

SCCP Software

Operating Instructions (Version 2.0)

Before operating the unit, please read this manual thoroughly and retain it for future reference.

This manual describes the operations of the PCS-TL30 Video Communication System when the PCSA-SCTL30 SCCP Software is installed in the system. For details on the safety precautions and the original specifications of the Video Communication System, read the Quick Start Guide and the Operating Instructions supplied with the PCS-TL30 Video Communication System.

PCSA-SCTL30



Owner's Record

The model and the serial numbers are located at the rear. Record the serial number in the space provided below. Refer to these numbers whenever you call upon your Sony dealer regarding this product.

Model No. PCSA-SCTL30

Serial No. _____

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Chapter 1: Installation and Preparation

Chapter 6: Use as Computer Display

This chapter shows you how to use the Video Communication System as a computer display while not in communication.

Appendix

This chapter contains descriptions of the message and troubleshooting lists, specifications, and glossaries.

Using This Manual

The chapters cover the following contents; please read the chapters that may be required for your type of videoconference.

Chapter 1: Installation and Preparation

This chapter guides you through the system configuration and information required to use your Video Communication System for the first time. It shows you how to install and connect your Video Communication System, to turn the system on/off and how to access basic on-screen menus.

Chapter 2: Registration and Setup

This chapter describes how to register and set up all the necessary items for system administrators, using the on-screen menus.

Chapter 3: Daily Videoconference

This chapter guides you through the basic operations and settings to conduct a videoconference. You will learn how to conduct a conference from start to finish. It is recommended that this chapter be read by participants in the videoconference.

Chapter 4: Videoconference With Optional Equipment

This chapter shows advanced videoconferencing using the optional equipment.

Chapter 5: Data Conference Using Data Solution Module

This chapter shows you how to integrate data from a computer or other external equipment into a videoconference by using the optional Data Solution Module.

Features

This SCCP¹⁾ Software is designed for use with the PCS-TL30 Video Communication System. Install the SCCP Software in the Video Communication System, and you can conduct a videoconference using an SCCP server²⁾ on the network with simple operations similar to a normal phone. The following are the major features when the SCCP software is installed in the Video Communication System.

Integrated movable Video Communication System

All necessary elements of the system such as 17-type wide-format display, camera equipped with digital pan/tilt and zoom, codec, microphones and speakers are integrated in a single compact cabinet for easy portability. The integrated design plus VESA mount capability makes it possible to set up a videoconference almost anywhere.

Supports data conferences

Use of the optional PCSA-DSM1 Data Solution Module allows the data from a computer to be incorporated in the presentation or to be shown using a projector.

Wide range of video/audio compression format selectable

The Video Communication System supports H.264, H.263 and H.261 for video compression format, and G.722, G.729a, G.728, G.723.1, G.711 for audio compression format.

Three telephone lines and six calls available

One PCS-TL30 system supports up to three telephone lines. Up to six calls can be held on a telephone line.

Functions of CallManager supported

You can use the speed dials and phone book or directory registered in the CallManager with this system.

The use of the function keys (soft keys) at the bottom of the display enables similar functions to those of the IP phones of Cisco Systems, Inc.

Use as computer display

While not in conference, the display of the Video Communication System can be used as a computer display.

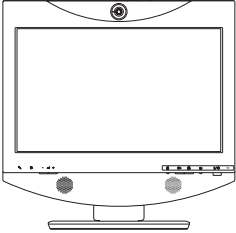

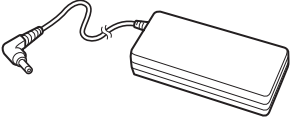
If you receive a call from a remote party, the call from the remote party is displayed when you are using the system as a computer display. You can start a videoconference with button operations.

- | |
|---|
| <ol style="list-style-type: none">1) SCCP is an abbreviation of Skinny Client Control Protocol.2) The SCCP server supported by this system is CallManager of Cisco Systems, Inc. Cisco and Cisco Systems are registered trademarks of Cisco Systems, Inc. and/or its affiliates in the U.S. and certain other countries. |
|---|

System Components

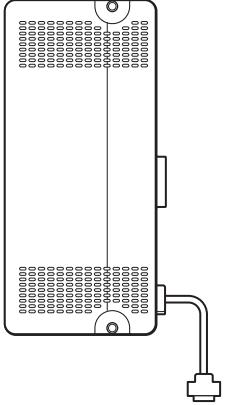

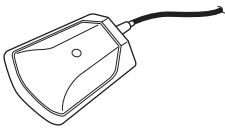
Basic System Components

The basic system consists of the following components.

Unit	Description
<p>PCS-TL30 Video Communication System</p> 	<p>Contains the camera, display, video codec, audio codec, echo canceler, network interfaces and system controller.</p>
<p>PCS-RMU1 Optical mouse</p> 	<p>Serves for operation of the Video Communication System.</p> <p>Note</p> <p>Due to the nature of the optical sensor, the mouse may not operate properly on transparent or reflective surfaces (such as glass or mirrors). If the mouse does not operate properly, avoid using these surfaces or use a commercially available optical mouse pad. Depending on the color and material of the mouse pad, however, the mouse may still not operate properly.</p>
<p>VGP-AC19V15, PCS-AC19V6A or PCGA-AC19V7 AC adaptor</p> 	<p>Supplies power to the Video Communication System.</p>
<p>PCSA-SCTL30 SCCP software</p>	<p>Allows conduct of a videoconference using the SCCP server.</p>

Optional Equipment

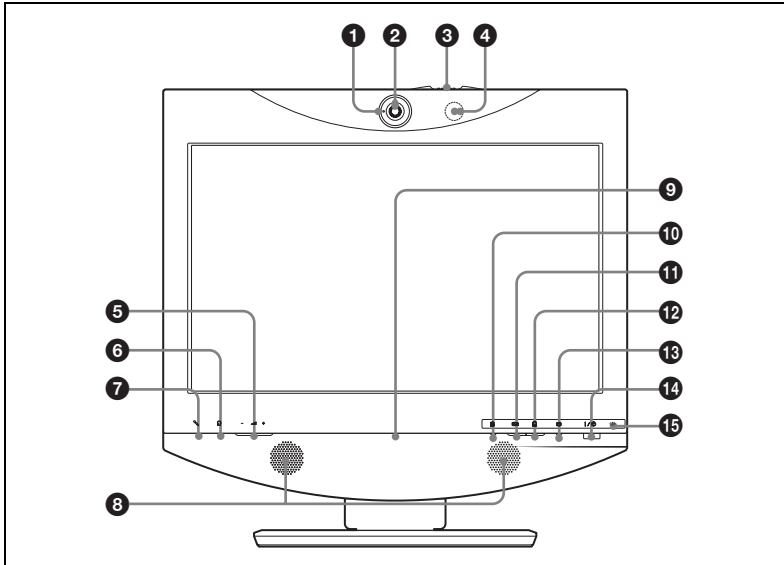
The following optional devices are used to enhance your videoconference.

Unit	Description
<p data-bbox="224 247 487 295">PCSA-DSM1 Data Solution Module</p> 	<p data-bbox="515 247 996 327">Serves for transmitting the display image of a connected computer and also allows connection of a projector for displaying the computer image.</p>
<p data-bbox="224 750 420 774">PCSA-A1 Microphone</p> 	<p data-bbox="515 750 996 853">Omni-directional microphone that picks up sound relatively from all directions, allowing participants to speak from any location. It is recommended to use in a quiet situation.</p>
<p data-bbox="224 917 436 941">PCSA-A3 Microphone</p> 	<p data-bbox="515 917 996 997">Unidirectional microphone. It is recommended when you want to pick up the voice of a speaker directed toward the microphone.</p>

Names and Functions of Parts

PCS-TL30 Video Communication System

Front view



- 1 Tally lamp**
Lights up when local video is being sent to the remote system.
- 2 Camera lens**
- 3 Lever for lens cover**
Lets you close the camera lens.
- 4 Microphone**
- 5 \triangleleft (Volume) buttons**
Serve to adjust the volume.
+: Increases the volume level.
-: Decreases the volume level.
- 6 \odot (Phones) jack (stereo mini jack)**
Allows connection of a pair of headphones (commercially available).
- 7 \sphericalangle (Mic) jack (mini jack)**
Allows connection of the optional microphone PCS-A1 or PCSA-A3.

8 Speakers**9 Online lamp**

Shows mainly the incoming/outgoing call status.

10  (Mic Off) button and indicator

Lets you suppress the sound from the local system. Press the button again to resume sending the sound to the remote system.

11  (Videoconference) button and indicator

Serves for switching from computer screen to videoconference screen.

12  (PC) button and indicator

Serves for switching to computer screen.

13  (Menu) button

Press to bring up the Setup menu.

Press and hold this button for 3 seconds during communication to bring up the DTMF soft keyboard on the screen.

14  (Power) switch and indicator

Turns power to the system on and off.

When using the system as a computer screen in PC mode, pressing the switch once turns the power off.

When using the system in videoconference mode, pressing the switch once sets the system to standby mode. To turn the power off in videoconference mode, press the switch again within 5 seconds of the first press.

Note

The power switch does not function during a communication session.

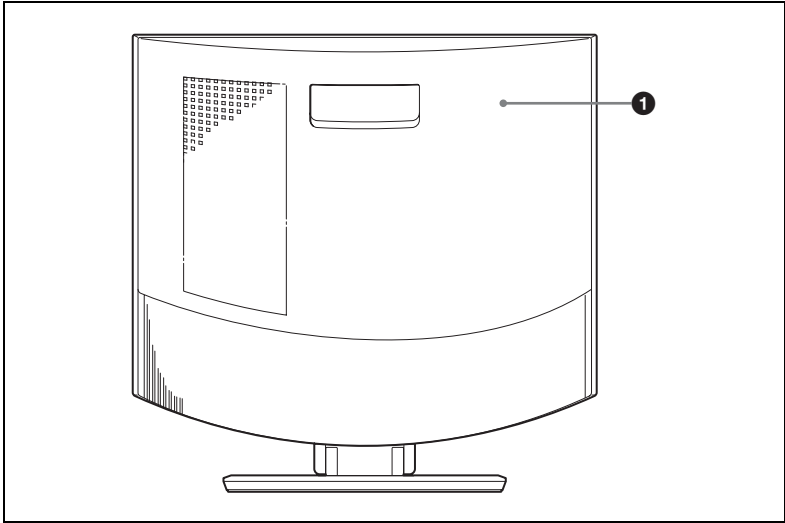
15  “Memory Stick” indicator

Shows the status of the “Memory Stick” slot.

Note

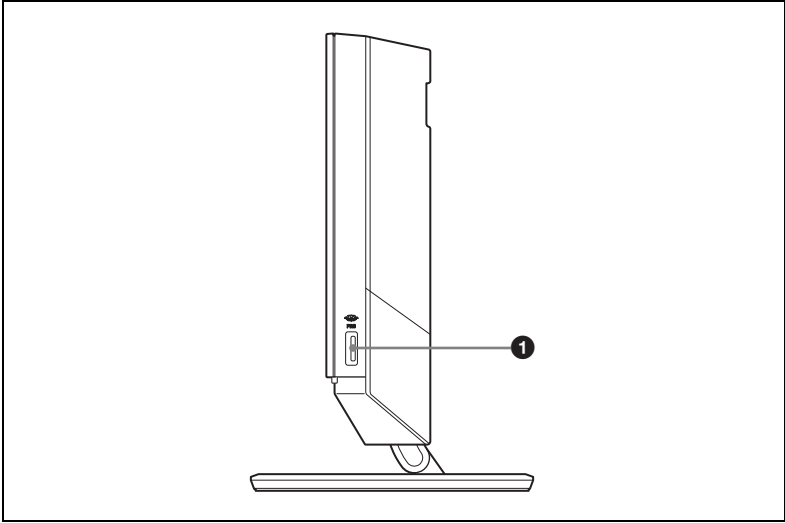
Do not remove the “Memory Stick” when this indicator is lit.

Rear view

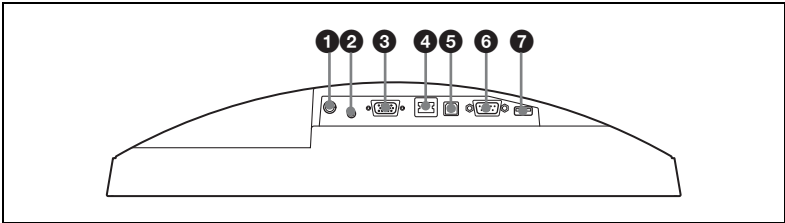


❶ Rear cover

Removing this cover gives access to the connector panel. The connecting section between the stand and the display is also located behind the panel. You can adjust the height of the display by changing the screw positions.

Right side view**1 “Memory Stick” slot**

A “Memory Stick” can be inserted here.

Connector panel (section behind rear cover, seen from below)**1 DC19.5V connector**

Connect the supplied AC adaptor VGP-AC19V15, PCS-AC19V6A or PCGA-AC19V7 here.

2 AUDIO IN (PC sound input) jack (stereo mini jack)

Connect this jack to the audio output of a computer connected to the RGB IN connector.

3 RGB IN connector (15-pin mini D-sub connector)

Connect the RGB output of a computer here.

4 100BASE-TX/10BASE-T port (RJ-45)

Use a Category 5 LAN cable to connect this port to a hub or similar equipment. The link data indicator (green) and 100/10 Mbps indicator (orange) are lit.

5 PC port

This connector is used when the same mouse is to be used for the PCS-TL30 and for a computer connected to the RGB IN connector. Link the connector to a USB port on the computer.

Note

Use a USB cable that is 3 m (10 ft.) or shorter.






6 RS-232C port (9-pin D-sub connector)

This connector is used only for servicing the system.

7 Mouse port

Connect the supplied optical mouse PCS-RMU1 here.

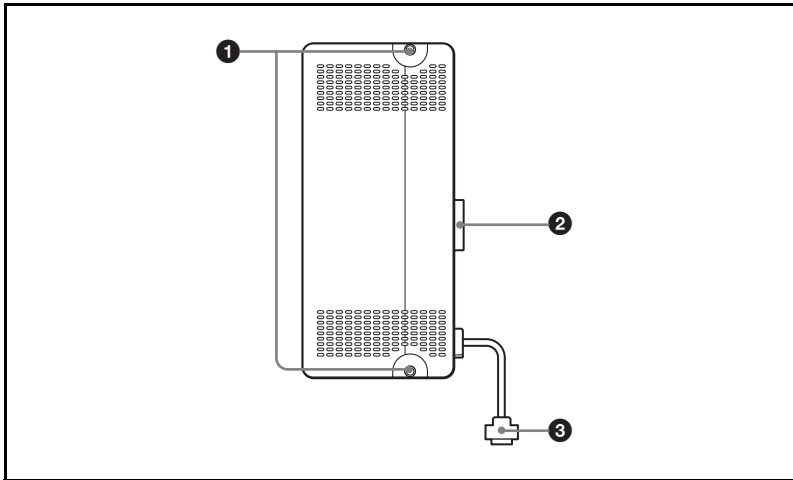
Indicator Names and Functions

Indicator	Status	Meaning
 (Power) *	Lit green	Power is on
	Lit orange	Standby
	Flashing orange (1-second cycle)	Problem with fan
	Out	Power is off
Online *	Flashing blue (3 times per sec.)	Dialing/Incoming call
	Blue illumination lit	Communication in progress
	Out	Offline (no missed calls) or standby
 (PC) *	Lit blue	Computer display
	Lit white	Videconfernce display
	Out	Standby
 (Videoconference) *	Lit blue	Videconfernce display
	Lit white	Computer display
	Out	Standby
 (Mic off) *	Lit orange	Mic off
	Lit white	Mic on
	Out	Standby
 (“Memory Stick”)	Lit orange	Accessing “Memory Stick”
	Out	Not accessing “Memory Stick”

Indicator	Status	Meaning
Tally lamp	Lit orange	Camera image being sent to remote party (lens cover open)
	Flashing orange (5-second cycle)	Closed image being sent to remote party (lens cover close)
	Out	Camera image not being sent
Link/Data	Lit green	Link is established
	Flashing green	Data is transferring
	Out	Link is offline
100/10 Mbps	Lit orange	100 Mbps
	Out	10 Mbps

* The indicator is lit while the system is starting up. If abnormal temperature is detected, the indicator flashes and power turns off.

PCSA-DSM1 Data Solution Module (Optional)



❶ Fastening screws

Used to secure the unit to the PCS-TL30.

❷ Monitor connector

Used to connect the unit to the PCS-TL30.

❸ RGB Output connector

Used to connect the unit to an external device, such as a projector.
A commercially available RGB cable is required to use this connector.

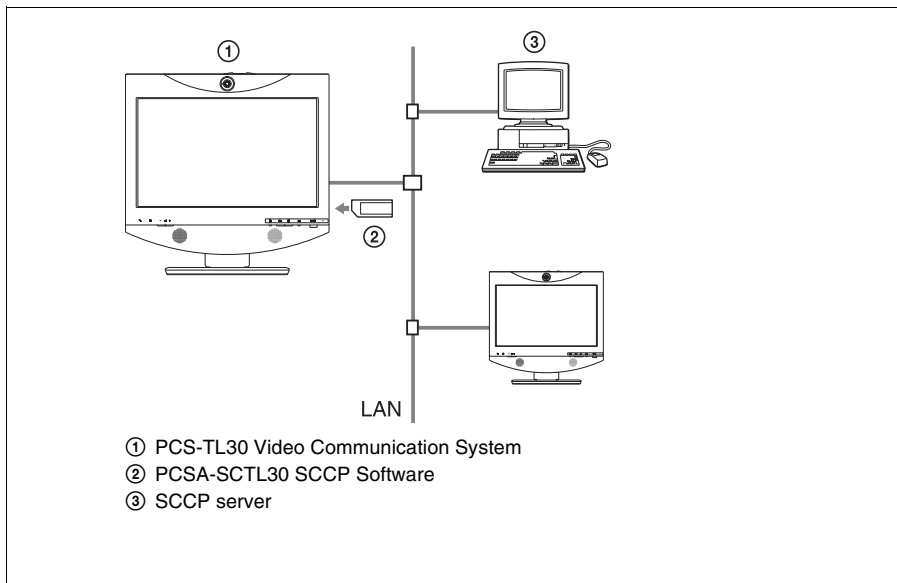
For information about installation in the PCS-TL30, see “Installing the Data Solution Module” on page 85.

System Configuration

By installing the PCSA-SCTL30 SCCP Software in the PCS-TL30 Video Communication System, you can conduct a videoconference using an SCCP server.

System Configuration via a LAN

System configuration



System Connections

This section describes the typical system connections.

