

TOUCH PANEL QUICK START GUIDE

Connect to the Room System

To show content on the display(s):

Connect the provided HDMI cable to your device

To access the room's camera and microphone for video conferencing:

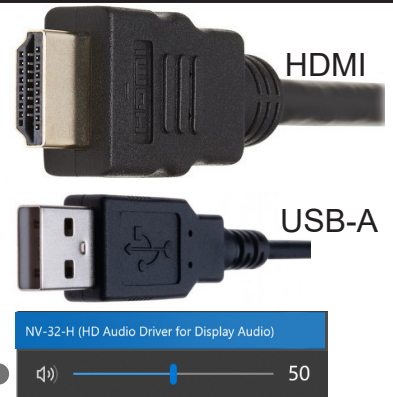
Connect the provided USB-A cable to your device

OR

Select and use the Room PC on display 4

To access the room's speakers to play audio:

Select **NV-32-H** as the system audio output on your device



The camera tab allows you to preview and control cameras manually

The mics tab allows you to adjust individual volume and mute/unmute mics

The utilities tab allows access to:

- Display power
- Screen control
- Show video
- HDCP control

Push either power symbol to turn the system off

The source tab allows you to select a source to be displayed

Audio will play from the last selected source, indicated by the highlighted music note

Shows the current state of the in-room display
If off is selected, content is still being captured in a Classroom Capture recording

Volume control for all microphones



The menu tab allows you to navigate to different pages of the touch panel

When a device is connected using the provided cables, "Laptop" will automatically be selected on Display 1 & 2
Display 3 & 4 must be manually selected

Volume control for the selected source

Three Classroom Capture status indicators are shown: "Idle" (No Active Recordings), "Recording" (Pause), and "Paused" (Resume). Each indicator includes an "Audio Level" meter.

Classroom recording occurs only when requested by the Instructor

Scheduled recordings will automatically start and stop. Once started, recordings can be paused and resumed on the touch panel.

To request Classroom Capture contact the IT Service Center or visit the OIT website:
<https://oit.colorado.edu/services/teaching-learning-applications/classroom-capture/>

If you require expedited technical assistance with the A/V system, please scan the QR code to fill out a Problem Report.

You can also call (303) 735-4357 or "5-4357" from the in-room phone.



Learning Spaces Technology

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