# 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

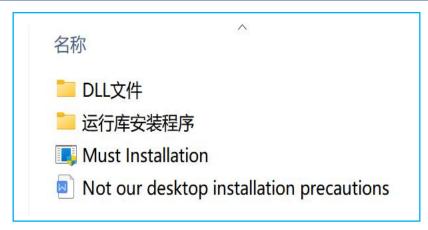
In order to ensure the normal operation of this interactive system and the display of interactive effects, the configuration requirements for the main control computer are as follows: both desktop and notebook computers are available,  $\times$  must be equipped with a gigabit network card.

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	ЗМВ
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

X 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.

#### **Floor Screen Series**



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);

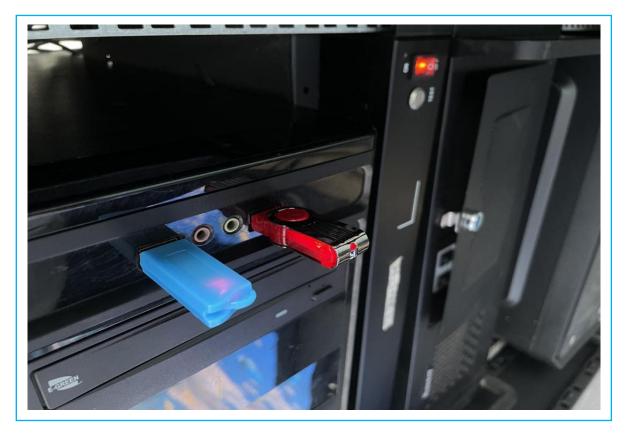
Close [Windows Update], Delete unnecessary software (such as players);

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:

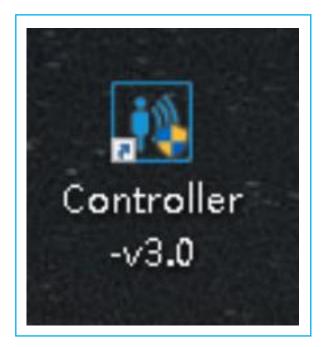


Create a new folder on the desktop,

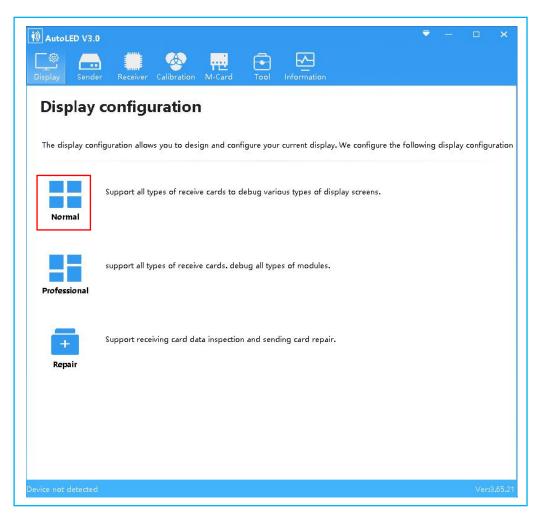
Copy and paste the files in the **[Red USB flash drive]** to the newly created folder on the computer desktop, and extract the compressed package to this folder.

## 2. Setup LED Floor

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



#### Click [Normal] As shown below:



#### Click **[Open]** As shown below:

Receiver	Screen Conn	ection						
Module Informatio	n							
Speficification: 10	0×100_25扫		er Chip: SM 1 chip: 138 (		lines: 2 Groups:		Card	Mode: T6
Box Design								
Normal Design	🔿 Advance	ed Desigr						More Design
Module Size:	Bo	× Width:	200					
100pix × 100pi	Bo	× Height:	300	Modify				
Performance Confi	gure							
Frequency:	60	*	Hz	Refresh Rate:	6420	•	Hz	Driver Chip Attribute
DClock Frequency	8.93 -	(NA)	MHz	Refresh Rate Times	16	٣	×	Gamma Setting
DClock Phase:	0	٣	ns	Duty Cycle:	50	٠	96	Scan Chip Attributes
Row Blanking Tim	e: 800 I	Real Value	e(ns): 824	Close Time:	640	Real Valu	e(ns): 640	Alternate scan
Line Changing Tim	e: 160	Real Value	e(ns): 160	GClock Frequency:	12.50	*	MHz	
Calibration type	Not Use	*		Gray Level:	13			
				Input gray:	8	*	bit	
				Effective rate:	85.4%			
_								
imart Setting	Oper	Save				Send Dat	a Sa	we Read Back

