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About This Guide

The Integrator’s Reference Manual for Polycom® RealPresence® Group Series is for system integrators who need to configure, customize, manage, and troubleshoot Polycom RealPresence Group systems. The API commands in this guide are applicable to the Polycom RealPresence Group 300, Polycom RealPresence Group 500, Polycom RealPresence Group 550, and Polycom RealPresence Group 700 systems.
Contents

About This Guide ......................................................... v

1 Room Integration ................................................... 1
   Setting Up a Room for Video Conferencing ...................... 1
   Room Layout Examples ............................................. 1
   Integrating Video ................................................... 5
   Connecting Polycom Cameras ...................................... 5
   Integrating Audio and Content .................................... 16
   Connecting a Polycom RealPresence Group Microphone Array to a
   Polycom RealPresence Group System ............................. 16
   Connecting a Computer to a Polycom RealPresence GroupSystem . 19

2 Cables ................................................................. 21
   Network Cables ..................................................... 21
   CAT 5e LAN Cable .................................................. 21
   LAN Cable .......................................................... 23
   Polycom Touch Control LAN Cable ................................. 24
   Keyed Peripheral Link LAN Cable ................................ 25
   Polycom Touch Control Power Adapter ............................ 26
   Video and Camera Cables ........................................... 27
   HDMI Monitor Cable ................................................ 28
   HDCI Analog Camera Cable ........................................ 29
   HDCI Polycom EagleEye Director Cable ........................... 31
   Polycom HDX Tracker Cable ....................................... 33
   HDCI Camera Break-Out Cable ..................................... 35
   HDCI Polycom EagleEye 1080 Camera Cable ....................... 36
   HDCI Polycom EagleEye View Camera Cable ....................... 37
   VGA Cable .......................................................... 38
   Audio Cables ........................................................ 39
   RealPresence Group Microphone Array Cable ..................... 39
   Custom Cabling for Polycom RealPresence Group Microphone Arrays 41
3 Using the API ................................................................. 51
   Using the API with an RS-232 Interface ................................ 51
   Configuring the RS-232 Interface ....................................... 51
   Understanding the RealPresence Group Series RS-232 Interfaces ... 53
   Starting an API Session using an RS-232 Interface ................. 54
   Using the API with the Maximum Security Profile Enabled ........ 56
   Using the API with a LAN Connection ................................. 56
   Using the API Controller Code ......................................... 56
   Additional API Resources ................................................. 56
   Technical Support Contact Information ................................. 56
   Feature Enhancement Request Web Site ................................. 57
   Video Test Numbers ....................................................... 57
   Knowledge Base ......................................................... 57

4 System Commands ......................................................... 59
   About the API Commands .................................................. 59
   Syntax Conventions ....................................................... 59
   Availability of Commands ................................................. 60
   Command Response Syntax .............................................. 61
   Commands that Restart the System ..................................... 61
   Additional Tips ............................................................ 62
   addrbook .................................................................... 63
   advnetstats ................................................................. 70
   all register .................................................................. 72
   all unregister .............................................................. 74
   amxdd ....................................................................... 75
   answer ..................................................................... 76
   audiotransmitlevel ......................................................... 77
   autoanswer .................................................................. 78
   autoshowcontent ........................................................... 79
   basicmode .................................................................. 80
calendardomain ................................................. 81
calendarmeetings ............................................. 82
calendarpassword ............................................ 86
calendarplaytone ............................................ 87
calendarregisterwithserver ................................. 88
calendarremindertime ....................................... 89
calendarresource ............................................ 90
calendarserver ............................................... 91
calendarshowpvtmeetings ................................. 92
calendarstatus ............................................... 93
calendaruser .................................................. 94
callinfo ...................................................... 95
callstate ..................................................... 96
camera ........................................................ 97
camerainput ................................................... 100
configdisplay ................................................ 101
configparam .................................................. 103
contentauto ................................................... 104
daylightsavings .............................................. 105
defaultgateway ............................................... 106
dhcp ........................................................... 107
dial ............................................................ 108
dns ............................................................. 111
dynamicbandwidth .......................................... 112
e164ext ....................................................... 113
echocanceller ............................................... 114
echoreply ..................................................... 115
enablefirewalltraversal ................................... 115
enablekeyboardnoisereduction ......................... 117
enablelivemusicmode ....................................... 118
enablepvec ................................................... 119
enablesvp .................................................... 120
enablesnmp .................................................. 121
encryption .................................................... 122
exit ............................................................ 124
farcontrolnearcamera ...................................... 125
gaddrbook .................................................... 126
gatekeeperip ................................................ 135
gendial ....................................................... 136
getcallstate .................................................. 137
<table>
<thead>
<tr>
<th>Command</th>
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</tr>
</thead>
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<td>setpassword</td>
<td>183</td>
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<tr>
<td>sleep</td>
<td>184</td>
</tr>
</tbody>
</table>
sleeptime .................................................. 185
snmpadmin ............................................. 186
snmpcommunity ........................................ 187
snmpconsoleip .......................................... 188
snmplocation ........................................... 189
snmpsystemdescription ............................... 190
snmptrapversion ........................................ 191
speeddial ............................................... 192
subnetmask ............................................. 197
systemname ............................................. 198
systemsetting 323gatewayenable .................. 199
systemsetting cameracontent ........................ 200
systemsetting cameracontent1 ..................... 201
systemsetting cameracontent2 ..................... 202
systemsetting cameracontent3 ..................... 203
systemsetting connectionpreference ............... 204
systemsetting dialingmethod ....................... 205
systemsetting displayiconsincall ................... 206
systemsetting enablepolycomms ................... 207
systemsetting iph323enable ......................... 208
systemsetting lineinlevel ........................... 209
systemsetting lineoutmode .......................... 210
systemsetting maxrxbandwidth ...................... 211
systemsetting maxtxbandwidth ...................... 212
systemsetting medainlevel .......................... 213
systemsetting model .................................. 214
systemsetting primarycamera ...................... 215
systemsetting remotechannelid ..................... 216
systemsetting sipaccountname ...................... 217
systemsetting sipdebug ................................ 218
systemsetting sipenable ............................. 219
systemsetting sippassword ........................... 220
systemsetting sipproxyserver ....................... 221
systemsetting sipregistrarserver ................. 222
systemsetting siptransportprotocol ............... 223
systemsetting sipusername .......................... 224
systemsetting stereoenable ......................... 225
systemsetting telnetenabled ....................... 226
systemsetting transcodingenabled .................. 227
systemsetting uspairingenabled .................... 228
systemsetting webenabled .................................................. 229
systemsetting whitebalancemode ..................................... 230
systemsetting whitebalancemode1 ...................................... 231
usegatekeeper ............................................................... 232
vcbbutton .................................................................. 233
version ....................................................................... 236
vgaqualitypreference ...................................................... 237
videocallorder ............................................................... 238
volume ....................................................................... 239
wake ........................................................................ 241
wanipaddress ................................................................ 242
webmonitoring ............................................................... 243
whoami ..................................................................... 244

A  Room Design and Layout ................................. 245
   Room Requirements ..................................................... 245
      Walls .................................................................. 247
      Windows ............................................................... 247
      Ceiling Tiles .......................................................... 248
      Air Conditioning ..................................................... 248
   Interior Design and Finishes .................................... 249
      Furniture .............................................................. 249
      Acoustics .............................................................. 249
   Room Lighting .......................................................... 250
      Light Fixtures ........................................................ 251
      Room Preparation Conclusion ............................... 252
   Audio Elements ......................................................... 252
      Audio Input ............................................................ 252
      Audio Output ........................................................ 254
      Direction .............................................................. 254
      Power .................................................................. 254
      Range/Frequency Response .................................. 255
   Video Elements .......................................................... 255
      Video Projection for Use in Videoconference .............. 256
      Cameras ................................................................. 256
   Room Control Elements ............................................. 257

B  Polycom RealPresence Group Series Specifications . . . 259
   Back Panel Information ................................................ 259
   Inputs/Outputs ............................................................ 259
Audio Specifications for Polycom RealPresence Group 500 and 550 systems ............................................. 259
Audio Specifications for Polycom RealPresence Group 700 systems .................................................... 260
DTMF Dialing .............................................................................................................................................. 261
Remote Control ........................................................................................................................................ 262
RS-232 Serial Interface ............................................................................................................................ 263

C Categorical List of API Commands ......................... 265

Directory Commands .............................................................. 266
LDAP Commands ........................................................................ 266
Call Function Commands .......................................................... 266
Calling Commands ..................................................................... 266
Call Status Request ................................................................... 266
Call Setting Data ......................................................................... 266
Conference Setting Commands .................................................... 267
Conference Settings ................................................................... 267
Global Services Commands ......................................................... 267
Calendar Commands .................................................................... 267
LDAP Commands ......................................................................... 268
SNMP Commands ........................................................................ 268
LAN, WAN, and IP Commands ....................................................... 268
H323 Commands .......................................................................... 268
LAN and WAN Commands ........................................................... 269
SIP Commands ............................................................................ 269
Video and Audio Commands ......................................................... 269
Audio Adjustment Commands ....................................................... 269
Audio Setting Commands ............................................................. 269
Content Commands ..................................................................... 270
Content Control Commands ........................................................ 270
Content Setting Commands .......................................................... 270
Camera Control Commands .......................................................... 270
Camera Setting Commands ............................................................ 270
Monitor Video Output Setting Commands ........................................ 271
Registration Commands .............................................................. 271
System Commands ........................................................................ 271
System Commands ........................................................................ 271
System Query Commands ............................................................. 271
System Setting Commands ............................................................. 272
Diagnostic Commands ................................................................. 272
Room Integration

Setting Up a Room for Video Conferencing

For detailed information about setting up a room for video conferencing, refer to Room Design and Layout on page 245.

Room Layout Examples

Use the following diagrams as examples for setting up a conference room with Polycom RealPresence Group systems. Polycom recommends that you contract an experienced contractor to ensure all the components operate as a single cohesive system.

Small Conference Room
Large Conference Room: Option 1

- Acoustic Panels
- Polycom SoundStation®
  - IP 7000 Phone
- Ceiling
  - Microphone
- Polycom Touch Control
- Polycom RealPresence
  - Group System
- 50” Monitor 1
- 50” Monitor 2
- Network Outlets
- Power Outlets
- Polycom EagleEye
  - Director
Large Conference Room: Option 2

- Acoustic Panels
- Document Camera
- Polycom SoundStation® IP 7000 Phone
- Ceiling Microphone
- Polycom Touch Control
- Ceiling Microphone
- Projector
- 50” Single Display
- Polycom EagleEye Director
- Polycom RealPresence Group Media Center
- Network Outlets
- Power Outlets
Integrating Video

The following sections describe how to connect cameras to Polycom RealPresence Group systems. After you connect a camera to a Polycom RealPresence Group system, refer to the Administrator's Guide for the Polycom RealPresence Group Series for information about configuring the camera options in the user interface.

Connecting Polycom Cameras

You can connect Polycom RealPresence Group systems to a Polycom EagleEye Acoustic, Polycom EagleEye III, Polycom EagleEye Director, Polycom EagleEye HD, Polycom EagleEye 1080, Polycom EagleEye View, or Polycom EagleEye II camera from Polycom. Refer to the release notes for the software release installed on the Polycom RealPresence Group system for a list of supported PTZ cameras.

Polycom EagleEye Acoustic Camera as the Main Camera

You can connect a Polycom EagleEye Acoustic camera (part number 2624-65058-001) to a Polycom RealPresence Group system as the main camera.

Connecting a Polycom EagleEye Acoustic Camera to a RealPresence Group 300 system:
Connecting a Polycom EagleEye Acoustic Camera to a RealPresence Group 500 system:

Connecting a Polycom EagleEye Acoustic Camera to a Polycom RealPresence Group 550 system:

Connecting a Polycom EagleEye Acoustic Camera to a RealPresence Group 700 system:
Polycom EagleEye III Camera as the Main Camera

You can connect a Polycom EagleEye III camera (part number 1624-08283-002, 8200-63730-xxx, or 8200-63740-xxx) to a Polycom RealPresence Group system as the main camera using:

Option 1

- HDCI Analog Camera Cable on page 29.
- Power supply. Power supply is only required if you want to use the IR remote to wake the system when it is in sleep mode on RealPresence Group 700 systems. Use only the approved power supply from Polycom (part number 1465-52748-040). Do not exceed 12 Volts at 3 Amps. Verify the polarity of the power supply as shown on the Polycom camera next to the power supply input.

Connecting a Polycom EagleEye III Camera to a Polycom RealPresence Group 300 system:
Connecting a Polycom EagleEye III Camera to a Polycom RealPresence Group 500 system:

Connecting a Polycom EagleEye III Camera to a Polycom RealPresence Group 550 system:
Connecting a Polycom EagleEye III Camera to a Polycom RealPresence Group 700 system:

Option 2

- A – Two Polycom HDX Tracker Cable on page 33.
- B – Coaxial analog video cables.
- C – DB-9 serial cable.
- Power supply. Power supply is only required if you want to use the IR remote to wake the system when it is in sleep mode on RealPresence Group 700 systems. Use only the approved power supply from Polycom (part number 1465-52748-040). Do not exceed 12 Volts at 3 Amps. Verify the polarity of the power supply as shown on the Polycom camera next to the power supply input.

Polycom recommends this configuration when a custom cable length is required. The BNC and serial cables can be built to custom lengths.
Connecting a Polycom EagleEye III Camera to a Polycom RealPresence Group 300 system:

Optional, up to 100 ft

Connecting a Polycom EagleEye III Camera to a Polycom RealPresence 500 system:

Optional, up to 100 ft
Connecting a Polycom EagleEye III Camera to a Polycom RealPresence Group 550 system:

Connecting a Polycom EagleEye III Camera to a Polycom RealPresence 700 system:

Optional, up to 100 ft
Polycom EagleEye III Camera as the Second Camera

You can connect a Polycom EagleEye III camera (part number 1624-08283-002, 8200-63730-xxx, or 8200-63740-xxx) to a Polycom RealPresence Group 700 system as the second camera.

Option 1

- HDCI Analog Camera Cable on page 29
- Power supply. Power supply is only required if you want to use the IR remote to wake the system when it is in sleep mode on RealPresence Group 700 systems. Use only the approved power supply from Polycom (part number 1465-52748-040). Do not exceed 12 Volts at 3 Amps. Verify the polarity of the power supply as shown on the Polycom camera next to the power supply input.

Connecting to a Polycom EagleEye III Camera to a Polycom RealPresence Group 700 system:

![Diagram of connecting Polycom EagleEye III Camera to Polycom RealPresence Group 700 system]

Option 2

- A—Two Polycom HDX Tracker Cable on page 33.
- B—Coaxial analog video cables.
- C—DB-9 serial cable.
- Power supply. Power supply is only required if you want to use the IR remote to wake the system when it is in sleep mode on RealPresence Group 700 systems. Use only the approved power supply from Polycom.
(part number 1465-52748-040). Do not exceed 12 Volts at 3 Amps. Verify the polarity of the power supply as shown on the Polycom camera next to the power supply input.

**Connecting to a Polycom EagleEye III Camera to a Polycom RealPresence Group 700 system:**

**Polycom EagleEye Director as the Main Camera or Second Camera**

EagleEye Director can be connected to Polycom RealPresence Group 300, 500, and 550 systems as the main camera. Polycom EagleEye Director can be connected to a Polycom RealPresence Group 700 system as the main camera or second camera.

**Connect a Polycom EagleEye Director (part number 7200-82632-xxx, 7200-82631-xxx, or 2200-82559-xxx) to Polycom RealPresence Group system as the main camera using:**

- A — **HDCI Analog Camera Cable** on page 29.
- B — **Polycom EagleEye Director Audio Feedback Phoenix to RCA Cable** on page 46.
Connecting a Polycom EagleEye Director to a Polycom RealPresence Group 300 system:

Connecting a Polycom EagleEye Director to a Polycom RealPresence Group 500 system:
Connecting a Polycom EagleEye Director to a Polycom RealPresence Group 550 system:

Connecting a Polycom EagleEye Director to a Polycom RealPresence Group 700 system:
Third-Party Camera as the Main or Second Camera

You can connect a third-party camera to the SDI interface of Polycom RealPresence Group 550 systems as either the main or second camera.

Connecting a Third-Party SDI camera to a Polycom RealPresence Group 550 system:

Integrating Audio and Content

Connecting a Polycom RealPresence Group Microphone Array to a Polycom RealPresence Group System

You can connect a Polycom RealPresence Group Series microphone array to a Polycom RealPresence Group system using the RealPresence Group Microphone Array Cable on page 39.

When connecting a Polycom RealPresence Group Series microphone array to a Polycom RealPresence Group system, ensure that the cable is inserted correctly. When connecting the cable to a microphone, the icon must be facing up. When connecting the cable to a RealPresence Group system or Polycom SoundStation IP 7000 phone, the icon must be facing up.
Connect a RealPresence Group Series microphone array to a RealPresence Group 300 system:

Connect a RealPresence Group Series microphone array to a RealPresence Group 500 system:

Connect a RealPresence Group Series microphone array to a RealPresence Group 550 system:

Connect a RealPresence Group Series microphone array to a RealPresence Group 700 system:
Connecting a Computer to a Polycom RealPresence Group System

You can connect Polycom RealPresence Group series 500, 550, and 700 systems to a computer using the HDMI Monitor Cable on page 28.

Connect a computer to a RealPresence Group 500 system:

Connect a computer to a Polycom RealPresence Group 550 system:

Option 1: HDMI

Option 2: VGA

To connect a computer to a RealPresence Group 700 system:
Cables

This section includes information about cables that can be used with a RealPresence Group system. Please note that drawings and part numbers are provided for reference only. Compliance information is provided for the Restriction of certain Hazardous Substances Directive (RoHS).

Network Cables

CAT 5e LAN Cable

This cable connects a RealPresence Group system to the LAN. It has orange RJ-45 connectors on both ends. It meets category 5e requirements and is wired according to EIA/TIA-568B. The maximum approved length for this cable is 100 ft (30 m) on an 802 network.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
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<tbody>
<tr>
<td>12 ft (3.6 m)</td>
<td>2457-23537-001</td>
<td>Yes</td>
</tr>
</tbody>
</table>
Drawings and part numbers are provided for reference only. Polycom claims no responsibility or liability for the quality, performance, or reliability of cables based on these reference drawings, other than cables provided by Polycom. Contact your Polycom distributor or Polycom Custom/Vertical Products to order cables that meet the appropriate manufacturing tolerances, quality, and performance parameters for your application.
**LAN Cable**

This cable connects a RealPresence Group to the LAN. It has orange RJ-45 connectors on both ends and is used with all systems. The maximum approved length for this cable is 100 ft (30 m).

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
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</thead>
<tbody>
<tr>
<td>12 ft (3.6 m)</td>
<td>2457-08343-001</td>
<td>Yes</td>
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</tbody>
</table>

Drawings and part numbers are provided for reference only. Polycom claims no responsibility or liability for the quality, performance, or reliability of cables based on these reference drawings, other than cables provided by Polycom. Contact your Polycom distributor or Polycom Custom/Vertical Products to order cables that meet the appropriate manufacturing tolerances, quality, and performance parameters for your application.
Polycom Touch Control LAN Cable

This cable connects a Polycom Touch Control device to the LAN.

<table>
<thead>
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<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
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<tr>
<td>25 ft (7.62 m)</td>
<td>2457-26994-001</td>
<td>Yes</td>
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</table>

Drawings and part numbers are provided for reference only. Polycom claims no responsibility or liability for the quality, performance, or reliability of cables based on these reference drawings, other than cables provided by Polycom. Contact your Polycom distributor or Polycom Custom/Vertical Products to order cables that meet the appropriate manufacturing tolerances, quality, and performance parameters for your application.
Keyed Peripheral Link LAN Cable

This cable connects a Polycom HDX 4000, Polycom HDX 7000, or Polycom HDX 8000 system to its external ISDN module. This cable has light blue keyed RJ-45 connectors on both ends.

<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>10 ft (3 m)</td>
<td>2457-09153-001</td>
<td>Yes</td>
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</table>

Drawings and part numbers are provided for reference only. Polycom claims no responsibility or liability for the quality, performance, or reliability of cables based on these reference drawings, other than cables provided by Polycom. Contact your Polycom distributor or Polycom Custom/Vertical Products to order cables that meet the appropriate manufacturing tolerances, quality, and performance parameters for your application.
Polycom Touch Control Power Adapter

This adapter connects the Polycom Touch Control device to the LAN and a power supply (part number 2200-42740-XXX) for rooms that do not have Power over Ethernet (PoE)

<table>
<thead>
<tr>
<th>Length</th>
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<tr>
<td>2.1 ft (.61 m)</td>
<td>2457-40054-001</td>
<td>Yes</td>
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</table>

Drawings and part numbers are provided for reference only. Polycom claims no responsibility or liability for the quality, performance, or reliability of cables based on these reference drawings, other than cables provided by Polycom. Contact your Polycom distributor or Polycom Custom/Vertical Products to order cables that meet the appropriate manufacturing tolerances, quality, and performance parameters for your application.
Video and Camera Cables
HDMI Monitor Cable

This cable connects the RealPresence Group system HDMI output to an HDMI monitor. It is HDMI to male HDMI.

<table>
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<tbody>
<tr>
<td>6 ft (1.8 m)</td>
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WIRING LIST

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<td>D2 4</td>
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<td>D3</td>
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<td>P2 6</td>
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<td>D4</td>
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<td>E3</td>
<td></td>
</tr>
<tr>
<td>SDA</td>
<td>E4</td>
<td></td>
</tr>
<tr>
<td>VEO/CEC GROUND</td>
<td>E5</td>
<td></td>
</tr>
<tr>
<td>+/-5 Volts</td>
<td>E6</td>
<td></td>
</tr>
<tr>
<td>Hot Plug Detect</td>
<td>E7</td>
<td></td>
</tr>
<tr>
<td>Cable Shield</td>
<td>SHELL</td>
<td>B</td>
</tr>
</tbody>
</table>

Drawings and part numbers are provided for reference only. Polycom claims no responsibility or liability for the quality, performance, or reliability of cables based on these reference drawings, other than cables provided by Polycom. Contact your Polycom distributor or Polycom Custom/Vertical Products to order cables that meet the appropriate manufacturing tolerances, quality, and performance parameters for your application.
HDCI Analog Camera Cable

This cable connects a system to a Polycom EagleEye HD, Polycom EagleEye II, Polycom EagleEye III, or Polycom EagleEye Director. This cable can be connected to the EagleEye View camera, but does not support audio. It has male HDCI connectors on both ends. Note that this cable is not compatible with the Polycom HDX Tracker camera. The over-mold connectors of the 2457-27453-001 and 2457-27454-001 cables are black.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 ft 7 in (1.1 m)</td>
<td>2457-27453-001</td>
<td>Yes</td>
</tr>
<tr>
<td>6 ft 3 in (1.9 m)</td>
<td>2457-27454-001</td>
<td>Yes</td>
</tr>
<tr>
<td>9 ft 10 in (3 m)</td>
<td>2457-23180-003</td>
<td>Yes</td>
</tr>
<tr>
<td>9 ft 10 in (3 m)</td>
<td>2457-65015-003</td>
<td>Yes</td>
</tr>
<tr>
<td>33 ft (10 m)</td>
<td>2457-65015-010</td>
<td>Yes</td>
</tr>
<tr>
<td>33 ft (10 m)</td>
<td>2457-23180-010</td>
<td>Yes</td>
</tr>
<tr>
<td>50 ft (15 m)</td>
<td>2457-23180-015</td>
<td>Yes</td>
</tr>
<tr>
<td>100 ft (30 m)</td>
<td>2457-23180-030</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**Wiring List**

<table>
<thead>
<tr>
<th>SIGNAL NAME</th>
<th>P1 PIN</th>
<th>P2 PIN</th>
<th>CABLE UNIT</th>
<th>CONDUCTOR</th>
<th>COLOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y</td>
<td>47</td>
<td>47</td>
<td>D1</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>Y SHIELD</td>
<td>46</td>
<td>46</td>
<td>D1</td>
<td>SHIELD</td>
<td></td>
</tr>
<tr>
<td>Pb</td>
<td>13</td>
<td>13</td>
<td>D2</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>Pb SHIELD</td>
<td>12</td>
<td>12</td>
<td>D2</td>
<td>SHIELD</td>
<td></td>
</tr>
<tr>
<td>Pr</td>
<td>14</td>
<td>14</td>
<td>D3</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>Pr SHIELD</td>
<td>15</td>
<td>15</td>
<td>D3</td>
<td>SHIELD</td>
<td></td>
</tr>
<tr>
<td>+12 VDC</td>
<td>4</td>
<td>4</td>
<td>E1</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>+12 VDC</td>
<td>5</td>
<td>5</td>
<td>E2</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>+12 VDC</td>
<td>10</td>
<td>10</td>
<td>E3</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>+12 VDC</td>
<td>11</td>
<td>11</td>
<td>E4</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>GND</td>
<td>7</td>
<td>7</td>
<td>E5</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>GND</td>
<td>8</td>
<td>8</td>
<td>E6</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>GND</td>
<td>48</td>
<td>48</td>
<td>E7</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>GND</td>
<td>58</td>
<td>58</td>
<td>E8</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Rx</td>
<td>1</td>
<td>1</td>
<td>E9</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Tx</td>
<td>2</td>
<td>2</td>
<td>E10</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>
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HDCI Polycom EagleEye Director Cable

This cable connects a Polycom EagleEye II or Polycom EagleEye III camera to the Polycom EagleEye Director base. It has male HDCI connectors on both ends.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 ft (0.3 m)</td>
<td>2457-26122-001</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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As shown in the following figure, the EagleEye Director has seven microphones embedded in the base.
Polycom HDX Tracker Cable

This cable connects a Polycom HDX system to a Polycom HDX Tracker camera. It has gray overmolds and male HDCl connectors on both ends. Note that this cable is also compatible with the Polycom EagleEye camera.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>9 ft 10 in (3 m)</td>
<td>2457-25642-001</td>
<td>Yes</td>
</tr>
<tr>
<td>33 ft (10 m)</td>
<td>2457-26453-001</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**Wiring List**

<table>
<thead>
<tr>
<th>SIGNAL NAME</th>
<th>PIN PAIR</th>
<th>PIN PAIR</th>
<th>CABLE</th>
<th>CONDUCTOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>D1</td>
<td>14-41</td>
<td>D1</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>SHIELD</td>
<td>48-48</td>
<td></td>
<td>SHIELD</td>
<td></td>
</tr>
<tr>
<td>P1</td>
<td>13-13</td>
<td>D2</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>SHIELD</td>
<td>17-17</td>
<td></td>
<td>SHIELD</td>
<td></td>
</tr>
<tr>
<td>P8</td>
<td>14-14</td>
<td>D3</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>SHIELD</td>
<td>18-18</td>
<td></td>
<td>SHIELD</td>
<td></td>
</tr>
<tr>
<td>P12 VC</td>
<td>4-4</td>
<td>E1</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>P12 VC</td>
<td>5-5</td>
<td>E2</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>P13 VC</td>
<td>13-13</td>
<td>E3</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>P13 VC</td>
<td>11-11</td>
<td>E4</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>END</td>
<td>1-1</td>
<td>E5</td>
<td>-</td>
<td></td>
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<tr>
<td>END</td>
<td>8-8</td>
<td>E6</td>
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<tr>
<td>END</td>
<td>48-48</td>
<td>E7</td>
<td>-</td>
<td></td>
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<tr>
<td>END</td>
<td>58-58</td>
<td>E8</td>
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<td>E3</td>
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<td>E9</td>
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<td></td>
</tr>
<tr>
<td>Tc</td>
<td>2-2</td>
<td>E10</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>TH</td>
<td>3-3</td>
<td>E11</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>LEFT MIC</td>
<td>16-16</td>
<td>D4</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>PANT MIC</td>
<td>17-17</td>
<td>D5</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>ARM MIC</td>
<td>10-10</td>
<td>D6</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>CRN MIC</td>
<td>43-43</td>
<td>D7</td>
<td>CENTER</td>
<td></td>
</tr>
<tr>
<td>END</td>
<td>SHELL</td>
<td>SHELL</td>
<td>E</td>
<td></td>
</tr>
</tbody>
</table>

Polycom, Inc. 33
Drawings and part numbers are provided for reference only. Polycom claims no responsibility or liability for the quality, performance, or reliability of cables based on these reference drawings, other than cables provided by Polycom. Contact your Polycom distributor or Polycom Custom/Vertical Products to order cables that meet the appropriate manufacturing tolerances, quality, and performance parameters for your application.
**HDCI Camera Break-Out Cable**

This cable breaks out the HDCI camera cable video and control signals to standard interfaces. This cable can be connected to the EagleEye View camera, but does not support audio. The five BNC connectors can be used to carry composite and digital video composite video, S-Video, or analog component YPbPr video. The DB-9 connector is used to connect to PTZ camera control interfaces. It is male HDCI to five female BNC and one female DB-9.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>1ft (0.3 m)</td>
<td>2457-23521-001</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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HDCI Polycom EagleEye 1080 Camera Cable

This cable connects a Polycom system HDCI video input to the Polycom EagleEye 1080 camera. It is HDCI to 8-pin mini-DIN and HD-15. The maximum approved length for this cable is 100 ft (30 m).

