



PRODUCT TECHNICAL DATASHEET V.01

Wireless Collaboration System BXA-SP1000

Specifications and User Guide



PRODUCT TECHNICAL DATASHEET V.01

Technical specifications

HARDWARE SPECIFICATIONS

PARAMETER	SPECIFICATION
CPU	ARM Cortex A55 × 4
Storage Configuration	4G DDR + 32G FLASH
Hardware Ports	2 × HDMI Output (1 × 4K 60Hz; 1 × 1080P 60Hz); 1 × HDMI Input 3.5mm audio Output; 2 × RS232 1 × Type-C Host; 2 × USB 3.0 Host Type-A; 1 × USB 2.0 Host Type-A 1 × 12V/3A DC Power Jack; 1 × RJ45 LAN port (10/100/1000); 4 × WiFi antenna
Power Consumption	Input: DC 12V; Max consumption: 12W
Size	180 × 110 × 35 mm (L × W × H)
Environment	0°C ~ 40°C (working temperature); 10% ~ 90% (working humidity)

WIRELESS TRANSMISSION PARAMETER

PARAMETER	SPECIFICATION
Protocol	DLNA / Miracast / Airplay / Chromecast / Huawei Cast / BZCcast
Dual Wi-Fi	5.8G SoftAP + 5.8G WiFi
Number of Connections	Up to 128
Transmit Distance	No obstacle 70 m
BYOM	Support for all major conferencing services such as Teams, Zoom, and GoToMeeting
Mirror Back	Support
Touch Control System	Mouthpiece: USB HID Support Mouse mode, IR touch control, Capacitive touch panel
Video / Audio	Video decoding: Support H.264, H.265, VP8, RV, WMV, AVS, H.263, MPEG4 Decoding solution: 4K
Bridging	Support both wireless and wired bridging

WIRELESS MIRRORING MODES

MODE	SUPPORTED PLATFORMS / DETAILS
AirPlay / Miracast / Chromecast	Support DLNA / Miracast / Airplay / Chromecast / WiDi
Wireless USB Dongle	Support Windows / Mac / Linux
Mirroring via Software	Support Windows / Android / iOS / Mac

DEVICE MANAGEMENT

PARAMETER	SPECIFICATION
Centre Management	RS232; API for third-party integrations
WebGUI Settings	Built-in web back-end
Host Mode	Control via mouse, touch, or mobile app

OTHER FUNCTIONS

FUNCTION	DESCRIPTION
Rotation Mode	Support 90°, 180°, 270° photos rotating
Dynamic Password	Support APP mirroring, AirPlay, Windows software mirroring
Audio Output	Output from HDMI or USB can be set in the setting
Restart Timely	Support regular restart function to ensure healthy operation of the device
Other APPs	Welcome speech, with classification function file browser, screensaver
Authority Management	When the device is displayed on the screen, it is allowed to display on the screen
Router Mode	Supports external router connection for signal enhancement and coverage extension

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1 Preparation

- 1.1** Open the giftbox: please check the following equipment and accessories: host x1, antenna x4, power adapter x1, Transmitter 1~4.
- 1.2** Before using, install the antenna on the host, use the HDMI cable to connect the host and the display device, plug in the power adapter, and power on; the red power light is always on to power-on, wait for 15~20 seconds to enter the main standby screen.
- 1.3** As shown in the figure below: the default resolution of the screen is 1080P, and the main interface from top to bottom, from left to right are:

Hotspot name and host IP address, Hotspot password, Device password and hotspot frequency band, Screen transmission settings, Pin code; and more App icons below.
- 1.4** To set up the host, you need prepare a USB mouse and insert the mouse into any USB port. Left-click to confirm, and right-click to return.
- 1.5** Click the “Settings”  button in the center of the main interface to enter the system settings page.

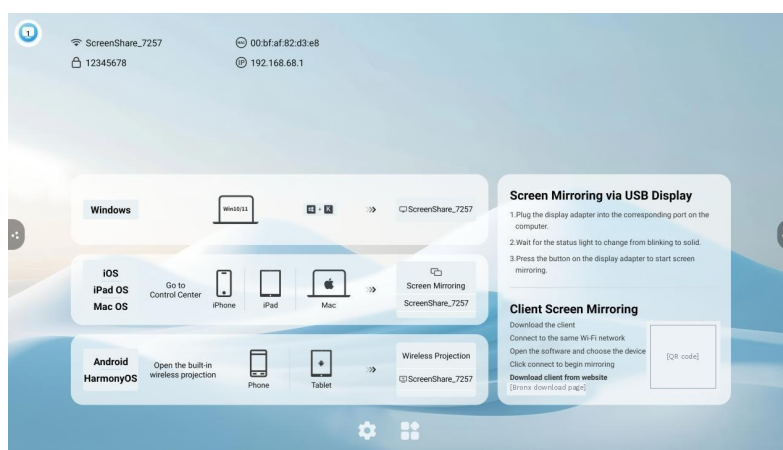


FIGURE 01

2 USB Projection

Connect the transmitter to the USB (HDMI/Type-c) port of the computer (Windows/Mac OS) for transmission (when the user's computer uses the transmitter for the first time, you need go to my computer - removable storage device - double-click the drive letter CD drive: USBDisplay), then the transmission application will automatically run. Pls note that Win10 need turn off the firewall (Windows Defender). The driver is shown as the following figure.



FIGURE 02

The transmitter will start automatically after insertion; the light flashing of the transmitter means starting; wait for about 10s; when the transmitter light is always on, the transmission interface prompts "press to share," click the button to share the screen, as shown in the figure below:



(In some computer system, due to antivirus software interception, it is not the first time to use, and the transmitter does not run automatically, then you need execute the USBDisplay driver)

When the transmitter is sharing, as shown in the figure below, if you need finish the casting, press the transmitter again.



2.1 Casting Settings

Click the setting icon in the lower-left corner of the transmission interface; you can choose to extend the screen, transmit audio, mouse acceleration, Plug&Play, etc.



2.2 Extend Screen

When using the extend screen, you need to run the CD drive to install the driver and then check the "Extend screen" option.

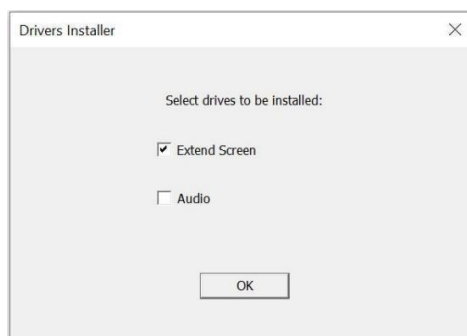


FIGURE 06

3 Mobile Phone Projection

3.1 iOS Transmission

3.1.1 Screen Mirroring via LAN

Connect your iPhone or iPad to the hotspot of the host device. Then swipe down from the top (or swipe up from the bottom) of the screen to open the Control Center and select Screen Mirroring, as shown in the figure below.



FIGURE 07

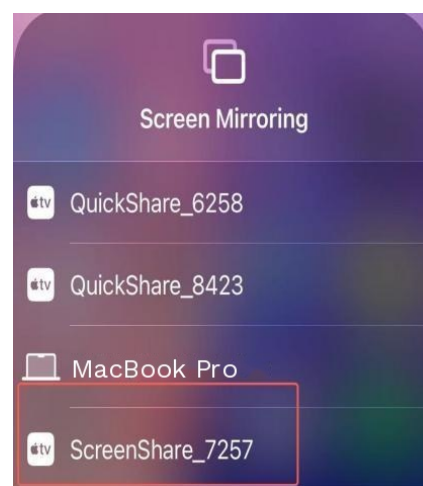


FIGURE 08

Click Screen Mirroring again, and in the pop-up menu, select the corresponding ScreenShare_xxxx to start mirroring.

