

ScreenBeam Classroom Commander

Classroom Orchestration with ScreenBeam



Getting Started

Equipment required for the ScreenBeam Classroom Commander solution:

- ScreenBeam 960 wireless display receiver
- Classroom Commander Teacher and Student apps (see download section)
- Windows 10 Miracast-enabled devices with qualified system requirements

Before You Begin

Setting up the ScreenBeam 960 with ScreenBeam Classroom Commander:

- **If you have a ScreenBeam 960 evaluation unit marked “Classroom Commander Demo Unit”**
It is pre-loaded with the firmware version to support Classroom Commander. You may skip to the next section.
- **If you have a ScreenBeam 960 receiver with version 9.15.x.x**
You must first update ScreenBeam 960 receiver to firmware 9.25.x.x (or higher).
 - The firmware is available for download at <http://sup.screenbeam.com/sbcc> under the **Firmware Upgrade** section.

CATALOG NUMBER

SBCC01L

ScreenBeam
Classroom Commander

Documentation

Deployment guide, user manual and frequently asked questions (FAQ) are available on <http://sup.screenbeam.com/sbcc>

Need Help?

Contact the ScreenBeam Classroom Commander team at sbcchelp@actiontec.com

- The firmware update instructions for a single unit are provided in the downloadable firmware package. If you already have ScreenBeam CMS (remote management utility), you can use the remote update feature.

Important!

After updating the firmware to 9.25.x.x, you must reset the ScreenBeam receiver to factory default settings.

- If the receiver is connected to ScreenBeam CMS, you can select **Reset to Default**. The network and CMS settings will remain, and other settings will be reset (i.e. receiver name).
- Otherwise, press and hold the **RESET** button on the back of the receiver for approximately 10 seconds. All settings will be manually reset.

License and Activation

- If you have a “full license” pre-activated evaluation unit, you may skip to the next section.
- If you purchased a license, you should have received the license serial key and information via email from sblicense@actiontec.com. Please check your email and contact your sales rep if you don't have this information.
- To activate the ScreenBeam Classroom Commander license on the receiver, you can choose one of the following options:

ScreenBeam CMS v2.6 (or later)

- Recommended for remotely activating a larger fleet of units, or units that are already remotely managed.
- Latest CMS software is available in the Zendesk CMS section, or at <http://cms.screenbeam.com>.

License Activation Utility

- Suggested for manually activating a small number of units. This Windows application requires direct Miracast connection to the receiver.
- Utility and instructions are available in the Software section at <http://sup.screenbeam.com/sbcc>.

Basic License Information

- License activation is not required to use ScreenBeam Classroom Commander in demo mode.
- The ScreenBeam Classroom Commander demo mode supports one teacher and two student PCs.
- Activation is only applicable to receivers with firmware version 9.25.x.x or higher.
- Licenses start on the date the first receiver is activated, or 90 days from issuance of the license key, whichever comes first.
- Active licenses will be entitled to feature and maintenance updates for one year.

System Requirements

RECOMMENDED

Teacher Device

OS	Windows 10 Pro/Edu/Ent/S (64-bit) ¹
CPU	Fourth generation Intel Core i5 or AMD equivalent, or better
Wireless	Intel dual-band wireless AC 726x or better ²
Memory	8 GB or more
HD Space	300 MB or more

Student Device

OS	Windows 10 Pro/Edu/Ent/S (64-bit) ¹
CPU	Intel Celeron N3060 or AMD equivalent, or better
Wireless	Intel dual-band wireless AC 726x or better ²
Memory	4 GB or more
HD Space	300 MB or more

MINIMUM

Teacher Device

OS	Windows 10 Pro/Edu/Ent/S (64-bit) ¹
CPU	Fourth generation Intel Core i3 or AMD equivalent
Wireless	802.11AC dual-band 2x2 ²
Memory	4 GB
HD Space	150 MB

Student Device

OS	Windows 10 Pro/Edu/Ent/S (64-bit) ¹
CPU	Intel Celeron N3010 or AMD equivalent
Wireless	802.11AC dual-band 1x1 ²
Memory	2 GB
HD Space	150 MB

Important!

We highly recommend that your Windows devices meet the system requirements for an optimal experience.

¹ Windows 10 version 1703 (and newer) with latest updates.

² Wireless adapter and driver with Different Channel Mode (DCM) support is required. Make sure your device has the latest updates for Windows 10 and device drivers.

A Connect Receiver to Display

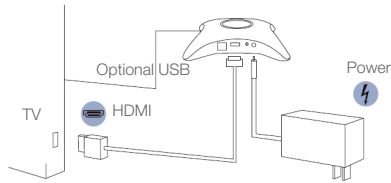


Figure 1 Connection guide

NOTE: You may skip to the next section if the ScreenBeam receiver is already installed.

