Release Notes



Polycom® RealPresence® Desktop for Windows®, Version 2.0

Polycom is pleased to announce the first release of the Polycom[®] RealPresence[®] Desktop for Windows application.

RealPresence Desktop is a standards-based application that enables you to meet and collaborate face-to-face with anyone from anywhere—improving teamwork, collaborative decision-making, and productivity with colleagues, customers, and business partners.

RealPresence Desktop offers features and user experiences similar to the Polycom RealPresence Mobile application. It is easily installed and configured, supports both standalone and managed modes, and enables sharing of the desktop and content. In standalone mode, the application requires a license to operate beyond the 30-day trial period.

In release 2.0, only the Windows platform is supported.

These release notes describe important information to assist you in installing and using the RealPresence Desktop application.

Feature Overview

RealPresence Desktop offers the following key features compared to Polycom Telepresence m100 and Polycom CMA® Desktop systems:

- User interface designed similarly to that of the RealPresence Mobile application
- Support for the new SVC codec technology when used in conjunction with the Polycom Real Presence platform
- Enhanced Content Send capability

The following features offered by the CMA Desktop client are not available with this release of RealPresence Desktop:

- Support for the Apple Mac O/S
- Support for Presence display
- Support for IM and chat
- Detailed QoS reporting



Firewall/NAT Support

RealPresence Desktop provides firewall and NAT (Network Address Translator) traversal ability without the need to log in to a VPN. The following features are supported:

- Ability to keep Real-time Transport Protocol (RTP) NAT mapping alive during a live streaming.
- Support for guest user dialing.
- Ability to support Secure Real-time Transport Protocol (SRTP) and Transport Layer Security (TLS) for the secure transmission of media.
- Ability to support Binary Floor Control Protocol (BFCP) over both TCP and UDP links (UDP preferred). Control signaling can now be forwarded using the best-effort traffic class in firewall and NAT traversal.
- Support the following dial strings when you place calls without registering to any server.

H.323	SIP
 name@domain 	<name>@<domain></domain></name>
name@IP	<name>@<ipaddress:port></ipaddress:port></name>
 extension@domain 	<extension>@<domain></domain></extension>
 extension@IP 	<extension>@<ipaddress:port></ipaddress:port></extension>
IP##extension	

- Ability to verify server certificates by using installed root certificates (SIP, HTTPS, and LDAP) when establishing TLS connections.
- Ability to interoperate with Acme Session Border Controller (SBC) systems.
- Support for SIP signaling FW/NAT traversal over TCP/TLS as defined in RFC5626.
- Ability to switch to a backup SIP server when the primary server fails.

Working with Content

Your RealPresence Desktop application enables you to view content sent by others in the call, and share your desktop or running applications with participants at the far end. The people video and the content you receive are displayed in separate windows.

Far-End Camera Control Support

In a point-to-point call, if the far-end system is configured to allow control, you can pan, tilt, and zoom the far-end PTZ camera.



Support for the Enterprise Scalable Video Coding Solution

The Enterprise Scalable Video Coding (SVC) solution is an alternative to the AVC mode that has traditionally been supported. Differences between the two modes are listed in the following table.

SVC Mode	AVC Mode
Each participant in the conference call is received by the client as a separate video stream.	The composite video image is determined by the bridge based on administrator configuration.
A Caller ID is indicated by text in the appropriate window, on display throughout the call.	Caller ID information is displayed intermittently.
Double-clicking or tapping on a participant's video, content video, or local preview expands that video to full screen. Double-clicking or tapping again reverts the display to the composite image.	Layout may be controlled by dialing **, and then selecting a format. Double-clicking or tapping on a participant's video, content video, or local preview expands that video to full screen. Double-clicking or tapping again reverts the display to the composite image.

The SVC solution provides the following features in this release:

- Video send and receive up to 720p resolution.
- Frame rates of 7.5/15/30.
- Support for AVC content.
- Support for SVC auto layouts for video streams of up to nine far-end participants.
 - Last active speakers, resolution, bandwidth, and number of participants are adjusted based on network bandwidth and processor capabilities.
- Supported layouts of 1x1 and 1+1 through 1+9.
 - The maximum layout of 1+9 comprises 9 remote participants plus 1 content sharing frame, and 1 local preview frame.
- Support for SAC with at least two quality layers, for example, 48 kbps and 10 kbps.
- Support the ability to mix up to three different audio streams from the MCU.



