TECHNICAL INFORMATION

Technology + Collaboration
Collaborative Technology and IT
Cabling Diagrams
media:scape Table
media:scape TeamStudio
Answer with media:scape
media:scape TeamTheater
media:scape mobile
media:scape mini
media:scape kiosk
FrameOne with media:scape
HDVC with Two media:scape Settings
Matrix Switcher and Videoconferencing CODEC
Virtual PUCK Infrastructure
RoomWizard Infrastructure
Recommended Displays
media:scape Technical Details

EXTERNAL RESOURCES
media:scape Manager Brochure*
Understanding the Virtual PUCK System*

*These items are external links. For additional tech support visit techsupport.mediascape.com
Technology + Collaboration

Advancing Collaboration

In today’s diverse and demanding marketplace, cross-functional teamwork, strong company culture and effective collaboration are key to meaningful innovation. Yet workers are distributed across the globe, making it difficult for teams to efficiently meet, ideate and develop solutions.

As technology continues to integrate with every aspect of life, companies are seeking intuitive, secure technology solutions to enhance collaboration, from sharing information to scheduling meetings.

To optimize the collaborative experience, mediascapes® empowers workers to share digital content freely, while RoomWizard® scheduling system ensures collaborative teams work together without being interrupted.

THE EVOLVING ROLE OF IT

As individuals continue to control more of their own technology experiences, the role of IT in the workplace is evolving. By developing a partnership between IT and Facility Management departments, companies are able to implement faster, more effective communication and collaboration tools, while increasing their focus on organizational security and network performance.
Collaborative Technology and IT

media:scape and IT

SECURE SHARING
Designed to communicate within an organization’s internal network, media:scape helps maintain secure communication for optimal sharing and collaboration. media:scape—developed with a small security profile—follows general security best practices so workers can share safely and seamlessly, regardless of location.

OPTIMIZED SUPPORT
The enhanced support system for media:scape with digital components features Maintenance Agreements that provide software/firmware enhancements, expedited shipping for hardware replacements and prioritized technical support.

MANAGE. CONFIGURE. ANYWHERE.
Manage media:scape systems anytime, anywhere, with media:scape Manager web-based software. Monitor the status of media:scape switchers and make configuration changes remotely. View maintenance history and add new devices. media:scape Manager helps IT ensure that system performance is optimized and streamlines system support.

Remote Configuration
No need for costly programming or on-site resources. Make media:scape configuration changes from anywhere.

Configuration History at a Glance
To help troubleshoot, media:scape Manager tracks and displays all configuration changes that have been made to a device over time.

Real-Time Monitoring
View dashboard to remotely monitor the status of all media:scape units.

RoomWizard and IT

SECURE SCHEDULING
Designed to safely and securely operate on a company’s network, RoomWizard provides not only physical security of the device to keep hardware safe but also network security to avoid potential threats and cyberattacks.

SYNCED SCHEDULING
RoomWizard syncs with a variety of calendar systems, including Google Calendar™, MS Exchange™, MS Office 365™ and IBM Notes®, giving users access to meeting details from any laptop or computer.

ROOMWIZARD ANALYTICS CONSOLE
Using the RoomWizard Analytics Console, organizations can collect and record meaningful utilization trends, allowing organizations to optimize real estate.

ROOMWIZARD ADMINISTRATIVE CONSOLE
Designed for the enterprise, RoomWizard systems around the globe can be efficiently deployed, monitored and updated from one central location with the RoomWizard Administrative Console.
Cabling Diagrams

media:scape Table

A COLLABORATIVE SETTING FOR OPTIMAL KNOWLEDGE SHARING.

