



Cisco TelePresence  
DX70, DX80  
User Guide



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All entries in the table of contents are active hyperlinks (javascript enabled reading systems only) that will take you to the corresponding article.

To go between chapters, you may also click on the icons in the sidebar.

**Note!** Some of the features described in this user guide may be optional in certain markets and they may therefore not apply to your system.







# Introduction

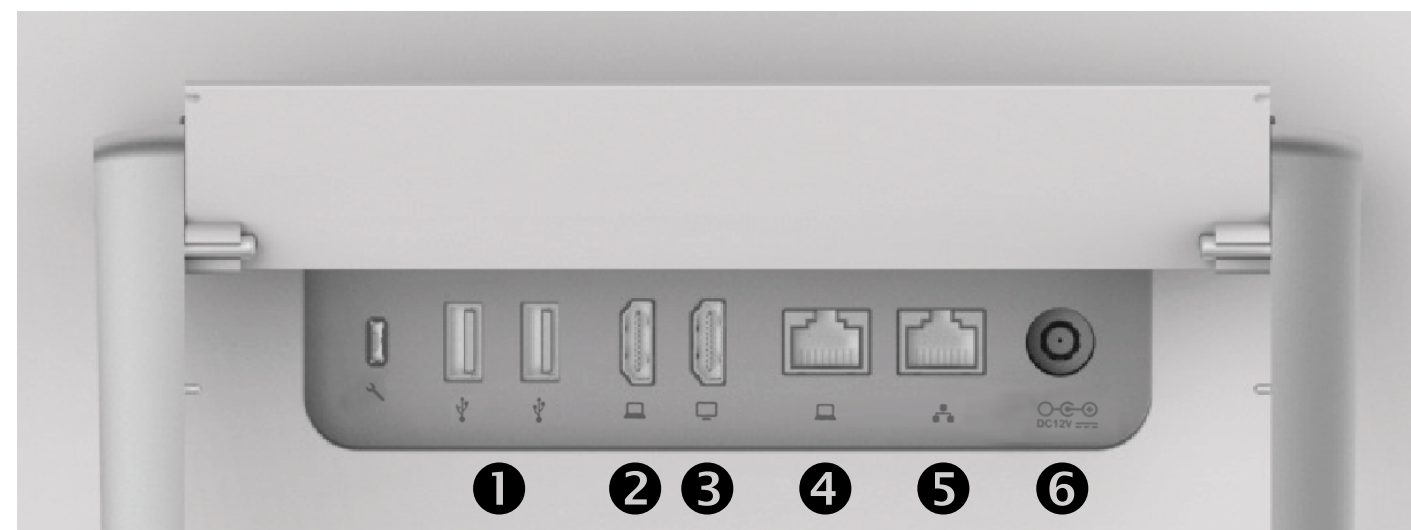


# A Tour of the Cisco DX70

**Use as PC monitor.** Use an HDMI cable to connect your computer to the HDMI socket PC (see below).

To switch between PC monitor and Video screen, just tap the screen.

Incoming calls will appear as usual, irrespective of mode (PC or video) unless Do not disturb is active, see [“Activate Do Not Disturb” on page 16](#).

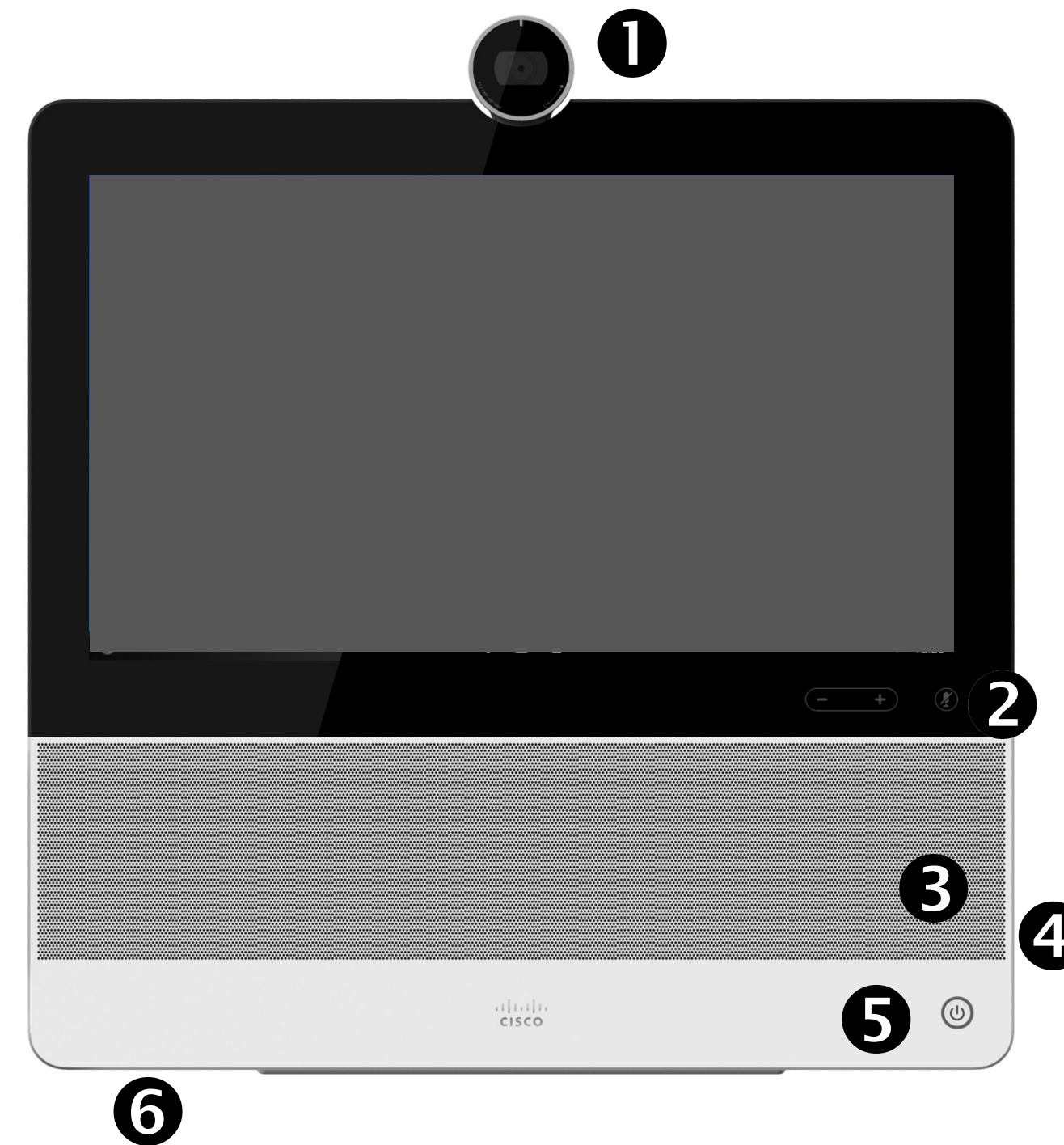


- ❶ USB ports
- ❷ HDMI socket PC
- ❸ HDMI socket External Monitor (not in use)
- ❹ LAN expansion connection. Connect your PC LAN here to let your Cisco DX70 and PC share a common LAN connection
- ❺ LAN connection
- ❻ Power supply socket

## About This User Guide

This user guide applies to both DX70 and DX80. The display of the two are of different sizes, but the images displayed on the screens are identical apart from the size.

For practical purposes, the screenshots used in this guide have been inserted into a drawing of the DX80.



- ❶ Camera with privacy shutter, turn counter-clockwise to shut and clockwise to open
- ❷ Microphone mute button and loudspeaker volume controls
- ❸ Loudspeaker
- ❹ SD card slot and connectors for headset and USB. Note that the DX70 now supports the use of Bluetooth headsets, see two pages ahead for more.
- ❺ Power On/Off
- ❻ Microphone

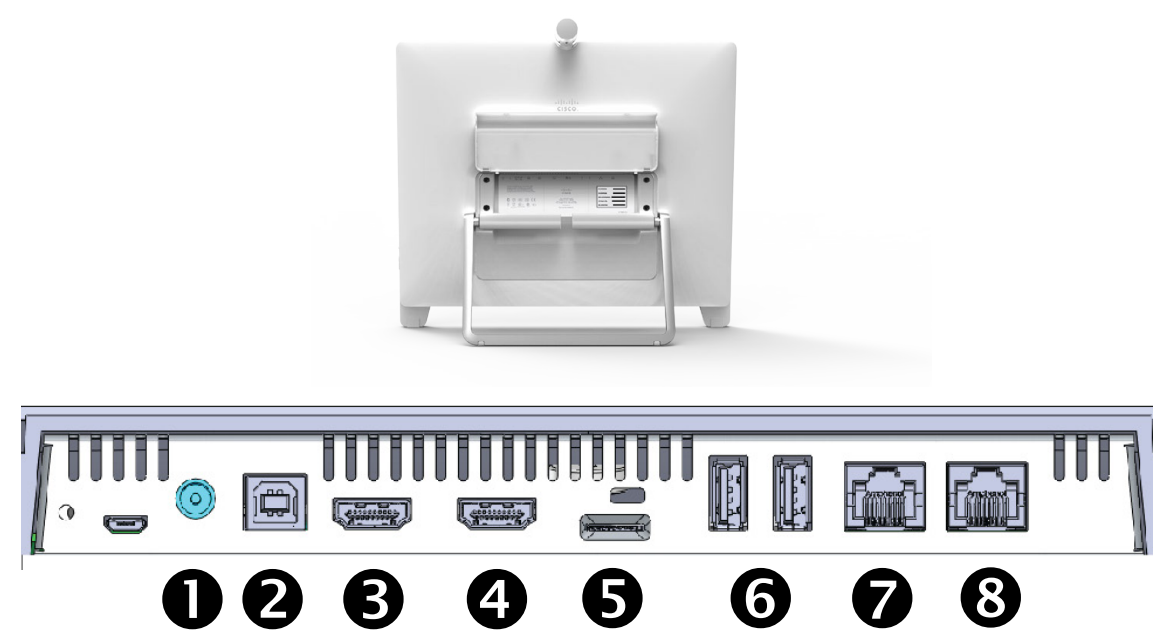


# A Tour of the Cisco DX80

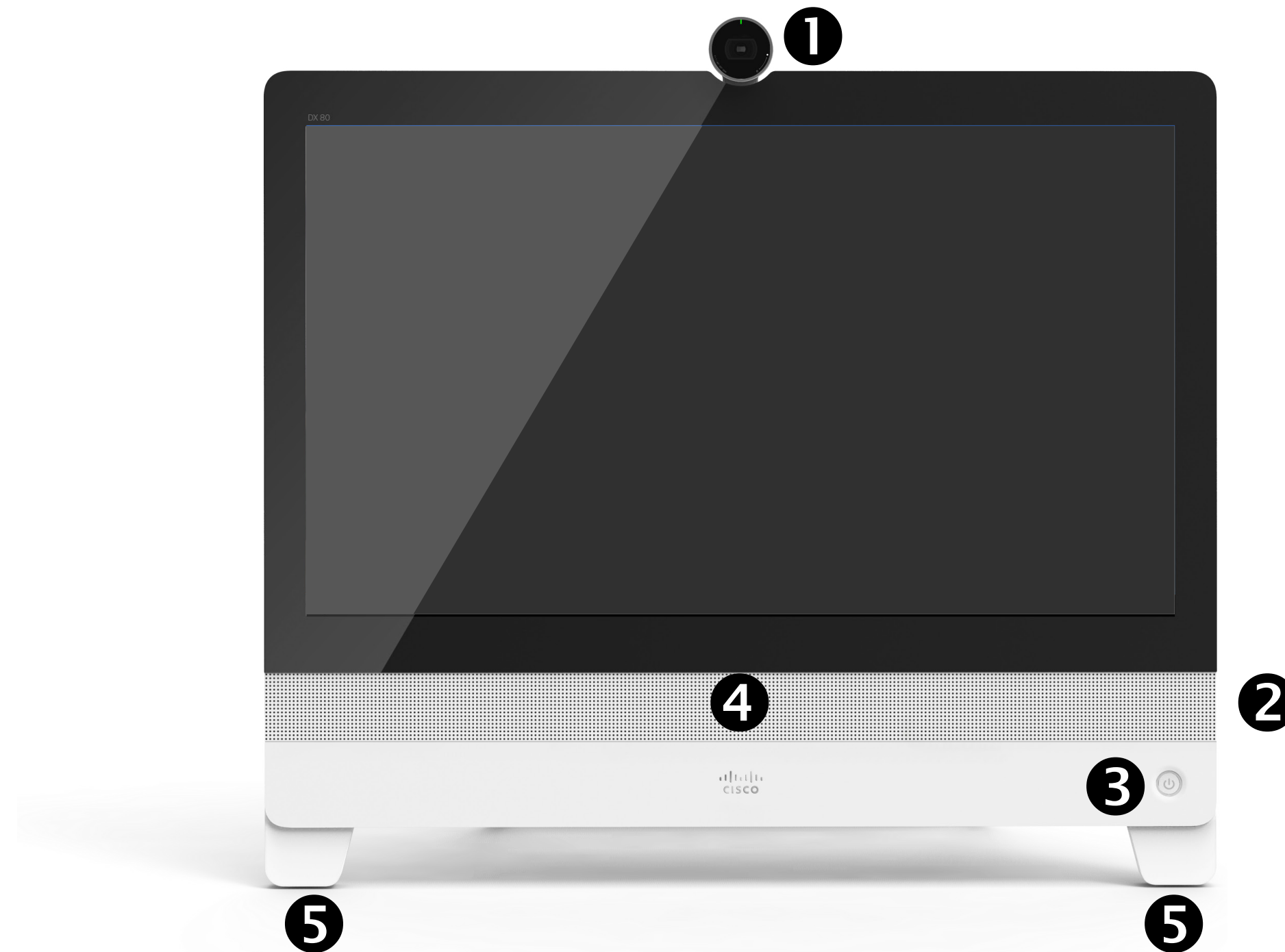
**Use as PC monitor.** Use an HDMI cable to connect your computer to the HDMI socket PC (see below).

To switch between PC monitor and Video screen, just tap the screen.

Incoming calls will appear as usual, irrespective of mode (PC or video) unless Do not disturb is active, see [“Activate Do Not Disturb” on page 16.](#)



- ❶ Power supply socket
- ❷ USB computer connection
- ❸ HDMI computer connection
- ❹ HDMI external monitor connection (not in use)
- ❺ SD card slot and Kensington lock
- ❻ USB ports
- ❼ LAN expansion connection. Connect your computer LAN here to let your Cisco DX80 and computer share a common LAN connection
- ❽ LAN connection



- ❶ Camera with privacy shutter, turn counter-clockwise to shut and clockwise to open
- ❷ Microphone mute button, loudspeaker volume controls and USB socket on the right side of the unit.
- ❸ Power On/Off
- ❹ Loudspeaker
- ❺ Microphone in each leg

## DX80 and USB Headsets

The DX80 implements the standard protocol for USB wired audio devices.

Manufacturers can implement the standard differently (called HID protocol).

Consequently, different models from the same manufacturer can behave differently and we cannot guarantee that all headsets and handsets will work.

For CE 9.1 we have only tested wired headsets or headsets working with a dongle.

Note that DX80 now supports the use of Bluetooth headsets, see the next page for more.

The provided list of headsets is by no means exhaustive, many other headsets should work. We recommend that you check with Jabra, Plantronics and Sennheiser, as they are also doing their own testing and can provide their own list of headsets supporting DX80.

The following headsets have been tested by Cisco:

- Jabra Evolve 40
- Jabra Evolve 65
- Jabra Pro 9450
- Jabra Pro 9470
- Sennheiser MB Pro 2



# Pairing with a Bluetooth Headset

## Bluetooth Headsets

Bluetooth headset is supported on DX70 and DX80.

Bluetooth profiles supported:

- HFP (Hands-Free Profile)
- A2DP (Advanced Audio Distribution Profile)

Bluetooth headset is supported directly with the embedded Bluetooth radio or using a USB Bluetooth dongle.

Multiple headsets can be paired to the video system, but only one can be connected at a time.

The range is up to 10 m (30 ft). If you move outside the range when in a call, the audio will switch to the speakers on the video system.

Most headsets have built in volume controls. When in a call, the volume of the headset and video system is synchronized. When not in a call, the volume buttons on the headset and video system operates independently.

Supported Bluetooth features:

- Answer incoming calls
- Reject incoming calls
- Hang up calls
- Volume up and down

Some headsets have mute control. This operates independently from the mute control on on video system.

To start pairing tap **System information**, followed by **Settings**, in which menu you will find **Bluetooth settings** listed.

## USB Bluetooth Dongle

Using a USB Bluetooth dongle is advisable as it gives better audio quality. When using the dongle the headset is detected as a USB headset.

Note that there will be no synchronization of headset volume and video system volume when using a dongle.

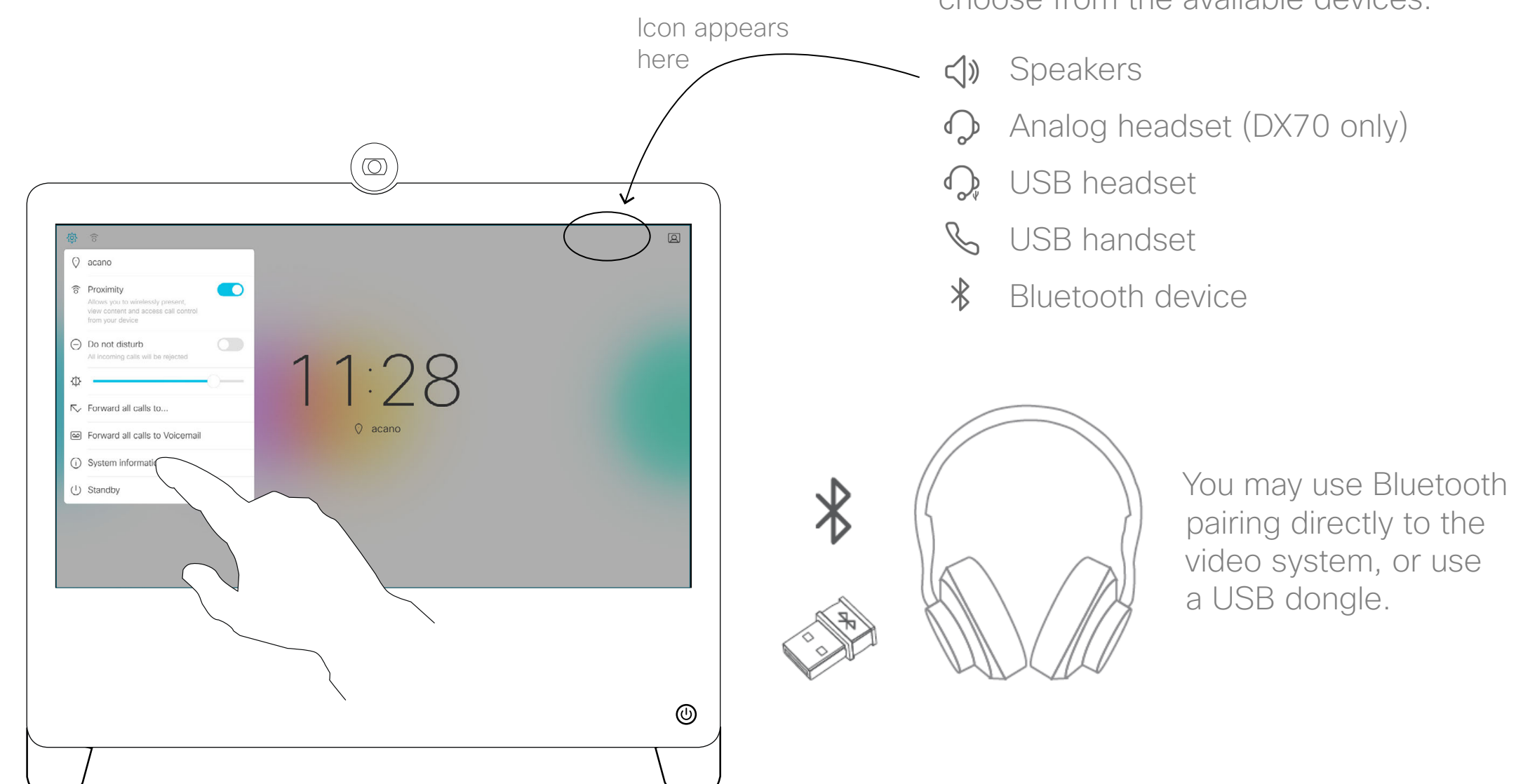
We have tested Jabra Link 360, Plantronics BT300 and Plantronics BT600; though others may work as well.

## Pairing a Bluetooth Headset

1. Activate Bluetooth pairing on the headset. If in doubt, consult the instruction manual for the headset.
2. Go to the Settings as explained at lower left. For more on the System information menu, see [“Settings” on page 38](#). If Bluetooth is disabled, turn it on. Bluetooth is enabled by default.
3. The video system will scan for devices. Upon successful discovery the Bluetooth headset should be displayed in the device list.
4. Select the device and pairing begins. It may take a few seconds for the pairing to complete.
5. If the pairing is successful the video system will now list the headset as connected. The pairing is then completed.

You can switch between the speaker of the video system and the devices connected via Bluetooth or USB.

Select the icon in the status bar of the user interface, and choose from the available devices:





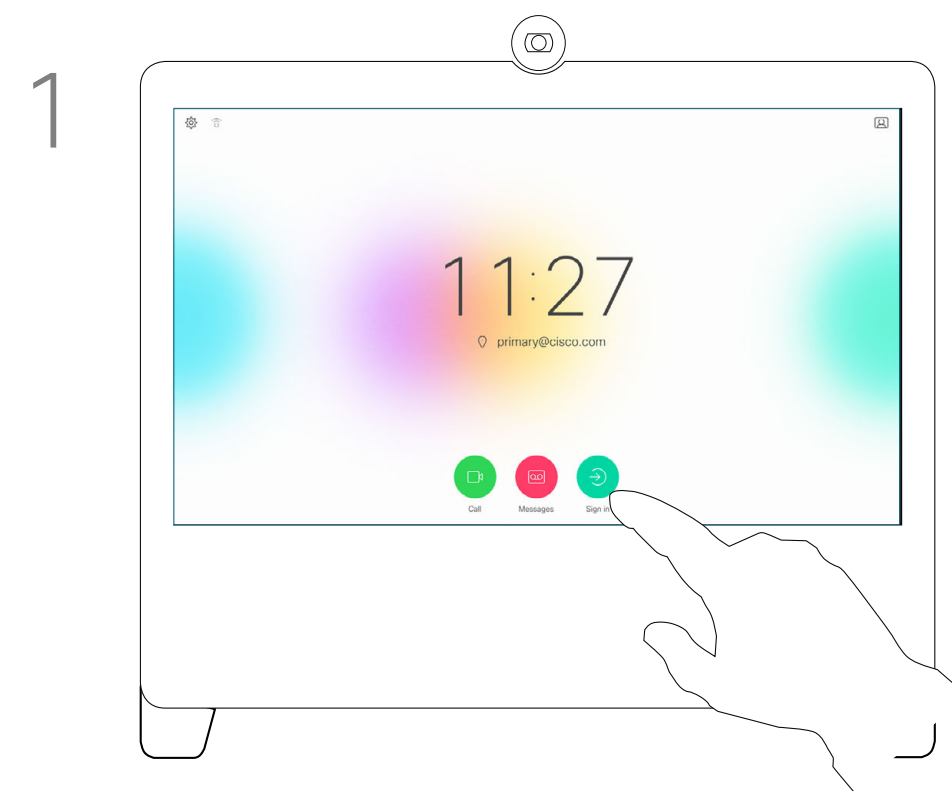
# Logging On With Your Own Credentials

## About Extension Mobility

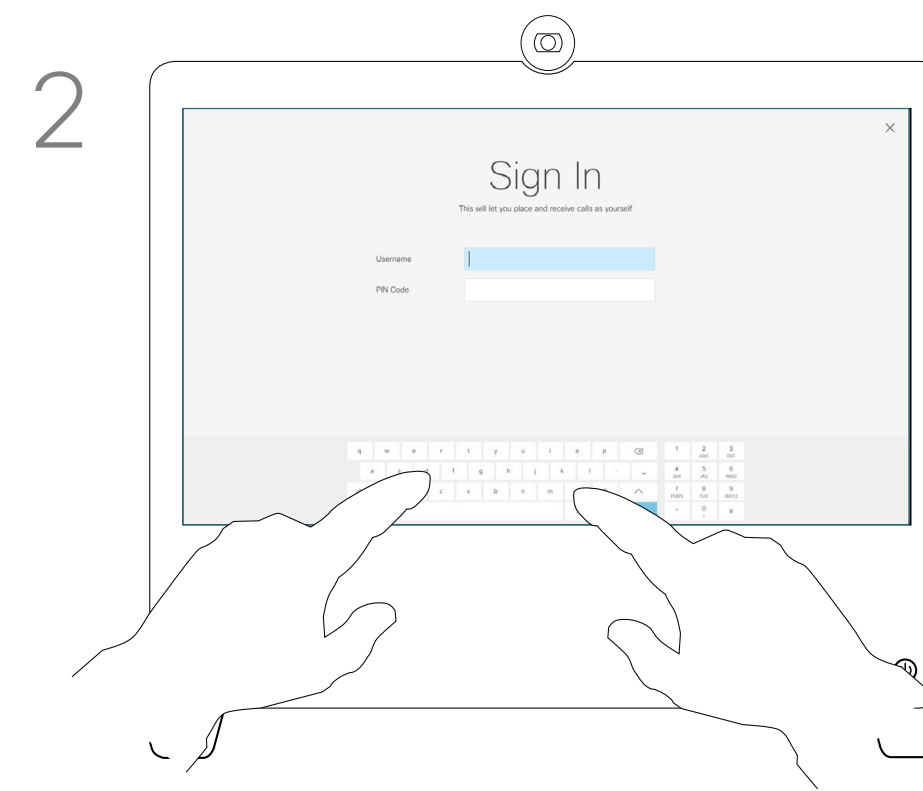
Video systems located in meeting rooms and quiet rooms and running under CUCM (Cisco Unified Communications Manager) may allow you to log in to the video system with your own personal credentials.

