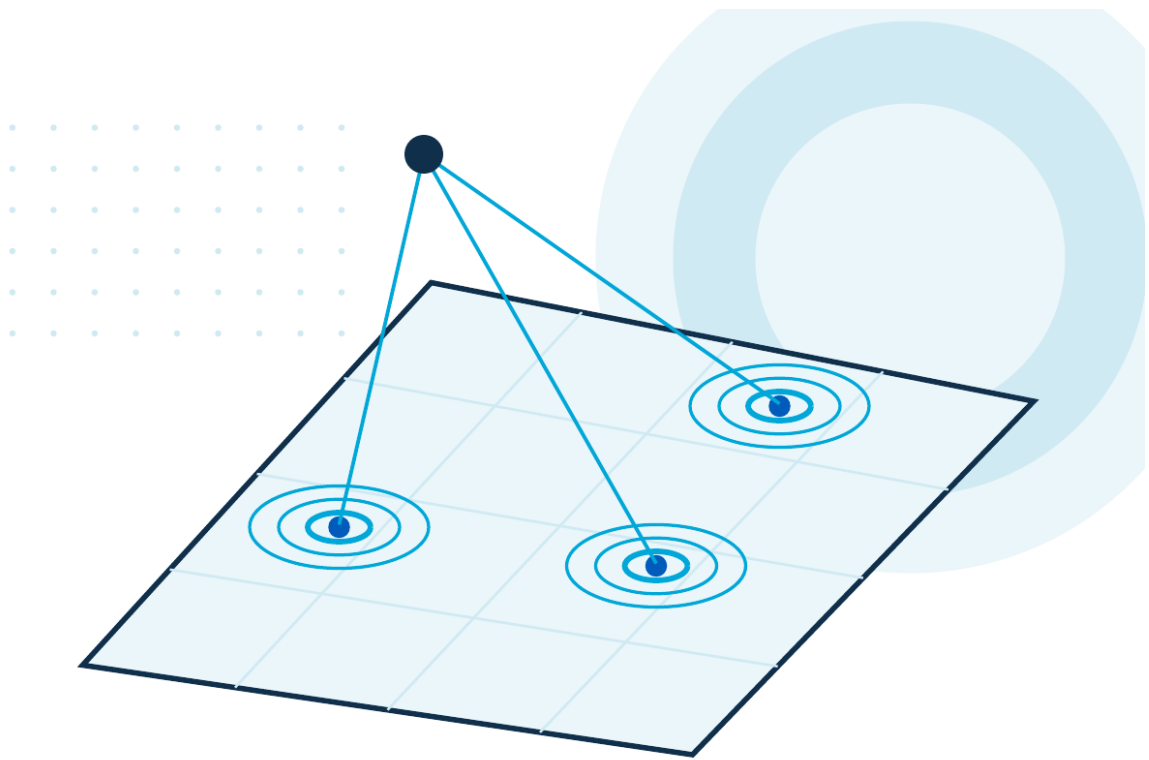


Mobile Interactive Projector

ED-Cast EC-56 interactive games software and video playback guide



Simple set up and start playing

Plug in the power cord at the wall, switch on the Power at the rear of the projector and use the remote control to select the Capture APP from the menu on the floor image

You will need to calibrate the sensor controls and set image size and brightness to play interactive games and manage other settings - see below.

Keep this guide nearby

Use the step-by-step instructions and diagrams whenever you change the installation or add content.

FIND YOUR TASK

Contents

Each topic links to a numbered section below.

1. Getting started

Power on, open ED-Cast and use the remote control.

Page 3

2. Camera settings

Align the capture area, set sensitivity and adjust the image.

Pages 4 to 6

3. Game playback

Start a loop sequence, change timing and edit the playlist.

Pages 7 and 8

4. Connect multiple units

Synchronise system time and use external control.

Page 9

5. Manage applications

Install, uninstall and rearrange game applications.

Pages 10 and 11

6. Upload videos

Connect your smartphone, transfer files and play videos.

Pages 12 to 14

7. Troubleshooting

Resolve playback and interaction issues or activate the software.

Pages 15 and 16

Section 1. GETTING STARTED

Start-up

The remote control gives you access to the game playlist and system settings.

First use

1. Power on

Turn on the Mains Power switch at the rear of the Projector case. Android then starts automatically and projects onto the floor. Switch the projector on manually.

