How to Connect Wirelessly to UH Projectors.

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Download and Install the Software: One Time Use

Welcome to the IITS document on how to connect to the wireless projectors in University Hall. There are currently 4 rooms that have this capacity.

1. If it is your first time you will need to download the software. To do this open a browser and go to one of the following addresses.
   a. UH 210 – 139.102.68.139
   b. UH215 - 139.102.68.138
   c. UH322 - 139.102.68.140
2. Click "Installer" then select the version of Operating System that you have.

3. Install the software (This requires Administrative Privileges on the machine you are installing).
4. After installing the software 1 time it is not necessary to install again. Only 1 software for all of the rooms in University Hall.

Connecting to a projector:

1. To connect to a projector start the MirrorOp program you have installed on your machine.
2. You will then input the address of the room you are wanting to project. (This address is displayed on the screensaver in each room).
    a. UH 210 – 139.102.68.139
    b. UH215 - 139.102.68.138
    c. UH322 - 139.102.68.140
3. Once you have entered the address click "Connect"
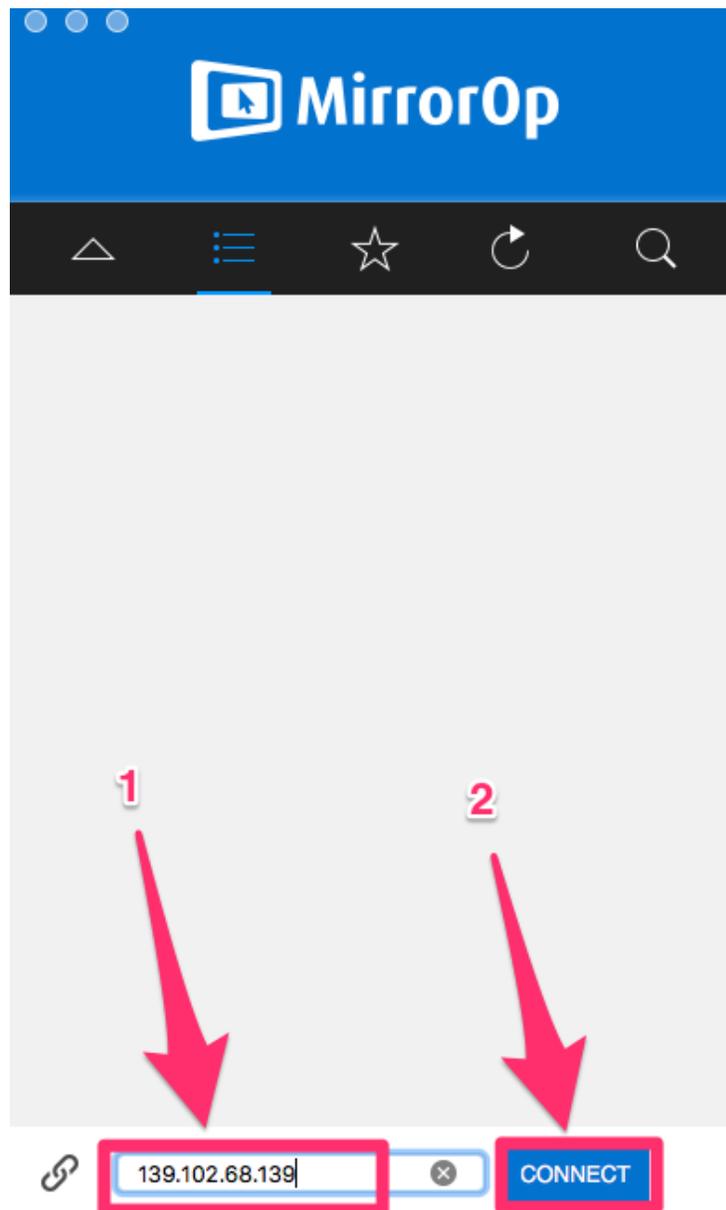
4. Once you click connect you will be presented with a popup that asks for a 4 digit code. The codes are the official room numbers (remember to add a zero (0) in front of the room number.
    a. 210 – 0210
    b. 215 – 0215
    c. 322 – 0322
    d. 110G – Changes every time to find the code you must be in 110G with the projector on, the code is displayed on the top right corner of the screen.
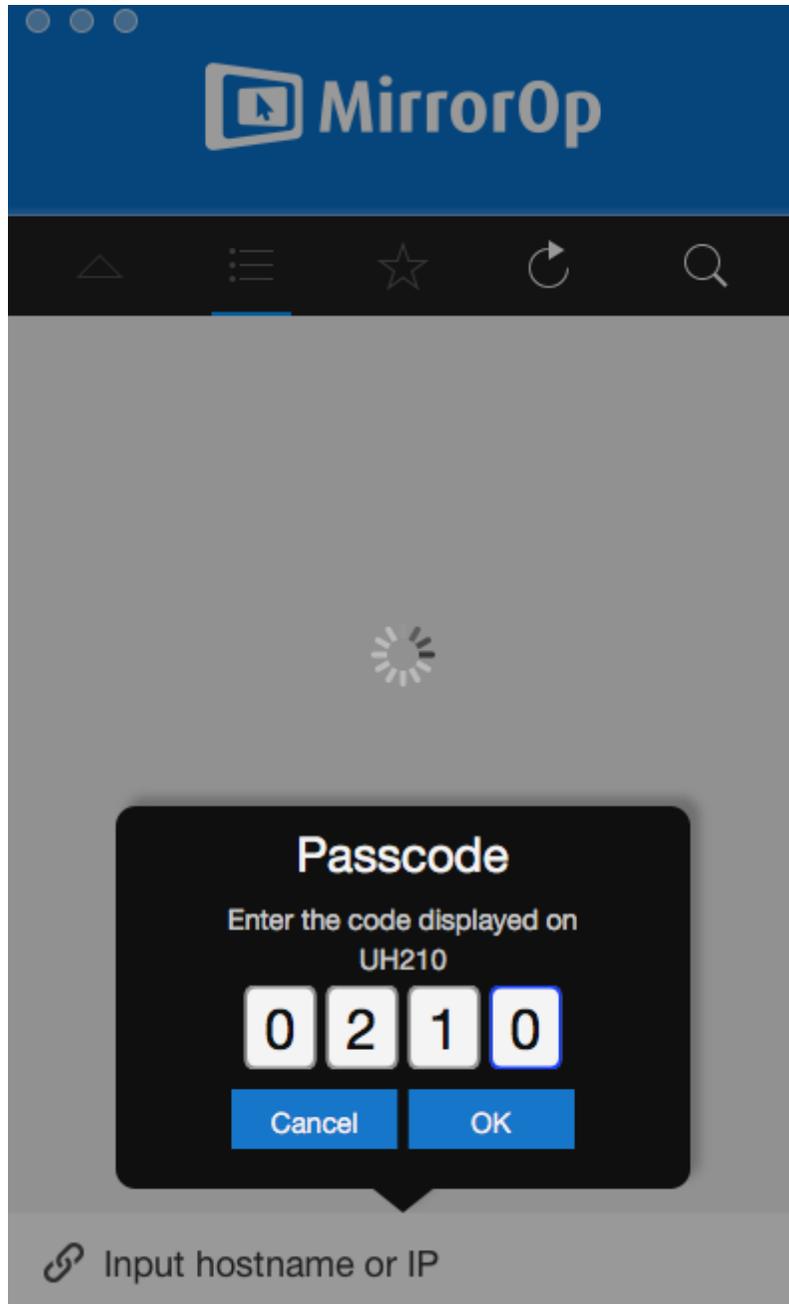
5. Click Ok
6. You will then wait less than 5 seconds and the screen will look like the following.

7. Click the play triangle to begin "broadcasting" to the screen.

8. You will see a brief message saying you are broadcasting. Then the screen will quickly change back to the following allowing for control of the presentation to be stopped or paused.


9. When you are finished, click the square "stop" button to stop broadcasting and disconnect from the MirrorOp presenter.

Optional Software Control:

If you are a frequent user, some of these features will help you quickly work the system.

