



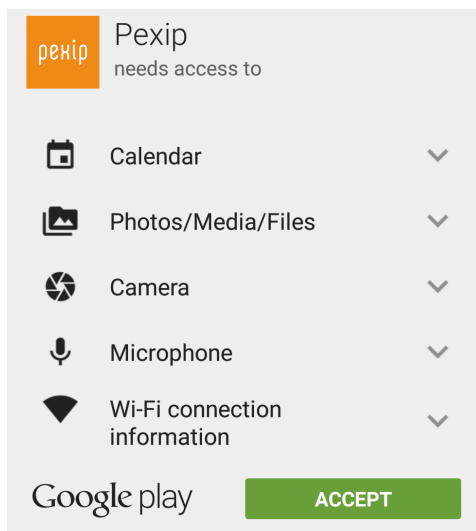
Infinity Connect Mobile v2.0 for Android Quick Guide

Installing the Infinity Connect Mobile client

Version 2.0 of the Infinity Connect Mobile client for Android requires Android 4.0 or later.

It is available for free from the Google Play store at <https://play.google.com/store/apps/details?id=com.pexip.android>. Follow the instructions to download and install the Infinity Connect Mobile client on your device.

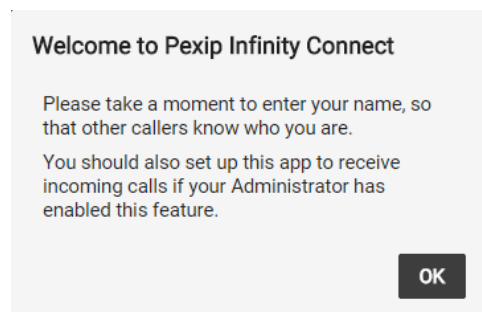
When installing the Infinity Connect Mobile client for Android, it will request permission to access the contacts/calendar on your device:



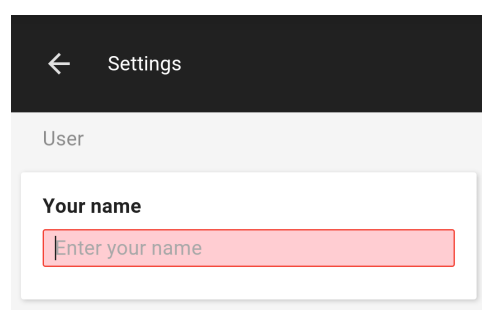
You must **accept** this request to continue with the installation.

Initial configuration

When you open Infinity Connect for the first time, you will be presented with a Welcome screen:




Select **OK**. This will take you to the Settings page:



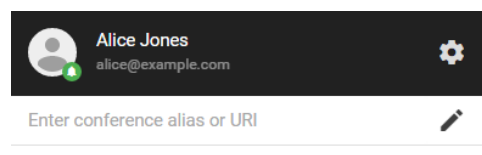
Enter your name as you wish it to appear to other conference participants.

Registering your device to receive calls

To register your Infinity Connect client to receive calls (if this is supported in your deployment):

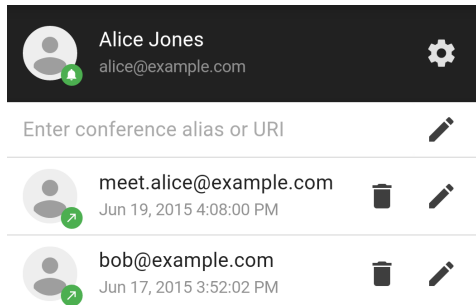
1. Select **Settings**  at the top right of the Infinity Connect window.
2. In the **Registration** section of the **Settings** page, enter the **Server address**, **Alias**, **User name** and **Password** provided to you by your administrator. Be aware that the username and password are case-sensitive, and some devices will default to uppercase for the first character of the user name.
3. Select **Remember password**.
4. Select **Register**.

When you have successfully registered, the button will change to **Unregister**, and when you return to the home page there will be a green icon next to your name and your registered alias will be shown underneath:



Joining a conference or calling a person

To make a call to a Virtual Meeting Room or Virtual Auditorium, or to call another person directly, go to the home page:



Either:

- Enter the address of the Virtual Meeting Room, Virtual Auditorium, or person you wish to call, or
- Select one of the addresses in the call history list.

Selecting your role and entering the conference PIN

Some Virtual Meeting Rooms and Virtual Auditoriums will ask you to whether you wish to join as a Host or a Guest, and some are PIN-protected:

The screenshot shows a form with two sections. The first section is titled 'Select your role' and has two radio buttons: 'Host' (selected) and 'Guest'. The second section is titled 'PIN' and contains a text input field with the placeholder text 'Enter the conference PIN'.


You must enter the conference PIN before you can access the conference. If you do not know the PIN, contact the meeting organizer.

Joining in presentation and control mode


When you first join a conference, you are automatically in presentation and control mode. This means that you can see the participant list and the chat window, and you will see any presentations that are being sent. However, you are not sending any video or audio, and you cannot see any video or audio from other participants.

Sending and receiving video and audio

To start sending and receiving video and audio in the conference you have joined, select .

 If you always want to join calls in full audio and video mode, you can skip this step in future by going to the **Settings** page and selecting **Always start media immediately when connecting**.

Sending and receiving audio only

To start sending and receiving audio from the conference you have joined, select .











