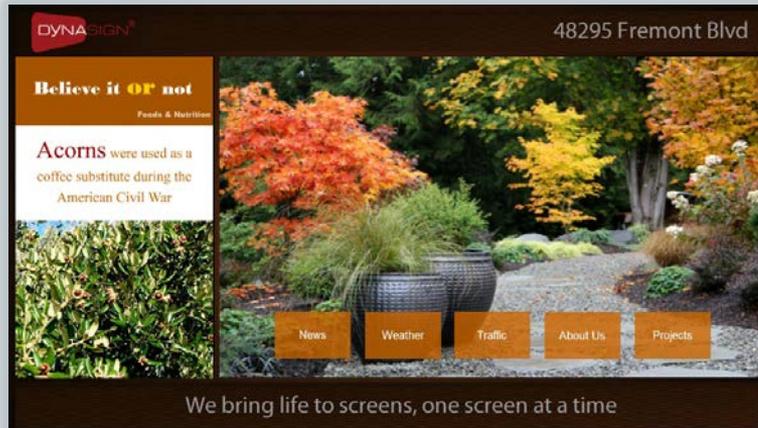


DYNASIGN®



## DYNASIGN LE2 Version 2.7

### Interactive Content App Tutorial



[www.dynasign.net](http://www.dynasign.net)

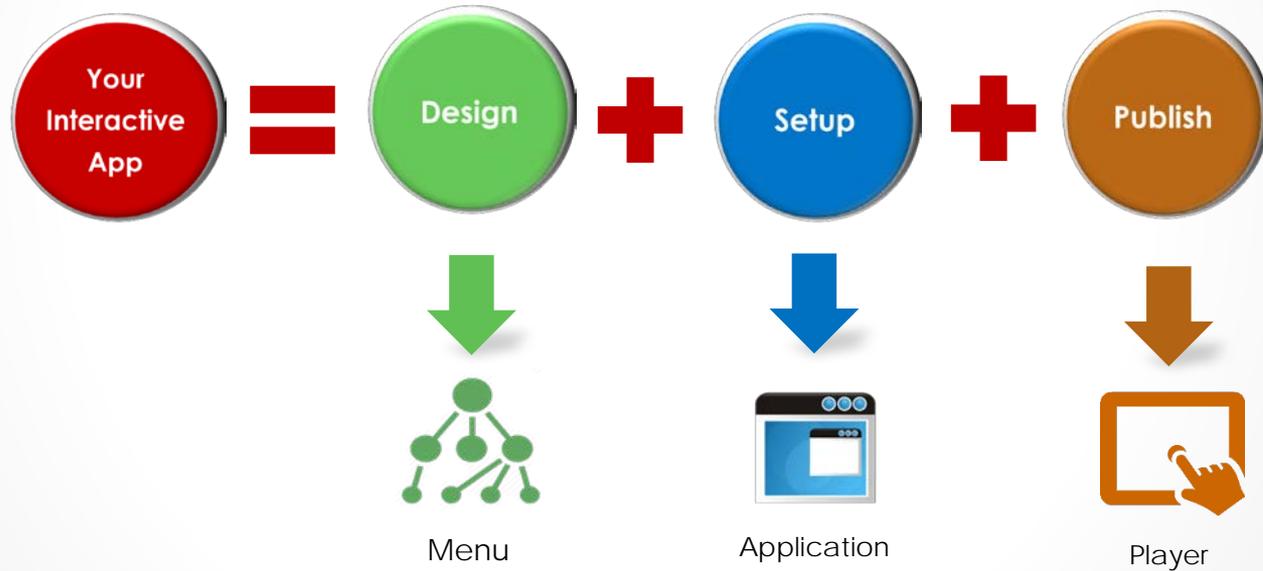


We bring life to screens, one screen at a time

# Introduction

As part of Dynasign LE2, the Interactive App DSWidget allows you to create multi-level menu-driven interactive content apps without writing a single line of computer code.

This tutorial will guide you through a 3-step process to produce your interactive content app



interactive content apps without a single line of code

# Step 1 - Design Menu

In Step 1, you will define menu items and how they flow from one screen to the next for your interactive content app:

- List all items that will appear on the main menu of your interactive content app
- For each item on the main menu, determine if it is a submenu item or a content item
- A submenu item links to a submenu
- A content item links to a content slot programmed with either one of the common content types (image, video, Flash or URL) or one of the content templates.
- For each content item, gather its content file (image, flash or video) or URL
- For each submenu item, list all its content items and gather related content files (image, flash or video) or URL
- You can program one main menu with multiple 2<sup>nd</sup> level submenus, up to 12 items per menu

Note: Since a menu item can be a Web Link or Flash, you can build more levels into Web Link or Flash content if you need to have more than 2 level menus. However, a 2-level menu content app will keep the flow easy and simple for most applications.



## Step 2 - Setup Application

This step refers to setting up an application for you to program content in Dynasign LE. You need to setup a layout with a "menu" zone and a "content" zone for your interactive content app.

You can setup an interactive app using App Wizard with one of the following methods:

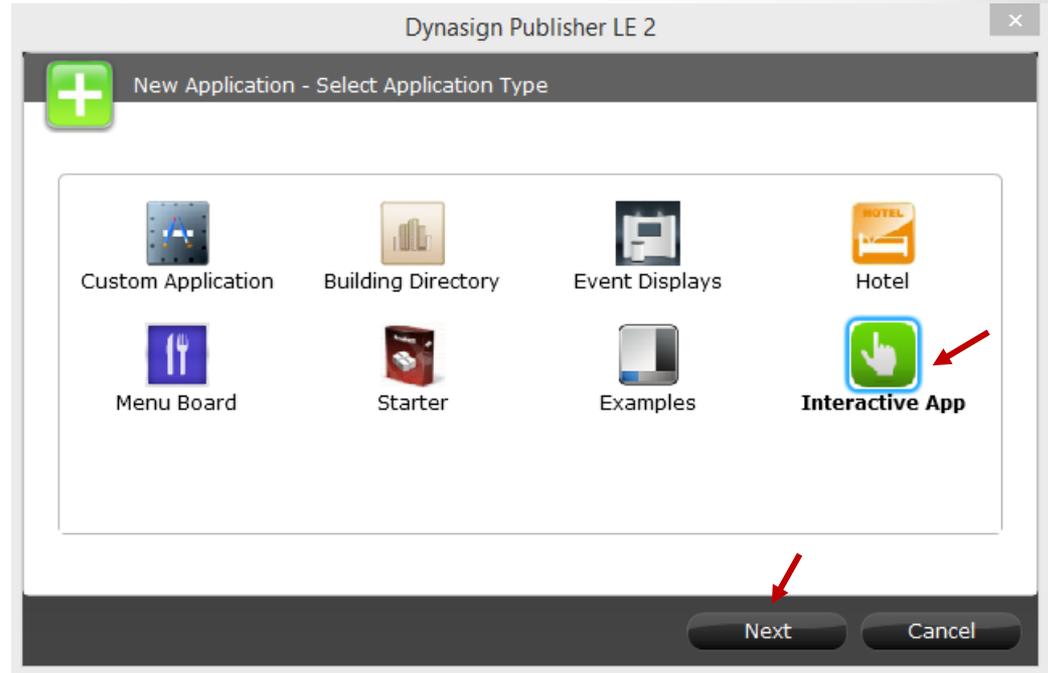
- Method 1 - Create an interactive app filled with sample content using the "Interactive App" type
- Method 2 - Create your interactive app with one of the standard layouts using the "Custom Application" type
- Method 3 - Create your interactive app with your own custom screen layout using the "Custom Application" type



# Method 1 - Using the “Interactive App” Type

Select Application Type:

