

Federal Communications Commission Statement(Class A)



NOTE- This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by tuning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

Class A ITE:

Class A ITE is a category of all other ITE which satisfies the class A ITE limits but not the class B ITE limits. Such equipment should not be restricted in its sale but the following warning shall be included in the instructions for use:

Warning - This is a class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

CE Class A (EMC)



This product is herewith confirmed to comply with the requirements set out in the Council Directives on the Approximation of the laws of the Member States relating to Electromagnetic Compatibility Directive 2004/108/EEC.

Warning - This is a Class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures to correct this interference.

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Touchboards

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THE MARK OF CROSSED-OUT WHEELED BIN INDICATES THAT THIS PRODUCT MUST NOT BE DISPOSED OF WITH YOUR OTHER HOUSEHOLD WASTE. INSTEAD, YOU NEED TO DISPOSE OF THE WASTE EQUIPMENT BY HANDING IT OVER TO A DESIGNATED COLLECTION POINT FOR THE RECYCLING OF WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT. FOR MORE INFORMATION ABOUT WHERE TO DROP OFF YOUR WASTE EQUIPMENT FOR RECYCLING, PLEASE CONTACT YOUR HOUSEHOLD WASTE DISPOSAL SERVICE OR THE SHOP WHERE YOU PURCHASED THE PRODUCT.

Remote Control Battery Safety Information

- Store batteries in any cool & dry place.
- Do not dispose used batteries in domestic waste. Dispose batteries at special collection points or return to stores if applies.
- Remove the batteries if they are not in use for long period of time. Battery leakage and corrosion can damage the remote control, dispose batteries safely.
- Do not mix and use old and new batteries.
- Do not mix and use different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Do not dispose batteries in a fire.
- Do not attempt to short circuit the battery terminals.

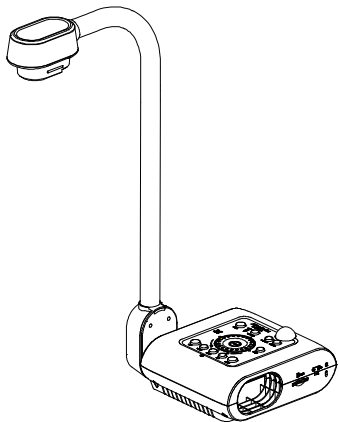
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Package Contents

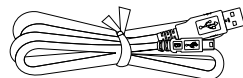
Make sure the following items are included in the package.



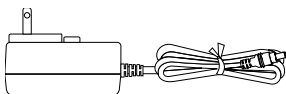
AVerMedia® AVerVision F30



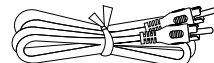
RS-232/CVBS Cable



USB Cable

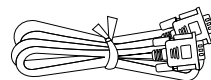


Power Adapter (12V, 2A)

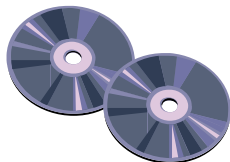


RCA Cable

* The power adapter will vary depending on the standard power outlet of the country where it is sold.



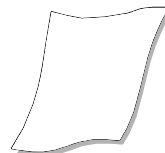
RGB Cable



Software & Manual CD



Remote Control
(batteries included)



Anti-glare Sheet

Optional Accessories



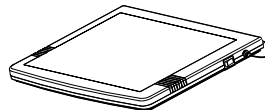
Microscope Adapter



28mm Rubber Coupler

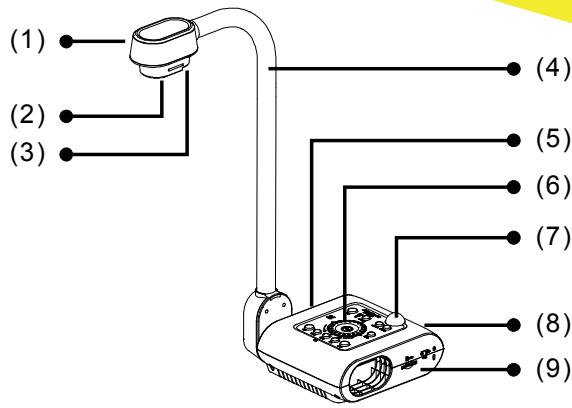


34mm Rubber Coupler



Light Box

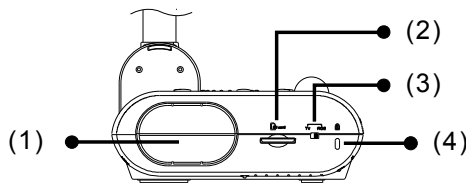
Get Familiar with the AVerVision F30



(fig. 1.1)

| Name | Function |
|-------------------|--|
| (1) Camera head | Contain the camera sensor. |
| (2) Camera lens | Focus the image in the camera. |
| (3) LED light | Provide light to enhance the lighting condition. |
| (4) Flexible arm | Provide adjustable viewing coverage. |
| (5) Left panel | Connections for microphone, speaker, USB flash drive/USB mouse, and USB switch. |
| (6) Control panel | Easy access to various functions. |
| (7) IR sensor | Receive remote control commands. |
| (8) Rear panel | Connections for power, computer, RGB/RCA external display device, RS-232, and USB to PC. |
| (9) Right panel | Connections for the camera head holder, SD card, TV-RGB display output switch, and antitheft Kensington security lock compatible slot. |

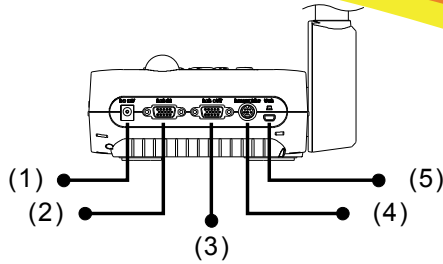
Right Panel



(fig. 1.2)

| Name | Function |
|--------------------|--|
| (1) Camera Holder | Hold the camera head for storage. |
| (2) SD card slot | Insert the SD card with the label facing up. |
| (3) TV-RGB switch | TV switch to output display video from RS232/CVBS (via RCA connection), and RGB to RGB OUT port. |
| (4) Antitheft Slot | Attach a Kensington compatible security lock or antitheft device. |

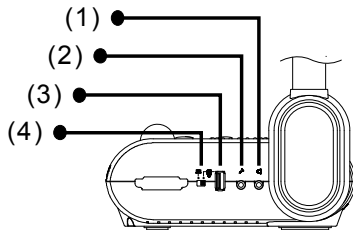
Rear Panel





(fig. 1.3)

| Name | Function |
|----------------------|--|
| (1) DC12V | Connect the power adapter into this port. |
| (2) RGB INPUT port | Input the signal from a computer or other sources and pass it through to the RGB OUT port only. Connect this port to the RGB/VGA output port of a computer or other sources. |
| (3) RGB OUTPUT port | Connect the AVerVision F30 to any display device with RGB cable. |
| (4) RS-232/CVBS port | Connect the supplied RS-232/CVBS cable into this port. The RCA jack outputs the video signal from the camera to a TV or video equipment. The RS-232 jack is used to connect to computer serial port or to any control panel or for centralized control if desired. |
| (5) Mini USB port | Connect to a USB port of a computer with a USB cable and use AVerVision F30 as a USB camera or transfer the captured images from the memory source to computer. |

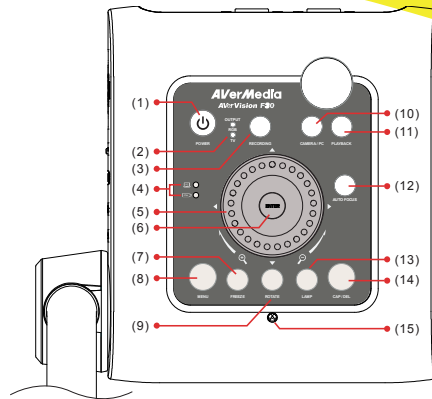
Left Panel



(fig. 1.4)

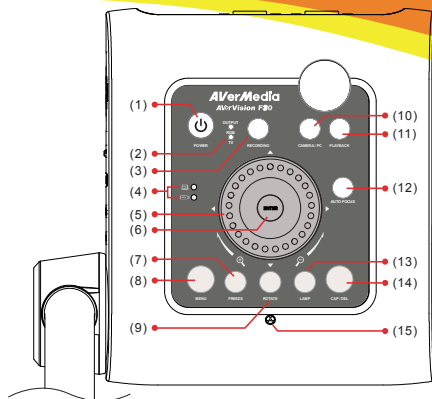
| Name | Function |
|------------------|---|
| (1) Speaker port | Connect to an amplified speaker to playback recorded audio & video clip. |
| (2) MIC port | Connect a 3.5mm plug microphone. The built-in mic will be disabled when an external MIC is connected to this port. |
| (3) USB port | Insert a USB flash drive to save the captured images or recorded video directly from the USB flash drive. |
| (4) USB switch | Switch to  for saving the captured image and audio video recording directly to the USB flash drive; and  when connecting AVerVision F30 to a computer using a USB cable from the rear USB port. |

Control Panel




(fig. 1.5)

| Name | Function |
|--------------------|---|
| (1) POWER | Turn the unit on/standby mode. |
| (2) OUTPUT LED | Indicate TV-RGB switch selection to show which port the video signal is sent out. <ul style="list-style-type: none"> TV indicates that the video signal is sent out thru RS232/CVBS port via RCA connection. RGB indicates the video signal is sent out thru RGB OUT port. |
| (3) RECORDING | Start/Stop audio & video recording. Audio and video recording can be saved on a SD card or an USB Flash drive only. See External Memory Storage . |
| (4) USB Switch LED | Indicate the USB switch selection to show which USB port is activated. <ul style="list-style-type: none"> allowing you to use the AVerVision F30 as USB camera or transfer the captured images from the memory source to computer. allowing you to save the images/video in the USB flash drive. |
| (5) Shuttle Wheel | <ul style="list-style-type: none"> - Turn the shuttle wheel clockwise to zoom in and counter-clockwise to zoom out the image in Camera and Playback mode only. When it reaches the AVerZoom of 200%, you can still continue to zoom in up to 8X digital zoom. - Press the shuttle wheel ▲, ▼, ◀, & ▶ to pan the image while in zoom in mode, to make a selection on 16-thumbnail images or move to the next or previous single full screen preview in Playback mode, or to make a selection and adjustment on the OSD main-menu and sub-menu (See Menu Functions for more details). - Use ▲ & ▼ to increase and decrease the video playback volume. - Use ◀ & ▶ to play the video backward and forward. - Move the AVerBox frame and AVerVisor screen cover. |

