BLAUPUNKT

User Manual

USB WIRELESS SCREEN PROJECTOR
BP-IWB-WDON

Enjoy it.

Introduction

Wireless screen sharing software is a full-featured multi-screen interactive software for push, screen sharing and control between mobile devices such as mobile phones, tablets, laptops and receiving devices.

1.1. Function description

Function Description	
Wireless screencasting	Supports wireless transmission of images from iOS, Android, Windows, macOS, Miracast and other systems to the receiving end, and supports reverse touch control of images on computer devices (Windows) from the receiving end while transmitting the screen, without the need to connect a touch control, VGA or HDMI Wire
File push	Push files (music, videos, pictures, Office documents, e-books, etc.) from your mobile phone or tablet to the receiving end
wireless control	Supports wireless mouse, keyboard, touchpad, remote control (Home, up, down, left, right) and other functions, and can intelligently control the receiving end
	Supports the receiving end to reversely control the PC end (Windows) screen projection
wireless camera	Push the picture or microphone sound captured by the mobile phone camera to the receiving end in real time
wireless annotation	Real-time wireless annotation on the receiving end via mobile phone or tablet
reverse mirror	The receiving end screen is reversely mirrored to the client, and the client can perform operations on the receiving end. multi touch
Multiple split screens	Support multiple client devices (iOS, Windows, Mac, Android) to transmit the screen to the receiving end at the same time, combine them at will, and the receiving end screen will be automatically divided
One pass many	Supports transmitting large-screen images to multiple screens for simultaneous display
Moderator control	Can control the up and down screen movements of connected devices
Compatible with AirPlay protocol	Supports iOS devices (iPhone, iPad or iPod touch) and macOS computers directly Use the system screen mirroring function to transmit the screen to the receiving end (no installation required App)

Compatible with DLNA protocol	Supports screen mirroring from any app compatible with DLNA protocol
Screencast code	It can realize screen projection between different network segments under the same LAN, and can be used without a server.
Scan code to cast screen	The client scans the QR code displayed on the receiving end to quickly cast the screen, solving the problem of being unable to find the receiving end across network segments and having too many devices to find.
Screencast password	After setting the password, the client needs to enter the password before casting to avoid screencasting accidents.
Mirror screen rotation	In single-screen mode, the projected image can be rotated (0°, 90°, 180°, 270°)
Screencast exclusive	When a device is already mirroring, other devices cannot seize the current mirror screen.
Custom wallpaper	The wallpaper of the receiving end's screen transfer help interface can be customized

1.2. Client requirements

● Android 5.0 or above
● macOS 10. 10 or above
● iOS 10.9 or above
● Windows 7/8/10

1.3. Network requirements

● The receiving end and client device must be connected to the same network.
● The wireless routing device needs to enable the broadcast service and ensure that the network/AP/router (if applicable) has turned on mDNS
● In order to give you a good experience, it is strongly recommended that you use the 5Ghz Wi-Fi band

Client User Guide

2.1 . Download the client

The client device scans the QR code displayed on the receiving end or visits **http://www.usbdisplay.cn/qs/** to download the latest version of the QuickShare client App.

2.2 , Android client instructions

The connection to the receiving device can be established through the following methods:
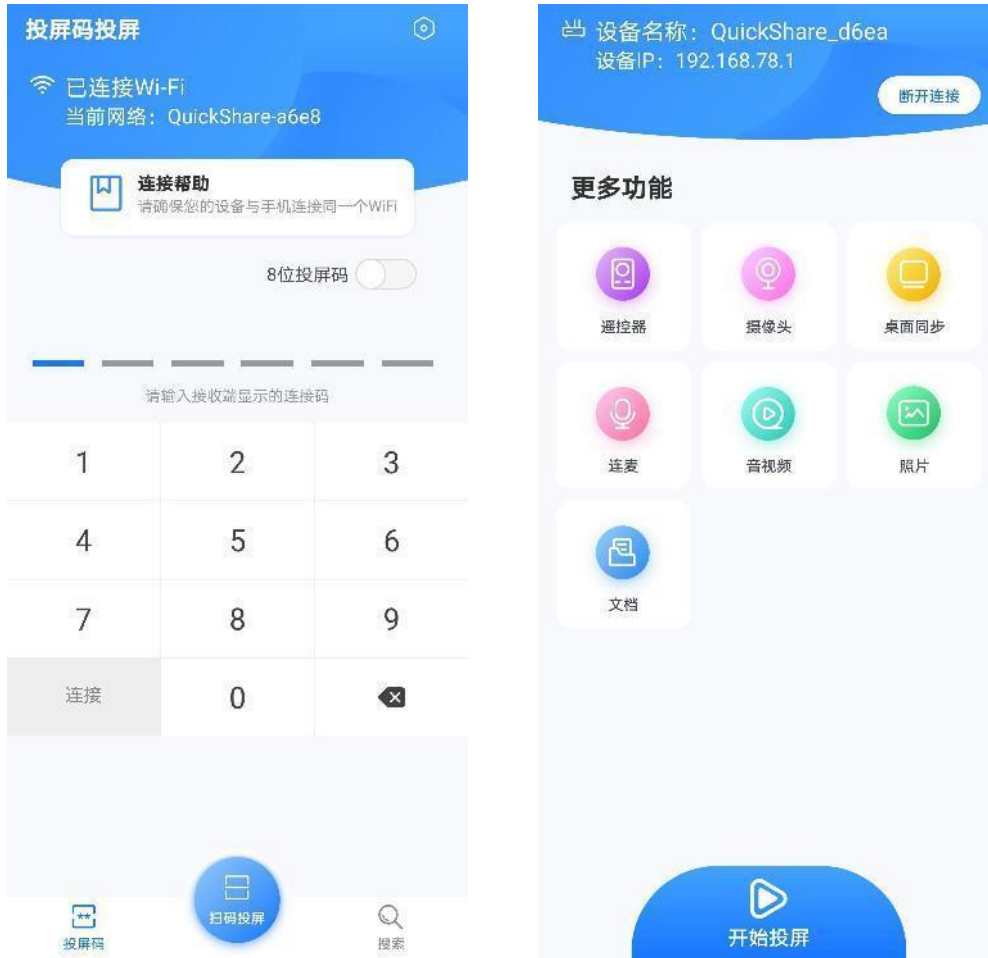
1、By connecting to the hotspot emitted by the receiving device, open the client software and click the " **Search** " button in the lower right corner. The client will automatically search for the receiving end in the same LAN. You can click the device you want to connect to in the device list, that is Can be connected to the receiving end.