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 ft (0.3 m)</td>
<td>2457-23548-001</td>
<td>Yes</td>
</tr>
<tr>
<td>9 ft 10 in (3 m)</td>
<td>2457-28153-001</td>
<td>Yes</td>
</tr>
<tr>
<td>33 ft (10 m)</td>
<td>2457-28154-001</td>
<td>Yes</td>
</tr>
<tr>
<td>50 ft (15 m)</td>
<td>2457-28154-050</td>
<td>Yes</td>
</tr>
<tr>
<td>100 ft (30 m)</td>
<td>2457-28154-100</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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**HDCI Polycom EagleEye View Camera Cable**

This cable connects a RealPresence Group system HDCI video input to a Polycom EagleEye View camera. It has male HDCI connectors on both ends. The over-mold connectors of the 2457-09729-001 cable are brown.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.5 ft (457 mm)</td>
<td>2457-09729-001</td>
<td>Yes</td>
</tr>
<tr>
<td>9 ft 10 in (3 m)</td>
<td>2457-29759-001</td>
<td>Yes</td>
</tr>
<tr>
<td>33 ft (10 m)</td>
<td>2457-29759-010</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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### VGA Cable

This cable connects a RealPresence Group 550 system VGA video input to a VGA camera.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>5000mm</td>
<td>2457-32613-003</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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Audio Cables

RealPresence Group Microphone Array Cable

This cable connects two RealPresence Group microphone arrays. This cable can also be used to connect a RealPresence Group system to a RealPresence Group microphone array or to a SoundStation IP 7000 phone.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>25 ft (7.6 m)</td>
<td>2457-23216-002</td>
<td>Yes</td>
</tr>
<tr>
<td>10 ft (3 m)</td>
<td>—</td>
<td>Yes</td>
</tr>
<tr>
<td>6 ft (1.8 m)</td>
<td>—</td>
<td>Yes</td>
</tr>
</tbody>
</table>

WARNING LIST

<table>
<thead>
<tr>
<th>P1</th>
<th>P2</th>
<th>CABLE UNIT</th>
<th>CONDUCTOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
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<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

A1 BROWN HEAT-SHRINK TUBING
A2 BROWN HEAT-SHRINK TUBING
A3 BROWN HEAT-SHRINK TUBING

PINS 1, 7, 8, 11 AND 15 OF P1 & P2 ARE NOT USED AND SHALL BE LEFT OPEN.
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Custom Cabling for Polycom RealPresence Group Microphone Arrays

You can create a custom-length cable that connects a RealPresence Group system to a RealPresence Group microphone array or SoundStation IP 7000 phone. Start with the microphone cable (part number 2457-23216-002), and cut off the P1 end. Using the wiring tables shown, create a custom cable from the microphone to a wall plate or other interfacing device. Next, from the wall plate or other interfacing device, run shielded CAT5 or better cable to the RealPresence Group system, terminating with a shielded RJ-45 plug connector.

The total length from the RealPresence Group system to the first Polycom microphone array or SoundStation IP 7000 phone can vary between 18 in and 100 ft. The maximum length between subsequent microphone arrays is 25 ft.

The following diagram shows an example of longer custom cabling from a RealPresence Group system to a Polycom microphone array or a Polycom SoundStation IP 7000 Phone.

The following steps explain how to wire this custom cable configuration.

1. Identify the P1 connector on the Polycom RealPresence microphone cable according to the location of the brown heat-shrink tubing as shown on RealPresence Group Microphone Array Cable on page 39. Remove the P1 connector and skip to step 4. Note that two separate vendors manufacture Polycom RealPresence Microphone Array Cable such as a Wall Plate Interfacing Device such as a Wall Plate Cut and Re-terminated Polycom RealPresence Microphone Array Cable Polycom RealPresence Microphone Array Cable

Refer to Connecting a Polycom RealPresence Group Microphone Array to a Polycom RealPresence Group System on page 16 for instructions on how to use the icons on the RealPresence Microphone Array Cable to ensure the cable is connected correctly.
these cables, which are electrically equivalent but have different color coding. If you cannot identify the P1 connector, remove either connector from the cable and continue with step 2.

The following tables show the color coding for the cable wiring.

2 If you are not sure which connector you need to cut off, use the following tables to perform a continuity check between the connector and the cable colors. If you cut off P1, skip to step 4. If you cut off P2, continue with step 3.

3 If you cut off P2, re-terminate the cable with a shielded RJ-45 connector using the following tables, then skip to step 5.
4 If you cut off P1, re-terminate the cable with an RJ-45 8-pin plug using the following tables, then continue with step 5.

Whether you re-terminated the P1 or P2 end of the cable, at this point the cable can be connected directly to the system and to the first microphone. If it is necessary to install an extension to the system’s RJ-45 connection on a wall plate or panel, create a custom pinout cable using shielded CAT5 cable. The cable is terminated on one end to either a shielded CAT5 keystone jack or, if using a shielded panel coupler, a shielded RJ-45 plug connector. The other end terminates to a shielded RJ-45 plug that connects to the RealPresence Group system.

The Polycom RJ-45 connector pinout is custom. For best performance, follow the wiring tables shown in this document. If standard Ethernet cables are used, signal integrity cannot be guaranteed and degraded performance may occur, especially at longer lengths.
Audio Cable

This cable connects a system to an external audio system. It has dual RCA connectors (red/white) on both ends. The maximum approved length for this cable is 100 ft (30 m).

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>25 ft (7.6 m)</td>
<td>2457-09212-002</td>
<td>Yes</td>
</tr>
<tr>
<td>9 ft 10 in (3 m)</td>
<td>2457-09212-010</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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3.5 mm Stereo Cable

This cable connects a Polycom HDX 4000 system to computer audio. It has 3.5 mm stereo jack connectors on both ends.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 ft 6 in (1.5 m)</td>
<td>2457-24648-002</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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Polycom EagleEye Director Audio Feedback Phoenix to RCA Cable

This cable connects a RealPresence Group system to the Polycom EagleEye Director and the room audio playback system. It is dual male Phoenix connectors (for RealPresence Group systems) to dual male RCA connectors (for the EagleEye Director) with dual female RCA connectors (for the room audio playback system).

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.10 ft (3 m)</td>
<td>2457-82587-001</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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Serial Cables

Polycom RealPresence Group Series Serial cable

This cable connects a Polycom RealPresence Group system to a serial device. It is 8-pin mini-DIN to DB-9.

- The 8-pin mini-DIN RS232 connection is wired per Polycom RS232 and does not follow VISCA pinout convention. Do NOT try to use a cable meant to support VISCA in this application as it will not work correctly.
- Do not use this adapter DIRECTLY CONNECTED to multi-purpose AMX serial ports. AMX systems support both RS-232 and RS-422. Therefore, for the most reliable RS-232 support with this adapter, use an additional null modem cross-over cable in-line that only carries only pins 2, 3, and 5, with pins 2 and 3 crossed.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 ft (3 m)</td>
<td>2457-63542-001</td>
<td>Yes</td>
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</tbody>
</table>

**Wiring List**

<table>
<thead>
<tr>
<th>P1</th>
<th>P2</th>
</tr>
</thead>
<tbody>
<tr>
<td>______</td>
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<tr>
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<td>SIGNAL</td>
</tr>
<tr>
<td>RXD</td>
<td>RXD</td>
</tr>
<tr>
<td>TXD</td>
<td>TXD</td>
</tr>
<tr>
<td>DTR</td>
<td>DTR</td>
</tr>
<tr>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>DSR</td>
<td>DSR</td>
</tr>
<tr>
<td>RTS</td>
<td>RTS</td>
</tr>
<tr>
<td>CTS</td>
<td>CTS</td>
</tr>
<tr>
<td>BRAIDED SHIELD</td>
<td>BRAIDED SHIELD</td>
</tr>
<tr>
<td>SHELL</td>
<td>SHELL</td>
</tr>
</tbody>
</table>
Straight-Through Serial Cable

This cable connects a RealPresence Group system to a serial device. It has a DB-9 connector on each end. The maximum approved length for this cable is 100 ft (30 m).

Polycom does not recommend using this straight-through serial cable for RS-232 communication from a computer, Crestron system, or AMX device. Instead, for RS-232 communication, Polycom recommends using a cross-over cable with pin 2 wired to pin 3, pin 3 wired to pin 2, and pin 5 wired to pin 5. The other pins are not used.

If you choose to use this straight-through serial cable for RS-232 communication from a computer or Crestron system, the Null Modem Adapter on page 50 is required. However, the null modem adapter does not work for RS-232 communication from AMX devices and causes problems if you try to use it.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td>25 ft (7.6 m)</td>
<td>2457-09172-001</td>
<td>—</td>
</tr>
</tbody>
</table>
Null Modem Adapter

This adapter is used when connecting RealPresence Group 700 system to a serial device that transmits on pin 3 such as Crestron Pro2 processor. It is a male to female DB-9 adapter plug.

Do not use this adapter with an AMX device. AMX systems support both RS-232 and RS-422. Therefore, for RS-232 support, use a null modem cross-over cable that carries only pins 2, 3, and 5, with pins 2 and 3 crossed.

<table>
<thead>
<tr>
<th>Length</th>
<th>Part Number</th>
<th>RoHS Compliant</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1517-61577-001</td>
<td>Yes</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DB9F</th>
<th>DB9M</th>
</tr>
</thead>
<tbody>
<tr>
<td>PIN 1&amp;6</td>
<td>PIN 4</td>
</tr>
<tr>
<td>PIN 2</td>
<td>PIN 3</td>
</tr>
<tr>
<td>PIN 3</td>
<td>PIN 2</td>
</tr>
<tr>
<td>PIN 4</td>
<td>PIN 1&amp;6</td>
</tr>
<tr>
<td>PIN 5</td>
<td>PIN 5</td>
</tr>
<tr>
<td>PIN 7</td>
<td>PIN 8</td>
</tr>
<tr>
<td>PIN 8</td>
<td>PIN 7</td>
</tr>
<tr>
<td>PIN 9</td>
<td>N/C</td>
</tr>
</tbody>
</table>

Drawings and part numbers are provided for reference only. Polycom claims no responsibility or liability for the quality, performance, or reliability of cables based on these reference drawings, other than cables provided by Polycom. Contact your Polycom distributor or Polycom Custom/Vertical Products to order cables that meet the appropriate manufacturing tolerances, quality, and performance parameters for your application.
Using the API

The Application Programming Interface (API) is a set of commands for advanced users who want to automate a Polycom RealPresence Group system. You can use the API by connecting a control system or computer RS-232 serial port to a Polycom RealPresence Group system. You can also use Telnet over the LAN to use the API with Polycom RealPresence Group systems.

For this release of the Polycom RealPresence Group 550 systems, you can only use Telnet over the LAN to use the API commands. The RS-232 port of the Polycom RealPresence Group 550 systems is intended for SDI camera control only.

Using the API with an RS-232 Interface

If you use an RS-232 interface to send API commands, you must connect and configure the control system or computer and the Polycom RealPresence Group system for serial communication.

This feature is not available to this release of the Polycom RealPresence Group 550 systems.

Configuring the RS-232 Interface

If you use the API with a serial connection, make sure that the RS-232 interfaces of the Polycom RealPresence Group 300, 500, and 700 system and your computer are configured appropriately.

To access the RS-232 settings on your system, go to Admin Settings > General Settings > Serial Port from the web interface.
Configure the Baud Rate and RS-232 Mode options as follows:

<table>
<thead>
<tr>
<th>Option</th>
<th>Configure this way on your computer</th>
<th>Configure this way on the Polycom RealPresence Group system</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baud Rate</td>
<td>Must be the same rate for both devices. Available rates are:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• 9600</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• 14400</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• 19200</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• 38400</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• 57600</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• 115200</td>
<td></td>
</tr>
<tr>
<td>RS-232 Mode</td>
<td>—</td>
<td>Control Camera control</td>
</tr>
</tbody>
</table>

The RS-232 port on the Polycom RealPresence Group 300, 500, and 700 system supports Control mode. In Control Mode, a device (for example, a computer) connected to the RS-232 port can control the system using the API.
Understanding the RealPresence Group Series RS-232 Interfaces

The serial ports on Polycom RealPresence Group 300 and Real Presence Group 500 systems are mini-DIN-8 connectors.

Use an 8-pin mini-DIN to DB-9 cable such as the Polycom RealPresence Group Series Serial cable on page 47 to connect to the RS-232 interface. The pinouts for this type of cable are listed in the following table:

<table>
<thead>
<tr>
<th>WIRING LIST</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>P1</td>
<td>P2</td>
</tr>
<tr>
<td>SIGNAL</td>
<td>PIN</td>
<td>PIN</td>
</tr>
<tr>
<td>RXD</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>TXD</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>DTR</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>GND</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>DSR</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>RTS</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>CTS</td>
<td>8</td>
<td>7</td>
</tr>
<tr>
<td>BRAIDED</td>
<td>SHELL</td>
<td>SHELL</td>
</tr>
<tr>
<td>SHIELD</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The serial port on a Polycom RealPresence Group 700 system is a DB-9 connector:
Use a DB-9 to DB-9 cable such as the Straight-Through Serial Cable on page 48 to connect to the RS-232 interface. The pinouts for this type of cable are listed in the following table:

---

**Starting an API Session using an RS-232 Interface**

Polycom RealPresence Group 300, 500, and 700 systems can run API sessions from the RS-232 interface.

After you have verified that the Polycom RealPresence Group system and your computer or control system are both configured appropriately, set up both devices as follows:

1. Power off the computer or control system and the Polycom RealPresence Group system.
2 Use an RS-232 cable to connect the computer or control system RS-232 port to an RS-232 port on the Polycom RealPresence Group 300, 500, or 700 systems as shown in the following illustrations. This connection may require the Null Modem Adapter on page 50.

To connect a computer to a Polycom RealPresence Group 300 system:

To connect a computer to a Polycom RealPresence Group 500 system:

To connect a control system to a Polycom RealPresence Group 700 system:

3 Power on the computer or control system and the Polycom RealPresence Group system.

4 From the computer or control system, start a serial session using HyperTerminal or another appropriate utility.
Using the API with the Maximum Security Profile Enabled

You must log in with a password to start an RS-232 session if the system is configured with the Security Profile set to Maximum. You can log in with either the Admin ID and Admin Remote Password or the User ID and User Remote Password of the Polycom RealPresence Group system. In software version 4.1.1, you must be logged in using the Admin ID in order to use the API commands.


Using the API with a LAN Connection

If you have a computer connected to the LAN, you can send API commands to the Polycom RealPresence Group system through telnet port 24.

1. On the computer, open a command line interface.
2. Start a Telnet session using the Polycom RealPresence Group system IP address and port number — for example, telnet 10.11.12.13 24.

Using the API Controller Code

In cooperation with the leading touch panel controller manufacturers, Polycom provides its own version of controller code designed to run on a Crestron control system. It provides a fully executable controller program but also serves as a guideline for ongoing development using Polycom preferred methodology and commands.

Additional API Resources

The following online resources are available for your reference as you use the API.

Technical Support Contact Information

To contact Polycom Technical Support, go to support.polycom.com. This web site provides you with contact information for Polycom technical support. Use this web site when you need help using the API.
Feature Enhancement Request Web Site

Go to support.polycom.com and navigate to Feature Request. This web site allows you to submit suggestions for feature enhancements. Use this web site when you have requests for future development of the Polycom API.

Video Test Numbers

Refer to www.polycom.com/videotest. This web site provides you with test numbers of various Polycom systems worldwide. Use this web site when you need to access video test numbers to use when testing your Polycom system.

Knowledge Base

Refer to the Knowledge Base at support.polycom.com. This tool allows you to search for user guides, release notes, and other forms of product documentation. You can also search for troubleshooting information and technical briefs. Use this web site when you need to access Polycom product documentation or tips.
This chapter describes the API commands for RealPresence Group software version 4.1.1.

For an alphabetical list of all the commands, refer to the table of contents for this document. For a list of commands by category, refer to Categorical List of API Commands on page 265.

About the API Commands

Syntax Conventions

The following conventions are used for the API command descriptions in this chapter. All of the commands are case sensitive.

<table>
<thead>
<tr>
<th>Convention</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;param1</td>
<td>param2</td>
</tr>
<tr>
<td>[param]</td>
<td>Optional parameters are enclosed in square brackets. Quotation marks indicate strings to be supplied by the user. Example: teleareacode set [&quot;telephone_area_code&quot;] shows that you can supply a value for the area code, or omit it and let the default value apply. You do not need to enclose the actual value in quotes unless it contains a space.</td>
</tr>
</tbody>
</table>
Availability of Commands

The availability of API commands depends on the type of system optional equipment installed or connected, security settings and the software version installed on the system. If a particular command is not supported on the system, the command returns feedback such as “error: this command is not supported on this model” or “command is not available in current system configuration”. If a setting is configured by a provisioning service, the command may return feedback such as “this setting is controlled by a provisioning service and cannot be changed. For more information about provisioned settings, refer to your provisioning service administrator.”

Deprecated commands are included for backward compatibility only and are not recommended for use with this version. Suitable replacements are noted for each deprecated command.

Commands that are not listed in this chapter are not supported by Polycom. Commands might change or be removed at any time. Polycom discourages integrators from using unpublished commands.

API support is not available for software versions for the Joint Interoperability Test Command (JITC) certification.
Command Response Syntax

When you send a command, the system returns responses using the syntax described in the following sections, where <CR> indicates a carriage return and <LF> indicates a line feed.

When Not Registered to Receive Notifications

When your system is not registered to receive any notifications and you send an API command, a single API acknowledgement is returned.

For example:

```
camera near 2 <CR> API command
```

returns

```
camera near 2<CR><LF> API acknowledgement
```

In the example above, the command was sent with an end of line character of a carriage return <CR>.

The API expects a carriage return <CR> as well as the standard end of line characters carriage return/line feed <CR><LF>. All API responses end in carriage return/line feed <CR><LF>.

When Registered to Receive Notifications

Registering for notifications adds extra line responses in the form of API registration responses. The number of additional lines depends on the specific registration. In the following example, the response shows an API acknowledgement and an API registration response returned.

```
• camera near 1 <CR> API command
```

returns

```
camera near 1<CR><LF> API acknowledgement
notification:vidsourcechange:near:1:Main:people<CR><LF> API registration response
```

When your system is registered for notifications, always use the API registration response for status.

Commands that Restart the System

Commands that Restart the System with a Prompt

```
• reboot
```
Commands that Restart the System without a Prompt

- `reboot now`
- `resetsystem`

Additional Tips

- The system does not provide flow control. If the connection is lost through restarting the system or other means, you must re-establish the connection.
- The API processes one command at a time.
- Polycom does not recommend sending multiple commands simultaneously without a pause or delay between them.
- For commands with a single action and a single response: A delay of 200 milliseconds between commands is usually sufficient. Examples of these commands include the commands for switching cameras (`camera near 1`), sending content (`vcbutton play`), and checking the status of the audio mute (`mute near get`).
- For commands with a single action and a more extensive response: The time required to receive the response, and thus the time between commands, may be longer than 200 milliseconds. The response length, which can vary in size, determines the time required to receive the response. Examples of these commands include the commands for retrieving the local address book (`addrbook all`), the global address book (`gaddrbook all`), the list of system settings, and system session information (such as `whoami`).
- When developing your program, always allow enough time for the response to the requested command to complete before sending another command.
- Do not send any commands while an incoming or outgoing call is being established.
- The API provides feedback status in two ways: registrations or polling.
- It is only required that you send registration and notification API commands once, because the registrations become written into Flash memory and are retained even upon restarting the system.
- Polycom recommends putting registrations in the initialization or startup of Crestron and AMX systems.
- Registrations are recommended over polling since they will provide status updates without having to query for changes.
- Never poll for registrations.
- Registrations are specific to the port from which they are registered. If you register for notifications from com port 1, registration will not be sent to com port 2 or Telnet port 24.
addrbook

Returns local directory (address book) entries.

Syntax

Commands for local directory
addrbook all
addrbook batch {0..59}
addrbook batch search "pattern" "count"
addrbook batch define "start_no" "stop_no"
addrbook letter {a..z}
addrbook range "start_no" "stop_no"

Commands for LDAP only
addrbook names <all|video|phone> [<range_start>] [<range_end>]
addrbook names <all|video|phone> size
addrbook names search "search_pattern" <all|video|phone> [<range_start>] [<range_end>]
addrbook names search "search_pattern" <all|video|phone> size
addrbook group "group_name" [<range_start>] [<range_end>]
addrbook group "group_name" size
addrbook address "sys_name" ["sys_label"]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>all</td>
<td>Returns all the entries in the local directory.</td>
</tr>
<tr>
<td>batch</td>
<td>Returns a batch of 10 local directory entries. Requires a batch number, which must be an integer in the range {0..59}.</td>
</tr>
<tr>
<td>search</td>
<td>Specifies a batch search.</td>
</tr>
<tr>
<td>&quot;pattern&quot;</td>
<td>Specifies a pattern to match for the batch search.</td>
</tr>
<tr>
<td>&quot;count&quot;</td>
<td>Specifies the number of entries to list that match the pattern.</td>
</tr>
<tr>
<td>define</td>
<td>Returns a batch of entries in the range defined by &quot;start_no&quot; to &quot;stop_no.&quot;</td>
</tr>
<tr>
<td>letter</td>
<td>Returns entries beginning with the letter specified from the range {a..z}. Requires one or two alphanumeric characters. Valid characters are: _ - / ; @ , . \ 0 through 9 a through z</td>
</tr>
</tbody>
</table>
### Parameter Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>range</td>
<td>Returns local directory entries numbered “start_no” through “stop_no”. Requires two integers.</td>
</tr>
<tr>
<td>“start_no”</td>
<td>Specifies the beginning of the range of entries to return.</td>
</tr>
<tr>
<td>“stop_no”</td>
<td>Specifies the end of the range of entries to return.</td>
</tr>
</tbody>
</table>
| names       | Returns a list of system names in the local address book. Also returns the system type: video, multicodec, phone, or multisite. A multi-codec system will appear as a single row. The response is in the following format: *addrbook names {0..n}. name:"sys_name"  sys_label:"sys_label"  type:<video|multicodec|phone|group>  ...
<p>| &lt;all|video&gt;   | Specifies the type of entries to return. video returns entries that have video addresses. all returns entries with video numbers or phone numbers or both. |
| size        | Returns the size of the result set that will be returned by the command. The size parameter can be used with the names and the names search commands. The response is in the following format: *addrbook names &lt;all|video|phone&gt; size {0..n} addrbook names search &quot;search_pattern&quot;  &lt;all|video|phone&gt; size {0..n}|
| range_start | For the names, names search, and group commands, specifies the beginning of the range of entries to return. |
| range_end   | For the names, names search, and group commands, specifies the end of the range of entries to return. If range_start is specified without a range_end, then the single range_start entry will be returned. If range_end is -1, all entries starting with range_start will be returned. |</p>
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>search</td>
<td>Returns a list local directory names that match the search criteria. The response is similar to the <code>names</code> command described above:</td>
</tr>
<tr>
<td></td>
<td>`addrbook search {0..n}. name:&quot;sys_name&quot; sys_label:&quot;sys_label&quot; type:&lt;video</td>
</tr>
<tr>
<td></td>
<td>`addrbook names search &quot;search_pattern&quot; &lt;all</td>
</tr>
<tr>
<td>search_pattern</td>
<td>Specifies the string pattern for which to search. Wildcard characters are not supported. The search string is used to match the beginning of any of the attributes listed in the “names search” parameter description above. For example, the search string “Jo” would match any name that begins with Jo, such as John or Jones. The search is not case sensitive.</td>
</tr>
<tr>
<td>group</td>
<td>Returns a list of the names of all the sites included in a local directory group in this format:</td>
</tr>
<tr>
<td></td>
<td><code>addrbook group {0..n}. name:&quot;site_sys_name&quot; sys_label:&quot;site_sys_label&quot; ...</code></td>
</tr>
<tr>
<td></td>
<td><code>addrbook group &quot;group_name&quot; [range] done</code></td>
</tr>
<tr>
<td></td>
<td><code>addrbook group size &lt;num_entries&gt;</code></td>
</tr>
<tr>
<td>group_name</td>
<td>A local address book group name.</td>
</tr>
<tr>
<td>address</td>
<td>Obtains the address information for a specified entry. If the entry is an ITP system, the results will include the addresses for all codecs. If codecs support multiple protocols, the different addresses will be returned on separate lines. This command is not supported for multisite entries.</td>
</tr>
<tr>
<td>sys_name</td>
<td>The friendly name for an address book entry. It is the name of the person or the room. It is surrounded by quotes if it contains spaces.</td>
</tr>
<tr>
<td>sys_label</td>
<td>If a person/room has more than one system, the result set will include a row for each system. If those systems are of the same type the client will consider that entry to be a telepresence system with multiple codecs rather than separate systems. If the systems are of different types, then this sys_label attribute will be included to differentiate the systems.</td>
</tr>
</tbody>
</table>
Feedback Examples

- `addrbook all`
  returns
  `addrbook 0. “Polycom Group Series Demo 1” isdn_spd:384 isdn_num:1.700.5551212 isdn_ext:
  addrbook 2. “Polycom Group Series Demo 3” sip_spd:384 sip_num:polycomgroupseries@polycom.com
  addrbook 3. “Polycom Group Series Demo 3” phone_num:1.512.5121212 (and so on, until all entries in the local directory are listed, then:)
  `addrbook all done`

- `addrbook batch 0`
  returns
  `addrbook 0. “Polycom Group Series Demo 1” isdn_spd:384 isdn_num:1.700.5551212 isdn_ext:

---

**Parameter** | **Description**
---|---
type | The type of local address book entry. Possible values are: video, multicodec, phone, group
site_sys_name | The name of a site in a group. It is surrounded by quotes if it contains spaces
site_sys_label | The label associated with a site name in a local group. It is surrounded by quotes if it contains spaces.
codec:<1..4> | If the entry is a telepresence system, each codec will include a codec number attribute.
h323_spd | The preferred speed for an H.323 call to this entry. If no speed is associated with the entry, then the value of the configuration variable "globaladdrmaxh323" is returned. The default is 384.
h323_num | H.323 address or alias.
h323_ext | H.323 extension or E.164 number.
sip_spd | The preferred speed for a SIP call to this entry. If no speed is associated with the entry, then this is the same as the h323_spd.
sip_num | IP address.
xmpp_addr | XMPP address, also known as the Jabber ID (JID).
addrbook 2. "Polycom Group Series Demo 3" sip_spd:384
sip_num:polycomgroupseries@polycom.com
addrbook 3. "Polycom Group Series Demo 3" phone_num:1.512.5121212
(addr so on, through the last entry in the batch of 10 directory
entries, such as:)
h323_num:192.168.1.120 h323_ext:
addrbook batch 0 done

• addrbook batch define 0 2
returns
addrbook 0. "Polycom Group Series Demo 1" isdn_spd:384
isdn_num:1.700.5551212 isdn_ext:
addrbook 1. "Polycom Group Series Demo 2" h323_spd:384
h323_num:192.168.1.101 h323_ext:7878
addrbook 2. "Polycom Group Series Demo 3" sip_spd:384
sip_num:polycomgroupseries@polycom.com
addrbook batch define 0 2 done

• addrbook names all size
returns
addrbook names all size 21

• addrbook names all size 21
returns
addrbook names all size 21
addrbook names 0. name:"Eng RPX" sys_label:"Group Series"
type:multicodec
addrbook names 1. name:"Fulton" sys_label:"" type:video
addrbook names 2. name:"Gen Group" sys_label:"" type:group
addrbook names 3. name:"Geno Alissi" sys_label:"" type:video
addrbook names 4. name:"Joseph Sigrist" sys_label:"" type:video
addrbook names 5. name:"Lab TPX" sys_label:"" type:video
addrbook names 6. name:"Minuteman RPX" sys_label:"" type:multicodec
addrbook names 7. name:"Monday Staff Mtg" sys_label:"" type:group
addrbook names 8. name:"Polycom Austin Stereo" sys_label:""
type:video
addrbook names 9. name:"Polycom Austin HD" sys_label:"" type:video
addrbook names all 0 9 done

• addrbook names all
returns
addrbook names 0. name:"Eng RPX" sys_label:"HDX" type:multicodec
addrbook names 1. name:"Fulton" sys_label:"" type:video
addrbook names 2. name:"Gen Group" sys_label:"" type:group
addrbook names 3. name:"Geno Alissi" sys_label:"" type:video
addrbook names 4. name:"Joseph Sigrist" sys_label:"" type:video
addrbook names 5. name:"Lab TPX" sys_label:"" type:video
addrbook names 6. name:"Minuteman RPX" sys_label:"" type:multicodec
addrbook names 7. name:"Monday Staff Mtg" sys_label:"" type:group
addrbook names 8. name:"Polycom Austin Stereo" sys_label:""

- addrbook names 9. name:"Polycom Austin HD" sys_label:"" type:video
- addrbook names 10. name:"Polycom Austin USA IP" sys_label:""
- addrbook names 11. name:"Polycom Japan" sys_label:"" type:video
- addrbook names 12. name:"Scott CMAD IP" sys_label:"" type:video
- addrbook names 13. name:"Scott Phone" sys_label:"" type:phone
- addrbook names 14. name:"Scott PVX" sys_label:"" type:video
- addrbook names 15. name:"Scott Quasar 19" sys_label:"" type:video
- addrbook names 16. name:"SQA Group Series" sys_label:"" type:video
- addrbook names 17. name:"Sunil Bhalla" sys_label:"" type:video
- addrbook names 18. name:"Test System 1" sys_label:"" type:video
- addrbook names 19. name:"Test System 2A" sys_label:"" type:video
- addrbook names 20. name:"Test System 2B" sys_label:"" type:video
- addrbook names all done

- addrbook names search "p" all
  returns
- addrbook search 0. name:"Polycom Austin HD" sys_label:"" type:video
- addrbook search 1. name:"Polycom Austin Stereo" sys_label:""
- addrbook search 2. name:"Polycom Austin USA IP" sys_label:""
- addrbook search 3. name:"Polycom Japan" sys_label:"" type:video
- addrbook search 4. name:"Scott Phone" sys_label:"" type:phone
- addrbook search 5. name:"Scott PVX" sys_label:"" type:video
- addrbook search search p all done

- addrbook names search "p" all 0 2
  returns
- addrbook search 0. name:"Polycom Austin HD" sys_label:"" type:video
- addrbook search 1. name:"Polycom Austin Stereo" sys_label:""
- addrbook search 2. name:"Polycom Austin USA IP" sys_label:""
- addrbook search search p all 0 2 done

- addrbook group "Monday Staff Mtg"
  returns
- addrbook group 0. name:"Eng RPX" sys_label:"HDX"
- addrbook group 1. name:"Geno Alissi" sys_label:""
- addrbook group 2. name:"Joseph Sigrist" sys_label:""
- addrbook group 3. name:"TPW" sys_label:"HDX"
- addrbook group "Monday Staff Mtg" done

- addrbook address "Geno Alissi"
  return
- addrbook address 0. name:"Geno Alissi" sys_label:"" codec:1
  h323_spd:384 h323_num:172.25.137.101 h323_ext:
- addrbook address name:"Geno Alissi" sys_label:"" done
See Also

See the gaddrbook command on page 126 and speeddial command on page 192.
advnetstats

Gets advanced network statistics for a call connection.

