Operation manual of laser interactive projection system

catalogue

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I. Features and functions

Win7, win8, win10 and win11 operating systems are supported.

Support mouse simulation

Support multi-point interaction

TUIO protocol (UDP, TCP mode) is supported

Simple calibration and calibration, convenient operation.

Support precise multi-point interaction

II. Minimum requirements for computer configuration

Intel i3 series or equivalent, 4GB RAM, 120GB SSD, integrated display or single display.

三．Hardware installation

（1）Connection diagram

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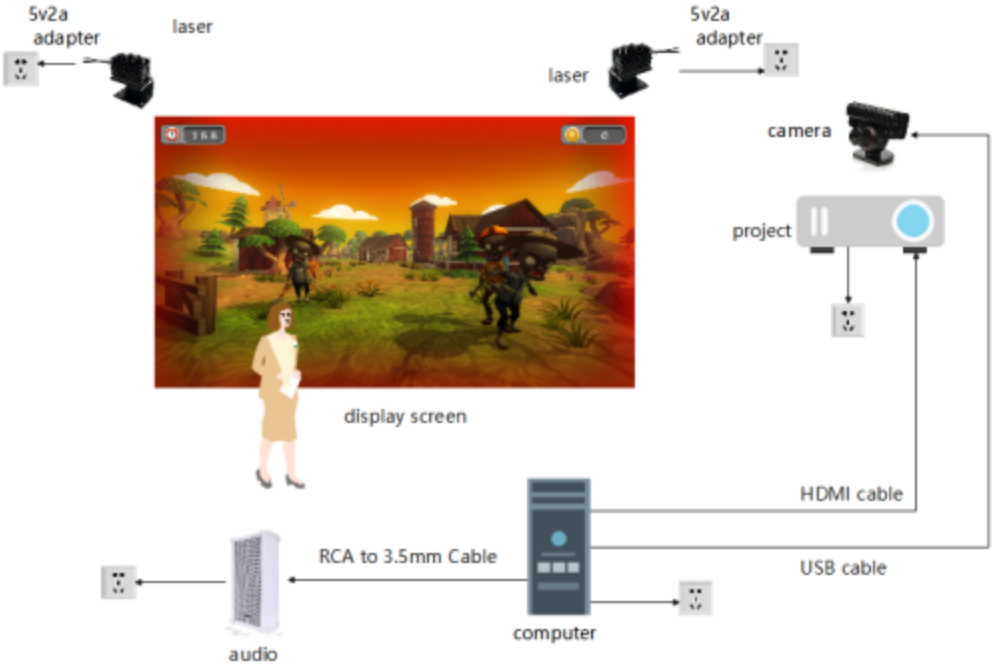


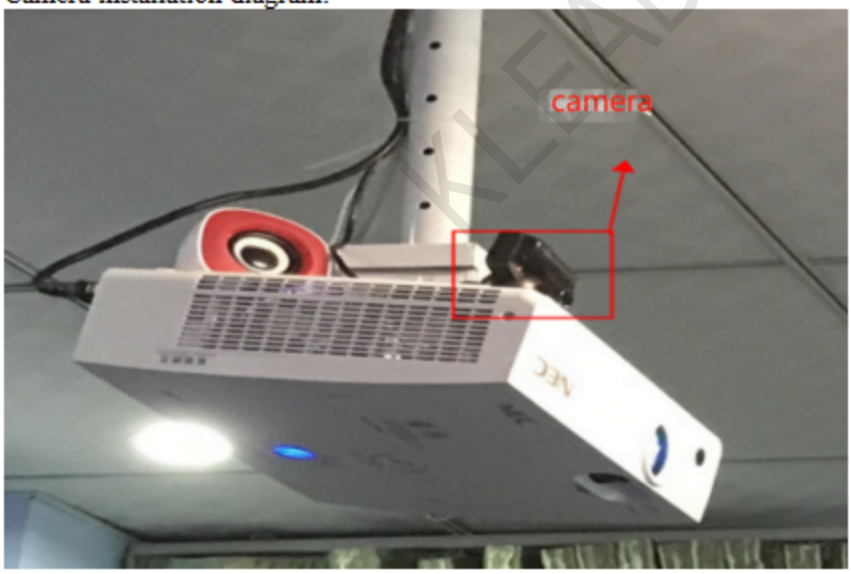
(2) Camera installation

You can directly fix the camera base on the projector with double-sided adhesive tape, then adjust the angle so that the camera covers the projection area, and then connect the camera with the USB port at the rear of the computer host through the USB cable.

