LOFT

ScreenShare Pro

Software Manual

Table of Contents

1.0 Software Introduction

ScreenShare Pro is a Wi-Fi-based software for multiple devices to simultaneously interact with IFP (short for "interactive flat panel"). Once connected to Wi-Fi, users can transmit files (including audio, video and photos) from devices to IFP for demonstration.

Users can mirror IFP on their mobile devices, and control IFP via mobile devices. With ScreenShare Pro, IFP can reversely control Windows and Mac. Users can cast screen on IFP via the camera on devices.

2.0 Installation Description

2.1 Operating Environment

- ➢ Android 5.0 or later
- ➢ iOS 8.0 or later
- ➢ Windows 7/ 8/10
- ➢ MacOS 10.10 or later
- ➢ Chrome OS (only version 1.0.7 of SSP can work on Chrome OS)

2.2 Server Installation

Enable third-party app installation on Android; choose Android Server portfolio; double click to install application.

2.3 Client Download & Installation

After the software is installed, the following icon will appear on the desktop: . Double click on the icon, and this will take you to the main interface.
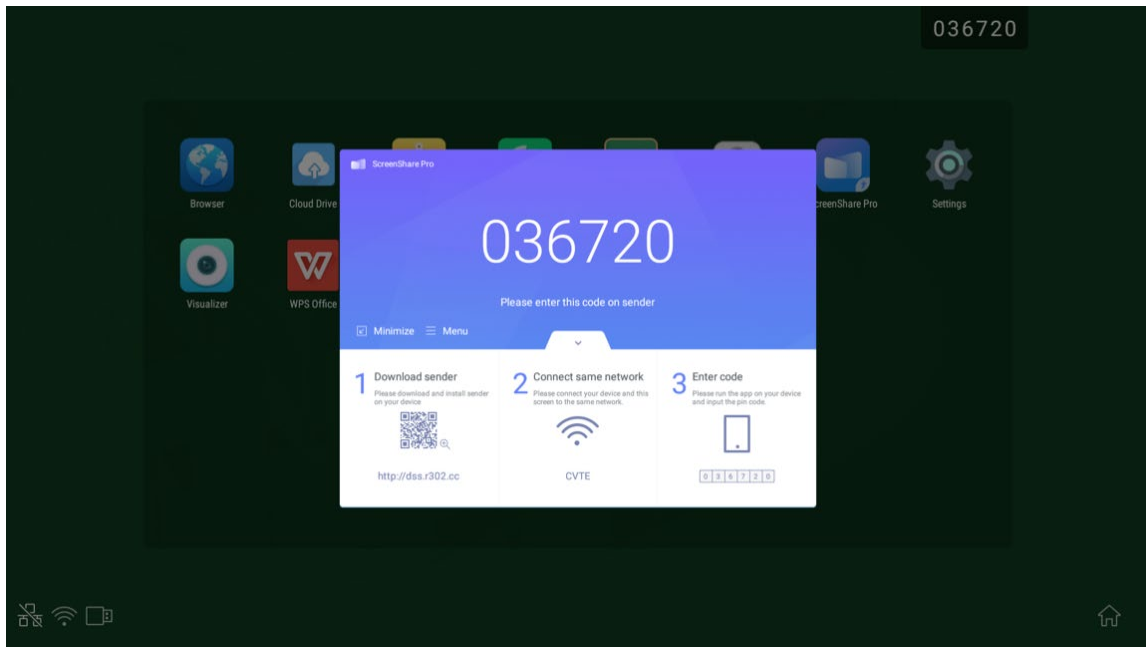
Figure 2-3-1 Server Main Interface

For Android, iOS, windows and MacOS clients, instructions are as follows: Scan the QR code with mobile devices or enter the address in your PC web browser to download APK (application kit). It will automatically recognize different types of devices and thus provide the correct APK. In the case of iOS (iPhone OS) client, after scanning the QR code, it will lead to the app store, where you can download the app.

Figure 2-3-2 Client Download

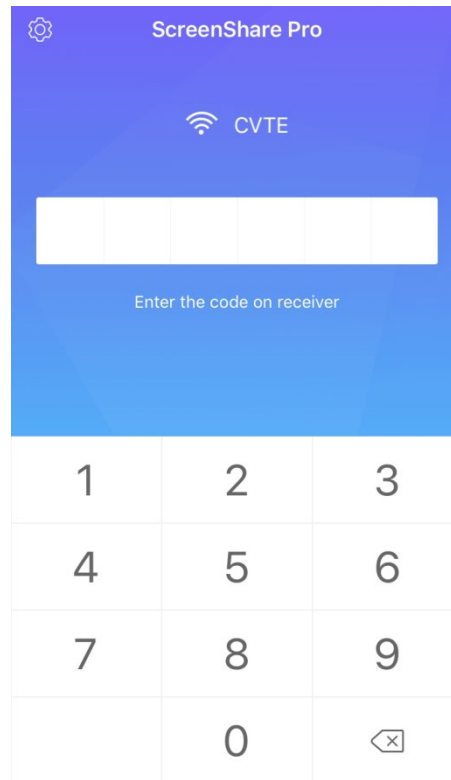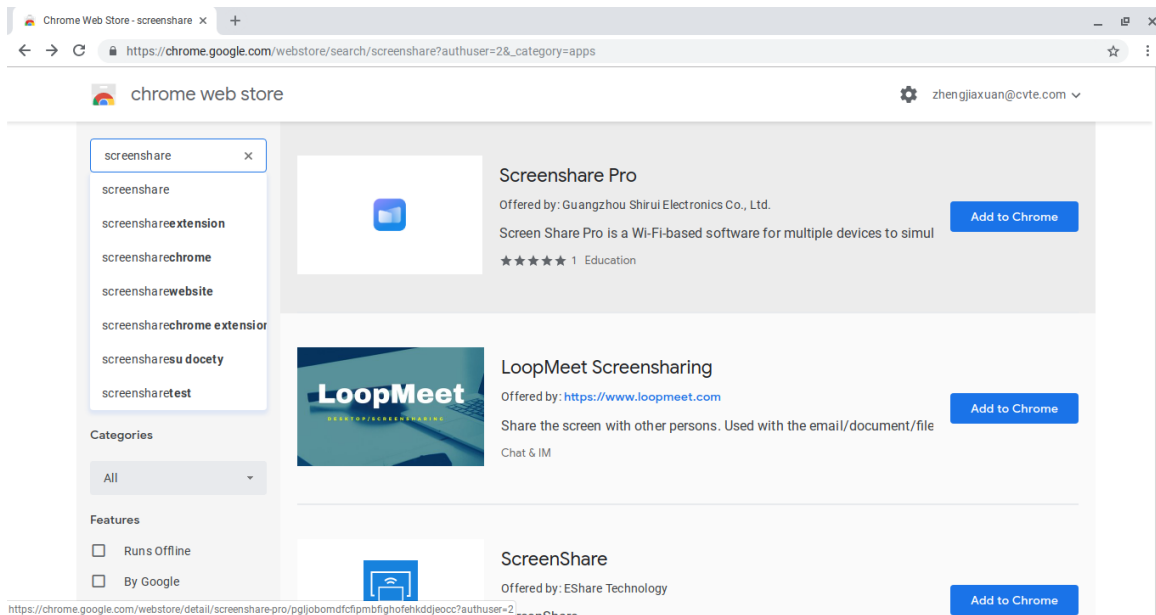Install the app on your mobile devices. Enter the interface.

Figure 2-3-3 Installation Completed

For Chrome OS, go to Chrome Web Store (https://chrome.google.com/webstore), find "ScreeShare Pro" offered by Guangzhou Shirui Electronics Co., Ltd. (Make sure you get the version of 1.0.7 for both server and Chrome OS client.).
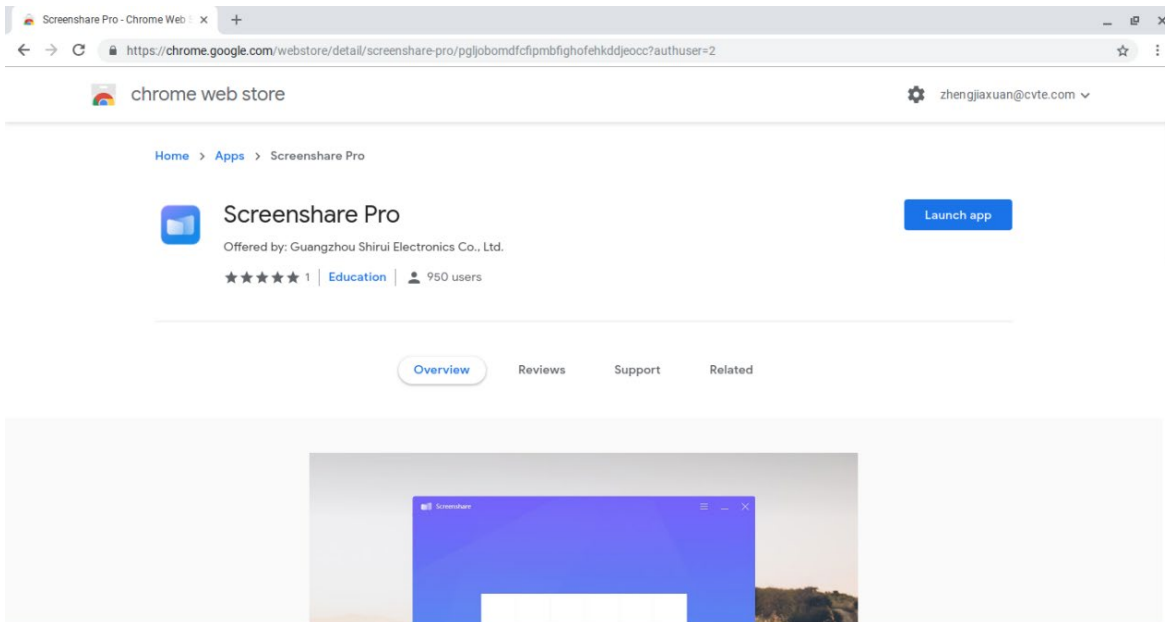
LOFT