CUCM will then route all incoming calls destined for you to that specific video system.

Extension Mobility is also referred to as Hot-desking.



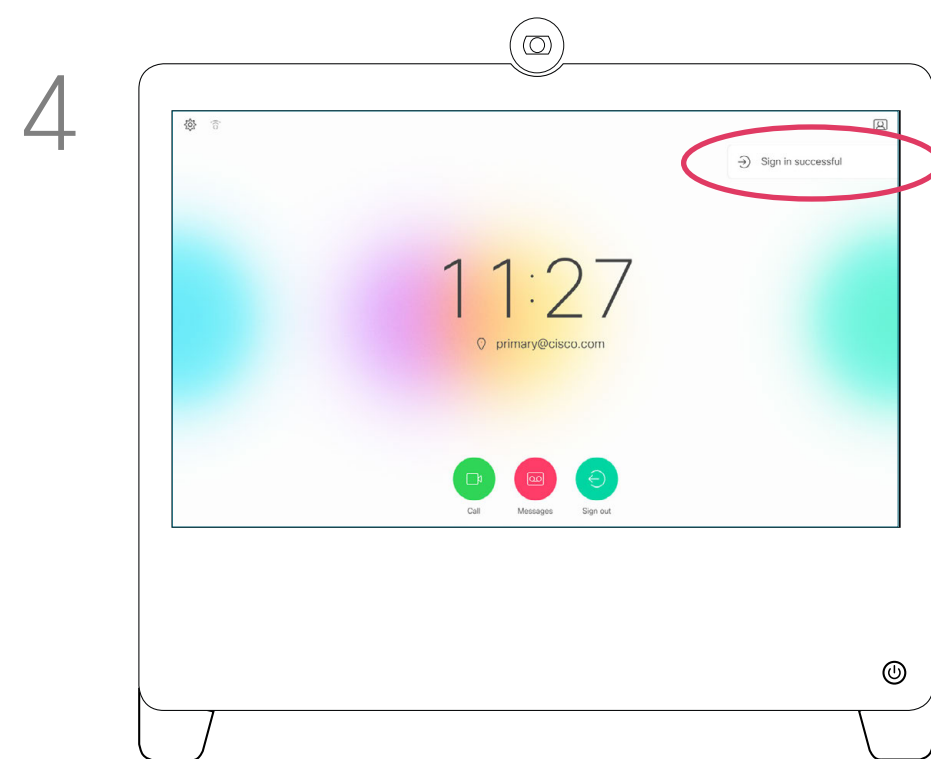
Tap the green **Sign in** button.



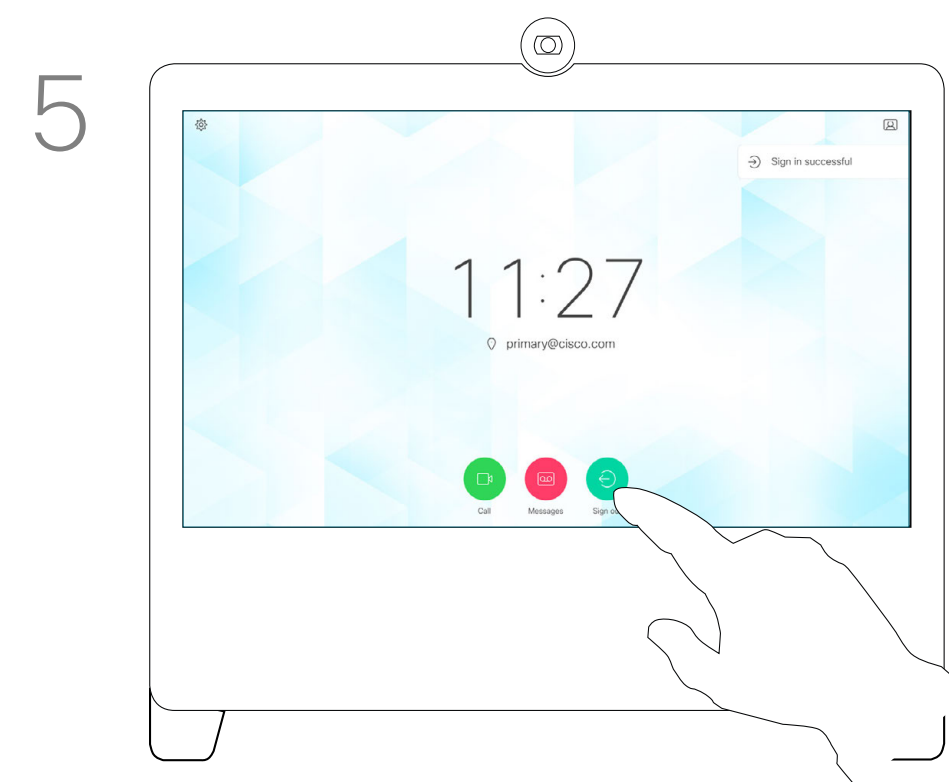
Key in your Username and PIN Code.



Tap **Login**.



The system will confirm that your Sign in was succesful.



To log out again, tap **Sign out**, as shown.

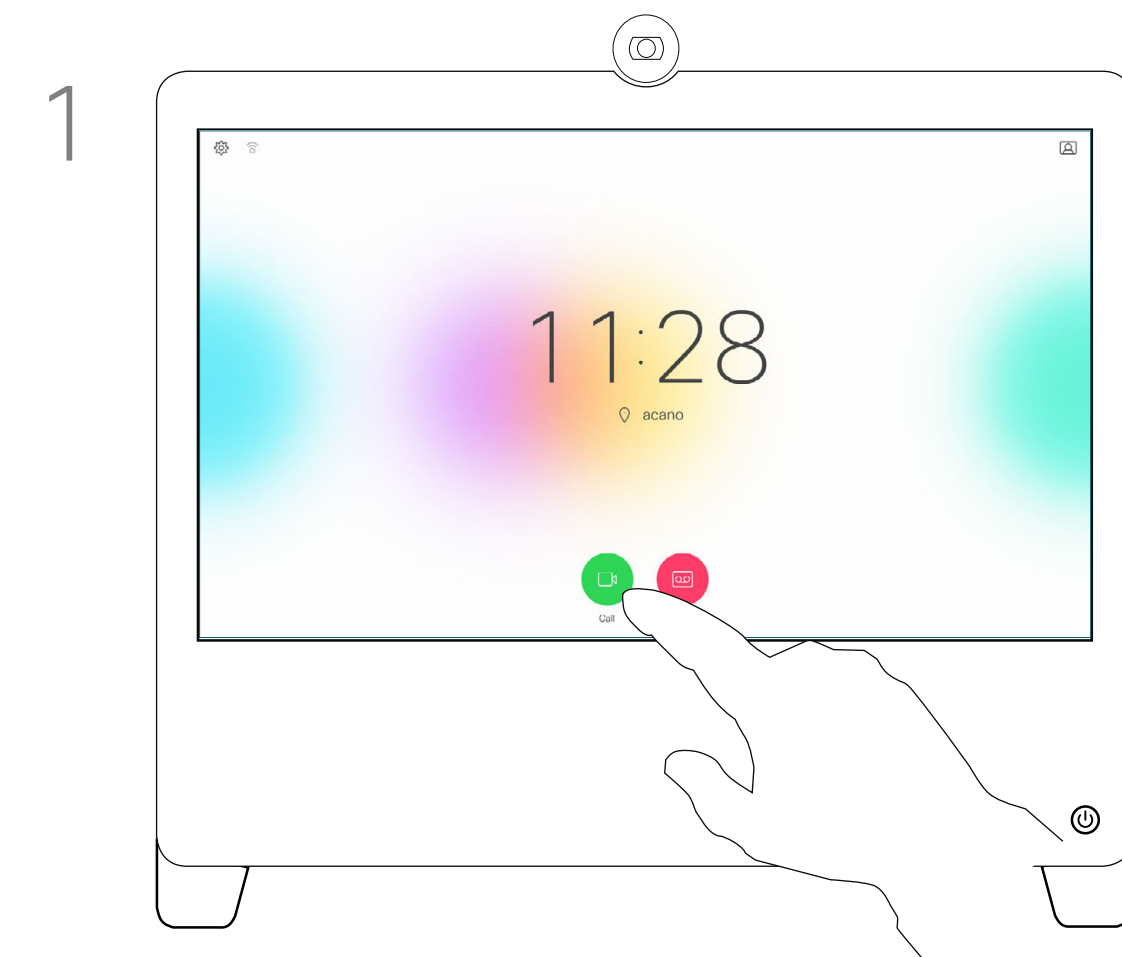




# Video Calls



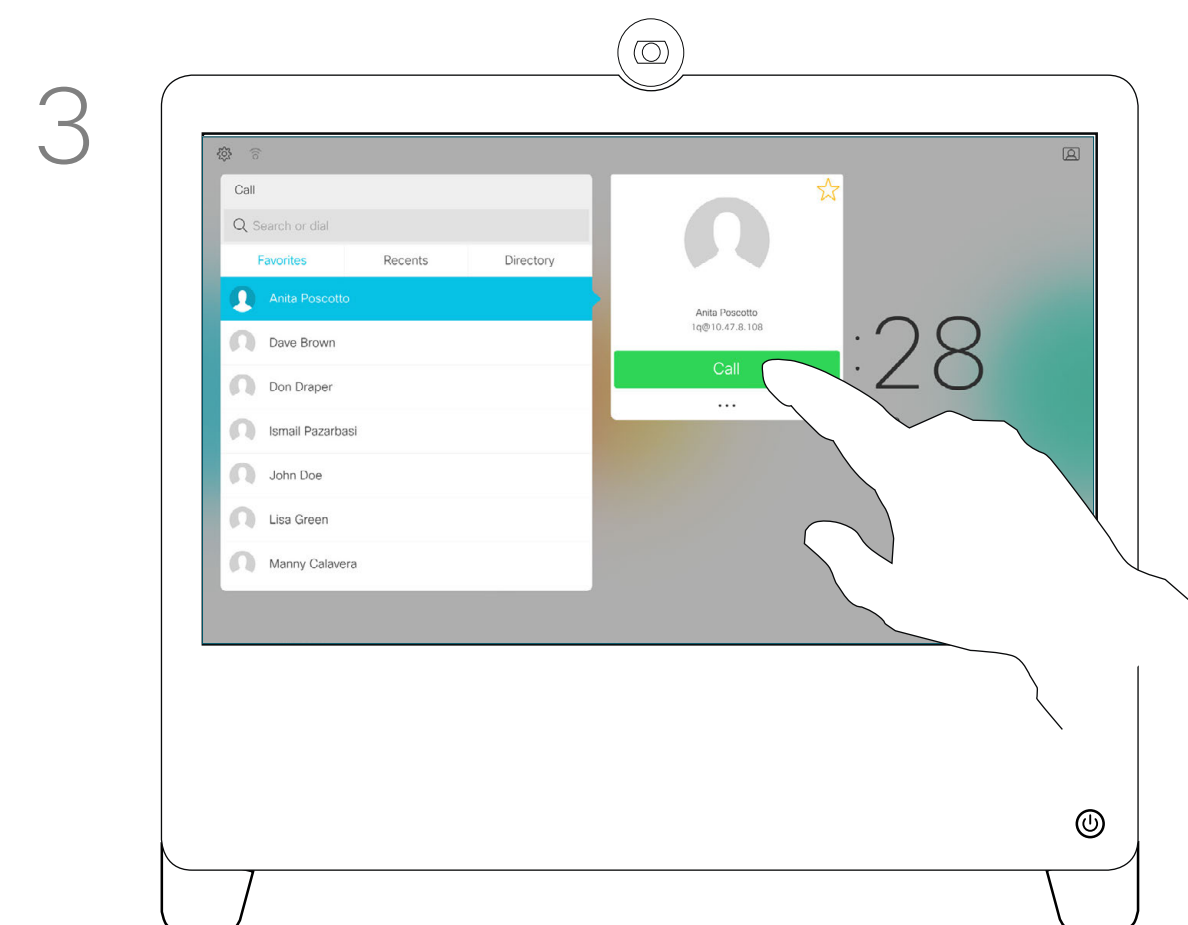
# Place Call From Contact List



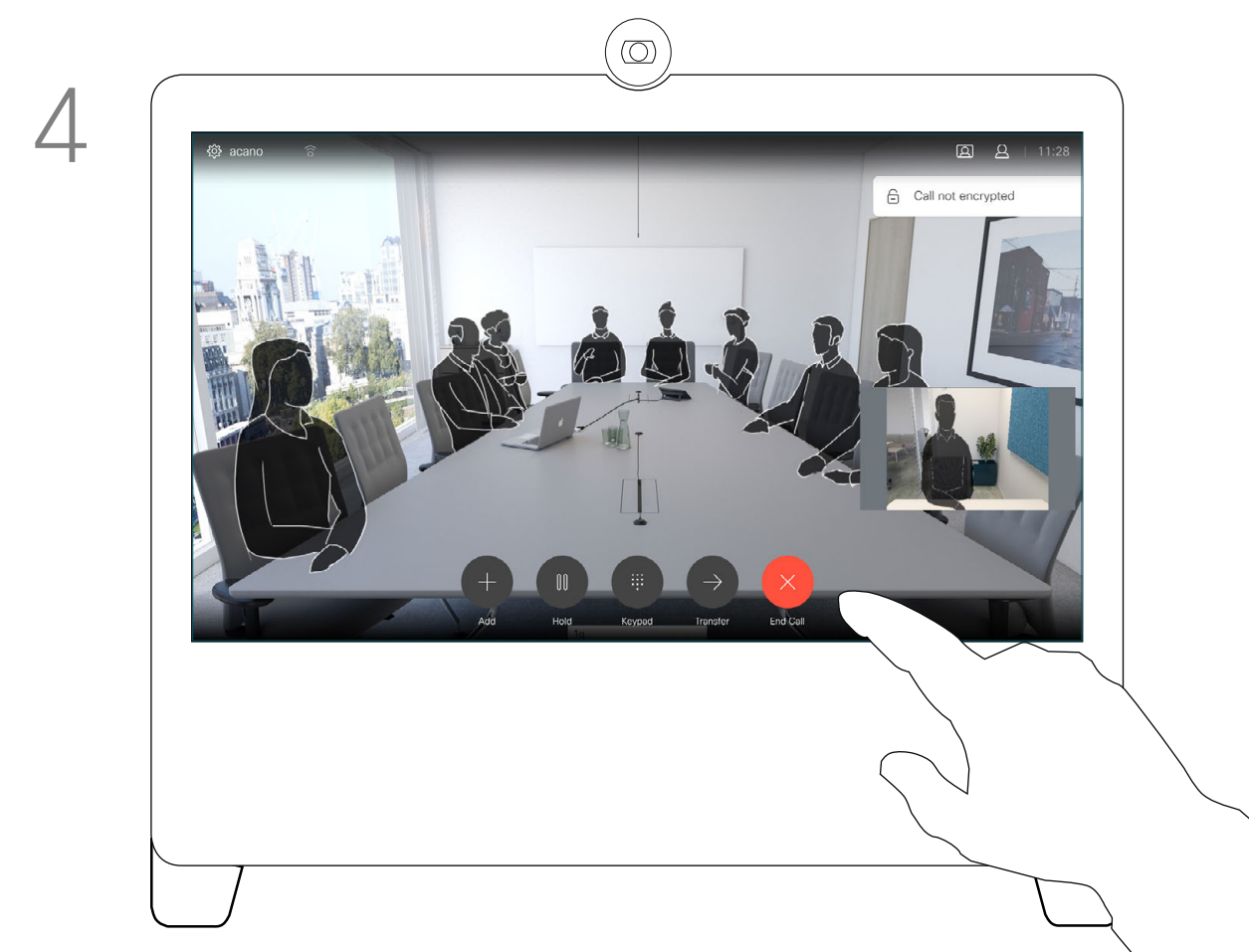
Tap the green **Call** button.



To search for someone in a specific list (*Favorites*, *Directory* or *Recents*), tap that list and then scroll down to locate the entry to be called.



Tap that entry to produce the green **Call** button. Then tap the green **Call** button, as shown.



The call will now be placed. To end the call, tap the red **End** icon.

## About the Lists of Contacts

Your lists of Contacts consist of three parts:

**Favorites.** These contacts have put there by you. These entries will typically be someone you call frequently or otherwise need to access in a swift and convenient manner from time to time.

**Directory** will typically be a corporate directory installed on your system by your video support team.

**Recents** is a list of calls you have placed, received or missed earlier.

The following options apply:

- You may key in a name, number or an IP address and the system will look in all lists for you.
- You may add the entry to the list of *Favorites*; edit aspects of the entry before calling and change the call rate.

Note that removing entries from *Recents* can only be done from the web interface.

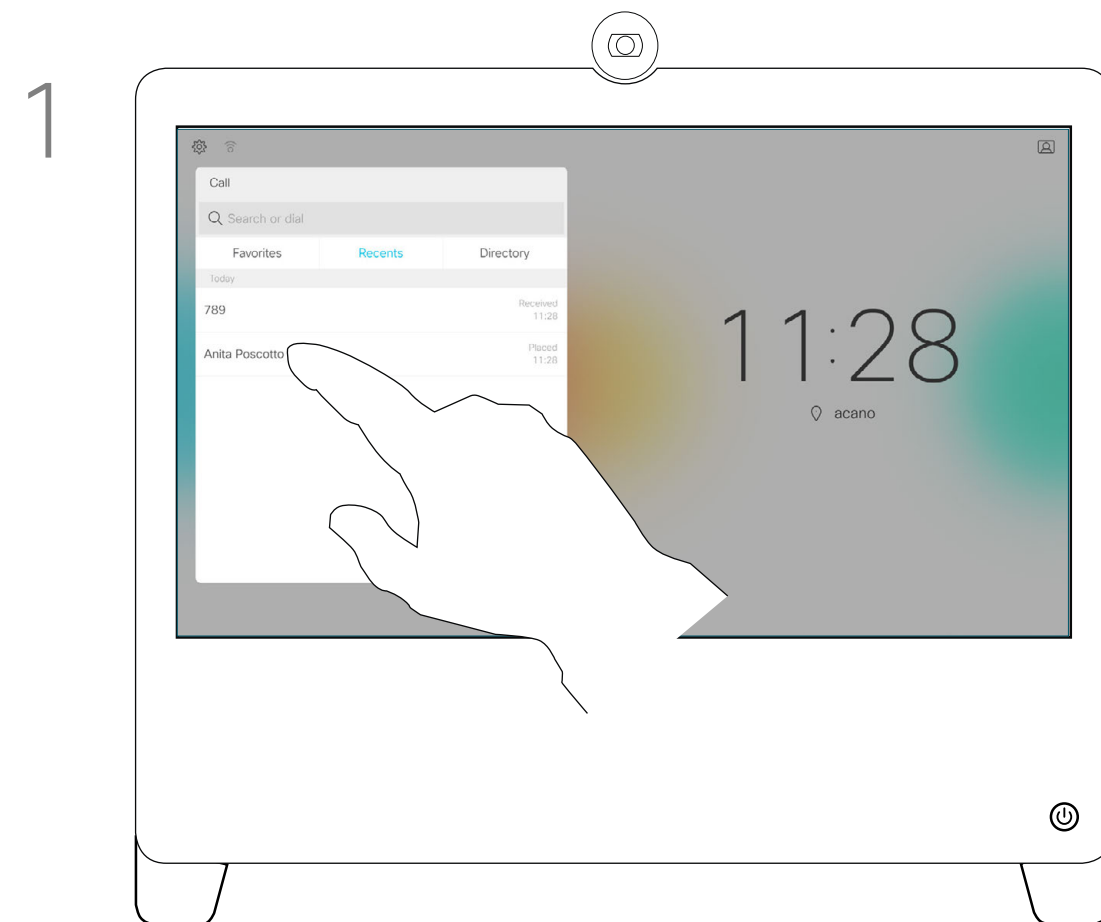


# Edit a Contacts List Entry, then Place the Call

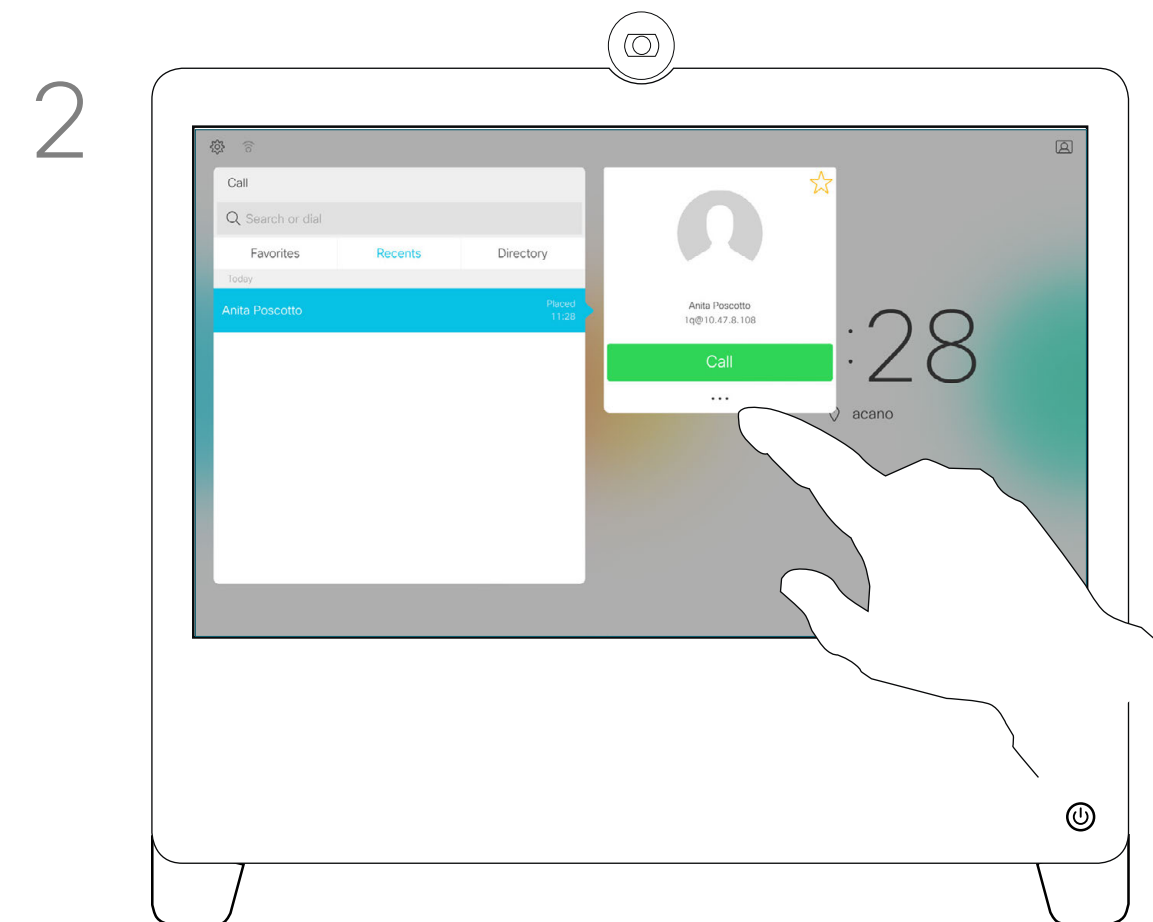
## About Entry Edits

For how to enter the Contacts list, see the previous page.

