

Crestron Flex Video Conference System Integrator Kit for Microsoft Teams® Rooms

The UC-C100-T Crestron Flex integrator kit provides customizable video conference solution for use with Microsoft Teams® Rooms software. It supports single or dual video displays and features a tabletop touch screen and a UC bracket assembly.

The firmware update for all connected peripherals is managed by the UC Engine and Windows Update.

Minimum Requirements:

- A certified USB Camera (not included)
- A certified, AEC-enabled USB speakerphone or DSP device (not included)
- A video display (not included) connected to the UC Engine. A second display is optional.
- A Microsoft Teams Rooms provisioned or Skype® for Business account (not included)
- An environment running Microsoft Exchange Server® software (2013 SP1 or later for on-premises installation or Microsoft 365® software for Cloud) for scheduling and/or Skype for Business 2015 (on-premises installation or Microsoft 365 software for Cloud) (not included)

UC Bracket Assembly

- | | |
|---|---|
| 1 | UC Bracket Assembly with UC Engine and HDMI® content ingest (UC-BRKT-200-S-T-ASSY, 6512689) |
| 2 | Anchor, Drywall, Plastic, 3/8 in. x 1/2 in. (9.5 mm x 12.7 mm) (2052565) |
| 1 | Key, Anchor (4529654) |
| 1 | Power cord (2053985) |
| 2 | Screw, 8-AB x 1-1/2 in. (38.1 mm), Pan Head, Combo (2052567) |
| 4 | Tie Wrap (2047935) |

Additional Items

- | | |
|---|--|
| 1 | PoE injector (6502429) |
| 1 | Cable, CAT6a, RJ-45 - RJ-45, 20 ft (6.1 m) (6507640) |
| 2 | Cable, CAT5e, RJ-45 - RJ-45, 7 ft (2.1 m) (6509924) |
| 1 | Cable, DisplayPort™ to HDMI, 6 ft (1.8 m) (6508282) |
| 1 | Cable, HDMI, 20 ft (6.1 m) (6503567) |
| 1 | Cable, HDMI, 6 ft (1.8 m) (6503565) |



In the Box

Tabletop Touch Screen Device

- | | |
|---|--|
| 1 | 10.1 in. Tabletop Touch Screen (6511748) |
| 1 | Grommet, Cable, Closed (2055455) |
| 1 | Grommet, Cable, Open (2055456) |
| 1 | Cover, Cable compartment (2055457) |

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Mount the UC Bracket Assembly

Mount the UC Bracket Assembly to VESA® compliant display devices, a wall, or other building structure. Anchors and screws are supplied for installation on walls 3/8 in. (9.5 mm) to 3/4 in. (19 mm) thickness.

CAUTION: Preinstalled screws may protrude from the back of the UC Bracket Assembly. Exercise caution when handling the UC Bracket Assembly to avoid scratching or damaging surfaces.

