



Intel® Unite™

User Guide



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1 Introduction

Welcome to the Intel® Unite™ User Guide. This guide focuses on enabling users to launch and get familiar with the Intel Unite application and its features. The following areas will be addressed in this document:

- Intel Unite Overview
- Preparing to launch Intel Unite
- Launching Intel Unite
- Intel Unite User Features
- Troubleshooting

This guide does not focus on installing and deploying the complete solution, there is an additional document for IT audience, which addresses the Intel United Deployment. Please refer to the “Intel® Unite™ Enterprise Deployment Guide’ if you need installation and deployment information.

1.1 Intel Unite Application Overview

Intel Unite is an easy-to-use solution to have smarter conference rooms, meetings start quickly with wireless technology that connects immediately to new or existing displays, projectors, or interactive whiteboards – no cables needed. Intel Unite users can share and edit content in real time, whether they are in the room or in a remote location.

Designed to allow fast wireless screen sharing and collaboration in three steps:

1. Launch the client application
2. Enter a PIN to connect to a specific session
3. Click 'Display' to share content

Intel Unite has the following features:

Intel Unite Features	
Wireless Display	Users can connect to an end point and display their primary local screen
Multi-client split screen display	Multiple users can connect and display concurrently to the same display
Lync Status Integration	Intel Unite will set a user's status to "Do Not Disturb" when the user is displaying (this disables toast messages)
Interactive Participant List	Users can see everyone connected to the same session. The user list will include avatars, right click options (such as disconnect), and buttons which provide functionality such as the ability to view other users that are currently displaying
Remote View	A user has the ability to view the screen of the current presenter.
Annotation	When viewing a presentation, a user can create annotations on the presenter's display, which will disappear after 5 seconds or remain permanently depending on the configuration

NOTE: To install and deploy the solution, please refer to the Intel® Unite™ Enterprise Deployment Guide.

2 Preparing to launch Intel Unite

This section covers information you need to know about the Intel Unite software on your client device.

2.1 Intel Unite Terminology & Definitions

The following terminology is used in this Intel Unite User's Guide:

Client, Client device – Intel Unite client software installed on a device, which connects to a hub.

Hub – A system that is displaying a PIN and hosting plugins as in a conference room display.

Enterprise Server, Server – Directory service that assigns PINs, configuration data, and allows PIN to HUB and PIN to user resolution.

Plugin – A software component installed on a Hub that surfaces additional functionality to Intel United, your organization controls what plugins are installed.

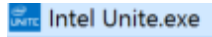
2.2 Needed Components

- Client system requirements:
 - Wi-Fi capability
 - Microsoft® Windows* 7, 8, or 8.1
 - Microsoft® .NET 4
 - Mac OSX 10.9 or greater
 - 1 GB RAM
 - 1 GB available HDD space
 - Intel® Unite™ software installed
- If acting as a Hub: a conference room with a projector or display with mini DisplayPort or HDMI input ports.

3 Launching Intel Unite

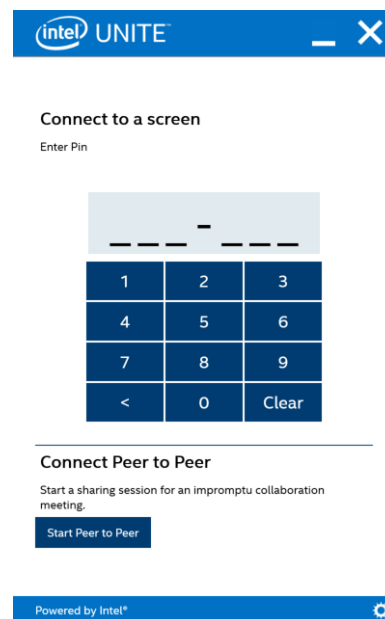
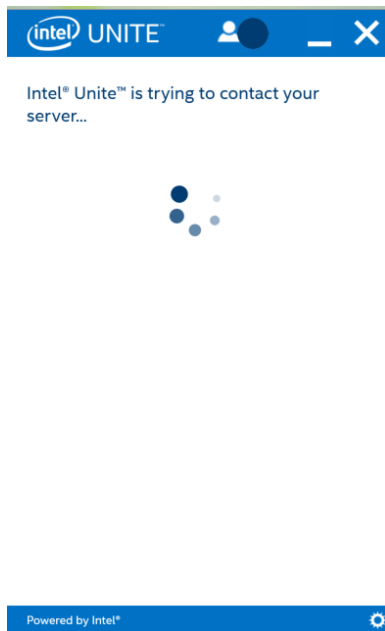
3.1 Starting an Intel Unite session in a client device

