

University of New Hampshire Learning Space Technology Technology Enhanced Classroom Training

www.unh.edu/it/lst



Use the audiovisual system in this classroom to project from a variety of sources including an **HDMI** connection, wireless AirMedia or the installed Mac and Windows computers.

Touch to wake up the AV touch panel and select your source device. If the source device is powered on and awake, the AV system will turn on. Select your display mode.

Your projection image will appear within 60 seconds.



To project from a laptop or portable device using a display adapter, first connect the HDMI cable to the adapter, then connect the adapter to your device. Select the HDMI source on the touch panel then choose display mode.

When finished, log out of the installed computer if used, *then* press **System Shutdown** button to power off system.

## **Projector Screen Modes**



- Projector Screen will be raised to show the background (Whiteboard or Chalkboard)

Use projection screen bubble to choose mode. Tap twice to raise the screen completely.

For iClicker & Doc Cam and Camera use - After selecting your source a display mode screen will appear. Be sure the *iClicker / Doc Cam and Camera box is checked should you* want to use these devices.

If the Camera box is not checked (see picture below) -Use your finger to select the camera check box.



## **Camera Modes and Angles**

For camera use you must first go to the camera source icon on the touch panel.

Then select your source. HDMI/PC/Mac

You will need to select the #### INOGENI - 4KXUSB3 Camera and Microphone within the Zoom or Lecture *Capture application.* 



Wide Angle Mode





Motion Tracking Mode





You can change the camera's pan and tilt by tapping within the camera source screen.





Zoom Out

Rooms may contain both Front and Rear facing cameras.

