

Bytello Share

User Manual



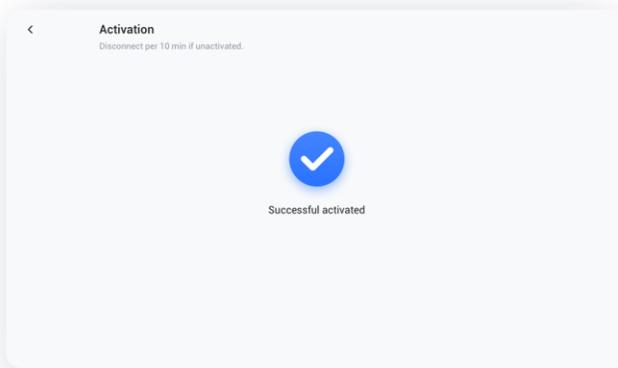
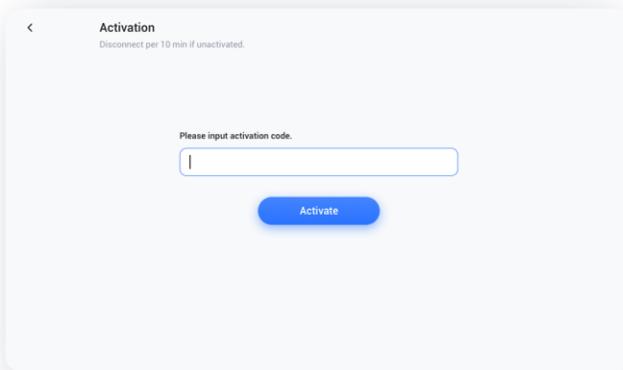
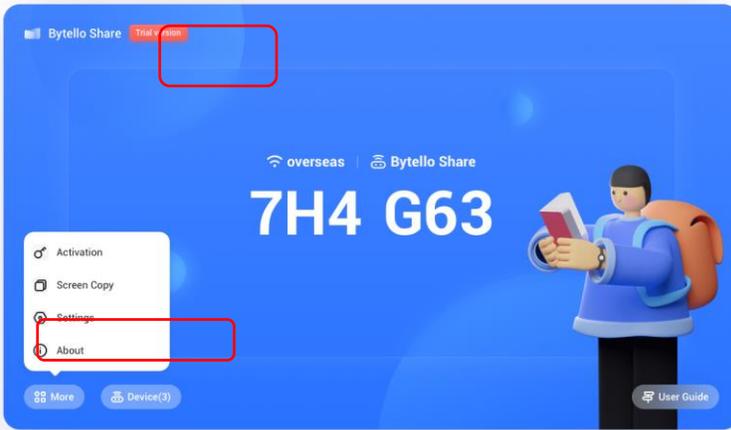
2023

Features

- Screen Casting
 - Up to 9 devices casting at the same time (Client App&Airplay)
 - A. Miracast can support up to two screens currently
 - B. Chromecast can support up to one screen currently
 - Screens could be rearranged or shown in a floating window at the receiver
 - Support Airplay for Apple devices
 - Support Miracast for Android/Windows devices (Win8.1+, hardware related)
 - Support Chromecast for Chrome OS/Chrome Browser/Android
 - (Client App) support Windows/macOS/Android/iOS/Chrome OS
 - (Client App) support both primary and extended screen casting (Windows/macOS)
 - (Client App) Support application/window Casting (Windows/macOS)
- Photo/Video Sharing
 - Casting photos/videos from an album (iOS/Android)
 - Corresponding control for picture/video/audio/slides from both mobile and IFP
- Desktop sync
 - Sync the desktop of IFP to 30+ devices
 - Touchback control
- Screen Copy
 - Copy one IFP screen to others
 - One to multi-screen casting
- Remote Control
 - Touchpad control
 - Air-Mouse (Gravity Accelerometer) control
- Remote Camera
 - Show the camera of a mobile device on IFP
- Device Management
 - Mobile management – Authorize one mobile device as admin to control away from the IFP
 - Moderator mode – Ask for permission for any incoming request
 - Invite to share – Invite screencast from admin
 - Touchback control – Authorize any device in desk sync mode to control the panel
 - File sharing – Share files among connected devices
 - Disconnect all devices

How to activate the display panel via the activation code

1. Open the software main interface, find and click the menu. You can see the “Activation” entrance. If you can’t see it, that means it has been activated.
2. Click the “Activation” icon, enter an activation code and make confirm. The software would be activated.

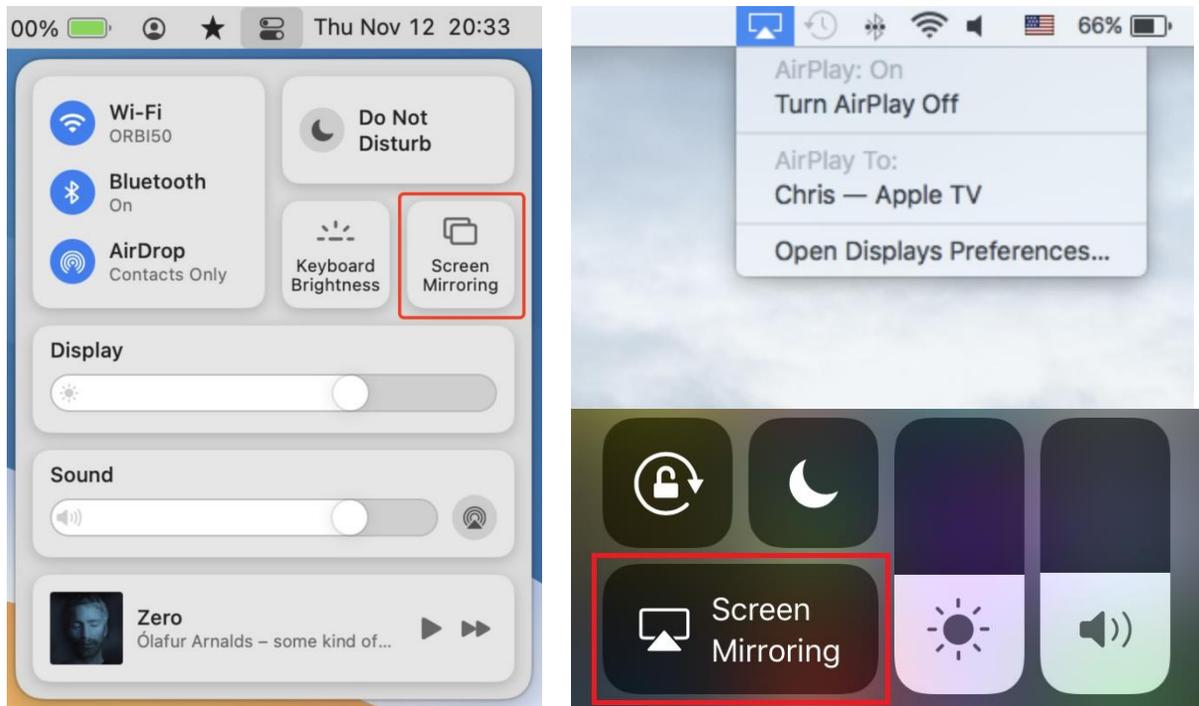


Screen Casting via Standard Protocol

Airplay Mirroring

For security considerations, Airplay support is disabled by default, it could be enabled in server settings.

