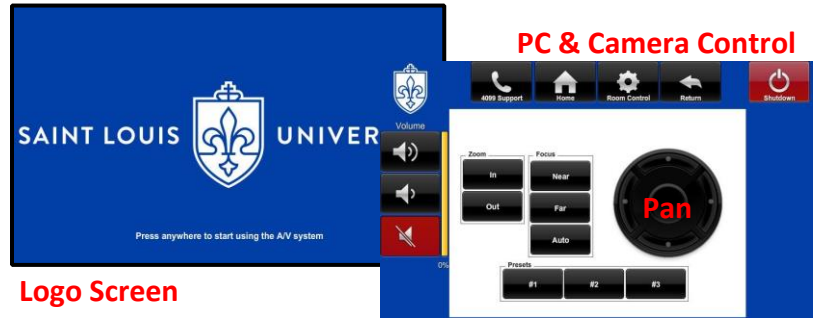


# Classroom Equipment Reference

## TECHNICAL SUPPORT

For **Classroom Technology Assistance**, contact the ITS Service Desk at **977-4000** and choose **Option 1**.

1. Tap the Crestron touch screen if in sleep mode to wake it up.
2. Tap anywhere on the Logo screen to start the AV system.
3. Wait for system to warm up (30 seconds).
4. Select the desired source from the menu.
5. Return to source page by tapping home.



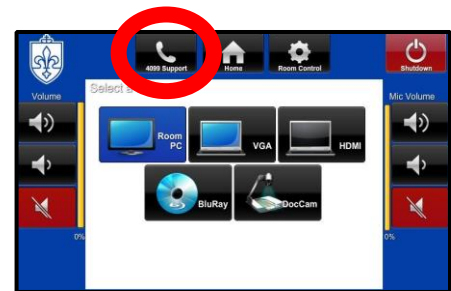
Internal Sources		External Sources	
<b>Room PC</b>	To use the classroom computer	<b>HDMI</b>	To use the HDMI cable to connect to an external device. HDMI has built-in audio. Can be found in the cable cubby on top of the podium
<b>Blu-ray Player</b>	To use the Blu-ray Player. Blu-ray Players can also play DVDs. The touch screen will be able to control the player once selected.	<b>VGA (W/ Audio)</b>	To use the VGA cable to connect to an external device. For audio you must also connect the AUX cable to your headphone/speaker port.
<b>Document Camera (Select Rooms)</b>	Some rooms have Document Cameras. They can be used to show enlarged transparencies and objects. Ensure the camera is powered ON if no image appears	<b>Display Port</b>	To use the Display Port cable. Display Port has built-in audio like HDMI.

## User Tips & Tricks

- The system will automatically turn OFF after two (2) hours. This timer will reset if there is motion in the room or if any button on the touch panel is pressed.
- Please wait five (5) minutes between turning the system ON and OFF. This allows for proper cool-down and warm-up procedures.
- You can change the classroom program and microphone volumes on the side of the touch screen.
- An Ethernet cable is included in the cubby for internet access to external devices.
- The cables in the cubby are for input only. Please don't connect them to the monitor.
- Please turn off the system when done!

## 4099 Support

The touch panels in each room can call the ITS Service Desk for emergency assistance. Simply press the phone logo button.



Source Menu