DYNASIGN LE2
Version2.7

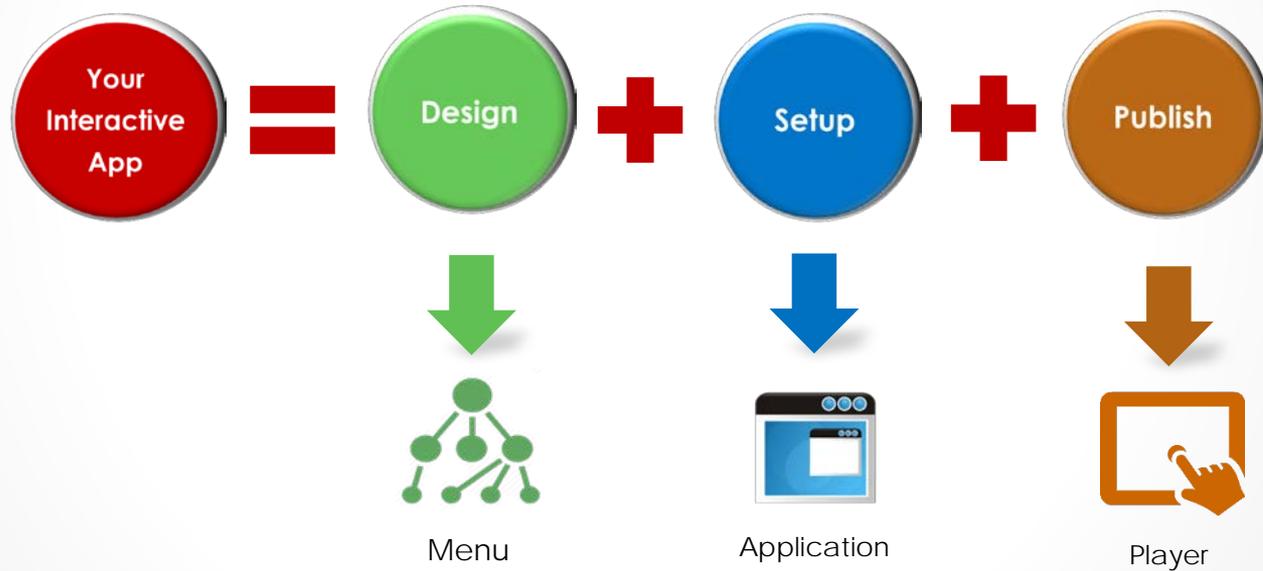## Interactive Content App
Tutorial
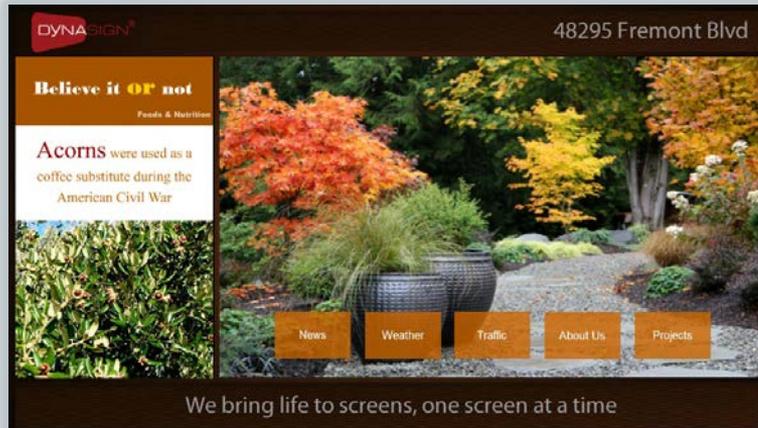
www.dynasign.net

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

Your Interactive App **=** Design **+** Setup **+** Publish

Menu

Application

Player

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 2nd 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 appications.

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 <u>App Wizard</u> 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
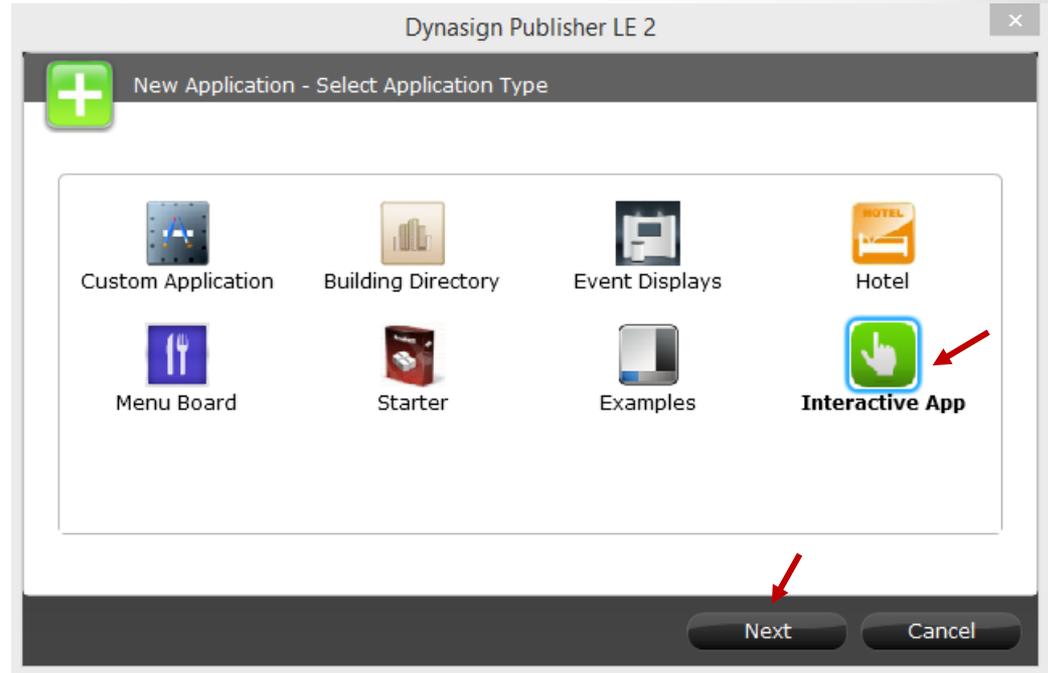
Method 1 - Using the "Interactive App" Type

