

NordicRetr

Nordic Projector **User Manual**

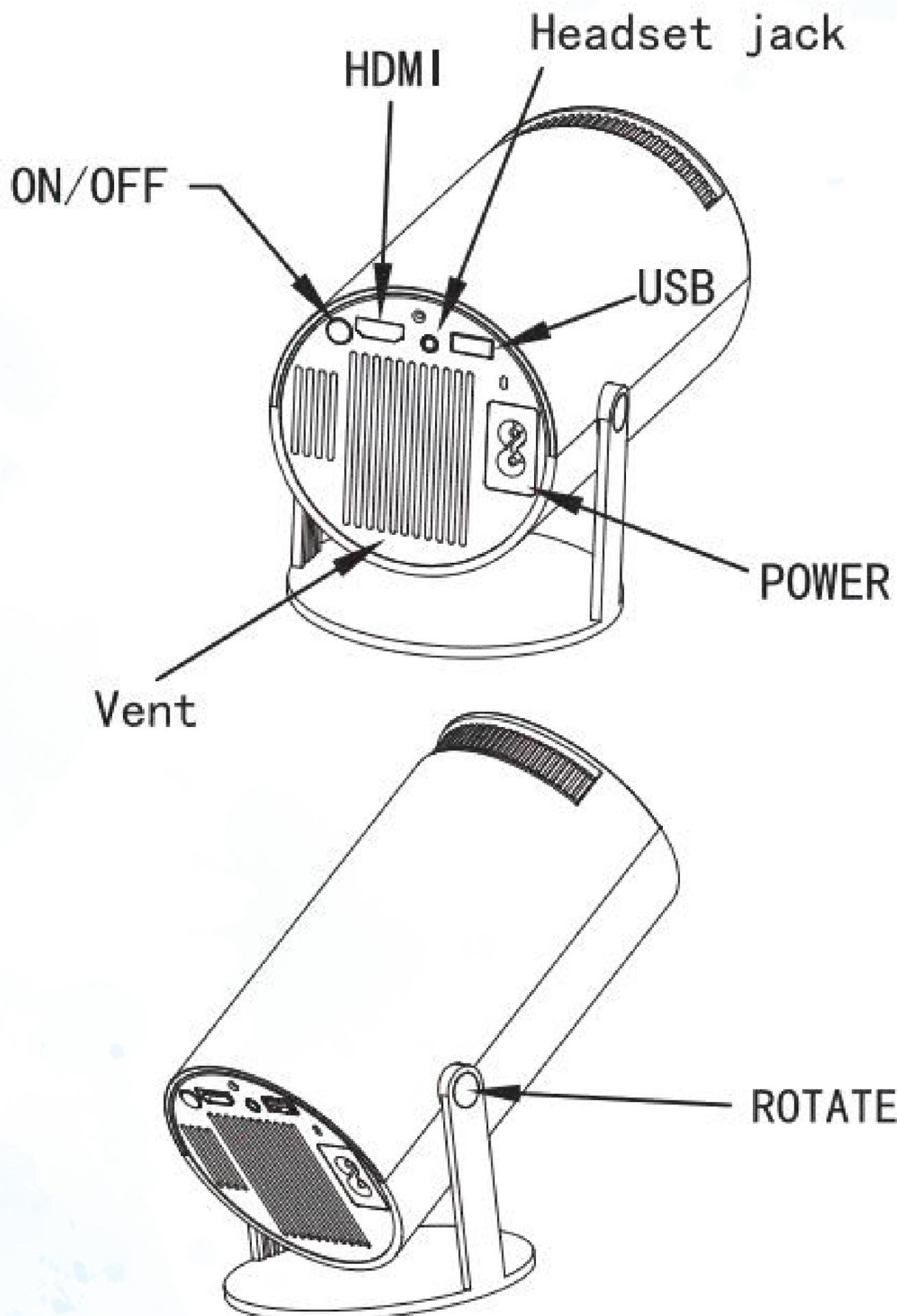


Table of Contents

Front page	1
Table of Contents	2
Structure	3
Projector	
Remote	
Settings	6
Setup Wifi	
Reset projector	
Apps	8
Install popular apps	
Install a specific app	
Install apps from Google Play Store	
Share device	11
Safety instructions	15
Disclaimer	16
Read This Before Use	17
FCC Statement	18

