

UCC - RPD/M & CSS Introduction

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Agenda

- ❑ [UCC Products Family](#)
- ❑ [RPD & RPM Introduction](#)
- ❑ [CSS 1.x Introduction](#)
- ❑ [CSS 2.x Introduction](#)
- ❑ [Useful Links](#)

UCC Products Ownership



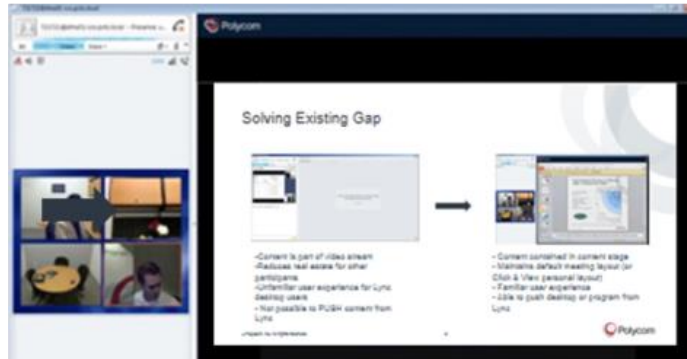
Real Presence Mobile



Media Framework SDK



Real Presence Desktop

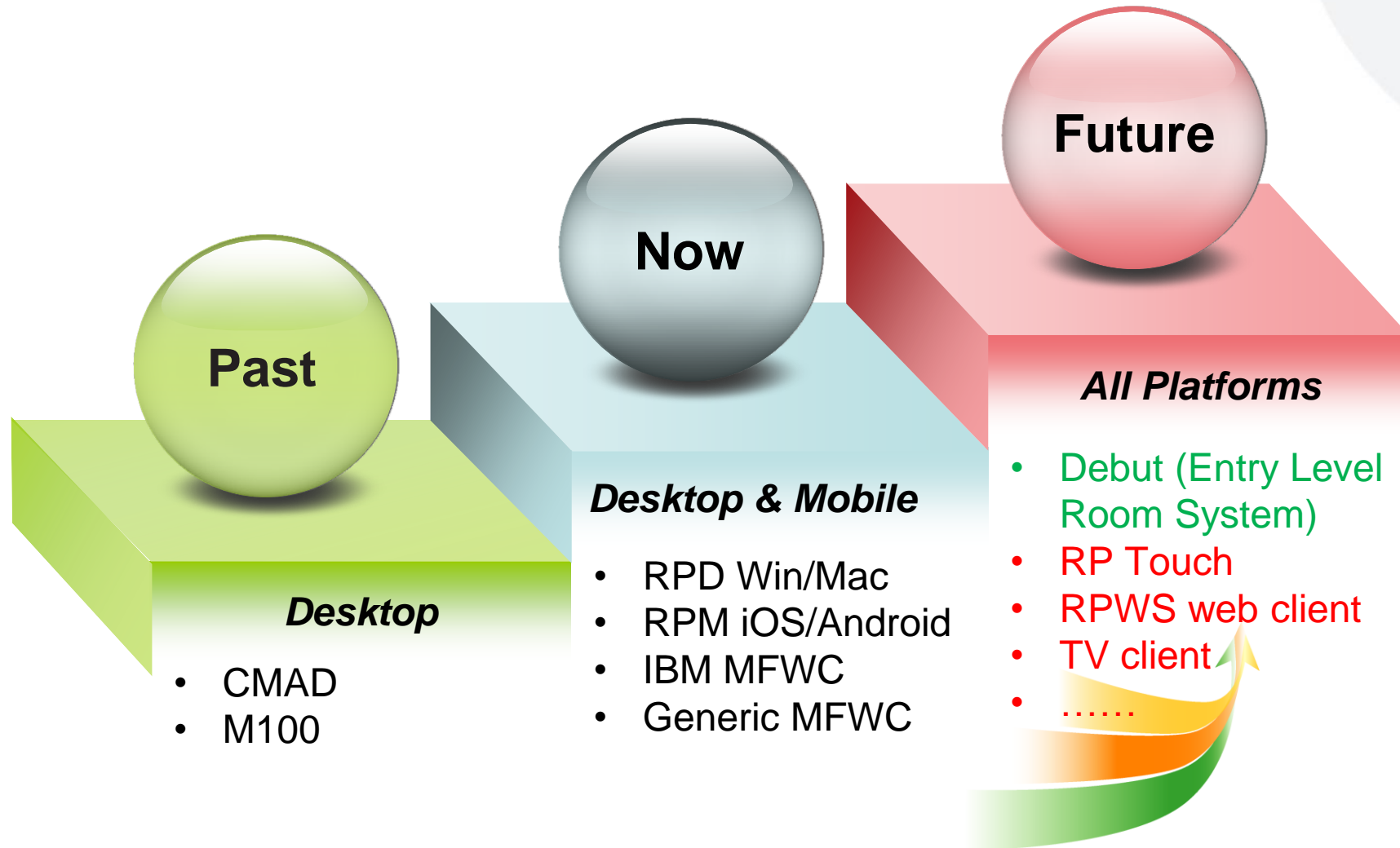


Content Sharing Suite

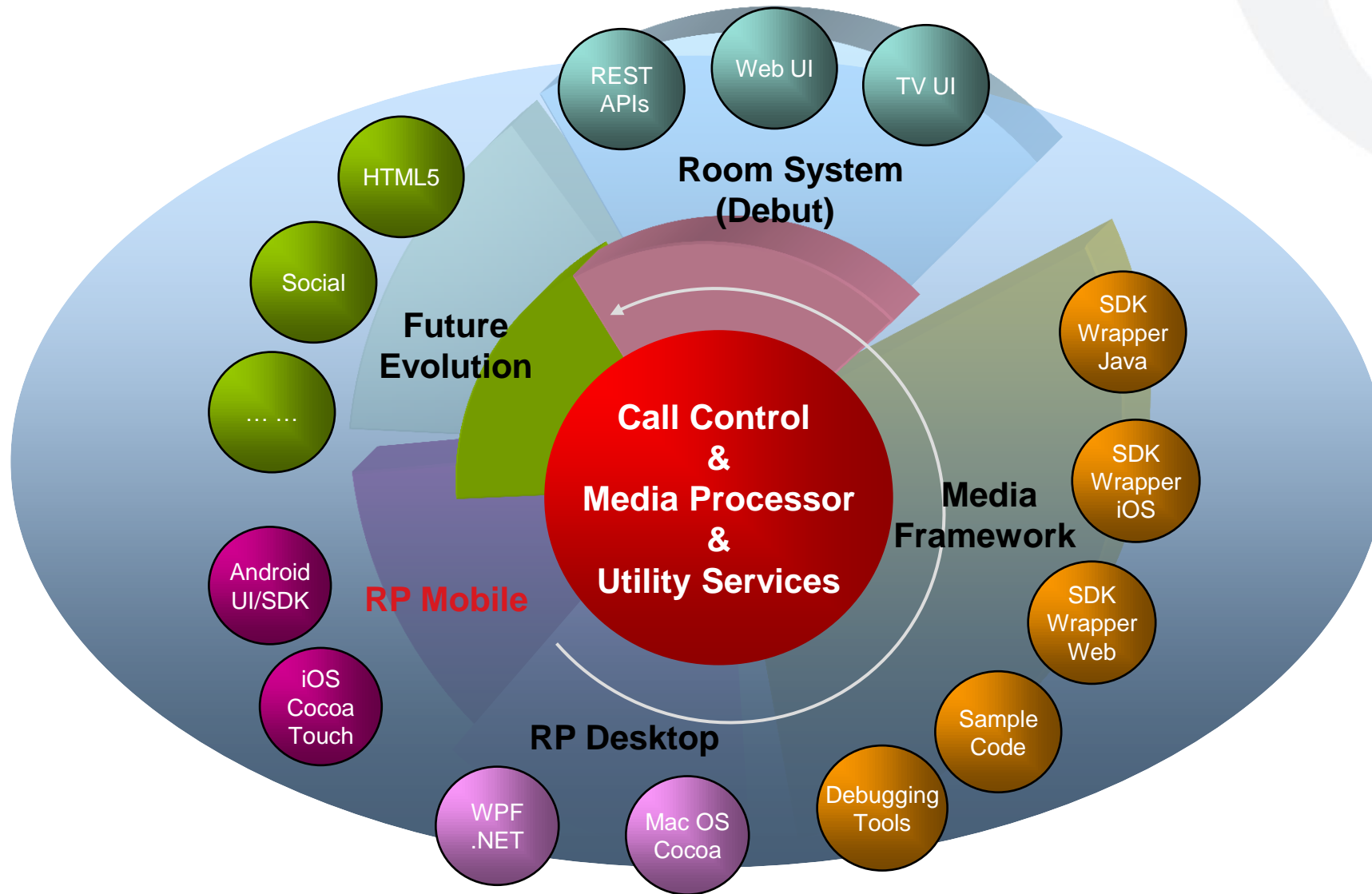


Debut
(Entry Level Room System)