- 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
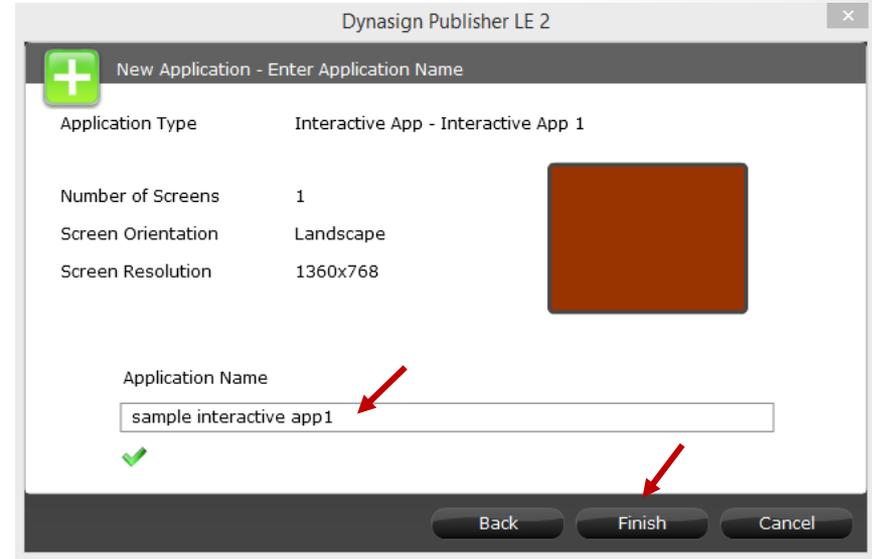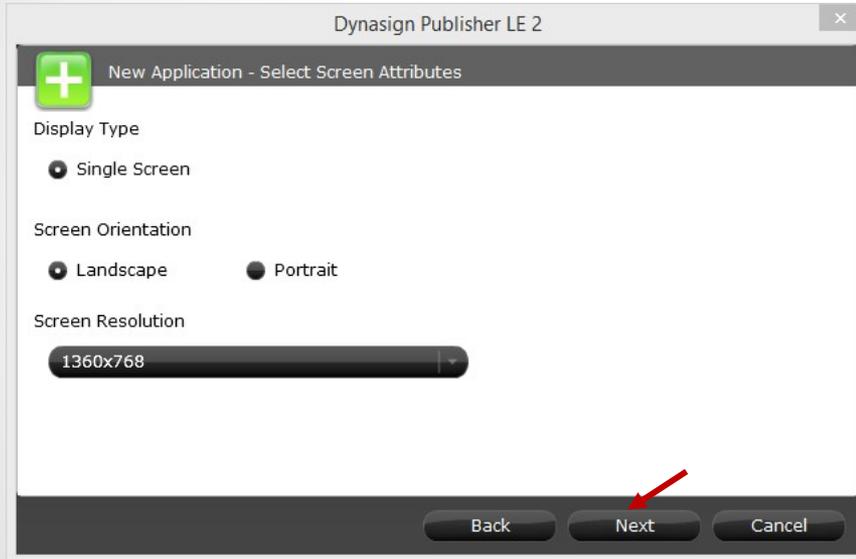
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Examining the Sample Interactive App

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

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

Menu

Sample Interactive App – Dynasign Company Intro

Content

Content

Main Menu

Submenu
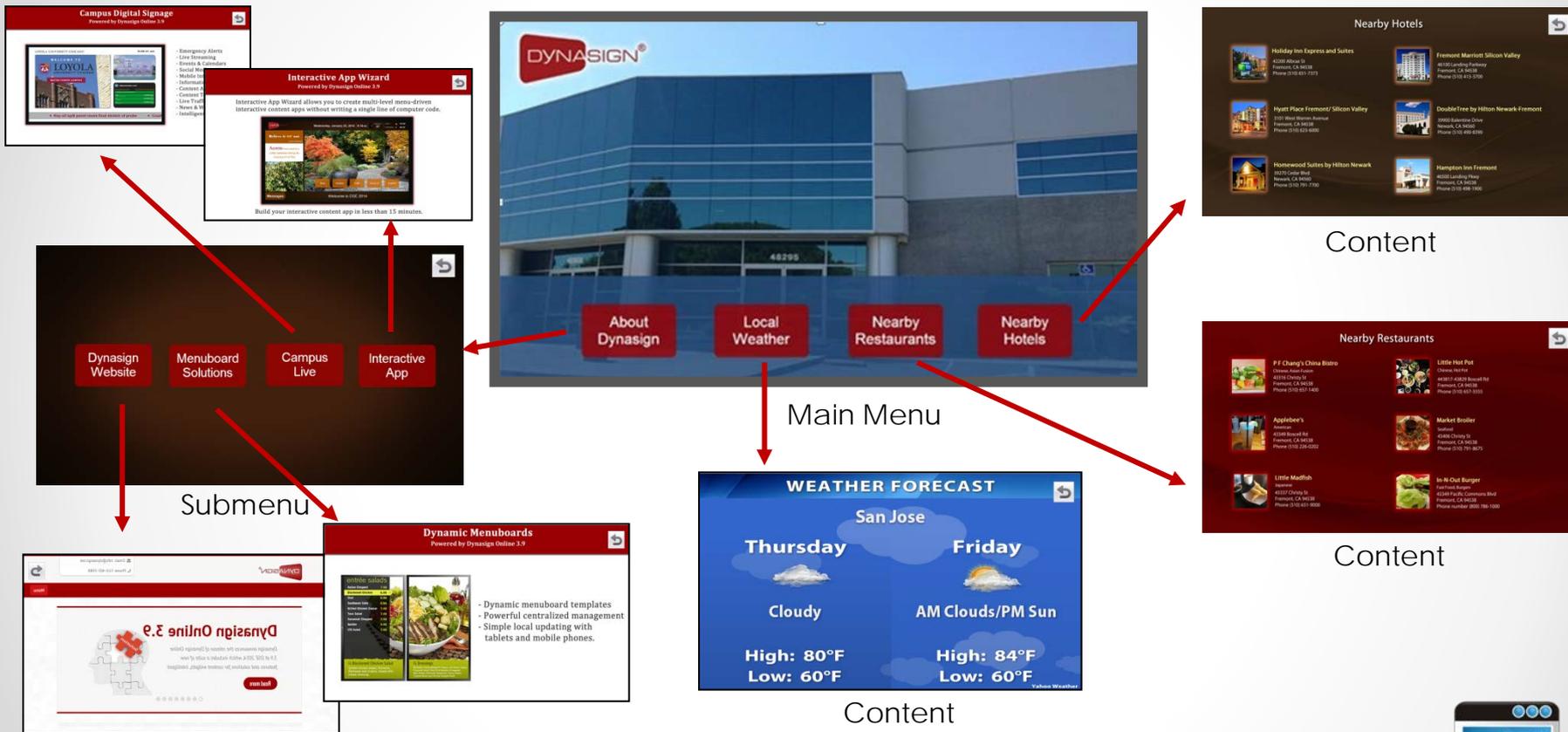
Content

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Sample Interactive App – Content Slots