Access to Media Statistics

To access media statistics, click the antenna icon .

Value	Description
Call Type	SIP or H.323 call type.
Call Encryption	Indicates whether your call is encrypted.
Far Site Name	Name of the far site.
Far Site System	Type of video conferencing system at the far end and its software version.
Call Speed	Negotiated speed (bandwidth) for the call, which is usually the combined video and audio speeds in the call.
Video Protocol	ITU-C video algorithm and annexes used in the current call. The video protocol used depends on the capabilities of the system at the far end as well as on your system's configuration.
Video Format	Picture size currently in use.
Audio Protocol	Audio algorithm and annexes used in the current call. The audio protocol used depends on the capabilities of the system at the far end as well as on your system's configuration.
Audio Rate	Bandwidth specified for the audio portion of the call. The proportion of the audio rate to the video rate depends on the protocol used.
Video Rate	Bandwidth specified for the video portion of the call. The proportion of the video rate to the audio rate depends on the protocol used.
Video Rate Used	Actual bandwidth being used for the video portion of the call. This is a real-time measurement, which normally fluctuates.
Video Frame Rate	Rate your system uses to update the picture seen at the far end. The system can send up to 15 frames per second. If the camera picks up large, continuous, or frequent motions, the software takes longer to assemble the data into video frames, and the frame rate drops. Changes in lighting also reduce the frame rate.
Video Packets Loss Percentage	Total video packet loss as a percentage of the total number of video packets transmitted by your system and those transmitted by the far end.



Value	Description
Video Jitter	Percentage of variation in the video transmission rate.
Audio Packet Lost	Number of audio data packets lost during the call, including transmitted packets and incoming packets. Packet loss indicates congestion or other problems on the network.
Audio Packets Loss Percentage	Total audio packet loss as a percentage of the total number of audio packets transmitted by your system and those transmitted by the far end.
Audio Jitter	Percentage of variation in the audio transmission rate.
Content Protocol	Format used for the recording, compression, and distribution of the content.
Content Format	Display resolution of the content.
Content Rate	Rate your system uses in content transmission.
Content Rate Used	Actual bandwidth being used for the content transmission.
Content Frame Rate	Rate your system uses in content frame transmission.
Content Packets Lost	Number of content data packets lost during the call, including transmitted packets and incoming packets. Packet loss indicates congestion or other problems on the network.
Content Packets Loss Percentage	Total audio packet loss as a percentage of the total number of content packets transmitted by your system and those transmitted by the far end.

Software Version History

Version	Release Date	Features
2.0	November 2012	Initial release.

Hardware and Software Requirements

These hardware and software requirements were determined based on test scenarios. Your system's actual performance may vary based on software or hardware configurations.



Windows	Windows XP 32-bit with Service Pack 3 or later Windows 7, 32-bit and 64-bit	
Software	 Microsoft .Net Framework Version 4.0 Polycom CMA Management Application Version 6.0 or later Polycom RealPresence Resource Manager Version 7.0 or later 	
Processor	Intel Core i5, 2.5GB or more	
RAM	4 GB	
Video memory	Minimum: 256 MB	
Hard drive space	200 MB	
Camera	Integrated or external	
Audio devices	Standard PC97 audio devices	
Monitor	Recommended: 16:9, 1920 x 1080 Minimum: 1024x768	

Installing the Software



Installation of the RealPresence Desktop application requires that you have installed Microsoft .Net Framework version 4.0.

The RealPresence Desktop installation file is provided in two different formats, **.exe** and **.msi**, that you can download from support.polycom.com.

Using the .exe file

The **.exe** file is intended for easy, interactive installations by end users who do not require extensive customization.

To install by using the .exe file:

- Download the file.
- **2** Open the file.
- **3** Follow the instructions in the installation procedure.



Using the .ms i file

The .msi file is intended for use by experienced Windows administrators to support "pushed" and "silent" installations. These procedures use mechanisms such as GroupPolicy Objects. You should already be familiar with these mechanisms to use the .msi installation file.

