

## Getting Connected



### Connecting your Montage unit

1. Connect the power cable.
2. Connect your display to either the mini-HDMI or mini-DVI connection. If using a standard HDMI cable, you will need to use the HDMI to mini-HDMI adapter (included).
3. Connect to a network via the Ethernet cable (optional – see *below*)
4. If using a touch display, connect the USB touch cable from the display to the Montage unit. Or, connect a mouse for a standard display.

### Networking options

*There are 3 options when connecting Montage to your network:*

*(i) Connect Montage to an existing network with the Access Point enabled*

Montage is connected to the existing network via an Ethernet cable. Attendees can connect to Montage via the existing network, or by joining the Montage Access Point which is enabled by default.

*(ii) Hardwire Montage to an existing network with the Access Point disabled*

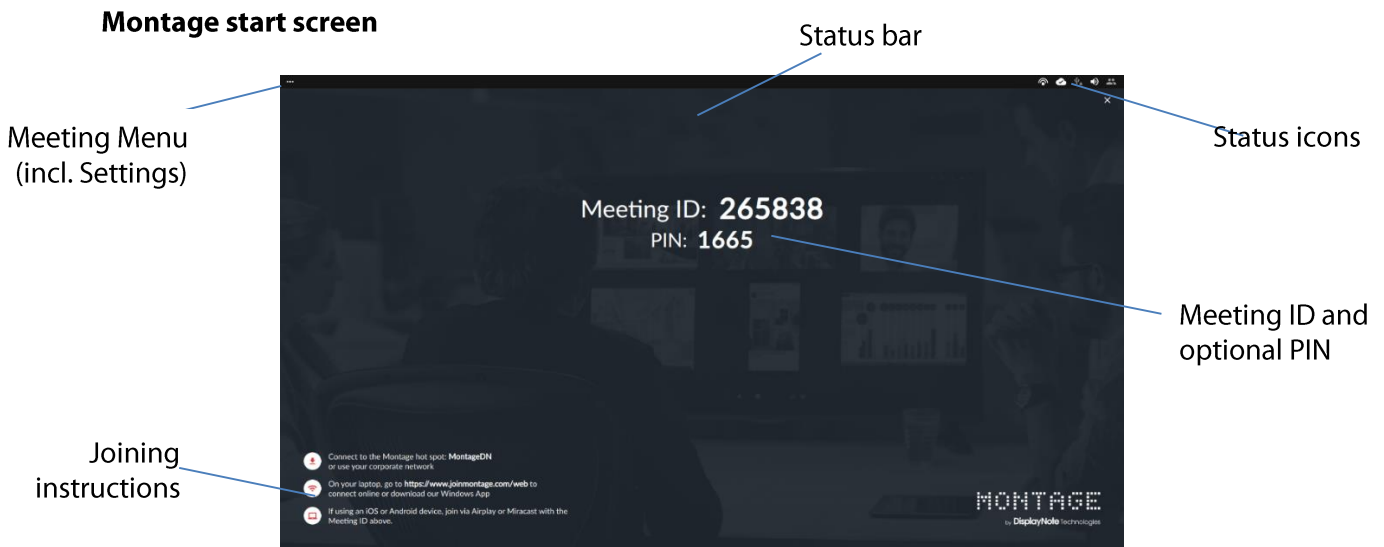
Montage is connected to an existing network via an Ethernet cable. Attendees must connect to Montage via the existing network. The Access Point is disabled by unchecking the “Enable Access Point” check box in the Access Point tab in Settings.

*(iii) Run Montage without internet/local network and the Access point enabled*

Attendees must connect to the Montage Access Point to connect. The Montage unit will not be connected to the internet. The Access Point is disabled by unchecking the “Enable Access Point” check box in the Access Point tab in Settings.

### Turning on the Montage unit

To power on, press the Montage logo on the top of the box for two seconds. The power button on the rear of the unit can also be used. Once switched on, the light around the Montage logo will illuminate green before cycling through a range of colours.



When your Montage unit has powered on, you will see the above screen. This screen contains the status bar at the top, the Meeting ID (and PIN, if applicable) to join the meeting and instructions on how to connect devices in the bottom left.

