Chapter 1

Introduction

Thank you for purchasing **AVerMedia AVerVision DL**. We are certain you will find this product a useful video presentation tool that is highly suitable for business, educational and multimedia applications. In order to present a better video quality, we strongly recommend you to adopt S-Video or Scart RGB as video out to connect to TV or VCR.

Overview

There are many Computer-to-TV converters available on the market today, yet none of them is like the **AVerVision DL**. **AVerVision DL** stands head and shoulders above the rest because of its multitude of easy-to-use and flexible features. The **AVerVision DL** unit is a PC/Mac-to-TV converter and color digital video camera in one. For maximum audience impact, it can display and manipulate your PC and Macintosh presentations on a big screen TV or LCD projection screen. If you need the flexibility to write more information or to illustrate certain points while you speak, you can use the Overlay feature to project them on the presentation screen. To effectively show a sample or a product, the 3-D object can be displayed on screen.

Controlling your presentation is as easy as pushing a button. The **AVerVision DL** is plug and play and does not require the use of any software. It has an *Infrared Remote Control* which gives you convenient access to all its wonderful presentation functions. It also has a built-in *Touch Button Control Panel* which allows you to use its many key functions.
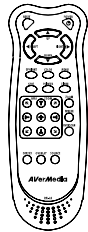
The **AVerVision DL** offers a bundle of features to enhance your presentation. To know more about these exciting features, read through this user's manual.

What's in the Package

Your **AVerVision DL** package includes the following:

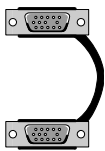
AVerVision DL Unit

*Remote Control
(batteries included)*

This User's Manual

*AC Power Adapter
Unit*

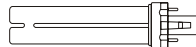*Computer Extension
Cable (VGA Cable)*
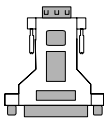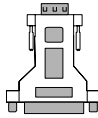

AV Cable

S-Video Cable
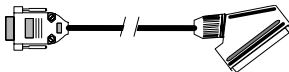

Power Cord

*Compact
Fluorescent Lamp*

Optional Accessories :

*Monitor Adapter
(for MAC/NEC)*

*Computer Adapter
(for MAC/NEC)*

SCART Cable (optional on PAL version)

System Requirements

To use the **AVerVision DL**, you will need :

- IBM® PC or compatibles;
- Any Macintosh supporting standard display modes :
  512 x 384 at 24KHz ; 640 x 480 at 31KHz or 35KHz ;
  832 x 624 at 48KHz ; up to 1024 x 768 at 60KHz
  (MAC systems without the monitor output require a Power-R or Apple®
  adapter); or
- Any NEC computer from the NEC 98 Series

NOTE: **AVerVision DL** should in theory support any computer and display systems
  with a vertical display frequency range of 50Hz to 100Hz and a horizontal
  display frequency of 24KHz to 65KHz. However, due to different custom
  hardware configurations and the wide variety of connectors used on
  various systems, we cannot guarantee that **AVerVision DL** will function
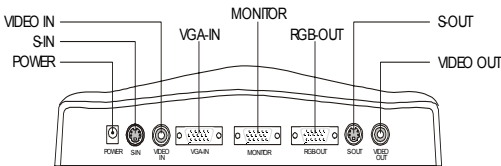 properly.

  The **Compact Fluorescent Lamp** that comes with the **AVerVision DL** is
  specially designed to suit the product requirement. The lamp can only be
  purchased at any of AVerMedia's authorized dealers.

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Chapter 2

# Hardware Installation and Setup

Connection Ports

The ports on the back panel of the AVerVision DL are for connecting the unit to the computer, graphics display monitor, TV, and other video devices.

This section briefly describes what devices should go into each port. For proper cable connections and installation, please read the rest of this chapter.

Port	Description	Port	Description
POWER	Plug the AC Power Adapter to this port.	**MONITOR**	The computer monitor connects to this port.
S-IN	For pass-thru S-Video output, you may connect an S-Video device to this port. See *Setting up AVerVision DL as a Video Switcher* for more details.	**RGB-OUT**	This port lets you output the presentation screen to a TV monitor or VCR which uses SCART RGB.
		S-OUT	This port allows you to output the presentation screen to a TV monitor or VCR which uses S-video.
VIDEO IN	For pass-thru Composite Video output, you may connect an AV device to this port. See *Setting up AVerVision DL as a Video Switcher* for details.	**VIDEO OUT**	This port allows you to output the presentation screen to a TV monitor or VCR which uses composite video.
VGA IN	This port connects the **AVerVision DL** to the VGA card in your computer.		

