MuxMeet Share Base-2

User Manual

(500829)

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Preface

MuxMeet Share Base-2 (Model: 500829) is a wireless conference room product that has been designed to meet today's hybrid workforce's requirement supporting not only local presentations but also allowing the user to collaborate with remote participants. It enables people to connect the room camera, mic, speaker (such as the MuxMeet Videobar, model: 500820, sold separately) and display with their own laptops wirelessly, so people can take advantage of room A/V system to collaborate with both in-room and remote meeting participants, without cable limitation and hassle.

MuxMeet Share Base-2 allows users to host a video conference call from their personal device using their preferred conferencing solution (eg Microsoft Teams, Webex, Zoom and many more), Users with iOS devices stream natively via AirPlay, Android users can download the MuxMeet Share app from Google Play, Chrome OS devices stream to the desktop or to tabs directly on a Chrome browser, and Windows and Mac laptop users can download the MuxMeet Share app on their computer from the MuxMeet Share Base-2 unit website. In addition, users can also wirelessly share content with the push of a button if they use an HDMI or USB-C Dongle, models 500827 and 500828 respectively (Dongles sold separately).

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1 Overview

1.1 MuxMeet Share Base-2

MuxMeet Share Base-2 (Model: 500829) is a wireless conference room product that has been designed to meet today's hybrid workforce's requirement supporting not only local presentations but also allowing the user to collaborate with remote participants.

1.2 Feature List

- Pure wireless presentation experience.
- Bring your own meeting (BYOM) with no messy cables
- Wireless connection between your laptop and USB peripherals in the room such as camera, microphone, and speaker.
- Fully compatible with the main video conferencing platforms such as Teams, Zoom, WebEx, etc.
- Supports native wireless mirroring protocols like Airplay, Miracast, and Chromecast.
- Supports plug-and-play HDMI and USB-C dongles for wireless connection
- Available Windows and MAC applications for wireless connection
- Supports use in whiteboard and annotation mode
- OSD control with preview function

1.3 Accessories List

ID	Name	Description
1	Antenna	3 antennas are included in the box. To avoid damage, they are not pre-mounted. The antenna can rotate to maximize signal strength.
2	Power supply adapter	International plug inter-changeable power supply adapter, including plug standards for the US & Canada, Europe, UK, and Australia.
3	Phoenix terminal	1 phoenix terminal on the rear for RS232.
4	User Manual	Available via download from the MuxLab website.

2 SPECIFICATION:

MuxMeet Share Base-2 Specification	
HDMI output	1x HDMI 19-pin female connector
Video Output Resolution	3840x2160@60Hz,3840x2160@30Hz, 1920x1080@60Hz
Format Compliance	HDMI1.4/HDMI2.0
Video Capacity:	1080P @ <60Hz Airplay for IOS devices 1080P @ <60Hz "MuxMeet" app 1080P @ <60Hz for all show-me button
HDCP	HDCP1.4/HDCP2.2
Analog Audio Output	1x 3.5mm PC audio female connectors
LAN port	RJ45 x2：1000Mbps x1，100Mbps x1
USB interface	USB3.0 x3, USB 2.0 x1，Type-C x1
Audio Input	AirPlay, Windows/MAC, WMH, USB/BT Speaker Phone
Control connectors	3.5mm Phoenix terminal/ RS232 interface
Number of window simultaneous on screen	≥4+14（4 main windows+14 thumbnail windows）
Number of simultaneous connections	≥16
Data rate in wireless	Up to 1200Mbps
Video Playback Frame Rate	20-60 FPS
Latency	＜100ms，Min 20ms
Wireless transmission protocol	WIFI IEEE 802.11 a/g/n/ac
Frequency band	2.4 GHz & 5 GHz
WIFI Antenna	MIMO 2x2
Dimension (W x D x H)	220mm x 120mm x 41mm（including antenna: 220mm x 120mm x 145 mm）
Weight	2.204lbs（1.0kg）
Temperature	-4° ~ +140° F (-20° ~ +60° C)
Humidity (Storage / Operating)	20%-90%（non-condensing）
DC Power	12V / POE
POE standard	IEEE802.3af
Power Consumption	10W(MAX)

3 PANEL LAYOUT

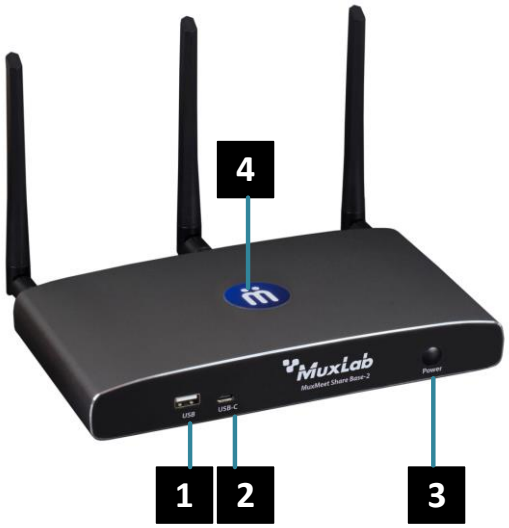
This chapter gives an overview of the interface of MuxMeet Share Base-2

Overview

- Hardware Interface
  - MuxMeet Share Base-2 Front Panel
  - MuxMeet Share Base-2 Rear Panel
  - MuxMeet Share Dongle H1 / MuxMeet Share Dongle U1 Front panel
- Software Interface
  - Home Screen

3.1 HARDWARE INTERFACE

3.1.1 MuxMeet Share Base-2 Front Panel



ID	Name	Description
1	Front USB connector	USB port, for dongle pairing, mouse control, USB touch screen etc.
2	Front Type-C connector	Type-C port, for dongle pairing.
3	Power Button	Turn on or off the device.
4	Back-lit LED indicator	Blinking white indicates power on and initialization, solid white indicates "Ready to share", solid green indicates "Sharing".

Note: Front USB port and type C port cannot be used at the same time, type C port has priority over USB port.

USB port

- The USB port is used to update the software of the MuxMeet Share Base-2.
- The USB port is used for pairing the dongle (model: 500827) and Base unit, when plugged in.
- The USB port is used for connecting a mouse to create/upgrade Launcher by clicking Download button, hide SSID, PASS, Wi-Fi IP, and LAN IP by clicking Info, check Security level button and control PC source device, when a PC desktop is mirroring to the screen by plugging in the dongle.
- The USB port is used for connecting a USB-based touch screen to create/upgrade Launcher by clicking Download button, hide SSID, PASS, Wi-Fi IP, and Lan IP by clicking Info, check Security level button and control PC source device, when a PC desktop is mirroring to the screen by plugging in the dongle.
- The USB port is used for creating or upgrading Launcher by clicking Download button, when a USB stick is plugged in.

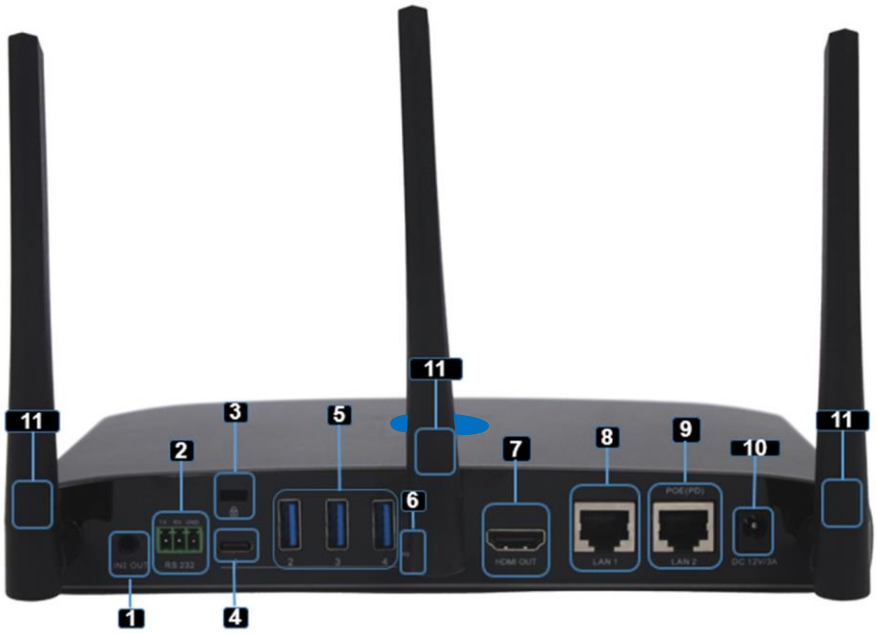
Type-C port

The Type-C port is used for pairing a USB Type C dongle (model: 500828) with Base unit, when plugged in.

Mechanical fixture points.

The mechanical mounting points are located at the bottom of the Base unit.

3.1.2 MuxMeet Share Base-2 Rear Panel



MuxMeet Share Base-2

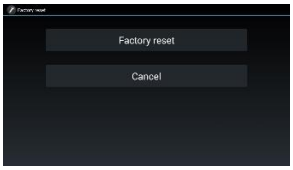
ID	Name	Description
1	Line audio output	2 channel analog audio output, Connect a 3.5mm mini-jack PC connector from this jack to the Line in jack of an audio system.
2	RS232	Connect an RS232 cable from this port to an RS232 device.
3	Kensington Lock	One end is wrapped around a fixed object and one end insert into this port to keep safety.
4	Rear Type-C connector	Type C port for type C dongle pairing.
5	Rear USB3.0 connector	USB port for HDMI dongle pairing, mouse control, USB touch screen or connection of USB devices such as cameras, microphones or speakers.
6	Reset	Reset button to restore to the factory default setting.
7	HDMI output	Connect an HDMI cable from this port to an HD or 4K/HDMI 2.0 display.
8	LAN Ethernet port 1	100Mbps. Connect an Ethernet cable between this jack and a Switch LAN to connect the Base to LAN.
9	LAN Ethernet port 2	1000Mbps. Connect an Ethernet cable between this jack and a Switch LAN to connect the Base to LAN. Support POE.
10	DC Power socket	Connect the included power adapter to this socket, and connect the plug to an available electrical outlet.
11	Antenna fixture points	Screw up the included three antennas to these three ports.

USB port

- The USB port is used to update the software of the MuxMeet Share Base-2.
- The USB port is used for pairing the dongle (model: 500827) and Base unit, when plugged in.
- The USB port is used for connecting a mouse to create/upgrade Launcher by clicking **Download** button, hide SSID, PASS, Wi-Fi IP, and Lan IP by clicking **Info**, check **Security level button** and control PC source device, when a PC desktop is mirroring to the screen by plugging in the dongle.
- The USB port is used for connecting a USB-based touch screen to create/upgrade Launcher by clicking **Download** button, hide SSID, PASS, Wi-Fi IP, and Lan IP by clicking **Info**, check **Security level button** and control PC source device, when a PC desktop is mirroring to the screen by plugging in the dongle.
- The USB port is used for creating or upgrading Launcher by clicking **Download** button, when a USB stick is plugged in.

3.1.3 Factory Reset

- Start up the Base unit.
- When the *Home Screen* is shown, press the reset button at the rear panel of Base unit. Press this button with a pointed object, e.g., a straightened paper clip until the "*Factory Reset" page* is as shown below, for at least 2 seconds.
- The Base unit will reboot after 3 seconds to the factory default configuration.
- If you do not have a picture, press, and hold the reset button until the red LED in the top panel is lit, to execute the reset.



All previous settings will be lost, and you will need to redo the set-up once again.

Default Configuration

- Ethernet:
  - Proxy: None
  - DHCP: Enable
- Wireless network:
  - Frequency: 5GHZ
  - Channel: Auto
  - Auto change Wi-Fi hotspot password: 5minute
- Display & Audio
  - HDMI resolution: Auto
  - HDMI CEC:
    - Device auto power off: ON
    - Base unit auto power on: OFF
  - Audio output: Jack & HDMI
  - Airplay screen quality: High
  - Show device name and password when mirroring: OFF
  - Show PCs user name when mirroring: ON
- Moderator Control
  - Add a sub-window bar to enable previewing the connected devices: ON
  - Real time preview: ON
- System settings
  - Date & time: Automatic date & time: use network-provided time
  - Auto Standby: Never
  - Language: English
- Security Settings
  - Security Level: Security level 1
  - Connection Password: 4-digits password beginning with 0000
  - Change admin password: admin (default)
- Other settings
  - Auto create launcher: Disabled
  - Clear history after meeting: Always

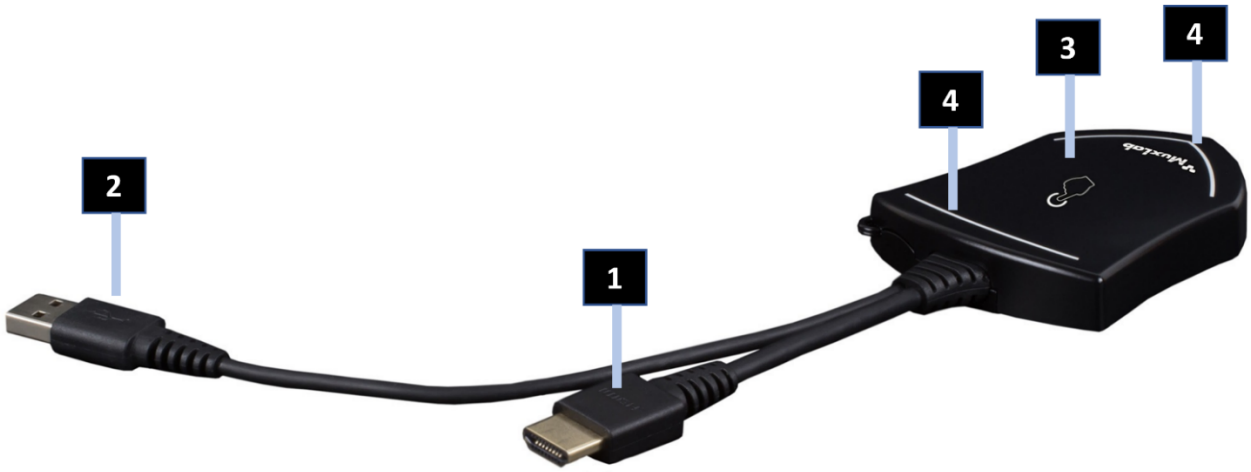
3.1.4 Dongle Front Panel

MuxMeet Share Dongle H1 (model: 500827) and MuxMeet Share Dongle U1 (model: 500828) are used for toggling the mirroring from personal PC or MAC desktop onto the main screen.

LED ring indicator behavior

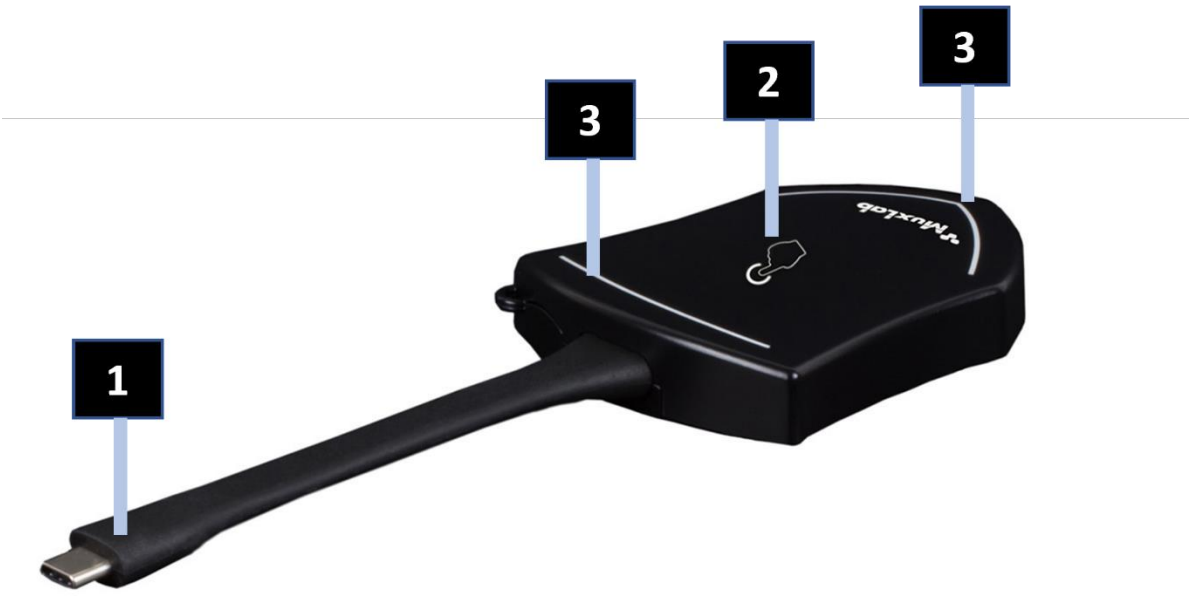
- When the LED indicator is solid white, it's ready to mirror your PC desktop onto the main screen.
- When the LED indicator is solid red, 1) it's mirroring your PC desktop on the screen, 2) pairing is done. You can now unplug the Dongle from the Base unit.
- When the LED indicator is blinking white, it indicates 1) the button is plugged in the laptop and initializing or waiting for the user to start the MuxMeet application, 2) pairing/software upgrading Dongle in the Base Unit is in progress.
- When LED indicator is Off (no light), it indicates 1) the button is not plugged in the PC/Laptop; 2) the button is defective; 3) the USB port or computer might be defective.

MuxMeet Share Dongle-H1



ID	Name	Description
1	HDMI connector	The HDMI connector of the Dongle can be plugged into a PC/Laptop for sharing your screen.
2	USB connector	Used to supply power to the Dongle, or when plugged into the Base unit to pair the Dongle to the Base Unit or upgrade the Dongle.
3	Control Sensor Button	Press the control sensor button to start displaying the content of the PC/Laptop's screen on the main screen. Pressing the sensor button during a meeting will toggle the sharing of the screen.
4	LED ring indicator	Indicates the status of the Dongle.

MuxMeet Share Dongle-U1

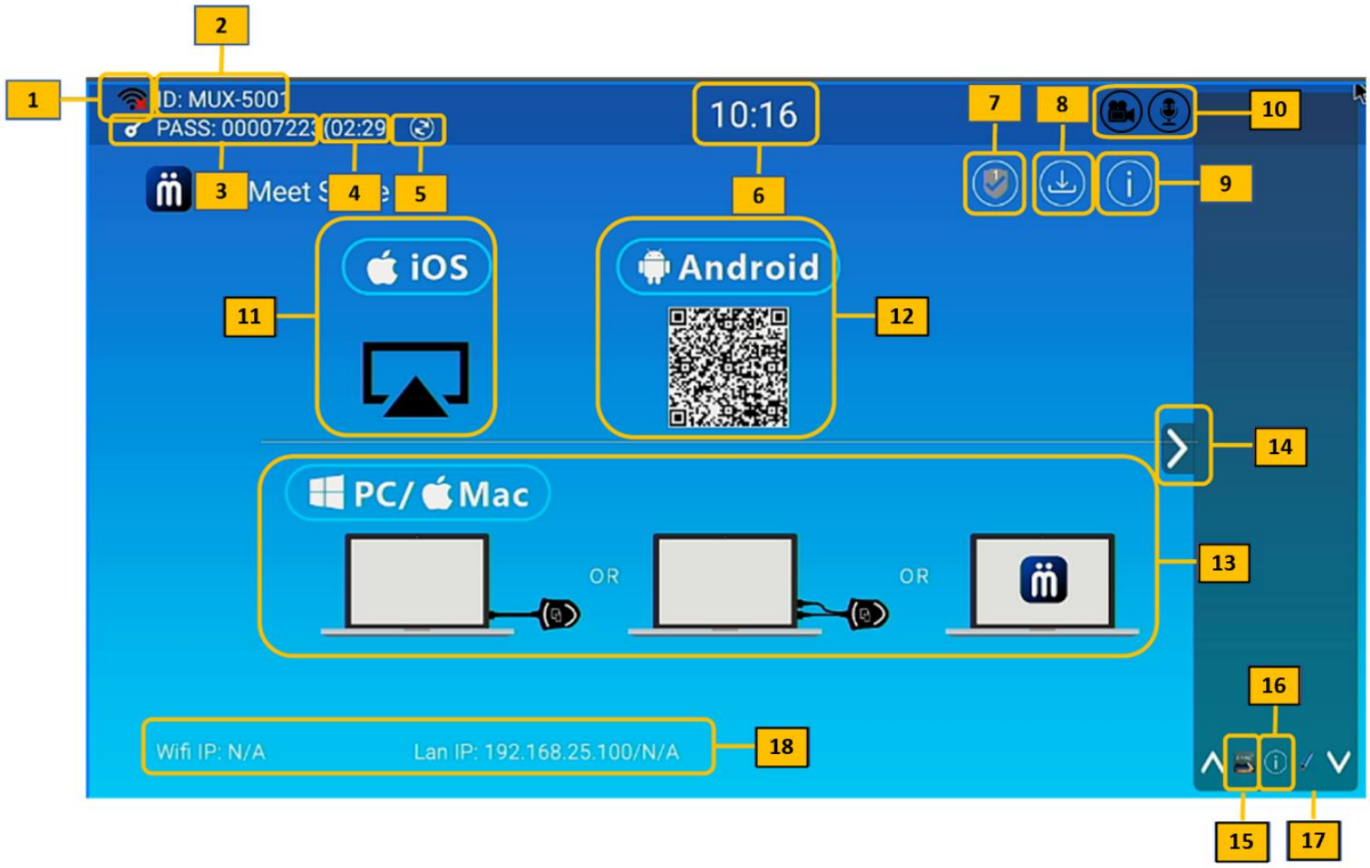


Note: MuxMeet Share Dongle U1 is a full function type-C interface with DP Altmode inside, which supports Audio and video transmission. Thus, the PC's type C connector also requires a full function type C connector for mirroring the screen.

ID	Name	Description
1	Type C (DP) connector	The Type C (DP) connector of the Dongle can be plugged into a PC/Laptop for sharing your screen.
2	Control Sensor Button	Press the control sensor button to start displaying the content of the PC/Laptop's screen on the main screen. Pressing the sensor button during a meeting will toggle the sharing of the screen.
3	LED ring indicator	Indicates the status of the button.

3.2 SOFTWARE INTERFACE

3.2.1 Home Screen



ID	Name	Description
1	Wi-Fi Indicator	Wi-Fi Direct mode: internal access point is enabled
		Wi-Fi Infrastructure mode: "Client-Mode" Wi-Fi connection to router is established, icon displays the current signal strength.
		A secure Wi-Fi connection is established, or connection to a router failed:
		Wi-Fi is not available: **LAN Infrastructure mode:** access point is disabled

2	ID	Wi-Fi SSID name or device name of the Base-unit access point.
3	PASS	Wi-Fi password of Base unit.
4	Password-timer	Only displayed when timer is active; time until the password is changed automatically.
5	Refresh Wi-Fi-password	Generate new password manually for securing your Wi-Fi network.
6	TIME	Show time, if LAN has access to a time server; even after disconnecting the LAN connection the time is displayed until the device has been disconnected from power.
7	Security level	Security level 1-3, display ONLY; the security features of the displayed level are displayed in detail by clicking on the icon; the settings can only be changed by the administrator in the webserver console setting menu.
8	Download Button	Creating & upgrading Launcher “MuxMeet Share“ for Windows, MAC to USB stick.
9	Info	Show status-bar (1) – (7) in Home screen showing/hiding
10	Camera and microphone icon indicator	Once MuxMeet Share Base-2 connected with USB camera or microphone, the icon will show up accordingly.
11	iOS Quick Start	Indicates that mobile devices with iOS technology can use AirPlay to send content to the main screen.
12	Load “MuxMeet Share” App from Store	Scan QR-code for Android device and download the App from the GooglePlay Store.
13	Windows / MacOS Quick Start	Steps to instruct how to transmit PC/Laptop onto the main screen. First-time users must first install the starter program from the web page or from the USB stick upon first use.
14	Preview function of the screen contents of the participants with transmitter and mobile devices; White Board & Annotation function icon	Preview function of the screen contents of all connected transmitters and mobile devices; White Board and Annotation function.
15	White Board icon	Whiteboard function
16	Info	Click to show ID and password when mirroring.
17	Annotation	Annotation function.
18	Wi-Fi IP LAN IP	• Wi-Fi IP: address of Base unit in wireless LAN • Assigned IP: address of Base unit in LAN; “N/A“ = no connection to network

4 INSTALLATION

The installation chapter gives an overview of the different ways to install and connect MuxMeet Share Base-2 unit.

Overview:

- Installation methods for the Base unit
- Table mounting
- Wall mounting
- Recommendations about antenna placement and orientation
- MuxMeet Share Base-2 Power Connection
- MuxMeet Share Base-2 Video Connection
- MuxMeet Share Base-2 Audio connection
- MuxMeet Share Base-2 LAN connection
- About USB device connection
- Wiring Diagram

4.1 INSTALLATION METHODS FOR THE MUXMEET SHARE BASE-2 UNIT

The Base unit can be installed in different ways in a meeting room.

- Table mount
- Wall mount

The articulated antennas are removable. They can rotate for better wireless connection.

Attention: For optimal performance, install the Base unit close to the display and avoid obstacles between the Base unit and the Transmitters.

Necessary tools

- A drill (type of drill depends on the type of wall)
- The mounting screws (mounting screws not included in the package)

Necessary parts

- 2 mounting screws (the screw-head diameter shall be within 6-8mm)

How to install

1. Drill two holes in the wall. Horizontal distance: 177 mm ± 0.15
2. At the bottom of Base Unit, turn in 2 flat screws into 2 holes of its smallest diameter to be fasten enough.

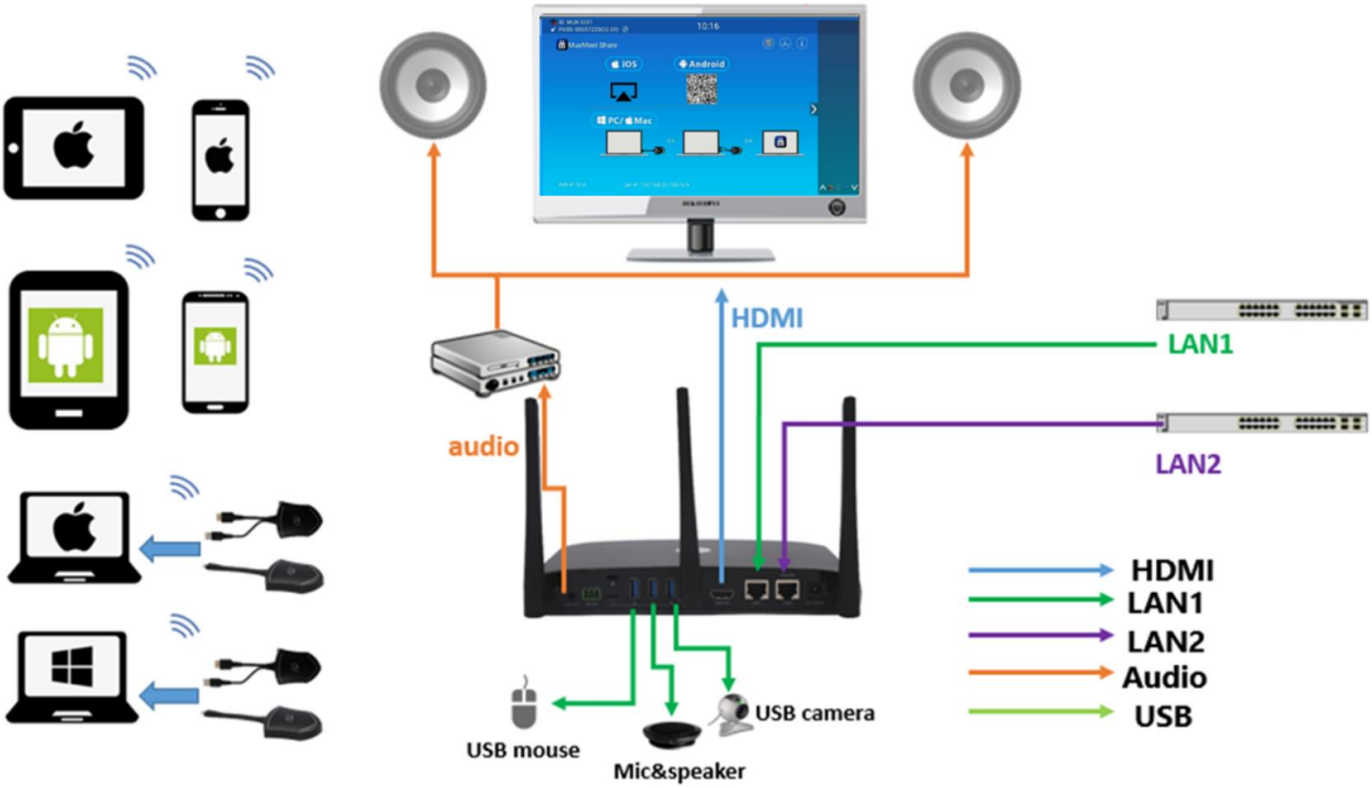
Note: Mounting screws are not included. The type of screws depends on the type of wall (stone, wood, plasterboard, ...) you are mounting the Base Unit to. Make sure the head of the screw is not larger than the hole in the bottom of Base unit.

3. Place the MuxMeet Share Base-2 on the wall and align the Base unit to the 2 screws.

Antenna placement rules

- The antennas should be oriented vertically, meaning perpendicular to the ceiling and parallel to the walls.
- The antennas should be installed far enough (at least 50cm/1.6ft) from metallic surfaces to avoid unwanted reflections and far enough (at least 1m/3.3ft) from other radio equipment that operates in the same frequency range, e.g., other Wi-Fi access points, cordless telephone, microwave ovens, etc. It is also best to install antennas at least 15 cm (6 inches) from concrete walls.
- The most favorable situation is a direct line of sight between antennas and transmitting devices and Dongles. Any obstruction will cause the signal to follow a longer propagation path, which can result in performance degradation.
- Due to the particular radio pattern of the dipole antennas, the antennas should not be placed just above potential positions of users. As a result, the advised position for the antennas is at the side of the meeting room.

4.2 Wiring Diagram

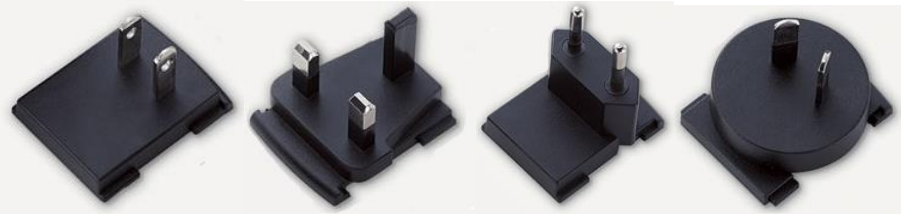


4.3 Power Connection

The Base unit can be powered by the external universal power adapter.

How to connect the external power adapter

1. Plug the power connector to the power adapter to the power input connector of the Base Unit
2. Choose the appropriate power plug (US, UK, EU, or AU) to be installed on the power adapter,
3. Connect the power cable plug into the wall outlet.



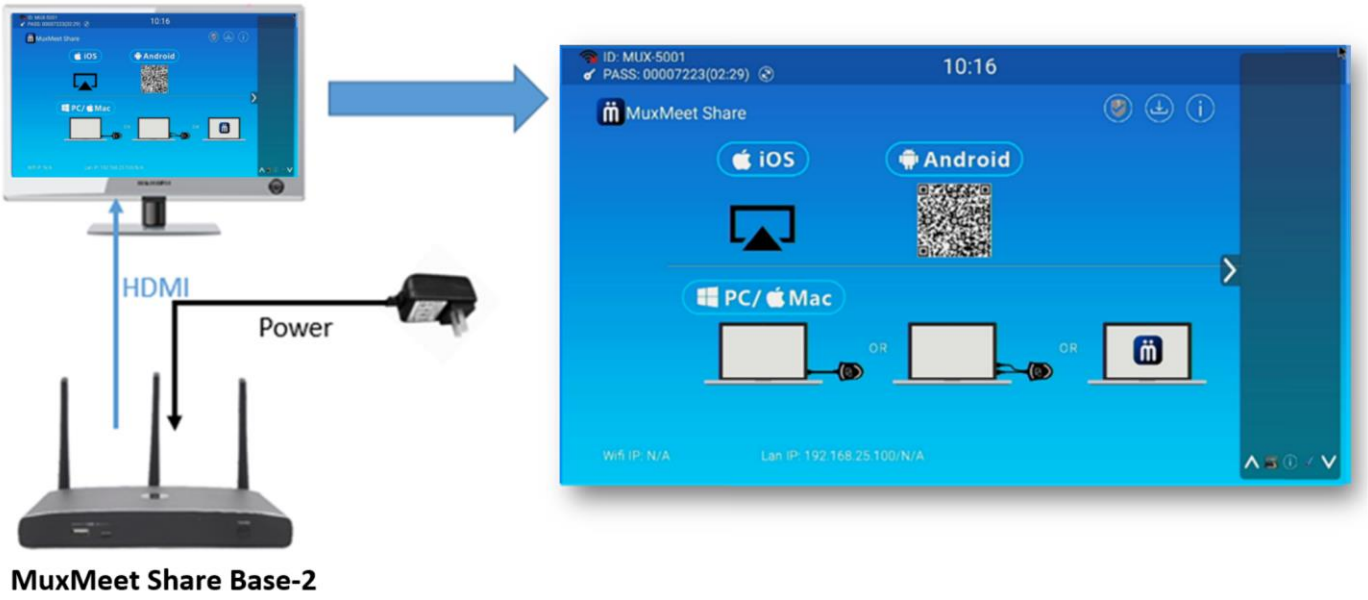
Note: *Once the Base unit is powered, it starts up. From this point onward please use the POWER button with Status LED on the front of the Base-unit to switch ON or OFF.*

Power over Ethernet

If the LAN Ethernet Switch supports PoE (Power over Ethernet), it can be used to power the Base-unit instead of using the external power adapter. (MuxMeet Share Base-2 LAN2 Port supports PoE.)

4.4 Video Connection

1. Connect the HDMI Output of the Base unit to a 4K or Full-HD display via an HDMI cable.
2. Connect the power adapter to the Base unit DC power socket and connect the AC plug to an available electrical outlet and switch the Base unit on.
3. Once started, the system shows the home page as shown below.

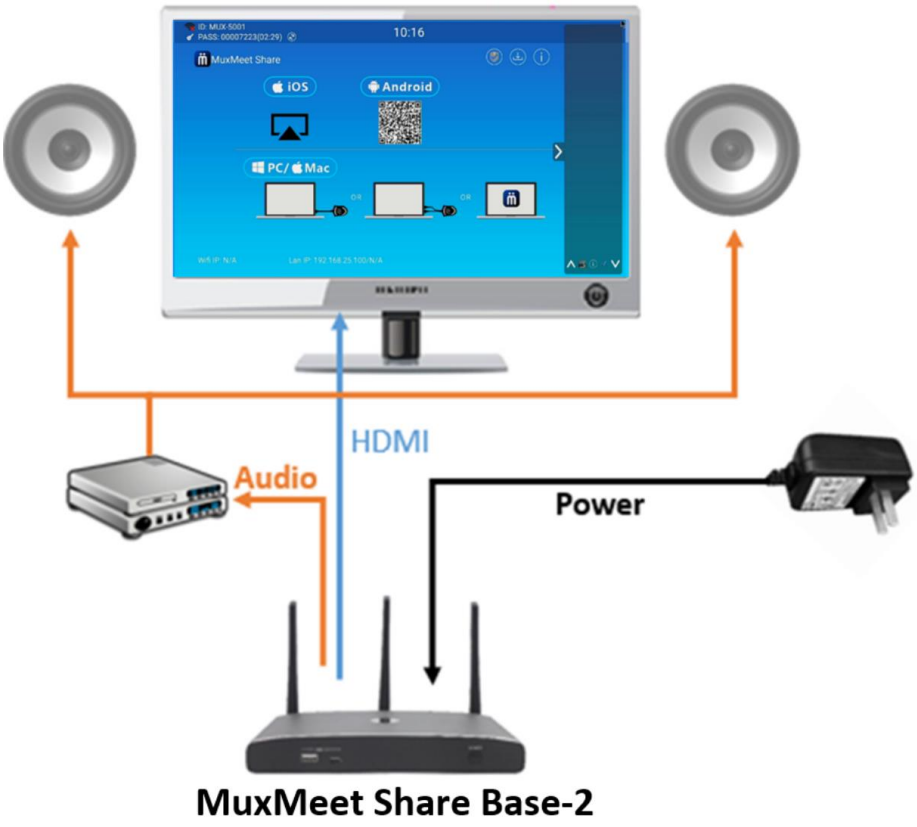


4.5 AUDIO CONNECTION

MuxMeet Share Base-2 and Dongles can transmit the audio output of the PC/Laptop, to the Base Unit together with the video signal. The audio will be output at line levels from the mini 3.5mm connector and via the HDMI output connectors simultaneously. It's up to the user to decide whether or not to send the audio signal together with the video signal.