## Connecting Attendees

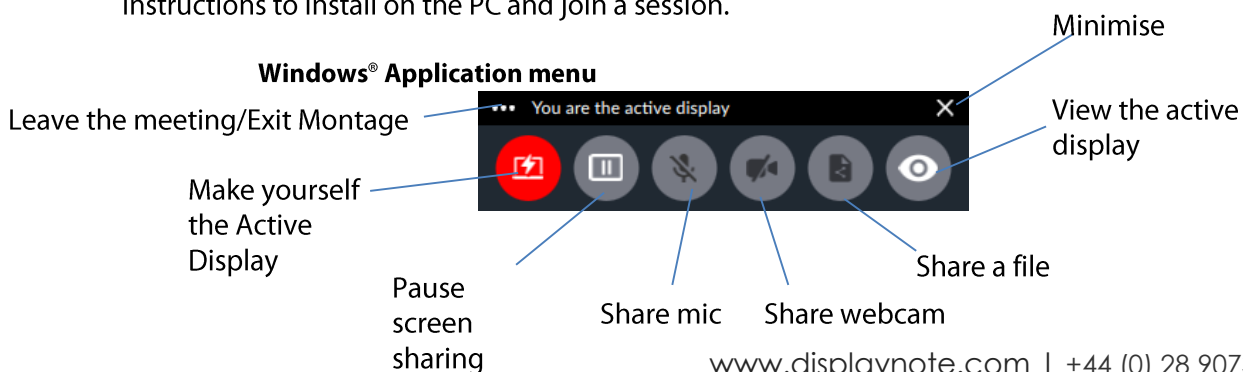
Attendees can join a meeting by using;

- (i) The **Windows® application** for Windows 7® and above
- (ii) The **Web Client** for Chrome® browser on Windows®, Mac® or Chromebook®
- (iii) **AirPlay® for iOS devices** running iOS 6, 7 & 8
- (iv) **AirPlay® for Apple Macs** running OS X 10.8 – 10.10
- (v) **Miracast® for Android devices** running Android 4.4 and above

Attendees must be connected to the same local network as the Montage unit, or be connected to the Montage Access Point to use Miracast® or AirPlay®. If connecting using the Windows application or Web client, attendees can connect over the internet, provided the Montage unit is also connected to the internet.

### (i) Connecting using the Windows® application

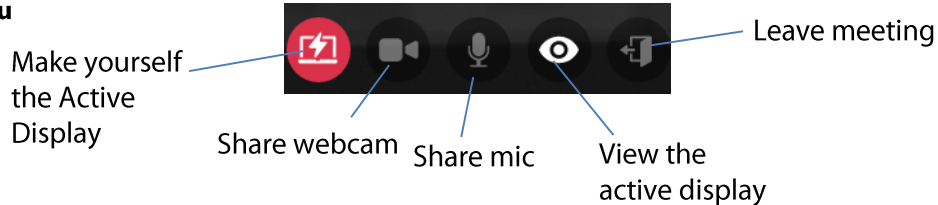
Go to <http://joinmontage.com> to download the Windows® Application and follow the on-screen instructions to install on the PC and join a session.



## (ii) Connecting using your web browser

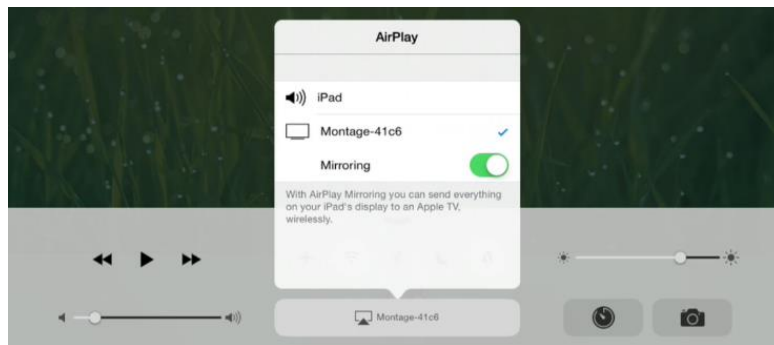
Open Google Chrome® on Windows®, Mac® or Chromebook®. Go to <http://joinmontage.com/> - you will see the below page and follow the instructions onscreen (Internet connection required).

### Web Client menu



## (iii) Connect iOS devices using AirPlay®

Ensure the iOS device is on the same network as Montage or is connected to the Montage Access Point. Swipe up from the bottom of the screen on the iOS device to reveal the Control Centre.



Select the applicable Montage unit and tap the 'Mirroring' toggle so that it turns green. At this point an AirPlay password is required – **this will be the Meeting ID**. After tapping ok the screen of the iOS device will appear on the Montage screen.

