

Your room. One touch.

USAR LV touch panel & WebXPanel — illustrated user guide



Home screen: the 505th Signal Brigade watermark and clock. Touch anywhere to open Video.

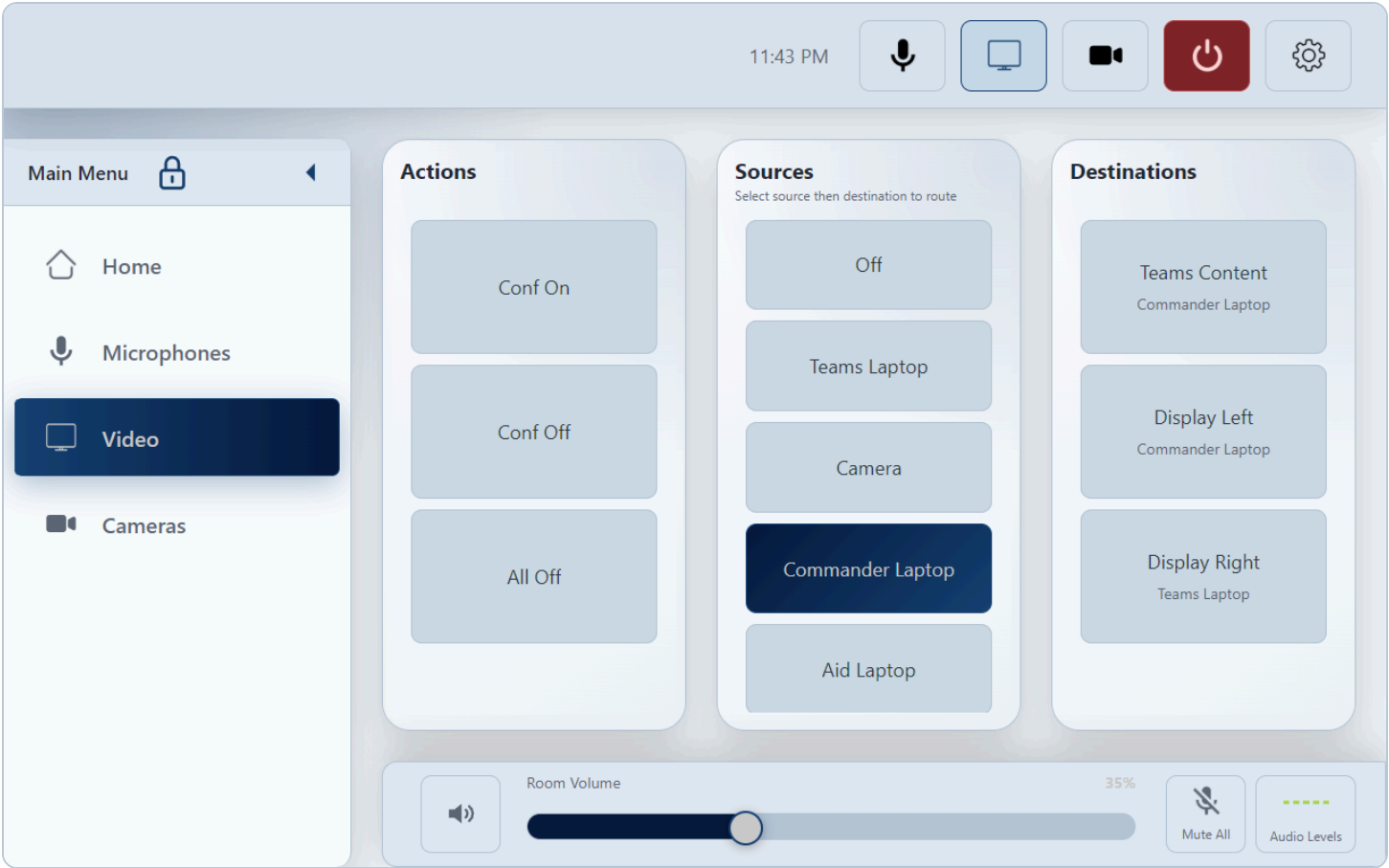
Quick start

1. Touch the Home screen to open **Video**.
2. Choose a **Source**, then touch the desired **Destination**.
3. Adjust **Room Volume** along the bottom.
4. For a meeting, use the configured **Conf On** action, then open **Microphones** and **Cameras** as needed.
5. When finished, open the red power button and choose the appropriate shutdown action.

About these pictures: Screenshots use the current UI with the names programmed in MAIN 0.08. Routes, levels and mute states are examples, not live equipment readings. Destination visibility can change with the selected source.

