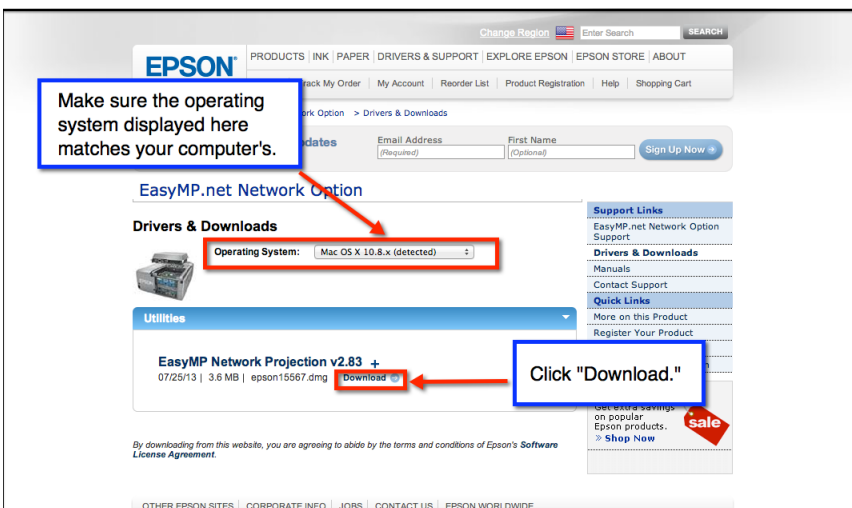
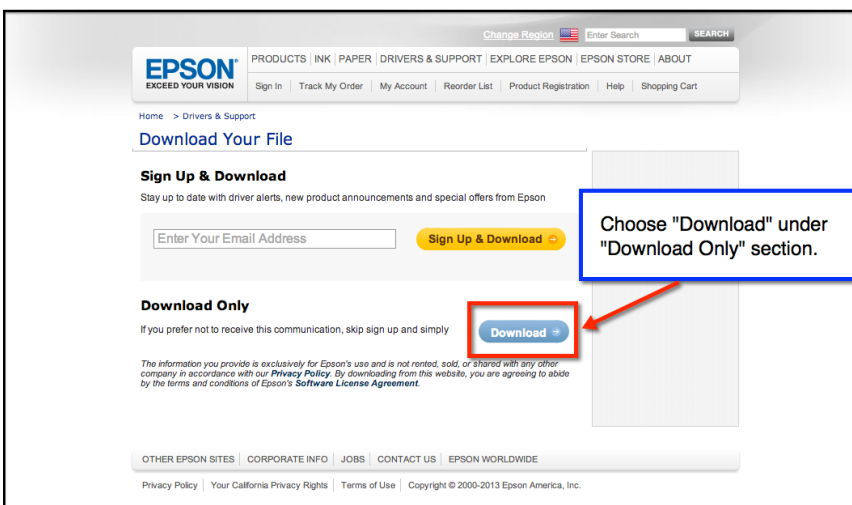


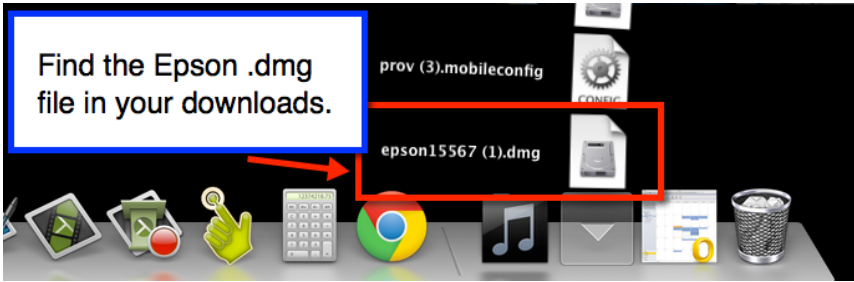
1. Use a web browser to search for "Epson Easy MP"
2. Follow the link for "Epson EasyMP.net Network Option Board"



