



After verifying the master power switch for the multimedia station is in the "ON" position, prepare the document camera for use by following this guide.



First, unfold the upper lamps.

To unfold the lamps, grab the lamp or the arm that the lamp is attached to and swing it to the left side and right side of the Elmo.



The picture to the left is a view of the Elmo with the lamps unfolded and the camera in the folded position.



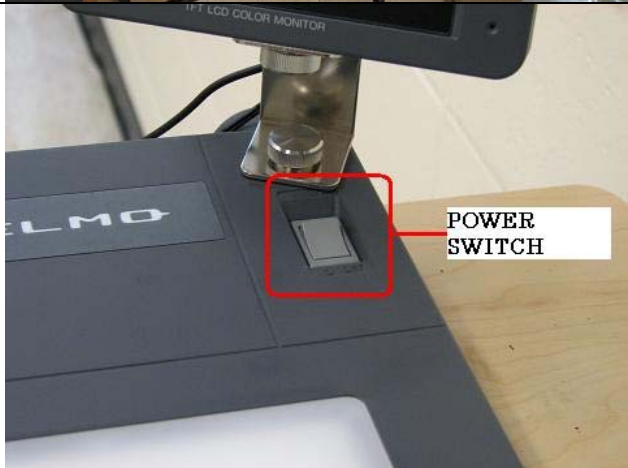
Next, locate the camera arm release mechanism. The release is behind the camera arm on the left rear of the Elmo.

While holding the camera arm with one hand, slide the release mechanism back with your other hand and lift up the camera arm.

Lift it to the position in the next picture and then remove your hand from the release mechanism to lock the camera in place.



The picture to the left is a view of the Elmo completely unfolded.



If the Elmo is not powered on, locate the power switch. It is under the LCD Color Monitor at the right rear corner of the unit.

Press the switch forward to turn on the power and backward to turn off the unit.



Each Elmo is equipped with a small monitor to assist with position the document or transparency.

Press the button underneath the “POWER” label to turn the monitor on or off.

Additionally, the monitor has brightness and color controls that affect the monitor’s picture only. It does not affect what is projected on the classroom screen.



If needed, the camera head can be rotated.

Grab the top of the camera head and move it toward you or away from you until you achieve the desired angle.

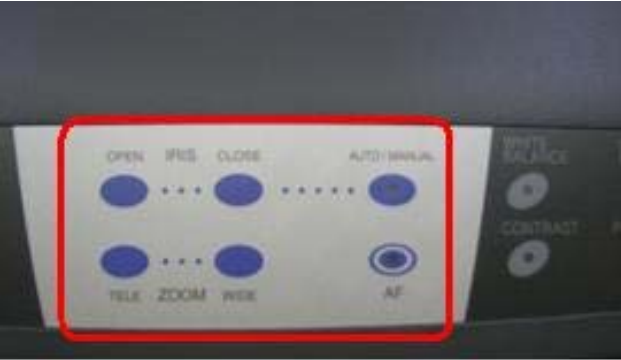
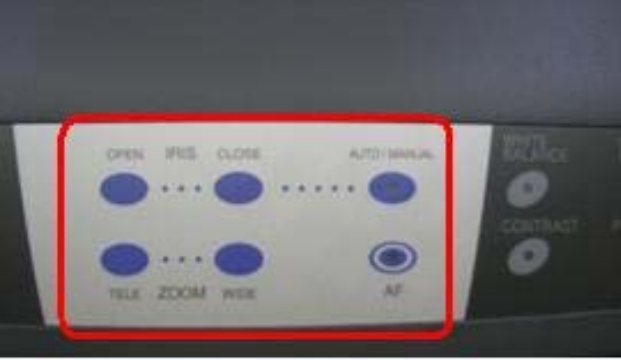






The MONITOR OUTPUT (not to be confused with the small monitor on the Elmo) controls the video output to the projector switcher. The MAIN button should be lit at all times.

When the PAUSE button is pressed, the image is captured and projected as a still image. You can use this function to capture a document, remove it, and position the next document to reveal to the class.

Press PAUSE again to remove the previous image and reveal the new one.

F.A.M. (Frame Accumulate Mode) is used to reduce roughness noise of the image. Press F.A.M. to activate this function. Press again to turn it off.

 <p>IRIS, ZOOM, & FOCUS</p>	<p>The AUTO/MANUAL indicator light should be off. This indicates that the camera's IRIS will adjust automatically.</p> <p>If the image you are projecting appears to bright or too dark, press the AUTO/MANUAL button on the panel. The indicator light will turn on, indicating that you have manual control of the IRIS.</p> <p>Press OPEN to allow more light into the camera—thus making the image brighter.</p> <p>Press CLOSE to allow less light into the camera—thus making the image darker.</p>
 <p>IRIS, ZOOM, & FOCUS</p>	<p>To ZOOM into an object, press the TELE button.</p> <p>To ZOOM away from an object, press the WIDE button.</p> <p>If the object you have placed on the Elmo is out of focus, press the AF button to automatically bring the object into focus.</p>
 <p>IMAGING CONTROLS</p>	<p>The Elmo automatically adjusts the color balance of any object it is capturing. However, this color balance may be lost due to the color arrangement of the object.</p> <p>To WHITE BALANCE the camera, remove the object and place a pure white blank sheet of paper on the Elmo. Then, push the WHITE BALANCE button once. The button's light will start blinking to indicate that balancing is in progress.</p> <p>(Continued on next page)</p>

 <p>IMAGING CONTROLS</p>	<p>(Continued from previous page)</p> <p>The WHITE BALANCE button will light up to indicate that the balance is fixed and the auto white balance mode has been turned off.</p> <p>Press the WHITE BALANCE button again to return it to the automatic balance mode.</p> <p>TIP: It may be useful to white balance the camera when using the Elmo to project color photographs or art reproductions where color detail is critical.</p>
 <p>IMAGING CONTROLS</p>	<p>When the IMAGE ROTATION button is pressed the images rotates 90° every time it is pressed.</p> <p>Press the CONTRAST button to illuminate the button's lamp and to add a little half tone to the object projected. Press it again to turn off this function.</p>
 <p>IMAGING CONTROLS</p>	<p>Use the POSI/NEGA to show a negative film.</p> <p>Press the POSI/NEGA button. The button's lamp will light up to indicate that Elmo has switched to the negative mode.</p> <p>Press the POSI/NEGA button again to return to normal operation (positive imaging). The button's lamp will turn off.</p>

 <p>LAMP CONTROL</p>	<p>The LAMP button has three functions: UPPER, BASE, and OFF.</p> <p>Every time the LAMP button is pressed, the lighting is switched in a cycle: the upper lamps light up, the base light lamps up, all lights are off.</p> <p>Note: the upper lamps & base lights cannot be turned on together.</p>
 <p>REMOTE CONTROL TRAY</p>	<p>The Elmo has a REMOTE CONTROL stored in a tray located within the unit.</p> <p>PUSH on the tray and pull open to retrieve the remote.</p>
	<p>The REMOTE CONTROL performs the same controls as described above.</p> <p>It has an additional feature you may find useful. Press the 2X button on the remote to enlarge the image to twice the original size.</p>



To project the image on the screen, use the projector switcher (pictured) to turn on the projector and lower the screen. Press the DOC CAM button to project the object on the Elmo.