



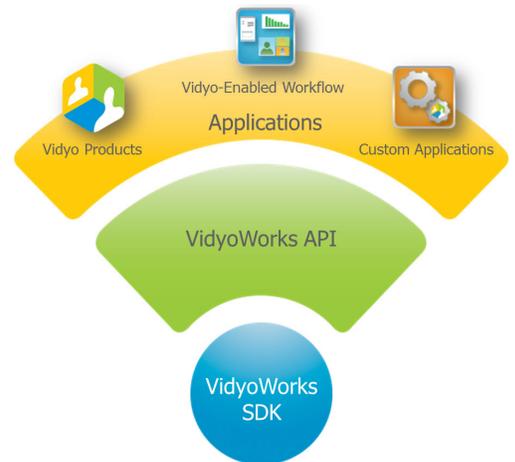
# VidyoWorks™

## Embed visual collaboration into any application or solution

The VidyoWorks software platform lets you embed point-to-point and multi-point video, audio, content sharing, and collaboration inside your own applications, workflows and custom web portals. This delivers the right communications modality where and when it's needed, without forcing users to toggle between your application and a standalone communication client. With VidyoWorks, you can create custom browser, desktop, and mobile clients that meet the exact needs of the consumers and business professionals that need to use them.

Enterprises, software developers and unified communications vendors already use VidyoWorks for the following applications:

- Enterprises embed Vidyo into workflows such as insurance claims adjusting, customer service, help desks, supply chains and project management
- Healthcare providers embed Vidyo into ICU monitoring systems, kiosks, and at-home care solutions
- Software developers Vidyo-enable applications as diverse as gaming consoles and social media sites
- Unified Communications solution providers add VidyoWorks-based communication and collaboration capability to their existing solutions



### What is VidyoWorks?

The VidyoWorks software platform is comprised of Vidyo's core technology and Software Developers Kit (SDK) with a framework and a rich suite of Application Programming Interfaces (API) that support applications developed by Vidyo, its development partners, and enterprise customers. This layered model offers developers a range of entry points into the software stack based upon the needs of their project, development capabilities, and time-to-market requirements.

**VidyoWorks SDK** is for organizations who want to build a communications solution, including both infrastructure and endpoints, using Vidyo's core technology. Projects involving the SDK are more complex and have longer development cycles but afford maximum flexibility and customizability.

**VidyoWorks Client and Server APIs** are for organizations that want to add video communication and collaboration to an existing application or web portal, or that want to create a customized client. Projects involving the APIs are significantly less complex because the APIs leverage existing VidyoConferencing™ infrastructure components and a client framework that includes a suite of modules that provide services like resource management, client state machine, and acoustic echo cancellation. Application or web services integration development is facilitated by a simple yet robust suite of calls and methods.

*What do Google+ Hangouts, Nintendo Wii U, Philips VisiCU, and VidyoConferencing™ solutions have in common? They all use the VidyoWorks platform to provide scalable, high-quality visual collaboration.*

# Specifications

	<b>VidyoWorks™ API</b>	<b>VidyoWorks™ SDK</b>
<b>Use Cases</b>	<p><b>Server API:</b> Custom web portal and application integration</p> <p><b>Client API:</b> Custom client UX and web client integration into web applications</p>	Integration with a new or existing communications system
<b>Development Environment</b>	<p><b>Server:</b> SOAP/WSDL</p> <p><b>Client:</b> ANSI C or JavaScript</p>	<p><b>Server:</b> ANSI C</p> <p><b>Client:</b> ANSI C</p>
<b>Implementation</b>	<p><b>Server API:</b> Web services via SOAP over HTTP(S)</p> <p><b>Client API:</b> Custom client UX and web client integration into web applications</p>	Client/Server Libraries
<b>Capabilities</b>	<p>Layout Control</p> <p>Max Bandwidth Control</p> <p>Quality Control</p> <p>Content Sharing Control</p> <p>Self-View Control</p> <p>Guest Access</p> <p>Registered User Management</p> <p>Registered User Access</p> <p>Registered User Status</p> <p>Contact Management &amp; Search</p> <p>Conference Moderation</p> <p>Recording Control</p> <p>Recorded Content Management</p> <p>Virtual Room Management</p> <p>Tenant Access &amp; Management</p> <p>System &amp; License Data Reporting</p> <p>Client Initialization</p> <p>Call Initiation</p> <p>Call Termination</p> <p>Call Notifications</p> <p>Device Management</p> <p>Chat Control</p>	<p>Layout Control</p> <p>Max Bandwidth Control</p> <p>Quality Control</p> <p>Content Sharing Control</p> <p>Multi-Party Call</p> <p>Allow multiple audio, video and data sources per participant</p> <p>Device Management across Desktop &amp; Mobile Platforms</p> <p>Plugin Architecture supporting custom Signaling, Transport, Security &amp; Codec</p> <p>Implement Any Audio Codec</p> <p>Implement Any Video Codec</p> <p>Implement Any Signaling Protocol</p> <p>Modify Rendering Engine</p> <p>Create custom infrastructure</p> <p>Server Side Conference Manager</p> <p>Manage bandwidth in real time of each endpoint's connection</p> <p>Cascading of conference</p>
<b>Platforms</b>	<p><b>Windows:</b> 8, 7, Vista, XP</p> <p><b>Mac:</b> 10.6 and higher</p> <p><b>Linux:</b> Ubuntu 10.04, 10.1, 11.10; Debian 5.0, 6.0.3; Fedora Core 14, 15, 16; SLC 5, 5.7</p> <p><b>Web Browsers:</b> Chrome, FireFox, Internet Explorer, Safari</p> <p><b>iOS:</b> 4.3 and higher</p> <p><b>Android:</b> 3.0 and higher</p>	<p><b>Windows:</b> 8, 7, Vista, XP</p> <p><b>Mac:</b> 10.6 and higher</p> <p><b>Linux:</b> Ubuntu 10.04, 10.1, 11.10; Debian 5.0, 6.0.3; Fedora Core 14, 15, 16; SLC 5, 5.7</p> <p><b>iOS:</b> 4.3 and higher</p> <p><b>Android:</b> 3.0 and higher</p>
<b>Supports Custom User Interfaces</b>	Yes	Yes
<b>Supporting Infrastructure</b>	VidyoConferencing	Custom



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