



# CE9.15 Cisco Webex DX70, DX80 User Guide

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

This guide describes the use of Cisco Webex DX70 and DX80 when registered to an on-premises service.

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



# Introduction

**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 [19](#)



- ① USB ports
- ② HDMI socket PC
- ③ HDMI socket External Monitor (not in use)
- ④ LAN expansion connection. Connect your PC LAN here to let your Cisco DX70 and PC share a common LAN connection
- ⑤ LAN connection
- ⑥ Power supply socket



- ① Camera with privacy shutter, turn counter-clockwise to shut and clockwise to open
- ② Microphone mute button and loudspeaker volume controls
- ③ Loudspeaker
- ④ 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.
- ⑤ Power On/Off
- ⑥ Microphone

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.

## Introduction

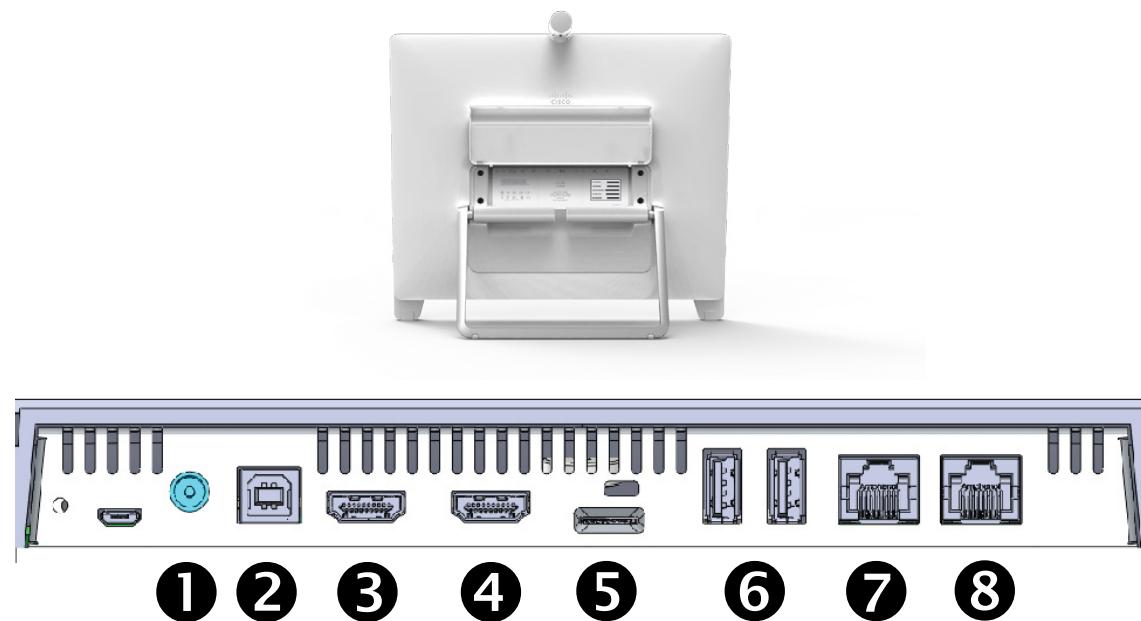
# Cisco DX80

## DX80 and USB Headsets

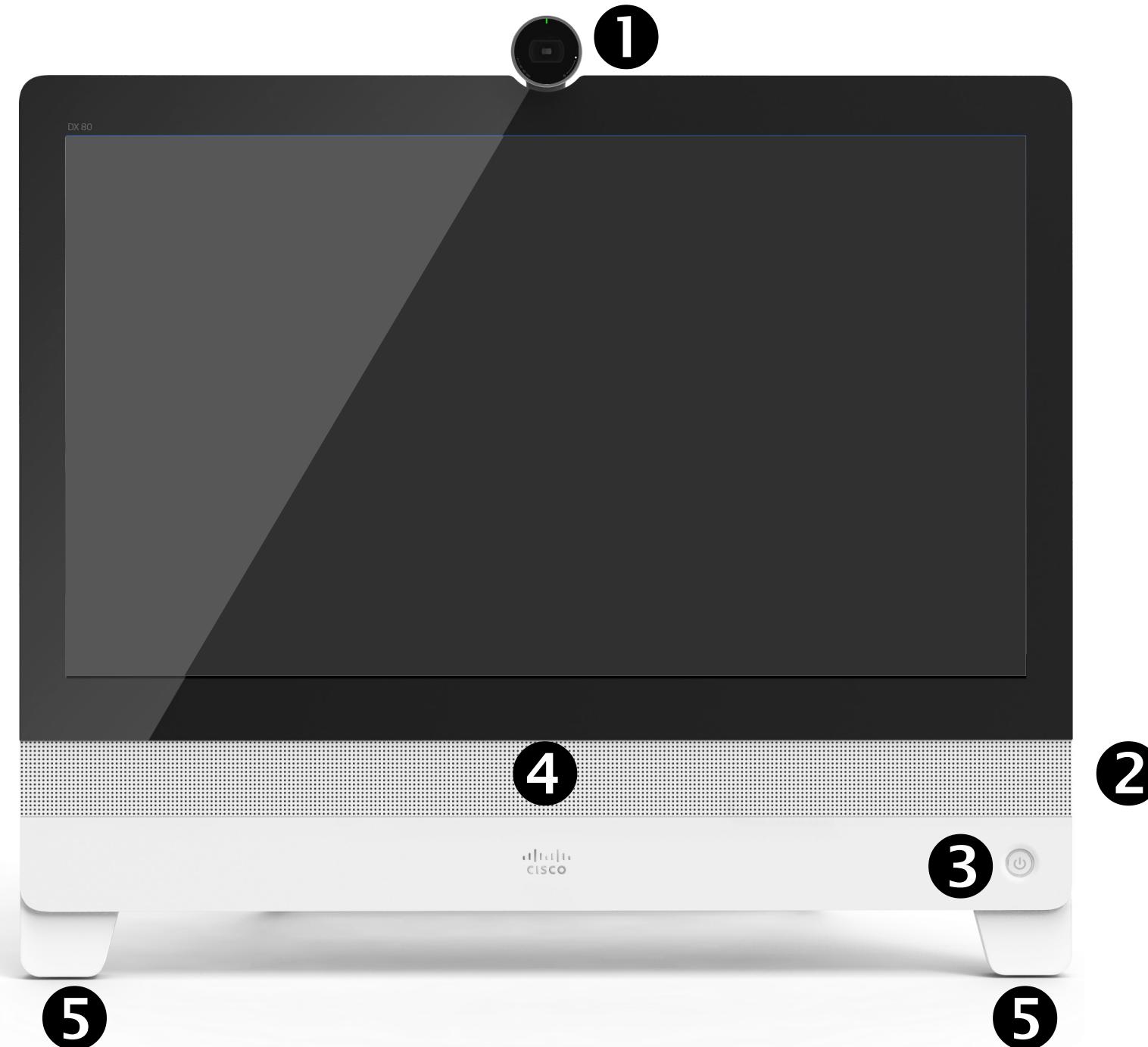
**Use as PC monitor.** Use an HDMI cable to connect your computer to the HDMI socket PC (see below).

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 19](#).



- ① Power supply socket
- ② USB computer connection
- ③ HDMI computer connection
- ④ HDMI external monitor connection (not in use)
- ⑤ SD card slot and Kensington lock
- ⑥ USB ports
- ⑦ LAN expansion connection. Connect your computer LAN here to let your Cisco DX80 and computer share a common LAN connection
- ⑧ LAN connection



- ① Camera with privacy shutter, turn counter-clockwise to shut and clockwise to open
- ② Microphone mute button, loudspeaker volume controls and USB socket on the right side of the unit.
- ③ Power On/Off
- ④ Loudspeaker
- ⑤ Microphone in each leg

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

Note that DX80 also supports the use of Bluetooth headsets—see the following page for more.

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

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

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.

Read more about USB headsets and see the full list of supported headsets in <https://help.webex.com/nkiifbo/>.

## Introduction

# Pair with a Bluetooth® Headset

## Bluetooth Headsets

Bluetooth profiles supported:

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

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

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

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

Most headsets have built-in volume controls. When in a call, the volume of the headset and video device is synchronized. When not in a call, the volume buttons on the headset and video device operate 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 of the mute control on the video device.

To start pairing tap **Settings** and **Bluetooth**.

The Bluetooth® word mark and logos are registered trademarks owned by Bluetooth SIG, Inc. and any use of such marks by Cisco is under license. Other trademarks and trade names are those of their respective owners.

## USB Bluetooth Dongle

Using a USB Bluetooth dongle is recommended, 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 device volume when using a dongle.

See also <https://help.webex.com/nkiifbo/>.

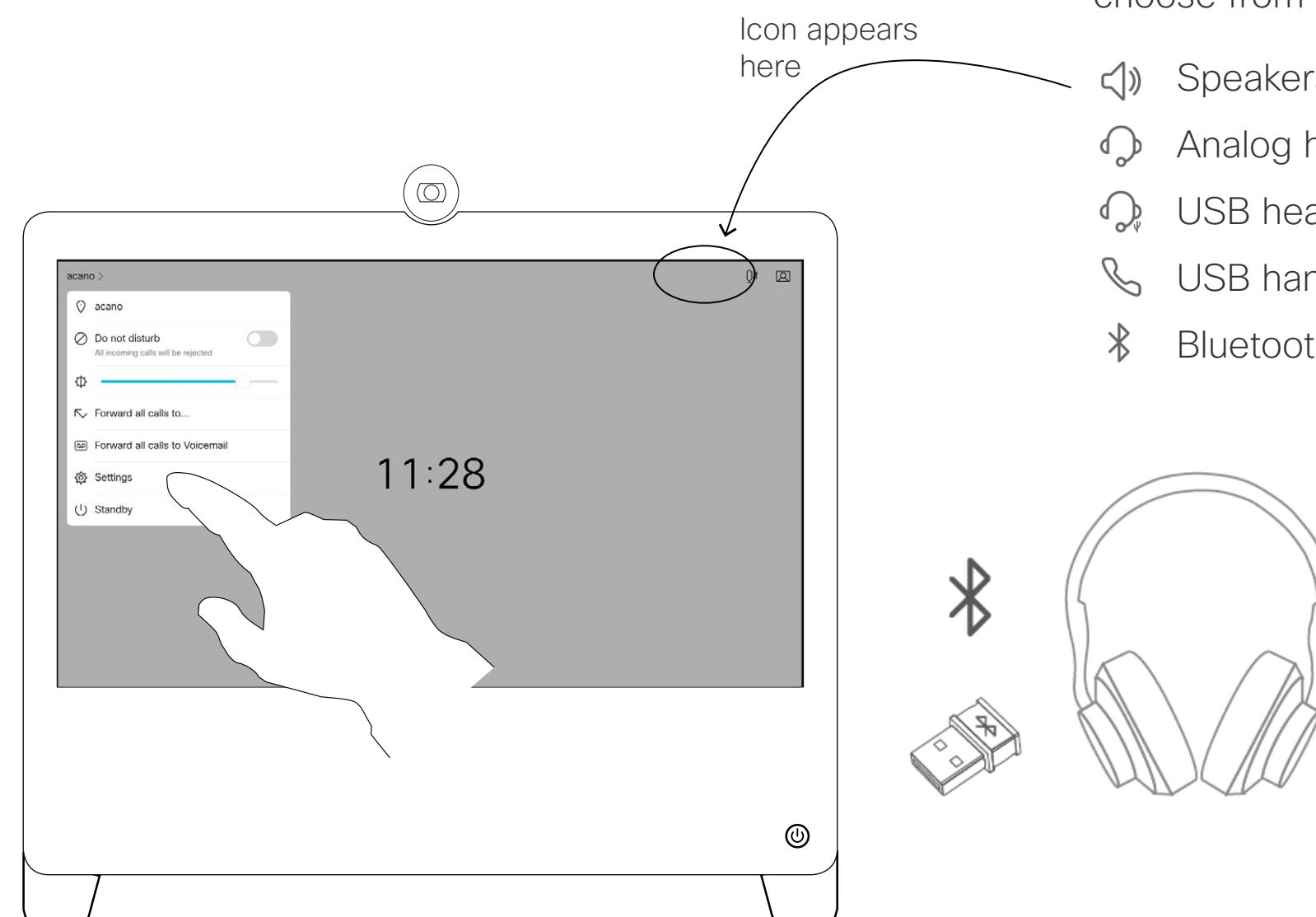
## Pair a Bluetooth Headset

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 45](#). If Bluetooth is disabled, turn it on. Bluetooth is enabled by default.
3. The video device scans 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 device lists the headset as connected. The pairing is then completed.

You can switch between the speaker of the video device and the devices connected through Bluetooth or USB.

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

- Speakers
- Analog headset (DX70 only)
- USB headset
- USB handset
- Bluetooth device



You may use Bluetooth pairing directly to the video device, or use a USB dongle.

# Audio Settings

## Noise Removal

You can use noise removal to filter out distracting noises from your environment in a call. Noise removal is specially useful in a shared spaces or a home office.

On your DX70 or DX80, tap the microphone icon on the top right of the home screen. Tap **Noise Removal** to turn it on.

To turn off, tap **Default**.

NOTE: Noise removal is available on CE9.15.3 and later.

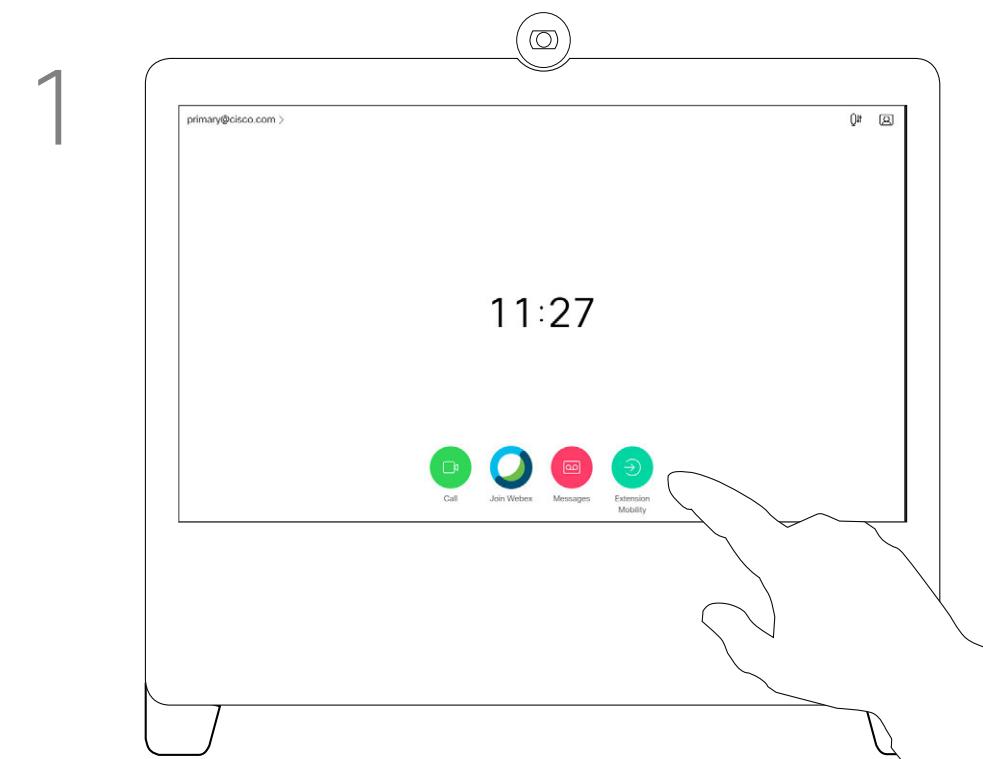
## Ringtone and Volume

To change the ringtone and to adjust the ringtone volume, tap the device name on the home screen and select **Settings**. Go to **Ringtone and volume**. Select a ringtone from the list and use the slider to set the sound level.

Introduction

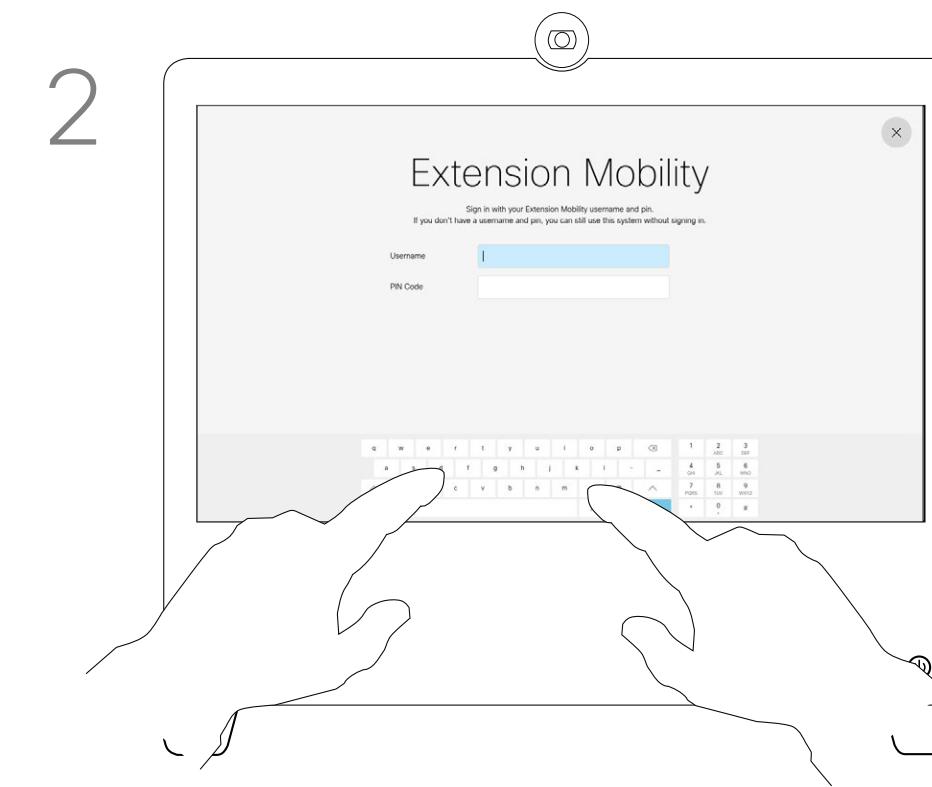
# Log On With Your Own Credentials

About Extension Mobility



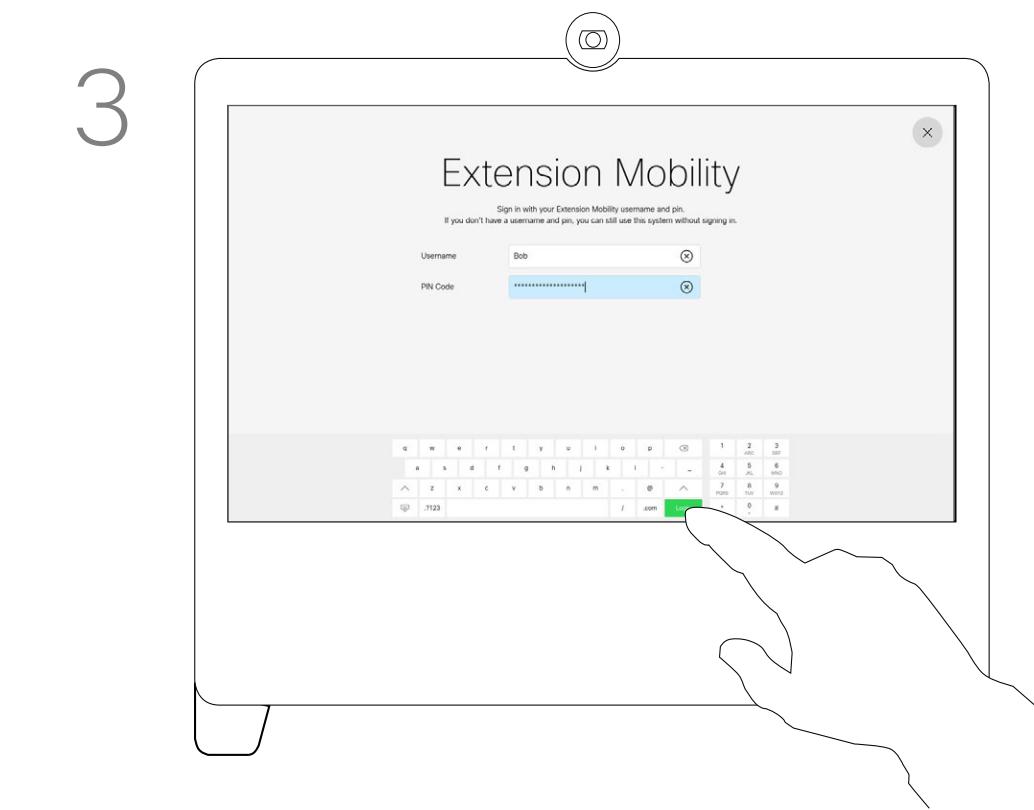
1

Tap the green **Extension Mobility** button.



2

Key in your Username and PIN Code.



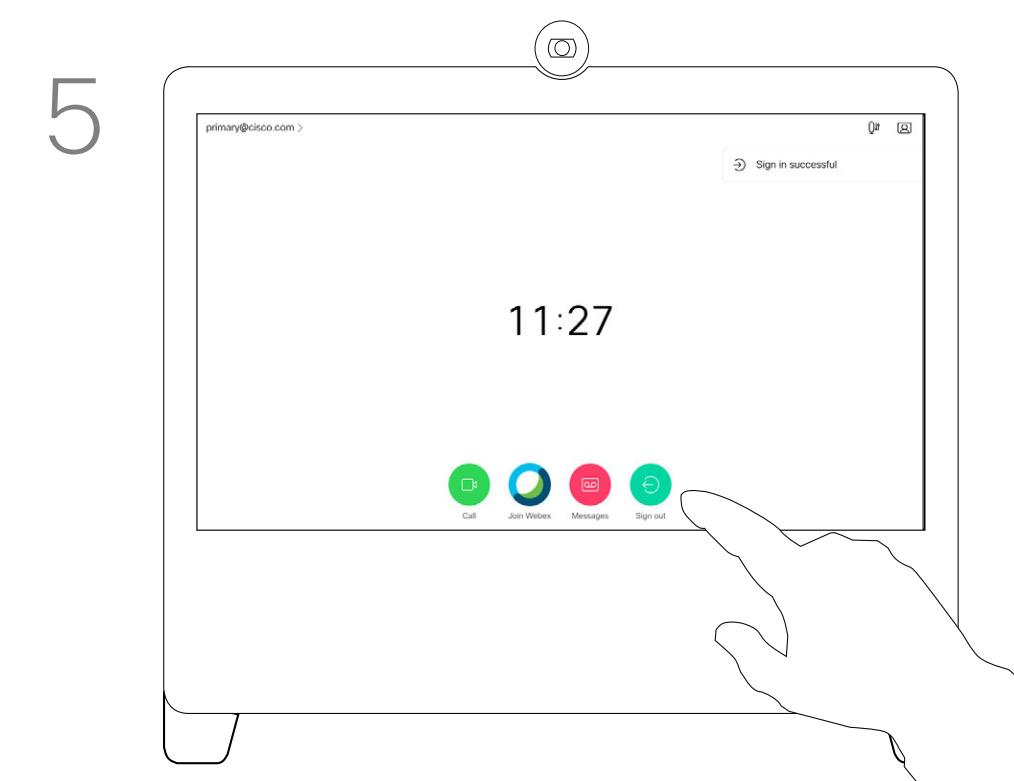
3

Tap **Login**.



4

The device confirms that your Sign in was successful.



5

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

Video devices located in meeting rooms and quiet rooms and registered to CUCM (Cisco Unified Communications Manager) may allow you to log in to the device with your own personal credentials.

CUCM then routes all of your incoming calls to that specific video device.

Once you log out from Extension Mobility your list of Recents is cleared from the device.

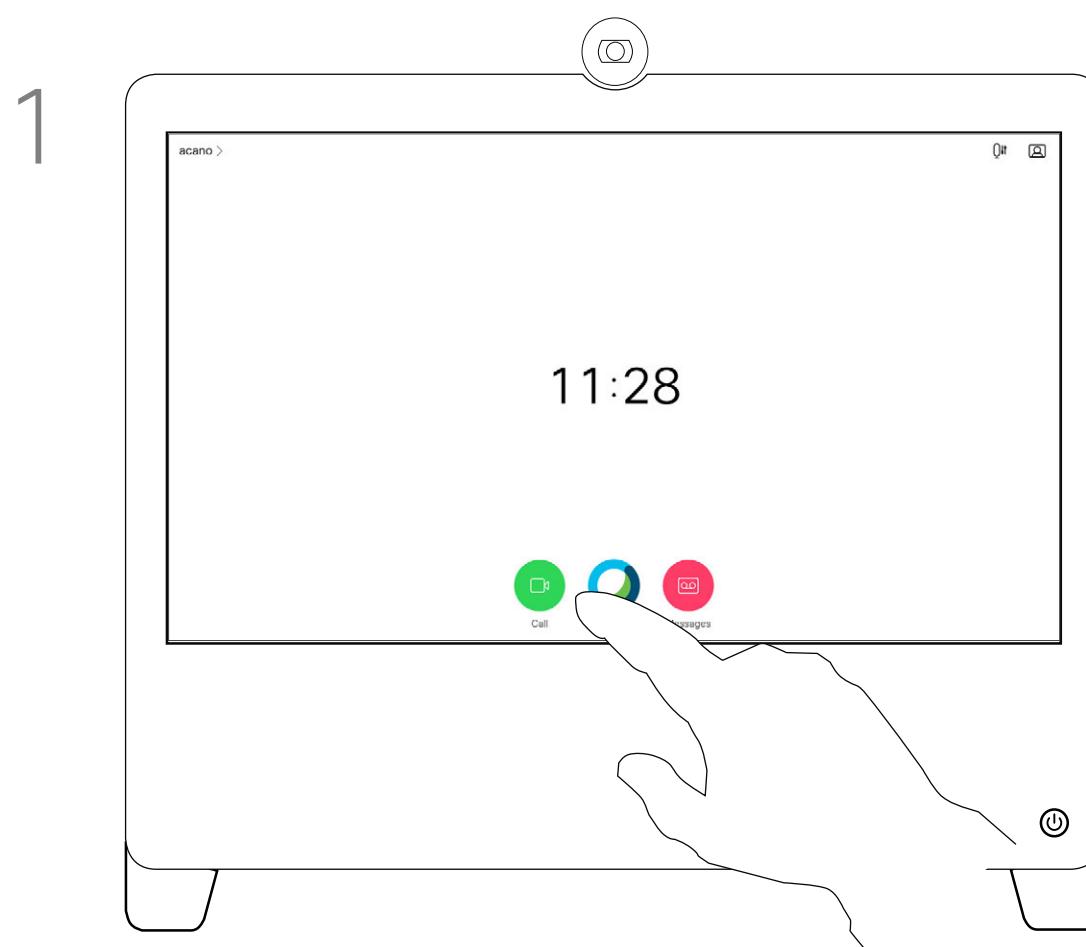
Extension Mobility is also referred to as Hot-desking.



# Video Calls

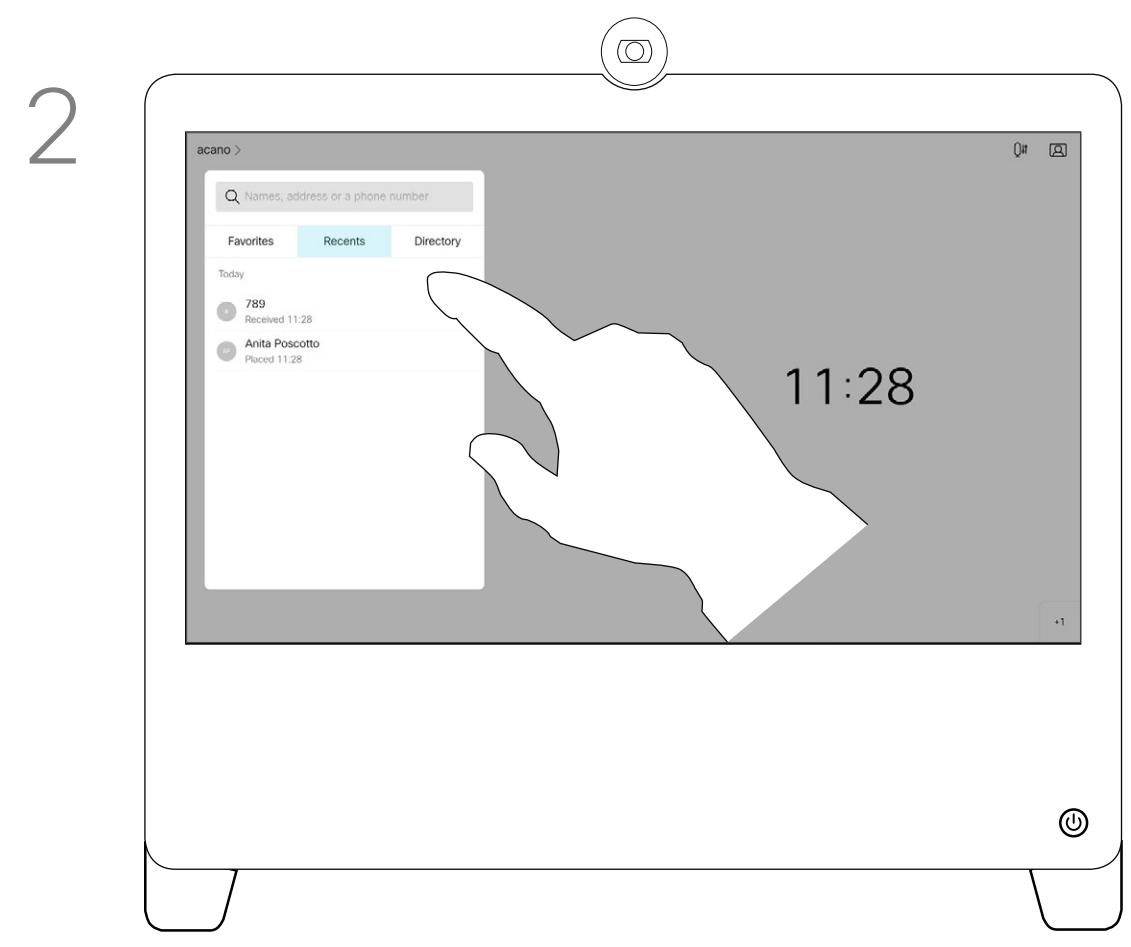
## Video Calls

# Place a Call From Contact List



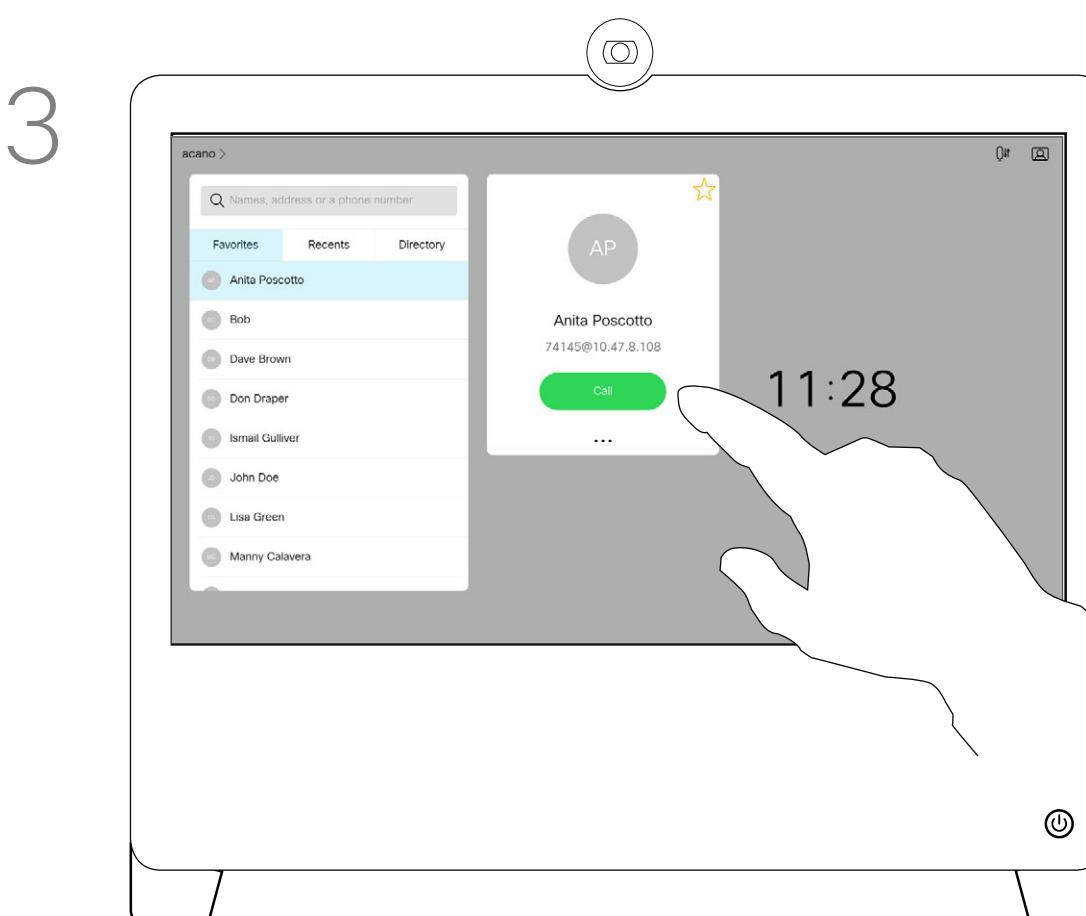
1

Tap the green **Call** button.



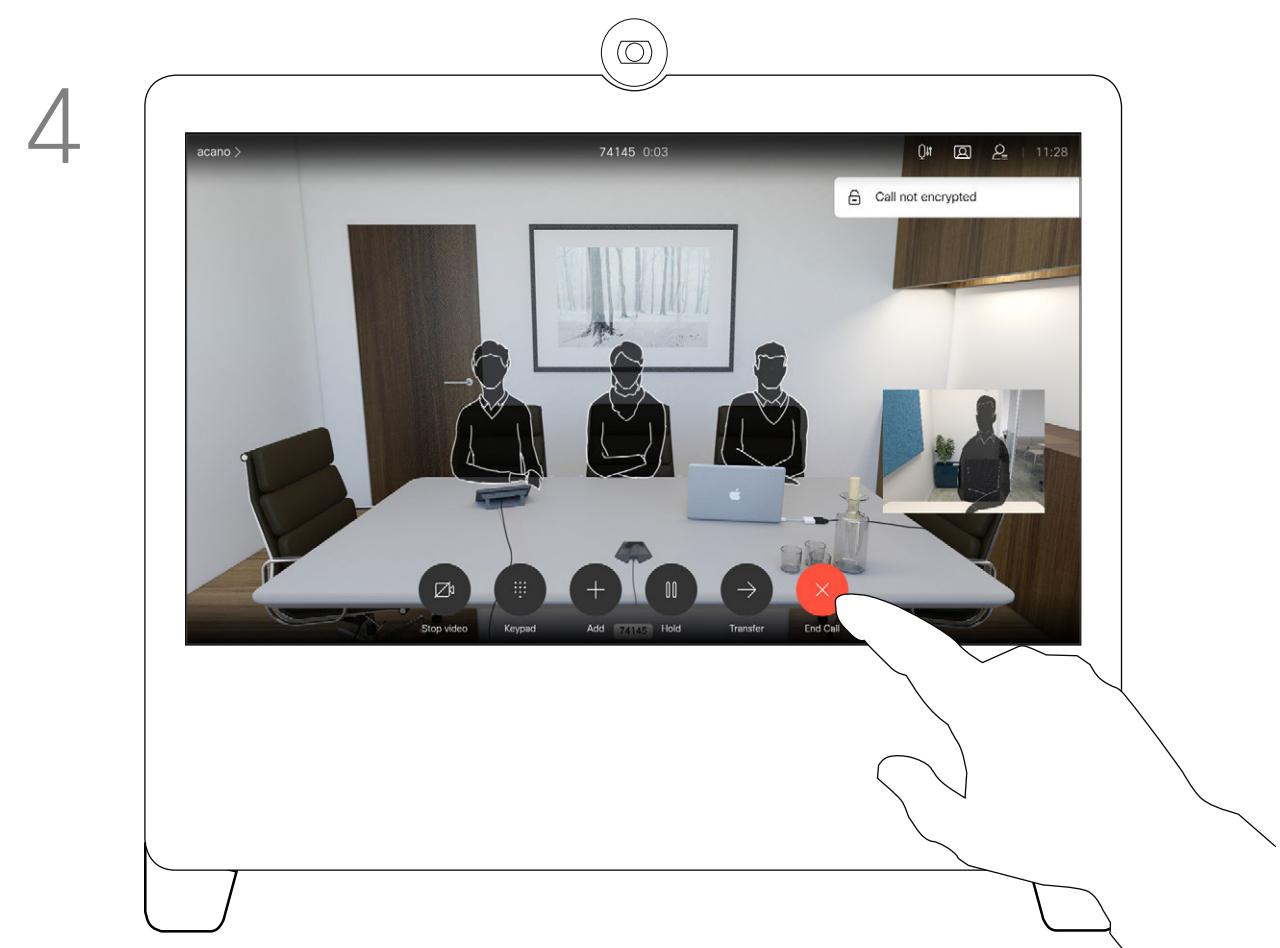
2

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.