For example:

Build a desktop management or group policy object as follows:

- Writes the .msi installation file to a directory (for example, C:\temp) on the user's local system.
- Uses the Windows Installer (*msiexec*) to perform a command line installation of the program.
 - The following is an example of using the installer from the directory where the Polycom RealPresence Desktop "MSI" file resides:

```
msiexec /qn /l* RPD_install.txt /i "RPD-release_2.0.0-xxxxx.msi"
```

 When running the installation from a directory other than the directory where the executable resides, include the full path in the command:

msiexec /qn /l* RPD_install.txt /i "c:\temp\ RPD-release_2.0.0xxxxx.msi"

Interoperability

Polycom CMA and RealPresence Resource Manager Systems

The RealPresence Desktop application can register to the Polycom CMA server (version 6.0 or higher) and Polycom RealPresence Resource Manager server (version 7.0 or higher). The CMA and RealPresence Resource Manager systems can schedule and perform limited monitoring of the RealPresence Desktop application, but cannot fully manage, provision, or update the application.

Products Tested in This Release

Polycom RealPresence Desktop systems are tested extensively with a wide range of products. The following list is not a complete inventory of compatible equipment. It simply indicates the products that have been tested for compatibility with this release.





You are encouraged to upgrade all your Polycom systems with the latest software before contacting Polycom support to ensure that the issue has not already been addressed by vendor software updates. Go to http://support.polycom.com/PolycomService/support/us/support/service_policies.html to find the current Polycom Supported Products matrix.

Туре	Product	Version
NAT/Firewall/Border Controller	ACME Packet Net-Net 3820	Firmware SCX6.3.0 F-2 GA
	Polycom VBP 5300-ST	11.2.13
	Polycom RealPresence Access Director	2.0.1
Gatekeeper, Gateways, External MCU, Bridges,	Polycom Distributed Media Application™ (DMA™) 7000	5.0, 5.1.0
Call Managers	Polycom Converged Management Application™ (CMA) 4000/5000	6.0.1, 6.2
	Polycom RealPresence Resource Manager 5000	7.0.0, 7.1.0
	Polycom RMX® 4000/2000	7.7, 7.8
	Polycom RMX 1000 with Hardware Version C	2.4.2
	Polycom RSS™ 4000	8.0, 8.5
	Broadsoft SIP r17 Server	SP2
	DeltaPath	2.9.2
Endpoints	Polycom HDX® systems	3.0.5, 3.1.0
	Polycom RealPresence Mobile system	1.3.2, 2.0 (iOS) 1.3.1, 2.0 (Android)
	Polycom VVX systems	4.1.0
	Polycom Telepresence m100	1.0.4
	Polycom CMA Desktop	5.2.3
	Polycom RealPresence Desktop	2.0
	Polycom RealPresence Group Series	4.0.0
Content Sharing Applications	Polycom People+Content™ IP	1.2.3 (PC only)



Supported Capabilities, Protocols, Algorithms, and Ports

Protocols

The following table lists the protocols supported in this version of the RealPresence Desktop application.

Protocol	Description
DNS	Domain Name System
H.235	Security and Encryption
H.239	Token Management
H.281	Far End Camera Control (FECC)
H.323	Signaling
H.460	Firewall/NAT Traversal
LDAP, H.350	Directory Services
NTLMv1, NTLMv2	Authentication
Polycom LPR™	Lost Packet Recovery
SIP	Session Initiation Protocol

Resolutions

The following table lists the resolutions supported in this version of the RealPresence Desktop application.

Call Speed	Video Format	Resolution
64 kbps - 511 kbps	QVGA	320x240
512 kbps - 1023 kbps	VGA	640x480
1024 kbps - 1920 kbps	720p (HD)	1280x720



Algorithms

The following table lists the algorithms supported in this version of the RealPresence Desktop application.

