



RELIABLE AND INTELLIGENT CONTENT MANAGEMENT PLATFORM FOR DIGITAL SIGNAGE SINCE 2003

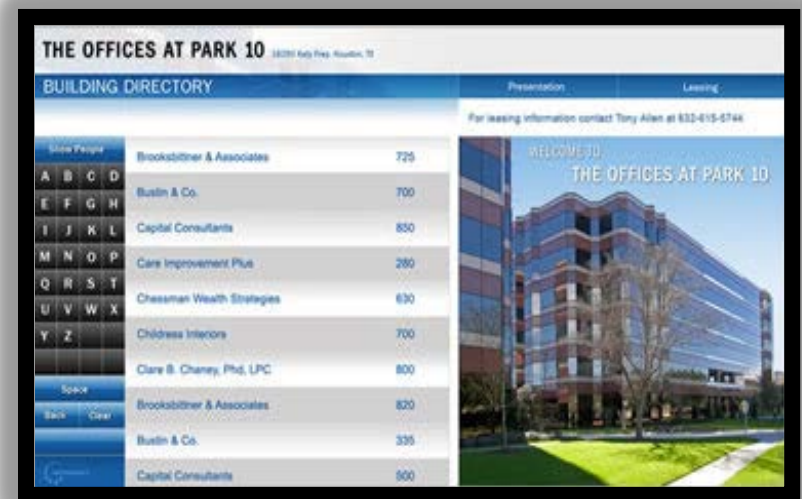
# **DYNASIGN ONLINE V3.8 USER'S GUIDE INTERACTIVE TOUCH SCREEN**

# 3 DIFFERENT WAYS TO DEPLOY YOUR INTERACTIVE APPS WITH DYNASIGN

- Single Interactive App
- On-demand Interactivity + Digital Signage
- Interactive Playlist

# Single Interactive App

- **Simple and straightforward**
  - develop your interactive content, schedule it, you have a touch-screen interactive app
- **Setup**
  - Define an interactive zone (either fullscreen or smaller zone) in Screen Layout Editor
  - Develop your interactive content in either flash or html5 to match the zone size
  - Schedule your content into the interactive zone (as a single slot with a large duration)



# On-demand Interactivity + Digital Signage

- Hybrid Solution: Digital Signage + Informational Kiosk
- Hidden On-Demand Interactive Layer, Seamless Integration
- Interactive Layer triggered by touch anywhere on screen
- Supports both Flash and HTML5 interactive content
- Automatic timeout from interactive layer (default timeout value = 2 minutes)
- Optional exit button can be programmed in Flash content

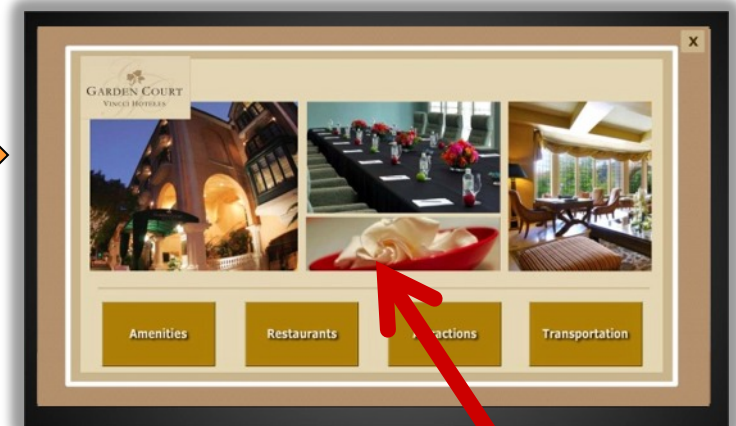


Digital Signage

Touch



Exit or  
Timeout



Interactive Layer

# On-demand Interactivity + Digital Signage Setup

- Turn on Hidden Interactive Layer option and set default timeout value in Player Configuration
- Add interactive layer (show5) to your layout in Screen Layout Editor
- Develop your interactive content in either flash or html5 to match your screen resolution
- For flash, you can optionally add an “exit button” by calling `fscommand(“exitInteractiveLayer”)` clicking on the “exit button” will take you out back to the digital signage loop before it times out.
- Schedule your content into the interactive layer (as a single slot with a large duration)

