

Chapter 3

Using the AVerVisionDL

This chapter shows different ways of giving presentations with the **AVerVision DL** and how you can highlight key points in your presentation.

Three Presentation Modes

The **AVerVision DL** gives you the flexibility to suit the different requirements needed in presentations by allowing you to change between presentation modes. **AVerVision DL**'s three presentation modes are: *VGA Mode*, *Overlay Mode* and *Camera Mode*.

VGA Mode

AVerVision DL can convert any PC or Macintosh display with resolutions up to 1024 X 768 into video and show it on a big screen TV, video monitor or even an LCD projection screen.



While in *VGA Mode*, you will be able to use all of **AVerVision DL**'s presentation functions. To switch to this mode, just press the **SOURCE** button.

You can use *VGA Mode* in business conference presentations, in-house corporate training, classroom instruction, laptop presentations, software training, and more.

Overlay Mode

AVerVision DL works just like an overhead projector when it is in *Overlay Mode*. You can write or draw on a piece of paper right below **AVerVision DL**'s digital video camera and it will show your "writing" on the presentation screen. You can also project text from a printed document onto your presentation. To change to this mode, press the **OVERLAY** button.



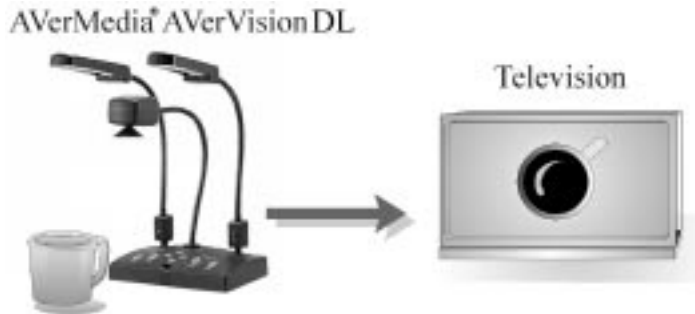
Use *Overlay Mode* for more interactive discussions with students in a classroom or with clients during a business conference.

To Overlay Text: To make the paper "transparent" and display only the printed text or your writing on the presentation screen, press the **DETECT** button. The color of the paper will be "keyed out" so that it won't overlap with the presentation screen. For overlaid text to show clearly on the TV screen, make sure you use large-size text.

To Change Text Color: Overlaid text on the presentation screen can be shown in color. Press the **COLOR** button repeatedly until you find your desired color for the text. There are 8 colors to choose from.

Camera Mode

AVerVision DL functions just like a 3-D projector in *Camera Mode*. *Camera Mode* allows ease of showing the features of small objects to large audiences.



Press the **SOURCE** button to select *Camera Mode*. Only the object that is projected by **AVerVision DL**'s built-in digital video camera will be shown. No computer presentation will be displayed.

There are dozens of things you can do while you're in *Camera Mode*. Introduce new products for a large crowd or conference. Show evidences and proofs in a courtroom. Guide students during lectures and science lab classes. Display documents, color pictures, and more.

Using the Remote Control

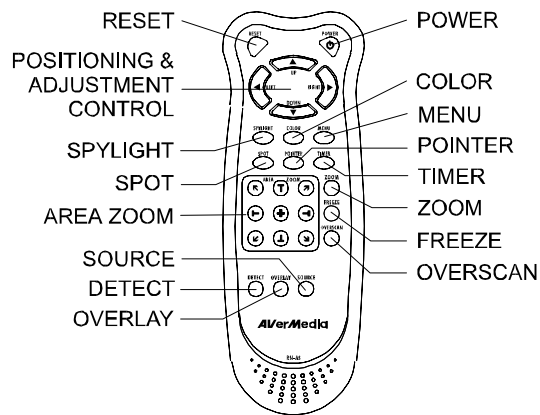
AVerVision DL's remote has button controls to enhance your presentation display and highlight key points. To use the remote control, first insert the batteries (2 size "AA" batteries are provided) into the battery compartment at the back of the remote.



Infrared Sensor

The *Infrared Sensor* is located at the front panel of the **AVerVision DL** (see figure at the left). While using the remote, aim it at the infrared sensor.

The figure and descriptions below show you how to use the remote control.



POWER : Switches the **AVerVision DL** on/off. Also switches the External video on/off.