1. Start an Intel Unite session by searching for the installed program on your device and click on the Intel Unite logo on the desktop.



2. The client device will try to contact your server and you will see the following window. Once the client device has been identified, it will need a 6 digit pin to connect to a session.

Please note that there is timeout for the startup screen (60 seconds if cannot find the server).



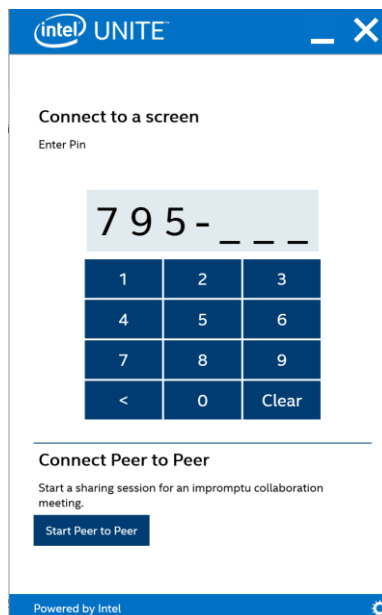
3.2 Connect to an Intel Unite session

When connecting to a display that has Intel Unite installed, use the following steps to display a client system's screen on the remote display:

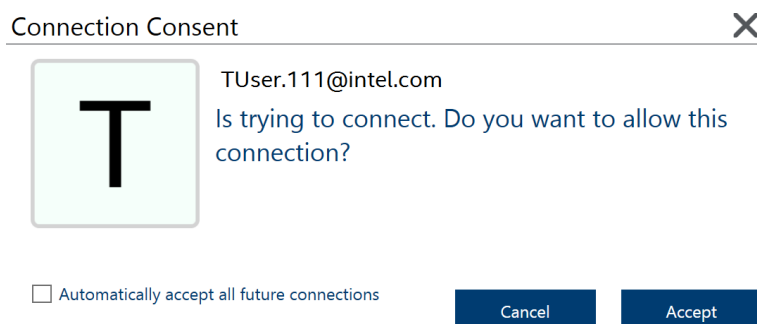
1. Follow the link provided in the monitor (i.e. <http://intel/united> ; http://<your_company_url_here>/unite)
2. The monitor or device acting as a Hub will display a **PIN**, enter or provide this pin to the client devices that will join the session.



3. Enter the six digit connection **PIN** on the client device



4. When a device tries to connect to another one, a window with a Connection Consent will be displayed, you have the choice to allow automatically connection with this device for future connections. Click on Accept to join the session or Cancel to deny connection to this specific session or device.

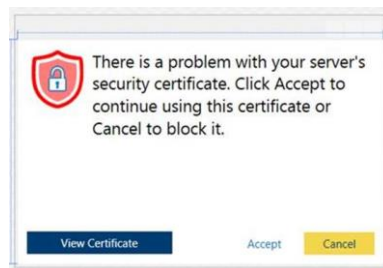


5. Once the connection is accepted, the "Connecting to" window will be displayed.



6. It is important to know that the pin changes every 5 minutes with a 15 second pin retention, for those who enter a pin while the pin is changing.
7. You must be connected to your network since you will be directed to the server, if a "Can't Connect" message appears, make sure you are in the network and your device is authorized to access the application.

NOTE: A server security message will be displayed when a self-signed certificate with an invalid trust chain is used.