Syntax
advnetstats [{0..n}]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>{0..n}</td>
<td>Specifies a connection in a multipoint call, where ( n ) is the maximum number of connections supported by the system. 0 is call #1, 1 is call #2, 2 is call #3, and so on. Select a number from this range to specify a remote site call for which you want to obtain advanced network statistics. Omit this parameter when retrieving statistics for a point-to-point call.</td>
</tr>
</tbody>
</table>

Feedback Examples

- advnetstats 1
  returns
  call:1 tar:24k rar:24k tvr:64.3k rvr:104k
tvru:63.8k rvru:114.6k tvfr:15.0 rvfr:15.0 vfe ---
tapl:66 rapl:0 taj:46m$ raj:40m$ tvpl:122 rvpl:0
tvj:21m$ rvj:60m$ dc:--- rsid:Polycom_4.2 ccaps:E9P

- Returned parameters are:
tar=Transmit audio rate
rar=Receive audio rate
tvr=Transmit video rate
rvr=Receive video rate
tvru=Transmit video rate used
rvru=Receive video rate used
tvfr=Transmit video frame rate
rvfr=Receive video frame rate
vfe=Video FEC errors
tapl=Transmit audio packet loss (H.323 calls only)
tlsdp=Transmit LSD protocol (H.320 calls only)
rapl=Receive audio packet loss (H.323 calls only)
r1sdp=Receive LSD protocol (H.320 calls only)
taj=Transmit audio jitter (H.323 calls only)
tlsdr=Transmit LSD rate (H.320 calls only)
raj=Receive audio jitter (H.323 calls only)
r1sd=Receive LSD rate (H.320 calls only)
tvpl=Transmit video packet loss (H.323 calls only)
tmplp=Transmit MLP protocol (H.320 calls only)
rvpl=Receive video packet loss (H.323 calls only)
System Commands

rm1pp=Receive MLP protocol (H.320 calls only)
tvj=Transmit video jitter (H.323 calls only)
tm1pr=Transmit MLP rate (H.320 calls only)
rvj=Receive video jitter (H.323 calls only)
rmlpr=Receive MLP rate (H.320 calls only)
dc=Encryption information
rsid=Remote system id
ccaps=Content capability, where possible responses include “9” (H.239), “E” (enterprise dual streams), “N” (none), and “P” (content over the people stream)

See Also

To return network statistics for a call, use the netstats command on page 165.
all register

Registers for most commonly-used user registration events.

Syntax

```
all register
```

Feedback Examples

- `all register` returns:
  - callstate registered
  - camera registered
  - chaircontrol registered
  - mute registered
  - preset registered
  - screen registered
  - vcbutton registered
  - volume registered

Comments

Registers changes to any of the following types of parameters:

- Current near-site or far-site source
- State of privacy
- Current volume level
- Active camera presets
- Status of point-to-point or multipoint calls
- IP connection to codec
- System information

This command is particularly useful when two different control systems are being used simultaneously, such as the web and API commands. The system maintains the registration changes through restarts.

To register for events not included in this feedback, refer to the specific registration command.

This is a one time registration command that is retained in flash memory. Sending the command a second time results in the following feedback response:

- `info: event/notification already active:callstate`
- `info: event/notification already active:camera`
- `info: event/notification already active:linestate`
info: event/notification already active:mute
info: event/notification already active:preset
info: event/notification already active:screen
info: event/notification already active:vcbutton
info: event/notification already active:volume

The all register command does not return local camera movements if the camera is moved using the remote control, the web interface, or the Polycom Touch Control virtual remote.
all unregister

Simultaneously unregisters all registered user feedback so that the API no longer reports changes to the parameters.

**Syntax**

```
all unregister
```

**Feedback Examples**

```
all unregister
returns
callstate unregistered
camera unregistered
linestate unregistered
mute unregistered
preset unregistered
screen unregistered
vcbutton unregistered
volume unregistered
```

**Comments**

The following types of parameters are unregistered:

- Current near-site or far-site source
- State of privacy
- Current volume level
- Active camera presets
- Status of point-to-point or multipoint calls
- IP connection to codec
- System information
amxdd

Sets or gets the AMX Device Discovery beacon.

Syntax

amxdd get
amxdd <on|off>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>on</td>
<td>Turns on the AMX Device Discovery beacon.</td>
</tr>
<tr>
<td>off</td>
<td>Turns off the AMX Device Discovery beacon.</td>
</tr>
</tbody>
</table>

Feedback Examples

- amxdd get
  returns
  amxdd off
- amxdd on
  returns
  amxdd on

Comments

The default setting for this signal is off.
answer

Answers incoming video calls.

**Syntax**

```
answer <video>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>video</td>
<td>Answers incoming video calls when Auto Answer Point-to-Point Video or Auto Answer Multipoint Video is set to No.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `answer video` returns `answer incoming video call failed`
- `answer video` returns `answer incoming video call passed`
audiotransmitlevel

Sets or gets the audio volume transmitted to the far site, or notification of transmit level changes.

**Syntax**

audiotransmitlevel <get|up|down|register|unregister>

audiotransmitlevel set {-20..30}

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>up</td>
<td>Sets the volume 1 decibel higher than the current setting.</td>
</tr>
<tr>
<td>down</td>
<td>Sets the volume 1 decibel lower than the current setting.</td>
</tr>
<tr>
<td>register</td>
<td>Registers to receive notification when audio transmit level changes.</td>
</tr>
<tr>
<td>unregister</td>
<td>Unregisters to receive notification when audio transmit level changes.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the volume to the specified dB level. Valid values are: {-20..30}.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- audiotransmitlevel set 2
  returns
  audiotransmitlevel 2

- audiotransmitlevel get
  returns
  audiotransmitlevel 2

- audiotransmitlevel up
  returns
  audiotransmitlevel 3

- audiotransmitlevel down
  returns
  audiotransmitlevel 2

- audiotransmitlevel register
  returns
  audiotransmitlevel registered

- audiotransmitlevel unregister
  returns
  audiotransmitlevel unregistered
autoanswer

Sets or gets the Auto Answer Point-to-Point Video mode, which determines how the system handles an incoming call in a point-to-point video conference.

Syntax
autoanswer <get|yes|no|donotdisturb>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>yes</td>
<td>Allows any incoming video call to be connected automatically. This is the default setting.</td>
</tr>
<tr>
<td>no</td>
<td>Prompts the user to answer incoming video calls.</td>
</tr>
<tr>
<td>donotdisturb</td>
<td>Notifies the user of incoming calls, but does not connect the call. The site that placed the call receives a Far Site Busy (H.320) or Call Rejected (H.323) code.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

Feedback Examples

- autoanswer yes returns
  autoanswer yes
- autoanswer no returns
  autoanswer no
- autoanswer get returns
  autoanswer no
- autoanswer donotdisturb returns
  autoanswer donotdisturb

Comments

If autoanswer is set to no or donotdisturb, you must rely on API session notifications to answer inbound calls.
**autoshowcontent**

Specifies whether to send content automatically when a computer is connected to the system.

**Syntax**

`autoshowcontent <get|on|off>`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>on</td>
<td>Sets the system to send content automatically when a computer is connected to the system.</td>
</tr>
<tr>
<td>off</td>
<td>Sets the system to not send content automatically.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `autoshowcontent on` returns `autoshowcontent on`
- `autoshowcontent off` returns `autoshowcontent off`
- `autoshowcontent get` returns `autoshowcontent off`
basicmode

Sets or gets the Diagnostic Mode configuration, a limited operating mode that uses H.261 for video and G.711 for audio. Basic mode provides administrators with a workaround for interoperability issues that cannot be solved using other methods.

**Syntax**

```
basicmode <get|on|off>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>on</td>
<td>Enables diagnostic mode.</td>
</tr>
<tr>
<td>off</td>
<td>Disables diagnostic mode.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `basicmode on
  basicmode on`
- `basicmode off
  basicmode off`
- `basicmode get
  basicmode off`
calendardomain

Gets and sets the domain used by the calendaring service to log in to the Microsoft® Exchange server.

Syntax

```plaintext
calendardomain get
calendardomain "domain"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the domain used by the calendaring service.</td>
</tr>
<tr>
<td>&quot;domain&quot;</td>
<td>The domain to be used by the calendaring service.</td>
</tr>
</tbody>
</table>

Feedback Examples

- calendardomain get
  calendardomain smithfield
- calendardomain fairview
  calendardomain fairview

See Also

To enable or disable the calendaring service, use the `calendarregisterwithserver` command on page 88. To configure the Microsoft Exchange server address used by this service, use the `calendarserver` command on page 91. To set the resource mailbox to be monitored, use the `calendarresource` command on page 90.
calendarmeetings

Retrieves scheduled meetings within the given time span or with the given meeting ID.

Syntax

```plaintext
calendarmeetings list "starttime" ["endtime"]
calendarmeetings info "meetingid"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>list</td>
<td>Returns the meeting id or ids for meetings that start at or after the specified start time and end time.</td>
</tr>
</tbody>
</table>
| "starttime" | The start time of meetings to be retrieved. The start time can be entered in one of the following formats:  
  • YYYY-MM-DD:HH:MM  
  • today:HH:MM  
  • today  
  • tomorrow:HH:MM  
  • tomorrow  
  The times are interpreted to be local times in the time zone the system was configured for. |
| "endtime"   | The end time of meetings to be retrieved. This parameter can be given in the following format.  
  • YYYY-MM-DD:HH:MM  
  • today:HH:MM  
  • today  
  • tomorrow:HH:MM  
  • tomorrow  
  The times are interpreted to be local times in the time zone the system was configured for. |
| info       | Retrieves meeting details for scheduled meetings when the system is registered with the calendaring service. Returns information such as the location, subject and organizer of the meeting. |
| "meetingid" | The ID of the meeting for which you want to find details. |
Feedback Examples

- `calendarmetings list tomorrow`
  returns
  `calendarmetings list begin
  meeting|AAAaAEFsZXguTWfjRG9uYWxkQHBvbHljb20uY29tAVEACIjMne2/ndgARg
  AAAADr9G1hsSjWEZBCaAKzMPjBwA4wicbr3UEZARAKAk09LtAAACZpKWAADe7hj1
eQlOS7j2mRJxlKKAADl/F8BAAA|2010-03-30:08:30|2010-03-30:09:00|Discuss Budget
  meeting|AAAaAEFsZXguTWfjRG9uYWxkQHBvbHljb20uY29tAVEACIjMne2/ndgARg
  AAAADr9G1hsSjWEZBCaAKzMPjBwA4wicbr3UEZARAKAk09LtAAACZpKWAADe7hj1
eQlOS7j2mRJxlKKAADl/9PnHAQQ|2010-03-30:09:00|2010-03-30:09:30|Program Review
  meeting|AAAaAEFsZXguTWfjRG9uYWxkQHBvbHljb20uY29tAVEACIjMne2/ndgARg
  AAAADr9G1hsSjWEZBCaAKzMPjBwA4wicbr3UEZARAKAk09LtAAACZpKWAADe7hj1
eQlOS7j2mRJxlKKAADl/9PhnHAAQ|2010-03-30:09:30|2010-03-30:10:00|Customer Care Commitment Meeting
  calendarmetings list end`

- `calendarmetings list 2010-03-30:08:00 2010-04-01:17:00`
  returns
  `calendarmetings list begin
  meeting|AAAaAEFsZXguTWfjRG9uYWxkQHBvbHljb20uY29tAVEACIjMne2/ndgARg
  AAAADr9G1hsSjWEZBCaAKzMPjBwA4wicbr3UEZARAKAk09LtAAACZpKWAADe7hj1
eQlOS7j2mRJxlKKAADl/G8AQA|2010-03-30:08:30|2010-03-30:09:00|Bug Scrub
  meeting|AAAaAEFsZXguTWfjRG9uYWxkQHBvbHljb20uY29tAVEACIjMne2/ndgARg
  AAAADr9G1hsSjWEZBCaAKzMPjBwA4wicbr3UEZARAKAk09LtAAACZpKWAADe7hj1
  UOS5Q6xZ11zDDnNAApFQAQ3AAAQ|2010-03-30:10:00|2010-03-30:11:00|Customer Care Commitment Meeting
  calendarmetings list end`

- `calendarmetings info`
  returns
  `calendarmetings info start
  id|AAAaAEFsZXguTWfjRG9uYWxkQHBvbHljb20uY29tAVEACIjMne2/ndgARgAAAADr9G1hsSjWEZBCaAKzMPjBwA4wicbr3UEZARAKAk09LtAAACZpKWAADe7hj1
eQlOS7j2mRJxlKKAADl/G8AQA
  returns
  calendarmetings info start
  id|AAAaAEFsZXguTWfjRG9uYWxkQHBvbHljb20uY29tAVEACIjMne2/ndgARgAAAADr9G1hsSjWEZBCaAKzMPjBwA4wicbr3UEZARAKAk09LtAAACZpKWAADe7hj1
  eQlOS7j2mRJxlKKAADl/G8AQA
  2010-03-30:08:30|2010-03-30:09:00|dialable|public
  organizer|Russell Bell
  location|Russell's RMX Meeting Room - IP Video Number: 123456 (if registered to corp GK); 888-123-4567/978-123-4567 with passcode: #760900
  subject|Bug Scrub`
dialingnumber|video|733397@vsgwstdma01.r13.vsg.local2|sip
dialingnumber|video|733397|h323
dialingnumber|audio|48527
meetingpassword|none
attendee|Russell Bell
attendee|Rebecca Sharp
calendarmeetings info end

• calendarmeetings info
  AAAaAEFsZXguTWFjRG9uYWxkQHBvbHljb20uY29tAVEACIjMn4AUcVgARgAAADr9G
  ThsJjWEZBcAAlKzMphJbwA4wicbtr3UEZArAKAk09LtaAAACZpKWADe7hJ1eQIOS7j2
  mzRJxKLAAA30GwAAAAQ
  returns
  calendarmeetings info start
  id|AAAaAEFsZXguTWFjRG9uYWxkQHBvbHljb20uY29tAVEACIjMn4AUcVgARgAAAD
  r9GhtsJjWEZBcAAlKzMphJbwA4wicbtr3UEZArAKAk09LtaAAACZpKWADe7hJ1eQIOS
  7j2mzRJxKLAAA30GwAAAAQ
  2010-04-01:10:30|2010-04-01:11:00|nondialable|private
  organizer|Rebecca Sharp
  location|Red River conference room
  subject|Escalations Review
  attendee|Roslin Adam
  attendee|Conf.AUS.Red River
  attendee|Claudia Nevarez
  calendarmeetings info end

Comments

If the meeting’s end time is more than 31 days from the meeting’s start time, the response is shortened to `starttime+31days`, and meetings that start in that time span are returned.

If an API client is logged in with user-level credentials and if the system is configured to hide private meeting information on the web interface, the API hides the information from the API client and shows the subject of the meeting as ’Private Meeting’; for example:

```txt
calendarmeetings list begin
  meeting|AAAaAEFsZXguTWFjRG9uYWxkQHBvbHljb20uY29tAVEACIjMn4AUcVgARgAAAA
  Dr9GhtsJjWEZBcAAlKzMphJbwA4wicbtr3UEZArAKAk09LtaAAACZpKWADe7hJ1eQIOS7j2
  mzRJxKLAAA30GwAAAAQ|2009-09-25:08:30|2009-09-25:09:15|private meeting

calendarmeetings list end
```

If a system is configured to provide private meeting information on the web interface, the API provides the same information to the API client; for example:

```txt
calendarmeetings list begin
  meeting|AAAaAEFsZXguTWFjRG9uYWxkQHBvbHljb20uY29tAVEACIjMn4AUcVgARgAAAA
  Dr9GhtsJjWEZBcAAlKzMphJbwA4wicbtr3UEZArAKAk09LtaAAACZpKWADe7hJ1eQIOS7j2
  mzRJxKLAAA30GwAAAAQ|2009-09-25:08:30|2009-09-25:09:15|Demo

calendarmeetings list end
```
If the API client is logged in with admin-level credentials, the API provides private meeting information to the API client, regardless of the configuration for displaying private meeting information; for example:

calendarmeetings list begin
meeting|AAAAGV4Y2H1C2VYMDACJEZLNZZZY5SB2NHBDAARGAAAAAKQKCBKW3CUWGCP M+AP66WQCASOLXUYMMEKYBQJJ1ZOMBWASDQAASOLXUYMMEKYBQJJ1ZOMBWASDQAAS VGAA|2009-09-25:08:30|2009-09-25:09:15|Release plan
meeting|AAAAGV4Y2H1C2VYMDACJEZLNZZZY5SB2NHBDAARGAAAAAKQKCBKW3CUWGCP M+AP66WQCASOLXUYMMEKYBQJJ1ZOMBWASDQAASOLXUYMMEKYBQJJ1ZOMBWASDQAAS VGAA|2009-09-23:11:00|2009-09-23:11:45|Product roadmap for 2010

calendarmeetings list end

The calendaring service must be registered with Microsoft Exchange server for the calendarmeetings command to work successfully. If the calendar credentials are invalid, the server address is not valid, or the configured user credentials don't have access permissions to the resource mailbox calendar, the service will fail to register.

This command has multi line output.

The following characters in the meeting subject will not be displayed:

- | (vertical bar)
- CR (carriage return)
- LF (line feed)

See Also

To enable or disable the calendaring service, use the calendarregisterwithserver command on page 88. To configure the Microsoft Exchange server address used by this service use the calendarserver command on page 91.
**calendarpassword**

Sets the password used by the calendaring service to log in to the Microsoft Exchange server.

**Syntax**
calendarpassword “password”

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>“password”</td>
<td>The password used by the calendaring service to log in to the Microsoft Exchange server.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- calendarpassword Dscalend@r
  returns
  calendarpassword Dscalend@r

**Comments**

The password can be up to 15 characters long and is case-sensitive. Use strong passwords that combine uppercase and lowercase letters, numbers, and symbols.

**See Also**

To enable or disable the calendaring service, use the calendarregisterwithserver command on page 88.
calendarplaytone

Enables or disables the reminder alert tone that plays with the meeting reminder when the system is registered with the calendaring service.

Syntax

```
calendarplaytone get
calendarplaytone <yes|no>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Gets the current setting for the alert tone.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the alert tone.</td>
</tr>
<tr>
<td>no</td>
<td>Disables the alert tone.</td>
</tr>
</tbody>
</table>

Feedback Examples

- `calendarplaytone get` returns `calendarplaytone yes`
- `calendarplaytone yes` returns `calendarplaytone yes`
- `calendarplaytone no` returns `calendarplaytone no`

See Also

See `calendarremindertime` command on page 89.
calendarregisterwithserver

Enables or disables the calendaring service.

**Syntax**

```
calendarregisterwithserver get
calendarregisterwithserver <yes|no>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current server registration status.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the calendaring service.</td>
</tr>
<tr>
<td>no</td>
<td>Disables the calendaring service.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `calendarregisterwithserver get` returns `calendarregisterwithserver no`
- `calendarregisterwithserver yes` returns `calendarregisterwithserver yes`
- `calendarregisterwithserver no` returns `calendarregisterwithserver no`

**Comments**

To configure the Microsoft Exchange server address used by the calendaring service, use the `calendarserver` command on page 91.
calendarremindertime

Gets and sets the reminder time for meetings in the calendar when the system is registered with the calendaring service.

**Syntax**

```
calendarremindertime get
```

```
calendarremindertime 5
```

```
calendarremindertime 15
```

```
calendarremindertime none
```

**Feedback Examples**

- `calendarremindertime get` returns `calendarremindertime 5`
- `calendarremindertime 15` returns `calendarremindertime 15`
- `calendarremindertime none` returns `calendarremindertime none`

**Comments**

By default, the reminder time is set to 5 minutes.

**See Also**

Use the `notify` command on page 167 to register for meeting reminders.

See also `calendarplaytone` command on page 87.
calendarresource

Gets and sets the mailbox account being monitored for calendar events. The mailbox account is called a resource.

Syntax

calendarresource get
calendarresource "resource"

Feedback Examples

- calendarresource get
  returns
calendarresource radam@abcde.com
- calendarresource jmcnulty@abcde.com
  returns
  calendarresource jmcnulty@abcde.com

Comments

A resource can be a user mailbox or a resource mailbox. A resource mailbox is a mailbox specifically assigned to a meeting room.

See Also

Use the calendarregisterwithserver command on page 88 to enable or disable the calendaring service. See the calendarserver command on page 91 to configure the Microsoft Exchange server address used by the calendaring service.
calendarserver

Gets or sets the Microsoft Exchange server used by the calendaring service.

Syntax

```plaintext
calendarserver get
calendarserver "server"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Gets the current Microsoft Exchange server used by the calendaring service.</td>
</tr>
<tr>
<td>&quot;server&quot;</td>
<td>The IP address or DNS name of the Microsoft Exchange server to be used by the calendaring service.</td>
</tr>
</tbody>
</table>

Feedback Examples

- calendarserver get
  returns
calendarserver 192.168.44.168

- calendarserver 192.168.23.221
  returns
calendarserver 192.168.23.221

- calendarserver get
  returns
calendarserver mail.exchangeserver.local.com

- calendarserver mail2.exchserver.local.com
  returns
calendarserver mail2.exchserver.local.com

See Also

Use the calendarregisterwithserver command on page 88 to enable or disable the calendaring service.
calendarshowpvtmeetings

Enables or disables the display of private meetings in the calendar when the system is registered with the calendaring service.

Syntax

```
calendarshowpvtmeetings get
calendarshowpvtmeetings <yes|no>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Gets the current setting for private meeting display.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the display of private meetings.</td>
</tr>
<tr>
<td>no</td>
<td>Blocks the display of private meetings.</td>
</tr>
</tbody>
</table>

Feedback Examples

- `calendarshowpvtmeetings get` returns `calendarshowpvtmeetings no`
- `calendarshowpvtmeetings yes` returns `calendarshowpvtmeetings yes`
- `calendarshowpvtmeetings no` returns `calendarshowpvtmeetings no`
calendarstatus

Returns the status of the Microsoft Exchange server connection.

Syntax

```
calendarstatus get
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the Microsoft Exchange server connection status.</td>
</tr>
</tbody>
</table>

Feedback Examples

- calendarstatus get
  returns
  calendarstatus established

- calendarstatus get
  returns
  calendarstatus unavailable

See Also

Use the calendarregisterwithserver command on page 88 to enable or disable the calendaring service.
calendaruser

Gets or sets the user name the calendaring service uses to log in to the Microsoft Exchange server.

**Syntax**

```plaintext
calendaruser get
calendaruser "username"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the user name being used by the calendaring service.</td>
</tr>
<tr>
<td>username</td>
<td>The user name the calendaring service uses to log in to the Microsoft Exchange server.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- ```plaintext
  calendaruser get
  returns
  calendaruser jpolycom
  ```

**See Also**

See the `calendarserver` command on page 91 to configure the Microsoft Exchange server address used by this service.
callinfo

Returns information about the current call. If you are in a multipoint call, this command returns one line for each site in the call.

**Syntax**

```plaintext
callinfo all
callinfo callid "callid"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>all</td>
<td>Returns information about each connection in the call.</td>
</tr>
<tr>
<td>callid</td>
<td>Returns information about the connection with the specified call ID.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `callinfo all` returns:
  ```plaintext
callinfo begin
callinfo end
```

- `callinfo callid 36` returns:
  ```plaintext
```

- `callinfo all` returns:
  ```plaintext
```

- `callinfo all` returns:
  ```plaintext
  system is not in a call when no call is currently connected
  ```

**Comments**

The `callid` information is returned using the following format:

```plaintext
callinfo:<callid>::<far site name>::<far site number>::<speed>::<connection status>::<mute status>::<call direction>::<call type>
```
callstate

Sets or gets the call state notification for call state events.

Syntax

    callstate <get|register|unregister>

Feedback Examples

- callstate register
  returns
  callstate registered

- callstate unregister
  returns
  callstate unregistered

- callstate get
  returns
  callstate unregistered

After registering, the following callstate (cs:) data is returned when connecting an IP call:

    cs: call[34] chan[0] dialstr[192.168.1.103] state[ALLOCATED]
    cs: call[34] chan[0] dialstr[192.168.1.103] state[RINGING]
    cs: call[34] chan[0] dialstr[192.168.1.103] state[COMPLETE]
    active: call[34] speed [384]

After registering, the following response occurs when disconnecting an IP call:

    cleared: call[34]
    dialstr[IP:192.168.1.103 NAME:Polycom Group Series Demo]
    ended: call[34]

See Also

You can also use the notify command on page 167 and the nonotify command on page 166 for notifications.
**camera**

Sets or gets the near-site or far-site camera settings.

**Syntax**

```plaintext
camera near {1..4}
camera far {1..4}
camera <near|far> move <left|right|up|down|zoom+|zoom-|stop>
camera <near|far> source
camera <near|far> stop
camera near ppcip
camera near tracking statistics
camera near tracking <get|on|off>
camera for-people {1..4}
camera for-content {1..4}
camera list-content
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>near</td>
<td>Specifies that the command selects or controls the near camera.</td>
</tr>
<tr>
<td>far</td>
<td>Specifies that the command selects or controls the far camera.</td>
</tr>
<tr>
<td>{1..4}</td>
<td>Specifies a near or far camera as the main video source. Camera 3 and Camera 4 are available on RealPresence Group 700 systems only.</td>
</tr>
<tr>
<td>move</td>
<td>Changes the near or far camera's direction or zoom. Only continuous and discrete return feedback. Valid directions are: left, right, up, down, zoom+, zoom-, stop, continuous, and discrete.</td>
</tr>
<tr>
<td>left</td>
<td>Starts moving the camera left.</td>
</tr>
<tr>
<td>right</td>
<td>Starts moving the camera right.</td>
</tr>
<tr>
<td>up</td>
<td>Starts moving the camera up.</td>
</tr>
<tr>
<td>down</td>
<td>Starts moving the camera down.</td>
</tr>
<tr>
<td>zoom+</td>
<td>Starts zooming in.</td>
</tr>
<tr>
<td>zoom-</td>
<td>Starts zooming out.</td>
</tr>
<tr>
<td>stop</td>
<td>Stops the near or far camera when in continuous mode. Returns no feedback.</td>
</tr>
<tr>
<td>source</td>
<td>Returns the number of the near or far camera source currently selected.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ppcip</td>
<td>Specifies People+Content IP as the main video source if it is running and connected to the system.</td>
</tr>
<tr>
<td>for-people {1..4}</td>
<td>Sets the source for the specified camera to People. Camera 3 and Camera 4 are available on RealPresence Group 700 systems only.</td>
</tr>
<tr>
<td>for-content {1..4}</td>
<td>Sets the source for the specified camera to Content. Camera 3 and Camera 4 are available on RealPresence Group 700 systems only.</td>
</tr>
<tr>
<td>list-content</td>
<td>Gets a list of cameras configured as Content.</td>
</tr>
</tbody>
</table>
| tracking statistics | Gets EagleEye Director tracking statistics. Tracking statistics measure:  
  • the amount of time tracking is turned off divided by the total call time in the most recent 100 calls lasting more than five minutes.  
  • the amount of room and close-up view switches divided by the total call time in the most recent 100 calls lasting more than five minutes. |
| tracking <get|on|off> | Enables or disables the Polycom EagleEye Director tracking feature. on turns the tracking feature on, off turns the tracking feature off, and get returns the current tracking feature setting. |

**Feedback Examples**

- camera far 2  
specifies camera 2 at the far-site and returns  
  camera far 2  
- camera far move left  
  causes the far-site camera to start panning to the left and returns  
  event: camera far move left  
- camera near move zoom+  
  causes the near-site camera to zoom in and returns  
  event: camera near move zoom+  
- camera near tracking off  
  returns  
  camera near tracking off  
- camera near tracking on  
  returns  
  camera near tracking on
- camera near tracking get
  returns
camera near tracking Voice

**Comments**

If the camera near \{1..4\} API command is used for an input configured as content, the command becomes a toggle. You must send the command once to send the content source and a second time to stop the content source.

As of release 4.1.1, the camera register and camera unregister commands are no longer available. Use the notify vidsourcechanges command instead.
camerainput

Gets the format for a video source.

Syntax

\texttt{camerainput \<1..4\> \texttt{get}}

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;1..4&gt;</td>
<td>Specifies the video source. Camera 3 and Camera 4 are available on RealPresence Group 700 systems only.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

Feedback Examples

- \texttt{camerainput 1 get}
  returns
  \texttt{camerainput 1 component}
**configdisplay**

Sets or gets the video format, aspect ratio and resolution for Monitor 1 or Monitor 2.

**Syntax**

- `configdisplay [<monitor1|monitor2>] get`
- `configdisplay <monitor1|monitor2> <component|vga|dvi|hdmi|>`
- `configdisplay <monitor1|monitor2> <component|vga|dvi|hdmi|> [<50hz1280x720p|60hz1280x720p|60hz1280x1024p|60hz1024x768p|60hz1920x1080p|50hz1920x1080i|60hz1920x1080i|50hz1920x1080p>]`
- `configdisplay monitor2 off`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>monitor1</td>
<td>Specifies Monitor 1.</td>
</tr>
<tr>
<td>monitor2</td>
<td>Specifies Monitor 2.</td>
</tr>
<tr>
<td>vga</td>
<td>Sets the specified display to VGA format.</td>
</tr>
<tr>
<td>dvi</td>
<td>Sets the specified display to DVI format.</td>
</tr>
<tr>
<td>component</td>
<td>Sets the specified display to Component format.</td>
</tr>
<tr>
<td>hdmi</td>
<td>Sets the specified display to HDMI format.</td>
</tr>
<tr>
<td>50hz1280x720p</td>
<td>Sets the resolution to 1280x720p, 50 Hz.</td>
</tr>
<tr>
<td>60hz1280x720p</td>
<td>Sets the resolution to 1280x720p, 60 Hz.</td>
</tr>
<tr>
<td>60hz1280x1024p</td>
<td>Sets the resolution to 1280x1024p, 60 Hz.</td>
</tr>
<tr>
<td>60hz1024x768p</td>
<td>Sets the resolution to 1024x768p, 60 Hz.</td>
</tr>
<tr>
<td>60hz1920x1080p</td>
<td>Sets the resolution to 1920x1080p, 60 Hz.</td>
</tr>
<tr>
<td>50hz1920x1080i</td>
<td>Sets the resolution to 1920x1080i, 50 Hz.</td>
</tr>
<tr>
<td>60hz1920x1080i</td>
<td>Sets the resolution to 1920x1080i, 60 Hz.</td>
</tr>
<tr>
<td>50hz1920x1080p</td>
<td>Sets the resolution to 1920x1080p, 50 Hz.</td>
</tr>
<tr>
<td>off</td>
<td>Sets Monitor 2 to off.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `configdisplay get`
- `configdisplay monitor1 hdmi 1920x1080p 60Hz`
- `configdisplay monitor2`
get
returns
configdisplay monitor2 hdmi 1920x1080p 60Hz

- configdisplay monitor2 off
  returns
  configdisplay monitor2 off

- configdisplay monitor2 hdmi
  returns
  configdisplay monitor2 hdmi
**configparam**

Sets or gets the video quality setting for the specified video input for motion or sharpness.

**Syntax**

```plaintext
configparam <"parameter"> get
configparam <"parameter"> set <"value">
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Possible Values</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>camera_video_quality &lt;1</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `configparam camera_video_quality 1 set motion` returns `camera1_video_quality motion`
contentauto

Sets or gets the automatic bandwidth adjustment for people and content in point-to-point H.323 calls. Automatic adjustment maintains equal image quality in the two streams.