#### Choose the screen configuration file

名称	修改日期	类型	大小	
2.5-25s-100×100-25s-ICND2053-RT51-20组数据.box-conf	2020/7/28 14:47	BOX-CONF文件	1,139 KB	
2.5-255-16380-200×300.box-conf	2022/9/6 15:29	BOX-CONF 文件	1,2/1 KB	
2.5-25S-ICND2153-200×400-RT80.box-conf	2022/8/29 18:13	BOX-CONF 文件	1,261 KB	
2.5-25S-ICND2153-200×400-S×4020.box-conf	2022/4/22 9:59	BOX-CONF 文件	1,261 KB	
2.5-25S-SM16389SC-200×400.box-conf	2022/3/25 16:30	BOX-CONF文件	1,456 KB	
2.5-25S-SM16389SC-200×400-S×4020.box-conf	2022/3/25 11:00	BOX-CONF 文件	1,312 KB	
2.5-25S-SUM2035GAS2-200×400-S×3840.box-conf	2022/5/27 17:04	BOX-CONF 文件	1,260 KB	
2.5-100×100-25s-sm16389s.box-conf	2022/3/24 14:30	BOX-CONF文件	1,271 KB	
2.5-128×64-32s.box-conf	2021/3/7 15:21	BOX-CONF 文件	901 KB	
2.5-128x64-32s.changgui-box-conf.box-conf	2021/7/27 15:27	BOX-CONF 文件	900 KB	
2.5-MBI5268CE.box-conf	2022/3/30 10:26	BOX-CONF 文件	2,314 KB	
2.5-MBI5268测试.box-conf	2022/4/1 15:09	BOX-CONF文件	1,304 KB	
2.976-14s-168x336-DP5125-T75E-AutoLED-3.41.box-conf	2020/10/8 21:00	BOX-CONF 文件	935 KB	
2.976-14s-2055-168×336-EMC认证box-conf	2021/4/24 8:59	BOX-CONF 文件	981 KB	
2.976-14s-2153-168×168.box-conf	2022/5/18 19:36	BOX-CONF 文件	1,052 KB	
2.976-14s-16169s-168×168铝板箱.box-conf	2020/9/23 15:48	BOX-CONF 文件	937 KB	
2.976-14s-16169s-168×168铝板箱AutoLED3.41-T75E.bo×-c	2020/9/23 15:49	BOX-CONF文件	937 KB	
2.976-14s-16169s-168x336-AutoLED3.41-T75E.box-conf	2020/9/23 15:46	BOX-CONF 文件	945 KB	
2.976-14S-changguiIC-168×336.box-conf	2022/1/19 9:40	BOX-CONF文件	944 KB	
2.976-14s-ICND2038s-168×336-T-75E.box-conf	2020/12/29 15:26	BOX-CONF文件	945 KB	
2.976-14S-MBI5124GP-168×336.box-conf	2021/8/3 11:45	BOX-CONF文件	945 KB	
2.976-14s-MBI5253GP-168×168.box-conf	2021/8/3 11:12	BOX-CONF文件	950 KB	
2.976-14s-MBI5253GP-168×336.box-conf	2021/11/9 15:28	BOX-CONF文件	941 KB	
2.976-14s-MBI5264-测试.box-conf	2022/4/18 19:55	BOX-CONF 文件	1,000 KB	
2.976-14s-SUM2130-168×336.box-conf	2021/8/3 10:39	BOX-CONF文件	946 KB	
2.976-XS-2153-168X336.box-conf	2022/5/9 20:22	BOX-CONF 文件	1,201 KB	
2.976-XS-16380-168X336.box-conf	2022/7/4 16:01	BOX-CONF文件	1,204 KB	
3.05-16S-160×32-CGIC.box-conf	2021/5/28 14:03	BOX-CONF文件	614 KB	
			▼ box-conf Files (*.box-conf	9
			打开(0) 取消	

#### Click [OK]

As shown below:

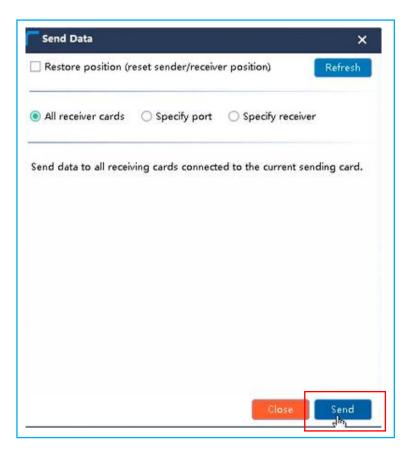


# Click [Send Data]

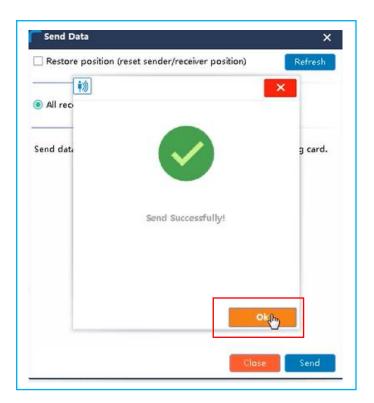
Receiver	creen Con	nection						
Module Information								
Speficification: 10	×100_25扫		er Chip: ICN n chip: 138 D		i lines: 25 Groups: 4		Card	Mode: T6
Box Design								
Normal Design	⊖ Advan	ced Desigr	ı					More Design
Module Size:	В	o× Width:	200					
100pix × 100pix	B	o× Height:	200	Modify	n — — — — — — — — — — — — — — — — — — —			
Performance Config	ure							
Frequency:	60	*	Hz	Refresh Rate:	3240	*	Hz	Driver Chip Attribute
DClock Frequency:	12.50	* (NA)	MHz	Refresh Rate Times	8	•	×	Gamma Setting
DClock Phase:	0		ns	Duty Cycle:	50	*	%	Scan Chip Attributes
Row Blanking Time	: 1000	Real Valu	e(ns): 117€	Close Time:	800 F	Real Value	(ns): 800	Alternate scan
Line Changing Tim	e: 200	Real Valu	e(ns): 200	GClock Frequency:	12.50	*	MHz	
Calibration type	Not Use	Ŧ		Gray Level:	14			
				Input gray:	8	*	bit	
				Effective rate:	89.4%			
Smart Setting (	Open	Save				iend Data		we Read Back

#### Click [Send]

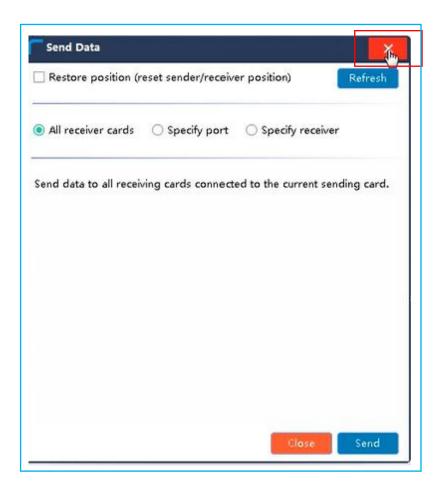
As shown below:



#### Click [OK]



#### Click [×] As shown below:



#### Click **[Save]** As shown below:

Receiver	creen Cor	nection							
Module Information	,								
Speficification: 10	)×100_25扫		er Chip: ICN n chip: 138 D		n lines: 2 a Groups		Carc	l Mode: Ti	6
Box Design									
Normal Design	🔿 Adva	nced Design	n					N	lore Desi
Module Size:		Box Width:	200						
100pix × 100pis		Box Height:	200	Modify	/]				
Performance Config	jurë								
Frequency:	60	٠	Hz	Refresh Rate:	3240	*	Hz	Driver Ch	ip Attrib
DClock Frequency:	12.50	- (NA)	MHz	Refresh Rate Times	8	*	×	Gan	nma Setti
DClock Phase:	0	٠	ns	Duty Cycle:	50	*	%	Scan Chi	p Attribut
Row Blanking Time	: 1000	Real Valu	e(ns): 117€	Close Time:	800	Real Valu	e(ns): 800	Alte	rnate sca
Line Changing Tim	e: 200	Real Valu	e(ns): 200	GClock Frequency:	12.50		MHz		
Calibration type	Not Use	٣		Gray Level:	14				
				Input gray:	8	*	bit		
				Effective rate:	89.4%				
mart Setting	Dpen	Save				Send Dat	S.	NIA.	Read Ba
			- 1						

