Release Notes

LifeSize UVC Video Engine for Microsoft® Lync®

Release v1.0.3

For the current product documentation, refer to lifesize.com/support.

Prerequisites

- LifeSize UVC Video Engine for Microsoft Lync requires LifeSize UVC Platform v1.0.2 or later.
- UVC Video Engine must be installed in the same on-site LANs as the relevant video systems from the LifeSize Passport and LifeSize 220 series.
- Do not place any firewalls or other port-blocking devices between UVC Video Engine and your LifeSize video systems.
- LifeSize recommends that you dedicate one instance of LifeSize UVC Platform (3300 server or VM) to run and support UVC Video Engine. For additional information, including VM requirements for HD calls, refer to the *LifeSize UVC Platform Installation and Deployment Guide*.

Resolved Issues

Following are resolved issues or new features in this release. Numbers in parentheses are used for internal tracking.

- Performance enhancements are included in this release.

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Known Issues

Following are known issues. Numbers in parentheses are used for internal tracking.

- During two-way calls between LifeSize video systems and Microsoft Lync clients, compression artifacts might appear if objects in front of the camera are moved suddenly and frequently. (RTVTR-23)
- Fast-motion video might be observed during three-way calls that involve LifeSize video systems and Microsoft Lync clients. (RTVTR-59)
- When a Microsoft Lync client escalates an AVMCU audio conference to a video conference, participating LifeSize video systems do not receive video. (RTVTR-85)
- During a two-way VGA call between a LifeSize Passport Connect and a Microsoft Lync client, the video that appears on the Lync client when the window is maximized covers only three-fourths of the display area. (RTVTR-108)
- When a LifeSize Passport Connect becomes the dominant speaker in an AVMCU conference call that involves a Microsoft Lync client, the video that appears on all systems with maximized windows covers only three-fourths of the display area. (RTVTR-108)
- When a Lync high definition call is placed from a LifeSize system to the Lync soft client using RTV transcoder it is seen irrespective of any bandwidth greater than 1 Mb/s selected for the call. The video systems transmission statistics always indicate approximately 800 Kb/s. The received transmission statistics are also set to a maximum of 1042 kb/s. (RTVTR-81)

Product Limitations

Because of the B-frame requirements associated with Lync video interoperability, LifeSize video systems can send only 15 f/s when operating at 720p.

Interoperability

LifeSize UVC Video Engine for Microsoft Lync v1.0 is supported with the following devices:

Supplier	Products
LifeSize	Express 220, Room 220, Room 220i, Team 220, and Unity 500: 4.11.1 Passport, Passport Connect, and Unity 50: 4.11.1
Microsoft	Lync 2010 for Mac: 14.0.1(111018) Lync 2010 for Windows: 4.0.7577.0 Lync Server: 4.0.7577.0 Office Communications Server 2007: 3.5.6907.0 (R2) Office Communicator 2007: 3.5.6907.206 (R2)

Contacting Technical Services

LifeSize Communications welcomes comments about our products and services. Send feedback about this or other LifeSize products to feedback@lifesize.com. Refer to lifesize.com/support for additional ways to contact LifeSize Technical Services.

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