2. Home screen

A few seconds after power on Android automatically plays the last-set game on the playlist. Press **Home** on the remote control

3. Image size and capture control

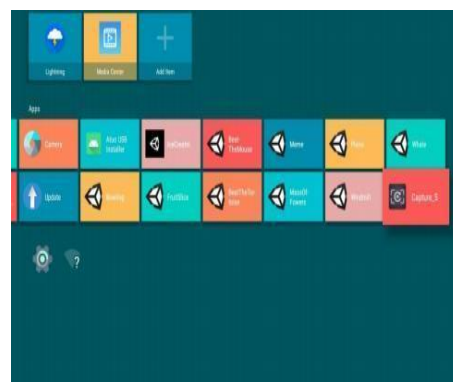
The image size and capture control is ore-set to 3.2m x 2m.

4. Start the playlist

Press **3** on the remote control, select one game or several to add to the playlist then press **OK** to confirm.

5. Projector settings

For a new location, check the camera settings on sections 4 to 5 below



Open the capture icon on the Home screen.

Audio Volume Control

Use the Audio Vol+ and Vol – controls on the remote control to adjust the speaker volume



Key	Basic action
Home	Return to the Home screen.
Arrows	Move between items or adjust a setting.
OK	Open or confirm the selected item.
Numbers	Choose the function with the matching on-screen number.

Section 2. PROJECTOR SETTINGS

Re-Aligning the capture area (not recommended)

The image size and capture control is pre-set to 3.2m x 2m. we do not recommend re-setting or classroom use.

Open and align

1. Open camera settings

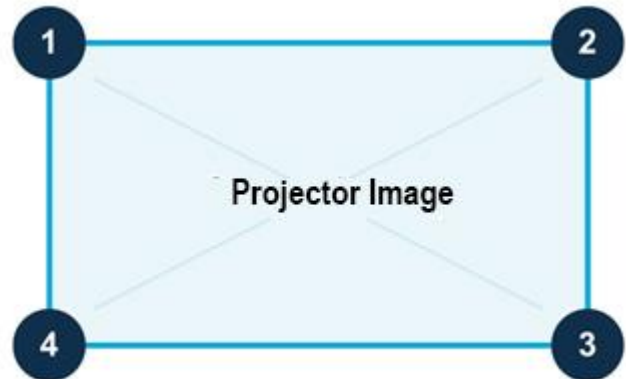
Press **Home** and open the capture icon.
Press **1**, on the remote control to adjust the position then **OK**.

2. Select a corner

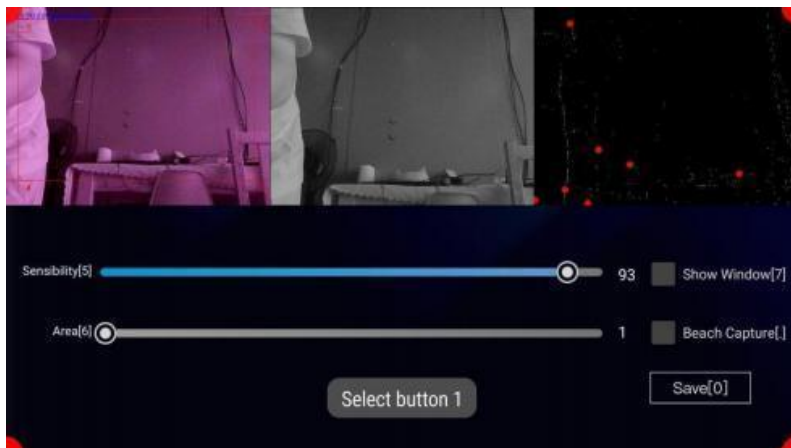
Press **1**, **2**, **3** or **4** on the remote control to choose and adjust each capture point.

3. Move the point

Use the arrow keys to align the point with the corresponding corner of the camera image. Repeat for all four corners.



1 Top left **2** Top right
4 Bottom left **3** Bottom right



Save your changes



Press **0**, then **OK** after each adjustment session.

Next, set sensitivity and area on page 5.

Section 2. PROJECTOR SETTINGS

Re-Set Image Size and Sensitivity

The image size and capture control is pre-set to 3.2m x 2m. we do not recommend re-setting this for classroom use.

Use these values as starting points, then adjust them to suit the site and the game.

