**Easy 5-Step Guide to using the document camera**

1) Make sure the AverVision 300p is plugged in and turned on; the power button is on the left side of the unit.

2) There are 2 VGA connectors on the right side of the AverVision 300p. Connect the LCD Projector VGA cable to the left-hand (frontmost) VGA connector.

3) Set the AverVision 300p to Camera Mode (push Camera button) and select VGA output (push VGA/TV button). The LED just above the PC button should be GREEN.

4) Turn on the LCD projector

5) Position your document under the camera head. You should now be able to see your document on the projection screen. Use the Zoom +/- buttons on the right side of the Control Panel to zoom the picture in or out.

In somewhat more detail:

**AverVision 300p Quick Reference**

**Touch Button Control Panel** The control panel provides access to commonly used functions.

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**LED Panel** The LED on the front panel of AverVision 300p indicates the status of the unit.

- **Green**: VGA output
- **Red**: TV output
- **Orange**: standby mode.

(over)
**Projector Hookup**  The AverVision 300p enables you to display a presentation on an LCD projector. Connect the projector VGA cable to the document camera as shown.

![Projector Hookup Diagram](image)

**Light and Document Positioning Pointer**  The AverVision 300p has 4 laser positioning pointers that define the viewing area, enabling you to correctly center an object under the camera's viewing area. Various light and laser position pointer settings are provided as follows.

![Light and Document Positioning Pointer](image)

**Camera Head**  The camera head can be rotated 135 degrees from left to right. You can also manually adjust the focus from here to improve the quality of the pictures.

![Camera Head Diagram](image)

**Mechanical Arm**  AverVision 300p features a mechanical arm that enables you to project an image to its full height for full A4 paper landscape viewing.

![Mechanical Arm Diagram](image)

For more info: [https://wiki.lepp.cornell.edu/lepp/bin/view/Computing/AudioVisualEquipment](https://wiki.lepp.cornell.edu/lepp/bin/view/Computing/AudioVisualEquipment)