



ATLONA.
Connecting Technology

WHITE PAPER

Atlona® | 2014

Inside the Huddle Space: Designing an Effective Meeting Place that “Just Works”.

Table of Contents

P.3 - What is a Huddle Space?

P.4 - Designing Huddle Space With HDVS Solutions

P.5 - Classroom and Small Office Solutions

P.6 - HDVS and CLSO Solutions

P.7 - Huddle Space Application

You may have noticed the way we communicate has undergone some radical changes in the last few years. At one time we all used to pick up the telephone to connect to people but now we see email, text messaging, and social media also playing a major part in how we all share information or have discussions. The corporate market has also experienced some major changes in the way its people communicate. In the traditional office, meetings took place in one of a few conference rooms that a company may have. Today, in just about every meeting that happens there is the need to share some form of information from an electronic device. With the recent bring your own technology, BYOT, phenomenon the types of devices can vary greatly from a simple laptop to the newest tablet or gadget that has hit the market. The rapid pace of technology change and workplace dynamics has facilitated the need to change the way we meet and the spaces where we meet. In many instances a company may now have a variety of places to meet that may now include conference rooms, video conferencing suites and huddle spaces.

The huddle space is becoming increasingly popular in today's business environments with the goal of encouraging people to freely meet and collaborate. Before its formalization, many spur of the moment discussions that needed to take place would end up in the break room with people huddled around a small laptop screen. The goal of the huddle space has been clear for some time but there are many differing opinions in its definition. How many people will it hold? Should it be confined to a room or an in open meeting space? How much technology does it require?



When looking at the huddle space from an AV technology perspective it is important to understand the purpose that each individual company has for their huddle space. Most would agree that a huddle space is not a conference room and typically should not require the same level of sophistication. In the simplest form it would require a display, display remote control and a cable that would allow the user to connect their device to the display for sharing their information with the rest of the team. If someone else needs to share their information the cable could be disconnected and passed to another team member. The challenge in this case is that, although simple in design, it could become difficult to use. Often times the display remote control gets misplaced or lost and the display power button is not always easily found, making for a frustrating engagement. Two key elements that must be considered in the design of a huddle space are ease of operation and low cost design.

Designing the huddle space to be easy to operate will ensure high utilization and maximize your ROI. When working in a huddle space it is expected that the technology in that space should “just work”. Much like when operating a television at home, there should be little thought about the technology. The push of a single button or the simple act of plugging in a cable should be all that is required to operate the huddle space technology. The display should power on when it is needed for the meeting and the connected device will provide the video. If another participant wants to share their content they should be able to plug in their device and automatically have the monitor display their information. Once the meeting is over the huddle space technology should allow for people to walk away, not having to worry about how to turn the system off but knowing that the technology will do so on its own. “How does it work?” a new employee might ask the first time they use it, “It just works.”

The HDVS family of products from Atlona have been designed for simplicity of use and installation in a variety of applications. When designed into a huddle space you can feel confident that the system will “Just work.” The HDVS system is an ideal solution that provides simple operation and allows automated or manual system control. The AT-HDVS-TX transmitter and AT-HDVS-TX-WP wall-plate transmitter offer HDMI and VGA inputs with audio connectivity in order to support both current and legacy devices. The operator can choose to manually select the input or to conceal the AT-HDVS-TX or AT-HDVS-TX-WP and use its

built-in auto-switch capabilities. The display power button allows the operator to remotely power on or off a projector or flat panel without the need of a handheld remote. When paired with the AT-HDVS-RX receiver, the system can automatically power on or off the display. Once the AT-HDVS-RX detects an incoming video signal, it will send an RS232 command to power on the display. When the video signal is removed AT-HDVS-RX will send another RS232 command to the display to power it off. This means when the operator disconnects their device the huddle space technology will automatically shut itself down reducing the responsibility for the operator. In addition the AT-HDVS-RX scales the incoming video signal to ensure it is compatible with the connected display while providing the best possible image quality. All this is done with a single network type cable between the AT-HDVS-TX transmitter or AT-HDVS-TX-WP wall-plate transmitter and the AT-HDVS-RX receiver. This unique design uses a technology called HDBaseT which was developed to keep costs down and simplify the system installation.



