

MANUAL – seminar room Jinonice

In the room you will find a whiteboard, an interactive projector, a camera, a microphone, a KRAMER central control panel and a connection point for a laptop and other equipment. A monitor, PC, mouse and keyboard are also installed.

- 1. Press the ON button on the control panel on the table if it is not already green**
The system will automatically start the projector and sound. The ON button lights up green.
- 2. Press the PC logo button on the control panel**
The image from the PC is now transferred to the projector. Log in to your PC. If the projection image does not work, press the WIN+P key and select duplicate from the menu. Do not turn off the PC after finishing the lesson, but it is necessary to log out.
- 3. Adjust the sound volume using the VOLUME rotary control on the panel**
Moving to the right increases the sound and vice versa. The green color indicates the strength of the volume.
- 4. Do you want to connect a laptop to the projection?**
Using the included HDMI cable, connect the laptop with a connection point to the slot labeled HDMI and press the HDMI button on the control panel. You also have an option of the connection via DISPLAY PORT (DP button on the panel).
- 5. Do you want to use your data from a USB flash drive?**
Insert the USB drive into the slot labeled USB in the connection point and press the USB button on the panel. Now you can open your data from the USB drive on the PC.
- 6. The USB-C connector in the connection point is intended only for charging the device**
Device connection (e.g. phone) via USB-C for the projection is only possible via the supplied HDMI-USB-C cable. You plug this cable into the HDMI slot in the connection point, plug the other end with USB-C into your device and press the HDMI button on the panel.
- 7. Camera (ceiling, turns on automatically) and microphone (tabletop)**
For use e.g. in video conferences (Zoom, Teams, etc.). On the panel, in the camera section, there are buttons marked with numbers 1 to 4. Press the button to select the camera view (a total of 4 camera views at different places in the space by the board and the presenter)
- 8. When leaving the classroom, press the OFF button on the control panel**

The system is equipped with the EPSON interactive system - the whiteboard surface is therefore fully interactive when projecting from the projector and you can use it as a full-fledged interactive whiteboard with all the advantages of interactive teaching (you control it either with your finger or with an interactive pen). You can learn more in the specialized guide to interactivity use.

Remote controls are not provided – everything is controlled via the KRAMER panel.

Manual for AV equipment use in seminar rooms

The equipment in the seminar room is controlled with the control system on the desk.

To turn on the equipment, choose one of the image inputs with the button Source, or use the button ON.