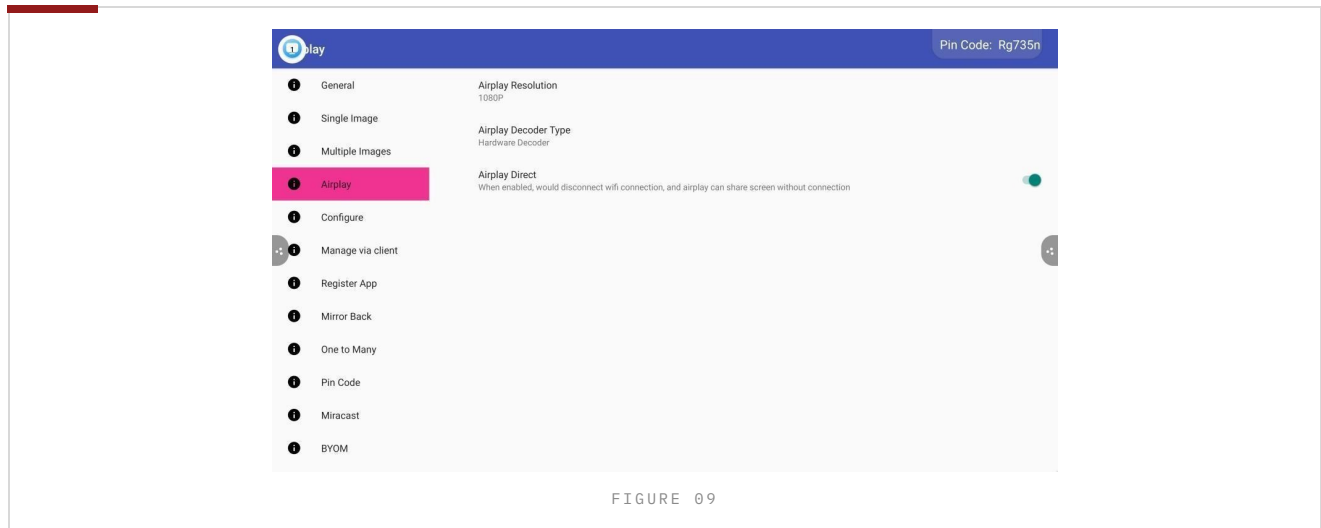
To exit AirPlay screen mirroring, follow the same steps above.

(Since screen mirroring requires a stable and clean network environment, it is recommended to use the hotspot connection method. Screen mirroring via other network environments on the same LAN may not guarantee stable quality.)

mission, and the quality of transmission under the same network in other methods cannot be effectively guaranteed)

3.1.2 AirPlay Direct Mirroring

Click the Screen Sharing Settings icon at the bottom of the main interface. From the list on the left, select AirPlay. On the AirPlay settings page, toggle the switch on the right to enable the function (enabled by default), as shown in the figure below.



With AirPlay Direct enabled, iPhone and iPad devices do not need to be on the same network as the receiver. Simply select Screen Mirroring on your device, then choose the corresponding ScreenShare_XXXX from the pop-up menu to start mirroring.

3.2 Android Transmission

3.2.1 APP Transmission

Connect to the Internet, and open the browser to enter the [Bronx download page] web page to download and install the Android client software. After the installation is completed, the mobile phone will appear  icon, click this icon, and you can use the Android mobile phone. Only support Android system 5.0 or above; the prompted permission should be turned on; if the permission given is not enough, it will affect the inability of some functions. The mobile phone needs to be connected to the receiving hotspot or connected to the same LAN as the receiver.

Projection Method:

1. Turn on Wi-Fi on the phone, connect to the hotspot "ScreenShare_XXXX," and open the Android client App; at this time, the client will automatically start searching for large-screen devices in the same network. In the list of devices, tap the name of the large-screen device you want to connect to the large-screen device. After connecting, you can push video, picture, music, documents to the large screen, and you can use the remote control to control the screen and synchronize with the desktop. Click Start Mirroring in the picture above to start mirroring the screen; Android10 and above mobile phones can support sound transmission without connecting to Bluetooth screen mirroring.
2. Click the scan code projection of the Android client, scan the QR code of the main interface, and click Confirm Pin Code after successfully scanning.
3. Click the Pin code of the Android client, enter the 6-digit or 8-digit screen Pin code displayed at the receiver, and you can connect to the receiver box.

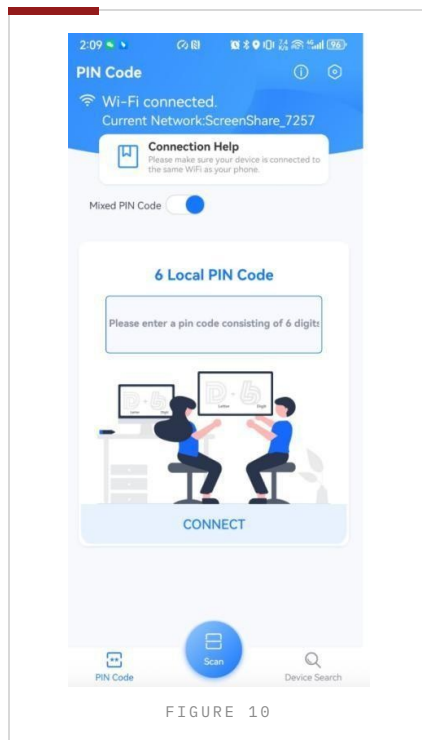


FIGURE 10

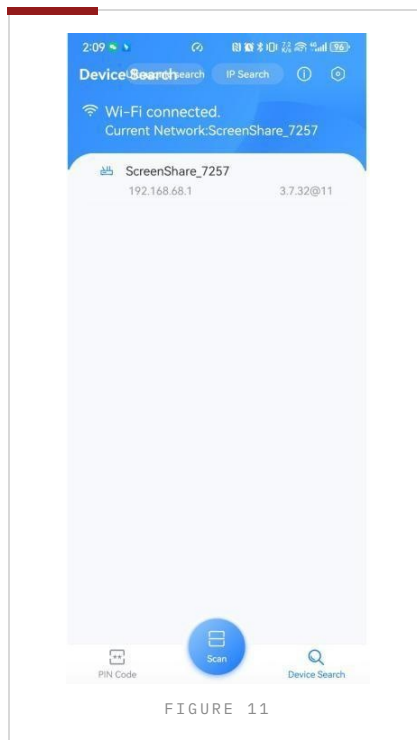


FIGURE 11

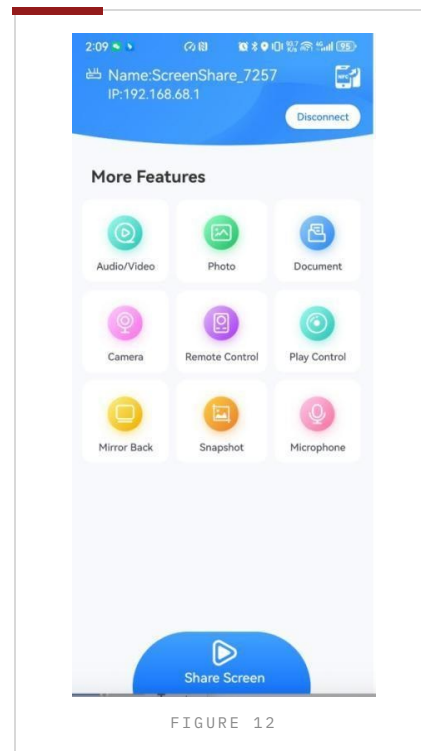


FIGURE 12

3.2.2 Miracast Transmission

Click the General Setting icon at the top right of the main interface, and click Miracast in the left list; After entering the Miracast service interface and opening the right turn button, as shown in the following photo, Miracast starts successfully.

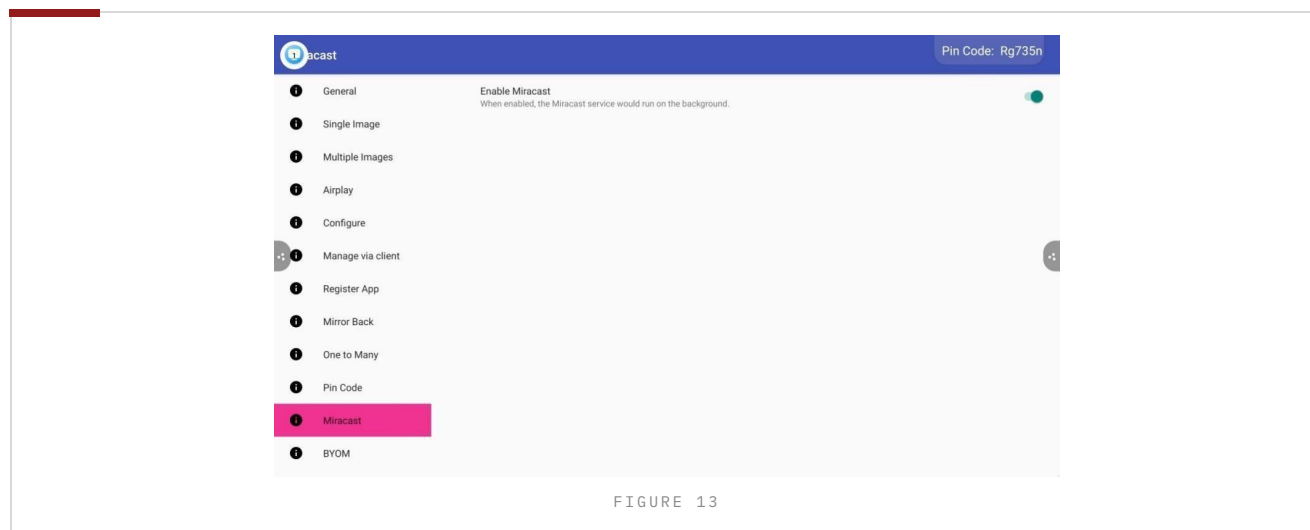


FIGURE 13

Find the Pin Code function or the screen transmission function in other naming methods in the top menu bar of the mobile phone and open it. Mobile phones with Android system 5.0 or above support mirrored Pin Code. At this point, the mobile phone will automatically start searching for large-screen devices. In the list of devices, tap the name of the large-screen device you want to connect to the large-screen device.

