

## Polycom® RealPresence Immersive Studio Flex® VGA Connection

This is an uncontrolled document and is provided as a convenience to Polycom RealPresence Immersive Studio Flex customers. Since this content input solution is not officially supported, service representatives may ask you to disconnect it when performing diagnostics.

As technology has evolved, the use of analog video signals has decreased dramatically. In addition, the vendor of the VGA + 3.5mm retractor used in the RealPresence Immersive Studio Flex system has declared the product End-of-Life and it is no longer available. Therefore, RealPresence Immersive Studio Flex systems will no longer ship with cables and connectors to support VGA + 3.5mm audio content inputs. If a customer needs to accommodate legacy source devices, the analog inputs are still available. Using high quality cables, it is possible to connect legacy devices to the RealPresence Immersive Studio Flex system.

### To connect a legacy VGA device:

1. Connect one end of a VGA cable to the Primary Codec Input 3, as shown below. If audio is required, connect a 3.5mm cable to Input 3.

### RealPresence Group Series 700 VGA + Audio connections



2. Connect the other end of the cable(s) to the source device.
3. Manage the cable(s) carefully, providing strain relief and a service loop at the codec.

**To enable audio:**

1. In the Primary Codec Web UI, navigate to **Admin Settings > Audio / Video / Content > Audio > Audio Input**.
2. Verify that **Type: 3.5mm Audio Input Level:** is set to **5**.
3. Verify that **Playback Options** is set to **Playback to All Locations, Video Content Associated**.

**Enable audio in the Primary Codec Web UI**

