



Dolby[®] Conferencing Console Data Sheet



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Product Overview

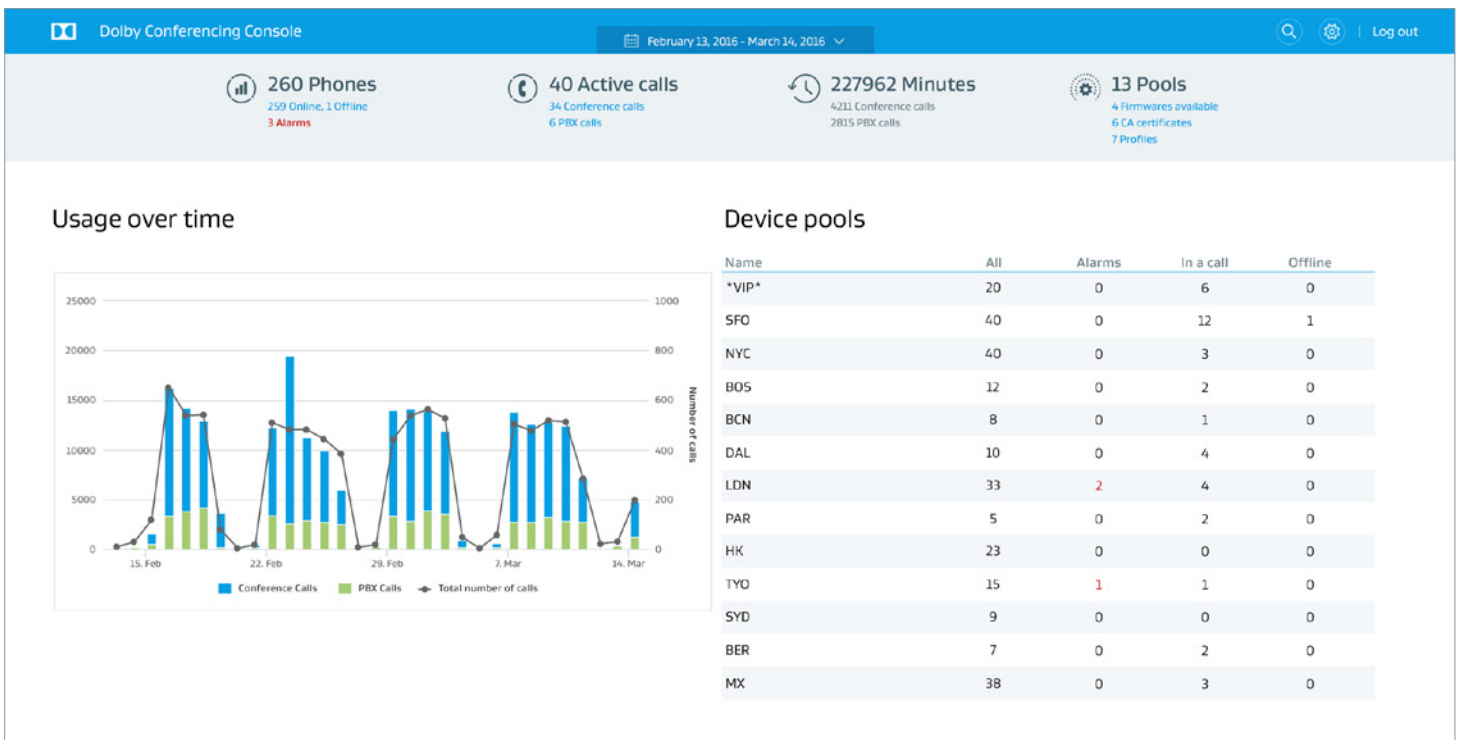
Simplify Dolby® Conference Phone deployment and management, and lower operating expenses with the Dolby Conferencing Console.

The Dolby Conference Phone is an integral component of the Dolby Voice® conferencing solution that lets everyone on the call hear clearly and feel like a part of the in-room conversation.

The Dolby Conferencing Console is device-management software for Dolby Conference Phones. It accelerates Dolby Conference Phone deployment by enabling bulk provisioning and removes management complexity with monitoring, support, and remote control capabilities.

Key Capabilities and Benefits

- **Phone provisioning and updates:** Simply provision and update large numbers of Dolby Conference Phones, using device pools and profiles, to save time and improve IT productivity.
- **Device management:** Track assets in real time by attributes such as location, serial number, or IP address.
- **Monitoring, diagnostics, and remote control:** View Dolby Conference Phone status in real time, troubleshoot problems, and control devices remotely, speeding issue resolution.
- **Usage statistics and analytics:** Get statistical intelligence about phone usage, with detailed device and network analytics and reports to optimize your resource decisions.
- **System dashboard:** Get a quick view into the overall system status to make informed decisions.
- **Web portal with popular browser support:** Access anywhere, anytime. Participants can connect from their desks or remotely via PCs and mobile devices.
- **Data exportability:** Use the highly extensible platform with RESTful API and SNMP V2 support to easily export data and integrate with management and business intelligence solutions.



The Dolby Conferencing Console's interactive dashboard lets you visualize data, view reports, and drill down for details.

Detailed Product Features

Phone Status Monitoring and Remote Control

- Lists all phones assigned to each device pool
- Provides detailed status for each phone
- Allows user to remotely reboot or force synchronization with the Dolby Conferencing Console server for one or more Dolby Conference Phones

Usage Statistics and Analytics

- System-level, pool-level, and device-level data, such as total minutes and number of IP PBX and Dolby Voice calls

Phone Diagnostics for Troubleshooting Audio Quality Issues

- Access phone logs
- Call detail records (CDRs)
- Network statistics

Asset Management

- Track assets using attributes such as location, business unit, and custom fields.
- Search for phones using attributes such as serial number, display name, MAC address, or IP address.

Secure Platform

- Secure provisioning
- User roles and rights management
- Access control
- Pool-level authentication
- Password management
- Virtual appliance hardening





Product Specifications

Application

Dolby Conferencing Console server software is distributed in these formats:

- Open Virtual Appliance (OVA) for up to 500 Dolby Conference Phone deployments
- RPM for more than 500 Dolby Conference Phone deployments

Capacity

- With OVA virtual appliance installation, the Dolby Conferencing Console supports up to 500 Dolby Conference Phones per server instance.
- With RPM installation, the Dolby Conferencing Console supports up to 10,000 Dolby Conference Phones in a multiserver configuration.

Database Server

Supports PostgreSQL database and high-availability configuration scenarios

Deployment Model

On-premise and cloud-based

Localization

Web UI: English language

System Requirements

Hardware

- Dual-core 64-bit Intel® compatible CPU, 2.2 GHz or higher
- 8 GB RAM
- 250 GB hard disk
- 1 Gbps Ethernet interface

Virtual Appliance Environment

- Dual-core 64-bit Intel compatible CPU, 2.2 GHz or higher
- 8 GB RAM
- 250 GB hard disk
- 1 Gbps Ethernet interface

Server Software

Dolby Conferencing Console can also be installed as RPM packages on these Linux® operating systems:

- CentOS™ 6.0
- Red Hat® Enterprise Linux 6

Web Client Requirements

- Microsoft® Internet Explorer® 11 or later on Windows® platform-based computers
- Google Chrome™ 36 or later
- Apple® Safari® 8 or later on Apple computers