2、By scanning the QR code to cast the screen, open the client software, select the " **Scan QR code to cast the screen** " button in the middle, and scan the QR code displayed on the receiving end to automatically connect to the receiving end.

3、Through the screencast code, open the client software and select the " **Screencast Code** " button in the lower left corner. By connecting to the same LAN network as the receiving end, enter the PIN code displayed on the receiving end to connect to the receiving end.

2.2.1 Remote control

Click the " **Remote Control** " button to control the receiving device through the options in the software interface. It has the functions of virtual mouse remote control, button remote control, and display of local applications of the receiving device. It can remotely simulate the

mouse, including up, down, left, right, Left button, right button, Home button, return button, volume +, volume -, keyboard and other functions.

2.2.2 Camera

Click the " Camera " button to call the camera screen for screen display. The camera resolution can be selected from three options: 1080p, 720p, and automatic.
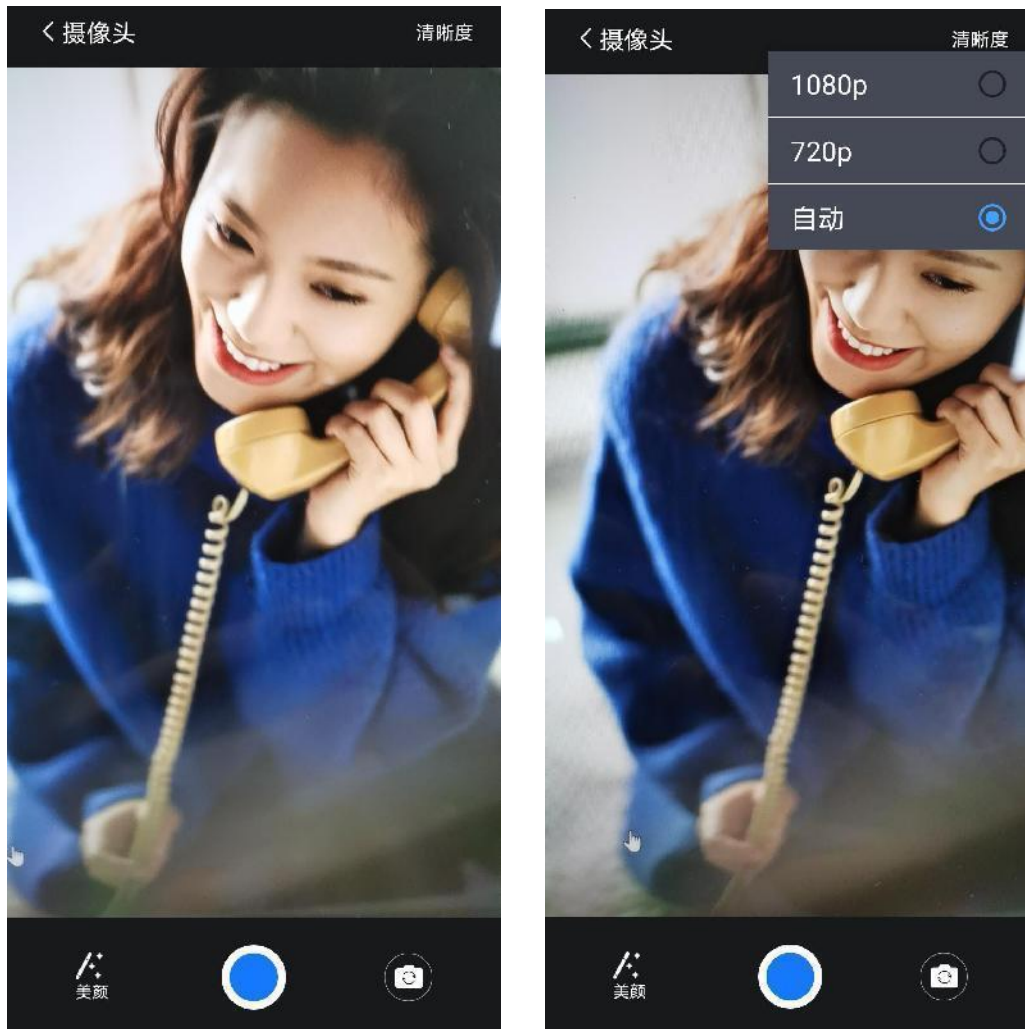

