

# ***Video Communication System***

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## **Operating Instructions (Version 3.2)**

Before operating the unit, please read this manual thoroughly and retain it for future reference.

***PCS-1/1P***



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# Owner's Record

The model and the serial numbers are located at the bottom. Record the serial number in the space provided below. Refer to these numbers whenever you call upon your Sony dealer regarding this product.

Model No. PCS-1/IP

Serial No. \_\_\_\_\_

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## WARNING

**To reduce a risk of fire or electric shock, do not expose this product to rain or moisture.**

**To avoid electrical shock, do not open the cabinet. Refer servicing to qualified personnel only.**

### WARNING

This unit has no power switch. When installing the unit, incorporate a readily accessible disconnect device in the fixed wiring, or connect the power cord to socket-outlet which must be provided near the unit and easily accessible. If a fault should occur during operation of the unit, operate the disconnect device to switch the power supply off, or disconnect the power cord.

### CAUTION for LAN port

For safety reason, do not connect the LAN port to any network devices that might have excessive voltage.

### IMPORTANT

The nameplate is located on the bottom.

### For the customers in the USA

### WARNING

Using this unit at a voltage other than 120 V may require the use of a different line cord or attachment plug, or both. To reduce the risk

of fire or electric shock, refer servicing to qualified service personnel.

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

The shielded interface cable recommended in this manual must be used with this equipment in order to comply with the limits for a computing device pursuant to Subpart B of Part 15 of FCC Rules.

This manual focuses on using ISDN lines to conduct a videoconference, but it also covers non-ISDN lines. If you use ISDN lines, consult your Sony dealer for more information.

- The ISDN service may not be available in some areas.

## For the customers in Europe

### Warning

This is a Class A product. In a domestic environment, this product may cause radio interference in which case the user may be required to take adequate measures. In the case that interference should occur, consult your nearest authorized Sony service facility.

## Voor de klanten in Nederland

Dit apparaat bevat een vast ingebouwde batterij die niet vervangen hoeft te worden tijdens de levensduur van het apparaat.

Raadpleeg uw leverancier indien de batterij toch vervangen moet worden. De batterij mag alleen vervangen worden door vakbekwaam servicepersoneel.

Gooi de batterij niet weg maar lever deze in als klein chemisch afval (KCA).

Lever het apparaat aan het einde van de levensduur in voor recycling, de batterij zal dan op correcte wijze verwerkt worden.



If you dispose the unit, consult your nearest Sony Service Center. The built-in battery must be treated as a chemical waste.

## For the customers in Canada

This Class A digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe A est conforme à la norme NMB-003 du Canada.

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# Table of Contents

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## ***Chapter 1: Installation and Preparation***

Using This Manual .....	11
Features .....	12
System Components .....	14
Basic System Components .....	14
Optional Equipment .....	15
System Configuration .....	18
System Configuration via a LAN .....	18
System Configuration via an ISDN .....	19
System Configuration via a LAN for Multipoint Conference .....	20
System Configuration via an ISDN for Multipoint Conference .....	21
System Configuration via a LAN and ISDN for Multipoint Conference .....	22
System Configuration via a LAN for Multipoint Data Conference .....	23
System Configuration via an ISDN for Multipoint Data Conference .....	24
System Connections .....	25
System Connection via a LAN .....	25
System Connection via an ISDN .....	26
Preparing the System .....	27
Inserting Batteries into the Remote Commander .....	27
Turning On/Off the TV Monitor Together With the Communication Terminal .....	28
Turning the System On/Off .....	29
Turning On .....	29
Standby Mode Function .....	30
Setting the Video Communication System to Standby Mode .....	31
Turning Off .....	32
Adjusting the Volume on the TV Monitor .....	32
Displaying the Help .....	33
Displaying the Versions and Options .....	33
Setting Up the System for the First Time — Initial Setup Wizard .....	34
Using the Menu .....	37
Operation .....	37
Menu Configurations .....	38
Entering Characters .....	41

---

## **Chapter 2: Registration and Setup for System Administrators**

Registering Local Information .....	42
Opening the Setup Menu for the Administrator .....	42
Dial Setup Menu .....	43
Answer Setup Menu .....	46
General Setup Menu .....	48
Audio Setup Menu .....	51
LAN Setup Menu .....	53
Administrator Setup Menu .....	57
ISDN Setup Menu .....	58
SPID Setting for Customers in the USA and Canada .....	60
Multipoint Setup Menu .....	61
Machine Information Menu .....	63
Status Menu .....	64
Encryption Setup Menu .....	65
SIP Setup Menu .....	66
Registering a Remote Party – Phone Book .....	68
Registering a New Remote Party .....	68
Changing the Contents of the Phone Book .....	70
Deleting the Registered Remote Party .....	71
Copying the Setting of the Phone Book Menu .....	71
Creating a Private Phone Book .....	71
Setting Up the Network Configurations .....	74
LAN (Connecting via DHCP) .....	74
LAN (Connecting through a Router) .....	75
LAN (Connecting through a Gatekeeper) .....	76
LAN (Connecting through NAT) .....	77
LAN (PPPoE Connections) .....	78
ISDN Connections .....	80

---

## **Chapter 3: Daily Videoconference**

Starting a Conference by Calling a Remote Party .....	81
Turning on the Power .....	81
Using the Launcher Menu .....	82
Selecting the Video/Audio Quality Mode .....	85
Calling a Remote Party .....	86
Receiving a Call from a Remote Party .....	94
Answering a Call from a Remote Party .....	94
Ending the Conference .....	96

Adjusting the Sound .....	97
Adjusting the Volume .....	97
Cutting Off the Sound Momentarily – Muting Function .....	97
Cutting Off the Sound On Answering – Mic on Answer Function .....	98
Synchronizing Audio and Video – Lip Sync Function .....	98
Reducing Echo – Echo Canceler .....	98
Adjusting the Camera .....	100
Selecting the Camera to be Controlled .....	100
Adjusting the Camera Angle and Zoom .....	101
Adjusting the Focus and Brightness .....	103
Presetting the Angle and Zoom Settings .....	104
Recalling the Preset Angle and Zoom Setting .....	106
Sending Motion Pictures as Still Images .....	108
Sending Still Images Using the Still Image Menu .....	108
Sending a Still Image Using the Communication Submenu .....	109
Receiving Still Images from a Remote Party .....	110
Selecting the Input Picture and Sound .....	111
Switching the Displayed Picture Between the Local and Remote Pictures .....	111
Selecting the Input Picture .....	111
Switching the Picture Displayed on the TV Monitor .....	113
Switching the Sound to Be Sent to the Remote Party .....	113
Monitoring the Local Picture as a Window Picture – PinP Feature .....	114

---

## ***Chapter 4: Videoconference With Optional Equipment***

Using Still Images Stored in a “Memory Stick” for a Videoconference .....	115
Displaying a Still Image Stored in a “Memory Stick” .....	115
Sending a Still Image Stored in a “Memory Stick” .....	118
About a “Memory Stick” .....	120
Formatting a “Memory Stick” .....	121
Sending a Still Image .....	122
Sending Motion Pictures Output from a Document Stand as Still Images .....	122
Sending Motion Pictures Input from an External Camera or Other Equipment as Still Images .....	123
Saving Still Images to a “Memory Stick” .....	125
Saving Still Images Using the Still Image Menu .....	125
Saving Still Images Using the Memory Stick Menu .....	126
Saving Still Images Using the Communication Submenu .....	127
Using a Convenient Menu Available during Communication — Communication Submenu .....	128

Using Two Monitors – Dual Monitor .....	129
Switching the Picture Displayed on Dual Monitors .....	131
Using Multiple Microphones .....	132
Using the Communication Transducer (CTE) .....	134
Recording Audio During a Conference .....	136
Sending Audio/Video from the External Equipment to a Remote Party .....	137
Outputting Video Signals to External Equipment .....	139
Conducting a Conference Without the Picture – Voice Meeting .....	140
Controlling the Remote System With the Tone Signal – DTMF Transmission ...	141
Conducting a Data Conference Using NetMeeting – T.120 Data Conference .....	142
Accessing the Communication Terminal .....	145
Using a Web Browser .....	145
Using Telnet .....	145

---

## ***Chapter 5: Data Conference***

Connection Example Using the Data Solution Box .....	147
To connect the CTE-600 Communication Transducer .....	149
Using Audio/Video Signal from the Connected Equipment for a Conference .....	150
Setting Before Conferencing .....	150
Operating the System During a Conference .....	150
Displaying the Picture on a Projector or Monitor .....	156
Outputting the Signal to One Monitor .....	156
Outputting the Signal to Two Monitors .....	157

---

## ***Chapter 6: Videoconference Using a Whiteboard***

Connection Example With a Whiteboard .....	159
Attaching the mimio Xi on the Whiteboard .....	160
Conducting a Videoconference Using a Whiteboard .....	161

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## ***Chapter 7: Encrypted Videoconference***

Preparing for an Encrypted Videoconference .....	166
Starting an Encrypted Videoconference .....	168

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## ***Chapter 8: Multipoint Videoconference***

Connection Examples for a Multipoint Videoconference .....	171
Using the LAN Connection (Up to 6 Points) .....	171

Using the Cascade Connection via LAN (Up to 10 Points) .....	172
Using the ISDN Connection .....	173
Using the LAN and ISDN connections .....	175
Using the LAN cascade and ISDN connection .....	176
Preparing for a multipoint videoconference .....	177
Installing the MCU software .....	177
Setting for a Multipoint Videoconference .....	179
Registering the Remote Parties in the Multipoint Connection List .....	181
Starting a Multipoint Videoconference .....	185
Calling Remote Parties .....	185
Receiving a Call from a Remote Party .....	189
Using the Display Control .....	190
What is “Broadcast Mode”? .....	190
Broadcast Modes and Displayed Windows .....	192
Switching the Broadcast Mode .....	193
Receiving the Broadcast Requested From Any Other Terminal .....	194
Ending the Multipoint Videoconference .....	195
Notes on Secondary Terminals .....	196
Connecting the External MCU .....	197
Activating the Chair Control .....	197
Multipoint Attribute .....	200

---

## ***Chapter 9: Videoconference Using SIP***

Connection Examples for a Videoconference Using SIP .....	203
Connection Example for Point-to-Point Videoconference .....	203
Connection Examples for Multipoint Videoconference .....	204
Preparing for a Videoconference Using SIP .....	206
Installing the SIP Software .....	206
Setting for SIP .....	207
Registering Remote Parties in the Phone Book .....	209
Starting a Videoconference Using SIP .....	210
Calling Remote Parties .....	210
Receiving a Call from a Remote Party .....	213
Putting a Call on Hold .....	213
Transferring a Call .....	215
Ending a Videoconference .....	217



---

## **Chapter 10: Web Control Function**

Open the Web Page .....	219
Identify a User .....	220
Select a Tool .....	221
How to Use “Controller” .....	222
To Control the PCS-1/1P from the On-screen Controller .....	222
To Control the PCS-1/1P from the On-screen Remote Commander .....	223
How to Use “Dial/Disconnect” .....	224
How to Use “Phone Book” .....	225
“Phone Book-Edit” Page .....	226
“Phone Book-New” Page .....	227
How to Use “Setup” .....	228
To Display the “Send Message” Page .....	229
To Reset the System .....	230
How to Use “Info” .....	231
To Display the Cause Code List .....	232
To Display the Call Log .....	233
Monitor a Meeting over the Web .....	234

---

## **Appendix**

Location and Function of Parts and Controls .....	235
PCS-P1/P1P Communication Terminal .....	235
PCS-C1/C1P Camera Unit .....	236
PCS-R1 Remote Commander .....	237
PCSA-B384S/PCS-B384 ISDN Unit (Optional) .....	239
PCSA-B768S/PCS-B768 ISDN Unit (Optional) .....	240
PCSA-DSB1S/PCS-DSB1 Data Solution Box (Optional) .....	241
On Indicators .....	242
On Screen Messages .....	244
Troubleshooting .....	255
Specifications .....	259
PCS-P1/P1P Communication Terminal .....	259
PCS-C1/C1P Camera Unit .....	260
PCS-R1 Remote Commander .....	260
PCS-AC195 AC Adaptor .....	260
PCS-A1 Microphone (Optional) .....	260
PCSA-A3 Microphone (Optional) .....	261
PCSA-B384S/PCS-B384 ISDN Unit (Optional) .....	261
PCSA-B768S/PCS-B768 ISDN Unit (Optional) .....	261

PCSA-DSB1S/PCS-DSB1 Data Solution Box (Optional) .....	261
PCS-320M1 H.320 MCU Software (Optional) .....	262
PCS-323M1 H.323 MCU Software (Optional) .....	262
Acceptable RGB Input/Output Signals .....	263
Pin Assignment .....	265
Pin Assignment on Optional Board Connectors .....	267
List of Port Numbers Used on the PCS-1/IP .....	268
Videoconferencing Room Layout .....	270
Camera Range .....	270
Installing the Communication Terminal and Camera .....	271
Glossary .....	272
Menu Configuration .....	275

# Chapter 1: Installation and Preparation

## Using This Manual

The chapters cover the following contents; please read the chapters that may be required for your type of videoconference.

### Chapter 1: Installation and Preparation

This chapter guides you through the system configuration and information required to use your Video Communication System for the first time. It shows you how to install and connect your Video Communication System, to turn the system on/off and how to access basic on-screen menus.

### Chapter 2: Registration and Setup for System Administrator

This chapter describes how to register and set up all the necessary items for system administrators, using the on-screen menus.

### Chapter 3: Daily Videoconference

This chapter guides you through the basic operations and settings to conduct a videoconference. You will learn how to conduct a conference from start to finish. It is recommended that this chapter be read by participants in the videoconference.

### Chapter 4: Videoconference With Optional Equipment

This chapter shows advanced videoconferencing using the optional equipment.

### Chapter 5: Data Conference

This chapter shows you how to use the data from a computer for the conference by using the optional Data Solution Box.

### Chapter 6: Videoconference Using a Whiteboard

This chapter shows how to use a whiteboard with the mimio Xi\* attached for a videoconference.

\* mimio® is a registered trademark of Virtual Ink Corporation of the United States. minio Xi is a trademark of Virtual Ink Corporation of the United States.

### Chapter 7: Encrypted videoconference

This chapter shows how to conduct a videoconference using an encrypted video and audio data, and encrypted data from a computer connected to the Data Solution Box.

### Chapter 8: Multipoint Videoconference

This chapter shows you how to use the Video Communication System to hold a multipoint videoconference.

You need to install MCU software in this System for a multipoint videoconference.

### Chapter 9: Videoconference Using SIP

This chapter guides you how to conduct a videoconference using SIP with an IP phone, etc. Installing the optional SIP software is required for a session using SIP.

### Chapter 10: Web Control Function

This chapter shows you how to control the PCS-1/1P or set it up via a Web browser.

### Appendix

This chapter contains description of the controls and connectors on the components of the Video Communication System, message and troubleshooting lists, specifications and glossaries.

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# Features

The PCS-1/IP Video Communication System is a videoconferencing system that provides natural, face-to-face communications with a remote party by transmitting and receiving images and sound via LAN (Local Area Network) or ISDN (Integrated Services Digital Network) connections.

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## Supports ITU-T international videoconferencing standard

The Video Communication System complies with ITU-T Recommendations defined by WTSC for easy connection with remote parties overseas.

ITU: International Telecommunication Union

WTSC: World Telecommunications Standardization Committee

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## Supports data conferences

Use of the optional PCSA-DSB1S Data Solution Box allows the data from a personal computer to be incorporated in the presentation or to be shown on the projector.

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## Versatile use with a variety of display units

The Video Communication System is compact size, allowing easy installation on a TV. The camera and the Communication Terminal can be separately installed, allowing for greater flexibility when using a large-size plasma display, projector screen, etc.

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## High transmission speeds and high-quality picture capability

The Video Communication System accepts a LAN bandwidth of up to 1920 Kbps. It also allows connection to as many as three ISDN lines; 6B channels usable by using the optional PCSA-B384S ISDN Unit and as many as six ISDN lines; 12B channels usable by using the optional PCSA-B768S ISDN Unit.

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## Wide range of video/audio compression formats selectable

The Video Communication System supports Interlaced SIF, H.264, MPEG4, H.263+, H.263 and H.261 for video compression format, and MPEG4 Audio, G.722.1, G.722, G.729, G.728, G.723.1, G.711 for audio compression format. You can choose whether priority is given to video or audio depending on the type of conference or video/audio equipment used by a remote party.

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## QoS (Quality of Service) function for optimization of bandwidth and traffic packet through network

“Packet Resend Request” and “Adaptive Rate Control” functions incorporated, allowing solution for busy network traffic or packet loss, which provides consistent high-quality communication.

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## Easy setup and operation

The Help menu appears on the monitor screen for guidance of operation. The menus used for the system administrator or those for conference participants are separately displayed.

The Video Communication System supports UPnP (Universal Plug and Play) to allow automatic NAT configuration.

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## Supports multipoint conference

Installing the optional PCS-323M1 H.323 MCU software (for LAN) or the PCS-320M1 H.320 MCU software (for ISDN) allows conduct of a multipoint conference. The multipoint conference via LAN and ISDN connections mixed is also available if both the PCS-323M1 H.323 and PCS-320M1 H.320 MCU software are installed in a main Terminal.

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## Memory Stick slot equipped

The Communication Terminal is equipped with a Memory Stick slot, allowing the use of still images recorded with a digital still camera and stored in the “Memory Stick”.

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## Dual monitor system

Two monitors can be connected to the Communication Terminal, enabling the use of one monitor for motion pictures, and the other monitor for pictures from a computer or still images.

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## Supports encrypted videoconferences

The terminal allows you to hold a strictly confidential videoconference using standard encryption, which complies with ITU-T recommendations H.233, H.234, and H.235, or Sony's original encryption.

When using standard encryption, an encrypted videoconference between two points or among multiple points (including cascade connection and mixed LAN and ISDN connection) is available via ISDN and/or LAN.

When using Sony encryption, an encrypted videoconference between two points or among multiple points is available via LAN or SIP.

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## Supports a conference using SIP

Installing the optional PCSA-SP1 SIP software allows conduct of a conference with an IP phone, etc. using SIP (Session Initiation Protocol).

During a conference using SIP, you can put a call on hold or transfer it to another remote party following procedures similar to those of an IP phone. You can also use the data transmitted via the PCSA-DSB1S Data Solution Box during the conference.



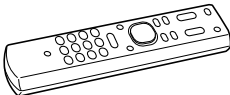
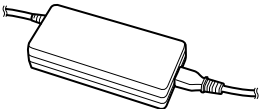
If you install the optional MCU software as well as the SIP software, you can conduct a multipoint conference.

# System Components

The PCS-1/IP Video Communication System is composed of basic system components for a basic videoconference, and optional equipment for an enhanced videoconference.

## Basic System Components

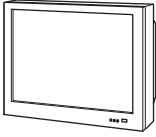
The PCS-1/IP Video Communication System is the basic system of the PCS-1/IP Videoconferencing System. It contains the following components:

Unit	Description
<p>PCS-P1/P1P Communication Terminal</p> 	<p>Contains the video codec, audio codec, echo canceler, network interfaces and system controller.</p>
<p>PCS-C1/C1P Camera Unit</p> 	<p>Composed of the camera and an integrated microphone.</p>
<p>PCS-R1 Remote Commander</p> 	<p>Used to operate the Communication Terminal and Camera Unit.</p>
<p>PCS-AC195 AC adaptor</p> 	<p>Supplies power to the Communication Terminal.</p>

## Optional Equipment





### TV monitor

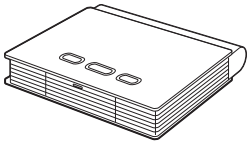
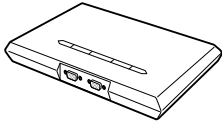

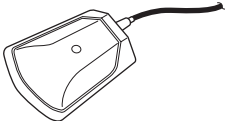
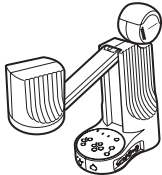
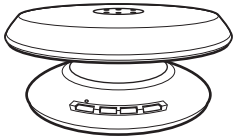
A TV or projector, etc. is required to monitor the images for videoconferencing system.

Unit	Description
TV, Projector, etc. 	Used as a monitor and speakers.

### Optional equipment especially designed for use with the PCS-1/1P

The following optional devices are used to enhance your videoconference.

Unit	Description
ISDN Unit PCSA-B384S  PCS-B384 	Used to connect to an ISDN line. Up to three ISDN lines; 6B channels usable. (The PCSA-B384S and PCS-B384 have the same functions. This manual uses the PCSA-B384S as a representative model.)
ISDN Unit PCSA-B768S  PCS-B768 	Used to connect to an ISDN line. Up to six ISDN lines; 12B channels usable. (The PCSA-B768S and PCS-B768 have the same functions. This manual uses the PCSA-B768S as a representative model.)

Unit	Description
<p data-bbox="232 121 404 169">Data Solution Box PCSA-DSB1S</p>  <p data-bbox="255 347 359 371">PCS-DSB1</p> 	<p data-bbox="524 121 1004 248">Use of this device allows easy connection with a computer or projector for a data conference. (The PCSA-DSB1S and PCS-DSB1 have the same functions. This manual uses the PCSA-DSB1S as a representative model.)</p>
<p data-bbox="232 549 426 572">PCS-A1 Microphone</p> 	<p data-bbox="524 549 1004 647">Omni-directional microphone that picks up sound relatively from all directions, allowing participants to speak from any location. It is recommended to use in a quiet situation.</p>
<p data-bbox="232 719 443 743">PCSA-A3 Microphone</p> 	<p data-bbox="524 719 1004 791">Unidirectional microphone. It is recommended when you want to pick up the voice of a speaker directed toward the microphone.</p>
<p data-bbox="232 903 428 951">PCS-DS150/DS150P Document Stand</p> 	<p data-bbox="524 903 1004 975">Allows transmission of pictures to the Communication Terminal by infrared signals without connecting a cable. (Currently not available)</p>
<p data-bbox="232 1155 471 1203">CTE-600 Communication Transducer</p> 	<p data-bbox="524 1155 986 1302">Integrated microphone/speaker system suitable for remote communication. The uni-directional microphones pick up clear voice with minimum background noise. Moreover, the omni-directional speaker outputs sound equally in all directions.</p>
<p data-bbox="232 1370 468 1418">PCS-323M1 H.323 MCU Software</p>	<p data-bbox="524 1370 981 1418">Allows use for a multipoint videoconference over LAN connection.</p>
<p data-bbox="232 1434 468 1482">PCS-320M1 H.320 MCU Software</p>	<p data-bbox="524 1434 981 1482">Allows use for a multipoint videoconference over ISDN connection.</p>



Unit	Description
PCSA-SP1 SIP Software	Allows conduct of a videoconference using SIP.

## Connecting cables

Use the following connecting cables to connect devices in this system.

### PCS-1/1P Video Communication System

Cable	Part No.	Number
Camera cable (0.25 m (0.8 feet))	1-827-376-11	1
S-video connecting cable (1.5 m (4.9 feet))	1-776-078-42	1
Audio connecting cable (1 m (3.3 feet))	1-765-258-31	1

#### Camera cable



#### S-video connecting cable



#### Audio connecting cable



# System Configuration

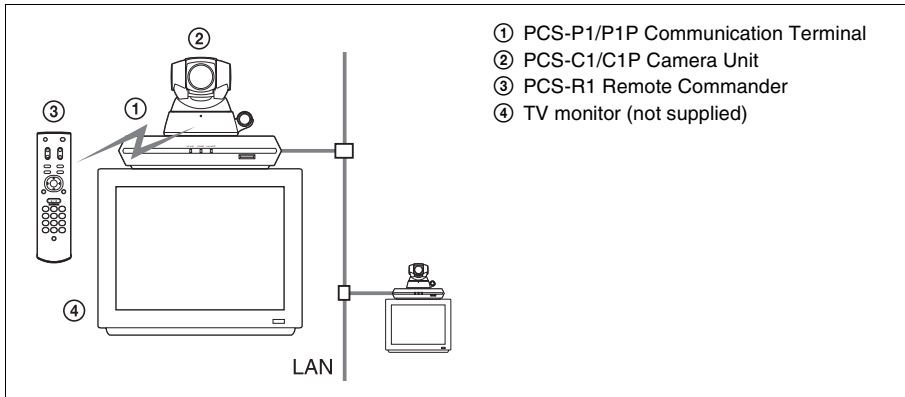
The PCS-1/IP Video Communication System has various system configuration capabilities using the basic components and optional equipment. This section describes seven typical examples.

## System Configuration via a LAN

This allows you:

- To hold a point-to-point videoconference over LAN.
- To show still images stored in a “Memory Stick”.

### System configuration



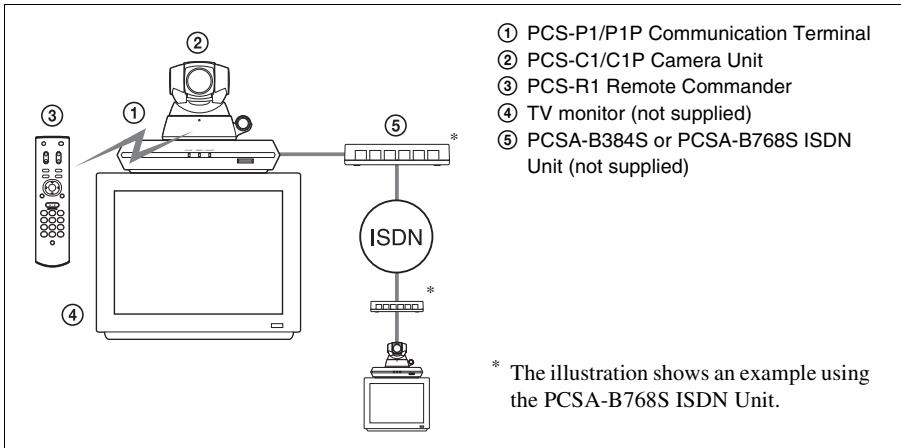
## System Configuration via an ISDN

Connection to ISDN is required to use the PCSA-B384S or PCSA-B768S ISDN Unit especially designed for use with this system.

### This allows you:

- To hold a point-to-point videoconference over ISDN.
- To show still images stored in a “Memory Stick”.
- To hold a videoconference with high speeds and highest quality image transmission by connecting up to three ISDN lines (when using the PCSA-B384S) or by connecting up to six ISDN lines (when using the PCSA-B768S).

### System configuration



### About the number of ISDN lines and B (bearer) channel

Up to three ISDN lines with the PCSA-B384S ISDN Unit or up to six ISDN lines with the PCSA-B768S ISDN Unit can be connected to one PCS-1/1P. Each ISDN line is composed of two B channels that carry data signals on the ISDN interface, enabling both channels to be used for one ISDN line connection (2B connection), or each for a separate ISDN line connection (1B connection). The more channels you use for a single communication, the faster speeds and higher-quality picture you can obtain for your network communication. You can connect up to three ISDN lines with the PCSA-B384S and select the number of channels used for a single communication from among 1B (64K), 2B (128K), 3B (192K), 4B (256K), 5B (320K) and 6B (384K) connections. When using the PCSA-B768S, you can connect up to six ISDN lines and select the number of channels from among 1B (64K), 2B (128K), 3B (192K), 4B (256K), 5B (320K) and 6B (384K), 8B (512K) and 12B (768K) connections.

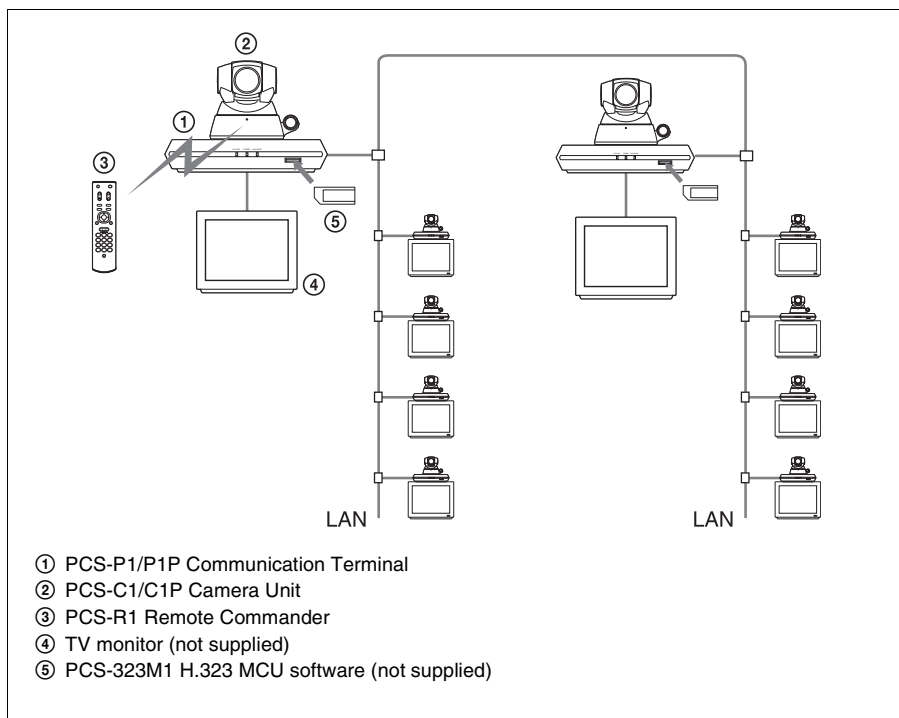
## System Configuration via a LAN for Multipoint Conference

You need to install the optional PCS-323M1 H.323 MCU software.

### This allows you:

- To hold a multipoint videoconference among up to ten sites over LAN.
- To show still images stored in a “Memory Stick”.
- To show the still images on the second TV monitor or projector.
- To pick up a large number of participants’ voices using up to two external microphones.

### System configuration



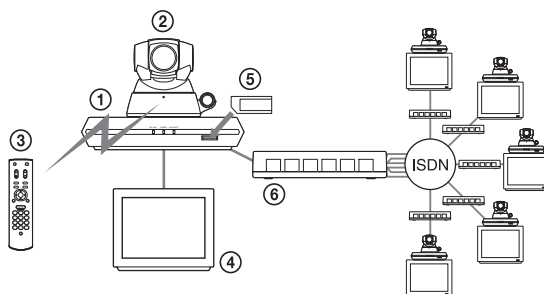
## System Configuration via an ISDN for Multipoint Conference

You need to connect the optional PCSA-B384S or PCSA-B768S ISDN Unit especially designed for use with this System and to install the optional PCS-320M1 H.320 MCU software.

### This allows you:

- To hold a multipoint videoconference among up to six sites over ISDN.
- To show still images stored in a “Memory Stick”.
- To show the still images on the second TV monitor or projector.
- To pick up a large number of participants’ voices using up to two external microphones.

### System configuration



- ① PCS-P1/P1P Communication Terminal
- ② PCS-C1/C1P Camera Unit
- ③ PCS-R1 Remote Commander
- ④ TV monitor (not supplied)
- ⑤ PCS-320M1 H.320 MCU software (not supplied)
- ⑥ PCSA-B384S or PCSA-B768S ISDN Unit (not supplied)

The illustration shows an example using the PCSA-B768S ISDN Unit.

## System Configuration via a LAN and ISDN for Multipoint Conference

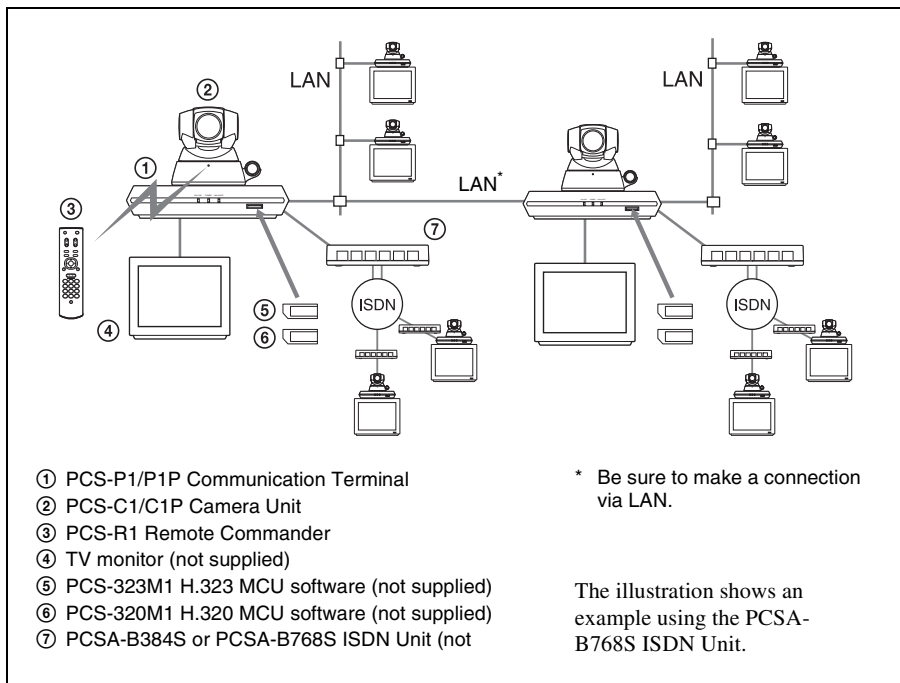
Installing the optional PCS-323M1 H.323 MCU software (for LAN) and PCS-320M1 H.320 MCU software (for ISDN) enables conduct of a multipoint conference via a LAN and ISDN mixed.

Two Communication Terminals in which MCU software is installed must be connected via a LAN.

### This allows you:

- To hold a multipoint videoconference among up to ten sites over LAN and ISDN.
- To show still images stored in a “Memory Stick”.
- To show the still images on the second TV monitor or projector.
- To pick up a large number of participants’ voices using up to two external microphones.

### System configuration



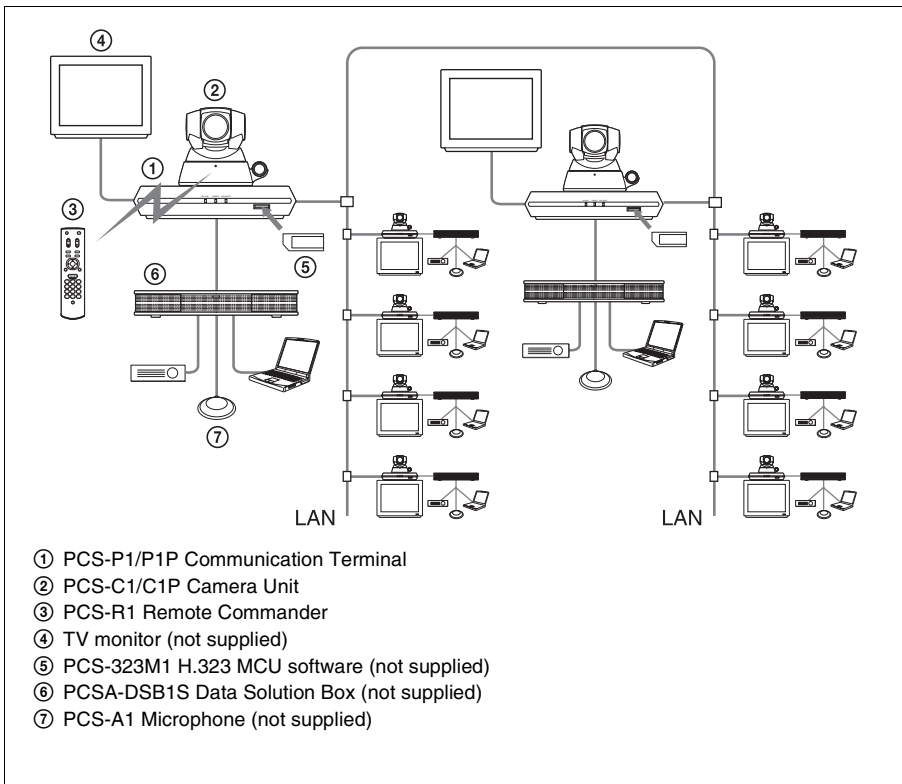
## System Configuration via a LAN for Multipoint Data Conference

You need to connect the optional PCSA-DSB1S Data Solution Box especially designed to use with this System and to install the optional PCS-323M1 H.323 MCU software.

### This allows you:

- To hold a multipoint videoconference among up to ten sites over LAN.
- To show still images stored in a “Memory Stick”.
- To use the data from a computer or external equipment.
- To show the data from a computer or still images on the second TV monitor or projector.
- To pick up a large number of participants’ voices using up to five external microphones connected to the Data Solution Box.

### System configuration



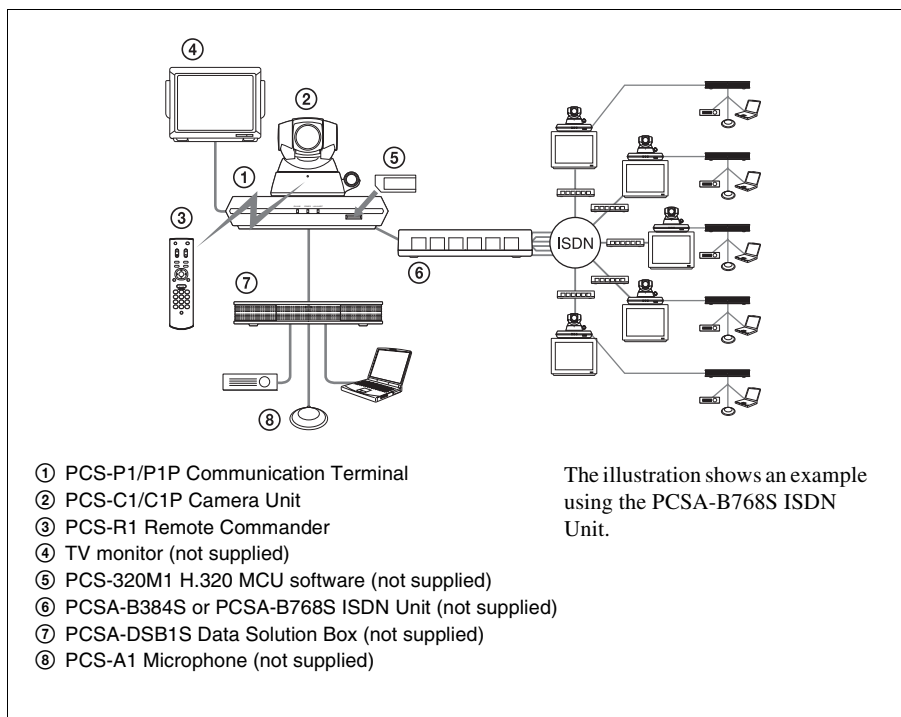
## System Configuration via an ISDN for Multipoint Data Conference

You need to connect the optional PCSA-B384S or PCSA-B768S ISDN Unit and the PCSA-DSB1S Data Solution Box especially designed for use with this System and to install the optional PCS-320M1 H.320 MCU software.

### This allows you:

- To hold a multipoint videoconference among up to six sites over ISDN.
- To show still images stored in a “Memory Stick”.
- To use the data from a computer or an external equipment.
- To show the data from a computer or still images on the second TV monitor or projector.
- To pick up a large number of participants’ voices using up to five external microphones connected to the Data Solution Box.

### System configuration





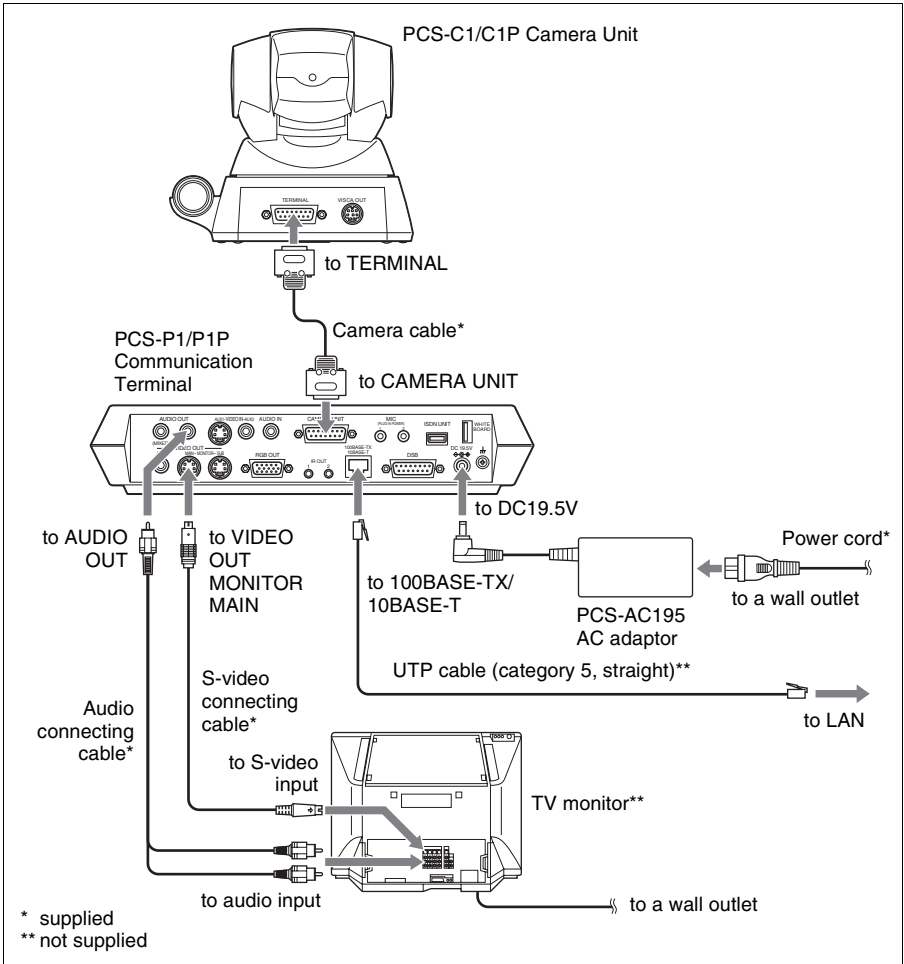
# System Connections

This section describes the typical system connections.

## Notes

- Be sure to turn off all the equipment before making any connections.
- Do not connect/disconnect the camera cable with the power on. Doing so may damage the Camera Unit or Communication Terminal.
- For safety, do not connect the 100BASE-TX/10BASE-T connector to a network that applies an excess voltage via the 100BASE-TX/10BASE-T connector.

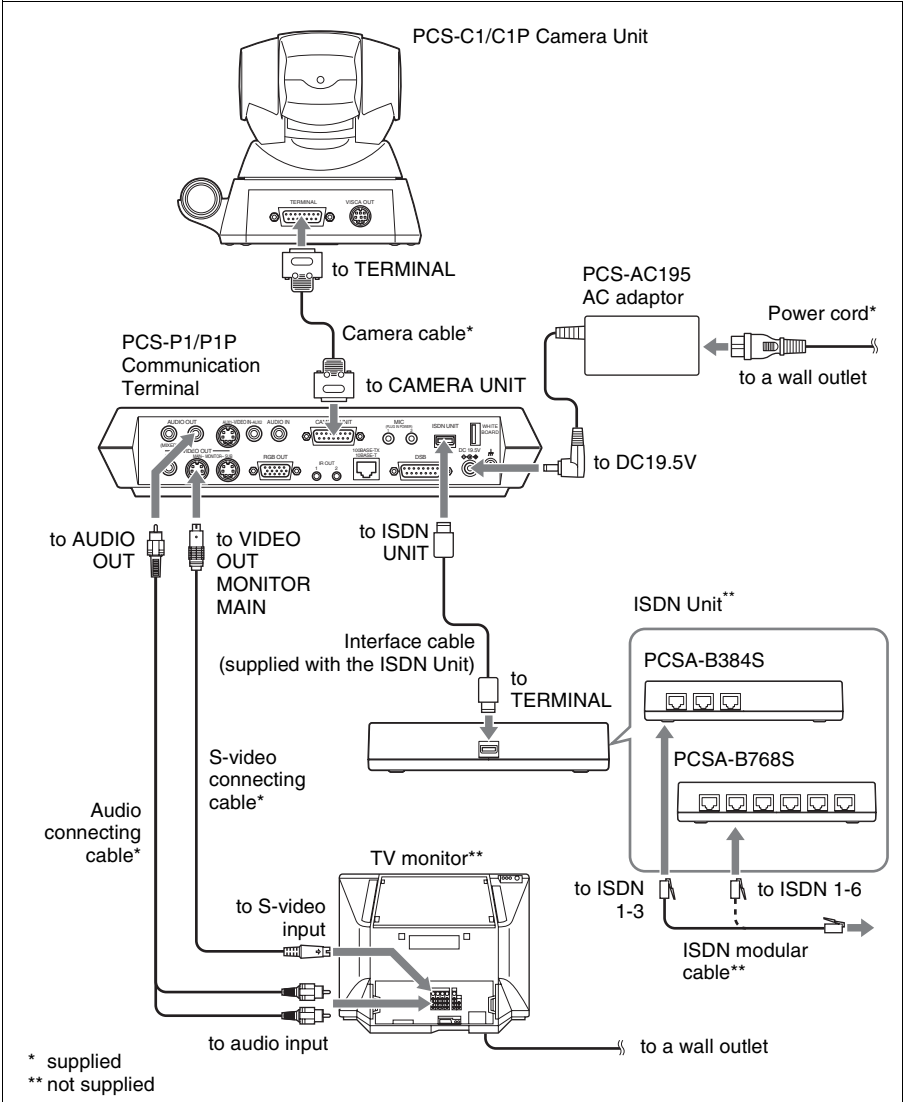
## System Connection via a LAN



# System Connection via an ISDN

## Notes

- Do not connect/disconnect the camera cable or the interface cable with the power on. Doing so may damage the Camera Unit, Communication Terminal or ISDN Unit.
- Used with the PCSA-B768S ISDN Unit for the first time, the Communication Terminal may automatically upgrade the software of the ISDN Unit. While the upgrading message is displayed on the monitor screen, be sure not to turn off the Communication Terminal. Doing so may cause malfunction of the system.

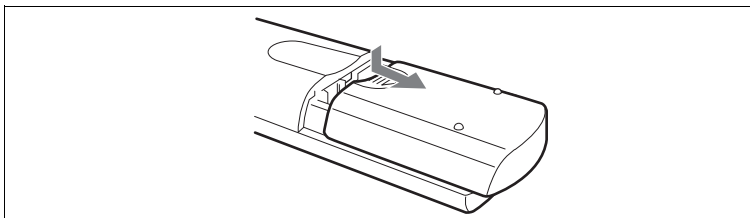


# Preparing the System

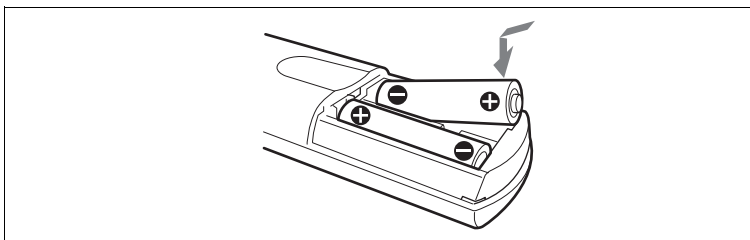
## Inserting Batteries into the Remote Commander

Most of the operations with the Video Communication System can be controlled with the supplied Remote Commander.

- 1 Remove the battery compartment cover.



- 2 Insert two size AA (R6) batteries (supplied) with correct polarities into the battery compartment.



### Note

Be sure to insert the batteries **-** side first. Inserting them forcibly **+** side first may damage the insulated film covering the batteries and cause a short circuit.

- 3 Replace the cover.

### Battery life


When the Remote Commander does not function properly, replace both the batteries with new ones.

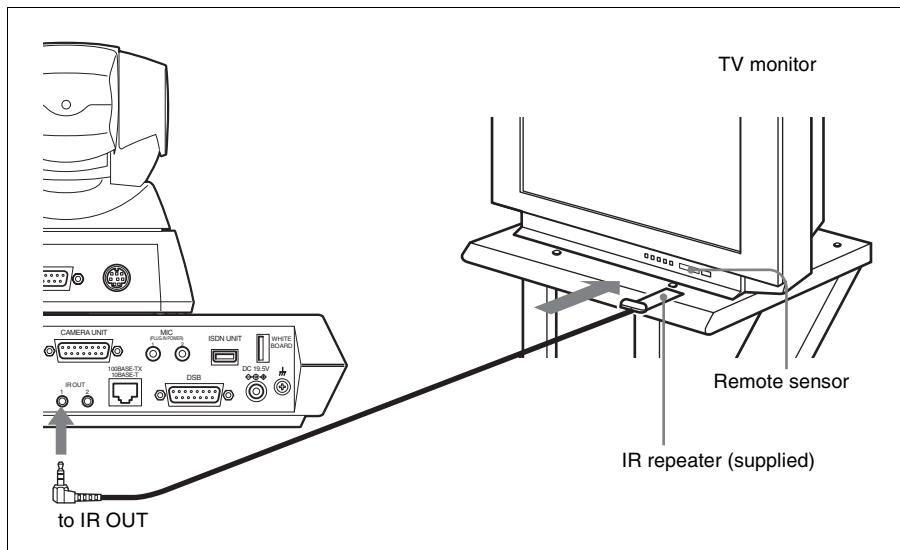
### Notes on batteries

To avoid damage from possible battery leakage or corrosion, observe the following:


- Make sure to insert the batteries with the polarities in the correct direction.
- Do not mix old and new batteries, or different types of batteries.
- Do not attempt to charge the batteries.
- If you do not intend to use the Remote Commander for a long period of time, remove the batteries.
- If battery leakage occurs, clean the battery compartment and replace all the batteries with new ones.

## Turning On/Off the TV Monitor Together With the Communication Terminal

If you use a Sony TV, insert the IR repeater under the remote sensor of the TV. Once you set the IR repeater, the TV will turn on or go to standby together with the Communication Terminal when you press the  button on the supplied Remote Commander.



### Note

If the TV monitor is not turned on by pressing the  button on the Remote Commander, change the “IR Repeater Mode” setting in the General Setup menu.

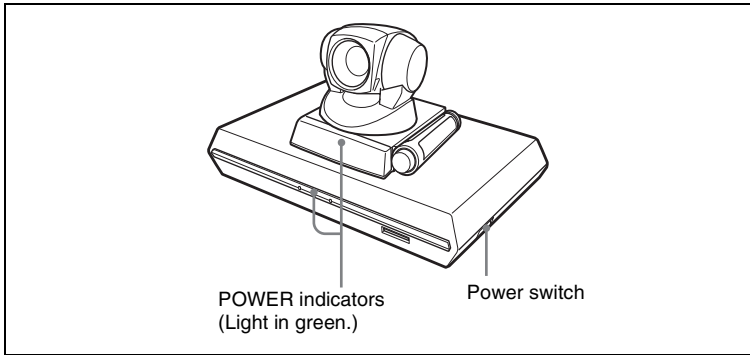
*For details on the “IR Repeater Mode” setting, see “General Setup Menu” on page 50.*

# Turning the System On/Off

This section describes how to turn on or off the Communication Terminal.

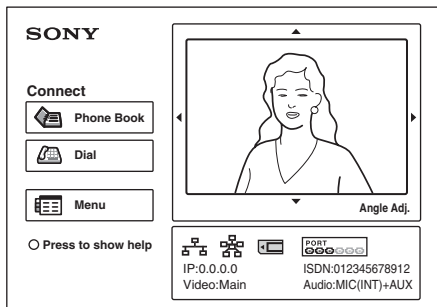
## Turning On

- 1 Turn on the TV monitor.  
If the IR repeater is installed in the TV monitor, set the TV monitor to standby mode. The TV monitor will turn on simultaneously when the Communication Terminal is turned on.
- 2 Turn on the power of any other equipment to be used for the videoconference.
- 3 Set the power switch on the right side of the Communication Terminal to the on position (I).



The Communication Terminal turns on. Three indicators on the front of the Communication Terminal and the POWER indicator on the camera light, then only the POWER indicators on both units remain on in green. The launcher menu will appear on the monitor screen and the picture shot by the local camera will also appear in the launcher menu.

## Launcher menu



## Notes

- After the power is turned on, the camera moves automatically for trial operation. Be careful not to catch your finger.
- If you use force to prevent the camera moving, it may not resume moving and not output a signal to the Communication Terminal. In this case, turn off the Terminal, and turn it on again.
- When you turn on the power of the Communication Terminal for the first time after installation, the setup wizard will appear after the self-diagnosis is completed. Set up your system following the wizard.

*For setups using the wizard, see “Setting Up the System for the First Time — Initial Setup Wizard” on page 34.*


- Used with an optional device especially designed for use with this system, such as the Data Solution Box or ISDN Unit, for the first time, the Communication Terminal may automatically upgrade the software of the connected device. While the upgrading message is displayed on the monitor screen, be sure not to turn off the Communication Terminal. Doing so may cause malfunction of the system. System malfunction may also occur when a system power-off has been caused by an accidental problem such as a power interruption during upgrading. If connection of the Data Solution Box or ISDN Unit to the Communication Terminal is not re-established even after the system power is recovered, consult a Sony dealer.

## Standby Mode Function

To save power the Communication Terminal will enter standby mode if you do not operate it for a specified period of time.

When the Communication Terminal is in standby mode, the POWER indicator lights in orange. Once the Communication Terminal receives a call, the standby mode is automatically released.

### To release the standby mode

Press the  button on the Remote Commander.

### To specify the standby time


Specify the time that you want the system to remain on before entering into standby mode (1 to 99 minutes) using “Standby Time” in the General Setup menu. If you do not want the system to enter the standby mode, set “Standby Mode” in the General Setup menu to “Off”.





*For the “Standby Time” and “Standby Mode” settings, see “General Setup Menu” on page 49.*

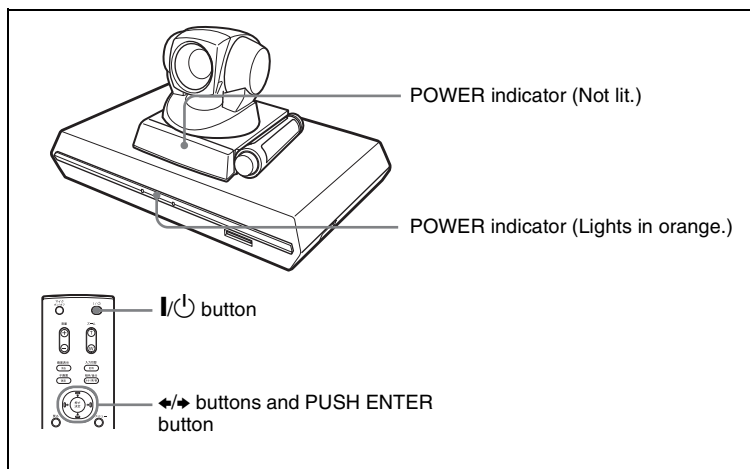
## Notes

- The POWER indicator on the camera goes off when the system enters standby mode.
- If you use a Sony TV monitor with the IR repeater installed under the remote sensor, the TV monitor will enter standby mode together with the Communication Terminal.

## Setting the Video Communication System to Standby Mode

You can turn on the Video Communication System with the  button on the Remote Commander if it is in standby mode.

- 1 Display the launcher menu on the monitor screen, then press the  button on the Remote Commander.  
The message “Power off?” appears on the monitor screen.
- 2 Press the  or  button on the Remote Commander to select OK, and press the PUSH ENTER button.  
You may press the  button on the Remote Commander.





The Video Communication System enters standby mode and the POWER indicator on the Communication Terminal lights in orange. The POWER indicator on the camera goes out.

If the IR repeater is installed in a Sony TV monitor, it will go into standby together with the Video Communication System.

### Note

When the Communication Terminal and the Camera are separately installed, point the Remote Commander to the Camera for operations.

### To cancel setting the system to standby

Select “Cancel” with the  or  button on the Remote Commander, then press the PUSH ENTER button in step 2 above. Or press the RETURN button on the Remote Commander.

## Turning Off

- 1 Set the power switch on the right side of the Communication Terminal to the off position (○) when the system is in standby mode.
- 2 Turn off the power of other equipment used for the videoconference.

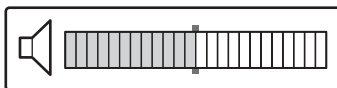
### Note

Set the power switch on the Communication Terminal off when the system will not be used for an extended period. While the power switch is off, you cannot receive a call from a remote party.

## Adjusting the Volume on the TV Monitor

Adjust the volume of the TV monitor during communication. Before adjusting, set the volume on the Communication Terminal to the appropriate position.

- 1 Press the VOLUME +/- buttons on the Remote Commander to set the volume level on the adjustment bar displayed on the screen to the middle position.



- 2 Adjust the volume on the TV monitor so that you can properly hear a remote party speaking.

### To adjust the picture on the TV monitor

Use the controls on the TV monitor to adjust the picture, hue, contrast, brightness or sharpness.

*For details on picture adjustments, refer to the Operating Instructions of the TV.*

### Note

Do not activate the TV's surround sound feature as it cause strange sound since the echo canceler of the Communication Terminal does not function properly.



## Displaying the Help

Pressing the HELP button on the Remote Commander displays a balloon help or a help screen to guide most operations on the monitor screen.

### Note

You can hide the balloon help used for entering characters.

Press the MENU button on the Remote Commander to show the menu, select “Character Input Help” from the General Setup menu, and select “Off”. (See page 50.)

## Displaying the Versions and Options

You can check the version of the Communication Terminal, versions of the connected optional equipment for exclusive use of this system, and the options installed in the Terminal by displaying the Machine Information menu on the monitor screen.

*For details on the Machine Information menu, see “Machine Information Menu” on page 63.*

# Setting Up the System for the First Time — Initial Setup Wizard

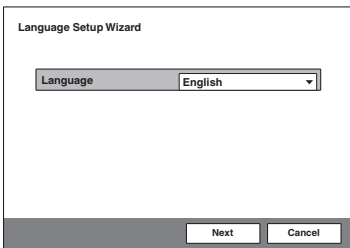
When you turn on the Communication Terminal for the first time after installation and the self-diagnosis is completed, the setup wizard appears on the monitor screen. Register your local system data with the setup wizard using the Remote Commander.

## Notes

- You can change the settings made with the setup wizard later using the Setup menus.
- The setup wizard will also be displayed when you install the PCSA-B384S or PCSA-B768S ISDN Unit to your system later. Perform the setup again.

**1** Select the language used for the on-screen menus and messages in the Language Setup Wizard.

**Language:** Select one of 17 languages; English, French, German, Japanese, Spanish, Italian, Simplified Chinese, Portuguese, Traditional Chinese, Korean, Dutch, Swedish, Danish, Finnish, Polish, Russian, Arabic.



**2** Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Next”, then press the PUSH ENTER button. The Monitor Setup Wizard appears.

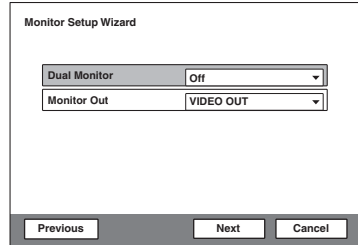
## Note

Set this item only when you connect two or more monitors with your System. If you connect only one monitor TV, select “Next”, then proceed to step 5.

**3** Select a monitor from which signals are output.

## Note

If you select a monitor from “Monitor Out”, other monitors than that you selected display no menus.



**Dual Monitor:** When two monitors are connected to the System, select whether you use the dual monitor mode to allow displaying motion pictures on one monitor.

**On:** Enables the dual monitor mode. On the second monitor still images, images output from a computer or captured images from a whiteboard.

**Off:** Disables the dual monitor mode.

*For details on the dual monitor mode, see “Using Two Monitors – Dual Monitor” on page 129.*

**Monitor Out (or Sub Monitor Out):**

Select the output connected to the monitor to which the signal is output. This item changes to “Sub Monitor Out” if “Dual Monitor” is set to “On”, and selects the output connected to the sub-monitor (second monitor) to which the signal is output.

**RGB OUT:** Outputs from the RGB OUT connector on the Communication Terminal.

**RGB OUT (DSB):** Outputs from the RGB OUT connector on the Data Solution Box.

**VIDEO OUT:** Outputs from the VIDEO OUT MONITOR MAIN or SUB connector.

*For details, see “Displaying the Picture on a Projector or Monitor” on page 156.*

- 4 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Next”, then press the PUSH ENTER button. The ISDN Setup Wizard appears when the PCSA-B384S or PCSA-B768S ISDN Unit is connected. When the ISDN Unit is not connected, the LAN Setup Wizard is displayed. Proceed to step 11.
- 5 Set the following items on the ISDN line.