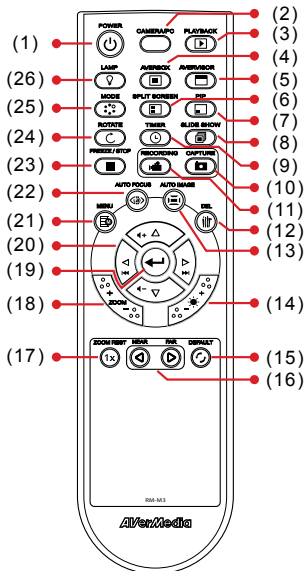


(fig. 1.5)

| Name | Function |
|---|---|
| (6)  | <ul style="list-style-type: none"> - Make a selection in Playback mode and OSD menu. - Start/Pause video playback. |
| (7) FREEZE | <ul style="list-style-type: none"> - Pause or resume image display in Camera mode. - Stop audio & video playback in Playback mode. |
| (8) MENU | Open and exit the OSD menu. |
| (9) ROTATE | Turn the image by 90° in Camera and Playback mode. |
| (10) CAMERA / PC | Switch the video signal between camera or computer from the RGB IN port. |
| (11) PLAYBACK | View & playback captured still images and video files. |
| (12) AUTO FOCUS | Adjust the focus automatically. |
| (13) LAMP | Turn the overhead light on/off. |
| (14) CAP/DEL | <ul style="list-style-type: none"> - Capture picture in Camera mode. In continuous capture mode, press this button again to stop. - Delete the selected picture/video in Playback mode. |
| (15) Built-in MIC | Record audio when recording video clip. The recorded sound will be in monophonic. |

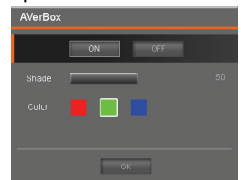
Remote Control

The remote control requires two (2) “AAA” size batteries (supplied), make sure batteries are installed properly before use. You can access all the features of AVerVision F30 with the remote.



(fig. 1.6)

| Name | Function |
|-----------------|--|
| (1) POWER | Turn the unit on/standby. |
| (2) CAMERA / PC | Switch between Camera and computer mode. - Camera mode displays the video signal from the built-in camera. - PC mode displays the video signal from the RGB INPUT port of F30. |
| (3) PLAYBACK | View the captured picture/video from the memory in 16-thumbnail images. |
| (4) AVERBOX | Call the AVerBox submenu. AVerBox overlays a box frame on the presentation screen. You can adjust the box size and move it around. |



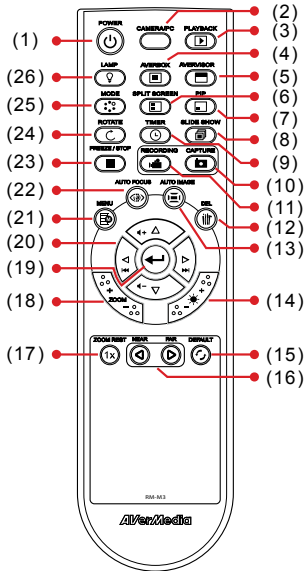
ON/OFF – select to run/cancel the AVerBox. Press to move to the next selection.

Shade – set the opacity level of the area outside the box. The shaded area will completely turns black when it is set to level 100. Press to move to the next selection.

Color – select the AVerBox frame color. Press to move to the next selection.

OK – press for the setting to take effect. If you select ON, the frame will appear and blink, use the , , , & buttons to adjust the frame size and press to set the desired size; and OFF will close the submenu.

To turn off AVerBox, press again.

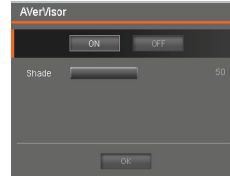


(fig. 1.6)

| Name | Function |
|------|----------|
|------|----------|

| | |
|---------------|--|
| (5) AVERVISOR | Call the AVerVisor submenu. AVerVisor covers part of the presentation screen and allow presenter to reveal the material as desire. |
|---------------|--|

In the AVerVisor submenu, the following options are available.








ON/OFF – select to run/cancel the

AVerVisor. Press  to move to the next selection.

Shade – set the opacity level of the covered area. The shaded area will completely turns black when it is set to

level 100. Press  to move to the next selection.

OK – press  for the setting to take effect. If you select ON, upper part of the presentation screen is slightly exposed. Use the , , , &  buttons to reveal more of the covered area; and OFF will close the submenu.

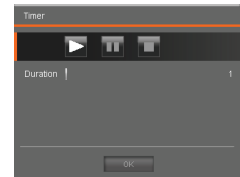
To turn off AVerVisor, press  again.

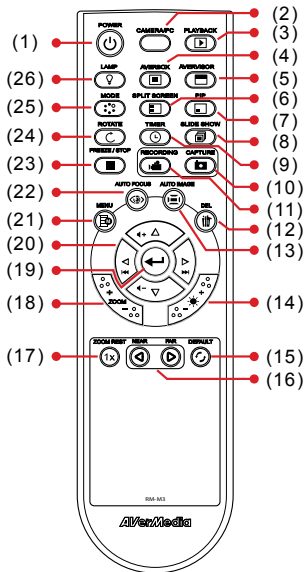
| | |
|------------------|---|
| (6) SPLIT SCREEN | Divide the screen into two. One side displays the live image from the built-in camera and the other side displays 8-thumbnail size picture/video from the memory. |
|------------------|---|

| | |
|---------|--|
| (7) PIP | Show a thumbnail size captured picture/video from the memory at the corner of the screen in Camera mode. |
|---------|--|


| | |
|----------------|---|
| (8) SLIDE SHOW | Start/Stop automatically showing the captured picture/video one-by-one. |
|----------------|---|

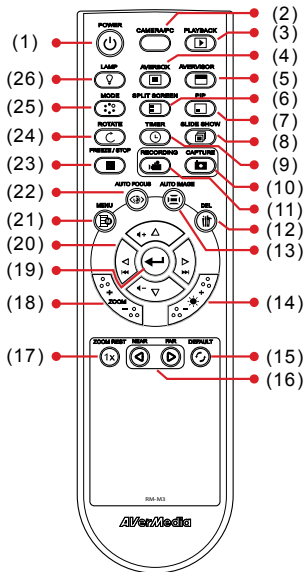
| | |
|-----------|--|
| (9) TIMER | Call the Timer submenu. Select to Start/Pause/Stop the timer countdown and set the timer duration. |
|-----------|--|





(fig. 1.6)

| Name | Function |
|--|---|
| (10) CAPTURE | Capture still image in Camera mode. In continuous capture mode, press this button again to stop. |
| (11) RECORDING | Start/Stop audio & video recording. Video recording can only be saved either in a SD memory card or a USB flash drive. |
| (12) DEL | Delete the selected picture/video in Playback mode. |
| (13) AUTO IMAGE | Automatically adjust and set the white balance and exposure setting. |
| (14) BRIGHTNESS +/- | Adjust the brightness. |
| (15) DEFAULT | Reset at factory default setting. |
| (16) NEAR / FAR | Adjust the focus manually. |
| (17) ZOOM RESET | Reset zoom level to 100%. |
| (18) ZOOM +/- | <ul style="list-style-type: none"> - Increase/decrease the image magnification in camera and picture playback mode. - Use to easily page up and page down 16-thumbnail picture preview. |
| (19)  | <ul style="list-style-type: none"> - Make a selection in Playback mode and OSD menu. - Play/Pause video playback. |
| (20) ▲, ▼, ◀, & ▶ | <ul style="list-style-type: none"> - Pan the image when image is above 10X zoom in live mode or in playback captured image mode. - Move the selection in Playback mode and in OSD menu. - Use ▲&▼ to increase and decrease the video playback volume. - Use ◀&▶ to play the video backward and forward. - Move the AVerBox frame and AVerVisor screen cover. |
| (21) MENU | Open and exit the OSD menu. |
| (22) AUTO FOCUS | Adjust the focus automatically. |
| (23) FREEZE / STOP | <ul style="list-style-type: none"> - Freeze live images. - Stop video playback. |
| (24) ROTATE | Rotate the image by 90° in Camera mode and Playback mode. |



(fig. 1.6)

| Name | Function |
|-----------|---|
| (25) MODE | Select from 4 type of modes: Sharp - adjust the contrast along the edges making text appear more visible. Graphics - adjust the gradient of image. Motion - increase frame rate. Sufficient lighting is required when using this mode. Microscope - automatically adjust to the optimum zoom level for microscopic viewing. |
| (26) LAMP | Turn the overhead light on/off. |

Making the Connections

Before making the connection, make sure the power of all devices are turned off. If you are not sure on where to connect, simply follow the illustrated connections below and also refer to the user manual of the device you are connecting the AVerVision F30 with.

Set the TV-RGB Switch Setting

The TV-RGB switch determines the display output selection. Switch it to RGB (right) to output signal using RGB connection and TV (left) to output signal using RCA connection. (see fig. 1.4 # 6)

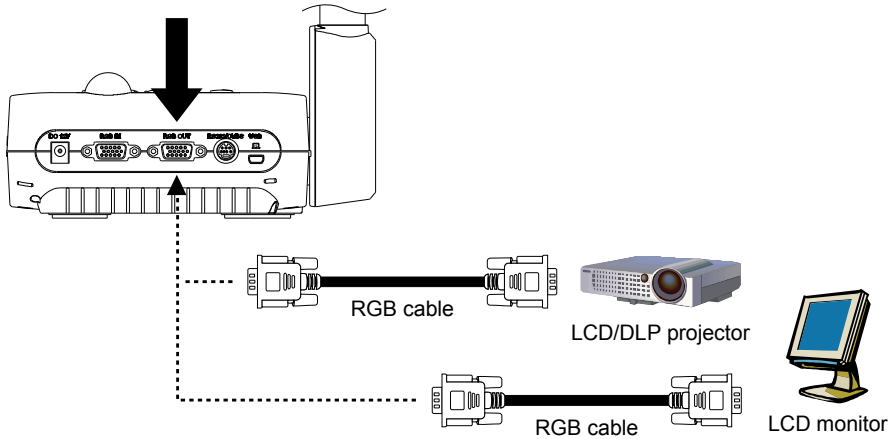
| Switch | AVerVision Port | | Display Device Port |
|--------|---|----|---------------------|
| RGB | RGB OUTPUT | To | RGB INPUT |
| TV | RS232/CVBS (use RS-232/CVBS cable) | | VIDEO IN |

Connect to a Monitor or LCD/DLP Projector

Locate the RGB (VGA) input port of the graphics display device and connect it to RGB OUT port of AVERVISION F30.