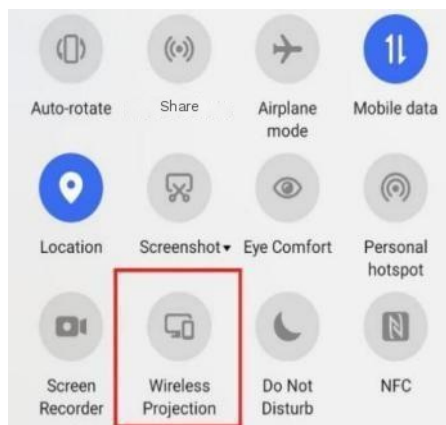


FIGURE 14

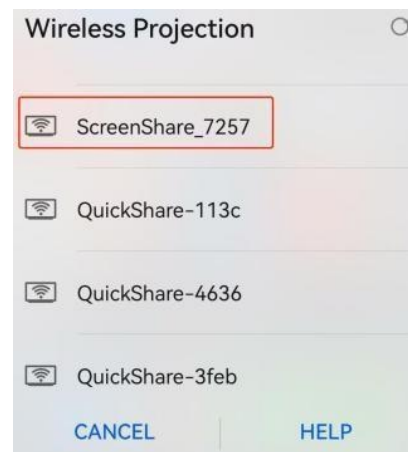


FIGURE 15

The Screenshare_xxxx corresponding to the connection can mirror the screen. Exit Pin Code, the method is the same as above.

4 Computer Casting

4.1 Windows Clients

Put the computer and the receiving device at the same LAN and open the Windows client.

4.1.1 Pin Code

You can enter the Pin Code to connect the receiving end (the Pin Code display in the upper right corner of the receiving end).

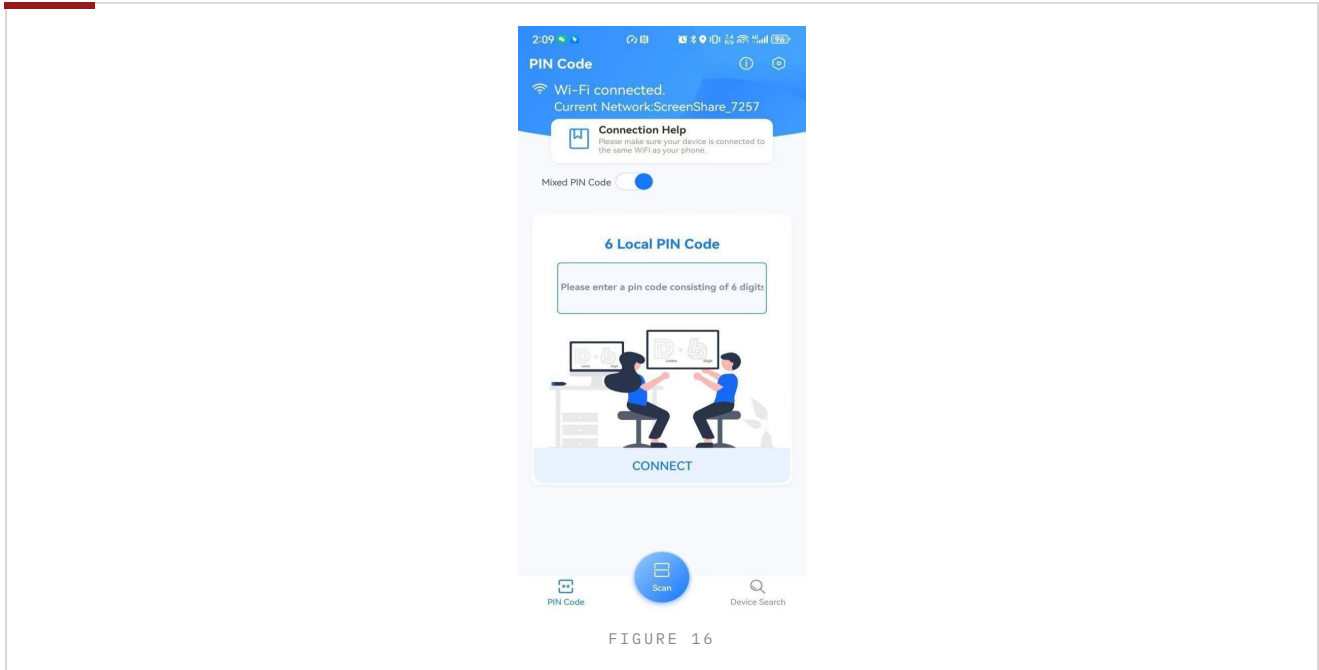


FIGURE 16

Click "6 digits" projection code for Pin Code.

4.1.2 Search the Screen

Click "Connect," and the client will automatically search for the receiving end under the same LAN; you can click the device you want to connect to in the device list to connect with the receiving end. Click the "Click Connect" button after the specified receiver to connect and prepare for Pin Code.

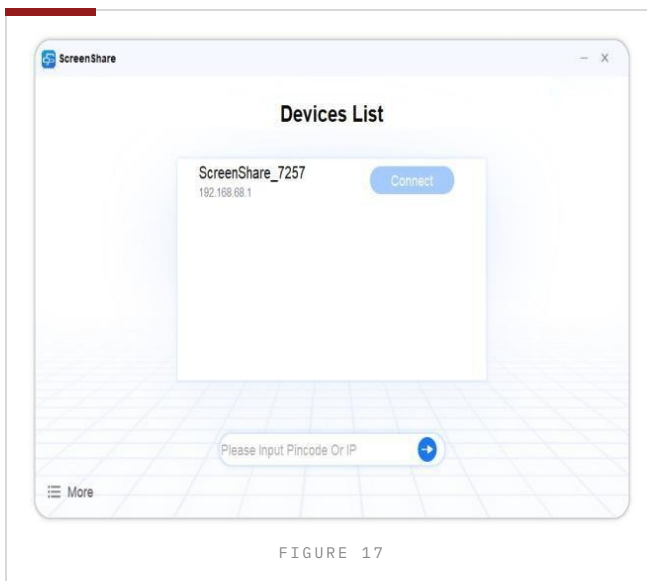


FIGURE 17

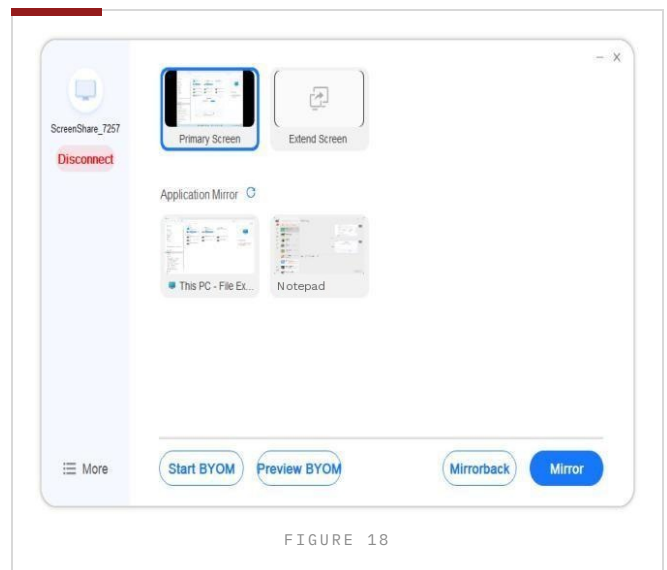


FIGURE 18

Click the "Start Pin Code" button to transfer the computer's interface to the receiving end in real-time.

Click the "Start Anti-Mirroring" button to transmit the interface displayed by the receiving end back to the Windows client display in real-time, and you can reverse touch the interface of the receiving end.



FIGURE 19

4.2 Mac computer screen projection

4.2.1 Screen Mirroring via LAN

Ensure that the Mac computer and the receiver device are connected to the same local area network (LAN). Click the icon at the top-right corner of the Mac screen, as shown in the figure below.

