IceWarp Unified Communications

WebClient WebPhone Installation Guide

Version 10

Contents

C H A P T E R   1

WebClient WebPhone Installation Guide

WebPhone Compatible Browsers

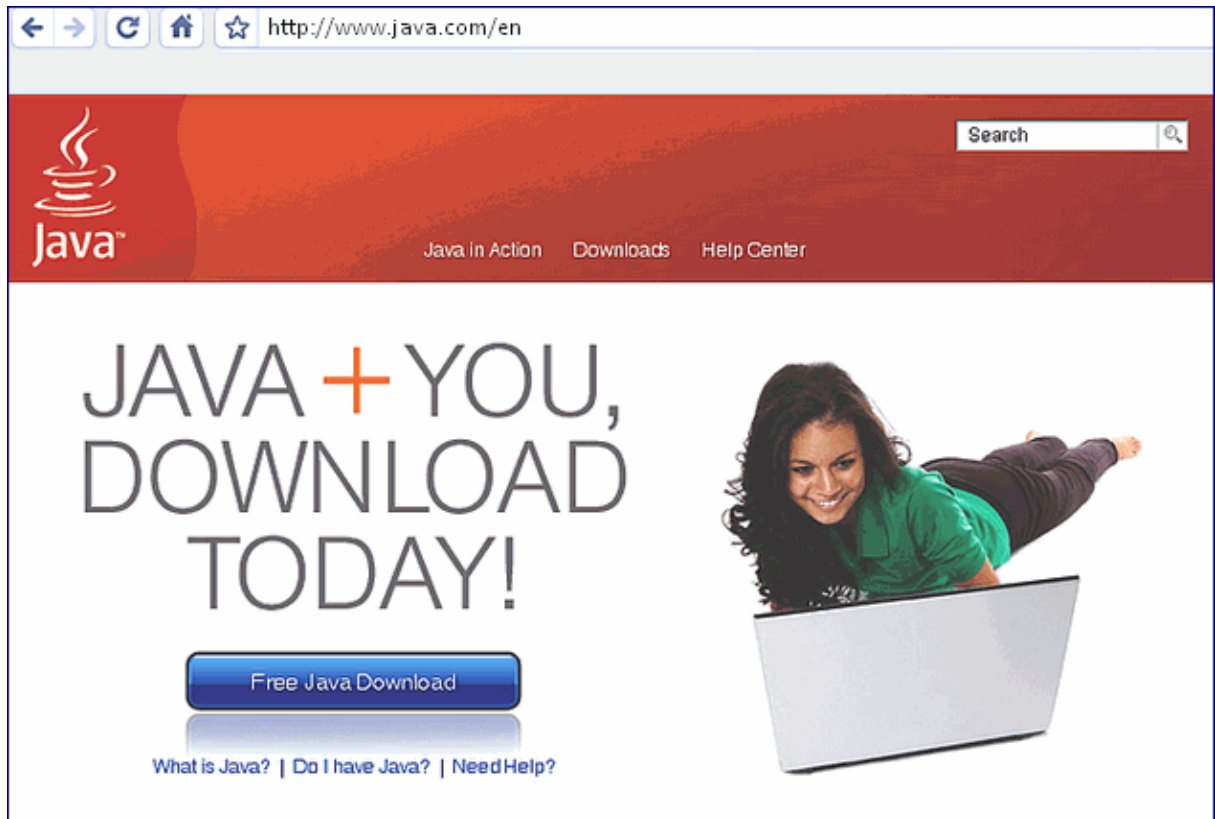- Internet Explorer 7 and 8 for Windows

- Firefox 3.x for Windows

In This Chapter

Installation

A) I do not have Java installed yet.

1. Download the latest Java Virtual Machine from ***http://www.java.com/*** web site (it is necessary to download 32bit, even if you have 64bit OS version, currently we support version Java6u14 and later).

