

AFFORDABLE COLLABORATION FOR GROWING BUSINESS.

BENEFITS

- Affordable video collaboration device with uncompromised audio and video quality
- Sharp, rich and reliable video collaboration with full 1080p HD
- Minimize meeting disruptions from background noise with advanced audio technology - Poly NoiseBlock
- Poly Lost Packet Recovery (LPR) technology keeps your meetings clear and on track, despite tough network conditions.

POLY G200

Today, video and voice collaboration are vital in enabling companies to conduct everyday business. Whether from an office or from home, communication is the key to business continuity and economic success.

Growth companies and businesses need enterprise-quality tools to ensure that their teams have the best chance of success.

The Poly G200 video collaboration device allows teams to communicate and share ideas clearly. Its compact, portable form factor is packed with powerful features such as 1080p HD quality. Paired with the signature, rich Poly audio quality, users will feel like they are collaborating effectively in the same room as far-end participants. Teams can also be more productive, sharing ideas clearly, with crystal clear visuals displayed on up to 2 screens.

The sharp, rich and reliable video collaboration that the Poly G200 delivers, comes at an affordable price. It is deployment friendly, with an intuitive user-interface. Its ease of use and simple set-up makes it a wise choice for organizations looking to adopt effective video collaboration solutions.

POLY G200





SPECIFICATIONS

PACKAGE INCLUDES

- · G200 codec
- EagleEye Mini camera or EagleEye Cube USB camera
- · Poly Studio Microphone
- · Bluetooth® Remote control (for G200)
- · Cable bundle

VIDEO STANDARDS AND PROTOCOLS

- H.264, H.264 High Profile, H.239
- H.264 video error concealment

VIDEO INPUT

- 1 x USB
- 1x HDMI

VIDEO OUT

2 x HDMI

PEOPLE VIDEO RESOLUTION ENCODE

- 1920x1080, 30fps (HD 1080p)
- 1280x720, 30fps (HD 720p)
- 640x360, 30fps
- 320x180, 30fps

PEOPLE VIDEO RESOLUTION DECODE

- 1920x1080, 30fps (HD1080p)
- 1280x720, 30fps (HD720p)
- 1280x768, 30fps (WXGA)
- 1024x768, 30fps (XGA)
- 800x600, 30fps (SVGA)
- 640x480, 30fps (VGA)
- 640x360, 30fps
- 320x240, 30fps (QVGA)
- SIF (352 x 240), 30fps

- 1024x576, 30fps (w576p)
- 768x448, 30fps (w448p)
- 576x448, 30fps (448p)
- 512x288, 30fps (w288p)

CONTENT VIDEO RESOLUTION

- Input (Through 1 x HDMI)
- WUXGA (1920 x 1200)
- HD (1920 x 1080)
- HD (1280 x 720)
- WXGA (1280 x 768)
- XGA (1024 x 768)
- SVGA (800 x 600)
- Receive
 - HD (1920 x 1080)
 - HD (1280 x 720)
 - XGA (1024 x 768)
- Transmit
- HD (1920 x 1080)
- HD (1280 x 720)
- · Content frame rate
- 5-30 fps

CONTENT SHARING

- 1 x HDMI input
- Polycom Content App support

AUDIO INPUT

- 1 x Polycom Studio
 Expansion microphone
- 1 x HDMI
- 1 x USB

AUDIO OUTPUT

- 1 x HDMI
- 1x USB

OTHER INTERFACES

- 2x USB 2.0
- 1x USB-C1
- · Bluetooth 4.0

AUDIO STANDARDS AND PROTOCOLS

- 48KHz Siren LPR
- 16 kHz bandwidth with G.722.1
- · 32 kHz bandwidth with G722.1C
- 8 kHz bandwidth with G.711
- 48 kHz bandwidth with G.719

NETWORK

- IPv4 support
- 1 x 10/100/1G Ethernet
- · H.323 or SIP up to 4Mbps
- Polycom Lost Packet Recovery (LPR) technology
- · Dynamic Bandwidth Allocation

SECURITY

- Media Encryption (H.323, SIP): AES-128, AES-256
- · H.235 support
- Authenticated access to admin menus, web interface
- PKI/Certificate Management:
- TLS 1.2, 1.1, 1.0
 - Self-signed and CA-signed certificate support

OPTIONS

- EagleEye IV USB camera
- · Poly Studio

ELECTRICAL

- Typical operating voltage/power
- 24VA @ 230V @ 50/60 Hz
- 24VA @ 120V @ 60 Hz
- Typical BTU/h
- 51

ENVIRONMENTAL SPECIFICATION

- · Operating temperature
- 0 to 40 °C
- · Operating humidity
- 20 to 80%
- Non-operating temperature
 - -20 to 70 °C
- Non-operating humidity (non- condensing)
- 5 to 95%
- · Maximum altitude
- 5000m

PHYSICAL CHARACTERISTICS

- · G200 base box
- 320mm (L) x 235mm (W) x70mm (H)
- 1.3kg

¹For future use

AVAILABLE IN SELECTED COUNTRIES ONLY.

LEARN MORE

For more information on Poly G200 visit poly.com