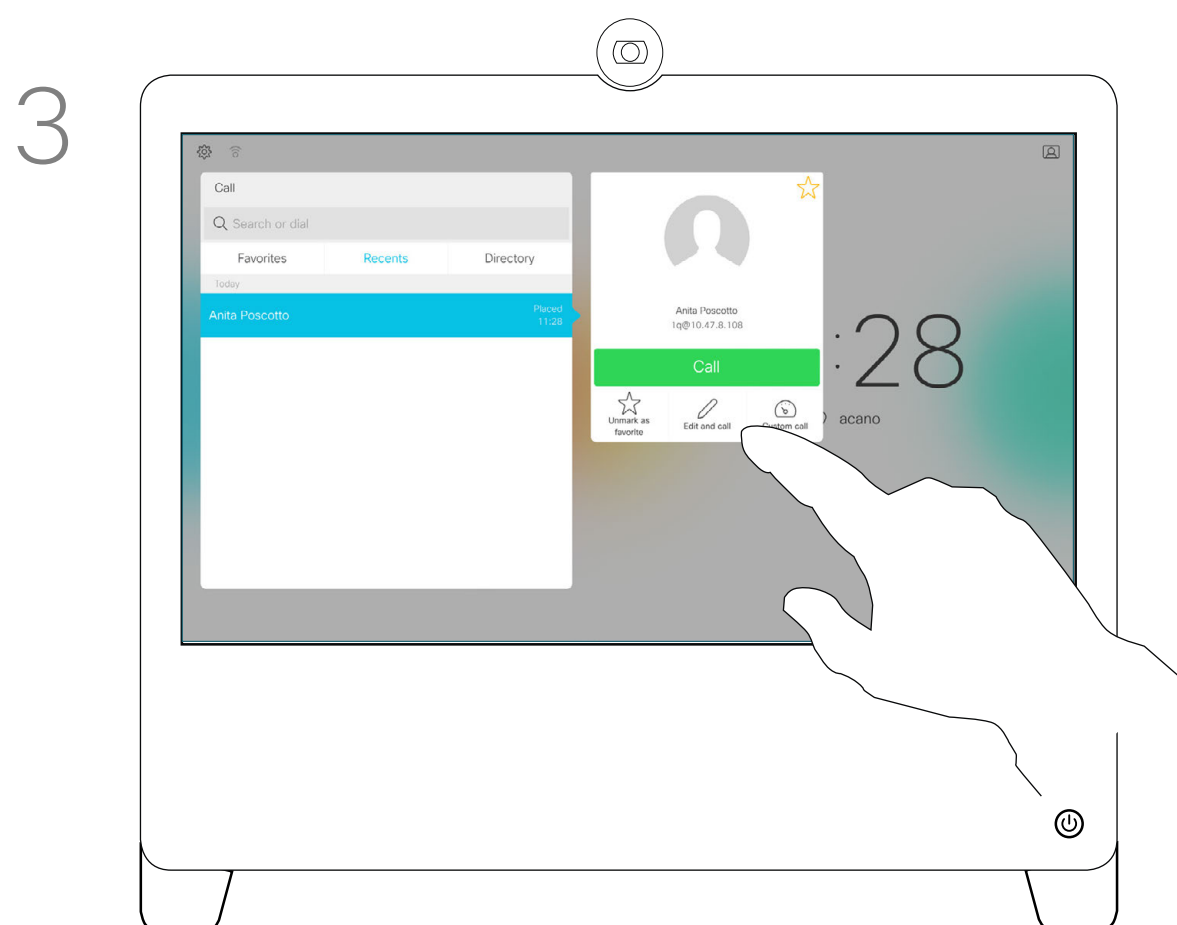
You may have to edit an entry in one of the Contact lists before you place the call. There may be a need to add a prefix, a suffix or otherwise alter the entry to ensure success.



Locate the entry to be edited before a call is placed. Tap that entry. This will produce the *Call* menu.



Tap the **More (...)** icon just below the green **Call** button.



Tap Edit and Call.

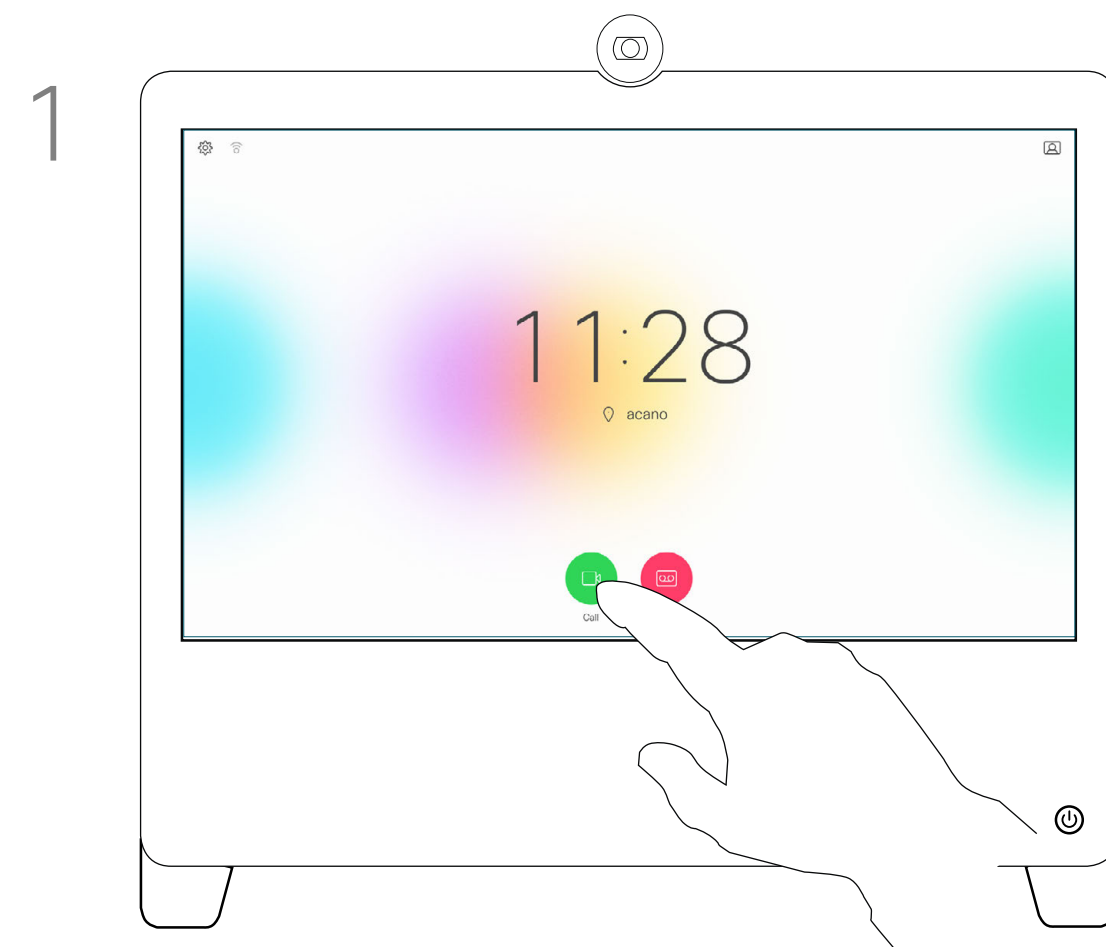


Use the keyboard to edit and then tap either of the green **Call** buttons to place the call.



# Place Call Using Name, Number or Address

## About Placing Calls



Tap the green **Call** button.



Tap the **Search or Dial** field. This will invoke the keyboard



Key in a name, number or address. Possible matches and/or suggestions will appear as you type. If the correct match appears in the list tap that match, otherwise keep typing.



When you have typed or located whom to call, tap either of the green **Call** buttons to place the call.

You may call someone who is not listed in your list of contacts by keying in their name, address or number using the virtual keyboard of the Touch pad.

Anyone you have previously called will appear in the *Recents* list (until you clear that list) and you may then transfer any of them to your list of *Favorites*. This is described in the section *Contacts*.

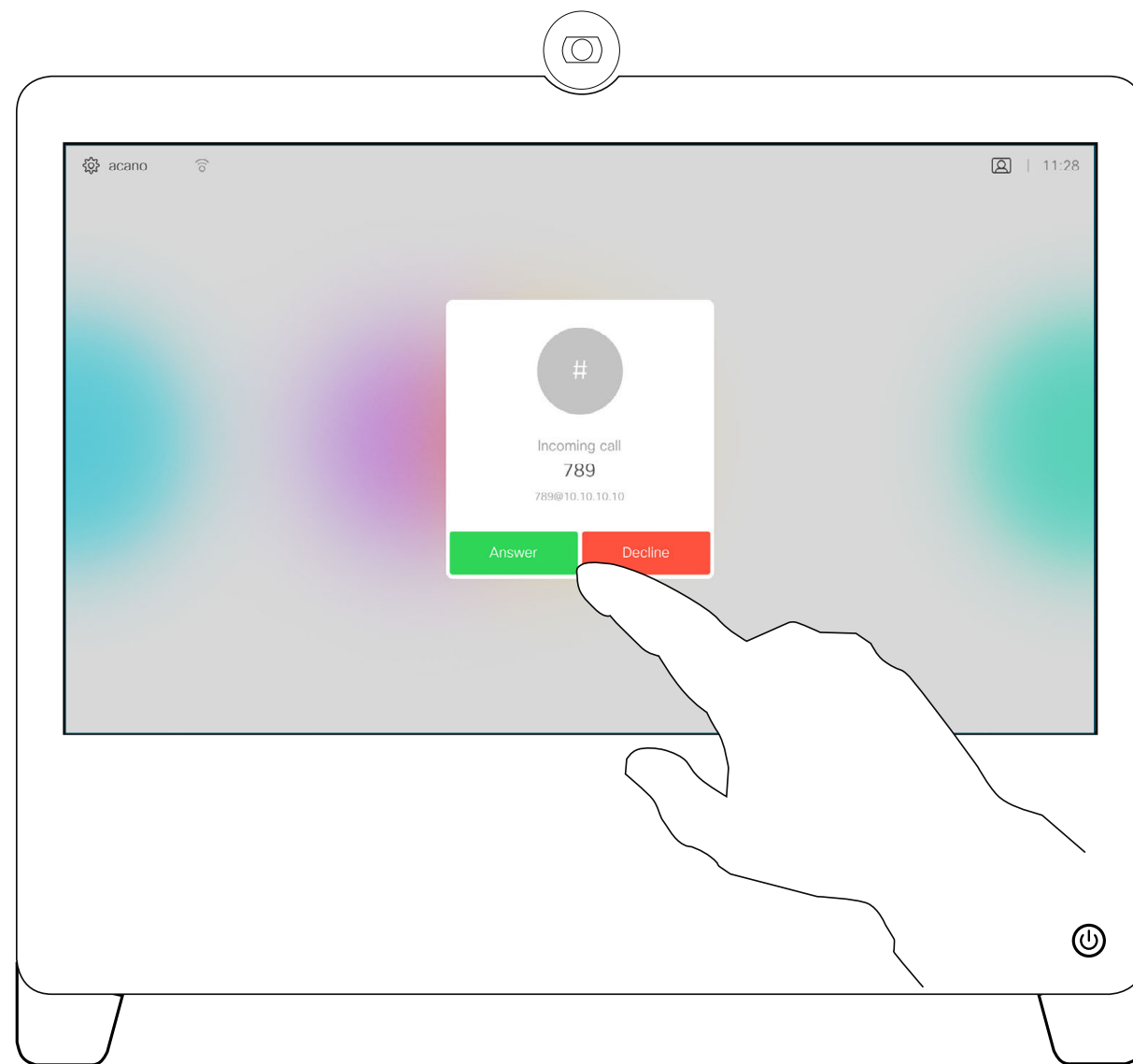
Sometimes you may be urged to enter numbers during a call, typically to reach extensions or to provide a pin code.

Tap **Touch Tones** (this button appears as soon as the call is placed) to invoke the keypad needed for this.

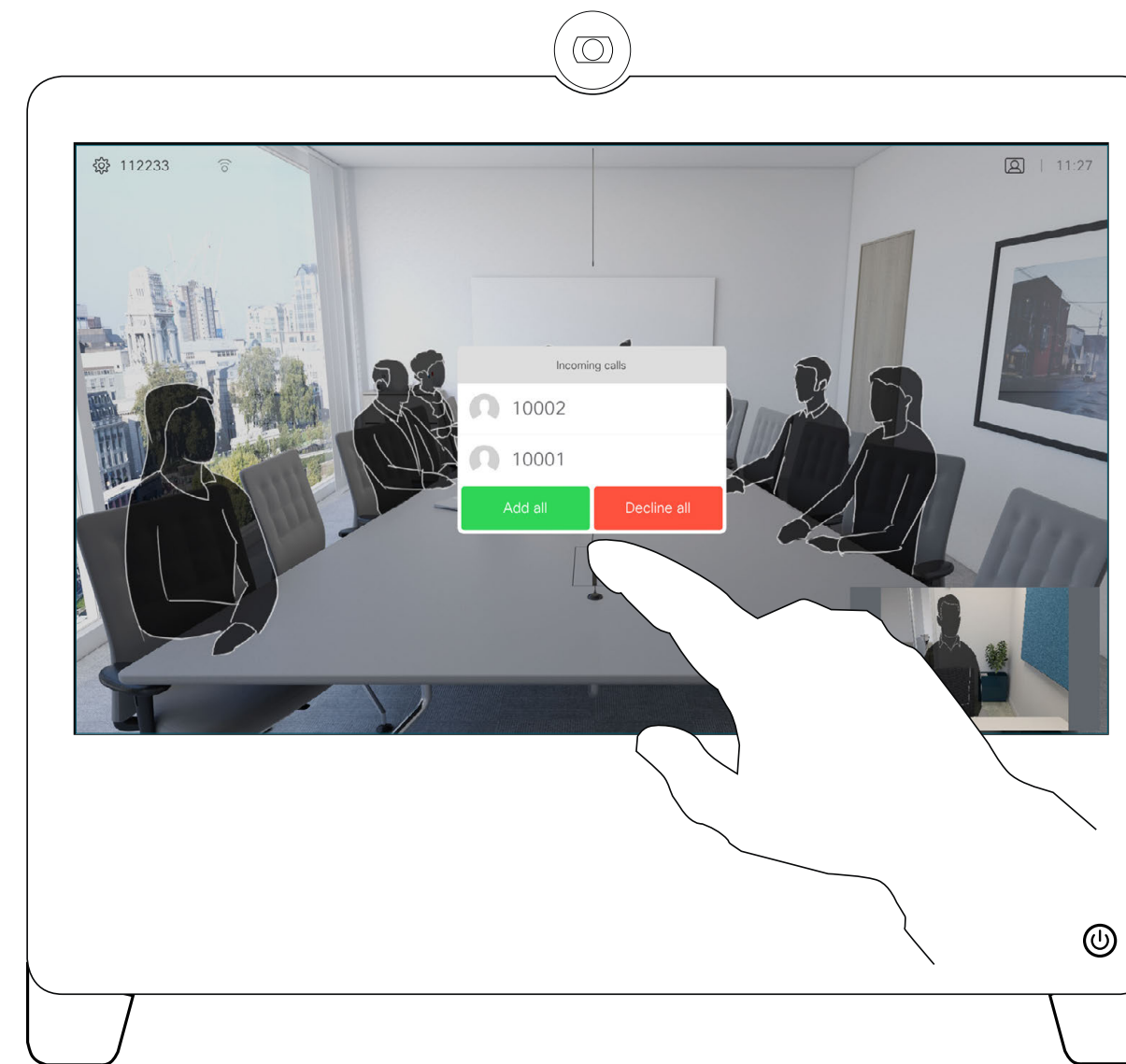


## Video Calls

# Incoming Calls



Tap accordingly to accept (answer) or decline an incoming call.



If your video infrastructure permits it, you may receive multiple incoming calls. You will then have the choice of adding them all to an existing call, or decline them all.

## If Someone Calls You

- If someone calls you, you may accept, decline or ignore the call.
- If you decline the call, busy information will be sent to the calling party.
- If you ignore the call, the calling party will perceive this as if you were absent (you did not pick up the call).
- Your video infrastructure may allow you to receive multiple incoming calls. Consult your video support team, if needed.



## Receive Call While in Another Call

### About the Options

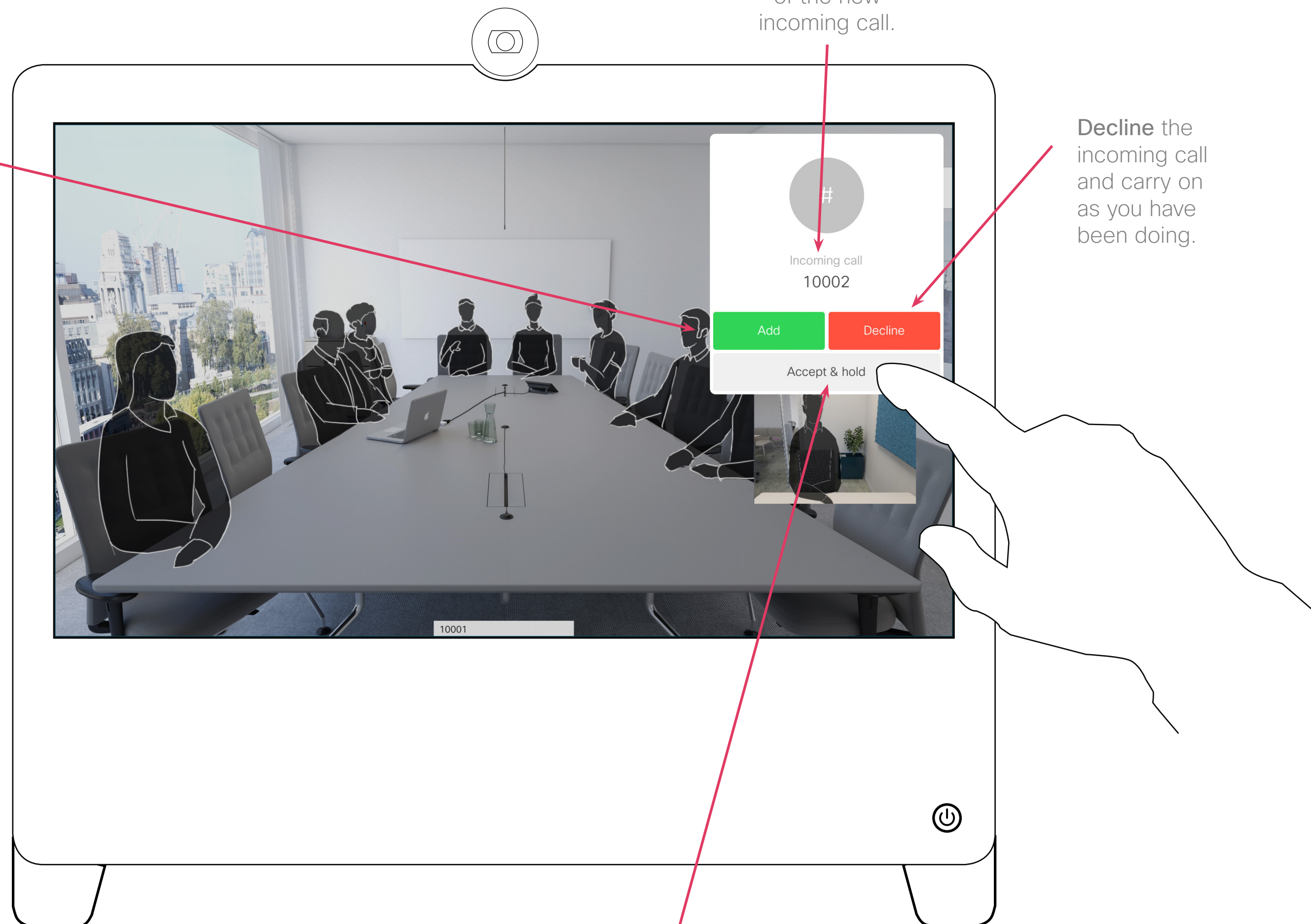
If you already are in a call, you may accept another incoming call under certain circumstances.

**Add:** If your system is running Ad hoc conferencing under CUCM you will be able to add incoming participants.

The identity of the new incoming call.

**Decline** the incoming call and carry on as you have been doing.

**Accept & Hold:** Answer the call and put the existing call on hold.

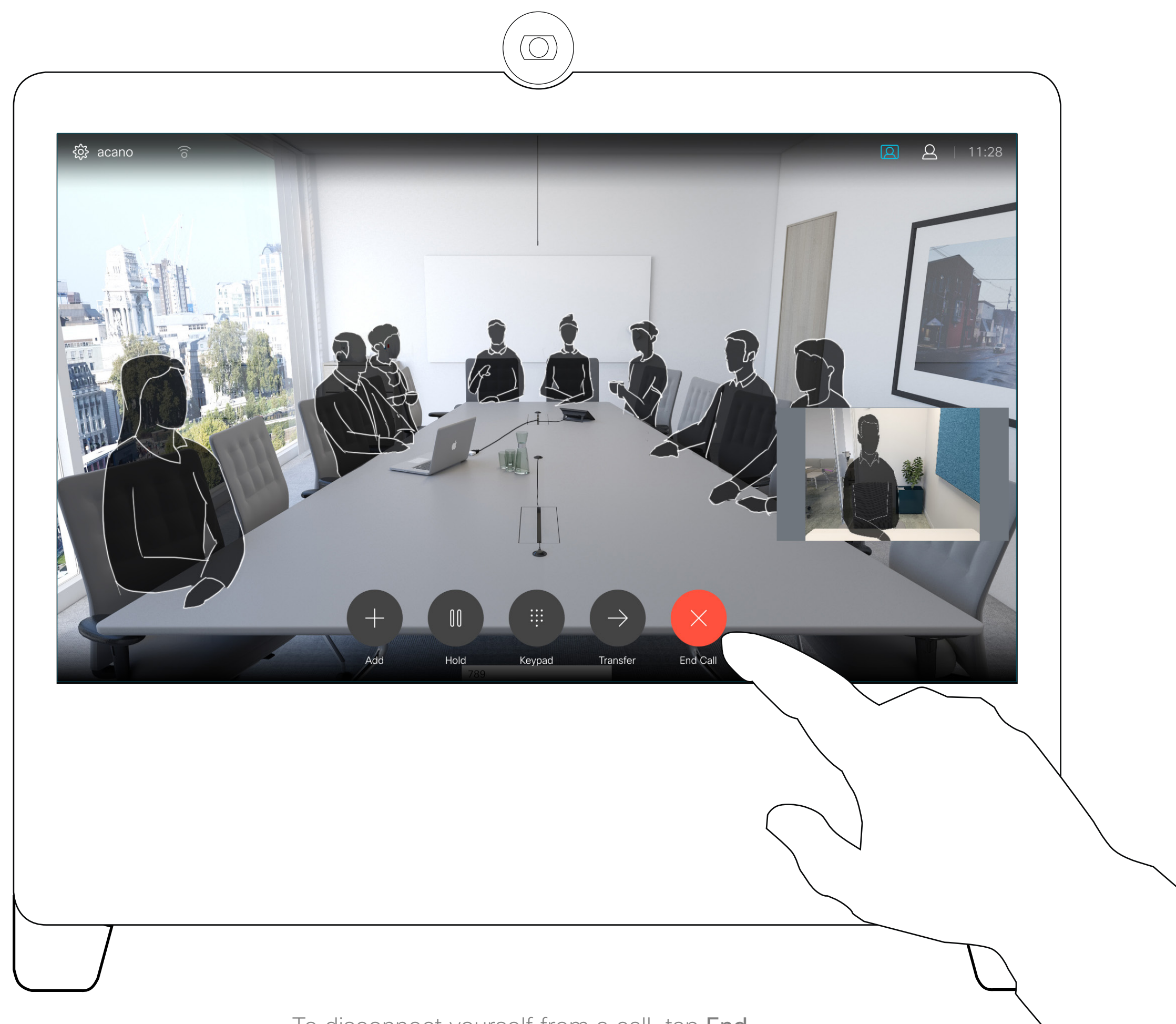




## Disconnect Yourself From Call

## About Disconnecting Yourself

Tapping **End** in a call will disconnect yourself from a call. In a call with two parties only, this will then terminate the call.



To disconnect yourself from a call, tap **End**.

