

# System guide

## Rev.3.0



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Your Communications, easier



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# 1 Intro

SkyStone Video is the first and unique software IP Audio & Video Skype Gateway available on the market that allows you to easily connect Skype users to your video phones, video conferencing and telepresence environments.

With SkyStone Video you can easily implement in & out video calls via Skype in your company. All your customers can video call you via Skype and you can respond directly from your videoconferencing system or from your video phone.

## 1.1 Architecture

Architecture is very straight forward: you just need a PC/Server running Windows OS to install SkyStone (please refer to [skystonevideo.imagicle.com](http://skystonevideo.imagicle.com) for specific hw/sw requirements).

SkyStone uses H.323 or SIP protocols to connect with the video conferencing units and the Skype client software to deal with the Skype world.

SkyStone runs as many Skype clients as the number of concurrent channels licensed (1, 2 or 4).



## 2 Program installation

### 2.1 Prerequisites

To install and run you need a dedicated Windows 2003 32 bit standard real or virtual server with the following characteristics:

- Dual Core, 1GB RAM, 40GB Disk for the 1 channel version
- Quad Core, 2GB RAM, 40GB Disk for the 2 and 4 channels versions

CPU performances are very important to support video transcoding; in case of virtual machine we do recommend VMware and dedicated CPU resources to the SkyStone Video virtual instance.

SkyStone Video server must be always logged on to console – DO NOT DISCONNECT/LOG OFF and Disable any screensaver or lock of the server.

SkyStone Video software needs to be installed on the same subnet of the company Video Conferencing system. It also needs an Internet access for the Skype connection, where each channel (audio + video) takes from 128kbps to 384kbps, with automatic bandwidth adjustment provided by Skype.

SkyStone needs Skype version 3.5 installed on the same PC/Server.

Please download Skype here:

<http://www.imagicle.com/Portals/4/Download/SKY/Skype35Setup.exe>

Please install Skype before installing SkyStone

You need Internet Connectivity for SkyStone to properly login Skype clients.

Please switch off any firewall and any VPN client with stateful firewall installed on the SkyStone machine.

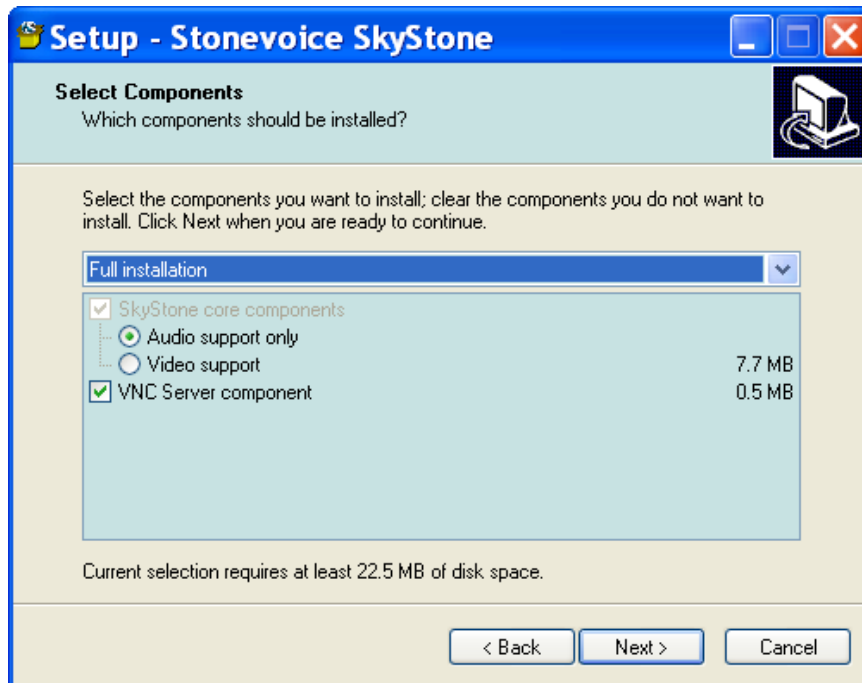
Verify Skype Configuration before installing SkyStone

**You need to unflag “Sign me in when Skype starts” and “Start Skype when the computer starts”**



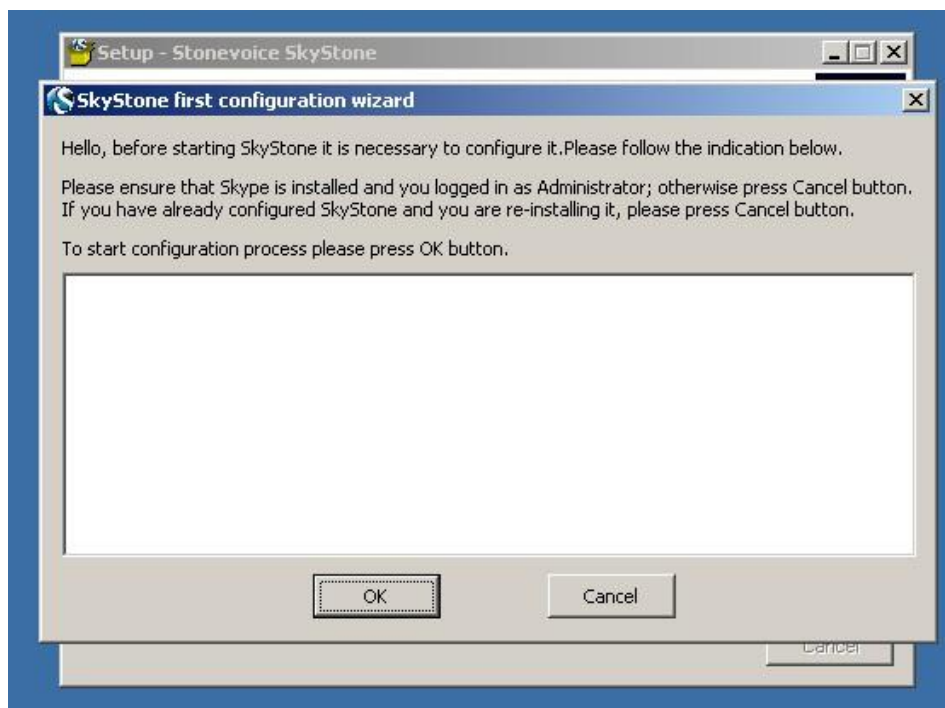
## 2.2 Installation process

At the beginning of installation, the setup wizard will prompt for installation of SkyStone Audio only or SkyStone Video. Please select Video support.

