

RealityVision® System Requirements

Version 3.3

January 2015

Below are the applicable minimum and recommended hardware and third-party software requirements for the following component.

- RealityVision Server
- RealityVision Management Console
- RealityVision PC Client

Please see Addendum A for additional technical information. Reality Mobile reserves the right to modify the system requirements as the technical environment changes.

Minimum Software Requirements	
	RealityVision Server
Operating System	Windows Server 2008 or 2008R2 with SP2 (32 or 64 bit)
.Net Framework	V4.0 (Full Profile: http://www.microsoft.com/en-us/download/details.aspx?id=17718)
IIS	Version 7 (2008) or Version 7.5 (2008 R2)
Database	MS SQL 2008 (32 or 64 bit) NOTE: Must match O/S version, i.e. 32 or 64 bit
Minimum Hardware Requirements (up to 25 users)	
Processor	Intel Xeon X3430 Processor or higher
Memory	4GB
Storage	Hard Drive #1 – 20GB or higher for Operating System and SQL Transaction Logs Hard Drive #2 – 100GB or higher for SQL Data
Network Connectivity	Gigabit Ethernet NIC
Recommended Software Requirements	
Server #1 (Web and RealityVision Video Server)	
Operating System	Windows Server 2008 R2 with SP2 (64 bit)
.Net Framework	V4.0 (Full Profile: http://www.microsoft.com/en-us/download/details.aspx?id=17718)
IIS	Version 7 (2008) or Version 7.5 (2008 R2)
Recommended Hardware Requirements (up to 100 users)	
Processor	Dual Intel Xeon E5-2640 Processors or higher
Memory	16GB
Storage	100GB or greater, depending on the amount of imported video
Network Connectivity	Gigabit Ethernet NIC
Server #2 (MS SQL Server)	
Operating System	Windows Server 2008 R2 with SP2 (64 bit)
.Net Framework	V4.0 (Full Profile: http://www.microsoft.com/en-us/download/details.aspx?id=17718)
Database	MS SQL 2008 Standard Edition (64-bit)
Recommended Hardware Requirements	
Processor	Dual Intel Xeon E5-2640 Processors or higher
Memory	16GB
Storage	Hard Drive #1 – 20GB or higher for Operating System and SQL Transaction Logs Hard Drive #2 – 100GB or higher for SQL Data with RAID 5 with Hot Spare
Network Connectivity	Gigabit Ethernet NIC

Minimum Software Requirements		
	Management Console	PC Client
Operating System	Windows 7 Pro (32 or 64 bit), Vista Pro, or Windows XP	Windows 7 Pro (32 or 64 bit) , Vista Pro, or Windows XP
.Net Framework	V4.0 (Full Profile: http://www.microsoft.com/en-us/download/details.aspx?id=17718)	
Email Client	*	n/a
Internet Browser	Internet Explorer 11	
Minimum Hardware Requirements		
Processor	Intel Celeron 900 or higher	Intel Celeron 900 or higher
Memory	2 GB Ram (4 GB with Vista or Windows 7)	2 GB Ram (4 GB with Vista or Windows 7)
Storage	40 MB free space	20 MB free space
Network Connectivity	At least 256 Kb/sec upload and download speed	At least 256 Kb/sec upload and download speed
Video Card	3D capable with 128 MB of VRAM	
Display	Monitor with at least 1280 x 800 resolution	
Recommended Software Requirements		
Operating System	Windows 7 Pro (64 Bit)	Windows 7 Pro (32 or 64 bit)
.Net Framework	V4.0 (Full Profile: http://www.microsoft.com/en-us/download/details.aspx?id=17718)	
Email Client	MS Outlook (for 'Send' Feature)	MS Outlook (for 'Send' Feature)
Internet Browser	Internet Explorer 11 or higher	
Recommended Hardware Requirements		
Processor	Intel Core i3 or higher	Intel Core i3 or higher
Memory	8 GB RAM	4 GB RAM
Storage	40 MB free space	20 MB free space
Network Connectivity	Gigabit Ethernet NIC	Gigabit Ethernet NIC
Video Card	Dual Monitor capable video card with 512 MB VRAM	
Display	Monitors with 1920 x 1080 Resolution	

*- Microsoft Outlook client is required for 'Send To' functionality in the Management Console. The Management Console will function without an installed MS Outlook client; however the 'Send To' functionality will not operate.

