

Guide to



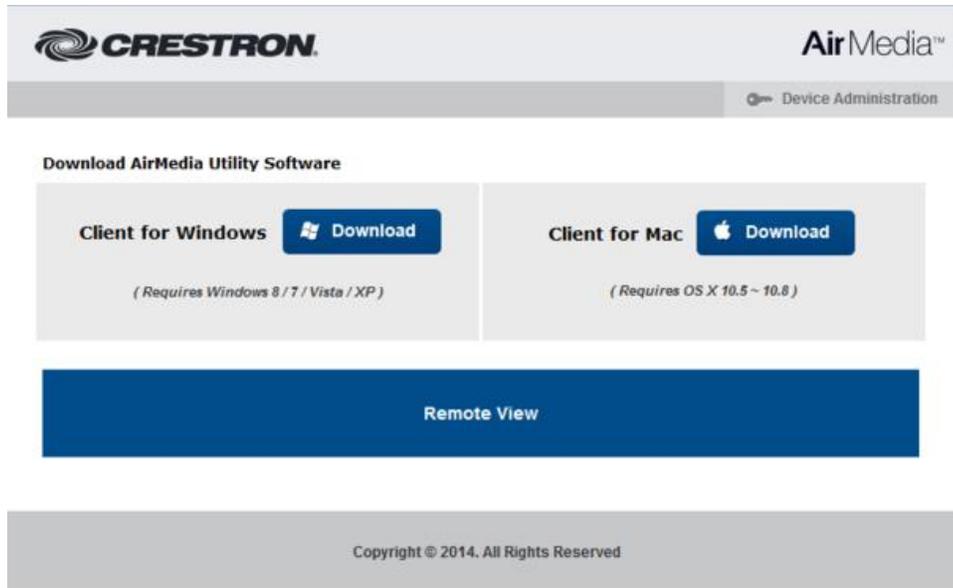
1. Select [AirMedia](#) on the touch pad.
2. The following screen will be projected:



3. Go into the browser on your machine and type in the [IP Address](#) (each AirMedia device has its own IP Address):

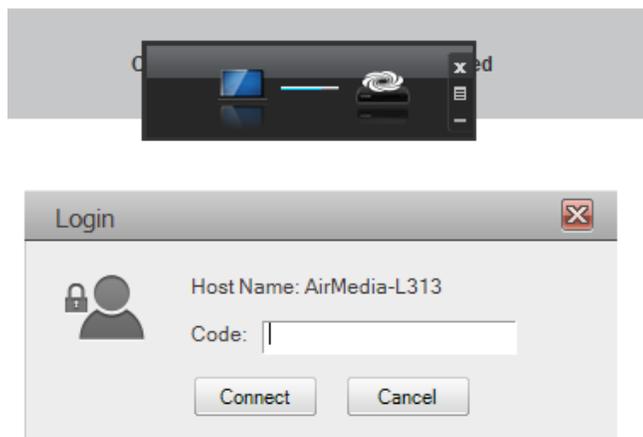


4. A page looking similar to this will load in your browser:



5. If you are using a Windows machine click [Client Download for Windows](#); if you are a Mac user click [Client Download for Mac](#).

6. Launch the downloaded client. You will be prompted for a [code](#) like this:

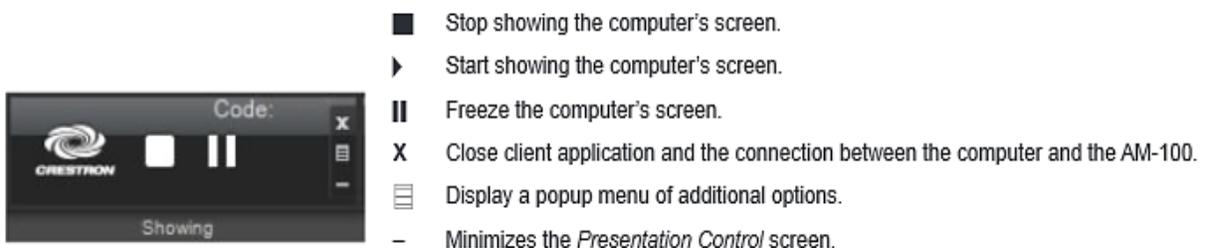


7. Enter the code from the upper right corner into this field. Code is located right here:



8. Click connect and the AirMedia will start projecting from your machine.

9. You will see the AirMedia client pop up. These are the controls you have:



10. To stop projecting, click the 'x' in the upper right corner.

Important information:

1. Each **AirMedia** device has a different IP Address.
2. The **IP Address** will stay the same for the device.
3. However the **Code** (4 digits) will change every time to prevent malicious and unauthorized use.
4. You have to download the client every time you use **AirMedia**.