- <u>Content zone</u>: 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

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Sample Interactive App – Menu Slot

- <u>Menu zone</u>: 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

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

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DSWidgets   interactive_app

Menu Items

Main Menu Properties

Submenu Properties

Idle Loop

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

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Interactive App Widget Editor – Content Item

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

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Interactive App Widget Editor - Submenu

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

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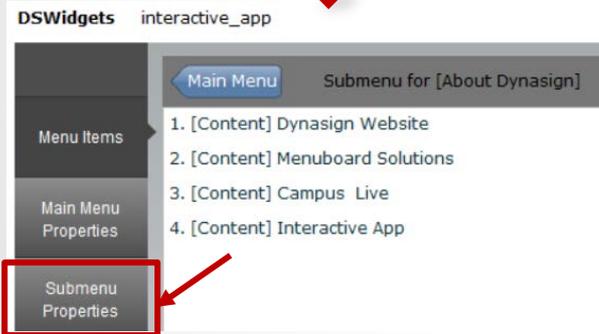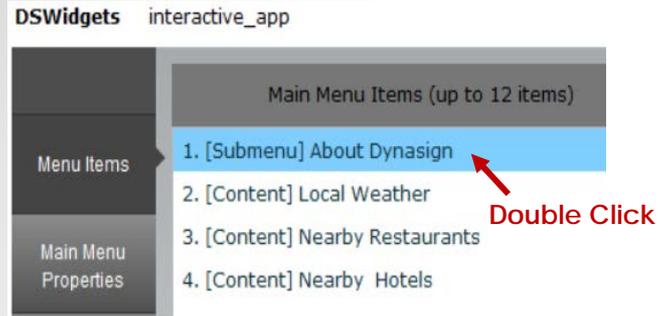# Interactive App Widget Editor – Main Menu Properties
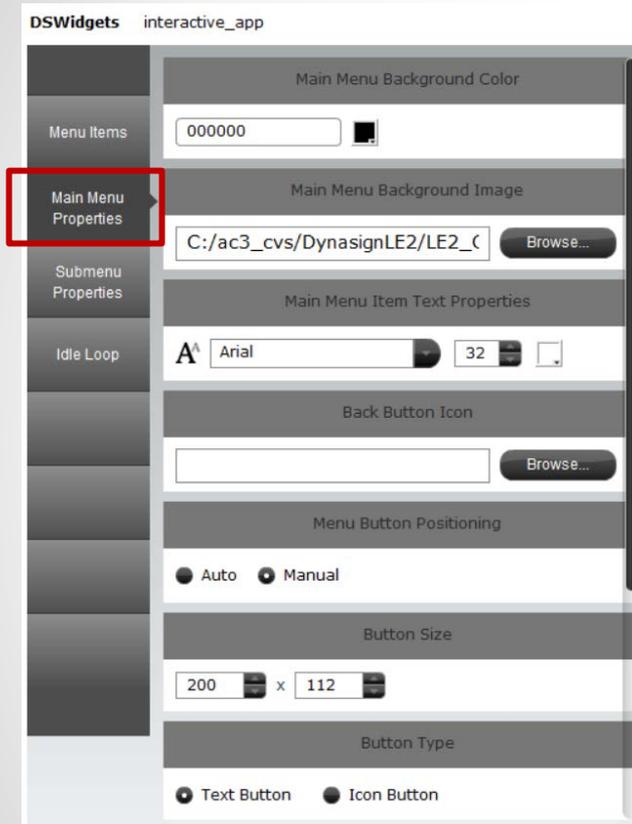
To define main menu properties, select the "Main Menu Properties" tab

- 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

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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

"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
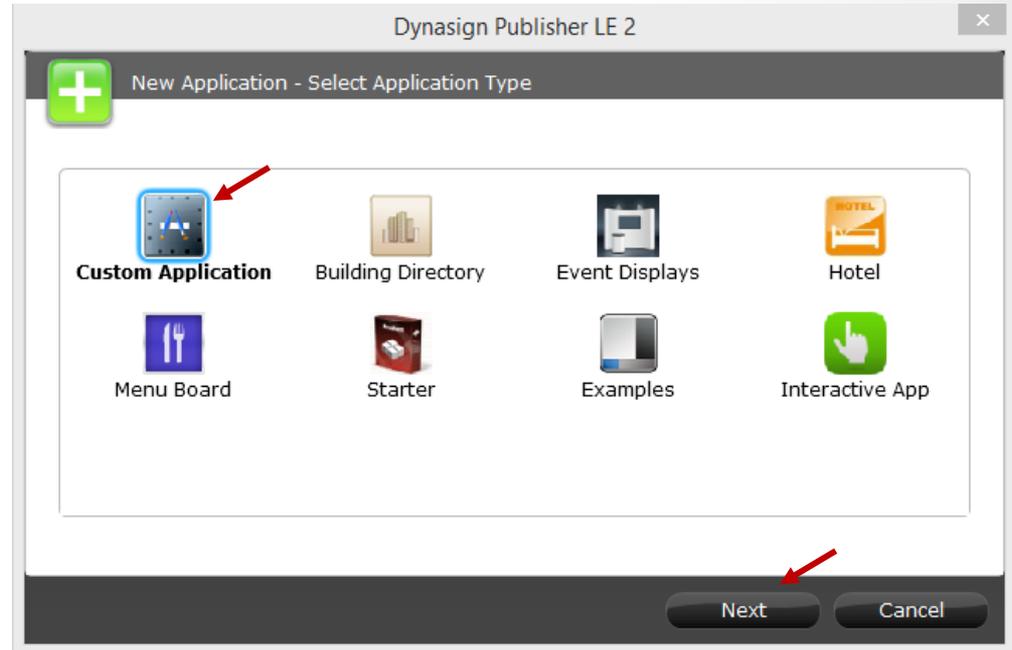- Select which slots to play in the idle loop

