



Using the AV System

Use the audiovisual system in this classroom to project from an **HDMI** connection or go wireless with **AirMedia**. (Your room may contain additional connections, use the LST Technology Enhanced Classroom web pages for full details)

Touch to wake up the AV Touch Panel and select your source device, if necessary. If the source device is powered on and awake, the AV system will turn on. 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. If necessary; select the HDMI source on the touch panel then choose display mode if prompted.

To connect to the AirMedia wireless presentation, select the AirMedia source on the AV Touch Panel and follow the projected instructions.

Windows Device: Use the + to launch the Casting Menu, select the associated room, and enter the code.

MacOS Device: Use the to access the , select the associated room, enter the code, choose Mirror Display.

To Video Conference:

Connect your Laptop to the Cameras & Microphones: Use the **USB-A cable** provided to connect to the cameras and microphones.

1. Connect the **USB-A cable** to your device to use in combination with the HDMI connection.
2. Use the **Camera & Mic icons** to open the selection menu
 - Ensure the proper selections are made within the application in use

USB-A Cable



Mic = SHURE P300

Speaker = Crestron (Intel (R) display Audio)

Instructor Facing = INOGENI

Audience Facing = Mini USB



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



Laptop Troubleshooting

If your device requires a display adapter to connect to the provided HDMI or VGA cable, connect the HDMI or VGA cable to the adapter *first*, then connect the adapter to your device. Select the HDMI or VGA source button on the AV touch panel.



Mac Laptop Troubleshooting


Video Mirroring

Enabling Mirror Displays will show the same content on the laptop and projection screens.

Apple () Menu > **Screen Mirroring**> **Mirror or Extend** to designated output

Changing Display Color Profile

Color Profiles control the color balance and contrast levels for a display.

From the Apple () menu, choose System Preferences. Choose Displays. Click the Color tab. Select a color profile from the list on the left. Click through the profiles and select the one that looks the best.



Windows Laptop Troubleshooting

Duplicating Displays

Duplicating displays the same image on each display.

Press and hold the Windows key + P. In the window that appears, select Duplicate.


Changing Display Color Profile

Color Profiles control the color balance and contrast levels for a display.

Click the Start button, and then click Control Panel. In the search box, type color management, and then click Color Management. Click the All Profiles tab, and then click Add. Locate and select the new color profile, and then click Add. Click Close.


Audio Settings

It may be necessary to select the correct Sound Output settings.

From the Apple () menu, choose System Preferences. Choose Sound. Click the Output tab. If using HDMI, select HDMI as the output. If using VGA, select Headphones as the output.

Change Display Resolution

Display resolution determines the size of text and objects on your screen.

Connect adapter to cable, then adapter to laptop. From the Apple () menu, choose System Preferences. Choose Displays. Click the Display tab. Select the Scaled button. Select the highest resolution in the list.

Audio Settings

It may be necessary to select the correct Sound Output settings.

Click the Start button, and then click Control Panel. Click Sound Settings. If using HDMI, select HDMI as the Sound Output. If using VGA, select Headphones as the Sound Output.

Change Display Resolution

Display resolution determines the size of text and objects on your screen.

Right-click on the desktop and choose Screen Resolution. Set the screen resolution to the highest setting available.