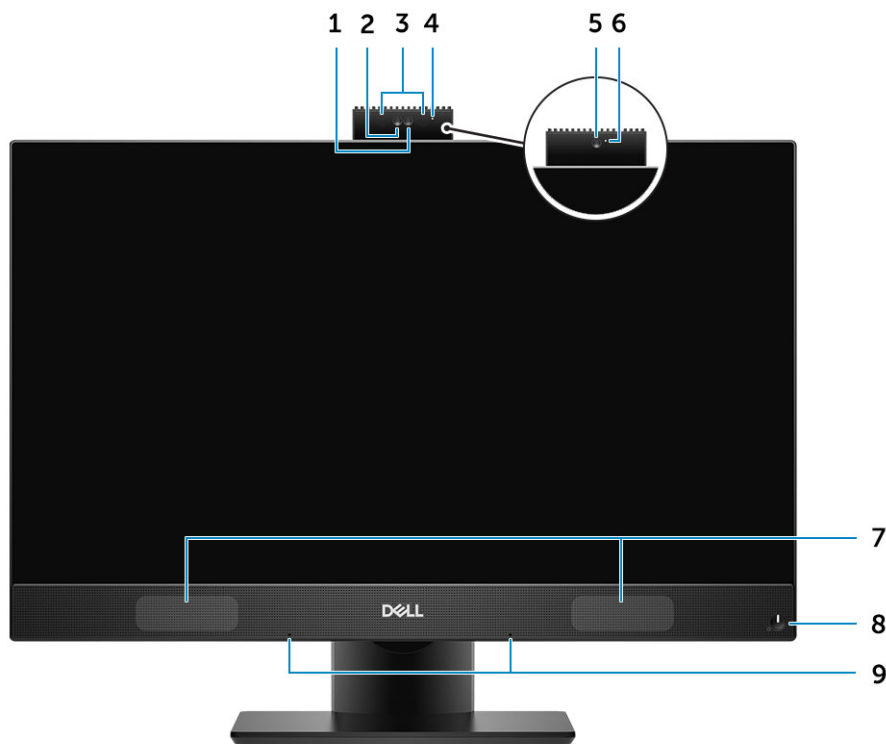


# Chassis

## Topics:

- Front chassis view
- Back chassis view
- Left chassis view
- Right chassis view
- Bottom chassis view
- Transform
- Pop-Up Camera - optional

## Front chassis view



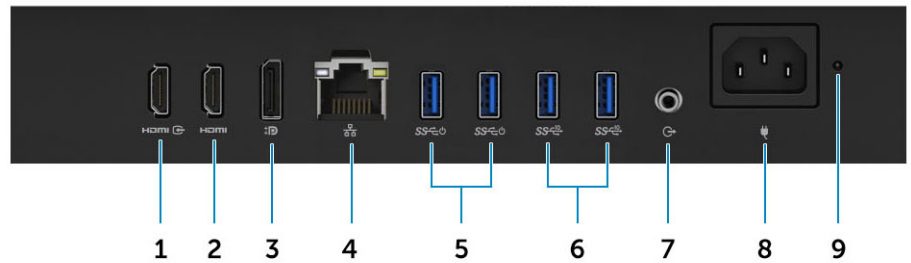
- |   |  |
|---|--|
| 1. Full high-definition (FHD) camera (optional) | 2. FHD infrared (IR) camera (optional) |
| 3. IR emitters (optional)                       | 4. Camera status light (optional)      |
| 5. FHD camera (optional)                        | 6. Camera status light (optional)      |
| 7. Speakers                                     | 8. Power button/Power-status light     |
| 9. Array microphones                            |  |

# Back chassis view



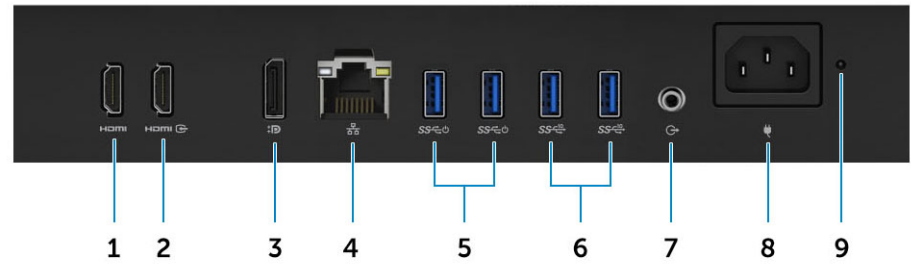
- 1. Back cover
- 2. Security lock slot
- 3. Base cover
- 4. Stand

## UMA version



- 1. HDMI-in port (with discrete graphics card)
- 2. HDMI-out port (optional)
- 3. DisplayPort Dual-Mode Dp++
- 4. Network port
- 5. USB 3.1 Gen 1 ports with Power on/Wake-up support
- 6. USB 3.1 Gen 2 ports with Power on/Wake-up support
- 7. Audio out port
- 8. Power connector port
- 9. Power supply diagnostic light