Syntax
contentauto <get|on|off>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>on</td>
<td>Enables automatic bandwidth adjustment for people and content.</td>
</tr>
<tr>
<td>off</td>
<td>Disables automatic bandwidth adjustment for people and content. The system Quality Preference settings is used instead.</td>
</tr>
</tbody>
</table>

Feedback Examples
- contentauto off
  returns
  contentauto off
- contentauto on
  returns
  contentauto on
- contentauto get
  returns
  contentauto on
**daylightsavings**

Sets or gets the daylight saving time setting. When you enable this setting, the system clock automatically changes for daylight saving time.

**Syntax**

```
daylightsavings <get|yes|no>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables automatic adjustment for daylight savings time.</td>
</tr>
<tr>
<td>no</td>
<td>Disables automatic adjustment for daylight savings time.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `daylightsavings no` returns `daylightsavings no`
- `daylightsavings yes` returns `daylightsavings yes`
- `daylightsavings get` returns `daylightsavings yes`
defaultgateway

Sets or gets the default gateway.

**Syntax**

defaultgateway get
defaultgateway set “xxx.xxx.xxx.xxx”

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the default gateway IP address.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the default gateway when followed by the “xxx.xxx.xxx.xxx” parameter.</td>
</tr>
<tr>
<td>“xxx.xxx.xxx.xxx”</td>
<td>IP address to use as the default gateway.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- defaultgateway set 192.168.1.101
  returns
defaultgateway 192.168.1.101

**Comments**

This setting can only be changed if DHCP is turned off. After making a change, you must restart the system for the setting to take effect.
dhcp

Sets or gets DHCP options.

Syntax

dhcp <get|off|client>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the selected DHCP option.</td>
</tr>
<tr>
<td>off</td>
<td>Disables DHCP.</td>
</tr>
<tr>
<td>client</td>
<td>Enables DHCP client, setting the system to obtain an IP address from a server on your network.</td>
</tr>
</tbody>
</table>

Feedback Examples

- dhcp off
  returns
dhcp off

- dhcp client
  returns
dhcp client

- dhcp get
  returns
dhcp client

Comments

After making a change, you must restart the system for the setting to take effect.
dial

Dials video or audio calls either manually or from the directory.

Syntax

\[
\text{dial addressbook "addr book name"}
\]
\[
\text{dial auto "speed" "dialstr"}
\]
\[
\text{dial manual "speed" "dialstr1" ["dialstr2"] [h323|ip|sip]}
\]
\[
\text{dial phone <sip_speakerphone> "dialstring"}
\]

Parameter | Description
--- | ---
addressbook | Dials a directory (address book) entry. Requires the name of the entry.

```
"addr book name"
```

The name of the directory (address book) entry. The name may be up to 25 characters. Use quotation marks around strings that contain spaces. For example: “John Doe”.

auto | Dials a video call number dialstr1 at speed of type h323. Requires the parameters “speed” and “dialstr”. Allows the user to automatically dial a number. Deprecated. Instead of this command, Polycom recommends using dial manual and not specifying a call type.

```
"speed"
```

Valid data rate for the network.

```
"dialstr", "dialstr1", "dialstr2"
```

IP directory number.

manual | Dials a video call number dialstr1 at speed of type h323. Requires the parameters “speed” and “dialstr1”. Use dial manual “speed” “dialstr” “type” when you do not want automatic call rollover or when the dialstring might not convey the intended transport.

```
h323|ip|sip
```

Type of call.

sip_speakerphone | Specify to dial SIP call.

```
"dialstring"
```

Numeric string specifying the phone number to dial. Enclose the string in quotation marks if it includes spaces. Example: “512 555 1212”
Feedback Examples

- If registered for callstate notifications (callstate register), the API returns
  
  active: call[44] speed[64]

- dial addressbook "John Polycom"
  returns
  dialing addressbook "John Polycom"

- dial phone sip_speakerphone 123456
  returns
  dialing sip_speakerphone

- If registered for callstate notifications (callstate register), the API returns
  
  active: call[44] speed[384]

Notes: The [BONDING] responses in IP calls are extraneous text that will be removed in a subsequent software version.

Call ID (call [44]) is an example of the response. The Call ID number depends upon the call type.

- If registered for callstatus notifications (notify callstatus), the API returns,
  
  notification:callstatus:outgoing:45: null 1::opened::0:videocall

Note: The call ID number (45) is an example of the response. The Call ID number depends upon the call type.

Comments

When searching for feedback from the dial command, expect to see the set of described strings as many times as there are channels in the call.
See Also

Refer to the `callstate` command on page 96. You can use callstate register to obtain updated information on the status of a call. For example, when using the dial manual to place a call, callstate register can tell you when the call is connected.
**dns**

Sets or gets the configuration for up to four DNS servers.

**Syntax**
```
dns get {1..4}
dns set {1..4} "xxx.xxx.xxx.xxx"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
</table>
| get       | Returns the current IP address of the specified server.  
A server identification number {1..4} is required. |
| {1..4}    | Specifies the server identification number. |
| set       | Sets the IP address of the specified DNS server when followed by the "xxx.xxx.xxx.xxx" parameter.  
A server identification number {1..4} is required. |
| "xxx.xxx.xxx.xxx" | Specifies the IP address for the specified server. |

**Feedback Examples**

- `dns set 1 192.168.1.205`
  
  returns
  
  `dns 1 192.168.1.205`

**Comments**

After making a change, you must restart the system for the setting to take effect. These values cannot be set if the system is in DHCP client mode.
**dynamicbandwidth**

Sets or gets the use of dynamic bandwidth allocation for Quality of Service.

**Syntax**

dynamicbandwidth <get|yes|no>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the dynamic bandwidth option.</td>
</tr>
<tr>
<td>no</td>
<td>Disables the dynamic bandwidth option.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- dynamicbandwidth yes
  returns
dynamicbandwidth yes
- dynamicbandwidth no
  returns
dynamicbandwidth no
- dynamicbandwidth get
  returns
dynamicbandwidth no

**Comments**

The system's dynamic bandwidth function automatically finds the optimum line speed for a call. If you experience excessive packet loss while in a call, the dynamic bandwidth function decrements the line speed until there is no packet loss. This is supported in calls with end points that also support dynamic bandwidth.
e164ext

Sets or gets an H.323 (IP) extension, also known as an E.164 name.

Syntax

```
e164ext get
e164ext set "e.164name"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the E.164 extension when followed by the &quot;e.164name&quot; parameter. To erase the current setting, omit &quot;e.164name&quot;.</td>
</tr>
<tr>
<td>&quot;e.164name&quot;</td>
<td>A valid E.164 extension (usually a four-digit number).</td>
</tr>
</tbody>
</table>

Feedback Examples

- `e164ext set` returns `e164ext <empty>`
- `e164ext set 7878` returns `e164ext 7878`
- `e164ext get 7878` returns `e164ext 7878`

Comments

The extension number is associated with a specific LAN device.
**echocanceller**

Sets or gets the configuration of echo cancellation, which prevents users from hearing their voices loop back from the far site.

**Syntax**

```
ECHOCANCELLER <get|yes|no>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the echo canceller option.</td>
</tr>
<tr>
<td>no</td>
<td>Disables the echo canceller option.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- echocanceller yes returns
  echocanceller yes
  echocanceller yes
- echocanceller no returns
  echocanceller no
  echocanceller no
- echocanceller get returns
  echocanceller no
  echocanceller no

**Comments**

This option is enabled by default. Polycom strongly recommends that you do not turn off echo cancellation except when using an external microphone system with its own built-in echo cancellation.
**echoreply**

Sets or gets the system’s ability to send an Echo Reply message in response to an Echo Request message sent to an IPv4 multicast/anycast address.

**Syntax**

```
echoreply <get|yes|no>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the echo reply option.</td>
</tr>
<tr>
<td>no</td>
<td>Disables the echo reply option.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `echoreply get` returns `echoreply yes`
- `echoreply no` returns `echoreply no`

**Comments**

The number of responses may be traffic-conditioned to limit the effect of a denial of service attack.

*After making a change, you must restart the system for the setting to take effect.*
enablefirewalltraversal

Sets or gets the **Enable H.460 Firewall Traversal** setting. This feature requires an Edgewater session border controller that supports H.460.

**Syntax**

`enablefirewalltraversal <get|on|off>`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>on</td>
<td>Enables the firewall traversal feature.</td>
</tr>
<tr>
<td>off</td>
<td>Disables the firewall traversal feature.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `enablefirewalltraversal on`
  returns
  `enablefirewalltraversal on`
- `enablefirewalltraversal off`
  returns
  `enablefirewalltraversal off`
- `enablefirewalltraversal get`
  returns
  `enablefirewalltraversal off`
enablekeyboardnoisereduction

Sets or gets the Enable Keyboard Noise Reduction setting.

Syntax
enablekeyboardnoisereduction <get|yes|no>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables keyboard noise reduction.</td>
</tr>
<tr>
<td>no</td>
<td>Disables keyboard noise reduction.</td>
</tr>
</tbody>
</table>

Feedback Examples

- enablekeyboardnoisereduction yes returns enablekeyboardnoisereduction yes
- enablekeyboardnoisereduction no returns enablekeyboardnoisereduction no
- enablekeyboardnoisereduction get returns enablekeyboardnoisereduction no
enablelivemusicmode

Sets or gets the Enable MusicMode setting.

Syntax

enablelivemusicmode <get|yes|no>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables live music mode.</td>
</tr>
<tr>
<td>no</td>
<td>Disables live music mode.</td>
</tr>
</tbody>
</table>

Feedback Examples

- `enablelivemusicmode yes`
  returns
  `enablelivemusicmode yes`

- `enablelivemusicmode no`
  returns
  `enablelivemusicmode no`
enablepvec

Sets or gets the Polycom Video Error Concealment (PVEC) setting on the system.

**Syntax**

enablepvec <get|yes|no>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the PVEC option.</td>
</tr>
<tr>
<td>no</td>
<td>Disables the PVEC option.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- enablepvec yes returns enablepvec yes
- enablepvec no returns enablepvec no
- enablepvec get returns enablepvec no

**Comments**

This option is enabled by default.
enablersvp

Sets or gets the RSVP (Resource Reservation Protocol) setting on the system, which requests that routers reserve bandwidth along an IP connection path.

Syntax
enablersvp <get|yes|no>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the RSVP option.</td>
</tr>
<tr>
<td>no</td>
<td>Disables the RSVP option.</td>
</tr>
</tbody>
</table>

Feedback Examples
- enablersvp yes
  returns
  enablersvp yes
- enablersvp no
  returns
  enablersvp no
- enablersvp get
  returns
  enablersvp no

Comments
This option is enabled by default.
enablesnmp

Sets or gets the SNMP configuration.

**Syntax**
enablesnmp <get|yes|no>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the SNMP option.</td>
</tr>
<tr>
<td>no</td>
<td>Disables the SNMP option.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- enablesnmp yes
  returns
  enablesnmp yes
- enablesnmp no
  returns
  enablesnmp no
- enablesnmp get
  returns
  enablesnmp no

**Comments**

After making a change, you must restart the system for the setting to take effect.
encryption

Sets or gets the AES encryption mode for the system.

**Syntax**

encryption <get|yes|no|requiredvideocallsonly|requiredallcalls>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Use encryption when the far site is capable of encryption. Note: This parameter is called “When Available” in the user interface.</td>
</tr>
<tr>
<td>no</td>
<td>Disables encryption. Note: This parameter is called “Off” in the user interface.</td>
</tr>
<tr>
<td>requiredvideocallsonly</td>
<td>Enforces encryption on all video endpoints. Any video calls to or from systems that do not have encryption enabled are not connected. Audio-only calls are connected.</td>
</tr>
<tr>
<td>requiredallcalls</td>
<td>Enforces encryption on all endpoints. Any video or audio calls to or from systems that do not have encryption enabled are rejected and are not connected.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- encryption yes
  returns
  encryption yes

- encryption no
  returns
  encryption no

- encryption get
  returns
  encryption no

- encryption requiredvideocallsonly
  returns
  encryption requiredvideocallsonly
• encryption required all calls
  returns
  encryption required all calls

Comments
You cannot use this command while a call is in progress. Using this command while the system is in a call returns an error: command has illegal parameters message.
exit

Ends the API command session.

**Syntax**

```
exit
```

**Feedback Examples**

- `exit` returns
  
  *Connection to host lost.*

**Comments**

For serial sessions, this command effectively starts a new session.
farcontrolnearcamera

Sets or gets far control of the near camera, which allows far sites to control the camera on your system.

**Syntax**

`farcontrolnearcamera <get|yes|no>`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Allows the far site to control the near camera if the far site has this capability.</td>
</tr>
<tr>
<td>no</td>
<td>Disables far control of the near camera.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `farcontrolnearcamera yes` returns `farcontrolnearcamera yes`
- `farcontrolnearcamera no` returns `farcontrolnearcamera no`
- `farcontrolnearcamera get` returns `farcontrolnearcamera no`
gaddrbook

Returns global directory (address book) entries.

Syntax

Commands for GDS directory

gaddrbook all

gaddrbook batch {0..59}

gaddrbook batch define “start_no” “stop_no”

gaddrbook batch search “pattern” “count”

gaddrbook letter {a..z}

gaddrbook range “start_no” “stop_no”

Commands for LDAP only

gaddrbook grouplist [<range_start>] [<range_end>]

gaddrbook grouplist size

gaddrbook group “group_name” [<range_start>] [<range_end>]

gaddrbook group “group_name” size

gaddrbook names search ”search_pattern” [<range_start>] [<range_end>]

gaddrbook names search ”search_pattern” size

gaddrbook address ”sys_id_string”

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>all</td>
<td>Returns all the entries in the global directory.</td>
</tr>
<tr>
<td>batch</td>
<td>Returns a batch of 20 global directory entries. Requires a batch number, which must be an integer in the range {0..59}.</td>
</tr>
<tr>
<td>define</td>
<td>Returns a batch of entries in the range defined by “start_no” to “stop_no.”</td>
</tr>
<tr>
<td>search</td>
<td>Specifies a batch search.</td>
</tr>
<tr>
<td>“pattern”</td>
<td>Specifies a pattern to match for the batch search.</td>
</tr>
<tr>
<td>“count”</td>
<td>Specifies the number of entries to list that match the pattern.</td>
</tr>
<tr>
<td>letter</td>
<td>Returns entries beginning with the letter specified from the range {a..z}. Requires one or two alphanumeric characters. Valid characters are: - _ / ; @ , . \ 0 through 9 a through z</td>
</tr>
<tr>
<td>range</td>
<td>Returns global directory entries numbered “start_no” through “stop_no”. Requires two integers.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>&quot;start_no&quot;</td>
<td>Specifies the beginning of the range of entries to return.</td>
</tr>
<tr>
<td>&quot;stop_no&quot;</td>
<td>Specifies the end of the range of entries to return.</td>
</tr>
<tr>
<td>grouplist</td>
<td>Returns a list of group names in this format:</td>
</tr>
<tr>
<td></td>
<td>gaddrbook grouplist {0..n}.</td>
</tr>
<tr>
<td></td>
<td>group:&quot;group_name&quot;</td>
</tr>
<tr>
<td></td>
<td>...</td>
</tr>
<tr>
<td></td>
<td>gaddrbook grouplist done</td>
</tr>
<tr>
<td>size</td>
<td>Returns the size of the result set that will be returned by the command.</td>
</tr>
<tr>
<td></td>
<td>The size parameter can be used with the grouplist, group, and names search</td>
</tr>
<tr>
<td></td>
<td>commands.</td>
</tr>
<tr>
<td></td>
<td>The response is in the following format:</td>
</tr>
<tr>
<td></td>
<td>gaddrbook &lt;command&gt; size {0..n}</td>
</tr>
<tr>
<td>range_start</td>
<td>For the grouplist, group, and names search commands, specifies the beginning</td>
</tr>
<tr>
<td></td>
<td>of the range of entries to return.</td>
</tr>
<tr>
<td>range_end</td>
<td>For the grouplist, group, and names search commands, specifies the end of</td>
</tr>
<tr>
<td></td>
<td>the range of entries to return.</td>
</tr>
<tr>
<td></td>
<td>If a range_start is specified without a range_end, then the single range_</td>
</tr>
<tr>
<td></td>
<td>start entry will be returned.</td>
</tr>
<tr>
<td></td>
<td>If range_end is -1, all entries starting with range_start will be returned.</td>
</tr>
<tr>
<td></td>
<td>Note that the LDAP server will limit the maximum number of entries that</td>
</tr>
<tr>
<td></td>
<td>may be returned.</td>
</tr>
<tr>
<td>group</td>
<td>Returns a list of the members of a specified group. A multi-codec system</td>
</tr>
<tr>
<td></td>
<td>will appear as a single row with a sys_id_string field containing multiple</td>
</tr>
<tr>
<td></td>
<td>sys_id's. (See the sys_id_string description below.)</td>
</tr>
<tr>
<td></td>
<td>The response is in the following format, one row for each address book entry:</td>
</tr>
<tr>
<td></td>
<td>gaddrbook system {0..n}. name:&quot;sys_name&quot;</td>
</tr>
<tr>
<td></td>
<td>sys_label:&quot;sys_label&quot;</td>
</tr>
<tr>
<td></td>
<td>sys_id:&quot;sys_id_string&quot;</td>
</tr>
<tr>
<td></td>
<td>phone_num:&quot;phone_num&quot;</td>
</tr>
<tr>
<td></td>
<td>type:&lt;video</td>
</tr>
<tr>
<td></td>
<td>...</td>
</tr>
<tr>
<td></td>
<td>gaddrbook group &quot;group_name&quot; done</td>
</tr>
</tbody>
</table>

**Parameter**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
</table>
| group_name      | Returns summary information for the people or rooms that match the search criteria. The search looks for a match at the beginning of any of these attributes: first name, last name, display/friendly name, or room name. The response is similar to the group command:  
  
gaddrbook search {0..n}. name:"sys_name"  
  sys_label:"sys_label"  
  sys_id:"sys_id_string"  
  phone_num:"phone_num"  
  type:<video|multicodec|phone>  
  ...  
  gaddrbook names search  
  "search_pattern" done |
| names_search    | Returns summary information for the people or rooms that match the search criteria. The search looks for a match at the beginning of any of these attributes: first name, last name, display/friendly name, or room name. The response is similar to the group command:  
  
gaddrbook search {0..n}. name:"sys_name"  
  sys_label:"sys_label"  
  sys_id:"sys_id_string"  
  phone_num:"phone_num"  
  type:<video|multicodec|phone>  
  ... |
| search_pattern  | Specifies the string pattern for which to search. Wildcard characters are not supported.                                                        |
address

Obtains the address information for a specified entry. For a multi-codec system, there will be separate lines for each codec, distinguished by the codec’s sys_id. The codecs will be returned in order, starting with the primary codec. If codecs support multiple protocols, the different addresses will be returned on separate lines.

The response is in the following format:

gaddrbook address {0..n}.
sys_id:"sys_id"
    h323_spd:"h323_spd"
h323_num:"h323_num"
    h323_ext:"h323_ext"
gaddrbook address {0..n}.
sys_id:"sys_id"
    sip_spd:"sip_spd"
sip_num:"sip_num"
gaddrbook address {0..n}.
sys_id:"sys_id"
    xmpp:xmpp_addr
gaddrbook address {0..n}.
sys_id:"sys_id"
    isdn_spd:"isdn_spd"
isdn_num:"isdn_num"
    isdn_ext:"isdn_ext"
...
gaddrbook address "sys_id_string" done

sys_id_string

The unique identifier string for an endpoint. When the client retrieves the members of a group or searches by name, the results will include a list of people or rooms and the endpoints or systems associates with each of those entries. Each endpoint will have a sys_id_string which can be used to query for the endpoint’s address information. For multi-codec systems, the sys_id_string will include multiple sys_id’s, one for each codec, separated by a # delimiter. For LDAP, the sys_id will be the LDAP commUniqueID. It should be a quoted string. See examples below.

sys_id

This is the unique identifier for a codec. If an entry has just a phone number and no video codecs, this attribute will be blank.

sys_name

The friendly name for an address book entry. It is the name of the person or the room. It is surrounded by quotes if it contains spaces.
Feedback Examples

- `gaddrbook all` returns

```
gaddrbook 0. “Polycom Group Series Demo 1” isdn_spd:384
   isdn_num:1.700.5551212 isdn_ext:
gaddrbook 1. “Polycom Group Series Demo 2” h323_spd:384
   h323_num:192.168.1.101 h323_ext:7878
```

- `gaddrbook 3` returns

```
gaddrbook 3. “Polycom Group Series Demo 3” phone_num:1.512.5121212
```

---

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>sys_label</td>
<td>If a person/room has more than one system, the result set will include a row for each system. If those systems are of the same type, such as , the client will consider that entry to be a telepresence system with multiple codecs rather than separate systems. If the systems are of different types, such as an and a CMAD, then this sys_label attribute will be included to differentiate the systems.</td>
</tr>
<tr>
<td>type</td>
<td>The type of global address book entry. Possible values are: video, multicodec, phone.</td>
</tr>
<tr>
<td>h323_spd</td>
<td>The preferred speed for an H.323 call to this entry. If no speed is associated with the entry, then the value of the configuration variable &quot;globaladdrmxh323&quot; is returned. The default is 384.</td>
</tr>
<tr>
<td>h323_num</td>
<td>For LDAP entries systems currently do not use this field. It is always blank.</td>
</tr>
<tr>
<td>h323_ext</td>
<td>If an LDAP entry has a value for the H.350.1 h323Identityh323-ID attribute (H.323 alias), it will be returned as the h323_ext. If there is no h323Identityh323-ID, then if there is a value for the H.350.1 h323IdentitydialedDigits attribute (E.164 number), it will be returned.</td>
</tr>
<tr>
<td>sip_spd</td>
<td>The preferred speed for a SIP call to this entry. If no speed is associated with the entry, then this is the same as the h323_spd.</td>
</tr>
<tr>
<td>sip_num</td>
<td>SIP address. For LDAP this is the H.350.4 SIPIdentitySIPURI attribute.</td>
</tr>
<tr>
<td>xmpp_addr</td>
<td>XMPP address, also known as the Jabber ID (JID). For LDAP this is the H.350.7 XmppIdentityURI attribute.</td>
</tr>
</tbody>
</table>
(and so on, until all entries in the global directory are listed, then:)
gaddrbook all done

- gaddrbook batch 0
  returns
  gaddrbook 0. “Polycom Group Series Demo 1” isdn_spd:384
  isdn_num:1.700.5551212 isdn_ext:
gaddrbook 1. “Polycom Group Series Demo 2” h323_spd:384
  h323_num:192.168.1.101 h323_ext:7878
  gaddrbook 2. “Polycom Group Series Demo 3” sip_spd:384
  sip_num:polycomgroupseries@polycom.com
  gaddrbook 3. “Polycom Group Series Demo 3” phone_num:1.512.5121212
  (and so on, through the last entry in the batch of 20 directory entries, such as:)
gaddrbook 19. “Polycom Group Series Demo 20” h323_spd:384
  h323_num:192.168.1.120 h323_ext:
gaddrbook batch 0 done
gaddrbook batch define 0 2
  returns
  gaddrbook 0. “Polycom Group Series Demo 1” isdn_spd:384
  isdn_num:1.700.5551212 isdn_ext:
gaddrbook 1. “Polycom Group Series Demo 2” h323_spd:384
  h323_num:192.168.1.101 h323_ext:7878
  gaddrbook 2. “Polycom Group Series Demo 3” sip_spd:384
  sip_num:polycomgroupseries@polycom.com
  gaddrbook batch define 0 2 done

- gaddrbook batch search Polycom 3
  returns
  gaddrbook 0. “Polycom Group Series Demo 1” isdn_spd:384
  isdn_num:1.700.5551212 isdn_ext:
gaddrbook 1. “Polycom Group Series Demo 2” h323_spd:384
  h323_num:192.168.1.101 h323_ext:7878
  gaddrbook 2. “Polycom Group Series Demo 3” sip_spd:384
  sip_num:polycomgroupseries@polycom.com
  gaddrbook batch search Polycom 3 done

- gaddrbook letter p
  returns
  gaddrbook 0. “Polycom Group Series Demo 1” isdn_spd:384
  isdn_num:1.700.5551212 isdn_ext:
gaddrbook 1. “Polycom Group Series Demo 2” h323_spd:384
  h323_num:192.168.1.101 h323_ext:7878
  gaddrbook 2. “Polycom Group Series Demo 3” sip_spd:384
  sip_num:polycomgroupseries@polycom.com
  gaddrbook 19. “Polycom Group Series Demo 20” h323_spd:384
  h323_num:192.168.1.120 h323_ext:
gaddrbook letter p done
• gaddrbook range 0 2
  returns
gaddrbook 0. “Polycom Group Series Demo 1” isdn_spd:384
isdn_num:1.700.5551212 isdn_ext:
gaddrbook 1. “Polycom Group Series Demo 2” h323_spd:384
h323_num:192.168.1.101 h323_ext:7878
gaddrbook 2. “Polycom Group Series Demo 3” sip_spd:384
sip_num:polycomgroupseries@polycom.com
gaddrbook range 0 2 done

• gaddrbook grouplist sizergroup
  returns

gaddrbook grouplist size 6
• gaddrbookgrouplist size 0 3returnsgaddrbook grouplist 0.
group:”Andover ITP”
gaddrbook grouplist 1. group:”ITP Test Systems”
gaddrbook grouplist 2. group:”Support”
gaddrbook grouplist 3. group:”SW Group”
gaddrbook grouplist 0 3 done

• gaddrbook grouplist
  returns

gaddrbook grouplist 0. group:”Andover ITP”
gaddrbook grouplist 1. group:”ITP Test Systems”
gaddrbook grouplist 2. group:”Support”
gaddrbook grouplist 3. group:”SW Group”
gaddrbook grouplist 4. group:”Video Group”
gaddrbook grouplist 5. group:”VSG Software”
gaddrbook grouplist done

• gaddrbook group “Andover ITP” size
  returns

gaddrbook group "Andover ITP" size 5

• gaddrbook group size 0 3
  returnsgaddrbook system 0. name:”AVKit TPX 306”
sys_label:”groupseries” sys_id:”10062#10055#10056”
phone_num:””type:multicodec
gaddrbook system 1. name:”Mark Duckworth” sys_label:”groupseries”
sys_id:”10006” phone_num:”978.292.5478” type:video
gaddrbook system 2. name:”Minuteman RPX” sys_label:”groupseries”
sys_id:”10074#10020” phone_num:”” type:multicodec
gaddrbook system 3. name:”Support 400” sys_label:”groupseries”
sys_id:”10058#10059#10060#10061” phone_num:”” type:multicodec
gaddrbook group "Andover ITP" 0 3 done
In the example above, the multicodec systems have sys_id strings with multiple
sys_id’s, one for each codec, separated by a # delimiter.

• gaddrbook group "Video Group"
  returns

gaddrbook system 0. name:”Dan Renalds” sys_label:”groupseries”
sys_id:”10002” phone_num:”type:video
gaddrbook system 1. name:”Mark Duckworth” sys_label:”groupseries”
sys_id:”10006” phone_num:”978.292.5478” type:video
gaddrbook system 2. name: "Scott Wilson" sys_label: "groupseries" sys_id: "10047" phone_num: "978.292.5347" type: video
gaddrbook system 3. name: "Simbalab" sys_label: "groupseries" sys_id: "10037#10038#10077" phone_num: type: multicodec
gaddrbook system 4. name: "Tanvir Rahman" sys_label: "groupseries" sys_id: "10031#10035" phone_num: type: multicodec
gaddrbook system 5. name: "Tanvir Rahman" sys_label: "VSeries" sys_id: "10032#10033" phone_num: type: multicodec
gaddrbook system 6. name: "Vineyard" sys_label: "groupseries" sys_id: "10065#10009#10010" phone_num: type: multicodec
gaddrbook system 7. name: "VSG SW Lab" sys_label: "groupseries" sys_id: "10018#10082" phone_num: type: multicodec
gaddrbook group "Video Group" done

• gaddrbook names search "s" size returns
  gaddrbook names search s size 5

• gaddrbook names search "s" returns
  gaddrbook search 0. name: "Sami Hamdi" sys_label: "groupseries" sys_id: "10094" phone_num: "" type: video
  gaddrbook search 1. name: "Scott Wilson" sys_label: "CMADesktop" sys_id: "10111" phone_num: "978.292.5347" type: video
  gaddrbook search 3. name: "Simbalab" sys_label: "groupseries" sys_id: "10037#10038#10077" phone_num: "" type: multicodec
  gaddrbook search 4. name: "Support 400" sys_label: "groupseries" sys_id: "10058#10059#10060#10061" phone_num: "" type: multicodec
  gaddrbook names search s done

• gaddrbook names search "s" 0 3 returns
  gaddrbook search 0. name: "Sami Hamdi" sys_label: "groupseries" sys_id: "10094" phone_num: "" type: video
  gaddrbook search 1. name: "Scott Wilson" sys_label: "CMADesktop" sys_id: "10111" phone_num: "978.292.5347" type: video
  gaddrbook search 3. name: "Simbalab" sys_label: "Group Series" sys_id: "10037#10038#10077" phone_num: "" type: multicodec
  gaddrbook names search s 0 3 done
• gaddrbook address "10047
  returns
  gaddrbook address 0. sys_id:"10047" h323_spd:Auto h323_num:
  h323_ext:1246540010
  gaddrbook address 10047 done
• gaddrbook address "10065#10009#10010"
  returns
  gaddrbook address 0. sys_id:"10065" h323_spd:Auto h323_num:
  h323_ext:44041gaddrbook address 1.
  sys_id:"10009" h323_spd:Auto h323_num: h323_ext:44042
  gaddrbook address 2. sys_id:"10010" h323_spd:Auto h323_num:
  h323_ext:44043
  gaddrbook address 10065#10009#10010 done

Comments
Entries with multiple addresses (for example, an H.323 address and a SIP
number) return each address type on separate lines with an incremented
record number.

When the system is registered with the LDAP directory server, only the
gaddrbook batch search “pattern” “count” is supported. All other gaddrbook
commands return the response command not supported.

When the system is registered with the Polycom GDS directory server, all of
the gaddrbook commands and parameters are supported.
gaddrbook entries are stored in the global directory (address book).

See Also
See the addrbook command on page 63.
gatekeeperip

Sets or gets the IP address of the gatekeeper.

**Syntax**

```plaintext
gatekeeperip get
gatekeeperip set [“xxx.xxx.xxx.xxx”]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the gatekeeper IP address when followed by the “xxx.xxx.xxx.xxx” parameter. To erase the current setting, omit “xxx.xxx.xxx.xxx”.</td>
</tr>
<tr>
<td>“xxx.xxx.xxx.xxx”</td>
<td>IP address of the gatekeeper.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- gatekeeperip set 192.168.1.205
  returns
  gatekeeperip 192.168.1.205

- gatekeeperip get
  returns
  gatekeeperip 192.168.1.205

The gatekeeperip get command feedback may include the port number after the IP address.
**gendial**

Generates DTMF dialing tones.

