



SCREEN SHARE PRO USER MANUAL



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1 Software Introduction

Screen Share Pro is a Wi-Fi-based software for multiple devices to simultaneously interact with IFP (short for “interactive flat panel”).

1. Using the touchpad/soft keyboard of their devices, users can remotely control an IFP.
2. Users can mirror mobile devices on IFP. Also, with Screen Share Pro, IFP can reversely control PC and Mac.
3. Once connected to Wi-Fi, users can transmit files (including audio, video and photos) from devices to IFP for demonstration.
4. Users can cast screen on IFP via the camera on devices.
5. Users can mirror IFP on their mobile devices, and thus control IFP via mobile devices.

2 Installations

2.1 Operating Environment

- Server (also called “receiver”)

Android 5.0 or later

- Client (also called “sender”)

Android 5.0 or later

iOS 8.0 or later


Windows 7/ 8/10

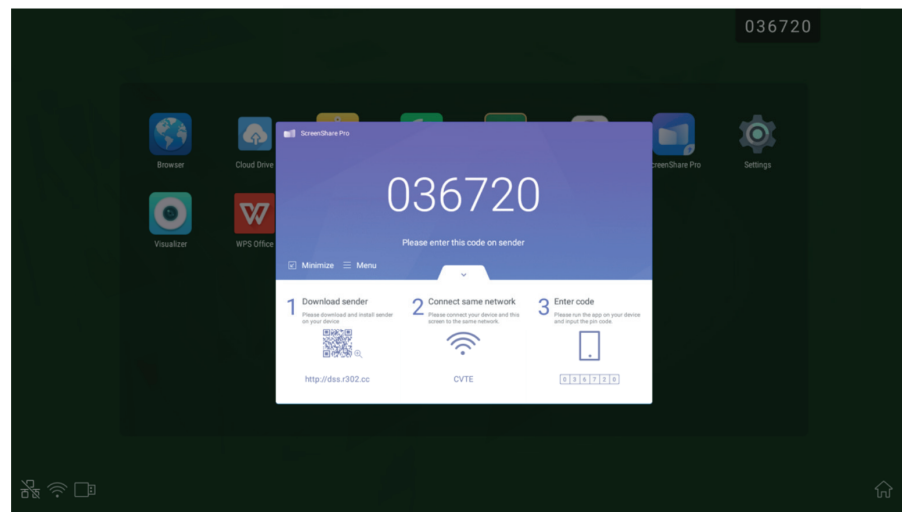
MacOS 10.10 or later

2.2 Server Installation

Choose Android Server portfolio, double click to install application.

2.3 Client Download & Installation

After the software is installed, click the icon  on the desktop. Enter the main interface.



Picture 2-3-1 Server Main Interface

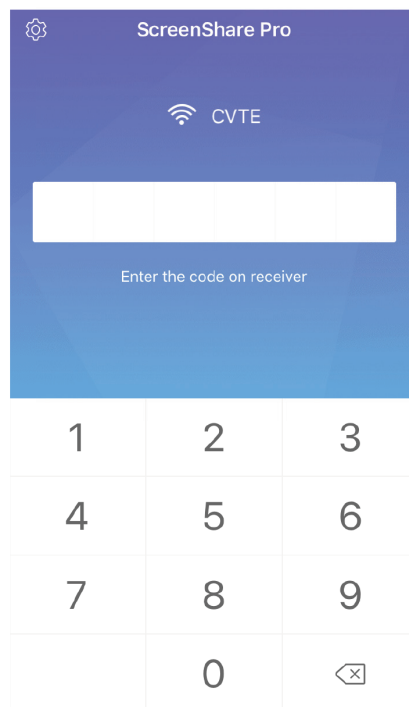
Scan the QR code with mobile devices or enter the address in your PC web browser to download APK (application kit). It will automatically recognize different types of devices and thus provide the correct APK.

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.



Picture 2-3-2 Client Download

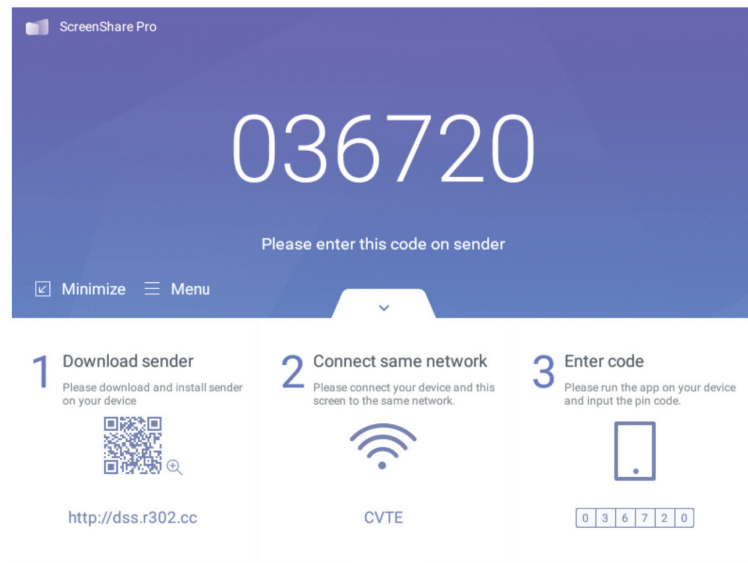
Install the app on your mobile devices. Enter the interface.



Picture2-3-3 Installation Completed

3 Server Introduction

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

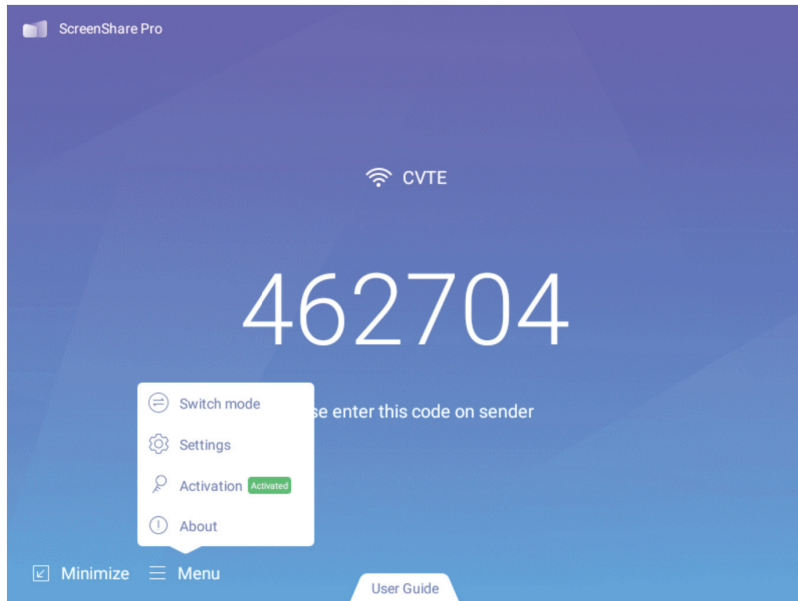


Picture 3-1-1 Server Interface

- 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.

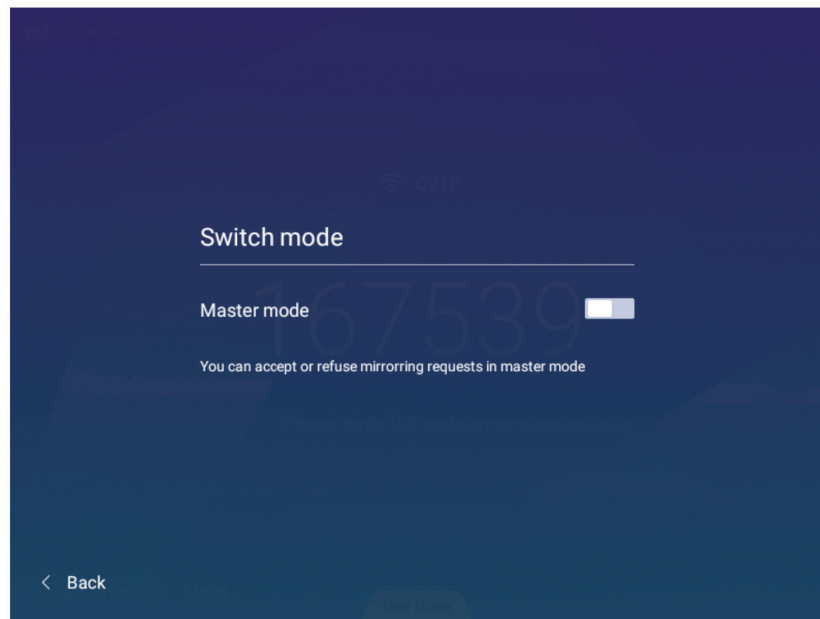
3.1 Master Mode

Click “Switch mode” in “Menu” column.



