INFINITY ALL-IN-ONE

INTERACTIVE PROJECTOR

WITH OVER 45+ INTERACTIVE GAMES

PRODUCT MANUAL

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1 Product introduction

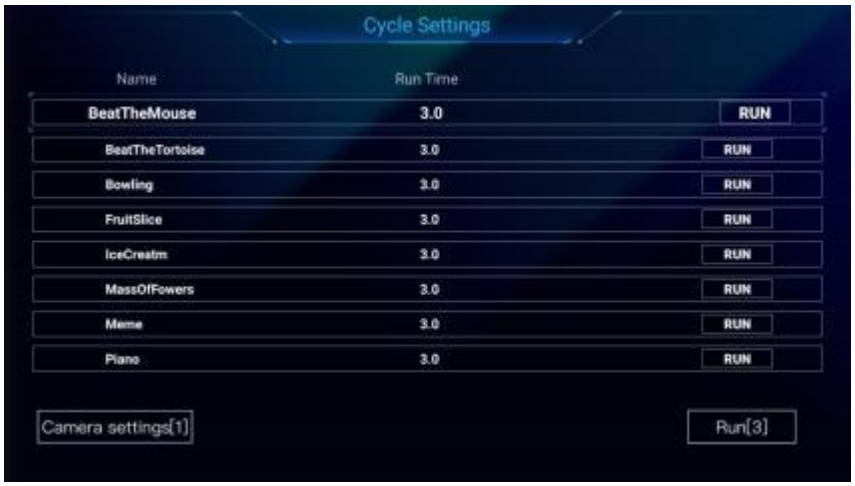
Android looping client is mainly used for Android all-in-one machine. It is a convenient and fast client integrating capture and interaction. Compared with the PC client, the Android client is much simpler to use and can be operated quickly through the button keys of the remote control.

The Android client mainly consists of two interfaces, one is the game list interface, and the other is the camera setting interface.

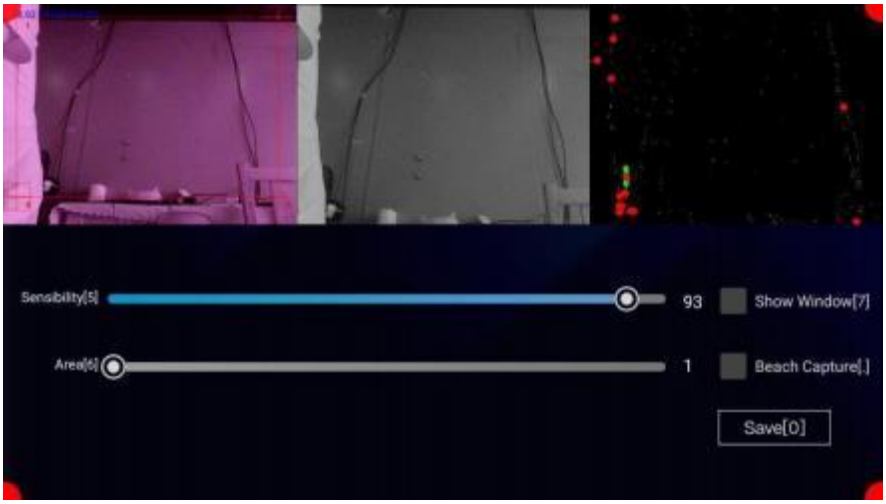
The game list interface is mainly used to centralize the games on the host, which can be more convenient and fast when playing a certain material in a circular way or individually.

The main function of the camera setting interface is to set the camera interactively. Adjust according to different sites to achieve more accurate interaction effect.

Entrance of App



main interface



Camera setting interface

2 Product function

2.1 Game loop

Game cycle play adds game materials to the list. After running, they can be played in sequence according to the list order. The playing time of each is determined according to the playing time set in the software. When switching materials, you can switch seamlessly without displaying the home page and then playing the next content.

2.2 Infrared interactive capture

In the client, you can set an area to capture. The background algorithm is used to locate the moving object, mark its position, and send the converted object coordinates to the front-end interactive software through tuio protocol.

2.3 Auto play after startup

After the all-in-one machine is powered on, the main board in the all-in-one machine will start automatically. Please note that the projector needs to be switched on and off manually.

After the all-in-one machine starts up, it will automatically cycle the contents of the client list.

2.4 Humanized Interface

In the client, there is a number next to each button or function. This number corresponds to the key on the remote control. According to the displayed number, you can press the corresponding key on the remote control to select the corresponding function or button.

2.5 internationalization

In order to support the needs of foreign customers, the client supports dual language switching between Chinese and English, which can follow the system language to switch the text of the interface. When the system language is Chinese, the interface is Chinese, and when the system language is non Chinese, the interface is English.

3 Use guide

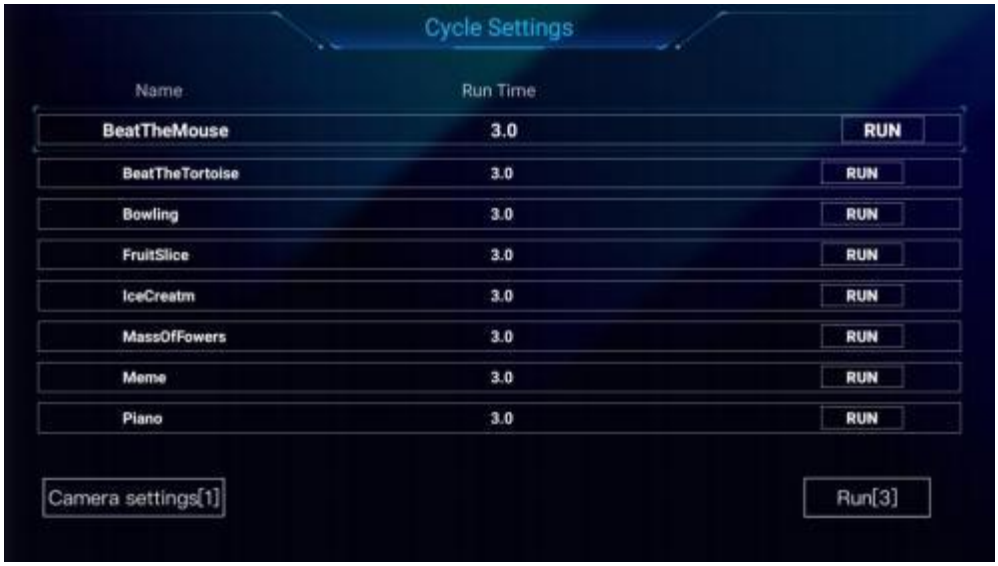
3.1 Camera settings

By adjusting the capture range, sensitivity, area and other parameters, the accuracy and sensitivity of the capture function are improved.