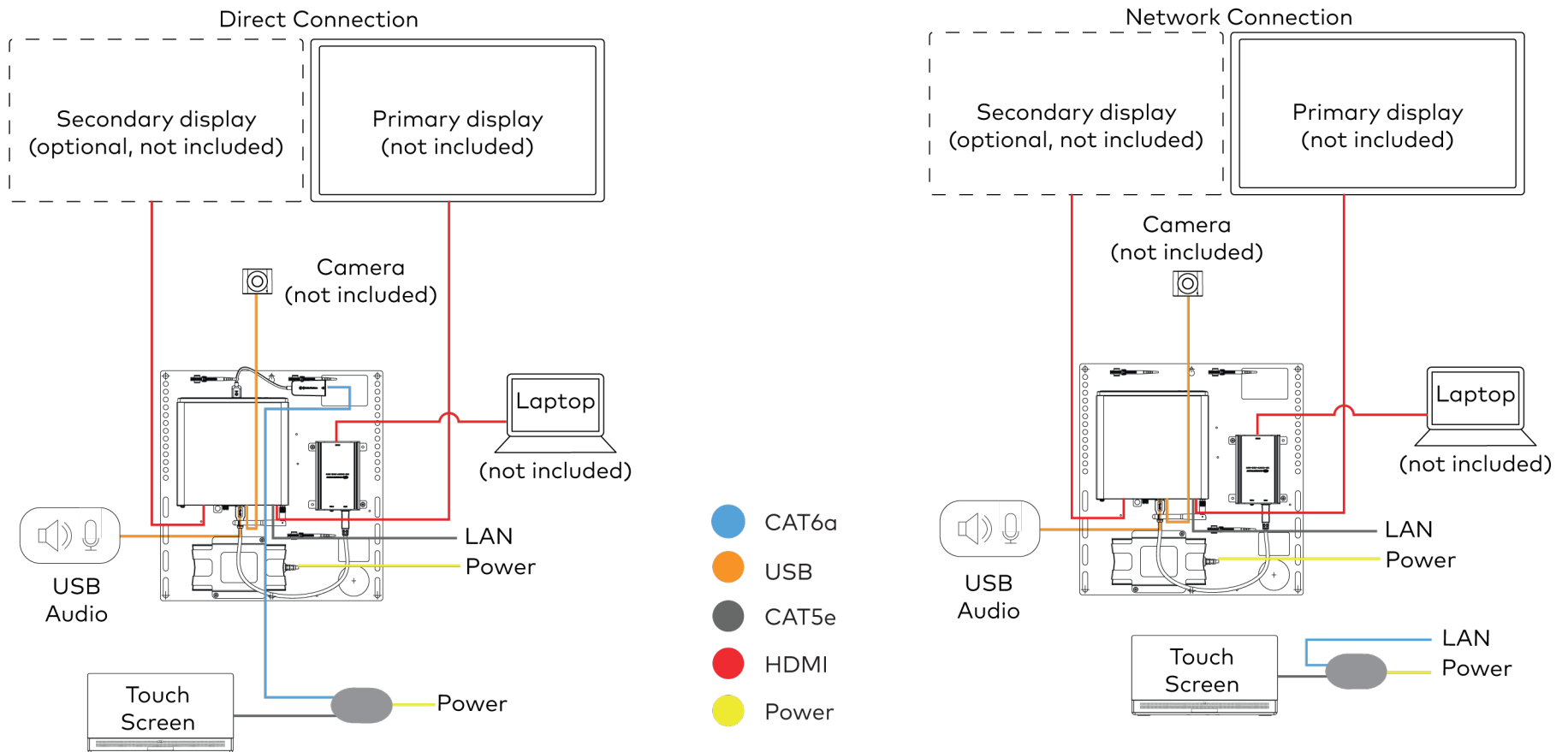
NOTE: The integrated cable tie wraps are reusable. Avoid damaging the cable tie wraps.

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Connect

System Overview

When connections are complete, the system appears as shown below. Refer to [Make Connections](#) for detailed connection instructions.



