Radar touch interactive operation manual

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I. Features and functions

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

Support mouse simulation

Support precise multi-point interaction

TUIO protocol (UDP, TCP mode) is supported Simple calibration and calibration, convenient operation.

Multi-radar cascade is supported, and ID tracking of feet and hands is also supported.

Fast noise removal, multi-machine sharing radar, automatic filtering of trailing noise.

Upgrade all TOF radars with high stability: the waterproof level is above IP65, and they are used indoors and outdoors.

It can realize the interaction of lighting, LED, display screen and projection.

Covering radar, interactive software, games, game development platforms, integrated products of development packages, etc.



\equiv . Run computer recommended configuration and optimized

settings.

2.1 recommended configuration of computer

[Processor]: I5-10400F [main board]: microsatellite [internal memory]: 8G [hard disk]: solid 240G [Chassis]: First Horse Craftsman 5 [Display card]: discrete graphics card GTX1050TI 4G and above [Operating system]: windows 10 Professional Edition 64-bit (not the home version system);

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2.2 computer system settings (must be set)

(1) turn off the firewall.

Customize Settings			D X
← → ~ ↑ 🔗 « S	ystem and Security > Windows Defender Firewall > Customize Settings 🗸 🗸	Search Control Panel	م
	Customize settings for each type of network		3
	You can modify the firewall settings for each type of network that you use.		
	Private network settings		
	🔿 🔿 Turn on Windows Defender Firewall		
	Block all incoming connections, including those in the list of allowed apps		
	Notify me when Windows Defender Firewall blocks a new app		
	Turn off Windows Defender Firewall (not recommended)		
	Public network settings		
	O Turn on Windows Defender Firewall		
	Block all incoming connections, including those in the list of allowed apps		
	Notify me when Windows Defender Firewall blocks a new app		
	Turn off Windows Defender Firewall (not recommended)		
			1
	ОК	Cancel	

(2) Turn off WIN10 system to disable automatic update+turn off windows defender: Right-click menu-[Run]-enter [gpedit.msc]-[OK].

a. [Computer Configuration]-[Management Template]-[Windows Components]-[Windows Update]-double-click [Configuration Automatic Update] and select [Disable];

b. User Configuration-Management Template-System -- [Windows Automatic Update-select Enabled;

c. [Computer Configuration]-[Management Template]-[windows Components]-[-- [windows Defender] (1709 and above choose Windows

Defender virus protection program)-[Turn off windows defender virus protection program]-[Enabled], and then [Confirm].

d. Win10 1909 and above systems also need to be in the lower right corner of the taskbar-[Windows Security Center]-[Home]

-[Virus and Threat Protection]-[Virus and Threat Protection Settings]-[Real-time protection], [Cloud provides protection], [Automatic sample submission]-[Close]

-[Firewall and Network Protection]-[Local Network], [Private Network], [Public Network]-[Close]

E. Please uninstall the antivirus software before starting the program. 30, Kingsoft Internet Security and other anti-virus software affect the normal operation of the program.

III. Radar installation scheme

3.1 Radar Hardware List

Hardware as standard:

1 software dongle

1 Hawkeye radar

1 radar shell

1 power adapter

The network port is directly connected to the first one.

1 usb network port

Hardware selection

Class VI network cable is used to extend the distance from radar to computer, and the length depends on the site environment.

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3.2 Radar Connection Diagram

(1) Single radar, wall surface

Methods: The radar is connected to the computer through 6 kinds of network cables, and the radar is powered separately;

Methods: The radar and computer are connected to the same switch to form a LAN, and the radar is powered separately.



⁽²⁾ Multiple radars, ground

Connect multiple radars and computers to the same switch to form a LAN, and the radars are powered separately.



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3.3 Radar size map

(1) Wall radar



(2) Ground radar, indoor installation, including base





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(3) Ground radar, outdoor installation, including base



3.4 Radar installation method

(1) Wall mounting method

In order to ensure the interactive effect, the radar scanning sector should be as close to and parallel to the surface of the display medium (such as projection screen, LED display screen and splicing screen) as possible. The external surface of radar equipment should be kept clean and dust-free. When no foreign objects touch the surface of the display medium, the scanning test results should be displayed without any obstacles.



