



# AVS-7500

## Quick Start Guide

# Welcome to your new Avocor AVS-7500 display

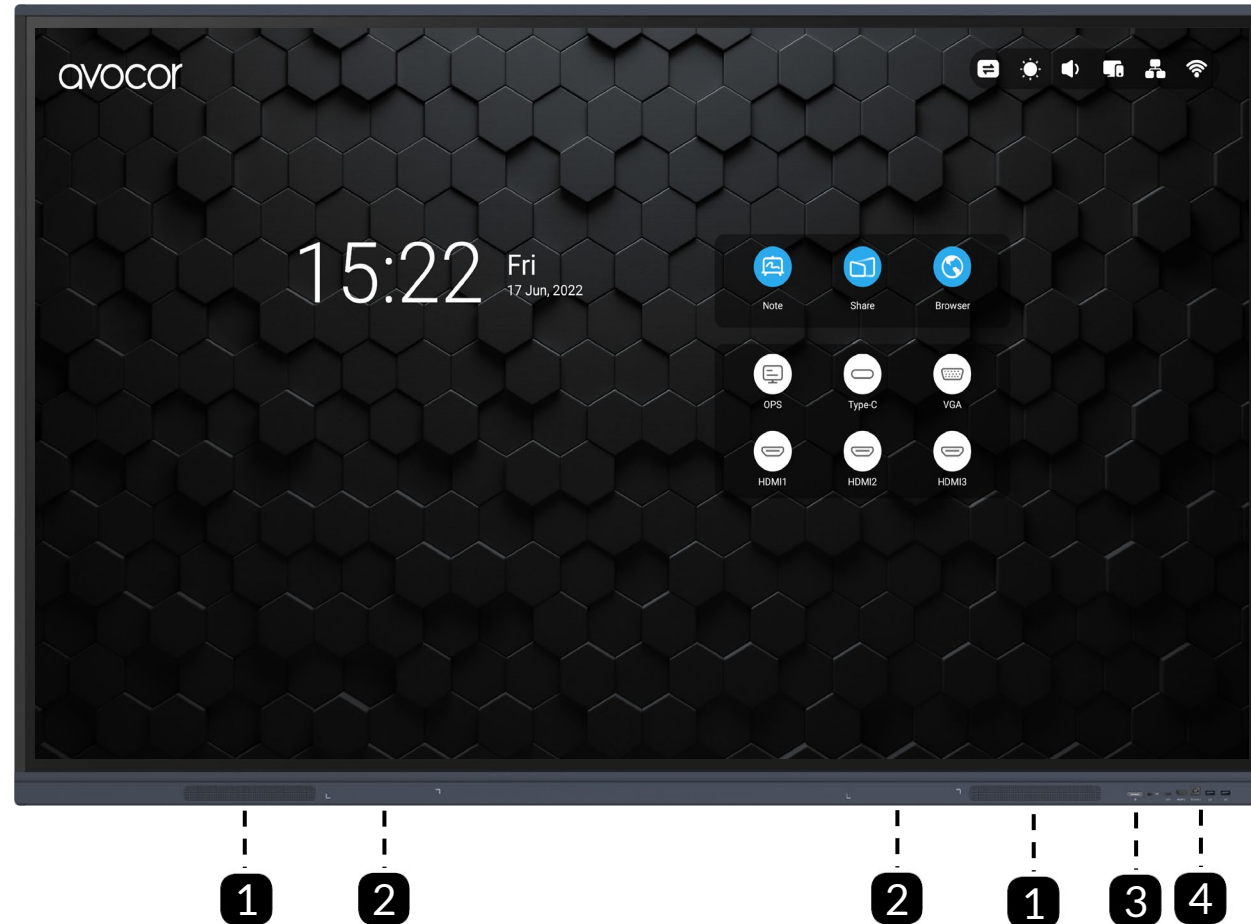
The 4K zero parallax display with anti-glare glass utilises the very latest advanced Infra-Red technology that provides an extremely accurate, low latency writing experience supporting up to 40 individual points of touch, offering high performance and pixel-perfect user experience and with object recognition allowing easy switching from pen to finger to palm erase, creating for a fluid collaborative environment for users in real-time

The Avocor AVS-7500 is built on Android 11 which has improved security, enabling privacy and protection of user data from malicious apps giving educators peace of mind that student data is secure. The display has an intuitive user interface with single touch access to key applications including Note, Share, & Browse out of the box and allows for remote control free usage.