2.2.3 Desktop synchronization

Click the " Desktop Sync " button to transmit the interface displayed on the receiving end to the client in real time. You can use the side toolbar on your mobile phone to control the receiving end screen.
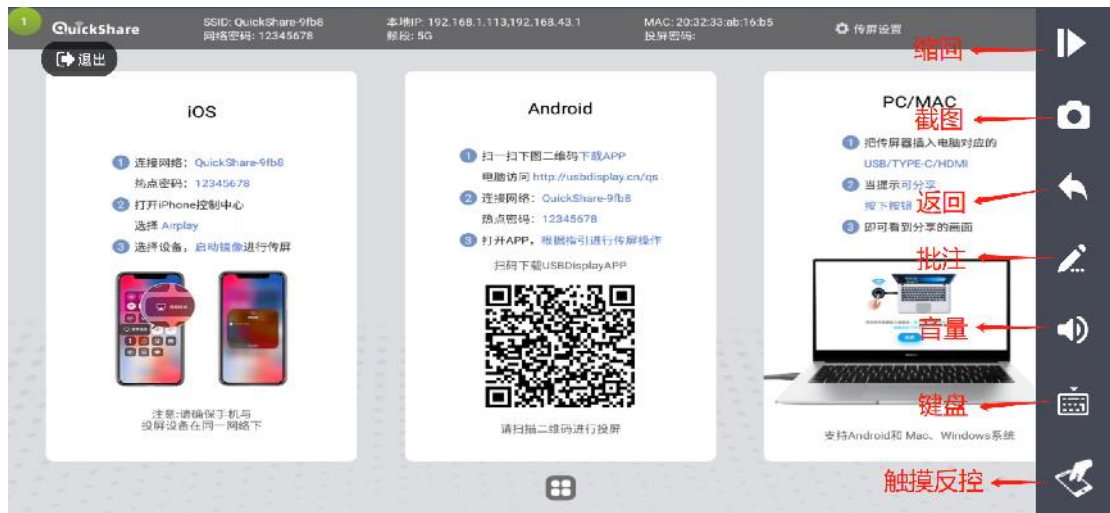
2.2.3.1 Wireless annotation

In the desktop return interface, click the arrow icon in the upper right corner and click the "Annotation Pen" button to start wireless annotation on the receiving end screen. You can select the thickness and color of the annotation pen. Click the "Eraser" button in the upper right corner of the interface to erase the selected annotation traces. Click the "Annotation Pen" button again to exit the annotation mode.
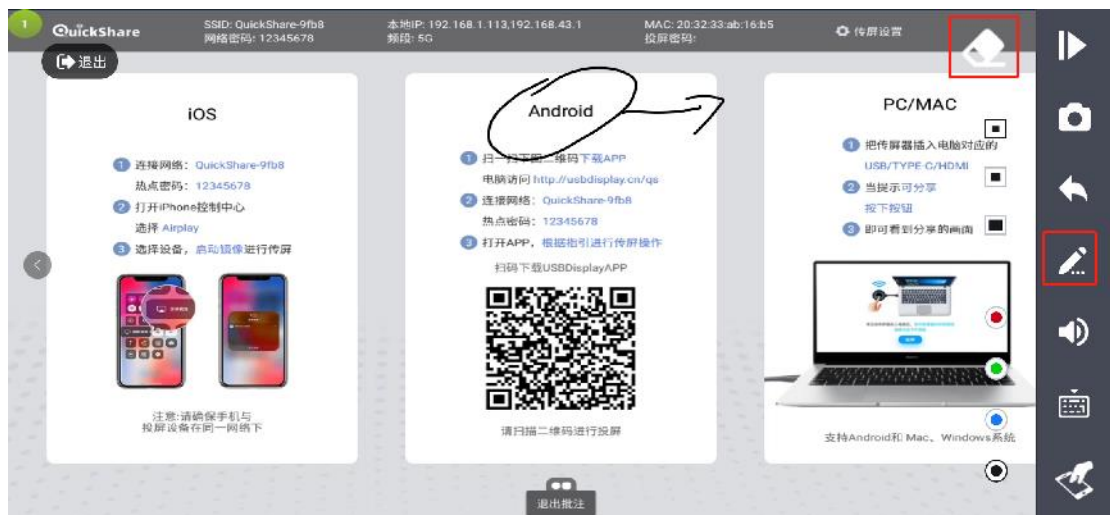
2.2.3.2 Screenshots

Click the "Screenshot" button to capture the receiving end's screen and save it to the phone's photo album .