How to connect separate audio

1. Connect an audio cable with a 3.5mm connector into the audio of the Base Unit
2. Connect the other end of the cable to the meeting room's sound system.



Sound is not sent out

1. Please be sure the button of the Dongle is solid green, and the PC/Laptop is sharing on the screen
2. Check Settings configuration to adjust the Volume set on the web interface of the Base unit.

PC/Laptop Sound

By default, when sharing content, the PC/Laptop's internal speaker will be muted and audio will be routed to the Base unit to avoid repeating the Audio.

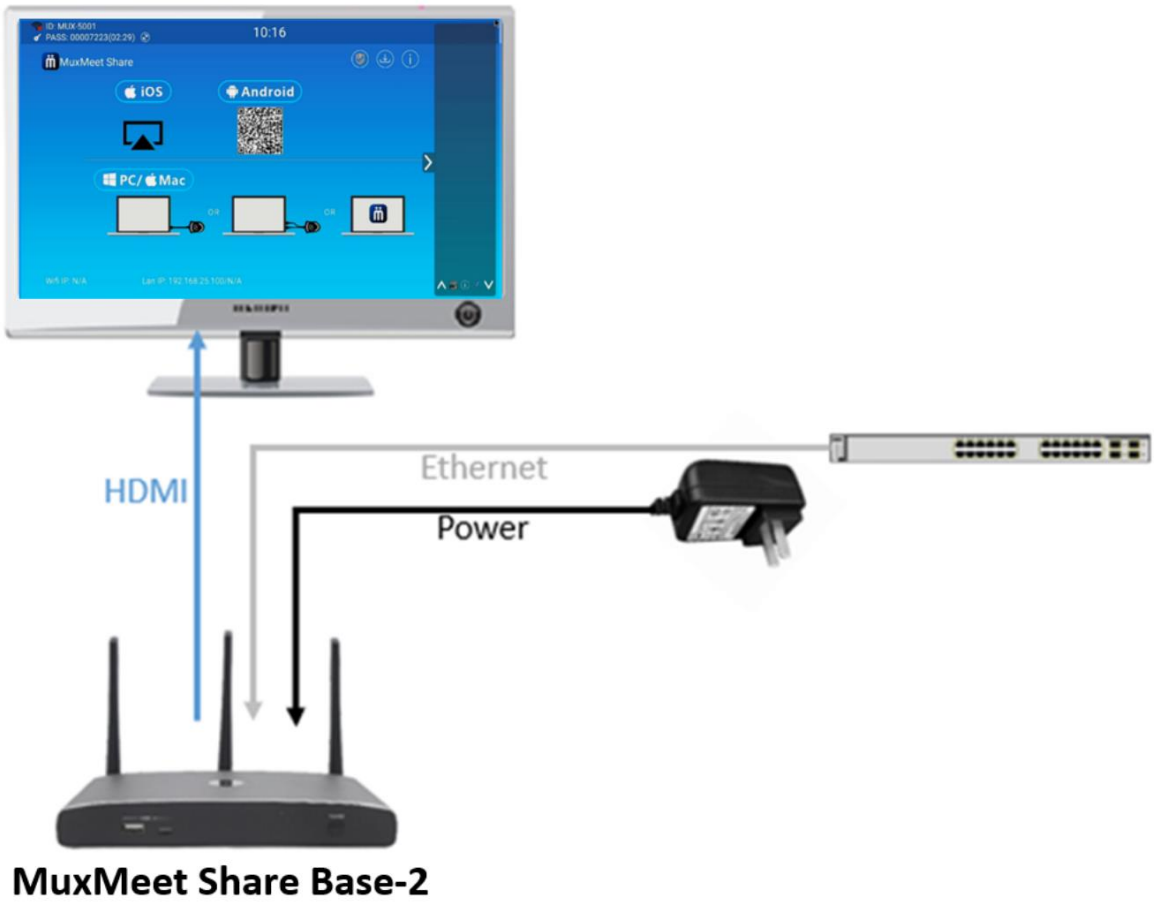
When clicking the button to stop sharing locally, the PC/Laptop internal speaker will return to its previous status, and you can adjust the volume from your PC/Laptop.

Note: *If you want to keep the PC/Laptop internal speaker ON while also routing the audio to the Base unit, please click the audio mute icon in the status bar to un-mute the PC/Laptop internal speaker.*

4.6 LAN CONNECTION

The Base Unit can be connected to a local network or directly to a PC/Laptop. For normal operation a LAN connection is not necessary. When needed, it's suggested to connect the MuxMeet Share Base-2 to the Internet.

1. Connect a network cable with RJ-45 connector into the LAN port of Base Unit.
2. Connect the other end of the cable to LAN.
3. If the LAN Ethernet Switch supports PoE (Power over Ethernet), it can be used to power the MuxMeet Share Base-2, instead of using the external power adapter.

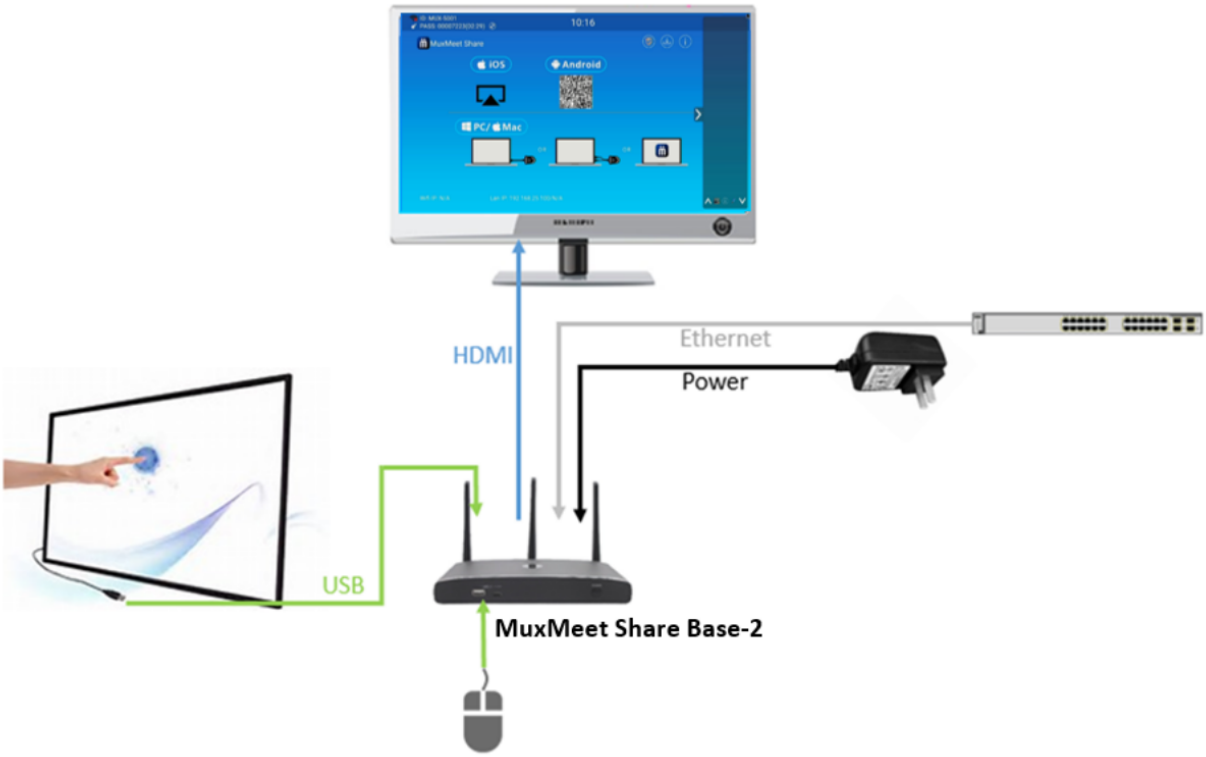


The LAN connection can be used for:

- Network integration of Base Unit in guest or company network.
- Telnet control of the Base Unit.
- Maintenance purposes.
- Over-The-Air Update (OTA) of firmware of the Base-unit.

4.7 USAGE OF USB DEVICE

Please use a USB Mouse or Touchscreen:



1. To configure the Security level check button, DOWNLOAD BUTTON, INFO.
2. To control the sharing of the PCs/Laptops.
3. To activate system upgrading.
4. For white board or annotation during a presentation, MuxMeet Share Base-2 transmits Video, Audio and the USB-HID function for mouse-control and click-function of a touchscreen.
   Connect touch-interface of your screen to the USB-port on your PC/Laptop.

USB control

USB mouse for configuration menu

- Single click to select.
- Right-click to go back to the Home Page.

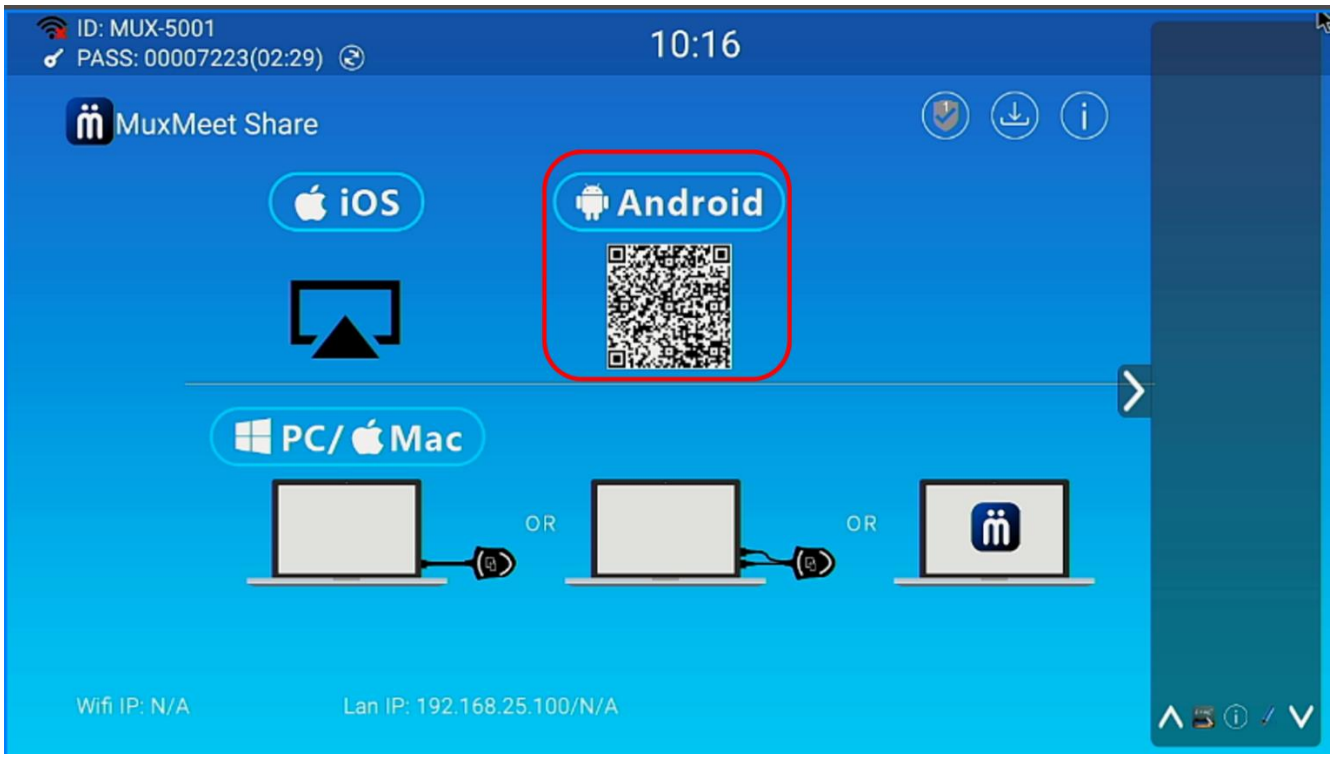
Touch screen

- Click to select.
- Long press to open the contextual menu, similar to a double-click on a USB mouse.

5 QUICK START

5.1 MOBILE DEVICE: WIRELESS CONNECTION

1) Download the application (for example scan QR-Code in Home screen to get the App for Android devices)



2) For IOS devices, use Airplay to mirror the desktop.
3) There are two ways to discover the MuxMeet Share Base-2 for mobile devices.
   a) Portable hotspot, use the hotspot to connect the MuxMeet Share Base-2.
   b) LAN connection, connect the MuxMeet Share Base-2 and mobile device in the same LAN network to discover and connect to MuxMeet Share Base-2.

After Factory reset, MuxMeet Share Base-2 starts in standard configuration "Wireless Direct Mode", where the Base unit creates its own wireless access point to which all the transmitters connect. This is typical for a quick setup, temporarily installations, or for small business meetings with a small number of meeting rooms.

The Wi-Fi icon for "WiFi Direct Mode" appears in the top status bar of the Home Screen.

Guests and staff have access to the internet when the LAN is enabled.

5.1.1 Enable portable hotspot:

The SSID and PASS (Password) are shown on the Homepage, as shown below.

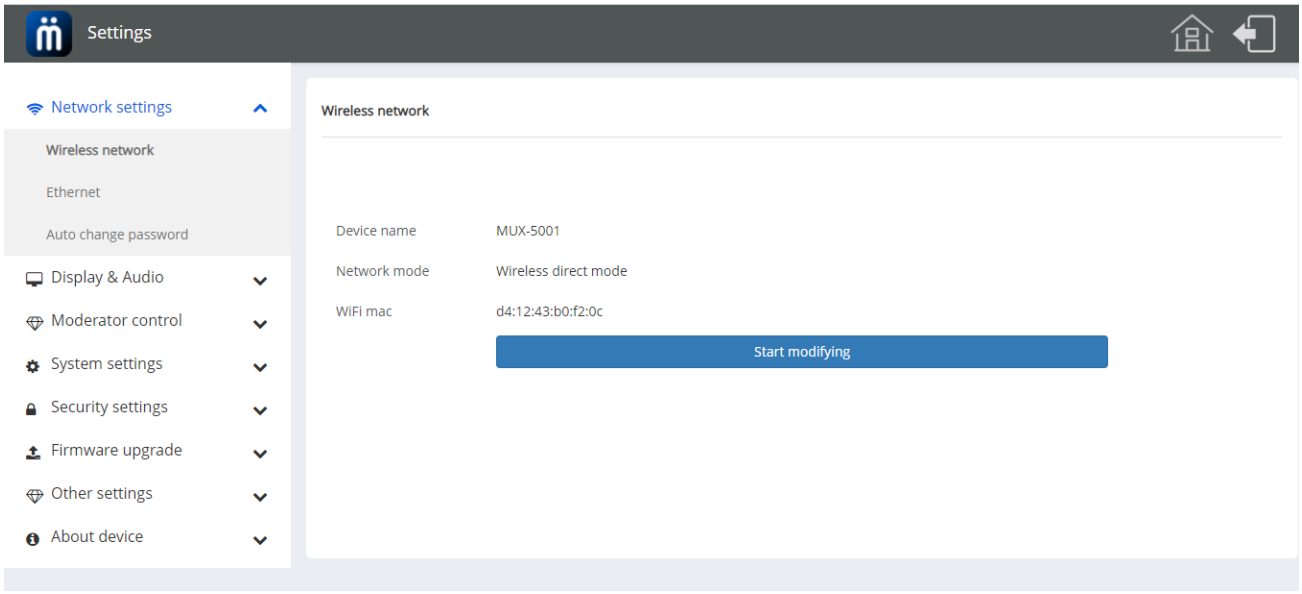
5.1.2 Enable LAN connection:

Be sure the MuxMeet Share Base-2 is connected to the Network. When Local IP shows an active IP address, such like 192.168.25.100, it indicates MuxMeet Share Base-2 is successfully connected to the LAN and get an appointed IP address.

Note: *When "N/A" is displayed, this means the MuxMeet Share Base-2 is not connected to the LAN (Local Area Network) by CAT cable, or it failed to get an available IP address by the company router.*

Please refer to the LAN-settings in the Ethernet network, as shown below.

The default password for entering the Main menu on the web interface console is "admin".

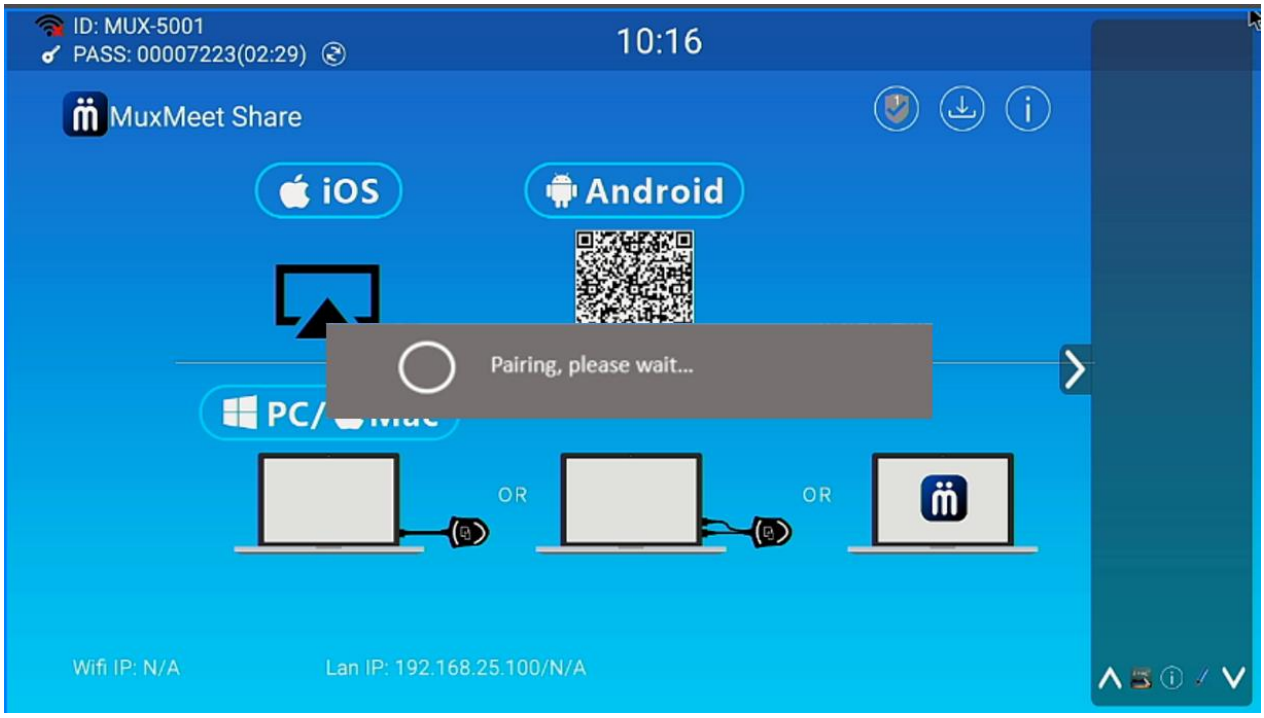


5.2 PAIRING DONGLES WITH BASE UNIT

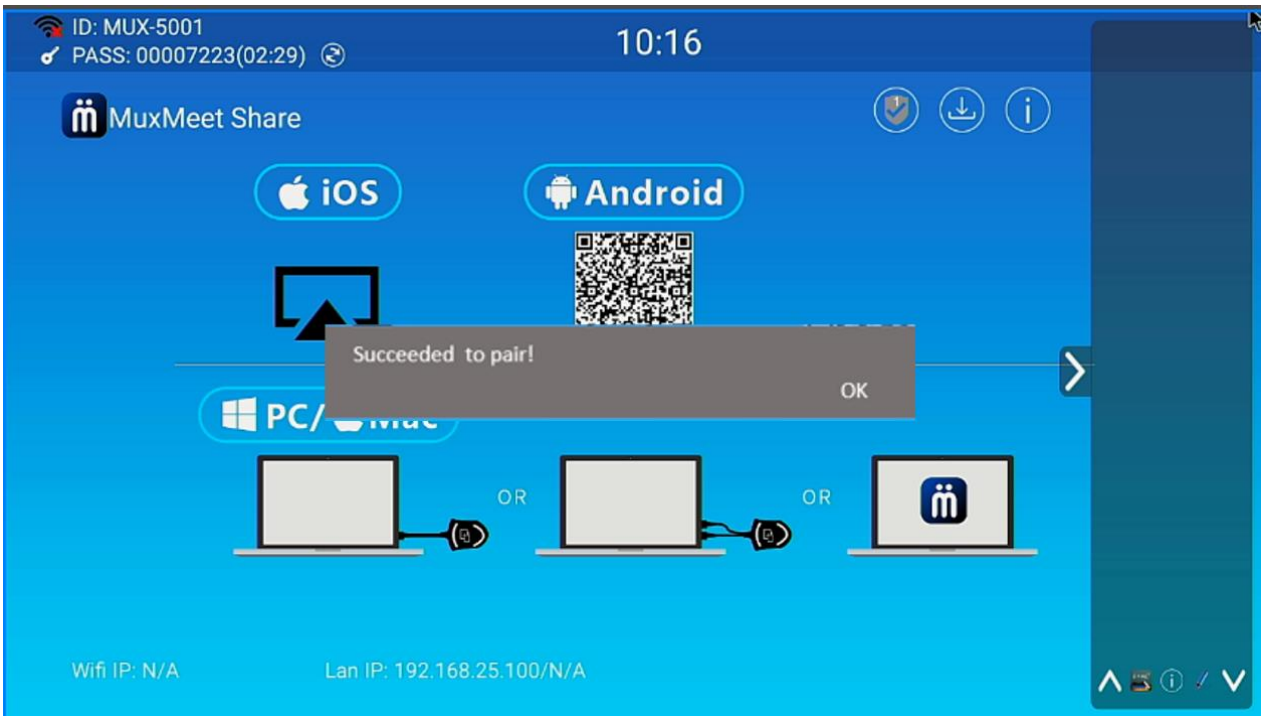
1) Connect MuxMeet Share Dongle-H1 (HDMI dongle, model: 500827) to USB port, or connect MuxMeet Share Dongle-U1 (Type C dongle, model: 500828) to type C port to pair it with the Base unit.

2) Once the Dongles are connected, the message “Dongle is booting, please wait…” will appear as shown below

3) Then, the message “Pairing, please wait…” will appear shown below



4) After completing the pairing, the message “Succeeded to pair!” will appear on the home page, as shown below. Then, please un-plug the dongles and use it for the mirroring on your PC/Laptop.



If the error-message “Configuration fail” is shown, please check the connection of the USB/type C to make sure it is stable and secure after plugging-in and try again.

Note: After each change of the SSID/Wi-Fi channel in the menu, all the Dongles must be paired again! When you buy additional Dongles or when a Dongle should be assigned to another Base-unit, the Dongle must be paired again.

A Dongle can only be paired to one Base-unit at a time. The Dongle will always connect to the Base-unit it was last paired to.

5.3 MIRRORING

5.3.1 Microsoft Windows PC/Laptop with Dongle

You can operate MuxMeet App for Windows optionally **with Dongle.** If there are several participants in a meeting, mixed operation is also possible.

Operating system requirement: Windows XP/Vista/7/8/8.1/10/11 32 & 64 bit.

MuxMeet Share Dongle-H1 (HDMI dongle, model: 500827)

1. Plug the USB port and HDMI port of MuxMeet Share Dongle-H1 to PC/Laptop/MacBook. USB port for power and HDMI for AV.
2. Press the button when the LED indicator is solid white.

3. When the LED is solid red, the desktop is mirroring to the main screen.

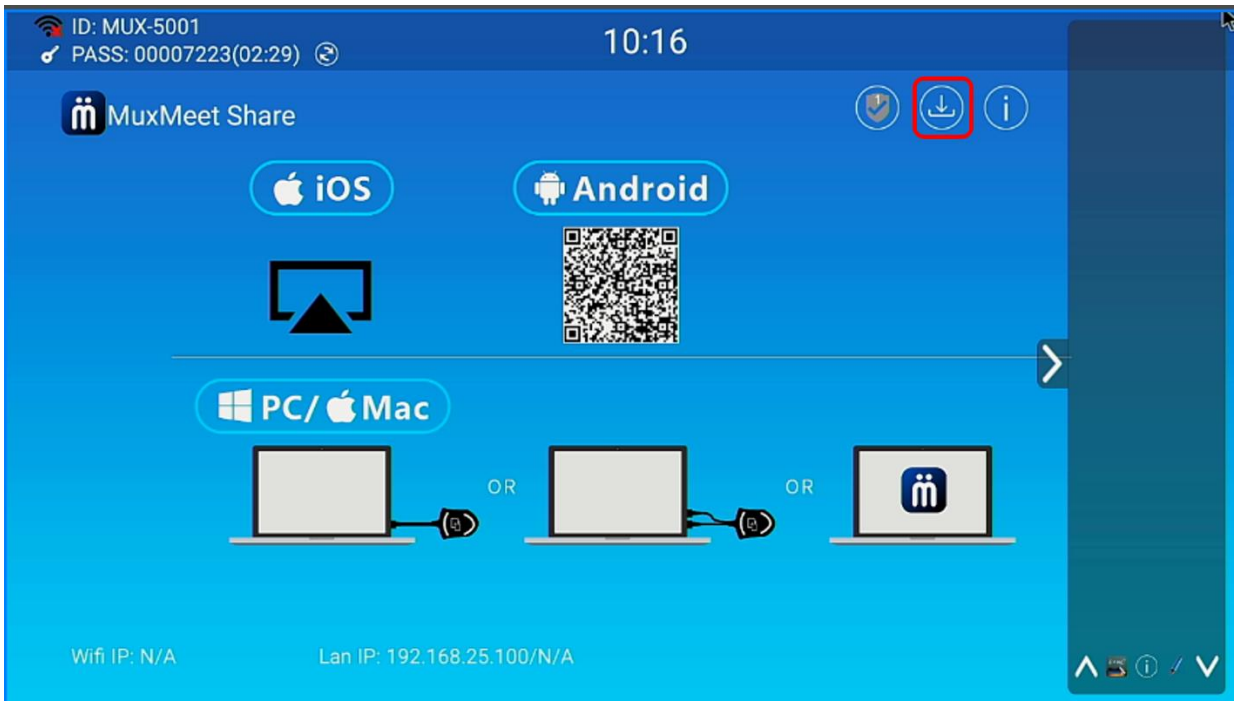
MuxMeet Share Dongle-U1 (Type C dongle, model: 500828):

1. Plug the Type C port of MuxMeet Share Dongle-U1 to PC/Laptop/MacBook.
2. Press the button when the LED indicator is solid white.
3. When the LED is solid red, the desktop is mirroring to the main screen.

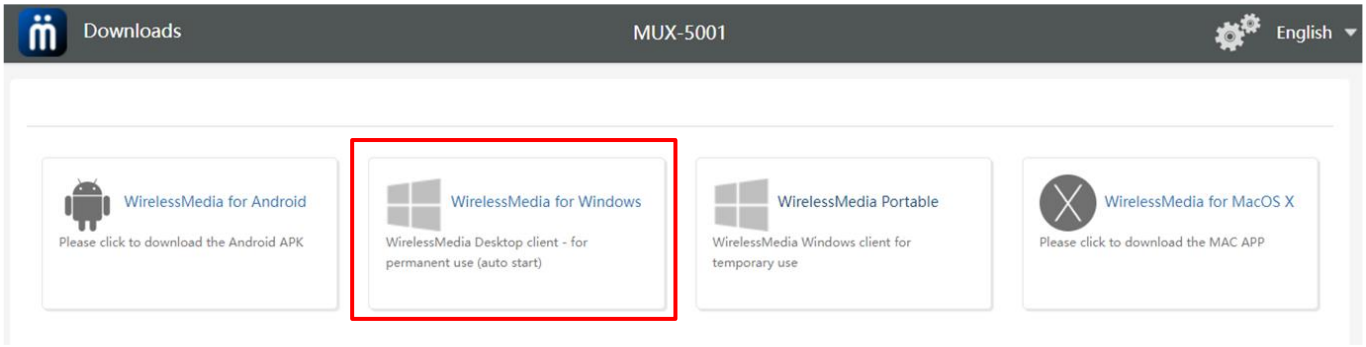
5.3.2 Microsoft Windows PC/Laptop with application

Upon first time use, you have to copy the Launcher program **"MuxMeet Share for Windows"** first on your PC/Laptop.

1. Use a universal USB stick to create a "Launcher", which is stored in the Base unit. Connecting the USB stick to the Base unit and click the DOWNLOAD icon on the homepage to download "MuxMeet-windows.exe" for windows PC/Laptop, "MuxMeet-macOS" for MacBook, and "MuxMeet Windows.apk" for Android devices.

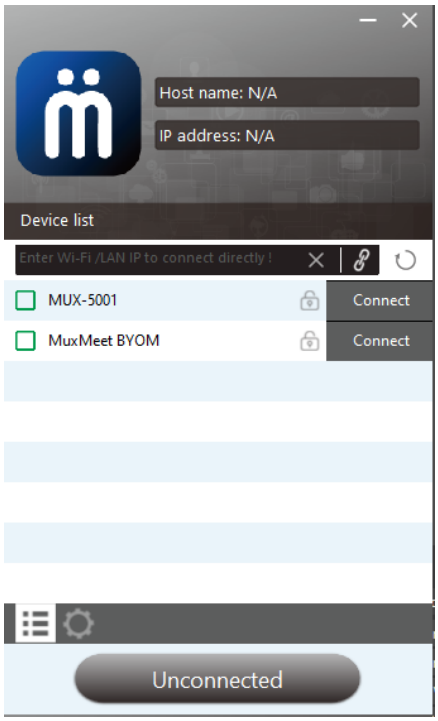


Or you may download the application from the web interface, by connecting the PC/Laptop on the same network as the Base unit.



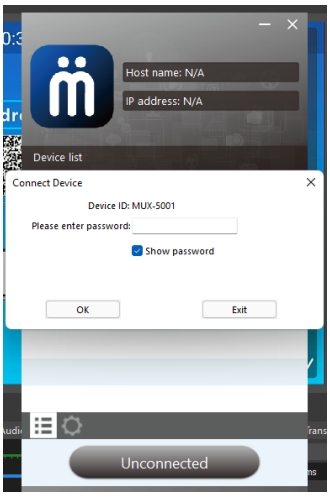
2. Connect your PC/Laptop to the Wi-Fi network displayed on the Home screen or connect it to the network using a network cable.

3. Double-click the "MuxMeet-windows.exe" Launcher program . A list of all available Base units on the same network will be displayed. Select which base you want to connect to. The connections are password protected (lock icon).

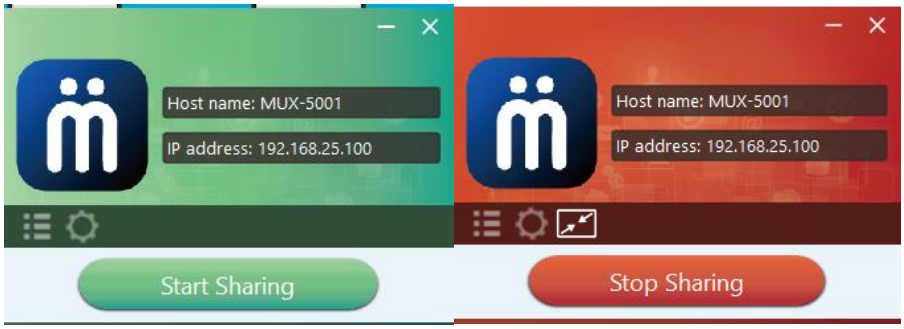


4. Enter the Base unit password and click “connect”, the system is now ready to share.

You can also manually connect by entering the name (SSID) or IP address. (Click icon).
Enter the corresponding Base unit password, press 'OK', and the system is now “Ready to share”.



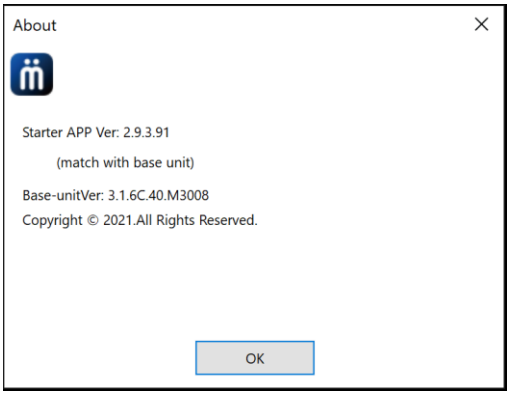
5. Click “Start Sharing” in PC/Laptop, when the window color is solid red, the screen is mirroring to the main screen.



6. Click the “Stop Sharing” button again, to stop mirroring. The window color will show green again. You can minimize the APP-window. In Windows taskbar you can see if the screen is mirroring or not .

Right click the status icon in the Windows taskbar to open the **context- menu**.

- “**About**”: Shows the software versions of the Base-unit, the Dongle, and the launcher program.

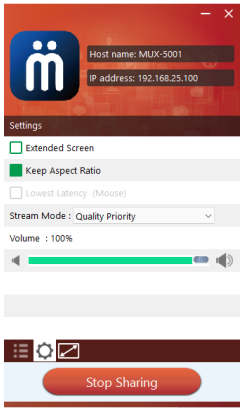


- “**Exit”**: End APP (exits the App).

If you click “**close**” in the upper right corner of the app, the app in the task bar is only minimized and can be recalled again from the taskbar at any time.

5.3.3 Operations for Microsoft Windows PC / Laptop – Extended Screen

Click the icon in App to open/close “options”.



“Options”:

- **Extended Screen:**

  Transfers extended desktop of active source. (Depending on your operating system, may require the installation of the virtual driver “**ExtendedDisplay**“ to function with Windows 10).

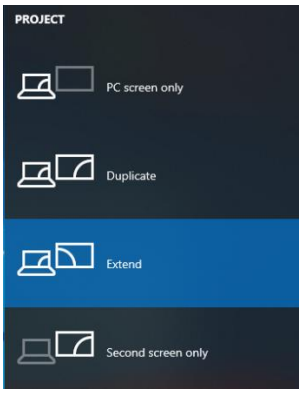
  The primary screen (1) is displayed on the PC/Laptop and the virtually extended screen (2) is displayed on the main screen. If the PC/Laptop has already connected an extended screen (3), the extended screen (2) will always be displayed on the main screen.

  Upon first time use of the function “Extended Screen”, clicking the “Extended Screen” will pop up a message to indicate the installation of the “ExtendedDisplay” driver. Click “yes” to continue, once installed the “Extended screen” function is now ready to use.

Note:

If you select the “Extended Screen” feature, Windows automatically switches to “Extended Mode”. If you stop the transfer with “MuxMeet Windows” (Pause), Windows remains in " Extended Mode" until you press "**Windows key + P**" on the PC/Llaptop to select the "PC screen only" mode.

“Remote control” is available for “Extended screen” since Firmware version V3.0.7C.40A1020.



- **Keep Aspect Ratio:**
  - Keep the original aspect ratio to display on the main screen.
- **Stream Mode:**
  - Fluency Priority: (Default) Image transmission delay is small, image resolution will be lower, suitable for PPT presentation mode.
  - Quality Priority: The image resolution is relatively high, but when the image content is complex, the transmission delay will be relatively larger, suitable for watching video.
- **Low Latency Mouse:**
  - The setting is applied individually for this PC/Laptop only. The shape of mouse-pointer is equal to the shape in the application. There may be a small delay in movement of the cursor (approx. 150 ms). The movement of mouse-pointer is displayed very smooth with **hardly noticeable delay** (about 20 ms) on the main screen, which significantly improves the operation of the application from the main screen. The look of the mouse pointer is always and in all applications, like a typical cursor arrow.
- **Volume Slider:**
  - Adjust the playback volume of the main screen when presentation PC/Laptops are active.

5.3.4 MAC OS PC/Laptop with Dongle

The minimum **macOS operating system required is 10.9**.

MuxMeet Share Dongle-H1 (HDMI dongle, model: 500827)

1. Plug the USB port and HDMI port of MuxMeet Share Dongle-H1 to PC/Laptop/MacBook. USB port for power and HDMI for AV.
2. Press the button when the LED indicator is solid white.
3. When the LED is solid red, the desktop is mirroring to the main screen.

