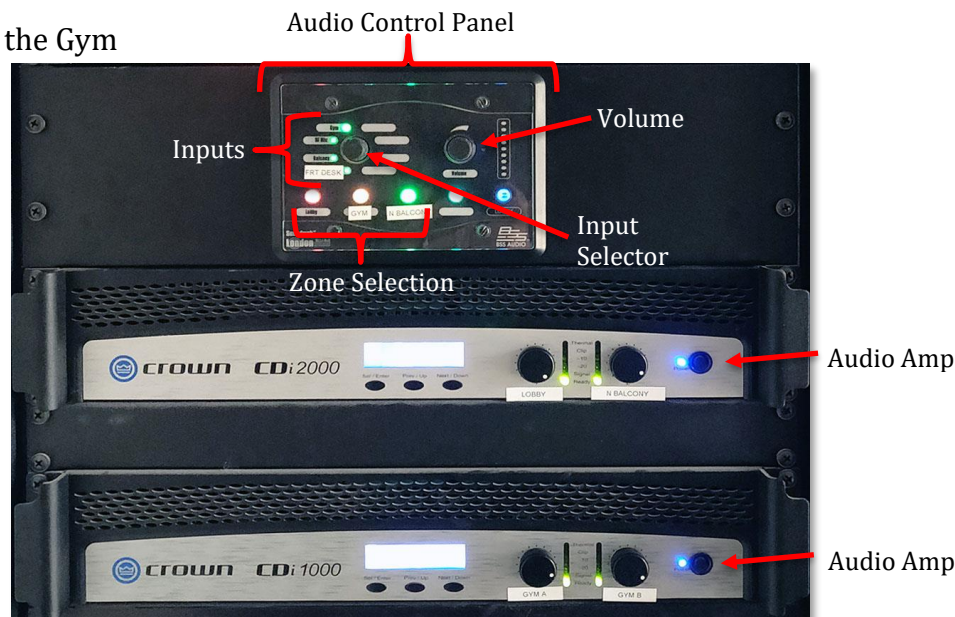


Using the Student Activity Center Audio:

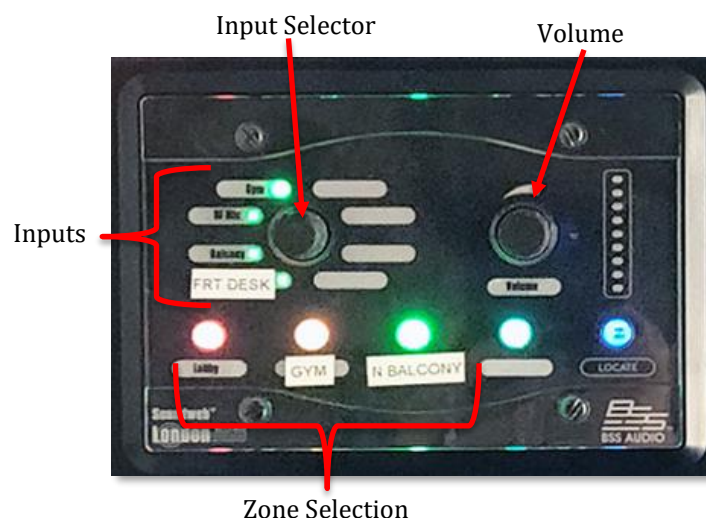
- The following will guide you through using the SAC Audio system.
- The illustration below shows all the devices you will interact with.
 - This is located in the rear of the Gym Room 119



SAC Audio Rack

Selecting your audio source and Zone:

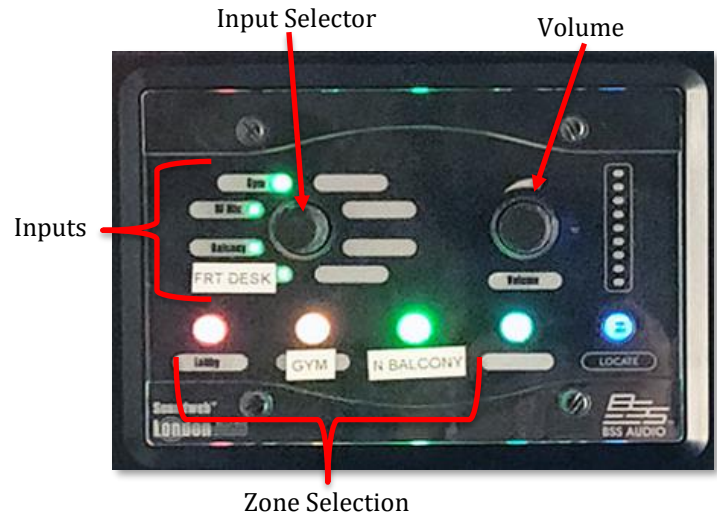
- Start by selecting the area you would like to hear audio in, by pressing one of the **Zone Selection buttons**.
- Then rotate the **Input Selector** dial until the desired input is illuminated. Then press the dial in to make the selection.
 - The inputs are as follows:
 - “Gym”: The input box located in the South Bleachers
 - “RF Mic”: The Wireless Microphone
 - “Balcony”: The input box located at the North Balcony
 - “FRT Desk” The input box located at the Front Desk (the usual location for music)
- Use the **Volume** dial to adjust the volume to the desired level of each zone.



Audio Control Panel

Selecting your audio source and Zone:

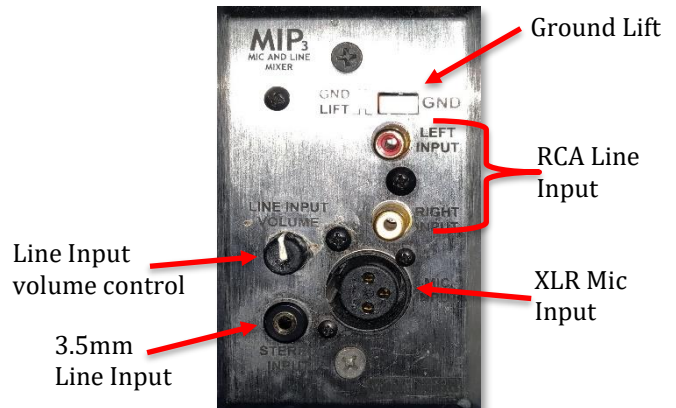
- Repeat the previous steps to select the audio source in each zone.
- Note: If audio is not needed in a particular zone.
 - Select the zone that audio is not needed using the **Zone Selection** buttons
 - Turn the volume of that zone all the way down, or select and unused input using the **Input Selector**.
 - Repeat these steps for any zone that audio is not needed.



Audio Control Panel

Other information:

- The “Gym”, “Balcony”, and “FRT Desk” inputs have multi-input wall plates. The following illustration describes the available connections.
 - **Ground Lift:** Use to eliminate any unwanted “buzzing” in the audio
 - **Line input:** Use to connect an audio source such as a music player
 - RCA
 - 3.5mm
 - **Line Input Volume:** Adjust the volume of the line inputs
 - **XLR Mic Input:** Connection for a standare XLR Mircophone.
- It is recommended that the **Audio Amps** in the **SAC Audio Rack** remain turned all the way up and all adjustments be made from the **Audio Control Panel**.



Multi-Input Wall Plate