

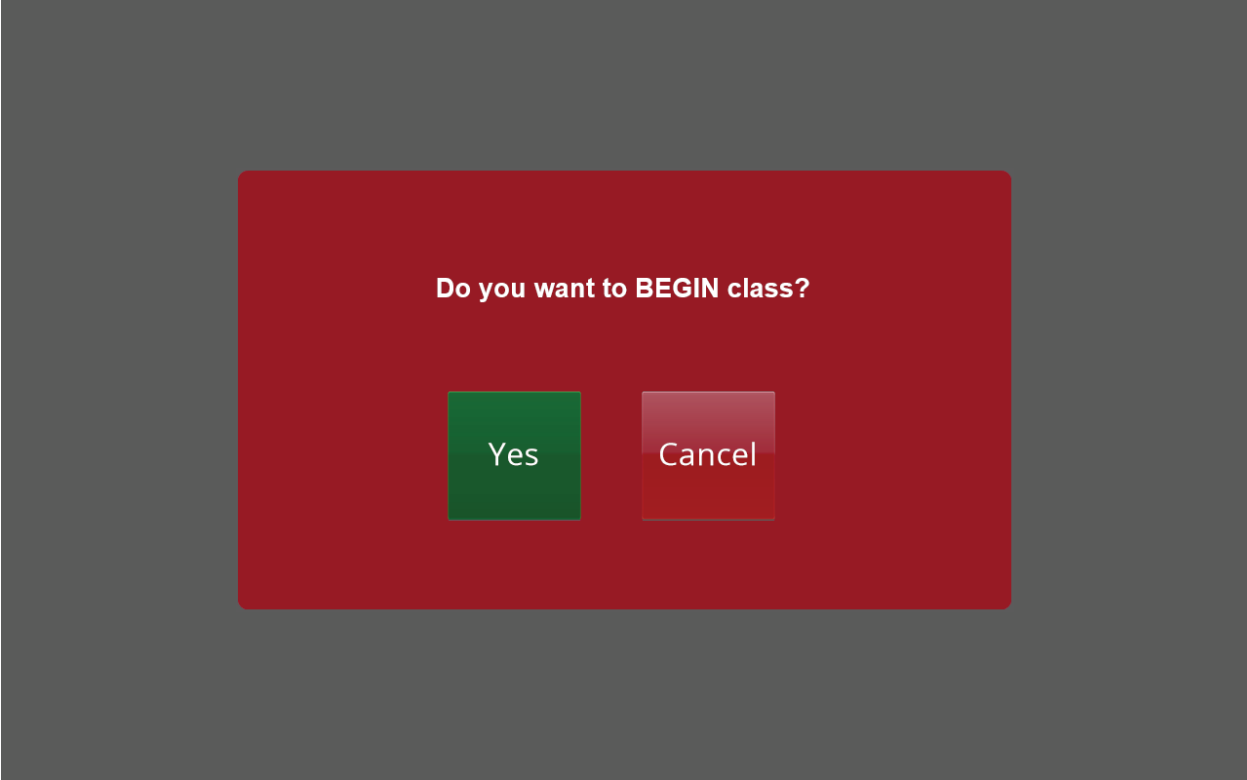


UNIVERSITY OF **HOUSTON** LAW CENTER

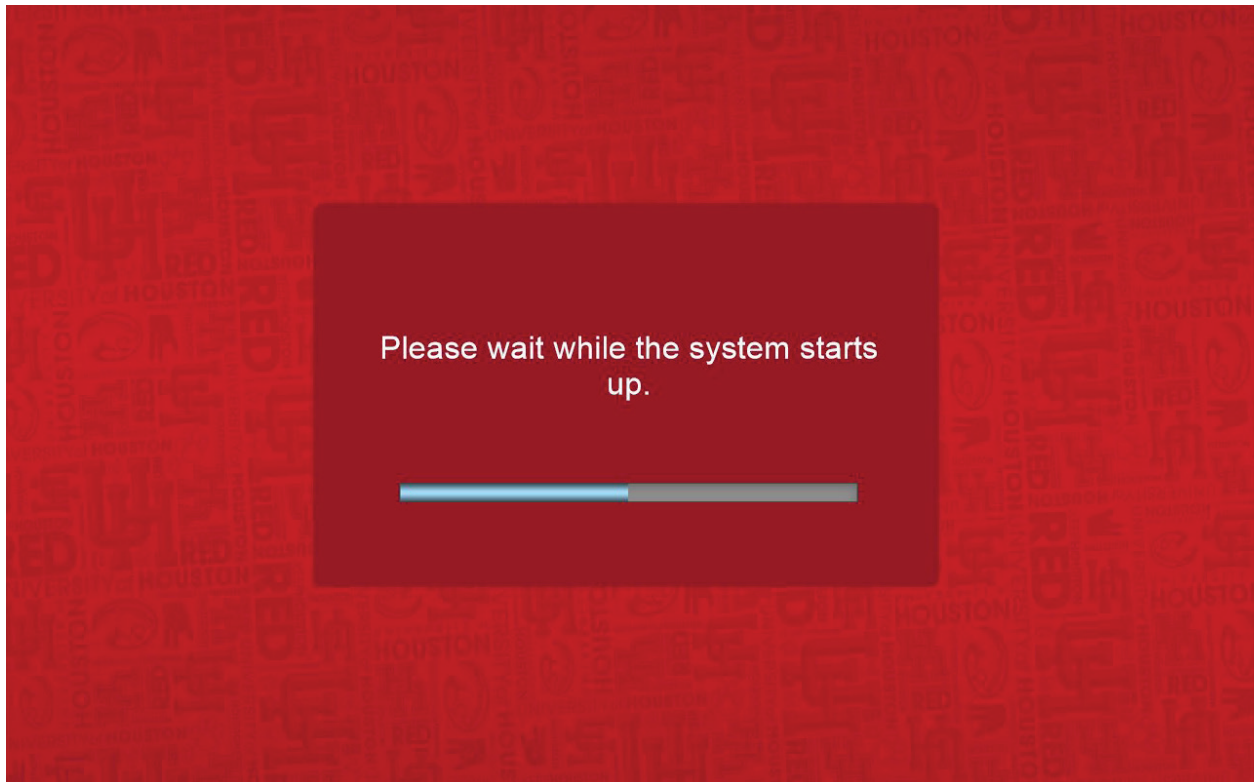
Small One LCD Screen



**Press the Screen to bring up the popup asking
if you want to “Begin Class.”**



Selecting “Yes” will turn the system on.



After pressing “Yes” the “Please wait” popup will show the system is turning on.

UNIVERSITY of HOUSTON | LAW CENTER
September 28, 1960 - 12:00 AM Room 123

Room Volume

Select a Source Below:

PC Main PC Ext. Laptop

Camera Presets

TRACKING
LECTERN
FULL-VIEW

Display Power Mic Volume Help? END CLASS

The page above is the Main Sources Page where you will be able to select what to display.

Select a Source Below:



PC Main

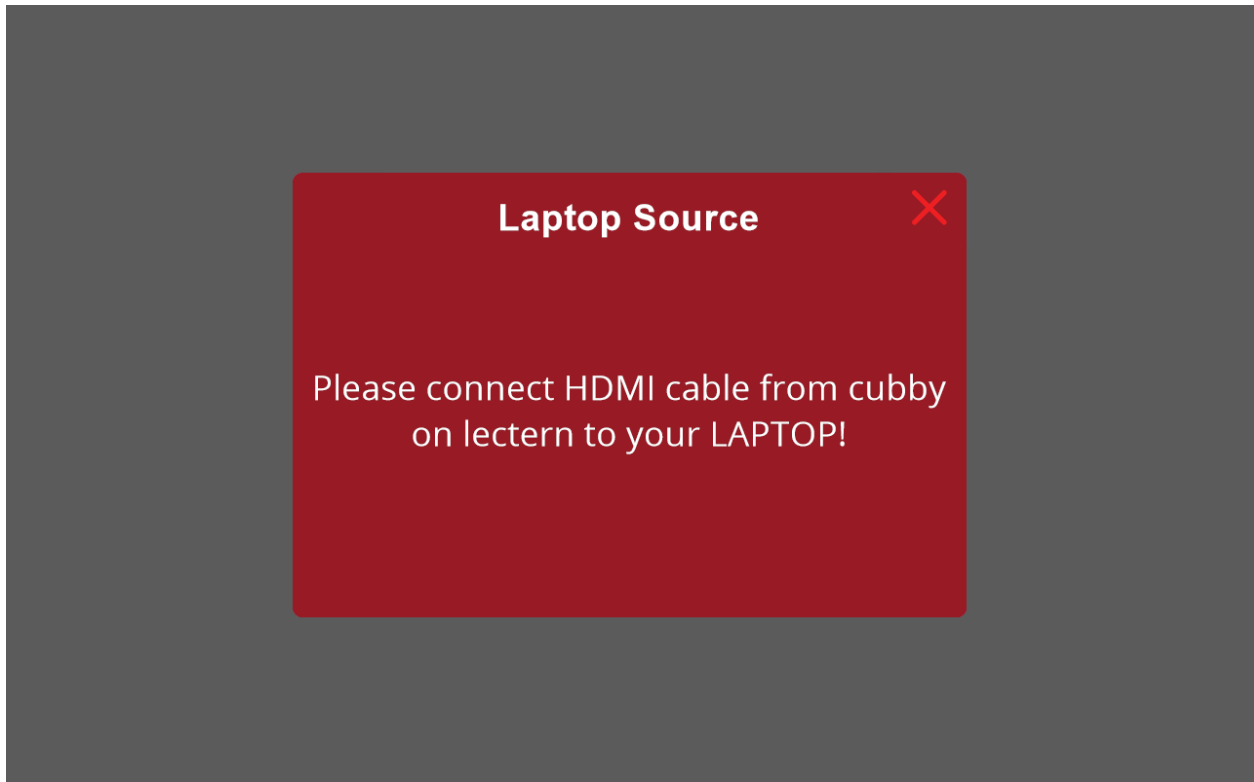


PC Ext.



Laptop

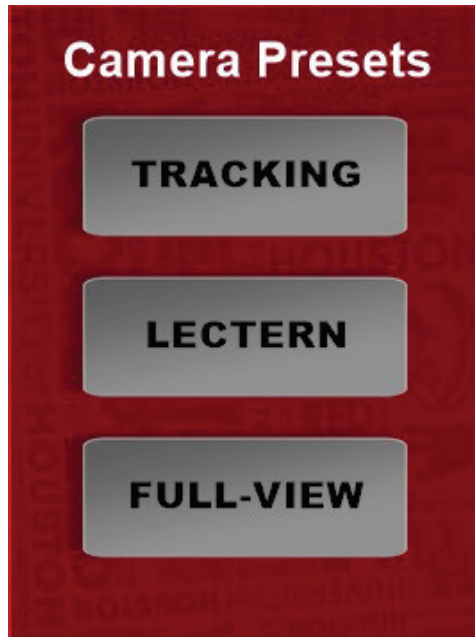
PC Main is the Left podium monitor; PC Ext. is the Right podium monitor and Laptop is an external laptop that plugs into the available HDMI cable.



Pressing the “Laptop” a popup below will appear reminding you to connect the HDMI cable at the lectern to your laptop.



Personal data such as “PowerPoint Files” may be accessed on a USB memory stick via an available USB dock on the side of the podium.

