This document is last updated on Feb. 28, 2017

Please note that the connection is also limited by bandwidth, computation power, memory, etc.

The following limits are assuming that the MCU has ***unlimited*** bandwidth, computation power, and memory.

32bit MCU

1. Max concurrent participants in a single meeting: 5000

   There can only be at most 5000 participants in a single meeting, no matter relay servers are used or not.

2. Max number of concurrent meetings: 500

   Could be increased to 2000, 5000, etc. upon request.

3. Max concurrent messenger connections: 5000

4. Max messenger servers in a cluster: 32

5. Max meeting servers in a cluster: 100

6. Max concurrent participants in all meetings at a single MCU: 5000

7. Max concurrent playback connections in a single MCU: 1000

   Could be increased to 2000, 5000, etc. upon request.

   Playback cannot use relay. Actually, there is no benefit to use relay for playback.

   Depending on the license, the playback connections could be separate, or share with the meeting connections.

8. Max registered users in an MMC system: 100,000

64bit MCU (to be released)

1. Max concurrent participants in a single meeting: 5000

There can only be at most 5000 participants in a single meeting, no matter relay servers are used or not.

2. Max number of concurrent meetings: 500

Could be increased to 2000, 5000, etc. upon request.

3. Max concurrent messenger connections: 100,000

4. Max messenger servers in a cluster: 32

5. Max meeting servers in a cluster: 100

6. Max concurrent participants in all meetings at a single MCU: 1,000,000

7. Max concurrent playback connections in a single MCU: 1000

Could be increased to 2000, 5000, etc. upon request.

Playback cannot use relay. Actually, there is no benefit to use relay for playback.

Depending on the license, the playback connections could be separate, or share with the meeting connections.

8. Max registered users in an MMC system: 100,000

Notes

1. Web JoinNet has option to show user's SSRC in control panel, which can distinguish users with the same name.

2. When there are a large number of participants, it is essential to carefully use the SSRC, especially for the anonymous users. The reason is that the SSRC cannot be reused for a different user once allocated. When an anonymous user leaves a meeting, the old SSRC is consumed, except that the anonymous user uses "reentry permit" to get back the meeting. If the same anonymous user re-enters the meeting independently, a new SSRC will be allocated. Considering the hard limit of 5000, this is not a big issue for normal meetings with just a few participants. The 5000 available SSRC should be enough even if the same anonymous user re-enters the meeting multiple times. However, for large-scale meetings, each anonymous user's independent join will consume a SSRC, very quickly. If an anonymous user re-enters a meeting 4999 times, only two users can join the same meeting: the owner get SSRC 0, while this anonymous user consumes SSRC from 1 to 4999.

To avoid the waste of SSRC, the admin need to do the following:

1) educate the anonymous users to re-enter meeting using "reentry permit", which keeps using the same SSRC, or

2) use an MMC system and only allow registered user to join the meeting. Registered user keeps using the old SSRC when re-entering a meeting.