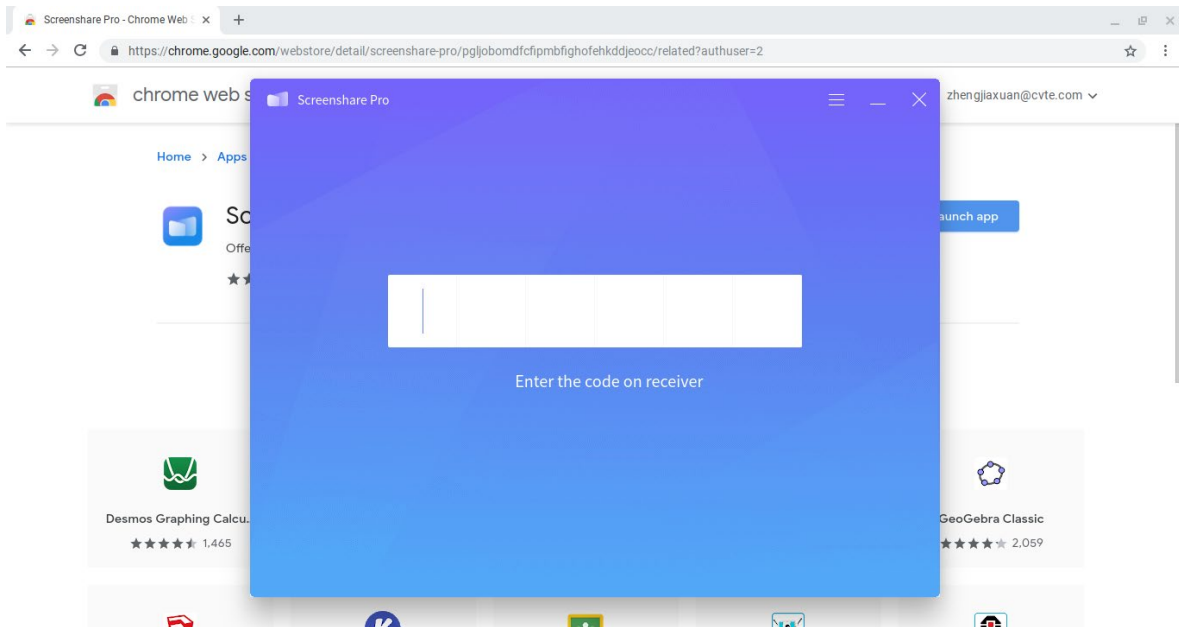Click "Add to Chrome", then click "Add app" on the pop-up window.
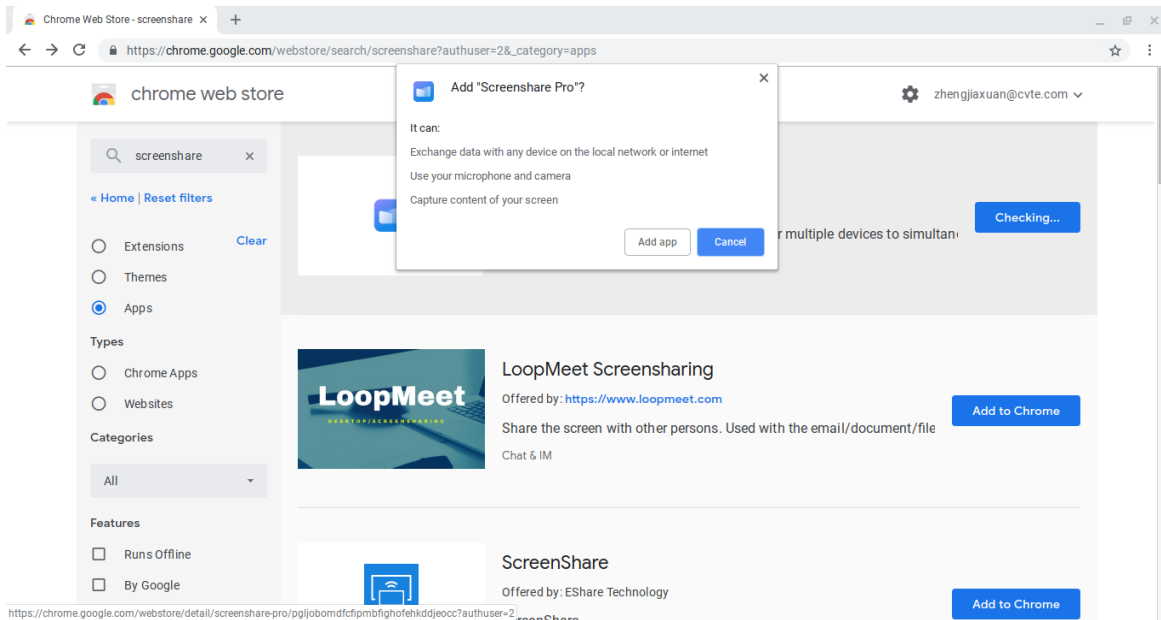
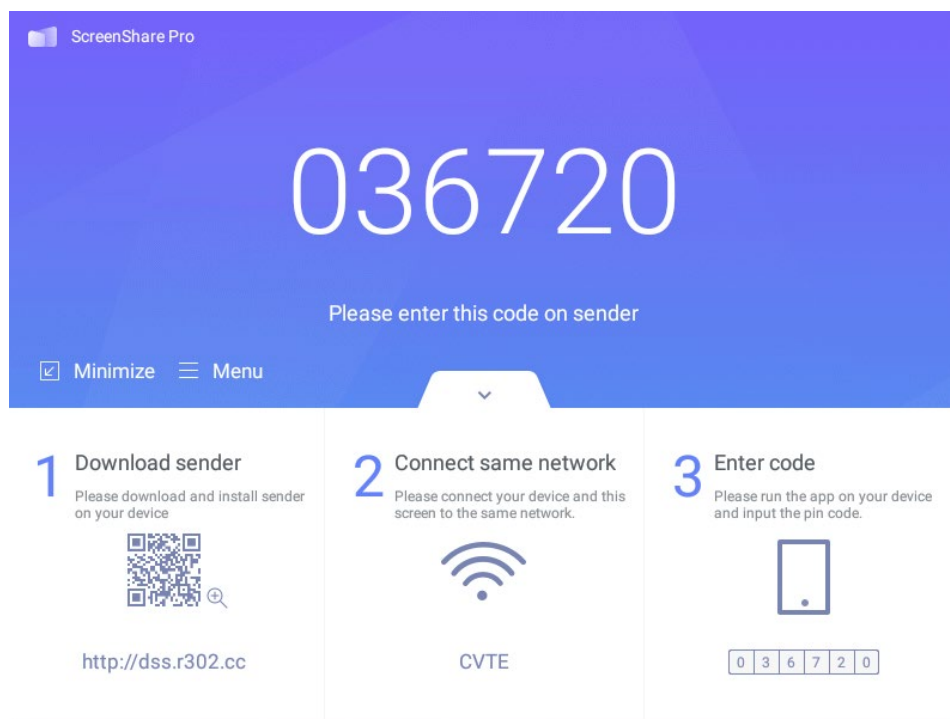After successfully downloading ScreenShare Pro, click "Launch app".

Enter the code on receiver, and start sharing screens.

3.0 Server Introduction

After installing server application, follow the user guide to connect devices to IFP.

> ➢ Download client application either by scanning QR code or entering address in web browser.

> ➢ Make sure client devices are connected to the same network as IFP.

> ➢ Enter the same code on devices to connect with IFP.