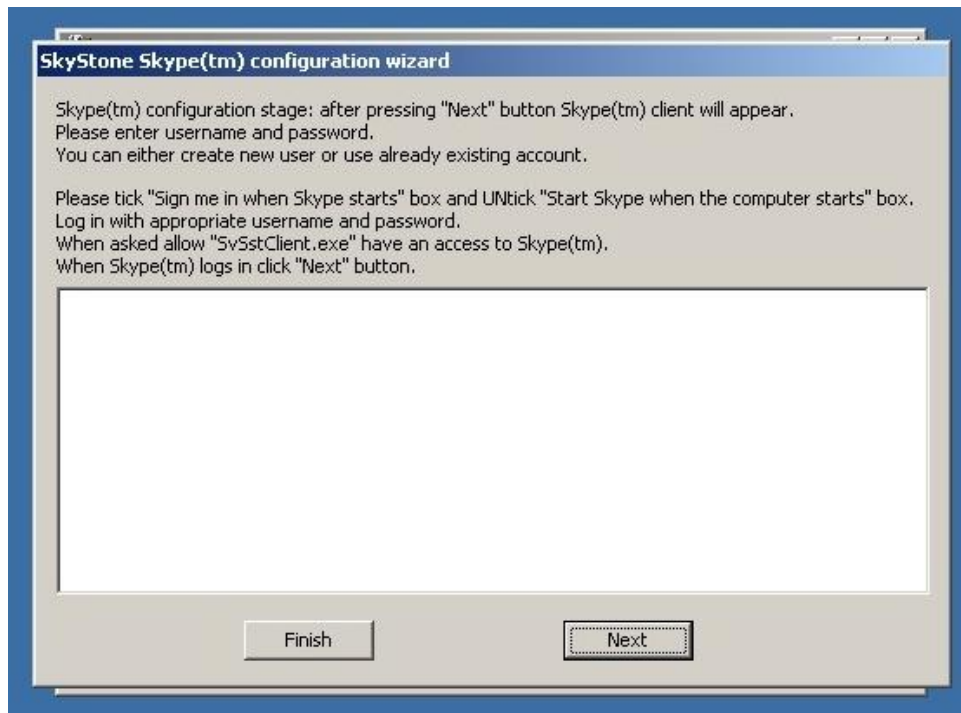


At the end of installation, the First Run wizard will appear and drive you through the Skype accounts configuration procedure.

Please click OK to start the Skype accounts configuration wizard.



If an error message appears, please double check to have correctly installed Skype, run it the first time and selected the installation path as requested.



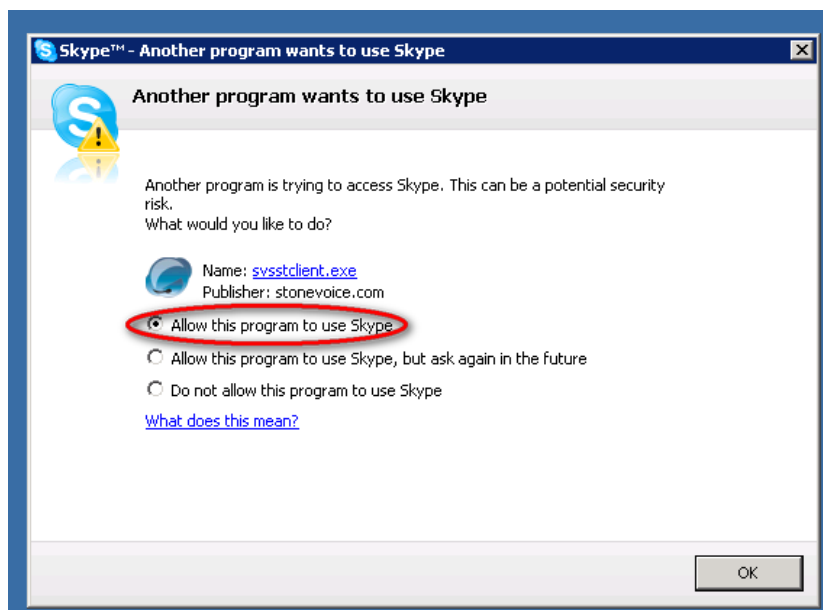
SkyStone supports multiple concurrent calls (channels): so the wizard will launch as many Skype clients as the number of licensed channels. If not yet licensed, 2 channels are available.

Click Next to start with the first channel.

For each Skype client you need to enter the username and password for that channel (let's suppose you are using yourcompany). You can either create the account at this stage or use already existing one.

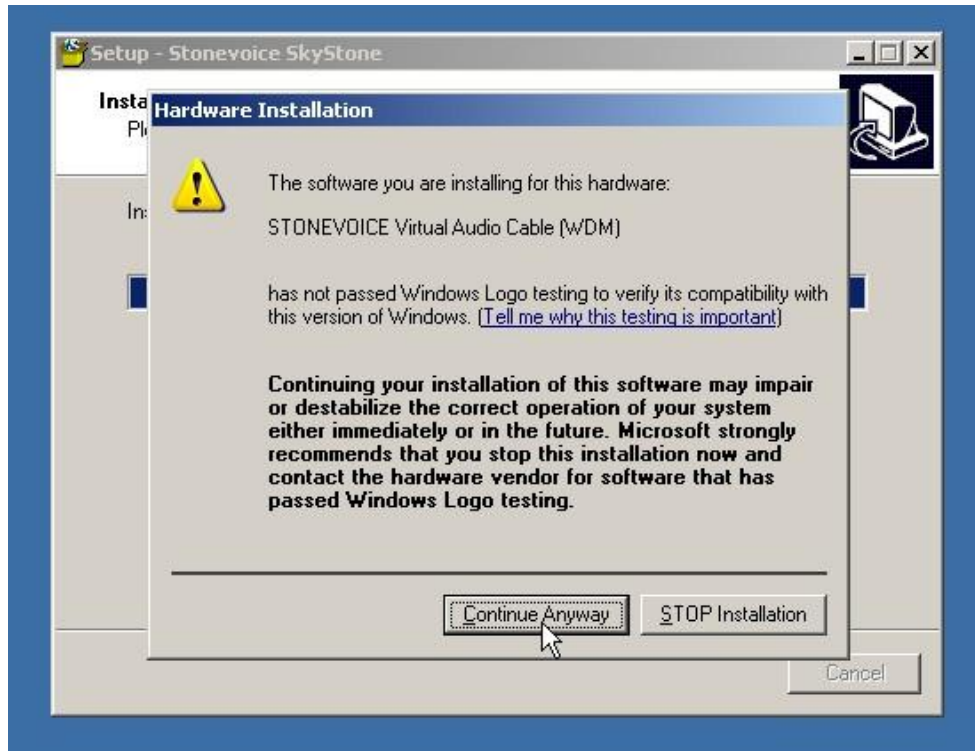
**Remember to flag "Sign me in when Skype starts" box.**

When asked, allow "SvSstClient.exe" application to have access to Skype.



