **background.jpg** or **logo.png** graphics files you must also include a **brand.css** file that at least includes the references (**brand-logo** and **brand-background** classes) to those customized images.

Application and default user settings (settings.js)

The **settings.js** file contains the application and default user settings. The following items in the **applicationSettings** block can be configured:

Setting	Description
serverAddress	In most deployments you will not need to customize this setting. You should only change this setting if you want to explicitly configure the FQDN of the Conferencing Node or reverse proxy to which calls are sent. To configure a specific address, change the serverAddress variable to refer to the relevant FQDN. You can only specify a single address, for example: `serverAddress: "conferencingnode1.example.com",` Note that the TLS certificate installed on the server needs to be trusted by the client system (as the client system will not display any certificate trust security alerts). Infinity Connect Web App: you only need to change this setting if you are hosting the Web App on an external web server (rather than on a Conferencing Node or reverse proxy). Infinity Connect desktop client: normally, the Infinity Connect desktop client uses DNS SRV lookups to determine the server address to which calls are sent. If an address is configured here, it will override any serverAddress value added to the defaultUserSettings, and the end user will also be unable to see or change the connection server address.

Setting	Description
defaultDialOutProtocol	The default protocol presented to users when adding a participant to the conference. The default setting is 'sip'. The alternative options are 'h323', 'mssip', 'rtmp' and 'auto'. Note that to successfully place calls via the 'auto' protocol option, suitable Call Routing Rules must be configured. To change the displayed options, see Dial out protocols.
languages	Controls the set of languages available to the user. When additional languages have been configured, users get an additional option on the **Settings** page that allows them to choose their preferred language. For more information, see Adding more languages.
bandwidths	Controls the set of bandwidth options available to the user. For more information, see Changing bandwidth settings.
defaultDialOutRole	The default role presented to users when adding a participant to the conference. The default setting is 'host'. The alternative option is 'guest'.
enableFullMotionPresentation	Controls whether users are given the option to view presentations as full motion video (as an alternative to still images). The valid values are true (full motion option is available) and false (still images only).
enablePNGPresentation	Controls whether PNG format is used for presentation sharing (it is higher quality than JPG but uses more bandwidth). By default this configuration setting is commented out. To use PNG format for presentation sharing, remove the '//' comment markers.
desktopClientHideRegistrationSettings	Controls whether the registration settings section is displayed in the Infinity Connect desktop client Settings page. By default this configuration setting is commented out, and thus the registration settings are displayed. To hide the registration settings, remove the '//' comment markers.
desktopClientHideConnectionSettings	Controls whether the connection settings section is displayed in the Infinity Connect desktop client Settings page. By default this configuration setting is commented out, and thus the connection settings are displayed. To hide the connection settings, remove the '//' comment markers.
overrideConferenceAvatar	Controls whether the image file in **themes/default/conference-avatar.jpg** is used to represent the conference at the top of the participant list. By default this configuration setting is commented out, and thus the default conference avatar (based on the conference theme) is always used. To use the customized **conference-avatar.jpg** file, remove the '//' comment markers.
turnServer	This setting provisions Infinity Connect with a TURN server that it can offer as a relay candidate in ICE negotiations. By default this configuration setting is commented out and is not required for standard operation. To configure a TURN server you must remove the '//' comment markers from one of the turnServer definitions ,and then replace turn.example.com with the actual TURN server address, and replace 'user' and 'pass' with the TURN server's credentials (note that these credentials are not encrypted within the settings file).
controlGatewayCalls	Controls whether the conference control menu is displayed in calls made via the Pexip Distributed Gateway. By default this setting is commented out, and the menu in gateway calls is disabled. To enable the menu, remove the '//' comment markers.