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"
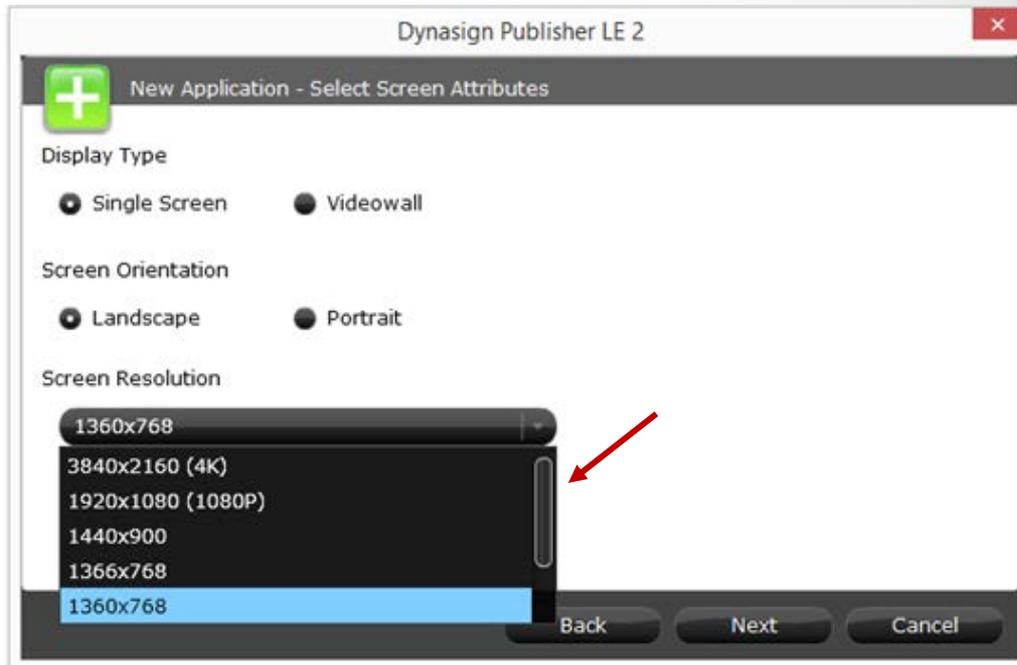- Select "Custom Application"
- Click "Next" button

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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

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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
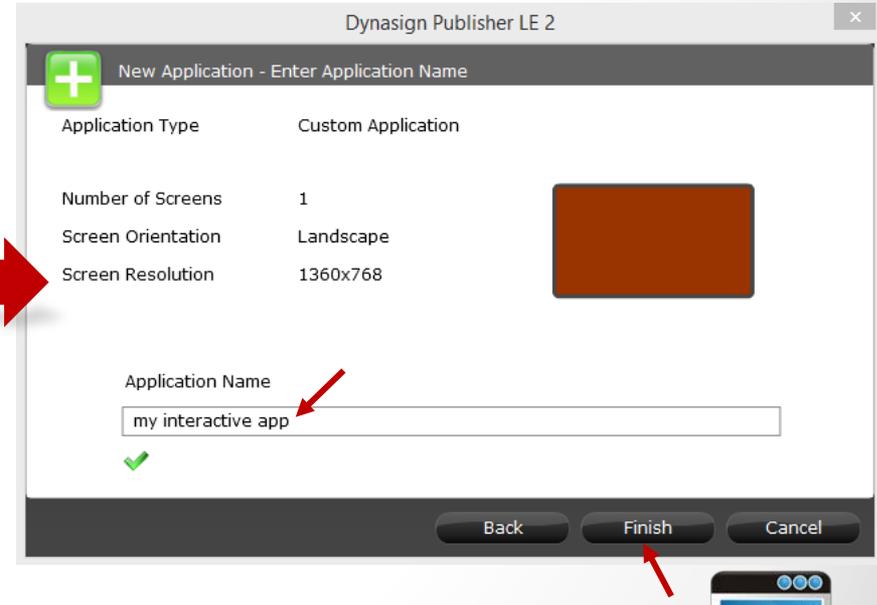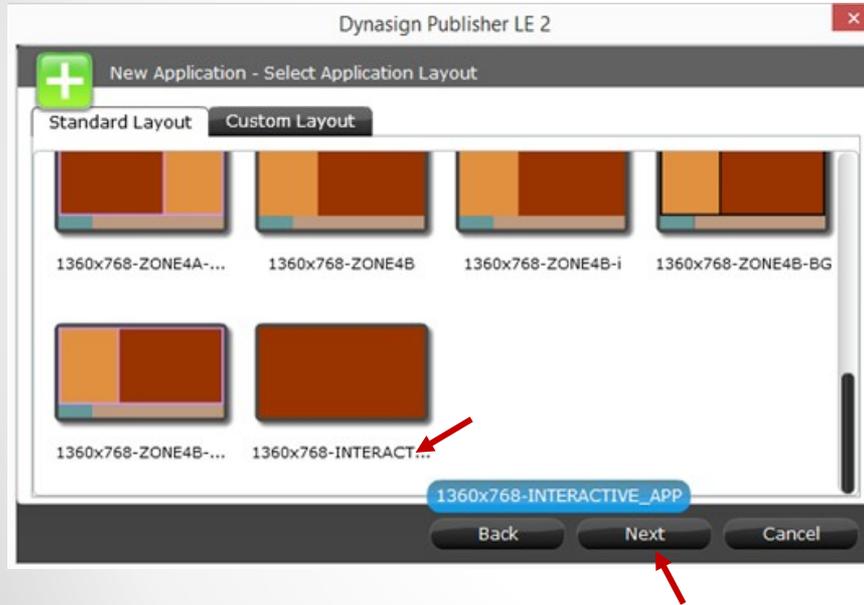
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Examining Your Interactive App from Method 2

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

Content
Menu

Menu
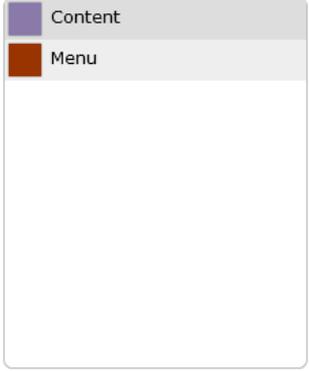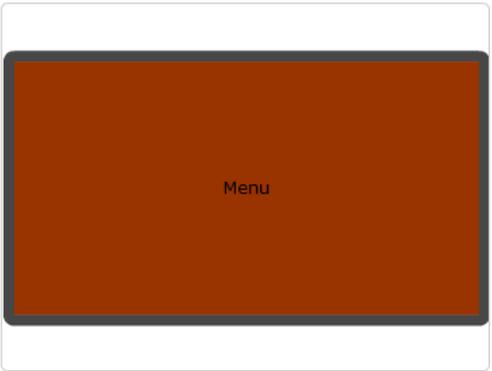
Adding Content Slots to the Content Zone

