Software product family «**TouchInform**»©

Setup and administering manual for

software product family «**TouchInform**»©

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I. Description of the software product family “TouchInform”

The interactive application «TouchInform» is designed to display information on the touchscreen equipment, to demonstrate documents, photos and videos as well as to inform about current and upcoming events.

II. Hardware and Software requirements

Hardware requirements: Processor Intel Celeron 2.4 GHz or higher, Computer data storage 2 Gb or more, video card that supports DirectX 9.0, a touch input controller that supports the Touch interface.

Software Requirements - Windows 7 Home Premium Service Pack 1 or latest modifications, .NET Framework 4.5 or higher.

III. Software installation

There are two versions of the program –pre-installed on hardware or as an installation file.

If the delivered software is not installed on hardware, you should make the installation yourself.

During the setup process the required components .NET Framework 4.5, the database MSSQLExpress 2012, and the application “TouchInform” itself will be installed.

If you additionally received a file of the project, it can be integrated during the installation process.

IV. Functions of the program modules

The program consists of the following main components: Player is an interactive application that displays the content while Editor is an application designed to modify the structure and fill the content. The structure of the displayed content is stored in a database and can locate both on the information kiosk and on a dedicated server or on the existing server MSSQL2012. The multimedia content can be stored on any network resource that can be read by the Player(s) or modified by the Editor(s).

V. Licensing

The TouchInform application is protected by patent law. The demo version has limitations in Player as far as its functionality is concerned. Player displays a message that this version is a demo, and that the period of program continuous running is limited.

For the full use of the application activation (licensing) is required, which eliminates the abovementioned limitations. Editor, as well as Player, is subject to licensing. The activation procedure of both Player and Editor is described in a separate document.

Without licensing Player and Editor allow to use all the modules available in Editor as well as to add them to the project tree. And they will be displayed in Player, but the period of the Player’s continuous running will be limited to 30 minutes.

Editor allows to add all the available program modules to the project tree, but the unlicensed modules will not be displayed in Player.

After licensing Editor allows you to add only those modules that henceforth will be displayed in Player. The unlicensed modules in Editor are highlighted in red; there is no possibility to add them to the project tree. The unlicensed modules highlighted in red can be hidden in the general list of modules by changing the settings in Editor - "Hide unlicensed modules."

VI. Structure editing and application filling

When you start Editor, its main screen will be displayed (see Fig.1). It consists of several parts and panels. In the middle there is "Project Scheme" which contains the editable "tree" of the content structure of the software (hereinafter named the tree). You can choose the display and an undefined location of the panels: an edit window to modify the characteristics of the selected object of the tree, the "Toolbar", which contains a list of object types with a description of possible parent and child elements for each type, the panel of the media content editing and finally the tabbed panel of the tree project crosspoints.

All the logical tree objects of the project can be modified either with the help of the shortcut menu called in by the right-clicking on the selected object or by moving objects in a «drug & drop» mode from the "Toolbar" to the panel "Project Scheme" and within "the tree", or by using the buttons located in the relevant windows and panels. In all the windows and toolbars there is a possibility to search and filter the objects.

Each element of the tree has its own Properties. They are displayed in the “Properties edit” window and, as a rule, are located on the right side of the tree (the window location can be changed). To simplify the editing process all the properties are divided into Groups. You can make them visible or invisible using the button located in the name of the group. Menu of the properties edit window contains buttons for collapsing and expanding groups of the object’s properties.

The implemented changes of properties are saved by clicking the icon **"Save"** located in the upper part of the panel **"Properties editing"**. Some properties are mandatory for filling and accuracy of data input is tested. If some fields do not withstand the accuracy test, they are highlighted in red. In this case no changes of the item’s properties will be saved.

Some properties may contain references to documents and files used in the project. Adding new content is possible through the editor of the corresponding properties by pressing the button + or in the media-content edit window.

VII. Project and Projects Collection

The combination of the structure and the content is a "Project." In one database you may create several projects, that is why the top level in Editor is “Projects Collection”. Projects Collection has configurable properties. An editing form of the Projects Collection properties is provided below (see fig. 1).

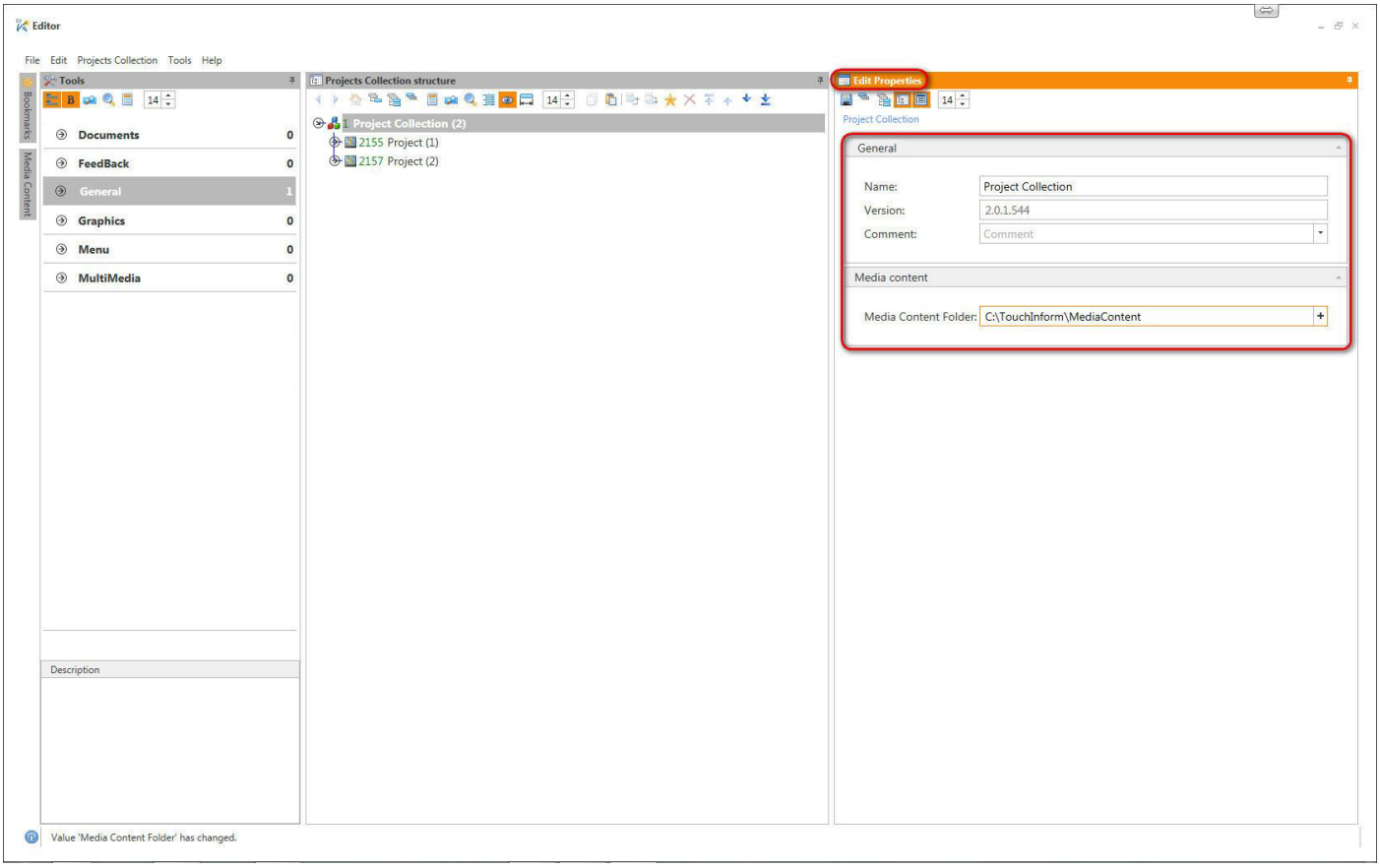


Fig. 1

A Project, as well as the Projects Collection, has configurable properties. An editing form of the Project properties is provided in fig. 2.

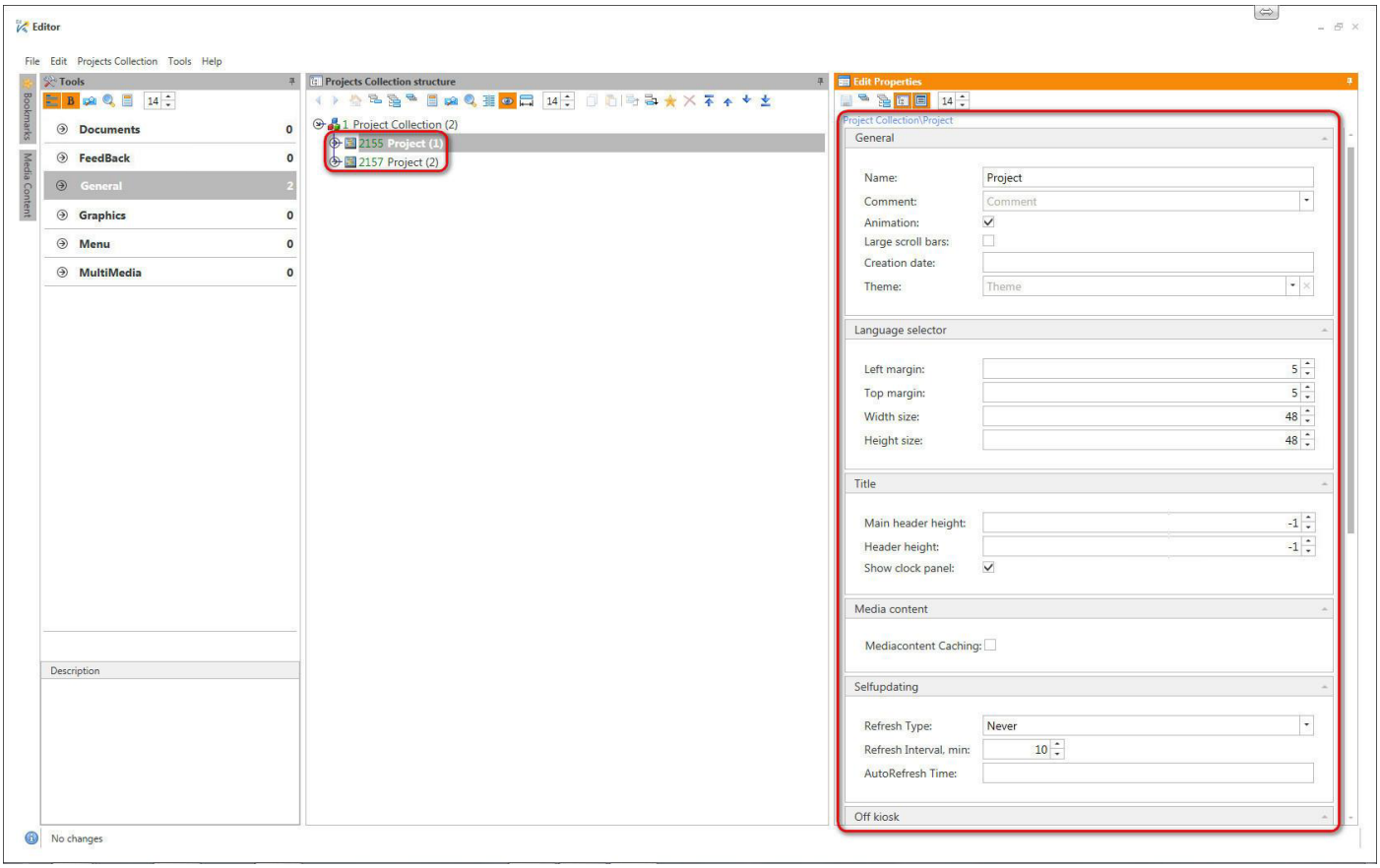


Fig. 2

The project tree represents a hierarchy of the interconnected modules organized as you wish. All the modules are added by the right-clicking or by moving objects in a «drug & drop» mode from the "Toolbar" to the panel "Projects' Scheme". By the pressed button «B» in the toolbar those items that can be added at this level of the tree are displayed in bold type. By the right-clicking only those items are displayed in the shortcut menu that can be added at this level of the hierarchy.

If you move objects among the hierarchical levels in a «drug & drop» mode, a prompt message is displayed indicating the possibility to add an object to the selected hierarchy level. If you cannot add an object at a given level of the hierarchy, the following message is displayed in the assisted panel: "The item movement is impossible". The newly added tree objects are automatically numbered by the program. For an easier understanding you can use your home object names.

The sequence of the items display in Player is aligned with their location in Editor.

Some elements or modules may have child elements. Possible links among the modules are displayed in the section Description of the "Toolbar", see fig.3.

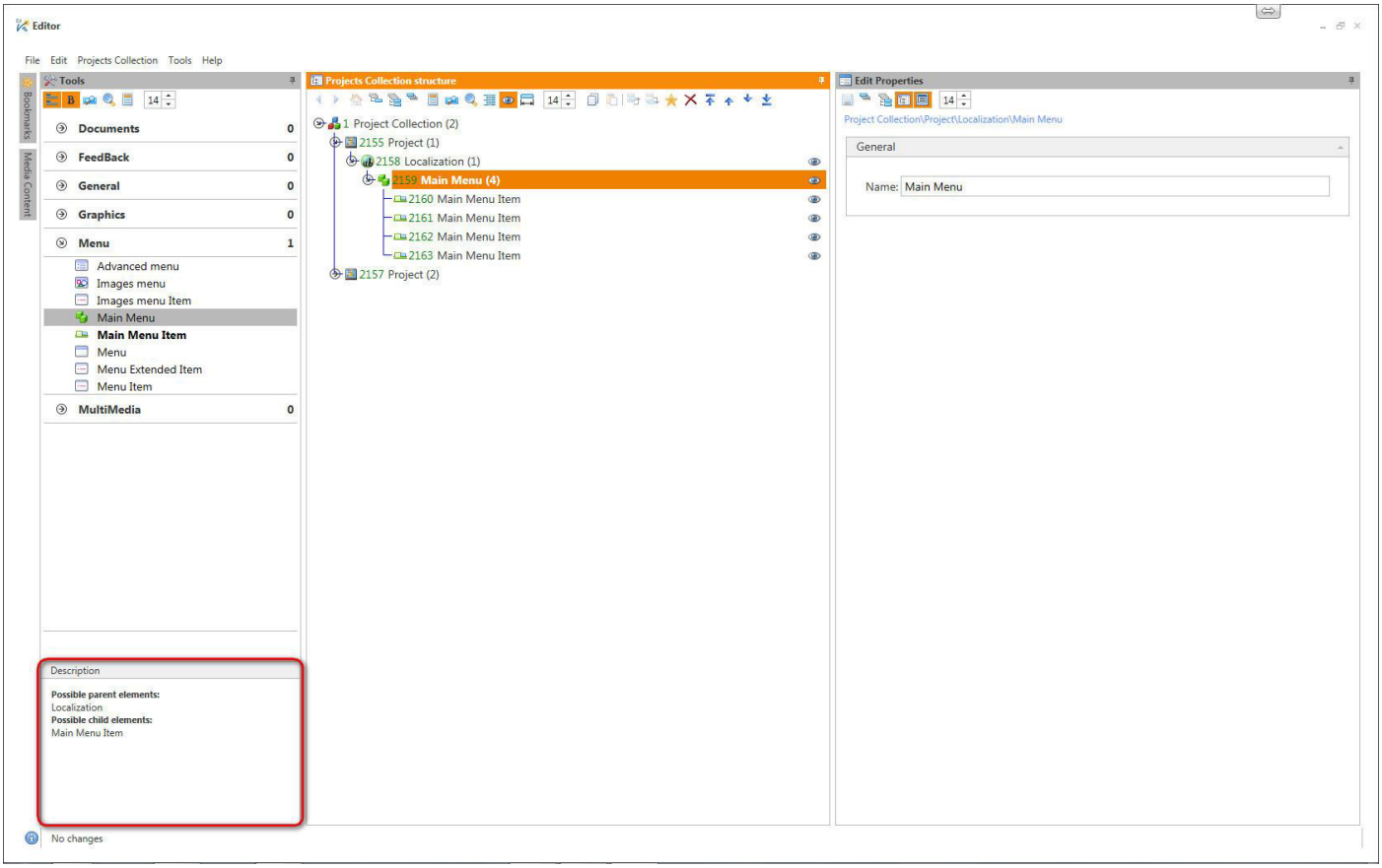


Fig. 3

The modules in Editor are grouped (in the group header the number of items is displayed that can be connected to the selected item in the tree, for example the **Main menu item** -> Group **"Documents"** -> **Available: 4,** Group "**Menu**" -> **Available: 3**) (see fig. 4) .

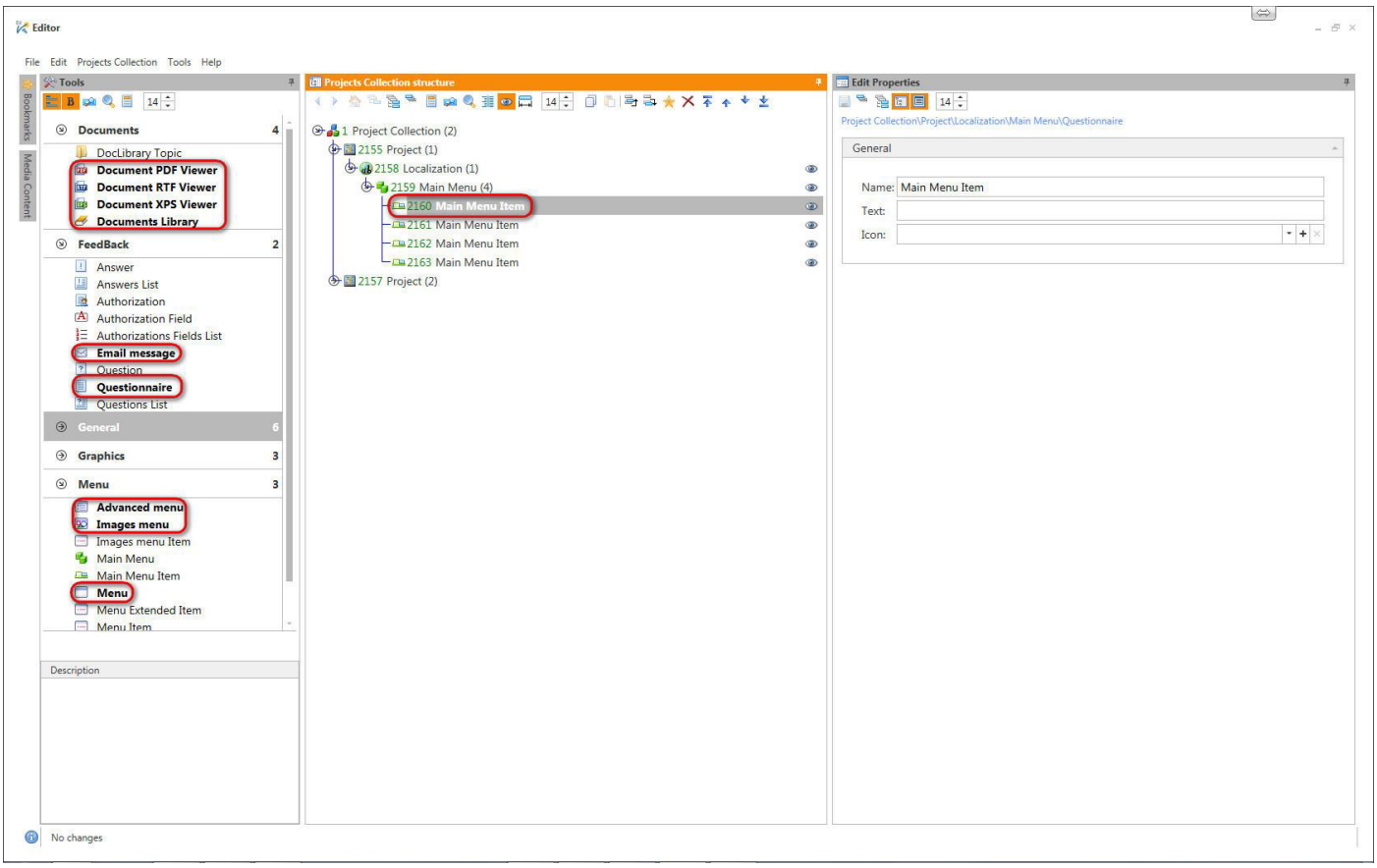


Fig. 4

Objects in the project tree can be made invisible in Player. All the items, which belong to a lower hierarchy level compared with the hidden object, won't be displayed by Player. The column made of hidden objects is displayed/ made concealed by pressing the button "Eye", which is located in the top-level menu of the window Structure of the Projects Collection, see fig.5. Hidden objects are marked in gray.

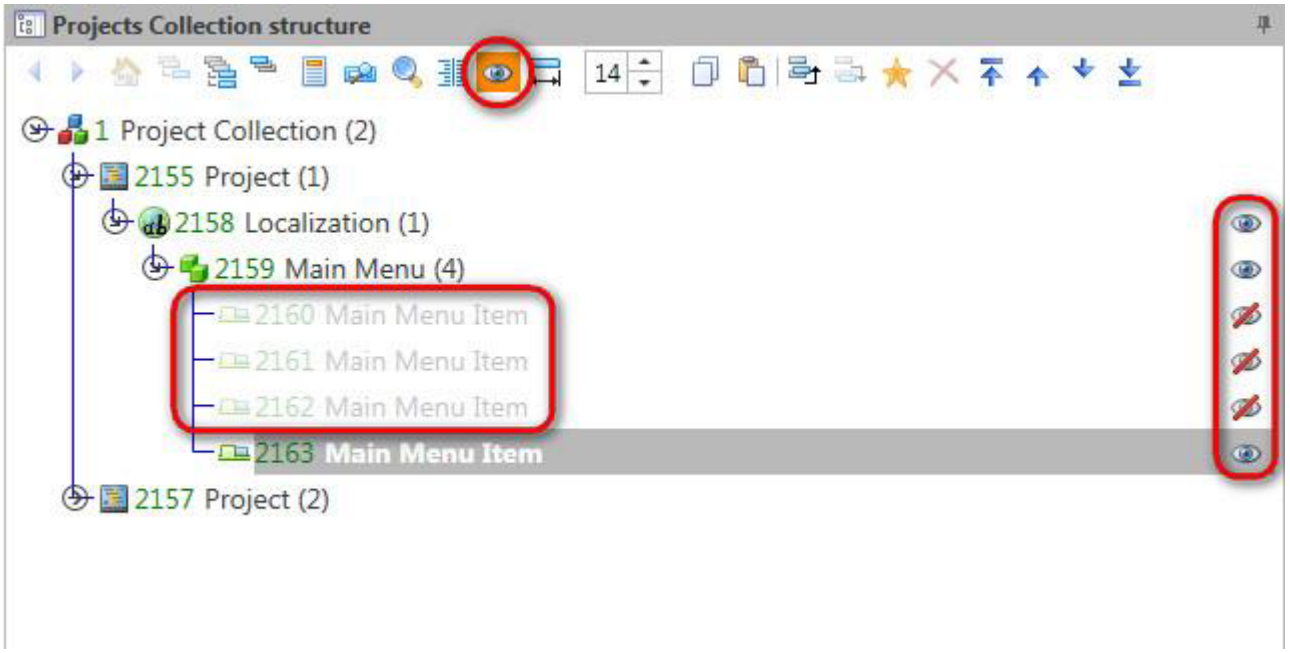


Fig. 5

In all windows and panels the text size can be changed independently. In the mapping window of characteristics you can customize the display order of groups and their attributes by simply dragging them.

If you create multiple projects you may download its own project on each kiosk. The process of the project selection and its mapping to a particular kiosk proceeds as follows: In the Editor's top-level menu you should click on the menu item **Tools** and select **Kiosks** in the drop-down menu (see fig. 6).

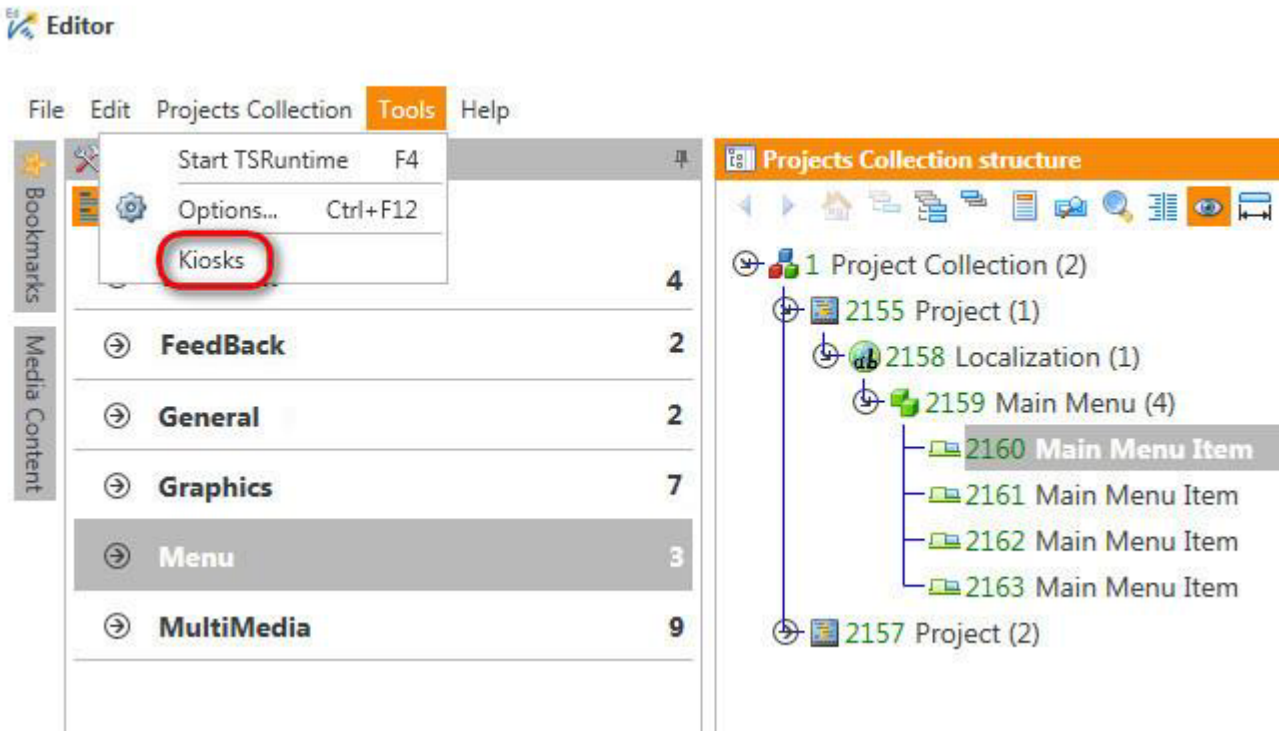


Fig. 6

After clicking on the menu item **Kiosks** the window will appear on the screen. Against the kiosk Identifier you should select the right project name. This project will be loaded on kiosk with the identification number that is assigned to the kiosk; the number is read from the license file (see fig. 7).