MuxMeet Share Dongle-U1 (Type C dongle, model: 500828):

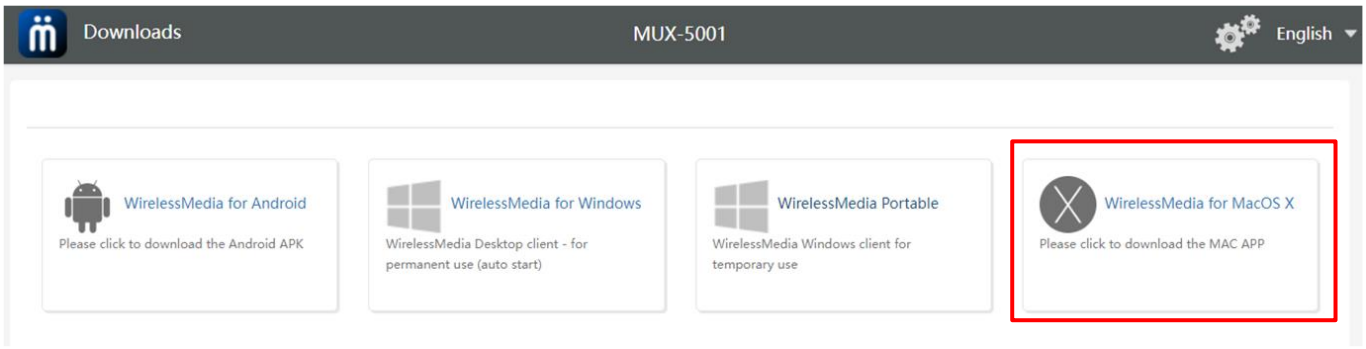
1. Plug the Type C port of MuxMeet Share Dongle-U1 to PC/Laptop/MacBook.
2. Press the button when the LED indicator is solid white.
3. When the LED is solid red, the desktop is mirroring to the main screen.

5.3.5 MAC OS PC/Laptop with application

Upon first time use, you have to copy the Launcher program **"MuxMeet Share for Mac"** first on your Mac.

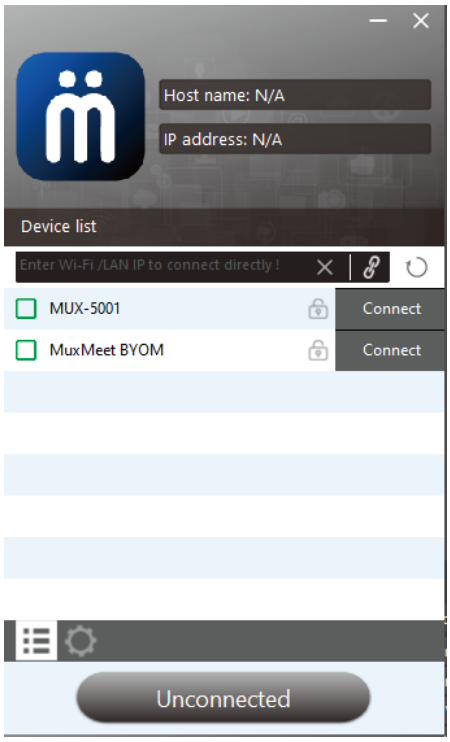
1. Use a universal USB stick to create a "Launcher", which is stored in the Base unit. Connect the USB stick to the Base unit and click the **DOWNLOAD** icon on the homepage to download "MuxMeet-windows.exe" for windows PC/Laptop, "MuxMeet-macOS.app" for MacBook, and "MuxMeet Windows.apk" for Android devices.

Or you can download the application from the web interface, by connecting the MacBook to the same network as MuxMeet Share Base-2.



2. Connect your Mac to the Wi-Fi network displayed on the Home screen, or connect to the **LAN** using a network cable.

3. Double-click the "**MuxMeet -macOS**" Launcher program . A list of all available Base units on the same network will be displayed. Select which device you want to connect to. The connections are password protected (lock icon).

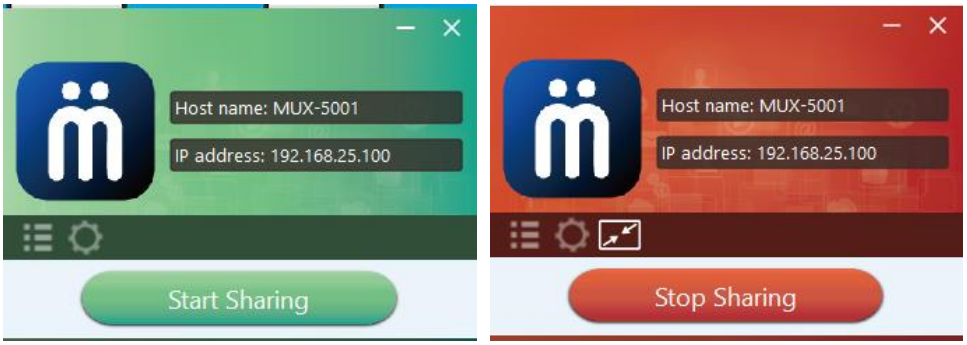


4. Enter Base unit password and click “connect”, the system is now ready to share.

You can also manually connect by entering the name (SSID) or IP address. (Click icon).

Enter the corresponding Base unit password, press **'OK'**, and the system is now ready to share.

5. Click the button “Start Sharing” in Mac. When the window color is solid red, the desktop is mirroring to the main screen.



6. Click the **“Stop Sharing”** button to stop mirroring. The window color shows green again. You can minimize the APP-window. In the top menu-bar you can see if the screen is mirroring or not .

Right click the MuxMeet status icon in top menu-bar to open the **context- menu**.

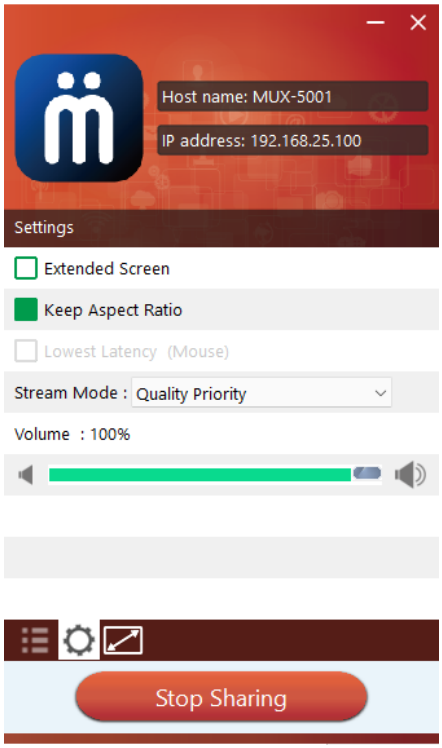
- “**About**”: Shows the software versions of the Base-unit, the Dongle, and the launcher program.

- “**Exit”**: End APP (exits the App).

If you click “**close**” in the menu bar of the app, the app in the top menu-bar is only minimized and can be recalled again from the top menu-bar at any time.

5.3.6 Operations for Apple MacOS, MacBook – Extended Screen

Click the icon in App to open/close “options”.

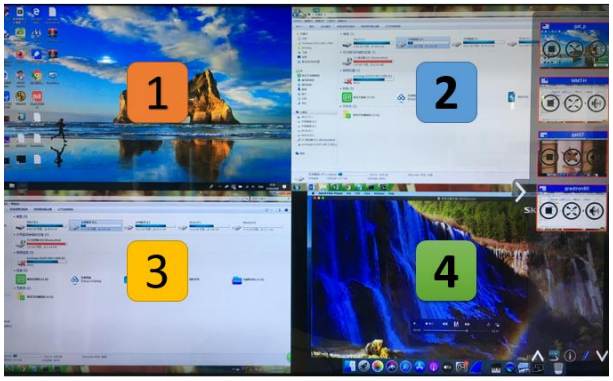


“Options”:

- **Extended Screen:**
  - Transmits the Extended desktop (“Use a Separate Display”) only via AirPlay, when activated for Display on MuxMeet-macOS.
- **Keep Aspect Ratio:**
  - Keep the original aspect ratio to display on the main screen.
- **Lowest Latency (Mouse):**
  - The setting is applied individually for this PC/Laptop only. The shape of the mouse-pointer is equal to the shape in the application. There may be a small delay in movement of the cursor (approx. 150 ms). The movement of mouse-pointer is displayed very smooth with hardly a noticeable delay (about 20 ms) on the main screen, which significantly improves the operation of the application from the main screen. The look of the mouse pointer is always and in all applications, like a typical cursor arrow.
- **Stream Mode:**
  - Fluency Priority: (Default) Image transmission delay is small, image resolution will be lower, suitable for PPT presentation mode.
  - Quality Priority: The image resolution is relatively high, but when the image content is complex, the transmission delay will be relatively larger, suitable for watching video.

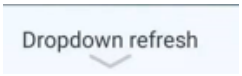
5.3.7 Quad view mirroring:

MuxMeet Share Base-2 Base unit can mirror 4 sources onto a main display simultaneously and supports PC/Laptops and mobile devices.



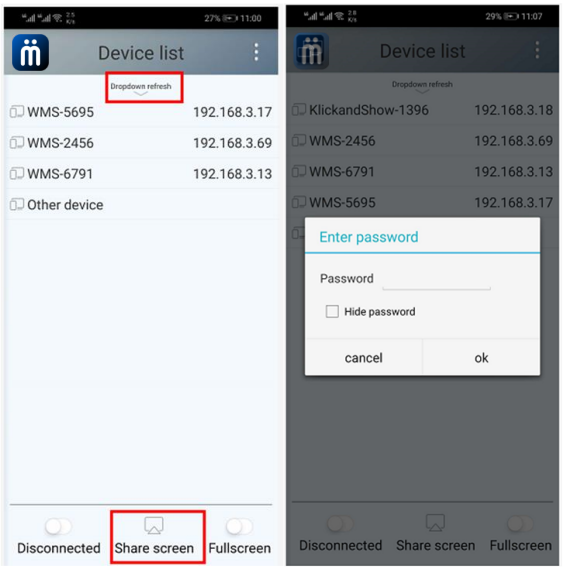
5.3.8 Mobiles Devices

Sharing on Android devices

1. Open the “MuxMeet Share” application.
2. Connect your mobile device and the Base unit on the same network.
3. Open the “MuxMeet Share” application in your mobile device, and you will see the Home Page of “MuxMeet Share” as shown below. and click the device list refresh button 

for Android.

4. Select the Base unit you want to connect, enter password and mirror.

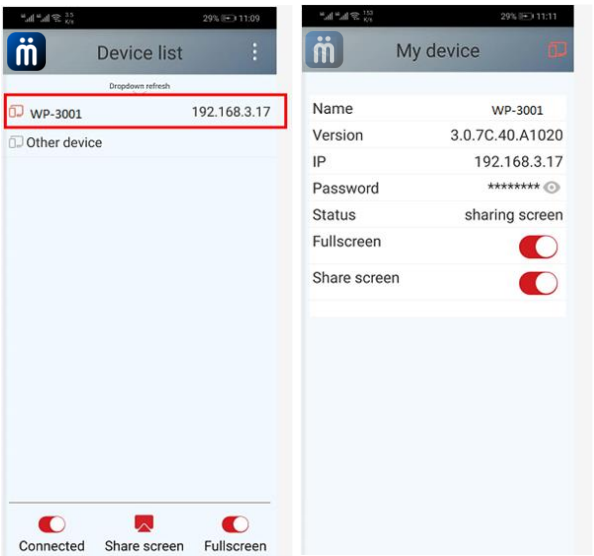


5. After completing the pairing, it shows OSD "***" on the home page. For example, if we connect it to a HUAWEI-PLA-AL00, it shows a "HUAWEI-PAR-AL00" on screen, as shown below.

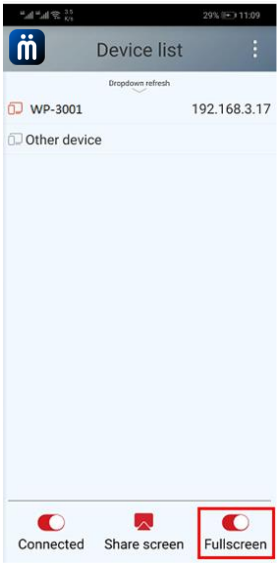
6. Now you can mirror your mobile desktop.

7. Click the "Share Screen" button again to stop mirroring.

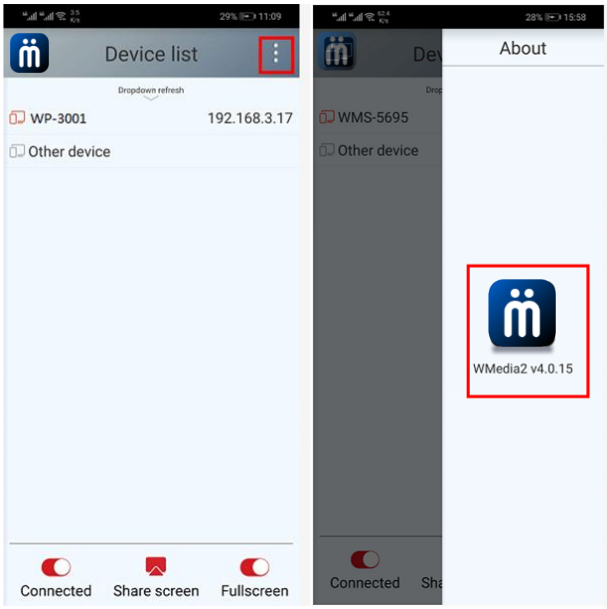
8. Click the connected device name to check the Base unit status and Base unit firmware version.



9. Click "Fullscreen" to be in full screen mode on the main screen when more than one signal is connected and shared.



10. Click the upper right corner icon, to check the “MuxMeet Windows” application version information.



Sharing on iOS devices

1. With **AirPlay** technology, the user can stream his screen or music via wireless connectivity to the Base unit.

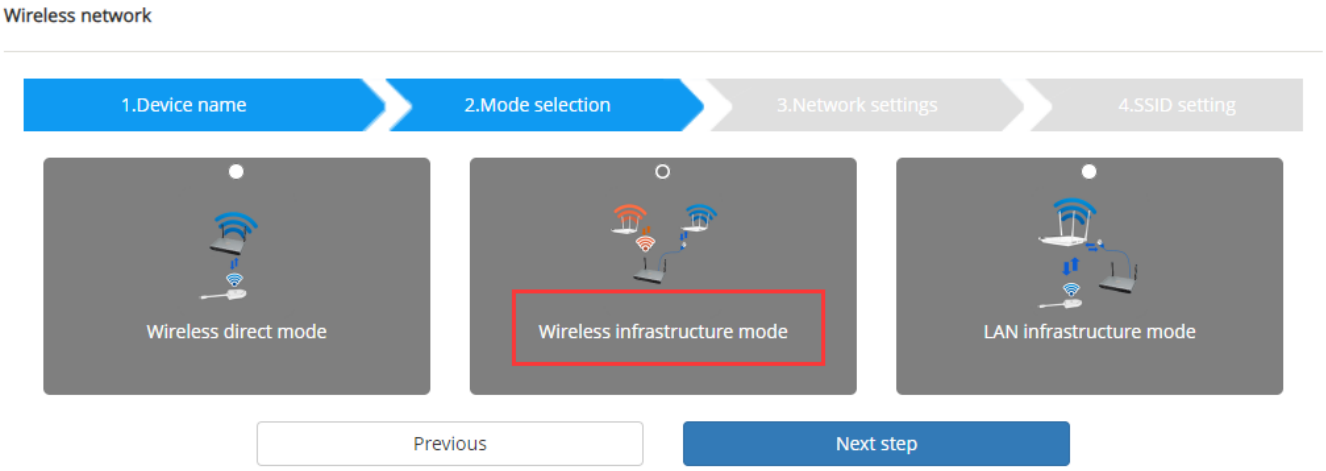
Connect your iOS device to the same Wi-Fi network as MuxMeet Share Base-2.

For iOS devices, click the **Airplay** icon on your Apple device and select the target MuxMeet Share Base-2 to start mirroring to the main screen.

It will show OSD on home screen after connecting successfully.

5.3.9 Miracast on Android Devices and WIN10 PC/Laptops

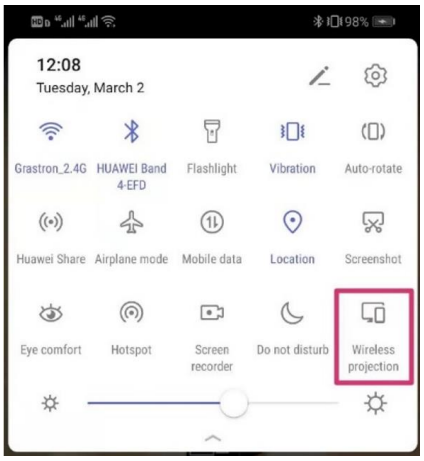
Note: Miracast function is available only if MuxMeet Share Base-2 is set to “wireless infrastructure mode”.



Android Devices

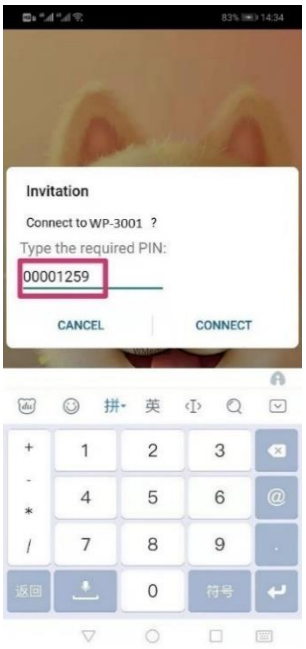
Steps shown below:

1. Make sure the Wi-Fi or WLAN is enabled.
2. Swipe down from the top of phone’s screen and click the wireless projection icon in the popup page.



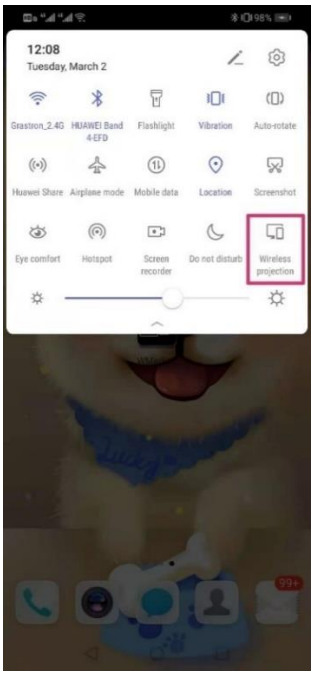
3. It will pop up the wireless projection window, and then find the proper Base unit in the list to connect to.

Note: under Security Level 1 mode, there is no need to enter password to connect. Under Security level 2 and Security level 3 mode, you will need to enter the password displayed on the MuxMeet Share Base-2 home.



4. After entering the password, it will show your mobile content on the display.

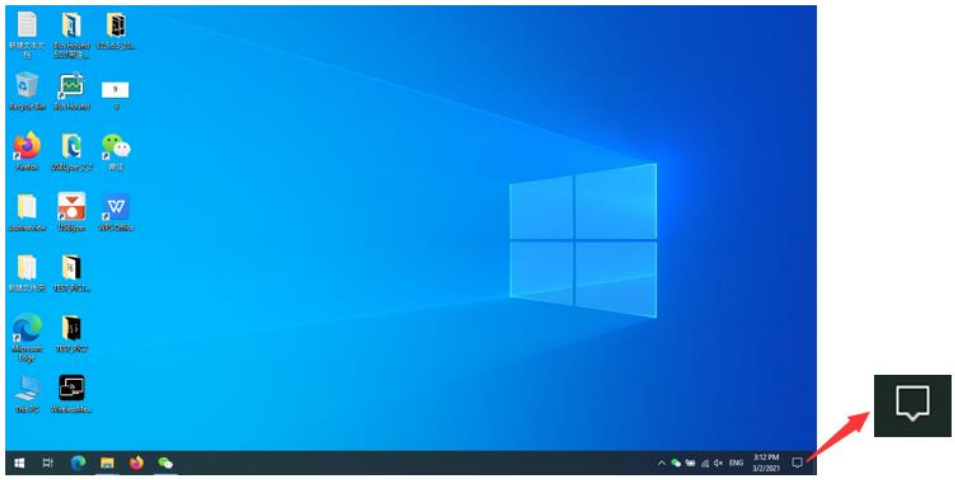
5. Click the “wireless projection” icon again to disconnect and stop mirroring.



WIN10 PC Miracast

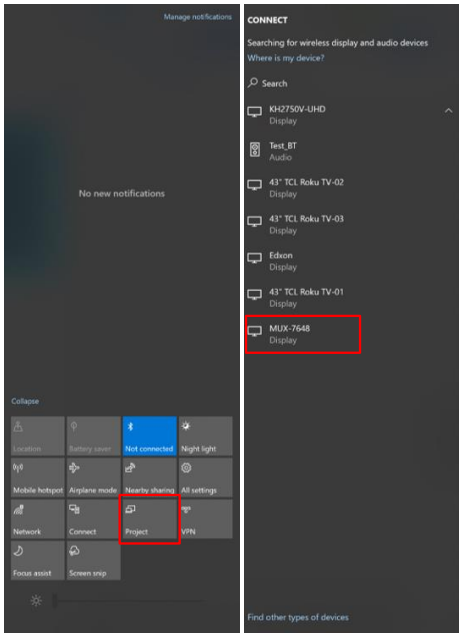
1. Make sure the Wi-Fi or WLAN is enabled.

2. Click the PC/Laptop bottom on the lower-right corner operation zone icon as shown below.



3. Click “project” icon to enter password on home screen to connect and mirror.

Note: under Security Level 1 mode, there is no need to enter password to connect. Under Security level 2 and Security level 3 mode, you will need to enter the password displayed on the MuxMeet Share Base-2 home.



4. After entering the password, it will show your mobile content on the display.

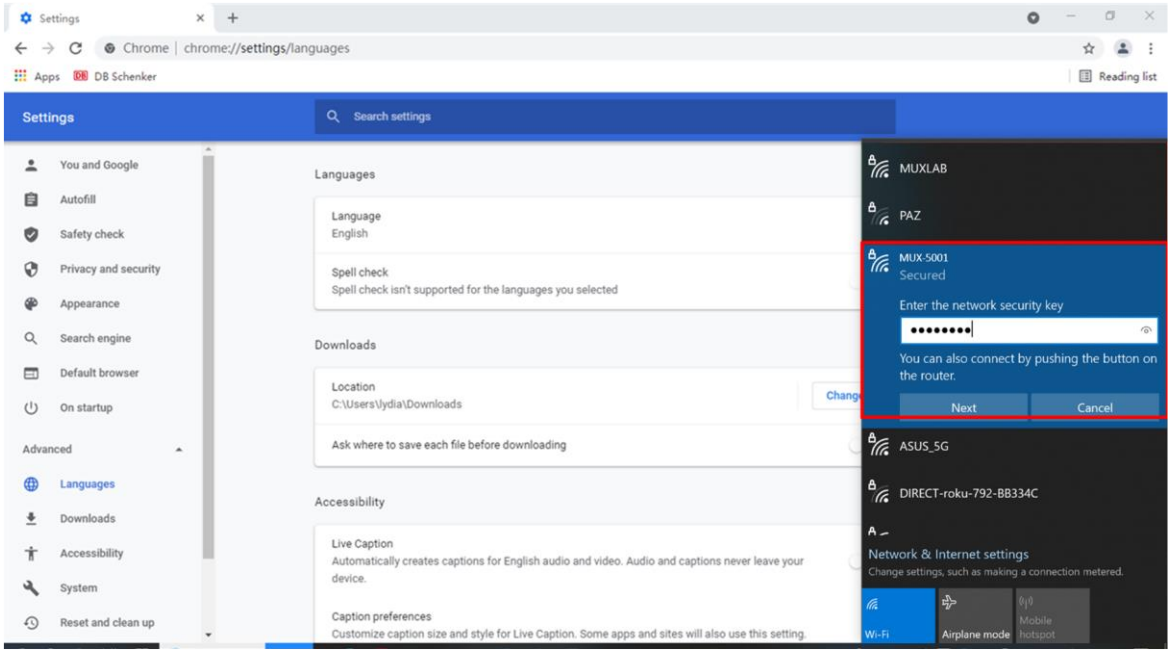
5. Click the “project” icon again, to disconnect and stop mirroring.

5.3.10 Chromecast on PC

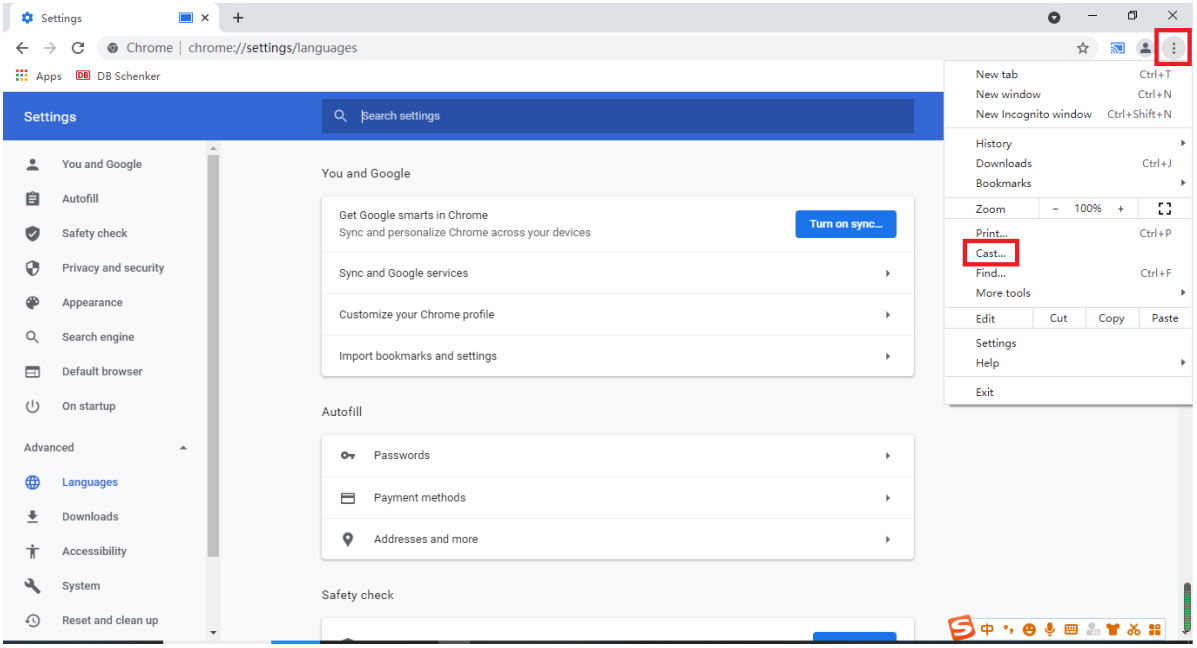
MuxMeet Share Base-2 supports Chromecast function on WIN 7 and WIN 10 PCs/Laptops.

PC/Laptop and MuxMeet Share Base-2 unit need to be in the same LAN network to start casting content onto the screen via Chromecast.

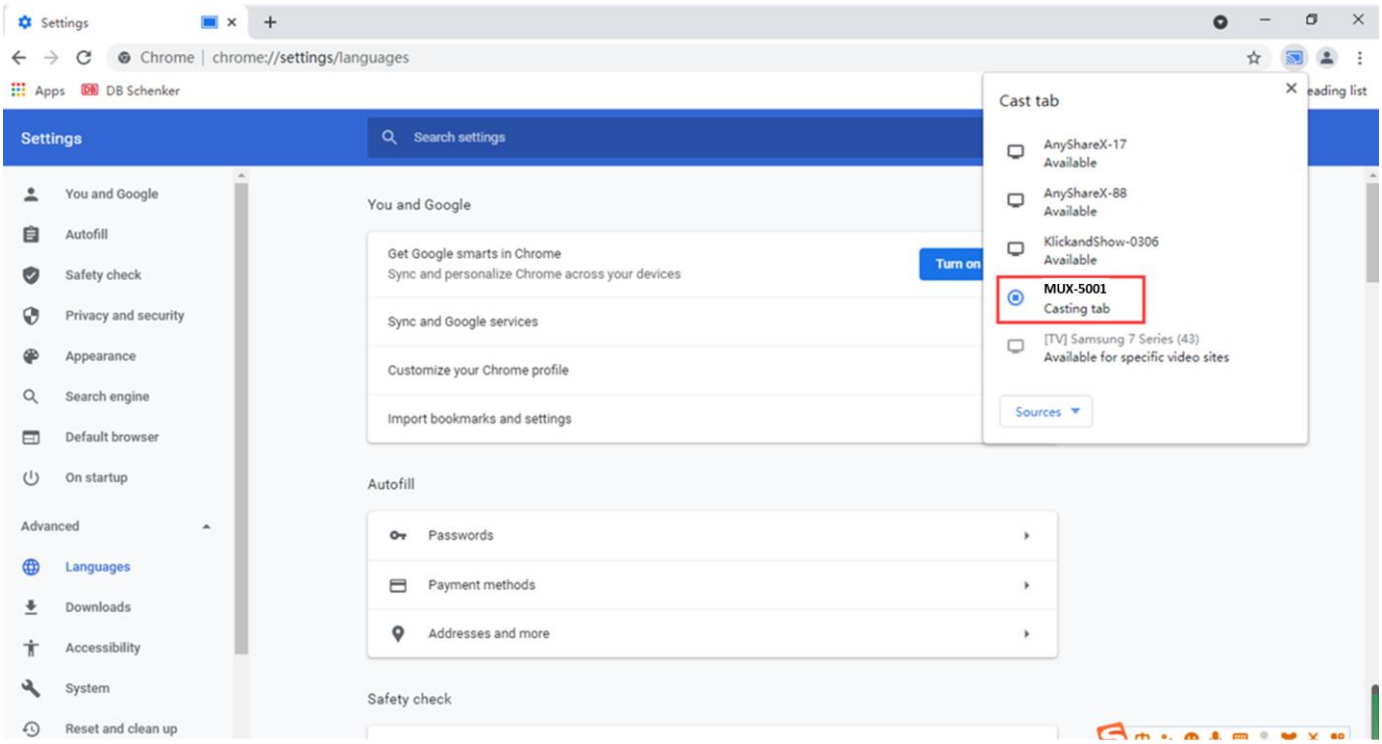
1. Open Chromecast browser, connect your PC to the same network as MuxMeet Share Base-2, as shown below.



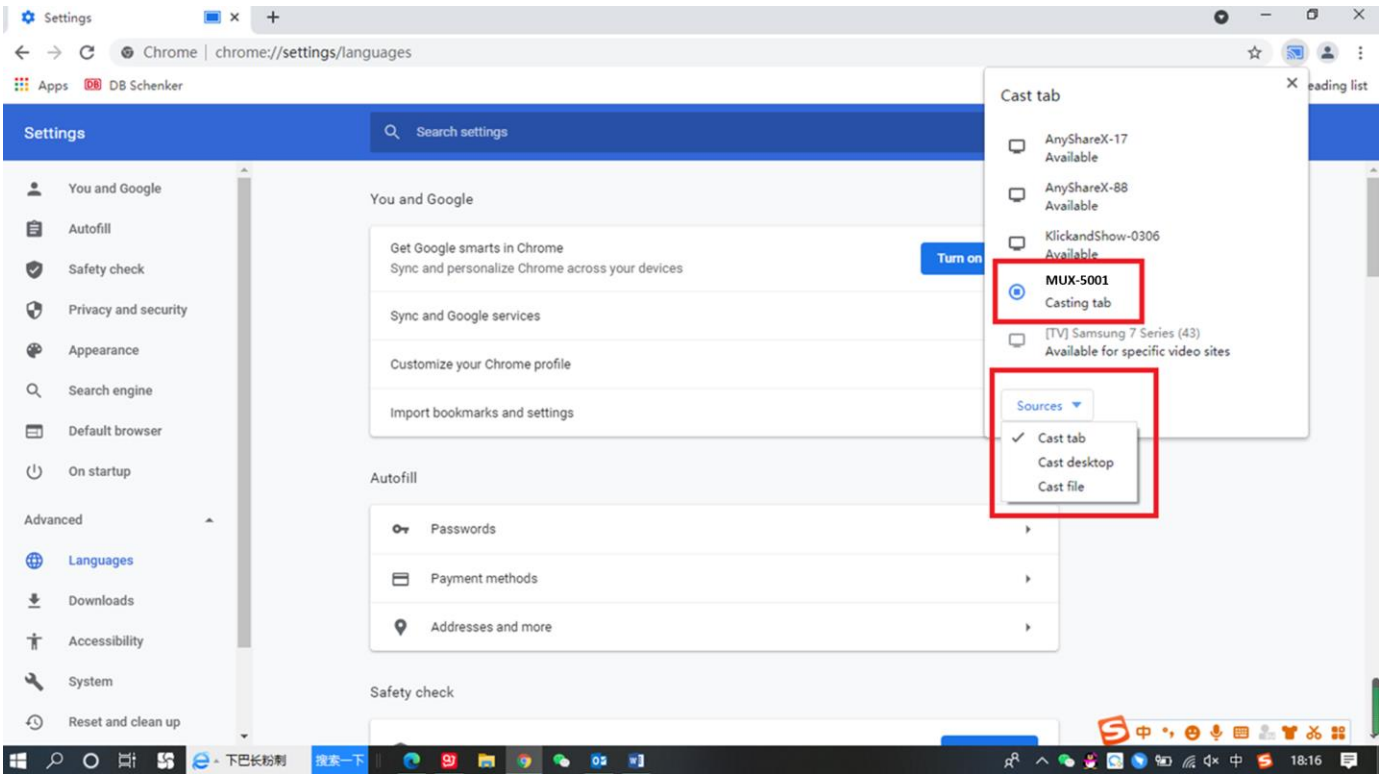
2. Click “cast” to start Chromecast function.



3. Find target Base unit SSID as shown below. Then click to connect.

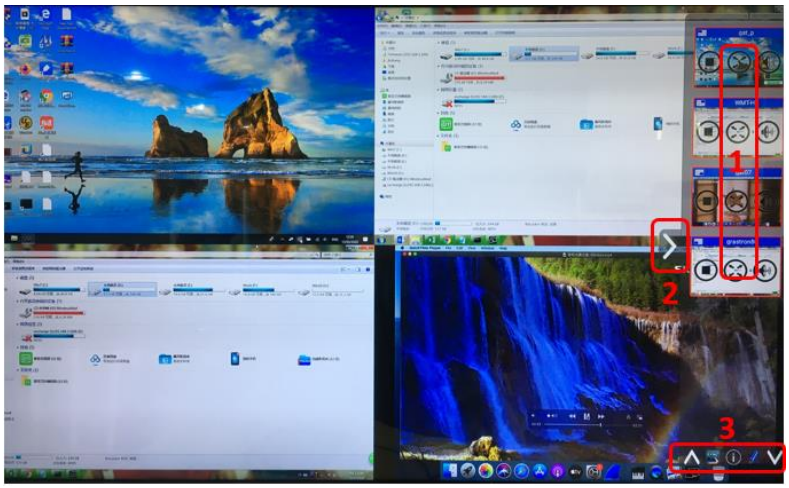


4. There are three cast options to choose from: Cast tab, Cast desktop, and Cast file.

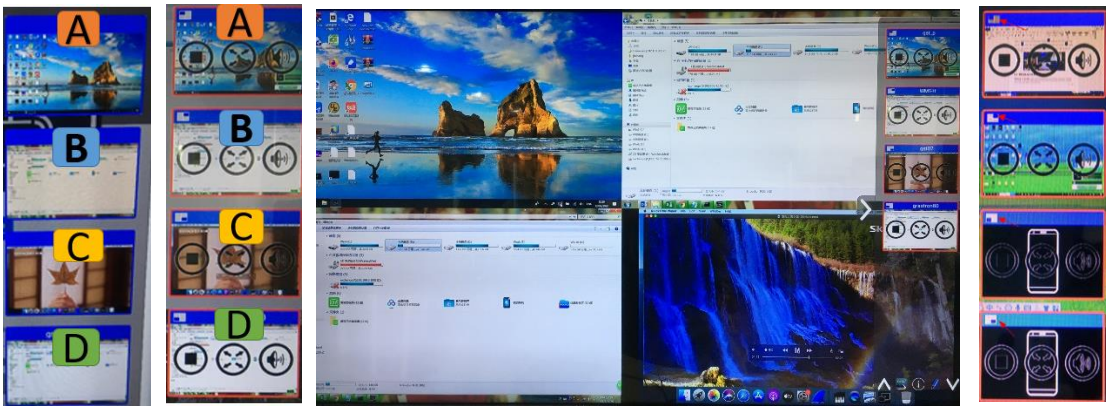


5.4 PREVIEW WINDOW

With a touch screen or mouse connected to MuxMeet Share Base-2, you can click the arrow (2) to show the small preview windows on the right edge of the screen, or to hide them if they are annoying. Once the preview windows are activated, you will see live images (1) of all connected transmitters. Just scroll UP or DOWN (3) to see more preview images.



As soon as the presenter is clicking on the mouse of the Base-unit, or clicking with a finger on a touchscreen, the appropriate participant of the meeting is activated. Another click of the arrow shows his picture on the main screen in full format. A red frame is shown for the active picture. The button indicates play button, click to show screen. The button indicates step out screen, click to stop mirroring the current signal. The button indicates full screen, click to be in full screen on main display. The button indicates volume, click to adjust the volume of connected signal. The button indicates the location of connected devices on main screen.



5.5 WHITEBOARD & ANNOTATION

Whiteboard and **Annotation** requires an HID compatible device, such as interactive white board or interactive touchscreen. It is easy to use, makes collaboration in your business more productive and effective: documents can be easily written, edited, captured, and shared.

Whiteboard: write all your ideas and share the digital notes with anyone. Different colors of pen and background can be selected.