3.1.1 Enter capture screen

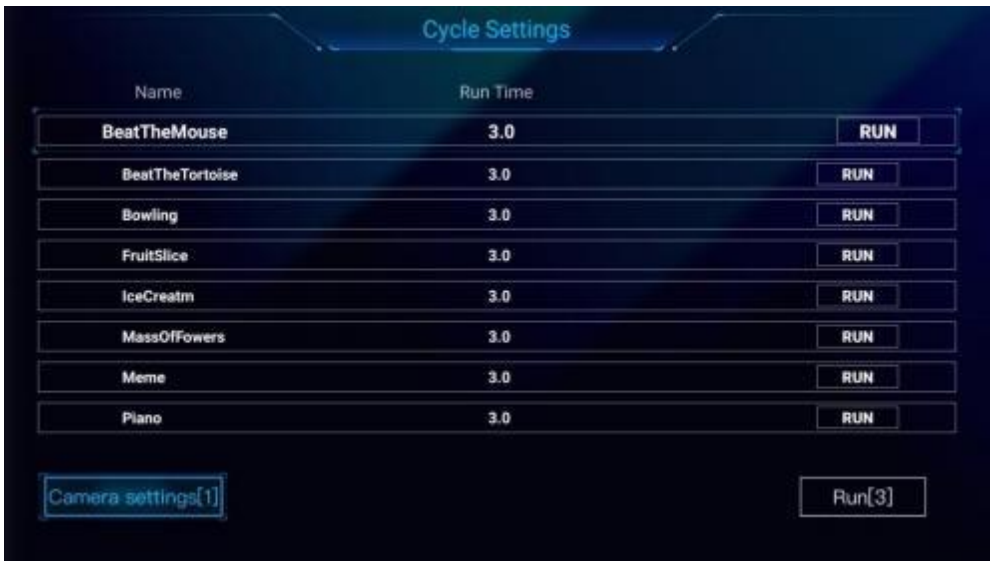
Find and open the capture client in the main interface. If the program is running, press the home key of the remote control to directly return to the main interface.

The cycle setting interface appears.

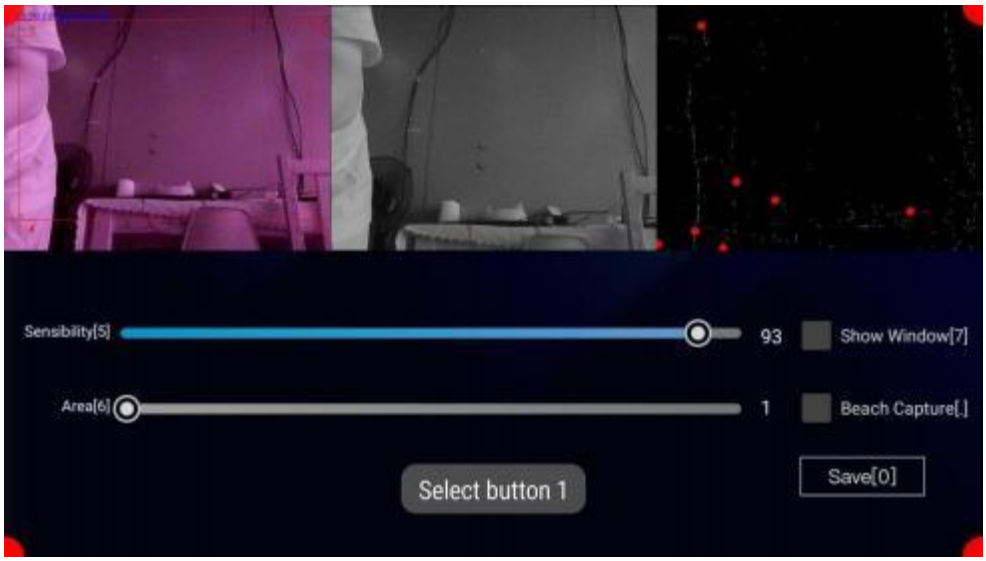


3.1.2 Snap adjustment range

Click the number 1 key on the remote control to select the camera setting, and click OK to enter the camera setting interface.



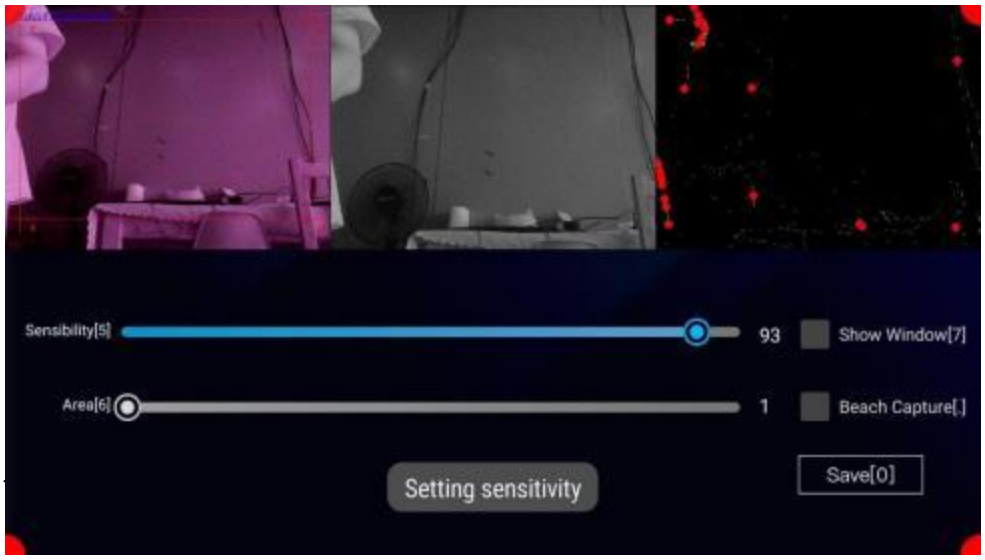
Click numbers 1, 2, 3 and 4 respectively, and then control the movement of numbers 1, 2, 3 and 4 through the up, down, left and right keys.



Align the number 1 to the upper left corner of the camera picture, the number 2 to the upper right corner, the number 3 to the lower right corner, and the number 4 to the lower left corner.

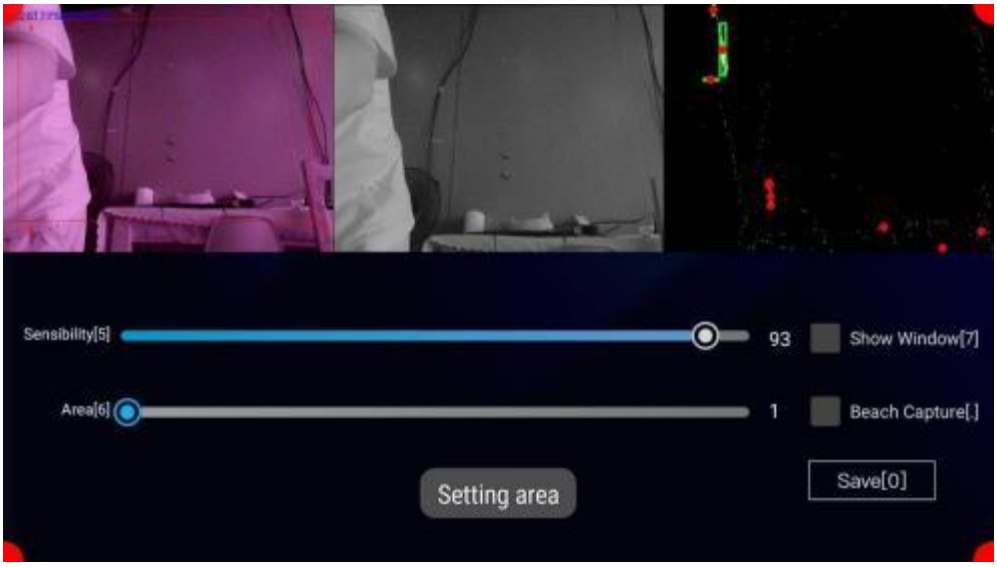
3.1.3 Adjust sensitivity

Click number 5 to adjust the capture sensitivity, which is 93 by default. If the all-in-one machine is a ground interactive game, the sensitivity needs to be adjusted to about 50; If it is a wall smashing game, the sensitivity needs to be adjusted to about 93; The details need to be adjusted according to the site conditions