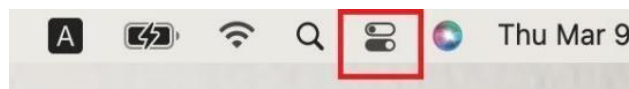


FIGURE 20

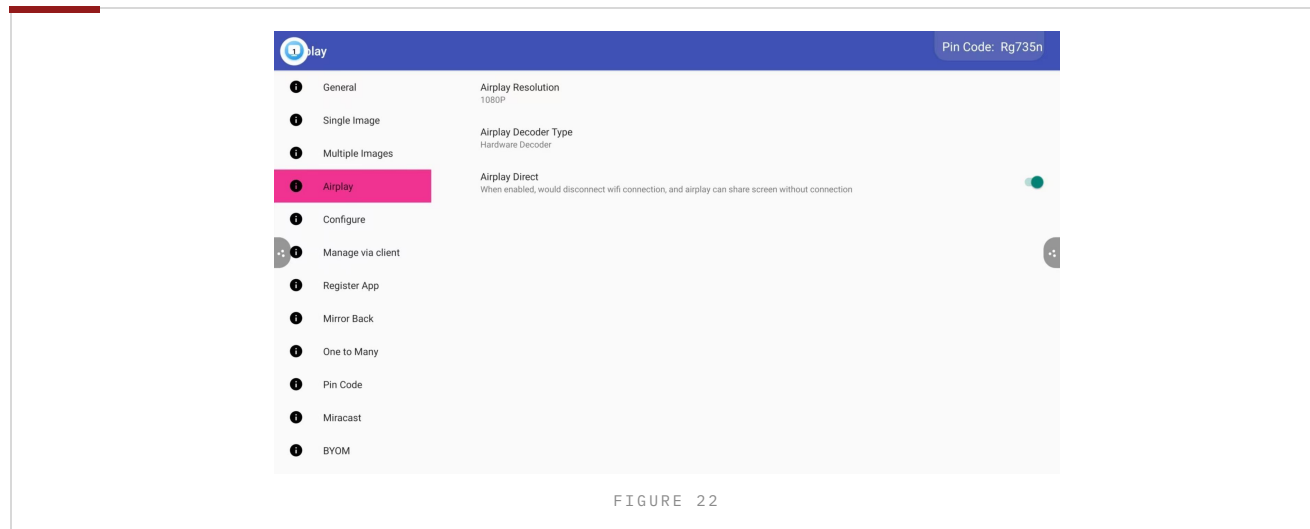
Select the built-in Screen Mirroring icon, then choose the receiver device on the same LAN to start screen projection.



FIGURE 21

4.2.2 AirPlay Direct Mirroring

Click the Screen Sharing Settings icon at the bottom of the main interface. From the list on the left, select AirPlay. On the AirPlay settings page, toggle the switch on the right to enable the function (AirPlay Direct is enabled by default), as shown in the figure below.



iPhone and iPad do not need to be on the same network as the receiver. Simply open Screen Mirroring on your device, then select the corresponding ScreenShare_xxxx from the pop-up menu to start mirroring.

4.3 HDMI-In screen projection

Use an HDMI cable to connect the host and computer; after connecting to the HDMI cable, the computer will automatically project the screen.

4.4 PC Miracast Projection

Click the Screen Sharing Settings icon at the bottom of the main interface. From the list on the left, select Miracast. On the Miracast service page, toggle the switch on the right to enable the function (Miracast is enabled by default), as shown in the figure below.

When both this option and AirPlay Direct are enabled, only a single Miracast device can be projected at a time.

When AirPlay Direct is disabled and the system Wi-Fi is enabled, up to four Miracast devices can project simultaneously.

Press and hold the Win + K keys on your computer. The system will automatically start searching for receiver devices. In the device list, click the name of the device you want to connect to start screen projection.

4.5 PC Web Projection

Connect your computer to the network, open a web browser, and enter <https://www.webcasts.app/> to access the web-based screen projection site.

Enter the projection code of the receiver device, click Start Projection, then select the target device from the list and choose to project a browser tab, a specific window, or the entire screen.

As shown in the figure below, the currently shared content is a browser tab. While the projection is active, click Stop Sharing to end the screen projection.

4.6 PC Chromecast Projection

Ensure that the computer and the receiver device are connected to the same local area network (LAN). Open the Chrome browser on your computer, click More in the top-right corner of the browser, then select Cast under Save and Share (supports casting to up to four devices simultaneously).

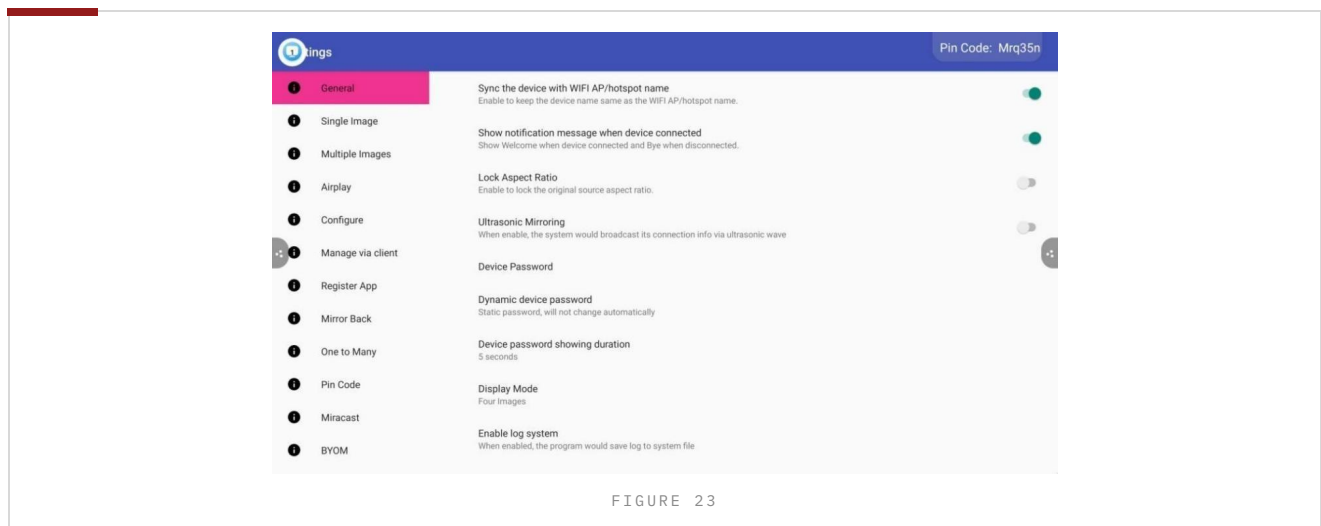
In the pop-up Cast tab, the devices available on the current LAN will be displayed. Click ScreenShare_xxxx to cast either a browser tab or the entire screen.

To stop screen projection, click Stop.

5 Setting interface

Click the Settings button in the upper right corner of the receiving interface to enter the setting interface.

5.1 Convention



Device name synchronization with AP hotspot name: When this option is enabled, the device name of the receiving end changes with the change of hotspot by default.

Show welcome/goodbye message: When this option is turned on, when the client is just on the screen, a prompt of "Welcome XXX" will be displayed.

Keep display screen aspect ratio: Turn on this option to keep the original screen aspect ratio;

Ultrasonic Projection:

1. Enable this option. The receiver device must have its sound output turned on. If there is no built-in audio output, an external speaker must be connected to ensure that the receiver can broadcast connection information via ultrasonic signals.

(Note: Multiple receivers in the same environment cannot enable ultrasonic projection simultaneously, as this may cause interference and prevent device discovery.)

2. On the Android client, tap the Ultrasonic Search button at the top. Once the client detects the receiver device, tap the device to connect. The phone will connect to the large-screen hotspot and navigate to the projection connection interface. Tap Allow to start screen projection.

Screen transmission connection password: Set the password required when the client projects the screen to the receiving end, and only after the password verification is passed the screen can be cast, which can avoid screen projection accidents.

Dynamic change of connection password: You can set the time when the Pin Code password changes dynamically (no change, 10 minutes, 30 minutes, etc.).

Display screen password duration: Set the prompt box display time of the screen password (5 seconds, 8 seconds, 10 seconds, etc.).

Screen display mode: display the current number of pictures; you can choose single, double, four, six, or nine pictures.

Enable Logging System:

When screen projection is active, this feature displays decoder information and allows saving the following data to the file system: mirrored video, projected video and audio, and BYOM video and audio data.

