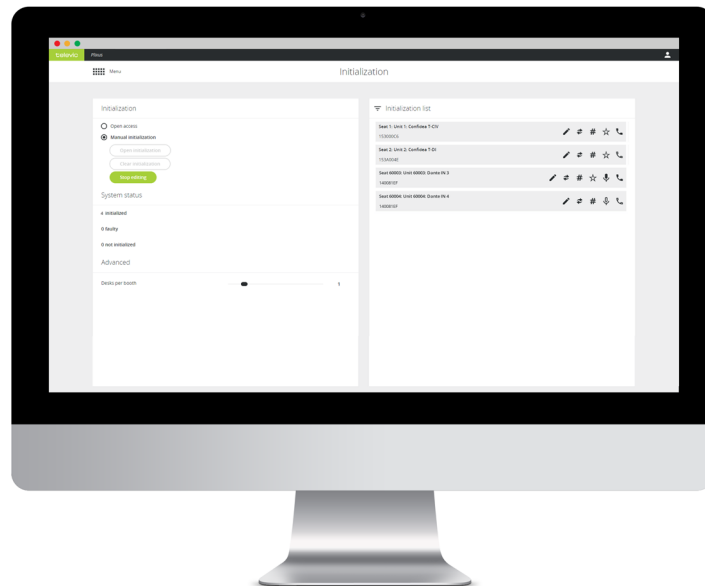


CoCon Intercom



Description

CoCon is a software suite for conference management & assistance, that opens up a host of options and configuration setting to control every aspect of the meeting experience.

CoCon is connected to a central conference unit that controls a number of microphones and other conference equipment. The software interacts with the central conference unit to enable various functionalities and views on the conference. That is why CoCon is conceived as a client-server framework.

The CoCon Discussion Module serves as the base of the suite and is needed to run other plugin modules.

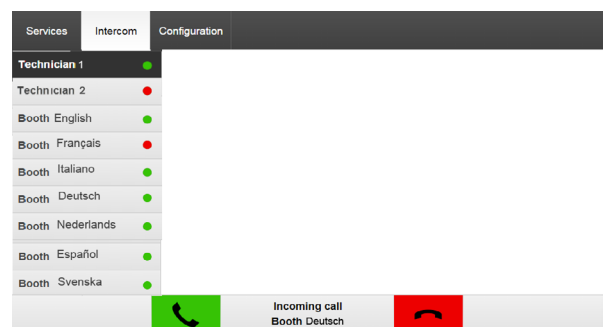
CoCon Intercom [Client-side]

CoCon Intercom allows to make point-to-point calls between headphones and microphones of 2 participants in the meeting room.

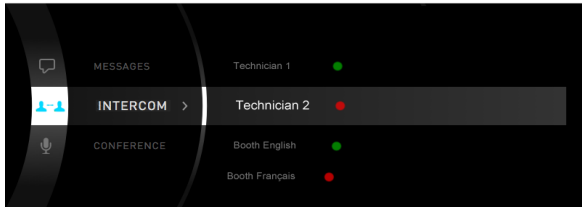
It allows the following participants to interact directly:

- » Interpreters
- » Chairmen
- » Delegates

- » Technicians
- » Dante™ input/output channels (for external intercom devices)



Intercom calls can only be initiated from uniCOS units or Lingua ID units. Other units can only accept the incoming call but cannot see who is calling. Neither can they select. The API allows you to set up calls for those units.



Intercom functionality allows selected participants to communicate with each other without the need for other devices. It also allows communication in places where a visual link between participants is missing: for example an interpreter booth which is not in the same room as the meeting room.



Features

- » Easy setup via Plexus web server
- » Simple assignment of intercom functionality to conference units
- » Straightforward audio input & output configuration, from Dante™ to aux channels
- » Calling over Dante™ channels
- » API commands available
 - » Source
 - » Destination
 - » State: Ringing, Accepted, Busy, Declined
 - » Getintercomlist

System Requirements

Hardware Requirements

Room Server:

- » Processor: Intel i5-10500E 3.1 GHz / i7 processor
- » RAM: minimum 8 GB is required as the PC contains many other apps and programs; If the room contains more than 200 units, 16 GB RAM is required for the Room Server PC
- » Free disk space: minimum 10 GB
- » Network connectivity: at least 100 MB/s

Client Applications:

- » Processor: Intel® i3 2 GHz or higher
- » RAM: Minimum 4 GB
- » Recommended graphical hardware supporting DirectX 9.0 or better
- » Free disk space: Minimum 10 GB
- » Network connectivity: at least 100 MB/s

Note: When running multiple client applications on the same PC, at least 2 GB per client is required.

Network requirements for Central Units connecting over TCP/IP:

- » Available bandwidth of at least 100 Mb/s for each CoCon Room Server/Central Unit connection
- » Available bandwidth of at least 100 Mb/s for each CoCon Room Server/Client connection

Switch requirements:

- » Bandwidth (switching capacity): at least 16 Gbp
- » Packet buffer RAM: 512 KBytes per device
- » Filtering address table: 8K MAC addresses per device

Software Requirements:

- » Windows 10 Pro or Windows 11 Pro (en-US) installed with English international language

Each PC installed with a CoCon component (any server or client application) requires the .Net Framework 4.6.2. This will be installed automatically when CoCon is being installed.