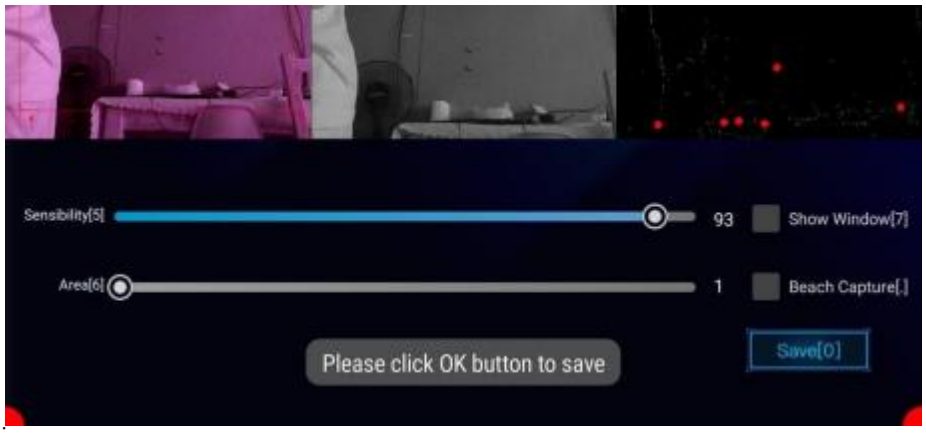


3.1.4 Adjustment area

Click the number 6 to adjust the area, which is 1 by default. If the all-in-one machine is a ground interactive game, the area needs to be adjusted to about 40; If it is a wall smashing game, the area needs to be adjusted to about 1; The details need to be adjusted according to the site conditions.



After setting the value, click the number 0 and click OK to save. Every time you enter the capture interface to adjust the data, you need to save the data after the adjustment

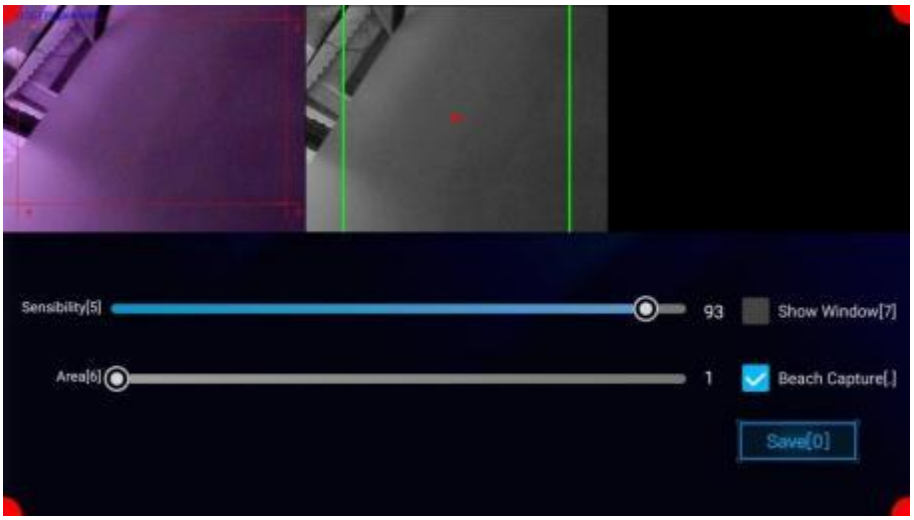


3.1.5 Beach capture mode

Beach capture mode is a capture mode specially designed for beach games. Press the remote control keyboard Key to turn this function on or off. In this mode, the third picture is invalid, and only the original picture and corrected picture of the camera are displayed. In this mode, the sensitivity is normally set to 7 and

the area is normally set to 50.

Due to the great changes in the site environment, it needs to be adjusted according to the actual situation. After the adjustment, the plate is used for interaction. The parameters of the second picture are the best when there are red dots at the position of the plate.

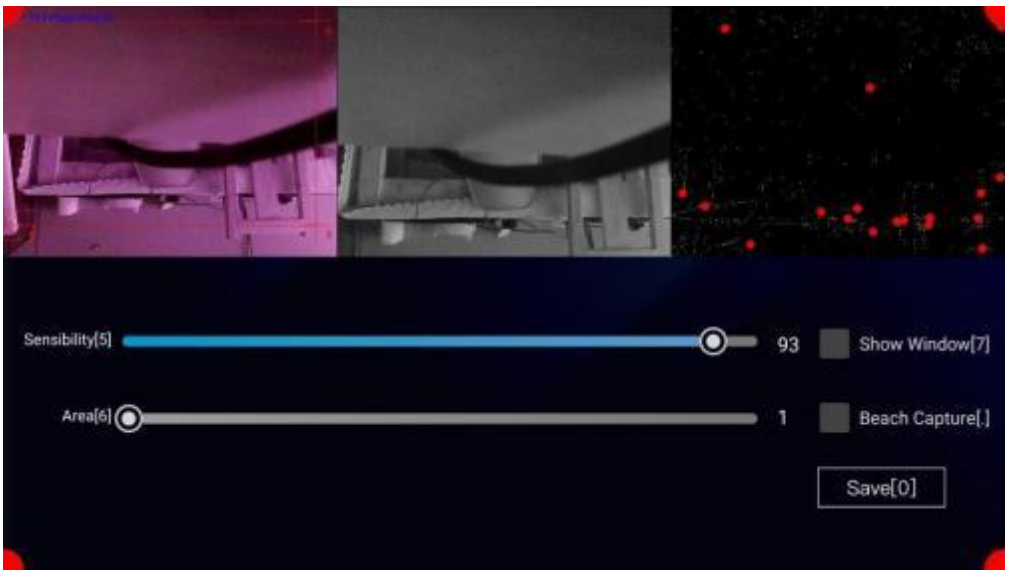


3.1.6 Camera flip

The camera is upside down or upside down in the picture. At this time, it is necessary to adjust the rotation direction of the camera

Take the white object in the picture as the reference

Press the number 8 to flip the camera up and down

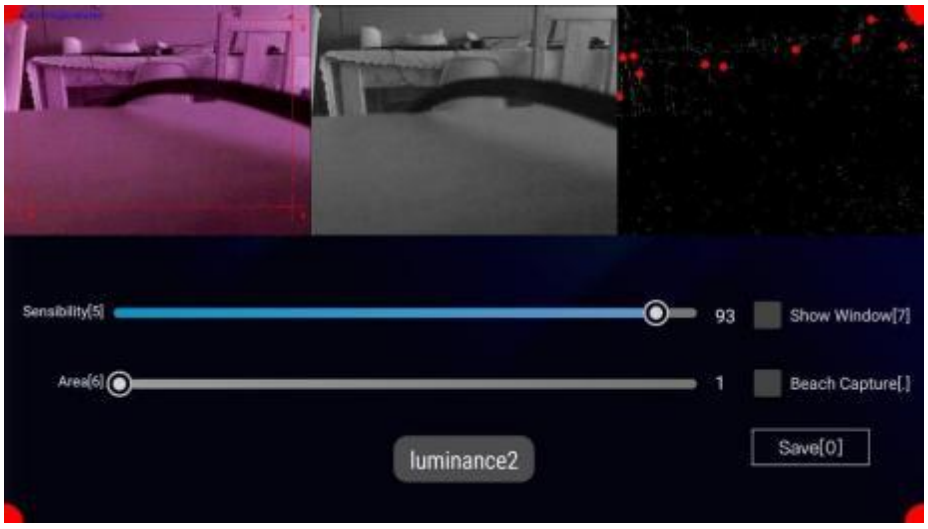


Press number 9 to flip the camera left and right

3.1.7 Adjust camera picture brightness

When the picture in the camera is too dark or too bright, you need to adjust the brightness of the camera.