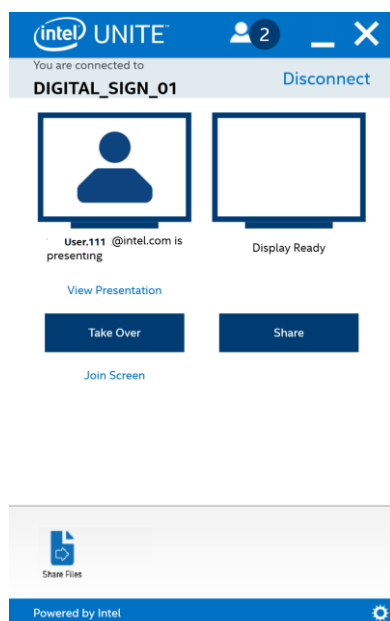


4 Intel Unite User Features

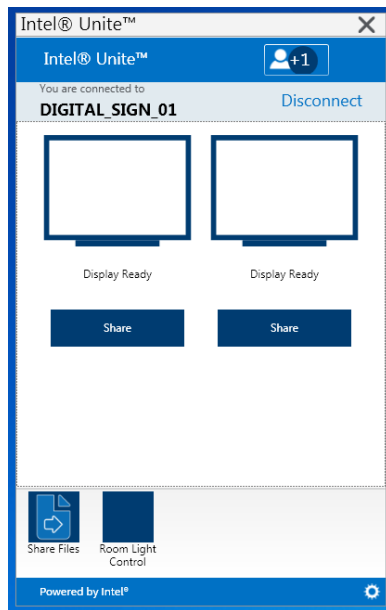
This section describes the Intel Unite features you can use while connected to an Intel Unite session.

4.1 Connecting to a Display

1. Once connected, the display selection screen will appear, on this screen:
 - The name of the Hub that you are connected to
 - Number of people connected
 - Disconnect link – click when you are ready to leave the session
 - Available displays participating in the session, it shows the one presenting
 - View Presentation – View other's monitor/ screen
 - Take Over – when you want and are ready to present
 - Join Screen – several devices can join the session
 - Share – when you want to share your monitor / screen
 - Stop - if you are the one presenting
 - Share Files button
 - Settings icon (at the lower right side of the window)



2. Click on the **Share** button to start sharing your client's screen onto the connected display, an icon and the system name will appear within the screen selected.



NOTE: When presenting, the Intel Unite icon shown in the bottom of your screen is RED, as a reminder that you are the one presenting.



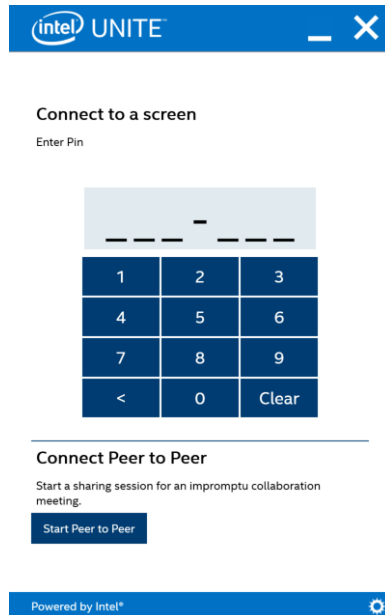
Also, a small persistent center bar will show on the top of the screen. You may also click on the **Stop Presenting** button to stop sharing the client display.



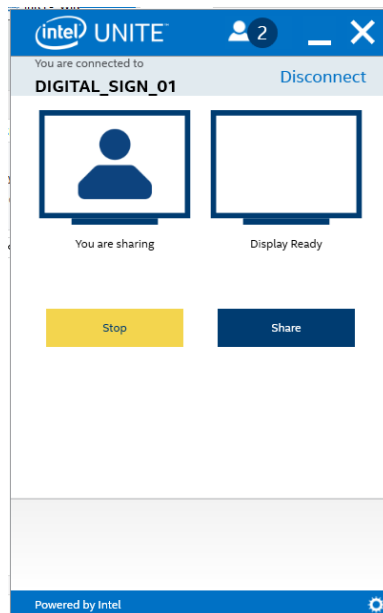
4.2 Connect Peer to Peer

If there is a need for a collaborative meeting when a meeting room is unavailable or you are meeting with remote users (using VPN) you can use **Connect Peer to Peer**.