Version: Displays the version of the screen transmission

5.2 Single-screen

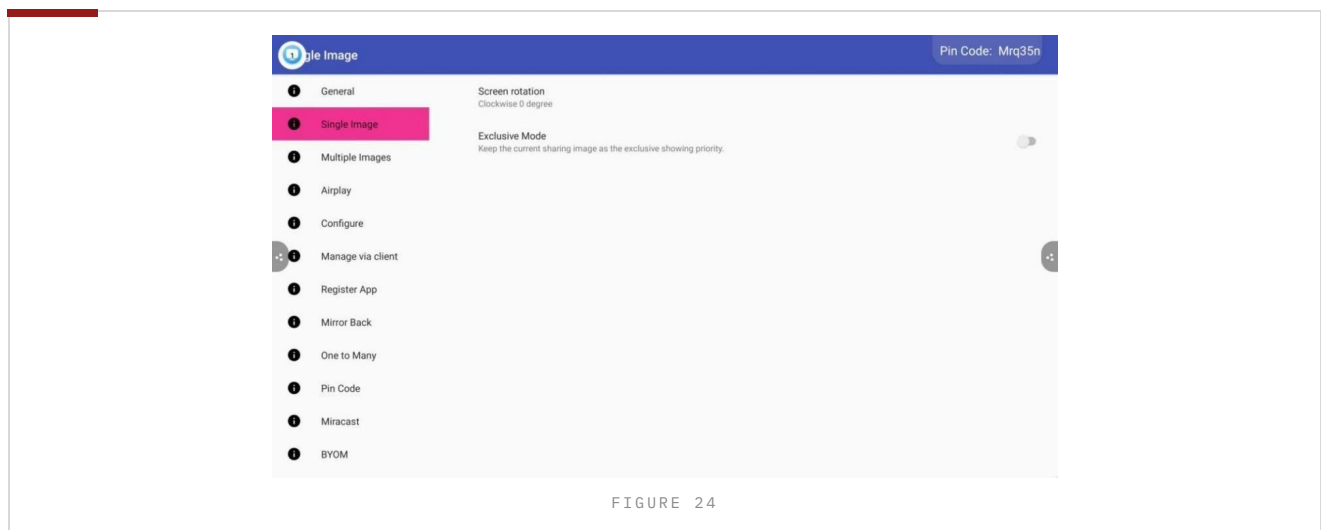
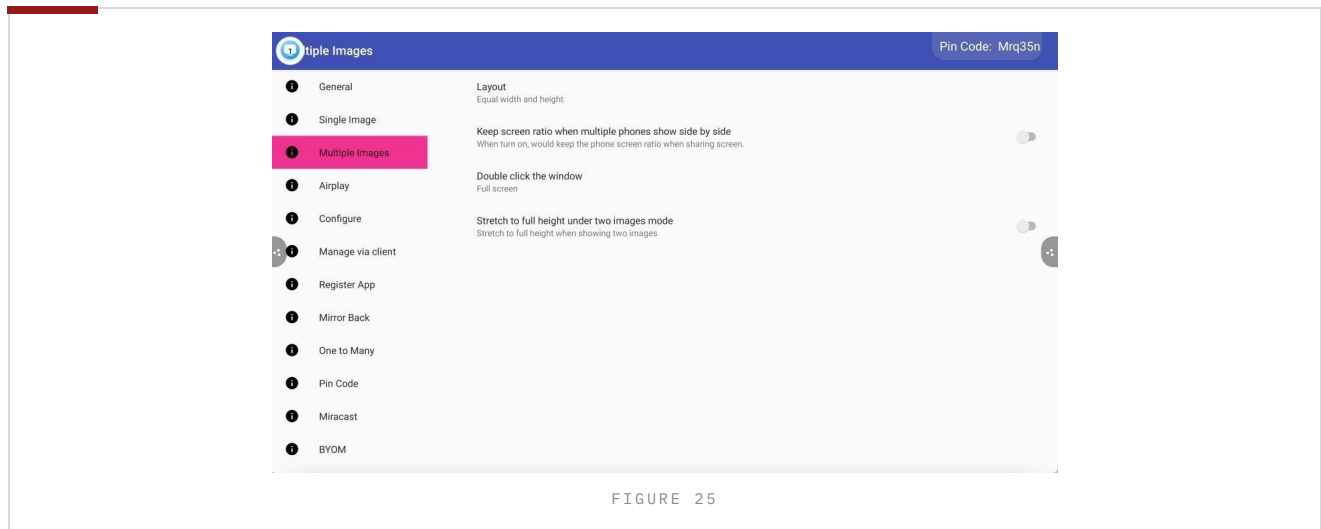


FIGURE 24

Single-screen mode: In single-screen mode, you can rotate the screen at the receiving end of the screen transmission icon. You can rotate 90, 180, and 270.

Exclusive mode: When an existing device is in the screen projection mode, other devices cannot cast the current screen.

5.3 Multi-screen



● Multi-screen

1. Equal proportion division, the screen projected by the client occupy the same proportion.
2. Master and slave screens, the screen projected by one of the clients occupy more space, and the interface of the other clients occupies less space.
3. Divide the screen side by side, and display the screen side by side from left to right.
4. Free style of multiple phones, the free layout of more than five devices.

Maintain screen ratio when multiple phones are displayed side by side: When turned on, the original screen ratio of the phone will be maintained.

Double-click the multi-viewer windows

1. Standard touch: In a multi-screen window, touch one of the projected screens to recognize it as a standard touch.
2. Full screen: In the multi-screen window, double-clicking one of the projected screens will enlarge the projected screen.

When two pictures stretch to occupy the full height: When the two pictures are cast, the projected screen will be stretched to occupy the height of the screen.

3. Dual Display Mode You can choose from the following four modes:

None: HDMI Out 1 and HDMI Out 2 display the same projected device.

1+N: HDMI Out 1 displays the first projected device, while HDMI Out 2 displays the second and subsequent projected devices.

N+1: HDMI Out 2 displays the first projected device, while HDMI Out 1 displays the second and subsequent projected devices.

N+N: HDMI Out 1 and HDMI Out 2 each display different projected devices.

5.4 Airplay

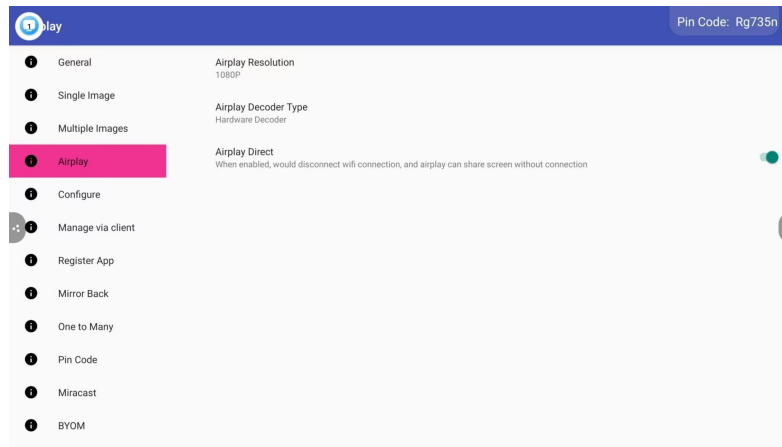


FIGURE 26

Airplay resolution: default 1080P resolution. Available in 720, 1440, 2160.

Airplay decoder type: choose a hard solution or soft solution.

AirPlay Direct:

When enabled, the system Wi-Fi will be disconnected automatically. iOS and Mac devices can project the screen without connecting to Wi-Fi. (For detailed instructions, refer to Section 3.1 iOS Screen Projection → AirPlay Direct.)

5.5 Configuration program

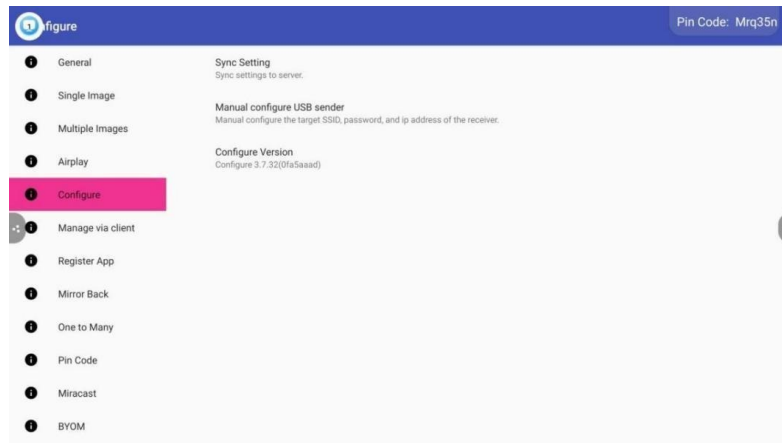


FIGURE 27

Sync setting: Click this option to jump to the synchronization interface; click Sync, and you can synchronize local setting information to the server and synchronize the server's settings to the local.

Manual pairing screen projector: Click this option, and you can manually set the network SSID, password, and IP information assigned to the receiving end of the local wireless LAN, click Generate Configuration, and you can generate pairing information, stay in the current interface with USB transmitter for pairing, you can achieve manual pairing of screen transmitter.

Configuration program version: Display the version of the screen configuration program.

5.6 Supervisory program

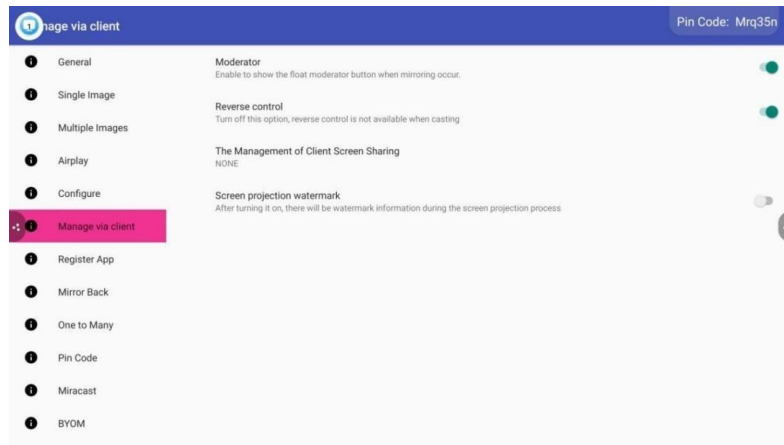


FIGURE 28

Host Mode: After turning on this option, a small green dot will appear in the upper left corner of the receiving end of the screen; Click the small green dot, and the list of clients that have been connected to the receiving end will be displayed, and the upper and lower screens of the client can be controlled by clicking the device name of the list, which is convenient for managing the upper and lower screens of the device.