Mobile Devices and Operating Systems

Minimum Apple iOS Device Requirements	
Device	iPhone 5 or iPad 2 or higher
iOS	5.0 or higher
Recommended Apple iOS Device Requirements	
Device	iPhone 6 or iPad 3 or higher
iOS	6.0 or higher

Minimum Android Requirements	
Android O/S	2.3
Minimum Android Requirements	
Android O/S	4.0 or higher

RealityVision Push-to-Talk Requirements

RealityVision Android and iOS clients support Push-To-Talk (PTT) functionality. In order to use PTT functionality a SIP server must be provided. The RealityVision Mobile Clients support secured PTT traffic on SIP servers configured with TLS and SRTP.

For additional information on Push to Talk (PTT), please contact our Customer Support group at support@realitymobile.com.

Addendum A to RealityVision® System Requirements January, 2015

Server Software

As a general rule, the number of users that a single server can handle is a function of the specific server hardware and bandwidth of the data center hosting the server. For deployments in excess of 200 users, multiple server installations are required. For bandwidth, a general rule of 400 Kbps per user is recommended for mobile phones. Additional information is available on potential configuration options.

Commands sent to iOS devices through the RealityVision Management Console require use of Apple's Push Notification Service. Per Apple policy, Reality Mobile hosts a Push Notification Service, which manages the flow of information through Apple's servers. Customer installations of the RealityVision Server software must be able to initiate connections through port 443 to this hosted Push Notification Service in order for commands to be received on the iOS devices.

Security

The system includes out of the box support for SSL encryption. The encryption level is at the customer's choosing (from 128 to 2k bit). As SSL relies upon certificates of trust, the customer is responsible for providing a Fully Qualified Domain Name (FQDN), procure and install a certificate at or after the server installation.

NOTE: RealityVision requires and supports a domain validated SSL certificate

Mobile VPNs have been used by Reality Mobile's customers. This requires a compatible router/IPSec compatible firewall.

IP Cameras

The Server Software includes a video proxy component that allows an organization to make IP network cameras available as video sources within the RealityVision system. The proxy server also supports pan-tilt-zoom (PTZ) controls on the network camera only if the PTZ controls and the video stream are available through HTTP(S).

The system natively supports Motion JPEG. The video proxy component supports real-time transcoding of up to 10 simultaneous feeds of various other video formats addressable by either HTTP(S) or RTSP into Motion JPEG.

Management Console GPS Mapping Display Options

One of the following default GPS mapping options may be selected to run in conjunction with the Management Console:

- Google Maps
- Microsoft Bing Maps

The GPS mapping display used by the Management Console is determined upon server installation. All Management Consoles that authenticate with that server will use that display option.

The mapping selection is subject to the vendor's applicable licensing terms and conditions, all of which are between the Reality Mobile customer and the applicable vendor. Please contact the applicable vendor directly. For additional licensing information relating to Google Maps, see, for example, <http://code.google.com/apis/maps/terms.html> and <http://www.google.com/accounts/TOS>. For additional licensing information relating to Microsoft Bing Maps, see, for example, <http://www.microsoft.com/maps/product/terms.html> and <http://www.microsoft.com/maps/assets/docs/terms.aspx>.

In lieu of selecting one of the default mapping display options, it is possible to access the Server Software application programming interfaces (APIs) to integrate another potential mapping display option for your own internal use. In that case, the applicable vendor's license terms and conditions would apply.

PC Client Software

Camera Options

A variety of cameras may be used for video transmission. Most built-in cameras and USB cameras are compatible once the applicable camera drivers are installed. Additionally, a variety of other cameras, including camcorders, may be used to transmit video by purchasing a third-party USB video converter.

GPS Options

A variety of USB or embedded GPS chipsets can be used to provide GPS positions. The GPS chipset must be NMEA 0183 compliant and be accessible through a known COM port.

Mobile Client Software

The application runs on supported Android™ and Apple iOS® mobile devices. Please note the following:

- The application was designed to work on GSM networks (AT&T, T-Mobile and others), CDMA networks (Sprint, Verizon Wireless and others) and LTE Networks (AT&T, Verizon and others) and WiMax Networks (Sprint). Any mix of supported devices and wireless carriers may be used. Whichever carriers and devices are selected, it is recommended that an unlimited data plan for

each device be purchased, along with a suitable voice plan in order to take advantage of the software's full functionality.

- The application will use any IP network – Wi-Fi, commercial cellular, tactical wireless, or other - that the phone uses for internet access. Each phone may have its own process for determining the data network to use. The application will attempt to maintain its connection across data network changes.

Language Support

All the RealityVision software (both mobile and PC/Server based) has been tested with English (US) as the language. Other languages may or may not work as expected with RealityVision. If you have a requirement for an additional language, please contact Reality Mobile.