## 10386us Registering the Activslate in ActivInspire

## Applicable to:

Activslate 2.4 GHz, Activslate 866 / 915 MHz, ActivInspire

## Solution:

- 1. Determine what type of slate is being registered, and ensure that the necessary hardware is connected (If unsure, click <u>Here</u>).
- 2. Open ActivInspire. Access the Device Registration menu (<sup>[]</sup>) (This may be done through the Configure tab of the Dashboard, the Actions option on the Express Poll, or the Voting Browser).



3. Select the appropriate piece of hardware to register the Activslate.

Device Registration			? 🗙
	ActivHub 55191 Clear	0 ActivSlate(s)	
	ActivBoard 231632245	0 ActivExpression(s)	
		0 ActiVote(s)	
			Done

- 4. Click on the Activslate and click Register.
- 5. Select the number of devices and click Next.
- 6. Follow the directions on the screen that follows: Power the slate up, touch the Activpen to the flame icon on the slate, and use the pen to input the given PIN code using the letters at the top of the slate.

Device Registration					
Device Registration Please follow the instructions below to register your ActivSlate(s)					
A registration session has now begun: please register each new device to the hub					
•	Power on your Activslate device				
· • •	Hold down the 'Register' button				
BAE	Enter the PIN code shown here				
0 of 1 devices have been registered: press Finish when done					
	Finish	ancel			

7. The process will stop automatically when the specified number of slates have been registered. There should now be a slate registered to the hardware.

Device Registration		? 🛛
ActivHub 55191 Clear ActivBoard 231632245	1 ActivSlate(s) Register Remove All 0 ActivExpression(s)	7000507: ACTIVslate
	0 ActiVote(s)	
		Done

8. If the slate is model number PRM-RS1, enable the slate; click on the registered slate followed by the button reading Enable.

Device Registration		? 🗙
ActivHub 55191	0 ActiVote(s)	Enable Remove
ActivBoard 231632245	1 ActivSlate(s) Register Remove All	
		Done

The slate should now be registered and should function with the pen as a mouse input.