#### Click [OK]

As shown below:

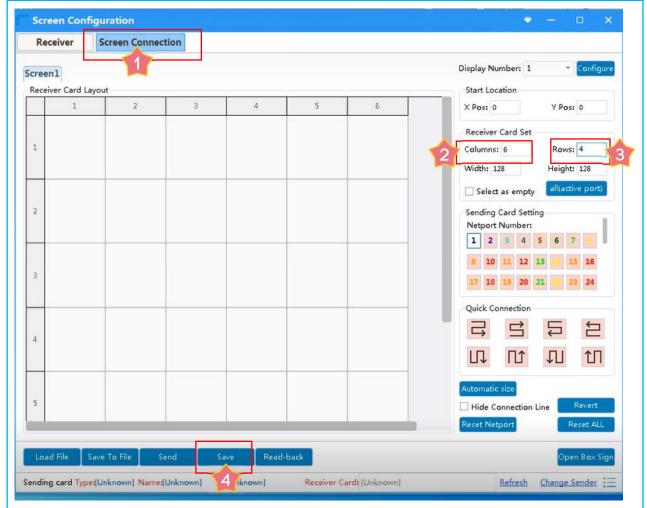


#### Click [Screen Connection]

Set [Columns]

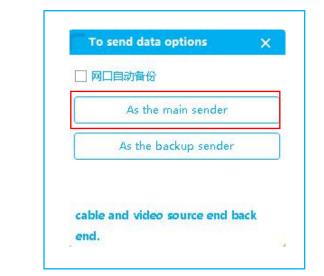
Set [Rows]

#### Click [Send]



# Click [As the main sender]

#### As shown below:



#### Click [OK]

As shown below:



#### Click [Save]

K	eceiver	Screen Conne	ection				
re	enl						Display Number: 1 🔹 Configure
ec	eiver Card La	yout					Start Location
	1	2	3	4	5	6	X Pos: 0 Y Pos: 0
Î	NetPort:1 Receiver:1 Width:128	NetPort:1 Receiver:2 Width:128	NetPort:1 Receiver:3	NetPort:1 Receiver:4	NetPort:1 Receiver:5	NetPort:1 Receiver:6 Width:128	Receiver Card Set
1	Height:228	Height:128	Width:128 Height:128	Width:128 Height:128	Width:128 Height:128	Height:128	Columns: 6 Rows: 4
						+	Width: 128 Height: 128
	NetPort:1 Receiver:12 Width:128	NetPort:1 Receiver:11 Width:128	NetPort:1 Receiver:10 Width:128	NetPort:1 Receiver:9 Width:128	NetPort:1 Receiver:8 Width:128	NetPort 1 Receive :7 Width:128	Select as empty
2	Height:128	Height:128	Height:128	Height:128	Height:128	Height:128	Sending Card Setting Netport Number:
-	NetPort1	NetPort:1	NetPort-1	NetPort:1	NetPort:1	NetPort-1	1 2 3 4 5 6 7
3	Receive :13 Width:128	Receiver:14 Width:128	Receiver:15 Width:128	Receiver:16 Width:128	Receiver:17 Width:128	Receiver:18 Width:128	9 10 11 12 13 14 15 16
5	Height:128	Height:128	Height:128	Height:128	Height:128	Height:128	17 18 19 20 21 23 24
7	NetPort:1	NetPort:1	NetPort:1	NetPort:1	NetPort:1	NetPort 1	Quick Connection
1	Receiver:24 Width:128	Receiver:23 Width:128	Receiver:22 Width:128	Receiver:21 Width:128	Receiver:20 Width:128	Receive :19 Width:128	
+	Height.228	Height:128	Height:128	Height:128	Height:128	Height:128	
							Automatic size
_	_			_		_	Reset Netport Reset ALL
			_		-		
1.0	ad File S	ave To File	Send	Saveling Rea	d-back		Open Box Sign

