

## Seminar room L7,3-5 S031

Overview with Projector 1 and 2 and camera ,AVer' in the back



Overview of both projectors and screens, videobar attached to pillar



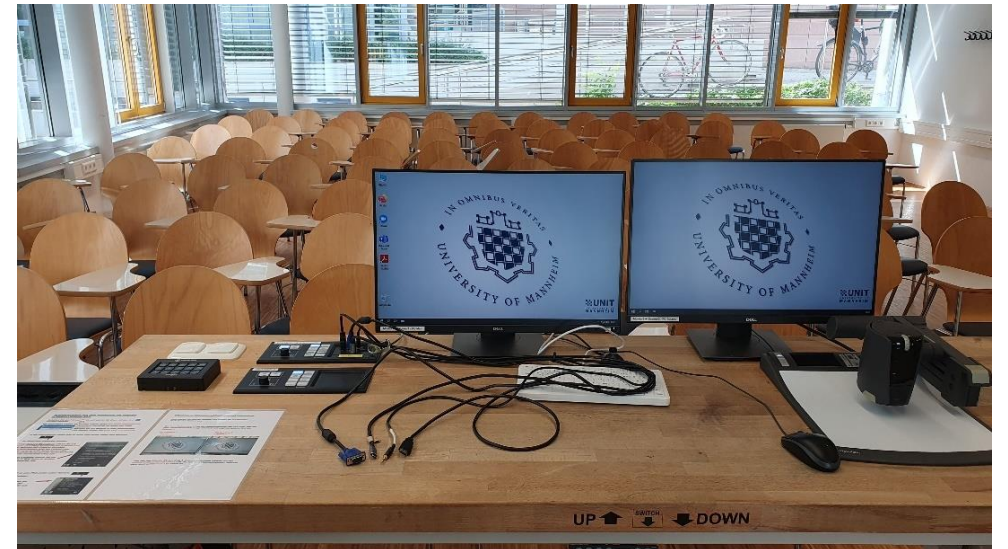
Videobar for hybrid teaching/conferences



Camera ,AVer'



Podium view





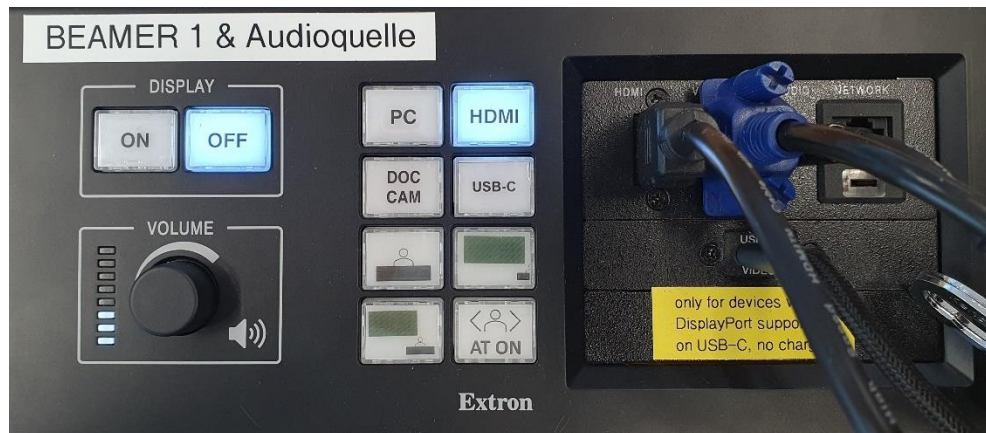
Available ports



Switch for speakers and screen configuration (up/down) in cable tunnel



Button panel for Projector 1 with audio and camera control



Button panel for Projector 2





## Technical cabinet with computer and microfon cube



## Multimedia instructions

### Multimedia Equipment L7, S031

Multimedia control in the room is operated through the button panels on the podium.

The lower 4 buttons on the first panel are used for camera control to select the framing and instructor tracking.