ISDN Setup Wizard

Country/Region	USA
Country/Region Code	1
Protocol	National ISDN

Previous Next Cancel

**Country/Region:** Select your country or region.

**Country/Region Code:** Enter your country code or region code with the number buttons on the Remote Commander.

**Protocol:** Select the protocol of the ISDN line you are using.

- 6 Use the **↑**, **↓**, **←** or **→** button to select “Next”, then press the PUSH ENTER button.
- 7 Enter the telephone number of the ISDN used by the system. When you use one ISDN line, enter the same number both in the A1 and A2 text boxes (except for the USA and Canada).

Area Code	Local Number
A1	
A2	
B1	
B2	
C1	
C2	

Previous Next Cancel

**Area Code:** Enter the area code. Do not enter the first “0” number.

**Local Number:** Enter the telephone number.

### When you select Auto SPID (only for customers in the USA and Canada)

You can automatically set up the Area Code and Local Number on this page, and SPID items in the SPID menu.

#### Notes

- When you select a blank text box and press the PUSH ENTER button on the Remote Commander, the content in the text box immediately above will be copied to the selected text box.
- When you use the PCSA-B384S ISDN unit and connect 2 or 3 ISDN lines, enter the telephone numbers in the B1 to C2 text boxes in addition to the A1 and A2 boxes. When you use the PCSA-B768S and connect 2 to 6 ISDN lines, enter the telephone numbers in the B1 to F2 text boxes in addition to the A1 and A2 boxes. To open the menu with D1 to F2 text boxes, select “Next”, then press the PUSH ENTER button.

- 8 Use the **↑**, **↓**, **←** or **→** button to select “Next”, then press the PUSH ENTER button.
- 9 Enter the sub-addresses. Only numerals are available for a sub-address. When you use one ISDN line, enter the same number both in the A1 and A2 text boxes (except for the USA and Canada).

Sub Address
A1
A2
B1
B2
C1
C2

Previous Next Cancel

**Note**

When you use the PCSA-B384S ISDN unit and connect 2 or 3 ISDN lines, enter the sub-addresses in the B1 to C2 text boxes in addition to the A1 and A2 boxes. When you use the PCSA-B768S and connect 2 to 6 ISDN lines, enter the sub-addresses in the B1 to F2 text boxes in addition to the A1 and A2 boxes. To open the menu with these text boxes, select “Next”, then press the PUSH ENTER button.

- 10** Use the **↑**, **↓**, **←** or **→** button to select “Next”, then press the PUSH ENTER button.

**For customers in other countries than the USA and Canada**

The LAN Setup Wizard appears.

**For customers in the USA and Canada**

The ISDN Setup Wizard (SPID menu) appears.

Set the SPID items, then select “Next” and press the PUSH ENTER button. The LAN Setup Wizard appears.

*For details on the SPID settings, see “SPID Setting for Customers in the USA and Canada” on page 60.*

**Note**

When you do not use the LAN, select “Next” to display the message window for confirmation, then proceed to step 13.

- 11** Set the following items on the LAN.

**DHCP Mode:** Sets the DHCP (Dynamic Host Configuration Protocol).

**Auto:** Automatically assigns your IP address, network mask, gateway address and DNS address.

**Off:** Deactivates DHCP. In this case set your IP address, network mask, gateway address and DNS address manually.

**Host Name:** Enter your host name (up to 30 characters).

**IP Address:** Enter your IP address.

**Network Mask:** Enter your network mask.

**Gateway Address:** Enter your default gateway address.

**DNS Address:** Enter your DNS (Domain Name System) server address.

**Note**

When you set “DHCP Mode” to “Auto”, the assigned IP address is shown in the launcher menu (page 82) or Machine Information menu (page 63).

*When you do not know how to set up the LAN configuration, contact your network administrator.*

- 12** Use the **↑**, **↓**, **←** or **→** button to select “Next”, then press the PUSH ENTER button.

The message window for confirmation appears.

- 13** Use the **↑**, **↓**, **←** or **→** button to select “Save”, then press the PUSH ENTER button.

The settings are saved.

**To cancel the setting**

Press the **↑**, **↓**, **←** or **→** button to select “Cancel”, then press the PUSH ENTER button.

**To go back to the previous wizard**

Press the **↑**, **↓**, **←** or **→** button to select “Previous”, then press the PUSH ENTER button.

# Using the Menu

The Video Communication System uses the on-screen menus to make various adjustments and settings. This section describes how to adjust or set the items in the menus and gives a brief introduction of the menus.

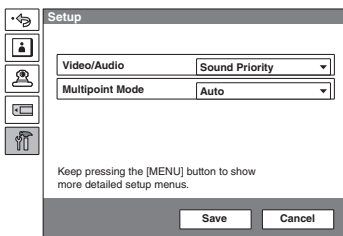
For the menu configuration, see page 275.

## Operation

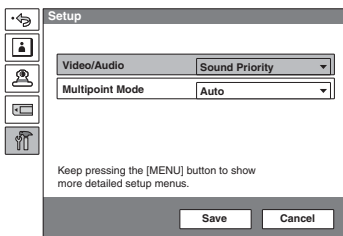
The basic operation through the menu is explained by taking the Setup menu.

- 1 Press the MENU button on the Remote Commander, or press the **↑**, **↓**, **←** or **→** button to select “Menu” and press the PUSH ENTER button in the launcher menu.

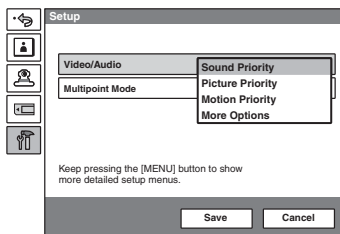
The Setup menu appears.



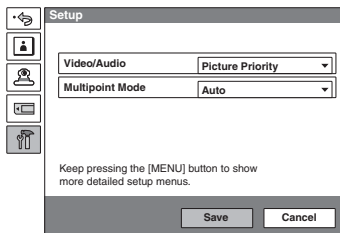
- 2 Press the **→** button, or press the PUSH ENTER button. The top item is selected.



- 3 Press the **↑** or **↓** button to select the item you want to set or adjust, then press the PUSH ENTER button. The setting items are displayed.



- 4 Press the **↑** or **↓** button to select the setting item you want, then press the PUSH ENTER button.
- 5 Press the **↓** button to select “Save”, then press the PUSH ENTER button.



The selected setting is saved.

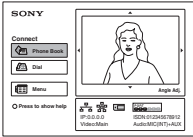
### To return to the previous menu

Press the RETURN button on the Remote Commander.

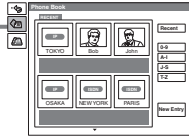
# Menu Configurations

The menus of this system configure as described below.  
 For more detailed menu configurations, refer to “Menu Configuration” on page 275.

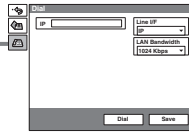
Launcher menu



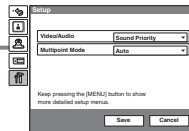
Phone Book menu/Private Phone Book menu



Dial menu



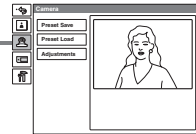
Menu



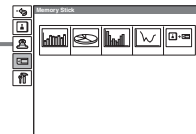
Still Image menu



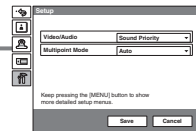
Camera menu



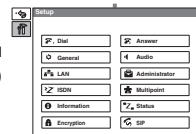
Memory Stick menu



Setup menu



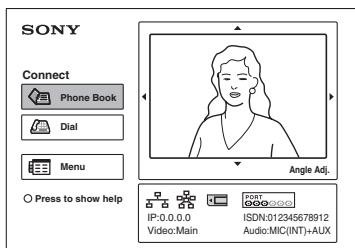
Setup menu  
 (for the administrator)



Selecting the icons on the menu tabs shown on the left side of the launcher menu displays each menu.

Icon	Displayed menu
	Returns to the previous menu.
	Phone Book menu
	Dial menu
	Still Image menu
	Camera menu
	Memory Stick menu
	Setup menu

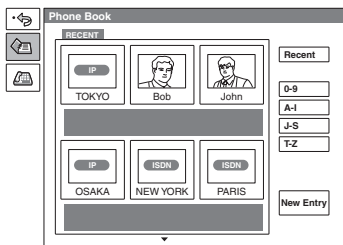
## Launcher menu




The launcher menu appears when the Video Communication System is turned on or is displayed while it is not connected to a remote party.

*For details on the launcher menu, see pages 82 to 84.*

## Phone Book menu

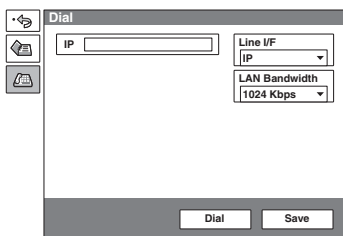





The Phone Book menu is used to register a remote party, or to call a registered remote party.

The menu appears when you select “Phone Book” in the Launcher menu or  from the menu tabs.

*For details on the Phone Book menu, see pages 68 to 71 and 90 to 93.*

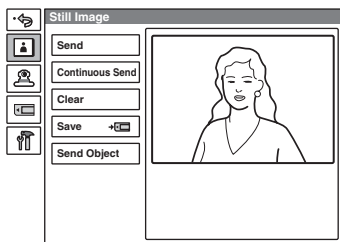
## Dial menu




The Dial menu is used to call a remote party who is not registered in the Phone Book. The menu appears when you select “Dial” in the launcher menu or  from the menu tabs, or press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.

*For details on the Dial menu, see pages 86 to 90.*

## Still Image menu

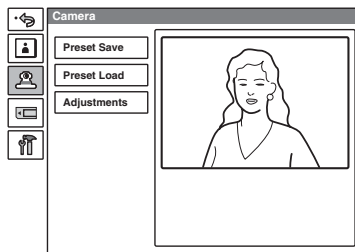



The Still Image menu is used to control still images.

The menu appears when you select  from the menu tabs displayed by selecting “Menu” in the launcher menu.

*For details on the Still Image menu, see pages 108 and 122.*

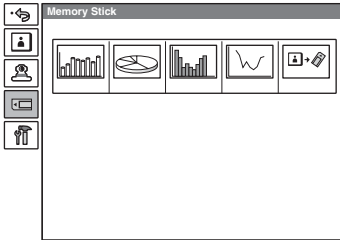
## Camera Menu




The Camera menu is used to adjust camera angle or zooming of the displayed image. The menu appears when you select  from the menu tabs displayed by selecting “Menu” in the launcher menu.

*For details on the Camera menu, see pages 100 to 107.*

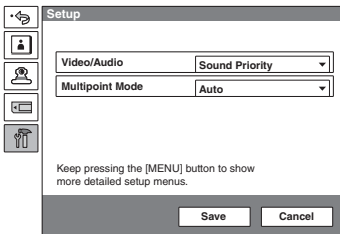
## Memory Stick menu




The Memory Stick menu is used when you are using a “Memory Stick”. The menu is not displayed unless a “Memory Stick” is installed in the Communication Terminal. The menu appears when you select  from the menu tabs displayed by selecting “Menu” in the launcher menu.

*For details on the Memory Stick menu, see pages 115 to 119 and page 126.*

## Setup menu

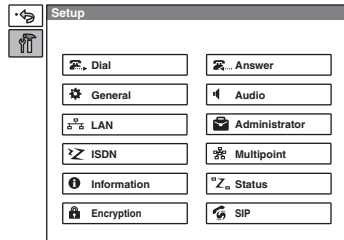


The Setup menu is used for participants in the videoconference before or during the conference.

The menu appears when you select  from the menu tabs displayed by selecting “Menu” in the launcher menu or by pressing the MENU button on the Remote Commander.

*For details on the Setup menu, see pages 85 and 86.*

## Setup menu (for the administrator)



The Setup menu for the administrator is used to set various detailed items on the system. The menu can be displayed by keeping the MENU button on the Remote Commander pressed.

### Note

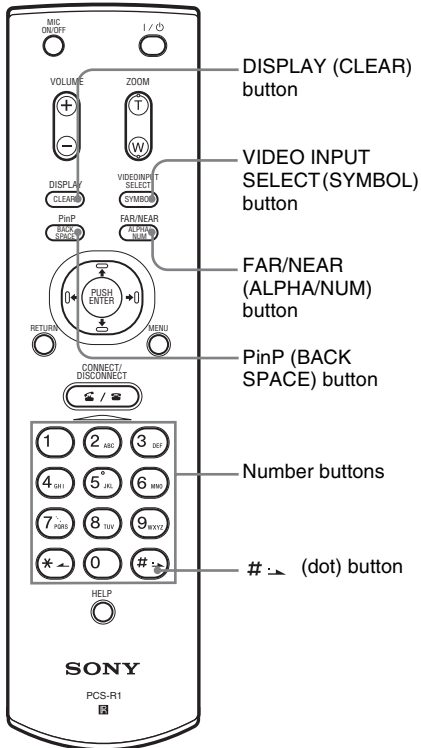
You can also display the Setup menu for the administrator by pressing the numeric button 9 on the Remote Commander twice while the Setup menu (Initial Setup) or the screen in communication is displayed.

*For details on the Setup menu (for the administrator), see pages 42 to 63.*



## Entering Characters

This section explains how to enter the letters, numerals or symbols on the text box in the menu using the Remote Commander.



### To enter letters or numerals

- 1 Press the FAR/NEAR (ALPHA/NUM) button repeatedly to enable the alphabet or numerals to be input.
- 2 Press the number buttons repeatedly to enter the letters or numerals you want. You can enter the letter shown on each button by pressing it repeatedly. You can enter the numeral shown on each button by pressing it.

### To enter a symbol

Press the VIDEO INPUT SELECT (SYMBOL) button repeatedly to select the

desired symbol. Pressing the 0 button also enables you to enter the symbol.

### To enter a dot (.) for an IP address

Press the # button.

### To delete a character

Press the PinP (BACK SPACE) button. The last entered character is deleted.

### To delete all characters in a line

Move the cursor to the line to be deleted, then press the DISPLAY (CLEAR) button.

#### Note

When you press the HELP button on the Remote Commander to show balloon helps or help screens, you can hide only the balloon help used for entering characters. Select "Character Input Help" from the General Setup menu, then select "Off". (See page 50.)

# Chapter 2: Registration and Setup for System Administrators

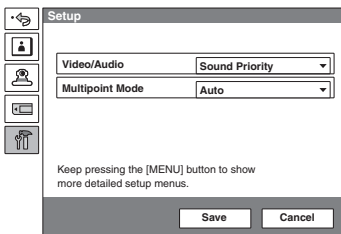
This chapter describes the registration and settings to be carried out by the system administrator. The chapter is intended to be read by the system administrator.

## Registering Local Information

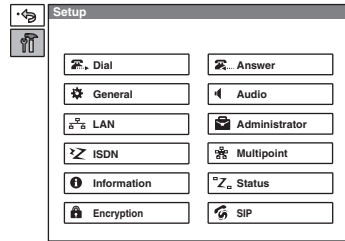
Before starting a conference, register the required information on the local terminals of the system using the Setup menu for administrator. This section describes how to display the Setup menus for the administrator and gives an introduction to the menus.

### Opening the Setup Menu for the Administrator

- 1 Press the MENU button on the Remote Commander, or use the **↑**, **↓**, **←** or **→** button to select “MENU” in the launcher menu, then press the PUSH ENTER button.  
The initial Setup menu appears on the monitor screen.



- 2 Keep the MENU button pressed.  
The Setup menu for the administrator appears on the monitor screen.



### Note

You can also display the Setup menu for the administrator by pressing the numeric button 9 on the Remote Commander twice while the initial Setup menu (shown in step 1) or the screen in communication is displayed.

Choosing the following items from the Setup menu for Administrator opens the respective menus.

**Dial:** Dial Setup menu (see page 43)

**Answer:** Answer Setup menu (see page 46)

**General:** General Setup menu (see page 48)

**Audio:** Audio Setup menu (see page 51)

**LAN:** LAN Setup menu (see page 53)

**Administrator:** Administrator Setup menu (see page 57)

**ISDN:** ISDN Setup menu (see page 58)

**Multipoint:** Multipoint Setup menu (see page 61)

**Information:** Machine Information menu (see page 63)

**Status:** Status menu (see page 64)

**Encryption:** Encryption Setup menu (see page 65)

**SIP:** SIP Setup menu (see page 66)

- 3 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the menu you want to set, then press the PUSH ENTER button.

The selected setup menu appears.

The screenshot shows a 'Dial Setup' window with a 'Page: 1/4' indicator. The settings are as follows:

Line I/F	IP
Bonding	Auto
Number of Lines	12B (768K)
LAN Bandwidth	1024 Kbps
Prefix	Prefix-None
Restrict	Auto

Buttons for 'Save' and 'Cancel' are at the bottom.

#### 4 Set the respective items.

*For details on individual items, see the relevant menu pages.*

- 5 After the setting is completed, use the **↑**, **↓**, **←** or **→** button to select “Save”, then press the PUSH ENTER button. The setting is saved, and the Setup menu is restored.

#### To cancel the setup

Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Cancel”, then press the PUSH ENTER button. Or press the RETURN button on the Remote Commander.

#### To page up or down the selected menu

Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the Page box, then press the **→** button to advance the page and the **←** button to go back to the previous page.

## Dial Setup Menu

The Dial Setup menu is used to set the attributes for dialing.

### Page 1/4

The screenshot shows a 'Dial Setup' window with a 'Page: 1/4' indicator. The settings are as follows:

Line I/F	IP
Bonding	Auto
Number of Lines	12B (768K)
LAN Bandwidth	1024 Kbps
Prefix	Prefix-None
Restrict	Auto

Buttons for 'Save' and 'Cancel' are at the bottom.

#### Line I/F

Select the line interface you use normally.

**IP:** Connects a videoconferencing system via a LAN.

**ISDN:** Connects a videoconferencing system via ISDN.

**ISDN (Telephone):** Connects an audio-only telephone via ISDN (Voice Meeting).

**SIP:** Connects an IP phone using SIP (Session Initiation Protocol).

#### Bonding\*

Select whether you use a process called BONDING to connect multiple ISDN lines. Through BONDING, connection of one line enables you to automatically connect all other lines.

**Auto:** Automatically activates connection through BONDING if this feature is available on the remote party.

**On:** Always connects a remote party through BONDING.

\* Bonding (Bandwidth on Demand Interoperability Group) is a registered trademark of THE BONDING CONSORTIUM.

#### Number of Lines

Selects the number of ISDN channels to be used for BONDING call.

You can select from among 1B(64K), 2B(128K), 3B(192K), 4B(256K), 5B(320K), 6B(384K), 8B(512K) and 12B(768K) channels.

## LAN Bandwidth

Selects the bandwidth to be used when connected to a LAN.

You can select from among 64 Kbps, 128 Kbps, 256 Kbps, 384 Kbps, 512 Kbps, 768 Kbps, 1024 Kbps, 1920 Kbps and "Other". When "Other" is selected, a bandwidth value between 1 and 1920 Kbps can be entered.

## Prefix

Selects the prefix number (call number prefixed to a line number) setting.

**Prefix-None:** Sets when using no prefix number.

**Prefix-A:** Selects to use the prefix set in "Prefix-A" on Page 3 of the Dial Setup menu.

**Prefix-B:** Selects to use the prefix set in "Prefix-B" on Page 3 of the Dial Setup menu.

**Prefix-C:** Selects to use the prefix set in "Prefix-C" on Page 3 of the Dial Setup menu.

*For details on setting the prefix number, see Page 3 of the Dial Setup Menu on page 45.*

## Restrict

Selects the ISDN transmission rate at dialing.

**Auto:** Selects when connecting a remote party via a normal ISDN line.

**56K:** Selects when connecting a remote party in a region or country where the ISDN transmission rate is 56 Kbps.

### Note

The system is set to connect an ISDN line at the transmission rate of 64 Kbps at the factory. However, some countries such as the USA or some regions may use the ISDN transmission rate of 64 Kbps and 56 Kbps. You may not communicate with such country or region with the transmission rate of 64 Kbps. In this case, set "Restrict" to "56K" before dialing.

## Page 2/4

Dial Setup	
◀Page: [2/4]▶	
Video Mode	ALL
Video Frame	15fps
Audio Mode	ALL
Far End Camera Control	On
T.120 Data	Off
H.239	On

Save Cancel

## Video Mode

Selects the compression format of the pictures to be sent to a remote party when "Video/Audio" is set to "More Options" in the Setup menu.

**ALL:** Sends pictures of any compression format depending on the format used on the remote site.

**Interlaced SIF:** Sends pictures based on the interlaced SIF.

This option is not available if the videoconferencing system of the connected terminal has a different color system.

**H.264:** Sends pictures based on Recommendation H.264.

**MPEG4:** Sends pictures based on the MPEG4 format.

**H.263+:** Sends pictures based on Recommendation H.263+.

**H.261:** Sends pictures based on Recommendation H.261 (when sending still images using Annex D).

**SIP No Video:** Sends audio only without pictures when connected by SIP.

This option functions as "ALL" if the line interface is not set to "SIP".

### Note

When "Video/Audio" is not set to "More Options" in the Setup menu, "Video Mode", "Video Frame" and "Audio Mode" are disabled.

## Video Frame

Selects the number of video frame for transmission when "Video/Audio" is set to "More Options" in the Setup menu.

**15fps:** Sends CIF format pictures at a maximum rate of 15 frames per second.

**30fps:** Sends CIF format pictures at a maximum rate of 30 frames per second.

#### Note

When an encrypted videoconference is conducted and a computer picture is received with “Monitor Out” set to “RGB OUT”, the number of video frame may decrease.

### Audio Mode

Selects the compression format of audio to be sent to a remote party when “Video/Audio” is set to “More Options” in the Setup menu.

**ALL:** Sends any audio compression format depending on the format used on the remote site.

**MPEG4 Audio:** Sends audio based on the MPEG4 format.

**G.722.1:** Sends audio based on the G.722.1 standard.

**G.722:** Sends audio based on the G.722 standard.

**G.729:** Sends audio based on the G.729 standard.

**G.728:** Sends audio based on the G.728 standard.

**G.723.1:** Sends audio based on the G.723.1 standard.

**G.711:** Sends audio based on the G.711 standard.

#### Note

When the remote videoconferencing system does not support the Audio Mode selected by the local site, the mode automatically switches to “G.711”.

### Far End Camera Control

When the conference starts by calling a remote party from the local site, selects whether to enable control of each other’s cameras from each other sites.

**On:** Enables control of each other’s cameras. Normally, set to ON.

**Off:** Disables control of each other’s cameras.

### T.120 Data

Selects whether you conduct a data conference via the T.120 standard using NetMeeting (only for the ISDN connection).

**On:** Enables conduct of the T.120 data conference.

**Off:** Disables conduct of the T.120 data conference.

*For details on the T.120 data conference, see “Conducting a Data Conference Using NetMeeting – T.120 Data Conference” on page 142.*

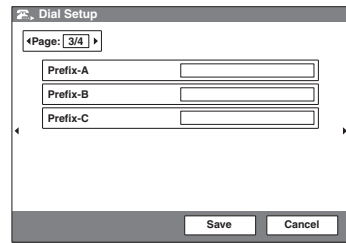
### H.239

Selects whether you use the dual video presentation mode based on the H.239 standard.

**On:** Enables the dual video presentation mode based on the H.239 standard.

**Off:** Disables the dual video presentation mode based on the H.239 standard.

## Page 3/4



### Prefix-A

When “Prefix” on Page 1 of the Dial Setup menu is set to “Prefix-A”, the line number prefixed by the prefix (dial number) registered in this box is dialed.

### Prefix-B

When “Prefix” on Page 1 of the Dial Setup menu is set to “Prefix-B”, the line number prefixed by the prefix (dial number) registered in this box is dialed.

### Prefix-C

When “Prefix” on Page 1 of the Dial Setup menu is set to “Prefix-C”, the line number prefixed by the prefix (dial number) registered in this box is dialed.

## Notes

- Enter the prefixed number using up to 20 characters.
- Enter “9” when this is required to reach an outgoing call.

## Page 4/4

The screenshot shows the 'Dial Setup' window with a 'Page: 4/4' indicator. It contains three dropdown menus: 'Telephone Mode' set to 'Auto', 'More Options Enable' set to 'Off', and 'User Name Input' set to 'Off'. At the bottom are 'Save' and 'Cancel' buttons.

### Telephone Mode

Selects the audio compression format when conducting a voice meeting.

**Auto:** Selects an appropriate format automatically.

**G.711  $\mu$ -law:** Selects the format based on the G.711  $\mu$ -law standard.

**G.711 A-law:** Selects the format based on the G.711 A-law standard.

### More Options Enable

Selects whether you set the items in the Dial Setup menu for each dial list.

**On:** Enables setting for each dial list. When you select “More Options Enable” in the List Edit menu of the Phone Book, the Dial Setup menu appears.

**Off:** Enables application of the settings in the Dial Setup menu to all the dial lists.

### User Name Input

Before starting communication, selects whether you record the user names in the communication log.

**On:** Records the user names. Each time a dialing is made, the menu where the name is input appears.

**Off:** Disables recording of the user names.

## Answer Setup Menu

The Answer Setup menu is used to set up for receiving a call.

## Page 1/2

The screenshot shows the 'Answer Setup' window with a 'Page: 1/2' indicator. It contains six dropdown menus: 'Auto Answer' set to 'Auto Answer', 'Number of Lines' set to '12B (768K)', 'Restrict' set to 'Auto', 'LAN Bandwidth' set to '1024 Kbps', 'ISDN MSN' set to 'Off', and 'Mic on Answer' set to 'On'. At the bottom are 'Save' and 'Cancel' buttons.

### Auto Answer

Selects whether the auto answer mode is activated.

**Auto Answer:** Answers a call in auto answer mode. When a call comes in, the line is automatically connected.

**Off:** Answers a call in manual answer mode. When you are called up, the phone rings.

If you select “OK” for the message “Respond?”, the line is connected.

### Number of Lines

Selects the number of ISDN channels used to receive a call.

You can select from among 1B(64K), 2B(128K), 3B(192K), 4B(256K), 5B(320K), 6B(384K), 8B(512K), 12B(768K) channels.

### Restrict

Selects the transmission rate of the ISDN lines when a call comes in.

**Auto:** Selects when connecting a remote party via a normal ISDN line.

**56 K:** Selects when connecting a remote party in a region or country where 56 Kbps is used for the ISDN transmission rate.

### Note

The system is set to connect an ISDN line at the transmission rate of 64 Kbps at the factory. However, some countries such as the USA or some regions may use the ISDN transmission rate of 64 Kbps and 56 Kbps. You may not communicate with such country or region with

the transmission rate of 64 Kbps. In this case, set “Restrict” to “56K” before dialing.

## LAN Bandwidth

Select the bandwidth to be used when connected to a LAN.

You can select from among 64 Kbps, 128 Kbps, 256 Kbps, 384 Kbps, 512 Kbps, 768 Kbps, 1024 Kbps, 1920 Kbps and “Other”. When “Other” is selected, a bandwidth value between 1 and 1920 Kbps can be entered.

## ISDN MSN

Selects whether you are using the Multiple Subscriber Number.

**On:** Selects when you use the Multiple Subscriber Number.

**Off:** Selects when you do not use the Multiple Subscriber Number.

## Mic on Answer

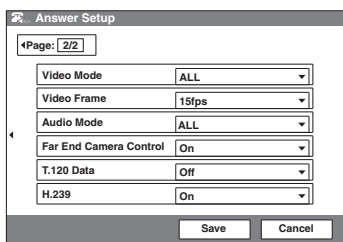
Selects whether to transmit the sound on your site when answering a call from the remote party.

**On:** Transmits the sound when answering a call.

**Off:** Disables transmission of the sound when answering a call.

---

## Page 2/2



## Video Mode

Selects the compression format of the pictures to be received from a remote party when “Video/Audio” is set to “More Options” in the Setup menu.

**ALL:** Receives pictures of any compression format depending on the format used on the remote site.

**Interlaced SIF:** Receives pictures based on the interlaced SIF.

This option is not available if the videoconferencing system of the

connected terminal has a different color system.

**H.264:** Receives pictures based on Recommendation H.264.

**MPEG4:** Receives pictures based on the MPEG4 format.

**H.263+:** Receives pictures based on Recommendation H.263+.

**H.261:** Receives pictures based on Recommendation H.261.

**SIP No Video:** Receives audio only without pictures when connected by SIP. This option functions as “ALL” if the line interface is not set to “SIP”.

### Note

When “Video/Audio” is not set to “More Options” in the Setup menu, “Video Mode”, “Video Frame” and “Audio Mode” are disabled.

## Video Frame

Selects the number of video frame to be received when “Video/Audio” is set to “More Options” in the Setup menu.

**15 fps:** Receives CIF format pictures at a maximum rate of 15 frames per second.

**30 fps:** Receives CIF format pictures at a maximum rate of 30 frames per second.

## Audio Mode

Selects the compression format of audio to be received from a remote party when “Video/Audio” is set to “More Options” in the Setup menu.

**ALL:** Receives any audio compression format depending on the format used on the remote site.

**MPEG4 Audio:** Receives audio based on the MPEG4 format.

**G.722.1:** Receives audio based on the G.722.1 standard.

**G.722:** Receives audio based on the G.722 standard.

**G.729:** Receives audio based on the G.729 standard.

**G.728:** Receives audio based on the G.728 standard.

**G.723.1:** Receives audio based on the G.723.1 standard.

**G.711:** Receives audio based on the G.711 standard.

**Note**

When the remote videoconferencing system does not support the Audio Mode selected by the local site, the mode automatically switches to “G.711”.

**Far End Camera Control**

When the conference starts with a call from a remote party, selects whether to enable control of each other’s cameras from each other’s sites.

**On:** Enables control of each other’s cameras.

**Off:** Disables control of the remote party’s camera.

**T.120 Data**

Selects whether you conduct a data conference via the T.120 standard using NetMeeting (only for the ISDN connection).

**On:** Enables conduct of the T.120 data conference.

**Off:** Disables conduct of the T.120 data conference.

*For details on the T.120 data conference, see “Conducting a Data Conference Using NetMeeting – T.120 Data Conference” on page 142.*

**H.239**

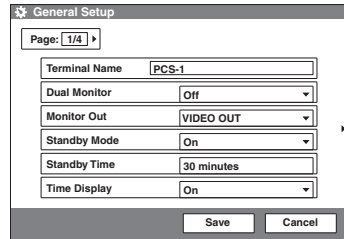
Selects whether you use the dual video presentation mode based on the H.239 standard.

**On:** Enables the dual video presentation mode based on the H.239 standard.

**Off:** Disables the dual video presentation mode based on the H.239 standard.

**General Setup Menu**

**Page 1/4**



**Terminal Name**

Input the terminal name (up to 30 characters) to report when the system is connected to the external multipoint videoconferencing system.

**Dual Monitor**

When two monitors are connected to the System, selects whether you use the dual monitor mode.

**On:** Enables the dual monitor mode. Still images are always displayed on the second monitor.

**Off:** Disables the dual monitor mode. Still images are always displayed on the first monitor.

*For details on the dual monitor mode, see “Using Two Monitors – Dual Monitor” on page 129.*

**Monitor Out (or Sub Monitor Out)**

Selects the output connected to the monitor to which the signal is output.

This item changes to “Sub Monitor Out” if “Dual Monitor” is set to “On”, and selects the output connected to the sub-monitor (second monitor) to which the signal is output.

**RGB OUT:** Outputs from the RGB OUT connector on the Communication Terminal.

**RGB OUT (DSB):** Outputs from the RGB OUT connector on the Data Solution Box.

**VIDEO OUT:** Outputs from the VIDEO OUT MONITOR MAIN or SUB connector.



For details, see “Displaying the Picture on a Projector or Monitor” on page 156.

### Standby Mode

Selects whether the Communication Terminal is set to standby mode if it is not operated for a specified period of time.

**On:** Activates standby mode.

**Off:** Deactivates standby mode.

### Standby Time

Specifies the time that the system remains on before entering the standby mode. You can specify a time between 1 and 99 minutes.

For details on standby mode, see “Standby Mode Function” on page 30.

### Time Display

Selects whether you display the elapsed time on the monitor screen during the conference.

**On:** Displays the elapsed time.

**Off:** Does not display the elapsed time.

#### Note

During communication, some items are not displayed.

## Page 2/4

The screenshot shows a 'General Setup' dialog box with a tab labeled 'Page: 2/4'. The settings are as follows:

Clock Set	11/30/2003 19:25:53
Last Number Registration	On
T.120 PC Address	
Whiteboard Attachment	Vertical
Whiteboard Size	3'0" x 4'0"
Whiteboard Size Measurement	Inches

Buttons for 'Save' and 'Cancel' are at the bottom.

### Clock Set

Enter the current date and time.

### Last Number Registration

Selects whether or not to register the remote party in the Phone Book after the conference has finished.

**On:** If the remote party has not yet been registered in the Phone Book, the message “Register this participant in the list?” appears on the monitor screen after the conference has finished. When you select “OK”, the List Edit menu opens.

**Off:** The above message does not appear.

### T.120 PC Address

When conducting a data conference based on the T.120 standard using NetMeeting, input the IP address of the computer (for the ISDN connection).

For details on a data conference based on the T.120 standard, see “Conducting a Data Conference Using NetMeeting – T.120 Data Conference” on page 142.

### Whiteboard Attachment

Selects whether to attach the optional mimio-Xi vertically or horizontally on a whiteboard.

**Vertical:** Attaches the mimio-Xi vertically on a whiteboard.

**Horizontal:** Attaches the mimio-Xi horizontally on a whiteboard.

### Whiteboard Size

Selects the size (height × width) of the whiteboard you are using. The sizes shown in the menu change according to “Whiteboard Attachment” setting. Selects from among 2'0" × 3'0" (0.6 × 0.9 m), 3'0" × 4'0" (0.9 × 1.2 m), 4'0" × 6'0" (1.2 × 1.8 m) and 4'0" × 8'0" (1.2 × 2.4 m) when “Whiteboard Attachment” is set to “Vertical”.

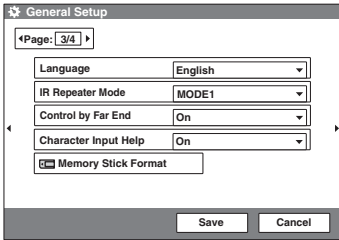
Selects from among 3'0" × 2'0" (0.9 × 0.6 m), 4'0" × 3'0" (1.2 × 0.9 m), 6'0" × 4'0" (1.8 × 1.2 m) and 8'0" × 4'0" (2.4 × 1.2 m) when “Whiteboard Attachment” is set to “Horizontal”.

### Whiteboard Size Measurement

Selects whether to display the whiteboard size in inches or meters.

**Inches:** Displays the whiteboard size in inches.

**Meters:** Displays the whiteboard size in meters.



### Language

Selects the language used for messages or menus.

You can select among from 17 languages; English, French, German, Japanese, Spanish, Italian, Simplified Chinese, Portuguese, Tradition Chinese, Korean, Dutch, Swedish, Danish, Finnish, Polish, Russian, Arabic.

### IR Repeater Mode

Selects the remote control mode of the IR repeater.

**MODE 1:** (For customers who are using the PCS-1 Video Communication System only)

Normally, select this mode.

**MODE 2:** (For customers who are using the PCS-1 Video Communication System only)

Select this mode if the System does not operate properly with the MODE 1 setting.

**MODE 3:** (For customers who are using the PCS-1P Video Communication System only)

Normally, select this mode.

**MODE 4:** (For customers who are using the PCS-1P Video Communication System only)

Select this mode if the System does not operate properly with the MODE 3 setting.

### Control by Far End

When “Far End Camera Control” is set to “On” in the Dial Setup menu on the local party and in the Answer Setup menu on the remote party, you can temporarily reject the camera control command transmitted by the remote party.

**On:** Accepts the camera control command.

**Off:** Rejects the camera control command.

### Character Input Help

Selects whether or not to hide a help balloon used for entering characters or numerics .

**On:** Displays the balloon help items for entering characters.

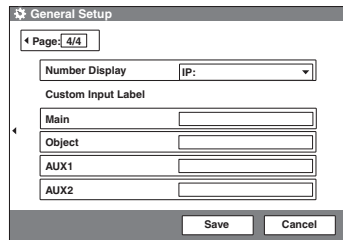
**Off:** Hide the balloon help items for entering characters.

### Memory Stick Format

Formats the “Memory Stick”.

#### Note

If you format the “Memory Stick”, all the data including the still images and Phone Book stored will be lost.



You can specify the label identifying the local system to be displayed in the launcher menu and the Video Input Select menu (page 111) on the local site.

### Number Display

Selects the number identifying the local system to be displayed in the launcher menu.

**SIP:User Name:** Displays the user name registered in the SIP server when you conduct a conference using SIP.

**SIP:Address:** Displays the SIP address when you conduct a conference using SIP.

**GK:User Alias:** Displays the user name registered in the gatekeeper when you use the gatekeeper.

**GK:User Number:** Displays the user number registered in the gatekeeper when you use the gatekeeper.

**NAT:Address:** Displays the NAT address when you connect the system to a network using NAT.

**IP:** Displays the IP address.

**No display:** Does not display any number identifying the system.

## Main

Enter the label (up to 12 characters) to be displayed when “Main” (main camera) is selected in the Video Input Select menu.

## Object

Enter the label (up to 12 characters) to be displayed when “Object” (optional PCS-DS150 Document Stand, currently not available) is selected in the Video Input Select menu.

## AUX1

Enter the label (up to 12 characters) to be displayed when “AUX1” (equipment connected to the VIDEO IN AUX1 on the Communication Terminal) is selected in the Video Input Select menu.

## AUX2

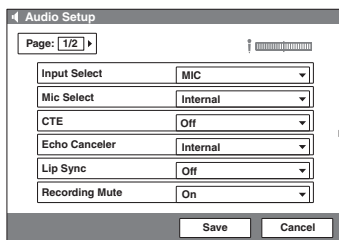
Enter the label (up to 12 characters) to be displayed when “AUX2” (equipment connected to the VIDEO IN AUX2 on the Communication Terminal) is selected in the Video Input Select menu.

## Audio Setup Menu

The Audio Setup menu is used to set various audio items.

### Page 1/2

The level meter indicating the audio input level is displayed.



### Input Select

Selects the sound to be input.

**MIC:** Inputs the sound of the microphone.

**AUX:** Inputs the sound from external equipment.

**MIC+AUX:** Inputs both sounds from the microphone and external equipment.

### Mic Select

Selects the microphone to be used.

**Internal:** Uses the built-in microphone.

**External:** Uses the microphone connected to the Communication Terminal.

**DSB MIC:** Uses the microphone connected to the Data Solution Box.

### CTE

Selects the input to which the CTE-600 Communication Transducer is connected.

**Off:** Does not use the CTE-600 Communication Transducer.

**AUX:** Inputs from the AUDIO IN jack on the Communication Terminal.

**DSB AUX IN:** Inputs from the AUX IN jack on the Data Solution box.

### Echo Canceled

Selects whether you use the echo canceler.

**Internal:** Enables the built-in echo canceler.

**External:** Uses the echo canceler of the external equipment connected.

The input from the AUDIO IN jack on the Communication Terminal is always

available regardless of the “Input Select” setting.

**Off:** Disables the built-in echo canceler.

### Lip Sync

Selects whether to enable the Lip Sync function.

**On:** Enables the Lip Sync function. The movement of the speaker’s lips is synchronized with his voice.

**Off:** Disables the Lip Sync function.

### Recording Mute

When connecting a video cassette recorder to the AUDIO IN/AUDIO OUT (MIXED) jacks to record the sound for a conference, the recording mute function prevents echo from reflecting on a remote site. This item is only available when “Input Select” is set to “AUX” or “MIC + AUX”.

**On:** Enables the recording mute function.

**Off:** Disables the recording mute function.

### Dial Tone

Selects whether or not to output a ring-back tone and busy tone when you are dialing.

**On:** Outputs the dial tone.

**Off:** Does not output the dial tone.

### Ringer Tone

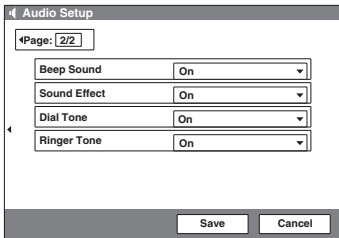
Selects whether or not to output a ringer tone when you receive a call.

**On:** Outputs the ringer tone.

**Off:** Does not output the ringer tone.

---

## Page 2/2



### Beep Sound

Selects whether the beep sounds when you press the button on the Remote Commander.

**On:** Enables beep.

**Off:** Disables beep.

### Sound Effect

Selects whether or not to output the sound when the system starts up, a videoconference starts, or the videoconference ends.

**On:** Outputs the sound.

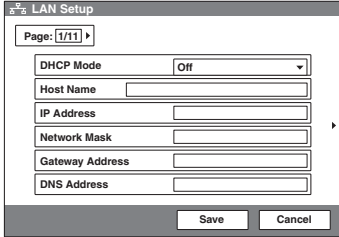
**Off:** Does not output the sound.

## LAN Setup Menu

When you conduct a conference via a LAN, set the items in the LAN Setup menu.

*For details on the settings, consult with the network administrator.*

### Page 1/11



#### DHCP Mode

Selects whether DHCP (Dynamic Host Configuration Protocol) server is enabled or not.

**Auto:** The IP address and network mask are automatically assigned.

In this case, confirm the assigned IP address, network mask, gateway address, and DNS address in the launcher menu or the Machine Information menu after the LAN connection is completed.

**Off:** Sets “DHCP Mode” to “Off”. In this case, enter the IP address, network mask, gateway address and DNS address.

#### Host Name

Enter the host name (up to 30 characters).

#### IP Address

Enter the IP address.

#### Network Mask

Enter the network mask.

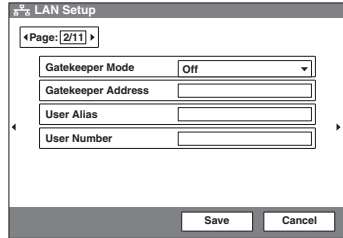
#### Gateway Address

Enter the default gateway address.

#### DNS Address

Enter the DNS (Domain Name System) address.

### Page 2/11



#### Gatekeeper Mode

Sets whether you use the gatekeeper that controls access to a LAN.

Using the gatekeeper allows you to dial using the user name or user number.

**On:** Enables use of the gatekeeper.

**Off:** Disables use of the gatekeeper.

**Auto:** Detects the gatekeeper automatically and uses it.

#### Gatekeeper Address

Enter the gatekeeper address used when “Gatekeeper Mode” is set to “On”.

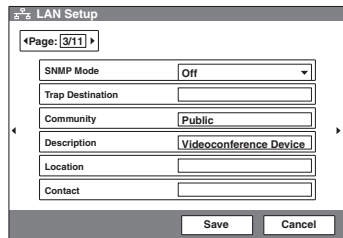
#### User Alias

Enter the user name (H.323 alias) to be registered in the gatekeeper (up to 30 characters).

#### User Number

Enter the user number (E.164 number) to be registered in the gatekeeper (up to 30 characters).

### Page 3/11



#### SNMP Mode

Selects whether the SNMP (Simple Network Management Protocol) agent service is enabled or not.

**On:** Enables the SNMP agent service.  
**Off:** Disables the SNMP agent service.

### Trap Destination

Enter the address of the trap destination SNMP manager.

### Community

Enter the community name managed by the SNMP manager (up to 24 characters). The default setting is “public”. Normally, there is no need to change.

### Description

Enter the description of this terminal. The default setting is “Videoconference Device” and cannot be changed.

### Location

Enter the location where this terminal is installed (up to 30 characters).

### Contact

Enter information on the administrator of this terminal (up to 30 characters).

This option is effective only when you use the UPnP router.

### NAT Address

Enter the IP address of a global network to be used for NAT mode.

### Packet Resend Request

Selects whether or not to request to resend the packet when a packet loss occurs during communication.

**On:** Requests resending a packet.  
**Off:** Does not request resending a packet.

### Adaptive Rate Control

Sets whether or not to always optimize the LAN bandwidth.

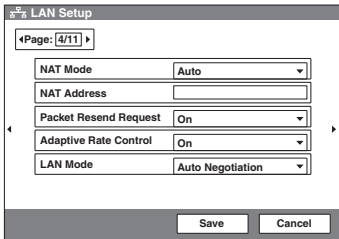
**On:** Always optimizes.  
**Off:** Disables optimization of the LAN bandwidth.

### Note

This item is enabled only when “Packet Resend Request” is set to “Off”. When “Packet Resend Request” is set to “On”, this item is always set to “On”.

---

## Page 4/11



### NAT Mode

Selects whether you connect the system to a network using NAT (Network Address Translation) that enables sharing of one IP address for multiple computers on the same LAN.

**On:** Enables the NAT mode when you connect the system to a network using NAT. With this option, set the NAT address.

**Off:** Disables the NAT mode when you connect the system to a network without using NAT.

**Auto:** Enables or disables the NAT mode by automatically detecting the use of NAT.

### LAN Mode

Selects the interface type and the communication mode of the LAN connection.

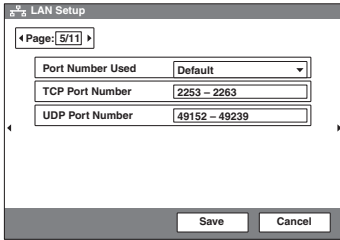
**Auto Negotiation:** The interface type and the communication mode are recognized automatically.

**100Mbps Full Duplex:** Connects via 100BASE-TX in full duplex mode.

**100Mbps Half Duplex:** Connects via 100BASE-TX in half duplex mode.

**10Mbps Full Duplex:** Connects via 10BASE-T in full duplex mode.

**10Mbps Half Duplex:** Connects via 10BASE-T in half duplex mode.



### Port Number Used

Selects whether or not to fix the TCP port number and UDP port number.

**Custom:** Uses the port numbers set by the user.

**Default:** Uses the default port numbers, 2253 for the TCP port number and 49152 for the UDP port number.

### TCP Port Number

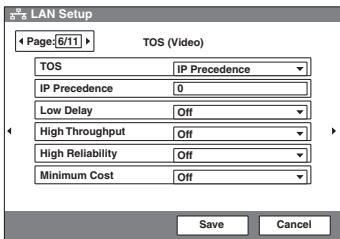
When “Port Number Used” is set to “Custom”, enter the TCP port number. The display shows usable port numbers.

### UDP Port Number

When “Port Number Used” is set to “Custom”, enter the UDP port number. The display shows usable port numbers.

*For details on the port numbers used, see “List of Port Numbers Used on the PCS-1/1P” on page 268.*

## Page 6/11 to Page 9/11



Page 6/11 to Page 9/11 allow you to specify the TOS (Type of Service) field for various data.

The TOS field of the following data can be specified on each page.

### Page 6/11: TOS (Video)

Specifies the TOS field for video data.

### Page 7/11: TOS (Audio)

Specifies the TOS field for audio data.

### Page 8/11: TOS (Presentation)

Specifies the TOS field for the RGB data to be output from the Data Solution Box.

### Page 9/11: TOS (Camera Control)

Specifies the TOS field for the camera control signal and the image data of the white board.

## TOS

Selects how to define the TOS field for the selected data.

**Off:** Does not define the TOS field.

**IP Precedence:** Defines the TOS field as IP Precedence.

**Diffserve:** Defines the TOS field as Diffserve.

After selecting how to define the TOS field, specify the following items. Available items differ depending on the selected data type.

### IP Precedence

Enter the IP Precedence value (0 – 7).

### Low Delay

Selects whether or not to specify the bit rate of Low Delay for the TOS field.

**On:** Specifies the bit rate of Low Delay for the TOS field.

**Off:** Does not specify the bit rate of Low Delay for the TOS field.

### High Throughput

Selects whether or not to specify the bit rate of High Throughput for the TOS field.

**On:** Specifies the bit rate of High Throughput for the TOS field.

**Off:** Does not specify the bit rate of High Throughput for the TOS field.

### High Reliability

Selects whether or not to specify the bit rate of High Reliability for the TOS field.

**On:** Specifies the bit rate of High Reliability for the TOS field.

**Off:** Does not specify the bit rate of High Reliability for the TOS field.

### Minimum Cost

Selects whether or not to specify the bit rate of Minimum Cost for the TOS field.

**On:** Specifies the bit rate of Minimum Cost for the TOS field.

**Off:** Does not specify the bit rate of Minimum Cost for the TOS field.

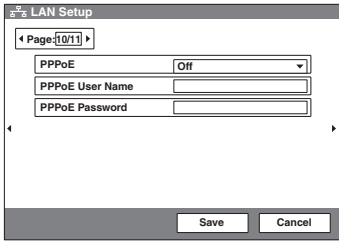
### Diffserve

Enter the Diffserve value (0 – 63).

This item is displayed only when “TOS” is set to “Diffserve”.

---

## Page 10/11



### PPPoE

Selects whether or not to use PPPoE for LAN connection.

You can use the B FLET’S\* or FLET’S ADSL services without connecting a router when using PPPoE.

**On:** Uses PPPoE for LAN connection.

**Off:** Does not use PPPoE.

### Note

Operations of PPPoE for LAN connection are presently verified only for Japanese NTT B FLET’S and FLET’S ADSL services.

\* “FLET’S” is a trademark of NTT East and NTT West Corporations in Japan.

### PPPoE User Name

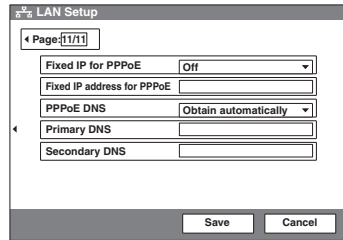
Enter a user name when you use PPPoE for LAN connection (up to 128 characters).

### PPPoE Password

Enter a password when you use PPPoE for LAN connection (up to 128 characters).

---

## Page 11/11



### Fixed IP for PPPoE

Selects whether or not to make a PPPoE connection using the fixed IP.

**On:** Uses the fixed IP for a PPPoE connection.

**Off:** Does not use the fixed IP for a PPPoE connection.

### Fixed IP Address for PPPoE

Enter the fixed IP address when “Fixed IP for PPPoE” is set to “On”.

### PPPoE DNS

Selects whether to obtain the DNS server addresses automatically or to specify them manually when connecting to LAN using PPPoE.

**Specify:** Specifies the DNS server addresses.

**Obtain automatically:** Allows you to obtain the DNS server addresses automatically.

### Primary DNS

Enter a primary DNS address.

### Secondary DNS

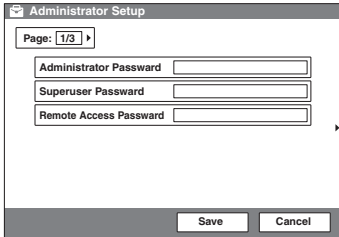
Enter a secondary DNS address.



## Administrator Setup Menu

The Administrator Setup menu is used for the system administrators. If you have set the password with this menu, you need to enter it when accessing the setup menus or Phone Book menus to change the items. Entering the password is also required to access the Administrator Setup menu.

### Page 1/3



#### Administrator Password

Sets the password for the system administrator. The administrator password is valid to modify the items in the Setup menu for the administrator and in the Phone Book menu.

The items in the Setup menu for the administrator and in the Phone Book menu can be changed by the administrator.

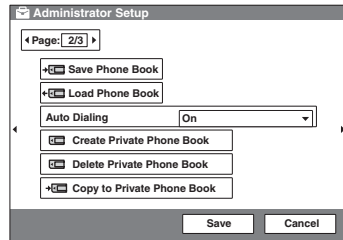
#### Superuser Password

Sets the password for the super-user. The superuser password is valid to modify the items in the Phone Book menu.

#### Remote Access Password

Sets the password required to access this System from a Web browser. Accessing from a Web browser is also enabled by entering the administrator or superuser password.

### Page 2/3



#### Save Phone Book

Saves the data in the Phone Book in a “Memory Stick”. The data in the “Memory Stick” will be overwritten.

#### Load Phone Book

Loads the data in the Phone Book from a “Memory Stick”. The data in the Phone Book will be overwritten.

#### Auto Dialing

You can create a Private Phone Book in a “Memory Stick”.

This item is used to select whether or not to automatically dial the address of a specified list in the Private Phone Book simply by inserting the “Memory Stick”.

**On:** Enables automatic dialing.

**Off:** Disables automatic dialing.

#### Create Private Phone Book

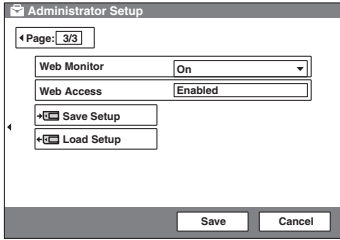
Selects to create an empty folder and file for a Private Phone Book in an inserted “Memory Stick”.

#### Delete Private Phone Book

Selects to delete the Private Phone Book folder in the inserted “Memory Stick”.

#### Copy to Private Phone book

Selects to copy all the contents of the Phone Book to a Private Phone Book in the inserted “Memory Stick”.



### Web Monitor

Selects whether or not to permit monitoring of the JPEG images of this System via a Web browser.

**On:** Permits monitoring via a Web browser.  
**Off:** Disables monitoring.

### Web Access

Selects whether or not to permit accessing the PCS-1/IP via a Web browser or Telnet.

**Disabled:** Prohibits accessing via a Web browser or Telnet.  
**Enabled:** Permits accessing via a Web browser or Telnet.

### Save Setup

Saves the setup data in a “Memory Stick”. The setup data in the “Memory Stick” will be overwritten.

### Notes

- Periodical saving of the setup data using this feature is recommended.
- Data of the Phone Book cannot be saved with this feature.

### Load Setup

Loads the setup data from a “Memory Stick”. The setup data in the system will be overwritten.

### Note

When saving and loading the setup data, make sure that the version of the terminal from which the data was originally saved is the same as the version of the local terminal. If the versions differ, the data may not be properly recognized.

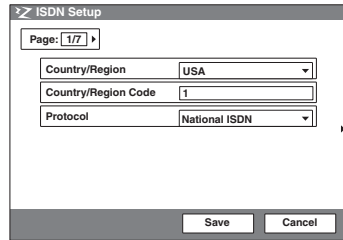
## ISDN Setup Menu

The ISDN Setup menu is used to set up the ISDN lines.

### Note

The ISDN Setup menu is displayed only when the optional PCSA-B384S or PCSA-B768S ISDN Unit is installed to your system.

### Page 1/7



### Country/Region

Selects the country or region where you use the Communication Terminal.

You can select from among Europe (excluding France), France, Japan, USA, China and Other.

### Country/Region Code

Enter the country code or region code (up to 10 characters).

*For customers in the USA and Canada, see “SPID Setting for Customers in the USA and Canada” on page 60.*

### Protocol

Selects the protocol of the ISDN lines to be used.

You can select ITU-T, Euro ISDN, Euro ISDN (France), National ISDN, 5ESS(P-MP), 5ESS(P-P) or DMS-100 depending on the interface you are using.

*For customers in the USA and Canada, see “SPID Setting for Customers in the USA and Canada” on page 60.*

## Page 2/7

Shows the A1 to C2 text boxes for inputting the telephone numbers.

### Area Code

Enter the area code to be used for the ISDN interface (up to 20 characters). Do not enter the first “0” number of your area code.

### Local Number

Enter the telephone number (local number) to be used for the ISDN interface (up to 30 characters).

#### Note

The D1-F2 text boxes are shown on the next page (Page 3). Fill in the boxes depending on the lines you connect. (Only when the PCSA-B768S ISDN unit is used).

## Page 4/7

Shows the A1 to C2 text boxes for inputting the telephone numbers.

### Sub Address

Enter the sub-addresses when registering them (up to 30 characters). Only numerals are available for a sub-address.

#### Note

The D1-F2 text boxes are shown on the next page (Page 5). Fill in the boxes depending on

the lines you connect. (Only when the PCSA-B768S ISDN unit is used).

## Page 6/7

Shows the A1 to C2 text boxes for inputting the telephone numbers and the Auto SPID tab.

### SPID

This item is used only for customers in the USA and Canada.

*For details, see “SPID Setting for Customers in the USA and Canada”.*

### Auto SPID

This item is used only for customers in the USA and Canada.

*For details, see “SPID Setting for Customers in the USA and Canada”.*

#### Notes

- The D1-F2 text boxes are shown on the next page (Page 7). Fill in the boxes depending on the lines you connect.
- The SPID menu does not appear depending on the protocol you selected on Page 1.

## SPID Setting for Customers in the USA and Canada

If you connect to an ISDN switch type, configuration of SPID (Service Profile Identifier) is required. When you select “Auto SPID” in the ISDN Setup Wizard (see page 35), the “Area Code”, “Local Number” and “SPID” setup items are automatically set.

If “Auto SPID” is not available in your area, set up SPID manually using the ISDN Setup menu.

- 1 Open the ISDN Setup menu.
- 2 Enter the country code in the Country/Region Code text box depending on the network switch type you are using.

**AT&T 5ESS (National ISDN), NTI DMS-100 (National ISDN):** Enter “1”.

**AT&T 5ESS (Multipoint Custom ISDN):** Enter “1\*10”.

**AT&T 5ESS (Point-to-Point Custom ISDN):** Enter “1\*12”.

**NTI DMS-100 (Custom ISDN):** Enter “1\*11”.

- 3 Open Page 2 of the ISDN Setup menu to enter the LDN (Local Directory Number) in the Local Number text boxes.

**When you use the AT&T 5ESS (Multipoint Custom ISDN) or AT&T 5ESS (Point-to-Point Custom ISDN) switch type**

Enter the same LDNs in the A1 and A2 (B1 and B2, C1 and C2, depending on the number of lines you use) text boxes.

**When you use the NTI DMS-100 (National ISDN) or NTI DMS-100 (Custom ISDN) switch type**

Enter the different LDNs in the A1 and A2 (B1 and B2, C1 and C2, depending on the number of lines you use) text boxes. These switch types are given a separate number for each channel.

**When you use the AT&T 5ESS (National ISDN) switch type**

You may enter the same or different numbers in two channels.

- 4 Open Page 6 (SPID setup menu) to enter the SPID.

The SPID generally comprises 12 digits, including a 7 digit LDN (Local Directory Number).

Be sure to enter the different SPID number in each of the A1 and A2 (B1 and B2, C1 and C2, depending on the number of lines you use) text boxes if you have entered the separate LDNs in the Local Number text boxes for each channel in step 3.

### For the AT&T 5ESS (National ISDN) and AT&T 5ESS (Multipoint Custom ISDN) switch type

Enter the SPID in the A1 text box only.

ISDN Setup

Page: 6/7

SPID

A1 019876532001

A2

B1

B2

C1

C2

Save Cancel

### For the NTI DMS-100 (National ISDN), NTI DMS-100 (Custom ISDN), AT&T 5ESS (National ISDN) switch type

Enter the different SPID numbers in the A1 and A2 text boxes.

ISDN Setup

Page: 6/7

SPID

A1 019876543001

A2 019876544001

B1

B2

C1

C2

Save Cancel

### For the AT&T 5ESS (Point-to-Point Custom ISDN) switch type

You do not need to set up the SPID, then no entry in the A1 and A2 (B1 and B2, C1 and C2, depending on the number of lines you use) is required.

#### Note

If you use the PCSA-B768S ISDN unit and connect 4-6 ISDN lines, the D1-F2 text boxes are shown in Page 3 and Page 7 of the ISDN Setup menu. Fill in the boxes following steps 3 and 4.

- After the settings are completed, select “Save”, then press the PUSH ENTER button.

## Multipoint Setup Menu

The Multipoint Setup menu is used when you conduct a multipoint videoconference.

#### Note

The Multipoint Setup menu is available when the System has the optional PCS-320M1 H.320 MCU or PCS-323M1 H.323 MCU software installed.

### Page 1/2

Multipoint Setup

Page: 1/2

Multipoint Mode Auto

Broadcast Mode Split

Number of Lines 2B (128K)

Total LAN Bandwidth 1024 Kbps

Restrict Auto

Save Cancel

### Multipoint Mode

Selects whether you conduct a multipoint videoconference.

**On:** Always conducts a multipoint videoconference.

**Auto:** Automatically shifts from a point-to-point videoconference to a multipoint videoconference.

#### Note

The Multipoint Mode can be selected with the initial Setup menu (page 85).

### Broadcast Mode

Selects the broadcast mode.

**Split:** Displays the pictures of the terminals connected in split windows.

**Voice Activate:** Detects the terminal with the speaker with the loudest voice, and sends the picture of that terminal to all other terminals.

### Number of Lines

Selects the ISDN channels to be used for connecting the first remote point.

**1B (64K):** Connects via a 1B channel.

**2B (128K):** Connects via 2B channels.

**4B (256K):** Connects via 4B channels.

**6B (384K):** Connects via 6B channels.

## Notes

- The number of ISDN channels to be used for connecting a second remote point or more is defined by the number of ISDN lines you are using.
- When you are called from a remote party and the remote party has set a lower number of ISDN channels than that set on this terminal, the setting on the remote party's terminal has priority.