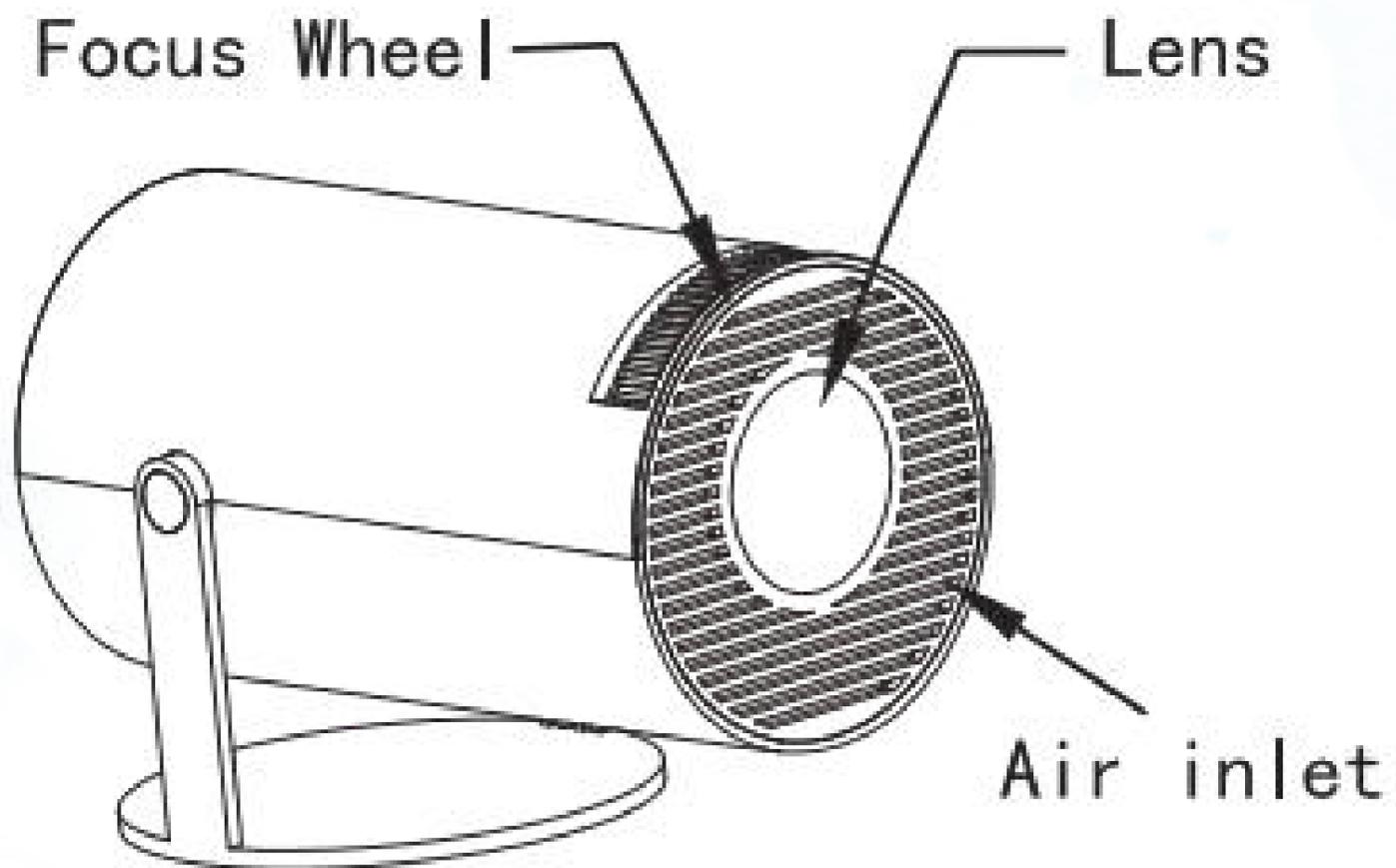
Structure

Projector



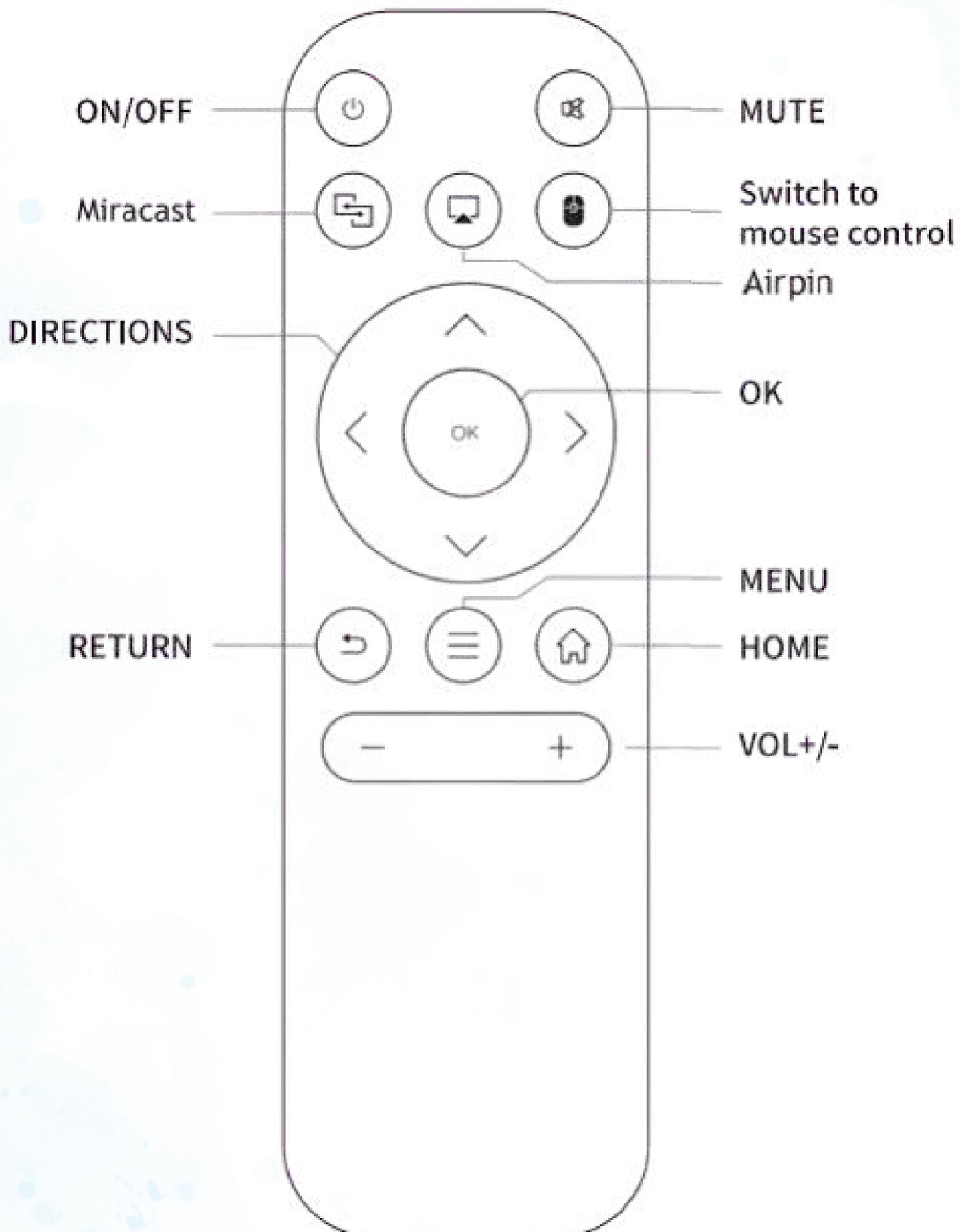
Structure

Projector



Structure

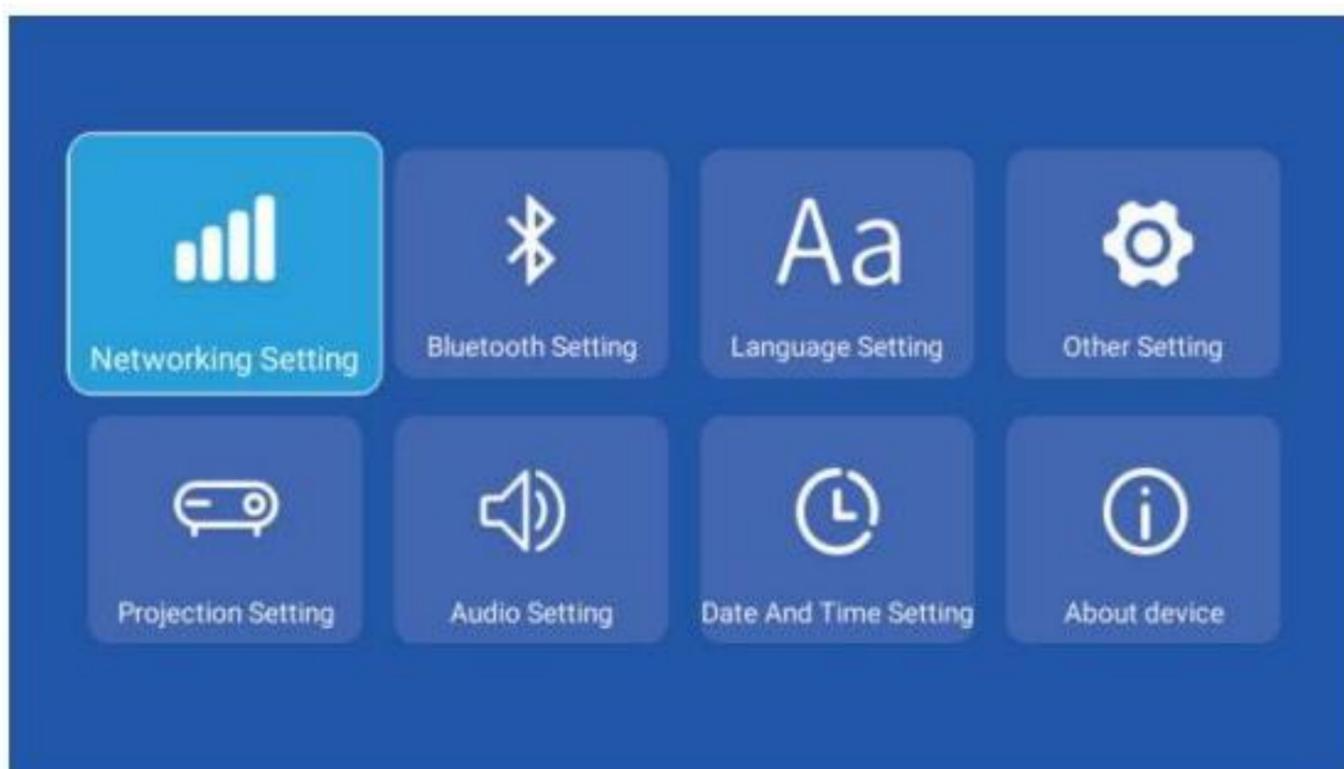
Remote



Settings

To access the settings, click “Settings” in the main menu, which can be accessed from the Home page (the house icon on the remote control).

