

How to set up your KCLICK&SHOW K-FX for BYOM conference calls in 3 easy steps

This guideline provides a structured step-by-step approach that has proven useful to avoid typical mistakes. For further information on setup and operation of KCLICK&SHOW, please also refer to the detailed online user manual at www.kindermann-manuals.com/klickandshow-manual/ .

Step 1 (Basic setup and firmware check/update):

- a) Set up KCLICK&SHOW according to the instructions provided in the Quick Start Guide and connect an HDMI display.
- b) Before proceeding to any further step, make sure you download the latest K-FX firmware version from www.KCLICKandSHOW.com and install it properly on the K-FX base unit.
- c) Plug the transmitter dongles into a front USB port of the base unit to perform a transmitter firmware update and WiFi pairing. (This might take up to several minutes. Do not unplug the dongle before the process is completely finished).

Step 2 (Network and UC device connection setup):

- a) Connect the base unit to the corporate network in one of the following 3 ways:
(This is an essential step for BYOM calls to provide both, internet access and reverse UC device data streaming to the host laptop and must not be omitted.)
 - i. Operate the base unit in its factory default “Access Point” network mode (internal WiFi access point is switched on) and plug in a wired Ethernet connection (recommended mode).
 - ii. Use “LAN Infrastructure” network mode (internal access point is switched off) and plug in a wired Ethernet connection.
 - iii. Use “Wireless Infrastructure” network mode (internal access point is operated as a “repeater”) to connect the base unit to an external network wirelessly.

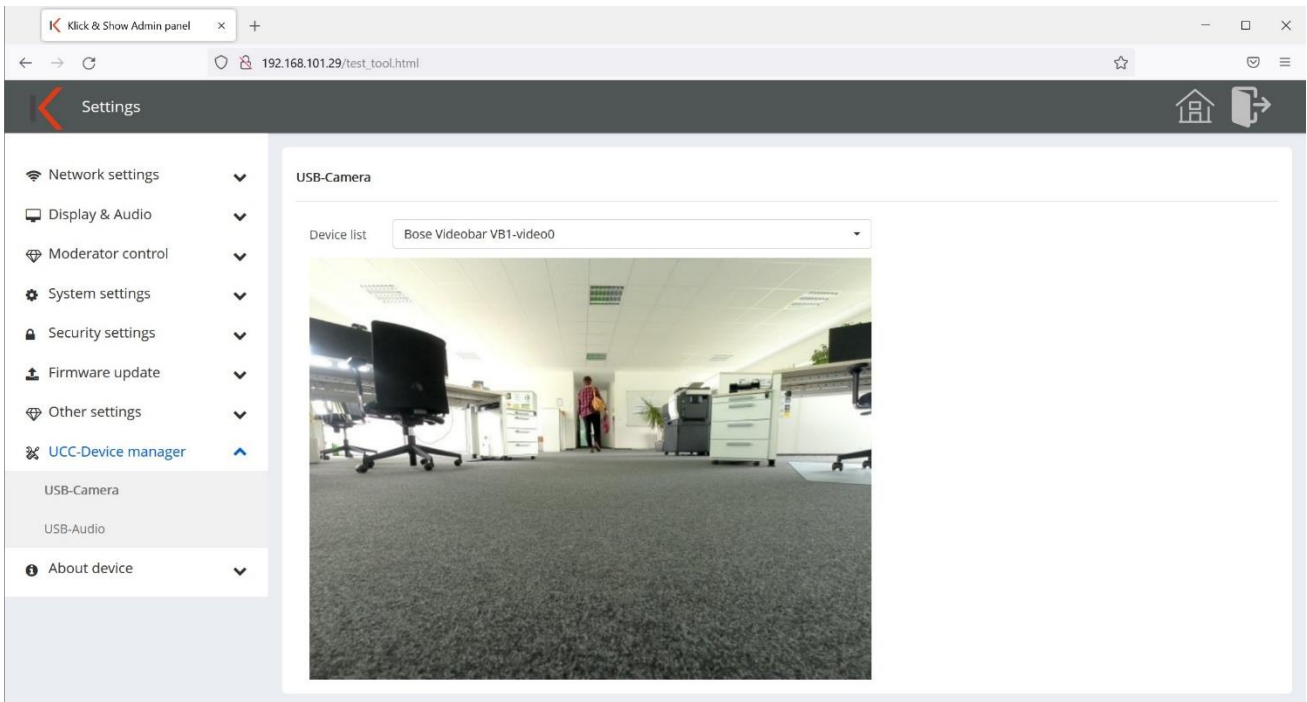
In network mode i. the transmitter dongles are paired to the base unit’s internal WiFi SSID, whereas in modes ii. & iii. the transmitters are paired to the external WiFi SSID.