## Total LAN Bandwidth

Selects the total bandwidth to be used for a multipoint videoconference via LAN. You can select from among 384 Kbps, 512 Kbps, 768 Kbps, 1024 Kbps, 1920 Kbps and "Other". When "Other" is selected, a bandwidth value between 1 and 1920 Kbps can be entered.

## Restrict

Selects the ISDN transmission rate when dialing or answering.

**Auto:** Selects when connecting a remote party via a normal ISDN line.

**56K:** Selects when connecting a remote party in a region or country where the ISDN transmission rate is 56 Kbps.

## Note

The system is set to connect an ISDN line at the transmission rate of 64 Kbps at the factory. However, some countries such as the USA or some regions may use the ISDN transmission rate of 64 Kbps and 56 Kbps. You may not communicate with such country or region with the transmission rate of 64 Kbps. In this case, set "Restrict" to "56K" before dialing.

## Page 2/2

Multipoint Setup

Page: 2/2

Video Mode	ALL
Audio Mode	ALL
Display Terminal Name	On
Far End Camera Control	On
Reject Answer	Off

Save Cancel

## Video Mode

Selects the compression format of the pictures for a multipoint conference.

**ALL:** Uses any video compression format depending on the format used on the remote sites.

**H.263:** Uses pictures based on Recommendation H.263.

**H.261:** Uses pictures based on Recommendation H.261.

**SIP No Video:** Uses audio only without pictures when connected by SIP. This option functions as "ALL" if the line interface is not set to "SIP".

## Audio Mode

Selects the audio compression format for a multipoint conference.

**ALL:** Uses any audio compression format depending on the format used on the remote site.

**G.722:** Uses audio based on the G.722 standard.

**G.728:** Uses audio based on the G.728 standard.

**G.711:** Uses audio based on the G.711 standard.

## Note

When the remote videoconferencing system does not support the Audio Mode selected by the local site, the mode automatically switches to "G.711".

## Display Terminal Name

Selects whether you display the connected terminal names on the monitor screen at the time of disconnection.

**On:** Displays the terminal names.

**Off:** Does not display terminal names.

## Far End Camera Control

Selects whether to enable control of each other's cameras from each other sites.

**On:** Enables control of each other's cameras. Normally, set to ON.

**Off:** Disables control of each other's cameras.

## Reject Answer

Selects whether to disable connection to a remote party who is calling during a videoconference.

**On:** Disables connection to a remote party.

**Off:** Enables connection to a remote party.

## Machine Information Menu

The Machine Information menu shows the versions of the Communication Terminal and the connected equipment for exclusive use, installed software versions, etc.

Machine Information	
Host Version	VerX.XX
ISDN UNIT Version	VerX.XX
DSB Version	VerX.XX
DSP Version	VerX.XX
Software Option	Multipoint(H.323)
Option I/F	DSB, ISDN UNIT
Host Name	PCS-1
IP Address	0.0.0.0
MAC Address	00-00-00-00-00-00
Serial Number	12345
End	

### Host Version

Displays the software version of the Communication Terminal.

### ISDN UNIT Version

Displays the version of the connected PCSA-B384S or PCSA-B768S ISDN Unit.

### DSB Version

Displays the version of the connected PCSA-DSB1S Data Solution Box.

### DSP Version

Displays the version of the built-in DSP (Digital Signal Processor) for audio/video codec.

### Software Option

Displays the optional software installed.

**None:** No software is installed.

**Multipoint (H.323):** The PCS-323M1 H.323 MCU software (for LAN) is installed.

**Multipoint (H.320):** The PCS-320M1 H.320 MCU software (for ISDN) is installed.

**Multipoint (H.320 + H.323):** Both the PCS-323M1 and PCS-320M1 MCU software are installed.

**SIP:** The PCSA-SP1 SIP software is installed.

**Multipoint (H.323), SIP:** The PCS-323M1 MCU software and PCSA-SP1 SIP software are installed.

**Multipoint (H.320), SIP:** The PCS-320M1 MCU software and PCSA-SP1 SIP software are installed.

**Multipoint (H.320 + H.323), SIP:** The PCS-323M1 and PCS-320M1 MCU software and PCSA-SP1 SIP software are installed.

### Option I/F

Displays the optional connected equipment.

**None:** No optional equipment is connected.

**ISDN UNIT:** The PCSA-B384S or PCSA-B768S ISDN Unit is connected.

**DSB:** The PCSA-DSB1S Data Solution Box is connected.

**Whiteboard:** A whiteboard is connected.

### Host Name

Displays the host name.

### IP Address

Displays the IP address.

### MAC Address

Displays the MAC address.

### Serial Number

Displays the serial number.

## Status Menu

The Status menu shows the current status of communication.

The ISDN Line Status, LAN Line Status or LAN Connection Status will also be displayed depending on the line interface used.

### Communication Status

One page for each point connected to the system will be displayed. The connected point is shown at the upper right corner of the page as “Connection A (or B, C....)”. The terminal’s name of the point is also displayed at its side.

The items below are shown both in the columns for “Encode” and “Decode”. The descriptions under “Encode” show the setting status on the local system and those under “Decode” show the status on receiving.

(Encode)		(Decode)		Line I/F		BRI	
Audio Mode	G.728	G.728					
Video Mode	H.261CIF	H.261CIF		Camera Control	ON		
Frame Rate	15fps	15fps		Data Control	ON		
Rate	2 x 64k	2 x 64k		H.239 Presen	ON		
MLP Rate	OFF	OFF					
HMLP Rate	OFF	OFF					
LSD Rate	6400	6400					

Check Code: 87F02D202D62C0C4      Cancel

### Audio Mode

Shows the current audio compression format.

### Video Mode

Shows the current video compression format.

#### Note

The audio compression and video compression formats used for communication with a remote party may differ from the settings in this menu, depending on the status of videoconferencing system on the remote site.

### Frame Rate

Shows the maximum frame rate of motion pictures.

### Rate

Displays the number of lines connected and a transmission rate during communication.

### MLP Rate

Shows the MLP (Multi Layer Protocol) rate.

### HMLP Rate

Shows the HMLP (High Speed Multi Layer Protocol) rate.

### LSD Rate

Shows the LSD (Low Speed Data) rate.

### Line I/F

Displays the line interface you are using.

### Camera Control

Shows whether control of each other’s camera is enabled or not.

### Data Control

Shows whether the T.120 data conference is enabled or not.

### H.239 Presen

Shows whether the dual video presentation mode based on the H.239 standard is enabled or not.

### Check Code

Displays the check code when the H.235 standard encryption method is being used.

## ISDN Line Status

Page: 2/4      ISDN Line Status

A1	A2	B1	B2	C1	C2	D1	D2	E1	E2	F1	F2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

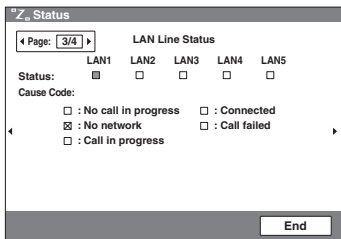
Cause Code:

- : No call in progress
- : No network
- : Call in progress
- : Connected
- : Call failed

End

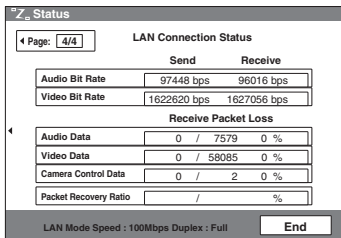


## LAN Line Status



The screenshot shows the 'LAN Line Status' menu. At the top, it says 'Page: 3/4'. Below that, there are five checkboxes for LAN1, LAN2, LAN3, LAN4, and LAN5, all of which are currently unchecked. Underneath, there is a 'Cause Code:' section with four options: 'No call in progress', 'No network', 'Call in progress', and 'Connected'. The 'No call in progress' and 'No network' options are checked. At the bottom right, there is an 'End' button.

## LAN Connection Status

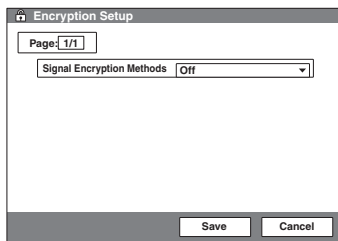


The screenshot shows the 'LAN Connection Status' menu. At the top, it says 'Page: 4/4'. Below that, there are two tables. The first table is titled 'Send' and 'Receive' and shows 'Audio Bit Rate' (97448 bps / 96016 bps) and 'Video Bit Rate' (1622620 bps / 1627056 bps). The second table is titled 'Receive Packet Loss' and shows 'Audio Data' (0 / 7579 0%), 'Video Data' (0 / 58085 0%), 'Camera Control Data' (0 / 2 0%), and 'Packet Recovery Ratio' ( / %). At the bottom left, it says 'LAN Mode Speed : 100Mbps Duplex : Full'. At the bottom right, there is an 'End' button.

## Encryption Setup Menu

The Encryption Setup menu is used to conduct a videoconference using the encryption feature. The encryption feature allows you to conduct a highly confidential conference.

*For details on a videoconference with the encryption feature, see Chapter 7.*



The screenshot shows the 'Encryption Setup' menu. At the top, it says 'Page: 1/1'. Below that, there is a dropdown menu for 'Signal Encryption Methods' which is currently set to 'Off'. At the bottom, there are 'Save' and 'Cancel' buttons.

### Signal Encryption Methods

Selects the encryption method you use.

**Standard encryption:** Enables use of the standard encryption method.

**SONY Encryption:** Enables use of Sony's original encryption method.

**Off:** Disables use of the encryption function.

### Encryption Mode

Displays when "Standard encryption" is selected for the "Signal Encryption Methods".

**Connect priority:** Connects with encryption to a remote party with standard encrypted connection enabled. Connects without encryption to parties unable to connect with standard encryption or parties with encryption set to off.

**Encrypt Priority:** Connects only to remote parties with standard encrypted connection enabled.

### Encryption Password

Displays when "SONY Encryption" is selected for "Signal Encryption Methods". Set the password to be entered when conducting encrypted videoconferences (13 to 20 characters).

## Notes

- You cannot connect to terminals without the encryption function, terminals with encryption set to off, or terminals with different passwords.
- When “SONY Encryption” is selected for “Signal Encryption Methods”, connection without encryption is made to terminals with ISDN connections.

## SIP Setup Menu

The SIP Setup menu is used to conduct a videoconference with an IP phone using the SIP (Session Initiation Protocol).

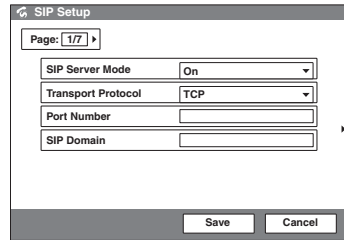
*For details on a videoconference using SIP, see Chapter 9.*

### Note

The SIP Setup menu is available when the system has the optional PCSA-SP1 SIP software installed.

---

## Page 1/7



The screenshot shows a window titled "SIP Setup" with a "Page: 1/7" indicator. The window contains four fields: "SIP Server Mode" set to "On", "Transport Protocol" set to "TCP", "Port Number" (empty), and "SIP Domain" (empty). There are "Save" and "Cancel" buttons at the bottom.

### SIP Server Mode

Selects whether you use a SIP server or not.

**On:** Enables use of the SIP server.

**Off:** Disables use of the SIP server.

### Transport Protocol

Selects the protocol to be used for SIP.

**TCP:** Uses TCP (Transmission Control Protocol).

**UDP:** Uses UDP (User Datagram Protocol).

### Port Number

Enter the port number to be used for SIP (up to 11 characters).

### SIP Domain

Enter the SIP domain name (up to 39 characters).

---

## Page 2/7

SIP Setup

Page: 2/7

Registered User Name

Password

Registered User Name

Password

Registered User Name

Password

Registered User Name

Password

Save Cancel

### Registered User Name

Enter the user name for the terminal to be registered on the SIP server (up to 39 characters).

### Password

Sets the password for the terminal to be registered on the SIP server (up to 39 characters).

#### Note

When you conduct a multipoint videoconference using SIP, enter the user name and password for each terminal. Page 3/3 provides text boxes for the fourth and fifth terminals.

---

## Page 4/7 to Page 7/7

SIP Setup

Page: 4/7 Primary

Proxy Server Address

Proxy Port

Registrar Server Address

Registrar Port

Save Cancel

Up to four proxy servers and registrar servers can be used. Enter the address and port number for each server.

Page 4/7 to Page 7/7 allow you to specify the first to fourth servers in order.

**Page 4/7:** Specifies the Primary server.

**Page 5/7:** Specifies the Secondary server.

**Page 6/7:** Specifies the Trinity server.

**Page 7/7:** Specifies the Fourth server.

Specify the following items for each server.

### Proxy Server Address

Enter the domain name of a proxy server to be used for SIP (up to 39 characters).

### Proxy Port

Enter the port number of a proxy server to be used for SIP (up to 11 characters).

### Registrar Server Address

Enter the domain name of a registrar to be used for SIP (up to 39 characters).

### Registrar Port

Enter the port number of a registrar to be used for SIP (up to 11 characters).

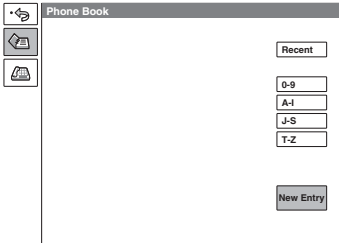
# Registering a Remote Party – Phone Book

You can register the telephone number or IP address of a remote party in the Phone Book, allowing you to dial the party very easily. Up to 500 remote parties can be registered in the Phone Book. You can also store a still image such as a participant’s portrait in the index list.

You can also create a Private Phone Book in a “Memory Stick” separately from the Phone Book in the Communication Terminal.

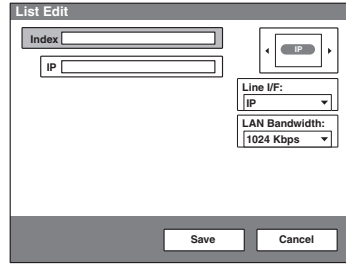
## Registering a New Remote Party

- 1 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Phone Book” in the launcher menu, then press the PUSH ENTER button. The Phone Book menu opens.



- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “New Entry”, then press the PUSH ENTER button.

The List Edit menu appears.



- 3 Enter the name of a remote party (up to 39 characters) in the Index text box. *For character input, see “Entering Characters” on page 41.*

- 4 Select the line interface you are using to connect to a remote party with “Line I/F”.

**IP:** Connects to a videoconferencing system on the remote site via a LAN.

**ISDN:** Connects to a videoconferencing system on the remote site via an ISDN line.

**ISDN (Telephone):** Connects to a phone on the remote site via an ISDN line for a voice meeting.

**Multipoint:** Connects to multipoints for a multipoint videoconference via LAN or ISDN lines.

**SIP:** Connects to an IP phone using SIP.

The List Edit menu switches according to the selected line interface.

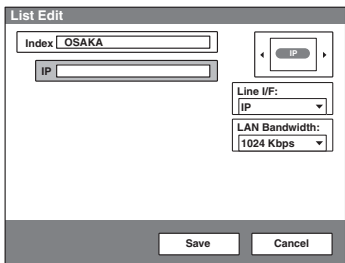
### Note

The “Line I/F” options differ depending on the software installed in the Communication Terminal.

For a multipoint videoconference, see chapter 8. For SIP, see chapter 9.

- 5 Set up various items for the line on a remote site (up to 32 characters).

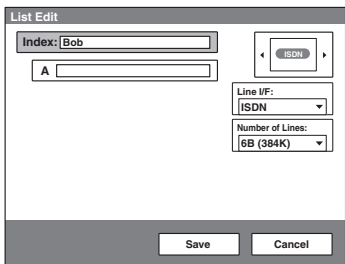
**When “IP” is selected in step 4**



- ① Enter the IP address of the remote party.  
Enter the host name and domain name when using the DNS server (ex. host.domain). When using the gatekeeper, enter the user name and user number registered in the LAN Setup menu (page 53).

- ② Select the LAN bandwidth to be used.

**When “ISDN” or “ISDN (Telephone)” is selected in step 4**



- ① Enter the telephone number of the remote party in the telephone number text box beside “A”.  
When entering a sub-address, enter an asterisk (\*) between the telephone number and sub-address. Only numerals are usable for a sub-address.  
When “More Options Enable” is set to “On” in the Dial Setup menu (page 46), the A1, A2, B1, B2, C1 and C2 text boxes appear. Enter

the number of the remote party in the A1 text box.

- ② Select the number of the ISDN channels to be used for dialing.

- 6 Select the line interface icon or a still image stored in a “Memory Stick” to be registered in the Phone Book.



Press the ◀ or ▶ button to select the icon or a still image, then press the PUSH ENTER button.

**Note**

You cannot select a still image unless a “Memory Stick” in which the still image is stored is inserted.

- 7 Use the ↑, ↓, ◀ or ▶ button to select “Save”, then press the PUSH ENTER button.

The settings are registered in the Phone Book.

**To connect to the remote party without using BONDING**

If the videoconferencing system of the remote party is not equipped with the BONDING function, entering one telephone number does not allow you to connect all the line numbers used to connect to the remote party. To connect to the remote party by entering all the ISDN line numbers used, you can set the connection without using the BONDING function of this system. Set “More Options Enable” to “On” in the Dial Setup menu (page 46), select the More Options button at the lower part of the List Edit menu to open the Dial Setup menu, then set “Bonding” to “Auto”. The A1, A2, B1, B2, C1 and C2 text boxes appear in the List Edit menu. Enter all the telephone numbers for the ISDN lines selected by “Number of

Lines”. Up to 6B-channel connection is available when using this method.

**Note**

When you set “Number of Lines” to “2B”, you can connect to the remote party by selecting “ISDN (2B)” from “Line I/F” in the Dial menu.

---

**To set up more detailed options**

When “More Options Enable” is set to “On” in the Dial Setup menu, the More Options button is shown at the lower part of the List Edit menu.

Select the More Options button with the **↑**, **↓**, **←** or **→** button on the Remote Commander and press the PUSH ENTER button to open the Dial Setup menu. You can change the settings of the desired items.

**Note**

The contents set with the More Options button have priority over those set in the Dial Setup menu.

## Changing the Contents of the Phone Book

You can change the telephone number, IP address, name or setting registered in the Phone Book.

- 1 Open the Phone Book menu.
- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the remote party to be changed in the Phone Book menu, then press the PUSH ENTER button.

The submenu appears.

Dial
Edit
Copy
Delete

- 3 Press the **↑** or **↓** button on the Remote Commander to select “Edit”, then press the PUSH ENTER button. The List Edit menu appears.
- 4 Change the telephone number, IP address, name or setting.
- 5 Use the **↑**, **↓**, **←** or **→** button on the Remote Comander to select “Save”, then press the PUSH ENTER button. The correction is completed.

## Deleting the Registered Remote Party

Follow the procedure below to delete the remote party from the Phone Book.

- 1 Open the Phone Book menu.
- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the remote party to be deleted in the Phone Book menu, then press the **PUSH ENTER** button.  
The submenu appears.
- 3 Press the **↑** or **↓** button on the Remote Commander to select “Delete”, then press the **PUSH ENTER** button.  
The message “Delete Entry?” appears.
- 4 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “OK”, then press the **PUSH ENTER** button.  
The selected party is deleted.

### To cancel deleting

Select “Cancel” in step 4, then press the **PUSH ENTER** button.

## Copying the Setting of the Phone Book Menu

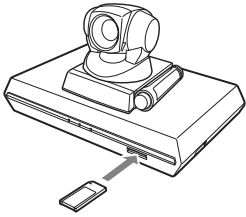
- 1 Open the Phone Book menu.
- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the remote party to be copied in the Phone Book menu, then press the **PUSH ENTER** button.  
The submenu appears.
- 3 Press the **↑** or **↓** button on the Remote Commander to select “Copy”, then press the **PUSH ENTER** button.  
The items for the selected party are copied, and the file name is followed by “-2”. You can use the setting after modifying the necessary items.

## Creating a Private Phone Book

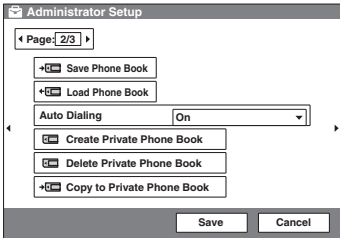
You can create your own Phone Book (Private Phone Book) in a “Memory Stick”. Once the Private Phone Book is registered, inserting the “Memory Stick” into the Communication Terminal changes the Phone Book menu to the Private Phone Book menu. You can also activate the Auto Dial feature, allowing you to start dialing automatically to one of the lists simply by inserting the “Memory Stick”.

### To register a new remote party in a Private Phone Book

- 1 Insert a “Memory Stick” in which you want to register a remote party into the Memory Stick slot on the Communication Terminal.  
Insert the “Memory Stick” in the direction of the arrow with the mark facing upward.

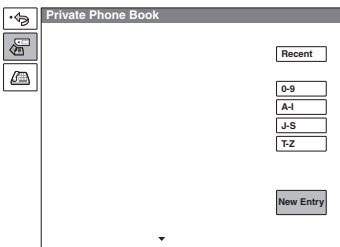


- Open Page 2 of the Administrator Setup menu.



For how to open the menu, see “Registering Local Information” on page 42.

- Select “Create Private Phone Book”. An empty folder and file for a Private Phone Book are created in the “Memory Stick”. The Private Phone Book menu appears.



- Register a new remote party. The procedure is the same as that for registering in the Phone Book. Proceed with steps 2 to 7 in “Registering a New Remote Party” on page 68.

The procedures for how to change the contents of the Private Phone Book, how to delete the registered remote party, or how to copy the setting of the Private Phone Book are the same as those for the Phone Book.

Open the Private Phone Book menu and proceed with the steps described on pages 70 and 71.

---

### To copy all the contents of the Phone Book to the Private Phone Book

Insert the “Memory Stick” in which you want to store the Private Phone Book into the Memory Stick slot on the Communication Terminal, then select “Copy to Private Phone Book” from Page 2 of the Administrator Setup menu. All the data registered in the Phone Book are copied to the inserted “Memory Stick”.

---

### To delete the Private Phone Book from the “Memory Stick”

Insert the “Memory Stick” from which you want to delete the registered Private Phone Book into the Memory Stick slot on the Communication Terminal, then select “Delete Private Phone Book” from Page 2 of the Administrator Setup menu. All the data are deleted from the inserted “Memory Stick”.

---

### To dial a specified list of the Private Phone Book automatically

If you set “Auto Dial” in the Administrator Setup menu to “On”, you can automatically dial one of the lists registered in the Private Phone Book simply by inserting the “Memory Stick” in which the Private Phone Book is registered.

- Open the Private Phone Book.
- Use the  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  or  $\rightarrow$  button on the Remote Commander to select the remote party to dial automatically, then press the PUSH ENTER button.



- 3 Press the **↑** or **↓** button on the Remote Commander to select “Edit”, then press the PUSH ENTER button. The List Edit menu appears.

- 4 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Auto Dial”, press the PUSH ENTER button, then select “On” from the drop-down list.
- 5 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Save”, then press the PUSH ENTER button. The setting is registered and “AUTO” appears on the registered list.

### To exit from the Private Phone Book menu

Remove the “Memory Stick” in which the Private Phone Book is registered from the Communication Terminal. The screen returns to the Phone Book menu.

# Setting Up the Network Configurations

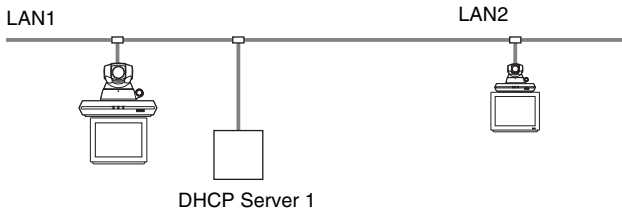
This section describes how to set up the network configurations for use with various networks.

*For details on the LAN Setup menu, see “LAN Setup Menu” (page 53).*

*For details on configurations, consult with the system administrator.*

## LAN (Connecting via DHCP)

### Configuration example



Set the “DHCP Mode” to “Auto” under Page 1/11 of the LAN Setup menu.

The screenshot shows the 'LAN Setup' menu. At the top, it says 'Page: 1/11'. Below that, the 'DHCP Mode' is set to 'Auto' in a dropdown menu. There are input fields for 'Host Name', 'IP Address', 'Network Mask', 'Gateway Address', and 'DNS Address'. At the bottom, there are 'Save' and 'Cancel' buttons.

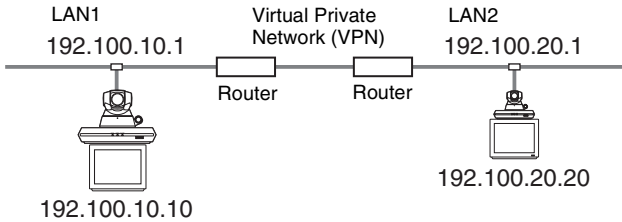
The setting has been configured properly if the IP address appears in the launcher menu.

## To conduct a videoconference

Select “IP” under “Line I/F”, enter the remote party’s IP address, and dial.

## LAN (Connecting through a Router)

### Configuration example



Enter a name in “Host Name” under Page 1/11 of the LAN Setup menu, and enter the appropriate values for “IP Address”, “Network Mask”, and “Gateway Address”.

The screenshot shows the "LAN Setup" configuration window. At the top, it says "LAN Setup" and "Page: 1/11". Below this, there are several fields: "DHCP Mode" is set to "Off"; "Host Name" is "Sony"; "IP Address" is "192.100.10.10"; "Network Mask" is "255.255.255.0"; "Gateway Address" is "192.100.10.1"; and "DNS Address" is empty. At the bottom, there are "Save" and "Cancel" buttons.

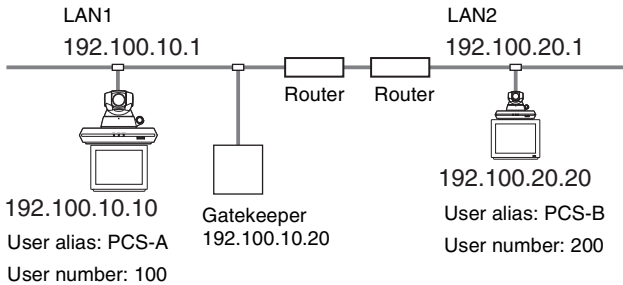
The setting has been configured properly if the correct IP address appears in the launcher menu.

### To conduct a videoconference

Select “IP” under “Line I/F”, enter the remote party’s IP address, and dial.

## LAN (Connecting through a Gatekeeper)

### Configuration example



- 1 Enter a name in “Host Name” under Page 1/11 of the LAN Setup menu, and enter the appropriate values for “IP Address”, “Network Mask”, and “Gateway Address”.

LAN Setup  
Page: 1/11

DHCP Mode: Off

Host Name: Sony

IP Address: 192.100.10.10

Network Mask: 255.255.255.0

Gateway Address: 192.100.10.1

DNS Address:

Save Cancel

- 2 Set “Gatekeeper Mode” to “On” under page 2/11 of the LAN Setup menu, and enter the appropriate values for “Gatekeeper Address”, “User Alias”, and “User Number”.

LAN Setup  
Page: 2/11

Gatekeeper Mode: Off

Gatekeeper Address:

User Alias:

User Number:

Save Cancel

- 3 The setting has been configured properly if the correct IP address appears in the launcher menu and “Registration Confirm” appears on the lower part of Page 2/11 of the LAN Setup menu.



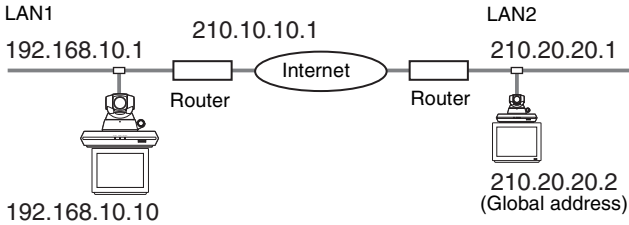
## To conduct a videoconference

Select “IP” under “Line I/F”, enter the user name or user number set by the remote party, and dial.

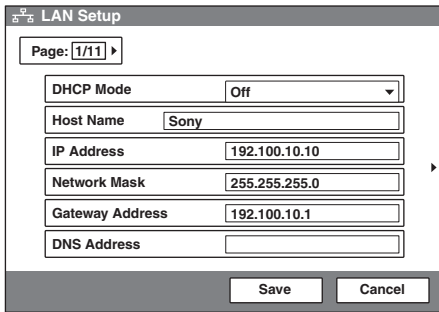
## LAN (Connecting through NAT)

Connection using NAT allows one IP address to be shared by several computers on the same LAN. This section describes how to set up videoconferences conducted in NAT and global IP environments.

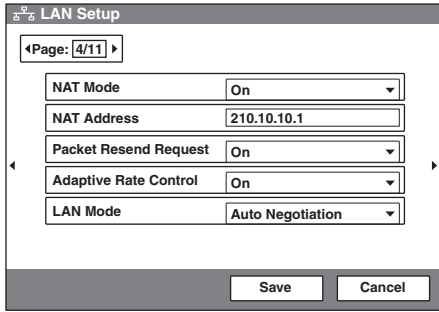
### Configuration example



- 1 Enter a name in “Host Name” under Page 1/11 of the LAN Setup menu, and enter the appropriate values for “IP Address”, “Network Mask”, and “Gateway Address”.



- 2 Set “NAT Mode” to “On” under page 4/11 of the LAN Setup menu, and enter the appropriate IP address in “NAT Address”.



The setting has been configured properly if the correct NAT address appears in the launcher menu.

To display the NAT address in the launcher menu, you must set “Number Display” to “NAT: Address” under page 4/4 of the General Setup menu (page 48).

- 3 Remote parties must configure under Page 1/11 of the LAN Setup menu in the same way.

**Note**

Remote parties do not need to configure the NAT settings in the LAN Setup menu as they are not in a NAT environment.

**To conduct a videoconference**

Select “IP” under “Line I/F”, enter the remote party’s IP address, and dial.

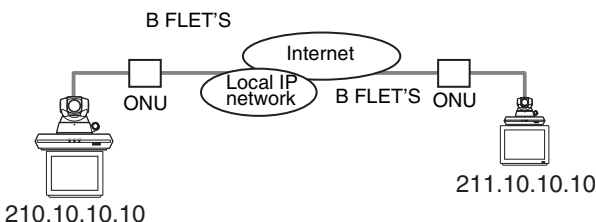
**Note**

When using the terminal in the NAT environment, you can connect to a remote party (global IP), but for a remote party to connect to you, you must configure your router settings. For details on router settings, consult with the system administrator.

**LAN (PPPoE Connections)**

When using PPPoE, you can connect via LAN without a router. A modem (using bridge mode) is required when using FLET’S ADSL.

**Configuration example**



- 1 Set “PPPoE” to “On” under Page 10/11 of the LAN Setup menu, and enter the PPPoE user name and PPPoE password given to you by the provider.

The screenshot shows the LAN Setup configuration window on page 10/11. The 'PPPoE' dropdown menu is set to 'On'. Below it, the 'PPPoE User Name' field contains 'sony@aaa.ne.jp' and the 'PPPoE Password' field contains 'abcdefgh'. At the bottom of the window are 'Save' and 'Cancel' buttons.

- 2 If you have a fixed IP from the provider, set “Fixed IP for PPPoE” to “On”, and enter your fixed IP address for PPPoE in “Fixed IP Address for PPPoE” under Page 11/11 of the LAN Setup menu.

The screenshot shows the LAN Setup configuration window on page 11/11. The 'Fixed IP for PPPoE' dropdown menu is set to 'On'. The 'Fixed IP address for PPPoE' field contains '210.10.10.10'. The 'PPPoE DNS' dropdown menu is set to 'Obtain automatically'. Below it are empty fields for 'Primary DNS' and 'Secondary DNS'. At the bottom of the window are 'Save' and 'Cancel' buttons.

The setting has been configured properly if the correct IP address appears in the launcher menu.

#### Note

If the fixed DNS server address is specified by the provider, set “PPPoE DNS” to “Specify”, and enter the specific addresses in “Primary DNS” and “Secondary DNS”.

- 3 Remote parties must configure in the same way.

## To conduct a videoconference

Select “IP” under “Line I/F”, enter the remote party’s IP address, and dial.

## ISDN Connections

- 1 Enter the appropriate numbers for “Area Code” and “Local Number” under Page 2/7 of the ISDN Setup menu.

### Note

Do not enter the first 0 of the area code.

*For details on the ISDN Setup menu, see “ISDN Setup Menu” (page 58).*

*For details on configurations, consult with the system administrator.*

The screenshot shows a window titled "ISDN Setup" with a page indicator "Page: 2/7". It contains two columns of input fields: "Area Code" and "Local Number". The "Area Code" column has fields labeled A1, A2, B1, B2, C1, and C2. The "Local Number" column has a single field at the top containing "12345678". At the bottom of the window are three buttons: "Auto SPID", "Save", and "Cancel".

The setting has been configured properly if the correct line number appears in the launcher menu.

- 2 Remote parties must configure in the same way.

---

### To conduct a videoconference

Select “ISDN” under “Line I/F”, enter the remote party’s line number, and dial.

*For details on how to start a conference, see “Starting a Conference by Calling a Remote Party” (page 81).*



# Chapter 3: Daily Videoconference

This chapter describes how to conduct a videoconference from start to finish after the administrator has completed various registrations and settings for the system.

The videoconference explained here is a point-to-point conference via a LAN connection or ISDN connection using the optional PCSA-B384S or PCSA-B768S ISDN Unit.

*For use of a “Memory Stick” or optional equipment, see Chapter 4.*

*To conduct a data conference using the optional PCSA-DSB1S Data Solution Box, see Chapter 5.*

*To conduct an encrypted conference, see Chapter 7.*

*To conduct a multipoint conference, see Chapter 8.*

*To conduct a videoconference using SIP, see Chapter 9.*

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## Starting a Conference by Calling a Remote Party

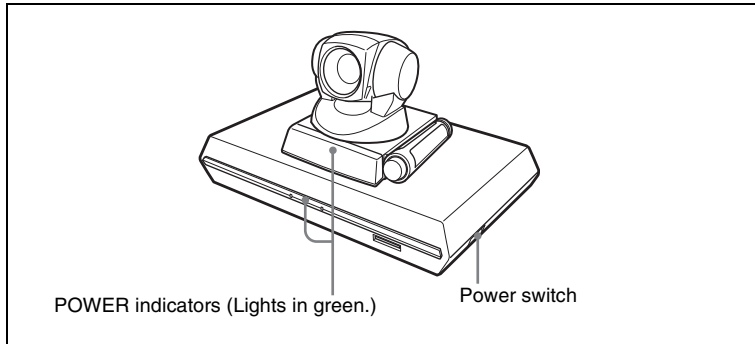
You can start a videoconference with a remote party by dialing. Once you have made a connection to the remote party, you can begin talking just as with a normal phone call and start a videoconference.

### Turning on the Power

- 1** Turn on the TV monitor.  
When the IR repeater is inserted under the remote sensor of the Sony TV, set the TV to standby mode. When the power of the Communication Terminal is turned on, the TV monitor will turn on simultaneously.
- 2** Turn on other equipment you are using for the videoconference.

- 3** Set the power switch on the right side of the Communication Terminal to on (I).

The Communication Terminal turns on.



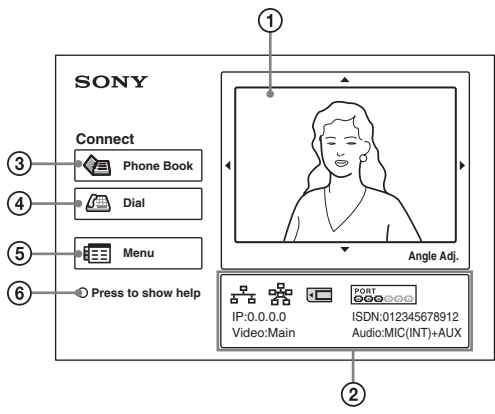
Three indicators on the front of the Communication Terminal and the POWER indicator on the camera light, then only the POWER indicators on both units remain on in green. The launcher menu will appear on the monitor screen and the picture shot by the local camera will also appear in the launcher menu.

**Note**

After the power is turned on, the camera moves automatically for trial operation. Be careful not to catch your finger.

## Using the Launcher Menu

The launcher menu is displayed on the monitor screen when the system is turned on or while it is not connected to a remote party. The launcher menu displays the image shot by the local camera, local system status and buttons to open the menus.







**① Screen**

The image shot by the local camera is displayed.

## ② System indicators

The indicators show the current status of the local camera by the icons or letters listed below.

Indicator (icon)	Identification	Description
	LAN status	The indicator is shown in dark when the LAN is enabled to use, and in light when it is disabled.
	Multipoint mode	Multipoint mode is activated.
	Memory Stick	“Memory Stick” is inserted.
	ISDN status	When the optional ISDN Unit is connected, usable ISDN port is shown.
IP:	IP address	Shows the IP address of the local system. <b>Note</b> Instead of the IP address, the system allows display of the user name or address for SIP, the user name or user number for the gatekeeper, the NAT address, etc. Specify the item you want to display on “Number Display” in page 4/4 of the General Setup menu (page 50).
ISDN:	ISDN telephone number	Shows the ISDN telephone number of the local system.
Video:	Video input	The selected video input on the local system is shown. <b>Main:</b> Picture shot by the Camera Unit. <b>Object:</b> Picture shot by the optional PCS-DS150/DS150P Document Stand (currently not available). <b>AUX1:</b> Picture output from equipment connected to the VIDEO IN AUX 1 connector. <b>AUX2:</b> Picture output from equipment connected to the VIDEO IN AUX 2 connector. <b>Note</b> The video inputs are shown as the labels set in page 4/4 of the General Setup menu (page 50).

Indicator (icon)	Identification	Description
Audio:	Audio input	<p>The selected audio input on the local system is shown.</p> <p><b>MIC (INT):</b> Sound from the built-in microphone.</p> <p><b>MIC (EXT):</b> Sound from an external microphone connected to the Communication Terminal.</p> <p><b>MIC (DSB):</b> Sound from an external microphone connected to the optional PCSA-DSB1S Data Solution Box.</p> <p><b>MIC (AUX):</b> Sound from an external microphone connected to the AUX IN jack on the optional PCSA-DSB1S Data Solution Box.</p> <p><b>AUX:</b> Sound from external equipment connected to the AUDIO IN jack on the Communication Terminal.</p> <p><b>MIC (INT)+AUX:</b> Mixed sounds from the built-in microphone and from external equipment</p> <p><b>MIC (EXT)+AUX:</b> Mixed sounds from an external microphone connected to the Communication Terminal and from external equipment.</p> <p><b>MIC (DSB)+AUX:</b> Mixed sounds from an external microphone connected to the optional PCSA-DSB1S Data Solution Box and from external equipment.</p> <p><b>MIC (AUX)+AUX:</b> Mixed sounds from an external microphone connected to the AUX IN jack on the optional PCSA-DSB1S Data Solution Box and from external equipment.</p> <p><b>CTE(AUX):</b> Sound from the CTE-600 Communication Transducer connected to the AUDIO IN jack on the Communication <b>Terminal</b>.</p> <p><b>CTE(DSB):</b> Sound from the CTE-600 Communication Transducer connected to the AUX IN jack on the optional PCSA-DSB1S Data Solution Box.</p>

③  **Phone Book button**

The Phone Book menu is displayed when you select this button by pressing the **▲, ▼, ◀ or ▶** button and then the PUSH ENTER button on the Remote Commander.

④  **Dial button**

The Dial menu is displayed when you select this button by pressing the **▲, ▼, ◀ or ▶** button and then the PUSH ENTER button on the Remote Commander.

⑤  **Menu button**

You can display the various Setup menus when you select this button by pressing the **▲, ▼, ◀ or ▶** button and then the PUSH ENTER button on the Remote Commander.

⑥ **Press to show help**

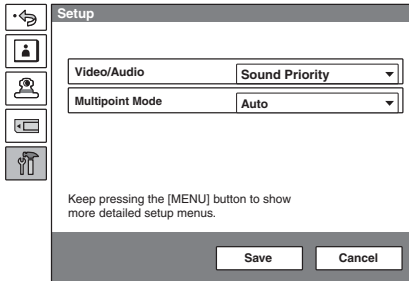
When you press the HELP button on the Remote Commander if “Press to show help” is displayed, the guide of each menu appears on the screen. Pressing the HELP button again hides the help guide.

## Selecting the Video/Audio Quality Mode

You can select whether priority for video/audio quality is given to still picture, motion picture or sound.

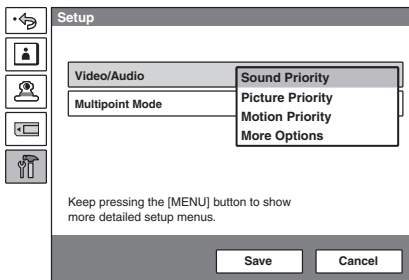
- 1 Press the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Menu” on the launcher menu, then press the PUSH ENTER button. You can also display the menu by pressing the MENU button on the Remote Commander.

The Setup menu appears.



- 2 Press the **→** button on the Remote Commander to select “Video/Audio”, then press the PUSH ENTER button.

The setting items appear.



- 3 Press the **↑** or **↓** button on the Remote Commander to select the desired mode, then press the PUSH ENTER button.

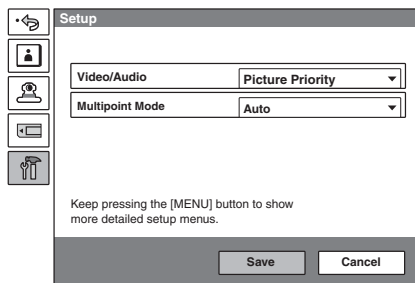
**Sound Priority:** Select to prefer the sound quality.

**Picture Priority:** Select to prefer the picture quality

**Motion Priority:** Select to give the top priority to motion picture.

**More Options:** Select to set up “Video Mode”, “Video Frame” and “Audio Mode” in the Dial Setup menu and the Answer Setup menu or use these settings.



- 4 Press the **↓** button on the Remote Commander to select “Save”, then press the PUSH ENTER button.

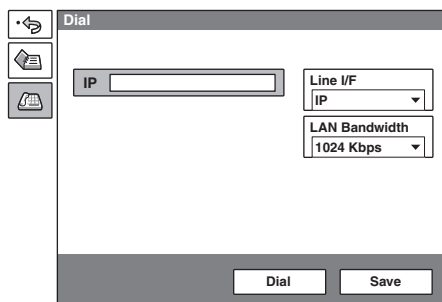


The settings are saved and the screen returns to the launcher menu.

## Calling a Remote Party

### To call a remote party not registered in the Phone Book

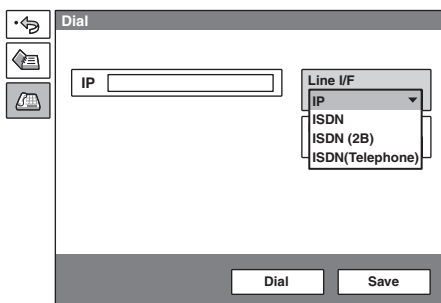
- 1 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Dial”, then press the PUSH ENTER button, or press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander. The Dial menu appears on the screen.



#### Note

Pressing the number buttons on the Remote Commander opens the Dial menu, allowing direct entry of the IP address or the ISDN telephone number with the number buttons.

- Use the **↑**, **↓**, **←** or **→** button to select “Line I/F”, then press the PUSH ENTER button. The submenu appears. Press the **↑** or **↓** button to select the line interface used to connect to the remote party, then press the PUSH ENTER button.



**IP:** Connects to the videoconferencing system of a remote party via a LAN.

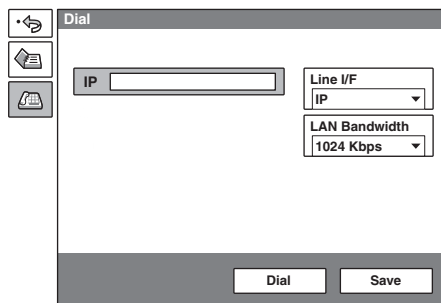
**ISDN:** Connects to the videoconferencing system of a remote party via an ISDN.

**ISDN (2B):** Connects to the H.221-format videoconferencing system via 2B channels of the ISDN connection.

**ISDN (Telephone):** Connects to the phone of a remote party to conduct a voice meeting via the ISDN connection.

- Configure the LAN, or ISDN line.

### When using the LAN



- Enter the IP address of a remote party to connect in the IP text box (up to 32 characters).

Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the IP text box, then press the PUSH ENTER button. Then enter the IP address with the number buttons on the Remote Commander. Enter the host name and domain name when using the DNS server in the IP text box (ex. host.domain). When using the gatekeeper, enter the user name and user number registered in the LAN Setup menu (page 53).

### Notes

- You can enter a dot ( . ) with the **→** or **# .** button on the Remote Commander.
- To correct the entered number, press the PinP (BACK SPACE) button on the Remote Commander. The last entered number is deleted.

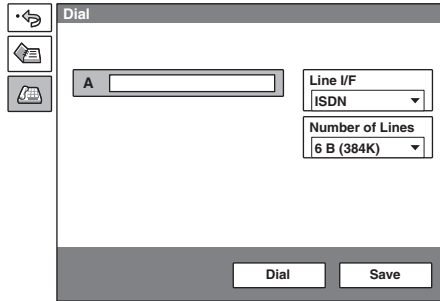
- To delete the entered IP address, press the DISPLAY (CLEAR) button on the Remote Commander.

② Select the LAN bandwidth.

Use the ▲, ▼, ◀ or ▶ button to select “LAN Bandwidth”, then press the PUSH ENTER button. Press the ▲ or ▼ button to select the bandwidth from the displayed submenu, then press the PUSH ENTER button.

You can choose from among 64 Kbps, 128 Kbps, 256 Kbps, 384 Kbps, 512 Kbps, 768 Kbps, 1024 Kbps, 1920 Kbps and Other.

### When using the ISDN



① Enter the telephone number of a remote party to connect to in the A text box (up to 32 characters).

Use the ▲, ▼, ◀ or ▶ button on the Remote Commander to select the A text box, then press the PUSH ENTER button. Then enter the telephone number with the number buttons on the Remote Commander.

#### Notes

- Do not enter the prefix number in the telephone number text box.
- Even when you connect multiple ISDN lines (2B or more number of lines), entering one telephone number of the remote party enables you to connect all the lines used automatically.
- When you select ISDN (2B (128K)), the A1 and A2 text boxes appear. You can enter a separate ISDN line number in each text box. When you enter the number in the A2 text box, pressing the PUSH ENTER button on the Remote Commander enables copy of the content of the A1 text box to A2.
- To correct the entered number, press the PinP (BACK SPACE) button on the Remote Commander. The last entered number is deleted.
- To delete the entered ISDN telephone number, press the DISPLAY (CLEAR) button on the Remote Commander.



② Select the number of channels connected when setting up a call.

Use the ▲, ▼, ◀ or ▶ button on the Remote Commander to select “Number of Lines”, then press the PUSH ENTER button. Press the ▲ or ▼ button to select the number of channels to be used when calling a remote party from the displayed submenu, then press the PUSH ENTER button. You can select from among 1B(64K), 2B(128K), 3B(192K), 4B(256K), 5B(320K), 6B(384K), 8B(512K) and 12B(768K) channels.



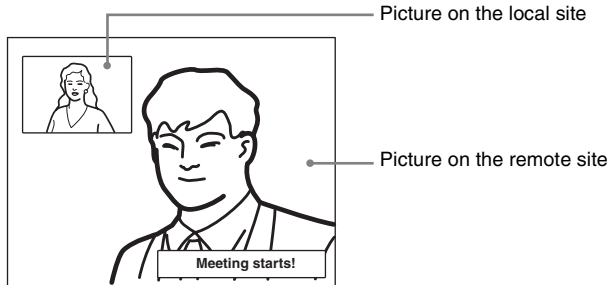
**Note****To connect to the remote party by entering all the telephone numbers for the ISDN lines used**

If the videoconferencing system of the remote party is not equipped with the BONDING function, entering one remote party's telephone number does not allow automatic connection of multiple ISDN lines used to connect to the remote party. To connect to the remote party by entering all the telephone numbers, register the remote party's telephone numbers for the ISDN lines to be used referring to "Registering a Remote Party – Phone Book" in Chapter 2 (page 68), then connect to the remote party according to the procedure described in "To call a remote party registered in the Phone Book" (page 90).

- 4 Use the **↑**, **↓**, **←** or **→** button to select "Dial" in the lower part of the menu, then press the PUSH ENTER button, or press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.

The system begins dialing the IP address or ISDN telephone number entered in step 3. "Dialing (IP)" or "Dialing (ISDN)" appears on the monitor screen, and the ON LINE indicator (blue) on the Communication Terminal blinks. When the system connects to the remote system, the message "Meeting starts!" appears on the screen, and the ON LINE indicator stops blinking and lights in blue.

Now you can start a videoconference.

**To cancel dialing before connecting**

Press the **↑**, **↓**, **←** or **→** button to select "Cancel", then press the PUSH ENTER button, or press the CONNECT/DISCONNECT (  /  ) button.

**To save the entered IP address or ISDN line number in the Phone Book**

Select "Save" with the **↑**, **↓**, **←** or **→** button, then press the PUSH ENTER button on the Remote Commander. The address or number you entered is saved in the Phone Book and the List Edit menu is displayed.

*For details on the List Edit menu, see "Registering a Remote Party – Phone Book" on page 68.*

## Redial function

Once you have input the IP address or ISDN line number using the Dial menu, it will be entered in the text box of the Dial menu the next time you open the menu.

### Notes

The redial function is not available:

- Once you have turned off the power of the system or set it to standby mode.
- When you cancel dialing the entered IP address or ISDN telephone number.
- When you open the Dial menu by pressing the number buttons on the Remote Commander.

---

## To set up more detailed options

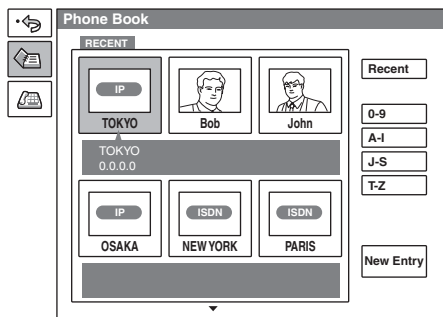
When “More Options Enable” is set to “On” in the Dial Setup menu, the More Options button is shown at the lower part of the Dial menu.

Select the More Options button with the **↑**, **↓**, **←** or **→** button on the Remote Commander and press the PUSH ENTER button to open the Dial Setup menu. You can change the settings of the desired items.

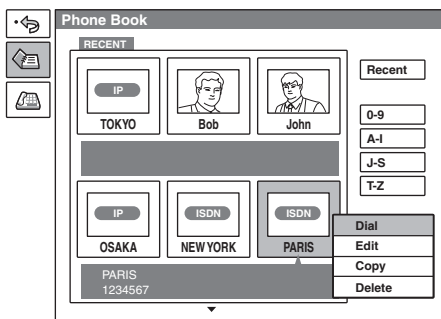
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## To call a remote party registered in the Phone Book



- 1 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Phone Book” in the launcher menu, then press the PUSH ENTER button. The Phone Book menu appears on the monitor screen.



- 2** Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select a remote party from the Phone Book, then press the PUSH ENTER button. The submenu appears.



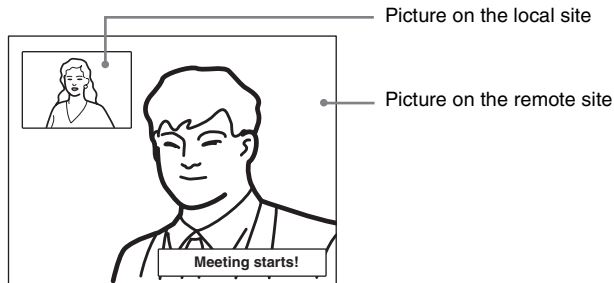
*If the desired remote party does not appear, see “To search for a remote party in the Phone Book” on page 93.*

- 3** Use the **↑** or **↓** button on the Remote Commander to select “Dial”, then press the PUSH ENTER button, or press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.

The system begins dialing the party selected in step 2. “Dialing (IP)” or “Dialing (ISDN)” appears on the monitor screen, and the ON LINE indicator (blue) on the Communication Terminal blinks.

When the System connects to the system on the remote site, the message “Meeting starts!” appears on the screen, and the ON LINE indicator stops blinking and lights in blue.

Now you can start the videoconference.



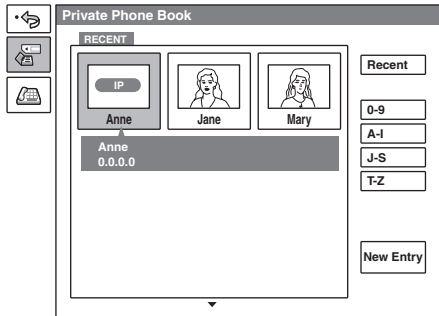
### To cancel dialing before connecting



Press the **↑**, **↓**, **←** or **→** button to select “Cancel”, then press the PUSH ENTER button, or press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.

---

## To call a remote party registered in the Private Phone Book

- 1 Insert a “Memory Stick” in which the Private Phone Book is registered into the Memory Stick slot on the Communication Terminal.  
The Phone Book menu changes to the Private Phone Book menu.



- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select a remote party you want to call from the Private Phone Book, then press the PUSH ENTER button.
- 3 Select “Dial” from the submenu and press the PUSH ENTER button, or press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.  
The system dials the selected remote party.

### Note

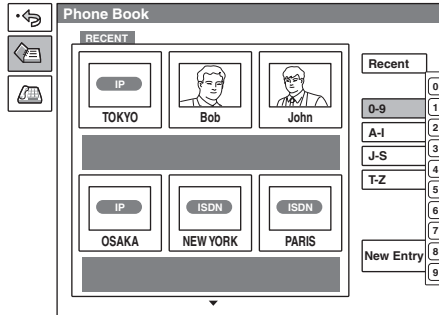
If the auto dialing feature of the Private Phone Book is activated, the system begins dialing when the “Memory Stick” is inserted.

## To search for a remote party in the Phone Book

The Phone Book displays the list of the six parties at a time.

When you select “Recent”, the Phone Book lists the six names you have most recently dialed.

Selecting the “0-9”, “A-I”, “J-S” or “T-Z” tab opens the submenu. When you select the desired number or letter from the corresponding submenu, the Phone Book lists the six party names which start with the selected number or letter.



### Note

You can also search for remote parties by pressing the number buttons on the Remote Commander instead of the “0-9” tab on the Phone Book. Pressing the number button lists the six party names which start with the alphabetical letter on the number button of the Remote Commander.

# Receiving a Call from a Remote Party

Operations for answering a call differ depending on the setting of the answer mode.

## Auto answer mode

The system automatically receives a call from a remote party and you can start conferencing. Although no operation is necessary to start, the picture on the local site will be displayed on the remote site screen even if you are not ready to begin.

## Manual answer mode

When there is an incoming call, the Communication Terminal rings. You need to connect the call manually before starting the conference.

You can start it whenever you are ready.

### Notes

- You cannot answer the call unless the power switch on the Communication Terminal is set to on (I).
- Make sure that the TV monitor is turned on. If you insert the IR repeater under the remote sensor on the Sony TV, set the TV to standby mode.

*For setting of the answer mode, see “Auto Answer” in the Answer Setup menu on page 46.*

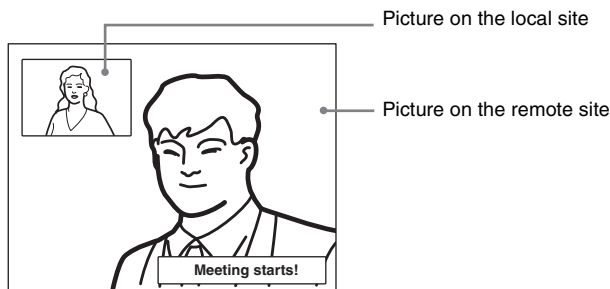
## Answering a Call from a Remote Party

### To answer a call in auto answer mode

When you receive a call, the Communication Terminal rings and the message “Incoming Call” appears on the monitor screen. The system is automatically connected and the picture of the remote party is displayed on the local monitor screen and the sound is heard. The picture and sound on the local site will be enabled on the remote site at the same time.

The message “Meeting starts!” appears on the monitor screen.

You are now ready to start a conference.



**Note**

See pages 97 to 114 to adjust the sound and picture during the conference.

---

**To receive a call in manual answer mode**

When you receive a call, the Communication Terminal rings and the message “Incoming call. Answer?” appears on the monitor screen.

Press ◀ or ▶ to select “OK”, then press the PUSH ENTER button. The system is then connected. Once the connection is made, the picture of the remote party is displayed on the local monitor screen and the sound is heard. The picture and sound on the local site will be enabled on the remote site at the same time.

The message “Meeting starts!” appears on the monitor screen.

You are now ready to start a conference.

**Note**

See pages 97 to 114 to adjust the sound and picture during the conference.

**When you do not want to answer the call**

Press ◀ or ▶ to select “Cancel”, then press the PUSH ENTER button. Ringing stops.

---

**When the system fails to make an ISDN connection**

If the system fails to connect to the remote party, the message “Cannot complete connection (an ISDN cause code and a message are displayed here)” appears on the monitor screen.

*For details on ISDN cause codes and messages, see “On Screen Messages” on page 244.*

---





**To display an elapsed communication time**

You can display an elapsed communication time on the monitor screen if “Time Display” in the General Setup menu is set to “On”.

To turn the indicator off, set “Time Display” in the General Setup menu to “Off”. You can also turn off the indicator by selecting “Icon display OFF” in the communication submenu during communication with a remote party.

*For “Time Display” setting, see “General Setup Menu” on page 49.*

## Ending the Conference

- 1** Press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.  
The message “Disconnect?” appears on the monitor screen.
- 2** Press the ◀ or ▶ button on the Remote Commander to select “OK”, then press the PUSH ENTER button, or press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander again.  
The system is disconnected.

### Note

The power of the Communication Terminal remains on even if the system is disconnected.

### To cancel disconnection of the system

Select “Cancel” with the ◀ or ▶ button, then press the PUSH ENTER button. Or press the RETURN button on the Remote Commander.

---

## To register the connected remote party in the Phone Book

You can easily register the remote party who has just disconnected. If you set “Last Number Registration” in the General Setup menu to “On”, the message “Register this participant in the list?” appears after a conference with an unregistered remote party is finished. When you select “OK”, the Edit List menu appears.

### Note

If the “Last Number Registration” is set to “Off”, the message does not appear.

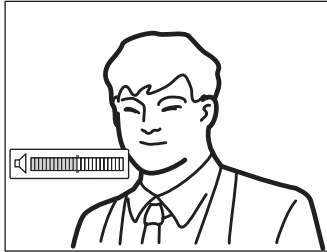
*For “Last Number Registration” setting, see “Last Number Registration” on page 49.*



# Adjusting the Sound

## Adjusting the Volume

You can adjust the volume of the sound to be received from a remote party. Press the **VOLUME +** button on the Remote Commander to increase the volume, **VOLUME -** button to decrease it. The volume level indicator appears on the monitor screen. The indicator will automatically disappear if you do not operate the buttons for a certain time.



### Notes

- You need to set the volume of the TV monitor to an appropriate level first.
- If feedback caused by increasing the volume occurs, decrease the volume.

## Cutting Off the Sound Momentarily – Muting Function

You can momentarily cut off the sound to be sent to the remote party. Press the **MIC ON/OFF** button on the Remote Commander. The sound of the local party is not heard by the remote party. The “**MIC OFF**” indicator appears on the monitor screen.



### To restore the sound

Press the **MIC ON/OFF** button again. The “**MIC OFF**” indicator disappears and the sound is heard by the remote party.

## Cutting Off the Sound On Answering – Mic on Answer Function

You can cut off the sound to be sent to a remote party when you have answered a call from the remote party.

If you set “Mic on Answer” to “Off” in the Answer Setup menu, only the picture on the local party will be sent to the remote party when answering a call. The “MIC OFF” indicator appears on the monitor screen.

### To send the sound to the remote party

Press the MIC ON/OFF button on the Remote Commander.

## Synchronizing Audio and Video – Lip Sync Function

During the conference a time lag may occur between the sound and picture to be sent to the remote party.

When you set “Lip Sync” to “On” in the Audio Setup menu, the system adjusts to synchronize audio and video. However, this may delay transmission of audio synchronized with video.