To access the different types of settings, such as Wi-Fi, click the relevant icon.



Setup Wifi

To set up Wi-Fi on the projector, follow these steps:

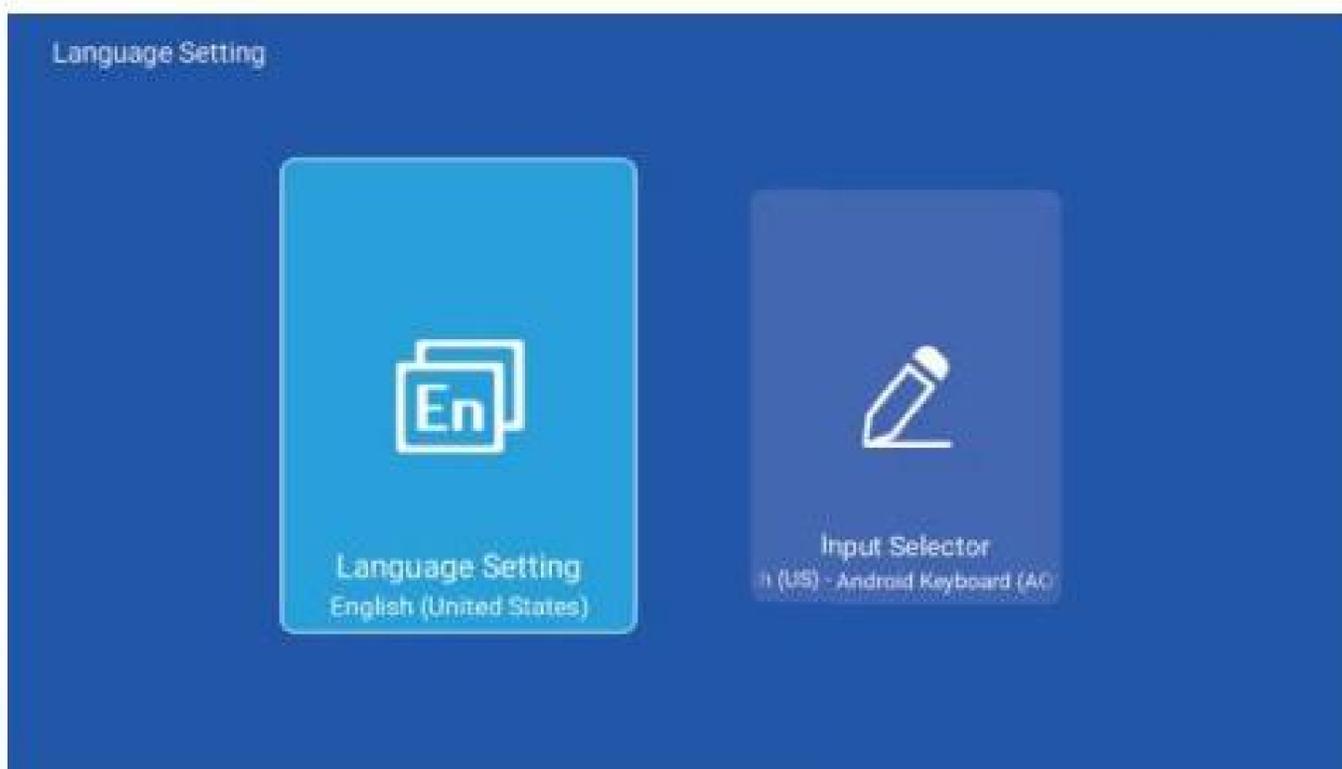
1. Go to the main Settings menu.
2. Click “Networking Setting.”
3. Select the Wi-Fi network you want to connect to.
4. If the Wi-Fi is password protected, enter the password to connect.
5. That’s it! You are now connected to Wi-Fi

Reset Projector

To reset the projector, follow these steps:

1. Go to the main Settings menu.
2. Press "Other Setting."
3. Press "Factory Reset Setting."
4. Click "OK" in the box that asks if you want to reset everything to factory settings.
5. Keep the projector connected to power while it resets. This can take up to 5 minutes.
6. That's it! Your projector has now been reset and should be ready to use again.

