LifeSize®
A division of Logitech

FREQUENTLY ASKED QUESTIONS

LifeSize® and Skype™

Partnership and Interoperability

April 2011

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Interoperability

1. Question: Which LifeSize products support Skype interoperability?

Answer: LifeSize® Passport™ is the only LifeSize video system today certified to interoperate with Skype clients.

2. Question: Will other LifeSize video systems (i.e. LifeSize® Room 220™) interoperate with Skype?

Answer: At this time the LifeSize Passport is the only video system certified to interoperate with Skype. LifeSize software version 4.8 or beyond is required to enable full Skype interoperability. 4.8 software will be available for download in late, April 2011.

3. Question: Can LifeSize Passport interoperate with a PC-based Skype client?

Answer: Yes. For best results, users should upgrade the Skype PC client to version 5.1.0.

4. Question: Can LifeSize Passport interoperate with a Mac-based Skype client?

Answer: Yes. A video call can be established with the current Skype client for Mac. An updated version for the Mac-based Skype client is expected soon.

5. Question: Can LifeSize Passport interoperate with a mobile-based Skype client?

Answer: Yes. Audio calls are supported with different mobile devices (iPhone, iPad, Android). Video calls are currently not supported. When Skype adds H.264 support to mobile clients, LifeSize expects to support video calls to these mobile devices.

6. Question: Can LifeSize Passport interoperate with Skype TV?

Answer: Skype TV has not been tested at this time.

7. Question: Will LifeSize Passport interoperate with PSTN/Mobile phones?

Answer: Yes. Audio calls are supported. Users can establish or receive PSTN/Mobile calls through LifeSize Passport using their Skype Credit or Subscription accounts (Skype In/Out minutes).

8. Question: If LifeSize Passport is logged into Skype, can a user still call other non-Skype video systems?

Answer: Yes. When LifeSize Passport is logged into Skype it can maintain standards-based communications with other video conferencing end points. Direct dial or access the integrated directory to establish these calls.

9. Question: Can LifeSize Passport be registered to multiple services (i.e. Skype and Transit server)? What about Microsoft® Office Communicator Server™?

Answer: Yes. LifeSize Passport can be registered with Skype and still be registered to SIP servers such as LifeSize® Transit™ or Microsoft OCS.

10. Question: Does LGExecutive, powered by LifeSize® interoperate with Skype?

Answer: No, only LifeSize Passport has Skype support.

Use and Features

1. Question: What is the certified Skype version for LifeSize Passport?

Answer: Skype client version 5.1.0 is the Skype version supported by LifeSize Passport.

2. Question: Is this the same version on LifeSize Passport and do users have to load this client on LifeSize Passport?

Answer: LifeSize Passport users do not have to download any additional software beyond LifeSize software version 4.8.0 for full Skype support. 4.8 software will be available for download later in April 2011.

3. Question: If LifeSize Passport is logged into Skype, are there any feature restrictions?

Answer: There are feature restrictions when in a Skype call. See more details below in Table 1; however, if LifeSize Passport is logged into Skype and makes a regular video call (H.323 or SIP), all features are enabled for this product.

4. Question: How do you create a Skype account for LifeSize Passport?

Answer: Simply go to the Skype home page (www.skype.com), download software (PC, MAC) and create a user profile. You can also use an existing user profile. Once done, enter your user name and password through the User Preference/Skype page on LifeSize Passport. Select Log In and LifeSize Passport will register to Skype.

5. Question: How do you make a Skype call?

Answer: It is quite simple. Once you've logged into your Skype account (see above for directions), then choose a contact in the local directory and select OK.

6. Question: If a person uses their existing Skype user name, what happens when both my PC and LifeSize Passport are registered and logged in?

Answer: Both devices will ring when receiving an incoming call. The user can select which device to answer based on their preference. Once connected all other devices stop ringing.