This Quick Start Guide will provide basic operating instructions to help get you started.

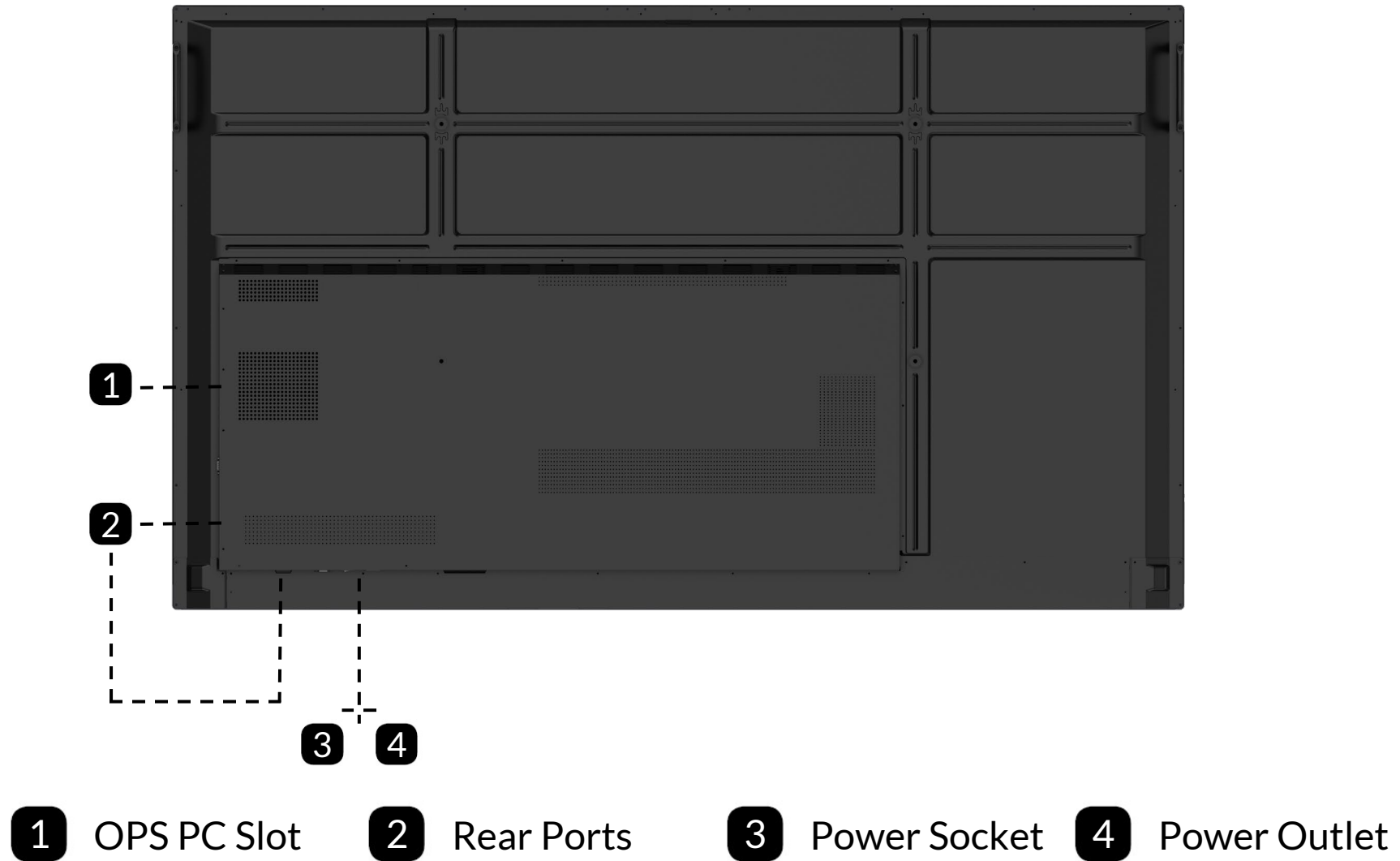


# The Display at a Glance front

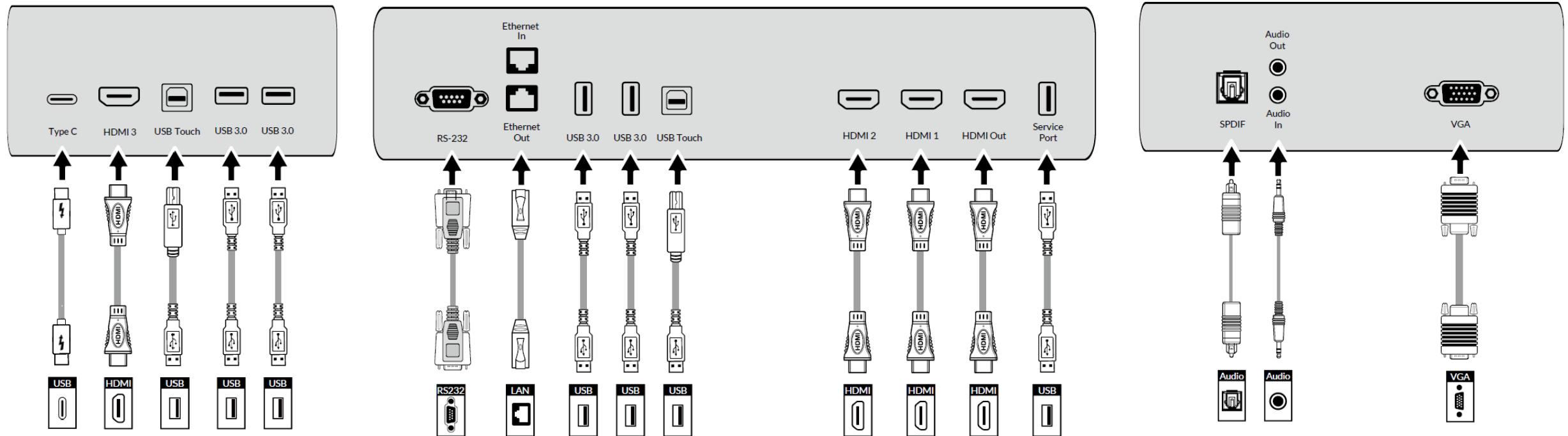


- 1** Speakers
- 2** Pen trays
- 3** Power Button
- 4** Guest Ports

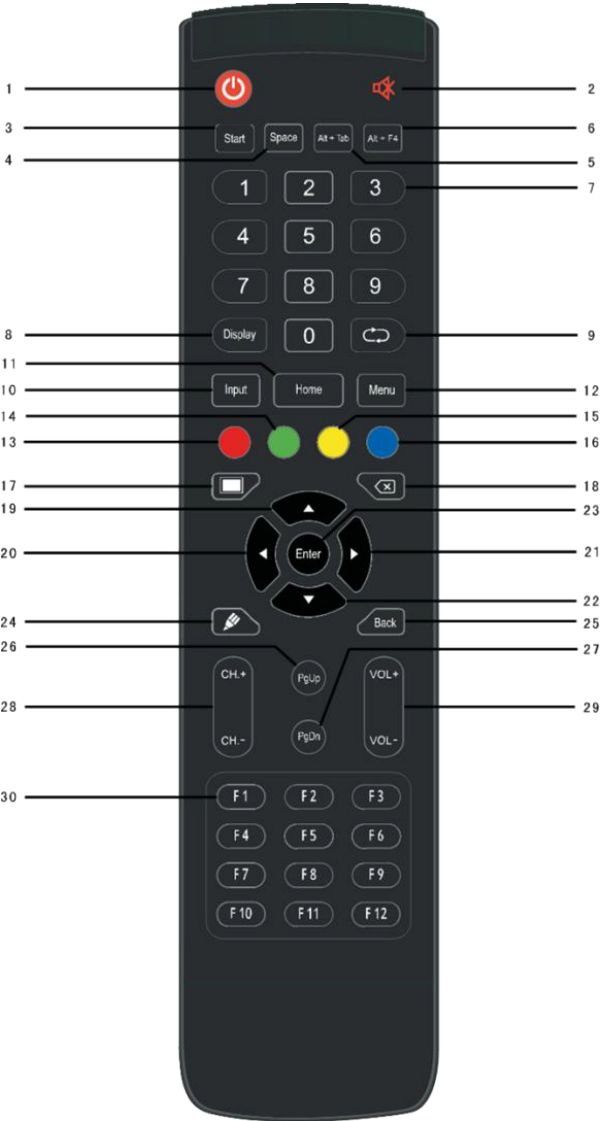
# The Display at a Glance rear



# Display Input Sources



# Remote Control & Functions



1		Power on/off
2		Enter or exit mute mode
3	Start	PC's Windows key
4	Space	PC's Space key
5	Alt+Tab	PC's Alt+Tab key
6	Alt+F4	PC's Alt+F4 key
7	Numeric keys	Numeric input
8	Display	Display channel information
9		/
10	Input	Pop up settings menu
11	Home	Return to Android system main screen
12	Menu	Pop up menu
13	Red	Enable or disable keys and Touch
14	Green	Enable or disable keys
15	Yellow	Enable or disable Touch

16	Blue	Pop out or close the screen freezing tools