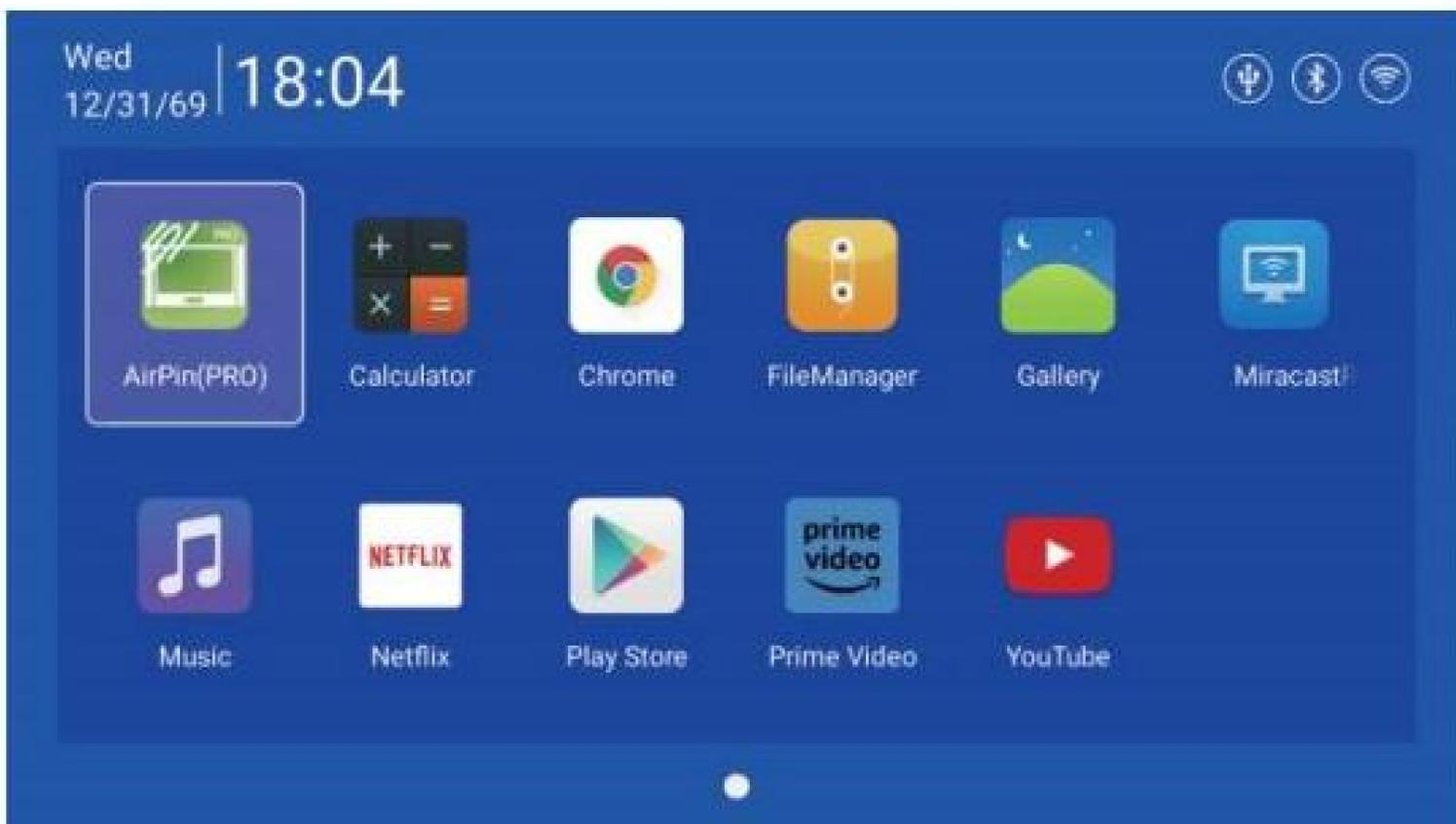
Note: If you disconnect the power while the projector is resetting, errors or defects may occur. Do not unplug the projector during the reset process.



Apps

From the Home screen (the house icon on the remote control), click “Applications” to see all your installed apps.

Use the arrow keys on the remote control to navigate between apps. Press “OK” to open one.



Install popular apps

The projector comes with a number of popular apps already built in, but they still need to be installed. Follow the guide on the next page to install a specific app.

Install a specific app

1. Make sure you are connected to Wi-Fi.
2. Open All Applications.
3. Select "App Store."
4. Navigate to the app you want to install (for example "AirPin PRO") using the arrow keys on the remote.
5. Press "OK" on the remote control.
6. Click "Install" to install the app.
7. Wait a few minutes depending on your internet connection.
8. That's it! The app is now installed.

Netflix

To use Netflix on the projector, make sure you download the correct app. In the projector's App Store, there are two Netflix apps available. Download the one with the black icon that is 73 MB.

After installing the app, your remote may not respond inside Netflix. If this happens, switch to Mouse Control on the remote by pressing the mouse icon. You can then navigate using the on-screen cursor.

If you experience further issues, please contact our customer support.

Install apps from Google Play Store

Many popular streaming services that are not pre-installed on the projector can be downloaded from the Google Play Store.

Follow these steps:

1. From the Main Menu, select Applications. Here you will find the pre-installed apps, including Google Play Store.
2. Open Google Play Store and sign in with your Google account.
3. Once logged in, you can browse and download apps such as TV2 Play, YouSee, DRTV, Amazon Prime, and many other popular streaming services.