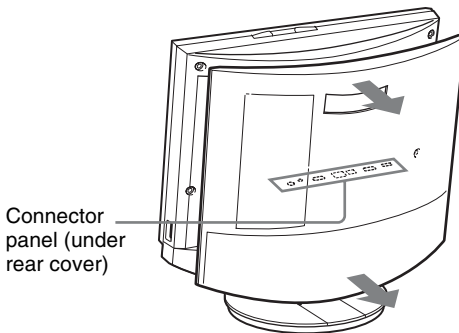
Using the Connectors

The connectors are in the inside of the rear cover.

When using the connectors, remove the rear cover, connect cables to the connectors, and replace the rear cover.

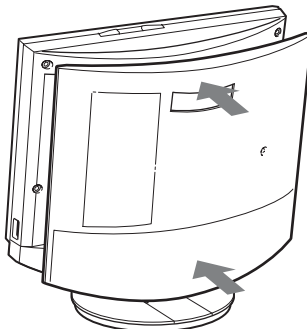
To remove the rear cover

Pull the rear cover toward you.



To replace the rear cover

Align the four projections on the rear cover with the holes on the rear of the system, and press the cover.



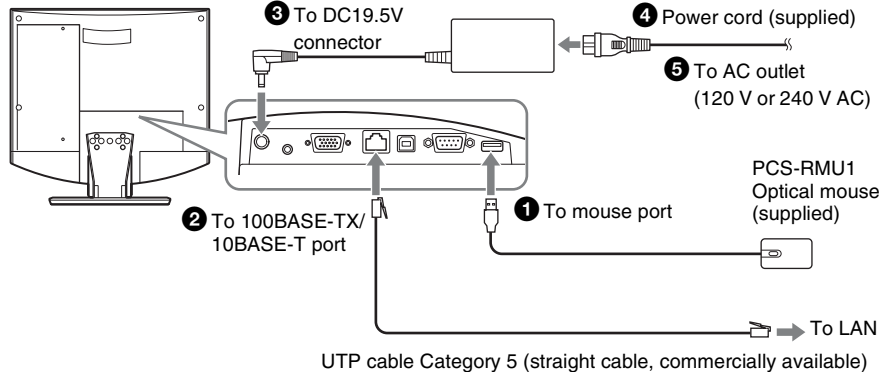
Notes on Connections

- Be sure to turn off all the equipment before making any connections.
- Use the AC adaptor and the power cord supplied with this system only. Never use the other AC adaptor or power cord.
- Insert the AC plug and DC plug of the AC adaptor securely as far as they will go.
- Do not connect/disconnect a cable with the power on. Doing so may damage the Video Communication System.
- For safety, do not connect the 100BASE-TX/10BASE-T connector to a network that applies an excess voltage via the 100BASE-TX/10BASE-T connector.

System Connection via a LAN

Make connections in the order **1** - **5**.

PCS-TL30 Video
Communication System



Installing the SCCP Software

Notes on installing the SCCP software

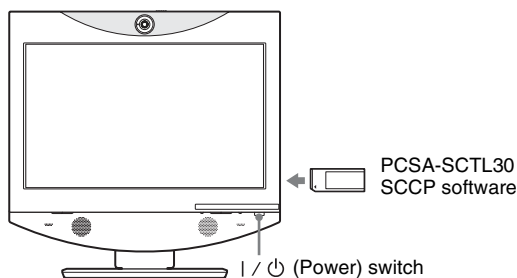
- You cannot install the software if the write-protect tab on the “Memory Stick” in which the SCCP software is stored is set to “LOCK”. Unlock the write-protect tab before installing the software.
- Once the SCCP software is installed in Video Communication System, the software will not be used again.
- You cannot install the SCCP software which is copied to another “Memory Stick” with a computer, etc.
- After installation begins, do not remove the “Memory Stick” until the launcher menu appears.

1 Check the power of the system is turned off.

If it is on, press the | / ⏻ (Power) switch on the right side to turn it off.

2 Insert the “Memory Stick” containing the PCSA-SCTL30 SCCP software into the Memory Stick slot.

Insert the “Memory Stick” in the direction of the arrow on it.



3 Press the | / ⏻ (power) switch on the right side to turn on the power.

The SCCP software is installed in the Video Communication System.

After several files are copied, the system restarts automatically.

In some cases, further updating is performed after the system restarts, but when the launcher menu finally appears, the installation is complete.

Do not remove the “Memory Stick” until the launcher menu appears.

Turning the System On/Off

This section describes how to turn on or off the Video Communication System.

Turning On

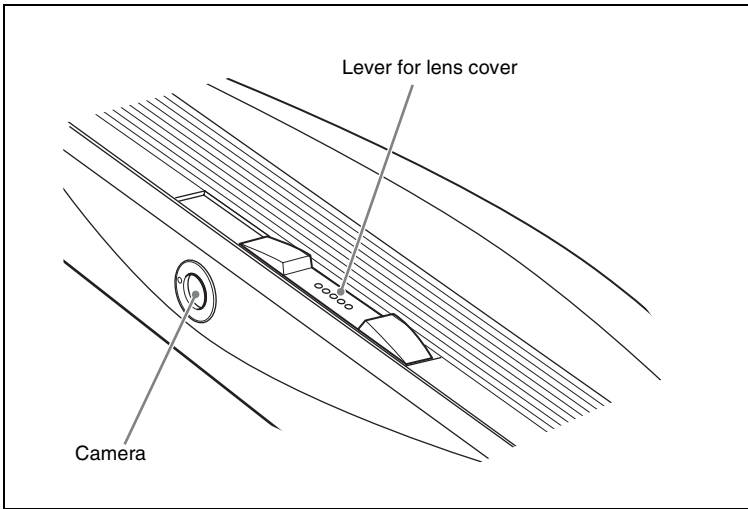
Before using the system, make sure that the system connections have been completed correctly and the SCCP software has been installed.

For connecting the system, see “System Connections” on page 18.

For installation of the SCCP software, see “Installing the SCCP Software” on page 20.

1 Make sure that the lens cover of the camera is open.

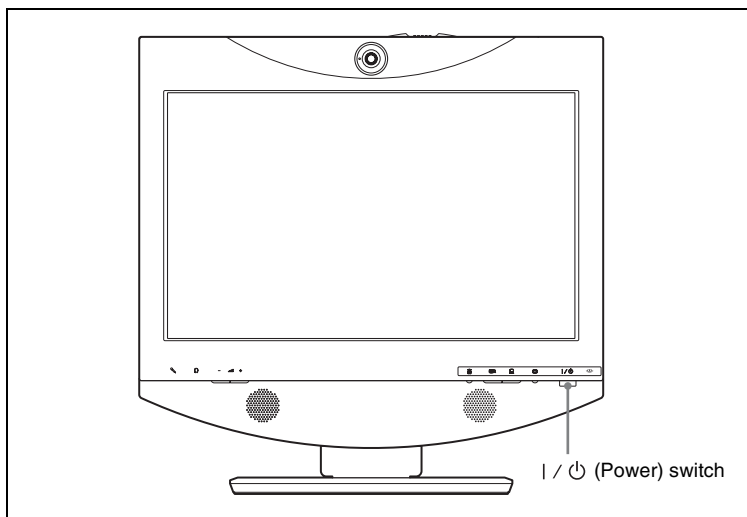
If it is closed, slide the lever for lens cover on the top of the system to the right to open the cover. If the lens cover is closed, the local image will not be transmitted to the remote party.




2 Turn on the power of any equipment to be used for the videoconference.

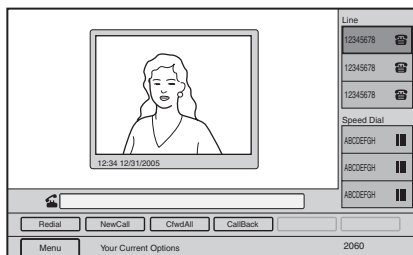
3 Press the | / ⏻ (Power) switch on the system.

The indicator of the switch lights in orange and the Video Communication System turns on after a while.

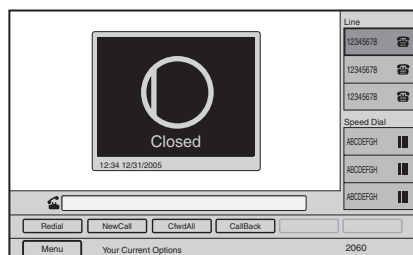


- 4** If the launcher menu does not appear, press the  (Videoconference) button on the unit to bring up the menu.

Launcher menu



When the lens cover is closed, the launcher menu appears as follows.



Notes

- The first time the power switch is pressed after the power cord is plugged into a wall outlet, it may take as long as ten seconds for the indicator on the switch to light up.
- When an optional device especially designed for use with this system, such as the Data Solution Module, is connected for the first time, the Video Communication System may automatically upgrade the software of the connected device. While the upgrading message is displayed, be sure not to turn off the Video Communication System. Doing so may cause malfunction of the system. System malfunction may also occur when a system power-off has been caused by an accidental problem such as a power interruption during upgrading. If the Data Solution Module or other equipment is not recognized properly after power is restored, consult a Sony dealer.

Turning the system Off

- 1** Press the | / \odot (Power) switch twice.

After pressing the switch once, the message “To enter standby mode, wait for a few moments. To turn off the power, press the power switch again.” appears. Press the power switch again.

- 2** Turn off the power of other equipment used for the videoconference.

Notes


- Turn the power to the system off when the system will not be used for an extended period. While the power is off, you cannot receive a call from a remote party.
- When using the system as a computer display in PC mode, the power turns off with one press of the power switch.
- During a conference, the power switch does not function.

Setting the Video Communication System to Standby Mode

When you press the | / \odot (Power) switch on the PCS-TL30, the message “To enter standby mode, wait for a few moments. To turn off the power, press the power switch again.” appears on the display. If you do not click “Cancel”, the system will go into standby mode.

You can receive a call from a remote party in the standby mode. To return to normal mode from standby mode, press the power switch once.

Adjusting the Volume

Press the  (Volume) button on the PCS-TL30 to set the volume level as required.

Notes

- The volume can be adjusted separately for the videoconference and for the computer display.
- You can adjust the volume for full-screen or for the left image of a side-by-side display. With these displays, the sound from both screens is mixed.

Adjusting the Picture Quality

Use the Display Setup menu to adjust the picture quality.

For details, see the section “Adjusting the Picture Quality on the Display” on page 92.

Displaying the Versions, etc.

You can check the version of the Video Communication System, the host name and IP address set for this system, etc. by displaying the Machine Information menu on the display.

For details on the Machine Information menu, see “Machine Information Menu” on page 33.

Using the Menu

The Video Communication System uses the on-screen menus to make various adjustments and settings. This section gives a brief introduction of the menus.

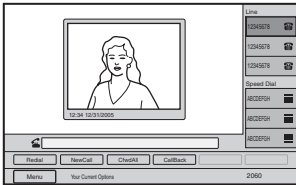


Menu Configurations

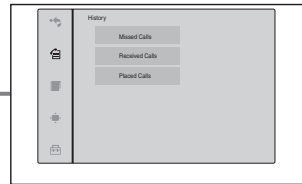
The menus of this system configure as described below.

For more detailed menu configurations, refer to “Menu Configuration” on page 111.

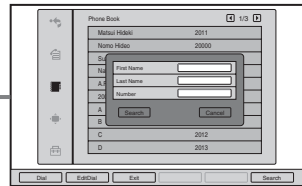
Launcher menu



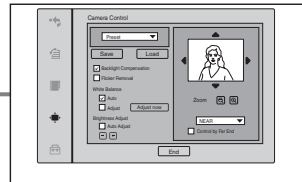
History menu



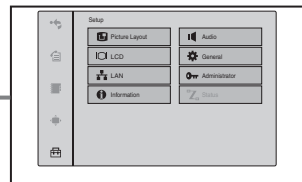
Phone Book menu



Camera Control menu








Setup menu



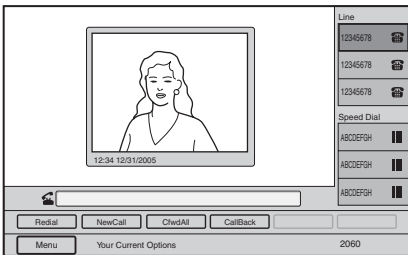
Menu Icons

Selecting the icons on the menu tabs shown on the left side of the menu displays each menu.

Icon	Displayed menu
	Returns to the previous menu.
	History menu
	Phone Book menu
	Camera Control menu
	Setup menu

Introduction of Menus

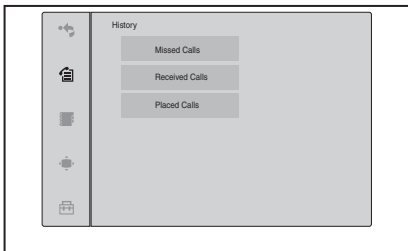
Launcher menu




The launcher menu appears when the Video Communication System is turned on or is displayed while it is not connected to a remote party.

For details on the launcher menu, see pages 37 to 39.

History menu



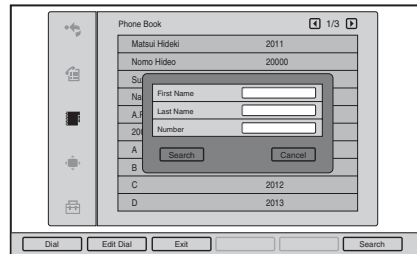
The history menu is used to display and confirm the missed/received/placed call history.

The setup menu appears when you click the “Menu” button. In the menu, the history appears when you click  from the menu tabs displayed.


Starting with the newest entry, up to 60 calls are displayed in all of the three histories.

For details on the History menu, see page 44.

Phone Book menu

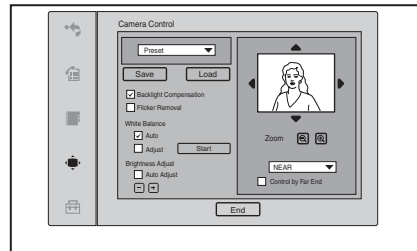



The Phone Book menu is used to search the corporate directory registered in the SCCP server.

The menu appears when you click the “Menu” button to display the Setup menu and click  from the menu tabs displayed.

For details on the Phone Book menu, see pages 42 to 43.

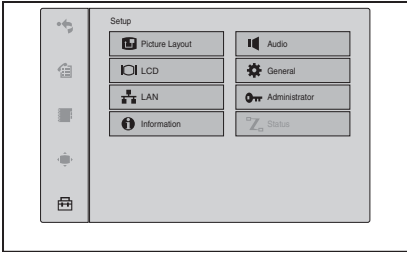
Camera Control menu



The Camera menu is used to adjust camera angle or zooming of the displayed image. The menu appears when you click the “Menu” button to display the Setup menu and click  from the menu tabs displayed.

For details on the Camera menu, see pages 73 to 74.

Setup menu

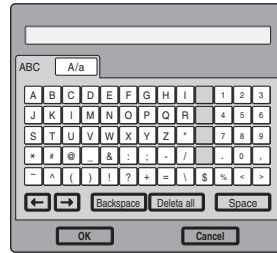


The Setup menu for the administrator is used to set various detailed items on the system. The menu appears when you click the “Menu” button in the launcher menu.

For details on the Setup menu, see pages 28 to 35.

Entering Characters

This section explains how to enter letters, numerals or symbols into the text fields in the menu using the soft keyboard.



In situations where alphanumeric text input is required, for example when a text field in a menu is selected, a soft keyboard appears. If only numerals can be entered, a numeric keypad appears.

To enter alphanumeric characters and symbols

Click the alphanumeric characters and symbols you wish to enter on the soft keyboard. Click the “A/a” button on the “ABC” tab to switch between capital and lowercase letters.

To confirm the alphanumeric characters and symbols entered

After clicking the alphanumeric characters and symbols you wish to enter, click “OK”. The entry is set, and the soft keyboard closes.

If you have made a mistake

Click the “Backspace” button on the soft keyboard, and the character or symbol before the cursor will be erased. If you click “Delete all”, all the characters and symbols will be erased.

Chapter 2: Registration and Setup

This chapter describes the registration and settings to be carried out by the system administrator. The chapter is intended to be read by the system administrator.

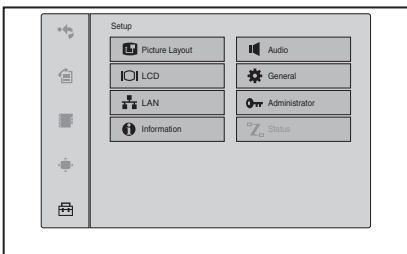
Registering Local Information

Before starting a conference, register the required information on the local terminals of the system using the Setup menu. This section describes how to display the Setup menu and gives an introduction to the menus.

Opening the Setup Menu

- 1 Click the “Menu” button in the launcher menu.

The Setup menu appears on the display.



Choosing the following items from the Setup menu opens the respective menus.

Screen Layout: Screen Layout Setup menu (see page 29)

Audio: Audio Setup menu (see page 29)

Display: Display Setup menu (see page 30)

General: General Setup menu (see page 30)

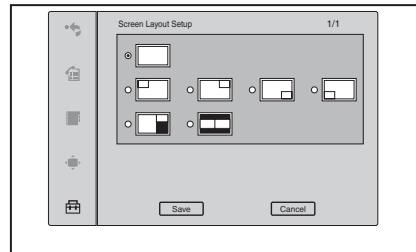
LAN: LAN Setup menu (see page 31)
(Cannot be clicked during communication.)

Administrator: Administrator Setup menu (see page 32)

Information: Machine Information menu (see page 33)

Status: Status menu (see page 34)
(Cannot be clicked outside of communication.)

- 2 Click the menu you want to set.
The selected setup menu appears.



- 3 Set the respective items.

For details on individual items, see the relevant menu pages.

- 4 After the setting is completed, click “Save”.

The setting is saved, and the Setup menu is restored.

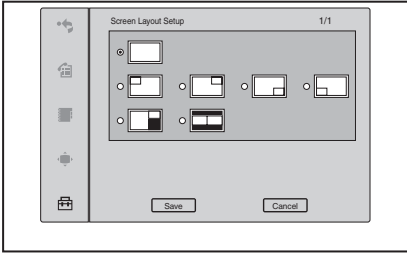
To cancel the setup

Click “Cancel”.

To page up or down the selected menu

Click the ◀/▶ button at the top right of the setup screen. Click ▶ to advance the page and ◀ to go back to the previous page.

Screen Layout Setup Menu



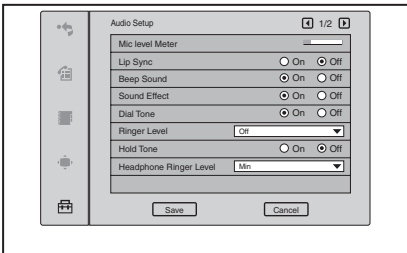
You can determine the layout of the screen shown during communication.

For details on the screen layout setting, see the section “Changing the Screen Layout” on page 78.

Audio Setup Menu

The Audio Setup menu is used to set various audio items.

Page 1/2



Mic Level Meter

Shows the input level to the mic.

