

Memphis B Room Startup

To Start the System & Power On Projector



Slide the touchscreen to startup the system



The projector will turn on **automatically**.

Select a Source

- LOGO is the default
- Press PC (Built-In), Laptop USB-C, or Laptop HDMI
- Plug Laptop into the USB-C or HDMI cable as needed



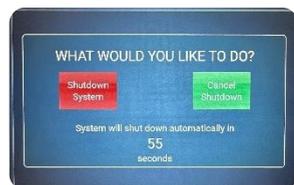
Audio Controls

- Press red Audio Controls Button
- Adjust volume sliders
- Bright red box is muted
- Black box is unmuted
- Computer Volume can be controlled from the homepage



To Shut Down

- Press the red Power button
- "Shutdown System" on next screen



Utilizing Zoom/Teams

In the Memphis Room

- Log into the Desktop PC or your laptop using the UC credentials listed on the touchscreen, or with your own UUID and password.
- Navigate to **memphis.zoom.us** and login OR login to TEAMS desktop app, using your UUID, password and Duo.

Connecting a Laptop

- When using the **HDMI** cable, also connect the **USB** cable for built-in web cameras and microphones.
- When using the **USB-C** cable, the USB cable is not required.

Zoom Settings

- Settings > Video > Camera > **Memphis A or B**
- Settings > Audio > Speaker > **Univ_HDMI_PCM**
- Settings > Audio > Microphone > **Echo Cancelling Speakerphone**

To Adjust Camera

- Press the red Camera Controls button
- Adjust position using Arrows, Magnify +/-, or Presets 1,2,3

Adjust Zoom audio from the Main Page. Select the Audio Controls tab, move the **Conference** slider.

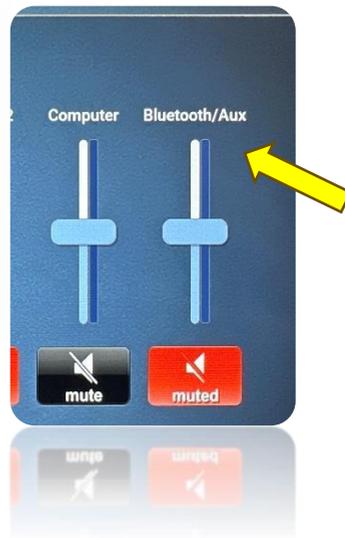


Connecting Bluetooth Devices

- Locate the Bluetooth Connection Box on the Podium.
- Hold down the button until the blue light begins blinking.
- Open your mobile device settings and go to Bluetooth.
- Look for the room name (example: Shelby Bluetooth) and connect.



Set volume on your device or go to the Audio Controls page.



Trouble Shooting

When Projector/Video Wall shows the Desktop but not exactly what is on your computer:

- Go to *Settings*
- Click "*System*"
- Click "*Display*" on the sidebar
- Under "*Multiple Displays*"
Click "*Duplicate Display*"