2.2.3.3 Volume control

Click the "Volume" button to control the volume of the receiving device and mute it.
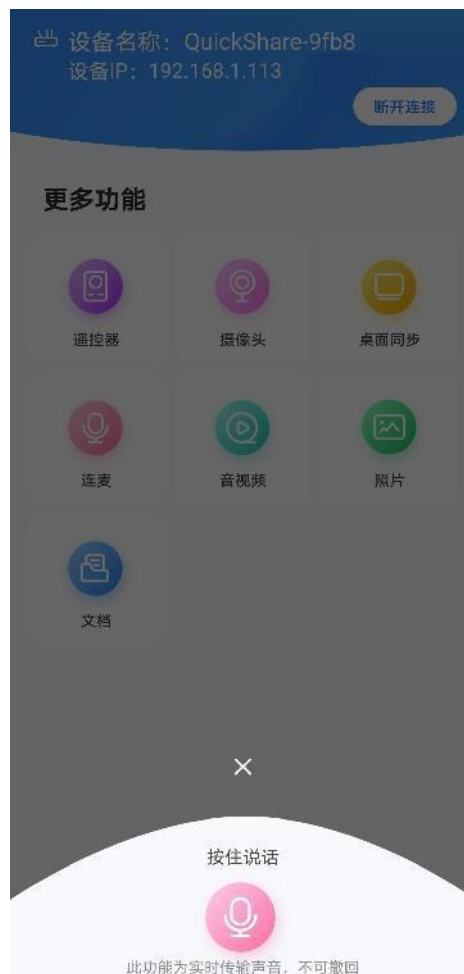
2.2.3.4 Touch reverse control

Click the "Touch Anti-Control" button to choose whether to allow touch anti-control.

2.2.4 Lianmai

Click the "Connect to Microphone" button to use your phone as a microphone and transmit the sound to the receiving end's large screen in real time for playback.

2.2.5 Audio and video

Click the "Audio and Video" button to display the audio and video files native to the phone.

Select the specified audio and video file to share it to the receiving device for playback and display. You can control the sound volume, pause, etc. of the played video through the Android client . .

2.2.6 Photos

Click the " Photos " button to display the pictures on your phone, select the specified picture, click "Upload Picture" to share it , and you can switch the shared pictures by sliding left or right.

2.2.7 Documentation

Click the "Document" button to display native word, ppt, excel and other files on your phone for sharing. (The receiving end needs to install the WPS application)

2.3. Windows client instructions

Place the computer and the receiving device in the same LAN and open the Windows client.

2.3.1 Screencasting code

You can enter the screencast code to connect to the receiver (the screencast code is displayed in the upper right corner of the receiver).

Click "8-digit" to switch to an 8-digit screencast code for screencasting.

2.3.2 Search and cast the screen

Click "Connect" and the client will automatically search for the receiver under the same LAN. You can click the device you want to connect to in the device list to connect to the receiver.

Click the "Click to Connect" button behind the designated receiver to connect and prepare for screen casting.


Click the "Start Screen Mirroring" button to transmit the computer interface to the receiving end for display in real time. Click the "Start Anti-Mirror" button to transmit the interface displayed on the receiving end to the Windows client in real time, and reversely touch the interface on the receiving end.
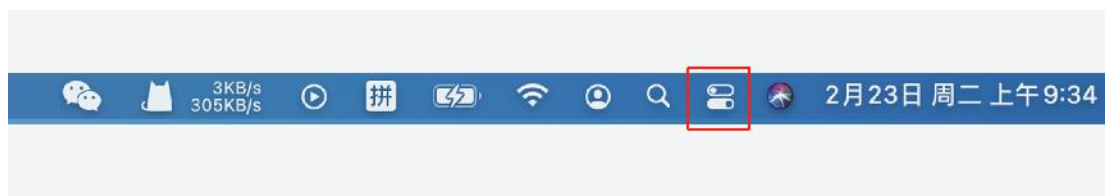
2.4. Apple device screen transfer