The **defaultUserSettings** block in the **settings.js** file contains the default user settings that are applied to first-time users. The application subsequently remembers the user's last-used settings. The configurable options are:

Setting	Description
language	Points to the default language file. Default: 'configuration/languages/en-us.json'
defaultBandwidth	The default bandwidth used for video and audio. The value specified here must match one of the values configured in the `bandwidths` block above it. Default: 512 + 64
screenshareFrameRate	Controls the frame rate (in fps) for screen sharing. Default: 5
promptDisconnect	Controls whether to ask the user for confirmation before disconnecting from a conference. The valid values are true and false. Default: true
promptMedia	Controls whether to show the camera and microphone options when connecting with media. Default: true
analyticsReportingEnabled	Controls whether or not anonymous Infinity Connect usage statistics are sent to Pexip. The valid values are true and false. Note that the **Automatically send deployment and usage statistics to Pexip** global setting on the Management Node must also be enabled in order to allow the Infinity Connect application to send usage statistics. Default: true
fullMotionPresentationByDefault	Controls whether the user views presentations as full motion video or as still images by default, when a presentation is started by another participant. Users can switch between both viewing modes once a presentation has started. The valid values are true (full motion) and false (still images). This option only applies if **enableFullMotionPresentation** is true. Default: false
muteOnJoin	Controls whether to locally mute the participant's microphone when first connecting. Default: false
startMinimized	Controls whether the Infinity Connect desktop client is minimized automatically on startup (and so is only visible in the tray area). This setting has no effect on the Web App. Default: false
sideBarHidden	Controls whether the sidebar (that contains the participant list and chat window) is initially hidden when making any type of call. If this setting is set to true (to hide the sidebar), the user can still use the in-call controls to show the sidebar. Default: false
sideBarHiddenInGW	Controls whether the sidebar is initially hidden when making a person-to-person gateway call. The user can still use the in-call controls to show the sidebar. This setting only applies if **sideBarHidden** is false. Default: true

Optional settings for the Infinity Connect desktop client

You can optionally add further **defaultUserSettings** parameters that are applied to first-time users of the Infinity Connect desktop client (these settings, if included, are ignored by the Web App):

Setting	Description
defaultDomain	The domain to automatically append to any URIs that are dialed that do not already include a domain portion.
registrationHost	The address of the server to which registration requests are sent. This must be the IP address or FQDN of a Conferencing Node or the reverse proxy. (This is the **Registration server address** as seen by the end user.)
serverAddress	The address of the server to which call requests are sent. This must be the IP address or FQDN of a Conferencing Node or the reverse proxy. (This is the **Connection server address** as seen by the end user.)

To add any of these settings, place the **defaultDomain**, **registrationHost** or **serverAddress** lines below the **sideBarHiddenInGW** line. For example, to include all three settings, the file should look like this:

```
sideBarHiddenInGW: true,
defaultDomain: "example.com",
registrationHost: "conferencingnode1.example.com",
serverAddress: "conferencingnode1.example.com",
};
```

Application favicon (favicon.png)

The **favicon.png** file contains the icon used to represent the application within the browser's address bar and bookmarks (for the Web App) and the application title bar and the Window's system tray (for the desktop client).

The default icon is X.

To change the icon, you should replace the existing **favicon.png** file with a new .PNG file of the same name. The new image file should be 16x16 pixels.

Note that the associated application name that is displayed in the address/title bar can be changed by modifying the IDS_APPLICATION_NAME value in the language json file.

Text used in labels and messages (en-us.json) and additional languages

All of the text that is displayed in the application can be changed.

The files containing the text strings for each language are located in the **languages** subfolder. The **en-us.json** (English) file is supplied by default. You can add additional language files if required.

Text customizations are simply a matter of changing the text assigned with a token. To find the token to change, just search in the **en-us.json** file for the text that needs to be changed, edit the text, and save your changes back to the same file.

For example, the "Settings" label can be found towards the top of the **en-us.json** file and is associated with the "IDS_SETTINGS_TITLE" token:

```
"IDS_SETTINGS_TITLE": "Settings",
```

The strings are grouped together according to where or when they are displayed. For example, all tokens prefixed with "IDS_SETTINGS" refer to strings that appear on the **Settings** page.

We recommend that you search for strings that contain references to "Pexip" and replace them with your relevant alternative text where required. You must only change the text strings; do not change the tokens.