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Connecting an IBM Compatible
PC and VGA Monitor
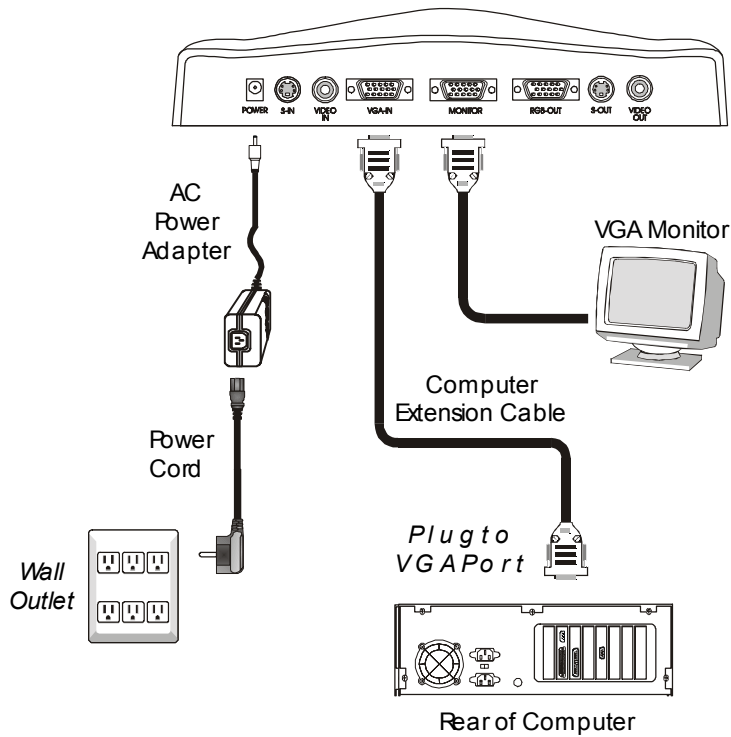
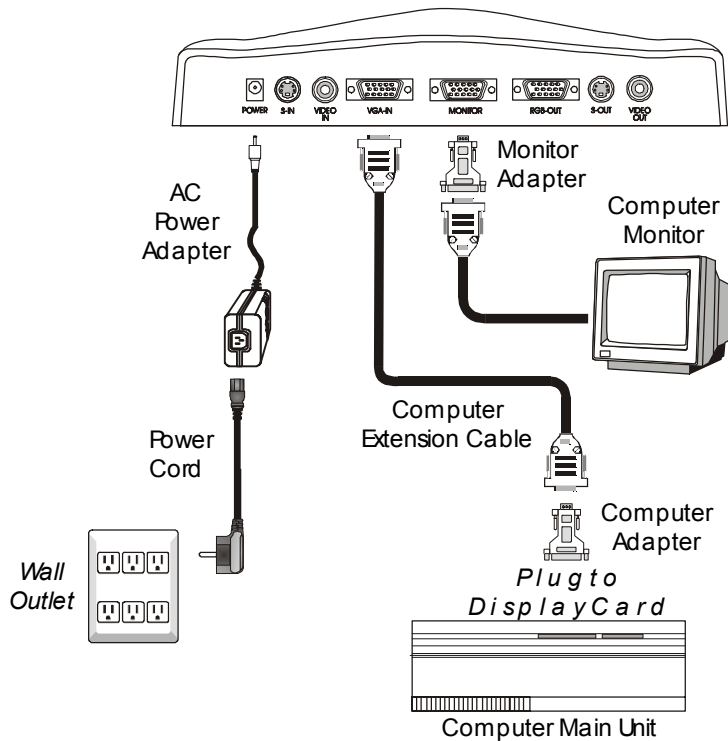1. Connect the AVerVision DL to the PC.

   Plug one end of the supplied *Computer Extension Cable* to the AVerVision DL "VGA IN" port and the other end to the PC's VGA port.

2. Connect the VGA monitor to AVerVision DL.

   Plug the VGA monitor cable to the AVerVision DL "MONITOR" port.

3. Plug the supplied *AC Power Adapter* into the AVerVision DL "POWER" port.

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Connecting a Macintosh (or NEC) Computer and Display Monitor

1. Use the supplied *Computer Extension Cable* and *Computer Adapter* to connect AVerVision DL to the Macintosh or NEC computer. (The *Computer Adapter* is provided as an option.)

- Plug one end of the *Computer Extension Cable* to the AVerVision DL "VGA IN" port.

- Attach the *Computer Adapter* to the other end of the *Computer Extension Cable*.

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- Connect the *Computer Extension Cable* with the attached *Computer Adapter* to the monitor port on the back panel of your Macintosh or NEC computer.

2. Connect your Macintosh or NEC monitor to the AVerVision DL.

- Disconnect the monitor from the computer.

- Attach the *Monitor Adapter* to the monitor cable. (The *Monitor Adapter* is provided as an option.)

- Connect the monitor cable with the attached *Monitor Adapter* to the AVerVision DL "MONITOR" port.

3. Plug the supplied *AC Power Adapter* into the AVerVision DL "POWER" port.

Displaying Computer Presentations on TV or Recording to a Videotape

To display computer presentations on TV (or LCD projection screen) or record them to a videotape, you will need to connect the TV monitor or video recorder to one of the video output ports at the AVerVision DL back panel.
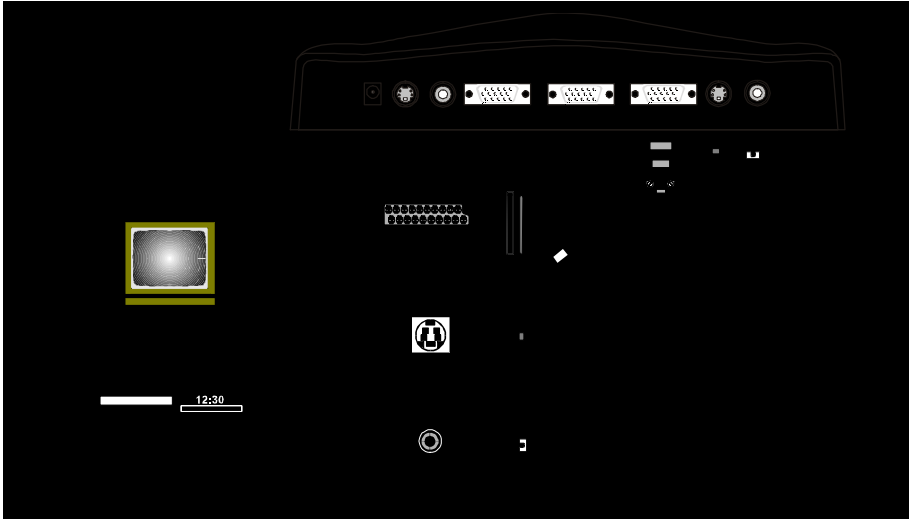
For Composite Video Connection: If the TV monitor or video recorder uses the composite video standard, connect it to the AVerVision DL "VIDEO OUT" port using the supplied *AV Cable*.