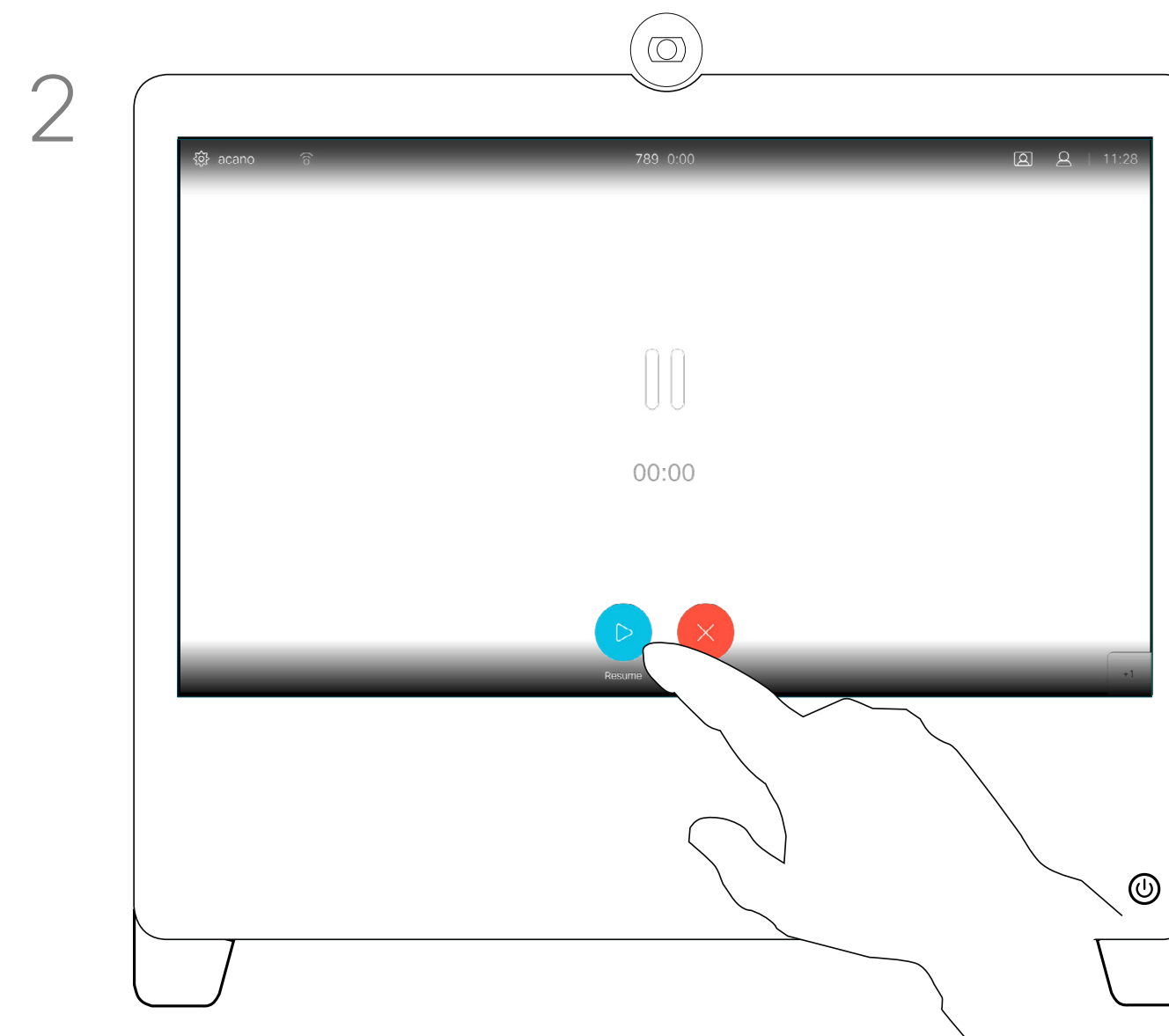


# Put Call on Hold and Resume a Call on Hold

## About Putting on Hold



In a call, tap **Hold**.



Tap **Resume** to go back to the one you were in call with (to undo your action).

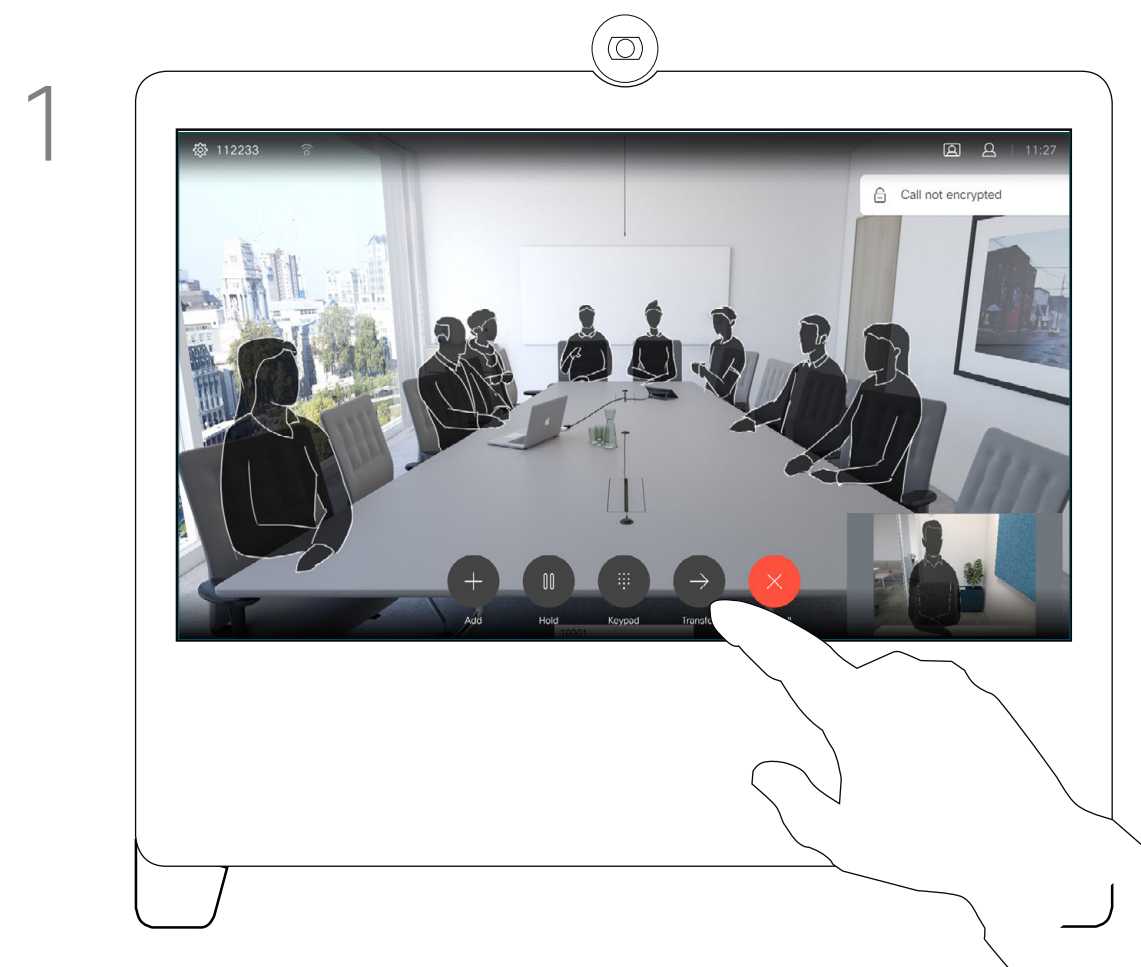
Putting someone on hold is typically something you do as an initial step when transferring someone to another person, but it may also be used when you need to consult a person, or as an alternative to muting where you will also include stopping the video transmission.



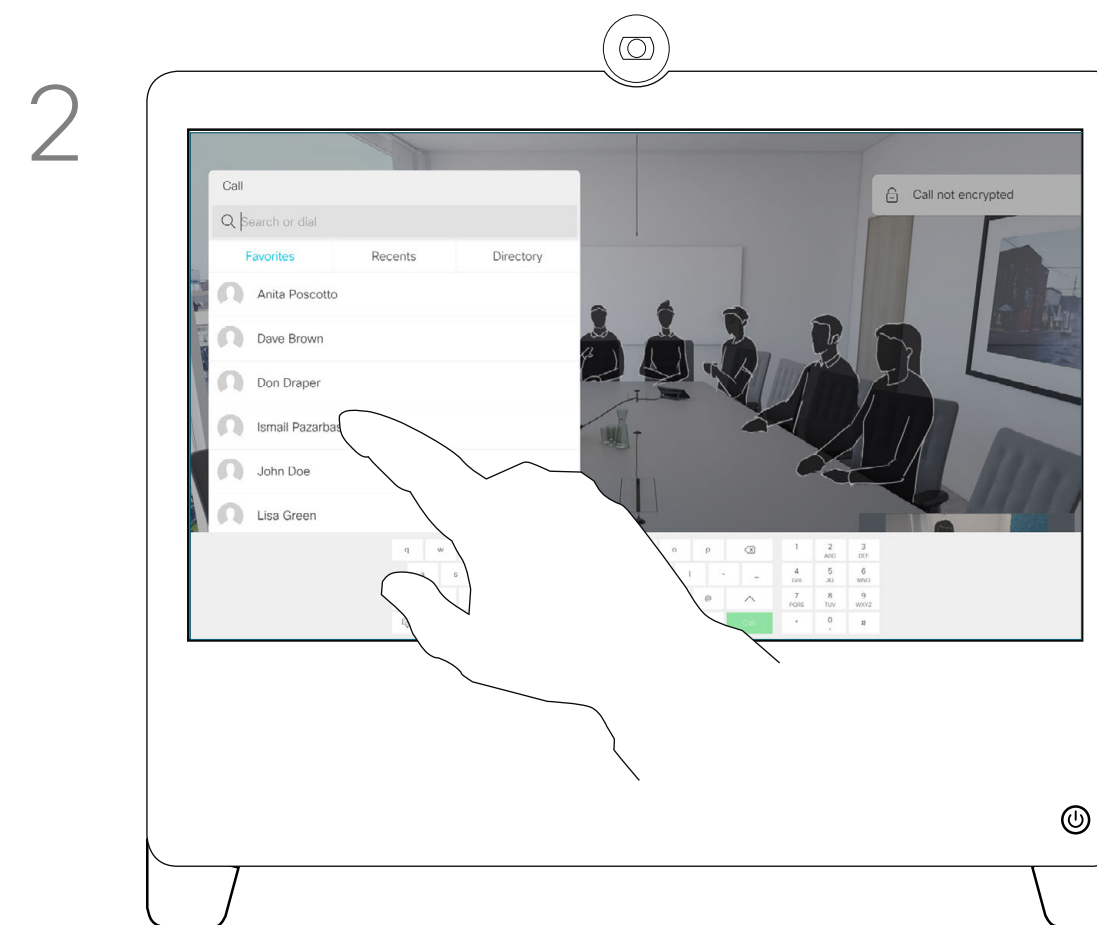
# Transfer an Ongoing Call

## About Transfer

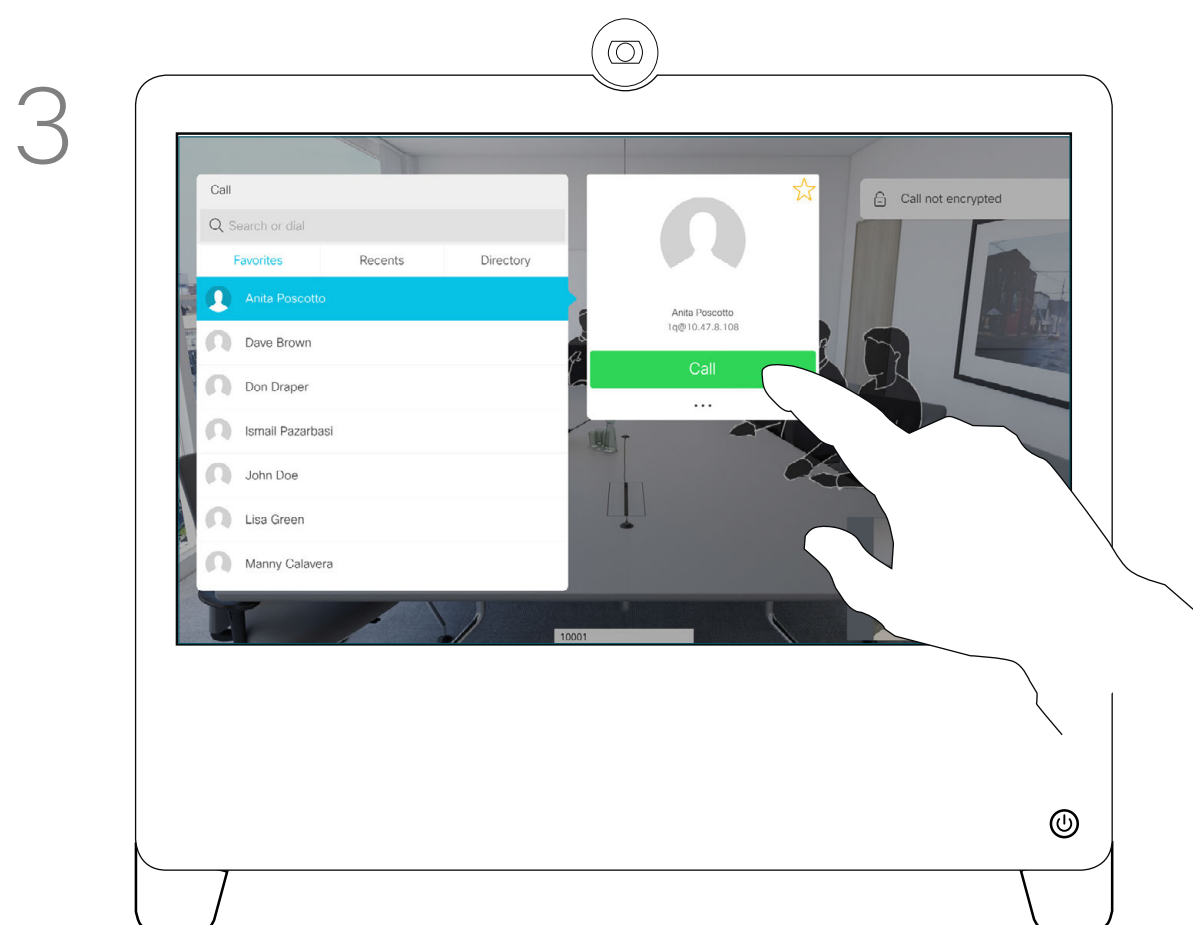
You may transfer an ongoing call to another person. Transfer is always consultative, i.e. you will be able to talk to the person you are going to transfer a call to, before you actually transfer the call.



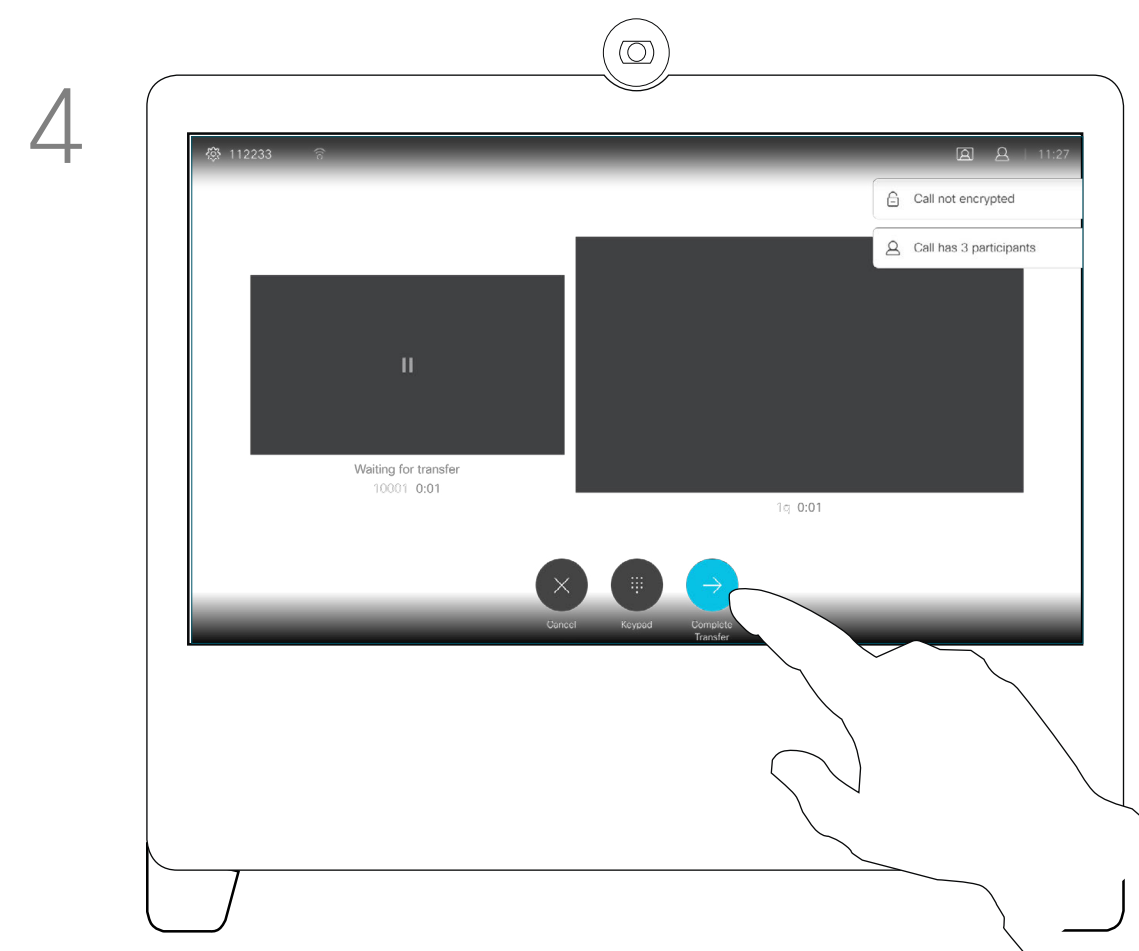
Tap the **Transfer** button. This will cause the current call to be put on hold.



Search for whom to call in the usual way.



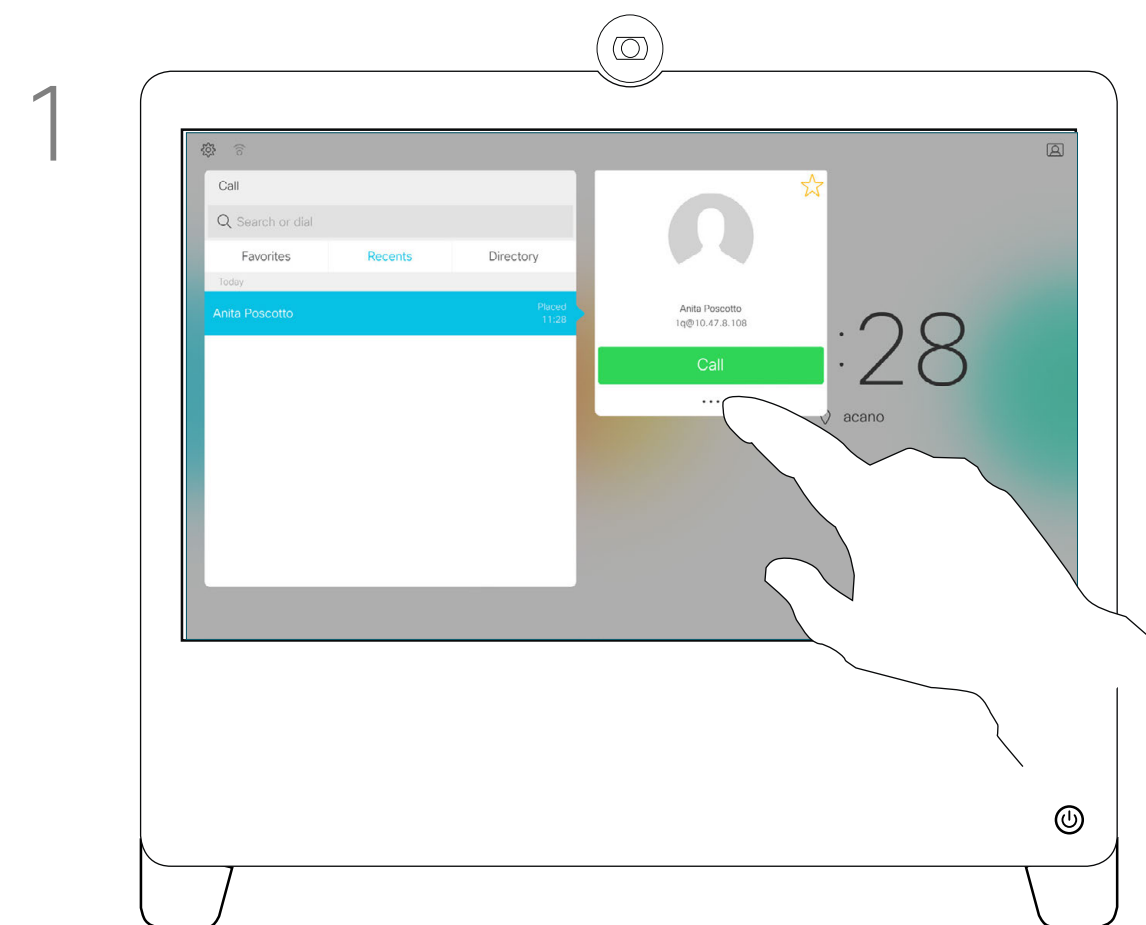
Tap the green **Call** button. Talk to the person to confirm that transfer is OK. The person to be transferred is still on hold.



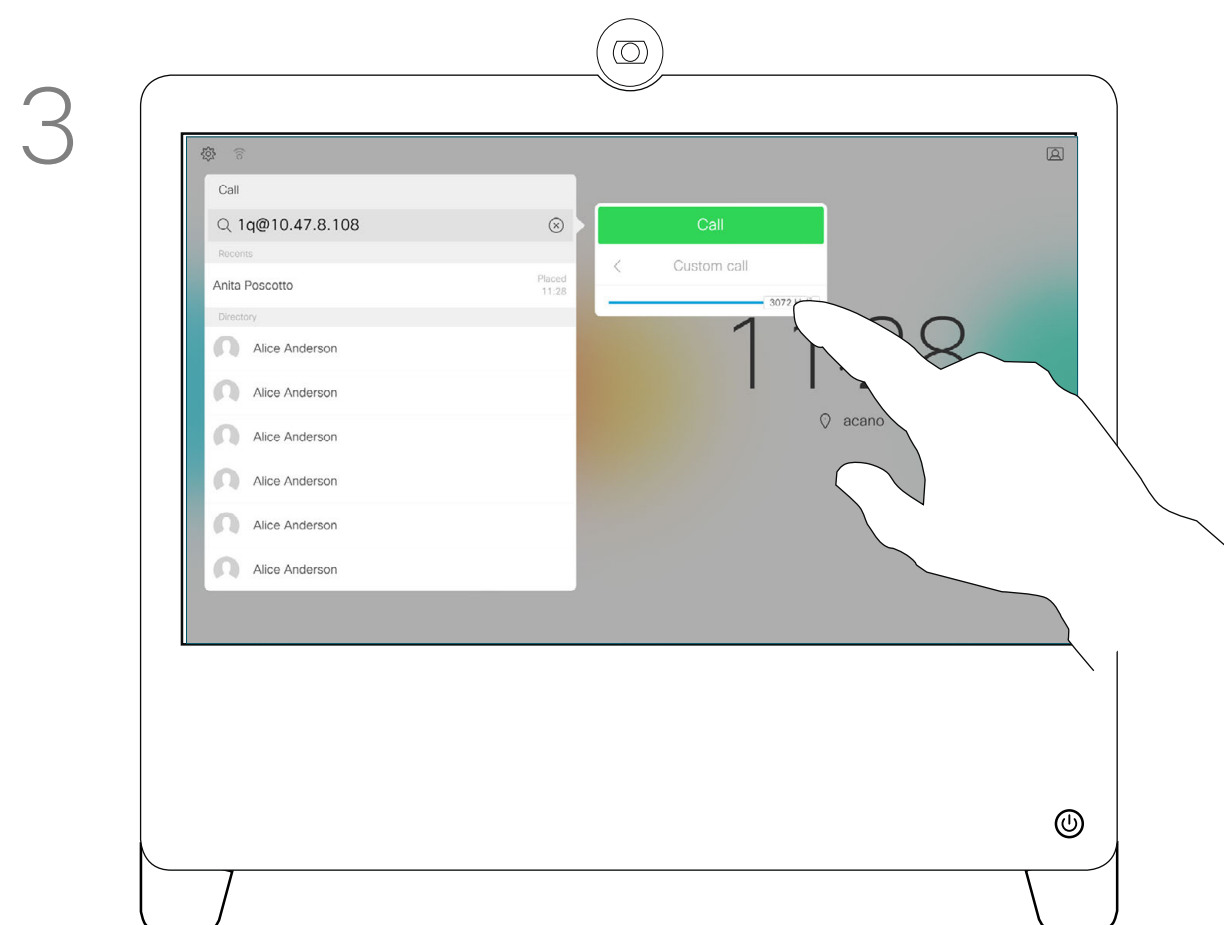
Tap **Complete Transfer**.



