



# OPEN AIRPLAY MANUAL GUIDE



(English  
Language)

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# Introduction

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Alhamdulillah, because of airplay we could connect directly between monitor and laptop using Wifi networks. No more VGA Cable is needed, nor HDMI cable.

We could imagine when VGA / HDMI cable is commonly used, there's an side effect. Such as VGA / HDMI port would eventually become broken. Therefore, WIFI network is one of the best alternative solution without any side effect.

If you want to do some presentation inside a projector / monitor without any cable at all? Try to use Open AirPlay from now on!

Bandung, January 11<sup>th</sup> 2018

FgroupIndonesia Team

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# CHAPTER 1: What's Open AirPlay?

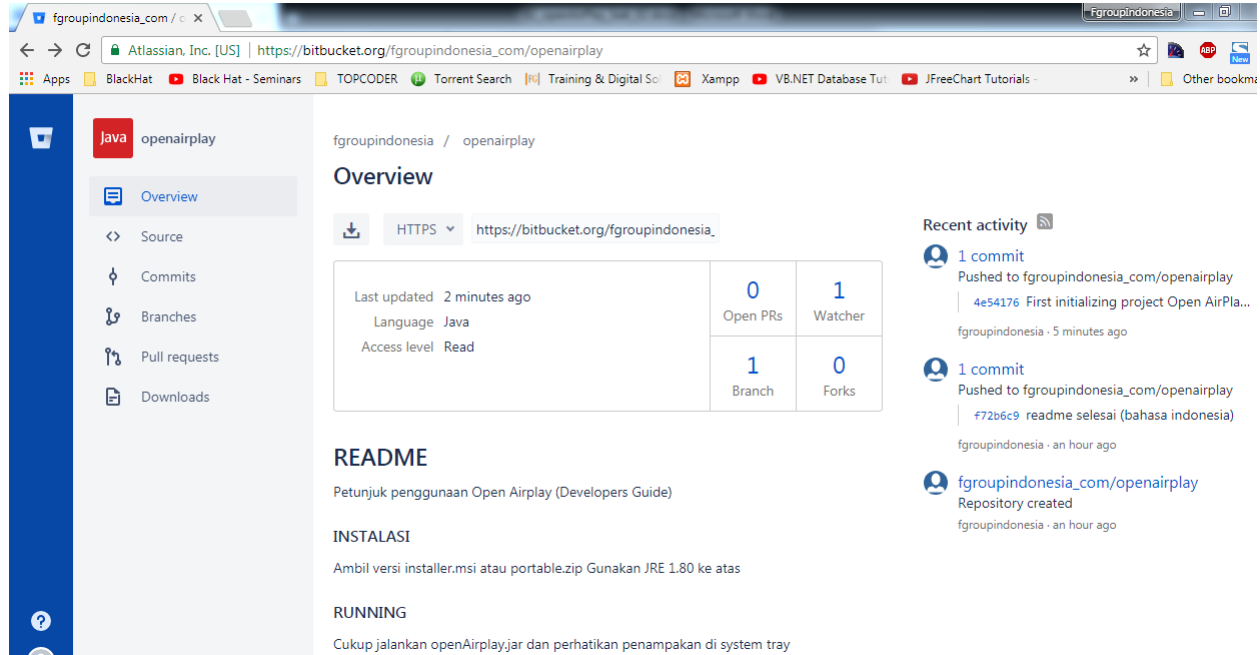
## a. Definition

We all understand that AirPlay is one of the protocol used by Apple for streaming while using audio, video and other devices. From the beginning of AirPlay usage by Apple Software with its AirTune is used only for audio and then it's expanding for video mirroring, etc.

## b. Source Code

From the definition mentioned earlier we could then use for the purpose of mirroring between laptop and monitor / projector, etc. **Open AirPlay** that implements open source code that could be used for any developers who interested to do some improvements.

[https://bitbucket.org/fgroupindonesia\\_com/openairplay/src](https://bitbucket.org/fgroupindonesia_com/openairplay/src)



The screenshot shows a Bitbucket repository page for 'openairplay' under the user 'fgroupindonesia'. The page includes a navigation sidebar on the left with options like Overview, Source, Commits, Branches, Pull requests, and Downloads. The main content area displays the repository's overview, including the URL 'https://bitbucket.org/fgroupindonesia\_com/openairplay', the language 'Java', and access level 'Read'. A table shows 0 Open PRs, 1 Watcher, 1 Branch, and 0 Forks. Below this is a 'README' section with instructions in Indonesian, followed by 'INSTALASI' and 'RUNNING' sections.

Last updated 2 minutes ago	0	1
Language Java	Open PRs	Watcher
Access level Read	1	0
	Branch	Forks

# CHAPTER 2: Open AirPlay Application

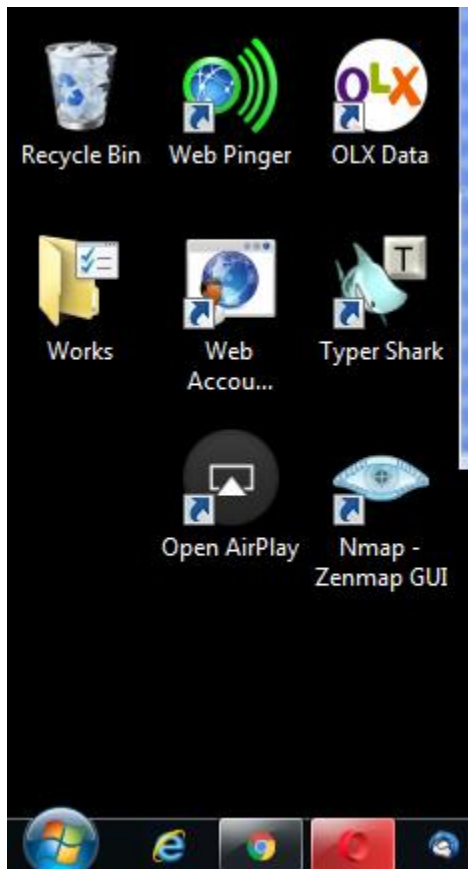
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## a. Installer