When an Apple device is in the same network as Bytello Share server. You can simply cast the screen by choosing the “Screen Mirroring” from Control Center (the entry may differ due to the OS versions).



Android Miracast/Chromecast

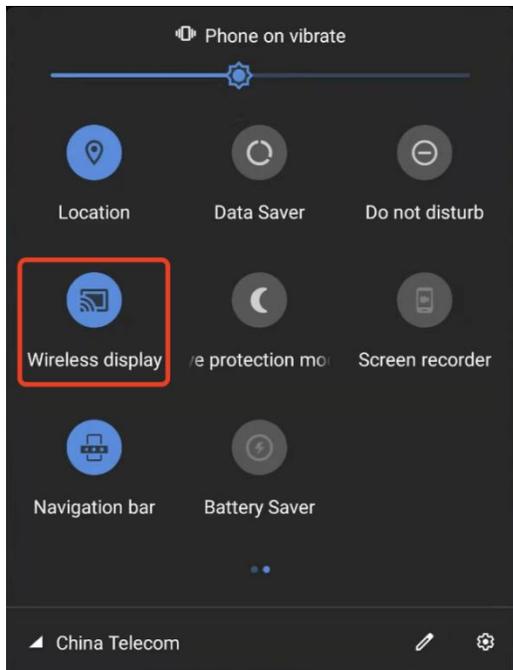
For security considerations, Miracast/Chromecast support is disabled by default, it could be enabled in server settings.

For Miracast, please make sure the client device is nearby the server device.

For Chromecast, please make sure the client and server are in the same network.

Android Device:

Find “Wireless Display” in Quick Setting menu or settings, then choose the target device.

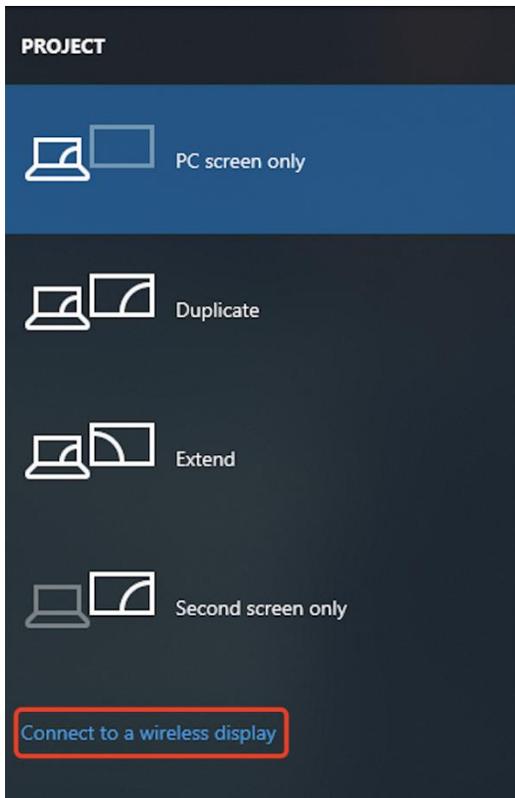


Windows Device:

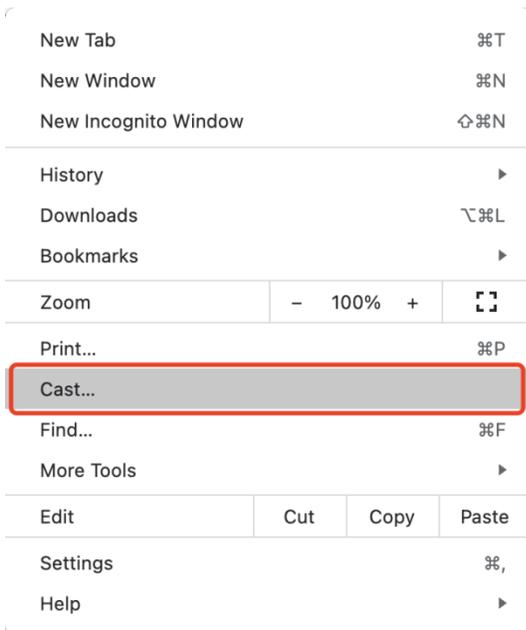
Press Win+P, click “Connect to a wireless display”, and choose the target device.

Not all windows devices support Miracast, please check the below link:

<https://www.tenforums.com/tutorials/59107-check-miracast-support-windows-10-pc.html>



Chrome OS/Browser:
Choose "Cast..." from the menu.



Screen Casting by Client Application

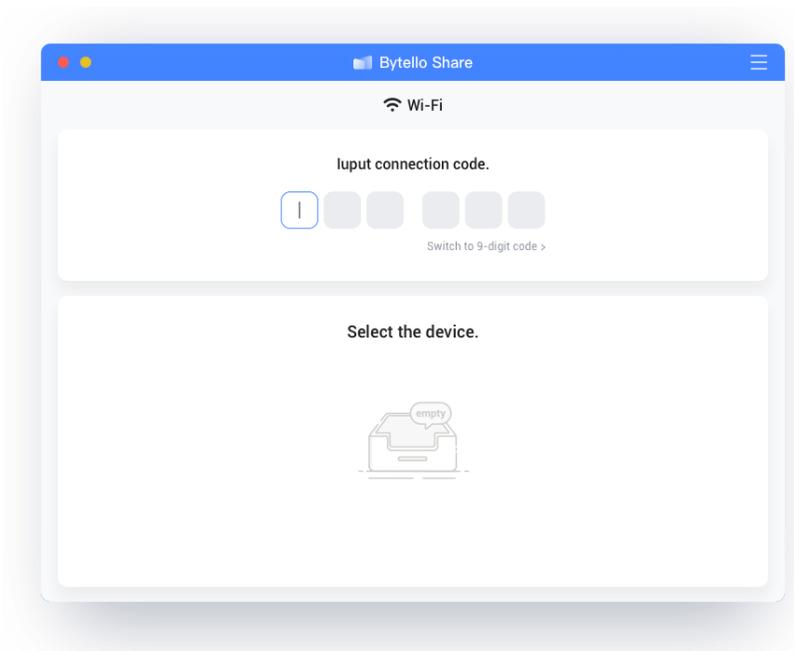
Connect (with a code)

A connection code is displayed on the server.

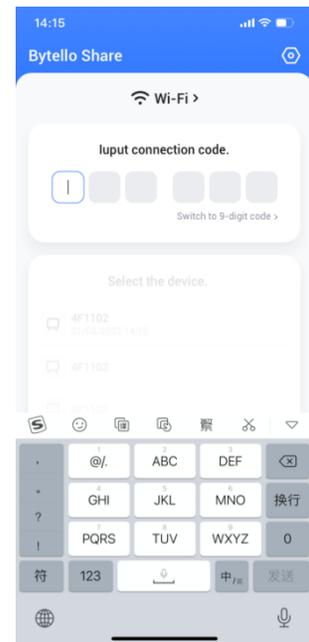


Input the connection code on the client to connect to the server.

Note: If the connection code on the server is 9-digits, please switch to 9-digits input mode on the sender.