Lip Sync

Selects whether to enable the Lip Sync function.

On: Enables the Lip Sync function. The movement of the speaker’s lips is synchronized with his voice.

Off: Disables the Lip Sync function.

Beep Sound

Selects whether the beep sounds when you click the button by the mouse.

On: Enables beep.

Off: Disables beep.

Sound Effect

Selects whether or not to output the sound when the system starts up.

On: Outputs the sound.

Off: Does not output the sound.

Dial Tone

Selects whether to output a ring-back tone or busy tone to notify the dialer that a call is being made.

On: Outputs the dial tone.

Off: Does not output the dial tone.

Ringer Level

Selects the volume of the ringer tone when you receive a call from “off”, “1”, “2” or “3”.

Hold Tone

Selects whether to output a hold tone.

On: Outputs the hold tone.

Off: Does not output the hold tone.

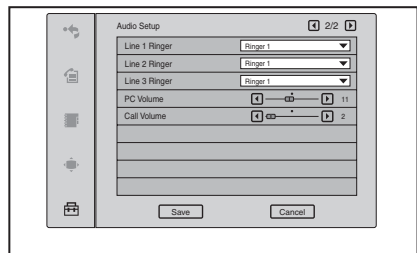
Headphone Ringer Level

Use this item to select the headphone ringer volume for incoming calls.

To disable the ringer tone, select the “Off” setting.

To use the ringer tone, select one of the following settings: “Min”, “Mid”, “Loud”.

Page 2/2



Line 1 Ringer

Selects a ringer tone when you receive a call via line 1 from among “Ringer 1”, “Ringer 2” or “Ringer 3”.

Select “Off” not to sound the ringer tone.

Line 2 Ringer

Selects a ringer tone when you receive a call via line 2 from among “Ringer 1”, “Ringer 2” or “Ringer 3”.

Select “Off” not to sound the ringer tone.

Line 3 Ringer

Selects a ringer tone when you receive a call via line 3 from among “Ringer 1”, “Ringer 2” or “Ringer 3”.

Select “Off” not to sound the ringer tone.

PC Volume

Use this item to set the speaker/headphone volume for the computer display.

Call Volume

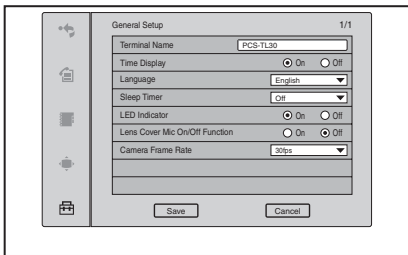
Use this item to set the speaker/headphone volume for videoconferences.

Display Setup Menu

Lets you make display related settings. Settings are made separately for VC (videoconference) mode and PC (computer display) mode.

For details, see “Adjusting the Picture Quality on the Display” on page 92.

General Setup Menu



Terminal Name

Input the terminal name transmitted to the SCCP server (up to 30 characters).

Time Display

Selects whether you display the elapsed time on the display during the conference.

On: Displays the elapsed time.

Off: Does not display the elapsed time.

Language

Selects the language used for messages or menus.

You can select English or Japanese.

Sleep Timer

Select the time interval until the standby condition is automatically activated.

The standby condition is released when the | / ⏻ (Power) switch is pressed or a call is received.

5 min.: The standby condition is activated when there has been no activity for 5 minutes.

15 min.: The standby condition is activated when there has been no activity for 15 minutes.

60 min.: The standby condition is activated when there has been no activity for 60 minutes.

Off: The standby condition is not activated automatically.

LED Indicator

Select whether the LED indicators of the system are operative or not.

On: LED indicators will light.

Off: LED indicators will not light.

Note

Even if the “Off” setting is chosen, the | / ⏻ (Power) indicator remains lit.

Lens Cover Mic On/Off Function

Select whether the mic turns on or off based on whether the lens cover is open or closed.

On: When the lens cover is closed, the mic turns off.

Off: Opening and closing of the lens cover does not affect the mic.

Camera Frame Rate

Select the camera frame rate.

Auto: Automatically adjusts according to the illumination of the ambient environment.

15fps: Transmit at a rate of 15 frames per second.

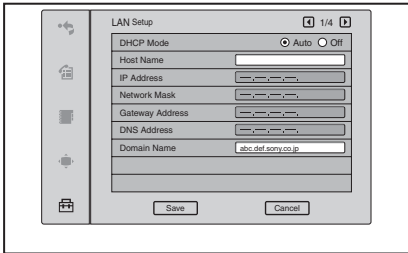
30fps: Transmit at a rate of 30 frames per second.

LAN Setup Menu

The LAN Setup Menu is used to set LAN items. The menu cannot be selected during communication.

For details on the settings, consult with the network administrator.

Page 1/4



The screenshot shows the LAN Setup menu on page 1/4. The DHCP Mode is set to Auto. The Host Name field is empty. The IP Address, Network Mask, Gateway Address, and DNS Address fields are empty. The Domain Name field contains 'abc.def.sony.co.jp'. There are Save and Cancel buttons at the bottom.

DHCP Mode

Selects whether DHCP (Dynamic Host Configuration Protocol) server is enabled or not.

Auto: The IP address, subnet mask, gateway address, DNS address, and TFTP server address are automatically assigned. In this case, confirm the assigned IP address in the Machine Information menu after the LAN connection is completed.

Off: Sets “DHCP Mode” to “Off”. In this case, enter the IP address, subnet mask, gateway address, DNS address, and TFTP server address.

Host Name

Enter your host name.

IP address

Enter the IP address.

Network Mask

Enter the subnet mask.

Gateway Address

Enter the default gateway address.

DNS Address

Enter the DNS (Domain Name System) address.

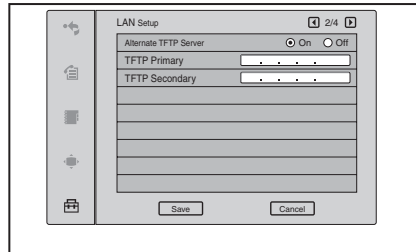
Domain Name

Enter the domain name.

Page 2/4

Configures the settings regarding the TFTP (Trivial File Transfer Protocol) server. Information set in the alternate TFTP server is given priority over TFTP information from the DHCP server.

Setting of this page is required when you set “DHCP Mode” to “Off” on page 1/4 or when your DHCP server does not provide the information on the TFTP server.



The screenshot shows the LAN Setup menu on page 2/4. The Alternate TFTP Server is set to On. The TFTP Primary and TFTP Secondary fields are empty. There are Save and Cancel buttons at the bottom.

Alternate TFTP Server

Selects whether to use alternate TFTP server information.

On: Uses alternate TFTP server information.

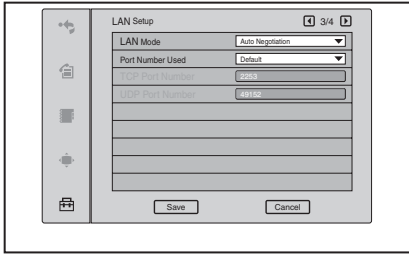
Off: Does not use alternate TFTP server information.

TFTP Primary

Enter the address of the primary TFTP server.

TFTP Secondary

Enter the address of the secondary TFTP server.



LAN Mode

Selects the communication speed and the communication mode of the LAN interface.

Auto Negotiation: The communication speed and the communication mode of the interface are recognized automatically.

100Mbps Full Duplex: Connects via 100BASE-TX in full duplex mode.

100Mbps Half Duplex: Connects via 100BASE-TX in half duplex mode.

10Mbps Full Duplex: Connects via 10BASE-T in full duplex mode.

10Mbps Half Duplex: Connects via 10BASE-T in half duplex mode.

Port Number Used

Sets the selection method of the TCP and UDP port numbers.

Custom: The range starting with the port numbers set by the user is used.

Default: The range of the following default port numbers is used.

TCP port number: 2253-2263

UDP port number: 49152-49239

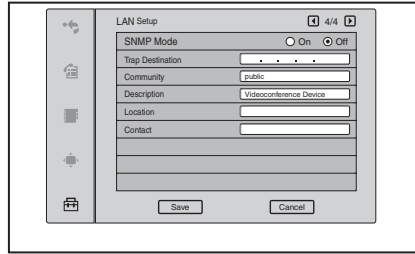
TCP Port Number

When “Port Number Used” is set to “Custom”, enter the TCP port number.

UDP Port Number

When “Port Number Used” is set to “Custom”, enter the UDP port number.

For details on the port numbers used, see “List of Port Numbers Used on the PCSA-SCTL30” on page 106.



SNMP Mode

Selects whether the SNMP (Simple Network Management Protocol) agent service is enabled or not.

On: Enables the SNMP agent service.

Off: Disables the SNMP agent service.

Trap Destination

Enter the address of the trap destination SNMP manager.

Community

Enter the community name managed by the SNMP manager. The default setting is “public”. Normally, there is no need to change.

Description

The description of this system is displayed. The default setting is “Videoconference Device” and cannot be changed.

Location

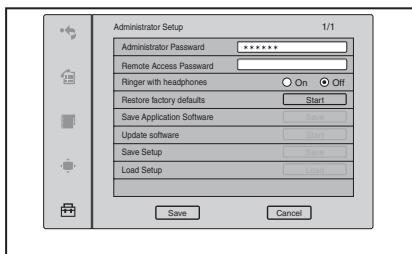
Enter the location where this system is installed.

Contact

Enter information on the administrator of this system.

Administrator Setup Menu

The Administrator Setup menu is used for the system administration. If you have set the password with this menu, you need to enter it when accessing the setup menus to change the items.



Administrator Password

Sets the password within ten characters for the system administrator.

This password is required to access the Setup menu (General, Audio, LAN, and Administrator).

Remote Access Password

Sets the password within ten characters required to access this System from a Web browser. Accessing from a Web browser is also enabled by entering the administrator password.

(This item is not used for the current version of the Video Communication System.)

Ringer with headphones

Select whether the ringer on the main unit also rings when headphones are in use.

On: Enable ringer sound from speaker on main unit also. The volume of the ringer tone depends on the headphone ringer level setting.

Off: Disable ringer sound from speaker on main unit.

Restore factory defaults

Restores the system to the factory default settings.

All settings revert to defaults and Phone Book data is deleted.

Save Application Software

Saves application software to a “Memory Stick”.

Update software

Performs a software update or rollback using a “Memory Stick.”

Note

When performing a rollback, you can revert as far back as the factory-installed version.

Save Setup

Saves the settings information to a “Memory Stick”.

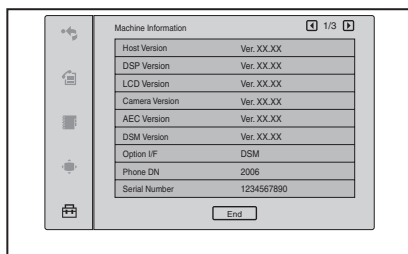
Load Setup

Loads settings information from a “Memory Stick”.

Machine Information Menu

The Machine Information menu shows the version of the Video Communication System host name, IP address, etc.

Page 1/3



Host Version

Displays the software version of the Video Communication System.

DSP Version

Displays the version of the built-in DSP (Digital Signal Processor) for audio/video codec.

LCD Version

Displays the version of the LCD display of the Video Communication System.

Camera Version

Displays the camera software version of the Video Communication System.

AEC Version

Displays the version of the Acoustic Echo Canceller.

DSM Version

Displays the software version of DSM when the PCSA-DSM1 Data Solution Module is installed.

Option I/F

Displays the optional connected equipment.

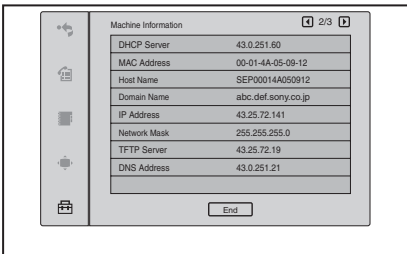
Phone DN

Displays the phone number of the local station.

Serial Number

Displays the serial number.

Page 2/3



DHCP Server

Displays the DHCP server address.

MAC Address

Displays the MAC address.

Host Name

Displays the host name.

Domain Name

Displays the domain name.

IP Address

Displays the IP address.

Network Mask

Displays the subnet mask.

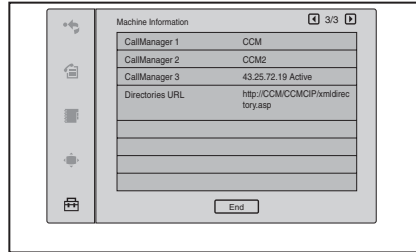
TFTP Server

Displays the active TFTP server address.

DNS Address

Displays the DNS server address.

Page 3/3



CallManager 1

Displays information about the CallManager in use.

CallManager 2

Displays information about the second CallManager, used for backup purposes.

CallManager 3

Displays information about the third CallManager, used for backup purposes.

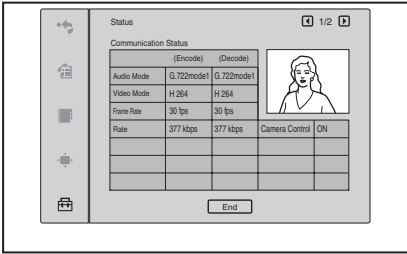
Directories URL

Displays the Directories URL.

Status Menu

The Status menu shows the current status of communication or LAN Connection Status. The menu can only be selected during communication.

The items below are shown both in the columns for (Encode) and (Decode). The descriptions under (Encode) show the setting status on the local system and those under (Decode) show the status on receiving.



Audio Mode

Shows the current audio compression format.

Video Mode

Shows the current video compression format.

Note

The audio compression and video compression formats used for communication with a remote party may differ from the settings of the server, depending on the status of videoconferencing system on the remote site.

Frame Rate

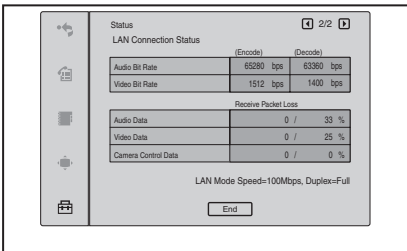
Shows the maximum frame rate of motion pictures.

Rate

Displays the transmission rate in real time during communication.

Camera Control

Displays whether the unit is ready to operate both cameras.
This unit always displays ON.



Audio Bit Rate

Shows the audio bit rate.

Video Bit Rate

Shows the video bit rate.

Audio Data

Shows the received packet loss status of the audio data.

Video Data

Shows the received packet loss status of the video data.

LAN Mode Speed

Shows the LAN connection speed.

LAN Mode Duplex

Shows whether the LAN connection is Full duplex or Half duplex.

Camera Control Data

Shows the received packet loss status of the camera control data.

Chapter 3: Daily Videoconference

This chapter describes how to conduct a videoconference from start to finish after the administrator has completed various registrations and settings for the system.

For use of optional equipment, see chapter 4.

To conduct a data conference using the optional PCSA-DSM1 Data Solution Module, see chapter 5.

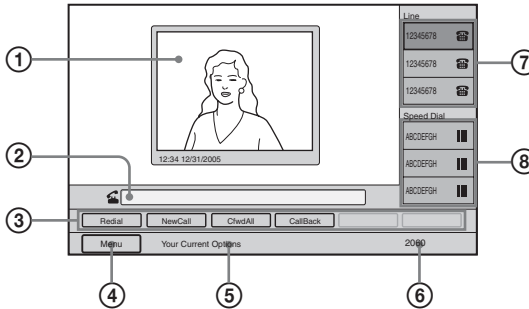
Starting a Conference by Calling a Remote Party – NewCall

You can start a videoconference with a remote party by dialing. Once you have made a connection to the remote party, you can begin talking just as with a normal phone call and start a videoconference.

For details on turning the system on/off, see the section “Turning On” on page 21.

Using the Launcher Menu

The launcher menu appears on the display when the system is turned on or while it is not connected to a remote party. The launcher menu displays the image shot by the local camera, function keys, line list, speed dial list, etc.



① Screen

The image shot by the local camera is displayed.

② Text box

Enter the number of a remote party you want to call.

③ Function keys

Various functions can be assigned to the function keys. The assigned functions depend on the call status or SCCP server being used. Click each key with the mouse to activate each function.

Refer to the “Function key list” (page 38) to see the varieties of the function keys.

④ Menu button

Click this button with the mouse to display the Setup menu.

⑤ Message

A message to guide the operation appears here.

⑥ Number

Displays the number for line 1.

⑦ Line list

Displays available telephone lines.

You can select the line you want to use by clicking the line list button with the mouse.

The telephone icon displayed after the line name shows the condition of the line or the call.

Refer to the “Telephone icon list” (page 39) to see the varieties of the telephone icons.

⑧ Speed dial list

Displays the speed dials.

Click the speed dial list button with the mouse to dial the remote party registered on a speed dial.

Function key list

Typical functions are as follows:








Indication on the function key	Function
NewCall	Dials a new remote party.
Redial	Redials the remote party called last.
Answer	Answers a call from a remote party.
Hold	Puts the active call on hold.
EndCall	Ends a call.
Transfer	Transfers the current call to another party after they consent to accepting it.
Park	Parks the current call using a park number on the SCCP server.
Confrn	Starts a conference by adding parties.
More	Displays the next page if more options are available.
Resume	Returns to the held call.
DirTrfr	Transfers the current call to another party directly without their consent.
Select	Select a held call when you use DirTrfr, Confrn, Join, etc.
Join	Allows held calls to join in the current conference.
CFwdAll	Transfers all calls from remote parties to the entered number.
PickUp	Answers a call directed to another terminal in your group.
GPickUp	Answers a call directed to a terminal in the specified group.
MeetMe	Starts a MeetMe multipoint conference with a MeetMe phone number on the SCCP server.
Dial	Calls a new remote party.
AddrDial	Calls a remote party using AddrDial.
<<	Deletes the last number entered in the Text box.
Cancel	Deletes all numbers entered in the Text box.



Indication on the function key	Function
CallBack	Receives a message when a remote party on another line can come on line.
ConfList	Displays a list of all parties joining a conference.
RmLstC	Removes the party joined last from the conference.
Barge	Joins a call of a shared line (when the calling terminal supports Conference Bridge).
cBarge	Joins a call of a shared line (when an external Conference Bridge is connected to SCCP server).
MCID	Informs SCCP server of reception of a crank call.
VidMode	Switches the display mode to Divided window or Whole window.
Update	Updates the conferee list.
EditDial	Edits the selected contents from the list.
Delete	Deletes the selected contents from the list.
Exit	Returns to the previous display.

Telephone icon list

The telephone icon displayed in the window shows the condition of the line or the call.

Telephone icon	Signification
	Onhook (disconnecting)
	Dialing
	Incoming Call
	Holding
	Offhook
	Calling
	Speed Dial

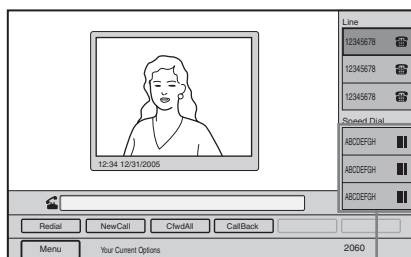
Calling a Remote Party Using Speed Dial

To call a remote party registered in the speed dial list, operate as follows.

