

Turn ordinary projector into wireless projector

# PROJECTOR **ONLINE**

V1.5 User Manual

## Introduction

Projector Online is a tool that turns your ordinary projector into a wireless projector. After installing and running it on the computer connected to projector (hereinafter called 'Server'), any user can transfer their desktop to the projector in real time with lossless quality via network, no VGA cable switching is needed any more!

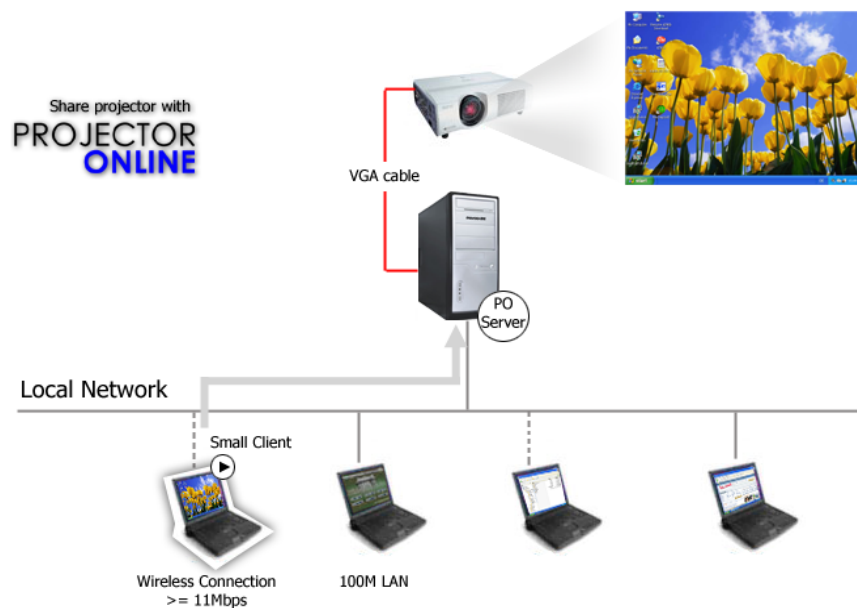
Projector Online is compatible with any projector model. It can runs smoothly on any local network including wireless connection (802.11b/g, 11Mbps). The 130K only 'green' client supports all Windows systems and needs no installation.

If you are planning to buy a new wireless projector to replace the old one, why not try Projector Online?

## How it works?

Normally, the projector in a meeting room is connected with a computer in default. This computer is where we install Projector Online, the server part. After installation, this server is set as 'start with system' that always runs in back-end.

Anyone attending the meeting just needs to download a pre-customized client from the company server. This client is created by 'Make client' function in server. It will connect to the server, transfer all screen and audio to it in compressed format. Upon receiving the inputs, the server decompresses and presents them on the projector.



### Typical example,

You have an old projector support 800x600 resolutions in the meeting-room. Now, you can install Projector Online on this projector connected computer, and set the resolution of desktop to 800x600. Suppose this computer has an IP address of '192.168.1.100', you can customize a client with default address of '192.168.1.100', and then upload it to the server of your company or a share folder. After that, a tip can be posted in the meeting room, that says, "To use projector, you can download and run a client on [http://yourcompany/poclient\\_room1.exe](http://yourcompany/poclient_room1.exe)". Anyone just visit this address with their own laptop, download and run the client can project their screen immediately.

## Features

- Compatible with all projectors.
- Best Quality.

The final decompressed image is nearly lossless compare with the original. This is very important when you demonstration photos.

- Fast.

The client support up to 30 frames per second if client computer is power enough. For a typical computer that has a Celeron M420 CPU and 800x600 resolution, it can reach 15 fps on half CPU load. That is enough for most demonstration (PPT or Flash). A due-core computer can get even faster.

- Low band-width requirements.

Based on SSCV2, the maximal band-width using is less than 5Mbps. In most time, the average band-width using is 500Kbps only. So, Projector online support any local area network connection (10Mbps or more), include wireless connection. (802.11b, 802.11g)

- Support Audio.

Projector can also transfer audio include micro phone or speaker (if you sound driver support set it as input) to the projector speaker.

- Multi-Screen

Connect up to 4 clients at same time. Show all screens side by side or switch between them.