Find your way around

Main Menu, shortcuts and the always-available audio bar



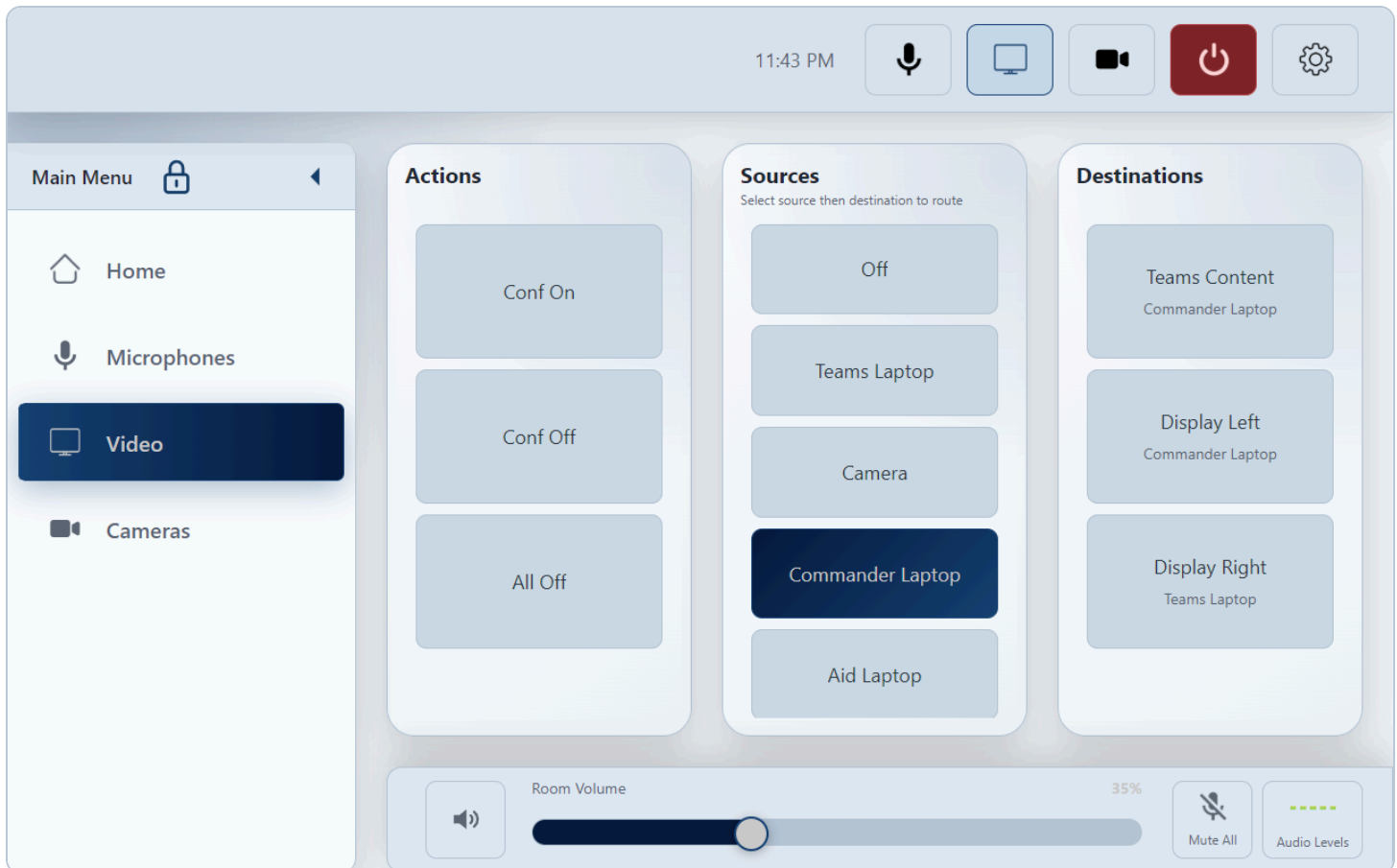
Current Video page with Main Menu open. The routing hint appears under Sources.

Area	How to use it
Main Menu — left	Choose Home, Microphones, Video or Cameras. Touch the small arrow to open or collapse the menu.
Lock beside Main Menu	Locked keeps the menu open. Unlocked allows it to collapse two seconds after choosing a menu item. Simply opening the menu does not start the timer.
Top bar — right	Microphone, display and camera icons open their pages directly. The red power icon opens Systems Off; the gear opens Panel Settings.
Bottom bar	Room Volume, room speaker mute, Mute All and Audio Levels are available on control pages. Conference Volume appears only when enabled.

Menu behavior: Top-bar navigation and Page Behavior can close the menu immediately. The lock prevents automatic collapse, not these manual navigation actions. The lock resets when the project reloads.

Send video to a display

Select source, then destination — in that order



Example: Commander Laptop is selected; Display Left reports Commander Laptop beneath its name.

Route a picture

1. Under **Sources**, touch the input you want to show.
2. Under **Destinations**, choose **Display Left** or **Display Right**. Use **Teams Content** to send content into the meeting.
3. Check the source name underneath that destination and confirm the picture on the actual display.
4. To use another display, select the source and then that destination.

Actions and Off

Actions perform room-programmed tasks such as Conf On or Conf Off. Their highlight is momentary while pressed; it is not a persistent status indicator.

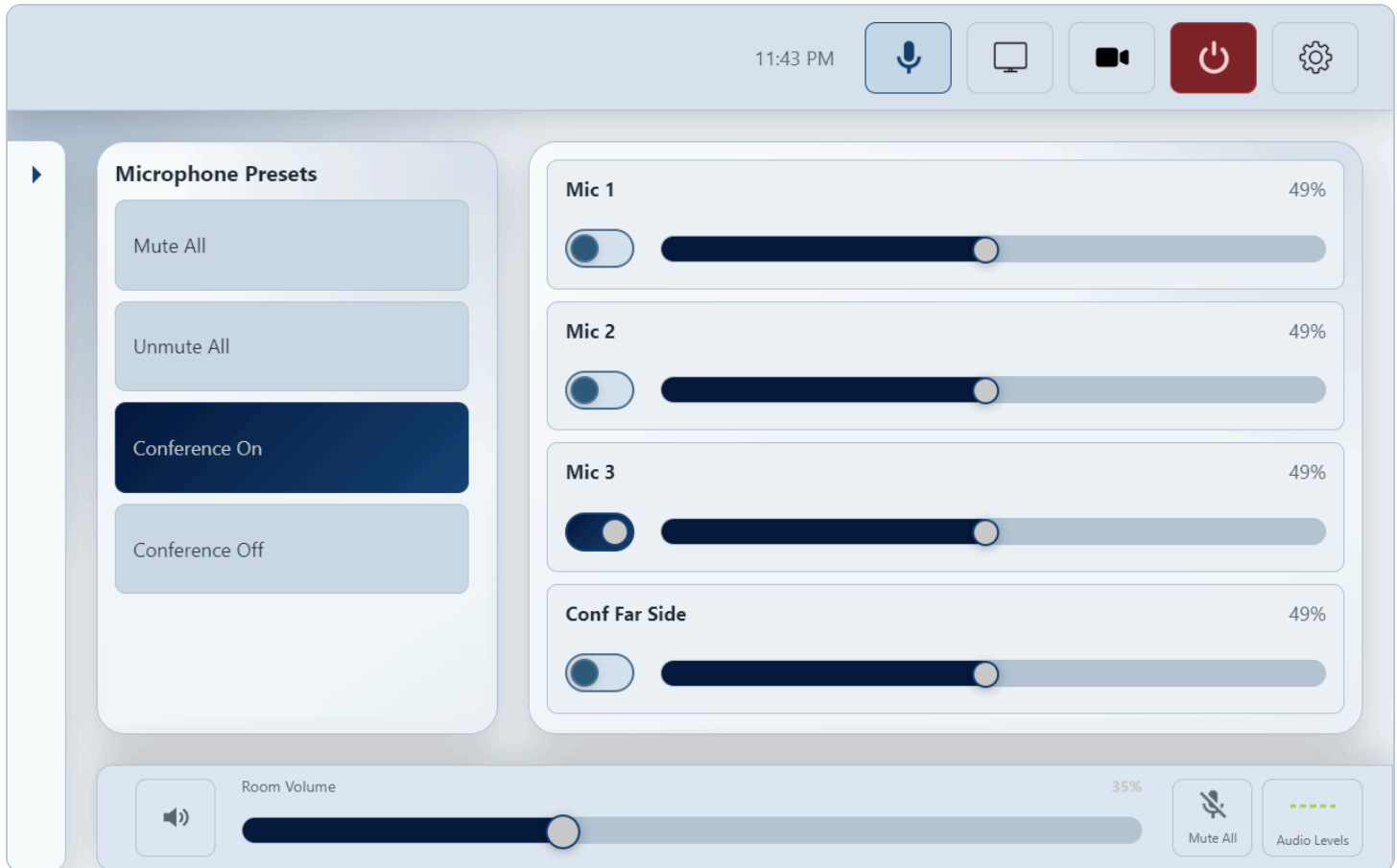
If an **Off** source is available, select it and then a destination to request that route be cleared. The exact display response is set by the room program.