17		Turn off or turn on the screen backlight
18		PC's Backspace
19		Scroll Up
20		Scroll Left
21		Scroll Right
22		Scroll Down
23	Enter	Confirm selection state
24		Quickly start writing software
25	Back	Return to the last operating interface
26	PgUp	Page Up
27	PgDn	Page Down
28	CH.+/CH.-	/
29	VOL+/VOL-	Increase/reduce the volume
30	F1-F12	PC's F1 - F12 function keys

# Switching the Avocor display on and off

## Switching on

1. Plug the end of the supplied power cord into side of the display
2. Connect the other end to the power source.
3. Turn on the main power switch at the side of the display. The power LED indicator light up Red to indicate that the display is in “standby” mode.
4. Press the Power button and the power LED indicator on the display will then light up in green, which tells you that the screen is switched on.
5. After a brief warm-up period, the Avocor UiQ interface will be displayed

## Switching off

1. Switch the display off by pressing the power button on the display.
2. By pressing the button a notification will appear
  - Please turn off PC before shutting down.
  - To shut down completely, press power again.
3. By pressing power again, the display will then cycle and shut down.
4. The LED indicator on the display will switch from Green to Red, which tells you that the screen is in standby mode.

# Connecting the Display

Proceed as follows to connect the display to your video sources, external controller.

When connecting your equipment:

1. Turn off all equipment before making any connections.
2. Use the correct signal cables for each source.
3. For best performance and to minimise cable clutter, use high-quality cables that are only as long as necessary to connect two devices. (Don't use a cable longer than 5 metres).
4. Ensure that the cables are securely connected.