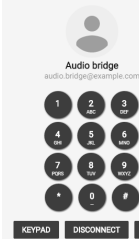
Integrating with your Calendar


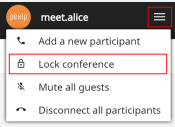


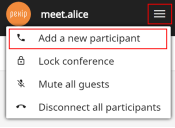


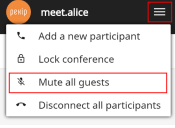

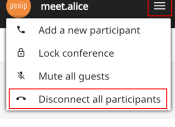
The Infinity Connect Mobile client for Android automatically integrates with your calendar. Any appointments with a **Location** in the form of a URI (for example `meet.alice@pexip.com`) will automatically appear as an upcoming event on the Infinity Connect home page. Simply select the event to join the conference.


Sharing files

To share files from your mobile device with other conference participants, select  and then select the files you want to share.

Using in-call controls

Share images or PDFs with all other participants	<ol style="list-style-type: none"> From the toolbar at the bottom of the window, select Share image or PDF. Drag and drop the file(s) you want to share into the Infinity Connect window. You can add multiple files, and they can be a combination of images and PDFs. Each image will be converted into an individual slide, as will each page of each PDF. Select Start presenting. The first slide will appear in a presentation thumbnail at the top left of the screen (or in the main video window if you are presentation-only). Use the left < and right > controls to scroll through the slides. You can make the slides appear in your main video window by clicking on the presentation thumbnail. To stop sharing the slides, from the toolbar select Stop presenting. 	 
View a presentation being shown by another participant	<p>When a participant starts a presentation, you will automatically see the content they are sharing as your main image, and the image of the participants will reduce to a small thumbnail at the top left corner.</p> <p>You can toggle between viewing the presentation and viewing the participants by clicking on the thumbnail.</p>	
View a presentation at a higher (or lower) refresh rate	<p>When a participant is showing a presentation, by default you receive it as a series of still images. This is suitable for documents and screens being shared, but if the presentation contains a lot of movement it may appear jerky. If this is the case, you can elect to receive the presentation in full motion.</p> <p>To do this, from the bottom right of the screen select click View full motion presentation. To return to the default view, select View still image presentation.</p>	 
Stop/start sending your video to other participants	From the toolbar at the bottom of the window, select Disable my camera or Enable my camera .	 
Stop/start sending your audio to other participants	From the toolbar at the bottom of the window, select Mute my microphone or Unmute my microphone .	 
Stop/start viewing the video of yourself	The video of yourself that is being sent to other participants is shown in a thumbnail at the top right of the screen. To hide this, select the Hide self view  icon at the top right of the image. It will be replaced by a small Show self view icon; select this to view your image again.	
Send DTMF tones	<p>(Requires Host privileges; you must be joined over audio or video and audio)</p> <p>From the participant list, select the participant to whom you want to send DTMF tones, and then select Keypad.</p> <p>This feature is generally used to communicate with external systems (such as audio bridges, automated switchboards, and recording devices) after they have been added to the conference.</p>	

<p>Send and receive chat messages, and share online videos and images</p>	<p>(Available when chat has been enabled by the administrator)</p> <p>At the bottom of the screen there is a Chat room area, which shows the messages sent by participants in the conference. To send a message, type it in the bottom window. Messages are visible to everyone else in the conference with a chat-capable client (such as Lync or Infinity Connect).</p> <p>You can also share videos and images by pasting their URL into the chat window.</p>	
<p>View a list of other conference participants</p>	<p>When using Infinity Connect, a list of all other conference participants will be shown to the left of or at the bottom of the screen. You can scroll through this list, or use the search box at the top of the list, to view other participants.</p>	
<p>Prevent/allow others from joining the conference</p>	<p>(Requires Host privileges)</p> <p>From the top left of the screen, select the menu  icon and then select Lock conference or Unlock conference.</p> <p>The impact of locking depends on whether or not the Virtual Meeting Room or Virtual Auditorium being used has a Host PIN.</p>	
<p>Add a participant to the conference</p>	<p>(Requires Host privileges)</p> <ol style="list-style-type: none"> At the top left of the screen, select the menu  icon and then select Add a new participant. At the prompt, enter the address of the person you want to dial. If you want to use a protocol other than SIP (the default) select either H.323 or Lync/Skype. RTMP is typically used when connecting to a streaming or recording service. Select whether you want the participant to have Host or Guest privileges. Select OK. <p>A call will be placed from the Virtual Meeting Room or Virtual Auditorium to the participant and they will appear in the participant list with the "calling" icon  next to their avatar while their endpoint is ringing. If and when the participant answers the call they will join the conference; if they do not answer, or do not accept the call, they will disappear from the participant list.</p>	
<p>Mute/unmute another participant</p>	<p>(Requires Host privileges)</p> <p>From the participant list, to the right of the participant's name select Mute participant or Unmute participant.</p>	
<p>Muting all Guests</p>	<p>(Requires Host privileges)</p> <p>From the top left of the screen, select the menu  icon and then select Mute all guests.</p>	
<p>Disconnect another participant</p>	<p>(Requires Host privileges)</p> <p>Select the participant's name and then select Disconnect.</p>	
<p>Disconnect all participants (including yourself)</p>	<p>(Requires Host privileges)</p> <p>From the top left of the screen, select the menu  icon and then select Disconnect all participants.</p>	

Disconnect yourself from the conference	From the toolbar at the bottom of the screen, select Disconnect .	
View diagnostic information about your call	From the bottom right of the screen, select Call statistics .	