RESET : Restores the **AVerVision DL** to original factory settings.

MENU : Opens a menu with functions. (Refer to the section, *Menu Functions*, for more details.)

POSITIONING & ADJUSTMENT CONTROL	: Use these buttons to : <ul style="list-style-type: none">* Move around the computer image on TV.* Change the position of the image.* Highlight other areas on presentation screen.* Adjust the position and size of a highlight.* Adjust the settings of the MENU functions.
SPYLIGHT	: Press this button to highlight certain areas of your presentation and darken the rest. (Refer to the section, <i>Special Highlighting Functions</i> , for more details.)
SPOT	: Press this button to highlight a certain area in your presentation. The highlighted area will be surrounded by a colored frame and areas outside the frame will look dark. (Refer to the section, <i>Special Highlighting Functions</i> , for details.)
POINTER	: This button functions just like a laser pointer. (Refer to the section, <i>Special Highlighting Functions</i> , for more details.)
COLOR	: This button is a cyclic switch which, when pressed successively, alternates with 8 types of colors. This button allows you to change the color of AVerMedia Pointer and the frame surrounding the area highlighted by AVerMedia Spot. (Refer to the section, <i>Special Highlighting Functions</i> , for more details.)
TIMER	: Press this button to show the countdown screen display of the time that's remaining in your presentation. (Refer to the section, <i>Timer Function</i> , for more details.)
AREA ZOOM	: Provides quick selection of the screen area to magnify. The <i>Area Zoom</i> function divides the computer image on the TV into 9 parts and allows you to select the desired part to zoom. Refer to the section, <i>Different Types of Zoom</i> , for more details.

ZOOM	: Press this button to zoom in or out of the computer image on TV.
FREEZE	: Press this button to freeze or unfreeze the computer image on TV.
OVERSCAN	<p>: Toggles between <i>Underscan</i>, <i>Overscan</i> and <i>Fit Screen</i>.</p> <p>* <i>Overscan</i> displays the computer image on the projection screen to the fullest. The image will be chopped off at the borders when displayed this way.</p> <p>* When you switch to <i>Underscan</i>, the computer image will be completely displayed on the projection screen. However, dark borders around the image are visible. Images will not be chopped off for resolutions up to 1024 x 768.</p> <p>* <i>Fit Screen</i> fits the computer image completely on the projection screen without visible borders.</p>
SOURCE	: Press this button to switch between VGA Projection and Camera modes. (Refer to the section, <i>Three Presentation Modes</i> , for details.)
OVERLAY	: Press this button to use the Overlay feature. (Refer to the section, <i>Three Presentation Modes</i> , for more details.)
DETECT	: Press this button to make the background color of your document "transparent" and display only the text or your writing on the presentation screen. This process is known as <i>color keying</i> . You can only use this button when you're in <i>Overlay Mode</i> .

Note : You can use all the button controls of the remote when you are in the <i>VGA Mode</i> or the <i>Overlay Mode</i> .

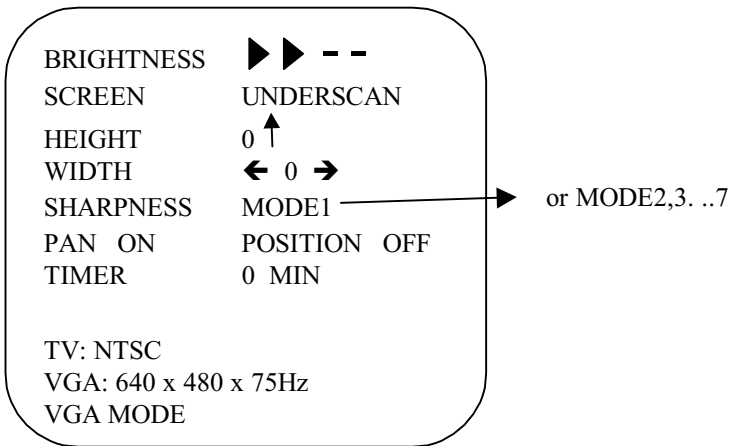
Menu Functions

AVerVision DL provides MENU functions for fine tuning your screen display, adjusting image view and position, setting the TIMER, and more. In different presentation modes, the MENU functions vary.

