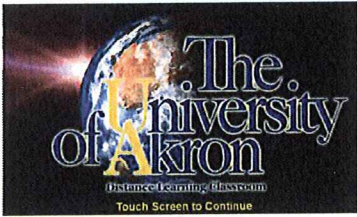


## Getting Started Is As Easy As... 1, 2, 3...

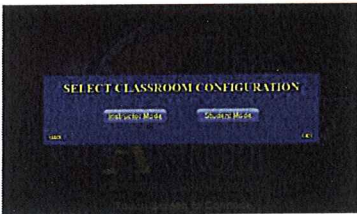
1. Tap AMX Screen to Awaken Control Panel and Press Screen to Continue
2. Select "Instructor Mode" (if teaching from classroom), Select "Student Mode" (if instruction from distance)
3. Pick Your Media Sources and Destinations

\*\*\* See Further Explanations for Start-Up and Classroom Management Below \*\*\*



If the AMX screen is blank, tap it to awaken from "sleep mode". Then, touch the screen to continue

**NOTE:** The room components will turn on. Please allow a few moments for the room to initiate. You may need to turn the power for the symposium on separately.



If you are teaching from the UA classroom, select "Instructor Mode". If the instruction is taking place from a far-site location, select "Student Mode".

**NOTE:** If you are using the room *only* for local use, and with no connection to a far-site, select "Instructor Mode".

Once the classroom is powered on, there are some basic actions that you can follow to manage the multimedia available in the classroom: (Example below is with "Classroom Computer selected")

**Media Sources:** Sources that can be sent to any in-classroom screen or to a far-site location. Select a media source first, then select a video destination you wish to send it to.

**Video Destinations:** Selections for displaying a media source to a classroom device or to far-sites

**Outgoing Video:** This box will display the name of the media source that is being sent to all connected far-sites via the video feed.



**Device Control Window:** Upon selecting a media source, the controls (if any) will appear here for that device. A user can manipulate the device from this window or from the actual device.

**Volume:** Controls all in classroom volume (far-site audio, computer (computer can still be controlled from computer audio settings too)). **DOES NOT CONTROL outgoing audio levels to far-sites)**

**Mute:** Mutes in-classroom audio controlled by volume controls. **DOES NOT MUTE AUDIO TO FAR-SITES (Mics)**

**Restart:** Allows room to be "restarted" in a different mode without shutting the room completely down.

**Turn Off Room:** Turns the classroom off completely.