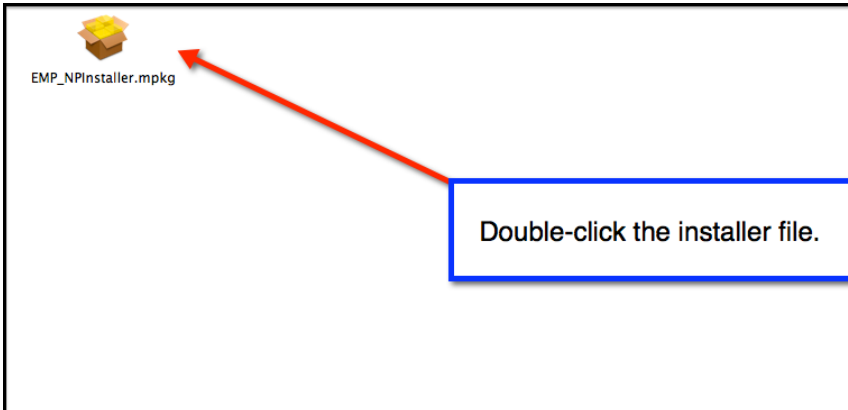
3. The website should detect your operating system automatically. Only Windows and Mac computers are supported at this time. iPads, Chromebooks, and Surfaces are not able to use this feature.
4. Click "Download" to begin downloading.



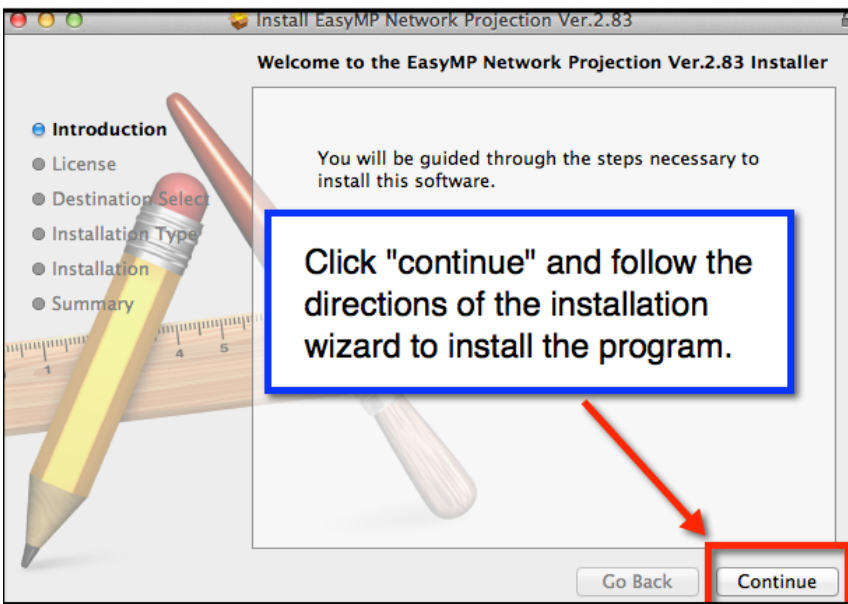
5. Choose "Download" in the "Download Only" section. You do not have to put in your email address for this step.



