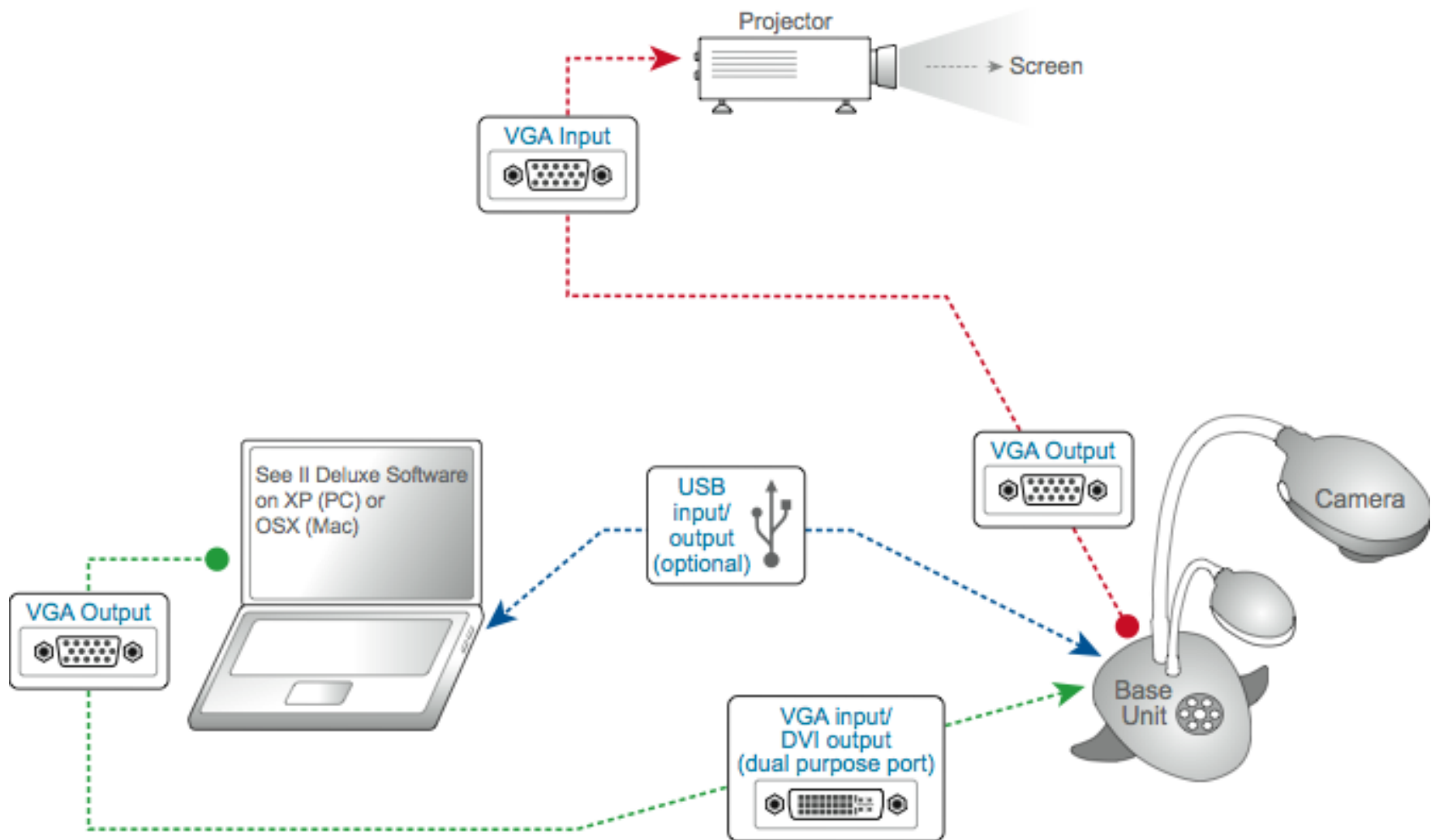


Overview of Connection Between Components



Getting Started with Your Lumens Document Camera

Document cameras are quickly becoming the most sought-after interactive learning tool for the classroom. They are digital video cameras that are used in place of overhead projectors and allow you to project documents, books, pictures, and three-dimensional objects. As you will see from this document, they are simple to use.