As the room's scope becomes more elaborate during the design process, the company huddle space may require more inputs or morph into a small conference room. This departure from the traditional huddle space will require a more robust AV system architecture and may require a control system to tie all the components together.



The Atлона AT-UHD-CLSO-612 has all the connectivity to meet that need. With several carefully designed inputs - two HDMI, two HDBaseT, and two multi-format analog inputs- virtually any source can be connected into the system. The number of inputs can be expanded when used in conjunction with the HDBaseT inputs and an AT-HDVS-TX or AT-HDVS-TX-WP transmitter. . The AT-UHD-CLSO-612 comes equipped with two mirrored outputs, which can upscale the video output to 4k resolution to provide maximum image quality and ensure the signal is compatible with the display. Advanced set up and control options allow seamless integration with 3rd party control systems. In the corporate setting the AT-UHD-CLSO-612 has been designed to support today's technology as well as the technology of tomorrow.

As BYOT increases in the work place, companies will continue to look for cost effective meeting and collaborative solutions to support their business. Already, the huddle space has become a common request among many companies and it will continue to grow in demand for years to come. As the corporate meeting space evolves, Atлона will continue to be a leader in the AV industry by developing a broad line of solutions to meet current and future needs.

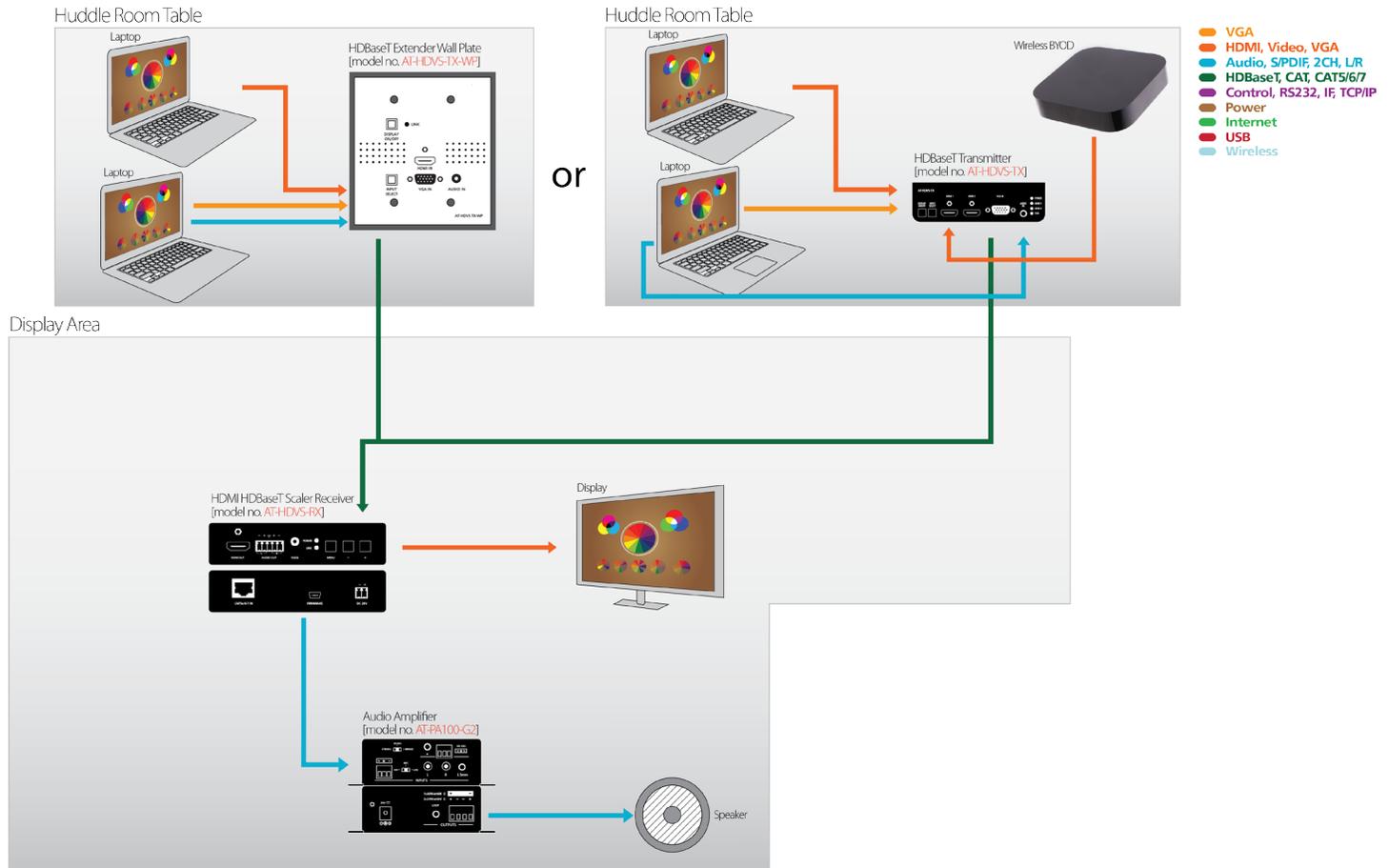


Small systems designed around HDVS transmitters and receivers are perfect for classroom and small conference rooms. As part of the larger and more complex applications these components enable HDMI and VGA/analog audio input to larger switchers. The enable HDBaseT distances on both the inputs and outputs, and scaling de-embedded audio. The RX can be used with any Atlona transmitter, HDCAT, PRO2HD or PRO3HD matrix if a scaler is required on a specific output.



