

# ONSIGHT HOW TO:

## ONE-TO-MANY CALL

A One-to-Many Collaboration is an Onsight call that includes more than two participants. Once connected, the same video stream is shared among all participants.

### IMPORTANT NOTE FOR THE HOST

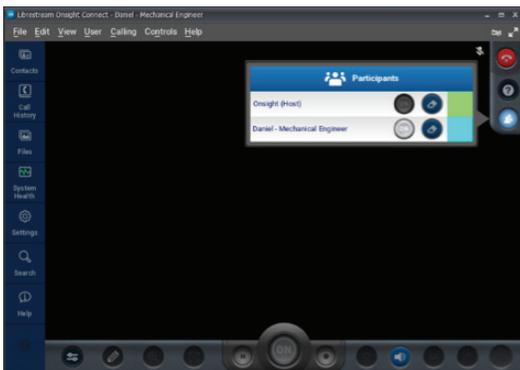
A One-to-Many call should be initiated from a wired connected Windows-based PC or tablet running Onsight Connect. This will act as the Host of the call. A Windows-based PC/Tablet should have the necessary memory, processing capabilities, and network bandwidth to accommodate multiple participants during an Onsight call. \*See **CPU USAGE** and **NETWORK BANDWIDTH** at the end for specific details.

### Three Ways to Bring Multiple Participants into an Onsight Call

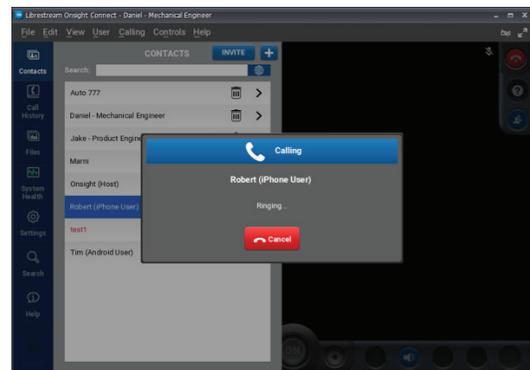
- The Host calls members from their Contacts list
- The Host sends an External Guest Invite
- The Participants call the Host to join the call

## PERFORM A ONE-TO-MANY CALL

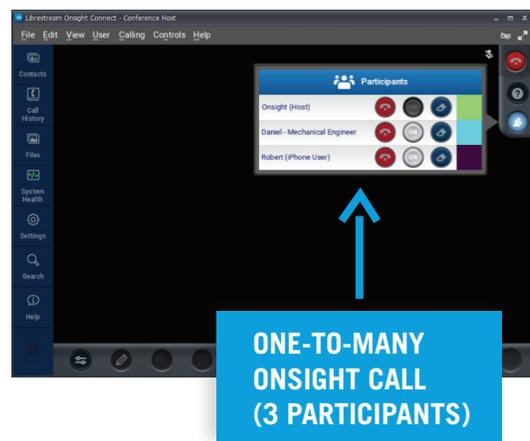
**Step 1:** The Host and the Participant establish an Onsight call together as in the example below. The Host of an Onsight call must be on a Windows PC/Tablet.



**Step 2:** The Host adds a second Participant by either calling someone from their Contacts or by sending an External Guest Invite.

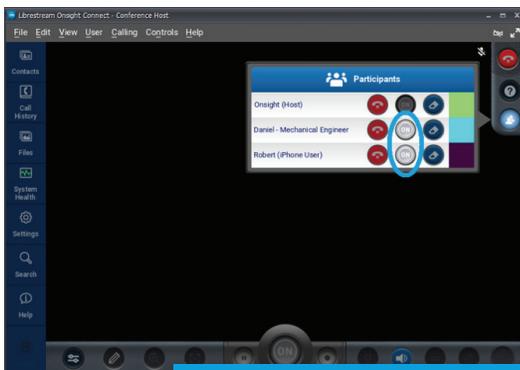


**Step 3:** Once the call is accepted, click the Participants button to see all Participants that are on the call.



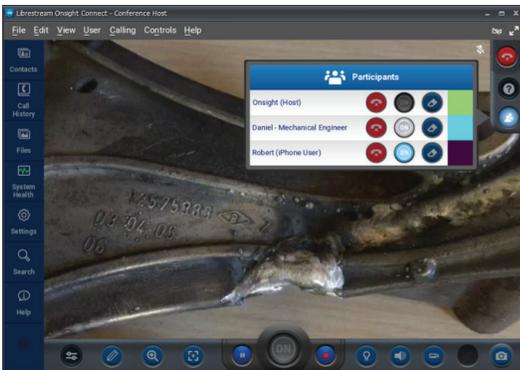
## STARTING THE LIVE VIDEO STREAM

**Step 1:** Click the Participants button and select a Participant with a video source to stream live video to all Participants on the call. Participants with a light-gray “ON” button are identified as video sources. 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.