2. Install downloaded file to your computer. (You can follow **Installation Instructions** http://java.com/en/download/help/ie_online_install.xml from Java home page.)
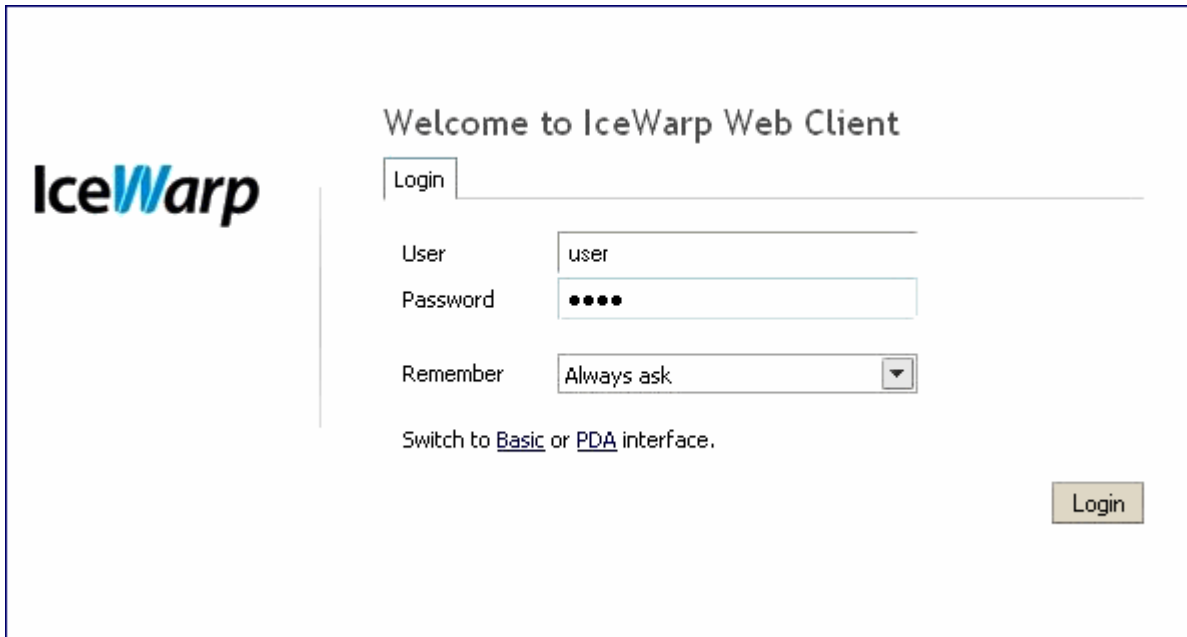
3. Download **Java Media Framework 2.1.1e** from ***http://www.icewarp.com/download/jmf/*** or from your local IceWarp Server provider at ***http://<yourdomain>/install/***
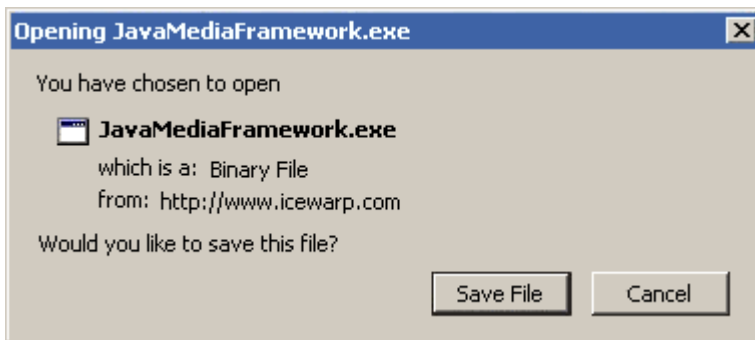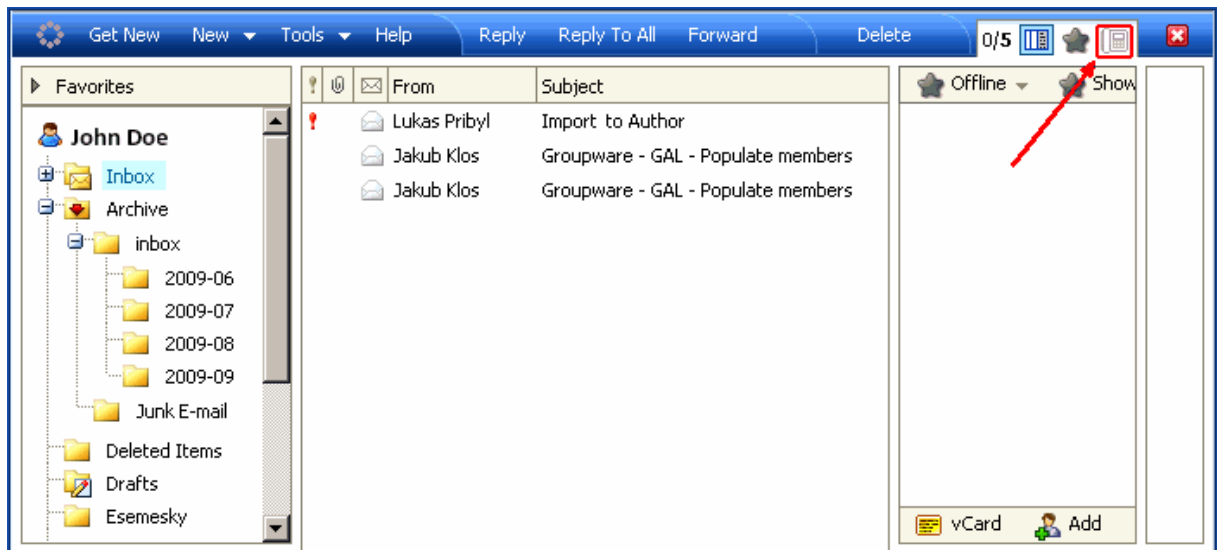