3

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



4

The call is now placed. To end the call, tap the red **End Call** icon.

## About the Lists of Contacts

Your lists of Contacts consist of three parts:

**Favorites.** These contacts are put there by you. These are those you call frequently or otherwise need to access in a swift and convenient manner from time to time.

**Directory** is typically a corporate directory installed on your device by your video support team.

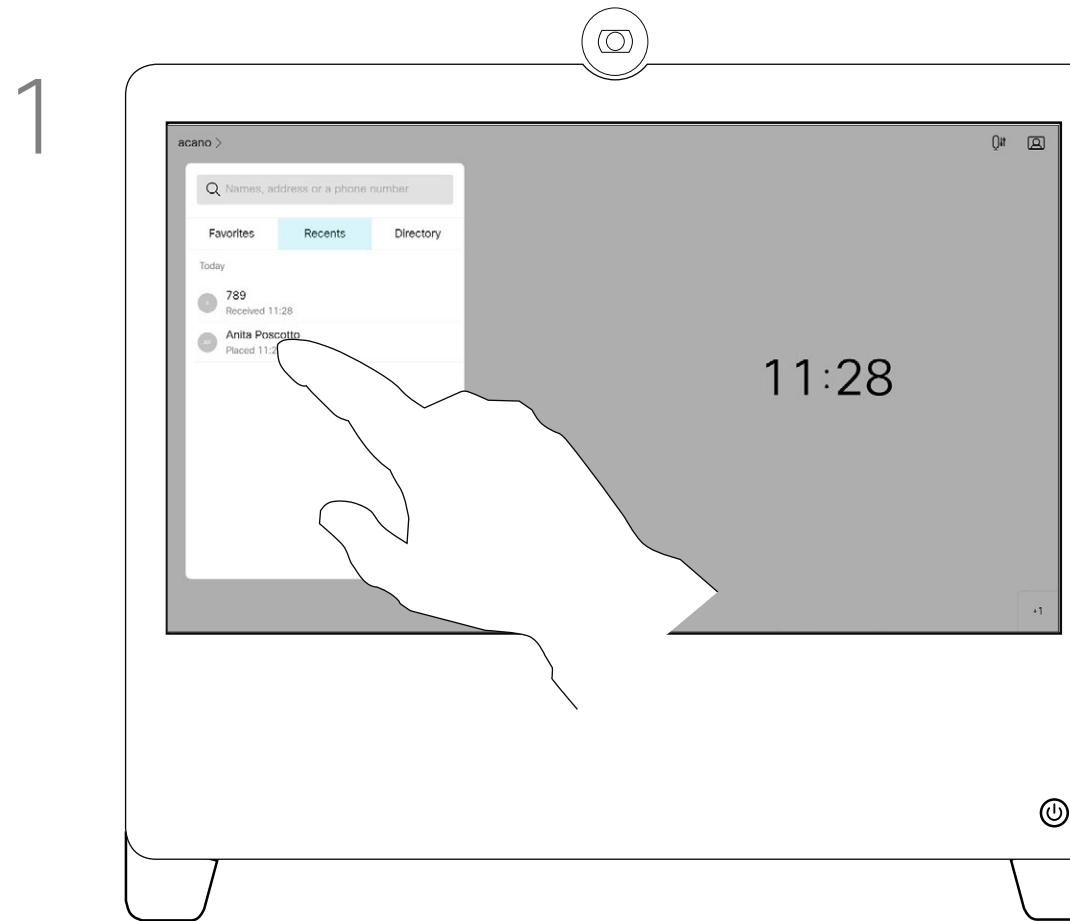
**Recents** is a list of calls you have placed, received or missed earlier.

### The following options apply:

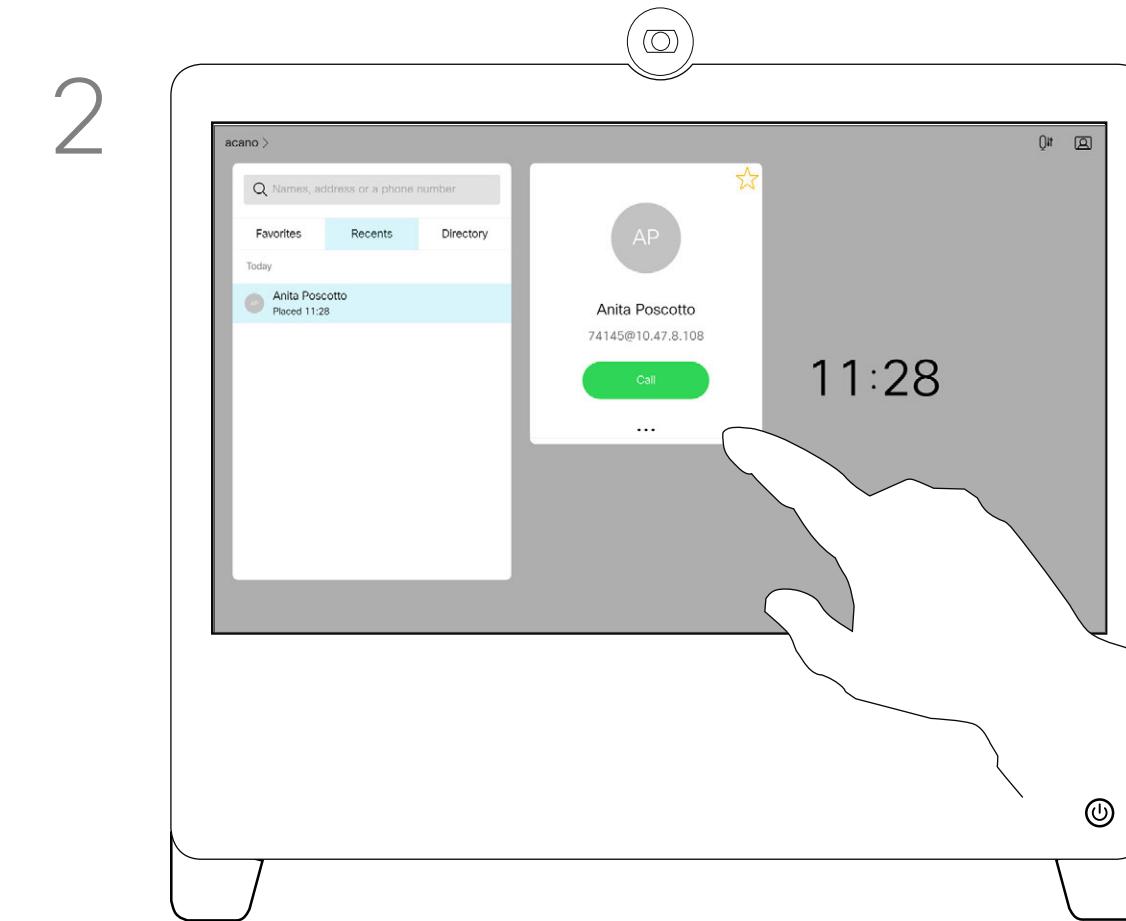
- You can key in a name, number, or an IP address and the device looks in all lists for you.
- You can add the entry to the list of *Favorites*; edit aspects of the entry before calling and change the call rate.

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

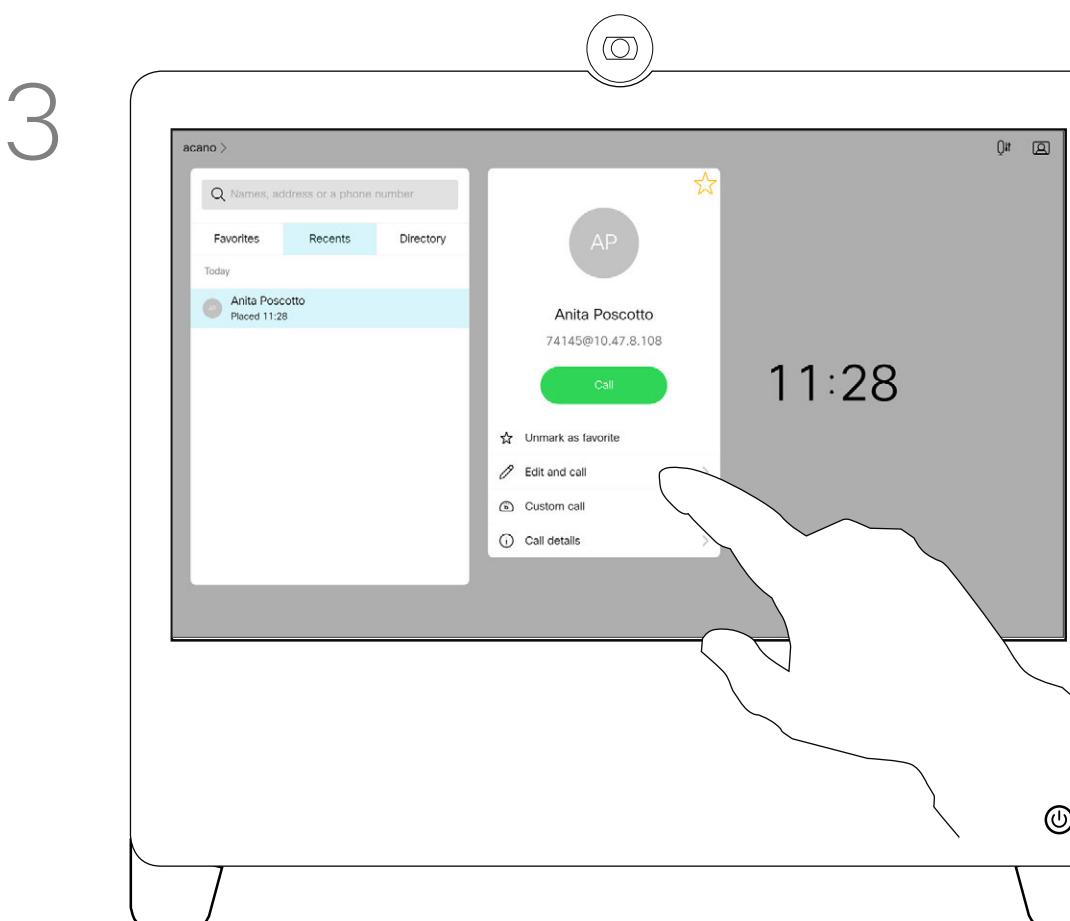
# Edit a Contact Before Calling

[About Entry Edits](#)

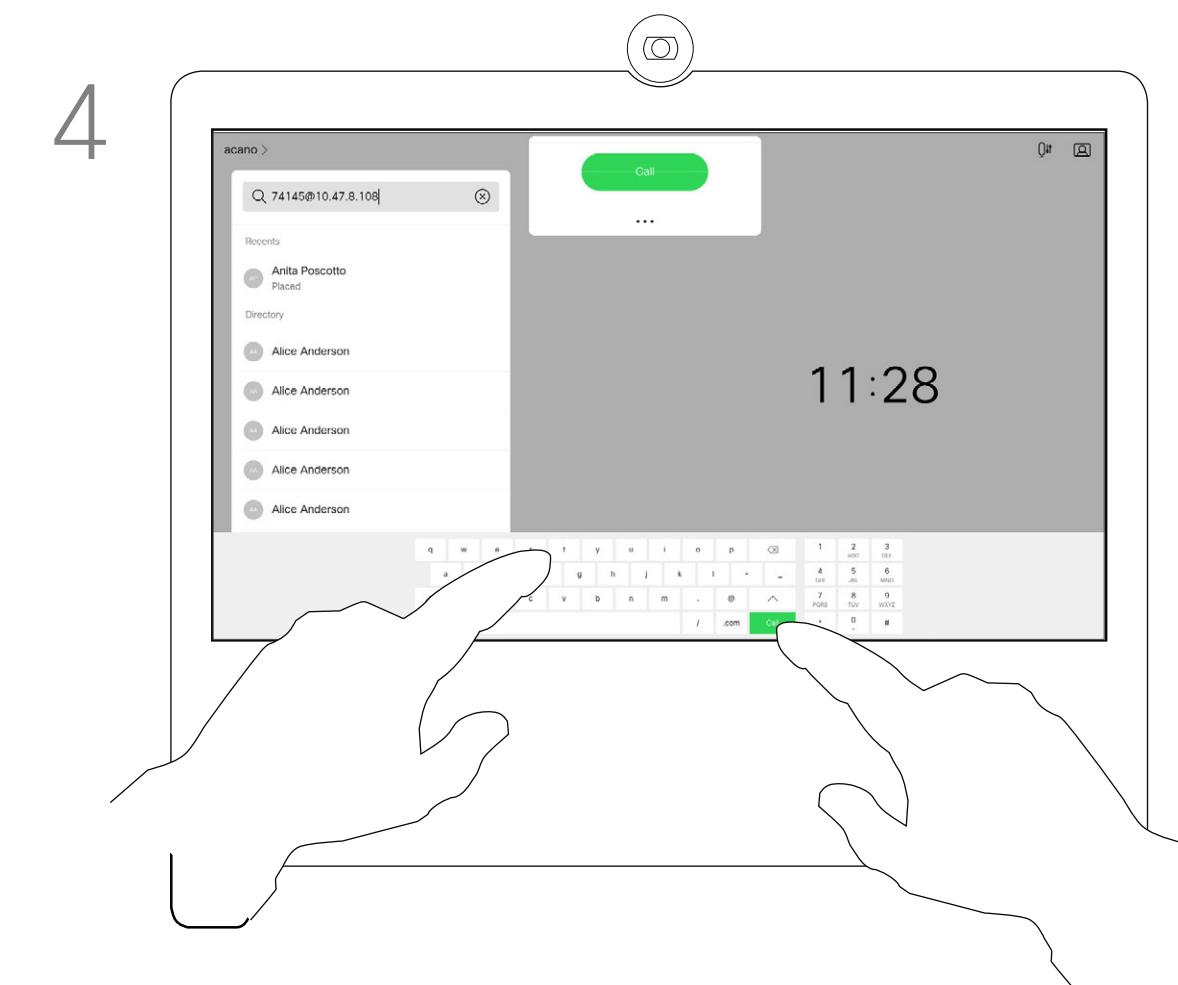
Locate the entry to be edited before a call is placed. Tap that entry. This opens the **Call** menu.



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.

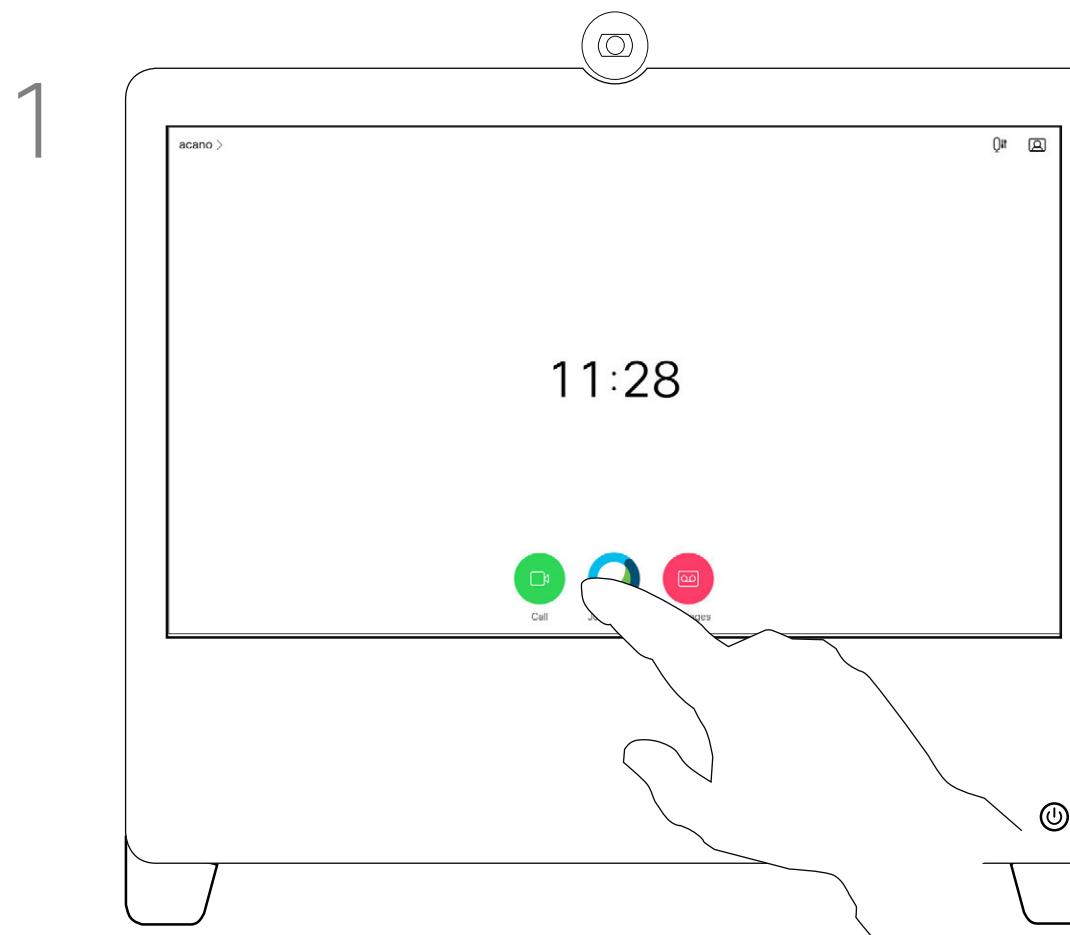
For how to enter the Contacts list, see the previous page.

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.

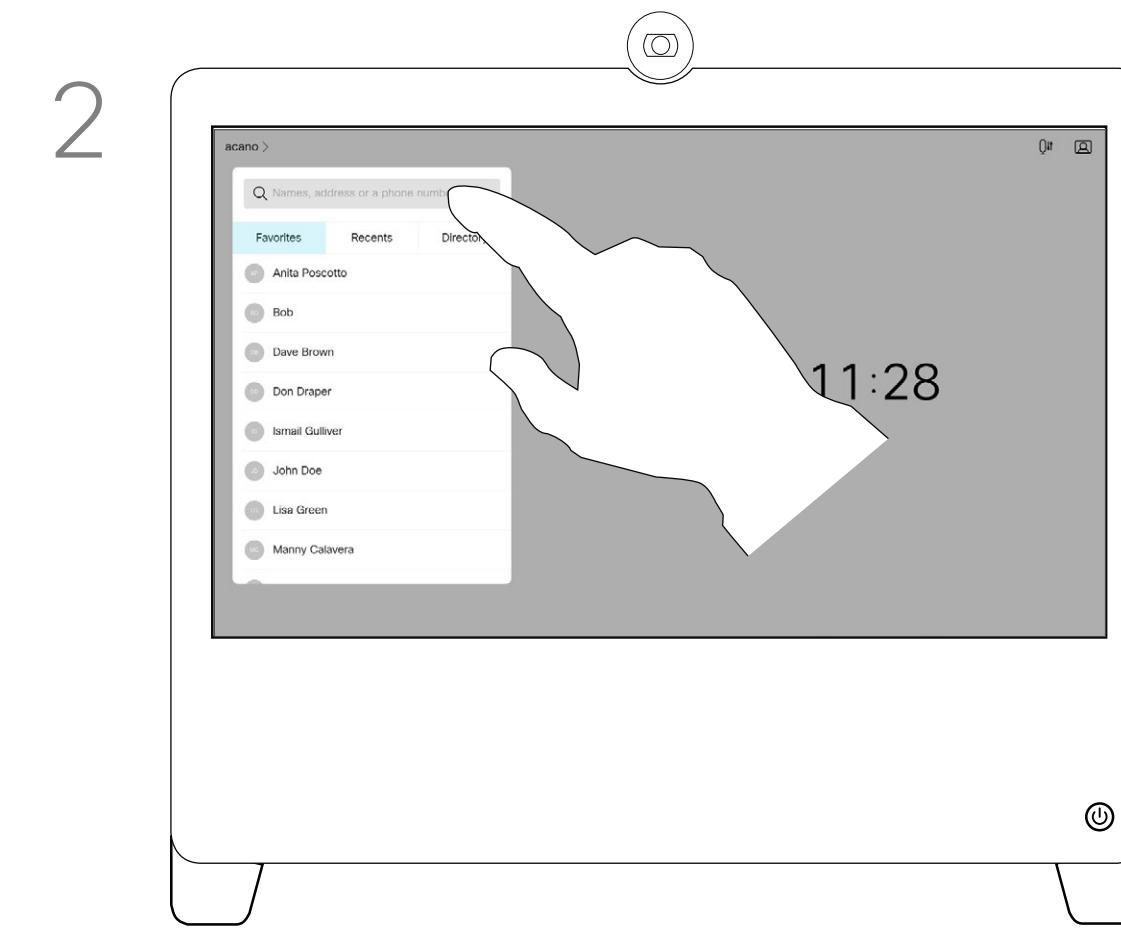
## Video Calls

# Place a Call Using Name, Number, or Address

## About Placing Calls



Tap the green **Call** button.



Tap the **Search or Dial** field. This opens the keyboard

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.

Anyone you have previously called, or who has called you, appear in the *Recents* list and you may transfer any of them to your list of *Favorites*. This is described in the section *Contacts*.

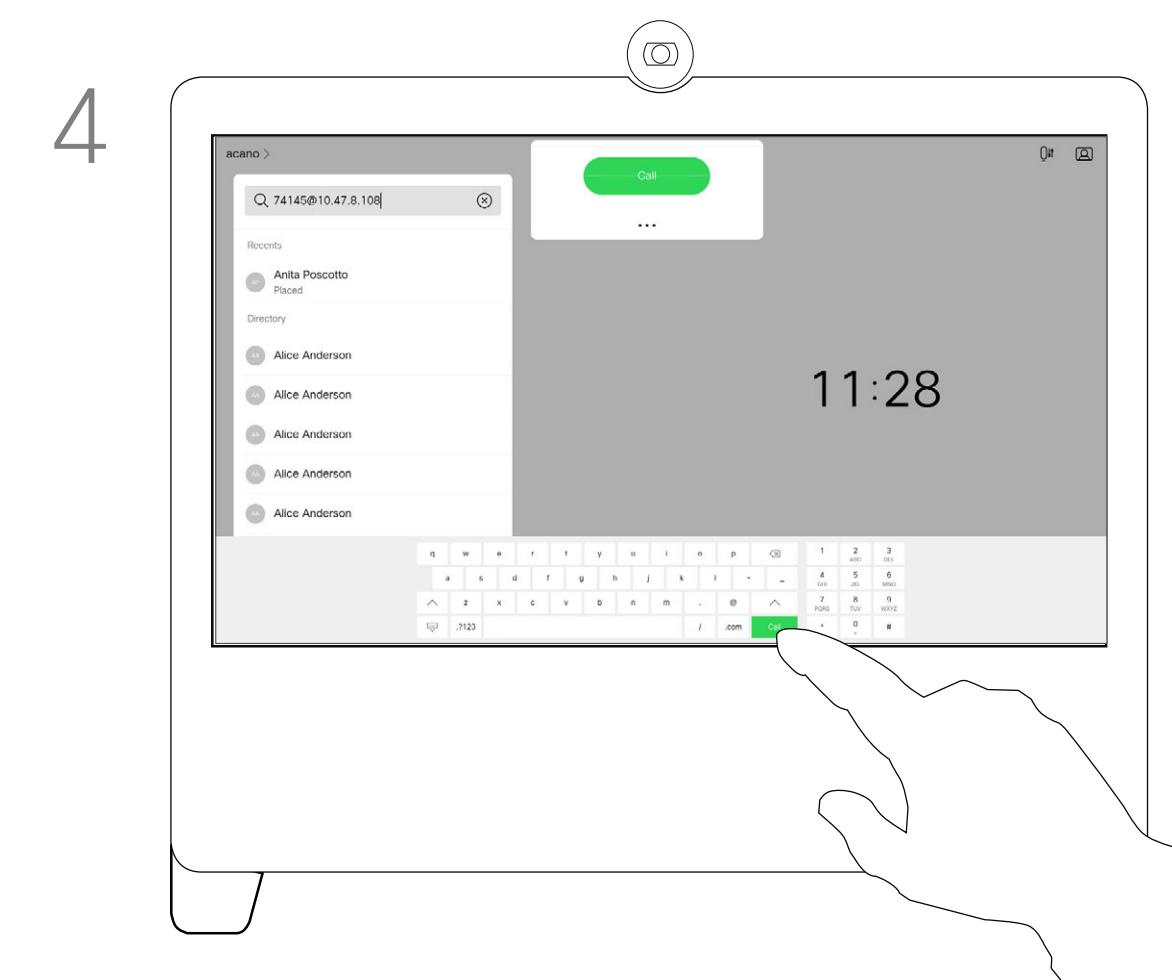
Sometimes you may be urged to enter numbers during a call, typically to reach extensions or to provide a pin code.

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

Note that Recents can be cleared from the web interface only.



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

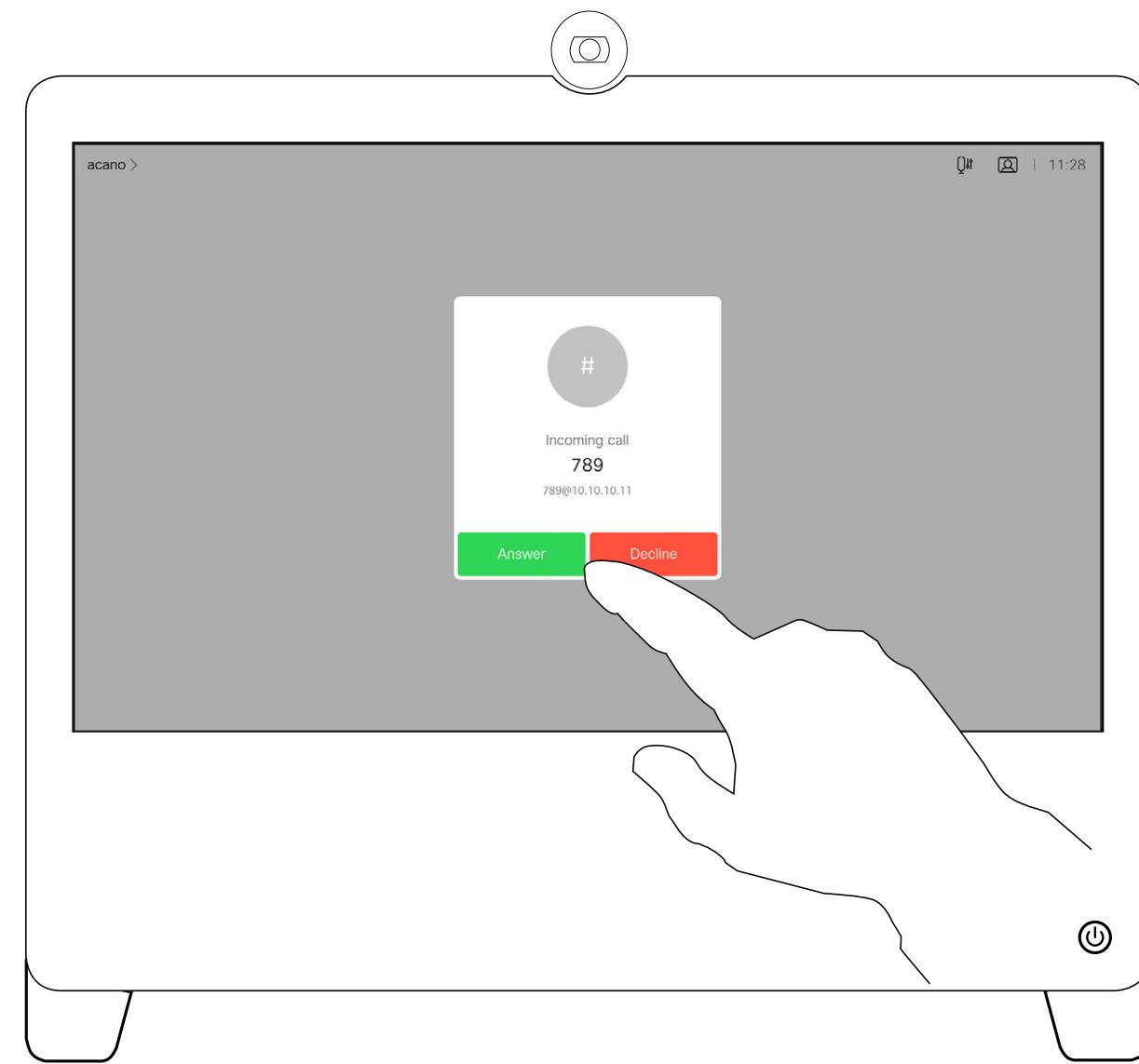


When you have typed or located whom to call, tap either of the green **Call** buttons to place the call.

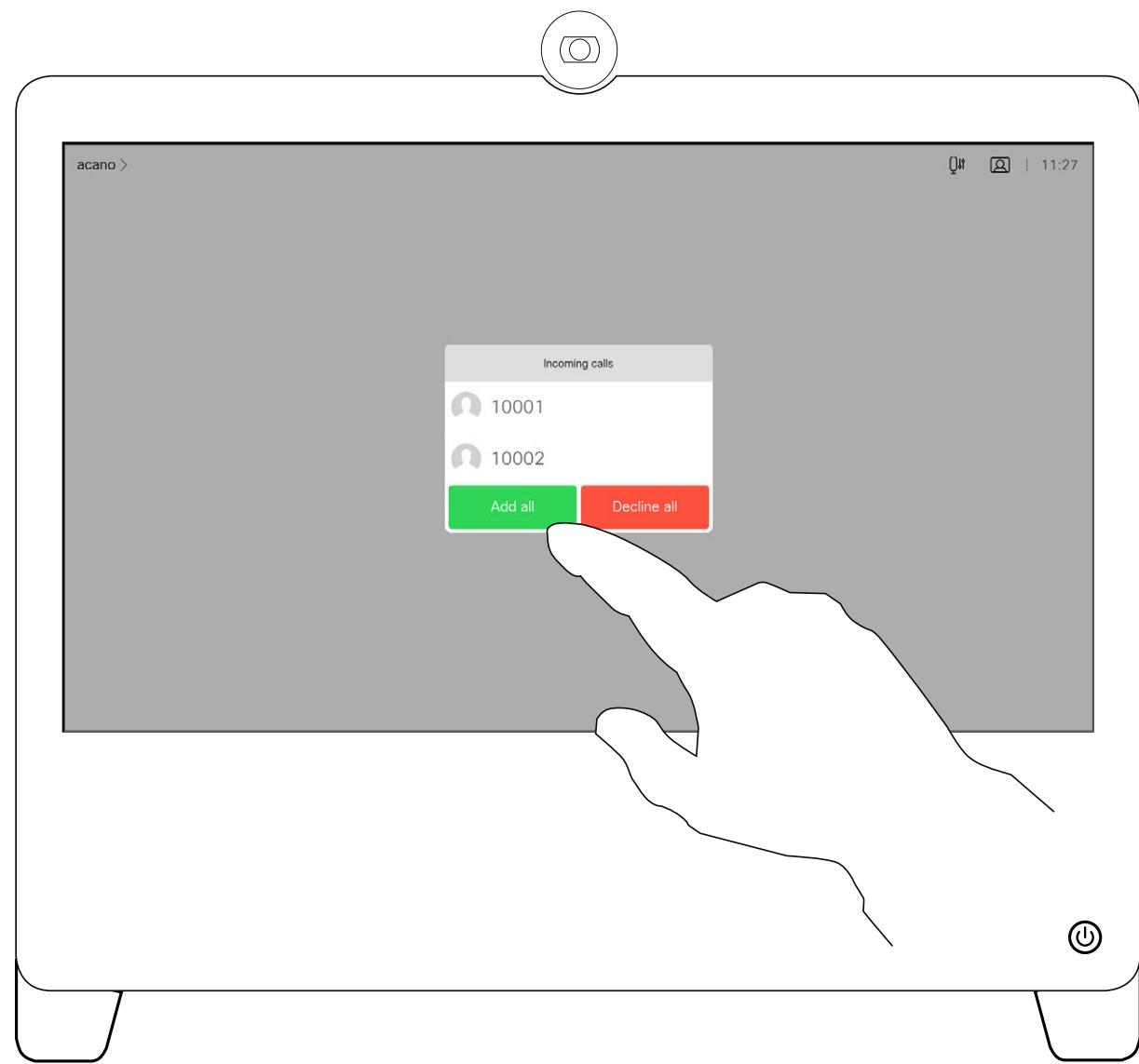
## Video Calls

## Incoming Calls

## If Someone Calls You



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

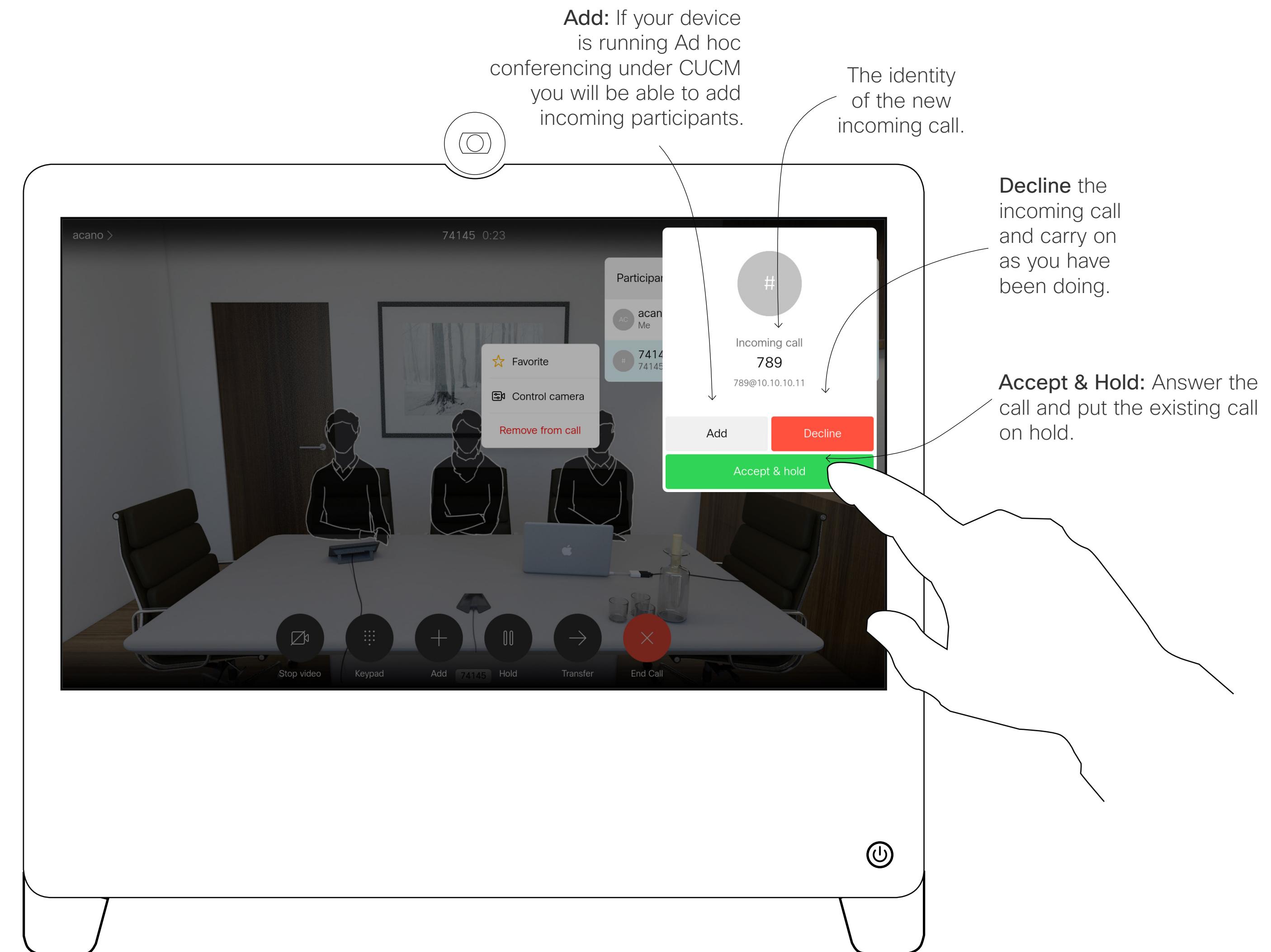


If your video infrastructure permits it, you can receive multiple incoming calls. You then have the choice of adding them all to an existing call, or decline them all.

