

## Web Meeting System Requirements

For optimal performance, we recommend the following system configurations:

Operating Systems	Supported Browsers	Software	Mobile
<p>Microsoft Windows XP (services pack 3), Vista, 7 &amp; 8 (32 and 64 bit)</p>	<p><a href="#">Internet Explorer</a> v. 7.0+ <a href="#">Mozilla Firefox</a> v. 9.0+ <a href="#">Google Chrome</a></p>	<p><a href="#">Adobe Flash</a> v. 10.3+ <a href="#">Java</a> v. 1.6+</p>	<p>Apple iPad iOS 4.3+ and Web Meeting for iPad app Recordings can be played from Apple and Android devices.</p>
<p>Linux 2.6+ kernel (32 and 64 bit); x86 CPU required</p>	<p><a href="#">Firefox</a> v. 9.0+ <a href="#">Google Chrome</a></p>		
<p>Apple Macintosh OSX 10.6+ (Intel-based processors)</p>	<p><a href="#">Firefox</a> v. 9.0+ <a href="#">Safari</a> v. 5.0+ <a href="#">Google Chrome</a></p>		

### Additional system requirements:

- Accounts are limited to 200 slides to ensure that your account is easy to manage and that your slides load more quickly.
- Video conferencing requires a web camera; an external web cam is recommended for the best experience.
- Flash 10.1 is required to view recordings.

### More about WebMeeting system requirements:



It is quick and easy for presenters and participants to get into web conferences. Chairpersons and co-presenters must do a small (6 MB), one-time application download prior to hosting a conference.

Most participants will be able to quickly attend conferences using a Flash-based participant application, which requires no download. For the best conferencing experience, we recommend participants use Flash 11 or higher. Participants who do not have a compatible version of Flash and cannot install it can join the conference using an alternative java-based participant application.