Tips: The camera rotates to the blue direction at a 76-degree angle, corresponding to the short-focus projector;
The camera rotates to the red direction at a 54-degree angle, corresponding to a common projector.

Note: The picture captured by the camera must be larger than that projected by the projector.

Camera installation diagram:



(3) Laser installation

Connect the laser to the power adapter and AC power supply.

Installation environment requirements: It can't be used outdoors during the day, in places with sunlight, or in places with infrared interference, such as places with infrared surveillance cameras.

The laser is installed in the upper left corner and upper right corner of the projection screen, so that the emitting surface of the laser is parallel to the wall surface, and the light emitted by the laser cannot hit the wall. Pictured

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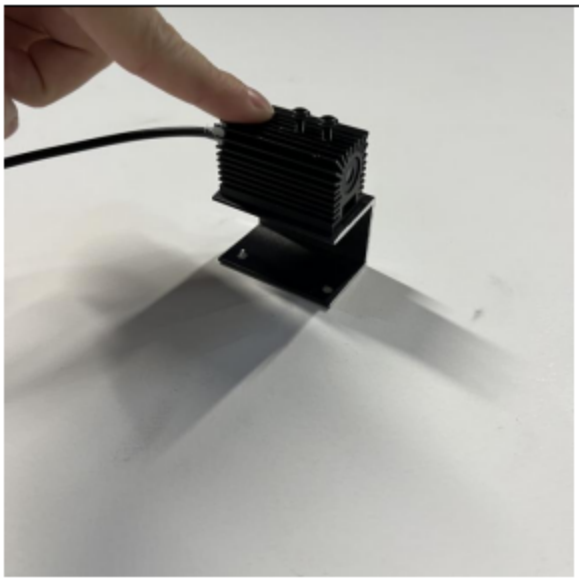

四．Software installation

Click [kleader_install.exe], and then click [install]. The software is installed in d:\ InteractiveSoft by default. After installation,

The program will jump out of the other two installation interfaces to install the runtime (required) and the camera driver. If it is not installed, it must be installed. If it has been installed, you can directly close the two installation interfaces.

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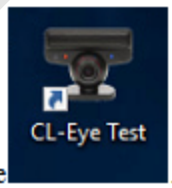
After the installation, the computer desktop will display the 

. Please click the icon to test whether there is an image. If there is no image, please make sure whether the camera USB cable is connected to the computer host or whether the USB interface is loose. If it is loose, please replace the USB port. If there is no image yet, please restart the computer. After the test is finished, close the CL-Eye Test program, and then open the Interactive system.

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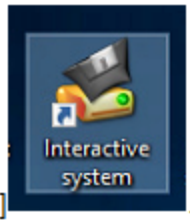
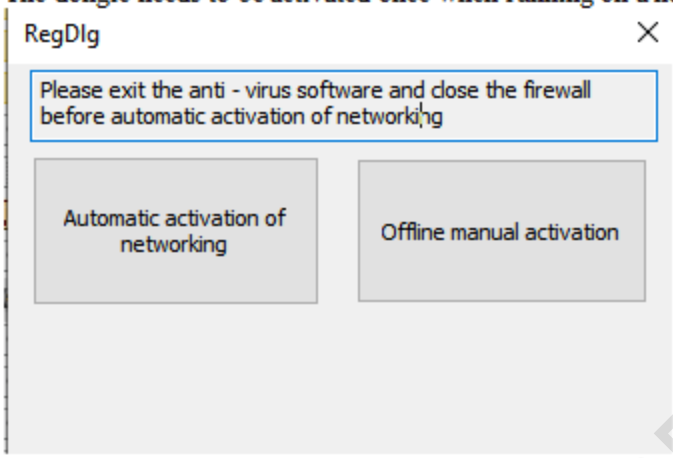
五．Software debugging