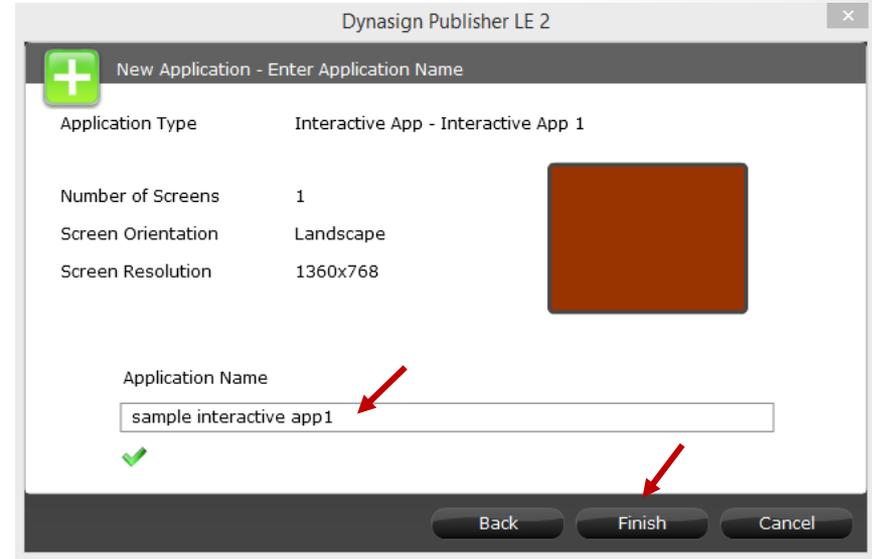
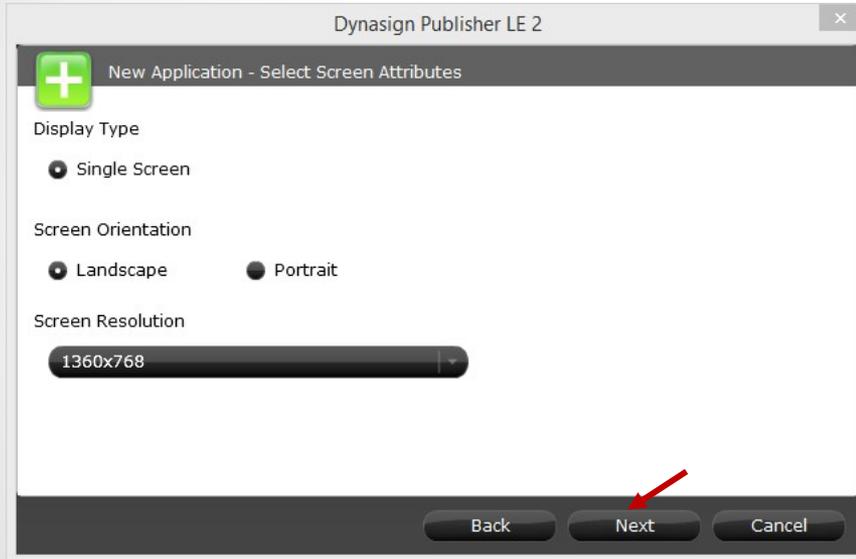
- Under the “Application” tab, click “New” to bring up “App Wizard”
- Select the “Interactive App” type
- Click the “Next” button



We bring life to screens, one screen at a time

# Method 1 - Using the “Interactive App” Type

- On the “Screen Attributes” screen: select Single Screen, Landscape, 1360x768, then click “Next”
- On the “Application name” screen: enter a name for your interactive app, then click “Finish” to create your interactive app



We bring life to screens, one screen at a time

# Examining the Sample Interactive App

The app you created is fully functional with sample content. You can examine how it works, and then replace sample content items with your content to make your own interactive app

- Playback Preview: Click on “Playback Preview” to see how the interactive app works
- Content zone: programmed with all the content slots. Double-click on “Content” zone to examine content slots
- Menu zone: one Interactive App DSWidget slot. Double-click on “Menu” zone to examine the Interactive App DSWidget slot

Application - sample interactive app1

Application Properties	
Layout	Standard Layout - 1360x768-INTERACTIVE_APP
Layout Size	1360x768
Screen Resolution	1360x768
Number of Screens	1

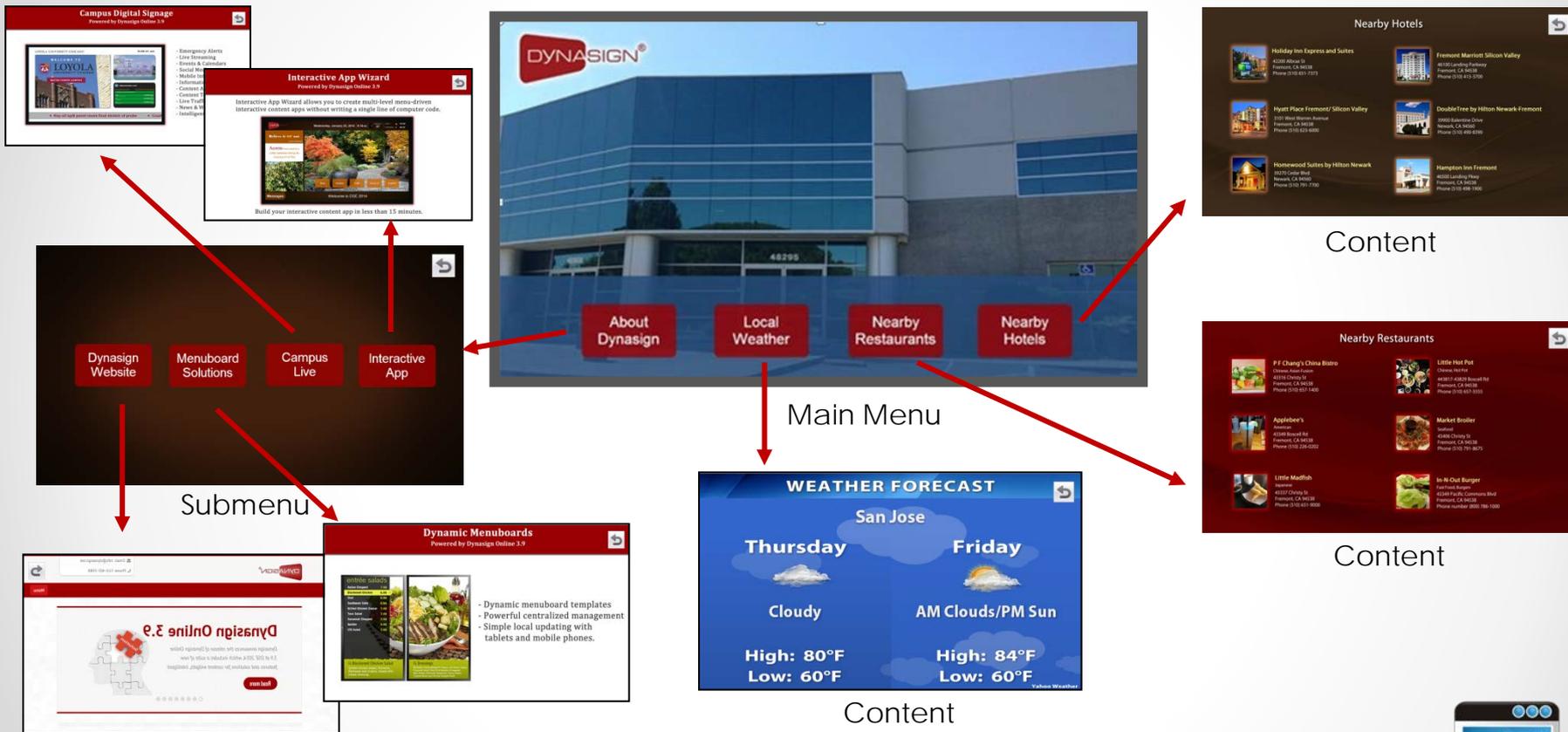
Content

Menu



We bring life to screens, one screen at a time

# Sample Interactive App – Dynasign Company Intro



We bring life to screens, one screen at a time



# Sample Interactive App – Content Slots

- Content zone: programmed with all the content slots used for the interactive app, click on each slot to examine the detail. You program all your content slots at the “Content Zone”, then you can link them from either a main menu item or a submenu item

## Application Playlist - Content



Position (0,0)  
Size 1360x768  
Zone Type Trigger  
Total Duration 4800 s

Back to Application

New Slot

Save Duration & Sequence

Slot Description	Schedule	Duration(s)	Sequence
<b>Approved</b> Total Slots: 8 Total Duration: 4800 s			
San Jose Weather [weather_forecast]	Start : 08/07/2014 13:24 Stop : Never	600	1
Dynasign Website [url_slide]	Start : 08/07/2014 14:15 Stop : Never	600	1
nearby restaurants [image_slide]	Start : 08/07/2014 15:14 Stop : Never	600	1
nearby hotels [image_slide]	Start : 08/07/2014 15:14 Stop : Never	600	1
Campus Live [image_slide]	Start : 08/07/2014 14:16 Stop : Never	600	2
Interactive App [image_slide]	Start : 08/07/2014 14:17 Stop : Never	600	2
Menuboard [image_slide]	Start : 08/07/2014 14:18 Stop : Never	600	2
Service Monitor [image_slide]	Start : 08/07/2014 14:19 Stop : Never	600	2
<b>Pending</b> Total Slots: 0 Total Duration: 0 s			
<b>Draft</b> Total Slots: 0 Total Duration: 0 s			
<b>Expired</b> Total Slots: 0 Total Duration: 0 s			



Edit Content Slot (Application: sample interactive app1 Zone: Content)

### Content Description

nearby restaurants

### Workflow Status

Approved  Pending  Draft (Only approved content will play)

### Content Properties

Duration (s) 600

Sequence 1

Full Screen

### Start Time

Now  Date 08/07/2014 Hour 15 : 14

### Stop Time

Never  Date 08/14/2034 Hour : :

### Recurrence



### Common Types

image\_slide

Plays common image files including JPG, GIF, PNG, BMP, and TIF. JPG, GIF and PNG images are preferred.