Swipe within any long list to reach more buttons.

Conference content: To share laptop content into the meeting, select Commander Laptop or Aid Laptop, then Teams Content. Do not route the Teams Laptop output back into its own content input. Camera video is handled separately by the meeting system.

Control the microphones

Presets on the left; individual audio controls on the right



Microphones page with MAIN 0.08 labels. Mic 3 is shown muted as an example, not a live status reading.

Use a preset

Touch a named **Microphone Preset**, such as Mute All, Unmute All or Conference On, when available.

A selected preset can remain highlighted when the room controller reports it active. There is no separate “Active” text.

Preset names and behavior come from the room program.

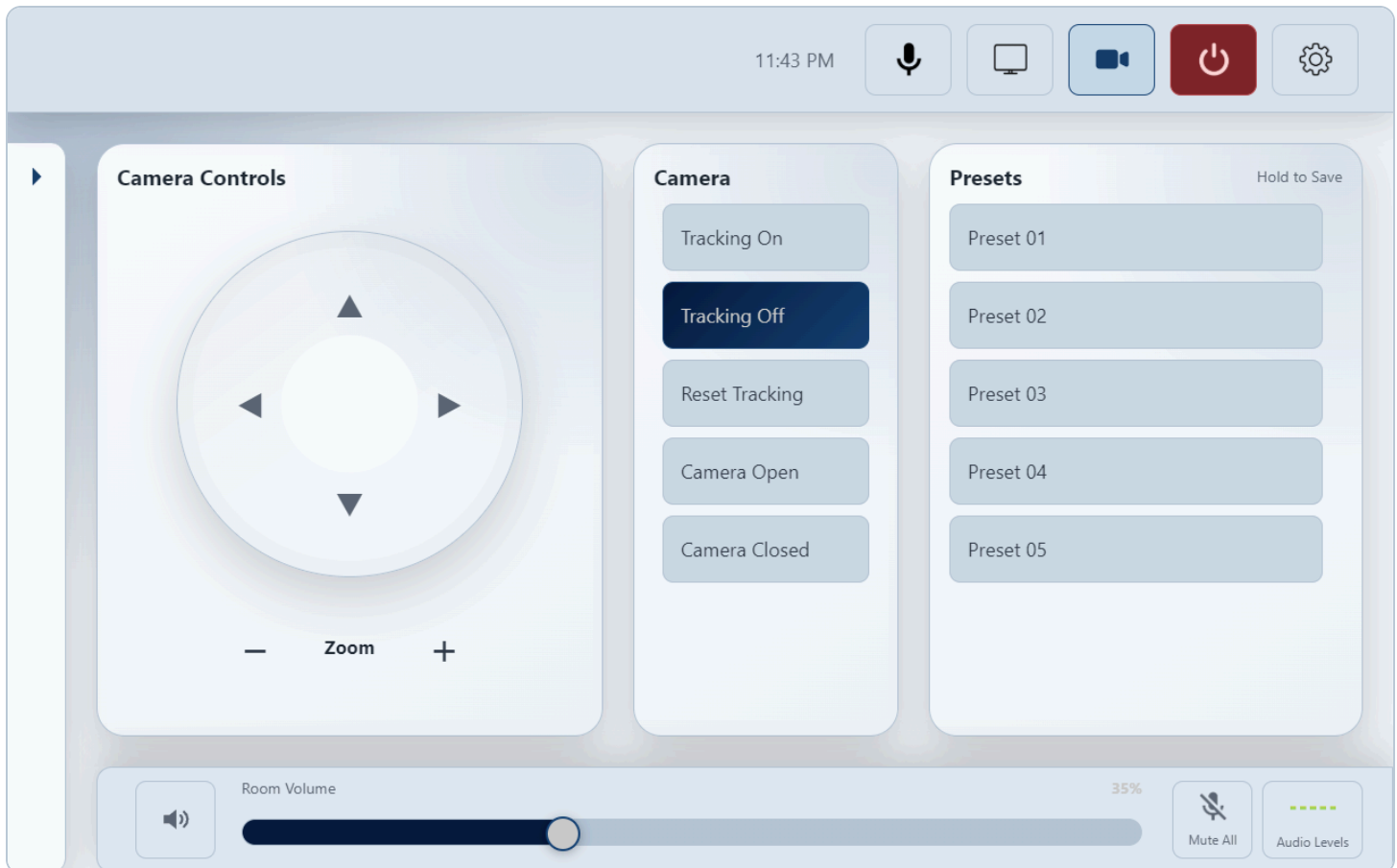
Adjust one channel

1. Find the channel by its label.
2. Touch its switch to request mute or unmute. In the illustrated light mode, the switch moved right and highlighted means **muted**.
3. Move that channel’s slider left to lower the level or right to raise it.