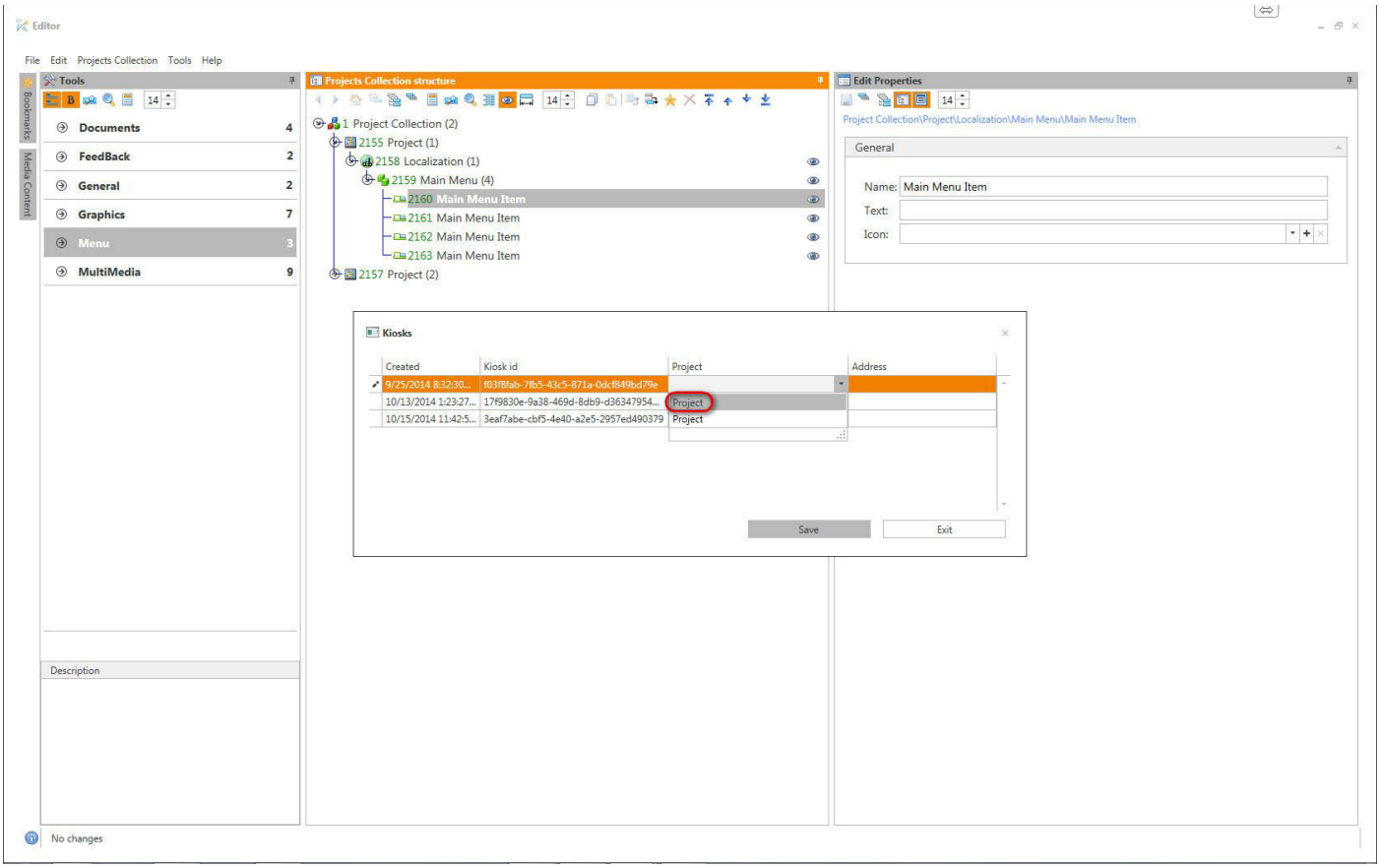


Fig. 7

It is possible to cut the visible part of the project tree to simplify editing. This function is available by clicking on the shortcut menu item "**Scope to this**" (see fig. 8).

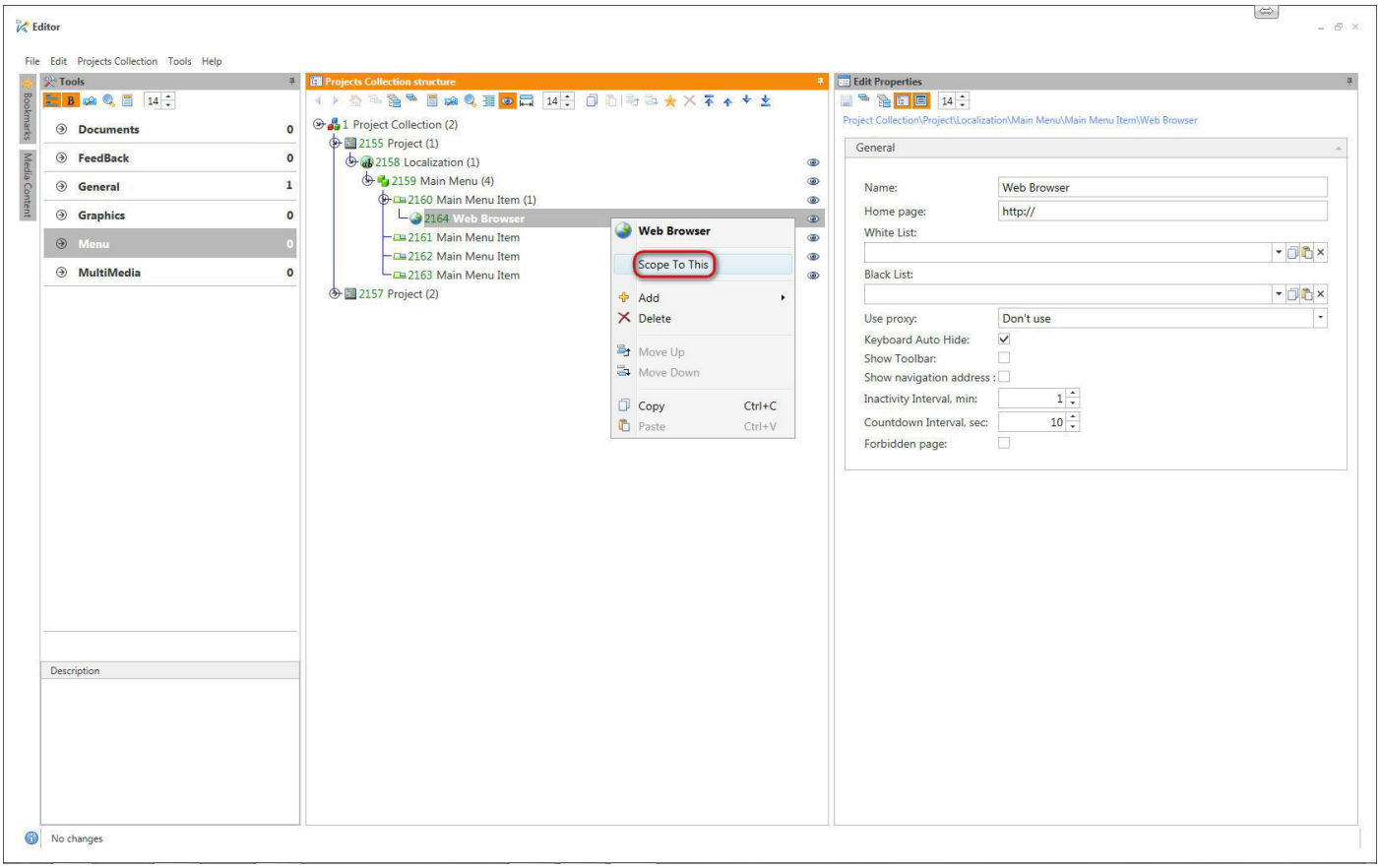


Fig. 8

All the objects located above the selected level will be hidden. To go back and shift between the levels you should use the buttons for internal navigation (see fig. 9 - 10).

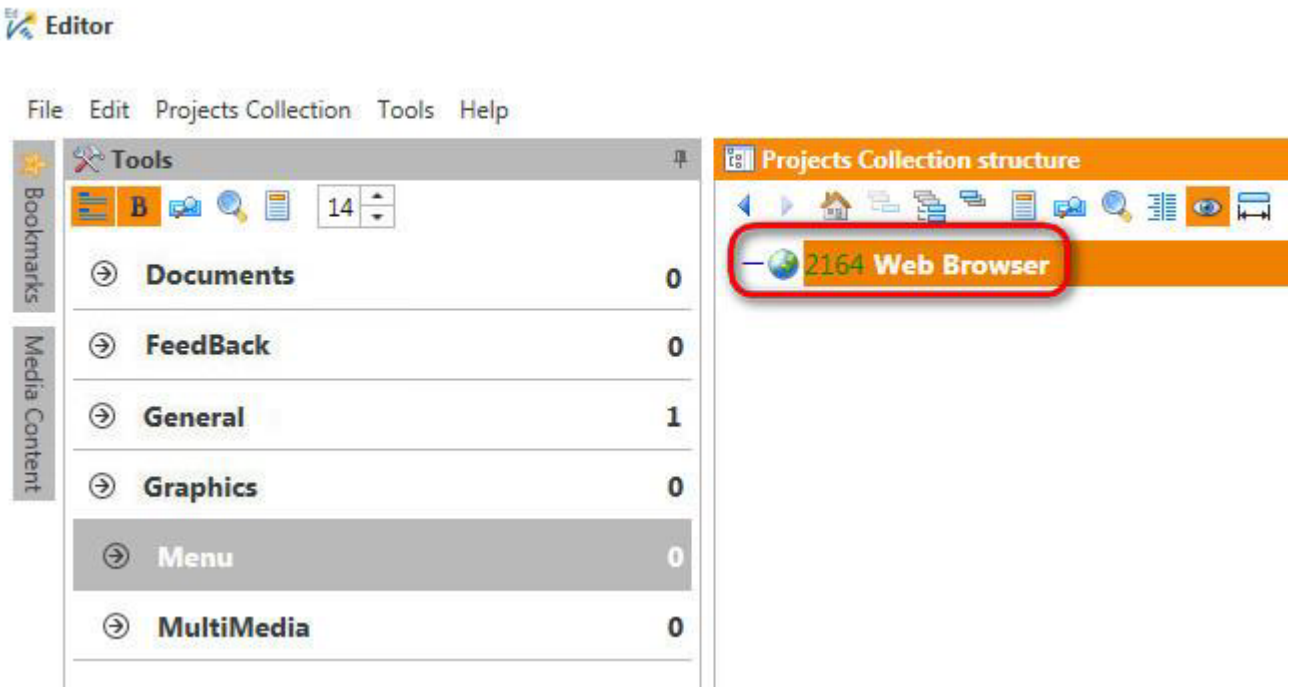


Fig. 9

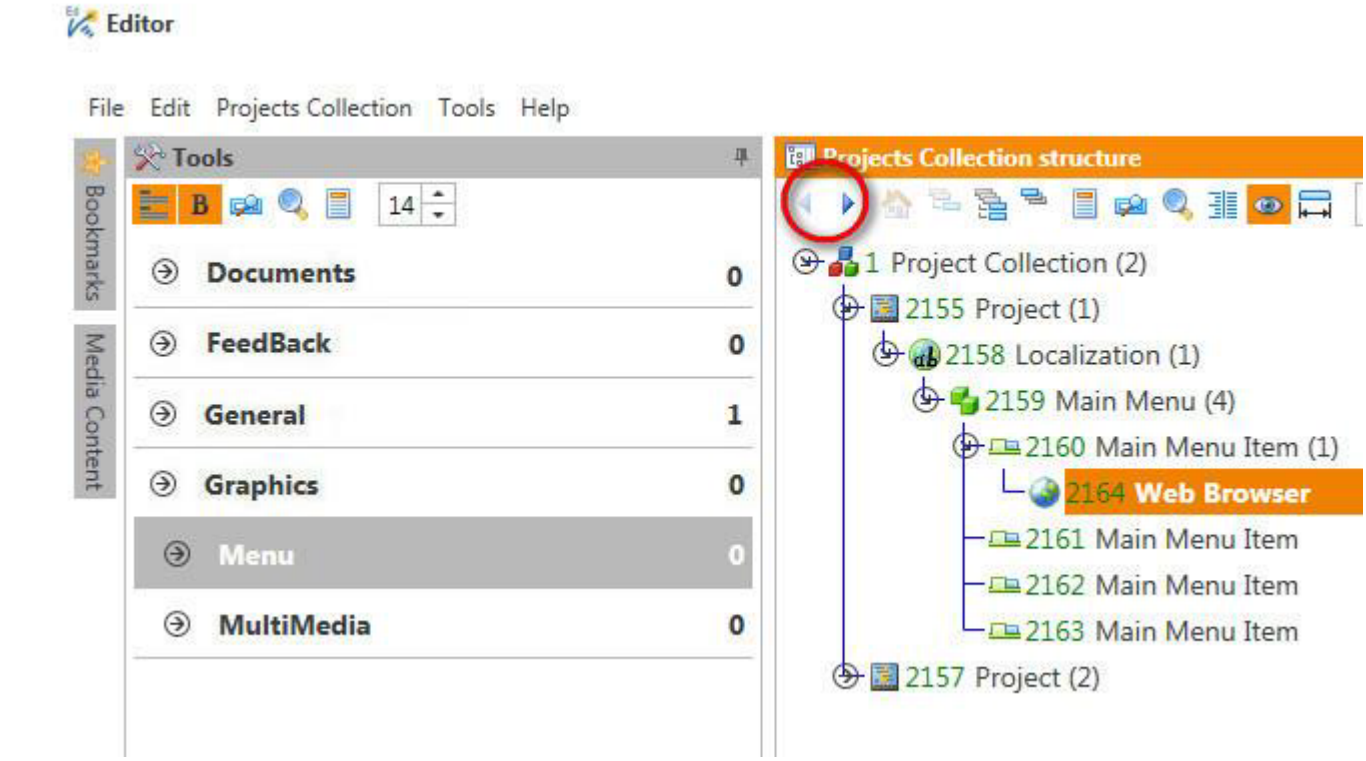


Fig. 10

When you use graphical modules, in the visual editor you can lock an element to protect it from editing and changing. The lock icon is displayed next to the lockable element in the project tree: the lock is open - the element is editable, closed – it is protected from editing (see fig. 11).

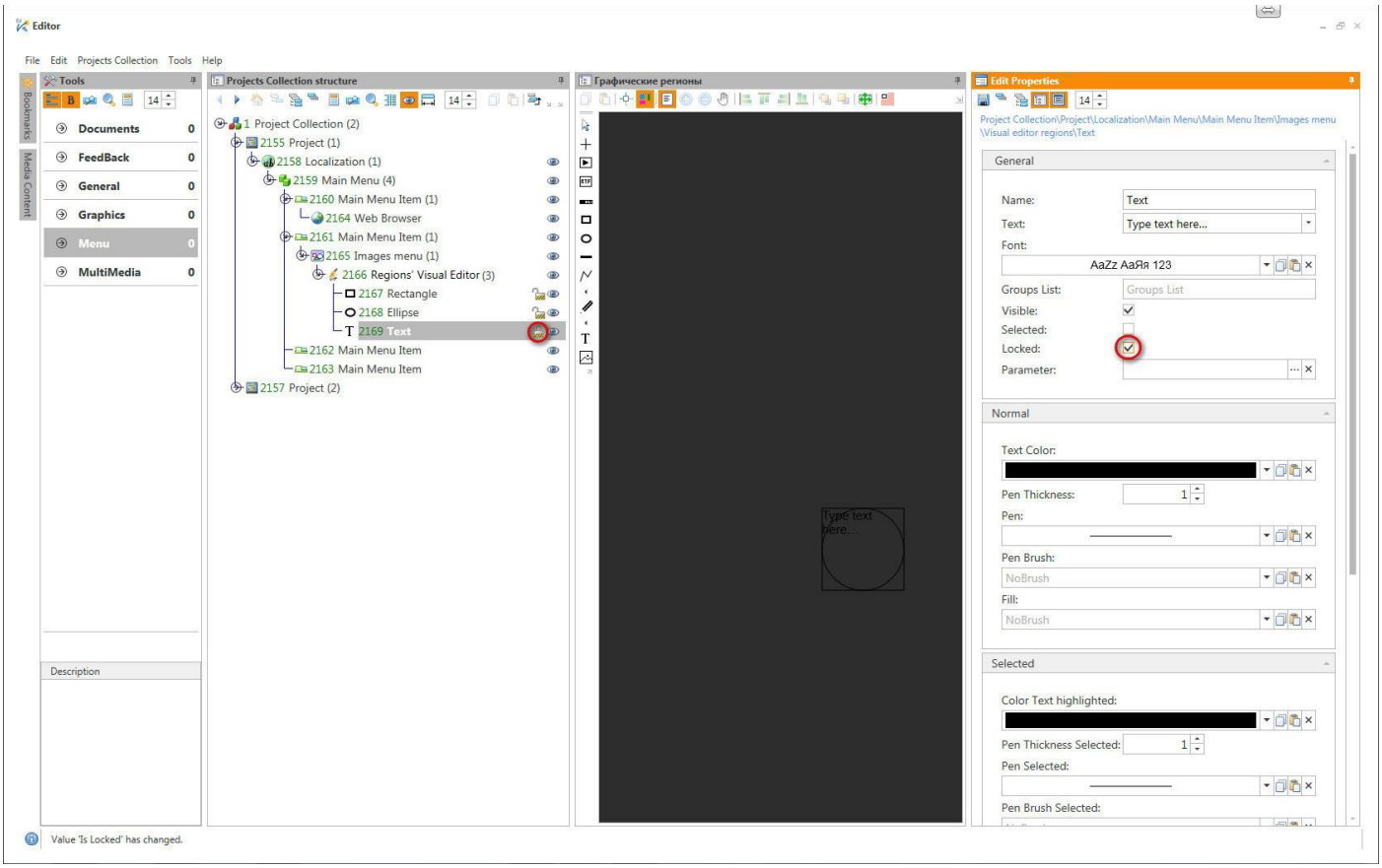


Fig. 11

VIII. Properties of Projects Collection, Project, Localization

Projects Collection

Group «General». Defines general properties of the Projects Collection.

We strongly recommend to name the objects in accordance with the logic of the tree for the convenience of working with them in the future.

Name. The project and all the elements of the tree have their internal name. They are displayed only in the Editor and are used only for the sake of convenience of the project editing.

Version. A non-editable field. This field automatically displays the version of the Projects Collection.
Password. Password to enter Editor. It is used to limit access to objects.
Comment. Internal comment used in Editor. As well as the name, this field value is not displayed in Player.

Media-content folder. It indicates the location where the copies of all the files used in the project are made. Here Player gets all the content to display (documents, pictures, videos and audio files). This can be either a network path or a local one. By the configuration of several kiosks with a single source of content you should select the way clear for all the kiosks.

Project

Group «General». Defines general properties of a project.

Name. The internal name used in the project tree.

Comment. The internal comment.

Theme. This field enables to select the color theme used in Player.

**Please note: This option must be authorized by the license. Otherwise, the selection is limited or impossible.*

Content Animation. There is the ability to deactivate animation to use the project on a low-powered information kiosk.

Large scroll bar. If your touch screen does not support the Touch or MultiTouch interface, it is recommended to use the enlarged controls for lists and scroll bars.

Group «Header». Sets the size of the main and secondary header in Player.

Main header Height. Sets the size of the main header.

Secondary header Height. Sets the size of the secondary header.

** Please note: If the value makes up -1, the headers take on proportions defined by the corresponding design.*
Show clock panel. An option to display or disable the clock panel in Player.

Group «Language switch». Sets location and size of the icon to switch language in Player.

Properties: **Left Indent, Right Indent, Width, Height**.

Group «Media-content». Enables or disables the media-content caching.

Media-content caching. The function of media content caching on a local disk is added, regardless of the media content folder location. Cache is created in the internal Player's directory and is not available for editing. By Player launch or during the process of auto update the elements, used in the project, will be copied to the local cache. The cache update is based on the incremental download mechanism.

Group «Auto-update». It initiates the periodic process of the content update, caching and return to the first page of the project.

The update process can be done regularly, at set time, it can be disabled as well. When you edit the content from a remote kiosk, the information on the kiosk will be updated with account for the function "Auto Update". The Auto-update procedure starts with a one minute delay after the last screen touch

Group «Kiosk switch-off». It allows you to switch off the kiosk at a set time.

Group «Proxy». The elements **Proxy Address, Proxy Port, Proxy Login, Proxy Password, Proxy Domain** allow you to choose a proxy server to get an access to the web-resources.

Group «Mail». It serves to fill in the properties of the e-mail server. These settings are not used in the module “E-mail message” that, in turn, have its own settings.

Localization

Group «General».

Name. The internal name used in the project tree.
Language. The language that will be used by default when you launch Player.
Picture. The icon of the language switch, which is displayed in Player.

Group «Header». Description of the main menu header.

Main header type. You can use two options - the logo display and two text lines of the organization name (**composite**) or only a graphical display of the full header size (a **picture**).

Composite.

Title and **subtitle** are displayed in the header of the Player’s main menu. It may be the name and the legal form of an organization.

Logo. You can change the logo of the application for your own one, selecting its location. (Preferably use an image of the **png format** sized 200 x 200 with a transparent background).

Main Header Picture (Other headers picture).

Instead of the logo and the text fields you can download a picture (the field – Main **Header Picture**) that is the background of the main menu. For that you should select an element **Picture** in the field Main **Header type** and in the field **Main header picture** download an image sized about 200 * screen width to the content storage.

Group «Screensaver». By the standby mode you may use the internal screensaver in Player.

There are the following **properties of the Screensaver**:

Enable screensaver

Content (picture or video) – an existing file from the Media Content folder, selected from the list.

Screensaver timeout - the delay period after the last screen touch in Player.

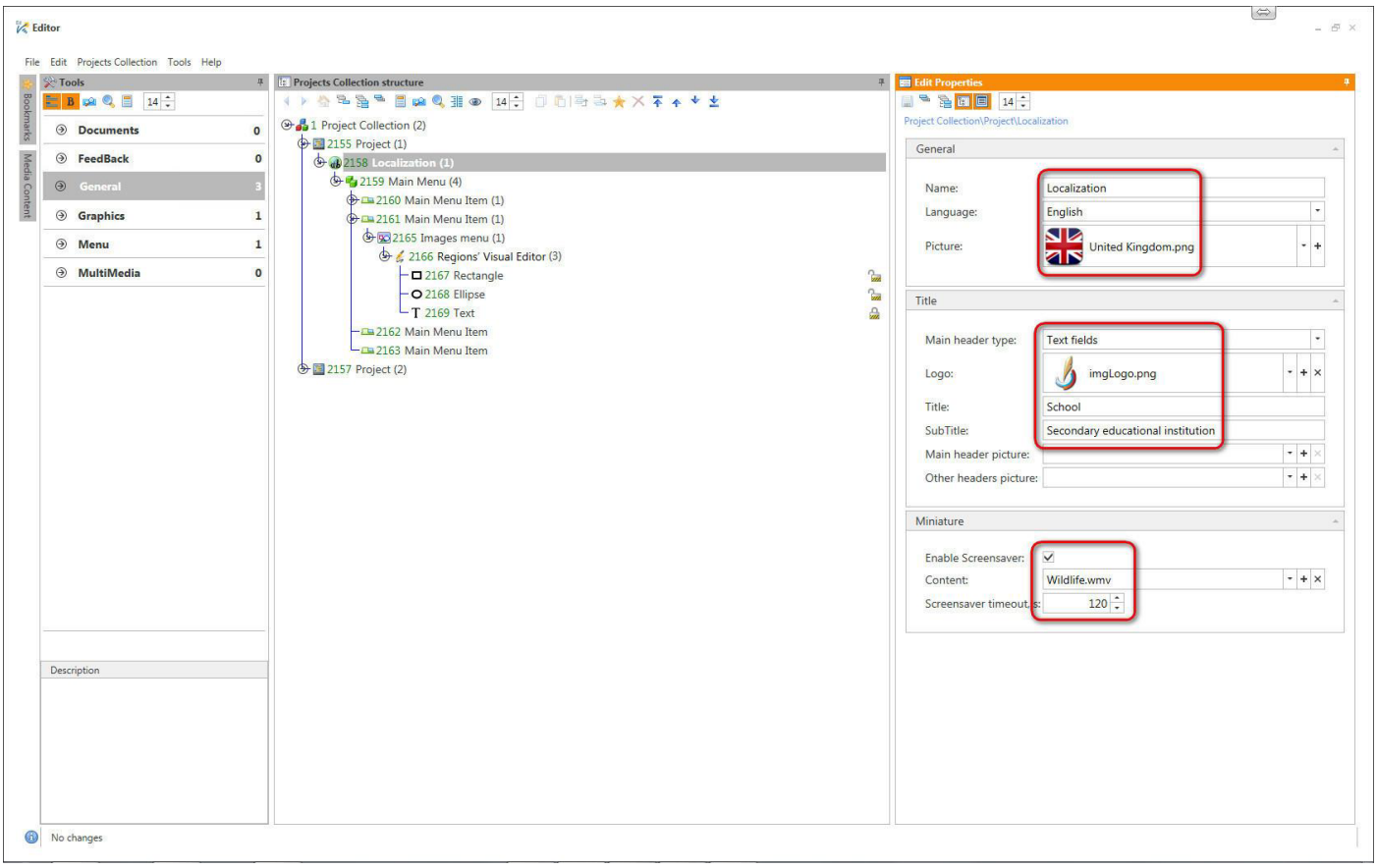


Fig. 12

IX. Modules

1. Project

Fig. 13-14 illustrate how to add the first object to the tree - **Project**.

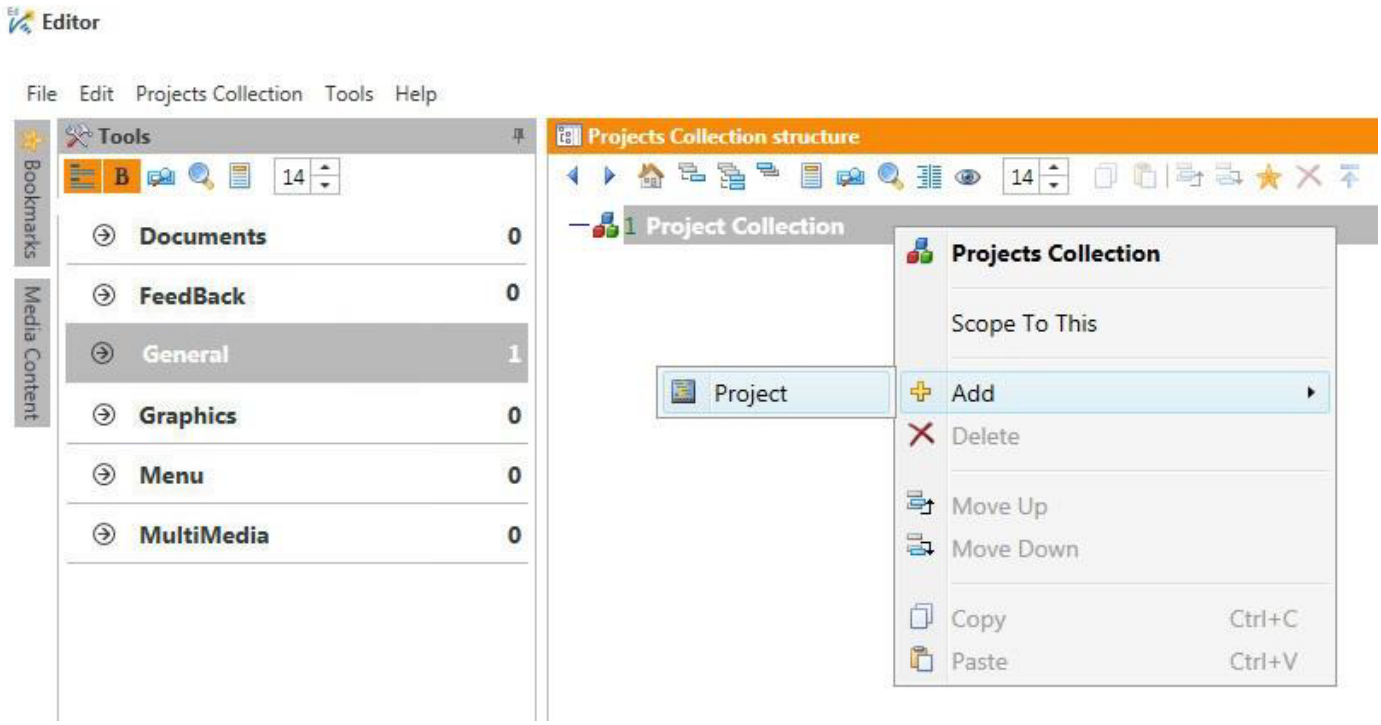


Fig. 13

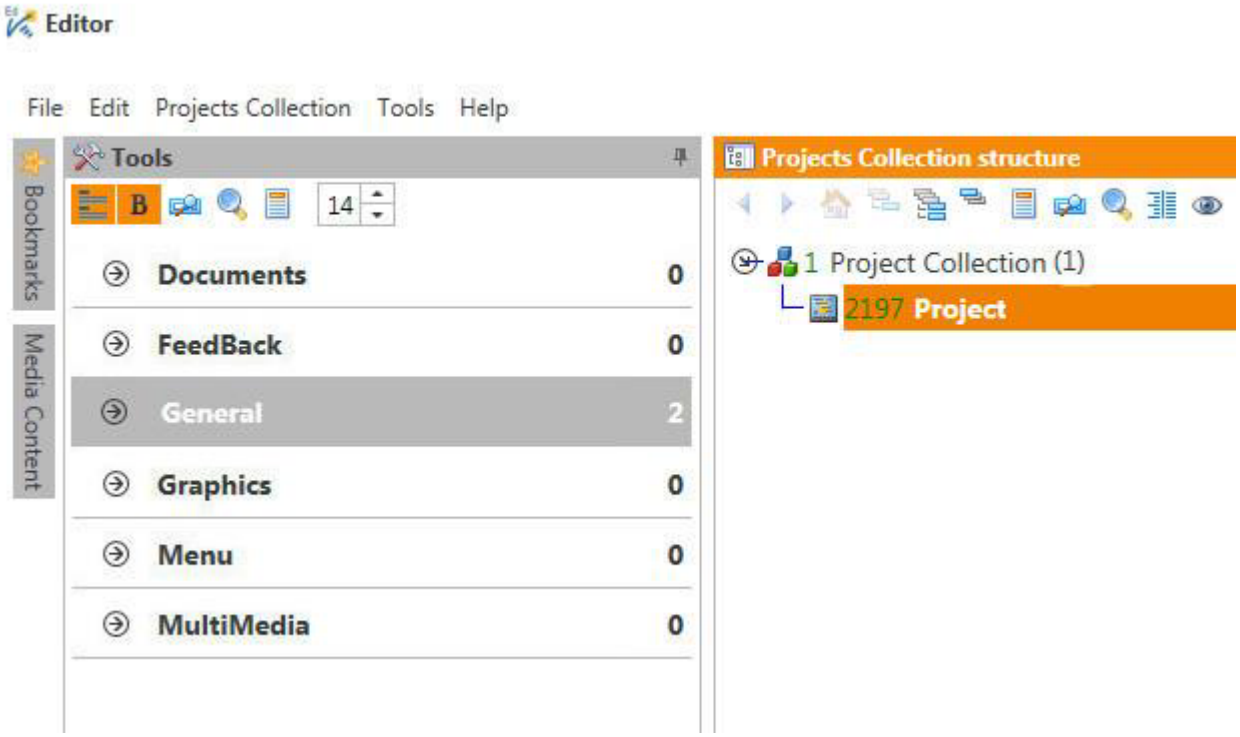


Fig. 14

2. Localization

If your information system must be localized into several languages, you can create several branches in a project, each of which will correspond to the desired language. You will be able to switch language using the floating localization button.