3.1 Master Mode

Click "Switch mode" in "Menu" column.
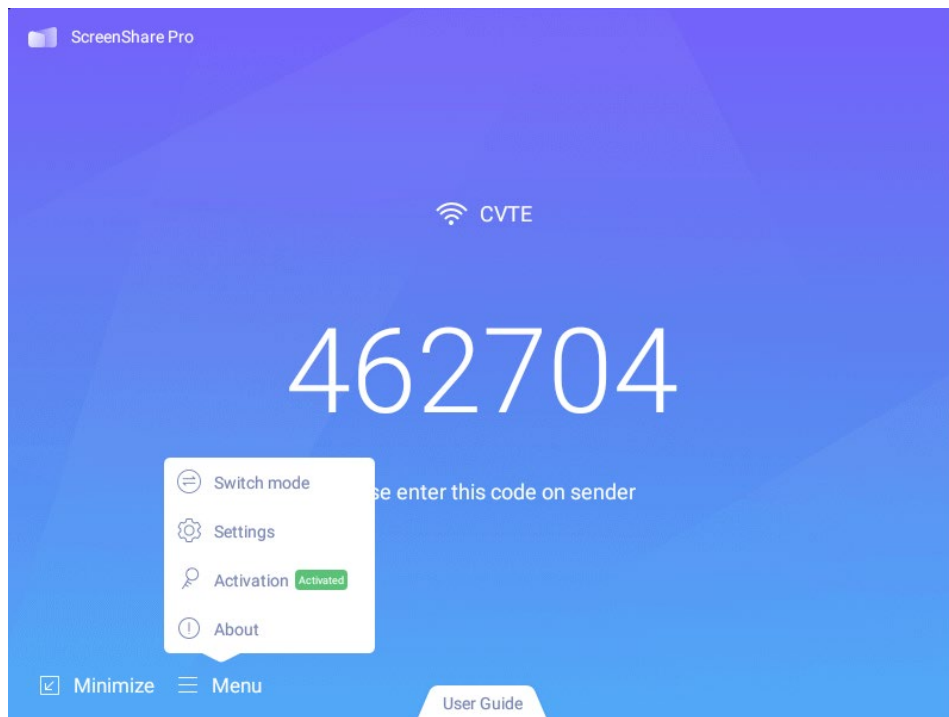
Picture 3-1-2 Menu

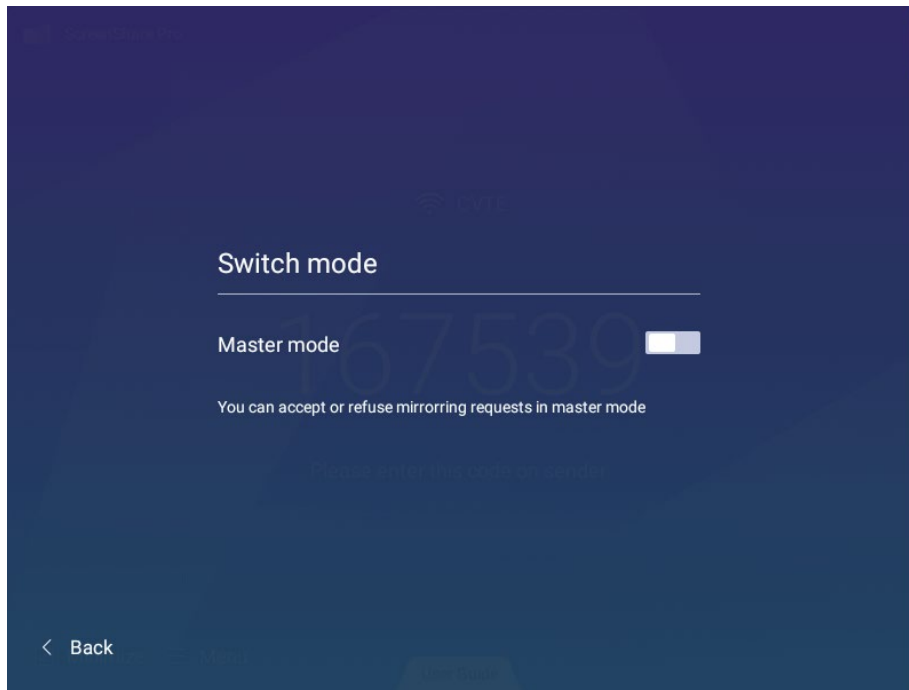Switch mode by clicking the button. Please activate software before switching to master mode.

Figure 3-1-3 Switch Mode

When choosing master mode, you will be reminded that switching mode will disconnect all connections.
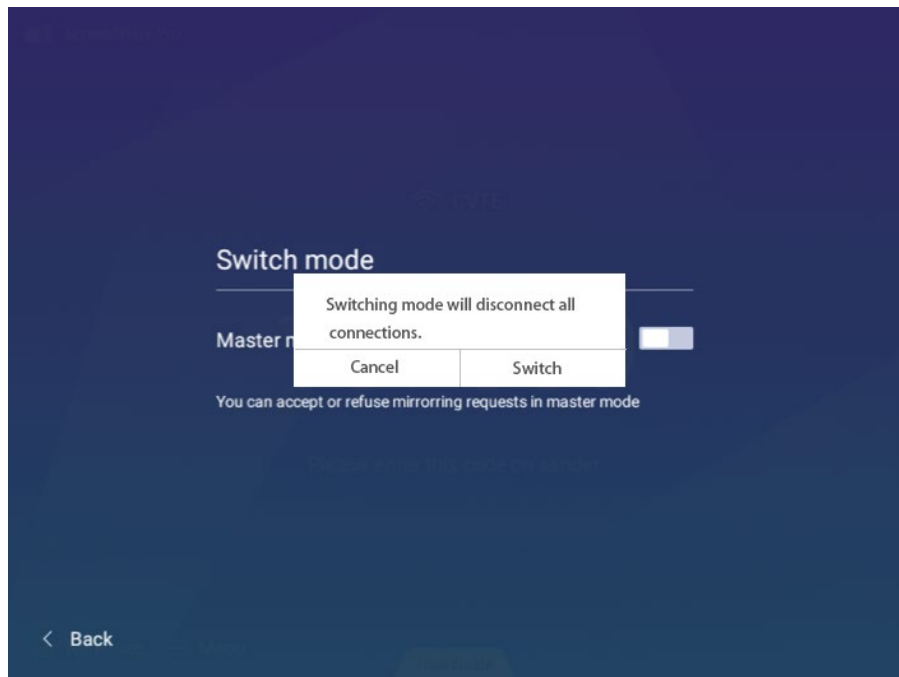

Figure 3-1-4 Switch Mode Reminder

After switching to master mode, a new column will appear for devices on the interface.
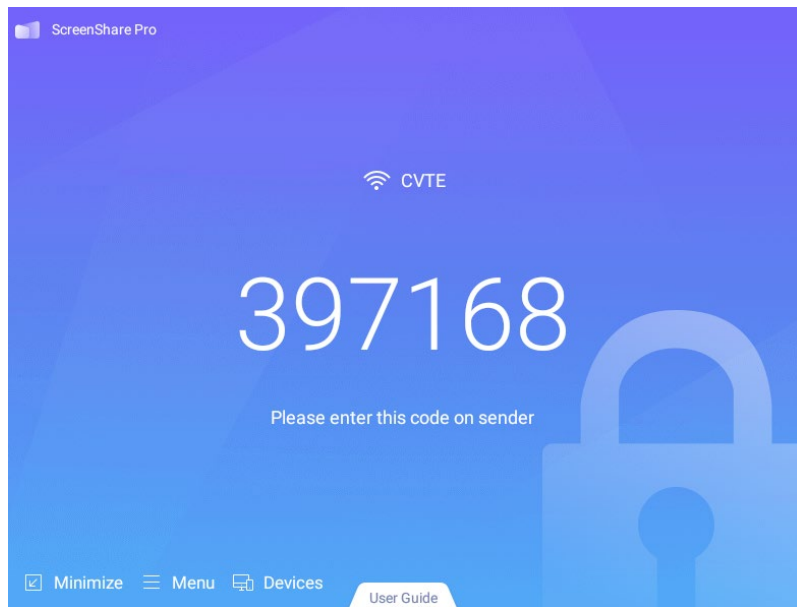

Figure 3-1-5 Master Mode Interface

In master mode, all clients need to be accepted by IFP server before they are able to share the screen. There are two admitting ways.

➢ Requests can show in a pop-up window. Click accept to approve, or reject to disapprove devices.
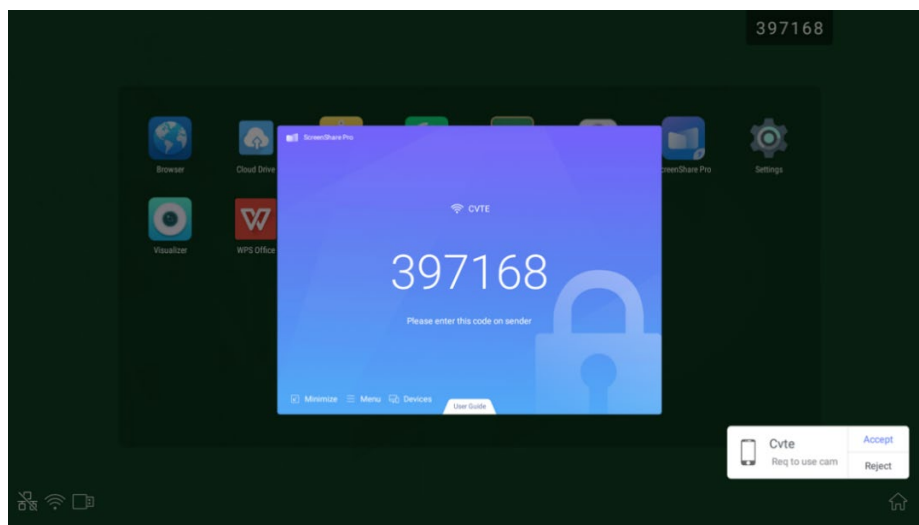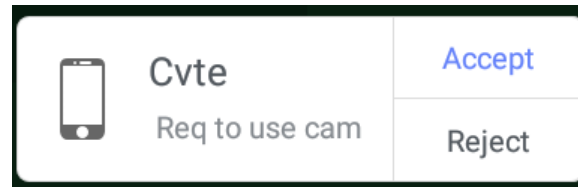