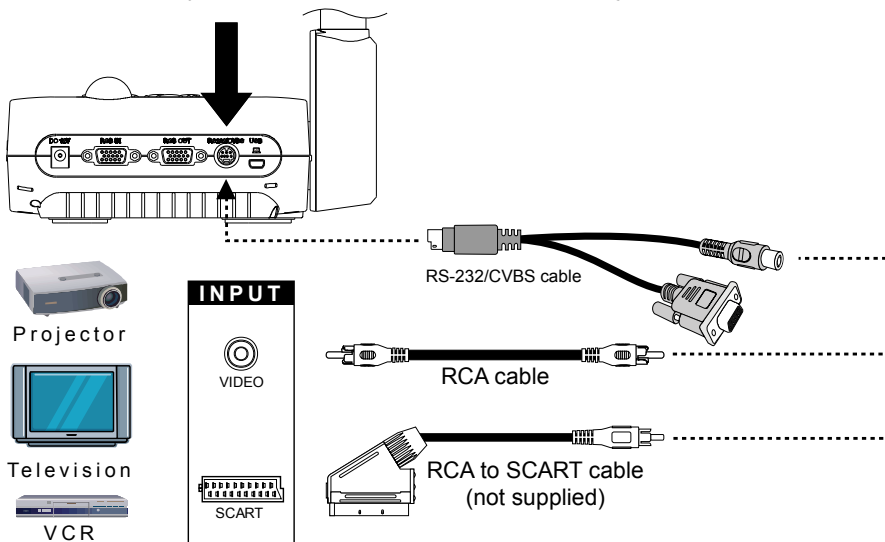


Make sure the TV/RGB switch is set to RGB.




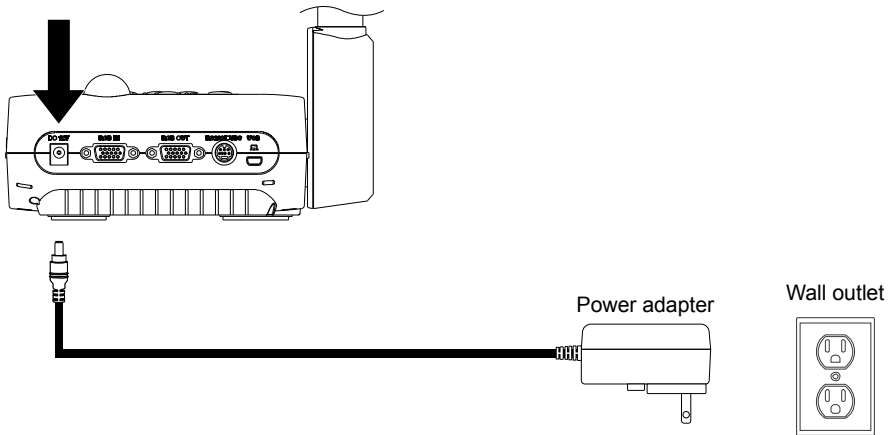
Connect to a TV

Locate the VIDEO or SCART RGB (if applicable) input port of the TV or Video equipment (i.e., VCR) to record your presentation and connect it to RCA jack of RS-232/CVBS cable.



Connecting the Power

Connect the power adapter to a standard 100V~240V AC power outlet. The unit automatically in standby mode once the power is connected. Press  to turn on.

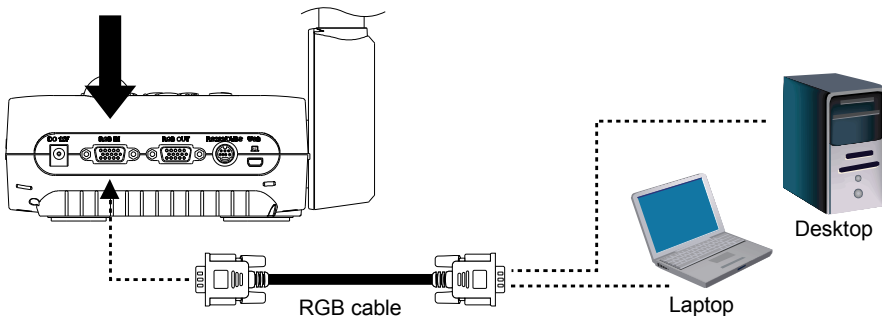


Connect to a Computer

Locate the RGB (VGA) output port of the computer or laptop and connect it to RGB IN port of AVerVision F30. The video signal from the RGB IN port is streamed to RGB OUT port.

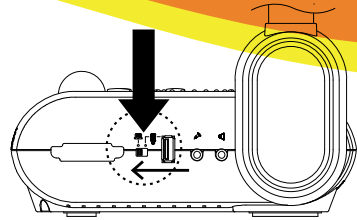


- To display computer image, press Camera/PC button on the control panel or remote control to switch AVerVision F30 to computer mode.
- For laptop to output display image, use the keyboard command (FN+F5) to switch between the display modes. For different command, please refer to your laptop manual.

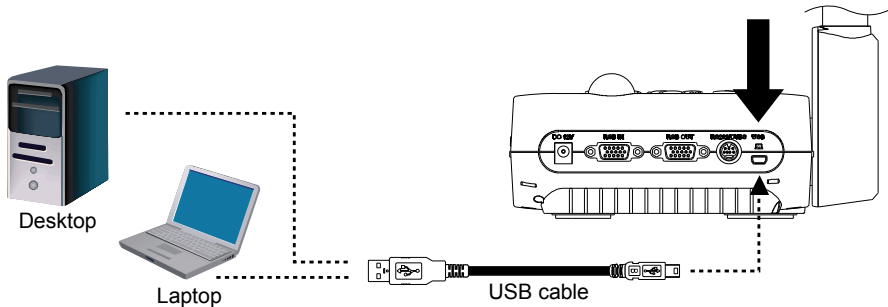


Connect to a Computer via USB


1. Set the USB switch on the left panel to **PC** and the **PC** LED on the control panel will light up. This enables you to use AVerVision F30 as a USB Camera or to transfer the captured pictures from the memory source and to computer. Also see "Transfer File from AVerVision F30 to PC".

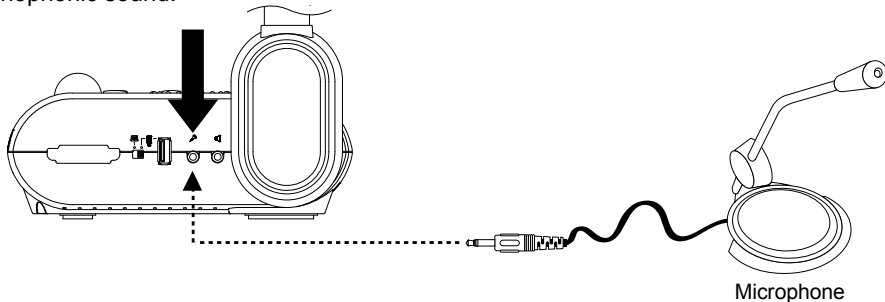


2. Locate the USB port of the computer or laptop and connect it to PC port of AVerVision F30.




Connect an External Microphone

Plug a 3.5mm mono microphone to  port. The built-in microphone on the control panel will be disabled when an external microphone is connected. The recorded audio will be in monophonic sound.

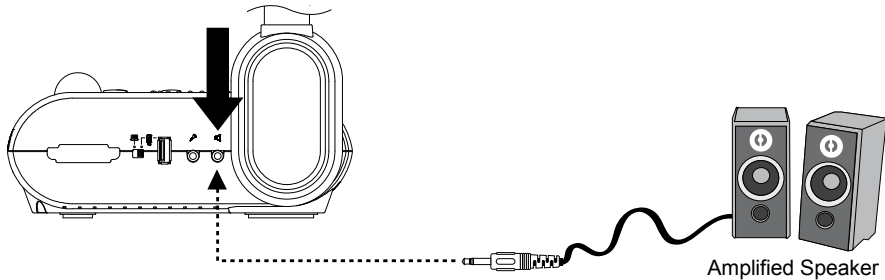


Connect an Amplified Speaker

Plug a 3.5mm plug amplified speaker to  port. Only the audio from the video playback is supported.





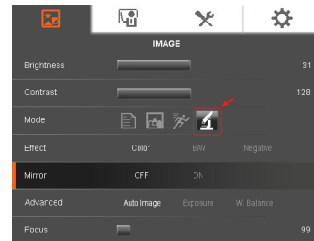
We recommend connecting an amplified speaker to the Audio output port. Take caution when using earphones. Adjust the volume down on the remote to prevent hearing damage due to loudness.



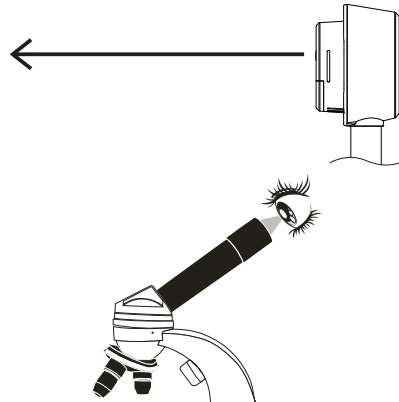
Connect to a Microscope

Connect the AVerVision F30 to a microscope enables you to examine microscopic objects on a big screen.

1. Change the image display mode to Microscope. Press **MENU** > select **IMAGE** tab > select **MODE** > select  **(microscope)** and press .



