

PushShare Dongle

For use with 4K Slim Bezel Interactive Touch Displays (PTxxG)



User Manual



Safety Instructions



- Read the instruction manual carefully before use.
- Use only parts or accessories (especially power adapters) recommended by the manufacturer. Unapproved parts may be hazardous and cause injures to the product or users, and will void the warranty.
- Before powering on the product make sure all the connectors and cables are firmly inserted.
- Please keep the product away from any heat sources.
- Do not attempt to repair this product yourself without permission from the manufacturer. Improper disassembly of the product may invalidate the warranty and lead to possible danger.
- If you have a problem that cannot be solved using the "Troubleshooting" guidelines, please contact your supplier.



Quick Start Guide

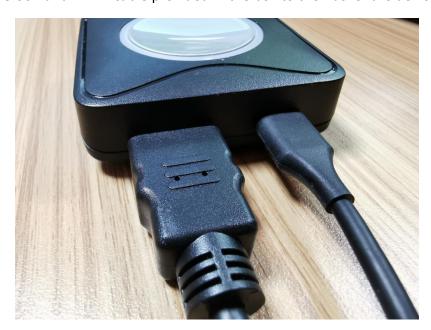
NOTE: This section is only relevant if the PushShare application is already installed on your screen. If the PushShare application is not installed on your screen, please go to the Section entitled "Installing the PushShare Application".

Pairing the PushShare Dongle

1. Remove the PushShare device from the box.



2. Attach the USB and HDMI cable provided in the box to the PushShare device.

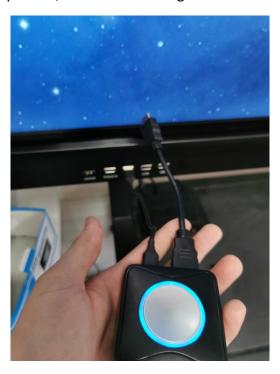




3. Plug the USB cable from the PushShare device to the screen's "USB" input. This will automatically pair with the screen.

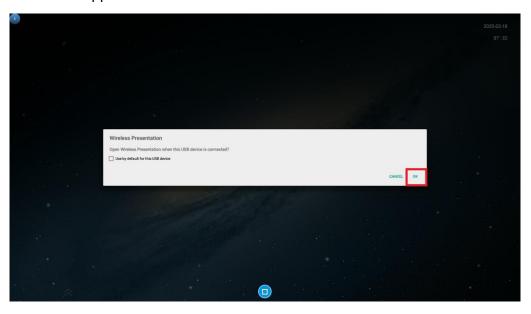


4. Once the pairing is in process, the device will begin to flash.

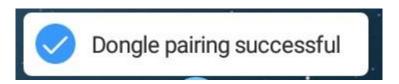




5. Once the flashing process has stopped on the PushShare device, a "Wireless Presentation" notification will appear on the screen.



- 6. When the "Wireless Presentation" notification appears, please tap "OK".
- 7. Remove the PushShare device from the screen. The screen is now paired with the PushShare device.



8. Multiple dongles can also be paired to one screen, so mirroring can switch between different dongles, and even display up to 4 devices at the same time.



Projecting Your PC to the Screen Using PushShare

1. Attach the USB and HDMI cable provided in the box to the PushShare device.



2. Insert the USB and HDMI into the PC you wish to project to the screen.





3. Press the button on the PushShare device to activate the device and begin projecting onto the screen.



4. Once the device shows a red light instead of blue, this means the device is now connected and projecting to the screen.





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1. Introduction

PushShare allows users to wirelessly mirror their device to a presentation screen at the push of a button. Improve the productivity of your meetings by allowing participants to effortlessly collaborate, without the need for any technical training or software installation. PushShare has universal compatibility with any user device with a HDMI output and is suitable for all spaces, from small huddle rooms to large conference rooms, providing a versatile and hassle-free solution.

1.1 Box Contents

- 1 x PushShare dongle
- 1 x HDMI cable (100mm)
- 1 x USB type C to type A cable (170mm)
- 1 x HDMI adapter (standard to mini HDMI)
- 1 x HDMI adapter (standard to micro HDMI)