Please wait until Skype logs in, then click Next to configure the next channel or press Finish to complete.

When asked just confirm Virtual Audio Cable setup as below:



At the end of the setup reboot the machine (recommended) to complete the installation.

Every time you need to change the Skype accounts used by the SkyStone you need to run the First Run wizard again.

If you have applied a new license increasing the number of SkyStone channel, you need to run the First Run wizard again to configure the new channels.

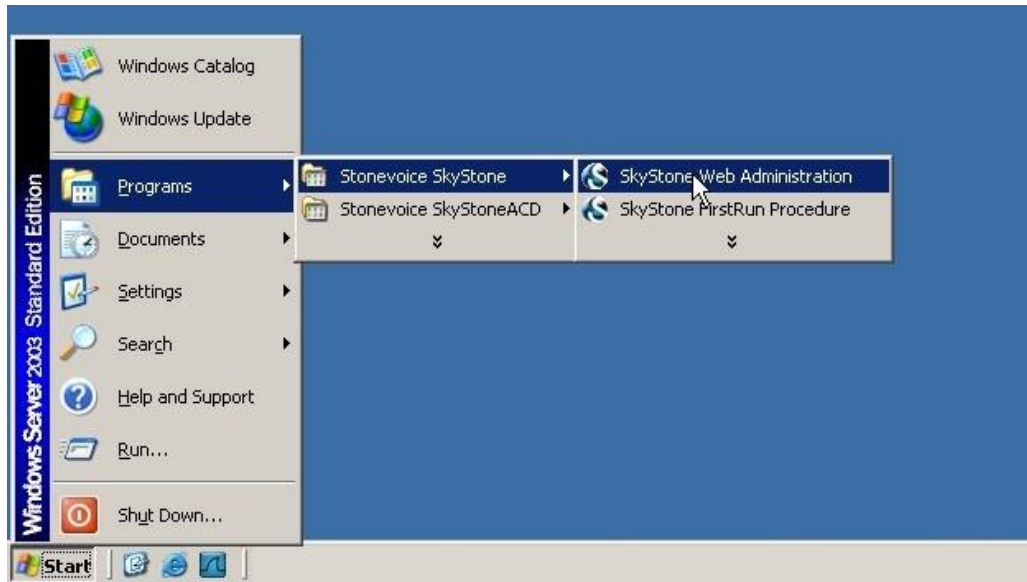
## 2.3 Upgrades from previous versions

If you are upgrading SkyStone Video from a previous version, just install over, no need to reconfigure or license upgrade.

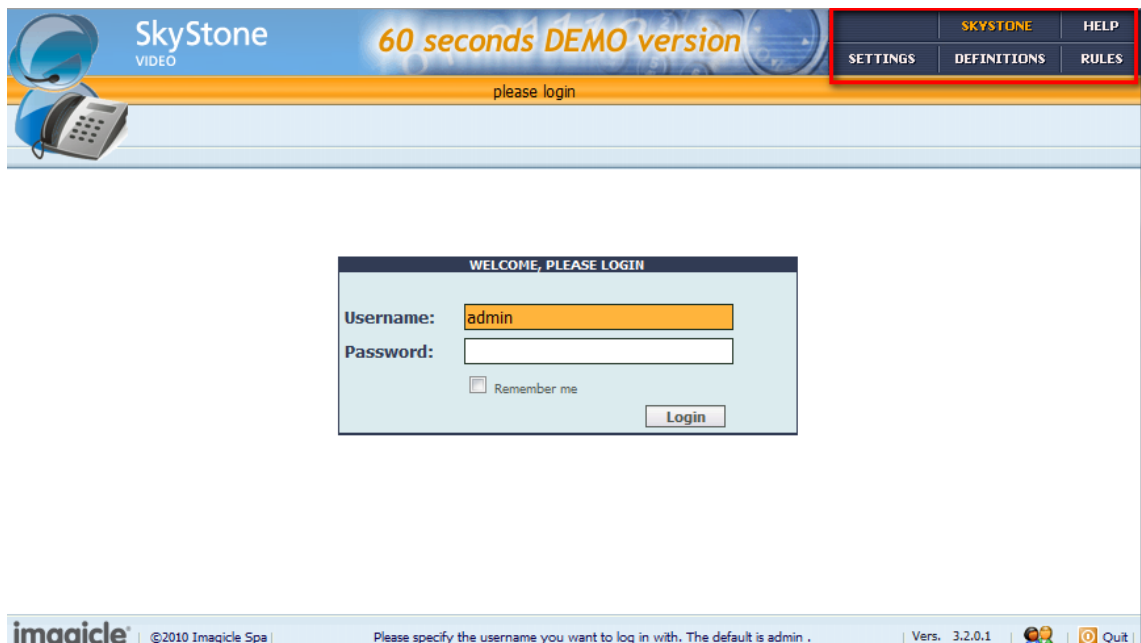
### 3 First access

Configuration is web based available with Microsoft Internet Explorer (recommended) through the link:  
<http://x.x.x.x:7505/>  
 where x.x.x.x is the SkyStone machine IP address in our example.

You can also follow the Configure link available in the SkyStone machine program menu:



You will be starting from a login page where logging in with default username/password: admin/admin



On the web interface top right, you can access to the main menu:

- SkyStone: to control the engine, activate the license and remote access to SkyStone Video server
- Settings: to configure the system parameters such as protocols and codecs
- Definitions and Rules: to configure the connection rules between Skype and Video endpoints
- Help: getting this configuration manual

### 3.1 Activate the license

Through the SkyStone menu, License status, it is possible access the license information. If you have not yet purchased a license, you can skip this chapter and run SkyStone Video 15 days for free. In the evaluation each call will be dropped after 60 seconds.