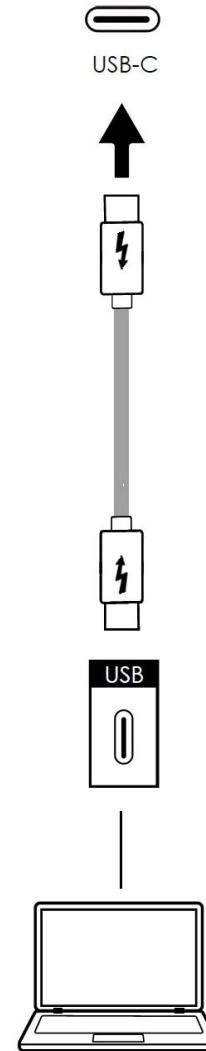
# Connecting to an external PC using Type C connection

The single Type C cable solution that immediately and intelligently connects a Windows PC to the display and enables immediate control of camera and mic for video and audio, as well as provides hard-wire ethernet connection, power and USB touch-back to the laptop.

1. Connect the enclosed Type C cable to the Type C port of the touchscreen and to the external PC.
2. Using the interface select the Type C source button.

In order for Plug and Play to work correctly, you must turn on the display before you turn on the connected computer.

For Type C connection, we recommend a maximum length of 1.8m unless an active Type C cable is used.



# Connecting to an external PC using an HDMI connection

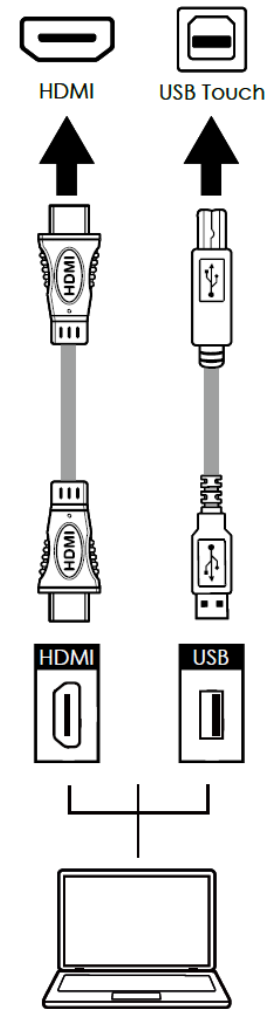
In addition to a HDMI connection, a USB touch connection is required when connecting an external PC.

1. Connect the enclosed HDMI cable to the HDMI port of the touchscreen and to the external PC.
2. Connect the enclosed USB cable to the corresponding touch USB port (USB-B) of the touchscreen and to the USB port (USB-A) on the external PC.
3. Using the user interface select the HDMI source button.

This display supports the VESA Display Data Channel (DDC) standard. This standard provides “Plug and Play” capability; the display and a VESA DDC-compatible computer communicate their setting requirements, allowing for quick and easy setup.

In order for Plug and Play to work correctly, you must turn on the display before you turn on the connected computer.

We recommend using a USB cable that is no longer than 5 metres.



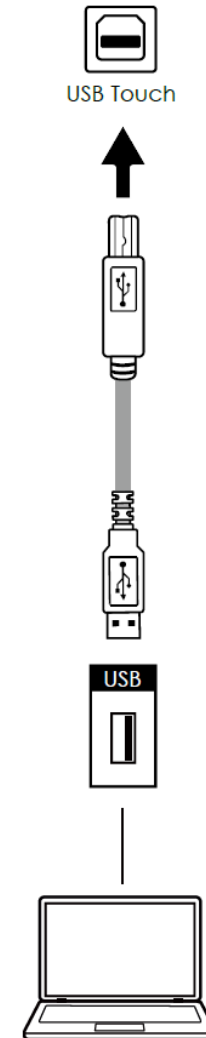
# Enabling the Touch Screen

Before setting up your display to support touch screen capability, ensure that:

- The touch screen controller host computer is turned off.
- The display is turned on.
- The video output from the computer is connected to a video input on the display.

## Connecting the Display to a Host Computer

1. Connect the signal cable to the display, and then turn on the display.
2. Connect the USB Cable (USB Type-B connector) to the display.
3. Connect the other end of USB cable (USB Type-A) to the USB port on the laptop/ PC.
4. Then turn on the computer.
5. When USB cable is fully connected, wait for 5 seconds and the touch function is ready. It can be activated by using the stylus or finger.



# Installing an OPS Module

Follow the steps below to install an OPS module.