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3.5 computer network IP settings

When the radar works, the IP address of the connection port of the installation host is modified through wired Ethernet control and data transmission.

Open [Network and Sharing Center], select [Change Adapter Settings], select [Local Connection], double-click to open it, select [Properties], Internet Protocol Version 4(TCP/IPv4), and modify the local IP as shown in the figure below. The native IP can specify other IP besides 192.168.0.10. You can also modify the IP address of lidar to coordinate with the local subnet and gateway (if you need to modify the radar IP, you can contact the equipment provider to provide technical support).

	Ethernet Properties X	Internet 协议版本 4 (TCP/IPv4) Properties X
ULX网 3 Status X	Networking	General
General Connection IPv4 Connectivity: Internet IPv6 Connectivity: No network access Media State: Enabled Duration: 00:01:20 Speed: 100.0 Mbps Dgtals	Connect using: Connect using: Configure Configure This connection uses the following items: Client for Microsoft Networks File and Printer Sharing for Microsoft Networks File and Printer Sharing for Microsoft Networks Microsoft Network Adapter Multiplexor Protocol Microsoft Network Adapter Multiplexor Protocol	Vou can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings. Qbtain an IP address automatically IP address: IP address: Subnet mask: 255 .255 .255 .0 IP fault gateway:
Activity Sent Received Bytes: 48,174 32,030	Microsoft LLDP Protocol Univer Internet Protocol Version 6 (TCP/IPv6) Install Install Properties Description Allows your computer to access resources on a Microsoft network.	Obtain DNS server address automatically Use the following DNS server addresses: Preferred DNS server: . Alternate DNS server: . Validate settings upon exit Adyanced
Close	OK Cancel	OK Cancel

After modifying the IP of the computer, check whether the data is connected or not. In operation, enter: ping radar IP -t, for example: ping 192.168.0.10 -t T. The following figure shows that the communication is normal.

	reso	urce, and	Windows w	ill open it	for you.	6
Open:	pin	g 192.168.	0.10 -t			Y
	•	This task	will be crea	ted with a	dministrat	tive privileges.
			ОК	Can	cel	Browse
C:\Win	dows\sys	tem32\ping.e 3. 0. 10 wi	xe th 32 byte: byte:=22	s of data	TTI =64	
C:\Win inging eply fro eply fro	dows\sys 192.168 om 192. om 192.	tem32\ping.e 3. 0. 10 wi 168. 0. 10 168. 0. 10	xe th 32 byte: : bytes=32 : bytes=32	s of data time=1ms time=2ms	: TTL=64 TTL=64	
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C:\Win inging eply fru- eply fru-	dows\sys 192. 168 om 192. om 192.	tem32\ping.e 3. 0. 10 wi 168. 0. 10 168. 0. 10 168	th 32 byte; bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32 bytes=32	s of data time=1ms time=2ms time=2ms time=2ms time=2ms time=2ms time=2ms time=2ms time=2ms	: TTL=64 TTL=64 TTL=64 TTL=64 TTL=64 TTL=64 TTL=64 TTL=64 TTL=64 TTL=64 TTL=64 TTL=64	

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IV. Installation of radar software

(1) open [RadarSystem], double-click [kleader_install.exe], select [language], select the installation path [browse], and finally click [install].



(2) After installation, the following prompt will appear in the installation package



The program will jump out of another installation interface to install the runtime (required, if it is not installed, it must be installed. If it has been installed, you can directly close the installation interface.

(3) Finally, [Hawkeye radar system] and [Instructions] will appear on the desktop, indicating the successful installation of interactive radar software.



V. Debugging of radar software

5.1 Activate the dongle

Plug the dongle into the usb port of the computer, and double-click the icon [Hawkeye radar 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.

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RegDlg	×
Registration code	
1413813901	Click Copy
	register

5.2 Add radar

KLSoft
LoopStopped
Set
Calibration
Loop
Hide

i.