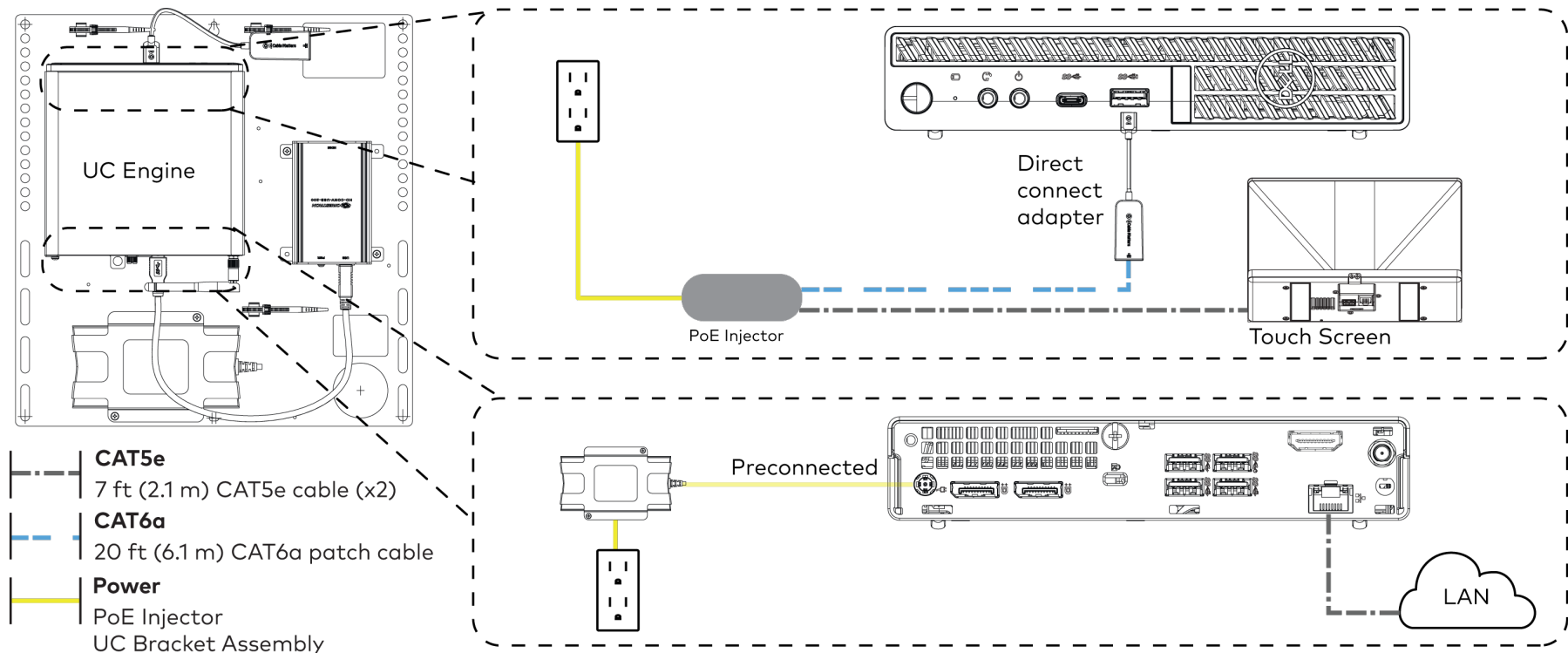
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Make Connections

1. Make UC Engine connections as shown in the following illustrations. The touch screen can communicate with the UC Engine over a direct connection or a network connection. Select one of the connection types as described below.

- Make a direct connection for simple installation and setup. Only use the direct connect adapter to connect the touch screen's PoE injector to the UC Engine. Do not use the direct connect adapter to connect the UC Engine to the network.