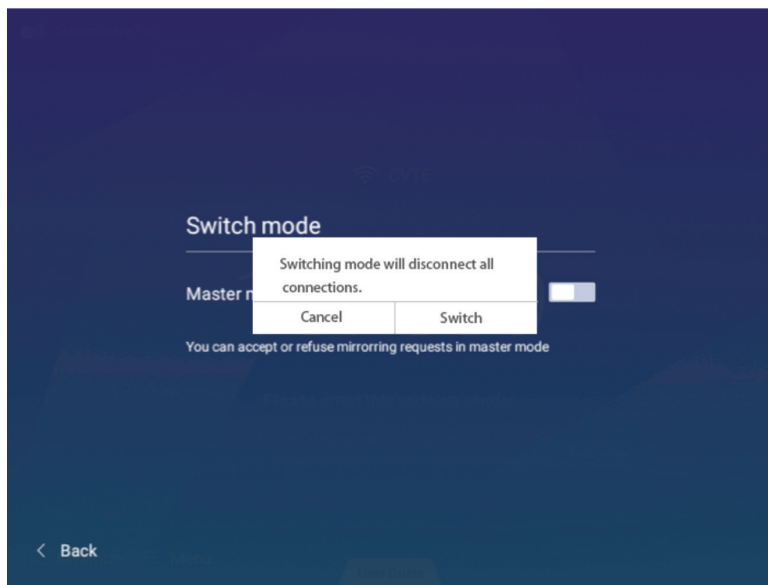
Picture 3-1-2 Menu

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



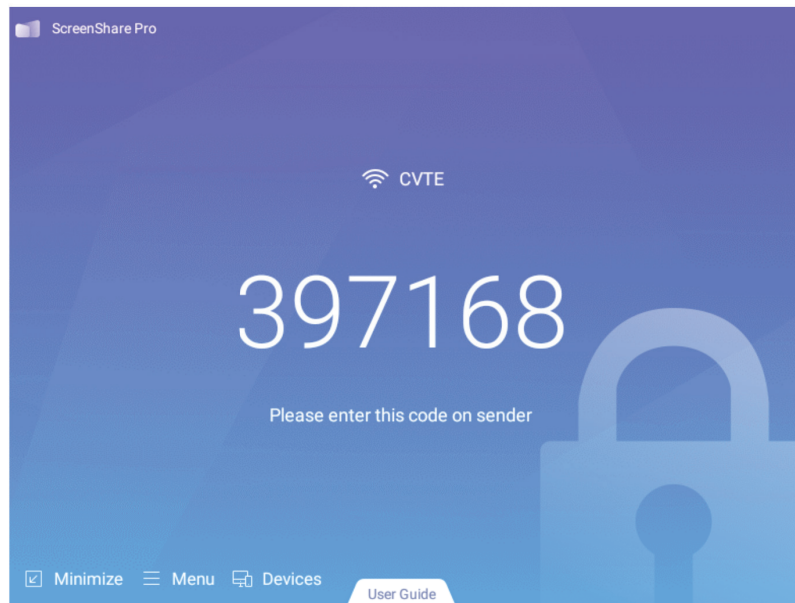
Picture 3-1-3 Switch Mode

When choosing master mode, you will be reminded that all connected devices would be disconnected.



Picture 3-1-4 Switch Mode Reminder

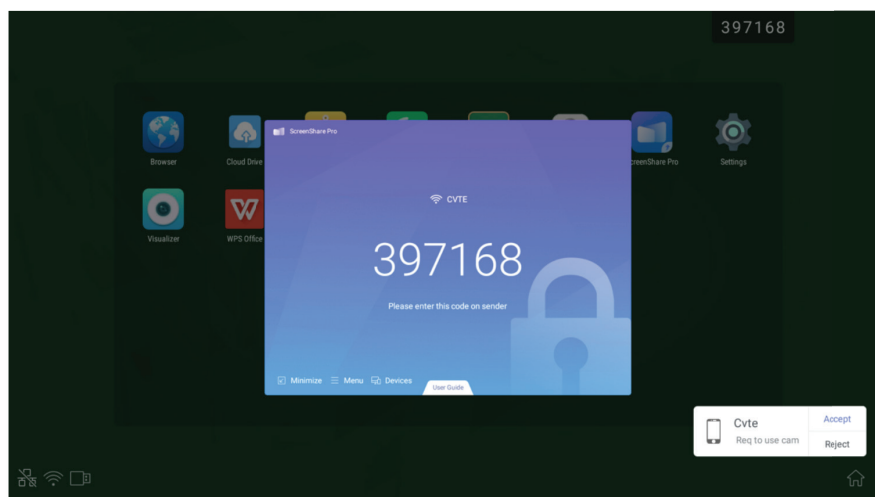
After switching to master mode, you will see an added column for devices on the interface.