Variable substitutions

Some strings contain variable substitutions, for example:

```
"IDS_PARTICIPANT_MUTE": "Mute {{displayName}}",
```

This message appears as a tooltip when a user hovers over the Mute button for a participant. In this case, the application automatically substitutes {{displayName}} with the participant's actual name as shown in the participant list. Do not change the format or content of these variables (although you can completely remove the variable from the string if required). You cannot create your own variables.

Error messages

There is a list of error message strings towards the end of the **en-us.json** file. These messages typically relate to connectivity issues between the Conferencing Node and Infinity Connect, or to conference validation errors.

They follow the same format as the other messages, except that the token name is also a readable text string, for example:

```
"Call Failed: Invalid role": "Invalid pin",
```

These items are used to substitute the text strings returned from the Conferencing Node, such as "Call Failed: Invalid role", with the text to be displayed to the Infinity Connect user, such as "Invalid pin".

You can change these messages in the same way as you can change the other messages — edit the display text part only; do not change the token name part.

Adding more languages

By default, English is the only available language.

To add a new language:

1. Create an additional **<language>.json** file in the **languages** folder:
   a. Copy the existing **en-us.json** file as a basis for the new language.
   b. Rename the new file as appropriate for your new language, for example **spanish.json**.
   c. Edit the text strings as appropriate for the new language, leaving the token names unchanged.
2. Add a reference to the new **<language>.json** file in the **settings.js** file:
   Insert a new line into the `languages: { }` block that contains the description to be presented to the user and the path to the new file, following the model of the existing entry for en-us.json, for example:
   `'Spanish (ES)': 'configuration/languages/spanish.json',`

When additional languages have been configured, Infinity Connect users get an additional option on the **Settings** page that allows them to choose their preferred language.

Changing the default language

When additional languages have been configured, you can set one of those new languages to be the default language for first-time users.

To set the default language for first-time users:

1. Edit the **settings.js** file.
2. Locate the `language: 'configuration/languages/en-us.json',` item in the `var defaultUserSettings = { }` block.
3. Change the name of the language file from **en-us.json** to your new default language file, for example **spanish.json**.

Dial out protocols

To change the protocols displayed in the **Add a new participant** form:

1. Edit the **settings.js** file.
2. Add the following new section to the `var applicationSettings = { }` block e.g. underneath the `defaultDialOutProtocol` line:

```
dialOutProtocols: [
'sip',
'h323',
'mssip',
'rtmp',
'auto',
],
```

3. To remove a protocol from the dropdown list, delete the entry/line for that protocol.
4. To change the displayed name of a protocol, edit the corresponding IDS_PROTOCOL_<protocol> entries in the **<language>.json** file as required.

Changing bandwidth settings

You can add, remove or modify the bandwidth options presented to the user.

By default, 4 bandwidth options are provided. These are defined in the **settings.js** file:

```
bandwidths: [{
    name: 'IDS_BANDWIDTH_LOW',
    value: 192 + 64
  }, {
    name: 'IDS_BANDWIDTH_MEDIUM',
    value: 512 + 64
  }, {
    name: 'IDS_BANDWIDTH_HIGH',
    value: 1200 + 64
  }, {
    name: 'IDS_BANDWIDTH_MAXIMUM',
    value: 1800 + 64
  }],
```

Each bandwidth option is defined as name-value pairs:

- Each `name` item must have a corresponding entry in the **en-us.json** file (and any other **<language>.json** files you create).
- The `value` item defines the total bandwidth (for video and audio) in kbps that Infinity Connect will use for that selection. The application always uses 64 kbps for audio, so the amount allocated for video is the total (n + n) value less 64 kbps.

  So, for example, if IDS_BANDWIDTH_LOW is selected, the application will use 192 kbps for video and 64 kbps for audio. The n + n style is used to make it easier to see how much bandwidth is used for video, but you could, for example, specify the low bandwidth value as just `value: 256` which would result in the same allocations for video and audio.

Adding a new bandwidth option

To add new bandwidth options you must add new items to the **settings.js** file and to the **en-us.json** file (and any other **<language>.json** files you have created).