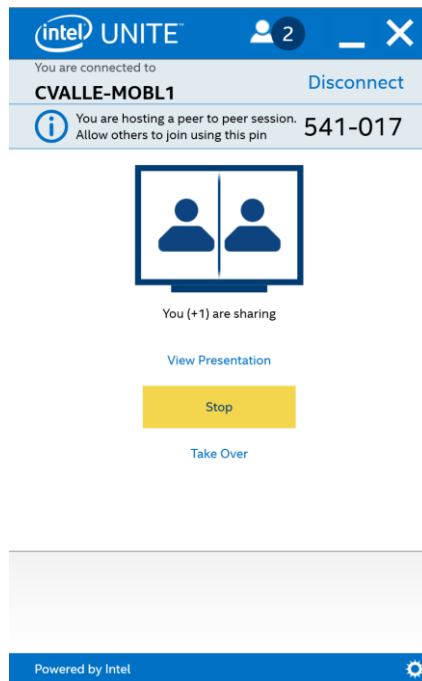
1. Click on the **Start Peer to Peer** Button.



2. Click on the **Share** button.



3. Intel Unite creates a pin to share with meeting guests.



4. When the “You are connected to” window displays, you can select **View Presentation**, **Take Over**, or **Stop** when you are presenting.
5. When presenting, the **Stop** button is Yellow – which is meant as a reminder that you are the host presenting.
6. When the meeting has completed click on the **Stop** button to disconnect.

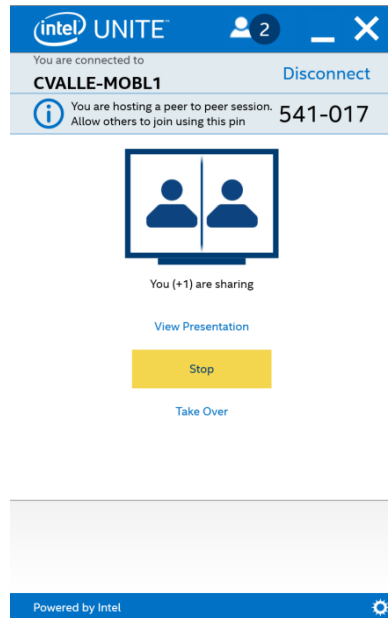
NOTE: When presenting, the Intel Unite icon shown in the bottom of your screen is RED, as a reminder that you are the one presenting.



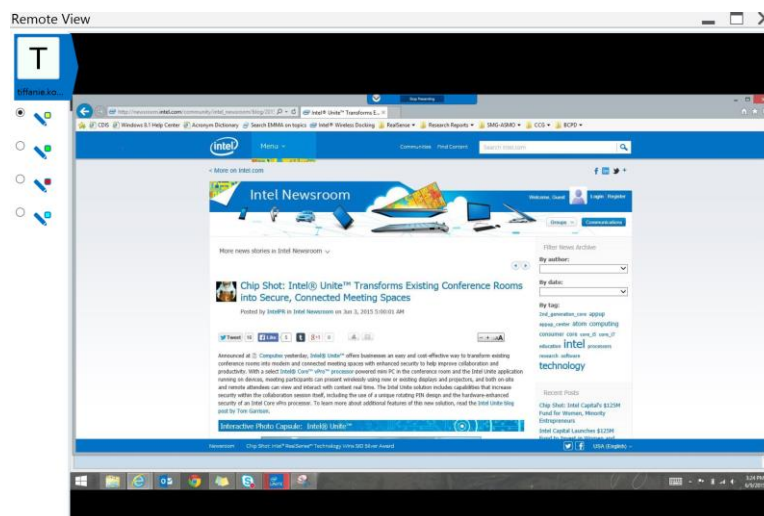
4.3 Remote View

Remote users can view what is being presented within the room. Allowing remote users to see what is happening creates a flexible working environment.