4. Install **Java Media Framework** with default settings.

5. Restart your computer (necessary for audio devices mounting).

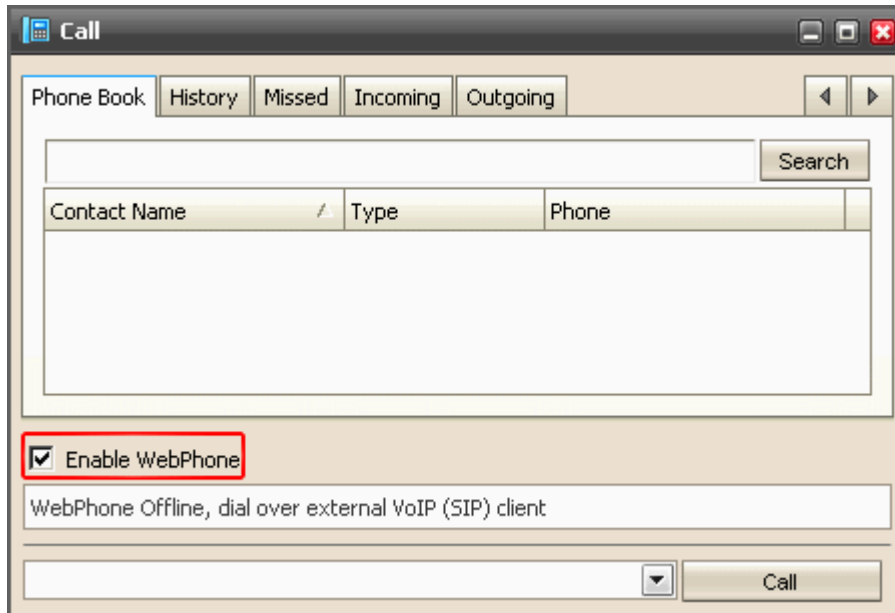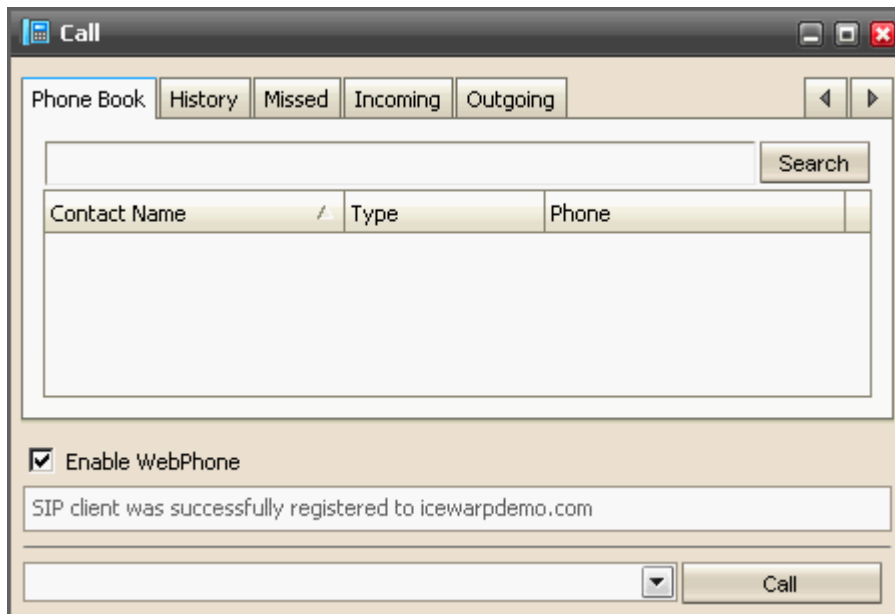6. Open your web browser and login to your email account in **IceWarp WebClient.**