Save your room connection:

Once you have connected once (Achieving Step 6) you have the option to click the triangle down button. This will allow the user to "hover" the mouse over the room and click the star at the right side of the room number. Once selected, the room will be available to connect quickly without having to memorize the IP address to connect.
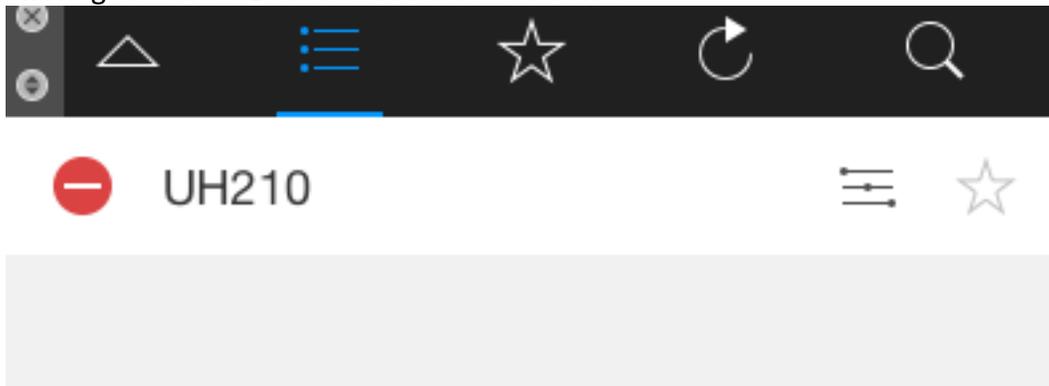

Multiple Simultaneous Displays:

In a conference situation having the ability for multiple people to connect and display simultaneously could be advantageous. In that situation click on the square button to the right of the downward triangle (see below) and select where on the screen you would like to position your desktop. (The display in the room will then match the configuration selected, so if someone selects the top right, the top right corner of the display in room xxx will have that person's desktop shown).
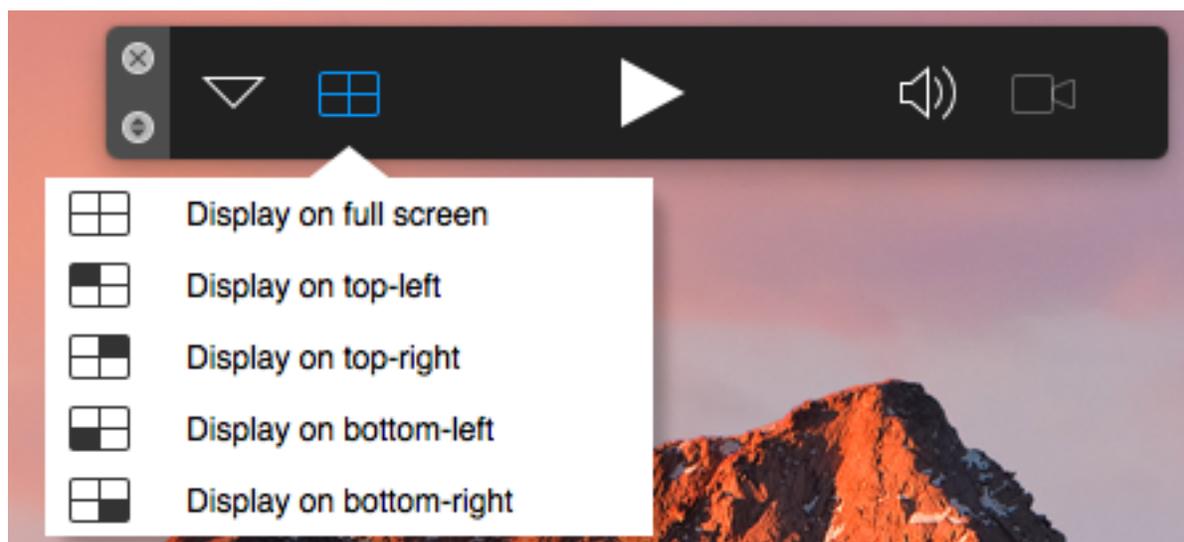
Maintaining Control Over a Conference:

Are you a conference coordinator who needs to control the screen and allow your presenters to individually do their presentations? No problem. You can control the conference through the portal.