Figure 3-1-6 Request Pop-up Window

Figure 3-1-7 Click Accept or Reject

Click devices column to see requests. Choose ☑ to accept or ☒ to reject them.
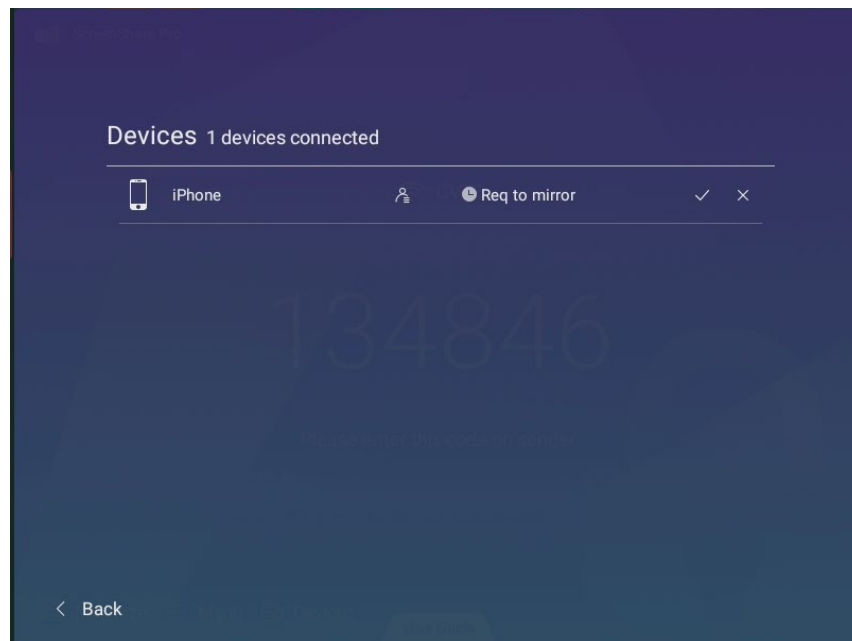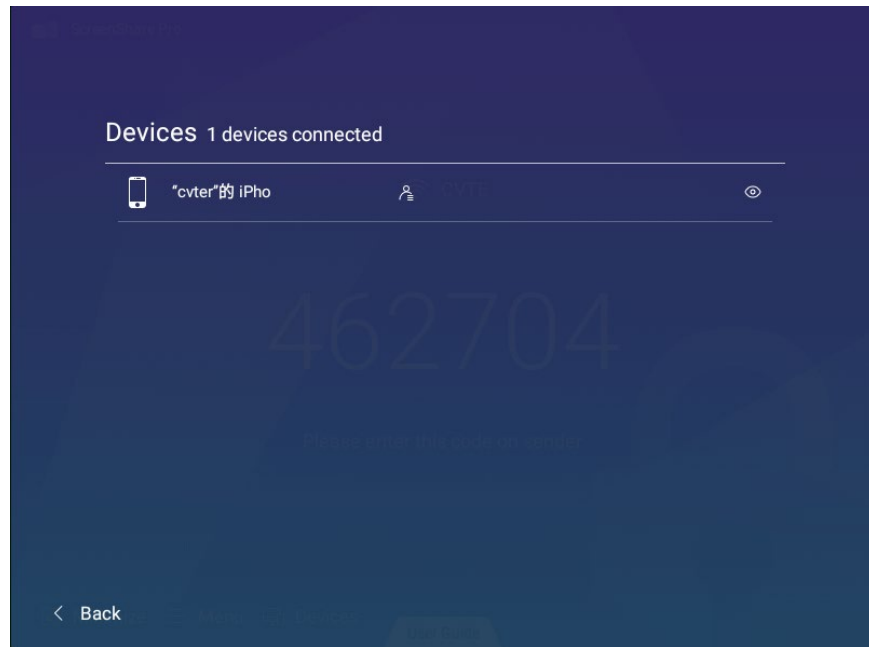

Figure 3-1-8 Devices List

After accepted by the server, client devices can begin screen sharing by either operating on client devices, or clicking 👁 on IFP. Also, the server can end screen sharing anytime.

Picture 3-1-9 Devices Status

3.2 Screen Share from Server

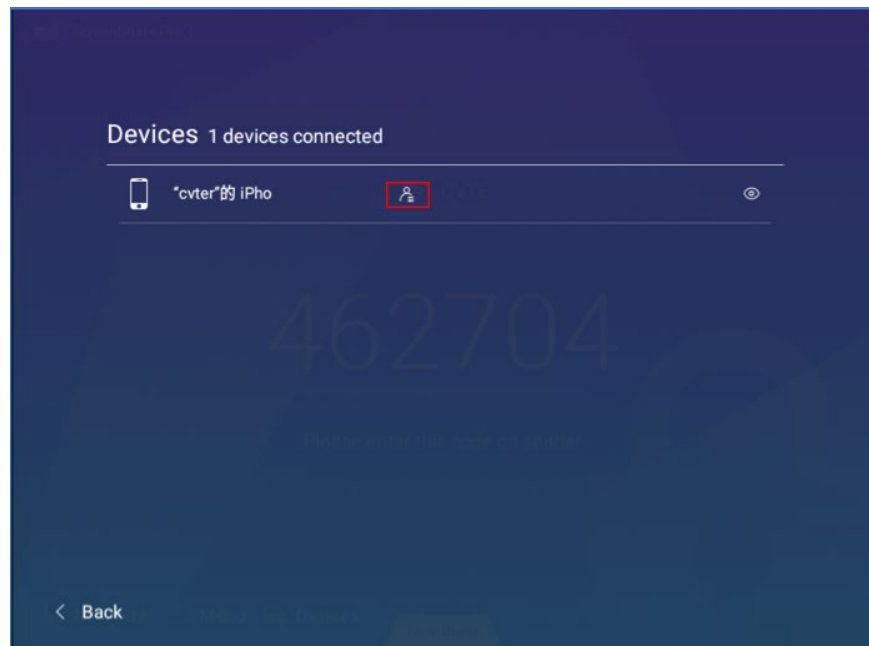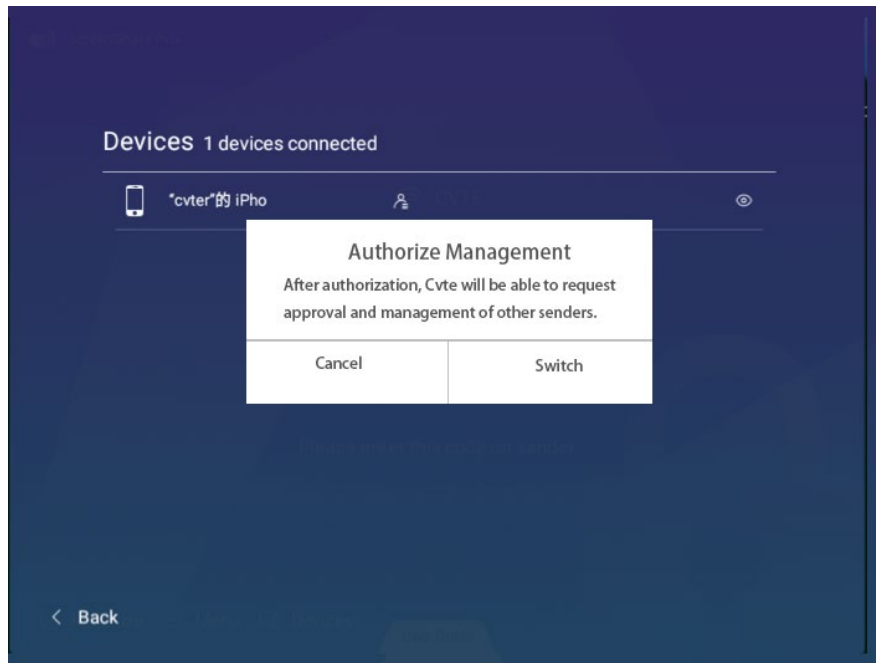All connected devices are listed in the column. Click to authorize devices to approve requests from others.

Figure 3-2-1 Authorize Devices

Picture 3-2-2 Authorize Devices Reminder
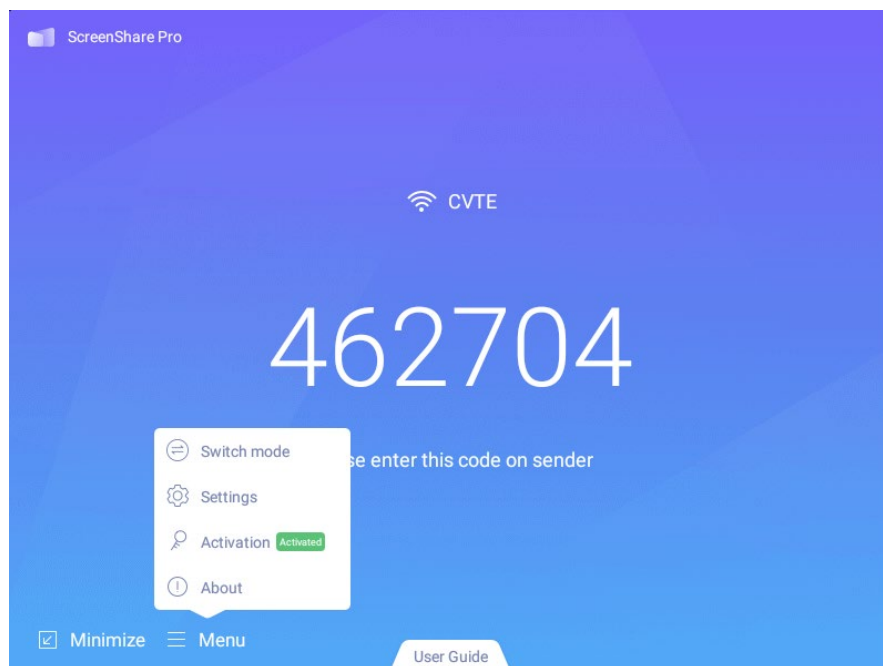
3.3 Server Activation

Click "Activation" in "Menu" column.