For S-Video Connection: If the TV monitor or video recorder uses the S-Video standard, connect it to the AVerVision DL "S-OUT" port using the supplied *S-Video Cable*.

For SCART RGB Connection: If you have a SCART RGB monitor or video recorder, connect it to the AVerVision DL "RGB-OUT" port using the *SCART RGB Cable*. (The *SCART RGB Cable* is provided as an optional accessory cable with the AVerVision DL.)

The figure on the next page shows the proper cable connections.

> **NOTE:** For better video quality, we strongly suggest that you use S-Video or SCART RGB when you output your presentations on TV or a VCR.

Setting up AVerVision DL as a Video Switcher

Environments such as classrooms and conference rooms usually require a TV to be connected with a VCR at all times in order to instantly play videotapes for an audience. With the **AVerVision DL**, you do not need to disconnect cables whenever you want to use the TV with either the computer or the VCR since you can connect both to the **AVerVision DL** and simply select either source to be the final output on TV.

For Composite Video Connection: If the VCR which is originally attached to your TV monitor uses the composite video standard, connect it to the AVerVision DL "VIDEO IN" port with an *AV Cable*.

For S-Video Connection: If the VCR which is originally attached to your TV monitor uses the S-Video standard, connect it to the AVerVision DL "S-IN" port with an *S-Video Cable*.

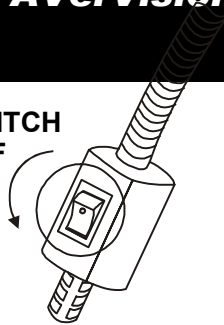The figure on the next page shows the proper cable connections.
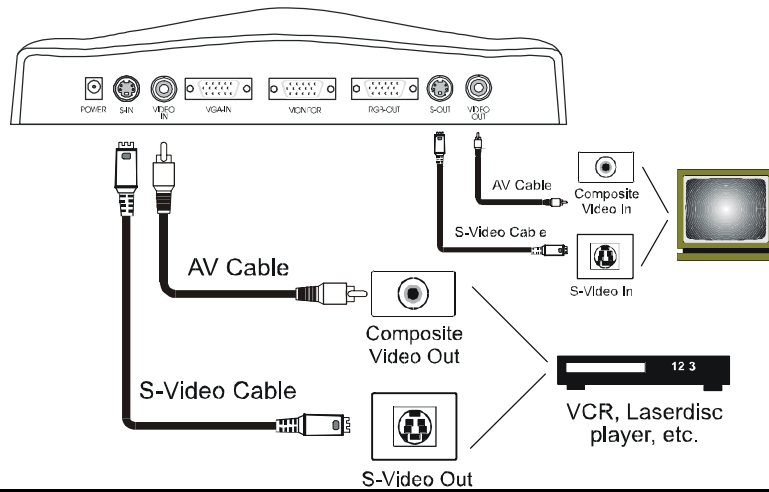
Inserting the Lamp to the AVerVision DL unit

It is advisable to turn off the switch of the lamp, before inserting it to the AVerVision DL unit.

To ensure adequate lighting, focus the light directly towards the object to balance the distribution or range of

SWITCH OFF

luminance for better image
projection.

Chapter 3

Using the AVerVisionDL

This chapter shows different ways of giving presentations with the **AVerVision DL** and how you can highlight key points in your presentation.

Three Presentation Modes

The **AVerVision DL** gives you the flexibility to suit the different requirements needed in presentations by allowing you to change between presentation modes. **AVerVision DL**'s three presentation modes are: *VGA Mode*, *Overlay Mode* and *Camera Mode*.

VGA Mode

AVerVision DL can convert any PC or Macintosh display with resolutions up to 1024 X 768 into video and show it on a big screen TV, video monitor or even an LCD projection screen.

While in *VGA Mode*, you will be able to use all of **AVerVision DL**'s presentation functions. To switch to this mode, just press the **SOURCE** button.

You can use *VGA Mode* in business conference presentations, in-house corporate training, classroom instruction, laptop presentations, software training, and more.

Overlay Mode

AVerVision DL works just like an overhead projector when it is in *Overlay Mode*. You can write or draw on a piece of paper right below **AVerVision DL**'s digital video camera and it will show your "writing" on the presentation screen. You can also project text from a printed document onto your presentation. To change to this mode, press the **OVERLAY** button.

Use *Overlay Mode* for more interactive discussions with students in a classroom or with clients during a business conference.

To Overlay Text: To make the paper "transparent" and display only the printed text or your writing on the presentation screen, press the **DETECT** button. The color of the paper will be "keyed out" so that it won't overlap with the presentation screen. For overlaid text to show clearly on the TV screen, make sure you use large-size text.

To Change Text Color: Overlaid text on the presentation screen can be shown in color. Press the **COLOR** button repeatedly until you find your desired color for the text. There are 8 colors to choose from.