Press the **MENU** button to view the MENU functions. Then use the **POSITIONING & ADJUSTMENT CONTROL** buttons of the remote. Press the UP or DOWN button to select your desired function. (The selected function will be highlighted in red.) To adjust the setting of your selected function, press the LEFT or RIGHT button.

VGA Mode

In *VGA Mode*, the following menu functions are available:



BRIGHTNESS : Press the RIGHT button to increase and the LEFT button to decrease the brightness level. There are four (4) brightness levels to choose from.

SCREEN : Press the LEFT or RIGHT button to switch between OVERSCAN, UNDERSCAN and FIT SCREEN.

- * *Overscan* displays the computer image on the projection screen to the fullest. The image will be chopped off at the borders when displayed this way.
- * When you switch to *Underscan*, the computer image will be completely displayed on the projection screen. However, dark borders around the image are visible. Images will not be chopped off for resolutions up to 1024 X 768.
- * *Fit Screen* will fit the computer image completely on the projection screen without visible borders.

HEIGHT : Press the RIGHT button to increase and the LEFT button to decrease the height of the projected image.

HEIGHT 0 ↑ An up arrow and an increasing number will appear as you increase the height.

HEIGHT 0 ↓ A down arrow and a decreasing number (lowest is 0) will appear as you decrease the height.

WIDTH : Press the RIGHT button to increase and the LEFT button to decrease the width of the projected image.

WIDTH ← 0 → Outward pointing arrows and an increasing number will appear as you increase the width.

WIDTH → 0 ← Inward pointing arrows and a decreasing number (lowest is 0) will appear as you decrease the width.

SHARPNESS : Press the RIGHT button to increase and LEFT button to decrease the sharpness level. There are up to seven (7) levels of sharpness to choose from, but this depends on which operating environment you are using. For instance, in DOS, there are only three (3) sharpness levels.

PAN and POS : Press the LEFT or RIGHT button to set PAN "ON" and POS "OFF" and vice versa.

If you have enlarged the projected image (using zoom) and want to view the other parts of the image, set PAN "ON" and POS "OFF", then use the

POSITIONING & ADJUSTMENT CONTROL

buttons to browse around the zoomed image.

If you want to change the position of the computer image on the projection screen or highlight another area, set **POS** "ON" and **PAN** "OFF". Then use the **POSITIONING & ADJUSTMENT CONTROL** buttons to change the position of the image or highlight.

The above MENU functions can be used along with the three presentation highlight functions - AVerMedia Spot, Pointer and Spotlight - to adjust the highlighted area. For more details on MENU functions for presentation highlights, refer to the section, *Special Highlighting Functions*, later in this chapter.

Overlay Mode

The menu functions available in *Overlay Mode* are just the same as when you are in *VGA Mode*:

BRIGHTNESS

SCREEN

HEIGHT

WIDTH

SHARPNESS

PAN ON

TIMER

TV: NTSC

VGA: 640 x 480 x 75Hz

OVERLAY MODE

▶▶ --

UNDERSCAN

0 ↑

◀ 0 ▶

MODE1

POS OFF

0 MIN

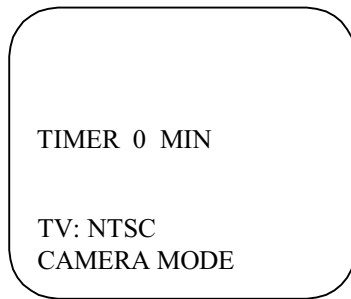
Refer to the function descriptions in the previous section, *VGA Mode*, for details on the menu functions.

Just like in *VGA Mode*, the MENU functions in *Overlay Mode* can also be used along with the three presentation highlight functions - AVerMedia Spot, Pointer and Spotlight - to adjust the highlighted area. For more details on MENU functions for presentation highlights, refer to the section, *Special Highlighting Functions*, later in this chapter.

Note : In *Overlay Mode*, the MENU functions affect only the projected image on the screen. They do not affect the text or the user's writings which are projected using the camera.

Camera Mode

While in *Camera Mode*, the **AVerVision DL** simply displays the object on the projection screen. MENU functions are not available, except for the TIMER function. In this mode, only status messages appear on the TV screen:



Status Messages

Status messages indicate which modes you are currently using. These are located at the left, bottom corner of the screen:

- **TV:** indicates whether your TV is "NTSC" or "PAL".
- **VGA:** shows your computer's computer resolution. (This message is shown only in *VGA Mode* and *Overlay Mode*.)
- **Mode:** shows the presentation mode (VGA, OVERLAY or CAMERA MODE).