Click [set] on the main interface, select [device management], [add], [Waterproof eagle eye], enter [name], enter the IP address of the radar, and click [OK].

oSet	Name	address	Contro	ol area		Internal	Shared port	Add
PralSet	device							×
uency conversion projecti	Select	device						
nManager	type	Waterproof	agle eye	~	Name Wa	all		
e management	Port			~	IP 1	92.16 <mark>8.</mark> 0	. 10 3	
	Conv	ventional mode	0	Big screen mode			_	
1	Contro	ol zone		LeftTop	RightTop	LeftBottom	RightBottom	Add
	0.00	00; 0.0000; 1.000	00; 1.0000	0.1000; 0.1000	0.9000; 0.1	000 0.1000; 0.90	000 0.9000; 0.9000	delete
								modify
	Note: Re	estart the softwa	re to take e	ffect 4				
				ОК	Cand	- 5		

If multiple radars are purchased, they can be added several times according to the above method.

After adding the equipment, you need to exit the software to save. Find the software icon in the task bar at the lower right corner of the computer desktop, right click to exit, or press the shortcut key ALT+ESC to exit the software.

Turn on [Hawkeye radar system], [set] and [VideoSet] again to see the radar signal source. KleaderSoftSettings



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×

5.3 Radar control range setting

Under normal circumstances, a single radar can use the default settings.

If multiple radars, special-shaped images and LED screens partially display the computer desktop, the following settings are required.

Click [set] in the main interface, select [device management], click [modify], select [Control zone] and click [modify]

		Name	address	Control area	1	Internal S	hared port		
eneralSet		wall	192.168.0.10	0.0000; 0.0000; 1.0	000; 1.0000	1 9	1200	Add	
ayPlan c	device						×	modify	2
equenc	Select device								
reenMa	type Water	proof eagle eye	N.	Name wall				delete	
vice ma	Port		4	IP 192.168.	0.10		T		
	Conventional m	ode C) Big screen mode	Sharing				empty	
	Control zone		LeftTop	RightTop LeftBot	ttom RightBottom	1 A	dd		
	0.0000; 0.0000	; 1.0000; 1.0000	0.1000; 0.1000	0.9000; 0.1000 0.1000;	0.9000 0.9000; 0.90	del	lete		
				3		mo	dify		
						4			
			<i>1</i> 7						
	Note: Restart the s	software to take (errect						
	Note: Restart the s	software to take (OK	Cande		OK	Cancel	Application	Reader
ect [St	Note: Restart the s	software to take (ОК	Cande		OK	Cancel	Application	Resde
ect [Se	Note: Restart the s	software to take e	ОК	Cande		OK	Cancel	Application	Resde
ect [Se 制区	Note: Restart the s et up control	software to take o	OK	Cande		ОК	Cancel	Application	Resde
ect [Se 制区 Control a	Note: Restart the s	area]		Cande		ОК	Cancel	Application	Resde
ect [Se 注意 Control a Left	Note: Restart the s et up control area	area]	ок 0К .0000	Cande		ОК	Cancel	Application	Resdef
ect [Se 消区 Control a Left Right	Note: Restart the set up control area	area] Top 0 Bottorr 1	ок 0000 .0000 Set	Cande ×		OK	Cancel	Application	Resde

Adjust the screen area controlled by this radar (blue is the control area) by adjusting the four values of left, up, right and down.



Select [Recalculation] to set the indentation ratio of calibration points, or check it, and then manually set the coordinates of calibration points.

Setting	the calibr	atior	n point mar	nually, only ve	ry s	pecial-sha	ped	screens
LeftTop X:	0.1000	Y:	0.1000	RightTop	X:	0.9000	Y:	0.1000

After setting, the data needs to be saved by exiting the software.

5.4 Radar calibration

Click [Calibration] on the main interface, select [device], and then set [MaxDistance] according to the farthest distance from the radar to the screen, so that the shooting surface of the radar can cover the display screen. Click [parameters] and [Rotation angle] to set it to an appropriate value.

Find [operation], select [SetSenseArea], touch around the screen to determine the approximate position of the screen on the radar identification map, then click [start] to set the sensing area. The first red cross cursor is placed in the upper left corner area, click [confirmPt], and the second red cross cursor is placed in the lower right corner

KLEADER Company



After the sensing area is set, find [operation] and select [Calibration], and the display interface is as follows.