To make it possible, an additional level – the item **Localization** is introduced in Editor after the project level. The process of adding the **Localization** item to the project is illustrated below (see fig. 15 - 16).

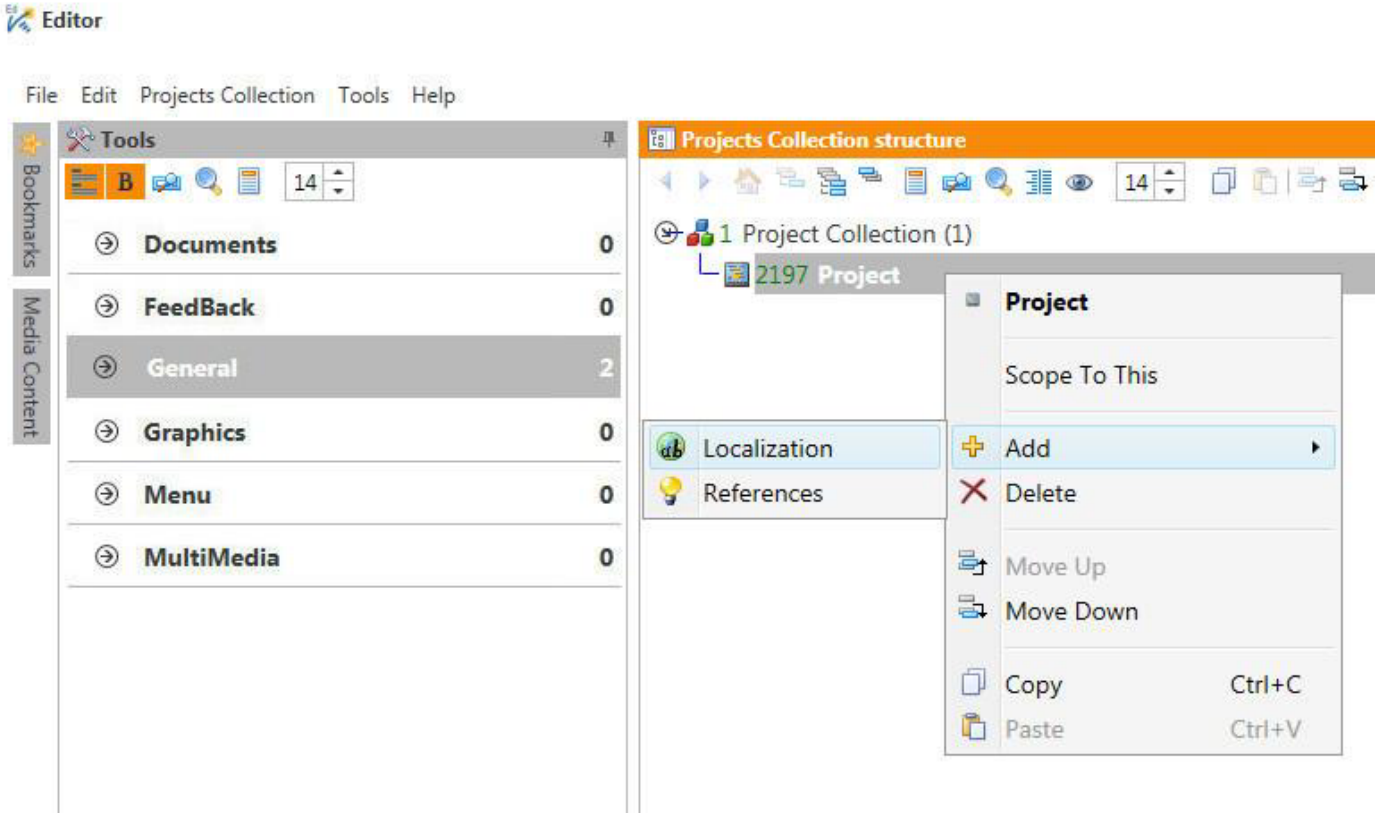


Fig. 15

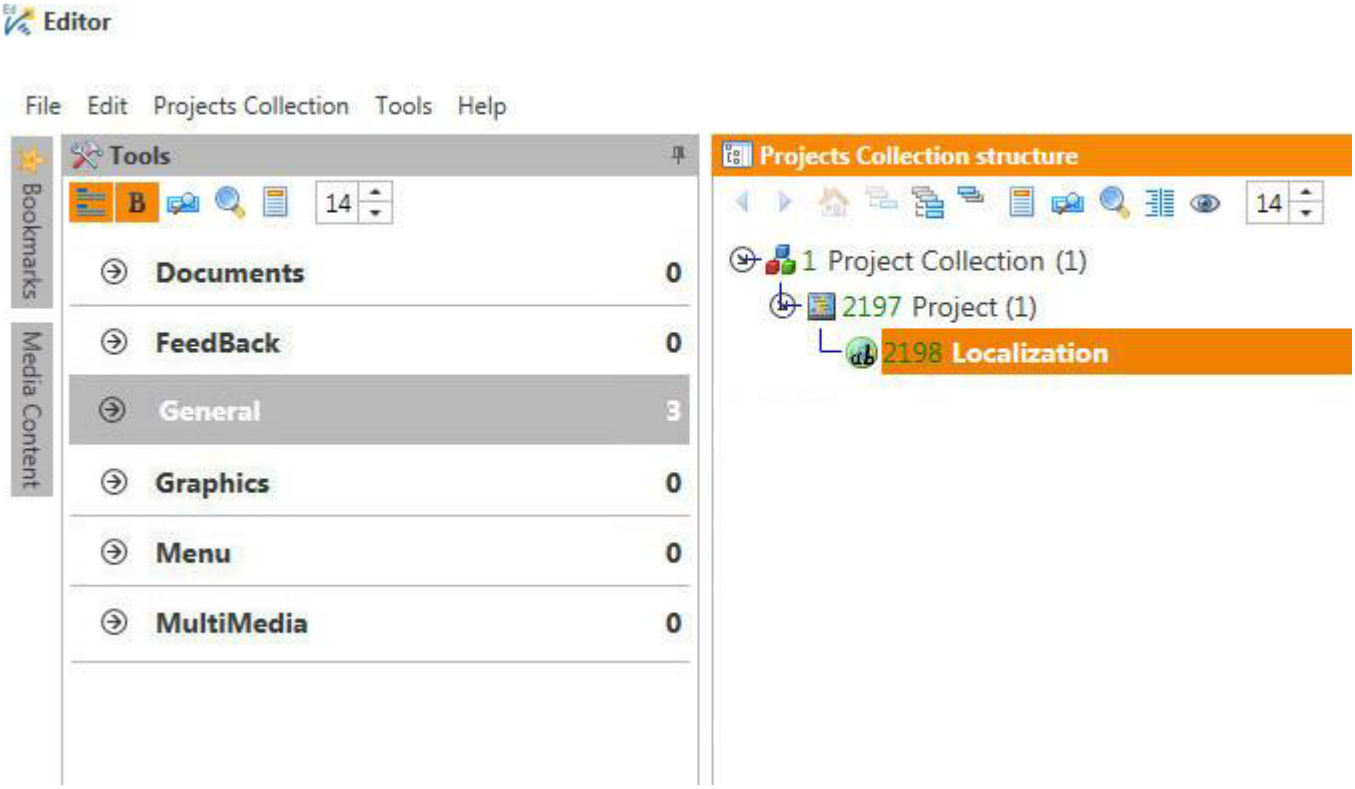


Fig. 16

1. Main Menu

Fig. 17-18 illustrate how to add the first object to Localization - **the Main Menu**.

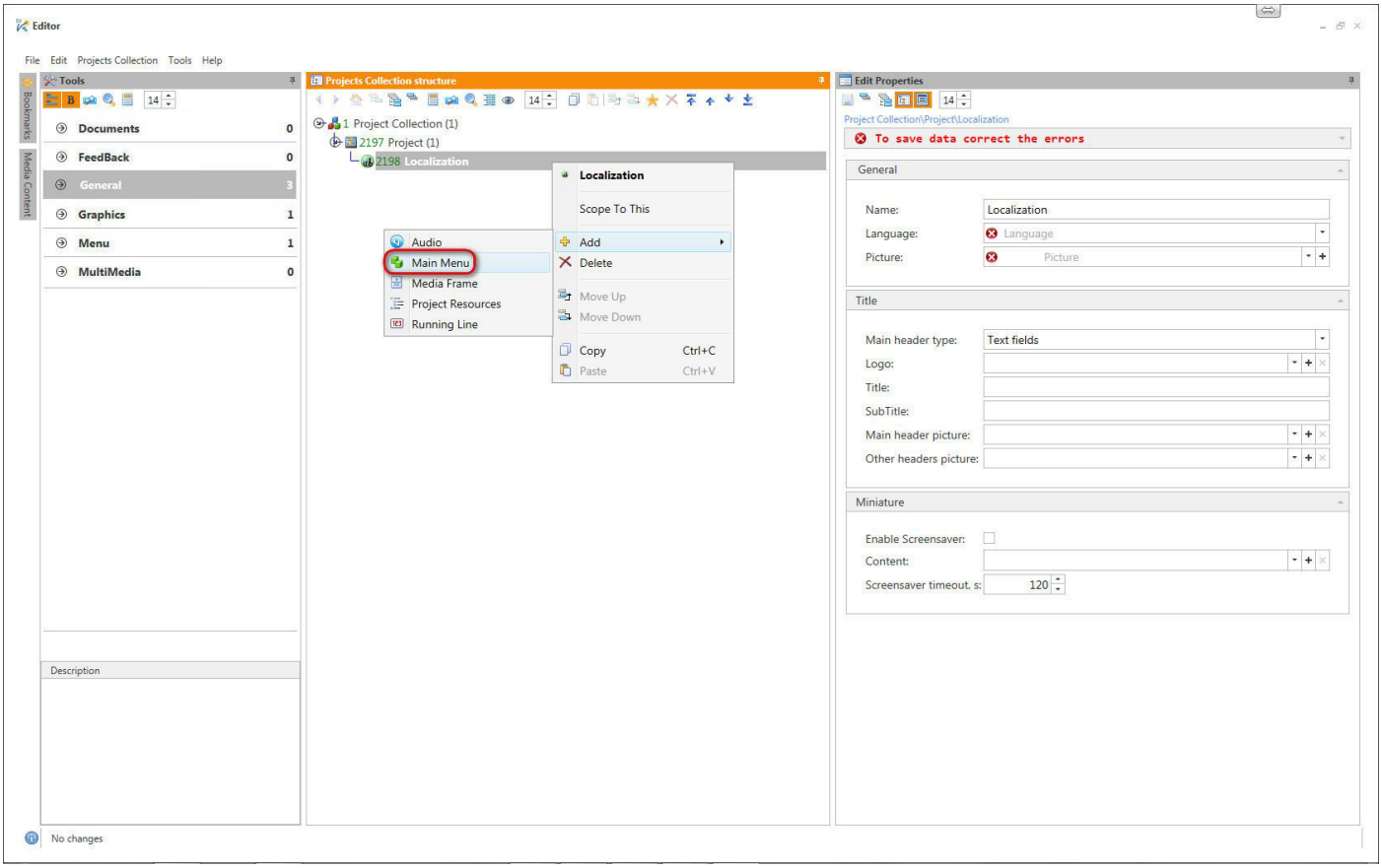


Fig. 17

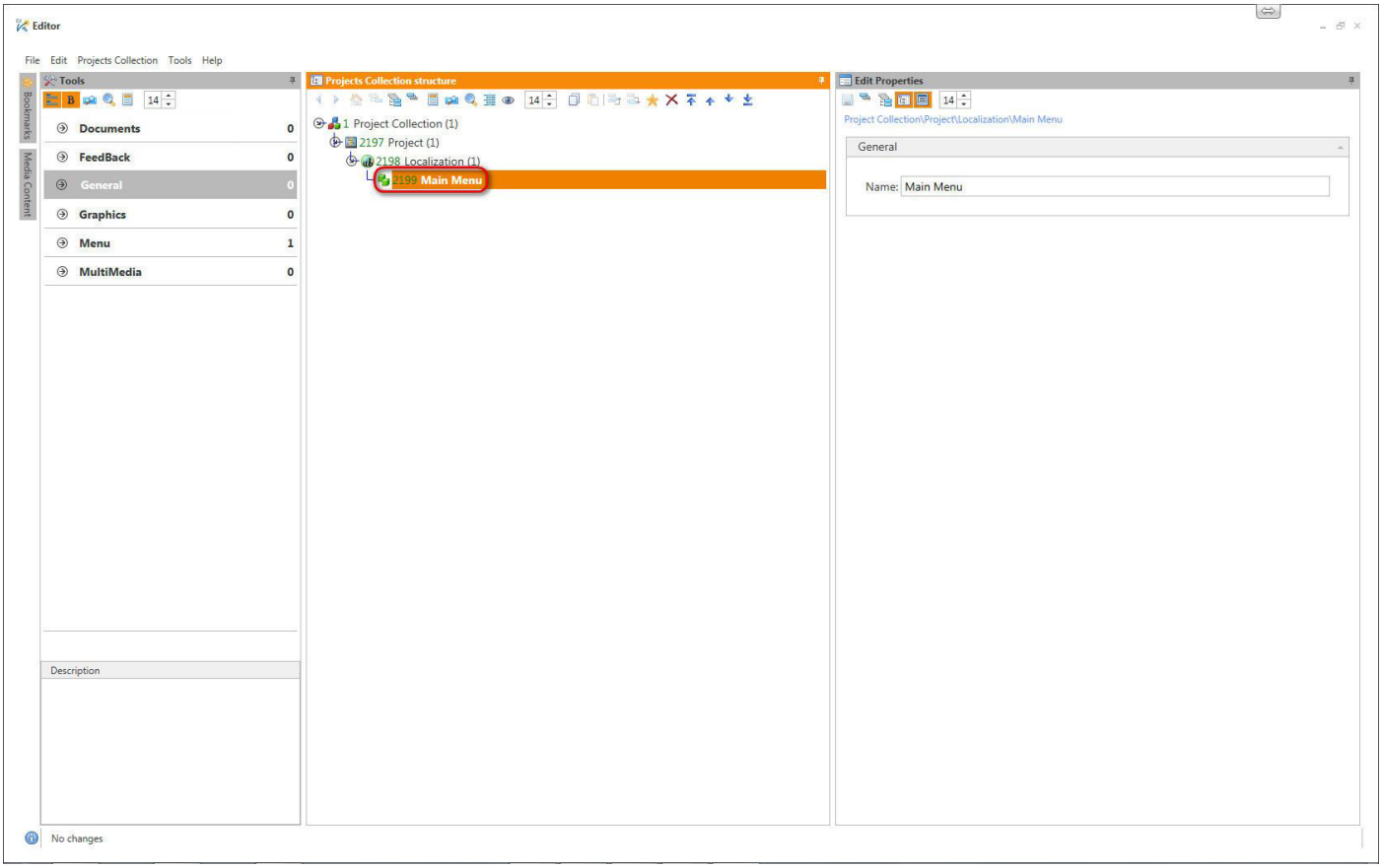


Fig. 18

Main menu is a mandatory element that is added to the project. Menu items can be added to the tree and deleted from it (see fig.19-20). The amount of the main menu items isn't limited technically, but it is necessary to take into account the physical limits of the screen width. You may fail to find room on the screen for some of the main menu items; in this case mechanism of scrolling the main menu items will be launched.

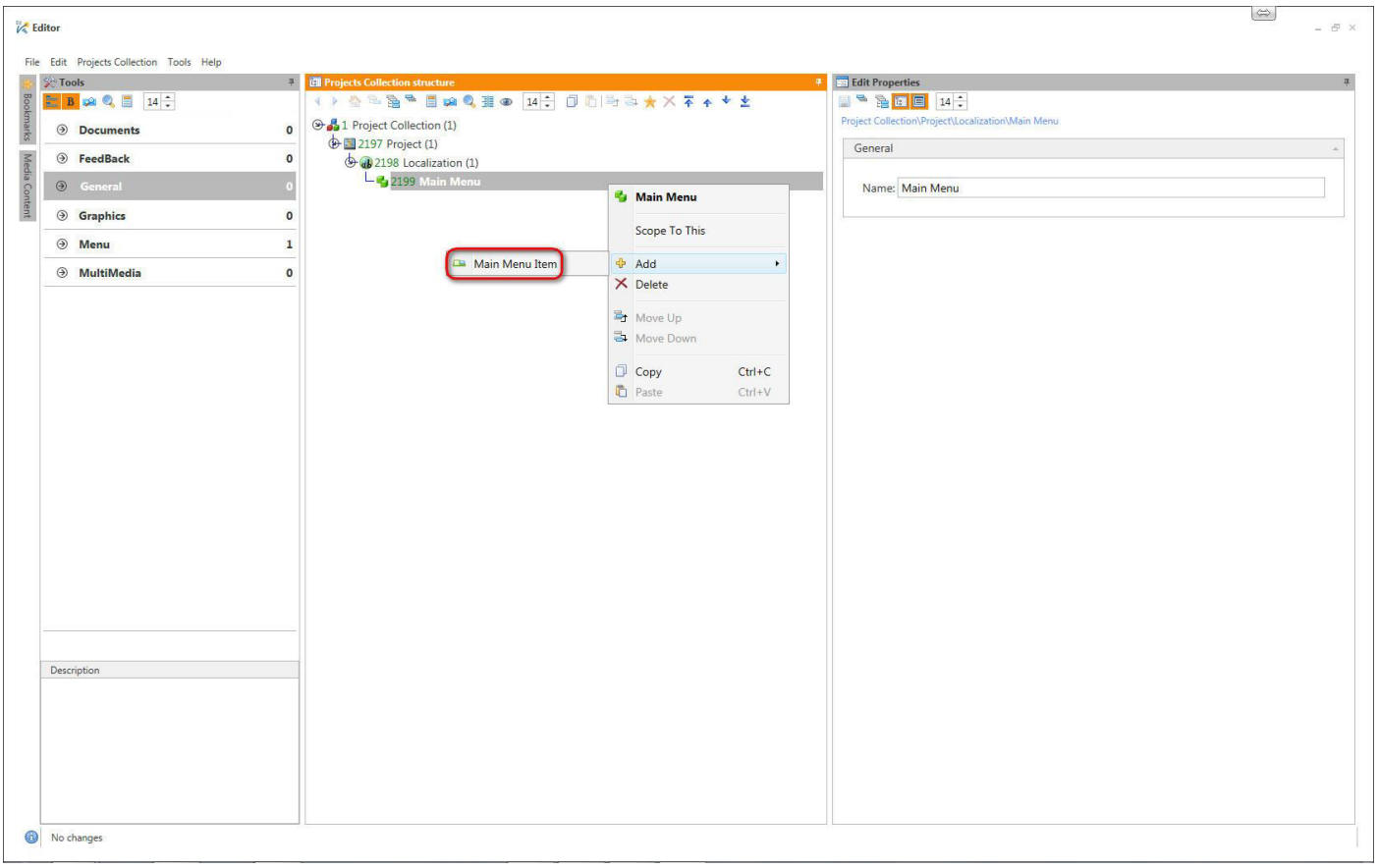


Fig. 19

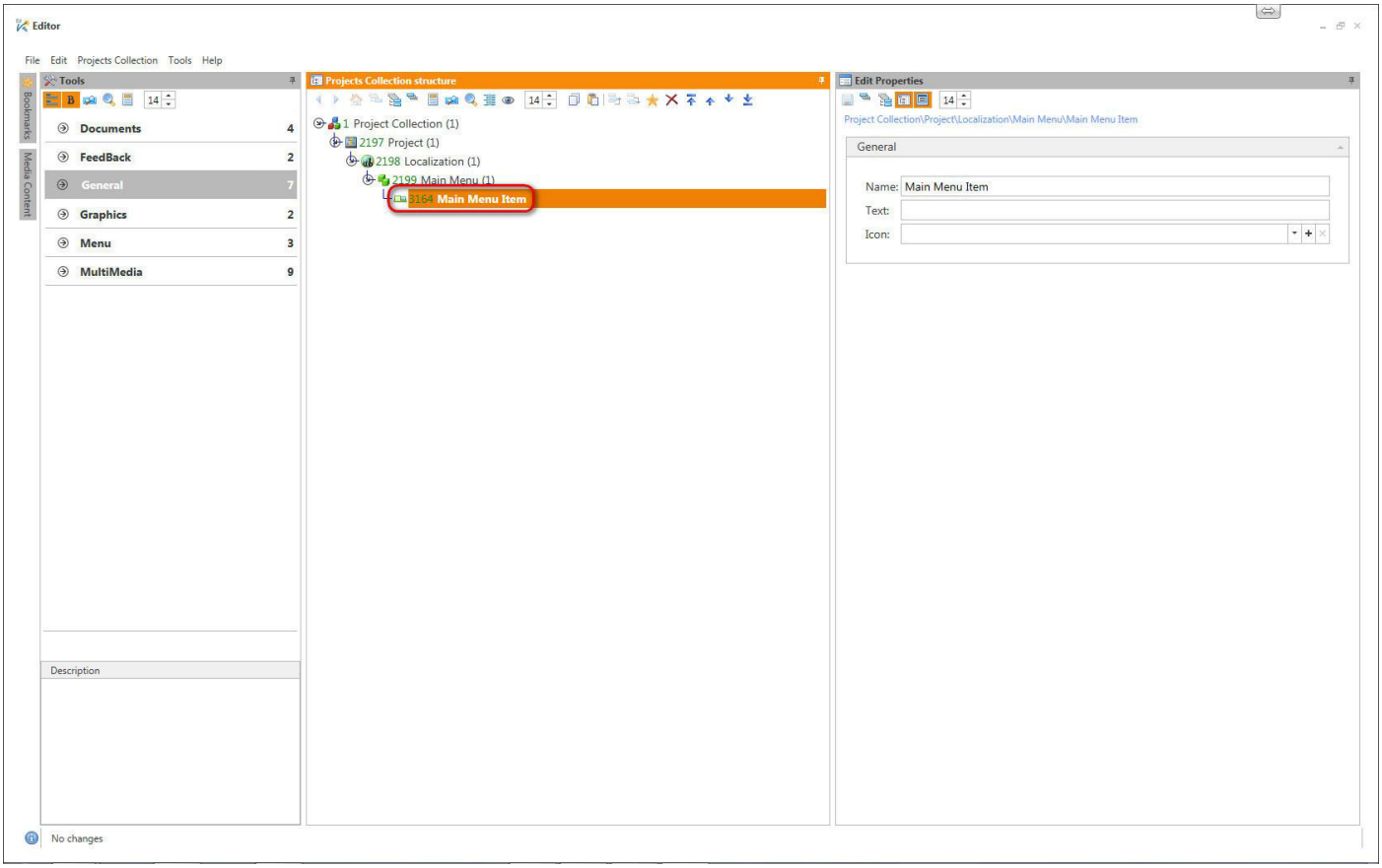


Fig. 20

**Please note: If the main menu contains only one element, it is not displayed on the Player's screen.*

Each menu item has the following properties: **Internal name**, **Text** displayed in Editor and **Icon** displayed in Player at the left side of the text.

You can assign modules (functional screens) to the main menu items.

Specialists of the company are constantly working on the new modules and can provide You almost any functionality that you wish.

2. News and advertisements

The news screen consists of two Items Lists: a **News Items List** and a **Sticker Items List**. Advertisements (displayed as Stickers) are short messages in a few lines while news may contain pictures, some text and a document that reveals the news in detail. The editing process of a News Items List and its objects is shown in Fig. 21-26.

News

News have 7 elements - **name, title, description, date, author, document and image**. “Name” is the internal name of the news, “title” is displayed in Player and contains the essence of the news, “description” is a brief description of the news, the news creation date and the author are displayed in Player at the bottom of the news. “Document”, which is a detailed description of the news, is displayed in a new window. “Image” is displayed in the news section on the left side of the text if there is reference to an image.