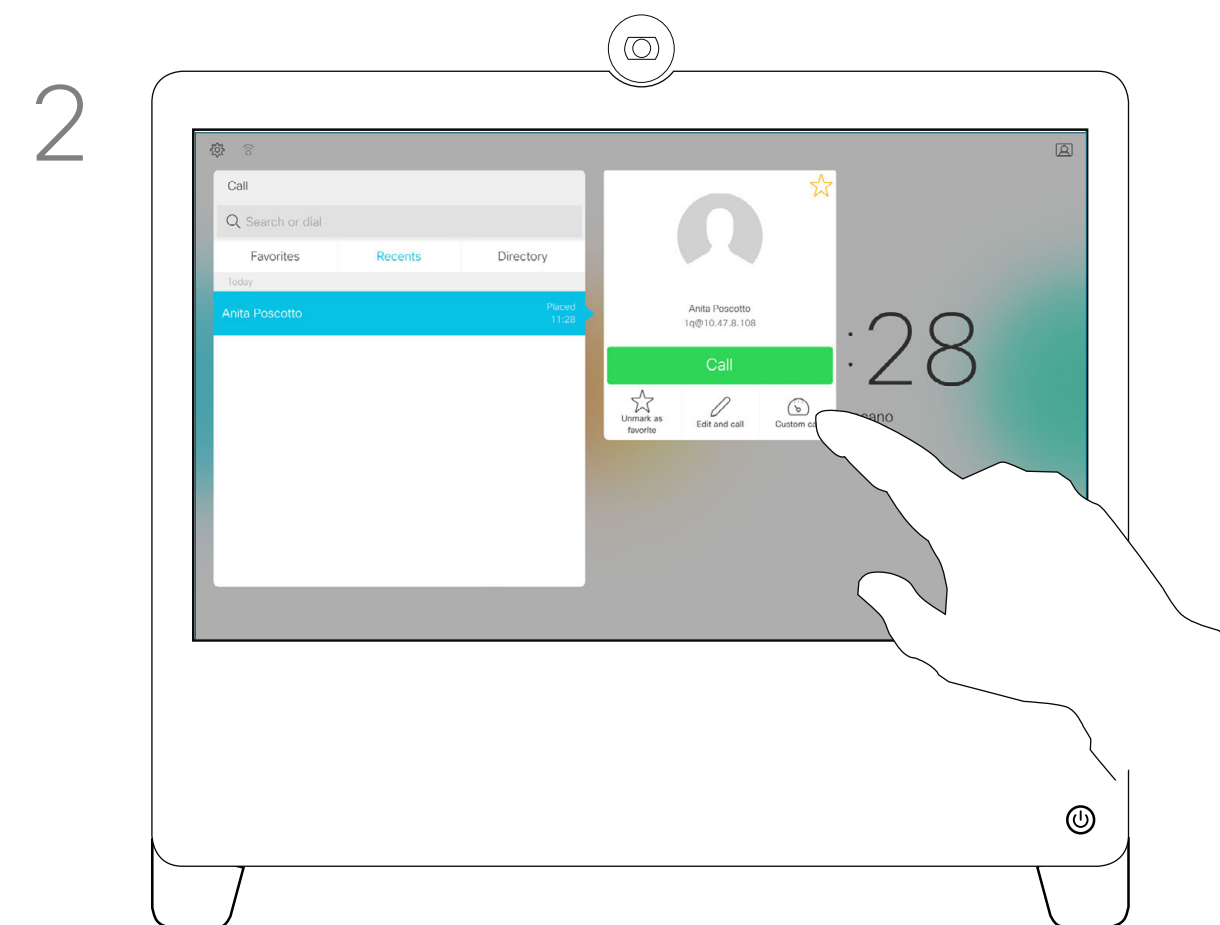
# Change Call Rate



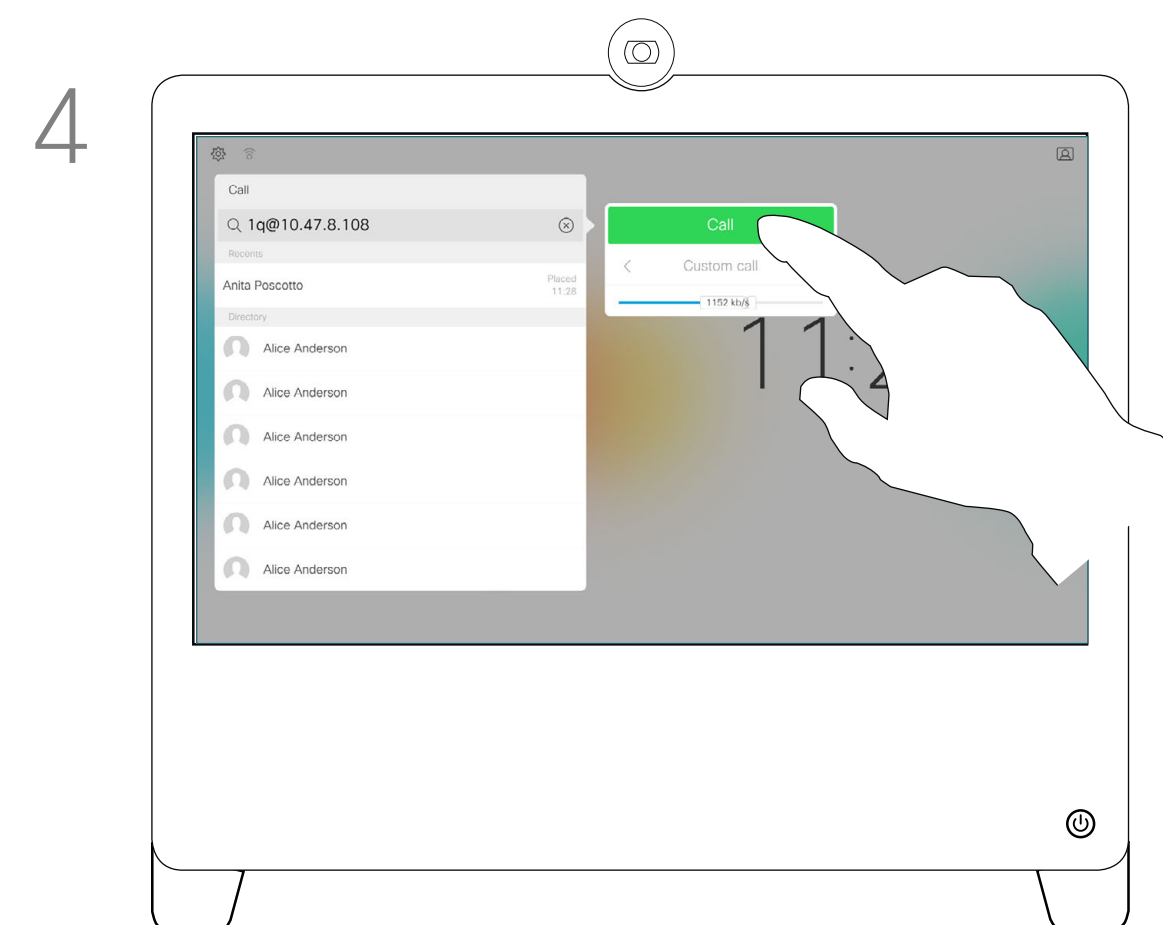
Tap the **Call** button (not shown), then locate the entry whose call rate you want to alter (not shown). Tap this entry to produce the *Call* menu and then tap the **More (...)** icon below the green **Call** button, as shown.



Move the slider to the required setting.



Tap **Custom call**.



Tap the green **Call** button to place the call.

## About Call Rate

Call rate is the term used to express the amount of bandwidth allocated to the call and is measured in kbps (kilobits per second).

The higher the call rate is, the better the quality will be, but on the expense of higher bandwidth consumption.

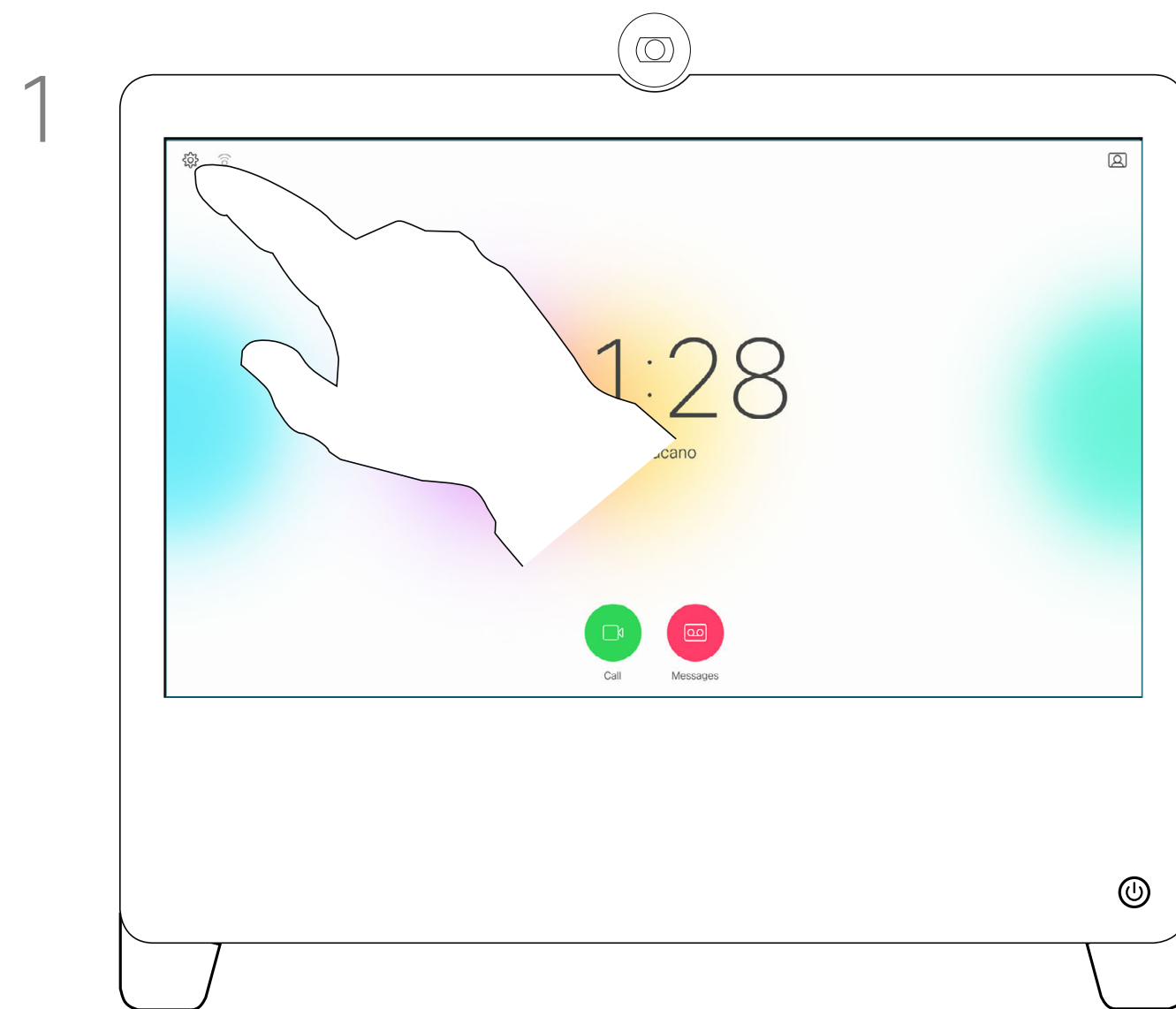
The system comes with a default call rate. This is set by your video support team as a part of the Administrator Settings (password protected).

Why would you like to temporarily change this setting? In most cases you will use it to avoid choking the video call when you try to call someone at a higher rate than their system and connection actually support.

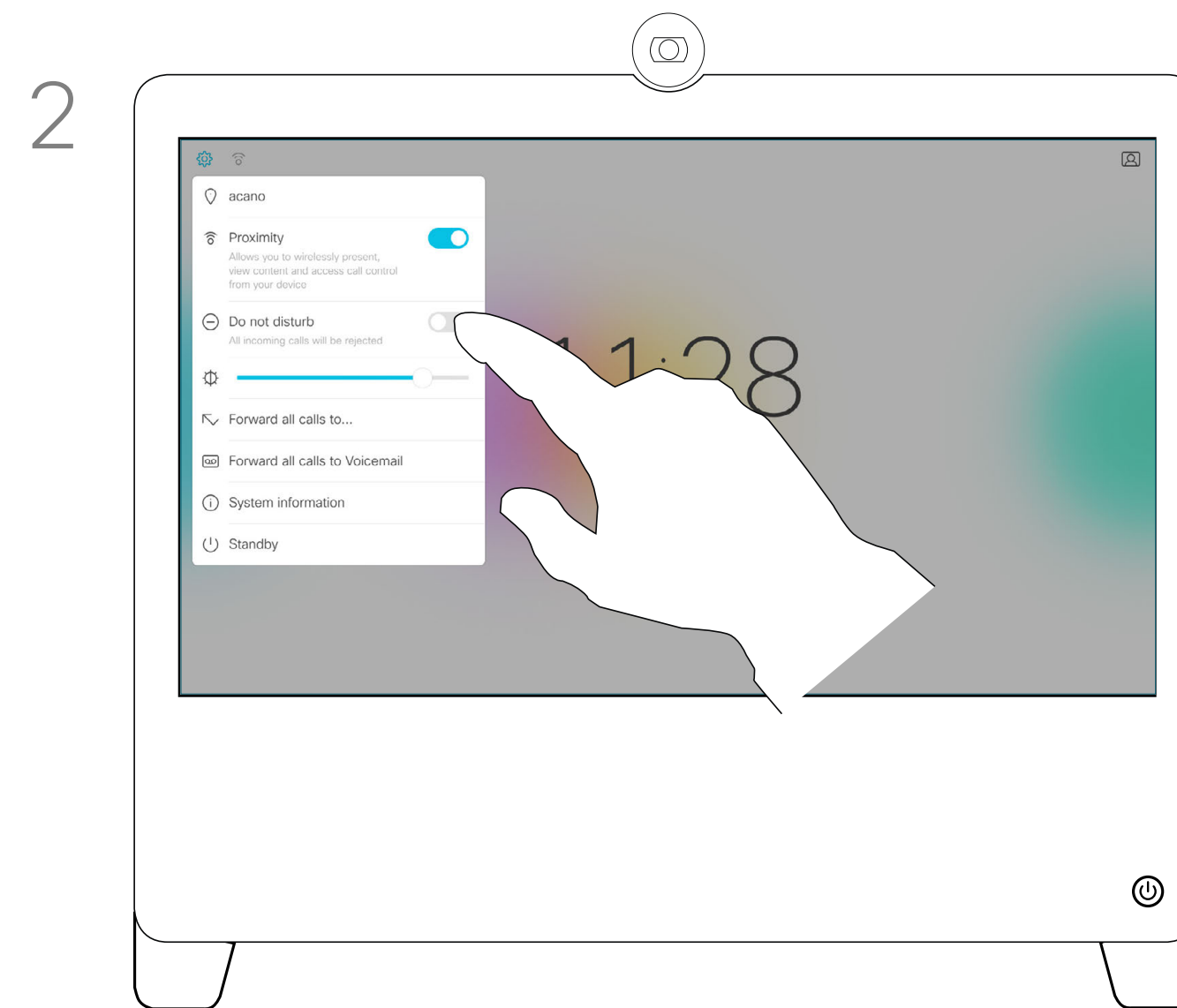
Call rate cannot be changed during a call, but you may change it just before you place a call, as shown here.



# Activate Do Not Disturb



Tap in the upper left corner, as shown.



Tap **Do not disturb** to activate the feature. Tap again to deactivate.

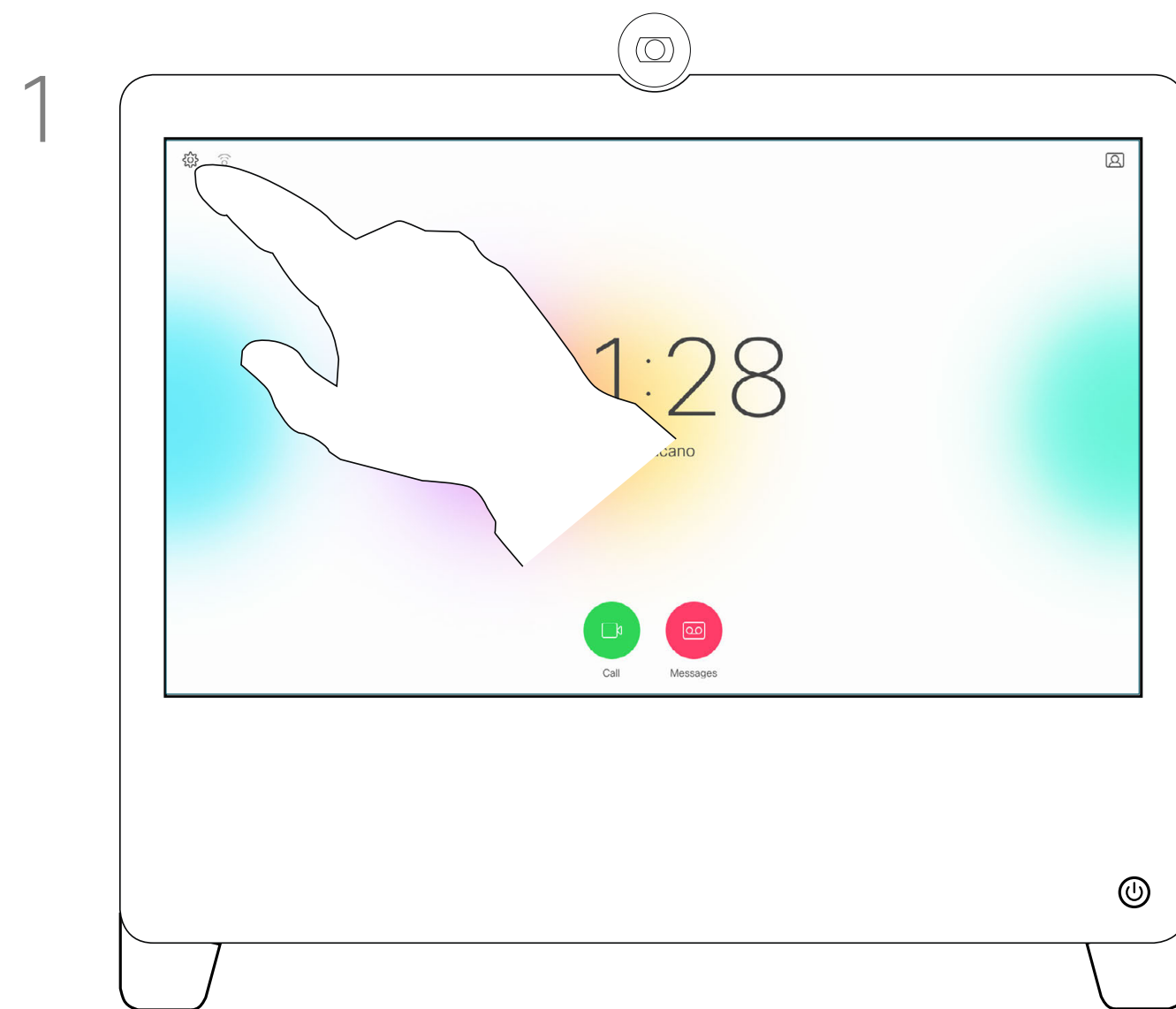
## About Do Not Disturb

Your system can be set to not respond to incoming calls. You may, however, use it to call others as much as you want.

Your video support team may have set a time-out on this feature, after which the system will return to respond to incoming calls as usual. Default time-out setting is 60 minutes.



# Automated Forwarding of All Calls



Tap in the upper left corner, as shown.



You may now choose to forward all calls to either a receiver specified by you, or to your voicemail.

## About Forwarding Calls

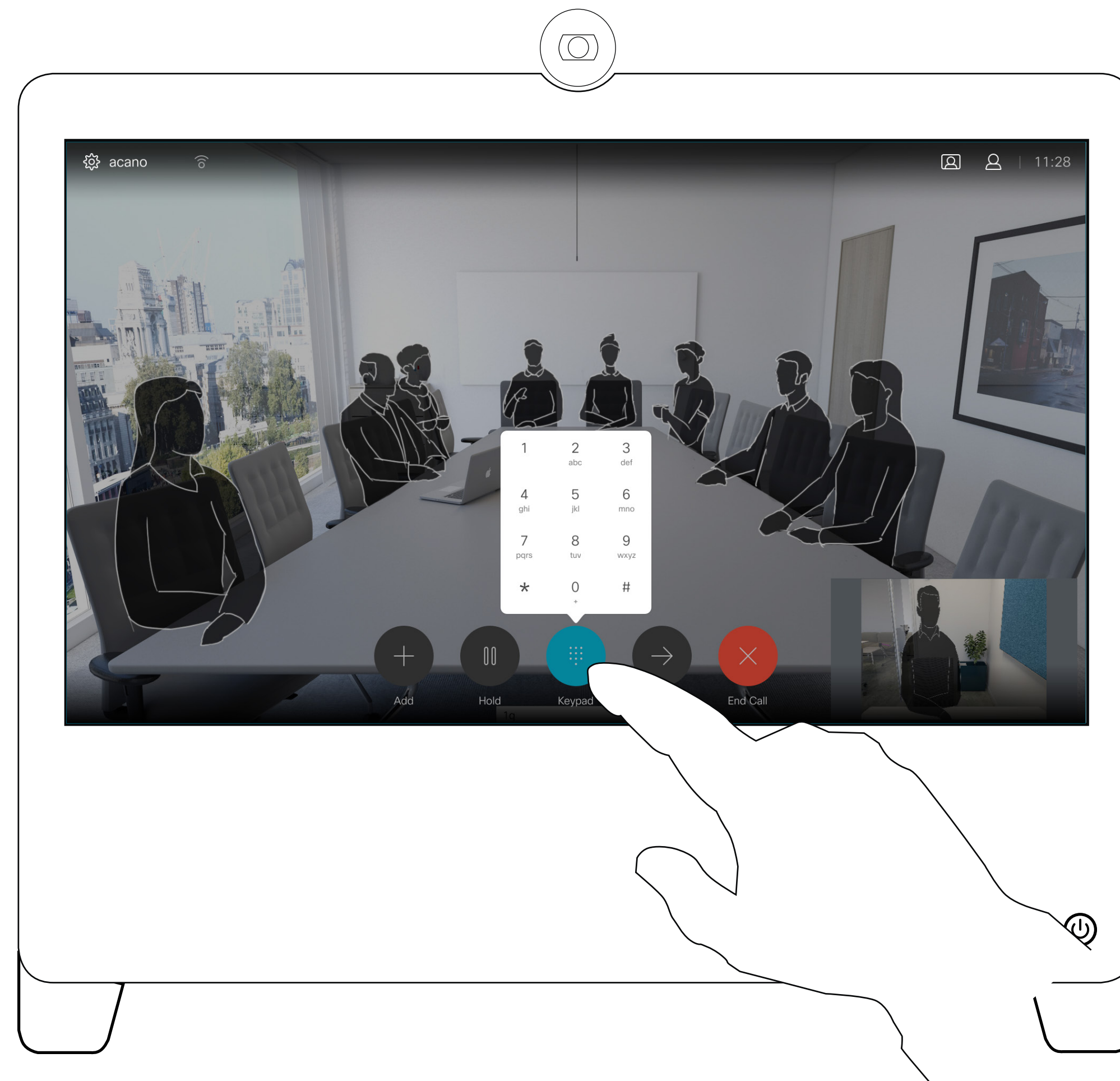
Your system can be set to forward all calls received. You may choose between voicemail and a receiver chosen by you.

If you tap **Forward all calls**, the familiar **Call** menu will appear letting you specify whom to receive your calls.

To deactivate the forwarding, open the menu again, the menu item will now read Stop forwarding...



## View Keypad While in a Call



In a call, tap **Touch Tones** to invoke the dial pad.

## Using Keypad in a Call

In a call you may get prompted to submit numbers to be able to reach an extension or otherwise gain entrance to something (for example by means of a PIN-code).

