The user interfaces for each room are similar in design and function. Each panel consists of four main areas of control; source selection, transport control, audio control, and environmental functions.

**Source Selection Area** – These buttons select which source the user wants to view. Sources include devices such as PC, laptop, document camera, DVD player, TV tuner, and VCR.

**Transport Control Area** – This area will display control buttons for selected sources. These include transport functions (play, stop, pause, etc.) and other functions, depending on the source selected. In the general classrooms there are windows that display what is being shown on the local projectors. In these rooms you must first select you source and then touch the display you want the source to appear. The source will then be viewed on the appropriate display.

**Audio Area** – The audio area is where the user makes adjustments to the volume in the room. All rooms have program audio control and some rooms have additional controls for audio conferencing volume. Touching the arrows on the meter will raise and lower the volume. The meter will display the current audio level. The mute button (directly below each meter) will mute the sound until you press the button again or press a volume button.

**Environment Control Area** – This area controls room functions such as lights and shades. Not all user interfaces have an environment area but most do. These are usually pull-out menus which will allow the user to select appropriate functions. For example, touching the light bulb icon will make a slide out menu appear. On it the user can select different presets for the lights.
Additional Controls

**Shutdown Button** – Pressing this button will initiate shutdown. The user will be asked for confirmation or they may cancel the shutdown sequence. Upon confirmation the system will begin turning off equipment. The shutdown sequence takes approximately two minutes which allows the projectors to cool down (which preserves the life of the projector’s bulb).

**Help Button** – This button will take you to a help page that will provide resources such as help line phone numbers. This function is only available in the general classrooms.

**Menu Button** – The menu button will display additional control options. These include audio conferencing, IP camera recording and enlarging screens. This function is only available in the general classrooms.

Display Functionality

The display windows allow for additional functionality. The speaker icon in the top right corner of each screen specifies which displayed source the user is currently listening to through the program speakers. Touching an icon will select the audio for that display. Green signifies that you are listening to a particular source.

**Annotate Button** – This button will allow you to “draw” on any source. Pressing it will expand the image on the user interface and give you an annotation toolbar. This image will also be displayed by the projector.

**Recall Button** – Pressing this button will allow the user to recall previously saved annotations.

**Full Screen Button** – This button will enlarge the image in the window to fill the space on the user interface.