

Getting Ready for Camp Meeting 2009? Again this year we will be manipulating the power of the internet to broadcast the Camp Meeting Services of the Northeastern Conference to the world. In order for your church to participate in this you will need to have the following in place:

**Technical Requirements:**

1. High Speed Internet Connection at your Facility.
  - a. For best results check with your internet services provider and request that you have at least a 768 KBPS download speed.
2. Computer
  - a. Please make sure that you computer has at least 512 MB, Pentium 3 or higher CPU, 20 Gigs of Storage Space, Sound Card and a NIC (Network Interface Card).
  - b. Please insure that your machine as the latest version of Windows Media Player which can be obtained from the <http://www.microsoft.com> website. We will also be using Windows new Silverlight Application which can be downloaded at <http://www.microsoft.com/silverlight/resources/install.aspx>
3. Projector and screen or Large Screen TV with a VGA Adapter/converter
4. House sound System

**Simple Connection:**

1. Connect your computer to your High Speed Internet Connection
2. Plug in and power on your computer
3. Connect your Video Card to your Projector or Large Screen TV
4. Connect your Sound Card (Output) to your House Sound System

**How to Watch:**

1. Go to the Northeastern Conference of Seventh-day Adventists website and find the link for CHURCH BROADCAST. Website: <http://www.northeastern.org>
2. If you are watching from home you can connect to Camp Meeting using the link marked HOME USERS.

**Note:** HOME USERS link will be of a lower quality than CHURCH BROADCAST. If you have a fast enough connect at home you can use The CHURCH BROADCAST Link.

3. You can also go to [www.Praisevision.com](http://www.Praisevision.com) to view the Northeastern Conference Camp Meeting Broadcast.

**Note:** If you need any assistance in any of these processes please contact Eunice Baker at the Northeastern Conference of Seventh-day Adventist (718) 291 - 8006