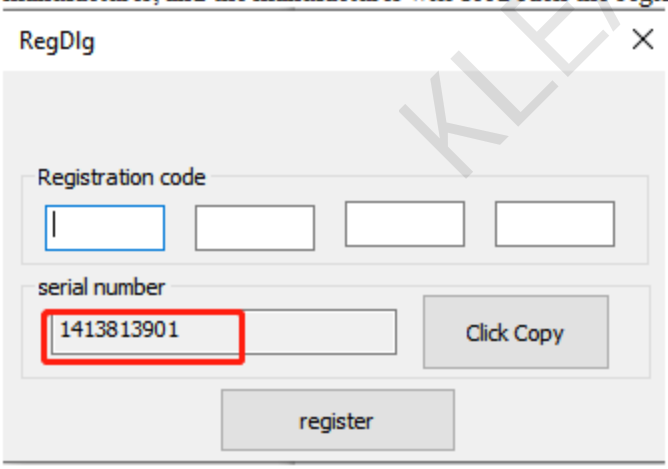
5.1 Activate the dongle



Plug the dongle into the usb port of the computer, and double-click the icon [Interactive System].
The dongle needs to be activated once when running on a new computer.



1: After the computer is connected to the external network, click Install on the left. After the automatic activation is completed, the software can be automatically opened;
2. Mode: If the computer has no external network, click the right button, give the serial number to the manufacturer, and the manufacturer will feed back the registration code for manual activation.



5.2 Mode switching

Open the program and click [Set] on the main menu.
Then click [GeneralSet] in the upper left corner of the screen, select [Laser], and click [ok]. After the taskbar exits the software and saves, reopen the software to enter the next calibration.

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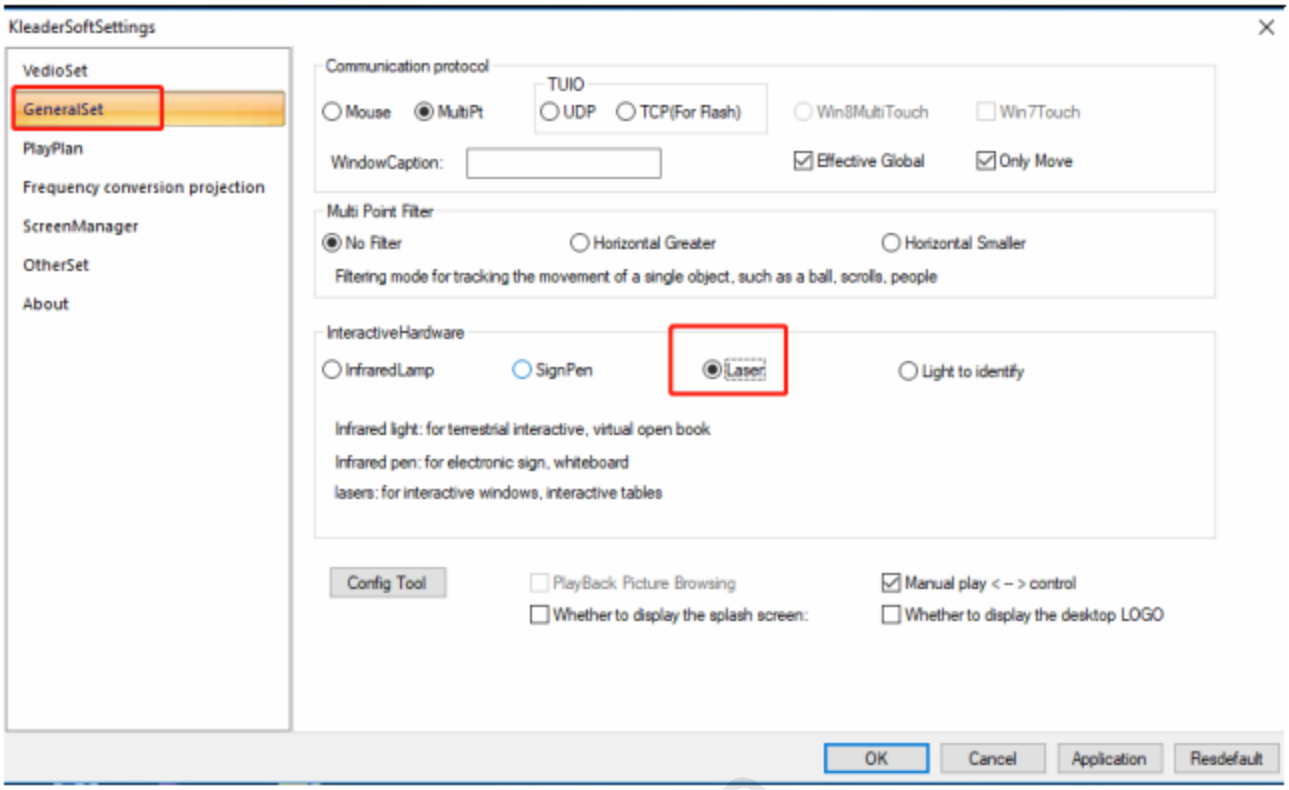
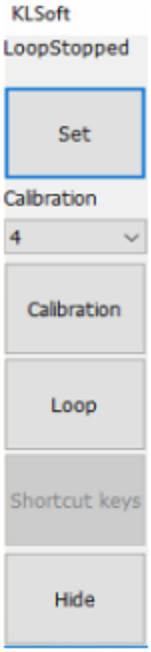