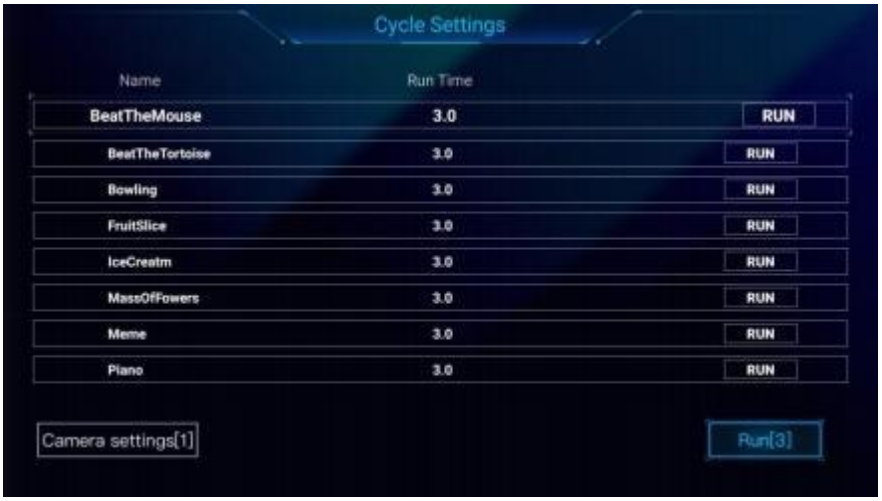
In the camera setting interface, press the volume plus button to increase the brightness of the camera, and the volume minus button to reduce the brightness of the camera. It takes effect only after you save the settings and re-enter the client.



3.2 Cycle settings

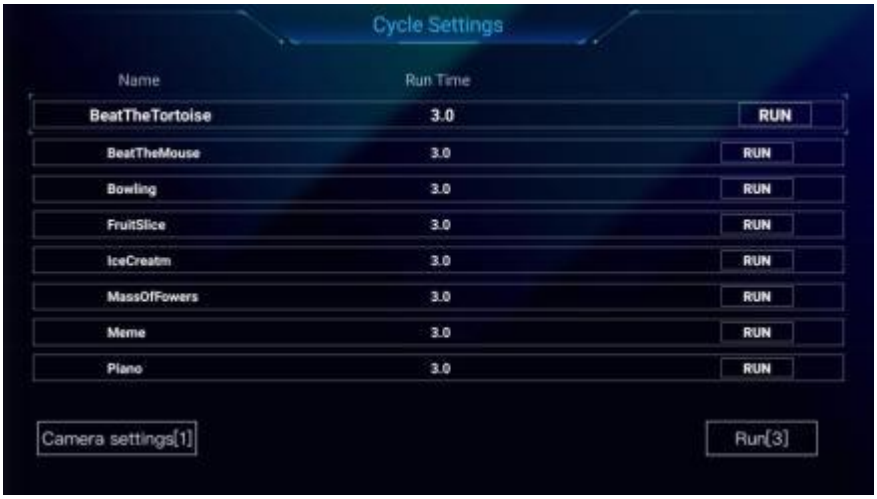
3.2.1 cycle operation

Click number 3 on the application list interface, and then click OK to cycle the contents of the playlist. If only a single content is played, just select the material to be played in the list, and then right - click the direction key of the remote control to run this content.



3.2.2 Refresh client list content

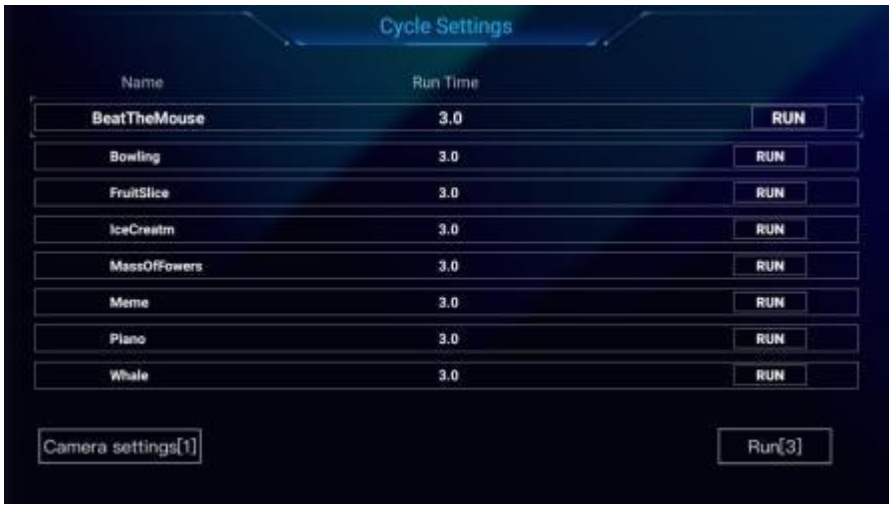
Each time you add or delete material, you need to refresh the list in the cycle setting. Press the remote control number key 4 to display the refresh prompt box. Press the right button, select OK, and click OK to refresh. Note: using this function resets the time and order of content.



3.2.3 Delete list contents

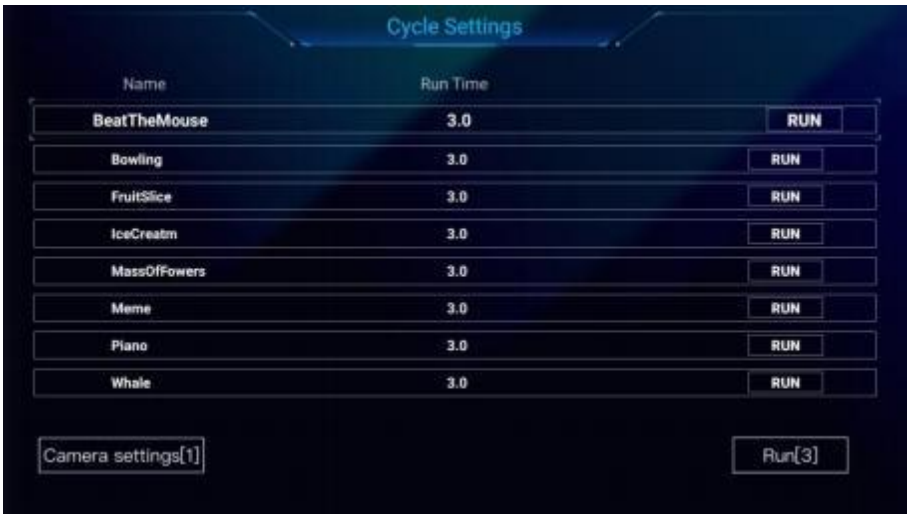
Select one of the items in the game list.

Click the delete button at the bottom right of the remote control. Click OK to remove this content from the list. Note: the contents deleted in the list can be reloaded into the list by refreshing the contents of the client list in 3.2.2.

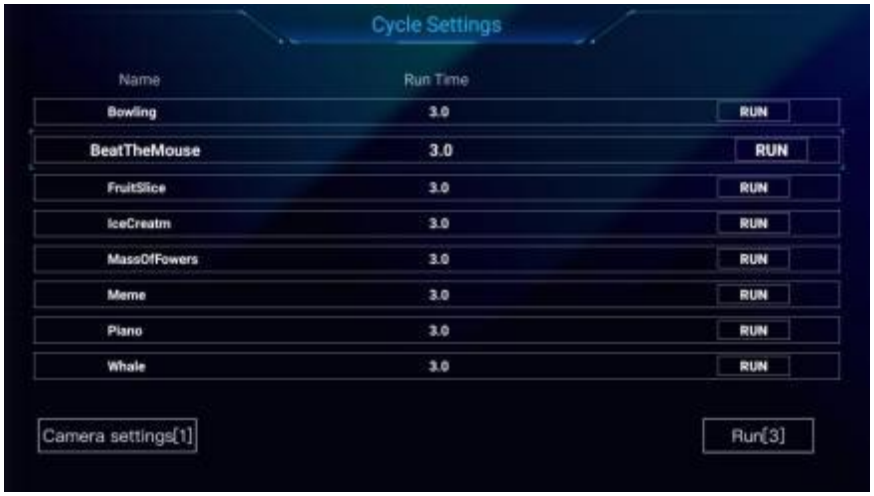


3.2.4 Adjust the content playback order

If you need to adjust the order of a material, first select the material to adjust the order.