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

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

Double Click

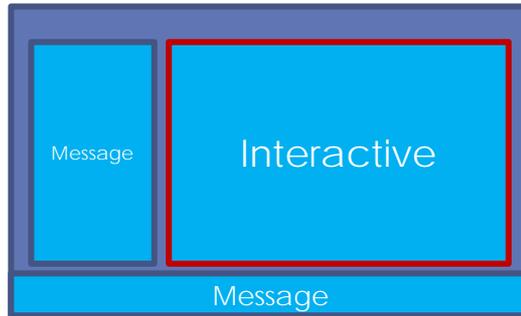We bring life to screens, one screen at a time

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.
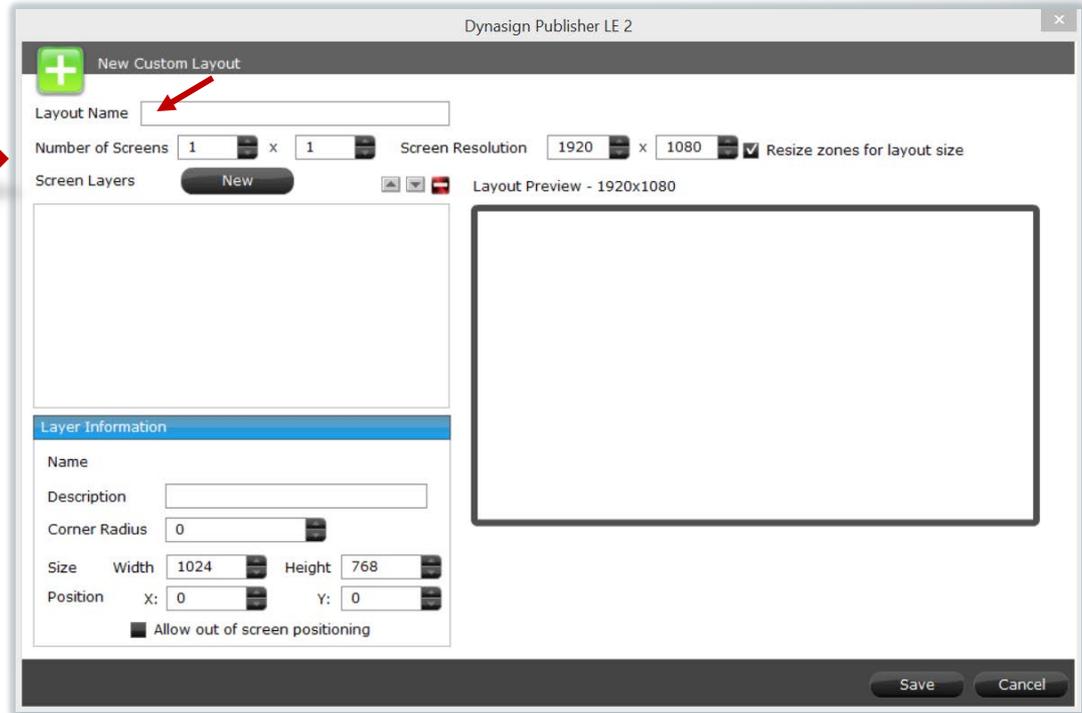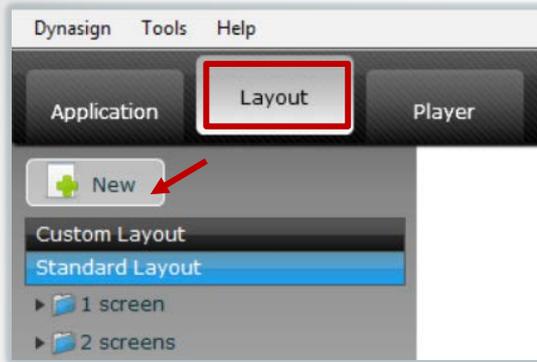
Here are a few examples:

Creating Custom Layouts with Layout Editor

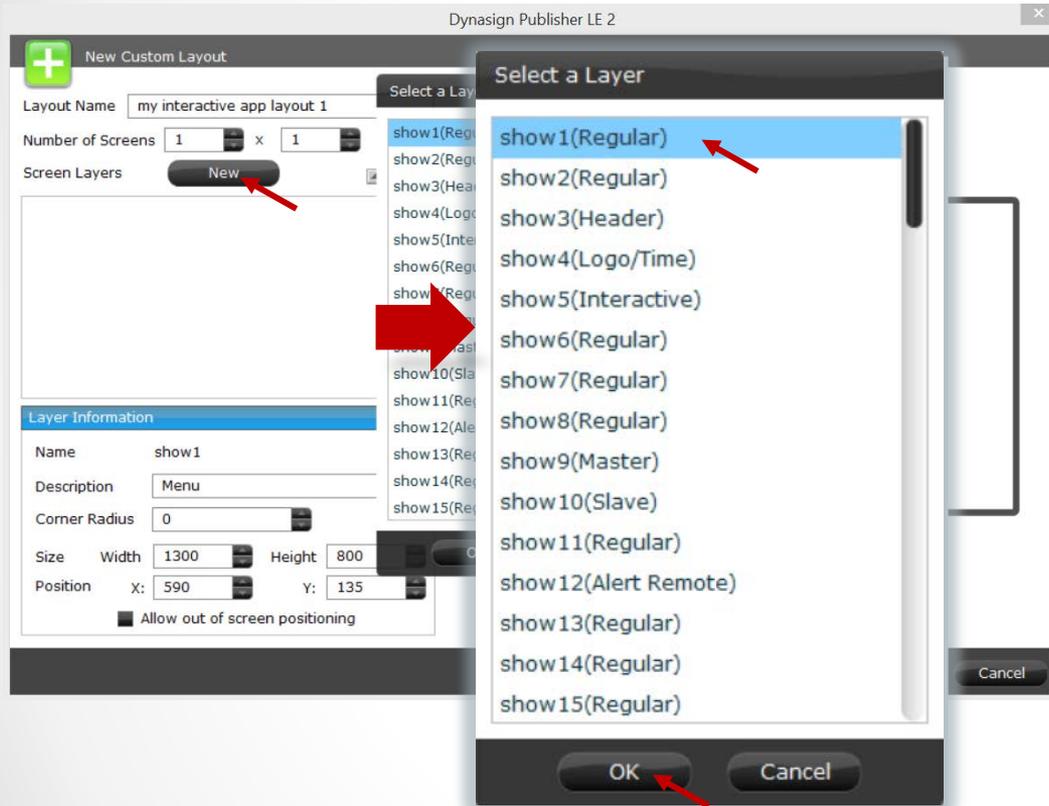Select the "Layout" tab -> Click on "New" to launch the Layout Editor