To be able to submit this you will need to invoke the keypad on the touch screen.

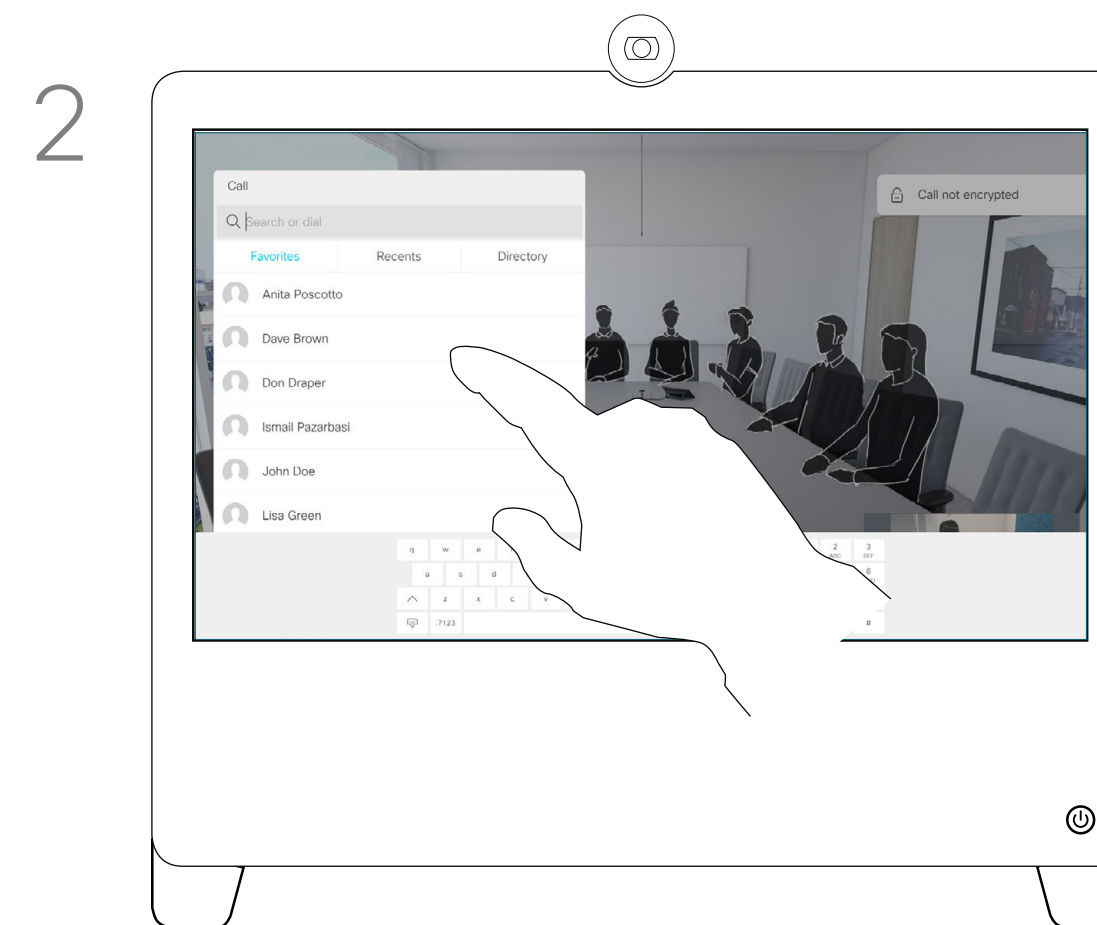


# Add Additional Participants to Existing Call

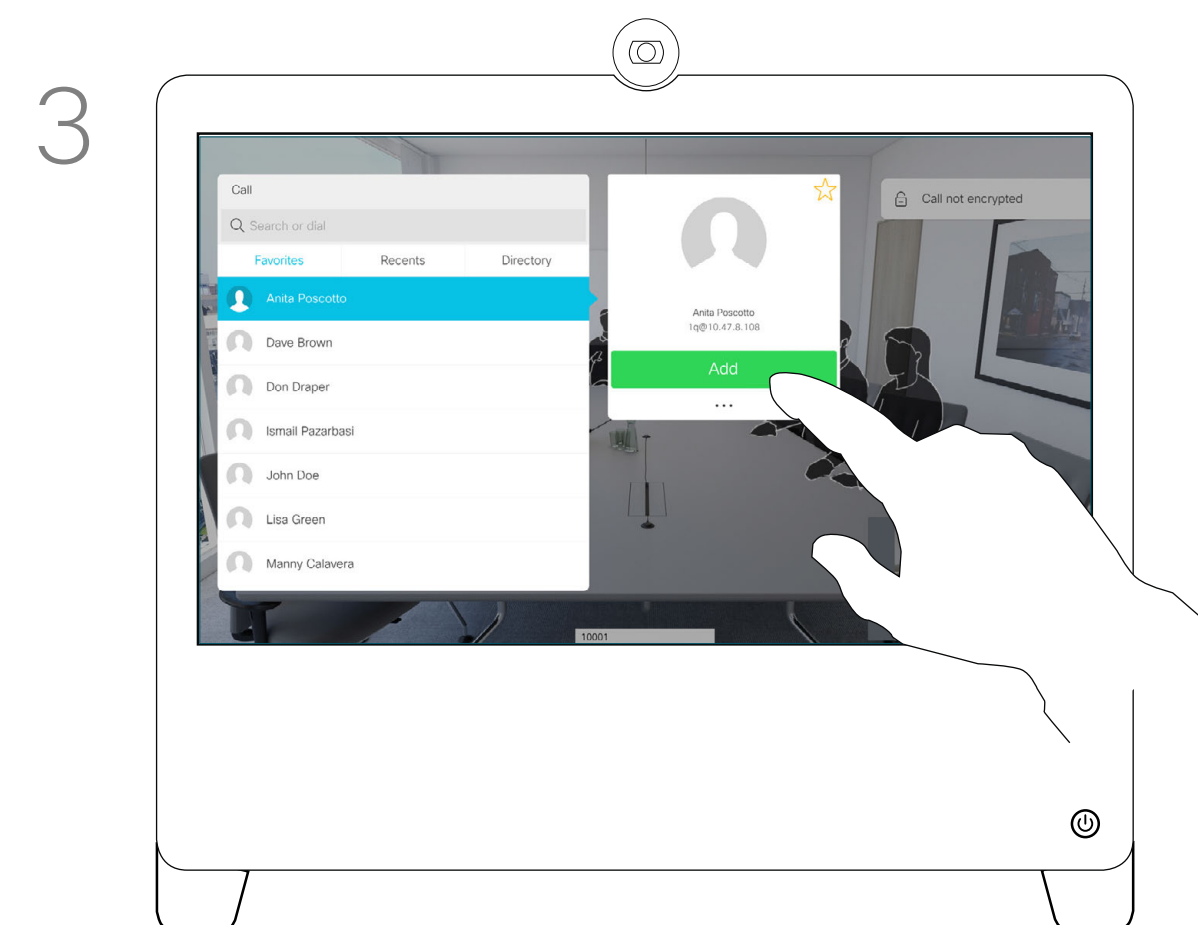
## About Video Conferences



In a call tap **Add**.



Locate whom to call, in the usual way.



Place the call, in the usual way. You may alter the Call settings of that call before you place it—see side bar for more.



This new call will now be added to the existing and you have now established a conference.

You may repeat this procedure to the extent permitted by your video infrastructure.

Your video system network may be equipped with the capability to initiate a video conference with several participants.

The maximum number of participants supported by your video system will depend on system configuration and the video infrastructure. If in doubt, contact your video support team.

If you want to initiate a video conference, you must call each participant one by one.

If you are the one who initiated the conference you will be able to terminate the entire conference. The other participants may only disconnect themselves from the conference.

**Call settings.** Those you call may have video systems with different bandwidths. You are not constrained to set all participants to a bandwidth that all systems support. The Call rate may be set individually for all participants in order to provide everyone with the best quality available for their system. [“Change Call Rate” on page 17.](#)

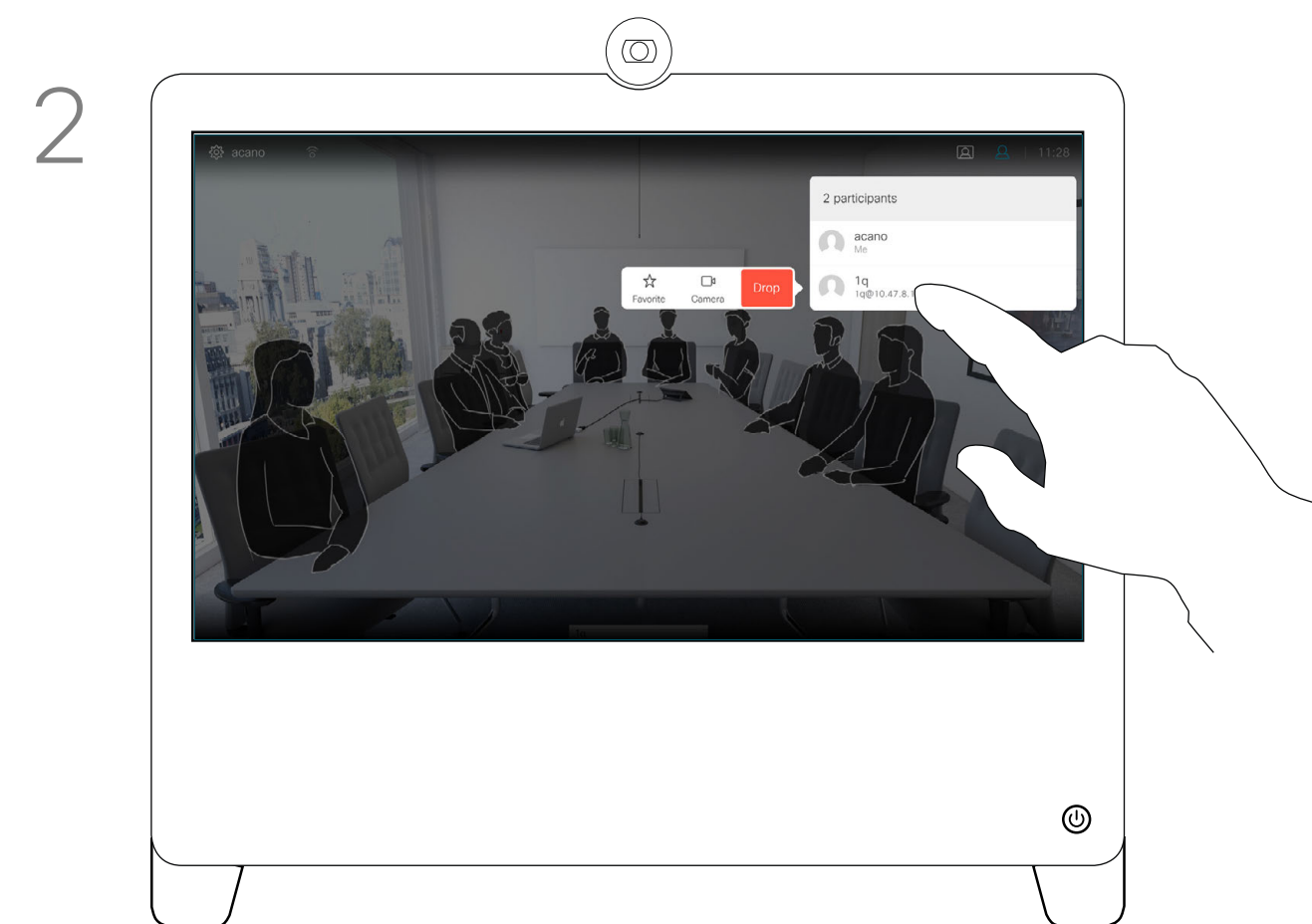


# Disconnect a Participant From a Conference

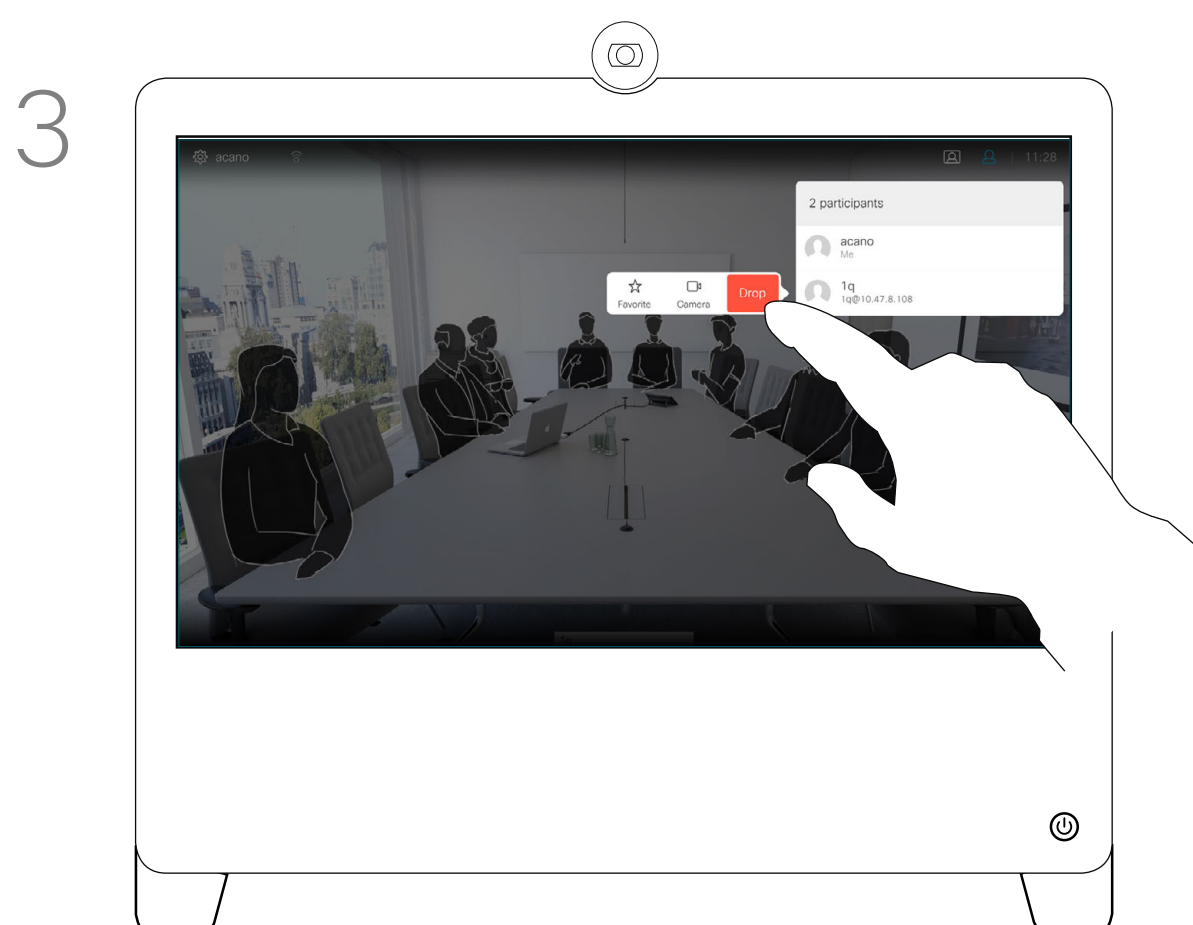
The ability to conduct a video conference from your DX70/80 is an optional feature that may, or may not, be available for your system.



In a call, tap the **Participants** icon in the upper right corner, as shown, to invoke the list of participants.



Tap the participant to be dropped from the conference.



Tap **Drop**.



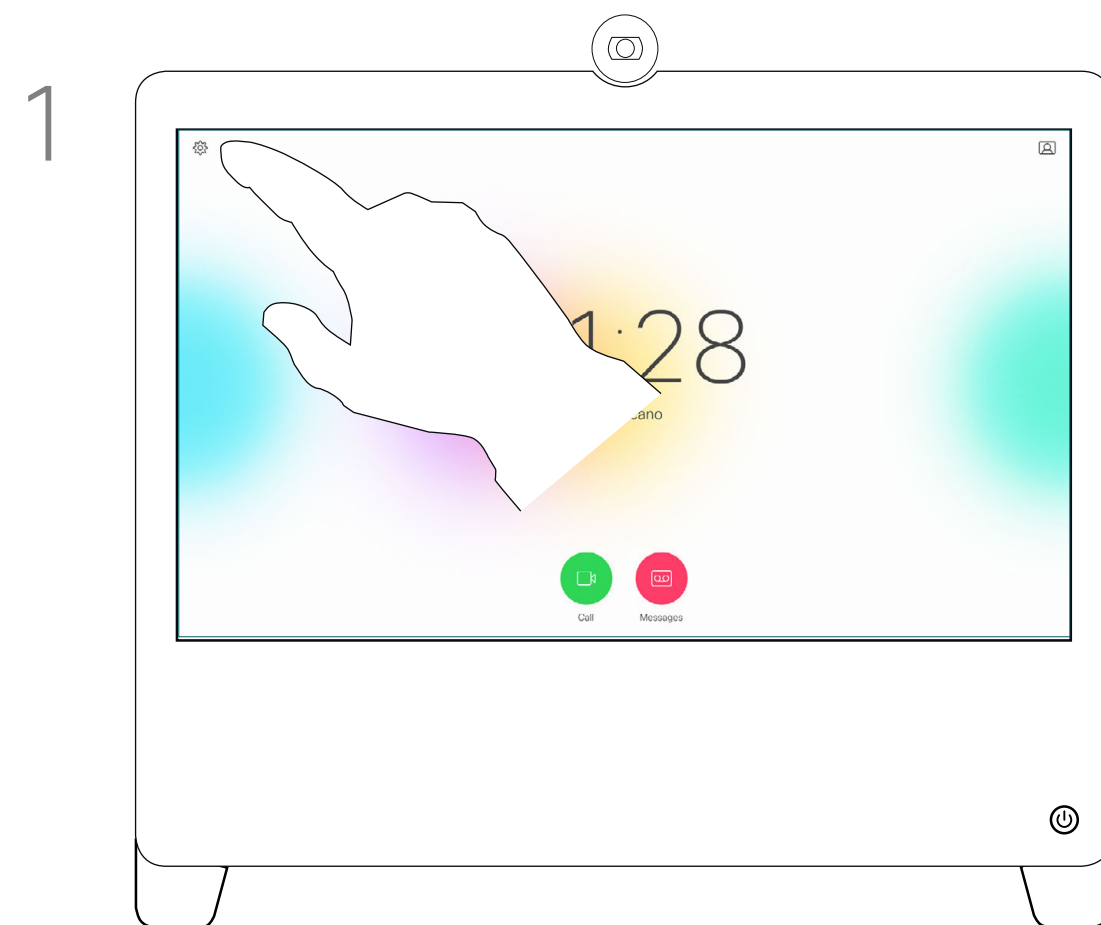
# Intelligent Proximity



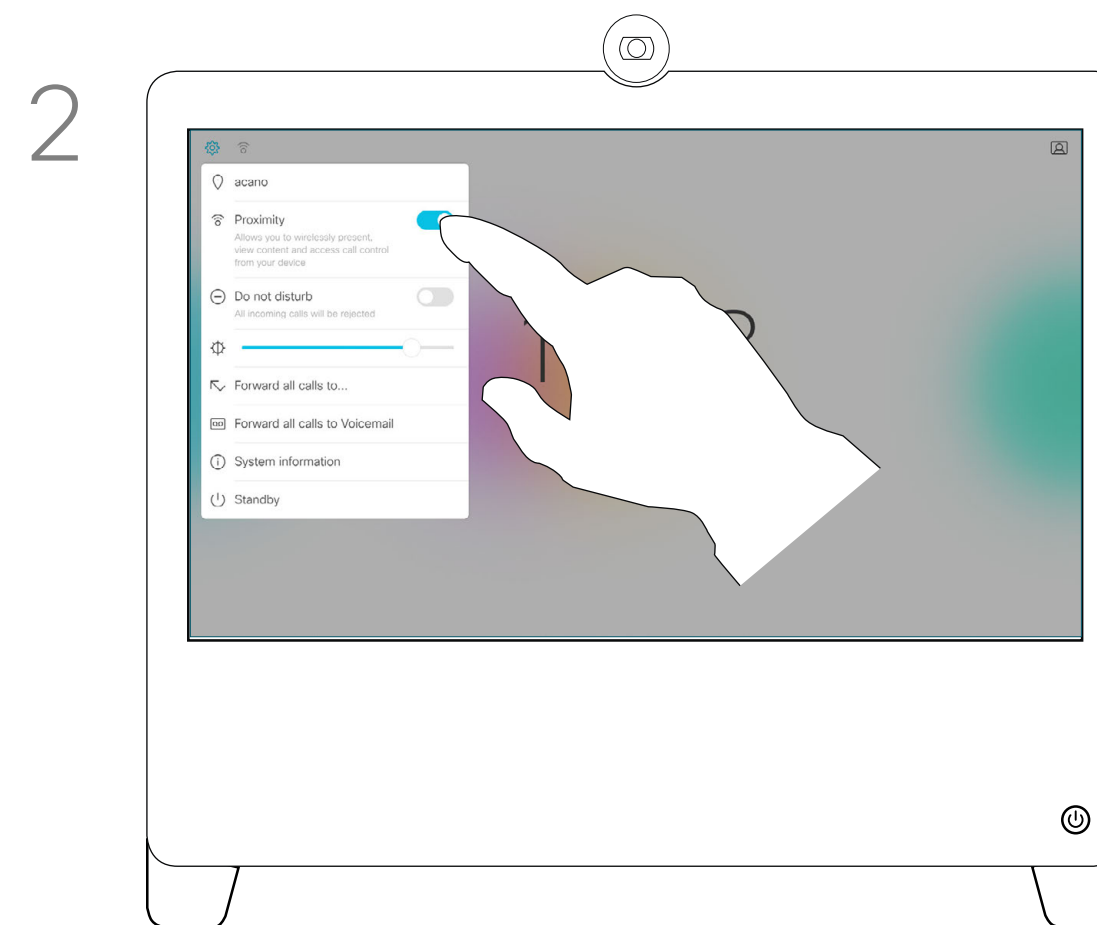


## Intelligent Proximity

# Activating Intelligent Proximity

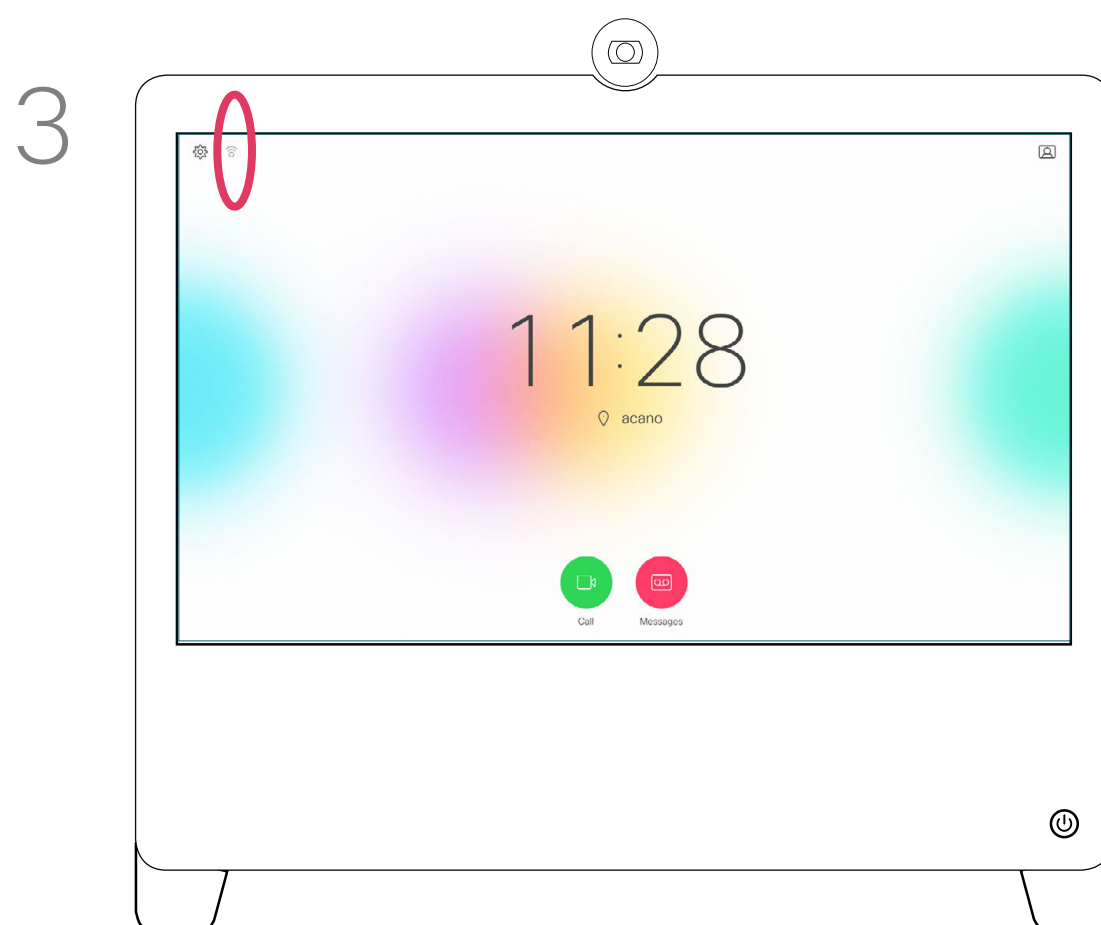


Tap the icon in the upper left corner, as shown.