The speed dials can be registered on the SCCP server. AddrDial 01 to 03 registered on the SCCP server are registered in the speed dial list.

For details on registration, consult the server administrator.

Launcher menu



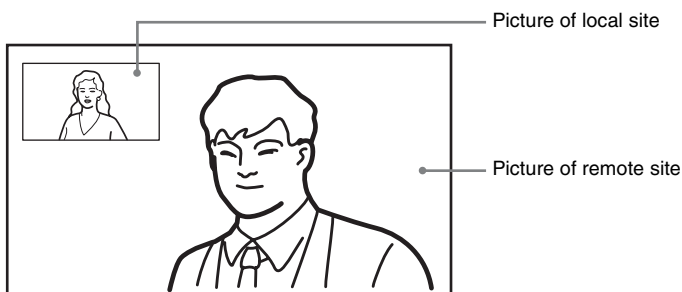
Speed dial list

Click the speed dial button on which the remote party has been registered.

The system begins dialing the selected remote party.

When the system connects to the remote system, the picture of the remote site appears on the display.

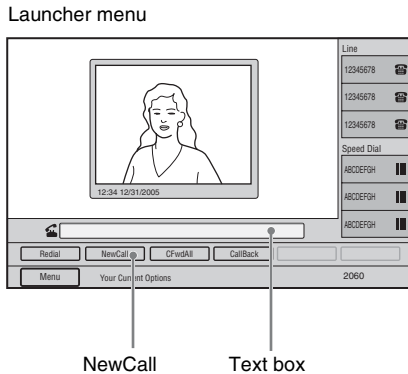
You can now start a videoconference.



To cancel dialing before connecting

Click the function key assigned for “EndCall”.

Calling a Remote Party by Entering a Number in the Launcher Menu



Make the call by using one of the following two methods.

Clicking the function key assigned for “NewCall”

- 1 Click the function key assigned for “NewCall”.
- 2 The soft keyboard appears on the display. Use it to enter the number of the remote party.

Clicking the number entry field, local image, or background

- 1 Click the number entry field, local image, or background.
- 2 The soft keyboard appears on the display. Use it to enter the number of the remote party.
- 3 Click the function key assigned for “Dial”.

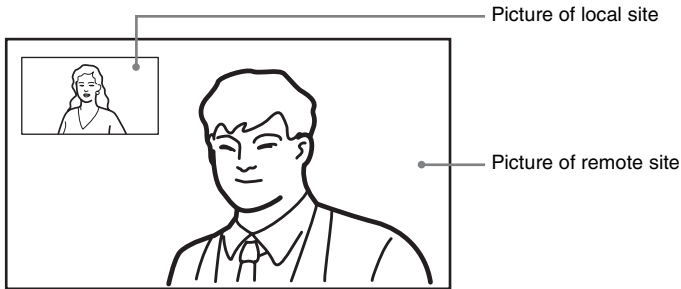
When the soft keyboard appears on the display, the function key allocation changes as follows:



The system begins dialing the selected remote party.

When the system connects to the remote system, the picture of the remote site appears on the display.

You can now start a videoconference.




To cancel dialing before connecting

Click the function key assigned for “EndCall”.

Calling a Remote Party Registered in the Phone Book

To call a remote party registered in the Phone Book of the SCCP server, operate as follows.

The Phone Book can be registered on the SCCP server. For details on registration, consult the server administrator.

- 1 Click the “Menu” button to display the Setup menu, and select the  (Phone Book) icon.
The submenu for directory search appears on the display.

First Name	<input type="text"/>
Last Name	<input type="text"/>
Number	<input type="text"/>
<input type="button" value="Search"/> <input type="button" value="Cancel"/>	

- 2 Search for the remote party you want to call.
Click the “First Name”, “Last Name”, or “Number” box, and enter one or more letters with the soft keyboard appearing on the display. Then click “Search”.
The searched result appears on the display.
If you do not enter any letter, up to 62 entries will be displayed.

Phone Book		1/3
Matsui Hideki	2011	
Nomoto Hideo	2000	
Suzuki Ichiro	2008	
Nakamura Shunsuke		
A.Podorico Nogaira	2001	
2005	2005	
A	2010	
B	2011	
C	2012	
D	2013	

Dial Edit Dial Exit Search

3 Click the remote party, then click the function key assigned for “Dial”.

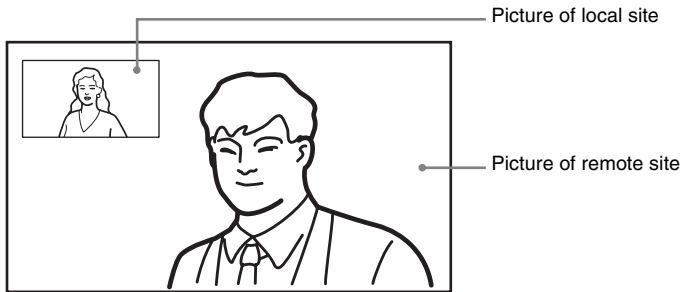
The system begins dialing the selected party.

When the system connects to the remote system, the picture of the remote site appears on the display.

You can now start a videoconference.

Tip

If you press the function key assigned for “EditDial”, the display returns to the launcher menu with the number of the selected remote party filled in the text box.




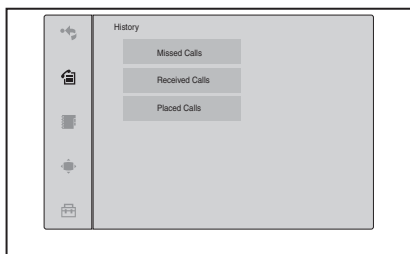
To cancel dialing before connecting

Click the function key assigned for “EndCall”.

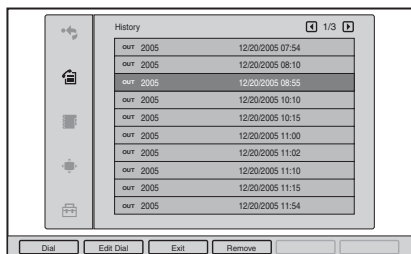


Calling a Remote Party Using the Call History

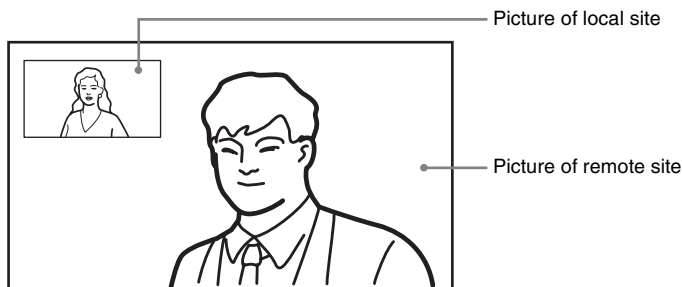
- 1 Click the “Menu” button to display the Setup menu, and click the  (History) icon.
The History menu appears on the display.



- 2 Click “Missed Calls”, “Received Calls”, and “Placed Calls”.
The selected call history appears on the display.



- 3 Click the remote party, then click the function key assigned for “Dial”.
The system begins dialing the selected party.
When the system connects to the remote system, the picture of the remote site appears on the display.
You can now start a videoconference.

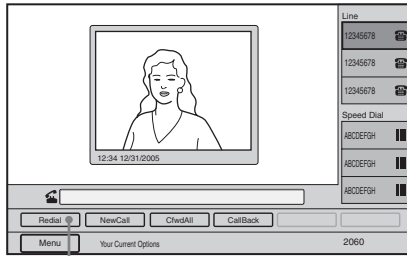


To cancel dialing before connecting

Click the function key assigned for “EndCall”.

Calling a Remote Party by Redialing

To call a remote party dialed last, operate as follows.



Redial

Click the function key assigned for “Redial”.

The system dials the remote party you called last.

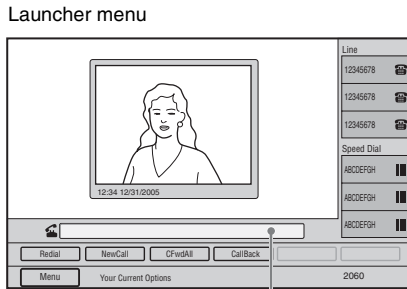
Note

Redialing is impossible after you turned off the power of the system.

Calling a Remote Party Using Abbreviated Dial

To call a remote party using an abbreviated dial index number registered in the abbreviated dial settings of the SCCP server, operate as follows.

Abbreviated dials can be registered on the SCCP server. For details on registration, consult the server administrator.

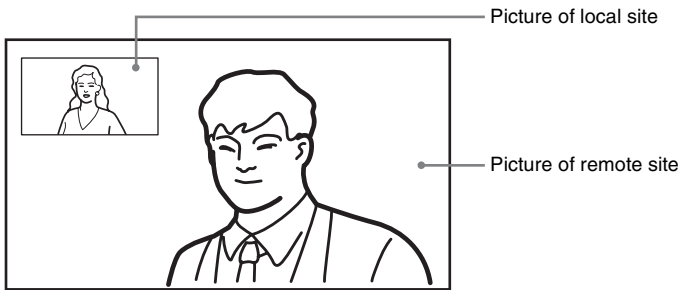


Text box

- 1 Click the number entry field, local image, or background.
- 2 The soft keyboard appears on the display. Use it to enter the abbreviated dial index number.
When the soft keyboard appears on the display, the function key allocation changes as follows:



- 3 Click the function key assigned for "AbbrDial".
The system begins dialing the remote party.
When the system connects to the remote system, the picture of the remote site appears on the display.
You can now start a videoconference.

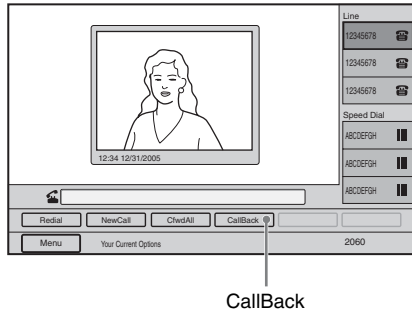


To cancel dialing before connecting

Click the function key assigned for "EndCall".

Receiving a Message When a Remote Party can Come on Line – CallBack

When your call cannot be connected to a remote party whose phone is busy, you can receive a message that the party can now come on line.

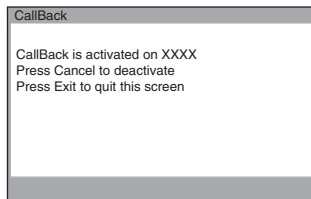


- 1 Dial the remote party.

For the dialing steps, see pages 40 to 47.

- 2 When the remote party is engaged, click the function key assigned for “CallBack” if you want to receive a message from the party after finishing a call.

The following message appears on the monitor screen.

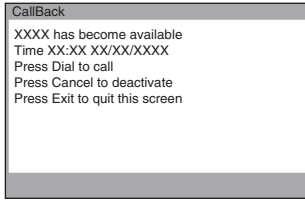


- 3 Click the function key assigned for “Exit”.

The message disappears and the CallBack function becomes active.

When you do not wish to use the CallBack function, click “Cancel”.

After the remote party has finished a call, the following message appears on the monitor screen.



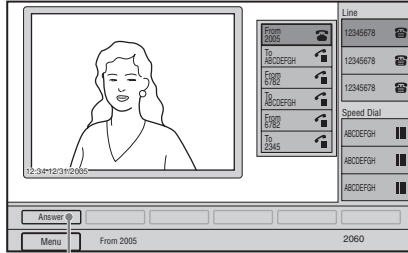
- 4** Click the function key assigned for “Dial”.
The system begins dialing the remote party.

When you do not wish to use CallBack function, click “Cancel”.

To delete a message, click “Exit”.

Receiving a Call from a Remote Party – Answer

Call incoming display



Answer

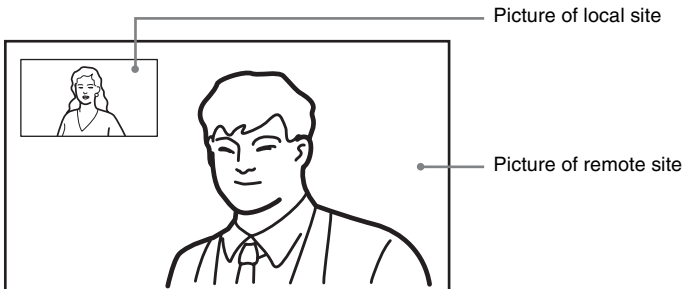
- 1 There is a call incoming from a remote party.
A ring tone sounds and the call incoming display appears.

Note

You cannot answer the call unless the system is turned on.

- 2 Click the function key assigned for “Answer”.

When the system connects to the remote system, the picture of the remote site appears on the display. You can now start a videoconference.



Note

When you are using the Video Communication System as a computer display, the answering method is different.

See “Receiving a Call When Viewing the Picture from the Computer” on page 91.



Tip

See pages 71 to 77 to adjust the sound and picture during the conference.

To display an elapsed communication time

You can show an elapsed communication time at the bottom right of the communication screen if “Time Display” in the General Setup menu is set to “On”.

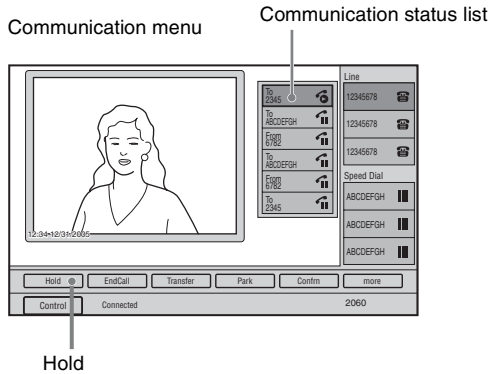
To turn the indicator off, set “Time Display” in the General Setup menu to “Off”.

For “Time Display” setting, see “General Setup Menu” on page 30.

If there is an incoming call during your absence

“1 New Missed Call” appears on the message window of the launcher for a fixed period of time. If there is a plural number (n) of incoming calls, “n New Missed Calls” appears. Calls during absence are recorded as the missed call history.

Putting a Call on Hold – Hold



- 1 Click “Control” button during communication with a remote party. The communication menu appears on the display.
- 2 Confirm that the remote party whose call you want to put on hold is selected in the line status list. Select the remote party if it is not selected.
- 3 Click the function key assigned for “Hold”. The picture of the remote site on the display changes to black and the sound from the remote site is muted. The sound from the local site is no longer sent to the remote site. (Hold mode)

The function key allocation changes as follows:



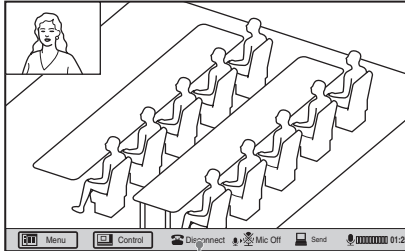
To return to the held call

- Click the function key assigned for “Resume”. The hold mode is cancelled and you can speak again to the remote party.

Ending the Conference

To disconnect the line (1) – Disconnect

Communication screen



Disconnect

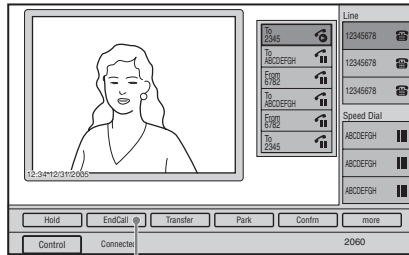
- 1** Click “Disconnect”.
The message “Disconnect?” appears on the display.
- 2** Click “OK”.
The line is disconnected and the launcher menu is restored.

Note

The power of the system remains on even if the line is disconnected.

To disconnect the line (2) – EndCall

Communication menu



EndCall

- 1 Click “Control” during communication with a remote party.
The communication menu appears on the display.
- 2 Click the function key assigned for “EndCall”.
The line is disconnected and the launcher menu is restored.

Note

The power of the system remains on even if the line is disconnected.

To set the system to standby mode

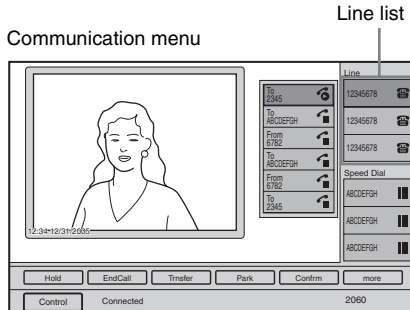
When you press the I / O (Power) switch on the PCS-TL30, the message “To enter standby mode, wait for a few moments. To turn off the power, press the power switch again.” appears on the display. When you simply wait in this condition, the system will go into standby mode.

You can receive a call from a remote party in the standby mode.

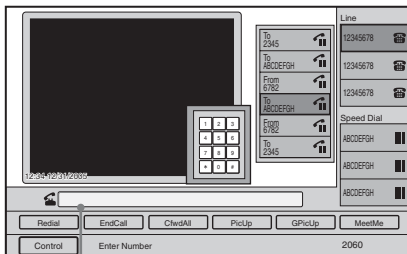
To return to normal mode from standby mode, press the power switch once.

Calling or Answering Another Remote Party During Communication

Calling Another Remote Party During Communication



- 1 Click “Control” button during communication with a remote party. The Communication menu appears on the display.
- 2 Click the remote party to put on hold, and click the function key for “Hold”.
- 3 Click the telephone line you want to use for dialing from the line list. The remote party currently in communication enters hold mode, and a text box appears on the display.



Text box

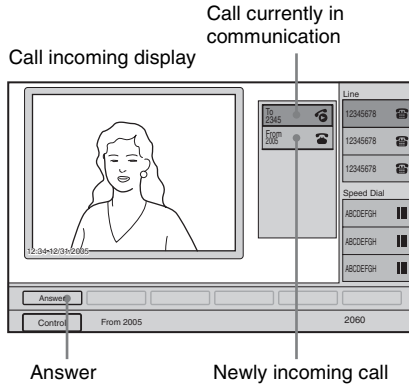
- 4 Enter the number of your new remote party using the number buttons with the soft keyboard.

The system begins dialing the selected remote party.

When the system connects to the remote system, the picture of the remote site appears on the display.

You can now start a videoconference with the new remote party.