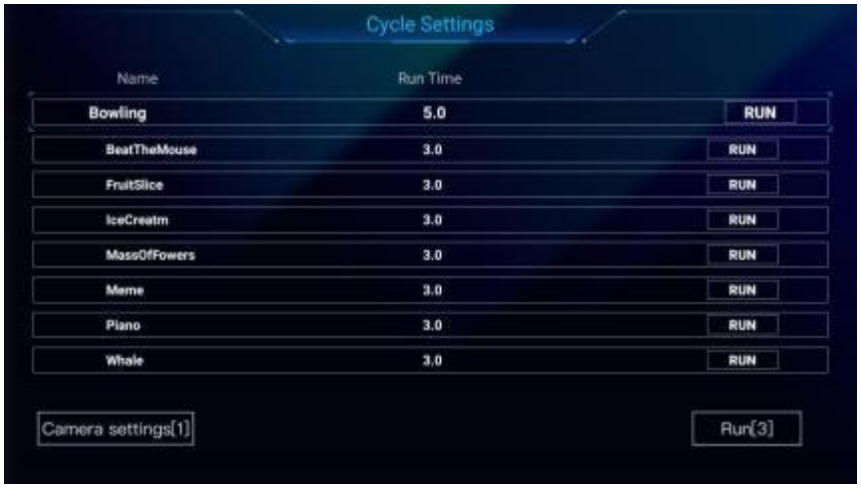


Then click TV1 on the back button of the remote control to move up or TV2 to move down. The configuration is automatically saved for each operation.



3.2.5 Single content playback time modification

Select one of the materials, and then click the volume plus button on the remote control to increase the duration, and the volume minus button to reduce the duration. The unit is minutes. Each time you press the change time is 0.5 minutes, that is, 30 seconds, and the minimum can be set to 0.5 minutes.



3.2.6 Synchronization time function

When the all-in-one machine is used in multi-channel content, all machines need to synchronize the system time.

Press the number 2 key to switch to the synchronous end or the synchronized end. Note: the default is the synchronized end.

First, connect all the machines requiring synchronization time to the same LAN, and then set one of the machines as the synchronization end, and restart the client to take effect. Note: under the same LAN, there

can only be one synchronization terminal.

3.2.7 External control cycle

The device can control the loop function through HTTP protocol. At present, it supports five instructions: previous, next, loop, stop and play the specified content. Please consult the after-sales service for specific instructions.

3.3 Home page content modification

Install, uninstall and adjust the position of APP interface in the home page of all-in -one machine.

3.3.1 Installation content

Add materials in the all-in -one machine, and you can use USB flash disk to install materials. After inserting the USB flash disk, find the removable disk in the explorer and find the material installation package to be installed inside.

Select and click OK to start the installation

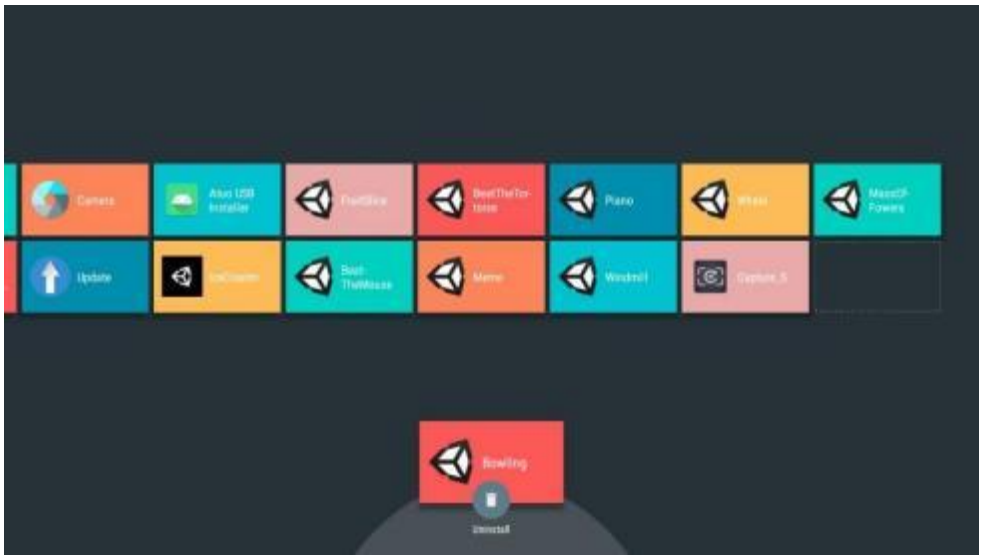
Select the Install button and click OK. After the display is completed, return to the home page to see the installed program.

If you need to display and cycle this game in the client list, you need to refer to 3.2.2 refresh the content of the client list for operation.

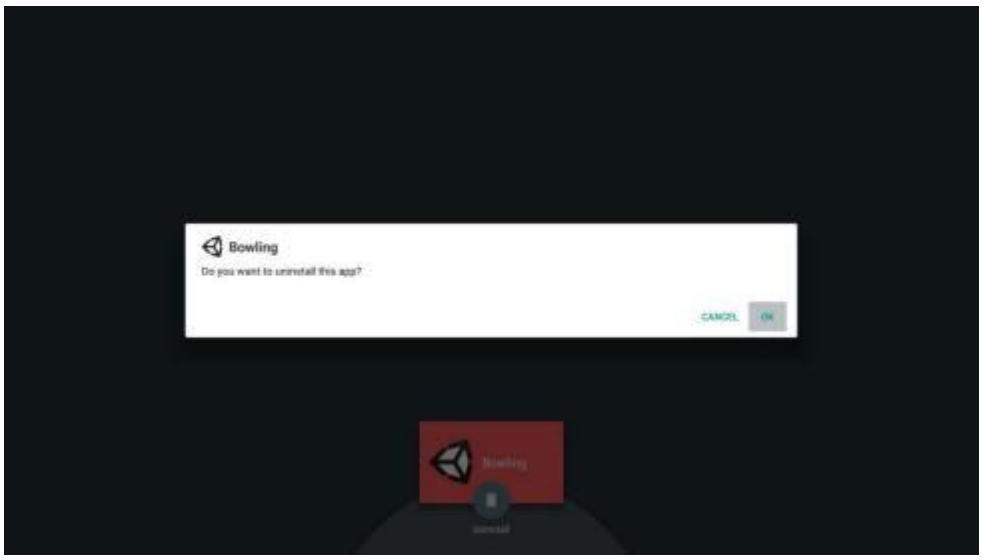
3.3.2 Uninstall content

Select the material to be deleted in the home page, and then long press the OK key

Click the next button to move this material to the recycling place below.



Then click OK to confirm unloading.



After uninstallation, you must refer to 3.2.2 to refresh the contents of the client list to continue the operation and refresh the contents of the client list.

3.3.3 Adjust content location

Select one of the materials and press and hold the OK key

Use the left and right keys of the remote control to adjust the position of this material

Click return after adjusting the position.