To add a new bandwidth option:

1. Edit the **settings.js** file.
2. Add a new item into the `bandwidth: { }` block. Place it in the position, relative to the other entries, in which you want it to appear in the bandwidth selection dropdown as seen by the user.

   For example, to add a "Medium high" option that uses 900 kbps for video, that should appear between the existing "Medium" and "High" options, you would insert an entry as follows:

```
    name: 'IDS_BANDWIDTH_MEDIUM',
    value: 512 + 64
  }, {
    name: 'IDS_BANDWIDTH_MED_HIGH',
    value: 900 + 64
  }, {
    name: 'IDS_BANDWIDTH_HIGH',
    value: 1200 + 64
```

3. Edit the **en-us.json** file.
4. Add a new IDS_BANDWIDTH_<xxxx> token entry using exactly the same format as the existing tokens.

   The token name must match the `name:` item you created in the **settings.js** file.

   For example, the matching token for the new "Medium high" option would be:

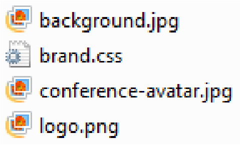
   ```
   "IDS_BANDWIDTH_MED_HIGH": "Medium-High Bandwidth ({{bandwidth}}kbps)",
   ```

   (The application automatically substitutes {{bandwidth}} with the corresponding `value:` entry (after performing any necessary arithmetic) in the **settings.js** file. Hence the end user would see "Medium-High Bandwidth (964kbps)".)

   The new token can be placed anywhere in the **en-us.json** file, but we recommend adding it to the end of the file to make it easier to compare and identify any changes that have been added to the default version of the **en-us.json** file in any future releases.
5. If you have created additional **<language>.json** files, add a new IDS_BANDWIDTH_<xxxx> token entry into each of those files. (Use the same token entry in each file, and do not translate the {{bandwidth}} variable.)

Application styles, colors and images

The **themes/default** subfolder contains the files used to control the colors, styles and images used within the application:



background.jpg
brand.css
conference-avatar.jpg
logo.png

Changing the application styles and colors (brand.css)

The **themes/default/brand.css** file is the application's stylesheet. It contains the following styles:

Style name	The style configures....
brand-logo	The reference to the **logo.png** file shown on the home page.
brand-background	How the home page background image (**background.jpg**) file is displayed.
brand-primary	The text and background colors used for the participant list title bar and the chat window title bar.
brand-secondary	The text and background colors used for: • the home page • the "Settings" button on the home page • the **Settings** page • all other dialogs such as when entering a PIN, disconnecting, adding a new participant or selecting the type of content to present • participant names in the chat window • the background color of the participant list and chat window
brand-tertiary-hover	The "on hover" colors for the **brand-tertiary** styled items. In the default stylesheet, the **brand-secondary** and **brand-tertiary-hover** styles both share the same definitions.
brand-tertiary	The text and background colors used for conference menu options, the participant list and for chat message content.

Style name	The style configures....
select	The text and background colors used in dropdown selection fields. In the default stylesheet, the **brand-tertiary**, **select** and **input** styles all share the same definitions.
stage-background	The stage-background controls the appearance of the screen background (referred to as the stage) when a conference is in progress. It is a color layer that is applied on top of the brand-background image. By default it is set to a shade of black and with an **opacity** of .8, which has the effect of providing a dark background to the stage and obscuring any brand-background image. If you have configured a brand-background image and want this to be displayed as a background on the conference stage, you should adjust the **opacity** setting accordingly. For example, setting **opacity** to 0.5 will allow the background image to be seen dimly; setting **opacity** to 0 will make the color layer completely transparent and the brand-background image will be clearly displayed.
black	Currently unused.
button	The colors of the text and background used in dialog buttons and the toolbar controls. (An exception is the "Settings" button on the home page which uses the brand-secondary styles; this enables you to deemphasize this button in relation to the "Connect" button.)
white	Currently unused.
input.ng-dirty.ng-invalid	Error messages shown in input fields.
select.ng-dirty.ng-invalid	Currently unused.
red	The colors of the text and background used in error messages, such as "Invalid conference" or "Invalid pin". The background color for the: • disconnect toolbar button • waiting room (pause sign), mute and conference lock badges
green	The foreground and background colors for the: • connecting badges (phone ringing, call history arrows) • OK button in the Settings dialog
blue	The foreground and background colors for the: • participant presenting and speaking badges • unread chat messages (on the show side bar toolbar when the side bar minimized) • buttons and thumbnails in the share slides dialog • buttons to escalate the connection to use audio or video • buttons in the Settings dialog
gray	Currently unused.
button.outline	Styling for the "Settings" button on the home page.

