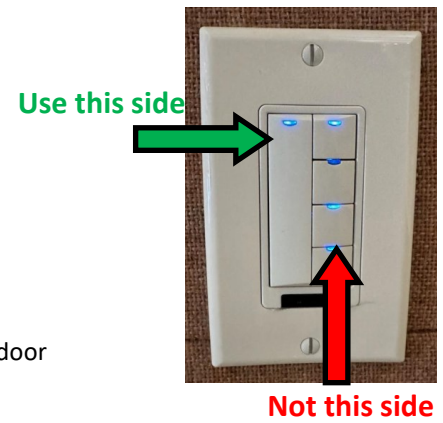


## Lighting in Armory Hall

- ◆ Large button turns off and on all lights
- ◆ Hold down top of large button to brighten
- ◆ Hold down bottom of button to dim (will dim in sections, starting at rear)
- ◆ Do not use the smaller buttons, they control the office lights
- ◆ Remote control for string lights is in the cabinet on the north wall, closest to the roll up door



## Wall Control Panel | Main Room (right of the screen on the wall)

- ◆ **Waive hand in front of panel to activate it**

### Buttons

- ◆ Right side controls volume of microphones
- ◆ Left side controls the volume for all other audio

### Sources

- ◆ Use “wall plate” if you are using the projector or anything else that is plugged into the wall directly below

### Projector

- ◆ Push and hold projector on button for 2-3 seconds, will turn blue when activated
- ◆ Projector may take 30 seconds or more to turn on, every time you push the “on” button the cycle starts over again
- ◆ The **remote control for the screen** is located in the AV cabinet closest to the wall panel (has large tag with instructions on it).

### Microphones (all will have the same setting; like volume)

- ◆ Just turn on (push both buttons simultaneously and hold 2-3 sec).
- ◆ Orange = mute, green = on, red = low battery, flashing red = dead battery
- ◆ Additional batteries are located in the AV cabinet

### HDMI Wall Jack (below control panel)

- ◆ Plug in device to wall jack using your own cord
- ◆ Please be sure wall plate is selected on the screen



## PROJECTOR SCREEN REMOTE

**\*DO NOT REMOVE FROM PREMISES.**

**\*REMOTE MUST BE WITHIN 10' OF & POINT DIRECTLY AT THE RECEIVER (BOX AT TOP LEFT CORNER OF SCREEN)**