**Syntax**

gendial <{0..9}|#|*>  

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>{0..9}</td>
<td>Generates the DTMF tone corresponding to telephone buttons 0-9.</td>
</tr>
<tr>
<td>#</td>
<td>Generates the DTMF tone corresponding to a telephone # button.</td>
</tr>
<tr>
<td>*</td>
<td>Generates the DTMF tone corresponding to a telephone * button.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- gendial 2
  returns  
gendial 2
  and causes the system to produce the DTMF tone corresponding to a telephone’s 2 button
getcallstate

Gets the state of the calls in the current conference.

Syntax
getcallstate

Feedback Examples
• getcallstate
  returns
  cs: call[1] inactive
  cs: call[2] inactive

See Also
To register the shell session to receive notifications about call state activities, see the callstate command on page 96.
getconfiguredipaddress

Retrieves the currently configured IPv4 address from the system.

Syntax
getconfiguredipaddress

Feedback Examples
• getconfiguredipaddress
  returns
  getconfiguredipaddress 1.2.3.4

Comments
getconfiguredipaddress returns the currently configured IPv4 address of the system regardless of the status of the LAN connection. This differs from the ipaddress get command, which returns the current IP address of the system if it has an active LAN connection, else it returns 0.0.0.0.

The definition of “currently configured IPv4 address” depends on the IPv4 address configuration settings:

• If the IP address is set manually the configured IP address is returned, regardless of whether the LAN connection is currently active.
• If the IP address is obtained automatically, the currently-assigned address is returned, or 0.0.0.0 is returned if there is no active connection.
**h239enable**

Sets or gets the H.239 People+Content setting.

**Syntax**

```
  h239enable get
  h239enable <yes|no>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables H.239 People+Content on the system.</td>
</tr>
<tr>
<td>no</td>
<td>Disables H.239 People+Content on the system.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `h239enable yes`
  - returns `h239enable yes`
- `h239enable no`
  - returns `h239enable no`
- `h239enable get`
  - returns `h239enable no`
h323name

Sets or gets the system’s H.323 name.

Syntax

h323name get
h323name set [“H.323name”]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the H.323 name when followed by the “H.323name” parameter. To erase this setting, omit the “H.323name” parameter.</td>
</tr>
<tr>
<td>“H.323name”</td>
<td>Character string specifying the H.323 name. Use quotation marks around strings that contain spaces. For example: “Polycom Group Series Demo”</td>
</tr>
</tbody>
</table>

Feedback Examples

- h323name set My
  returns
  h323name my
- h323name set “Polycom Group Series Demo”
  returns
  h323name “polycom group series demo”
- h323name get
  returns
  h323name “polycom group series demo”
**hangup**

Hangs up the current video call.

**Syntax**

```
hangup video ["callid"]
hangup all
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>video</td>
<td>Disconnects the current video call. If the “callid” parameter is omitted, the system disconnects all video far sites in the call.</td>
</tr>
<tr>
<td>all</td>
<td>Disconnects all video and audio sites in the call.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `hangup video` returns `hanging up video`
- `hangup video 42` returns `hanging up video` and disconnects the specified site, leaving other sites connected

**Comments**

After sending the hangup command, feedback that the call has ended can take up to 15 seconds.
hostname

Sets or gets the LAN host name, which is assigned to the system for TCP/IP configuration and can be used in place of an IP address when dialing IP calls.

**Syntax**

hostname get
hostname set ["hostname"]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the system's LAN host name when followed by the &quot;hostname&quot; parameter.</td>
</tr>
</tbody>
</table>
| "hostname" | Character string specifying the LAN host name of the system. The LAN host name follows these format rules:
|             | Starts with a letter (A-a to Z-z). It is not case sensitive. |
|             | Ends with a letter (A-a to Z-z) or a number (0 to 9). |
|             | May include letters, numbers, and a hyphen. |
|             | May not be longer than 63 characters. |
|             | Note: The LAN host name is initialized during the setup wizard sequence. The LAN host name is the same as the system name, if the system name conforms to the rules above. If the system name does not conform to these rules, the invalid characters are removed from the system name. |

**Feedback Examples**

- hostname set
  returns
  hostname ADMIN

- hostname set "My"
  returns
  hostname My

- hostname get
  returns
  hostname My
Comments

A LAN host name is required; it cannot be deleted or left blank. After making a change, you must restart the system for the setting to take effect.
ipaddress

Sets or gets the LAN IP address (IPv4) of the system.

**Syntax**

```
ipaddress get
ipaddress set "xxx.xxx.xxx.xxx"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the LAN IP address to the “xxx.xxx.xxx.xxx” parameter. This setting can only be changed when DHCP is off.</td>
</tr>
<tr>
<td>“xxx.xxx.xxx.xxx”</td>
<td>IP address of the system.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- ipaddress set 192.168.1.101  
  returns  
  ipaddress 192.168.1.101

- ipaddress get  
  returns  
  ipaddress 192.168.1.101

**Comments**

Use this command when you need to allocate a static IP address to your system. After making a change, you must restart the system for the setting to take effect.
Sets or gets the LAN port settings of the system.

**Syntax**

`lanport <get|auto|10hdx|10fdx|100hdx|100fdx|1000hdx|1000fdx>`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>auto</td>
<td>10hdx</td>
</tr>
<tr>
<td>auto</td>
<td>Automatically negotiates the LAN speed and duplex mode.</td>
</tr>
<tr>
<td>10hdx</td>
<td>10 Mbps, half duplex</td>
</tr>
<tr>
<td>10fdx</td>
<td>10 Mbps, full duplex</td>
</tr>
<tr>
<td>100hdx</td>
<td>100 Mbps, half duplex</td>
</tr>
<tr>
<td>100fdx</td>
<td>100 Mbps, full duplex</td>
</tr>
<tr>
<td>1000hdx</td>
<td>1000 Mbps, half duplex</td>
</tr>
<tr>
<td>1000fdx</td>
<td>1000 Mbps, full duplex</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `lanport auto`
  - Returns
- `lanport auto`
  - Teleport auto
  - Restart system for changes to take effect. restart now? <y,n>

- `lanport get`
  - Returns
- `lanport auto`

**Comments**

After making a change, you are prompted to restart the system.
Idapassword

Sets or gets the authentication type required to authenticate with an LDAP server.

Syntax

Idapassword get
Idapassword set <anonymous|basic>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the authentication type of an LDAP server.</td>
</tr>
<tr>
<td>anonymous</td>
<td>Specifies “anonymous” as the authentication type of an LDAP server.</td>
</tr>
<tr>
<td>basic</td>
<td>Specifies “basic” as the authentication type of an LDAP server.</td>
</tr>
<tr>
<td>ntlm</td>
<td>Specifies “ntlm” as the authentication type of an LDAP server. The default setting.</td>
</tr>
</tbody>
</table>

Feedback Examples

- Idapassword get
  - Idapassword anonymous
- Idapassword set basic
  - Idapassword basic
- Idapassword set ntlm
  - Idapassword ntlm
Idapbasedn

Sets or gets the base distinguished name (DN) of an LDAP server.

**Syntax**

ldapbasedn get
ldapbasedn set ["base dn"]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the base DN of an LDAP server. To erase the current setting, omit the &quot;base dn&quot; parameter. Note: This parameter does not change the setting on the server. Instead, this parameter changes how the Polycom system recognizes the server.</td>
</tr>
<tr>
<td>&quot;base dn&quot;</td>
<td>Specifies the base DN of an LDAP server. Valid characters include: Unicode (ISO-10646) characters, including IA5/ASCII characters and extended characters such as é, Ø, and å.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- ldapbasedn get
  returns
  ldapbasedn dc=hardware,dc=domain,dc=Polycom,dc=com
  where:
  dc=domain component

- ldapbasedn set dc=software,dc=domain,dc=Polycom,dc=com
  returns
  ldapbasedn dc=software,dc=domain,dc=Polycom,dc=com
  where:
  dc=domain component
ldapbinddn

Sets or gets the bind DN for LDAP Simple Authentication.

**Syntax**

- `ldapbinddn get`
- `ldapbinddn set ["bind dn"]`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the bind DN for LDAP Simple Authentication. To erase the current setting, omit the “bind dn” parameter. Note: This parameter does not change the setting on the server. Instead, this parameter changes how the Polycom system recognizes the server.</td>
</tr>
<tr>
<td>“bind dn”</td>
<td>Specifies the bind DN of an LDAP server. Valid characters include: Unicode (ISO-10646) characters, including IA5/ASCII characters and extended characters such as é, Ø, and å.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `ldapbinddn get` returns
  
  ```
  ldapbinddn cn=plcm admin1,ou=plcmsupport,ou=plcmhelp,
dc=hardware,dc=domain,dc=polycom,dc=com
  where:
  cn=common name
  ou=organizational unit
  dc=domain component
  ```

- `ldapbinddn set cn=plcm admin2,ou=plcmaccounts,ou=plcmservice,
dc=hardware,dc=domain,dc=polycom,dc=com` returns
  
  ```
  ldapbinddn cn=plcm admin2,ou=plcmaccounts,ou=plcmservice,
dc=hardware,dc=domain,dc=polycom,dc=com
  where:
  cn=common name
  ou=organizational unit
  dc=domain component
  ```
Idapdirectory

Sets or gets whether the LDAP directory server is enabled.

Syntax

Idapdirectory <get|yes|no>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables the LDAP directory server.</td>
</tr>
<tr>
<td>no</td>
<td>Disables the LDAP directory server. This is the default setting.</td>
</tr>
</tbody>
</table>

Feedback Examples

- ldapdirectory get
  returns
  ldapdirectory yes
- ldapdirectory no
  returns
  ldapdirectory no

Comments

Each Polycom system supports a single global directory server at any given time. Therefore, enabling the LDAP directory server automatically disables any other global directory server, such as the Polycom GDS directory server, that is enabled.

If the Polycom GDS directory server and another directory server are defined on the system, the Polycom GDS directory server becomes the default directory server after upgrading the system software.
**ldapntlmdomain**

Sets or gets the domain in which authentication takes place in the Active Directory server.

**Syntax**

```
ldapntlmdomain get
ldapntlmdomain set ["domain"]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the domain in which authentication takes place in the Active Directory server. To erase the current setting, omit the “domain” parameter. Note: This parameter does not change the setting on the server. Instead, this parameter changes how the Polycom system recognizes the server.</td>
</tr>
<tr>
<td>“domain”</td>
<td>Specifies the domain in which authentication takes place in the Active Directory server. Valid characters include: 0 through 9, a through z, A through Z, hyphen (-), and period (.). Note: The domain name cannot begin or end with a hyphen or a period.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- ldapntlmdomain get returns
  ldapntlmdomain AUSTIN
- ldapntlmdomain set ANDOVER returns
  ldapntlmdomain ANDOVER
Idappassword

Sets the password for Simple or NT LAN Manager (NTLM) authentication of an LDAP server.

**Syntax**

`ldappassword set ["password"]`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>set</code></td>
<td>Sets the password for Simple authentication of an LDAP server. To erase the current setting, omit the &quot;password&quot; parameter. Note: This parameter does not change the setting on the server. Instead, this parameter changes how the Polycom system recognizes the server.</td>
</tr>
<tr>
<td><code>ntlm</code></td>
<td>Specifies setting the password for NTLM authentication of an LDAP server.</td>
</tr>
<tr>
<td><code>basic</code></td>
<td>Specifies setting the password for Simple authentication of an LDAP server.</td>
</tr>
<tr>
<td>&quot;password&quot;</td>
<td>Specifies the password for Simple or NTLM authentication of an LDAP server. Valid characters include: Unicode (ISO-10646) characters, including IA5/ASCII characters and extended characters such as é, Ø, and å. Note: The server administrator may specify additional restrictions for password creation.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `ldappassword set ntlm P!cmp@5Swd` returns `ldappassword NTLM P!cmp@5Swd`
- `ldappassword set basic P0!yc0mp@5` returns `ldappassword BASIC P0!yc0mp@5`
ldapserveraddress

Sets or gets the LDAP server address.

Syntax

`ldapserveraddress get`
`ldapserveraddress set ["address"]`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the IP address or the DNS name of an LDAP server. To erase the current setting, omit the &quot;address&quot; parameter. Note: This parameter does not change the setting on the server. Instead, this parameter changes how the Polycom system recognizes the server.</td>
</tr>
<tr>
<td>&quot;address&quot;</td>
<td>Specifies the IP address or the DNS name of an LDAP server. The DNS name requires alphanumeric characters. Valid characters include: 0 through 9 a through z A through Z - Note: The &quot;-&quot; character cannot be used as the first or last character in the DNS name.</td>
</tr>
</tbody>
</table>

Feedback Examples

- `ldapserveraddress get`
  `ldapserveraddress hardware.domain.polycom.com`
- `ldapserveraddress set software.domain.polycom.com`
  `ldapserveraddress software.domain.polycom.com`
ldapserverport

Sets or gets the port number of an LDAP server.

**Syntax**

```
ldapserverport get
ldapserverport set ["port number"]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the port number of an LDAP server. To erase the current setting, omit the &quot;port number&quot; parameter. Note: This parameter does not change the setting on the server. Instead, this parameter changes how the Polycom system recognizes the server.</td>
</tr>
<tr>
<td>&quot;port number&quot;</td>
<td>Specifies the port number of an LDAP server. The default setting is 389.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `ldapserverport get`
  
  returns
  ```
  ldapserverport 389
  ```

- `ldapserverport set 636`
  
  returns
  ```
  ldapserverport 636
  ```
ldapsslenabled

Sets or gets the Secure Sockets Layer (SSL)/Transport Layer Security (TLS) encryption state for LDAP operations.

Syntax

ldapsslenabled get
ldapsslenabled set [on|off]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the SSL encryption state for LDAP operations. Note: This parameter does not change the setting on the server. Instead, this parameter changes how the Polycom system recognizes the server.</td>
</tr>
<tr>
<td>on</td>
<td>Specifies “on” as the encryption state for LDAP operations. This is the default setting.</td>
</tr>
<tr>
<td>off</td>
<td>Specifies “off” as the encryption state for LDAP operations.</td>
</tr>
</tbody>
</table>

Feedback Examples

- ldapsslenabled get
  returns
  ldapsslenabled off

- ldapsslenabled set on
  returns
  ldapsslenabled on
ldapusername

Sets or gets the user name for NTLM authentication of an LDAP server.

Syntax
ldapusername get
ldapusername set [“user name”]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the user name for NTLM authentication of an LDAP server. To erase the current setting, omit the “user name” parameter. Note: This parameter does not change the setting on the server. Instead, this parameter changes how the Polycom system recognizes the server.</td>
</tr>
<tr>
<td>“user name”</td>
<td>Specifies the user name for NTLM authentication of an LDAP server. Valid characters include: Unicode (ISO-10646) characters, including IA5/ASCII characters and extended characters such as é, Ø, and å.</td>
</tr>
</tbody>
</table>

Feedback Examples
- ldapusername get
  returns
  ldapusername jpolycom
- ldapusername set mpolycom
  returns
  ldapusername mpolycom
**listen**

Registers the RS-232 session to listen for incoming video calls or system sleep or awake state and, consequently, to give notification when the registered state occurs.

**Syntax**

```plaintext
listen <video|sleep>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>video</td>
<td>Instructs the session to listen for incoming video calls. When this event occurs, the message “listen video ringing” is received.</td>
</tr>
<tr>
<td>sleep</td>
<td>Instructs the session to listen for when the system goes into sleep mode. When this event occurs, the message “listen going to sleep” is received. When the system wakes up, the message “listen waking up” is received. Deprecated. Polycom recommends using <code>sleep register</code> instead of this command.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `listen sleep` returns `listen sleep registered` to acknowledge that the session is now registered to listen for sleep mode

- `listen video` returns `listen video registered` to acknowledge that the session is now registered to listen for incoming video calls
maxtimeincall

Sets or gets the maximum number of minutes allowed for call length.

**Syntax**

maxtimeincall get
maxtimeincall set [{0..2880}]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the maximum time for calls when followed by a parameter from {0..2880}. To erase the current setting, omit the time parameter or set it to 0. The call will then stay up indefinitely.</td>
</tr>
<tr>
<td>{0..2880}</td>
<td>Maximum call time in minutes. Must be an integer in the range {0..2880}. The value in minutes will be rounded up to hours in the system, the valid hour values are 1_hour, 2_hours to 12_hours, 24_hours and 48_hours.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- maxtimeincall set
  returns
  maxtimeincall <empty>
- maxtimeincall set 180
  returns
  maxtimeincall 180
- maxtimeincall get
  returns
  maxtimeincall 180

**Comments**

When the time has expired in a call, a message asks you if you want to hang up or stay in the call. If you do not answer within one minute, the call automatically disconnects.
mpautoanswer

Sets or gets the Auto Answer Multipoint mode, which determines how the system will handle an incoming call in a multipoint video conference.

**Syntax**

mpautoanswer <get|yes|no|donotdisturb>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Connects incoming video calls automatically. The screen will split into a multipoint call progress screen as the incoming call is answered.</td>
</tr>
<tr>
<td>no</td>
<td>For an incoming video call, the user will be notified and given the choice to answer the call. If the user selects Yes, the call is added to the ongoing conference. If the user selects No, the call is rejected. The default is No.</td>
</tr>
<tr>
<td>donotdisturb</td>
<td>The user is not notified of incoming video calls. The sites that placed the calls receive a Call Rejected (H.323) code.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `mpautoanswer yes` returns `mpautoanswer yes`
- `mpautoanswer no` returns `mpautoanswer no`
- `mpautoanswer get` returns `mpautoanswer no`
- `mpautoanswer donotdisturb` returns `mpautoanswer donotdisturb`

**Comments**

If `mpautoanswer` is set to no or donotdisturb, you must rely on API session notifications to answer inbound calls.
**mpmode**

Sets or gets the multipoint conference viewing mode for the system in a multipoint call. The multipoint mode can be set to auto, discussion, presentation, or fullscreen. By default, it is set to auto.

**Syntax**

```plaintext
mpmode <get|auto|discussion|presentation|fullscreen>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>auto</td>
<td>In Auto mode, the system switches between Full Screen Mode and Discussion mode, depending on the interaction between the sites. If one site is talking uninterrupted for 15 seconds or more, the speaker appears full screen.</td>
</tr>
<tr>
<td>presentation</td>
<td>In Presentation mode, the person who is speaking appears full screen to the far sites, while the person who is speaking sees all the other sites on a split screen.</td>
</tr>
<tr>
<td>discussion</td>
<td>In Discussion mode (also called Continuous Presence mode), every site sees all the sites in the meeting at the same time, on a split screen.</td>
</tr>
<tr>
<td>fullscreen</td>
<td>In Full Screen mode, every site in the call sees the current speaker, or the latest person to speak, on the full screen.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `mpmode auto`
  - returns `mpmode auto`

- `mpmode discussion`
  - returns `mpmode discussion`

- `mpmode get`
  - returns `mpmode discussion`

**Comments**

This option is not available unless the multipoint option is enabled.
What you see during a multipoint call can depend on many factors such as the system’s monitor configuration, the number of sites in the call, whether content is shared, and whether dual monitor emulation is used.
mute

Sets or gets the near or far site mute settings.

**Syntax**

```
mute <register|unregister>
mute near <get|on|off|toggle>
mute far get
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>register</td>
<td>Registers to receive notification when the mute mode changes.</td>
</tr>
<tr>
<td>unregister</td>
<td>Disables register mode.</td>
</tr>
<tr>
<td>near</td>
<td>Sets the command for the near site. Requires on, off, toggle, or get.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting for the near or far site.</td>
</tr>
<tr>
<td>on</td>
<td>Mutes the near site (mute near on).</td>
</tr>
<tr>
<td>off</td>
<td>Unmutes the near site (mute near off).</td>
</tr>
<tr>
<td>toggle</td>
<td>If mute near mode is mute near on, this switches to mute near off, and vice versa.</td>
</tr>
<tr>
<td>far</td>
<td>Returns the mute state of the far site system. Requires the parameter get.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- mute register
  returns
  mute registered
- mute near on
  returns
  mute near on
- mute far get
  returns
  mute far off

**Comments**

In register mode, the system sends notification to the API session when the far or near site is muted or unmuted.
muteautoanswer

Sets or gets the Mute Auto Answer Calls mode. When this setting is selected, the microphone is muted to prevent the far site from hearing the near site when the system answers automatically.

Syntax

```
muteautoanswer <get|yes|no>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Enables Mute Auto Answer Calls mode. The microphone will be muted when the system receives a call while in Auto Answer mode.</td>
</tr>
<tr>
<td>no</td>
<td>Disables Mute Auto Answer Calls mode. The microphone will not be muted when the system receives a call while in Auto Answer mode.</td>
</tr>
</tbody>
</table>

Feedback Examples

- `muteautoanswer yes` returns
  `muteautoanswercalls yes`
- `muteautoanswer no` returns
  `muteautoanswercalls no`
- `muteautoanswer get` returns
  `muteautoanswercalls no`
natconfig

Sets or gets the NAT configuration.

Syntax

```
natconfig <get|auto|manual|off>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>auto</td>
<td>Specifies that the system is behind a NAT; specifies that the system will automatically discover the public (WAN) address.</td>
</tr>
<tr>
<td>manual</td>
<td>Specifies that the system is behind a NAT. Requires the WAN address to be assigned using the <code>wanipaddress</code> command on page 242.</td>
</tr>
<tr>
<td>off</td>
<td>Disables the option when the system is not behind a NAT.</td>
</tr>
</tbody>
</table>

Feedback Examples

- `natconfig auto` returns `natconfig auto`
- `natconfig manual` returns `natconfig manual`
- `natconfig off` returns `natconfig off`
- `natconfig get` returns `natconfig off`
nath323compatible

Sets or gets the NAT is H.323 Compatible setting.

Syntax
nath323compatible <get|yes|no>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>yes</td>
<td>Specifies that NAT is capable of translating H.323 traffic.</td>
</tr>
<tr>
<td>no</td>
<td>Specifies that NAT is not capable of translating H.323 traffic.</td>
</tr>
</tbody>
</table>

Feedback Examples
- nath323compatible yes returns nath323compatible yes
- nath323compatible no returns nath323compatible no
- nath323compatible get returns nath323compatible no
**netstats**

Returns network statistics for each call.

**Syntax**

```
netstats [{0..n}]
```

**Feedback Examples**

- `netstats 2`
  
  returns
  
  ```
  call:1 txrate:128 K rxrate:128 K pktloss:0 %pktloss:0.0 % tvp:H.263
  rcp:H.323
  ```
  
  where:
  
  - `txrate=` transmit clock rate
  - `rxrate=` receive clock rate
  - `pktloss=` number of packet loss/errors
  - `%pktloss=` percentage of packet loss/errors
  - `tvp=` transmit video protocol
  - `rvp=` receive video protocol
  - `tvf=` transmit video format
  - `rvf=` receive video format
  - `tap=` transmit audio protocol
  - `rap=` receive audio protocol
  - `tcp=` transmit comm protocol
  - `rcp=` receive comm protocol

**Parameter** | **Description**
--- | ---
{0..n} | Call in a multipoint call, where n is the maximum number of calls supported by the system. 0 is the first site connected. If no call is specified, netstats returns information about the near site.
nonotify

Unregisters the API client to receive status notifications.

**Syntax**

- `nonotify <callstatus|linestatus|mutestatus|screenchanges>`
- `nonotify <sysstatus|sysalerts|vidsourcechanges>`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>calendarmmeetings</td>
<td>Stops the system from receiving meeting reminders.</td>
</tr>
<tr>
<td>callstatus</td>
<td>Stops the system from receiving changes in call status, such as a connection or disconnection.</td>
</tr>
<tr>
<td>linestatus</td>
<td>Stops the system from receiving line status notifications.</td>
</tr>
<tr>
<td>mutestatus</td>
<td>Stops the system from receiving changes in audio mute status.</td>
</tr>
<tr>
<td>screenchanges</td>
<td>Stops the system from receiving notification when a user interface screen is displayed.</td>
</tr>
<tr>
<td>sysstatus</td>
<td>Stops the system from receiving system status notifications.</td>
</tr>
<tr>
<td>syslogerts</td>
<td>Stops the system from receiving system alerts.</td>
</tr>
<tr>
<td>vidsourcechanges</td>
<td>Stops the system from receiving notification of camera source changes.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `nonotify callstatus`
  - Returns `nonotify callstatus success`
- If entered again,
  - `nonotify callstatus`
  - Returns `info: event/notification not active:callstatus`
- `nonotify calendarmmeetings`
  - Returns `nonotify calendarmmeetings success`

**See Also**

See the related `notify` command on page 167.
**notify**

Lists the notification types that are currently being received, or registers to receive status notifications.

**Syntax**

```
notify
notify <callstatus|linestatus|mutestatus|screenchanges>
notify <sysstatus|sysalerts|vidsourcechanges>
notify calendarmeetings
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>notify</td>
<td>Lists the notification types that are currently being received, in the following format: registered for &lt;num&gt; notifications[:notification type]...</td>
</tr>
<tr>
<td>calendarmeetings</td>
<td>Registers the API client to receive meeting reminders.</td>
</tr>
<tr>
<td>callstatus</td>
<td>Registers the system to receive changes in call status, such as a connection or disconnection, in the following format:</td>
</tr>
<tr>
<td>linestatus</td>
<td>Registers the system to receive line status notifications as they occur, in the following format:</td>
</tr>
<tr>
<td></td>
<td>notification:linestatus:&lt;direction&gt;:&lt;call id&gt;:&lt;line id&gt;:&lt;channel id&gt;:&lt;connection status&gt;</td>
</tr>
<tr>
<td>mutestatus</td>
<td>Registers the system to receive changes in audio mute status, in the following format:</td>
</tr>
<tr>
<td></td>
<td>notification:mutestatus:&lt;near or far&gt;:&lt;call id&gt;:&lt;site name&gt;:&lt;site number&gt;:&lt;mute status&gt;</td>
</tr>
<tr>
<td>screenchanges</td>
<td>Registers the system to receive notification when a user interface screen is displayed, in the following format:</td>
</tr>
<tr>
<td></td>
<td>notification:screenchange:&lt;screen name&gt;:&lt;screen def name&gt;</td>
</tr>
</tbody>
</table>
### Feedback Examples

- **notify mutestatus** returns  
  notify mutestatus success  
  acknowledging that the session is now registered to receive mutestatus notifications

- **notify callstatus** returns  
  notify callstatus success  
  acknowledging that the session is now registered to receive callstatus notifications

- If entered again,  
  notify callstatus returns  
  info: event/notification already active:callstatus

- **notify calendarmeetings** returns  
  notify calendarmeetings success

The following are examples of notifications that may be returned after registering to receive them.


- **notification:mutestatus:near:near:near:near:muted**

- **notification:screenchange:systemsetup:systemsetup_a**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>sysstatus</td>
<td>Registers the system to receive system status notifications, in the following format: notification:sysstatus:&lt;sys parameter name&gt;:&lt;value1&gt;[::&lt;value2&gt;...]</td>
</tr>
<tr>
<td>sysalerts</td>
<td>Registers the system to receive system alerts, in the following format: notification:sysalert:&lt;alert name&gt;:&lt;value1&gt;[::&lt;value2&gt;...]</td>
</tr>
<tr>
<td>vidsourcechanges</td>
<td>Registers the system to receive notification of camera source changes, in the following format: notification:vidsourcechange:&lt;near or far&gt;:&lt;camera index&gt;:&lt;camera name&gt;:&lt;people or content&gt;</td>
</tr>
</tbody>
</table>
• notification:vidsourcechange:near:1:Main:people
• notification:linestatus:outgoing:32:0:0:disconnected
• notification:vidsourcechange:near:6:ppcip:content
• notification:vidsourcechange:near:none:none:content
• notification: calendarmmeetings:
  AAAaAEFsZXguTWFjRG9uYXVxcHBlbGljZm9yc29uZzQuY29tAWEICHQAAAADr9G
  lhsSjWEZBcAAKzMphJbwA4wicbtr3UEZArAKAk09LteAAACZpKWAAoe7hJ1eQlOS7j2
  mzRJxkLkAAADI/G8AAAOQ:Product Planning:10

Comments

The notify callstatus command registers the current API session for call status notifications. The API client receives call status notifications as a call progresses.

Registration for status notifications is session-specific. For example, registering for alerts in a Telnet session does not return alerts in a simultaneous RS-232 session with the same system.

Duplicate registrations produce another success response. The notify setting remains in effect, even if you restart the system or update the software with system settings saved.

See Also

See also the nonotify command on page 166 and the callinfo command on page 95.
**oobcomplete**

Completes the setup wizard and restarts the Polycom system.

**Syntax**

```
oobcomplete
```

**Feedback Examples**

```
oobcomplete
returns
oobcomplete
```

**Comments**

The `oobcomplete` command is processed only when the Polycom system is in setup wizard mode.

To execute `oobcomplete` successfully, the Polycom system name must be configured.
preset

Sets the presets or goes (moves) to the presets for the near or far camera source. Also registers or unregisters the API session to give notification when the user sets or goes to presets.

Syntax

pre reset <register|unregister>
preset register get
preset far <go|set> <{0..15}>
preset near <go|set> <{0..99}>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>register</td>
<td>Registers the system to give notification when the user or far site sets or goes to a preset. Returns the current preset registration state when followed by the get parameter.</td>
</tr>
<tr>
<td>unregister</td>
<td>Disables register mode.</td>
</tr>
<tr>
<td>far</td>
<td>Specifies the far camera. Requires a set or go parameter and a preset identifier.</td>
</tr>
<tr>
<td>go</td>
<td>Moves the camera to a camera preset. Requires a &quot;preset&quot; parameter.</td>
</tr>
<tr>
<td>set</td>
<td>Sets a camera preset. Requires a &quot;preset&quot; parameter.</td>
</tr>
<tr>
<td>{0..15}, {0..99}</td>
<td>Camera preset identifier. Must be an integer in the range {0..15} for a far-site camera or {0..99} for a near-site camera.</td>
</tr>
<tr>
<td>near</td>
<td>Specifies the near camera. Requires a set or go parameter and a preset identifier.</td>
</tr>
</tbody>
</table>

Feedback Examples

- preset register
  returns
  preset registered
- preset near go 1
  returns
  preset near go 1
  and moves the near-site camera to the preset 1 position
- preset near set 2
  returns
  preset near set 2
  and saves the current location/position of the near-site camera as preset 2

**Comments**

Up to 100 preset camera positions can be set. These camera presets can be distributed across the far camera and up to four near-site cameras.
**reboot**

Restarts the system.

**Syntax**

reboot [now]

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>now</td>
<td>restarts the system without prompting you.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- reboot now
does not prompt the user to confirm and restarts the system with no other feedback returned

**Comments**

The preferred format is reboot now.
remotemonenable

Gets the state of remote room and call monitoring.

Syntax
remotemonenable <get>

Feedback Examples
• remotemonenable get
  returns
  remotemonenable on
• remotemonenable get
  returns
  remotemonenable off
**resetsystem**

Resets the system and, optionally, deletes system settings or local address book entries.

**Syntax**

```
resetsystem [deletesystemsettings] [deletelocaldirectory][deletecdr][deletelogs][deletecertificates]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>deletesystemsettings</td>
<td>Resets all configuration settings to default values.</td>
</tr>
<tr>
<td>deletelocaldirectory</td>
<td>Deletes all local directory entries from the address book.</td>
</tr>
<tr>
<td>deletecdr</td>
<td>Deletes the CDR file from the /opt/polycom/cdr directory after copying the contents of the file to the trace log.</td>
</tr>
<tr>
<td>deletelogs</td>
<td>Deletes the system logs.</td>
</tr>
<tr>
<td>deletecertificates</td>
<td>Deletes all certificates from the system.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `resetsystem` returns `resetsystem`
- `resetsystem deletesystemsettings` returns `resetsystem deletesystemsettings`
- `resetsystem deletelocaldirectory` returns `resetsystem deletelocaldirectory`
- `resetsystem deletecdr` returns `resetsystem deletecdr`
- `resetsystem deletesystemsettings deletelocaldirectory deletecdr` returns `resetsystem deletesystemsettings deletelocaldirectory deletecdr`
- `resetsystem deletelogs` returns `resetsystem deletelogs`
• resetsystem deletecertificates
  returns
  resetsystem deletecertificates
rs232 baud

The rs232 baud command sets or gets the baud rate for the first RS-232 port.