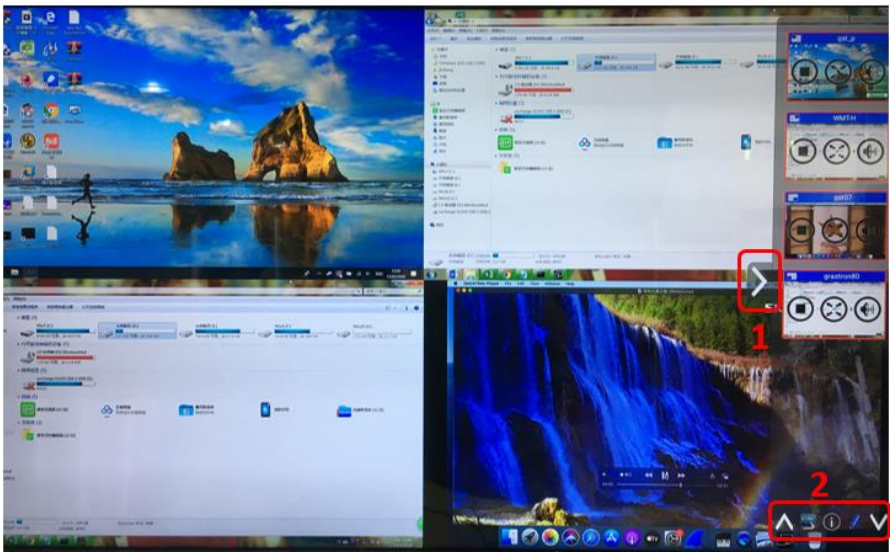
Annotation: draw or write annotations in overlay within your documents, presentations. Save and share everything that was discussed. Different colors of pen can be selected.

How to start Whiteboard or Annotation mode

Select the "Preview window" in the Home Screen to start this mode.

Tap (click) the LEFT-arrow (1), located on the right side of the screen, and select **Whiteboard** or Annotation icon icon in (2).

Icon in (2) indicates "information", click to check the Base unit SSID, password, Wi-Fi IP, and LAN IP address when some devices are sharing on main screen. This info will show on main screen for at least 20s, and will then disappear automatically. In order to let other attendees, join into meetings as well.



The toolbar for Whiteboard or Annotation appears in the bottom of your screen.

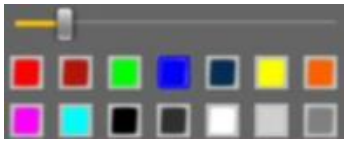
If another user is mirroring, the Whiteboard & Annotation function is closed.

5.5.1 Whiteboard

Click on the icon to enter the white Whiteboard page. You can create free drawings with your finger via touchscreen, or mouse (multitouch capability).

Use the toolbar to select one of the following functions.

ID	Icons	Function
Tool bar 1		Add an empty page
		Delete the actual page
		Display previous or next page

Tool bar 2	 	Undo: one step backward in changes Redo: one step forward in changes Erase part of drawings or annotation, change erase diameter with a longer tap Clear the entire drawing/writing on the screen Pen allows writing/drawing in different colors Draw basic geometric shapes Select color of board, the drawing will be kept
Tool bar 3		will pop up, when “Pen” or “Draw shape” or “Select color of board” is selected, for individual change of size of Pen, Shape, or color.
Tool bar 4 **File options** 	 	Save the current screenshot on local storage (PNG+WMN) Close Whiteboard to go back to the Home screen, actual project can be saved on local storage (WMN) File options: • Open WMN-file from local storage and continue/edit an older project • New project • Save as WMN on local storage in unit, but it will be erased after POWER-OFF • Import from U disk stored project (WMN) • All pages are saved as PDF on local storage • Clear history – delete all whiteboards & annotations files on local storage

5.5.2 Annotation

Click on icon to enter the Annotation function.

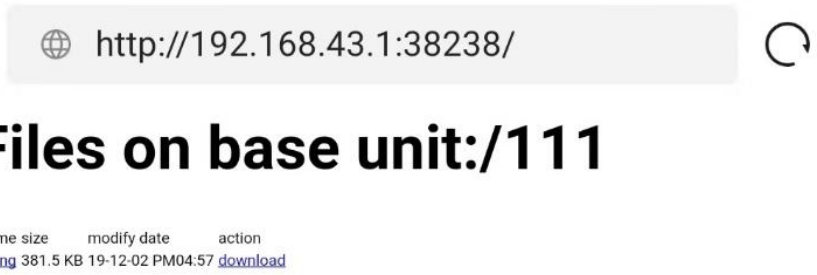
Use the toolbar to select one of the following functions.

ID	Icons	Function
Tool bar 1		Undo: one step backward in changes
		Redo: one step forward in changes
		Erase part of drawings or annotation, change diameter via a longer tap
		Clear the entire drawing/writing on the screen
		Pen allows writing/drawing in different colors

		Draw basic geometric shapes
Tool bar 1		Close Whiteboard to go back to the Home screen, actual project can be saved on local storage (WMN) Close Whiteboard to go back to the Home screen, Save the current screenshot on local storage (PNG)

Download the drawings to connected users

Scan the QR-code with your mobile's camera or enter the given IP-address in a browser. If the network connection is set properly, you will get the saved files on the Base unit, which you can download as PNG files. The possibility for download will be closed after you click OK. You can copy data to USB disk and put this USB disk into the Base-unit and import with "Import from U disk" to the Whiteboard-section.



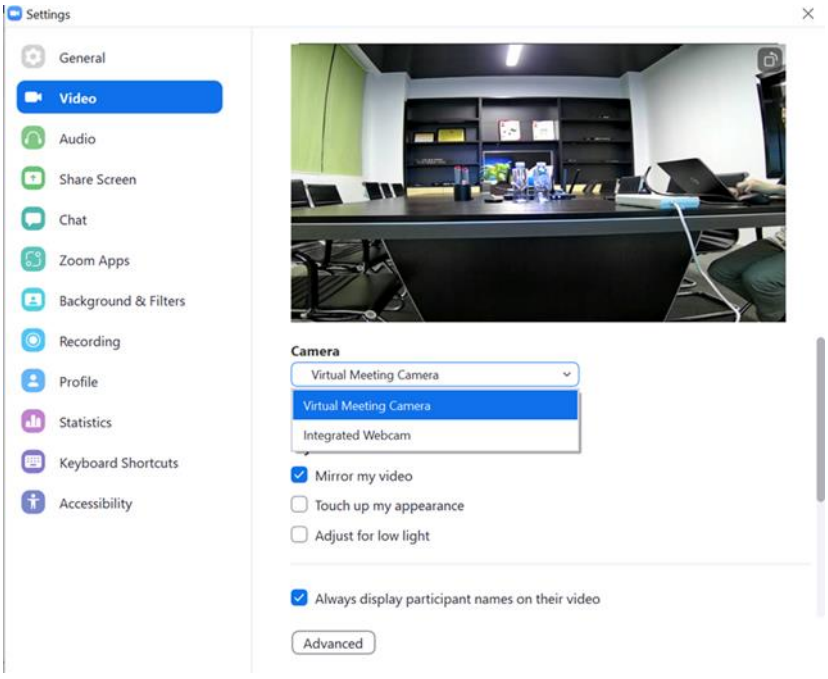
6 START VIDEO CONFERENCING VIA USB-OVER-WIFI TECHNOLOGY

To start a video conference with your own laptop, but using the USB devices in the room, such as the camera, microphone and speaker, for a better AV experience.

6.1 START WITH DONGLE OR PC APPLICATION

1. Make sure the room USB devices and display are well connected with WU-10 by cables.
2. Refer to chapter 5.3.1 and chapter 5.3.2, make sure the laptop is well connected with MuxMeet Share Base-2 wirelessly, either by software application or dongle transmitter.
3. Virtual driver is required to install in windows OS to support USB over Wifi for the 1st time, MAC OS to support USB over Wifi is still under development, when the driver is well installed, there will be two icons of camera and mic shown in the application UI, the white color indicates the USB camera and speaker/mic are connected, the green color indicates the USB camera and speaker/mic are in use for example by VC applications.

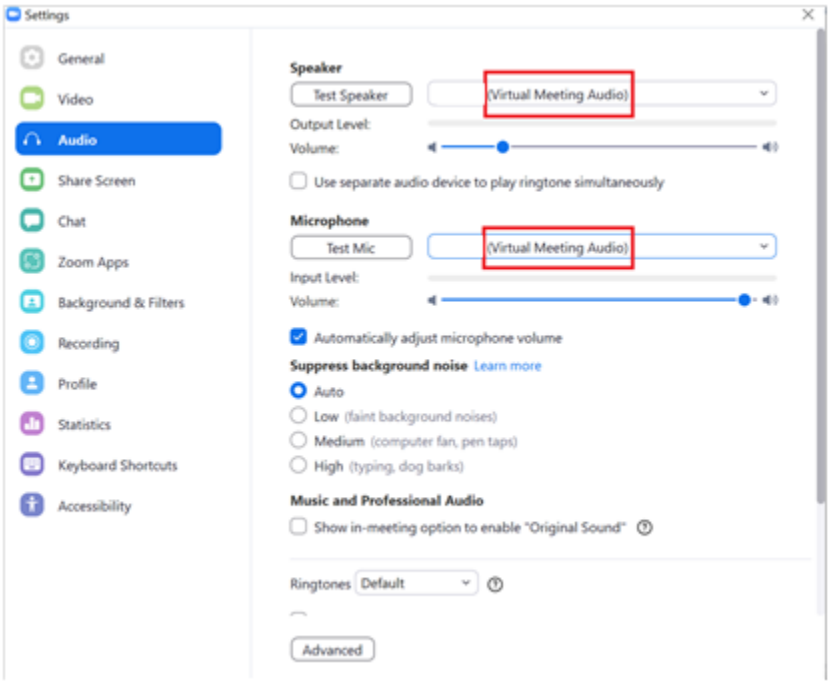
4. Launch VC application such as Zoom from desktop, choose **Settings>Video>Camera>Virtual Meeting Camera**.



Setting>Audio

For Speaker select Virtual Meeting Audio

For Microphone select Virtual Meeting Audio

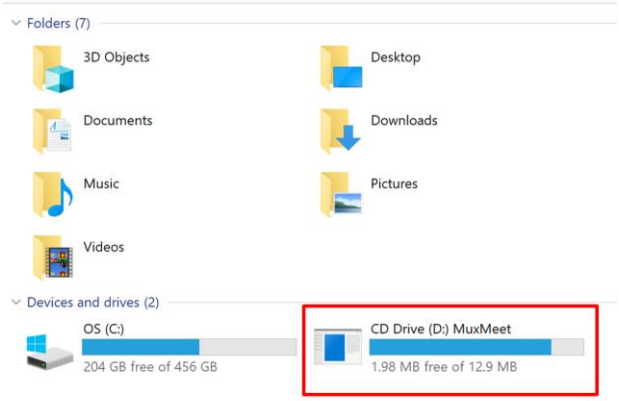


5. Click “Start Sharing” button in the application, sharing the desktop of laptop to the display.

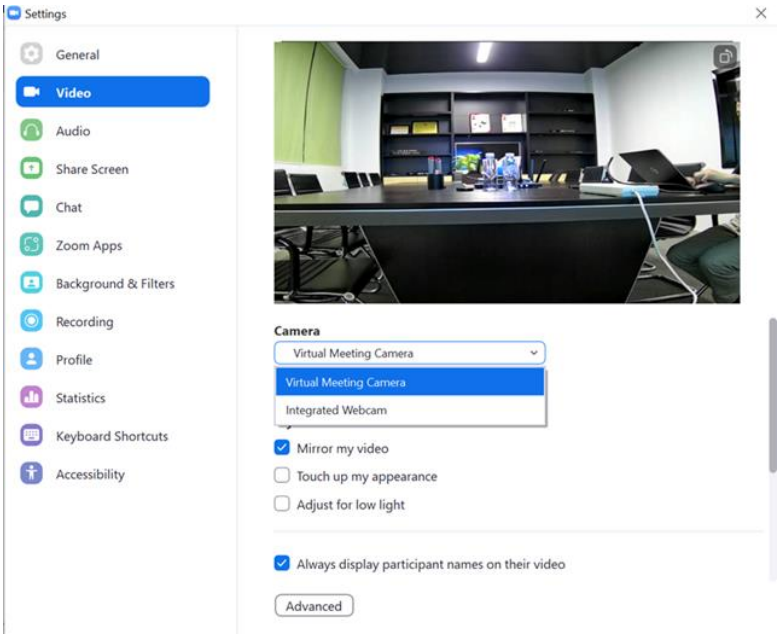
Now, you are ready to start video conferencing with room USB devices and display.

6.2 START WITH HDMI DONGLE OR TYPE C DONGLE

Note: when starting a wireless conference via dongle, for first time use, it will need to double click the “WuxMeet.exe” application to run, which is in your CD Drive of PC as below path. Since second time use, the software will be run in the background of Windows OS automatically, this is a patent avoiding operation, end user can ignore it.



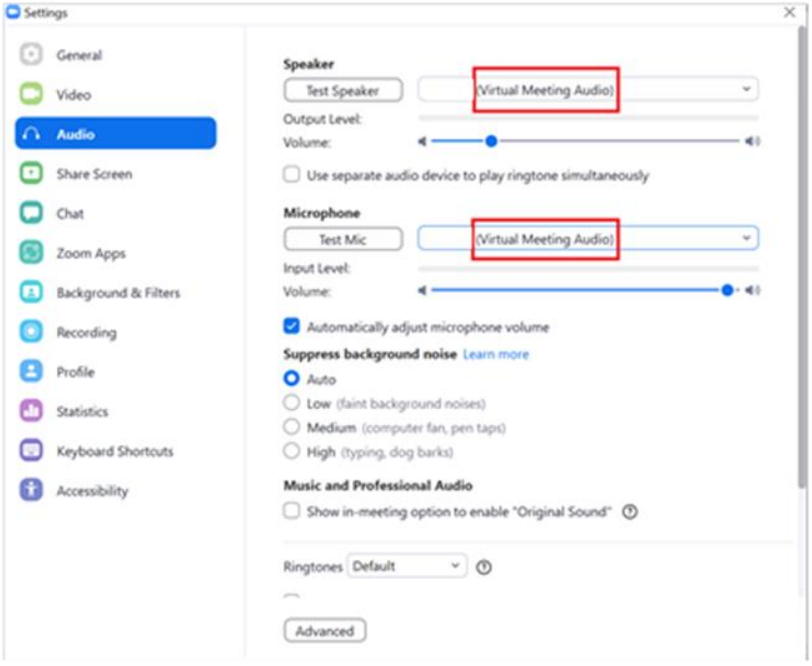
1. Make sure the room USB devices and display are well connected with WU-10 by cables.
2. Please refer to chapter 5.3.1 and make sure the laptop is well connected with MuxMeet Share base-2 wirelessly in the same network by HDMI dongle or USB-C dongle.
3. Launch VC application such as Zoom from desktop, Choose **Settings>Video>Camera>Virtual Meeting Camera**.



Setting>Audio

For Speaker select Virtual Meeting Audio

For Microphone select Virtual Meeting Audio



4. Touch the dongle to share the desktop

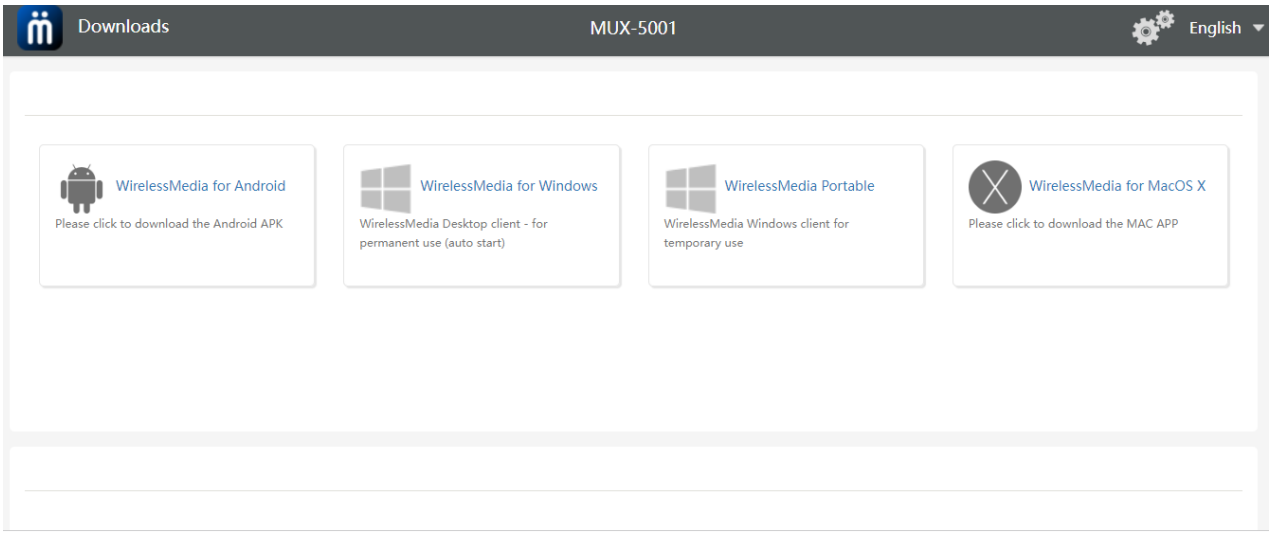
Now, you are ready to start video conferencing with room USB devices and display.

Note: if application detect the PC and base unit is not in the same network, it will auto pop out an indication to change the network to the base unit's AP. After a few seconds they're connected, the camera, Mic and speaker data will be transferred to the PC; But pls be noted that if the base unit is not accessed to the internet, that will cause the video conference offline.

7 WEB SETTING MANAGEMENT CONFIGURATION

Connect Base unit ID & Password or LAN IP onto PC/Laptop, to enter Wi-Fi IP browser page to configure settings of Base unit. The "MuxMeet Windows.exe" and "MuxMeet Windows-Pro.exe" for windows PC/Laptop, "MuxMeet Windows-macOS.app" for Mac OS X, and "MuxMeet Windows" for Android can be downloaded here.

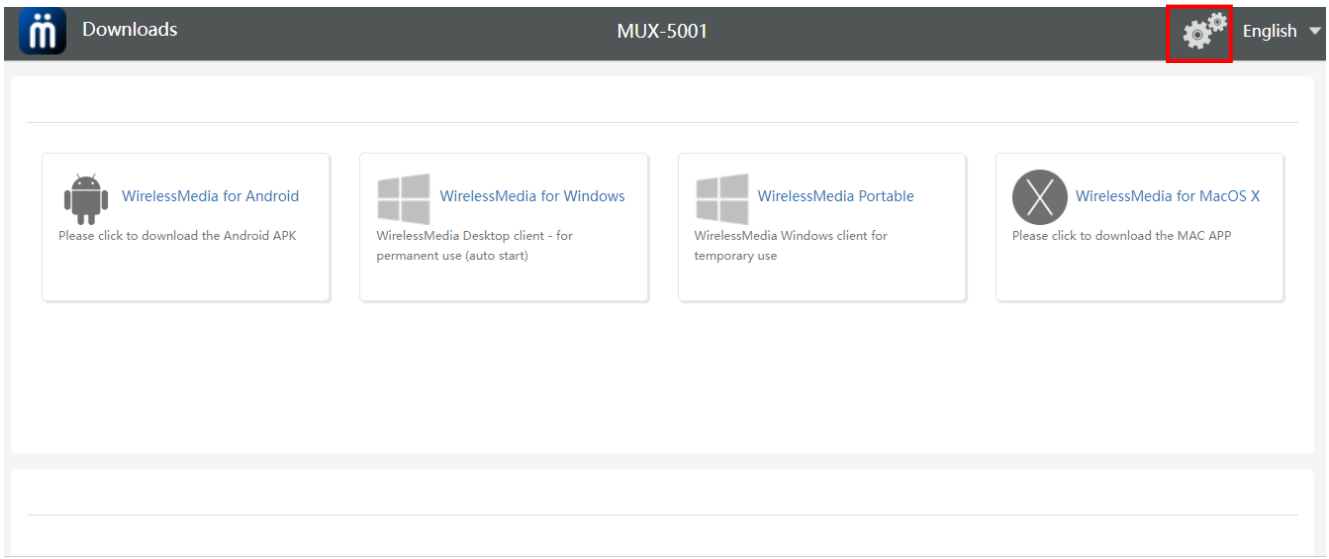
Note: after changing settings, the user must wait at least 1 min to restart the unit. Otherwise, the modification in the settings will not be saved.

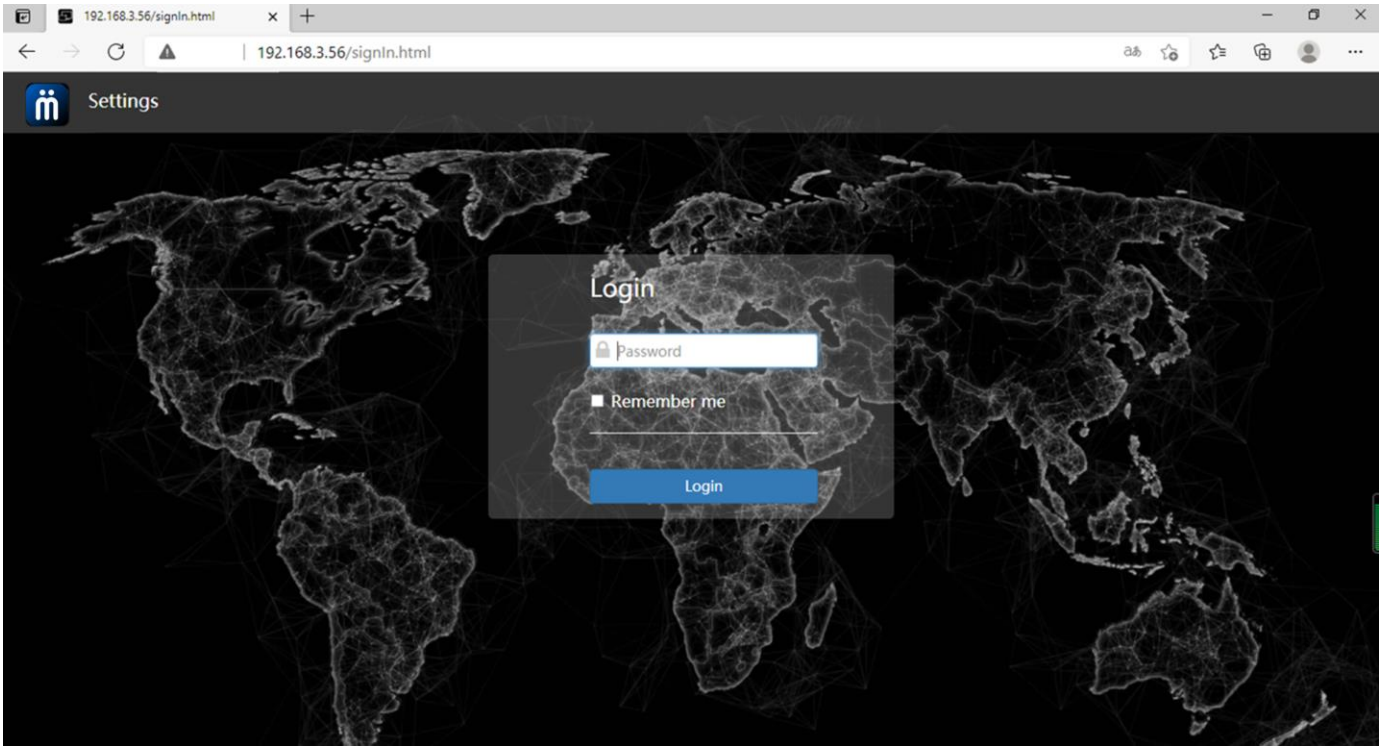


Click "Setting" on the top right corner to enter menu to configure.

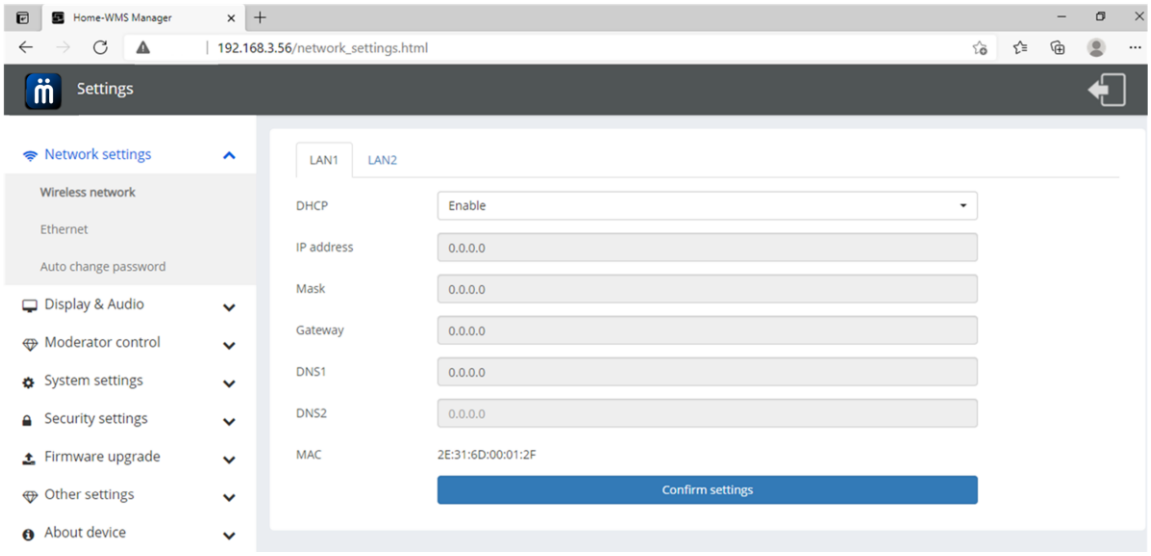
A password is required to enter the configuration menu. The default password after Reset is "admin". You can change the password in menu "Security setting".

Note: *If user has forgotten his password, you need to do a Factory Reset to restore "admin" as the password.*





The main interface of Setting is shown below, including **Network settings, Display & Audio, Moderator control, System settings, Security settings, Firmware upgrade, Other settings, About device.**



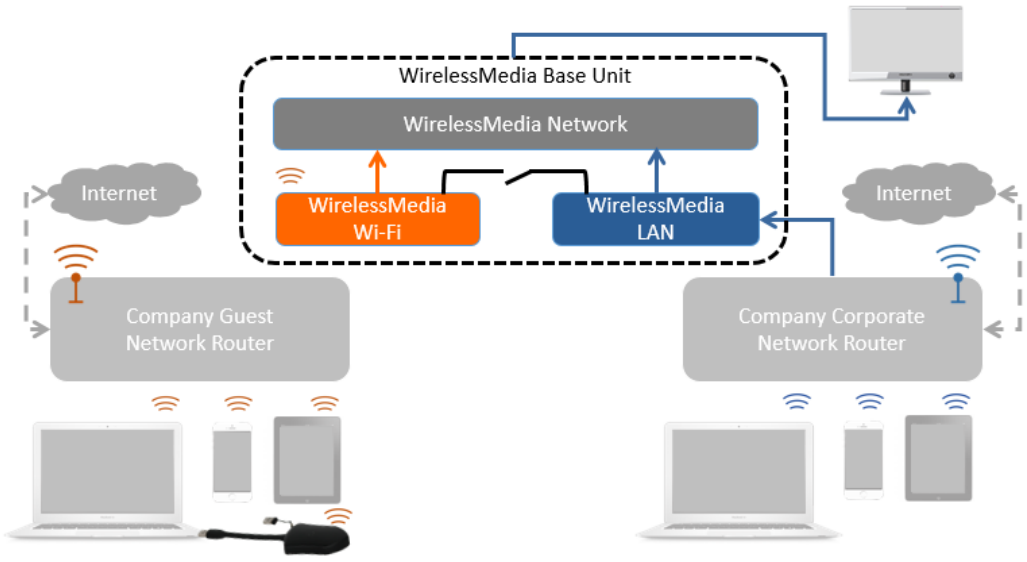
7.1 NETWORK SETTINGS

7.1.1 Wireless network

To take full advantage of the MuxMeet possibilities, MuxMeet Share Base-2 should be properly integrated in the organization's network (company/university/school). This wizard allows users to create a custom configuration for integration of MuxMeet Share Base-2 into the existing wireless infrastructure in larger organizations.

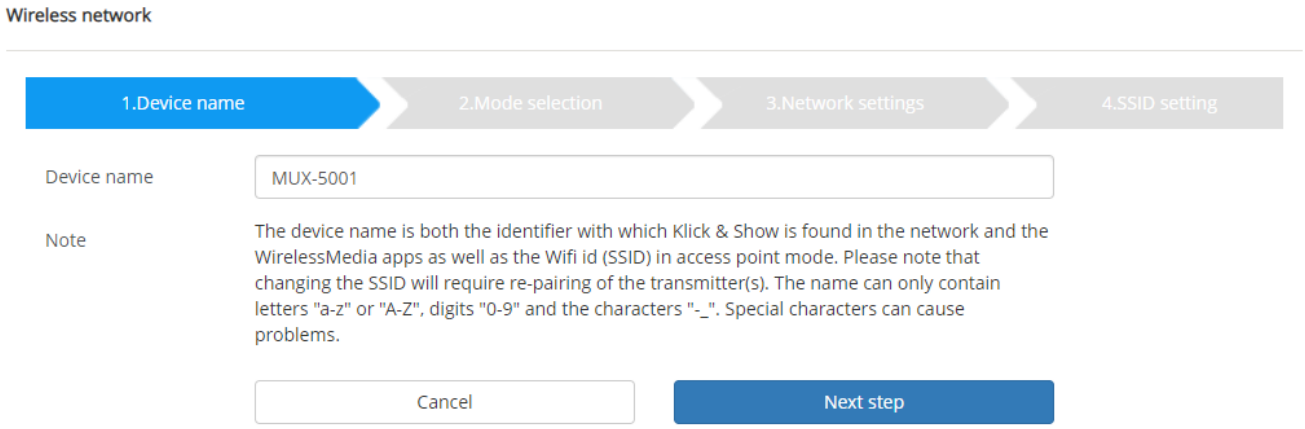
Segmented Dual Network, allows the user to provide two segmented routing ways to connect to the Base unit simultaneously and separately, including wireless WI-FI network (normally connected to Guest/untrusted network) and wired LAN network (normally connected to the corporate/trusted network).

A typical Segmented Dual Network topology is shown below:



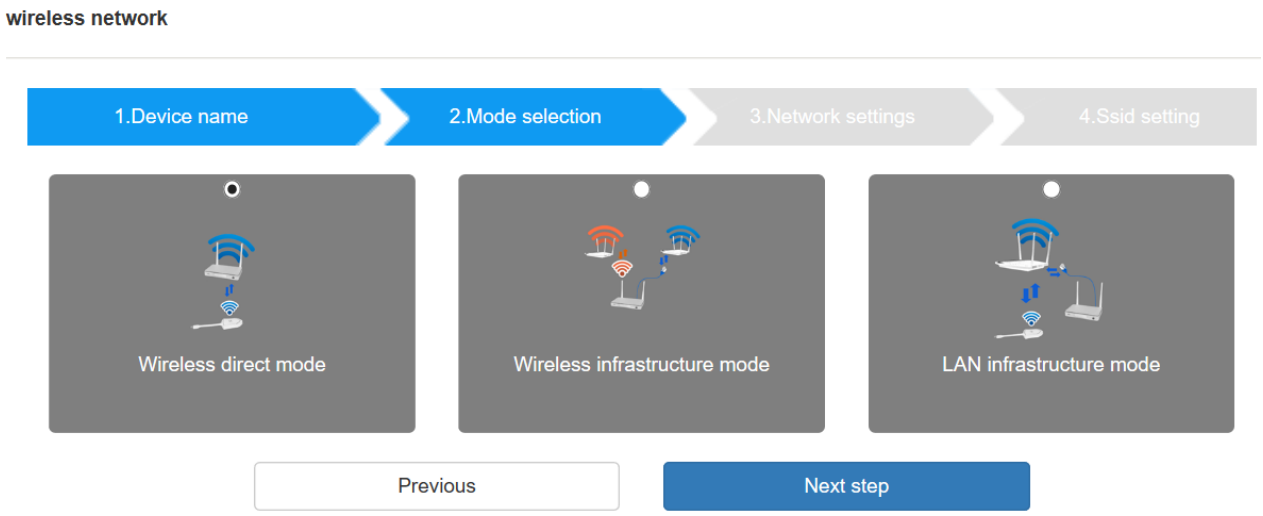
7.1.1.1 Wireless network configuration wizard

Enter a device name for the Base-unit. We recommend taking a descriptive name if you have more than one MuxMeet Share Base-2 installed. The default name is “MUX-5001”.



Only "a-z","A-Z","0-9","-_" and space are legal characters.

Click “Next step”. The following three connection methods are available:



7.1.1.2 Wireless Direct Mode

After Factory Reset, MuxMeet Share Base-2 unit starts up in the **“Wireless direct mode”** configuration, where the Base unit creates its own wireless access point, which all transmitters use to connect. This is typical for a quick setup of small group meetings. The Wi-Fi icon for the “Wireless direct mode” is displayed in the top status-bar of the Home screen. **Guest** connect to the access-point of MuxMeet Share Base-2, while **Staff** can also connect to the Base unit via Wi-Fi, or via a LAN connection to their corporate network.

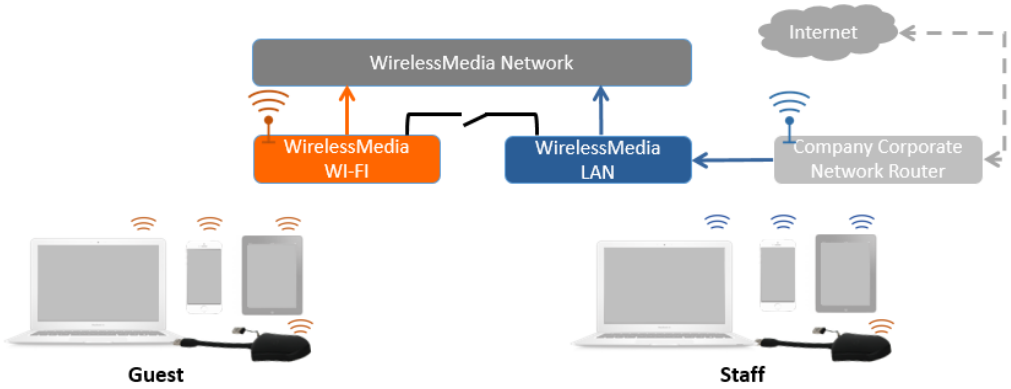
Stand-Alone Connection

The internal Wi-Fi access Point of MuxMeet Share Base-2 is active . The Dongle is paired directly to it. Guest and Staff use the internal Wi-Fi access point of Base unit to present with all their units. **No Internet access is required.**

Recommended Environment

This option is best for temporary operation, small installations, and rooms without network access or networks that do not allow network access for guests.

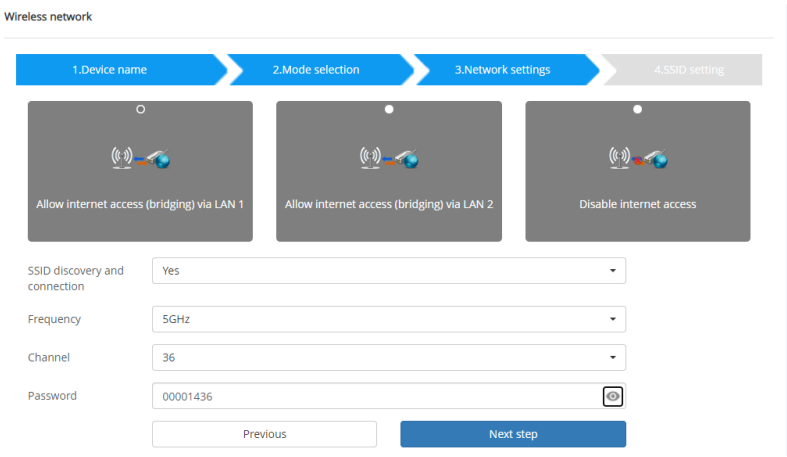
Under this mode, the Dongle will be automatically paired to the Base unit Wi-Fi hotspot when plugging Dongle to the Base unit USB port for pairing.



You can start using MuxMeet Share Base-2 in this mode without any other wireless network configuration.

Set up Wi-Fi access point

Set-up Wi-Fi access point, Frequency, Channel, Password.



- **Frequency**: Click to select 2.4 GHz, or 5 GHz Wi-Fi frequency. Default is 5 GHz.
- **Channel**: Click to select the Wi-Fi channel. Default is 5 GHz, Auto.

If the Wi-Fi channel is changed, no new pairing of the Dongle is necessary.

2.4 GHz frequency band: channels 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11,

5 GHz frequency band: no need to choose the 5G channel, as the system will choose a proper channel automatically.

Default is 5 GHz, channel: Auto.