5.3 Calibration

Click [Calibration] on the main menu of the program.



After clicking on the screen:

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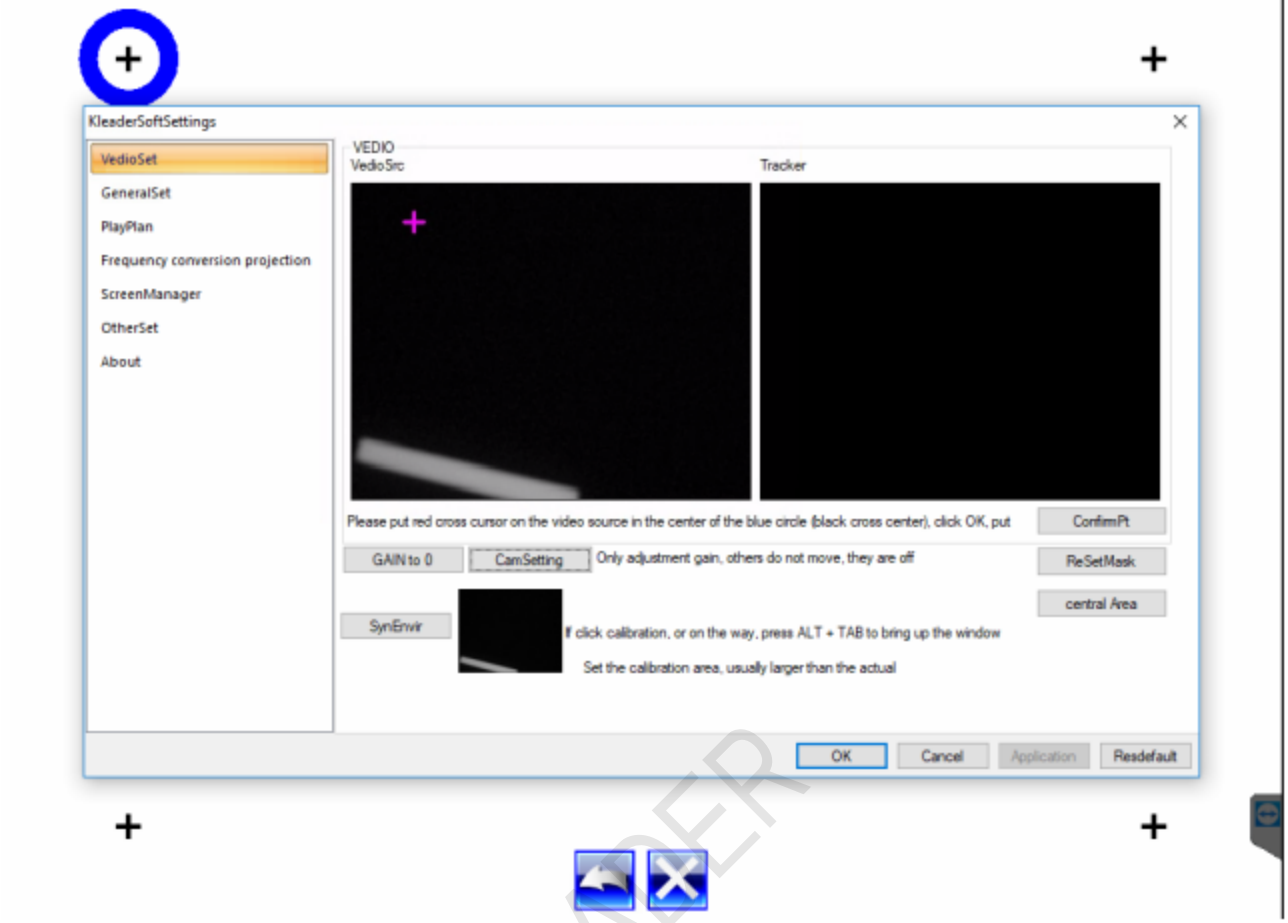