Calibration											×
MaxDistance:	2959	Millim				Device	wall	~	paramet	ers	
MinDistance:	20	Millim				operati	Calibration	4	ClearCalib	Data	
Setting order:	: rotation ar	ngle, detection	distance, indu	ction area, fin	al calibration		ConfirmPt		end		
					¢						-

Calibrate in turn according to the prompts of the green circle. Put your hand or other objects vertically on the cross cursor in the green circle, and white spots will appear in the black area of the screen. Point the red cross in the black area to the white spots, and click [confirmPt] to complete the calibration of one spot. The green circle will go to the next one, and the dots will be finished in turn. After calibration, the radar calibration interface will automatically close. If calibration is cancelled, click the [end] button.

(After the calibration is completed, as long as the relative position of the radar and the display device does not move, there is no need to calibrate again.)

Calibration			
MaxDistance: 2959	9 Millim	Device wall	parameters
MinDistance: 20	Millim	operatic Calibration	ClearCalibData
Setting order: rotatio	on angle, detection distance, induction area, final o	calibration	
		ConfirmPt	end
	+		
Green: Prepa			
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	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	e.	
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Calibration MaxDistance: 2959	Milm	Device wall	parameters
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Calibration MaxDistance: 2959 MinDistance: 20 Setting order: rotatio	Milim Milim n angle, detection distance, induction area, final c	Device wall operati Calibration	parameters ClearCalibData end
Calibration MaxDistance: 2959 MinDistance: 20 Setting order: rotatio	Milim Milim In angle, detection distance, induction area, final c	alibration	parameters ClearCalibData end

After calibration, find [operation], select [Erase] and click [start] to wipe many interference points in the black area. You can adjust [Diameter] to control the size of the eraser, and then click [end].

	9 Millim		Device	wall	~	parameters	Diameter:
Distance: 20	Millim						
tting order: rotatio		testion distance, industion area	operati	Erase	~	ClearCalibData	
tung order. rotado	on angle, de	tection distance, induction area		ConfirmP	't.	end	
4 1 4 5							
ast, select [pa	arameters	s] and find [Tracking ty	/pe].				
ast, select [pa ameters	arameters	s] and find [Tracking ty ×	/pe].				
ast, select [pa ameters	arameters	s] and find [Tracking ty	/pe].				
ast, select [pa ameters otation angle	arameters	s] and find [Tracking ty X	/pe].				
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ast, select [pa ameters otation angle racking type	arameters	5] and find [Tracking ty X	/pe].				
ast, select [pa ameters otation angle racking type	arameters	5] and find [Tracking ty X	/pe].				
ast, select [pa ameters otation angle racking type ne meter dots	arameters	5] and find [Tracking ty 1 trigger	/pe].				
ast, select [pa rameters otation angle racking type ne meter dots	arameters (pixels)	s] and find [Tracking ty X	/pe].				
ast, select [pa rameters otation angle Tracking type One meter dots tter threshold (	arameters (pixels) (pixels)	b] and find [Tracking ty X 1 trigger 0 15	vpe].				
ast, select [pa ameters otation angle racking type ne meter dots tter threshold (	arameters (pixels) (pixels)	s] and find [Tracking ty X	/pe].				
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app Email: kleader@foxmail.com web: https://www.klmultimedia.com/ Trigger: It is often used for routine ground interaction and game interaction on the wall.

[custom tracking]: It is often used for ground or wall interaction without tracking, and for special tracking, it is necessary to adjust the tracking parameters by itself.

Ground tracking foot is often used for ground light following, sliding triggering or directional interaction.

[Wall tracking hand] is often used for wall button click, sliding trigger or directional interaction.

[One meter dots(pixels)]: refers to how many pixels there are in a meter.

For example, a lamp has 60 lamps per meter, and three lamps are one pixel, so the number of dots per meter is 20. For example, if the resolution of projection 1024*768 is 4 meters *3 meters, then the number of points corresponding to 1 meter is 1024 divided by 4, that is, 256 points.

If multiple radars are used in cascade, select other radars in the equipment and debug them in turn according to the above operation.

Find the interactive system icon in the task bar and right-click it to find [Radar Test Program], which can test the calibrated interactive accuracy. Click [Quit] in the lower left corner to exit the test screen.