2. Aim the camera head at the farthest point and press **AUTO FOCUS**.
3. Adjust the focus of the microscope.



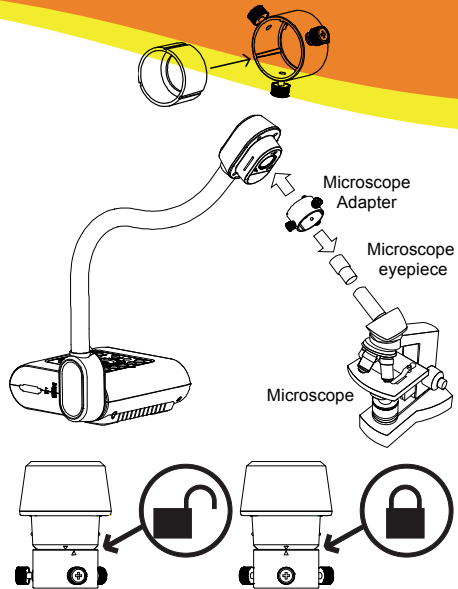
4. Select the appropriate rubber coupler size for the microscope eyepiece and insert it in the microscope adapter.
5. Remove the microscope eyepiece from the microscope adapter and connect it to the microscope adapter with the rubber coupler inserted. Fasten the 3 bolts until the adapter secures the eyepiece.



For the eyepiece, we suggest using 15.5mm eye relief or higher.

6. Attach the microscope adapter to the AVerVision camera head. Then connect it to the AVerVision and microscope.

Make sure the arrow on the camera head and microscope adapter are on the same side to connect and twist clockwise for the arrows to meet and lock.

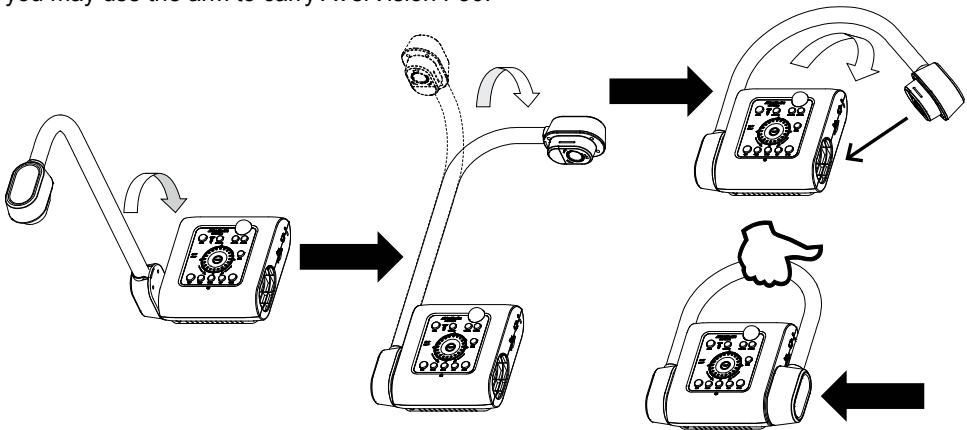


Setting Up AVerVision F30

This section provides useful tips on how to adjust the AVerVision F30 to meet your needs.

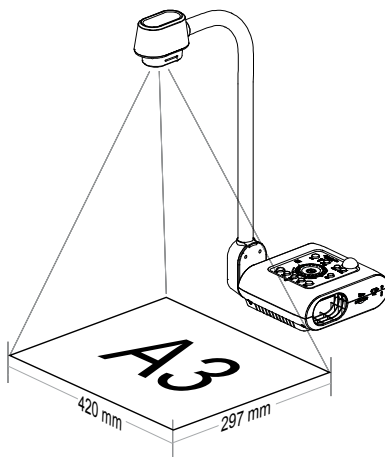
Storing and Handling

The gooseneck design allows you to freely bend the arm and store the camera head in the camera holder. Once you have properly secured the camera head to the camera holder, you may use the arm to carry AVerVision F30.

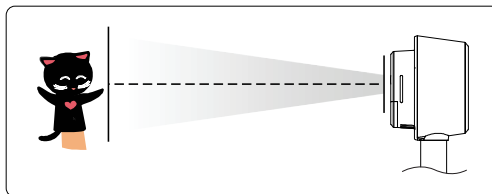



Shooting Area

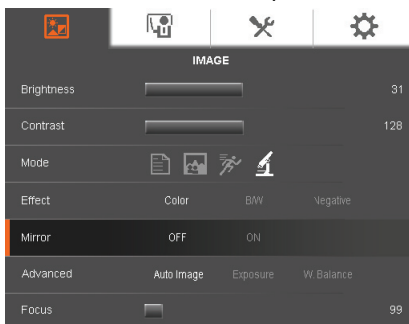
The shooting area can view an area of 420x297mm which allows you to show an A3 size landscape paper.



If the camera head is in upright position, press ROTATE on the control panel or remote control twice to rotate the image in 180°.

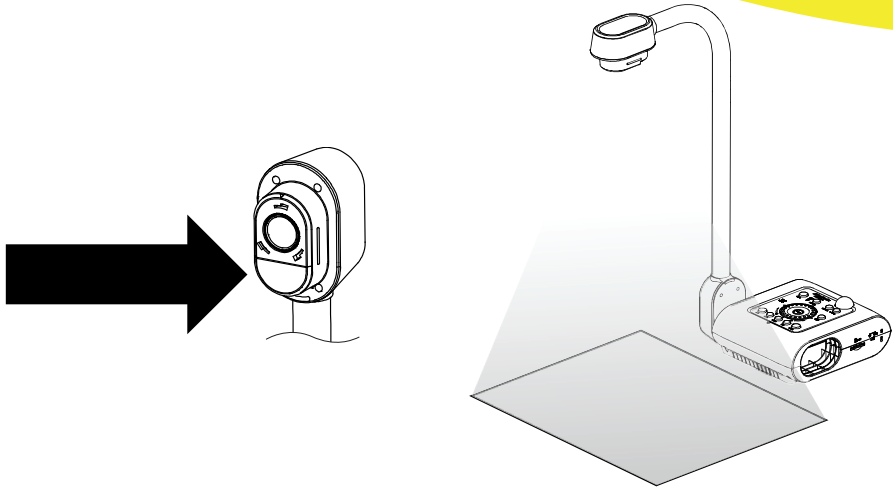


To mirror the image, press MENU > select Mirror, press , and select On.



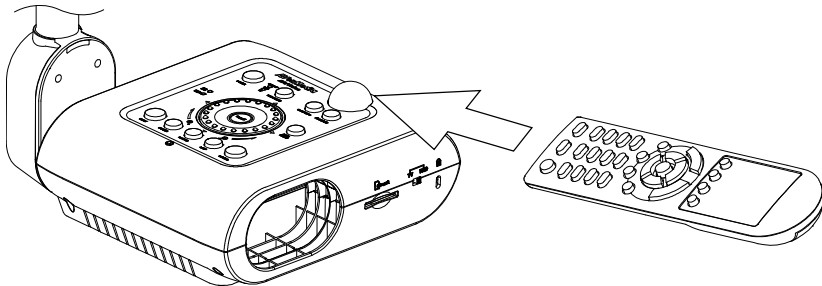
Overhead Light

Press LAMP button on the control panel or remote control to turn on and off light.



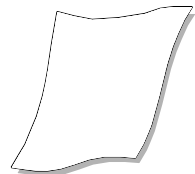
Infrared Sensor

Aim the remote control at the infrared sensor to operate the unit.



Anti-glare Sheet

The anti-glare sheet is a special coated film that helps eliminate any glare that maybe encountered while displaying very shiny objects or glossy surfaces such as magazines and pictures. To use, simply place the anti-glare sheet on top of the shiny document to reduce reflected light.



External Memory Storage

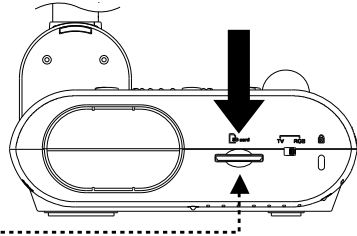
AVerVision F30 supports both SD memory card and USB flash drive for more image capture and audio & video recordings. AVerVision F30 can detect when there is an external storage media and automatically switch to the last detected storage. If no external storage is connected, all captured still images will be saved in the built-in memory.

Insert an SD Card

Insert the card with the contact facing down until it reaches the end. To remove the card, push to eject and pull the card out. The supported SD card capacity is from 1GB to 32GB (FAT32). We recommend using SDHC card with class-6 or above for high quality recording.

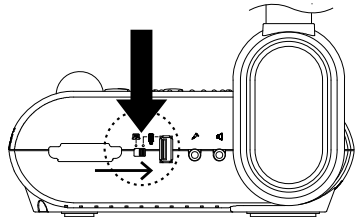


SD Card



Insert a USB Flash Drive

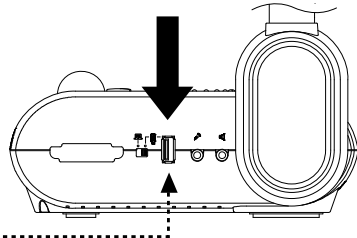
1. Set the USB switch on the left panel to . AVerVision F30 will then detect the USB flash drive and the LED on the control panel will light up.



2. Connect the USB flash drive in the USB slot. AVerVision F30 can support USB flash drive from 2GB to 64GB (FAT32). **Best to format the USB flash drive using AVerVision F30 for better video recording.**



USB Flash Drive

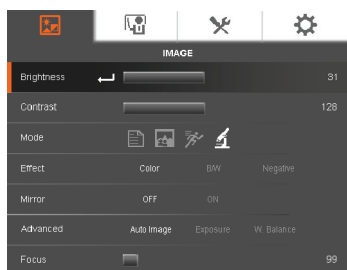


OSD MENU

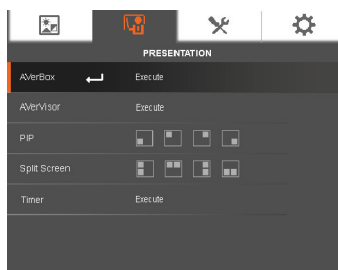
There are 4 tabs on the OSD menu: IMAGE, PRESENTATION, SETTING and SYSTEM. In Playback mode, you can access PLAYBACK OSD menu to enable the Slide Show feature and modify Slide Show interval and transition setting if desire.