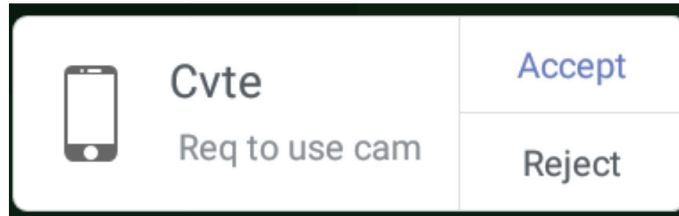
Picture 3-1-5 Master Mode Interface

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

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



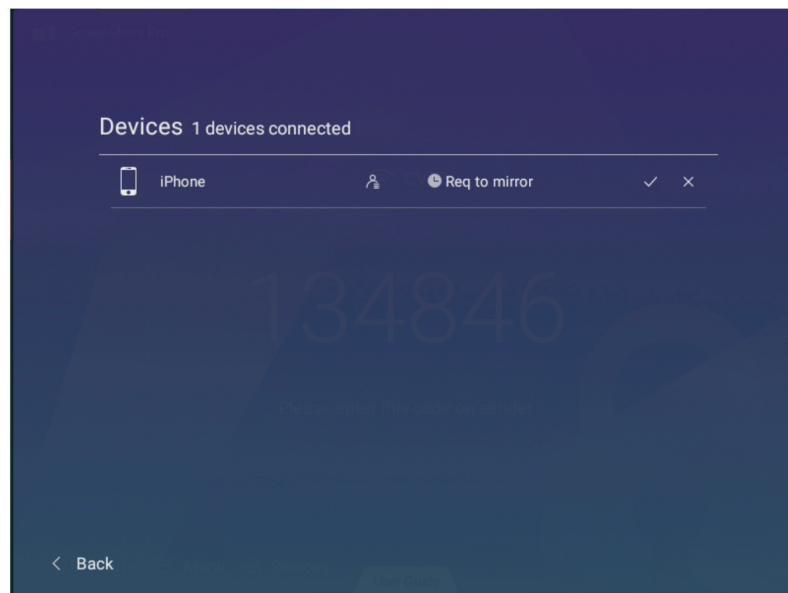
Picture 3-1-6 Request Pop-up Window




Picture 3-1-7 Click Accept or Reject

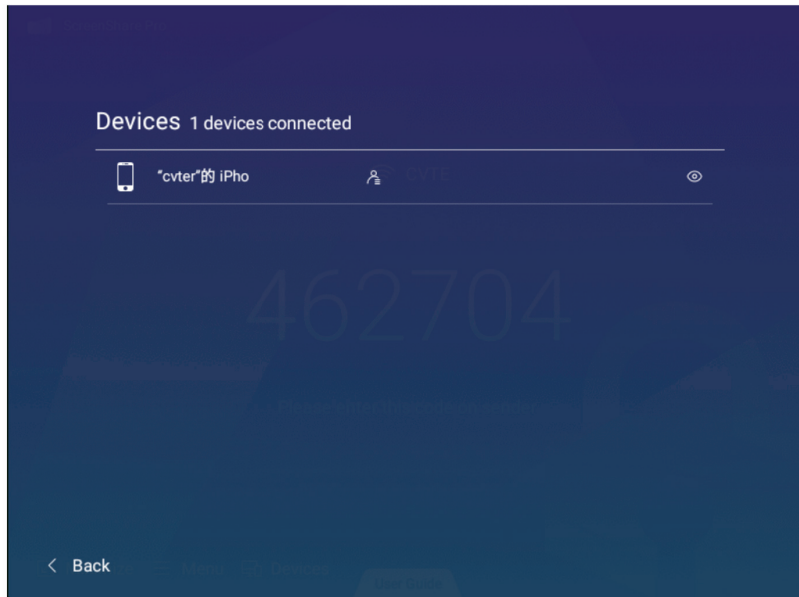
- Click devices column to see requests. Choose to accept or to reject them.

-



Picture 3-1-8 Devices List

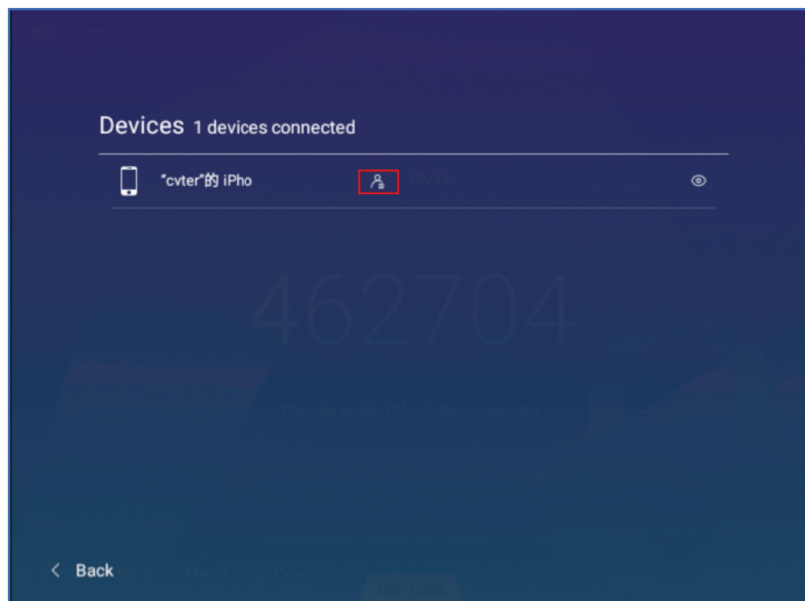
After accepted by server, client devices could start screen share by either operating on client devices or clicking  on IFP. Also, server could end screen share anytime.



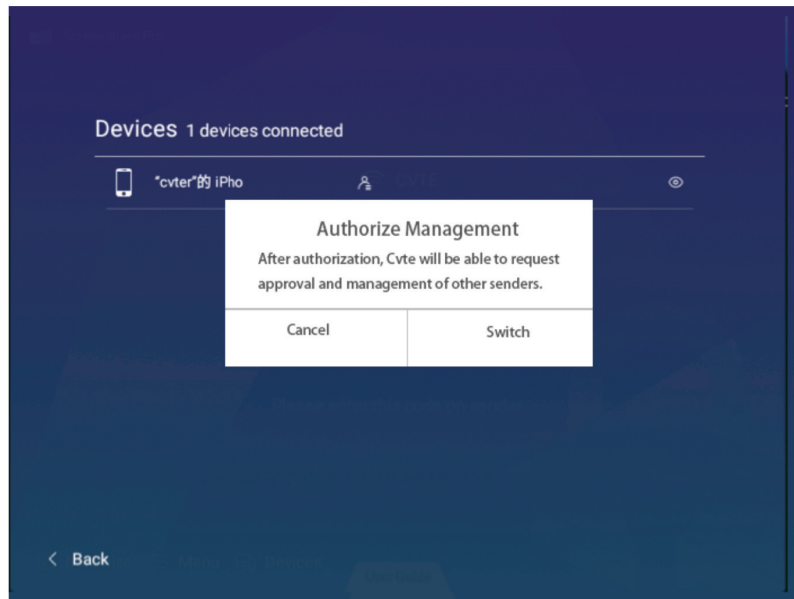
Picture 3-1-9 Devices Status

3.2 Screen Share from Server

All connected devices would be listed in column. Click to authorize devices to approve requests from others.



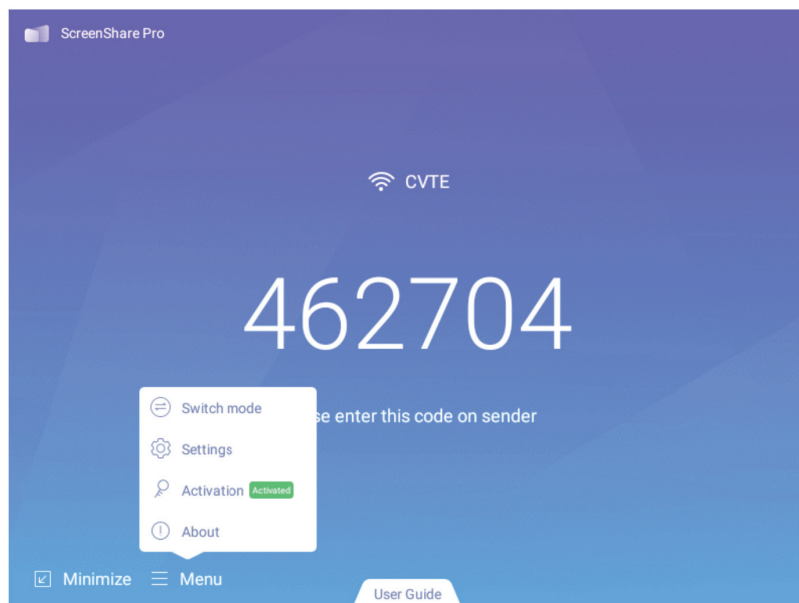
Picture 3-2-1 Authorize Devices



Picture 3-2-2 Authorize Devices Reminder

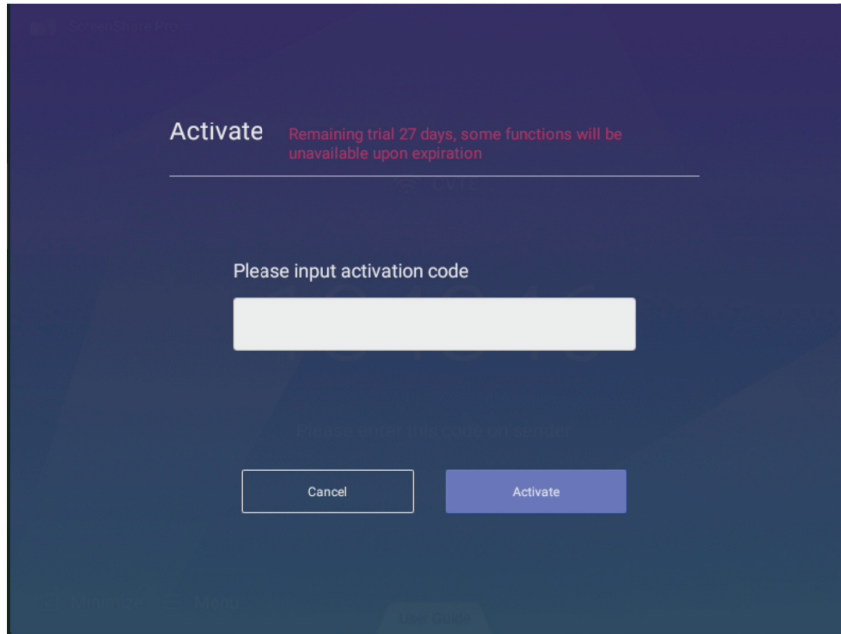
3.3 Server Activation

Click “Activation” in “Menu” column.