Camera Mode

AVerVision DL functions just like a 3-D projector in *Camera Mode*. *Camera Mode* allows ease of showing the features of small objects to large audiences.
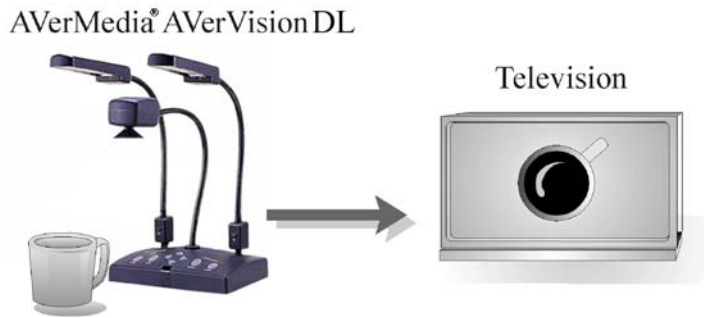
Press the **SOURCE** button to select *Camera Mode*. Only the object that is projected by **AVerVision DL**'s built-in digital video camera will be shown. No computer presentation will be displayed.

There are dozens of things you can do while you're in *Camera Mode*. Introduce new products for a large crowd or conference. Show evidences and proofs in a courtroom. Guide students during lectures and science lab classes. Display documents, color pictures, and more.
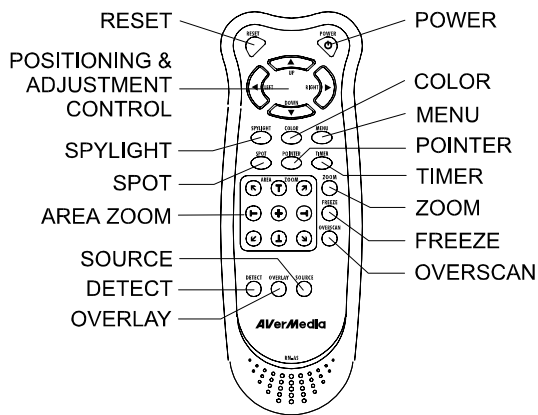
Using the Remote Control

AVerVision DL's remote has button controls to enhance your presentation display and highlight key points. To use the remote control, first insert the batteries (2 size "AA" batteries are provided) into the battery compartment at the back of the remote.

The *Infrared Sensor* is located at the front panel of the **AVerVision DL** (see figure at the left). While using the remote, aim it at the infrared sensor.

Infrared
Sensor

The figure and descriptions below show you how to use the remote control.

RESET
POSITIONING & ADJUSTMENT CONTROL
SPYLIGHT
SPOT
AREA ZOOM
SOURCE
DETECT
OVERLAY

POWER
COLOR
MENU
POINTER
TIMER
ZOOM
FREEZE
OVERSCAN

POWER : Switches the **AVerVision DL** on/off. Also switches the External video on/off.

RESET : Restores the **AVerVision DL** to original factory settings.

MENU : Opens a menu with functions. (Refer to the section, *Menu Functions,* for more details.)

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POSITIONING & ADJUSTMENT CONTROL	: Use these buttons to : * Move around the computer image on TV. * Change the position of the image. * Highlight other areas on presentation screen. * Adjust the position and size of a highlight. * Adjust the settings of the MENU functions.
SPYLIGHT	: Press this button to highlight certain areas of your presentation and darken the rest. (Refer to the section, *Special Highlighting Functions*, for more details.)
SPOT	: Press this button to highlight a certain area in your presentation. The highlighted area will be surrounded by a colored frame and areas outside the frame will look dark. (Refer to the section, *Special Highlighting Functions*, for details.)
POINTER	: This button functions just like a laser pointer. (Refer to the section, *Special Highlighting Functions*, for more details.)
COLOR	: This button is a cyclic switch which, when pressed successively, alternates with 8 types of colors. This button allows you to change the color of AVerMedia Pointer and the frame surrounding the area highlighted by AVerMedia Spot. (Refer to the section, *Special Highlighting Functions*, for more details.)
TIMER	: Press this button to show the countdown screen display of the time that's remaining in your presentation. (Refer to the section, *Timer Function*, for more details.)
AREA ZOOM	: Provides quick selection of the screen area to magnify. The *Area Zoom* function divides the computer image on the TV into 9 parts and allows you to select the desired part to zoom. Refer to the section, *Different Types of Zoom*, for more details.

ZOOM   : Press this button to zoom in or out of the computer image on TV.

FREEZE   : Press this button to freeze or unfreeze the computer image on TV.

OVERSCAN   : Toggles between *Underscan*, *Overscan* and *Fit Screen*.

         * *Overscan* displays the computer image on the projection screen to the fullest. The image will be chopped off at the borders when displayed this way.

         * When you switch to *Underscan*, the computer image will be completely displayed on the projection screen. However, dark borders around the image are visible. Images will not be chopped off for resolutions up to 1024 x 768.

         * *Fit Screen* fits the computer image completely on the projection screen without visible borders.

SOURCE   : Press this button to switch between VGA Projection and Camera modes. (Refer to the section, *Three Presentation Modes*, for details.)

OVERLAY   : Press this button to use the Overlay feature. (Refer to the section, *Three Presentation Modes,* for more details.)

DETECT   : Press this button to make the background color of your document "transparent" and display only the text or your writing on the presentation screen. This process is known as *color keying*. You can only use this button when you're in *Overlay Mode*.