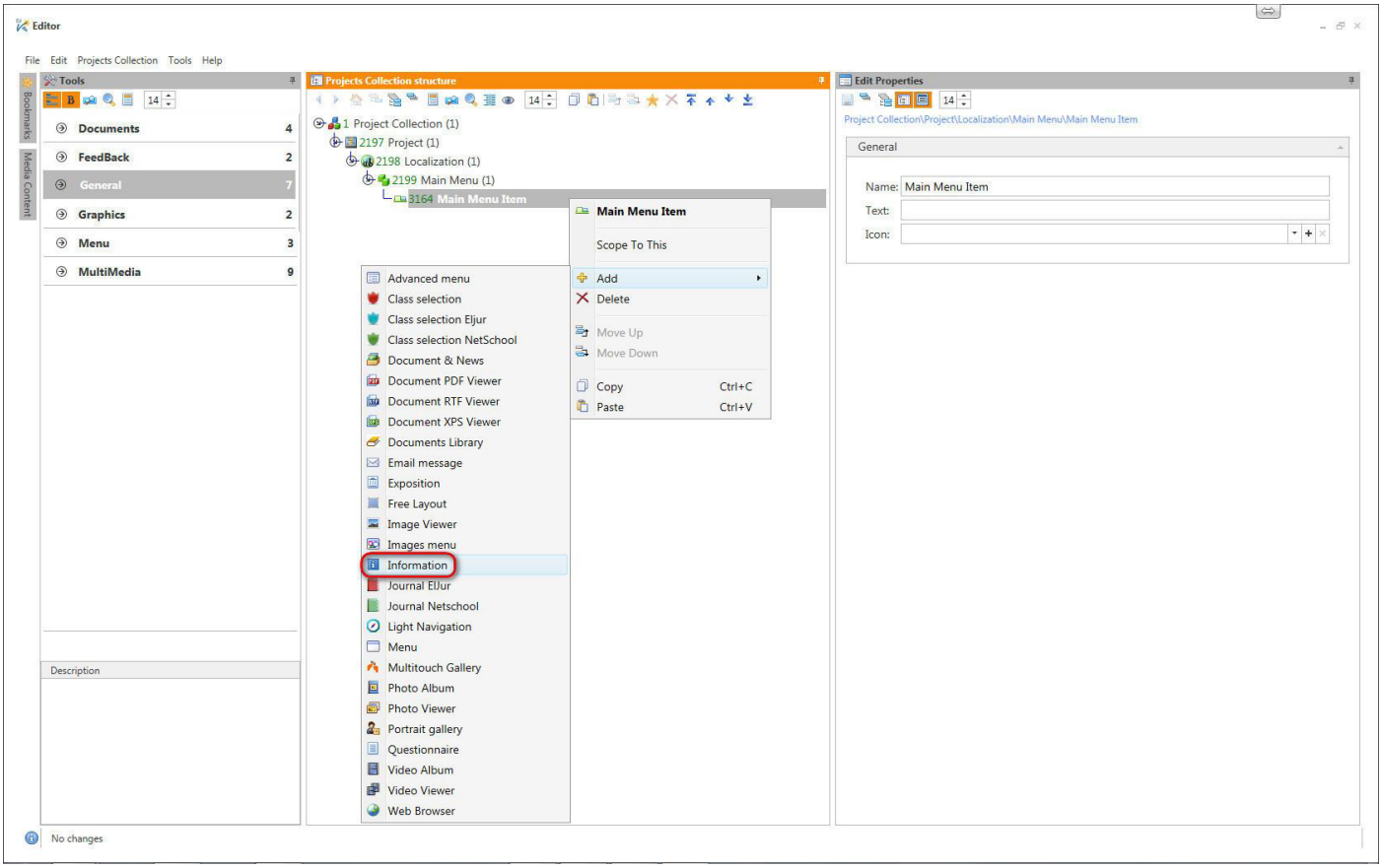


Fig. 21

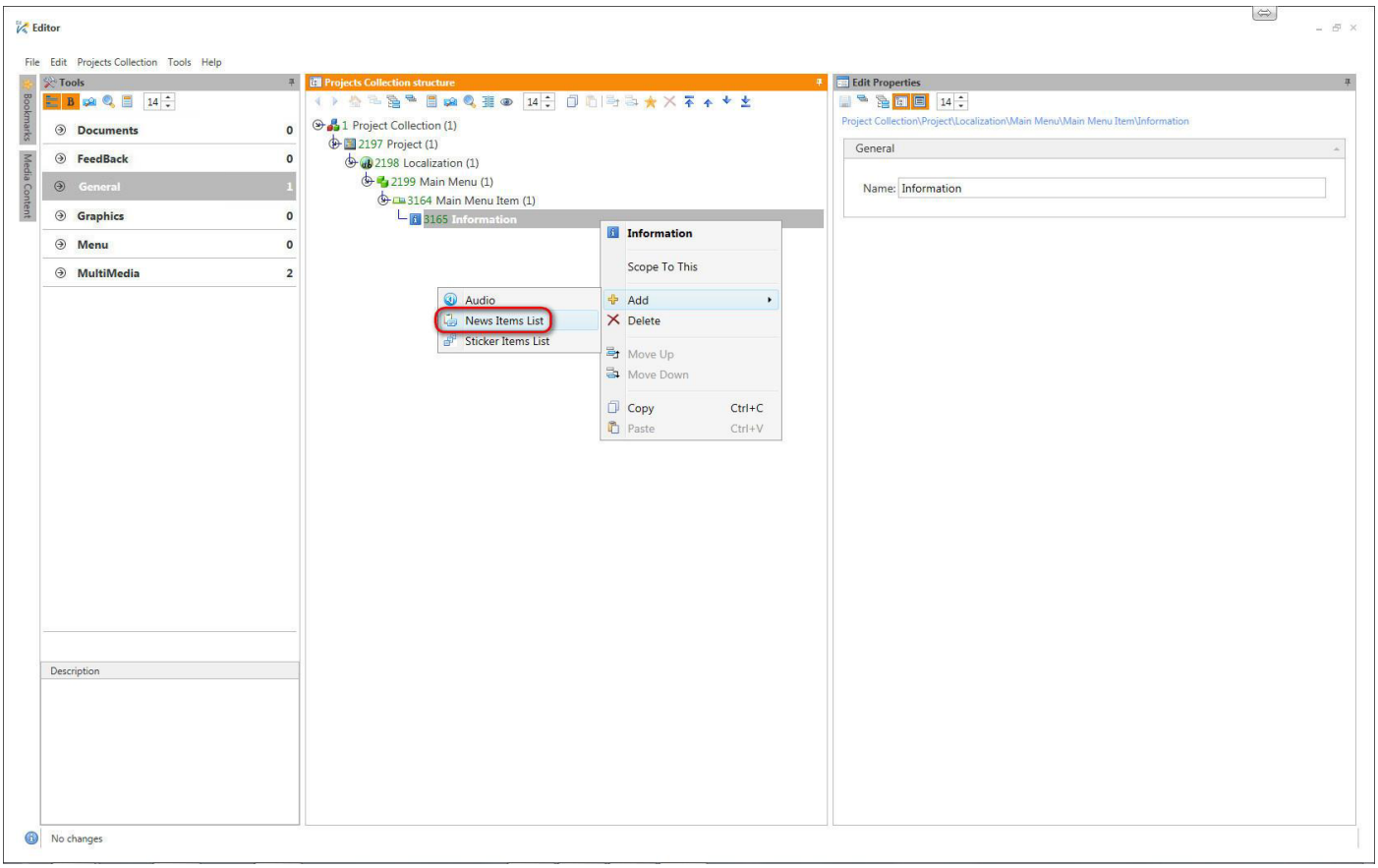
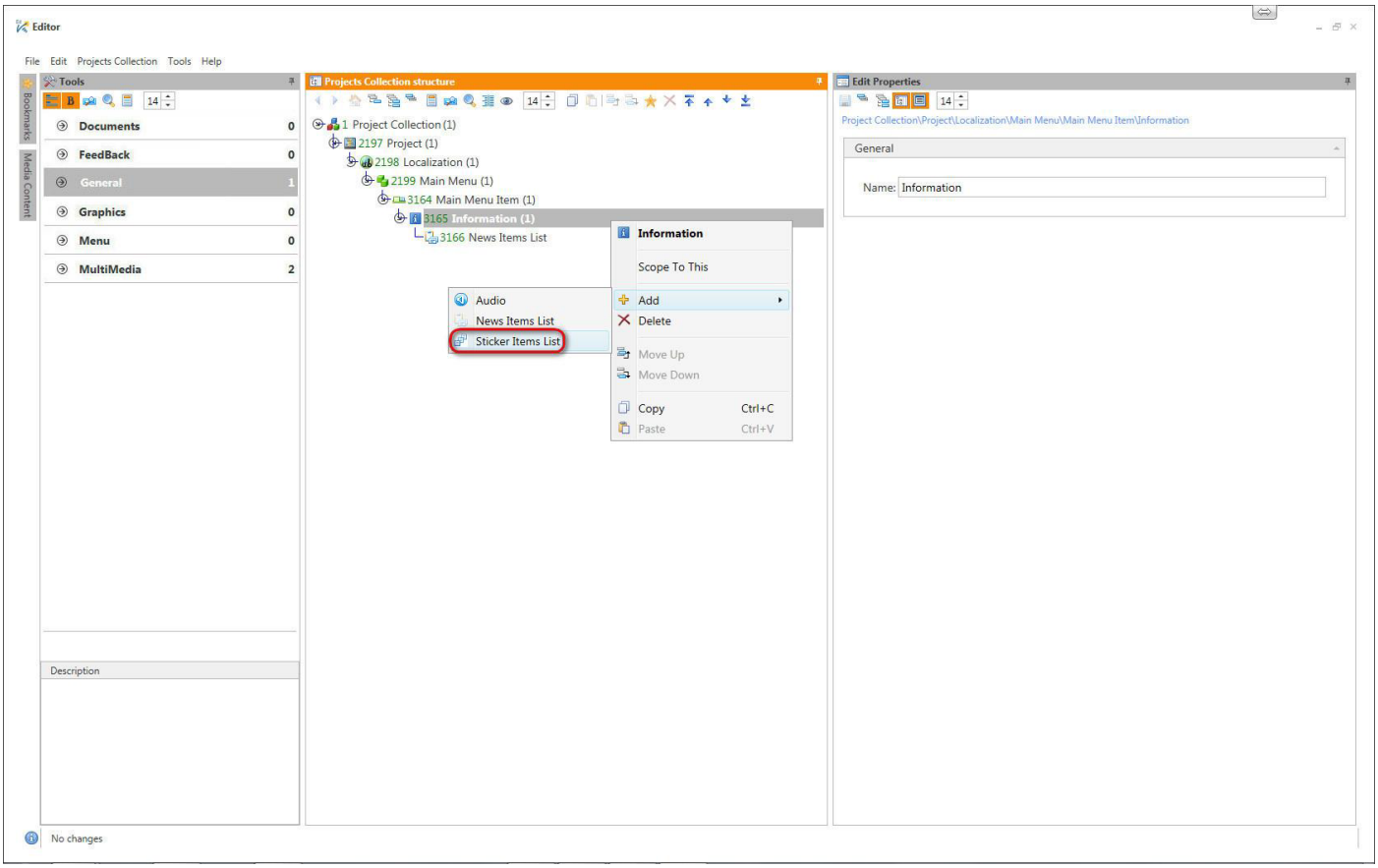

Editor
File Edit Projects Collection Tools Help
Tools
Documents 0
FeedBack 0
General 1
Graphics 0
Menu 0
MultiMedia 2
Description
Projects Collection structure
1 Project Collection (1)
2197 Project (1)
2198 Localization (1)
2199 Main Menu (1)
3164 Main Menu Item (1)
3165 Information
Audio
News Items List
Sticker Items List
Information
Scope To This
Add
Delete
Move Up
Move Down
Copy Ctrl+C
Paste Ctrl+V
Edit Properties
Project Collection\Project\Localization\Main Menu\Main Menu Item\Information
General
Name: Information
No changes

Fig. 22


Editor
File Edit Projects Collection Tools Help
Tools
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General 1
Graphics 0
Menu 0
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Projects Collection structure
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2198 Localization (1)
2199 Main Menu (1)
3164 Main Menu Item (1)
3165 Information (1)
3166 News Items List
Audio
News Items List
Sticker Items List
Information
Scope To This
Add
Delete
Move Up
Move Down
Copy Ctrl+C
Paste Ctrl+V
Edit Properties
Project Collection\Project\Localization\Main Menu\Main Menu Item\Information
General
Name: Information
No changes

Fig. 23

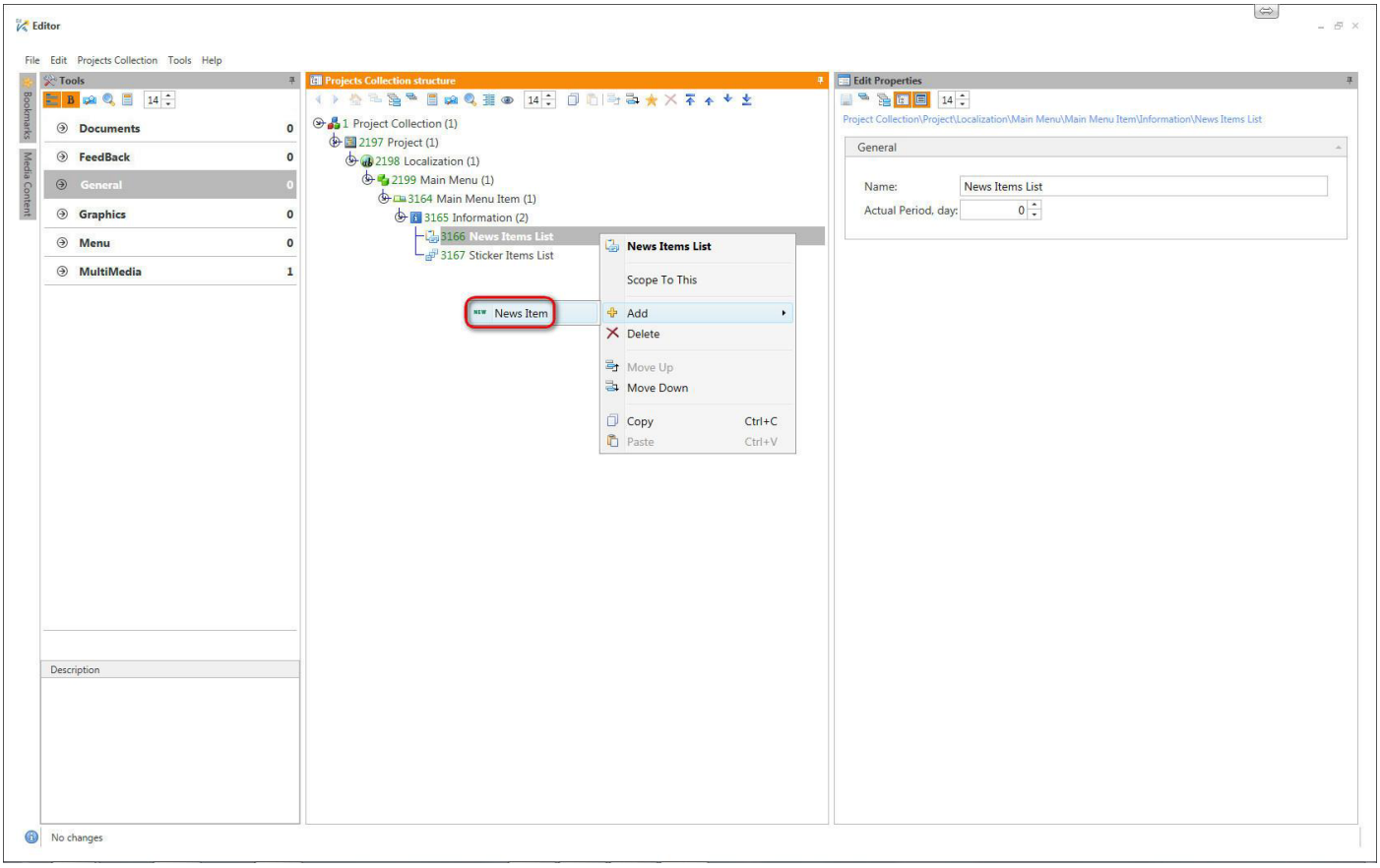


Fig. 24

Advertisements

Advertisements are displayed in Player as stickers. They contain 6 elements: **Name, Title, Description, Image, Document,** a note **It's important, Rotate angle, Date, Author**. Name is the internal name of an element in the project, Title is displayed in Player and contains the essence of the advertisement, Description contains a brief text of the advertisement, Document, which is a detailed description of the advertisement, is displayed in a new window, Picture is displayed in the advertisements section on the left side of the text if there is reference to a picture.

When the element "It's important" is installed, the advertisement changes the format for a brighter sticker, you can change rotate angle of an advertisement as much as you wish (when it is applicable), creating the effect of an offhandedly attached sticker. The date of publication and the author can be displayed in Player at the bottom of the advertisement if necessary.

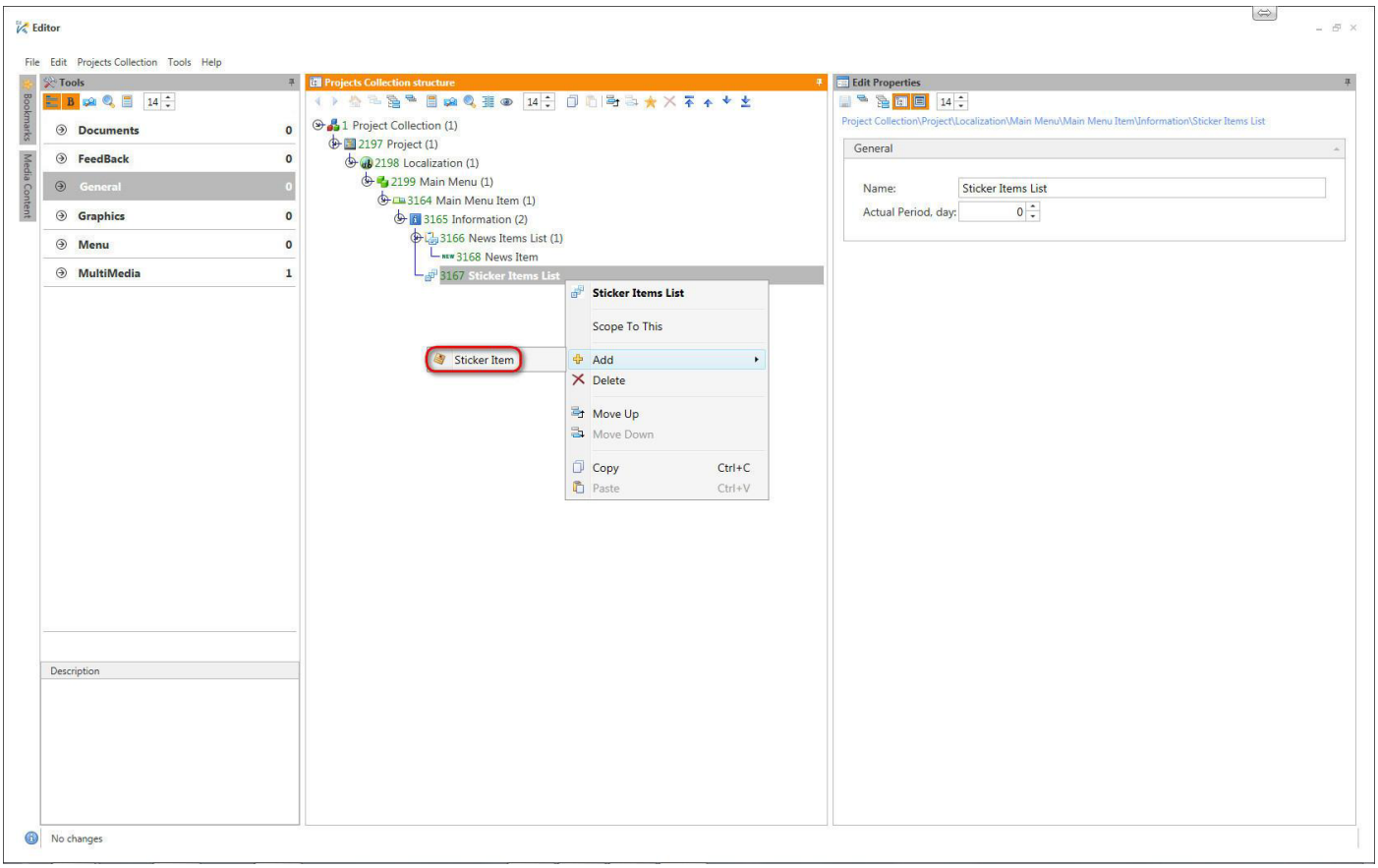


Fig. 25

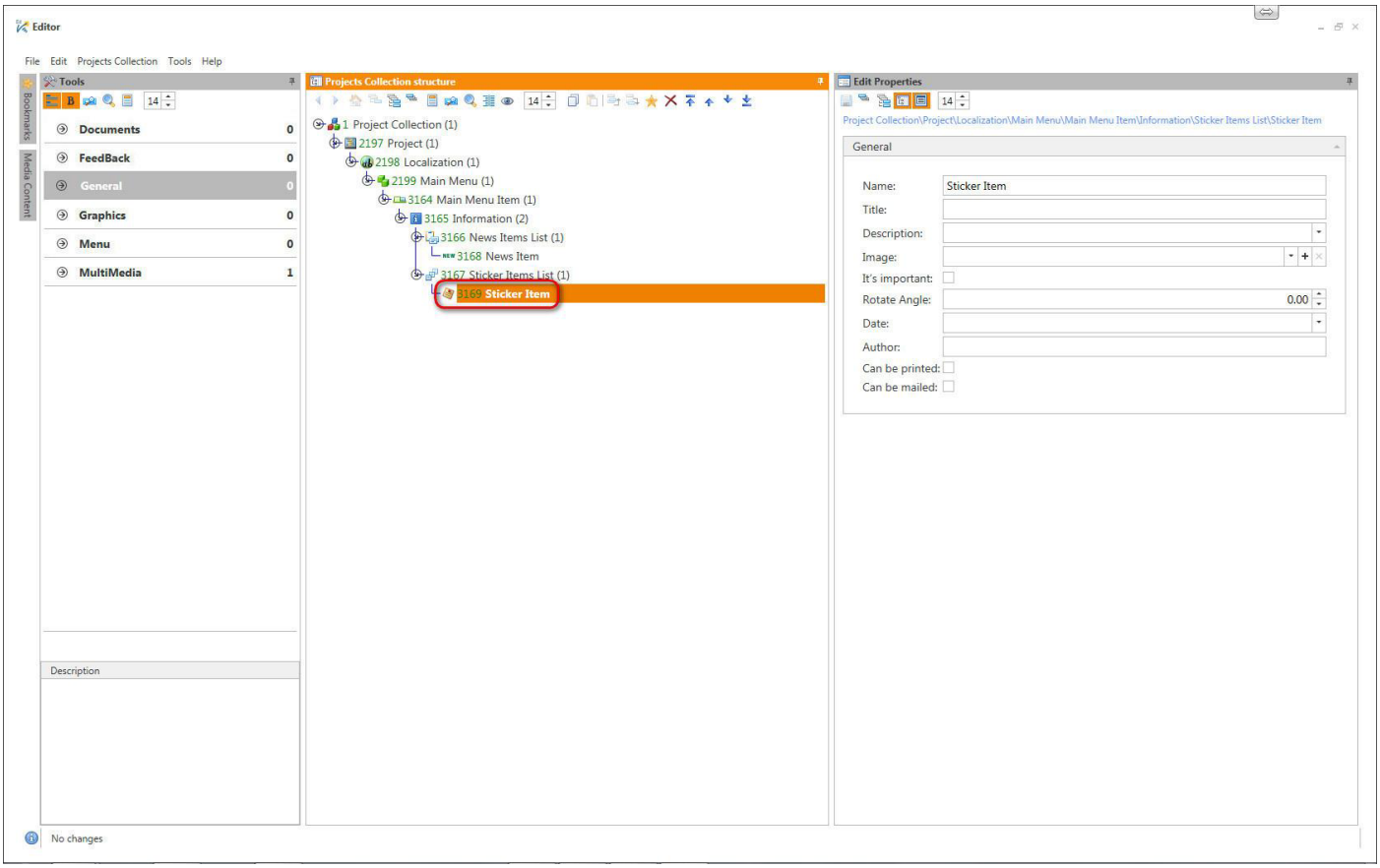


Fig. 26

Fig. 27-28 illustrate how to add objects in the «drug & drop» mode.

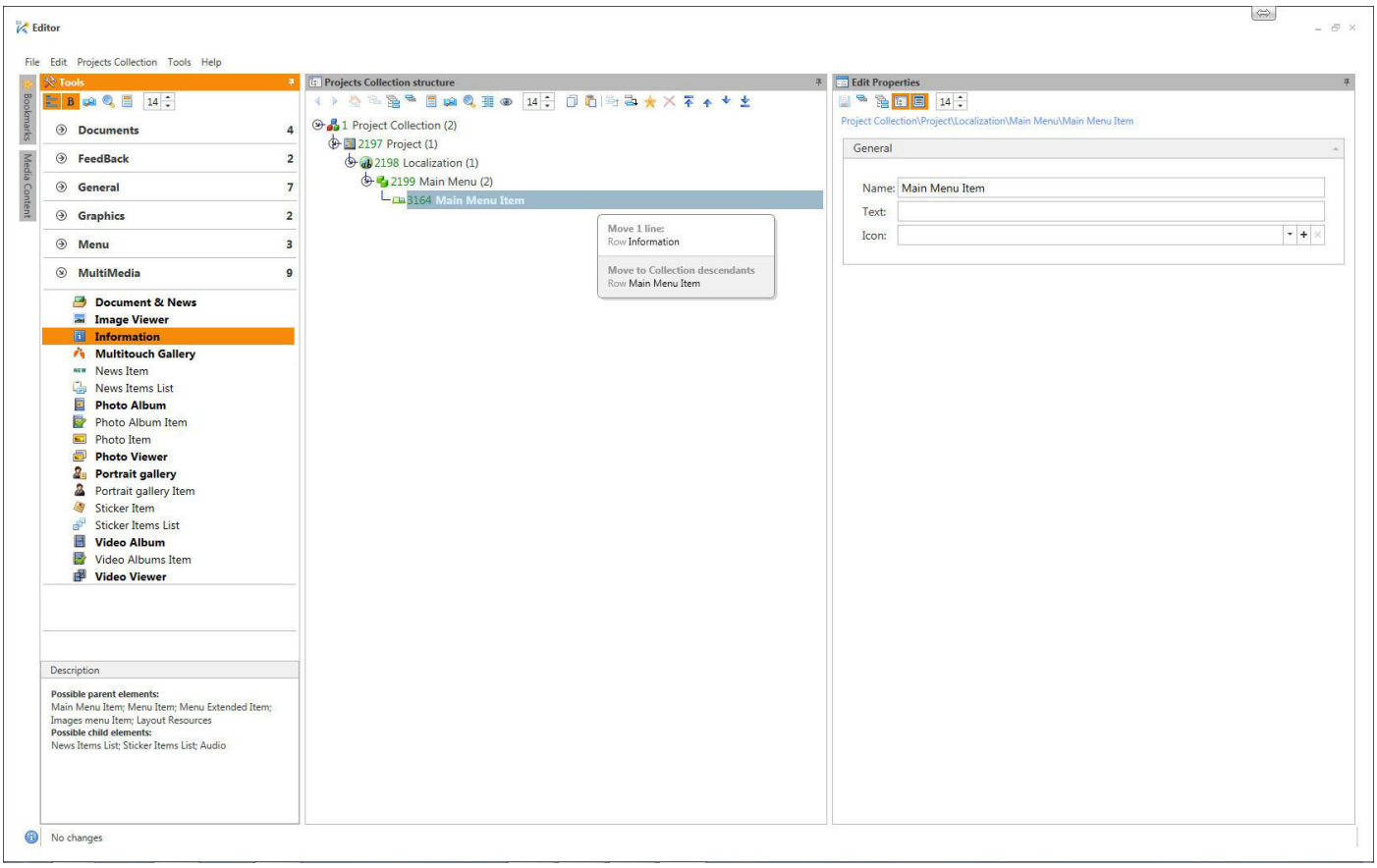


Fig. 27

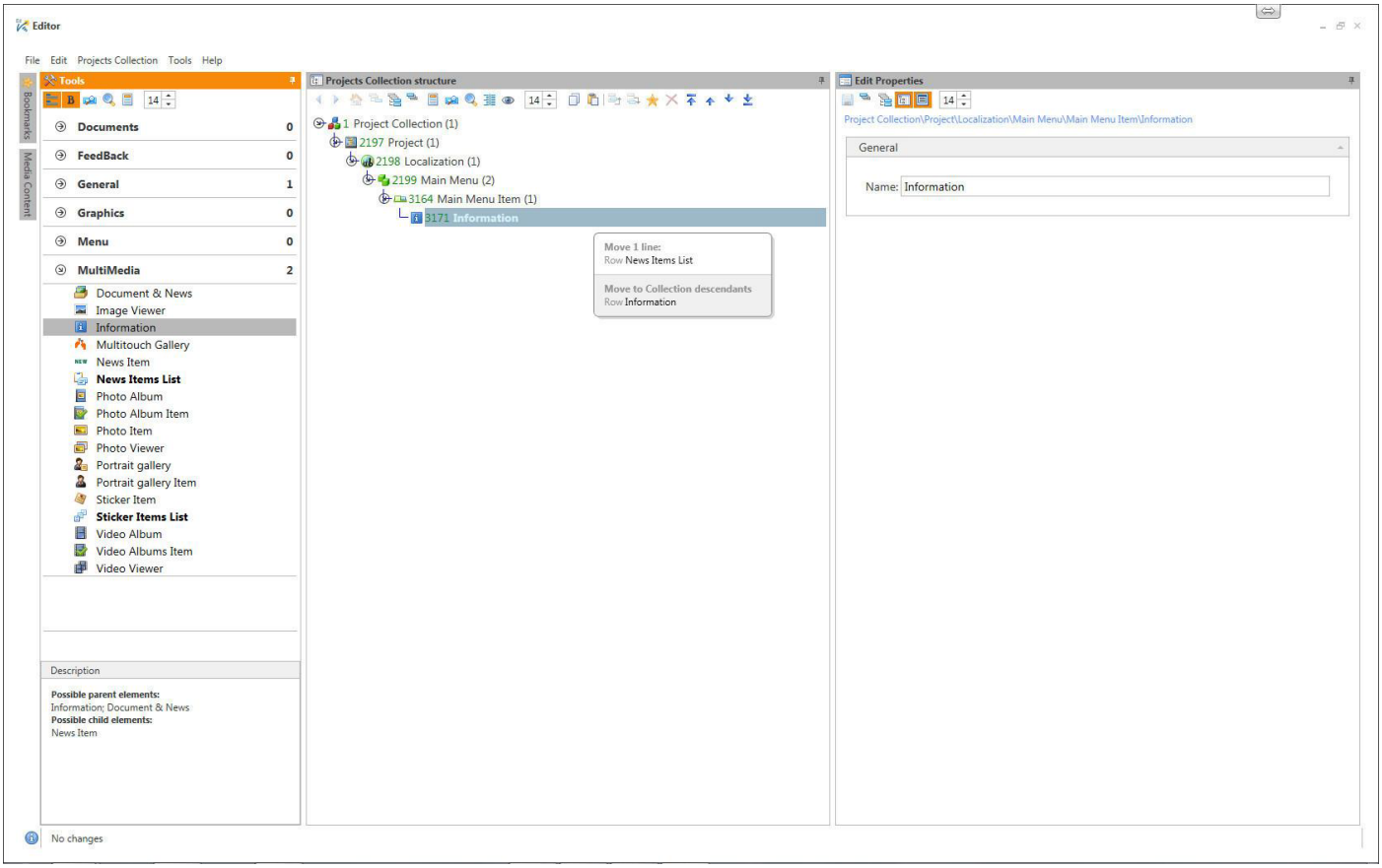


Fig. 28

The tree objects can be easily added as well as deleted.