Game or setting	Sensitivity	Area
Default	93	1
Floor interaction	About 50	About 40
Wall ball games	About 93	About 1
Beach games	Normally 7	Normally 50

Change Sensitivity and Image Size

1. Sensitivity

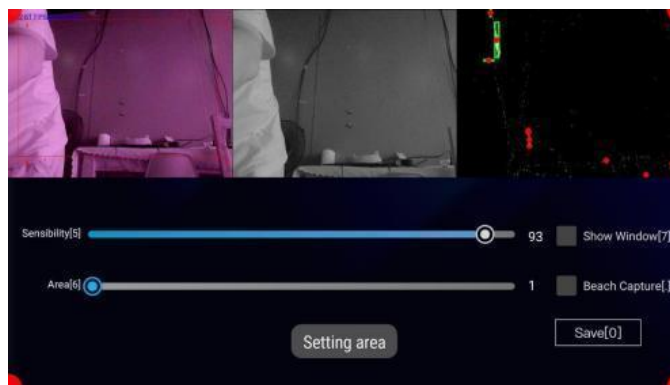
Press **5** and adjust the value. The on-screen label is **Sensitivity**.

2. Image Size (Area)

Press **6** on the remote control and adjust the size of the projected image.

3. Save and test

Press **0** on the remote control, then **OK** to save the settings. Test the interaction and adjust again if needed.



Check the response

Unwanted effects: reduce sensitivity.

Stuttering: increase **Area**.

Weak response: check corner alignment and both settings.

For beach games, enable **Beach Capture** on page 6.

Section 2. PROJECTOR SETTINGS

Choose a mode and adjust the image

Image brightness

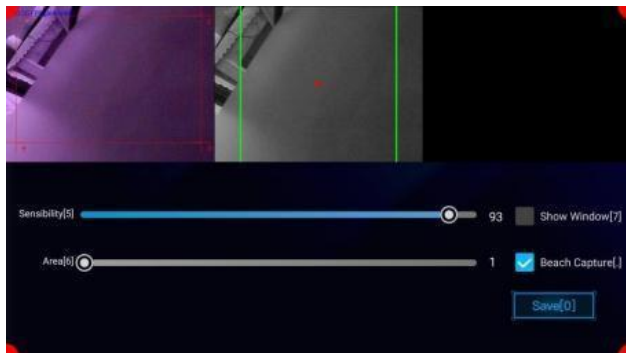
In the projector remote control press **Volume +** to brighten the image or **Volume -** to darken it.

Press **0**, then **OK** to save. Reopen the capture client for brightness changes to take effect.

Flip Image Rotation

Use a recognisable image as a reference and press keys 8 or 9 on the remote control as below :

Key	Action
8	Flip vertically.
9	Flip horizontally.



Beach Capture is a specialist feature, not normally used in a classroom, for games projected onto a sand box. Adjust the values for your installation.



Remember

Save every time you adjust the camera.

Section 3. GAME PLAYBACK SETTING

Play one game or loop several games

The playlist runs games in order for their set durations, switching without returning to Home.



Loop playback

Press **3**, then **OK**.



Times in **Run Time** are shown in minutes.

Play one game

Press **3** on the remote control and highlight the game in the list and press the **Right** arrow key on the remote control.

To resume the loop, open the playlist and press **3** on the remote control, then **OK**.

Change playback time

Highlight the game. Use **Volume +** or **Volume -** on the remote control - to adjust the duration.

Each press changes it by **0.5 minutes**, or **30 seconds**. The minimum is **0.5 minutes**.

Remember

The same volume keys adjust brightness when you are in camera settings.



30 seconds per press

Section 3. GAME PLAYBACK SETTING

Edit your playlist

Refresh after installing or uninstalling a game. Then set its position and playback time.

1.Refresh

Before you refresh: make a note of custom settings. A refresh resets the playlist order and playback times.

Press **4** in **Cycle Settings**. Press **Right** to select the confirmation option, then press **OK**. Check the list and reapply your settings.

2.Remove

Highlight a game and press the **Delete** key at the bottom right of the remote control. Press **OK** to confirm.

This removes the playlist entry. Refreshing restores entries for games that are still installed. To uninstall a game, see page 11.

3.Reorder

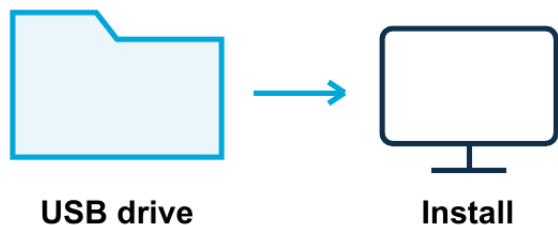
Highlight a game. Press **TV1** to move it up or **TV2** on the remote control to move it down. These keys are on the back of the remote control.

Each move is saved automatically.

Section 4. MANAGE APPLICATIONS

Install games from a USB drive

Install the application first, then refresh ED-Cast so that it appears in the playlist.



Install the application

1. Connect the USB drive

Insert the drive containing the application installation package.