Mute All: This requests the programmed group mute. It is not the same as room speaker mute. Whether source audio is included depends on the installed audio program; verify that during room commissioning.

Aim and recall a camera

Tracking controls, manual framing and saved views



Cameras page: directional controls at left; Tracking On/Off, Reset Tracking and Camera Open/Closed in the middle; Preset 01–05 at right.

Frame the shot

1. For manual framing, select **Tracking Off** in the **Camera** section.
2. Use the arrow buttons to adjust the view.
3. Use **Zoom –** for a wider view and **Zoom +** for a closer view.
4. Confirm the image on the camera preview or meeting display.

Use **Tracking On** to request automatic tracking, or **Reset Tracking** to request a tracking reset. **Camera Open** and **Camera Closed** are programmed camera actions; confirm the actual camera view.

Recall or save

Recall: briefly tap a named preset.

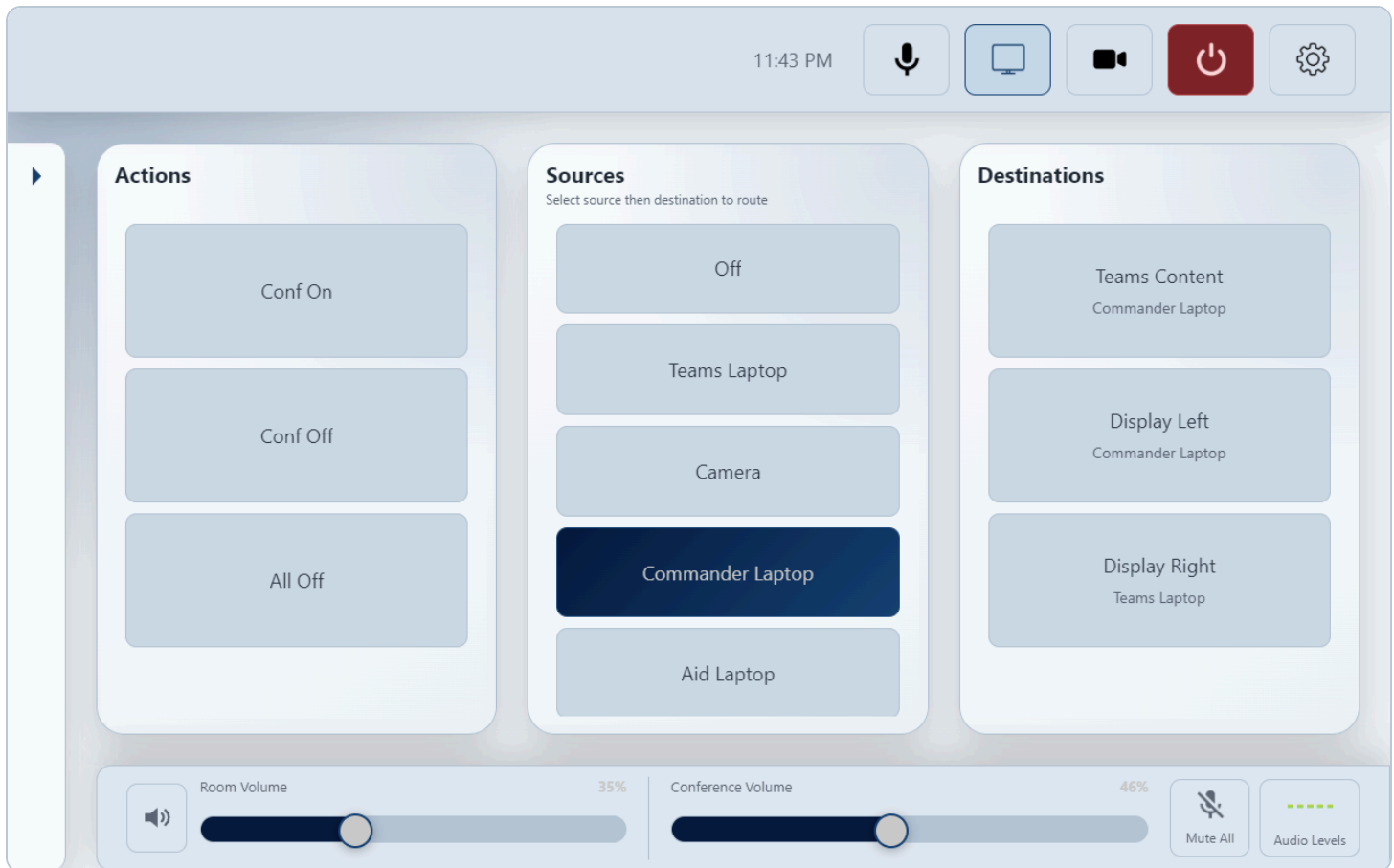
Save: frame the shot, then press and hold the desired preset. Release after the room system confirms **Preset Saved**.

Saving replaces that preset's stored view. Save only when you intend to change it.

No fixed hold time: Recall/save timing and the saved confirmation are controlled by the room program. If confirmation does not appear, release and contact the room support person rather than assuming it saved.

Use audio during a conference

Room speakers and conference audio have separate controls



Conference mode example: the bottom bar shows Room Volume and Conference Volume side by side.

Before the meeting

1. Use the available **Conf On** or **Conference On** action.
2. Choose the required video route and camera.
3. Join the meeting using the Teams computer or its meeting controls. This panel does not provide a Teams Join button.
4. Confirm both sides can hear before starting.