4 Frequently asked questions

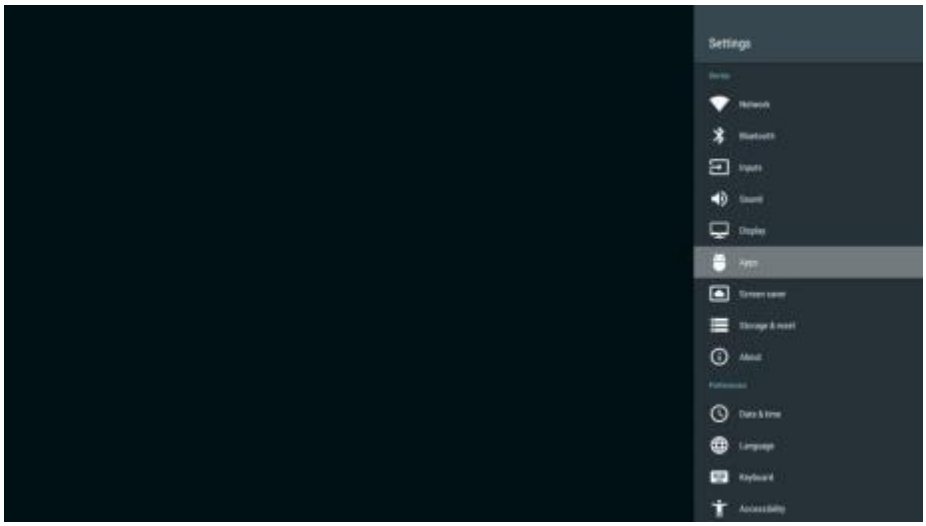
4.1 Client stopped running

a. It will appear when the list is not refreshed after uninstalling the program. At this time, you need to follow the steps of refreshing the contents of the client list in 3.2.2 to continue running.

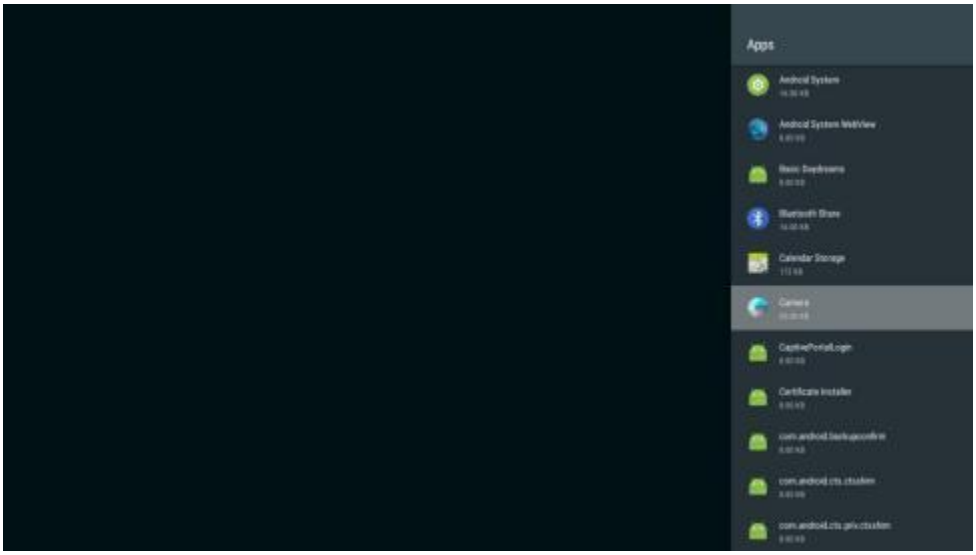
b. The infrared camera cannot be found. Check whether the camera is normal.

i. Open Settings

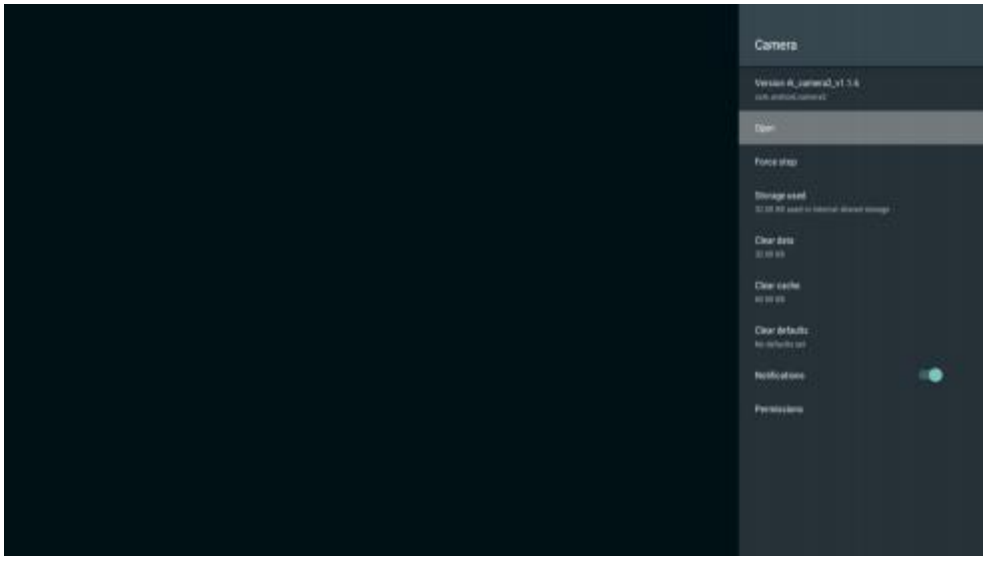
i. Open app



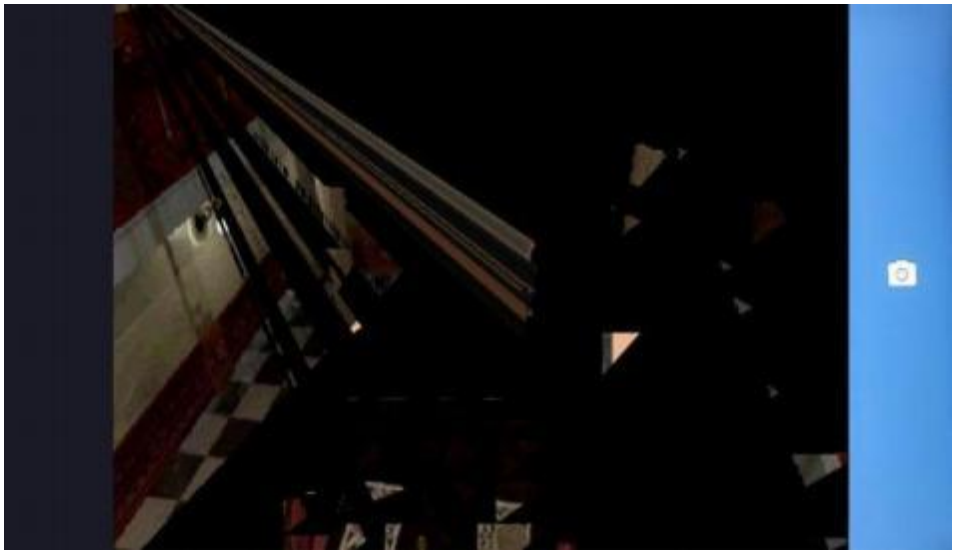
i. Click camera



i. Click Open



i. If there is a picture, power off and restart the all-in -one machine



i. If there is a picture or a prompt that the camera is not found, or there is no picture, please contact the after-sales personne

4.2 Client does not loop

a. Check whether the single time in the list is set too long. According to the steps of modifying the single content playback time in 3.2.5, shorten the playback time of the content with too longtime.

b. Check whether the single program operation mode is started, and enter the cycle according to the steps of cycle operation in 3.2.1.