### Image file

SampleMedia\Image\restaurants.jpg

Browse

### Scale

Exact Fit



We bring life to screens, one screen at a time

# Sample Interactive App – Menu Slot

- Menu zone: only one slot is programmed into the menu zone using the Interactive App DSWidget
- The Interactive App DSWidget allows you to build main menu, submenus and link all the content items from the “Content” zone to make your interactive app

Application Playlist - Menu

Position (0,0)  
Size 1360x768  
Zone Type Regular  
Total Duration 100 s

Back to Application      New Slot      Save Duration & Sequence

Slot Description	Schedule	Duration(s)	Sequence
<b>Approved</b> Total Slots: 1 Total Duration: 100 s			
 Dynamisign [interactive_app - D...	Start : 08/07/2014 15:33 Stop : Never	100	1
<b>Pending</b> Total Slots: 0 Total Duration: 0 s			
<b>Draft</b> Total Slots: 0 Total Duration: 0 s			
<b>Expired</b> Total Slots: 0 Total Duration: 0 s			

Dynasign Publisher LE 2

Edit Content Slot (Application: sample interactive app1 Zone: Menu)

Content Description: Dynasign

Workflow Status:  Approved  Pending  Draft (Only approved content will play)

Content Properties: Duration (s) 100 Sequence 1 Full Screen

Start Time:  Now  Date 08/07/2014 Hour 15 : 33

Stop Time:  Never  Date

Recurrence: [icon]

DSWidgets: interactive\_app

Main Menu Items (up to 12 Items)

1. [Submenu] About Dynasign
2. [Content] Local Weather
3. [Content] Nearby Restaurants
4. [Content] Nearby Hotels



New Content    New Submenu    Delete Item

Preview    Save    Exit

We bring life to screens, one screen at a time



# Interactive App Widget Editor



Interactive App DSWidget editor has 4 tabs

- Menu Items – add either content items or submenu items
- Main Menu Properties – define main menu properties
- Submenu Properties – define submenu properties
- Idle Loop – select content slots to play while no one is interacting with the screen

In this example app, we have 4 menu items on the main menu

- 1 Submenu Item:
  - About Dynasign -> Submenu with 4 content items
    - [URL] Dynasign Website
    - [Image] Dynasign Solution1
    - [Image] Dynasign Solution2
    - [Image] Dynasign Solution3
- 3 Content Items:
  - Local Weather -> [template]San Jose Weather
  - Nearby Restaurants -> [image]Nearby Restaurants
  - Nearby Hotels -> [image]Nearby Hotels
- You can add new menu items or delete existing items by clicking on the corresponding buttons

We bring life to screens, one screen at a time



# Interactive App Widget Editor – Content Item

DSWidgets interactive\_app

Main Menu Items (up to 12 items)

- 1. [Submenu] About Dynasign
- 2. [Content] Local Weather
- 3. [Content] Nearby Restaurants
- 4. [Content] Nearby Hotels

Menu Items

Main Menu Properties

Submenu Properties

Idle Loop

New Content New Submenu Delete Item

Content Button Properties

Content Slot San Jose Weather

Description Local Weather

Position X 455 Y 600

To edit a content item, click on the content item to show its properties

- Content Slot: select a content slot programmed in the "Content " zone to link to this content item
- Description: enter a description for this content item
- Position: you can drag a menu item in the design view to reposition it if "manual position" option is enabled



We bring life to screens, one screen at a time

# Interactive App Widget Editor - Submenu

DSWidgets interactive\_app

Main Menu Items (up to 12 items)

1. [Submenu] About Dynasign
2. [Content] Local Weather
3. [Content] Nearby Restaurants
4. [Content] Nearby Hotels

Menu Items

Main Menu Properties

Submenu Properties

Idle Loop

New Content New Submenu

Submenu Button Properties

Description About Dynasign

Position X 174 Y 60

Select a submenu item to change description for the submenu item  
To add or change items on the submenu, double click on the submenu item to go to the submenu screen

DSWidgets interactive\_app

Main Menu Submenu for [About Dynasign]

1. [Content] Dynasign Website
2. [Content] Menuboard Solutions
3. [Content] Campus Live
4. [Content] Interactive App

Main Menu Properties

Submenu Properties

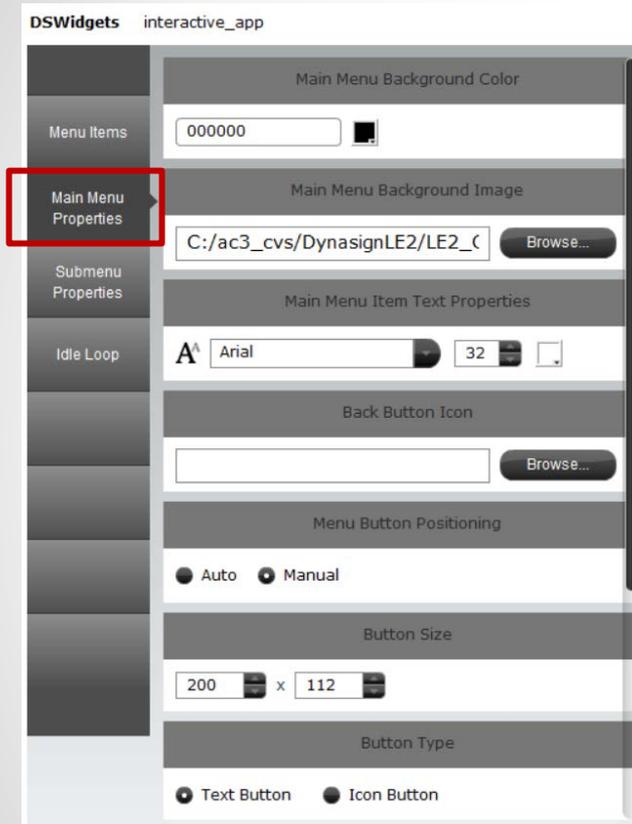
Idle Loop

New Content Delete Item



We bring life to screens, one screen at a time

# Interactive App Widget Editor – Main Menu Properties

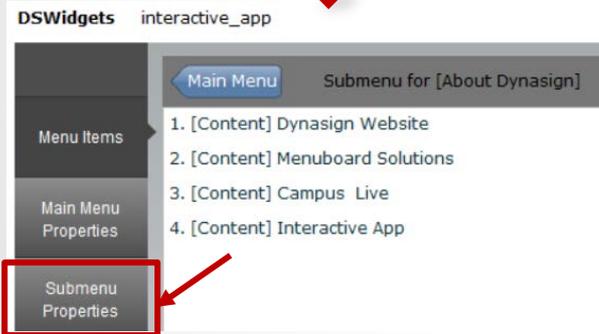
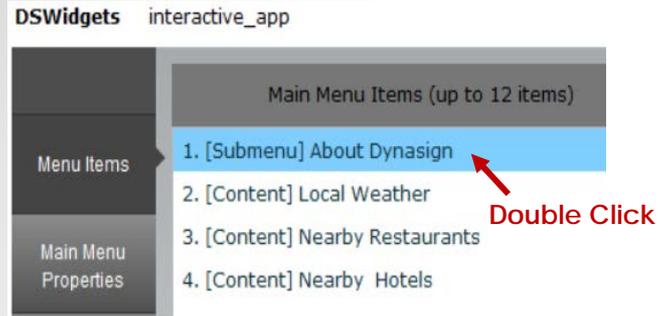


To define main menu properties, select the “Main Menu Properties” tab

- Background color
- Background image
- Text properties
- Back button icon: optional, if not programmed, a default icon will be used
- Menu button Positioning: if “manual” is enabled, you can position the menu items anywhere on the screen
- Button size
- Button type: For “Icon Button” option, you need to program an icon image for each menu item
- Text Button Background Color
- Text Button Background Style



# Interactive App Widget Editor – Submenu Properties



To define submenu properties, double click on a submenu item to get into the submenu screen. Then select the “Submenu Properties” tab to edit submenu properties. Each submenu has its own properties

- Background image
- Text properties
- Back button icon: optional, if not programmed, a default icon will be used
- Menu button Positioning: if “manual” is enabled, you can position the menu items anywhere on the screen
- Button size
- Button type: For “Icon Button” option, you need to program an icon image for each menu item
- Text Button Background Color
- Text Button Background Style



# Interactive App Widget Editor – Idle Loop

The screenshot shows the DSWidgets interface for editing an interactive app. On the left is a vertical sidebar with menu items: Menu Items, Main Menu Properties, Submenu Properties, and Idle Loop (which is highlighted with a red box). The main area is titled 'interactive\_app' and contains the following sections:

- Idle Loop Start Time:** A section with a label 'Play idle loop' followed by a text input field containing '10' and a unit selector set to 'minutes after no interactivity'. A red arrow points to the unit selector.
- Select Idle Content Slots:** A section with two columns: 'Content List' and 'Idle Loop Slots'.
  - The 'Content List' contains: Service Monitor, Menuboard, Interative App, Campus Live, nearby hotels, nearby restaurants, Dynasign Website, and San Jose Weather. A red arrow points to 'Interative App'.
  - Between the columns are four arrow buttons: '>>', '>', '<', and '<<'.
  - The 'Idle Loop Slots' column is currently empty.