Choose the right level

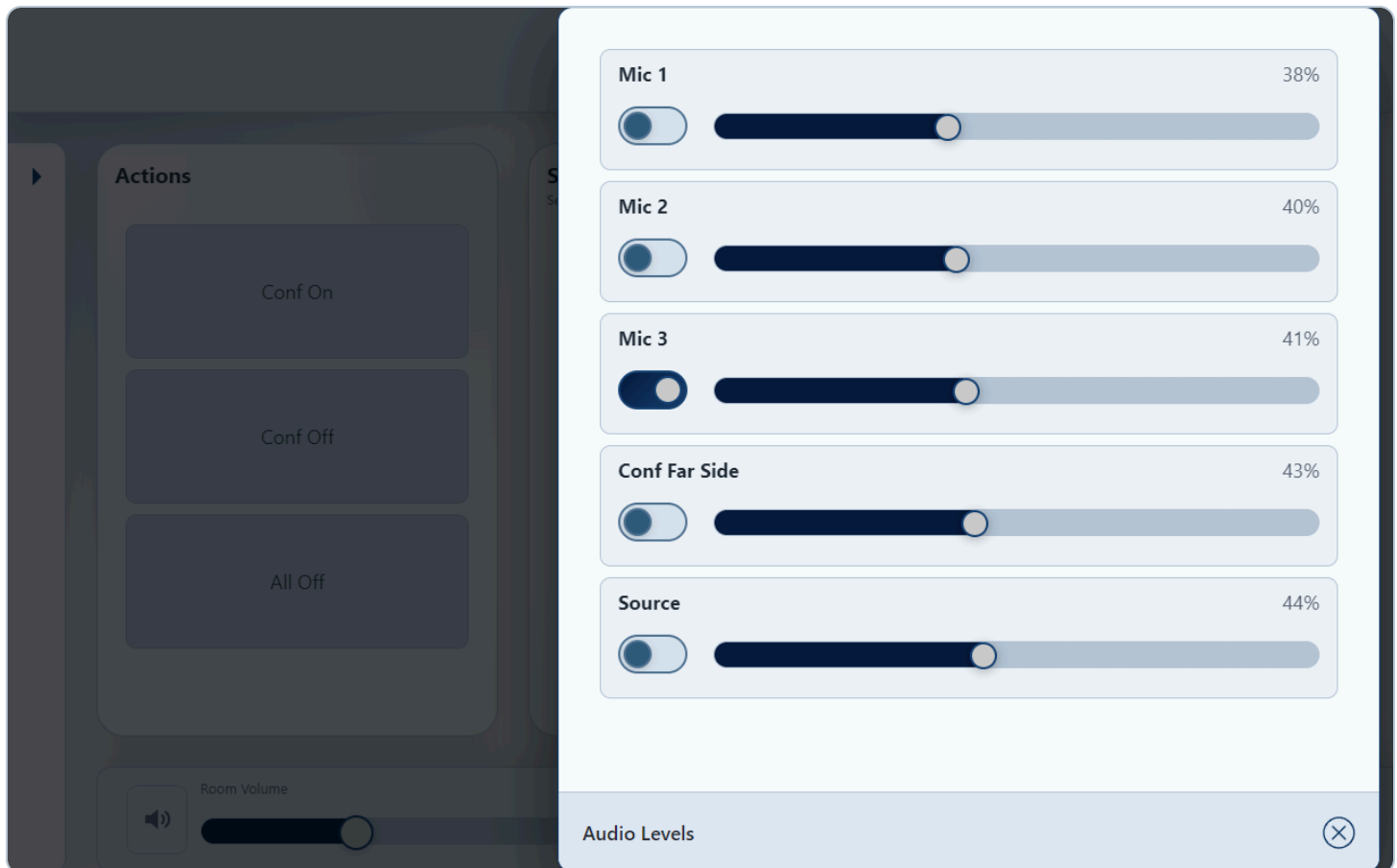
Room Volume adjusts room speaker volume. The speaker button beside it requests room speaker mute/unmute.

Conference Volume adjusts the conference audio path assigned by the installer. Confirm during handover whether it controls audio sent to the remote participants or received from them; the UI label alone does not identify the direction.

Why a slider may disappear: Conference Volume is shown only when the room controller enables it, regardless of which page is open. When disabled, Room Volume expands into that space. There is no separate conference mute button beside the slider.

Fine-tune Audio Levels

Open the spectrum button at the bottom right



Audio Levels: Mic 1, Mic 2, Mic 3, Conf Far Side and Source, using MAIN 0.08 names. Levels and mute states are examples.

1. Touch **Audio Levels** in the bottom bar.
2. Find the required channel, then adjust its slider. Touch its switch to request mute or unmute.
3. Touch the **x** in the lower-right corner to close the popup.

The five-second rule

Your finger takes priority. A slider ignores incoming level feedback while touched and for **five seconds after release**. Touching it again restarts its own timer.

Only new feedback arriving after the pause can update it. Old feedback is not replayed when five seconds expire.

