



Patch Release Notes

Polycom[®] RealPresence[®] Collaboration Server

Build ID: 8.9.2.4564
Released File: OVA, ISO, BIN, QCOW2, Upgrade File
Release Date: February 2, 2022

Purpose

This patch includes fixes for the following issues when applied over the RealPresence Collaboration Server 8.9.2.1 release.

Issue ID	Category	Description
EN-213454	General	The SESSION_TIMEOUT_IN_MINUTES system flag doesn't terminate the RMX Manager session as expected.
EN-209135	Content	In a cascaded environment, when a participant connected to one MCU shares content, the participants on the other MCU do not see the content.

These patch notes document only the changes from the preceding generally available (GA) release. Refer to the Release Notes for that GA release for the complete release documentation.

What's New in this Release

This release of the RMX System has a new feature implemented as part of EN-209068. This feature allows the RMX system to display a text message as a static overlay on the layouts of all video participants whenever an audio-only participant starts speaking in Continuous Presence (CP) conferences. The RMX system will not display the message overlay (or will stop displaying it) when any video participant starts speaking or there is no audio speaker in the conference.

Message Overlay Text Description

The RMX system will show the overlay text as "Audio Speaker: 'Participant Name'", where 'Participant Name' is pulled from the signaling headers.

Dial-in endpoints

- In case of SIP: Participant Name is pulled from the display header. If it is not found there, then it is pulled from the header. If it is not found there, then it is pulled from the contact header in the SIP invite message.
- In case of H323: Participant Name is pulled from the display header or alias which is included in the call connected indication received remotely.

- In case of ISDN: Participant Name is not available, so the RMX system displays the participant's phone number.

Dial-out Endpoints.

- Participant Name is displayed as shown in the Display Name field when dialing out to the Participant.

Note: The RMX system applies the same mechanism for choosing Participant Name as it does for choosing the Site Name display.

System Flags Controlling This Feature

You use a system flag to enable and disable this feature. You will need to restart the RMX system whenever the flag value changes.

Flag name: ENABLE_AUDIO_SPEAKER_MESSAGE_OVERLAY

Value: YES/NO (Default: NO)

You also use a system flag to control the size of the font used in ALL message overlay.

Flag name: AUDIO_MESSAGE_OVERLAY_FONT_SIZE

Value: between 9 and 32 (Default:12)

Another system flag controls the font and background color of the message overlay. You must input a text string specifying the selected color combination, for example:

Flag name: AUDIO_MESSAGE_OVERLAY_FONT_COLOR

Value:

`white_font_on_light_blue_background` (Default)

`white_font_on_light_blue_background`

`white_font_on_black_background`

`white_font_on_gray_background`

`white_font_on_red_background`

`white_font_on_orange_background`

`white_font_on_blue_background`

`white_font_on_olive_background`

`white_font_on_green_background`

`white_font_on_purple_background`

`red_font_on_white_background`

`white_font_on_deep_brown_background`

`white_font_on_brown_background`

`yellow_font_on_black_background`

`yellow_font_on_deep_blue_background`

`lightblue_font_on_black_background`

`blue_font_on_white_background`

`green_font_on_black_background`

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greygreen_font_on_white_background
black_font_on_gray_background
black_font_on_white_background

```

Important Notes About This Feature

- The MCU will not ask for the system restart to apply the changes to the flag values identified here; however, change will be reflected on the next active speaker switch.
- The position of the message overlay text is fixed at the bottom of the screen.
- The message overlay text is displayed, static text.
- The default transparency value is 50%. and will be decided if it needs to be changed.
- Conference message overlay will not be supported when this feature is enabled.
- Message overlay is not supported in Prefer TIP and Video Switched (VSW) conferences.
- After a Microsoft Skype for Business client connected to an RMX system, the Virtual Meeting Room (VMR) is de-escalated to Audio Participant and made active speaker. In this case, the message overlay for Audio speaker is not displayed on other endpoints connected to the same VMR. This issue has been observed intermittently on local setup.

Refer to the table below for a summary of how the Message Overlay will change based on active speaker switch:

Previous Active speaker	Current Active speaker	Actions
Video	Video	No actions, no message overlay.
Video	Audio	Message overlay indicating the audio speaker's identity gets displayed.
Audio	Video	Remove Message overlay already displayed on screen.
Audio	Audio	The Message Overlay text should be updated with the identity of new Audio Participant.

Prerequisites and Configuration Considerations

For information on prerequisites and configuration, please refer to the *Polycom RealPresence Collaboration Server v8.9.2 Release Notes* and *Polycom RealPresence Collaboration Server 8.9.2 Administrator Guide*.

Installation and Upgrade Notes

For information on installation, please refer to the *Polycom RealPresence Collaboration Server 8.9.2 Release Notes*.