1. To do this open your browser and connect to your rooms IP address. Once at the page (the same page when you installed the MirrorOp software, click Conference Control
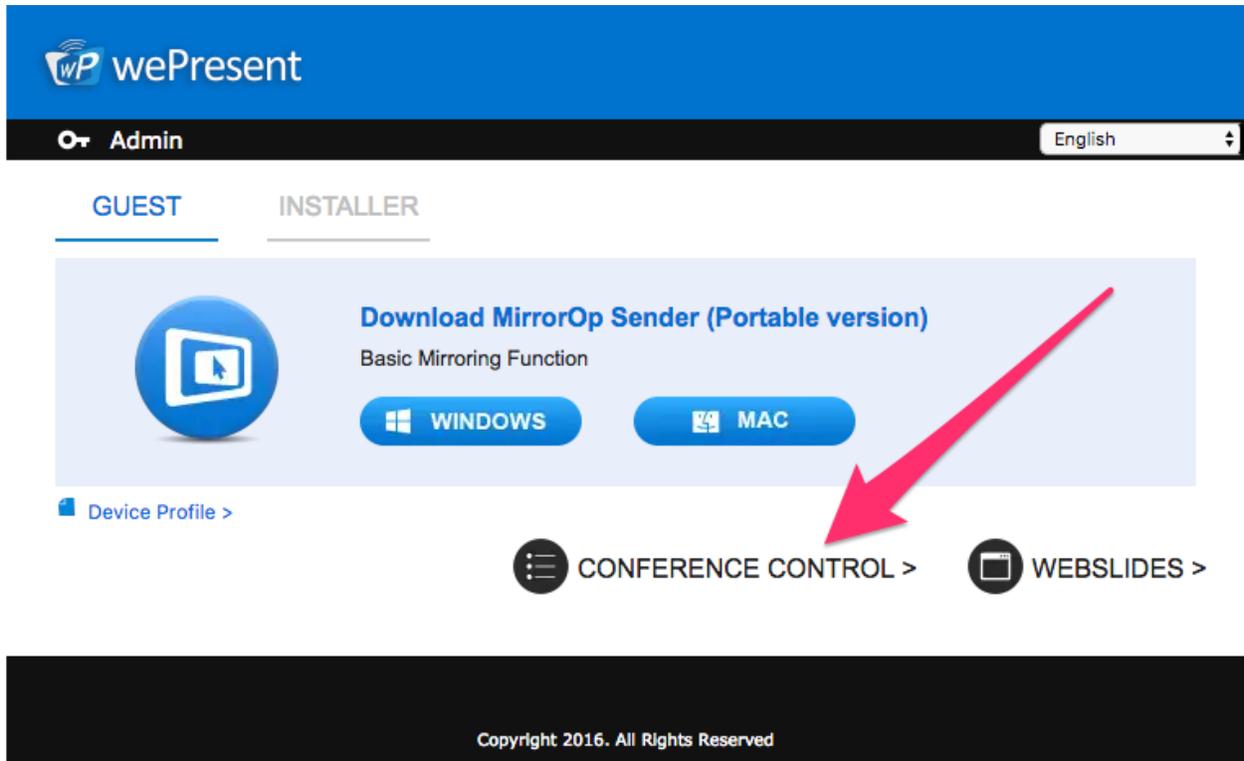
2. Your browser may issue a warning like the one below. There is no problem in proceeding. To do so, click Advanced.
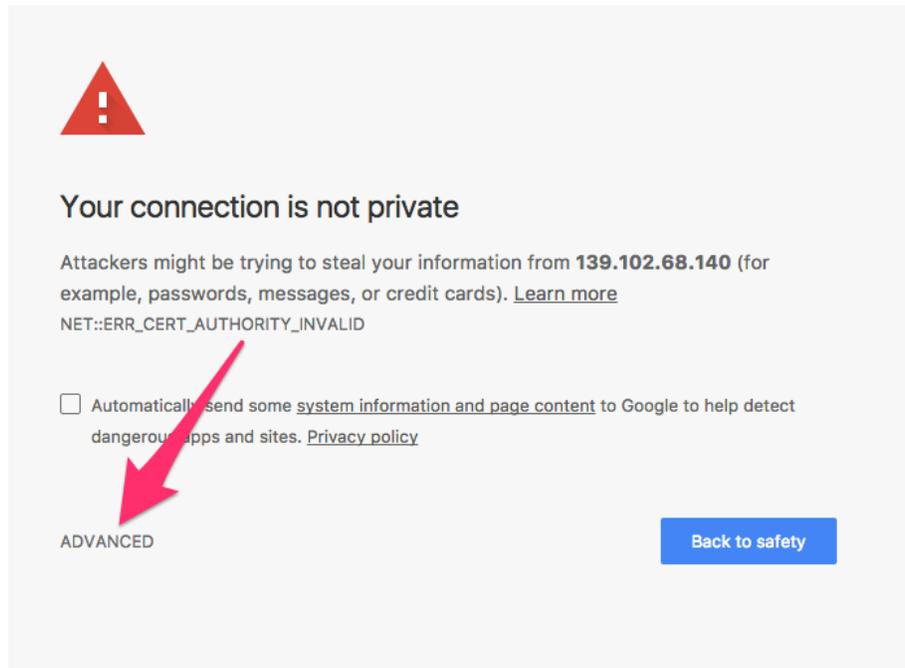
3. Then click Proceed to 139.102.68.140 (unsafe). Note the IP address will be different depending on which room you are connecting.
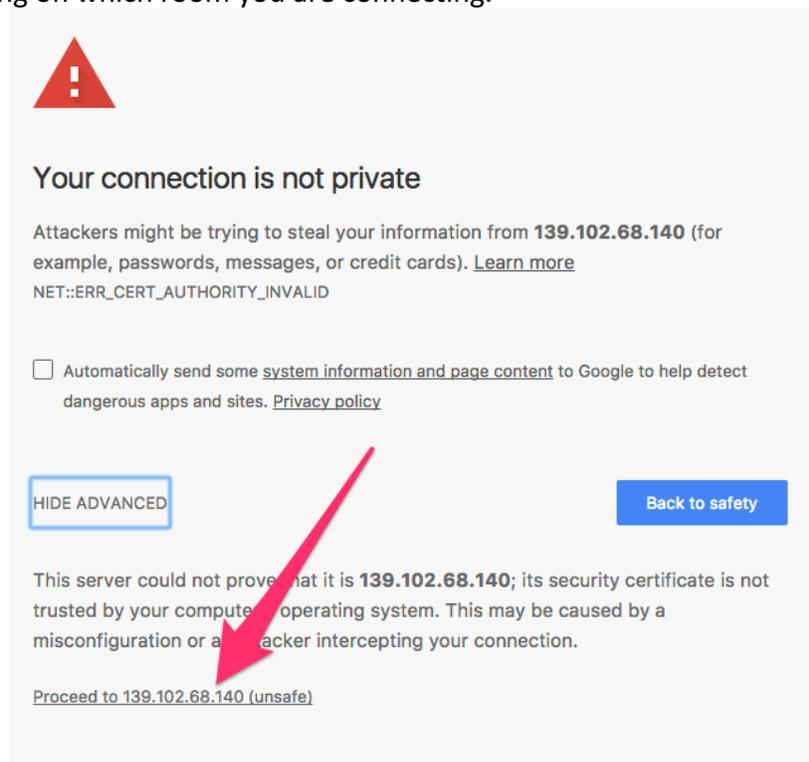
4. The password for this section is UH0(room number). So for room 322 it is UH0322.

5. The following screen is the control center for conferencing via MirrorOp. Remember your presenters can conference in from anywhere and you may need to be in the room to control the system.

6. Let's review the screen.
    a. First, click the checkbox to Allow control from this page only. This takes away the presenters option to choose where their screen is displayed and gives you the control.
    b. Name of Presenter: useful for larger numbers of presentations to keep the devices organized.
    c. Play Control: Full control of the center (to be explained in next step
    d. IP Address: Useful if someone is trying to be malicious.

7. Play Control Explained: See the enhanced image of play control below. When selected a blue outline will appear around the selected control.

1. Full Screen – Image will take the entire screen. Good for single presentations or where the presenter needs to be "highlighted"
2. Top left – Desktop will be the top left corner of the screen.
3. Top right – Desktop will be the top right corner of the screen.
4. Bottom left – Desktop will be the bottom left corner of the screen.
5. Bottom right – Desktop will be the bottom right corner of the screen.
6. Stop –Stop the projection of the person presenting.
7. Disconnect – disconnect the presenter from conference.