Turn on the reflective light of your phone, face the camera upwards, and put it on the blue aperture in the upper left corner.
With the left mouse button, click the red cross cursor on the bright spot in the video source, and then confirm and place the last point to complete the calibration of the first calibration point.
Then, according to the order of upper left corner → upper right corner → lower left corner → lower right corner, locate the points in the four corners in turn.

(After the calibration is completed, as long as the camera and projector do not move, there is no need to calibrate again)

After all four corners have been confirmed, if the video source is weak, please click: Optical and Mechanical Settings,

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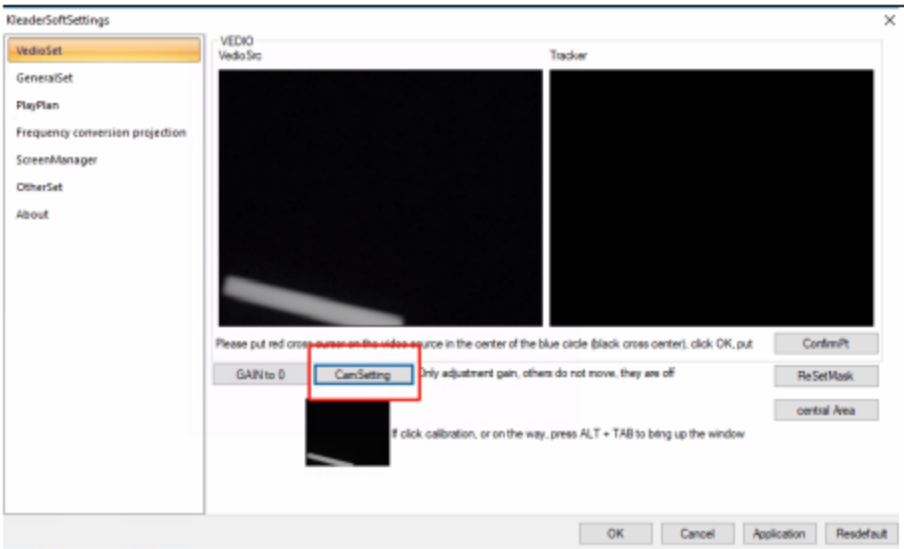
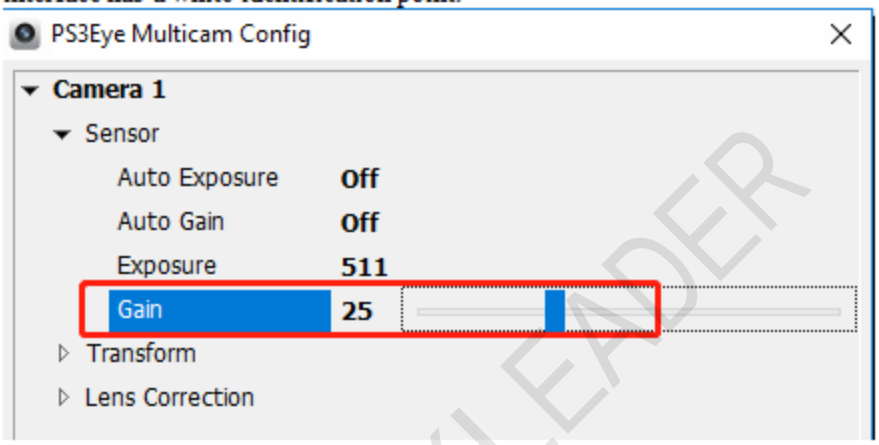


