

Turbo Meeting Technology FAQ

- TurboMeeting uses Asynchronous TCP/IP, so if there is less bandwidth, we just slow down -- we do not stop or quit.
- The nominal transmission rate in any meeting is about 1Kbytes/sec --most of the time you are looking at one screen
 - TurboMeeting does do a nominal amount of handshaking when the screen does not change and it only updates changed areas when it does.
- Bandwidth is much more important for video or VoIP than for asynchronous TCP/IP applications. We do not require a QOS metric.
- Universal Attendance, for Webinars (no download required, only requirement is that client has JAVA) does take more bandwidth than interactive when used. However, the Universal Attendance mode acts like a Web server, so once it is used in a meeting it does not make much difference whether there are 10, 100 or 1000 attendees using it, the bandwidth requirement does not change much..
- To be able to host 400-500 concurrent attendees, typically a T1 internet pipe is required as well a gigabit port on the inside switch is preferable.
- Bandwidth Issues, TurboMeeting as opposed to WebEx, etc?
 - WebEx does not take away the bandwidth issue at all. In the case of WebEx, everyone is using the Internet
 - You have to have the upload/download bandwidth for presenter and attendee. For an on-premise appliance, any user (host and/or attendee) on the LAN will run at LAN speeds and will not use the Internet.
 - E.g. if the host was on the LAN with the TurboMeeting appliance, the transmission between the host and the appliance is on the LAN -- not dependent upon bandwidth at all. Practically speaking, if a firm tends to host the meetings on the LAN, they will be using far less bandwidth than using WebEx because the communications between the host and the server is on the LAN in the case of TurboMeeting as opposed to the Internet in the case of WebEx.
 - TurboMeeting can be hosted from a dial-up connection if need be, not something that WebEx can support.