- If someone calls you, you may accept, decline, or ignore the call.
- If you decline the call, busy information is sent to the caller.
- If you ignore the call, the caller perceives this as if you were absent (you didn't pick up the call).
- Your video infrastructure may allow you to receive multiple incoming calls. Consult your video support team, if needed.

# Receive a Call While in Another Call

About the Options



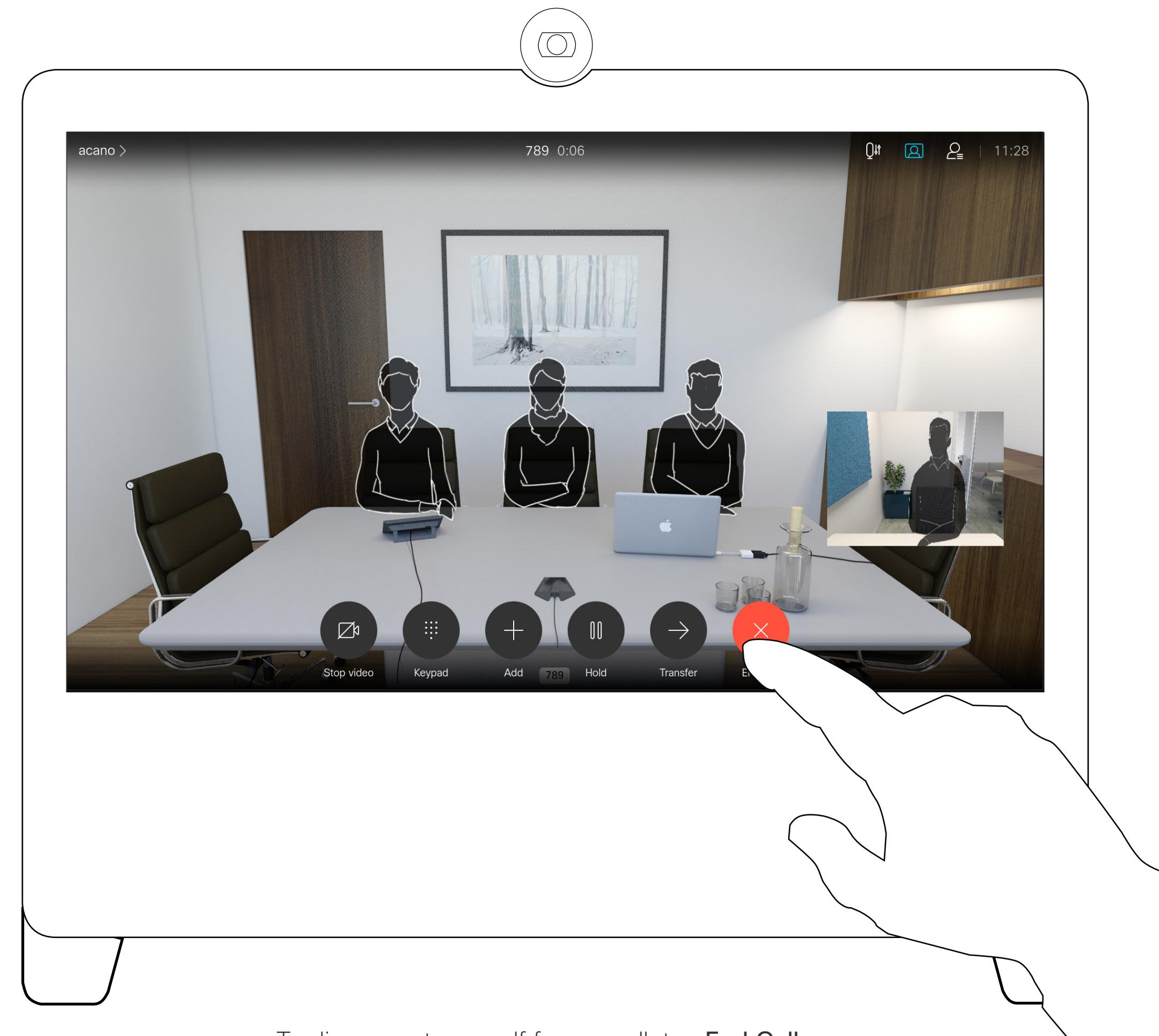
If you already are in a call, you may accept another incoming call under certain circumstances.

Video Calls

# Disconnect Yourself From a Call

## About Disconnecting Yourself

Tapping **End Call** in a call disconnects you from a call. In a call with two parties only, this terminates the call.

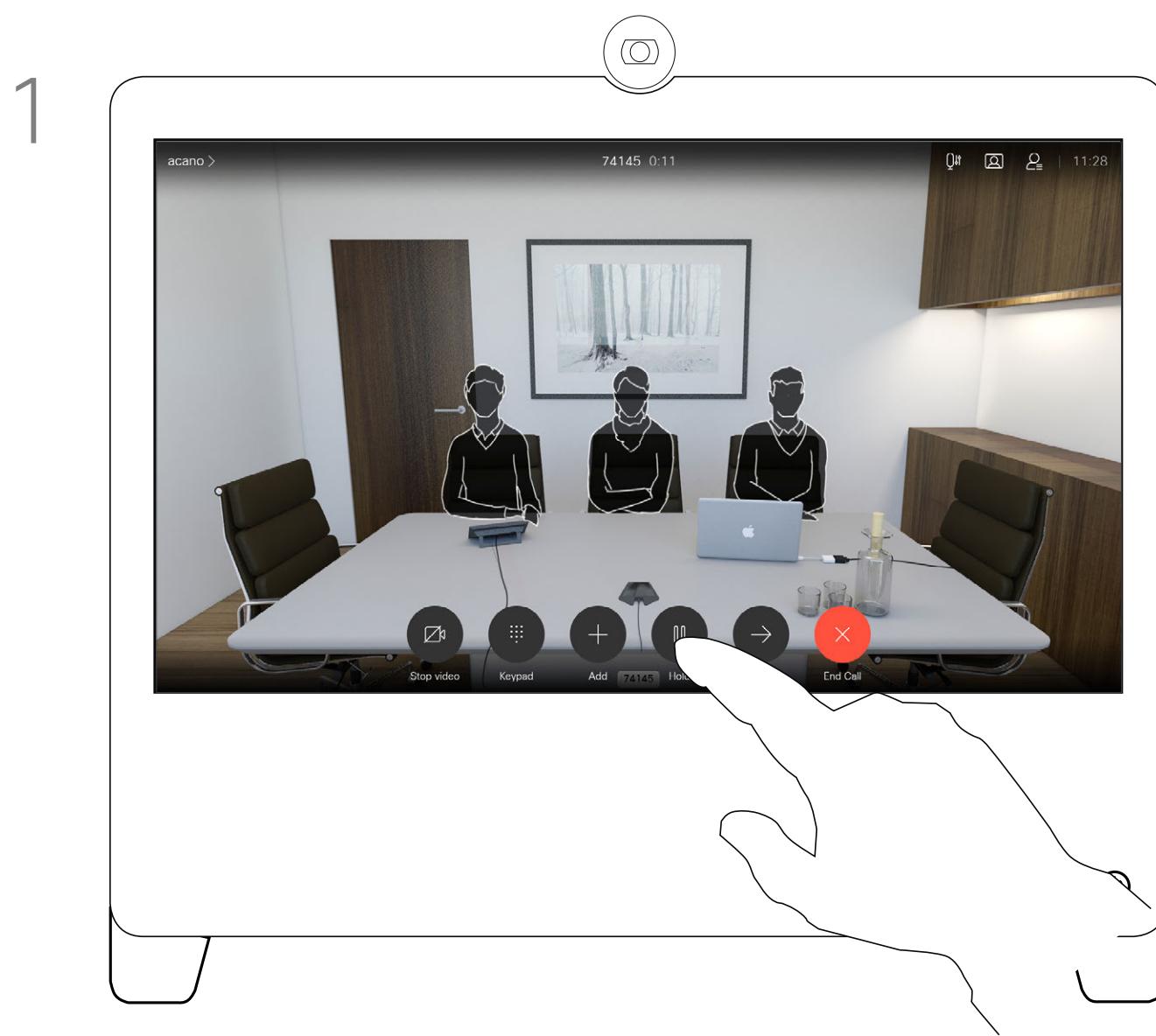


To disconnect yourself from a call, tap **End Call**.

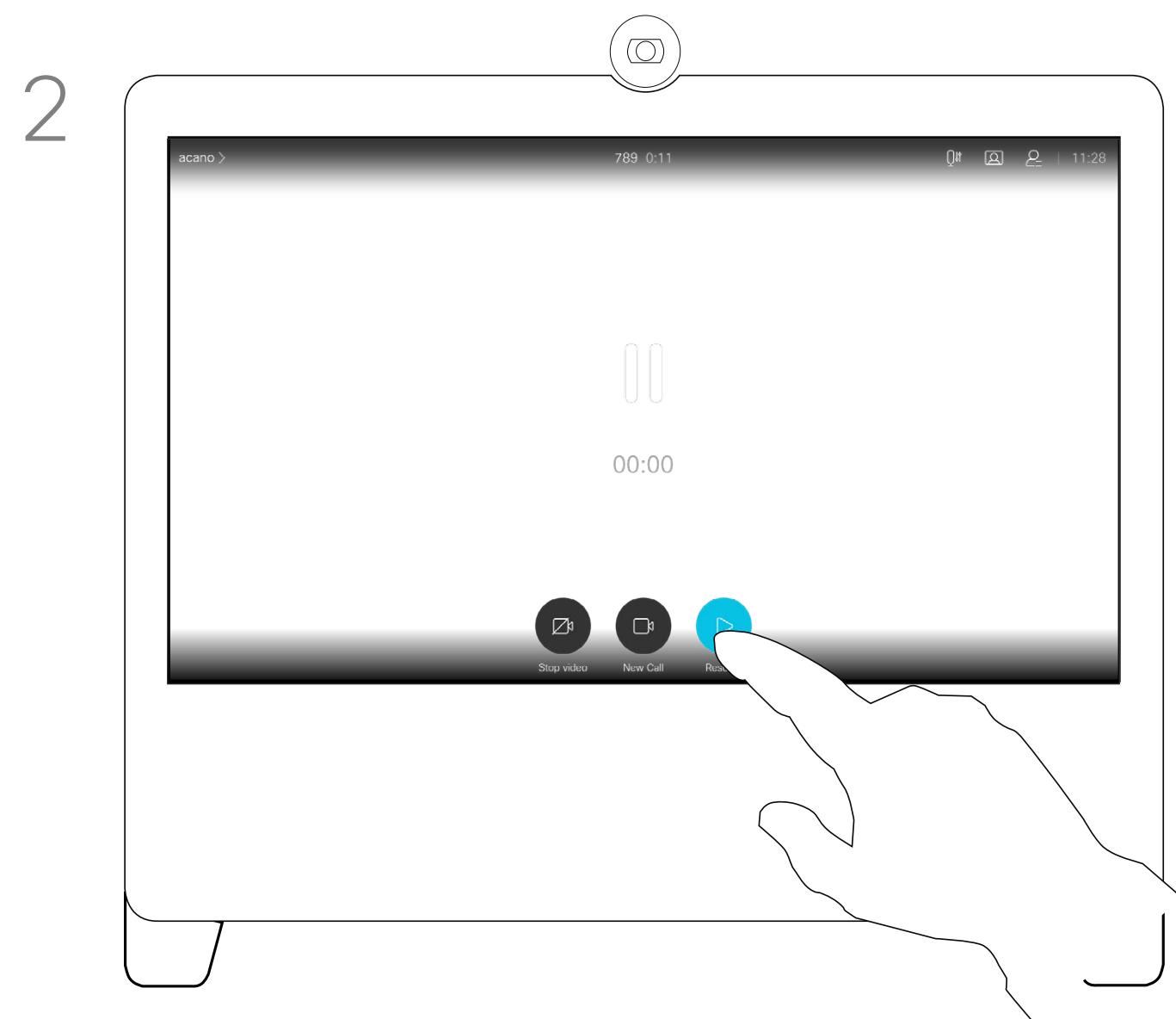
## Video Calls

## Put a 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).

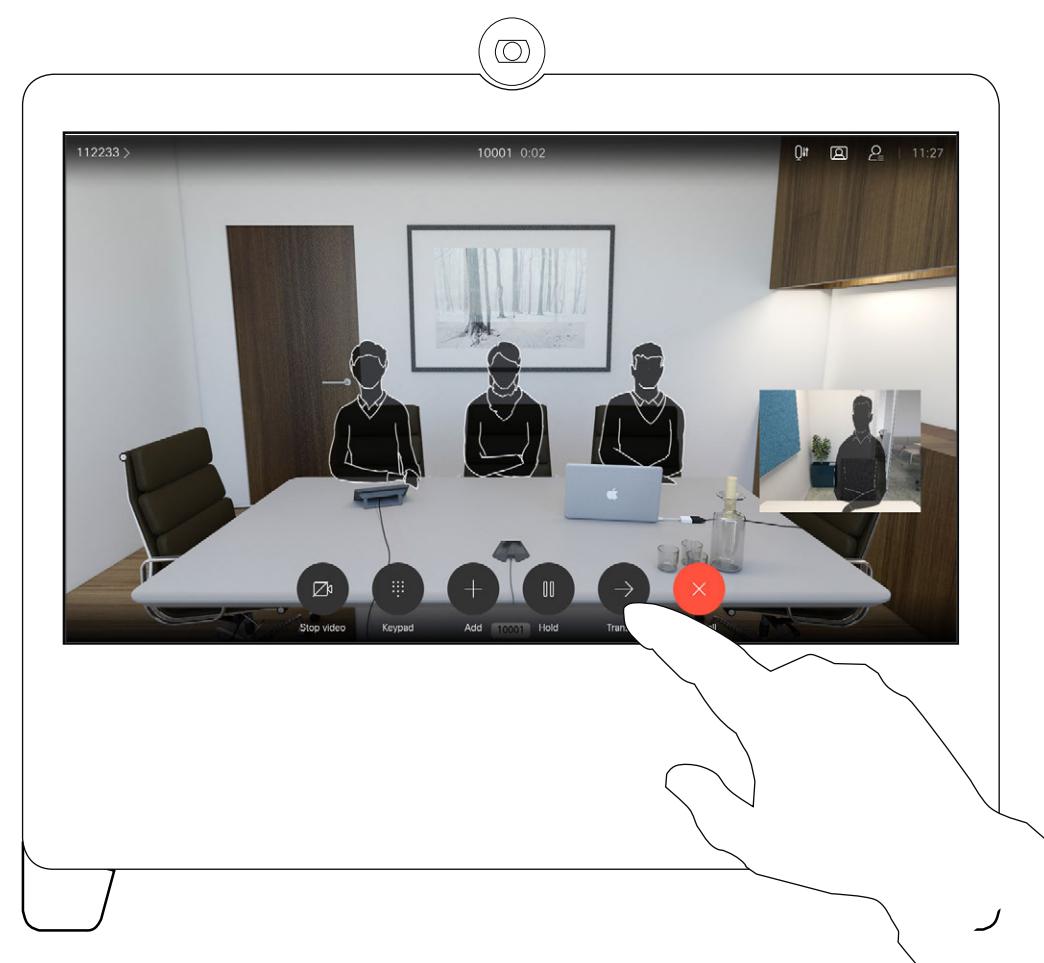
Putting someone on hold is typically something you do as an initial step when transferring someone to another person. It can also be used when you need to consult a person, or as an alternative to muting when you also want to stop the video transmission.

## Video Calls

## Transfer an Ongoing Call

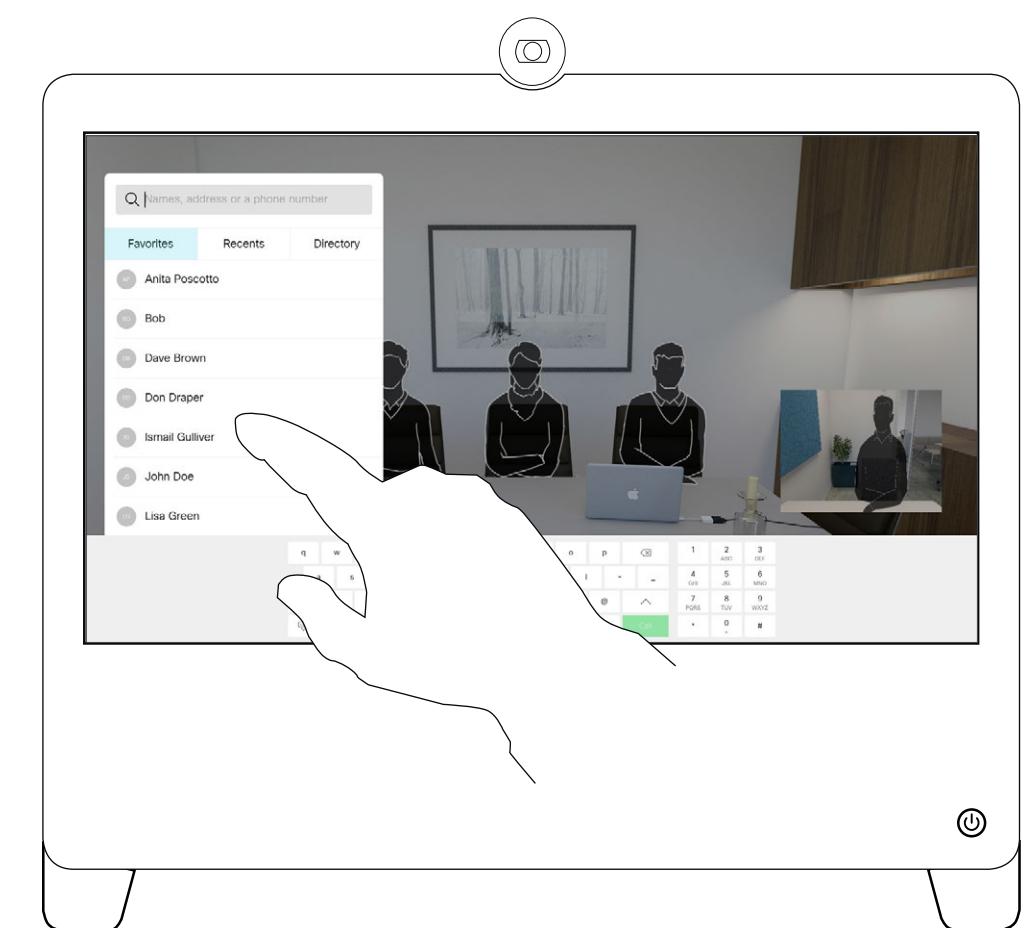
## About Transfer

1



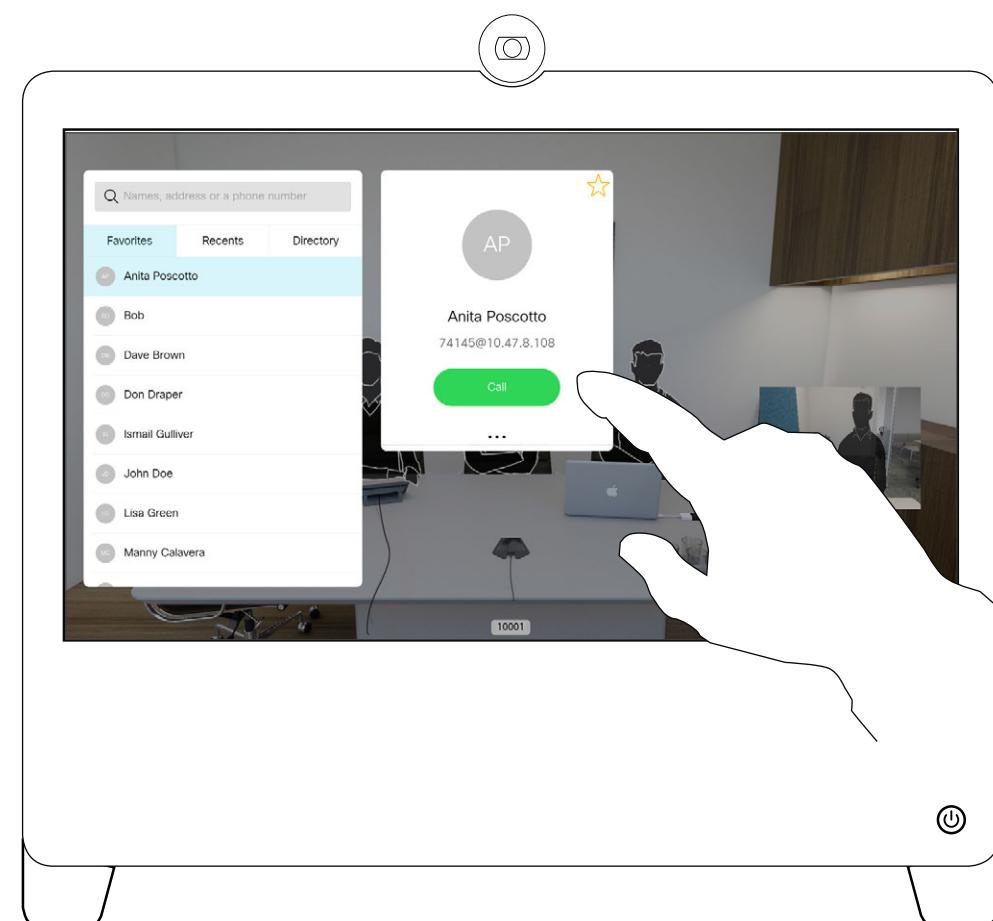
Tap the **Transfer** button. This puts the current call on hold.

2



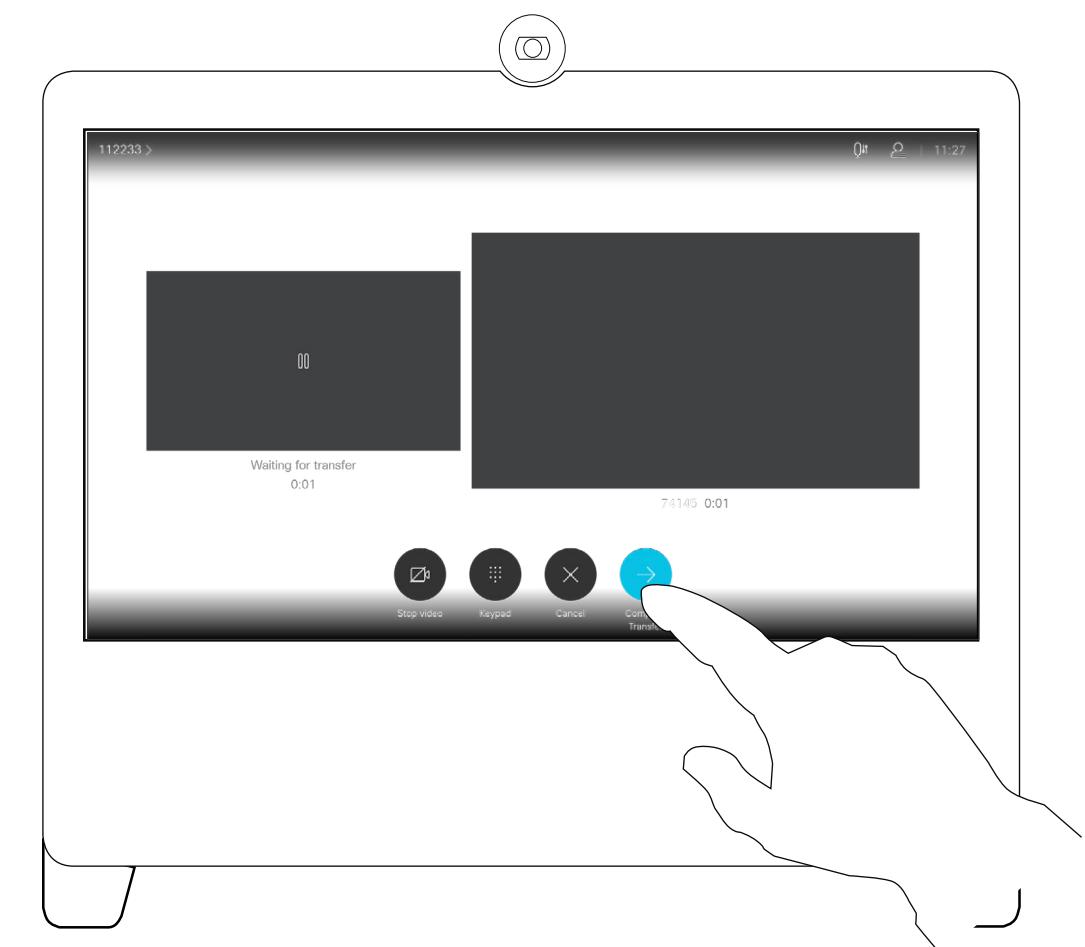
Search for whom to call in the usual way.

3



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

4



Tap **Complete Transfer**.

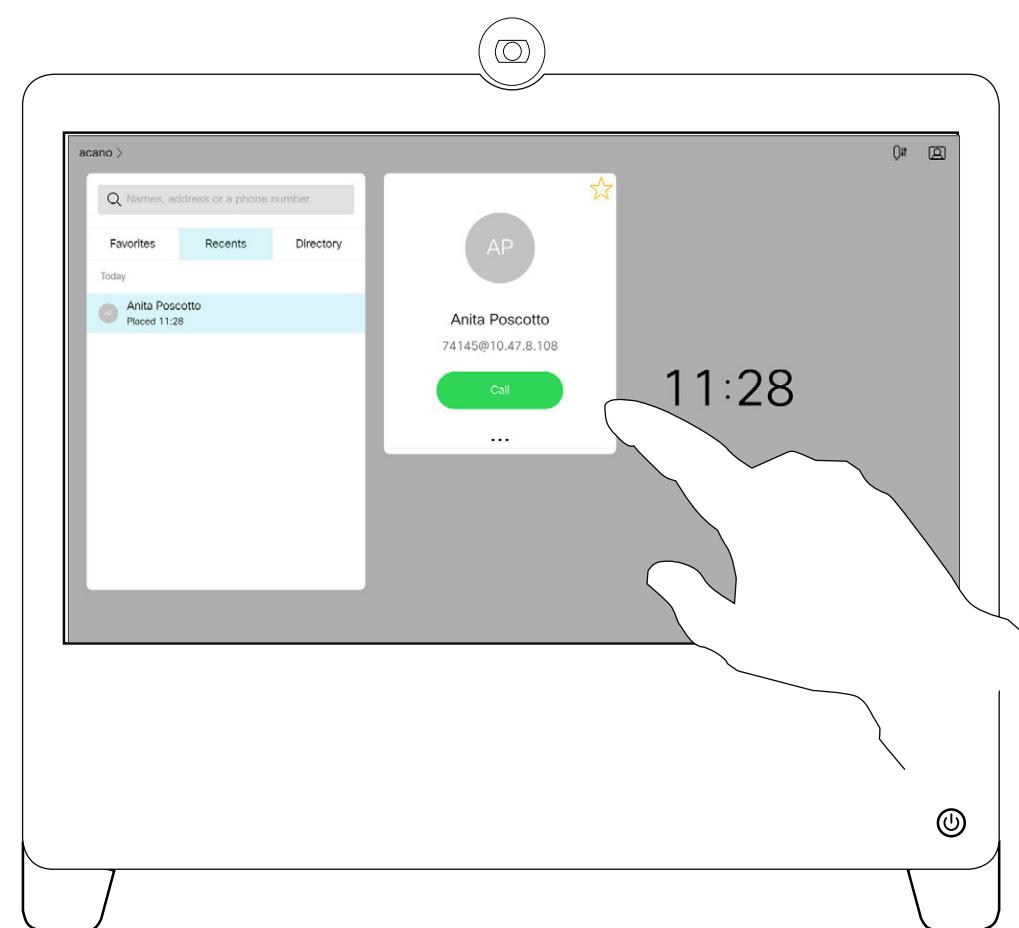
You may transfer an ongoing call to another person. Transfer is always consultative and you can talk to the person you are going to transfer a call to, before you actually transfer the call.

## Video Calls

# Change Call Rate

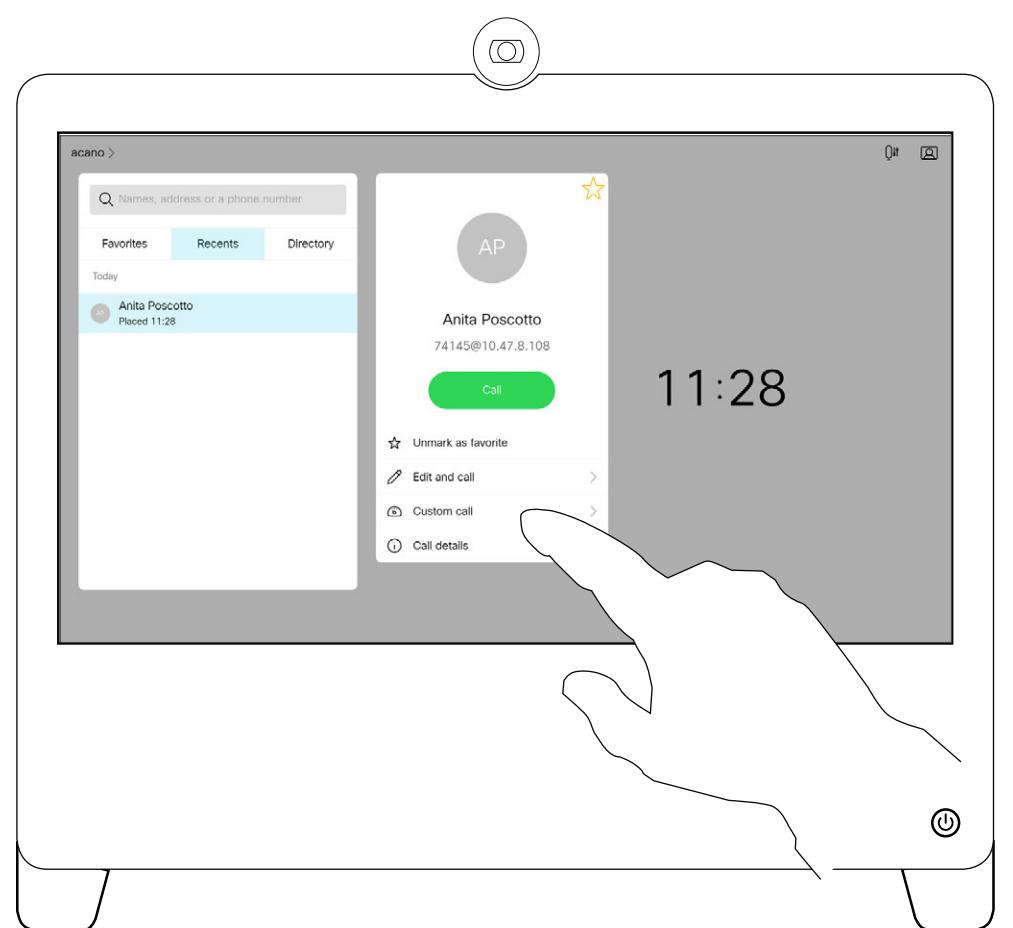
## About Call Rate

1



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

2



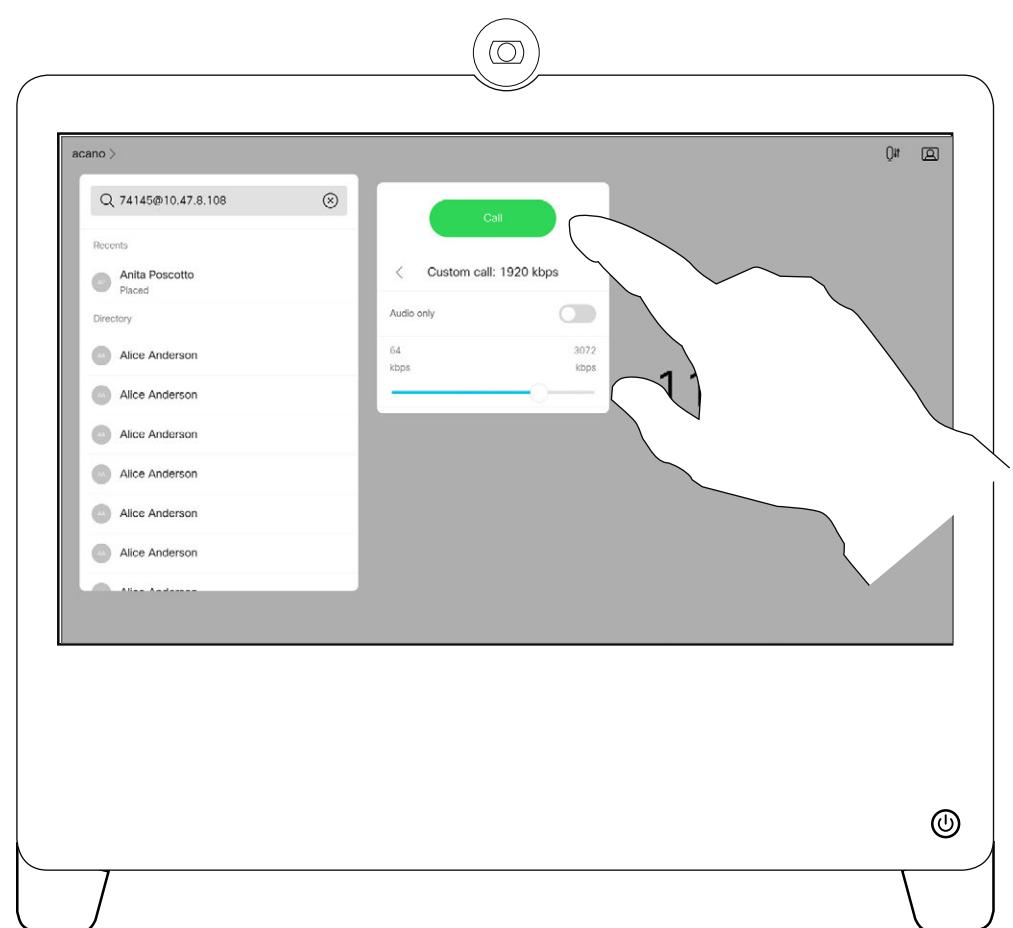
Tap **Custom call**.

3



Move the slider to the required setting.