Picture 3-3-1 Activation

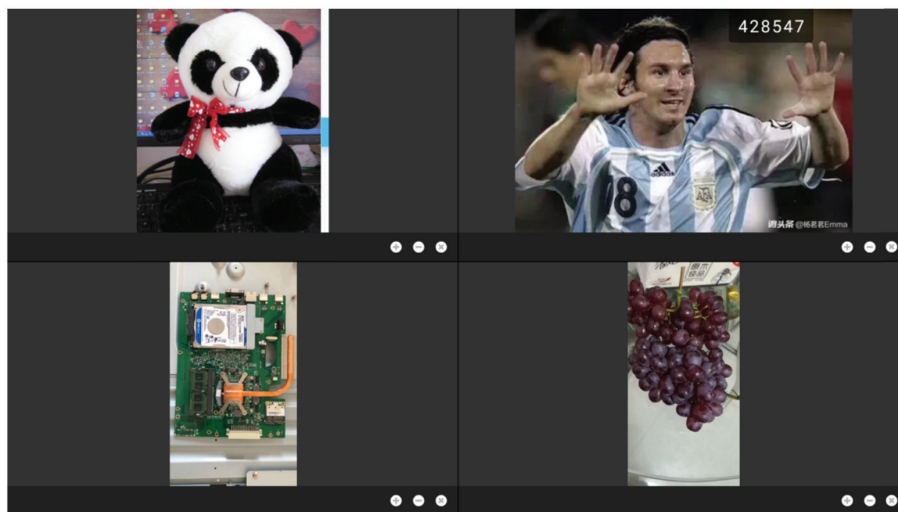
Enter activation interface, input code, then click “Activate”.



Picture 3-3-2 Input Code

3.4 Screen Splits

Four devices could share screen at the same time

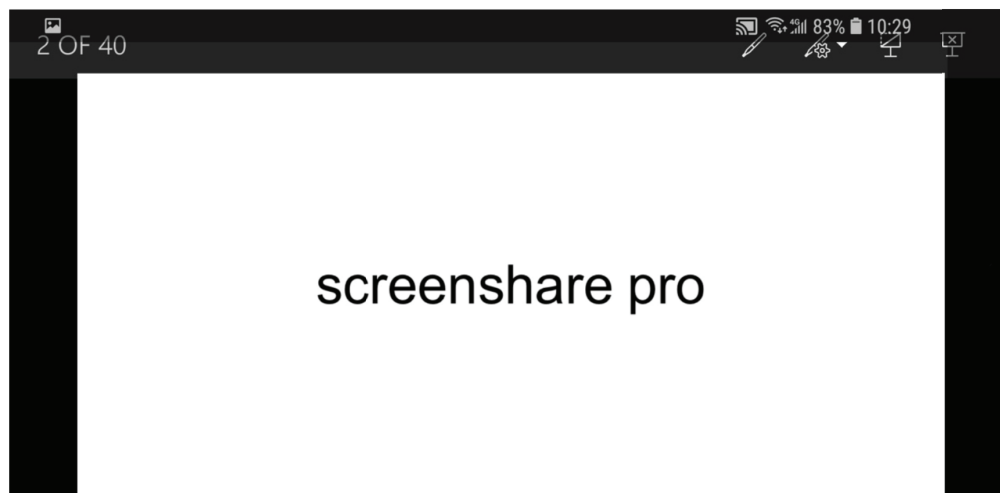


Picture 3-4-1 Screen Share Split

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

3.5 Files Demonstration

Supports Power Point Slides, Keynote etc.



Picture 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 Client Introduction


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

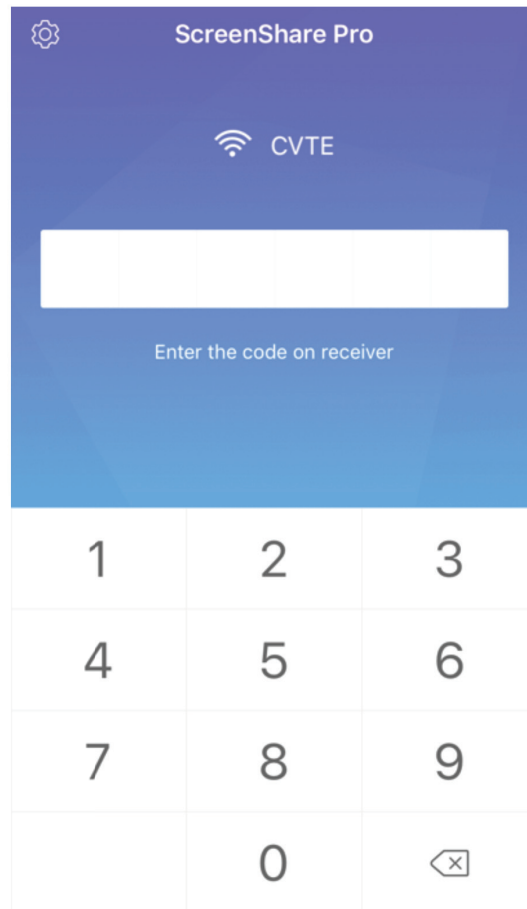
4.1 Mobile Device Operation

Mobile devices include Android devices and iOS devices. App functions are similar for both, with micro difference in 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.

Tips: The software only supports vertical screen.

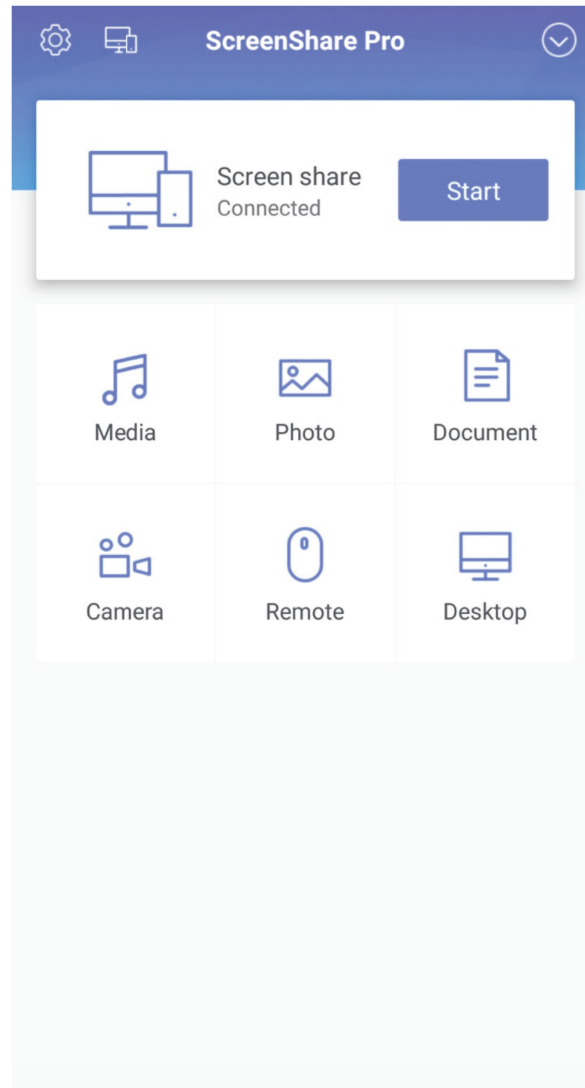
4.1.1 Start up

Click  to enter the interface as follows.



