LED Floor Screen Series

Floor Screen Control Software Operation Manual

Version: V / 3 . 0

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Floor Screen Control Software Operation

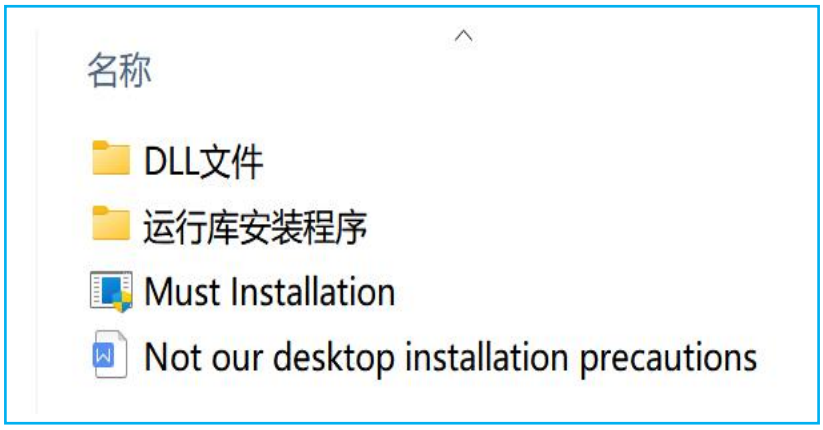
1. The configuration requirements of the master computer

In order to ensure the normal operation of this interactive system and the display of interactive effects, the configuration requirements for the main control computer are as follows: both desktop and notebook computers are available, ※ must be equipped with a gigabit network card.

Operating system	Windows 7 64bit、Windows 10 64bit、Windows 10 64bit.
CPU	Intel Core i7 6200U
CPU	2.3GHz
CPU frequency	2800MHz
Highest Turbo	Dual Core/Quad Thread
Number of cores/threads	3MB
L3 cache	4GB
Memory Capacity	DDR3L (low voltage version) 1600MHz
Memory type	2Xso-DIMM
Number of slots	16 GB
Maximum memory capacity	5400 rpm
Hard disk description	Greater than 1366*768
Screen technology	Performance class discrete graphics
Graphics card type	2GB
Memory capacity	1000Mbps Ethernet card
Wired network card	3Xusb3.0
Data interface	VGA, HDMI
Video interface	Headphone/Microphone 2-in-1 Interface

※ The computer network port must be a Gigabit Ethernet port, the speed is 1.0G, and the IP address is automatically obtained, in order to return the interactive signal.

※ If it is not a computer host produced by our company, the new computer host must be installed and run **[Must Installation.exe]** before running the interactive game, otherwise the interactive game cannot be registered and run.



Follow the prompts for the next step of installation:

Click **[I agree to the license terms and conditions]** and Click **[Install]**:

If the prompt is **[Repair]**, Click **[Close]**.

Then, Close **[Firewall]** and **[Computer Anti-Virus Software]** (otherwise the anti-virus software will mistakenly think that the interactive return signal is a virus and block it, so that the computer cannot receive the interactive return signal and has no interactive effect);

Close **[Windows Update]**, Delete unnecessary software (such as players);

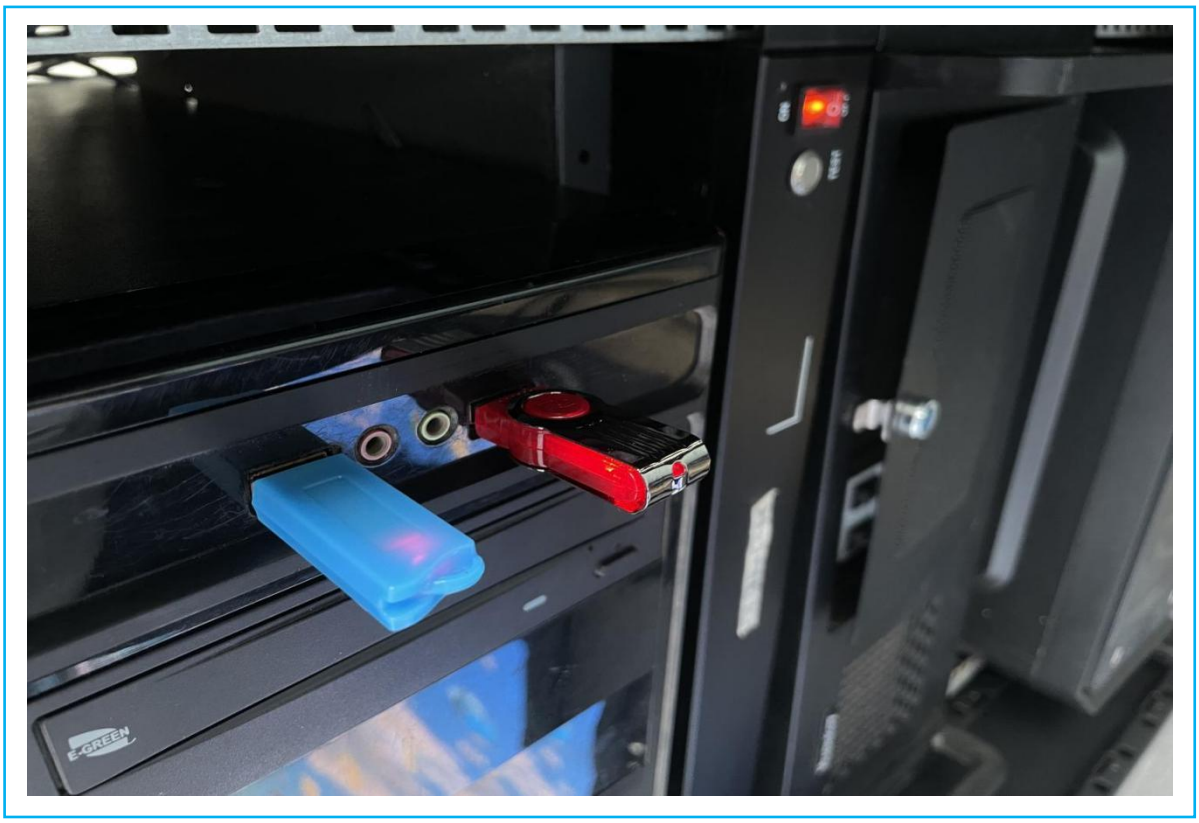
If Remote Debugging is required, please install **[Sunlogin]** remote software.

[Red USB flash drive] is the stored debugging software and interactive game software

[Blue USB flash drive] is the encryption key, and the interactive game can be played only by inserting this Blue USB flash drive.

Insert the [Red USB flash drive] and [Blue USB flash drive] into the computer host

As shown below：



Double-click to open the file

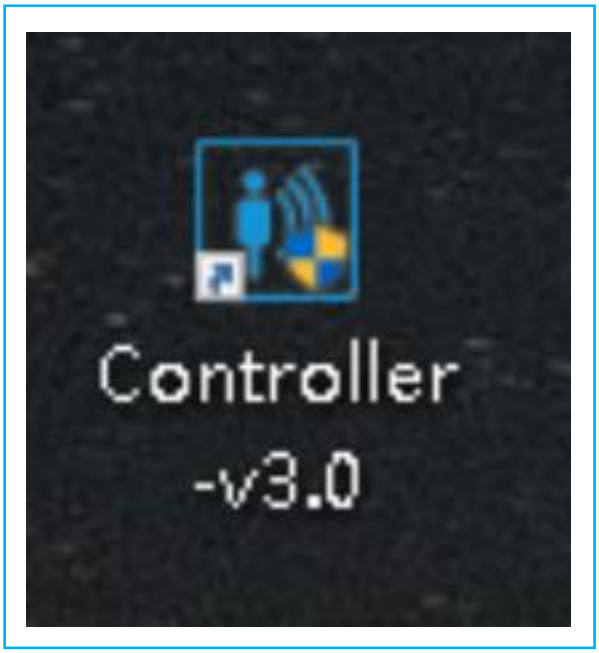
As shown below：

Create a new folder on the desktop,

Copy and paste the files in the **[Red USB flash drive]** to the newly created folder on the computer desktop, and extract the compressed package to this folder.