Direct Connection

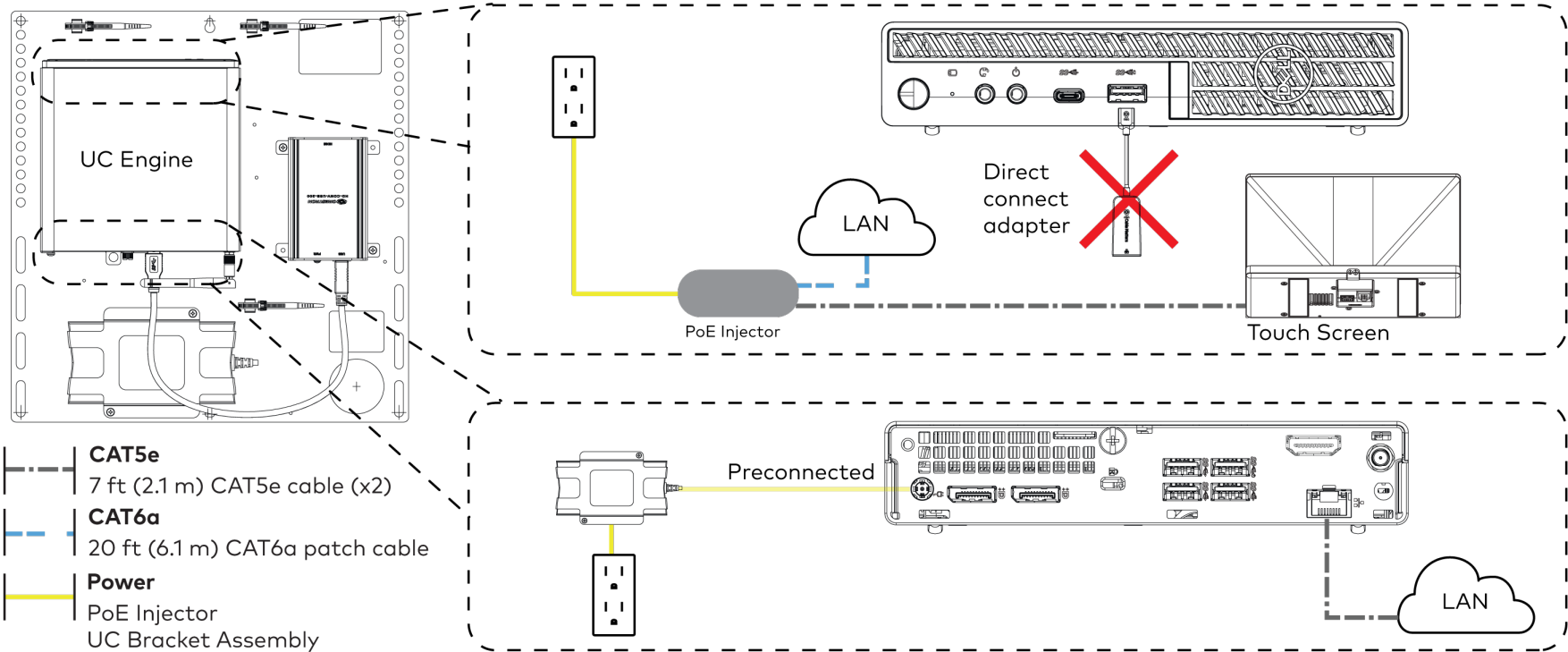


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- Make a network connection if the system is to be managed by the XiO Cloud® service.

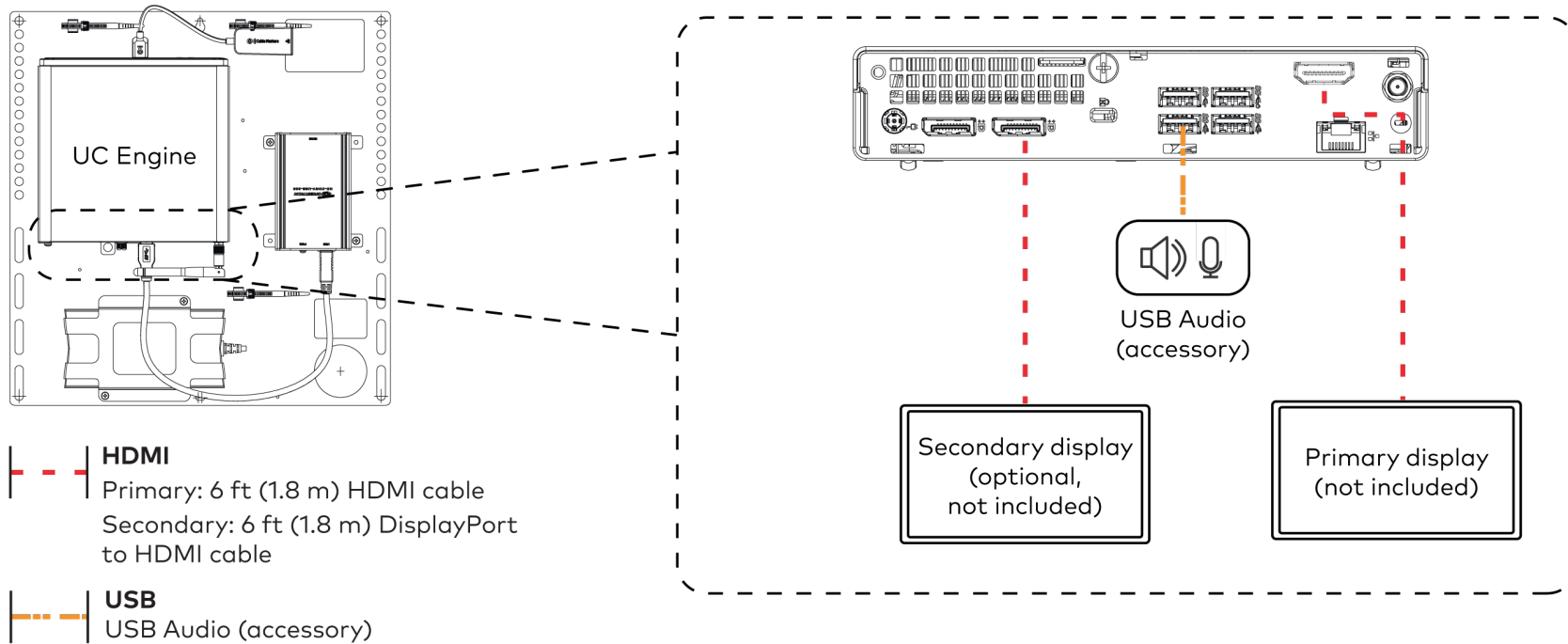
NOTE: When a network connection is used, disconnect the direct connect adapter from the UC Engine.