## (iv) Connect Apple Macs using AirPlay®

Mac computers can currently join using the **Web Client** (see point ii) or by using AirPlay®. To mirror the screen using AirPlay®, make sure the Mac is connected to the same network as Montage, or is connected to the Montage Access Point.



When connected to a valid network with AirPlay®, the AirPlay® icon will be shown in the top right of the OS X Menu Bar, click this to see a list of available AirPlay® receivers on the local network. 'Montage' will be in this list (or the name of the Montage network, if you have renamed it). At this point, AirPlay® will prompt for a password - this will be the Meeting ID. Enter this and the attendee will appear on the Montage screen.

## (v) Connect an Android device using Miracast®

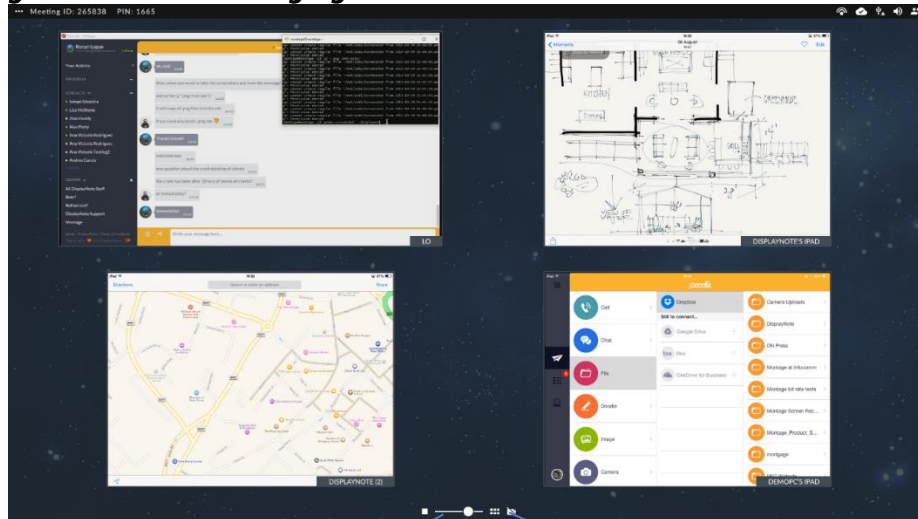
To use Miracast® you will need:

- A supported device running Android 4.4 or above

- Miracast® enabled in your Montage settings
- The Access Point disabled, under 'Access Point' in the Montage settings

Steps to connect via Miracast® vary dependent on device, please check with your manufacturer for instructions on how to share the device screen.

## Re-ordering attendees and changing the view



Slider to change view

Enable a webcam attached to Montage USB

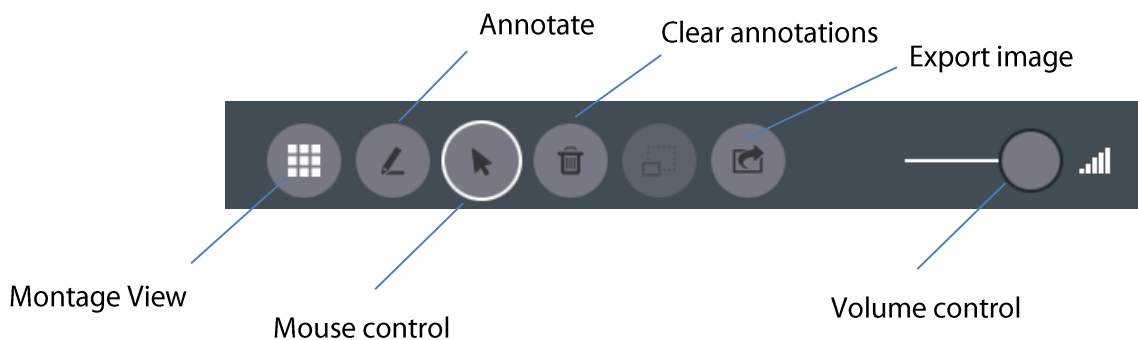
Attendees will appear in the Montage view when connected, as seen above. Up to a maximum of 12 attendees can be connected at once.

## Selecting the Active Display

To select an attendee as the Active Display, double tap/click that attendee in the Montage view, their display will then become full screen. This screen is now the 'Active Display'. Attendees will be able to set themselves as the Active Display from within the Windows application.

## Active Display Menu options

At the bottom of the screen there is a small tab which can be pulled up to reveal the Active Display Menu.



Montage View

Mouse control

Volume control