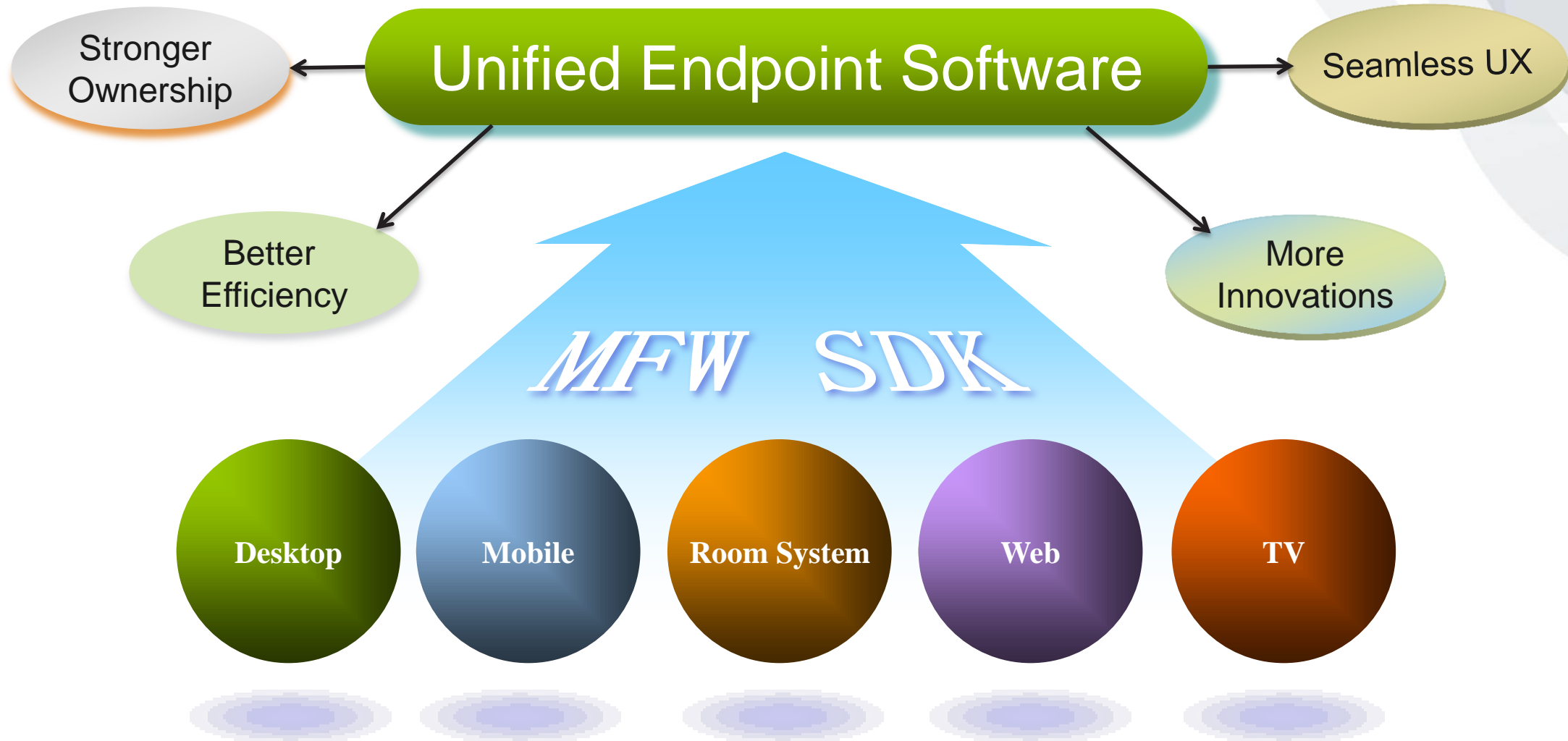
UCC Development Path



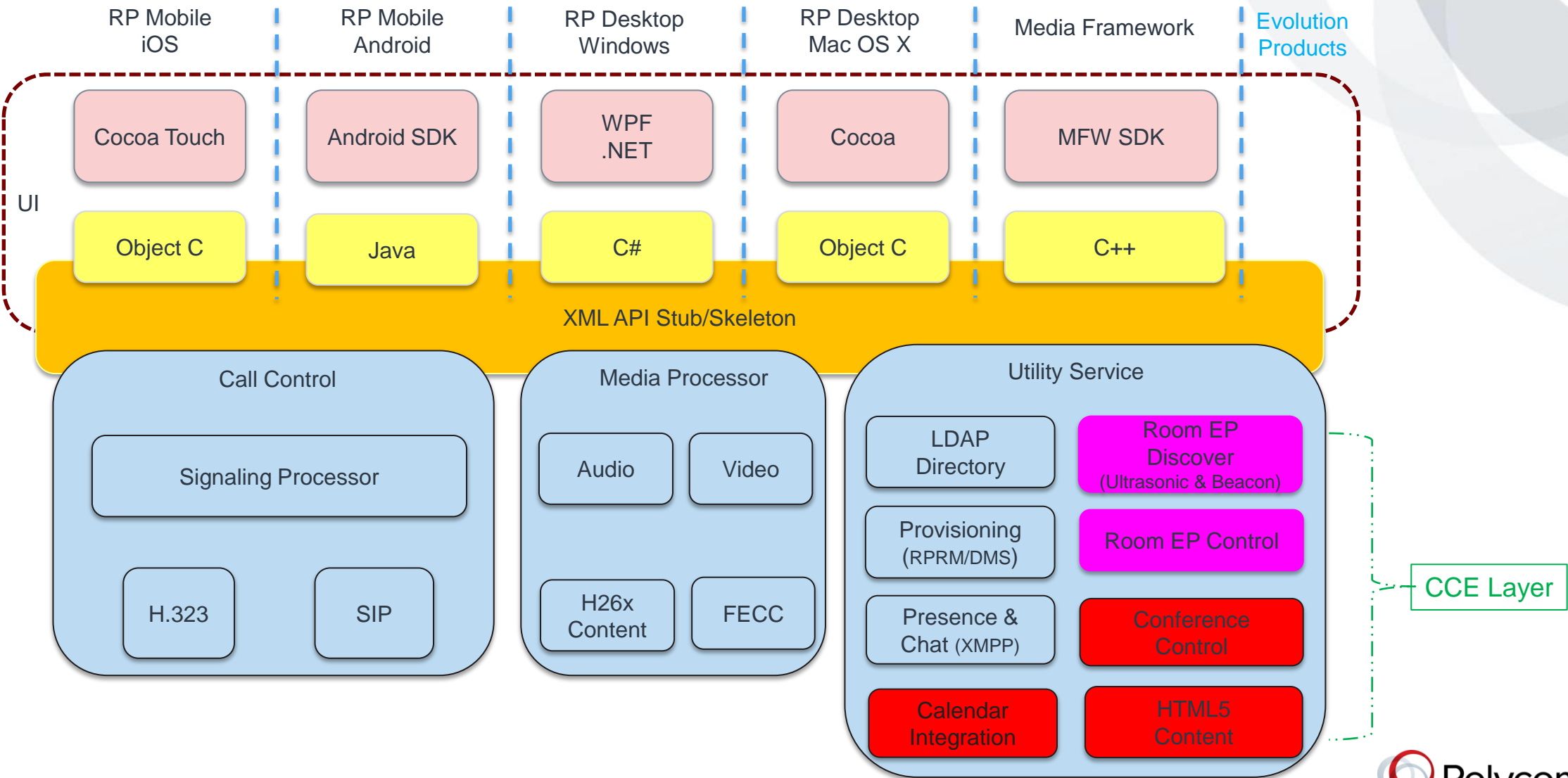
One Family with Shared Cores



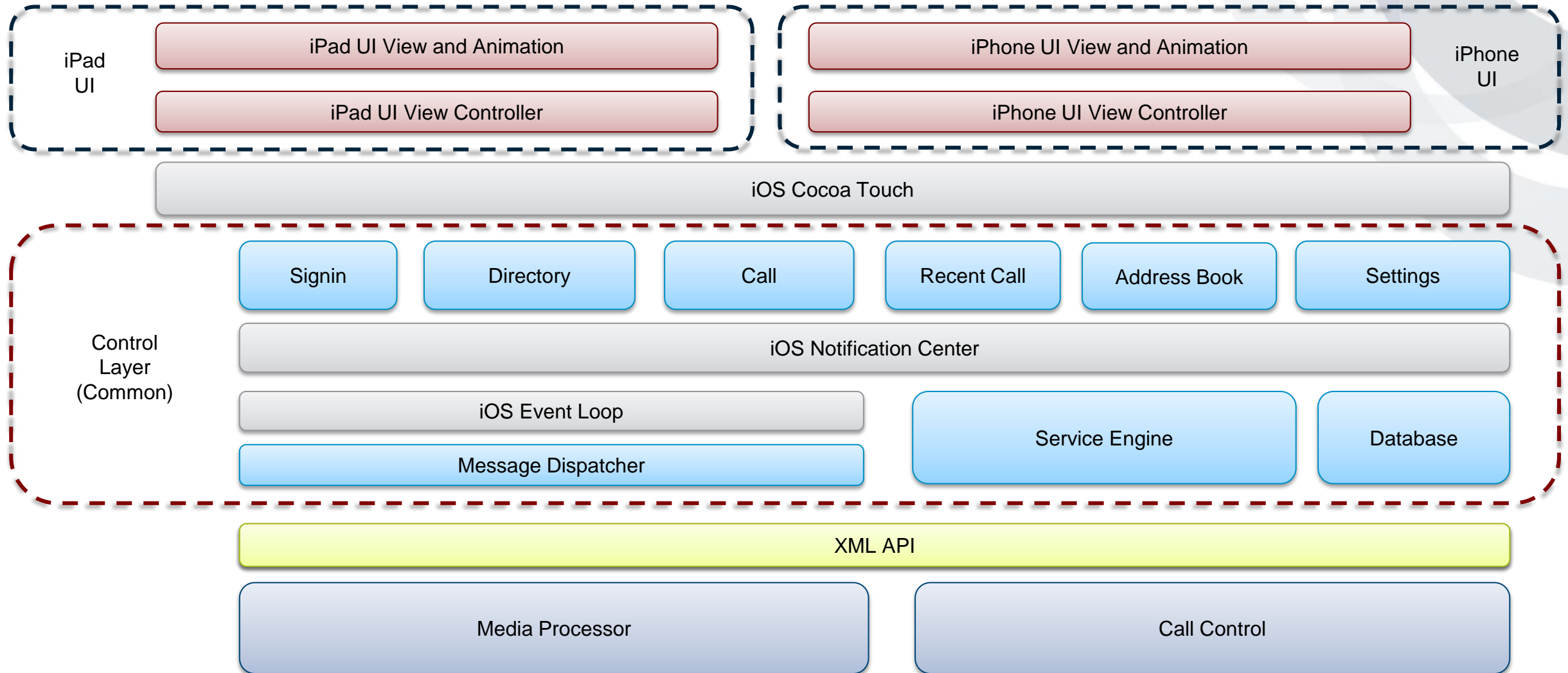
Our Goal – Consolidated Soft-client Ownership