Just increase the value of Camera 1→Sensor→Gain. Generally, the camera is 3m away from the projection imaging area, and the gain value is set to about 15-30. When the hand or ball touches the wall, the Tracker interface has a white identification point.



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5.3 Add material

Open the program and click [Set] on the main menu.
Then click [PlayPlan] in the upper left corner of the screen.

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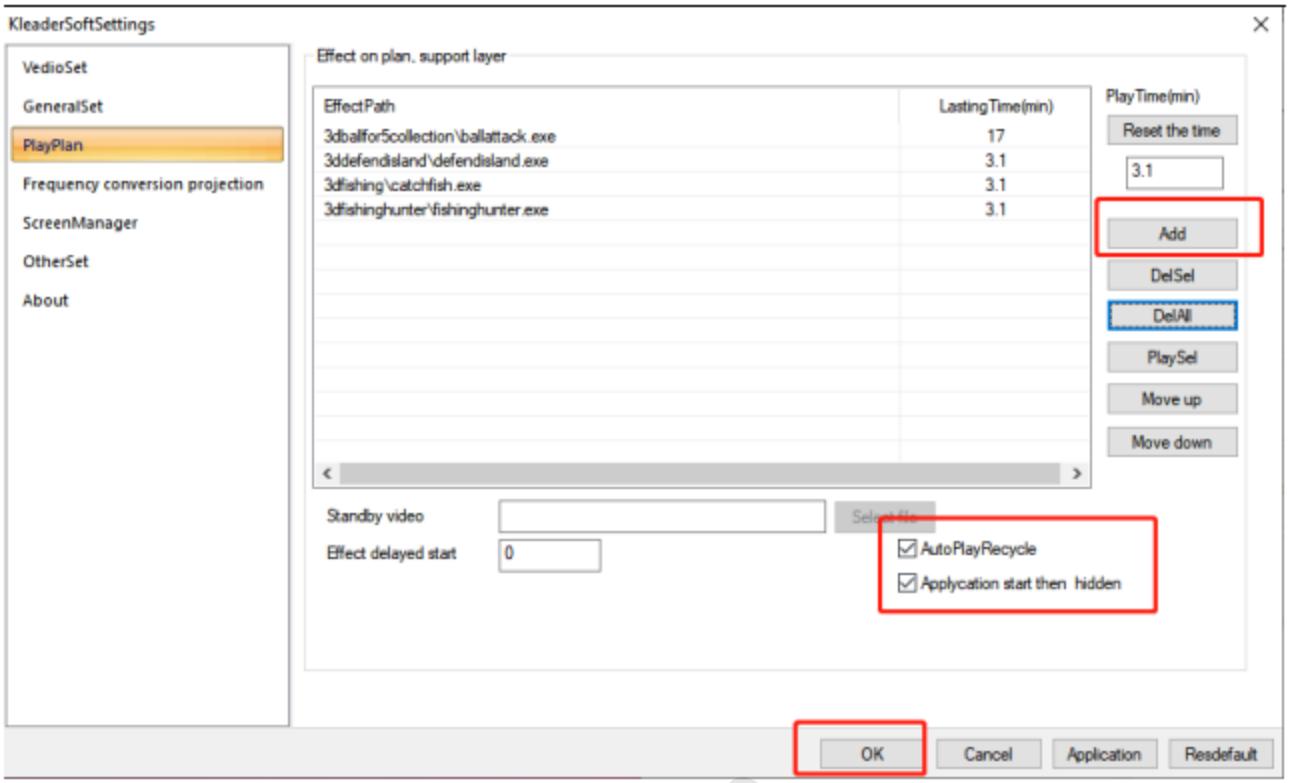

Suggestions: check: play automatically after starting the software, and hide automatically after starting the software.
Double-click the material name in "Effect Play Plan" to start the game.
Please add files with the extension cmd or *.exe or *.swf, instead of flashShell.exe files.