4



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

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

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

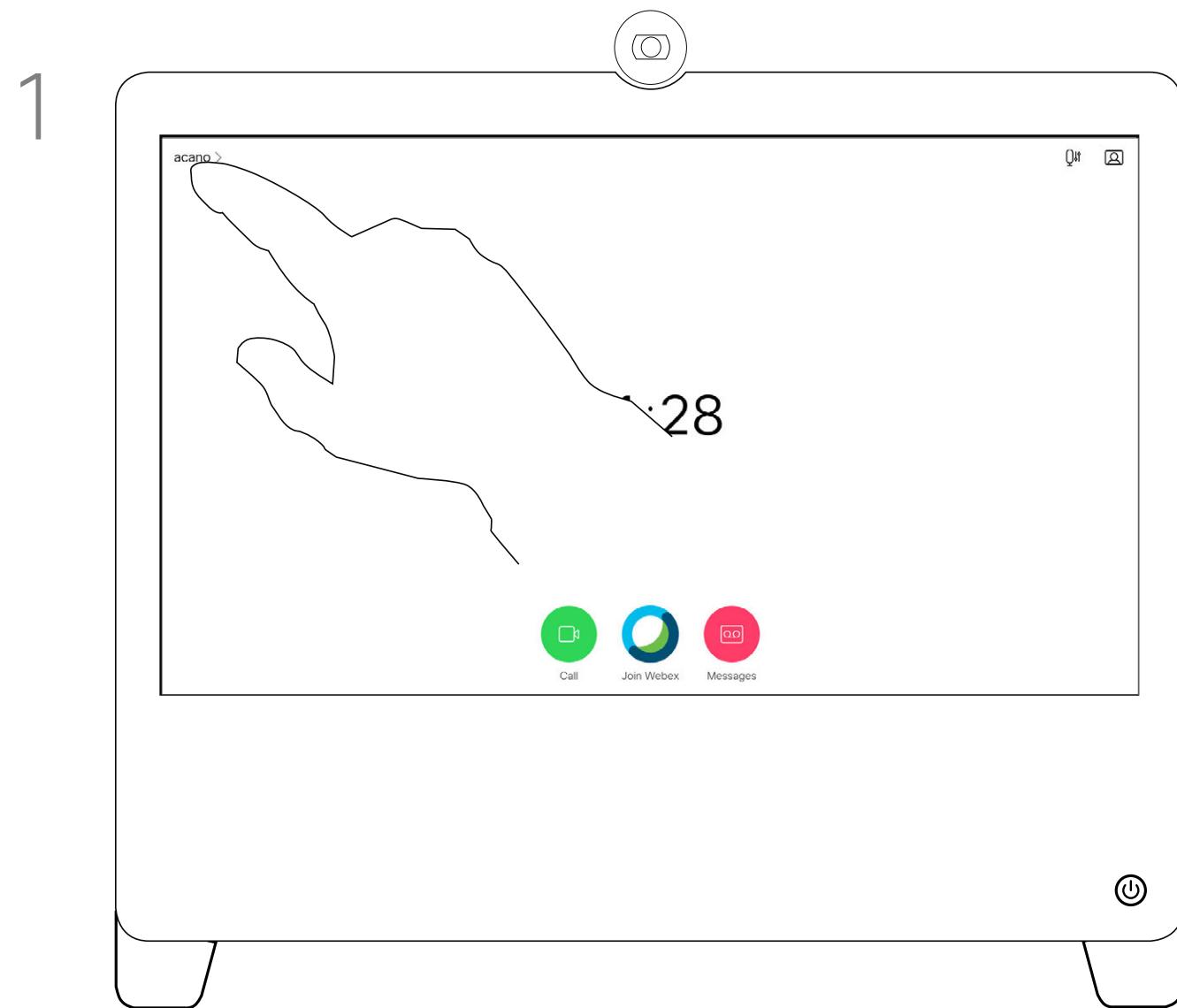
The device comes with a default call rate. This is normally set by your video support team. Under normal conditions the call rate is adjusted automatically by the device, whenever needed. This is done to avoid choking the video call when you try to call someone at a higher rate than their device and connection support.

If, for some reason, the automatic call rate setting fails, you may also do this manually as a last resort.

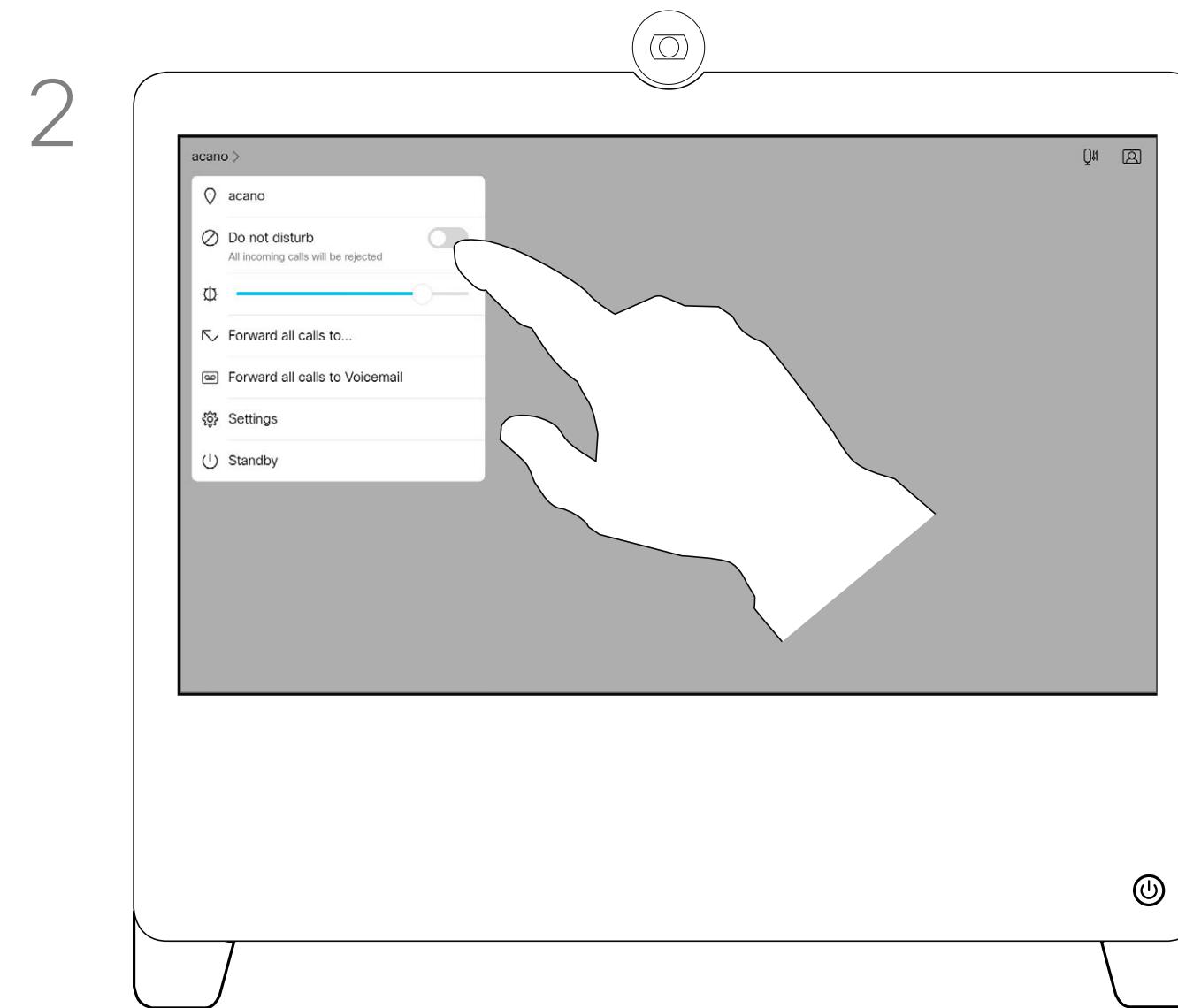
Call rate can't be changed during a call, but you may change it just before you place a call, as shown at left.

## Video Calls

## 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 device can be set to not respond to incoming calls. You can still use it to call others.

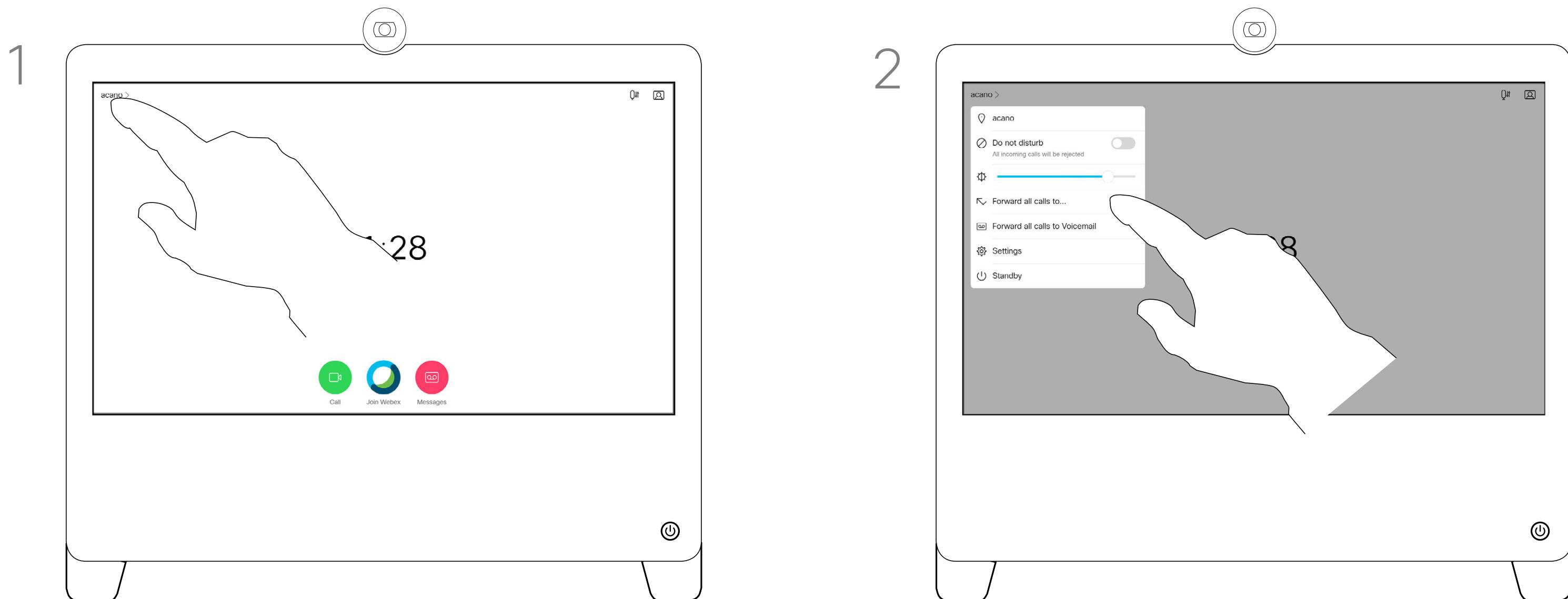
Your video support team may have set a time-out on this feature, after which the device returns to respond to incoming calls as usual. Default time-out setting is 60 minutes.

Note that access to this feature may have been removed by your video support team.

## Video Calls

## Automated Forwarding of All Calls

## About Forwarding 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.

Your video support team may have activated the option of forwarding all calls received. You may then choose between voicemail and a receiver appointed by you.

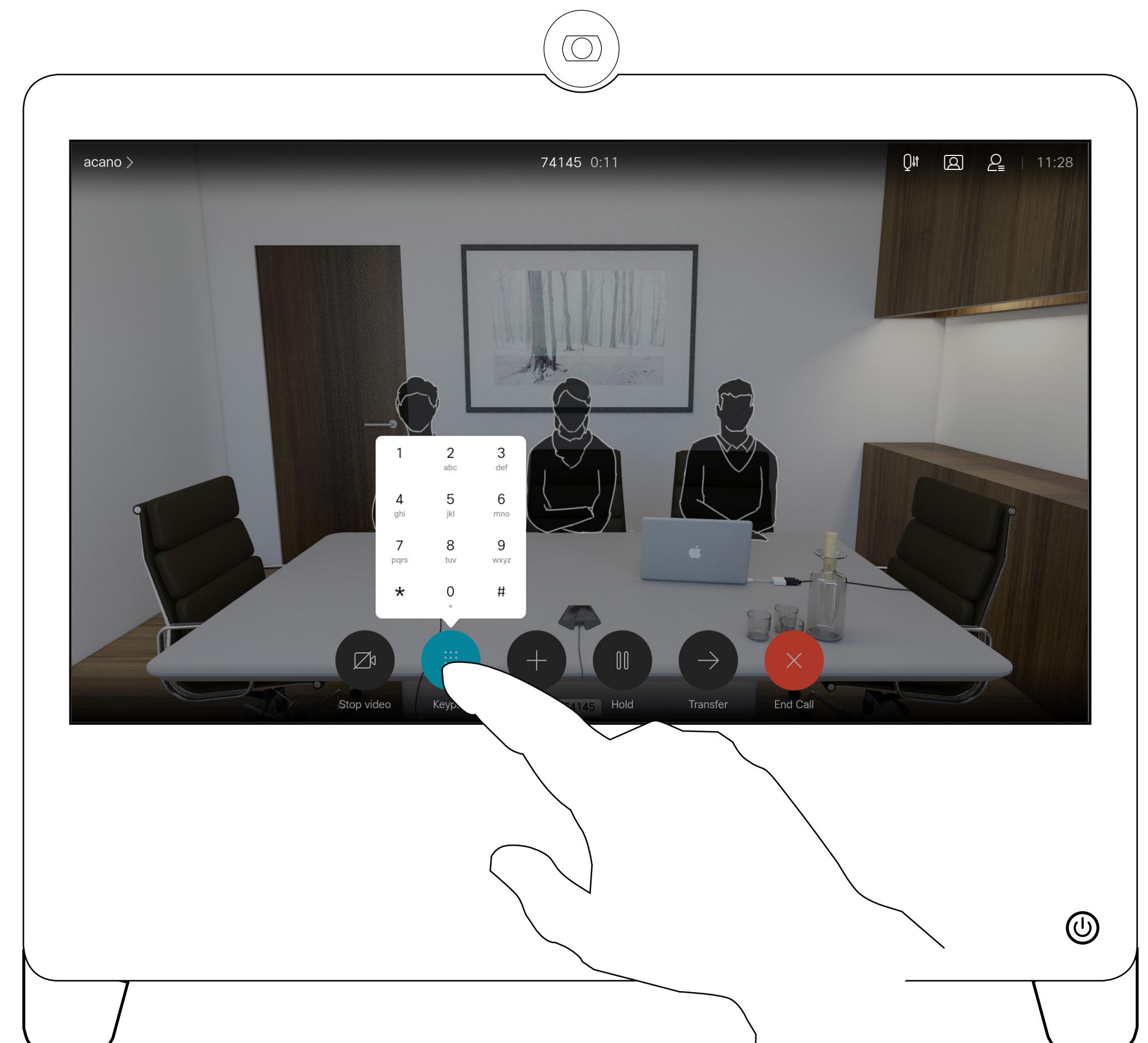
If you tap **Forward all calls**, the familiar **Call** menu appears letting you specify whom to receive your calls.

Note that access to this feature may have been removed by your video support team.

Video Calls

# View Keypad While in a Call

Using Keypad in a Call



In a call, tap **Keypad** to open the dial pad.

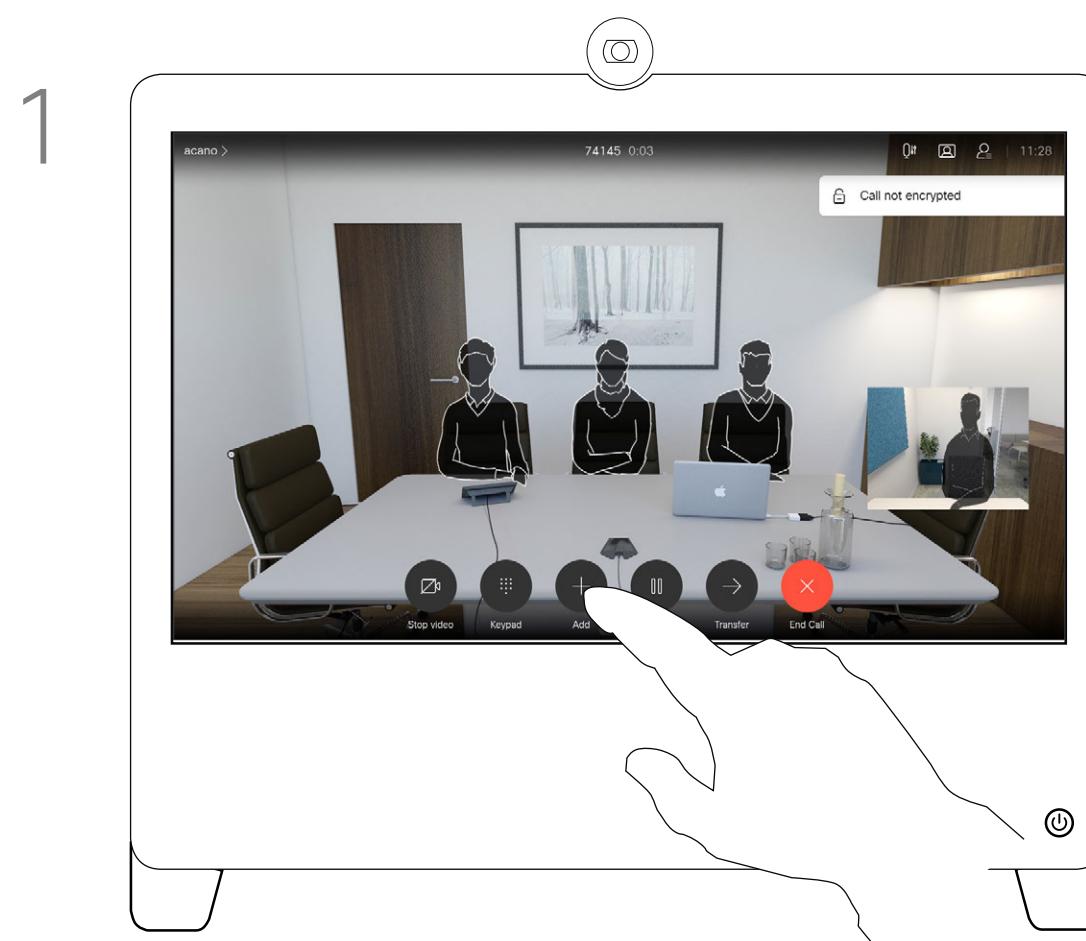
In a call you may get prompted to submit numbers to be able to reach an extension or otherwise gain entrance to something (for example enter a PIN-code).

To be able to enter this, you need to invoke the keypad on the touch screen.

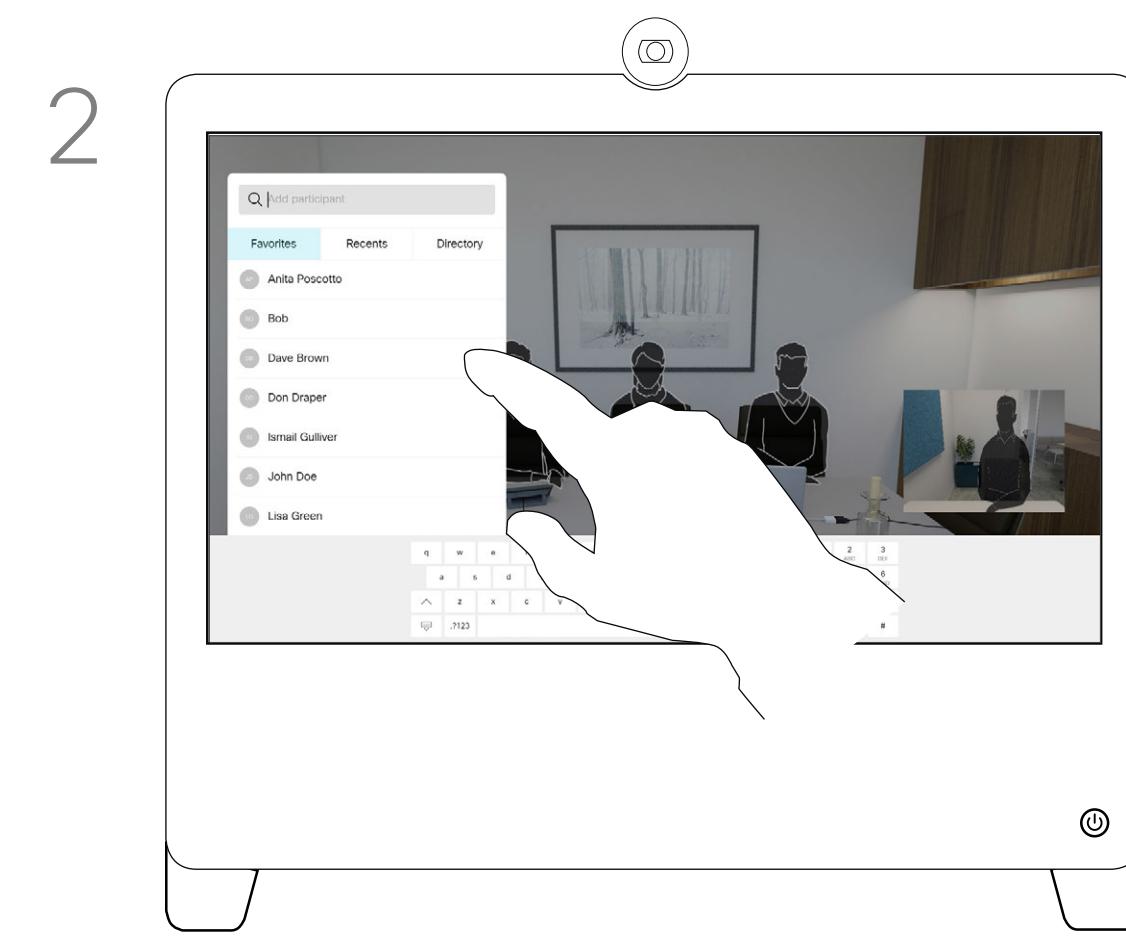
## Video Calls

# Add Additional Participants to an Existing Call

## About Video Conferences



In a call tap **Add**.



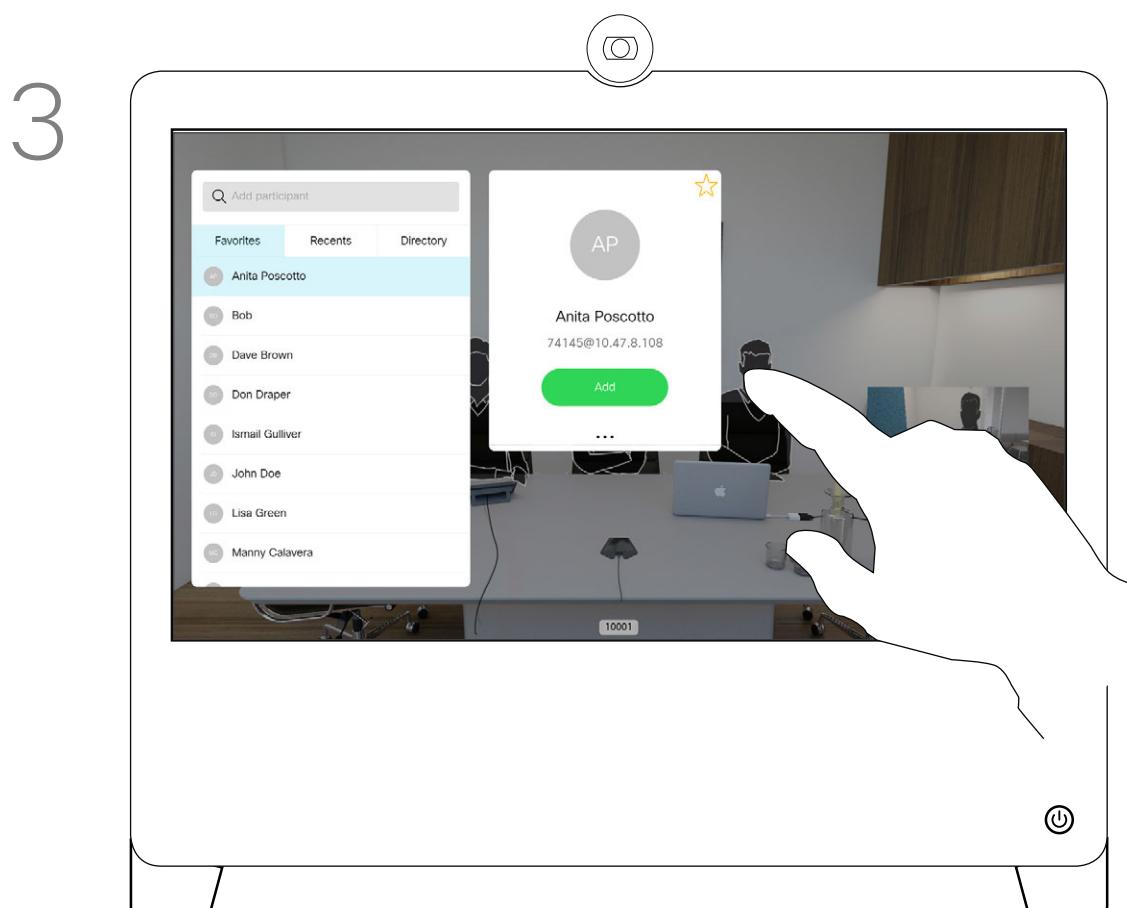
Locate whom to call, in the usual way.

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

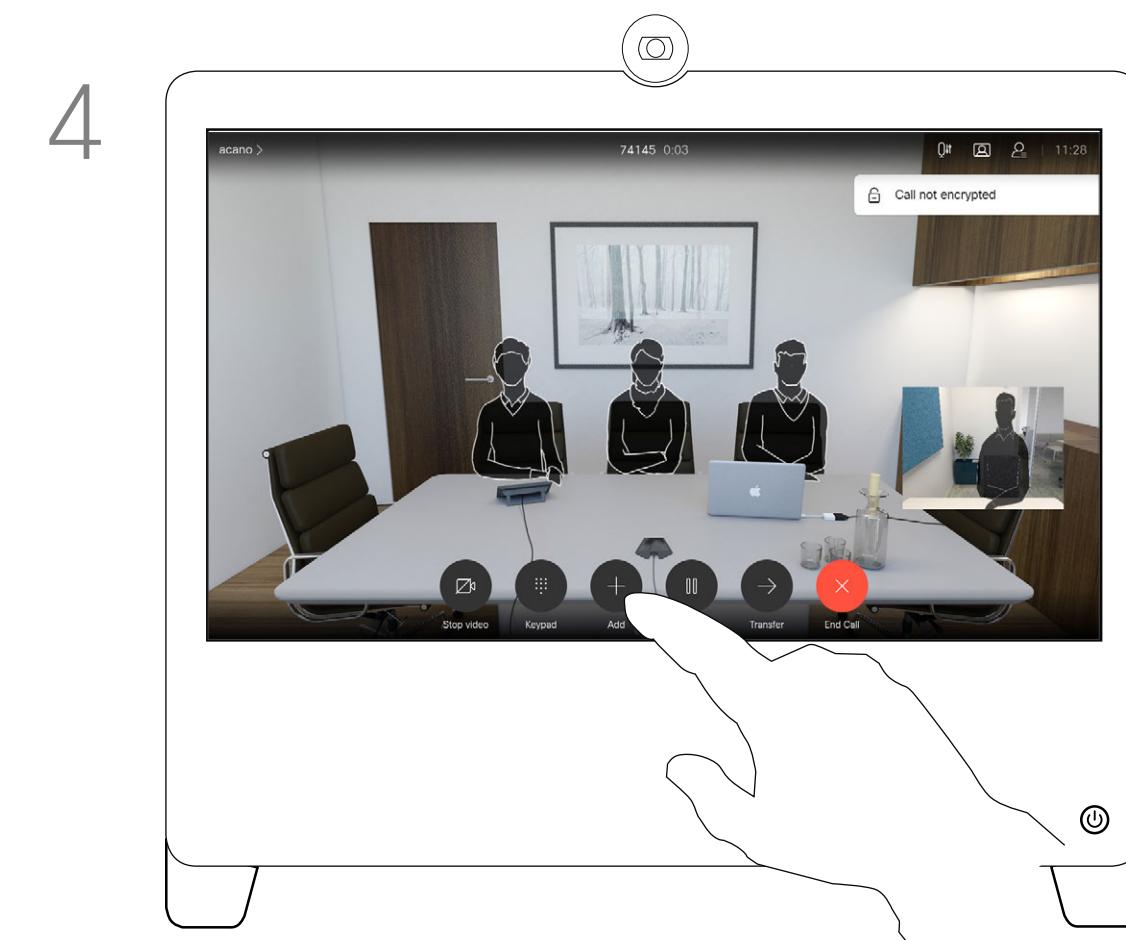
The maximum number of participants supported by your video device depends on device configurations and the video infrastructure. If in doubt, contact your video support team.

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 can terminate the entire conference. The other participants can only disconnect themselves from the conference.



Place the call, in the usual way. You may alter the call settings before you place it.



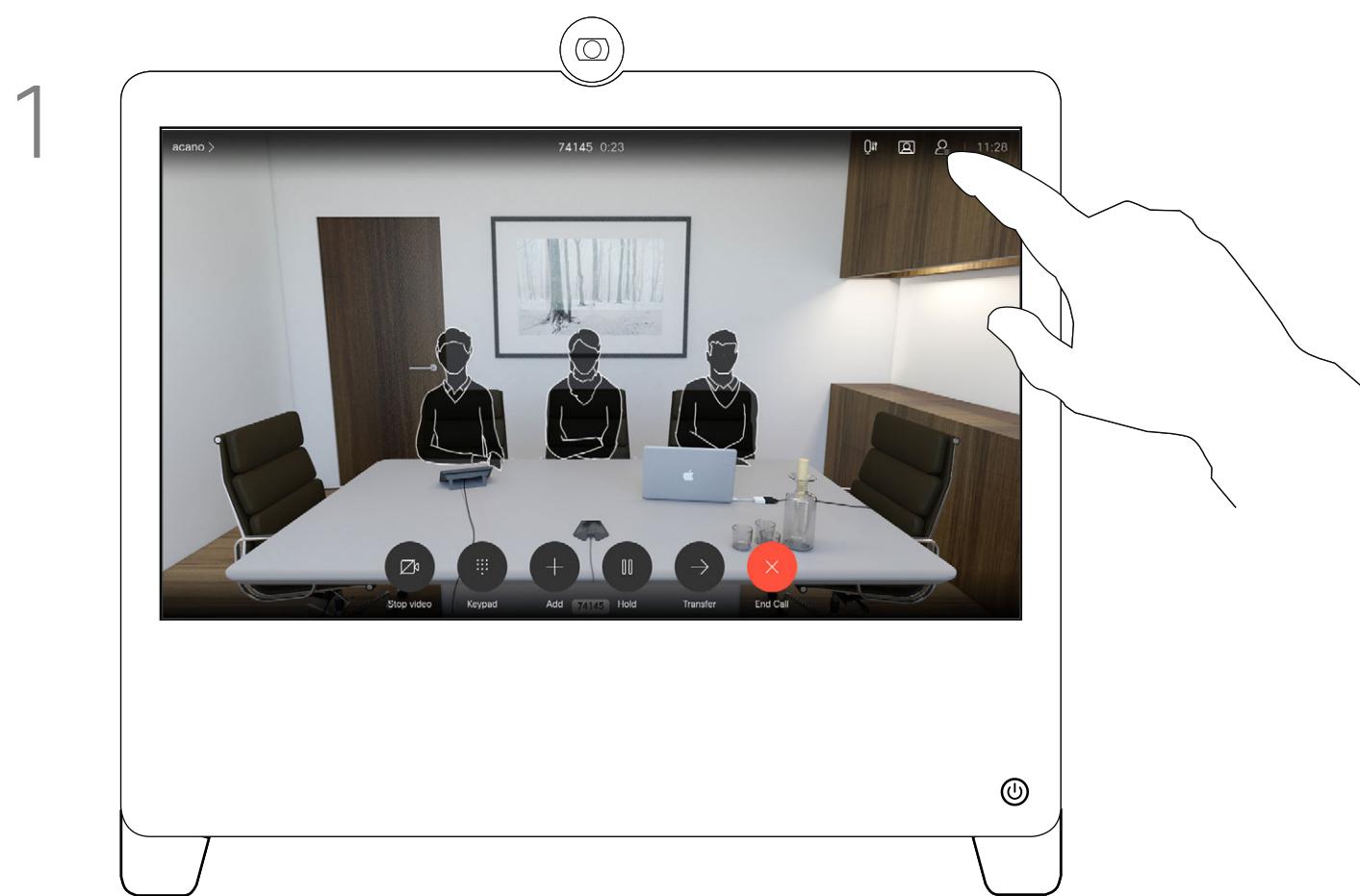
The call is added to the existing one and you have established a conference.

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

## Video Calls

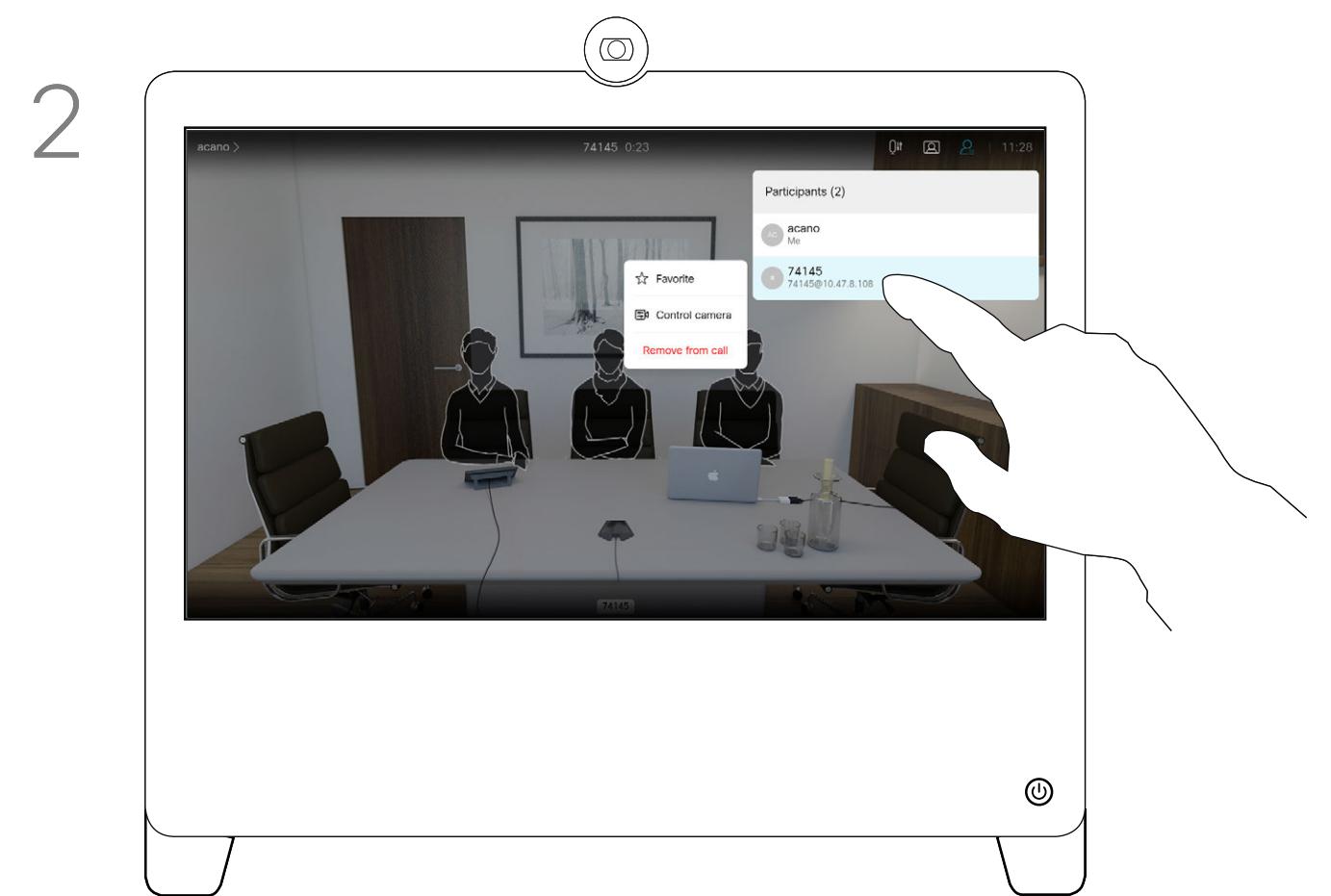
## Disconnect a Participant From a Conference

## About Video Conferences



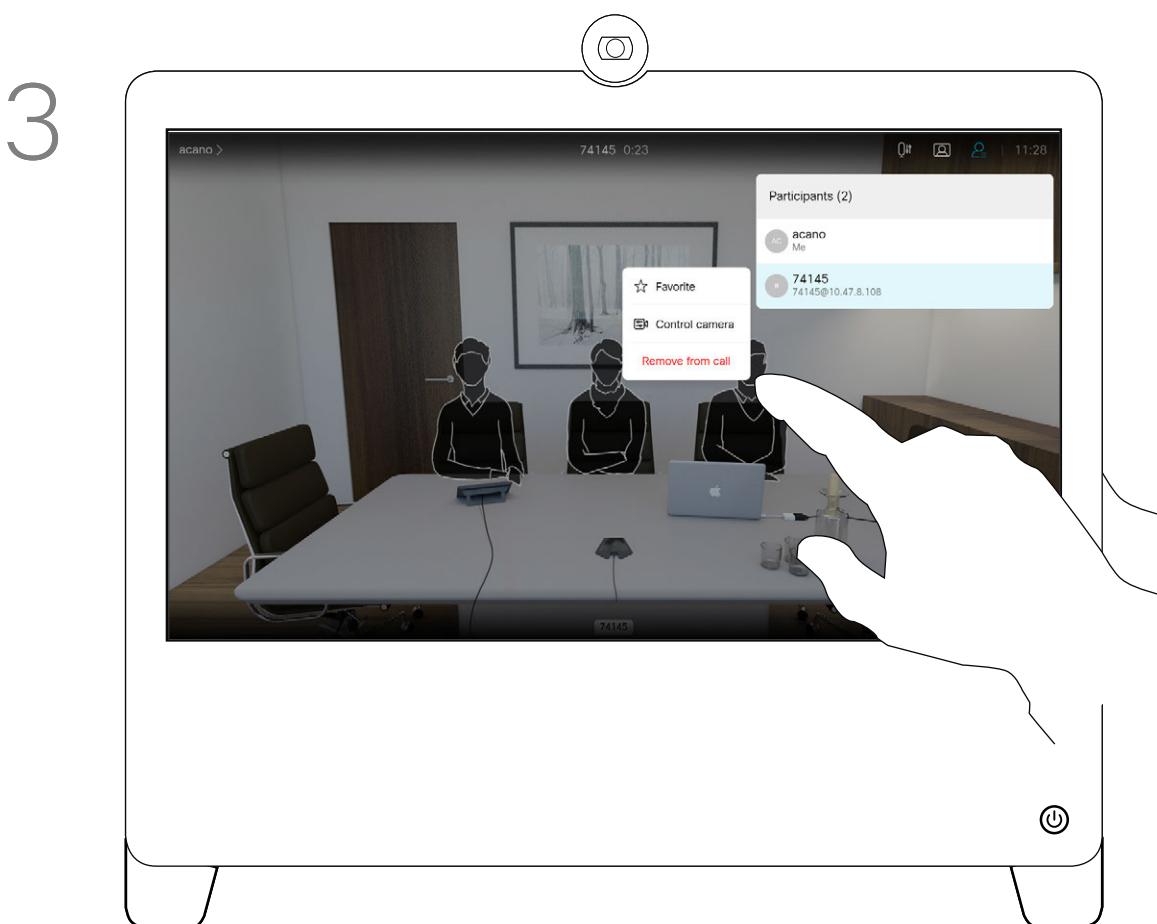
1

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



2

Tap the participant to be dropped from the conference.



