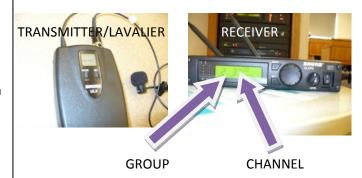
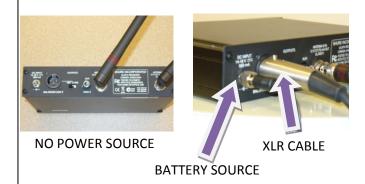
SHURE

In order to use a wireless microphone in one of the classrooms you need to have a receiver along with it so that it will work properly. To the right are two pictures of a Shure mic and it's receiver. You need to make sure that the frequiency and group on the receiver screen and the frequency and group on the microphone match.



Although the mic is wireless, the receiver is not and needs to be plugged into the wall for battery power and into the system. To the right is the receiver before any power source is plugged into it.



Connect the female end of the XLR Cable to the receiver and the male end into the port in the system. Now the XLR cable has connected the receiver to the system and the battery power has been plugged into the receiver





Make sure that the receiver is plugged into the system and the wall and that the transmitter and receiver is turned on. EMPTY XLR PORT PLUGGED IN

If you turn on the transmitter and the receiver and you hear a high squelching sound, the volume is up too high. You can turn the volume down by going over to the system and turning the dial that says "Mic 1" down. The dial with an arrow pointed at it is Mic 1.



NOTE: When checking out a microphone, you are responsible for the contents and purchase of a 9 volt battery

SAMSON

This is a Samson wireless mic. This mic is different from the Shure mic because it's receiver has battery power and does not need to be connected to the wall. The receiver is only connected to the system.

This is the Samson receiver plugged into the system.

If the battery is low for either, the front comes open and there you will find the battery and the power switch. To the left is the reciever and the right is the microphone.

Once the receiver is plugged into the system, the batteries are working and both the microphone and the receiver are turned on, the sound should be working. If not, you can adjust the mic volume on the system. To do this you need to walk over to the system and find the dial that is labeled "Mic 1." This is the dial you need to adjust for your volume or when you hear a high pitched squelching sound.







EMPTY XLR PORT

PLUGGED IN





RECEIVER



NOTE: When checking out a microphone, you are responsible for the contents and purchase of a 9 volt battery

LECTROSONIC

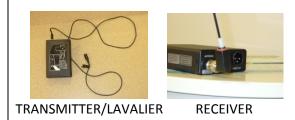
Lectrosonic Microphones are very similar to the Shure Mics because both have a mic and a reciever that needs a battery source. The reciever is plugged into the wall but the mic needs a 9 volt battery.

To open the microphone to change the battery, you need to pull up on the end and turn it. This opens the microphone and reveals the battery.

To the right is a picture of the receiver plugged into both the system and the wall.

Make sure that the antenna(s) are attached to the reciever. If not, the microphone will not work.

Once the receiver is plugged into the system, the batteries are working and both the microphone and the receiver are turned on, the sound should be working. If not, you can adjust the mic volume on the system. To do this you need to walk over to the system and find the dial that is labeled "Mic 1." This is the dial you need to adjust for your volume or when you hear a high pitched squelching sound



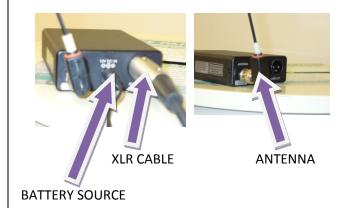






EMPTY XLR PORT

PLUGGED IN

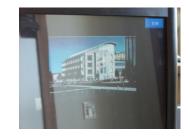




NOTE: When checking out a microphone, you are responsible for the contents and purchase of a 9 volt battery

TURNING ON THE SYSTEM

In order to turn on the system, you need to walk over to the computer screen and touch it. When you do this the screen to the right will come up. Then touch the screen again to start the system up.



After the system warms up the screen to the right will pop up. From this screen you can choose what goes onto the projector screens. Once you choose the device that it comes from press "Send to Screen." But for the microphones to work all you need to do is turn it on.



To the right of the screen you will see a volume control. You can adjust the volume from here as well from the "Mic 1" dial on the system.