Reverse Control:

Enabled by default. When a device is projecting, the receiver can interact with and control the projected device via touch input.

Client screen projection management

1. Unlimited: direct screen projection, no operation required.
 2. Authorization is required every time the client projects the screen: When the client projects the screen, you need click Allow or Deny.
- Projection Watermark:

Disabled by default. When enabled, a watermark will appear during screen projection.

5.7 Registration program



FIGURE 29

- Registered Program Version: Displays the registered program version.

5.8 Mirror Back

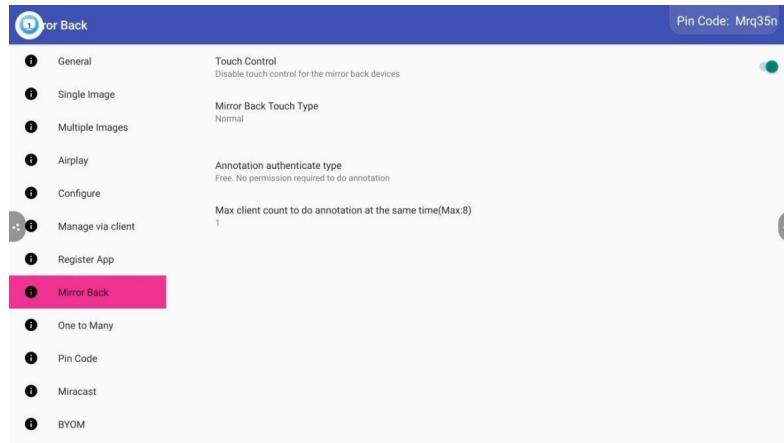


FIGURE 30

Mirror-Back touch control: This option can set whether the interface content of the receiver can be reversed when the interface of the client mirror-back receiving ends.

Mirror-Back touch type: You can set the general or operation input node (need to have the read and write permission of the input node).

Request annotation authorization type: There are three options

1. The client is not allowed to annotate, and annotation cannot be made during mirroring back.
 2. Free annotation, no need to request permission to annotate.
 3. You need to request permission every time to annotate.
- Number of clients annotating at the same time: You can set the number of clients annotating at the same time; the default is 1.

5.9 One to Multiple

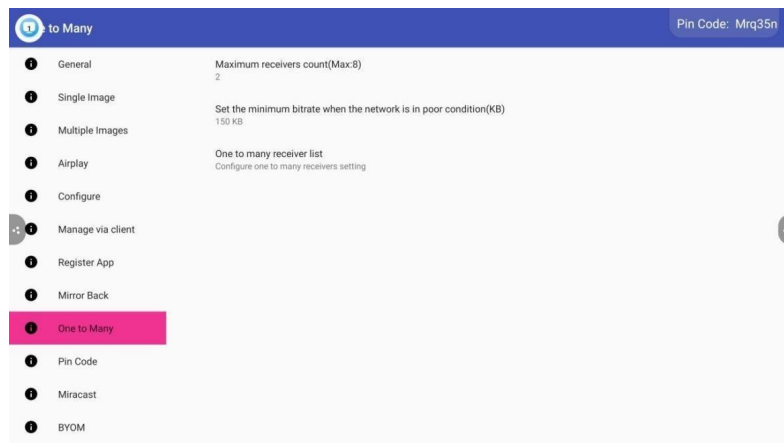


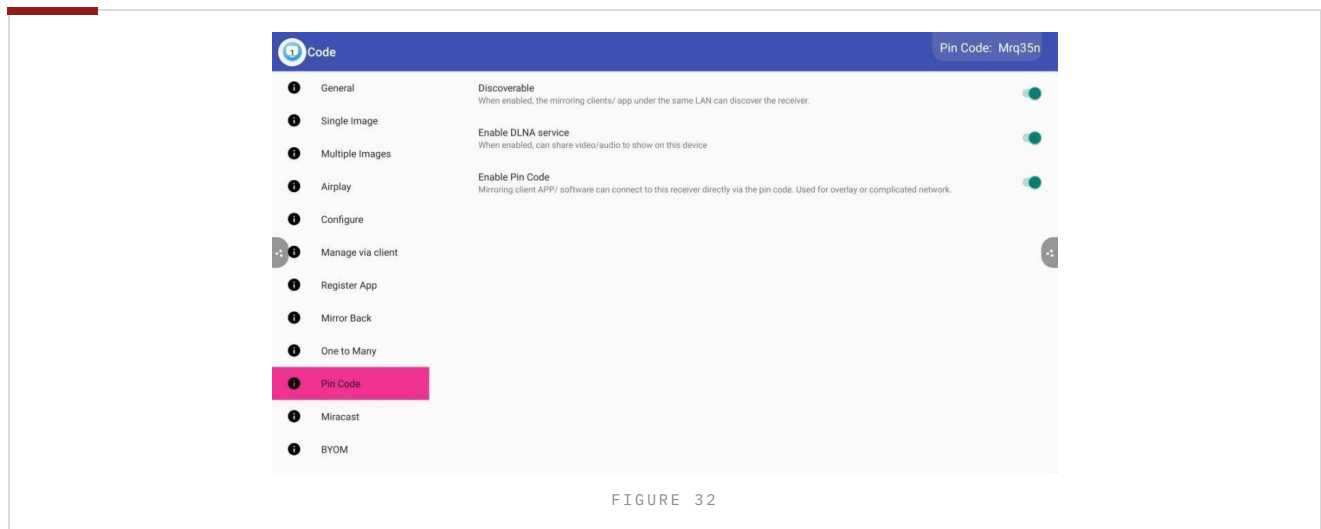
FIGURE 31

The Max number of receiving ends: When the receiving end is used as the host, a maximum of 2 extensions (2 by default) are allowed to connect to the receiving end.

Set the minimum bitrate when the network speed is poor: You can select 150KB, 200KB, 250KB, and 300KB.

Multi-Transmission and Multi-Receiver list: Click to configure the many-to-many receiver list; you can join the same LAN or connect to the extension of the receiver hotspot; after the extension is connected, when the receiver (host) is transmitted, the picture and sound will also be synchronously forwarded to the extension.

5.10 Casting PIN Code



Client discoverable service: You can choose to turn it on or off, after which the device will not be discovered.

Enable the PIN code : After enable it, long press the left mouse button to drag the cast screen. **Pin code function:** Turn on this option; you can use the function of Pin Code code; each screen transmission client can directly connect with the receiving end through the Pin Code code, solving the problem that the receiver and devices cannot be found across network segments.

Pin code type:

1. No Server type, suitable for scenarios with fewer devices under the LAN and uncomplicated network structure, without connecting to the public network.
 2. There are server types that are suitable for scenarios with many devices under the LAN and complex network structure and need connect to the public network.
- Update the frequency of the cast code: You can choose the update frequency of the cast code.

5.11 Miracast

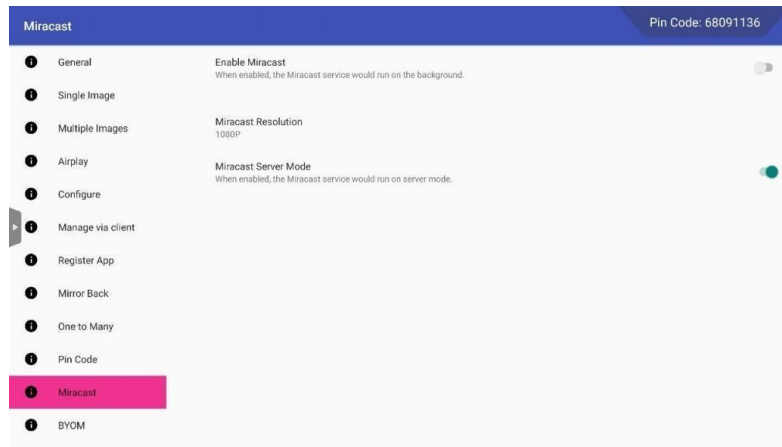


FIGURE 33

Enable Miracast: Enabled by default. (For detailed instructions, refer to Section 3.2 Android Screen Projection → Miracast Projection.)

Miracast Server Mode: Enabled by default.

1. When this option and AirPlay Direct are both enabled, only a single Miracast device can project at a time.
2. When AirPlay Direct is disabled and system Wi-Fi is enabled, up to four Miracast devices can project simultaneously.