Algorithm Type	Description
Audio	 G.711μ or G.711A Siren LPR G.722.1 at 24 kbps and 32 kbps G.722.1 Annex C at 24 kbps, 32 kbps, and 48 kbps G.719 at 32 kbps, 48 kbps, 64 kbps, and 128 kbps SAC Automatic gain control Acoustic echo cancellation
Video	 H.261 H.263/H.263+ H.264 AVC H.264 SVC Content over H.263/H.263+ Video LPR
Encryption	AES supported in H.323 calls TLS/SRTP supported in SIP calls

Inbound and Outbound Ports

The following table lists the inbound and outbound ports supported in this version of the RealPresence Desktop application.

Inbound Ports

Port	Function
80 (TCP)	НТТР
1720 (TCP)	H.323 Signaling
1719 (UDP)	Registration, Admission, and Status (RAS)
3230 - 3237 (TCP)	Call Signaling
3230 - 3237 (UDP)	Media (RTP/RTCP)
5060	SIP



Outbound Ports

Port	Function
443 (TCP)	Provisioning, Monitoring, Help Files, HTTPS
389 (TCP)	LDAP
5060	SIP
1720 (TCP)	H.323 Signaling
1719 (UDP)	Registration, Admission, and Status (RAS)
3230 - 3237 (UDP)	Media (RTP/RTCP) - depends on receive ports negotiated by far end video endpoint
3230 - 3237 (TCP)	Call Signaling

Comparison: Polycom RealPresence Desktop, RealPresence Mobile, CMA Desktop, and Telepresence m100 Systems

The following table provides a detailed comparison of the features offered by the various soft client products from Polycom.

Features	RealPresence Desktop	RealPresence Mobile	CMA Desktop	Telepresence m100
Enterprise SVC solution	✓	✓		
Far-end camera control	✓	√ (iPad provisioned only)		
FW/NAT support	✓	✓	✓	✓
AVC H.323 calls (outgoing and incoming)	✓	✓	✓	✓
AVC SIP calls (outgoing and incoming)	✓	✓	✓	✓
H.239/BFCP Content receive	✓	✓	✓	✓
H.239/BFCP Content send	✓	√ (PDF only on iPad)	✓	√
Automatic gain control	✓	✓	√	✓
Acoustic echo cancellation	✓	✓	✓	✓
Call with audio-only devices	✓	✓	√	✓
H.261	✓		√	✓
H.263/H.263+	✓		✓	✓



Features	RealPresence Desktop	RealPresence Mobile	CMA Desktop	Telepresence m100
Video LPR	✓	√ (only on iPad)	✓	✓
720p30 transmit	✓	√ (only on nVidia T2 back camera)	✓	
720p30 receive	✓	√ (only on nVidia T2)	✓	✓
VGA transmit/receive	✓		✓	✓
Siren LPR	✓	✓	✓	✓
G.719 at 32 kbps, 48 kbps, 64 kbps, 128 kbps	✓		✓	✓
G.722.1 at 24 kbps and 32 kbps	✓	✓	✓	✓
G.722.1 Annex C at 24 kbps, 32 kbps, 48 kbps	✓		✓	✓
Siren 14 at 24 kbps, 32 kbps, and 48 kbps			✓	✓
G.711μ or G.711A	✓	✓	✓	✓
Video mute	✓	✓	✓	✓
Audio mute	✓	✓	✓	✓
Volume control	✓	✓	✓	✓
DTMF–(inband tones)	✓	✓	✓	✓
DTMF-RFC 2833 (out of band events)	✓	✓	✓	✓
View call statistics	√ (click 🕴)	√ (click 🕴)	√ (select from menu)	√ (select from menu)
Configuration/provisioning feedback/status	✓		✓	✓
Camera selection (in call)		✓	✓	✓
PIP/Local preview	✓	✓	✓	✓
Far-end camera control (FECC), H.323, and SIP	✓	✓	✓	✓
Dual monitor support	✓		✓	✓
Application level content share	✓			
Region content share			✓	✓
Windowed mode	✓		✓	✓