*For the Lip Sync setting, see “Audio Setup Menu” on page 51.*

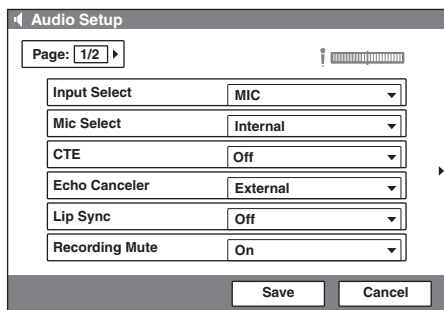
### Note

To enable the Lip Sync function of the remote party, you have to ask them to do so.

## Reducing Echo – Echo Canceler

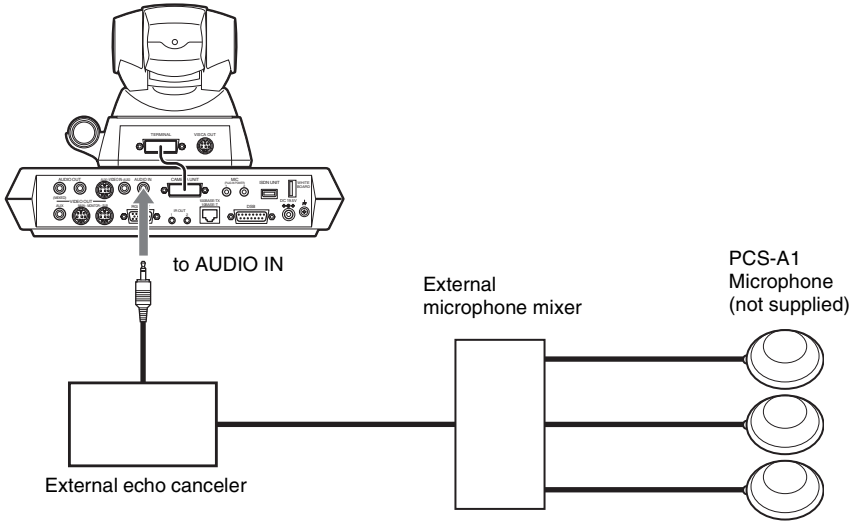
The Communication Terminal is equipped with the Echo Canceler, allowing the echo that occurs during audio transmission to be reduced.

Setting “Echo Canceler” to “Internal” in the Audio Setup menu activates the built-in echo canceler. If you set it to “External”, you can activate the echo canceler of external equipment connected to the system.



*For the “Echo Canceler” setting, see “Audio Setup Menu” on page 51.*

# Connection example for using an external echo canceler



# Adjusting the Camera

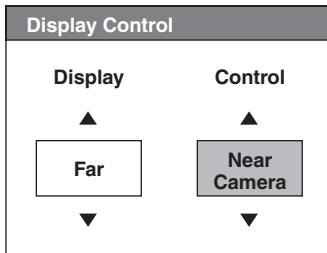
You can adjust the image shot by the local camera that is sent to the remote party to obtain the desired angle and size.

During communication you can also control the camera on the remote site to adjust the image shot by the remote camera.

## Selecting the Camera to be Controlled

Before adjustment, choose whether you control the local or remote camera.

- 1 Press the FAR/NEAR button on the Remote Commander.  
The Display Control menu appears.
- 2 Press the ◀ or ▶ button on the Remote Commander to select “Control”, then switch between “Far” and “Near” with the ▲ or ▼ button.



- 3 Press the PUSH ENTER button on the Remote Commander.  
When “Far” is selected (the remote camera is selected), the FAR indicator is displayed.  
When “Near” is selected (the local camera is selected), the FAR indicator does not appear.

### Notes

- You cannot control the remote camera unless “Far End Camera Control” is set to “On” in the Dial Setup menu at a dialing party and the same item in the Answer Setup menu is set to “On” at an answering party.
- You cannot control the remote camera during a session if the remote control format of the remote camera is not H.281. If you cannot control the remote camera, ask the remote party about the remote control format of his camera.
- If the local and remote parties try to control the same camera at the same time, the camera may not operate correctly.

## Adjusting the Camera Angle and Zoom

Determine the angle of view and the size of the picture to be displayed on the monitor screen by adjusting the angle and zoom.

You can make adjustments in the monitor screen during communication and in the launcher menu when not in communication. You can also make adjustments using the Camera menu.

---

### To make adjustment during communication

- 1 Select the camera you want to adjust.  
Press the FAR/NEAR button on the Remote Commander to open the Display Control menu, then select “Far” or “Near” under “Control”.
- 2 Press the **↑**, **↓**, **←** or **→** button to adjust the camera angle.  
The picture whose camera angle is adjusted is displayed in the small window or in full screen.



- 3 Use the ZOOM button to zoom in or out.  
Press the ZOOM T (Telephoto) button to zoom in (to enlarge image), and the ZOOM W (Wide angle) button to zoom out (to obtain wider range of image).

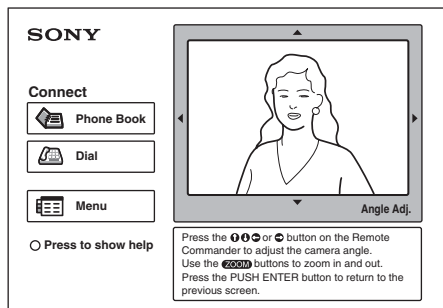
---

### To make adjustment using the launcher menu while not in communication

You can adjust the camera angle and zoom of the picture on the local site only.

- 1 Use the **↑**, **↓**, **←** or **→** button to select the screen (screen frame becomes yellow), then press the PUSH ENTER button.


The color of the screen frame changes, then you can adjust the camera angle and zoom.

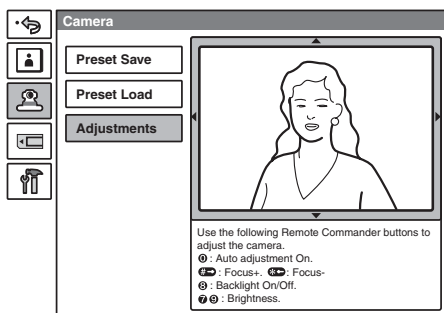


- 2** Press the **↑**, **↓**, **←** or **→** button to adjust the camera angle so that the desired angle of view is obtained.
- 3** Use the ZOOM button to zoom in or out.  
Press the ZOOM T button to zoom in (to enlarge image), and the ZOOM W button to zoom out (to obtain wider range of image).
- 4** Press the PUSH ENTER button.

---

## To make adjustment using the Camera menu

- 1** Press the MENU button on the Remote Commander to display the Setup menu, then press the **↑** or **↓** button to select  (camera) icon. The Camera menu appears.
- 2** Use the **↑**, **↓**, **←** or **→** button to select “Adjustments”, then press the PUSH ENTER button. The color of the screen frame changes, then you can adjust the camera angle and zoom.




- 3** While in communication, press the FAR/NEAR button on the Remote Commander to select the camera to be adjusted. When the remote camera is selected, the FAR indicator is displayed.

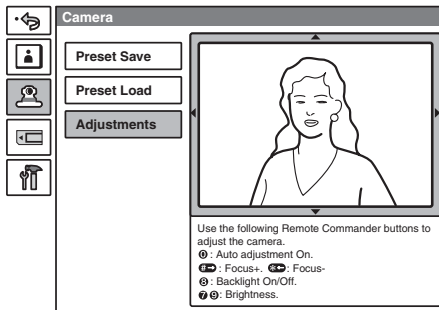
- 4 Press the **↑**, **↓**, **←** or **→** button to adjust the camera angle so that the desired angle of view is obtained.
- 5 Use the ZOOM button to zoom in or out.  
Press the ZOOM T button to zoom in (to enlarge image), and the ZOOM W button to zoom out (to obtain wider range of image).
- 6 Press the PUSH ENTER button.

## Adjusting the Focus and Brightness

Normally, the focus and brightness are automatically adjusted to obtain optimum levels. You can also adjust them manually.  
It is recommended that the focus and brightness be adjusted automatically.

### To set the system to camera adjustment mode

- 1 Press the MENU button on the Remote Commander to display the Setup menu, then press the **↑** or **↓** button to select the  (camera) icon.  
The Camera menu appears.
- 2 Use the **↑**, **↓**, **←** or **→** button to select “Adjustments”, then press the PUSH ENTER button.  
The color of the screen frame changes, then you can adjust the camera angle and zoom.  
The guidance for operations will be displayed under the screen.



- 3 While in communication, press the FAR/NEAR button on the Remote Commander to select the camera to be adjusted.  
When the remote camera is selected, the FAR indicator is displayed.

#### Note

When the remote camera is selected, only manual focus adjustment is available.

### To display the picture to fill the monitor screen

To display the picture in full screen while the Camera menu is displayed, select “Adjustments”, then press the PinP button on the Remote Commander. To cancel the full screen mode, press the RETURN button or PinP button on the Remote Commander.

---

### To adjust the focus automatically

Press the number button 0 on the Remote Commander.

The “Auto Camera” indicator appears and the focus and brightness are automatically adjusted.

---

### To adjust the focus manually

Press the # ↵ button on the Remote Commander repeatedly to move the focus point further away from the camera. The “Focus Far” indicator is displayed. Press the \* ⏪ button on the Remote Commander repeatedly to move the focus point closer to the camera. The “Focus Near” indicator is displayed.

---

### To adjust the brightness

Press the number button 9 on the Remote Commander repeatedly to make the picture brighter. The “Brightness +” indicator is displayed.

Press the “7” button on the Remote Commander repeatedly to make the picture darker. The “Brightness -” indicator is displayed.

---

### To shoot the picture with backlight compensation

Use backlight compensation when shooting a subject with bright background. Each time you press the number button 8, the backlight compensation is activated or deactivated. When it is activated, the “Backlight On” indicator is displayed. When it is deactivated, the “Backlight Off” indicator is displayed.

## Presetting the Angle and Zoom Settings

Up to six settings for camera angle and zoom can be registered in the preset memory. Once you have stored the settings, you can easily recall them to move the camera.

You can preset the settings in the monitor screen while in communication, and in the launcher menu while not in communication. You can also do so using the Camera menu.

---

### To preset the setting in the monitor screen while in communication

- 1 Select the camera whose camera angle and zoom setting you want to preset.  
Press the FAR/NEAR button on the Remote Commander to open the Display Control menu, then select “Far” or “Near” under “Control”.





- Adjust the camera angle and zoom.  
Use the **▲**, **▼**, **◀** or **▶** button to adjust the camera angle, and **ZOOM** button to adjust the zoom.
- Keep one of the number buttons 1–6 pressed.  
The angle and zoom setting is stored in the selected number button, and the message “Registered to Preset number 1 (–6).” appears.


---

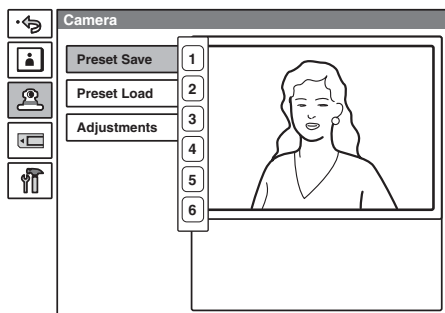
### To preset the setting in the launcher menu while not in communication

- Adjust the camera angle and zoom in the launcher menu.  
Use the **▲**, **▼**, **◀** or **▶** button to select the screen and press the **PUSH ENTER** button, then press the **▲**, **▼**, **◀** or **▶** button to adjust the angle and the **ZOOM** buttons to adjust the zoom.
- Keep one of the number buttons 1–6 pressed.  
The angle and zoom setting is stored in the selected number button, and the message “Registered to Preset number 1 (–6).” appears.

---

### To preset the setting using the Camera menu

- Press the **MENU** button on the Remote Commander to display the Setup menu, then press the **▲** or **▼** button to select  (camera) icon.  
The Camera menu appears.
- Use the **▲**, **▼**, **◀** or **▶** button on the Remote Commander to select “Preset Save”, then press the **PUSH ENTER** button.
- Select the preset number (1–6) with the **▲** or **▼** button, then press the **PUSH ENTER** button.  
The color of the screen frame changes, then you can adjust the camera angle and zoom.



- While in communication, select the camera to be adjusted with the **FAR/NEAR** button on the Remote Commander.  
The **FAR** indicator is displayed on the monitor screen when the remote camera is selected.

- 5** Adjust the angle and zoom.  
Use the **▲**, **▼**, **◀** or **▶** button to adjust the camera angle, and **ZOOM** button to adjust the zoom.
- 6** Press the **PUSH ENTER** button.  
The setting is registered in the selected preset number.

## Recalling the Preset Angle and Zoom Setting

You can move the camera to the preset position by recalling the preset camera angle and zoom with the monitor screen displayed while in communication. You can do the same with the launcher menu displayed while not in communication. Using the Camera menu also enables movement of the camera to the preset position.

---

### To recall the preset setting in the monitor screen while in communication

- 1** Select the camera which you want to move to the preset position.  
Press the **FAR/NEAR** button on the Remote Commander to open the Display Control menu, then select “Far” or “Near” under “Control”.
- 2** Press one of the number buttons 1–6 on the Remote Commander.  
The setting of the selected preset number is recalled, and the camera moves to the preset position. The message “Preset 1 (-6) selected” appears.

---

### To recall the preset setting in the launcher menu while not in communication

You can move the local camera to the preset position.

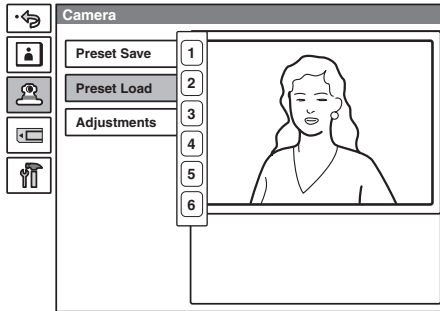
- 1** Select the screen in the launcher menu, then press the **PUSH ENTER** button.
- 2** Press one of the number buttons 1–6 on the Remote Commander.  
The setting of the selected preset number is recalled, and the camera moves to the preset position. The message “Preset 1 (-6) selected” appears.

---

### To recall the preset setting in the Camera menu

- 1** Display the Camera menu.
- 2** Use the **▲**, **▼**, **◀** or **▶** button on the Remote Commander to select “Preset Load”, then press the **PUSH ENTER** button.

- 3** Press the **▲** or **▼** button to select the preset number (1-6) you want to recall, then press the **PUSH ENTER** button.



The setting of the preset number is recalled and the camera moves to the position of that setting.

### On backup

The built-in lithium battery enables retention of the memories such as preset camera adjustments even if the Communication Terminal is turned off.

#### Notes








- The built-in lithium battery is kept charged as long as the system is operated. If the system is not used for a long time, the battery is gradually discharged. It will be completely discharged when you do not use the system for 12 weeks. To retain the memories, recharge the battery.
- To recharge the battery, connect the camera to the Communication Terminal and leave both units with the powers on for about 48 hours.

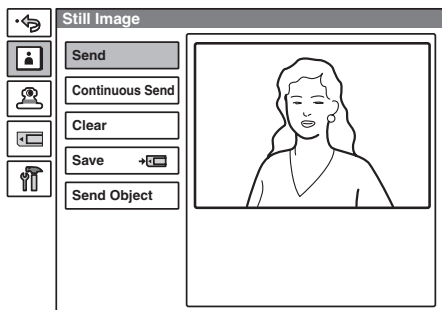
# Sending Motion Pictures as Still Images

You can send motion pictures shot by the Camera as still images. When you are sending pictures that contain lots of text, it is recommended that you send them as still images. The images become clearer than motion pictures and the texts are easy to read.

## Sending Still Images Using the Still Image Menu

While in communication with the remote party, you can send motion pictures shot by the local camera as still images. You can send one still image or still images continuously.

- 1 Open the Still Image menu.  
Press the MENU button on the Remote Commander to display the Setup menu, and select the  (still image) icon with the  or  button.
- 2 Use the , ,  or  button on the Remote Commander to select “Send” or “Continuous Send”, then press the PUSH ENTER button.



- 3 Adjust the camera angle and zoom and press the PUSH ENTER button, if necessary.

*For details on the adjustments of the camera angle and zoom, see “Adjusting the Camera Angle and Zoom” on page 101.*

The motion picture displayed on the local monitor screen freezes, and a still picture will be sent to the remote party. If you select “Send”, a still image is sent. When transmission is finished, the message “The still image has been sent.” appears.

When “Continuous Send” is selected, still images are sent continuously. The sending interval depends on the transmission rate and the image type.

### To stop “Continuous Send”

Press the PUSH ENTER button on the Remote Commander. Select “Stop” from the displayed submenu with the  $\uparrow$  or  $\downarrow$  button, then press the PUSH ENTER button.

### To cancel still image display

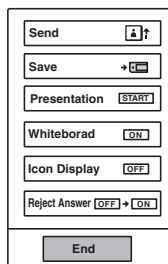
Press the PUSH ENTER button on the Remote Commander to display the submenu. Select “Clear” with the  $\uparrow$  or  $\downarrow$  button, then press the PUSH ENTER button.

## Sending a Still Image Using the Communication Submenu

You can easily send only one image displayed on the monitor screen as a still image during communication.

- 1 Press the PUSH ENTER button on the Remote Commander during communication.

The Communication submenu appears.



- 2 Press the  $\uparrow$  or  $\downarrow$  button on the Remote Commander to select “Send”, then press the PUSH ENTER button.

The motion picture displayed on the local monitor screen freezes, and a still picture is sent to the remote party. When transmission is finished, the message “The still image has been sent.” appears.

### To cancel still image display

Press the PUSH ENTER button on the Remote Commander to display the communication submenu. Select “Clear” with the  $\uparrow$  or  $\downarrow$  button, then press the PUSH ENTER button. When a still image is displayed on the monitor screen, the “Send” indication changes to “Clear”.

### To erase the communication submenu


Select “End” from the menu, then press the PUSH ENTER button.

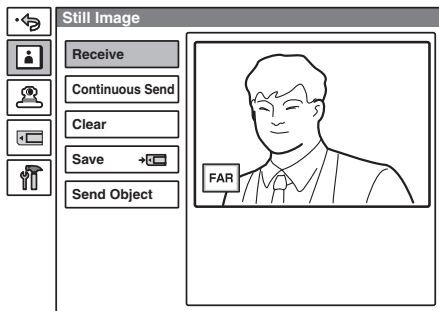
### When you are receiving a still image

You cannot send a still image to the remote party. Select “Clear”, then send the still image.

# Receiving Still Images from a Remote Party

During communication you can receive still images of the pictures shot by the remote camera if “Far End Camera Control” items are set to “On” both in the Answer Setup menu on the answering site and the Dial Setup menu on the dialing site.

- 1** Open the Still Image menu.  
Press the MENU button on the Remote Commander to display the Setup menu, then select the  (still image) icon with the **▲** or **▼** button.
- 2** Press the FAR/NEAR button on the Remote Commander.  
The picture shot by the remote camera and the FAR indicator appear on the monitor screen in the Still Image menu window. “Send” in the menu turns to “Receive”.
- 3** Use the **▲**, **▼**, **◀** or **▶** button on the Remote Commander to select “Receive”, then press the PUSH ENTER button.



The remote picture displayed on the monitor screen is received as a still image.

## To cancel still image display

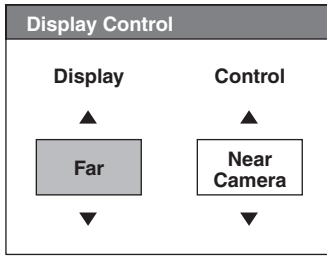
Press the PUSH ENTER button on the Remote Commander to display the submenu. Select “Clear” with the **▲** or **▼** button, then press the PUSH ENTER button.

# Selecting the Input Picture and Sound

This section describes how to switch the picture displayed on the monitor screen, and how to switch the input picture and sound during communication.

## Switching the Displayed Picture Between the Local and Remote Pictures

- 1 Press the FAR/NEAR button on the Remote Commander.  
The Display Control menu appears.
- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select “Near” or “Far” under “Display”.



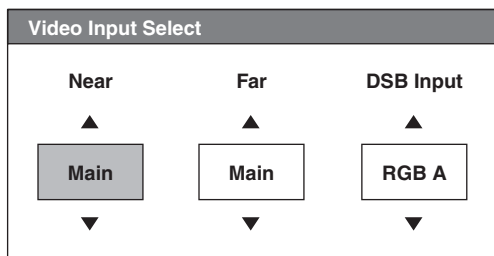
- 3 Press the PUSH ENTER button on the Remote Commander.

## Selecting the Input Picture

- 1 Press the VIDEO INPUT SELECT button on the Remote Commander.  
The Video Input Select menu appears.
- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the video input on the local site.

**Note**

While in communication you can switch the video input of the remote system by selecting “Far” in the Video Input Select menu.



**Main:** Select the picture shot by the Camera.

**Object:** Select the picture from the optional PCS-DS150/DS150P Document Stand (currently not available).

**AUX 1:** Selects the picture from the equipment connected to the VIDEO IN AUX 1 connector.

**AUX 2:** Select the picture from the equipment connected to the VIDEO IN AUX 2 connector.

**VCR:** Select the picture input from the VCR connected to the system on the remote site. This item does not appear unless the remote system is equipped with the video input select function.

*For information on the DSB input mode, see “To select a picture from a computer connected to the Data Solution Box” on page 150.*

- 3** Press the PUSH ENTER button on the Remote Commander.

---

### To change the video input name displayed in the Video Input Select menu

If you label “Main”, “Object”, “AUX1” or “AUX2” under “Custom Input Label” in Page 4 of the General Setup menu as a desired name, the displayed input name in the Video Input Select menu will be changed to the label when selecting the video input in step 2 above.

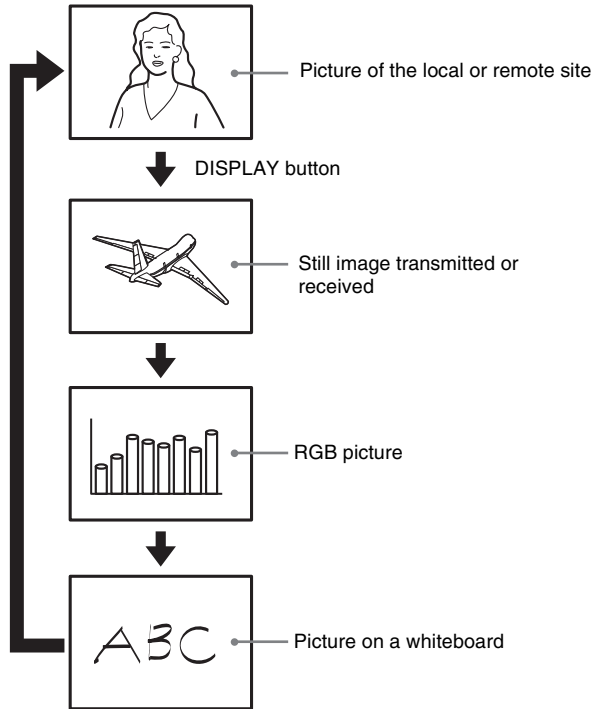
For example, you can label as Main, Document, Camera2, None.

*For details on “Custom Input Label”, see “Page 4/4” in the General Setup menu on page 50.*



## Switching the Picture Displayed on the TV Monitor

Each press of the DISPLAY button on the Remote Commander switches the picture displayed on the monitor screen as follows:



### Notes

- A still image is displayed only when it has been transmitted or received.
- An RGB picture from the computer connected to the optional PCSA-DSB1S Data Solution Box is displayed only when:
  - the RGB signal is being transmitted or received via the Data Solution Box.
  - the RGB signal is output to the monitor connected to the RGB OUT connector on the Data Solution Box.
- A picture on a whiteboard is displayed only when notes written on a whiteboard are transmitted or received.

*For details, see “Using Audio/Video Signal from the Connected Equipment for a Conference” on page 150 and “Video conference Using a Whiteboard” on page 158.*

## Switching the Sound to Be Sent to the Remote Party

You can switch the sound sent to the remote party between the sound from the microphone and that from the connected equipment. Use “Input Select” in the Audio Setup menu.

*For details on the “Input Select” setting, see page 51.*

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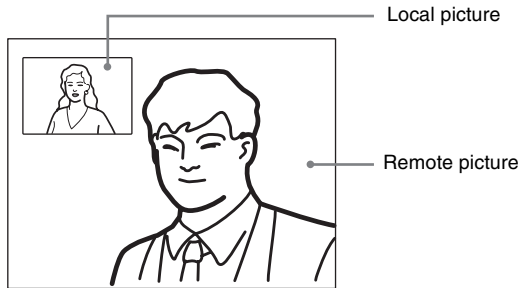
# Monitoring the Local Picture as a Window Picture – PinP Feature

You can display the picture shot by the local camera on your monitor screen as a window picture (**Picture-in-Picture**). This function enables you to check how your own party is monitored on the remote site.

---

## To display the window picture

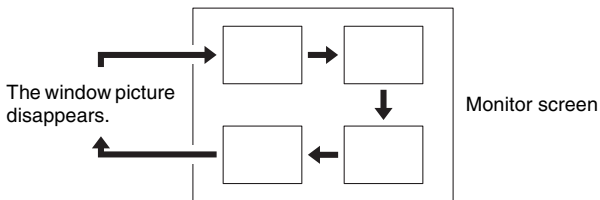
Press the PinP button on the Remote Commander.  
The local picture is displayed as a window picture.



---

## To change the location of the window picture

Each press of the PinP button changes the location of the window as follows:



### Notes

- The window picture is displayed in the same location as it was last located. The window picture is not displayed if it was not displayed last.
- The window picture is not available while not in communication with the remote party.

---

## To display the remote picture as a window picture

Press the FAR/NEAR button on the Remote Commander to open the Display Control menu and select “Near” under “Display” when the local picture is displayed as a window picture. The remote picture is displayed as a window picture with the local picture as the main picture.

# Chapter 4: Videoconference With Optional Equipment

This chapter describes the various videoconferences using the optional equipment in addition to the components contained in the PCS-1/IP Video Communication System.

*To conduct a data conference using the optional PCSA-DSB1S Data Solution Box, see Chapter 5.*

*To conduct a multipoint conference, see Chapter 8.*

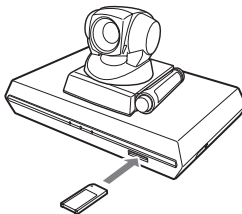
---

## Using Still Images Stored in a “Memory Stick” for a Videoconference


You can display the still images stored in the optional “Memory Stick” or transmit them to a remote party.

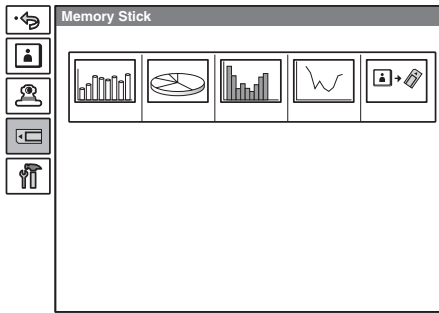
### Displaying a Still Image Stored in a “Memory Stick”

- 1 Insert the “Memory Stick” containing the still images into the Memory Stick slot on the Communication Terminal.  
Insert the “Memory Stick” in the direction of the arrow with the mark facing upward.

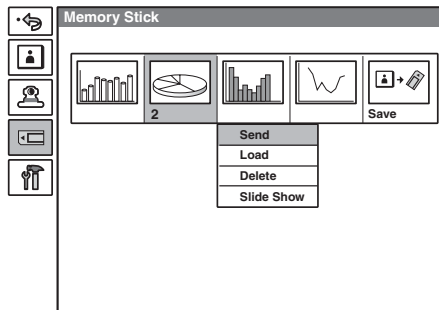


**2** Open the Memory Stick menu.

Press the MENU button on the Remote Commander to display the Setup menu, and select  (Memory Stick) icon with the **▲** or **▼** button.



**3** Use the **▲**, **▼**, **◀** or **▶** button on the Remote Commander to select the still image you want to display, then press the PUSH ENTER button. The submenu appears.



**4** Use the **▲** or **▼** button to select “Load”, then press the PUSH ENTER button.

The menu disappears and the selected still image is displayed on the monitor screen.

**To clear the still image from the monitor screen**

While the still image is displayed, press the PUSH ENTER button on the Remote Commander. The Memory Stick menu is restored.

---

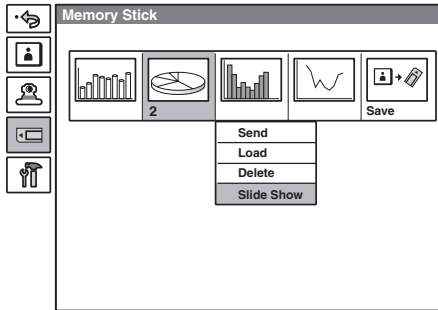
**Viewing a slide show**

You can view still images stored in a “Memory Stick” slide by slide. (Slide Show)

**1** Insert the “Memory Stick” into the Memory Stick slot, and display the Memory Stick menu.


- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select a still image from which you want to start a slide show, then press the PUSH ENTER button.

The submenu appears.



- 3 Use the **↑** or **↓** button on the Remote Commander to select “Slide Show”, then press the PUSH ENTER button.

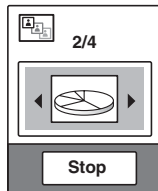
The slide show starts. During communication with a remote party, the still images are transmitted to the remote party.

The  indicator is displayed on the monitor screen during the slide show.

- 4 Press the **→** button on the Remote Commander to advance a slide. Pressing the **←** button goes back to the previous slide.

### To select another still image during the slide show

Pressing the PUSH ENTER button during the slide show opens the submenu.



Press the **←** or **→** button to select the desired still image, then press the PUSH ENTER button. The selected image is displayed in full screen. During communication it will be transmitted to the remote party.

### To stop the slide show

While the submenu is open, select “Stop” with the **↓** button and press the PUSH ENTER button.

While the submenu is not open, press the RETURN button on the Remote Commander. The Memory Stick menu is restored.

---

## To delete a still image

Display the Memory Stick menu, select the still image you want to delete, and press the PUSH ENTER button. Select “Delete” from the displayed submenu with the **↑** or **↓** button, then press the PUSH ENTER button. The selected still image is deleted from the “Memory Stick”.

---

## To remove the “Memory Stick”

Push the “Memory Stick” and release your finger. The “Memory Stick” will come out a little, and you can then remove it.

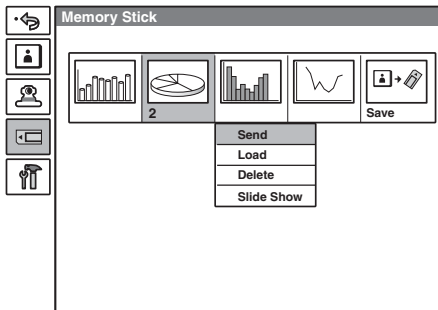
## Sending a Still Image Stored in a “Memory Stick”

While in communication, you can send still images stored in a “Memory Stick” to the remote party.

- 1 Insert a “Memory Stick” into the Memory Stick slot on the Communication Terminal, and display the Memory Stick menu.

*For how to insert a “Memory Stick” and how to display the Memory Stick menu, see “Displaying a Still Image Stored in a “Memory Stick”” on page 115.*

- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the still image you want to send, then press the PUSH ENTER button. The submenu appears.



- 3 Use the **↑** or **↓** button to select “Send”, then press the PUSH ENTER button. The selected still image is displayed, and is sent to the remote party. The message “The still image has been sent.” appears on the monitor screen.

### When you select “Slide Show” in step 3 above

If you select “Slide Show” from the submenu and press the PUSH ENTER button, a slide show starts from the selected still image, and it will be sent to the remote party.

*For details on a slide show, see page 116.*

**Note**

The images inside one of the folders in the “Memory Stick” directory, from [\\DCIM\\100MSDCF] to [\\DCIM\\109MSDCF], will be displayed. The displayed folder goes by the following order of priority: [109MSDCF], [108MSDCF], [107MSDCF], etc.



---

# About a “Memory Stick”

---

## What is “Memory Stick”?

“Memory Stick” is a new compact, portable and versatile IC (Integrated Circuit) recording medium with a data capacity that exceeds a floppy disk. “Memory Stick” is specially designed for exchanging and sharing digital data among “Memory Stick” compatible products. Because it is removable, “Memory Stick” can also be used for external data storage. “Memory Stick” is available in two sizes: standard size and compact “Memory Stick Duo” size. Once attached to a Memory Stick Duo adapter, “Memory Stick Duo” turns to the same size as standard “Memory Stick” and thus can be used with products compliant with standard “Memory Stick.”

---

## Types of “Memory Stick”

There are five types of “Memory Stick” depending on various uses.

- “Memory Stick PRO”  
Equipped with MagicGate copyright protection technology, designed for use only with equipment compatible with “Memory Stick PRO”.
- “Memory Stick-R”  
Data stored in this type of “Memory Stick” is not overwritten. It can be used only with equipment compatible with “Memory Stick-R”. Data that requires MagicGate copyright protection technology cannot be stored on this type.
- “Memory Stick”  
Any type of data except copyright-protected data that requires MagicGate copyright protection technology can be stored.
- “MagicGate Memory Stick”  
Equipped with the MagicGate copyright protection technology.
- “Memory Stick-ROM”  
Stores pre-recorded, read-only data. Recording or erasing data cannot be done with this type.

- “Memory Stick” (with memory select function)  
Equipped with multiple memories (128 MB). You can select the memory to use with the memory select switch on the back of the “Memory Stick”. You cannot use different memories simultaneously or continuously.

---

## Available types of “Memory Stick” for the unit

You can use “Memory Stick” and “MagicGate Memory Stick” with the unit. However, because the unit does not support the MagicGate standards, data recorded with the unit is not subject to MagicGate copyright protection. Also you cannot use “Memory Stick PRO” with this unit.

---

## Notes on “Memory Stick Duo”

- To use “Memory Stick Duo” with this unit, attach it to the Memory Stick Duo adapter before inserting it into the unit.
- Be sure to attach “Memory Stick Duo” to the adapter with the correct orientation.
- Be sure to insert the Memory Stick Duo adapter with the correct orientation. Otherwise, the unit may be damaged.
- Do not insert the Memory Stick Duo adapter without “Memory Stick Duo” attached. Doing so may result in malfunction of the unit.

---

## What is MagicGate ?

MagicGate is copyright protection technology that uses encryption technology.

---

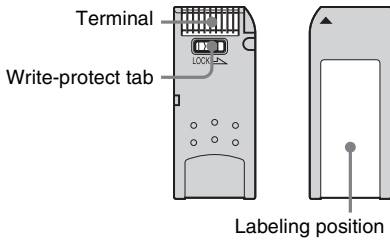
## Format that can be displayed with this unit

The unit can display the picture files recorded on a “Memory Stick” in the following format:

- Image files (DCF-compatible) compressed in the JPEG (Joint Photographic Experts Group) format (extension: .jpg)
- Image files of up to 2048 × 1536 pixels can be displayed.




## Before using a “Memory Stick”



- When you set the “Memory Stick” write-protect tab to “LOCK,” data cannot be recorded, edited, or erased.
- Use a sharp object, such as a ballpoint pen, to move the “Memory Stick Duo” erasure prevention switch.
- Data may be damaged if:
  - You remove the “Memory Stick” or turn off the unit while it is reading or writing data.
  - You use the “Memory Stick” in a location subject to the effects of static electricity or electric noise.

### Notes

- Do not attach any other material than the supplied label onto the label space.
- Attach the label so that it does not stick out beyond the labeling position.
- Do not write forcefully on the “Memory Stick Duo” memo area.
- Carry and store the “Memory Stick” in its case.
- Prevent metallic objects or your finger from coming into contact with the metal parts of the connecting section.
- Do not strike, bend, or drop the “Memory Stick.”
- Do not disassemble or modify the “Memory Stick.”
- Do not allow the “Memory Stick” to get wet.
- Do not use or store the “Memory Stick” in a location that is:
  - extremely hot, such as in a car parked in the sun.
  - under direct sunlight.
  - very humid or subject to corrosive substances.

- “Memory Stick Duo” and **MEMORY STICK DUO** are trademarks of Sony Corporation.
- “Memory Stick” and  are trademarks of Sony Corporation.
- “MagicGate Memory Stick” and **MAGICGATE** are trademarks of Sony Corporation.
- “Memory Stick-ROM” and **MEMORY STICK-ROM** are trademarks of Sony Corporation.
- “Memory Stick PRO” and **MEMORY STICK PRO** are trademarks of Sony Corporation.
- “Memory Stick R” and **MEMORY STICK-R** are trademarks of Sony Corporation.

## Formatting a “Memory Stick”

### Notes

- A “Memory Stick” formatted with a computer cannot be guaranteed on the Communication Terminal. Make sure to use a “Memory Stick” that has been formatted with the Communication Terminal.
- If you format a “Memory Stick”, all data, including the still images and Phone Book, will be lost.

### To format a “Memory Stick”

Select “Memory Stick Format” from the General Setup menu. The message “Format a Memory Stick?” appears. When you select “OK”, the “Memory Stick” will be formatted.

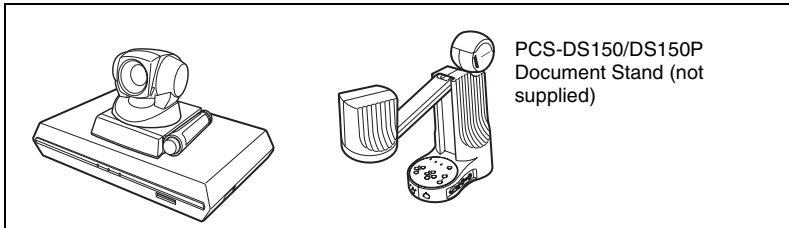
### If a “Memory Stick” that is not formatted is inserted

The message “Format a Memory Stick?” appears. To format it, select “OK”. If you do not want to format it, select “Cancel”.

# Sending a Still Image

## Sending Motion Pictures Output from a Document Stand as Still Images

During communication motion pictures output from the optional PCS-DS150/DS150P Document Stand connected to the Communication Terminal can be frozen, and you can send a still image to the remote party.  
(The PCS-DS150/DS150P Document Stand is currently not available.)




### To send a still image

- 1 Shoot the image you want to send with the Document Stand.

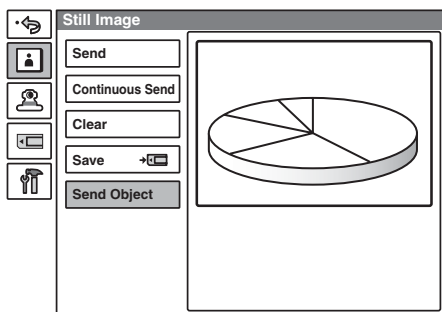
*For details how to operate the Document Stand, refer to the Operating Instructions supplied with the Document Stand.*

- 2 Open the Still Image menu.

Press the MENU button on the Remote Commander to display the Setup menu, then select the  (still image) icon with the  $\uparrow$  or  $\downarrow$  button.

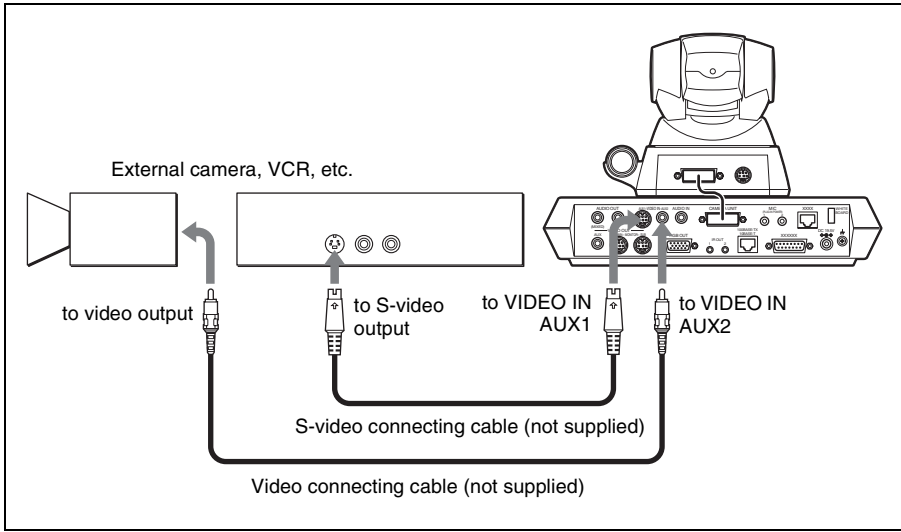
- 3 Use the  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  or  $\rightarrow$  button on the Remote Commander to select “Send Object”, then press the PUSH ENTER button.

The picture shot by the Document Stand is displayed on the monitor screen and is sent to the remote party as a still image.




## Sending Motion Pictures Input from an External Camera or Other Equipment as Still Images

During communication a motion picture output from an external camera or VCR connected to the Communication Terminal can be frozen, and then sent to the remote party.



### To send a still image

#### 1 Open the Still Image menu.

Press the MENU button on the Remote Commander to display the Setup menu, then select the  (still image) icon with the  $\uparrow$  or  $\downarrow$  button.

#### 2 Display the picture you want to send on the monitor screen.

Press the VIDEO INPUT SELECT button on the Remote Commander to display the Video Input Select menu, then select the input from which you want to send a picture under “Near”, and press the PUSH ENTER button.

**AUX 1:** Selects the picture input from equipment connected to the VIDEO IN AUX 1 connector.

**AUX 2:** Selects the picture input from equipment connected to the VIDEO IN AUX 2 connector.

#### Notes

- Selecting “Object” enables you to display the picture input from the optional PCS-DS150/DS150P Document Stand (currently not available) on the monitor screen.
- If you change the label of the video input using the Custom Input Label menu in Page 4 of the General Setup menu, the labeled name is displayed instead of “AUX1”, “AUX2” or “Object”.

- 3 Use the ▲, ▼, ◀ or ▶ button on the Remote Commander to select “Send”, then press the PUSH ENTER button.

The motion picture on the monitor screen freezes, and a still picture is sent to the remote party. The still picture remains even after sending.








**To cancel the still image display on the answering site**

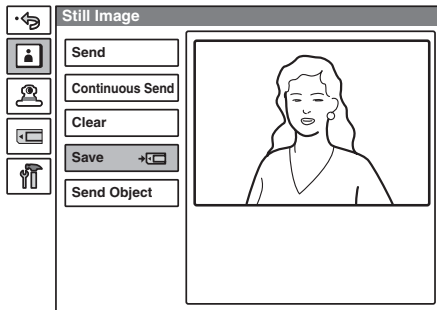
Select “Clear”, or switch the input picture.

# Saving Still Images to a “Memory Stick”

You can save the picture shot by the local camera or input picture from the connected equipment or the remote picture during conference in a “Memory Stick”.

## Saving Still Images Using the Still Image Menu

- 1 Insert the “Memory Stick” in which you are saving the images into the Memory Stick slot.
- 2 Open the Still Image menu.  
Press the MENU button on the Remote Commander to display the Setup menu, then select the  (still image) icon with the  or  button.
- 3 Display the picture you want to save on the monitor screen.  
To switch the input on the local site, press the VIDEO INPUT SELECT button on the Remote Commander to display the Video Input Select menu, select the desired picture, then press the PUSH ENTER button.  
To save the remote picture, switch to the picture on the remote site with the FAR/NEAR button on the Remote Commander, and select the desired picture.
- 4 Use the , ,  or  button on the Remote Commander to select “Save”, then press the PUSH ENTER button.



The picture displayed on the monitor screen will be saved as a still image to the “Memory Stick”.

### Notes

- Do not remove the “Memory Stick” until the data is completely loaded. If you do, the “Memory Stick” may be damaged or the Communication Terminal may cause a malfunction.
- A still image file is saved as a new file. It will not be overwritten.

**When the write-protect tab on the “Memory Stick” is set to “LOCK” when you selected “Save” in step 4**

The message “Memory Stick write-protected” appears and you cannot save the still image file.

**When the memory of the “Memory Stick” is full**

The message “Memory full.” appears and you cannot save the still image file.

---

## Image format that can be stored in a “Memory Stick”

### File name

The image file is saved under the directory named “\DCIM\100MSDCF” with a file name as “DSCXXXXX.JPG”.

### Compression format


The Communication Terminal compresses and records the recorded image data in the JPEG (Joint Photographic Experts Group) format. The file extension is “.jpg”.

#### Note

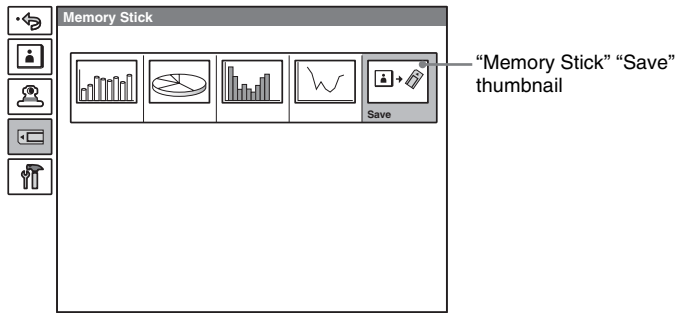
The Communication Terminal is not compatible with progressive JPEG format data.

## Saving Still Images Using the Memory Stick Menu

You can save still pictures using the “Memory Stick” “Save” thumbnail displayed on the Memory Stick menu.

- 1** Insert the “Memory Stick” to which you are saving the images into the Memory Stick slot.
- 2** Display the picture you want to save.  
To switch the input on the local site, press the VIDEO INPUT SELECT button on the Remote Commander to display the Video Input Select menu, select the desired picture, then press the PUSH ENTER button.  
To save the remote picture, switch to the picture on the remote site with the FAR/NEAR button on the Remote Commander, and select the desired picture.
- 3** Open the Memory Stick menu.  
Press the MENU button on the Remote Commander to display the Setup menu, then select the  (“Memory Stick”) icon with the ▲ or ▼ button.

- Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to move the cursor to the last thumbnail, the “Memory Stick” “Save” thumbnail, then press the PUSH ENTER button.

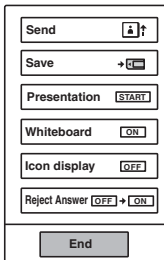


The selected picture is saved to the “Memory Stick” and a thumbnail is created.

## Saving Still Images Using the Communication Submenu

You can promptly save the picture displayed on the monitor screen during communication to the “Memory Stick” as a still image.

- During communication with the remote party press the PUSH ENTER button.  
The communication submenu appears.



- Press the **↑** or **↓** button on the Remote Commander to select “Save”, then press the PUSH ENTER button.  
The displayed picture is frozen and saved to the “Memory Stick” as a still image.  
After saving, the message “Still image saved to Memory Stick.” appears.

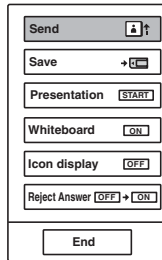
### To erase the communication submenu

Select “End” in the menu, then press the PUSH ENTER button.

# Using a Convenient Menu Available during Communication — Communication Submenu

During communication with a remote party, pressing the PUSH ENTER button on the Remote Commander opens the communication submenu. The communication submenu allows you to perform operations often used during communication only by selecting the item in the menu.

## Communication submenu



Selecting each item with the **▲** or **▼** button and pressing the PUSH ENTER button enables the following operations:

**Send:** Sends the picture displayed on the monitor screen as a still picture to a remote party.

After it is sent, this item changes to “Clear”. Selecting this item restores the motion picture shot by the camera.

**Save:** Saves the picture displayed on the monitor screen to a “Memory Stick” as a still picture.

**Presentation START:** Sends the RGB picture input from the optional PCSA-DSB1S Data Solution Box to a remote party. After sending, the item changes to “Presentation STOP”. Selecting the item ends transmission of the RGB picture.

Displayed only when the Data Solution Box is connected to the Communication Terminal.

**Whiteboard ON:** Sends the notes written on a whiteboard with the mimio Xi attached. After sending, the item changes to “Whiteboard OFF”. Selecting the item ends transmission of the notes on the whiteboard.

Displayed only when the whiteboard with the mimio Xi installed is connected.

**Icon display OFF:** Selecting “Icon display OFF” hides the indicators on the monitor screen. After selecting, the item changes to “Icon display ON”, and selecting this item shows the indicators.

**Reject Answer OFF **►** ON:** Selecting “Reject Answer OFF **►** ON” rejects incoming calls during a videoconference when the MCU software has been installed in the Communication Terminal. After selecting, the item changes to “Reject Answer ON **►** OFF”, and selecting this item allows incoming calls.

**End:** Clears the communication submenu.



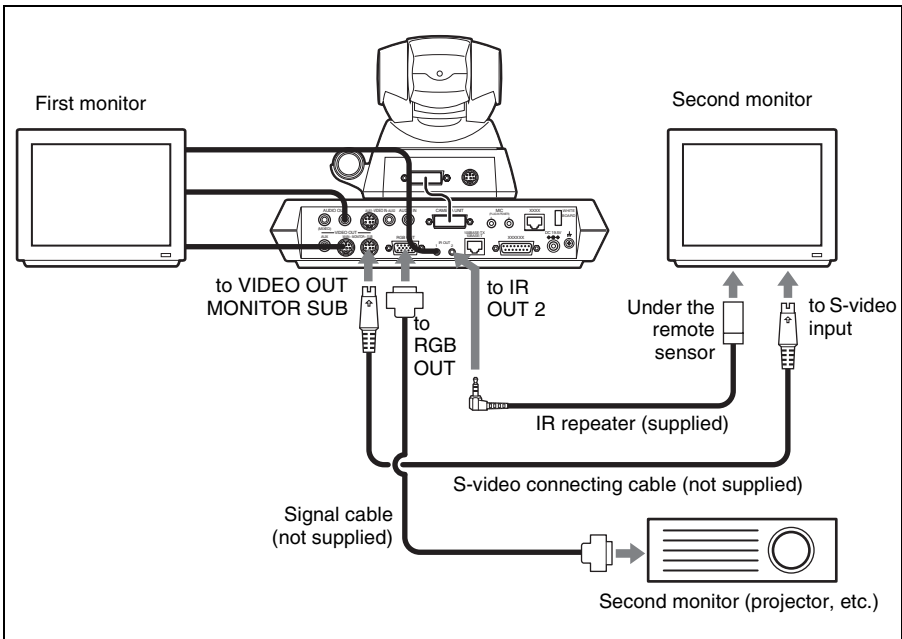
# Using Two Monitors – Dual Monitor

The Communication Terminal enables you to connect two monitors. One monitor can be used exclusively for monitoring motion pictures. (**Dual Monitor system**)

## To connect the second monitor

Connect the second monitor to the VIDEO OUT MONITOR SUB or RGB OUT connector on the Communication Terminal.

When you are using Sony monitors, insert the IR repeater under the remote sensor of the second monitor and connect it to the IR OUT 2 jack on the Communication Terminal.



## Activating dual monitor system

Set “Dual Monitor” to “On” in Page 1 of the General Setup menu. The default setting is “Off” (page 48).

When set to “On”, the first monitor is used exclusively for monitoring motion pictures while still images are displayed on the second monitor.

*For details, see “Switching the Picture Displayed on Dual Monitors” on page 131.*

**Notes**

- When “Dual Monitor” is set to “Off”, still images will be displayed on the first monitor screen.
- When “Dual Monitor” is set to “On”, the local picture is displayed on the second monitor screen while not in communication.

---

**To display the picture on the second monitor screen**

Set “Sub Monitor Out” to “VIDEO OUT” or “RGB OUT” in Page 1 of the General Setup menu. (See page 48.)

**VIDEO OUT:** Outputs a signal to the monitor connected to the VIDEO OUT MONITOR SUB connector on the Communication Terminal.

**RGB OUT:** Outputs a signal to the monitor connected to the RGB OUT connector on the Communication Terminal.

---

**To view the picture as a window picture**

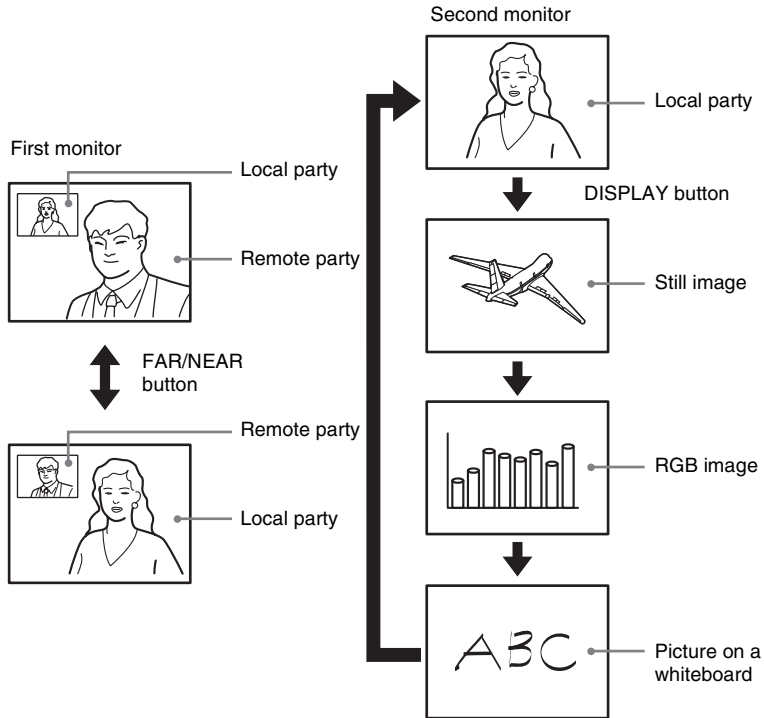
When you press the PinP button on the Remote Commander during communication, the picture will be displayed as a window picture on the first monitor screen.

**Note**

You cannot display a window picture on the second monitor screen.

## Switching the Picture Displayed on Dual Monitors

You can display the following pictures on the first or second monitor while in communication.



### First monitor

- Enables display of motion pictures on the local or remote site.
- To switch between the local and remote pictures, press the FAR/NEAR button on the Remote Commander to display the Display Control menu, then select “Far” (remote party) or “Near” (local party) under “Display”.

### Second monitor

- Enables display of motion pictures on the local site, a still image received or transmitted, an RGB image via the PCSA-DSB1S Data Solution Box or a picture on a whiteboard.
- Each press of the DISPLAY button on the Remote Commander changes the displayed picture.

### Note

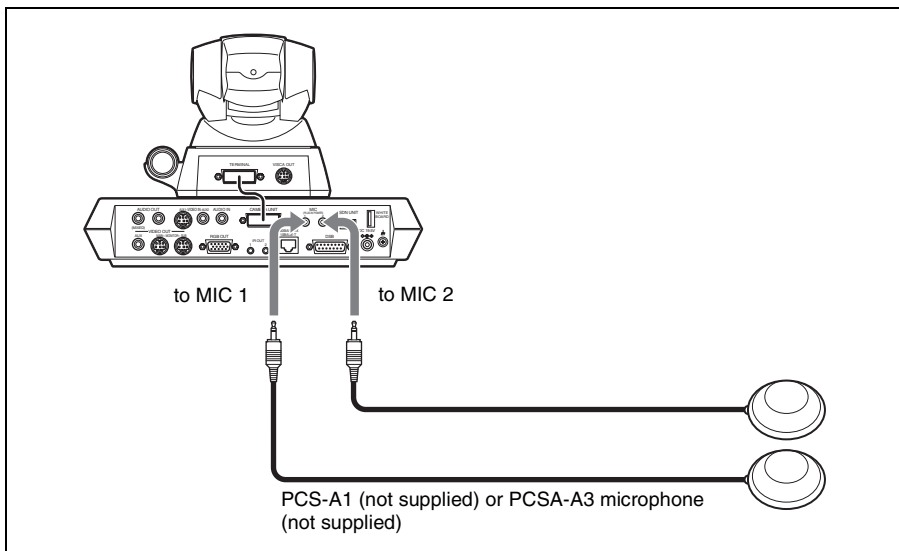
You cannot change the displayed picture by pressing the DISPLAY button if there are no still image, RGB image, etc.

# Using Multiple Microphones

The microphone built in the PCS-C1/C1P Camera Unit is assumed to be used to conduct a conference among about three participants. You can connect the optional PCS-A1 or PCSA-A3 microphone to the System, allowing more persons to participate in the conference.

## To connect the optional microphones

Connect the optional microphones to the MIC 1 and MIC 2 connectors on the Communication Terminal. Power is supplied to the microphones from the Terminal.



## To use the connected microphone

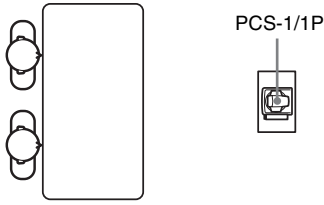
Set “Mic Select” to “External” in the Audio Setup menu. (See page 51.) In this case the built-in microphone is disabled.

### Notes on installation of the microphones

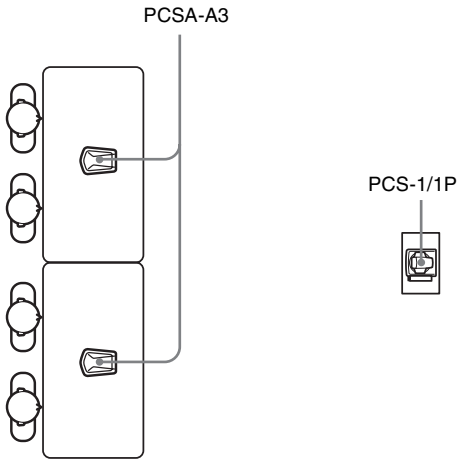
- Install microphone about 50 cm away from the participants.
- Install the speakers behind the microphones.
- Place the microphone in a quiet, echo-free location.
- Install microphones away from equipment that may cause noise.
- Avoid covering a microphone with paper, etc., or moving it.
- Extreme noise and echo may be heard temporarily by the remote party. In this case, wait until the echo disappears.

## Microphone layout examples

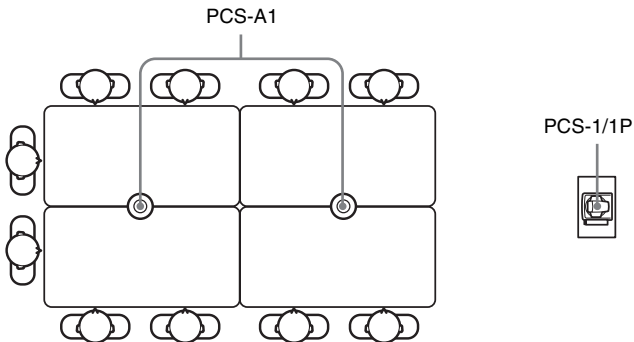
### Microphone built in the PCS-1/1P



### PCSA-A3 microphones



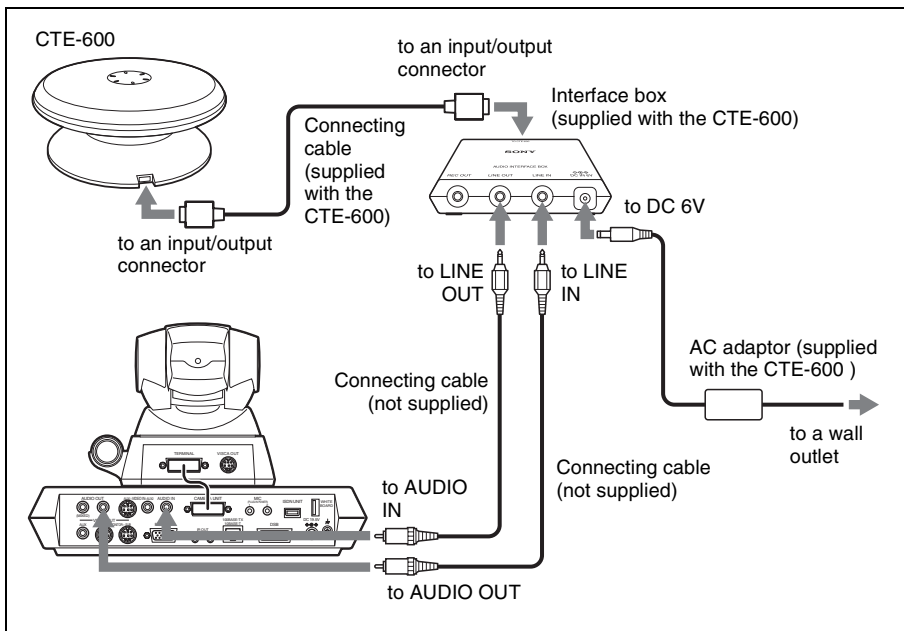
### PCS-A1 microphones



# Using the Communication Transducer (CTE)

The CTE Communication Transducer is an integrated system equipped with uni-directional microphones and omni-directional acoustic speaker. The unit is enabled to pick up clear voice with minimum background noise from all directions and to emit clear sound equally in all directions.