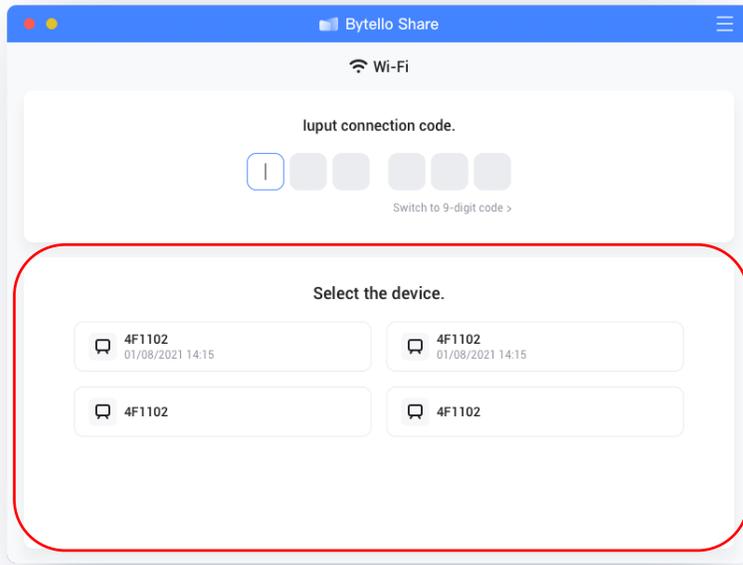
macOS



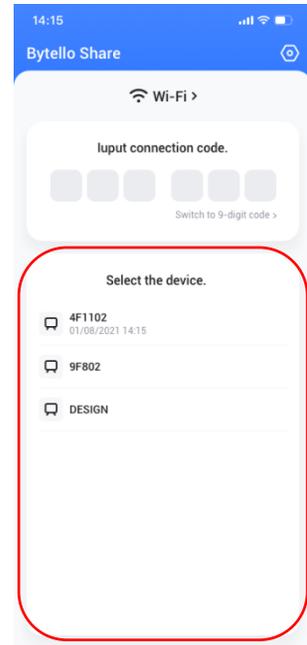
iOS

Connect (by services discovery)

Available server devices can be found in the connection page. Simply connect by choosing the right server.



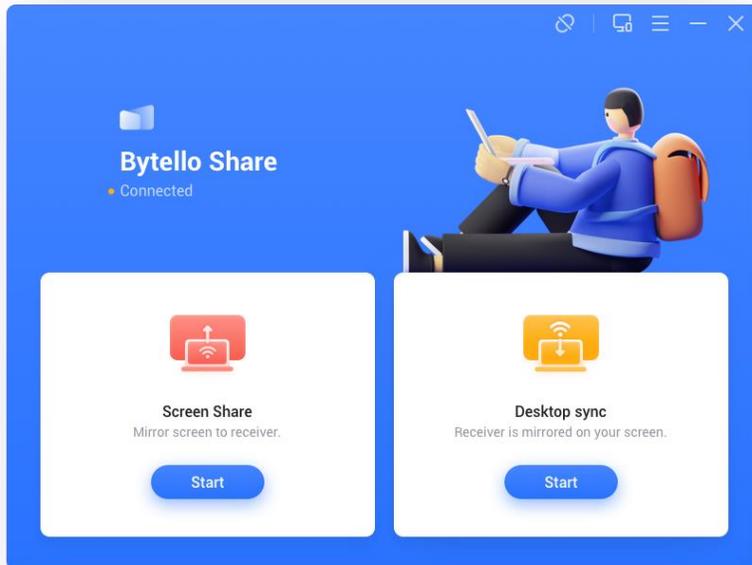
macOS



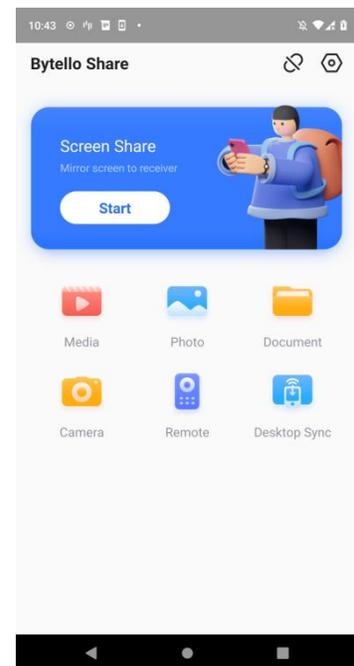
iOS

Mirroring

Click "Start" will cast the client to the server.

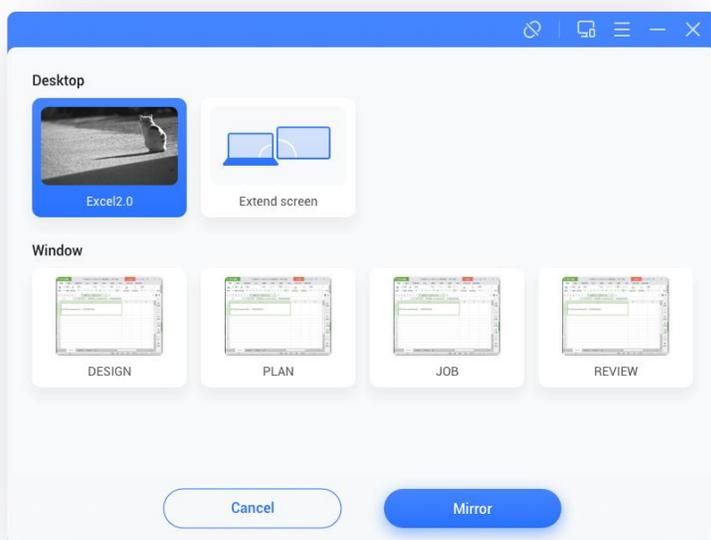


Windows



Android

For Windows/macOS, you can share one application or window instead of the entire desktop, or you can choose to share primary or extended screen.



Notes:

1. **Touchback control** is only available when casting the entire desktop and needs to be authorized from the server-side in device management page.
2. When multi-screen sharing at the same time, **touchback** is only available on the maximized screen.
3. **Touchback** could not be used on mobile systems (Android, iOS) due to system limitations.
4. For the IFP system that supports free-form mode, the sharing content could be shown as a window by sliding down from the top of the screen.

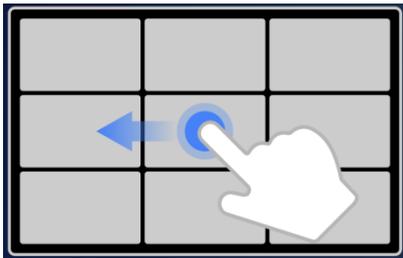
Floating window

Click this button  on touch panel to turn the casting screen into a floating window.



Screen rearrange

Long press the casting screen and drag the window to adjust the order.



Photo/Video sharing

For mobile devices, a user could choose to share photos or videos from an album, and operations like zoom in/out, and adjusting playback progress can be made from the mobile devices or IFP.