Enable 4K Resolution for the First Miracast Device: Disabled by default. When enabled, the first Miracast device will project at 4K resolution.

Miracast Projection Code Type: By default, no Miracast projection code is required. You can configure either a dynamic projection password or a static projection password.

5.12 BYOM

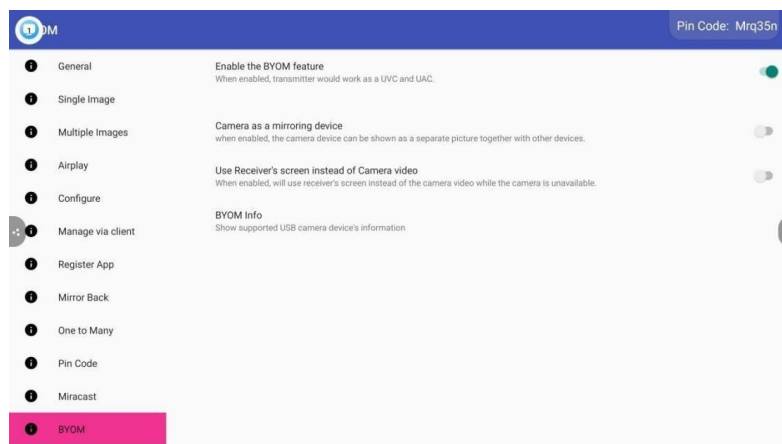


FIGURE 34

Use Camera as a Projectable Screen: Disabled by default. When enabled, the camera feed can be projected to the screen.

BYOM Information: Display information about supported USB camera devices and previews the camera.

Example of instructions for usage:

1. Connect the camera to the host (if the camera supports a microphone, there is no need access the microphone), and the Type-c transmitter is connected to the computer (you can choose to transmit or not);
2. On the computer, start a video conference. In the video conferencing software, select ScreenShare as the microphone, speaker, and camera. Additionally, set the system audio output on the computer to ScreenShare. Once these steps are completed, the BYOM feature is ready to use.

6 Common Question& Answer

6.1 USB screen transmission problem

6.1.1 The computer plugged into the USB screen transmitter does not respond

When the computer is connected to the USB screen transmitter, the computer screen does not appear as shown below:



You need go to "My Computer" to find the drive letter of USBDisplay, double-click the drive, and the screen application will run automatically. It should be noted that Windows 10 systems need turn off the firewall (Windows Defender). The drive letter is shown in the following figure:



If double-clicking the drive is invalid, right-click to enter the drive and double-click to run the application ending in main.

6.1.2 The USB Screen indicates that the receiving end is not detected

The computer is connected to the USB transmitter, and the computer screen appears in the following interface; please check whether the USB transmitter has been paired with the box; if the box backup has resetted or changed the hotspot name and password, you need re-pair the transmitter.

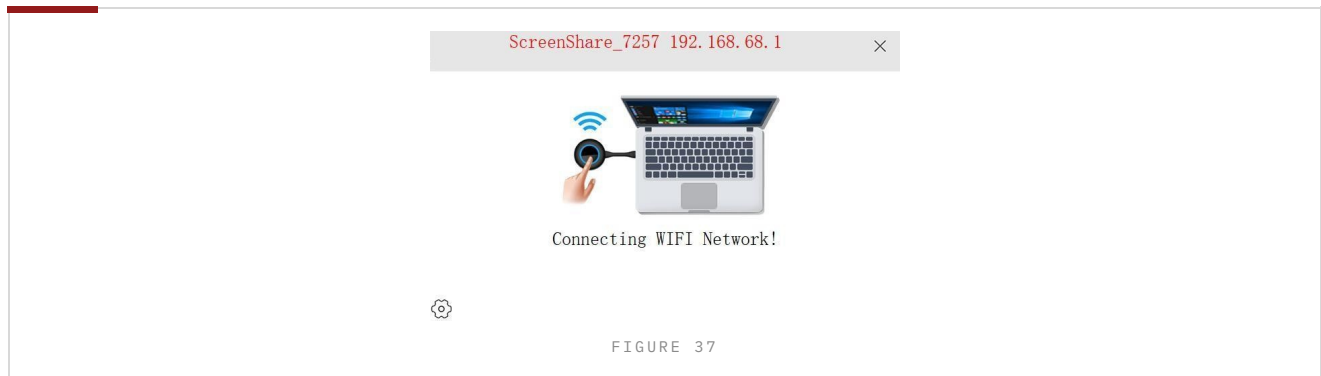


FIGURE 37

6.1.3 USB Transmitter pairing

Connect the transmitter to the USB port of the box to automatically pair; at this time, the display interface of box and the successful pairing are shown in the figure:

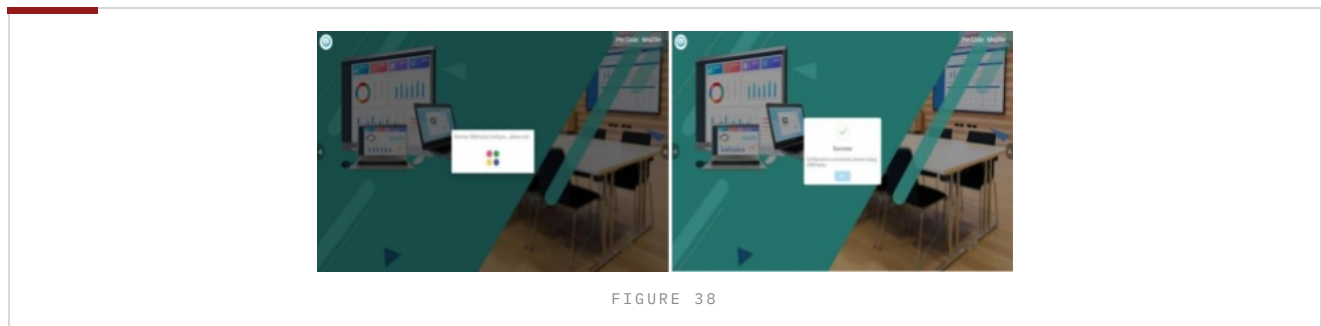


FIGURE 38

At this time, pull out the USB transmitter.

6.1.4 USB Transmitter upgrading

In the case of the host connected to Internet, the box will be updated automatically according to the background update, if you find that the USB transmitter receives the USB port of the box prompts to upgrade; click Upgrade; the following figure is upgrading, at this time you need insert the USB button into the box USB for re-upgrade pairing can synchronize the version, pls note that the USB transmitter can not be unplugged during the upgrading process.

After the display upgrade is 100% complete, the pairing interface will be automatically prompted, and then the pairing will be carried out at this time; After pairing, connect to the computer USB port for casting.

6.2 Connect to a wireless network

The receiving host can connect to the Wi-Fi of the environment and route the network to the mobile phone connected to the host hotspot so that the mobile phone can still access the Internet when transmitting the screen.

1. Click the settings in the sidebar on either side of the left and right sides of the main interface to enter the following interface;
2. Or click the More Apps icon at the bottom of the main interface, click Settings in the pop-up application list, and enter the following interface:

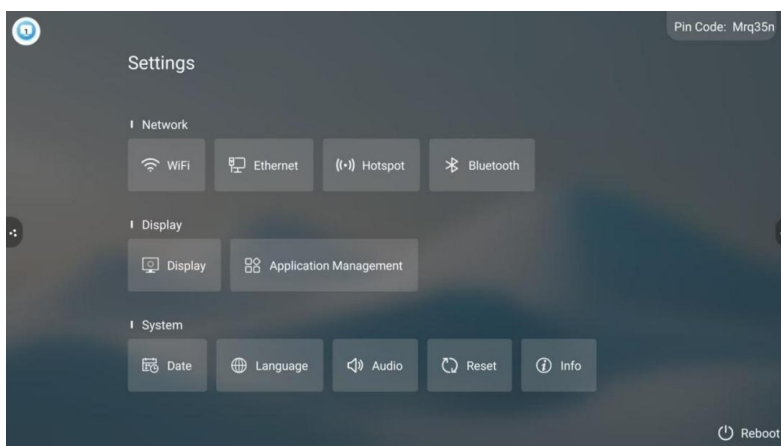


FIGURE 39

Connect to the required wireless network.