Home Engine and channels status **License status** Backup/Restore configuration Remote server connection

License status

License Type: Licensed Max Channels: 4  
 Contract Type: EndUser Max Call length: Unlimited  
 Reseller: Max Users: Unlimited  
 Customer: Support for H.323 protocol: Licensed  
 In bundle: This is not a Bundle license Support for SIP protocol: Licensed  
 Run on VM: NOT Allowed  
 Days left:  
 Expiration date:

Application name: SkyStone Package Version 3.1.0.11 OS Version 5.2\_(build\_3790\_sp\_2.0) Support Key 2.AME12A4E.4L2F

Request String REQ=1|app=sst|ops=5.2\_(build\_3790\_sp\_2.0)|pkg=3.1.0.11|SupKey=2.AME12A4E.4L2F|e62d9257d96cd79169cd844baae93af1 Copy to clipboard  
 Current License RESP=1;app=sst;lic=Normal;lictype=EU;virtual=0;videoports=4;protocol=sip+h323;supkey=2.AME12A4E.4L2F;fc1fe491fa15e262f7ceccf >>> REGISTER <<<

Please copy the Request String using the Copy to clipboard button. Then go to <http://www.imagicle.com/go/activation> and insert your license code received by email. Fill in the registration form providing:

- Customer info, this is very important for receiving support. Don't use reseller or fake info.
- Request String of your installation.

Click on the Activate button.

Copy the Response String/Unlock code provided and paste into the Current license text box and click on Register.

Home Engine and channels status **License status** Backup/Restore configuration Remote server connection

License status

License Type: Licensed Max Channels: 4  
 Contract Type: EndUser Max Call length: Unlimited  
 Reseller: Max Users: Unlimited  
 Customer: Support for H.323 protocol: Licensed  
 In bundle: This is not a Bundle license Support for SIP protocol: Licensed  
 Run on VM: NOT Allowed  
 Days left:  
 Expiration date:

Application name: SkyStone Package Version 3.1.0.11 OS Version 5.2\_(build\_3790\_sp\_2.0) Support Key 2.AME12A4E.4L2F

Request String REQ=1|app=sst|ops=5.2\_(build\_3790\_sp\_2.0)|pkg=3.1.0.11|SupKey=2.AME12A4E.4L2F|e62d9257d96cd79169cd844baae93af1 Copy to clipboard  
 Current License RESP=1;app=sst;lic=Normal;lictype=EU;virtual=0;videoports=4;protocol=sip+h323;supkey=2.AME12A4E.4L2F;fc1fe491fa15e262f7ceccf >>> REGISTER <<<

### 3.2 Start SkyStone Video

At this point you need to start SkyStone by clicking the Start Engine button on the “SkyStone” | “Engine and channels status” as in the following figure:

Home | **Engine and channels status** | License status | Backup/Restore configuration | Remote server connection

Engine and channels Status

**Engine** REFRESH NOW 

Engine status   Started

Engine Registration Status

H.323 Registration   Not registered

SIP Registration   Not registered

**Available Channels** REFRESH NOW 

Name	Status	Current calls			Skype(tm) account	Start Time	Duration
		Calling	Called	Direction			
Channel 1	<input checked="" type="checkbox"/> <input type="checkbox"/>	Idle	-	-	-	-	-
Channel 2	<input checked="" type="checkbox"/> <input type="checkbox"/>	Idle	-	-	-	-	-

## 4 Configuration

In this chapter you will learn how to go deeper through the web interface and configure the SkyStone Video to:

- Being able to connect calls from Skype to specific video stations (or MCUs)
- Being able to calls Skype accounts from video stations (or MCUs)

Let's suppose SkyStone Video has been configured with 2 channels during the installation, so 2 Skype accounts running in the server: yourcompany and yourcompany2.

### 4.1 Configuring Skype to video endpoints rules

SkyStone Video is able to connect video calls from Skype to video endpoints or MCUs using both H.323 or SIP standards. So you can add a 'click to video call us' button on your website for your customers to video call in via Skype for free.

Skype -> Internet -> SkyStone Video -> H.323/SIP -> Video Endpoint

To connect the Skype accounts configured during the installation to your video endpoints, you need to:

- 1) Add the H.323 or SIP patterns to identify the video endpoints to connect to
- 2) Add the Skype accounts configured during the installation in the Skype pattern section
- 3) Define the rules for mapping a specific Skype account to a video endpoint

#### H.323 and SIP patterns

Through the Definitions menu, H.323 patterns, it is possible to manage the H.323 patterns.

If your video endpoint supports H.323 protocol, create a new H.323 pattern as in the figure, with the IP Address of the endpoint.

ID	Name	H323 pattern	Notes
1	Speed Dial H.323 Test (8100)	8100	
2	Skype H.323 Trunk (82T)	82T	
3	IP Phone H.323 Test (201)	201@192.168.10.1	
13	All H.323 Endpoints	*	
19	Video Endpoint	192.168.1.1	

Back ◀ 1 ▶ Next

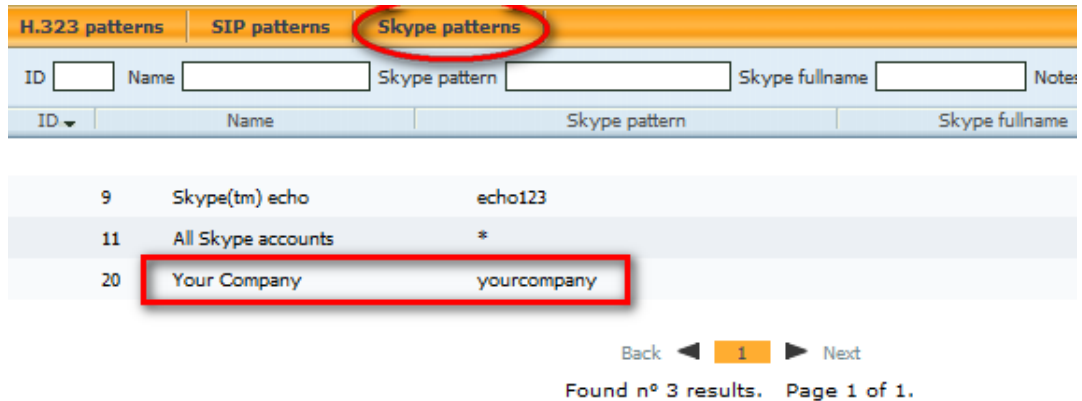
Found n° 5 results. Page 1 of 1.

