# Proposal

# Infrastructure Upgrade Project

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**Document Category:**

Solution Design

**Issued by:**

Telvida

## ContentConnect

| Virtual extensions of the RealPresence Platform | Recommended VM instance | | Minimum VM instance | |
|---|---|---|---|---|
| RealPresence® Content Sharing Suite | 8 virtual cores<br>16 GB RAM<br>100 GB | 20,000 installed users<br>500 concurrent users | 4 virtual cores<br>8 GB RAM<br>100 GB | 5,000 installed users,<br>100 concurrent users |

To deploy the ContentConnect solution, the components listed in Your Existing Environment are required, as well as the following ContentConnect product components:

- VMware or Hyper-V software, as the host of the ContentConnect server.
- ContentConnect server OVA-formatted virtual appliance installation package (to install on the ContentConnect server).
- Polycom ContentConnect Add-on for Microsoft Lync installation file (to install on the Lync Client PC).

### Assumptions

Before you deploy ContentConnect, it is assumed that you have the following required prerequisite
equipment already installed and set up in your environment:

- RealPresence Collaboration Server (RMX)
- RealPresence Distributed Media Application (DMA)
- Microsoft Active Directory Server
- Microsoft Lync Server
- Microsoft Lync Client
- Video endpoints that receive content from RealPresence Collaboration Server (RMX)

### Why Is a ContentConnect Required?

Video conferencing today is highly collaborative—employing content from various sources: computer desktops, applications, virtual whiteboards, and presentations. While sharing content is highly productive, the content sharing experience between Microsoft Lync and video endpoints is sub-optimal (or nonexistent), since Microsoft Lync and video endpoints

use different mechanisms—BFCP or H.239 for video endpoints, and Microsoft RDP (Microsoft's proprietary protocol) for Microsoft Lync endpoints—to stream content.
As a result of this difference, content displays as a 'participant' in Lync's video area, rather than on Lync's content stage. When content displays as a 'participant,' content size is small and hard to see, and other participants' video becomes even smaller and harder to see. When Lync shares content, the other endpoint doesn't see any content at all. ContentConnect uses an additional RealPresence Collaboration Server (RMX) port equal to that an audio only call does.

## What Is the ContentConnect?

The Polycom ContentConnect is a video collaboration application that enables users on disparate devices and clients, including Lync client, H.323 and SIP video endpoints, and audio only participants, to participate in the full content sharing session. Through the ContentConnect, high quality content sharing is possible for everybody, including home workers and B2B access. The ContentConnect is a pure software extension of the Polycom RealPresence Platform and works with other appliance-based or virtual RealPresence Platform products for scalable and reliable content sharing experience.
The ContentConnect enables the following:

- Microsoft Lync users to share applications or their computer desktop with other conference participants calling from video endpoints that receive content from RealPresence Collaboration Server (RMX).

- Conference participants calling from video endpoints that receive content from RealPresence Collaboration Server (RMX) to share programs or their computer desktop with conference participants that use Microsoft Lync.

WEB SUITE - - REQUIREMENTS

**RealPresence Platform Components**

| *Required or Optional* | *Polycom Platform Component* | *Purpose* |
|---|---|---|
| Required | Polycom® RealPresence® Distributed Media Application™ (DMA®), Virtual Edition | Signaling, call control, and bridge virtualization |
| Required | Polycom® RealPresence® Collaboration Server (RMX®), Virtual Edition | Multipoint Control Unit (MCU), or bridge, for hosting conferences |
| Optional | Polycom® RealPresence® Resource Manager | Provisioning and managing endpoints |
| Optional | Polycom® RealPresence® Access Director™ solution* | NAT/firewall traversal |
| Optional | RSS™ recording and streaming server | Media recording |
| Optional | Polycom® RealPresence® Media Suite (formerly Capture Server) | Media recording |

*An Acme Packet Net-Net Enterprise Session Director may also be used to secure firewall traversal.