Network Connection



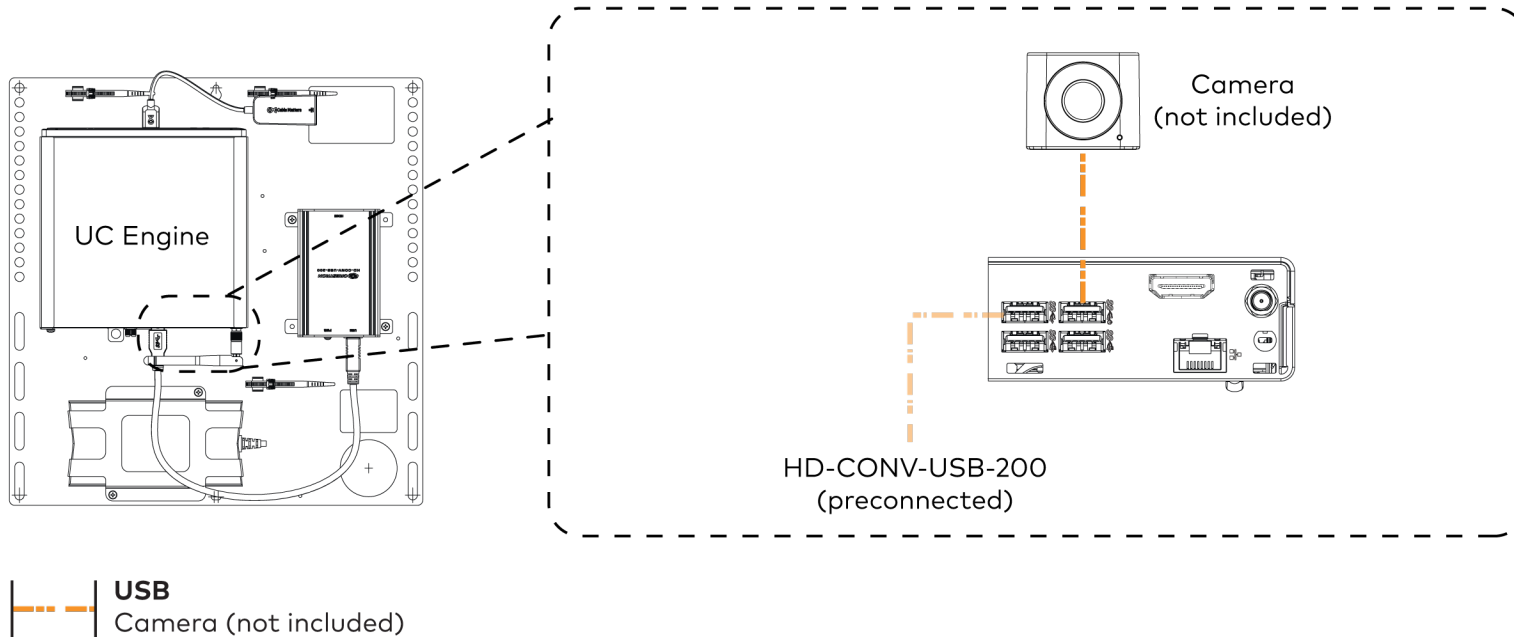
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2. Connect a USB audio source (accessory) and displays to the UC Engine.