Same way is possible to define a SIP pattern if your video endpoint requires SIP protocol.

#### Skype patterns

Through the Definitions menu, Skype patterns, it is possible to manage the Skype patterns.

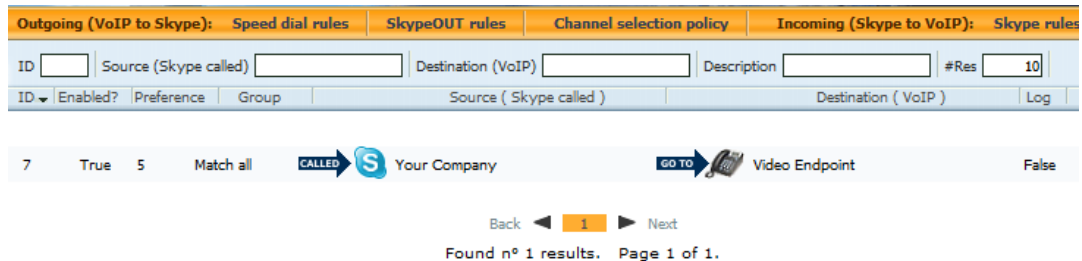
Create a new Skype pattern specifying the account your configured during the installation (yourcompany in our example).



## Skype Rules

Through the Rules menu, Skype rules, it is possible to manage the rules for connecting Skype patterns to H.323 or SIP patterns.

Add a new rule selecting the Skype account where receiving calls from the selection box as source (what you will call from a Skype account) and the H.323 pattern as destination (where call will be connected).



Placing a call from Skype to yourcompany account, you will be connected to the video endpoint 192.168.1.1 with audio and video capabilities.

You can add as many rules as you need, adding another H.323 pattern for another video endpoint to connect and another Skype pattern for the Skype account to connect to that endpoint.

Ex:

- Yourcompany Skype account -> 192.168.1.1 Video Endpoint
- Yourcompany02 Skype account -> 192.168.10.10 Video Endpoint

It is also possible adding an H.323 pattern with the MCU IP address, if needing to connect to MCU for multipoint video conferences, so placing a call from Skype you will be connected to the video room.

SkyStone processes the rules starting from higher preferences.

It is possible to change the preference of each rule depending on the order these need to be processed.

The "All Skype accounts" Skype pattern matches any Skype called account.

As the "All Skype accounts" rule is the most generic one, this should be processed as the latest option.

It is also possible to disable the rule by changing the "Enabled" flag to False.

## 4.2 Configuring video endpoints to Skype rules

SkyStone Video is able to connect video calls from video phones or video endpoints, based on both H.323 or SIP standards, to Skype. Any user into the world can be video called directly from your video room.

Video Endpoint -> H.323/SIP -> SkyStone Video -> Internet -> Skype

To connect your video phone or video endpoints to Skype accounts, you need to:

- 1) Add the H.323 or SIP patterns to identify the number to call from the phone or endpoint to be connected to a specific Skype account

- 2) Add the Skype accounts you want to connect to
- 3) Define the rules for mapping a specific H.323 or SIP patterns to a Skype account, called speed dials.

SkyStone Video ships with a preconfigured speed dial to connect to Skype echo service when dialing 8100 from an H.323 endpoint or 8300 from a SIP endpoint.

## H.323 and SIP patterns

Through the Definitions menu, H.323 patterns, it is possible to manage the H.323 patterns.

If your video endpoint supports H.323 protocol, create a new H.323 pattern as in the figure, with the number you want to use to call a specific Skype account, es: 8101.

H.323 patterns			
ID	Name	H323 pattern	Notes
1	Speed Dial H.323 Test (8100)	8100	
2	Skype H.323 Trunk (82T)	82T	
3	IP Phone H.323 Test (201)	201@192.168.10.1	
13	All H.323 Endpoints	*	
19	Video Endpoint	192.168.1.1	
21	8101	8101	

Same way is possible to define SIP patterns if your endpoint supports SIP protocol.

## Skype patterns

Through the Definitions menu, Skype patterns, it is possible to manage the Skype patterns.

Create a new Skype pattern specifying the account to connect using the configured H.323 or SIP pattern

Skype patterns			
ID	Name	Skype pattern	Skype fullname
9	Skype(tm) echo	echo123	
11	All Skype accounts	*	
20	Your Company	yourcompany	
22	John Smith (Skype)	johnsmith	

Back ◀ 1 ▶ Next

Found n° 4 results. Page 1 of 1.

## Speed dial Rules

Through the Rules menu, Speed dial rules, it is possible to manage the rules for connecting H.323 or SIP patterns to Skype patterns.

Add a new speed dial rule means selecting the speed dial pattern from the selection box as source (what you will call from the video phone or video endpoint) and the Skype account as destination (where call will be connected).

Outgoing (VoIP to Skype):		Speed dial rules	SkypeOUT rules	Channel selection policy	Incoming (Skype to VoIP):		Skype rules
ID	Enabled?	Preference	Group	Source ( Voip called )	Destination ( Skype )	Description	#Res
1	True	100		Speed Dial H.323 Test (8100)	Skype(tm) echo	Skype(tm) echo	10
2	True	100		Speed dial SIP Test (8300)	Skype(tm) echo	Skype(tm) echo	10
12	True	100		8101	John Smith (Skype)	John Smith (Skype)	10

Back ◀ 1 ▶ Next  
Found n° 3 results. Page 1 of 1.

Placing a call from your video phone or video endpoint to number 8101, you will be connected to the Skype account johnsmith with audio and video capabilities.

You can add as many speed dial rules as you need, also mass importing from a csv file (see dedicated chapter). It is also possible to disable the rule by changing the “Enabled” flag to False.

Through the “Channel selection policy” menu, it is possible to set the channel to be used when placing calls from a certain video phones/endpoints. This will be the only channel available for that phone’s outgoing calls: if that channel is busy for any reason, the call will be rejected. If you don’t explicitly need to select a specific channels for calls to Skype, don’t modify the default Channel selection configuration.