2. Find the package

Open **FileExplorer**, select the USB drive and find the package. Select it and press **OK** on the remote control

3. Install

Select **Install**, press **OK** on the remote control and wait for the process to finish.

4. Check Home

Return to the Home screen and check that the application appears.



Look for the installation file

Select the required package on the USB drive. The example shows an Android application file.

Finish

Open the capture client and refresh with **4**. Reapply the playback order and times after the refresh. See page 8.

Section 5. MANAGE APPLICATIONS

Uninstall or rearrange applications

Uninstall an application

1. Choose the application

Highlight it on the Home screen and press and hold **OK** on the remote control.

2. Move it to the bin

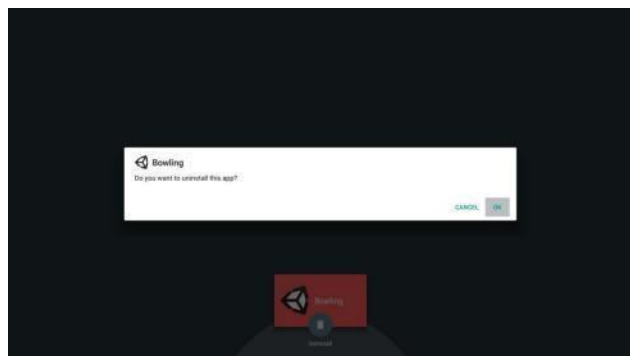
Move the selected application to the bin below the tiles.

3. Confirm

Press **OK** on the remote control and confirm the uninstall prompt.

4. Refresh ED-Cast

Refresh the playlist as described on page 8. An outdated game entry can stop the client running.



Rearrange Home screen tiles

1. Select

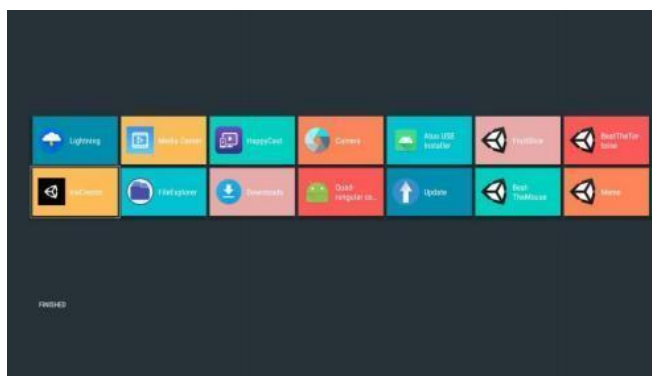
Highlight the application and press and hold **OK** on the remote control.

2. Move

Use the **Left** and **Right** arrow keys to change its position.

3. Finish

Press **Return** when you have finished.



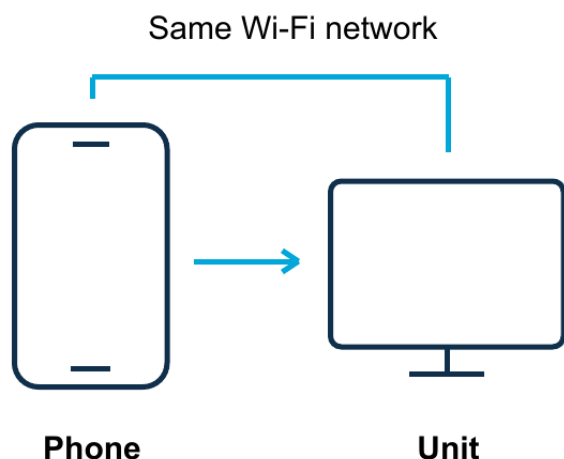
Playlist order is separate

Use **TV1** and **TV2** inside the playlist to change the game playback order.

Section 6. UPLOAD VIDEOS

Connect your phone and the unit

Videos transfer over the local network. Start the upload service on the unit before using your phone.



Use the current address

Enter the address displayed by your unit, including any port number, in the phone browser's address bar.

Next step

Keep the upload screen open and continue on your phone.

Prepare the connection

1. Connect the unit

Open **Settings** and connect to Wi-Fi. If Wi-Fi is unavailable, use a mobile hotspot.

2. Connect the phone

Use the same network. When both devices use Wi-Fi, turn off mobile data on the uploading phone.

3. Open the file manager

Return to Home and open **Chaozhuo File Manager**.

4. Start browser upload

Open its menu and select the browser upload option, shown as the second option.

5. Leave the screen open

The screen displays the local web address for your phone.

Section 7. UPLOAD VIDEOS

Upload one video at a time



Upload workflow

Use the address shown on the unit, then choose your video.

