ClickShare and video conferencing systems

Integrating ClickShare with a video conferencing system

1 Use case

Consider a ClickShare installation in a meeting room that is equipped with a video conferencing system. In this case, the video output of the ClickShare Base Unit is typically connected to the video input of the video conferencing codec. When a user shares content via ClickShare, the VC codec sends the image of the ClickShare Base Unit to the remote location and the remote VC codec shows the image on one of the displays.
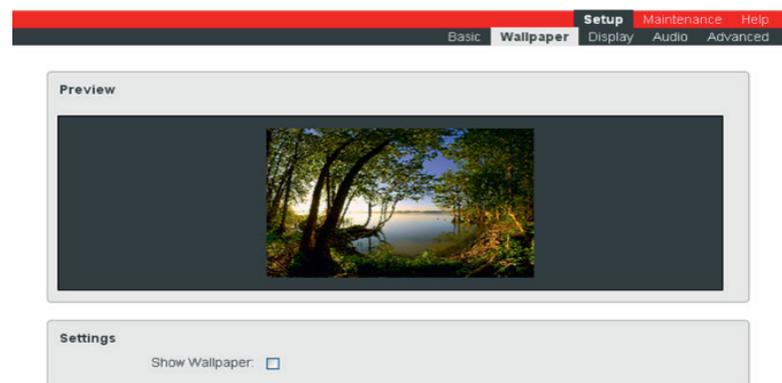

2 Integration

The ClickShare Base Unit offers a number of features that facilitate integrating ClickShare with a video conferencing system.

2.1 ClickShare wallpaper

When no one is sharing content with ClickShare, the ClickShare Base Unit shows a wallpaper with instructions.

However, even though it's of no interest to the remote participants, the VC codec shows this content (the customizable wallpaper) at the remote location, because it cannot distinguish between the wallpaper and actual content shared by the meeting participants.
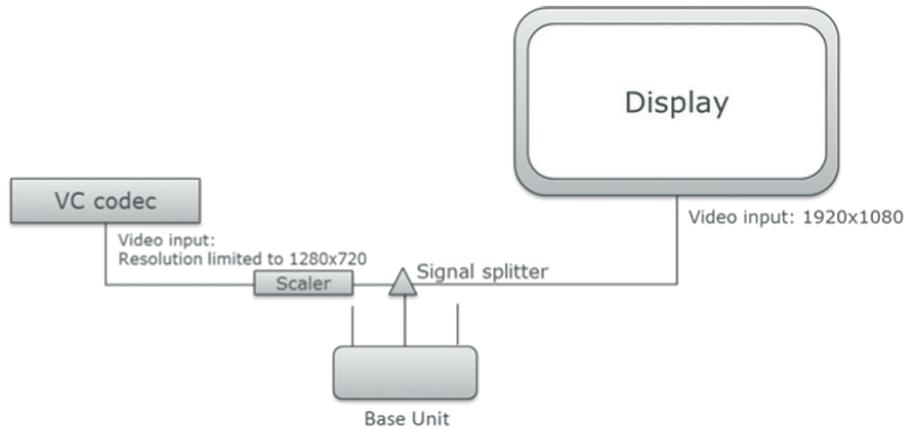

Therefore, the CSM and CSC Base Units allow you to disable the wallpaper. When the wallpaper is disabled, it is no longer shown on the central display, and the ClickShare Base Unit will activate its video output only when actual content is shared.
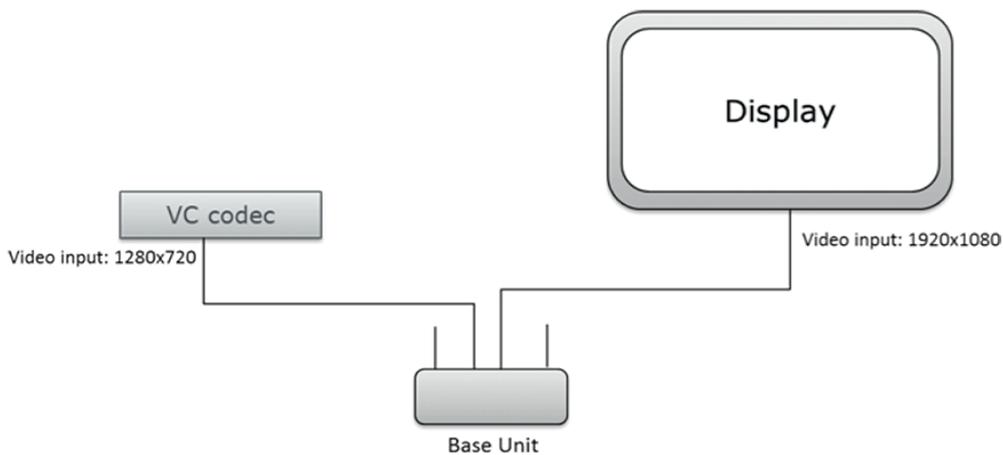
2.2 Clone mode

The VC codec of some video conferencing systems has a limited input resolution, which can be lower than the resolution of the display in the meeting room. In this case, a splitter and scaler are required, so that the meeting room display can operate at its maximum resolution – as shown in this figure:

The ClickShare CSC Base Unit offers functionality to eliminate the need for additional equipment. When both video outputs of the CSC Base Unit are connected to video inputs, the dual display functionality is activated.
There are two modes available: "extended" and "clone":

• In **extended mode**, the CSC Base Unit divides the shared content between the two screens.

- In **clone mode**, the content sent to the two video inputs is the same, but it can be set at different resolutions. In this case, a splitter and scaler are no longer needed.