“Idle Loop” allows you to compile a list of content slots to play one after another automatically while no interaction is detected after a period of time.

- Define idle loop trigger time
- Select which slots to play in the idle loop

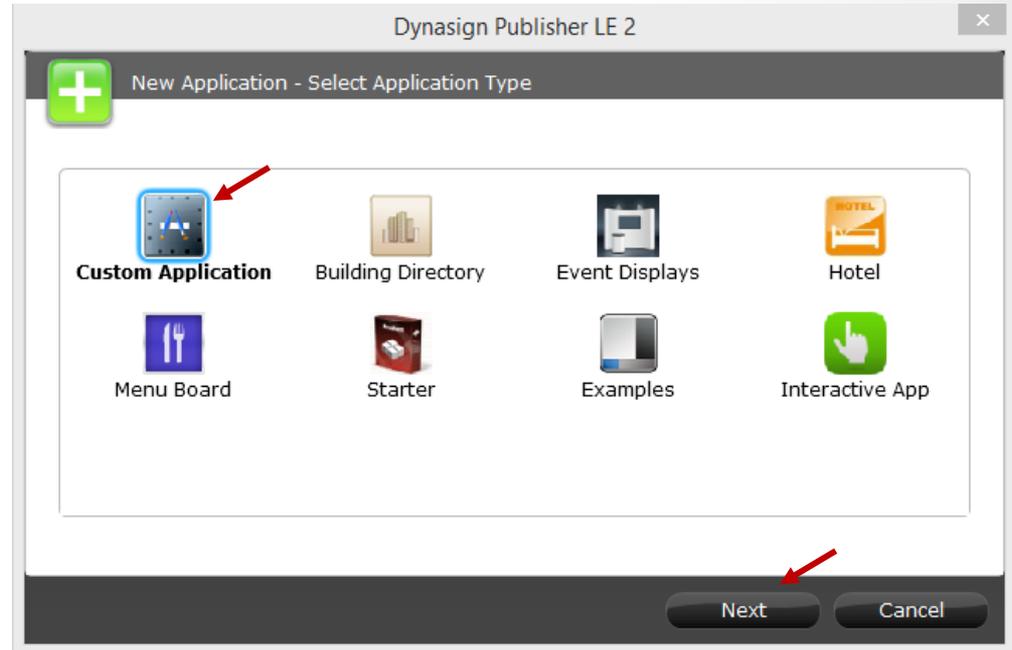
Note: idle loop is optional



# Method 2 - Using "Custom App" Type with Standard Layout

Select Application Type:

- Under the "Application" tab, click "New" to bring up "Application Wizard"
- Select "Custom Application"
- Click "Next" button



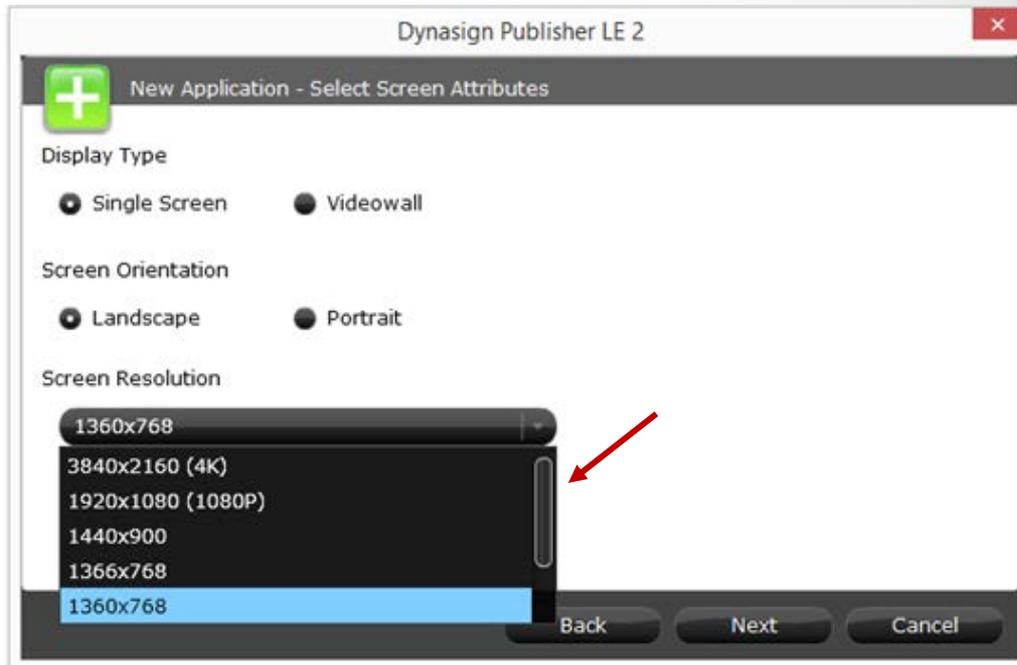
We bring life to screens, one screen at a time

## Method 2 - Using “Custom App” Type with Standard Layout

Select Screen Attributes:

- Display Type, select “Single Screen”
- Screen Orientation, select “Landscape”
- Screen Resolution, select “1360x768”

Note: For the purpose of this tutorial, select the above values. You can select different screen attributes based on your actual application



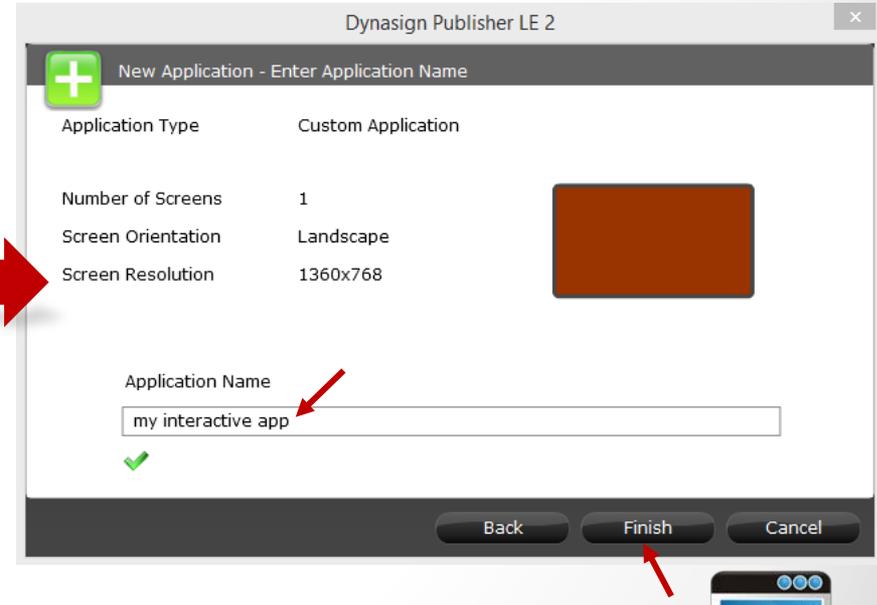
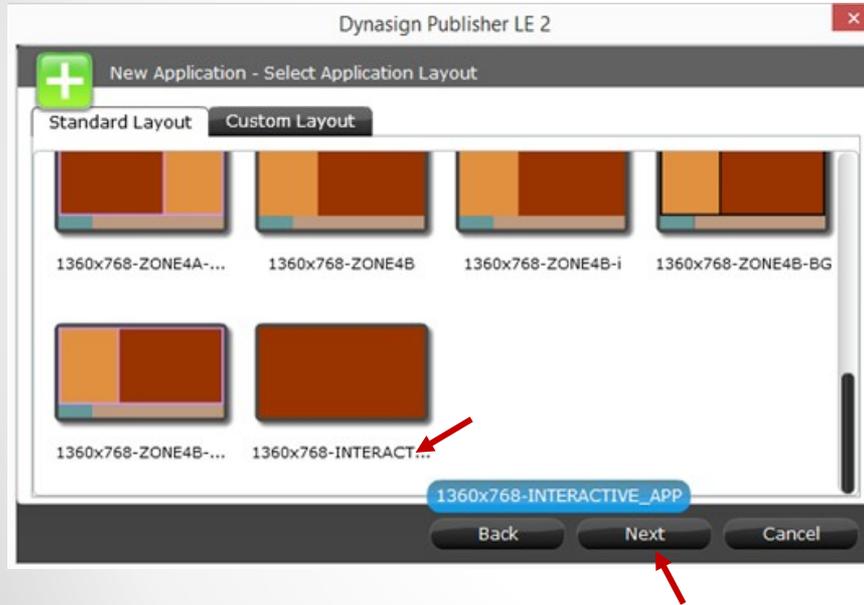
We bring life to screens, one screen at a time



# Method 2 - Using "Custom App" Type with Standard Layout

Select Application layout:

- From "Standard Layout Tab, scroll down the list to select 1360x768-INTERACTIVE\_APP layouts
- All standard interactive app layouts are named [screen resolution]\_INTERACTIVE\_APP
- Click on "Next" to enter Application name



We bring life to screens, one screen at a time



# Examining Your Interactive App from Method 2

Now you have an empty interactive app without any content programmed. You need to program content and setup menu.