1. Place the receiver next to a display panel (TV/projector).
2. Using an HDMI cable, connect one end to the receiver's HDMI port and the other end to the HDMI port on the TV.
3. Connect one end of the receiver's power supply to the receiver's power port, and the other end to an electrical outlet.
4. **Optional:** If you have an interactive touch display, connect the USB cable from the display's USB Touch port to the ScreenBeam USB port. A USB cable is not included.
5. Turn on the display and switch to the HDMI input to which the receiver is connected.
6. Wait about 30 seconds, then verify the **Ready to Connect** screen appears on the display.

ScreenBeam receiver is now ready to connect with ScreenBeam Classroom Commander enabled devices.

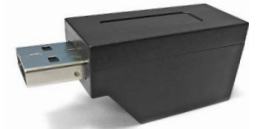
B Connecting ScreenBeam Receiver's USB Accessories

Upon receiving your ScreenBeam 960 receiver, you may also receive a package with the following USB accessories:

- One (1) USB-to-wireless adapter



- One (1) self-powered USB 2.0 hub



In the latest ScreenBeam Classroom Commander, version 9.25.2.0 (and later), the platform has been updated to support up to 51 client connections. This means the ScreenBeam receiver's wireless network connection for management now requires an external USB-to-wireless adapter. A self-powered USB hub is provided in case your setup also includes an interactive touch display or projector.

You may skip to the next section if either scenario is required in your evaluation or deployment scenario.

1. Remove any existing USB device from the ScreenBeam receiver's USB port.



2. Plug the USB hub type-A connector to the ScreenBeam receiver's USB port.



3. Plug the USB-to-wireless adapter to the USB hub's USB port (for CMS connection).



4. Plug the USB A-to-B cable to the USB hub's USB port (for interactive touch display).



5. Complete! ScreenBeam 960 receiver is now ready for Classroom Commander with 51-connection support.

C Download Classroom Commander Apps

ScreenBeam Classroom Commander teacher and student apps are free and available in both (MSI) Installer and (UWP) app formats.

For Windows MSI Installer packages

- Visit <http://sup.screenbeam.com/sbcc>, **Software** section
- Select **Classroom Commander App**
- The Classroom Commander app package includes both teacher and student apps

For Windows UWP App

- Simply launch Microsoft Store on a Windows 10 device
- Search for “Classroom Commander”
- Select **Teacher** or **Student** app

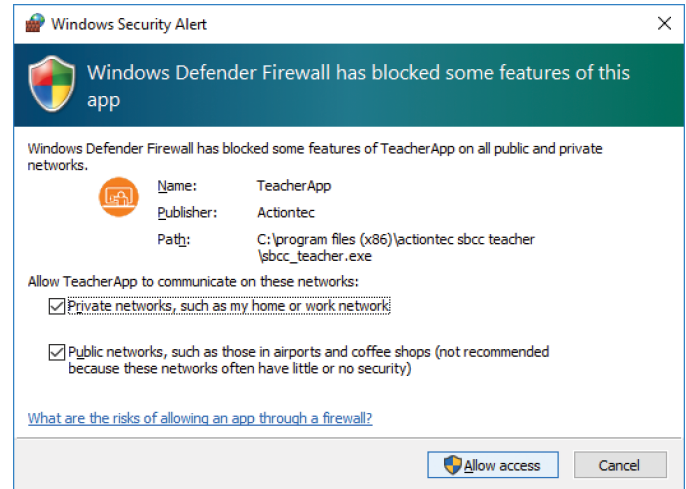
D Install and Launch Classroom Commander

For the teacher's PC, select the **Classroom Commander Teacher** app or package to install.

For the student PCs, select the **Classroom Commander Student** app or package to install.

Important!

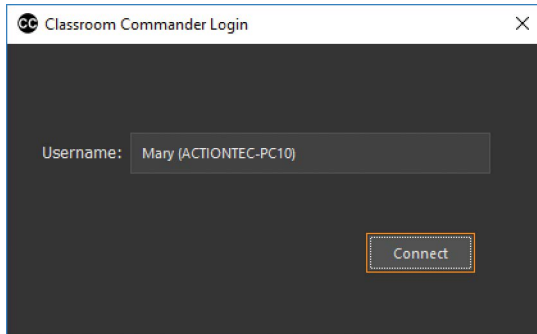
When encountering the Windows Defender Firewall security alert notice, you must check both **Private networks** and **Public networks**, and select **Allow access** for application to work. This applies to both teacher and student PCs.