**Edit Player**

Player Key\* dynasign\_556

Player Description Intel Whitepeak

Site Group Demo Hierarchy (bpd)

Site demo\_a2\_s1 Hotel Demo 1920x1080 (demo\_a2\_s1)

RS232 Control None RS232 Port COM1

Player Offline Email Alerting  ON  OFF Email Addresses

**Hidden Interactive Layer**  ON  OFF **Interactive Timeout** 120 (Seconds)

**Screen Layers:** New Layer

- Vertical Banner (390x637) (show6) 390x637 (875,14)
- Weather & News Footer (marquee message1) 815x98 (450,100)
- Background (1280x768) (background) 1280x768 (0,0)
- interactive (show5) 303x309 (30,30) Interactive**
- Alert Remote (show12) 1280x768 (0,0) Alert Remote
- Alert (show11) 1280x768 (0,0) Alert Online

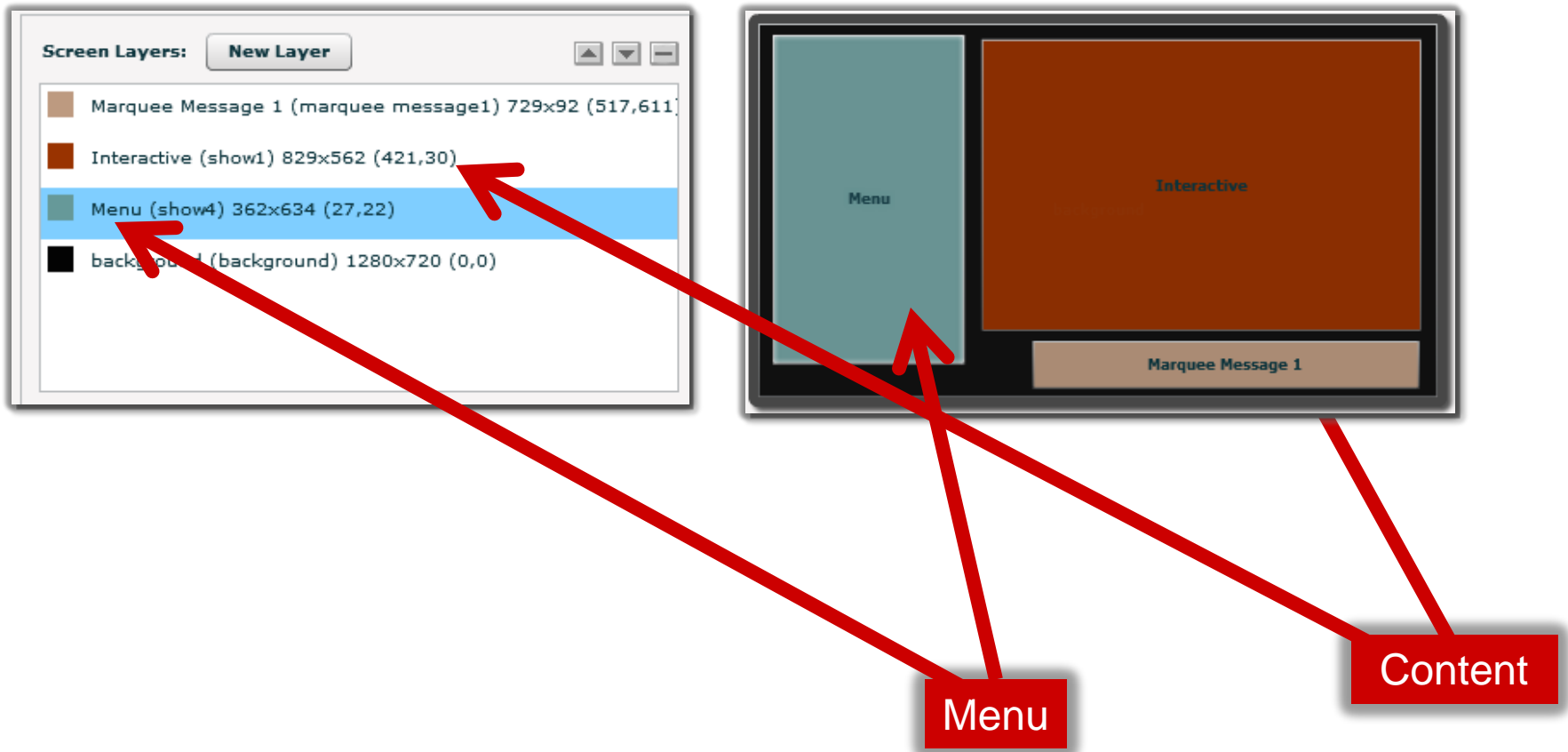
# Interactive Playlist

- Build an interactive content app without a single line of coding (Player 3.5 or later)
- Turn Playlist into Interactive Content App
- Choose either vertical or horizontal menu styles
- Customized size and position for both menu and content zone
- Program your playlist to build your interactive content app



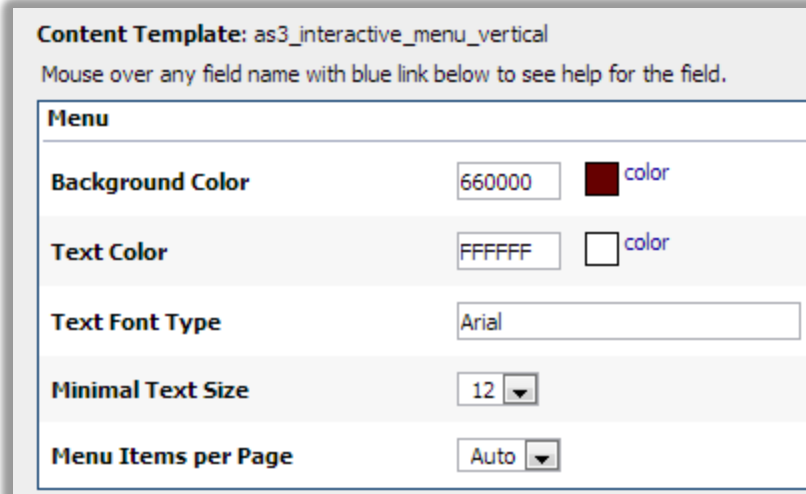
# Interactive Playlist – Setup Layout

- Define screen layout - go to screen layout editor, define at least 2 layers
  - Add a “menu” layer - name the layer as “menu”
  - Add an “interactive” layer – name the layer as “interactive”
  - Add other layers as needed, e.g. background, etc.



# Interactive Playlist – Define Menu Style

- Add a single slot to the menu layer using a menu style template