**Syntax**

```
rs232 baud <get|9600|14400|19200|38400|57600|115200>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current baud rate setting.</td>
</tr>
<tr>
<td>9600</td>
<td>14400</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- rs232 baud 9600 returns
  rs232 baud 9600
- rs232 baud get returns
  rs232 baud 9600
rs232 mode

The rs232 mode command sets or gets the operational mode of the first RS-232 port.

Syntax
rs232 mode <get|off|control>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current mode setting.</td>
</tr>
<tr>
<td>off</td>
<td>Sets the operational mode of the RS-232 port to off.</td>
</tr>
<tr>
<td>control</td>
<td>Sets the RS-232 port to Control mode.</td>
</tr>
</tbody>
</table>

Feedback Examples
- rs232 mode control
  returns
  rs232 mode control
screen

Returns the name of the current user interface screen on the system, registers or unregisters for screen changes, or goes to a specific user interface screen.

**Syntax**

```
screen
screen register get
screen [register|unregister]
screen "screen_name"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>screen</td>
<td>Returns the name of the current user interface screen if not followed by other parameters.</td>
</tr>
<tr>
<td>register</td>
<td>Registers for user interface screen changes. In register mode, the name of every screen accessed is listed.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the registration state for screen change events when followed by the get parameter.</td>
</tr>
<tr>
<td>unregister</td>
<td>Unregisters from user interface screen changes.</td>
</tr>
<tr>
<td>&quot;screen_name&quot;</td>
<td>Changes the user interface to display the specified screen. The supported screens depend on the system configuration. To determine the name to use for a specific screen, navigate to that screen in the user interface and send the screen command.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `screen`
  - returns
  - screen: adminsettings
    - if the Admin Settings screen is currently displayed in the user interface

- `screen register`
  - returns
  - screen registered

- `screen monitors`
  - returns
  - screen: monitors
    - and displays the Monitors screen in the user interface
Comments

Only a small number of user interface screens are available using this command.
serialnum

Returns the serial number of the system.

Syntax

serialnum

Feedback Examples

• serialnum
  returns
  serialnum 82065205E72E1
session

Names or finds an active API session.

Syntax

- `session name "session-name"`
- `session find "session-name"`

### Parameter Description

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>Names the current API session.</td>
</tr>
<tr>
<td>find</td>
<td>Finds an active API session for this system.</td>
</tr>
<tr>
<td>session-name</td>
<td>Unique string that identifies the session.</td>
</tr>
</tbody>
</table>

Feedback Examples

- `session name sessionone`
  - returns
    - `session name sessionone success`
  - If entered again,
    - `session name sessionone`
    - returns
      - `info: the supplied session name is already in use`
      - `session name sessionone failed`
- `session find sessionone`
  - `info: session sessionone attached`
- `session find sessiontwo`
  - `info: session sessiontwo not connected`
setpassword

Sets the admin password for the Polycom system local admin account.

Syntax

```
setpassword admin room "currentacctpasswd" "newacctpasswd"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>admin</td>
<td>Specifies the Polycom system local admin account.</td>
</tr>
<tr>
<td>room</td>
<td>Changes the room password.</td>
</tr>
<tr>
<td>&quot;currentacctpasswd&quot;</td>
<td>The current account password.</td>
</tr>
<tr>
<td>&quot;newacctpasswd&quot;</td>
<td>The new account password.</td>
</tr>
</tbody>
</table>

Feedback Examples

- `setpassword admin room 123 456`
  returns
  password changed

- `setpassword admin room '' 456`
  returns
  password changed

- `setpassword admin room 123 ''`
  returns
  password changed

Comments

If the account has no administrator room password, enter a pair of single quotes ("") to denote an empty password.
sleep

Registers or unregisters the system for sleep or wake events.

Syntax

sleep <register|unregister>

Feedback Examples

- sleep register
  returns
  sleep registered

- If entered again,
  sleep register
  returns
  info: event/notification already active:sleep

- sleep unregister
  returns
  sleep unregistered

- If entered again,
  sleep unregister
  returns
  info: event/notification not active:sleep

See Also

To wake the system from sleep mode, use the wake command on page 241.
sleeptime

Sets or gets the wait time value before the system goes to sleep and displays the screen saver.

Syntax
sleeptime <get|0|1|3|15|30|60|120|240|480>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

Feedback Examples
• sleeptime 30
  returns
  sleeptime 30
snmpadmin

Sets or gets the SNMP administrator name.

**Syntax**

```plaintext
snmpadmin get
snmpadmin set ["admin name"]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the administrator name when followed by the &quot;admin name&quot; parameter. To erase the current setting, omit &quot;admin name&quot;.</td>
</tr>
<tr>
<td>&quot;admin name&quot;</td>
<td>SNMP administrator contact name. Character string. Enclose the character string in quotation marks if it includes spaces. Example: “John Admin”</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `snmpadmin set` returns
  `error: command needs more parameters to execute successfully`

- `snmpadmin set “John Admin”` returns
  `snmpadmin “John Admin”`

- `snmpadmin get` returns
  `snmpadmin “John Admin”`

**Comments**

After making a change, you must restart the system for the setting to take effect.
**snmpcommunity**

Sets or gets the SNMP community name.

**Syntax**

```
snmpcommunity get
snmpcommunity set ["community name"]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the SNMP community name when followed by the “community name” parameter. To erase the current setting, omit the parameter.</td>
</tr>
<tr>
<td>&quot;community name&quot;</td>
<td>SNMP community name. Character string. Enclose the character string in quotation marks if it includes spaces.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `snmpcommunity set Public`
  returns
  `snmpcommunity Public`
- `snmpcommunity get`
  returns
  `snmpcommunity Public`

**Comments**

After making a change, you must restart the system for the setting to take effect.
snmpconsoleip

Sets or gets the SNMP console IP address.

**Syntax**

```plaintext
snmpconsoleip get
snmpconsoleip set ["xxx.xxx.xxx.xxx"]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the SNMP console IP address when followed by the “xxx.xxx.xxx.xxx” parameter. To erase the current setting, omit the parameter.</td>
</tr>
<tr>
<td>&quot;xxx.xxx.xxx.xxx&quot;</td>
<td>IP address of the console.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `snmpconsoleip set` returns `snmpconsoleip <empty>`
- `snmpconsoleip set 192.168.1.111` returns `snmpconsoleip 192.168.1.111`
- `snmpconsoleip get 192.168.1.111` returns `snmpconsoleip 192.168.1.111`

**Comments**

After making a change, you must restart the system for the setting to take effect.
**snmplocation**

Sets or gets the SNMP location name.

**Syntax**

```
snmplocation get
snmplocation ["location name"]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>&quot;location name&quot;</td>
<td>SNMP location name. Enclose the location name in quotation marks if it includes spaces. To erase the current setting, omit the parameter.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `snmplocation` returns `snmplocation <empty>`
- `snmplocation “Mary_Polycom in United States”` returns `snmplocation “Mary_Polycom in United States”`
- `snmplocation get` returns `snmplocation “Mary_Polycom in United States”`

**Comments**

After making a change, you must restart the system for the setting to take effect.
**snmpsystemdescription**

Sets or gets the SNMP system description.

**Syntax**

```
snmpsystemdescription get
snmpsystemdescription set ["system description"]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the SNMP system description when followed by the “system description” parameter. To erase the current setting, omit the parameter.</td>
</tr>
<tr>
<td>&quot;system description&quot;</td>
<td>SNMP system description.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `snmpsystemdescription set` returns
  `snmpsystemdescription <empty>`
- `snmpsystemdescription set “videoconferencing system”` returns
  `snmpsystemdescription “videoconferencing system”`
- `snmpsystemdescription get` returns
  `snmpsystemdescription “videoconferencing system”`

**Comments**

After making a change, you must restart the system for the setting to take effect.
**snmptrapversion**

Sets or gets the SNMP trap version.

**Syntax**

```
snmptrapversion get
snmptrapversion set <v1|v2c>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the SNMP trap protocol that the system uses.</td>
</tr>
<tr>
<td>v1</td>
<td>v2c</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `snmptrapversion set v1`
  returns
  `snmptrapversion v1`
- `snmptrapversion set v2c`
  returns
  `snmptrapversion v2c`
- `snmptrapversion get`
  returns
  `snmptrapversion v2c`

**Comments**

After making a change, you must restart the system for the setting to take effect.
**speeddial**

Returns speed dial (Sites) entries.

**Syntax**

```plaintext
speeddial names <all|video|phone> [<range_start>] [<range_end>]
speeddial names <all|video|phone> size
speeddial group "group_name" [<range_start>] [<range_end>]
speeddial group "group_name" size
speeddial address "sys_name" ["sys_label"]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>names</td>
<td>Returns a list of system names in the speed dial (Sites) list. Also returns the system type: video, multicodec, phone, or multisite. A multicodec system appears as a single row. The response is in the following format: `speeddial names {0..n}. name:&quot;sys_name&quot; sys_label:&quot;sys_label&quot; type:&lt;video</td>
</tr>
<tr>
<td>&lt;all</td>
<td>video&gt;</td>
</tr>
<tr>
<td>size</td>
<td>Returns the size of the result set that will be returned by the command. The size parameter can be used with the names command. The response is returned in the following format: `speeddial names &lt;all</td>
</tr>
<tr>
<td>range_start</td>
<td>For the names and group command, specifies the beginning of the range of entries to return.</td>
</tr>
<tr>
<td>range_end</td>
<td>For the names and group command, specifies the end of the range of entries to return. If a range_start is specified without a range_end, then the single range_start entry is returned. If range_end is -1, all entries starting with range_start are returned.</td>
</tr>
</tbody>
</table>
### System Commands

**group**

Returns a list of the names of all the sites included in a local directory group in this format:

```
speeddial group {0..n}. name:"site_sys_name"
sys_label:"site_sys_label"
...
```

```
speeddial group "group_name" [range] done
speeddial group size <num_entries>
```

Note: For ITP version 2.5 and later a “group” is a local directory multisite entry.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>group_name_multisite_entry_name</td>
<td>A local directory group name.</td>
</tr>
</tbody>
</table>

**address**

Obtains the address information for a specified entry. If the entry is an ITP system, the results include the addresses for all codecs. If the codecs support multiple protocols, the different addresses are returned on separate lines. This command is not supported for multisite entries.

The response is in the following format:

```
speeddial address {0..n}. name:"sys_name"
  sys_label:"sys_label"
  codec:<1..4>
  h323_spd:"h323_spd"
  h323_num:"h323_num"
  h323_ext:"h323_ext"
```

```
speeddial address {0..n}. name:"sys_name"
  sys_label:"sys_label"
  codec:<1..4>
  sip_spd:"sip_spd"
  sip_num:"sip_num"
```

```
speeddial address {0..n}. name:"sys_name"
  sys_label:"sys_label"
  codec:<1..4>
  xmpp:"xmpp_addr"
```

```
speeddial address {0..n}. name:"sys_name"
  sys_label:"sys_label"
  codec:<1..4>
  phone_num:"phone_num"
```

```
speeddial address {0..n}. name:"sys_name"
  sys_label:"sys_label"
  codec:<1..4>
  isdn_spd:"isdn_spd"
  isdn_num:"isdn_num"
  isdn_ext:"isdn_ext"
```

...
Feedback Examples

- speeddial names all size 4
  returns
  speeddial names 0. name:"Evergreen" sys_label:"groupseries"
  type:video
  speeddial names 1. name:"ITP Staff Mtg" sys_label:"" type:group
  speeddial names 2. name:"Magnolia" sys_label:"groupseries"
Speed dial entries can link to either local or global directory entries and can be a local group.

- **speeddial names all 0 1** returns
  - **speeddial names 0. name:** "Evergreen" **sys_label:** "groupseries" **type:** video
  - **speeddial names 1. name:** "ITP Staff Mtg" **sys_label:** "" **type:** group
  - **speeddial names all 0 1 done**

- **speeddial group** returns
  - **speeddial group** "Monday Staff Mtg" **speeddial multi sites 0. name:** "Eng RPX" **sys_label:** "groupseries"
  - **speeddial multi sites 1. name:** "Geno Alissi" **sys_label:** ""
  - **speeddial multi sites 2. name:** "Joseph Sigrist" **sys_label:** ""
  - **speeddial multi sites 3. name:** "TPW" **sys_label:** "groupseries"
  - **speeddial multi sites** "Monday Staff Mtg" done

The group query is the same as that for the local directory. It returns all the sites in the group.

- **speeddial address** "Vineyard" "groupseries" returns
  - **speeddial address 0. name:** "Vineyard" **sys_label:** "groupseries" **codec:** 1
    - h323_spd:384 h323_num: h323_ext:44042
  - **speeddial address 1. name:** "Vineyard" **sys_label:** "groupseries" **codec:** 2
    - h323_spd:384 h323_num: h323_ext:44043
  - **speeddial address 2. name:** "Vineyard" **sys_label:** "groupseries" **codec:** 3
    - h323_spd:384 h323_num: h323_ext:44044
  - **speeddial address name:** "Vineyard" **sys_label:** "groupseries" done

If the entry is an ITP system, the results include address information for each codec. If the entry has multiple endpoints of different types, the addresses for each endpoint are returned including a **sys_label** attribute to distinguish the endpoints. For Polycom RealPresence Resource Manager, **sys_label** is the type of endpoint, such as CMA Desktop.

**Comments**

You do not need to enclose a value in quotes unless it contains a space.
See Also

See the `addrbook` command on page 63 and `gaddrbook` command on page 126.
**subnetmask**

Sets or gets the subnet mask of the system.

**Syntax**

```
subnetmask get
subnetmask set [“xxx.xxx.xxx.xxx”]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current subnet mask.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the subnet mask of the system when followed by the &quot;xxx.xxx.xxx.xxx&quot; parameter. To erase the current setting, omit &quot;xxx.xxx.xxx.xxx&quot;. This parameter is not allowed while in a call.</td>
</tr>
<tr>
<td>&quot;xxx.xxx.xxx.xxx&quot;</td>
<td>Subnet mask of the system.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- subnetmask set 255.255.255.0
  returns
  subnetmask 255.255.255.0
- subnetmask get
  returns
  subnetmask 255.255.255.0

**Comments**

After making a change, you must restart the system for the setting to take effect.
**systemname**

Sets or gets the name of the system.

**Syntax**

```
systemname get
systemname set "system name"
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the system name to “system name”.</td>
</tr>
<tr>
<td>“system name”</td>
<td>Character string specifying the system name. Enclose the string in quotation marks if it includes spaces. Example: “Polycom Group Series Demo”</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemname set "Polycom Group Series Demo"` returns `systemname “Polycom Group Series Demo”`
- `systemname set get` returns `systemname “Polycom Group Series Demo”`

**Comments**

The first character must be a numeric (a digit) or an alphabetic (a letter) character including foreign language characters. The name can be any combination of alphanumeric characters and may be up to 30 characters in length. The system name cannot be blank.
systemsetting 323gatewayenable

Enables IP-to-IP calling through a gateway.

**Syntax**

systemsetting 323gatewayenable <True|False>

systemsetting get 323gatewayenable

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Enables IP gateway calls.</td>
</tr>
<tr>
<td>False</td>
<td>Disables IP gateway calls.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting 323gatewayenable True returns
  systemsetting 323gatewayenable True
- systemsetting get 323gatewayenable returns
  systemsetting 323gatewayenable True
systemsetting cameracontent

Specifies Camera 1 as a People or Content source.

For Polycom RealPresence Group 550 systems version 4.1.1, you can only set Camera 1 as the People source.

**Syntax**

```plaintext
systemsetting cameracontent <People|Content>
systemsetting get cameracontent
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>People</td>
<td>Specifies camera as a People source.</td>
</tr>
<tr>
<td>Content</td>
<td>Specifies camera as a Content source.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting cameracontent People`
  returns
  `systemsetting cameracontent People`
- `systemsetting cameracontent Content`
  returns
  `systemsetting cameracontent Content`
- `systemsetting get cameracontent`
  returns
  `systemsetting cameracontent Content`
**systemsetting cameracontent1**

Specifies Camera 2 as a People or Content source.

**Syntax**

```
systemsetting cameracontent1 <People|Content>
systemsetting get cameracontent1
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>People</td>
<td>Specifies camera as a People source.</td>
</tr>
<tr>
<td>Content</td>
<td>Specifies camera as a Content source.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting cameracontent1 People
  returns
  systemsetting cameracontent1 People
- systemsetting cameracontent1 Content
  returns
  systemsetting cameracontent1 Content
- systemsetting get cameracontent1
  returns
  systemsetting cameracontent1 Content

**Comments**

This command is valid on Polycom RealPresence Group 500 and 700 systems only.
systemsetting cameracontent2

Specifies Camera 3 as a People or Content source.

Syntax
systemsetting cameracontent2 <People|Content>
systemsetting get cameracontent2

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>People</td>
<td>Specifies camera as a People source.</td>
</tr>
<tr>
<td>Content</td>
<td>Specifies camera as a Content source.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

Feedback Examples

- systemsetting cameracontent2 People
  returns
  systemsetting cameracontent2 People
- systemsetting cameracontent2 Content
  returns
  systemsetting cameracontent2 Content
- systemsetting get cameracontent2
  returns
  systemsetting cameracontent2 Content

Comments

This command is valid on Polycom RealPresence Group 700 systems only.
systemsetting cameracontent3

Specifies Camera 4 as a people or content source.

**Syntax**

systemsetting cameracontent3 <People|Content>
systemsetting get cameracontent3

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>People</td>
<td>Specifies camera as a people source.</td>
</tr>
<tr>
<td>Content</td>
<td>Specifies camera as a content source.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting cameracontent3 People
  returns
  systemsetting cameracontent3 People
- systemsetting cameracontent3 content
  returns
  systemsetting cameracontent3 Content
- systemsetting get cameracontent3
  returns
  systemsetting cameracontent3 People

**Comments**

This command is valid on Polycom RealPresence Group 700 systems only.
systemsetting connectionpreference

Specifies whether the system uses the Video Dialing Order or the Audio Dialing Order first when placing calls.

**Syntax**

```plaintext
systemsetting connectionpreference <VIDEO_THEN_AUDIO|AUDIO_THEN_VIDEO>
systemsetting get connectionpreference
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VIDEO_THEN_AUDIO</td>
<td>Sets Video as the preferred call choice before Audio calls.</td>
</tr>
<tr>
<td>AUDIO_THEN_VIDEO</td>
<td>Sets Audio as the preferred call choice before Video calls.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting connectionpreference VIDEO_THEN_AUDIO
  systemsetting connectionpreference VIDEO_THEN_AUDIO
- systemsetting get connectionpreference
  systemsetting connectionpreference VIDEO_THEN_AUDIO
systemsetting dialingmethod

Specifies the preferred method for dialing various call types.

Syntax

systemsetting dialingmethod <Auto|Manual>
systemsetting get dialingmethod

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auto</td>
<td>Sets the dialing mode to Auto. Calls use the configured dialing order.</td>
</tr>
<tr>
<td>Manual</td>
<td>Sets the dialing mode to Manual. The system prompts the user to select the call type from a list when placing a call.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

Feedback Examples

- systemsetting dialingmethod Auto
  returns
  systemsetting dialingmethod Auto
- systemsetting get dialingmethod
  returns
  systemsetting dialingmethod Auto
systemsetting displayiconsincall

Specifies whether to display icons on the info bar when the system is in a call.

**Syntax**

`systemsetting displayiconsincall <True|False>`

`systemsetting get displayiconsincall`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Specifies to display the icons on the info bar while in a call.</td>
</tr>
<tr>
<td>False</td>
<td>Specifies to not display the icons on the info bar while in a call.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting displayiconsincall True` returns `systemsetting displayiconsincall True`
- `systemsetting get displayiconsincall` returns `systemsetting displayiconsincall True`
systemsetting enablepolycommics

Specifies whether the Polycom C-Link 2 microphone arrays attached to the system are enabled.

**Syntax**

systemsetting enablepolycommics <True|False>

systemsetting get enablepolycommics

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Enables Polycom microphones.</td>
</tr>
<tr>
<td>False</td>
<td>Disables Polycom microphones.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting enablepolycommics True
  returns
  systemsetting enablepolycommics True

- systemsetting get enablepolycommics
  returns
  systemsetting enablepolycommics True
systemsetting iph323enable

Allows the system to make IP calls.

**Syntax**

systemsetting iph323enable <True|False>

systemsetting get iph323enable

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Enables IP call capability.</td>
</tr>
<tr>
<td>False</td>
<td>Disables IP call capability.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting iph323enable True
  returns
  systemsetting iph323enable True

- systemsetting get iph323enable
  returns
  systemsetting iph323enable True
**systemsetting lineinlevel**

Sets or returns the volume level for audio input 1.

**Syntax**

```
systemsetting lineinlevel {0..10}
systemsetting get lineinlevel
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0..10</td>
<td>Sets the volume level for input 1. Valid range is 0 to 10.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting lineinlevel 5` returns `systemsetting lineinlevel 5`
- `systemsetting get lineinlevel` returns `systemsetting lineinlevel 5`
systemsetting lineoutmode

Specifies whether the volume for a device connected to the audio line out connectors is variable or fixed.

**Syntax**

```
systemsetting lineoutmode <fixed|variable>
systemsetting get lineoutmode
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fixed</td>
<td>Sets the volume to the audio level specified in the system interface.</td>
</tr>
<tr>
<td>variable</td>
<td>Allows users to set the volume with the remote control.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting lineoutmode fixed` returns
  `systemsetting lineoutmode fixed`
- `systemsetting get lineoutmode` returns
  `systemsetting lineoutmode fixed`
**systemsetting maxrxbandwidth**

Specifies the maximum receive line speed between 64 kbps and 4096 kbps.

**Syntax**

- `systemsetting maxrxbandwidth [speed]`
- `systemsetting get maxrxbandwidth`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>speed</td>
<td>Sets the maximum speed for receiving calls.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting maxrxbandwidth 1920` returns
  `systemsetting maxrxbandwidth 1920`

- `systemsetting get maxrxbandwidth` returns
  `systemsetting maxrxbandwidth 1920`
systemsetting maxtxbandwidth

Specifies the maximum transmit line speed between 64 kbps and 4096 kbps.

**Syntax**

- `systemsetting maxtxbandwidth [speed]`
- `systemsetting get maxtxbandwidth`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>speed</td>
<td>Sets the maximum speed for placing calls.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting maxtxbandwidth 1920`
  - returns `systemsetting maxtxbandwidth 1920`
- `systemsetting get maxtxbandwidth`
  - returns `systemsetting maxtxbandwidth 1920`
**systemsetting mediainlevel**

Specifies the volume level for the media audio input.

**Syntax**

systemsetting mediainlevel <auto|0..10>

systemsetting get mediainlevel

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>auto</td>
<td>Allows the system software to adjust the input level.</td>
</tr>
<tr>
<td>0..10</td>
<td>Sets the volume level of the media input to the specified value.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting mediainlevel 5`
  
  returns
  
  `systemsetting mediainlevel 5`

- `systemsetting get mediainlevel`
  
  returns
  
  `systemsetting mediainlevel 5`
**systemsetting model**

Returns the model of the RealPresence Group system.

**Syntax**

```
systemsetting get model
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

```
systemsetting get model
returns
systemsetting model "RPG 500"
```
systemsetting primarycamera

Specifies which camera is the main camera.

**Syntax**

systemsetting primarycamera {1..4}
systemsetting get primarycamera

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1..4</td>
<td>Sets the specified input as the primary camera (numbering convention matches the numbering in the on-screen user interface). Camera 3 and Camera 4 are available on Polycom RealPresence Group 700 systems only.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting primarycamera 1
  returns
  systemsetting primarycamera 1

- systemsetting get primarycamera
  returns
  systemsetting primarycamera 1

**Comments**

This command causes the system to restart.

The primary camera is active when the Polycom RealPresence Group system initializes. Its source is automatically set to People.
systemsetting remotechannelid

Specifies the IR identification channel to which the Polycom RealPresence Group system responds.

**Syntax**

```plaintext
systemsetting remotechannelid {0..15}

systemsetting get remotechannelid
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0..15</td>
<td>Sets the channel ID to be used with the remote control.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting remotechannelid 7`
  returns `systemsetting remotechannelid 7`
- `systemsetting get remotechannelid`
  returns `systemsetting remotechannelid 7`
systemsetting sipaccountname

Sets or returns the SIP user account name.

**Syntax**

```plaintext
systemsetting sipaccountname <"sipuser">
systemsetting get sipaccountname
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;sipuser&quot;</td>
<td>Specifies the user account name.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting sipaccountname polycom_user`  
  returns
- `systemsetting sipaccountname polycom_user`
- `systemsetting get sipaccountname`  
  returns
- `systemsetting sipaccountname polycom_user`
**systemsetting sipdebug**

Sets or retrieves the state of SIP debug tracing in the system log.

**Syntax**

```plaintext
systemsetting sipdebug <True|False>
systemsetting get sipdebug
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Enables SIP debug tracing in the system log.</td>
</tr>
<tr>
<td>False</td>
<td>Disables SIP debug tracing in the system log.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting sipdebug True` returns `systemsetting sipdebug True`
- `systemsetting get sipdebug` returns `systemsetting sipdebug True`
systemsetting sipenable

Enables or disables SIP calling.

**Syntax**

systemsetting sipenable <True|False>
systemsetting get sipenable

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Enables SIP calling.</td>
</tr>
<tr>
<td>False</td>
<td>Disables SIP calling.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting sipenable True
  returns
  systemsetting sipenable True
- systemsetting get sipenable
  returns
  systemsetting sipenable True
systemsetting sippassword

Sets the SIP server password.

**Syntax**

```
systemsetting sippassword <"password">
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;password&quot;</td>
<td>Password used to register with SIP server.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting sippassword secret`
  returns
  `systemsetting sippassword secret`
systemsetting sipproxyserver

Sets or retrieves the address of the SIP proxy server.

Syntax
systemsetting sipproxyserver <address>
systemsetting get sipproxyserver

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>address</td>
<td>Address of the proxy server. Format can be either an actual IP address or a valid DNS hostname (PQP or FQP).</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

Feedback Examples
- systemsetting sipproxyserver pserver.abc.com
  returns
  systemsetting sipproxyserver pserver.abc.com
- systemsetting get sipproxyserver
  returns
  systemsetting sipproxyserver pserver.abc.com
systemsetting sipregistrarserver

Sets or retrieves the address of the SIP registrar server.

**Syntax**

systemsetting sipregistrarserver <address>

systemsetting get sipregistrarserver

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>address</td>
<td>Address of the registrar server. Format can be either an actual IP address or a valid DNS hostname (PQP or FQP).</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting sipregistrarserver pserver.abc.com
  returns
  systemsetting sipregistrarserver pserver.abc.com

- systemsetting get sipregistrarserver
  returns
  systemsetting sipregistrarserver pserver.abc.com
systemsetting siptransportprotocol

Indicates the protocol the system uses for SIP signaling.

Syntax

- `systemsetting siptransportprotocol <Both|TCP|UDP>`
- `systemsetting get siptransportprotocol`

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Both</td>
<td>Specifies to use both TCP and UDP as the SIP protocol.</td>
</tr>
<tr>
<td>TCP</td>
<td>Specifies to use TCP as the SIP protocol.</td>
</tr>
<tr>
<td>UDP</td>
<td>Specifies to use UDP as the SIP protocol.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

Feedback Examples

- `systemsetting siptransportprotocol TCP` returns
  `systemsetting siptransportprotocol TCP`
- `systemsetting get siptransportprotocol` returns
  `systemsetting siptransportprotocol TCP`
**systemsetting sipusername**

Specifies the system's SIP name.

**Syntax**

systemsetting sipusername ["name"]

systemsetting get sipusername

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;name&quot;</td>
<td>Specifies to use both TCP and UDP as the SIP protocol.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting sipusername Polycom returns
  systemsetting sipusername Polycom
- systemsetting get sipusername returns
  systemsetting sipusername Polycom
systemsetting stereoenable

Specifies that Polycom StereoSurround is used for all calls.