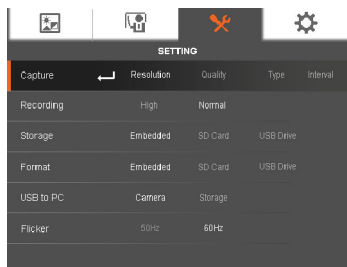
For TV output, the RESOLUTION will be disabled in SETTING menu list.



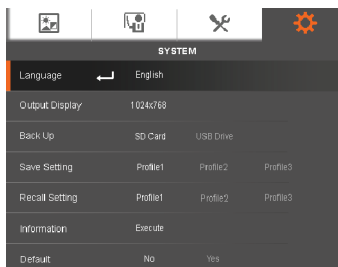
IMAGE



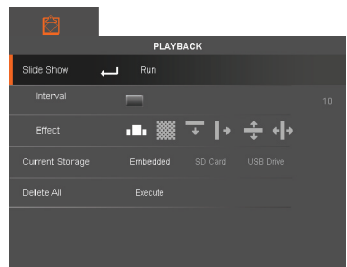
PRESENTATION



SETTING

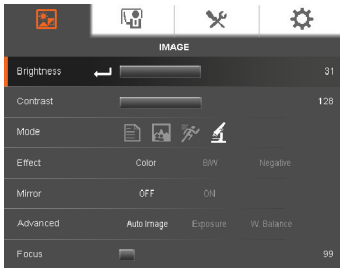


SYSTEM

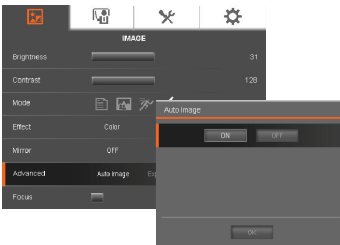


PLAYBACK

Navigate the Menu and Submenu



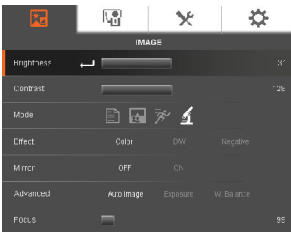
1. Press MENU button on the remote or control panel.
2. Press ► and ◀ to toggle between tabs
3. Press ▼ and ▲ to choose a selection in the menu list.
4. Press ◀ to make a selection.
5. Use ► and ◀ to adjust the setting or make a selection.
6. Press ◀ to enter submenu.
7. Press MENU to close the OSD menu.



Image

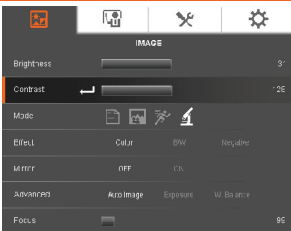
Menu Screen

Function



Brightness

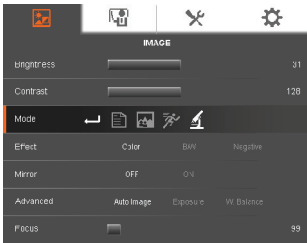
Adjust brightness level manually between 0 and 63.



Contrast

Adjust the contrast level manually between 0 and 255 under bright and dark environments.


Menu Screen





Function


Mode

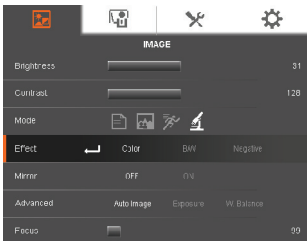
Select from the various image display settings.

 **Sharp** - adjust the contrast along the edges making text appear more visible.

 **Graphics** - adjust the gradient of image.

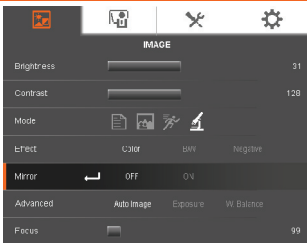
 **Motion** - increase frame rate. Sufficient lighting is required when using this mode.

 **Microscope** - automatically adjust to the optimum zoom level for microscopic viewing.



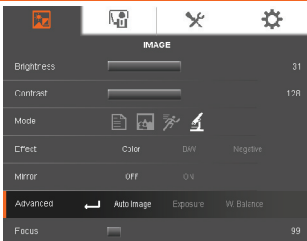
Effect

Convert the image into positive (true color), monochrome (black and white) or negative.



Mirror

Select to flip the image in Camera mode.



Advanced

Select to set the Auto Image, Exposure, and White Balance settings.

Menu Screen

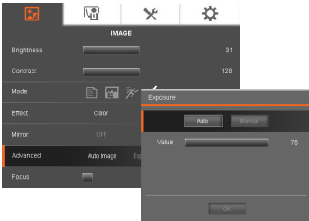
Function



Auto Image

Select ON or OFF to automatically adjust the white balance and exposure setting, and correct the color and exposure compensation.

This will also set the lamp to automatically turn on when the light is not enough for the camera to adjust the focus.

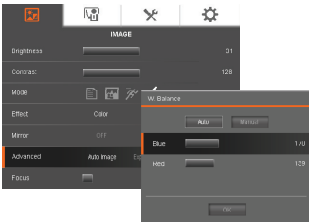


Exposure

Select the exposure setting.

AUTO - automatically adjust the camera exposure and the amount of light required.

MANUAL - manually adjust the exposure level. The exposure can be adjusted up to 100.

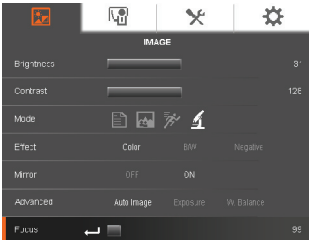


White Balance

Select the White Balance setting for various light conditions or color temperature.

AUTO - automatically adjust the white balance.

MANUAL - manually adjust the red and blue color level. The color level can be adjusted up to 255.

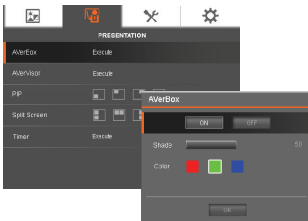


Focus

Manually adjust the focus.

Presentation

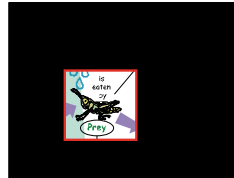
Menu Screen



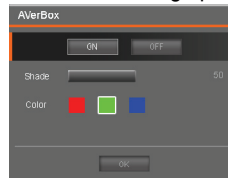
Function

AVerBox

AVerBox overlays a frame on the presentation screen. You can move the AVerBox around the presentation screen using the ▲, ▼, ◀, & ▶ buttons. Select Execute to call the AVerBox submenu.



In the AVerBox submenu, the following options are available.

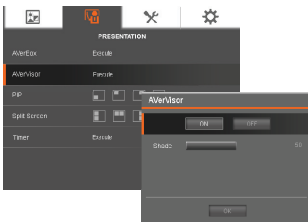


ON/OFF – select to run/cancel the AVerBox. Press ⏪ to move to the next selection.

Shade – set the opacity level of the area outside the box. The shaded area will completely turn black when it is set to level 100. Press ⏪ to move to the next selection.

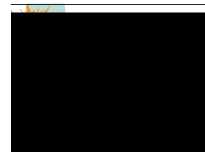
Color – select the AVerBox frame color. Press ⏪ to move to the next selection.

OK – press ⏩ for the setting to take effect. If you select ON, the frame will appear and blink, use the ▲, ▼, ◀, & ▶ buttons to adjust the frame size and press ⏪ to set the desired size; and OFF will close the submenu.

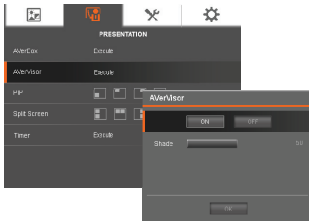


AVerVisor

AVerVisor covers the presentation screen. The upper part of the presentation screen is slightly exposed. Use the ▲, ▼, ◀, & ▶ buttons to reveal more of the covered area. Select Execute to call the AVerVisor submenu.

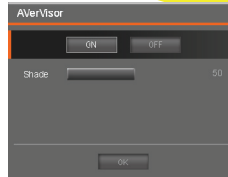


Menu Screen



Function

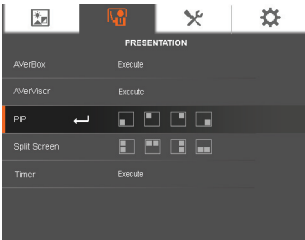
In the AVerVisor submenu, the following options are available.



ON/OFF – select to run/cancel the AVerVisor. Press to move to the next selection.

Shade – set the opacity level of the covered area. The shaded area will completely turns black when it is set to level 100. Press to move to the next selection.

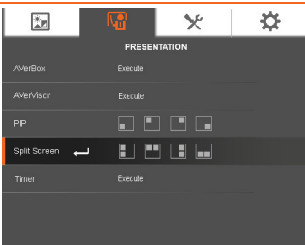
OK – press for the setting to take effect. If you select ON, upper part of the presentation screen is slightly exposed. Use the , , , & buttons to reveal more of the covered area; and OFF will close the submenu.



PIP

Select the thumbnail playback screen location and show the thumbnail playback screen at the corner of the screen to recall the captured image from the memory in Camera mode. Select OFF to cancel PIP.

- Lower Left
- Upper Left
- Upper Right
- Lower Right



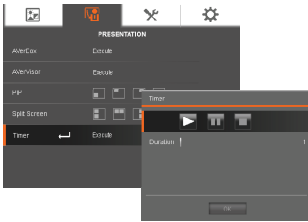
Split Screen

Divide the screen into two parts. Half of the screen displays the 8-thumbnail images and the other half display the image from the AVerVision F30 camera.

Select the display location of the 8- thumbnail playback images. Select OFF to cancel Split Screen.

- Left
- Right
- Top
- Below

Menu Screen



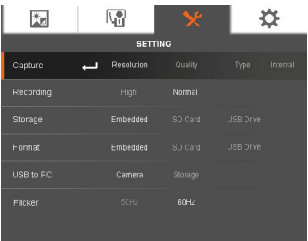
Function

Timer

Start/Pause/Stop the timer and set the timer **duration**. The timer automatically counts up after the count down reaches zero to show the elapsed time. Even when you switch between Playback, PC or Camera modes, the timer will continue.