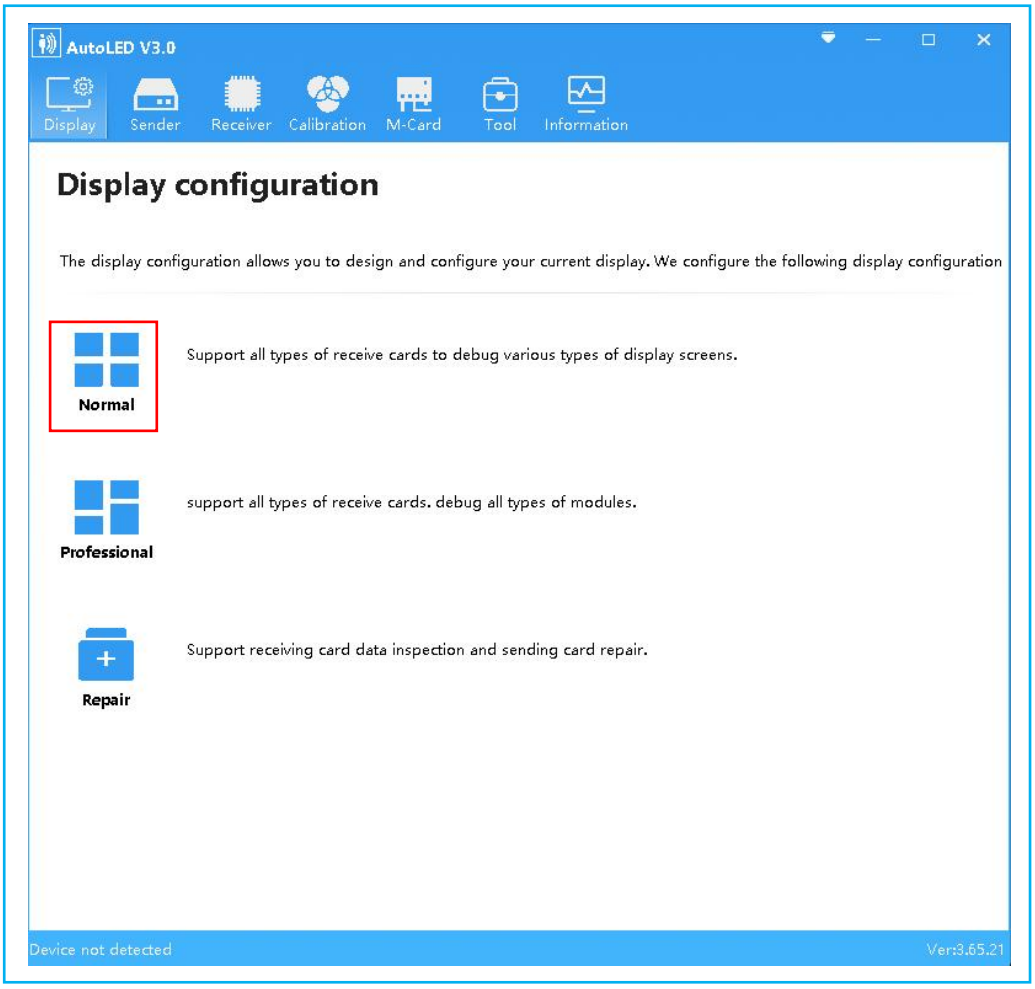
2. Setup LED Floor

Double click to open **[Controller V3.0],** As shown below：



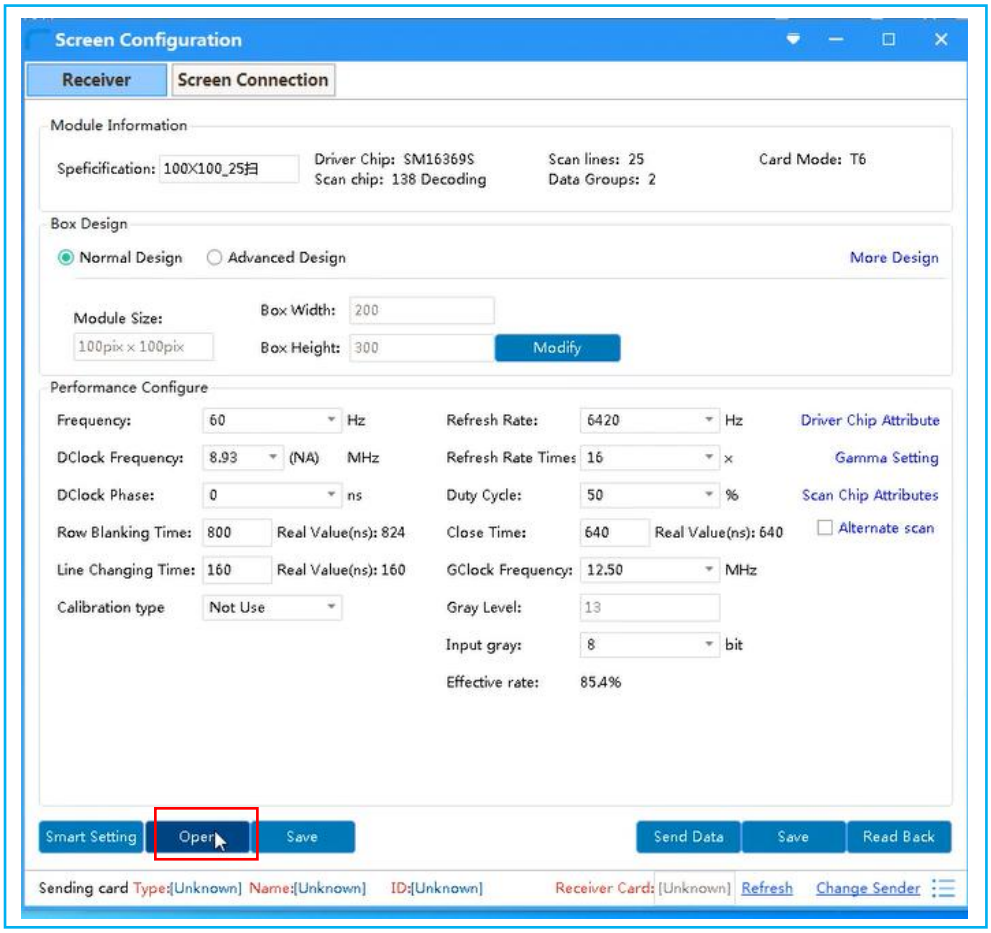
Click **[Normal]**

As shown below：



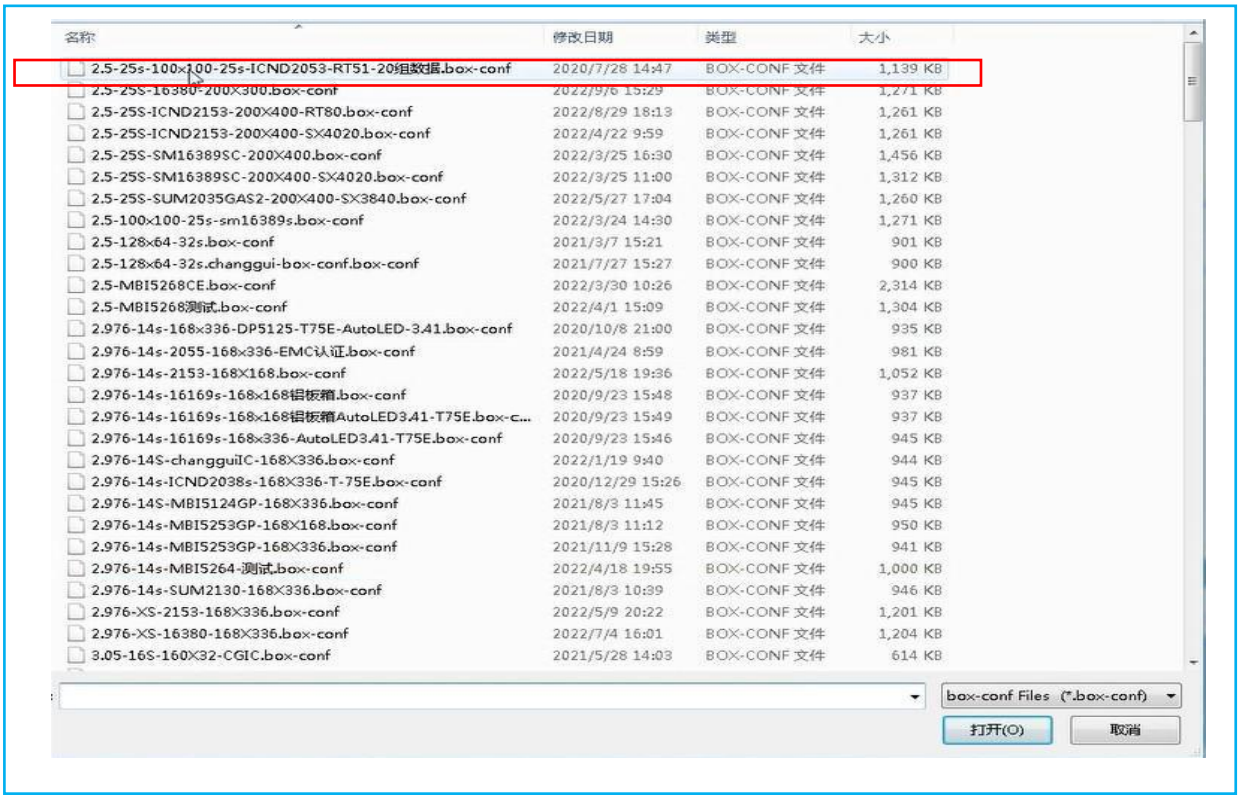
Click **[Open]**

As shown below：



Choose the screen configuration file

As shown below：

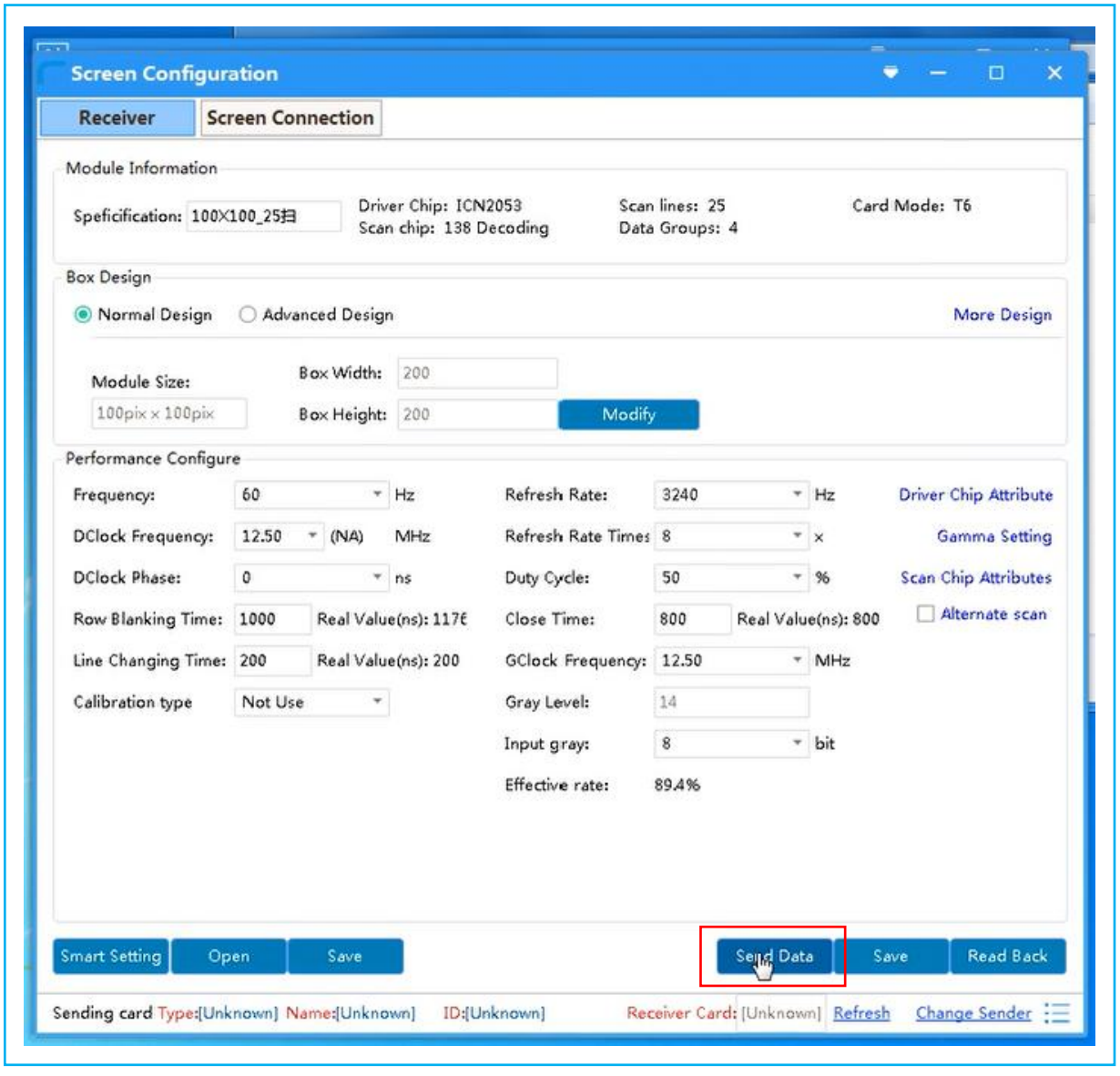


Click **[OK]**

As shown below：

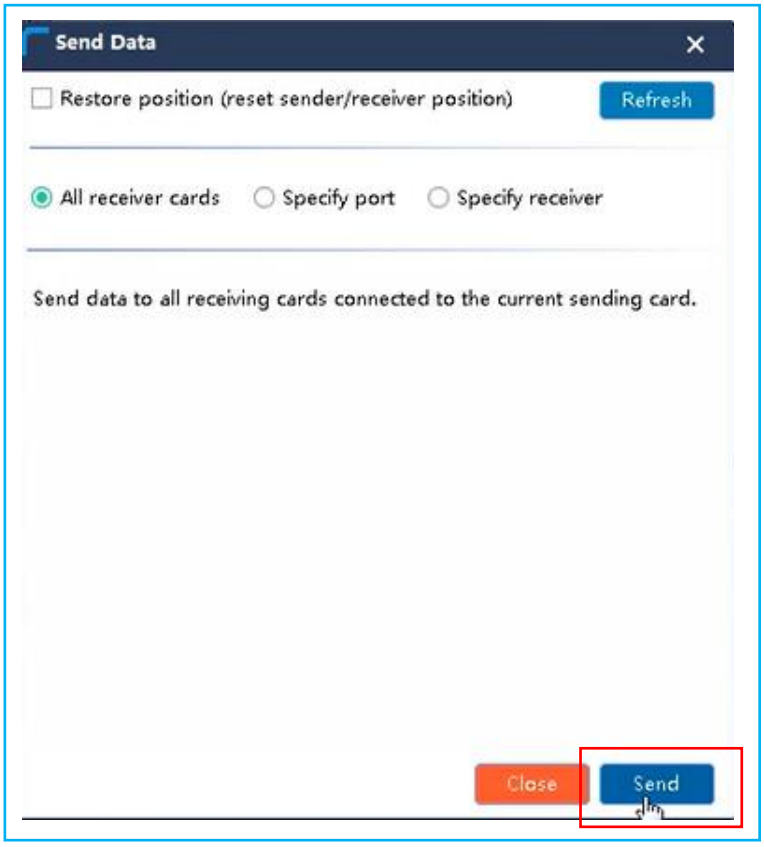
Click **[Send Data]**

As shown below：



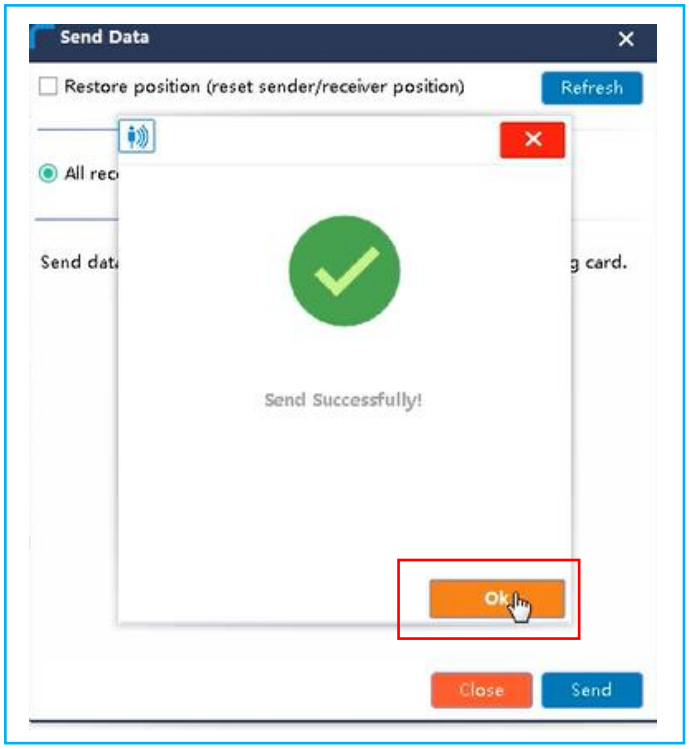
Click **[Send]**

As shown below：

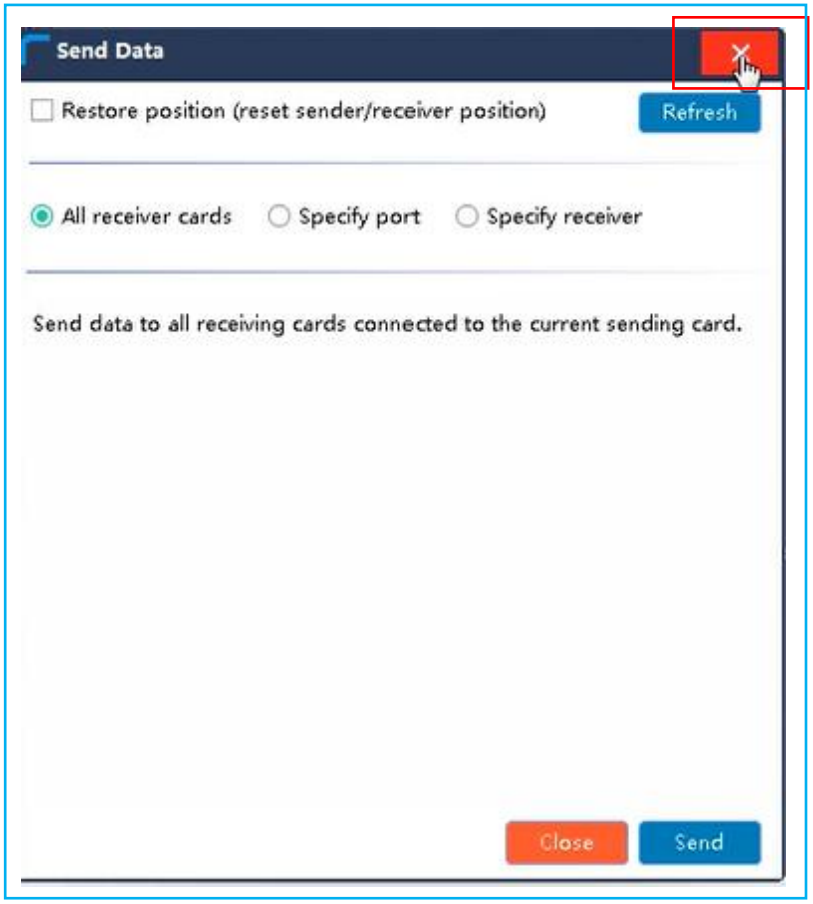


Click **[OK]**

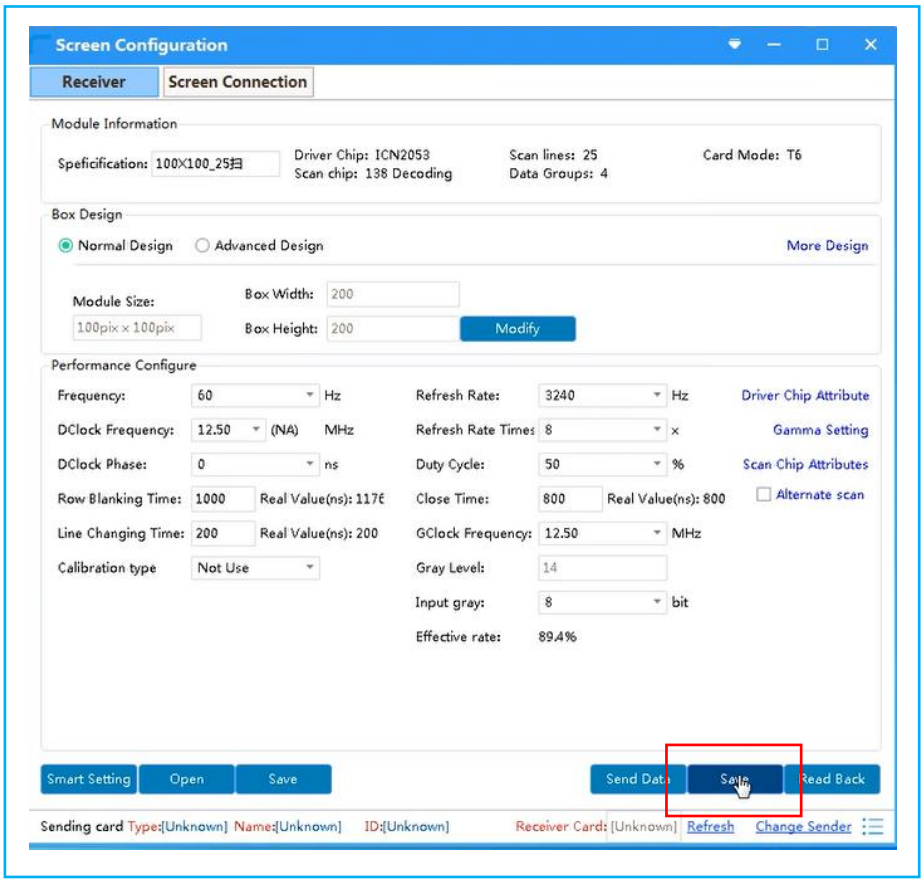
As shown below：



Click **[×]**