- User simply connects a PUCK to a digital device to share video and audio content
- Supports up to eight PUCKs
- Display content on up to four screens (mounted on wall or totem)
- media:scape's digital matrix switcher directs signals between multiple devices and flat screens, and the HDMI cable connects the switcher and scaler to ensure consistent image resolution
- HDVC integration available
- Globally consistent technology and experience for users, installers and IT professionals
media:scape TeamStudio
WHERE ACTIVE PROJECT TEAMS WORK TOGETHER.
- Trapezoid tables give everyone a great view of monitors and ensure that all participants can be seen by remote users
- Stool-height provides a professional on-camera appearance
- Split table encourages people to move freely and access the project materials, vertical display and writing surfaces
- Monitors at each end of the split table
- Use up to eight PUCKs

Answer with media:scape
COMBINING SPACE DEFINITION WITH TECHNOLOGY FOR SEAMLESS COLLABORATIVE EXPERIENCES.
- Monitor mount integrates with standard Answer vertical slots and can be used with or without media:scape
- Requires no attachments, only power and data connections
- Monitor assembly supports screens in sizes 40” and 42”
- Shared worksurface connects to the panel at seated- or standing-height
- PUCKs allow users to quickly connect and instantly share content
- Integrated media well provides easy access to PUCKs, while also concealing those not in use
- Virtual PUCK enables immediate user participation with a click of an icon
*Includes monitor mount and cover
media:scape TeamTheater

A COLLABORATIVE LOUNGE SETTING CONFIGURES IN PRACTICALLY UNLIMITED WAYS.

- Lounge seating encourages relaxed, informal collaboration
- Seven furniture pieces available to create multiple settings
- HDVC integration available
- Canopy provides additional privacy
- Ledge offers additional worksurface for extended teams
- Supports up to four monitors and four PUCKs
media:scape mobile

TAKE MEDIA:SCAPE WHEREVER SEAMLESS COLLABORATION NEEDS TO HAPPEN.

- Wheel up to a desk- or stool-height worksurface
- Requires no attachments, only power and data connections
- Media well includes four PUCKs and power outlets
- Supports up to a 42" LED monitor
- HDVC integration available

media:scape mini

TRANSFORMS A WORKSPACE INTO A COLLABORATIVE WORK SETTING.

- Extend the media:scape experience to smaller, existing spaces
- Requires no attachments, only power and data connections
- Supports up to a 42" LED monitor
- Media well includes four PUCKs and power outlets
media:scape kiosk

A CONVENIENT WALK-UP VIDEOCONFERENCE EXPERIENCE.

• Desk- or standing-height videoconference solution in a small footprint
• Seamlessly bridges distances between distributed workers
• Includes single monitor, two PUCKs and two power outlets with a generous worksurface
• Ideal for impromptu or scheduled collaborations

FrameOne with media:scape

MEDIA:SCAPE’S COLLABORATIVE POWER COMBINED WITH THE REAL ESTATE OPTIMIZATION OF FRAMEONE BENCHING.

• Ideal for teams and functional groups
• Up to eight users can easily share digital and analog content
• Totem- or wall-mounted displays
• Supports up to two monitors and eight PUCKs
HDVC with Two media:scape Settings

COLLABORATION WITH HIGH-DEFINITION VIDEOCONFERENCING.

- Remote control for the videoconferencing system activates videoconference and controls camera
- Shroud-mounted camera shows participants on remote screens
- Users connect PUCKs to digital devices and simply press PUCK to display their content on screens at both locations
- Flat screens display information shared between remote collaborators
Matrix Switcher and Videoconferencing CODEC

**Simple, Self-Contained, Secure Connections.**

- Up to three monitors connect for videoconferencing using monitor extension cables and scaler.
- Up to eight PUCKs connect from digital devices to media:scape, depending on the configuration.
- media:scape HDMI cable connects to the digital matrix switcher (output 1/6) and the CODEC.
- Cables provided with the CODEC connect to the matrix switcher: one cable transmits remote site audio and video from microphone and camera output, and the other transmits information shared from remote site’s content output.
- Note: VGA/DVI or other outputs from CODEC may need to be converted to HDMI.