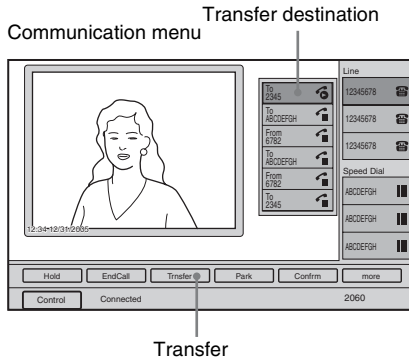
Answering a Call from Another Remote Party During Communication



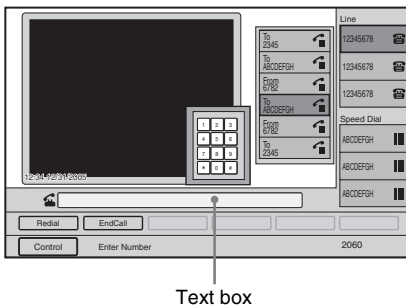
- 1** There is an incoming call from a remote party during communication with another remote party.
The call incoming display appears.
- 2** Click the function key assigned for “Answer”.
The remote party currently in communication enters hold mode.
When the system connects to the new remote party, the picture of the remote site appears on the display.
You can now start a videoconference with the new remote party.

Transferring a Call – Transfer/DirTrfr/CFwdAll

Transferring a Call After Confirmation of the Destination Remote Party – Transfer



- 1 Click “Control” button during communication with a remote party. The communication menu appears on the display.
- 2 Click the icon of the remote party whose call you want to transfer to another remote party, then click the function key assigned for “Transfer”. The remote party currently in communication enters hold mode, and a text box and a soft keyboard appear on the display.



- 3 Enter the number of the remote party to whom you want to transfer the current call in the text box using the soft keyboard.

When the first letter is input, the function key allocation changes as follows:



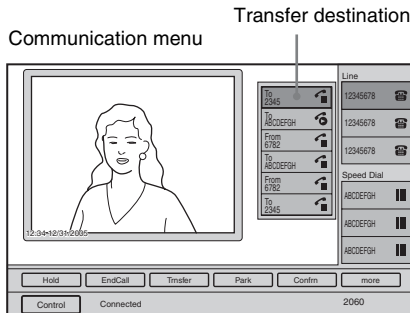
The system begins dialing the remote party selected for call transfer.

- 4 When the selected remote party answers, inform them that you are transferring a call, and then click the function key assigned for “Transfer”.

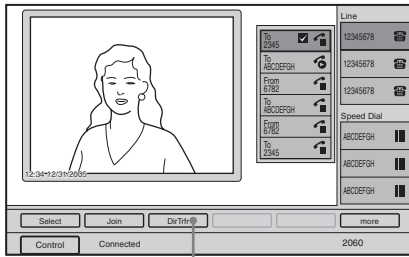


Transfer of the call is now completed.
The call of the remote party restarts.

Transferring a Call Without Confirmation of the Destination Remote Party – DirTrfr



- 1 Click “Control” button during communication with a remote party.
The communication menu appears on the display.
- 2 Click the icon of the remote party (in hold mode) to whom you want to transfer the current call, then click the function key assigned for “Select”.
A checkmark is displayed on the selected remote party.



DirTrfr

- 3 Click the function key assigned for “DirTrfr”.
The call is transferred to the selected remote party.

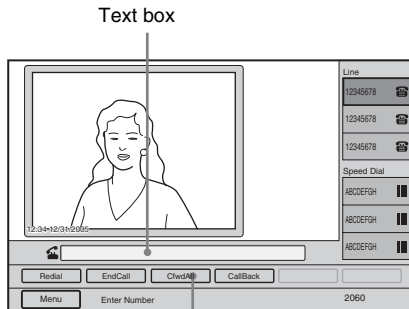
Transferring All Incoming Calls during Your Absence – CFwdAll

You can automatically transfer all calls incoming through the same telephone line to the specified destination during your absence.

Note

The “CFwdAll” feature allows you to transfer only calls incoming through the line listed first (displayed on the top of the telephone line list). Calls incoming through the second and third telephone lines, if provided, cannot be transferred.

To specify the destination for the “CFwdAll” feature



CFwdAll

- 1** While communication is not in progress, click the function key assigned for “CFwdAll”.
The soft keyboard is displayed.
- 2** Enter the number of the remote party to whom you want to transfer all calls in the text box using the soft keyboard.
When the number has been entered, the message “Forwarded to xxxx (destination number)” is displayed.

Now every call incoming through the first telephone line is automatically transferred to the specified destination.

To cancel the “CFwdAll” feature

Click the function key assigned for “CFwdAll”. The “CFwdAll” feature is cancelled and the message changes to “Your current options.”



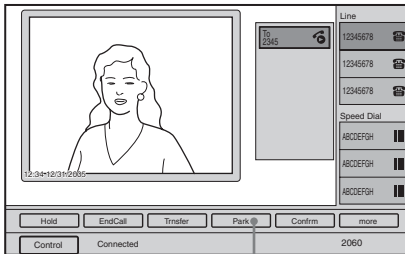
Parking a Call in the SCCP Server – Park

You can temporarily park a call at the park number registered on the SCCP server, and pick it up from another Video Communication System or another phone.

The park number can be registered on the SCCP server. For details on registration, consult the server administrator.

To park a call

Communication menu



- 1 Click “Control” button during communication with a remote party. The communication menu appears on the display.
- 2 Click the function key assigned for “Park”. The current call is parked at the registered park number and the message “Parked at xxxx (park number)” is displayed. The display then returns to the launcher menu.

To pick up the parked call

- 1 Click the number entry field, the function key for “Dial”, or the background. The soft keyboard appears on the display.
- 2 Enter the park number in the text box on the launcher menu using the soft keyboard. The system connects to the parked remote party and you can now start a videoconference with that party.

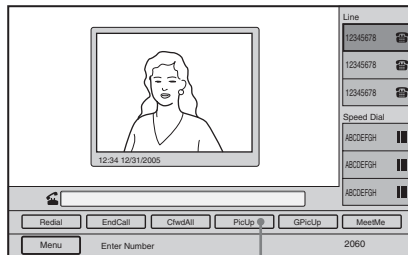
Receiving a Call Directed to Another Terminal – PickUp / GPickUp

You can answer a call directed to another terminal when the local terminal is part of a group of terminals and a group number has been specified.

The group and group number can be registered on the SCCP server. For details on registration, consult the server administrator.

Receiving a Call Directed to Another Terminal in Your Group – PickUp

When line 1 is off the hook

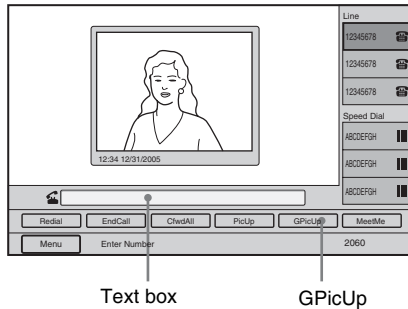


PicUp

- 1** There is an incoming call to a terminal in your group.
A ringer tone sounds on the terminal.
- 2** If a line belonging to the same group as the terminal receiving the call is already selected, click the function key assigned for “NewCall” in the launcher menu screen or the communication menu screen. If the line is not selected, click on the line belonging to the same group.
The system enters off the hook.
The selected line is displayed in light blue while other lines are displayed in gray.
- 3** Click the function key assigned for “PicUp”.
The message “From xxxx (number of incoming call)” is displayed and the call incoming display appears.
- 4** Click the function key assigned for “Answer”.
The system connects to the remote party and you can now start a videoconference with that party.

Receiving a Call Directed to a Terminal in Another Group – GPickUp

When line 1 is off the hook



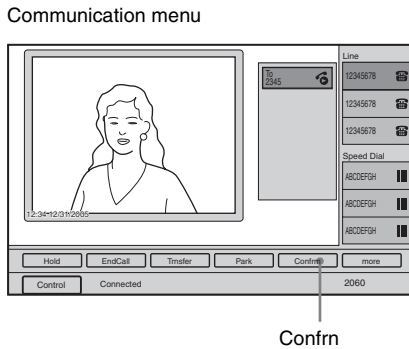
- 1** There is an incoming call to a terminal in a group other than yours. A ringer tone sounds on the terminal.
- 2** Click on the unselected line or the function key assigned for “NewCall” in the launcher menu screen or the communication menu screen. The system enters off the hook. The selected line is displayed in light blue while other lines are displayed in gray.
- 3** Click the function key assigned for “GPickUp”.
- 4** Using the soft keyboard, enter the number of the group to which the terminal with an incoming call belongs in the text box. The message “From xxxx (number of the incoming call)” is displayed and the call incoming display appears.
- 5** Click the function key assigned for “Answer”. The system connects to the remote party and you can now start a videoconference with that party.

Conducting a Multipoint Videoconference – Confrn/Join

You can conduct a multipoint videoconference among Video Communication Systems and phones.

Starting a Multipoint Videoconference – Confrn

This section explains how to start a multipoint videoconference and have remote parties join in the conference one by one when you are the host of the conference.



- 1 Call the first remote party or receive the call from the first remote party, and establish communication.

For details of the operations, see “Starting a Conference by Calling a Remote Party – NewCall” on page 36 or “Receiving a Call from a Remote Party – Answer” on page 49.

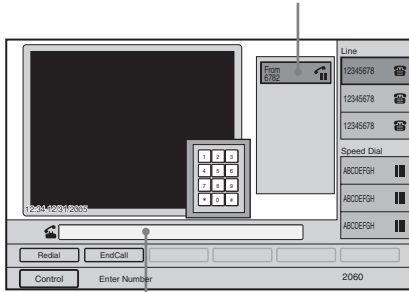
- 2 To have the second or later remote party join in the conference, click “Control” button.

The communication menu appears on the display.

- 3 Click the function key assigned for “Confrn”.

The remote party currently in communication enters hold mode, and a text box and a soft keyboard appear on the display.

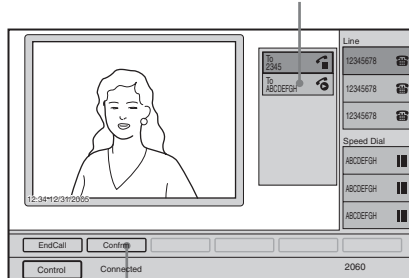
Remote party currently in communication



Text box

- 4 Enter the number of a new remote party whom you want to have join in the conference in the text box using the soft keyboard. When the system connects to the remote party, the following display appears.

Newly connected remote party

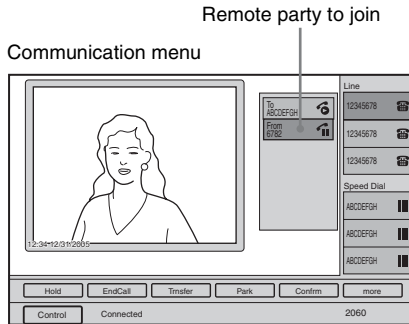


Confrn

- 5 Click the icon of the connected remote party, then click the function key assigned for “Confrn”. You can start a videoconference with three parties now.
- 6 To have the next remote party to join in the conference, repeat steps 3 to 5.

Having a Remote Party in Hold Mode Join in the Conference – Join

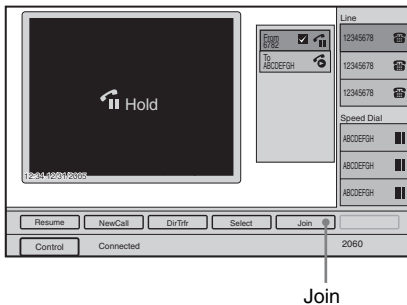
You can have a remote party who has been put on hold join the conference.



- 1 Click “Control” button on the Remote Commander during communication with a remote party.
The communication menu appears on the display.
- 2 Click the icon of the remote party (in hold mode) you want to have join the conference, then click the function key assigned for “Select”.
A checkmark is displayed on the selected remote party.

Note

Before making the selection, make sure that the conference you want to have the remote party join is not on hold.

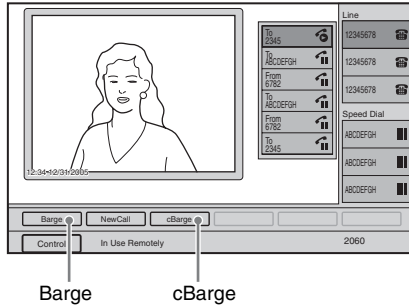


- 3 Click the function key assigned for “Join”.
The selected remote party can now join in the conference.

Barging into a Call – Barge/cBarge

When some terminals share the same line, you can barge into a call of the other parties.

This function cannot be used when the privacy function of the terminal on call is set to active.



- 1 A call starts in the other terminal of the shared line.
“In Use Remotely” appears on the message window of the display, and then the information of the terminal on call is displayed.
- 2 Click the function key assigned for “Barge” or “cBarge”.
You can barge into the call.

Notes

- When the privacy function of the terminal on call is set to active, “In Use Remotely” and the information of the terminal on call do not appear on the display.

The privacy function is set in the SCCP server side. Refer to the administrator of the server for details.

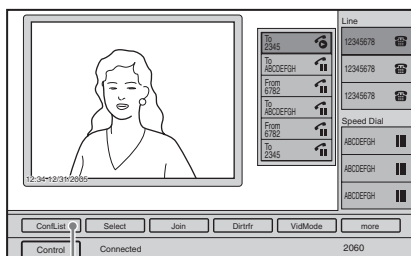
- If “No Conference Bridge” is displayed by selecting “Barge” or “cBarge” of the function key, Barge/cBarge function cannot be used because there is not the necessary Conference Bridge.

Refer to the administrator of the server for details.

Displaying a Conferee List – ConfList

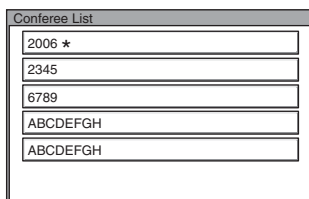
A list of all parties joining a conference can be displayed during a multipoint videoconference.

Only the host of the conference can remove a party from the list.



ConfList

- 1 Click “Control” button on the Remote Commander during communication with a remote party.
The communication menu appears on the display.
- 2 Click the function key assigned for “ConfList”.
The Conferee list is displayed.



Displays only on the host terminal

To update the conferee list

Click the function key assigned for “Update”.

To remove a party from the list (host only)

- 1** Click a party you want to remove on the ConfList.
- 2** Click the function key assigned for “Remove”.
The selected party is removed from the conference.

To cancel the party list from the window

Click the function key assigned for “Exit”.



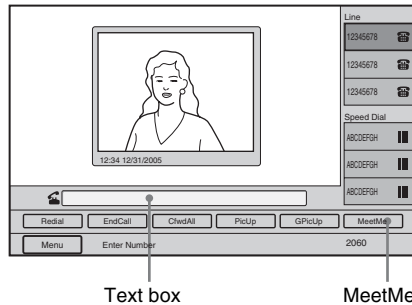
Conducting a MeetMe Conference – MeetMe

If you dial the MeetMe number registered in the SCCP server, you can have a multipoint videoconference among Video Communication Systems and phones.

This section explains how to start a multipoint videoconference when you are the host of the conference.

The MeetMe number can be registered on the SCCP server. For details on registration, consult the server administrator.

When line 1 is off the hook



- 1 Click on the unselected line or the function key assigned for “NewCall” in the launcher menu screen or the communication menu screen.
The system enters off the hook.
- 2 Click the function key assigned for “MeetMe”.
The soft keyboard is displayed.
- 3 Enter the MeetMe number in the text box using the number buttons using the soft keyboard.
The local picture is displayed in full screen and the MeetMe conference starts.
- 4 After the host has started the MeetMe conference, each party can join the conference by dialing the same MeetMe number.



Adjusting the Picture and Sound

Adjusting the Picture Quality

During a conference, click “Control” button on the display, then you can adjust the picture quality (picture quality mode, picture, brightness and back light) in the Display Setup menu.

For details on the adjustments, see “Adjusting the Picture Quality on the Display” in Chapter 6 (page 92).

Adjusting the Volume

You can adjust the volume of the sound to be heard during a conference. Press  (VOLUME) + button on the Video Communication System to increase the volume,  (VOLUME) – button to decrease it. You can adjust the volume for the picture currently on the display, and store the adjusted level for two types of pictures (video conference and picture from a computer), respectively.


Note


If howling caused by increasing the volume occurs, decrease the volume.

Cutting Off the Sound Momentarily – Mic Off Function

You can momentarily cut off the sound to be sent to the remote party.


Press  (Mic Off) on the Video Communication System.


The sound of the local party is not heard by the remote party. The mic level indicator on the display changes to , and the LED of the Mic Off button on the unit changes from white to orange.


The same action occurs when you click the “ MIC OFF” button on the display.

When the mic is turned off, the “ MIC OFF” button on the display changes in appearance to “ MIC ON”.

To restore the sound

Press  (Mic Off) on the unit again.

The mic level indicator on the display changes to , and the LED of the Mic Off button on the unit changes from orange to white.

The same action occurs when you click the “ MIC ON” button on the display.

Synchronizing Audio and Video – Lip Sync Function

During the conference a time lag may occur between the sound and picture to be sent to the remote party.

When you set “Lip Sync” to “On” in the Audio Setup menu, the system adjusts to synchronize audio and video. However, this may delay transmission of audio synchronized with video.

For the “Lip Sync” setting, see “Audio Setup Menu” on page 29.

Note

To enable the Lip Sync function of the remote party, you have to ask them to do so.

Reducing Echo – Echo Canceler

The system is equipped with the Echo Canceler, allowing the echo that occurs during audio transmission to be reduced.

Adjusting the Camera

You can adjust the image shot by the local camera that is sent to the remote party to obtain the desired angle and size. During communication you can also control the camera on the remote site to adjust the image shot by the remote camera.

Adjusting the Zoom and Camera Angle

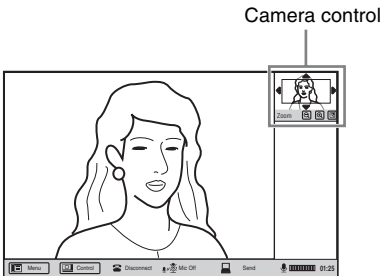
Determine the size and the angle of view of the picture to be displayed by adjusting the zoom and angle. You can make adjustments in the communication screen during communication and in the launcher menu screen when not in communication. You can also make adjustments using the Camera Control menu both during and outside of communication.







Note

The camera of the Video Communication System is a digital-zoom, pan&tilt camera. Therefore, you can adjust the camera angle (pan&tilt) only for a zoomed picture. Pan&tilt of a picture that has been zoomed out to the maximum is not possible with this system.

To make adjustments from the communication screen (during communication)

- 1 Move the mouse cursor and right-click on the far or the local image. The camera control indication appears, allowing you to adjust the angle and zoom.



- 2 Use the camera control zoom buttons to adjust the zoom ratio. Click  to magnify an image or  to reduce the scale and extend the range of the image.
- 3 Use the camera control /// buttons to adjust the camera angle so that the part you want to display appears on the screen.


- 4 Move the mouse cursor and right-click on the camera image.
The camera control indication disappears.

To make adjustments from the launcher menu screen (while not in communication)

The procedure is the same as during communication.