### 4.3 Bulk import of Skype contacts

If you need to import a lot of Skype accounts to be called from phones, you can use the import utility, otherwise you can skip this chapter.

By clicking on Rules on the main menu and then selecting Speed dial rules, here you can find the Import button to access the bulk imports of Skype accounts to be called from phones.

After clicking the Import button, you can browse for the text file with Skype accounts to be imported. Click on “Speed dial import template” to download a template file with instruction on how to fill with Skype accounts to import.

**WELCOME TO IMPORT SPEED DIAL WIZARD**

Select the file to be imported:

Overwrite existing SpeedDial  
 Overwrite existing Skype accounts  
 Overwrite existing Rules

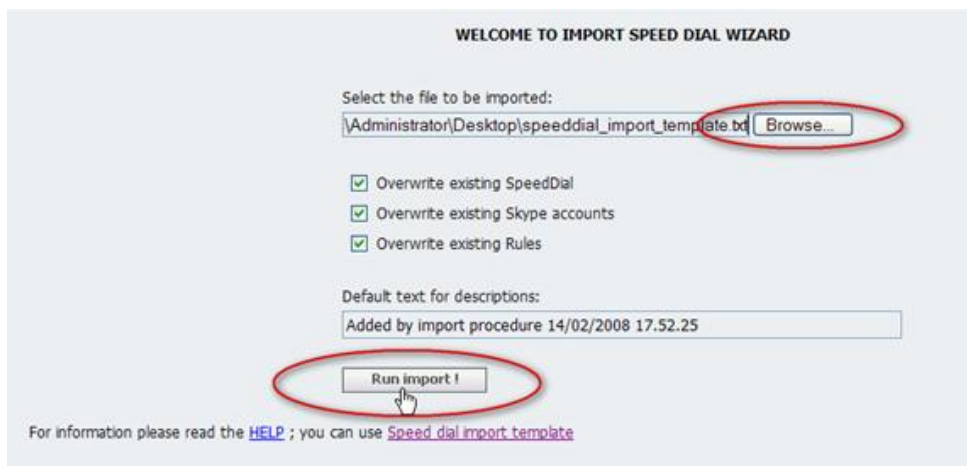
Default text for descriptions:

For information please read the [HELP](#) ; you can use [Speed dial import template](#)

```

speeddial_import_template.txt - Notepad
File Edit Format View Help
#-----
# SKYSTONE SPEED DIAL IMPORT TEMPLATE
#-----
#
# Skype-Username, [Speed Dial Pattern], [skype-FullName=<Skype-Username>], [skype-DefinitionName='skype
account <Skype-FullName>'], [speeddial DefinitionName='speeddial <Skype-FullName>'], [Protocol]
#
# Examples :
#
# stonevoice.com,8301
# stonevoice.com,8301,Stonevoice Team,Skype Stonevoice.com,Speed Dial Stonevoice,sip
#
john.brown, 8302
emma.brown, 8303
brian.mills,8304
    
```

Specify the name of the Skype account to be called and relative number to call in order to be connected to that Skype account (also called Speed Dial).  
 If you just specify the list of Skype accounts without any associated numbers, the SkyStone import procedure will automatically add those numbers.  
 After saving file, you can browse and click on Run Import button.



A summary page will appear:

SPEED DIAL IMPORT WIZARD RESULTS								
N.	SKYPE DEFINITIONS			STATUS	SPEEDDIAL DEFINITIONS		STATUS	RULES
	Username	FullName	Definition Name		Pattern	Definition Name		
1	john.brown	john.brown	Skype account john.brown	ADDED	- 8302	SpeedDial john.brown	ADDED	- ADDED
2	emma.brown	emma.brown	Skype account emma.brown	ADDED	- 8303	SpeedDial emma.brown	ADDED	- ADDED
3	brian.mills	brian.mills	Skype account brian.mills	ADDED	- 8304	SpeedDial brian.mills	ADDED	- ADDED

Clicking now on Speed dial rules button you will see the imported skype accounts rules created.

1	True	100	Speed Dial H.323 Test (8100)	Skype(tm) echo	False	
2	True	100	Speed dial SIP Test (8300)	Skype(tm) echo	False	
12	True	100	SpeedDial john.brown	Skype account john.brown	False	Added by import procedure 15/02/2008 16.12.27
13	True	100	SpeedDial emma.brown	Skype account emma.brown	False	Added by import procedure 15/02/2008 16.12.27
14	True	100	SpeedDial brian.mills	Skype account brian.mills	False	Added by import procedure 15/02/2008 16.12.27

Back < 1 > Next  
 Found n° 5 results. Page 1 of 1.  
 Save Cancel

The utility will automatically create both the Skype accounts in Skype patterns section, the H.323 or SIP patterns and the relative speed dial rules.

## 4.4 Forwarding accounts

This chapter is intended for advanced configuration for receiving calls from Skype users.

It is possible to configure SkyStone for receiving calls for Skype accounts different from the ones used by SkyStone.

If you are running a SkyStone Video with 2 channels, yourcompany and yourcompany02, you can receive calls on those accounts to be connected respectively to video endpoint1 and video endpoint2.

If you want to connect to different endpoints, you can use the forwarding accounts method similar to the direct inward dial available in the PBXs technology.

To do that you need to:

1. Create the Skype account bob and login with a Skype client as bob from a PC different from the SkyStone Video server.
2. Click on the Tools->Options of the Skype client and access the call forwarding parameters
3. Set the call forward to yourcompany Skype account, that is the first one used by SkyStone
4. Flag the "Forward when I'm not on Skype" check box, Save the option and log off or close the Skype client

Then on the SkyStone configuration you have to create:

1. An H.323 pattern with the video endpoint you need to connect to
2. A Skype pattern for bob
3. Skype rule to connect bob with the H.323 pattern defined

This way when receiving call on bob Skype account, the call will be connected to the video endpoint configured.

Do the same for each forwarding account you want to add: there is no limit in the number of configurable forwarding accounts.

Note that SkyStone Video can manage as many concurrent calls as the number of licensed channels, 1, 2 or 4 regardless the number of configured forwarding accounts.

## 5 System parameters

SkyStone Video ships with preconfigured system parameters suitable for most of installations. Don't modify these parameters unless you specifically have the need.