A. Most streaming services can be found under the Entertainment category on the Google Play Store homepage.

B. If you are looking for a specific app, use the search bar in the top right corner.

Share device

This section explains how you can display content from your device, such as a phone or tablet/iPad, on the projector.

Both devices must be connected to the same Wi-Fi network, meaning both the projector and your phone (or other device).

Android

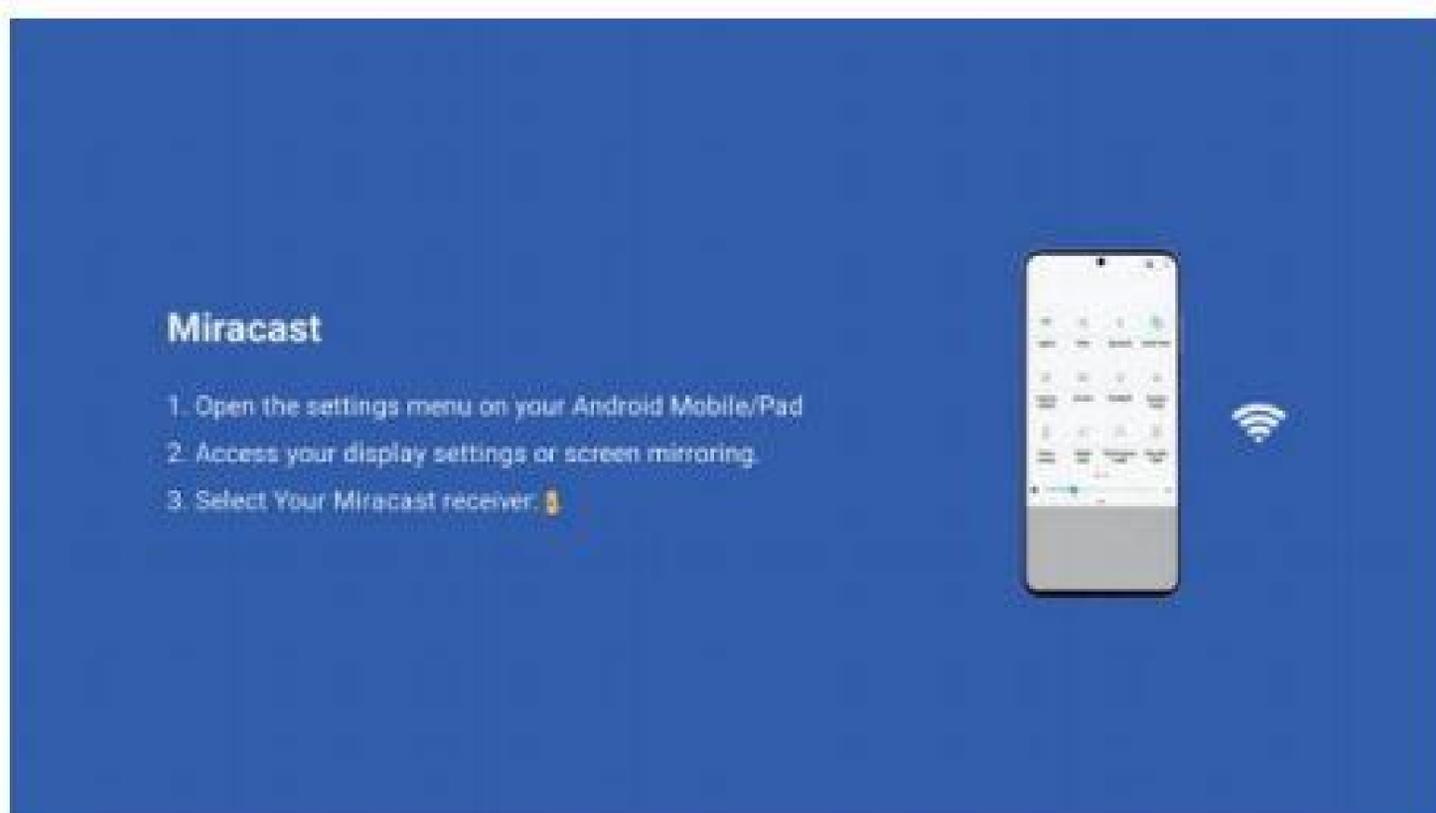
1. Open "Miracast."

a. Through the projector:

- i. Open All Applications.
- ii. Select the "MiracastReceiver" app.

b. Or with one click:

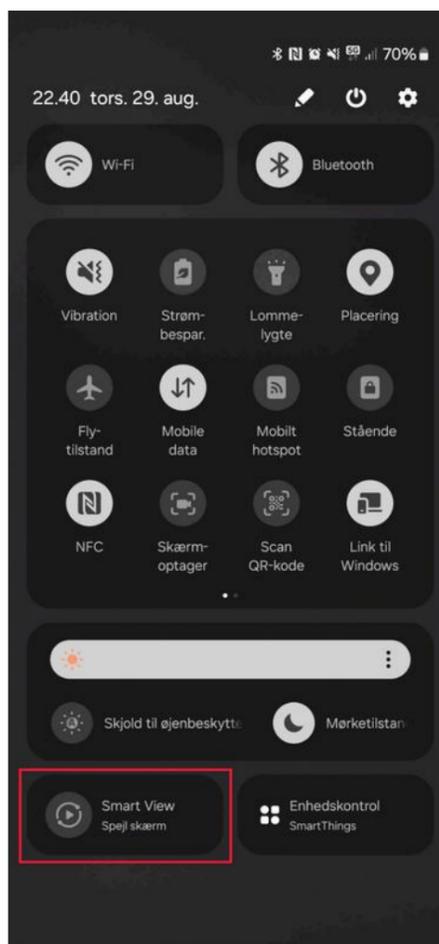
- i. Press the Miracast button on the remote control.



