

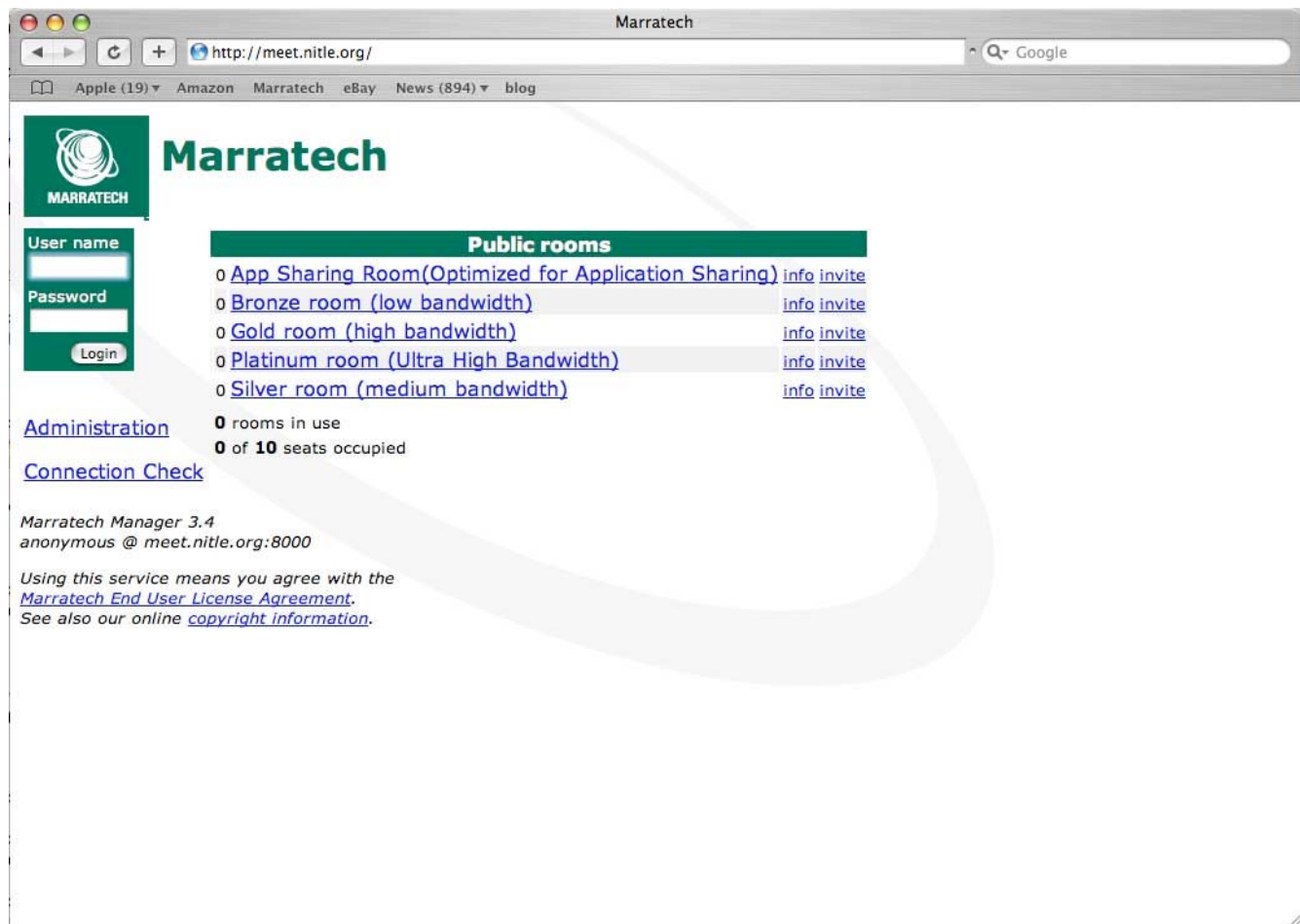
# Installation

## Requirements:

To install and use all of Marratech's features, you will need:

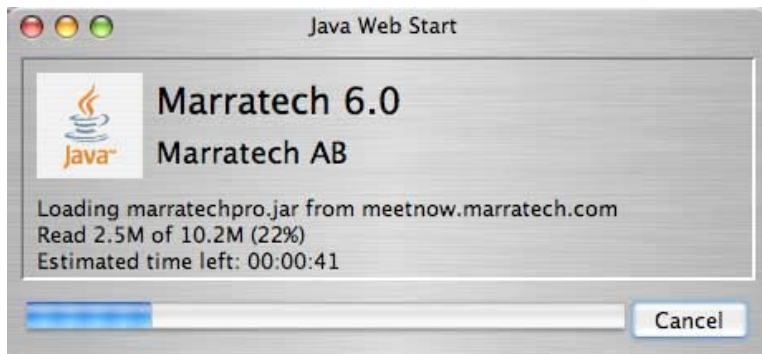
1. The browser Safari (Firefox and Internet Explorer currently will not run Java Web Start, which is needed to install the Marratech client.)
2. An iSight camera or other firewire video capture device.
3. An internal or external microphone.

**Step 1:** Using Safari, open the following URL: <http://meet.nitle.org>. The following screen should load.



**Step 2:** Click on a room. You may have been assigned a room for a meeting; if not, simply click on any empty room. You can see if a room is empty by looking at the number to left of its name, which shows the number of users in each room.

Clicking on the room will launch Java Web Start.



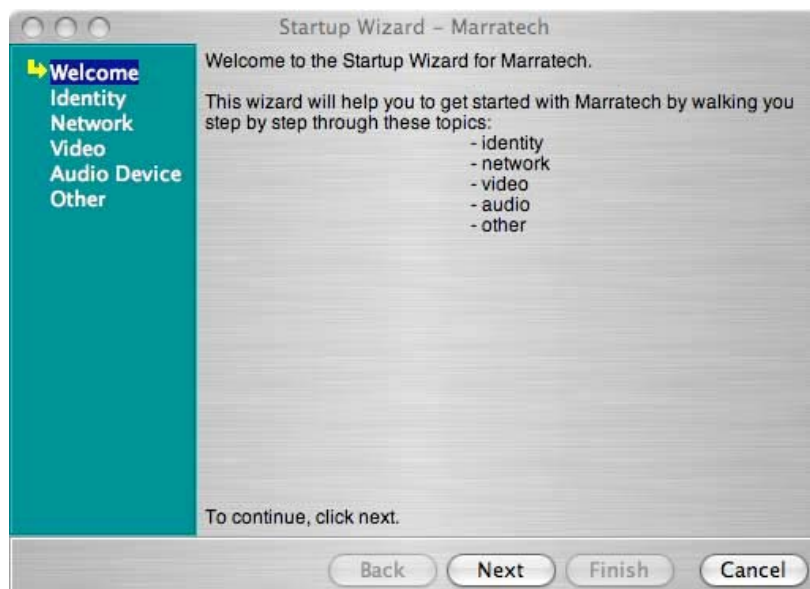
Java Web Start will begin a download of the Marratech client. Depending on your connection speed, the download could take up to 10 minutes. You will be asked to approve Java's security certificate.



**Step 3:** Click 'Yes' to continue.

## Setup

Java Web Start will automatically launch the Marratech Startup Wizard.



**Step 1:** Click 'Next' to continue.

**Step 2:** Enter your identity information in the blank fields. Click 'Next.'

**Step 3:** Select the kind of network connection you are using. Click 'Next.'

**Step 4:** Choose the video capture device you will use. Click 'Next.'

**Step 5:** Specify your audio input and output settings. Click 'Next.'

**Step 6:** The Startup Wizard will automatically designate a folder to store temporary recording files. Click 'Finish' to continue.

After this last stage of the Setup Wizard, Marratech should automatically launch and take you into the room you selected.

### **Tips:**

To use Marratech on a Mac using OS X 10.4 or later, be sure you have installed the latest Software Updates, especially the available Java updates.

Install your iSight camera before launching Marratech. If you have launched Marratech before installing your camera you will need to close and re-launch Marratech for your camera to be recognized.