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**ON** SIGHT

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# ONSIGHT MULTIPARTY CALLS

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## How to Guide

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# ONSIGHT MULTIPARTY CALLS

Onsight multiparty calls include more than two participants. All participants in a multiparty call hear the same audio, see the same video, and can collaborate on the video using telestration. Multiparty calls in this document will be applied using Onsight Connect with Microsoft Teams or independently as standalone.

## PREPARING FOR AN ONSIGHT MULTIPARTY CALL

A multiparty call must be initiated from a Windows-based Personal Computer (PC) or Industrial Android device running Onsight Connect. The windows PC/Android device must be the Host for the call.

**TIP:** Consider using a Windows PC with a reliable wireless or wired network connection when hosting a multiparty call as the preferred option.

The Windows PC should have the sufficient memory, processing capabilities, and network bandwidth to accommodate multiple participants during an Onsight call. Refer to HOST PC REQUIREMENTS section for specific details.

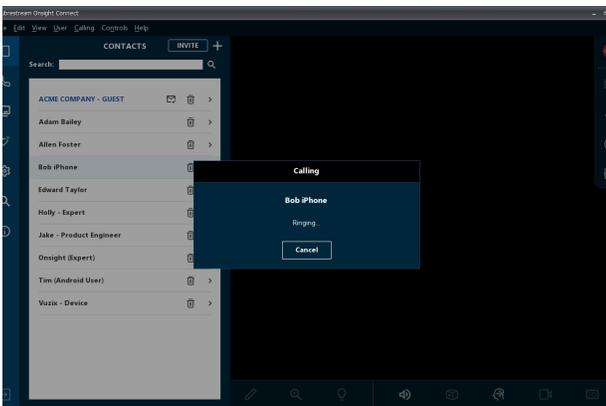
There are several methods to include Participants in an Onsight Call:

- The Host calls members from their Contacts list
- The Host sends an External Guest Invite
- The Participants call the Host to join the call

## STARTING AN ONSIGHT MULTIPARTY CALL

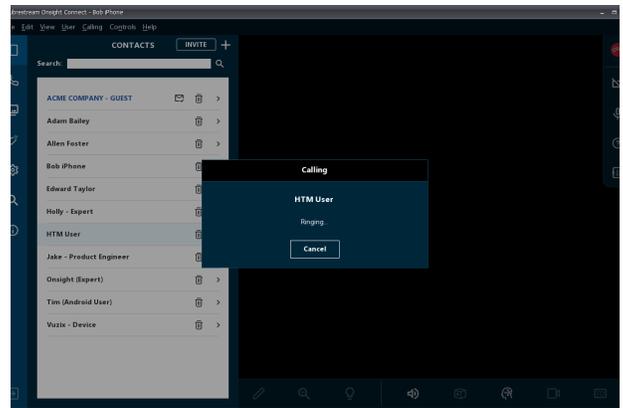
### Step 1: Start the Call

The Host calls the first participant to establish the call. Remember: the Host of an Onsight call must be on a Windows PC.



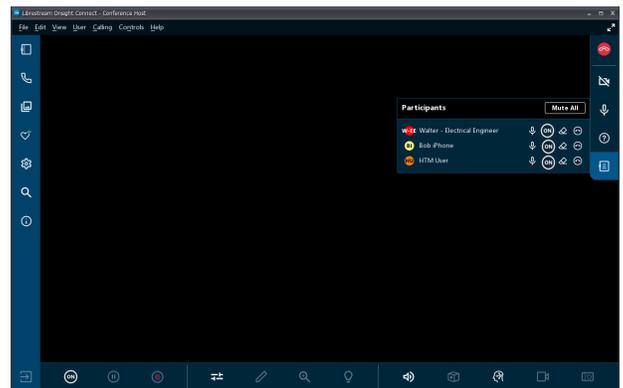
### Step 2: Adding Participants to the Call

The Host calls a second participant by either selecting another contact from the Contacts list or by sending an External Guest Invite. The host may repeat this step until all required participants have been added to the multiparty call.