Connect your Android device

1. Make sure your Android device is connected to the same Wi-Fi network as the projector.
2. Turn on Screen Mirroring / Screen Sharing on your Android device.

a. Example on Samsung devices.



3. Find the projector in the list of available devices and connect to it.
4. That's it! You're now ready to start watching

Iphone/Ipad

To set up the connection, both the projector and the device need to be prepared.

1. Open the “AirPin Pro” app.

a. Through the projector:

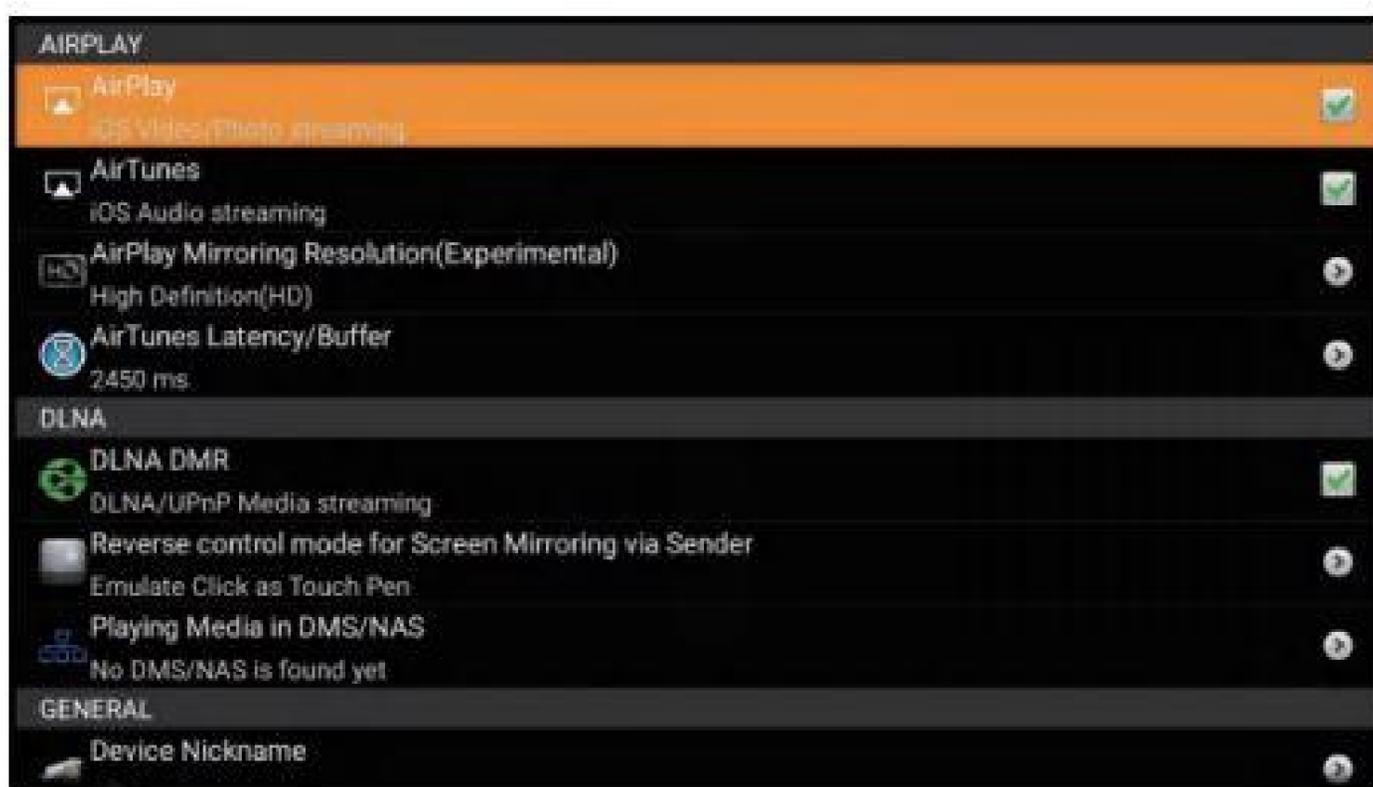
Open All Applications → Select “AirPin (PRO)”.

b. Or do it with one click:

Press the AirPin button on the remote control.