### 5.1 General parameters

Through the Settings menu, General parameters, it is possible to set the admin password for the web interface and other parameters such as:

- Tracelevel for enabling SkyStone trace to file (0, no trace, 6 max trace)
- AutoAddBuddy, to start a new buddy request when placing or receiving calls from unknown Skype accounts

General Parameters		
ID	Name	Value
1	SysLog_Enable	true
2	Syslog_FilePath	SvSstEngine.log
3	CallLog_Enable	true
4	CallLog_FilePath	CallLog.log
5	TimeLimit	0
6	RunMinimized	true
7	Configured	true
8	Tracelevel	1
9	License	RESP=1;app=sst;lic=Normal;lictype=EU;virtual=0;videoports=4;protocol=sip+h323;supkey=2.AME12A4E.4L2F;fc1fe491fa15e262f7cecec8eb422e68
10	AutoAddBuddy	1
11	BusyTransfer	0
12	BusyBreakout	
55	AdminPassword	admin
56	UseNoVAC	1
57	VoIPPrefix	

### 5.2 Protocols

SkyStone Video supports both H.323 and SIP protocols.

Through the Settings menu, H.323 parameters, it is possible to set the H.323 parameters.

H323 Parameters		
ID	Name	Value
13	Enable	true
14	Port	1720
15	GatekeeperMode	0
16	GatekeeperAddress	
17	Username	
18	Password	
19	UseFastStart	false
20	UseTunneling	false
21	DTMF	0
22	RewriteSkypeAccount	4

Back ◀ 1 ▶ Next

Found n° 10 results. Page 1 of 1.

SkyStone Video uses the 1720 standard TCP port to listen and place H.323 calls.

It is possible to use SkyStone Video to interact with H.323 video endpoints with simple H.323 trunk without registration. If registration to Gatekeepers is needed for registering SkyStone as H.323 endpoints, it is possible to set the

Gatekeeper mode to 1 and specify the Gatekeeper IP Address: the username and password are used to set the credentials for registrations.

Through the Settings menu, SIP parameters, it is possible to set the SIP parameters.

ID	Name	Value
23	Enable	true
24	Port	5060
25	RegistrarMode	0
26	RegistrarAddress	
27	Username	
28	Password	
29	RegistrarRealm	
30	BindedIPAddresses	
31	ProxyAddress	
32	DTMF	0
33	AnswerMedia	0
34	RewriteSkypeAccount	0

Back ◀ 1 ▶ Next  
Found n° 12 results. Page 1 of 1.

SkyStone Video uses the 5060 standard UDP port to listen and place SIP calls. To enable the TCP support, please contact the Imagicle support.

It is possible to use SkyStone Video to interact with SIP video endpoints with simple SIP trunk without registration. If registration to SIP Registrars is needed for registering SkyStone as SIP endpoints, it is possible to set the Registrar mode to 1 and specify the Registrar IP Address: the username and password are used to set the credentials for registrations.

### 5.3 Codecs

Through the Settings menu, Audio parameters, it is possible to set the Audio codecs used by SkyStone Video to connect to the video endpoints or MCUs.

ID	Name	Value
35	Codecs	G.711-ALaw-64k,G.711-uLaw-64k
36	SuppressInbandDTMF	false
37	AudioBuffers	6
38	MinJitter	50
39	MaxJitter	400
40	RecordAudio	0
41	RecordPath	
42	MaxRecordSize	

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Found n° 8 results. Page 1 of 1.

SkyStone Video supports the G.711 audio codec, for G.729 please contact Imagicle support.

You don't need to do any changes to the Audio parameters.

Through the Settings menu, Video parameters, it is possible to set the Video codecs used by SkyStone Video to connect to the video endpoints or MCUs.

General parameters			Audio parameters			Video parameters			H.323 parameters			SIP parameters		
Video Parameters														
ID	Name										Value			
43	CodecsVideo	H.263,H.263-CIF												
44	VFlipMain	1												
45	H263 Bitrate	768000												
46	H263 FrameTime	9000												
47	H263 Encoding Quality	3												
48	H263 Min Quality	8												
49	H263 Max Quality	2												
50	ColorFormatMain	RGB24												
51	Height	935												
52	Width	384												
53	RepositionSkype	1												
54	Still Image													

Back ◀ 1 ▶ Next  
 Found n° 12 results. Page 1 of 1.

SkyStone Video supports the H.263 video codec with CIF resolution (352x288) at different bit and frame rate. For H.264 codec, please contact Imagicle support.

The default value is 768 kilobit x second bandwidth using 10 frames x second, which is the optimized combination together with the grabbing and filtering techniques used by SkyStone.

It is possible to change the used bandwidth by changing the H263 Bitrate field.

## 6 Integration with Cisco UC

SkyStone Video fully integrates with Cisco UC, both based on Communication Manager or Communication Manager Express/Communications 500 series and supports:

- 79xx with Video Advantage
- 7985 Video Phones
- 9971 Video Phones (requires H.264 codec, contact imagicle)

SkyStone Video integrates with Cisco UC with a simple H.323 trunk and using G.711 codec for audio and H.263 CIF (half VGA) for video:

### 6.1 Receiving Video Calls from Skype users

It is possible to add a 'video call us' button on the website to publish the Skype account for being contacted directly on Cisco phones from Skype.

SkyStone can be configured with the extension to contact when receiving a call on the company Skype account (ex: yourcompany -> [1000@10.10.10.10](mailto:1000@10.10.10.10) where 1000 is the phone registered to CuCM 10.10.10.10).

If the phone's extension does not support video, the call is setup with audio only and the Skype user gets a static configurable image. The extension can then hold, transfer, conference the call as a regular call: if transferred to a video enabled phone, the call is then setup with audio and video, fully integrated with the Cisco UC video capabilities.

It is also possible to configure mapping between personal Skype accounts and employee's video phones (ex: bob -> [2001@10.10.10.10](mailto:2001@10.10.10.10) and mike -> [2002@10.10.10.10](mailto:2002@10.10.10.10) as per SkyStone Video configuration, see the chapter), so the incoming videocall from a Skype user will be automatically routed to the extension of the desired contact.

### 6.2 Placing Video Calls to Skype users

It is possible to call any Skype user in the world configuring the specific speed dial in SkyStone.