Background image for the home page and conference stage (background.jpg)

The **themes/default/background.jpg** file is referenced from **brand.css** and contains the background image shown on the home page and on the conference stage. By default, the background image covers the whole browser window and scales if the browser window resizes. This behavior can be customized in the **brand.css** file. The default background image is a picture of clouds.

By default the image is obscured from view on the conference stage due to the settings of the **stage-background** style.

To change the background image, replace the existing **background.jpg** file with a new file of the same name. We recommend using a JPEG image (for smallest file size) that is approximately 2000x1400 pixels.

Conference avatar (conference-avatar.jpg)

The **themes/default/conference-avatar.jpg** file is referenced from **settings.js** and is used to represent the conference at the top of the participant list.

By default, the reference to **conference-avatar.jpg** in **settings.js** is commented out. This means that the default conference avatar — which is the **presence_avatar_image.jpg** file in the conference theme — is always used. (If the default conference theme is in use, then the avatar image will be the white on orange "pexip" logo.)

To change the conference avatar:

1. Replace the existing **conference-avatar.jpg** file with a new JPG file of the same name.
   The image is automatically scaled to 40x40 pixels and rounded by the application.
2. Remove the '//' comment markers from the `overrideConferenceAvatar` entry in the **settings.js** file.

Home page logo (logo.png)

The **logo.png** file is referenced from **brand.css** and contains the image shown on the home page. The default logo is the orange text "pexip" logo.

To change the logo, you should replace the existing **logo.png** file with a new PNG file of the same name. The logo image is used "as is", so we recommend using a PNG image (for best quality) and that the logo is approximately 200x100 pixels and has a transparent background.

Packaging the customizations for distribution

Creating an application icon (icon.ico / icon.icns)

The default icon used to represent the application when it is running in Windows (in the taskbar and as the shortcut icon) and Mac OS X is .

You can create your own icon and apply it during the packaging process described below.

- **Windows**: you can create an appropriate ICO file from a PNG file containing the required graphic, using a tool such as ICO converter. We recommend that the icon.ico image contains 16x16, 32x32 and 48x48 resolutions.
- **Mac OS X**: you can create an ICNS icon from a PNG image using a tool such as iConvert.
- **Linux**: the Infinity Connect desktop client does not use an application icon in the Linux environment.

Producing a distributable application package

To complete the customization process and produce a distributable application package for all supported platforms:

1. Ensure that you have completed all branding file modifications in the **package\configuration** folder as described in the previous sections to customize the text, home screen and in-conference styles as appropriate.
2. Overwrite the application icon image file as appropriate for your platform:
   - **Windows**: replace the **windows\icon.ico** file with your customized application ICO file.
   - **Mac OS X**: replace the **/osx/icon.icns** file with your customized application icon.
3. If you are producing a Windows MSI package:
   - You will probably want to change the images that appear in the Windows installer. Use a replacement image of the same size when changing these image files.

     The image files are **windows\wixui-banner.bmp** (493x58 pixels) and **windows\wixui-dialog.bmp** (493x312 pixels).
   - If required, you can modify the license agreement text in **windows\License.rtf** to add in the terms of your service.
4. On a Windows computer, run **windows\branding.hta**. This application captures the remaining branding properties, produces the Windows MSI installer, and prepares the files for packaging for OS X and Linux.

   (You may need to accept a security warning that the publisher cannot be verified).

   a. Enter the **Product name**, **Company name** and select an **MSI language**.

   b. If you want to generate a signed Windows package, you can enter:

      Code Signing Certificate path: the full path to your software publishing certificate file (including the filename of the certificate itself). The code signing certificate should be in Personal Information Exchange (PFX) format.