## To connect the CTE-600 Communication Transducer

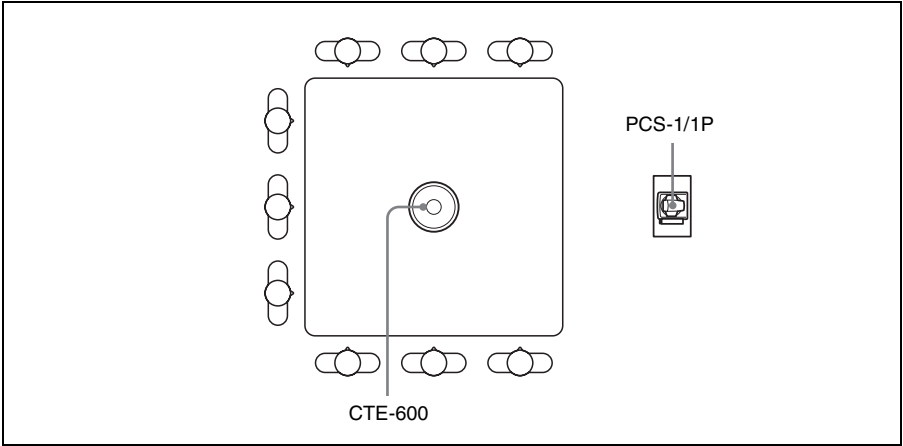


## To use the Communication Transducer (CTE)

- Set “CTE” in the Audio Setup menu to “AUX”. (page 51)
- Set the SYSTEM SELECT switch at the bottom of the Communication Transducer to “PCS”.

*For detailed information on the Communication Transducer, refer to the Operating Instructions that come with the Communication Transducer.*

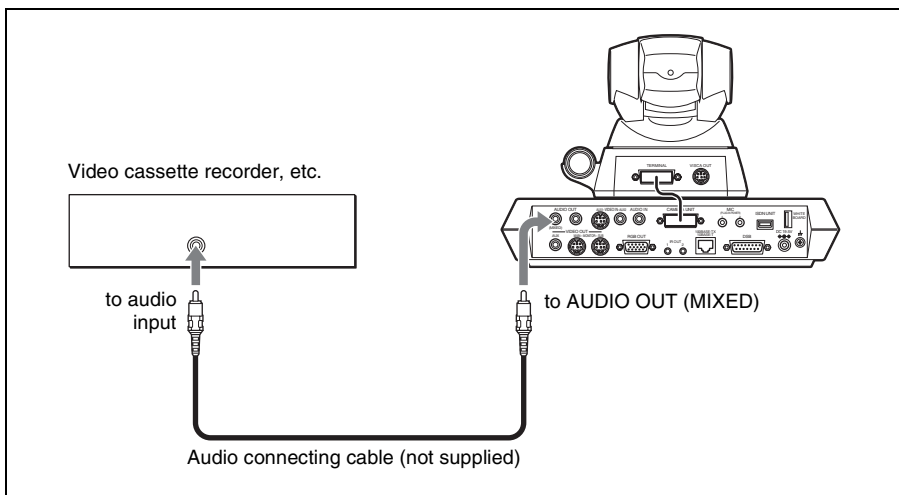
## CTE layout example



# Recording Audio During a Conference

You can record the voices of the participants on both the remote and local sites during a conference if you connect a video cassette recorder to the AUDIO OUT (MIXED) jack on the Communication Terminal. This is convenient for taking minutes of the conference.

## To connect a video cassette recorder



## When recording with a video cassette recorder

When a video cassette recorder is connected to both the AUDIO IN and AUDIO OUT (MIXED) jacks, set "Recording Mute" to "On" in the Audio Setup menu to prevent from reflecting echo on a remote party. (See page 52.)

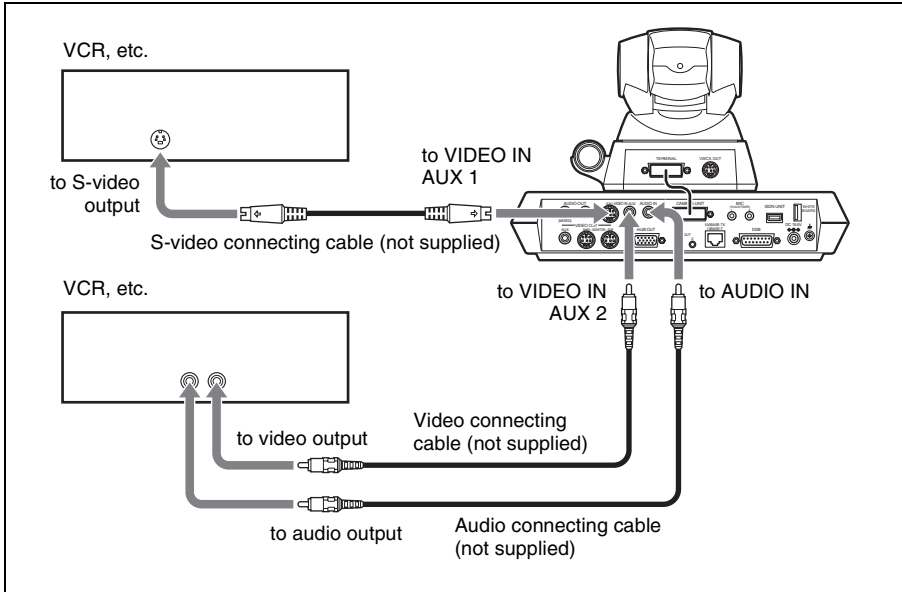


# Sending Audio/Video from the External Equipment to a Remote Party

The Communication Terminal allows you to send the picture and sound output from the connected equipment such as a VCR to the remote party.

## To connect the video equipment for input

The Communication Terminal is equipped with two video inputs.



**Note**

Connect the audio cable from either of two VCRs to the AUDIO IN jack.

## To input audio/video from external equipment

### To input video

Open the Video Input Select menu by pressing the VIDEO INPUT SELECT button on the Remote Commander, then select the desired video input from the “Near” text box in the menu.

To input the video from the equipment connected to the VIDEO IN AUX 1 or 2 jack, choose “AUX 1” or “AUX 2”, respectively.

### To input audio

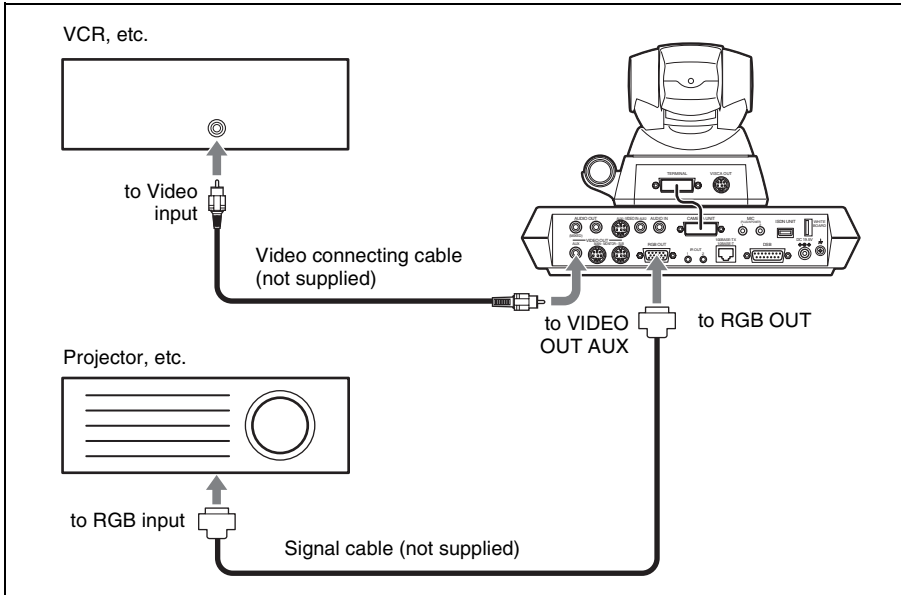
Set “Input Select” to “AUX” or “MIC + AUX” in the Audio Setup menu. (See page 51.)

When set to “AUX”, the sound from the external equipment is input and the sound from a microphone is deactivated. When set to “MIC + AUX”, both sounds are input.

# Outputting Video Signals to External Equipment

The Communication Terminal allows you to output the video signal to the connected external equipment such as a projector and VCR.

## To connect the external video equipment for output



## To output signals to the equipment connected to the RGB OUT connector on the Communication Terminal

Set "Monitor Out" or "Sub Monitor Out" to "RGB OUT" on Page 1 of the General Setup menu. (See page 48.)

When you are not using any other monitor than the equipment connected to the RGB OUT connector, set "Dual Monitor" to "Off" in Page 1 of the General Setup menu. When you use the equipment connected to the RGB OUT connector as the second monitor to display a still image, etc., set "Dual Monitor" to "On" in Page 1 of the General Setup menu. (See page 48.)

---

# Conducting a Conference Without the Picture – Voice Meeting

Using the PCS-1/1P Video Communication System, you can conduct a conference only through voices via a normal phone without connecting the videoconferencing system. (**Voice Meeting**)

Basic connecting procedures are the same as those for videoconferencing.

---

## Conducting a voice meeting with a remote party not registered in the phone book

Set “Line I/F” to “ISDN(Telephone)” in the Dial Setup menu.

During the Voice Meeting, the “Voice Only” indicator is displayed.

*For “Line I/F” setting, see “To call a remote party not registered in the Phone Book” on page 86.*

---

## To register a remote party for a Voice Meeting

Set “Line I/F” to “ISDN(Telephone)” in the List Edit menu displayed from the Phone Book menu.

*For registration, see “Registering a Remote Party – Phone Book” on page 68.*

---

## To set the audio compression format

Select the audio compression format by setting “Telephone Mode” in Page 4 of the Dial Setup menu.

When you initiate the voice meeting, set “Telephone Mode” to “Auto”. When set to “Auto”, the G.711  $\mu$ -law format is automatically selected.

You need not set the audio compression format when receiving a call from the remote party.

*For the “Telephone Mode” setting, see page 46.*

---

# Controlling the Remote System With the Tone Signal – DTMF Transmission

The Video Communication System enables you to control the remote system connected by transmitting the tone signal (DTMF: Dual Tone Multi Frequency) assigned to the numbers for dialing (0-9, #, \*).

- 1** Press the \* button on the Remote Commander during communication. The DTMF menu appears on the monitor screen.
- 2** Press one of the number buttons (0-9, #, \*) on the Remote Commander corresponding to the tone signal you want to transmit to the remote party. The tone signal will be transmitted when the button is pressed.
- 3** To stop transmitting the tone signal, press the PUSH ENTER button on the Remote Commander. The DTMF menu disappears.

# Conducting a Data Conference Using NetMeeting – T.120 Data Conference

Connecting the Communication Terminal to the computer with NetMeeting\* installed enables conduct of a data conference in compliance with the T.120 standard of the ITU-T Recommendation via the PCS-1/1P Video Communication System only when it is connected over ISDN.

\* NetMeeting is a registered trademark of Microsoft Corporation.

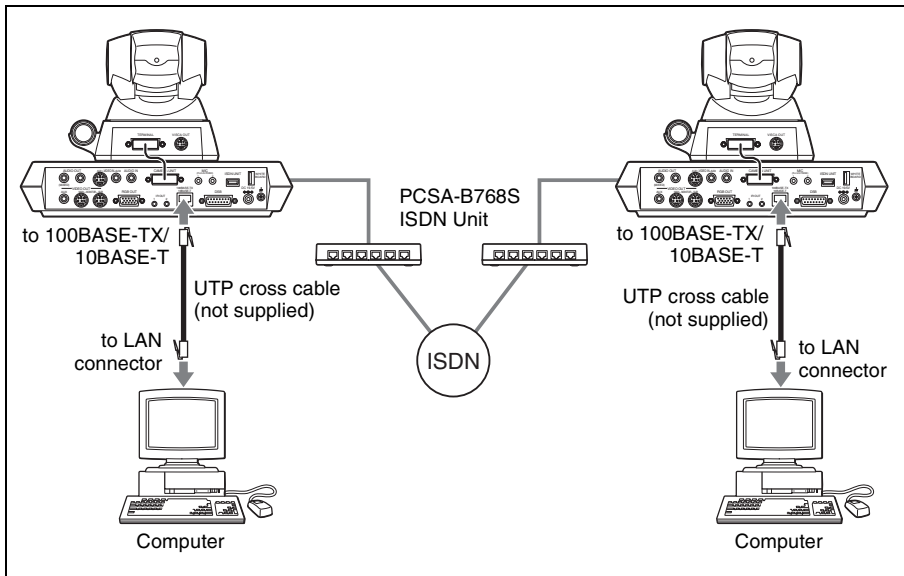
## Notes

- When the Communication Terminal is used for a multipoint videoconference, the T.120 data conference is not available.
- When the PCS-1/1P Video Communication System is connected with a videoconferencing system at the remote party via LAN, conduct the T.120 data conference without using the PCS-1/1P.

## To connect a computer

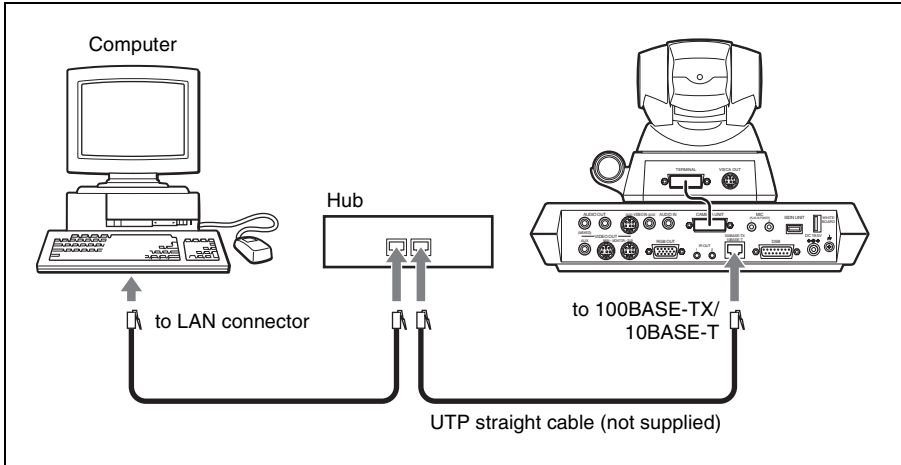
### To connect a computer to the connector on the Communication Terminal

Use a commercially available UTP cross cable (category 5) to connect the LAN connector on the computer with the 100BASE-TX/10BASE-T connector on the Communication Terminal.



## To connect to a computer via a hub

Connect the Communication Terminal to a computer using the UTP straight cable.



## To configure the Communication Terminal

Open Page 2 of the General Setup menu, and enter the IP address of the computer in which the NetMeeting application is installed in the “T.120 PC Address” text box. (See page 49.)

### To call a remote party to conduct a T.120 data conference

Set “T.120 Data” to “On” in Page 2 of the Dial Setup menu. (See page 45.)

### When you receive a call from a remote party to conduct a T.120 data conference

Set “T.120 Data” to “On” in Page 2 of the Answer Setup menu. (See page 48.)

#### Note

It is recommended that you set “Audio Mode” to “G.728” in the Dial Setup and Answer Setup menus.

## To connect to a remote party using NetMeeting

Before connecting, install the NetMeeting application in your computer.

- 1 Double-click the NetMeeting icon, or click “NetMeeting” from the Start menu on the computer’s window.  
NetMeeting starts.
- 2 Set the Communication Terminal to communication mode.  
Check that the “T.120” indicator is displayed on the monitor screen.

- 3** Click “Calling” in the NetMeeting window on the computer of either a local or remote party.
- 4** Enter the IP address set for the Communication Terminal in the “Address” text box of the “Call to” dialog box.
- 5** Click “Call”.  
After a while the connection is completed.

*For details on how to operate, refer to the Help menu of the NetMeeting application.*

#### **About the transmission rate**

The Communication Terminal supports the following transmission rates:

**MLP:** 6.4 Kbps, 24 Kbps, 32 Kbps

**HMLP:** 62.4 Kbps, 64 Kbps, 128 Kbps.



---

# Accessing the Communication Terminal

The following controls are available to access the Communication Terminal. For details on each control, consult your Sony dealer.

## Using a Web Browser

Accessing the IP address of the Communication Terminal from a Web browser allows you to control or set up the Terminal.

To permit accessing the Terminal, set “Web Access” to “Enabled” in the Administrator Setup Menu (page 58).

*For details on the password to access or Web monitoring feature, see “Administrator Setup Menu” on page 57.*

*For details on Web operation, see chapter 10, “Web Control Function”.*

## Using Telnet

Accessing the IP address of the Communication Terminal from Telnet allows you to control or set up the Terminal.

To permit accessing the Terminal, set “Web Access” to “Enabled” in the Administrator Setup Menu (page 58).

*For details on the password to access or Web monitoring feature, see “Administrator Setup Menu” on page 57.*

The AUX CONTROL jack on the right side of the Communication Terminal is designed to be used for services.

# Chapter 5: Data Conference

This chapter shows you how to use the data from a computer, etc. connected to the optional PCSA-DSB1S Data Solution Box for a conference.

The optional PCSA-DSB1S Data Solution Box is equipped with various input/output connectors. For example, connecting the RGB output on a computer enables you to transmit the pictures or text data displayed on the computer to a remote party. When you connect a projector, you can display a high-resolution image from a computer on the projector at a high transmission rate. The PCSA-DSB1S is also equipped with connectors for connecting active speakers and microphones. The PCSA-DSB1S is connected with the Communication Terminal using the interface cable for exclusive use.

The party who receives the data, even if the party has no Data Solution Box or uses another videoconferencing system such as PCS-11/11P, PCS-G70/G70P, PCS-TL50 and PCS-1600, can view the computer images sent from the other party. However, the quality of the picture received varies with the components of the system. If the Data Solution Box is used by the party who receives the data, a larger number of frames per second is obtained than the system without the Data Solution Box. It allows you to obtain a high-resolution motion picture from a computer.

*For details on picture quality depending on the system components, see “Picture quality of the data solution box” on page 152.*

*For details on RGB signal specifications, see “Acceptable RGB Input/Output Signals” on page 263.*

## **Restrictions on the IP address of the system when using the Data Solution Box**

The IP address available for the PCS-1/1P Video Communication System is restricted when you use the Data Solution Box. Moreover, a network for communication between the Data Solution Box and the Communication Terminal should be set up to be a separate segment.

As a result, unusable IP address is the value obtained from the AND operation with the address of the Data Solution Box for communication and the network mask.

(Unusable IP address for the PCS-1/1P) = (IP address of the PCSA-DSB1S)&(Network mask)

The IP address of the PCSA-DSB1S is fixed at “192.254.1.2”. If the Network mask is assumed to be “255.255.0.0”, an unusable IP address is as follows:

$$192.254.m.n \quad (0 \leq m \leq 255, 0 \leq n \leq 255)$$

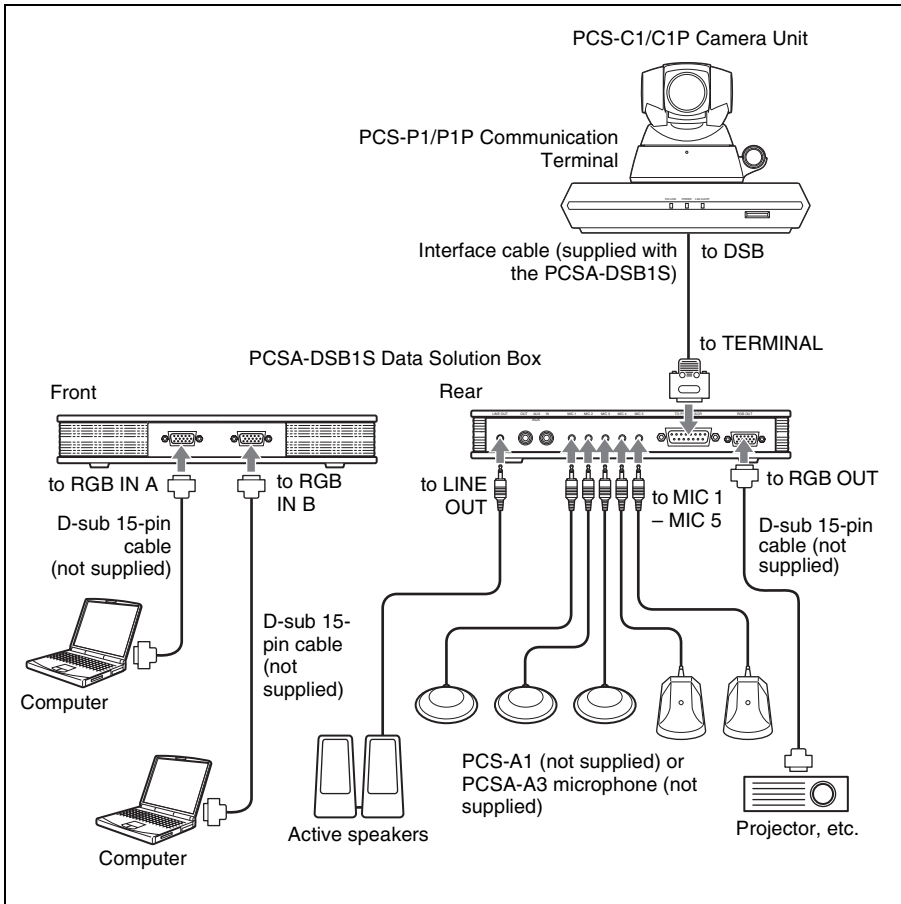
## **Note on the camera picture when using the Data Solution Box**

When transmitting a signal via the Data Solution Box, the camera picture quality will be lower owing to the decreased number of frames.

# Connection Example Using the Data Solution Box

## Notes

- Be sure not to turn on the power of each unit until all the connections are completed.
- Do not connect/disconnect the camera cable or the interface cable with the power on. Doing so may damage the Camera Unit, Communication Terminal or Data Solution Box.
- Used with the Data Solution Box for the first time, the Communication Terminal may automatically upgrade the software of the Data Solution Box. While the upgrading message is displayed on the monitor screen, be sure not to turn off the Communication Terminal. Doing so may cause malfunction of the system.



### **Notes on the connection example**

- Power to the Data Solution Box is supplied from the PCS-P1/PIP Communication Terminal with a connection described above.
- Connect a projector, etc. to the RGB OUT connector on the Data Solution Box.

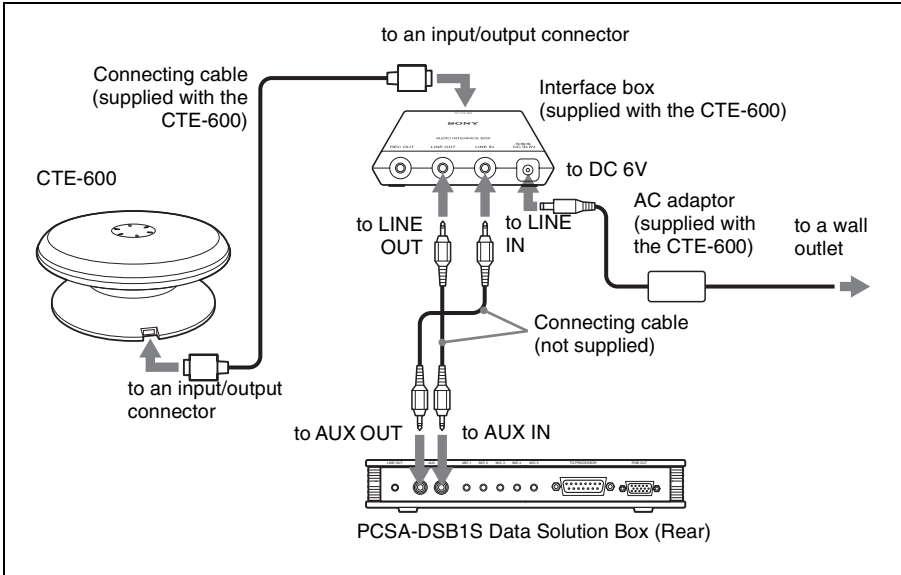
This connection enables you:

- To display the computer picture on the local site while transmitting it to the remote site.
  - To display the received computer picture with optimum picture quality.
- The received computer picture can also be output from the VIDEO OUT or RGB OUT connector on the PCS-P1/PIP Communication Terminal, but the computer picture while transmitting cannot be output from these connectors.

### **Notes on the connection of a microphone**

- Up to five microphones can be connected with the Data Solution Box.
- When using external microphones, the sound transmitted to the remote party may become unclear due to noises in a conferencing room. In this case speak close to the microphone.
- When using multiple microphones, the Echo Canceler function cannot be fully utilized depending on the type of conference room. In this case, try to suppress any echo in the room or decrease the number of microphones.
- You cannot use the microphones connected to the Data Solution Box together with those connected to the Communication Terminal or the built-in microphone.

## To connect the CTE-600 Communication Transducer



### To use the Communication Transducer connected to the Data Solution Box

- Set “CTE” in the Audio Setup menu to “DSB AUX IN” (page 51).
- Set the SYSTEM SELECT switch at the bottom of the Communication Transducer to “PCS”.

#### Note

You cannot use two or more Communication Transducers in a room and cannot use it with other microphones together.

*For detailed information on the Communication Transducer, refer to the Operating Instructions that come with the Communication Transducer.*

# Using Audio/Video Signal from the Connected Equipment for a Conference

## Setting Before Conferencing

### To use a microphone connected to the Data Solution Box

Set “Mic Select” to “DSB MIC” in the Audio Setup menu (page 51).

### To use a projector, etc. connected to the RGB OUT connector on the Data Solution Box

Set “Monitor Out (or Sub Monitor Out)” to “RGB OUT (DSB)” in Page 1 of the General Setup menu (page 48).

## Operating the System During a Conference

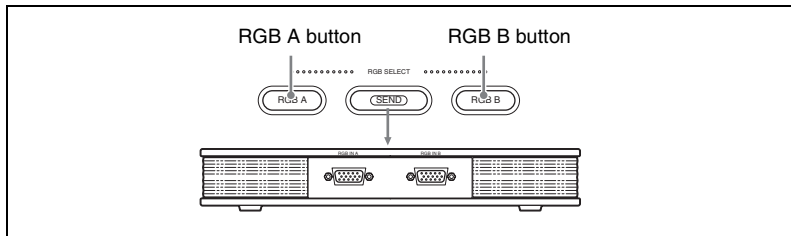
### To select a picture from a computer connected to the Data Solution Box

#### When using the buttons on the Data Solution Box

Press the RGB A or RGB B button on the upper panel of the Data Solution Box.

To select the picture from the computer connected to the RGB IN A connector, press the RGB IN A button, or the RGB IN B button to select that from the computer connected to the RGB IN B connector.

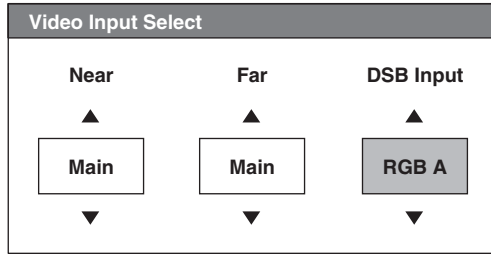
The indicator of the selected button lights.



#### When using the Remote Commander

- 1 Press the VIDEO INPUT SELECT button on the Remote Commander. The Video Input Select menu appears.
- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the “RGB A” or “RGB B” input from “DSB Input”.  
**RGB A:** Select the picture from the computer connected to the RGB IN A connector.

**RGB B:** Select the picture from the computer connected to the RGB IN B connector.



- 3** Press the PUSH ENTER button on the Remote Commander.  
The indicator of the RGB A or RGB B button on the upper panel of the Data Solution Box lights according to the selected input.

**Note**

Even if you select the input with the buttons on the Data Solution Box, the display in the Video Input Select menu will not change.

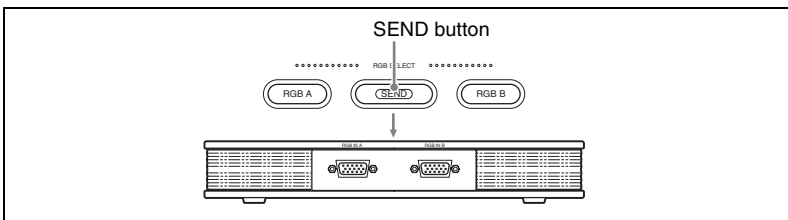
---

**To transmit a picture from a computer connected to the Data Solution Box**

Press the SEND button on the upper panel of the Data Solution Box.  
The indicator on the SEND button lights and the picture of the equipment selected with the RGB A or RGB B button or the VIDEO INPUT SELECT button is displayed on the projector, etc. connected to the RGB OUT connector on the Data Solution Box. While in communication, the picture selected on the Data Solution Box is transmitted to the remote party simultaneously.  
Such computer picture is displayed without any conversion as input to the Data Solution Box. The detailed portion of the picture transmitted to the remote party may not be clearly seen and the number of frames may be reduced.

*For details on picture quality, see “Picture quality of the data solution box” on page 152.*

*For picture transmission using the Remote Commander, see page 128.*



**Note**

While you are transmitting the computer picture, you cannot receive a still image or a computer picture from any other terminal. Ending your transmission enables you to receive it. When you are receiving a computer picture from any other terminal, you cannot transmit a computer picture from equipment connected to the Data Solution Box. When you are receiving a still image from any other terminal, you can transmit a computer picture from equipment connected to the Data Solution Box, but the still image being received is transmitted as a motion picture.

---

**To transmit the picture from a computer to multiple points**

If you install the optional PCS-323M1 H.323 (for LAN) or PCS-320M1 H.320 (for ISDN) MCU software, you can transmit the picture from the computer to multiple points.

---

**Picture quality of the data solution box**

The picture quality received by the remote party varies depending on the type of the terminal or connecting method, or “Monitor Out (or Sub Monitor Out)” setting on the remote site. Using the Data Solution Box on the remote site enables receipt of a high-quality computer picture with larger number of frames.



## When the PCS-1/1P is used as a receiving terminal

Setting of “Monitor Out (or Sub Monitor Out)” on the receiving terminal		Output connector for a computer picture on receiving terminal	Resolution	Video frame rate	Picture quality
When “Dual Monitor” is set to “Off”	When “Dual Monitor” is set to “On”				
VIDEO OUT	–	VIDEO OUT MONITOR MAIN on the PCS-P1/PIP	○	○	Outputs the signal by converting a transmitted VGA, SVGA or XGA signal into a 4CIF signal. The original high-resolution picture cannot be obtained and details cannot be clearly seen. The number of frames displayed per second depends on the interface transmission rate. For example, one frame per second is obtained at 1 Mbps.
–	VIDEO OUT	VIDEO OUT MONITOR SUB on the PCS-P1/PIP	○	○	Outputs the signal by converting a transmitted VGA, SVGA or XGA signal into a 4CIF signal. The original high-resolution picture cannot be obtained and details cannot be clearly seen. The number of frames displayed per second depends on the interface transmission rate. For example, one frame per second is obtained at 1 Mbps.
RGB OUT	RGB OUT	RGB OUT on the PCS-P1/PIP	◎	○	Outputs the signal by converting a transmitted VGA, SVGA or XGA signal into an XGA signal. The high-resolution picture can be obtained. The number of frames displayed per second depends on the interface transmission rate. For example, one frame per second is obtained at 1 Mbps.

Setting of “Monitor Out (or Sub Monitor Out)” on the receiving terminal		Output connector for a computer picture on receiving terminal	Resolution	Video frame rate	Picture quality
When “Dual Monitor” is set to “Off”	When “Dual Monitor” is set to “On”				
RGB OUT (DSB)	RGB OUT (DSB)	RGB OUT on the PCSA-DSB1S (only when the PCSA-DSB1S is enabled)	◎	◎	Outputs the signal by converting a transmitted VGA, SVGA or XGA signal into an XGA signal. The high-resolution picture can be obtained. You can view more vivid picture than the picture output from the RGB OUT connector on the Communication Terminal. The number of frames displayed per second depends on the interface transmission rates. For example, five frames per second are obtained at 1 Mbps with an IP connection (three frames per second with an XGA signal).

◎ : High, ○ : Middle, △ : Low

*For the settings for output of the picture from each output connector, see “Displaying the Picture on a Projector or Monitor” on page 156, and “Dual Monitor” and “Monitor Out (or Sub Monitor Out)” in the General Setup Menu on page 48.*

### When the PCS-11/11P is used as a receiving terminal

Resolution	Video frame rate	Remarks
○	○	Outputs the signal by converting a transmitted VGA, SVGA or XGA signal into a 4CIF signal. The original high-resolution picture cannot be obtained and details cannot be clearly seen. The number of frames displayed per second depends on the interface transmission rate. For example, one frame per second is obtained at 1 Mbps.

◎ : High, ○ : Middle, △ : Low

**When videoconferencing system other than the PCS-1/1P and PCS-11/11P such as the PCS-1600 is used**

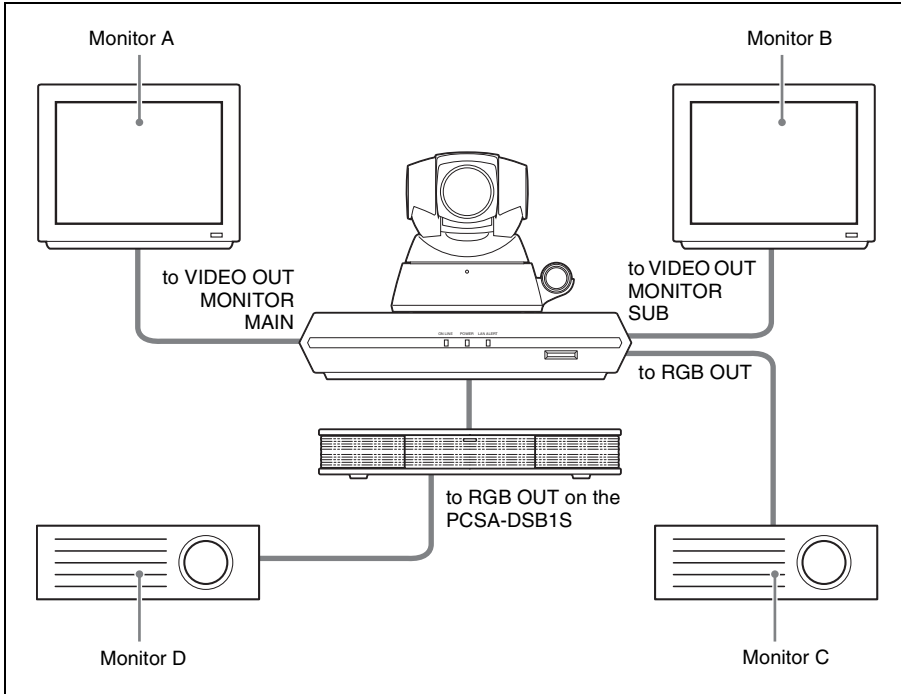
Resolution	Video frame rate	Remarks
○	△	Sends and receives the pictures in 4CIF, and the original high-resolution picture cannot be obtained and detailed portion cannot be clearly seen. The number of frames displayed per second depends on the interface transmission rates. For example, one frame per several seconds is obtained.

◎ : High, ○: Middle, △: Low



# Displaying the Picture on a Projector or Monitor

When you connect the Data Solution Box to the Communication Terminal, connections with external monitors, etc. using the following four outputs are available. The connections allow output of the picture to one or two monitors selected from among four.



## Outputting the Signal to One Monitor

This setting is available when “Dual Monitor” is set to “Off” in the General Setup menu. Select the output using “Monitor Out” setting in the General Setup menu.

**VIDEO OUT:** Outputs the signal to a monitor (Monitor A in the illustration above) connected to the VIDEO OUT MONITOR MAIN connector on the Communication Terminal.

**RGB OUT:** Outputs the signal to a monitor (Monitor C in the illustration above) connected to the RGB OUT connector on the Communication Terminal.

**RGB OUT (DSB):** Outputs the signal to a monitor (Monitor D in the illustration above) connected to the RGB OUT connector on the Data Solution Box.

#### Notes

- When “Dual Monitor” is set to “Off” in the General Setup menu, output to a monitor connected to the VIDEO OUT MONITOR SUB connector is not available.
- When you are transmitting a computer picture from the Data Solution Box, output to a monitor connected to the VIDEO OUT MONITOR SUB connector or RGB OUT connector on the Communication Terminal is not available. Output is enabled when you end transmission.

#### When connecting the monitor to the RGB OUT connector on the Data Solution Box

The menus may not be displayed. In this case, change the setup of your system as described below.

- 1 Connect your monitor to the RGB OUT connector on the Communication Terminal.
- 2 Set “Dual Monitor” to “Off” and “Monitor Out” to “RGB OUT (DSB)” in the General Setup menu.
- 3 Change the connection of the monitor to the RGB OUT connector on the Data Solution Box.

### Outputting the Signal to Two Monitors

This setting is available when “Dual Monitor” is set to “On” in the General Setup menu.

The first monitor for displaying motion pictures is fixed to the monitor connected to the VIDEO OUT MONITOR MAIN connector on the Communication Terminal (Monitor A in the illustration).

Select the output to the second monitor using the “Sub Monitor Out” setting in the General Setup menu.

**VIDEO OUT:** Outputs the signal to a monitor connected to the VIDEO OUT MONITOR SUB connector (Monitor B) on the Communication Terminal.

**RGB OUT:** Outputs the signal to a monitor (Monitor C) connected to the RGB OUT connector on the Communication Terminal.

**RGB OUT (DSB):** Outputs the signal to a monitor (Monitor D) connected to the RGB OUT connector on the Data Solution Box.

# Chapter 6: Videoconference Using a Whiteboard

This chapter describes how to use your whiteboard for your videoconferencing system.

You can transmit and receive notes written on the whiteboard in real-time in a videoconference. You can also store the transmitted or received data in a Memory Stick as still images.

Your whiteboard is usable for a videoconference only when the optional mimio Xi\* is used together with the system.

*For product information on the mimio Xi, contact your nearest Sony dealer.*

\* mimio® is a registered trademark of Virtual Ink Corporation of the United States.  
mimio Xi is a trademark of Virtual Ink Corporation of the United States.

## Note

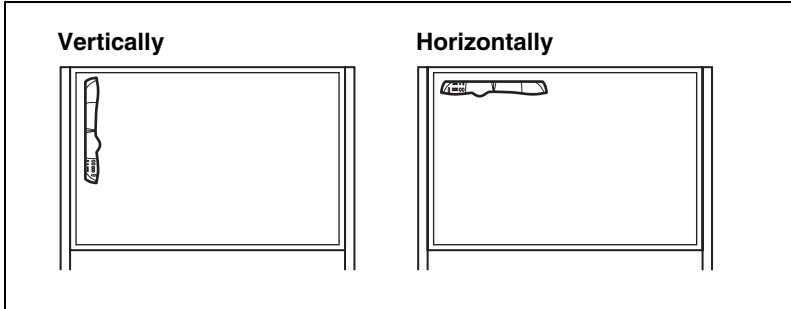
Videoconferencing using the whiteboard is available only between systems equipped with the PCS-1/1P or when a receiving terminal is PCS-G70/G70P, PCS-G50/G50P, PCS-TL50 or PCS-11/11P. You cannot use this function with other Sony videoconferencing systems such as PCS-1600, or other manufacturers' systems.



---

# Attaching the mimio Xi on the Whiteboard

Attach the mimio Xi at the upper left corner of a whiteboard vertically or horizontally, then set the attachment orientation of the mimio Xi and the size of the whiteboard using the menu.



---

## To set the attachment orientation of the mimio-Xi

According to the orientation of the mimio Xi, set “Whiteboard Attachment” to “Vertical” or “Horizontal” in Page 2 of the General Setup menu (page 49).

---

## To specify the whiteboard size to be used

After selecting “Inches” or “Meters” from “Whiteboard Size Measurement” in Page 2 of the General Setup menu, select the size of the whiteboard from “Whiteboard Size” (page 49).

You can select one of the following sizes (height × width):

**When you attach the mimio Xi vertically**

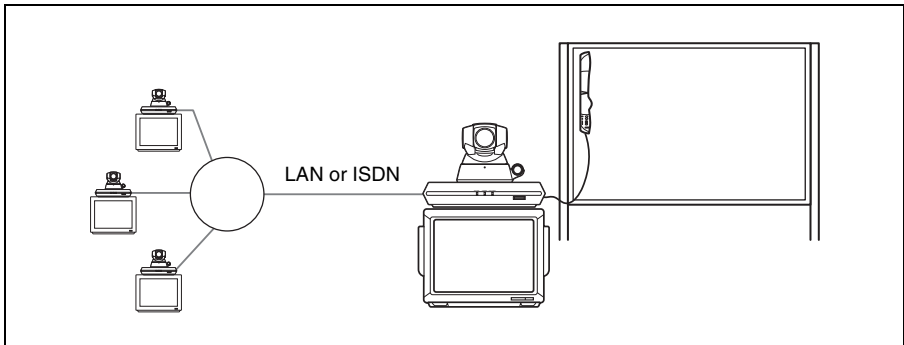
2'0" × 3'0" (0.6 × 0.9 m), 3'0" × 4'0" (0.9 × 1.2 m), 4'0" × 6'0" (1.2 × 1.8 m),  
4'0" × 8'0" (1.2 × 2.4 m)

**When you attach the mimio Xi horizontally**

3'0" × 2'0" (0.9 × 0.6 m), 4'0" × 3'0" (1.2 × 0.9 m), 6'0" × 4'0" (1.8 × 1.2 m),  
8'0" × 4'0" (2.4 × 1.2 m)



# Conducting a Videoconference Using a Whiteboard



- 1 Start the videoconference.
- 2 When you intend to send the whiteboard picture, press the PUSH ENTER button on the Remote Commander to display the communication submenu on the monitor screen.

## Communication submenu

Send	<input type="button" value="Send"/>
Save	<input type="button" value="Save"/>
Presentation	<input type="button" value="START"/>
Whiteboard	<input type="button" value="ON"/>
Icon Display	<input type="button" value="OFF"/>
Reject Answer	<input type="button" value="OFF"/> <input type="button" value="ON"/>
<input type="button" value="End"/>	

- 3 Press the  $\uparrow$  or  $\downarrow$  button on the Remote Commander to select "Whiteboard ON", then press the PUSH ENTER button.  
The whiteboard picture and icon appears on the monitors of both the local and remote parties.  
When the local party uses the dual monitor mode, it will be displayed on the sub-monitor (second monitor).

Local monitor screen

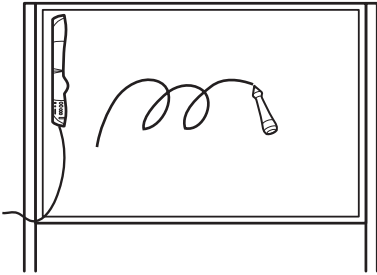


Remote monitor screen

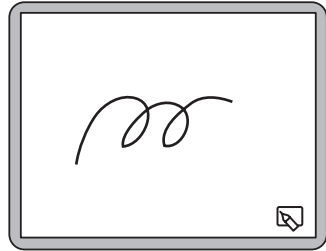


- 4** Write anything using the stylus, marker or eraser that come with the mimio Xi on the whiteboard.  
The notes you are writing are displayed in real-time on the remote and local monitor screens.

Whiteboard



Monitors on the local and remote parties



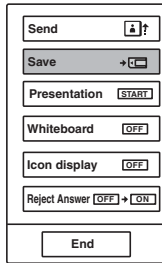
**Notes**

- Only one whiteboard can be used at a time. If more than two terminals use the whiteboard with the mimio Xi connected, the whiteboard picture written by the party who has set “Whiteboard ON” first will be displayed on the monitors of all the terminals.
- Set both “Far End Camera Control” in the Dial Setup menu (page 45) and “Far End Camera Control” in the Answer Setup menu (page 48) to “On”. The whiteboard cannot be used for a videoconference unless these items are set to “On” for all the participating terminals.
- If a party participates in the middle of the multipoint conference using a whiteboard, the monitor of the party displays only the whiteboard picture written from that time. The pictures transmitted before participation are not displayed on his monitor.

---

## To store the notes written on the whiteboard

Display the communication submenu and then select “Save”.  
The whiteboard picture displayed on the monitor will be stored in the “Memory Stick” as a still image.



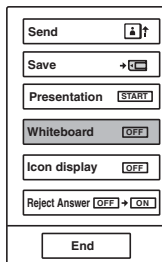
---

## To exit from the whiteboard mode

The whiteboard user should open the communication submenu, select “Whiteboard OFF”, then press the PUSH ENTER button.

The pictures displayed on the monitors of all the terminals switch to the normal camera pictures.

Under this circumstance, any terminal may select “Whiteboard ON”.



### Note

Once the conference has ended, you cannot display the notes written on the monitor screen. If you want to do so, storing the notes in a “Memory Stick” is recommended. See “To store the notes written on the whiteboard”.

# Chapter 7: Encrypted Videoconference

When a strictly confidential videoconference is required or a videoconference is held via the internet, the Video Communication System enables a videoconference with encrypted video, audio, and data output from the Data Solution Box. A videoconference conducted using this feature is known as an encrypted videoconference.

This chapter describes how to conduct an encrypted videoconference.

The Video Communication System is equipped with standard encryption, which complies with ITU-T recommendations H.233, H.234, and H.235, and SONY encryption, Sony's original encryption method.

The SONY encryption method is available only between PCS-1/1P Video Communication Systems or between the PCS-1/1P and remote parties (receivers) using the PCS-11/11P, PCS-G70/G70P, PCS-G50/G50P or PCS-TL50 Video Communication Systems. You cannot conduct a SONY encryption videoconference with Sony communication systems other than the ones listed, or with videoconferencing systems of other manufacturers.

When using standard encryption, an encrypted videoconference between two points or among multiple points (including cascade connection) is available via a LAN and/or ISDN. An encrypted videoconference among multiple points via a mixed LAN and ISDN connection is also possible.

When using SONY encryption, an encrypted videoconference between two points or among multiple points is available via LAN or SIP.

### Notes

- During an encrypted videoconference using SONY encryption, camera control signals (for controlling the other party's camera) and whiteboard pictures are not encrypted.
- The PCS-1/1P, PCS-11/11P, PCS-G70/G70P, PCS-G50/G50P, and the PCS-TL50 are equipped to handle SONY encryption.

### Encryption method availability

Point-to-point videoconference

	LAN	ISDN	SIP
Original method (SONY encryption)	○	×	○
Standard method (H.233, H.234, H.235)	○	○	×

## Multipoint videoconference

	<b>LAN</b>	<b>ISDN</b>	<b>SIP</b>	<b>LAN &amp; ISDN</b>	<b>LAN &amp; SIP</b>	<b>ISDN &amp; SIP</b>
Original method (SONY encryption)	○	×	○	×	○	×
Standard method (H.233, H.234, H.235)	○	○	×	○	×	×

○: available ×: not available

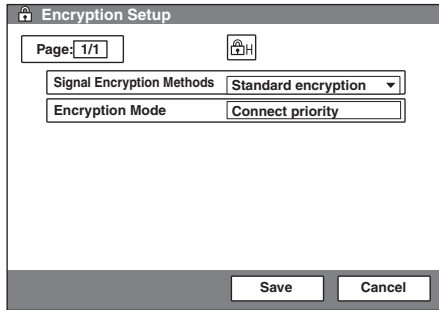


# Preparing for an Encrypted Videoconference

To start an encrypted videoconference, each terminal has to set “Signal Encryption Methods” in the Encryption Setup menu to “Standard encryption” or “SONY Encryption”.

## Using standard encryption

- 1 Select “Standard encryption” for “Signal Encryption Methods” in the Encryption Setup menu.

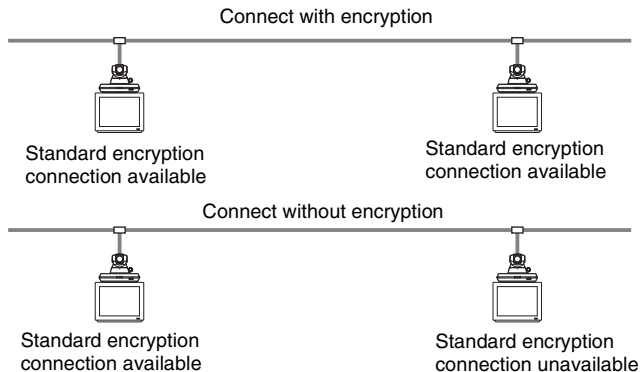


“Encryption Mode” appears on the screen.

- 2 Select an encryption mode.

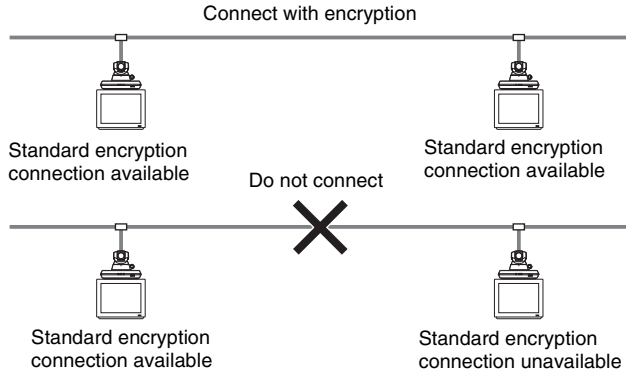
### Connect priority

Connects with encryption to a remote party with standard encrypted connection enabled. Connects without encryption to parties unable to connect with standard encryption or parties with encryption set to off.



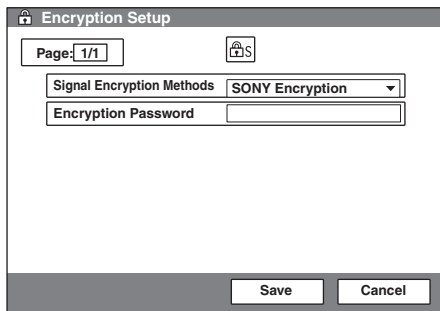
## Encrypt priority

Connects only to remote parties with standard encrypted connection enabled.



## Using SONY encryption

- 1 Select “SONY Encryption” for “Signal Encryption Methods” in the Encryption Setup menu.



"Encryption Password" appears on the screen.

- 2 Enter the password (13 to 20 alphanumeric characters).



*For details on settings, see “Encryption Setup Menu” (page 65).*

### Notes

- When using “SONY Encryption”, you cannot connect to terminals with a LAN connection and terminals without the encryption function, terminals with “Signal Encryption Methods” set to “Off”, or terminals with different encryption passwords.
- When using “SONY Encryption”, you can connect to terminals with an ISDN connection, but the videoconference is conducted without encryption.

# Starting an Encrypted Videoconference

You can start an encrypted videoconference by calling a remote party in the same manner as a daily videoconference.

During an encrypted videoconference, the encryption icon is displayed on the screen.  is displayed for “SONY Encryption”, and  is displayed for “Standard encryption”.



## Note

When the encryption icon is not displayed on the screen, transmission and reception data will not be encrypted. Be sure to confirm if the icon is displayed before starting an encrypted videoconference.

## When the encrypted videoconference is disabled

If the following message appears when you call a remote party, an encrypted videoconference is not available.

Error Messages	Causes
The encryption feature on a far-end system is disabled.	The encryption feature on the remote system is disabled.
The entered password for the encryption feature is not correct.	The password entered on the remote system is not the same as that on the local system.
The encrypted videoconference is not available if any terminal is connected via ISDN.	While the videoconference is held via an ISDN connection, you cannot connect any terminal via the LAN connection.
The conference could not start because the encryption feature at the near-end side was disabled.	The encryption feature on the local system is disabled.
The conference could not start because the encryption feature at the far-end side was disabled.	The encryption feature on the remote system is disabled.
Starts a conference. (The encryption feature is disabled.)	The encryption feature is disabled.



<b>Error Messages</b>	<b>Causes</b>
The standard encryption videoconference with SIP connection is not available.	Your system is connected to the remote system via SIP.
The Sony encryption videoconference with ISDN connection is not available.	Your system is connected to the remote system via ISDN.



# Chapter 8: Multipoint Videoconference

This chapter describes how to conduct a multipoint videoconference using the H.323 and/or H.320 protocol.

For conducting a multipoint videoconference, installation of the optional PCS-323M1 MCU software (for LAN connection) based on the H.323 standard or the optional PCS-320M1 MCU software (for ISDN connection) based on the H.320 standard is required.

Multipoint videoconference among up to ten points including the local site is available when connecting via a LAN.

When connecting via ISDN lines, you can conduct a multipoint videoconference among up to six points including the local site. You can use a normal phone at up to five points over ISDN.

A multipoint videoconference using the ISDN and LAN connections mixed is also available.

*To conduct a videoconference using SIP, see Chapter 9.*

## **Restrictions on the use of the MCU software**

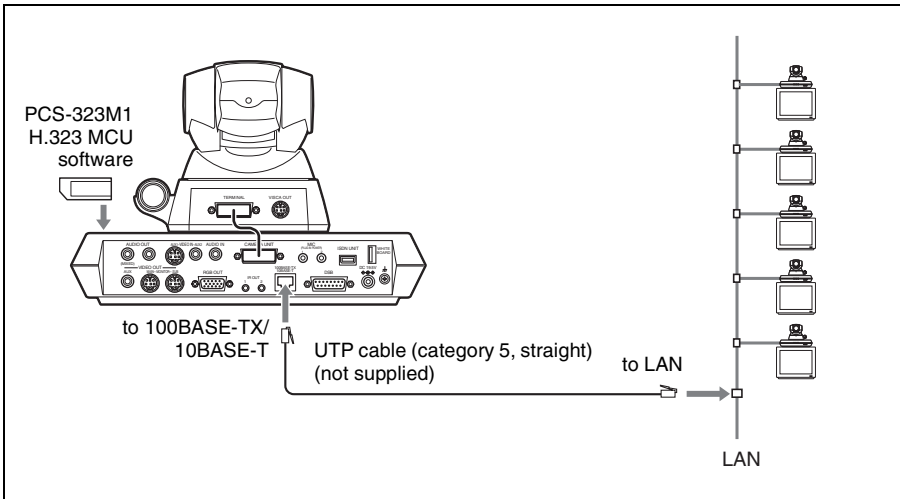
- When a multipoint videoconference is held via LAN, the bandwidth is automatically set so that the total value of all the points is 1920 Mbps at maximum. The bit rate for each point varies with the points you connect.
- When a multipoint videoconference is held via ISDN, the same number of channels should be used on all the points and the total channels are up to 12B.
- The supported video modes are H.263 and H.261 only.
- The supported audio modes are G.711, G.722 and G.728 only.

# Connection Examples for a Multipoint Videoconference

## Using the LAN Connection (Up to 6 Points)

Installing the optional PCS-323M1 H.323MCU software in one Communication Terminal allows you to conduct a multipoint videoconference among up to six points.

If the Communication Terminal is called from a new remote party during a point-to-point videoconference, it can shift to a multipoint conference automatically.

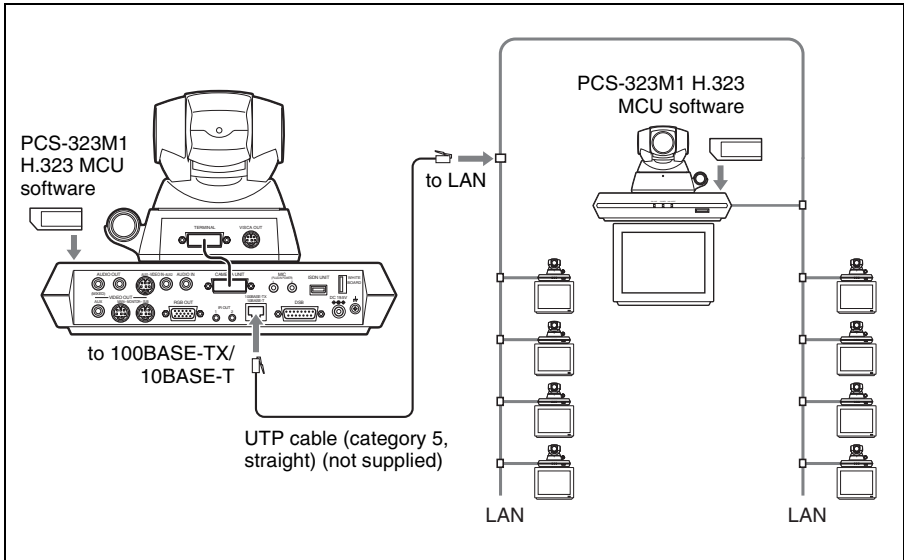


### Note

For a multipoint videoconference, only the Communication Terminal in which the PCS-323M1 H.323 MCU software has been installed is used as main terminal. If you want to use multiple Communication Terminals as main terminals depending on the type of conference, the same number of H.323 MCU software as that of the main terminals is required.

## Using the Cascade Connection via LAN (Up to 10 Points)

Installing the optional PCS-323M1 H.323MCU software in two Communication Terminals enables cascade connection, allowing you to conduct a multipoint videoconference among up to ten points.

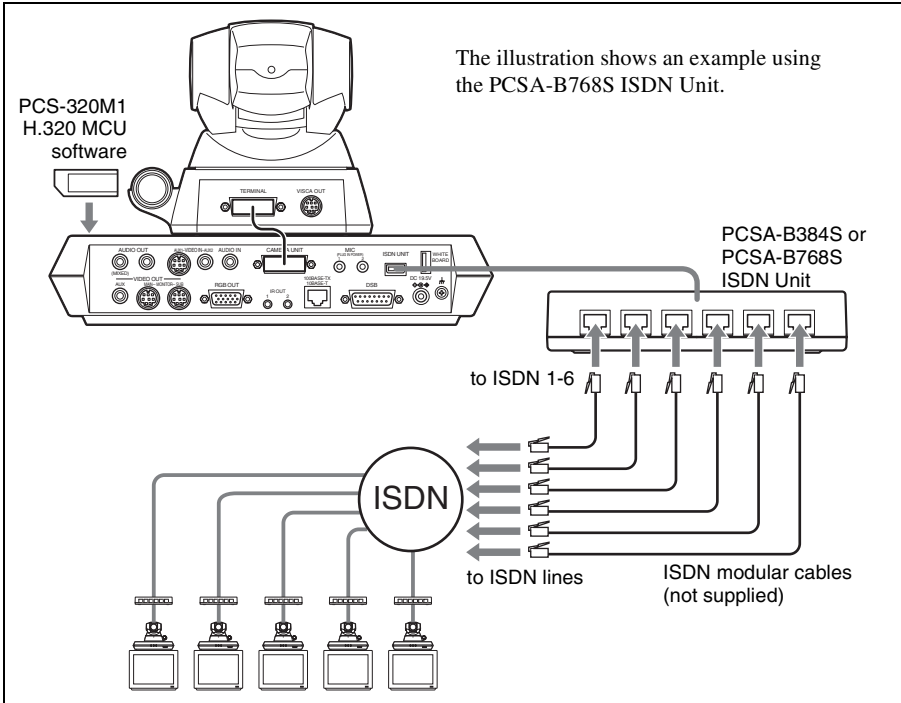


### Notes

- Installing the PCS-323M1 H.323 MCU software into three or more Communication Terminals does not allow cascade connection. Note that the third or later terminals should set “Multipoint Mode” to “Auto” in the Multipoint Setup menu or in the Setup menu.
- For cascade connection, the “Split” and “Split (Fixed)” modes are not available. Only the “Voice Activate” mode is available.

## Using the ISDN Connection

Installing the optional PCS-320M1 H.320MCU software in one Communication Terminal allows you to conduct a multipoint videoconference among up to six points by using the optional PCSA-B384S or PCSA-B768S ISDN Unit.



### About the number of ISDN lines used and number of remote parties for a multipoint conference

You can select the number of ISDN channels to be used for connecting the first remote point using “Number of Lines” in the Setup (participants) menu or the Multipoint Setup menu of the Administrator Setup menu.

**1B (64K):** Connection via a 1B channel

**2B (128K):** Connection via 2B channels

**4B (256K):** Connection via 4B channels

**6B (384K):** Connection via 6B channels

The number of connectable remote point is defined by the number of ISDN lines used and the “Number of Lines” setting. For example, when you use three ISDN lines (up to 6B channels are usable) and set the menu to “4B (256K),” 4B channels are used for the first remote point connection, and the remaining 2B channels are used for the second remote point connection.

**Note**

When you are called from a remote party and the remote party has set a lower number of ISDN channels than that in this terminal, the setting on the remote party's terminal has priority.

**To connect with a normal phone**

When you are using an ISDN connection, a normal phone can be connected at up to five points.

Only the 1B (64K) connection is available for a normal phone.