2.4.1 iPhone screen mirroring

Put the Apple phone and the receiving device in the same LAN, and turn on the "Mirror Mirroring" that comes with the Apple phone to cast the screen, as shown in the figure.
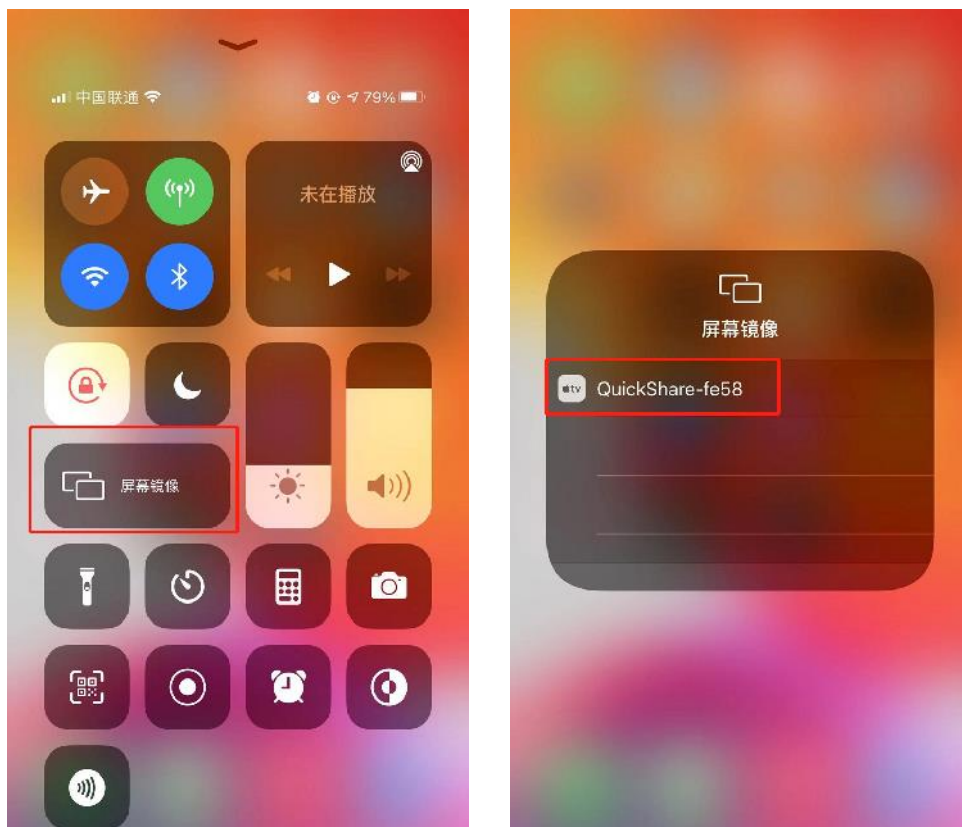
2.4.2 Mac computer screen mirroring

Put the Mac computer and the receiving device in the same LAN, click the icon in the upper right corner of the Mac computer, as shown in the picture.

Select the built-in "Screen Mirroring" icon to select the receiving device under the LAN for screen mirroring.

2.5. Screen transfer device

2.5.1 Start screencasting

Connect the screen transfer device to the USB (HDMI/Type-c) port of the computer (Windows/MacOS) to transfer the screen (when the user's computer uses the screen transfer device for the first time, it is necessary to access the computer-removable storage device of the computer) -Double-click the drive letter (CD drive: USBDisplay), and the screen transfer application will run automatically. It should be noted that Win10 system needs to turn off the firewall (windows defender). The drive letter is shown in the figure below.

The screen transfer device will automatically start after being inserted. The light of the screen transfer device flashes to indicate that it is starting. Wait for about 10 seconds. When the

screen transfer device light is always on and the screen transfer interface displayed on the computer desktop prompts "Press to transfer screen", click Click the screen uploader to transfer the screen, as shown in the figure below.

(In some computer systems, due to anti-virus software interception, the screen uploader cannot run automatically even if it is not used for the first time, so you need to execute the launcher.exe program in the USBDisplay drive letter.)

When the screen transmitter is casting, as shown in the figure below, if you need to end the screencasting, press the screen transmitter button again.

2.5.2 Screen projection settings

Click the settings icon in the lower left corner of the screen transmission interface to choose screen expansion, sound transmission, mouse acceleration, plug-and-cast, encoding algorithm, etc.

2.5.3 Expansion screen

When using the extended screen, you need to double-click to install a driver, and then check the "Expand Screen" option. The driver is in the "CD drive" directory called **usbdisplay on your computer, as shown in the figure below.**


QuickShare Receiver User Guide

3.1. Receiver interface

As shown in the figure below, the main page of the receiving end will display information such as network name, network password, scan and mirror QR code, device name, IP address, Mac address and other information. Select "Start at power on". After the device is turned on, it will automatically jump to the receiver interface.