# Click [OK]

As shown below:



#### Click [×] As shown below:

R	eceiver	Screen Conne	ection				
cre	en1						Display Number: 1 🔹 Configu
Red	eiver Card La	yout			Tipe		Start Location
	1	2	3	4	5	6	× Pos: 0 Y Pos: 0
	NetPort:1 Receiver:1 Width:128	NetPort:1 Receiver:2 Width:128	NetPort:1 Receiver:3 Width:128	NetPort:1 Receiver:4 Width:128	NetPort:1 Receiver:5 Width:128	NetPort:1 Receiver:6 Width:128	Receiver Card Set
1	Height:128	Height:128	Height:128	Height:128	Height:128	Height:128	Columns: 6 Rows: 4
							Width: 128 Height: 128
	NetPort:1 Receiver:12 Width:128	NetPort:1 Receiver:11 Width:128	NetPort:1 Receiver:10 Width:128	NetPort:1 Receiver:9 Width:128	NetPort:1 Receiver:8 Width:128	NetPort 1 Receive :7 Width:128	Select as empty all(active port)
2	Height:128	Height:128	Height:128	Height:128	Height:128	Height:128	Sending Card Setting Netport Number:
	NetPort 1	NetPort:1	NetPort:1	NetPort:1	NetPort:1	NetPort:1	1 2 3 4 5 6 7
3	Receive :13 Width:128	Receiver:14 Width:128	Receiver:15 Width:128	Receiver:16 Width:128	Receiver:17 Width:128	Receiver:18 Width:128	9 10 11 12 13 👪 15 16
2	Height:128	Height:128	Height:128	Height:128	Height:128	Height:128	17 18 19 20 21 22 23 24
-	NetPort:1	NetPort:1	NetPort:1	NetPort:1	NetPort:1	NetPort1	Quick Connection
4	Receiver:24 Width:128	Receiver:23 Width:128	Receiver:22 Width:128	Receiver:21 Width:128	Receiver:20 Width:128	Receive ::19 Width:128	
4	Height:228	Height:128	Height:128	Height:128	Reight:128	Height:128	
							Automatic size
							Hide Connection Line Revert
							Reset Netport Reset ALL
	ad File S	ave To File	Send	Save Rea	d-back		Open Box Sig

# 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.

											Receive	er list 🗹 Sensor	list ×
ontrol panel		Receiv	e card sta	tus								Pr	obe
Master controller list		Index	Address	Offset/Size	Sensor layout Thre	shold/Sampling	Trigger E	ad sensor detection	Bad Sensor Number	Bad Sensor Details			2 Z
Aaster configuration	* Search												
Image offset: 0 .	0												
Sensor area: 0 -	0												
Sensor layout: 0 -	0												
Fransmission coi 25000(UDP)	•												
Status: Set	Get												
reshold													
100 (1~1000) Defi		4		m									
	Set	Senso	r Informat	tion								🗌 real-time	detectio
igger mode			1	Sensor Address	Trigger conditio	n Bad senso						Minimum	Avera
		Index	Address				detection	Sensor status	Debugging mode	Frequency	Maximum	Minimum	
	•	Index	Address	Sensor Address	ingger conduc	in bad senso	detection	Sensor status	Debugging mode	Frequency	Maximum	Minimum	
	- Set	Index	Address	Sensor Address	ingger condition	in bad senso	detection	Sensor status	Debugging mode	Frequency	Maximum	Minimum	
Jump trigger		Index	Address	Sensor Address	mgger conorde	n Bad senso	detection	Sensor status	Debugging mode	Frequency	Maximum	Minimum	
Jump trigger		Index	Address	Sensor Audress	ngger conduc	n bad senso	detection	Sensor status	Debugging mode	Frequency	Maximum	Minimum	
Jump trigger	Set	Index	Address	Sensur Address		n bad senso	detection	Sensor status	Debugging mode	Frequency	Maximum	Minimum	
Jump trigger	Set .	Index	Address	sensur Audress		n bad senso	detection	Sensor status	Debugging mode	Frequency	Maximum	Minimum	
Jump trigger sbugging mode ON sd sensor detection	Set .	Index	Address	Sensor Address		n bad senso	detection	Sensor status	Debugging mode	Frequency	Maximum	Minimum	
Jump trigger ebugging mode ON ad sensor detection	Set * Set	Index	Address	Sensur Aduress	ngge enere	n bad senso	detection	Sensor status	Debugging made	Frequency	Maximum	Minimum	
Jump trigger sbugging mode ON sd sensor detection	Set Set	Index	Address	Sensur Aduress	ngge enere	n bad senso	detection	Sensor status	Debugging mode	Frequency	Maximum	Minimum	

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.