Minimum requirements for each virtual server **(two per deployment)**

- Quad 2.5 GHz Intel Xeon E5 series or
- Quad 2.5 GHz Intel Xeon 5500 series

RealPresence Web Suite License

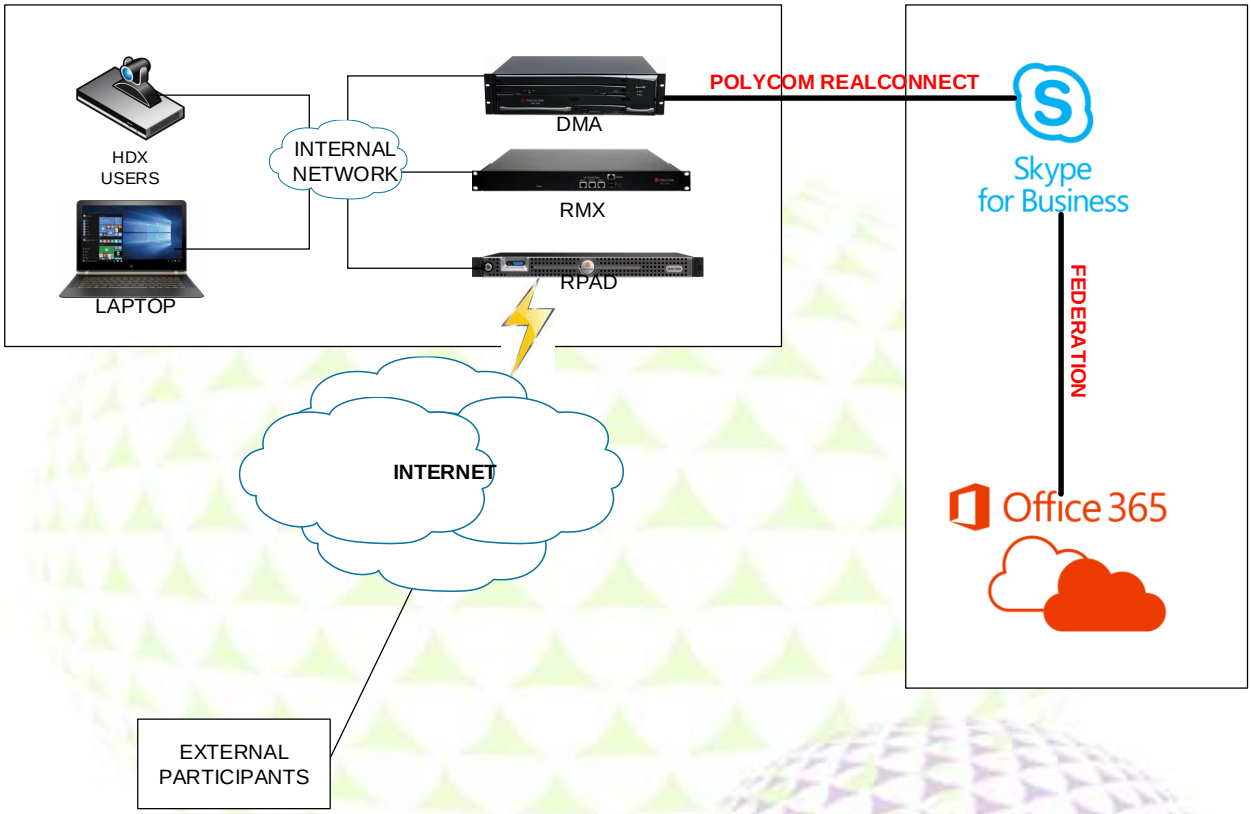
- Services Portal–8 virtual cores, 8 GB RAM, 100 GB Storage
- Experiences Portal–2 virtual cores, 8 GB RAM, 100 GB Storage

RealPresence Web Suite Pro License

- Services Portal–8 virtual cores, 8 GB RAM, 100 GB Storage
- Experiences Portal–8 virtual core, 16 GB RAM, 100 GB Storage
- Standards Connector–4 virtual cores, 8 GB RAM, 100 GB Storage
- vSphere 5.5, 5.0 or 5.1
- Windows Hyper–V Server 2012 & Hyper–V 2012 R2

# CURRENT INFRASTRUCTURE DIAGRAM

# PROPOSED UPGRADE LEVERAGING EXISTING INFRASTRUCTURE



# PROPOSED UPGRADE INTRODUCING A COLLABORATIONSERVER