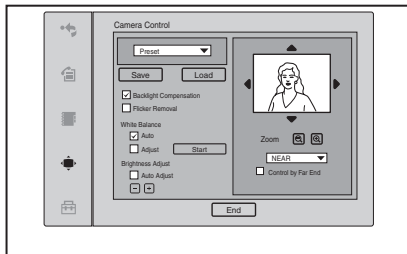
For details, see “To make adjustments from the communication screen (during communication)” above.







To make adjustments using the Camera Control menu

- 1 Click the “Menu” button to display the Setup menus, then click the  (Camera Control) icon.

When the communication menu is displayed during communication, click the “Control” button to switch to the communication screen, and then click the “Menu” button.

The Camera Control menu appears.



- 2 Select the camera you want to control (“Near system” or “Far system”).
- 3 Use the ZOOM button to zoom in or out.
Press the ZOOM  button to zoom in (to enlarge image), and the ZOOM  button to zoom out (to obtain wider range of image).
- 4 Press the , ,  or  button to adjust the camera angle so that the desired angle of view is obtained.
- 5 Click the “End” button.

Notes

- When controlling a remote camera, the remote system must be set to receive camera control commands. For details on setting the remote system, refer to the operating instructions for each device.
- You cannot control the remote camera during a session if the remote control format of the remote camera is not H.281. If you cannot control the remote camera, ask the remote party about the remote control format of their camera.
- If the local and remote parties try to control the same camera at the same time, the camera may not operate correctly.


Rejecting remote camera control

Deselect the “Control by Far End” check box in the Camera Control menu to reject control of the camera by the remote party.

Adjusting the Picture Quality

To shoot the picture with backlight compensation

Use backlight compensation when shooting a subject with bright background. Select the “Backlight Compensation” check box in the Camera Control menu to activate the backlight compensation function.

The backlight compensation function can also be switched on and off by right-clicking the local image area in the launcher menu screen or the communication screen and then clicking  in the Camera Control menu that appears.

Note

If the “Auto Adjust” check box is not selected for “Brightness Adjust” in the Camera Control menu, the backlight compensation function is not available.

To eliminate flicker

If a fluorescent lamp is connected to the same power line as that of this system, flicker may occur in the camera picture.

Select the “Flicker Removal” check box in the Camera Control menu to activate the flicker elimination function.

To use a fixed white balance setting

In the default condition, white balance is adjusted automatically.



If you want to adjust white balance manually, select the “Adjust” check box under “White Balance” in the Camera Control menu. Hold a white paper or similar in front of the camera and click “Start”. The white balance will be adjusted to fit the ambient environment and the setting will be fixed. You can perform this procedure as often as desired by repeatedly clicking “Adjust now”.

To cancel the fixed setting

Select “Auto” for “White Balance”.

To adjust the brightness

The brightness can be adjusted automatically or manually.

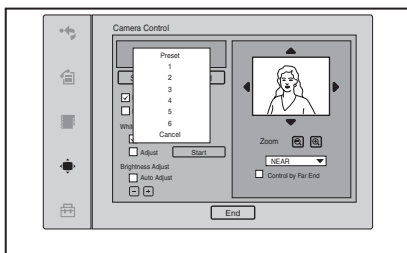
To make a manual adjustment, deselect the “Auto” check box in the Camera Control menu and click  to make the screen brighter and  to make the screen darker.

The backlight compensation function is not available with manual adjustment.

Presetting the Zoom and Angle Settings

Up to six preset settings for zoom and camera angle can be registered in the Camera Control menu. Once you have stored the settings, you can easily recall them to move the camera.

- 1 In the Camera Control menu, under “Preset”, click the desired number (1 - 6).



Note

During a communication session, you can select the remote camera.

For information on how to bring up the Camera Control menu, see “Adjusting the Zoom and Camera Angle” on page 73.

- 2 Adjust the zoom and angle.

For information on how to make the adjustment, see “Adjusting the Zoom and Camera Angle” on page 73.

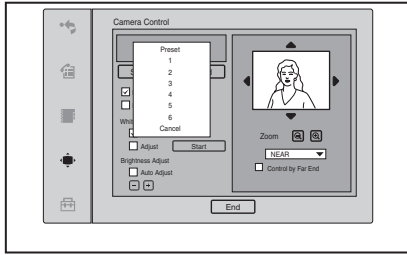
- 3 Click “Save”.

The setting is registered in the selected preset number.

Recalling the Preset Zoom and Angle Setting

You can use the Camera Control menu to recall a preset zoom and camera angle setting.

- 1 In the Camera Control menu, under “Preset Number Selection”, click the desired number (1 - 6).



For information on how to bring up the Camera Control menu, see “Adjusting the Zoom and Camera Angle” on page 73.

2 Click “Load”.

The setting of the preset number is recalled and the camera moves to the position of that setting.

About the memory of the adjustment values

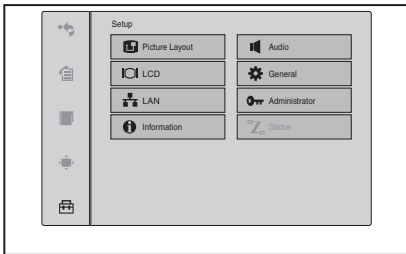
This system retains the adjustment values of zoom and camera angle, backlight compensation on/off, flicker on/off, adjustment for white balance auto/manual, and brightness in non-volatile memory. When you turn off the system and turn it on again, the camera is adjusted using the setting values in memory.

Changing the Screen Layout

During a communication session, you can use the Screen Layout Setup menu to control the way video is shown on the display.

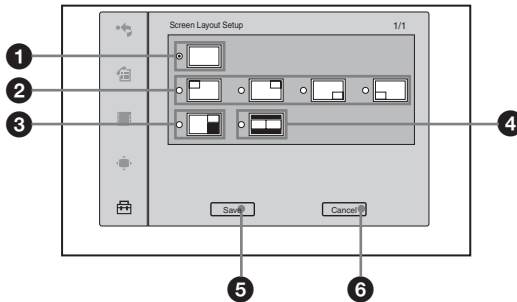
Bringing up the Screen Layout Setup menu

- 1 During a communication session, click “Menu” button.
When the communication menu is displayed during communication, click the “Control” button to switch to the communication screen, and then click the “Menu” button.
The menu appears.



- 2 Click “Screen Layout.”
The Screen Layout Setup menu appears.

Switching the Display





1 Full screen



Only the remote video is shown as a full-screen display.

2 Picture-in-Picture



The remote video is shown as a full-screen display and the local video as a window picture.

The display position of the window picture can be set to top left, top right, bottom left, and bottom right.

3 Picture-and-Picture



The remote video is shown as a full-screen display on the left and the local video as a window picture on the right.

4 Side-by-side



The remote video is shown on the left and the local video on the right, at the same size.

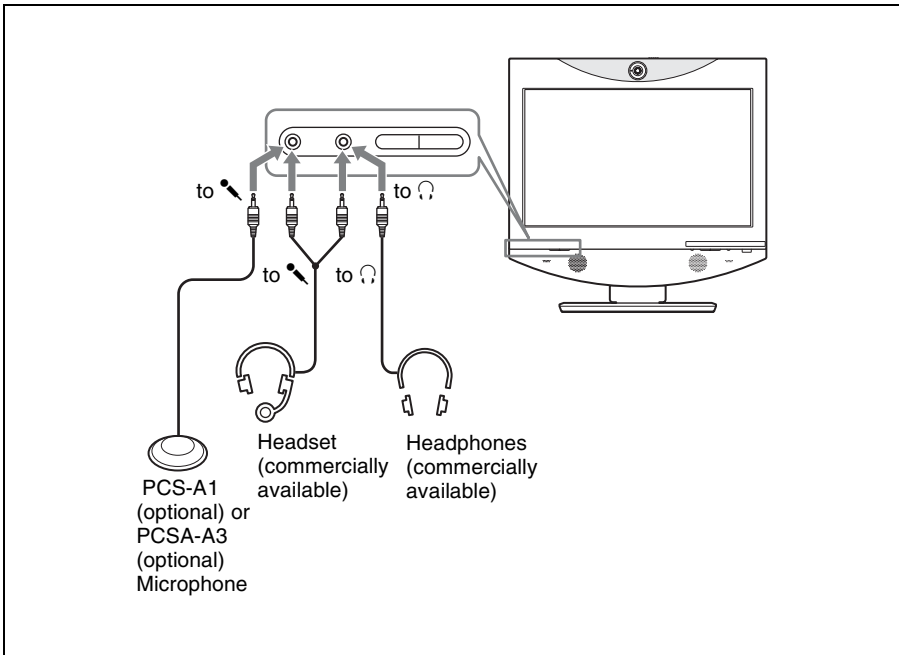
- ⑤ **Save button**
Stores the setting and terminates the procedure.
- ⑥ **Cancel button**
Terminates the procedure without storing the setting.

Chapter 4: Videoconference With Optional Equipment

This chapter describes the various videoconferences using the optional equipment in addition to the components contained in the PCS-TL30 Video Communication System.

Using External Microphone and Headphones

The microphone built into this system is assumed to be used for personal use. You can connect the optional PCS-A1 or PCSA-A3 microphone to the system, allowing more persons to participate in the conference. You can also connect headphones or headset to this system.



Notes

- The built-in microphone is disabled when an external microphone is connected.
- The built-in speakers are disconnected when headphones are connected.

Notes on installation of the microphones

- Install an external microphone more than 1 m (3.3 feet) away from this system.
- Keep the microphone about 50 cm (19 3/4 inches) away from the participants.
- Place the microphone in a quiet, echo-free location.
- Install microphones away from equipment that may cause noise.
- Avoid covering a microphone with paper, etc., or moving it. If you do either, extreme noise and echo may be heard temporarily by the remote party.

Controlling the Remote System With the Tone Signal – DTMF Transmission

The Video Communication System enables you to control the remote system connected by transmitting the tone signal (DTMF: Dual Tone Multi Frequency) assigned to the numbers for dialing (0-9, #, *).

- 1** Click anywhere on the picture during communication.
The soft keyboard appears on the display.
- 2** Click one of the number buttons (0-9, #, *) on the soft keyboard corresponding to the tone signal you want to transmit to the remote party.
The tone signal will be transmitted when the button is clicked.
- 3** To stop transmitting the tone signal, click “Close” button on the soft keyboard.
The soft keyboard disappears.

Note

During DTMF transmission, the microphone is automatically turned off.

Chapter 5: Data Conference Using Data Solution Module

This chapter shows you how to use the optional PCSA-DSM1 Data Solution Module to incorporate the screen display data of a computer or similar into a videoconference.

The optional PCSA-DSM1 Data Solution Module is designed for internal installation in the PCS-TL30. It allows sending the pictures or text data displayed on a computer connected to the PCS-TL30 to the remote party in a videoconference. You can also connect a projector to the Data Solution Module and display a high-resolution computer screen image sent by the remote party at the local site.

For details on RGB signal input/output specifications, see the section “Acceptable RGB Input/Output Signals” on page 102.

Note

If the position of the received computer image is off center, switch to PC mode and switch back to videoconference mode to correct the positioning.

Restrictions on the IP address of the system when using the Data Solution Module

The IP address available for the PCS-TL30 Video Communication System is restricted when you use the PCSA-DSM1 Data Solution Module. Moreover, a network for communication between the Data Solution Module and the PCS-TL30 should be set up to be a separate segment.

As a result, unusable IP address is the value obtained from the AND operation with the address of the Data Solution Module for communication and the network mask.

(Unusable IP address for the PCS-TL30) = (IP address of the PCSA-DSM1) & (Network mask)

The IP address of the PCSA-DSM1 is fixed at “192.254.1.2”. If the Network mask is assumed to be “255.255.0.0”, an unusable IP address is as follows: 192.254.m.n ($0 \leq m \leq 255, 0 \leq n \leq 255$)

Note on the camera picture when using the Data Solution Module

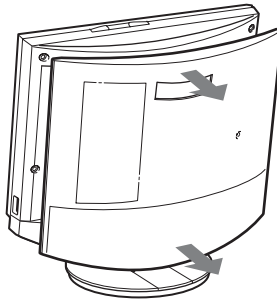
When transmitting a signal via the Data Solution Module, the camera picture quality will be lower owing to the decreased number of frames.

Installing the Data Solution Module

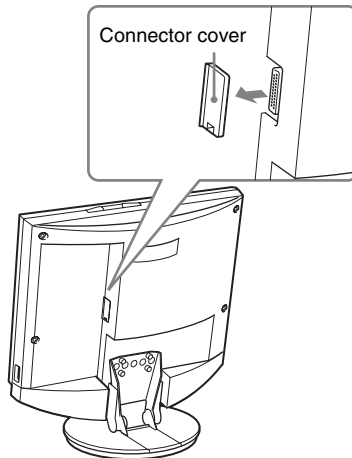
Notes

- Be sure to turn the power to all components off before starting the installation.
- When the Data Solution Module has been connected and is used for the first time, the Video Communication System may automatically upgrade the software of the Data Solution Module. While the upgrading message is displayed, never turn off the Video Communication System, to prevent the possibility of serious system damage.

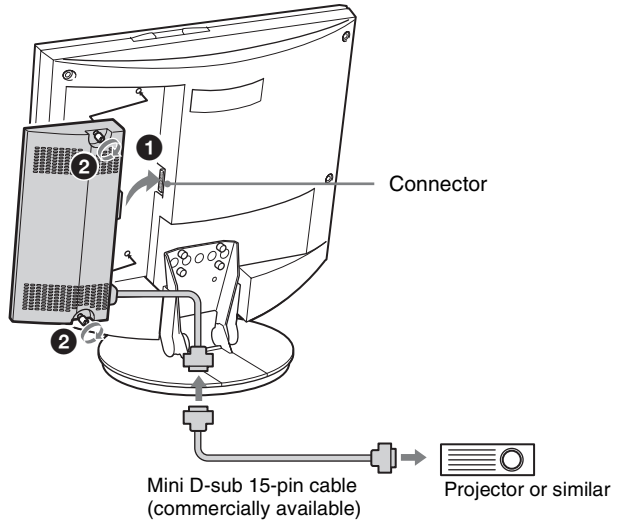
- 1** Remove the rear cover.
Pull the cover off towards you.



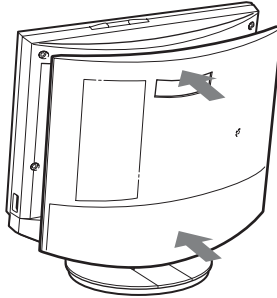
- 2** Remove the DSM connector cover.



- 3** Connect the system connector of the Data Solution Module to the DSM connector of the PCS-TL30 and secure with fastening screws.



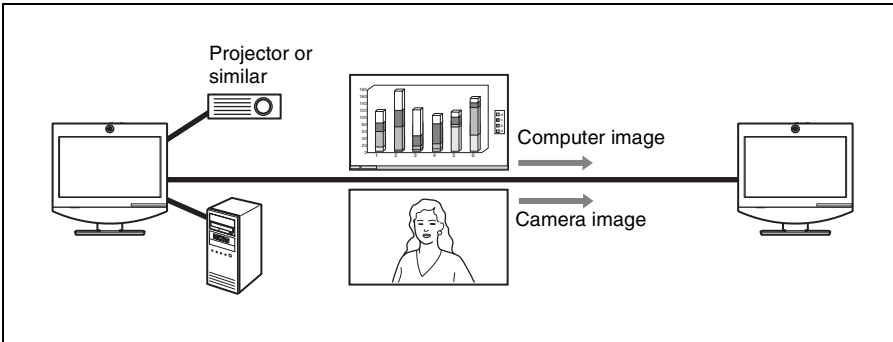
- 4** Replace the rear cover of the PCS-TL30.
Push the cover in while aligning the four stubs.



Connection Example Using the Data Solution Module

Notes

- Before making any connections, be sure to turn power to all components off.
- To prevent damage to the unit, do not connect or disconnect any cable while power to the unit is turned on.



Notes on the connection example

- Power to the Data Solution Module is supplied by the Video Communication System.
- Connecting a projector or similar to the RGB OUT connector of the Data Solution Module enables the following features:
 - Displaying the received computer picture with optimum picture quality
 - Transmitting the picture of a locally connected computer to the remote party


Using Video From Connected Equipment for a Conference

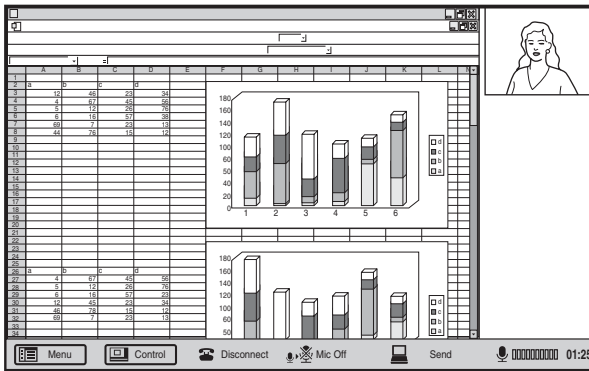
Operating the System During a Conference

To transmit a picture from a computer

Click the  Send button.

The computer picture is displayed on a projector connected to the RGB OUT connector and on the Video Communication System, and it is also transmitted to the remote party.

To stop the transmission, click the same  Stop button.



The computer picture displayed on a projector and on the Video Communication System is the image as input to the Data Solution Module. However, the image transmitted to the remote party may be lacking in detail and may have dropped frames.

Chapter 6: Use as Computer Display

When you are not conducting a videoconference, you can use the display of the Video Communication System as a computer display.

This chapter describes the use of the Video Communication System other than as a videoconference terminal.

Using as Computer Display

By connecting the Video Communication System to a computer, you can view the picture from a computer on the display of the system.

Connecting to a Computer

Remove the rear cover of the Video Communication System and connect a computer.

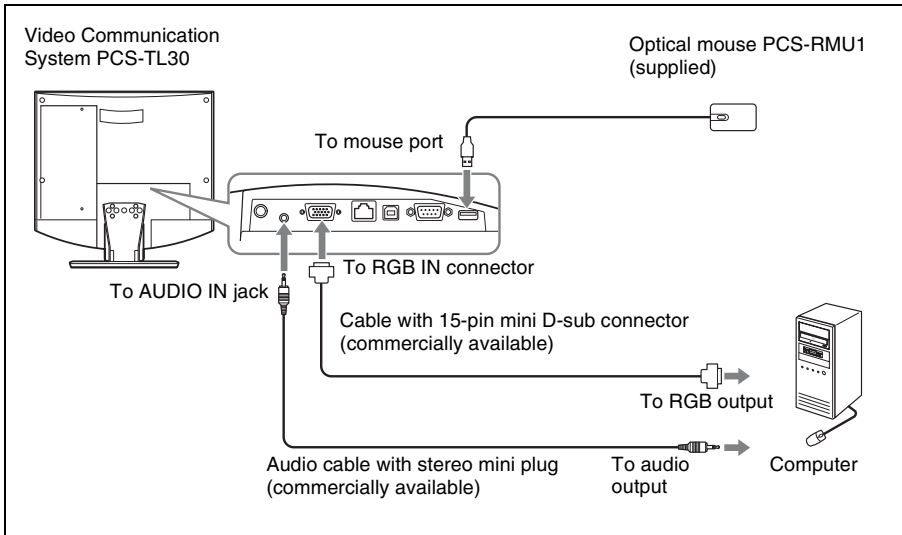
For removing the rear cover, see page 18.