1. Connect with at least 2 clients to the display.
2. All presenting users are listed in the Intel Unite window, with an indicator that you are sharing with a second user. Choose View Presentation.



3. The Remote view screen will pop up in a separate window.



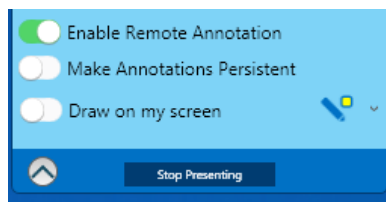
4.4 Annotation

Annotation is used to quickly highlight and point out a specific item or section on a displayed screen. The ink shown will slowly fade after five seconds (default value). To use annotation, click on the Intel Unite persistent screen header found in the center top of the screen. The persistent screen header only appears after a connection has been established.

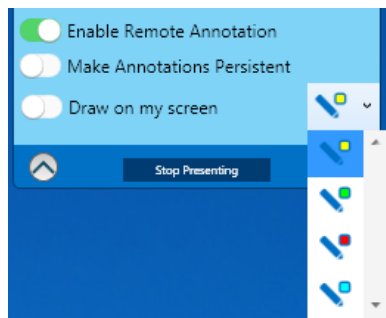
1. Click the dropdown menu arrow to open the annotation menu.



2. The annotation menu has three options:
 - Enable Remote Annotation
 - Make Annotation Persistent
 - Draw on my screen



3. Choose the pen color. There are four options for pen colors: red, yellow, green, and blue. To choose, click on the pen color icon.
4. The pen color dropdown menu will appear. Click the preferred color to select.

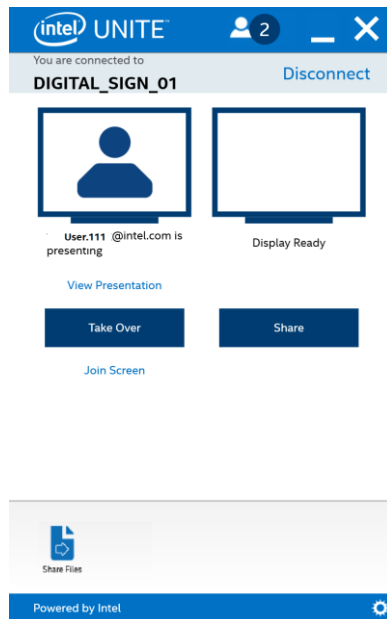


5. Hold down the left mouse button to use the annotation pen. Please note that if you are connected to a Conference Room's monitor / projector that screen will also show the ink drawn. The ink will slowly fade out after 5 seconds (default value) unless the toggle to Make Annotations Persistent is switched on and is green.

4.5 Takeover a Presentation

When multiple users are presenting, a single user may need to take over. To do this, the user who needs to take over the screen can use the **Take Over** option.

1. When there are 2 or more users connecting to the same display, click on **Take Over** button.



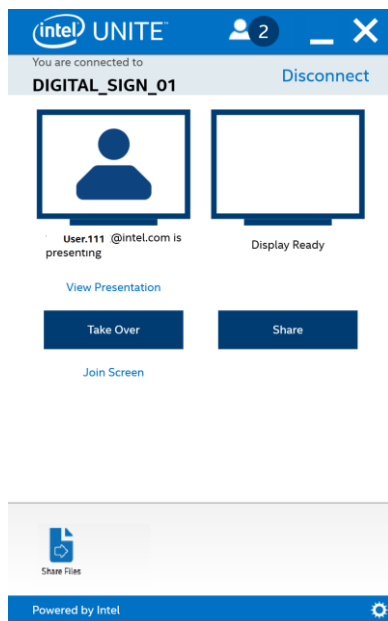
2. The shared display now shows only your screen.