Click "Theme 2" to change the theme style. Different help interfaces can be automatically rotated, and the help interfaces display operating instructions for iOS, Android, and PC/MAC devices respectively. One of the help interfaces displays the number of the screencast code in the upper right corner.
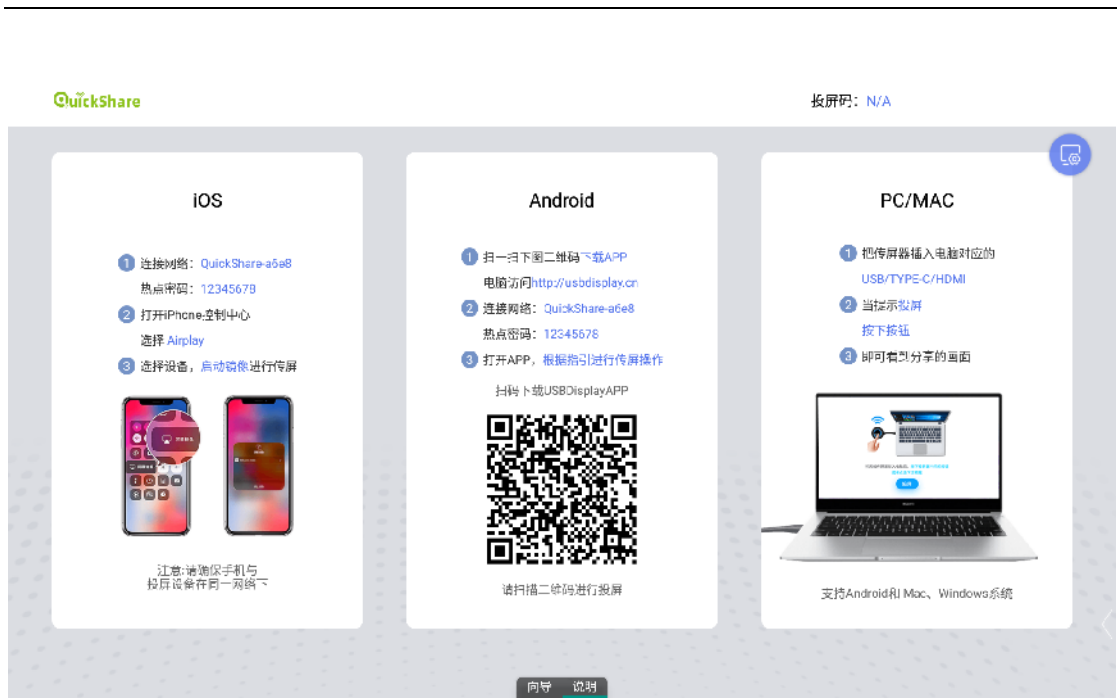
3.2. Setting interface

Click the blue settings button in the upper right corner of the receiver interface to enter the settings interface.

3.2.1 General

● Synchronize device name with AP hotspot name: After turning on this option, the device name of the receiving end will change with the change of hotspot by default.

● Host mode: After turning on this option, a small green dot will appear in the upper left corner of the screen transmission receiver. Click the small green dot to display a list of clients that have been connected to the receiver. By clicking on the device name in the list, you can control the up and down of the client. screen to facilitate management of the upper and lower screens of the device

● Show Welcome/Goodbye Welcome: After turning on this option, the prompt "Welcome XXX" will be displayed when the client first comes on the screen.

● Maintain display screen aspect ratio: After turning on this option, the aspect ratio of the client's original screen will be maintained without stretching the screen to fill the screen.

● Screen transmission connection password: Set the password required when the client casts the screen to the receiving end. Screen casting can only be performed after the password verification is passed, which can avoid screencasting accidents.

● Dynamic change of connection password: You can set the time for dynamic change of screen casting password (no change, 10 minutes, 30 minutes, etc.)

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

3.2.2 Single screen

● Clockwise rotation angle of the screen in single-screen mode: In single-screen mode, the screen on the receiving end of the client's screen transfer can be rotated, and it can be rotated 90°

/180°/270°.

● Exclusive mode: When a device is already casting, other devices cannot seize the current screencast.

3.2.3 Multi-screen

● Multiple screen layout

1、Divided into equal proportions, the screen projected by the client occupies the same proportion.

2、Master-slave screen, the screen projected by one client occupies more space, and the interface of other clients occupies less space.

● Double-click the multi-screen window

1、Standard touch: When in a multi-screen window, touch one of the projected images to recognize it as a standard touch

2、Full screen: In a multi-screen window, double-click one of the projected images to enlarge the projected image.

● When two screens are projected, the screen will be stretched to fill the height of the screen: When two screens are projected, the projected screen will be stretched to fill the height of the screen.

3.2.4 Anti-mirror

● Resolution: 720p, 1080p resolution can be set

● Frame rate: 10fps, 15fps, 20fps, 25fps frame rate can be set

● Number of clients supported: The maximum number of clients that can support anti-mirror can be set

● Anti-mirror mode:

1、In the default mode, the frame rate option cannot be set and requires a relatively large amount of data.

2、Frame rate adjustable mode, the frame rate can be set, and the amount of data occupied is small

● Anti-mirroring device touch control: This option can set whether the client can reversely control the interface content of the receiving end when anti-mirroring the interface of the receiving end.