6. Locate the Epson installer file in your downloads.




7. Double-click the installer file in the window that appears.

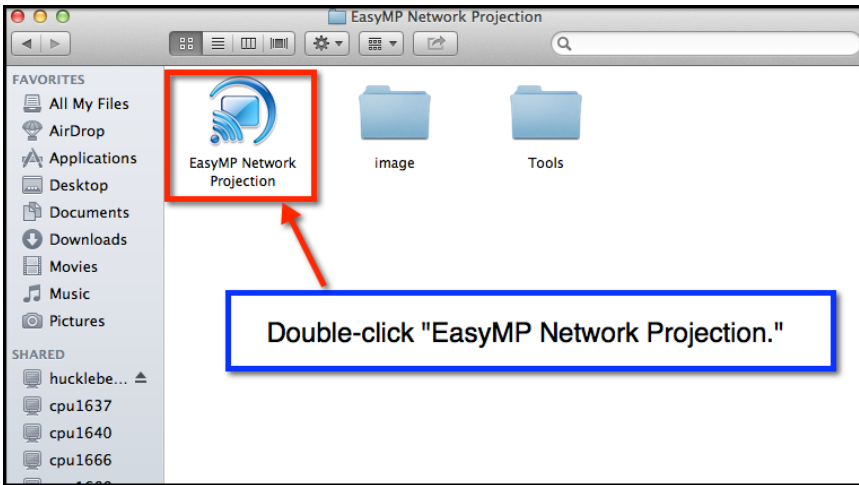


8. Follow the directions of the installation wizard to install the Epson EasyMP program.

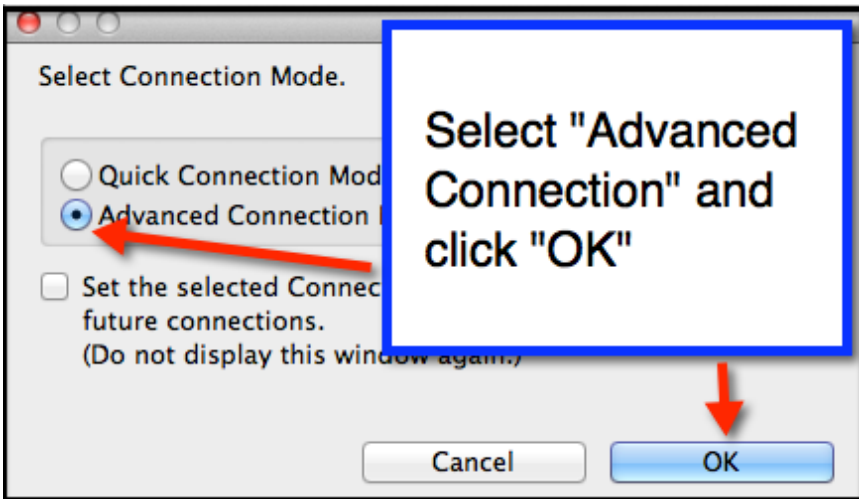


9. Open the Finder window:  and click "Applications."

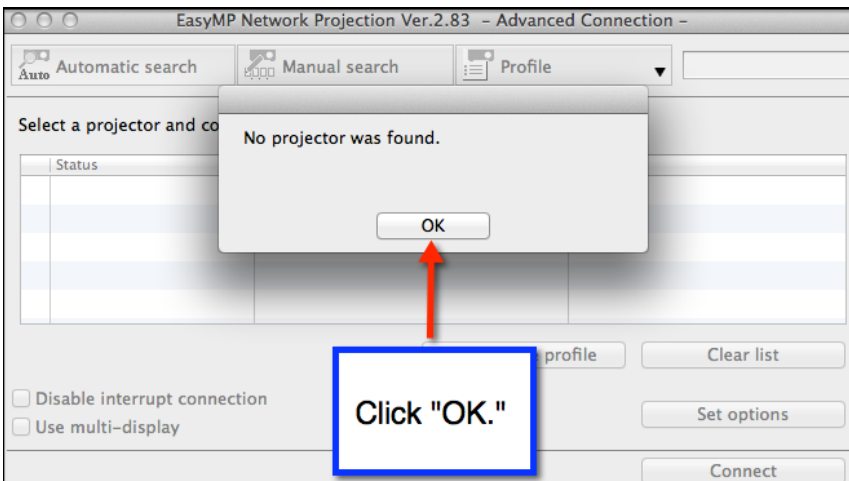
10. Double-click "EasyMP Network Projection."



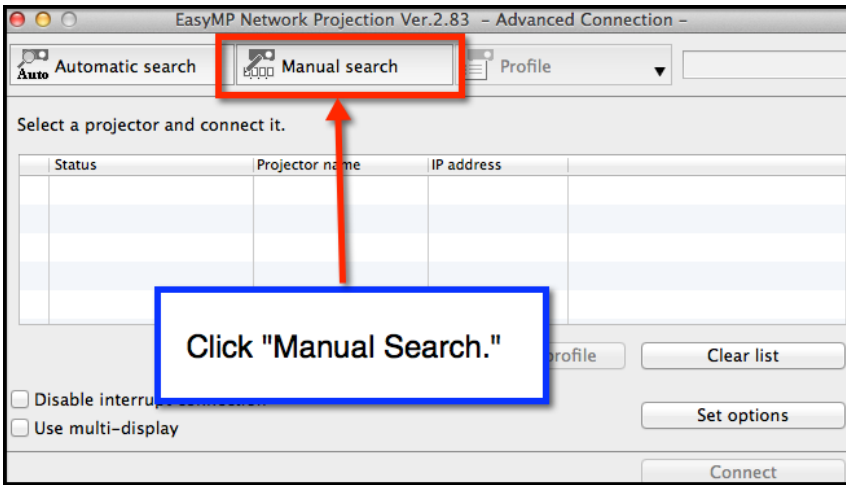
11. Double-click "EasyMP Network Projection."