5.4 boot start

Open the interactive system software and click [Set] and [OtherSet].
, select [Boot] and [OK]

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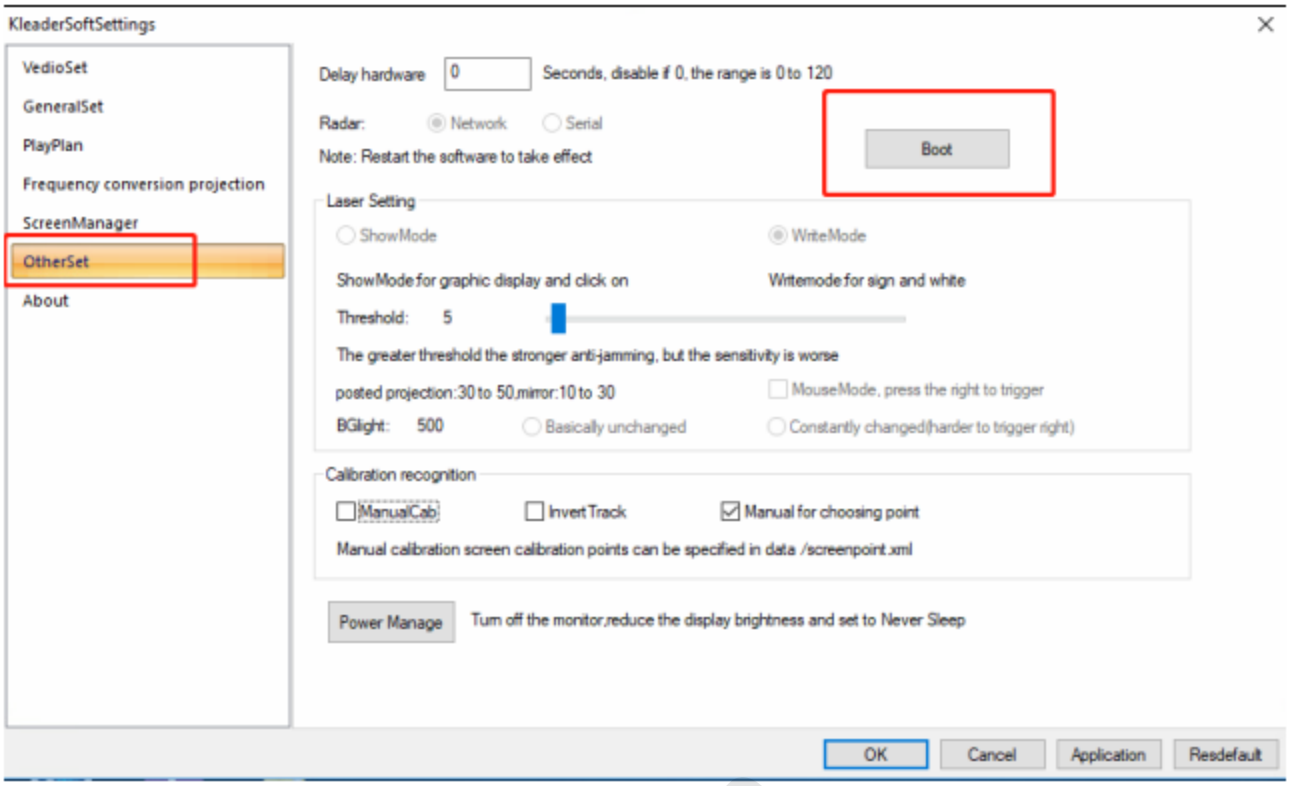
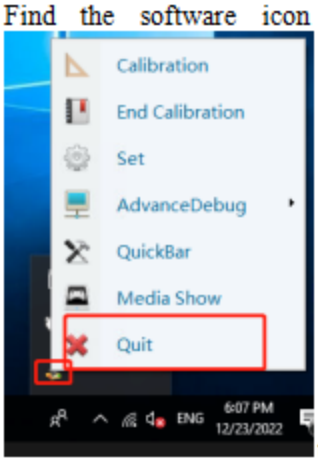


5.5 Software Save Settings

Find the software icon in the task bar at the lower right corner of the desktop, right-click



to select Exit, and the software will be automatically saved, or press the shortcut key ALT+ESC to exit the software saving settings. Then open the interactive system., you can automatically run interactive games.