Figure 3-3-1 Activation

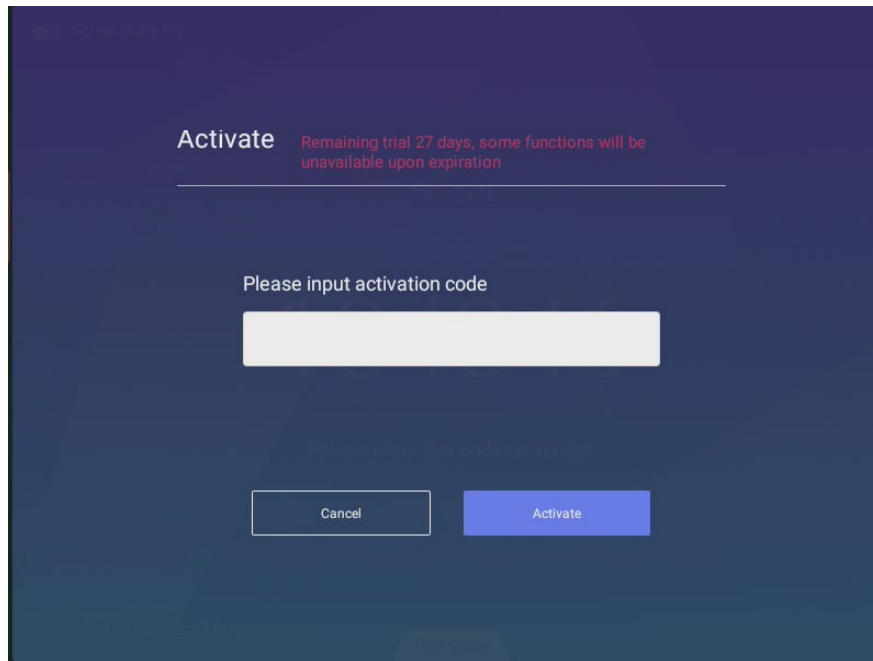Enter activation interface, input code, then click "Activate".

L O F T

Figure 3-3-2 Input Code

3.4 Screen Splits

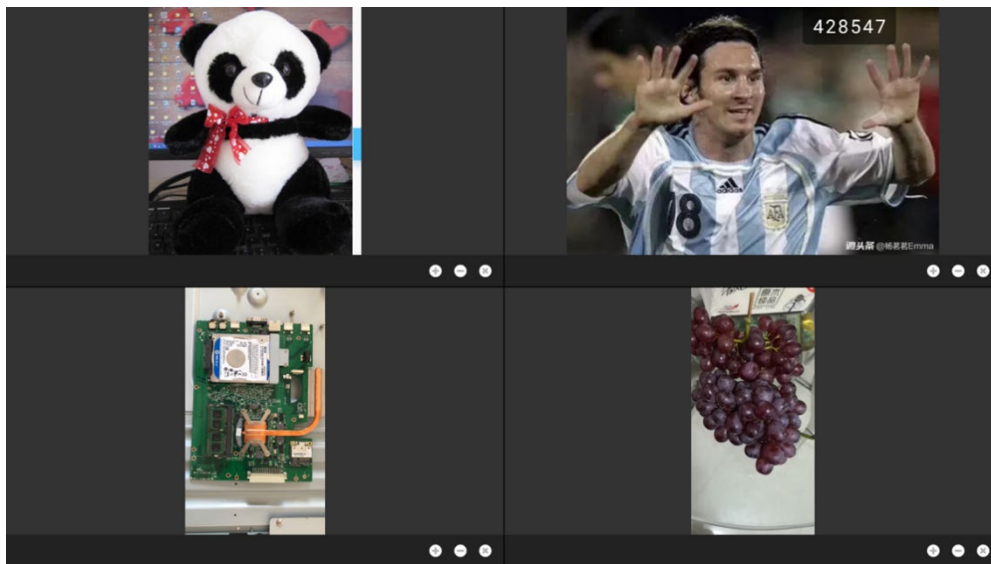At most four devices could share screen at the same time.

Figure 3-4-1 Screen Share Split

Click +/- to zoom in/out; click X to exit screen share.

3.5 Files Demonstration
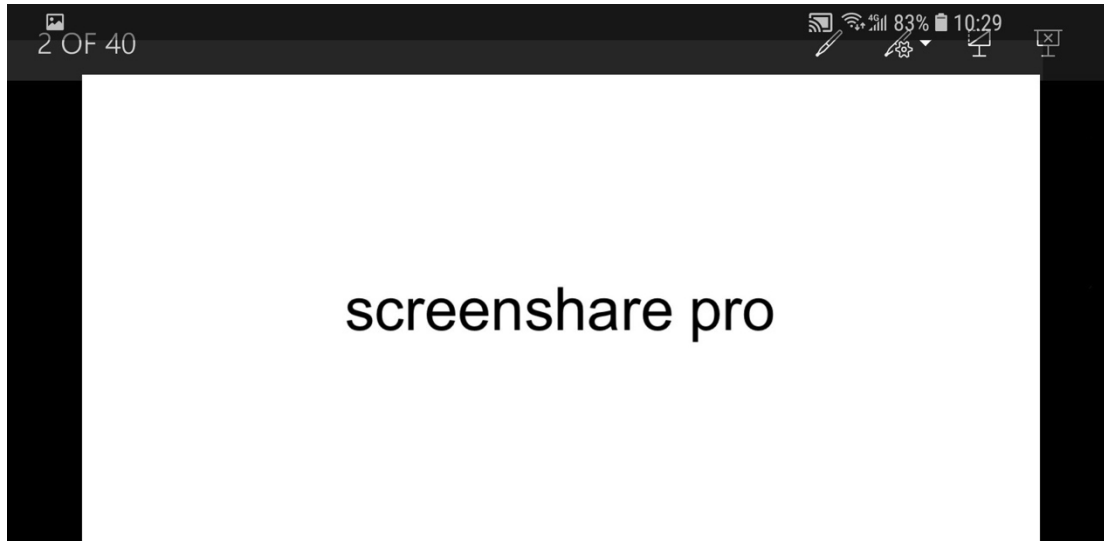
Supports Power Point Slides, Keynote etc.

Figure 3-5-2 Playback, Annotations & Full Screen Mode

Swipe from left to right to play last page, from right to left to access next page.

Users can make annotations, play slides and exit full screen mode on their devices.

4.0 Client Introduction

Clients include mobile devices (Android & iOS), PC and Mac.

4.1 Mobile Device Operation

Mobile devices include Android devices and iOS devices. App functions are similar for both, with a micro difference in the UI (user interface). These functions include media (audio & video) upload, photo upload, camera, remote and desktop. The following instructions are in the case of iOS mobile devices. The software only supports vertical screen.
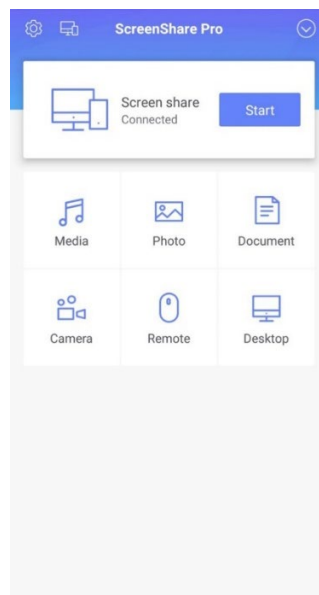
LOFT

4.1.1 Start up

Click to enter the interface as follows.
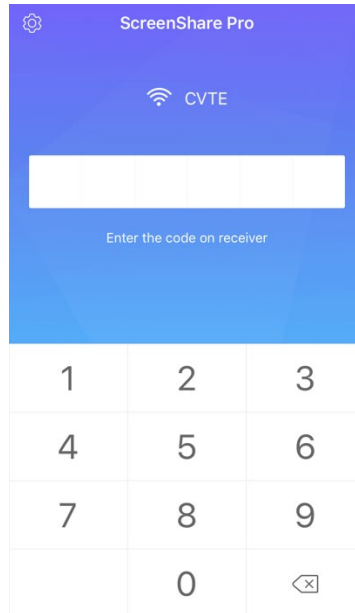
Picture 4-1-1-1 Connection Interface

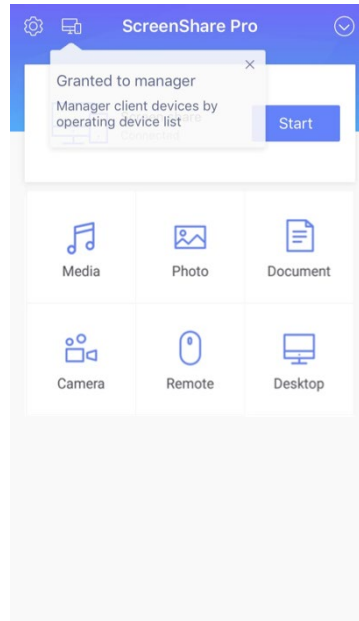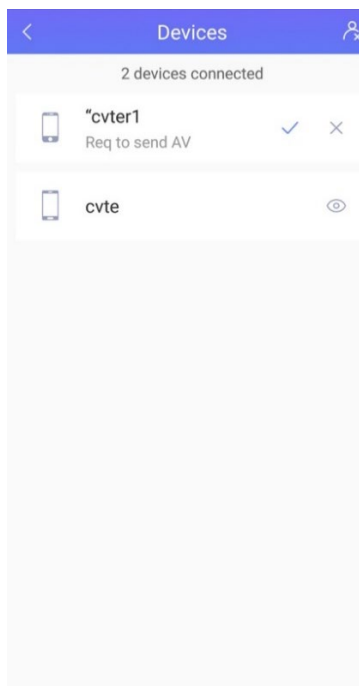Enter the code on IFP to connect devices and enter the interface as follows.