☝ ***It is important! When you delete an object with child locations all of them will be deleted from the project! There is no possibility of cancellation! Please use the mechanism of hiding objects for their temporary exclusion from the demonstration.***

On the Player's screen all the objects are arranged in the same order as in the Editor tree. To change the order of display they can be moved in Editor with the help of the menu commands "move up" and "move down" - see Fig. 29-30 - or you can move objects in the «drug & drop» mode.

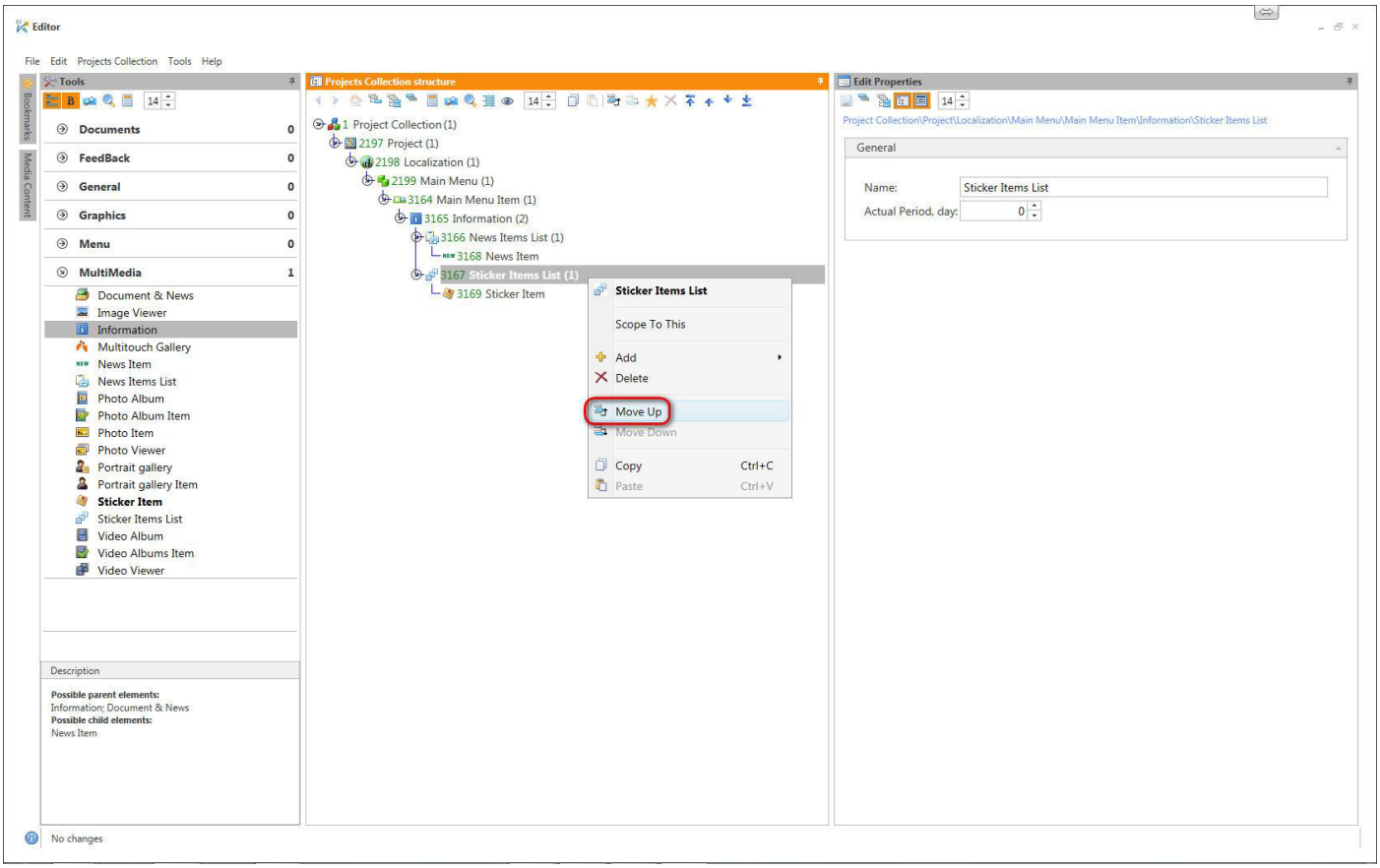


Fig. 29

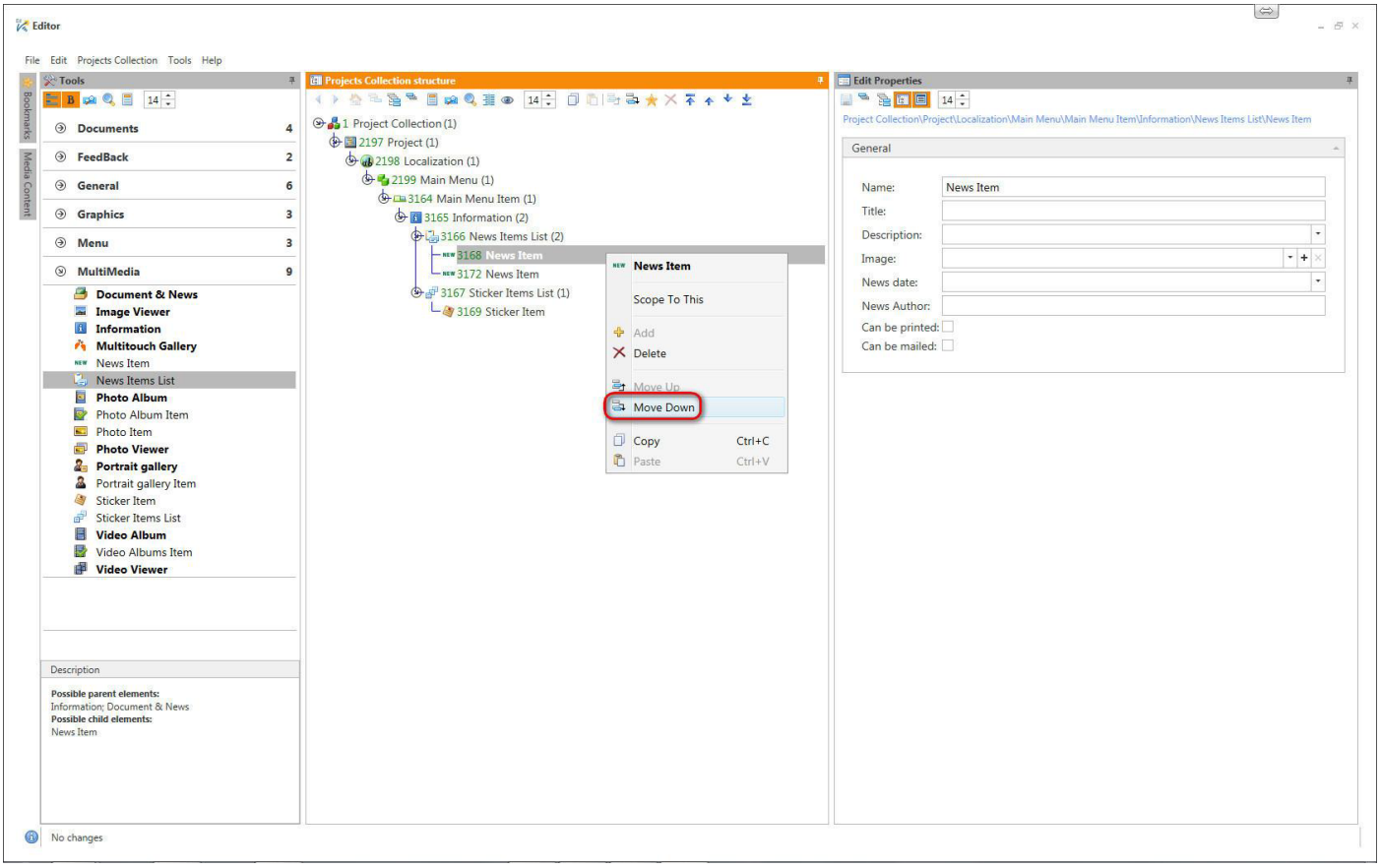


Fig. 30

The result of adding a main menu item, two advertisements and news is illustrated in Fig. 31-32.

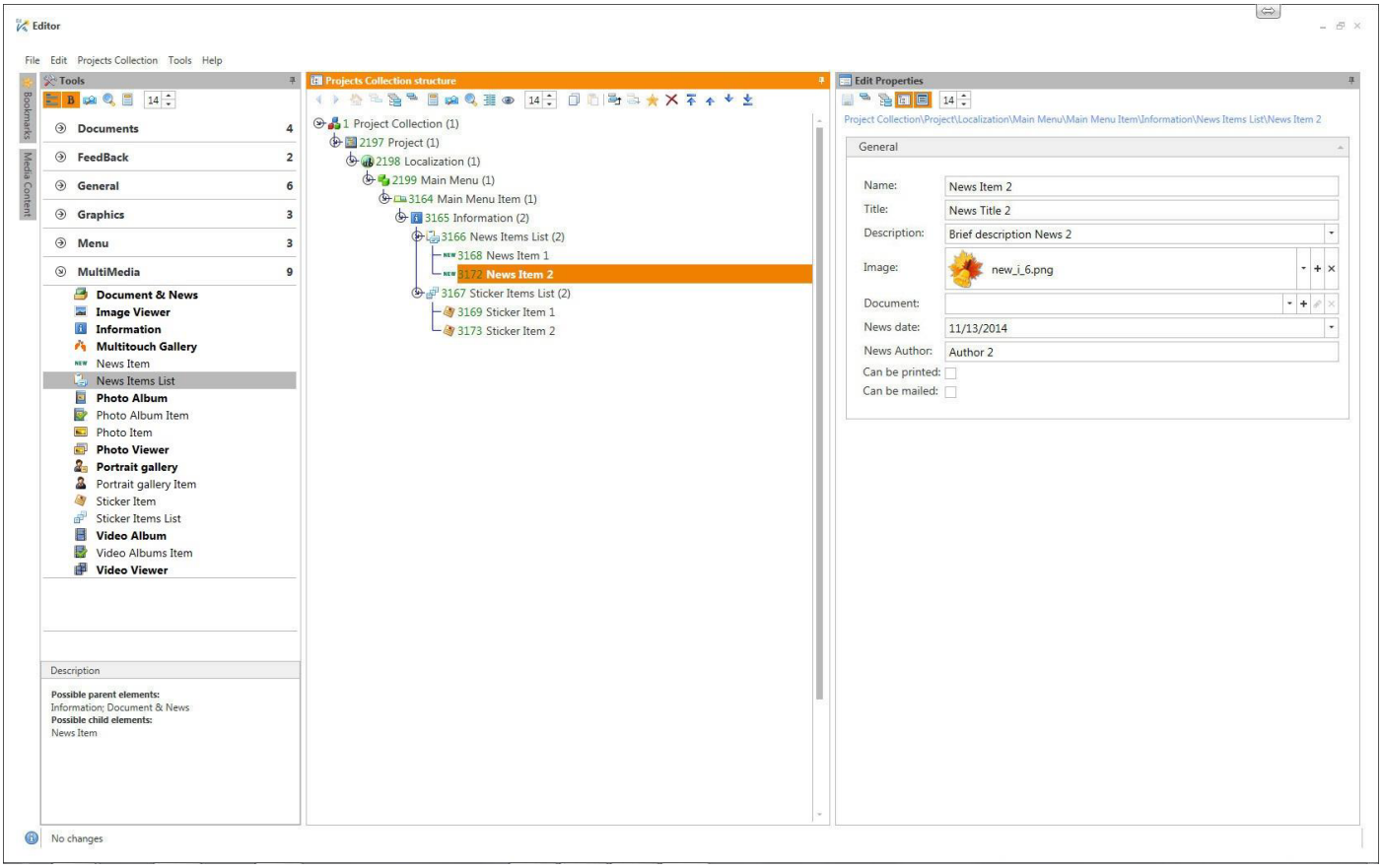


Fig. 31

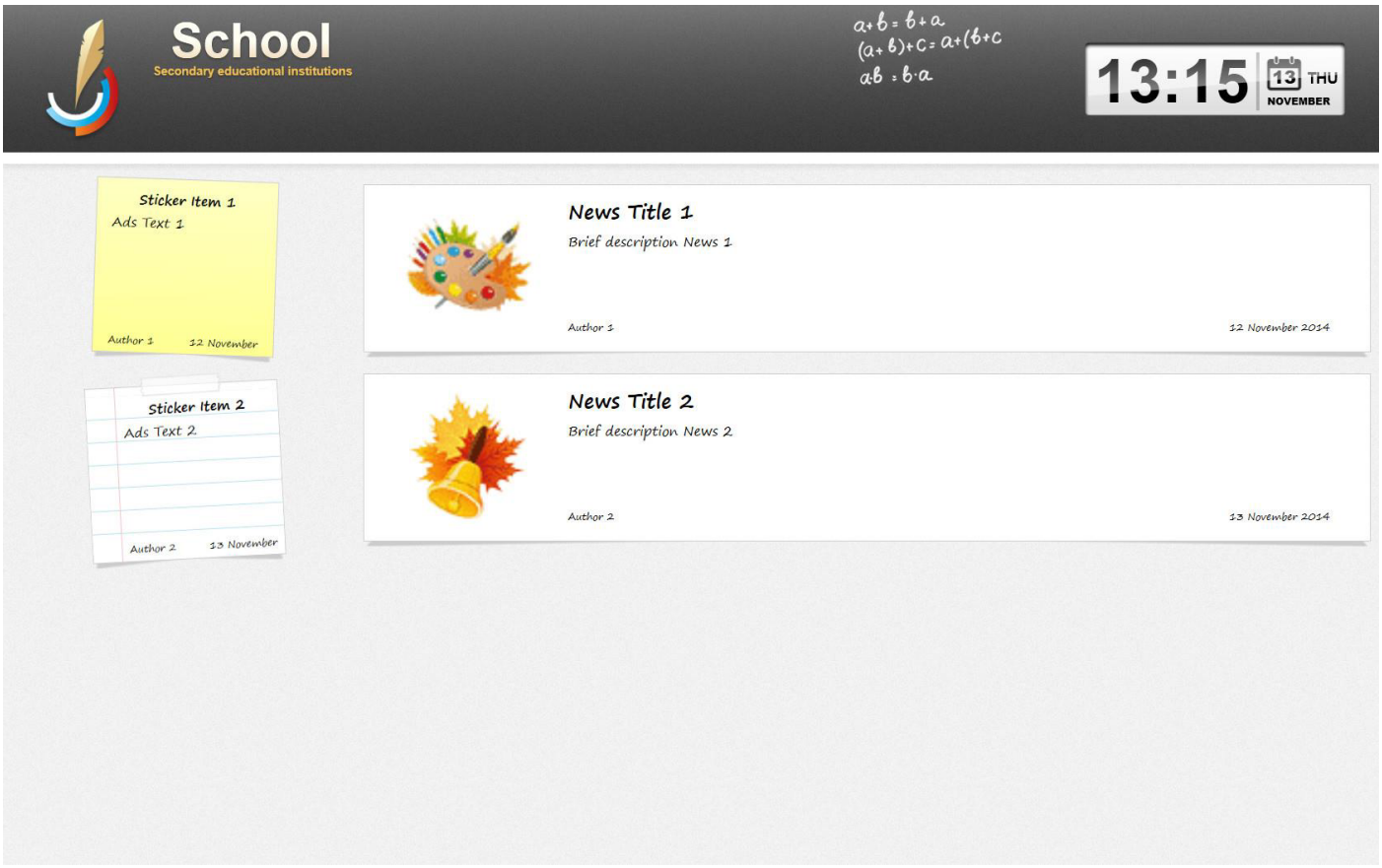


Fig. 32

The process of adding the second item of the main menu in Editor and its display in Player is illustrated below. (See Fig. 33-34)

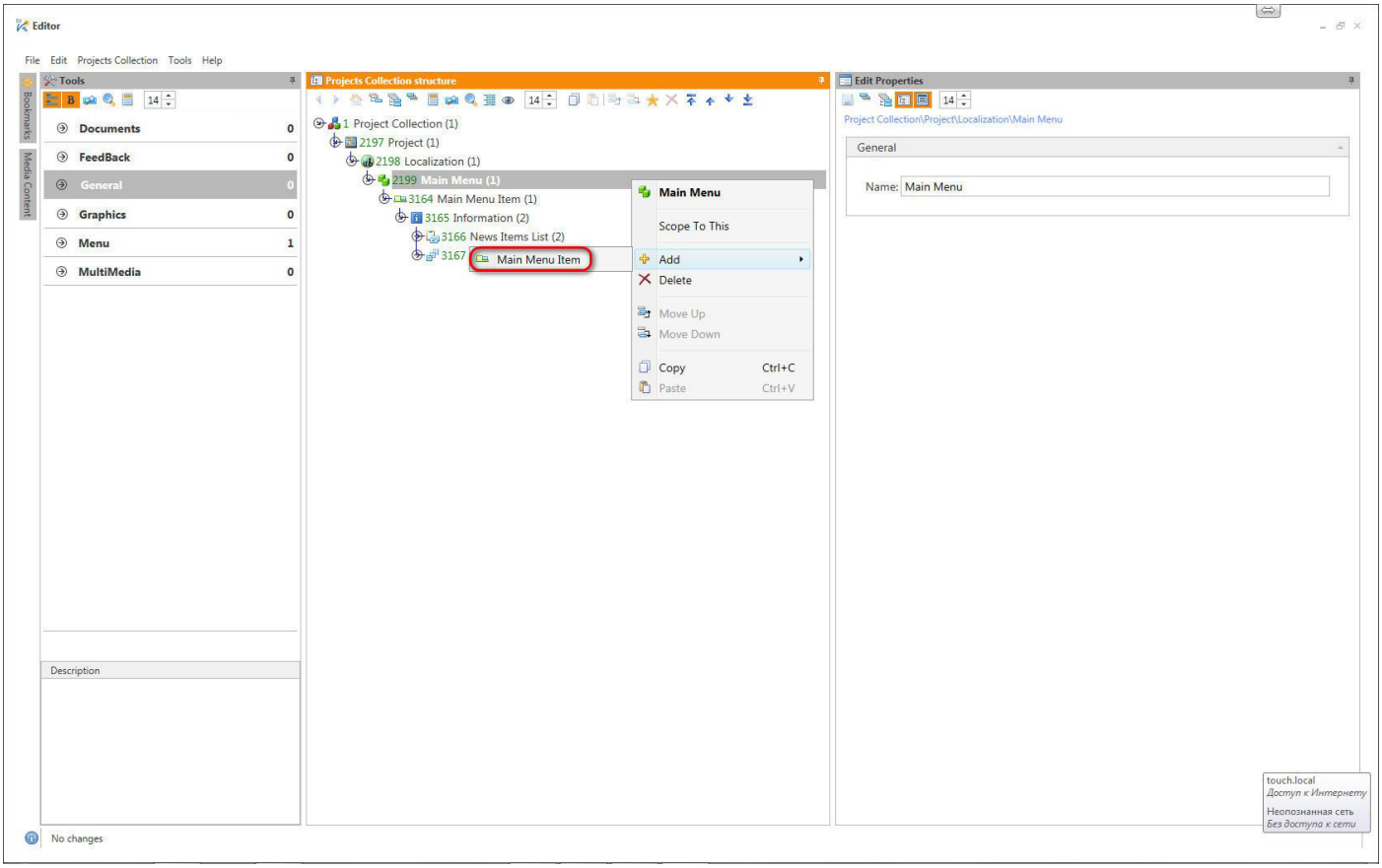


Fig. 33

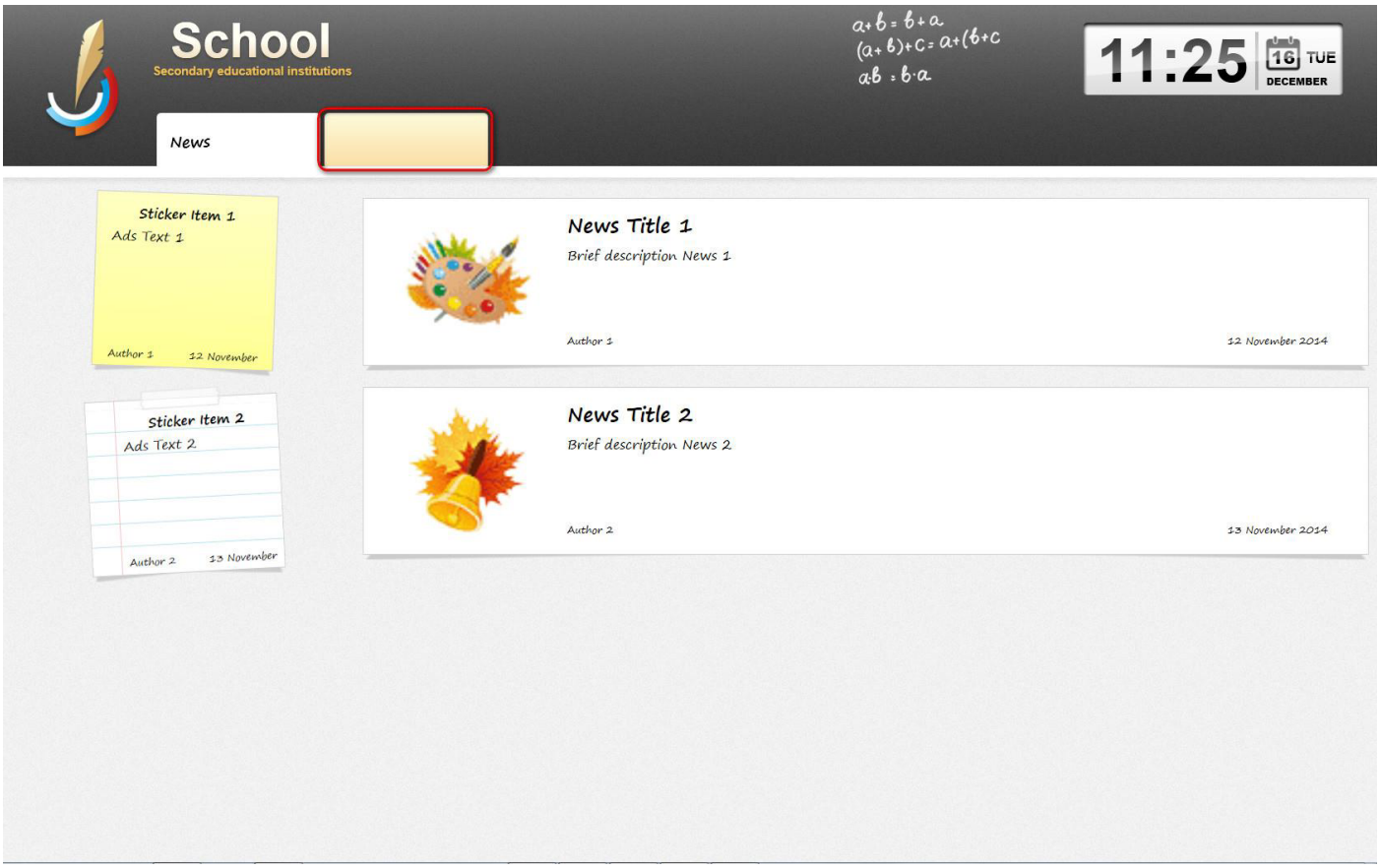


Fig. 34

Name and image assignment to the second item of the main menu is shown in the Fig. 35-36.

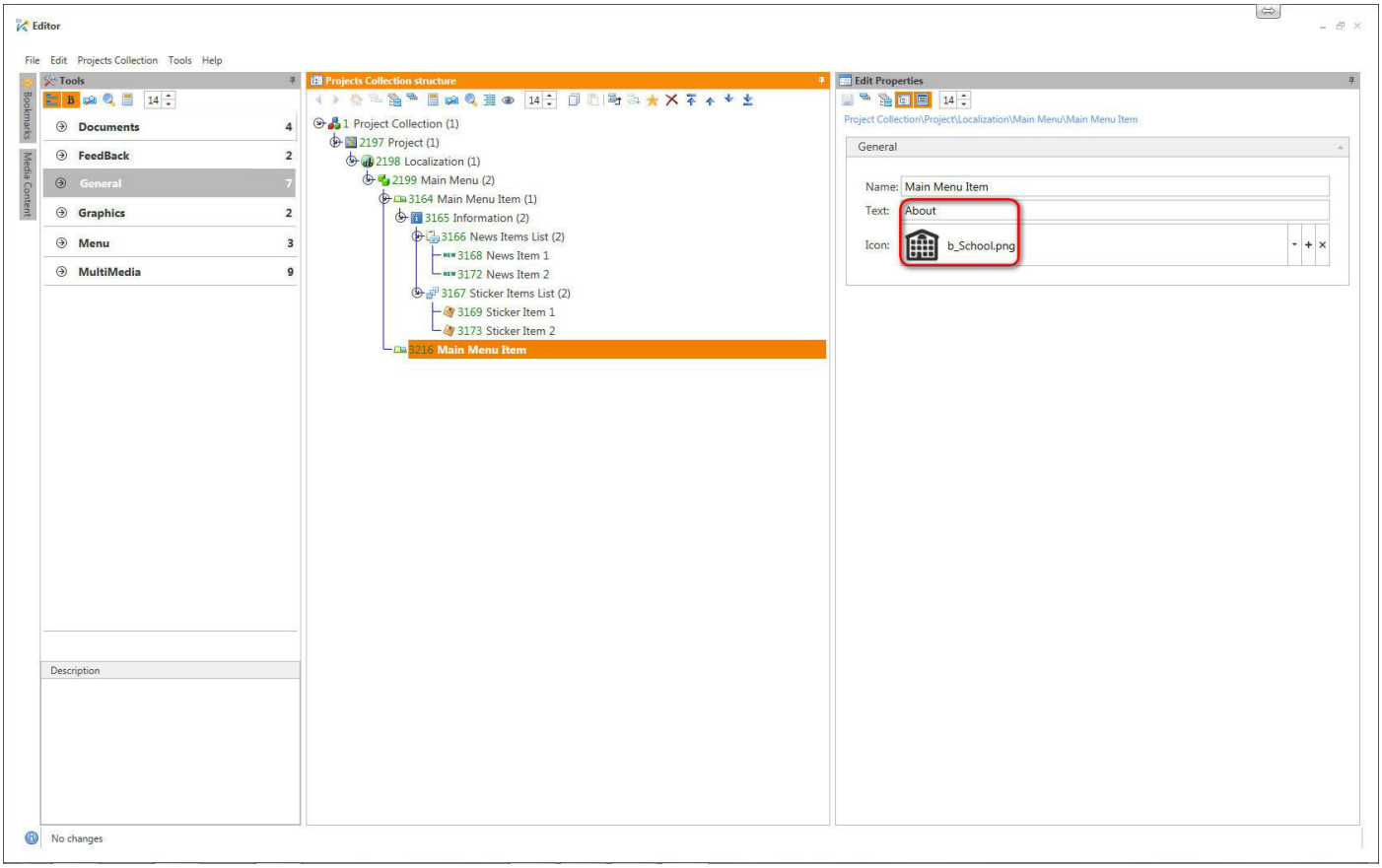


Fig. 35

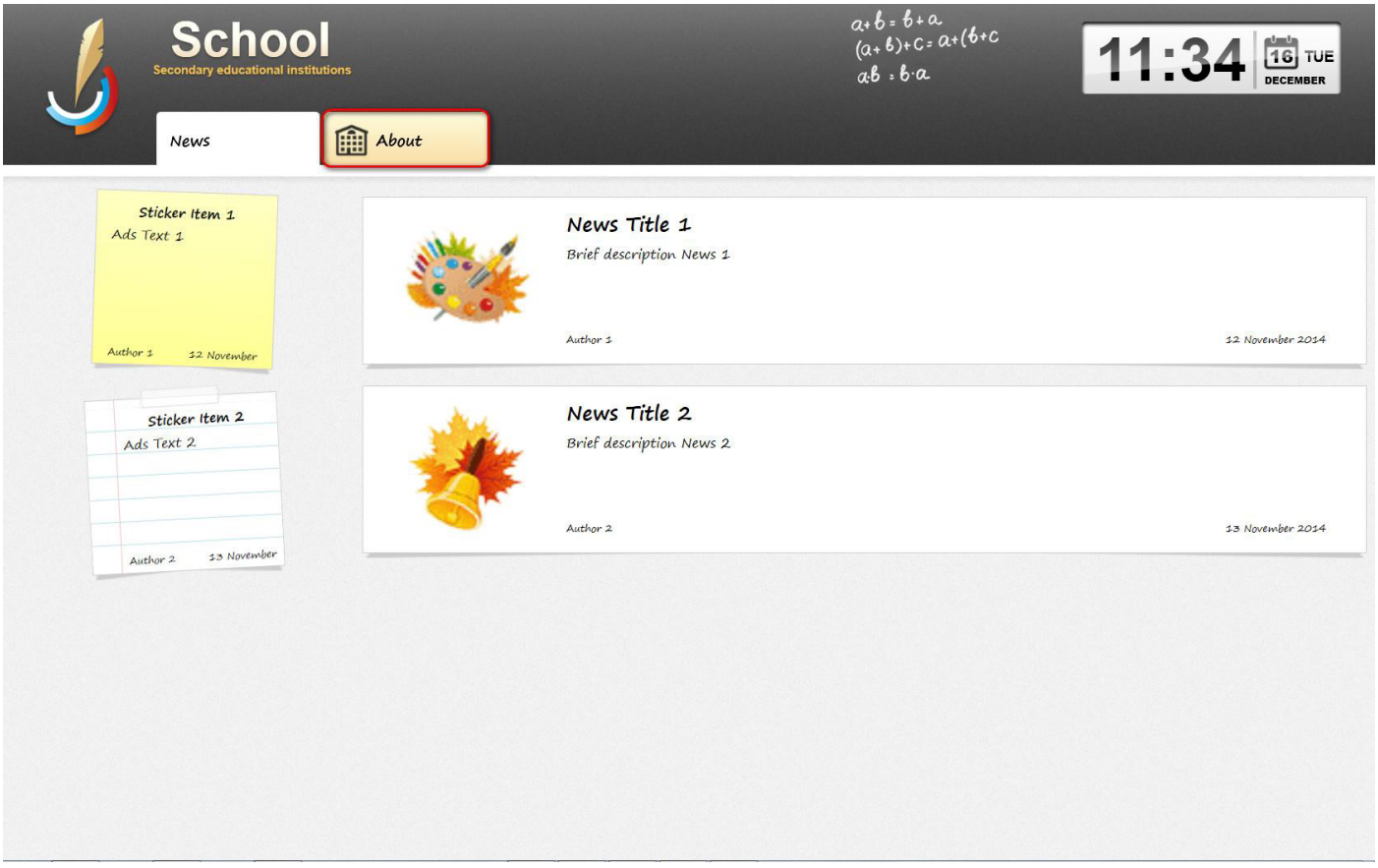


Fig. 36

3. Menu and advanced menu

Menu adding and its use:

Menu is designed to build the project hierarchy. The menu contains navigation buttons. Each button has a name and icon. The menu buttons can be aligned vertically using the function **Vertical alignment**. Use the item **Columns Number** to specify how many columns of menu buttons there will be on the screen.

