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# Hardware requirements

## **Device and operating system**

When making calls with Attend Anywhere, user devices must meet the following requirements:

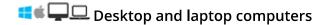
Device type	Minimum requirement	Operating system
Windows computer	2GHz dual-core, i5 processor 3GB of RAM	Microsoft Windows 7 or later
Apple computer (iMac, Mac Pro, Mac Mini, MacBook, MacBook Air, or MacBook Pro)	Intel 2GHz dual-core, i5 processor 3GB of RAM	(Using Chrome) MacOS version 10.11 or later
		(Using Safari) MacOS version 10.12 (Sierra) or later
• 🔲 🛘 Android tablet or smartphone	Less than two years old, with a front-facing camera	Android 5.1 or later
<b>€</b> □ □ Apple iPhone	iPhone 5s or later	iOS 12.4 or later

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Device type	Minimum requirement	Operating system
<b>■</b> □ □ Apple iPad	iPad Air or later, iPad (2017) or later,	iPadOS 13 or later
	iPad Mini 2 or later, iPad Pro	

WebRTC video calling in a Virtual Desktop (VDI) environment

### Additional equipment



### Speakers/headphones

Attend Anywhere's **Call Screen** uses the device's default audio output (such as its speakers, or headphone port/jack)

Plugging in a headset (which combines a microphone and headphones) can help reduce background noise, and prevent others from overhearing your conversation.

For conference room or group meetings, use a USB echo-cancelling microphone/speaker unit wherever possible. This will provide better sound for all participants.

For a range of example speaker units and headsets, see <u>Peripherals</u>.

### Microphone

- On tablets, smartphones, and notebook/laptop PCs, Attend Anywhere's **Call Screen** uses the built-in microphone
- For PCs without a microphone, any currently-available USB microphone is suitable.

**Note**: Many USB web cameras also have built-in microphones. Depending on the level of ambient noise where users make video calls, this may prove sufficient.

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- Microphones integrated into combined USB speaker/microphone devices
- A headset (combines headphones and microphone includes earbud/microphone sets used with smartphones and tablets).

**Note**: A headset is especially useful where background noise may be a problem.

For a range of example speaker units and headsets, see <u>Peripherals</u>.

#### Web camera

- On tablets, smartphones, and notebook/laptop PCs, Attend Anywhere's **Call Screen** uses the built-in camera.
- For PCs without a camera, any currently available USB web camera is suitable.

For a range of example web cameras, see <u>Peripherals</u>.

Where more than one participant will be in the same room during the video call, use a web camera with a wide-angle lens.

Make sure that users have the most current software drivers installed for their web cameras.

#### **Related Topics**

- <u>Testing video calling devices</u>
- Bandwidth and data requirements
- Web browser requirements

• <u>Peripherals</u>