Picture 4-1-1-2 Main Interface

After authorized by server, there will be a new column in client interface, where the authorized device can see requests from other devices, and to accept, or reject requests.

Picture 4-1-1-3 Interface after Authorized

Picture 4-1-1-4 Click to Accept/Reject

4.1.2 Screen Share
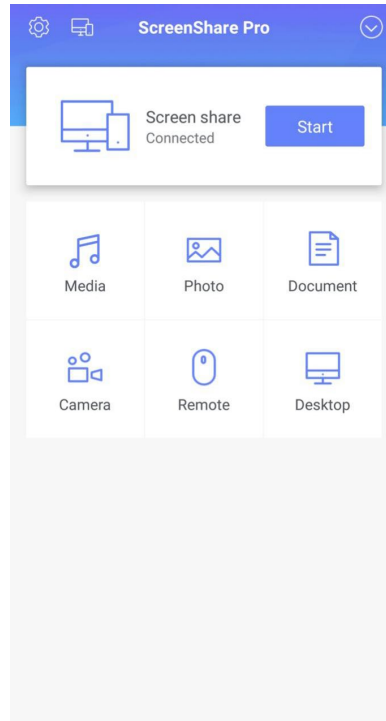
Click the "Start" button to start screen mirroring.
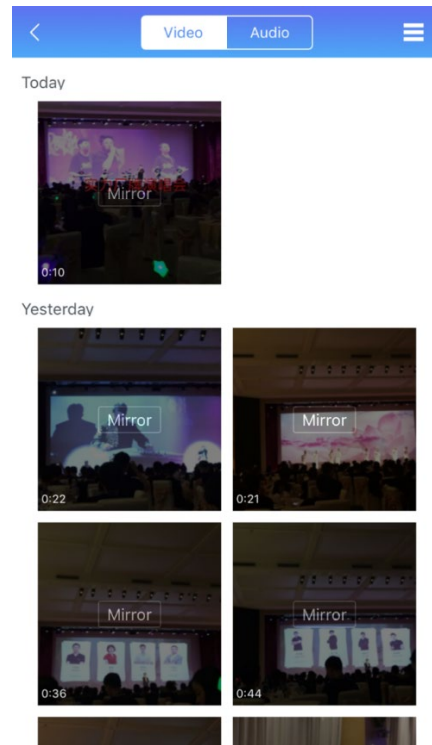

Figure 4-1-2-1 Mobile Device Screen Share Interface

4.1.3 Audio/Video Upload
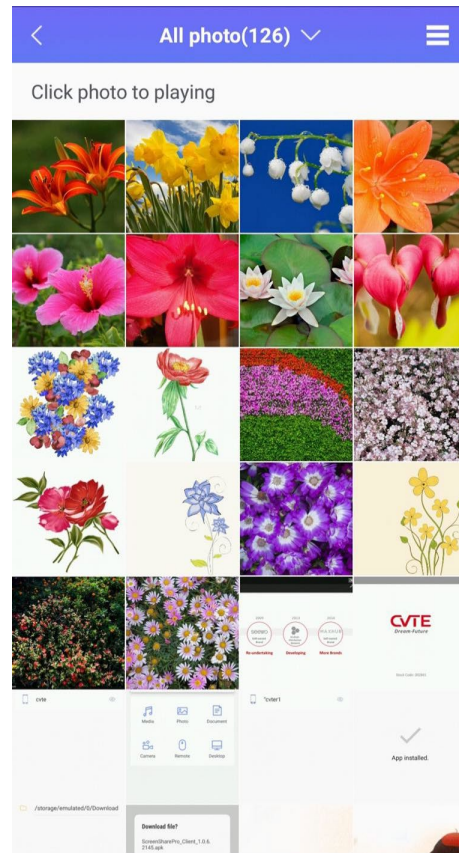
Click ♫ Media to upload audio/video.

Picture 4-1-3-1 Audio/Video Upload

➤ Click the preview image of audio/video to play it on IFP.

➤ Click [Audio] to switch from the default video upload interface to the audio interface.

➤ Click ☰ to switch from the default preview image display to details display.

4.1.4 Photo Upload

Click [Photo] to upload photos.

Picture 4-1-4-1 Photo Upload Interface

➢ Click the preview image of photo to play it on IFP.

➢ Click **All Photos(519) ⌄** to switch from default camera photo preview to other albums.

➢ Click ▤ to switch from default preview image display to details display.

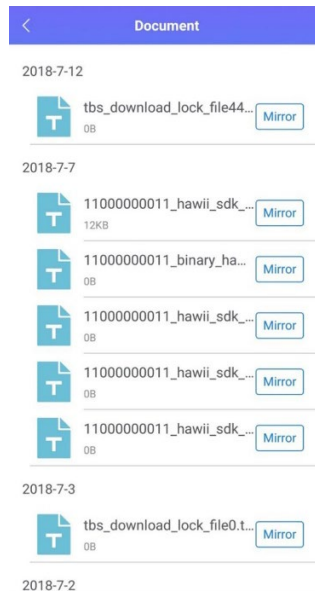4.1.5 Files Upload

Click 🗎 Document to enter files upload mode.

Figure 4-1-5-1 Files Upload Interface

➢ Click [Mirror] to start mirroring files on IFP.

➢ After accepted by server, client devices will enter remote mode automatically. For instructions on Remote Mode please see 4.1.7 Remote.
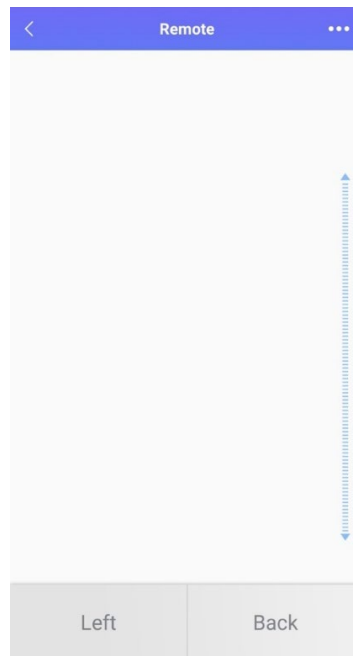

Figure 4-1-5-2 Remote Mode

4.1.6 Camera

Click ![Camera icon] Camera to enter camera mode, click ⏺ so that you can cast screen onto the IFP via the camera on your device.

Figure 4-1-6-1 Camera Interface

4.1.7 Remote

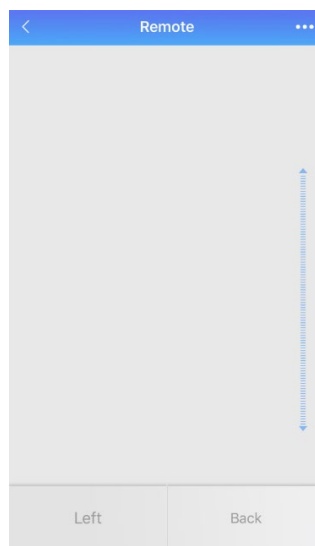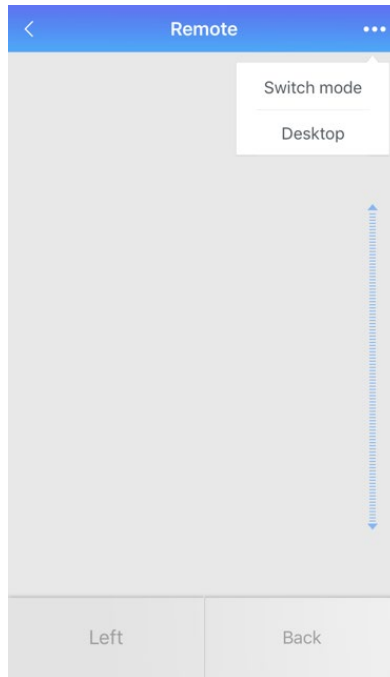Click ![Remote icon] Remote to enter the remote-touch mode interface.