Note : You can use all the button controls of the remote when you are in the
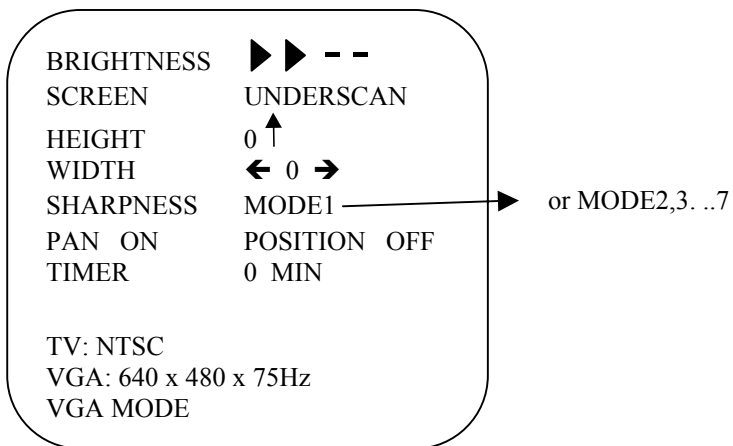   *VGA Mode* or the *Overlay Mode*.

Menu Functions

AVerVision DL provides MENU functions for fine tuning your screen display, adjusting image view and position, setting the TIMER, and more. In different presentation modes, the MENU functions vary.

Press the **MENU** button to view the MENU functions. Then use the **POSITIONING & ADJUSTMENT CONTROL** buttons of the remote. Press the UP or DOWN button to select your desired function. (The selected function will be highlighted in red.) To adjust the setting of your selected function, press the LEFT or RIGHT button.

VGA Mode

In *VGA Mode*, the following menu functions are available:

BRIGHTNESS ▶ ▶ – –
SCREEN   UNDERSCAN
HEIGHT   0 ↑
WIDTH   ← 0 →
SHARPNESS   MODE1 ──────────▶ or MODE2,3. ..7
PAN ON   POSITION OFF
TIMER   0 MIN

TV: NTSC
VGA: 640 x 480 x 75Hz
VGA MODE

BRIGHTNESS : Press the RIGHT button to increase and the LEFT button to decrease the brightness level. There are four (4) brightness levels to choose   from.

SCREEN : Press the LEFT or RIGHT button to switch between OVERSCAN, UNDERSCAN and FIT SCREEN.

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* *Overscan* displays the computer image on the projection screen to the fullest. The image will be chopped off at the borders when displayed this way.

* When you switch to *Underscan*, the computer image will be completely displayed on the projection screen.   However, dark borders around the image are visible. Images will not be chopped off for resolutions up to 1024 X 768.

* *Fit Screen* will fit the computer image completely on the projection screen without visible borders.

HEIGHT : Press the RIGHT button to increase and the LEFT button to decrease the height of the projected image.

HEIGHT 0 ↑ An up arrow and an increasing number will appear as you increase the height.

HEIGHT 0 ↓ A down arrow and a decreasing number (lowest is 0) will appear as you decrease the height.

WIDTH : Press the RIGHT button to increase and the LEFT button to decrease the width of the projected image.

WIDTH ← 0 → Outward pointing arrows and an increasing number will appear as you increase the width.

WIDTH → 0 ← Inward pointing arrows and a decreasing number (lowest is 0) will appear as you decrease the width.

SHARPNESS : Press the RIGHT button to increase and LEFT button to decrease the sharpness level.   There are up to seven (7) levels of sharpness to choose from, but this depends on which operating environment you are using. For instance, in DOS, there are only three (3) sharpness levels.

PAN and POS : Press the LEFT or RIGHT button to set PAN "ON" and POS "OFF" and vice versa.

If you have enlarged the projected image (using zoom) and want to view the other parts of the image, set PAN "ON" and POS "OFF", then use the
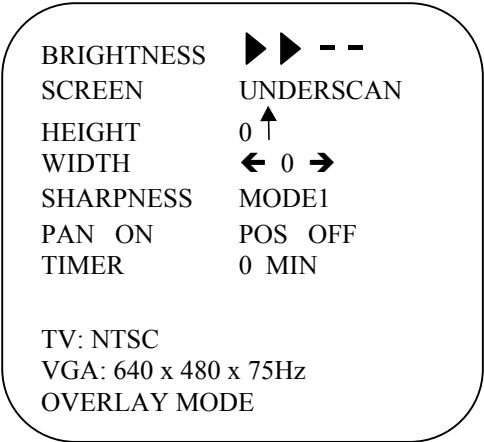
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POSITIONING & ADJUSTMENT CONTROL buttons to browse around the zoomed image.

If you want to change the position of the computer image on the projection screen or highlight another area, set **POS** "ON" and **PAN** "OFF". Then use the **POSITIONING & ADJUSTMENT CONTROL** buttons to change the position of the image or highlight.

The above MENU functions can be used along with the three presentation highlight functions - AVerMedia Spot, Pointer and Spylight - to adjust the highlighted area. For more details on MENU functions for presentation highlights, refer to the section, *Special Highlighting Functions,* later in this chapter.

Overlay Mode

The menu functions available in *Overlay Mode* are just the same as when you are in *VGA Mode*:

```
BRIGHTNESS    ▶ ▶ ▬ ▬
SCREEN        UNDERSCAN
HEIGHT        0 ↑
WIDTH         ← 0 →
SHARPNESS     MODE1
PAN  ON       POS  OFF
TIMER         0  MIN


TV: NTSC
VGA: 640 x 480 x 75Hz
OVERLAY MODE
```

Refer to the function descriptions in the previous section, *VGA Mode,* for details on the menu functions.

Just like in *VGA Mode*, the MENU functions in *Overlay Mode* can also be used along with the three presentation highlight functions - AVerMedia Spot, Pointer and Spylight - to adjust the highlighted area. For more details on MENU functions for presentation highlights, refer to the section, *Special Highlighting Functions,* later in this chapter.

Note : In *Overlay Mode*, the MENU functions affect only the projected image on the screen. They do not affect the text or the user's writings which are projected using the camera.