As shown below：



Click **[Save]**
As shown below：



Click **[OK]**

As shown below：

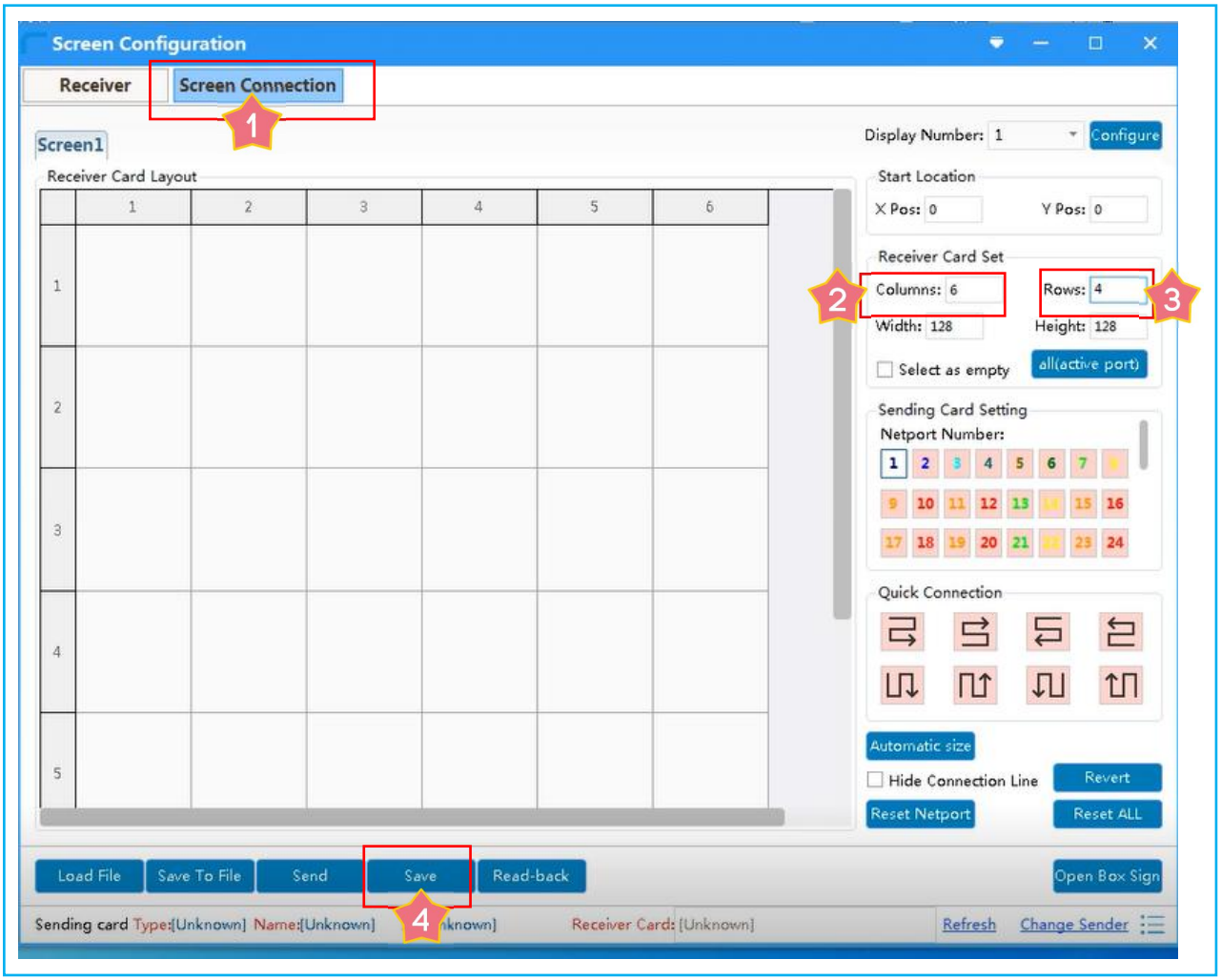
Click **[Screen Connection]**

Set **[Columns]**

Set **[Rows]**

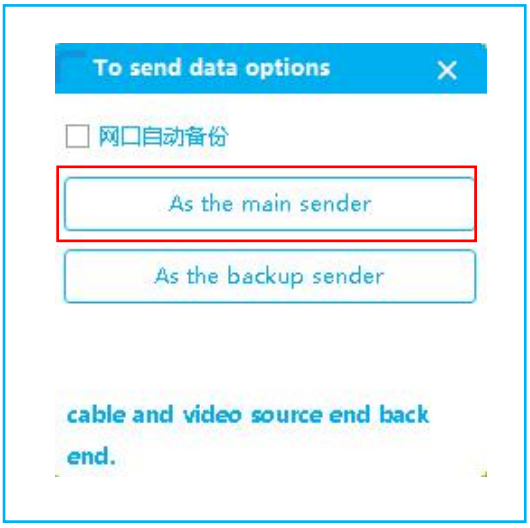
Click **[Send]**

As shown below：



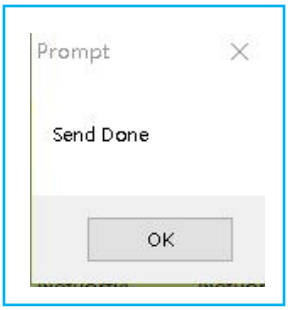
Click **[As the main sender]**

As shown below：



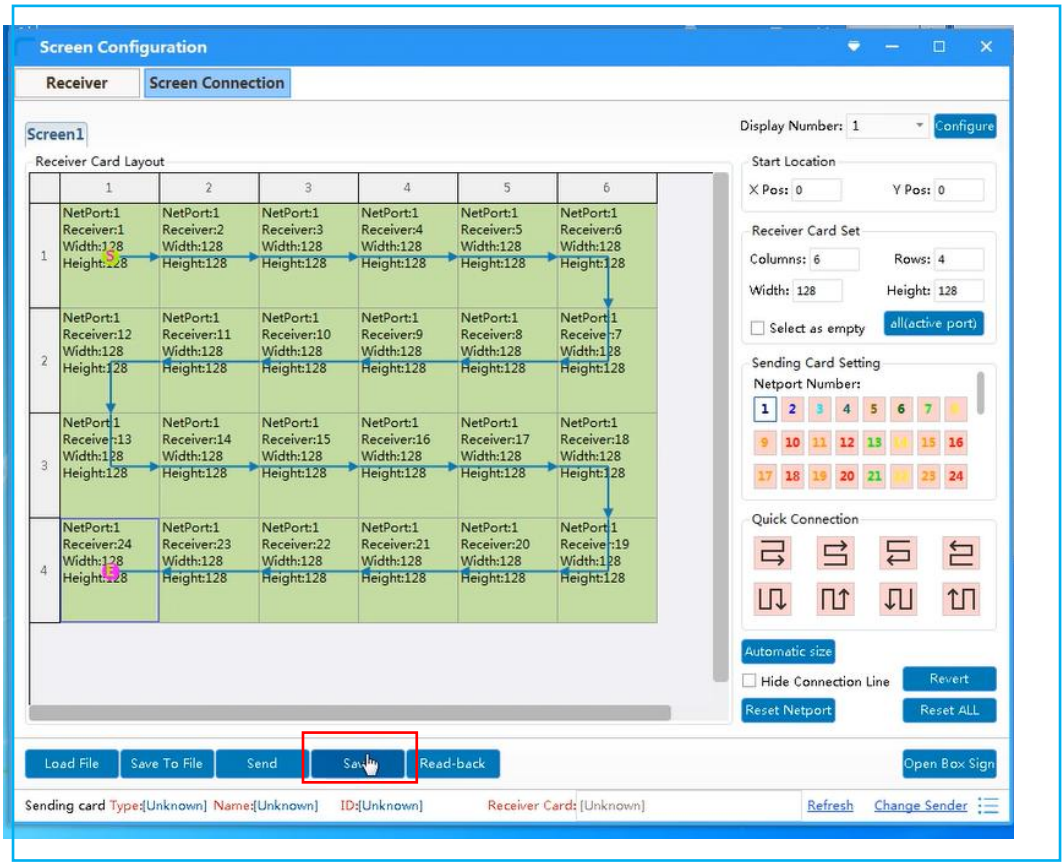
Click **[OK]**

As shown below：



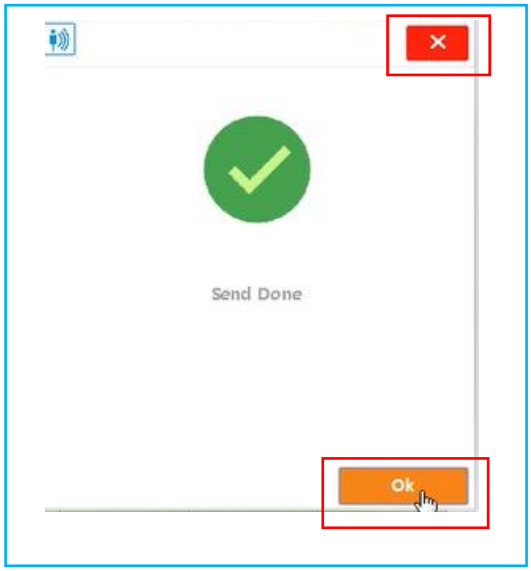
Click **[Save]**

As shown below：



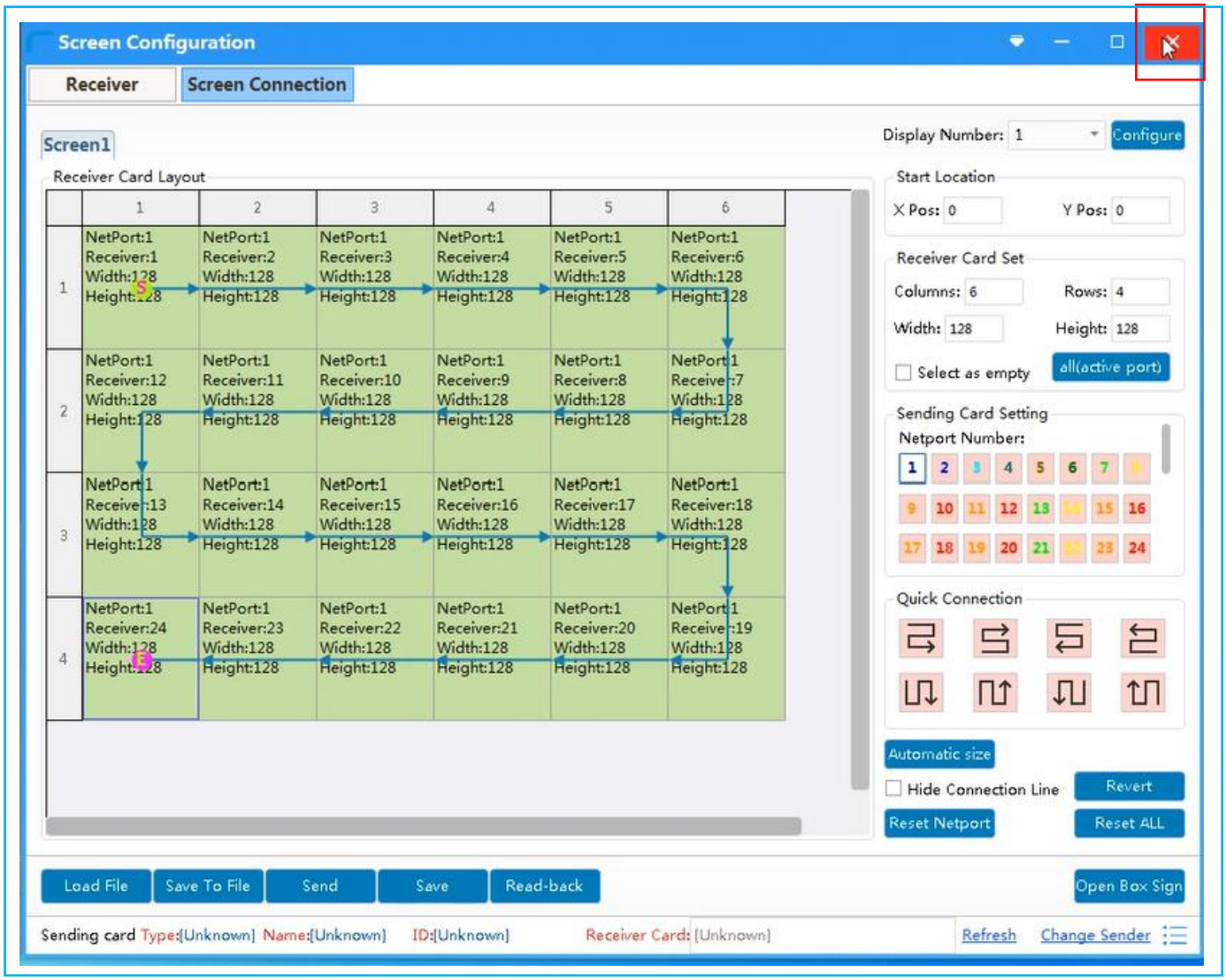
Click **[OK]**

As shown below：



Click **[×]**

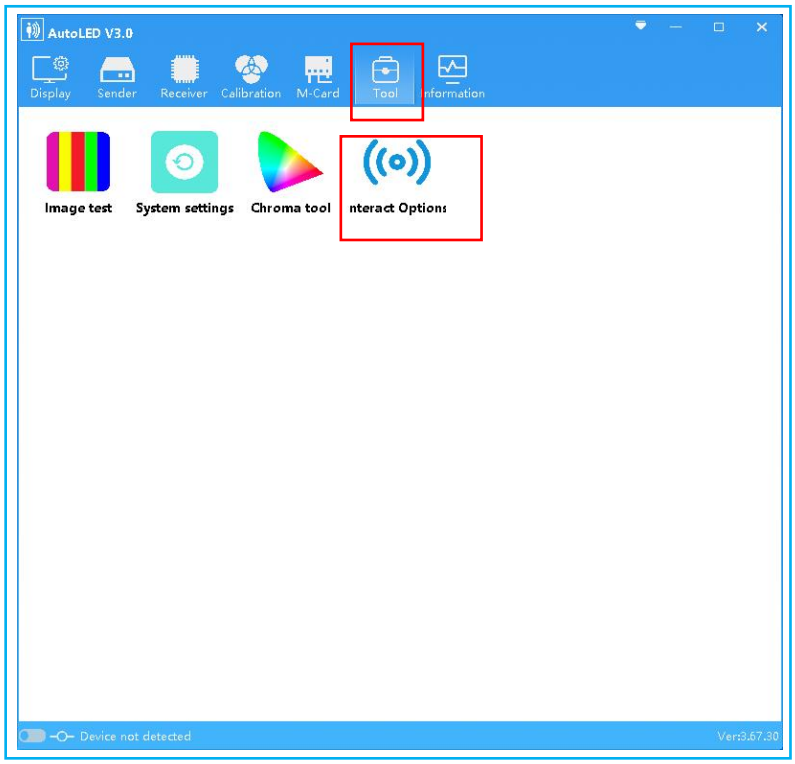
As shown below：



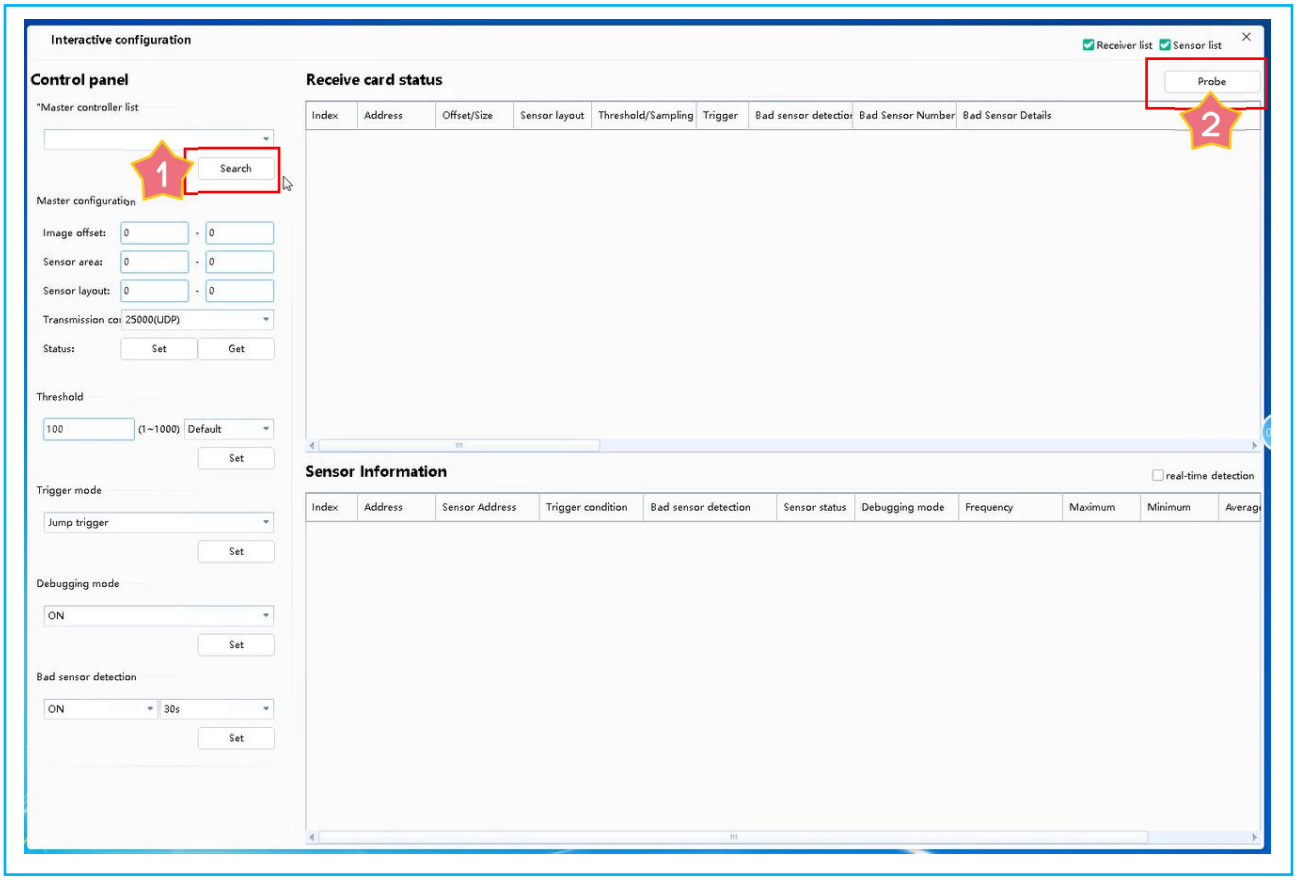