7. Click on SIP client applet in the right upper corner of IceWarp WebClient.
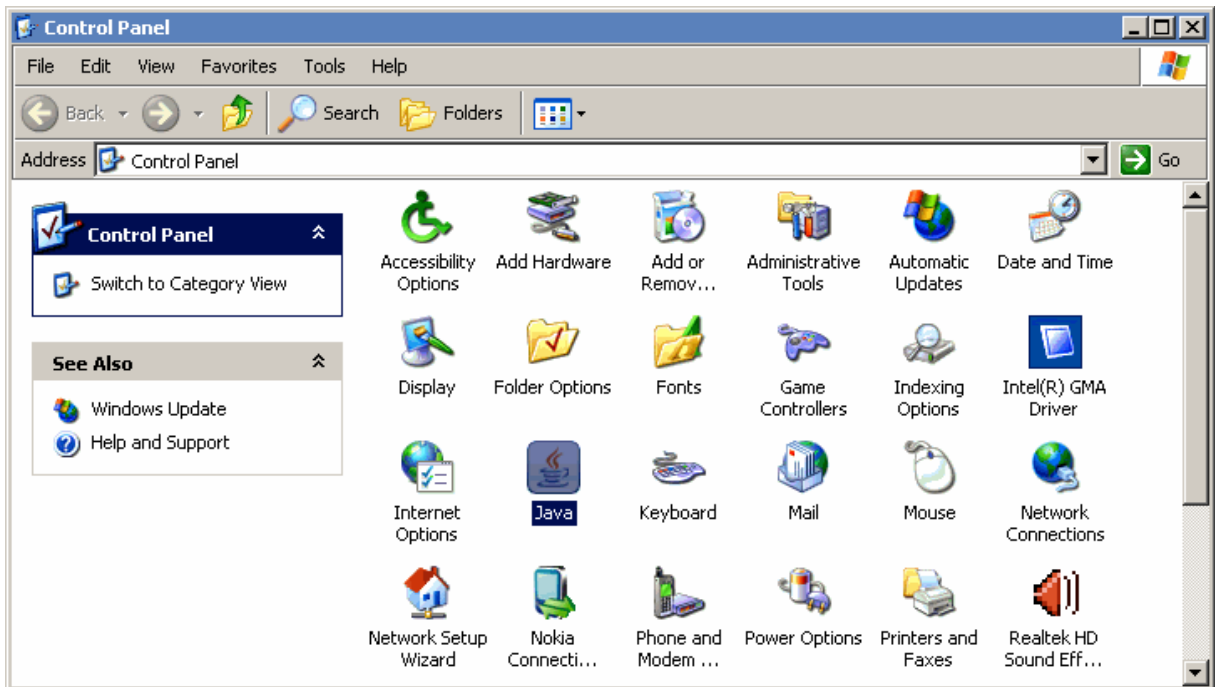
8. Enable WebPhone.

9. Now you can call your colleagues over the Internet.
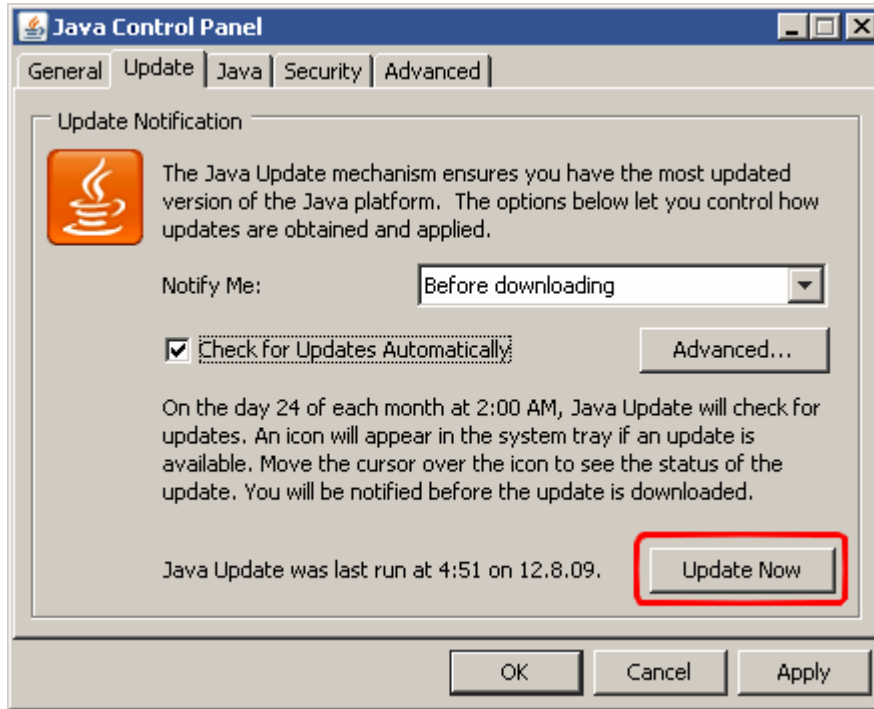
B) I have Java already installed.

1. Open **Start – Control Panel – Java**.

2. Check your Java version – the **General** tab – **About** button (currently only Java6u14 and later is supported).

3. If you do not have the latest version, please update your Java.

4. Confirm all dialogs.

5. After update please continue to the section **A** step **3**.

C) Other

1. If you have more than one microphone, it is necessary to set them up in **Control Panel - JMF Studio**, along with other advanced settings.