#### 5.5 broadcast plan

(1) How to add effects?

Click [set], select [PlayPlan], and click [add] to load multiple files into [effective path]. The format supports: (*.exe*.toe; *.cmd; *.swf; *.avi; *.mp4; *.mov; *.klp)

(2) Play mode

1 effect is played manually.

Manual playback, the playback time is invalid. Click Add directly to add the effect to be played to the list. Double-click it, or select this item and click Play to select it. If you want the software to start automatic loop playback, please check-> [atoplayrecycle] and [Applycation start then hidden] under the playback plan.

2 Multi-effect automatic playback

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Like manual playback, it needs to be added to the list box. The playback time editing box represents how long the added effect will play and will be switched. It can also be changed by double-clicking the item in the duration of the list box.

Click OK after setting, and click the [LOOP] button in the main panel.

(3) If the standby time of unattended interactive play is set

Check [play automatically when on one interactions] and [Standby] to add video, and you can set the standby video and time for unattended interactive play.

edioSet	EffectPath	( acting Time (min)	
ieneralSet		Lasung Time(min)	
layPlan	paint_tish vish.exe	10	Reset the time
requency conversion projecti			3.1
creenManager			Add
evice management			DelSel
			DelAl
			PlaySel
			Move up
	<	>	Move down
	EffectPassword Effect delayed start Unmanned interactive standby video	AutoPlayRecycle	idden
	Standby data\ad.mp4	Select file Unattended interaction time	e (min) 2
		OK Cancel Applic	ation Resdefa

#### 5.6 General settings

(1) the program is started.

Select [GeneralSet], select [AutoRun], prompt Boot success, and click [ok].

.

KleaderSoftSettings			×
VedioSet			
GeneralSet	Communication protocol MultiPt		
PlayPlan Frequency conversion projecti ScreenManager device management	Delay hardware       0       Seconds, disable if 0, the range is 0 to 120         PlayBack Picture Browsing       Whether to display the splasl       Manual play <> control         Whether to display the desktop LOGO       Whether to display the desktop LOGO         Central control IP       127.0.0.1         period of validity:       permanent         version number:       互动雷达系统V8.0.1	AutoRun	
	OK Cancel App	lication Resder	fault

(2) [Effective Global], if interaction is required, it must be checked.

(3) How to set the software startup screen and logo?

When [when to display the splasl] and [when to display the desktop LOGO] are checked, the interactive software will start with the splash screen advertisement and logo, and the alternate path of the image is D:  $\$  radarsoft  $\$  radarsoft  $\$  data, starting.jpg and logo.png.



#### 5.7 Choose the communication method.

leaderSoftSettings					
VedioSet					
GeneralSet	Communication protoco	l MultiPt	~	Effective Global	
PlayPlan		MultiPt mouse click			
Frequency conversion projecti	Delay hardware 0	TUIO UDP	range is 0 to 120		AutoRun
ScreenManager	PlayBack Picture Bro	UDP protocol	phe splasl 🔽 Manual play	/ < > control	
device management	Whether to display th	ne de WinTouch			
	Central control IP	122 Private_UDP			
	period of validity: period	manent			

Difference of communication methods:

[MultiPt] is suitable for purchasing multi-point interactive effects provided by this system, or using effects developed based on SDK.

[Mouse click] The collected signal is converted into mouse message, only the mouse click message.

[Mouse move] The collected signals are converted into mouse messages, only the mouse movement messages.

TUIO can be divided into udp and tcp. TCP is mainly used for flash programs, while udp is mainly used for other programs because of its high speed.

#### 5.8 Variable frequency projection

(1) Set a timed shutdown.

[Frequency conversion projection] You can set the timing to turn off the computer.

(2) Control the automatic projection switch.

If the serial control line is connected between the projector and the computer, and the [Projection serial device] and the compatible [Projection] are set correctly, you can check [Start the software to open the projector], and the computer software will be turned on automatically, the computer will be turned off regularly, and the projector will be turned off automatically.