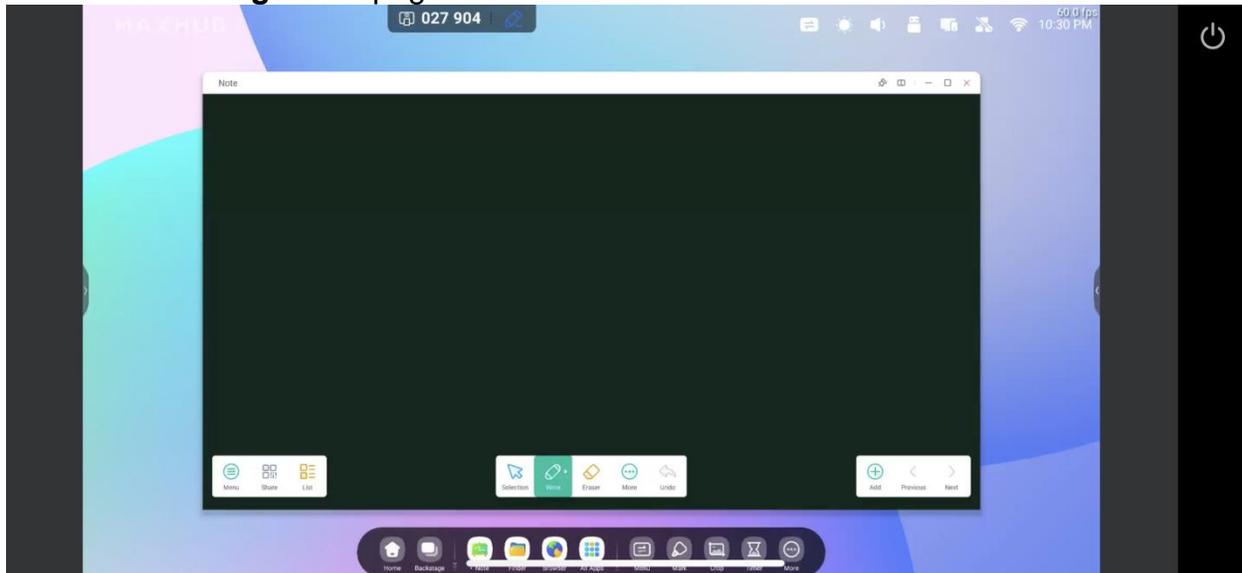


Desktop sync

Mobile devices could sync the desktop of the server.

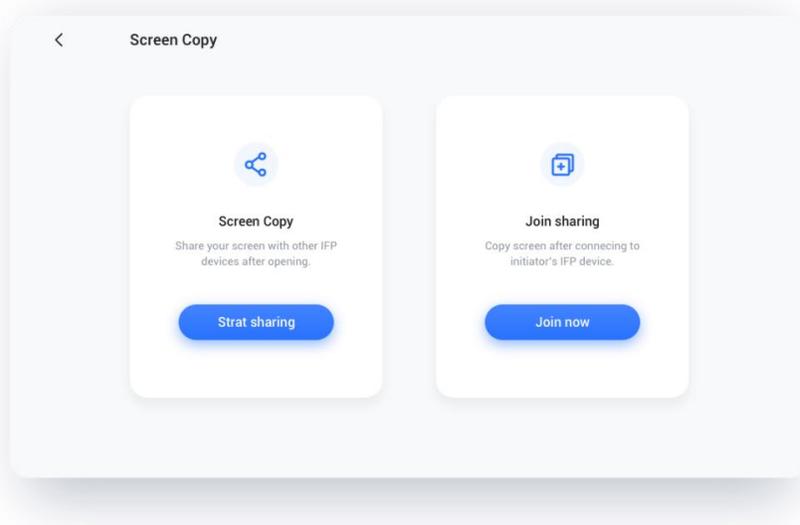
Annotation could be made by entering the annotation mode from the icon besides the connection code.

Touchback is disabled by default for safety considerations and could be enabled from the **device management** page.



Screen copy

Make a group of displays and copy one screen to others to make them show the same content. The content may be from a sender device, or it can be anything on the display.



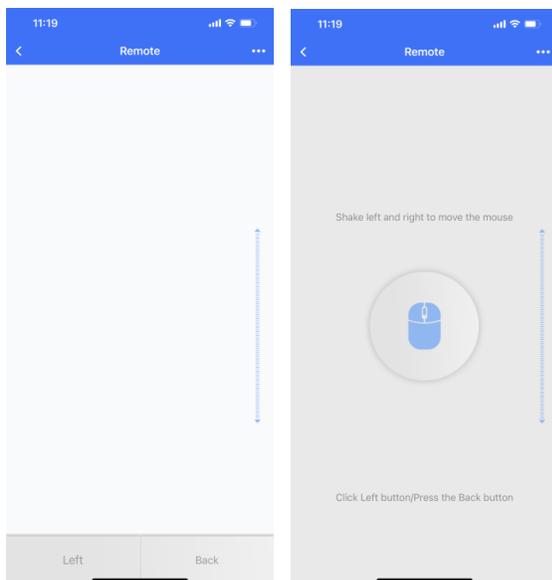
Choose "Screen Copy" – "Start Sharing" from the source device.

Choose "Screen Copy" – "Join now" from the target device.

All target devices will sync the desktop from the source.

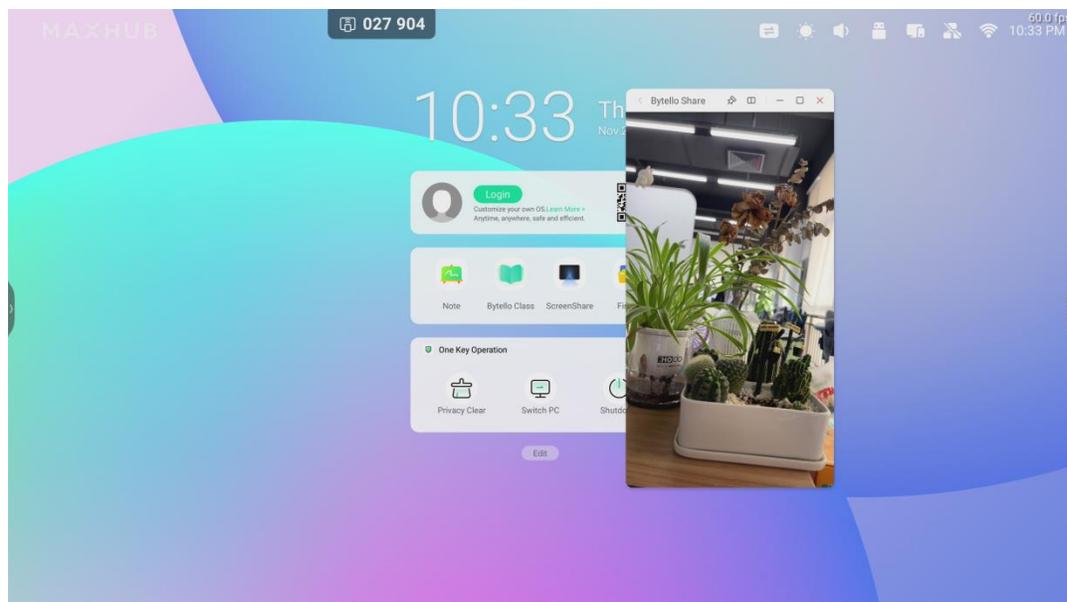
Remote Control

Android phones or iPhones could be used as a touchpad or air-mouse to control the server.