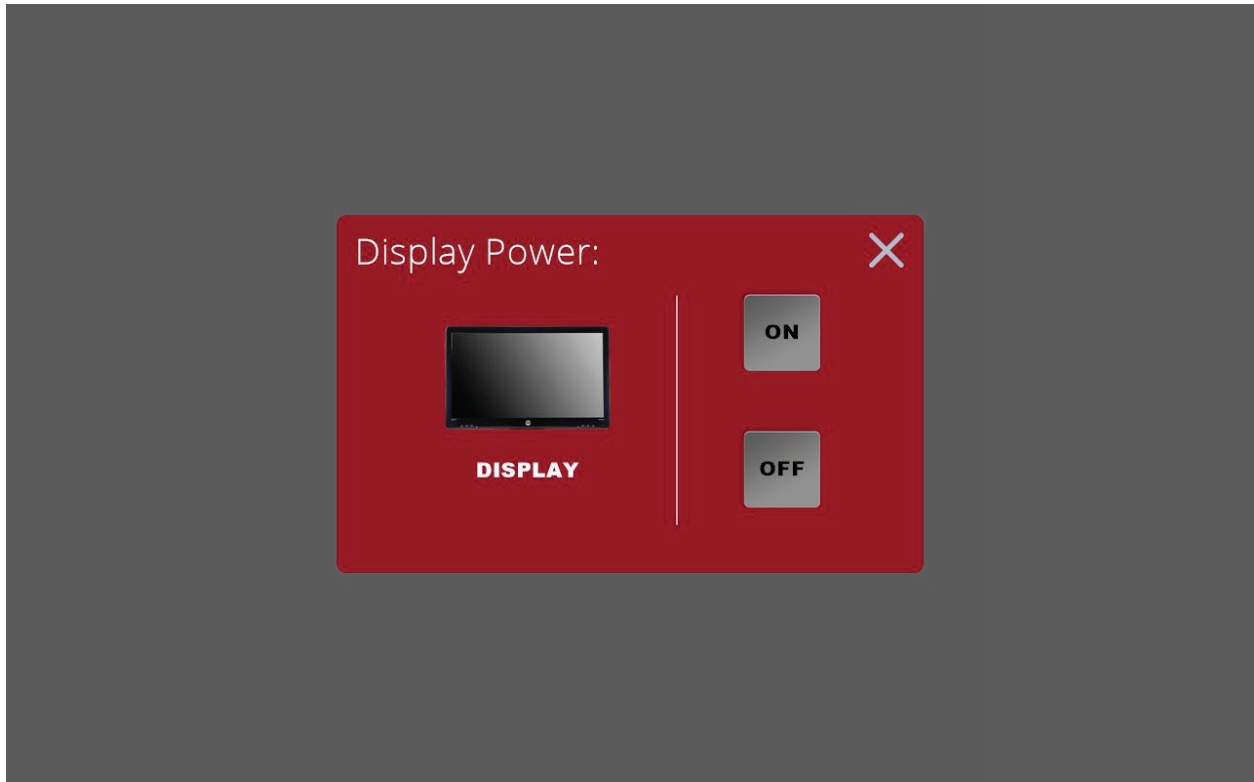


Pressing any of the three Camera Presets (Tracking, Lectern, Full-View) will change the instructor camera for ZOOM of Microsoft Teams.

Tracking will track the person at the lectern (only one at a time) based on their movement.

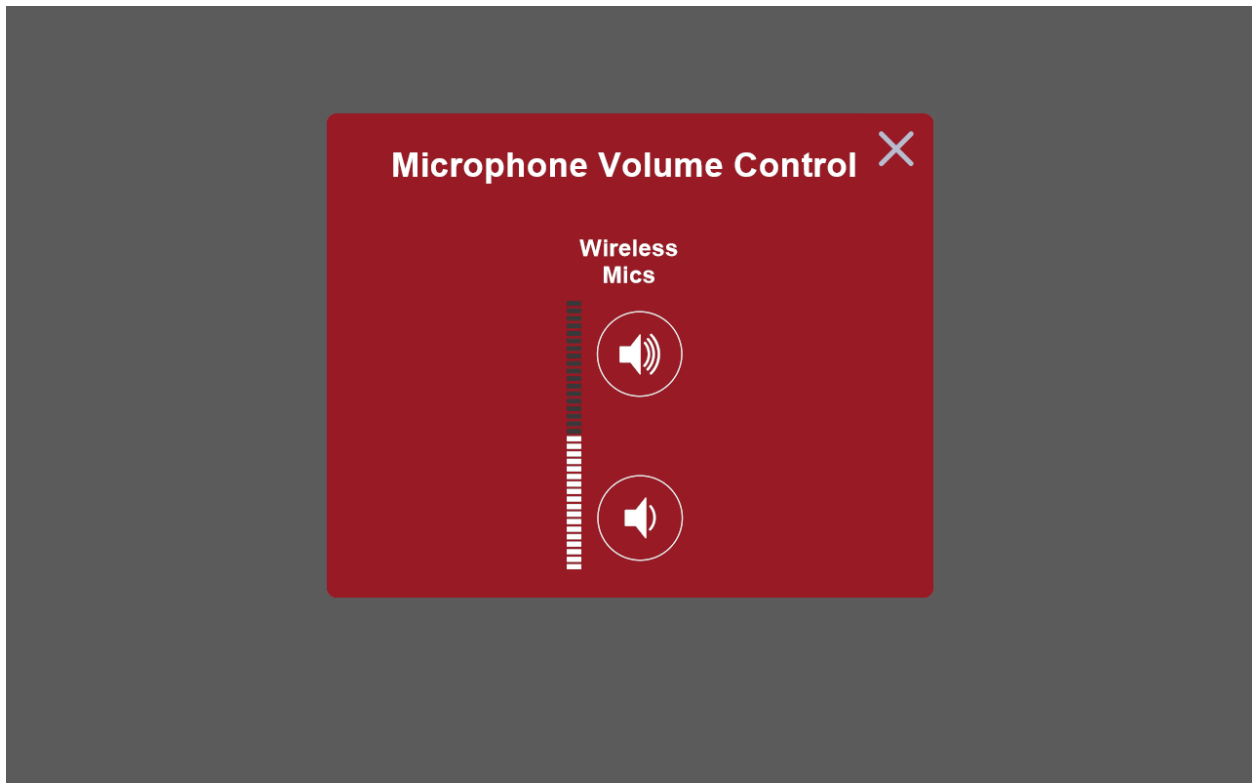
Lectern will adjust the camera to capture close to the lectern.

