

BUSINESS PHONE SOLUTIONS

Drive UC Mobility Application System Requirements

DRIVE UC MOBILITY FOR DESKTOP

System Requirements for Native Desktop:

- Operating system (OS): Mac OS 10.10 Yosemite, Mac OS 10.11 El Capitan, Mac OS, 10.12 Sierra, Windows 7, Windows 8/8.1, or Windows 10 (Classical view only).
- The installation footprint is approximately 125 megabytes (MB) on OS X and 215 MB on Windows.
- For voice calls, a sound card, speakers, and a microphone or a headset are required.
- For video calls, a web cam is required.

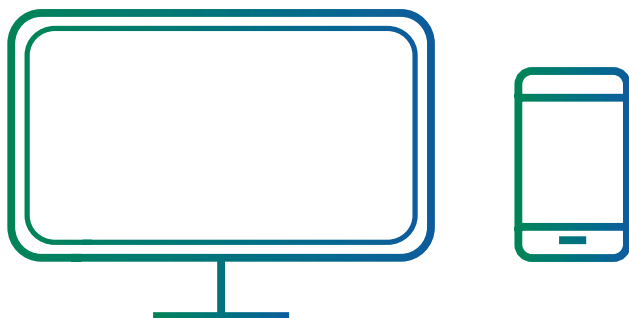
Minimum system requirements for respective operating systems above must be fulfilled, with the following additions:

- A minimum of 4 GB random access memory (RAM) is required. In S4B (Skype for Business) integration, 6GB is recommended.
- A minimum 1.5 GHz CPU is recommended. Dualcore CPU is recommended for video calls at a minimum.
- In S4B integration, at least 2.0 GHz i7CPU or better is recommended.
- Open Graphics Library (OpenGL) 1.5 or higher is recommended.

For HD video, the following is recommended:

- HD camera
- HD resolution support in display
- Quad Core x86 or equivalent at a minimum

Virtual Desktop Infrastructure (VDI) environments are not fully supported.



DRIVE UC MOBILITY FOR SMARTPHONE

System Requirements for Mobile Applications:

APPLE

The client has been validated on the following iOS mobile devices:

iOS Version 11.0+

- | | |
|-----------------|------------------------|
| • iPhone 7 | • iPad Mini 4 |
| • iPhone 8 Plus | • iPad Pro 12" |
| • iPhone X | • iPad 9"(2017) |
| • iPhone XR | • iPad Pro 10.5 (2018) |
| • iPhone XS Max | |

NOTE: The v3.8.x client for iOS has not been validated on iPods although if these devices match the preceding specifications, the application should work with the exception of the telephony functions.

ANDROID

The Android client supports devices that conform to the following requirements:

OS Version 5.0+

- Quad-core CPU (or higher)
- 2 GB RAM (or higher)
- ARMv7 instruction set
- Minimum screen resolution 480 x 800

The client has been validated on the following Android devices:

Mobile Devices

- Motorola Moto G
- Samsung Galaxy S7
- LG G4
- Samsung Galaxy S9+
- Google Pixel 3 XL

Tablet Devices

- Samsung Galaxy Tab S2 8.0"
- Pixel C
- LG G Pad II
- Lenovo Tab 3
- Samsung Galaxy S3,9.7

Chromebook Devices

- Samsung Chromebook Plus
- Samsung Chromebook Pro (Intel)
- Google Pixelbook (Intel)

NOTE: Drive UC Mobility was officially validated against the mobile devices listed above; however, both client versions are considered compatible with any device that meets the basic OS requirements listed above.

GUEST CLIENT REQUIREMENTS

Desktop PC and MAC

System requirements are as follows on native Desktop:

- Operating system: Mac OS 10.10 Yosemite, Mac OS 10.11 El Capitan, Mac OS 10.12 Sierra, Windows 7 SP1, Windows 8/8.1, or Windows 10 (Classical view only).
- The installation footprint is approximately 125 megabytes (MB) on OS X and 215 MB on Windows.
- For voice calls, a sound card, speakers, and a microphone or a headset are required.
- For video calls, a web cam is required. Minimum system requirements for respective operating systems need to be fulfilled, with the following additions:
 - A minimum of 2 GB random access memory (RAM) is required.
 - A minimum 1.5 GHz CPU is recommended. A dual core CPU is recommended for video calls at a minimum.
 - Open Graphics Library (OpenGL) 1.5 or higher is recommended. For high definition (HD) video, the following is recommended:
 - HD camera
 - HD resolution support in display
 - Quad Core x86 or equivalent at a minimum
 - 4 GB RAM
 - VDI environments are not supported.

Guest Client WebRTC:

Audio/Video Conferencing requires Web Real-Time Communications (WebRTC) support on the browser. MultiUser Chat and screen share functionality do not require WebRTC support. The following lists describe the guest client browser requirements with and without WebRTC support.

WebRTC:

WebRTC support is required for Audio / Video Collaboration.

- **Google Chrome (version 31 and above)** –
 - Windows (Windows 7, Windows 8 [Classic], Windows 8.1 [Classic]) and Windows 10 –
 - OS X (10.8, 10.9, 10.10, and 10.11)

No WebRTC

- **Google Chrome (version 31 and above)** –
 - Windows (Windows 7, Windows 8 [Classic], Windows 8.1 [Classic]) and Windows 10 –
 - OS X (10.8, 10.9, 10.10, and 10.11)
- **Internet Explorer 11 and Edge** –
 - Windows (Windows 7, Windows 8 [Classic], Windows 8.1 [Classic]) and Windows 10
- **Safari 7+** –
 - OS X (11 and higher)

NOTE: Bridge extensions cannot overlap with a user extension in the same group. Fails if there is an overlap at the group level. This is by design and not a bug.