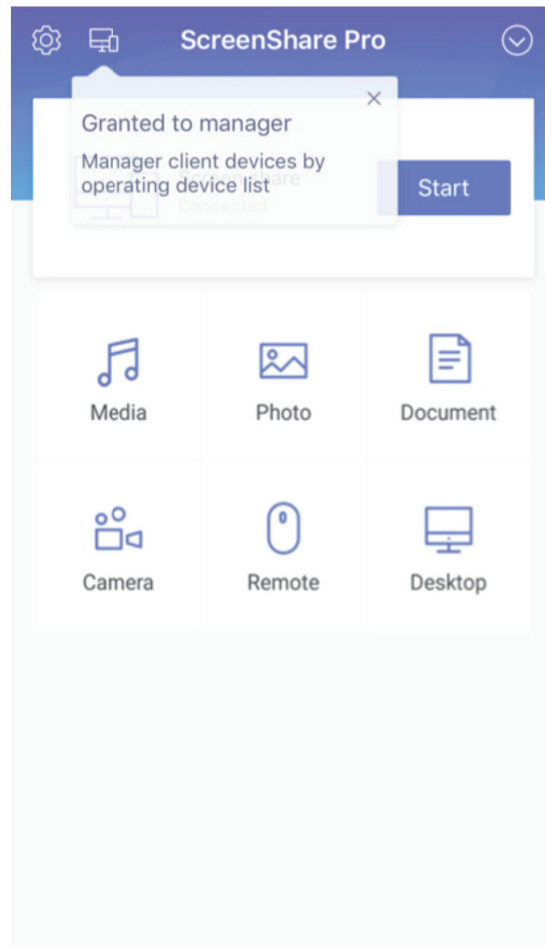
Picture 4-1-1-1 Connection Interface

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

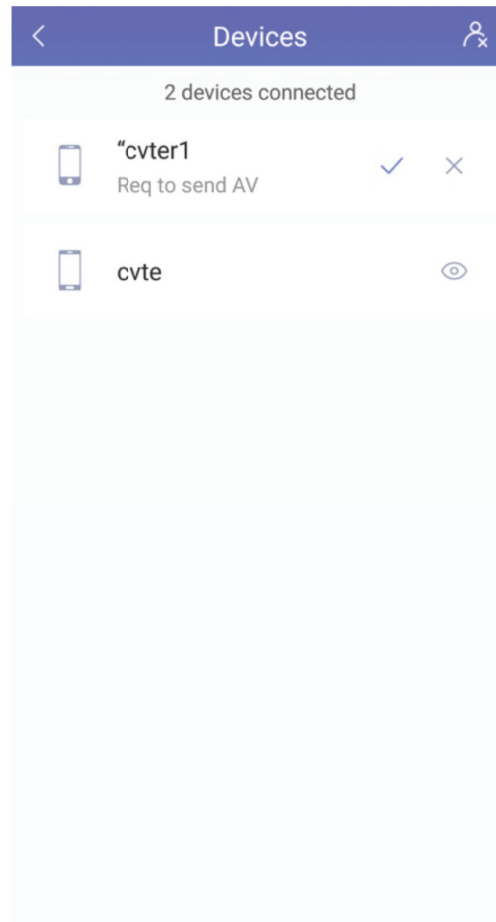


Picture 4-1-1-2 Main Interface

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



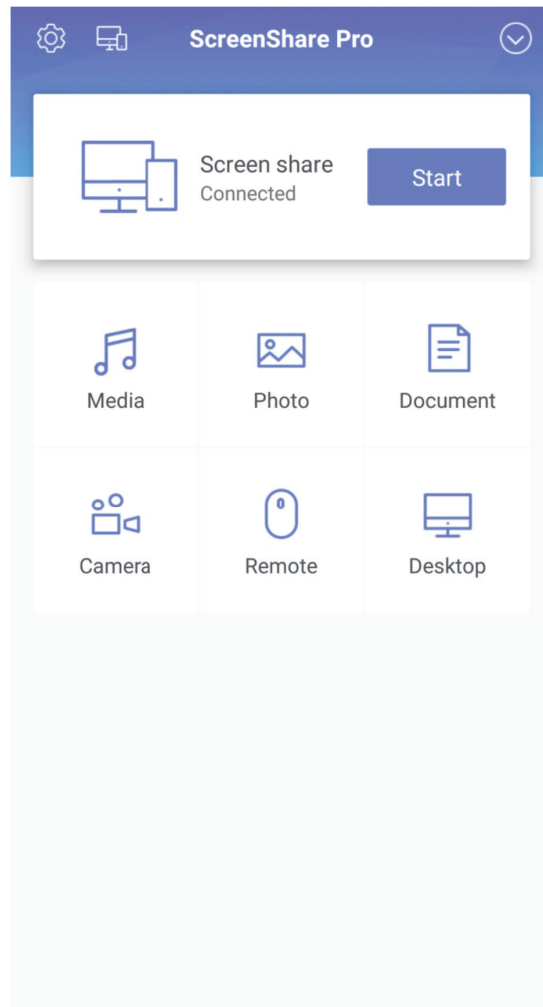
Picture4-1-1-3 Interface after Authorized



Picture4-1-1-4 Click to Accept/Reject


4.1.2 Screen Share

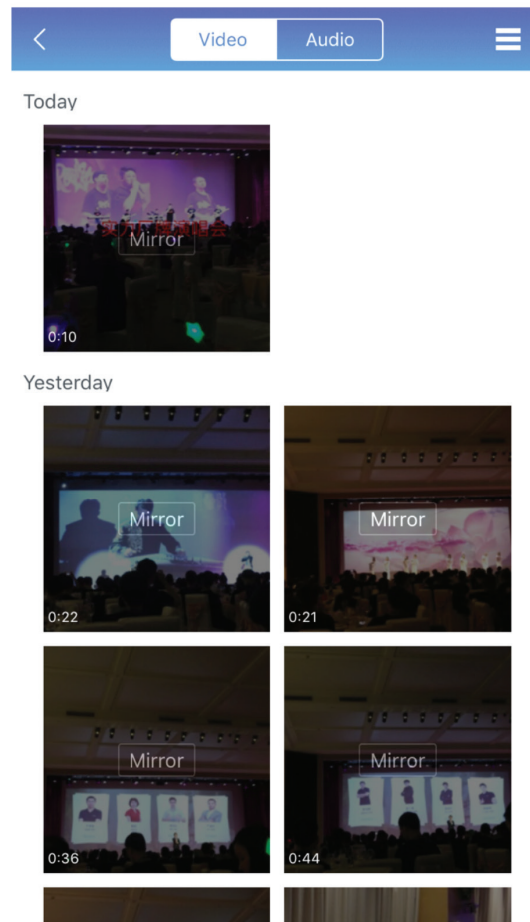
Click "Start" button to start screen mirroring.



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

4.1.3 Audio/Video Upload


Click  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 defaulted video upload interface to audio one.
- Click **☰** to switch from defaulted preview image display to details display.



4.1.4 Photo Upload

Click  Photo to upload photos.



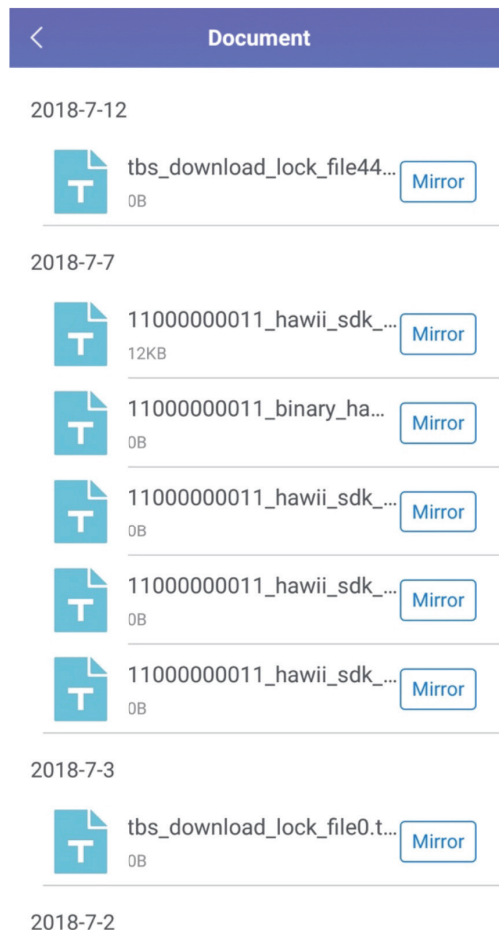
Picture 4-1-4-1 Photo Upload Interface

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

- Click  to switch from defaulted camera photo preview to other albums.
- Click  to switch from defaulted preview image display to details display.

