# Global 103

### Connections

**HDMI** (front and rear of the space)

Cynap

Select as a Source

Follow on screen directions (displayed from the projector screen)

**VGA** (front and rear of the space)

## Controlling the system with your Device

#### 1. The Crestron Touch Control Panel

Tap screen to turn the system on. This will also turn on the projector

### 2. Connect your computer to the appropriate source

- Select Laptop or Blu-ray DVD
- Select the appropriate connection location

#### 3. Connect the Avaya Camera (located ceiling center)

Locate the USB cable connection and connect it to your device.

**MacBook**: If your computer does not have the appropriate USB port you will need to use an adapter. Connecting the USB web camera into a hub or docking station will not work.

#### 4. Select Avaya HC020 as the camera and microphone source

In your chosen video conferencing interface (Zoom, WebEx, or Teams) select Avaya HC020 as the camera and microphone source.

**Note**: The Avaya remote can be used to adjust the camera (left, right, zoom in, zoom out). If the camera does not respond to input from the remote

- Make sure the camera is on by looking for the blue light (this tiny light will be located beside the camera's lens)
- Press the "1" button on the remote
- If the camera has reached its max zoom, it may not respond because no additional adjustments can be made

#### 5. The classroom microphone can be adjusted to fit the needs of the space

- Select "Wired Mics" from Microphone Volume
- Adjust "Front Mic" levels as needed

#### 6. Confirm that Crestron has been selected as the audio source for sound

#### Camera

Avaya HC020

### Microphone

Avaya HC020

#### Connections

HDMI, VGA, Cynap

**Note:** If the presentation includes a video use HDMI as the source.

# Blended Classroom Technology Guide

- Change camera and audio settings
- Step-by-step software instructions
- Troubleshoot classroom technology

www.elon.edu/ClassTechGuide

## Report an Issue

www.elon.edu/ITsupport | (336) 278-5200