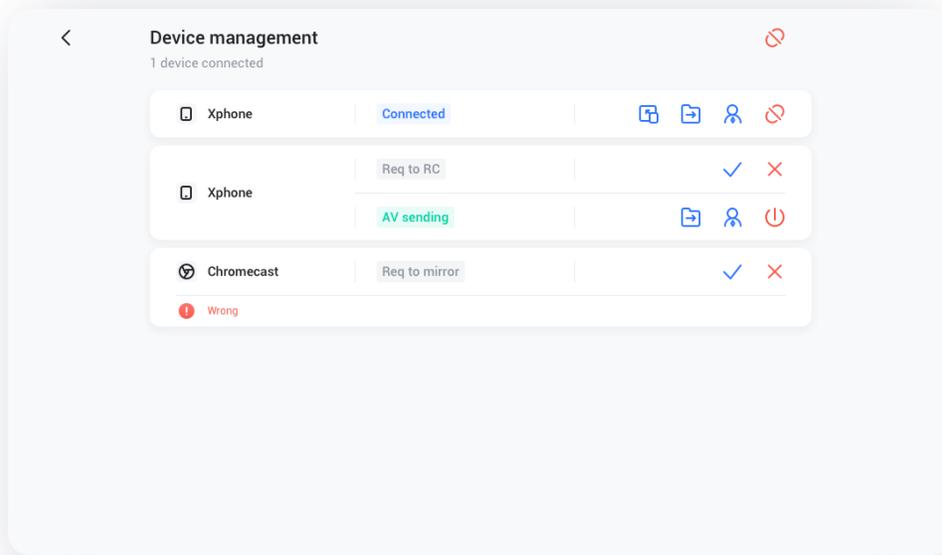
Remote Camera

Android phones or iPhones could share the camera view with the server.



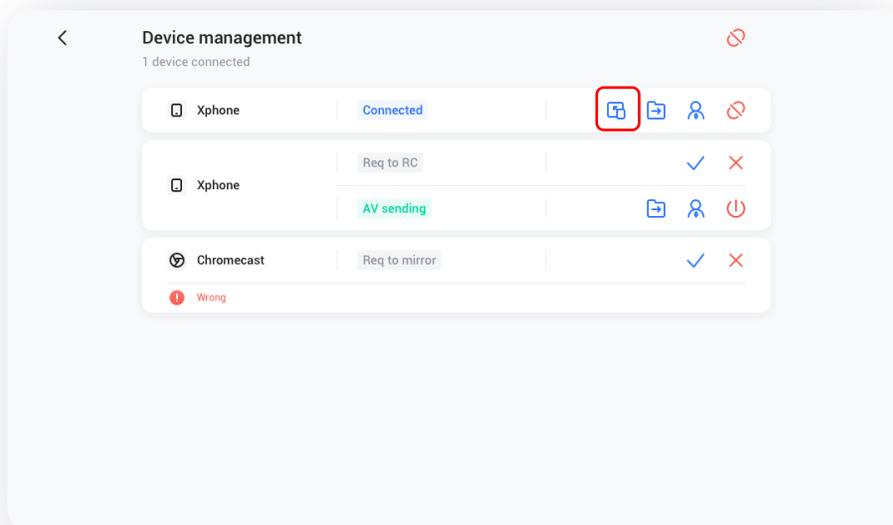
Device Management

The Device management page shows all connected device status and do several quick controls.



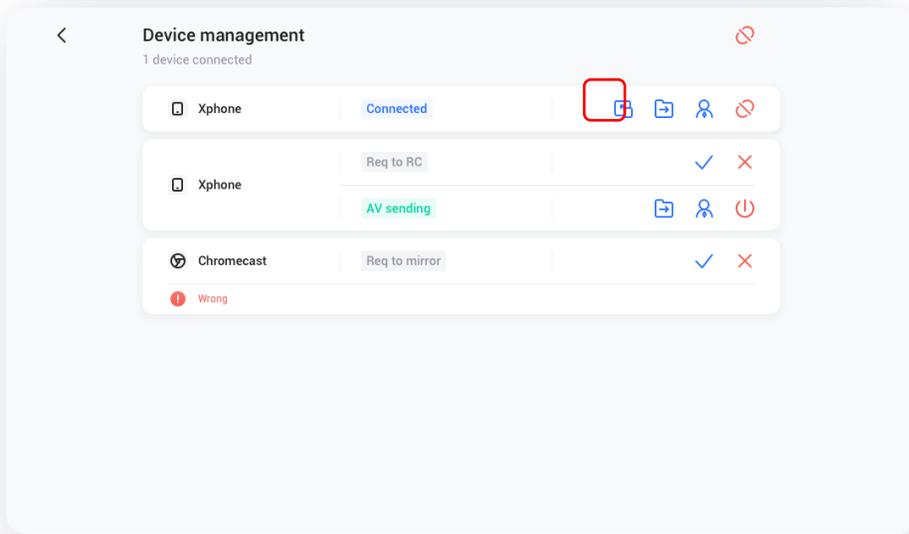
Invite to share

One could invite a connected devices to cast their desktop from the server.



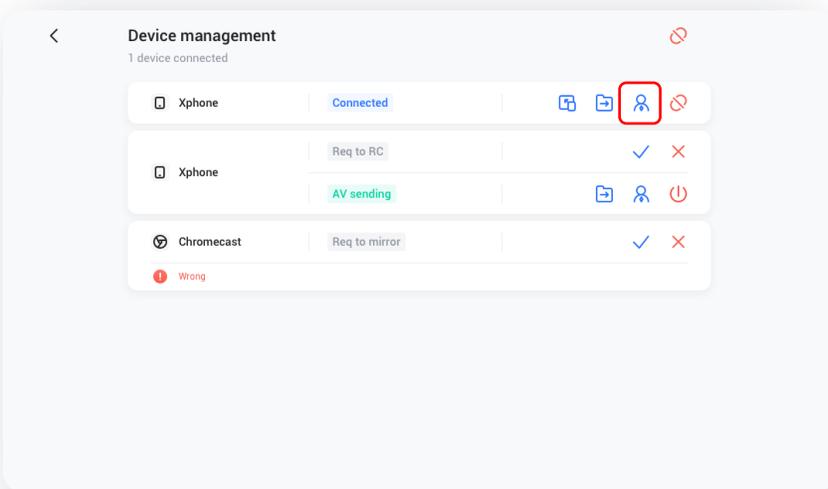
File sharing

File on the server could be sent to any connected device.