Document cameras are also recognized as an output device, used to view and digitally capture objects as well as record video. They are typically used with a projector, which is also an output device, that takes video in (VGA in) and projects the images to a screen.

Camera Components and Functions

Document cameras consist of three basic parts:

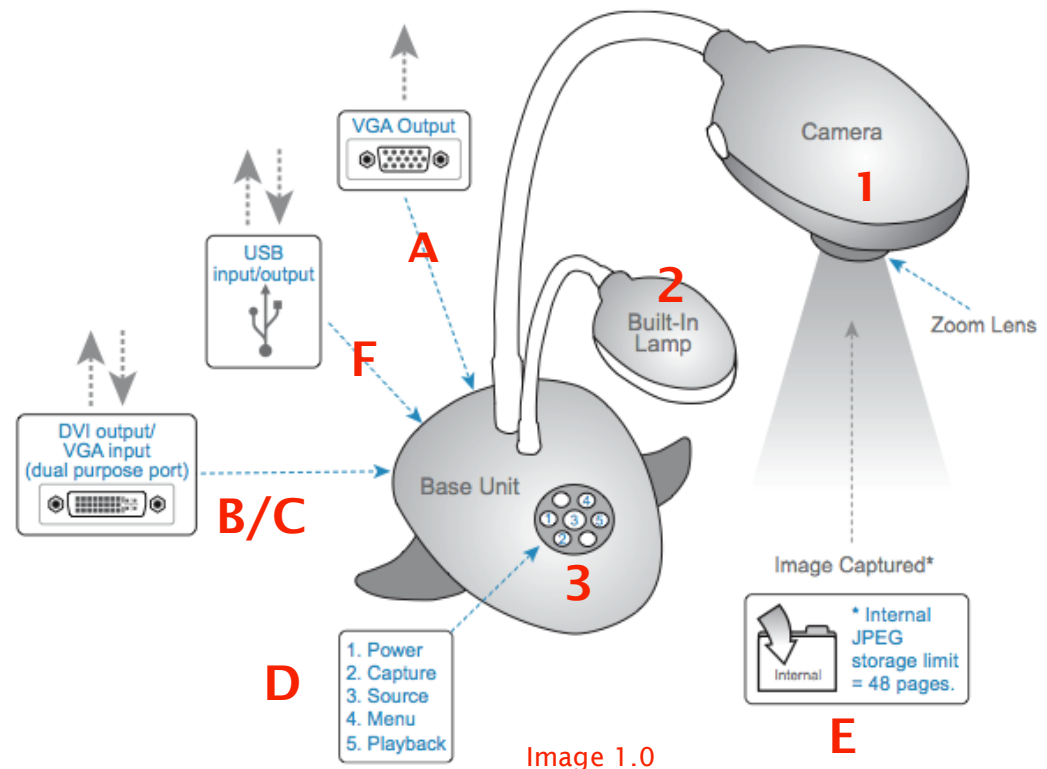
- 1) The camera head
- 2) The lamp(s), and
- 3) The base unit

The base unit is your gateway to leveraging all that the camera can do. The base unit enables several functional operating options including:

A) video or VGA output to your projector through the VGA port

B) DVI output to your projector if that option is available on your particular projector

C) video input from your computer via the DVI to VGA adapter (an optional item)



- D) a source button that switches your input source so you can toggle between the image from your camera to an image on your computer, via VGA output that connects to your projector; playback capability so you can view captured images in a slideshow format; forward and backward buttons on the base unit allow you to control slideshow movement
- E) image capture capability (in the case of the DC160, it captures 48 JPEG images)
- F) USB port that acts as an input and output port, and, with a computer running Lumens' See-It Deluxe software enables
 - o Complete remote control capability of the document camera
 - o Remote capture of images from the document camera to a computer's memory (note that there is no limitation to how many images the camera can capture; capacity is based on amount of storage space available on the PC)
 - o Transfer internally stored images from the base unit into the computer

Connecting Your Document Camera with a Projector

1. Connect the VGA output port from the base unit (A on Image 1.0) to the projector's VGA input port (if the projector has a DVI input port, you may want to use that instead of the VGA input port (E on Image 2.0)).
2. Power up the base unit and the projector. Check the projector source selection to ensure it is set to the correct port so that the camera image can be displayed on the screen.