Timer Function

The **AVerVision DL** allows you to control the pace of your presentation by showing a countdown screen display of the remaining time. This merely serves as a reminder. When the time is up, the presentation screen will not be affected in any way.

To Set the Timer:

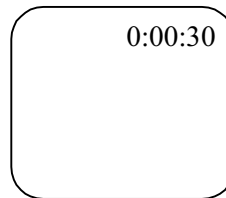
1. Press **MENU** to view on screen function selections.
2. Press the **POSITIONING & ADJUSTMENT CONTROL**'s UP or DOWN button to select the **TIMER** function.
3. Press **POSITIONING & ADJUSTMENT CONTROL**'s LEFT or RIGHT button to select a time value.

The time value settings in minutes appear as follows: 0~10, 15, 20, 30, 40, 50, 60, 90 and 120.

4. After selecting a time value, press the **MENU** button to close the menu.

To View the Countdown Screen Display:

1. To display the previously set time value, press the **TIMER** button **once**. The format is in hours:minutes:seconds. **AVerVision DL** automatically converts your settings to the above mentioned format.
2. To start the countdown, press the **TIMER** button the **second** time.
3. You can toggle the countdown screen display on and off by pressing the **TIMER** button.



Special Highlighting Functions

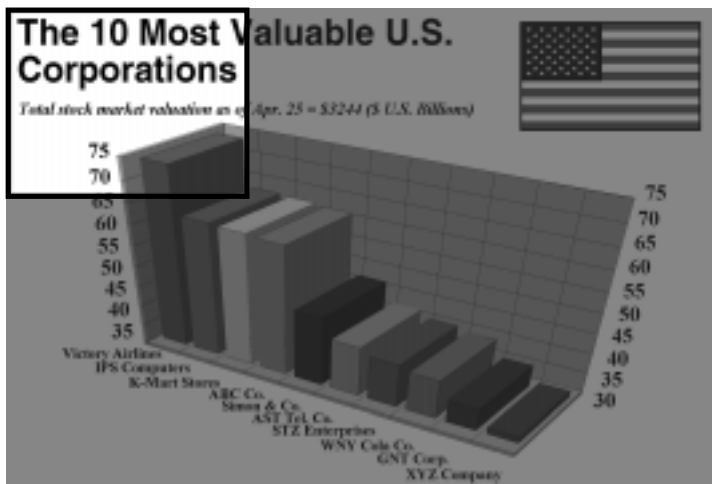
The **AVerVision DL** provides 3 special functions for highlighting key points in any presentation: *AVerMedia Spot*, *AVerMedia Pointer* and *AVerMedia Spotlight*. You can use these functions by pressing the corresponding buttons on the remote control.

AVerMedia Spot

To highlight a certain area in your presentation, press the **SPOT** button on the remote.

A colored frame will appear around the highlighted area and the rest of the image will be darkened. The highlighted area will appear as if there is a "spotlight" directed on it. The figure below shows an illustration.

Highlighted Area



Changing the Size of the Highlight

You can adjust the size of the "spotlight" (that is, the area highlighted by *AVerMedia Spot*) and create a highlight as large as 1/4th or as small as 1/64th of your presentation screen.

To Change the Size of the Highlight:

1. Press the **SPOT** button.
2. Press the **MENU** button. The colored frame surrounding the highlighted area then starts blinking.
3. Use the **POSITIONING & ADJUSTMENT CONTROL** buttons to adjust the size of the frame surrounding the highlight. Press the UP button to enlarge the height of the highlight and the DOWN button to make it smaller. Press the RIGHT button to increase and LEFT button to decrease the width of the highlight.
4. Press the **MENU** button again after you have finished adjusting the size of the frame.

Changing the Color of the Frame

Press the **COLOR** button repeatedly until you find a desirable color for the frame. There are 8 colors to choose from.

Highlighting Other Areas

1. Press the **SPOT** button.
2. Press the **POSITIONING & ADJUSTMENT CONTROL** buttons to move the colored frame and highlight another area.

AVerMedia Pointer

AVerMedia Pointer is very similar to the laser pointer. It is a 4 x 4 pixel square which lets you direct your viewer's attention to key points in your presentation.