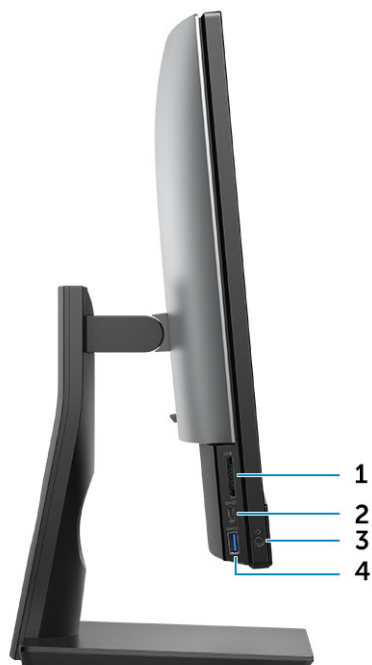
## dGPU version



- 1. HDMI-out port (with discrete graphics card)
- 2. HDMI-in port (optional)

- 3. DisplayPort Dual-Mode Dp++
- 5. USB 3.1 Gen 1 ports with Power on/Wake-up support
- 7. Audio out port
- 9. Power supply diagnostic light
- 4. Network port
- 6. USB 3.1 Gen 2 ports with Power on/Wake-up support
- 8. Power connector port

## Left chassis view



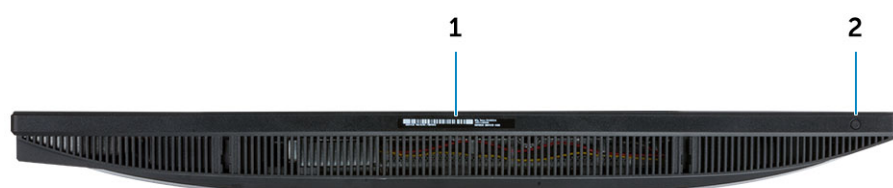
- 1. SD card reader
- 3. Headset/Universal audio port
- 2. USB 3.1 Gen 2 Type-C port
- 4. USB 3.1 Gen 1 port with PowerShare

## Right chassis view



1. Hard drive activity light

## Bottom chassis view



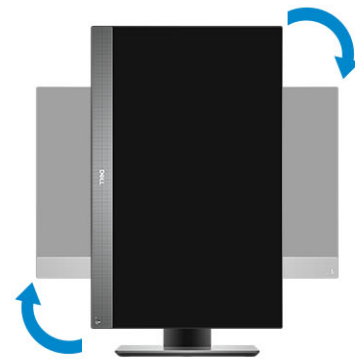
1. Service Tag label
2. Display Built-in Self Test button/Video input selection