Tap **Proximity** (if available) to activate the function.

Tap anywhere outside the menu to exit.



The Proximity icon will indicate that Proximity is activated. To deactivate, repeat procedure.

## About Proximity

The Intelligent Proximity feature allows you to share, see and capture content from a video system wirelessly on your own device (smart phone, iPad, Android tablet, PC or Mac). You can also use your own device to control calls on the video system.

### Observe the following:

You will need to download (free of charge) the Cisco Intelligent Proximity app from App Store or Google Play. Windows or OS X users, go to <https://www.ciscopark.com/>.

Your video support team may have activated none of the features, all of them, or just a subset of them.

Intelligent Proximity makes use of ultrasound when connecting users. Do not block the microphone of your smart phone or tablet.

Intelligent Proximity has been designed not to work outside the meeting room.

However, when privacy dictates, always keep the meeting room entrance doors closed to avoid possible eavesdropping from adjacent rooms.

If available with your system, Intelligent Proximity can be activated or deactivated in the Settings menu, which is accessed from the upper left corner of the screen.





# Content Sharing

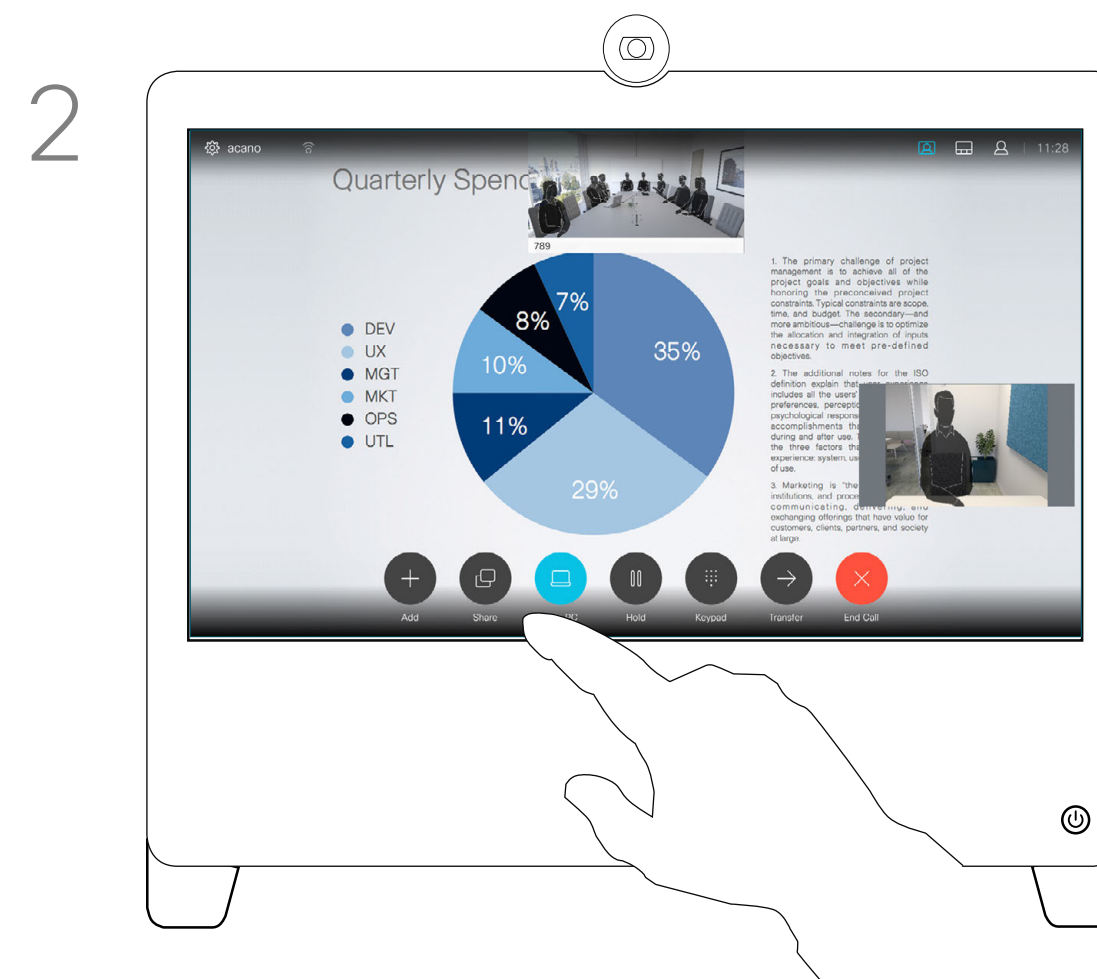


# Content Sharing

## Sharing Content In a Call



In a call, connect your source and make sure it is switched on. Tap **Show PC** to display the screen of your PC locally on your DX70/80. What you see on the screen when you do this, is not shown to the other participants.



If you do not want to share your PC screen with the others tap **Hide PC** to return to the previous state. Otherwise, tap **Share**, as shown to proceed to sharing content.



The content of your PC screen will now be shared with the other participants.



To stop sharing content, tap **Stop sharing**, as shown.

## About Content Sharing

Your video system supports the ability to show presentations in a video call or video conference .

Note that you may change the layout of the screen during presentations, see the next page for more on this.

**Tip** Your system camera can work as a document camera. Just tilt it, as shown, to present a document or any other physical object that lies on your table in front of the system.

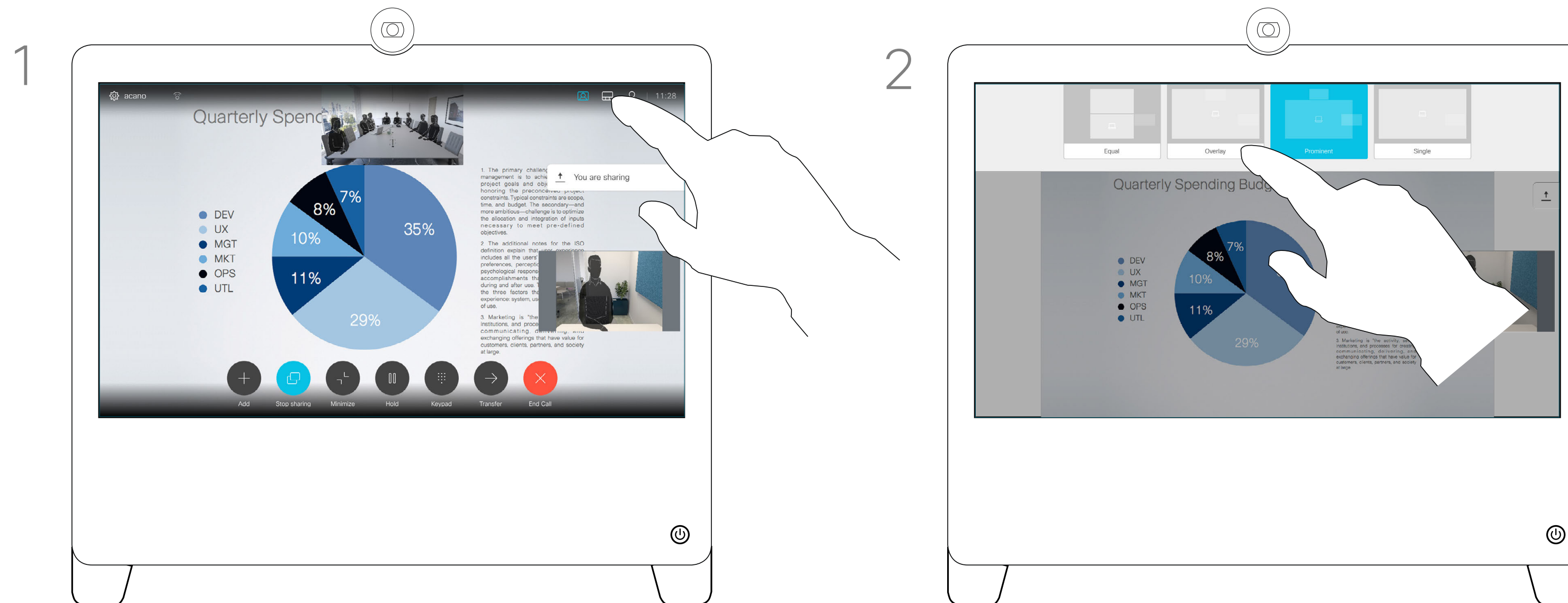
The camera senses what you do to it and automatically flips the image vertically. Thus, the image appears as expected to the far end.





# Change Presentation Layout In a Call

## About Presentation Layout



Tap the **Layout** to invoke the layout options, as shown.

Select your preferred layout by tapping it.

You may change the layout of the screen during presentations. Typical options available will be with or without showing the presenter and showing the presenter as either a PiP (Picture in Picture) or PoP (Picture outside Picture).

The layout options available on your system may differ from those shown here, but the layouts shown are always those you may choose between.

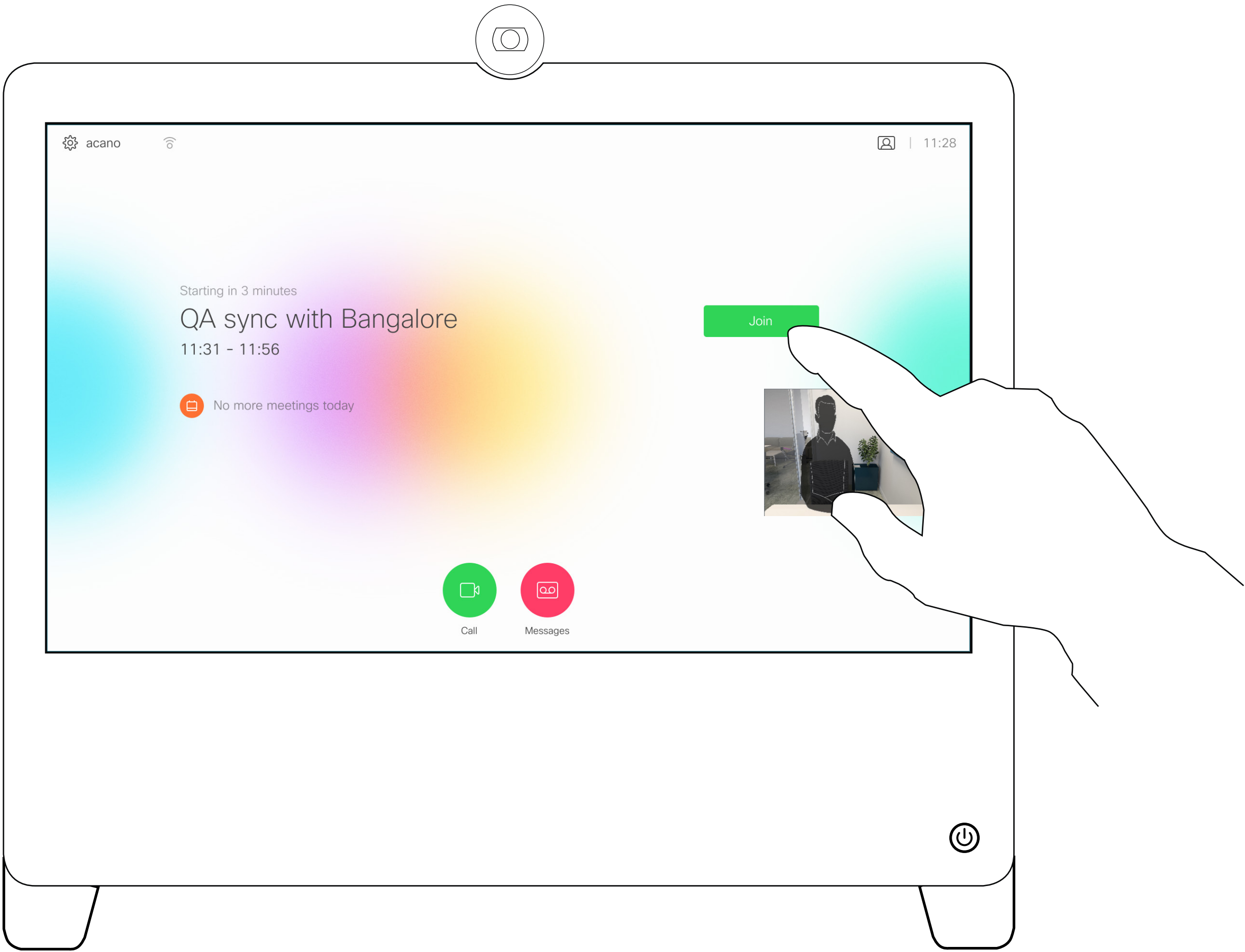




# Scheduled Meetings



# Join a Scheduled Meeting



## Joining a Meeting

Your video system may be connected to a management system capable of scheduling video meetings. Any meetings scheduled will then appear as shown at left.

Tap **Join** to participate in the meeting. Should the meeting have started already, you may still join.





# Contacts



## Contacts

# Favorites, Recents and Directory

## About the Contacts Lists

The Contacts list consists of three parts; *Directory*, *Recents* and *Favorites*.

*Directory* serves as your corporate phone book. This directory cannot be edited by you. You may, however, copy entries to your list of *Favorites* and edit them there.

Tap a folder to show its contents, and scroll, if needed, to locate a folder or an entry within a folder.

When searching within the corporate directory, the search will apply to the current directory folder and its subfolders only. To go one level up, tap **Back**. To make the search apply to the entire corporate directory, do not enter (tap) any folder before the search is commenced.

It may happen that an entry copied from the directory to the list of favorites later is updated in the directory. This update will not be reflected in your list of favorites—you must then manually update the entry in the list of favorites.



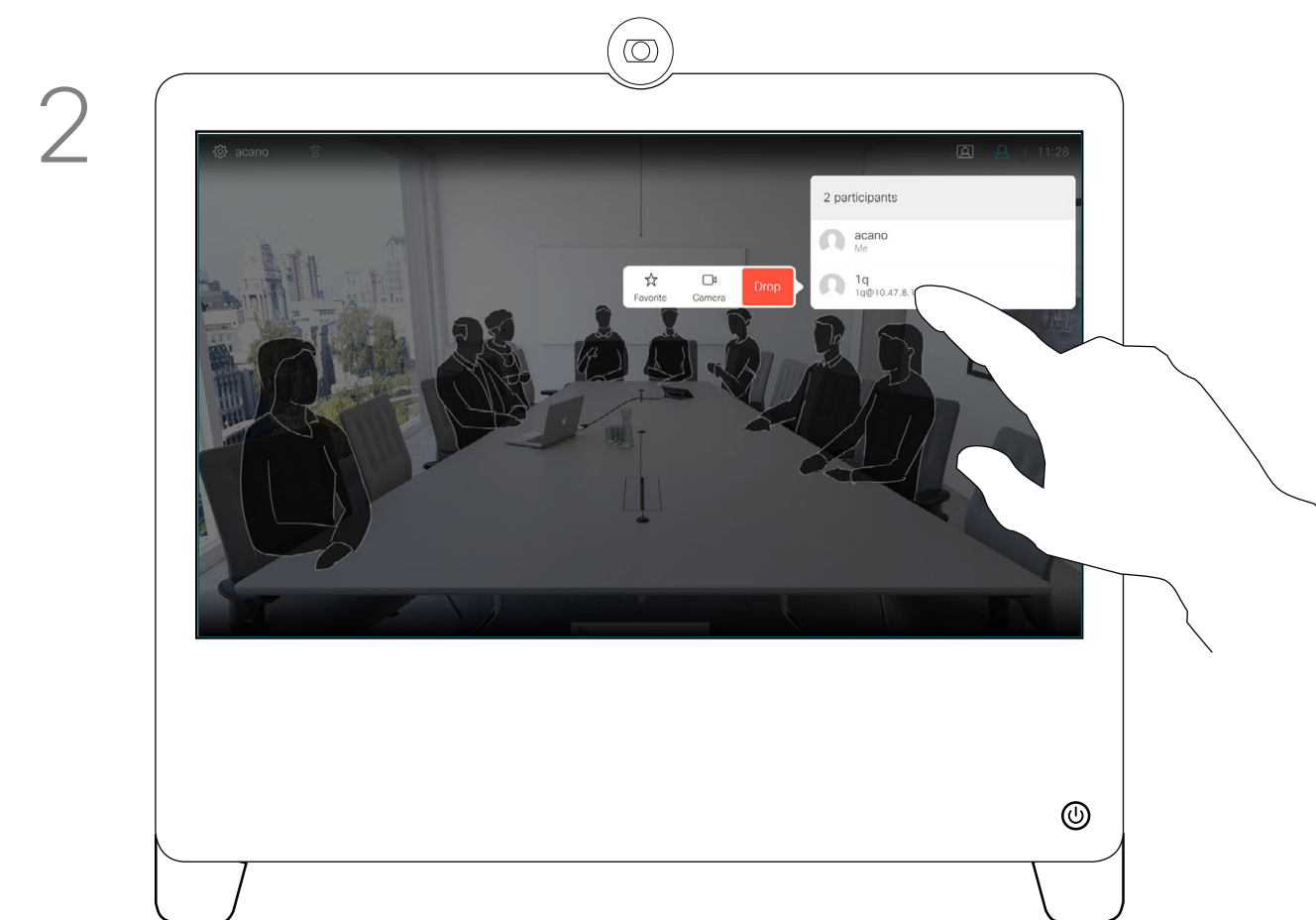


# Add Someone to Favorites, While in a Call

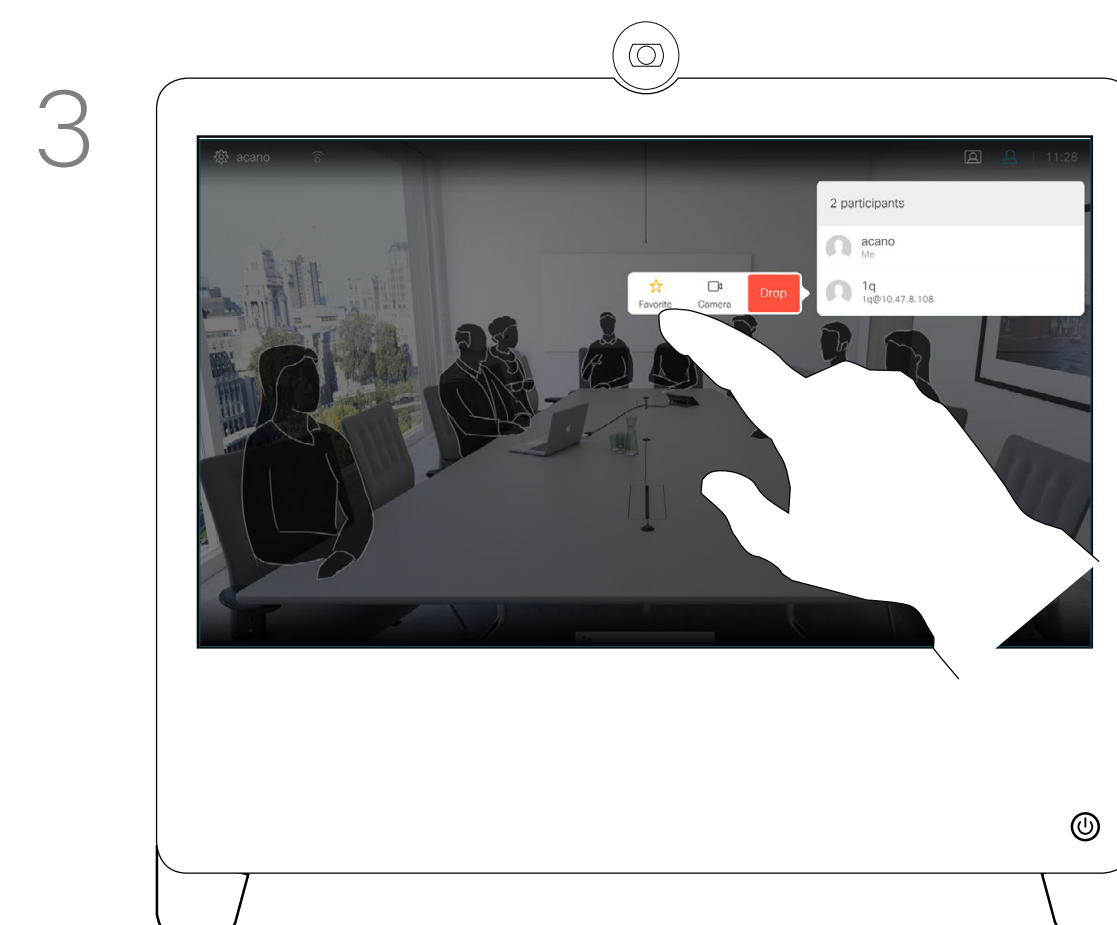
## About Favorites



In a call, tap the **Participants** icon in the upper right corner, as shown, to invoke the list of participants.



Tap the participant to be turned into a Favorite. A small menu allowing you to drop that participant (terminate that participation) or to add the participant to the list of favorites.



Tap **Favorite**.

The *Favorites* is your own shortlist of contacts you frequently call or otherwise want to have easy access to.

*Favorites* may be populated from the *Recents* or *Directory* lists as well as from manual entries.



## Contacts

# Add Someone to Favorites, Outside a Call

## About this feature

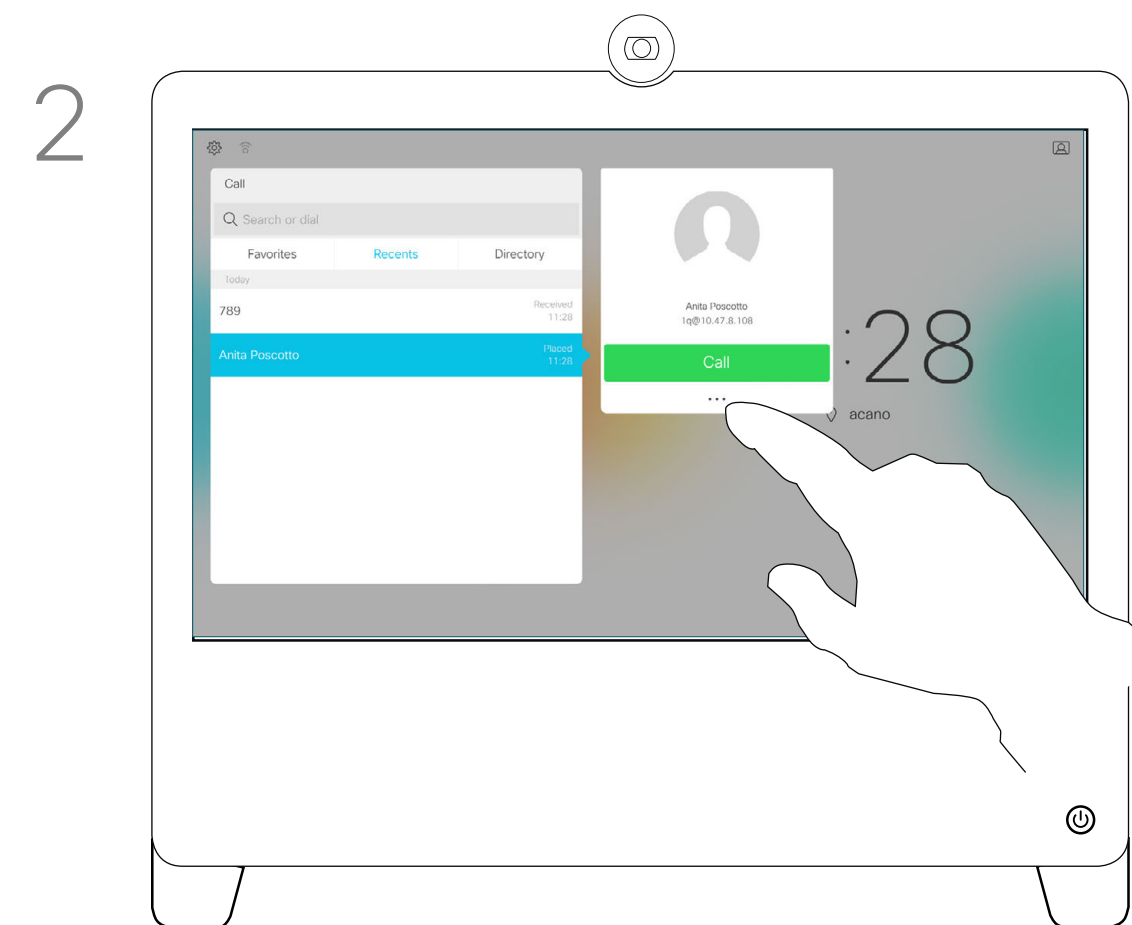
The *Favorites* is your own shortlist of contacts you frequently call or otherwise want to have easy access to.