12. Select "Advanced Connection" and click "OK."



13. Easy MP will give you a message that no projector was found. This is normal. Just click "OK."



14. Click “Manual Search” in EasyMP.



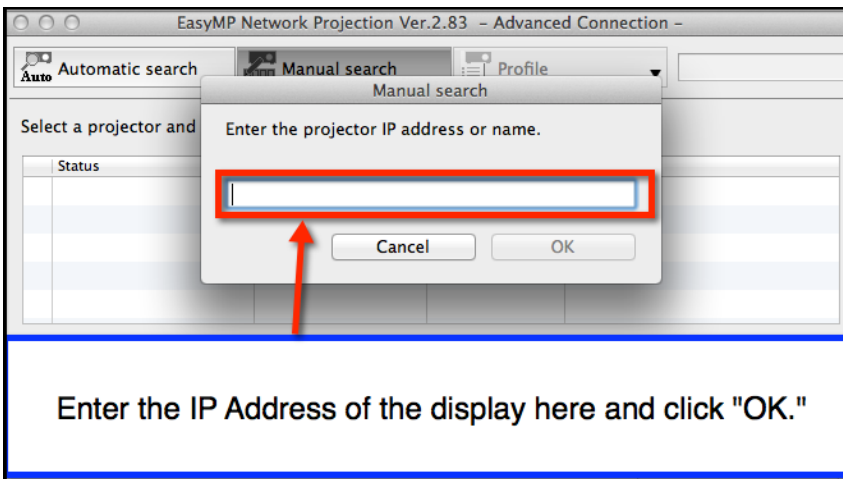
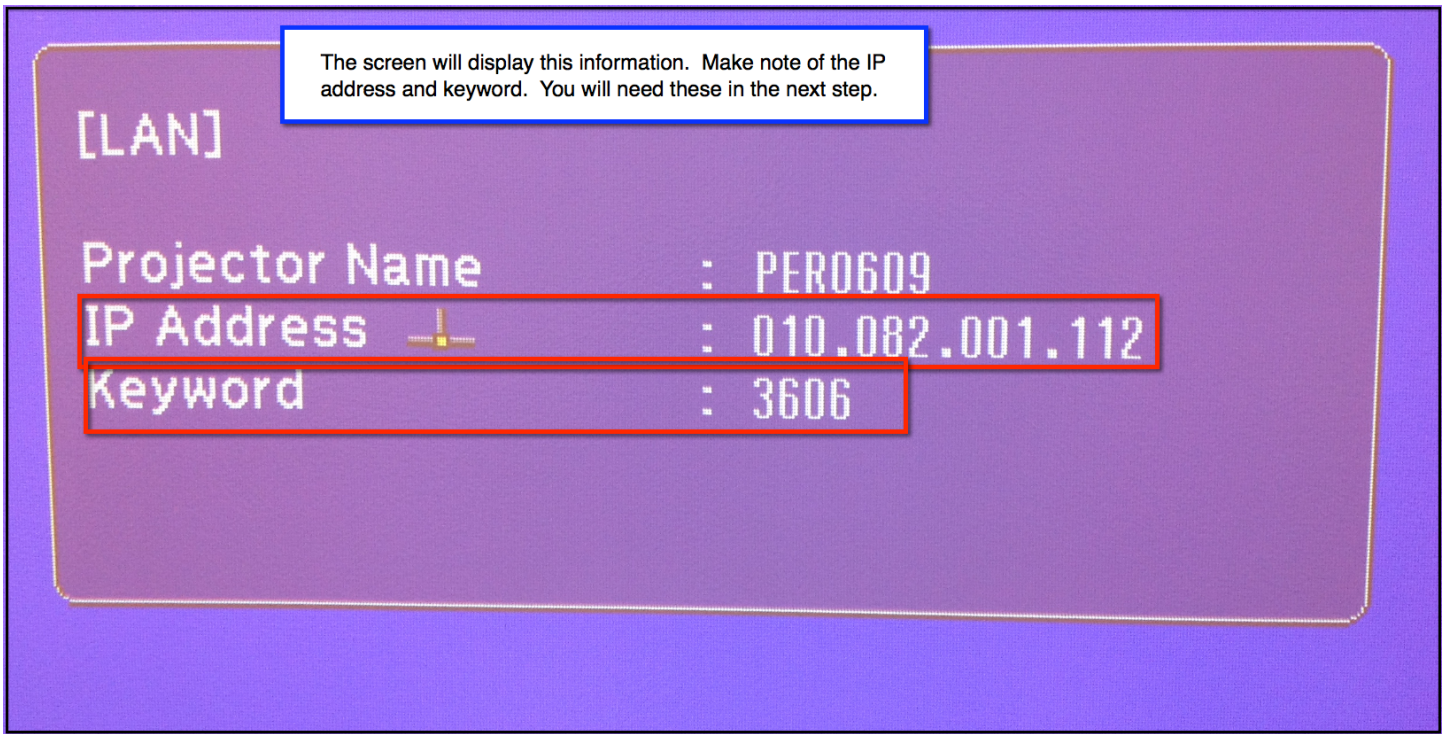
15. Locate the Extron switch for the display you are using. It should be located in the cabinet next to the display.