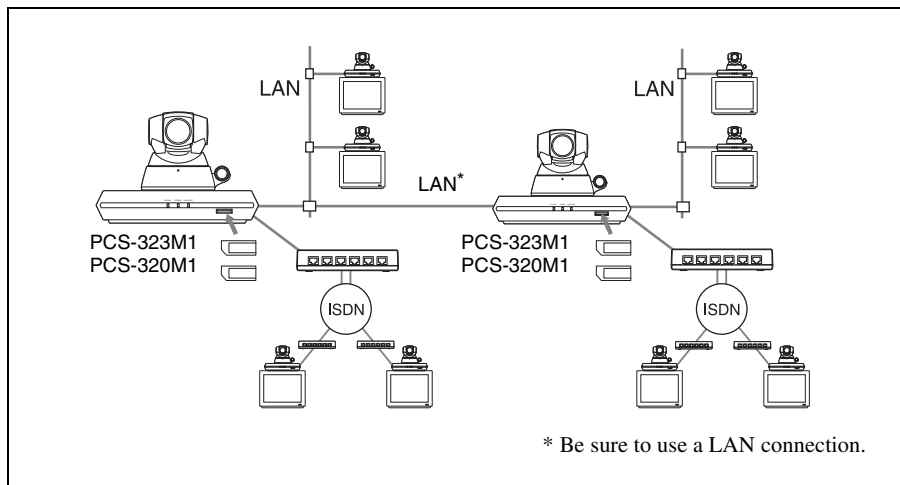
**Notes**

- When using the ISDN connections, installing the PCS-320M1 H.320 MCU software into two or more Communication Terminals does not allow cascade connection.
- For a multipoint videoconference only the Communication Terminal in which the PCS-320M1 H.320 MCU software is installed is used as the main terminal. If you want to use two or more Communication Terminals as main terminals depending on the type of conference, the same number of H.320 MCU software as that of the main terminals is required.



## Using the LAN cascade and ISDN connection

Installing both the PCS-323M1 H.323 and PCS-320M1 H.320 MCU software in two Communication Terminals enables cascade connection including two main terminals. Connecting four terminals to one main terminal allows you to conduct a multipoint videoconference via a LAN and ISDN among up to ten points.



### Note

Be sure to make connection between two Communication Terminals via LAN. Even if the PCS-320M1 H.320 MCU software is installed in both the Terminals, cascade connection via an ISDN is not available.



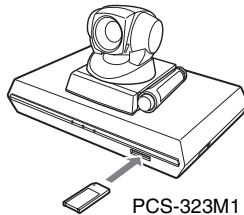
# Preparing for a multipoint videoconference

## Installing the MCU software

### Notes on installing the MCU software

- You cannot install the software if the write-protect tab on the Memory Stick in which the MCU software is stored is set to “LOCK”.
- Once the MCU software is installed in the Communication Terminal, the software will not be used again.
- You cannot install the MCU software which is copied to another Memory Stick with a computer, etc.

- 1** Set the power switch on the right side of the Communication Terminal to the off position (O).
- 2** Insert the “Memory Stick” containing the PCS-323M1 or PCS-320M1 MCU software into the Memory Stick slot.  
Insert the “Memory Stick” in the direction of the arrow with the mark facing upward.

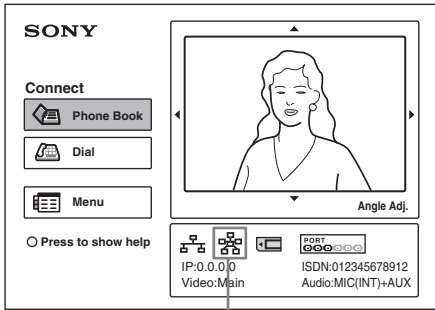


- 3** Set the power switch on the right side of the Communication Terminal to the on position (I).  
The MCU software is installed in the Communication Terminal.

---

## To check if the installation of the software is completed

The multipoint mode icon appears in the launcher menu when “Multipoint Mode” is set to “On”.



Multipoint mode icon

The installed software will be shown in “Software Option” of the Machine Information menu.

*For details on the Machine Information menu, see “Machine Information Menu” on page 63.*

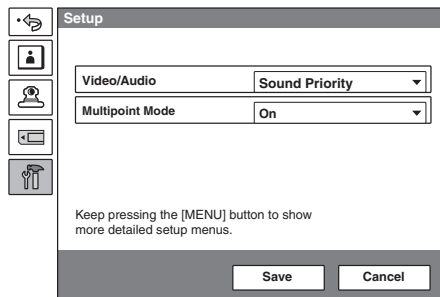
## Setting for a Multipoint Videoconference

You can set various items regarding a multipoint videoconference using the Setup (participants) menu or the Multipoint Setup menu of the Administrator Setup menu.

### Setup (participants) menu

Select “Multipoint Mode” to “On” or “Auto”.

The other items for a multipoint videoconference can be set in the Multipoint Setup menu.



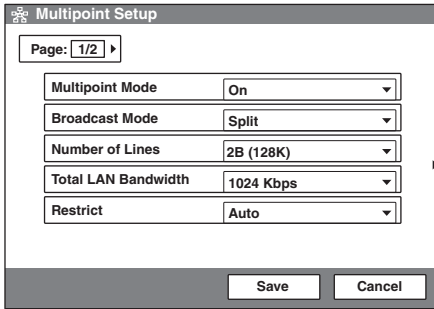
### Multipoint Mode

**On:** Always conducts a multipoint videoconference.

**Auto:** Automatically shifts from a point-to-point videoconference to a multipoint videoconference.

## Multipoint Setup menu

Set “Multipoint Mode” to “On” or “Auto”, and set other items in the menu.

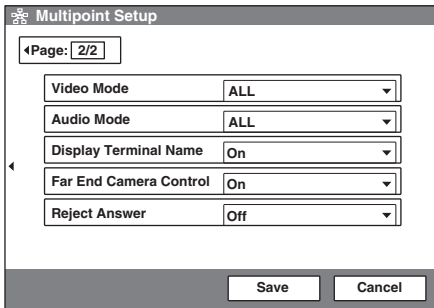


Multipoint Setup

Page: 1/2

Multipoint Mode	On
Broadcast Mode	Split
Number of Lines	2B (128K)
Total LAN Bandwidth	1024 Kbps
Restrict	Auto

Save Cancel



Multipoint Setup

Page: 2/2

Video Mode	ALL
Audio Mode	ALL
Display Terminal Name	On
Far End Camera Control	On
Reject Answer	Off

Save Cancel

For details on the setting of the items, see “Multipoint Setup Menu” on page 61.

### Note

The settings in the Multipoint setup menu have priority over those in the Dial Setup or Answer Setup menu.

## Registering the Remote Parties in the Multipoint Connection List

You can register the multipoint connection list that includes all remote parties for a multipoint videoconference in the Phone Book. It allows you to dial all the parties simultaneously.

You can enter new remote parties to register the multipoint connection list, or add the parties registered in the Phone Book to the multipoint connection list.

### To register a multipoint connection list in the Phone Book

The basic procedure for registration is the same as the registration of a remote party for a point-to-point videoconference.

For details on the procedure, see “Registering a New Remote Party” on page 68.


- 1 Select “New Entry” in the Phone Book menu to display the List Edit menu, then enter the name of the multipoint connection list in the Index text box.

For details on entry, see steps 1 to 3 “Registering a New Remote Party” on page 68.

The screenshot shows a dialog box titled "List Edit". It has an "Index" text box containing "MULTILIST" and an "IP" text box which is empty. To the right, there is a "Line I/F" dropdown menu currently showing "IP" and a "LAN Bandwidth" dropdown menu showing "1024 Kbps". At the bottom of the dialog are "Save" and "Cancel" buttons.

- 2 Select “Multipoint” under “Line I/F”.

This screenshot is similar to the previous one, but the "Line I/F" dropdown menu is expanded to show a list of options: "IP", "ISDN", "ISDN (Telephone)", "Multipoint", and "SIP". The "Index" field now contains "MULTI LIST".

- 3 Select the line interface icon (  ) or a still image for the multipoint connection list to be displayed in the Phone Book.

- 4 Set up the line interface for all the remote parties to be registered in the multipoint connection list in the A to E text boxes.
  - ① Select the interface from the drop-down list on the right of the text box. Select “IP” for the LAN connection, “ISDN” for the ISDN connection, or “TEL” for a normal phone.
  - ② Enter the address or telephone number of the remote party in the text box.
    - When “IP” is selected:** IP address
    - When “ISDN” is selected:** ISDN telephone number
    - When “TEL” is selected:** Telephone number with “T” at the beginning (e.g. T0390123456)
  - ③ Repeat ① and ② for each remote party to fill the A to E text boxes.

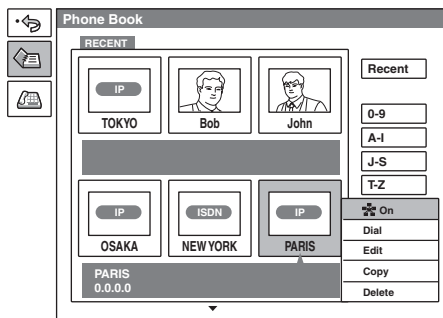
*For details on the setups, see step 5 in “Registering a New Remote Party” on page 68.*


- 5 Press the **↑** or **↓** button to select “Save”, then press the PUSH ENTER button.  
The registration of the multipoint connection list is completed.



---

### To specify a remote party registered in the Phone Book to the multipoint connection list

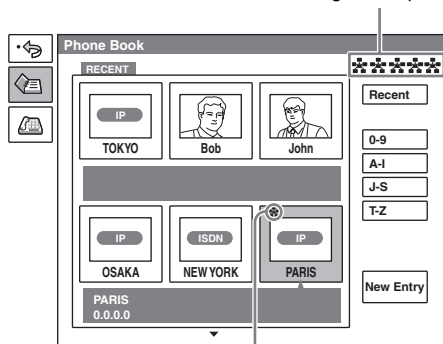
- 1 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select the name you want to register in the multipoint connection list.
- 2 Press the **\*** button on the Remote Commander, or press the PUSH ENTER button to open the submenu, press the **↑** or **↓** button to select “**☒** On”, then press the PUSH ENTER button.



The  (multipoint) mark is added to the upper left of the selected name in the list and the remote party is registered in the multipoint connection list.






You can add the  marks for up to five parties using the same procedure as above. The  marks are displayed at the upper right corner of the Phone Book, showing how many points you registered for a multipoint connection.





Number of registered points




Multipoint mark

### Note

To delete the  mark from the name list, press the  button again, or press the PUSH ENTER button to open the submenu, press the  or  button to select " Off", then press the PUSH ENTER button.

- 3 Select one of the remote parties with the  mark, then press the PUSH ENTER button.
- 4 Press the  or  button to select " Edit" from the submenu, then press the PUSH ENTER button.

The List Edit menu appears. All the IP addresses or telephone numbers of the parties marked with  are entered in the number text boxes.

The screenshot shows a 'List Edit' dialog box with the following elements:

- Index:** A text box for entering the list name.
- Item A:** IP address 123.123.123.123
- Item B:** IP address 123.123.123.124
- Item C:** IP address 123.123.123.125
- Item D:** An empty text box.
- Item E:** An empty text box.
- Line I/F:** A dropdown menu currently showing 'Multipoint'.
- LAN Bandwidth:** A dropdown menu currently showing '1024 Kbps'.
- Buttons:** 'Save' and 'Cancel' buttons at the bottom.

- 5** Enter the name of the multipoint connection list in the Index text box.
- 6** Select “Save”, then press the PUSH ENTER button.  
The registration of the multipoint connection list is completed.

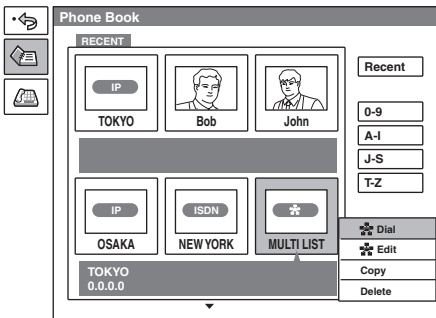


# Starting a Multipoint Videoconference

## Calling Remote Parties

### To call remote parties registered in the multipoint connection lists

- 1 Select the multipoint connection list registered in the Phone Book. The multipoint connection lists are marked with “☒”.
- 2 Press the CONNECT/DISCONNECT (☎ / ☎) button on the Remote Commander, or press the PUSH ENTER button to display the submenu, press the ▲ or ▼ button to select “☒ Dial”, then press the PUSH ENTER button.

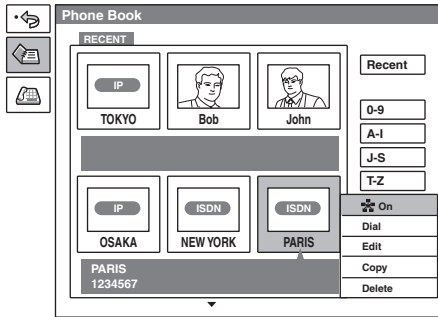


The system begins dialing the numbers of the remote parties registered in the multipoint connection list. “☒ Dialing” appears on the monitor screen, and the ON LINE indicator (blue) on the Communication Terminal blinks. When the system connects to all the remote points, the message “Meeting starts!” appears on the screen, and the ON LINE indicator stops blinking and lights.

### To call remote parties by selecting from the Phone Book

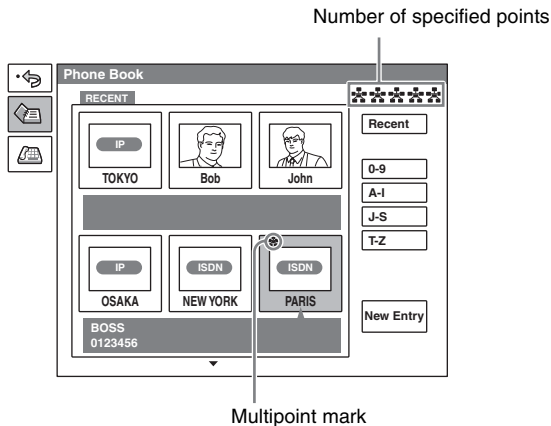
- 1 Select a remote party to which you want to connect for a multipoint videoconference from the Phone Book.

- 2 Press the **\*** button on the Remote Commander, or press the PUSH ENTER button to open the submenu, press the **↑** or **↓** button to select “**\*** On”, then press the PUSH ENTER button.



The **\*** (multipoint) mark is added to the upper left of the selected name in the Phone Book list and the remote party is specified to the party for multipoint connection.

You can add the **\*** marks for up to five parties using the same procedure as above. The **\*** marks added are displayed at the upper right corner of the Phone Book menu.



### Note

To delete the **\*** mark from the name list, press the **\*** button again, or press the PUSH ENTER button to open the submenu, press the **↑** or **↓** button to select “**\*** Off”, then press the PUSH ENTER button.

- 3 Select one of the remote parties with the **\*** mark.
- 4 Press the CONNECT/DISCONNECT ( **☎** / **☎** ) button on the Remote Commander, or press the PUSH ENTER button to open the submenu, press the **↑** or **↓** button to select “**\*** Dial”, then press the PUSH ENTER button.

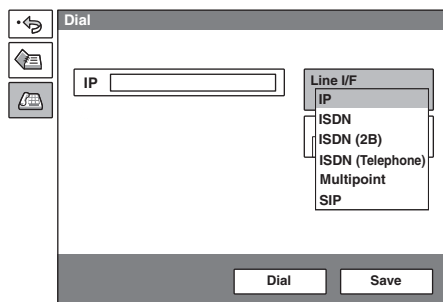
The system begins dialing the number of the remote party with the ☒ marks. “☒ Dialing” appears on the monitor screen, and the ON LINE indicator (blue) on the Communication Terminal blinks.

When the system connects to all the parties, the message “Meeting starts!” appears on the screen, and the ON LINE indicator stops blinking and lights.

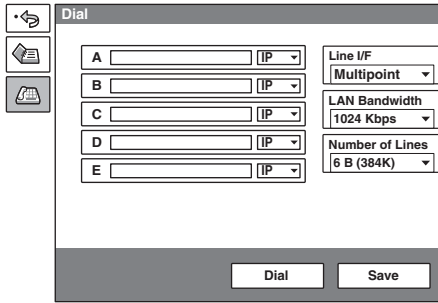
## To call remote parties not registered in the Phone Book

Basic operations are the same as those for starting a point-to-point conference. For details, see “To call a remote party not registered in the Phone Book” on page 86.

- 1 Select “Dial” in the launcher menu to open the Dial menu.
- 2 Select “Multipoint” under “Line I/F”.




- 3 Set up the line interface for all the remote parties to be connected for a multipoint conference in the A to E text boxes.
  - ① Select the interface from the drop-down list on the right of the text box.
    - Select “IP” for the LAN connection, “ISDN” for the ISDN connection, “TEL” for a normal phone, or “SIP” for the SIP connection.
  - ② Enter the address or telephone number of the remote party in the text box.
    - When “IP” is selected:** IP address
    - When “ISDN” is selected:** ISDN telephone number
    - When “TEL” is selected:** Telephone number
    - When “SIP” is selected:** Address for SIP
  - ③ Repeat ① and ② for each remote party to fill the A to E text boxes.



*For details on the setups, see step 3 in “To call a remote party not registered in the Phone Book” on page 86.*



- 4** Select “Dial”, and press the PUSH ENTER button on the Remote Commander. You can also press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.

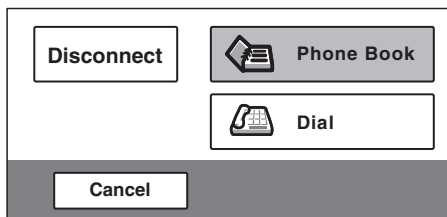
The system begins dialing the numbers selected in step 3. “ Dialing” appears on the monitor screen, and the ON LINE indicator (blue) on the Communication Terminal blinks.

When the system connects to all the remote parties, the message “Meeting starts!” appears on the screen, and the ON LINE indicator stops blinking and lights.

---

### To call the second and other remote parties

After starting communication with the remote party selected first, press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander to open the submenu.



You can connect the second and other remote parties one by one, using the same procedures as those for a point-to-point conference. Select “Phone Book” from the submenu, then perform steps 2 and 3 of the procedure in “To call a remote party registered in the Phone Book” on page 90. Or, select “Dial”, then perform steps 2 to 4 of the procedure in “To call a remote party not registered in the Phone Book” on page 86.

## If some points are not connected

The following dialog appears. Select the desired item.

Some Positions were not connected.

	A	B	C	D	E
Status	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cause Code				XX	YY

Start Meeting

Disconnect All

Redial

**Start Meeting:** Starts a conference with remote parties connected.

**Disconnect All:** Cancels all the connections and restores the launcher menu.

**Redial:** Redials the numbers of the points that you failed to connect.

## Receiving a Call from a Remote Party

Operations are the same as those for a point-to-point conference.

*For details, see “Receiving a Call from a Remote Party” on page 94.*

# Using the Display Control

During a multipoint videoconference with the MCU software installed in the communication Terminal you can control the following operations.

## What is “Broadcast Mode”?

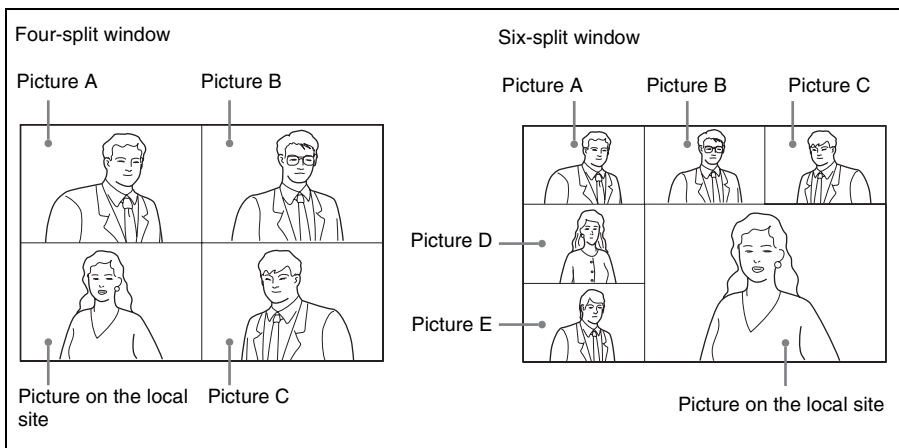
You can use the “Split”, “Split (Fixed)”, “Voice Activate” and “Broadcast” modes.

### Split mode

This mode allows display of the pictures from the connected remote terminals and the picture of the local terminal by splitting the monitor screen.

According to the connected terminals, the full screen (1 terminal connected), four-split windows (1 or 2 terminals connected) or six-split windows (4 or 5 terminals connected) are displayed.

Pictures A to C (or A to E) appear in order of connecting.



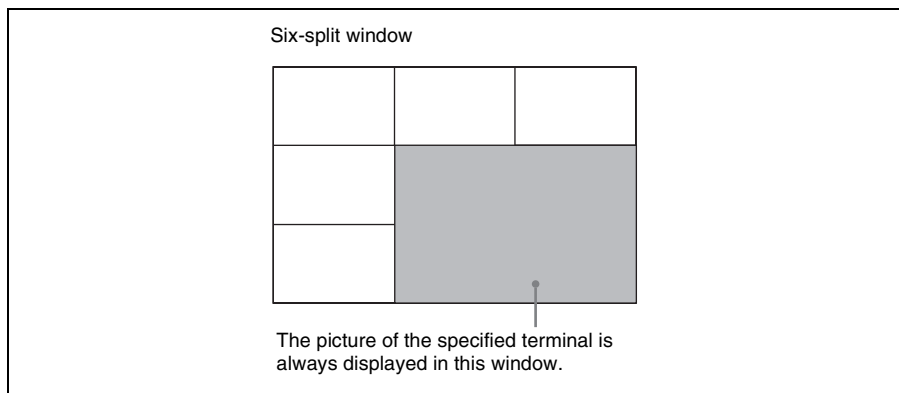
### Notes

- When the six-split window is displayed, the System detects the terminal including the loudest sound among all the terminals and displays the picture of that terminal in the lower right window. The picture on the local site is then displayed in the window where the picture of the detected terminal was displayed.
- If you switch the broadcast mode from Split mode to Voice Activate mode in which a picture of a specified terminal is shown in full screen during communication, the location of Pictures A to E will be changed when the Split mode is restored.
- When there is one terminal, the display is switched to Full Screen regardless of the display setting.
- When your system is in the Split or Split (Fixed) mode, you cannot control the camera on any connected remote terminals.



### Split (Fixed) mode

The pictures from the connected remote terminals and the picture of the local terminal are displayed by splitting the monitor screen as the same manner as those in the split mode.



You can specify a picture among the split windows to fix it in the lower right window for the six-split mode. Pictures other than the specified one will be displayed in the split windows in order of connecting.



### Voice Activate mode








Detects the terminal with the speaker with the loudest voice among the connected terminals, and displays the picture of that terminal in full screen on all the sites. The “V.A” indicator appears when the Voice Activate mode is activated. The  indicator with alphabet showing the terminal of the displayed picture also appears. The  indicator is displayed while the local picture is broadcast.

### Broadcast mode

You can specify the terminal to display the picture of that terminal in full screen on all the sites. The  indicator with alphabet showing the terminal of the displayed picture also appears. The  indicator is displayed while the local picture is broadcast.

## Broadcast Modes and Displayed Windows

The chart described below shows the window displayed on the monitor screen when you select one of the Broadcast Modes. According to the connection status of your system, some modes cannot be selected. In the connection status with no window shown in the chart, the corresponding mode is not available.

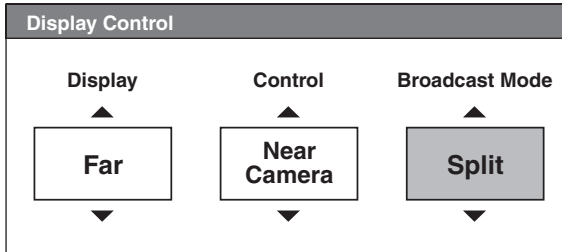
Connection status			Non-cascade connection	Cascade connection
			LAN connection (See page 171.) ISDN connection (See page 173.) LAN & ISDN connection (See page 175)	LAN cascade connection (See page 172.) LAN cascade & ISDN connection (See page 176.)
Connecting points (max.)			6	10
Broadcast Mode	Split	1 terminal connected	Full screen 	—
		2-3 terminals connected	Four-split window 	
		4-5 terminals connected	Six-split window 	—
	Split (Fixed)	1-3 terminals connected	—	—
		4-5 terminals connected	Six-split window 	—
	Voice Activate		Full screen 	Full screen 
Broadcast		Full screen 	—	



## Switching the Broadcast Mode

At the beginning of the conference the mode set with “Broadcast Mode” in the Multipoint Setup menu is activated. You can switch the mode during communication.

- 1 Press the FAR/NEAR button on the Remote Commander.  
The Display Control menu appears.
- 2 Use the ◀ or ▶ button on the Remote Commander to select “Broadcast Mode”, then press the PUSH ENTER button.



**Split:** Selects the Split mode.

**Split (A Fixed):** Specifies the picture of the terminal connected first to fix in the Split (Fixed) mode.

**Split (B Fixed):** Specifies the picture of the terminal connected second to fix in the Split (Fixed) mode.

**Split (C Fixed):** Specifies the picture of the terminal connected third to fix in the Split (Fixed) mode.

**Split (D Fixed):** Specifies the picture of the terminal connected fourth to fix in the Split (Fixed) mode.

**Split (E Fixed):** Specifies the picture of the terminal connected fifth to fix in the Split (Fixed) mode.

**Split (Near End Fixed):** Fixes the local picture in the Split (Fixed) mode.

**Voice Activate:** Selects the Voice Activate mode.

**Self Broadcast:** Broadcasts the near end (local) party in the Broadcast mode.

**A Broadcast:** Broadcasts the picture of the terminal connected first in the Broadcast mode.

**B Broadcast:** Broadcasts the picture of the terminal connected second in the Broadcast mode.

**C Broadcast:** Broadcasts the picture of the terminal connected third in the Broadcast mode.

**D Broadcast:** Broadcasts the picture of the terminal connected fourth in the Broadcast mode.

**E Broadcast:** Broadcasts the picture of the terminal connected fifth in the Broadcast mode.

**Stop Broadcast:** Stops broadcasting in the Broadcast Mode.

---

## To display the local picture in the Voice Activate mode

You can display the local picture only on your monitor screen while the broadcast mode remains in Voice Activate mode.

- 1** Press the FAR/NEAR button on the Remote Commander.  
The Display Control menu appears.
- 2** Use the **↑**, **↓**, **←** or **→** button to select “Near” under “Display”, then press the PUSH ENTER button.  
The local picture appears on your monitor screen.

## To restore the Voice Activate mode

Press the FAR/NEAR button on the Remote Commander again, and select “Far” under “Display”.

## Receiving the Broadcast Requested From Any Other Terminal


When you receive “Self Broadcast” command from one of the terminals connected, the picture of that terminal is broadcast in full screen.

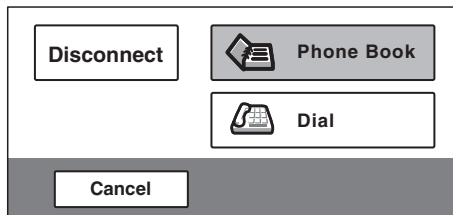
When you receive “Stop Broadcast” command from one of the terminals connected, the system returns to the previous mode.





### Notes

- If you have received “Self Broadcast” command from another terminal, the operation above will not be carried out.
- When you use a cascade connection, the Video Communication System supports the Voice Activate mode only.

# Ending the Multipoint Videoconference

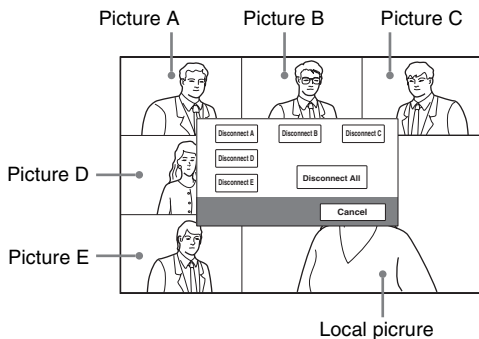
- 1 Press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.  
The following submenu appears.







- 2 Use the , ,  or  button to select “Disconnect”, then press the PUSH ENTER button.

The screen changes to the split window screen and the following menu appears. The location of the pictures in the split windows A to E (or A to C) is restored to that when the terminals were connected.

You can display the terminal names in this window if you set “Display Terminal Name” to “On” in the Multipoint Setup menu.



- 3 Use the , ,  or  button to select the terminal to be disconnected, then press the PUSH ENTER button.

**Disconnect A:** Disconnects the terminal connected first.

**Disconnect B:** Disconnects the terminal connected second.



**Disconnect C:** Disconnects the terminal connected third.

**Disconnect D:** Disconnects the terminal connected fourth.

**Disconnect E:** Disconnects the terminal connected fifth.

**Disconnect All:** Disconnects all the terminals.

The selected terminal is disconnected.

You can disconnect all the terminals by pressing the CONNECT/DISCONNECT (  /  ) button again.

## To cancel the disconnection

Select “Cancel” in step 3, then press the PUSH ENTER button.

---

# Notes on Secondary Terminals

## **When a terminal whose video mode is QCIF standard only**

The system does not send video to the QCIF terminal.

If there is a terminal that is not adequate for the settings set by this system, that terminal is called the secondary terminal.

Communication capabilities between the secondary terminal and this system are shown below.

- Sending/receiving audio
- Receiving video from the secondary terminal
- Disables transmission of video to the secondary terminal

*For details on the secondary terminal, see Glossary on page 272.*

## **When a normal phone is connected**

The audio mode of the other terminals is not affected if a normal phone is connected or disconnected any time.

## **When terminals with “Far End Camera Control” set to “On” and “Off” are mixed**

As the bit rate of video signals differs depending on the setting of “Far End Camera Control”, the picture is not displayed on some terminals.

## **When a 56K network is mixed among the terminals if the conference is held via 64K network**

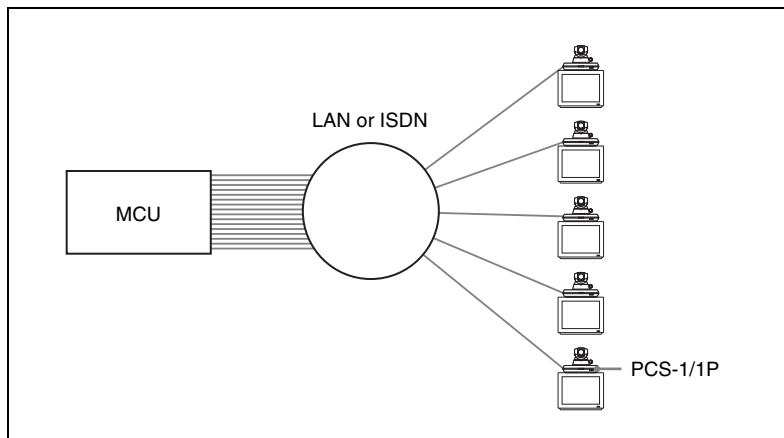
The conference automatically changes to that via 56 K network. Terminals that cannot change to that network are regarded as secondary terminals, and the transmission of video is not available.

## **When a terminal with different audio mode is connected and its video bit rate is different**

The conference is conducted in the video mode according to the terminal with the lowest video bit rate. A terminal that cannot fit this rate is regarded as a secondary terminal, and the transmission of video is not available.

# Connecting the External MCU

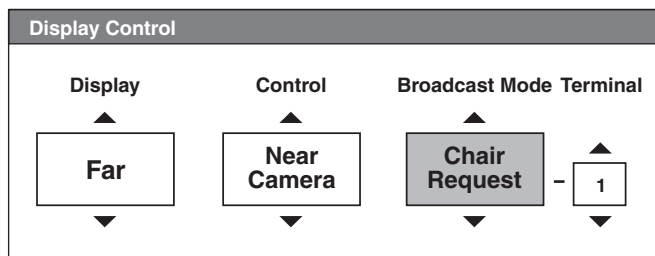
Connecting the external MCU (Multipoint Control Unit) enables conduct of a multipoint videoconference unless the MCU software is installed into the Communication Terminal.



## Activating the Chair Control

If the MCU for the ISDN connection is equipped with the chair control function, the chair control can be activated for up to 99 terminals connected. The chair control mode allows you to specify any terminal to display on the monitor screen, to broadcast the specified picture to all the terminals, or to broadcast the local picture to all the terminals.

- 1** Press the FAR/NEAR button on the Remote Commander.  
The Display Control menu opens.
- 2** Use the **↑**, **↓**, **←** or **→** button to select “Chair Request” under “Broadcast Mode”.



- 3** Press the PUSH ENTER button on the Remote Commander.

The chair control is activated and you can control up to 99 terminals. The chair control feature is canceled if you set “Broadcast Mode” to “Chair Release”.

**Note**

When you operate incorrectly, the message “MCU operation rejected.” will appear on the monitor screen.

---

### Displaying the picture of the selected terminal

- 1 Open the Display Control menu.
- 2 Use the **↑**, **↓**, **←** or **→** button to select “Receive” under “Broadcast Mode”.
- 3 Use the **↑**, **↓**, **←** or **→** button to select the number of the terminal you want to view in the box under “Terminal”, then press the PUSH ENTER button.  
The picture of the selected terminal is displayed on the local screen.

**Notes**

- When no terminal is selected, the picture of the smallest terminal number will be displayed.
- The terminal number is assigned to a terminal based on the information on each terminal obtained from the MCU.


---

### To broadcast the selected picture to all terminals

- 1 Open the Display Control menu.
- 2 Use the **↑**, **↓**, **←** or **→** button to select “Broadcast” under “Broadcast Mode”.
- 3 Use the **↑**, **↓**, **←** or **→** button to select the number of the terminal you want to broadcast in the box under “Terminal”, then press the PUSH ENTER button.  
The picture of the selected terminal is displayed on the local screen and is broadcast to all terminals.

---

### To broadcast a local picture to all terminals

- 1 Open the Display Control menu.
- 2 Use the **↑**, **↓**, **←** or **→** button to select “Broadcast” under “Broadcast Mode”.
- 3 Use the **↑**, **↓**, **←** or **→** button to display “0” in the box under “Terminal”, then press the PUSH ENTER button.  
The local picture is broadcast to all terminals. The  indicator is shown on the monitor screen.

---

## Exiting the chair control

- 1** Open the Display Control menu.
- 2** Use the **↑**, **↓**, **←** or **→** button to select “Chair Release” under “Broadcast Mode”.  
The chair control is not available for the local party.

# Multipoint Attribute

Number	Attribute	Value (H.320 MCU)	Value (H.323 MCU)
1	Maximum number of terminals that can be connected to a single MCU	5 (6 when including the local terminal)	5 (6 when including the local terminal)
2	Maximum number of concurrent (independent) conferences that can be supported in a single MCU	1	1
3	Maximum number of ports that can be connected to other MCUs	0	1
4.1	Network interfaces at each port	BRI	LAN
4.2	Restricted network capability	Restrict_Required	–
5	Transmission rates available at each port	1B, 2B, 4B, 6B	Total rate of all points Max. 1920 Kbps
6	Audio Processor	Equipped	Equipped
6.1	mixed/switched noise/echo suppression on “silent” ports	Mixed No	Mixed No
6.2	audio algorithm at each port	G.711, G.728, G.722	G.711, G.728, G.722
7	Video Processor (motion pictures)	Equipped	Equipped
7.1	switched/mixed	Voice activated/four-split/six-split/user control	Voice activated/four-split/six-split/user control
7.2	video algorithm at each port	H.261, H.263	H.261, H.263
8	Data Processor	Equipped	Equipped
8.1	data broadcast facility, LSD data broadcast facility, HSD	Equipped No	– –
8.2	MLP Processor	Equipped	–
9	Encryption	No support	Support



Number	Attribute	Value (H.320 MCU)	Value (H.323 MCU)
10	Method of choosing Selected Communication Mode - SCM	Custom: Number of lines (1B/2B/4B/6B) Audio algorithm (G.711, G.728, G.722) Auto: Video frame rate (7.5/10/15/30fps) Video encoding mode (CIF/QCIF) Fixed or switched automatically: Video algorithm (H.261 fixed, H.261 or H.263 switched automatically) Restrict (56K fixed/ Auto)	Custom: LAN bandwidth (Total rate of all points, max. 1920 Kbps) Audio algorithm (G.711, G.728, G.722) Auto: Video frame rate (7.5/10/15/30fps) Video encoding mode (CIF/QCIF) Fixed or switched automatically: Video algorithm (H.261 fixed, H.261 or H.263 switched automatically)
11	Capability of secondary terminals	Capable of audio sending/receiving and video receiving only. Capable of audio sending/receiving only via a normal phone.	Capable of audio sending/receiving and video receiving only. Capable of audio sending/receiving only via a normal phone.
12	Call setup provision(s)	No call/receive reservation	No call/receive reservation
13	Control capabilities	–	–
13.1	Numbering of terminals Simple chair control using BAS	No No	Equipped No
13.2	MLP facilities [refer to ITU-T T series]	No	No
13.3	H.224 (simplex data)	Equipped	Equipped
14	Cascading	No	Equipped
14.1	Fixed rates (“simple”)	No	No
14.2	Master/Slave	No	Equipped
15	Terminal identification	No	Equipped
16	MBE capability Register necessary information such as the telephone number and index number.	No	–

# Chapter 9: Videoconference Using SIP

This chapter describes how to conduct a videoconference using SIP (Session Initiation Protocol). SIP is a protocol to start communication via a network standardized by IETF (Internet Engineering Task Force).

For conducting a videoconference with an IP phone using SIP, installation of the optional PCSA-SP1 SIP software in the Communication Terminal and connection via a SIP server are required.

Installation of the optional MCU software allows multipoint videoconference with up to 5 IP phones.

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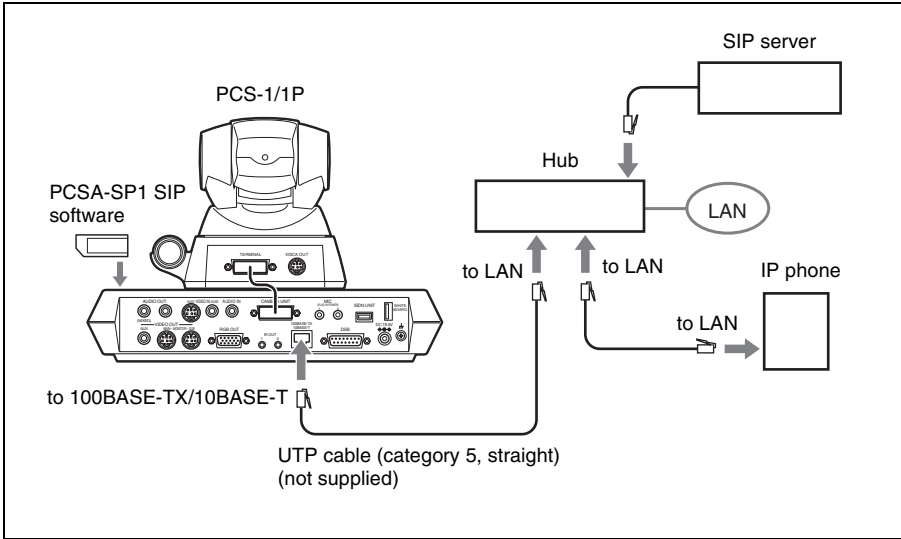
## Restrictions on the use of the SIP software

- The “Video/Audio” setting in the Setup menu is invalid for SIP connection.
- The cascade connection using SIP is not supported.

# Connection Examples for a Videoconference Using SIP

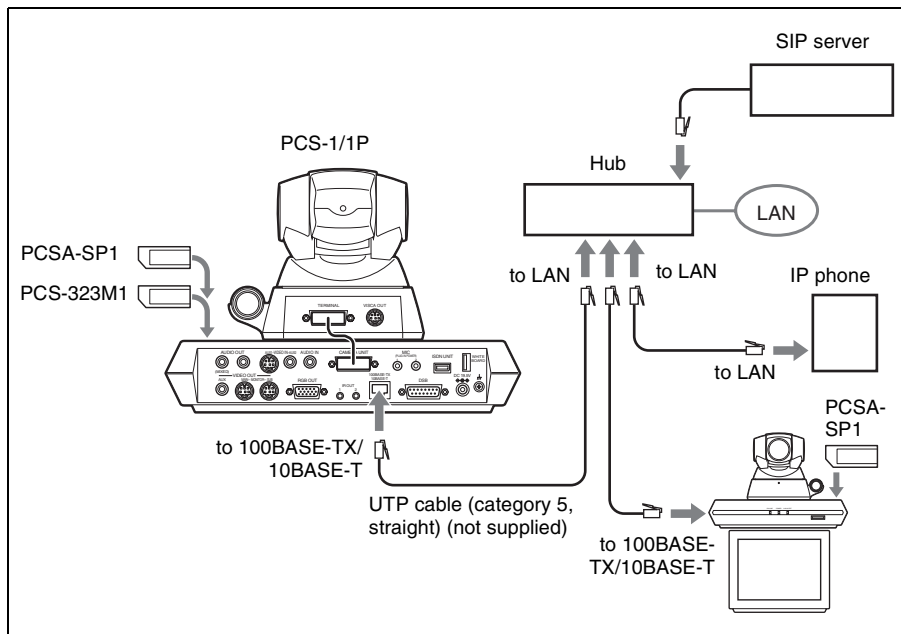
## Connection Example for Point-to-Point Videoconference

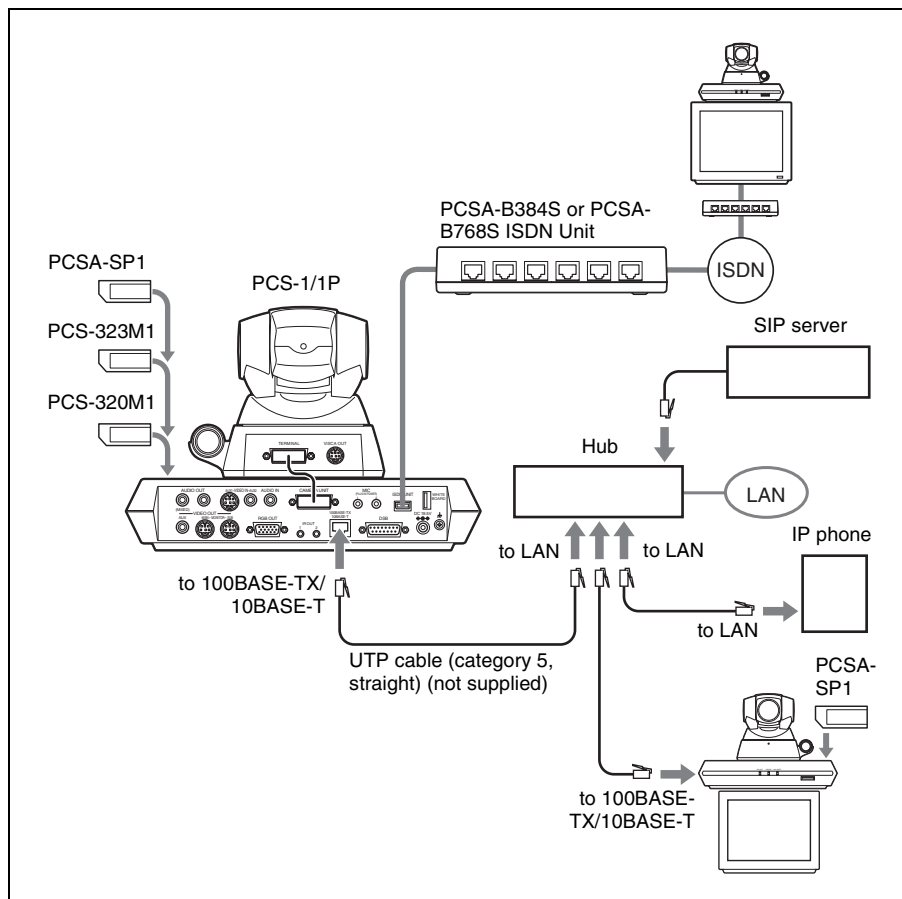
Connect the Communication Terminal in which the optional PCSA-SP1 SIP software has been installed to an IP phone and a SIP server via a hub.



## Connection Examples for Multipoint Videoconference

Installation of the PCSA-SP1 SIP software and PCS-323M1 H.323 MCU software in the Communication Terminal allows you to conduct a multipoint videoconference among up to six points. By adding the PCS-320M1 H.320 MCU software, a multipoint videoconference with SIP and ISDN connections mixed is also enabled.



**Note**

Cascade connection is not possible even if SIP software is installed in two or more Communication Terminals.

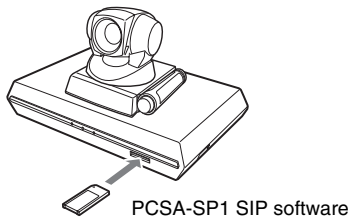
# Preparing for a Videoconference Using SIP

## Installing the SIP Software

### Notes on installing the SIP software

- You cannot install the software if the write-protect tab on the “Memory Stick” in which the SIP software is stored is set to “LOCK”.
- Once the SIP software is installed in the Communication Terminal, the software will not be used again.
- You cannot install the SIP software which is copied to another “Memory Stick” with a computer, etc.

- 1** Set the power switch on the right side of the Communication Terminal to the off position (O).
- 2** Insert the “Memory Stick” containing the PCSA-SP1 SIP software into the Memory Stick slot.  
Insert the “Memory Stick” in the direction of the arrow with the mark facing upward.



- 3** Set the power switch on the right side of the Communication Terminal to the on position (I).  
The SIP software is installed in the Communication Terminal.

## To check if the installation of the SIP software is completed

“SIP” is shown in “Software Option” of the Machine Information menu.

Machine Information	
Host Version	VerX.XX
ISDN UNIT Version	VerX.XX
DSB Version	VerX.XX
DSP Version	VerX.XX
Software Option	SIP
Option I/F	DSB, ISDN UNIT
Host Name	PCS-1
IP Address	0.0.0.0
MAC Address	00-00-00-00-00-00
Serial Number	12345
End	

For details on the Machine Information menu, see “Machine Information Menu” on page 63.

## Setting for SIP

You can set items regarding a videoconference using SIP in the SIP Setup menu for the administrator.

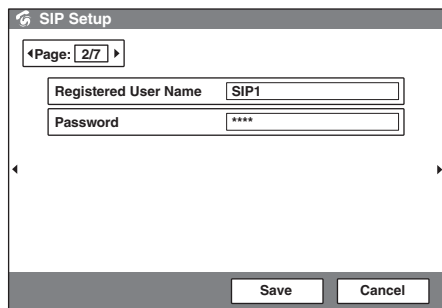
For details on the setting, see “SIP Setup Menu” on page 66.

- 1 Set “SIP Server Mode” to “On” on page 1 of the SIP Setup menu.

SIP Setup	
Page:	1/7
SIP Server Mode	On
Transport Protocol	TCP
Port Number	
SIP Domain	
Save    Cancel	

- 2 Select the transport protocol (TCP or UDP) to be used for SIP connection and enter the port number and SIP domain.

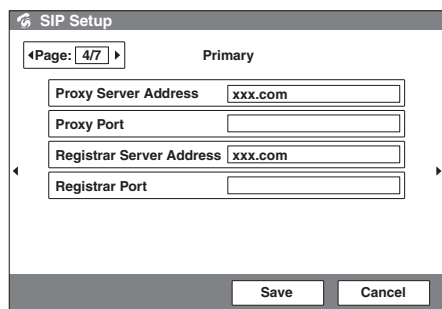
- 3 Enter “Registered User Name” and “Password” on page 2 of the SIP Setup menu.



**Note**

On the Communication Terminal with the PCS-323M1 H.323 MCU software installed, enter the user names and passwords for all the terminals to be connected for a multipoint videoconference. Up to 5 terminals can be registered.

- 4 Enter the address and port number for the SIP server on page 4 of the SIP Setup menu.



**Note**

Up to four SIP servers can be set up. To set up multiple SIP servers, enter the addresses and port numbers for all the SIP servers on page 4 to page 7.

---

### To display the user name or address for SIP in the launcher menu

Specify the item you want to display in “Number Display” in the General Setup menu (page 50).

---

### To use audio only when connected by SIP

- Set “Video Mode” in the Dial Setup menu (page 44) and “Video Mode” in the Answer Setup menu (page 47) to “SIP No Video”.
- When you conduct a multipoint videoconference, set “Video Mode” in the Multipoint Setup menu (page 62) to “SIP No Video”.

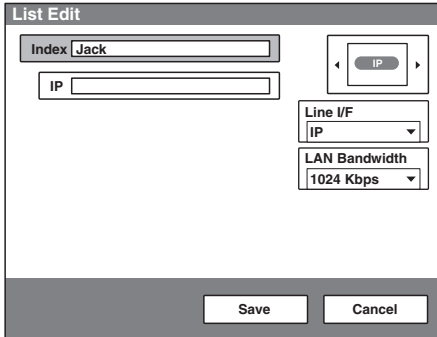


## Registering Remote Parties in the Phone Book

The basic procedure for registration is the same as the registration of a remote party for a point-to-point videoconference.

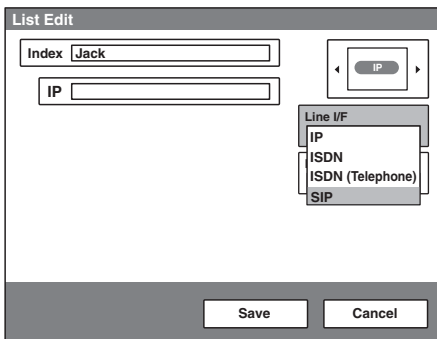
- 1 Select “New Entry” in the Phone Book menu to display the List Edit menu, then enter the name of the remote party in the Index text box.

*For details on the procedure, see steps 1 to 3 of “Registering a New Remote Party” on page 68.*



The screenshot shows a dialog box titled "List Edit". It contains several input fields and dropdown menus. The "Index" field has the text "Jack" entered. Below it is an empty "IP" field. To the right of the IP field is a small icon of a computer monitor with "IP" written on it. Below the IP field is a "Line I/F" dropdown menu currently set to "IP". Below that is a "LAN Bandwidth" dropdown menu currently set to "1024 Kbps". At the bottom of the dialog are two buttons: "Save" and "Cancel".

- 2 Select “SIP” under “Line I/F”.



This screenshot is similar to the previous one, but the "Line I/F" dropdown menu is open, showing a list of options: "IP", "ISDN", "ISDN (Telephone)", and "SIP". The "SIP" option is highlighted with a grey background. The other fields and buttons remain the same as in the previous screenshot.

- 3 Enter the IP address of the remote party in the IP text box.
- 4 Select the line interface icon (SIP) or a still image to be displayed in the Phone Book.
- 5 Select “Save”, then press the PUSH ENTER button on the Remote Commander.

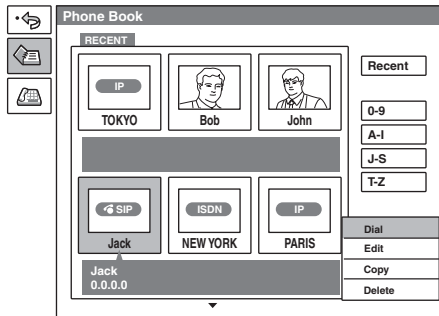
The registration in the Phone Book is completed.

# Starting a Videoconference Using SIP

## Calling Remote Parties

### To call a remote party registered in the Phone Book

- 1 Select “Phone Book” in the launcher menu, then press the PUSH ENTER button.  
The Phone Book menu appears.
- 2 Use the **↑**, **↓**, **←** or **→** button on the Remote Commander to select a remote party from the Phone Book, then press the PUSH ENTER button.  
The submenu appears.



- 3 Use the **↑** or **↓** button on the Remote Commander to select “Dial”, then press the PUSH ENTER button, or press the CONNECT/DISCONNECT ( **📞** / **📞** ) button on the Remote Commander.  
The system begins dialing the party selected in step 2. “Dialing (SIP)” appears on the monitor screen, and the ON LINE indicator (blue) on the Communication Terminal blinks.  
When the System connects to the system on the remote site, the message “Meeting starts!” appears on the screen, and the ON LINE indicator stops blinking and lights.

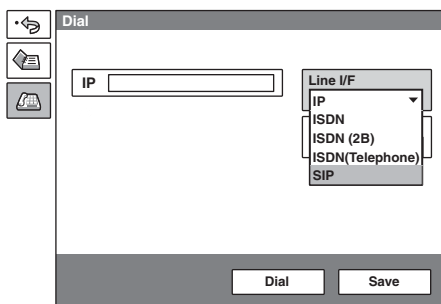
### To call a remote party not registered in the Phone Book

The basic procedure is the same as that for a normal point-to-point videoconference.

For details of the procedure, see “To call a remote party not registered in the Phone Book” of “Calling a Remote Party” on page 86.

- 1 Select “Dial” in the launcher menu to display the Dial menu.

## 2 Select “SIP” under “Line I/F”.



## 3 Enter the address of a remote party in the IP text box.

The format of the address may be the following:

- 4000 (number assigned by the SIP server)
- 4000@sip.com
- 192.168.1.1 (IP address)

### Note



The IP address is usable only when the SIP server is turned off.

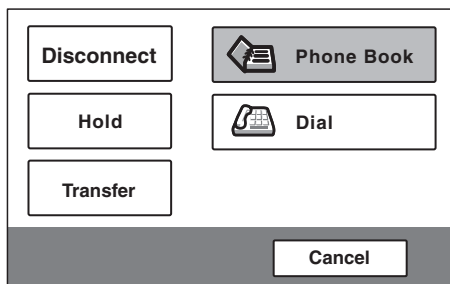
## 4 Select “Dial”, then press the PUSH ENTER button, or press the CONNECT/DISCONNECT ( / ) button on the Remote Commander.

The system begins dialing the party entered in step 3. “Dialing (SIP)” appears on the monitor screen, and the ON LINE indicator (blue) on the Communication Terminal blinks.

When the System connects to the system on the remote site, the message “Meeting starts!” appears on the screen, and the ON LINE indicator stops blinking and lights.

## To dial the remote parties for a multipoint videoconference one by one

After starting communication with the remote party selected first, press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander to open the submenu.



Select “Phone Book” or “Dial” depending on the registration status of the next remote party.


Select “Phone Book”, then perform steps 2 and 3 of the procedure shown in “To call a remote party registered in the Phone Book” on page 210, or select “Dial”, then perform steps 2 to 4 of the procedure in “To call a remote party not registered in the Phone Book” on page 210. Repeat this procedure for each remote party.

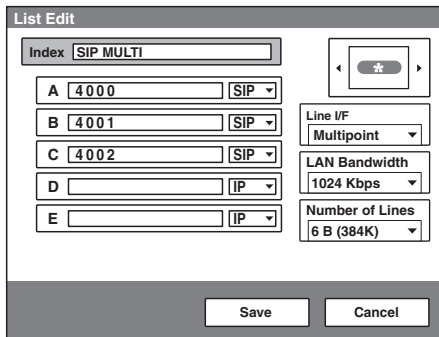
---

## To dial the remote parties for a multipoint videoconference simultaneously

You can register a “multipoint connection list for SIP” that includes all remote parties for a multipoint videoconference using SIP in the Phone Book. Set up the list following “Registering the Remote Parties in the Multipoint Connection List” on page 181 of Chapter 8.

Register each remote party as follows:



- ① Select “Multipoint” under “Line I/F”.
- ② Select the line interface icon “” (or a preferred still image).
- ③ Select “SIP” from the drop-down list on the right of the text box.
- ④ Enter the address of the remote party for SIP connection.



Index	Address	Protocol
A	4000	SIP
B	4001	SIP
C	4002	SIP
D		IP
E		IP

Line I/F: Multipoint  
LAN Bandwidth: 1024 Kbps  
Number of Lines: 6 B (384K)

Save Cancel

When you start a multipoint videoconference, select the “multipoint connection list for SIP” and press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander. The system then dials all the remote parties registered in the list.

## Receiving a Call from a Remote Party

Operations are the same as those for a point-to-point conference.

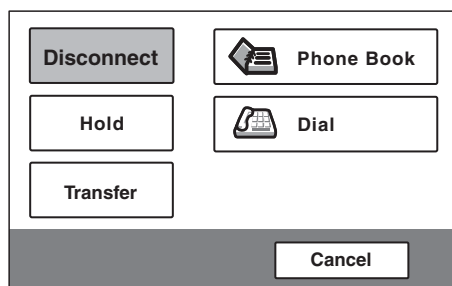
For details, see “Receiving a Call from a Remote Party” on page 94.





## Putting a Call on Hold

You can put a call on hold during a point-to-point or multipoint videoconference when connected by SIP.

### To put a call on hold during a point-to-point videoconference

- 1 Press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander during communication.  
The following submenu appears.





- 2 Select “Hold” using the , ,  or  button and the PUSH ENTER button on the Remote Commander.  
The “On Hold (SIP)” display appears on the monitor screens of the local and remote sites.

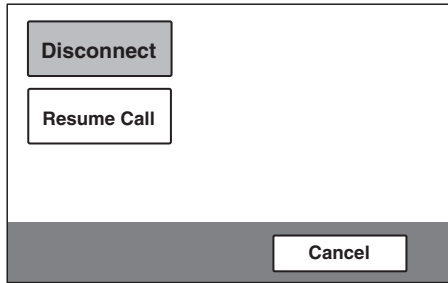
#### Notes

- Dialing and answering a call are not available during a point-to-point videoconference.
- If a call in a point-to-point videoconference is held during transmission or reception of the data via the Data Solution Box or the White Board, the transmission or reception is cancelled and will not be restored after the hold mode is cancelled.

### To cancel the hold mode of a point-to-point videoconference

You can cancel the hold mode only when you have operated the system to enter the hold mode.

Press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander while in the hold mode, select “Resume Call” from the submenu and press the PUSH ENTER button. The hold mode is cancelled and you can continue the conference.



**Note**

“Resume Call” is not available when the remote party has operated the system to enter the hold mode during a point-to-point videoconference. Only “Disconnect” is available.

---

### To put a call on hold during a multipoint videoconference

The operations to enter/cancel the hold mode are the same as those for a point-to-point videoconference.

See “To put a call on hold during a point-to-point videoconference” and “To cancel the hold mode of a point-to-point videoconference” above.

The following differences regarding the operation and display are observed during a multipoint videoconference:

- When a multipoint videoconference is conducted with the MCU software installed in the local system, and the local system puts a call on hold, all the connected terminals enter the hold mode simultaneously and the “On Hold (SIP)” display appears in the monitor window of each site.  
However, if a multipoint videoconference is conducted with the terminals connected by SIP and other line interfaces mixed, the local system cannot put a call on hold.
- When a multipoint videoconference is conducted in the Split mode with the MCU software installed in the local system, and any of the connected terminals puts a call on hold, the picture of that site changes to the “On Hold (SIP)” display. In this case, you cannot put a call on hold from the local system. If all the connected terminals put a call on hold, only the picture of the local site is displayed on the monitor screen.
- When a multipoint videoconference is conducted in the Voice Activate mode with the MCU software installed in the local system, and if a connected terminal being broadcast puts a call on hold, only that terminal enters the hold mode and the local picture is shown on the other terminals. If a connected terminal that is not being broadcast puts a call on hold, the broadcasting continues.

*For details on the Split mode and the Voice Activate mode, see “What is “Broadcast Mode”?” on page 190 of Chapter 8.*

**Notes**


- Only “Disconnect” and “Resume Call” are available in the hold mode.
- When all the receiving terminals enter the hold mode in a multipoint videoconference during transmission or reception of the data via the Data Solution Box or the White Board, the transmission or reception is cancelled and will not be restored after the hold mode is cancelled. If a connected terminal puts a call on hold but communication with other terminal(s) remains established, however, transmission or reception via the Data Solution Box or the White Board is not cancelled.

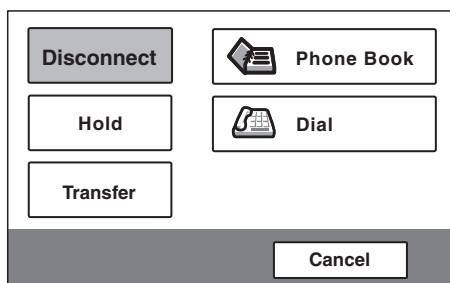
**Transferring a Call**





You can transfer a call to another remote party during a point-to-point videoconference when connected by SIP.

**Note**

Call transfer is not possible during a multipoint videoconference.

- 1 Press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander during communication.  
The following submenu appears.

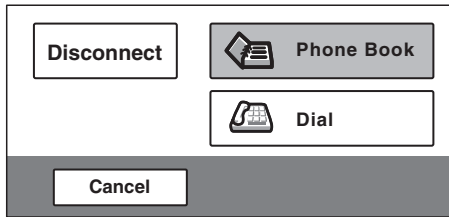


- 2 Select “Transfer” using the , ,  or  button and the PUSH ENTER button on the Remote Commander.  
The remote terminal in communication enters the hold mode. The hold mode continues until the call transfer is completed.