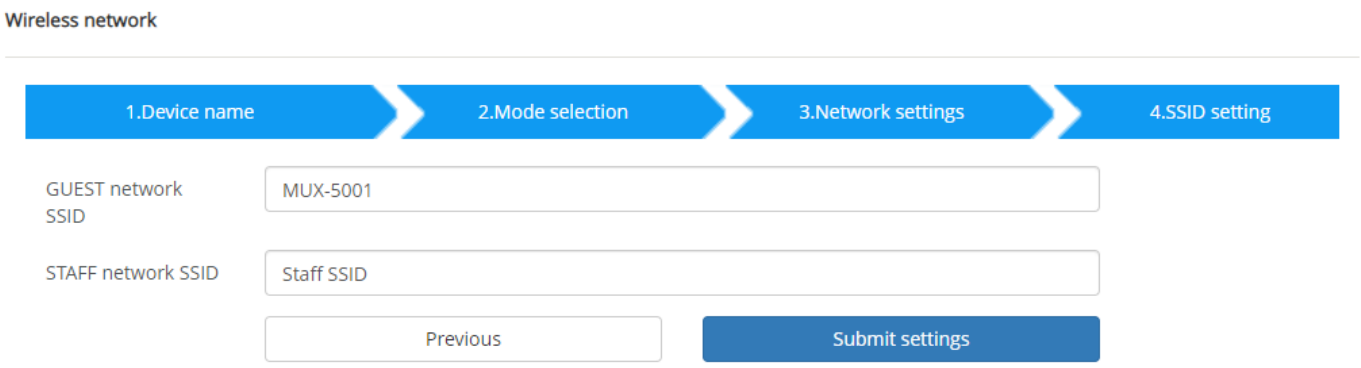
Default channel (USA & Canada): 36,40,44,48 or 149,153,157, 161. Four channels will be opened at the same time, system will automatically choose a proper channel from them.

Default channel (Europe): 36,40,44,48.

Default channel (China): 149,153,157,161.

- **Password**: Click in the input field to fill out the appropriate password with length of **8 characters.**

Click “Next step” to edit or change Guest network SSID and STAFF network SSID. This information will be shown on the MuxMeet Home Screen.



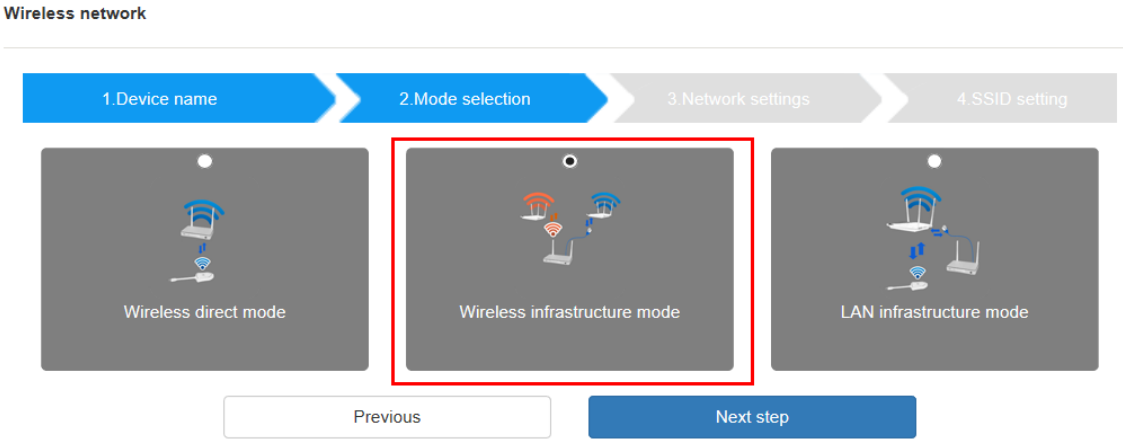
Click “Submit settings” to finish configuration.

After the above, please re-pair Dongle with the Base unit.

There are 3 ways of connecting the Base unit to the Internet through Base unit in “Wireless Direct Mode”.

- Allow Internet access (bridging) via LAN1: able to connect to Internet if LAN1 port is available.
- Allow Internet access (bridging) via LAN2: able to connect to Internet if LAN2 port is available.
- Disable Internet access: cannot be on the Internet if choosing this mode. (Due to safety concerns)

7.1.1.3 Wireless Infrastructure mode



MuxMeet Share Base-2 can connect to a wired and a wireless network simultaneously. The basic unit is firmly "connected to the company network with LAN. Guest users connect to Wi-Fi "Guest" access. The employees (“Staff”) connect to their usual access point of the corporate network, without having to change the Wi-Fi. This is very useful for organizations, which have a wireless “Guest” network for external visitors and a wired “Staff” network for their employees. The segmented Dual Network of MuxMeet Share Base-2 provides two separated routing ways to connect to the Base unit at same time. Guest-users are not able to access any resource on the company network.

MuxMeet Share Base-2 uses the existing wireless network infrastructure. Guest and Staff have internet access.

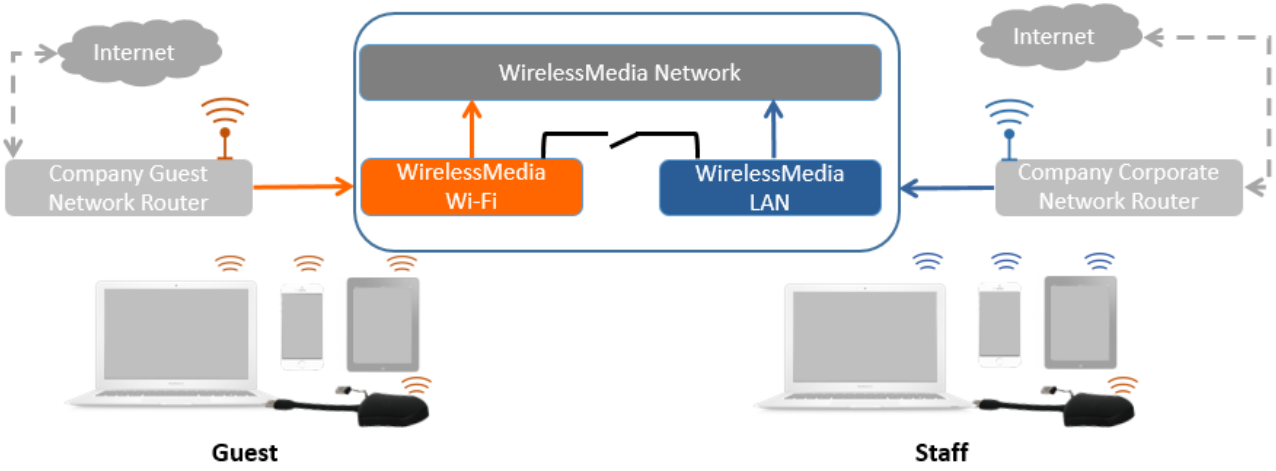
Dual Network Configuration

The internal the Wi-Fi network of MuxMeet is connected to Guest Wi-Fi network of the organization, (**Client**

Mode: the indicator-icon shows the actual signal strength). The Base unit is still wired with LAN-cable to the internal company network.

The PC/Laptop users can present, with or without Dongle TOUCH by MuxMeet PC driver (Windows or MacOS).

Android users can share their content by installing the free APP. iOS users can use AirPlay to share content (Apple only).



The Dongle is connected to the Wi-Fi access Point of Guest network, which in turn is connected to the internal Wi-Fi access Point of MuxMeet Windows. (The Dongle can also be configured to connect to the enterprise's access point.) Mobile users stay connected to their current network, have access to their normal corporate environment, as well as Internet access.

The actual received signal strength from Guest network is shown in the Home screen of MuxMeet Share Base-2: .

Follow the instructions of the configuration wizard for "Wireless infrastructure mode". When pairing the Dongles, by plugging the Dongle in the USB port of the Base unit, it will automatically pair to the associated access point of Guest or Staff Wi-Fi and NOT to MuxMeet Windows.

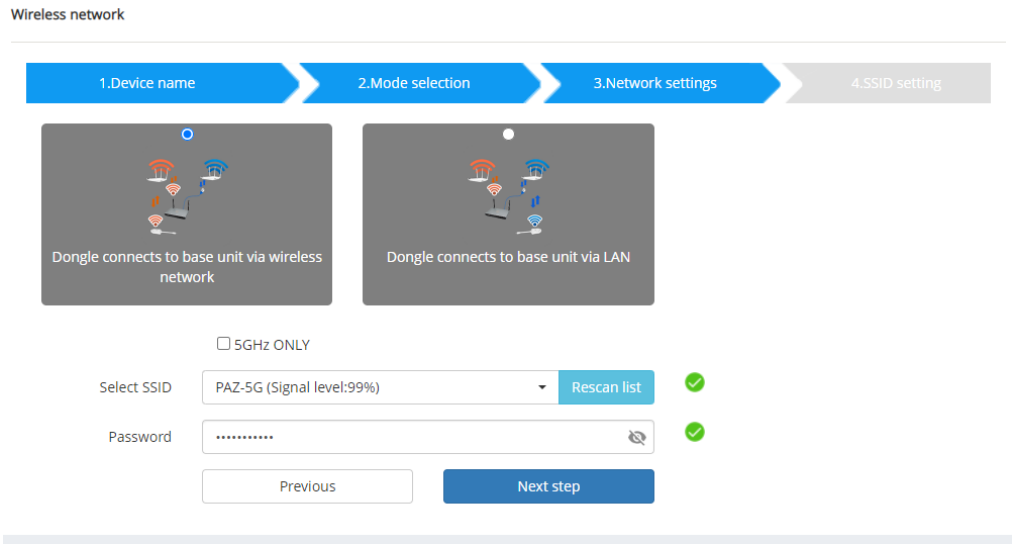
Click "**Next step**" to configure the network which Dongles need to be paired to.

"Dongle connects to Base unit via wireless network."

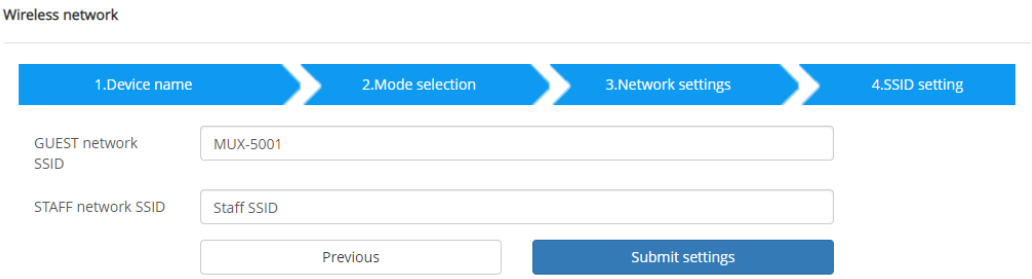
Choose a wireless network which is separate from the company LAN network for guest users.

Select SSID: Choose a wireless network to connect to the Base unit for guest.

Password: enter password to connect the Base unit to the guest network.



Click "Next step" to edit or change Guest network SSID and Staff network SSID.



After submitting successfully, please re-pair Dongle with Base unit.

“Dongle connects to Base unit via LAN.”

Choose a LAN network which is used for the company staff users.

Note: *usually in this mode, Dongles are paired for internal staff usage.*

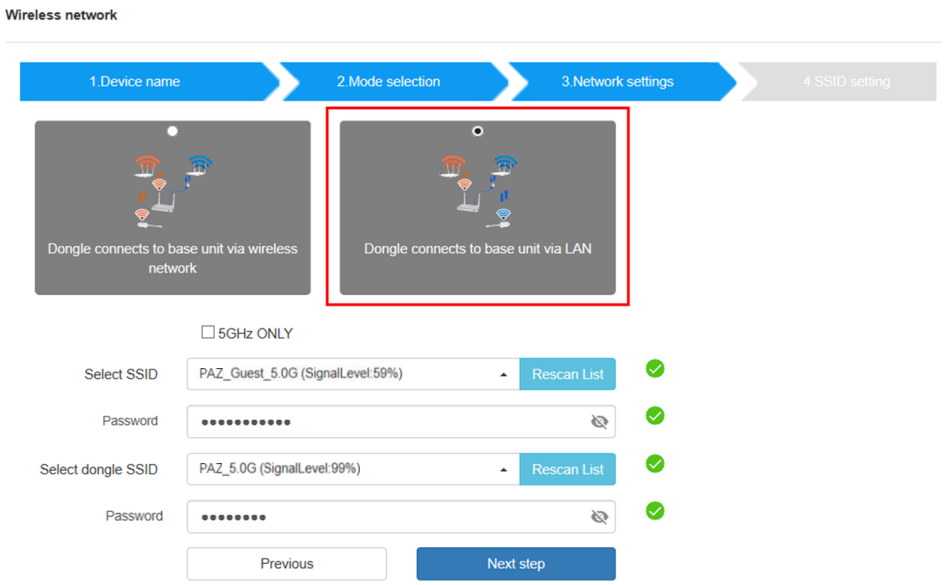
Select SSID: Choose a wireless network to connect to Base unit for Guests.

Password: enter password to connect the Base unit to the Guest network.

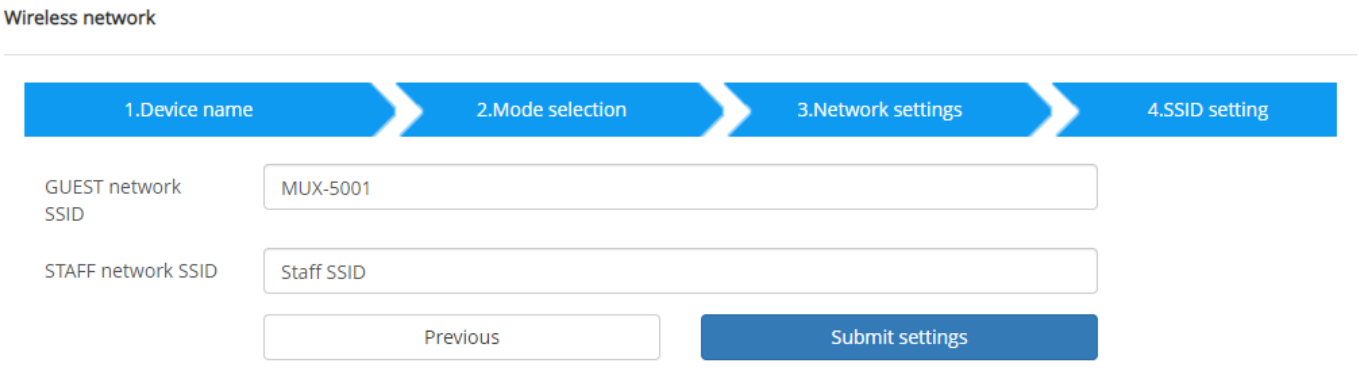
Select Dongle SSID: choose the same LAN network which Base unit connects, to pair the Dongle.

Password: enter password of the LAN network.

See picture below:

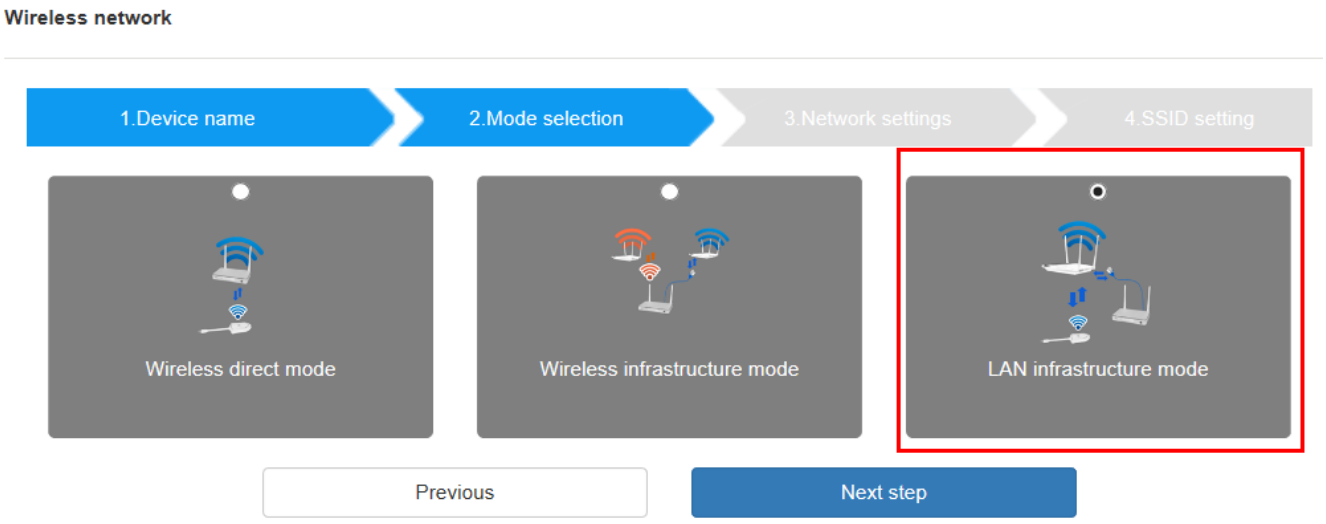


Click “Next step” to edit or change Guest network SSID and Staff network SSID.



After submitting successfully, please re-pair Dongle with Base unit.

7.1.1.4 LAN Infrastructure Mode



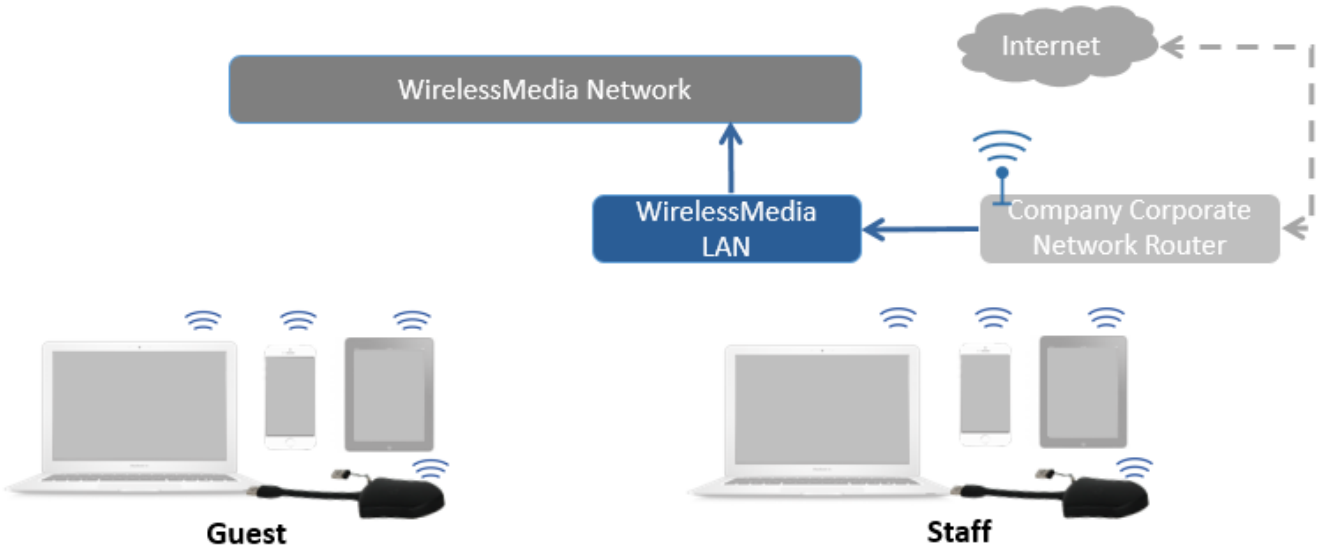
In this configuration the **built-in Wi-Fi** access point of MuxMeet **is disabled:** .

The Dongle and/or the mobile devices can connect to the secured wireless access point of the company network. The Base unit of MuxMeet is hard-wired connected via LAN to the Ethernet of the Company network.

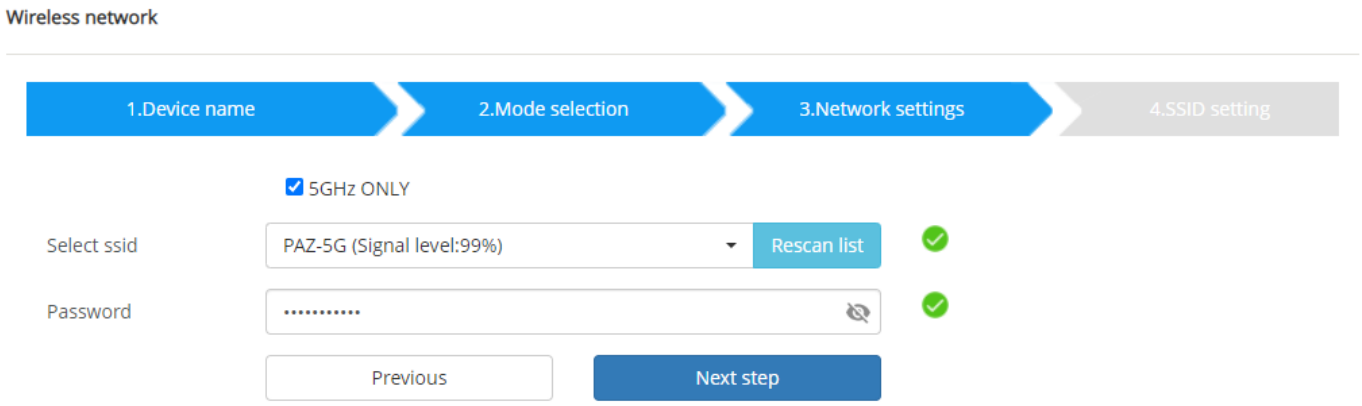
The Staff users connect to their usual access point of the company network, without the need to change the Wi-Fi.

Follow the instructions of the configuration wizard for “LAN infrastructure mode”.

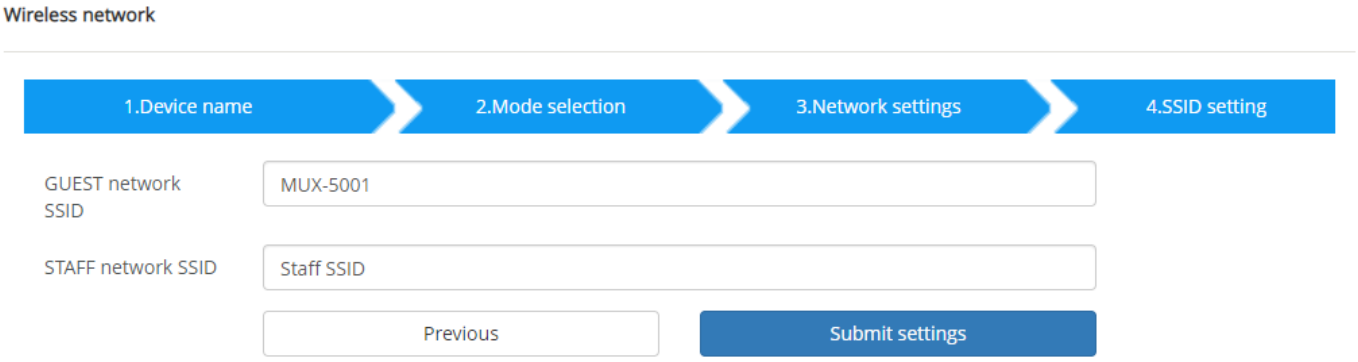
When pairing the Dongles, by plugging the Dongle in the USB /Type C port of the Base unit, this will be automatically paired to the Staff access point, and NOT to “MuxMeet Windows” Base unit.



Click “Next step” to choose a LAN network which is used for the company staff users and pair the Dongle into this network.



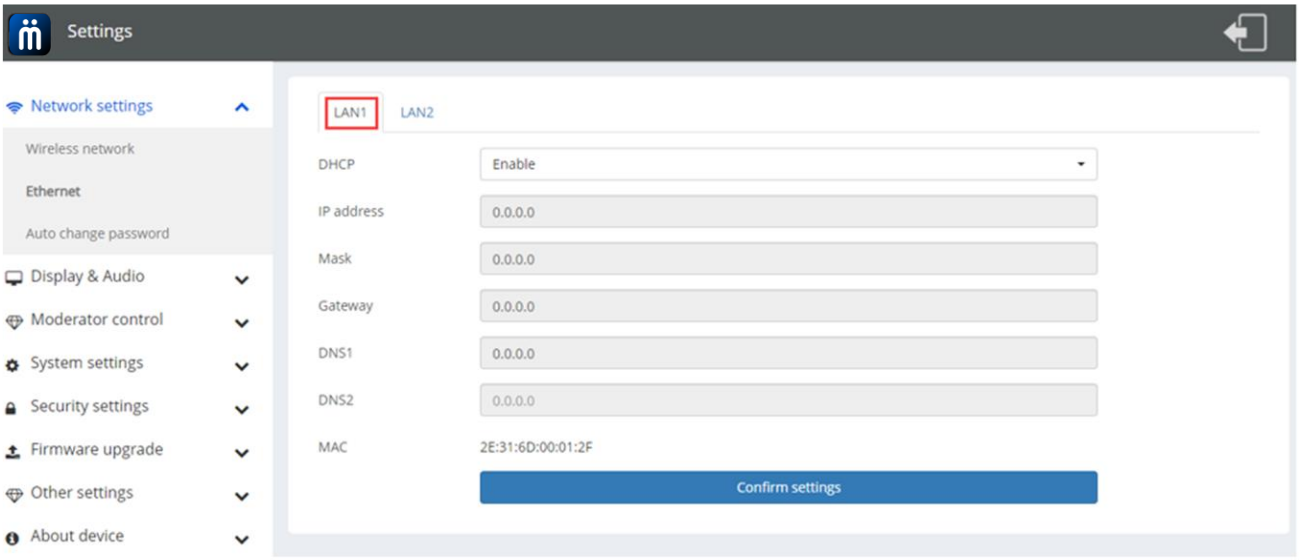
Click “Next step” to edit or change Guest network SSID and Staff network SSID.

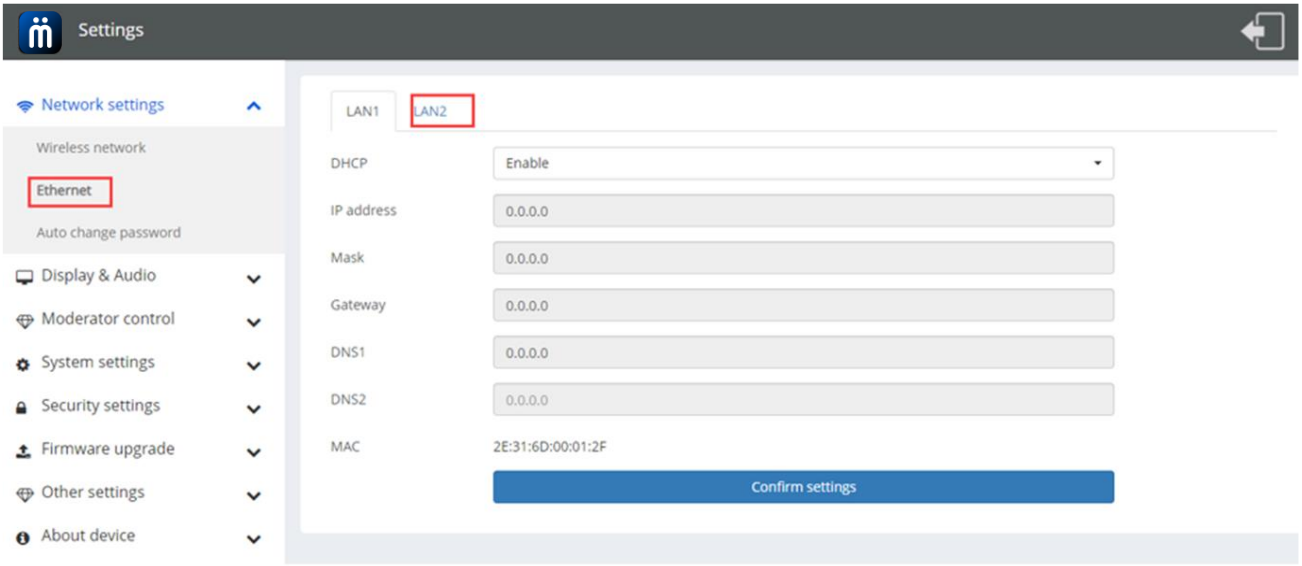


After submitting successfully, please re-pair Dongle with Base unit.

7.1.2 Ethernet

Configure the Ethernet settings. MuxMeet Share Base-2 has 2 LAN ports. If the Base unit is connected to LAN with 1 or 2 cables, you can configure from the below tab.



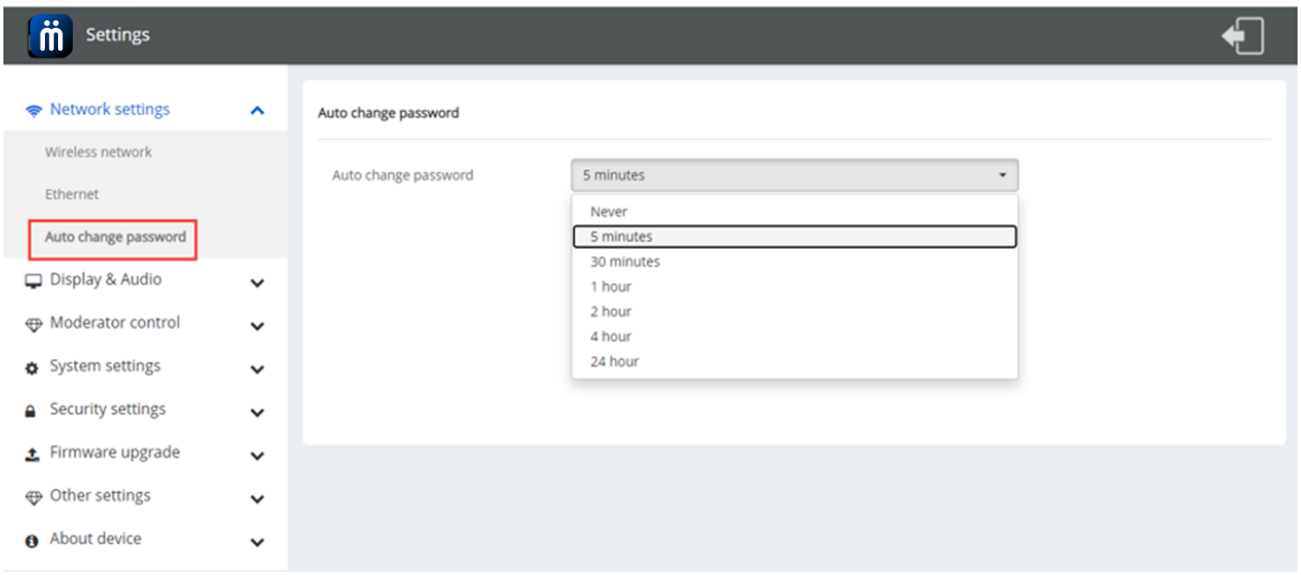


7.1.3 Auto change password

The password remains unchanged for all participants of the meeting, while at least one Dongle **or** a Wi-Fi network of a mobile device is connected with the Base unit. After the user is disconnected, a configurable time runs.

- The changeable password will be fixed by connecting a Dongle to a PC/Laptop, or connect a mobile unit to the Wi-Fi of the Base-unit and continue to be changeable after 15s after disconnecting the last Dongle, or disconnecting the Wi-Fi of a mobile unit.
- Users do not need to re-pair the Dongle again, if only the password is changed. A **Smart mobile device** has to enter the correct SSID and password to connect to the Base unit access point, in order to access all functionality.

See below on how to configure to automatically change Wi-Fi password to a random number based on a period of time.



Click to set the configuration, including

- **Never:** never change Wi-Fi password. (Even after POWER-OFF condition)
- **5 minutes:** change Wi-Fi password every 5 minutes.
- **30 minutes:** change Wi-Fi password every 30 minutes.
- **1 hour:** change Wi-Fi password every 1 hour.
- **2 hours:** change Wi-Fi password every 2 hours.
- **4 hours:** change Wi-Fi password every 4 hours.
- **24 hours:** change Wi-Fi password every 24 hours.

7.2 DISPLAY & AUDIO

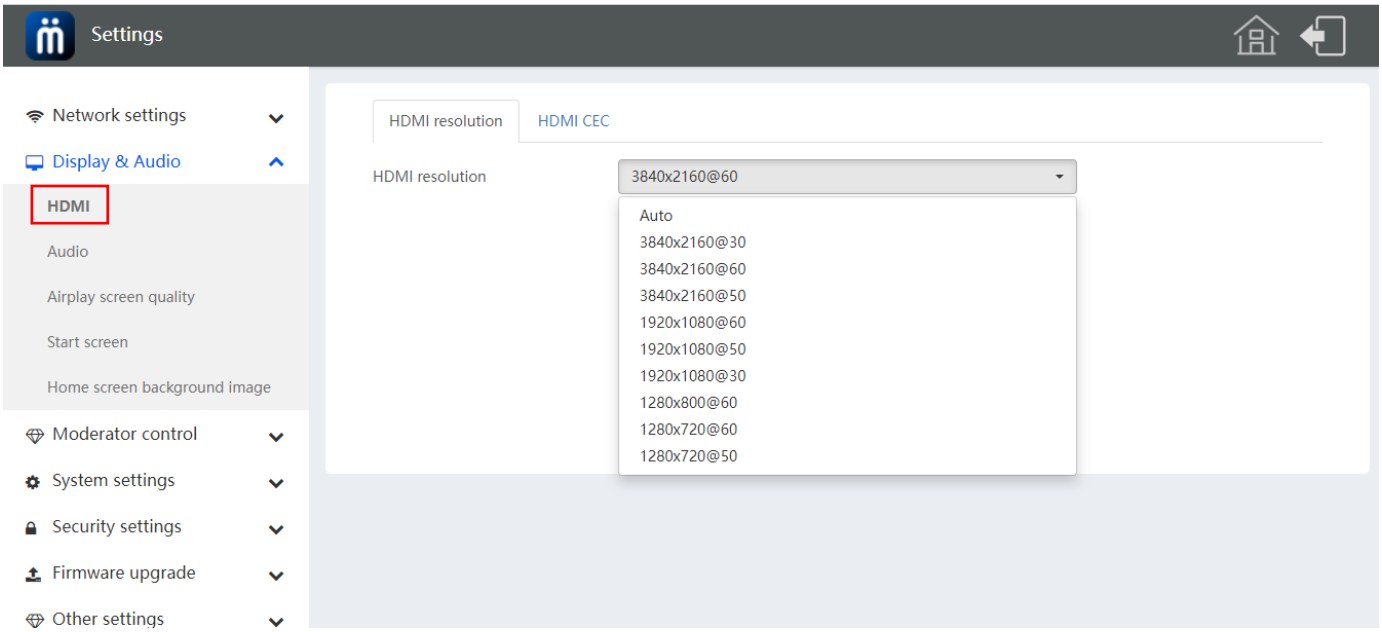
7.2.1 HDMI

HDMI Resolution

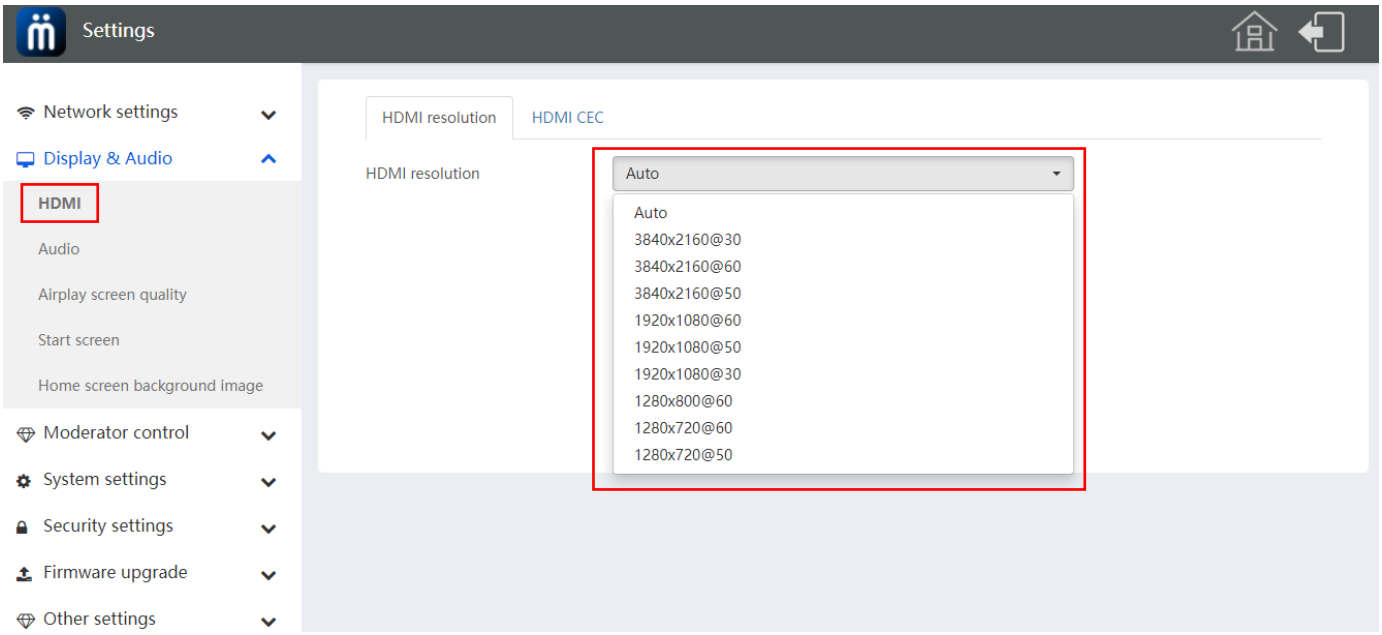
Select the resolution of the HDMI output on the Base unit.