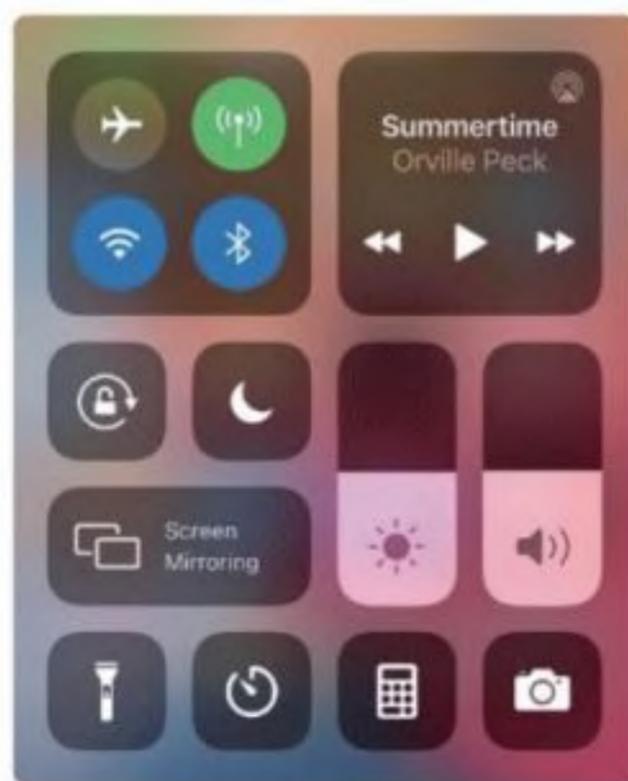


2. Follow the instructions on the next page to connect your iPhone, or follow the guide shown on the projector screen.



Connect your phone

1. Connect to the same Wi-Fi network that the projector is using.
2. Turn on Screen Mirroring on your iPhone.



3. Find the projector in the list of available devices and connect to it.
4. That's it! You are now ready to start watching movies.

Note: Many popular streaming services are not compatible with the AirPin (Pro) app. If you try to screen mirror a movie or series, the playback may not work properly. The screen may enter a waiting state before returning to the projector's main menu.

Safety Instructions

To ensure proper use and a longer lifespan of the Gamestick console, it is important to follow these guidelines:

1. Read the safety information before using the console.
2. Installation and repair must be carried out by qualified personnel. Use only undamaged cables and accessories.
3. Do not place the console near flammable materials, explosive areas, or strong electromagnetic interference. Avoid direct sunlight.
4. Make sure the ventilation openings are not blocked so the console can cool properly.
5. Always use the supplied power supply or a compatible 5V/1A USB adapter.
6. Do not look directly at the indicator lights for extended periods.
7. Handle cables carefully: do not bend or pull them, do not place them under heavy objects, do not cover them, and avoid heat and moisture.
8. Use the console only indoors on a stable surface.
9. Small parts are dangerous for children under 3 years. Children aged 6–14 must use the console under supervision.
10. Disconnect the power when the console is not in use for an extended period.

By following these instructions, you minimize the risk of injury to people and damage to the device – and get the most out of your Retro Gamestick.

Disclaimer

This manual contains general instructions. Illustrations and features may differ from the actual product.

We are continuously working to improve the console's performance and reserve the right to change features, software, and the user interface without prior notice.

The product should be stored and used responsibly. We assume no responsibility for any loss or damage resulting from incorrect use of hardware or software, unauthorized repairs, or other misuse. We are also not responsible for losses related to third-party claims.

We disclaim any liability for printing or spelling errors in the manual.

Read This Before Use

Please read the following carefully and keep the manual for future reference.

- 1.** Keep all packaging materials away from children under 3 years (choking hazard).
- 2.** Children aged 6 to 14 should only use the console under adult supervision.
- 3.** Use only the supplied power supply or a 5V/1A charger.
- 4.** If the temperature is 0 °C or lower, let the console sit at room temperature for 2 hours before use.
- 5.** Place the console on a stable surface – avoid moisture, dust, and direct sunlight.
- 6.** Use only original cables and controllers for proper operation.
- 7.** Do not look directly at the indicator lights for extended periods.
- 8.** Do not open or repair the console yourself – this may void the warranty.
- 9.** Read the entire manual and keep it for future reference. Turn off and disconnect the power when the console is not in use for an extended period. Ensure proper ventilation so the console does not overheat.

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following conditions:

1. The device may not cause harmful interference.
2. The device must accept any interference received, including interference that may cause undesired operation.
3. Changes or modifications not approved by the responsible party may void the user's authority to operate the equipment.

Note:

- The equipment has been tested and found to comply with the limits for a Class B digital device under Part 15 of the FCC Rules. The limits are set to provide reasonable protection against harmful interference in residential installations.
- The device generates and uses radio frequency energy and may radiate it. If not installed or used properly, it may cause interference to radio communications. There is no guarantee, however, that interference will not occur in a particular installation.

If the device causes interference with radio or television reception (which can be tested by turning the device off and on), the following measures are recommended:

- Adjust or relocate the receiving antenna.

Increase the distance between the device and the receiver.

- Connect the device to a power outlet on a circuit different from that of the receiver.
- Consult the dealer or a qualified radio/TV technician for assistance.