

## PRODUCT SPECIFICATION SHEET



### For use with single 4K display

Welcome to the Hub - a simple collaboration board where teams can share devices, whiteboard, and video conference - all at the same time. Enjoy total interoperability that supports device sharing from iOS, Mac OS, Windows, Android, and Linux devices, and a range of software-based video conferencing integrations - allowing your team to transition seamlessly between applications for smoother collaboration sessions that work with the technology you already have in place.

SKU	CX-01-HVC
<b>Target Applications</b>	
Room Types	Classrooms   Huddle Spaces   Meeting Rooms   Presentation Rooms   Board Rooms   Training Rooms   Executive Offices   Libraries   Home Offices
Room Size	Small to Medium (2-10 people)
<b>Display Requirements</b>	
Display Resolution (W x H)	3840 x 2160
<b>HubVC Device</b>	
Dimensions (W x H x D)	7.7in x 1.4in x 7.7in
Weight	2.9 lbs
Resolution	3840x2160 @ 60hz
Power Consumption	Idle: ~12 W, CPU Max: 150 W
Thermal Output	Idle: ~40 BTU/h, CPU Max: < 500 BTU/h
Storage / RAM	128GB / 8GB
Processor	3.6 GHz quad-core Intel Core i3
Graphics	Intel UHD 630
Network	Wired 1Gbps (preferred) Optional Wi-Fi 802.11ac / 802.11 a/b/g/n
Built-in Protocol	AirPlay and T1V app
I/O	(2) USB 3.0 (1) Ethernet 1000 Base-T 3.5mm Stereo Out (4) Thunderbolt 3 (USB-C) (1) HDMI 2.0
Hardware Warranty	2 years
<b>BYOD Connectivity</b>	
<b>AirPlay</b> macOS / iOS platforms	
Required bandwidth per live stream	typical: 300 kb/s max: 11 mb/s
Streaming Media	Stream 1080p at 30fps w/synchronized audio (iOS)
<b>T1V app</b> macOS, iOS, Windows, Android, Linux platforms	
Required bandwidth per live stream	typical: 300 kb/s max: 3 mb/s
Streaming Media	Stream 1080p at 30fps w/synchronized audio (macOS, Windows)
Device Stream Capacity	4 simultaneous device streams
User Capacity	10 simultaneous participants
Wireless Device Connectivity	No dongle needed; toggle between users via the T1V app
Network Modes	<b>Direct Mode:</b> Compatible with a single subnet and/or multiple subnets <b>World Mode:</b> Developed for environments where Direct Mode is not possible (due to network architecture or security restraints)

### HubVC Device