Camera Mode

While in *Camera Mode*, the **AVerVision DL** simply displays the object on the projection screen. MENU functions are not available, except for the TIMER function. In this mode, only status messages appear on the TV screen:

```
TIMER  0  MIN


TV: NTSC
CAMERA MODE
```
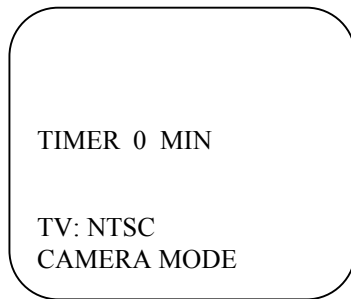
Status Messages

Status messages indicate which modes you are currently using. These are located at the left, bottom corner of the screen:

♦ **TV**: indicates whether your TV is "NTSC" or "PAL".

♦ **VGA**: shows your computer's computer resolution. (This message is shown only in *VGA Mode* and *Overlay Mode*.)

♦ **Mode**: shows the presentation mode (VGA, OVERLAY or CAMERA MODE).

Timer Function

The **AVerVision DL** allows you to control the pace of your presentation by showing a countdown screen display of the remaining time. This merely serves as a reminder. When the time is up, the presentation screen will not be affected in any way.

To Set the Timer:

1. Press **MENU** to view on screen function selections.

2. Press the **POSITIONING & ADJUSTMENT CONTROL**'s UP or DOWN button to select the TIMER function.

3. Press **POSITIONING & ADJUSTMENT CONTROL**'s LEFT or RIGHT button to select a time value.

   The time value settings in minutes appear as follows: 0~10, 15, 20, 30, 40, 50, 60, 90 and 120.

4. After selecting a time value, press the **MENU** button to close the menu.

To View the Countdown Screen Display:

1. To display the previously set time value, press the **TIMER** button **once**. The format is in hours:minutes:seconds. **AVerVision DL** automatically converts your settings to the above mentioned format.

   0:00:30
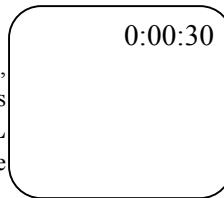
2. To start the countdown, press the **TIMER** button the **second** time.

3. You can toggle the countdown screen display on and off by pressing the **TIMER** button.

Special Highlighting Functions

The **AVerVision DL** provides 3 special functions for highlighting key points in any presentation: *AVerMedia Spot*, *AVerMedia Pointer* and *AVerMedia Spylight*. You can use these functions by pressing the corresponding buttons on the remote control.

AVerMedia Spot

To highlight a certain area in your presentation, press the **SPOT** button on the remote.

A colored frame will appear around the highlighted area and the rest of the image will be darkened. The highlighted area will appear as if there is a "spotlight" directed on it. The figure below shows an illustration.

Highlighted Area
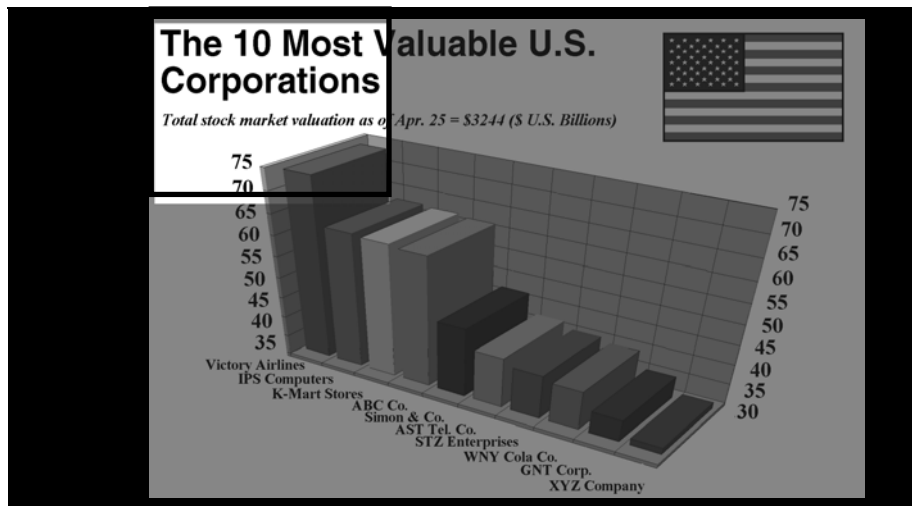
Changing the Size of the Highlight

You can adjust the size of the "spotlight" (that is, the area highlighted by *AVerMedia Spot*) and create a highlight as large as 1/4th or as small as 1/64th of your presentation screen.

To Change the Size of the Highlight:

1. Press the **SPOT** button.

2. Press the **MENU** button. The colored frame surrounding the highlighted area then starts blinking.

3. Use the **POSITIONING & ADJUSTMENT CONTROL** buttons to adjust the size of the frame surrounding the highlight. Press the UP button to enlarge the height of the highlight and the DOWN button to make it smaller. Press the RIGHT button to increase and LEFT button to decrease the width of the highlight.

4. Press the **MENU** button again after you have finished adjusting the size of the frame.

Changing the Color of the Frame

Press the **COLOR** button repeatedly until you find a desirable color for the frame. There are 8 colors to choose from.

Highlighting Other Areas

1. Press the **SPOT** button.

2. Press the **POSITIONING & ADJUSTMENT CONTROL** buttons to move the colored frame and highlight another area.

AVerMedia Pointer

AVerMedia Pointer is very similar to the laser pointer. It is a 4 x 4 pixel square which lets you direct your viewer's attention to key points in your presentation.