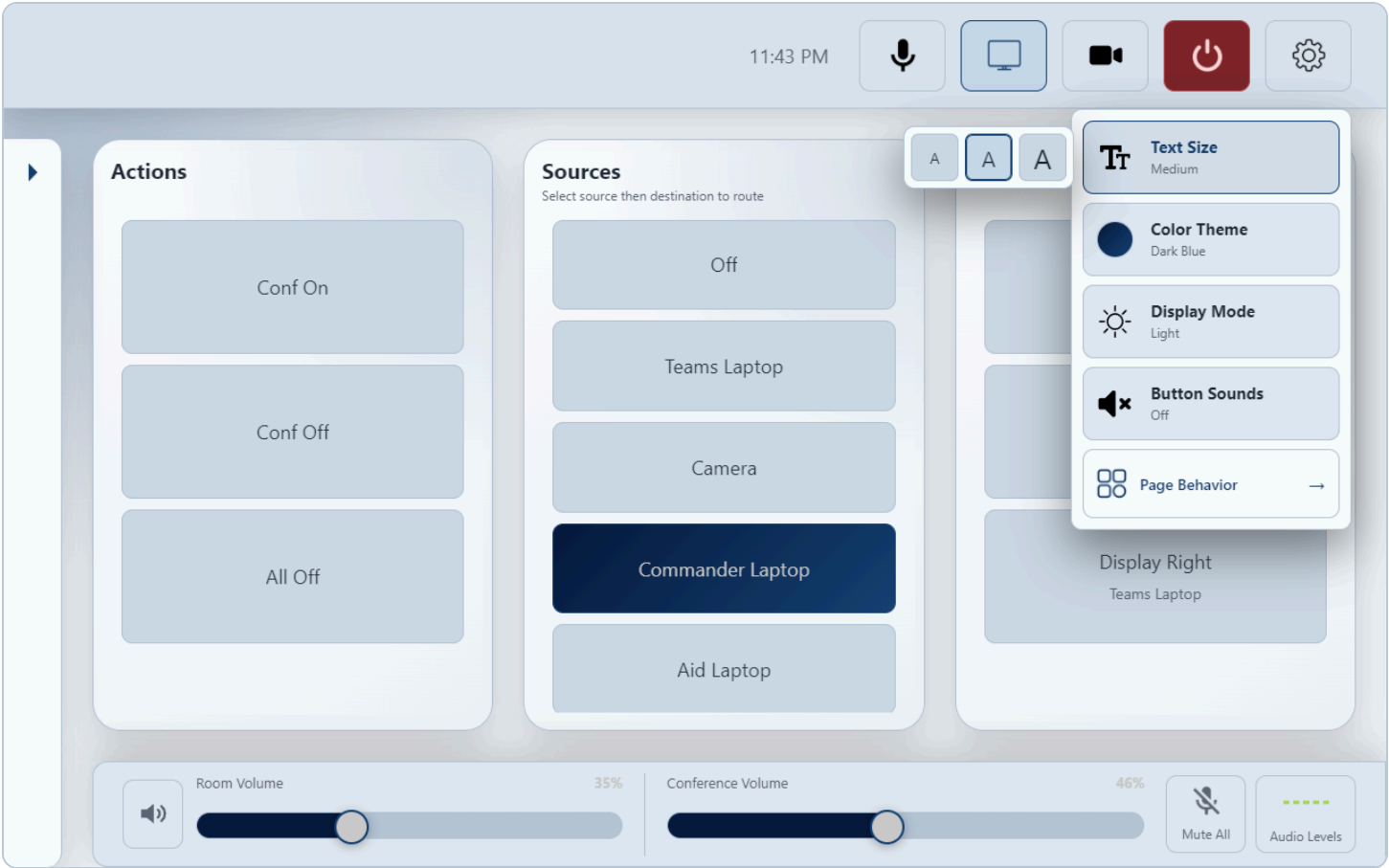
What the spectrum means

The bouncing bars are a controller-enabled animation, **not a measured sound level**. Flat bars alone do not prove that the room is silent.

These popup channels are independent of the Microphones page. Five rows fit in the current panel layout; additional enabled rows require scrolling.

Make the display comfortable

Panel Settings change this interface, not the room audio mix



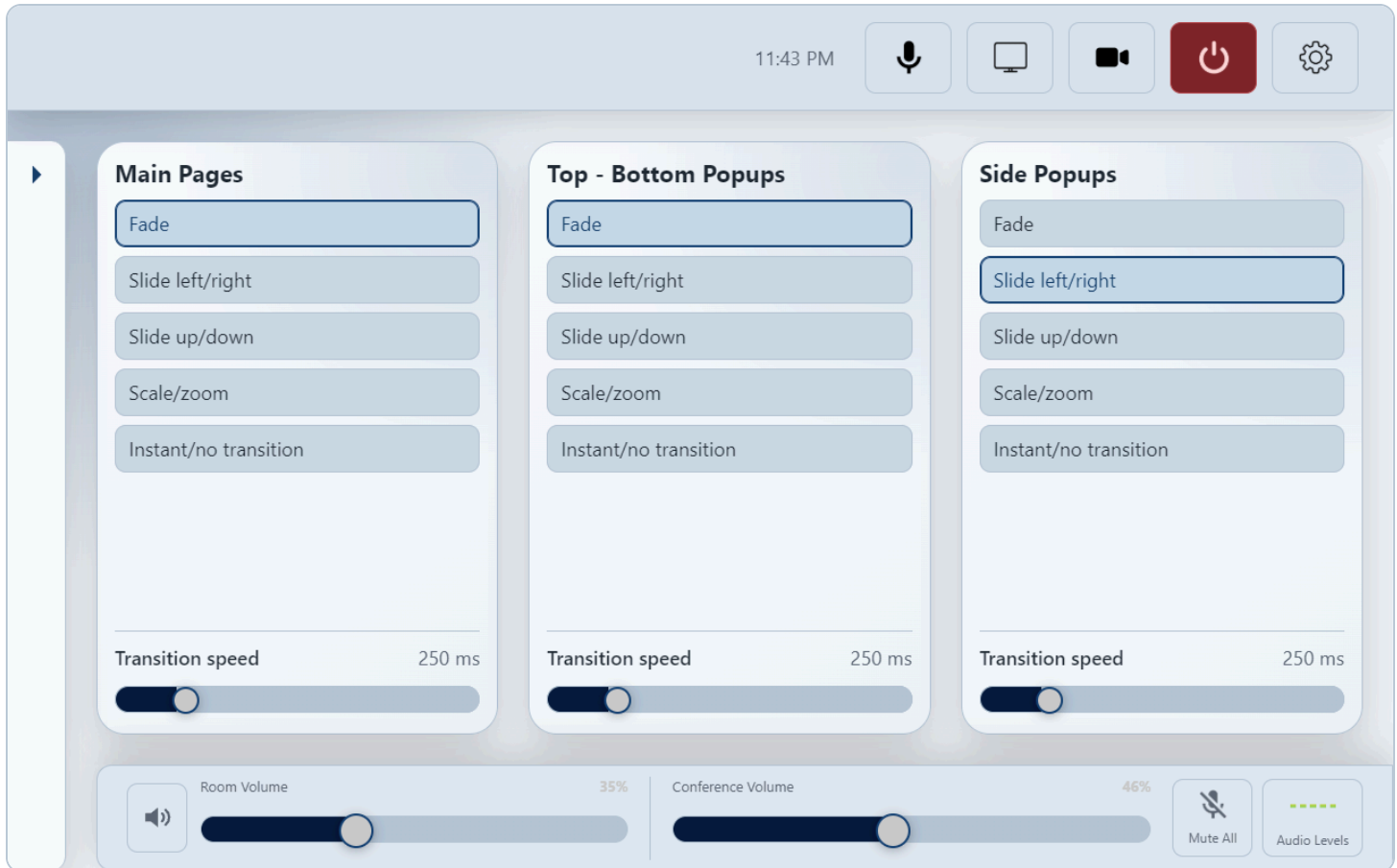
Touch the gear icon, then Text Size to reveal Small, Medium and Large choices.