3. Set Interaction

Click **[Tool],** click **[Interact Options]** enter the floor screen configuration interface.

As shown below：



Search out the sending card device according to steps 1 and 2, and then detect the receiving card device.



Interactive Controller Configuration Settings::

[Image Offset]:The image offset of the X-axis and Y-axis from left to right, the sending card is responsible for the offset of the display area to the entire screen.

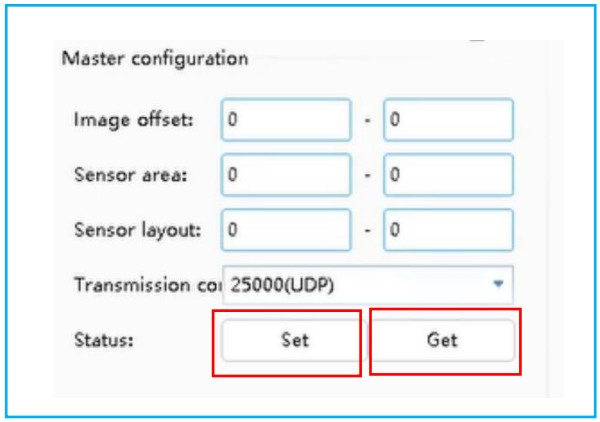
[Sensor area]: in this area, a sensor is responsible for controlling the size of the pixel points, representing the number of pixels on the x-axis and y-axis respectively. The size is affected by the