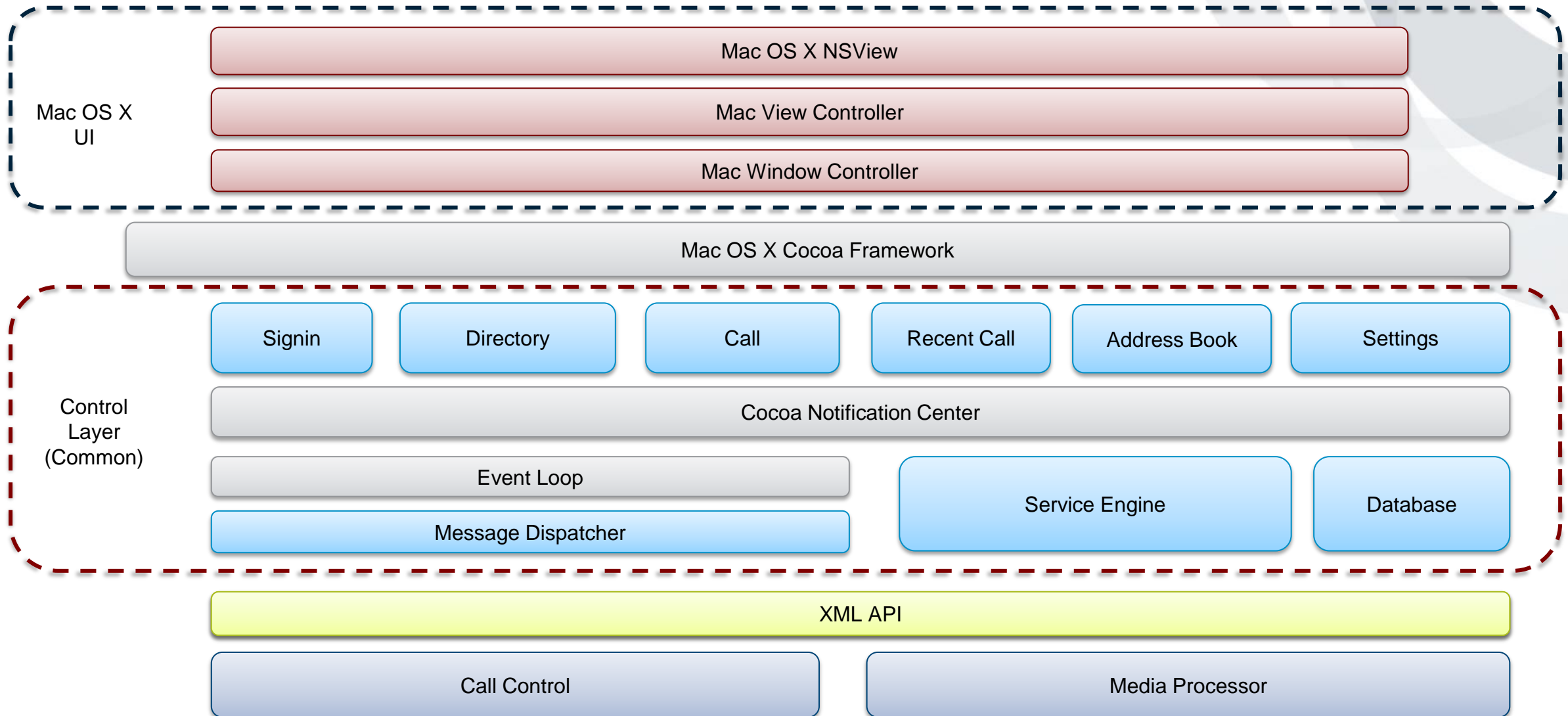
Architecture Overview



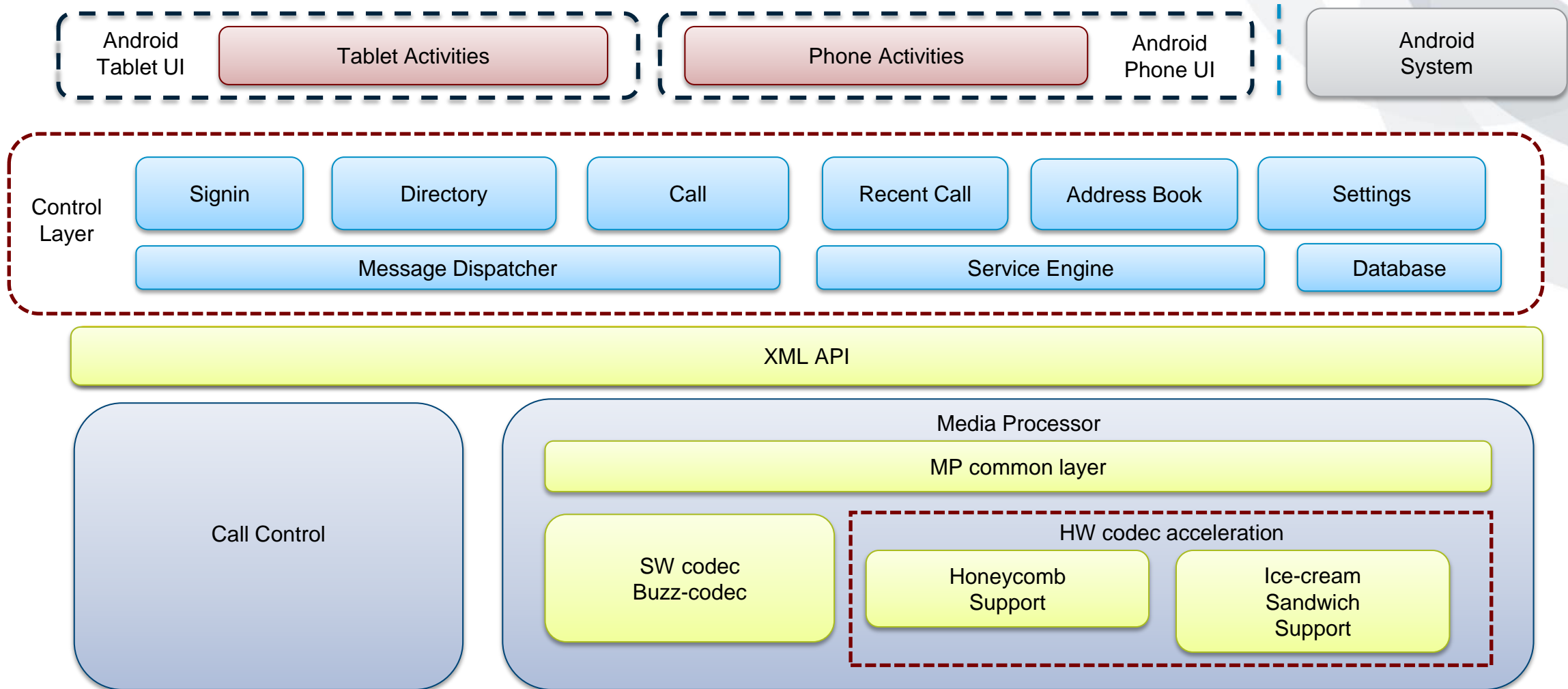
UI Module Architecture – RPM iOS



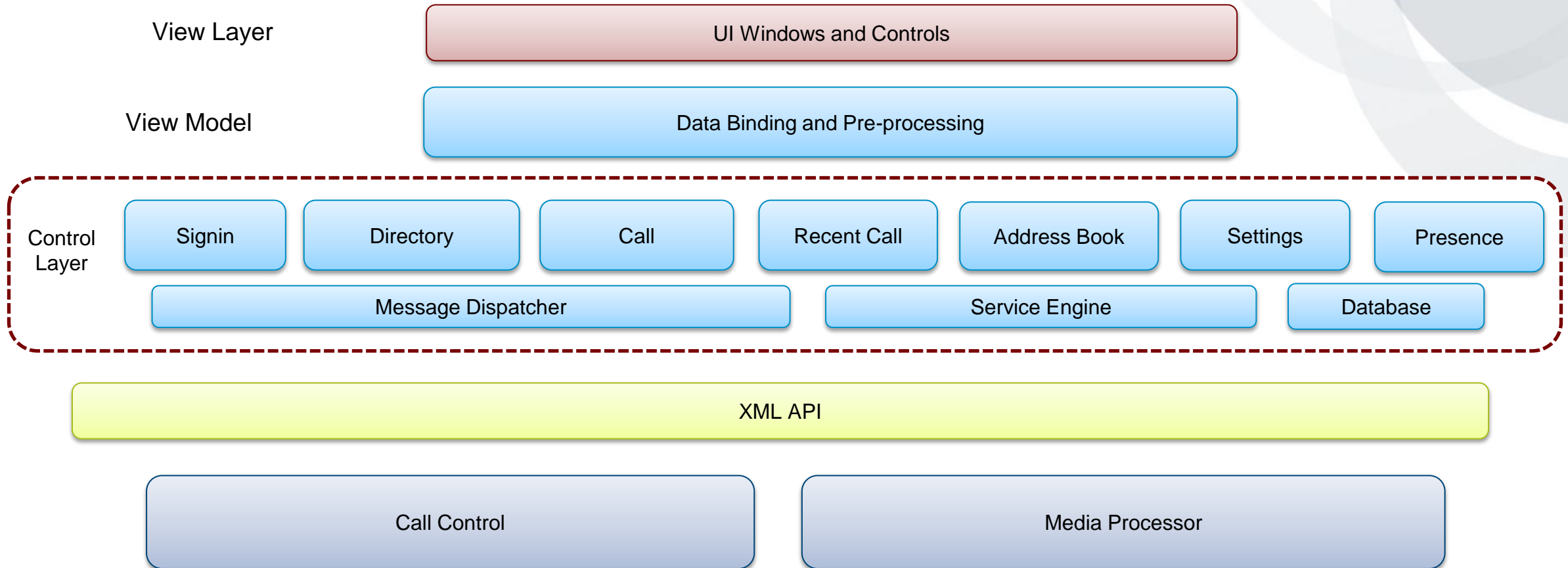