Figure 4-1-7-1 Remote-touch Mode Interface

Remote includes touchpad mode, and motion mode. Click ⋯ and then choose "Switch mode". Then swipe to choose your desired mode.
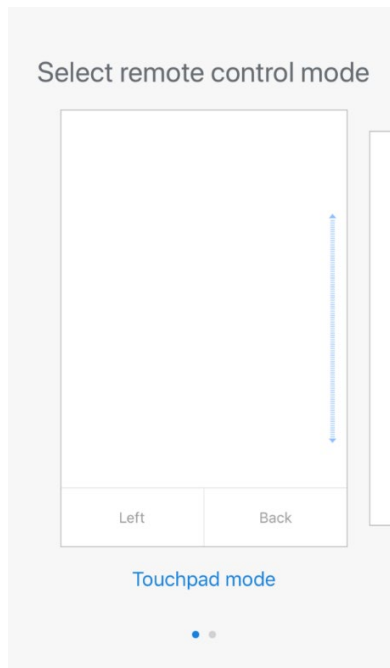

Picture 4-1-7-2 Switch Mode

Figure 4-1-7-3 Swipe to Choose

➢ In touchpad mode, shown in picture 4-1-7-1, users can remotely control IFP by clicking on the touchpad. Two buttons are available.

➢ Click "Left" to simulate the mouse left-click button; click "Back" to simulate the mouse right-click button. Move with one finger on touchpad and the mouse arrow on IFP will move simultaneously.
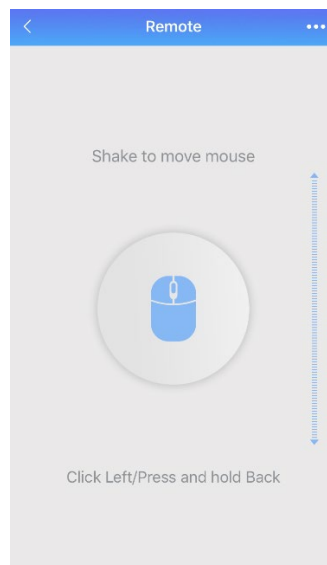

Figure 4-1-7-4 Motion Mode

➢ In motion mode, shown in picture 4-1-7-3, tilt your device to move the mouse. Click ⬚ to choose.

➢ Click the ⬚Desktop button to exit remote mode and go back to desktop.

4.1.8 Desktop

Click ⬚Desktop to enter desktop synchronization mode. In this mode, users can view IFP screen and remotely control IFP via mobile devices.
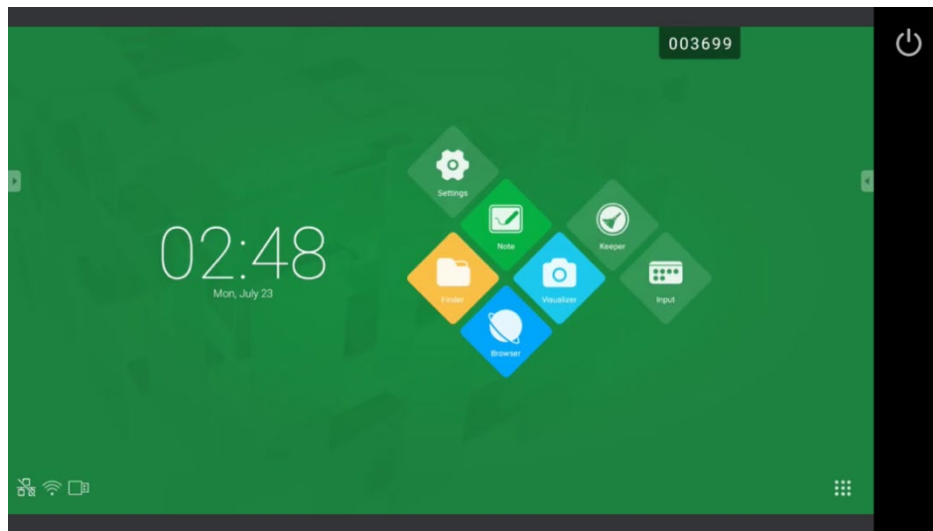
Figure 4-1-8-1 Desktop Synchronization Mode

Supported touchpad actions:

➢ Short press to simulate mouse left-click button

➢ Long press to simulate mouse right-click button

➢ Drag with one finger on the touchpad to move icons/windows

➢ Place two fingers on the touchpad, and pinch in to zoom out, and stretch out to zoom in.

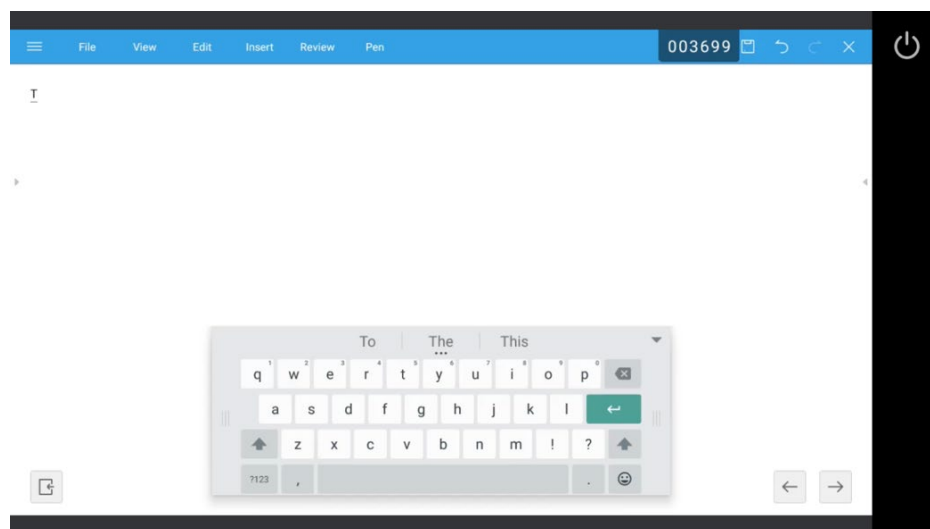➢ Users can write on the mobile devices, and send to IFP.

Figure 4-1-8-2 Desktop Synchronization

4.1.9 Disconnection

Click to enter disconnection interface. Click to disconnect client device and go back to main interface.
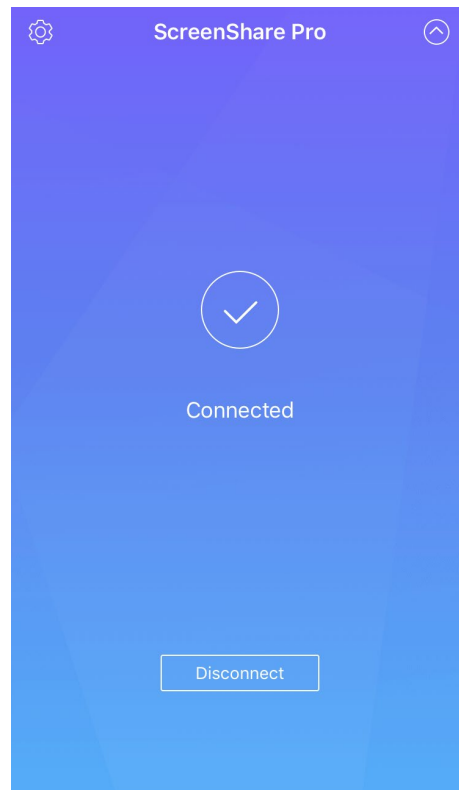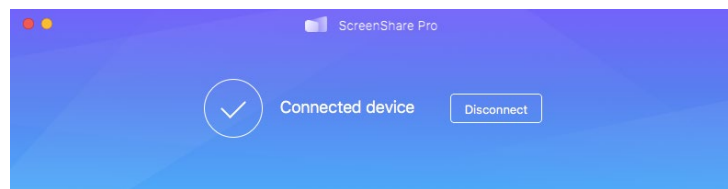

Figure 4-1-9-1 Disconnection

4.2 PC Device Operation

Startup software in client device and enter the main interface.

Figure 4-2-1 PC Client Device Interface

(Enter the code on receiver)

Enter code to connect with IFP. As is shown in figure 4-2-2, PC device is ready for mirroring.

Figure 4-2-2 PC Client Ready for Mirroring

Click **Start mirroring** to enter mirroring mode. Make adjustment if needed.
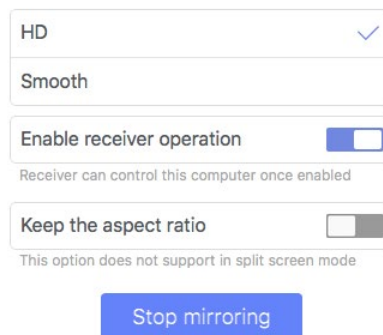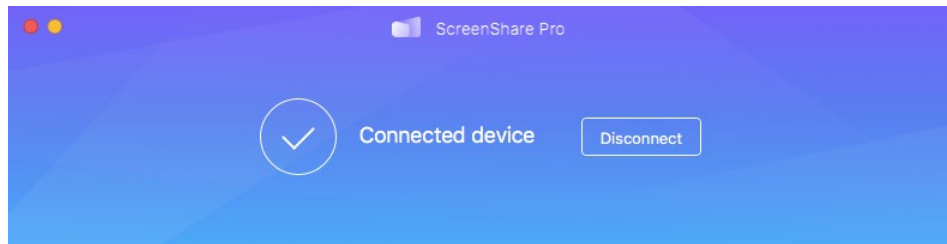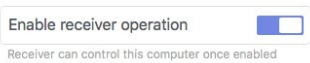

Figure 4-2-3 PC Client Device Mirroring Successfully

Click **Stop mirroring** to stop client device mirroring with IFP.