To emphasize a key point in your presentation, press the **POINTER** button on the remote. The figure at the right shows an illustration.



Extending AVerMedia Pointer into a Line

If you have a very large audience, the *AVerMedia Pointer* on your presentation screen might not look obvious and clear enough. In this case, extend *AVerMedia Pointer* into a *Line* :



1. Press the **POINTER** button.
2. Press the **MENU** button. *AVerMedia Pointer* then starts blinking.
3. Press the **POSITIONING & ADJUSTMENT CONTROL**'s LEFT or RIGHT button to enlarge or shorten the line. At most, you can stretch the line up to the full extent of your screen width.
4. Press the **MENU** button again after you have finished adjusting the size of the frame.

Moving AVerMedia Pointer (or Line)

1. Press the **POINTER** button.
2. Press the **POSITIONING & ADJUSTMENT CONTROL** buttons to move the *AVerMedia Pointer* (or line) around the presentation screen.

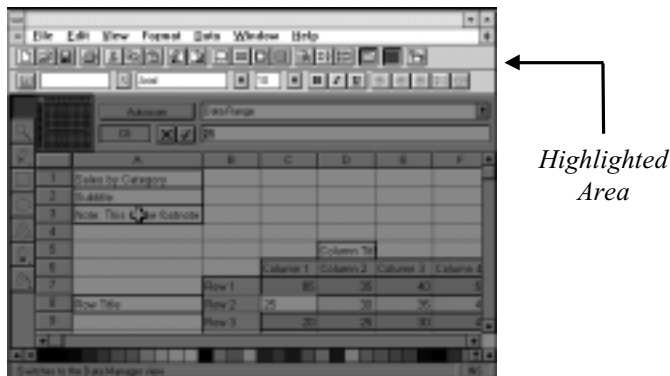
Changing the Color

Press the **COLOR** button repeatedly until you find a desirable color for *AVerMedia Pointer* (or the extended line). There are 8 colors to choose from.

AVerMedia Spotlight

Using *AVerMedia Spotlight* resembles the way you highlight parts of your presentation with an overhead projector. With Spotlight, you can highlight a part of the screen and "cover" the rest by darkening areas which you do not want to show to your audience.

When you press the **SPYLIGHT** button for the first time, the upper part of your presentation screen will be highlighted :



Highlighting Areas Horizontally and Vertically

You can use the **POSITIONING & ADJUSTMENT CONTROL** buttons to slowly "expose" the rest of your presentation screen to your audience. Press the Left, Right, Up, and Down Arrows to highlight more areas to the left, right, top, and bottom. Press the same buttons to "cover up" more parts of the screen and reduce the highlighted area.

Example 1 :



The entire top area is highlighted.



To extend the highlight downwards, press the DOWN Arrow.



To reduce the highlight to the left, press the LEFT Arrow.

Example 2 :



Most of the left part of the screen is highlighted.



To extend the highlight to the right, press the RIGHT Arrow.



To reduce the highlight upwards, press the UP Arrow.

Different Types of Zoom

The **AVerVision DL** provides 4 types of zoom : *Normal Zoom*, *AVerMedia Area Zoom*, *AVerMedia Spot-Zoom*, and *AVerMedia Pointer-Zoom*.

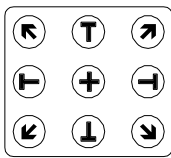
Normal Zoom

Normal Zoom allows you to zoom in (200%) on the computer screen and display the zoomed image on the projection screen. Simply press the **ZOOM** button on the remote control.

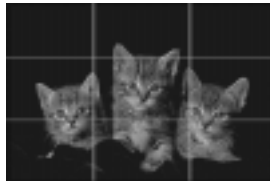
AVerMedia Area Zoom

This function divides your screen into 9 parts and allows you to select the desired part to zoom through the available buttons on the remote control.

The directional buttons on the remote corresponds to 9 parts of your screen :



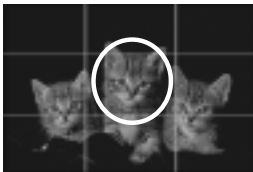
*Directional Buttons
on the Remote Control*



9 Parts of the Screen

Choose which part you want to zoom, and then press one of the 9 directional buttons on the remote that corresponds to that area.