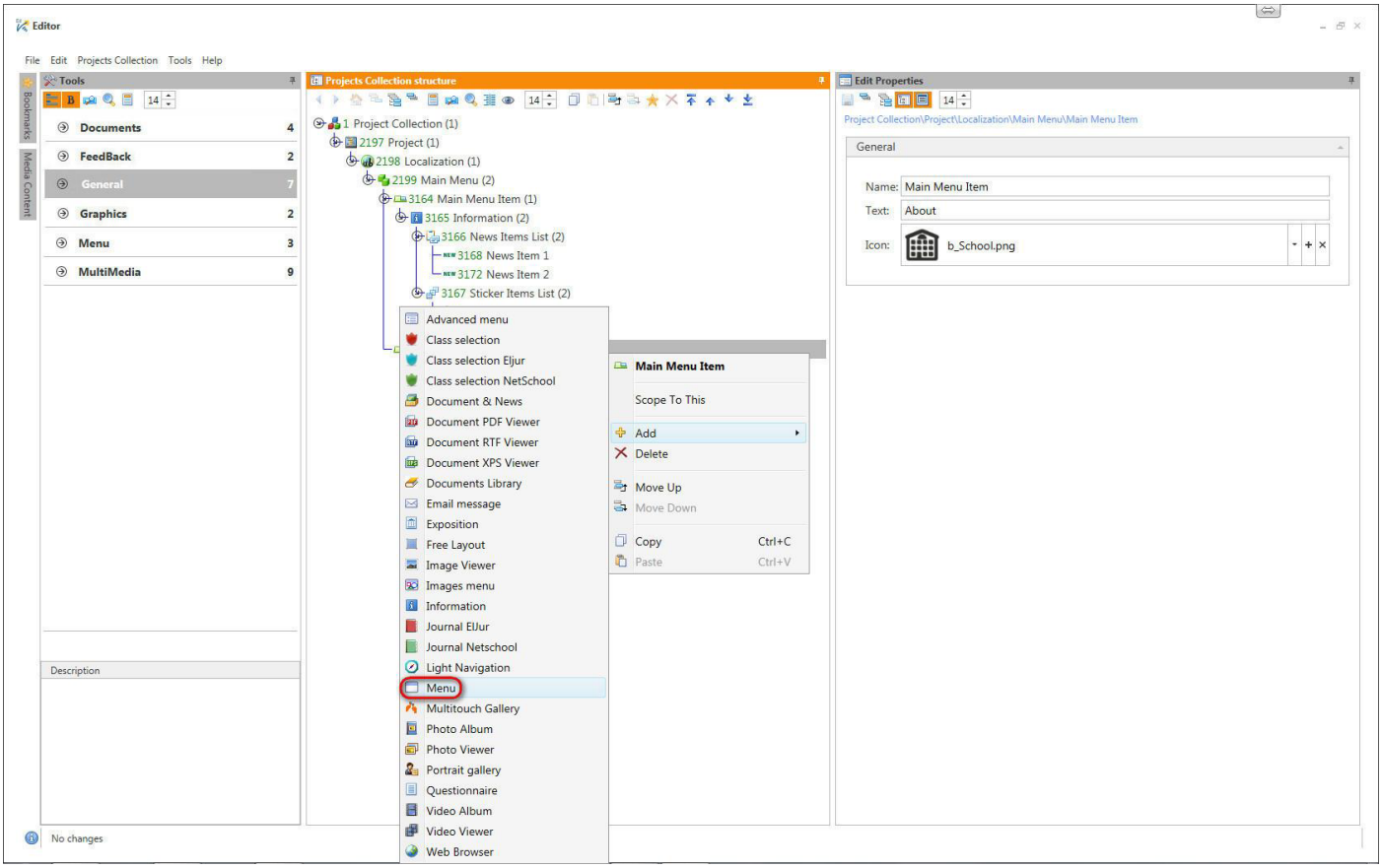


Fig. 37

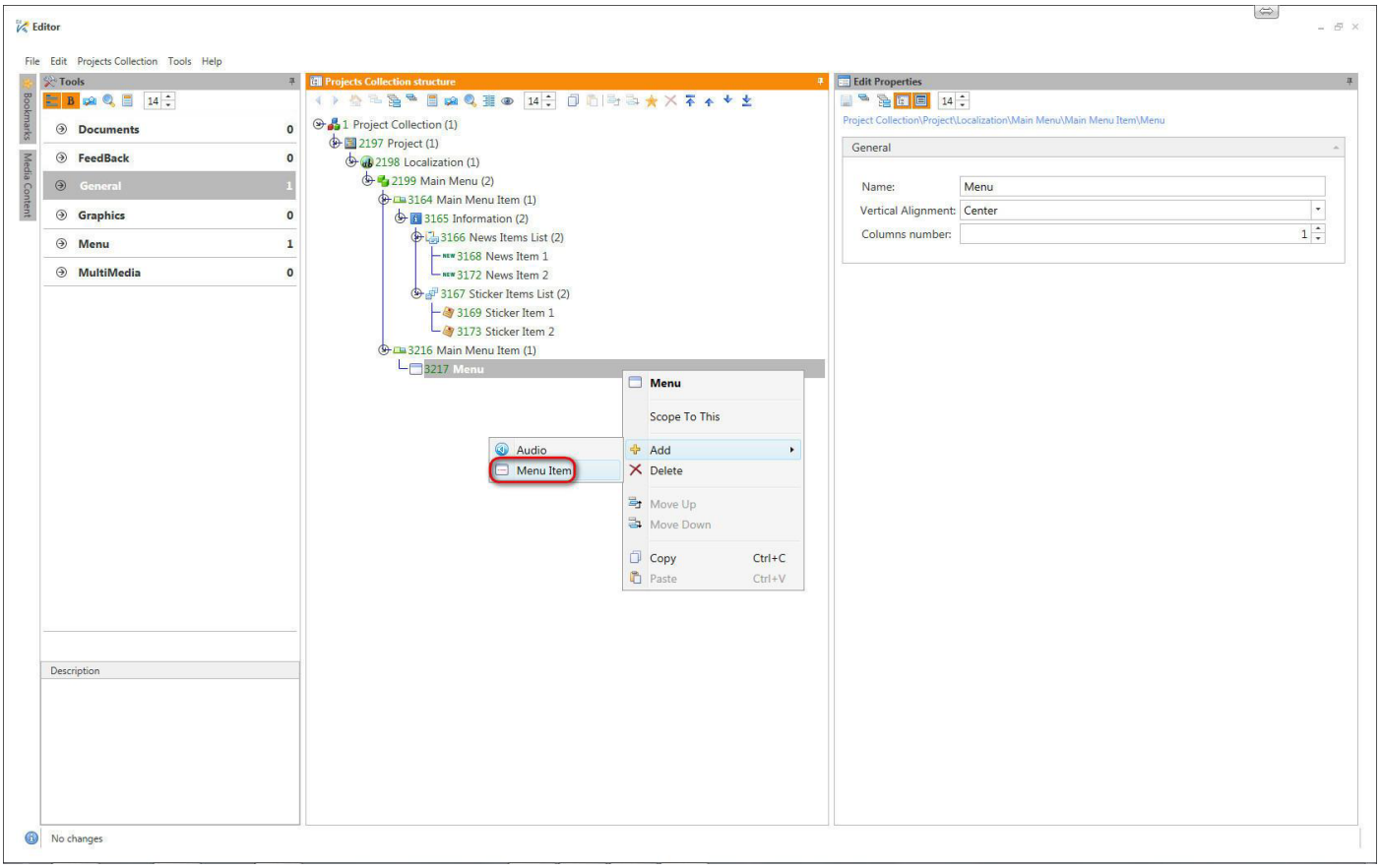


Fig. 38

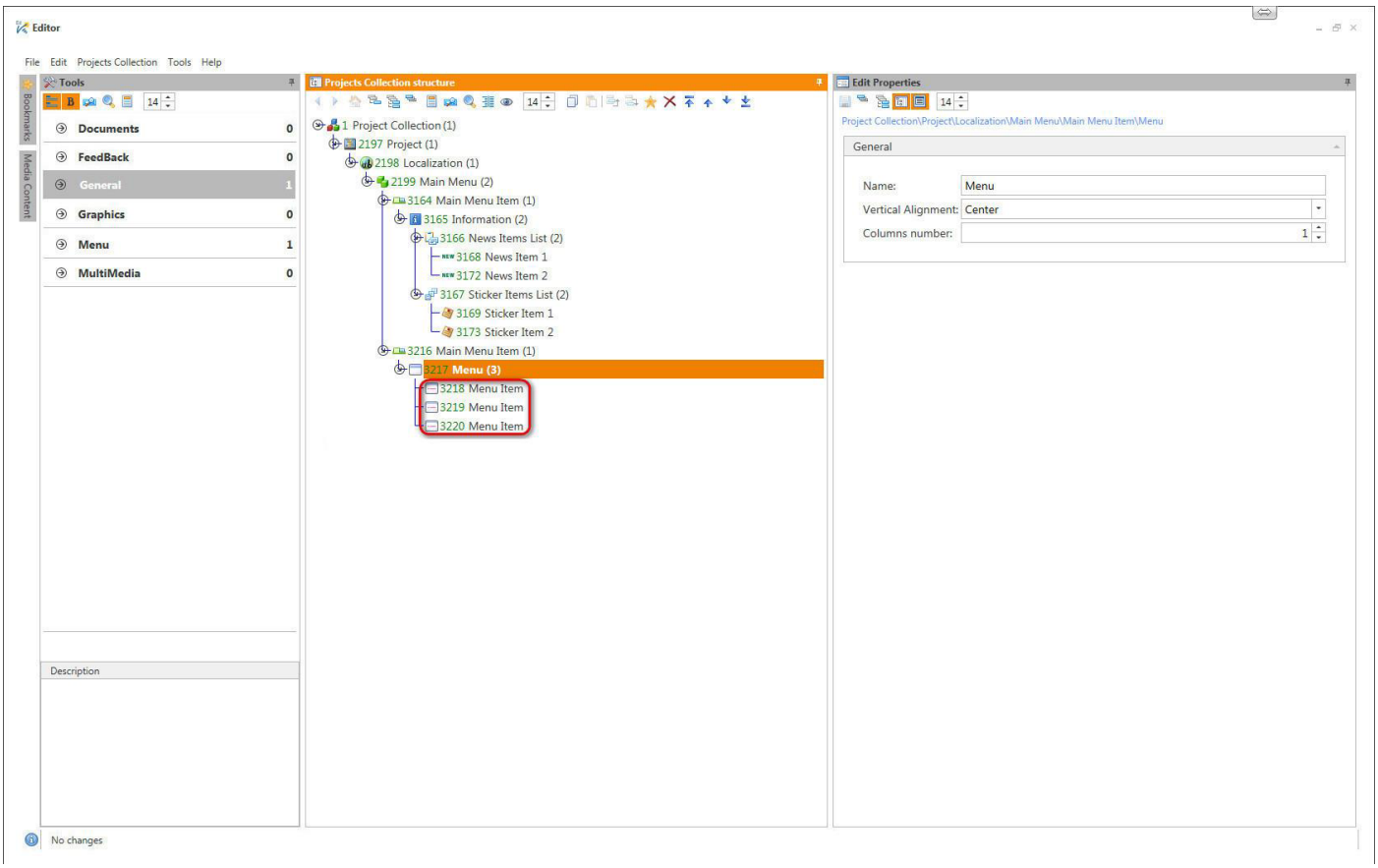


Fig. 39

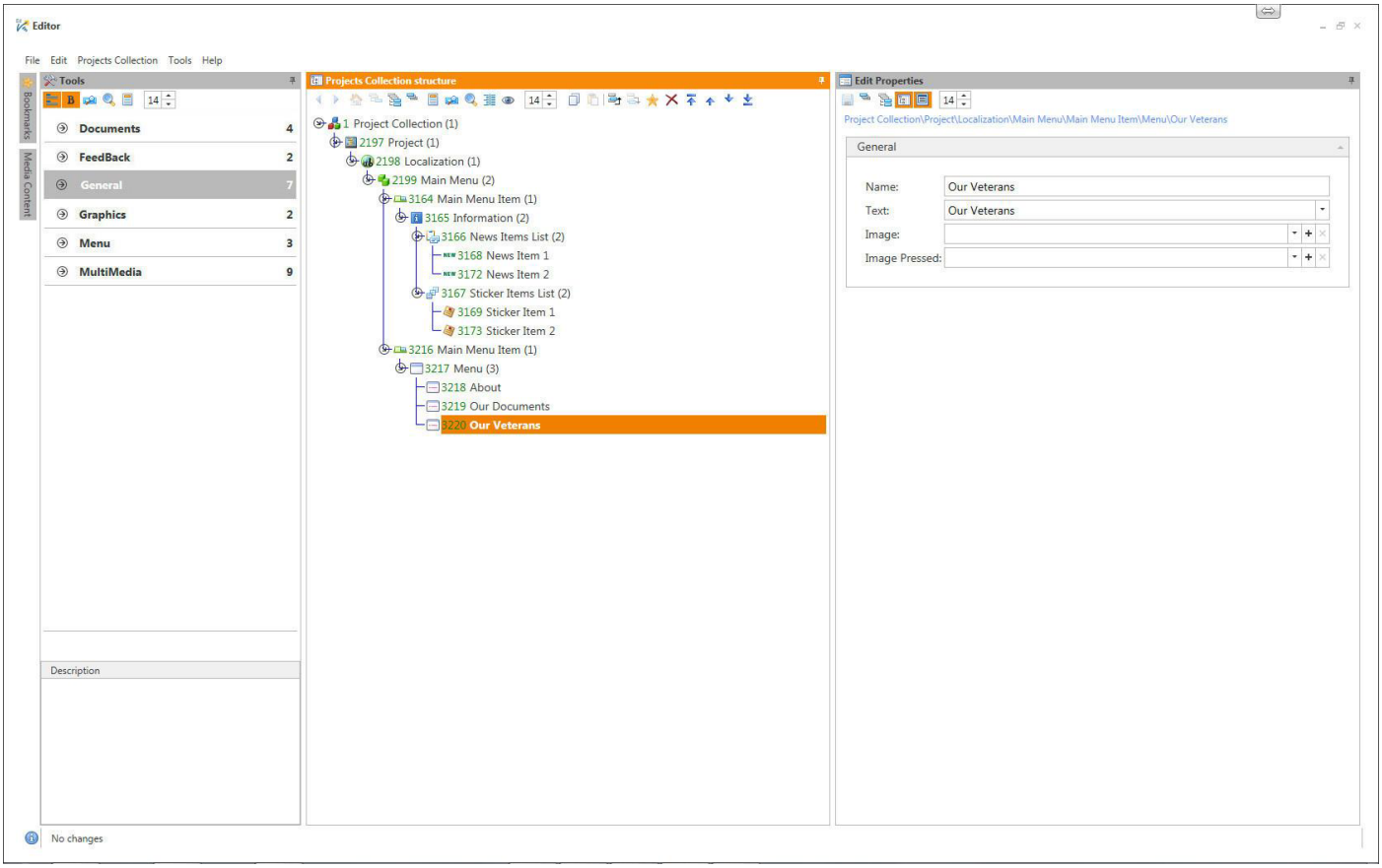


Fig. 40

The Player's hierarchical menu is shown in Fig. 41.

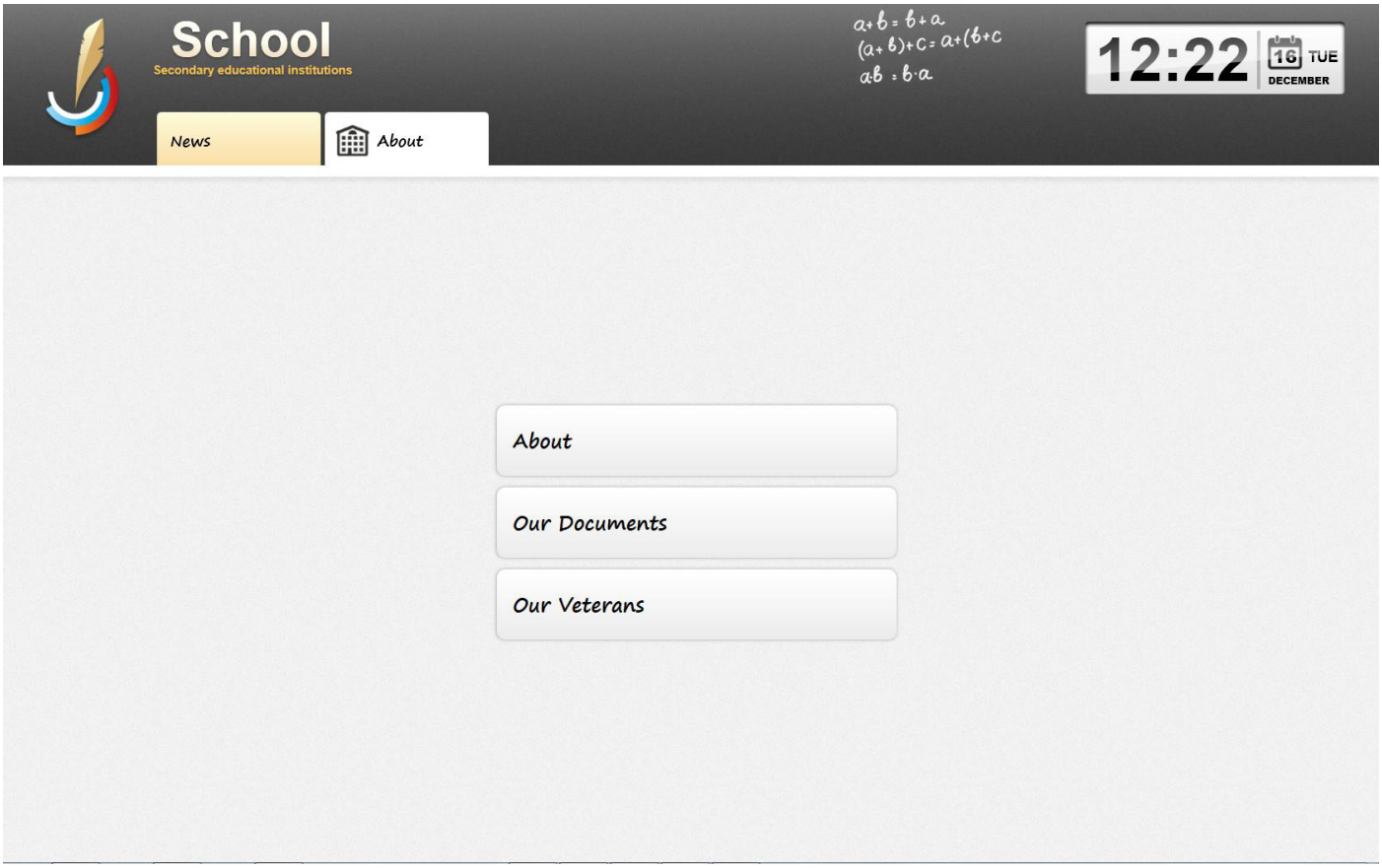


Fig. 41

The number of menu hierarchy levels is not limited. The menu button can launch next menu and so on. See Fig. 42-45.

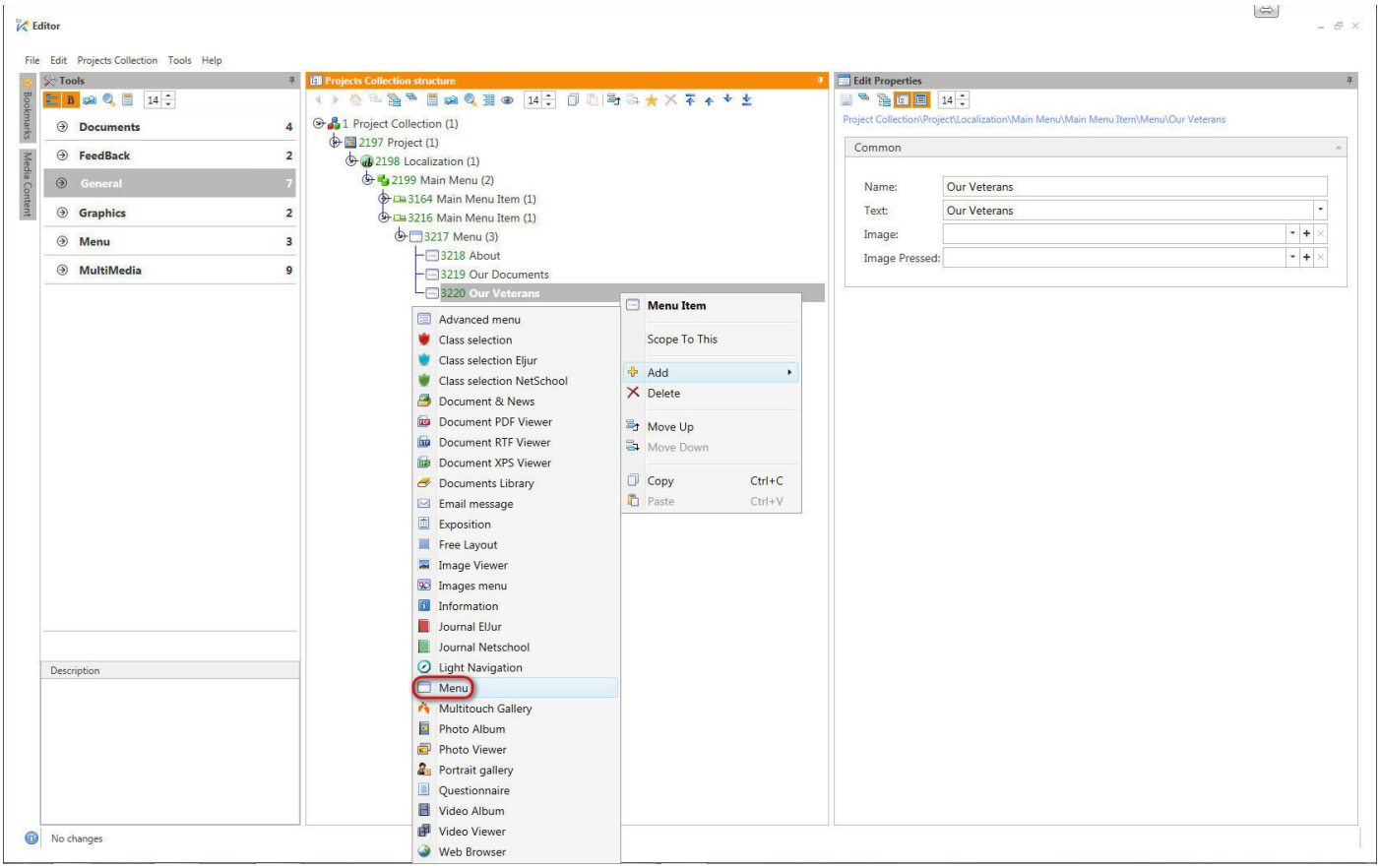


Fig. 42

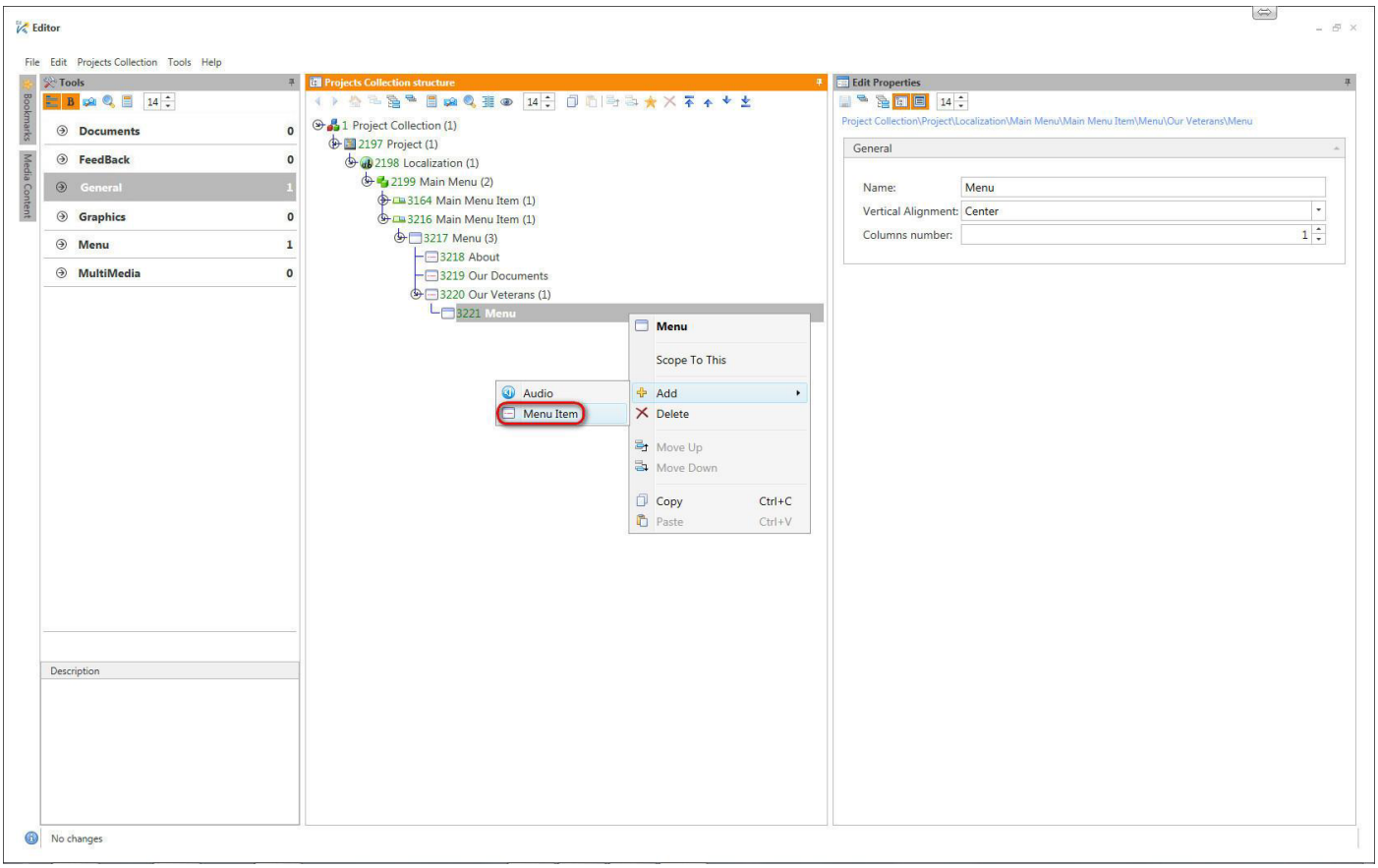

Editor
File Edit Projects Collection Tools Help
Tools
Documents 0
FeedBack 0
General 1
Graphics 0
Menu 1
MultiMedia 0
Description
Projects Collection structure
1 Project Collection (1)
2197 Project (1)
2198 Localization (1)
2199 Main Menu (2)
3164 Main Menu Item (1)
3216 Main Menu Item (1)
3217 Menu (3)
3218 About
3219 Our Documents
3220 Our Veterans (1)
3221 Menu
Menu
Scope To This
Audio
Menu Item
Add
Delete
Move Up
Move Down
Copy Ctrl+C
Paste Ctrl+V
Edit Properties
Project Collection\Project\Localization\Main Menu\Main Menu Item\Menu\Our Veterans\Menu
General
Name: Menu
Vertical Alignment: Center
Columns number: 1
No changes