E Connect Teacher PC and Use Teacher App

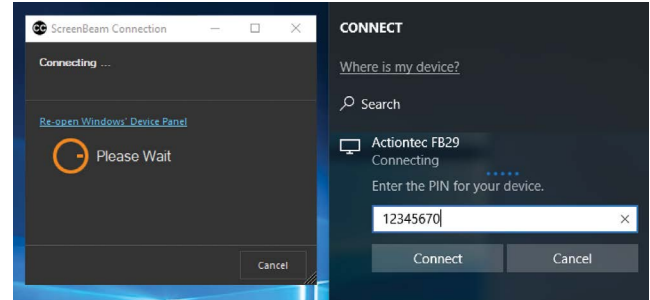
The *User Manual* provides more details on ScreenBeam Classroom Commander features. It can be found at <http://sup.screenbeam.com/sbcc> in the **Product Documentation** section.

1. On the teacher PC, launch the **Classroom Commander Teacher** app.
2. You will be prompted with a login dialog to connect. The username is a combination of “**system user name**” + “**computer name.**”

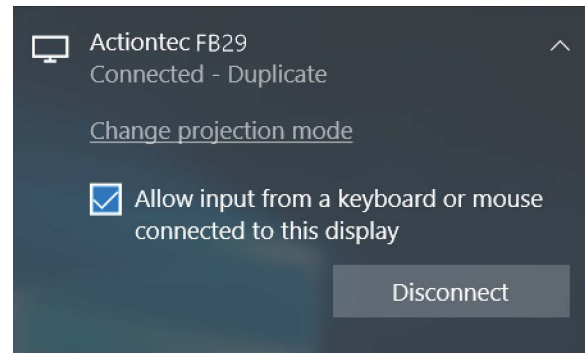


3. Select **Connect** to start the connection with the receiver.
4. Connect will launch a **Windows Connect** menu and display available receiver(s).
5. On the **Connect** menu, select the appropriate receiver.

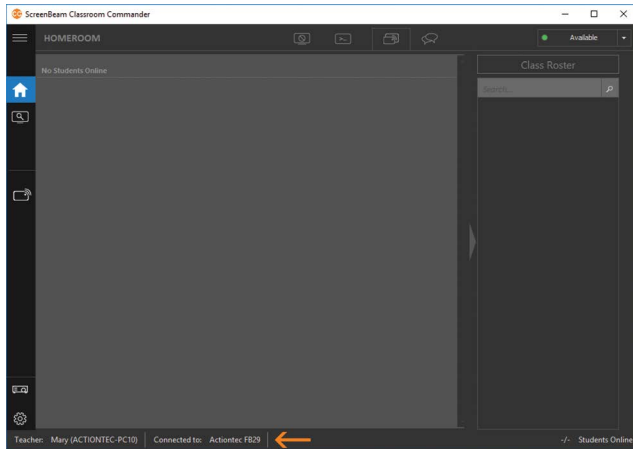
6. You will be prompted to enter a PIN number. The default PIN is **12345670**.



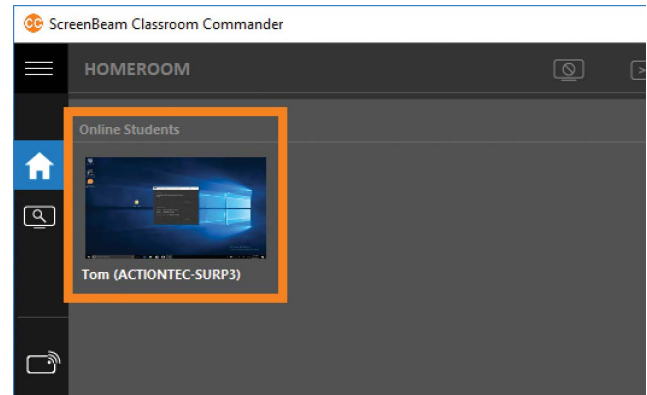
7. **(Optional)** If the receiver is connected to an interactive touch display or projector, you must select the checkbox for **Allow mouse, keyboard, touch and pen input from this device** for touch to work.



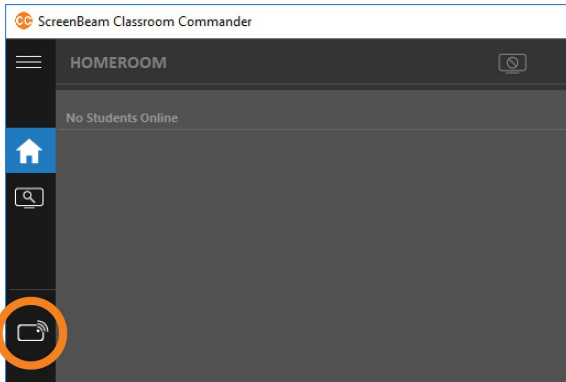
8. Once the connection is established, the display panel will show **Ready to Present**, and the teacher app console will show the system has connected to the receiver.