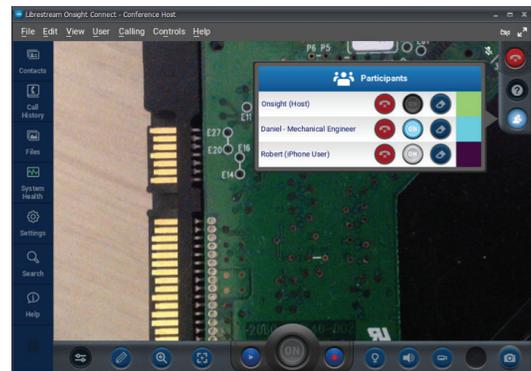


**IN THIS EXAMPLE, TWO PARTICIPANTS HAVE A VIDEO SOURCE WHILE THE PARTICIPANT WITH THE DARK 'ON' BUTTON DOES NOT**

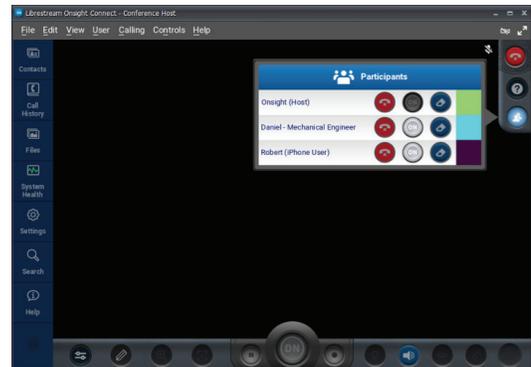
**Step 2:** Once the video source is selected, live video will commence and the “ON” button will turn **BLUE**.



**Step 3:** To select an alternative video source, the Host clicks the “ON” button for the selected Participant. Live video will commence immediately from that Participant and their “ON” button will turn **BLUE**. It is recommended that only the Host should control the video sources.



**Step 4:** To turn off all video streaming, simply click the **BLUE** “ON” button. The button will return to a light-gray color and stop video streaming.



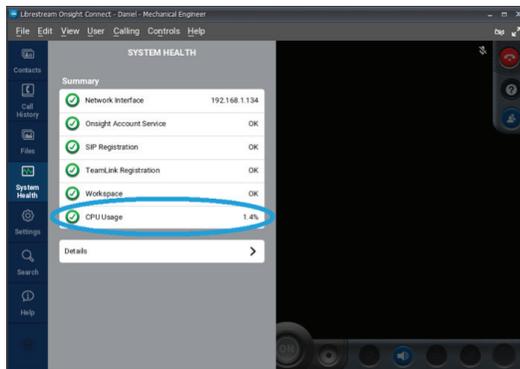
## \*IMPORTANT NOTES FOR THE HOST

When hosting a One-to-Many Call, there are two primary resources from the PC/Tablet:

- CPU Usage
- Network Bandwidth

### CPU USAGE

Under **System Health**, view **CPU Usage**

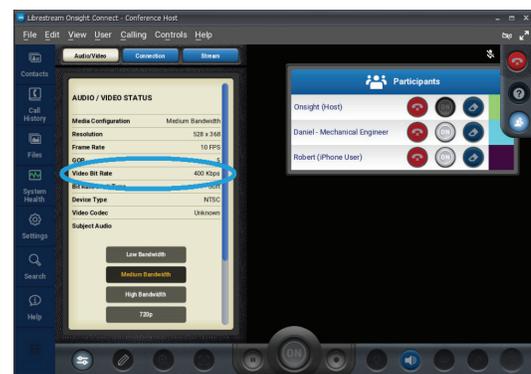


#### Key Points

- The percentage usage will vary
- Usage will remain low when there is little activity during an Onsight 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 an Onsight call is dependent on the processing capability of the CPU
- The number of Participants on a One-to-Many call is set at 4 as a default and can only be modified by the OPM Administrator

### NETWORK BANDWIDTH

**Media Configuration** setting example with **3 Participants** in an Onsight call



#### Key Points

- The amount of network bandwidth used will vary
- As more Participants are added to a call, additional network bandwidth is required from the network of the Host
- The amount of video bandwidth required is dependent by the selected **Media Configuration** (e.g., Medium Bandwidth - 400Kbps shown here)
- The network the Host is connected to must be able to provide enough bandwidth for each Participant on the call (not including the Host)
- In the above example, the Host will need **400Kbps** of network bandwidth for Daniel and Robert each or a total of **800Kbps**