When a computer is connected, you can either use a separate mouse for the PCS-TL30 and the computer, or you can link the PCS-TL30 and the computer using a USB cable (commercially available) and control both devices with the same mouse.

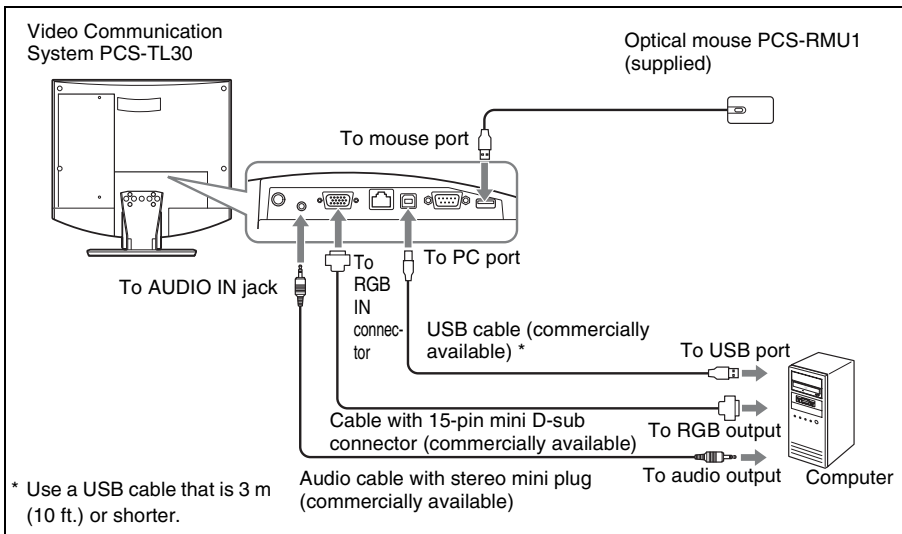
Note

Use a USB cable that is 3 m (10 ft.) or shorter.


Separate mouse




Shared mouse



Displaying the Picture from the Computer

- 1 Press  (PC) button on this system to switch the input method.


When the audio cable is connected, the sound from the computer is output from the speakers of the Video Communication System in stereo.


- 2 Adjust the volume of the computer sound using  (VOLUME) buttons on this system.

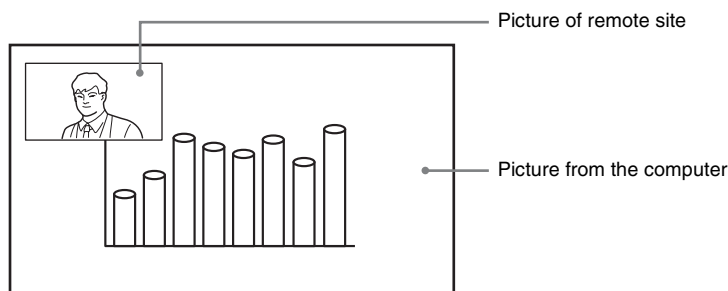
- 3 Adjust the picture quality in the Display Setup menu.

For the adjustments, see “Adjusting the Picture Quality on the Display” on page 92.

Receiving a Call When Viewing the Picture from the Computer

If you receive a call when you are viewing the picture from the computer on the display, a message appears on the screen. To switch to the communication screen and start the conference, follow the instructions and click the “Answer” button after pressing  (Videconferencing) button on the Video Communication System.

To switch back to the computer display, press the  (PC) button on the system.



You can change the display mode manually in the Screen Layout Setup menu.

For details on the Screen Layout Setup menu, see the section “Changing the Screen Layout” on page 78.

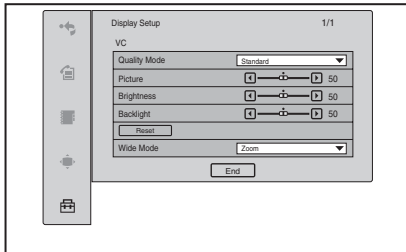
Tip

When you receive a call, the picture of the local site is normally sent to the remote party. You can close the lens cover by sliding the lens cover lever located at the top of the Video Conference System to the left.

Adjusting the Picture Quality on the Display

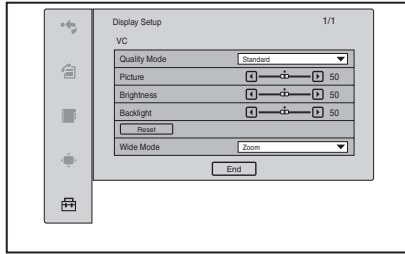
You can adjust the picture quality on the display in the Display Setup menu. The picture quality setting items differ depending on the picture (main picture) currently on the display: videoconference or picture from a computer. The adjusted values are retained for each of two picture types, respectively.

- 1 Click “Display” in the Setup menu.
The Display Setup menu appears.



- 2 Make settings for the respective items, and then click the “End” button.

Display Setup menu for videoconference

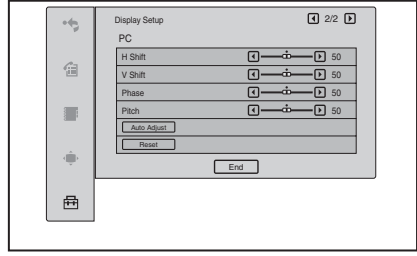
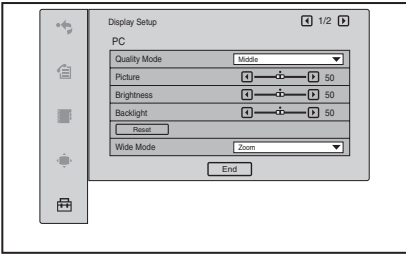


Page	Setting item	Press ◀ to	Press ▶ to	Adjustment range
1/1	Quality Mode	select “Vivid”, “Standard” or “Pro” from the pull-down list. “Vivid” for bluish tone, or “Pro” for reddish tone. The “Standard” setting is between “Vivid” and “Pro”.		–
	Picture	decrease picture contrast	increase picture contrast	0 to 100
	Brightness	darken the picture	brighten the picture	0 to 100
	Backlight	darken the backlight	brighten the backlight	0 to 100
	Reset	return Picture, Brightness, and Backlight settings to default values		–
	Wide Mode*	Normal : The 4:3 picture is displayed as it is.		–
		Wide : The wide picture is created by increasing the width of the 4:3 picture.		–
		Zoom : The wide picture is created by enlarging the 4:3 picture and cutting the upper and lower parts.		–

* When Picture-and-Picture or Side-by-Side is selected for the screen layout, the display does not change.

Display Setup menu for the computer picture

The Display Setup menu for the computer picture consists of two pages. To switch between tabs, click ◀ (return to previous page) or ▶ (go to next page) at the top right of the screen.



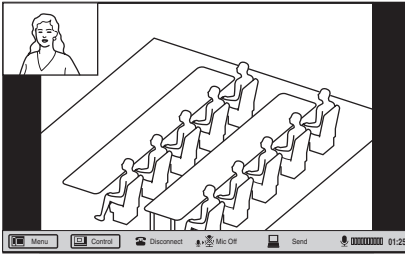
Page	Setting item	Press ◀ to	Press ▶ to	Adjustment range
1/2	Quality Mode	select the color temperature of the display from the pull-down list, “High”, “Middle” or “Low”.		–
	Picture	decrease picture contrast	increase picture contrast	0 to 100
	Brightness	darken the picture	brighten the picture	0 to 100
	Backlight	darken the backlight	brighten the backlight	0 to 100
	Reset	return Picture, Brightness, and Backlight settings to default values		–
	Wide Mode*	Normal : The 4:3 picture is displayed as it is.		–
Wide : The wide picture is created by increasing the width of the 4:3 picture.		–		
Zoom : The wide picture is created by enlarging the 4:3 picture and cutting the upper and lower parts.		–		
2/2	H Shift	shift the picture to the left	shift the picture to the right	0 to 100**
	V Shift	shift the picture downward	shift the picture upward	0 to 100**
	Phase	reduce blur of horizontal stripes and characters		0 to 63
	Pitch	eliminate vertical thick stripes		0 to 100
	AutoAdjust	adjust the phase and pitch automatically		–
	Reset	return H Shift, V Shift, Phase, and Pitch settings to default values		–

* When Picture-and-Picture or Side-by-Side is selected for the screen layout, the display does not change.

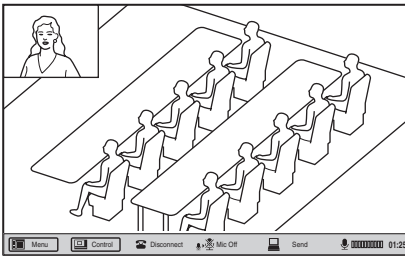
** The adjustment range for H Shift and V Shift may differ depending on the specifications of the input RGB signal.

To change the display mode manually

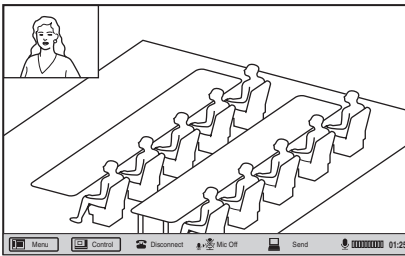
The “Wide Mode” item in the Display Setup menu changes the display as follows.



Normal



Zoom





Wide

To reset to the default picture quality

Click “Reset” button in the Display Setup menu.

Notes

- The setting items are different in videoconference mode and PC (computer display) mode.
- When the display screen is switched by pressing  (videoconference) button or  (PC) button on the Video Communication System, the Display Setup menu disappears.

On Screen Messages

Check the following if a message appears on the display when operating the Video Communication System.

Note

The message list below does not contain the messages coming from the SCCP server. For the messages from the SCCP server, consult the server administrator.

Message	Meaning
An IP address is not obtained via DHCP.	Check the DHCP mode at the LAN Setup menu.
Reference to DNS has failed.	The LAN connection has failed as you entered the user name when using the domain name server. Enter the IP address of the remote party.
The LAN cannot be used.	You cannot use the LAN connection.
Communication via LAN is not available. Check the LAN cable.	The connection to a LAN cannot be made. Check the LAN cable.
LAN configuration error	The settings in the LAN Setup menu are not proper.
LAN configuration error (DHCP error)	The IP address and subnet mask cannot be obtained.
LAN configuration error (IP address)	The IP address is not proper.
LAN configuration error (SNMP error)	The SNMP address is not proper.
LAN configuration error (Netmask)	The subnet mask is not proper.
SNMP error	The settings in the SNMP are not proper.
The entered telephone number of a remote party is not correct.	Check the telephone number of the remote party.
A telephone number of a remote party has not been entered.	Enter the telephone number of the remote party and then dial.
General error.	–
Installation completed.	Installation completed.
Temperature is abnormal. The power will turn off.	The system is shutting down because abnormal temperature was detected.
Close this menu to connect line.	Close the menu when starting a conference.
No camera device is detected.	The camera could not be detected for some reason.
The system will enter the standby mode.	The display will turn off and the system will enter the standby mode.
The system will be reset.	The system will be reset.

Message	Meaning
Please wait.	The data is being saved.
Configuration error.	–
Operation disabled.	–
Input title.	Enter an index title.
Adjusting the white balance. Please wait.	The white balance is being adjusted. When canceled, the message will disappear, but the camera adjustment process is not canceled.
Incorrect dialing setup.	The remote party has not been registered or not registered correctly.
Settings cannot be changed during communications.	Change the settings after the connection session is finished.
The power will turn off. Please wait.	The system is shutting down.
Wrong password.	Enter the correct password.
Preset 1 (-6) selected.	The zoom and camera angle setting has been changed to that registered in Preset number 1 (-6).
Registered to Preset number 1 (-6).	The zoom and camera angle setting has been registered in Preset number 1 (-6).
Microphone is turned off.	The microphone cannot be used.
Microphone is turned on.	The microphone can be used.
Mouse detected.	Mouse is connected to the Video Communication System.
No mouse is detected.	Mouse is not connected or connected to the PC side.
Memory full.	The “Flash Memory” does not have enough free space.
The cooling fan is malfunctioning.	There is a problem with the cooling fan.



Troubleshooting

If the Video Communication System does not function correctly, check the following.

Symptom	Cause	Solution
The power is not turned on.	The power switch is not set to on.	Press the power switch on the right side (page 21).
The message “The cooling fan is abnormal.” is displayed.	The cooling fan built in the system has stopped.	Consult your Sony dealer.
No sound or the volume is very low.	The volume of the System is too low.	Adjust the sound volume by pressing the VOLUME + button on the PCS-TL30 (page 71).
	The microphone on the remote party is turned off.	Ask the remote party to turn on the microphone.
	The microphone or external equipment is not connected correctly.	Check the connection.
No picture.	The selected picture source is not tuned on.	Turn on the selected video equipment.
	The selected picture source is not correctly connected to the system.	Check the connections.
	A voice meeting is held.	This is not a malfunction.
	Movement of the camera is prevented.	Turn off the Video Communication System, then turn it on again.
	The lens cover is closed.	Slide the lever for lens cover to the right to open the lens cover (page 21).
No connection.	Wrong number was dialed.	Check the entered number.
	Some of the system settings are not correct.	Set the system settings correctly referring to (page 28).
	The IP address and network mask are not set correctly.	Ask the system administrator to set them correctly (page 31).
	The LAN cable is disconnected.	Connect correctly (page 19).
	The LAN cable is connected to the incorrect connector.	Connect correctly (page 19).
	The LAN cable is down.	Replace the cable with a new one.

Symptom	Cause	Solution
No connection.	Incorrect type of cable (crossover or straight cable) is used for the LAN connection.	Use the correct type of cable.
	If you repeat plugging/unplugging or turning on/off, you may not connect to the network for a while.	Turn off the power of the system and wait for a few minutes before turning it on again.
	LAN connection timeout.	Try again later.
	Packet for videoconferencing is not acceptable under the current LAN environment.	Consult with the system administrator so that the packet for videoconferencing becomes acceptable under your LAN environment.
	The remote terminal is not turned on.	Ask the remote party to turn on the terminal.
	It takes a long time for the remote party to be able to answer from the standby mode.	Ask the remote party to cancel the standby mode.
	The remote party is in communication with another party.	Call the remote party after they end the communication with another party.
	Answering the call is not permitted by the remote terminal as it is operating for setups, etc.	Ask the remote party to permit answering a call.
	The remote terminal is not set to auto answer mode.	Ask the remote party to set the terminal to auto answer mode, or to answer a call manually.
	There is some problem with the remote terminal.	Try to dial the number of another terminal.
A message appears on the screen.	See "On Screen Messages" on page 96.	



Specifications

PCSA-SCTL30 SCCP Software

Media	“Memory Stick”
Supplied accessories	CD-ROM (1) Quick Start Guide (1) Serial Number seal (1)

PCS-TL30 Video Communication System

Note

The following specifications apply when the PCSA-SCTL30 SCCP Software is installed in the PCS-TL30 Video Communication System.

Motion picture

Operating bandwidth	64 kbps to 2 Mbps
Coding	H.261/H.263/H.264
Picture elements	CIF: 352 pixels × 288 lines QCIF: 176 pixels × 144 lines

Sound

Bandwidth	7 kHz (G.722 compliant with ITU-T Recommendation) 3.4 kHz (G.711/G.723.1/G.728/G.729a compliant with ITU-T Recommendation)
Transmission rate	56 kbps, 64 kbps (G.711 compliant with ITU-T Recommendation) 48 kbps, 56 kbps, 64 kbps (G.722 compliant with ITU-T Recommendation) 16 kbps (G.728 compliant with ITU-T Recommendation) 8 kbps (G.729a compliant with ITU-T Recommendation)

Network

Multiplexing	Video, audio, data
Interface	LAN (100 BASE-TX, 10 BASE-T)
LAN protocol supported	HTTP FTP Telnet RTP TCP/UDP TFTP IP

Camera

Image device	1/3.2 inch color CMOS (total effective pixels: approx. 1.3 million)
Lens	f = 2.3 mm F = 1:2.8 Horizontal angle: approx. 88° Vertical angle: approx. 73°
Focal distance	300 mm
Pan/tilt/zoom function	By digital processing
Auto White Balance function	built-in
Auto Exposure function	built-in
Frame rate	Auto (switches automatically to match ambient illumination)/ 30/15 fps

Display

Size	17.1 inch widescreen (Viewable area measured diagonally)
Resolution	1280 × 768 (WXGA)
Maximum screen luminance	410 cd/m ²
Response time	13 ms
Contrast ratio	600 : 1
Angle of view	176 degrees
Number of colors	16,700,000 colors

Display controller

PinP	4 corners
PandP	Two/Three windows
Side-by-Side	Two windows
Input	Internal: Video Communication External RGB: Computer display
Wide mode	Normal, Zoom, Wide
RGB mode	640 × 480, 800 × 600, 1024 × 768, 1280 × 768, etc. Display of zoomed picture is possible.

Speaker

Speaker 3 W × 2

Microphone

Frequency range

14 kHz

Directional characteristic

Narrow-angle directional

General

Power requirements

19.5 V

Power consumption

6.15 A

Operating temperature

5°C to 35°C (41°F to 94°F)

Operating humidity

20% to 80%

Storage temperature

-20°C to +60°C (-4°F to +140°F)

Storage humidity

20% to 80% (no condensation)

Dimensions 424 × 376 × 95.5 mm (w/h/d)

(16 ³/₄ × 14 ⁷/₈ × 3 ⁷/₈ inches)

(not including the stand)

424 × 419 × 258 mm (w/h/d)

(16 ³/₄ × 16 ¹/₂ × 10 ¹/₄ inches)

(including the stand)

Mass Approx. 8 kg (17 lb 9 oz)

Supplied accessories

Optical mouse PCS-RMU1 (1)

AC adaptor VGP-AC19V15,

PCS-AC19V6A or PCGA-

AC19V7 (1)

Power cord (1)

CD-ROM (1)

Quick Start Guide (1)

Warranty booklet (1)

Dimensions 107 × 250 × 34 mm (w/h/d)

(4 ¹/₄ × 9 ⁷/₈ × 1 ³/₈ inches)

(not including the projected parts)

Mass Approx. 550 g (1 lb 3 oz)

Supplied accessories

Quick Start Guide (1)

Warranty booklet (1)

The echo canceller of the Unit has been developed under license from Nippon Telegraph and Telephone Corporation. The Nippon Telegraph and Telephone Corporation also holds the copyright of the echo canceller software.