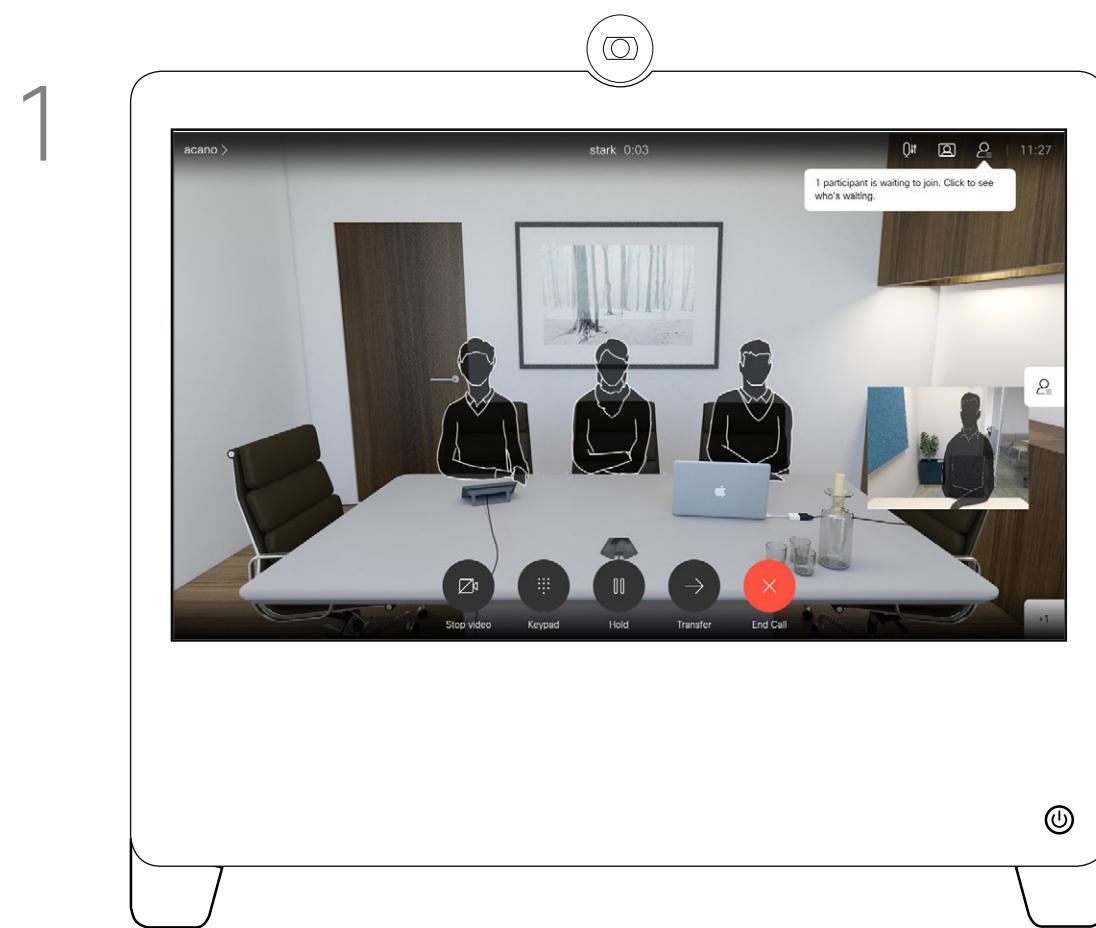
3

Tap **Remove from call**.

The ability to conduct a video conference from your DX70 or DX80 is an optional feature that may, or may not, be available for your device.

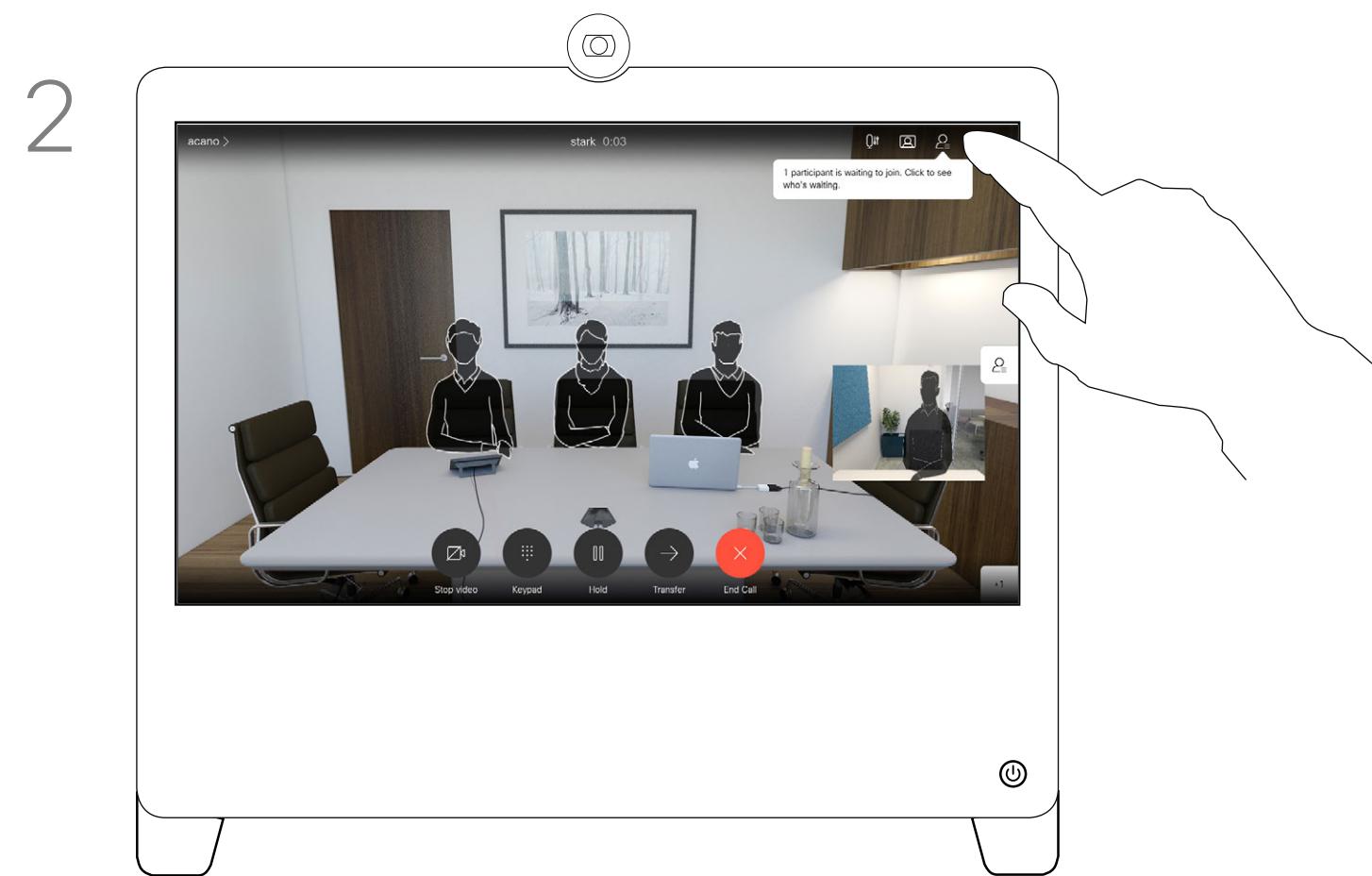
## Video Calls

## Admit a Participant to a Meeting

[About Admit Participant](#)

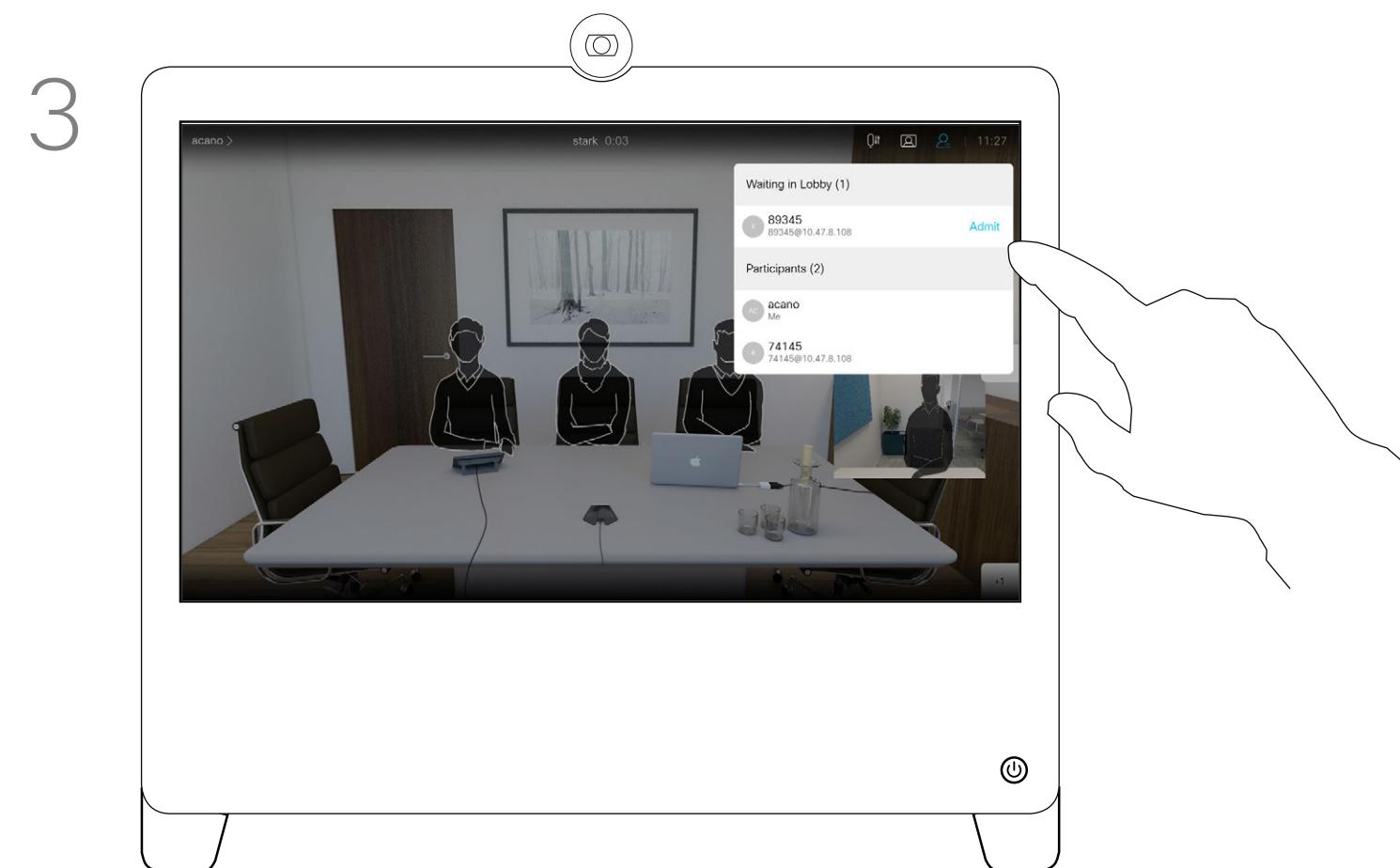
1

When someone is waiting in the lobby, you see an on-screen message.



2

Tap the **Participant list** icon to open it.



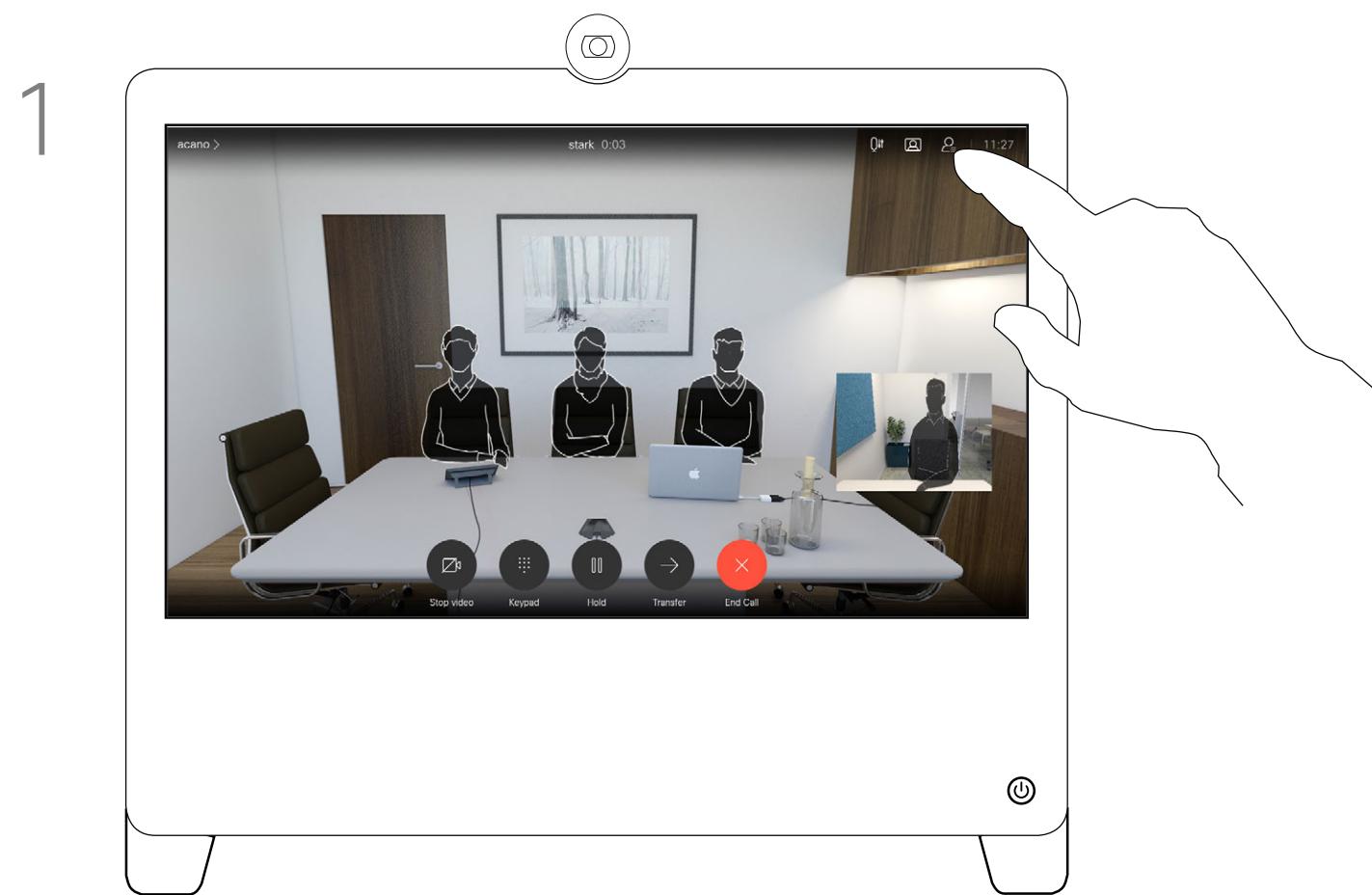
Tap **Admit** to let the participant in the meeting.

In a CMS meeting that is locked, you can let a participant join the meeting from the participant list.

## Video Calls

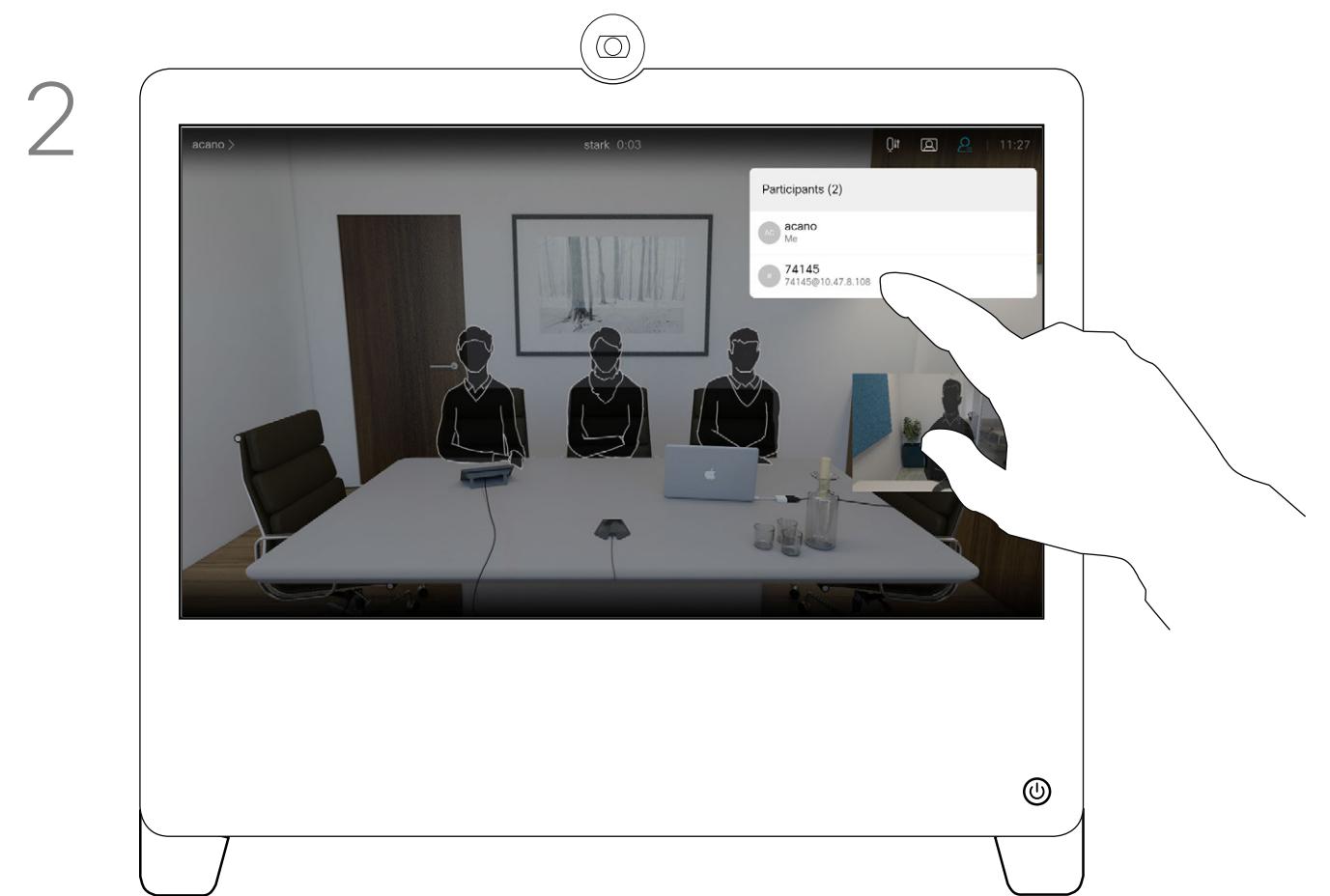
## Pin a Speaker in a Meeting

## About Pin a Speaker



1

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



2

Tap the participant you want to pin.



3

Tap **Pin for all**.

In a CMS meeting you can pin a meeting participant to show up as important for all the meeting participants. This way that participant or meeting room shows up on everyone's screens even when they are not the active speaker.

When you pin a speaker, a notification that they have been pinned shows up on their screen. Similarly, when you unpin them, they see a notification that they have been unpinned.

If you pin an audio-only participant, this will not affect the layout.

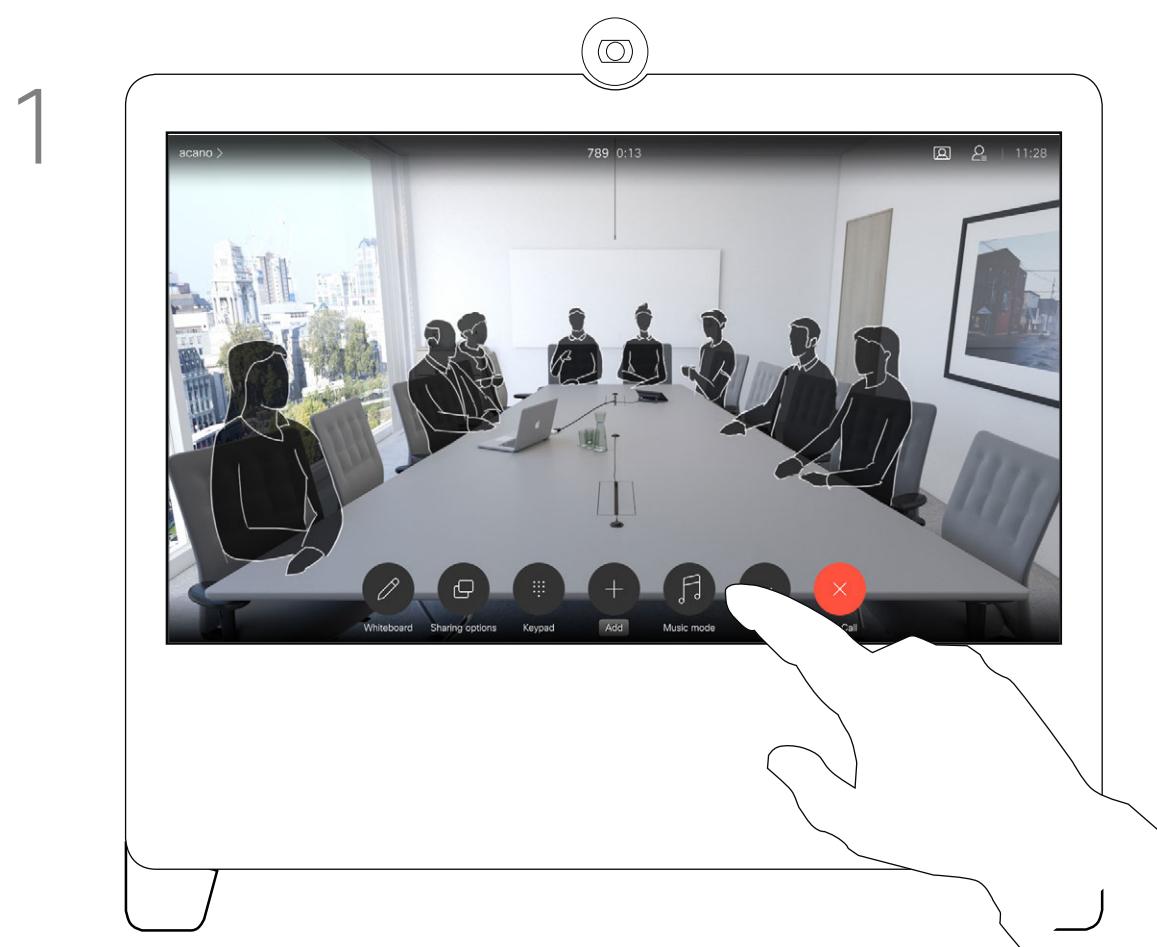
By default only the host can pin for all, but the meeting organizer can change this in the meeting settings.

You can pin a speaker for the whole meeting only in CMS meetings.

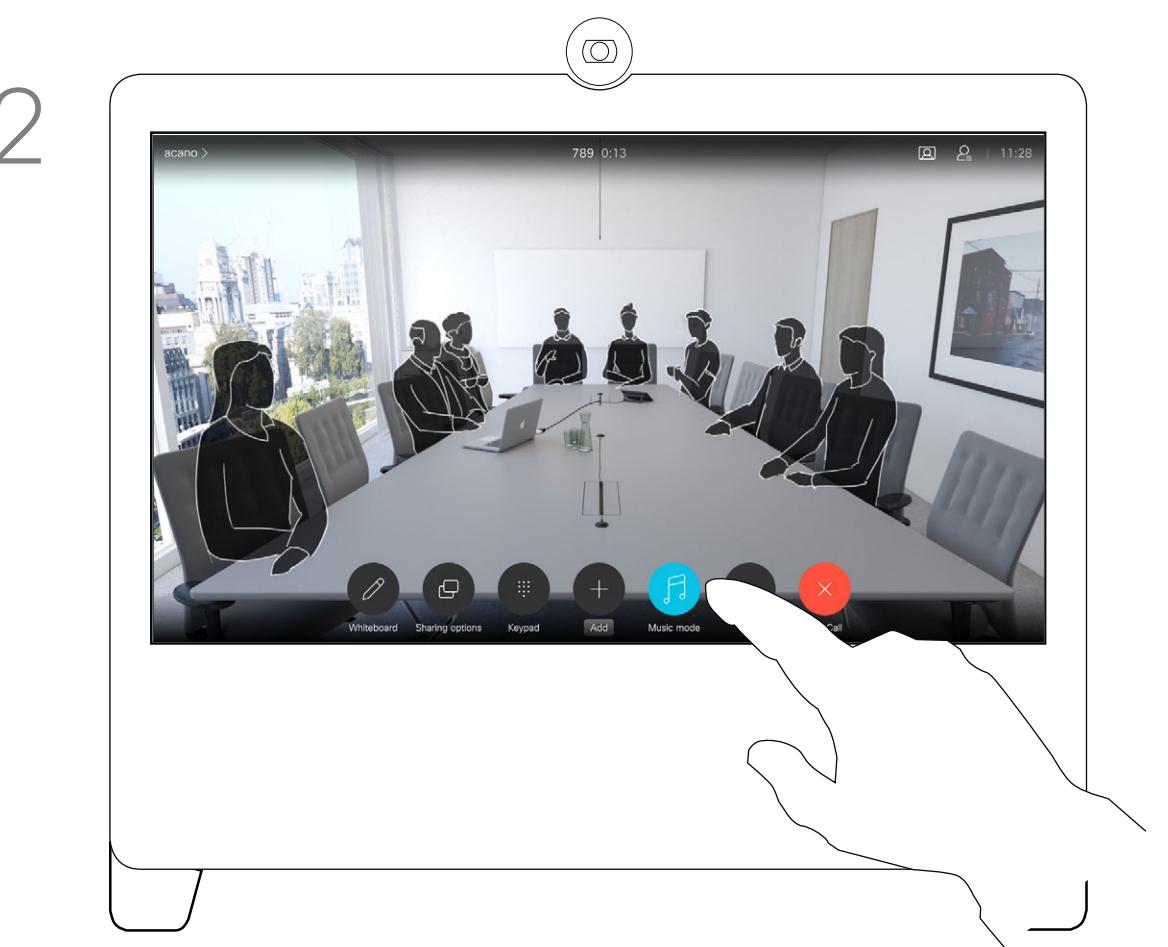
## Video Calls

## Use Music Mode

## About Music Mode



In a call, select **Music mode** from the call control menu.



To turn off Music mode, select the **Music mode** button again.

Using Music mode allows the dynamic range of music go through in a call. This creates a better experience in settings where it's important to hear the nuances in music.

Music mode is useful for remote music lessons, testing musical instruments, and other situations where it's important to hear the full range of music. The device still uses its echo cancellation and environmental background noise reduction capabilities to avoid the need for external equipment, without detracting from the performance.

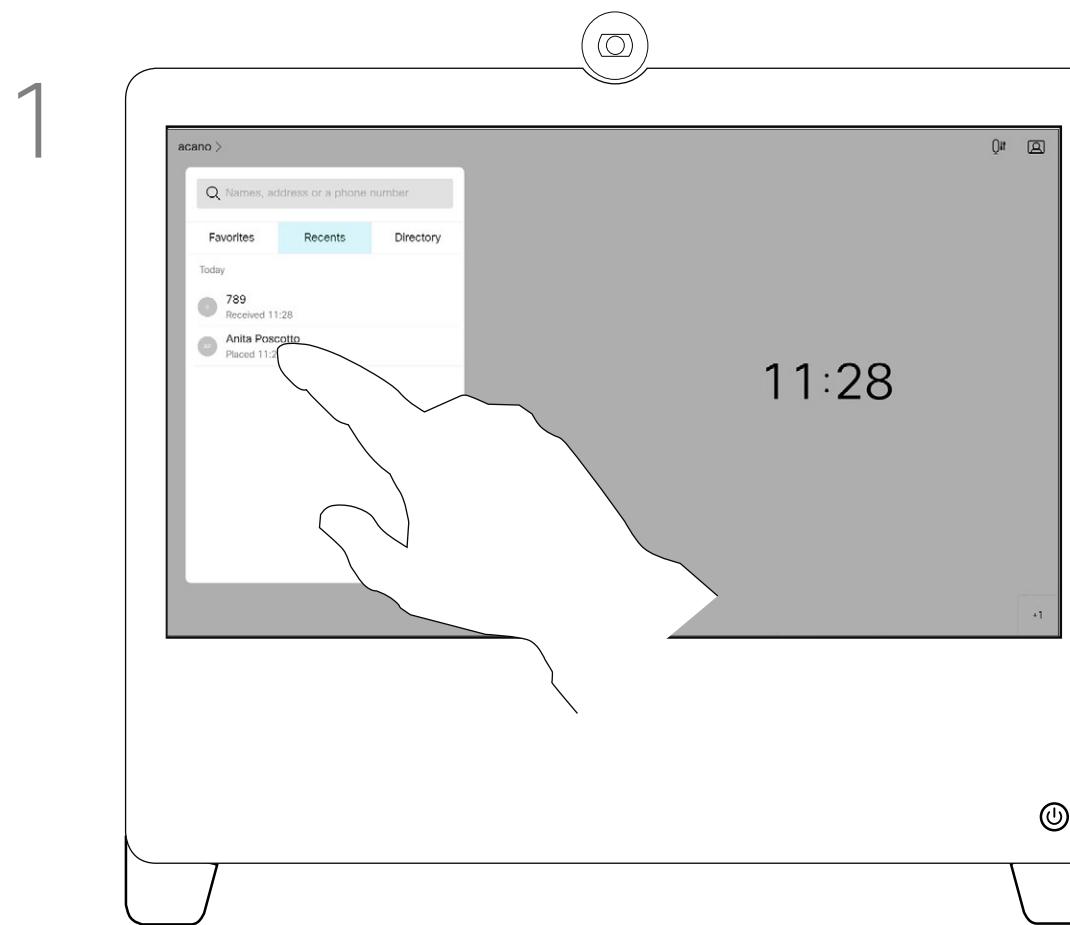
When Music mode isn't in use, the device filters out additional noises and reduces sound level variations. This caters for meeting settings and helps reduce distracting noise. The additional filtering also works well when you play recorded music through the device.

To use Music mode, you need to enable it on your device first. Select the device name in the upper left corner of the home screen and go to *Settings > Music mode* and toggle it on.