NOTE: This action will not remove the other presenters from the Intel Unite sharing session, it only stops them from sharing their content. They can re-share at any given time.

4.6 Join a Presentation

When multiple users are presenting, a user may need to join a presentation that is currently in session. To do this, the user who needs to take over the screen can use the **Join Screen** option. Please note that the max number of presenters per screen is 4, (same screen, side by side).

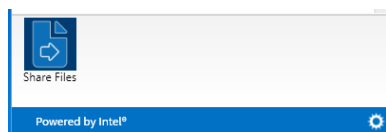
1. When there are 2 or more users connecting to the same display, click the **Join Screen** option.



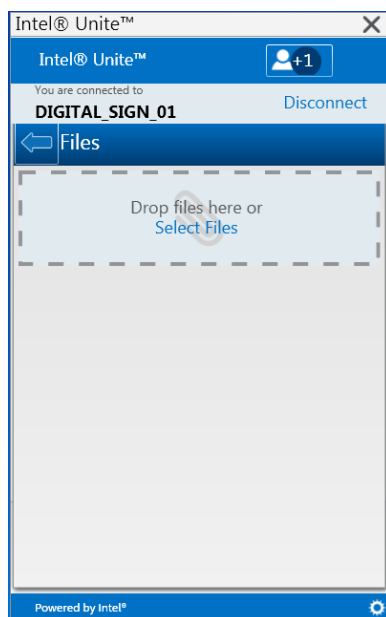
2. The shared display now shows your screen and the previous presenters screen side by side.

4.7 Share a File

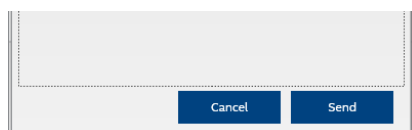
1. To send a file using Intel Unite, after connecting, click on the **Share Files** button.



2. Click on **Select Files** and navigate to the file to be sent or drag and drop files to the select files area.



3. Once the files are selected click on the **Send** button.
4. The max size of the file(s) to be transferred is up to 2GB (default value), but it is configurable by your system administrator.

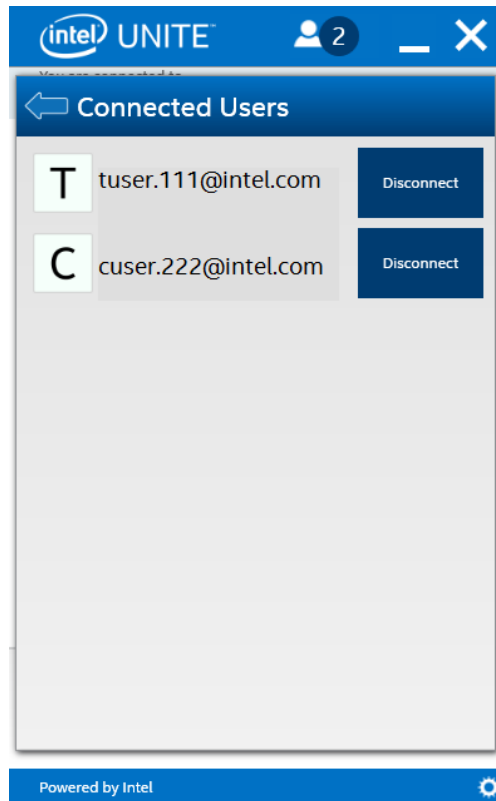


Note: In order to use the **Transfer File** feature, your system administrator has to set the flag to enable this functionality.

4.8 Disconnect User

Sometimes a user from a previous meeting will forget to disconnect.

1. Any user connected to the room can disconnect other participants by clicking the number of participant count on the upper navigation bar.



2. The list of the participants will be shown as shown in the Connected Users window, click the **Disconnect** button next to the user to remove the user from Intel Unite session.

NOTE: If the host (the person who creates and/or distributes the pin) disconnects from the session, it will also disconnect the guests logged into the session.

4.9 Intel Unite Settings

Intel Unite settings is located at the right lower corner of the window, click on it to access Intel Unite's options.