UI Module Architecture – RPD Mac



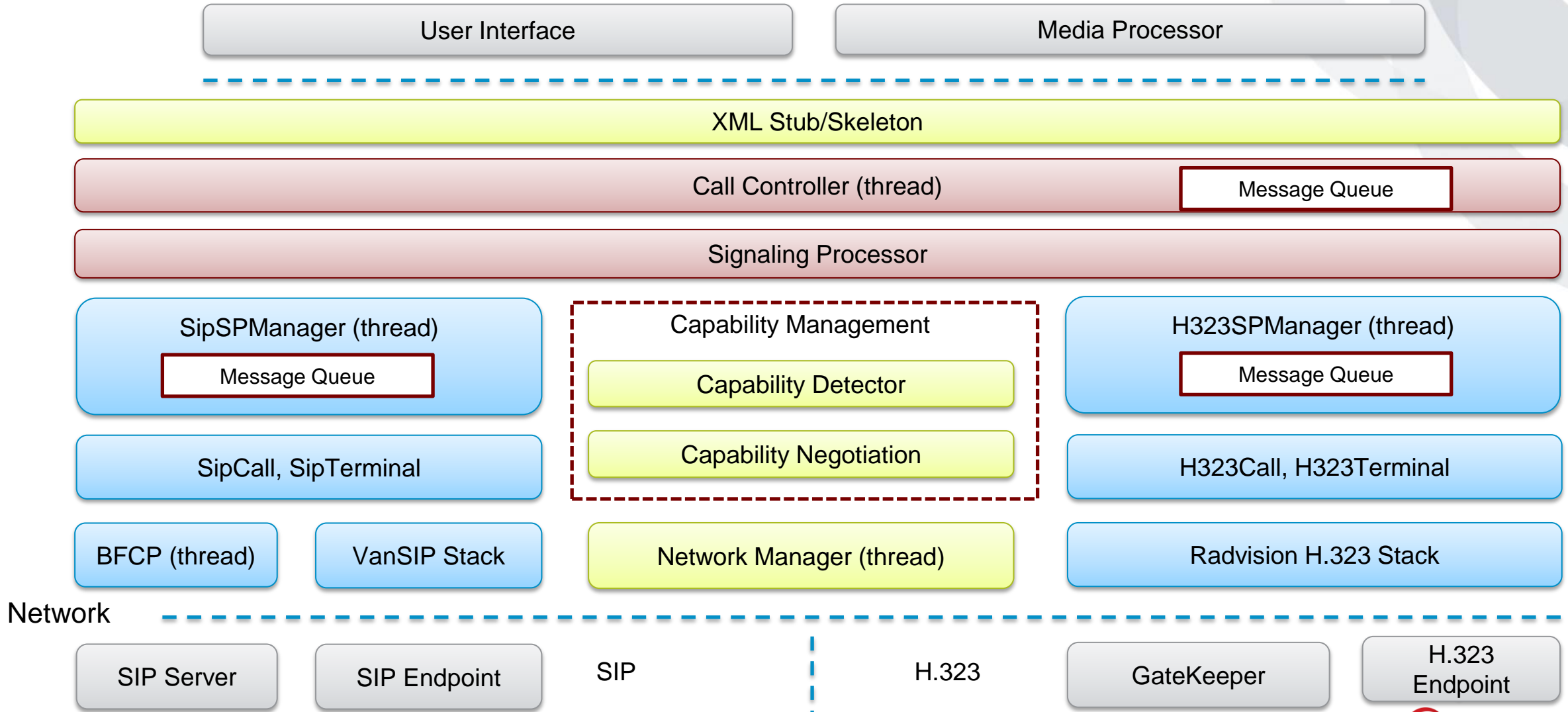
UI Module Architecture – RPM Android



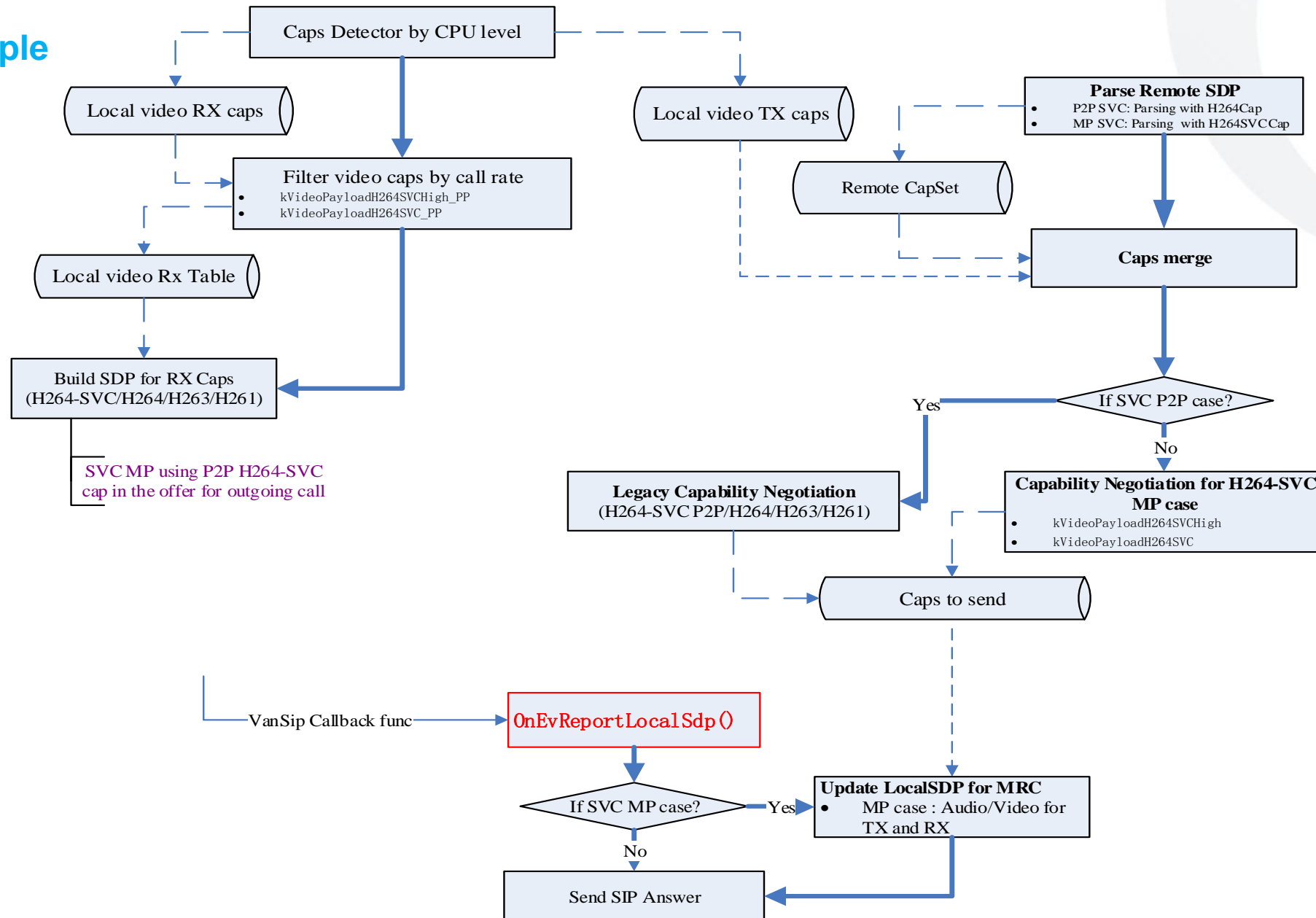
UI Module Architecture – RPD Win