Your interactive app includes 2 special zones

- Content zone - program all your content slots
- Menu zone – program one slot using Interactive App DSWidget

Application - my interactive app

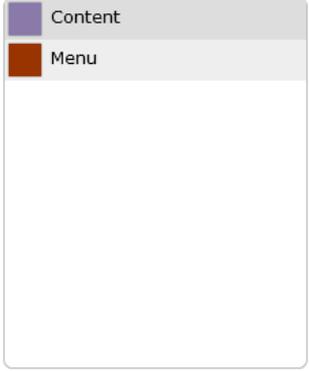
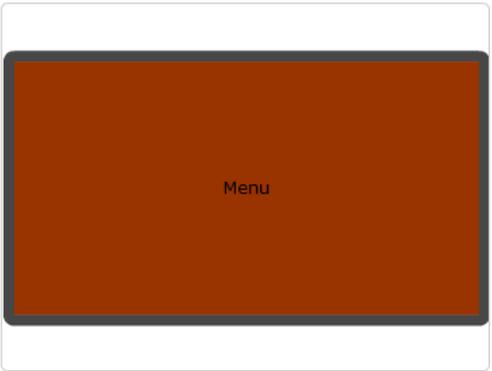


Options

New Sign Playback Preview

Application Properties

Layout	Standard Layout - 1360x768-INTERACTIVE_APP		Change Layout
Layout Size	1360x768		
Screen Resolution	1360x768	Number of Screens	1



We bring life to screens, one screen at a time



# Adding Content Slots to the Content Zone

- Follow the flow below to get to the "New Content" Screen to select one of the content types to add your content slot

Application - my interactive app

Options  
New Slot Playback Preview

Application Properties

Layout Standard Layout - 1360x768-INTERACTIVE\_APP Change Layout

Layout Size 1360x768

Screen Resolution 1360x768 Number of Screens 1

Content  
Menu

Double Click

Application Playlist - Content

Position (0,0)  
Size 1360x768  
Zone Type Trigger  
Total Duration 0 s

Back to Application New Slot Save Duration & Sequence

New Content - Select Content Type (Application: my interactive app Z)

Common Types Classic Templates DSWidgets

Flash  
Image  
Video  
URL

3sections  
6sections  
announcement  
countdown  
countup  
building\_dir50

announcement  
countdown  
countup  
datetime\_weat...

Slot Description	Schedule	Duration(s)	Sequence
<b>Approved</b> Total Slots: 0 Total Duration: 0 s			
<b>Pending</b> Total Slots: 0 Total Duration: 0 s			
<b>Draft</b> Total Slots: 0 Total Duration: 0 s			
<b>Expired</b> Total Slots: 0 Total Duration: 0 s			

We bring life to screens, one screen at a time

# Adding Interactive DSWidget Slot to the Menu Zone

- Follow the flow below to get to the "New Content"
- Scroll down "DSWidgets" to find "interactive\_app", then click on "Next" to go into the Interactive App DSWidget Editor

Application - my interactive app

Options

New Sign Playback Preview

Application Properties

Layout Standard Layout - 1360x768-INTERACTIVE\_APP Change Layout

Layout Size 1360x768

Screen Resolution 1360x768 Number of Screens 1

Content

Menu

Double Click

Application Playlist - Menu

Position (0,0)

Size 1360x768

Zone Type Regular

Total Duration 0 s

Back to Application

New Slot Save Duration & Sequence

Slot Description	Schedule	Duration(s)	Sequence
<b>Approved</b> Total Slots: 0 Total Duration: 0 s			
<b>Pending</b> Total Slots: 0 Total Duration: 0 s			
<b>Draft</b> Total Slots: 0 Total Duration: 0 s			
<b>Expired</b> Total Slots: 0 Total Duration: 0 s			

DSWidgets

event\_daily

image\_deck

image\_rollout

interactive\_app

New Content - Enter Content Information (A

DSWidgets interactive\_app

Main Menu Items

Menu Items

Main Menu Properties

Submenu Properties

Idle Loop

We bring life to screens, one screen at a time

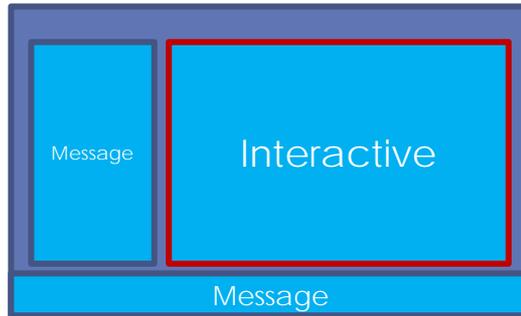


# Method 3 - Using “Custom App” Type with Custom Layout

Method 3 and Method 2 are very similar except you will need to create your own custom layout first before you follow the same steps in Method 3. The standard layouts for the interactive app only supports full screen interactive app. Using custom layouts, you can create various landscape or portrait layouts or even combine non-interactive zones with the interactive zone for your interactive content app.

A layout for interactive app needs to have at least one menu zone and a content zone. Both zones should have the same size. The content zone is non-visible behind the menu zone. Once you have the 2 zones defined, you can add additional zones to mix and match to produce any layout you want to.

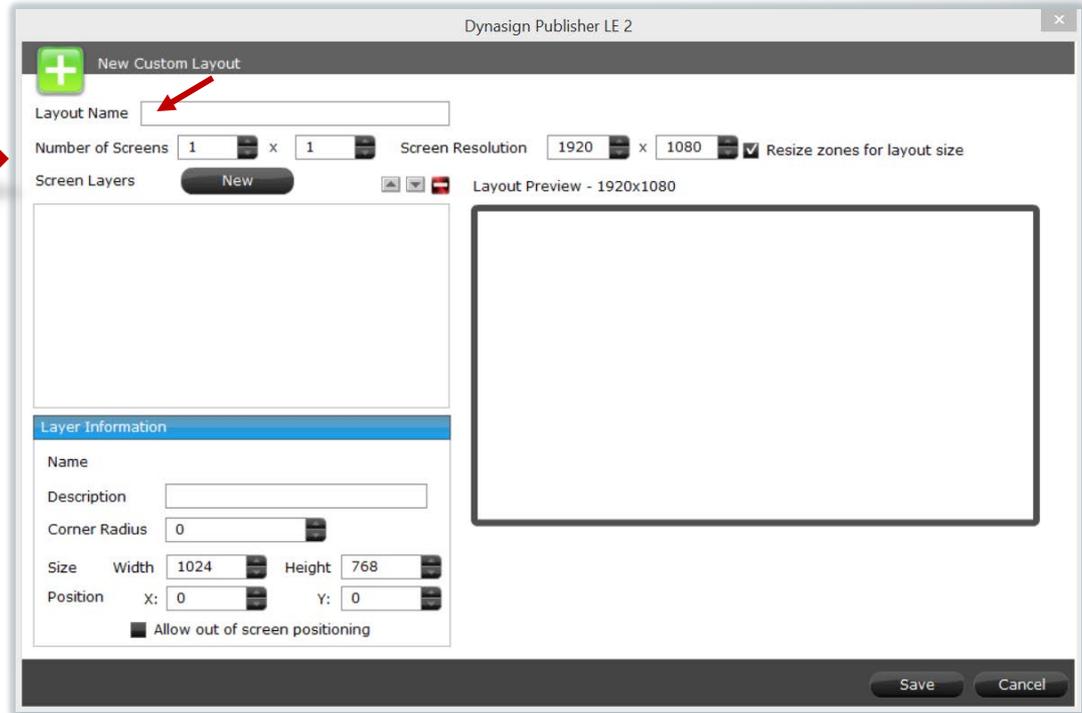
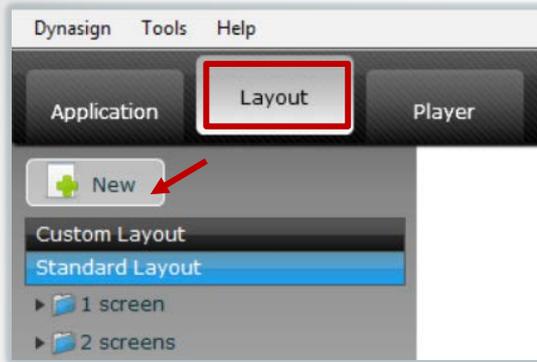
Here are a few examples:



We bring life to screens, one screen at a time

# Creating Custom Layouts with Layout Editor

Select the "Layout" tab -> Click on "New" to launch the Layout Editor



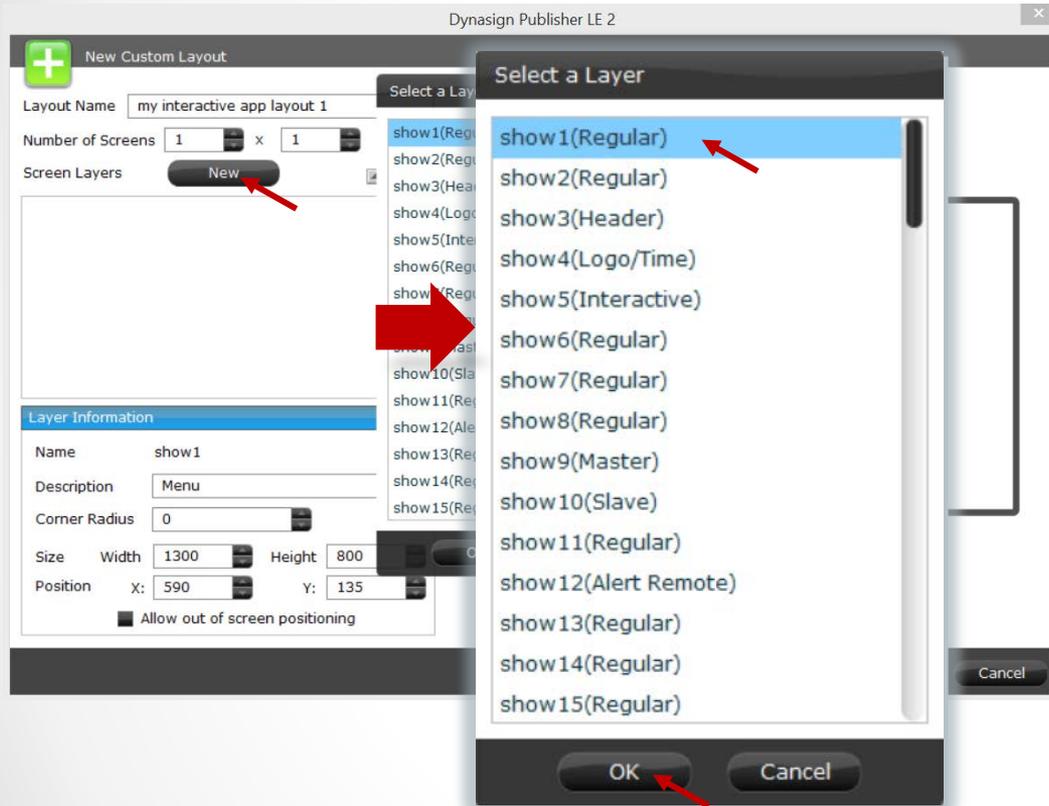
Define Layout Properties

- Enter a layer name
- Choose number of screens: 1x1
- Choose Screen Resolution: 1920x1080

We bring life to screens, one screen at a time



# Creating Custom Layouts with Layout Editor – Add Menu Zone



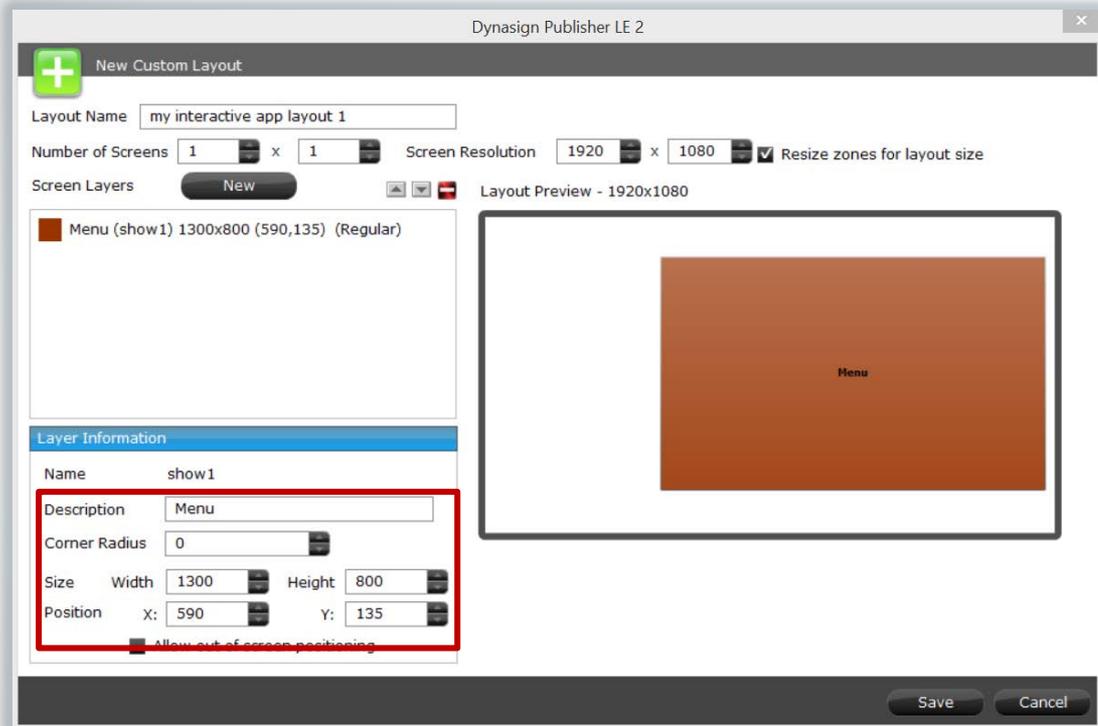
Add the Menu Zone:

- Click on "New"
- Select show1 (Regular)
- Click "OK" to add the zone

We bring life to screens, one screen at a time



# Creating Custom Layouts with Layout Editor – Define Menu Zone



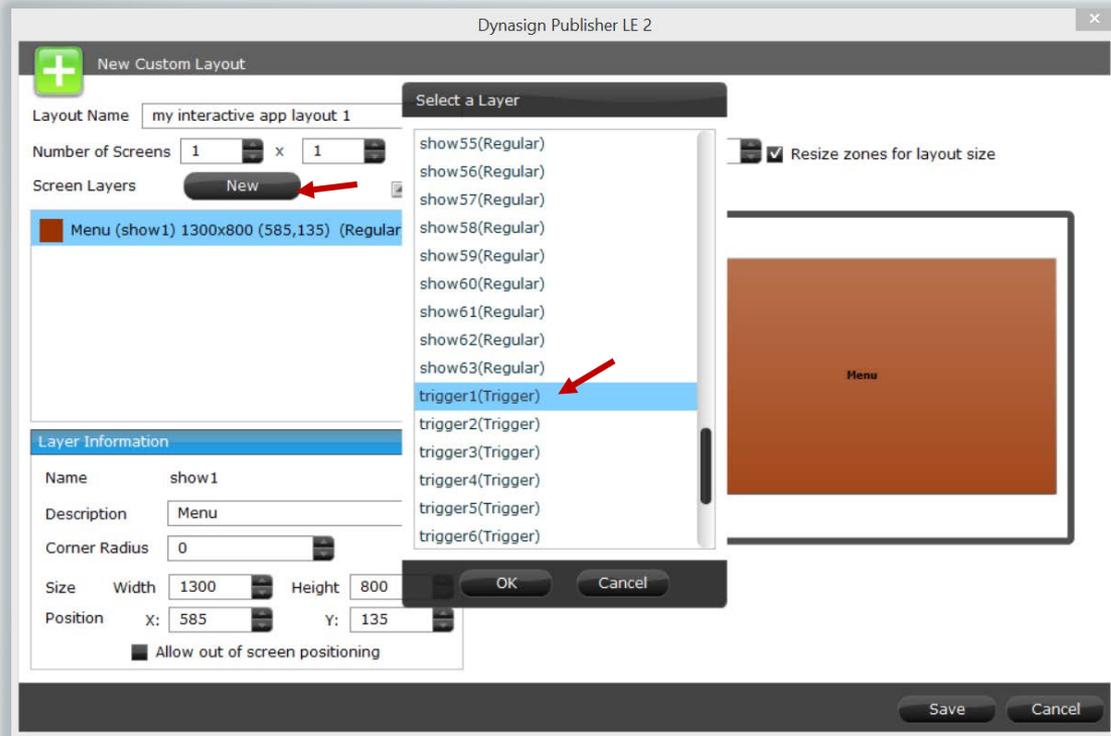
Define the menu zone

- Description: enter "Menu"
- Change its size to 1300x800
- Position to (590, 135)