Setting

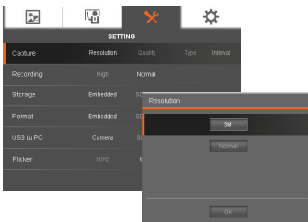
Menu Screen



Function

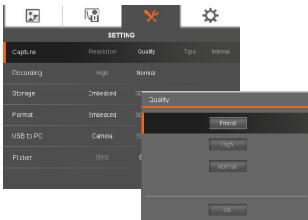
Capture

Select to set the capture resolution, quality, type and interval settings.



Resolution

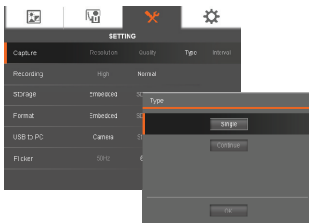
Select the capture size. In 3M setting, the capture resolution size is 2592 X 1944.



Quality

Select the capture compression setting.

Menu Screen



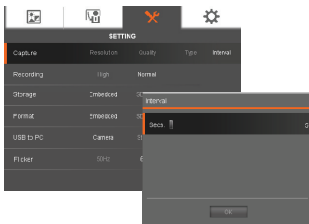
Function

Type

Select the capture type.

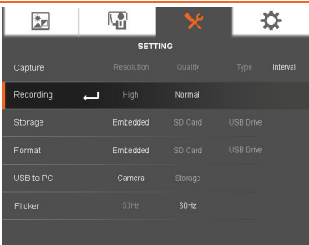
Single - capture one picture only.

Continuous - capture successive pictures.



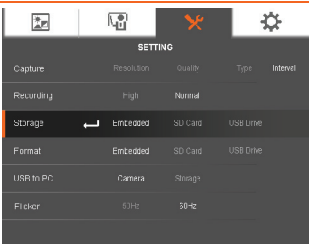
Interval

Set the time interval for continuous capture. The length can be set up to 600 sec (10 min).



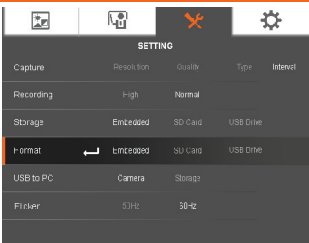
Recording

Select the video recording compression setting.



Storage

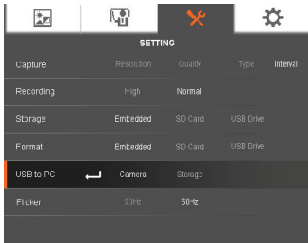
Change the storage location. Audio & video recording can only be saved in SD memory card or USB flash drive.



Format


Format to delete all the data in the selected memory.

Menu Screen



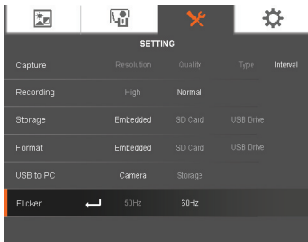
Function

USB to PC

Select the status of the AVerVision F30 when it is connected to the computer via USB. Make sure the USB switch on the left panel is set to .

Camera - can be used as a computer webcam or with our bundled software to record video and capture still image.

Storage - transfer the captured pictures from the memory to computer hard disk.

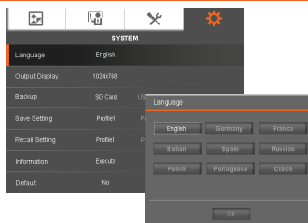


Flicker

Select between 50Hz or 60Hz. Some display devices cannot handle high refresh rates. The image will flicker a couple of times as the output is switched to another refresh rate.

System

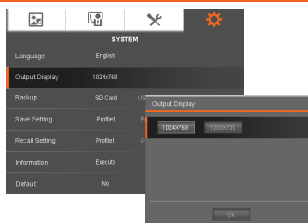
Menu Screen



Function

Language

Change and select different language.

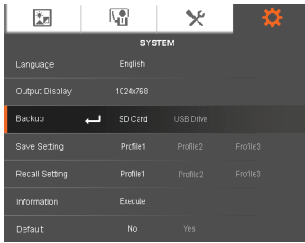


Output Display

Set the resolution to display the image on screen. This selection will be disabled in TV output mode.

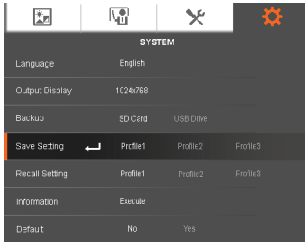
Menu Screen

Function



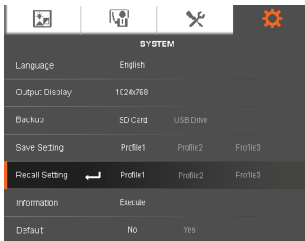
Backup

Copy the image from the built-in memory to SD card or USB flash drive.



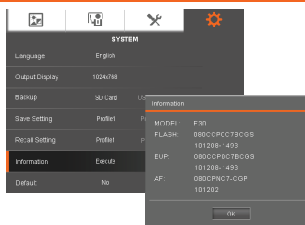
Save Setting

Save current setting in the selected profile number. Only effect, mode, brightness and contrast settings can be saved.



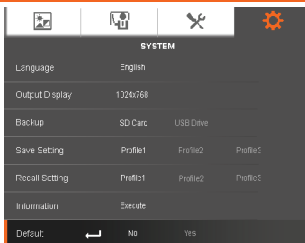
Recall Setting

Restore the setting back to the selected profile number.



Information

Display the product information.



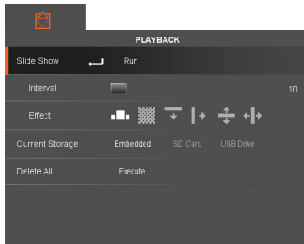
Default

Restore all the settings into original factory default setting.

Playback

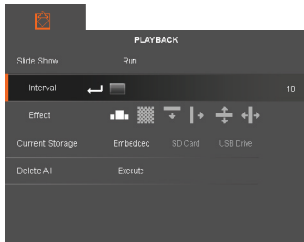
Menu Screen

Function



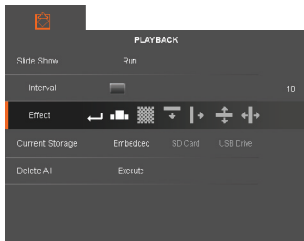
Slide Show

Display all captured still pictures in an automated slide show. The video file will be skipped.



Interval

Set the interval before displaying the next picture. The length can be set up to 100 sec.



Slide Show Effect

Select the slide show transition effect.



Slide image



Wipe right



Checker down



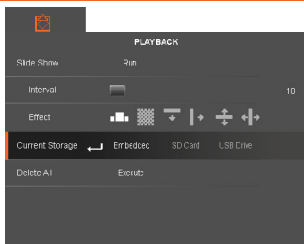
Split Vertical Out



Wipe down



Split Horizontal In



Current Storage

Select the source of the images.



Delete All


Permanently delete all the data in selected memory source. A Warning Message will appear. Select YES to continue and NO to stop formatting the storage.

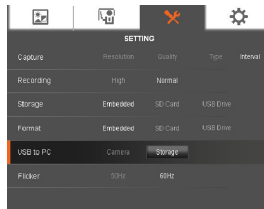
Transfer Captured Images/Videos to a computer

This enables you to transfer the captured image from the built-in memory or SD to a computer.



The instruction below **MUST** be read and followed **BEFORE** connecting the USB cable.

1. Make sure to set the USB switch to  for the computer to detect AVerVision F30.
2. **MUST** set the USB to PC as STORAGE before connecting the USB cable.



3. When “**Mass Storage Start...**” appears at the lower right corner of the presentation screen, you may now connect the USB cable.
4. Upon connecting the USB cable, the system automatically detects the new removable disk. You can now transfer the captured image(s) from the **F30 built-in memory** to the computer hard disk.

Technical Specifications

Image

| | |
|---------------|---|
| Sensor | 1/2" CMOS |
| Pixel Count | 3 megapixels |
| Frame Rate | 30 fps (max.) |
| White Balance | Auto / Manual |
| Exposure | Auto / Manual |
| Image mode | Sharp / Graphics / Motion / Microscope |
| Effect | Color / B/W / Negative / Mirror / Rotate / Freeze |
| RGB output | 1280x720, 1024x768 |
| Image Capture | 240 Frames(XGA) ; 80 Frames(3M Pixel) |

Optics

| | |
|---------------|--------------------------------------|
| Focusing | Auto / Manual |
| Shooting Area | 420mm x 297mm |
| Zooming | 16X (2X AVERZOOM™ + 8X Digital Zoom) |

Power

| | |
|--------------|---|
| Power Source | DC 12V, 100-240V, 50-60Hz |
| Consumption | 16.8 Watts (lamp off); 18 Watts (lamp on) |

Lighting

| | |
|-----------|-----------|
| Lamp Type | LED light |
|-----------|-----------|

Input/Output

| | |
|-----------------|---|
| RGB Input | 15-Pins D-sub (VGA) |
| RGB Output | 15-Pins D-sub (VGA) |
| CVBS/RS-232 | Mini-DIN Jack (use CVBS/RS-232 Adapter cable) |
| Composite Video | RCA Jack |
| USB | USB2.0 |
| DC 12V Input | Power Jack |
| MIC | Phone Jack |
| Speaker | Phone Jack |

Dimension

| | |
|-----------|--|
| Operating | 380mm x 200mm x 525mm (+/-2mm include rubber foot) |
| Folded | 305mm x 230mm x 77mm (+/-2mm include rubber foot) |
| Weight | 2.5 kg (about 5.513lbs) |

External Storage

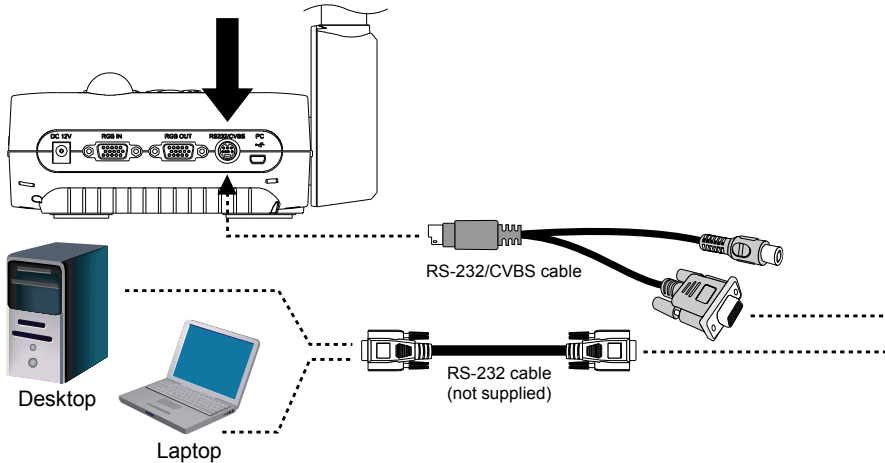
| | |
|-----------------------|--------------------|
| Secure Digital (SDHC) | 1GB ~ 32GB (FAT32) |
| USB Flash Drive | 2GB ~ 64GB (FAT32) |

Using the RS-232 Interface

AVerVision F30 can be controlled using a computer or any centralized control panel through RS-232 connection. The command code for RS-232 is provided for the system integrator to be able to incorporate it with the system program.