7. Question: Can a user set their Call Privacy or Skype Auto Logout settings via LifeSize Passport?

Answer: Yes. These settings are available through the User Preferences/Skype tab.

8. Question: Can LifeSize Passport select its bandwidth preference when using Skype?

Answer: No. Skype manages all bandwidth automatically and will attempt to provide the best quality for all calls. The bandwidth setting located in LifeSize Passport's directory page will not affect Skype calls.

9. Question: What are the different call scenarios supported by LifeSize Passport when using Skype?

Answer: Users can use LifeSize Passport to connect with the following devices. The Skype client must support the H.264 video codec natively for video support. At this time devices marked audio only below require this H.264 support:

- Skype client on PC
- Skype client to Mac
- Skype client on mobile device (audio only)

10. Question: What audio codec is used when registered with Skype?

Answer: LifeSize Passport uses Skype's SILK™ audio codec. SILK is designed as a high quality, low delay and light-weight codec providing users with super wideband support. For more details on SILK see Skype's datasheet at this link: http://developer.skype.com/resources/SILKDataSheet.pdf

11. Question: Do any other LifeSize video systems use SILK?

Answer: No. SILK is used by LifeSize Passport when registered to Skype and calling other Skype clients.

12. Question: What resolutions and frames per second (fps) support can I expect when making a Skype call?

Answer: Users can expect the following call quality using LifeSize Passport when registered with Skype. Call quality may be affected by network conditions.

Table 1: LifeSize Passport when using Skype to make a video call

LifeSize Passport to LifeSize Passport	640x480p30
LifeSize Passport to Skype client	640x480p30
Skype client to LifeSize Passport	640x480p15
Skype client to Skype client	640x480p15

13. Question: Can LifeSize Passport support data sharing with another LifeSize Passport or PC-based Skype client?

Answer: No. LifeSize Passport cannot share data to another Skype client

14. Question: Can a Skype client screen share with a LifeSize Passport?

Answer: Yes. A Skype client can screen share (data sharing) with LifeSize Passport.

15. Question: What resolution and frame rate is supported when a Skype client screen shares to LifeSize Passport?

Answer: In general, Skype controls the quality of this data. The presentation bit-rate varies from 100-200 kilobits per second (Kbps) supporting 640x480 resolution and 2-5 frames per second (fps)

16. Question: If LifeSize Passport is registered to Skype yet connects with another standards-based video end point, is data sharing supported?

Answer: Yes. LifeSize Passport supports its regular features when connected via H.323 or SIP to other standards-based video systems. Note that LifeSize Virtual Link is required to transmit data via LifeSize Passport.

17. Question: Can LifeSize Passport send and receive files?

Answer: No. LifeSize Passport does not support this Skype feature. A Skype client attempting to send a file to LifeSize Passport will not receive an acceptance response from the video system.

18. Question: Can a Skype client send an instant message (IM) to LifeSize Passport?

Answer: No. The instant message cannot be received by LifeSize Passport. The Skype client will not see any message indicating LifeSize Passport could not receive the IM.

19. Question: Does LifeSize Passport support Skype video multiparty calls?

Answer: LifeSize Passport invited to join a Skype Multipoint call:

If invited by the Skype client host, a LifeSize Passport can be added into a Skype multipoint call. It does not support video and will be an audio only participant at this time.

LifeSize Passport calling into an existing multipoint call:

If LifeSize Passport is calling the Skype client hosting a multipoint call it cannot join. If the Skype host decides to answer the incoming LifeSize Passport call, the host will connect point to point. The original call is placed on hold for the Skype host. When the Skype host disconnects their LifeSize Passport call they can re-enter their original call.

20. Question: Can LifeSize Passport host a Skype multiparty video call?

Answer: No, although LifeSize Passport can host a three-way audio only call, using SIP or H.323.

21. Question: Does Skype support encryption?

Answer: Yes. Skype supports AES encryption. For more information go to this link: https://support.skype.com/en/faq/FA31/Does-Skype-use-encryption

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