4.1.5 Files Upload

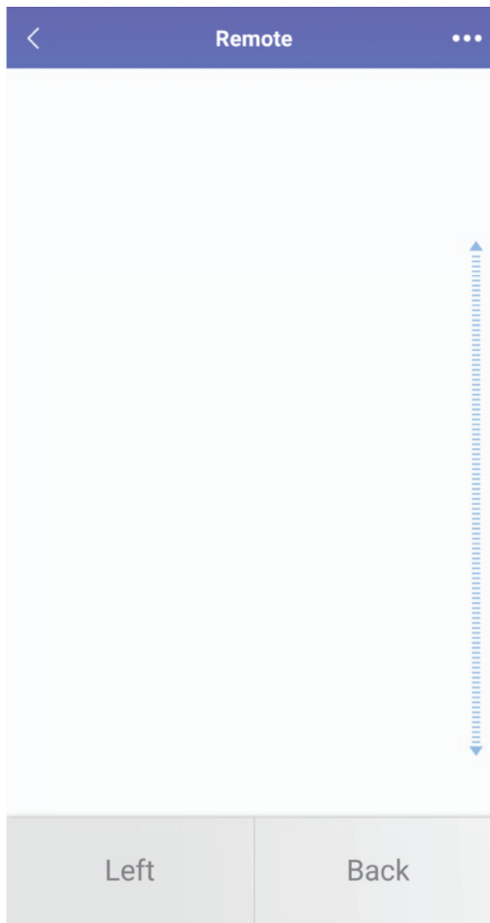
Files Upload. Click  to enter files upload mode.



Picture4-1-5-1 Files Upload Interface



- Click  to start mirroring files on IFP.

- Remote control. After accepted by server, client devices would enter remote mode automatically as follows. Instruction for this please see [4.1.7 Remote](#).



Picture4-1-5-2 Remote Mode

4.1.6 Camera

Click  Camera to enter camera mode, click  so that you can cast screen onto the IFP via the camera on your devices.



Picture 4-1-6-1 Camera Interface


4.1.7 Remote

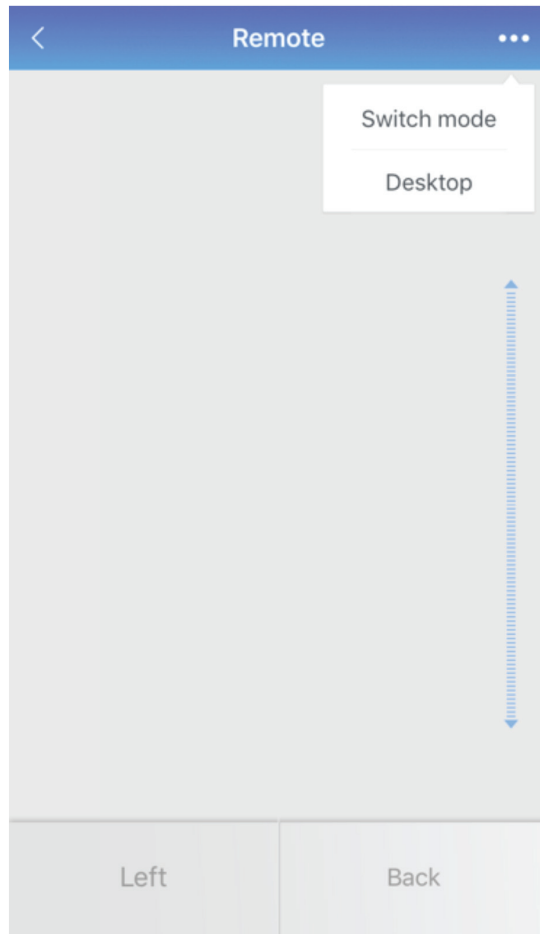
Click  Remote to enter remote-touch mode interface.



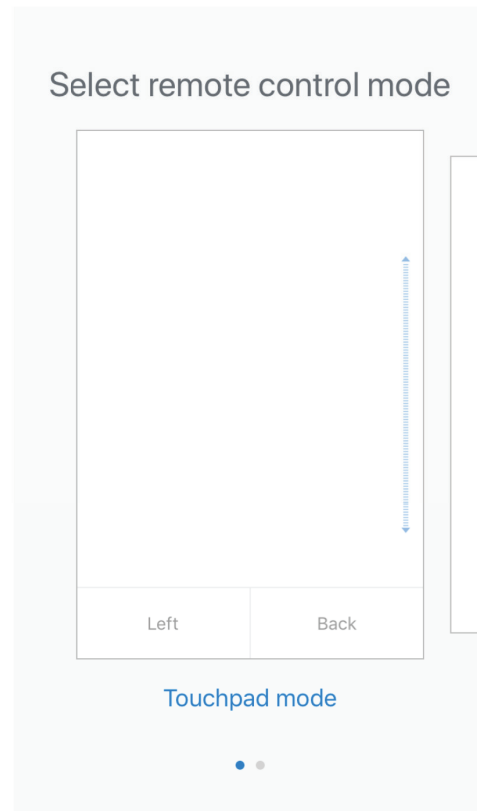
Picture4-1-7-1 Remote-touch Mode Interface

Switch mode. Remote includes touchpad mode and motion mode.

Click , choose "Switch mode", swipe to choose your desired mode.



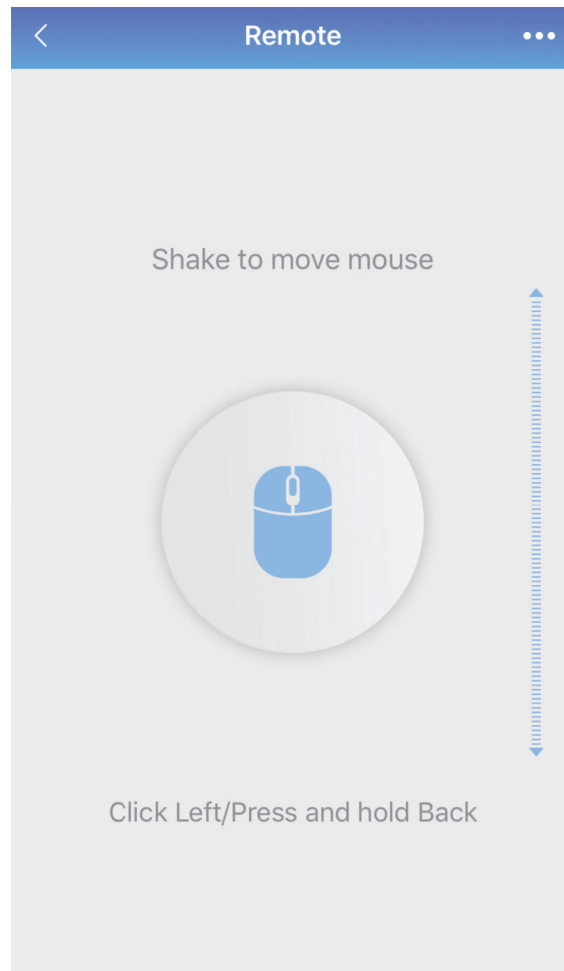
Picture 4-1-7-2 Switch Mode





Picture 4-1-7-3 Swipe to Choose

- Touchpad mode. As is 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.



