

Using iPad for Wireless Presentations (AirMedia) in FSC Classrooms

Wireless Presentation (AirMedia) allows instructors to present wirelessly from laptops and mobile devices. FSC classrooms with the Wireless Presentation (AirMedia) option available are **FSC 1005, 1221, 1611, 1617, and 2916**. For requesting general help with teaching practices, please contact the Forestry TLS team (forestry.tls@ubc.ca).

For reference, to use a laptop for Wireless Presentation in FSC Classrooms:

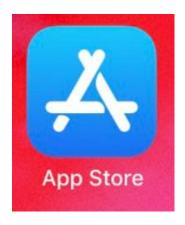
- Link your laptop to the system wirelessly with AirMedia (this does **NOT** work for laptops with MacOS).
- After selecting the AirMedia button, you need to input the web address (shown on the upper left corner) and download an app.
- After you start the app, you will need to input the passcode shown in the upper right corner to connect your laptop with the AV system.



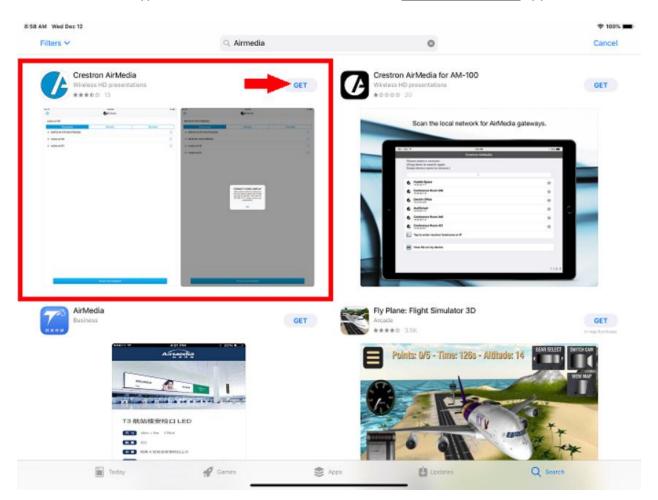
A. Downloading the Crestron AirMedia Application:

To download the Crestron AirMedia Application:

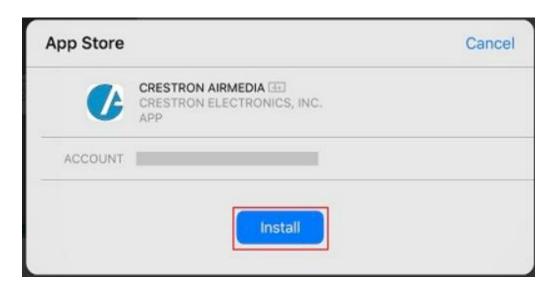
1. Open the App Store.



2. In the search bar, type airmedia and select **Get** next to the <u>Crestron Airmedia</u> app.



3. Click on Install.



4. There may be a prompt to enter your password. This will be the password for the Apple ID associated with the iPad.



5. The application will now be installed.

B. Using the Crestron AirMedia Application:

To use the Crestron AirMedia Application:

1. Open the AirMedia app.



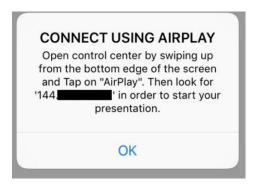
2. In the top bar, type in the name or IP address of the AirMedia device. This will be available on the screen of the AirMedia you are connecting to.



3. At the bottom, select Present with AirMedia.



4. You will be prompted to now switch to Apple AirPlay.



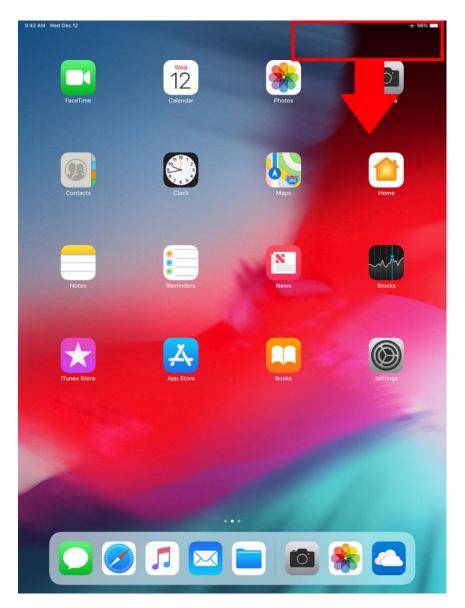
5. For Older iPads:

Swipe up from the bottom and select AirPlay.



For Newer iPads:

Swipe down from the top right.



Press and hold **Screen Mirroring**.



A window will open, and you will need to click the IP address.



6. Enter the password and click OK. This will be the 4-digit code on the screen.



7. Your screen should now be projected.