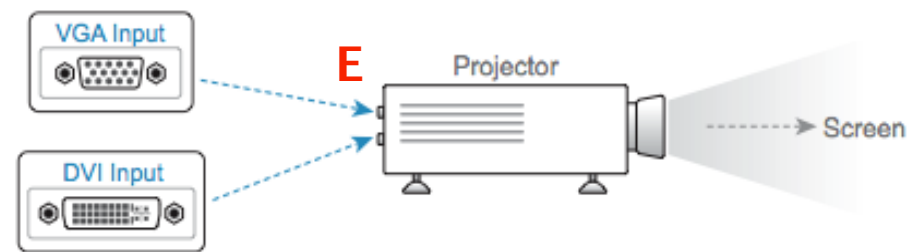
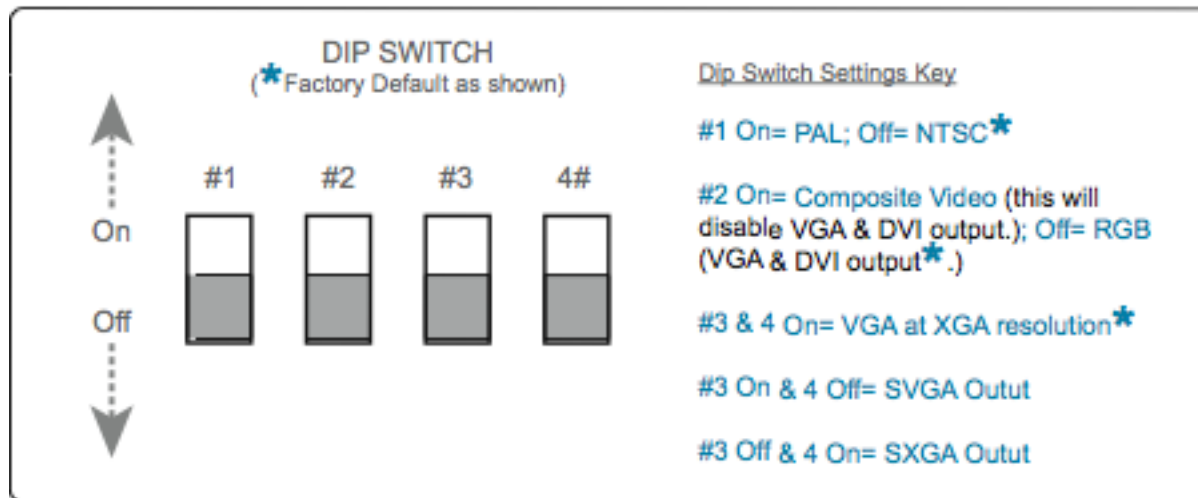


Image 2.0

3. You should be able to see your image on the screen. If not:
 - a. Press the source button on the projector and cycle through its available input options. If your image is still undetected, power down the base unit and make sure the dip switch on the bottom of the unit is set to RGB. Power up the base unit and try again.



How to Capture Images to Your Document Camera

1. The DC160 document camera has the ability to internally capture 48 JPEG images. Simply press the capture button (D on Image 1.0) and watch the top left corner of the screen for “Processing” to indicate that the current image is being saved into the document camera’s internal memory.
2. Press the Play button (D on Image 1.0) to display thumbnails of all the stored images.
3. Select the one you wish to display and press Enter. You can use the forward and backward arrow keys to advance or back up to the appropriate images.
4. Press the menu button (D on Image 1.0) twice to return to the current live image from the document camera.