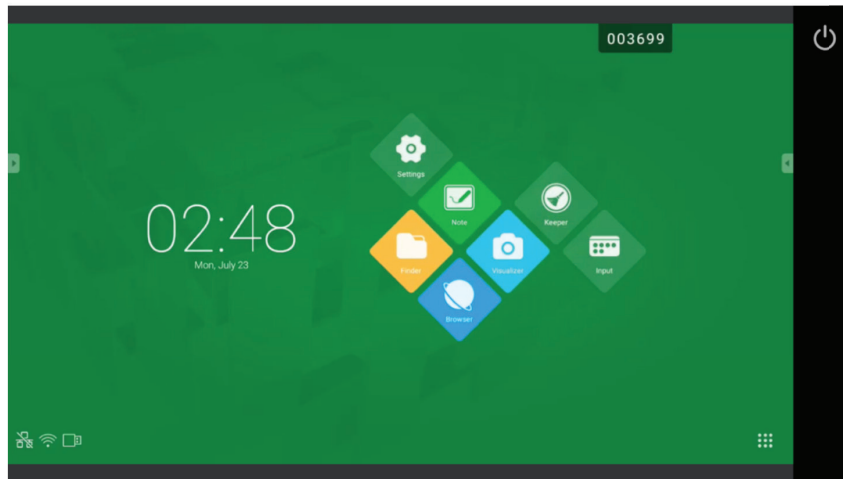
Picture 4-1-7-4 Motion Mode

- Motion mode. As shown in picture 4-1-7-3, tilt your devices to move the mouse. Click  to choose.
- Back to desktop. Click  to exit remote mode and go back to desktop.

4.1.8 Desktop

Click  Desktop to return desktop environment mode. In this mode,

users can view IFP screen and remotely control IFP via mobile devices.



Picture4-1-8-1Desktop Synchronization Mode

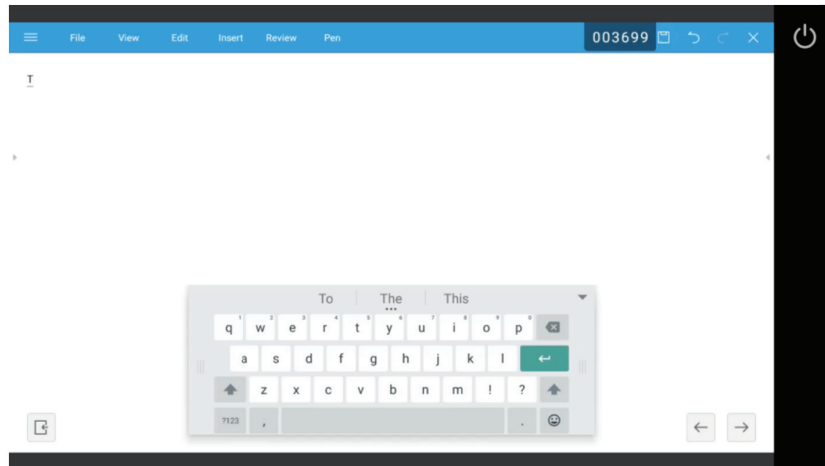
Supported touchpad gestures are as follows:

One click 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.

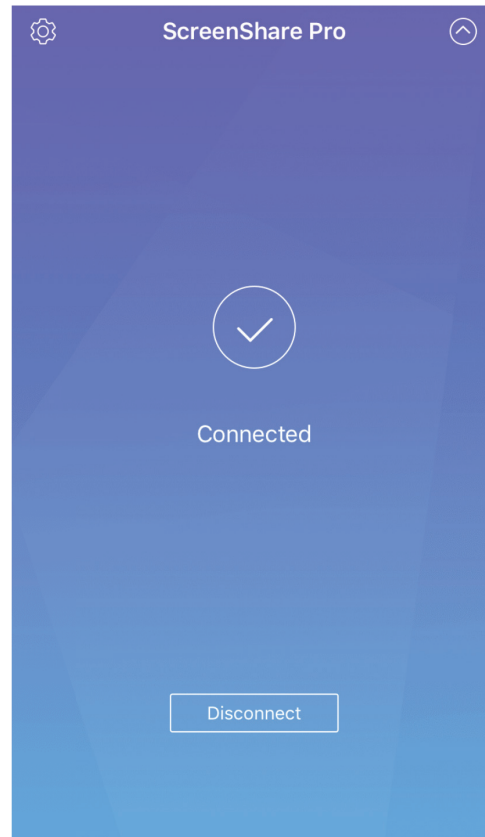
Users could write on the mobile devices and send to IFP.



Picture 4-1-8-2 Desktop Synchronization

4.1.9 Disconnection

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



Picture 4-1-9-1 Disconnection

4.2 PC Device Operation

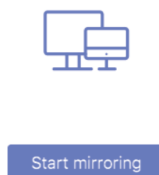
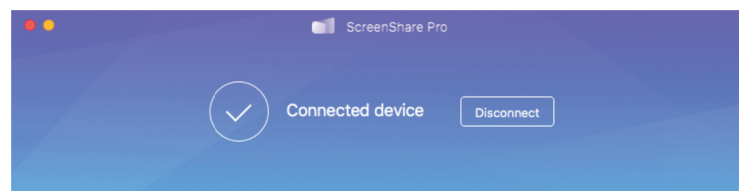
Windows and MacOS have similar interface and operations. The followings are in the case of Mac.

Startup software in PC client device and enter the main interface.



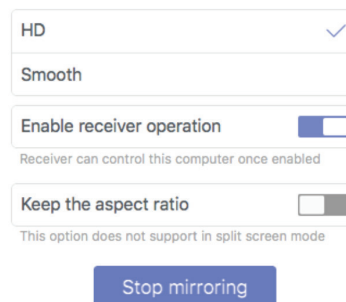
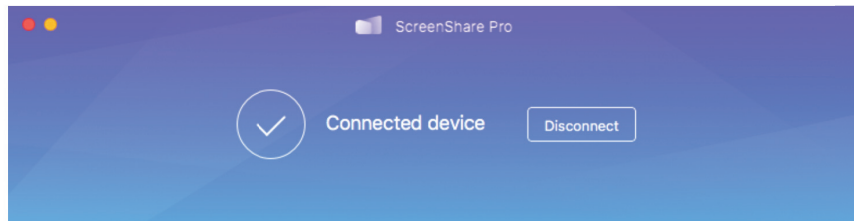
Picture 4-2-1 PC Client Device Interface

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



Picture 4-2-2 PC Client Ready for Mirroring

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



Picture 4-2-3 PC Client Device Mirroring Successfully

Stop mirroring. Click **Stop mirroring** so that client devices will not mirror with IFP.

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

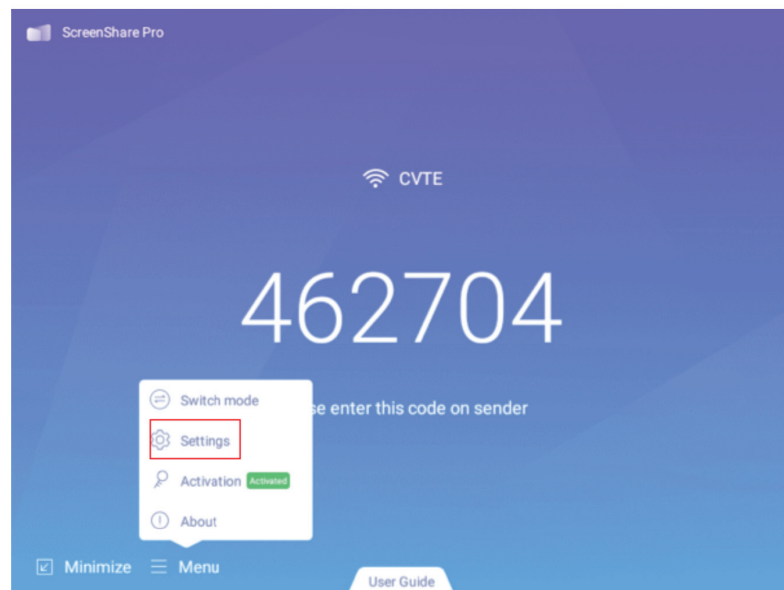
Adjust resolution. Click  to switch between different mirroring resolution.

Receiver operation. Click  to enable client devices to remotely control server.