The only thing Projector Online can not replacing is it does not support video/movie playing, because the movie player are using the overlap mode which can not get the screen data.

# Server

## 1, Install and run

After installation on the server run Projector Online, you will see a tray icon on taskbar.

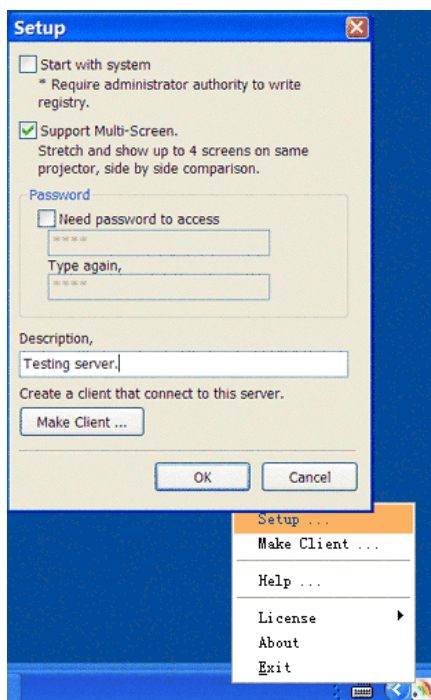


## 2, Set resolution

Set screen resolution to the best resolution of projector. For example, if your projector's default resolution is 1024x768, set screen resolution to the same.

## 3, Setup server

Click tray icon, set options of Projector Online as following,



### Start with system

Check this option to run Projector Online automatically after system start. After start, the

server will be ready and wait for client connection.

### Need password

If a password is set, the client will ask user to input it when connect to the server.

### Description

Server description which shows on client before connecting.

### Support Multi-Screen

What is multi-screen?

This feature allows the server to accept up to 4 connected-clients at same time. You can choose either showing screens side by side for comparison, or switching between them.

How Projector Online shows the screens?

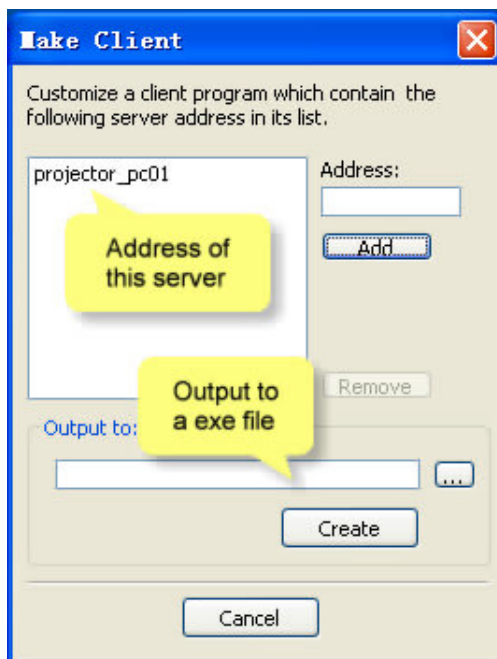
If there are 2 connected clients, the screen will be split into 2 parts (left and right) for each one. The images will be stretched to fit the rectangles. If the number of clients is 3 or 4, the screen will be split into 2x2 rectangles for them.

How to switch between clients?

Switching between clients is a very useful feature in meeting. To do that, click the right button of mouse on server, and select the client from pop-up menu. If there is only one client, this function is invalid.

## 4, Make Client

You can create a client in exe format which contains the address list of servers/projectors.



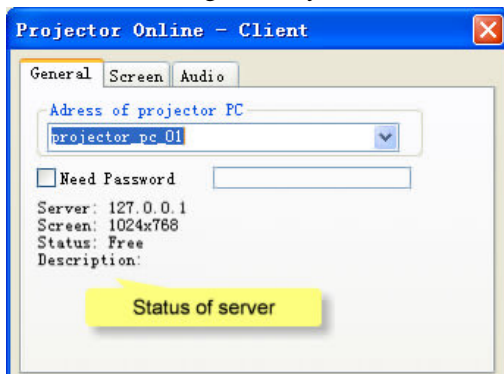
After the exe file is created, you can upload to the server of your company or a share folder on

network. To share with anyone who want to use the projector.

