

Vollum M1441 Auditorium A/V System Information

Connections available at the speaker's console:



Video

This is a standard 15-pin VGA connector. If your computer requires an adapter (most Mac laptops), you will need to bring that with you.



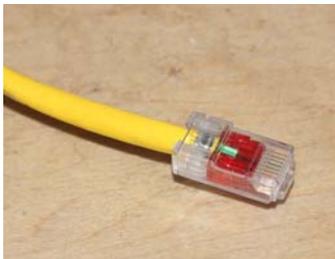
USB

Only connect this if you're using the Vollum's presentation remote control, which is available for checkout to Vollum users from the admin office.



Audio

This is a 1/8" headphone-type cord that will plug into most computers. Volume is adjusted with the two arrows below the "PG VOL" label inside the console, and/or from your computer.



Ethernet

There is a yellow ethernet cable on top of the console which will allow you to access the internet and OHSU intranet.



There is a **wireless microphone** available, on a lower shelf inside the console cabinet. To turn it on, press and hold the power button for a few seconds. You will also need to turn on the receiver behind the left door of the cabinet. The volume is controlled by the "SP VOL" arrows inside the console. Be sure to test the mic ahead of time if you intend to use it—people leave it on and the battery goes dead. AA batteries are available at Research Stores.

To turn on the projector:

Open the right-hand door of the cabinet and press the "COMP" button. If you accidentally press the button while it's on, the projector will shut down, and you'll have to wait two minutes for it to run a cool-down cycle before it will let you turn it on again. It will shut itself off automatically 15 minutes after you disconnect whatever computer or other video source you're using, so don't worry about shutting this off at the end of your talk.

A/V Controls (behind right door of console cabinet):

Choose computer (VGA) input	COMP	VIDEO	Choose video (RCA composite) input
Choose S-video input	S-VIDEO	OFF	Turn off projector
Program (headphone jack) Volume label	PG VOL	SP VOL	Speaker (microphone) Volume label
Program volume up	▲	▲	Mic volume up
Program volume down	▼	▼	Mic volume down
Program mute	MUTE	MUTE	Mic mute