![Diagram of media:scape technology and videoconferencing setup](image-url)
Virtual PUCK Infrastructure

The Media:Scape Virtual PUCK System is made up of several components:

- Virtual PUCK Receiver: physical appliance installed inside a media:scape setting connected to the media:scape digital switcher
- Steelcase Application Server: virtual appliance installed on a host server to house the Virtual PUCK Registry
- Virtual PUCK Registry: software application hosted on the Steelcase Application Server; network communication mechanism for all Virtual PUCK Receivers and media:scape settings
- Virtual PUCK Application: client application installed on end users' laptops (OS X and Windows); user interface for “Open, Connect, Share” experience
RoomWizard Infrastructure

THE ROOMWIZARD SYSTEM IS MADE UP OF SEVERAL COMPONENTS:

- RoomWizard Device: the interactive touchscreen device for-reserving group spaces
- RoomWizard Connector: connects to enterprise scheduling and calendar systems
- RoomWizard Administrative Console: management console for configuring and updating RoomWizards across the enterprise
- RoomWizard Analytics: desktop software that provides reports on room usage
media:scape with digital technology will work with many different displays. When we determine whether to recommend a display for media:scape, we consider the physical and technical criteria.

**media:scape Totem-mounted** configurations using only one screen:
Select a 40", 42" or 46" display.

**media:scape Totem-mounted configurations using two or more screens**:
Select 32" display.

media:scape dual display shroud has been specifically designed to support two displays of this size.

**TECHNICAL**

Must have an HDMI input on the display.
media:scape technology sends video and audio signals to the display using the display's HDMI input.

Must be CEC compliant.
media:scape technology uses a mechanism to perform power management of displays called Consumer Electronic Control (CEC). Most display manufacturers have given a branded term to this technology. For example, LG calls CEC “SimpLink” and Samsung calls CEC “AnyNet” or “AnyNet+.”

Should be a commercial-grade display or equivalent; a display that is built to be in use for nine or more hours at a time. Displays on media:scape may be used for long periods of time during the day. We recommend the display be built to perform under this usage load.

**RECOMMENDED DISPLAYS FOR TABLES AND FLEXFRAME**

The displays below have been tested and validated to work well both physically and technically with media:scape.

<table>
<thead>
<tr>
<th>SIZE</th>
<th>MAKE</th>
<th>MODEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>32&quot;</td>
<td>Samsung</td>
<td>DM32E</td>
</tr>
<tr>
<td>42&quot;</td>
<td>LG</td>
<td>43LE341C</td>
</tr>
</tbody>
</table>

If you have questions on which monitor is right for your application, please contact Line One at 1.888.Steelcase.
media:scape mini, mobile and FrameOne with media:scape

media:scape with digital technology will work with many different displays. When we determine whether to recommend a display for media:scape, we consider the physical and technical criteria.

**PHYSICAL**

Display size should match your media:scape product, either 40" or 42". media:scape mini, mobile and FrameOne can be specified in only two different sizes: 40" or 42". Be sure to find a display that is the correct size for your media:scape product.

The monitor should have a standard VESA mounting pattern (40" should be 200x200mm; 42" should be 400x400mm). media:scape mini, mobile and FrameOne have mounting hardware that is specifically designed to support standard VESA mounting patterns. The hardware may support different mounting patterns; however, we recommend that 40" displays use 200x200mm and 42" displays use 400x400mm.

**TECHNICAL**

Must have an HDMI input on the display. media:scape technology sends video and audio signals to the display using the display’s HDMI input.

Must be CEC compliant. media:scape technology uses a mechanism to perform power management of displays called Consumer Electronic Control (CEC). Most display manufacturers have given a branded term to this technology. For example, LG calls CEC “SimpLink” and Samsung calls CEC “AnyNet” or “AnyNet+.”

Should be a commercial-grade display or equivalent; a display that is built to be in use for nine or more hours at a time. Displays on media:scape may be used for long periods of time during the day. We recommend the display be built to perform under this usage load.

**RECOMMENDED DISPLAYS FOR MINI, MOBILE AND FRAMEONE**

The displays below have been tested and validated to work well both physically and technically with media:scape.