4.3 Special effects appear when there is no interaction in the game

Ensure that the brightness of the scene is not too high, and there is no large particle dust floating in front of the camera.

Reduce the sensitivity. Refer to 3.1.3 adjusting the sensitivity for the operation steps

4.4 Caton during game interaction

Increase the area. Refer to 3.1.4 adjustment area for operation steps

4.5 Activate client

Send the equipment code in the screen to the after-sales personnel in the form of text. After obtaining the activation code, input the activation code into the input box in the screen, click OK to activate, and then restart the client.

4.6 Insensitive interaction

First check whether the capture area in the camera setting is corrected and whether the sensitivity and area are normal. For details, refer to 3.1 camera setting;

After the setting is confirmed, the swing is still not sensitive. Please contact the after-sales personnel.

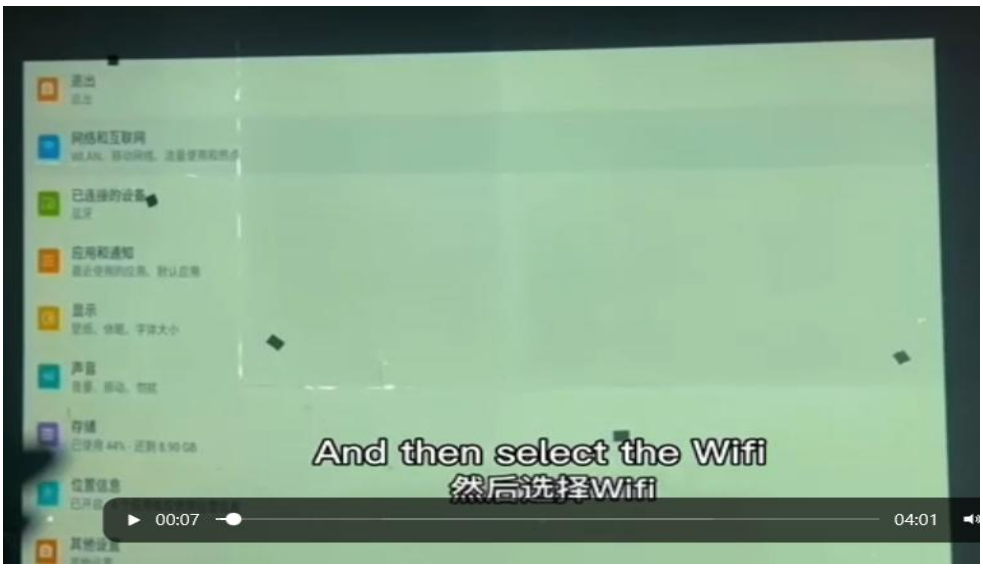
Appendix revision record

Version number	modification date	Change content
V1.0	2021.09.15	create documents
V1.1	2022.03.10	Add new function description
V1.2	2022.04.06	New interface replacement

5 Upload video tutorials

5.1 Network Connections

First click on Settings and select the WiFi you want to connect to. In the absence of wifi, you can connect to a mobile hotspot.

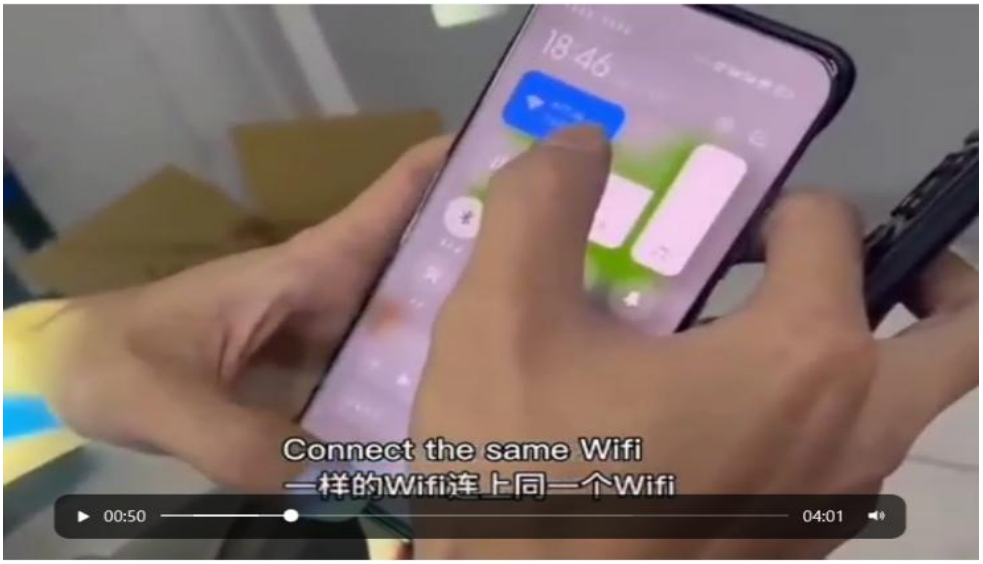


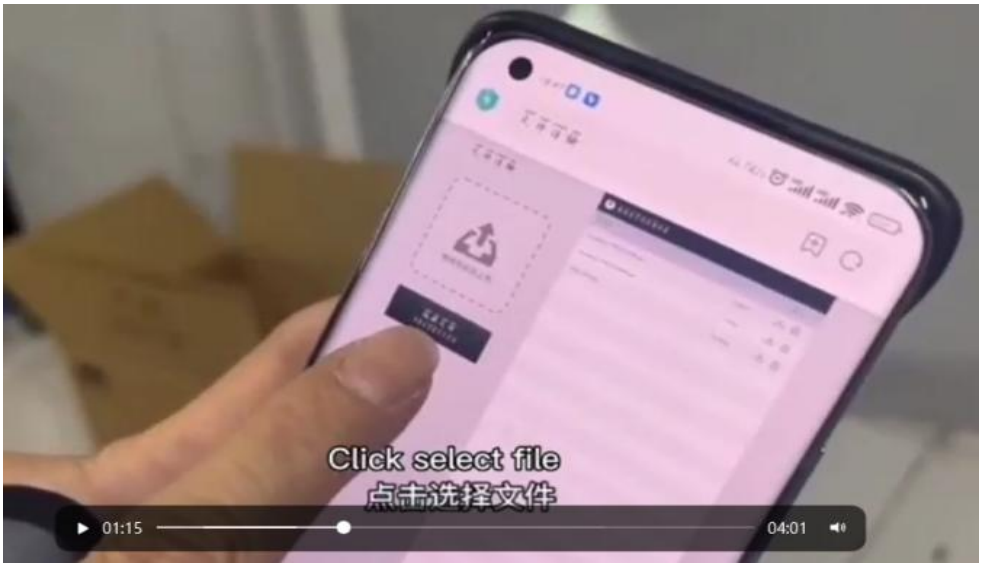
5.2 Enter Superior Management

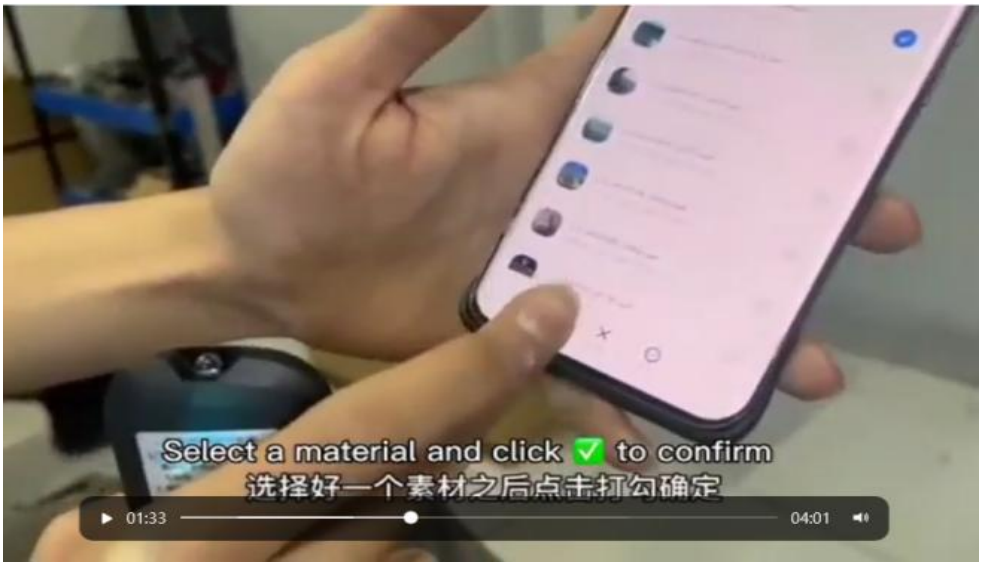
After connecting WiFi, exit the home page and enter the Super Script Management. Click Settings and select the second browser to upload the file.