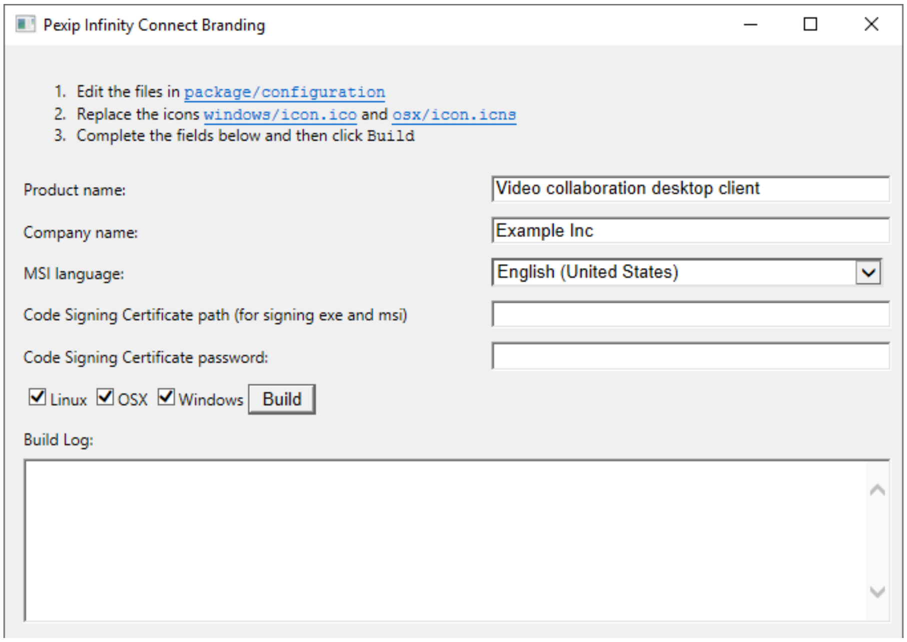
      Code Signing Certificate password: the password used to protect the certificate file.

      Leave these fields blank to generate an unsigned Windows package.

   c. Ensure that you have selected the platforms for which you want to generate installation packages.

   d. Select **Build**.

      Several Windows command windows will open and close as the build scripts are executed.



Pexip Infinity Connect Branding

1. Edit the files in `package/configuration`
2. Replace the icons `windows/icon.ico` and `osx/icon.icns`
3. Complete the fields below and then click `Build`

Product name: Video collaboration desktop client

Company name: Example Inc

MSI language: English (United States)

Code Signing Certificate path (for signing exe and msi)

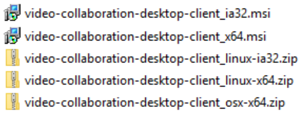
Code Signing Certificate password:

☑ Linux ☑ OSX ☑ Windows

Build Log:

e. Select **OK** to dismiss the "Build done" dialog.

5. The generated packages for all platforms can be found in a **BRANDED\<product name>** folder, and each package name is based on the supplied product name, for example:



video-collaboration-desktop-client_ia32.msi
video-collaboration-desktop-client_x64.msi
video-collaboration-desktop-client_linux-ia32.zip
video-collaboration-desktop-client_linux-x64.zip
video-collaboration-desktop-client_osx-x64.zip

Note that any unsigned packages (the Pexip build process can only sign Windows packages) will require explicit permissions to run. To allow the application to run by default, the package must be unpacked, signed with repacked. For guidelines about signing applications via a Mac/Apple developer certificate, see Creating a Mac Developer Certificate.

6. You can now distribute the packages.

Note: if users have previously installed the unmodified desktop client, we recommend that they delete the local settings for the previous installation to ensure that the new customized settings take effect. The directories are:

- **Windows**: C:\Users\<user>\AppData\Local\Pexip Infinity Connect
- **Linux**: ~/.config/Pexip Infinity Connect
- **OSX**: ~/Library/Application Support/Pexip Infinity Connect

Maintaining customizations for later releases

When Pexip releases later versions of the Infinity Connect desktop client you will have to obtain the updated versions of the application files and reapply your previous customizations to the new files and rebuild the installation packages.