GeneralSet PlayPlan	System to close Pr	ojection to close	] Start the softwa	dicating no snutdown ire to open the projecto		
Frequency conversion projecti	Projection serial			✓ Projection	UNKNOWN ~	
ScreenManager device management	Projection to protect Den the projection to prot- Time in more than 10 minutes, touch occurs, the projection w	ect Time (i within a specified time no vill open automatically	n] 12 touch, projection	n will automatically shut d	own.When there is a	
	Projection automatic control					
	The execution ti On/off	Time	21:04	On Off     Delete the selected	empty	1
		Conne realize attenu Autom open	ect a serial port int d, no one time au ation life to preve atically shut dowr	tersection line projector automatically shut off the control of the control overheating n after can manually with	utomatic control can be ooling panels, the remote control to	

#### 5.9 Save settings

Find the KleaderSoft icon in the lower right corner of the taskbar, right-click the mouse, and click [Quit] to close the program. You can also press the shortcut key ALT+ESC to close the program directly, which is equivalent to



saving all the settings just operated.

After setting, you can have interactive entertainment. As shown in the figure below:

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## **VI. Parameter Settings of Interactive Games**

Parameter setting of multi-point interaction effect provided by this system

#### 6.1 unity_effect game-interactive effect production platform class

Stretch adaptive full-screen game, there are multiple effects in each category that can be switched and played.

a_Effect1_7.zip
a_Effect2_7.zip
a_Effect3_6.zip
a_Effect4_6.zip
a_Effect5_6.zip
a_Effect6_5.zip

大类	中文	英文	游戏编号	开发位数	背景类型	背景支持	背景是否可替换
	冰河裂纹	Glacier_crack	00004	64	图片	平铺	是
	嫦娥奔月	The_Goddess_Chang's_fly_to_the_moon	00005	64	视频	平铺	是
	枫叶散开	The_maple_leaves_spread	00006	64	图片	平铺	是
a_Effect1_7	五彩五星	Five_colors_and_five_stars	00007	64	视频	平铺	是
	光圈星空	Aperture_starry_sky	00008	64	视频	平铺	是
	海底游鱼	Swimming_fish_in_the_sea	00009	64	视频	平铺	是
	花瓣飞舞	Petals_Dancing	00010	64	视频	平铺	是
	金色蝴蝶	Golden_butterfly	00011	64	视频	平铺	是
	玫瑰散开	The_roses_spread	00012	64	图片	平铺	是
	梦幻鱼群	Dream_fish_school	00013	64	视频	平铺	是
a_Effect2_7	闪电	lightning	00014	64	视频	平铺	是
and the second second	梦幻世界	Dream_world	00015	64	视频	平铺	是
	闪亮五角星	Shining_Pentagram	00016	64	视频	平铺	是
	桃花飞舞	Peach_blossom_flying	00017	64	视频	平铺	是
	桃花漫舞	Peach_Blossom_Dance	00018	64	视频	平铺	是
	鲜花	flower	00019	64	视频	平铺	是
a_Effect3_6	星际花海	Interstellar_flower_sea	00020	64	视频	平铺	是
	火箭	rocket	00021	64	视频	平铺	是
	玫瑰花开	Smiling_Rose	00022	64	图片	平铺	是
	奇幻魔方	Magic_cube	00023	64	视频	平铺	是
	洒铜钱	Copper_coin	00024	64	图片	平铺	是
	色彩粒子	Color_particles	00025	64	视频	平铺	是
a_Effect4_6	水墨	Ink_and_wash	00026	64	图片	平铺	是
	穿越时空	Through_time_and_space	00027	64	视频	平铺	是
	动感特效	Motion_effects	00028	64	视频	平铺	是
	光效穿梭	Light_shuttle	00029	64	视频	平铺	是
	行尸走肉	a_dead_alive_person	00030	64	视频	平铺	是
	青花蝴蝶	Blue_and_white_butterfly	00031	64	视频	平铺	是
a_Effect5_6	土爆炸	Soil_explosion	00032	64	图片	平铺	是
	仙境飞鹤	Flying_crane_in_Wonderland	00033	64	视频	平铺	是
	宇宙星系	Cosmic_Galaxy	00034	64	视频	平铺	是
	櫻花散开	sakura_disperse	00035	64	视频	平铺	是
	向日葵	sunflower	00036	64	视频	平铺	是
a_Effect6_5	菊花散开	chrysanthemum 0 -	00037	64	视频	平铺	是

#### 6.2unity_effect Game-A single effect of software development

Stretching is not an adaptive full-screen game, and each file in the compressed package corresponds to an interactive effect.