### Step 3: Viewing the Participants

Once all participants have accepted the call, click the Participants button to see the list of Participants that are on the call.



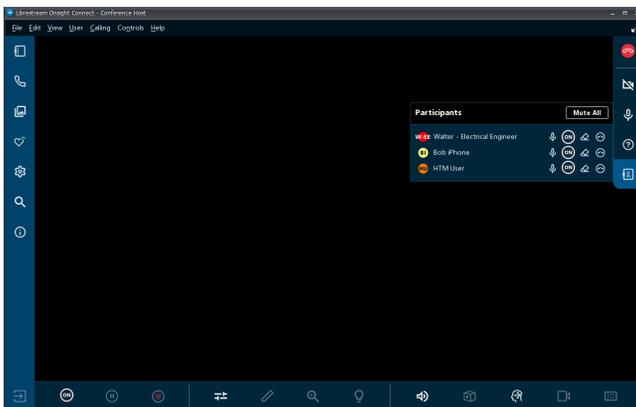
## SHARING THE VIDEO STREAM

Once the call has been established select one of the call participants to act as the video source and share video from their device.

### Step 1: Start the Video stream

Access the Participants panel. Participants with an active **Share Video** icon are identified as video sources. Select one of the participants as the video source and press the **Share Video** icon beside the participant's name. This will begin to share live video from that participant to all participants on the call.

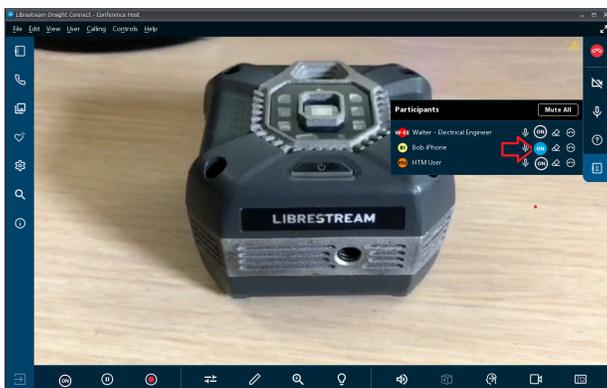
It is recommended that the Host manage the call, e.g., selecting the video source, adjusting Media Config setting, taking/sharing pictures, and directing all participants as required.



In this example three participants have cameras. Participants without a camera will show their camera button disabled.

### Step 2: Viewing the Video stream

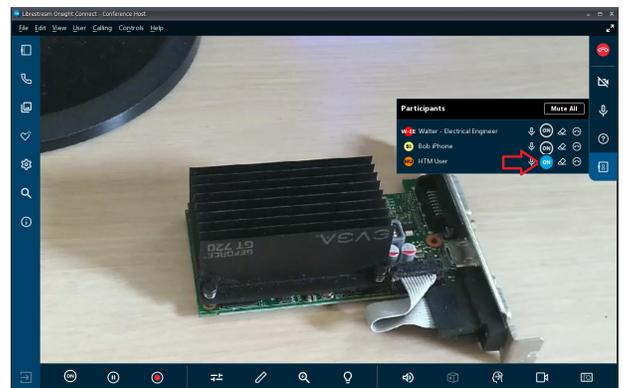
Once the video source is selected, live video will begin streaming to all participants and the **Share Video** icon will change color to be blue (ON).



### Step 3: Changing the Video Source

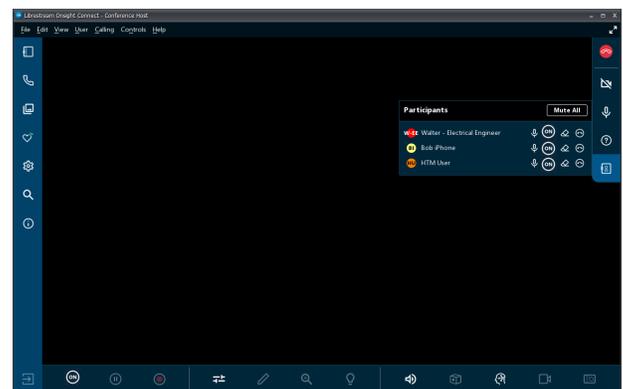
To share video from another participant, the Host can click the **Share Video** icon next to another participant's name in the panel. Their **Share Video** icon will change color to be blue (ON).

