Liquid Galaxy installation and bugs

For this task, I've done a 2 PC LG installation as well as a 3 PC LG installation. On both instances, the installation worked. However, it was not an easy process and took a while to figure out how to do it.

The 2 PC installation was comparatively easier than the 3 PC installation. Basic glitches like pinging errors occurred where the IP address the slave PC wasn't recognised by the master PC. Also, the actual IP address failed to be useful because of the firewall in the device. It had to be discovered later and switched off to make sure the master PC could send information to the slave PC. In some instances, the basic IP address was itself not enough to ping the 2 systems(I tried LG setup in 4 different pairs of laptops). A static IP had to be manually set and used for this purpose about which I had to figure out on my own.

Basic errors like not saving the drivers.ini file and closing it and keeping the Google Earth Pro application running caused the LG setup to malfunction. Only after proper following of the above steps, the Liquid Galaxy setup worked.

Now coming to the 3 PC setup, the basic errors were rectified due to past experience with the 2 PC installation. However, for the 3 PC installation, the basic drivers.ini file editing procedure was confusing. In the given QuickStart the option given was SLAVE_IP_GOES_HERE which worked fine with 2

PC installation. Eventhough it was specified that the broadcast IP was to be put, there was a confusion in figuring out the actual broadcast address of the Local Area Network. It took a while to take notice of this issue and solve it, and it would be nice if a better way to this is suggested(describing the steps to find the broadcast address would do).

Connecting to the same network has to be through the same medium is what I've learnt. Even if we have the same connection but if there is a difference in the medium(WIRED/WIRELESS), the broadcast address isn't successful in linking the systems with each other. I had 1 master PC and 1 slave PC connected to Wi-Fi and one slave connected through Ethernet cable. Both of them responded to the master separately only when the particular slave's IP was entered in the master PC's drivers.ini file.

The whole connection had to be reset and the pinging process had to be done again just to accommodate that one extra slave PC.

These were the problems that I faced and found a way out of it too. Considering the fact that a lot of new learners would try this, the implementation could be described more simpler and more deeper and these issues must be addressed too.