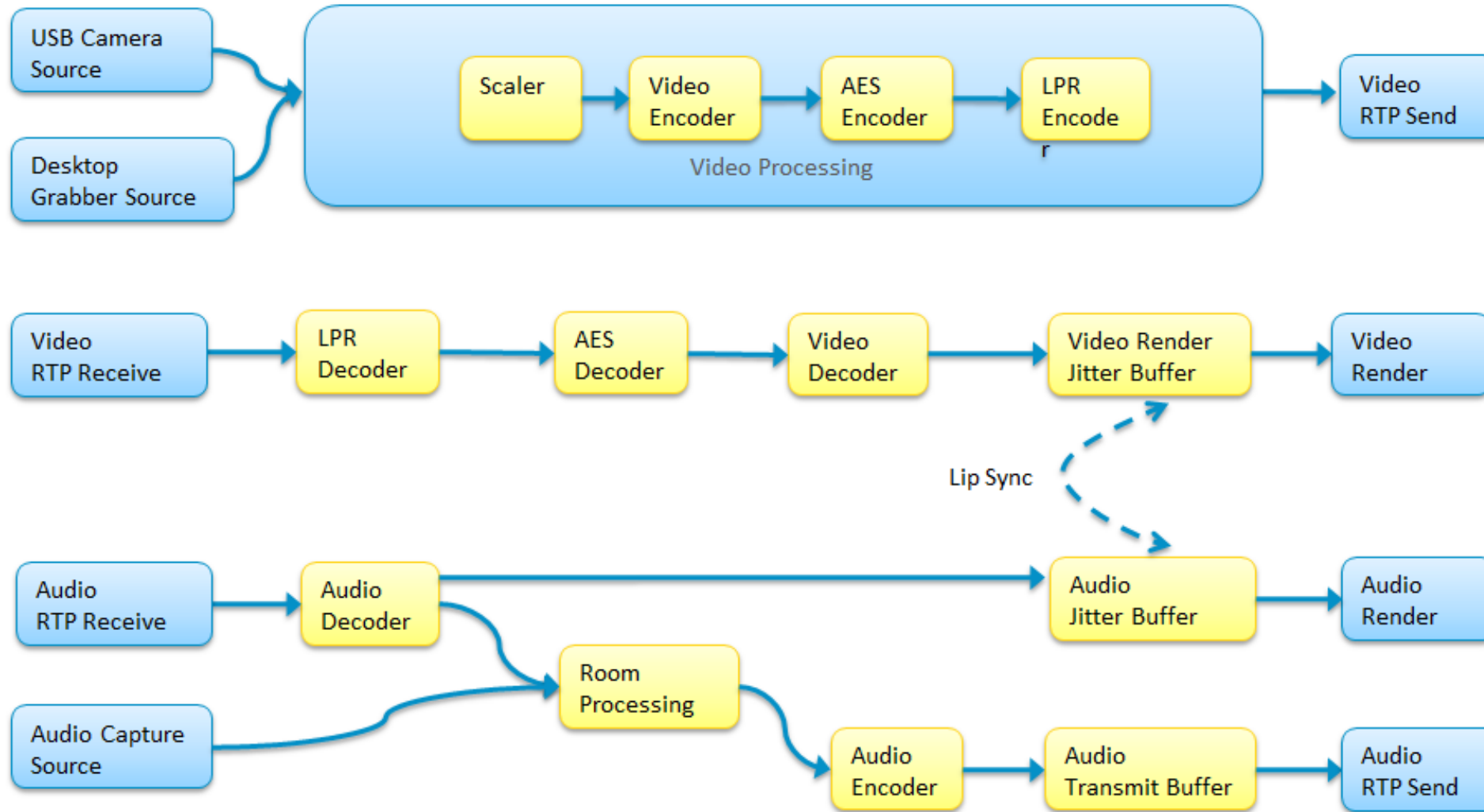
Call Control Architecture



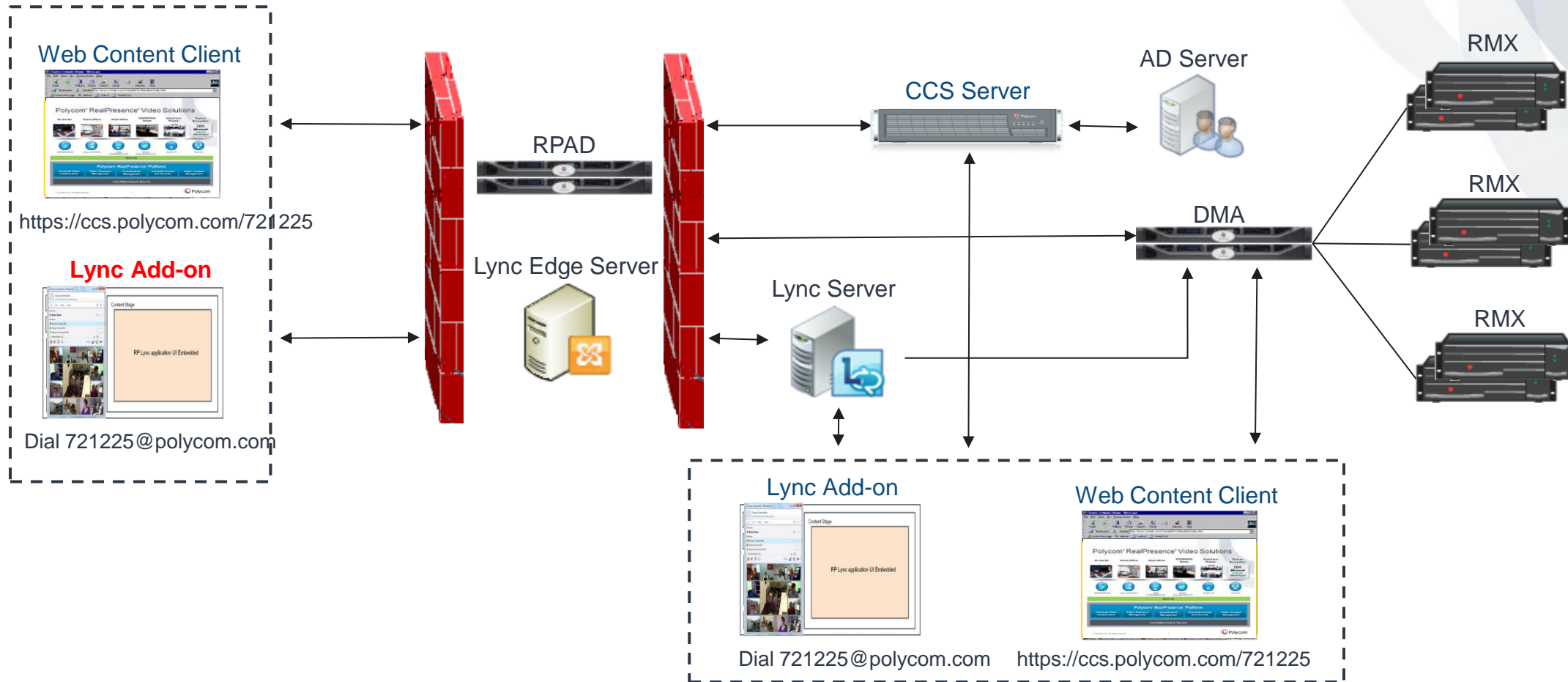
One Example



Media Processor Architecture



CSS Add-on Solution Architecture (v1.0.x ~v1.3.x)