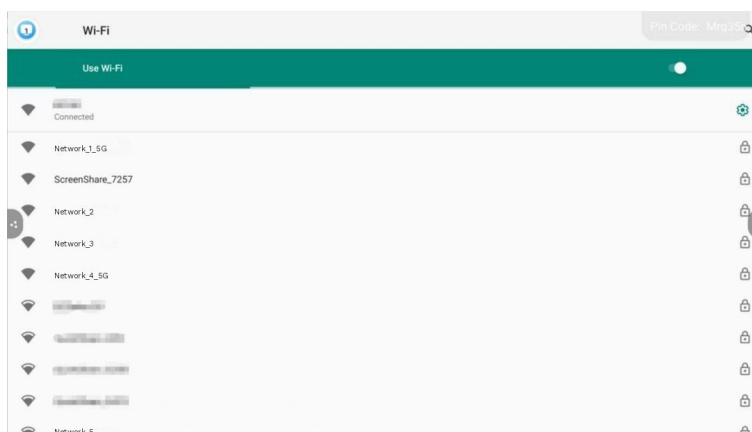


FIGURE 40

6.3 Mobile Phone Transmission

6.3.1 Android phones can't search for hotspots

If Wi-Fi cannot search for the receiving host hotspot, please check whether the mobile phone you are using supports 5G Wi-Fi (If the current mobile phone does not support 5G Wi-Fi, then you can set the hotspot of the receiving host to 2.4G mode, but we do not recommend using wireless transmission under the 2.4G network).

6.3.2 Android phones can't search for devices

When the Android client cannot search for the host device:

1. Please check whether the mobile phone Wi-Fi is connected to the hotspot of the host instead of other networks;
2. The mobile phone and the box are in the same LAN; the mobile phone open the Android client, enter the setting interface, and enter the cross-network segment service IP corresponding to the whole machine to connect to the screen.

6.3.3 Android phones can't transmit sound

Please manually open the Bluetooth of the mobile phone to find the Bluetooth name of the host that needs to be mirrored, and click to connect and pair. There is no need to manually connect Bluetooth again in the future, and there is no need to manually turn off Bluetooth.

This typically occurs in:

1. When connecting to the screen, a Bluetooth permission prompt box will pop up, which is caused by selecting No or canceling.
2. This situation will also occur in some mobile phone systems with strict authority management.
3. The user automatically turns off the Bluetooth of the mobile phone or the Bluetooth of the host.
4. Bluetooth is not connected, and the Android version of the mobile phone is lower than Android 10.

6.3.4 Apple phones can't cast screens

When iPhone AirPlay cannot cast the screen when mirroring, please check whether the mobile phone is above 9.0; if the system is lower than 9.0, please upgrade the mobile phone system before using.

6.4 Change default channel

Enter the system settings interface, click Hotspot Settings, select Set WLAN Hotspot, click Advanced, change other channels in the AP channel column, and click Save. As shown in the following figure:

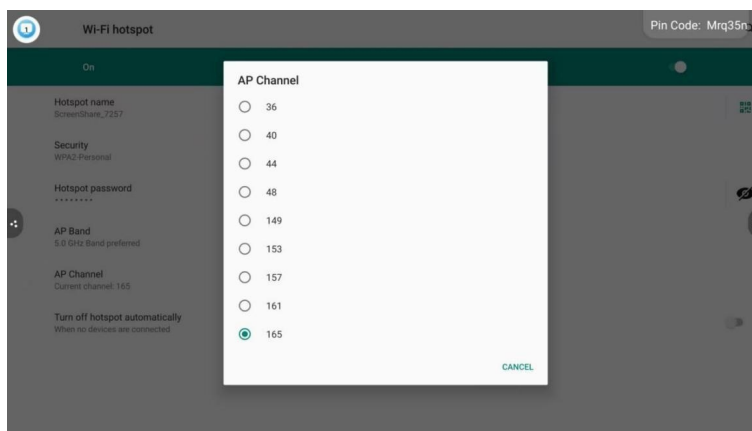


FIGURE 41

6.5 Change Default wallpaper

Long press the screen transmission setting in the upper right corner of the main interface , enter the screen transmission setting interface, open the set wallpaper option in the wallpaper, click Add, browse to the wallpaper picture that needs to be set, click the picture to appear after the serial number appears after adding successfully. If you add multiple wallpaper images, the default is to switch every 30 seconds.

6.6 Adjust resolution

If the resolution setting in the system settings and display settings does not open, please check whether the HDMI cable is connected .

6.7 Cross-network segment Pin Code

When networked, open the screen setting in the upper right corner of the standby interface  and enter the screen setting interface; Open the cast code option, click the server address, enter the server address, click the Pin Code code function switch button, at this time the white 6-digit number that appears in the upper right corner of the screen is the Pin Code code.

1. Support cloud servers/user-built servers.
2. Support Windows, Mac, Android, and iOS clients.

6.8 Centralized control

When the host is networked, enable centralized control , as shown in the following figure:



Enter the setting interface in the upper right corner, turn on the connection service in the remote setting and the centralized control service in the general setting, and enable the centralized control function. Open the computer, enter the browser, and enter the centralized management background URL, account, and password to log in; that is, enter the management interface.

1. Support cloud servers/user-built servers.
2. Centralized control of all terminals.

6.9 Schedule restarts

Click the application icon in the middle of the lower part of the main interface, and a list of applications will pop up, click Scheduled Restart, and enter the following interface:

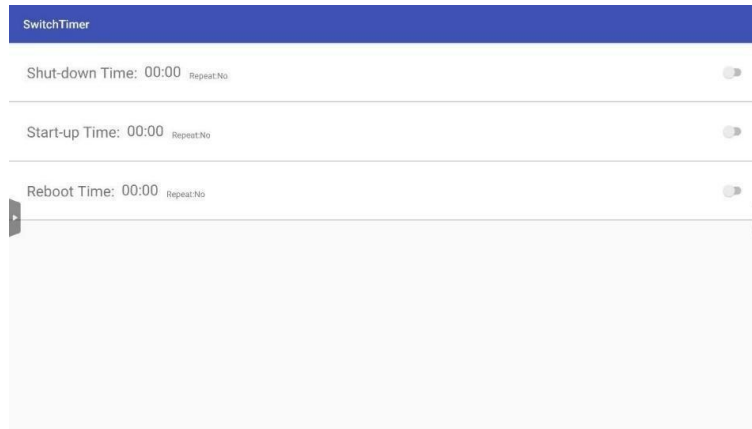


FIGURE 43

As shown in the figure below, click the scheduled restart on the setting page, click to set the box shutdown time, boot time, and restart time, and the box will automatically shut down, turn on, and restart at the set time point in the case of uninterrupted power.

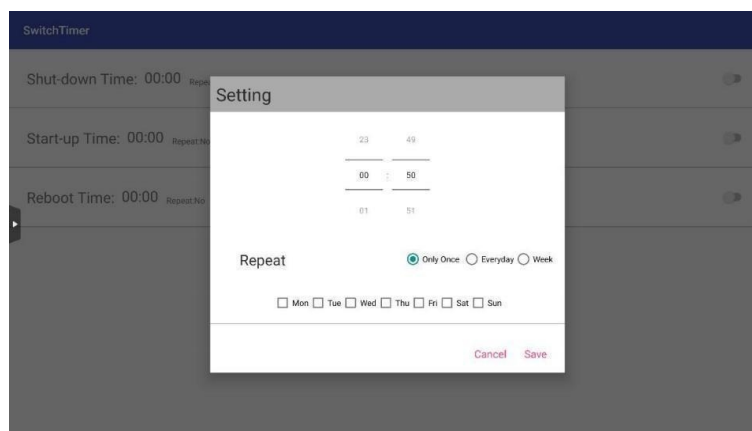


FIGURE 44

6.10 Renewal and application

When connected to the Internet, click the application icon in the middle of the lower part of the main interface, and an application list will pop up, click the application store, enter the application store interface, and click the download  button to update the required applications inside; Or click the settings icon  in the upper right corner to enter the settings interface to turn on automatic updates inside.

6.11 Type-C Dongle Audio Output Switching

Connect the Type-C dongle to the computer's Type-C port, and connect the USB microphone and speaker device to the box's USB port. In the box system settings under Audio Settings, select the desired output for HDMI or USB speaker audio. The dongle will automatically switch the audio output accordingly.

6.12 WebGUI SETTING.

Connect your computer to the box's hotspot or ensure it is on the same local area network (LAN) as the box. Open a web browser and enter the box's hotspot or LAN IP address: <http://192.168.xx.x:9999/> to access the web backend settings interface.

Click the Settings button in the top-right corner to go to the login page.

Enter the password: admin. After logging in, the current box version information will be displayed by default, as shown in the figure below. Open the Screen Projection / System Settings menu on the left to modify and configure the box settings.

6.13 Sidebar Usage Instructions

Click the sidebar on either the left or right side to access shortcut operations.

1. Home: Return to the main interface.
2. Back: Return to the previous page.
3. File Manager: Opens the File Manager app.
4. Screen Recording: Starts recording automatically. Click Stop to end recording; the video will be saved automatically to Local File Manager → Movies.
5. Screenshot: Choose to capture a selected area or the full screen. Screenshots are saved to Local File Manager → Pictures.
6. Whiteboard: Supports single/multi-point writing, background switching, grid toggling, meeting notes, saving annotations, sending to mobile devices, exporting as PDF, and exporting as image.
7. Annotation: Allows annotations to be saved locally, on the whiteboard, USB, or accessed via mobile scan.
8. More: Adjust volume and access system settings.



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