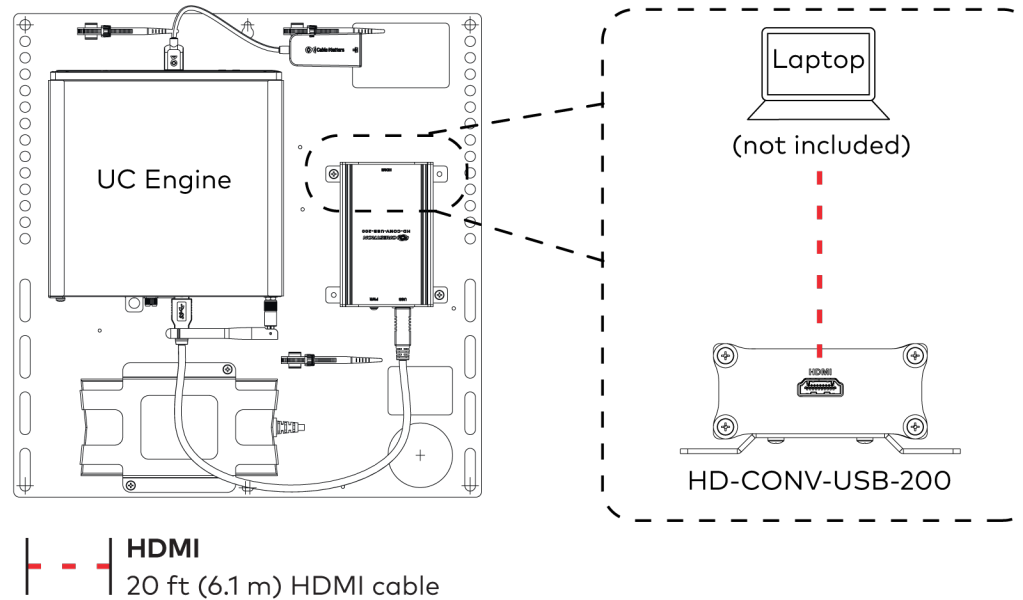
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3. Connect a camera (not included) to the UC Engine as shown in the image below. Do not connect the camera to any of the other USB ports.



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4. Connect a laptop to the content ingest device (HD-CONV-USB-200).



5. Bundle the cables to the bracket assembly with the integrated cable tie wraps. The cable tie wraps are reusable.

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Configure

Apply Power

Press the power button on the bottom of the UC Engine and apply power to all of the other devices in the system.

Configure the Touch Screen

NOTE: If a direct connection was made during installation, skip to [Configure the System](#).

1. On a computer, open a web browser to the IP address of the touch screen. Log in and navigate to **Settings > Applications**.

NOTES:

- The touch screen (via the PoE injector) and computer must be on the same network switch and VLAN.
- A login with administrative rights for the touch screen is required.

2. Enter the following information in the appropriate fields:

- **Teams Video PC Address:** Enter the IP address or hostname of the UC Engine.

NOTE: The hostname is printed on a label affixed to the UC Engine (mounted on the UC bracket assembly).

- **Teams Video PC Port:** By default, port number 49500 is used. If a different port number has been configured on the UC Engine, enter that port number instead.
- **Teams Video Username:** Enter the login username for the UC Engine. (The default username is "admin".)
- **Teams Video Password:** Enter the login password for the UC Engine. (The default password is "sfb".)

3. Click **Save Changes**.

Configure the System

Use the touch screen and your Microsoft Teams or Skype account credentials to configure the UC Engine. For detailed information on deploying Microsoft Teams Rooms, refer to the [Microsoft Teams Rooms](#) documentation.

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Visit the Product Page

Scan the QR code to visit the product page.

UC-C100-T



www.crestron.com/model/6511589

Additional Information

Original Instructions

The U.S. English version of this document is the original instructions. All other languages are a translation of the original instructions.

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