1.2 Product Overview

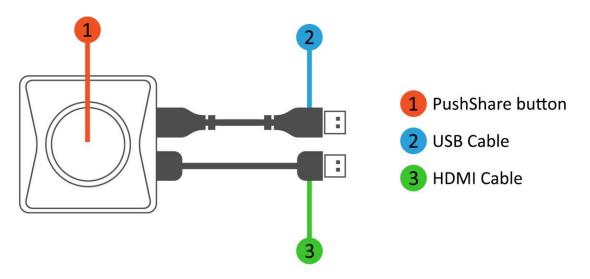


Figure 1. Product Overview



2. Installing the PushShare Application

Click here for SRV File

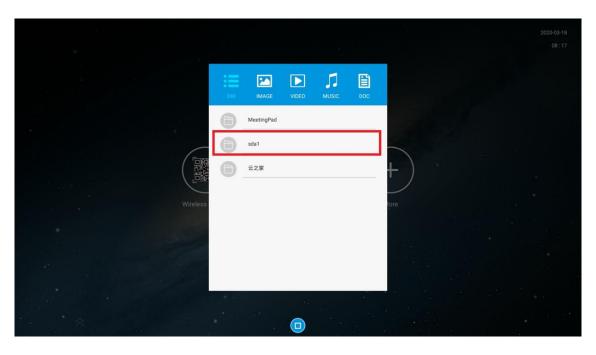
Click here for UI File

- 1. Download the files from the above links.
- 2. Extract them both onto a Blank USB stick.
- 3. Insert the USB into one of the USB ports on the front of the screen.
- 4. Open the "File Explorer" option on the Home Page of the screen.

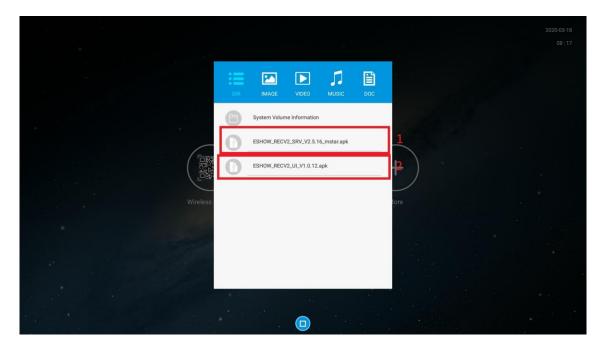


5. Select the USB under the "Dir" option.



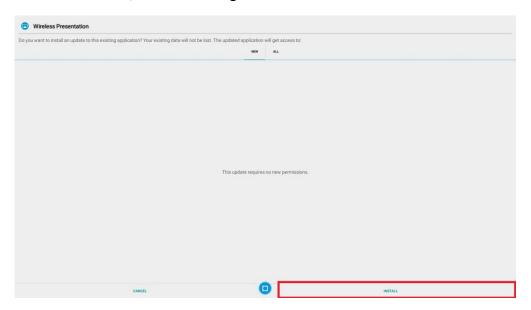


6. Select the "SRV" APK, and select "Install".





7. Once installed, do the same again with the "UI" APK.





3. Pairing the PushShare Dongle

1. Remove the PushShare device from the box.



2. Attach the USB and HDMI cable provided in the box to the PushShare device.

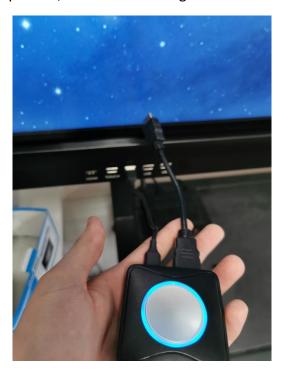




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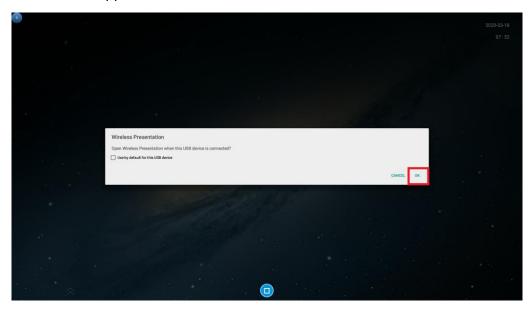


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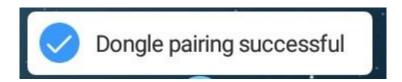




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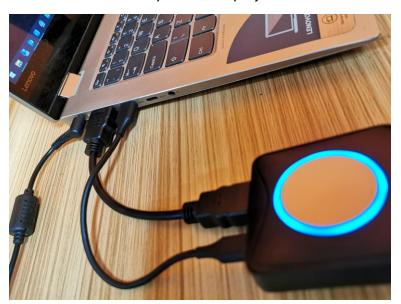


4. Using the PushShare Dongle

1. Attach the USB and HDMI cable provided in the box to the PushShare device.



2. Insert the USB and HDMI into the PC you wish to project to the screen.





3. Press the button on the PushShare device to activate the device and begin projecting onto the screen.



4. Once the device shows a red light instead of blue, this means the device is now connected and projecting to the screen.