To emphasize a key point in your presentation, press the **POINTER** button on the remote. The figure at the right shows an illustration.

Extending AVerMedia Pointer into a Line

If you have a very large audience, the *AVerMedia Pointer* on your presentation screen might not look obvious and clear enough. In this case, extend *AVerMedia Pointer* into a *Line* :

Line

1. Press the **POINTER** button.

2. Press the **MENU** button. *AVerMedia Pointer* then starts blinking.

3. Press the **POSITIONING & ADJUSTMENT CONTROL**'s LEFT or RIGHT button to enlarge or shorten the line. At most, you can stretch the line up to the full extent of your screen width.

4. Press the **MENU** button again after you have finished adjusting the size of the frame.

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Moving AVerMedia Pointer (or Line)

1. Press the **POINTER** button.

2. Press the **POSITIONING & ADJUSTMENT CONTROL** buttons to move the *AVerMedia Pointer* (or line) around the presentation screen.

Changing the Color

Press the **COLOR** button repeatedly until you find a desirable color for *AVerMedia Pointer* (or the extended line). There are 8 colors to choose from.

AVerMedia Spylight

Using *AVerMedia Spylight* resembles the way you highlight parts of your presentation with an overhead projector. With Spylight, you can highlight a part of the screen and "cover" the rest by darkening areas which you do not want to show to your audience.

When you press the **SPYLIGHT** button for the first time, the upper part of your presentation screen will be highlighted :

Highlighted Area

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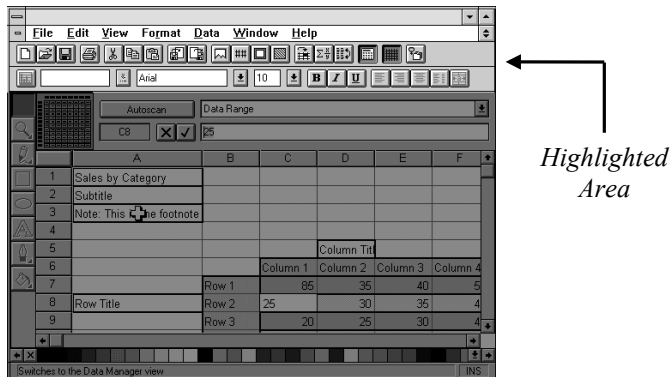
Highlighting Areas Horizontally and Vertically

You can use the **POSITIONING & ADJUSTMENT CONTROL** buttons to slowly "expose" the rest of your presentation screen to your audience. Press the Left, Right, Up, and Down Arrows to highlight more areas to the left, right, top, and bottom. Press the same buttons to "cover up" more parts of the screen and reduce the highlighted area.

Example 1 :

Example 2 :

The entire top area is highlighted.

Most of the left part of the screen is highlighted.

To extend the highlight downwards, press the DOWN Arrow.

To extend the highlight to the right, press the RIGHT Arrow.

To reduce the highlight to the left, press the LEFT Arrow.

To reduce the highlight upwards, press the UP Arrow.

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Different Types of Zoom

The **AVerVision DL** provides 4 types of zoom : ***Normal Zoom, AVerMedia Area Zoom, AVerMedia Spot-Zoom***, and ***AVerMedia Pointer-Zoom***.

Normal Zoom

Normal Zoom allows you to zoom in (200%) on the computer screen and display the zoomed image on the projection screen. Simply press the **ZOOM** button on the remote control.

AVerMedia Area Zoom

This function divides your screen into 9 parts and allows you to select the desired part to zoom through the available buttons on the remote control.

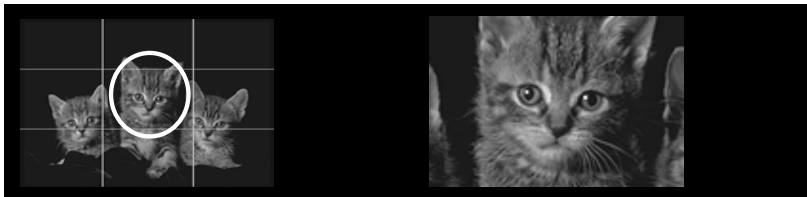The directional buttons on the remote corresponds to 9 parts of your screen :

*Directional Buttons   9 Parts of the Screen
on the Remote Control*

Choose which part you want to zoom, and then press one of the 9 directional buttons on the remote that corresponds to that area.

For Example :

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AVerMedia Spot-Zoom

As described earlier in the section, *AVerMedia Spot*, under *Special Highlighting Functions*, you can highlight a certain area in your presentation by pressing the **SPOT** button.

After pressing the **SPOT** button, press **ZOOM** if you want to enlarge the highlighted area inside the colored frame.

Press the SPOT **button to highlight an area.**

Then, press the ZOOM **button to enlarge the highlighted area.**
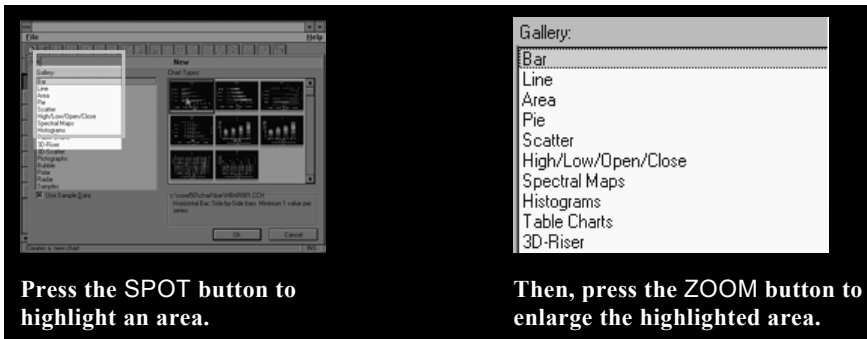
AVerMedia Pointer-Zoom