cabinet size and sensor layout. For example, the cabinet size is 200*200, and the sensor layout is 4*8, then sensor area width = cabinet width / cabinet x-axis sensor number, sensor height = cabinet height / cabinet y-axis sensor number.

[Sensor layout] is determined by hardware, representing the number of X-axis and Y-axis sensors in a single cabinet.

[Transmission Control] is fixed at 25000 (UDP) and cannot be changed.

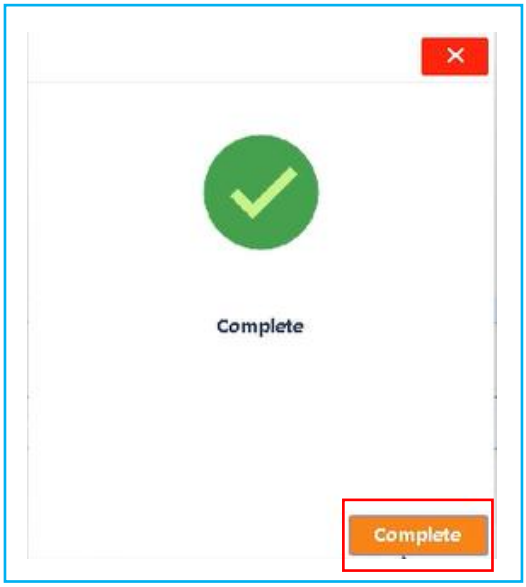
1. Click **[Set]** In order to set to the sending card, the setting of the master control configuration will take effect only after the sending card is powered off;
2. Click **[Get]** to read back the sending card configuration information.