● Request annotation authorization type: There are three options

1、The client is not allowed to annotate. At this time, annotations cannot be made during anti-mirror.

2、Free annotation, no need to request permission to annotate

3、You need to request permission every time before you can comment.

● Number of clients annotating at the same time: You can set the number of clients annotating simultaneously, the default is 1

3.2.5 Screencast code

● Client discoverable service: If you need to use the function of screencasting code, you need to turn on this option. Clients in the same LAN can discover the server.

● Screencast code function: Turn on this option to use the screencast code function. Each screencasting client can directly connect to the receiving end through the screencasting code, solving the problem of being unable to find the receiving end across network segments and having too many devices to find. The problem

● Screencast code type:

1、Serverless type, suitable for scenarios where there are few devices on the local area network and the network structure is not complex. There is no need to connect to the public network.

2、There are server types, which are suitable for scenarios where there are many devices on the local area network and the network structure is complex, and it needs to be connected to the public network.

● Show screencast code

1、Hide, do not display the screencast code at the top of the screen

2、Always display the cast code at the top of the screen

3、When there is no device casting the screen, it is displayed at the top of the screen, and when there is a device casting the screen, it is hidden.

4、The cast code will only be displayed when there is a device to cast the screen to.

● Update screencast code frequency: You can select the update frequency of screencast code

3.2.6 Airplay
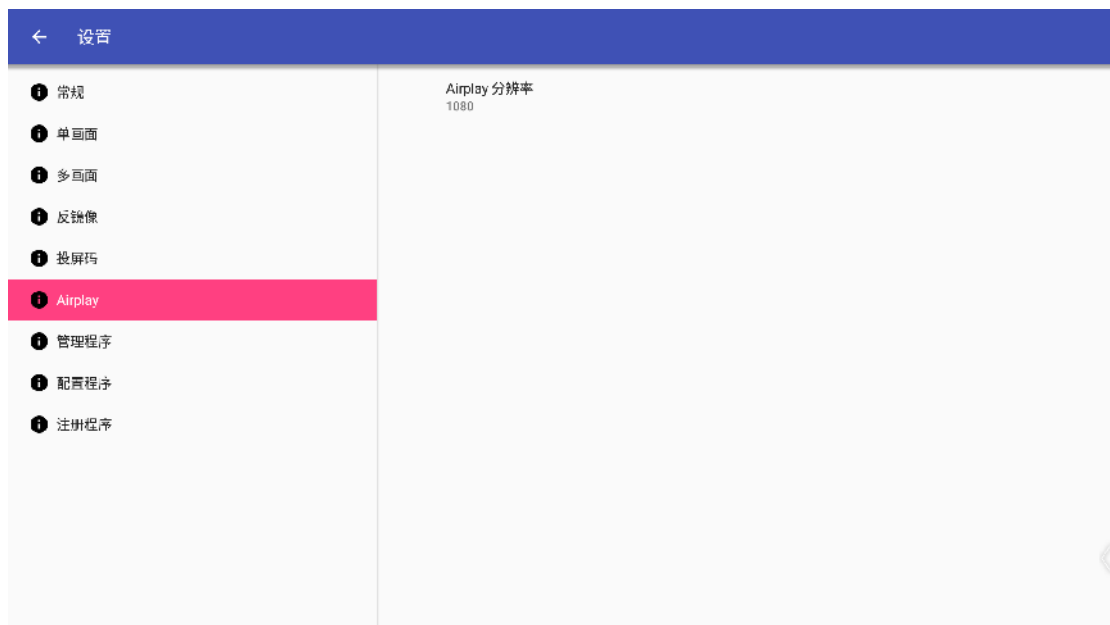
● Airplay resolution: 1080p and 720p resolution available

3.2.7 Management procedures

● Management program service: Open this service to enable the management program service. The client can perform some screen projection management on the receiving end, such as controlling the upper and lower screens of the connected device. It is enabled by default.

3.2.8 Configuration program

● Synchronization settings: Click this option to jump to the synchronization interface. Click Sync to synchronize local settings information to the server and synchronize server settings to the local computer.

● Manually pair screen projector: Click this option to manually set the network SSID, password, and IP information assigned to the receiving end of the local wireless LAN. Click Generate Configuration to generate pairing information. Stay on the current interface and use a USB screen projector. Pairing, you can manually pair the screen transmitter

● Configuration program version: displays the version of the screen transmission configuration program