**Projector:** Turn it on with the **ON** button, turn it off with **OFF**.

**PC:** The lecture hall **PC** is located in the left technical cabinet. Please select **PC** on the button panel. On Monitor 1 and Projector 1, you will always see the main PC screen, and on Monitor 2 and Projector 2, you will see the extended desktop.

**Laptop:** You can connect a laptop using the cables on the podium. For **VGA**, select **VGA** on the button panel of Projector 1.

For **HDMI**, select **HDMI** on the button panel of the desired projector (1 or 2 possible).

For **USB-C**, select **USB-C** on the button panel of the desired projector (1 or 2 possible).

You may need to enable/duplicate your laptop's output, typically done through the  + P keyboard shortcut.

**Microfon:** You can find the Catchbox cube in the technical cabinet. The cube automatically turns on when removed. You can pass/throw it around in the room. After use, please place it back securely on the charging station.

**Volume:** You can adjust the volume using the rotary dial on the button panel. You will always hear the audio from the source you have selected on the button panel of Projector 1, as well as the microphone. Please make sure that the speakers (switches at the window in the cable duct) are turned on.

### Hotline Media Technology:

(0621-181) -2001 / mmproblem@uni-mannheim.de

**Keys:** You can obtain keys or request them at the East Gate or from your faculty secretary.



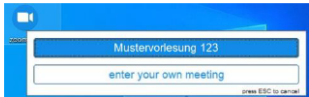


## Instructions for hybrid teaching/conferences

### Hybrid conference from auditorium with video bar (Crestron) and lecturer camera AVerDL 30, L7 S031

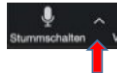
Turn on the lecture hall **PC**.

Double-clicking the Zoom icon  on the desktop opens a prompt. Select your **assigned Zoom-room** to join directly with audio and video.



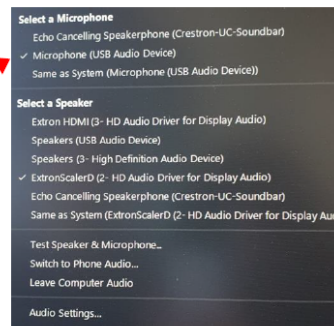
If you prefer to start with meeting ID or personal link, use **enter your own meeting**.

Within the Zoom-session, you will find an arrow next to the microphone.



A window will open as follows:

Under **Select a Microphone**, choose **Echo Cancelling Speakerphone (Crestron-UC)** for the microphone of the Crestron Soundbar (located on the right side of the window) or select **Microphone (USB Audio Device)** or **Same as System** (Microphone (USB Audio Device)) for the Catchbox cube.



Under **Select a speaker**, choose **ExtronScalerD** (2- HD Audio Driver for Display Audio) for the room speakers, or select **Same as System** (ExtronScalerD (2- HD Audio Driver for Display Audio)).

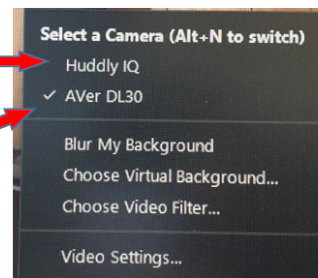
In the Zoom session, you will find an arrow next to the camera.



A window will open as follows:

Under **Select a Camera**, choose **Huddly IQ** for the room camera or **AVer DL30** for the instructor camera.

To control the AVer instructor camera, you have access to the four lower buttons on the button panel (offering various frames and instructor tracking).



### Explanation of Image Display on Projectors and Podium Monitors

Please start the projector(s) and select "PC" on the button panel(s).

The **left podium monitor (1)** is the main screen of the PC (or what is selected on the button panel) and displays the same image as **Projector 1**.

**PC Desktop 1**  
+ Projector 1

**PC Desktop 2**  
+ Projector 2



From here, you can drag and drop any window to the **right podium monitor (2)**, such as external video participants, which will then also be visible on **Projector 2**.