**Note:** If you try to Share video from a participant that is working in a sensitive location that has **Remote Video Privacy** settings enabled, then the participant can **Allow** or **Decline** your request to share video.



### Step 4: Stop Sharing Video

To stop sharing video, simply click the **Share Video** icon again. This will stop the video stream to all participants.



## HOST PC REQUIREMENTS

When hosting Multiparty Calls there are two primary considerations:

- Central Processing Unit (CPU) Usage
- Network Bandwidth

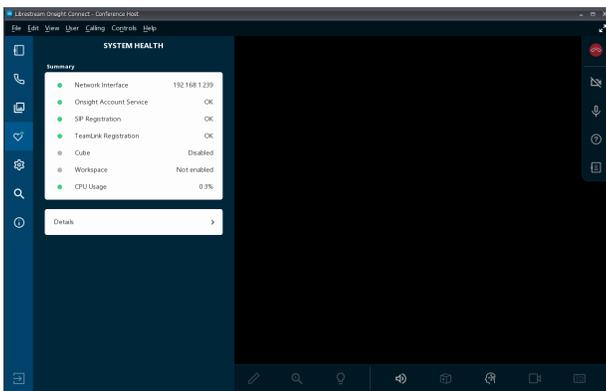
## SYSTEM REQUIREMENTS

Multiparty calling is supported by Windows and industrial android devices. System requirements include:

- Windows 10, 8, 8.1, or 7 SP1. CPU 2.0 GHZ, RAM 8GB, Minimum Bandwidth upload for 5 participants: 1.2Mbps.
- Android 10, 2 GB RAM, Minimum Bandwidth upload for 3 participants: 3 Mbps

## CPU USAGE

Open System Health to view CPU Usage.



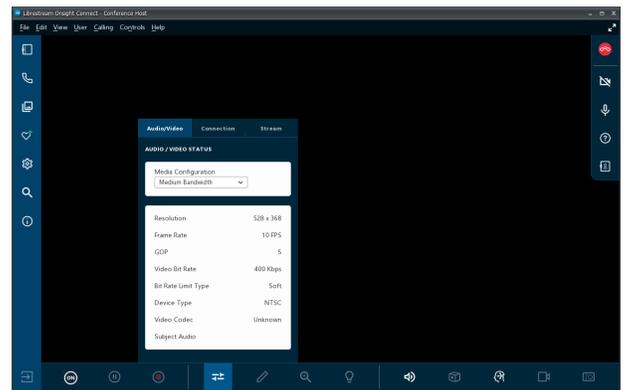
## CPU USAGE — KEY POINTS

- The percentage usage will vary over the course of a call.
- Usage will remain low when there is little activity during a call.
- Usage will rise during an increase of activity such as live video streaming, telestration, and when more participants join a call.
- The number of participants a host can bring into a call is dependent on the processing capability of the CPU.
- The default number of participants allowed in a multiparty call is 4, including the host, and can only be modified by your OPM Administrator.
- If CPU Usage is high prior to initiating a call

look at shutting down other applications running on the host PC especially other communication apps.

## BANDWIDTH

Bandwidth requirements for a call depend on the number of participants and the media configuration.



## BANDWIDTH — KEY POINTS

- The Host PC should be on a Wired 10/100/1000 Ethernet network connection. In some instances, a wireless network connection may not provide reliable bandwidth.
- Network bandwidth usage will vary during a call.
- As more participants are added to a call, bandwidth usage by the host PC increases.
- Bandwidth requirements depend on the selected Media Configuration (e.g., Medium Bandwidth - 400Kbps)
- In the above example the Host PC will need 400Kbps of upload bandwidth for each participant, for a total of 800kbps.