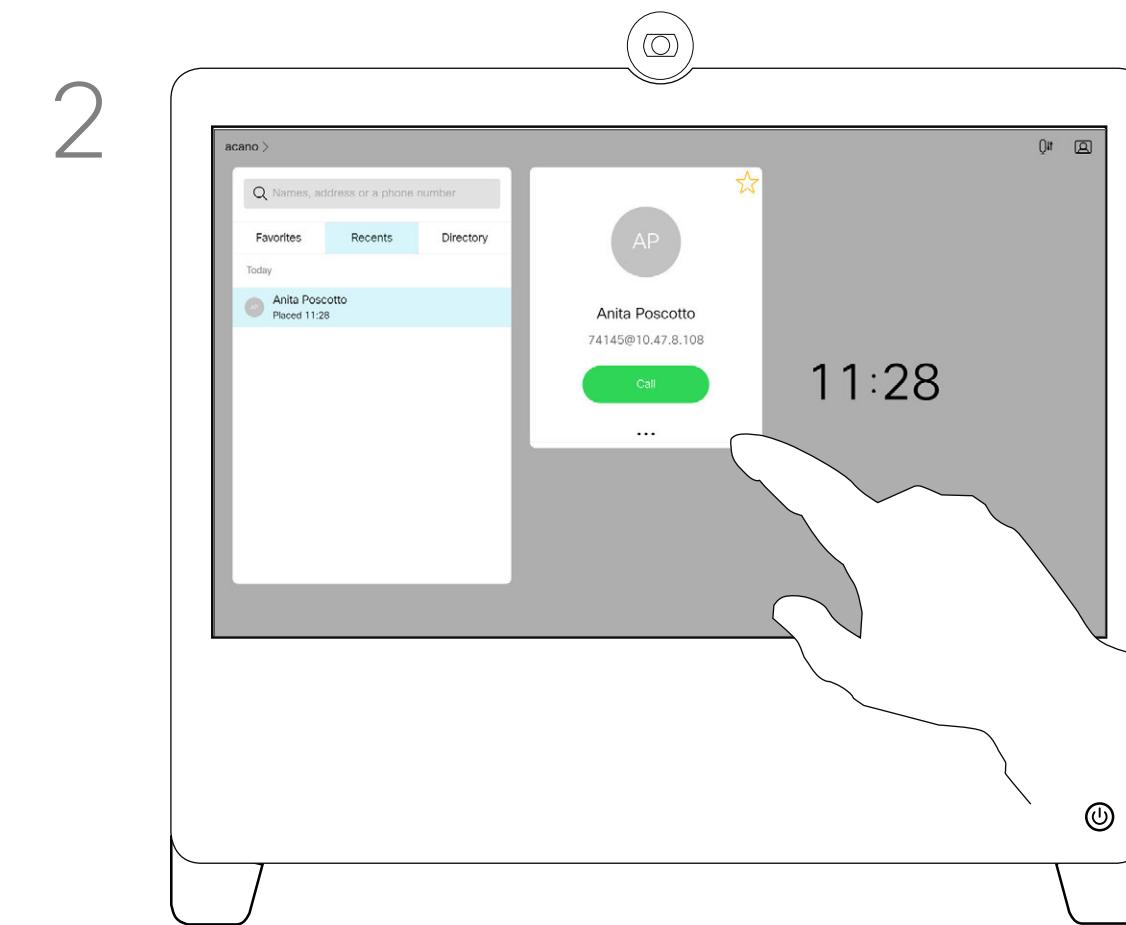
## Video Calls

## Find Call Details for Recent Calls

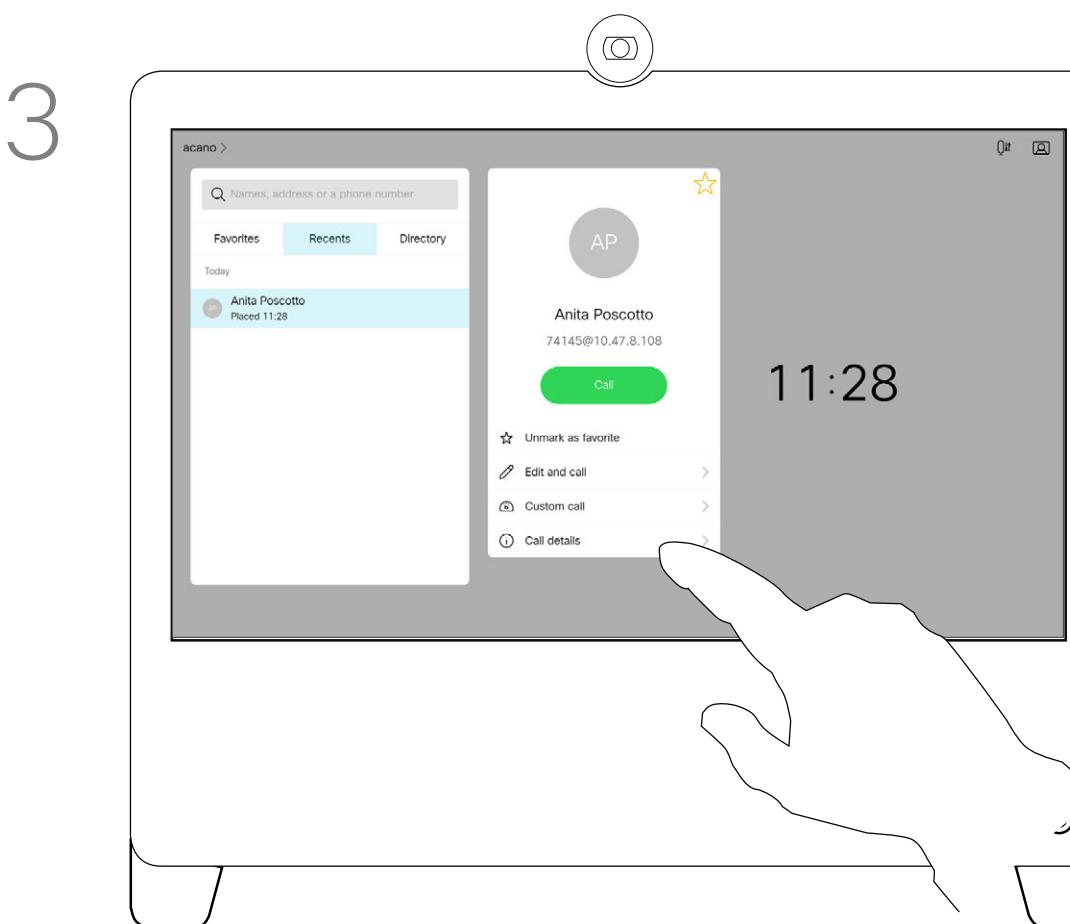
## About Call Details



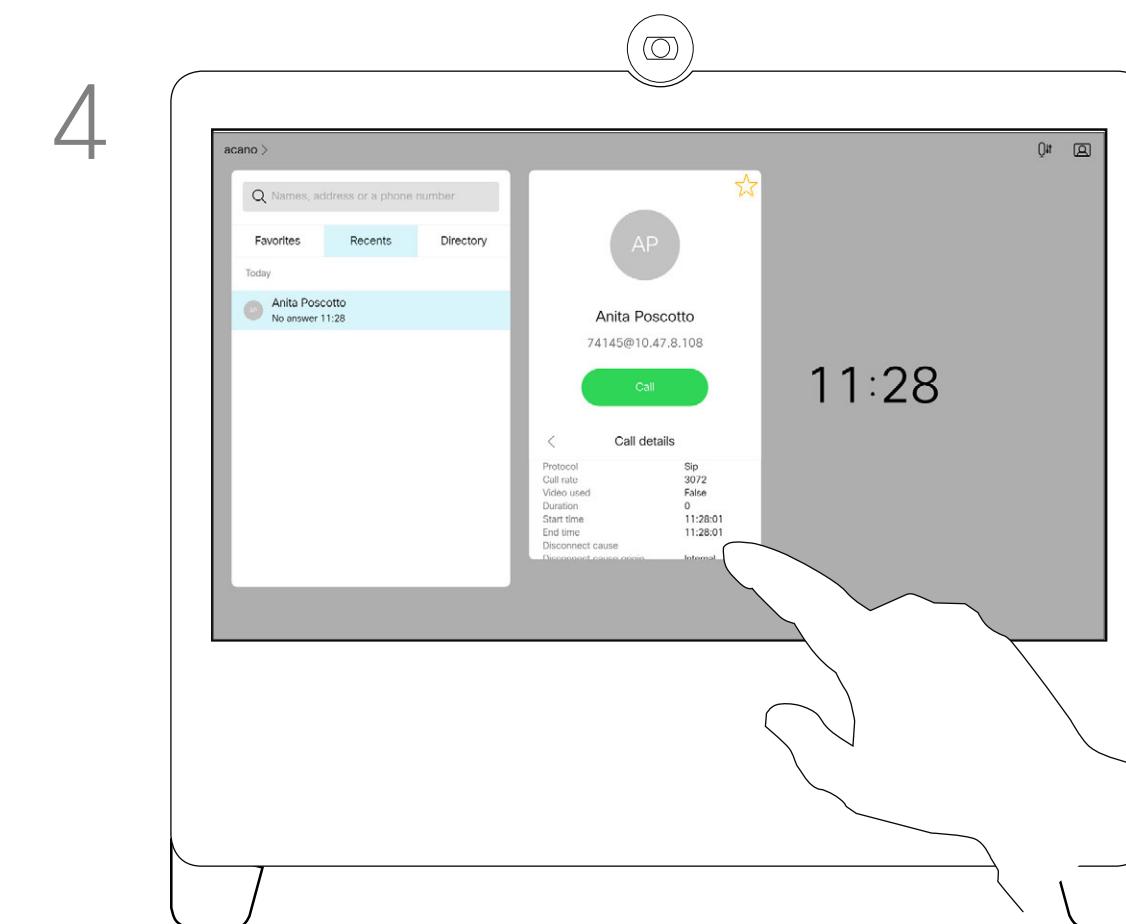
Locate the entry to be edited before a call is placed. Tap that entry. This opens the **Call** menu.



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



Tap **Call details**.



Scroll down the list to see the call details.

If you need to troubleshoot a recent call, you can find the call details from the recent calls list.

# Intelligent Proximity



Intelligent Proximity

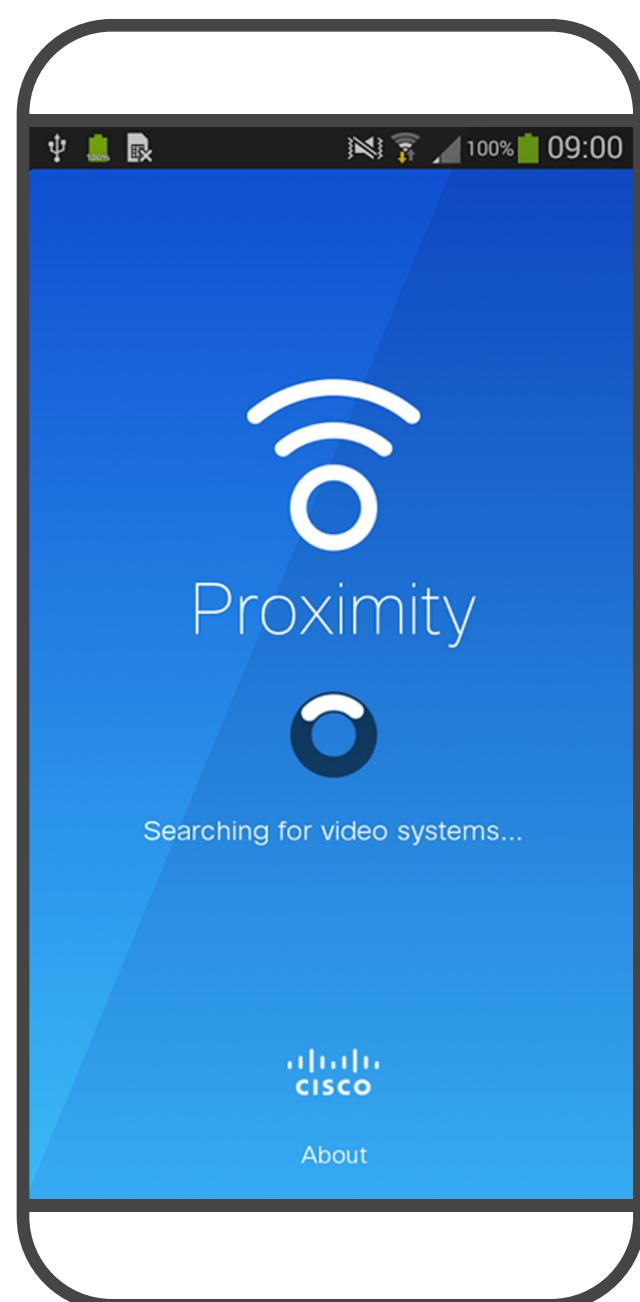
# Cisco Proximity Ultrasound Signal

About Proximity

Cisco video devices emit ultrasound as part of the Proximity feature. Most people are exposed to ultrasound more or less daily in many environments, including industry, commercial applications and home appliances.

Even if airborne ultrasound may cause subjective effects for some individuals, it is very unlikely that any effects will occur for sound pressure levels below 75 dB. Guidelines for ultrasound exposure limits vary heavily between countries, but 75 dB is the lowest limit presently found for the frequency band around 20 kHz, which is where the Cisco proximity signal is emitted.

A good reference for this information is Health Canada's guidelines, [http://www.hc-sc.gc.ca/ewh-semt/pubs/radiation/safety-code\\_24-securite/index-eng.php#a2.2.2](http://www.hc-sc.gc.ca/ewh-semt/pubs/radiation/safety-code_24-securite/index-eng.php#a2.2.2).



These guidelines state that sound pressure levels lower than 120 dB have not been demonstrated to cause hearing losses, neither permanently nor temporarily.

For Cisco video devices for personal use the ultrasound sound pressure level is below 70 dB at a distance of 20 cm or more from the loudspeaker.

In most practical cases the level at the ear of the user will be much lower than these max levels, due to loudspeaker directivity, distance attenuation, and high degree of high frequency absorption in typical rooms. The levels will range from what for audible sound would be typical background / ambient noise levels in meeting spaces up to so-called conversational levels of normal speech.

It is therefore deemed safe for humans to be continuously subjected to the proximity signal. Most people will not be aware of the presence of the signal, and suffer no effects from it. A few individuals with especially acute high frequency hearing can, however, be able to hear it, this is most likely to happen directly in front of and close to the loudspeaker.

It is obvious that animals like dogs will hear the proximity signal, since their frequency range of hearing is so much wider.

However, the effect of sound is also level dependent, and the level range of a dog's hearing is not significantly different from that of a human. The hearing threshold of dogs at 20 kHz can be as low as 0–10 dB, similar to the threshold of a human ear in its most sensitive frequency range.

Cisco has not done testing or qualification of the possible effects the signal can have on dogs. Due to the limited levels it is believed that while the signal is clearly audible it is not bothersome to dogs.

A dog in an office or meeting room will be subject to ultrasound at levels comparable to normal background noise, or at most conversational levels. There has been no reports of animals being bothered by the signals in the years we have had

this feature in our products.

However, the question of ultrasound effect on dogs is fair, since dog repeller devices using ultrasound do exist. These devices typically claim to use discomforting, but not harmful ultrasound. Cisco does not have insight into dog repeller design, but scanning the specifications of such devices typically reveals that the exposure levels typically are 100 dB and upwards.

For solutions using Cisco video codecs with 3rd party loudspeaker systems Cisco is not able to control the ultrasound sound pressure level. In most cases the necessary loudspeaker sensitivity and frequency response will result in levels below the 75 dB limit. However, if excessive external amplification is applied, or the loudspeaker system has an emphasized high-frequency response, levels in excess of the limit can be produced.

The Intelligent Proximity feature allows you to share content from a computer wirelessly on the video device. Smart phones and tablets are also able to view the shared content directly on their own screens.

You can even use your own smart phone, tablets, PC or MAC to control calls on the video device.

## 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://proximity.cisco.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 (see more at left). Do not block the microphone of your computer, smart phone or tablet.

Intelligent Proximity has been designed not to work outside the meeting room when doors to the room are kept closed. You will need to be in close proximity of the video endpoint to use the feature.

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

# Content Sharing

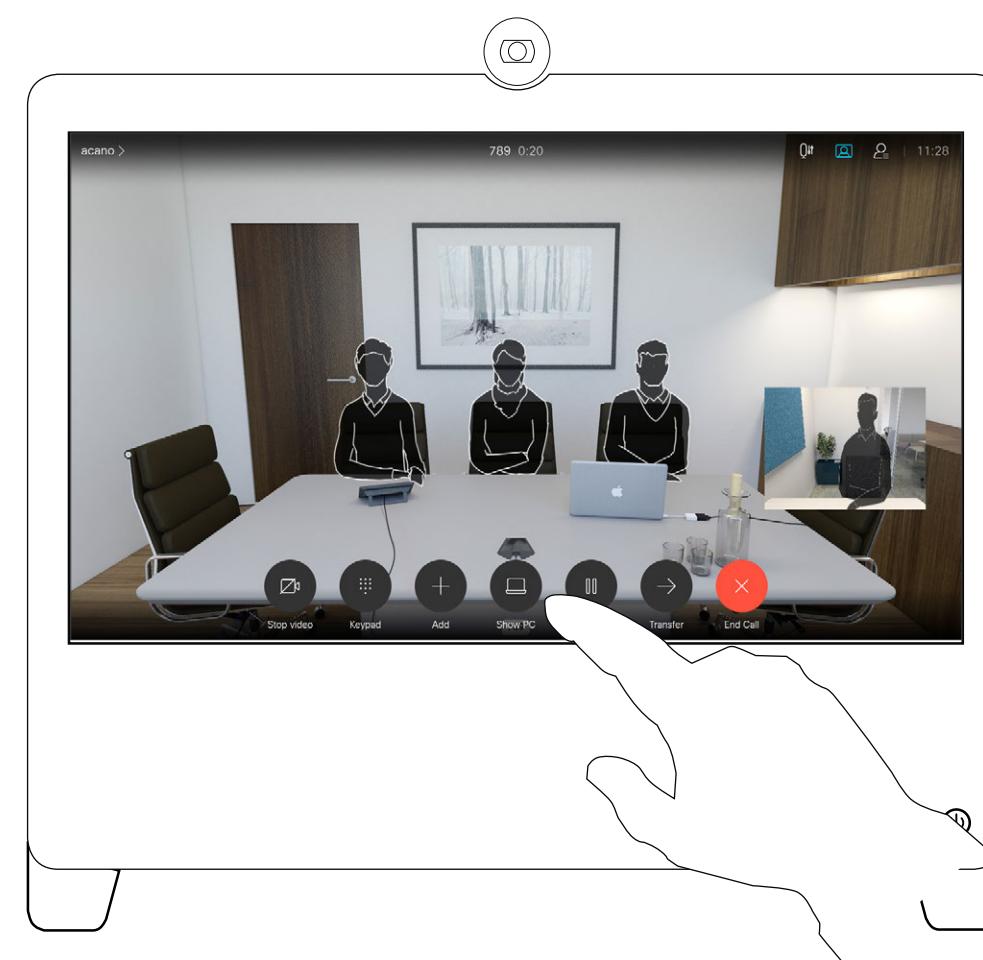


## Content Sharing

## Share Content In a Call

## About Content Sharing

1



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 device. What you see on the screen when you do this, is not shown to the other participants.

2



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.

3



The content of your PC screen is shared with the other participants.

4



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

Your video device 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 device 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 device.

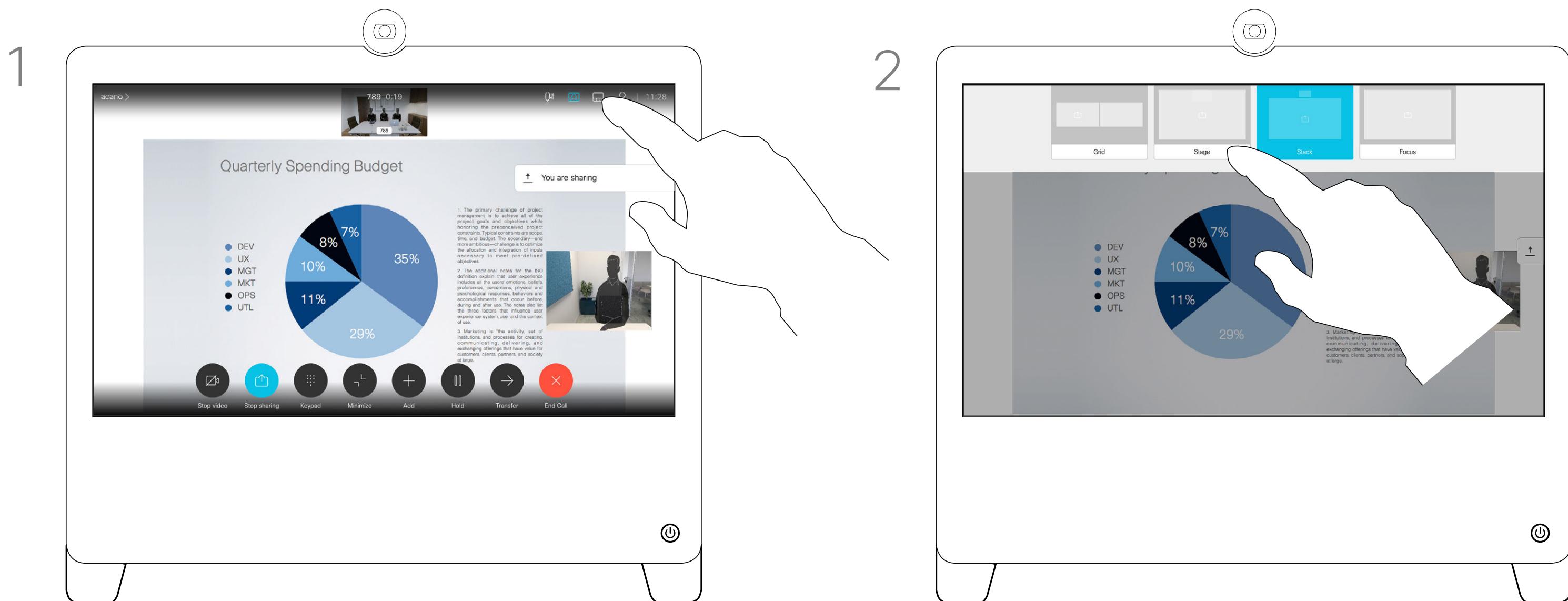
The camera senses what you do to it and automatically flips the image vertically. Thus, the image appears as expected to the far end.



## Content Sharing

## Change Presentation Layout In a Call

## About Presentation Layout

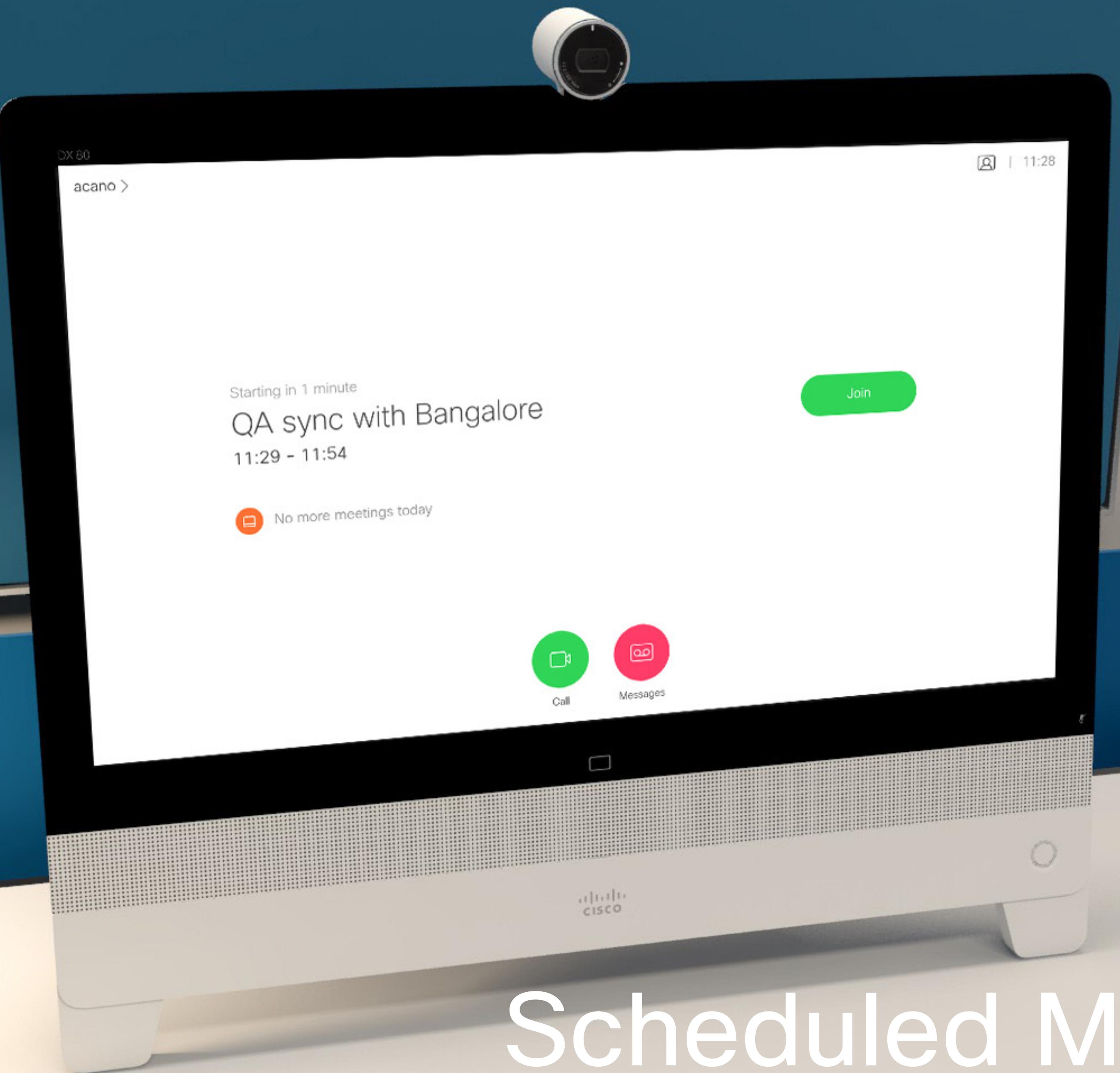


Tap the **Layout** to invoke the layout options, as shown.

Select your preferred layout by tapping it.

You may change the layout of the screen during presentations. Typical options are 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 device may differ from those shown here, but the layouts shown are always those you may choose between.

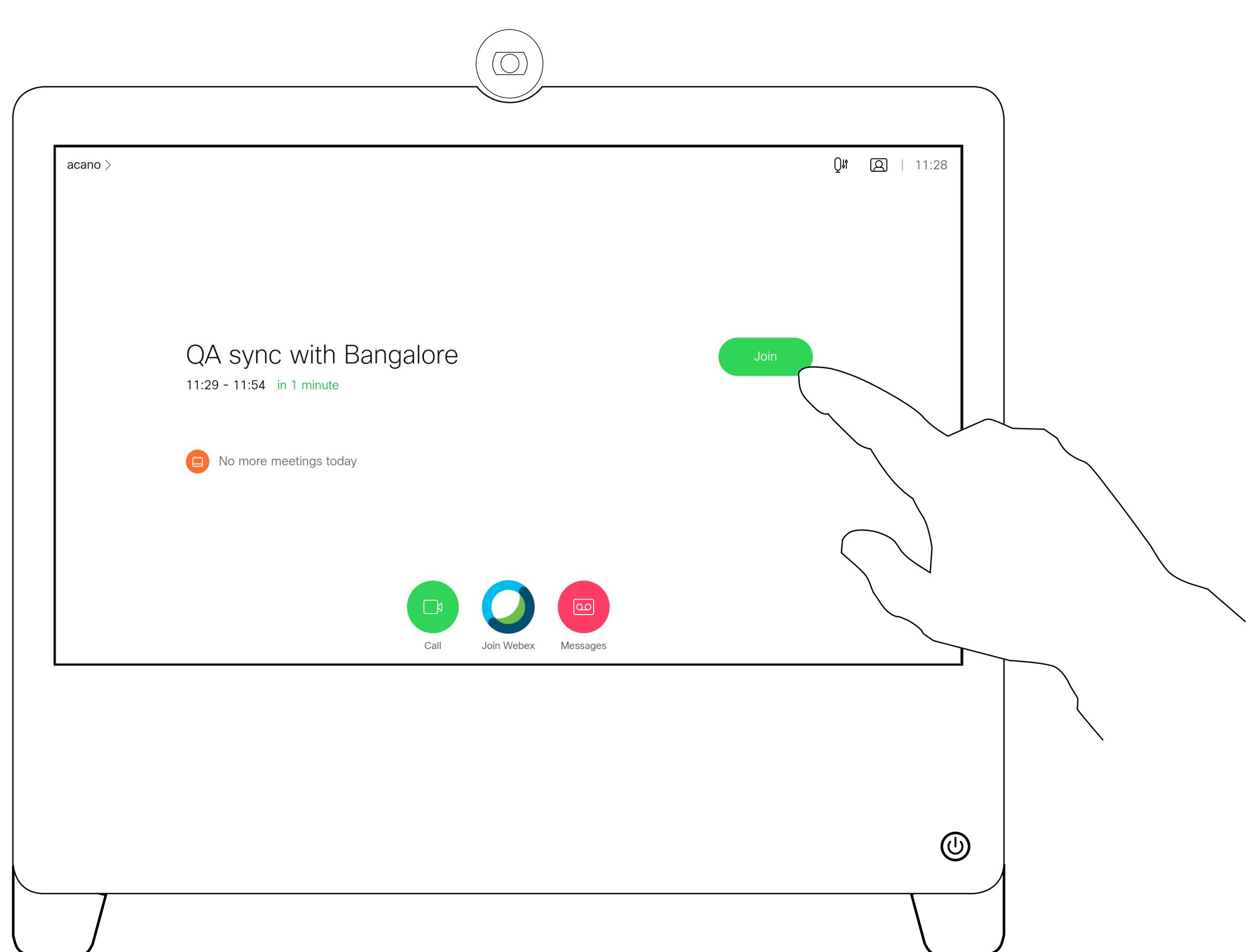


# Scheduled Meetings

## Scheduled Meetings

## Join a Scheduled Meeting

## Joining a Meeting



Your video device may be connected to a management system capable of scheduling video meetings. Scheduled meetings appear as shown at left.

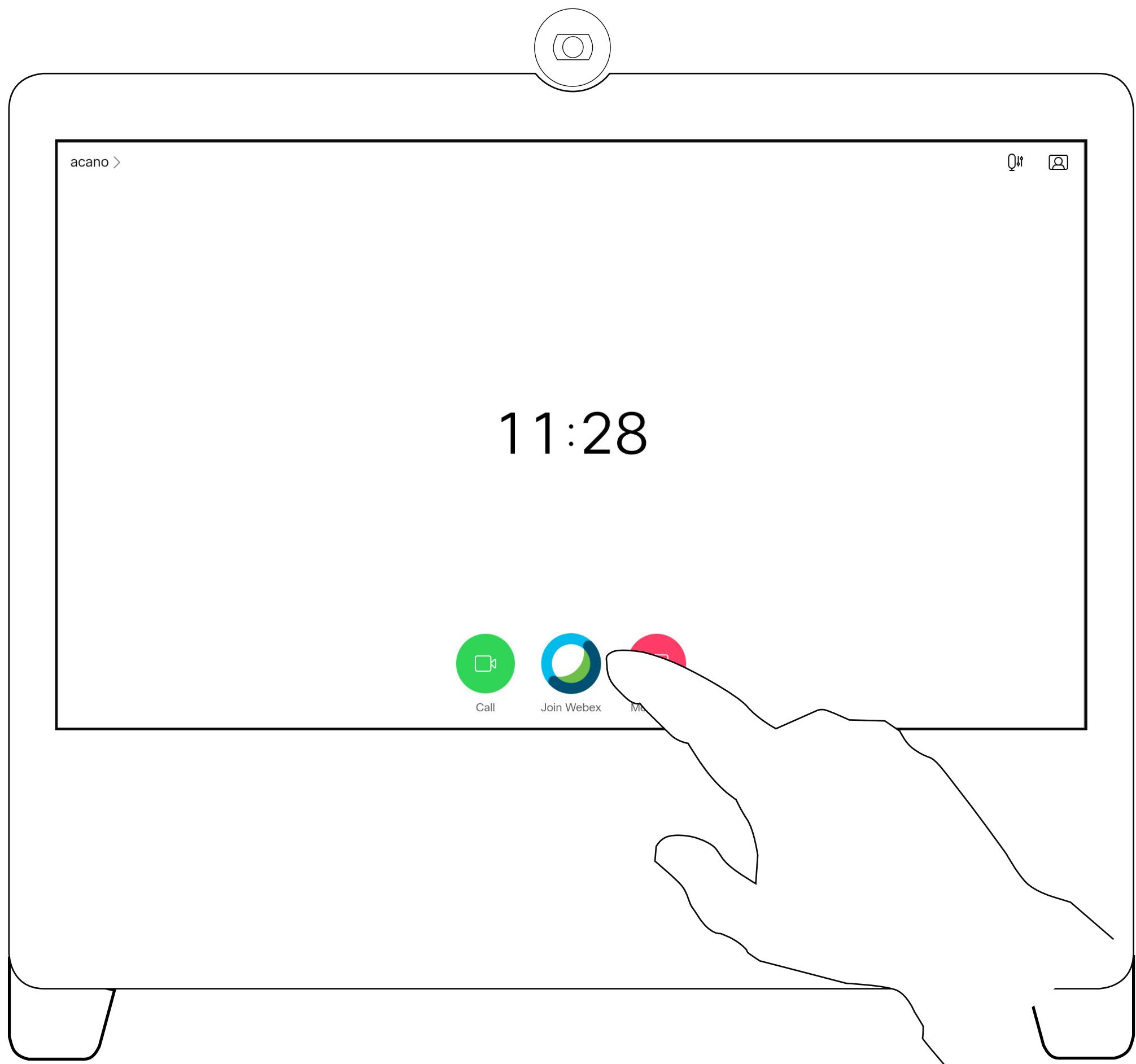
Tap **Join** to participate in the meeting.

Should the meeting have started already, you may still join.

When a scheduled meeting appears on the device screen, the device wakes up from stand-by.

## Scheduled Meetings

## Join a Webex Meeting



Tap **Join Webex**. You are prompted to key in the meeting number you received in your invite. Tap **Join** to join the meeting.



# Contacts

Contacts

# Favorites, Recents, and Directory

About the Contacts Lists

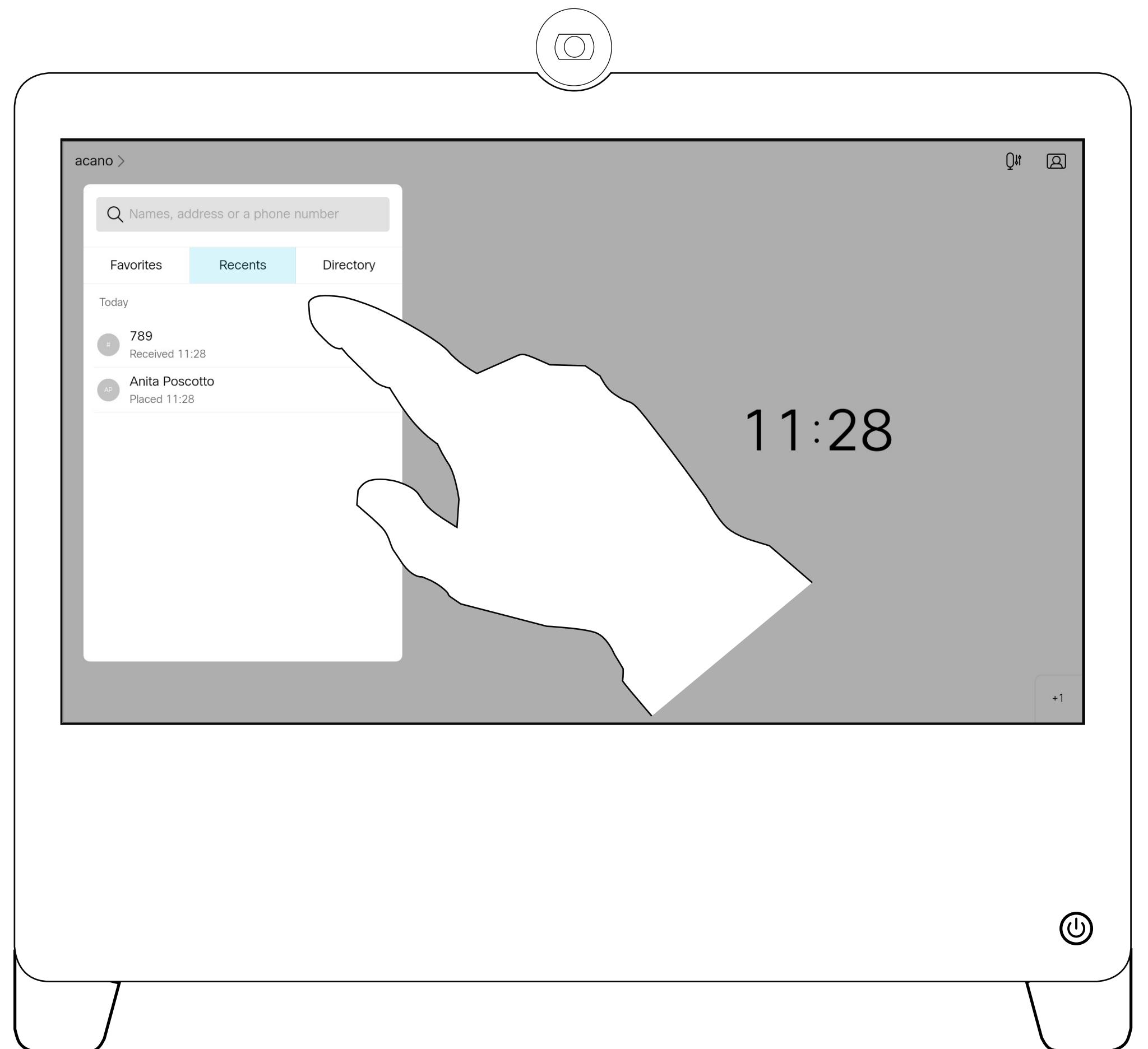
Your lists of Contacts consist of three parts:

**Favorites.** These contacts have been added by you. These entries are typically those you call frequently or otherwise need to access in a swift and convenient manner from time to time.

**Directory** is typically a corporate directory installed on your device by your video support team.

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

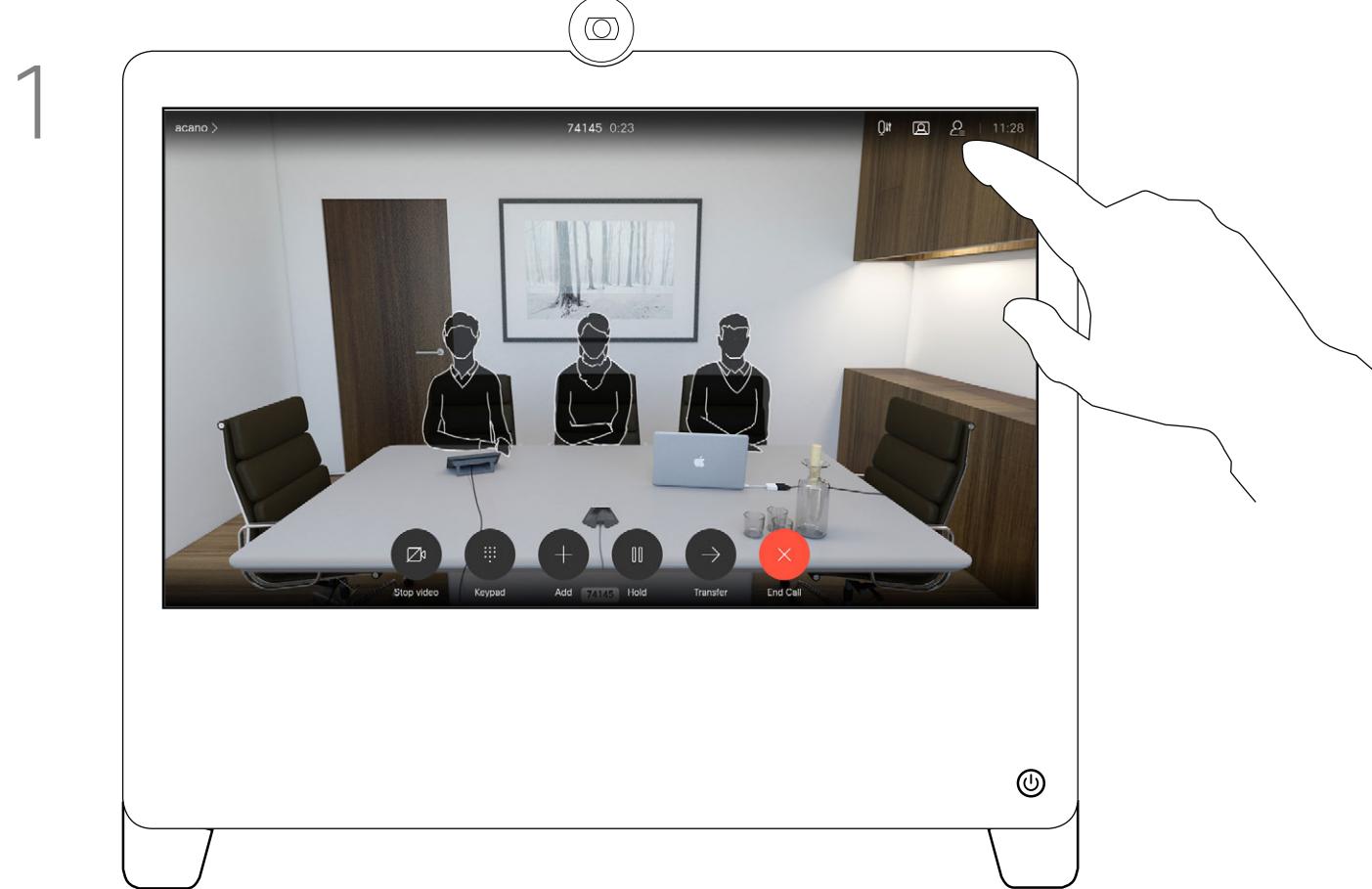
Note that removing entries from *Recents* can only be done from the web interface.