10. The Homeroom screen will remain empty until a student PC with the ScreenBeam Classroom Commander student app is connected to the same receiver. Once a student PC is connected, the student PC desktop will appear as a thumbnail on the homeroom screen.

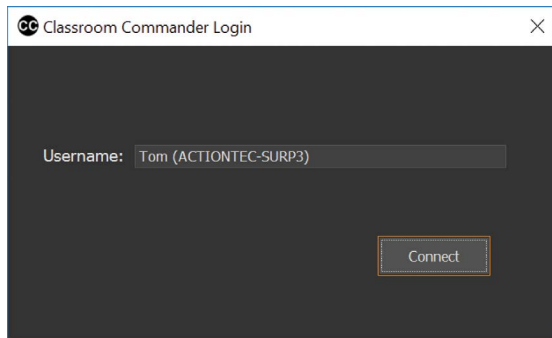


9. Users must select the **Beam** icon to project. This step ensures screen privacy by requiring the presenter to project only when ready. To stop projecting, select the **Beam** icon again.



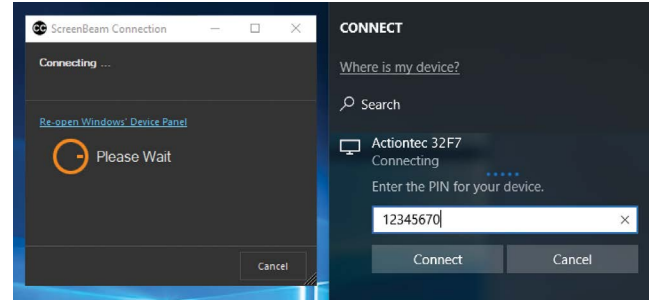
F Connect Student PC with Student App

1. On a student PC, launch the **Classroom Commander Student** app.
2. You will be prompted with a login dialog to connect. The username is a combination of “**system user name**” + “**computer name.**”

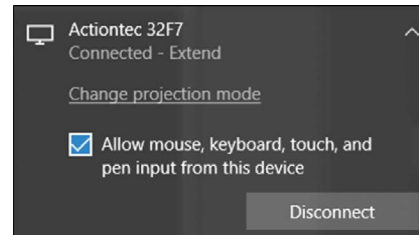


3. Select **Connect** to start the connection with the receiver.
4. Connect will launch a **Windows Connect** menu and display available receiver(s).
5. On the **Connect** menu, select the appropriate receiver.

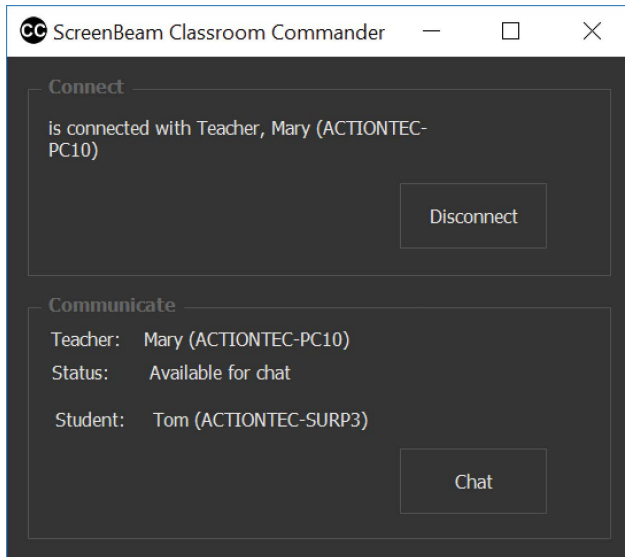
6. You will be prompted to enter a PIN number. The default PIN is **12345670**.



7. **(Optional)** If the receiver is connected to an interactive touch display or projector, you must select the checkbox for **Allow mouse, keyboard, touch and pen input from this device** for touch to work.



8. Once the connection is established, the display panel will show the student PC is connected.



9. You can minimize the student app and it will hide in the Windows system tray.

G Documentation and Support

Documentation

Manual, firmware, release notes, and FAQs:
<http://sup.screenbeam.com/sbcc>

For more information on the product and solution:
[www.screenbeam.com/products/
screenbeam-classroom-commander/](http://www.screenbeam.com/products/screenbeam-classroom-commander/)

Licensing Information

For question about ScreenBeam Classroom Commander license or license purchase, please email:
sblicense@actiontec.com

If you have an evaluation unit, please contact your sales representative for support.

Support Information

To create a support ticket:
<https://actiontec.zendesk.com/hc/en-us/requests/new>

Website: <http://actiontec.zendesk.com>

Phone: 719-884-7415

Email: support@screenbeam.com

PN: 0530-0821-001

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