

Hardware and Software Requirements



Computer Requirements	IQNITER Studio
Processor	i5 or better with 'medium' performance. When playing video a higher performance computer is recommended.
Memory	16+ GB RAM
Graphic Board	Dual screen (extended mode). Min. resolution 2 x 1024 x 768 (higher resolution is recommended). DirectX 10 compatible or later.
Hard disk	128 GB or more. Compressed drive is NOT applicable.
Ports	1 HDMI, Display or similar port for the external screen (Group Screen). 1 USB port
Group Screen	HDMI, DVI or VGA. Resolution min. 1024 x 768 cf. above
Network	Ethernet 100 Mb/s or 10 Mb/s. Internet standard http (port 80) and https (443). Wired network connection is required. WiFi connection is NOT applicable. IQNITER firewall rules are automatically created when installing IQNITER Studio. Notice! Make sure IQNITER firewall rules on the IQNITER Studio computer are enabled (no blocked firewalls). The network must not be overloaded. Sub-network solely for the IQNITER installation is recommended. Open ports on the IQNITER sub-net: UDP 239.78.80.1/51113 (Broadcast of data from Team Receiver to CT computer), TCP port 55411, and TCP port 9000-9010.
Internet Connection	A stable Internet connection with a reasonable capacity (min 2 Mb/s) is required for each computer. In case of video streaming, higher capacity is required.
Windows	Windows 11. It is important that Windows is fully updated. Terminal environments, virtual or emulated Windows installations are NOT applicable.
Team Receiver	PoE-adapter is required. The network must be provided with DHCP service The Team Receiver must be connected to the same network as the IQNITER Studio computer.
PoE-Adapter (Power over Ethernet)	The PoE-Adapter must be IEEE 802.3af mode B compliant (24-48V/15,4W).

Display or projector

The display or projector needs as minimum to support at least 1024x768 resolution and has a VGA, DVI or HDMI connector. High lumen projectors are recommended. For long distances (>10 m), only high-quality cables are suitable. When using video cables longer than 15 meters, the signal must be boosted using a video distribution amplifier. If the same output is shown on many A/V units, a splitter is needed.

NOTE! S-Video connector is not recommended due to lower signal quality.

LAN - Network

CAT5e/6 FTP (Foiled Twisted Pair) or CAT5e/6 STP (Shielded Twisted Pair)

UTP (Unshielded Twisted Pair) cable is not recommended. UTP cable is not surrounded by any shielding and therefore does not offer the necessary protection against interference from external sources. The FTP/STP shielding provides protection against interference as well as grounding for the components and better protection against ESD (electrostatic discharge). If there is a router without free ports or if the distance between computers is more than 100 meters, a repeater/hub or switch needs to be added to the network.

NOTE! Use high quality cables and network-components to ensure a good, reliable network connection.

Team receiver

The Team Receiver is recommended to be installed in the ceiling in middle of the room with the front plate pointing in the direction of the floor. The coverage of the Team Receiver depends on the 'conditions' of the installation (number of participants, distance from the participants to the Team Receiver, humidity). Usually, one Team Receiver can cover a room 10 x 10 m, sometimes more. In some cases, more receivers may be required. More Team Receivers can be connected to the same network with PoE-adapter. If more Team Receivers are installed, 3m distance between the Team Receivers should be observed.

PoE-cable between Team Receiver and PoE-adapter

The cable between the PoE-adapter and the iQniter Team Receiver must be 8-wires (4 twisted pair) CAT5e or better. Max cable length between PoE-adapter and iQniter Team Receiver is 30m (100 ft).