Setting	Use
Text Size	Choose Small, Medium or Large for easier reading.
Color Theme	Choose the preferred interface color.
Display Mode	Switch between light and dark appearances.
Button Sounds	Enable or disable touch sounds. This is separate from Room Volume.
Page Behavior	Open transition settings for pages and popups.

Saving settings: Changes save automatically on this panel or browser. They do not synchronize to other devices. An ordinary project restart should restore them; a full reinstall or cleared browser/panel data can reset them. If a save warning appears, report it.

Choose page transitions

Page Behavior is available from the gear menu



Page Behavior has separate choices for Main Pages, Top–Bottom Popups and Side Popups.

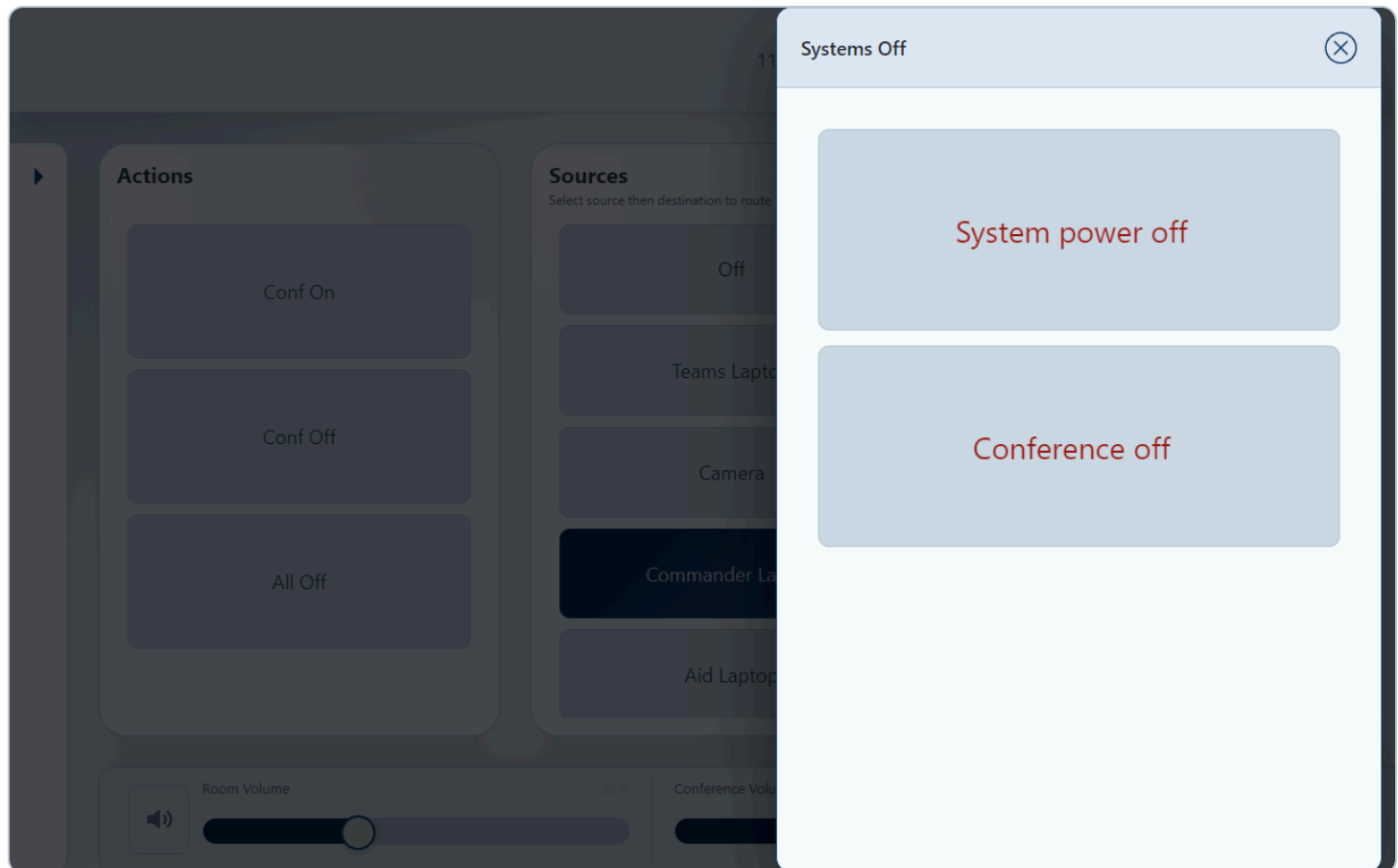
1. Open **Panel Settings** → **Page Behavior**.
2. Choose a style in the desired section: Fade, Slide left/right, Slide up/down, Scale/zoom or Instant/no transition.
3. Adjust the speed slider. Lower milliseconds are faster; higher milliseconds are slower.
4. Navigate to a control page or open a popup to try the result.

