

Overview

Think5 GroupChat is a Client/Server solution for realtime messaging and streaming on websites. Use cases range from text-, voice- and video based community chat to product support, corporate instant messaging and beyond.

Features

A brief list of features include:

- ü Transparent an seamless website integration – no exits, no popups
- ü Text, Voice and Video based chat options, 1:1 and in rooms
- ü Jabber protocol based with RTMP Flash-Video streaming
- ü Behavior switching: Community, Public and Support modes
- ü Granular user rights: Visitor, Member, Admin and Operator
- ü User tagging, monitoring and live support by Operators
- ü Instant messaging with personal contact lists
- ü Multi User Chat rooms with Kick/Ban, Kicktimer and Ignore functionality
- ü Custom avatars, chat deep linking and system interaction with WebServices

Scope of delivery: GroupChat Hosted Version

With the Hosted GroupChat option, the server and communication backend is provided by Think5 and its partners, this includes:

- ü Hosted GroupChat Server product and hosted Red5 video streaming server (SAAS)
- ü Server Hardware and all Software licenses
- ü Data center connection with 100 MBit and 500GB of free server traffic, additional traffic for 0.19 Euro per 1 GB
- ü 30 GB of disk storage for recorded video streams, additional disk space for 0.50 Euro per 1 GB
- ü Maintenance, product updates and e-mail based support during contract period
- ü Ready to use Server setup

For website embedding is included:

- ü Hosted Scripts, to embed the solution into existing PHP, ASP.NET, Ruby, JSP or HTML/JS based websites.
- ü DotNetNuke CMS module for upload and installation on DotNetNuke 4.x, 5.x systems
- ü DotNetNuke role provider module for chat user creation
- ü APIs for system interaction

System Requirements

GroupChat usage requirements:

- ü A Web Browser, Internet Explorer 6 / 7 / 8 or Firefox 3 / 3.5 or Safari 3 / 4 (with JavaScript enabled)
- ü Adobe Flash Player 9 / 10
- ü A screen resolution of 1024x768 and up is recommended