As shown below:



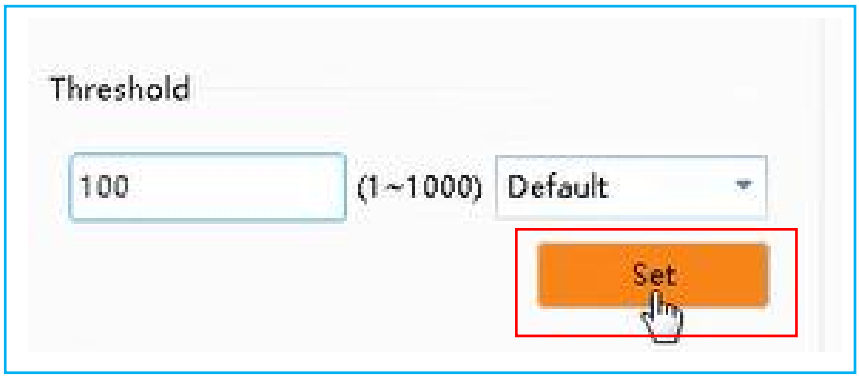
Click **[Complete]**

As shown below:



[Threshold] It is generally set to 300 test interactions, and the actual use needs to increase this value appropriately. The value can be greater than 1000, but the response will be very slow, followed by the number of triggers, **[Default]** is 2 times. Click **[Set]**.

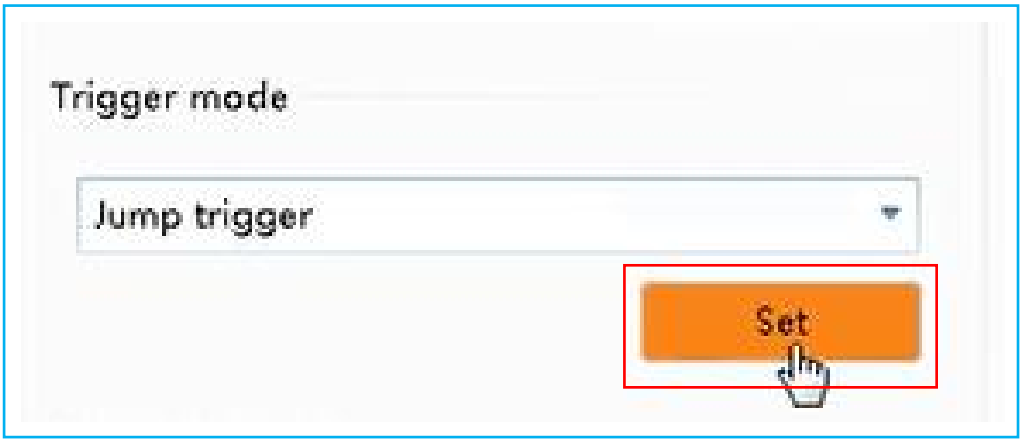
As shown below:



[Trigger mode] choose **[Jump trigger]**,then click **[Set]**

The jump trigger mode can effectively avoid the phenomenon of popping point (sensor false trigger).

As shown below:

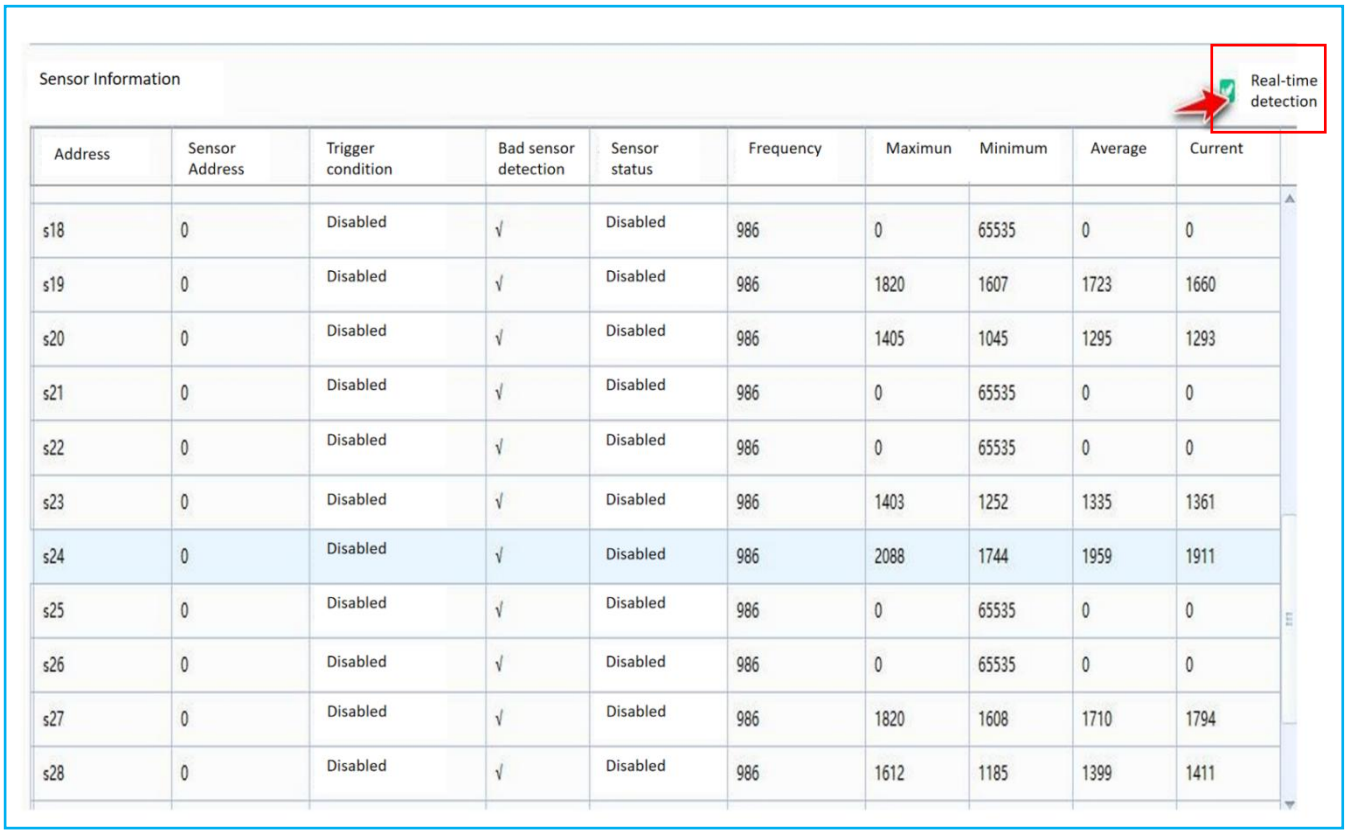


[Debugging mode] : **[On]**

Click **[Set]**

In order to check whether the sensor is normal, it must be manually closed or the receiving card will be restarted to interact normally after opening. To use this mode, **[Real-time detection]** needs to be selected. This function is only used for debugging, and can be ignored when configuring interactive settings that are not necessary in the process.

As shown below:



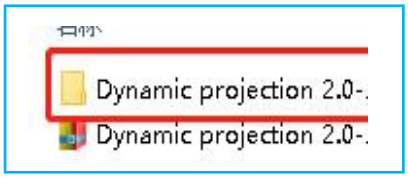
Address	Sensor Address	Trigger condition	Bad sensor detection	Sensor status	Frequency	Maximun	Minimum	Average	Current
s18	0	Disabled	√	Disabled	986	0	65535	0	0
s19	0	Disabled	√	Disabled	986	1820	1607	1723	1660
s20	0	Disabled	√	Disabled	986	1405	1045	1295	1293
s21	0	Disabled	√	Disabled	986	0	65535	0	0
s22	0	Disabled	√	Disabled	986	0	65535	0	0
s23	0	Disabled	√	Disabled	986	1403	1252	1335	1361
s24	0	Disabled	√	Disabled	986	2088	1744	1959	1911
s25	0	Disabled	√	Disabled	986	0	65535	0	0
s26	0	Disabled	√	Disabled	986	0	65535	0	0
s27	0	Disabled	√	Disabled	986	1820	1608	1710	1794
s28	0	Disabled	√	Disabled	986	1612	1185	1399	1411

[Bad sensor detection] ， [On] ， Set **[30s]**

This function is to shield the abnormal sensor and has different detection time. After selecting it, click [Set] to enter the [Bad sensor detection]. After the detection is completed, check the status of the receiving card again to check the number of outliers. If continuous detection is used, the orphan information will be saved only after the expected detection time is up. After the [Bad sensor detection] is completed, if there is still a bubble phenomenon, the threshold setting can be appropriately increased. As shown below:

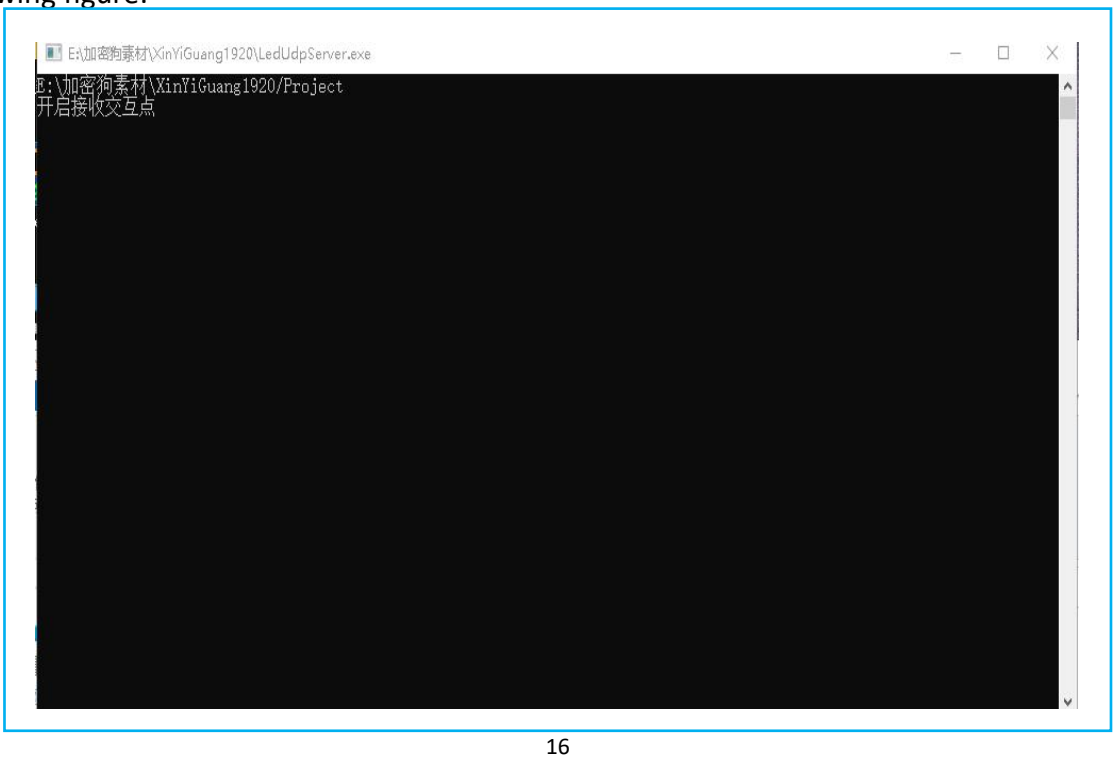
4. Dynamic projection 2.0 Set the Interactive Game