CSS GW Solution Architecture (v1.4.x ~ v1.5.x)

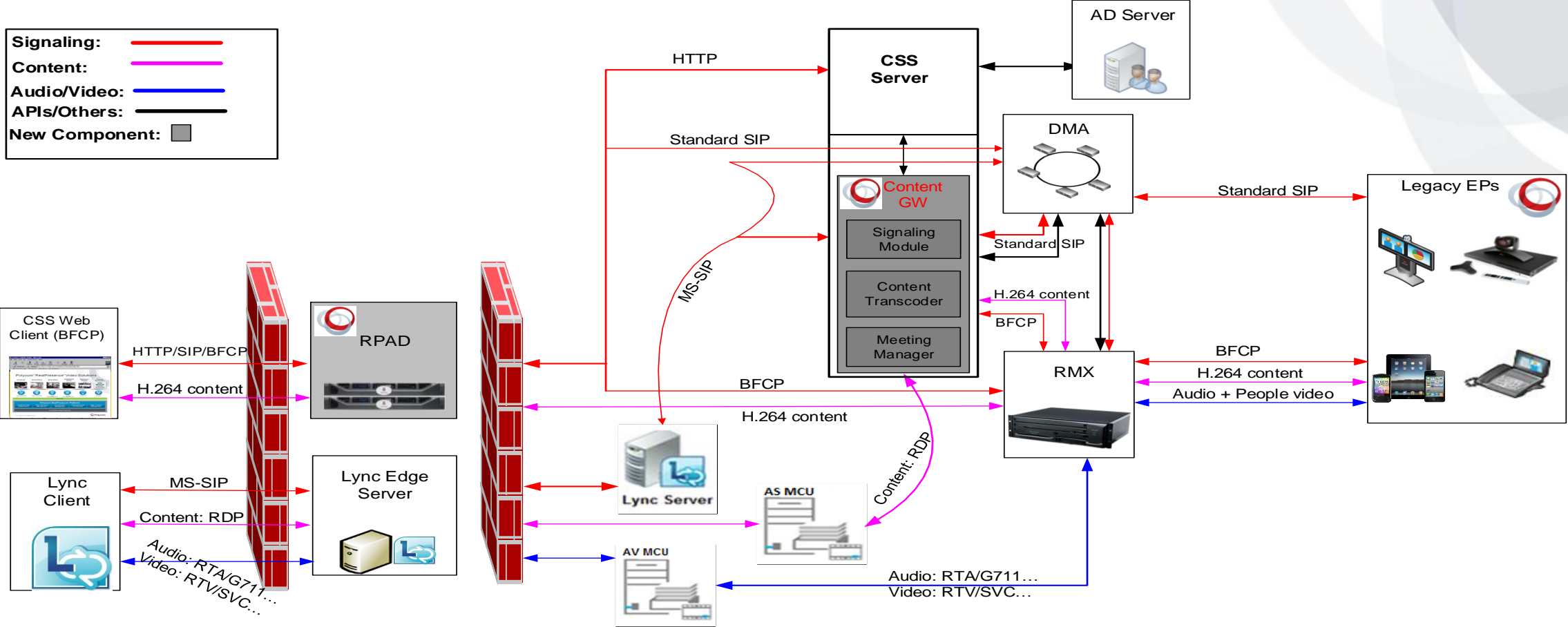
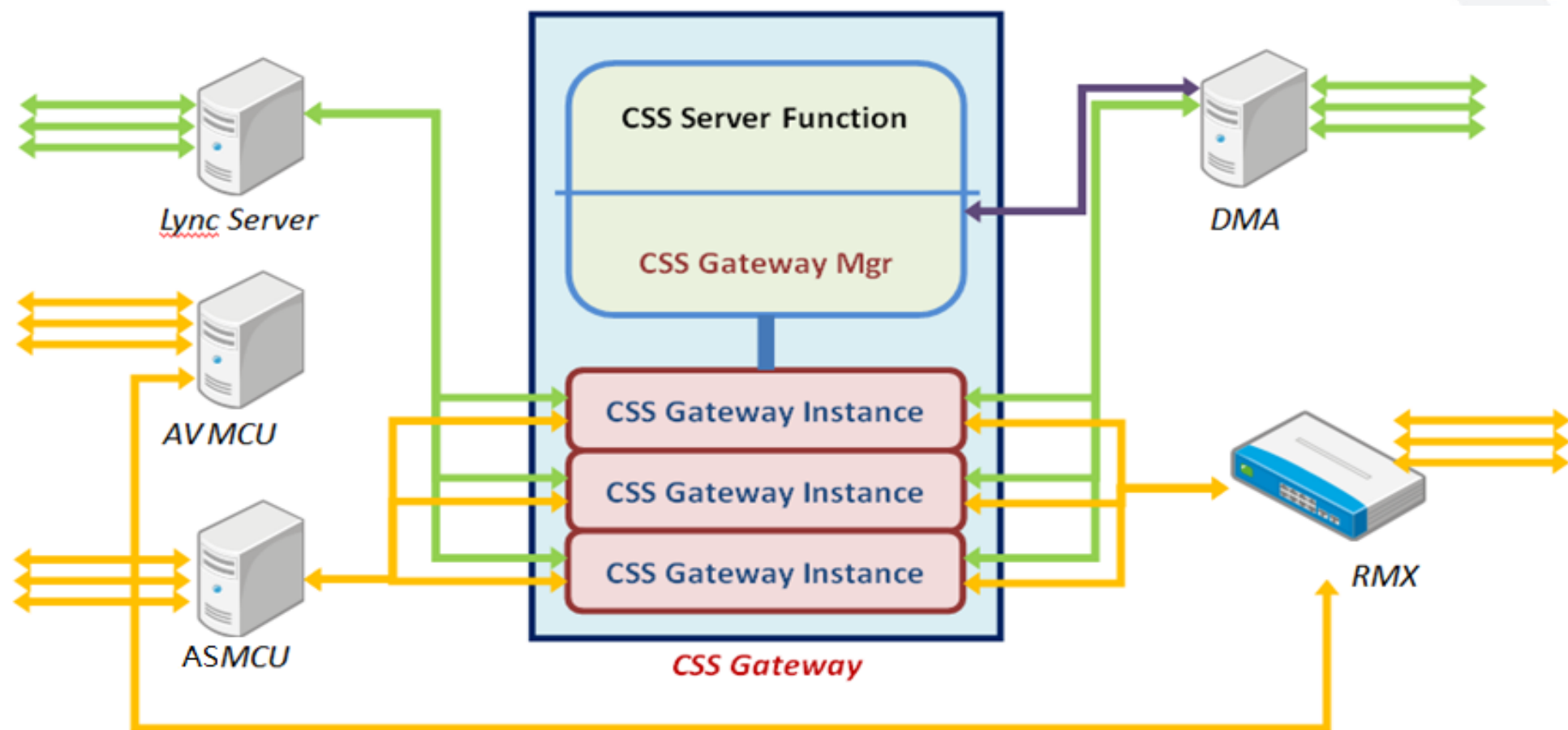
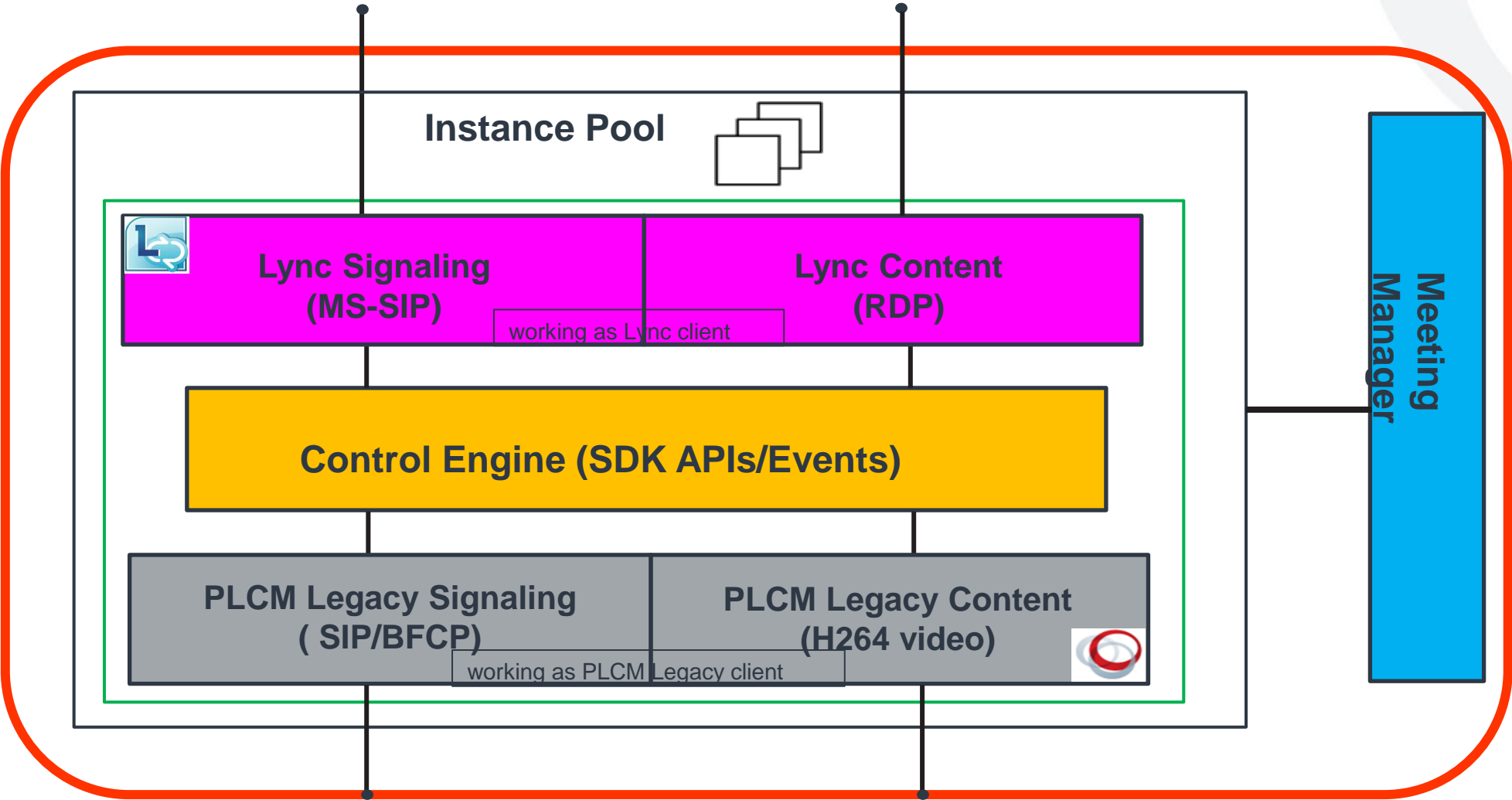


