

Clow Hall Lecture Hall and Two Projector Classroom Users' Guide



The touch panel is located on the height-adjustable desk.

When the touch panel is idle it will appear blank/black. Touch the screen anywhere to activate it.

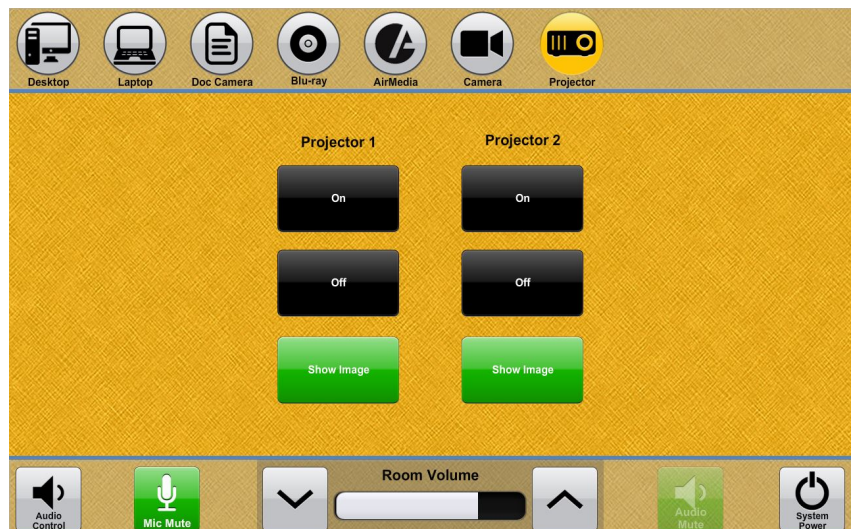
Select **Start** to begin

The first screen to appear after **Start** is selected is the projector screen:

On will turn the projector on

Off will turn the projector off

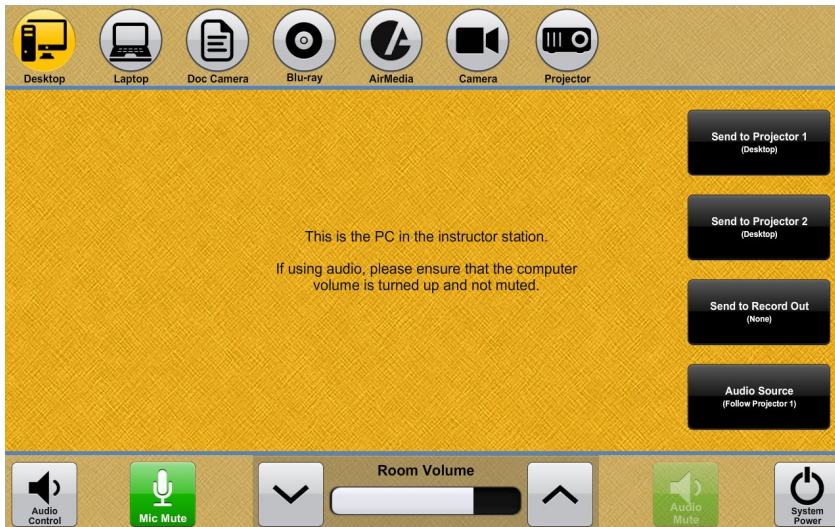
Show Image is used to mute the projector. When the button is **red**, the projected image is muted.



Only lecture halls will have the camera option in the device selection menu. Only lecture halls have microphones installed.

When powering on or off the projector(s), the buttons will appear grayed out. Functionality will return when the devices are fully on or off.

Device selection options are across the top of the touch panel screen.



Selecting **Desktop** will provide the screen to the left. A similar screen will appear for all other device selections.

To send the **Desktop** signal to the one or both of the projectors, select **Send to Projector 1** or **Send to Projector 2**. The Desktop is the installed classroom computer.

Both projectors can project the same image or different images.

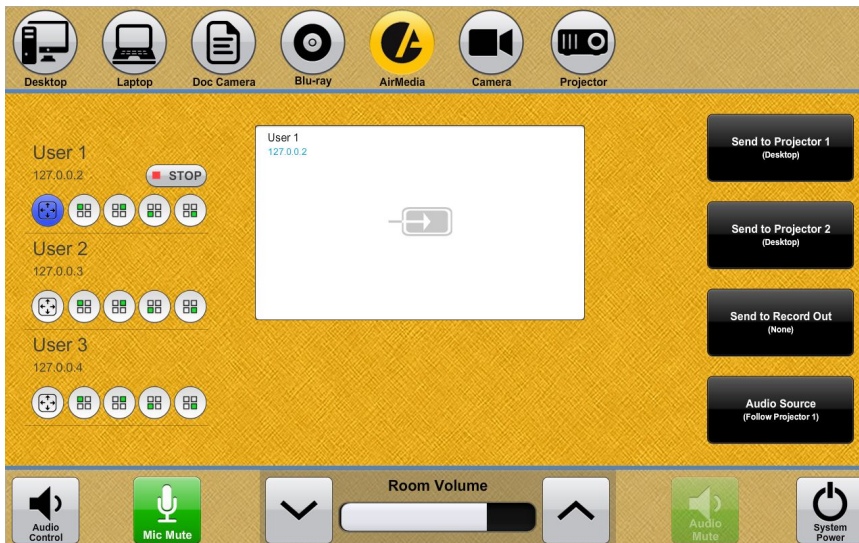
Follow the same process for **Laptop**, **Doc Cam**, **Blu-Ray**, or **AirMedia**. Remember to bring any adapters necessary if bringing a laptop. HDMI, VGA, and AirMedia connections are available in Clow Hall classrooms.