Unzip the file, then open the folder, as shown below:

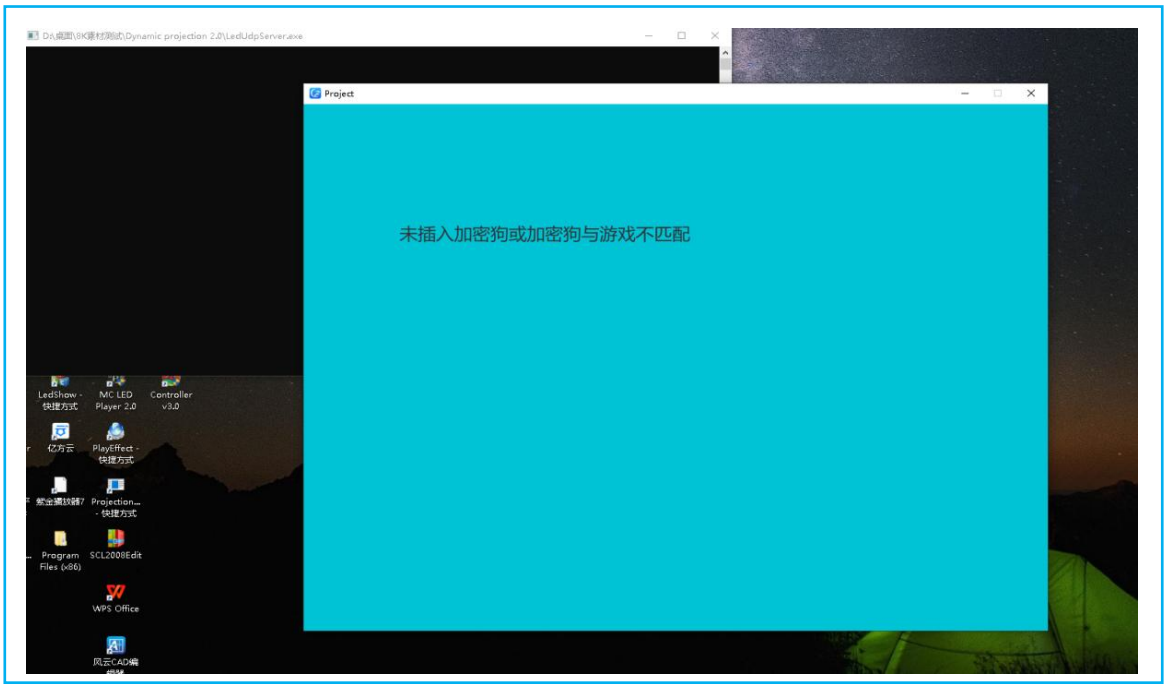


Click **[LedUdpServer]**, as shown below:

When you open this application, the **[black running box]** as shown below will appear. Note that this running box can only be **minimized and cannot be closed**. After closing, there will be no interactive effect, as shown in the following figure:

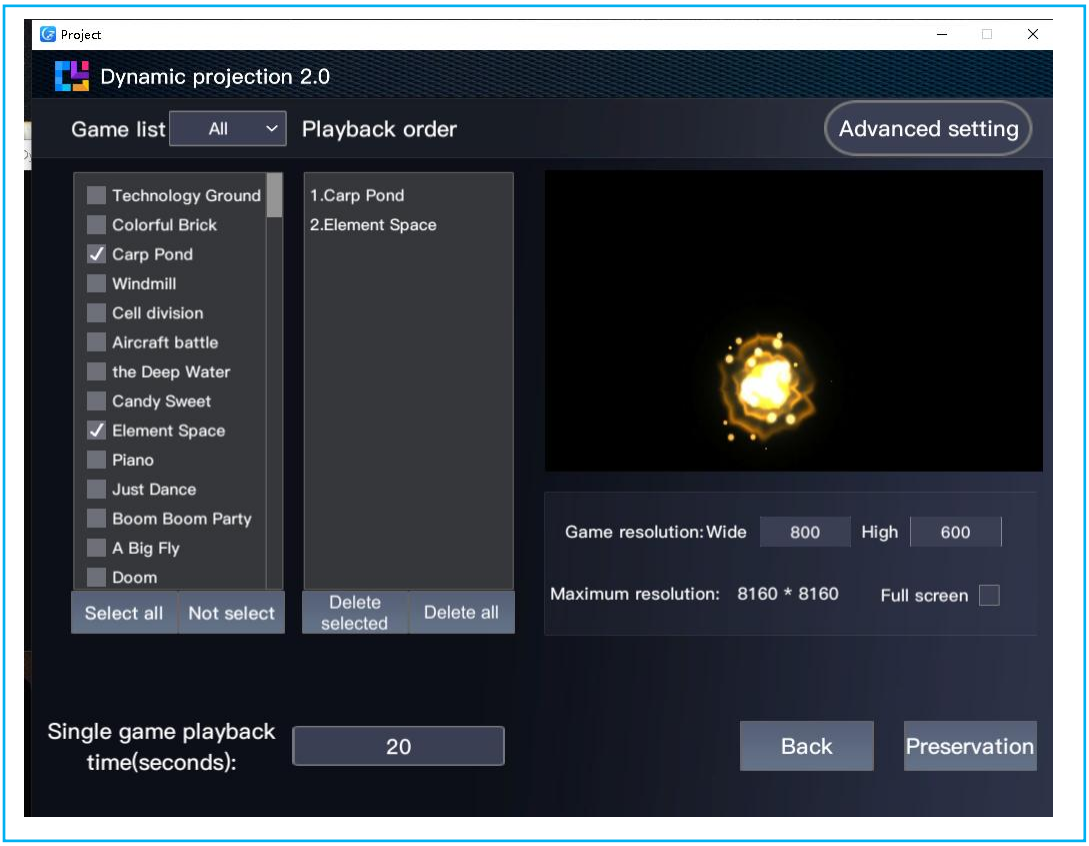


*If a blue box pops up, it means that the **dongle [Blue USB]** is not plugged in, as shown below:*



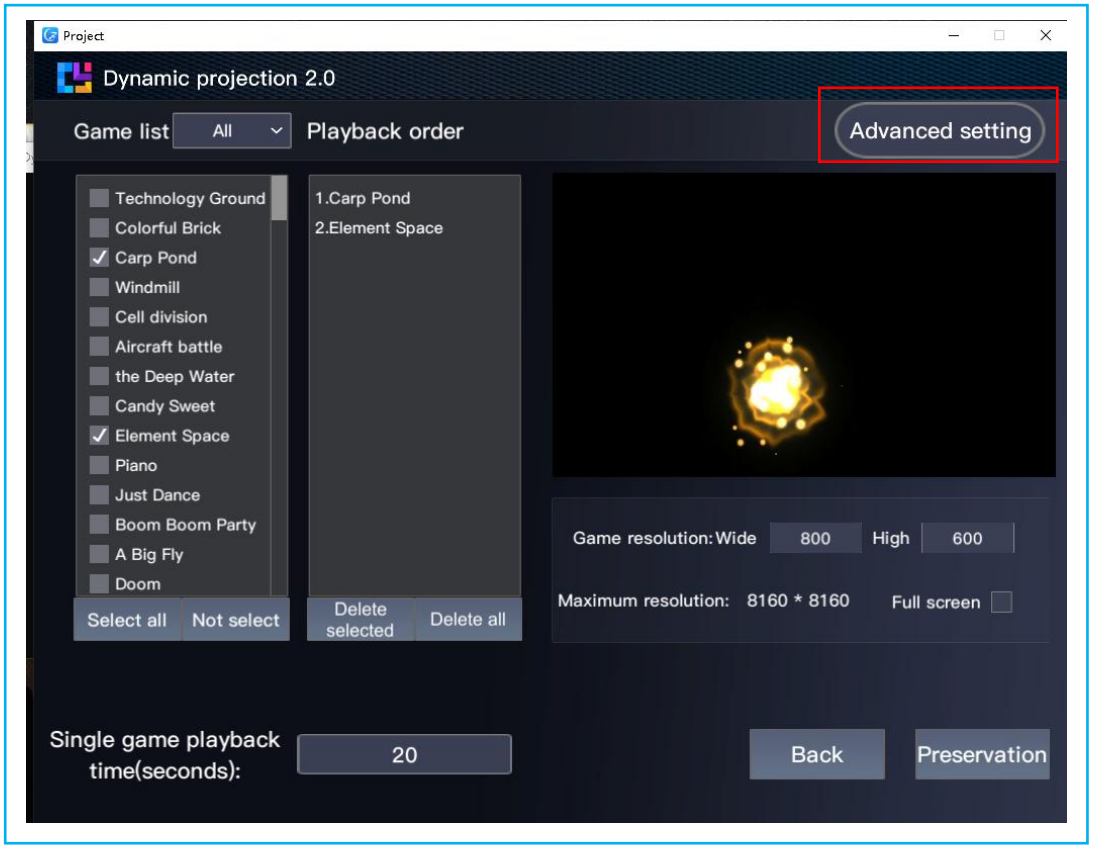
Then a playback window will pop up, as shown below:

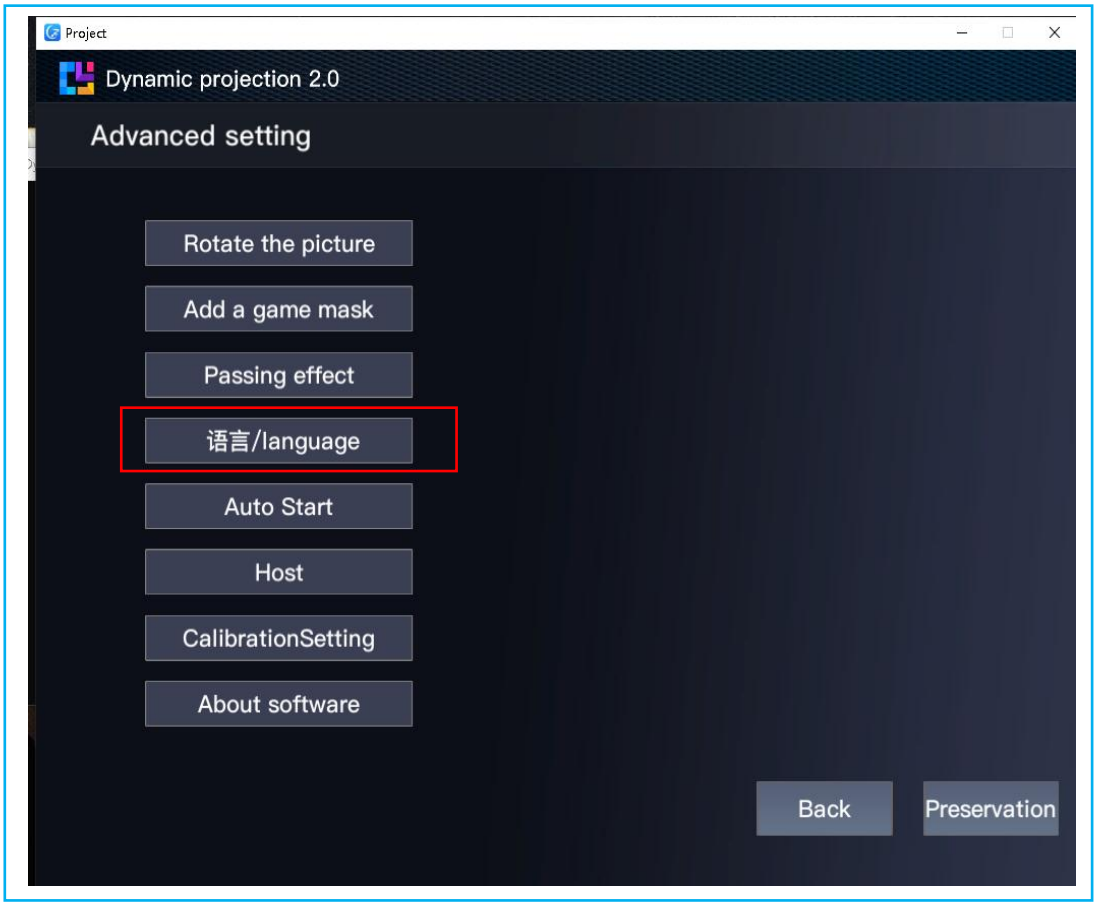
You can press the **[ESC]** key on the keyboard to exit, and then the main window will pop up. As shown below:



※You can modify **[Game Resolution]**, **[Playback Time]** and **[Select the Program to Play],** and click **[Save]** when finished. The program will automatically start playing the game.

Language：Click **[Advanced setting]**, click **[Languge]**, As shown below:




Project
Dynamic projection 2.0
Advanced setting
Rotate the picture
Add a game mask
Passing effect
语言/language
Auto Start
Host
CalibrationSetting
About software
Back
Preservation

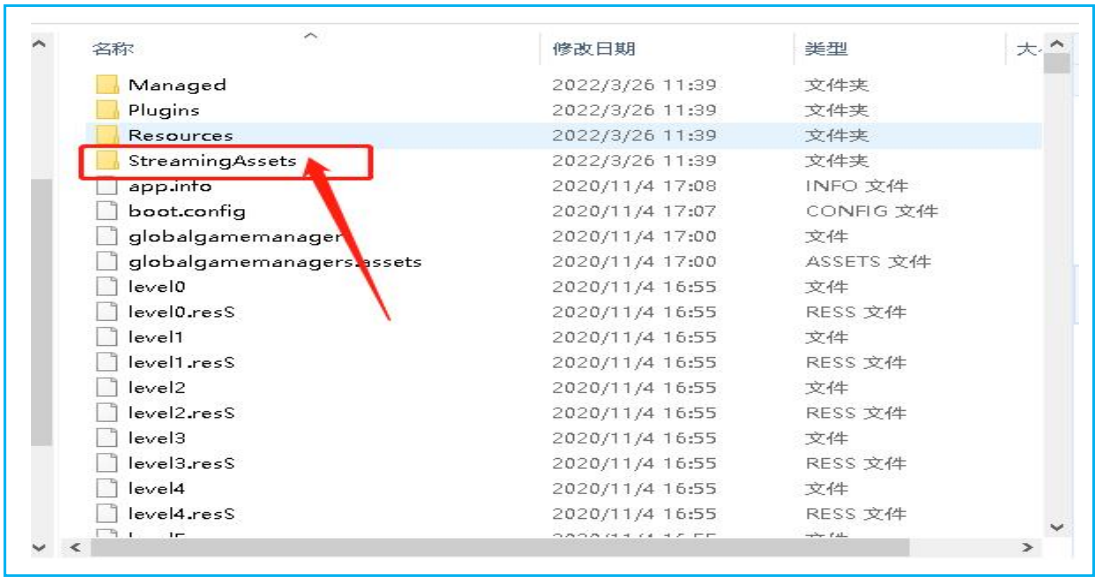
5. How to use the interactive games when your computer is extension mode?

In the extended mode, the background configuration parameters need to be modified. The method refers to the following figure:

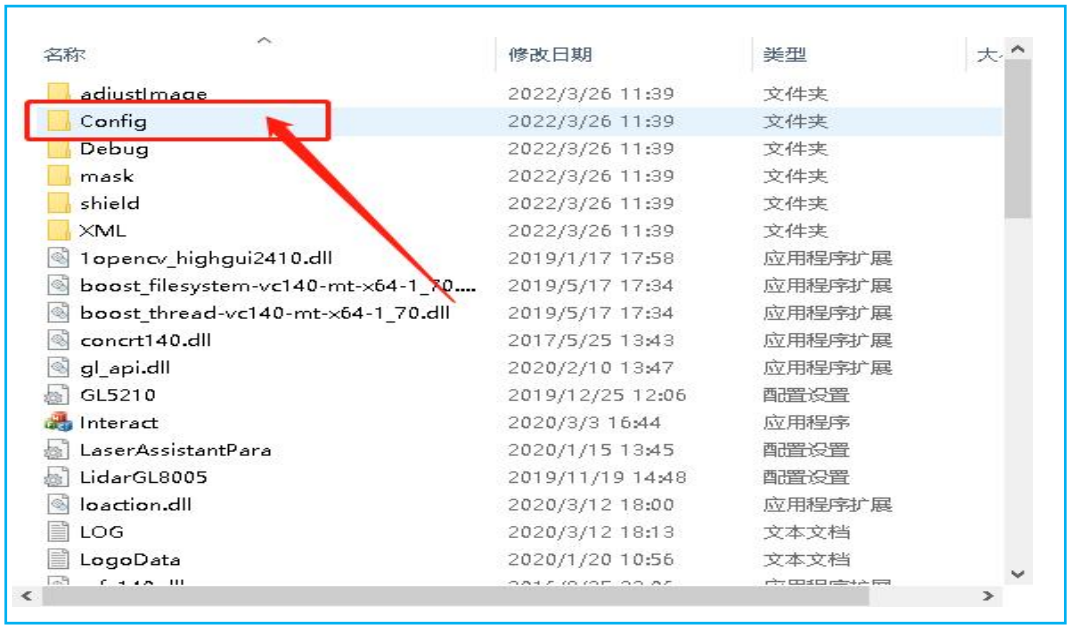
Double click to open **[Dynamic projection 2.0],** As shown below:

Click **[Project-Data],** As shown below:

Click **[StreamingAssets],** As shown below:



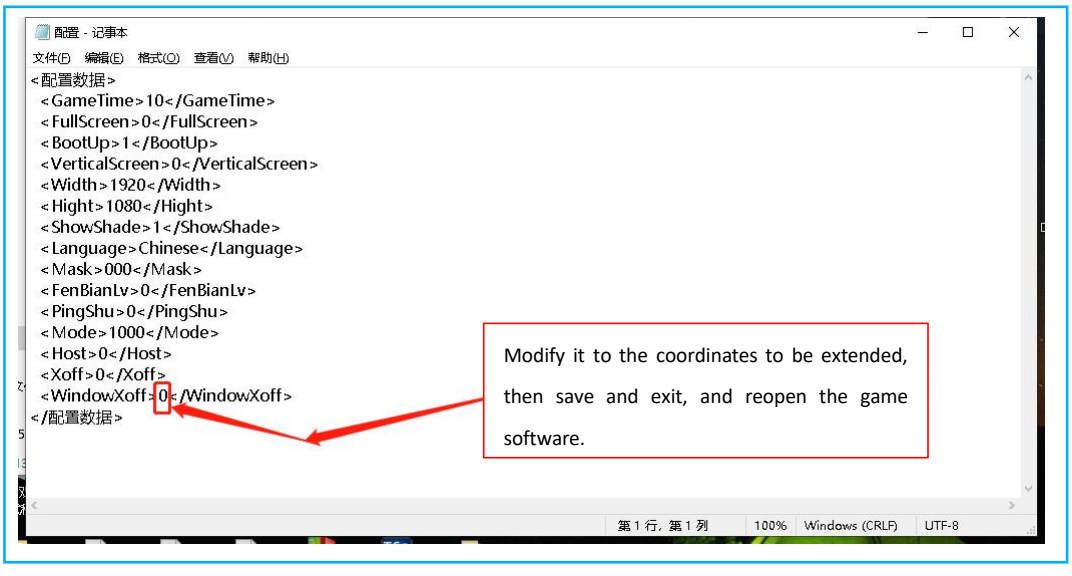
Click **[Config]**, As shown below:



Find **[Configuration]** and right-click **[Edit]**, As shown below:

For example, when the resolution is 1920*1080 extended mode, the picture below is the copy mode. If you need to use the extended mode, change the parameter to **<WindowXoff>1920</WindowXoff>**

As shown below:



After modification, **[save]** and **[exit]**, and reopen the LedUdpServer.exe application to play.