### 3.2.9 Registration procedure

● Registration program version: Display the registration program version

pairing function

Connect the transmitter screen transmitter to the USB port of the machine /box (the device equipped with the receiver software), and it will automatically pair. After pairing, directly connect the transmitter screen transmitter to the laptop to achieve screen transmission.
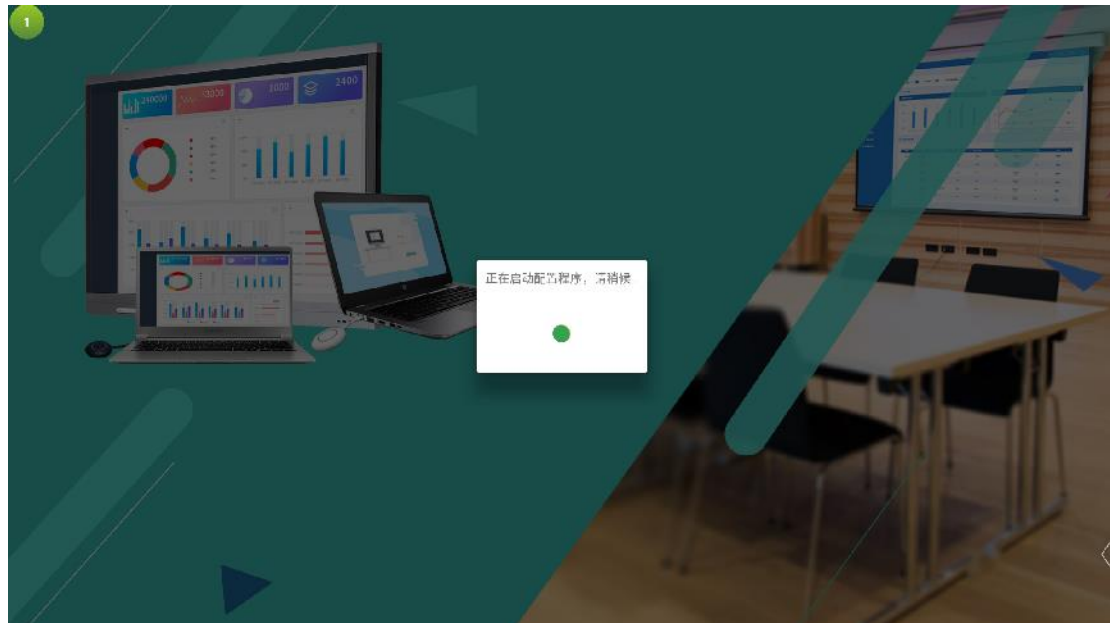
After successful pairing, as shown in the picture below, connect the screen transfer device to the USB port of the computer and wait for a few seconds to easily transfer the screen with one click.
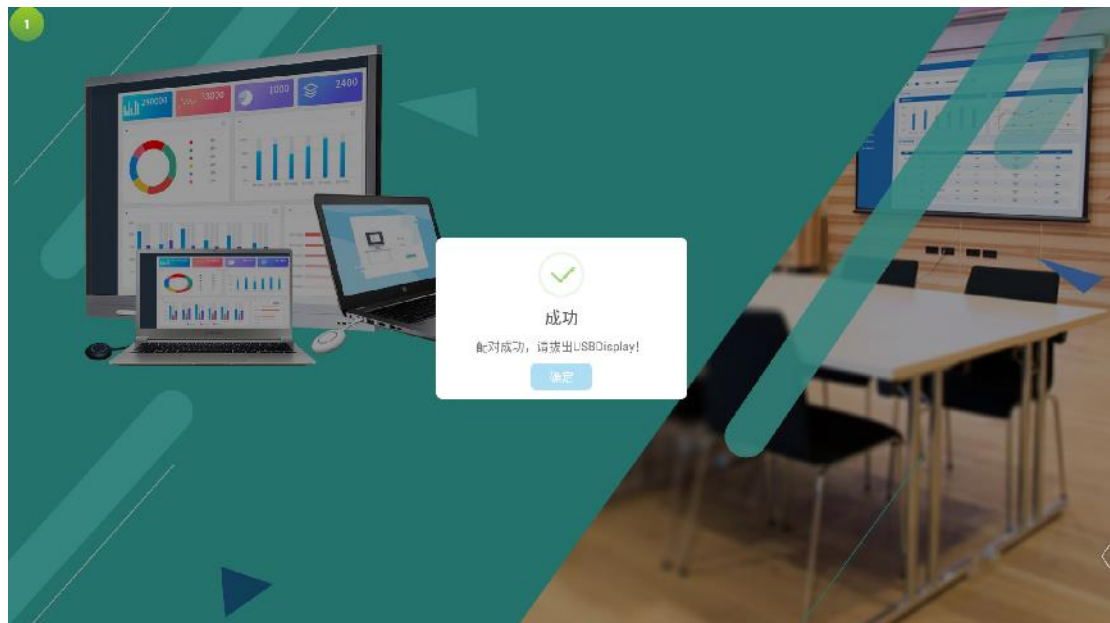
When the whole machine/box (the device equipped with the receiving software) is connected to the Internet , the receiving software will be automatically updated according to the background update situation . If it is found that the firmware version of the transmitter screen transmitter is lower than that of the whole machine/box (installed with When the firmware version of the device of the receiving end software is changed , a prompt will pop up on the computer screen transmission end that the version does not match . Please upgrade . At this time, you need to insert the USB button into the USB port of the machine to re-upgrade and pair to synchronize the version.

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