This CLSO guarantees compatibility between the source and display with an internal scaler that scales accurately up to ULTRA HD (4Kx2K) resolution. HDBaseT inputs connect directly to HDVS wallplates/boxes for easy interface lecterns and conference tables. Analog audio de-embedding with volume control reduces system cost and complexity. The microphone input mixes with program audio which decreases in volume when the mic is being used. Control the CLSO -612 by TCP/IP, RS232, IR or front panel for a convenient user interface.

Application Diagram & Specifications



Model	Description	Inputs	Outputs	Benefits
AT-HDVS-TX-WP	Wall Plate	1 - HDMI 1 - VGA/3.5mm audio	1 - HDBaseT	Input from PCs with VGA or HDMI output. Powered from HDVS-RX at distances up to 230 feet (70 m). Switch between inputs with conrola via RS-232 or audio-switch.
AT-HDVS-TX	Module	2 - HDMI 1 - VGA/3.5 mm audio	1 - HDBaseT	Input from PCs with VGA or HDMI output. Powered from HDVS-RX at distances up to 230 feet (70 m). Switch between inputs with conrola via RS-232 or audio-switch.
AT-PA100-G2	Audio Amplifier	1 - RCA L/R 1 - 3.5mm L/R 1 - Microphone	1 - Stero Speaker 1 - 3.5mm loop	Drive speaker with 40 watts (stero or mono) of power for better sound in the classroom. Control via RS-2323
AT-HDVS-RX	Receiver Scaler	1 - HDBaseT	1 - HDMI 1 - RS-232 1 - Analog audio L/R	Receiver Scaler for HDVS wall plate/box unit. Analog audio out. Control for display/projector via RS-232.

About Atlona®

Atlona® is a leading provider of innovative, AV distribution solutions. Since 2003, the company has been designing and engineering award-winning products for a diverse range of residential and commercial AV and IT markets, including education, business, government, entertainment, and healthcare.

Atlona's products and services enable system designers, integrators, consultants, and installers to simplify installation, minimize maintenance, and maximize the versatility of premier automated control solutions. Atlona's vision is simple: deliver customer-driven products designed and developed with the features, performance, and reliability that industry leaders demand; and deliver the best value in the industry.

More information about Atlona is available at www.atlona.com.