Download the file from this page

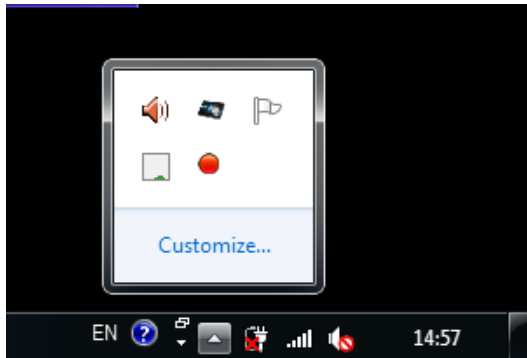
<http://fgroupindonesia.com/download/open-airplay>

Click the installer / portable button. After the installation process done, the shortcut placed under the desktop could be used directly.



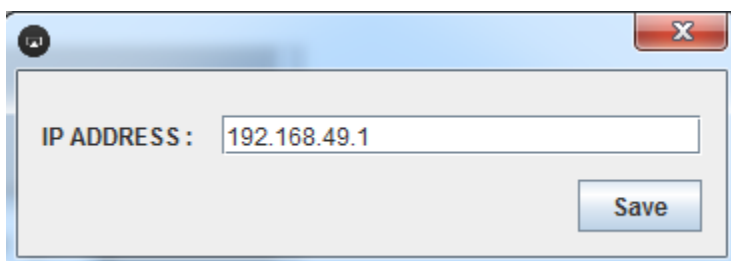
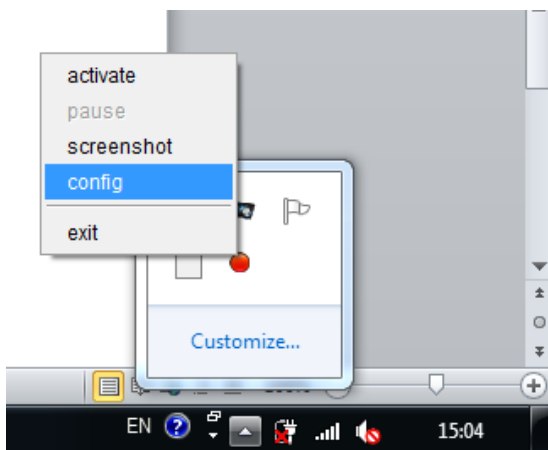
## b. Usage

When running Open AirPlay ini, make sure that you have JRE (Java Runtime Environment) already installed. Once we run the app, a **red icon** would appeared inside System Tray.



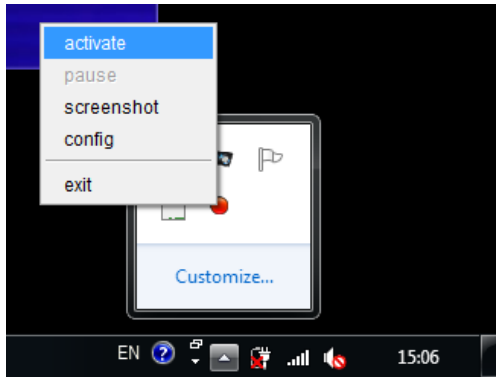
Try to configure first by inputting the IP Address of the monitor / projector to the **Configuration** menu provided there.

**Right click then choose Config.**

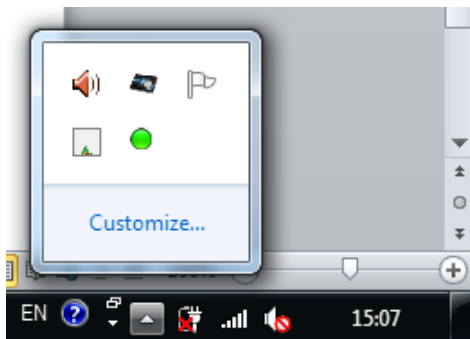


Once you've done, Click **Save** then run again :

**Right Click choose Activate.**



Within couple of seconds the **Open AirPlay a green icon** would appeared. That means the connection is successfully and mirroring is succeed!



Success mirroring!



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# CHAPTER 3: Our Support

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## a. Social Media

For discussion or any other questions could be send through out:



Facebook: <https://facebook.com/fgroupindonesia>



Twitter: <https://twitter.com/fgroupindonesia>



Google: <https://plus.google.com/+FgroupIndonesia>



Email: [training@fgroupindonesia.com](mailto:training@fgroupindonesia.com)

Many systems became an **open source** and some of them became **closed source**. On every version released could be used by everyone.

Therefore if there's a concept that requires some implementation either in open / closed source from the small project or even the bigger one (enterprise level), you may contact our team!

Our support is either for **open / closed source** including the **enterprise (premium)**.