<table>
<thead>
<tr>
<th>SIZE</th>
<th>MAKE</th>
<th>MODEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>40&quot;</td>
<td>Samsung</td>
<td>DM40E</td>
</tr>
<tr>
<td>42&quot;</td>
<td>LG</td>
<td>43LX441C</td>
</tr>
</tbody>
</table>

If you have questions on which monitor is right for your application, please contact Line One at 1.888.Steelcase.
## media:scape Technical Details

### VIDEOROUTING

<table>
<thead>
<tr>
<th>MEDIA:SCAPE &amp; FRAMEONE</th>
<th>MEDIA:SCAPE KIOSK</th>
<th>MEDIA:SCAPE MOBILE</th>
<th>MEDIA:SCAPE MINI</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Resolution</strong></td>
<td>Supports up to WUXGA 1920x1200</td>
<td>Supports up to WUXGA 1920x1200</td>
<td>Supports up to WUXGA 1920x1200</td>
</tr>
<tr>
<td><strong>Number of PUCK inputs</strong></td>
<td>4–8</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>Any combination of HDMI, DisplayPort, Mini DisplayPort or VGA</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Number of outputs</strong></td>
<td>4</td>
<td><em>2</em></td>
<td><em>2</em></td>
</tr>
<tr>
<td><strong>Number of AUX inputs</strong></td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

### VIDEO INPUT

- **Connector switcher PUCK in**
  - HDMI female proprietary
  - HDMI female proprietary
  - HDMI female proprietary
  - HDMI female proprietary
- **Connector PUCK to switcher**
  - HDMI male
  - HDMI male
  - HDMI male
  - HDMI male
- **Connector switcher AUX in**
  - HDMI
  - HDMI
  - HDMI
  - –

### VIDEO OUTPUT

- **Connector switcher out**
  - HDMI female
  - HDMI female
  - HDMI female
  - HDMI female

### AUDIO ROUTING

<table>
<thead>
<tr>
<th>MEDIA:SCAPE &amp; FRAMEONE</th>
<th>MEDIA:SCAPE KIOSK</th>
<th>MEDIA:SCAPE MOBILE</th>
<th>MEDIA:SCAPE MINI</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Number of PUCK inputs</strong></td>
<td>4–8</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td><strong>Number of outputs</strong></td>
<td>4</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td><strong>Number of AUX inputs</strong></td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

### AUDIO INPUT

- **Connector PUCK**
  - 1/8" female
  - 1/8" female
  - 1/8" female
  - 1/8" female
- **Connector switcher PUCK in**
  - HDMI female proprietary
  - HDMI female proprietary
  - HDMI female proprietary
  - HDMI female proprietary

### AUDIO OUTPUT

- **Connector switcher out**
  - HDMI female
  - HDMI female
  - HDMI female
  - HDMI female
- **Number of AUX outputs (1/8")** | 1 | 1 | 1 | – |

### OTHER FEATURES

- **Management software**
  - media:scape Manager
  - media:scape Manager
  - media:scape Manager
  - media:scape Manager
- **Electrical outlets** | 6–12 | 2 | 4 | 4 |
- **Power management**
  - Auto on/off displays
  - Auto on/off monitor
  - Auto on/off monitor
  - Auto on/off monitor
- **External power supply**
  - 100–127–50/60Hz, 10A
  - 100–127–50/60Hz, 10A
  - 100–127–50/60Hz, 10A
  - 100–127–50/60Hz, 10A
- **Mounting**
  - Mounting provided with furniture
  - Mounting option provided with furniture
  - Integrated monitor mounting hardware
  - Integrated monitor mounting hardware
- **Connection configuration**
  - OSD/Network
  - OSD/Network
  - OSD/Network
  - OSD/Network
- **Regulatory compliance**
  - UL, RoHS 2, CE
  - UL, RoHS 2, CE
  - UL, RoHS 2, CE
  - UL, RoHS 2, CE
- **Electronics/cables warranty**
  - 3 years
  - 3 years
  - 3 years
  - 3 years
- **PUCK CONNECTION OPTIONS**
  - Virtual PUCK
    - yes
    - yes
    - yes
    - no
  - HDMI
    - yes
    - yes
    - yes
    - yes
  - Displayport
    - yes
    - yes
    - yes
    - yes
  - Mini displayport
    - yes
    - yes
    - yes
    - yes
  - VGA
    - yes
    - yes
    - yes
    - yes

---

*The media:scape kiosk and the media:scape mobile stand are designed to accommodate a single display only.
**HDMI PUCKs support audio embedded in HDMI streams, and also have a 1/8" analog input.