- b) Connect the preferred UC device(s) to the rear USB ports of the K-FX base unit.
A list of third-party UC devices that have been tested for compatibility can be found on www.KCLICKandSHOW.com.

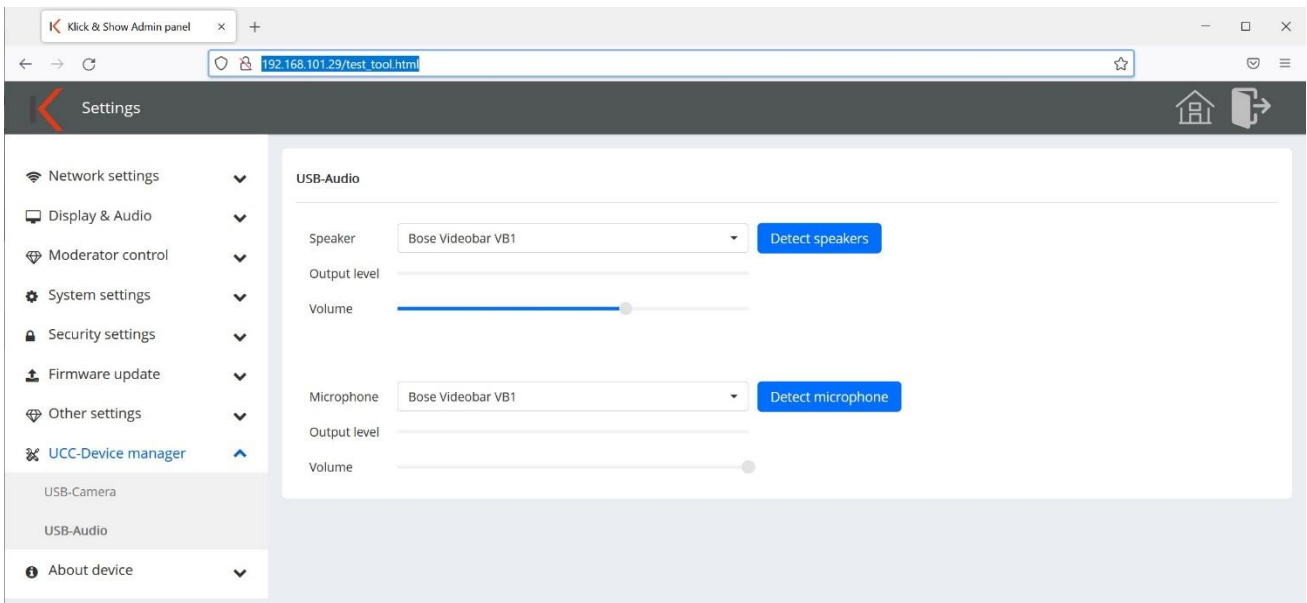
Step 3 (Network and UC device testing):

- a) Open your web browser and enter the K-FX internal webserver admin configuration menu. Navigate to the “UCC device manager” settings.
- b) Go to the “USB camera” sub-page and select your camera from the dropdown list to check if a preview video stream is available from the camera (**see picture 1**).
Go to the “USB Audio” sub-page and select the speaker and microphone from the dropdown list to check the audio functions accordingly (**see picture 2**).
- c) Finally, plug in a transmitter dongle into your laptop and accept the BYOM driver execution after the Windows AutoPlay message appears. The driver remains in a “passive” state until the remote UC device(s) are accessed via a Windows application. Laptop content can already be mirrored to the main display via the transmitter.
- d) As a final test, now open the **Windows Camera app** to activate the BYOM driver and check, if the UC device stream is returned from the base unit over the network to the host laptop (**see picture 3**).

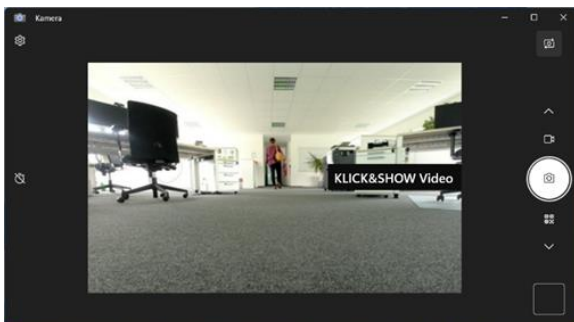
Your KCLICK&SHOW K-FX system and your host laptop are now prepared to allow UC calls via your preferred UC platform. Make sure to select the KCLICK&SHOW virtual drivers in the device settings menu of your UC application accordingly.



Picture 1: UCC device manager: Using the USB Camera menu to check the proper function of the connected USB camera device.



Picture 2: UCC device manager: Using the USB Audio menu to check the proper function of the connected USB audio device.



Picture 3: Using the Windows Camera app to check if the UC device stream is returned to the host laptop over the network.