  - For vertical menu, use “as3\_interactive\_menu\_vertical” template.
  - For horizontal menu, use “as3\_interactive\_menu\_horizontal” template.
- Define your menu style as shown in the following screen



The screenshot shows a configuration window titled "Content Template: as3\_interactive\_menu\_vertical". Below the title is a note: "Mouse over any field name with blue link below to see help for the field." The window contains a "Menu" section with the following settings:

Menu	
Background Color	660000 <span>color</span>
Text Color	FFFFFF <span>color</span>
Text Font Type	Arial
Minimal Text Size	12
Menu Items per Page	Auto

- There is no need to enter text for menu items. Slot description in the playlist from the interactive layer will be used for menu item text.

# Interactive Playlist – Add Content

- Program a playlist in the “interactive” layer. Slot description becomes the text on menu items.
- Define slot type using special sequence
  - Number sequence: only in menu items, not in default loop: e.g. , 1, 12, 14
  - Number + D: both in default loop and in menu items, e.g. 1D, 8D, 9D
  - D + Number: only play as default loop, not part of menu items, e.g. D1
  - Number determines the order of the slots

Sequence

D1
1
1D
8D
9D
10
12
14



Menu

Content



RELIABLE AND INTELLIGENT CONTENT MANAGEMENT PLATFORM FOR DIGITAL SIGNAGE SINCE 2003

# THANK YOU FOR CHOOSING DYNASIGN FEATURE. QUALITY. SERVICE.