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Hardware requirements

Device and operating system

When making calls with Attend Anywhere, user devices must meet the following requirements:

Device type	Minimum requirement	Operating system
Windows computer	2GHz dual-core, i5 processor 3GB of RAM	Microsoft Windows 7 or later
Apple computer (iMac, Mac Pro, Mac Mini, MacBook, MacBook Air, or MacBook Pro)	Intel 2GHz dual-core, i5 processor 3GB of RAM	(Using Chrome) MacOS version 10.11 or later (Using Safari) MacOS version 10.12 (Sierra) or later
Android tablet or smartphone	Less than two years old, with a front-facing camera	Android 5.1 or later
Apple iPhone	iPhone 5s or later	iOS 12.4 or later

Device type	Minimum requirement	Operating system
Apple iPad	iPad Air or later, iPad (2017) or later, iPad Mini 2 or later, iPad Pro	iPadOS 13 or later

WebRTC video calling in a Virtual Desktop (VDI) environment

Additional equipment

Desktop and laptop computers

Speakers/headphones

Attend Anywhere's **Call Screen** uses the device's default audio output (such as its speakers, or headphone port/jack)

Plugging in a headset (which combines a microphone and headphones) can help reduce background noise, and prevent others from overhearing your conversation.

> For conference room or group meetings, use a USB echo-cancelling microphone/speaker unit wherever possible. This will provide better sound for all participants.

For a range of example speaker units and headsets, see [Peripherals](#).

Microphone

- On tablets, smartphones, and notebook/laptop PCs, Attend Anywhere's **Call Screen** uses the built-in microphone
- For PCs without a microphone, any currently-available USB microphone is suitable.

> **Note**: Many USB web cameras also have built-in microphones. Depending on the level of ambient noise where users make video calls, this may prove sufficient.

- Microphones integrated into combined USB speaker/microphone devices
- A headset (combines headphones and microphone - includes earbud/microphone sets used with smartphones and tablets).

Note: A headset is especially useful where background noise may be a problem.

For a range of example speaker units and headsets, see [Peripherals](#).

Web camera

- On tablets, smartphones, and notebook/laptop PCs, Attend Anywhere's **Call Screen** uses the built-in camera.
- For PCs without a camera, any currently available USB web camera is suitable.

For a range of example web cameras, see [Peripherals](#).

Where more than one participant will be in the same room during the video call, use a web camera with a wide-angle lens.

Make sure that users have the most current software drivers installed for their web cameras.

Related Topics

- [Testing video calling devices](#)
- [Bandwidth and data requirements](#)
- [Web browser requirements](#)

- [Peripherals](#)