Cloud Meet
de CloudSpace

Video meetings in the browser, on a dedicated Nube4 installation

Video, audio, chat and screen sharing for your organization, with nothing to install and guests who join with just the link. An exclusive installation for each customer, on its own domain, run by Nube4. It works on its own or as part of CloudSpace, with Cloud Mail and Cloud Drive.

0 apps
to install: video, audio, chat and screen in Chrome or Edge, for guests too

Port 443
all media can go through the web's port when the network blocks calls

50 people
per room, with waiting room, locking and co-hosts

ES · EN
interface, sign-in, emails, error messages and manual

SERVICE MODEL

Type of service	Video meetings dedicated to a single customer and managed by Nube4.
Isolation	Exclusive installation per customer: its own media server, application, database and recordings. Never shared with other customers.
Administration	Nube4 installs and updates the installation. Every version first passes the automated tests of the server, the web and end to end in a real browser.
Domain	The customer's, with a TLS certificate issued and renewed automatically. The media relay uses a second name on the same port 443.
Languages	Spanish and English everywhere: interface, sign-in, invitation emails, error messages and a user manual with screenshots. Everyone picks their own.
Purchase	On its own or as part of CloudSpace, alongside Cloud Mail and Cloud Drive. Guests need no account. The price is confirmed in the quote.

IN THE MEETING

Access	By link or by code, in the browser and with nothing to install. Tested with Chrome and Edge.
Lobby	Camera preview, choice of microphone and camera, joining with them on or off, and notices before joining (waiting room, recording, meeting full or locked).
In the call	– Participant grid; whoever shares their screen takes the large spot. – Share a screen, window or tab; raise your hand; switch devices without leaving. – Chat with clickable links; messages are not kept after the meeting. – Cloud Drive files in the chat, with a public read-only link for 7 days.
Accessibility	No state depends on color alone: microphone and camera off, raised hand and who is speaking each have an icon; the host, a word. Screens are checked with axe in the automated tests.
Networks	Media over UDP when possible, over TCP otherwise, and through a TURN relay over TLS on port 443 when the network blocks everything else. Automatic reconnection after a short drop.

Adaptive quality	Each camera is sent in several qualities and everyone receives the one that fits their screen and network; video nobody is watching is not sent.
Capacity and length	50 people per room, enforced by the media server. Maximum length per installation (240 minutes by default, adjustable or unlimited), with a warning 5 minutes before.

SCHEDULE, INVITE AND RECORD

Meetings	Instant (“New meeting”) or scheduled with date, time, time zone, length, description and daily, weekly or monthly repetition. A list grouped into scheduled, unscheduled and my teams, with search.
Invitations	By email, with the calendar event (.ics) and the status of each: sent, pending or could not be sent. Changes and cancellation are sent to everyone who already has the invitation.
Availability	With the Cloud Mail calendar, when scheduling and inviting you see whether each person is busy, tentative or free that day, without seeing anyone's titles, places or details.
Recording	Made by whoever moderates, from their browser (Chrome or Edge): the meeting tab with the call's sound, in WebM, saved every few seconds. Everyone sees the “Recording” notice, newcomers too. One recording at a time.
Save to Drive	With Cloud Drive, the recording goes to the host's Meet recordings folder, scanned by Drive's antivirus. If the meeting is in the Cloud Mail calendar, its link is added to the event.
Retention	Cloud Meet deletes its copy of a recording after 30 days, or as soon as it is saved in Drive. Call media is never stored.

MODERATION AND ACCESS

In-call controls	Mute everyone or one person, turn off their camera, lock the meeting, remove someone (they cannot return while the call goes on), record, and turn the waiting room on or off.
Waiting room	Admit or deny each person, or admit everyone. Turned on when scheduling, during the call or by policy; people with an account can skip it.
Co-hosts	Up to 20 per meeting, or for a single call. They moderate like the host and join without waiting; they need an account.
Guest passcode	4 to 32 characters, with an attempt limit. It goes in the invitation email, never in the calendar file.
Personal links	For a single person, with their name and an expiry of 1, 7 or 30 days; they only work in the first browser that uses them and can be revoked. Option to admit guests only with a personal link.
Organization policy	Five rules for every meeting: guests without an account, a waiting room on creation, a mandatory waiting room, accounts that skip it and whether recording is allowed. Each host can be stricter, not looser.
Call log	The last 10 calls of each meeting: who joined and left and what the hosts did. Only the host sees it, and it is deleted after 90 days.

CLOUDSPACE INTEGRATION

Accounts and sign-in	Single sign-on with CloudSpace, paired with a single-use code. New hires, changes and departures arrive on their own through sync; deactivating someone in CloudSpace ends their access here.
Launcher	The Apps button shows the CloudSpace products each account has active.
Team rooms	A permanent room per CloudSpace group, always with the same link and with a waiting room. Every member manages it; whoever leaves the group leaves the call. The link can be changed.
Employee departure	Their meetings can pass to someone else with the same link, guests, personal links, passcode, co-hosts and recordings. Nothing is deleted when Meet is removed: the account is deactivated.

Cloud Mail	Its calendar events create Meet meetings (changed from Mail); invitations leave from the organizer's mailbox and stay in their Sent folder; availability comes from the organization's calendars.
Cloud Drive	Recordings saved to the host's Drive and Drive files shared in the call chat.

ACCOUNTS AND SECURITY

Sign-in	Passwords of 12 characters or more, lockout per account and per address after failed attempts, and two-step verification (TOTP) with recovery codes. A failed sign-in never reveals which accounts exist.
Open sessions	Everyone sees where they are signed in (browser, address and last use) and can end it remotely. Changing the password ends the other sessions.
Administration	Create accounts with a user or administrator role, ask them to choose their password, deactivate (their meetings stop admitting anyone), set a new password, remove the second step or delete.
Joining a call	A signed grant valid for 2 minutes, which the media server renews during the call. Only Cloud Meet opens rooms: a deleted or cut-off meeting does not reopen with a saved grant.
Encryption	Web, API and media relay over TLS. Audio and video encrypted between the browser and the media server (WebRTC's DTLS-SRTP). Two-step verification secrets and guest passcodes, encrypted in the database.
Abuse limits	Per address when joining and looking up meetings; per account when creating meetings and inviting; and at the edge, for sign-in.

DEPLOYMENT

Components	Caddy at the edge (automatic TLS and the TURN/TLS relay on 443), the Cloud Meet application with PostgreSQL on a private network inside the server, and LiveKit, open source, as the media server.
Ports	To the Internet: 80 and 443 TCP, 7882 UDP and 7881 TCP for media, and 3478 UDP. Only 443 is essential. The database and the media server's admin interface are not published.

Data current as of November 2026. Price and capacity are confirmed in the quote.