If the new Infinity Connect desktop client contains new features, any new customizable text, styles or resources will be added to the default versions of the files in the **package\configuration** folder. Therefore, we recommend that you compare your customized versions of these files with the new default versions, to see if any text, styles, colors or resource files should be adjusted (see Changelog).

Advanced customization options

Some advanced customization options are also available (prior to building the installation package).

Disabling the Welcome screen on first run

To disable the Welcome screen (initial setup) on first run of the client:

1. Edit the **settings.js** file.
2. Add a new `wizardDone` key to the `var defaultUserSettings = { }` block:
   `wizardDone: true,`

Disabling automatic client startup on Windows login

To disable the automatic client startup on Windows login:

1. Edit the **windows\msi_installer.wxs** msi installer configuration file.
2. Remove the `<Feature Id="StartupFeature" ... </Feature>` block (usually lines 138-140).

Packaging the Windows application to install for all users

By default, the Windows application installs on a per-user basis. To change the installation so that it applies for all users:

1. Edit the **windows\msi_installer.wxs** msi installer configuration file.
2. Remove the `<Package Compressed='yes' Description='$(var.Product) $(var.Version)-$(var.PseudoVersion)' InstallScope='perUser' />` line (usually line 7).
3. Remove the comments from the lines either side of the `<Package Compressed='yes' Description='$(var.Product) $(var.Version)-$(var.PseudoVersion)' />` line (usually line 9).
   (In effect you are removing the `InstallScope='perUser'` switch.)

Note that the users installing the package must have administrator privileges or the password to elevate privileges to allow them to install for all users. Also, if the application is already installed on a per-user basis, installing for all users will result in two versions being installed.

Pre-populating the call history

You can initialize the call history with a list of contact addresses. To pre-populate the call history:

1. Edit the **settings.js** file.
2. Add the following example code at the end of the settings.js file:

```
angular.module('pexapp').run(function($log, $localStorage) {
  if (!Object.keys($localStorage.callHistory || {}).length) {
    $log.log('Pre-populating call history');
    $localStorage.callHistory = {
      "alice@example.com": {
        "timestamp": Date.now(),
        "avatarUrl": "configuration/themes/default/conference-avatar.jpg",
      },
      "meet.team@example.com": {
        "timestamp": Date.now(),
        "avatarUrl": "configuration/themes/default/conference-avatar.jpg",
      },
    }
  }
});
```

This example code creates 2 aliases in the call history: **alice@example.com** and **meet.team@example.com**. Each alias has its last contacted `timestamp` initialized to the time the user first runs the client, and the associated contact avatar (`avatarUrl`) references the avatar in the **themes/default** subfolder.

3. Configure the list of aliases you want to appear by editing the contents of the `callHistory` section, adding or removing contact aliases as appropriate, ensuring you maintain the markup structure.

Changing to non-mirrored selfview

By default, users see a mirrored self view. To change the self view to be non-mirrored (i.e. reverse it so that users see themselves as other participants will see them):

1. Edit the **brand.css** file.
2. Add the following styles at the end of the brand.css file:

```
.crop-16-9 video {transform: translateY(-50%) scaleX(1);}
.video-preview video {transform: translate(-50%, -50%) scaleX(1);}
```

Changelog

Changes in version 2.6

None.

Changes in version 2.5

None.

Changes in version 2.4

- settings.js:
  - new **enablePNGPresentation** and **screenshareFrameRate** settings
- now also generates a Windows 64-bit distributable package

Changes in version 2.3

- settings.js:
  - defaultDialOutProtocol supports 'auto'

More information

In addition to customizing the appearance of the Infinity Connect desktop client, you can also:

- Customize the Infinity Connect Web App.
- Use themes to change the voice prompts and images provided to participants when they are accessing a Virtual Meeting Room, Virtual Auditorium or Virtual Reception. For more information, see **Customizing video and voice prompts using themes**.

If any further information on customizing Pexip Infinity is required, please contact your Pexip authorized support representative.