Blu-Ray player functionality is through the touch panel.



All **Doc Cam** functionality is on the document camera itself, including power.

AirMedia is a way to wirelessly project in the classroom.



Mobile devices (laptops, tablets, phones) can project wirelessly through Crestron AirMedia.

An app is available for iOS and Android devices.

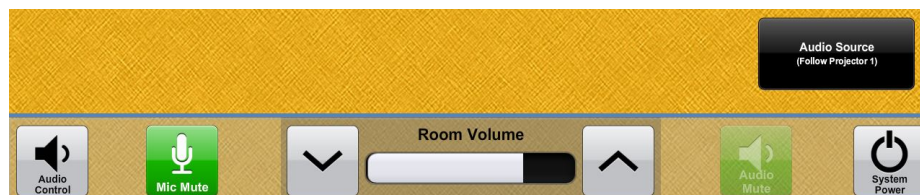
For laptops, follow the directions on the projected screen.

No image will appear on the projected screen until it has been released on the touch panel.

As devices are connected, the names will appear on the touch panel (User 1, User 2, and User 3 in the above image.) For a source to project, select the full screen icon (illuminated **blue** in the above image).

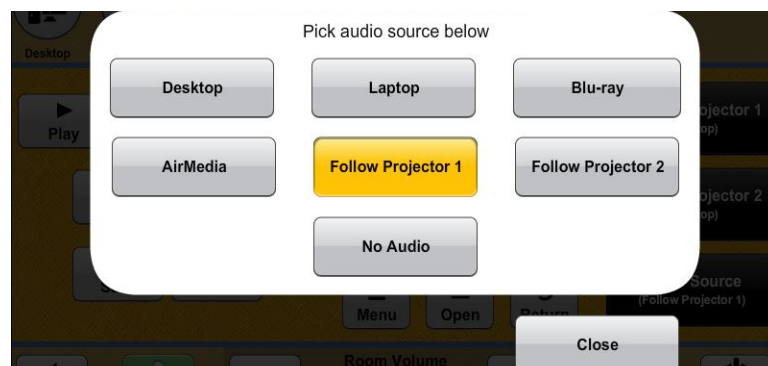
It is encouraged that users have a working knowledge of AirMedia before using it in the classroom to make the use of it seamless. HDMI and VGA connections are also available for laptop connectivity.

Room Volume controls are the bottom of every screen.

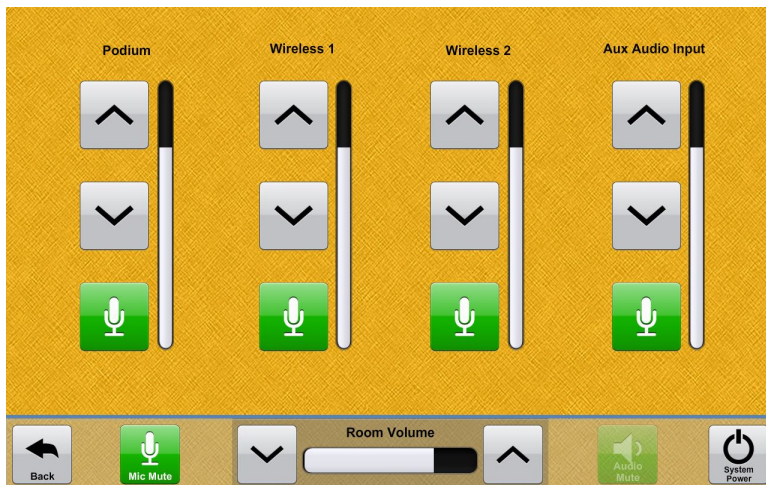


Select the up and down arrows to raise and lower the volume in the classroom. The **Audio On/Off** button is utilized for muting the volume. The button will appear **red** when muted.

The audio source defaults to **(Follow Projector 1)**. Select **Audio Source** to get other audio options.



Microphones are only available in the lecture halls.



To adjust microphone volume, select **Mic Control**.

Raise and lower the volume by pressing the up and down arrows.

The microphone button will appear **red** when the microphone is muted.

To shut down the system select **System Power** in the lower left hand corner. A second window will appear to finalize the process.

Cancel will close the window and return to the previous screen.

Shutdown will shutdown the system.

If no selection is made, at the end of the countdown the system will shut down.