

The TwinPact is the device we use to capture the image from a Presenter's laptop as it goes to the projector. The device is connected between the speaker's laptop and the projector and seamlessly captures the image being displayed without interfering with the projector and laptop communications.

## Set up Procedure:

- 1. Connect the **VGA** cable from the **Presenter**'s **laptop** to the **RGB IN** on the back of the TwinPact.
- 2. Connect the **VGA** cable from the **Projector** to the **RGB OUT** on the back of the TwinPact. **Note**: This may vary slightly depending on the room. e.g. T101 has a port on the side of the lectern, Studio has a cable coming up from the floor.
- 3. Connect the **Firewire** cable from the **6pin Firewire** port(on the back of the **TwinPact**) to the **Slave/TwinPact Laptop**.
- 4. Have the speakers **Resolution** set to **1024x768** is possible.
- 5. Connect the TwinPact Power and turn it on.
- 6. Press the **Input Select** button until the **RGB** light is on.
- 7. Make sure the **Slave** Laptop is **running** (the lid can be closed) or the Master laptop will not be able to connect to the TwinPact.
- 8. Connect the **Slave/TwinPact Laptop** to the LAN.
- 9. Connect the **Firewire** to the camera.
- 10. Connect the **Firewire** from the camera to the **Master/dvswitch Laptop**.
- 11. Connect the **Audio** cable to the **L input** of the camera.
- 12. Connect the **Master/dvswitch Laptop** to the LAN.

## Setup the speaker/presenter.

- 1. Attach the **VGA cable** from the **Twinpact** to the **:aptop of the presenter.**
- 2. Press **ctrl+alt+backspace** on the **Slave/TwinPact Laptop**.
- 3. Go to the **Master/dvswitch Laptop** and **verify** that everything is ok.

## How to get HELP?

- 1. Open an **IRC client** and connect to **irc.freenode.net** ( /server irc.freenode.net ).
- 2. Join channel **#fosdem-video** ( /j #freenode-video ).
- 3. Ask for help in the channel.
- 4. If no one replies or you need urgent help, send an SMS to Holger(+49 172 415 7304) or Wouter().