When WebXPanel does not animate: Windows or browser reduced-motion settings can disable transitions even when a style is selected. On the computer, check Settings → Accessibility → Visual effects → Animation effects. Instant/no transition also intentionally disables animation.

These choices affect appearance only. They do not change video routing, audio levels or the time required for room equipment to respond.

Finish and shut down

Systems Off — each visible button acts immediately



Systems Off popup. Conference off appears only when the room controller enables it.

Conference off

Use **Conference off** to request the room's conference shutdown action, when available.

End the meeting in Teams as needed. Do not assume this room-control action leaves the Teams call unless the installer has confirmed that behavior.

System power off

Use **System power off** when the room session is finished and you want the programmed full-system shutdown.

One tap sends the command. There is no confirmation screen.

Close without shutting down: Touch the × in the popup header. If the red power icon or Conference off button is missing, it may be intentionally hidden by the room controller.

The World Clock

Ten cities, one screen — automatic local-network time



Illustrative rendering of the clean clock project. Example times; not a live display capture.

Read the display

All ten city clocks remain visible in **two rows of five**; there is no page rotation. Large, centered numbers show **24-hour time**. City labels, dates and UTC offsets identify each location. The header also shows **Zulu (UTC)**.

Top row	Bottom row
Honolulu	London
Las Vegas	Wiesbaden
Denver	Kuwait City
San Antonio	Kabul
Washington, D.C.	Seoul

The date under each city can differ from Las Vegas. A day-difference indicator identifies a city on the previous or next local date. Time-zone rules account for daylight-saving changes where observed; UTC offsets may change seasonally.

Runs without Internet

The dedicated DGE runs the clock locally. The room processor supplies date and time over the local network. No Windows computer, browser window or Internet connection needs to stay open for the installed display to run.

If time is missing or frozen: Allow a minute and watch for a minute change. If times do not advance, contact room support to check processor time and the local time feed. Do not change the cities, HDMI resolution or display zoom as a time fix.

The colored test borders and CHECK B1 readout were temporary commissioning aids and are not part of the final operator display. Leave the commissioned display settings unchanged.

Table microphones and laptop audio

Routine checks without changing system programming

Shure tabletop microphones

The installed tabletop microphones are **Shure MXA320**. Their touch buttons are used to request a mute change from the room controller; the controller handles the audio mute and light indication separately.

1. Briefly press and release a microphone button once. Avoid repeated rapid taps.
2. Check the microphone light and the corresponding touch-panel mute indication. The configured indication is **red for muted** and **green for unmuted**.
3. Confirm with the far-end participant that your voice is heard when unmuted. Teams also has its own microphone mute.

A light is not an audio test: If the button stops responding or the light and panel disagree, use the touch-panel microphone control and verify the result. If that also fails, contact room support. Do not change microphone network, logic or DSP settings.

Play laptop sound through the room

1. Connect to the intended table input and select its source, then the required destination on the touch panel.
2. On the laptop, select the connected HDMI/Crestron audio output rather than the built-in speakers. Start playback.
3. Check Room Volume, room speaker mute and the relevant source control in Audio Levels. Start at a modest level.
4. If video works but sound does not, report Commander Laptop or Aid Laptop as applicable and whether the same laptop works at another input. A visible picture alone does not confirm audio routing.

Thin sound or missing voices: Report it to room support. Do not use Windows mono mode or unequal left/right balance as a permanent fix; analog wiring or channel combination may need inspection.

During a Teams call

Room speaker level, room microphone mute and the meeting application's mute are separate controls. Check both room and meeting controls when one side cannot hear. For choppy video, report whether the local camera preview also stutters; avoid changing capture or extender settings during the meeting.

Unexpected certificate or connection prompt

If a camera or intercom page shows a certificate warning, note the displayed device address and contact room support. Do not repeatedly approve trust prompts or change security settings as a routine operating step.

Quick help

Start with the visible symptom; avoid changing installer settings

What you see or hear	What to do
No picture on a display	Select the source, then the destination again. Check the connected laptop is awake and producing video. Compare the destination's source label with the physical display.
No sound in the room	Select the laptop HDMI/Crestron sound output. Check Room Volume, speaker mute and the relevant Audio Levels channel. Report the table input if only one fails.
Remote participants cannot hear you	Check the meeting app's microphone mute and the room microphone mutes. Confirm conference mode is enabled. Have room support identify the correct outgoing conference level.
Room cannot hear the remote participants	Check Room Volume, room mute and the configured conference-receive channel. Confirm the Teams computer is using the intended room audio device.
A slider does not follow feedback immediately	It deliberately ignores incoming feedback while touched and for five seconds afterward. Wait without touching; a fresh update is required.
An Actions button stops highlighting after release	Normal: Video Actions use momentary touch highlighting, not a latched status light.
Buttons or entire lists are missing	The room controller supplies names and visibility. Missing items can indicate an intentional mode change or a connection/programming issue. Contact room support if unexpected.
WebXPanel still shows Weather or older labels	The browser may be using an older installed project or cached files. Refresh with Ctrl+F5 and have the installer verify the processor project. Loading the touch panel does not update WebXPanel.
Text size returns to default	Check for a save warning and confirm the current UI package is installed. Settings are device/browser-specific; reinstalling or clearing storage may reset them.
World Clock waits for time or reports overdue updates	The ten-city World Clock runs locally from processor time. Watch for a minute change; ask room support to check the time feed if frozen or blank. No Internet is required.

Before calling room support

Record the page, the button or channel name, what you selected, and what happened. A photograph of the screen is helpful. Avoid changing network, processor or DSP settings during a meeting.

Guide scope: Instructions and labels reflect the USAR LV UI package and MAIN 0.08. Pictures are illustrative previews, not proof of live routing or DSP configuration. Conference audio direction, Mute All coverage, camera preset timing and action effects must match the installed room program.

This PDF and its companion HTML contain their pictures and work offline. No credentials are included.