Fig. 43

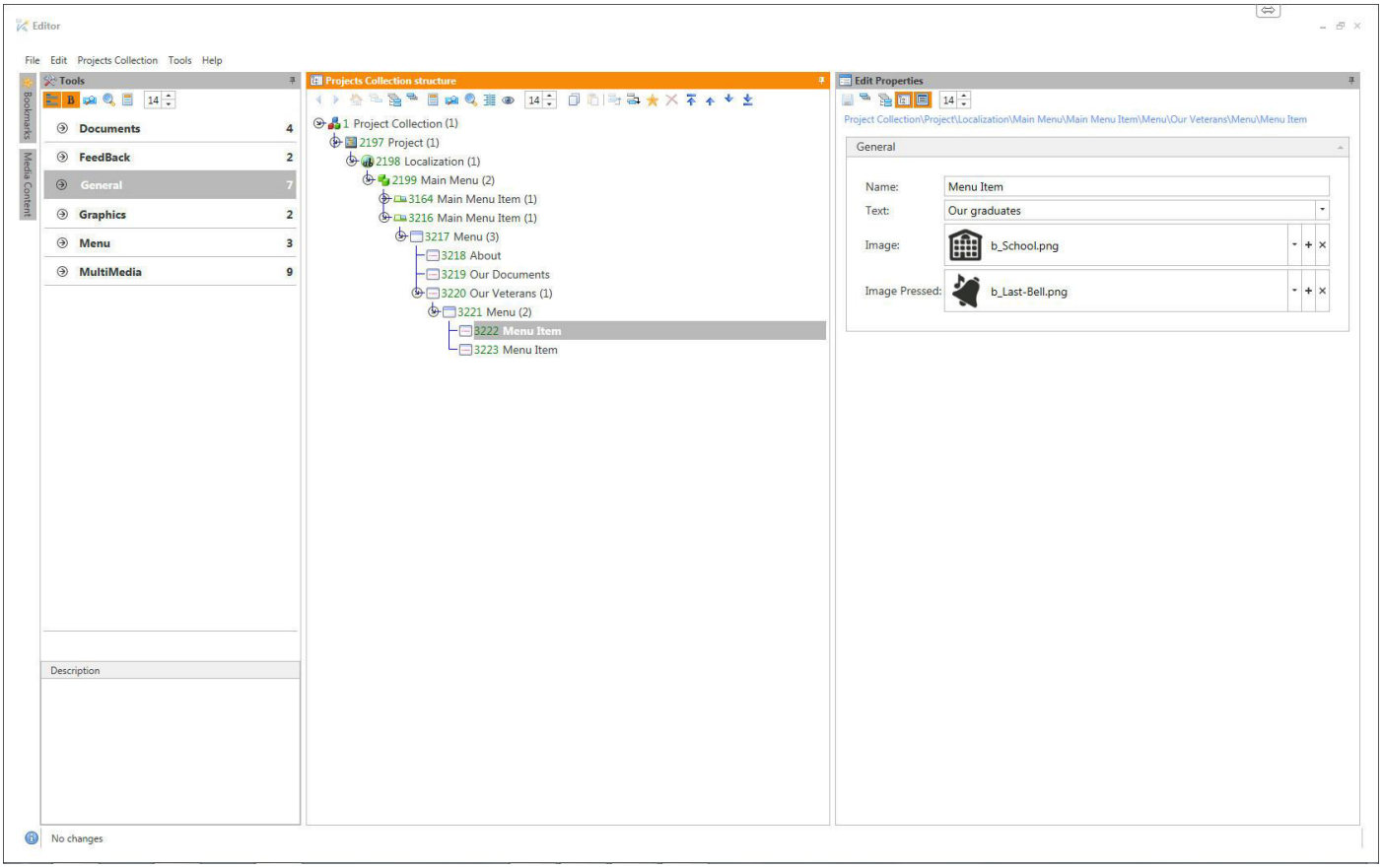

Editor
File Edit Projects Collection Tools Help
Tools
Documents 4
FeedBack 2
General 7
Graphics 2
Menu 3
MultiMedia 9
Description
Projects Collection structure
1 Project Collection (1)
2197 Project (1)
2198 Localization (1)
2199 Main Menu (2)
3164 Main Menu Item (1)
3216 Main Menu Item (1)
3217 Menu (3)
3218 About
3219 Our Documents
3220 Our Veterans (1)
3221 Menu (2)
3222 Menu Item
3223 Menu Item
Edit Properties
Project Collection\Project\Localization\Main Menu\Main Menu Item\Menu\Our Veterans\Menu\Menu Item
General
Name: Menu Item
Text: Our graduates
Image: b_School.png
Image Pressed: b_Last-Bell.png
No changes

Fig. 44

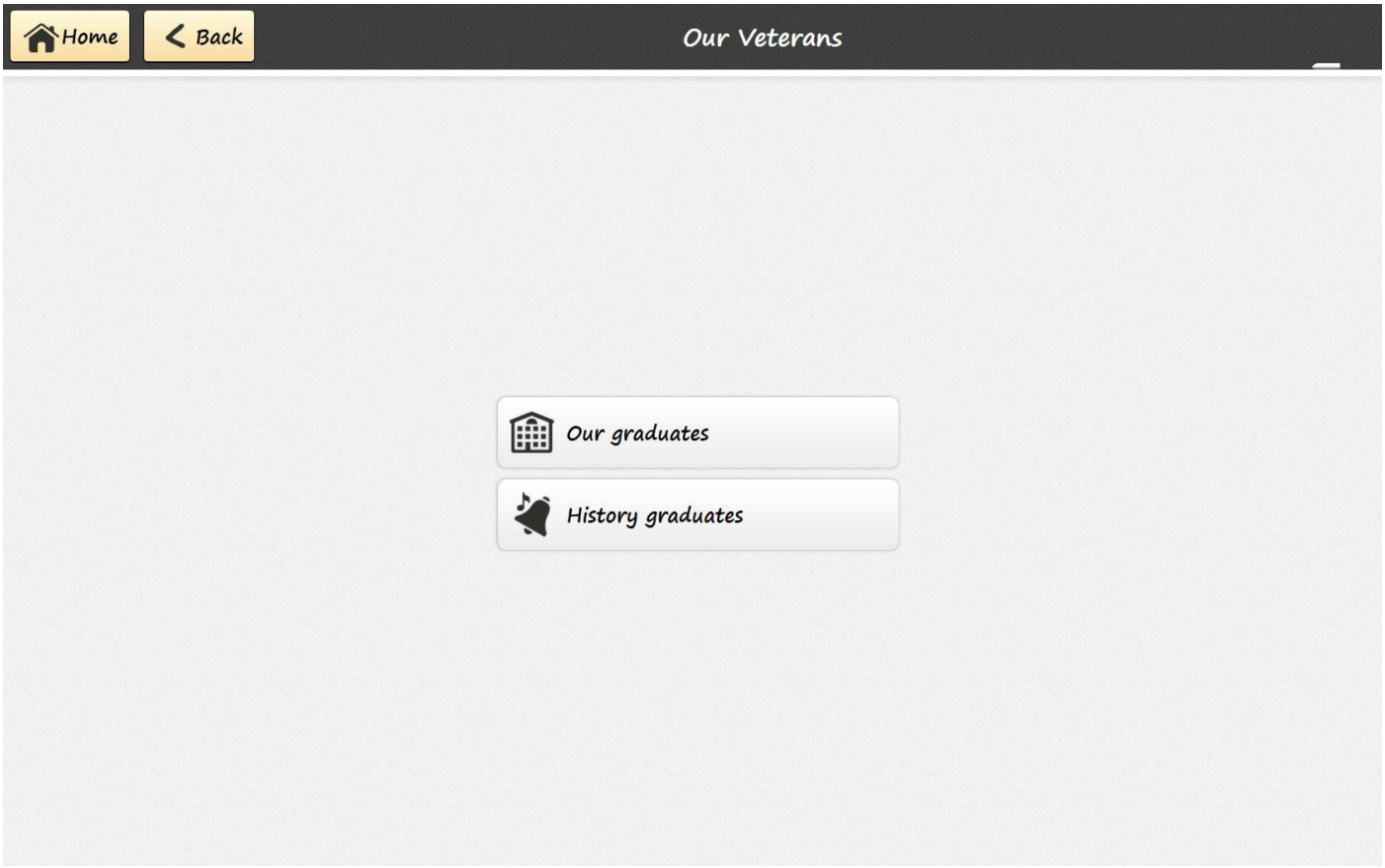


Fig. 45

The **Advanced menu** settings allow you to specify the size of the buttons. Properties of the advanced menu are shown in Fig. 46.

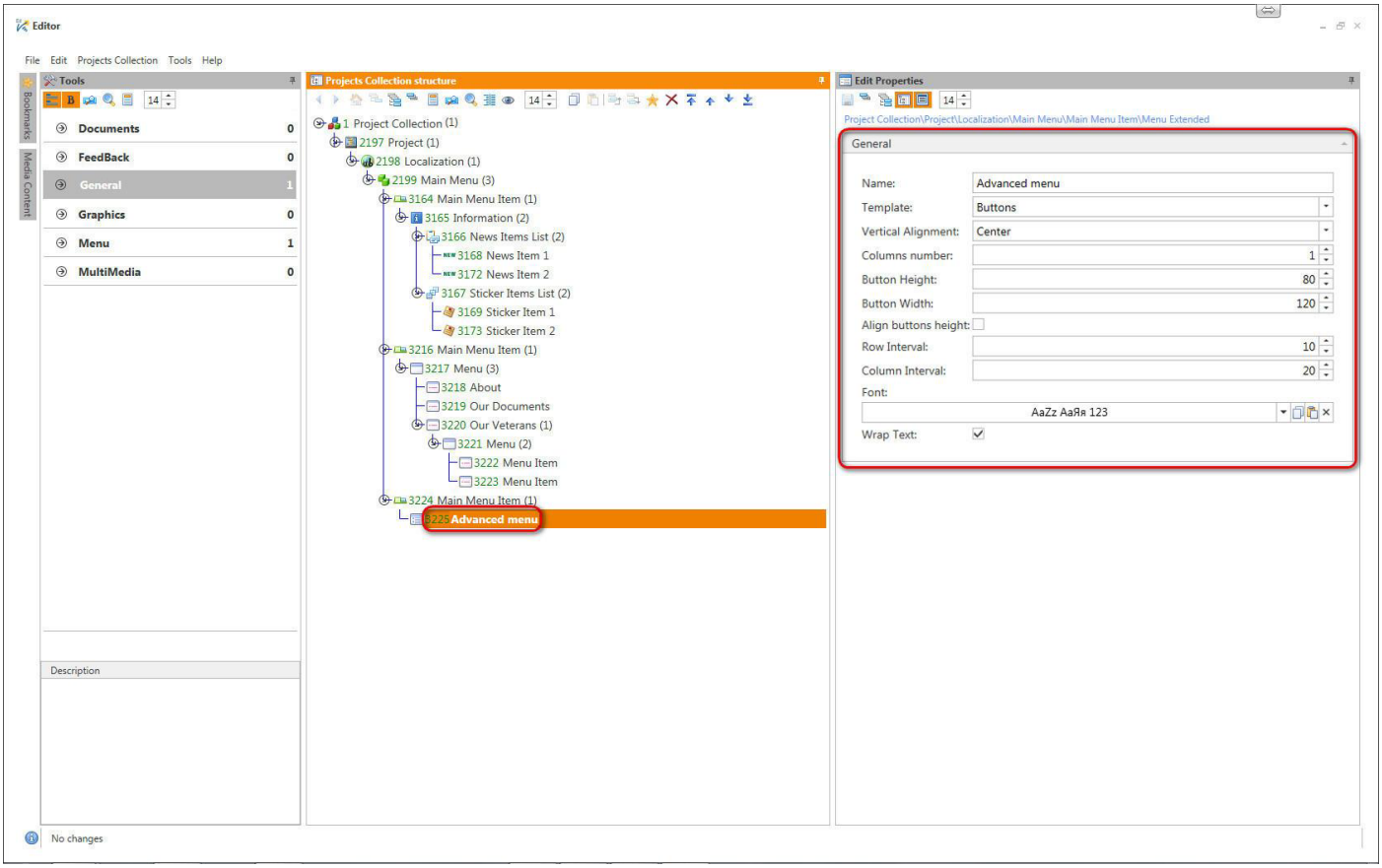


Fig. 46

Additional items of the advanced menu:

Template – defines the style of buttons display and design. Two templates are available in the current version – **buttons and pictures.**

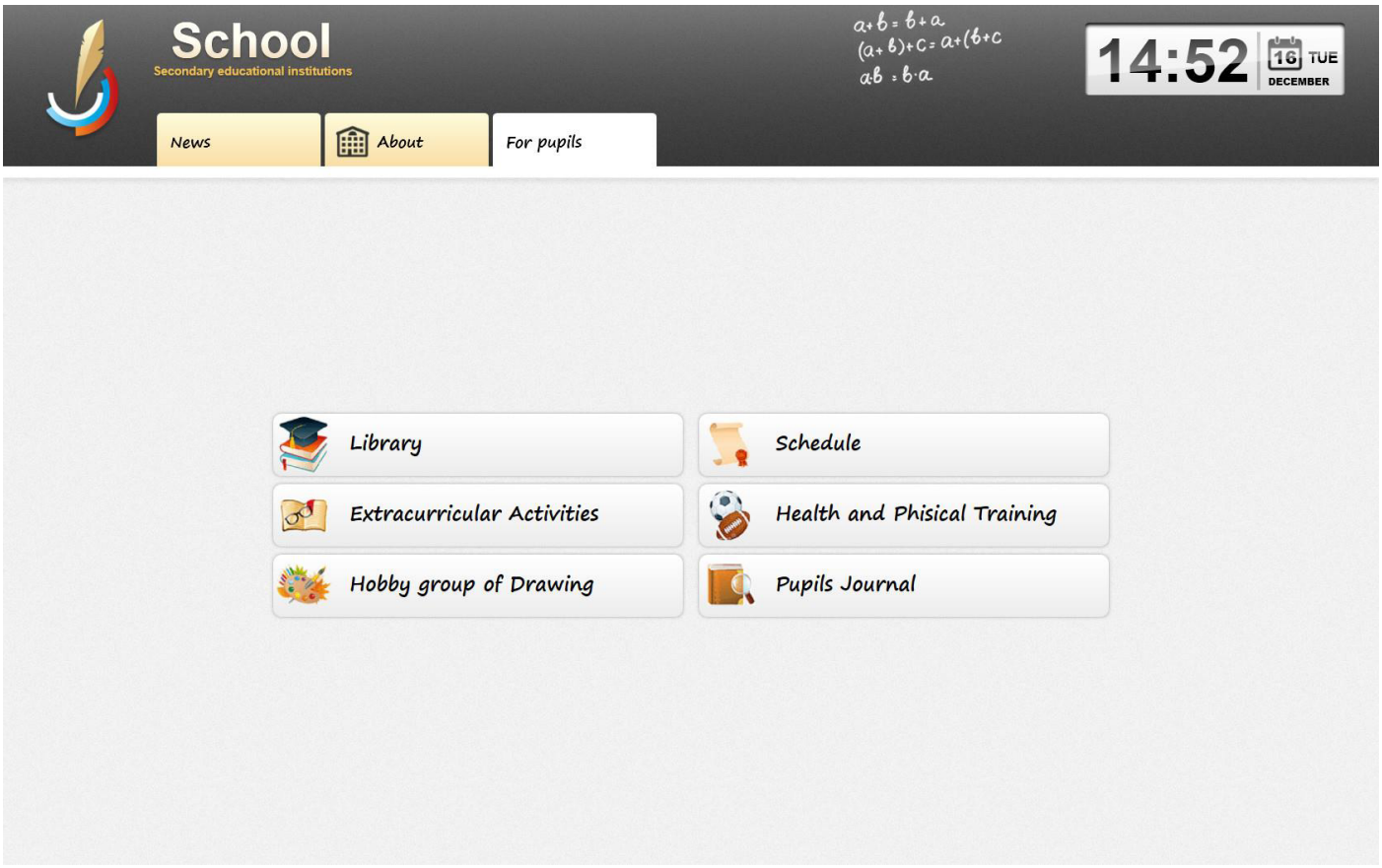


Fig. 47

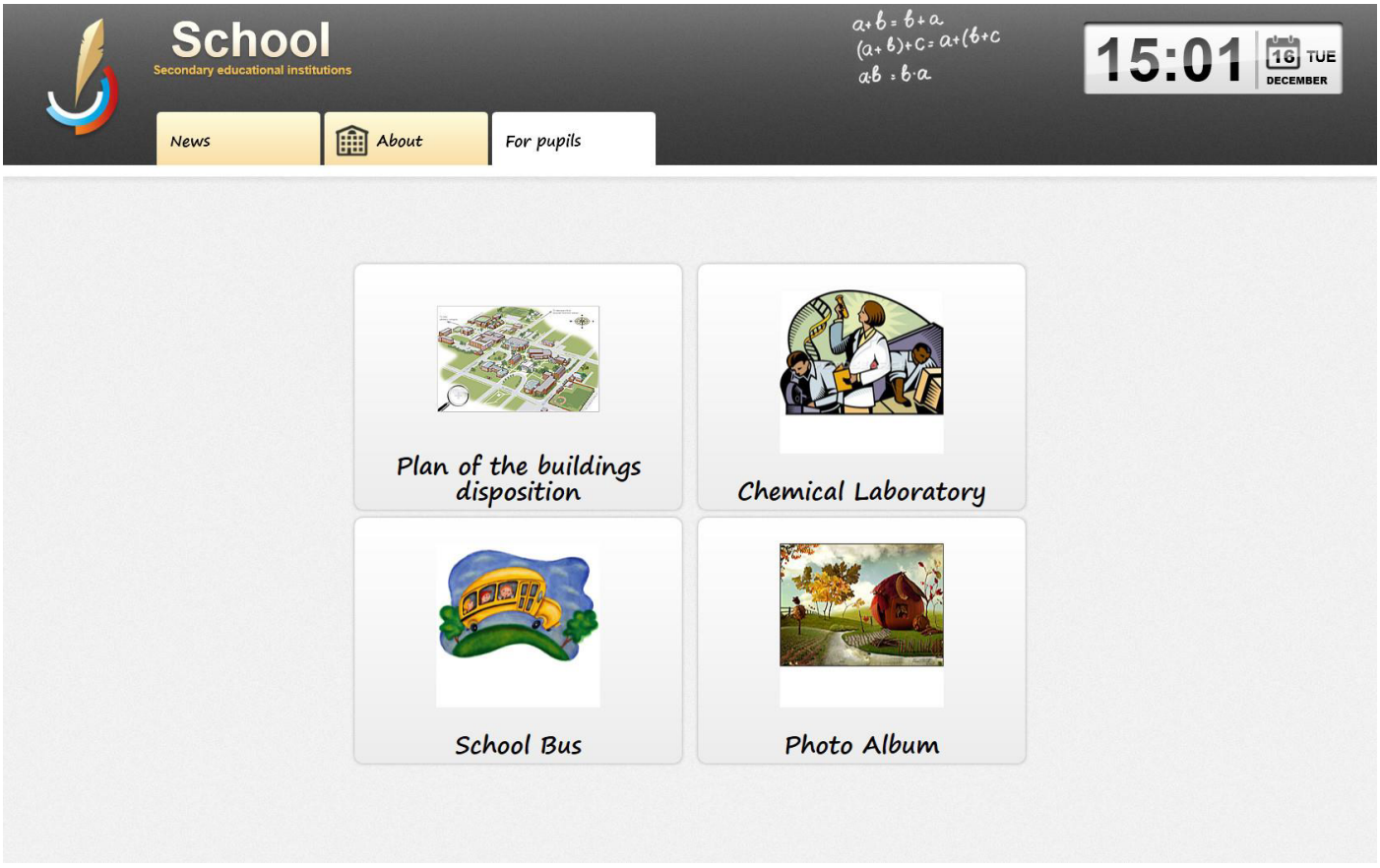


Fig. 48

Vertical alignment and **Columns Number** are similar to properties of the standard menu.

Button width - allows you to set the width of a button.

Button height - allows you to set the height of a button. You can set the **distance between the buttons.**

Wrap text - if the length of the text exceeds the size of the button, the text will be automatically carried over. In the images template the text length is limited to three lines.

Align buttons height - if the length of the elements' texts as well as the height of buttons differs, this option allows you to align the height of the buttons to the highest level.

If you need to change the **Text Font** of the buttons, you can additionally set new design properties- typeface, font size, etc. By default the font properties set in design are used. To return to set properties you should simply remove parameters using the **x** button of the corresponding Editor's item. Please note that the selected fonts must be set in **Player**.

4. Document

Player supports the display of RTF, DOC, DOCX, TXT, HTM, HTML, XML, EPUB, XPS and PDF documents. With these elements, you can display virtually any static information: formatted text, pictures, tables, etc. The content of the RTF, DOC, DOCX, TXT document can be modified using the built-in text editor.

The process of document adding, editing and presentation in Player are shown in Fig. 49-50. The text Editor can be launched clicking the icon "pencil" in the document selection string. XPS documents are created in Microsoft Office programs©.

* Please note: *To display a PDF document Adobe Acrobat Reader© should be installed on a PC of Player.*

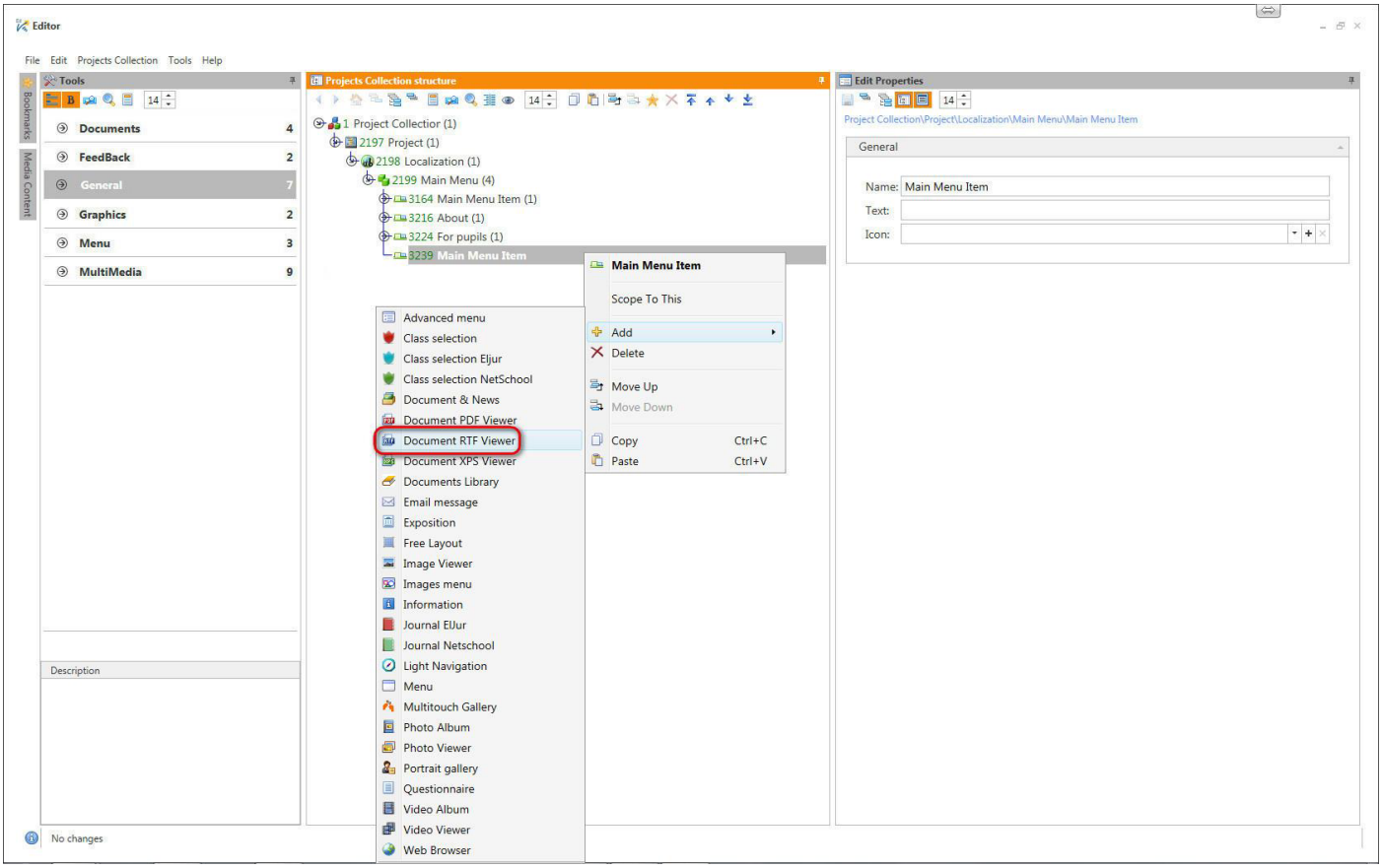


Fig. 49

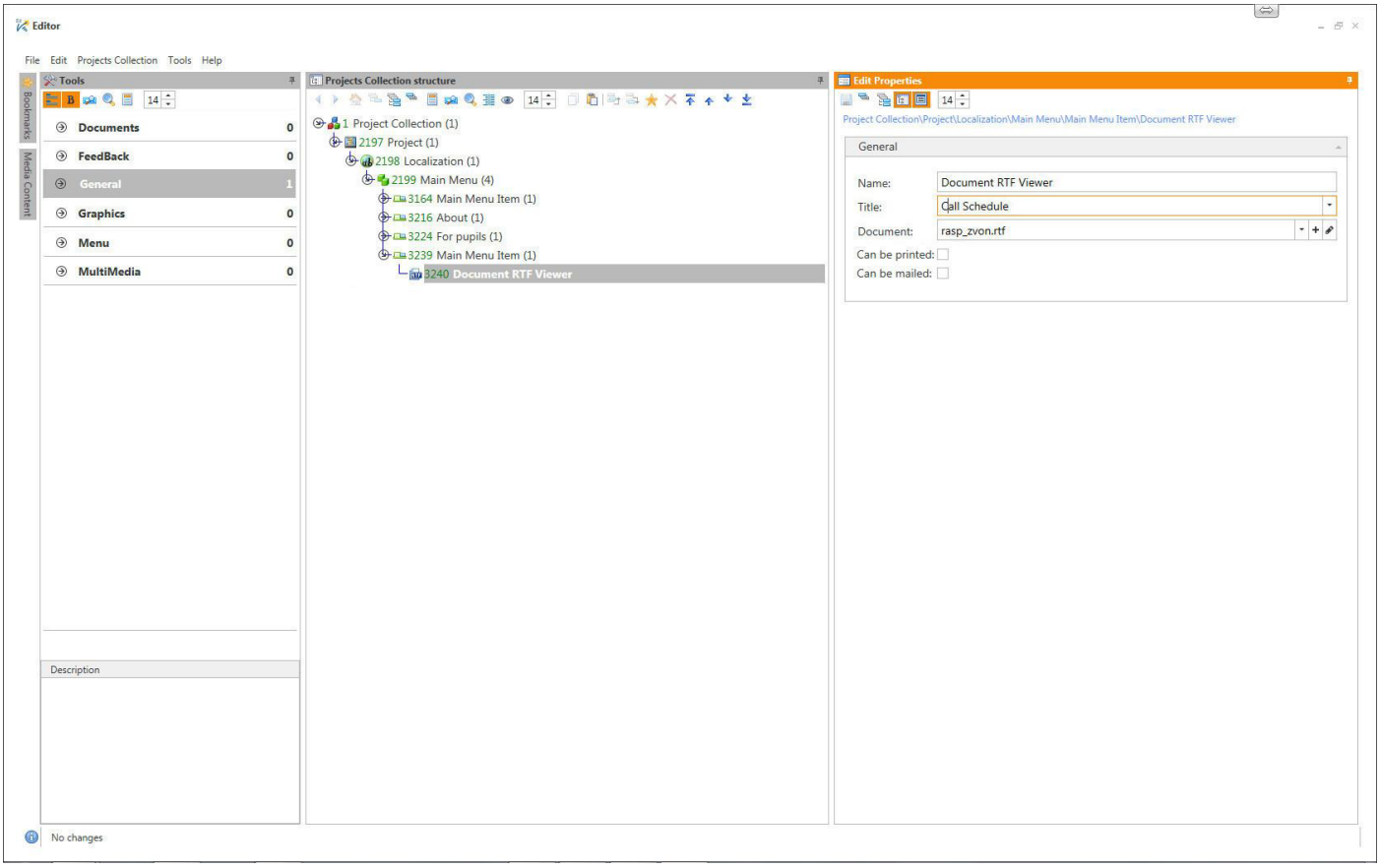


Fig. 50

Elements: **Name, Title, File path to a displayed document, Can be printed and Can be mailed**. **Document display in Player** (see fig. 51-52).