**Notes**

- “Resume Call” is not available on the remote terminal in the hold mode. Only “Disconnect” is available on that terminal.
- If you operate the system to transfer a call during transmission or reception of the data via the Data Solution Box or the White Board, the transmission or reception is cancelled and will not be restored after call transfer is completed.

The following submenu appears on the monitor screen of the local system.





- 3 Select “Phone Book” or “Dial” using the **▲**, **▼**, **◀** or **▶** button on the Remote Commander, according to the registration of the remote party to whom you want to transfer the call, then press the PUSH ENTER button.
- 4 Select the remote party from the Phone Book or by using the Dial menu, then select “Dial”.

*For details, see steps 2 and 3 in “To call a remote party registered in the Phone Book”(page 210) or steps 2 to 4 in “To call a remote party not registered in the Phone Book”(page 210).*

#### **Note**

You can transfer a call to the remote parties with “Line I/F” set to “SIP” only.

When the system connects to the selected remote party, the picture of the remote site and the message “Call will be transferred upon disconnection” appear on the monitor screen.

- 5 When the remote party answers, inform that party that you are transferring a call, and then press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.

The call is transferred and the launcher menu is restored on the monitor screen of the local system.

#### **To cancel call transfer**

Select “Cancel” from the submenu and press the PUSH ENTER button on the Remote Commander.



#### **Note**

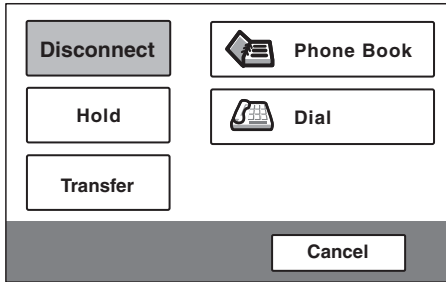
You can cancel call transfer only before the destination remote party answers. To cancel call transfer after the destination remote party has answered, ask the remote party to disconnect the line.







## Ending a Videoconference

### To end a point-to-point videoconference

- 1 Press the CONNECT/DISCONNECT (  /  ) button on the Remote Commander.  
The following submenu appears.



- 2 Select “Disconnect” using the , ,  or  button and the PUSH ENTER button on the Remote Commander.  
The videoconference ends and the launcher menu is restored on the monitor screen of the local system.

### To end a multipoint videoconference

Operations are the same as those in Chapter 8, “Ending the Multipoint Videoconference” on page 195.

# Chapter 10: Web Control Function

This chapter describes the Web Control Function which is used to operate the PCS-1/1P. The Web Control Function helps you control the PCS-1/1P, or change its setup configuration, using a Web browser installed on your PC, such as Internet Explorer. The following is a set of Operating Instructions for the Web Control Function.

Internet Explorer is a product of the Microsoft Corporation. Please use Version 5.0, or above (Version 6.0 recommended).

---

# Open the Web Page

Enter the IP address assigned to the PCS-1/IP in the address line of your browser.

The format of an address is:

`http://XXX.XXX.XXX.XXX/`

For instance, if the IP address is “192.47.100.117”, enter “`http://192.47.100.117/`” in the address line.

## Note

When a proxy server in an external network segment has been set, the Gateway address in the PCS-1/IP LAN setting must also be set. Or set your Web browser proxy setting to “No Proxy” for the PCS-1/IP.



# Identify a User

Once you reach the Web page, the following window will be displayed asking you to identify yourself as the user.



Enter Network Password

Please type your user name and password.

Site: 192.47.100.117

Realm: PCS-1 Web Control

User Name

Password

Save this password in your password list

OK Cancel

Enter one of the following user names (see below) into the “User Name” box and the corresponding password into the “Password” box, then click the [OK] button.

Each character of a password is shown as “\*” on the screen. When the user name and password are correct, the “Dial/Disconnect” page will come up. If an incorrect user name or password is entered three times, an error message appears on the screen.

## Notes on the user name and the password

- When you enter “user” in the “User Name” box and then its password (Remote Access Password) in the “Password” box, you can access and check the “Phone Book” and “Setup” pages.
- When you enter “super” in the “User Name” box and then its password (Superuser Password) in the “Password” box, you can access the “Phone Book” page, change the setting of the page, and register a new entry onto the page. And you can check the “Setup” page.
- When you enter “sonypcs” in the “User Name” box and then its password (Administrator Password) in the “Password” box, you can access the “Phone Book” page, change the setting of the page, and register a new entry onto the page. And you can check and modify the “Setup” page.
- If the corresponding password is not assigned, leave the “Password” box blank and click the [OK] button.
- Administrator Password, Superuser Password and Remote Access Password settings are in the Administrator menu.

# Select a Tool

By clicking a tool button on the top part of the page, you can jump to the corresponding tool page. A brief introduction of each tool is presented below.



## [Controller]

Controls the PCS-1/IP using the on-screen controller, or controls using the on-screen Remote Commander in the same manner as you do with the PCS-R1 Remote Commander.

## [Dial/Disconnect]

Calls a remote party, or ends a meeting.

## [Phone Book]

Displays the dial list.  
Connects from the dial list.  
Registers, confirms or edits the dial list.

For a private address book, the “Phone Book” button changes to the “Private Phone Book” button.



## [Setup]

Confirms or modifies the setup.  
Sends messages.  
Resets the setup functions (only when “sonypcs” has been entered as the user name).

## [Info]

Displays the connection status, line status, or other machine information.  
Displays the “Cause Code.”  
Displays the “Call Log”(only when “sonypcs” has been entered as the user name).

## [Monitor]

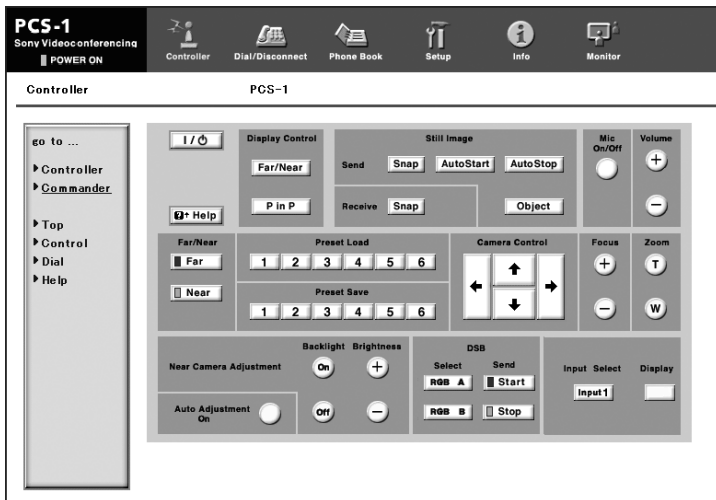
Monitors a meeting being held with the PCS-1/IP over the Web.

### Note

When “Web Monitor” is set to “Off” in the Administrator Setup menu (page 58), the “Monitor” page cannot be used.

# How to Use “Controller”

## To Control the PCS-1/1P from the On-screen Controller

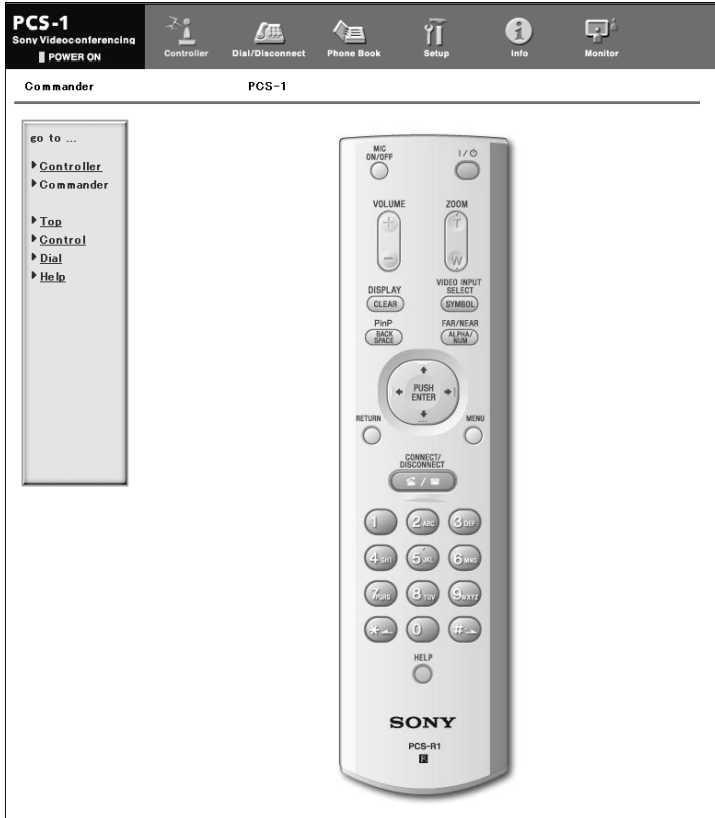


When you click the [Controller] button, the on-screen control panel appears. By clicking the buttons on this control panel, you can control the PCS-1/1P, sending still images, operating the camera, registering preset camera settings, and so on.

### For example, in order to preset and load a camera setting:

- ① Set the camera at the desired position using the Camera Control buttons.
- ② Click one of the “Preset Save” 1 to 6 buttons on the image.
- ③ The preset is done.
- ④ Click one of the “Preset Load” 1 to 6 buttons on the image to load it.

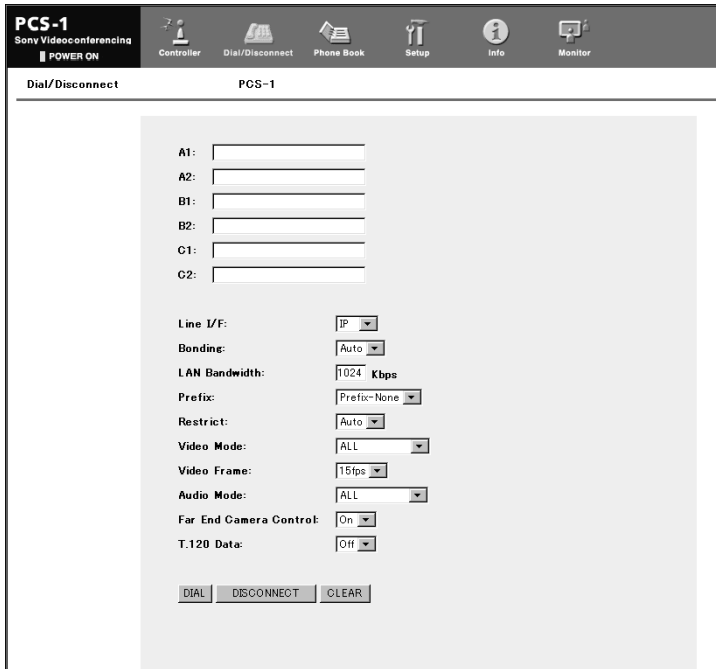
## To Control the PCS-1/P from the On-screen Remote Commander



When you click ► [Commander](#) on the left part of the screen, the Remote Commander screen appears.

By clicking the various buttons on the Remote Commander image, you can control the unit in the same way you can when using a real Remote Commander (PCS-R1), operating the camera, and dialing phone numbers.

# How to Use “Dial/Disconnect”



By clicking the [Dial/Disconnect] button, you can jump to the “Dial/Disconnect” page.

## To connect:

- ① Enter the telephone number(s) of a remote party into the box(es): A1( to C2)  
(When using a LAN, enter an IP address or a DNS name.)
- ② Set the communication attribute.
- ③ Click the [DIAL] button.
- ④ The message, “Now dialing...” appears.
- ⑤ After the connection is made, the message, “Connect OK.” will appear, and the screen will return to the “Dial/Disconnect” page.

## To disconnect:

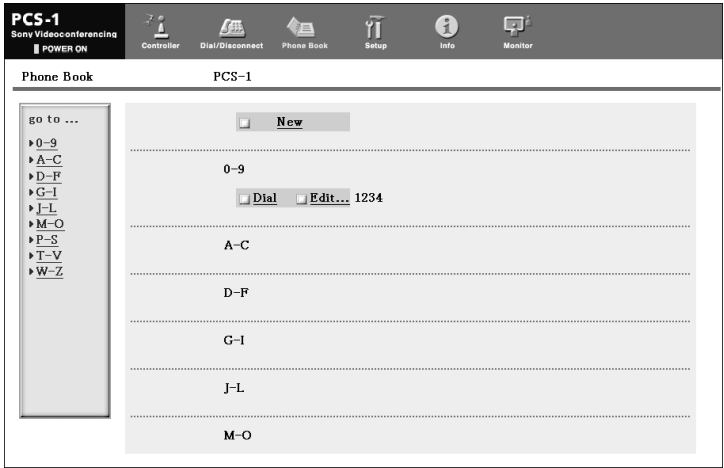
- ① Click the [DISCONNECT] button.
- ② The message, “Now disconnecting...” appears.
- ③ After the disconnection is completed, the message “Disconnect OK.” will appear, and the screen will return to the “Dial/Disconnect” page.

## To clear the dial number:

- ① Click the [CLEAR] button.
- ② The number(s) entered on this menu will be cleared and the screen will return to the “Dial/Disconnect” page.



# How to Use “Phone Book”



By clicking the [Phone Book] button, you can jump to the “Phone Book list” page.

## To connect:

- ① Click Dial next to the index title that you are dialing. Then, the message, “Now dialing...” will appear.
- ② After the connection is made, you will see the message, “Connect OK.,” and the screen will return to the list page.

## “Phone Book-Edit” Page

PCS-1  
Sony Videoconferencing  
POWER ON

Controller Dial/Disconnect Phone Book Setup Info Monitor

Phone Book > Edit PCS-1

go to ...

- ▶ 0-9
- ▶ A-C
- ▶ D-F
- ▶ G-I
- ▶ J-L
- ▶ M-O
- ▶ P-S
- ▶ T-V
- ▶ W-Z
- Return

Index: 1234

A1: 192.168.1.1

A2:

B1:

B2:

C1:

C2:

Line I/F: JP

Bonding: Auto

Number of Lines: 12B(768K)

LAN Bandwidth: 1024 Kbps

Prefix: Prefix=None

Restrict: Auto

Video Mode: ALL

Video Frame: 30fps

Audio Mode: ALL

Far End Camera Control: On

T.120 Data: Off

SAVE DELETE

### To edit the communication attribute (only when “super” or “sonypcs” has been entered as the user name):

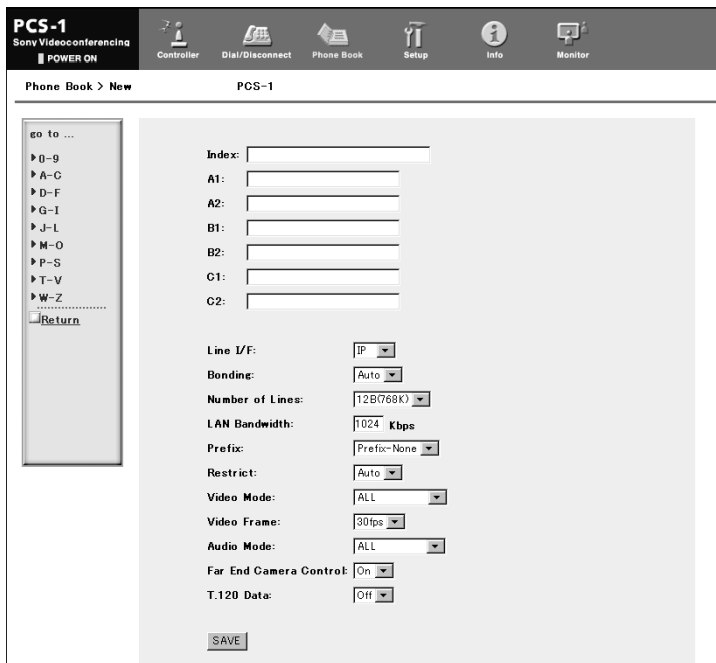
- ① Click  Edit... next to the index title whose communication attribute you want to edit or modify on the list page. Then, the “Phone Book-Edit” page will appear.
- ② Edit or modify the telephone numbers and attributes.
- ③ Click the [SAVE] button. After saving the changes, the screen will return to the list page.

### To delete data from the Phone Book (only when “super” or “sonypcs” has been entered as the user name):

- ① Click  Edit... next to the index title whose data you want to delete on the list page. Then, the “Phone Book-Edit” page will appear.
- ② Click the [DELETE] button. After the deletion is complete, the list page will appear.

### To return to the list page:

- ① Click  Return on the left part of the page. The list page will appear.



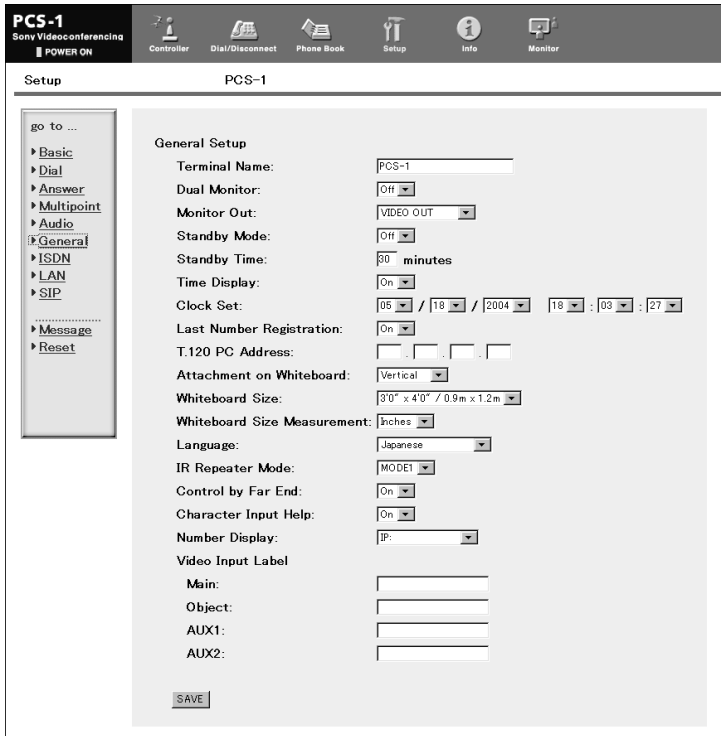
### To register a new point (only when “super” or “sonypcs” has been entered as the user name):

- ① Click  New on the list page.  
The “Phone Book-New” page will appear.
- ② Enter an index title into the Index box and telephone numbers into box(es) A1 (to C2).
- ③ Set the communication attributes.
- ④ Click the [SAVE] button. After the registration is complete, the new index will be added, and the screen will return to the list page.

### To return to the list page:

- ① Click  Return on the left part of the page. The list page will appear.

# How to Use “Setup”



Click the [Setup] button, and you will jump to the “Basic Setup” page. (The image above shows the “General Setup” page.)

Click ► [Dial](#), ► [Answer](#), ► [Multipoint](#), ► [Audio](#), ► [General](#), ► [ISDN](#), ► [LAN](#) or ► [SIP](#) on the left part of the screen, according to what you are setting up.

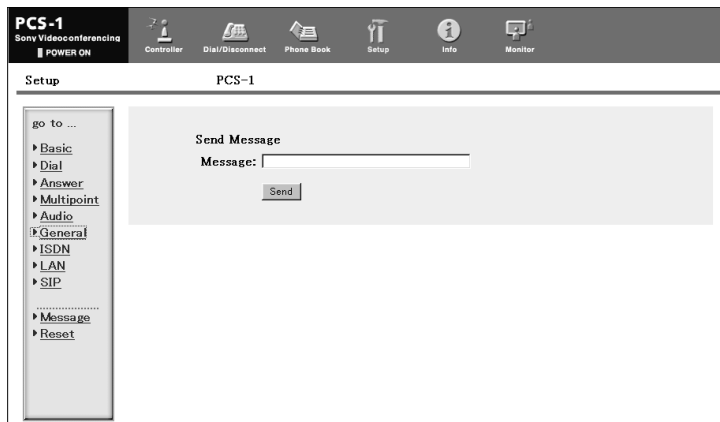
## To modify the attribute (only when “sonypcs” has been entered as the user name)

- ① Open the page whose attributes you want to modify.
- ② Modify the attributes.
- ③ Click the [SAVE] button. After the modification is complete, the screen will return to the same page as you see in step 1.

### Note

Sometimes the screen may not go back to the previous page after modifying the “LAN” page. This is not a malfunction.

## To Display the “Send Message” Page



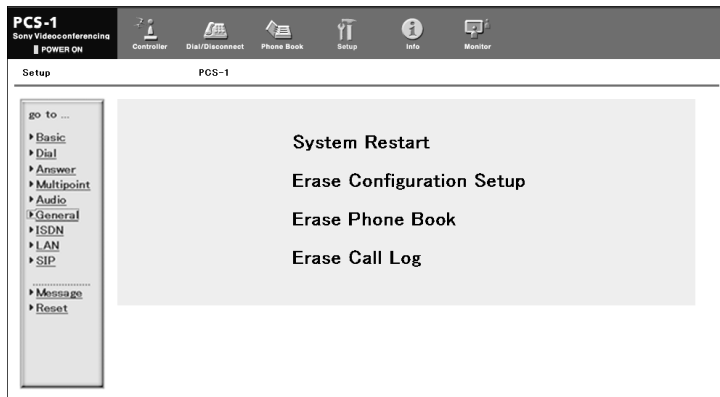
Click ► **Message** on the left side of the page.  
The “Send Message” page will appear.

Enter the message you want to send into the Message box and click the [Send] button to send the message to the PCS-1/IP.  
After the message is sent, “message send OK.” will be displayed and the screen will return to the “Send Message” page.

### **Note**

You can send a message with up to 200 characters.

## To Reset the System



Click ► [Reset](#) on the left part of the page. The “Reset” page will appear (only when “sonypcs” has been entered as the user name).

- ① Click on the desired item.  
A dialog box will appear.
- ② Click the [OK] button.

### “System Restart”

Resets the PCS-1/IP system.

### “Erase Configuration Setup”

Returns to the factory setting values.

### “Erase Phone Book”

Erases all information saved in the “Phone Book.”

### “Erase Call Log”

Erases all information saved in the “Call Log.”

Line Status	Status	Cause Code
A1:	No network	0
A2:	No network	0
B1:	No network	0
B2:	No network	0
C1:	No network	0
C2:	No network	0
D1:	No network	0
D2:	No network	0
E1:	No network	0
E2:	No network	0
F1:	No network	0
F2:	No network	0
LAN1:	No call in progress	0
LAN2:	No call in progress	0

Click the [Info] button, and the “Information” page will appear.

When the PCS-1/IP is on-line, the “Communication Status,” “Line Status,” and “Machine Information” page appears, and during otherwise, the “Line Status” and “Machine Information” page appears.

## To Display the Cause Code List

The screenshot shows the PCS-1 web interface. At the top, there is a navigation bar with icons for Controller, Dial/Disconnect, Phone Book, Setup, Info, and Monitor. Below this is a header area with "Information" and "PCS-1". On the left side, there is a sidebar menu with the following items: "go to ...", "Communi", "Line", "Machine", "Cause", and "Call Log". The "Cause" item is highlighted. The main content area displays a list of Cause Codes with their corresponding descriptions.

Cause Code	Description
0	Unknown network error: Try again later.
1	Number does not exist: Check the number and try again.
2,3,6	Network connection: Try again later.
16	Normal disconnection: (The line has been disconnected normally.)
17	Line is busy: Try again later.
18	System not responding: Check if the remote system is connected.
19	System not responding: Check if the remote system is connected.
21	Call rejected: Check if the remote system is connected.
22	Called party number changed: Check the number and try again.
26	Connection restoration request: Try again later.
27	Remote system out of order: Check if the remote system is operational.
28	Invalid number entered: Check the number and try again.
31,34,41,42,43,44,47	Network not available: Try again later.
50	Not a Subscriber: Check the remote party's facility contract.
67,69	Bearer capability not authorized: Check if the line rate is set correctly.
70	Restricted capability: Set the line rate to 56K and try again.
88	Terminal attribute error: Check the connection of the remote system.
91,95-102,111	Protocol error: Turn off and restart the system and try again.
128	H.221 negotiation timeout: Turn off and restart the system and try again.
131	Board mismatch: Check the optional line interface boards.
132	Invalid SPID: Reregister the SPID.
134	Physical link synchronization error: Check the connection of the ESD cable.
144,145	Bonding negotiation timeout: Turn off and restart the system and try again.
177	LAN connection timeout: Try again later.
178	LAN connection rejected: Try again later.
179	DNS error.
180	Dialing your own number is invalid.
181	GateKeeper error.

By clicking ► [Cause](#) on the left part of the page, you can jump to the “Cause Code” page, and see the Cause Code list.



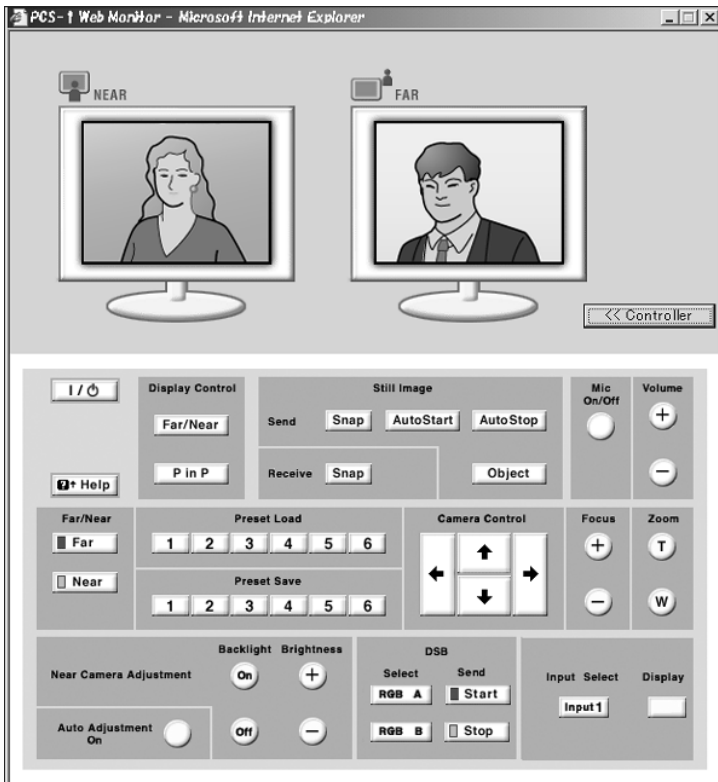
## To Display the Call Log

The screenshot shows the PCS-1 web control interface. At the top, there is a navigation bar with icons for Controller, Dial/Disconnect, Phone Book, Setup, Info, and Monitor. Below this is the 'Information' section, which is currently displaying the 'Call Log' page. On the left side, there is a 'go to ...' menu with options: Communi, Line, Machine, Cause, and Call Log. The 'Call Log' option is selected and highlighted. The main content area displays a table of call records.

Start Date	Start Time	End Date	End Time	Duration	Index	Address	Launch	Type	Mode	Rate	Cause
05-16-2004	13:13:24	05-16-2004	13:13:28	00:00:00.0004		192.168.1.1	Dialout	LAN	P-P	1024K	0
05-16-2004	13:13:11	05-16-2004	13:13:16	00:00:00.0005		192.168.1.1	Income	LAN	P-P	1024K	0
05-16-2004	13:12:49	05-16-2004	13:12:54	00:00:00.0005		192.168.1.1	Dialout	LAN	P-P	1024K	0
05-16-2004	13:12:36	05-16-2004	13:12:41	00:00:00.0005		192.168.1.1	Dialout	LAN	P-P	1024K	0
05-16-2004	13:12:10	05-16-2004	13:12:21	00:00:00.0011		192.168.1.1	Income	LAN	P-P	1024K	0
05-16-2004	13:11:46	05-16-2004	13:11:53	00:00:00.0007		192.168.1.1	Dialout	LAN	P-P	1024K	0

By clicking ► Call Log on the left part of the page, you can jump to the “Call Log” page (only when “sonypcs” has been entered as the user name).

# Monitor a Meeting over the Web



Click the [Monitor] button to show the monitoring window.

## Note

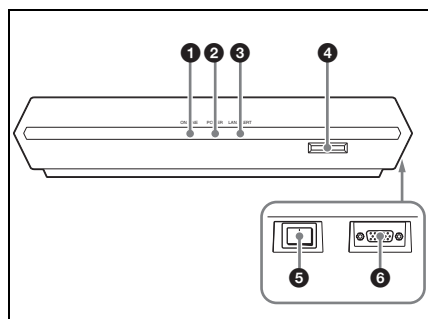
When “Web Monitor” is set to “Off” in the Administrator Setup menu (page 58), the “Monitor” page cannot be used.

# Appendix

## Location and Function of Parts and Controls

### PCS-P1/P1P Communication Terminal

#### Front/Right side



#### 1 ON LINE indicator

Blinks during dialing or answering and lights in blue when connection is completed. It turns off when the system is disconnected.

#### 2 POWER indicator

Lights in green when the power switch is set to on (I). Lights in orange when the Communication Terminal is set to standby mode.

#### 3 LAN ALERT indicator

Lights in yellow when packet error (loss) or link error occurs during communication.

#### 4 Memory Stick slot

Insert a "Memory Stick" (not supplied) into this slot.

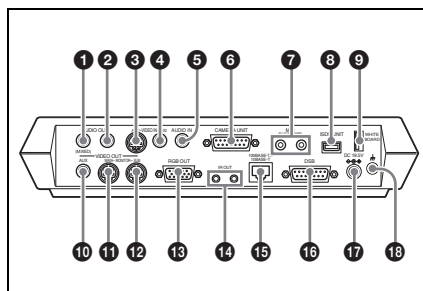
#### 5 Power switch

Turns on/off the Communication Terminal. The power is on when the switch is set to the I side and off when the switch is set to the O side.

#### 6 AUX CONTROL connector (D-sub 9-pin)

Used for service.

#### Rear



#### 1 AUDIO OUT (MIXED) jack (phono jack)

Used when recording the sound to minute a conference. The mixed sounds of a local and remote parties are output from this jack.

#### 2 AUDIO OUT jack (phono jack)

Connect to the audio input of the TV monitor.

#### 3 VIDEO IN AUX 1 connector (mini DIN 4-pin)

Connect to the video output of external video equipment.

#### 4 VIDEO IN AUX 2 jack (phono jack)

Connect to the video output of external video equipment.

#### 5 AUDIO IN jack (phono jack)

Connect to the audio output of the optional VCR or audio equipment.

#### 6 CAMERA UNIT connector

Connect to the TERMINAL connector on the rear of the Camera.

**7 MIC1/MIC2 (PLUG IN POWER) jacks (minijack)**

Connect to the optional PCS-A1 or PCSA-A3 microphone. Power is supplied to the microphone from the Communication Terminal.

**8 ISDN UNIT connector**

Connect to the TERMINAL connector on the optional PCSA-B384S or PCSA-B768S ISDN Unit.

**9 WHITE BOARD connector**

Connect to the optional mimio Xi.

**10 VIDEO OUT AUX jack (phono)**

Connect to the video input of the TV monitor or VCR.

**11 VIDEO OUT MONITOR MAIN connector (mini DIN 4-pin)**

Connect to the S-video input on the TV monitor or VCR.

**12 VIDEO OUT MONITOR SUB connector (mini DIN 4-pin)**

Connect to the S-video input on the second TV monitor when the system uses the dual monitor mode.

**13 RGB OUT connector (D-sub 15-pin)**

Connect to the RGB input of the optional projector or display unit.

**14 IR OUT 1/2 jacks (minijack)**

Connect the supplied IR repeater. Connect the IR repeater for the monitor connected to the VIDEO OUT MONITOR MAIN connector to the IR OUT 1 jack, and the IR repeater for the monitor connected to the VIDEO OUT MONITOR SUB connector to the IR OUT 2 jack.

**15 100BASE-TX/10BASE-T connector (8-pin modular)**

Used to conduct a conference via a LAN or using SIP. Connect to a hub or a SIP server using the category 5 cable.

**16 DSB connector (D-sub 15-pin)**

Connect to the TERMINAL connector on the optional PCSA-DSB1S Data Solution Box.

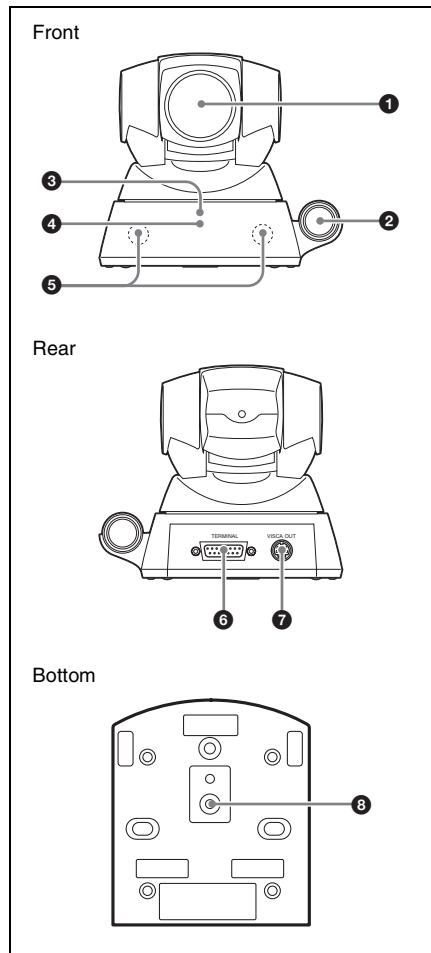
**17 DC 19.5V jack**

Connect the supplied PCS-AC195 AC power adaptor.

**18  $\varnothing$  (ground) terminal**

Connect a ground wire.

**PCS-C1/C1P Camera Unit**



**1 Lens**

**2 Microphone**

**3 POWER indicator (green)**

Lights when the power switch on the Communication Terminal is set to on and goes out when it is set to off or the Terminal is set to standby mode.

**4 Remote sensor**

Point the Remote Commander to the sensor when operating this System.

**5 Infrared sensor**

Receives the infrared wireless signal from the optional PCS-DS150 Document Stand. The received signal is used as object input.

**6 TERMINAL connector**

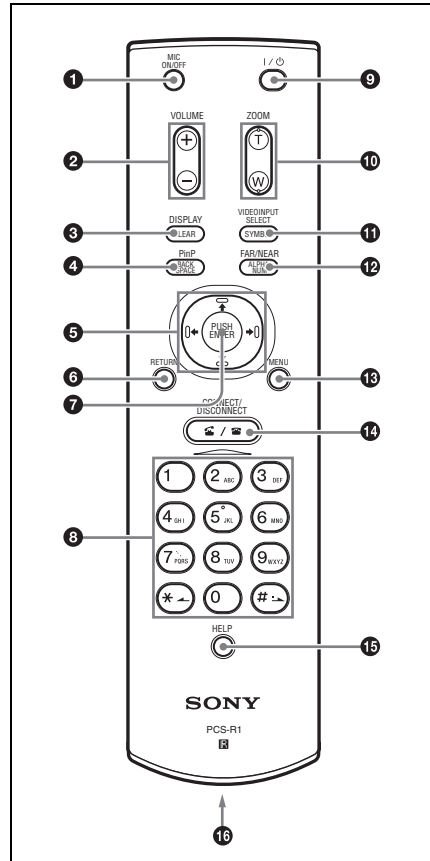
Connect to the CAMERA UNIT connector on the Communication Terminal.

**7 VISCA OUT connector**

**8 Tripod hole**

Use to attach the camera on a tripod.

**PCS-R1 Remote Commander**



Appendix

You can set for a beep not to sound by pressing the button on the Remote Commander with the Audio Setup menu.

For the setting, see "Audio Setup Menu" on page 51.

**1 MIC ON/OFF button**

Cuts off the local sound to be sent to a remote party. To restore the sound, press the button again.

**2 VOLUME +/- button**

Adjusts the volume of the sound received from a remote party.

- + : to increase the volume
- : to decrease the volume

**3 DISPLAY (CLEAR) button**

Switches the picture displayed on the monitor screen.  
Deletes a line when used for character input.

**4 PinP (BACK SPACE) button**

Displays a window picture when pressed during communication.  
Each time you press this button, the location of the window picture changes. Pressing the button displays the picture in full screen while the Camera menu opens.  
When used for character input, deletes the character you entered last.

**5 Arrow buttons (▲/▼/◀/▶)**

Used to select the menu or make various settings in the menu. Also used for camera angle adjustment.

**6 RETURN button**

Used to return to the previous layer in the menu.

**7 PUSH ENTER button**

Executes the selection or setting in the menu and goes to the next layer.

**8 Number (0-9, #, \*) buttons**

Used to enter the letters or numerals of a telephone number, etc.  
Used for focus, brightness and backlight compensation adjustments.

**9 I/⏻ (power on/off) button**

Sets the Communication Terminal to standby mode when it is turned on.  
Turns on the Communication Terminal when it is in standby.

**10 ZOOM (T/W) buttons**

Zooms in or out.  
**T:** to enlarge the picture  
**W:** to reduce the picture

**11 VIDEO INPUT SELECT (SYMBOL) button**

Selects the video input signal. Each time you press the button, the input signal switches.  
Used to enter a symbol for character input.

**12 FAR/NEAR (ALPHA/NUM) button**

Switches the picture on a local or remote site.  
Switches the input mode between alphabets and numerals for character input.

**13 MENU button**

Used to display a menu.

**14 CONNECT/DISCONNECT (📞 / 📵) button**

Used to connect or disconnect a remote party for a conference.

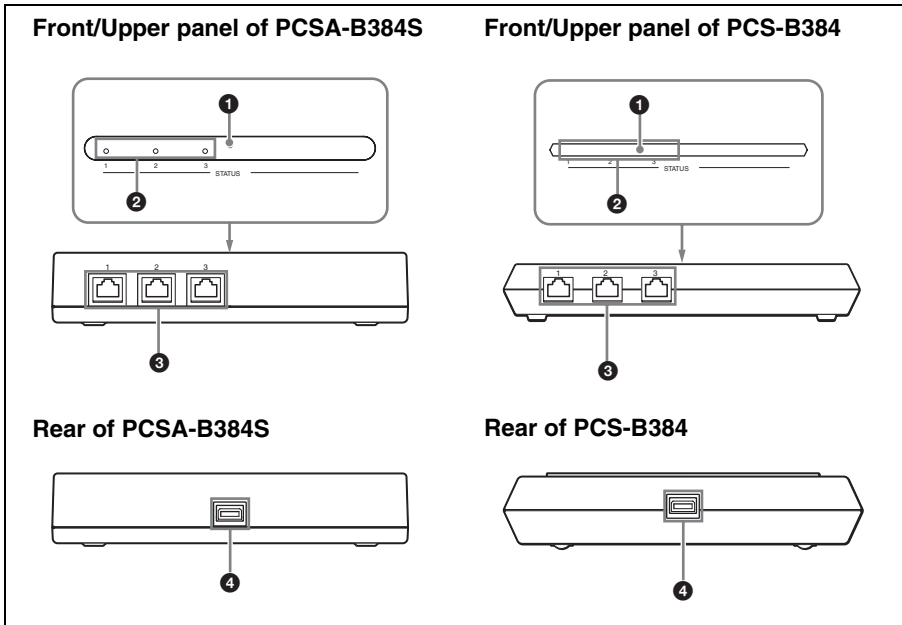
**15 HELP button**

Used to show the help guide.

**16 Battery compartment (rear)**

Insert two size AA (R6) batteries.

## PCSA-B384S/PCS-B384 ISDN Unit (Optional)



### ❶ STATUS indicator

Lights in orange when power is supplied to the ISDN Unit. When initializing is complete, blinks in green.

### ❷ STATUS 1-3 indicators

Lights in orange when link synchronization of each ISDN connector is established. Lights in yellow when each ISDN line is connected.

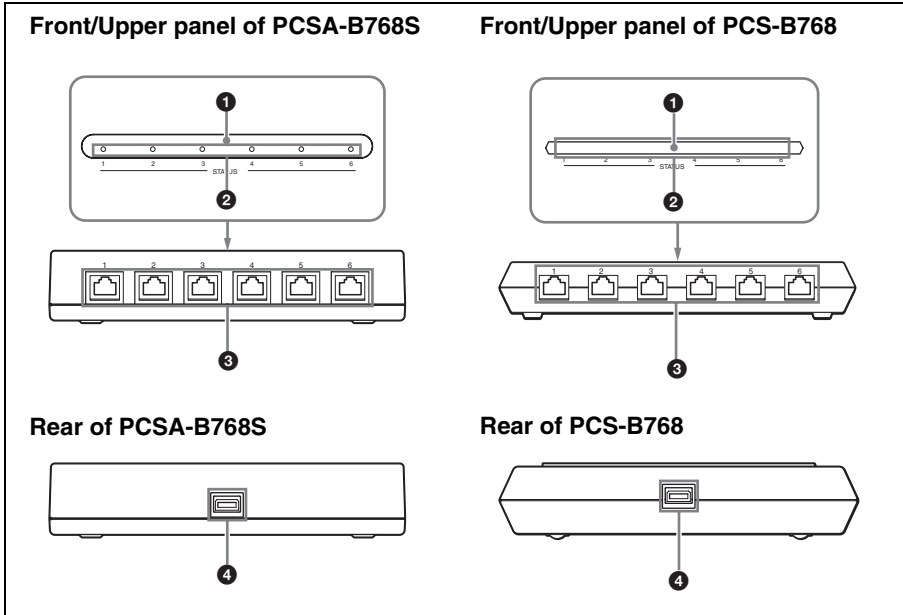
### ❸ ISDN 1-3 terminals (8-pin modular jack)

Connect to the ISDN lines using the ISDN modular cable.

### ❹ TERMINAL connector

Connect to the ISDN UNIT connector on the Communication Terminal with the interface cable supplied with the ISDN Unit.

## PCSA-B768S/PCS-B768 ISDN Unit (Optional)



### 1 STATUS indicator

Lights in orange when power is supplied to the ISDN Unit. When initializing is complete, blinks in green.

### 2 STATUS 1-6 indicators

Lights in orange when link synchronization of each ISDN connector is established. Lights in yellow when each ISDN line is connected.

### 3 ISDN 1-6 terminals (8-pin modular jack)

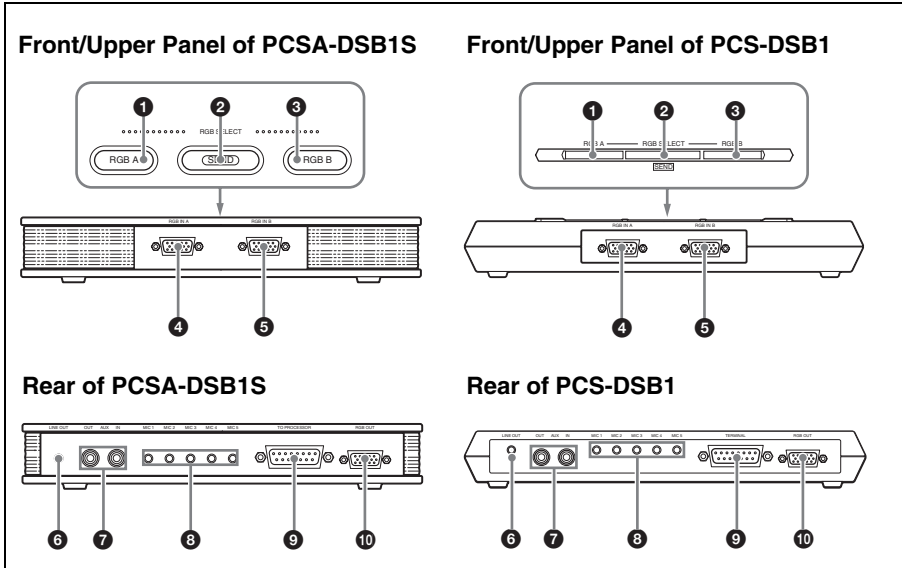
Connect to the ISDN lines using the ISDN modular cable.

### 4 TERMINAL connector

Connect to the ISDN UNIT connector on the Communication Terminal with the interface cable supplied with the ISDN Unit.



## PCSA-DSB1S/PCS-DSB1 Data Solution Box (Optional)



### 1 RGB A input select button and indicator

Selects the video input from the video equipment connected to the RGB IN A connector.

### 2 SEND button and indicator

Sends the selected input picture to the Communication Terminal.

### 3 RGB B input select button and indicator

Selects the video input from the video equipment connected to the RGB IN B connector.

### 4 RGB IN A connector (D-sub 15-pin)

Connects to the RGB output connector on a computer, etc.

### 5 RGB IN B connector (D-sub 15-pin)

Connect to the RGB output connector on a computer, etc.

### 6 LINE OUT jack (stereo minijack)

Connect to the audio input jack on the active speaker, etc.  
Outputs monaural sound.

### 7 AUX IN/OUT jacks (phono jack)

Connects to the optional CTE-600 Communication Transducer.

### 8 MIC 1–MIC 5 jacks (minijack)

Connect to the optional PCSA-A1 or PCSA-A3 microphone.

### 9 TERMINAL connector (D-sub 15-pin)














Connect to the DSB connector on the Communication Terminal using the interface cable supplied with the Data Solution Box.

### 10 RGB OUT connector (D-sub 15-pin)














Outputs the video signal to a projector, TV monitor, etc.

# On Indicators

The following table shows the indicators displayed on the monitor screen when operating the Communication Terminal.

Indicator	Name	Description
	Volume	Appears during volume adjustment using the VOLUME button.
	Mic off	Appears when the local microphone is cut off while in communication and is not in communication.
	Input mode	Shows the mode to enter letters or numerals.
	Far camera control	Appears when the camera on the remote site is controlled during communication.
	Brightness adjustment	Appears during brightness adjustment using the Camera menu.
		
	Focus adjustment	Appears during focus adjustment.
		
	Automatic camera adjustment	Appears when automatic focus and brightness adjustments are enabled.
	Backlight On/Off	Appears when backlight compensation is switched On or Off.
		
	Packet loss	Appears when there is a packet loss during communication on the H.323 standard.
	Preset load	Appears when the preset camera setting is recalled during communication.



Indicator	Name	Description
	Still image transmission	Appears during transmission of a still image.
	Still image reception	Appears during reception of a still image.
	Slide show	Appears during a slide show.
	Data conference On	Appears when the T.120 data conference is available during communication.
	RGB transmission/reception	Appears during transmission or reception of a presentation image from a computer.
	White board transmission/reception	Appears when “White Board” is set to “On”.
	SONY encryption	Videoconference being held with SONY encryption
	Standard encryption	Videoconference being held with standard encryption
	Multipoint mode	Appears when “Multipoint Mode” is set to “On”.
	Voice Activate mode	Appears when the “Voice Activate” mode is selected with the local system used as the MCU.
	Broadcast (A to E)	Shows the terminal being broadcast during a multipoint videoconference.
	Broadcast (local)	
	Chair control	Appears when the local system holds the chair control during a multipoint videoconference via an external MCU.

# On Screen Messages

Check the following if a message appears on the TV monitor when operating the Communication Terminal.

Message	Meaning
Incorrect dialing setup.	Make sure the selected entry is correctly registered.
CANNOT COMPLETE CONNECTION (The following code and message appear.)	—
0 Unknown network error:	Try again later.
1 Number does not exist:	Check the number and try again.
2,3,6 Network congestion:	Try again later.
16 Normal disconnection:	(The line has been disconnected normally.)
17 Line is busy:	Try again later.
18,19 System not responding:	Check if the remote system is connected.
20 No such subscriber	Confirm the site number..
21 Call rejected:	Check if the remote system is connected.
22 Called party number changed:	Check the number and try again.
26 Connection restoration request:	Try again later.
27 Remote system out of order:	Check if the remote system is operational.
28 Invalid number entered:	Check the number and try again.
31, 34, 41 – 44, 47 Network not available:	Try again later.
50 Not a Subscriber:	Check the remote party's facility contract.
57,58 Bearer capability not authorized:	Check if "Restrict" is set correctly.
70 Restricted capability:	Set "Restrict" to "56K" and try again.
88 Terminal attribute error:	Check the connection of the remote system.
91, 95 – 102, 111 Protocol error:	Turn off and restart the system and try again.
128 H.221 negotiation timeout:	Turn off and restart the system and try again.
132 Invalid SPID:	Reregister the SPID.
134 Physical link synchronization error:	Check the connection of the ISDN cable.
144, 145 Bonding negotiation timeout:	Turn off and restart the system and try again.
177 LAN connection timeout:	Try again later.
178 LAN connection rejected:	Try again later.
179 DNS error:	Please check DNS.

Message	Meaning
180 Dialing your own number is invalid.	Please check the IP address of the remote party.
181 GateKeeper error.	Please check the IP address of the remote party.
Busy line - Connection not possible.	The telephone line of the remote party is busy and cannot be connected.
Far end inactive	The remote party operates the menu, and the still picture cannot be sent.
System not responding.	Check if the remote system is connected.
Close this menu to connect line	Close the menu when starting a conference.
Cannot establish all connections	Check the telephone number of the remote party.
Connection time out.	Wait for a while and then try dialing again.
Communication error	Wait for a while and then try dialing again.
Configuration error	Wait for a while and then try dialing again.
MCU operation rejected.	The function is not available when external MCU is connected.
Corrupted data stream-Terminating connection.	A signal error occurred. The line connections are compelled to be disconnected.
Memory full	The memory capacity of the "Memory Stick" is full.
Input title	Input an index title.
Operation disabled	—
Wrong password	The password is not correct. Enter the correct password.
01H LAN configuration error (IP address)	The IP address is not proper.
02H LAN configuration error (Netmask)	The netmask is not proper.
03H LAN configuration error (MAC address)	The MAC address is not proper.
04H LAN configuration error (DHCP error)	The IP address and netmask cannot be obtained.
05H Gatekeeper registration error	The setting of the Gatekeeper is not proper.
06H SNMP error	SNMP is not set properly.
LAN configuration error (Gatekeeper)	The setting of the Gatekeeper is not proper.
LAN configuration error (SNMP error)	The setting of the SNMP is not proper.
LAN configuration error	The settings in the LAN Setup menu are not proper.
Memory Stick error.	The format of the "Memory Stick" is wrong.
General error.	—

<b>Message</b>	<b>Meaning</b>
No Memory Stick.	Insert a "Memory Stick".
Memory Stick write-protected.	Release the lock of the erasure prevention switch on the "Memory Stick".
Memory full.	The data has been saved in the "Memory Stick" to its full capacity.
Memory Stick file error.	The file format of the "Memory Stick" is incorrect or abnormal.
Memory Stick file decode error.	Decoding the JPEG file has failed.
Memory Stick size error.	The file size of the "Memory Stick" is not acceptable.
There are no images recorded in the Memory Stick.	No images are recorded in the "Memory Stick".
File error.	There is an abnormality in the file.
File size error.	The file size is not acceptable.
File decode error.	Decoding the JPEG file has failed.
Format error.	The "Memory Stick" cannot be formatted.
Settings cannot be changed during communication.	Change the setting after disconnecting the system.
The still images were not sent.	Transmission of the still images has failed.
The presentation screen can not be sent.	Transmission of the RGB data from the Data Solution Box has failed.
Multipoint connection to this participant was not made.	Multipoint connection with this party is not available.
The LAN cannot be used.	You cannot use the LAN connection.
The DATA SOLUTION BOX cannot be used.	You cannot use the Data Solution Box connected.
Unknown device is connected.	An unacceptable device is connected to the WHITE BOARD connector.
ISDN UNIT is not available.	Communication with the ISDN unit cannot be made.
No more cascade connections are enabled.	Installing the MCU software into three or more Communication Terminals does not allow cascade connection.
Cascade connection via ISDN is not available.	You cannot use cascade connection when your system is connected via ISDN.
Cannot send RGB data while receiving.	While you are receiving an RGB picture from another terminal, you cannot send an RGB picture from equipment connected to the Data Solution Box.
A still image is being sent or received. The Data Solution Box is not usable.	While you are sending or receiving a still image, you cannot send or receive the RGB picture via the Data Solution Box.

Message	Meaning
Connection with the Data Solution Box is not correct. Please reset the system.	Connection between the Communication Terminal and the Data Solution Box is not correct. Turn off the Communication Terminal, then turn it on again.
Fan in the Data Solution Box does not work properly. The Data Solution Box is not usable.	The fan equipped with the Data Solution Box is not working properly. You cannot use the Data Solution Box.
The Whiteboard cannot be used.	The whiteboard can be used for a videoconference only between PCS-1/IP systems.
Battery in the stylus could be weak. Replace the battery.	The battery in the stylus for the whiteboard is low. Replace the battery in the stylus with a new one.
The far-end system is not compatible with the encryption feature.	When conducting an encrypted videoconference, you cannot connect to the system that is not compatible with the encryption feature.
The encryption feature on a far-end system is disabled.	When conducting an encrypted videoconference, you cannot connect to the system if the encryption feature is deactivated.
The encryption feature on a far-end system is enabled.	When conducting a daily conference, you cannot connect to the system if the encryption feature is activated.
The entered password for the encryption feature is not correct.	Enter the correct password.
The encrypted videoconference is not available if any terminal is connected via ISDN.	While the videoconference is held via the ISDN connection, you cannot connect any terminal via the LAN connection if your encryption feature is activated.
At least thirteen characters are required as a password for the encryption feature.	You have to enter 13 to 20 characters, numerals or symbols as the password required for conduct of an encrypted videoconference.
The conference could not start because the encryption feature at the near-end side was disabled.	Enable the encryption feature.
The conference could not start because the encryption feature at the far-end side was disabled.	Have the far-end side enable their encryption feature.
The standard encryption videoconference with SIP connection is not available.	Change connection methods, or switch to SONY encryption.
The Sony encryption videoconference with ISDN connection is not available.	Change connection methods, or switch to standard encryption.
PPPoE connection has failed.	LAN connection has failed. Check the PPPoE setting.
PPPoE server admission has failed.	Access to a network is not admitted by the PPPoE server.
Connection to the PPPoE server fails.	Check the DNS server setting.
Communication via LAN is not available. Check the LAN cable.	The connection to a LAN cannot be made. Check the LAN cable.

<b>Message</b>	<b>Meaning</b>
An IP address is not obtained via DHCP.	Check the DHCP setting.
Please dial by entering the IP address.	Be sure to enter the IP address of the remote party when dialing.
Reference to DNS has failed.	The LAN connection has failed as you entered the user name when using the domain name server. Enter the IP address.
Your system attempts to connect to other equipment than a videoconferencing system.	Connect your system to the videoconferencing system.
Some trouble occurs during connection. Connection has failed.	Try to connect again.
Check the information registered to the gatekeeper.	When you use the gatekeeper mode, the registered information on gatekeeper appears in Page 2/2 of the LAN Setup menu.
Connection has been rejected as the data exceeds the bandwidth of a gatekeeper.	Connection has failed as the data exceeds the bandwidth of a gatekeeper.
Gatekeeper does not respond.	Check the gatekeeper setting.
The ISDN Unit is not connected.	The ISDN Unit is not connected.
The ISDN line is invalid. Check the ISDN connection.	Check the ISDN connection.
ISDN lines are not connected correctly.	Check the ISDN connection.
Check the ISDN configuration.	Check the settings in the ISDN Setup menu.
A telephone number of a remote party has not been entered.	Enter the telephone number of the remote party.
The entered telephone number of a remote party is not correct.	Enter the correct telephone number of the remote party.
Problems connecting to a router or an ISDN connection.	The ISDN connection has not been made. There may be some problem in a router or in the ISDN connection on the remote party.
Line is busy. Try to dial again later.	Line is busy. Wait for a while and try dialing again.
A line has not been completely connected. The far-end videoconferencing system did not respond to our calling.	The videoconferencing system does not respond to the calling, and the connection has failed.
The terminal with the specified IP address does not exist, or the system is turned off.	The connection to the remote party cannot be made. You may specify a different IP address from that of the terminal or the system of the remote party is turned off.
Connection rejected.	The connection to the remote party has failed.
Call not responded.	The remote party does not respond to your calling.
H.245 Error.	Error occurs while connecting to the multiple points via LAN.



<b>Message</b>	<b>Meaning</b>
The remote terminal may not be compatible with the BONDING function.	The BONDING function may not be used. The remote terminal may not be equipped with this function.
The ISDN telephone number of the local party is not correctly set. Set it correctly.	Set your ISDN telephone number correctly.
The ISDN telephone number of the far-end party may be configured incorrectly.	The ISDN telephone number of the remote party may not be set correctly.
6B connection is available.	Connection has been made via 6B. More channel connection than 6B is not available.
PPPoE server admission has failed. Check the PPPoE User Name and Password are entered correctly.	LAN connection using PPPoE has failed. Enter the correct user name and password.
LAN configuration error. Fixed IP for PPPoE is set to On. Check the Fixed IP for PPPoE is entered correctly.	This system is set to use a fixed IP for a PPPoE connection. Enter the Fixed IP for PPPoE correctly in the LAN Setup menu.
PPPoE server admission fails. Dial again after confirmation of the PPPoE settings.	Check the PPPoE settings are complete in the LAN Setup menu, then try to dial again.
Access to the DNS server has failed. Check the PPPoE DNS settings.	Check that the PPPoE DNS settings in the LAN Setup menu are correct.
Connection to the remote party via DNS disabled. Dial using IP address.	Enter the IP address of the remote party when dialing.
Now obtaining an IP address via DHCP.	The IP address of your system is assigned automatically by the DHCP server.
LAN configuration error. Unauthorized IP address is set.	The set IP address cannot be used. Set the correct IP address again.
LAN configuration error. Unauthorized network mask is set.	The set network mask cannot be used. Set the correct network mask again.
Cannot access the DNS server. Use the IP address to dial.	Connection to the remote party using the domain name cannot be made. Enter the IP address of the remote party for dialing.
Configure the DNS address or use the IP address to dial.	Set the DNS address or enter the IP address of the remote party for dialing.
Check the user name or user number for dialing is correct.	Enter the user name or user number of the remote party correctly.
The remote terminal may not be registered in gatekeeper. Contact the gatekeeper administrator.	Contact the gatekeeper administrator for registration status of the remote party in gatekeeper.
Gatekeeper does not respond. Contact the gatekeeper administrator, or use the IP address to dial.	Connection using the user name and user number has failed. Contact the gatekeeper administrator, or dial using the IP address.
LAN configuration error. Gatekeeper Mode is set to On. Enter the gatekeeper address.	LAN connection is set to use the gatekeeper. Enter the gatekeeper address.
LAN configuration error. NAT Mode is set to On. Check the NAT address.	LAN connection is set to use NAT. Check the NAT address in the LAN Setup menu.

<b>Message</b>	<b>Meaning</b>
LAN configuration error. Unauthorized NAT address is specified. Check the NAT address.	The set NAT address cannot be used. Enter the correct NAT address in the LAN Setup menu.
LAN configuration error. Different address from NAT machines is specified. Check the NAT address.	Enter the correct NAT address in the LAN Setup menu.
LAN configuration error. Connection is not complete as the port number overlaps.	Check the TCP and UDP port numbers in the LAN Setup menu.
LAN configuration error. Connection is not complete as an invalid port number is specified.	Check the TCP and UDP port numbers in the LAN Setup menu.
Line is busy. Try to dial again later.	Connection has failed as the line is busy. Try to dial again later.
Local number is not set correctly in the ISDN Setup menu. Set it correctly. Line connected with 1B (64K).	ISDN line has been connected with 1B (64K) channel. Set the local numbers correctly in the ISDN Setup menu.
Local number setting for ISDN configuration may not be correct in the remote party. Line connected with 1B (64K).	ISDN line has been connected with 1B (64K) channel. The local numbers may not be correctly set in the remote party.
H.221 negotiation timeout. Restart the system and connect again.	Turn off your system, turn it on and try to dial again.
Dialing the same address is invalid.	You are calling the same party.
The ISDN lines fully occupied. Check Number of Lines in the Multipoint Setup menu, or check whether the ISDN cable is disconnected.	Check the number of ISDN lines is correctly set in the Multipoint Setup menu, or check the ISDN cable connection.
Regarded as a secondary terminal as the number of lines for ISDN configuration is different.	Some functions may be limited as your system is regarded as secondary terminal.
Regarded as a secondary terminal as Far End Camera Control is set to Off.	Some functions may be limited as your system is regarded as secondary terminal.
Check the line interface or the IP address is set correctly.	Select the line interface correctly or enter the correct IP address.
Dial setup error. No prefix number is entered.	The prefix is not registered in the Dial Setup menu.
Dial setup error. No prefix number for LAN is entered.	The prefix is not registered in the Dial Setup menu.
LAN configuration error. PPPoE is set to On. Check the PPPoE User Name and Password.	PPPoE is set for LAN connection. Configuration of the user name and password is required.
LAN configuration error. IP Precedence exceeds the maximum value.	Set the IP Precedence value between 0 and 7 in the LAN Setup menu.
LAN configuration error. Diffserve exceeds the maximum value.	Set the Diffserve value between 0 and 64 in the LAN Setup menu.