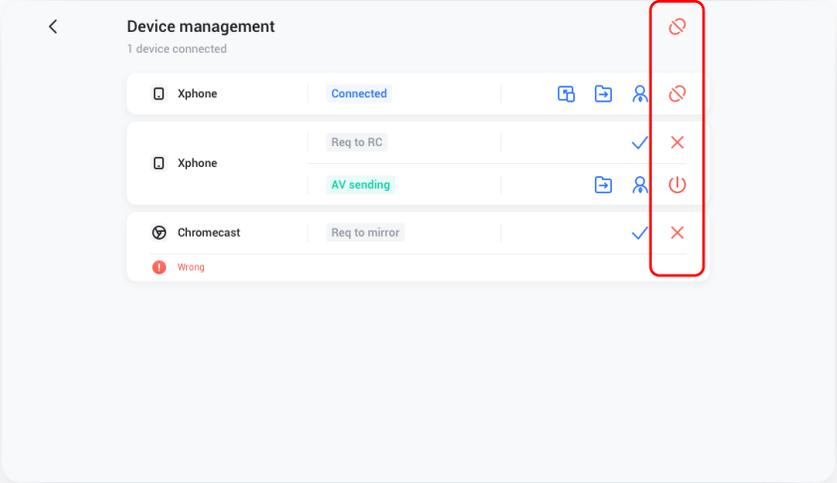


Admin authorizes

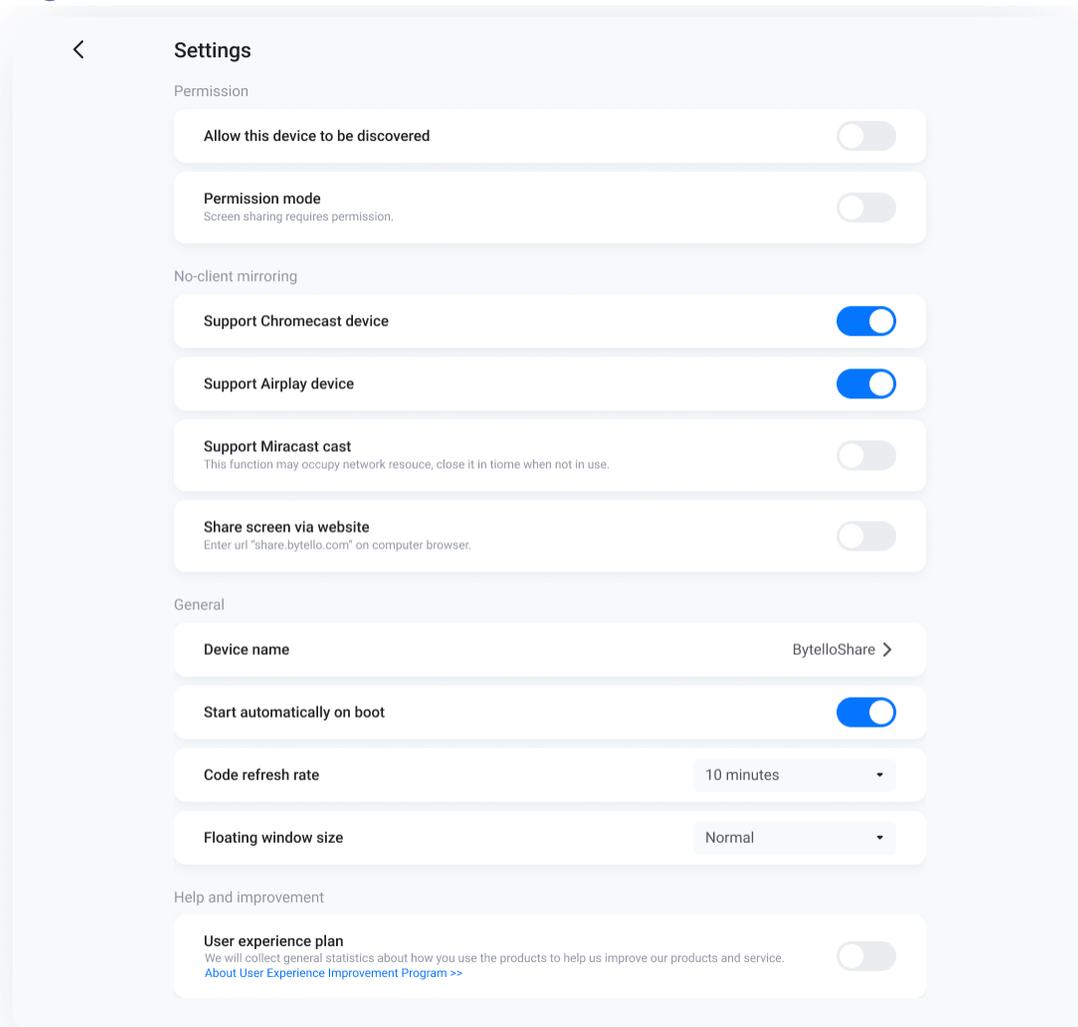
Set one device to an administrator to accept or reject further casting requests.



Stop sharing/disconnect one or all devices
Stop sharing or disconnect from admin.



Settings

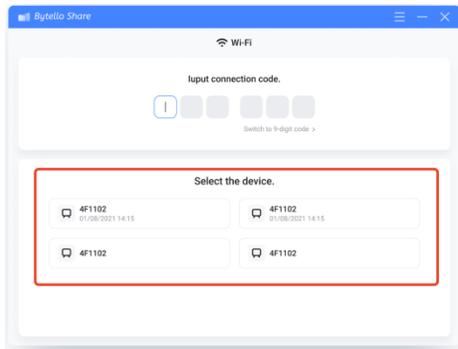


Device name

Change the device name of the server, for any clients to identify.

Allow this device to be discovered

The device name of the receiver (Bytello Share) can be searched and shown on the sender device.



Permission mode

When enabling “Screenshare requires permission” option in settings, any casting request will ask for permission.

Support Chromecast/Airplay device

Make the server discoverable for Chromecast/Airplay supported device. Only available with Bytello Share receiver.

Support Miracast device

Make the server discoverable for Miracast supported device. Only available with Bytello Share receiver.

Start automatically on boot

The server application will run as the system start.

Code refresh rate

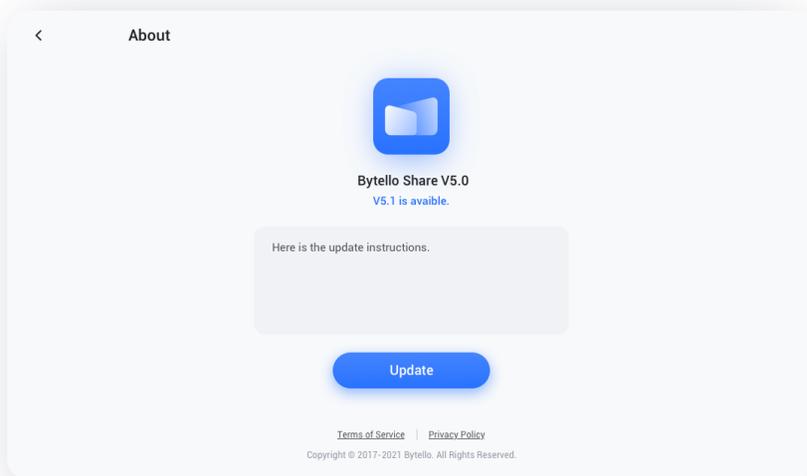
The connection code will change every several minutes to prevent the user from remembering.