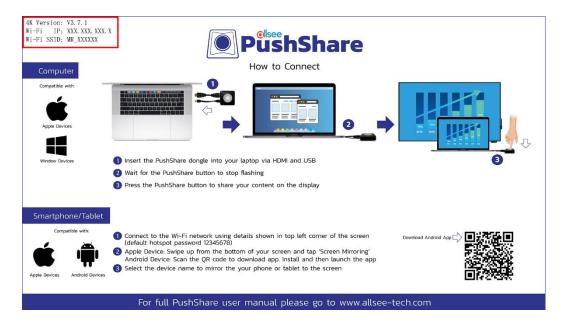




4.1 Mirroring from Mobile Devices

4.1.1 Apple Devices

- 1. From your home screen, go to Settings > Wi-Fi, and make sure Wi-Fi is turned on.
- 2. Select the name of the secure Wi-Fi network you want to join. This can be located in the top right-hand corner of the "How to Connect" screen (see below).



- 3. Enter the password for the Wi-Fi network listed on the "How to Connect" screen of the PushShare app and then select "Join". If you can't select "Join", the password you've entered is incorrect. The default password is: "12345678".
- 4. On your Apple device, swipe up from the bottom of your screen to open Control Centre.

NOTE: Depending on the Apple device, the steps for accessing the Control Centre may be different.



5. Tap the "AirPlay" or "Screen Mirroring" option.



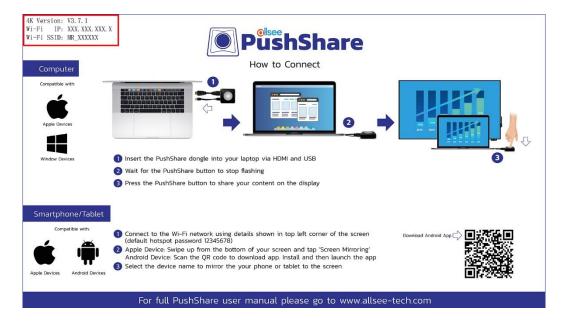


6. Tap "Meetingpad-XXXX " and the display on your device will now be mirrored on screen.



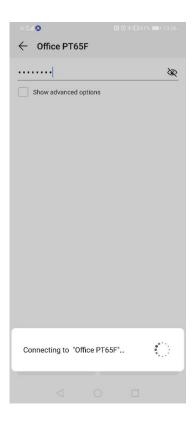
4.1.2 Android Devices

- 1. From your home screen, go to "Settings > Wireless & Networks > Wi-Fi" and make sure Wi-Fi is turned on.
- 2. Select the name of the secure Wi-Fi network you want to join. This can be located in the top right-hand corner of the "How to Connect" screen (see below).



3. Enter the password for the Wi-Fi network listed on the "How to Connect" screen of the PushShare app and then select "Join". If you can't select "Join", the password you've entered is incorrect. The default password is: "12345678".





4. On your Android mobile, please download or open a "QR Code Scanner" using the Google play store.





5. Open the "QR Code scanner" and scan the QR code that is located on the bottom right of the "PushShare" app on the screen.



6. Once the QR Code has been scanned, select "Web".





7. Download "pushshare.apk" when the pop up menu appears.





8. Open the newly downloaded "PushShare" APK from the downloads folder on your Android device. Please install this app.

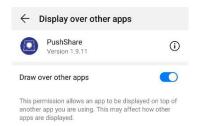


- 9. Navigate to the newly installed "PushShare" app and open.
- 10. Select the device you want to mirror to, listed as "PushShare_XXXX" on the app.

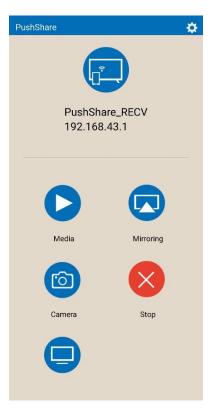




11. Give permission to "Draw over other apps" once prompted on your Android device.



12. The Android device is now connected to the screen and you can mirror by selecting the "Mirroring" option.



NOTE: If you would like to browse the internet on your device while mirroring your Receiving Unit, will need to be connected to your network via Ethernet cable.



5. FAQs

5.1 I have connected my PushShare dongle to my device via USB but I cannot get my device to mirror to my presentation screen.

Please connect both the HDMI and USB cables provided from the PushShare dongle to your device.



The HDMI cable must be connected as well as the USB cable to send the video and audio signals.



1. Attach the USB and HDMI cable provided in the box to the PushShare device.



2. Insert the USB and HDMI into the PC you wish to project to the screen.





3. Press the button on the PushShare device to activate the device and begin projecting onto the screen.



4. Once the device shows a red light instead of blue, this means the device is now connected and projecting to the screen.