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anity_effect1_10.zip anity_effect2_10.zip

大类	中文	英文	游戏编号	开发位数	背景类型	背景支持	背景是否可替换
	花海互动	FloweSee32	00038	32	无		否
	玻璃栈道碎裂	Broken_glass_plank_road	00039	64	图片	拉伸	是
	道路塌陷	Road_collapse	00040	32	图片	拉伸	是
	钢琴	piano	00041	32	图片	拉伸	是
	水底游鱼	Underwater_fish	00042	32	图片	拉伸	是
	海底游鱼	Pelagic_fish	00043	32	视频	拉伸	是
	互动海浪	Interactive_waves	00044	32	视频	拉伸	是
	冰面塌陷	IceCollapse	00045	32	视频	拉伸	是
	水母互动	Jellyfish_interaction	00046	32	视频	拉伸	是
软件开发的单个效果	荷花游鱼	Lotus_Fish	00047	32	视频	拉伸	是
	桥	Bridge	00048	32	图片	拉伸	是
	桥下出龙	Dragons_emerge_ under_the_bridge	00049	32	图片	拉伸	是
	彩虹瀑布	Rainbow_Falls	00050	32	视频	拉伸	是
	水波互动	Water_wave_interaction	00051	32	图片	拉伸	是
	水波纹	water_ripple	00052	32	图片	拉伸	是
	太阳系	solar_system	00053	32	视频	拉伸	是
	雪地脚印	Snow_Footprint	00054	32	图片	拉伸	是
	鲸鱼岛	Whale_Island	00056	64	视频	拉伸	是
	泥地脚印	Muddy_footprint	00057	32	图片	拉伸	분
	烟雾互动	MagicFloor	00058	64	视频	拉伸	是

(1) the replacement of background material:

#### Under the Res folder, bg.mp4, Bg folder (the background priority is once bg.mp4, bg.jpg

, there are videos and pictures. Priority is given to loading videos as the background)



Other redundant pictures and videos are backups with different resolutions.

```
(2) Resolution setting:
Res\config.xml (Notepad opens),
<WindowWidth>1920</WindowWidth>
<WindowHeight>1080</WindowHeight>
```

(3) Size of interactive elements:

<NetSize>0.6</NetSize>

# 7.Development kit acquisition-develop multi-point games and effects by yourself

SDK package acquisition tutorial:

https://www.klmultimedia.com/How-to-develop-interactive-effect-installation-video.html

### 8. How to use the central control system to switch effects?



Set BIN\config.ini SocketControl=1 under the system.

The system firewall (or antivirus software) must be turned off.

Or add port exceptions.

Port: 9443

Send UDP string command (asci encoding) (the command is written in case-insensitive)

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Interactive system central control code: Playpre previous effect Playnext next effect Play circulate Stop

Playindex plays the effect of setting serial number Playindex||1: Play the first one, and so on. Closesoft closes interactive software. Effective global effective Ineffective global invalid Example: String: Playindex||1 Hexadecimal: 50 6C 61 79 69 6E 64 65 78 7C 7C 31 Playindex||1 50 6C 61 79 69 6E 64 65 78 7C 7C 31 Playindex||2 50 6C 61 79 69 6E 64 65 78 7C 7C 32 Playindex||3 50 6C 61 79 69 6E 64 65 78 7C 7C 33 Playindex||4 50 6C 61 79 69 6E 64 65 78 7C 7C 34 Playindex||5 50 6C 61 79 69 6E 64 65 78 7C 7C 35 Playindex 6 'ge, 50 6C 61 79 69 6E 64 65 78 7C 7C 36 Playindex||7 50 6C 61 79 69 6E 64 65 78 7C 7C 37 Playindex||8 50 6C 61 79 69 6E 64 65 78 7C 7C 38 Playindex||9 50 6C 61 79 69 6E 64 65 78 7C 7C 39 Playindex||10 50 6C 61 79 69 6E 64 65 78 7C 7C 31 30