**Syntax**

systemsetting stereoenable <True|False>
systemsetting get stereoenable

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Enables Polycom stereo.</td>
</tr>
<tr>
<td>False</td>
<td>Disables Polycom stereo.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting stereoenable True
  returns
  systemsetting sstereoenable True
- systemsetting get stereoenable
  returns
  systemsetting stereoenable True
**systemsetting telnetenabled**

Sets or gets the telnet ports.

**Syntax**

```
systemsetting telnetenabled <on|off|port24only>
systemsetting get telnetenabled
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>on</td>
<td>Enables port 23 and port 24.</td>
</tr>
<tr>
<td>off</td>
<td>Disables port 23 and port 24.</td>
</tr>
<tr>
<td>port24only</td>
<td>Enables port 24 and disables port 23.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting telnetenabled on` returns `systemsetting telnetenabled on`
- `systemsetting get telnetenabled` returns `systemsetting telnetenabled on`

**Comments**

After making a change, you must restart the system for the setting to take effect.
systemsetting transcodingenabled

Specifies whether the system allows each far-site system to connect at the best possible call rate and audio/video algorithm.

**Syntax**

```plaintext
systemsetting transcodingenabled <True|False>
systemsetting get transcodingenabled
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Enables transcoding.</td>
</tr>
<tr>
<td>False</td>
<td>Disables transcoding.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `systemsetting transcodingenabled True` returns `systemsetting transcodingenabled True`
- `systemsetting get transcodingenabled` returns `systemsetting transcodingenabled True`
systemsetting uspairingenabled

Dectects and pair a RealPresence Group system from the RealPresence Mobile application on an Apple® iPad tablet.

**Syntax**

```plaintext
systemsetting uspairingenabled <Disabled|Manual|Auto>
systemsetting get uspairingenabled
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disabled</td>
<td>Disables SmartPairing in automatic mode. You can still enter the IP address and admin password in the RealPresence Mobile application in order to pair with the system.</td>
</tr>
<tr>
<td>Manual</td>
<td>Enables SmartPairing in manual mode. You must enter the admin password in the RealPresence Mobile application in order to pair with the system.</td>
</tr>
<tr>
<td>Auto</td>
<td>Enables a RealPresence Mobile application to automatically detect and pair with the system when in range. The application automatically unpairs when out of range.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- systemsetting uspairingenabled Manual returns
  systemsetting uspairingenabled Manual
- systemsetting get uspairingenabled returns
  systemsetting uspairingenabled Auto
systemsetting webenabled

Specifies whether to allow remote access to the system using the web interface.

Syntax
systemsetting webenabled <True|False>
systemsetting get webenabled

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Enables remote access from the web interface.</td>
</tr>
<tr>
<td>False</td>
<td>Disables remote access from the web interface.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
</tbody>
</table>

Feedback Examples

- systemsetting webenabled True
  returns
  systemsetting webenabled True

- systemsetting get webenabled
  returns
  systemsetting webenabled True
systemsetting whitebalancemode

Sets or returns the user white balance mode for a Polycom camera on Camera port 1.

Syntax

systemsetting whitebalancemode <atw|indoor|outdoor|awc>
systemsetting whitebalancemode <3680K|4160K|4640K|5120K>
systemsetting get whitebalancemode

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
</table>
| <atw|indoor|outdoor|awc> | atw—Manual one touch white balance  
indoor—Indoor lighting  
outdoor—Outdoor lighting  
awc—Automatic white balance |
| <3680K|4160K|4640K|5120K> | 3680K—3680° Kelvin  
4160K—4160° Kelvin  
4640K—4640° Kelvin  
5120K—5120° Kelvin |
| get | Returns the current setting. |

Feedback Examples

- systemsetting whitebalancemode awc
  returns
  systemsetting whitebalancemode awc
- systemsetting get whitebalancemode
  returns
  systemsetting whitebalancemode awc
**systemsetting whitebalancemode1**

Sets or returns the user white balance mode for a Polycom camera on Camera port 2.

**Syntax**

systemsetting whitebalancemode1
<atw|indoor|3680K|4160K|4640K|5120K|outdoor|awc>

systemsetting get whitebalancemode1

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;atw</td>
<td>indoor</td>
</tr>
</tbody>
</table>

get Returns the current setting.

**Feedback Examples**

- systemsetting whitebalancemode1 awc returns
  systemsetting whitebalancemode1 awc

- systemsetting get whitebalancemode1 returns
  systemsetting whitebalancemode1 awc
usegatekeeper

Sets or gets the gatekeeper mode.

**Syntax**

```
usegatekeeper <get|off|specify|auto>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
</table>
| get       | Returns the current setting.  
            | Note: A gatekeeper is not required to make IP-to-IP LAN calls. In these situations, select the off option. |
| off       | Select this option if no gatekeeper is required or if you make IP-to-IP LAN calls. |
| specify   | Specifies a gatekeeper.  
            | If this option is selected, you must enter the gatekeeper IP address or name using the gatekeeperip command on page 135. |
| auto      | Sets the system to automatically find an available gatekeeper. |

**Feedback Examples**

- `usegatekeeper off` returns `usegatekeeper off`
- `usegatekeeper specify` returns `usegatekeeper specify`
- `usegatekeeper auto` returns `usegatekeeper auto`
- `usegatekeeper get` returns `usegatekeeper auto`

**See Also**

See the gatekeeperip command on page 135.
vcbutton

Controls a content video source. It can also register or unregister the API session to receive notification of content events.

**Syntax**

vcbutton play {1..4}

vcbutton <get|stop|register|unregister>

vcbutton map <get|{1..4}>

vcbutton source get

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>play</td>
<td>Starts sending the content from the specified content video source. If no content video source is specified, starts sending content from the default content video source. Starts content from any content video source without the need to change source mapping and without needing to stop the currently playing content video source. Fails and does not stop the current content video source if the specified content video source is not valid. Stops the current content video source if the specified content video source is valid but is currently unavailable.</td>
</tr>
<tr>
<td>{1..4}</td>
<td>Specifies a content video source. Camera 3 and Camera 4 are available on RealPresence Group 700 systems only.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current setting (play or stop).</td>
</tr>
<tr>
<td>stop</td>
<td>Stops sending content from the content video source that is currently playing.</td>
</tr>
<tr>
<td>register</td>
<td>Registers the API session to receive notifications about content events.</td>
</tr>
<tr>
<td>unregister</td>
<td>Unregisters the API session to receive notifications about content events.</td>
</tr>
<tr>
<td>map get</td>
<td>Gets the content video source currently specified for control.</td>
</tr>
<tr>
<td>map {1..4}</td>
<td>Specifies the content video source to control. Note: This parameter is only necessary if no video source was specified when using the vcbutton play command. Camera 3 and Camera 4 are available on RealPresence Group 700 systems only.</td>
</tr>
<tr>
<td>source get</td>
<td>Gets the content video source that is currently playing.</td>
</tr>
</tbody>
</table>
Feedback Examples

If not registered for notifications:

• `vcbutton play 4`
  returns
  `vcbutton play 4`
  `vcbutton play succeeded`
  `camera near 4`

If registered for notifications:

• `vcbutton play 4`
  returns
  `Control event: vcbutton play`
  `Control event: vcbutton source 4`
  `Control event: vcbutton play`
  `vcbutton play 4`
  `vcbutton play succeeded`
  `camera near 4`

• `vcbutton play 3`
  returns
  `vcbutton play failed`

• `vcbutton play`
  returns
  `Control event: vcbutton play`
  `vcbutton play succeeded`

• `vcbutton play`
  returns
  `vcbutton play failed`

• `vcbutton play 2`
  returns
  `error: input 2 is not a content source`
  `vcbutton play failed`

• `vcbutton play 5`
  returns
  `error: invalid value! (valid ranges 1..4)`
  `vcbutton play failed`

• `vcbutton register`
  returns
  `vcbutton registered`

• `vcbutton stop`
  returns
  `Control event: vcbutton stop`
  `Camera near none`
  `vcbutton stop`
  `vcbutton stop succeeded`
- `vcbutton get` returns
  `vcbutton stop`
  `vcbutton get succeeded`

- `vcbutton source get` returns
  `vcbutton source get 1`
  `vcbutton source get succeeded`

- `vcbutton source get` returns
  `vcbutton source get none`
  `vcbutton source get succeeded`

Polycom recommends registering for notifications. If `vcbutton register` is used for notifications, the following responses occur.

- Pressing the play button at the far site returns
  `Control event: vcbutton farplay`

- Pressing the stop button on the local system returns
  `Control event: vcbutton stop`
**version**

Returns the current system’s version information.

**Syntax**

```
version
```

**Feedback Examples**

- `version`
  - returns
    - `version "release 4.0 - 30Nov2012 11:30"`
**vgaqualitypreference**

Sets or gets the bandwidth split for people and content video.

**Syntax**

vgaqualitypreference get  
vgaqualitypreference <content|people|both>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get</td>
<td>Returns the current setting.</td>
</tr>
<tr>
<td>content</td>
<td>Sets the VGA quality preference to content video.</td>
</tr>
<tr>
<td>people</td>
<td>Sets the VGA quality preference to people video.</td>
</tr>
<tr>
<td>both</td>
<td>Sets the VGA quality preference to both people and content video.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- vgaqualitypreference people  
  returns  
  vgaqualitypreference people
- vgaqualitypreference content  
  returns  
  vgaqualitypreference content
- vgaqualitypreference both  
  returns  
  vgaqualitypreference both
- vgaqualitypreference get  
  returns  
  vgaqualitypreference both
videocallorder

Sets the video call order of the specified protocol to the specified slot.

Syntax

```
videocallorder <h323|sip> <1|2|3|4>
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>h323</td>
<td>Specifies IP protocol.</td>
</tr>
<tr>
<td>sip</td>
<td>Specifies SIP protocol.</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

Feedback Examples

- `videocallorder h323 1`
  returns
  `videocallorder h323 1`
- `videocallorder sip 2`
  returns
  `videocallorder sip 2`

See Also

To set the dialing order for audio-only protocols, use the `volume` command on page 239.
volume

Sets or gets the call audio volume (not sound effects) on the system or registration for volume changes.

Syntax

volume <register|unregister>
volume <get|up|down|set {0..50}>
volume range

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>register</td>
<td>Registers to receive notification when the volume changes.</td>
</tr>
<tr>
<td>unregister</td>
<td>Disables register mode.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the current volume level.</td>
</tr>
<tr>
<td>up</td>
<td>Increases the audio volume by 1.</td>
</tr>
<tr>
<td>down</td>
<td>Decreases the audio volume by 1.</td>
</tr>
<tr>
<td>set</td>
<td>Sets the volume to a specified level. Requires a volume setting from {0..50}.</td>
</tr>
<tr>
<td>range</td>
<td>Returns the valid volume range available to the user.</td>
</tr>
</tbody>
</table>

Feedback Examples

- volume register
  returns
  volume registered

- If entered again,
  volume register
  returns
  info: event/notification already active:volume

- volume set 23
  returns
  volume 23

- volume up
  returns
  volume 24

- volume get
  returns
  volume 24
Comments

Changes the call audio volume (not sound effects) on the system.
**wake**

Wakes the system from sleep mode.

**Syntax**

```
wake
```

**Feedback Examples**

- `wake`
  - `returns`
  - `wake`
  - and wakes the system from sleep mode

**See Also**

To put the system in sleep mode, use the `sleep` command on page 184.
**wanipaddress**

Sets or gets the WAN IP address.

**Syntax**

```plaintext
wanipaddress get
wanipaddress set [“xxx.xxx.xxx.xxx”]
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>set</td>
<td>Sets the WAN IP address when followed by the “xxx.xxx.xxx.xxx” parameter. To erase the current setting, omit the “xxx.xxx.xxx.xxx” parameter.</td>
</tr>
<tr>
<td>get</td>
<td>Returns the WAN IP address.</td>
</tr>
<tr>
<td>“xxx.xxx.xxx.xxx”</td>
<td>WAN IP address.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- `wanipaddress set 192.168.1.101`
  - returns
  - `wanipaddress 192.168.1.101`
- `wanipaddress get`
  - returns
  - `wanipaddress 192.168.1.101`

**Comments**

The NAT Configuration option on the Firewall screen must be set to Auto, Manual, or UPnP for this option to be available.
webmonitoring

Enables or disables the ability to view video from a Polycom Real Presence Group system via the web interface. This command is available in serial API sessions only.

**Syntax**

webmonitoring "remoteaccesspasswd" <yes|no>

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;remoteaccesspasswd&quot;</td>
<td>Current remote access password.</td>
</tr>
<tr>
<td>yes</td>
<td>Allows Polycom Real Presence Group video to be viewed via the web interface.</td>
</tr>
<tr>
<td>no</td>
<td>Disables Polycom Real Presence Group video from being viewed via the web interface.</td>
</tr>
</tbody>
</table>

**Feedback Examples**

- webmonitoring "1234" yes
  returns
  webmonitoring yes
- webmonitoring "1234" no
  returns
  webmonitoring no

**Comments**

The `webmonitoring` setting can be controlled by a provisioning server. For this reason, provisioned systems do not allow modification to the `webmonitoring` setting.

`webmonitoring` has no 'get' operation. Use the `remotemonenable` command on page 174 instead.

If the system has no remote access password, enter a pair of single quotes ('') to denote an empty password.
whoami

Displays the same initial banner information as when the RS-232/Telnet session was started with the system.

Syntax
whoami

Feedback Examples

- whoami
  returns
  Hi, my name is: Polycom Group Series Demo
  Here is what I know about myself:
  Model: Group Series 500
  Serial Number: 82065205E72E1
  Software Version: 1.0
  Build Information: root on domain.polycom.com
  Contact Number: <empty>
  Time In Last Call: 0:43:50
  Total Time In Calls: 87:17:17
  Total Calls: 819
  SNTP Time Service: auto insync ntp1.polycom.com
  Local Time is: Wed, 30 Nov 2008 10:41:46
  Network Interface: NONE
  IP Video Number: 192.168.1.101
  MP Enabled: AB1C-2D34-5EF6-7890-GHI1
  H323 Enabled: True
  HTTP Enabled: True
  SNMP Enabled: True

Comments

The response can vary depending on your system configuration.
Room Design and Layout


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For clarity of discussion, we have divided this section into the following sub-sections:

• Room construction, including wall construction, windows and window treatments, ceilings and HVAC;
• Interior design and finishes;
• Furniture design, including placement and layout;
• Room acoustics and acoustic treatment; and
• Room lighting.

The initial layout and construction of the space affects all the elements that are discussed in other sections of this book [Basics of Audio and Visual Systems Design], including acoustic characteristics and performance, general and ambient light control, and overall comfort.

Room Requirements

We begin with general room requirements. The total floor space required for VC is much greater than we have become used to for general local presentation and meeting. In architectural terms it is not uncommon to find a rule-of-thumb applied that allows for up to 15 square feet of floor space per participant in a traditional presentation or meeting room. If there is a front-of-room presenter position at a podium, and if there is some use of in-room technology (projection devices, whiteboards, etc.), then this figure may increase to as much as 20 square feet of floor space per participant, but rarely any more than that.

It is here that we have our first conflict. In videoconferencing we have to consider not only the issues related to local viewing and hearing but also the issues of being seen and heard by people at the far-end of the connection. This
means that we must consider sight lines and angles of participant interaction that go beyond traditional presentation environments. As a rule we should allow not less than 30 square feet and generally not more than 45 square feet of floor space per participant in a videoconference space. Though two to three times what we are used to allowing, this amount ensures that local participants will see one another and the display of local and remote electronic images. It also ensures that participants at the far-end will see and hear everyone arriving at their location via the connection, and that all will see and hear at a level of quality that does not detract and, in the best deployment, even enhances the communications.

Having determined the required size of the space, we can move on to the actual renovation or construction of the space itself. Again the requirements here are generally less forgiving than those applied in local-only meeting spaces. In the most basic sense this is because, by sheer definition, at least some of the participants in a conference-based meeting are not actually in the room. As such, we cannot count on the typical human mechanisms (the human ears and brain and our ability to locate sound in three-dimensional space) to manage any acoustic anomalies.

If we are, for example, in a room that is adjacent to a double-door entry to the building, then knowing this we can take the inevitable doorway noise into account as we filter the sounds we hear both inside the meeting room and coming from that adjacent entryway. Within our own physical and local environment we have the ability to isolate local unwanted noise from local “sound of interest” (voices of other people, etc.), and place the unwanted noise in an inferior position in our conscious thought pattern. We are able to do this because we know where the noise is coming from and (usually) what is causing it. We may be annoyed by the noise, but we generally are able to ignore it. As soon as we add conferencing to the meeting equation, however, we add the element of electronic pickup and reproduction of all sounds. For the people at the far-end, the unwanted noise is much more difficult (if not impossible) to ignore. They do not have the ability to isolate it in three-dimensional space (the microphones eliminate the spatial reference) and they often do not know what is making the noise. The brain of the far-end participant will devote more and more conscious observation and thought energy to trying to work out these elements, in an attempt to isolate and finally “ignore” the unwanted sound. We have already stated that they cannot do this, however, due to the electronic separation between the locations. Thus they are left with an impossible task that takes up more and more thought energy, eroding the perceived quality of the spoken communication over time. Frustration and exasperation quickly set in, and the communication flow quickly falls apart.

This, then, is one reason we must pay even greater attention to the acoustic and visual issues for any presentation space that will be connected via conference to another. Minor, seemingly insignificant anomalies we often ignore in the local environment become significant impediments to smooth communication with people at the far-end of any connection. In short, we must always ask ourselves, “What does this look like and sound like to the people at the farend?”
In order to guarantee that the final conference environment will have a solid foundation, we begin with the construction of the walls, floors and ceilings for videoconference spaces.

**Walls**

Conference room walls should be built from slab to slab. That is, there should be no gaps from the concrete of one floor to the concrete of the next floor. Resilient, gypsum board mountings should be used to close any gaps. The thickness of the gypsum board should be 5/8” or more (one layer of 5/8” and one layer of 1/2” bonded together would be ideal) on the inside of the room, with 1/2” thick (or as required by local building codes) appropriate for the outside of the walls. There should always be a difference in thickness between the materials used on the inner versus the outer walls. That difference in thickness subdues mechanical coupling (vibration) between the two layers. A good overall wall thickness is 6”. It is recommended that “offset stud” construction be used, typically a 6” header and footer with 3.5” verticals attached in an alternating pattern one toward the outside of the footer, the next toward the inside and so on.

Fiberglass dense batting or mineral rock wool, 4” to 6” thick (the equivalent of R-11 to R-13) should be placed in the wall space. The thickness of the batting is not critical. The critical aspect is that it must be loosely placed in the wall space, not compacted to fit. The resultant wall will have excellent acoustic isolation from the outside world. More significant acoustic isolation can be achieved by placing an additional barrier layer within the wall space. Typically this barrier will be made of a dense polymer material, about 1/8” thick, and the improvement regarding loss of sound transmitted through the wall will be roughly a factor of 10. These materials are available from a variety of manufacturers.

**Windows**

Windows usually present the equivalent of an acoustic nightmare (as well as altering the way a camera renders colors and brightness). They not only transmit room sound, but also allow unwanted outside noise to intrude on the conference space. In the event that windows cannot be avoided, it becomes essential that window treatment of some sort be used. This treatment should match the interior look and feel of the space, while providing a high level of sound and light block. Typically a heavyweight drape (24 ounces or more) of heavy fullness (not less than 6” fullness on not less than 8” centers per fold) is preferred. In all cases, the use of sheer draperies or standard vertical or horizontal blinds should be avoided, due to their inherent inefficiency in blocking sound and light, and the fine lines they create within the camera field of view.
Ceiling Tiles

These should be high-quality acoustic tiles, ideally 1”-thick compressed densecore fiberglass. An added benefit of this kind of ceiling tile is that it works well with the indirect lighting as specified elsewhere in this section. To reduce any extraneous noise from leaving or entering the room via the ceiling space, the ceiling tiles can be blanketed completely from the plenum side, with a minimum of 6”-thick unfaced dense fiberglass batting or mineral rock wool, (the equivalent of R-15 to R-19). Here again, a barrier layer will improve the performance, but all local building codes must be followed for allowable materials in the various aspects of room acoustic modifications. To make entry and exit from the ceiling space easier, the blanket and barrier do not need to rest on the ceiling tiles, but may be suspended above it.

Air Conditioning

It is critical that all air-handling equipment (blowers, heat exchangers, solenoid valves, etc.) be located outside the physical meeting room space. This will prevent the noise burden associated with such equipment from affecting the participants of any meetings held in the room. Location of air-handling equipment within the ceiling space of a conference room often renders that room unusable for video or audio-only conferencing.

The air vents should be of open construction to eliminate “wind noise” while the system is running. These vents normally are specified as “low-velocity” diffusers. The number of air vents within the room should be sufficient to maintain a consistent temperature throughout the space. All HVAC ducts and diffusers should be oversized for the general application in the space, with minimum 2’ diameter insulated flexible ducts and matching 2’ noise dampening diffusers generally best. All ducts should be installed with gradual bends and curves rather than rigid 90-degree corners. This will minimize “thunder” sounds as the initial air pushes through the ductwork and into the room.

There should be a thermostat to control this specific room system independently of the rest of the building, and that control should be located within the room.

Important: Allow an additional 5,000 BTU of cooling capacity for a standard “roll-about” single monitor VC system with extended in-room peripherals (PC, document camera, scan converter, etc.) and a minimum of 10,000 BTU for a dual display multimedia presentation system with large screen displays. For the comfort of the participants, the room must accommodate these heat loads, plus the heat load of a room full of people, with minimal temperature rise.
Interior Design and Finishes

Wall colors within the field of view of the camera have a significant impact on the far-end perception of the room video quality. Certain colors are better suited to video rooms than others. The electronics and software of the videoconferencing system “builds” the images at the far-end from a gray/blue reference image. When there is a minimal difference between the room background and the reference image color, the codec has an easier time turning the image into numbers, with the result that the far-end will see a much higher quality video presentation. In general, light gray with just a touch of blue seems to work best. For rooms that have marginal lighting, slightly darker colors are quite useful.

In keeping with these color recommendations, the acoustic panels (discussed elsewhere in this section) should be ordered in light colors such as silver-gray, quartz or champagne for panels within the camera field of view. For aesthetics, however, panels may be alternated in color along the wall.

Furniture

As we have noted, VC rooms should be slightly on the large side for the typical number of attendees. The placement of furniture should present a natural rapport with the videoconference system, but shouldn’t preclude the local interaction of conference participants. Doorways used for access to the space usually should be within the view of one of the camera presets to prevent the perception from the far-end that people could come into their meeting unseen. Doorways should not, however, be in constant, direct view of the camera system, as this may cause unwanted distractions and movement of people in the picture field.

Any tables within the conference environment should have a light top surface. Glossy tops should be avoided, as should strong colors or any bold wood grain. If glossy or saturated color surfaces are unavoidable, then proper lighting can help reduce (but not necessarily eliminate) their ill effects. The best table surface color is a flat satin finish, in neutral gray. In cases where the worst possible surfaces are present, the proper surface color effect can be achieved by using a table covering, put in place only when the room is being used for videoconferencing. This will, however, create problems related to the use of access ports in the tables or movement of end-user items across the surface.

Acoustics

Additional general elements related to the interior finish details for the space include acoustics. In terms of ambient noise level, the acoustic design goal for any conference-enabled room is at least NC-30 (NoiseCriteria-30). This level of specification dictates a very quiet space (somewhere around 40-dBCSPL
ambient noise level). A room built to the description found elsewhere in this section will usually fall between NC-30 and NC-35. The actual NC value is not critical; what is important is that the room be built with the intent and care required to achieve the low noise rating. Typically in architectural design, a site evaluation and analysis are required to certify the noise performance of a given space. The quieter the room, the easier it is to hear others in the same room as well as be heard by others who are participating via conference connection to a far-end location (or locations).

Almost every conference room of medium to large size (larger than 12’x15’) requires some level of acoustic treatment to provide good speech-rendering to other conference sites. The quality differences lie in the areas of intelligibility and consistency of loudness as presented to the far-end. While the people at the far-end may hear the sounds coming to them, it may be hard for them clearly to distinguish all of the vowels, consonants, inflections and nuances of actual human speech communication. (We all know that it is not simply what you say but how you say it — i.e., the inflections and intonations — that makes the difference in perceived meaning in human communications.)

Good audio practice dictates that the treated surfaces be composed of at least two nonparallel walls. And, as the VCS hardware is a potential source of distracting fan noises, the walls to be treated should include the wall immediately behind the VCS hardware, whenever this hardware is within the conference room proper. To help prevent meeting audio from leaking into adjoining hallways or offices, the walls along those areas also should be treated.

Approximately 50 percent of the wall area needs be covered with acoustic panels. The type recommended is 1” thick compressed, dense-core fiberglass, fabric-covered, or equivalent, with a SABIN (sound absorption index) value of 0.9 average. This specification is sometimes referred to as NRC (noise reduction coefficient). If reduction of sound passing through is required, then an additional barrier layer is laminated to the dense-core material, usually 3/8” thick fiber compression board. The barrier layer is placed against the existing wall material, then the acoustic absorption panels are placed on the interior-room side of that. The barrier panels will have a SABIN of 0.9, but will have an additional specification of an STC (sound transmission coefficient) of 20. STC is a measure of the amount of reduction in loudness of sound passing through the material. Having an STC rating of 20 means there is a factor of 10 reduction in the amount of sound passing through that material. A high-quality conference room wall usually has an STC of 60 or more — that is, less than 1/1,000 of the sound in the room leaks through the wall.

Room Lighting

The brightness of the lighting in a videoconference room plays an important role in determining the far-end view of the meeting. When there are low to moderate amounts of light — 20fc to 35fc (footcandles), typical office lighting — the distance range of “in focus” objects (depth-of-field) usually is
only 2’ or 3’ from nearest in-focus to furthest in-focus. With bright light (70fc or more) the range of in-focus objects can more than double. Participants at the far-end will see more people in sharp focus, and the codec will have an easier time encoding the image.

Bright standard direct fluorescent lighting has the undesirable side effect of being harsh for the local participants. In addition, the direct down lighting casts significant “drop shadows.” The result is undue stress among participants.

The best plan for videoconferencing is to use indirect lighting for 80 to 85 percent of the light, and evenly distributed direct lighting for the remaining 15 to 20 percent. The indirect light will help minimize shadows on the faces of the participants, and make the room more comfortable for viewing the far-end on the TV monitor. The direct light can be used to create backlight separation between foreground and background objects or surfaces.

There should be not less than 55fc and ideally as much as 75fc of light (770lux) on the faces of the participants in the facial field as viewed by the camera in the conference space. The light should be completely even across the field of measure or view, and of one consistent color temperature.

To best meet these requirements, indirect fluorescent lighting most often is recommended. This type of lighting works by using the upper walls and ceiling as diffuse reflectors for the light. The usual recommended color temperature for these is 3,000 to 3,800 degrees Kelvin. If there is a significant quantity of outdoor light entering the room, the lamps should be more than 5,500 degrees Kelvin.

**Light Fixtures**

The light fixtures generally recommended for indirect lighting are available from a number of manufacturers. They typically are three-tube, 8” oval indirect up-lights, though they may take the form of chandelier-style pendant lights, wall sconces, cove lights or flushmounted specialized troughs. Many manufacturers work closely with contractors and lighting designers to ensure that the correct light levels and shadow-free zones are designed into the room, especially when used for videoconferencing. Lamps for these fixtures are available in a variety of specified color temperatures from numerous manufacturers, including Sylvania, General Electric and Osram/Phillips. Indirect fixtures are available in a number of different designs or “looks,” and can be purchased in configurations that will complement and not detract from the interior design of the space.

Lighting layout recommendations and determination of the number of fixtures needed are handled either by the architectural design firm or by submitting a complete floor plan, including reflected ceiling, walls and furniture placement, to fixture vendors. The vendors will analyze the plans and return a finished lighting layout to the customer, detailing the number of fixtures, placement and required wiring.
It is important to remember that the use of traditional meeting room
downcans—even those that have color-corrected light sources—for any
lighting in the field of view that may include human faces is to be avoided at
all costs. These will result in extremely uneven fields of light, or pools, and
heavy, unnatural shadows on the faces of the participants.

Room Preparation Conclusion

When we follow the above guidelines we dramatically improve the odds for
success in the final deployment of live bi-directional conference-based human
communications. An added benefit is that this approach dramatically
enhances the effectiveness of the room as it operates for more traditional
meetings and presentations. The environment is more comfortable and
flexible, and less dependent on specialized electronics for “fixing” deficiencies
in the environment.

Audio Elements

Once the space is prepared, we can focus on integration of the various
audiovisual tools within the environment: audio, video and control.

Audio Input

The primary input device for the audio portion of any conference system is the
we have discussed how these devices operate within a given acoustic
environment. We turn now to a short discussion of how these elements
operate within a conference environment, where such factors as
“three-to-one” rules and “critical distance” often are pushed to the limit or
violated entirely.

When sound travels in a room, it follows “the inverse square law.” This means
that the sound level heard at a microphone drops by a factor of four every time
the distance doubles. Another important consideration in room audio design
is the concept of “critical distance,” or the distance at which the loudness of the
room background noise plus reverberation is less than one tenth of the
loudness of voices getting to a particular microphone. (This definition is the
result of research conducted by Don and Carolyn Davis. that is referenced in
the chapter “Designing for Intelligibility” in the Handbook for Sound
Engineers.1)

Sound Engineers: The New Audio Cyclopedia, ed. Glen Ballou (Indianapolis:
As an example, we will work with a room having an ambient noise level of approximately 60dBA-SPL. A person speaking in a normal voice is 72dBA-SPL at about 2’ distance. At 4’ the loudness drops to approximately 66dBA-SPL. This already is farther than the critical distance criteria allow, given the ambient noise level. At 8’ distance, a normal speaking voice is approximately 60dBA-SPL. Now the voice energy and the room background noise are about equal. For “send” audio systems in a room to work correctly, therefore, the room noise level would have to be below 40-45dBA-SPL at the microphones at all times. This gives us some measure by which we can begin to plan the microphone array within a space, including selection based on pickup pattern, sensitivity, noise rejection and signal-to-noise in relation to the ambient noise floor or level within the space. The good news is that a room designed and built as described in this section will provide an acoustic space where almost any properly configured and installed audio system can operate with very good results.