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

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Creating Custom Layouts with Layout Editor – Add Menu Zone
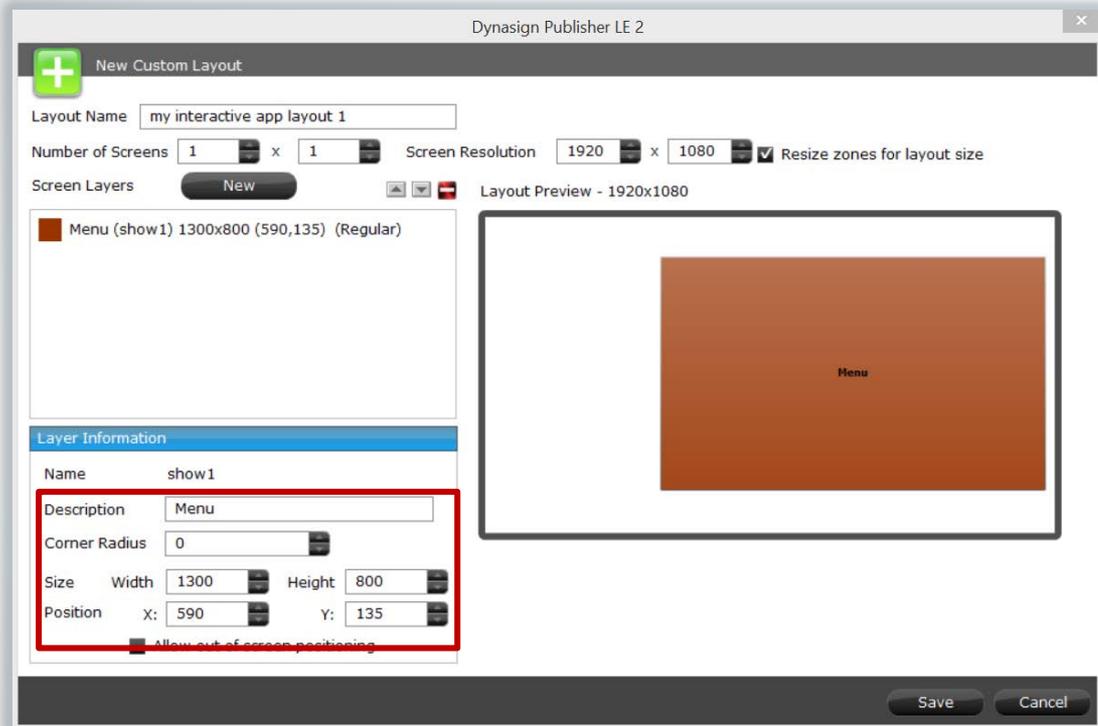

Add the Menu Zone:

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

We bring life to screens, one screen at a time

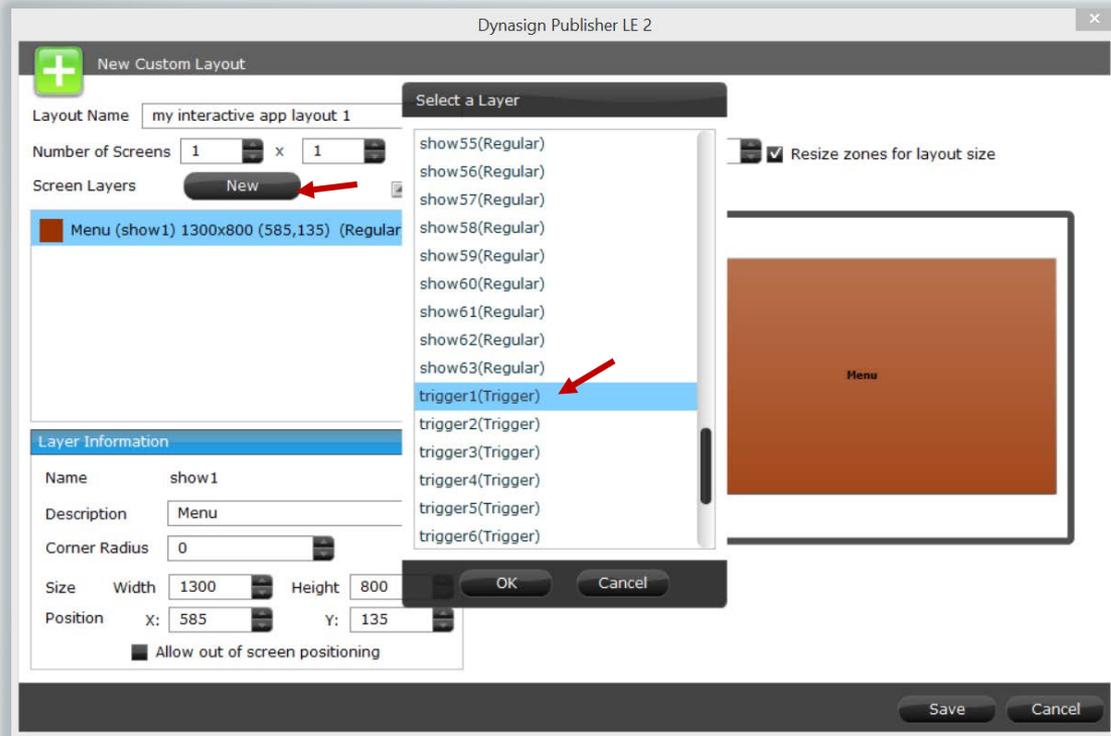# Creating Custom Layouts with Layout Editor – Define Menu Zone

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 – Define Content Zone


Define the content zone

- Description: enter "Content"
- Change its size to 1300x800
- Position to (590, 135)
- Make sure the content zone has the same size and position as the menu zone
- Drag the content zone after the menu zone

Now you have the basic zones for the interactive app. You can add additional zones for non-interactive content