5.2 I have connected my PushShare dongle to my device via HDMI but I cannot get my device to mirror to my presentation screen.

Please connect both the HDMI and USB cables provided from the PushShare dongle to your device.



The USB cable must be connected as well as the HDMI cable to provide power to the PushShare dongle.



1. Attach the USB and HDMI cable provided in the box to the PushShare device.



2. Insert the USB and HDMI into the PC you wish to project to the screen.





3. Press the button on the PushShare device to activate the device and begin projecting onto the screen.



4. Once the device shows a red light instead of blue, this means the device is now connected and projecting to the screen.





5.3 I have connected my PushShare dongle to my device via HDMI and USB then pushed the button after the flashing has stopped, but my device is not mirroring my presentation screen.

The PushShare dongle must be paired to your Interactive Touch Display or PushShare Receiving Unit. To do this connect the PushShare dongle to your Interactive Touch Display or PushShare Receiving Unit and wait until the dongle's indication light turns red.

5.4 I have tried pairing the PushShare dongle with my Interactive Touch Display but the "Dongle Pairing" message appears constantly on screen.

Please ensure that you have installed the PushShare application. If you haven't, please follow the steps outlined in Section 2.



5.5 I have paired my PushShare dongle to my Interactive Touch Display and connected it to my device via HDMI and USB but the indication light keeps flashing so won't let me mirror.

Please ensure that you enabled the hotspot setting on your Interactive Touch Display.

To do this:

- 1. While in front of the screen with a remote in hand, press the "Input" button so that the source menu appears on the screen.
- 2. Using the arrow keys on the remote, navigate to "Meeting Pad" and then press the "Enter" button.
- 3. Select the icon labelled "More", as shown below:

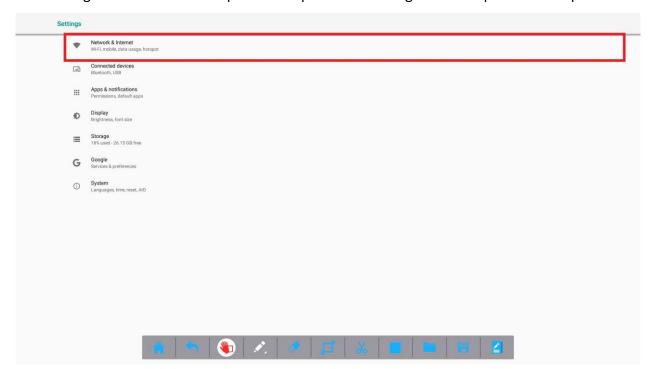


4. Once the app menu appears, please navigate to and tap on the "Settings" app to open the settings menu.

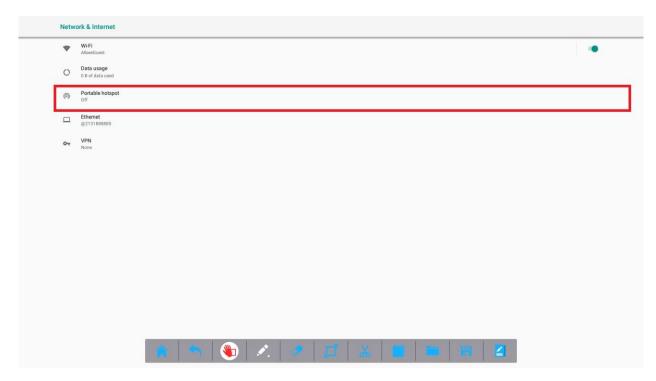




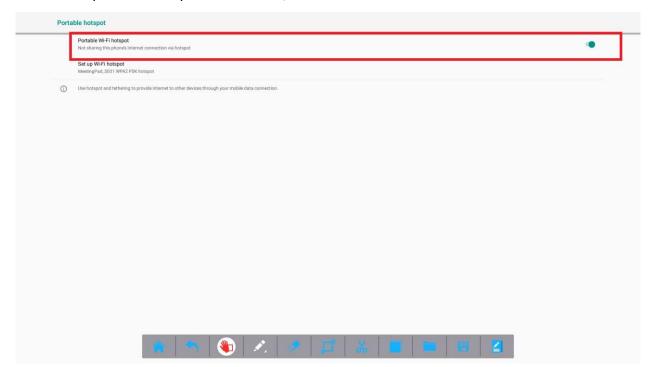
5. Navigate to "Portable Hotspot" and tap this button to get into the portable hotspot menu.







6. If the portable hotspot is turned off, turn it on.





5.6 The USB and HDMI ports on my device are on different sides and the cables provided with the PushShare dongle are not long enough.

Please use the USB cable provided with the PushShare dongle to provide power then a longer third party HDMI cable can be used to carry the audio and video signals.