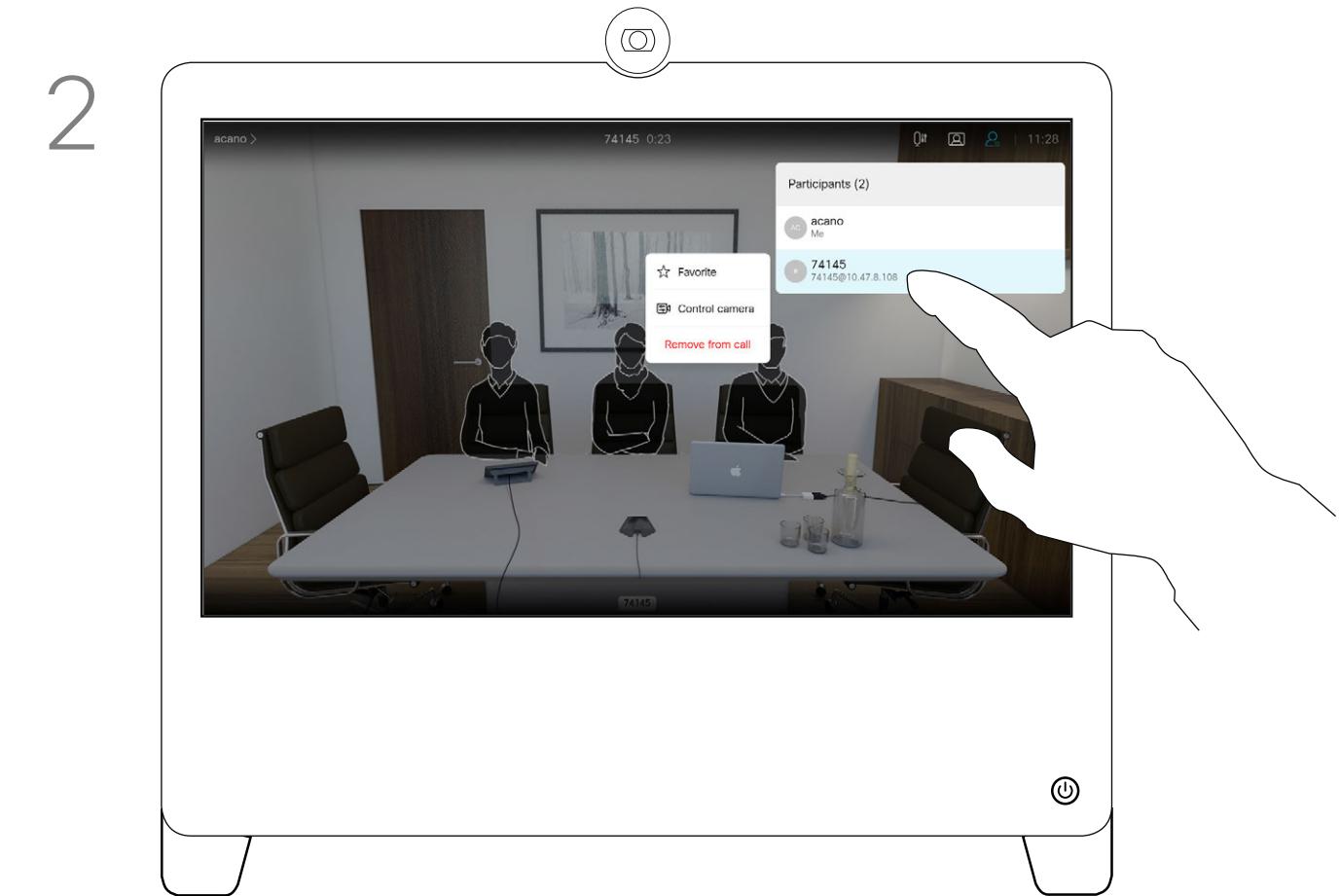
Contacts

# Add Someone to Favorites, While in a Call

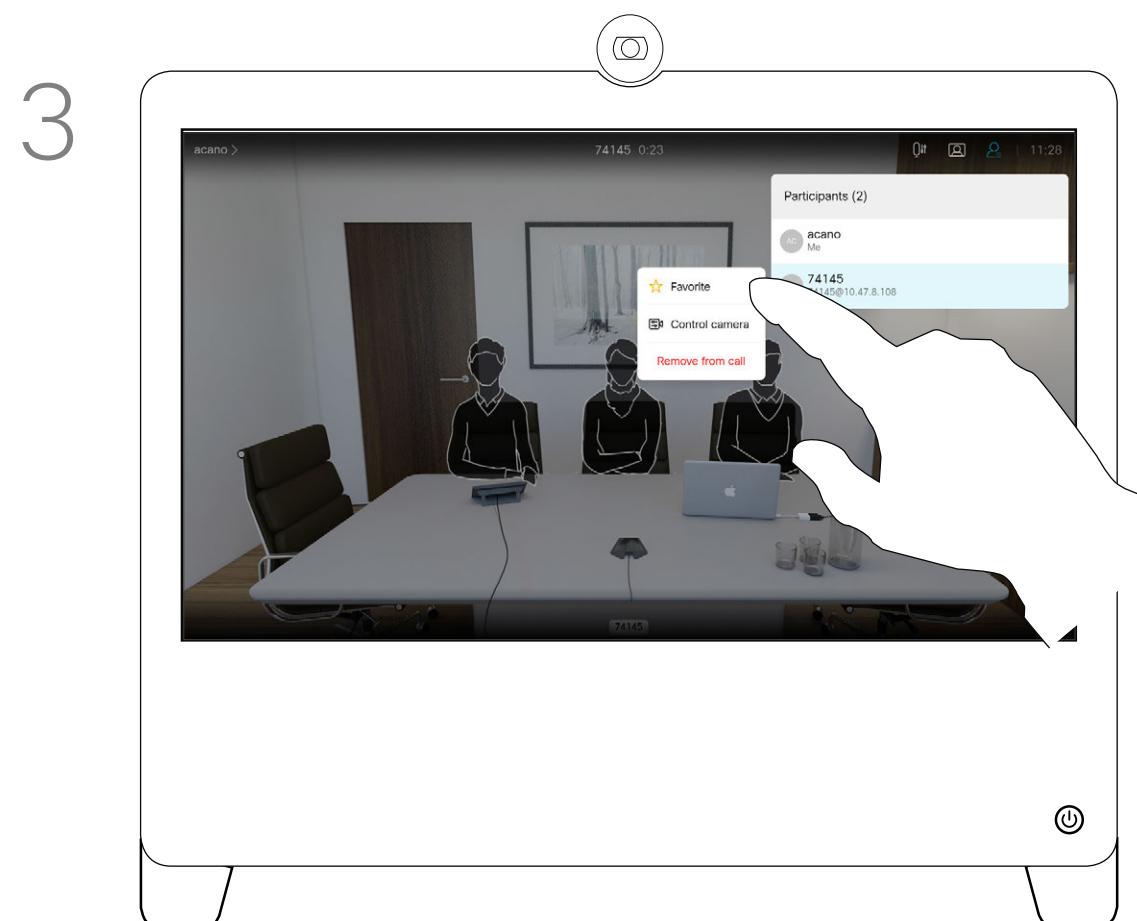
About Favorites



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**.

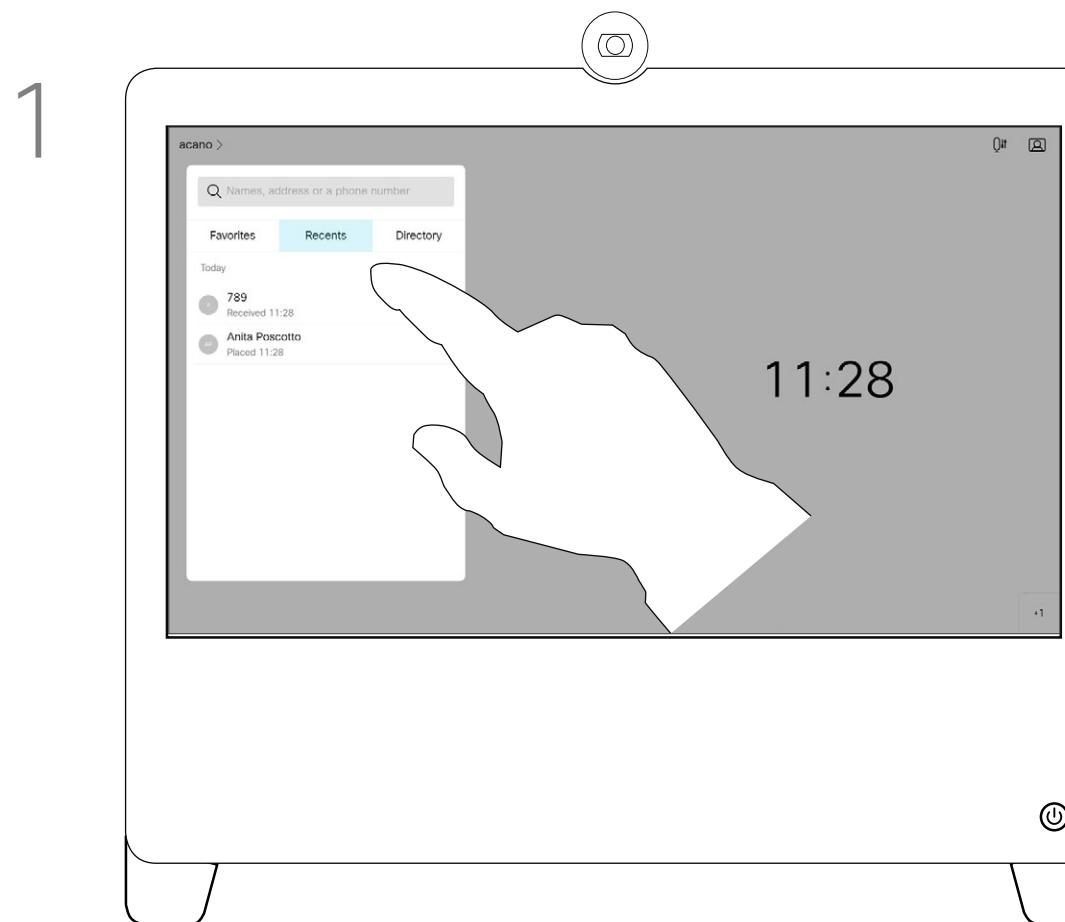
The *Favorites* is your own shortlist of contacts you frequently call or otherwise want to have easy access to.

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

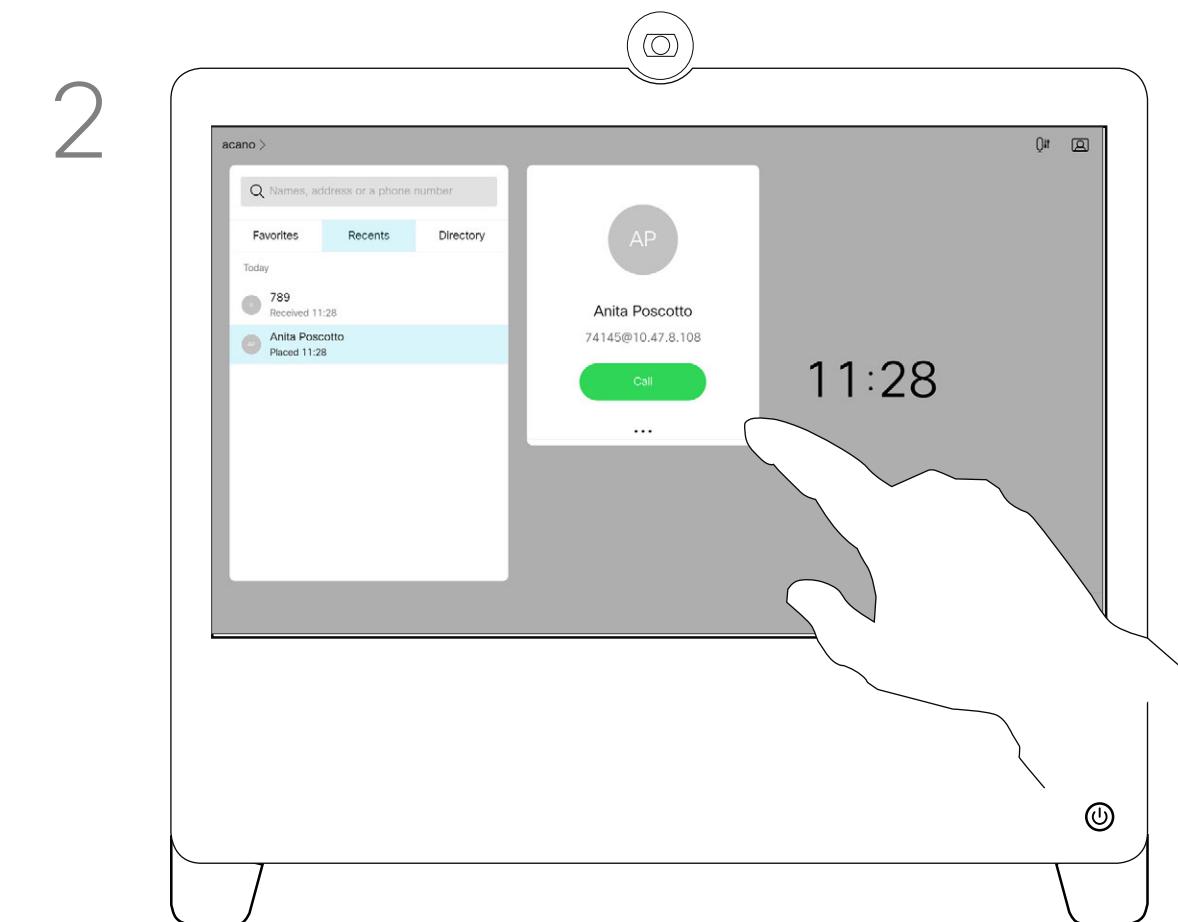
## Contacts

## Add Someone to Favorites, Outside a Call

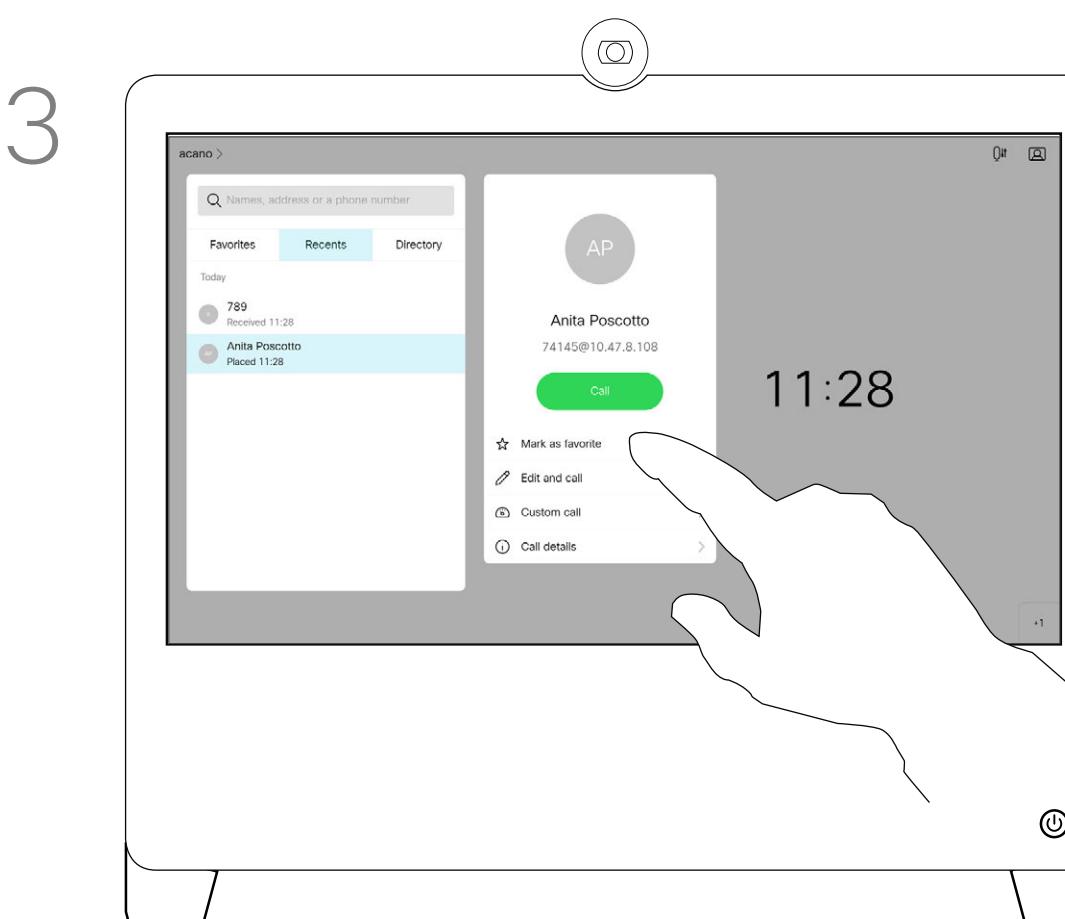
## About this feature



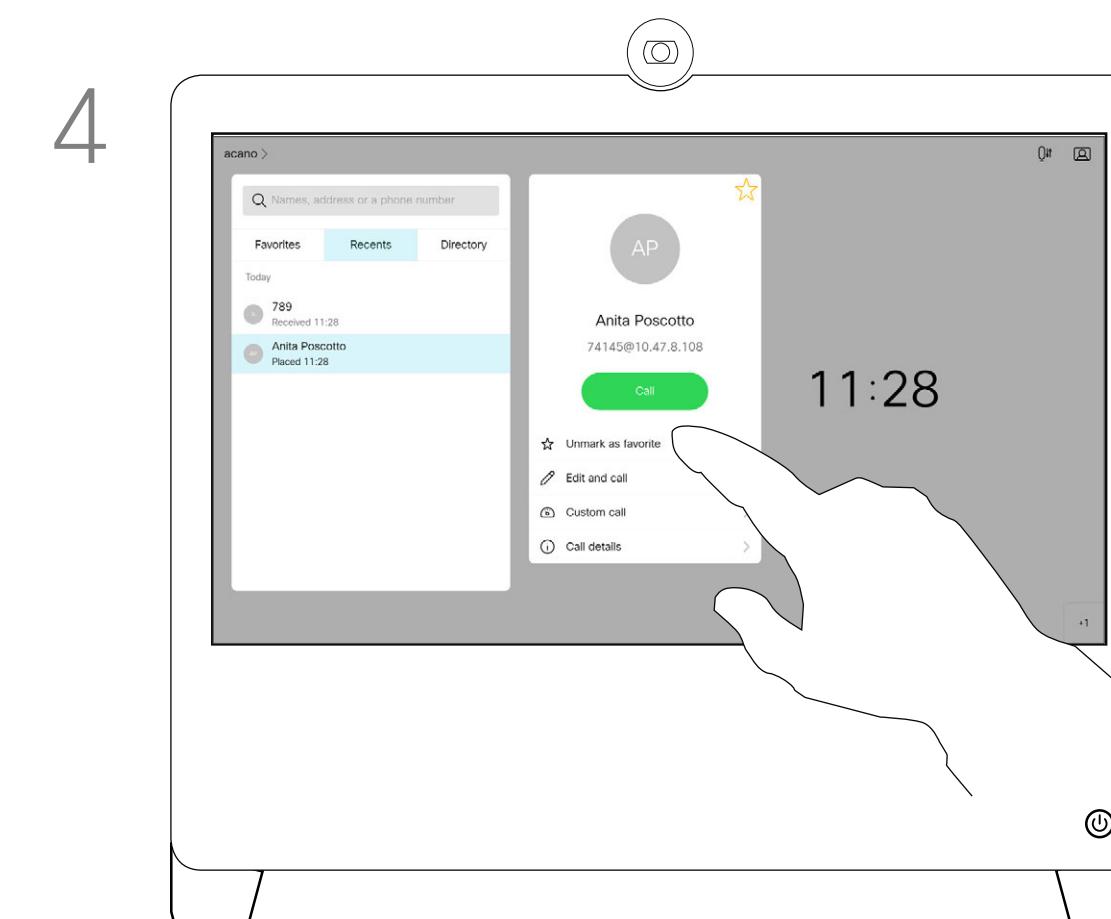
While not in a call, tap **Call** (not shown) to open the *Contacts* list, as shown. Tap **Recents** or **Directory** and search for the entry to become a Favorite.



Tap the participant you want to add to the **Favorites** list. This opens the above screen. 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 Favorites list, go to **Favorites** in the *Contact* lists and repeat the procedure.

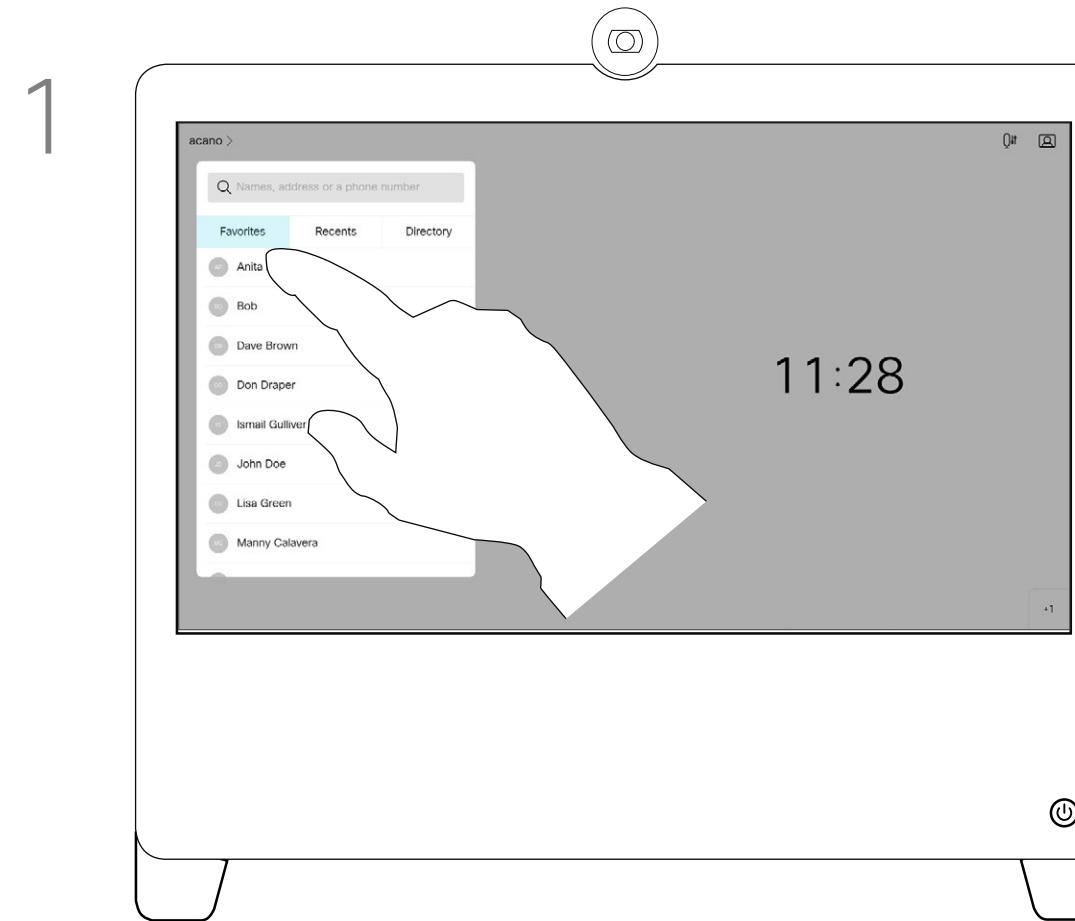
The **Favorites** is your own shortlist of contacts you frequently call or otherwise want to have easy access to.

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

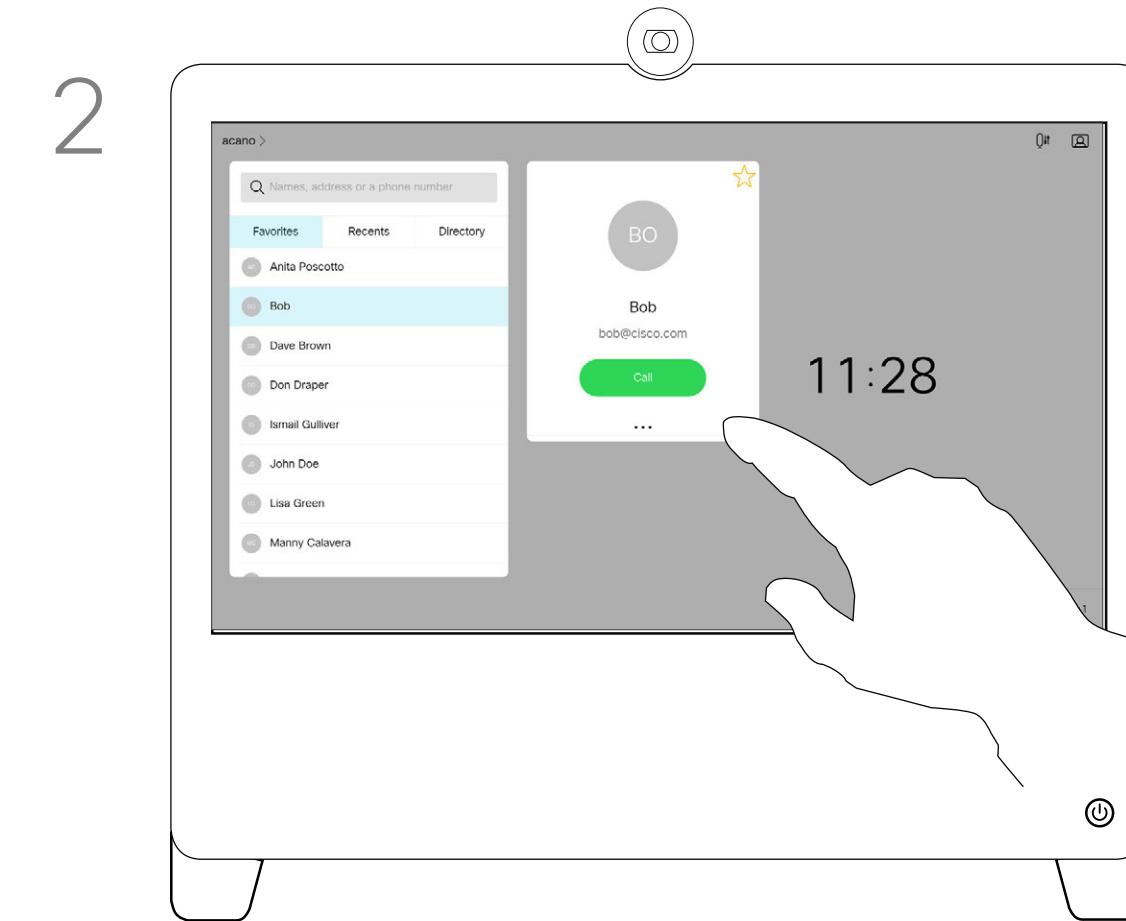
To add a manual entry to the list of Favorites, type the name or address in the *Search* or *Dial* field as explained in ["Place a Call Using Name, Number, or Address" on page 12](#).

Contacts

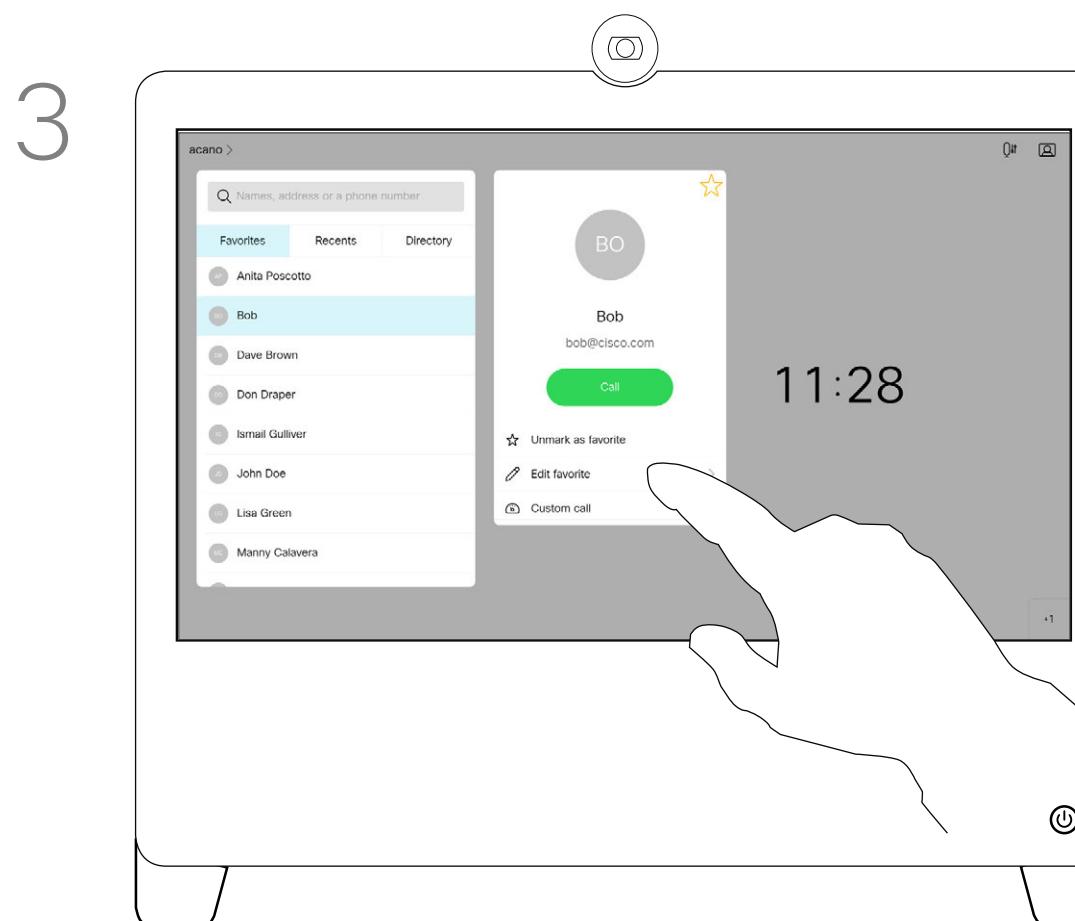
# Edit an Existing Favorite

[About this feature](#)

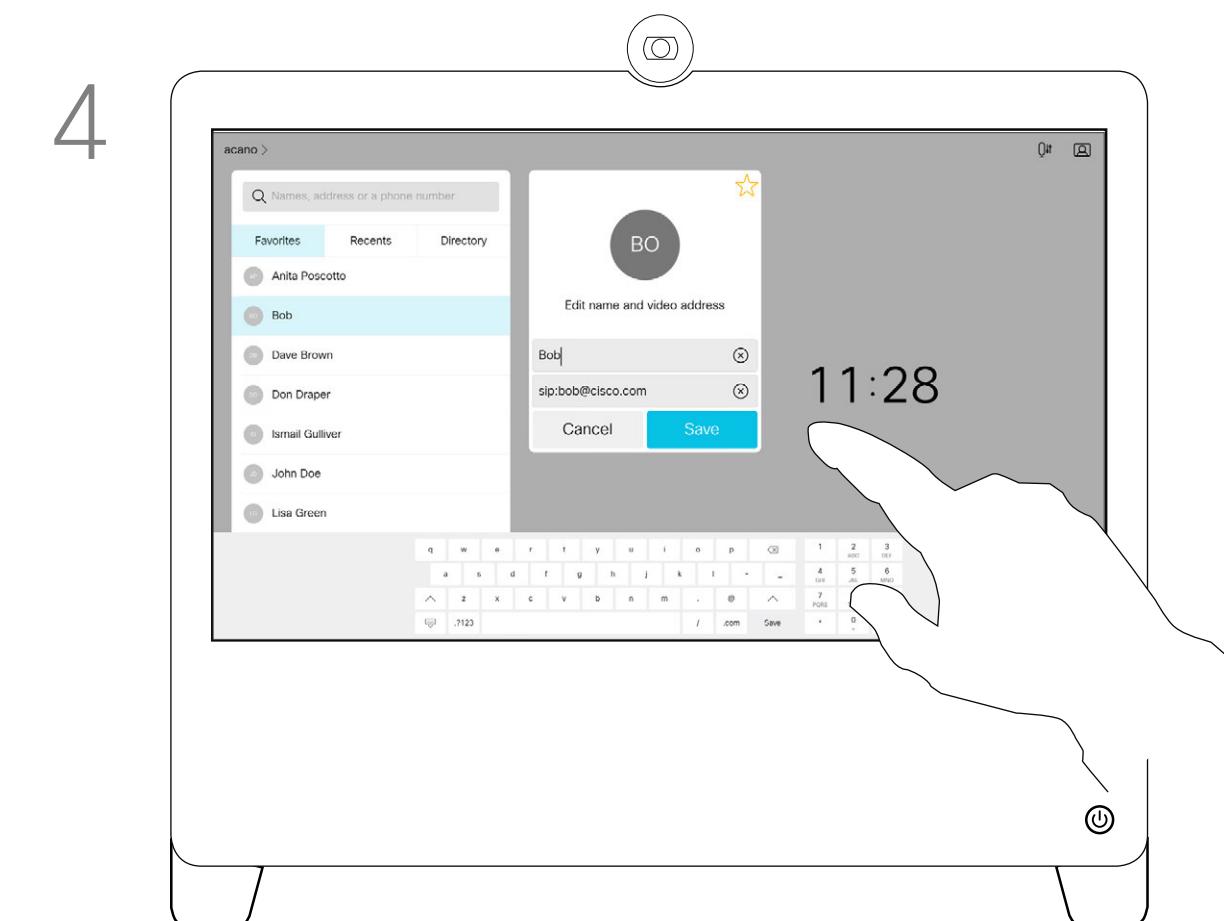
Tap **Call** (not shown) to invoke the Contacts list, as shown. Then tap **Favorites** to gain access to the list of Favorites.



Tap the Favorite to be edited. Then tap **More** (...).



Tap **Edit Favorite**.



Edit the Favorite entry and tap **Save** to exit putting changes into effect. Otherwise tap **Cancel**.

This feature allows you to update a Favorite at all times.