Perhaps the most difficult issue for any room designer or system planner is actual microphone placement within the space. Given the fact that many people view conference table space as sacred (to be used for papers, laptops, coffee cups and other end-user items), there often is a great deal of pressure to place the local microphones on the ceiling instead of on the table surface. But this approach must be taken with great caution. We have already seen the dramatic impact of changes in the distance between people (their mouths) and the microphone. Ceiling systems generally place microphones farther away from the participants’ mouths, not closer; critical distance calculations may eliminate ceiling placement from consideration for this reason alone. In addition, the ceiling surface generally is one of the noisiest areas of the room. Proximity to HVAC ducts and vents, attachment of tiles and runners to building members that are prone to vibration and shaking, and proximity to noise from other spaces migrating through the plenum make this area one of the least desirable for placement of microphones. This doesn’t, however, keep people from looking at this broad open surface as the best place for microphones, to “get them off the table.”

If ceiling placement is chosen, the system planner must select the components with great care from a manufacturer that specializes in this type of audio voice reinforcement. The manufacturer must be skilled in live audio and capable of installing the components (that is, being both able and willing to locate microphones at precisely measured distances from speakers, and locating those speakers at precisely measured intervals from each other and from the walls) to extremely tight tolerances. The system provider must fully inform the endusers of the potential downside effects of this approach. In any event, simply mounting a standard tabletop microphone on the ceiling tiles or implementing this solution in an ambient noise environment of 45dBA-SPL or greater will all but guarantee costly failure. No amount of post-microphone processing will fix the problems.
Audio Output

For conference communication we do not really care about producing the thundering roar of jet aircraft engines, or other sounds reproduced on TV or in the movies. We are interested in reproducing the human voice. The tone, intonation, pitch and level of people speaking from the far-end should sound as much as possible like the sound they would make if they were speaking in the room. Given what has been covered in other sections of this book [Basics of Audio and Visual Systems Design], we will touch base here on a couple of simple, basic elements of the speaker technology we deploy in the conference room. These basics fall into three subcategories: direction, power and range/frequency response.

Direction

As human beings, we feel most comfortable when the voice we hear appears to come from the same direction as the image of the person speaking. This means that reliance on ceiling speakers alone is not an ideal practice when the system is used for videoconferencing. In many small and medium-sized systems, front-firing speakers alone can provide proper direction and adequate coverage. Larger rooms (greater than 12’x15’) probably need both front-firing and side or top-fill speakers in order to maintain proper coverage at nominal power levels.

In planning systems for larger rooms, we need to take advantage of the HAAS effect. Basically stated, this is the human brain’s interpretation of sound direction when the same sound arrives at the ear from two or more directions within a certain time period. We attribute the direction of the sound to the direction from which the sound is first perceived, even if it is mixed with that same sound arriving from a completely different direction, as long as the two (or more) instances of the sound are within about 30ms of one another. Since sound travels faster electronically than it travels through the open air we may need to add audio delay to the side firing or ceiling speaker arrays in order to keep the primary perceived point source as the front of room/front-firing speakers.

Power

Power is a function of loudspeaker efficiency and total available system power. Most speakers operate in a power range that is broader than the range in which they operate without distortion. For the purpose of conference communication, we are interested in sound that has little or no distortion. Sound that is reproduced accurately (with no distortion) will most accurately represent the voice of the people from the far-end (our primary goal). Accurate reproduction also will aid the echo-cancellation circuitry in the system, minimizing the amount of echo that the system sends back to the people at the far-end, and thereby increasing perceived ease of intelligibility and understanding. Remember that any distortions present in the playback audio system—whether harmonic, amplitude (gain compression) or temporal (time
Room Design and Layout

Range/Frequency Response

The human ear is able to hear sounds in a very wide range of frequencies (as low as 70Hz and as high as 12,000Hz). The human voice is able to produce sounds in a narrower range (100Hz to 8,000Hz). Most spoken communication occurs, however, in a range that is only 150Hz to about 6,000Hz. This means that we need to select speakers that operate with ideal performance in a fairly narrow range for human voice (as opposed to speakers used for music, that may have ranges of 20Hz to 20,000Hz). We must also be alert to the crossover characteristics of the speakers we select. Many coaxial and paraxial speakers have their crossover within the middle audio frequencies, thereby inducing potential distortion within the spoken frequency range and creating anomalies within the system that hinder voice communication.

Video Elements

As a general rule, any display used in a videoconferencing environment should be sized for the number of attendees, the physical distances involved and the type of material presented onscreen. The screen size should allow for clear and easy viewing at the various distances experienced within the room. A measure of required screen size that often is applied to projection technology is: no closer than 1.5 times the diagonal measure and no farther than 7 times that measure. Nobody should have to sit closer than 2 times the screen diagonal measure, nor farther than 8 times that measure.

Direct viewed tube-type displays (monitors) almost always are sharpest and brightest in a videoconferencing environment. “Retro-projector cabinet” displays (which look like largescreen TVs) are next in sharpness and brightness, and “front-screen” projectors come in last. Glare and uncontrolled ambient room lighting adversely affect the quality of the image most with front-screen projectors and least with direct view tubes. A very limited number of frontscreen projection systems have sufficient brightness and contrast to be useful in a properly lit videoconference room.
Video Projection for Use in Videoconference

Many installations make use of video projection devices. The most important thing to remember in the planning of video projection for a videoconference space is that front projection is vastly inferior to rear projection. Front projection systems are less expensive and easier to implement, but the conflicting interest between the camera and the projection display makes this form of display a very poor choice. Front projection setups operate best when the lighting in the room is dimmed or doused. When this is done, the videoconference cameras can no longer operate, since they require even, bright, color-corrected light. A direct conflict between these two technologies is clear. In the event that a rear projection room cannot be set aside, retro-projection units can be purchased from a number of manufacturers. These units normally are available in sizes ranging from 40” to 72” diagonal measure. To display high-quality video while maintaining optimum lighting for interactive video meetings will require a projector of the “light-valve” or DLP™ class.

Regardless of the exact type of projector selected and the exact nature of “front versus rear,” there are certain essential rules for projector placement. The goal in projection is to get the image beam to aim directly into the audience’s eyes. In Western cultures the average distance from the floor to a seated person’s eye is 4’. That distance becomes the target for the direct beam of the projector. Again keep in mind that front projection should be avoided except in the most extreme cases. If it is employed at all it must be used with an extremely bright projector (2,500 lumens or greater for any space smaller than 25’x40’).

Cameras

There usually is a “main” or “local people” camera positioned on top center of the display, so that it can “see” the participants and anything necessary at the sides of the room, using pan and tilt features. If individual presentations may be made from the side or “front of audience” area of the room, an additional camera should be located at the back of the room, also mounted to allow a view of the presenters when necessary. Some cameras contain an active camera pointing system that also can be used effectively, given proper care in the mounting of the camera assembly. The area immediately surrounding the camera assembly needs to be acoustically “dead” to ensure that the voice tracking and pointing algorithms work correctly. This is another reason to pay close attention to the acoustic environment and acoustic treatment of any space intended for use with this type of camera system.

If local presentation is blended with VC for any events, we must consider the needs of the presenter who will not be “facing” the local image or inbound image displays used by the main body of the local audience. One or two monitors (and a camera) should be mounted at the back of the “audience-end” of the room, with the horizontal centerline at approximately 5’ from the floor for ease of presentation interaction between the presenter and the group(s) at the farend(s). Remember that, with the exception of PC-based information that is not in a standard composite narrowband video format, any information we
wish to “show” or “view” must be translated to video, most often with some sort of camera mechanism. Document cameras, 35mm slide-to-video units, video scanners and scan conversion devices all are designed to take one format of source material and convert it to a standard video signal that can be digitized, shipped to the far-end(s), and converted back to composite video for display. Which devices are selected and how they are used depends entirely on the needs and goals of the end-users of the system(s) and the format of their source materials.

**Room Control Elements**

To give all participants the easiest use of the room for any and all presentation or conference purposes, a fully integrated room controller is recommended. It is important that one controller operate all devices in the room so that only one user interface needs to be learned by those managing the facility. The common controller also makes it much easier to expand and enhance room capabilities over time by adding or upgrading equipment. A proper room controller can operate and coordinate the use of lighting, curtains, displays, audio devices, VCRs and slide projectors, as well as all the conferencing equipment, including any network-related control needed. In lieu of a complete control system, a limited functionality controller can be located at the presentation interface panel to control the switching and routing of the computer graphics and configure the overhead camera video paths.

It is strongly advised that at least 20 percent of the time spent developing a videoconferencing room be devoted to this important sub-system, as it will complete the integration of the conference and presentation environment.

And remember that simpler is always better. People do not pay for technology. They pay for the benefits that technology can bring. The doorway to those benefits is a simple, straightforward and intuitive user control.
Polycom RealPresence Group Series Specifications

Back Panel Information

Refer to the Administrator’s Guide for the Polycom RealPresence Group Series at support.polycom.com for back panel views of Polycom RealPresence Group systems and for details about the various connections available on each Polycom RealPresence Group back panel connector.

Inputs/Outputs

Audio Specifications for Polycom RealPresence Group 500 and 550 systems

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maximum Input Level</td>
<td>0 dBV (1.0 $V_{RMS}$), ± 1 dB</td>
</tr>
<tr>
<td>0 dBFS, Analog Inputs</td>
<td></td>
</tr>
<tr>
<td>Input Impedance</td>
<td>20kΩ, ± 5%</td>
</tr>
<tr>
<td>Analog Inputs</td>
<td></td>
</tr>
<tr>
<td>Maximum Output Level</td>
<td>+6 dBV (2.0 $V_{RMS}$), 1 dB</td>
</tr>
<tr>
<td>Line Output (≥600 Ω load):</td>
<td></td>
</tr>
<tr>
<td>Output Impedance</td>
<td>150, ±5% Ohms</td>
</tr>
<tr>
<td>Line Output</td>
<td></td>
</tr>
</tbody>
</table>
### Audio Specifications for Polycom RealPresence Group 700 systems

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Maximum Input Level</strong></td>
<td>0 dBFS, Analog Inputs: 0 dBV (1.0 V&lt;sub&gt;RMS&lt;/sub&gt;), ± 1 dB</td>
</tr>
<tr>
<td></td>
<td>0 dBFS for Line Inputs: +6 dBV (2.0 V&lt;sub&gt;RMS&lt;/sub&gt;), ± 1 dB</td>
</tr>
<tr>
<td><strong>Input Impedance</strong></td>
<td>20kΩ, ± 5%</td>
</tr>
<tr>
<td><strong>Maximum Output Level</strong></td>
<td>Line Output (≥600 Ω load): +6 dBV (2.0 V&lt;sub&gt;RMS&lt;/sub&gt;), 1 dB</td>
</tr>
<tr>
<td><strong>Output Impedance</strong></td>
<td>Line Output: 150 Ω, ± 5%</td>
</tr>
</tbody>
</table>

---

### Audio Specifications for Polycom RealPresence Group 700 systems

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Characteristic</strong></td>
<td><strong>Value</strong></td>
</tr>
<tr>
<td><strong>Signal-to-Noise Ratio</strong></td>
<td>Either analog audio input routed to Main Output: &gt;85 dB, A-weighted</td>
</tr>
<tr>
<td></td>
<td>Any digital audio input routed to any digital output: &gt;95 dB, A-weighted</td>
</tr>
<tr>
<td><strong>Dynamic Range</strong></td>
<td>Either analog audio input routed to Main Output: &gt;85 dB, A-weighted</td>
</tr>
<tr>
<td></td>
<td>Any digital audio input routed to any digital output: &gt;95 dB, A-weighted</td>
</tr>
<tr>
<td><strong>Crosstalk and Feed-Through</strong></td>
<td>Any input or output channel to any other channel: ≤−80 dB, 20 Hz to 20 kHz</td>
</tr>
<tr>
<td><strong>Frequency Response</strong></td>
<td>Any input to any output, Relative to 997 Hz: +1, −3 dB, 50 Hz to 20 kHz</td>
</tr>
<tr>
<td><strong>Total Harmonic Distortion + Noise vs. Frequency</strong></td>
<td>-1 dBFS Input Level: −60 dB, 50 Hz to 20 kHz</td>
</tr>
<tr>
<td></td>
<td>-20 dBFS Input Level: −65 dB, 50 Hz to 20 kHz</td>
</tr>
<tr>
<td></td>
<td>−1 dBFS input level: −95 dB, 50 Hz to 20 kHz</td>
</tr>
<tr>
<td></td>
<td>−20 dBFS input level: −75 dB, 50 Hz to 20 kHz</td>
</tr>
</tbody>
</table>
DTMF Dialing

The Polycom RealPresence Group series systems generate the following tip/ring signal levels:

- Low-frequency tone: -10.2 dBV, -8.0 dBm when AC termination of the line is 600 Ohms
- High-frequency tone: -8.2 dBV, -6.0 dBm when AC termination of the line is 600 Ohms
- The system seizes the line and waits 1.5 seconds. The number is then dialed with a 80 ms tone period followed by a 80 ms silence period for each digit.

<table>
<thead>
<tr>
<th>Characteristic</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Signal-to-Noise Ratio</td>
<td></td>
</tr>
<tr>
<td>Any analog audio input routed to the</td>
<td>&gt;90 dB,</td>
</tr>
<tr>
<td>analog output</td>
<td></td>
</tr>
<tr>
<td>Any digital audio input routed to any</td>
<td>&gt;95 dB, A-weighted</td>
</tr>
<tr>
<td>digital output</td>
<td></td>
</tr>
<tr>
<td>Dynamic Range</td>
<td></td>
</tr>
<tr>
<td>Either analog audio input routed to</td>
<td>&gt;90 dB</td>
</tr>
<tr>
<td>Main Output</td>
<td></td>
</tr>
<tr>
<td>Any digital audio input routed to any</td>
<td>&gt;95 dB</td>
</tr>
<tr>
<td>digital output</td>
<td></td>
</tr>
<tr>
<td>Crosstalk and Feed-Through</td>
<td>≤−90 dB, 20 Hz to 20 kHz</td>
</tr>
<tr>
<td>Any input or output channel to any</td>
<td></td>
</tr>
<tr>
<td>other channel</td>
<td></td>
</tr>
<tr>
<td>Frequency Response</td>
<td>+1,−3 dB, 20 Hz to 20 kHz</td>
</tr>
<tr>
<td>Any input to any output, Relative to 997</td>
<td></td>
</tr>
<tr>
<td>Hz</td>
<td></td>
</tr>
<tr>
<td>Total Harmonic Distortion + Noise vs.</td>
<td></td>
</tr>
<tr>
<td>Frequency</td>
<td></td>
</tr>
<tr>
<td>-1 dBFS Input Level</td>
<td>−80 dB, 50 Hz to 20 kHz</td>
</tr>
<tr>
<td>-20 dBFS Input Level</td>
<td>−70 dB, 50 Hz to 20 kHz</td>
</tr>
<tr>
<td>−1 dBFS input level</td>
<td>−95 dB, 50 Hz to 20 kHz</td>
</tr>
<tr>
<td>−20 dBFS input level</td>
<td>−75 dB, 50 Hz to 20 kHz</td>
</tr>
</tbody>
</table>
Remote Control

This section provides information about the IR signals for Polycom RealPresence Group systems.

This information is provided for reference only. Polycom claims no responsibility or liability for programmed third-party remote control devices.

Notes

- Wake up – 2.6 ms on; 2.6 ms off
- 0–559 µs (22 pulses at 38 KHz) on; 845 µs (33 pulses at 38 KHz) off
- 1–845 µs (33 pulses at 38 KHz) on; 1192 µs (46 pulses at 38 KHz) off
- EOM–559 µs (22 pulses at 38 KHz) on
- System Code consists of a User ID field (upper nibble) and the Polycom Vendor Code (lower nibble) with value 0x5. The default User ID value is 0x3, so the default System Code value is 00110101 or 0x35.
- Parity is a 2-bit field consisting of a parity bit (b1) and a toggle bit (b0). Parity is even.
- Inter-burst timing is 2200 pulse times at 38.062 KHz or 57.8 ms
- 38.062 KHz signal is at 1/3 duty cycle to LED
- Multi-bit fields are transmitted most significant bit first
- Bits are labeled b0..bn, where b0 is the least significant bit

Protocol is: <Wake up> + <System Code> + <Key Code> + <Parity> + <EOM>

<table>
<thead>
<tr>
<th>Key Name</th>
<th>Key Code</th>
<th>Key Code</th>
<th>Key Code</th>
<th>Parity</th>
</tr>
</thead>
<tbody>
<tr>
<td>#</td>
<td>1100</td>
<td>0CH</td>
<td>Even</td>
<td></td>
</tr>
<tr>
<td>*</td>
<td>1011</td>
<td>0BH</td>
<td>Odd</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>110000</td>
<td>30H</td>
<td>Even</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>110001</td>
<td>31H</td>
<td>Odd</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>110010</td>
<td>32H</td>
<td>Odd</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>110011</td>
<td>33H</td>
<td>Even</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>110100</td>
<td>34H</td>
<td>Odd</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>110101</td>
<td>35H</td>
<td>Even</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>110110</td>
<td>36H</td>
<td>Even</td>
<td></td>
</tr>
</tbody>
</table>
### RS-232 Serial Interface

The RS-232 serial port supports the following values.

<table>
<thead>
<tr>
<th>Key Name</th>
<th>Key Code</th>
<th>Key Code</th>
<th>Parity</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>110111</td>
<td>37H</td>
<td>Odd</td>
</tr>
<tr>
<td>8</td>
<td>111000</td>
<td>38H</td>
<td>Odd</td>
</tr>
<tr>
<td>9</td>
<td>111001</td>
<td>39H</td>
<td>Even</td>
</tr>
<tr>
<td>Auto</td>
<td>11001</td>
<td>19H</td>
<td>Odd</td>
</tr>
<tr>
<td>Call</td>
<td>100101</td>
<td>25H</td>
<td>Odd</td>
</tr>
<tr>
<td>Call/Hang Up</td>
<td>11</td>
<td>03H</td>
<td>Even</td>
</tr>
<tr>
<td>Delete</td>
<td>100010</td>
<td>22H</td>
<td>Even</td>
</tr>
<tr>
<td>Down Arrow</td>
<td>110</td>
<td>06H</td>
<td>Even</td>
</tr>
<tr>
<td>Home</td>
<td>11011</td>
<td>1BH</td>
<td>Even</td>
</tr>
<tr>
<td>Left Arrow</td>
<td>1001</td>
<td>09H</td>
<td>Even</td>
</tr>
<tr>
<td>Low Battery</td>
<td>10111</td>
<td>17H</td>
<td>Even</td>
</tr>
<tr>
<td>Menu (Back)</td>
<td>10011</td>
<td>13H</td>
<td>Odd</td>
</tr>
<tr>
<td>Mute</td>
<td>111010</td>
<td>3AH</td>
<td>Even</td>
</tr>
<tr>
<td>Return</td>
<td>111</td>
<td>07H</td>
<td>Odd</td>
</tr>
<tr>
<td>Right Arrow</td>
<td>1010</td>
<td>0AH</td>
<td>Even</td>
</tr>
<tr>
<td>Up Arrow</td>
<td>101</td>
<td>05H</td>
<td>Even</td>
</tr>
<tr>
<td>Volume Down</td>
<td>111100</td>
<td>3CH</td>
<td>Even</td>
</tr>
<tr>
<td>Volume Up</td>
<td>111011</td>
<td>3BH</td>
<td>Odd</td>
</tr>
<tr>
<td>Zoom In</td>
<td>1101</td>
<td>0DH</td>
<td>Odd</td>
</tr>
<tr>
<td>Zoom Out</td>
<td>1110</td>
<td>0EH</td>
<td>Odd</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mode</th>
<th>Baud Rate</th>
<th>Parity</th>
<th>Stop Bits</th>
<th>Data Bits</th>
<th>Flow Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camera Control</td>
<td>9600 (default), 14400, 19200, 38400, 57600, 115200</td>
<td>None</td>
<td>1</td>
<td>8</td>
<td>Off</td>
</tr>
</tbody>
</table>
You can view the table of contents for this book to see an alphabetical list of available API commands. These commands are categorized into the following sections:

- Directory Commands on page 266
- Call Function Commands on page 266
- Conference Setting Commands on page 267
- Global Services Commands on page 267
- LAN, WAN, and IP Commands on page 268
- Video and Audio Commands on page 269
- Registration Commands on page 271
- System Commands on page 271
Directory Commands

LDAP Commands

• addrbook on page 63
• gaddrbook on page 126

Call Function Commands

Calling Commands

• answer on page 76
• dial on page 108
• gendial on page 136
• hangup on page 141
• speddial on page 192

Call Status Request

• advnetstats on page 70
• callinfo on page 95
• getcallstate on page 137
• netstats on page 165

Call Setting Data

• systemsetting connectionpreference on page 204
• systemsetting dialingmethod on page 205
• videocallorder on page 238
Categorical List of API Commands

Conference Setting Commands

Conference Settings

- autoanswer on page 78
- dynamicbandwidth on page 112
- encryption on page 122
- enablepvec on page 119
- enablersvp on page 120
- maxtimeincall on page 157
- mpautoanswer on page 158
- h239enable on page 139
- mpmode on page 159
- muteautoanswer on page 162
- systemsetting displayiconsincall on page 206
- systemsetting maxrxbandwidth on page 211
- systemsetting maxtxbandwidth on page 212
- systemsetting transcodingenabled on page 227

Global Services Commands

Calendar Commands

- calendarmeetings on page 82
- calendarpassword on page 86
- calendarplaytone on page 87
- calendarregisterwithserver on page 88
- calendarremindertime on page 89
- calendarresource on page 90
- calendarserver on page 91
- calendarshowpvtmeetings on page 92
- calendarstatus on page 93
- calendaruser on page 94
LDAP Commands

- ldapauthenticationtype on page 146
- ldapbasedn on page 147
- ldapbinddn on page 148
- ldapdirectory on page 149
- ldapntldomain on page 150
- ldappassword on page 151
- ldapserveraddress on page 152
- ldapserverport on page 153
- ldapsslenabled on page 154
- ldapusername on page 155

SNMP Commands

- enablesnmp on page 121
- snmpadmin on page 186
- snmpcommunity on page 187
- snmpconsoleip on page 188
- snmplocation on page 189
- snmpsystemdescription on page 190
- snmptrapversion on page 191

LAN, WAN, and IP Commands

H323 Commands

- e164ext on page 113
- gatekeeperip on page 135
- h323name on page 140
- nath323compatible on page 164
- systemsetting 323gatewayenable on page 199
- systemsetting iph323enable on page 208
- usegatekeeper on page 232
LAN and WAN Commands

- `defaultgateway` on page 106
- `dhcp` on page 107
- `dns` on page 111
- `enablefirewalltraversal` on page 116
- `hostname` on page 142
- `ipaddress` on page 144
- `lanport` on page 145
- `natconfig` on page 163
- `subnetmask` on page 197
- `wanipaddress` on page 242

SIP Commands

- `systemsetting sipaccountname` on page 217
- `systemsetting sipdebug` on page 218
- `systemsetting sipenable` on page 219
- `systemsetting sippassword` on page 220
- `systemsetting sipproxyserver` on page 221
- `systemsetting sipregistrarserver` on page 222
- `systemsetting siptransportprotocol` on page 223
- `systemsetting sipusername` on page 224

Video and Audio Commands

Audio Adjustment Commands

- `audiotransmitlevel` on page 77
- `mute` on page 161
- `volume` on page 239

Audio Setting Commands

- `echocanceller` on page 114
• enablekeyboardnoisereduction on page 117
• enablelivemusicmode on page 118
• camera on page 97
• preset on page 171
• systemsetting enablepolycommics on page 207
• systemsetting lineinlevel on page 209
• systemsetting lineoutmode on page 210
• systemsetting mediainlevel on page 213
• systemsetting stereoenable on page 225

Content Commands

Content Control Commands

• vcbutton on page 233

Content Setting Commands

• autoshowcontent on page 79
• contentauto on page 104
• systemsetting camaracontent on page 200
• systemsetting camaracontent1 on page 201
• systemsetting camaracontent2 on page 202
• systemsetting camaracontent3 on page 203
• vgaqualitypreference on page 237

Camera Control Commands

• camera on page 97
• preset on page 171

Camera Setting Commands

• camerainput on page 100
• configparam on page 103
• farcontrolnearcamera on page 125
• systemsetting primarycamera on page 215
• systemsetting whitebalancemode on page 230
• systemsetting whitebalancemode1 on page 231

Monitor Video Output Setting Commands
• configdisplay on page 101
• sleeptime on page 185

Registration Commands
• all register on page 72
• all unregister on page 74
• callstate on page 96
• listen on page 156
• nonotify on page 166
• notify on page 167
• sleep on page 184

System Commands

System Commands
• version on page 236
• wake on page 241

System Query Commands
• screen on page 179
• serialnum on page 181
• systemsetting model on page 214
• whoami on page 244
System Setting Commands

• amxdd on page 75
• daylightsave on page 105
• echoreply on page 115
• exit on page 124
• remotemonenable on page 174
• rs232 baud on page 177
• rs232 mode on page 178
• session on page 182
• setpassword on page 183
• systemname on page 198
• systemsetting remotechannelid on page 216
• systemsetting telnetenabled on page 226
• systemsetting uspairingenabled on page 228
• systemsetting webenabled on page 229

Diagnostic Commands

• basicmode on page 80
• oobcomplete on page 170
• reboot on page 173
• resetsystem on page 175
Index

A
adapters
null modem 50
addrbook command 63
address
LDAP server 152
advnetstats command 70
all register command 72
all unregister command 74
AMX, Device Discovery 75
amxxd command 75
answer command 76
API
session command 182
using over LAN 56
using over RS-232 51
API resources 56
contact information 56
controller code downloads 56
Knowledge Base 57
video test numbers 57
audio
cable 44, 45
integration 16
audiotransmitlevel command 77
authentication type
LDAP server 146
auto answer, command for multipoint 158
auto mode, command for multipoint display 159
autoanswer command 78

B
back panels 259
bandwidth 237
base DN
LDAP server 147
basicmode command 80
baud rate, command to set RS-232 port 177
bind DN
LDAP server 148

C
cables
audio 44, 45
CAT 5e LAN 21, 38
DVI 28
HDCI 29, 33, 35, 36
HDMI monitor 28
LAN 23, 25
microphone 39, 41
serial 48
calendar domain command 81
calendarmeetings command 82
calendarpassword command 86
calendarplaytone command 87
calendarregisterwithserver 88
calendarregisterwithserver command 88
calendarremindertime command 89
calendarresource command 90
calendarserver command 91
calendarshowpvtmeetings 92
calendarshowpvtmeetings command 92
callinfo command 95
callstate command 96
camera command 97
camerainput command 100
cameras, connecting
Polycom EagleEye Acoustic camera 5
Polycom EagleEye Director 13
Polycom EagleEye III camera 7, 12
call command, configuring parameters 103
cfgdisplay command 101
cfgparam command 103
configuration settings 103
configuring parameters 103
connections, back panel 259
contact information 56
contentauto command 104
gaddrbook command 126
gatekeeper, command for mode 232
gatekeeperip command 135
gateway, command for default 106
gendial command 136
getcallstate command 137
genconfiguredipaddress command 138

D
daylight savings command 105
defaultgateway command 106
delay between commands 62
device discovery, AMX 75
dhcpc command 107
dial command 108
dialing order
  command for video calls 238
discussion mode, command for multipoint display 159
dns command 111
do not disturb setting
  for multipoint calls 158
  for point-to-point calls 78
downloads, controller code 56
dynamic bandwidth command 112
disco
E
e164ext command 113
echocanceller command 114
echoreply command 115
enable firewall traversal command 116
enable keyboard noise reduction command 117
enable livemusic mode command 118
enable pve command 119
enablesrped command 120
enablesnmp command 121
encryption command 122
exit command 124

F
farcontrol near camera command 125
firewall traversal, H.460 traversal 116
flow control 62
full screen mode, command for multipoint display 159

G
gaddrbook 126

K
Knowledge Base 57
LDAP
  SSL encryption state 154
  LDAP server
    address 152
    authentication type 146
    base DN 147
    bind DN 148
    password 151
    port 153
ldapauthenticationtype command 146
ldapbasedn command 147
ldabinddn command 148
ldapdirectory command 149
ldapntlm domain command 150
ldappassword command 151
ldapserveraddress command 152
ldapserverport command 153
ldapsslenabled command 154
ldapusername command 155
listen command 156

M
maxtimeincall command 157
mpautoanswer command 158
mpmode command 159
multipoint display mode, command for setting 159
mute command 161
muteautoanswer command 162

N
natconfig command 163
nath323compatible command 164
netstats command 165
nonotify command 166
notify command 167
null modem adapter 50

O
oobcomplete command 170

P
parameters, configuring 103
parameters, setting multiple 103
password
  LDAP server 151
People+Content, H.239 command 139
peoplevideoadjustment command 171
phone call, command to answer 76
polling 62
Polycom 24, 26
Polycom EagleEye 1080 Camera cable 36
Polycom EagleEye Acoustic Camera 5
Polycom EagleEye Acoustic camera 5
port
  LDAP server 153
port settings
    command for LAN 145
presentation mode, command for multipoint display 159
preset command 171
processing
    commands 62
PVEC, command to enable 119

Q
quality preference 237

R
reboot command 173
registrations 62
remotemonenable command 174
resetcommand 175
resources, API 56
response
  syntax 61
restarting, commands that restart the system without a prompt 61, 62
room design 245
RS-232
  interface configuring 51
    starting an API session 54
rs232 baud command 177
rs232 mode command 178
RSVP, command to enable 120

S
screen command 179
sending commands
  not during call establishment 62
serial
  cable 48
serialnum command 181
server
  command for DNS 111
session command 182
setpassword command 183
sleep command 184
sleepetime command 185
SNMP, command for enabling 121
snmpadmin command 186
snmpcommunity command 187
snmpconsoleip command 188
snmplocation command 189
snmpsyste mdescription command 190
snmptrapversion command 191
SSL encryption state
  LDAP 154
sslverificationdepth command 197
statistics
  command for advanced network 70
command for network 165
subnetmask command 197
syntax  
  command response 61  
  conventions 59
systemname command 198
systemsetting telnetenabled command 226

T
technical support 56
  test numbers, video 57
  time in call, command 157

U
usegatekeeper command 232

V
vcbutton command 233
version command 236
vgaqualitypreference  
  command for video calls 237
vgaqualitypreference command 237
Video 27
  video call, command to answer 76
  video integration 5
  video quality 237
  video test numbers 57
videocallorder command 238
Visual Concert  
  command for controlling 233
  volume command 239

W
wanipaddress command 242
webmonitoring command 243
whoami command 244