Click **Disconnect** to disconnect client device from server, and go back to main interface.

Click **HD / Smooth** to switch mirroring resolution.

Click **Enable receiver operation** to enable server device to remotely control client device.

Once enabled, only one client device can mirror with IFP in full-screen.

5.0 Advanced Connection Code

Apart from six pure digits, there is also a "digits+letters" connection code mode. Locate it in settings. Click to switch to advanced code mode.
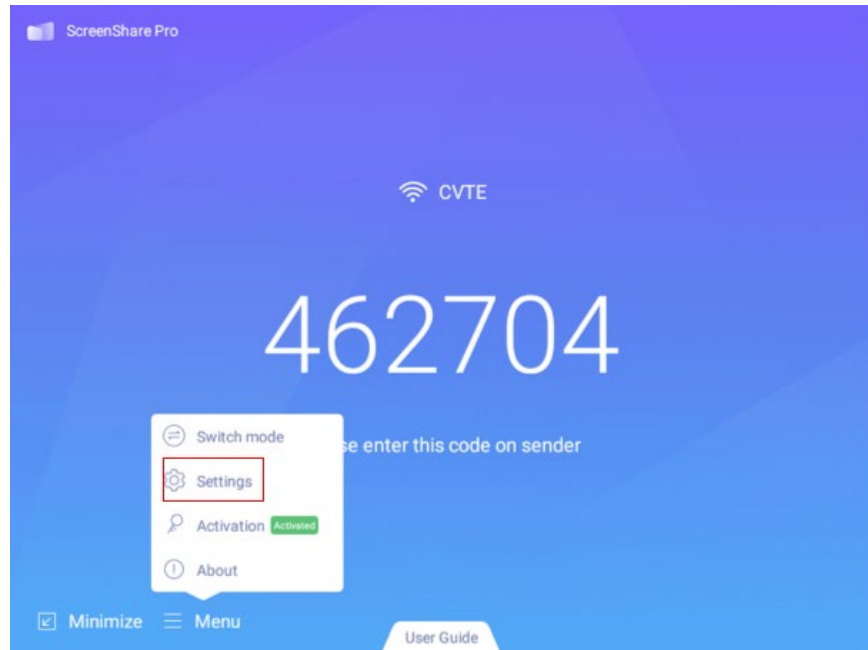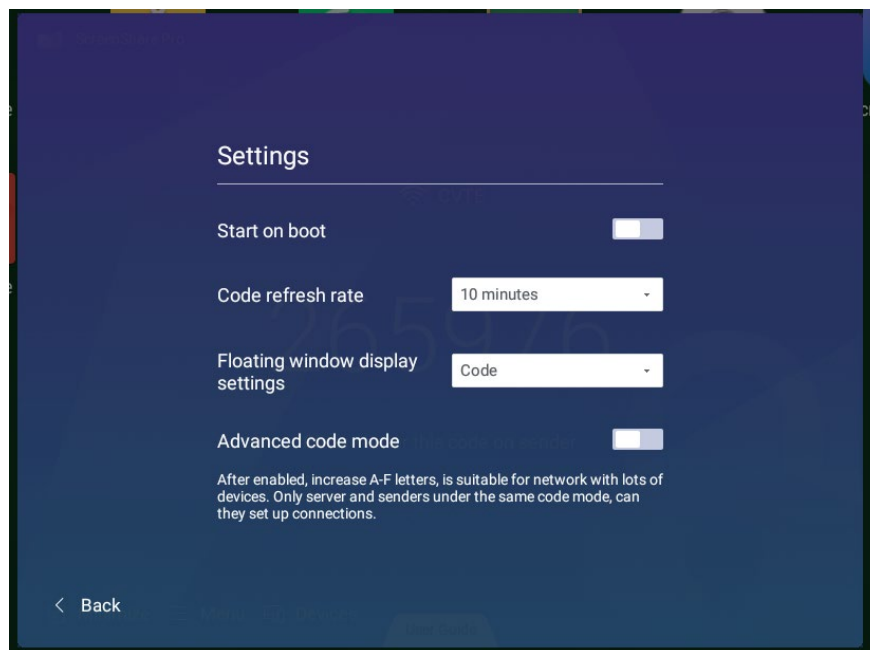

Figure 5-1-1 Menu-Settings
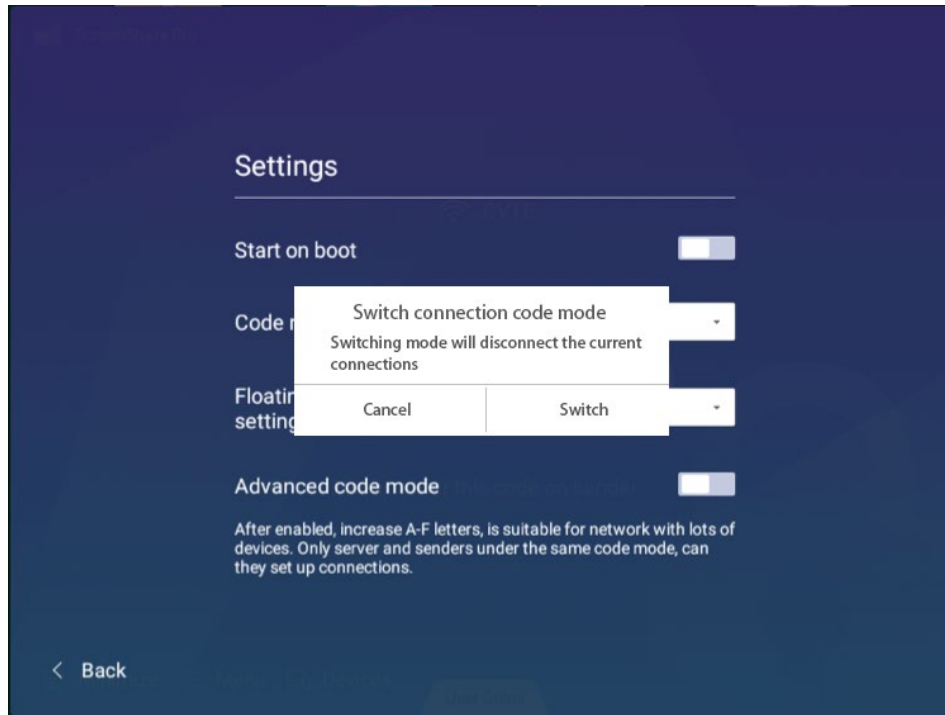

Figure 5-1-2 Advanced Code Mode

Figure 5-1-3 Switch Connection Code Mode Reminder
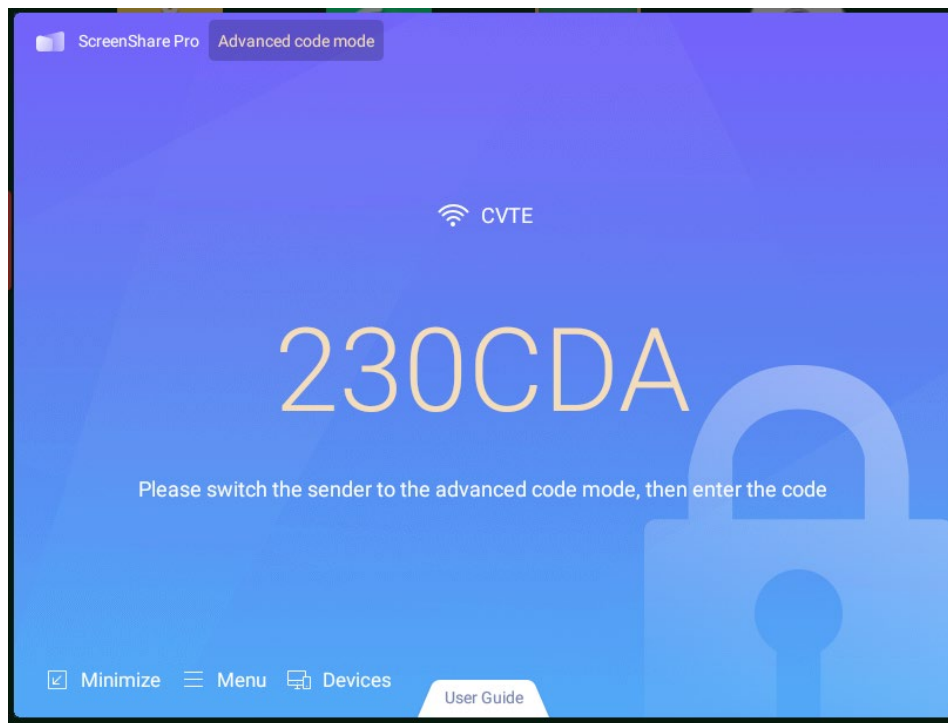

Figure 5-1-4 Advanced Code Mode-Server

LOFT

To ensure efficient operation of ScreenShare Pro under different network situation, we have an advanced connection code.

Adjust the settings on client devices, input new code after switching to advanced mode.

Step1   Step2   Step3