After you press the **POINTER** button to point on a key area in your presentation screen, press the **ZOOM** button to magnify the area where you are pointing to.
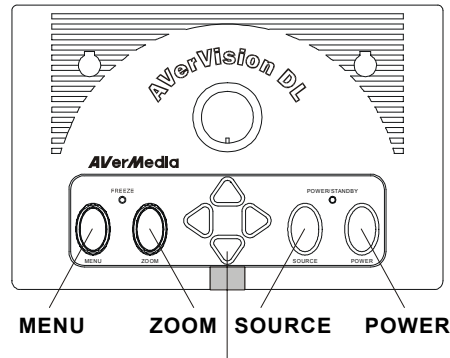
Panning the Zoomed Image

To Move Around the Zoomed Image:

1. Press the **MENU** button and the on screen menu will appear.

2. Set **PAN** "ON" and **POS** "OFF".

3. Press the **MENU** button again to close the MENU.

4. Press the **POSITIONING & ADJUSTMENT CONTROL** buttons to move around the zoomed image.

Touch Button Control Panel

The figure and descriptions below show you how to use the *Touch Button Control Panel* located at the top of the **AVerVision DL** unit. This will give you access to commonly used functions.

MENU   ZOOM | SOURCE   POWER

POWER	: Switches the **AVerVision DL** on/off.
ZOOM	: Press this button to zoom in or out of the computer image on TV.
POSITIONING & ADJUSTMENT CONTROL	: Use these buttons to : * Move around the computer image on TV. * Change the position of the image. * Highlight other areas on presentation screen. * Adjust the position and size of a highlight. * Adjust the settings of the MENU functions.
MENU	: Press this button to select the different functions. (Refer to the section, *Menu Functions*, for more details.)
SOURCE	: Press this button to toggle between *VGA Mode* and *Camera Mode*. (Refer to the section, *Three Presentation Modes*, for more details.)

The LED Panel

Aside from the touch button control panel, you will also find an *LED Panel* on the **AVerVision DL** hardware case. The figure and descriptions below show what each LED indicator in this panel represents.

FREEZE
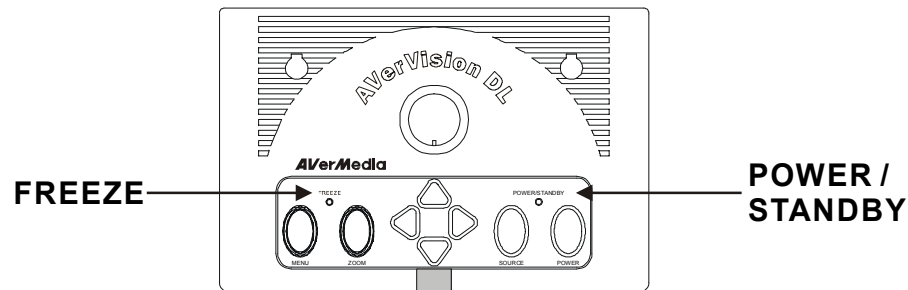
**POWER /
STANDBY**

POWER/STANDBY	:	If the AVerVision DL is on, the LED is green. If it is in standby mode, the LED is red.
FREEZE	:	This LED shows whether FREEZE or UNFREEZE is in operation.
		If this LED is on, it means that the user has paused, that is, frozen the screen.

Chapter 4

Troubleshooting

This chapter provides many useful tips on how to solve common problems while using the **AVerVision DL**.

There is no picture on my TV.

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1. Check all the connectors again as shown in this manual.

2. Check your TV remote control on/off switch and channel setting.

3. Verify the setting of the Composite Input or S-VHS Input of your TV set.

4. If you are using a SCART connector, check the SCART input of your TV set.

5. If you are using a notebook, you may have to switch to external VGA mode. (Refer to your notebook's manual.)

6. As specified by IBM, some systems may require that the monitor is present and connected when the system is powered up.

7. If you are using the **AVerVision DL** on the Macintosh, you must have a Macintosh monitor connected.

When the signal runs through a VCR, there is no picture on the TV.

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1. Check your TV/VCR input channel setting.

2. If your TV and VCR are connected to an AV Amplifier, please check the input/output selection.

I have set up the AVerVision DL and checked all the connections as specified in the manual, but I can only get a picture on the VGA monitor, not on the TV screen.

AVerVision DL is in the "Standby" mode once power is connected. You need to switch **AVerVision DL** "ON", either from the remote control or from its touch button control panel to display both VGA and VIDEO.

The picture on my TV is distorted.

1. Before doing any adjustments, reset all the picture attributes to the factory default setting using the "Reset" button on the remote control.

2. Each VIDEO display device is slightly different from another. Use the Panning Control of **AVerVision DL** to adjust the picture.

3. Use the Brightness and Sharpness menu functions to reduce the distortion.

The picture on my TV is all messed up.

1. When using **AVerVision DL** with the Macintosh, up to 1024 x 768 can be supported.

2. When using **AVerVision DL** with IBM PC compatible computers, screen resolutions up to 1024 x 768 (horizontal frequency less than 65KHz) is supported.

There is no image on both my Macintosh monitor and TV.

When you turn on the Macintosh computer, it will first auto-detect the type of monitor you have. During auto-detection, there won't be any display on your Macintosh monitor. To avoid this problem, connect your Macintosh computer, monitor and all the necessary cables to the **AVerVision DL** first before you power on your Macintosh computer.

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