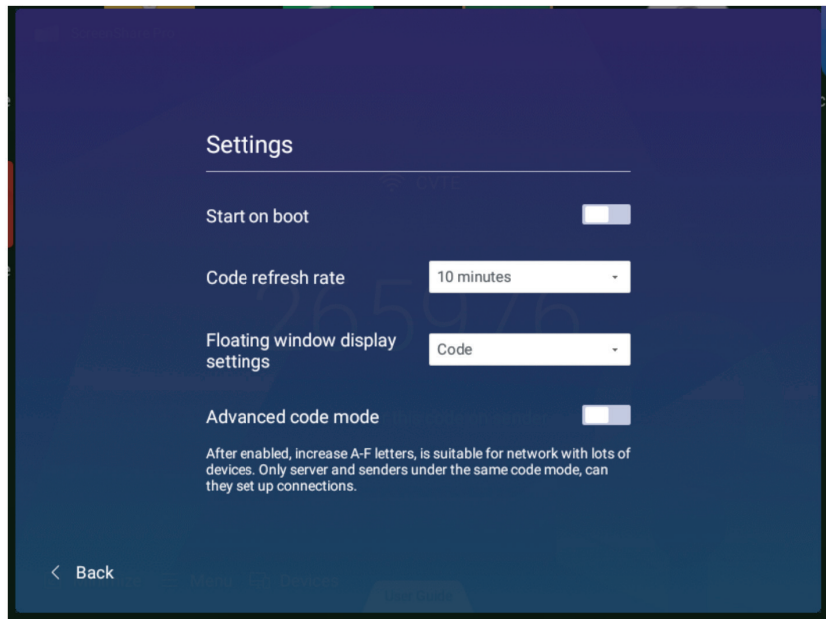
Keep aspect ratio. Once enabled, only one client device could mirror with IFP in full-screen.

5 Advanced Connection Code

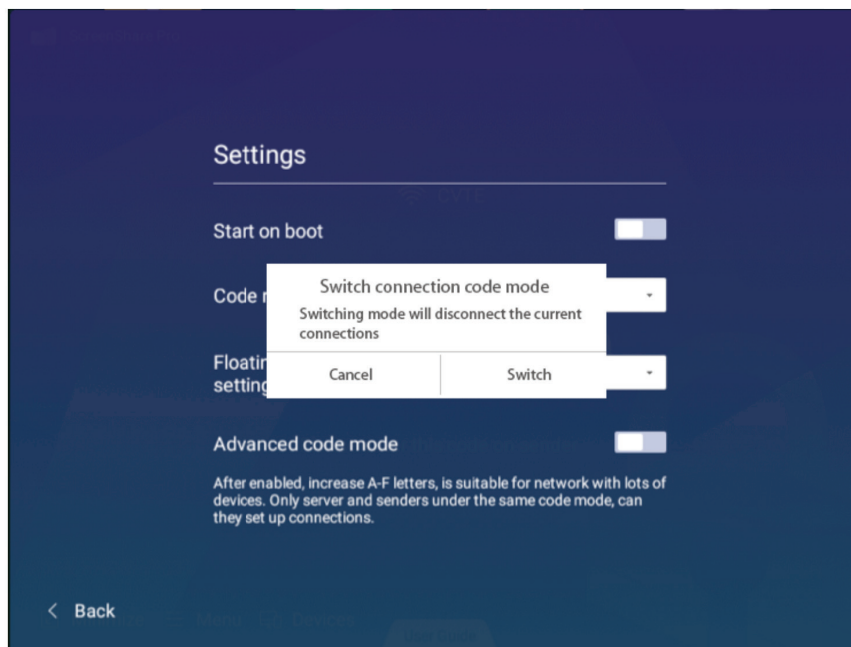
Apart from six pure digits, there is also a “digits+letters” connection code mode. Locate it in settings. Click to switch to advanced code mode.



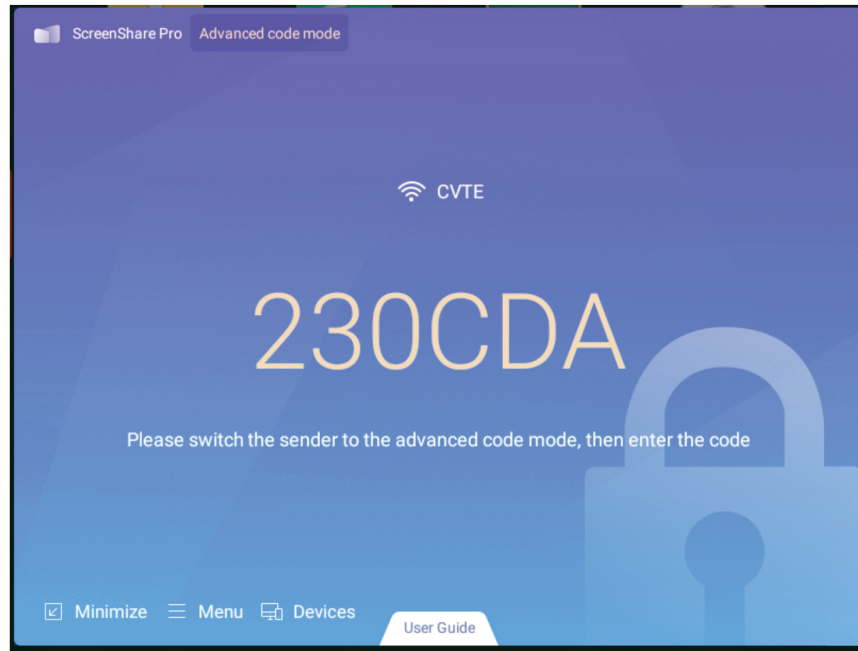
Picture 5-1-1 Menu-Settings



Picture 5-1-2 Advanced Code Mode



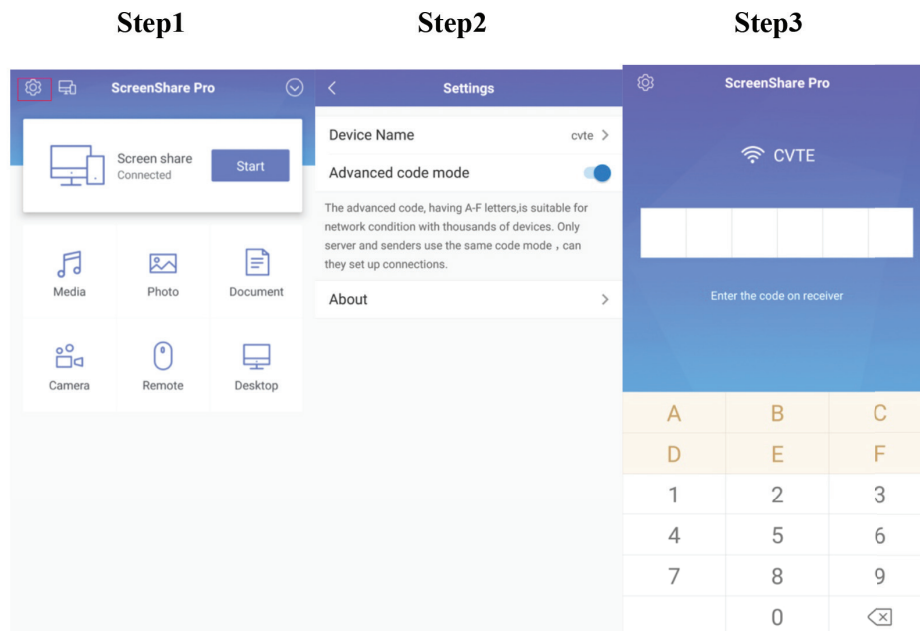
Picture 5-1-3 Switch Connection Code Mode Reminder



Picture 5-1-4 Advanced Code Mode-Server

Advanced connection code breaks the limit of the number of clients. Schools with large quantity of client devices would be able to use our software with an extra pin server.

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



Above are all you need to know about Screen Share Pro.

Thank you again for choosing Screen Share Pro.