We bring life to screens, one screen at a time



# Creating Custom Layouts with Layout Editor – Add Content Zone



Add the content zone

- Click on “New”
- Scroll down to select trigger1(Trigger)\*
- Click “OK” to add the zone

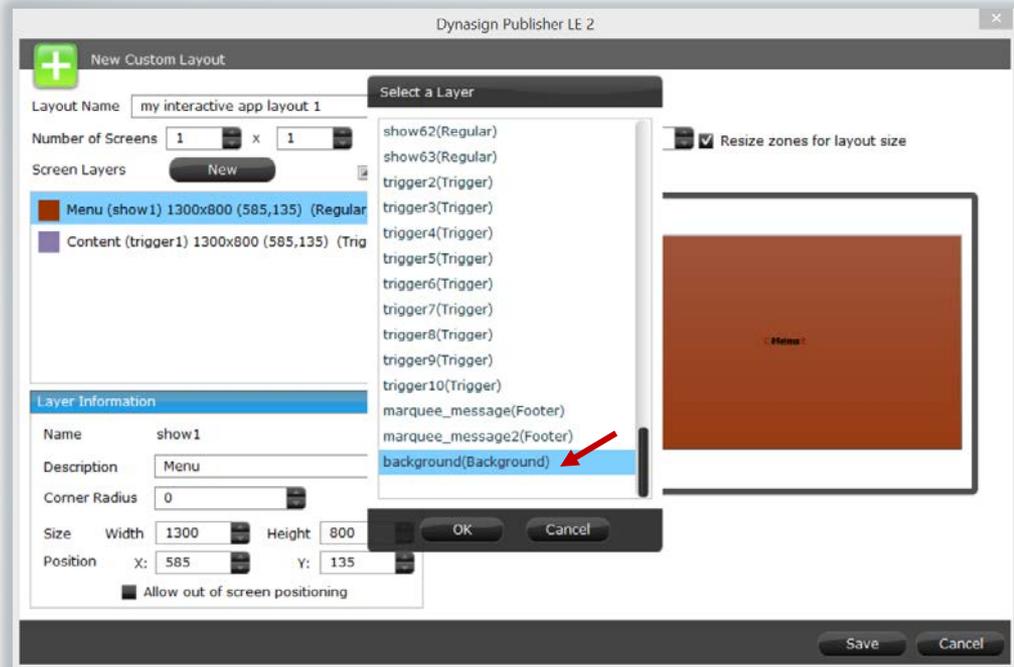
\* Note: the content zone for interactive app is a special hidden zone with a “Trigger” type. The content slots in this zone won't play until it receives a trigger. In the interactive content app, when a user click on a menu item, it triggers to the content item that links to the menu item to play.



We bring life to screens, one screen at a time



# Creating Custom Layouts with Layout Editor – Add Background Zone



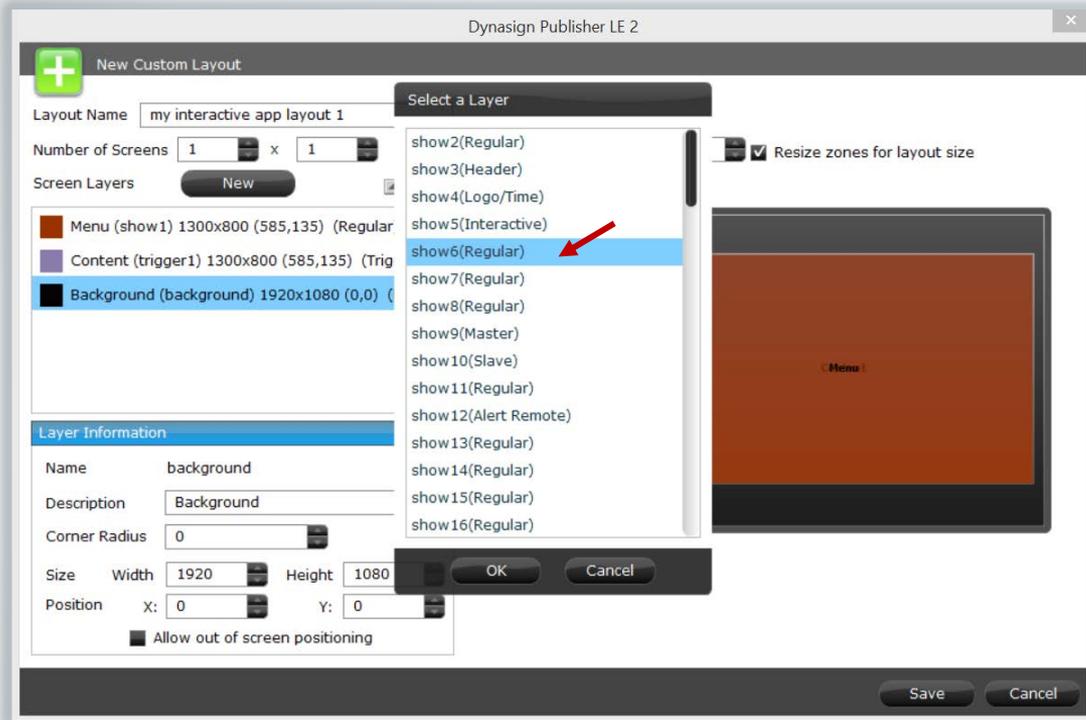
Add the background zone

- Click on "New"
- Scroll down to select background
- Click "OK" to add the zone
- Background zone will be automatically sized to full screen and placed in the back