<b>Message</b>	<b>Meaning</b>
Connection using SIP is not available. Parameter error.	Connection using SIP cannot be made as the SIP configuration is not correct. Check the settings in the SIP Setup menu.
Connection using SIP is not available. System call error.	Connection using SIP cannot be made as this System has a problem.
Connection using SIP is not available. Memory over.	Connection using SIP cannot be made as the memory of this system is fully occupied.
Connection using SIP is not available. Initialization error.	Connection using SIP cannot be made as the initialization has failed. Check the setting.
Connection using SIP is not available. Unauthorized handle.	Connection using SIP cannot be made due to internal error.
Connection using SIP is not available. Maximum sessions over.	Connection using SIP cannot be made as the number of sites connected has been exceeded.
Connection using SIP is not available. Maximum presences over.	Connection using SIP cannot be made as the number of presences has been exceeded.
Connection using SIP is not available. Server internal error.	Connection using SIP cannot be made due to internal error of the SIP server.
Connection using SIP is not available. Provisional response timeout.	Connection using SIP cannot be made as there is no response from the remote party for a certain period of time.
Connection using SIP is not available. Request timeout.	Connection using SIP cannot be made as there is no response to our call from the remote party for a certain period of time.
Connection using SIP is not available. 4xx response received.	Connection using SIP cannot be made as, for example, the remote party uses a media that is not supported by this System.
Connection using SIP is not available. 5xx response received.	Connection using SIP cannot be made as an error occurs in the SIP server, etc. Check the SIP server.
Connection using SIP is not available. 6xx response received.	Connection using SIP cannot be made as, for example, the remote party cannot be found. Check the address of the remote party.
Connection using SIP is not available. Undefined error.	Connection using SIP cannot be made as unexpected error occurs.
Connection using SIP is not available. Unauthorized status.	Connection using SIP cannot be made as unexpected error occurs.
Connection using SIP is not available. Canceled by the remote site.	Connection using SIP is not possible as the remote party has been made a call, then cancelled.
Connection using SIP is not available. Disconnected by the remote site.	Connection using SIP cannot be made as the remote party cancels your call.
Connection using SIP is not available. Rejection received.	Connection using SIP cannot be made as the remote party rejects your call.
Connection using SIP is not available. Network error.	Connection using SIP cannot be made due to network problem. Check the network status.

<b>Message</b>	<b>Meaning</b>
Connection using SIP is not available. Encrypted conference via LAN not available.	Connection using SIP cannot be done if “Signal Encryption Methods” is set to “Standard encryption”.
Connection using SIP is not available. Line is busy.	Connection using SIP cannot be made as the remote party has been connected to another.
Transferring via a line interface other than SIP is not available.	You cannot transfer a call to the remote parties connected via an ISDN or IP.
The operation is not available as some line is in the hold mode.	You can resume the call or disconnect the line only in the hold mode.

The following messages indicate the state of the system. No action is required.

Message	Meaning
Meeting starts!	Connection with the remote party has been completed, and you can now start a conference.
Starting connection.	After receiving a call from the remote party the system starts connecting.
Meeting ends.	Operations for ending the conference have been completed.
Please wait.	The data is being saved.
Installation completed.	Installing the software is completed.
The still image has been sent.	A still picture has been transmitted to the remote party.
Still image transmission cancelled.	Transmission of a still image has been cancelled.
Preset 1 (-6) selected.	The camera angle and zoom setting has been changed to that registered in Preset number 1 (-6).
Still image saved to Memory Stick.	The still image has been saved to the "Memory Stick".
Registered to Preset number 1 (-6).	The camera angle and zoom setting has been registered in Preset number 1 (-6).
Terminal A (or B, C, D, E) has disconnected.	During a multipoint videoconference the remote party A (or B, C, D, E) has been disconnected.
Site A (or B, C, D, E) has disconnected.	During a multipoint videoconference the remote party A (or B, C, D, E) has ended the conference.
The still image from the object input has been transmitted.	The still image input from the Document Stand has been transmitted.
The slide show is over.	The slide show has been ended.
The 1st (-5th) position has been selected.	The terminal on the 1st (-5th) site for a multipoint videoconference has been selected from the Phone Book.
The terminal participated in the conference.	The remote party of the displayed terminal participates in the multipoint videoconference.
The terminal has dropped out of the conference.	The displayed terminal ends the multipoint videoconference.
Viewing the terminal. [Terminal name]	The picture of the displayed terminal can be seen on the screen.
Now upgrading. Wait for a while. Be sure not to turn off your system while upgrading.	The software is now upgrading. Be sure not to turn off the Communication Terminal until the upgrading is complete. Doing so may cause malfunction of the system.
Cascade connection is complete.	Cascade connection with the terminals has been completed.
Cascade connection has been made. Split mode is not available.	Cascade connection with the terminals has been made. You cannot display split windows.
Use of the Private Phone Book is available.	The "Memory Stick" in which the Private Phone Book is registered has been inserted into the Communication Terminal. You can use the Private Phone Book.

<b>Message</b>	<b>Meaning</b>
Use of the Private Phone Book is not available.	The “Memory Stick” in which the Private Phone Book is registered has been removed from the Communication Terminal. You cannot use the Private Phone Book.
The system is connecting to a LAN via PPPoE.	The Video Communication System is connecting to a LAN using PPPoE.
Current call has been transferred.	The current call has been transferred to the other party via SIP connection.
Call will be transferred upon disconnection.	When you disconnect the line, the call will transferred to the other remote party via SIP connection.
Remote party of the transfer destination disconnected.	The line has been disconnected by the remote party to whom you transferred the call via SIP connection.
Remote party of the current call to be transferred disconnected.	The line has been disconnected by the remote party whose call you are transferring to the other remote party via SIP connection.
The held call has been resumed.	The held call has been resumed during a conference using SIP.
Starts a conference. (The encryption feature is enabled.)	The conference starts with the encryption feature enabled.
Starts a conference. (The encryption feature is disabled.)	The conference starts with the encryption feature disabled.

# Troubleshooting

If the Communication Terminal does not function correctly, check the following.

Symptom	Cause	Solution
The power is not turned on.	The power switch is not set to on.	Set the power switch to on (I) (page 29).
	The batteries in the Remote Commander are low or dead.	Replace the batteries with new ones (page 27).
Three indicators on the front of the Communication Terminal blink.	The fan inside the Terminal stops.	Turn off the system immediately and consult with Sony dealer.
No sound or the volume is very low.	The volume of the System is too low.	Adjust the sound volume by pressing the VOLUME +/- buttons on the Remote Commander (page 32).
	The volume of the TV monitor is too low.	Adjust the volume of the TV monitor.
	The microphone on the remote party is turned off.	Ask the remote party to turn on the microphone.
	"Mic Select" is not set properly.	Set up "Mic Select" properly according to the microphone to be used (page 51).
	Audio input is not selected properly.	Set up "Input Select" properly (page 51).
	The microphone or external equipment is not connected correctly.	Check the connection (pages 132, 137 and 147).
Picture is blurred.	Manual focus is selected but picture remains blurred.	Adjust the focus (page 103).
	When auto focus is selected, the background is too bright, contrast is too high, or the background or the participants' clothes contain fine line patterns.	Select manual focus and adjust manually (page 104).

Symptom	Cause	Solution
No picture.	The selected picture source is not tuned on.	Turn on the selected video equipment.
	Video input is not selected properly.	Select the video input with the VIDEO INPUT SELECT button (page 111).
	The selected picture source is not correctly connected to the System.	Check the connections (page 137).
	A voice meeting is held.	This is not a malfunction.
	Movement of the camera is prevented.	Turn off the Communication Terminal, then turn it on again.
No connection.	Wrong number was dialed.	Check the entered number.
	The setting of "Line I/F" is not correct.	Set "Line I/F" to correct interface referring to "Calling a Remote Party" (page 86).
	The registered items in the Phone Book are not correct.	Register the party correctly referring to "Registering a Remote Party – Phone Book" (page 68).
	Some of the system settings are not correct.	Set the system settings correctly referring to "Registering Local Information" (page 42).
	The IP address and network mask are not set correctly (when using LAN).	Ask the system administrator to set them correctly (page 57).
	The LAN or ISDN cable is disconnected.	Connect correctly (pages 25, 26).
	The LAN or ISDN cable is connected to the incorrect connector.	Connect correctly (pages 25, 26).
	The LAN or ISDN cable is down.	Replace the cable with a new one.
	The cable exclusively designed for the ISDN connection is used for LAN connection (when using LAN).	Use the cable for LAN connection.
	Incorrect type of cable (cross or straight cable) is used for the LAN or ISDN connection.	Use the correct type of cable.
	The DSU is turned off.	Turn on the DSU.
	If you disconnect the communication with an abnormal procedure, e.g., unplugging an ISDN cable or turning off the system during communication, you may not connect to the ISDN line for a while (when using ISDN).	Turn off the power of the system and wait for a few minutes before turning it on again.



Symptom	Cause	Solution
No connection.	If you repeat plugging/unplugging or turning on/off, you may not connect to the network for a while (when using LAN).	Turn off the power of the system and wait for a few minutes before turning it on again.
	LAN connection timeout (when using LAN).	Try again later.
	Packet for videoconferencing is not acceptable under the current LAN environment (when using LAN).	Consult with the system administrator so that the packet for videoconferencing becomes acceptable under your LAN environment.
	The remote terminal is not turned on.	Ask the remote party to turn on the terminal.
	It takes a long time for the remote party to be able to answer from the standby mode.	Ask the remote party to cancel the standby mode.
	The remote party is in communication with another party.	Call the remote party after they end the communication with another party.
	Answering the call is not permitted by the remote terminal as it is operating for setups, etc.	Ask the remote party to permit answering a call.
	The remote terminal is not set to auto answer mode.	Ask the remote party to set the terminal to auto answer mode, or to answer a call manually.
	The ISDN telephone numbers are not set up in the remote terminal (when using bonding).	Ask the remote party to set up "Area Code" and "Local Number" in the ISDN Setup menu correctly (page 59).
	The eighth digit and up of the ISDN telephone numbers are not the same when connecting using bonding (when the remote party uses the videoconference system of an older model such as the PCS-1600).	Connect without using bonding, or use the ISDN telephone numbers that are the same in the eighth digit and up.
There is some problem with the remote terminal.	Try to dial the number of another terminal.	
A message appears on the screen.	See "On Screen Messages" (page 244).	

Symptom	Cause	Solution
Still pictures or the Phone Book cannot be saved to the "Memory Stick."	The write-protect tab on the "Memory Stick" is set to LOCK.	Release the lock (page 121).
	The "Memory Stick" has already been recorded to full capacity.	Use another "Memory Stick."

# Specifications

## PCS-P1/P1P Communication Terminal

This unit is compliant with ITU-T Recommendations H.320 and H.323.

### Motion picture

#### Operating bandwidth

64 Kbps to 1920 Kbps (standard, LAN connection)

56 Kbps to 768 Kbps (when installing the PCSA-B768S, ISDN connection)

56 Kbps to 384 Kbps (when installing the PCSA-B384S, ISDN connection)

**Coding** H.261/H.263/H.263+/H.263++/H.264/Interlaced SIF (ITU-T Recommendation)

MPEG4 Simple Profile (when using LAN)

#### Picture elements

CIF: 352 pixels × 288 lines

QCIF: 176 pixels × 144 lines

#### Color system

NTSC (PCS-P1)

PAL (PCS-P1P)

Capable of connection between both color systems

### Still Picture

**Pixels** 704 pixels × 480 lines (PCS-P1)  
704 pixels × 576 lines (PCS-P1P)

**Encoding** H.261 (ITU-T Recommendation) Annex. D (4CIF)  
H.263 (special format of this system)

### Sound

**Bandwidth** 14 kHz (MPEG4 Audio)  
7 kHz (G.722/G.722.1 compliant with ITU-T Recommendation)  
3.4 kHz (G.711/G.723.1/G.728/G.729 compliant with ITU-T Recommendation)

#### Transmission rate

56 Kbps, 64 Kbps (G.711 compliant with ITU-T Recommendation)

48 Kbps, 56 Kbps, 64 Kbps (G.722 compliant with ITU-T Recommendation)  
64 Kbps, 96 Kbps (MPEG4 Audio) (when using LAN)  
24 Kbps, 32 Kbps (G.722.1 compliant with ITU-T Recommendation) (when using LAN)  
16 Kbps (G.728 compliant with ITU-T Recommendation)  
8 Kbps (G.729 compliant with ITU-T Recommendation) (when using LAN)  
5.3 Kbps, 6.3 Kbps (G.723.1 compliant with ITU-T Recommendation) (when using LAN)

### Network

#### Multiplexing

Video, audio, data

#### Frame format

H.221 (compliant with ITU-T Recommendation)

#### Interface

LAN (standard), 64 Kbps to 1920 Kbps  
ISDN (BRI), up to 6 lines (when installing the PCSA-B768S), up to 3 lines (when installing the PCSA-B384S)

#### Data transmission rate

LSD 1.2 Kbps, 4.8 Kbps, 6.4 Kbps  
MLP 6.4 Kbps, 24 Kbps, 32 Kbps  
HMLP 62.4 Kbps, 64 Kbps, 128 Kbps

#### LAN protocol supported

HTTP  
FTP  
Telnet  
RTP/RTCP  
TCP/UDP

### Remote control

#### Far end camera control

H.281 (compliant with ITU-T Recommendation)

#### Data transfer

T.120 (compliant with ITU-T Recommendation)

### General

#### Power requirements

19.5 V

#### Power consumption

3.5 A

Operating temperature	5°C to 35°C (41°F to 94°F)
Operating humidity	20% to 80%
Storage temperature	-20°C to +60°C (-4°F to +140°F)
Storage humidity	20% to 80% (no condensation)
Dimensions	258 × 54 × 171 mm (w/h/d) (10 1/4 × 2 1/4 × 6 3/4 inches) (not including the projected parts)
Mass	Approx. 1.3 kg (2 lb 14 oz)
Supplied accessories	Remote Commander PCS-R1 (1) Size AA (R6) batteries for Remote Commander (2) IR repeater (2) Camera cable (0.25 m, 0.8 ft) (1) S-video connecting cable (1.5 m, 4.9 ft) (1) Audio connecting cable (1 m, 3.3 ft) (1) AC adaptor PCS-AC195 (1) Power cord (1) 21-pin adaptor (1) (PCS-PIP only) Velcro (3 for the Camera Unit, 2 for the Communication Terminal) CD-ROM (1) Before Using this Unit (1) Connection Sheet (1) Quick Connection Guide/Remote Control Guide (1) Warranty booklet (1)

## PCS-C1/C1P Camera Unit

Video signal	NTSC color, EIA standards (PCS-C1) PAL color, CCIR standards (PCS-C1P)
Image device	1/4 type CCD (Charge Coupled Device) Approx. 410 000 pixels (Effective: approx. 380 000 pixels) (PCS-C1) Approx. 470 000 pixels (Effective: approx. 440 000 pixels) (PCS-C1P)
Lens	f = 3.1 to 31 mm, F 1.8 to 2.9, Horizontal angle 6.6° to 65°
Focal distance	100 (WIDE) to 600 (TELE) mm
Minimum illumination	3.5 lux at F 1.8/50 IRE
Illumination range	

	3.5 lux to 100 000 lux
Horizontal resolution	470 TV lines (PCS-C1) 450 TV lines (PCS-C1P)
Pan/tilt action	Horizontal ±100° Vertical ±25°
Dimension	147 × 130 × 138 mm (w/h/d) (5 7/8 × 5 1/8 × 5 1/2 inches) (not including the projected parts)
Mass	Approx. 1.1 kg (2 lb 7 oz)

## Microphone

Frequency range	18 kHz
Directional characteristic	Narrow-angle directional

## PCS-R1 Remote Commander

Signal format	Infrared SIRCS
Control	DC 3V using two size AA (R6) batteries
Dimensions	50 × 24 × 197 mm (w/h/d) (2 × 31/32 × 7 7/8 inches) (not including the projected parts)
Mass	Approx. 140 g (4 oz) (including batteries)

## PCS-AC195 AC Adaptor

Power requirements	100 to 240V AC, 50/60 Hz, 1.3 A to 0.6 A
Output	19.5 V, 4.1A
Operating temperature	5°C to 35°C (41°F to 94°F)
Operating humidity	20% to 80%
Storage temperature	-20°C to +60°C (-4°F to +140°F)
Storage humidity	20% to 80% (no condensation)
Dimensions	63 × 31 × 140 mm (w/h/d) (2 1/2 × 1 1/4 × 5 5/8 inches)
Mass	Approx. 410 g (14 oz)

## PCS-A1 Microphone (Optional)

Bandwidth	13 kHz
Directional characteristic	Omnidirectional

Dimensions	74 × 16 × 93 mm (w/h/d) (3 × 2 <sup>1</sup> / <sub>32</sub> × 3 3/4 inches)
Mass	Approx. 170 g (6 oz)
Power	Plug in power
Cable length	8 m (26.2 ft)

### PCSA-A3 Microphone (Optional)

Bandwidth	13 kHz
Directional characteristic	Unidirectional
Dimension	68 × 16 × 96 mm (w/h/d) (2 3/4 × 2 <sup>1</sup> / <sub>32</sub> × 3 7/8 inches)
Mass	Approx. 200 g (7 oz)
Power	Plug in power
Cable length	8 m (26.2 ft)

### PCSA-B384S/PCS-B384 ISDN Unit (Optional)

Power requirements	19.5 V
Power consumption	0.3 A
Operating temperature	5°C to 35°C (41°F to 94°F)
Operating humidity	20% to 80%
Storage temperature	-20°C to +60°C (-4°F to +140°F)
Storage humidity	20% to 80% (no condensation)
Dimensions	PCSA-B384S: 165 × 34 × 127 mm (w/h/d) (6 1/2 × 1 3/8 × 5 inches) (not including the projected parts) PCS-B384: 165 × 34 × 127 mm (w/h/d) (6 1/2 × 1 3/8 × 5 inches) (not including the projected parts)
Mass	PCSA-B384S: Approx. 400 g (14 oz) PCS-B384: Approx. 400 g (14 oz)
Supplied accessories	Interface cable (5 m, 16.4 ft) (1) Operating Instructions (1) Warranty booklet (1)

### PCSA-B768S/PCS-B768 ISDN Unit (Optional)

Power requirements	19.5 V
Power consumption	0.5 A
Operating temperature	5°C to 35°C (41°F to 94°F)
Operating humidity	20% to 80%
Storage temperature	-20°C to +60°C (-4°F to +140°F)
Storage humidity	20% to 80% (no condensation)
Dimensions	PCSA-B768S: 165 × 34 × 127 mm (w/h/d) (6 1/2 × 1 3/8 × 5 inches) (not including the projected parts) PCS-B768: 165 × 34 × 127 mm (w/h/d) (6 1/2 × 1 3/8 × 5 inches) (not including the projected parts)
Mass	PCSA-B768S: Approx. 400 g (14 oz) PCS-B768: Approx. 400 g (14 oz)
Supplied accessories	Interface cable (5 m, 16.4 ft) (1) Operating Instructions (1) Warranty booklet (1)

### PCSA-DSB1S/PCS-DSB1 Data Solution Box (Optional)

Power requirements	19.5 V
Power consumption	1.0 A
Operating temperature	5°C to 35°C (41°F to 94°F)
Operating humidity	20% to 80%
Storage temperature	-20°C to +60°C (-4°F to +140°F)
Storage humidity	20% to 80% (no condensation)
Dimensions	PCSA-DSB1S: 240 × 37 × 180 mm (w/h/d) (9 1/2 × 1 1/2 × 7 1/8 inches) (not including the projected parts) PCS-DSB1: 240 × 33 × 160 mm (w/h/d) (9 1/2 × 1 5/16 × 6 3/8 inches) (not including the projected parts)

Mass           PCSA-DSB1S: Approx. 1.1 kg  
                  (2 lb 7 oz)  
                  PCS-DSB1: Approx. 850 g (1 lb  
                  14 oz)

Supplied accessories

- Interface cable (10 m, 32.8 ft) (1)
- Operating Instructions (1)
- Warranty booklet (1)

### **PCS-320M1 H.320 MCU Software (Optional)**

Dimensions   50 × 2.8 × 21.5 mm (w/h/d) (2 ×  
                  <sup>1</sup>/<sub>8</sub> × <sup>7</sup>/<sub>8</sub> inches)

Mass           Approx. 4 g (0.1 oz)

Supplied accessories

- Serial Number seal (1)
- Operating Instructions (1)

### **PCS-323M1 H.323 MCU Software (Optional)**

Dimensions   50 × 2.8 × 21.5 mm (w/h/d) (2 ×  
                  <sup>1</sup>/<sub>8</sub> × <sup>7</sup>/<sub>8</sub> inches)

Mass           Approx. 4 g (0.1 oz)

Supplied accessories

- Serial Number seal (1)
- Operating Instructions (1)

Design and specifications are subject to change without notice.

## Acceptable RGB Input/Output Signals

### PCS-P1/P1P Communication Terminal (RGB OUT)

Picture element	Signal format	fH (kHz)	fV (Hz)	Dot clock (MHz)	Sync
1024 × 768	XGA VESA 60 Hz	48.363	60.004	65	H-neg V-neg

### PCSA-DSB1S/PCS-DSB1 Data Solution Box (RGB IN A/RGB IN B)

Picture element	Signal format	fH (kHz)	fV (Hz)	Dot clock (MHz)	Sync
640 × 480	VGA mode	31.469	59.94	25.17	H-neg V-neg
	Macintosh 13"	35	66.667	30.24	H-neg V-neg
	VGA VESA 72 Hz	37.861	72.809	31.5	H-neg V-neg
	VGA VESA 75 Hz	37.5	75	31.5	H-neg V-neg
	VGA VESA 85 Hz	43.269	85.008	36	H-neg V-neg
800 × 600	SVGA VESA 56 Hz	35.156	56.25	36	H-pos V-pos
	SVGA VESA 60 Hz	37.879	60.317	40	H-pos V-pos
	SVGA VESA 72 Hz	48.077	72.188	50	H-pos V-pos
	SVGA VESA 75 Hz	46.875	75	49.5	H-pos V-pos
	SVGA VESA 85 Hz	53.674	85.061	56.25	H-pos V-pos
1024 × 768	XGA VESA 60 Hz	48.363	60.004	65	H-neg V-neg
	XGA VESA 70 Hz	56.476	70.069	75	H-neg V-neg
	XGA VESA 75 Hz	60.023	75.029	78.75	H-pos V-pos

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## PCSA-DSB1S/PCS-DSB1 Data Solution Box (RGB OUT)

Picture element	Signal format	fH (kHz)	fV (Hz)	Dot clock (MHz)	Sync
1024 × 768	XGA VESA 60 Hz	48.363	60.004	65	H-neg V-neg

- While the picture input from the RGB IN A or RGB IN B connector is transmitted, the picture of the input signal format (VGA, SVGA or XGA) is output from this connector.



## Pin Assignment

### 100BASE-TX/10BASE-T jack



### Modular jack

Pin	Signal	Description
1	TPOP	Transmit+
2	TPON	Transmit-
3	TPIP	Receive+
4	NC	—
5	NC	—
6	TPIN	Receive-
7	NC	—
8	NC	—

### ISDN UNIT connector



### USB connector

Pin	Signal	Description
1	GND	Ground
2	19.5V	19.5V
3	DCLK+	Clock+
4	DCLK-	Clock-
5	DR+	Receive data+
6	DR-	Receive data-
7	FS+	Frame sync+
8	FS-	Frame sync-
9	DX+	Transmit data+
10	DX-	Transmit data-
11	RX	Serial receive data
12	TX	Serial transmit data
13	19.5V	19.5V

Pin	Signal	Description
14	GND	Ground

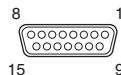
### VIDEO OUT MONITOR MAIN/SUB, VIDEO IN AUX 1/AUX 2 connectors



### Mini-DIN 4-pin connector

Pin	Signal	Description
1	GND	Analog Ground
2	GND	Analog Ground
3	Y	Brightness Signal
4	C	Chrominance Signal

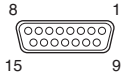
### CAMERA UNIT connector



### D-sub 15-pin connector (female)

Pin	Signal	Description
1	Y	Brightness signal
2	Y.GND	Brightness signal ground
3	C	Chrominance signal
4	C.GND	Chrominance signal ground
5	Video	Video signal
6	Video.GND	Video signal Ground
7	TXD	Transmit data
8	RXD	Receive data
9	19.5 V	19.5 V
10	MIC+	Microphone+
11	MIC-	Microphone-
12	SIRCS	Remote control data
13	DTR	Data terminal ready
14	STANDBY	Standby
15	GND	Ground

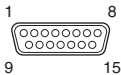
## TERMINAL connector



## D-sub 15-pin connector (female)

Pin	Signal	Description
1	Y	Brightness signal
2	Y.GND	Brightness signal ground
3	C	Chrominance signal
4	C.GND	Chrominance signal ground
5	Video	Video signal
6	Video.GND	Video signal Ground
7	RXD	Receive data
8	TXD	Transmit data
9	19.5 V	19.5 V
10	MIC+	Microphone+
11	MIC-	Microphone-
12	SIRCS	Remote control data
13	DTR	Data terminal ready
14	STANDBY	Standby
15	GND	Ground

## DSB connector

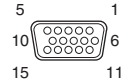


## D-sub 15-pin (male)

Pin	Signal	Description
1	Video	Video signal
2	Video.GND	Video signal ground
3	LINE A+	Line audio+
4	LINE A-	Line audio-
5	MIC+	Microphone+
6	MIC-	Microphone-
7	TD+	Transmit data+
8	TD-	Transmit data-

Pin	Signal	Description
9	19.5V	19.5V
10	NC	-
11	AGND	Analog ground
12	NC	-
13	RD+	Receive+
14	RD-	Receive-
15	GND	Ground

## RGB OUT connector



## Mini D-sub 15-pin (female)

Pin	Signal	Description
1	RED	R (red)
2	GREEN	G (green)
3	BLUE	B (blue)
4	NC	-
5	GND	Ground
6	RED.GND	R (red) signal ground
7	GREEN.GND	G (green) signal ground
8	BLUE.GND	B (blue) signal ground
9	NC	-
10	SYNC.GND	Sync signal ground
11	NC	-
12	NC	-
13	HSYNC	Horizontal sync
14	VSNC	Vertical sync
15	NC	-

## Pin Assignment on Optional Board Connectors

### ISDN 1-3 jacks (PCSA-B384S/PCS-B384)

### ISDN 1-6 jacks (PCSA-B768S/PCS-B768)



#### Modular jack

Pin	Signal	Description
1	NC	–
2	NC	–
3	TA	Transmit+
4	RA	Receive+
5	RB	Receive–
6	TB	Transmit–
7	NC	–
8	NC	–

### TERMINAL connector (PCSA-B384S/PCS-B384/PCSA-B768S/PCS-B768)

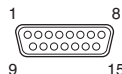


#### USB connector

Pin	Signal	Description
1	GND	Chassis ground
2	19.5V	19.5V
3	DCLK+	Clock+
4	DCLK–	Clock–
5	DR+	Transmit data+
6	DR–	Transmit data–
7	FS+	Frame sync+
8	FS–	Frame sync–
9	DX+	Receive data+

Pin	Signal	Description
10	DX–	Receive data–
11	TX	Serial transmit data
12	RX	Serial receive data
13	19.5V	19.5V
14	GND	Ground

### TERMINAL connector (PCSA-DSB1S/PCS-DSB1)



#### D-sub 15-pin connector (male)

Pin	Signal	Description
1	Video	Video signal
2	Video.GND	Video signal ground
3	LINE A+	Line audio+
4	LINE A–	Line audio–
5	MIC+	Microphone+
6	MIC–	Microphone–
7	RD+	Receive+
8	RD–	Receive–
9	19.5V	19.5V
10	NC	–
11	AGND	Analog ground
12	NC	–
13	TD+	Transmit data+
14	TD–	Transmit data–
15	GND	Ground

## List of Port Numbers Used on the PCS-1/1P

### When connecting one-to-one (Default)

When “Port Number Used” is set to “Default” in the LAN Setup menu, the PCS-1/1P uses the following port numbers.

Signal	Port number
RAS (PCS-1/1P)	Any number from 2253 to 2255 (using GateKeeper)
RAS (GateKeeper)	1718 or 1719 (using GateKeeper)
Q.931 (dial)	Any number from 2253 to 2255
Q.931 (answer)	1720
H.245	Any number from 2253 to 2255
Audio RTP	49152
Audio RTCP	49153
Video RTP	49154
Video RTCP	49155
FECC RTP	49156
FECC RTCP	49157
Data conference RTP	49158
Data conference RTCP	49159

### When connecting one-to-one (Custom: TCP Port Number 3000 and UDP Port Number 3000)

When “Port Number Used” is set to “Custom” in the LAN Setup menu, the PCS-1/1P uses the port numbers defined by the values entered in “TCP Port Number” and “UDP Port Number”.

For example, when “TCP Port Number” is set to “3000” and “UDP Port Number” is set to “3100”, the PCS-1/1P uses the following port numbers.

Signal	Port number
RAS (PCS-1/1P)	Any number from 3000 to 3002 (using GateKeeper)
RAS (GateKeeper)	1718 or 1719 (using GateKeeper)
Q.931 (dial)	Any number from 3000 to 3002
Q.931 (answer)	1720
H.245	Any number from 3000 to 3002
Audio RTP	3100
Audio RTCP	3101
Video RTP	3102
Video RTCP	3103
FECC RTP	3104
FECC RTCP	3105
Data conference RTP	3106
Data conference RTCP	3107

### When the H.323 MCU software is installed (Default)

When “Port Number Used” is set to “Default” in the LAN Setup menu, the PCS-1/1P operated as the main terminal uses the following port numbers.

Signal	Port number (First point)	Port number (N <sup>th</sup> point)
RAS (PCS-1/1P)	Any number from 2253 to 2263 (using Gate Keeper)	
RAS (Gate Keeper)	1718 or 1719 (using Gate Keeper)	
Q.931 (dial)	Any number from 2253 to 2263	
Q.931 (answer)	1720	
H.245	Any number from 2253 to 2263	
Audio RTP	49152	49152+20 × (N-1)

Signal	Port number (First point)	Port number (N <sup>th</sup> point)
Audio RTCP	49153	49153+20 × (N-1)
Video RTP	49154	49154+20 × (N-1)
Video RTCP	49155	49155+20 × (N-1)
FECC RTP	49156	49156+20 × (N-1)
FECC RTCP	49157	49157+20 × (N-1)
Data conference RTP	49158	49158+20 × (N-1)
Data conference RTCP	49159	49159+20 × (N-1)

Signal	Port number (First point)	Port number (N <sup>th</sup> point)
Audio RTCP	3101	3101+20 × (N-1)
Video RTP	3102	3102+20 × (N-1)
Video RTCP	3103	3103+20 × (N-1)
FECC RTP	3104	3104+20 × (N-1)
FECC RTCP	3105	3105+20 × (N-1)
Data conference RTP	3106	3106+20 × (N-1)
Data conference RTCP	3107	3107+20 × (N-1)

**When the H.323 MCU software is installed (Custom: TCP Port Number 3000 and UDP Port Number 3000)**

When “Port Number Used” is set to “Custom” in the LAN Setup menu, the PCS-1/IP uses the port numbers defined by the values entered in “TCP Port Number” and “UDP Port Number”.

For example, when “TCP Port Number” is set to “3000” and “UDP Port Number” is set to “3100”, the PCS-1/IP operated as the main terminal uses the following port numbers.

Signal	Port number (First point)	Port number (N <sup>th</sup> point)
RAS (PCS-1/IP)	Any number from 3000 to 3010 (using Gate Keeper)	
RAS (GateKeeper)	1718 or 1719 (using Gate Keeper)	
Q.931 (dial)	Any number from 3000 to 3010	
Q.931 (answer)	1720	
H.245	Any number from 3000 to 3010	
Audio RTP	3100	3100+20 × (N-1)

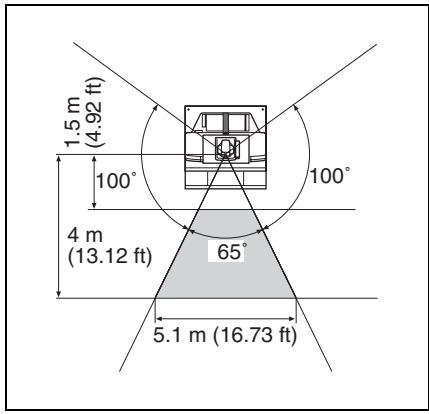
# Videoconferencing Room Layout

Be sure to position camera and microphone appropriately in your videoconferencing room.

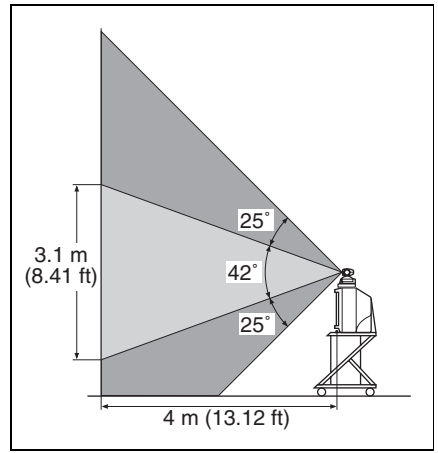
## Camera Range

■ represents the shooting area of the camera when the zoom has been extended fully. ■ indicates the shooting area of the camera when the left/right angling function is fully utilized. Use the measurements below as a guide for the layout of your videoconference room.

## Top view (horizontal range at maximum zoom-out)



## Side view (vertical range at maximum zoom-out)

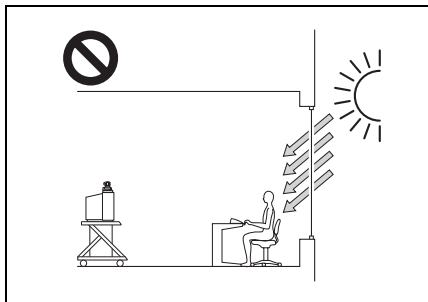


## Layout Considerations

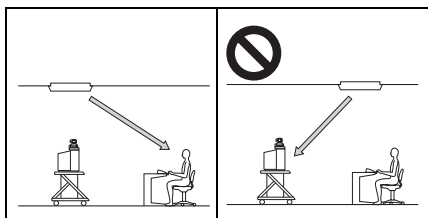
- Avoid having large, moving objects, especially people, behind the participants, as the quality of the picture transmitted to the remote party will deteriorate.
- Do not seat participants in front of a wall with fine stripe patterns.
- Choose a room where echo will not occur.
- Do not install the system near noise sources such as air conditioners or copy machines.
- Avoid placing the system in a room where there are the speakers used for an in-house broadcasting system.

## Lighting Considerations

Do not point the camera toward a window where sunlight comes in as back lighting may decrease the contrast. If it is necessary, cover the window with a thick curtain.



Adjust room lighting so that it falls on the participants. Avoid direct light on the TV monitor. Light intensity on faces should be about 300 lux or more.

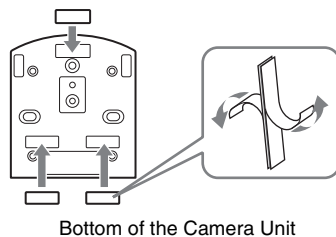
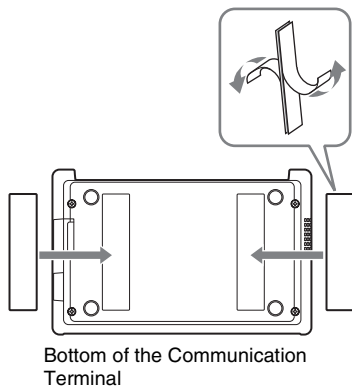


If an inverter type or brightness-adjustable type of fluorescent lamp is used, the sensitivity of the Remote Commander may deteriorate.

## Installing the Communication Terminal and Camera

You can fix the Communication Terminal or the Camera to your chosen place of installation using the supplied Velcro.

- 1 Stick the supplied Velcro to the bottom of the Communication Terminal or Camera.



- 2 Stick another piece of Velcro to the installation place.
- 3 Install the Communication Terminal or the Camera on the installation place by securing the two pieces of Velcro.

---

# Glossary

## **BONDING\***

BONDING is one of the Inverse Multiplexing methods allowing connection of the videoconferencing system using multiple ISDN lines. Dialing the first ISDN line only enables you to connect all other lines. Dialing the second and later lines is automatically done by the communication between the videoconferencing systems on both sites. To use BONDING, it is required that both videoconferencing systems are equipped with the BONDING function and that "Area Code" and "Local Number" in the ISDN Setup menu on the answering site are set correctly. As the communication between the systems when using the BONDING function is made via the ISDN numbers on the answering site, setting of "Area Code" and "Local Number" in the ISDN Setup menu is not essential on the dialing site.

\* BONDING (Bandwidth on Demand Interoperability Group) is a registered trademark of THE BONDING CONSORTIUM.

## **BRI**

An abbreviation for Basic Rate Interface. Basic interface standardized by the ITU-T. Single ISDN has two B channels and one D channel.

## **CIF**

An abbreviation for Common Intermediate Format. This format allows communication between different color systems (NTSC and PAL).  
352 pixels × 288 lines

## **Codec**

An abbreviation for Coder-Decoder. An integrated device of a coder that converts an analog audio/video signal to a digital data stream and compresses it, and a decoder for expanding to restore the original analog signal.

## **DHCP**

An abbreviation for Dynamic Host Configuration Protocol. Manages IP addresses in the network.

## **DNS**

An abbreviation for Domain Name System. Defines the domain name system.

## **Echo Canceler**

Device to eliminate echo that occurs when transmitting audio.

## **Frame rate**

The number of frames which can be encoded/decoded in one second.

## **G.711**

Audio encoding/decoding format recommended by the ITU-T. A phone bandwidth audio signal is converted to a digital signal with a data rate of 64 Kbps. It can be transmitted with a data rate of 56 Kbps.

## **G.722**

Audio encoding/decoding format recommended by the ITU-T. A 7-kHz bandwidth audio signal is converted to a digital signal with a data rate of 48 Kbps, 56 Kbps or 64 Kbps.

## **G.722.1**

Audio encoding/decoding format recommended by the ITU-T. A 7-kHz bandwidth audio signal is converted to a digital signal with a data rate of 24Kbps or 32 Kbps.

## **G.729**

Audio encoding/decoding format recommended by the ITU-T. A phone bandwidth audio signal is converted to a digital signal with the data rate of 8 Kbps.

## **G.723.1**

Audio encoding/decoding format recommended by the ITU-T. A phone bandwidth audio signal is converted to a digital signal with a data rate of 5.3 Kbps or 6.3 Kbps.



**G.728**

Audio encoding/decoding format recommended by the ITU-T. A phone bandwidth audio signal is converted to a digital signal with a data rate of 16 Kbps.

**Gatekeeper**

Controls the access of H.323 videoconference devices on a network. Administers the zone, access limitation, audio/video bandwidth, and alias etc.

**H.221**

Frame structure for a 64 to 1920 Kbps channel in audiovisual teleservices.

**H.239**

ITU-T standard for sharing data and presentations with video. This supports the dual video presentation mode, enabling endpoints to receive and transmit video and presentation data simultaneously.

**H.261**

Video codec for audio/visual services as p × 64 Kbps. Videoconferencing standard that defines a video coding algorithm, picture format and error correcting technology for communication between different manufacturers' video codecs.

**H.263**

A video coding algorithm based on the H.261 standard. This format enables communication via a lower bit rate.

**H.263+**

Video encoding/decoding format based on the H.263 standard, added by the Annex I to T (I, J, K, . . . . . T), that allows enhanced picture quality and error resistance. Normally, this format is a profile used with a combination of some of the Annex for H.263/H.263+.

**H.264**

A video coding algorithm newly standardized by the ITU-T in May 2003. This format realizes high-quality picture via a lower bit rate. It provides an equal picture quality via half as low bit rate as the H.263 format. The H.264 format is also called as MPEG4 Advanced Video Coding (AVC).

**H.320**

A videoconferencing standard for communication between different videoconferencing system.

**H.323**

This enables communications on the non-QOS (Quality of Service) LAN.

**HMLP**

See "MLP".

**I-MUX**

An abbreviation for Inverse Multiplexer. This protocol allows you to transmit the data at 384 Kbps via 6B-channel.

**Interlaced SIF**

With TV pictures, 60 fields of pictures per second are interlaced to provide high resolution and smooth motion pictures. The conventional videoconferencing system uses CIF format pictures (352 pixel × 388 line) transmitted in 30 fields per second. In CIF format, smooth motion pictures like TV pictures cannot be obtained. In the Interlaced SIF format, interlaced SIF size pictures (352 pixel × 240 line) can be transmitted at 60 frames per second. This enables display of pictures with higher vertical resolution of 352 pixel × 480 lines, providing smooth motion picture. However, a relatively higher bit rate is required as the amount of information is twice as much as that of the CIF format.

**ISDN**

An abbreviation for Integrated Services Digital Network. This is a communication protocol by CCITT on transmission of integrated voice, video, and data. Bandwidths include basic (64 Kbps) and primary rate (1.544 and 2.048 Mbps).

**ITU-T**

An abbreviation for International Telecommunication Union, Telecommunications.

## **Lip synchronization**

A function that synchronizes sound with motion. Sound processing is much faster than motion processing, thus sound and motion sometimes get out of step with each other.

## **MCU**

An abbreviation for Multipoint Control Unit. When connecting a MCU, a multipoint videoconference can be held.

## **MLP**

Data communication is also available during communication of video/audio signals between the videoconferencing systems. The MLP or HMLP is a protocol for data communication such as NetMeeting. Using the HMLP protocol allows faster data transmission.

## **MPEG4**

A video coding algorithm recommended by the ISO/IEC based on the H.263+ standard. Adding some tools provides some improvement of picture quality compared with the H.263+ standard. The MPEG4 format is commonly used for personal computers, cellular phones, etc.

## **P in P**

An abbreviation for “Picture in Picture.” This is a function which allows you to monitor your own party on a small window on your TV monitor.

## **QCIF**

An abbreviation for Quarter CIF. The number of pixels is a quarter than one of CIF format. 176 pixels × 144 lines

## **Secondary terminal**

Normally, a multipoint videoconference is not available unless the video and audio modes and transmission rate of the videoconferencing systems of all the sites are the same.<sup>\*1</sup> For a multipoint videoconference the terminal that can be connected in the same modes is called a primary terminal, while a secondary terminal is the terminal in which some of the functions are restricted since the connection is not enabled with the same modes. The

restriction on the functions depends on the conditions described in “Notes on Secondary Terminals” under “Chapter 8 Multipoint Videoconference”.

For example, this system does not transmit video signals to a terminal that has no common formats but can communicate via audio signals. In this case, the terminal in which picture viewing is not available is regarded as a secondary terminal.<sup>\*2</sup> A terminal communicated via a normal phone included in the multipoint videoconference is also called a secondary terminal. For details on secondary terminals, see “Notes on Secondary Terminals” on page 196.

\*1 Difference between the NTSC and PAL color systems is permitted.

\*2 Receiving the video signals from this terminal may be available with the system.

## **SNMP**

An abbreviation for Simple Network Management Protocol. This protocol is for management information between the management station and the managed terminals.

## **SPID**

An abbreviation for Service Profile ID.

## **Sub-address**

An identification number given to devices sharing a common ISDN line .

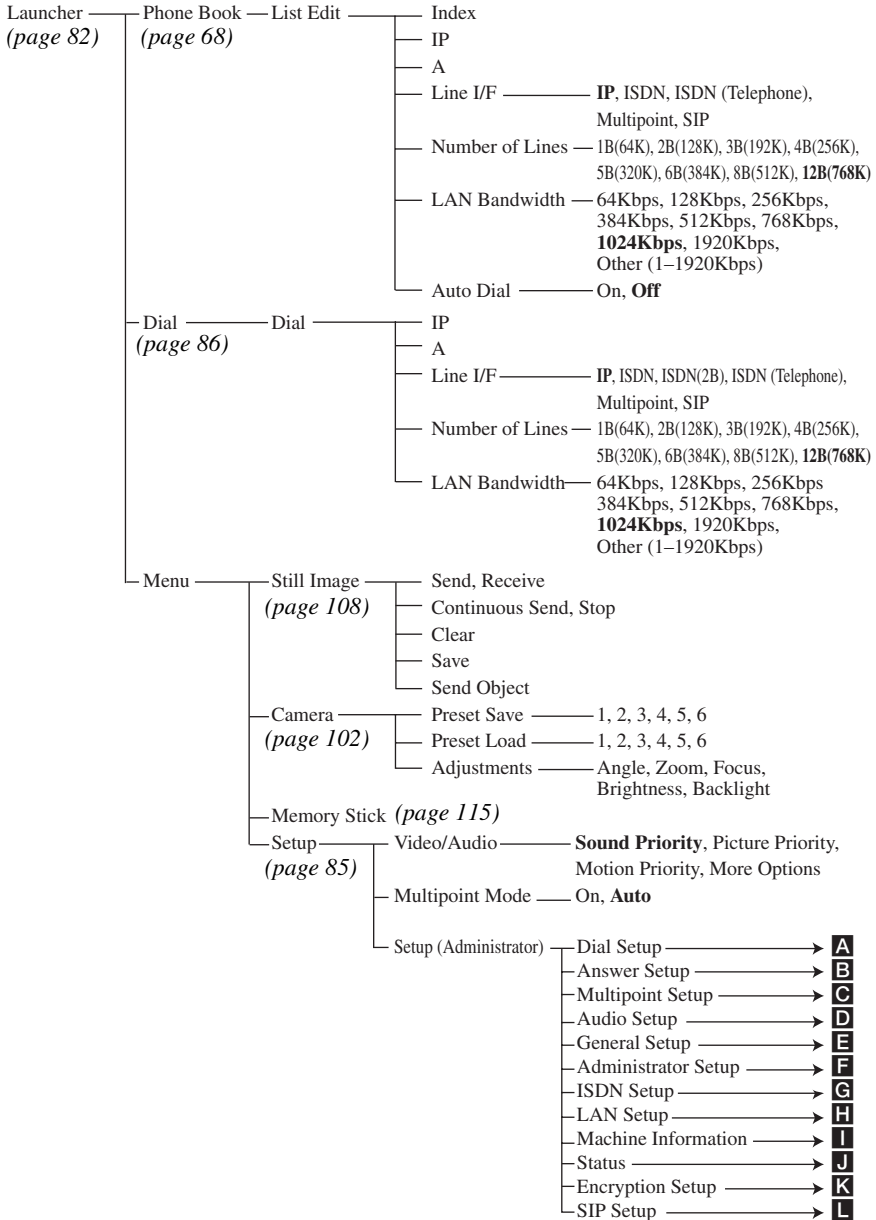
## **TOS**

Inputting the information data in the TOS field of the IP address allows the communication system to judge the packet transmission priority, etc. It also enables change of path according to the types of service (Delay or Size).

# Menu Configuration

The menus of the camera are configured as described below.

For detaformation, see pages in parentheses. The initial settings of each item are bolded.



**A** Dial Setup  
(page 43)

Page: 1/4	Line I/F	IP, ISDN, ISDN (Telephone), SIP
	Bonding	Auto, On
	Number of Lines	1B(64K), 2B(128K), 3B(192K), 4B(256K), 5B(320K), 6B(384K), 8B(512K), <b>12B(768K)</b>
	LAN Bandwidth	64Kbps, 128Kbps, 256Kbps, 384Kbps, 512Kbps, 768Kbps, <b>1024Kbps</b> , 1920Kbps, Other (1-1920Kbps)
	Prefix	Prefix-None, Prefix-A, Prefix-B, Prefix-C
	Restrict	Auto, 56K
Page: 2/4	Video Mode	<b>ALL</b> , Interlaced SIF, H.264, MPEG4, H.263+, H.261, SIP No Video
	Video Frame	15fps, <b>30fps</b>
	Audio Mode	<b>ALL</b> , MPEG4 Audio, G.722.1, G.722, G.729, G.728, G.723.1, G.711
	Far End Camera Control	On, Off
	T.120 Data	On, <b>Off</b>
	H.239	On, <b>Off</b>
Page: 3/4	Prefix-A	
	Prefix-B	
	Prefix-C	
Page: 4/4	Telephone Mode	Auto, G.711 $\mu$ -law, G.711A-law
	More Options Enable	On, <b>Off</b>
	User Name Input	On, <b>Off</b>

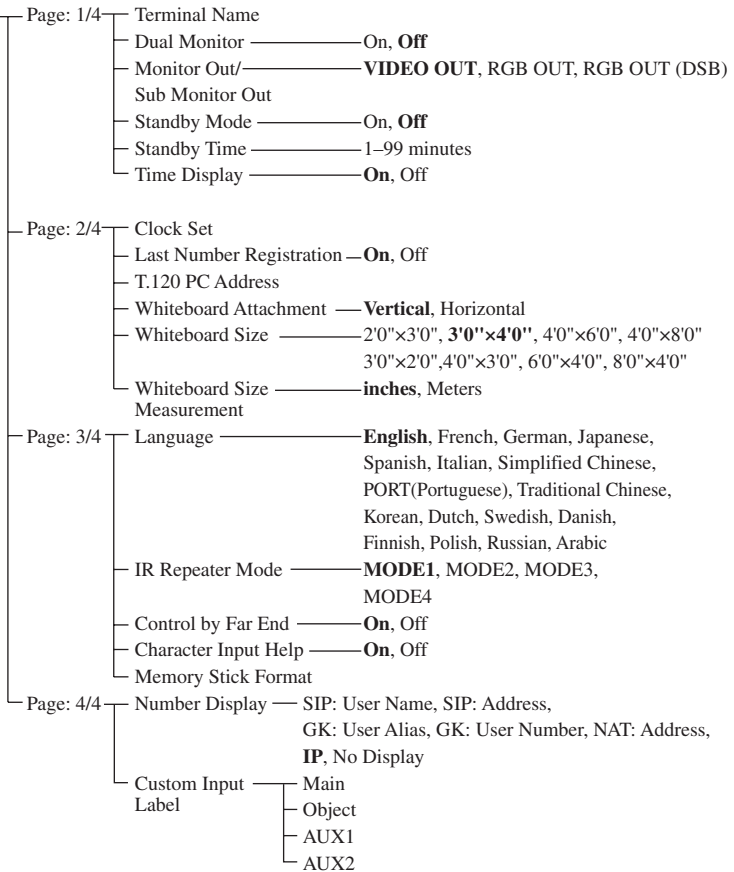
**B** Answer Setup  
(page 46)

Page: 1/2	Auto Answer	<b>Auto Answer</b> , Off
	Number of Lines	1B(64K), 2B(128K), 3B(192K), 4B(256K), 5B(320K), 6B(384K), 8B(512K), <b>12B(768K)</b>
	Restrict	Auto, 56K
	LAN Bandwidth	64Kbps, 128Kbps, 256Kbps, 384Kbps, 512Kbps, 768Kbps, <b>1024Kbps</b> , 1920Kbps, Other (1-1920Kbps)
	ISDN MSN	On, <b>Off</b>
	Mic on Answer	On, <b>Off</b>
Page: 2/2	Video Mode	<b>ALL</b> , Interlaced SIF, H.264, MPEG4, H.263+, H.261, SIP No Video
	Video Frame	<b>15fps</b> , 30fps
	Audio Mode	<b>ALL</b> , MPEG4 Audio, G.722.1, G.722, G.729, G.728, G.723.1, G.711
	Far End Camera Control	On, <b>Off</b>
	T.120 Data	On, <b>Off</b>
	H.239	On, <b>Off</b>

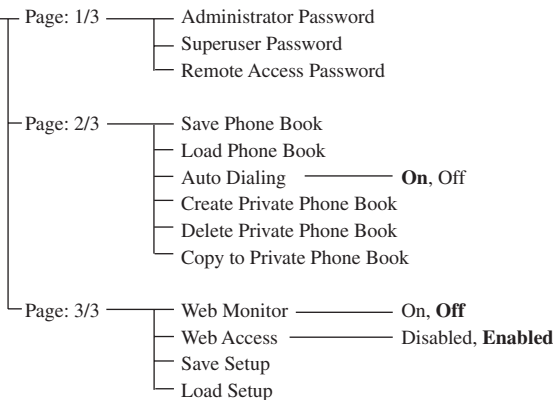
<b>C</b> Multipoint Setup (page 61)	Page: 1/2	Multipoint Mode	On, <b>Auto</b>
		Broadcast Mode	<b>Split</b> , Voice Activate
		Number of Lines	1B(64K), <b>2B(128K)</b> , 4B(256K), 6B(384K)
		Total LAN Bandwidth	384Kbps, 512Kbps, 768Kbps, <b>1024Kbps</b> , 1920Kbps, Other (1–1920Kbps)
		Restrict	<b>Auto</b> , 56K
	Page: 2/2	Video Mode	<b>ALL</b> , H.263, H.261, SIP No Video
		Audio Mode	<b>ALL</b> , G.722, G.728, G.711
		Display Terminal Name	<b>On</b> , Off
		Far End Camera Control	<b>On</b> , Off
		Reject Answer	On, <b>Off</b>

<b>D</b> Audio Setup (page 51)	Page: 1/2	Input Select	<b>MIC</b> , AUX, MIC + AUX
		Mic Select	<b>Internal</b> , External, DSB MIC
		CTE	<b>Off</b> , AUX, DSB AUX IN
		Echo Canceler	<b>Internal</b> , External, Off
		Lip Sync	On, <b>Off</b>
		Recording Mute	<b>On</b> , Off
	Page: 2/2	Beep Sound	<b>On</b> , Off
		Sound Effect	<b>On</b> , Off
		Dial Tone	<b>On</b> , Off
		Ringer Tone	<b>On</b> , Off

**E** General Setup  
(page 48)



**F** Administrator Setup  
(page 57)



**G** ISDN Setup  
(page 58)

Page: 1/7	Country/Region	Europe (excluding France), France, Japan, USA, China, Other
	Country/Region Code	
	Protocol	Japan NTT, Euro ISDN, Euro ISDN (France), <b>National ISDN</b> , 5ESS (P-MP), 5ESS (P-P), DMS-100
Page: 2/7	Area Code–Local Number	A1–C2
Page: 3/7	Area Code–Local Number	D1–F2
Page: 4/7	Sub Address	A1–C2
Page: 5/7	Sub Address	D1–F2
Page: 6/7	SPID	A1–C2*
Page: 7/7	SPID	D1–F2*

\* Displayed only when “USA” is selected in “Country/Region”.

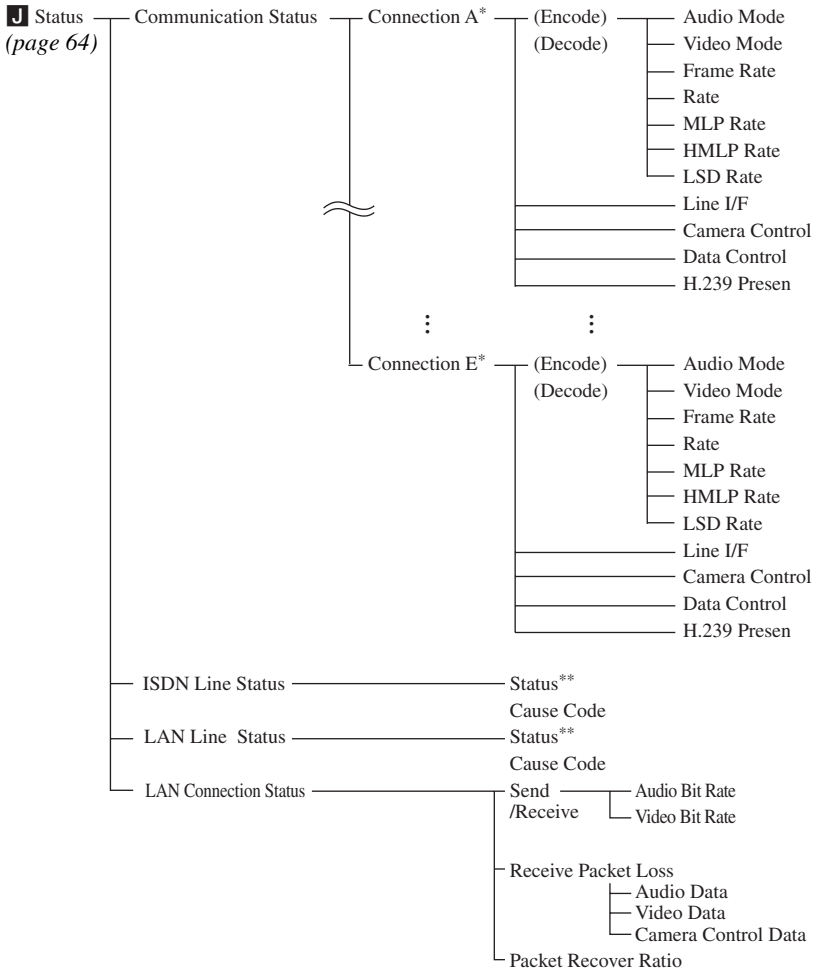
**H** LAN Setup  
(page 53)

Page: 1/11	DHCP Mode	Auto, <b>Off</b>
	Host Name	
	IP Address	
	Network Mask	
	Gateway Address	
	DNS Address	
Page: 2/11	Gatekeeper Mode	Auto, On, <b>Off</b>
	Gatekeeper Address	
	User Alias	
	User Number	
Page: 3/11	SNMP Mode	On, <b>Off</b>
	Trap Destination	
	Community	
	Description	
	Location	
	Contact	
Page: 4/11	NAT Mode	On, <b>Off</b> , Auto
	NAT Address	
	Packet Resend Request	<b>On</b> , Off
	Adaptive Rate Control	<b>On</b> , Off
	LAN Mode	<b>Auto Negotiation</b> , 100Mbps Full Duplex, 100Mbps Half Duplex, 10Mbps Full Duplex, 10Mbps Half Duplex
Page: 5/11	Port Number Used	Custom, <b>Default</b>
	TCP Port Number	
	UDP Port Number	
Page: 6/11	TOS (Video)	TOS — <b>Off</b> , IP Precedence, Diffserve IP Precedence Low Delay — On, <b>Off</b> High Throughput — On, <b>Off</b> High Reliability — On, <b>Off</b> Minimum Cost — On, <b>Off</b> Diffserve
Page: 7/11	TOS (Audio)	
Page: 8/11	TOS (Presentation)	
Page: 9/11	TOS (Camera Control)	
Page: 10/11	PPPoE	On, <b>Off</b>
	PPPoE User Name	
	PPPoE Password	
Page: 11/11	Fixed IP for PPPoE	On, <b>Off</b>
	Fixed IP Address for PPPoE	
	PPPoE DNS	Specify, <b>Obtain automatically</b>
	Primary DNS	
	Secondary DNS	

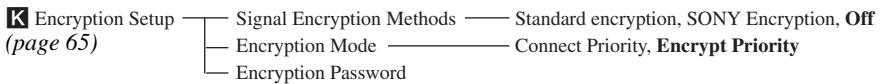


**I** Machine Information  
(page 63)

Host Version	
ISDN UNIT Version	
DSB Version	
DSP Version	
Software Option	None, Multipoint (H.323), Multipoint (H.320), Multipoint (H.320 + H.323) SIP Multipoint (H.323), SIP Multipoint (H.320), SIP Multipoint (H.320 + H.323), SIP
Option I/F	None, ISDN UNIT, DSB, Whiteboard
Host Name	
IP Address	
MAC Address	
Serial Number	



\* During a multipoint videoconference Connection A to E with the terminal name appear according to the points connected.  
 \*\* While not in communication only these items are displayed.



**L** SIP Setup  
(page 66)

- Page: 1/7
  - SIP Server Mode — On, **Off**
  - Transport Protocol — TCP, **UDP**
  - Port Number
  - SIP Domain
  
- Page: 2/7
  - Registered User Name 1-3
  - Password 1-3
  
- Page: 3/7
  - Registered User Name 4, 5
  - Password 4, 5
  
- Page: 4/7 — Primary
  - Proxy Server Address
  - Proxy Port
  - Registrar Server Address
  - Registrar Port
  
- Page: 5/7 — Secondary
  - Proxy Server Address
  - Proxy Port
  - Registrar Server Address
  - Registrar Port
  
- Page: 6/7 — Trinity
  - Proxy Server Address
  - Proxy Port
  - Registrar Server Address
  - Registrar Port
  
- Page: 7/7 — Fourth
  - Proxy Server Address
  - Proxy Port
  - Registrar Server Address
  - Registrar Port