If the page will not open

Check the network and the address. Both devices must use the same network. If the phone is using Wi-Fi, check that mobile data is off.

On your phone

1. Open the upload page

Open a browser and enter the full address shown on the unit.

2. Choose a video

Tap **Select File** and find the video on your phone.

3. Confirm

Tap the tick to confirm the selection and begin uploading.

4. Wait

Wait for the green progress bar to finish. Repeat for each additional video.

Continue on the unit

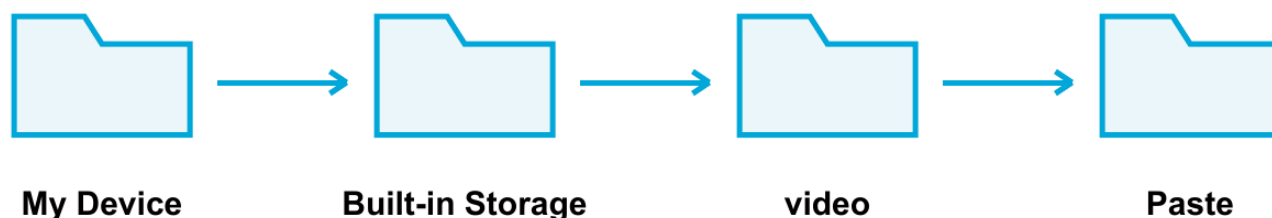
When uploading has finished, select **Exit** on the unit. Return to the file manager directory containing the uploaded videos.

Move the files as shown on page 14 below.

Section 7. UPLOAD VIDEOS

Move the files and start playback

Copy the uploaded videos into the designated video folder in the unit's built-in storage.



Copy the files

1. Select the uploaded files

Open the upload directory. Highlight a video. Press and hold **OK** on the remote control if you need to select multiple videos.

2. Copy and paste

Choose **Copy**. Open **My Device**, then **Built-in Storage** and the **video** folder. Select **Paste**.

3. Return Home

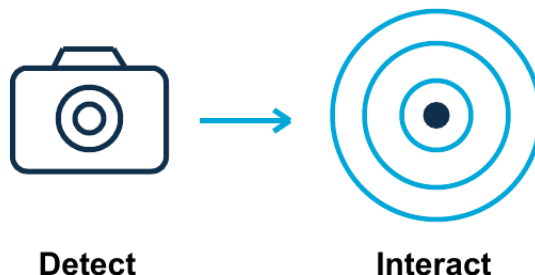
After pasting is complete, use **Exit** on the remote control to return to Home.

Play videos

Open the video player on the Home screen to play the videos.

Return to interactive games

Open the capture client from Home. Use the playlist controls on page 7 on the remote control to play a loop or start a single game.



Section 8. TROUBLESHOOTING

TROUBLE SHOOTING

Save camera changes with 0 then OK. Reopen the capture client after changing camera brightness.

The client stops running

Recently uninstalled a game? Refresh the playlist to remove its outdated entry.

If the problem continues, check the camera using page 16.

Effects appear without movement

Check that the area is not too brightly lit and that large dust particles are not floating in front of the camera.

Reduce sensitivity, save and test again.

The playlist does not loop

Check **Run Time**. A long duration can make the loop appear to have stopped. Reduce it with **Volume -**.

If a single game is running, start the full playlist with **3**, then **OK**.

Interaction is weak

Check all four capture points, sensitivity and **Area**. Adjust them for the game and the location.

If the response remains weak, contact after-sales support.

Interaction stutters

Increase **Area** in the camera settings, save and test again.

See page 5 for the settings.

When contacting support

Explain the problem and any recent changes to content or camera settings.

Section 8. TROUBLESHOOTING

Trouble Shooting

Check the infrared camera

1. Open Camera

From Home, go to **Settings**, then **Apps**, **Camera** and **Open**.

2. Check the image

If an image appears, power off and restart the unit, then try the capture client again.

3. Get support if needed

Contact after-sales support if the camera is not found, no image appears or the problem continues.

Activate the software

1. Send the device code

Send the code shown on the activation screen to after-sales support as text.

2. Enter the activation code

Enter the code supplied by support in the on-screen box.

3. Activate and restart

Select **OK**, then restart the capture client.

Interface language

The interface follows the system language: Chinese for Chinese, and English for other languages.

About the capture client

ED-Cast uses infrared movement detection and sends positions to the interactive game using TUIO.

Document history

Version	Date	Change
V1.0	15 September 2021	Initial document.
V1.1	10 March 2022	New function descriptions.
V1.2	6 April 2022	Updated interface illustrations.