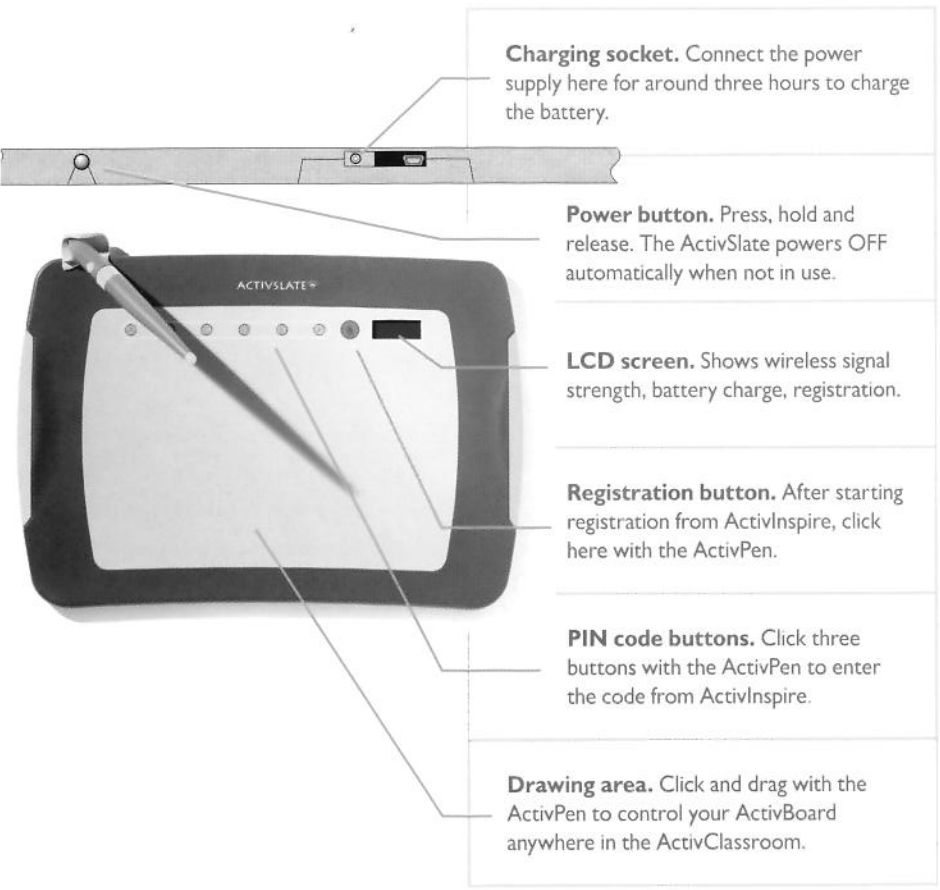# About the **Activ**Slate

Charging socket. Connect the power supply here for around three hours to charge the battery.

Power button. Press, hold and release. The ActivSlate powers OFF automatically when not in use.

LCD screen. Shows wireless signal strength, battery charge, registration.

Registration button. After starting registration from ActivInspire, click here with the ActivPen.

PIN code buttons. Click three buttons with the ActivPen to enter the code from ActivInspire.

Drawing area. Click and drag with the ActivPen to control your ActivBoard anywhere in the ActivClassroom.

About the **Activ**Hub

The ActivHub is needed for wireless communications in the ActivClassroom.

Connect the ActivHub to a USB socket on your computer. Use the USB extension cable if necessary.

The antenna should be raised and the ActivHub should be in clear view of all ActivClassroom components.

ActivSlate and voting devices are registered on the ActivHub using ActivInspire.

The function indicator light flashes RED as it is powered on from the computer. The light flashes GREEN when the ActivHub is working.

Using the stand will ensure a stable position for the ActivHub.
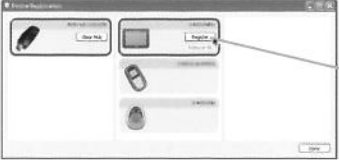
Registering your **Activ**Slate

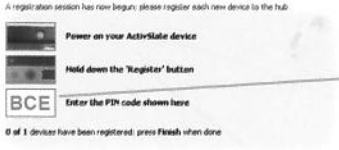You must plug in the ActivHub before you try to register the slate

In the ActivInspire Voting Browser, select **Device Registration**.
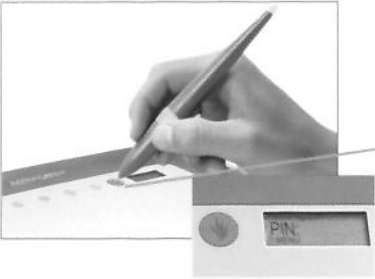

In Device Registration, select **ActivSlates** and click **Register**.

To register one ActivSlate, select the number 1 and click **Next**.

A PIN code and instructions are displayed in the next window.

Click once on the Registration button.

The ActivSlate LCD screen displays the letters PIN.

Enter the PIN code from ActivInspire by clicking the PIN code buttons on the ActivSlate.

The ActivSlate LCD screen displays the PIN code you entered.

In ActivInspire, click **Finish**.

The ActivSlate LCD screen displays REGISTERED.

You can now use your ActivSlate.