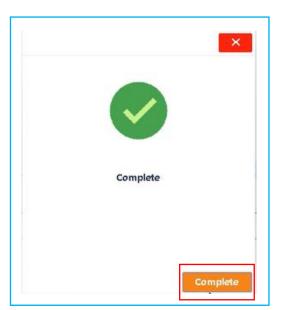
1. Click **[Set]** In order to set to the sending card, the setting of the master control configuration will take effect only after the sending card is powered off;

2. Click [Get] to read back the sending card configuration information.

As shown below:

mage offset:	0	٦.	0
ensor area:	0	٦.	0
ensor layout:	0	j.	0
ransmission co	25000(UDP)		
tatus:	Set		Get

Click [Complete]



**[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:

100	(1~1000)	Default	
-----	----------	---------	--

#### [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:

lump trigger	

#### [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.

#### **Floor Screen Series**

ON	-
ON	

Sensor Inform	ation									eal-tir
Address	Sensor Address	Trigger condition	Bad sensor detection	Sensor status	Frequency	Maximun	Minimum	Average	Current	
s18	0	Disabled	V	Disabled	986	0	65535	0	0	_ A
s19	0	Disabled	V	Disabled	986	1820	1607	1723	1660	
s20	0	Disabled	٧	Disabled	986	1405	1045	1295	1293	
s21	0	Disabled	٧	Disabled	986	0	65535	0	0	
s22	0	Disabled	٧	Disabled	986	0	65535	0	0	
s23	0	Disabled	٧	Disabled	986	1403	1252	1335	1361	_
s24	0	Disabled	٧	Disabled	986	2088	1744	1959	1911	
s25	0	Disabled	٧	Disabled	986	0	65535	0	0	m
s26	0	Disabled	٨	Disabled	986	0	65535	0	0	
s27	0	Disabled	V	Disabled	986	1820	1608	1710	1794	-
s28	0	Disabled	V	Disabled	986	1612	1185	1399	1411	

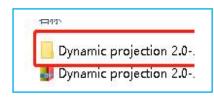
#### [Bad sensor detection] , [On] , Set [30s]

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:

ON	+	30s	Ţ
----	---	-----	---

# 4. Dynamic projection 2.0 Set the Interactive Game

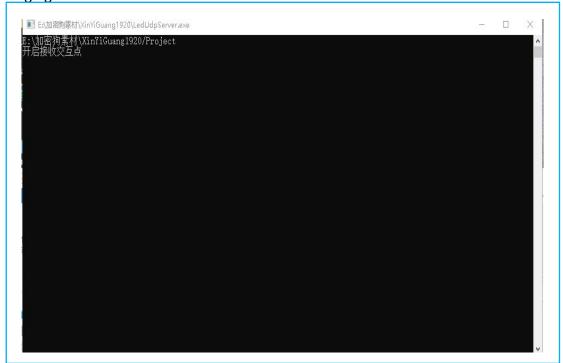
Unzip the file, then open the folder, as shown below:



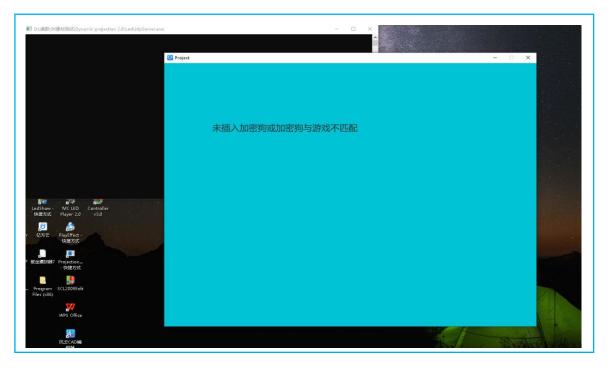
Click [LedUdpServer], as shown below:

<b>呂</b> 利(	修改口與	奕型	大小
LED转发	2022/8/10 9:53	文件夹	
📙 MonoBleedingEdge	2022/8/7 22:20	文件夹	
Project Data	2022/8/7 22:22	文件夹	
📧 LedUdpServer 🛛 📐	2022/6/27 16:48	应用程序	15 KB
LedUdpServer.exe.col ig	2019/3/28 14:56	CONFIG 文件	1 KE
🗋 LedUdpServer.pdb	2022/6/27 16:48	PDB 文件	36 KE
LED转发	2022/8/10 9:52	RAR 文件	180 KE
📄 LOG	2022/8/26 19:14	文本文档	1 KE
🗟 Newtonsoft.Json.dll	2018/5/8 16:05	应用程序扩展	502 KB
🕝 Project	2022/8/7 22:20	应用程序	636 KB
🚭 UnityCrashHandler64 💦 💧	2019/3/5 18:00	应用程序	1,424 KB
🕙 UnityPlayer.dll	2019/3/5 18:00	应用程序扩展	22,352 KB
WinPixEventRuntime.dll	2019/3/5 17:54	应用程序扩展	42 KE

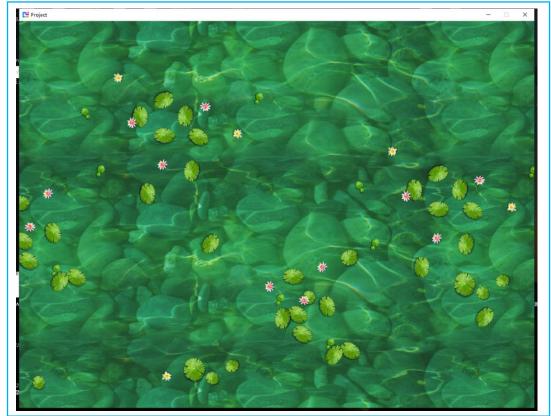
When you open this application, the **[black running box]** as shown below will appear. Note that this running box can only be **minimized and cannot be closed**. After closing, there will be no interactive effect, as shown in the following figure:



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



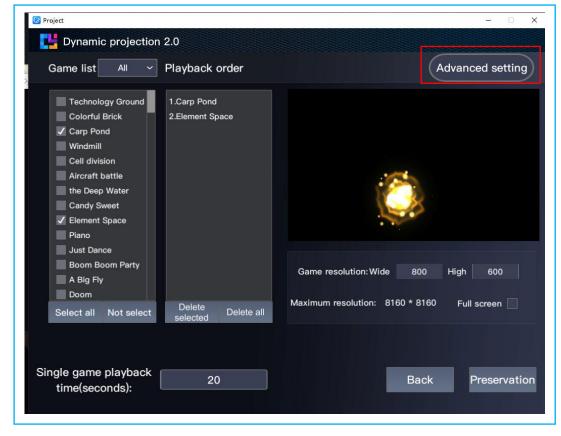
Then a playback window will pop up, as shown below:



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

Project  Project  Dynamic projection	2.0	- 1
Game list All ~	Playback order	Advanced setting
<ul> <li>Technology Ground</li> <li>Colorful Brick</li> <li>Carp Pond</li> <li>Windmill</li> <li>Cell division</li> <li>Aircraft battle</li> <li>the Deep Water</li> <li>Candy Sweet</li> <li>Element Space</li> <li>Piano</li> <li>Just Dance</li> <li>Boom Boom Party</li> <li>A Big Fly</li> </ul>	1.Carp Pond 2.Element Space	Game resolution: Wide 800 High 600
Doom Select all Not select	Delete Delete all selected	Maximum resolution: 8160 * 8160 Full screen
Single game playback time(seconds):	20	Back Preservatio

XYou 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:

# **Floor Screen Series**

🕝 Project			– 🗆 X
C Dyr	namic projection 2.0		
Adv	anced setting		
2			
	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:

名称 ^	修改日期	美型	大小
MonoBleedingEdge	2022/3/26 11:39	文件夹	
🔜 Project_Data 💧	2022/3/26 11:40	文件夹	
III LedUdpServer	2020/11/4 14:24	应用程序	
LedUdpServer.execonfig	2020/11/4 14:24	CONFIG 文件	
LOG	2020/12/6 11:01	文本文档	
Newtonsoft.Json.dll	2018/5/8 16:05	应用程序扩展	5
💾 Project	2020/11/4 17:08	应用程序	6
🚭 UnityCrashHandler64 🔄 UnityPlayer.dll 🔄 WinPixEventRuntime.dll	う010/0/E 10.00 文件版本: 2018.3.8.4067 创建日期: 2020/12/6 10:58 大小: 635 KB	应用程序 应用程序扩展 应用程序扩展	1,4 22,3

Click [StreamingAssets], As shown below:

名称 ^	修改日期	类型	大 ^	
- Managed	2022/3/26 11:39	文件夹		
	2022/3/26 11:39	文件夹		
Resources	2022/3/26 11:39	文件夹		
📙 StreamingAssets 📐	2022/3/26 11:39	文件夹		
🔄 app.into	2020/11/4 17:08	INFO 文件		
boot.config	2020/11/4 17:07	CONFIG 文件		
📄 globalgamemanager	2020/11/4 17:00	文件		
📄 globalgamemanagers assets	2020/11/4 17:00	ASSETS 文件		
level0	2020/11/4 16:55	文件		
📄 level0.resS	2020/11/4 16:55	RESS 文件		
🗋 level1	2020/11/4 16:55	文件		
level1.resS	2020/11/4 16:55	RESS 文件		
📄 level2	2020/11/4 16:55	文件		
level2.resS	2020/11/4 16:55	RESS 文件		
level3	2020/11/4 16:55	文件		
📄 level3.resS	2020/11/4 16:55	RESS 文件		
📄 level4	2020/11/4 16:55	文件		
📄 level4.resS	2020/11/4 16:55	RESS 文件		
I=	0000011011255	f.uL.	>	

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

3称	修改日期	类型	大
adiustImage	2022/3/26 11:39	文件夹	
📙 Config 💦 🐂	2022/3/26 11:39	文件夹	
Debug	2022/3/26 11:39	文件夹	
nask 🔪	2022/3/26 11:39	文件夹	
shield	2022/3/26 11:39	文件夹	
	2022/3/26 11:39	文件夹	
🗟 1opencv_highgui2410.dll 🛛 🔪	2019/1/17 17:58	应用程序扩展	
boost_filesystem-vc140-mt-x64-1_X0	2019/5/17 17:34	应用程序扩展	
boost_thread-vc140-mt-x64-1_70.dll	2019/5/17 17:34	应用程序扩展	
🗟 concrt140.dll	2017/5/25 13:43	应用程序扩展	
🗟 gl_api.dll	2020/2/10 13:47	应用程序扩展	
🛐 GL5210	2019/12/25 12:06	配置设置	
b Interact	2020/3/3 16:44	应用程序	
👔 LaserAssistantPara	2020/1/15 13:45	配置设置	
LidarGL8005	2019/11/19 14:48	配置设置	
losction.dll	2020/3/12 18:00	应用程序扩展	
LOG	2020/3/12 18:13	文本文档	
LogoData	2020/1/20 10:56	文本文档	
ал с на ш	0.04 / (0./05 00.04		

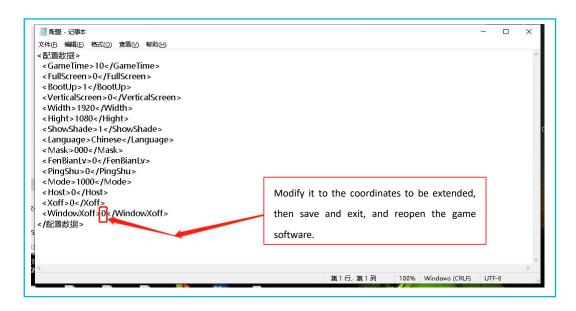
#### Find [Configuration] and right-click [Edit], As shown below:

名称	修改日期	类型	大小
🥶 场 暴雨置	2020/12/6 11:00	×ML文档	
🔮 过场效果配置	2020/12/6 11:00	XML 文档	
	2020/12/6 11:00	XML文档	
A			

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.