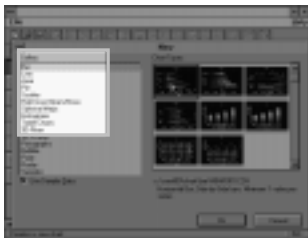
For Example :



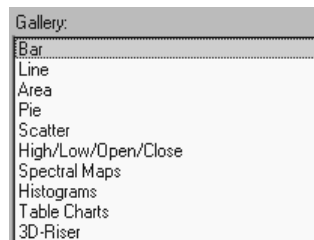
AVerMedia Spot-Zoom

As described earlier in the section, *AVerMedia Spot*, under *Special Highlighting Functions*, you can highlight a certain area in your presentation by pressing the **SPOT** button.

After pressing the **SPOT** button, press **ZOOM** if you want to enlarge the highlighted area inside the colored frame.



Press the **SPOT** button to highlight an area.



Then, press the **ZOOM** button to enlarge the highlighted area.

AVerMedia Pointer-Zoom

After you press the **POINTER** button to point on a key area in your presentation screen, press the **ZOOM** button to magnify the area where you are pointing to.

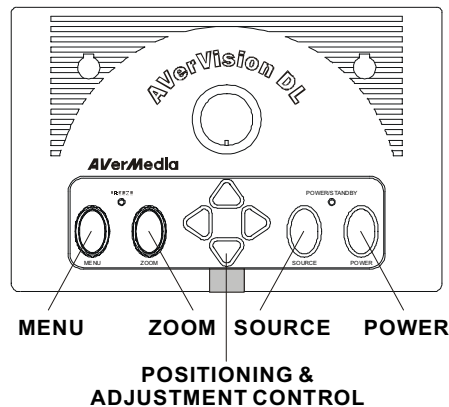
Panning the Zoomed Image

To Move Around the Zoomed Image:

1. Press the **MENU** button and the on screen menu will appear.
2. Set **PAN** "ON" and **POS** "OFF".
3. Press the **MENU** button again to close the MENU.
4. Press the **POSITIONING & ADJUSTMENT CONTROL** buttons to move around the zoomed image.

Touch Button Control Panel

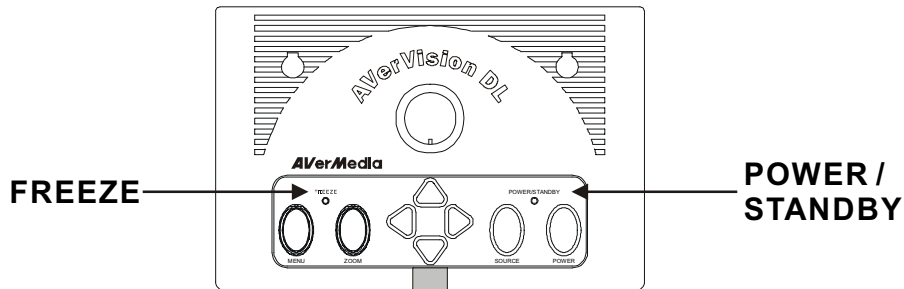
The figure and descriptions below show you how to use the *Touch Button Control Panel* located at the top of the **AVerVision DL** unit. This will give you access to commonly used functions.



- POWER** : Switches the **AVerVision DL** on/off.
- ZOOM** : Press this button to zoom in or out of the computer image on TV.
- POSITIONING & ADJUSTMENT CONTROL** : Use these buttons to :
 * Move around the computer image on TV.
 * Change the position of the image.
 * Highlight other areas on presentation screen.
 * Adjust the position and size of a highlight.
 * Adjust the settings of the MENU functions.
- MENU** : Press this button to select the different functions.
 (Refer to the section, *Menu Functions*, for more details.)
- SOURCE** : Press this button to toggle between *VGA Mode* and *Camera Mode*. (Refer to the section, *Three Presentation Modes*, for more details.)

The LED Panel

Aside from the touch button control panel, you will also find an *LED Panel* on the **AVerVision DL** hardware case. The figure and descriptions below show what each LED indicator in this panel represents.



POWER/STANDBY : If the AVerVision DL is on, the LED is green. If it is in standby mode, the LED is red.

FREEZE : This LED shows whether FREEZE or UNFREEZE is in operation.

If this LED is on, it means that the user has paused, that is, frozen the screen.