You may not use or sell the technologies used in the Unit in whole or in part for weapons or making weapons. All rights to software incorporated in the Unit and copies of relevant documentation belong to Nippon Telegraph and Telephone Corporation and Sony. You may not copy, reverse engineer, decompile, disassemble, or modify the technologies incorporated in the Unit.

The software uses a bitmap font created and sold by Ricoh Company, Ltd.

PCSA-DSM1 Data Solution Module (Optional)

Power consumption

20 W max.

Operating temperature

5 °C to 35 °C (41 °F to 94 °F)

Operating humidity

20% to 80%

Storage temperature

-20 °C to +60 °C (-4 °F to +140 °F)

Storage humidity

20% to 80% (no condensation)



Acceptable RGB Input/Output Signals

PCS-TL30 Video Communication System (RGB IN)

Picture element	Signal format	fH (kHz)	fV (Hz)	Dot clock (MHz)	Sync
640 × 480	VGA mode	31.469	59.94	25.17	H-neg V-neg
	Macintosh 13"	35	66.667	30.24	H-neg V-neg
	VGA VESA 72 Hz	37.861	72.809	31.5	H-neg V-neg
	VGA VESA 75 Hz	37.5	75	31.5	H-neg V-neg
	VGA VESA 85 Hz	43.269	85.008	36	H-neg V-neg
800 × 600	SVGA VESA 56 Hz	35.156	56.25	36	H-pos V-pos
	SVGA VESA 60 Hz	37.879	60.317	40	H-pos V-pos
	SVGA VESA 72 Hz	48.077	72.188	50	H-pos V-pos
	SVGA VESA 75 Hz	46.875	75	49.5	H-pos V-pos
	SVGA VESA 85 Hz	53.674	85.061	56.25	H-pos V-pos
1024 × 768	XGA VESA 60 Hz	48.363	60.004	65	H-neg V-neg
	XGA VESA 70 Hz	56.476	70.069	75	H-neg V-neg
	XGA VESA 75 Hz	60.023	75.029	78.75	H-pos V-pos
1280 × 768	WXGA VESA 60 Hz *	47.693	59.992	80.12	H-neg V-pos

* Cannot be transmitted by the PCSA-DSM1 Data Solution Module.

PCSA-DSM1 Data Solution Module (RGB IN) (Connector located on PCS-TL30)

Picture element	Signal format	fH (kHz)	fV (Hz)	Dot clock (MHz)	Sync
640 × 480	VGA mode	31.469	59.94	25.17	H-neg V-neg
	Macintosh 13"	35	66.667	30.24	H-neg V-neg
	VGA VESA 72 Hz	37.861	72.809	31.5	H-neg V-neg
	VGA VESA 75 Hz	37.5	75	31.5	H-neg V-neg
	VGA VESA 85 Hz	43.269	85.008	36	H-neg V-neg
800 × 600	SVGA VESA 56 Hz	35.156	56.25	36	H-pos V-pos
	SVGA VESA 60 Hz	37.879	60.317	40	H-pos V-pos
	SVGA VESA 72 Hz	48.077	72.188	50	H-pos V-pos
	SVGA VESA 75 Hz	46.875	75	49.5	H-pos V-pos
	SVGA VESA 85 Hz	53.674	85.061	56.25	H-pos V-pos

Picture element	Signal format	fH (kHz)	fV (Hz)	Dot clock (MHz)	Sync
1024 × 768	XGA VESA 60 Hz	48.363	60.004	65	H-neg V-neg
	XGA VESA 70 Hz	56.476	70.069	75	H-neg V-neg
	XGA VESA 75 Hz	60.023	75.029	78.75	H-pos V-pos

PCSA-DSM1 Data Solution Module (RGB OUT)

Picture element	Signal format	fH (kHz)	fV (Hz)	Dot clock (MHz)	Sync
1024 × 768	XGA VESA 60 Hz	48.363	60.004	65	H-neg V-neg

* While the picture input from the RGB IN connector is transmitted, the picture of the input signal format (VGA, SVGA or XGA) is output from this connector.



Pin Assignment

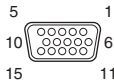
100BASE-TX/10BASE-T jack



RJ-45 jack

Pin	Signal	Description
1	TPOP	Transmit+
2	TPON	Transmit-
3	TPIP	Receive+
4	NC	–
5	NC	–
6	TPIN	Receive-
7	NC	–
8	NC	–

RGB IN connector

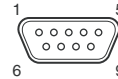


Mini D-sub 15-pin (female)

Pin	Signal	Description
1	RED	R (red)
2	GREEN	G (green)
3	BLUE	B (blue)
4	NC	–
5	GDN	Ground
6	RED. GND	R (red) signal ground
7	GREEN. GND	G (green) signal ground
8	BLUE. GND	B (blue) signal ground
9	NC	–
10	SYNC. GND	Sync signal ground
11	NC	–

Pin	Signal	Description
12	NC	–
13	HSYNC	Horizontal sync
14	VSYNC	Vertical sync
15	NC	–

RS-232C connector



D-sub 9-pin (male)

Pin	Signal	Description
1	NC	–
2	RD	Receive
3	TD	Transmit
4	NC	–
5	GND	Ground
6	NC	–
7	NC	–
8	NC	–
9	NC	–

Mouse connector



Mouse connector

Pin	Signal	Description
1	Vbus	Power
2	-Data (D-)	Transmit/receive data-
3	+Data (D+)	Transmit/receive data+
4	GND	Ground

PC connector



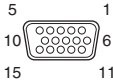
Pin	Signal	Description
15	NC	-

PC connector

Pin	Signal	Description
1	Vbus	Power
2	-Data (D-)	Transmit/receive data-
3	+Data (D+)	Transmit/receive data+
4	GND	Ground

Pin Assignment on Optional Board Connectors

RGB OUT connector (PCSA-DSM1)



Mini D-sub 15-pin (female)

Pin	Signal	Description
1	RED	R (red)
2	GREEN	G (green)
3	BLUE	B (blue)
4	NC	-
5	GND	Ground
6	RED. GND	R (red) signal ground
7	GREEN. GND	G (green) signal ground
8	BLUE. GND	B (blue) signal ground
9	NC	-
10	SYNC. GND	Sync signal ground
11	NC	-
12	NC	-
13	HSYNC	Horizontal sync
14	VSYNC	Vertical sync

List of Port Numbers Used on the PCSA-SCTL30

When connecting one-to-one (Default)

When “Port Number Used” is set to “Default” in the LAN Setup menu, the PCSA-SCTL30 uses the following port numbers.

Signal	Port number
TCP connection to Primary CallManager	2253
TCP connection to Secondary CallManager	2254
Audio RTP	49152
Video RTP	49154

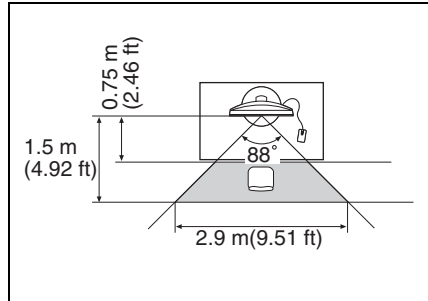
When connecting one-to-one (Custom: TCP Port Number 3000 and UDP Port Number 3000)

When “Port Number Used” is set to “Custom” in the LAN Setup menu, the PCSA-SCTL30 uses the port numbers defined by the values entered in “TCP Port Number” and “UDP Port Number”. For example, when “TCP Port Number” is set to “3000” and “UDP Port Number” is set to “3100”, the PCSA-SCTL30 uses the following port numbers.


Signal	Port number
TCP connection to Primary CallManager	3000
TCP connection to Secondary CallManager	3001
Audio RTP	3100
Video RTP	3102

Videoconferencing Room Layout

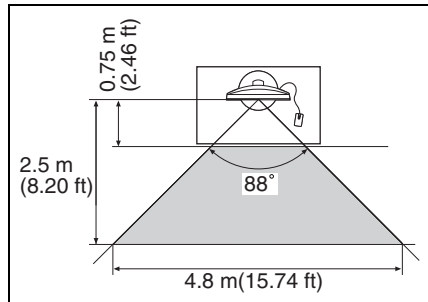
Layout example



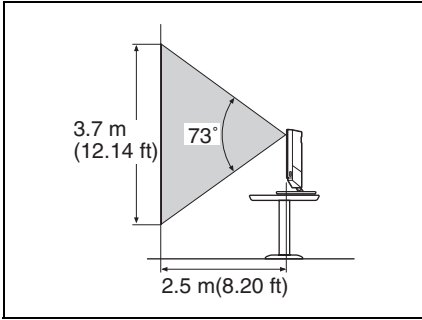
Camera Range

 represents the shooting area of the camera when the zoom has been extended fully. Use the measurements below as a guide for the layout of your videoconference room.

Top view (horizontal range at maximum zoom-out)

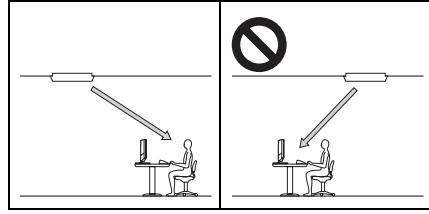


Side view (vertical range at maximum zoom-out)



Adjust room lighting so that it falls on the participants. Avoid direct light on the display.

Light intensity on faces should be about 300 lux or more.

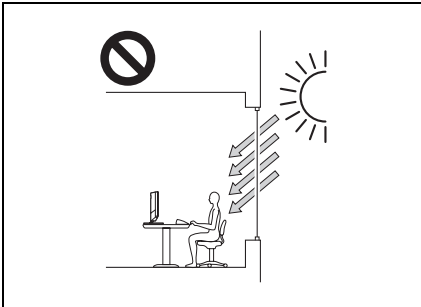


Layout Considerations

- Avoid having large, moving objects, especially people, behind the participants, as the quality of the picture transmitted to the remote party will deteriorate.
- Do not seat participants in front of a wall with fine stripe patterns.
- Choose a room where echo will not occur.
- Do not install the system near noise sources such as air conditioners or copy machines.
- Avoid placing the system in a room where there are the speakers used for an in-house broadcasting system.

Lighting Considerations

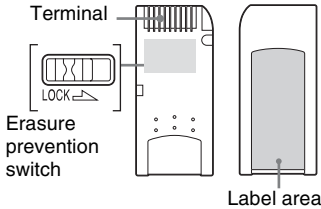
Do not point the camera toward a window where sunlight comes in as back lighting may decrease the contrast. If it is necessary, cover the window with a thick curtain.



“Memory Stick” Media

Notes on using “Memory Stick” media


- When you set the “Memory Stick” erasure prevention switch to “LOCK”, data cannot be recorded, edited, or deleted.



The position and shape of the write-protect switch may differ between the various types of “Memory Stick”.

- Do not remove the “Memory Stick” while it is reading or writing data.
- Data may be damaged if:
 - The “Memory Stick” is removed or the unit is turned off while reading or writing.
 - You use the “Memory Stick” in a location subject to the effects of static electricity or electric noise.
- We recommend that you back up important data recorded on the “Memory Stick”.
- Do not affix anything other than the supplied label to the “Memory Stick” label area.
- Affix the label so that it does not stick out beyond the label area.
- When storing or carrying a “Memory Stick”, keep it in its original case.
- Do not touch the terminal of the “Memory Stick” with anything, including your fingers or metallic objects.
- Do not strike, bend, or drop the “Memory Stick”.
- Do not disassemble or modify the “Memory Stick”.
- Do not allow the “Memory Stick” to get wet.

- Do not use or store the “Memory Stick” in locations subject to:
 - Extreme heat, such as in a closed car parked in the sun.
 - Direct sunlight.
 - Humidity or corrosive substances.

“Memory Stick” and  are trademarks of Sony Corporation.

Glossary

CIF

An abbreviation for Common Intermediate Format. This format allows communication between different color systems (NTSC and PAL).
352 pixels × 288 lines

Codec

An abbreviation for Coder-Decoder. An integrated device of a coder that converts an analog audio/video signal to a digital data stream and compresses it, and a decoder for expanding to restore the original analog signal.

DHCP

An abbreviation for Dynamic Host Configuration Protocol. Manages IP addresses in the network.

DNS

An abbreviation for Domain Name System. Defines the domain name system.

Echo Canceler

Device to eliminate echo that occurs when transmitting audio.

Frame rate

The number of frames which can be encoded/decoded in one second.

G.711

Audio encoding/decoding format recommended by the ITU-T. A phone bandwidth audio signal is converted to a digital signal with a data rate of 64 kbps. It can be transmitted with a data rate of 56 kbps.

G.722

Audio encoding/decoding format recommended by the ITU-T. A 7-kHz bandwidth audio signal is converted to a digital signal with a data rate of 48 kbps, 56 kbps or 64 kbps.

G.723.1

Audio encoding/decoding format recommended by the ITU-T. A phone bandwidth audio signal is converted to a digital signal with a data rate of 5.3 Kbps or 6.3 Kbps.

G.728

Audio encoding/decoding format recommended by the ITU-T. A phone bandwidth audio signal is converted to a digital signal with a data rate of 16 kbps.

G.729

Audio encoding/decoding format recommended by the ITU-T. A phone bandwidth audio signal is converted to a digital signal with the data rate of 8 kbps.

H.261

Video codec for audio/visual services as p × 64 kbps. Videoconferencing standard that defines a video coding algorithm, picture format and error correcting technology for communication between different manufacturers' video codecs.

H.263

A video coding algorithm based on the H.261 standard. This format enables communication via a lower bit rate.

H.264

A video coding algorithm newly standardized by the ITU-T in May 2003. This format realizes high-quality picture via a lower bit rate. It provides an equal picture quality via half as low bit rate as the H.263 format. The H.264 format is also called as MPEG4 Advanced Video Coding (AVC).

ITU-T

An abbreviation for International Telecommunication Union, Telecommunication Standardization Sector.

Lip synchronization

A function that synchronizes sound with motion. Sound processing is much faster than motion processing, thus sound and motion sometimes get out of step with each other.



P in P

An abbreviation for “Picture in Picture.” This is a function which allows you to monitor your own party on a small window on your TV monitor.

SNMP

An abbreviation for Simple Network Management Protocol. This protocol is for management information between the management station and the managed terminals.

SPID

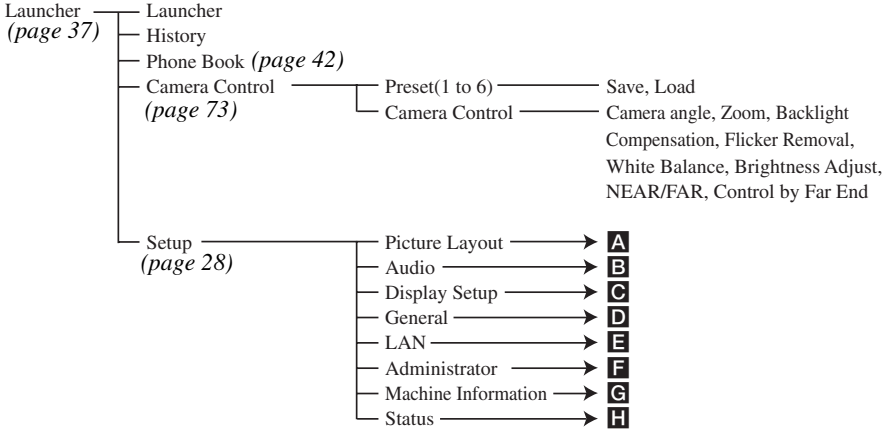
An abbreviation for Service Profile ID.

TOS

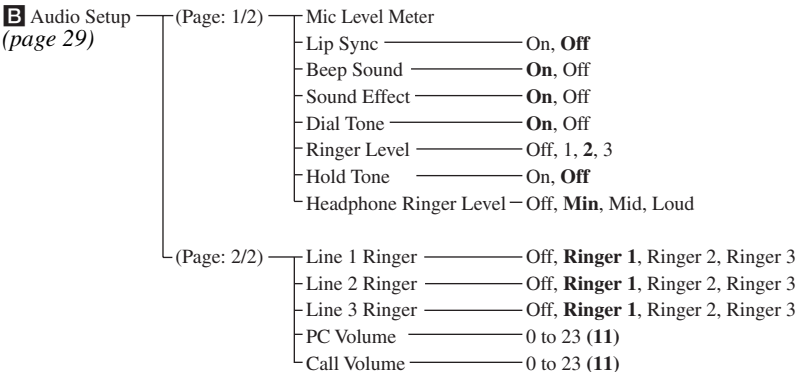
Inputting the information data in the TOS field of the IP address allows the communication system to judge the packet transmission priority, etc. It also enables change of path according to the types of service (Delay or Size).

Menu Configuration

The menus of the camera are configured as described below.
For detailed information, see pages in parentheses. The initial settings of each item are **bolded**.



A Screen Layout Setup — (Page: 1/1) — **Full Screen**, PinP, PandP, Side-by-Side (page 29)



C Display Setup Videoconference (page 30)	Quality Mode	Vivid, Standard , Pro *
	Picture	0 to 100 (50)
	Brightness	0 to 100 (50)
	Backlight	0 to 100 (70)
	Reset	
	Wide Mode	Normal, Wide, Zoom

* Depends on the setting before PGSA-SCTL30 installation.

C Display Setup PC (page 30)	(Page: 1/2)	Quality Mode	Low, Middle , High
		Picture	0 to 100 (50)
		Brightness	0 to 100 (50)
		Backlight	0 to 100 (40)
		Reset	
		Wide Mode	Normal , Wide, Zoom
	(Page: 2/2)	H Shift	
		V Shift	
		Phase	
		Pitch	
		AutoAdjust	
Reset			

D General Setup (page 30)	Terminal Name	
	Time Display	On , Off
	Language	Japanese, English
	Sleep Timer	5 min., 15 min., 60 min., Off
	LED indicator	On , Off
	Lens Cover Mic On/Off Function	On, Off
Camera Frame Rate	Auto, 15fps, 30fps	

E LAN (page 31)	— (Page: 1/4)	DHCP Mode ————— Auto, Off
		Host Name
		IP Address
		Network Mask
		Gateway Address
		DNS Address
		Domain Name
	(Page: 2/4)	Alternate TFTP Server — On, Off
		TFTP Primary
		TFTP Secondary
	(Page: 3/4)	LAN Mode ————— Auto Negotiation,
		100Mbps Full Duplex,
		100Mbps Half Duplex,
		10Mbps Full Duplex,
		10Mbps Half Duplex
		Port Number Used — Custom, Default
		TCP Port Number
		UDP Port Number
	(Page: 4/4)	SNMP Mode ————— On, Off
		Trap Destination
		Community
		Description
		Location
		Contact

F Administrator Setup (page 32)	— (Page: 1/1)	Administrator Password
		Remote Access Password
		Ringer with headphones — On, Off
		Restore factory defaults
		Save Application Software
		Update software
		Save Setup
		Load Setup