We bring life to screens, one screen at a time



# Creating Custom Layouts with Layout Editor – Add Vertical Zone



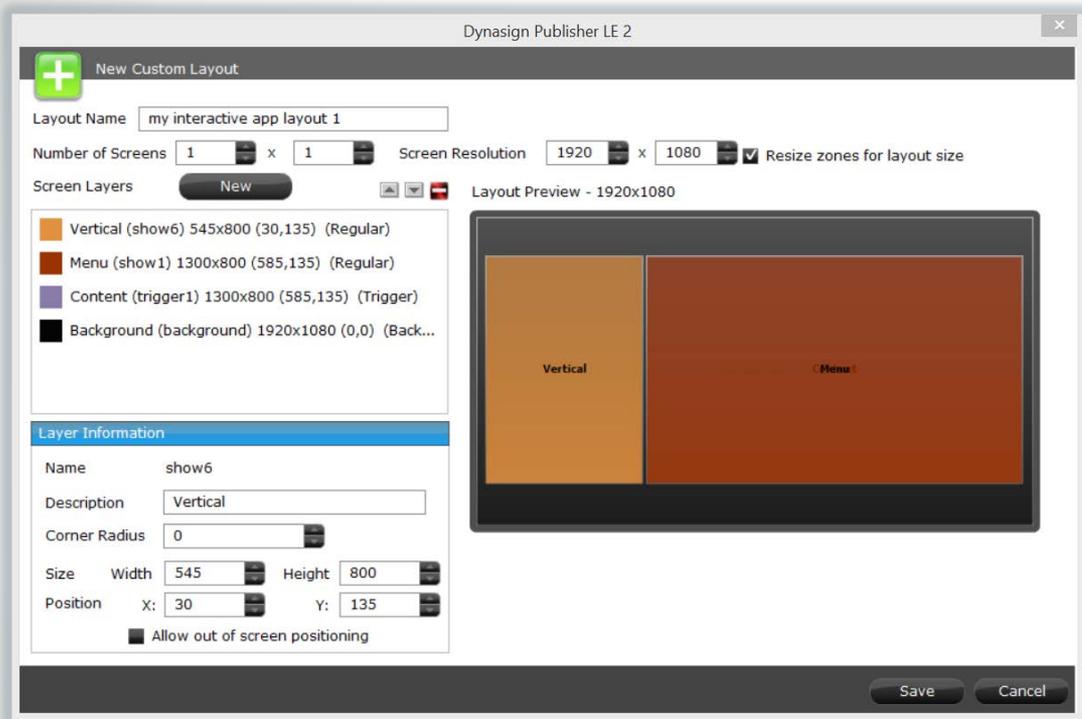
Add the vertical zone

- Click on "New"
- Select show6(Regular)
- Click "OK" to add the zone

We bring life to screens, one screen at a time



# Creating Custom Layouts with Layout Editor – Define Vertical Zone



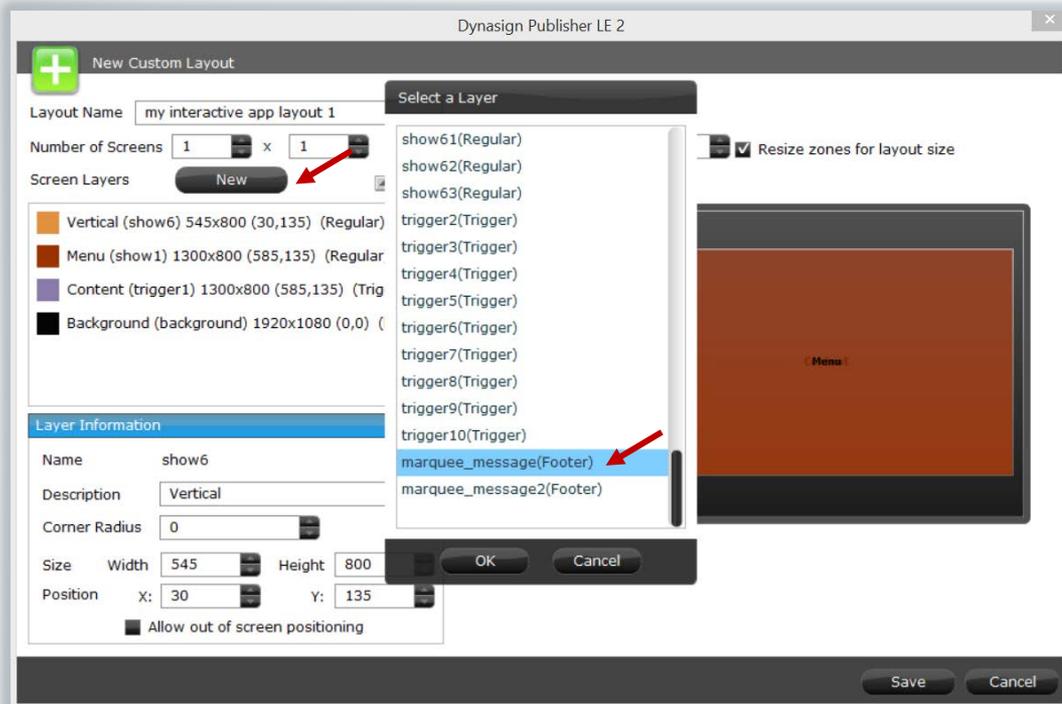
Define the vertical zone

- Description: enter "Vertical"
- Change its size to 545x800
- Position to (30, 135)

We bring life to screens, one screen at a time



# Creating Custom Layouts with Layout Editor – Add Message Footer

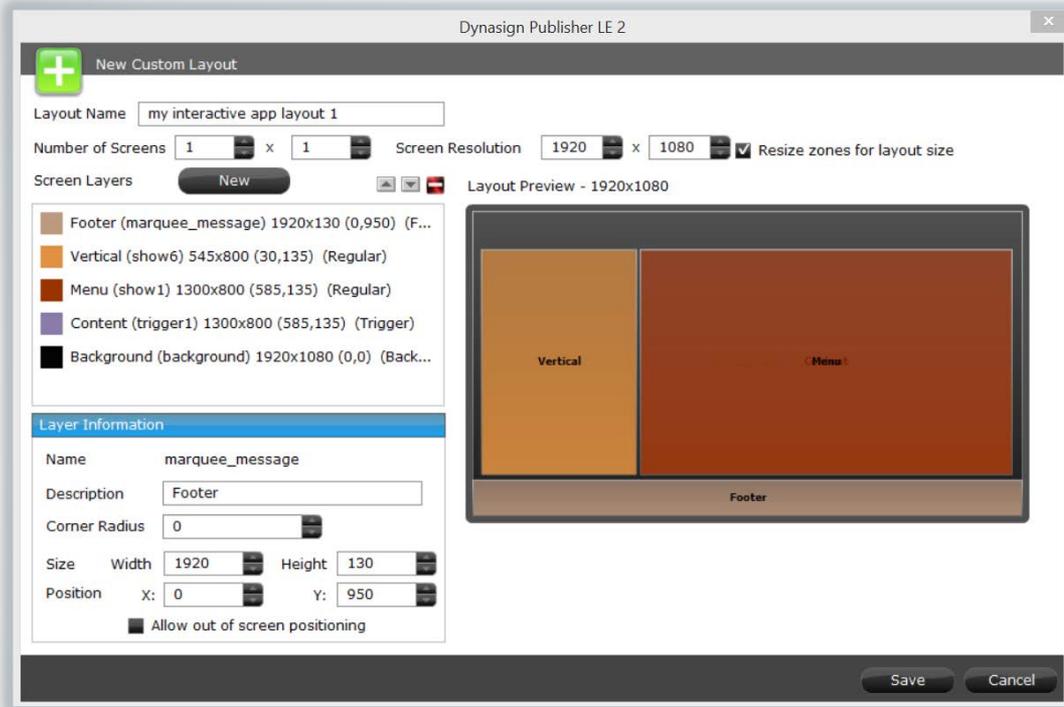


Add the message footer

- Click on “New”
- Select marquee\_message (Footer)
- Click “OK” to add the zone



# Creating Custom Layouts with Layout Editor – Define Message Footer



Define the message footer

- Description: enter "Footer"
- Change its size to 1920x130
- Position to (0, 950)

We bring life to screens, one screen at a time



# Creating Custom Layouts with Layout Editor – Final Custom Layout



Interactive Area of  
the screen

Program for each zone:

- Content Zone: program all content slots for the interactive area
- Menu zone: program one interactive app widget slot
- Background zone: add one image slot
- Vertical zone: add a playlist of slots
- Footer: add a slot with text messages



We bring life to screens, one screen at a time

## Step 3 – Publish to Players

The last step is to publish the interactive content app you have built to the players.

- Go to the “Player” tab to find our player (if you don’t see a player, please refer to Dynasign LE User’s guide on how to add a new player)
- Follow the flow below to assign your interactive app to your player

The first screenshot shows the 'Player List View' with a table of players. The second screenshot shows the 'Player Detail - player1' screen with connection properties and a 'Sign' section. The third screenshot shows the 'Sign List' dialog where an app is selected for signing.

Player Name/Description	Version/Activation Key
Local Player	2.7.0.5 Activate
player1	2.7.0.5 D1-1170-3684-4408-A8F4-L2

**Player Detail - player1**

Connection Properties

Computer Name	DE67-HA		
IP	10.0.0.215	Port	2020
Version	2.7.0.5		
Mac Address	0001807DC039		
Activation Key	D1-1170-3684-4408-A8F4-L2		
Last Contact Time	08/15/2014 13:24:59	running	
Last Publish Time	08/15/2014 11:14:24		

Sign

Application	app1
Sign	Default Sign

**Dynasign Publisher LE 2**

Select a sign for player

Player: player1

Current Application/Sign: app1/Default Sign

Click application to view signs

app1	08/15/2014 11:13:52
my interactive app	08/15/2014 12:44:53
Sample App1	03/28/2012 11:23:14
sample interactive app1	08/15/2014 11:25:44

Sign List

Default Sign

Save Cancel

We bring life to screens, one screen at a time



## Step 3 – Publish to Player

From either the “Player Detail” screen or the “Player List View” screen to publish your interactive app to the player.

The screenshot shows the 'Player Detail' screen for 'player1'. The title bar includes 'Application', 'Layout', and 'Player' tabs. A red box highlights the title 'Player Detail - player1'. Below the title is a 'Local Player' section with a 'player1' entry. The main area displays 'Connection Properties' for the player, including fields for Computer Name, IP, Version, Mac Address, Activation Key, Last Contact Time, and Last Publish Time. A red arrow points to the 'Publish to Player' button in the top right corner.

Connection Properties			
Computer Name	DE67-HA		
IP	10.0.0.215	Port	2020
Version	2.7.0.5		
Mac Address	0001807DC039		
Activation Key	D1-1170-3684-4408-ABF4-L2	Deactivate	
Last Contact Time	08/15/2014 13:29:37	running	
Last Publish Time	08/15/2014 11:14:24		

The screenshot shows the 'Player List View' screen. A red box highlights the title 'Player List View'. The screen displays a table of players with columns for Player Name/Description, Version/Activation Key, Computer Name/IP, Last Contact Time, Last Publish Time, and Application/Sign. A red arrow points to the 'Publish to Selected Players' button in the top right corner. Another red arrow points to the checkbox for 'player1' in the table.

Player Name/Description	Version/Activation Key	Computer Name/IP	Last Contact Time	Last Publish Time	Application/Sign
Local Player	2.7.0.5 Activate	Lenovo-PC1 127.0.0.1	----	----	Please assign a Sign
<input checked="" type="checkbox"/> player1	2.7.0.5 D1-1170-3684-4408-ABF4-L2	DE67-HA 10.0.0.215	08/15/2014 13:32:18 running	08/15/2014 11:14:24 Verify Connection	my interactive app Default Sign

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