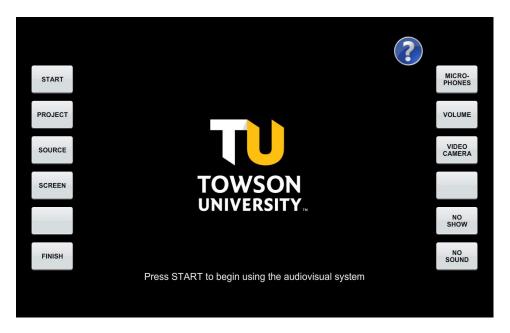
Starting the Classroom System

If the touch screen is blank, press the screen to wake up the panel.



- 1. Press **Start** to start using the system.
- 2. Press **Project** to start projecting to the audio visual system
 - You will be able to choose which display to output from
 - You can change the output any time through the Source option

Source Options

The following are different source options available. The room computer is the default option

Your choices may vary depending on the room and the equipment available

Source	Action
Computer	Duplicates the content of the room computer
Auxiliary	Duplicates the content of a connected HDMI device
Document Camera	Displays the content from the document camera
Wireless Input	Wirelessly displays the content from a device connected to a solsticepod
Blu-ray	Displays the content of a Blu-ray player

Shutting down the system

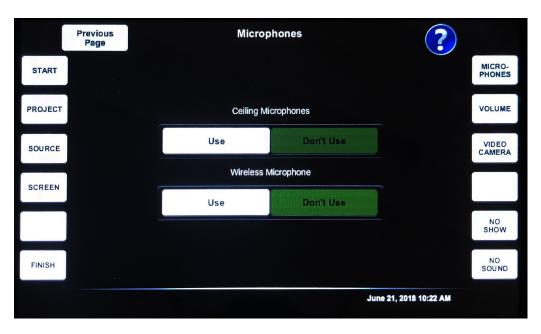
Press Finish

Confirm that you are finished using the system by pressing Yes

Make sure to log out of the computer

To Use the Microphones

Press the Microphones button on the right side of the touchpanel.

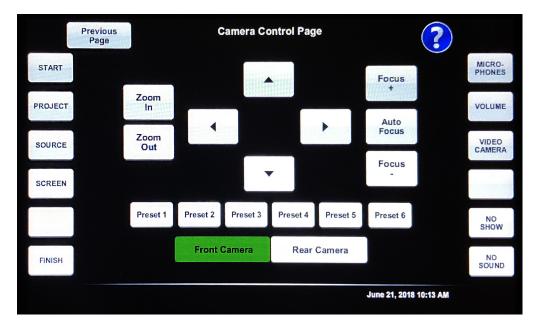


Depending on the room's configuration, the microphone page will look different.

- You will then be able to specify which microphone(s) you want to enable by pressing the **Use** button to activate the microphone.
- Ensure that the microphone set to **Use** is turned on.

To Use the Camera

- Press the Video Camera button on the right side of the touchpanel.
- From here, you will be able to control multiple aspects of the camera to suit your needs including pan/tilt/zoom functions and any preset camera angles, if available.



The camera can be used with multiple video conferencing and recording programs such as WebEx, and Panopto

Blu-ray

- · Select Blu-ray to output the Blu-ray player
- Selecting Controls opens a page that allows you to control the Blu-ray player.



You can also navigate to the additional controls by pressing Advanced Menu Control" and you
will be directed to a separate panel with different options.