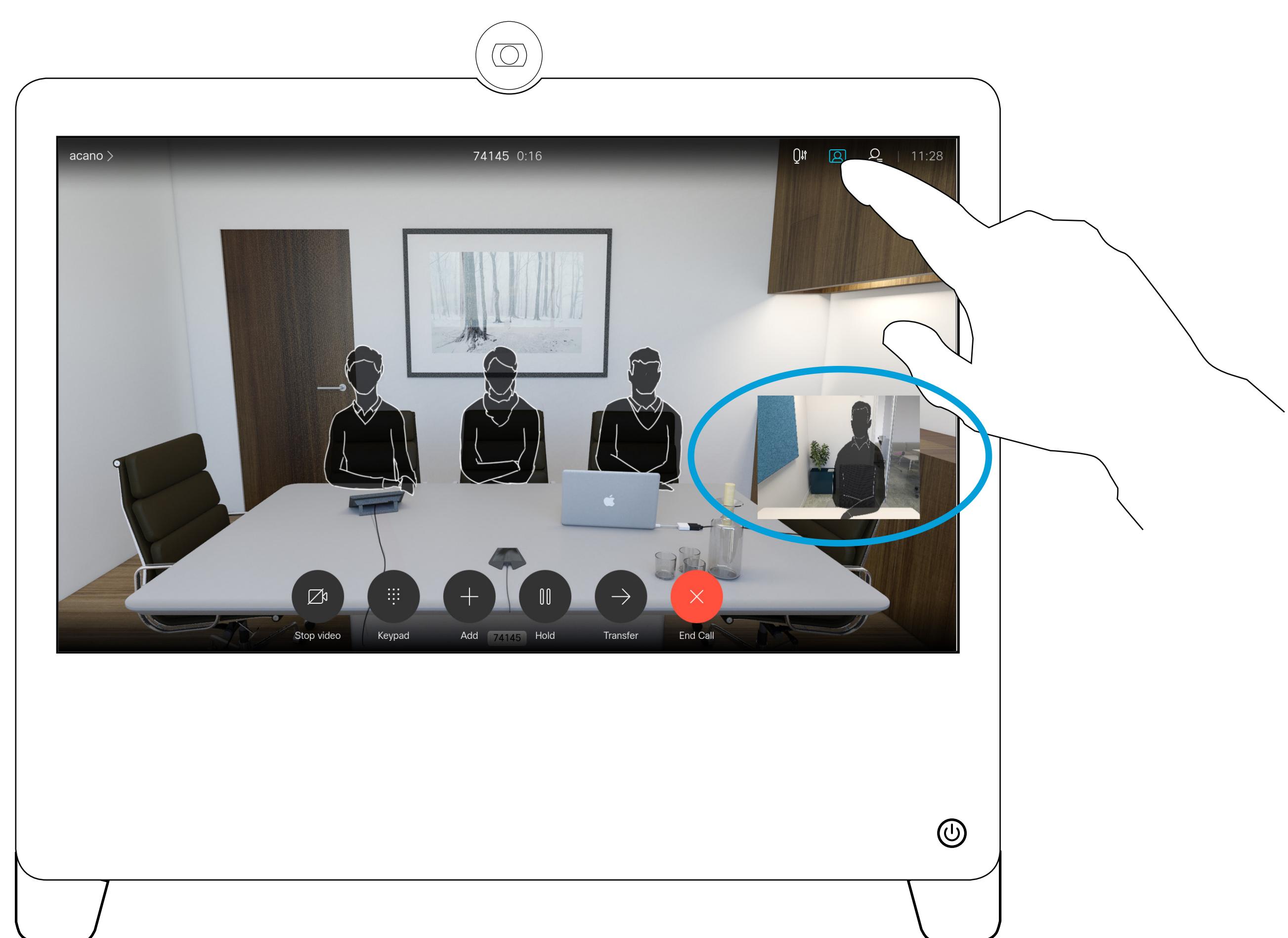


# Camera Control

Camera Control

# Turn Selfview On and Off

Why Selfview?



Selfview shows what others see from your video device. You can 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.

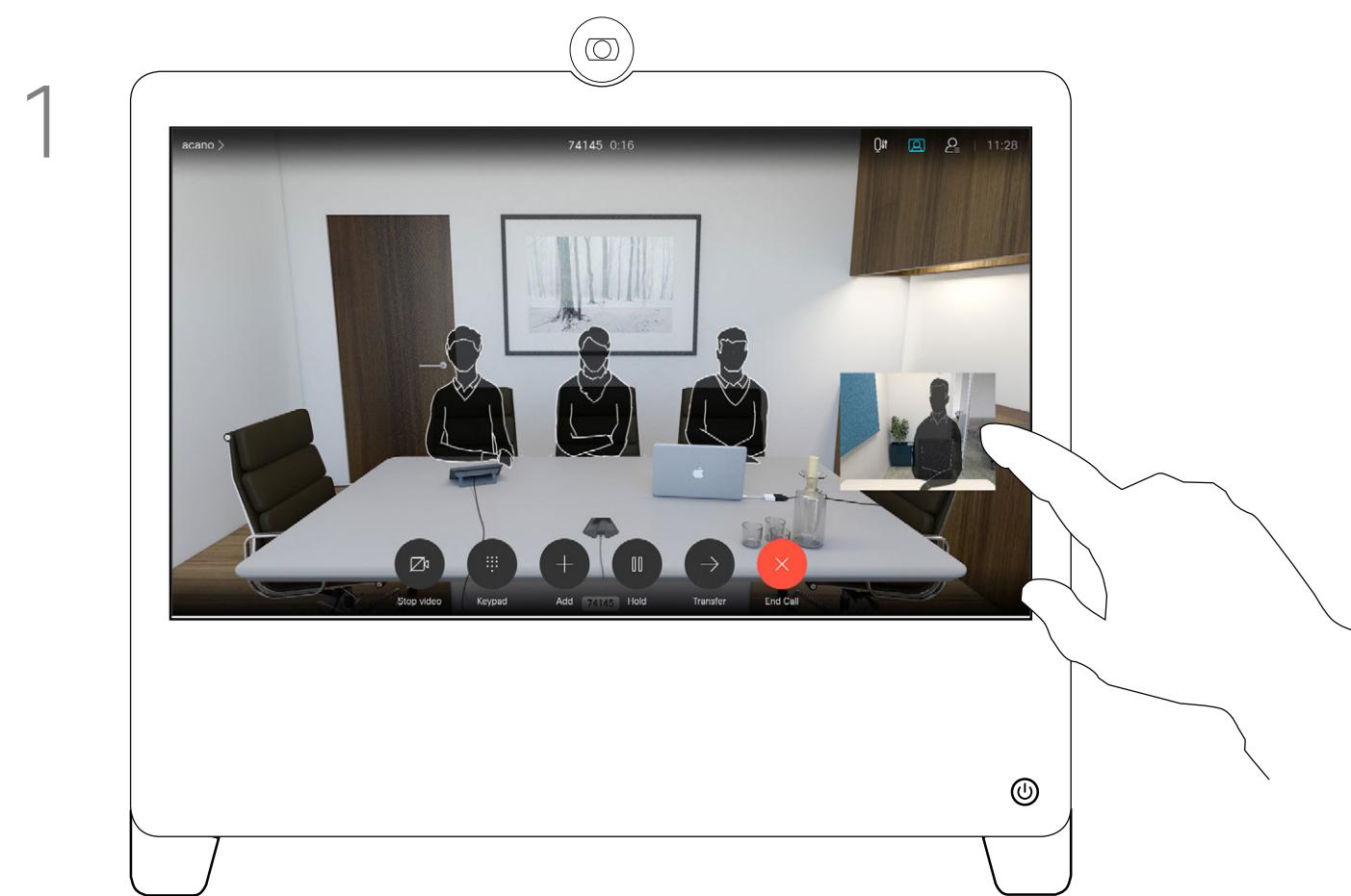
Tap as shown at left to activate or deactivate the Selfview.

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).

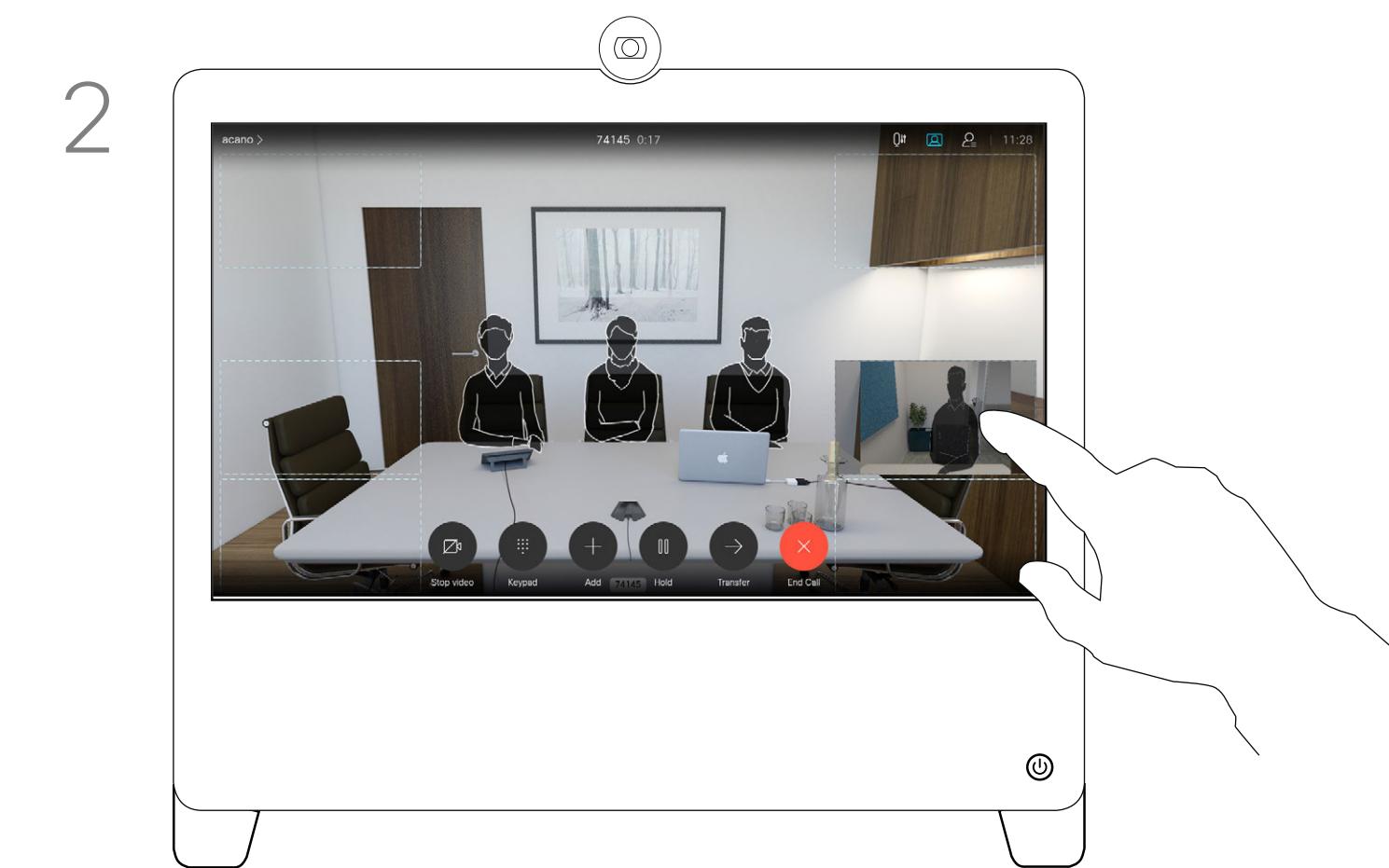
## Camera Control

# Move the Selfview PiP

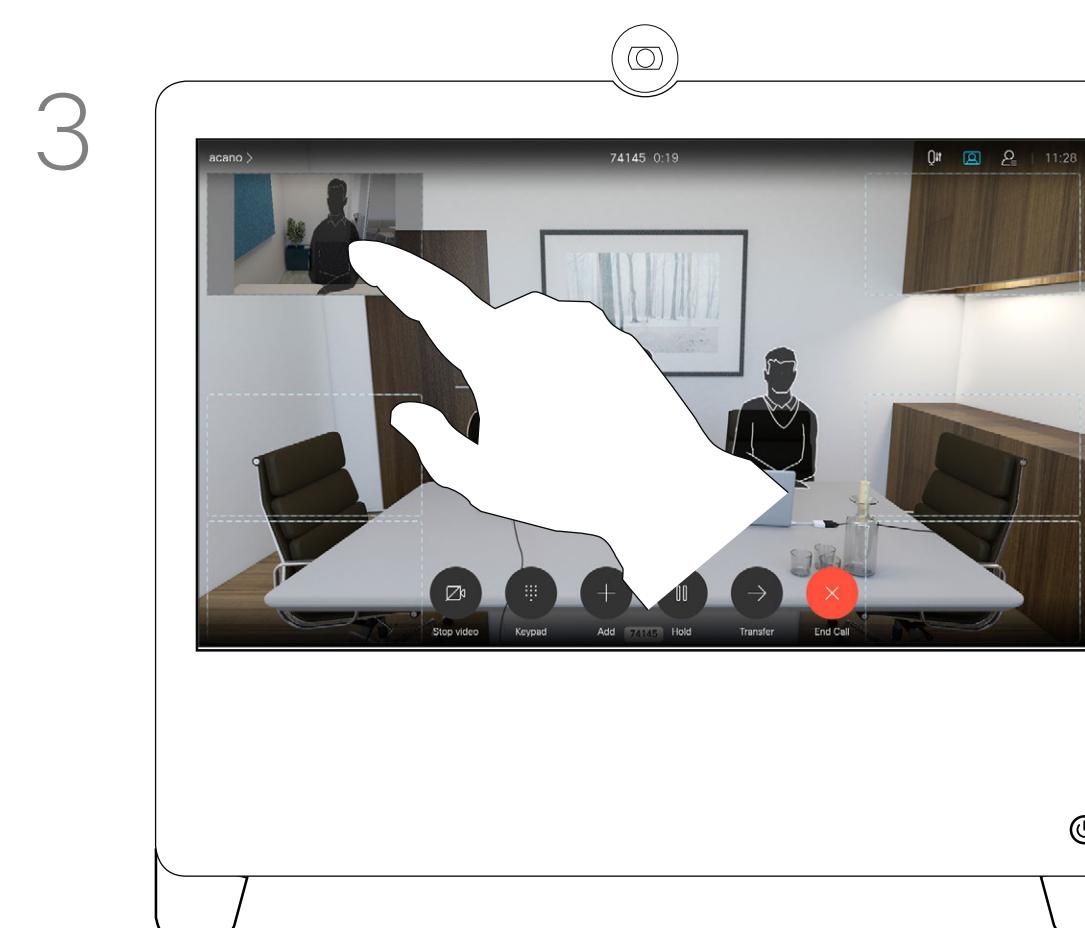
## Why Move the Selfview?



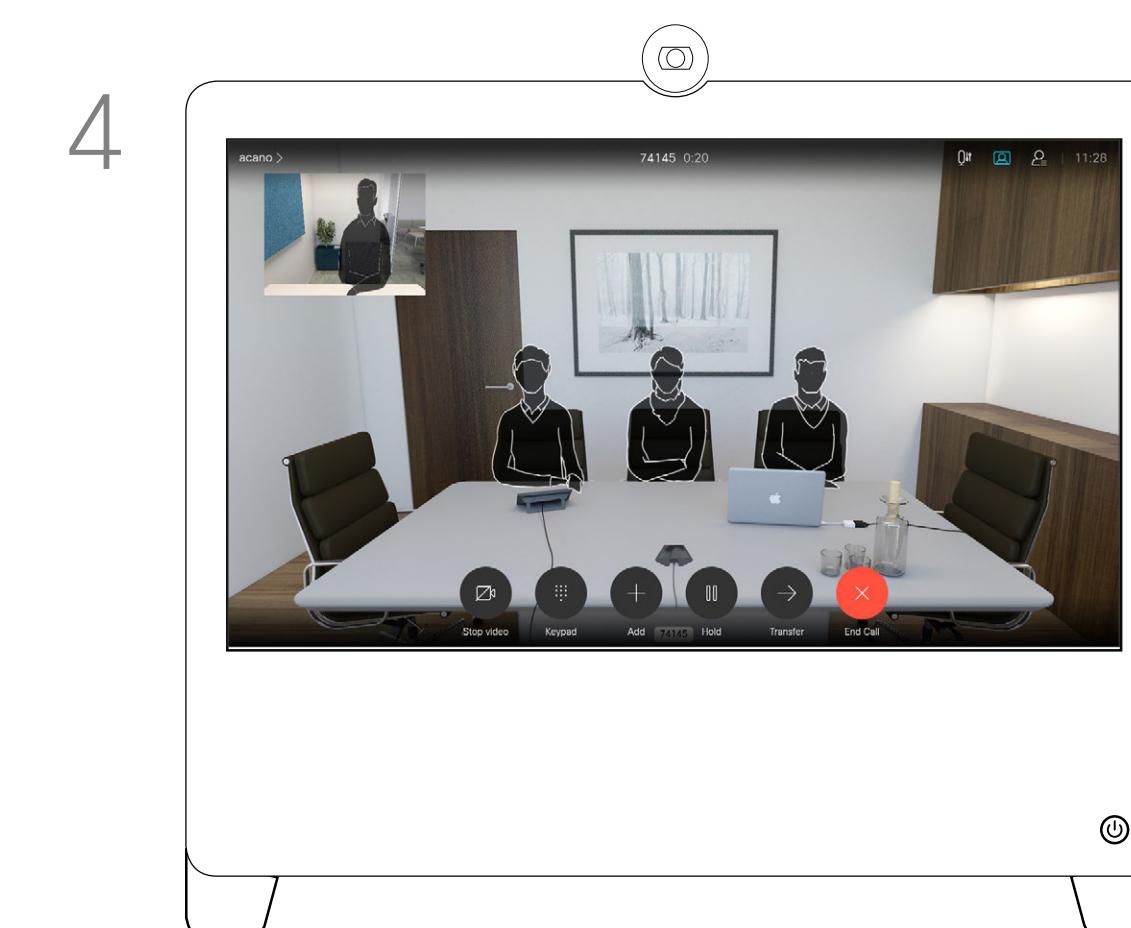
Tap and hold the selfview image.



You now see the alternate positions 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.

Selfview shows what others see from your video device. You can use it to confirm that they see what you want them to see.

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

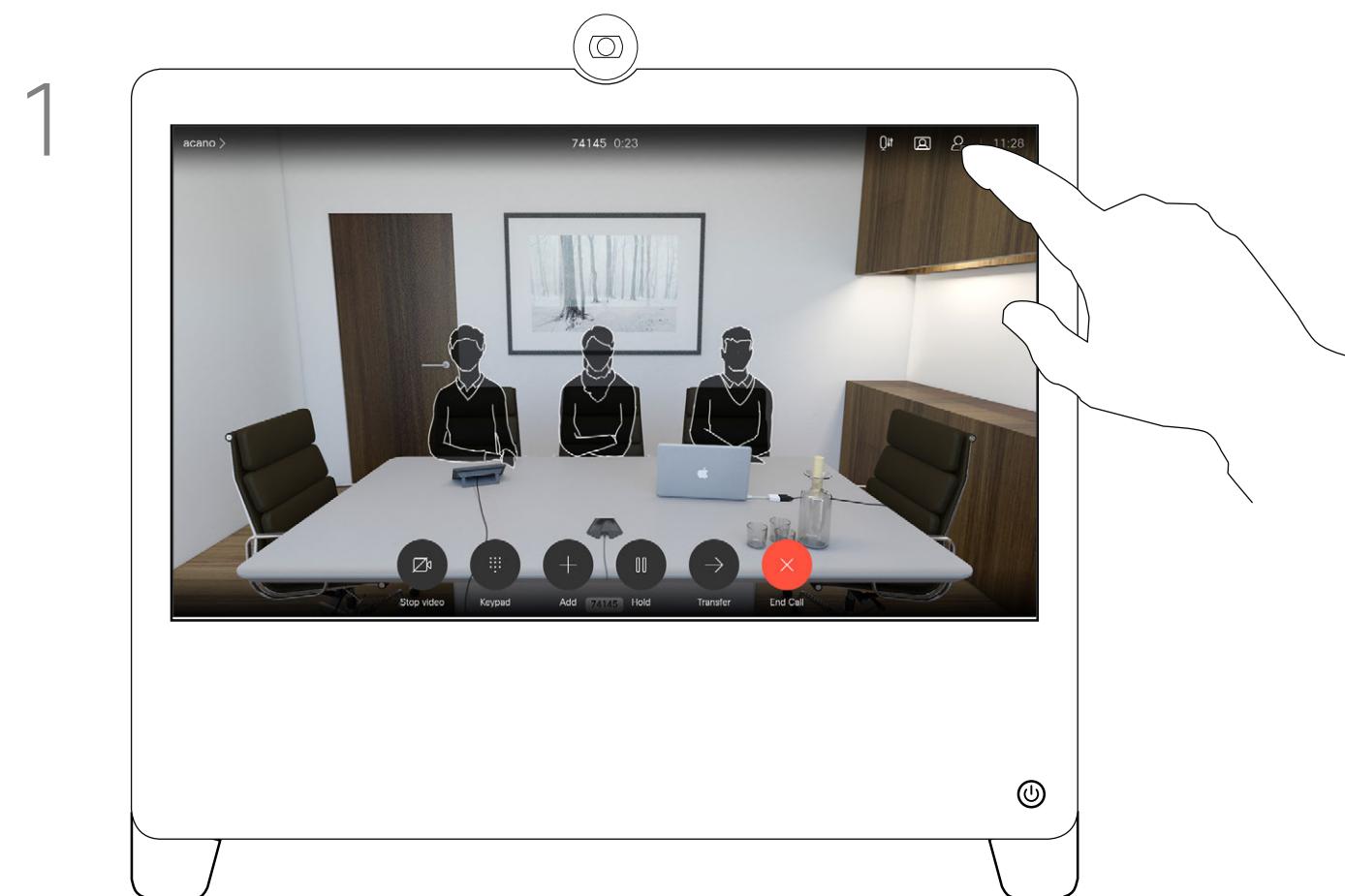
From time to time you may want to have the selfview activated during the meeting. This could, for example, be to ensure that you remain seen on the screen.

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.

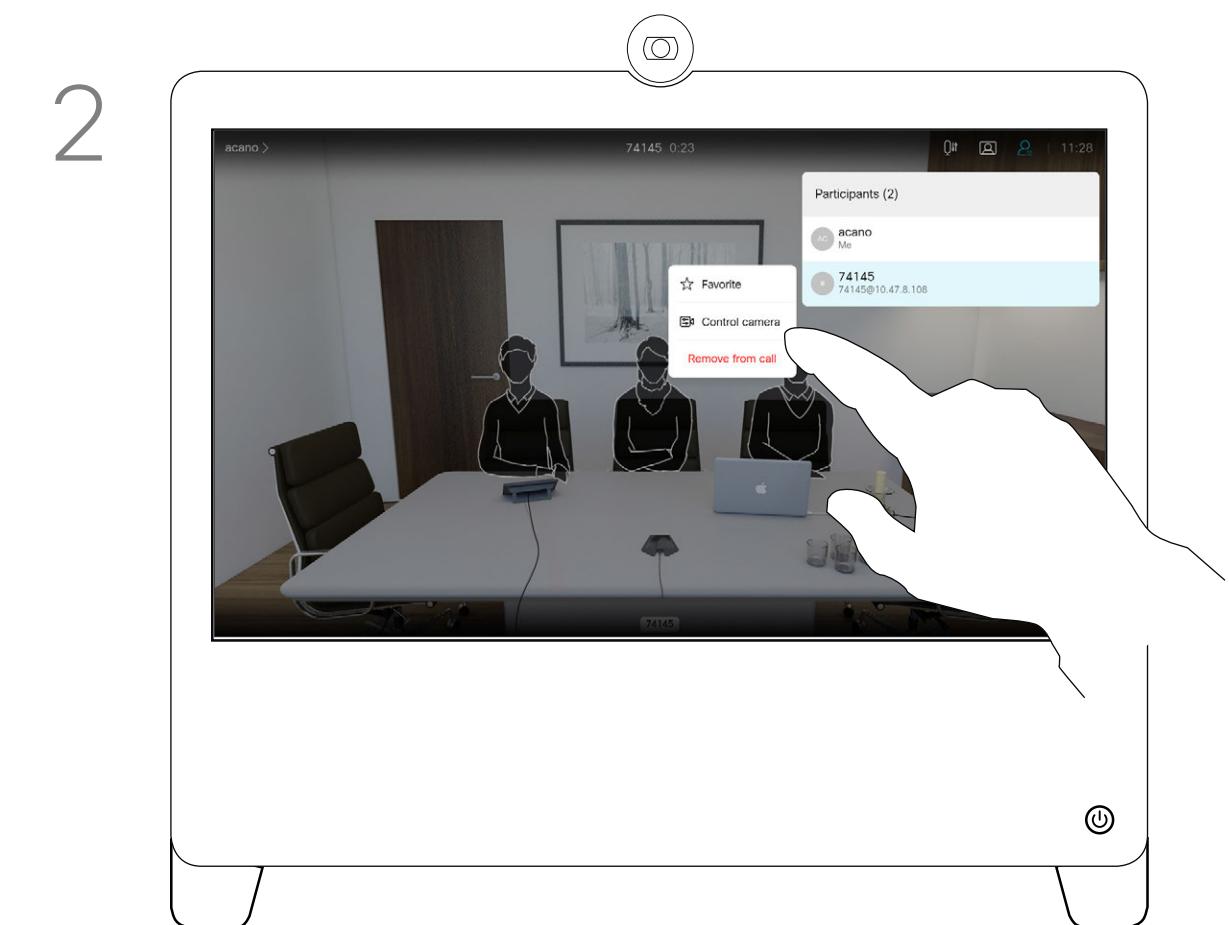
## Camera Control

## Far-End Camera Control

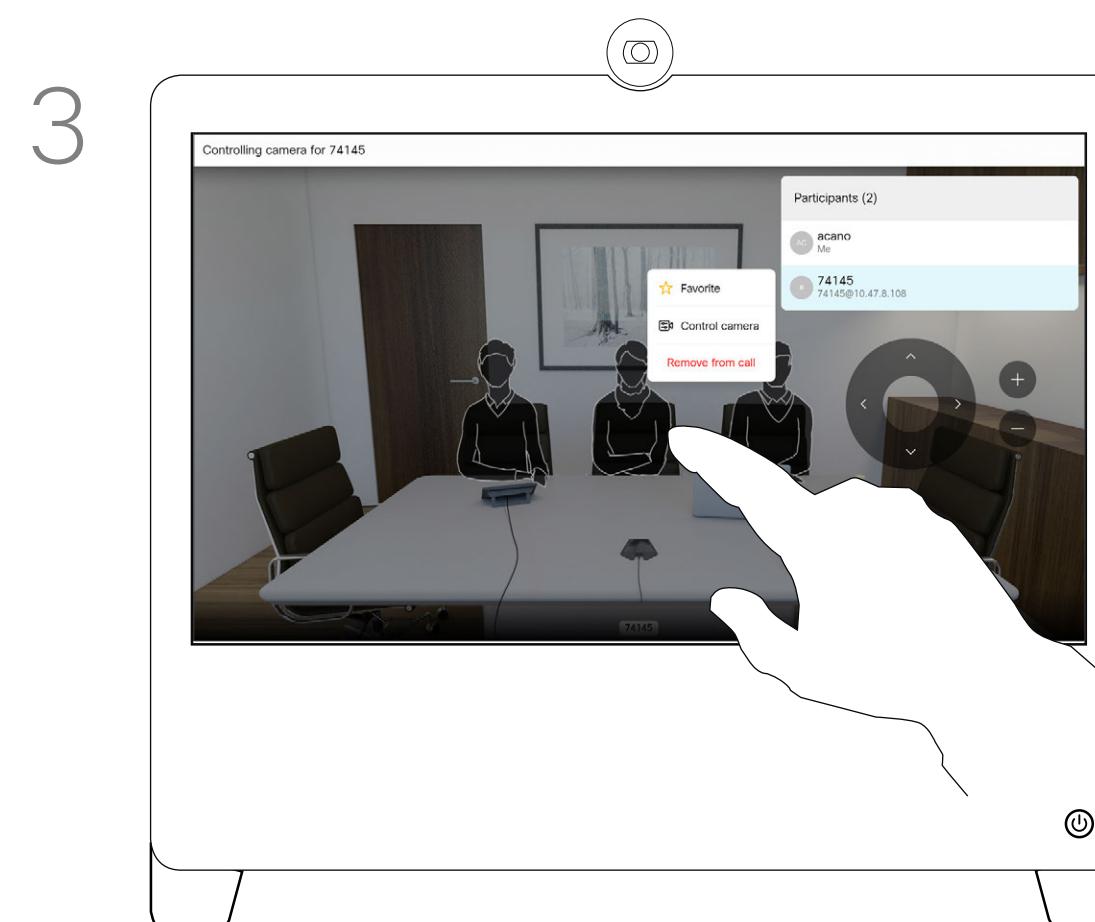
## About Camera Control



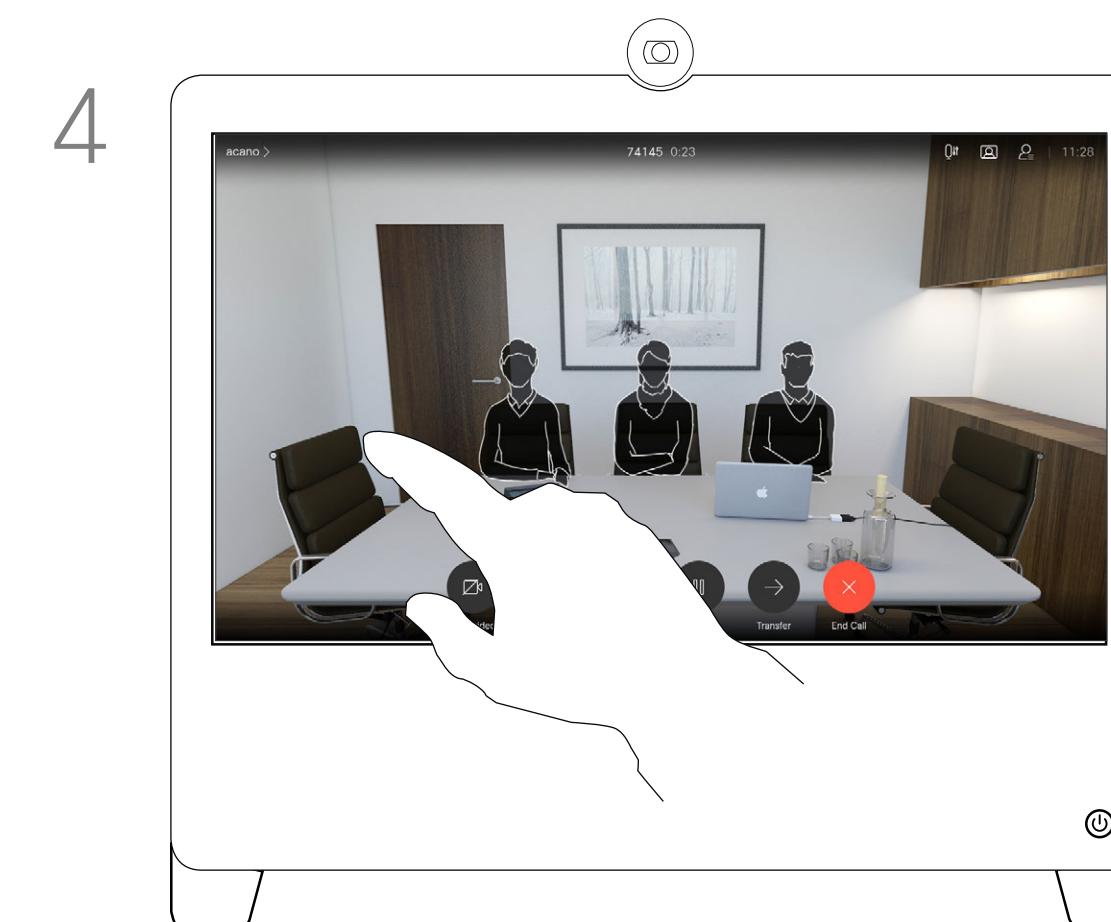
Tap the **Participant** icon.



Tap the participant, whose camera you want to control, then tap **Control view**.



Use the Pan, Tilt, and Zoom controls as required.



Tap somewhere outside the controls when you are done.

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

You can then control those cameras from your own video device. This is referred to as Far-End Camera Control (FECC).

If the far-end device has activated camera tracking (which takes place when the camera tracks and shows who is speaking) you can't use far-end camera control..



# Settings

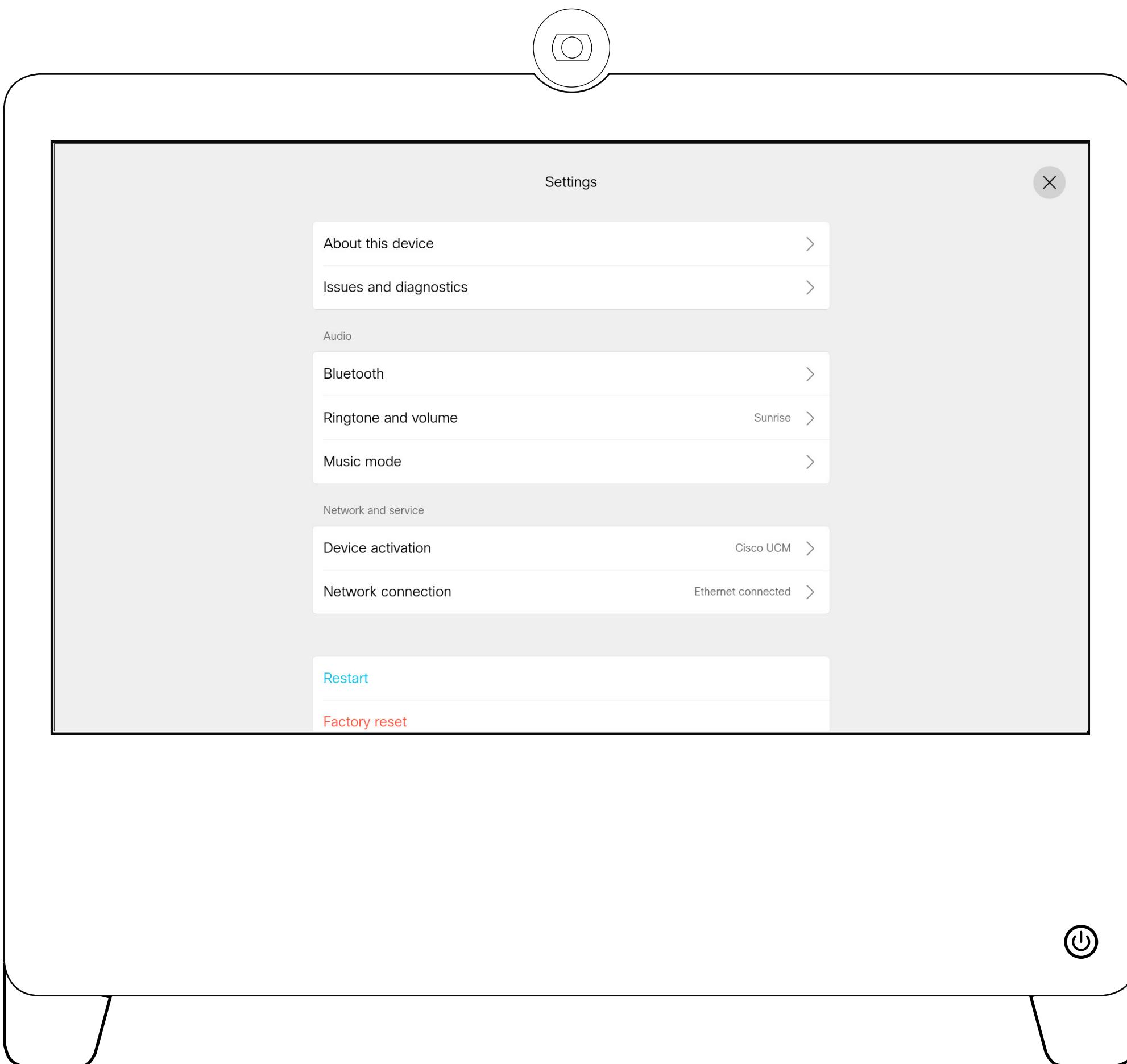


# Settings

## Settings

From the **Settings** menu you can check device information and change several settings. Which settings are available may have been restricted by your administrator.

- Provides video address information, IP and MAC address, SIP Proxy, and the current software version.
- Activate and deactivate Bluetooth.
- Select ringtone and set the volume of the ringtone.
- Choose a call service.
- Select between Wired and Wireless (Wi-Fi) connection.
- Restart the device.
- Perform a Factory Reset to return to Factory default settings. By doing this, you lose your current registration. You cannot undo a factory reset.



## Access Settings

This menu is accessed by tapping the little icon in the upper left corner followed by tapping **Settings**.