Favorites may be populated from the *Recents* or **Directory** lists as well as from manual entries.

To add a manual entry to the list of Favorites, type the name or address in the *Search or Dial* field as explained in [“Place Call Using Name, Number or Address” on page 11.](#)



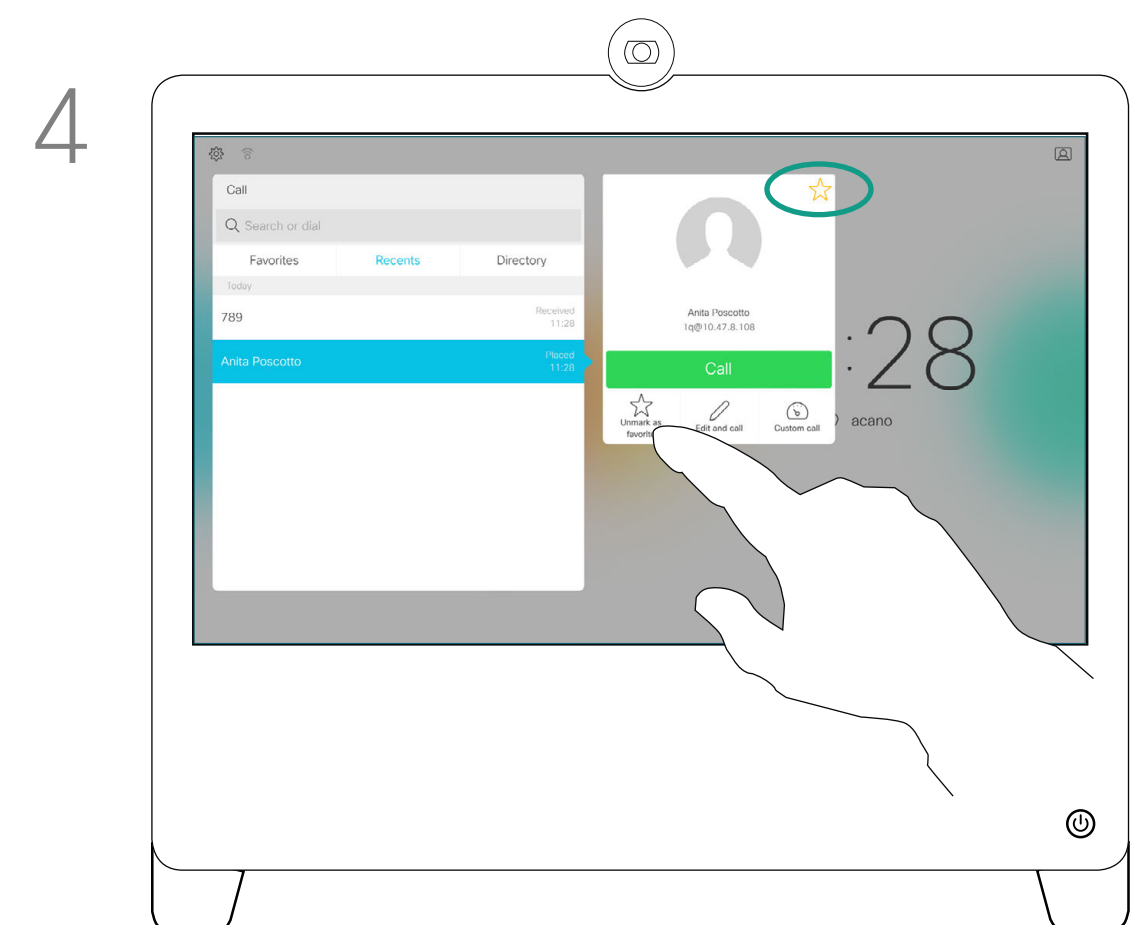
While not in a call, tap **Call** (not shown) to invoke the *Contacts* list, as shown. Tap **Recents** or **Directory** and search for the entry to become a Favorite.



Tap the participant to be turned into a Favorite. This will cause the above screen to be shown. Tap the **More** (...) icon below the green **Call** button.



Tap **Mark as Favorite**. The entry has now become a Favorite. Tap anywhere outside the menu to exit.



A Favorite is denoted by a golden star, as indicated. To remove an entry from the list of Favorites, go to **Favorites** in the *Contact* lists and repeat the procedure.

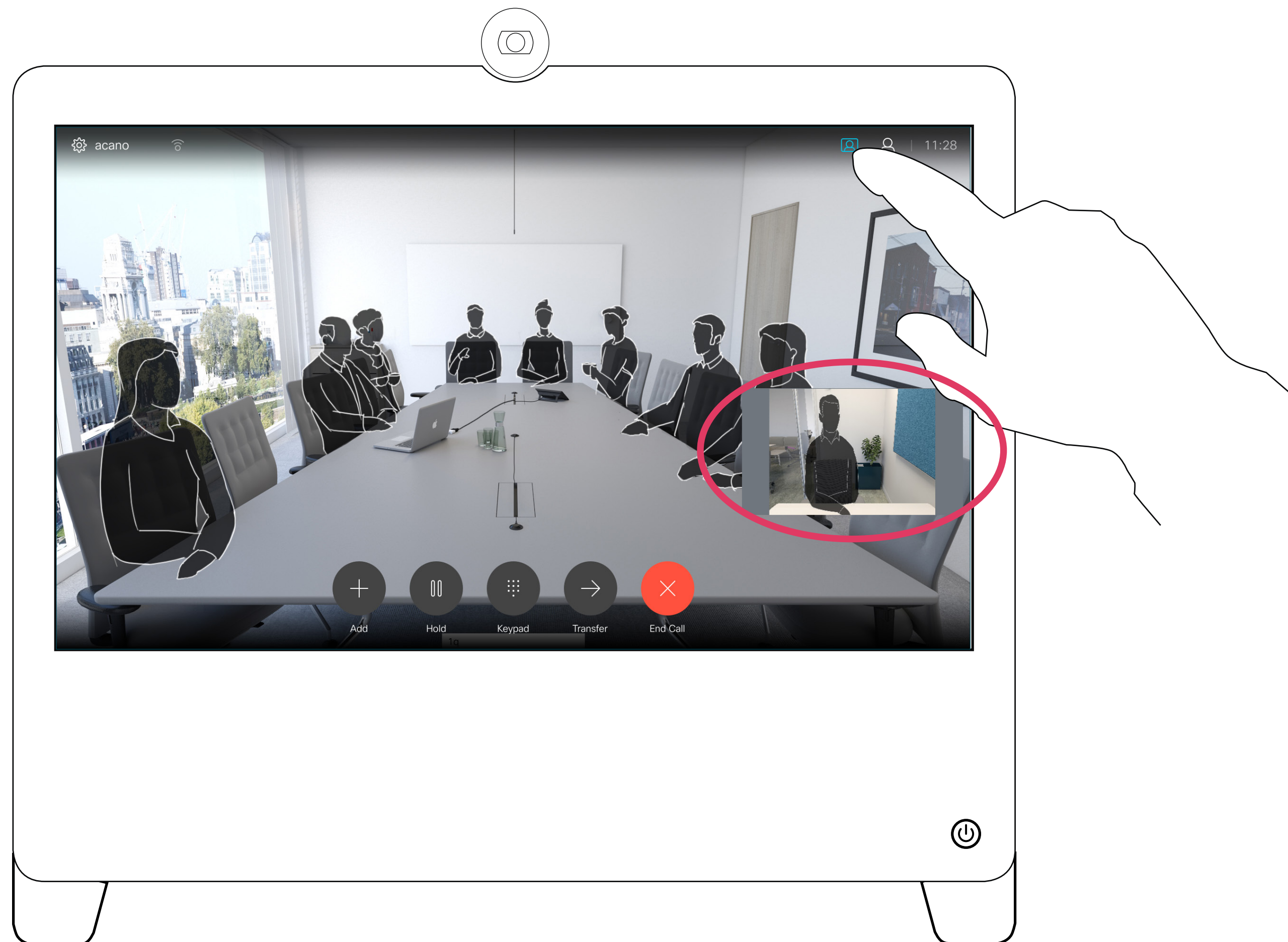




# Camera Control



## Turn Selfview On and Off



## Why Selfview?

Selfview shows what others see from your video system. You will normally use it to confirm that they see what you want them to see.

The selfview appears as a PiP (Picture-in-Picture).

From time to time you may want to have the selfview activated during the meeting. This could, for example, be to ensure that you remain seen on the screen.

Tap as shown at left to activate or deactivate the Selfview.

It may happen that the current position of the selfview blocks important parts of the image on your screen. You may therefore want to move it (see the next page for more).



# Move the Selfview PiP

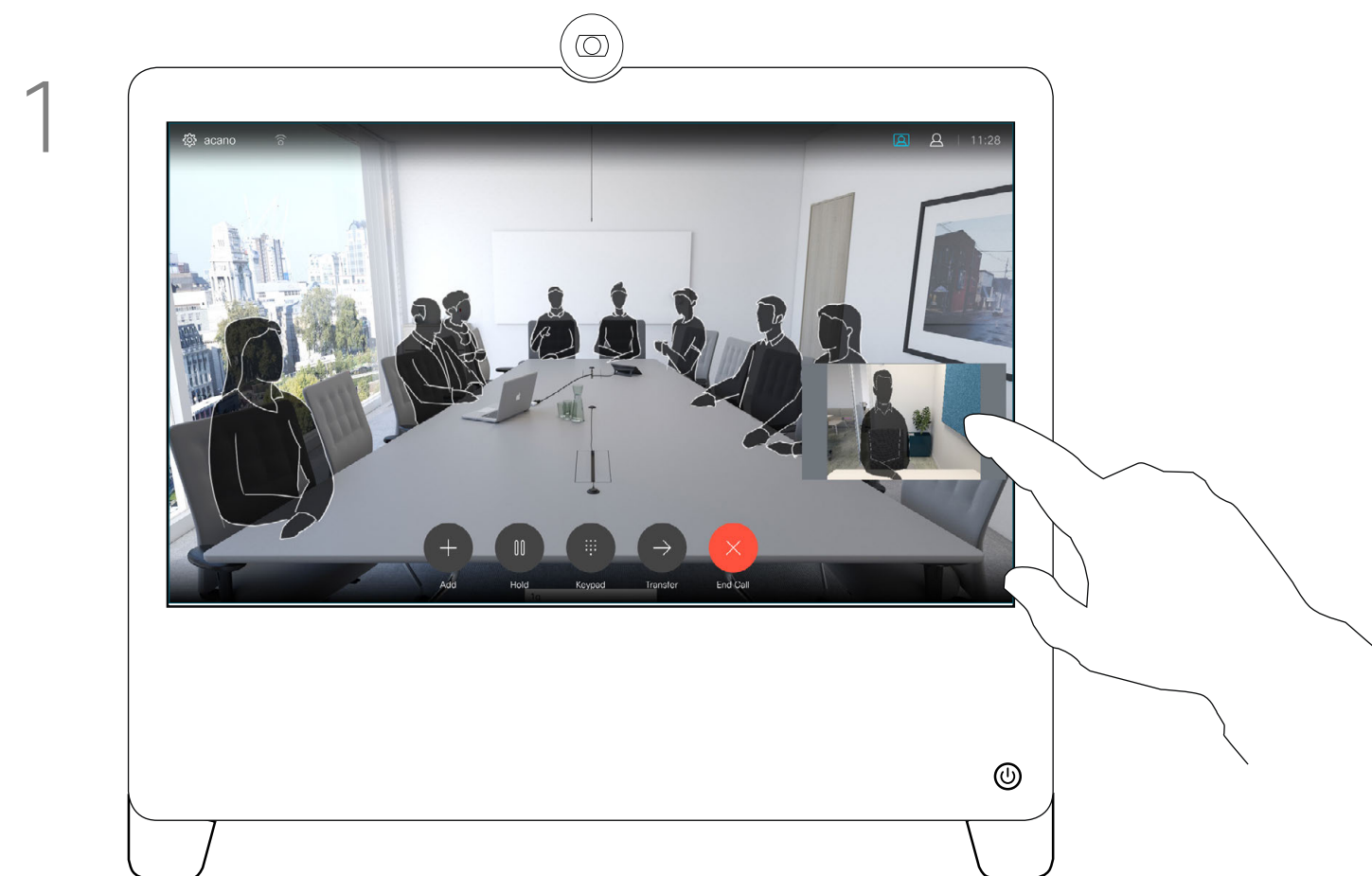
## Why Move the Selfview?

Selfview shows what others see from your video system. You will normally use it to confirm that they see what you want them to see.

The selfview appears as a PiP (Picture-in-Picture).

From time to time you may want to have the selfview activated during the meeting. This could, for example, be to ensure that you remain seen on the screen.

It may happen that the current position of the selfview blocks important parts of the image on your screen. You may therefore want to move it.



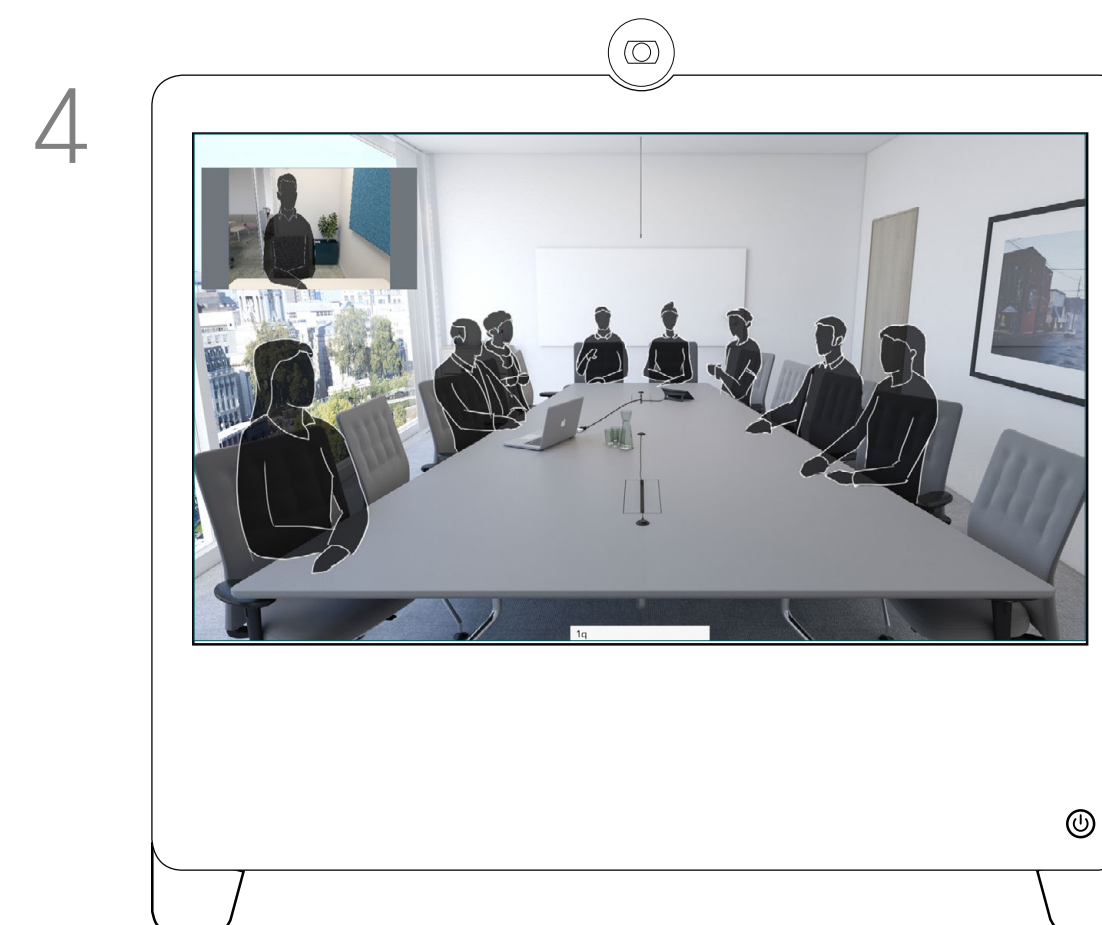
Tap and hold the selfview image.



You will now see the alternate positions available for the selfview image. Keep holding the image.



Drag the image to a new position, shown here is the upper left corner.



Release the image by lifting your finger from the screen. The selfview image has now assumed its new position.

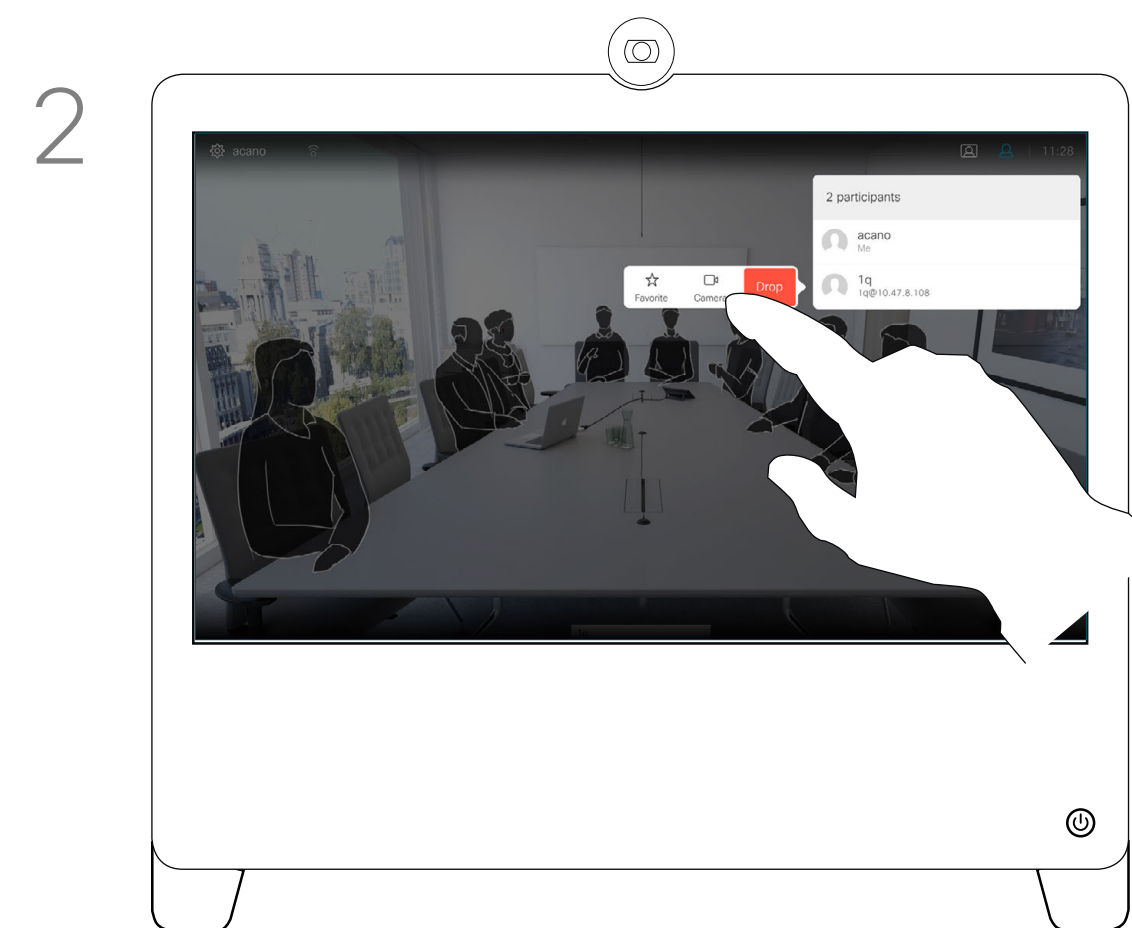


# Camera Control

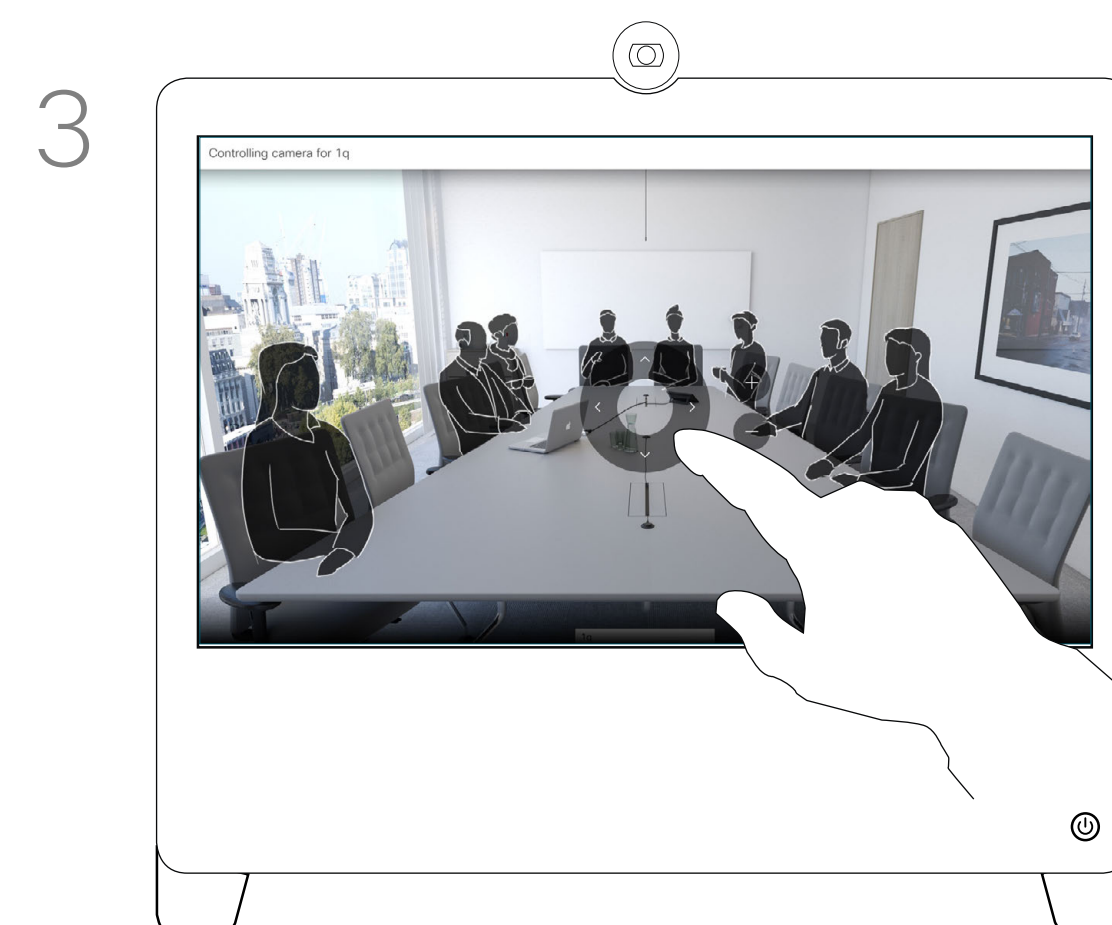
## Far End Camera Control



Tap the **Participant** icon.



Tap the participant, whose camera you want to control, then **Camera**.



Use the Pan, Tilt and Zoom controls as required.



Tap somewhere outside the controls when you are done.

## About Camera Control

You may be in a video call, in which one or more of the other video systems have a remotely controllable camera.

You will then be able to control those cameras from your own video system. This is referred to as Far End Camera Control (FECC).

If the far end system has activated camera tracking (which takes place when the camera tracks and shows who is speaking) you will not be offered the option of FECC.





# Settings



# Overview of the Settings

## About Settings

This menu is accessed by tapping the little icon in the upper left corner followed by tapping **System Information**. It provides an overview of the well-being of your DX70/DX80. You may also tap **Settings** in this view to go one level deeper.

You will then get access to:

- Language settings
- Time zone settings
- Bluetooth settings
- System volume
- Network connection settings, including WiFi settings
- Service activation settings
- Factory reset
- Extended logging





