Instructions for Enhanced Classroom – MO 251

You can use the following equipment:

- Desktop Computer
- VGA hookup for laptop
- HDMI hookup for laptop

- Blu-ray player with remote
- Hook up for other equipment such as VHS player or document camera (please contact Media Services)

Turn the projector on

- Press the **PROJ ON** button on the control unit to activate the projector.
- •There will be a **30 second delay** as the projector warms up. *Lighting can be adjusted using the buttons at the bottom of control unit*



Control Unit

Select device on Control Unit

- For the **desktop computer**, press the **PODIUM PC** button.
- For a laptop with VGA connection, plug the VGA and audio connectors into the laptop. Press the LAPTOP VGA button.
- •For a **laptop with HDMI connection**, plug the HDMI cable into the laptop. Press the **LAPTOP HDMI** button.
- For the **Blu-ray** player, press the **BLU-RAY** button.

Use the IMAGE ON/OFF button if you want to keep the image ready but want the screen to be dark.

Volume is controlled through the dial on the control unit. If you are using a laptop, please make sure the master volume on the laptop is high.

Lights are controlled through the control unit, or through the switches located next to the entrance door.



• If your device is not projecting:

Try selecting a different device and then switch back. Try restarting your device.

•If your laptop is still not projecting:

Check your cable connections and make sure LAPTOP VGA or HDMI is selected on the push button control unit. **For a PC**, hold the Windows key and letter P, and choose "duplicate." **For a Mac**, make sure your display setting is "mirroring."

•If you cannot hear any sound from HDMI: you may have to change your audio output on your laptop. For a PC, right-click on the sound icon and choose "Playback devices." Then choose "Crestron." For a Mac, Option-Click on the sound icon. Then choose "Crestron" for your Output Device.

Please CALL MEDIA SERVICES (504-864-7120) for any assistance.

Please press PROJ OFF at the end of your class!