## Transform

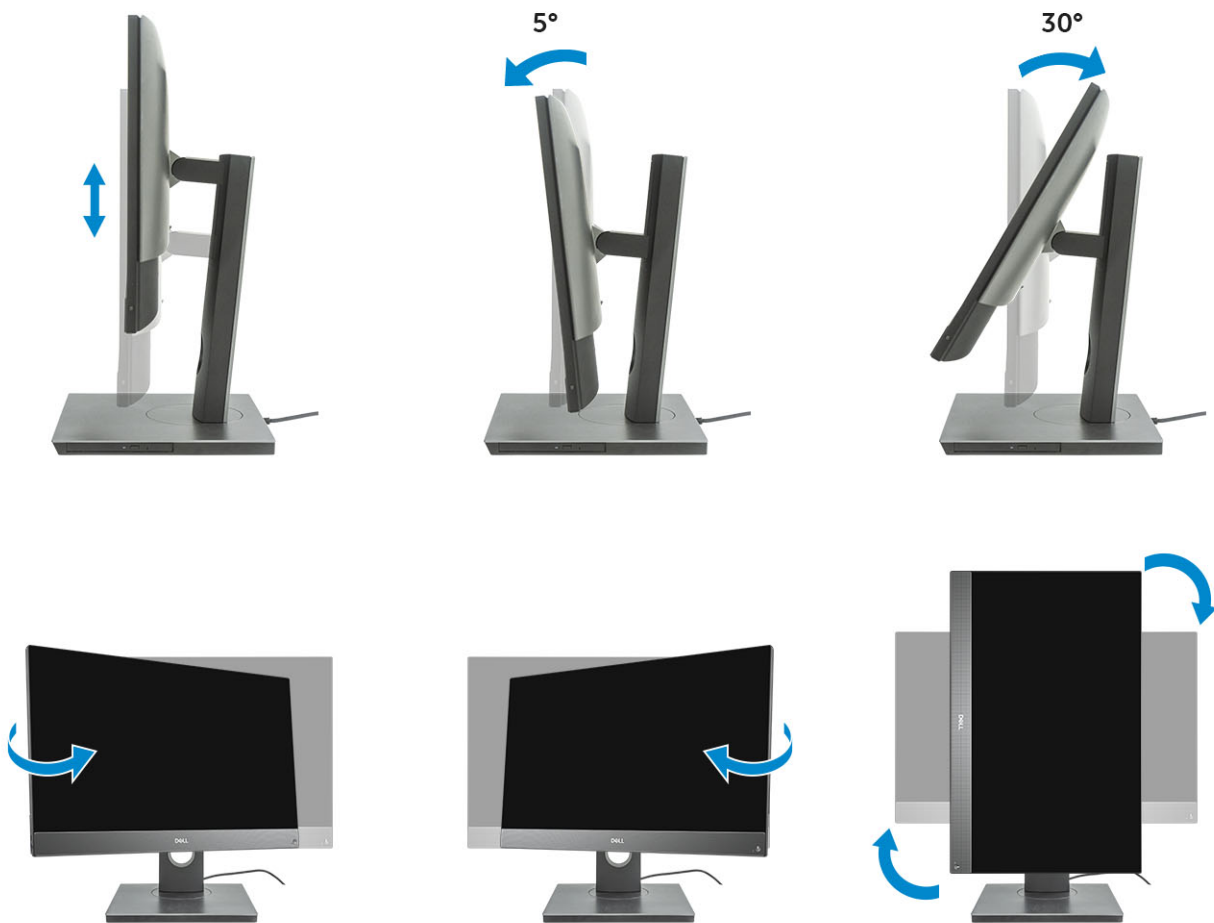
### Basic All-in-One stand



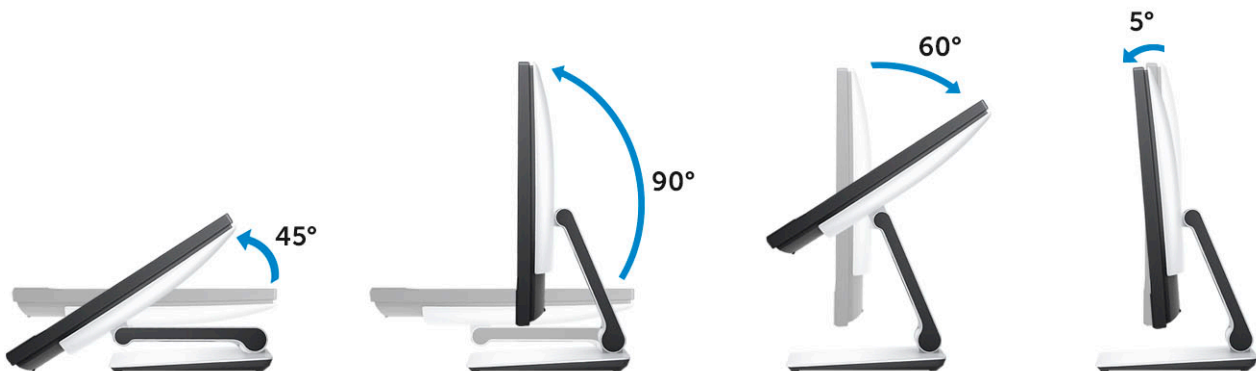
## Height Adjustable stand



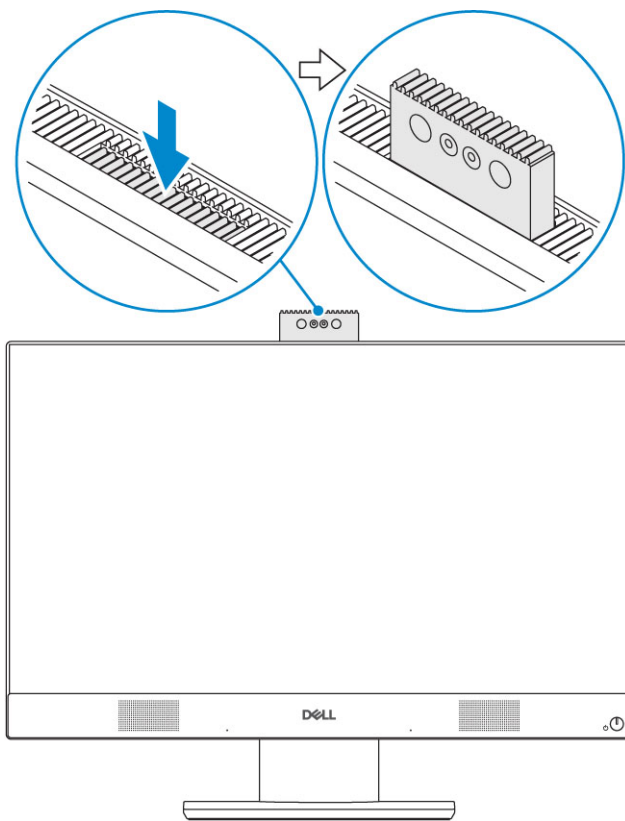
## Height adjustable stand with optical drive transform



## Articulating stand



## Pop-Up Camera - optional



**i** | **NOTE:** Extend the camera while using any camera function so that the camera is not blocked.