5.3 Uploading Videos on Mobile phones

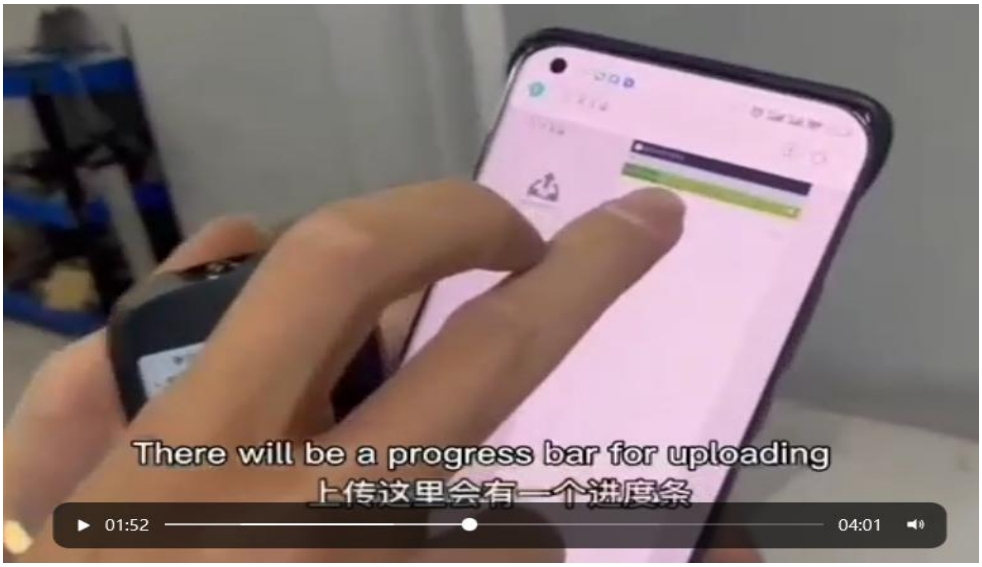
Use your phone to connect to the same wifi and turn off your phone's data network. Enter the browser and search for the projected ip address. Enter this address with the mobile browser, click Select File, find your video (video can only select one upload each time, multiple files need to be multiple times), select a material and click the check mark to confirm.

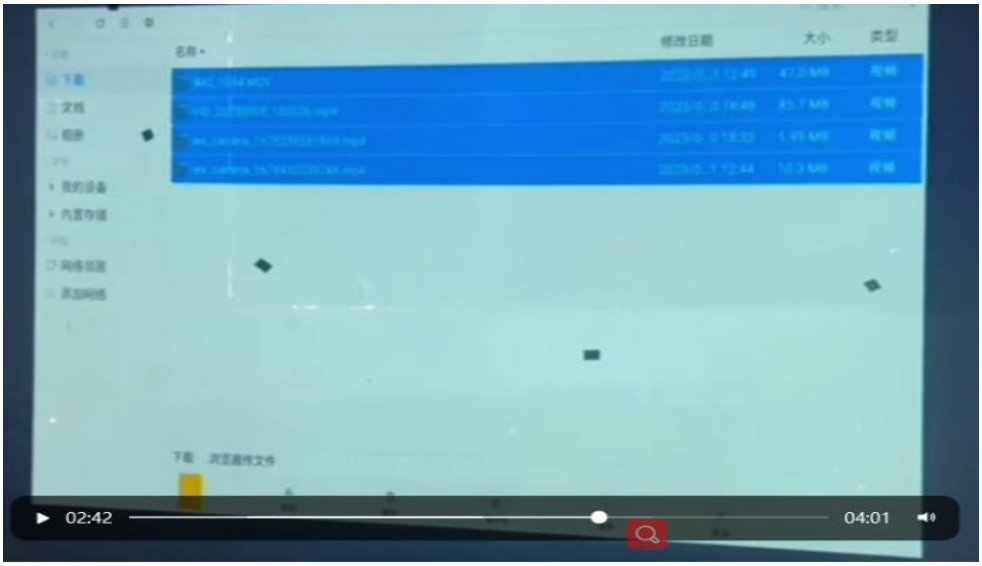



Click select file
点击选择文件
01:15
04:01

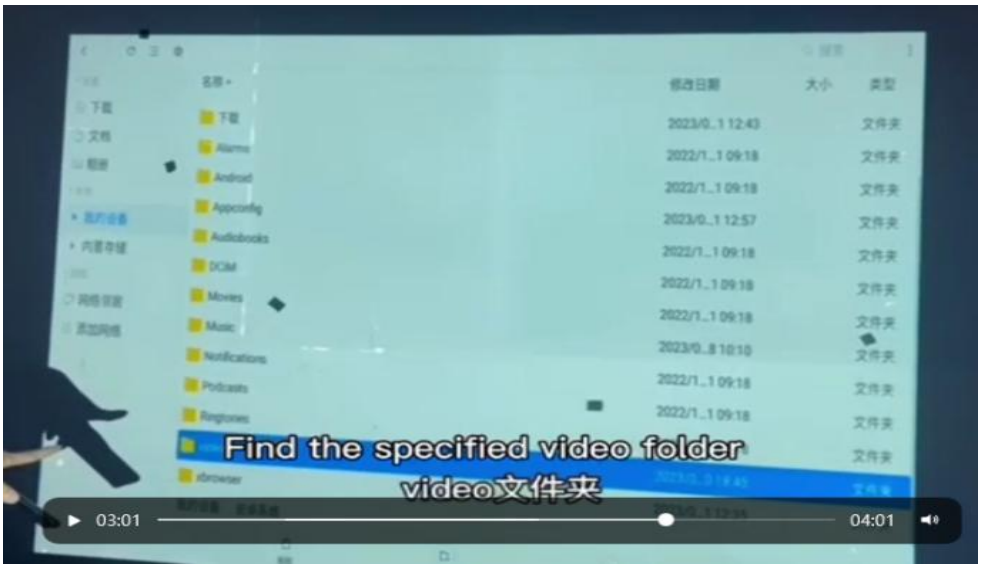

Select a material and click ✅ to confirm
选择好一个素材之后点击打勾确定
01:33
04:01

There is a green progress bar when uploading. After uploading, click Exit and go to the directory. The uploaded video is inside. Then right-click a video and long press the ok key to select multiple videos. Click on the first copy after selecting.





Once the copy is successful, go to my device and select Built-in Storage. Find the specified video folder and select Paste. After pasting, press the remote control exit button to exit the home page.



5.4 Playing a Video

Enter the video player and you can play the video.

You can also click the capture client to play interactive content without playing video.