The Speed dials map dialed numbers to Skype accounts (ex: 8101 -> imagicle): there must be a route from Cisco to SkyStone for sending all calls starting with a prefix (ex: 8XXX).

### 6.3 Cisco Unified CallManager configuration

SkyStone Video compatibility has been proven with CUCM 4.x and 5.x/6.x/7.x/8.x versions

Below is shown the sample configuration for CUCM 7.x: others have the same configuration.

On the CUCM you have to create an H.323 trunk for SkyStone, by adding an H.323 gateway with SkyStone Video IP address, ex: 192.168.204.31

Fields to set are:

- Device name with the SkyStone Video server IP address
- Description
- Device Pool
- Calling Search Space for Call Routing Info – Inbound calls: set a CSS able to call every phone/device

Please DO NOT Flag the Media Termination Point field

**Cisco Unified CM Administration**  
For Cisco Unified Communications Solutions

System ▾ Call Routing ▾ Media Resources ▾ Voice Mail ▾ Device ▾ Application ▾ User Management ▾ Bulk Administration ▾ Help

**Gateway Configuration**

Save Delete Copy Reset Add New

**Status**

Update successful

**Device Information**

Product	H.323 Gateway
Device Protocol	H.225
Registration	Unknown
IP Address	192.168.204.31
Device Name*	<input type="text" value="192.168.204.31"/>
Description	<input type="text" value="SkyStone Video"/>
Device Pool*	<input type="text" value="Default"/>
Common Device Configuration	<input type="text" value="&lt; None &gt;"/>
Call Classification*	<input type="text" value="Use System Default"/>
Media Resource Group List	<input type="text" value="&lt; None &gt;"/>
Packet Capture Mode*	<input type="text" value="None"/>
Packet Capture Duration	<input type="text" value="0"/>
Location*	<input type="text" value="Hub_None"/>
AAR Group	<input type="text" value="&lt; None &gt;"/>
Tunneled Protocol*	<input type="text" value="None"/>
Use Trusted Relay Point*	<input type="text" value="Default"/>
Signaling Port*	<input type="text" value="1720"/>

Media Termination Point Required  
 Retry Video Call As Audio  
 Wait for Far End H.245 Terminal Capability Set  
 Path Replacement Support  
 Transmit UTF-8 for Calling Party Name

**Call Routing Information - Inbound Calls**

**Significant Digits\***

**Calling Search Space**

**AAR Calling Search Space**

**Prefix DN**

Redirecting Number IE Delivery - Inbound  
 Enable Inbound FastStart

Then Insert a Route Pattern with the pattern for calls to Skype through SkyStone from any Cisco phone (using 8! to follow the example).

**Cisco Unified CM Administration**  
For Cisco Unified Communications Solutions

System ▾ Call Routing ▾ Media Resources ▾ Voice Mail ▾ Device ▾ Application ▾ User Management ▾ Bulk Administr

**Route Pattern Configuration**

Save

**Status**

Status: Ready

**Pattern Definition**

Route Pattern\* 8XXX

Route Partition < None >

Description

Numbering Plan -- Not Selected --

Route Filter < None >

MLPP Precedence\* Default

Resource Priority Namespace Network Domain < None >

Gateway/Route List\* 192.168.204.31 (Edit)

Route Option

Route this pattern

Block this pattern No Error

Call Classification\* OffNet

Allow Device Override  Provide Outside Dial Tone  Allow Overlap Sending  Urgent Priority

Require Forced Authorization Code

Authorization Level\* 0

Require Client Matter Code

If using the Cisco IPVC MCU, you can ad hoc add a Skype user to a video conference directly from a Cisco phone.

## 6.4 Cisco Unified CallManager Express / UC500

On the CUCME/UC500 12.4.20T and later please add the following voip dial-peer to reserve prefix 8 (as per the example) to the SkyStone Video:

```
!
dial-peer voice 5 voip
description SkyStone H.323 peer
destination-pattern 8T
incoming called-number .T
session target ipv4:192.168.204.31
dtmf-relay h245-alphanumeric
codec g711ulaw
```

## 7 Integration with Legacy video conference

SkyStone Video fully integrates with the leading video conferencing solutions in the market.

### Supported video endpoints

- Polycom VSX and HDX series
- Tandberg MXP series
- Lifesize Passport, Express, Team, Room series
- Sony PCS series
- VCON Xpoint and HD series

### Supported MCUs/Gatekeepers

- Polycom RMX series
- Tandberg Codian 4xxx series
- Lifesize 2xx series
- Radvision Scopia Elite series

### Integration with Endpoints

- Simple H.323 trunk between SkyStone and Video endpoints
- G.711 codec for audio and H.263 CIF (half VGA) for video

### Integration with MCU/Gatekeeper

- Simple H.323 trunk between SkyStone and MCU or, suggested, SkyStone endpoint registration to Gatekeeper (as per configuration chapter)
- G.711 codec for audio and H.263 CIF (half VGA) for video
- DTMF through H.245 string (alphanumeric)

### 7.1 Receiving Video Calls from Skype users

It is possible to add a 'video call us' button on the website to publish the Skype account for being contacted from Skype.

#### Without MCU

SkyStone can be configured with the video endpoint IP address to contact when receiving a call on that Skype account (ex: yourcompany -> 192.168.1.1), thus making the video endpoint ringing automatically.

#### Using a MCU

SkyStone can be configured to connect with the MCU IP address to join a video conference through a PIN.

### 7.2 Placing Video Calls to Skype users

It is possible to call from any video endpoint a Skype user in the world configuring the specific speed dial in SkyStone. The speed dials map dialed numbers to Skype accounts (ex: 8101 -> imagicle).

#### Without MCU

From the video endpoint dial the SkyStone Video IP address plus the speed dial in post digit dialing. We suggest you to save the SkyStone IP address in your phonebook so you can dial the speed dial only.

#### Using a MCU

From the video endpoint you can directly dial the speed dial number (ex: 8101). There must be a route from Gatekeeper/MCU to SkyStone for sending all calls starting with a prefix (ex: 8XXX).

Same way is possible to video call a Skype user to ad-hoc include in a multiparty video conference.

## 8 Getting support

In case you need support please send an email to [support@imagicle.com](mailto:support@imagicle.com) or call us at +39 0584.943232.  
(from Monday to Friday 8:30 - 12:30 and from 14:00 – 18:00 CET/CEST)



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