Floating windows size

Normal (connection code with icon), small (only icon), minimize (disabled)

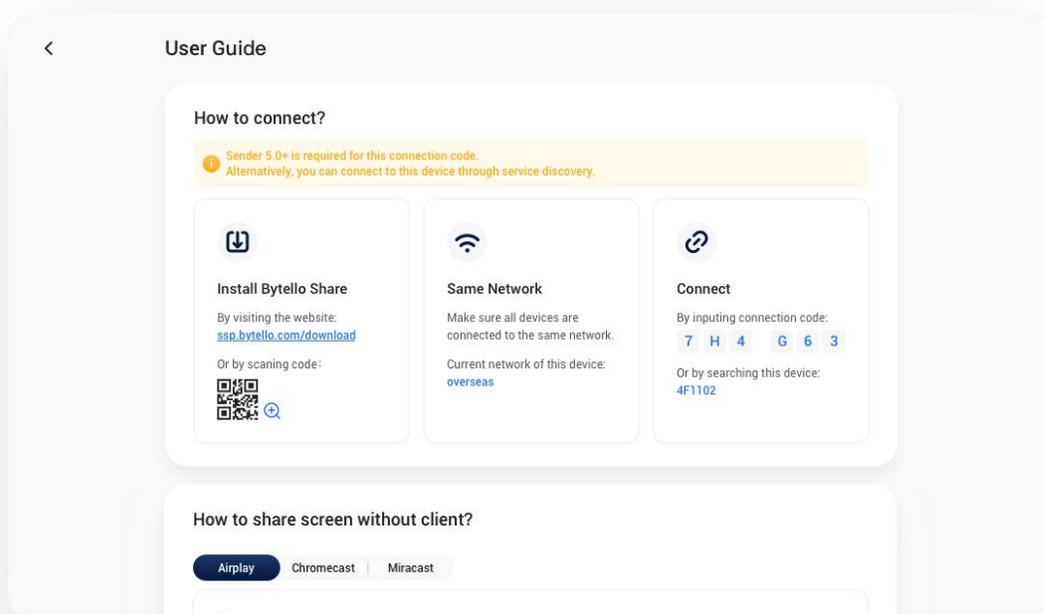
About

Update the software version or view the legal agreement. When there is a new version, please click “Update” to upgrade.



User Guide

Including how to use the app client for connection and how to cast screen via AirPlay, ChromaCast, Miracast.



How to share screen without client?

Airplay

Chromecast

Miracast

iPhone

① Please down the system menu from the top of the phone and click the [Screen Mirroring].



② Making sure to connect to the same Wi-Fi, then select [Bytello Share] to start mirroring.

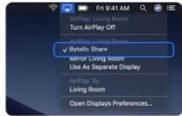


Mac

① Making sure to connect to the same Wi-Fi,

② Select Airplay in the status bar at the top of the system

③ Select the receiver device to mirror.



How to share screen without client?

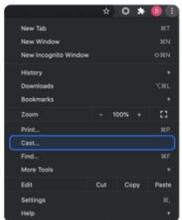
Airplay

Chromecast

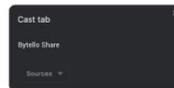
Miracast

Chrome Browser

① Select [cast] in the chrome browser menu.



② Making sure to connect to the same Wi-Fi, then select [Bytello Share] in the cast tab.



How to share screen without client?

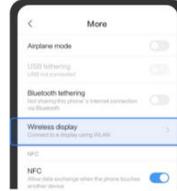
Airplay | Chromecast | **Miracast**

Android Device

① Turn on Wi-Fi and enter Display.



② Enter Wireless display.



③ Turn on Wireless display.



④ Search for devices and connect.

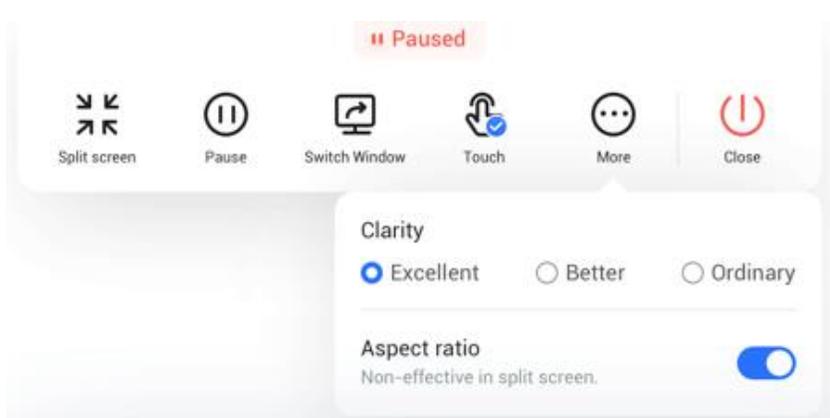


V5.1.0

Clarity switch

When sharing the screen with receiver, there are three kinds of clarity that can be selected in the client.

The three options are: ordinary, better, and excellent, which could be switched according to the network.

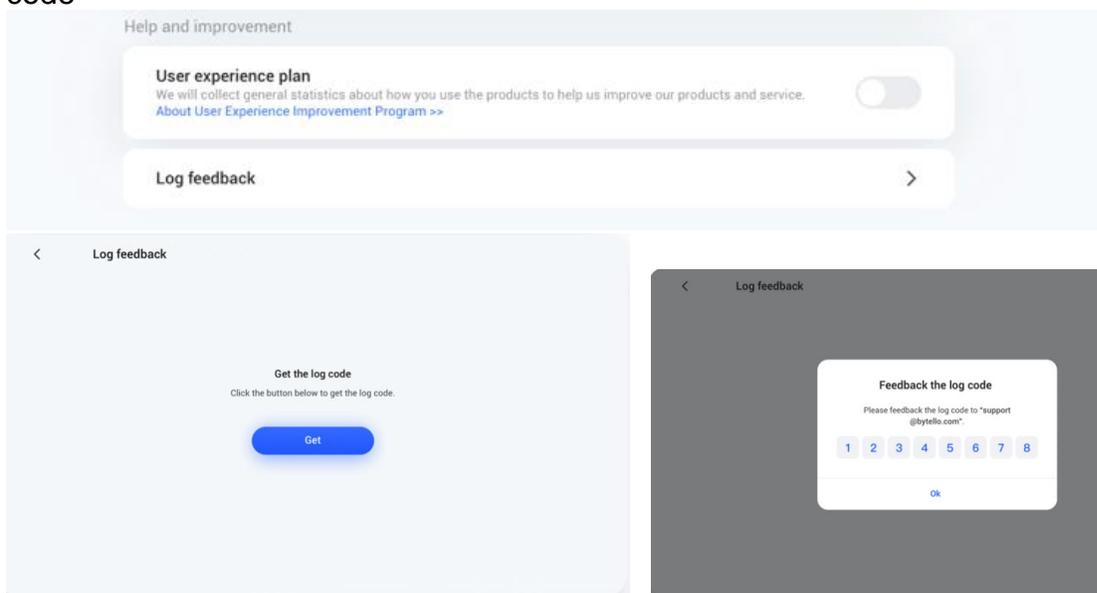


Log feedback

If you have any problem during software usage, you can find the log feedback function, report the log code, occurrence time, and problem description to support@bytello.com

How to get a log code?