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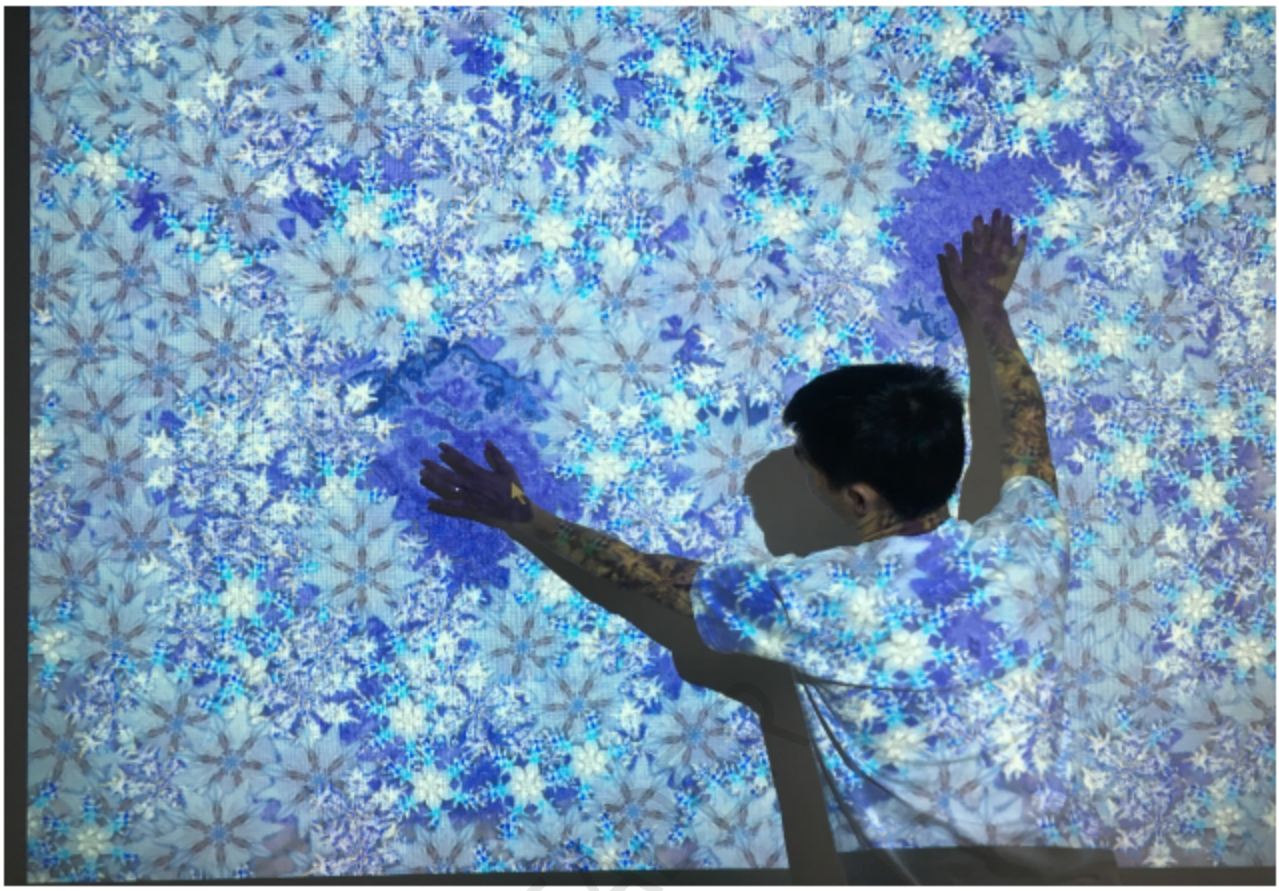
5.6 After setting, you can have interactive entertainment. The interactive effect is shown in the figure below:



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