**Step 1.** Ensure that the display is turned off

**Step 2.** Use a screw driver to unscrew the OPS slot shield on the display input panel. Do not lose the screws that are removed.

**Step 3.** Install the OPS module by sliding it into the OPS slot until you hear a click, indicating the module is securely inserted. When using an Avocor OPS PC, the fan should be visible

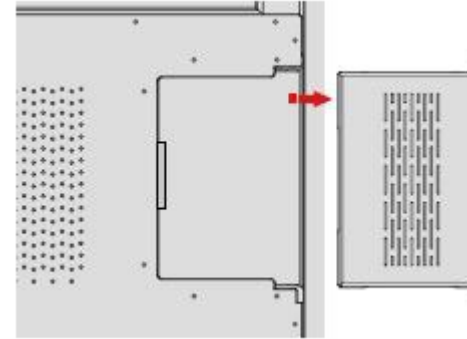
**Step 4.** Secure the OPS module in position by screwing it onto the display input panel using the screws that were removed earlier.

**Step 5.** Ensure the installation is complete before turning on the power.

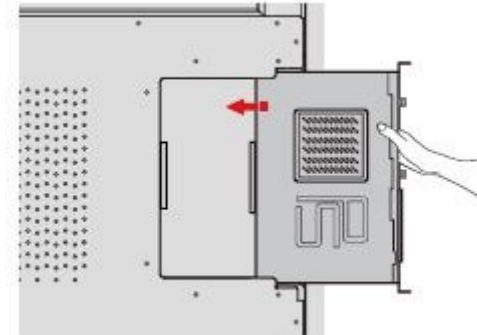
**Step 6.** Turn on the display. When using an Avocor OPS Pc you should see a green light on the side of the OPS, this will indicate that the OPS PC is switched on and operational.

**Note.** When installing or de-installing an OPS PC, the display must be switched off. If the display is on when performing the installation or deinstallation of the OPS PC, this could cause damage to either the display or OPS PC invalidating the warranty for both.

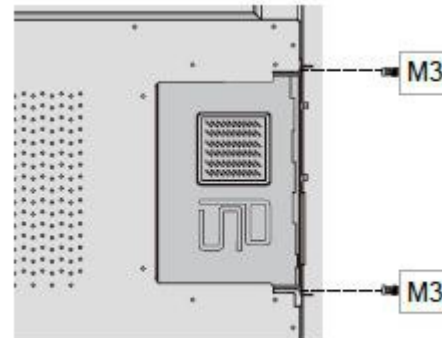
Step 2



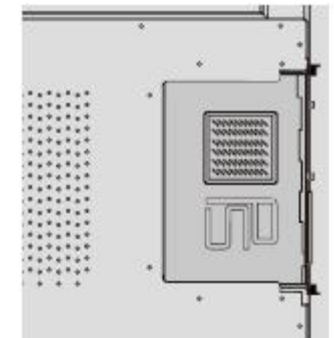
Step 3



Step 4



Step 5



# Warranty Support

Should you require assistance with any suspected hardware fault, please contact the Warranty Support team, [service@avocor.com](mailto:service@avocor.com)

Please provide as much information to the support team about the fault and any steps you have taken in trying to try and resolve the fault.

Remember the first instance to look for known faults and how to resolve them on the avocor website **[www.avocor.com/support](http://www.avocor.com/support)**

Please visit **[www.avocor.com/support](http://www.avocor.com/support)** to download the full AVS-7500 user manual.

Organisation Name	
Contact Person	
1st Contact Number (Landline)	
2nd Contact Number (Mobile/Cell)	
Email	
Address (of on-site repair or unit exchange)	
City	
State	
Postcode/ZIP	
County/State	
Days and hours of operation	
Loading & Parking Available? (Yes or No)	

Reseller Information (If Known)	
Organisation Name	
Contact Person	
Contact Number (Landline)	
Email	

Product Information	
Product / Model	
Serial Number	
Date Of Purchase (If Known)	