Figure 1.a – PLCM Content GW Architecture

CSS GW Topology



CSS GW Internal



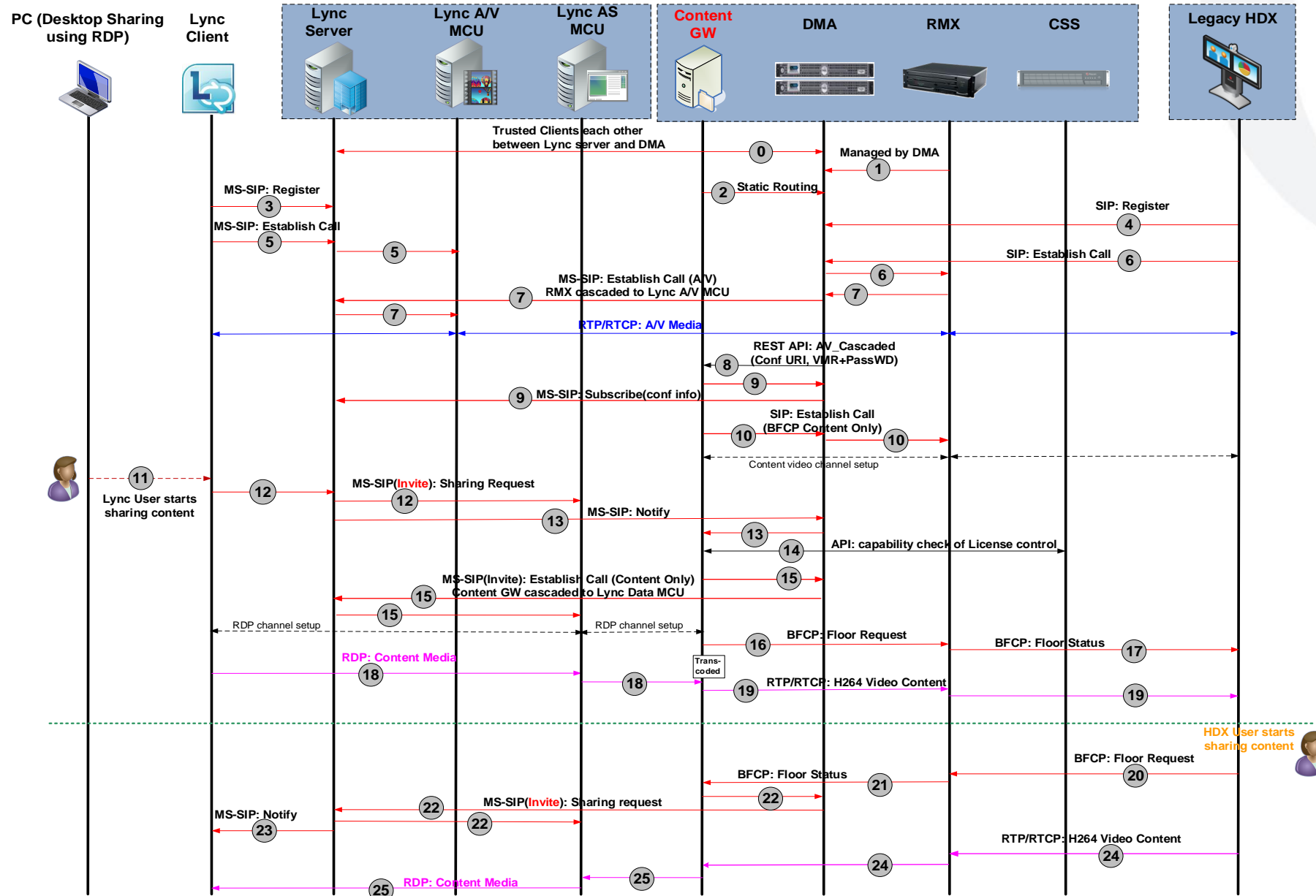
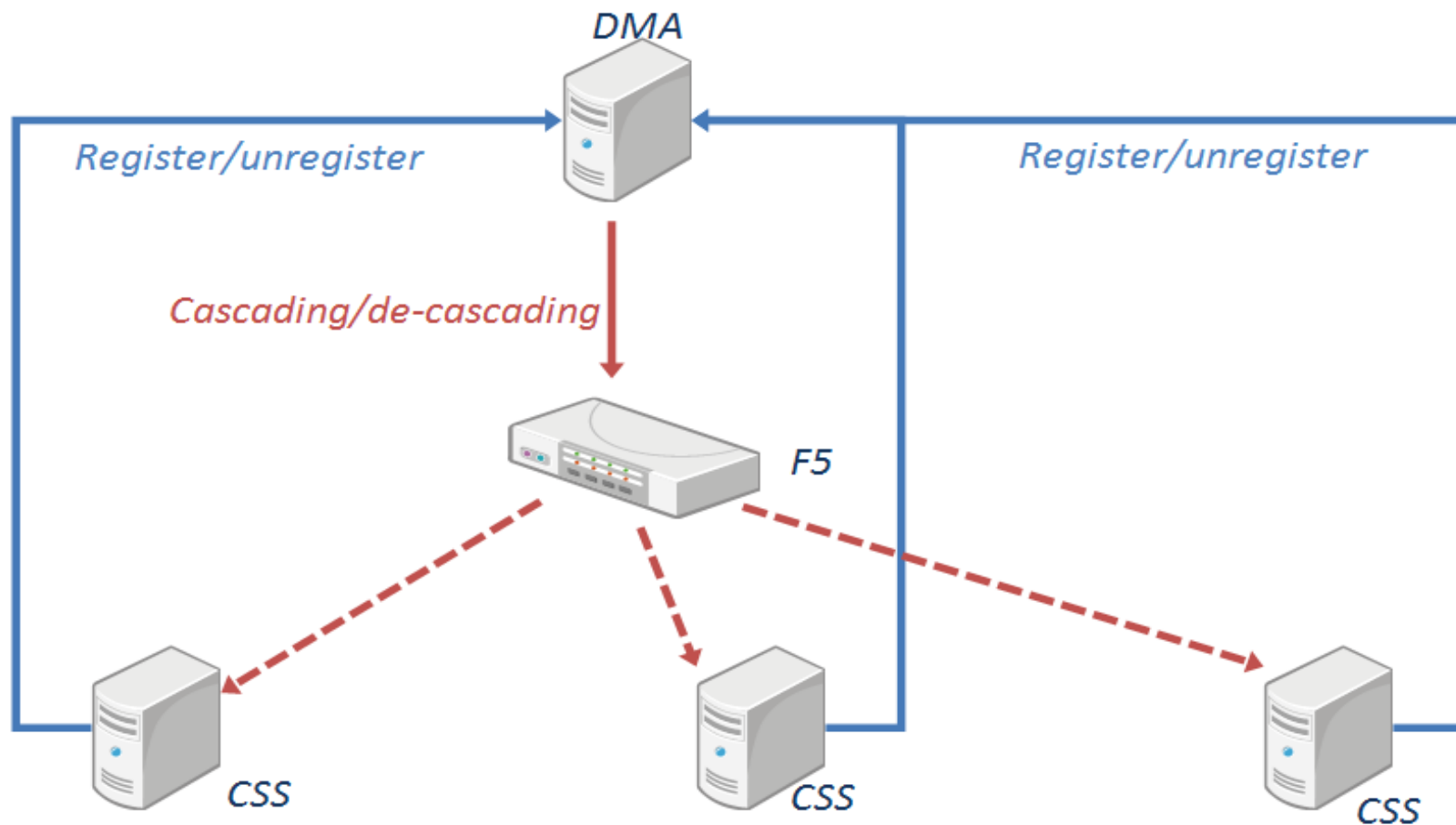
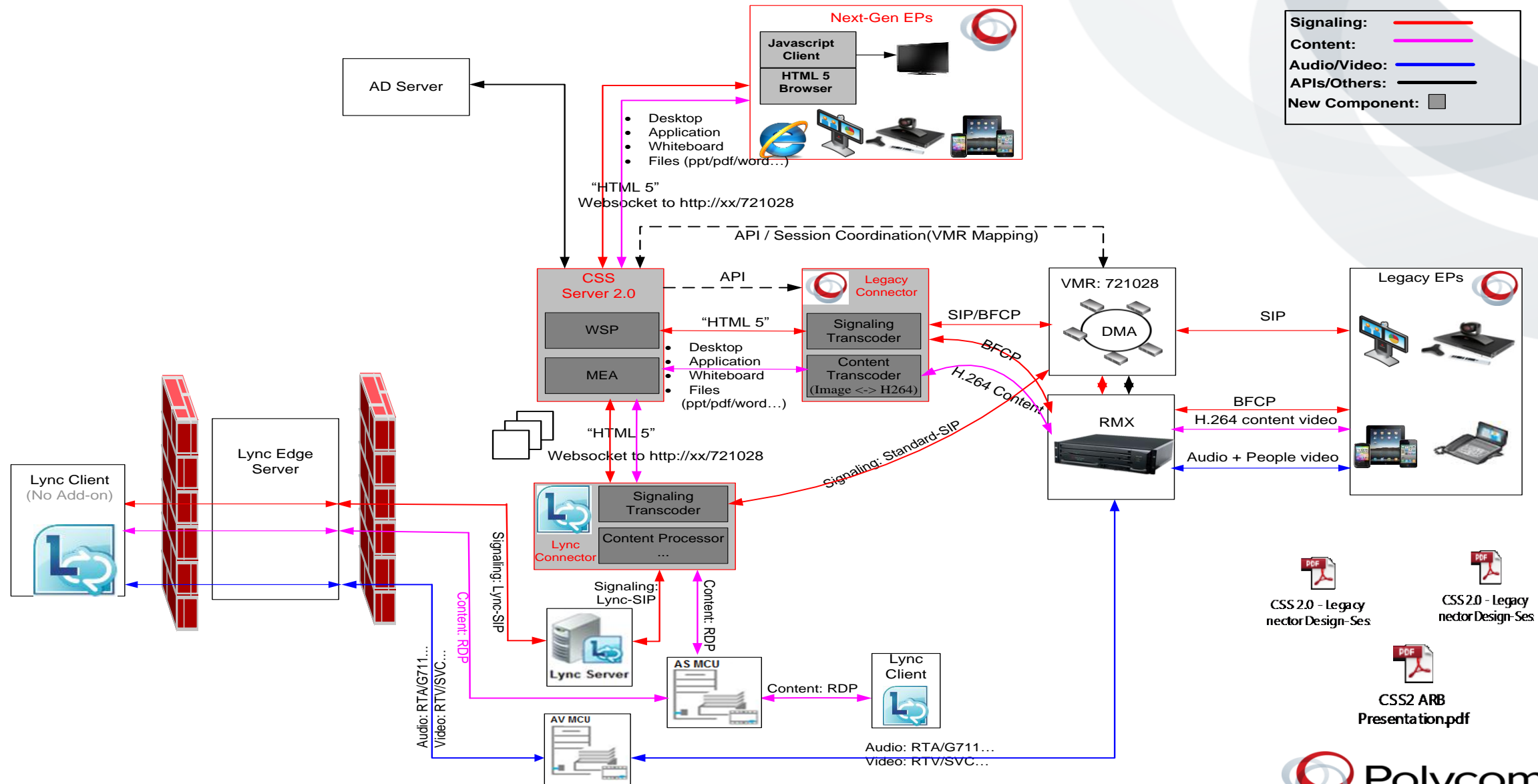


Figure 1.b – Call Flow of Lync and HDX in Cascaded MP Conference

CSS Scalable with F5



CSS Connector Solution Architecture (v2.0 ~)



Useful Links

- RPD&M Home Page
<https://pctcwiki/pages/viewpage.action?pageId=21201111>
- CMAD Home Page
<https://pctcwiki/display/cmad/Home>
- Official Documents on SharePoint
<http://planetpolycom/sites/china/PM/mobility/rpdm3.x/default.aspx> (e.g)
- CSS Home Page
<https://pctcwiki/display/ccs/Home>
- ATS Home Page
<http://pctcwiki.polycom.com/display/cmad/UCC+ATS+Team>

Thank you!