Existing HDMI output resolution is shown below:

- Auto
- 3840x2160 @30Hz
- 3840x2160 @60Hz
- 3840x2160 @50Hz
- 1920x1080 @60Hz
- 1920x1080 @50Hz
- 1920x1080 @30Hz



Note: *if the display only supports FULL HD, the 4K resolution will not be shown on the list of the below resolutions.*



HDMI CEC

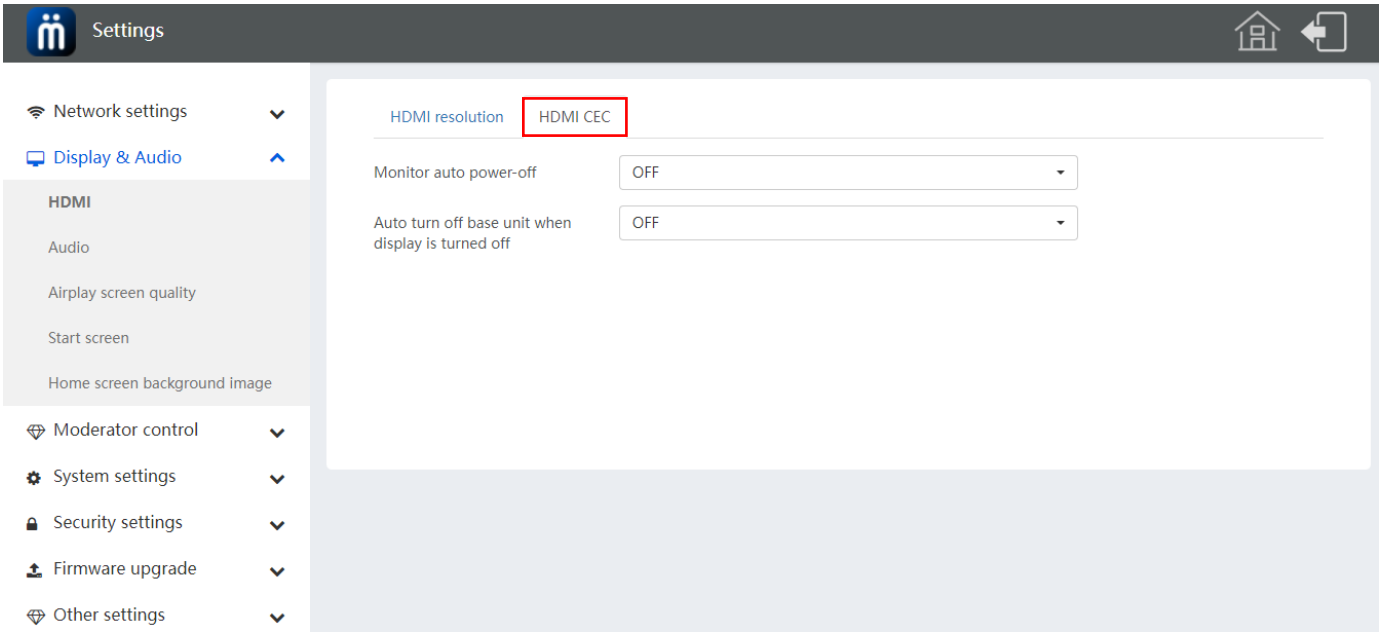
The Base unit supports CEC functions, if the connected display also supports CEC.

Note: if you find that HDMI CEC doesn't work, you need to check whether the monitor used also supports CEC, since some brand models do not.

- **Monitor auto power off:**
  - ON (Default): When the Base unit goes into standby, it will send commands via the HDMI cable to make the connected monitor also go into standby.
  - OFF: Display will not automatically turn off when the Base unit is powered off. If set to OFF "Device auto power-off", then there is no commands sent to set the monitor to standby.
- **Auto turn off Base unit when display is turned off：**

When the monitor goes into standby, it will send commands via the HDMI cable to make the connected Base unit also go into standby.

- ON: Base unit will be auto turned off when display is turned off.
- OFF (Default): Base unit will not be auto turned off when display is turned off.



7.2.2 Audio

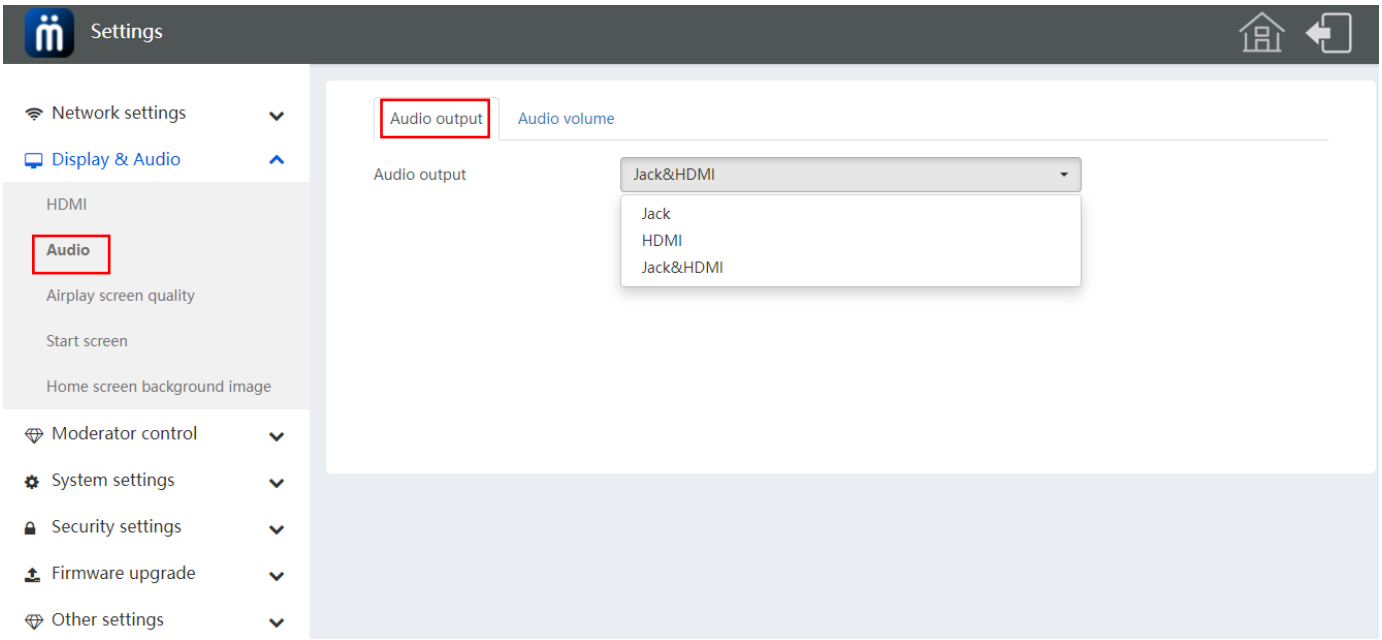
Audio

Choose audio output:

Jack: output only 3.5mm Jack audio.

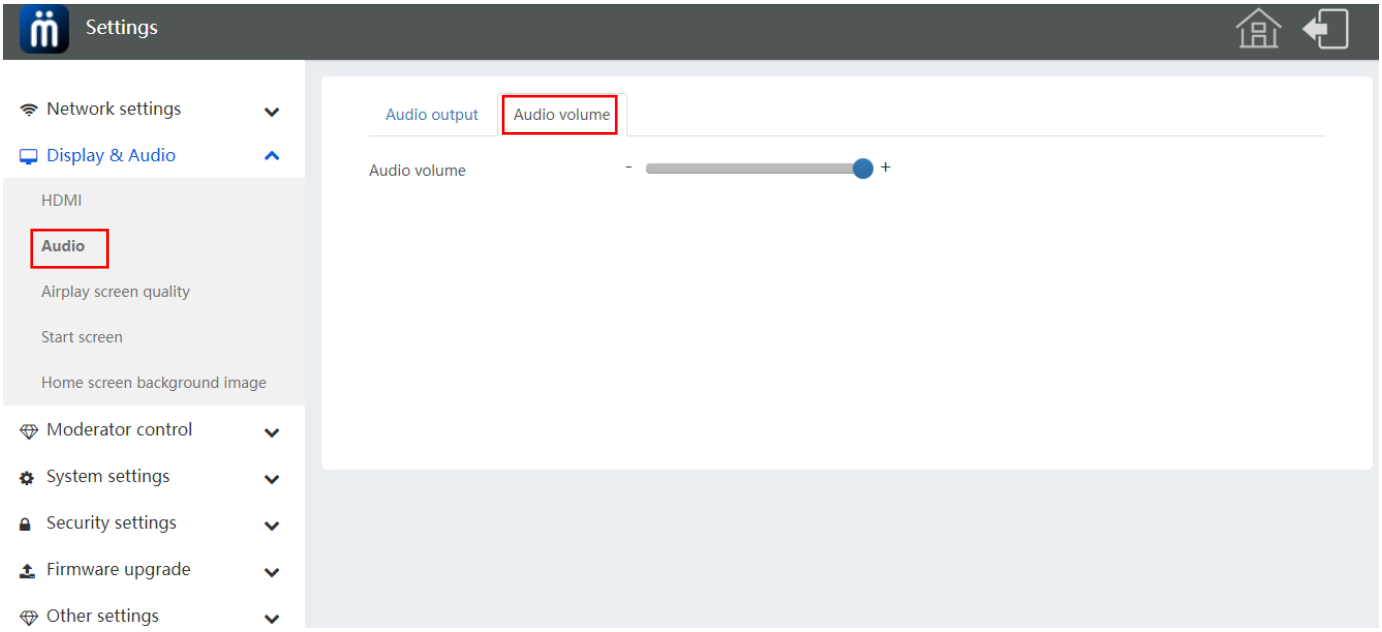
HDMI: output only HDMI audio.

Jack & HDMI (Default): output 3.5mm Jack & HDMI audio



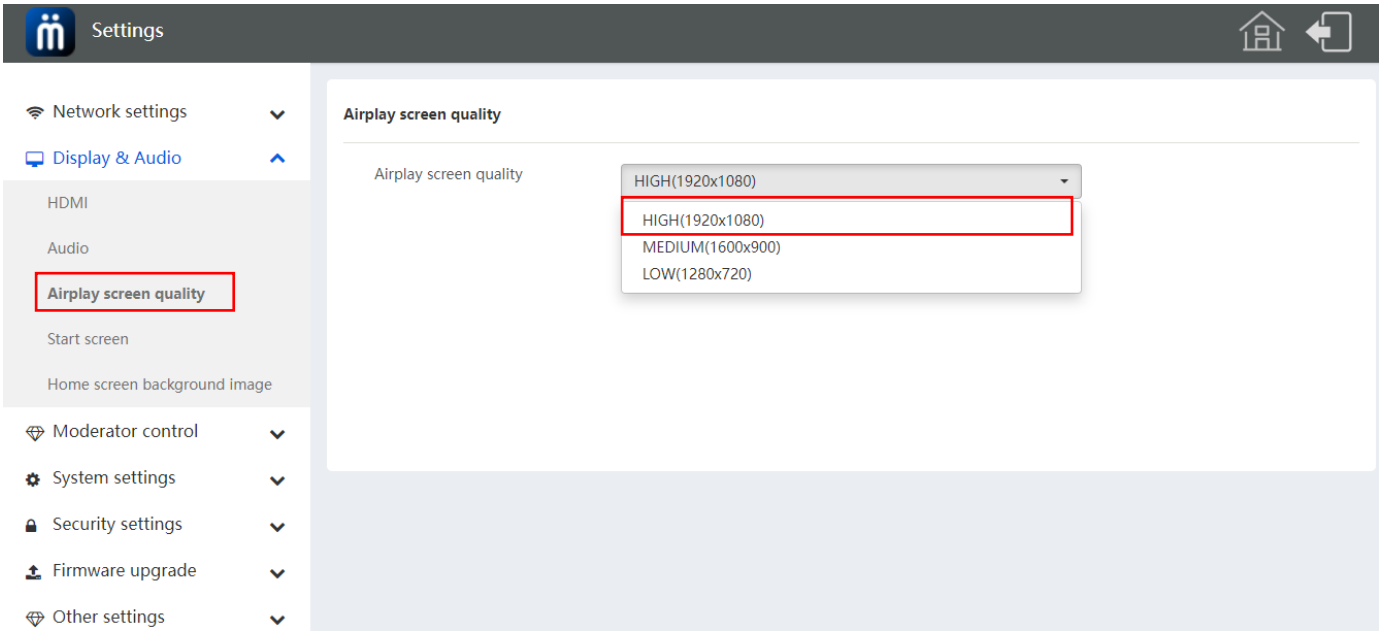
Volume

User can select volume of display from 0 to 100.



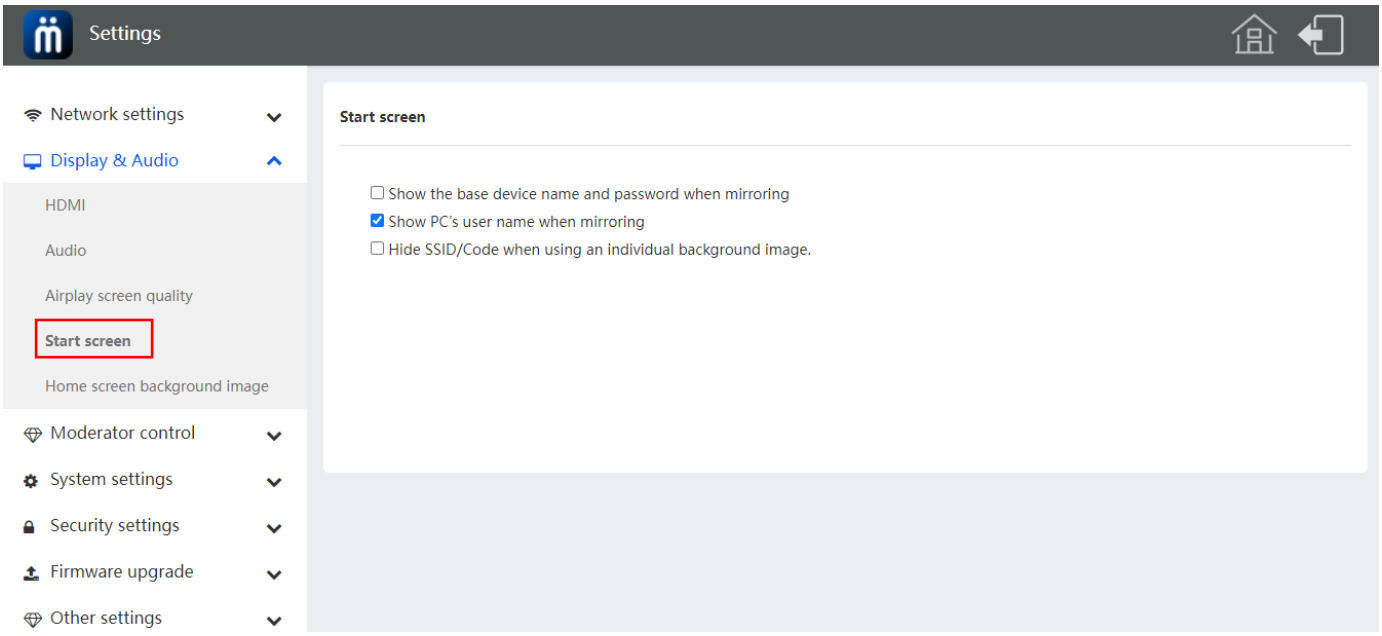
7.2.3 Airplay screen quality

Click to select the image quality when transmitting from Apple device via “AirPlay” mode.



7.2.4 Screen display ID

- **Show device name and password when mirroring:** Name (ID) and Wi-Fi-password can be shown or hided on the top status-line of **main screen.**



- **Show PCs user name when mirroring.**

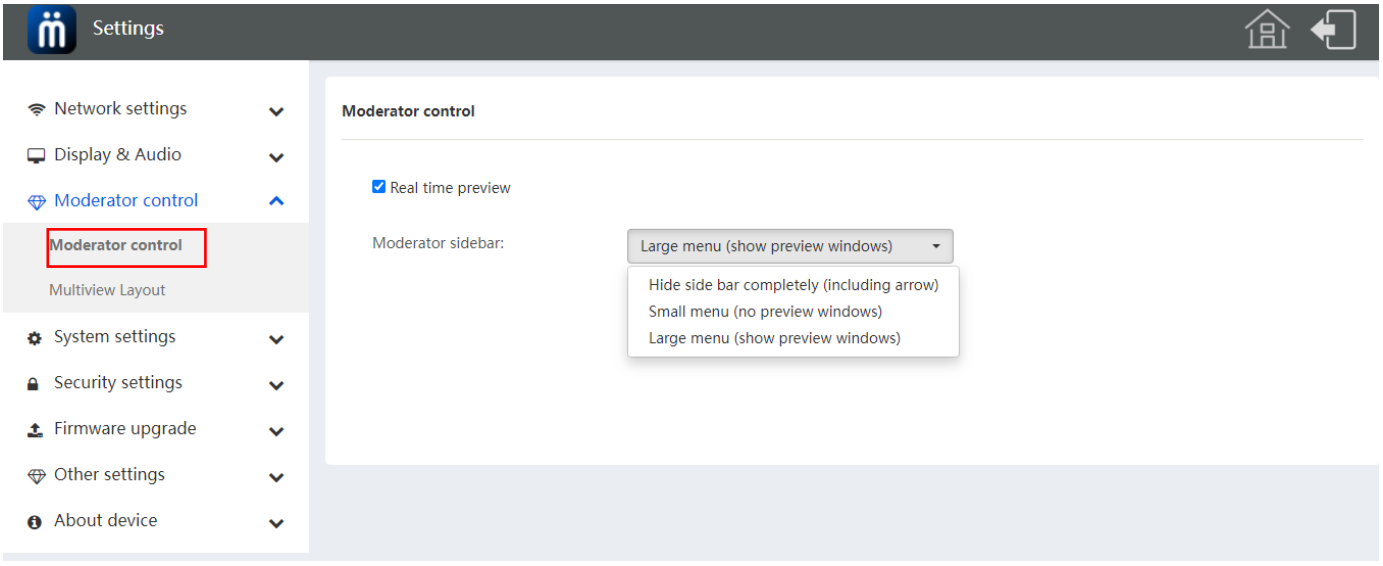
Show user name.

7.2.5 Home Screen background image

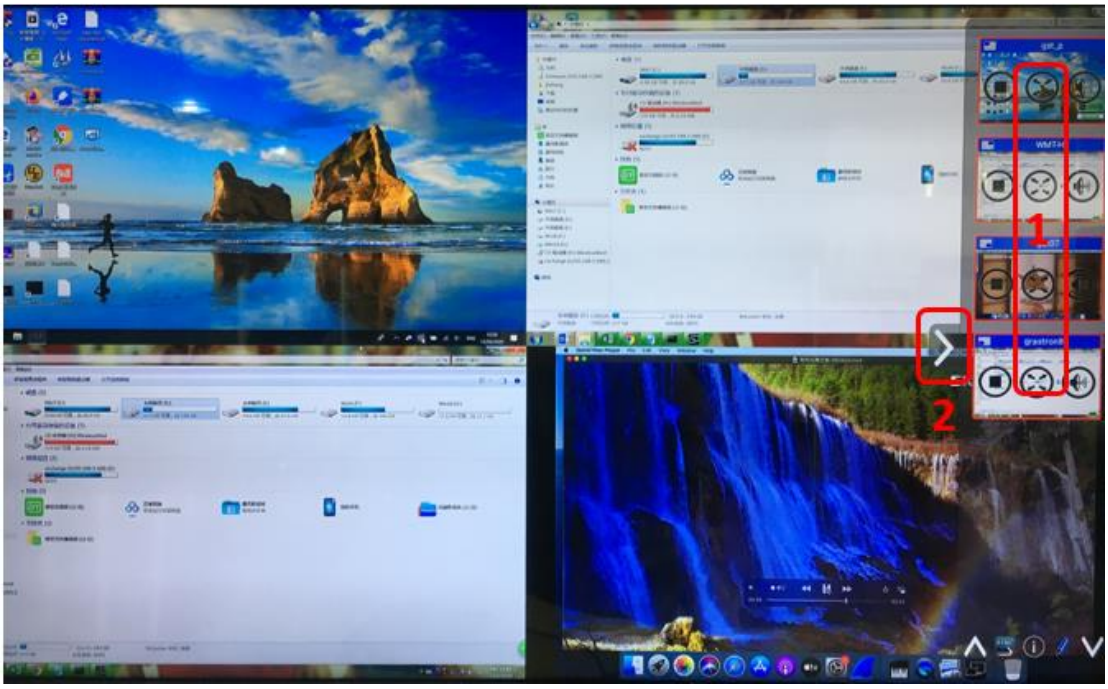
When powering MuxMeet Share Base-2, the start screen will be displayed. User can change the background image of Home screen. Search for an image (jpg, bmp, png, gif with resolution 1920x1080p) from a suitable directory and select to activate. You can return to the Standard Home screen anytime.

7.3 MODERATOR CONTROL

7.3.1 Moderator Control



- Activate / deactivate the moderator control. Clicking the icon, will show the sub window below, once devices are connected to the Base unit.



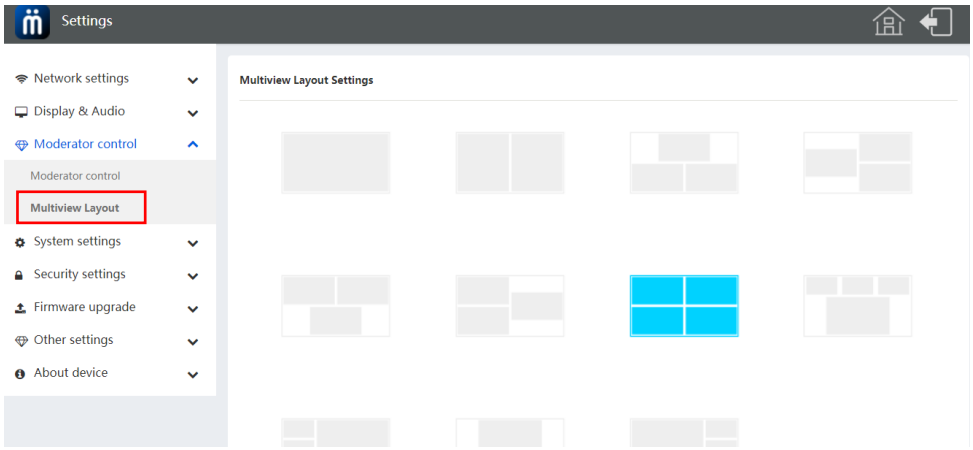
If you do not click the icon, the preview window bar will be minimized.

- Real time preview

If clicking on the icon, the preview window will show a real time preview. If not clicking, the preview window will only shows a static picture.

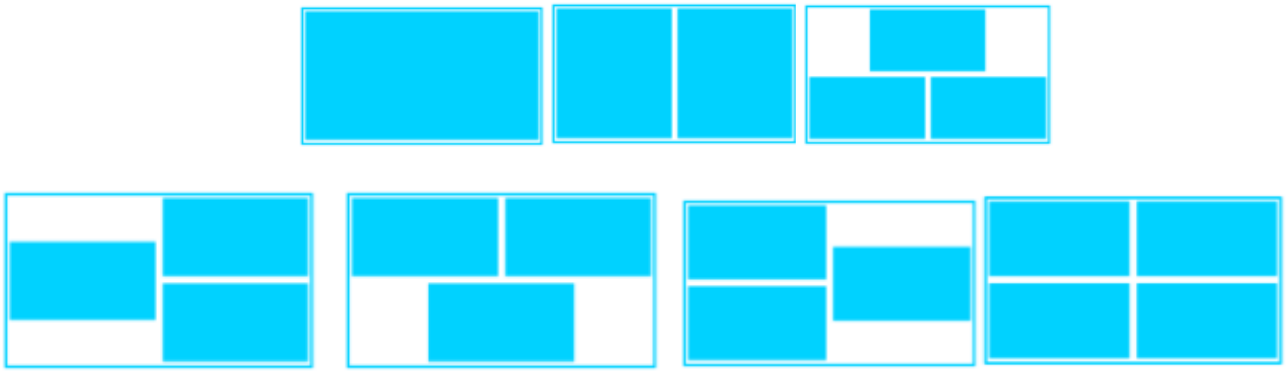
7.3.1.1 Screen Layout

Under the "Multiview Layout" option, it is possible to select a predefined layout for the multi view.



1. **Full screen**
2. **Dual Screen**
3. **Three Split Screen**
4. **4 Equal Split Screen**
5. **1 Main/Preferred Screen, and the remaining 3 screens will be minimized to left, right, top and bottom.**

Under Full screen, Dual screen, Three Split Screen and 4 Equal Split Screen layouts, when long pressing Dongle or clicking the full screen button on the preview window, other display sources or presenters will be removed, and only one presenter will remain and will be shown in full screen.

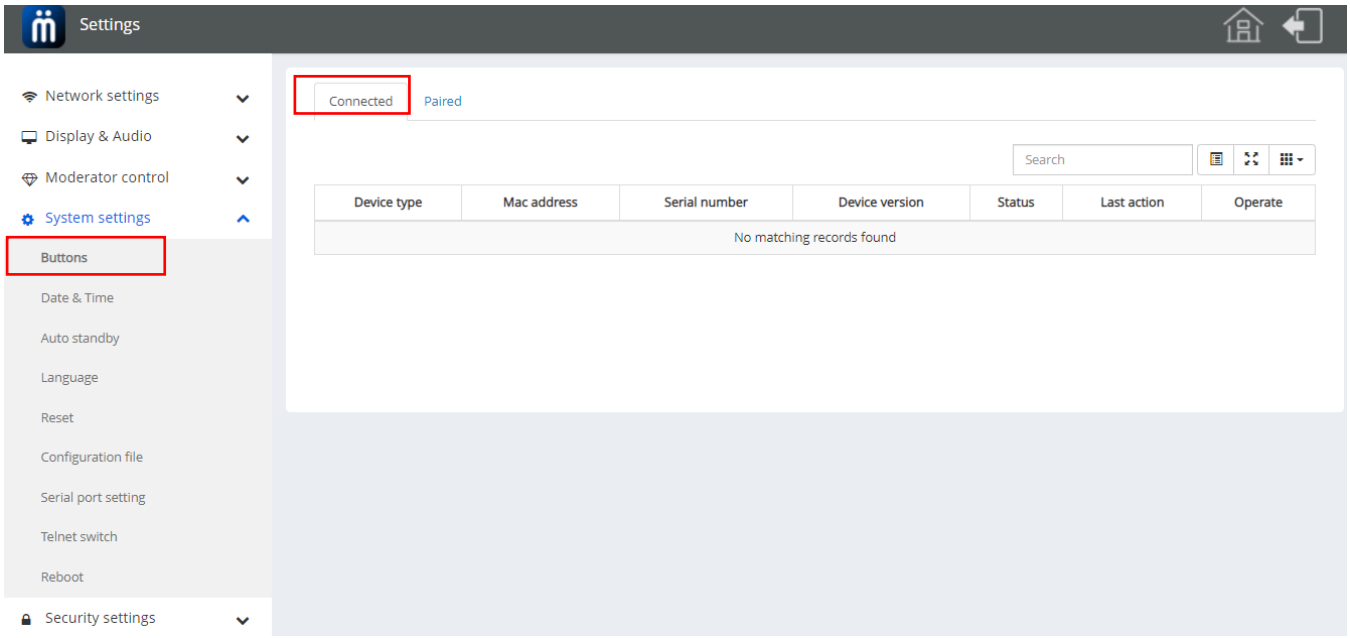


Under 1 Main/Preferred Screen, and the rest of the 3 screen layouts, long-press Dongle will show in full screen, and another presenter screen will be minimized and shown in the predefined layout.

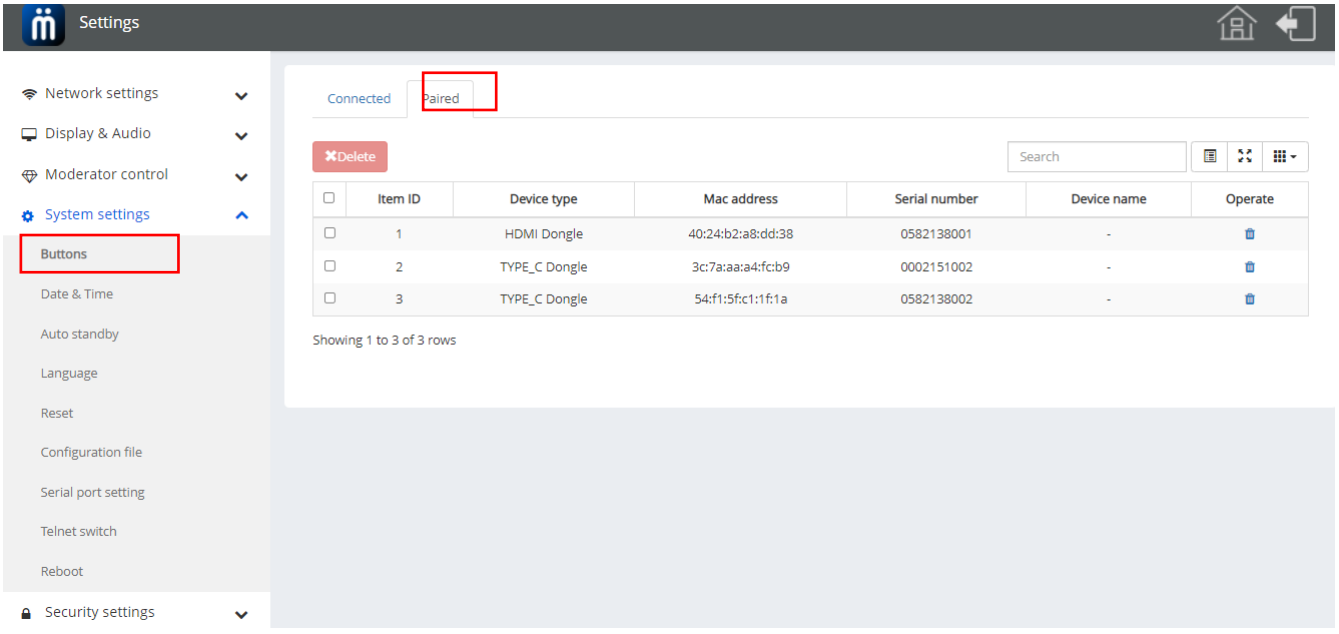
7.4 SYSTEM SETTINGS

7.4.1 Buttons:

Show Device name, MAC Address, Serial Number, Device Version, Device Status, Last Action, Item Operate.



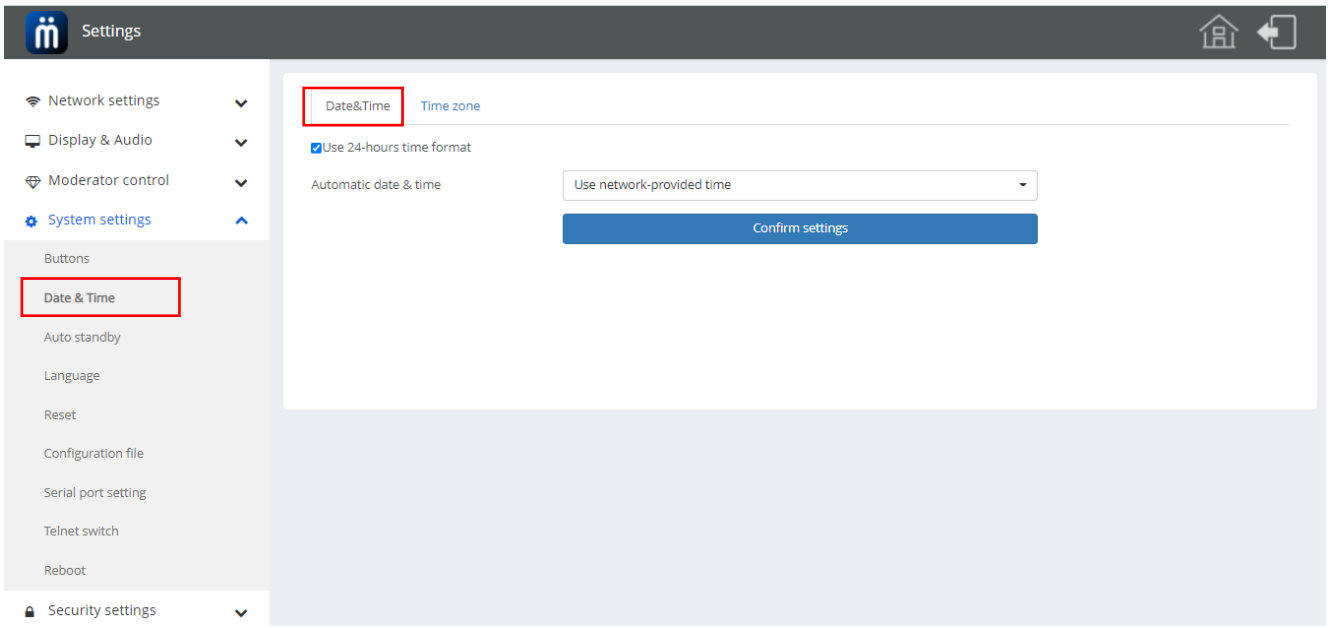
Paired: Shows properties of connected Dongles and allows management this page.

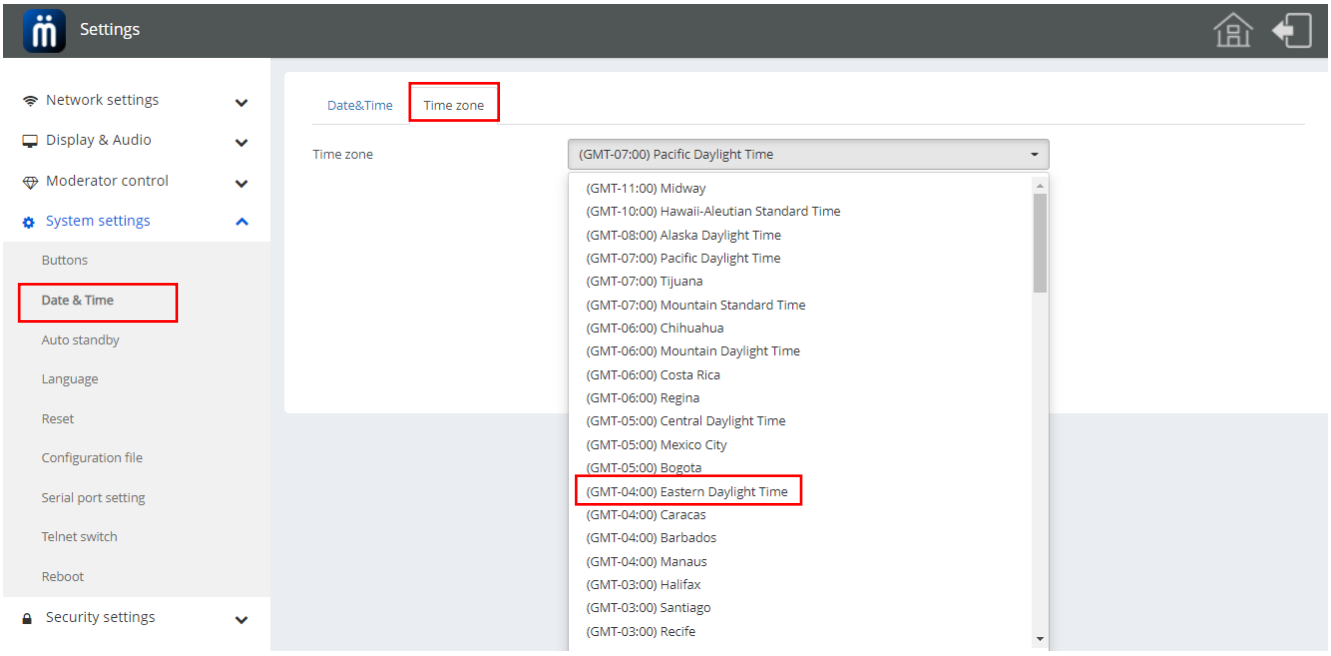


7.4.2 Date & Time

Includes Automatic date & time, Set date, Set time, Select time zone.