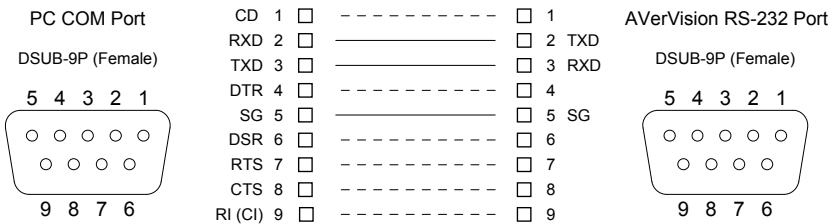
Connect to the Computer RS-232

Locate the RS-232 port of the computer and connect it to RS-232 jack of RS-232/CVBS cable.



RS-232 Cable Specifications

Make sure the RS-232 cable matches the cable specification design.



RS-232 Transmission Specifications

- Start bit : 1 bit
- Data bit : 8 bit
- Stop bit : 1 bit
- Parity bit : None
- X parameter : None
- Baud rate(Communication speed) : 9600bps

RS-232 Communication Format

Send Device Code(1 Byte) : 0x52
 Type Code(1 Byte) : 0x0B
 DataLength Code(1 Byte) : 0x03
 Data Code(1 Byte) : See the Command Table for reference.
 Data Code(2 Byte) : See the Command Table for reference.
 Data Code(3 Byte) : See the Command Table for reference.
 Receive Device Code(1 Byte) : 0x53
 CheckSum Code(1 Byte) : See the Command Table for reference.
 Format : Start + Type + DataLength + Data + CheckSum
 Example : 0x52 + 0x0B + 0x03+ 0x3 + 0x01 + 0x00 + 0x00 + 0x53 +
 0x5A (Command Power)

RS-232 Send Command Table

Send Format : 0x52 + 0x0B + 0x03 + Data[0] + Data[1] + Data[2] + 0x53 + CheckSum

Receive Format : 0x53 + 0x00 + 0x02+ *2 + *3 + 0x52 + CheckSum

*1 : CheckSum = 0x0B xor 0x03 xor Data[0] xor Data[1] xor Data[2] xor 0x53

*2 : Receive data ok : 0x0B, ID error: 0x01, CheckSum error: 0x02, Not Command : 0x03,
 Function fail = 0x04

*3 : Data[0], Return 0x00 if error

| Function | data[0] | data[1] | data[2] | Checksum |
|---|---------|---------|---------|----------|
| POWER OFF | 0x01 | 0x00 | 0x00 | 0x5a |
| POWER ON | 0x01 | 0x01 | 0x00 | 0x5b |
| CAMERA MODE | 0x02 | 0x00 | 0x00 | 0x59 |
| PLAYBACK MODE | 0x03 | 0x00 | 0x00 | 0x58 |
| PC-1 PASS THROUGH | 0x04 | 0x00 | 0x00 | 0x5f |
| IMAGE CAPTURE TYPE: SINGLE | 0x05 | 0x00 | 0x00 | 0x5e |
| IMAGE CAPTURE TYPE: CONTINUOUS | 0x05 | 0x01 | 0x00 | 0x5f |
| IMAGE CAPTURE CONTINUOUS INTERVAL INCREASE | 0x06 | 0x00 | 0x00 | 0x5d |
| IMAGE CAPTURE CONTINUOUS INTERVAL DECREASE | 0x06 | 0x01 | 0x00 | 0x5c |
| NORMAL IMAGE CAPTURE | 0x07 | 0x00 | 0x00 | 0x5c |
| 3M IMAGE CAPTURE | 0x07 | 0x01 | 0x00 | 0x5d |
| TIMER START | 0x08 | 0x00 | 0x00 | 0x53 |

| Function | data[0] | data[1] | data[2] | Checksum |
|--------------------------|---------|---------|-------------------|----------|
| TIMER PAUSE | 0x08 | 0x01 | 0x00 | 0x52 |
| TIMER STOP | 0x08 | 0x02 | 0x00 | 0x51 |
| TIMER SET TIME | 0x08 | 0x03 | Value[? ~ ?] | *1 |
| PREVIEW MODE: SHARP | 0x0A | 0x00 | 0x00 | 0x51 |
| PREVIEW MODE: GRAPHICS | 0x0A | 0x01 | 0x00 | 0x50 |
| PREVIEW MODE: MOTION | 0x0A | 0x02 | 0x00 | 0x53 |
| PREVIEW MODE: MICROSCOPE | 0x0A | 0x03 | 0x00 | 0x52 |
| PREVIEW MODE CAPTURE | 0x0B | 0x00 | 0x00 | 0x50 |
| PLAYBACK DELETE | 0x0C | 0x00 | 0x00 | 0x57 |
| PLAYBACK FULL SCREEN | 0x0D | 0x00 | 0x00 | 0x56 |
| MIRROR OFF | 0x0E | 0x00 | 0x00 | 0x55 |
| MIRROR ON | 0x0E | 0x01 | 0x00 | 0x54 |
| ROTATE 0 | 0x0F | 0x00 | 0x00 | 0x54 |
| ROTATE 90 | 0x0F | 0x01 | 0x00 | 0x55 |
| ROTATE 180 | 0x0F | 0x02 | 0x00 | 0x56 |
| ROTATE 270 | 0x0F | 0x03 | 0x00 | 0x57 |
| EFFECT: COLOR | 0x10 | 0x00 | 0x00 | 0x4b |
| EFFECT: B/W | 0x10 | 0x01 | 0x00 | 0x4a |
| EFFECT: NEGATIVE | 0x10 | 0x02 | 0x00 | 0x49 |
| CONTRAST INCREASE | 0x11 | 0x00 | 0x00 | 0x4a |
| CONTRAST DECREASE | 0x11 | 0x01 | 0x00 | 0x4b |
| CONTRAST VALUE | 0x11 | 0x02 | Value[? ~ ?] | *1 |
| BRIGHTNESS INCREASE | 0x12 | 0x00 | 0x00 | 0x49 |
| BRIGHTNESS DECREASE | 0x12 | 0x01 | 0x00 | 0x48 |
| BRIGHTNESS VALUE | 0x12 | 0x02 | Value[? ~ ?] | *1 |
| EXPOSURE: AUTO | 0x13 | 0x00 | 0x00 | 0x48 |
| EXPOSURE: MANUAL | 0x13 | 0x01 | 0x00 | 0x49 |
| EXPOSURE MANUAL INCREASE | 0x14 | 0x00 | 0x00 | 0x4f |
| EXPOSURE MANUAL DECREASE | 0x14 | 0x01 | 0x00 | 0x4e |

| Function | data[0] | data[1] | data[2] | Checksum |
|-----------------------------|---------|---------|---------|----------|
| WHITE BALANCE: AUTO | 0x15 | 0x00 | 0x00 | 0x4e |
| WHITE BALANCE: MANUAL | 0x15 | 0x01 | 0x00 | 0x4f |
| WHITE BALANCE BLUE INCREASE | 0x16 | 0x00 | 0x00 | 0x4d |
| WHITE BALANCE BLUE DECREASE | 0x16 | 0x01 | 0x00 | 0x4c |
| WHITE BALANCE RED INCREASE | 0x17 | 0x00 | 0x00 | 0x4c |
| WHITE BALANCE RED DECREASE | 0x17 | 0x01 | 0x00 | 0x4d |
| FLICKER: 50Hz | 0x18 | 0x00 | 0x00 | 0x43 |
| FLICKER: 60Hz | 0x18 | 0x01 | 0x00 | 0x42 |
| AVERBOX: OFF | 0x19 | 0x00 | 0x00 | 0x42 |
| AVERBOX: ON | 0x19 | 0x01 | 0x00 | 0x43 |
| AVERBOX SHADE: 0% dark | 0x1A | 0x00 | 0x00 | 0x41 |
| AVERBOX SHADE: 50% dark | 0x1A | 0x01 | 0x00 | 0x40 |
| AVERBOX SHADE: 100% dark | 0x1A | 0x02 | 0x00 | 0x43 |
| AVERBOX COLOR: RED | 0x1B | 0x00 | 0x00 | 0x40 |
| AVERBOX COLOR: GREEN | 0x1B | 0x01 | 0x00 | 0x41 |
| AVERBOX COLOR: BLUE | 0x1B | 0x02 | 0x00 | 0x42 |
| AVERBOX RESIZE | 0x1C | 0x00 | 0x00 | 0x47 |
| AVERVISOR: OFF | 0x1D | 0x00 | 0x00 | 0x46 |
| AVERVISOR: ON | 0x1D | 0x01 | 0x00 | 0x47 |
| AVERVISOR SHADE: 50% dark | 0x1E | 0x00 | 0x00 | 0x45 |
| AVERVISOR SHADE: 100% dark | 0x1E | 0x01 | 0x00 | 0x44 |
| PIP: OFF | 0x1F | 0x00 | 0x00 | 0x44 |
| PIP: ON | 0x1F | 0x01 | 0x00 | 0x45 |
| PIP POSITION: BOTTOM LEFT | 0x20 | 0x00 | 0x00 | 0x7b |
| PIP POSITION: TOP LEFT | 0x20 | 0x01 | 0x00 | 0x7a |
| PIP POSITION: TOP RIGHT | 0x20 | 0x02 | 0x00 | 0x79 |
| PIP POSITION: BOTTOM RIGHT | 0x20 | 0x03 | 0x00 | 0x78 |
| SPLITSCREEN: OFF | 0x21 | 0x00 | 0x00 | 0x7a |
| SPLITSCREEN: ON | 0x21 | 0x01 | 0x00 | 0x7b |