Full-View will set the camera to a full view of the room.



After pressing “Display Power”, the popup below will appear with the ability to turn on/off the large classroom display without turning the system off.

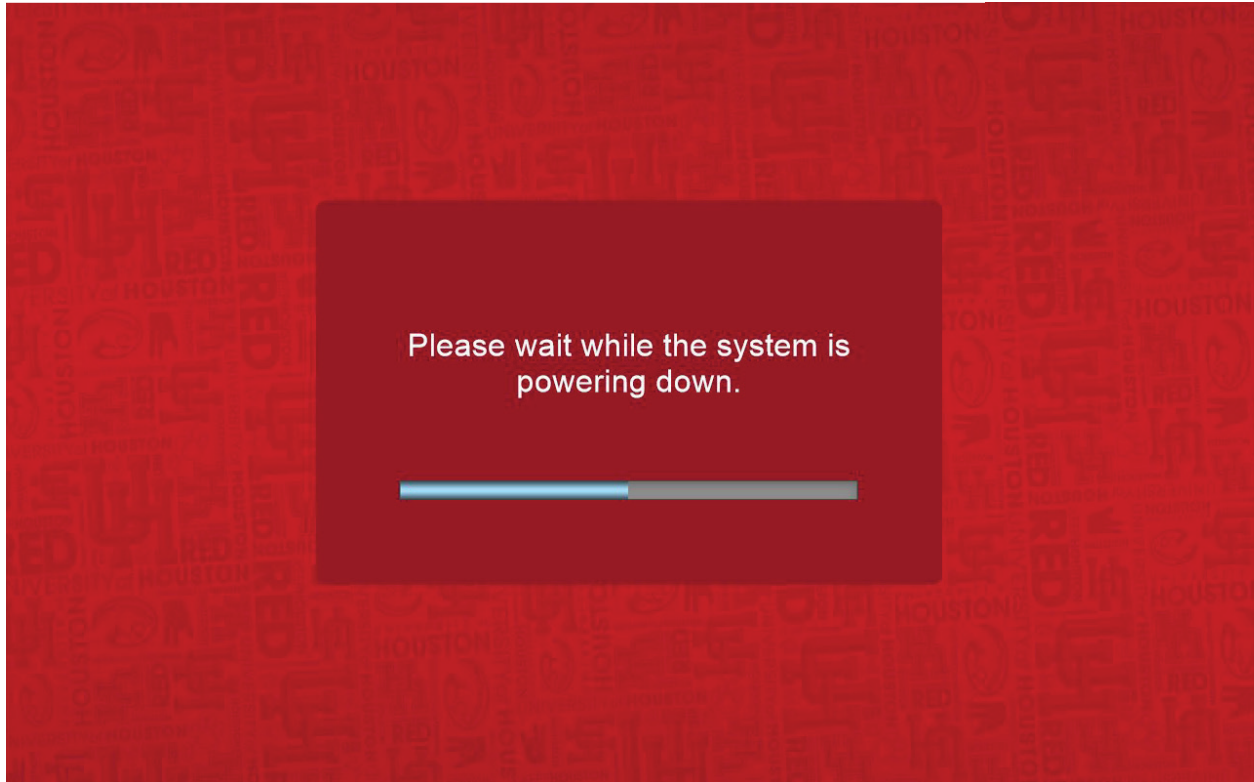
Mic
Volume



After pressing “Mic Volume”, the popup below will appear giving you control of the volume of large classroom display without turning the system off.



After pressing “End Class”, the popup below will appear asking if you want to “End Class”, which will power down the system.



This popup appears after pressing “Yes” when agreeing to “End Class”