Features	RealPresence Desktop	RealPresence Mobile	CMA Desktop	Telepresence m100
Full Screen mode	✓	✓	✓	✓
Minimized running mode	✓		✓	✓
RealPresence Resource Manager monitoring and reporting	✓	✓	✓	
RealPresence Resource Manager provisioning	✓	✓	✓	
Software update		√ (only through App Store and Google Play)	✓	
Free mode	✓	✓		✓
Recent Call list (call history)	✓	✓	✓	✓
Local contact list	✓	✓	✓	✓
Directory service	√ (LDAP)	√ (LDAP)	√ (LDAP)	√ (LDAP, GAB)
XMPP Presence			✓	
Instant Messages			✓	
Localization	✓	✓	✓	✓
Alerts/Notification log	✓		✓	
Log retrieval tool	✓		✓	✓
AES encryption	✓	✓	✓	✓
H.460 firewall traversal	✓	✓	✓	✓
Acme SBC Interoperability	✓	✓	✓	✓
SIP outbound (RFC 5626)	✓	✓		
Certificates for TLS connection	✓	✓	✓	✓
BFCP over UDP	✓	✓		
BFCP over TCP	√	✓	✓	√
Secure RTP/RTCP (SDES)	√	✓		
Symmetric RTP	√	✓	✓	√
Configurable fixed ports for RTP/RTCP			✓	✓
Network adapter selection—Automatic	✓	✓	✓	✓
Annex O	✓	✓	✓	



Known Issues

The following table lists the known issues for this release. If a workaround is available, it is noted in the table.

Category	Issue ID	Description	Workaround
Audio/Video	SWEP-2757	No media are shown or heard in the HDX system when the RealPresence Desktop application calls H.323 B2B through a SIP trunk to the H.323 HDX system in the other enterprise.	
Calling	SWEP-2634	Note these limitations for SVC conference calls. The following are not supported: AVC/SVC mixed calls Encryption IVR Entry queue FECC and DTMF RSS Only SIP calls are supported. A maximum of nine far-end video streams and one content video is supported. Use SIP TCP for SVC conferences.	
Camera	SWEP-2630	When the specified camera is in use by another application, the RealPresence Desktop application is unable to automatically select an idle camera if one is available.	
Camera	SWEP-2782	On a 64-bit Windows 7 operating system, selecting Polycom CX5000 Panoramic Video as video device displays a blue screen.	CX5000 Panoramic Video is not supported. Select Polycom CX5000 Active Speaker Video as the video device.



Category	Issue ID	Description	Workaround
Contacts	SWEP-2631	You cannot modify the following contact information: Last Name First Name Device Name Device Type	
Content	SWEP-2735	Sharing content from a third or fourth monitor may cause the RealPresence Desktop application to stop operating correctly.	Move the content to be shared to monitor 1 or monitor 2.
General	SWEP-2742	Some antivirus programs report a false virus alert for the RealPresence Desktop application.	The alert does not affect usage of the application.
Interoperability: Lenovo Thinkpad	SWEP-2720	Sometimes the integrated or USB camera does not send video.	Disable the camera, and then re-enable the camera.
LDAP	SWEP-2740	When you have not taken an LDAP action for a prolonged period. accessing LDAP can result in the message "Not connected to LDAP server."	Continue with LDAP operations and the application will connect automatically.
Network	SWEP-2736	In a poor network connection, sometimes a participant disconnects automatically from an SVC call. This can result in a participant showing up in two video streams—one frozen and one active. The RMX system will clear the frozen stream in 30 minutes.	
User Interface	SWEP-2372	When there is 10% or more packet loss and UDP is used for an SVC call, the screen layout is wrong.	Use TCP for an SVC call.
User Interface	SWEP-2739	Turning on the screen capture function of some desktop dictionary applications can cause the RealPresence Desktop interface to hang.	Turn off the screen capture function.



Category	Issue ID	Description	Workaround
User Interface	SWEP-2741	On some systems, the RealPresence Desktop application cannot see Internet Explorer 8 when a user shares Monitor 1 with another RealPresence Desktop user.	
User Interface	SWEP-2783	The display is truncated if the screen resolution is 1024 x 600. Functionality is not affected.	Use the minimum recommended resolution of 1024 x 768.
User Interaction	SWEP-2784	The keyboard Page Up, Page Down, and arrow keys do not work with the Recent Calls, Call Details, and Contacts tab pages.	Use the scroll bar to move up and down.
Video	SWEP-2781	If you start the RealPresence Desktop application within 10 seconds after it has ended, sometimes the interface does not display correctly because the TCP socket was not released.	Wait at least 10 seconds before restarting the application.

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