We bring life to screens, one screen at a time

Creating Custom Layouts with Layout Editor – Add Background Zone
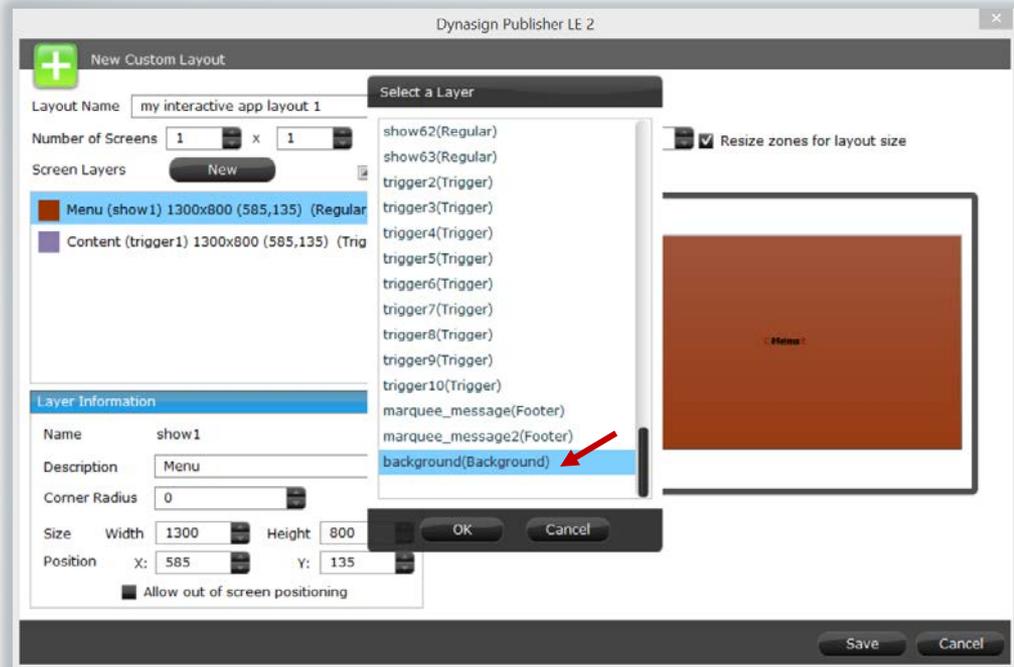
Add the background zone

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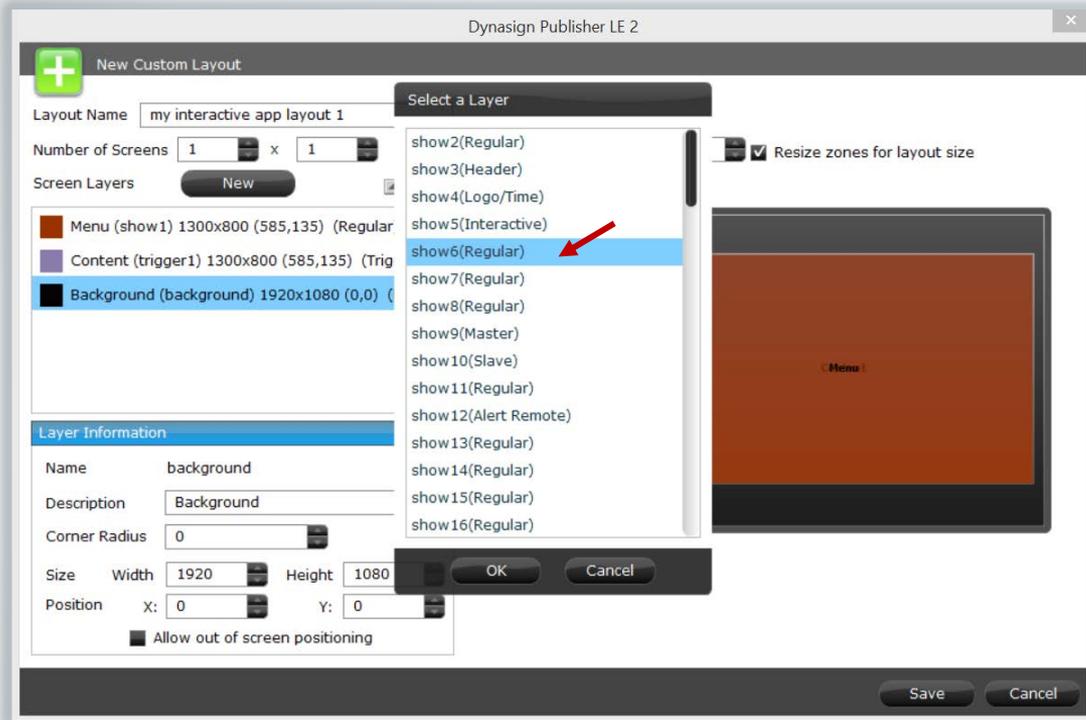
Add the vertical zone
- Click on "New"
- Select show6(Regular)
- Click "OK" to add the zone

We bring life to screens, one screen at a time

Creating Custom Layouts with Layout Editor – Define Vertical Zone
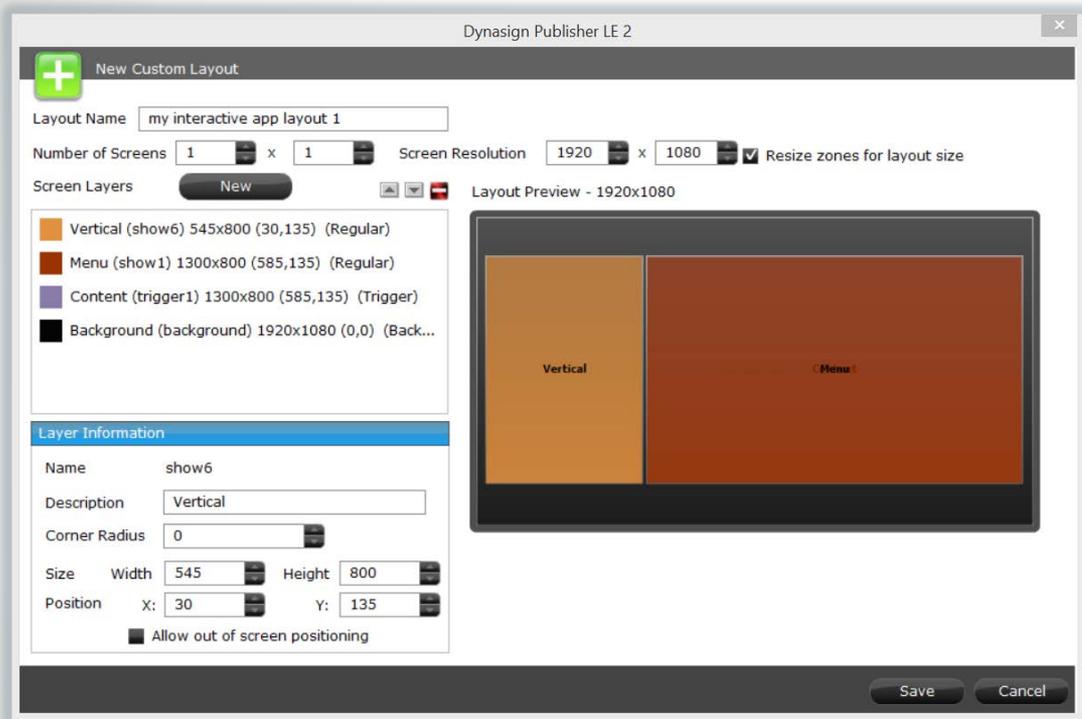
Define the vertical zone

