

## Polycom® RMX 2000 Real-Time Media Conference Platform



*RMX 2000 Conference Platform*

### Flexible Resource Capacity

The RMX 2000 conference platform was designed to dynamically and flexibly maximize resources to prevent expensive oversubscription in mixed endpoint environments. This allows customers to cost-effectively support high definition (HD) applications as well as legacy endpoints and lower resolution desktop conferencing. Each call is setup to optimize the use of processors on the RMX 2000 media processing modules (MPMs) for the amount of bandwidth, resolution, and frames per second required by specific endpoints.

The RMX 2000 conference platform varies in capacity, depending on the type of call it is delivering. A CIF call in continuous presence takes only one resource or port on the RMX 2000, whereas a high definition (HD) or standard definition (SD) call in continuous presence (CP) requires four media processing resources. These types of calls demand greater processing power, but deliver a better user experience.

The RMX 2000 uses the term “resources” instead of “ports” when speaking about capacity. Port is a term normally associated with TDM (time division multiplexing) and circuit switched technologies and not packet-based IP networks. There are no physical ports on the RMX 2000, and the use of resources varies widely depending on the call type rather than being fixed.

The range of call types and associated RMX 2000 resources are listed in the table below, but simply stated, a fully loaded RMX 2000 can support:

- Up to 20 high definition (HD) or standard definition (SD) calls in continuous presence (CP)
- Up to 80 CIF CP calls or HD Video Switched (VSW) calls
- Up to 400 audio calls

The flexible allocation of resources is advantageous to customers with a variety of different endpoints supporting a range of call types. The RMX 2000 supports full transcoding so all endpoints are brought seamlessly, and efficiently, into a single call, with each endpoint receiving the best quality it can support.

Calls types, RMX 2000	Resource allocation per endpoint
Audio	0.2 resource
CIF CP/TX / 30 fps	1 resource
HD video switched (VS) / 30 fps	1 resource
2SIF CP/TX / 30 fps	2 resources
SD CP/TX / 15 fps	2 resources
SD CP/TX / 30 fps	4 resources
HD CP/TX / 30 fps	4 resources

**Table 1: Resource allocation on the RMX 2000 per call type**