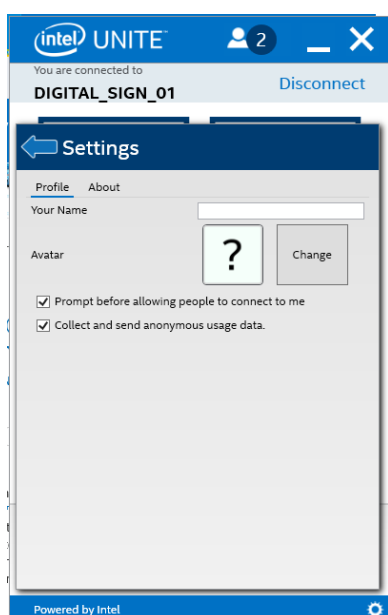
There are two tabs: **Profile** and **About**.

4.9.1 Profile Tab

Under the Profile tab you will see:

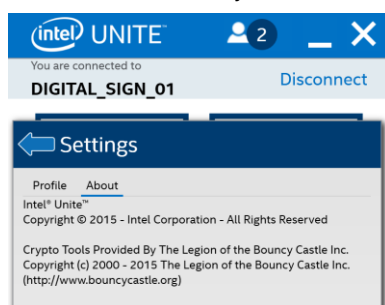
- **Your Name** – Your user name or chosen name.
- **Avatar** – The default setting is for the system to be pulled from Microsoft® Lync. This can be cleared or one may be selected just for use with Intel Unite by selecting a .png, .gif, or .jpg file.

In this section you can also allow, by clicking the inside the box, to prompt before allowing people to connect to you and to collect and send anonymous usage data, both options are recommended.



4.9.2 About Tab

Under the **About** tab you will see information about the software.



5 Troubleshooting

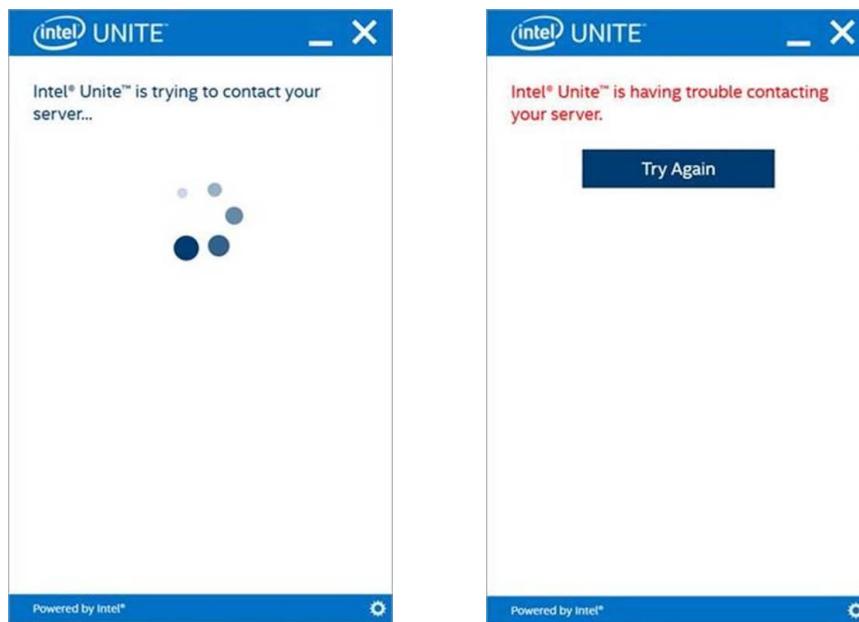
Intel Unite is designed to be an easy to use software, please contact your rep or your IT department if you experience any problems, below are some issues that you may experience.

5.1 Pin Not Displayed in Conference Room

Refer to the Deployment Guide for instructions on setting up the conference room PC

5.2 Unable to Connect to Intel Unite Download Page

Ensure that the firewall for your operating system permits Intel Unite to run and communicate on the network



This message will only appear if the server is using a self-signed certificate with an invalid trust chain.