Go to Settings > find “log feedback” on the bottom > click “log feedback” and get a log code



V5.2.0

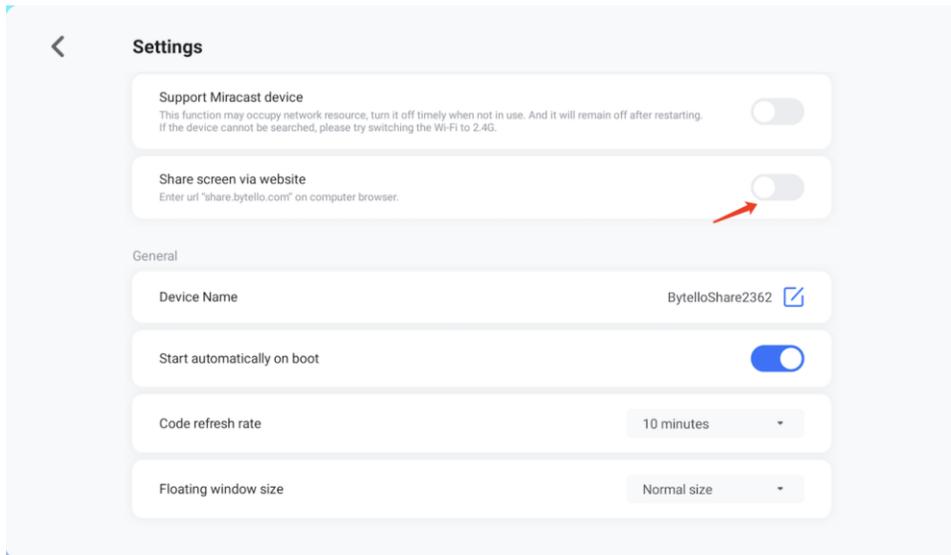
Miracast Touch Control

- Support touch function via Miracast, a client can be controlled by the receiver.
- Distinguish between a pen and a finger.
- 10 simultaneous touchpoints.

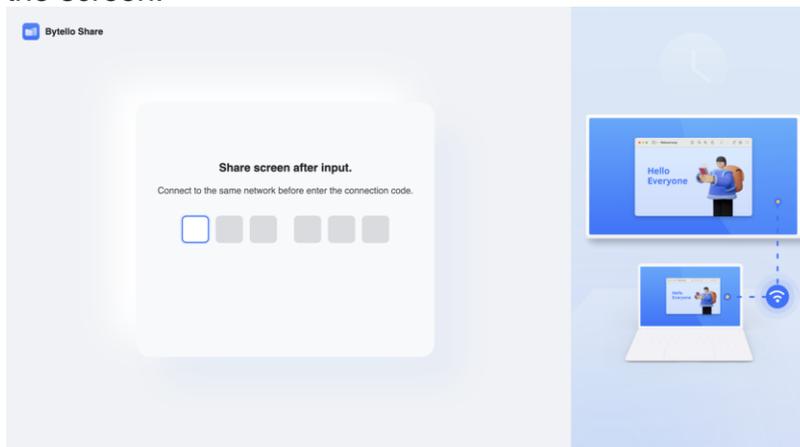
Webcast

Support casting by website, no need to use a client, enter the URL to connect: share.bytello.com

1. Go to settings, and open “Share screen via the website”.



2. Visit share.bytello.com on PC and enter the connection code of the receiver to share the screen.



3. 982 platform only supports up to 2 screens and Safari only supports up to 1 screen.

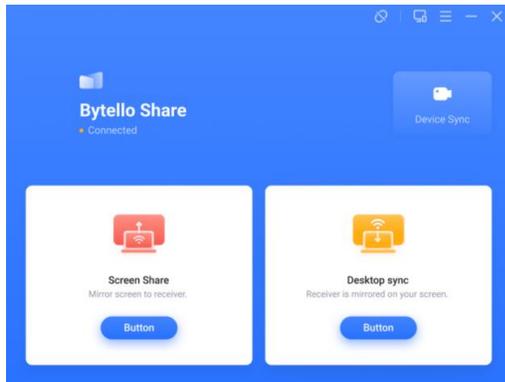
V5.4.0

Device Sync

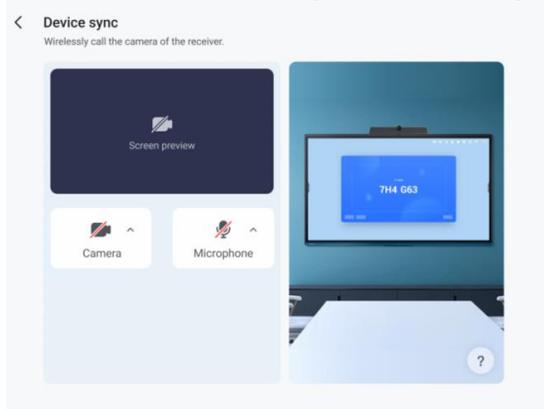
Wirelessly calling the camera and microphone of receiver.

Through Bytello Share, the camera image and sound data of the receiver can be poured into the sender device, generating a virtual camera and microphone. You can use them for meetings in third-party conference software.

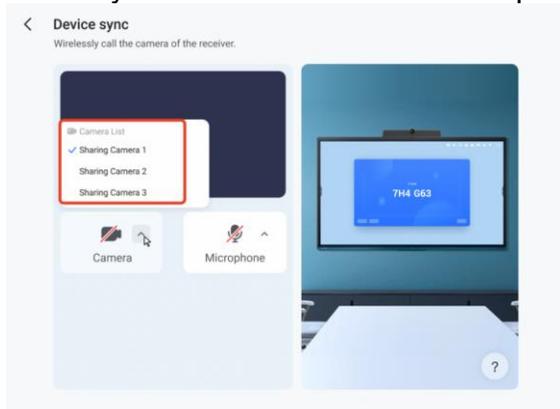
1. Connect Bytello Share sender and the receiver devices, you can find “Device Sync”.



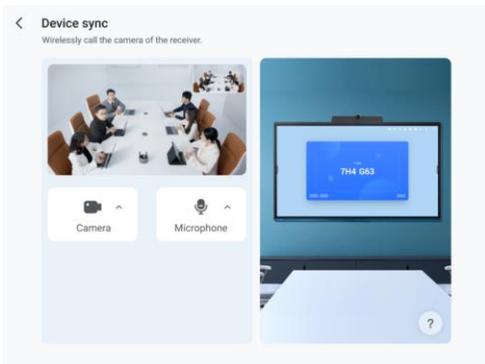
2. Enter the “Device sync”, and freely choose the Camera or Microphone to use.



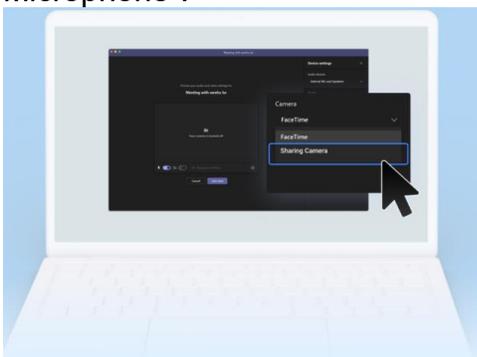
3. Easily switch the camera or microphone.



4. You can preview the camera image on Bytello Share after success.



5. Open the third-party meeting app and select “Sharing Camera” and “Sharing Microphone”.



6. Meeting with "Sharing Camera" and “Sharing Microphone”.



7. This icon shows the camera or microphone being used, which can be stopped by the receiver side directly.