| Function | data[0] | data[1] | data[2] | Checksum |
|-------------------------------|---------|---------|---------|----------|
| SPLITSCREEN DIR: UPPER SCREEN | 0x22 | 0x00 | 0x00 | 0x79 |
| SPLITSCREEN DIR: LOWER SCREEN | 0x22 | 0x01 | 0x00 | 0x78 |
| SPLITSCREEN DIR: LEFT SCREEN | 0x22 | 0x02 | 0x00 | 0x7b |
| SPLITSCREEN DIR: RIGHT SCREEN | 0x22 | 0x03 | 0x00 | 0x7a |
| RECORD: OFF | 0x23 | 0x00 | 0x00 | 0x78 |
| RECORD: ON | 0x23 | 0x01 | 0x00 | 0x79 |
| MOVIE FAST REWIND | 0x25 | 0x00 | 0x00 | 0x7e |
| MOVIE FAST FORWARD | 0x25 | 0x01 | 0x00 | 0x7f |
| MOVIE VOL INC | 0x26 | 0x00 | 0x00 | 0x7d |
| MOVIE VOL DEC | 0x26 | 0x01 | 0x00 | 0x7c |
| RECORD QUALITY: NORMAL | 0x27 | 0x00 | 0x00 | 0x7c |
| RECORD QUALITY: HIGH | 0x27 | 0x01 | 0x00 | 0x7d |
| STORAGE: EMBEDDED | 0x28 | 0x00 | 0x00 | 0x73 |
| STORAGE: SD CARD | 0x28 | 0x01 | 0x00 | 0x72 |
| STORAGE: THUMB DRIVE | 0x28 | 0x02 | 0x00 | 0x71 |
| FORMAT: EMBEDDED | 0x29 | 0x00 | 0x00 | 0x72 |
| FORMAT: SD CARD | 0x29 | 0x01 | 0x00 | 0x73 |
| FORMAT: THUMB DRIVE | 0x29 | 0x02 | 0x00 | 0x70 |
| OUTPUT RESOLUTION: 1024x768 | 0x2F | 0x01 | 0x00 | 0x75 |
| OUTPUT RESOLUTION: 1280x720 | 0x2F | 0x02 | 0x00 | 0x76 |
| USB CONNECT: USB CAMERA | 0x30 | 0x00 | 0x00 | 0x6b |
| USB CONNECT: MASS STORAGE | 0x30 | 0x01 | 0x00 | 0x6a |
| BACKUP TO SD CARD | 0x31 | 0x00 | 0x00 | 0x6a |
| BACKUP TO THUMBDRIVE | 0x31 | 0x01 | 0x00 | 0x6b |
| PROFILE SAVE: PROFILE 1 | 0x32 | 0x00 | 0x00 | 0x69 |
| PROFILE SAVE: PROFILE 2 | 0x32 | 0x01 | 0x00 | 0x68 |
| PROFILE SAVE: PROFILE 3 | 0x32 | 0x02 | 0x00 | 0x6b |
| PROFILE RECALL: PROFILE 1 | 0x33 | 0x00 | 0x00 | 0x68 |
| PROFILE RECALL: PROFILE 2 | 0x33 | 0x01 | 0x00 | 0x69 |
| PROFILE RECALL: PROFILE 3 | 0x33 | 0x02 | 0x00 | 0x6a |

| Function | data[0] | data[1] | data[2] | Checksum |
|----------------------------|---------|---------|---------|----------|
| SLIDESHOW: OFF | 0x34 | 0x00 | 0x00 | 0x6f |
| SLIDESHOW: ON | 0x34 | 0x01 | 0x00 | 0x6e |
| SLIDESHOW EFFECT: EFFECT 0 | 0x35 | 0x00 | 0x00 | 0x6e |
| SLIDESHOW EFFECT: EFFECT 1 | 0x35 | 0x01 | 0x00 | 0x6f |
| SLIDESHOW EFFECT: EFFECT 2 | 0x35 | 0x02 | 0x00 | 0x6c |
| SLIDESHOW EFFECT: EFFECT 3 | 0x35 | 0x03 | 0x00 | 0x6d |
| SLIDESHOW EFFECT: EFFECT 4 | 0x35 | 0x04 | 0x00 | 0x6a |
| SLIDESHOW EFFECT: EFFECT 5 | 0x35 | 0x05 | 0x00 | 0x6b |
| AUTO IMAGE:OFF | 0x36 | 0x00 | 0x00 | 0x6d |
| AUTO IMAGE:ON | 0x36 | 0x01 | 0x00 | 0x6c |
| CAPTURE QUALITY: STANDARD | 0x37 | 0x00 | 0x00 | 0x6c |
| CAPTURE QUALITY: FINE | 0x37 | 0x01 | 0x00 | 0x6d |
| CAPTURE QUALITY: FINEST | 0x37 | 0x02 | 0x00 | 0x6e |
| AUTO FOCUS | 0x40 | 0x00 | 0x00 | 0x1b |
| MENU | 0x41 | 0x00 | 0x00 | 0x1a |
| ARROW - DOWN | 0x42 | 0x00 | 0x00 | 0x19 |
| ARROW - UP | 0x42 | 0x01 | 0x00 | 0x18 |
| ARROW - LEFT | 0x42 | 0x02 | 0x00 | 0x1b |
| ARROW - RIGHT | 0x42 | 0x03 | 0x00 | 0x1a |
| ENTER | 0x43 | 0x00 | 0x00 | 0x18 |
| FREEZE | 0x44 | 0x00 | 0x00 | 0x1f |
| DEFAULT | 0x45 | 0x00 | 0x00 | 0x1e |
| ZOOM - | 0x46 | 0x00 | 0x00 | 0x1d |
| ZOOM + | 0x46 | 0x01 | 0x00 | 0x1c |
| ZOOM RESET | 0x47 | 0x00 | 0x00 | 0x1c |
| NEAR | 0x48 | 0x00 | 0x00 | 0x13 |
| FAR | 0x48 | 0x01 | 0x00 | 0x12 |
| LAMP OFF | 0x49 | 0x00 | 0x00 | 0x12 |
| LAMP ON | 0x49 | 0x01 | 0x00 | 0x13 |

RS-232 Get Command Table

Send Format : 0x52 + 0x0A + 0x01 + Data[0] + 0x53 + CheckSum

Receive Format : 0x53 + 0x0C + 0x01 + ReData[0] + 0x53 + ReCheckSum

*1 : ReCheckSum = 0x0C xor 0x01 xor ReData[0] xor 0x52

| Function | Data[0] | CheckSum Code | ReData[0] |
|---------------------|---------|---------------|--|
| Red Value | 0x02 | 0x5A | Value[? ~ ?] |
| Blue Value | 0x03 | 0x5B | Value[? ~ ?] |
| Power Status | 0x04 | 0x5C | 0 : OFF 1: ON |
| Lamp Status | 0x05 | 0x5D | 0 : OFF 1: ON |
| Display Status | 0x06 | 0x5E | 0: Camera Mode 1: Playback Mode 2: PC-1 Pass Through |
| Video Output Status | 0x07 | 0x5F | 0: VGA 1: TV |
| Freeze Status | 0x08 | 0x50 | 0 : OFF 1: ON |
| Brightness Value | 0x0A | 0x52 | Value[? ~ ?] |
| Contrast Value | 0x0B | 0x53 | Value[? ~ ?] |
| LIGHT BOX Status | 0x0C | 0x54 | 0 : OFF 1: ON |

Troubleshooting

This section provides many useful tips on how to solve common problems while using the AVerVision F30.

There is no picture on the presentation screen.

1. Check all the connectors again as shown in this manual.
2. Check the on/off switch of the display output device.
3. Verify the setting of the display output device.
4. If you are presenting from a notebook or computer through the display output device, check the cable connection from computer RGB (VGA) output to RGB input of AVerVision F30 and make sure AVerVision F30 is in PC Mode.

I have set up the AVerVision F30 and checked all the connections as specified in the manual but I cannot get a picture on the preferred presentation screen.

1. Once the power is connected the unit is set to standby mode. Press the POWER button to turn on.
2. If your display output device is on TV or any analog device, please switch the TV-RGB dip switch to TV.

The picture on the presentation screen is distorted or the image is blurry.

1. Reset all changed settings, if any, to the original manufacturer default setting. Press MENU then go to SYSTEM > Default and select YES in the OSD menu.
2. Use the Brightness and Contrast menu functions to reduce the distortion if applicable.
3. If you discover that the image is blurry or out of focus, press the Auto Focus button on the control panel or remote control.

There is no computer signal on presentation screen.

1. Check all the cable connections among the display device, AVerVision F30 and your PC.
2. Connect your PC to the AVerVision F30 first before you power on your computer.
3. For notebook, repeatedly press FN+F5 to toggles between display modes and display the computer image on the presentation screen. For different command, please refer to your laptop manual.

The presentation screen does not show the exact desktop image on my PC or Notebook after I toggle from Camera to PC mode.

1. Return to your PC or Notebook, place the mouse on the desktop and right click, choose "Properties", choose "Setting" tab, click on "2" monitor and check the box "Extend my Windows desktop onto this monitor".
2. Then go back one more time to your PC or Notebook and place the mouse on the desktop and right click again.
3. This time choose "Graphics Options", then "Output To", then "Intel® Dual Display Clone", and then choose "Monitor + Notebook".
4. After you follow these steps, you should be able to see the same desktop image on your PC or Notebook as well as on the presentation screen.

AVerVision F30 can't detect the inserted USB flash drive.

Make sure the USB flash drive switch is set to  and check if the USB flash drive is properly inserted.

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