16. Turn on the display using the “ON” button.

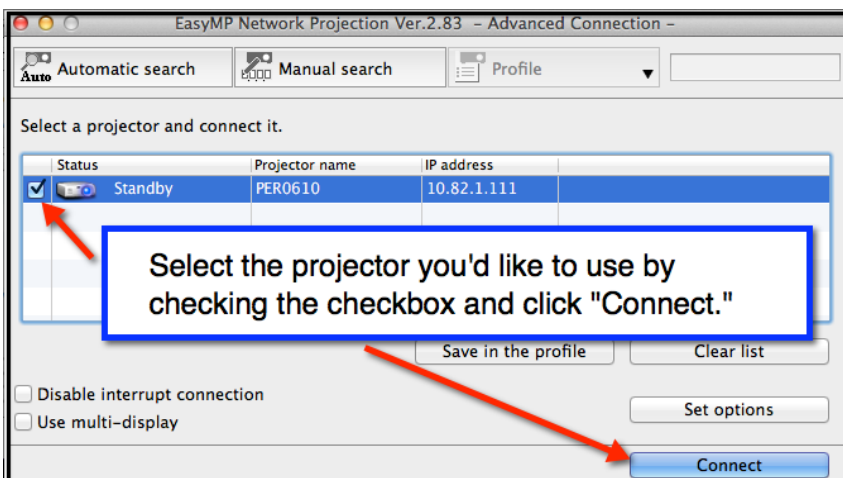
17. Make sure the “Video” button is selected on the Extron switch.

18. Look at the display you plan to use and make note of the IP Address and Keyword displayed there. You will need these in coming steps.

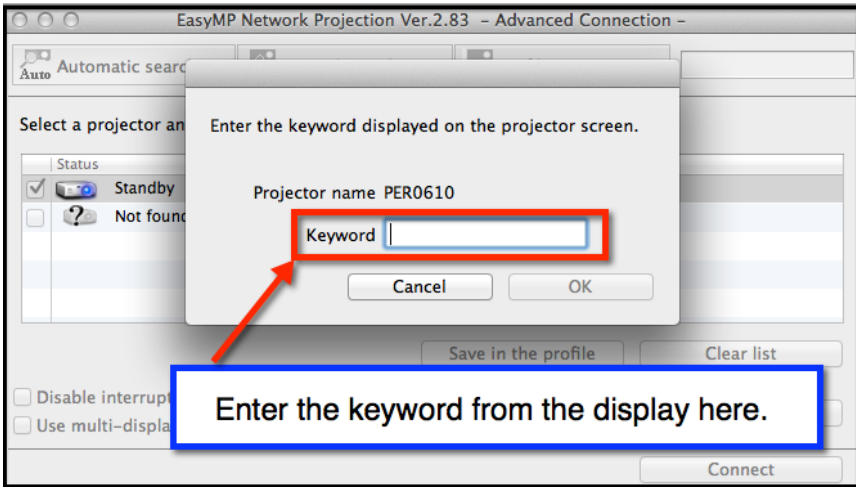




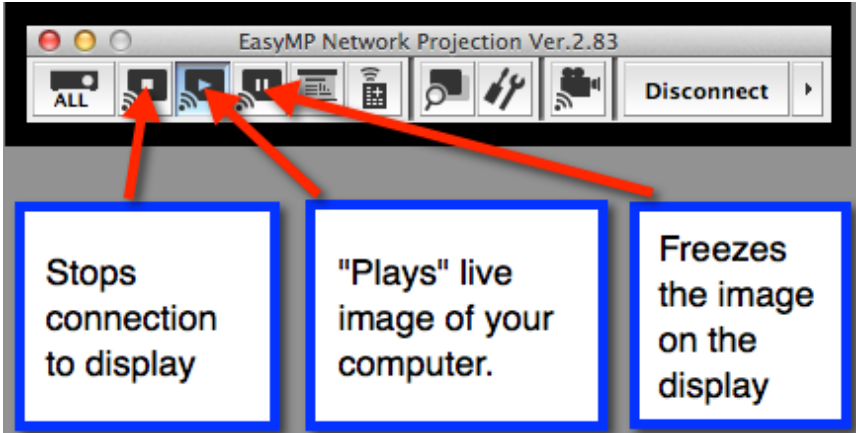
19. Enter the IP address for the display you plan to use in the dialog box on your computer.



20. Check the Checkbox next to the projector you would like to use and click "Connect."



21. Enter the Keyword from the display you are using and click "OK."



22. Use the panel that appears on your computer to control what is projected to the screen during your presentation.