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

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Creating Custom Layouts with Layout Editor – Add Message Footer
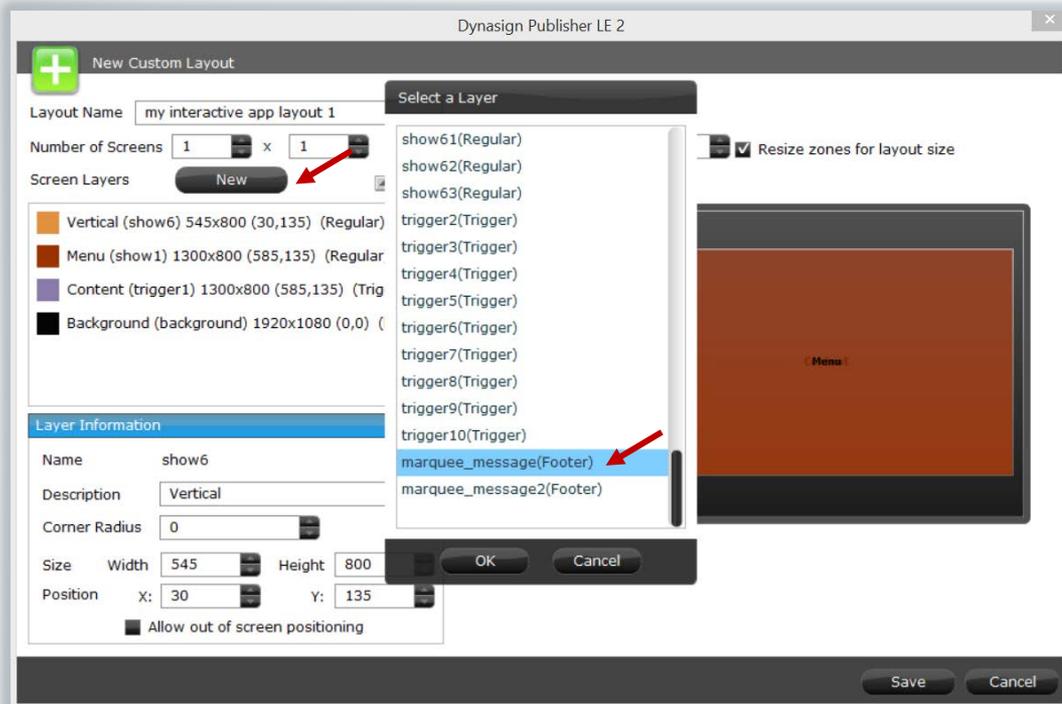
Add the message footer

- Click on "New"
- Select marquee_message (Footer)
- Click "OK" to add the zone

Creating Custom Layouts with Layout Editor – Define Message Footer
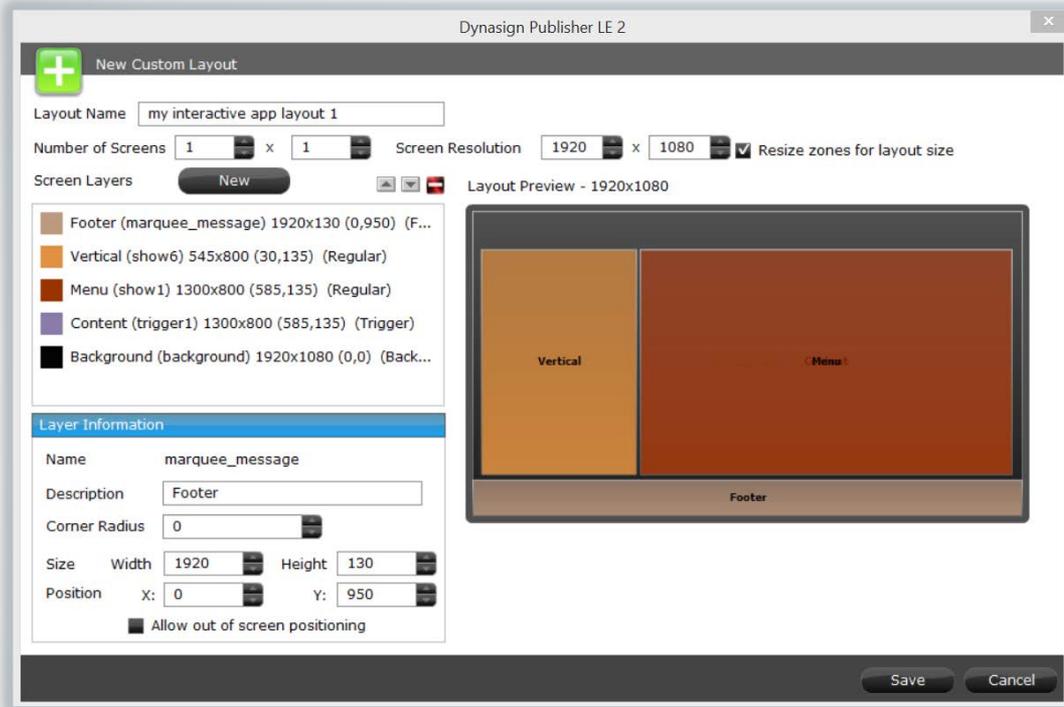
Define the message footer
- Description: enter "Footer"
- Change its size to 1920x130
- Position to (0, 950)

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Creating Custom Layouts with Layout Editor – Final Custom Layout

Vertical

Menu

Footer

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

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

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Step 3 – Publish to Player

From ether the "Player Detail" screen or the "Player List View" screen to publish your interactive app to the player.