- **Automatic date & time**: Check to use a NTP time server to provide time as system time.
- **Set date**: Click in the input field to enter the appropriate date manually.
- **Set time**: Click in the input field to enter the appropriate time manually. The setting is **not** saved, when power is turned off.
- **Select time zone**: Click in the input field to enter the appropriate time zone.



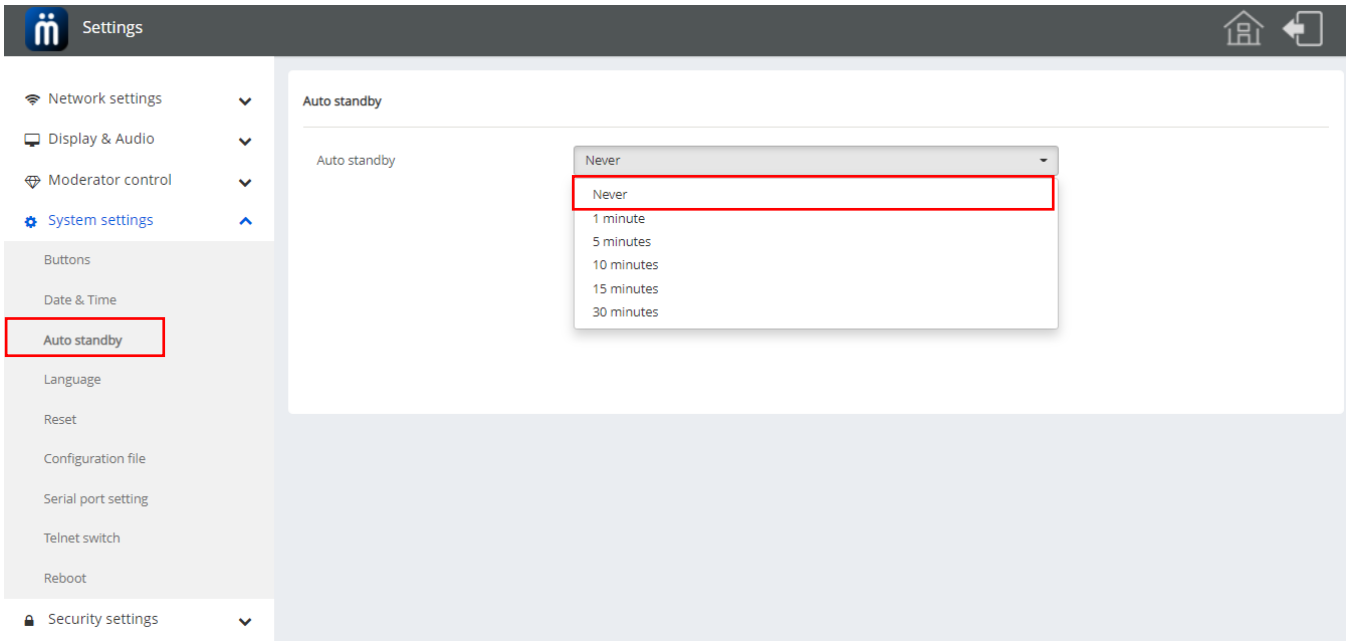


7.4.3 Auto standby

If the Auto Standby mode is activated, MuxMeet Share Base-2 will automatically switch to power saving mode after a selectable time period that the last Dongle was unplugged, or Wi-Fi of a mobile unit was disconnected, or there is no operation at the system level. Time is selectable from **Never** to **30 minutes**. In Standby mode, the green LED on top of Base unit is flashing and **HDMI-output is switched off**.

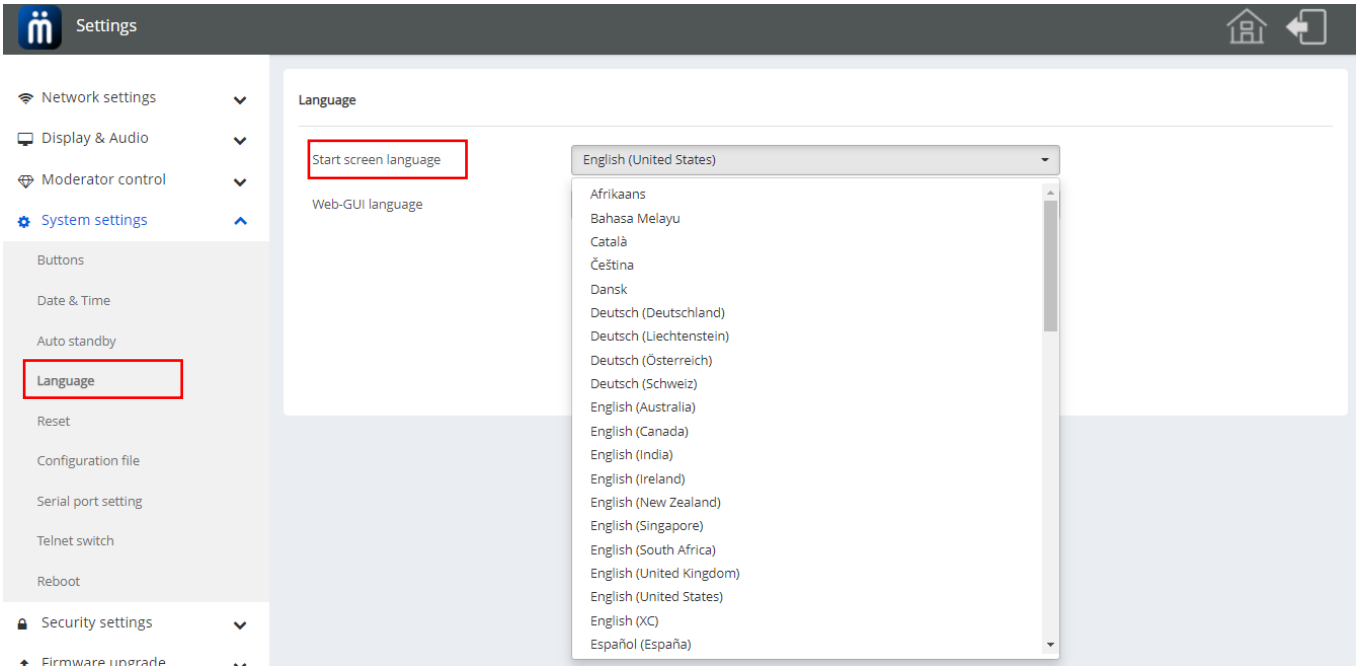
When a **Dongle is plugged in and connected**, or a **mobile unit is connected**, Standby mode is deactivated.

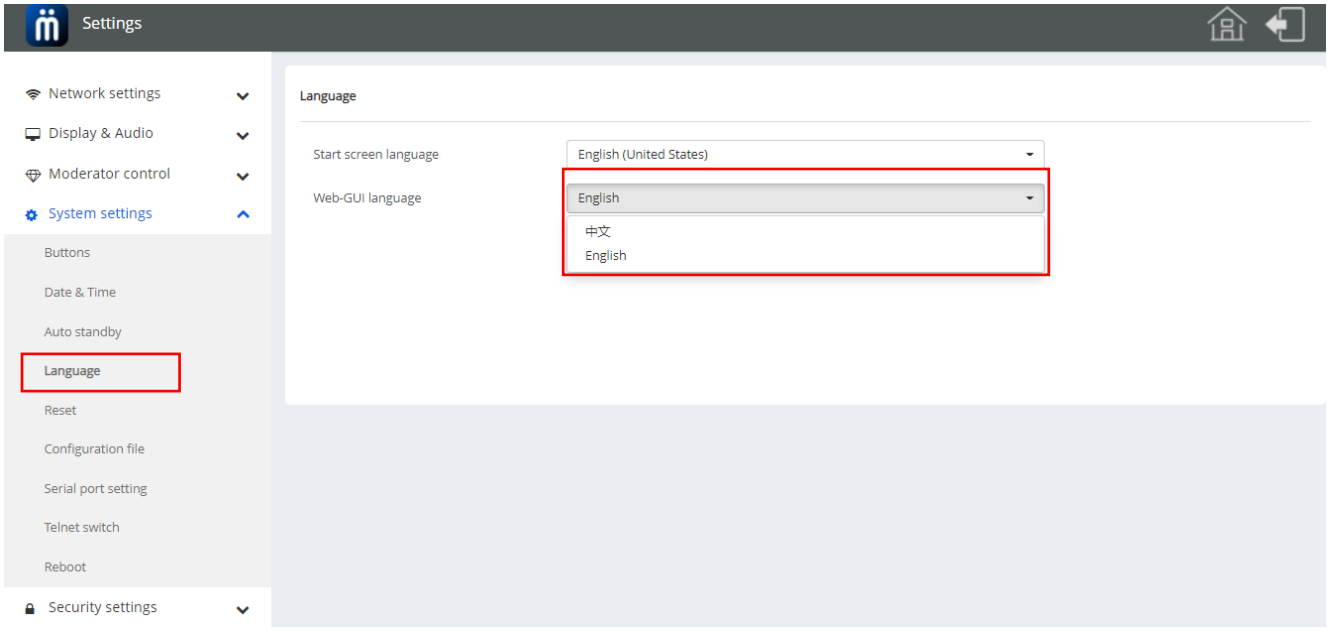
Movement of a mouse at the USB-input of a Base unit deactivates Standby mode as well.



7.4.4 Language

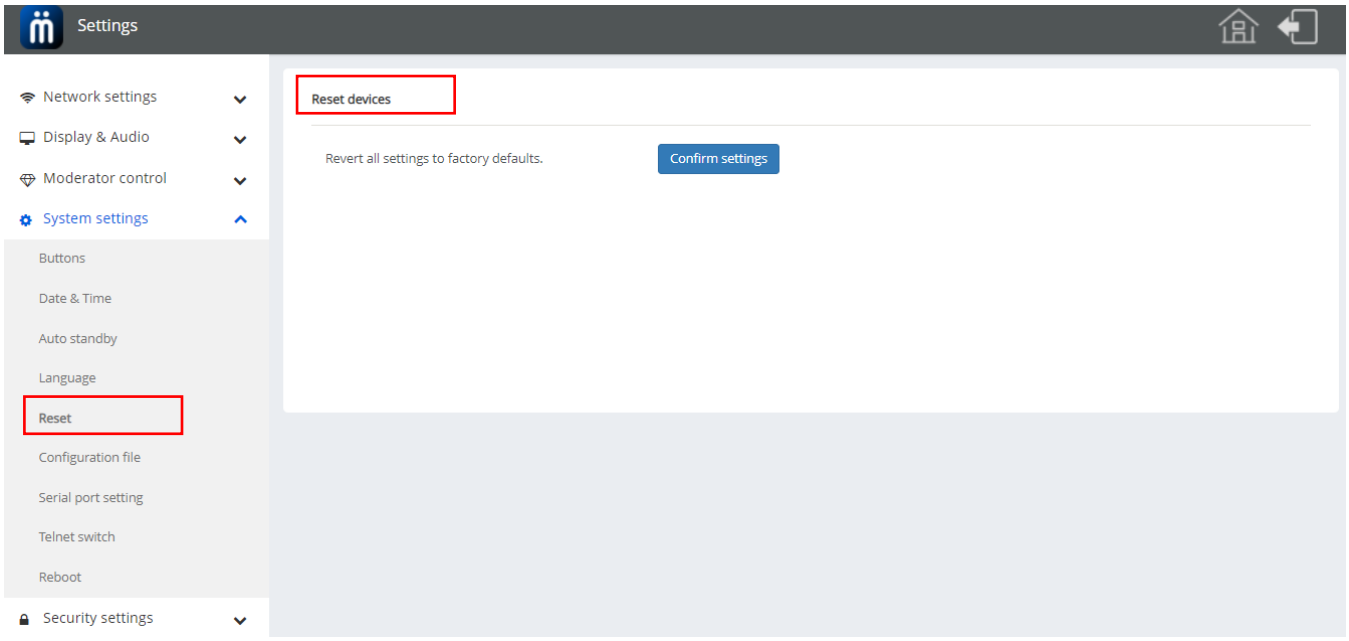
Select an installed display language.





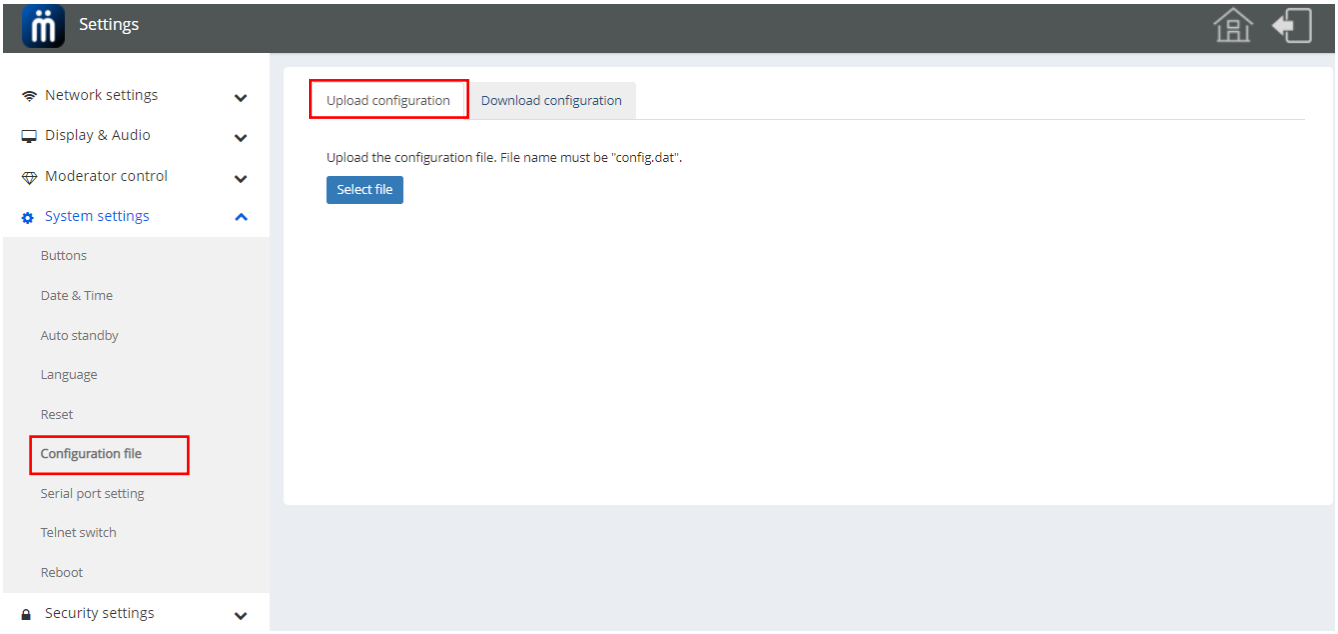
7.4.5 Reset

Do a factory reset to restore a unit to the default settings of a new unit.



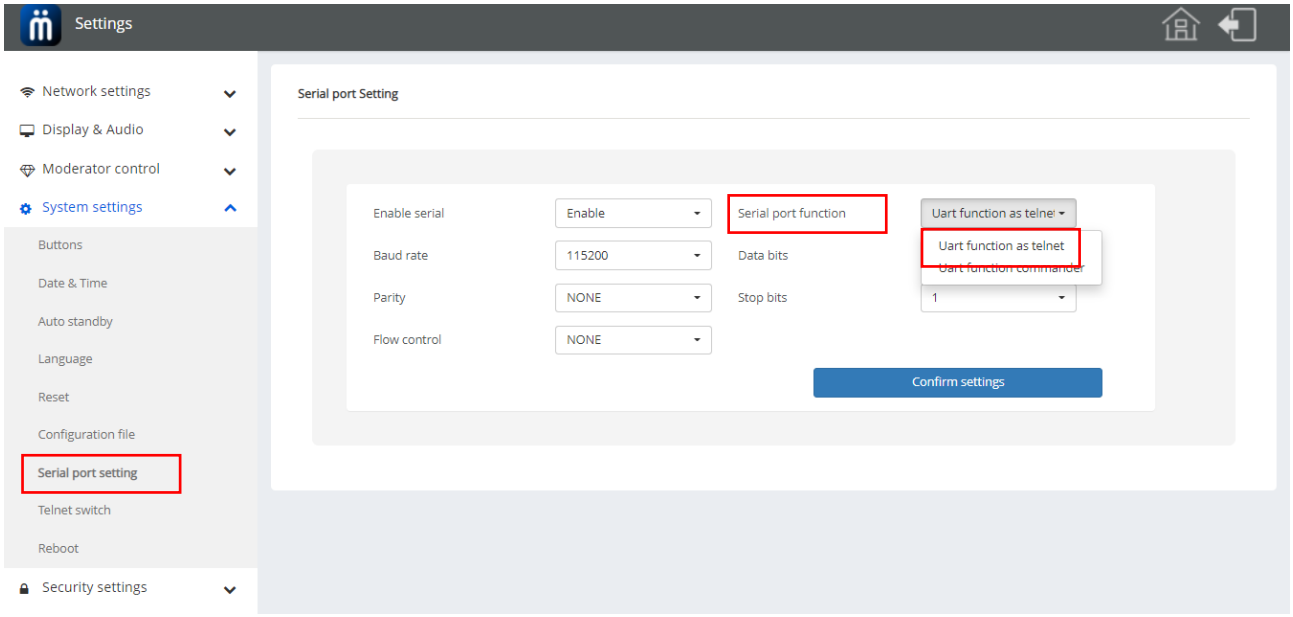
7.4.6 Configuration File

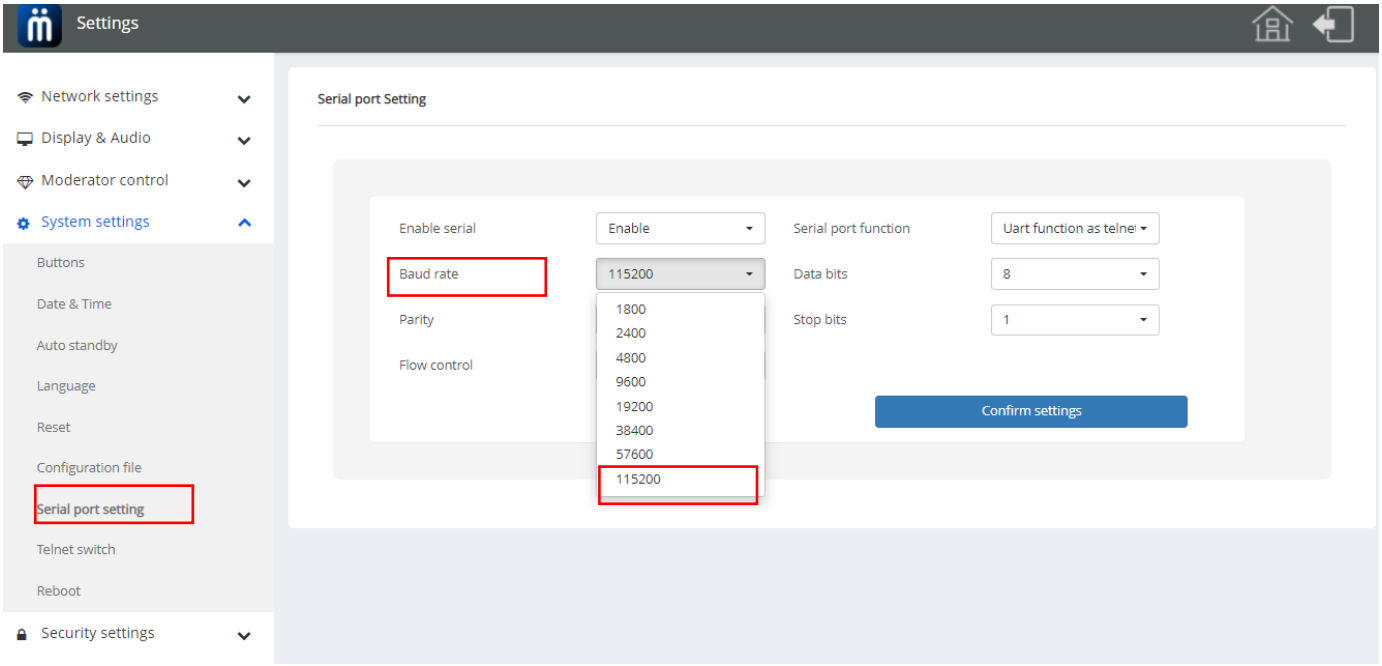
The Configuration File is a packaged file which contains all the configuration parameters of the MuxMeet Share Base-2. This file can be downloaded and copied to multiple devices that need to use the same configuration.



7.4.7 Serial Port Settings

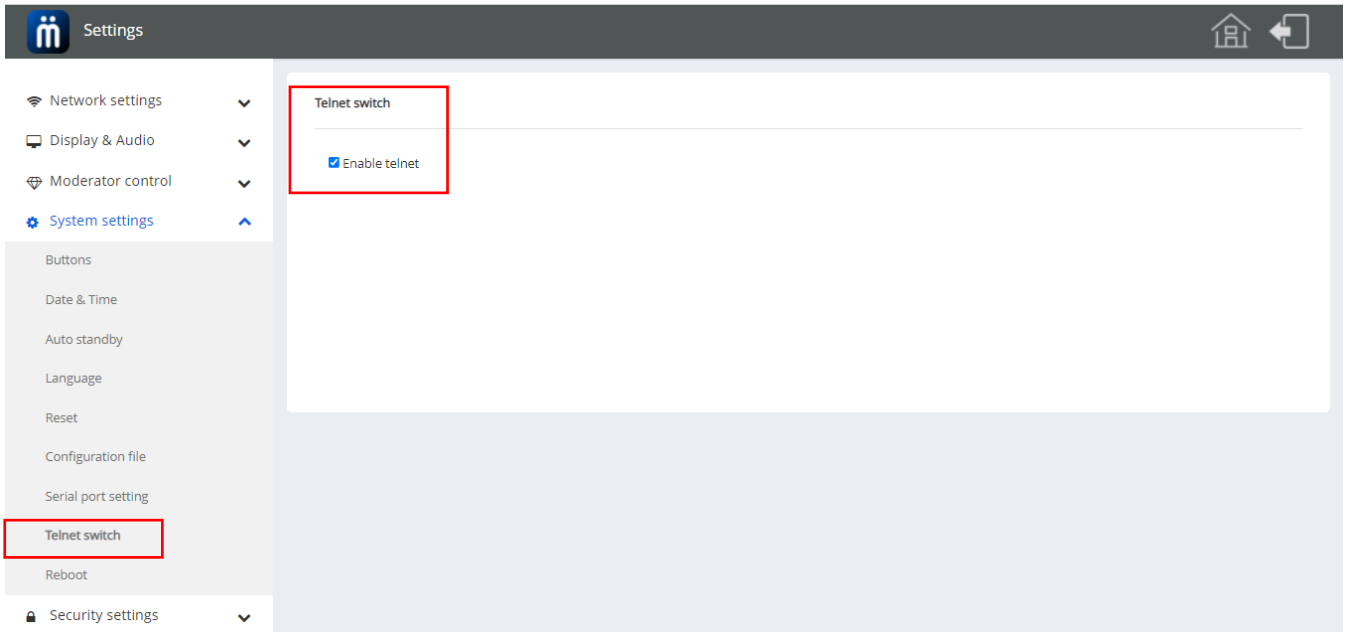
To configure support for telnet and RS-232 commands.





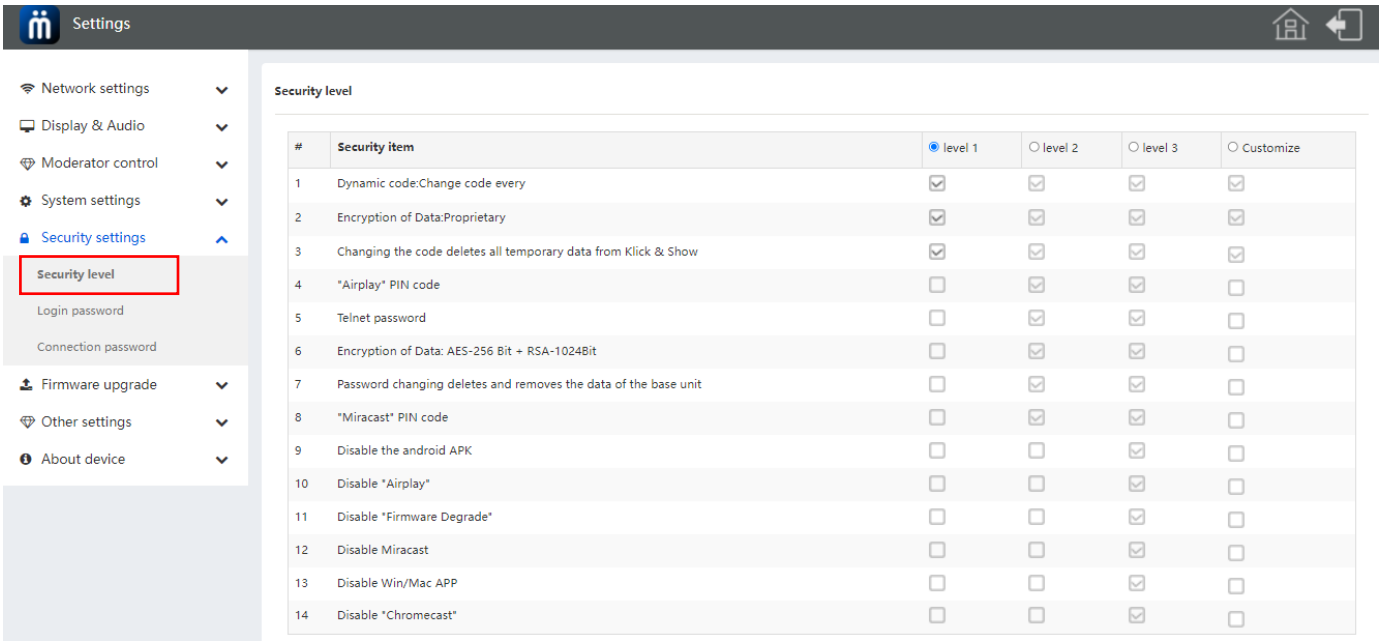
7.4.8 Telnet Switch

Telnet Switch, to enable or disable Telnet.



7.5 SECURITY SETTINGS

7.5.1 Security level



Based on user requirements, **three different security levels** can be set in the menu of MuxMeet Share Base-2, to satisfy different security requirements, according to different security sensitive environments or security policies. A security level is a

predefined set of settings. Click on the corresponding entry in the menu if you want to adjust the respective security features. The default setting is level 1.

Level 1: normal security; maintains a normal security level for daily usage of a typical organization, such as in a classroom, regular meeting room, etc.

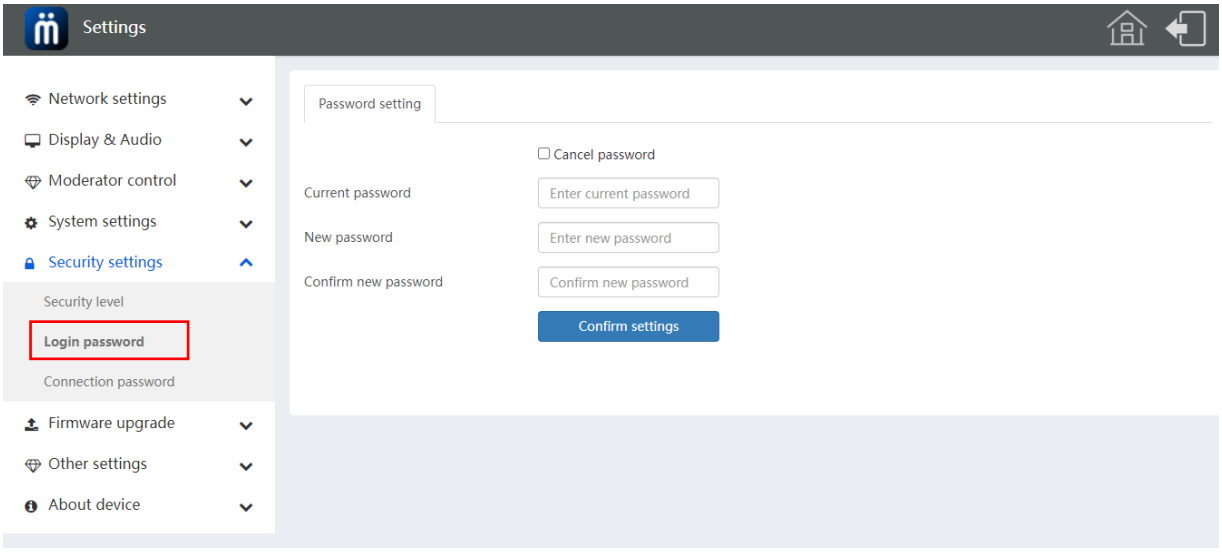
Level 2: medium security; provides increased security for companies, organizations, government agencies, etc., through powerful encryption of audio and video data; other security features include limiting the transmission of "AirPlay" by introducing a password.

Level 3: is used for strict high security requirements of companies, organizations, authorities, banks. This level contains all “Level 2” security measures; in addition, all mobile applications, such as the Android APP as well as AirPlay are blocked, the web browser (WebUI) of the Base unit is blocked. In addition, the downgrade of the firmware is not possible.

The setting of the security level is displayed in the Home screen, click the icon for more information.

7.5.2 Login Password

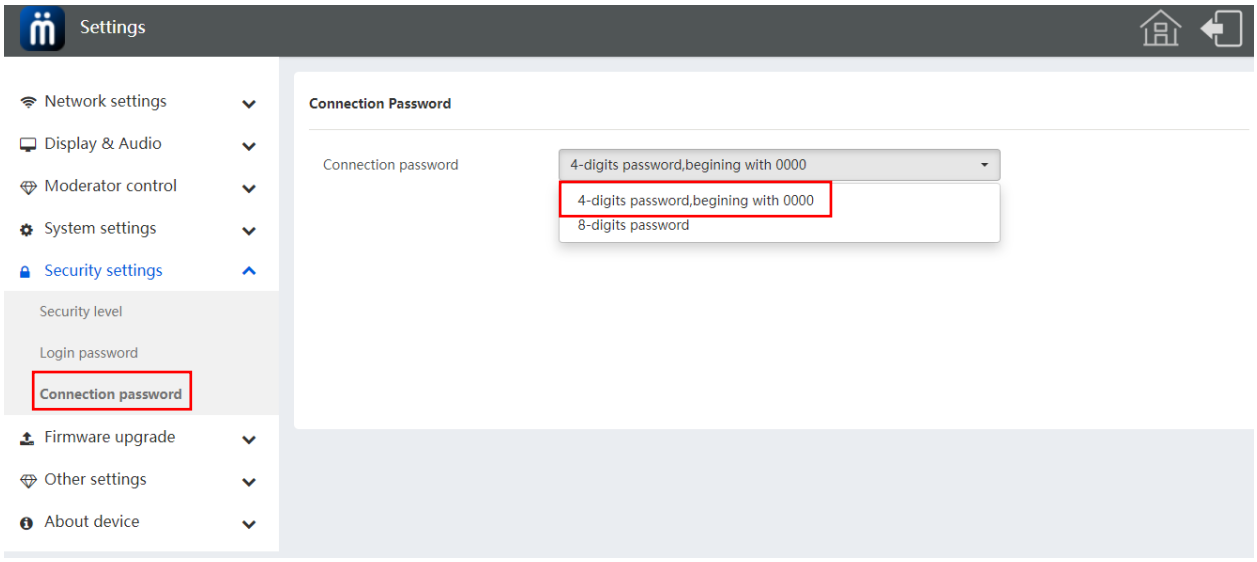
Change admin password for entering the setting menu on the webserver. Default password, or after a RESET, is “admin”. You can change the password as you see fit. You can also deactivate the password entry, set the appropriate checkmark and “Confirm settings”.



7.5.3 Connection password

Two type of password formats can be chosen to show on the Home screen.

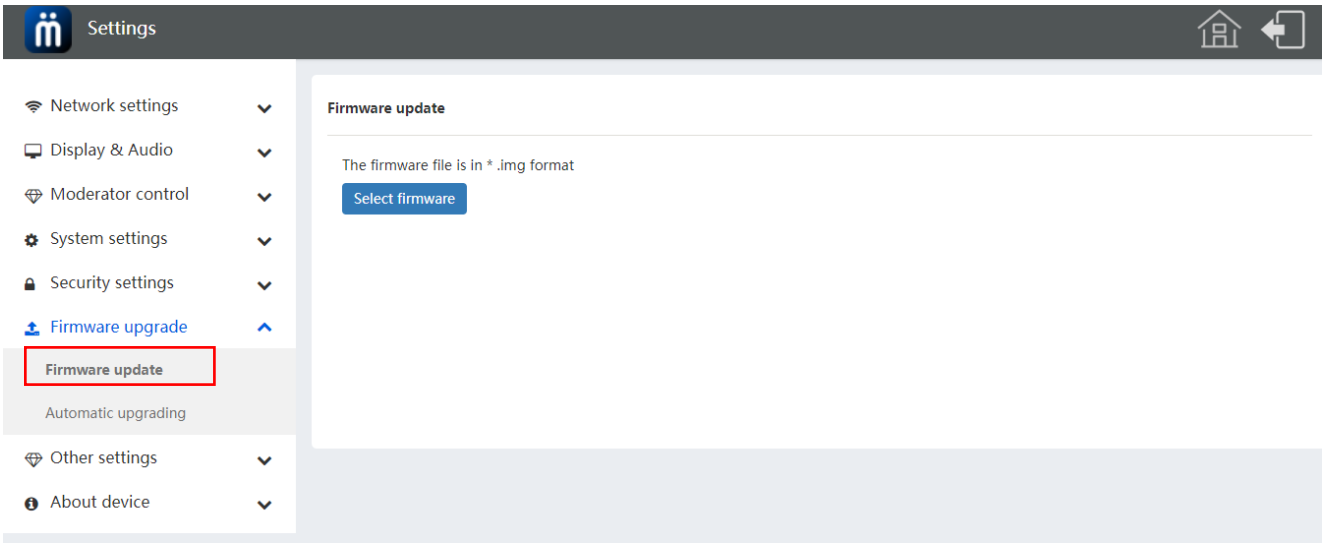
- 4-digits password, beginning with 0000
- 8-digits password



7.6 FIRMWARE UPGRADE

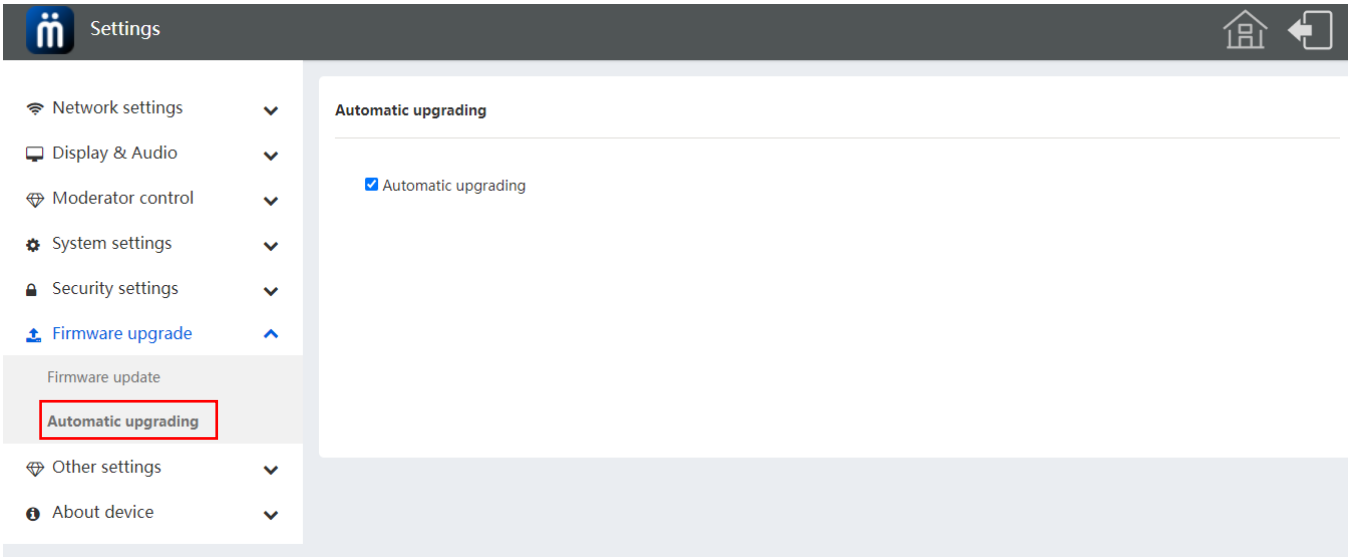
7.6.1 Firmware Update

To upload a local Firmware update file to the Base unit.