## Client

Anyone want to transfer screen to the server/projector, need to download the client exe first. This exe file is created by server with its 'Make Client' function. See above chapter.

After downloading, run it, you can see,

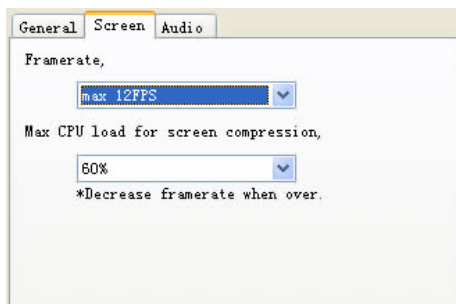


## General Page

After the address of server is inputted, the status will be shown below that include IP address, screen resolution and status (Free or busy).

If the server needs a password to access, the option 'Need password' is checked that you need to input them on the edit box.

## Screen Page



### Frame rate

Here set the maximal frame rate. A lower frame rate takes lower band width and CPU load.

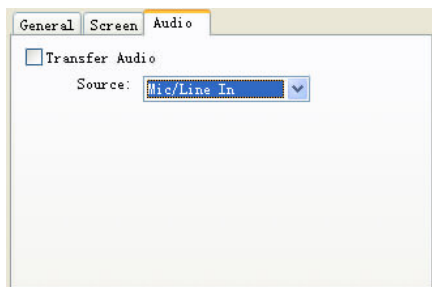
- 1-4 FPS, for general software operation demo.

- 6 FPS, enough for normal power point demo.
- 12 FPS, smooth for general flash and PowerPoint demo.
- 25 FPS, enough for all.

#### **CPU load,**

Capture and compress screen cost many CPU time, if your client computer is not fast enough, this option can set the limit of CPU load, that prevent the client slow down the system responding. For a solo core system, normally set it to 60%, for a multi processor/core system, set this option to over 50 % ( then the client can fully occupy one processor to reach max performance).

## **Audio Page**



Check the box to bring audio to server.

In the source list, you can choose where the audio from. If your sound card driver supports, you can choose between microphone and speaker. (Some sound card don't support speaker as sound input).

If the projector or the server doesn't have a speaker, ignore it.

After all settings are done, click OK to start transfer.

## **Trouble shooting**

#### **Bandwidth is too slow**

The client will testing for the true band width, if it is lower than 1Mbps, there will be a warning. You can ignore it, but in lower band-width, the real frame rate could be lower than settings.

#### **Can not connect server**

Check your network connection and the server address. If everything is OK, there should be descriptions under the address (See General Page). Sometime, if server software loss

responding, reboot it (make sure it start with system, see Setup of server).

### **Resolutions is not same**

If the client resolutions of desktop are larger than server, there will be a warning, where you can adjust it to same. If you choose ignore or your resolution is lower than server. The screen transferred to server will be stretch to full screen.

### **Delaying of sound and screen**

There is delay that normally less than 1 second that is caused by buffer and network.

### **Un-smooth**

If the speed is slow that the screen changes is not smooth, try set lower screen resolution and increase max CPU load. You need close client, run and set again. For example, set resolution to 800x600, 70%-100% CPU load can get faster.

### **The video is black**

Sorry, Projector Online can not transfer video, for example, video in media player (except Flash Video FLV), because the video window is rendered in overlap mode in which the data can not be captured. In this case, you need to,

- 1, set render mode to normal, disable accelerate.
- 2, or, use normal way connect projector.

Because the flash video is playing in flash client, which using normal GDI rendering, so it can be supported by Projector Online, not like others.

## **Licensing**

### **Trial version**

The trial version have 1 month evaluation period, with a trial icon showing on decompressed screen. After 1 month, it expired. The client part has not trial limits.

### **Registered version**

After a license key is entered into server, the Projector Online turns into registered version without time limits and icon showing.

### **Licensing**

Projector Online is licensing per server (the projector connected computer). Each license key can only be used on one computer. Compare to server, the client is free to distribute and using on any number of computer.

To check the price or purchase the license key, please visit,

<http://secure.emetrix.com/order/product.asp?PID=143273543>

Home page

[http://www.screen-record.com/projector\\_online.htm](http://www.screen-record.com/projector_online.htm)

Email

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