7.6.2 Automatic Upgrading

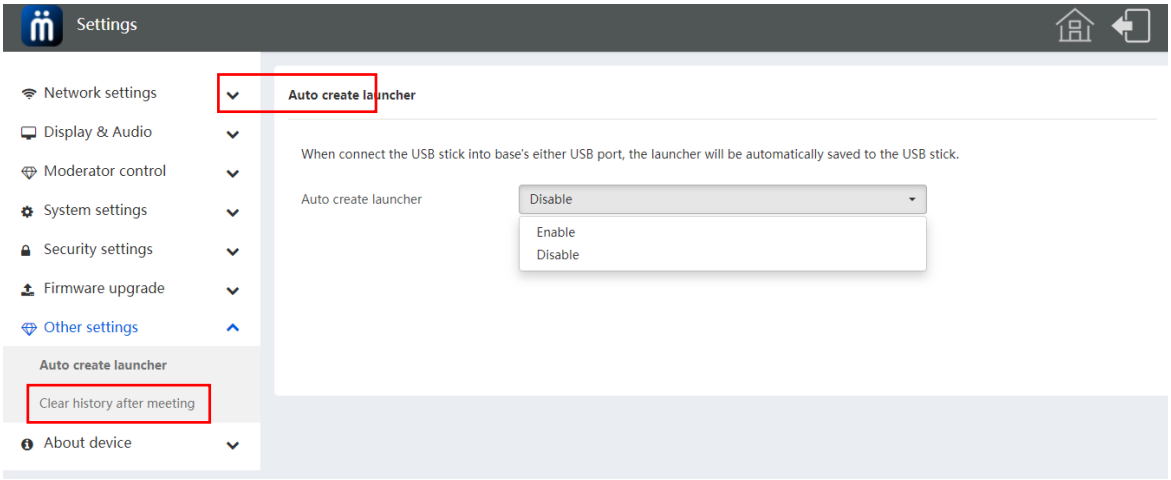
Tick to choose upgrading from OTA via Internet or from local files.



7.7 OTHER SETTINGS

7.7.1 Auto create launcher

Determines what happen when using a USB memory stick on a USB-port of the Base unit. The user can enable or disable that the Launcher program “MuxMeet” will be copied automatically onto the USB memory.

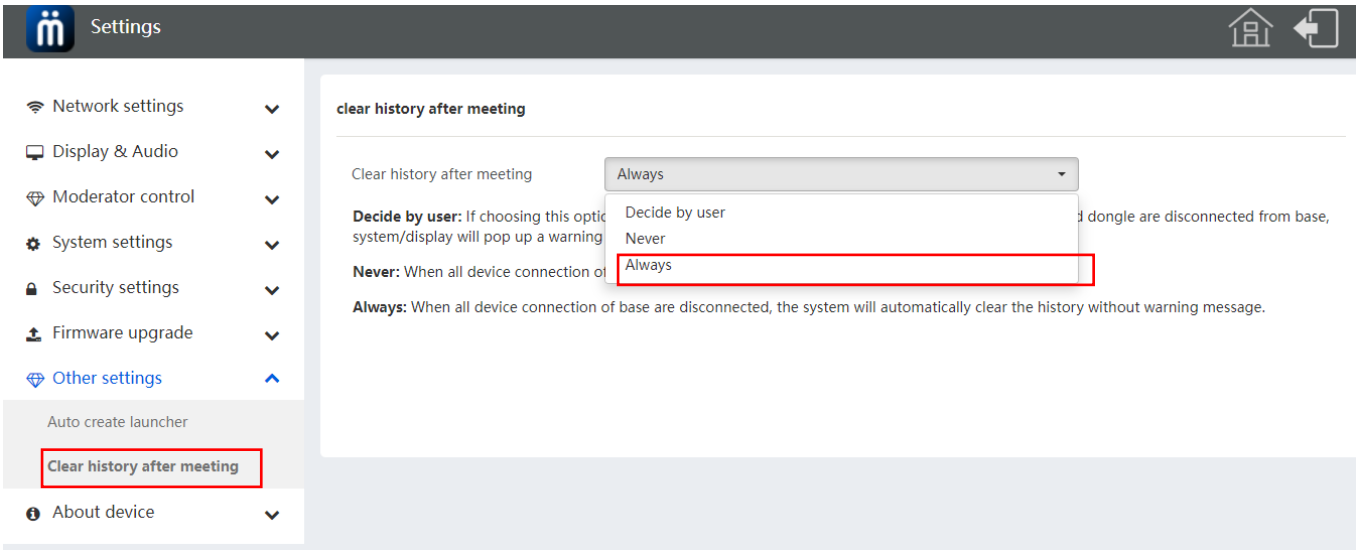


7.7.2 Clear history after meeting

Pictures, videos, music of mobile units will be stored in the memory of the Base unit. This memory can optionally be erased, at the end of a meeting, when the Dongle is pulled from the PC/Laptop.

Settings are:

- Decided by User – a dialog appears when Dongle is pulled.
- Never – storage space is automatically erased when memory is filled to 90%
- Always – memory is automatically deleted.



7.8 ABOUT DEVICE

Check the firmware version of the Base unit and web server version.

8 UPDATING MUXMEET WINDOWS

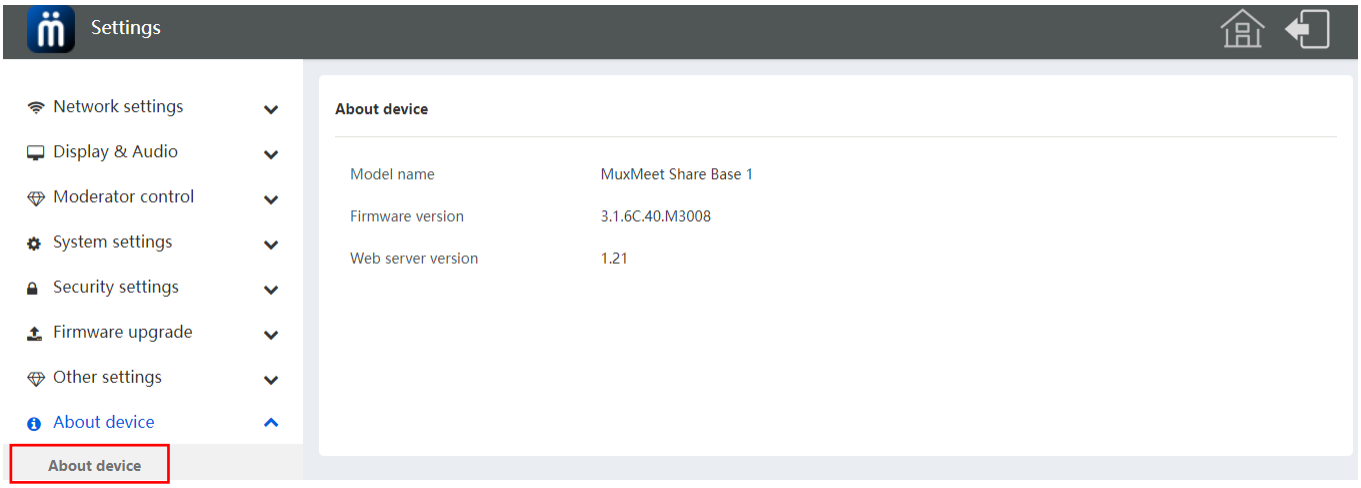
An update of the firmware can be useful to take advantage of new features of MuxMeet or to fix known issues and bugs. MuxMeet includes two methods of updating. Updating by USB stick and webserver.

After updating the Base unit, always check whether the other components still work together or should be updated as well.

There are **up to three different areas** for updating: Firmware **Base-unit**, Firmware **Dongle** and **Launcher** for PC/Laptop or MAC "MuxMeet Windows.exe". All software is stored in the Base unit, to be transferred manually to different devices.

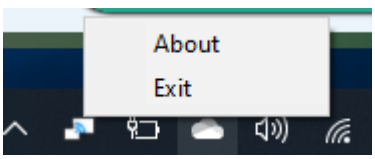
8.1 CHECK CURRENT FIRMWARE INFORMATION

Base-unit: webserver "console" menu / About device.



Windows OS:

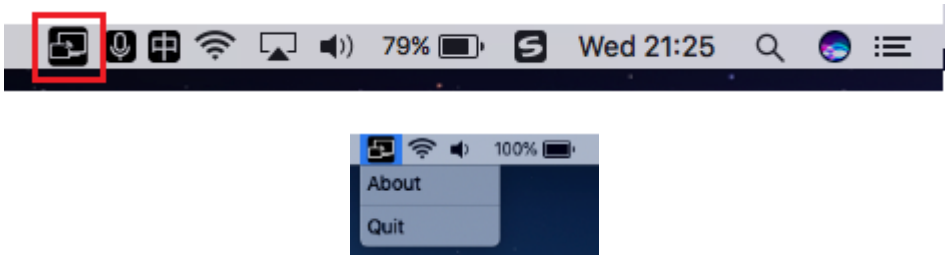
Dongle/Launcher: firmware version can be shown in the ""MuxMeet Windows.exe" program icon in windows status bar by right clicking the ""MuxMeet Windows"" icon and select "About", as shown below.



Click "About" to check Dongle and Launcher program version.

MAC OSX:

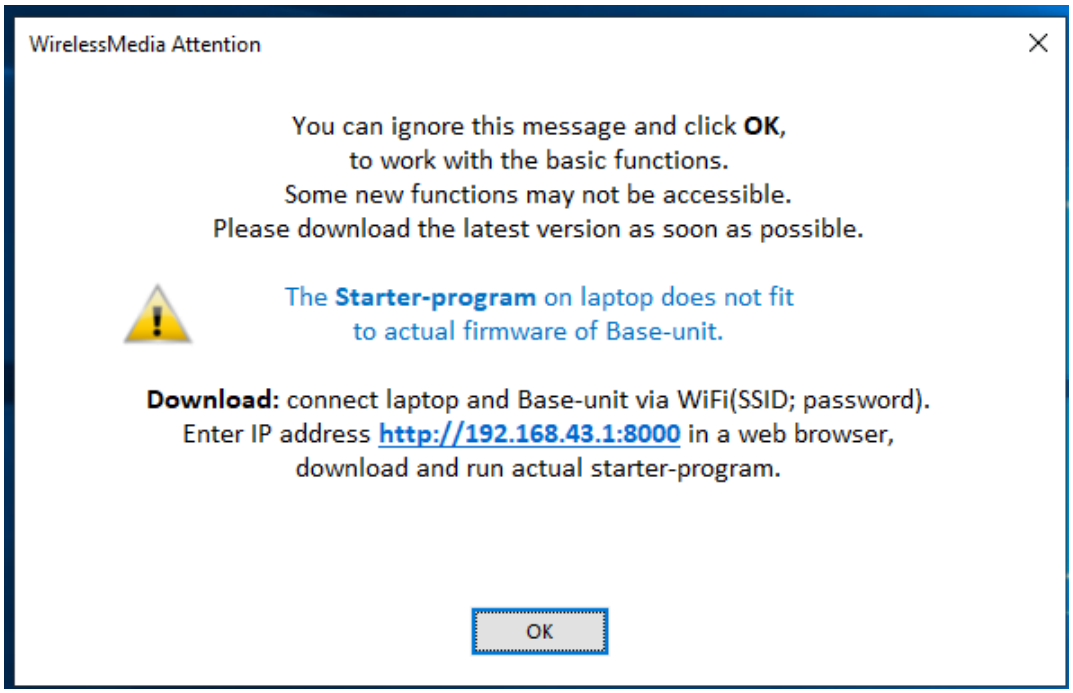
Dongle/Launcher: firmware version can be shown in the ““MuxMeet Windows.app” program icon in MAC OSX status bar, by clicking the ““MuxMeet Windows” icon and select “About”, as shown below.’

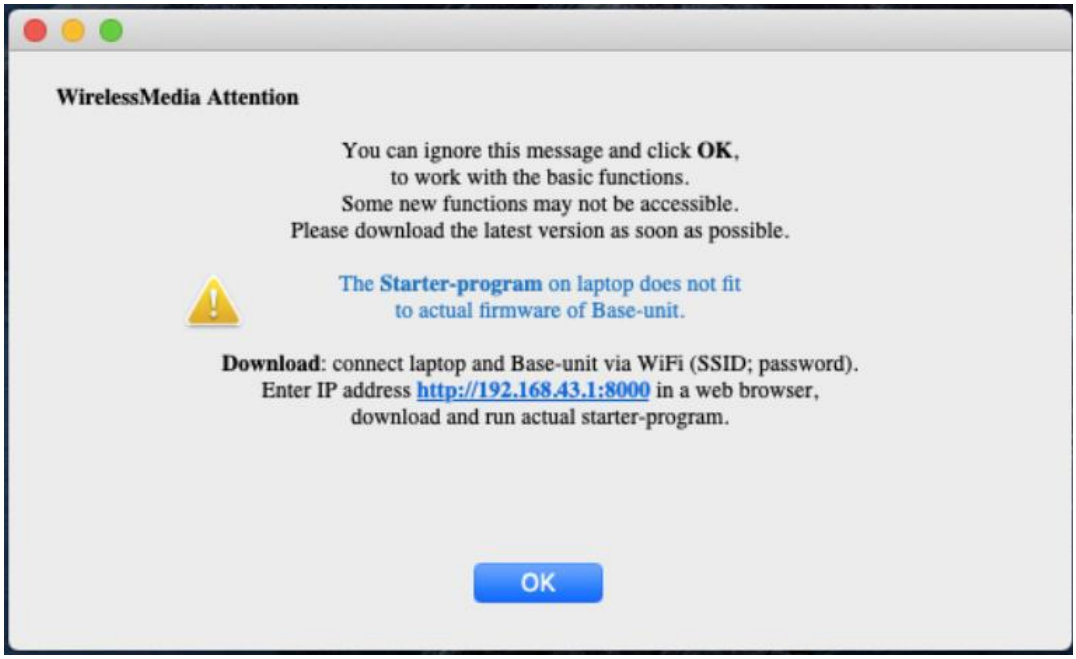


Click “About” to check Dongle and Launcher program versions.

Firmware is NOT matching:

When Dongle firmware or “Launcher” firmware are older versions and are no longer compatible with a newer Base unit version, it shows up in the “MuxMeet Windows” ATTENTION” alert message box in the window OS or MAC OSX, as shown below.





When mismatching occurs, please perform the following steps to update the firmware, as indicated in the message box.

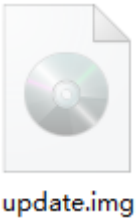
8.2 UPGRADING FIRMWARE OF BASE UNIT:

There are two ways to upgrade Base unit as shown below.

First method to upgrade Base unit:

The Base unit device can be updated through a USB drive as indicated below.

1. Copy the updating file “update.img” to the root directory of the USB drive.



2. Connect the USB drive to either USB port of the **Base unit**.

Note: The USB port can only support maximum 500mA. Please use a small power U-disk when upgrading USB drive.

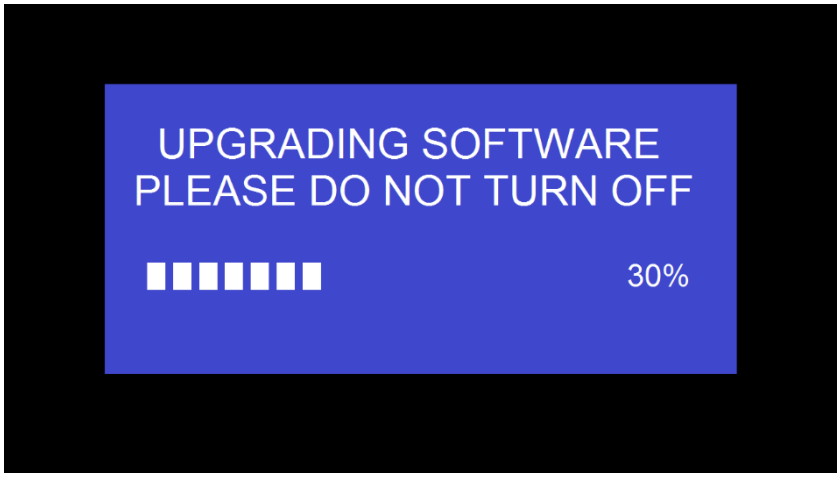
MuxMeet Share Base-2 recognizes the “**update.img**” file at a plugged-in USB stick automatically and starts the “Full

Update” procedure. You can unplug the USB stick only within the first 10 seconds to stop the update, else please do not unplug the USB memory until the upgrade is complete.

Attention !

Do not disconnect power during upgrade progress, or the unit firmware will be corrupted.

3. The upgrade progress is displayed as shown below, and the unit will reboot automatically after completing the updating prosses (at the 100% mark), as shown below.



***Note:** During the update, the screen can be temporary dark. If the progress bar stops at 1%, use another USB stick, it may be defective.*

The display device shows the Home Screen after a normal boot of the device, you can then disconnect the USB-drive.

4. Perform a “Factory Reset” when the firmware update is complete?

Only when the associated “Release notes” are requiring an additional “**Factory Reset**“, perform it via the menu “**System settings”** / “**Reset”** on webserver console menu.

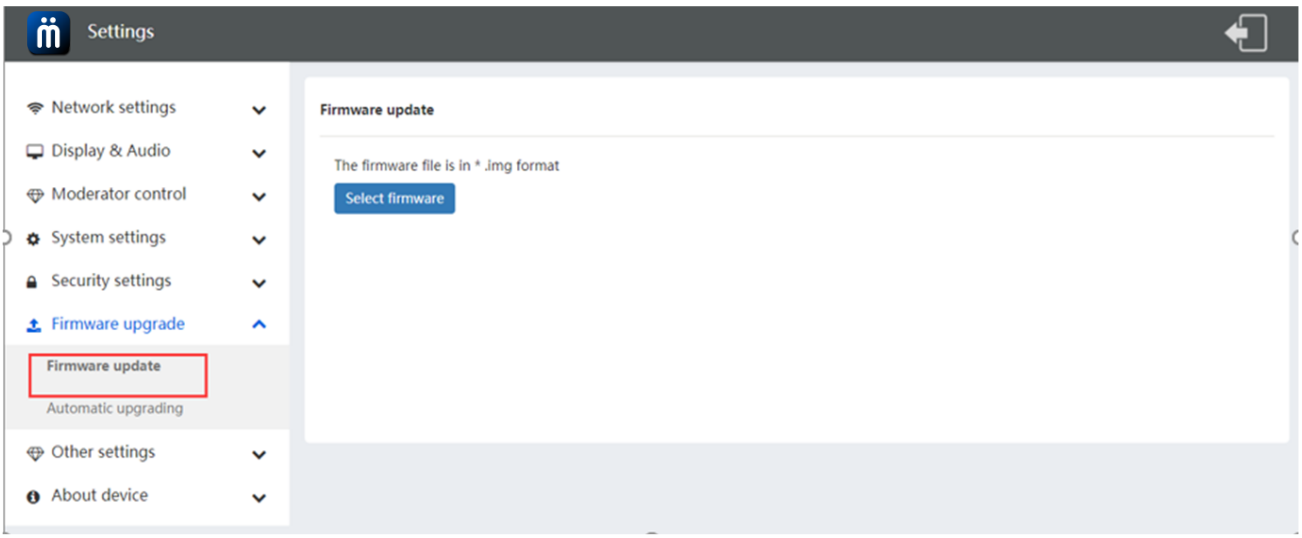
All configuration data will be lost. In order to simplify the process of re-configuring all data, please take note of all settings within the Sub-menus before doing a Factory Reset.

5. The update of the Base unit is finished.

Second method to upgrade Base unit:

The Base unit can be upgraded via the webserver console menu as indicated below:

Select a “update.img” file to upgrade to target version.



8.3 UPGRADING AND PAIRING OF DONGLE:

1. Plug the dongle to either of the two USB port of MuxMeet Share Base-2 to be updated. A message will automatically show up to indicate if the installed firmware of the Dongle is older and needs to be upgraded.

Note: *Type C Dongle needs to be plugged into the Type-C port on the front of the Base unit to upgrade.*

The upgrading progress starts automatically with the progress bar, as shown below.

2. "**Pairing"** to the Base unit is done automatically afterwards, it shows as below

3. Press Exit and unplug the Dongle once the progress bar reaches 100%. The upgrading progress is finished for this unit. Update all other Dongles accordingly.

8.4 UPGRADING LAUNCHER:

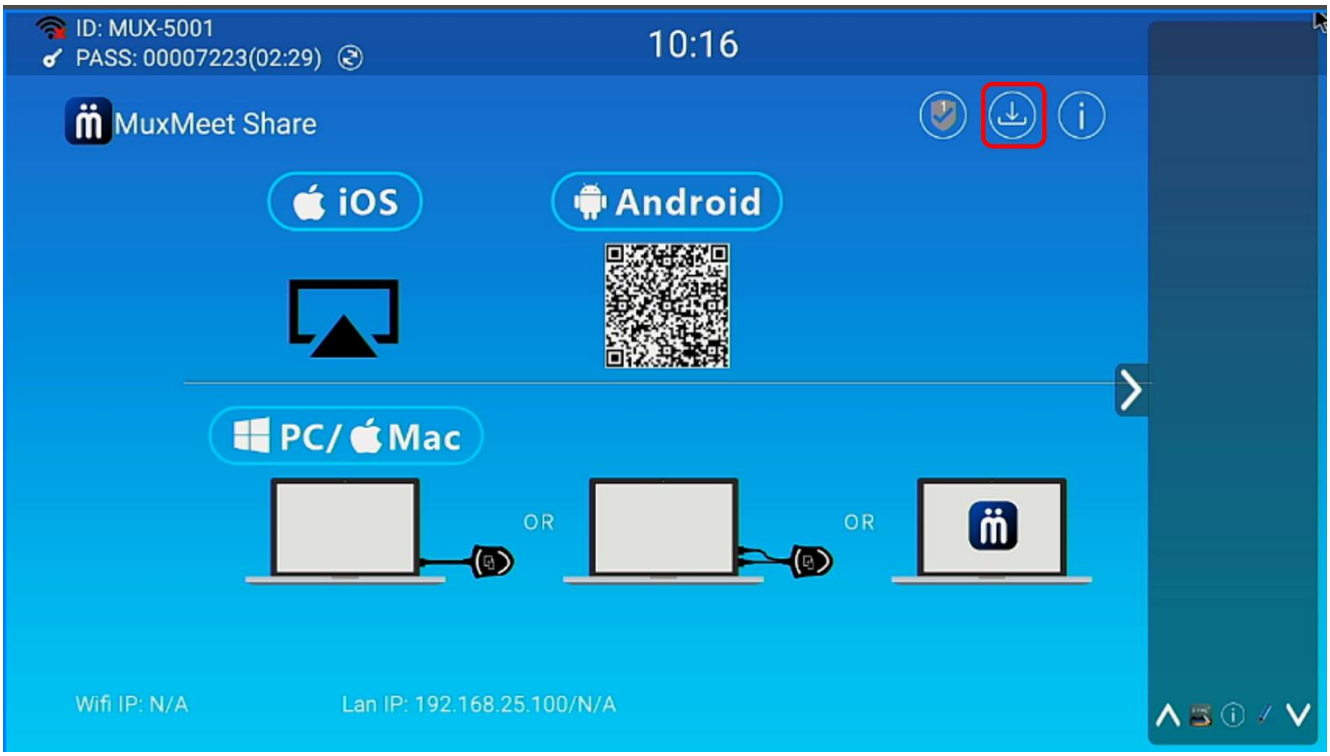
Attention: The USB driver should be in FAT 32 format not NTSC format.

After upgrading the **Base unit** and **Dongle**, the Launcher should be written with the actual Launcher program for Windows, MAC, and Apps for mobile units.

There are 2 methods to update the USB stick/Launcher, including:

Method 1: Via USB stick

1. Connect the USB drive to either USB port of the Base unit.
2. Click the "Download" icon in "Home Page", please see below:

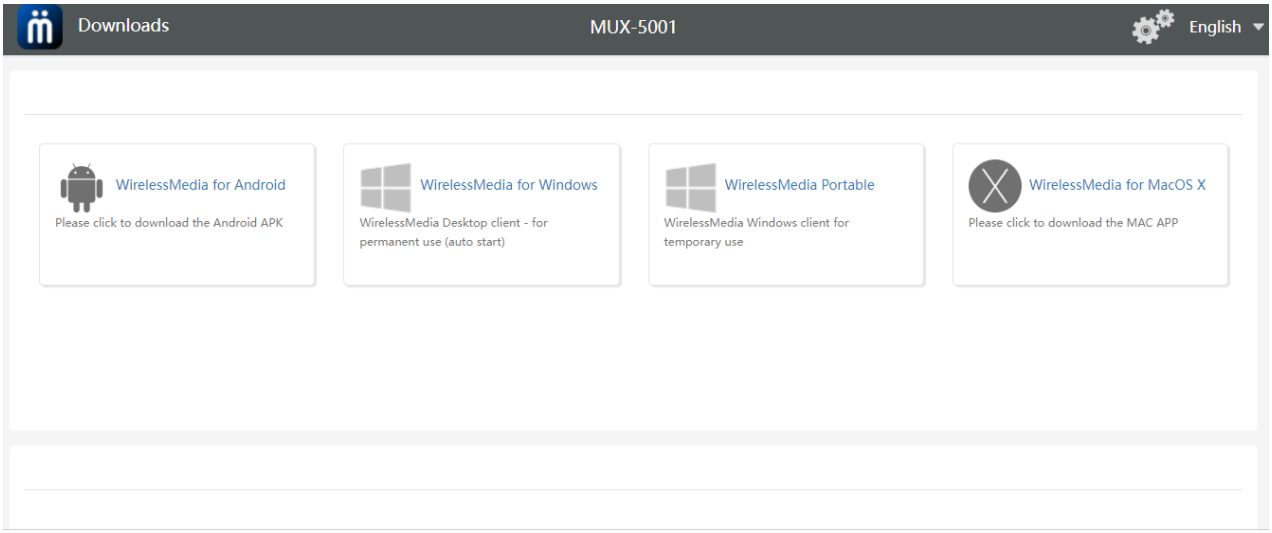


3. The Launcher "MuxMeet Windows" is written to the USB-stick, an OSD-windows shows the progress. Once done, unplug the USB-stick.

Method 2: Via WIFI

1. Connect the PC/Laptop to MuxMeet Share Base-2's SSID and enter the password in homepage, see below:

2. Open Browser and enter WiFi IP: 192.168.43.1:8000.
3. Click to enter "Launcher" download webpage, shown below:



4. Choose and click Windows or MAC Launcher to download.
5. Find the "Launcher" program in PC/Laptop and copy to PC/Laptop desktop. (Recommend copying to desktop for quick access.)

6. Run the program to start sharing.

Two methods to execute the launcher for a first time user

- Copy the program to PC/Laptop and click to execute it to share your PC/Laptop screen.
- Connect a Dongle to your PC/Laptop; click to run program from the USB drive and share you PC/Laptop screen.

For both methods, users do not need to repeat the above steps for the second time plug-in and onward.

The Launcher program "**MuxMeet for Windows**" and "**MuxMeet Pro for Windows**" includes by default an additional virtual driver "ExtendedDesktop" to optionally install the Windows 10 Extended Desktop functionality if it is needed. This may require admin rights.

8.5 CLEAN LEFT-OVER FILES OF OLDER VERSIONS OF LAUNCHER PROGRAM IN LAPTOP

There are some old version “MuxMeet Windows” files left in the PC/Laptop, which may influence the performance of the newer “MuxMeet Share” program. Currently, they can only be cleared manually, before starting to use the new updated “MuxMeet Windows” firmware.

Steps:

1. Find the place where the left-over “MuxMeet Windows” programs are stored. Normally, these files are stored in the C:\Users***(user name)\AppData\Local\”MuxMeet Share”.

2. If the “*.service“ “*.serviceC3” cannot be removed and shows an alert message as indicated below, please use the combination hot key sequence to open the task manager by pressing “**Ctrl+Alt+Delete**”.
3. Right-Click on the “*.service” or “*.serviceC3”, for example right-click on “MuxMeet WindowsAutoServiceC3.exe”and click to End Process Tree.
4. Check again via the task manager, and ensure there are no more “MuxMeet Share” programs still running in the task manager. Check again to be sure that “MuxMeet Share” is no longer in C:\Users***(userame)\AppData\Local\”MuxMeet Share”.
5. Execute the new version of the Launcher program.

Upgrading progress is completed.

9 WIFI RECOMMENDATION SETTING

9.1 CHECK THE WIFI CONFIG ON BASE UNIT

Please use a WIFI analyzer software to place it at the same place as the Base unit. Check the WIFI environment, in order to select a clean or unused WIFI frequency channel for 2.4GHz and 5Hz. WIFI channels shown below.

2.4GHz: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11

5GHz: 36, 40,44, 48,149, 153, 157, 161

9.2 CHECK THE WIFI RSSI ON DONGLE OR MOBILES

Please use a WIFI analyzer software to place it at the same place as the Dongle or mobile devices, to measure the WIFI RSSI (Received Signal Strength Indicator). We recommend the RSSI be above -70dB to be good enough to keep a stable signal transmission. If not, please try to take the following measures, as indicated in the trouble shooting- section for "*Bad wireless connection* congestion".

10 TROUBLE SHOOTING

Here you may find some fundamental problems and possible causes during the usage of "MuxMeet Share Base-2". Locate the problem you've encountered in the table below and apply the solution.

Problem	Cause	Solution
Using "MuxMeet Share for Android" application in Android device or Airplay on iOS device, and it cannot find the Base unit.	WIFI password of Base unit changed when Android or iOS device was connected to the WIFI of Base unit.	Reconnect the mobile device by entering password showed on the Home screen.
The image quality on the main display screen is not good.	The quality or length of the cable between the Base Unit and the display, or the connection between these two is not adequate.	• Replace the cable • Check that the cable is well connected.
	Improper resolution for the main screen. WMB1 could output 3840x2160_60Hz, 3840x2160_50Hz 3840x2160_30Hz, 1920x1080_60Hz, 1920x1080_50Hz, 1920x1080_30Hz	• Change the resolution on the setting configuration. And match it to the native resolution of the main screen. See chapter 7.
Bad wireless connection. The connection between the transmitter and the Base unit is not stable.	Wi-Fi problems. • Interference in the radio channel. • Overload in the radio channel. "MuxMeet Windows" does not automatically jump to other channels when there are changes in the RF environment.	• Use a Wi-Fi scanner to find a free wireless frequency and channel and select it via the setting configuration. • Regularly check the RF environment if there are frequent changes in Wi-Fi networks in your environment.
	Low signal strength: • Metal cabinets, walls, construction elements, …can cause reflections deteriorating the wireless signal. • Obstacles between Dongles and the Base unit cause the lowering of wireless signal strength and quality.	• Put the Base unit closer to the main screen. • Change the orientation of the antennas on the rear panel of Base unit to the transmitter's direction. • Remove or limit as much as possible all obstructions between the transmitters and Base unit.

Problem	Cause	Solution
		• Avoid placing the Base unit in (metal) cabinets, suspended ceilings, under tables or in adjoining rooms.
Cannot get the "MuxMeet Share" to run when plugging the transmitter to a Laptop.	• When you are using "MuxMeet Share" for the first time on your PC/Laptop or for guests, you have to copy the Launcher program "MuxMeet Windows.Exe" or "MuxMeet WindowsmacOS. app" to your PC/Laptop. Run this Starter-program. You can run the Starter App without Admin-rights.	There are 2 possibilities to load the Launcher program, see chapter 7.4. Best is downloading the App via LAN or Wi-Fi of Base unit. When the Launcher program is preinstalled one time, "MuxMeet Share" is ready to use later immediately.
	• Bad connection at USB port on the Laptop.	• Reconnect to the USB port • Try another USB port • Reboot the Laptop
	• Some types of USB devices might be blocked as the company policy. • USB port setting on the Laptop might limit the usage of high-power USB devices when on battery power.	If possible, change the USB port policy on the Laptop.
Low video performance (sharpness, audio and video dropouts, video stream is jerking, …)	• The media-player is not ideal. • The video quality also depends on the computing power of the PC / Laptop and the interaction and CPU load with other running software applications. • A Laptop in battery mode can be switched to reduced computer power, to save energy. The transmission of HD video requires a certain amount of CPU power to guarantee the optimum quality of the transmission.	• Use another media-player (VLC player…), another browser. • Update the software of your Video-player to the latest version. • Reduce the CPU usage of other software applications. • Lower the screen resolution of the Laptop. • Update driver of graphic card. • Disable low power mode on Laptop.
Video is not shown on screen	The content uses HDCP	• MuxMeet input does not support showing HDCP sources. If possible, connect the source device locally to the HDMI input of Base unit.

Problem	Cause	Solution
	The display cable (HDMI) is not correctly connected.	• Re-insert the display cable to the display and the Base unit.
	The displays are switched off.	• Switch on the display.
	The Base unit is in standby mode, "Power-LED" is flashing on the Base unit. Power-supply is missed.	• Power unit OFF and ON again, or insert a Dongle into a PC/Laptop.
When using window 7 the following message about the Window Aero color scheme appears "Windows has detected that your computer's performance is slow. This could be because there are not enough resources to run the windows Aero color scheme.	MuxMeet Share Base-2 uses resource from the GPU. In combination with other programs which do so. Windows 7 sometimes shows this message suggesting disabling Aero to improve the performance of the PC/Laptop.	• It's safe to ignore this message and choose "Keep the current color scheme."
Your content is removed from the display and the LEDs on the button are blinking	Connection to the Base Unit is lost.	MuxMeet Share Base-2 tries to restore the connection automatically. If it fails, the LEDs on the Dongle start blinking red. Unplug the Dongle from your PC/Laptop and try a new Dongle.
Nothing is shown on the displays at all	The displays are switched off.	Switch on the display.
	The display cable is not correctly connected.	Connect the display cable securely to the Base unit.
	The Base Unit is in standby mode	Briefly push the standby button on the Base Unit, or power OFF and ON again the Base Unit.
No LAN connection with the Base Unit	Wrong IP address	IP address is not within LAN range
		DHCP is not enabled.
No Wi-Fi connection between mobile device and Base unit	Wrong Wi-Fi frequency	Check mobile device to select the correct 2.4GHz or 5GHz
	Wrong SSID and password	Enter the correct SSID & password.
No audio when transmitting a local file to Base Unit	Unsupported audio format, including Dolby MS11, DDCO DTSLBR, DTSE, DTSNeoUltra, SRS-THEATERSOUND, DTS_StudioSound3D, DTS_HD,	If possible, reformat it to another audio format, such as DD, DD+, HE-AAC, DTS DMP, WMA, DRA, COOK
There is no sound at main display.	Audio device is not connected.	Make sure the audio is turned on and is well connected.

Problem	Cause	Solution
	Volume is set to OFF.	Adjust level in menu configuration MuxMeet Share Base-2 console on webserver settings.
	The volume level is set too low in the options of the "MuxMeet Share" Launcher program on PC.	Increase the volume in the "MuxMeet Share" Launcher program on PC.
	Audio signal may be muted.	Click with right-mouse button on the speaker icon in the taskbar and switch ON.
	The volume level is set too low.	Increase the volume level on Options in the menu of MuxMeet Windows.
	Audio is muted in mixer of volume in taskbar.	Right-mouse click on the speaker icon in the taskbar, open mixer and unmute “MuxMeet Share” or “Video Playback”.
	The software of the Video-player used is not current.	Update Video-player. Try another player.
	An active virus scanner can block the Audio.	Check the filter-settings in the Virus scanner. De-activate the player for a check.
There is no sound with MacBook.	Problem of sound-flower App, which is integrated in driver MuxMeet Windows.app.	• You need Admin-password • Go to the macOS System Preferences and select the “Security & Privacy” tab. Find the "allow to run/install the sound-flower" there click on “Allow” next to “Matt Ingels”, in order to allow this sound-flower to install on the Mac Book. • Run the MuxMeet Windows.app again, it’ll auto-install sound-flower to the MacBook.
There is no sound via AirPlay.	The volume is set too low, on the mobile device.	Increase the volume on the mobile device.
There is no sound on the main screen, when mirroring a video by the App “ MuxMeet for Android“.	Due to the limit of the Android system, Android doesn’t provide an interface to capture the audio. In this case, there is no sound when mirroring the video.	Use a Dongle or Apple Airplay to do mirroring when necessary.

Problem	Cause	Solution
Cannot update firmware of the Base unit.	Flash disk format is NTFS	Please re-format the flash disk to be FAT format to update it.
Airplay will not work with MacBook/iPhone/iPad.	Operating System Requirement is Mac OS 10.9 iOS 8.0 and later (MuxMeet app)	• To use AirPlay, you must connect the iOS device to the Wi-Fi • Update the iOS device to a newer operating system.
Poor Video-quality with AirPlay.	There are 2 states for AirPlay: a.) Mirroring: 1: 1 copy of the screen b.) Streaming: Videos (Internet, YouTube); the image will not be displayed on the iOS device.	Reduce “Quality! In settings of YouTube, for example from “Automatic” to 720p.
Cannot work with Android device?	Operating System Requirement is Android 2.3 and later	Update to the later OS

If you still cannot diagnose the problem, please call MuxLab Customer Technical Support at 877-689-5228 (toll-free in North America) or (+1) 514-905-0588 (International).

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