The document can be scrolled with the help of the gestures: scrolling up and down. On the right side of the document the scrollbar is displayed that shows the current position by the navigation through the document.

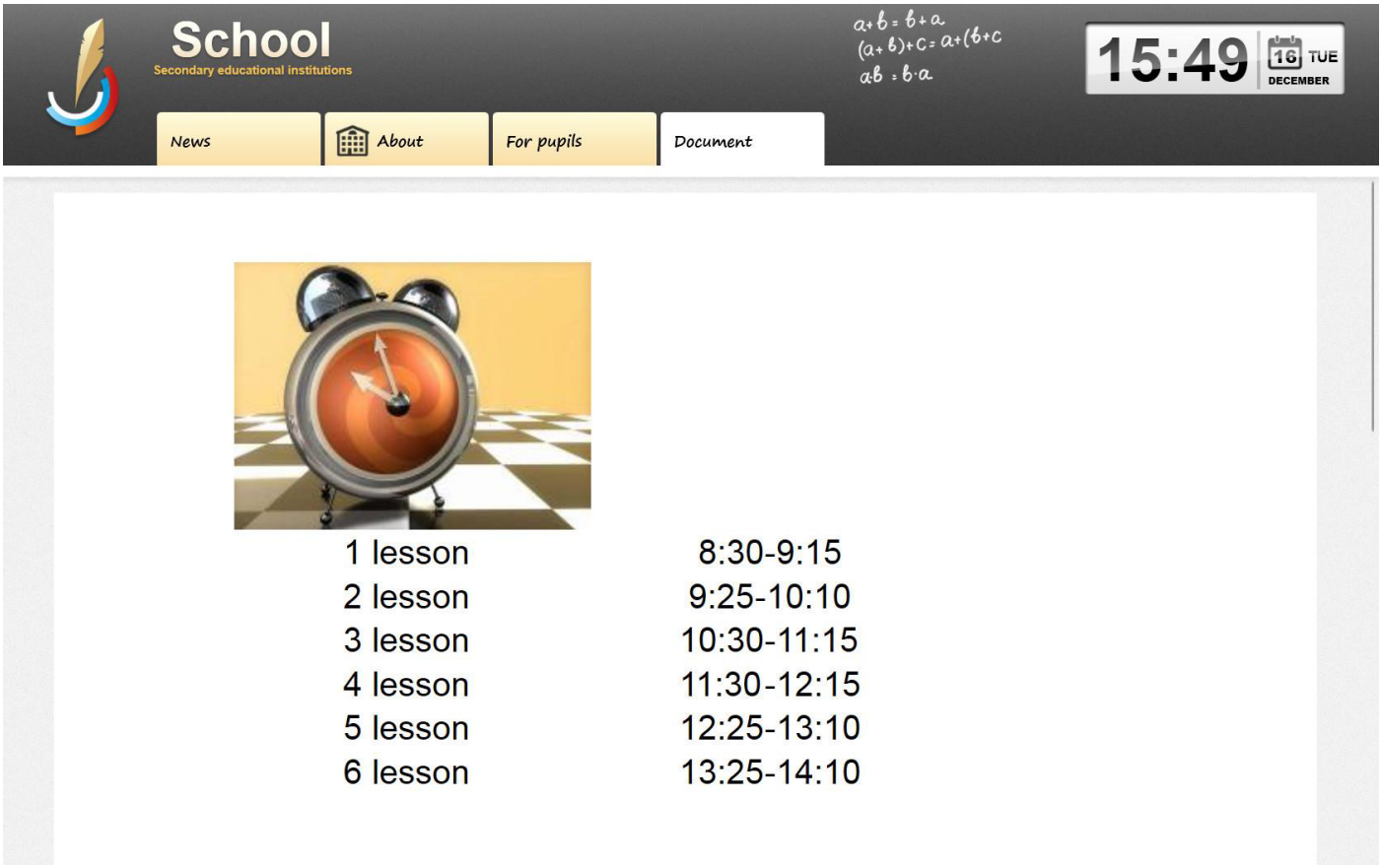


Fig. 51

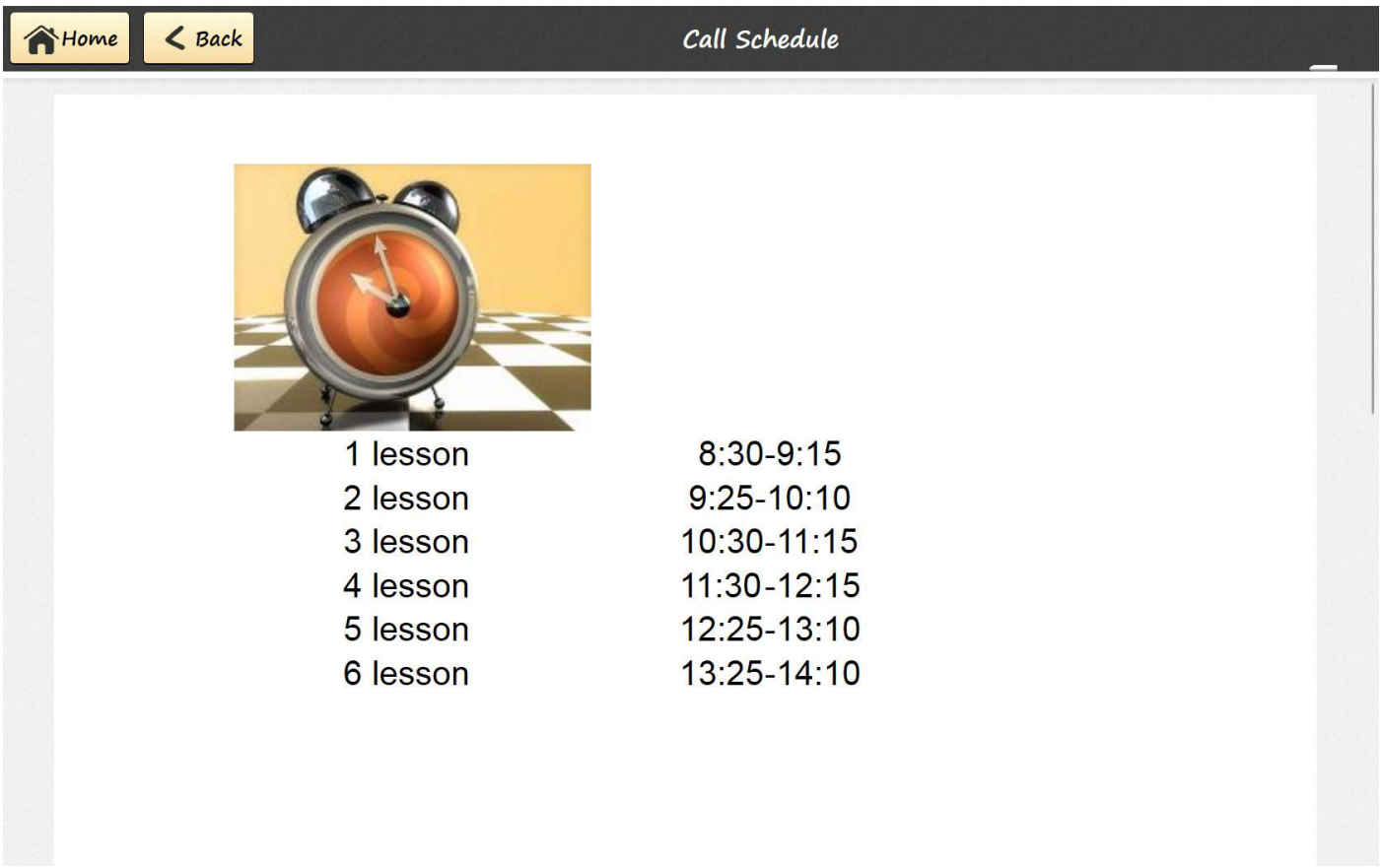


Fig. 52

If the following elements were chosen in the settings of the document: **Can be printed** and/or **Can be mailed**, the buttons of printing and/or mailing will be displayed in the header of the document.

When you click on printing, the document will be sent to the printer that is installed in the system «on default». When you click on mailing, the address of the document recipient will be asked.

*Please note: *Options for sending messages can be set in the project characteristics.*

5. Photo Viewer

Photo Viewer is a collection of pictures or photos. Pictures must locate in one folder. To configure a gallery you should select the location of the folder containing pictures. Editor will copy this folder in its storage.

The Photo Viewer editing and its appearance are shown in Fig. 53-55.

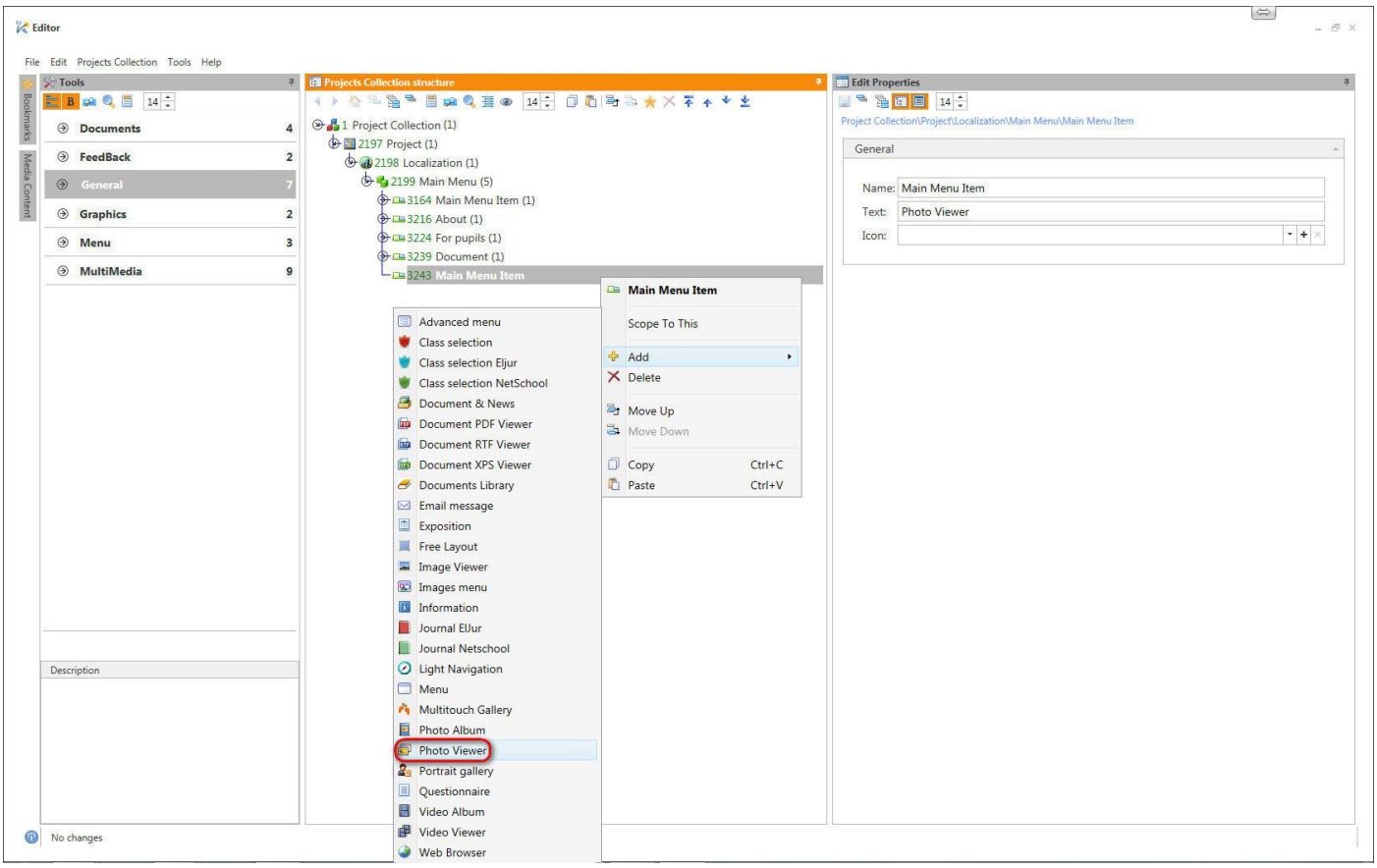

Editor
File Edit Projects Collection Tools Help
Tools
Documents 4
FeedBack 2
General 7
Graphics 2
Menu 3
MultiMedia 9
Description
No changes
Projects Collection structure
1 Project Collection (1)
2197 Project (1)
2198 Localization (1)
2199 Main Menu (5)
3164 Main Menu Item (1)
3216 About (1)
3224 For pupils (1)
3239 Document (1)
3243 Main Menu Item
Main Menu Item
Scope To This
Add
Delete
Move Up
Move Down
Copy Ctrl+C
Paste Ctrl+V
Advanced menu
Class selection
Class selection Eljur
Class selection NetSchool
Document & News
Document PDF Viewer
Document RTF Viewer
Document XPS Viewer
Documents Library
Email message
Exposition
Free Layout
Image Viewer
Images menu
Information
Journal ElJur
Journal Netschool
Light Navigation
Menu
Multitouch Gallery
Photo Album
Photo Viewer
Portrait gallery
Questionnaire
Video Album
Video Viewer
Web Browser
Edit Properties
Project Collection\Project\Localization\Main Menu\Main Menu Item
General
Name: Main Menu Item
Text: Photo Viewer
Icon:

Fig. 53

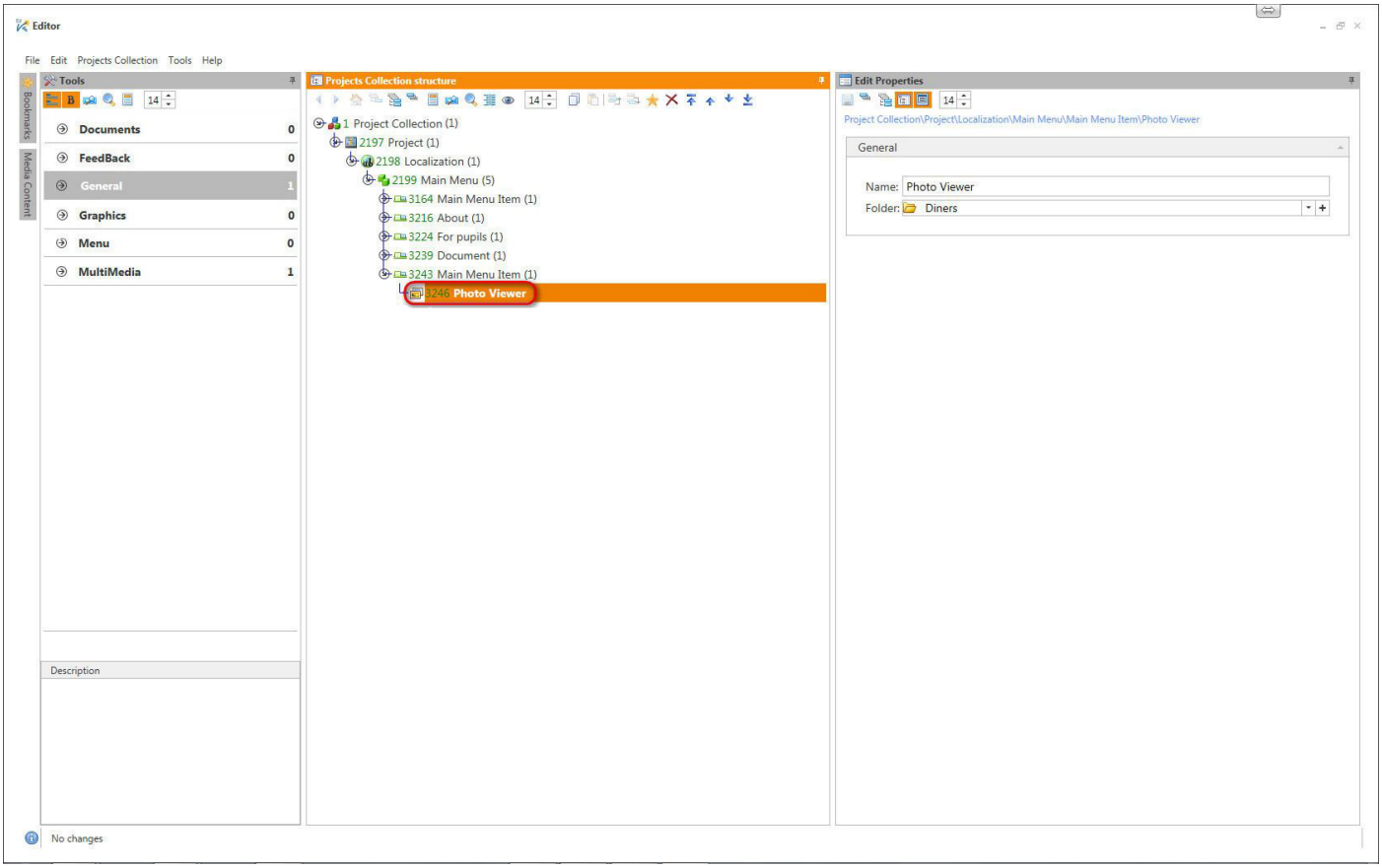

Editor
File Edit Projects Collection Tools Help
Tools
Documents 0
FeedBack 0
General 1
Graphics 0
Menu 0
MultiMedia 1
Description
No changes
Projects Collection structure
1 Project Collection (1)
2197 Project (1)
2198 Localization (1)
2199 Main Menu (5)
3164 Main Menu Item (1)
3216 About (1)
3224 For pupils (1)
3239 Document (1)
3243 Main Menu Item (1)
3246 Photo Viewer
Edit Properties
Project Collection\Project\Localization\Main Menu\Main Menu Item\Photo Viewer
General
Name: Photo Viewer
Folder: Diners

Fig. 54

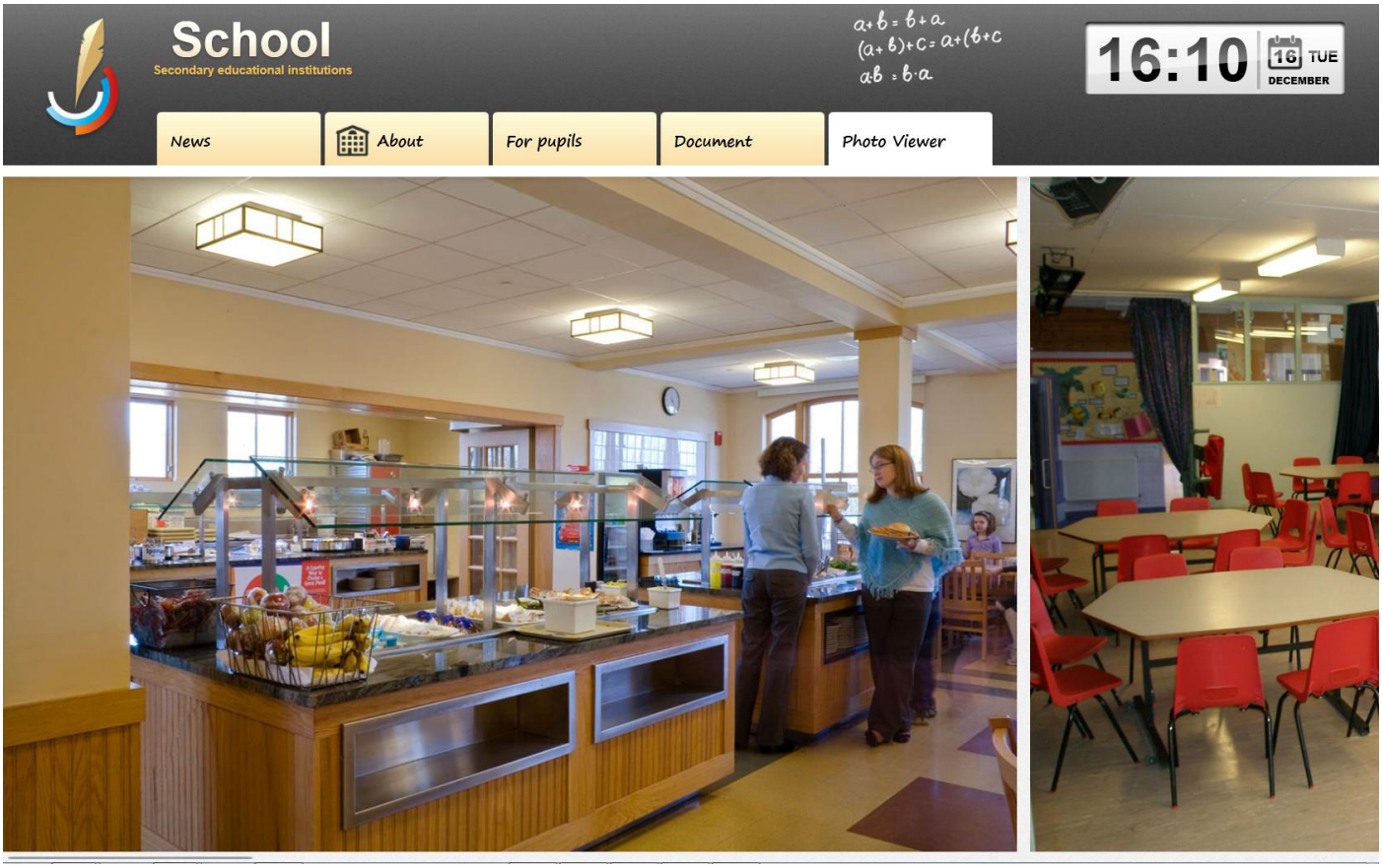


Fig. 55

In addition to the folder with pictures you can add individual pictures to the Photo Viewer. To add pictures, you should use the Photo Viewer menu. See Fig. 56.

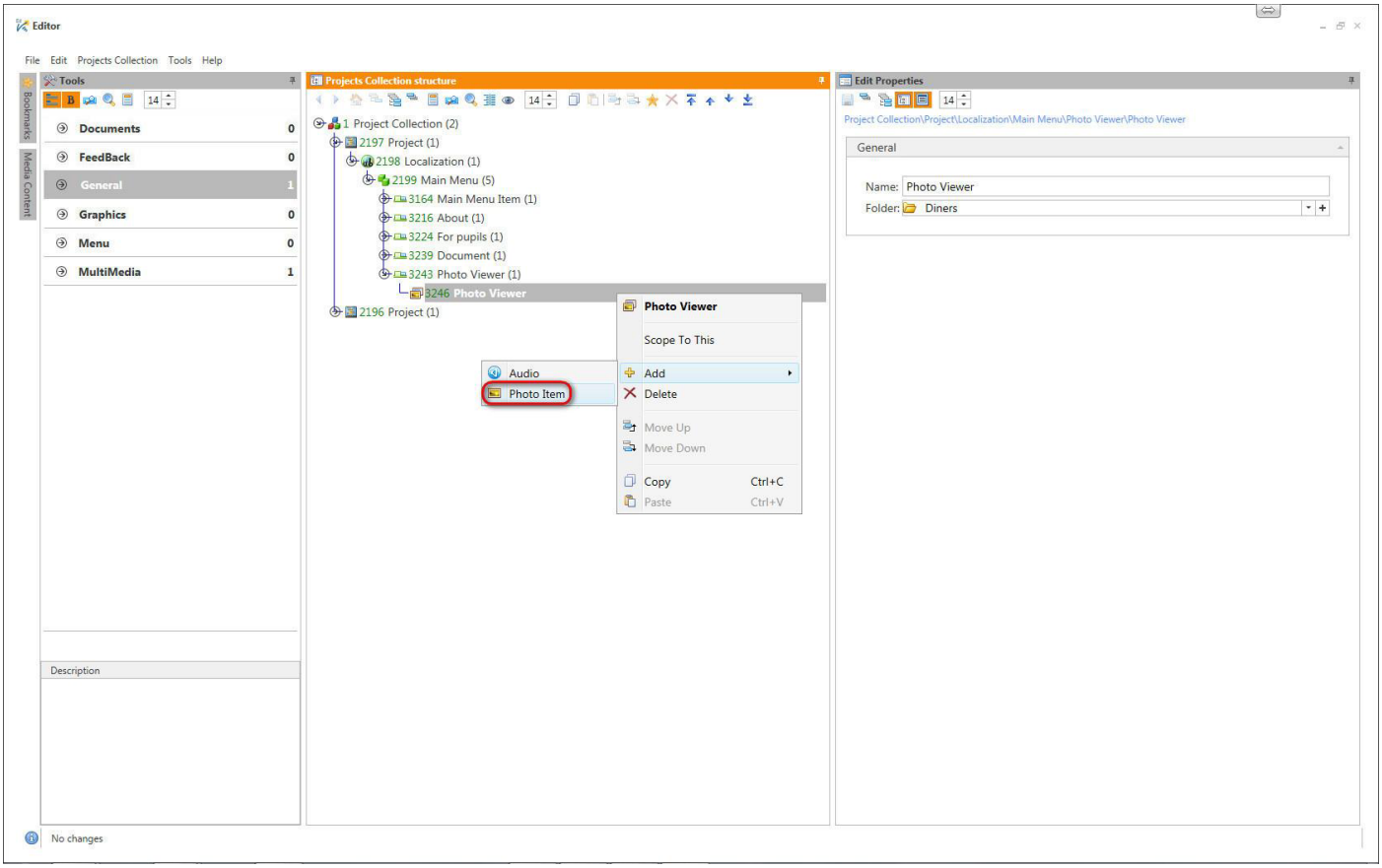


Fig. 56

Please note that this module requires significant computing power. It is strongly recommended to test the performance of the equipment and if the delay in the Photo Viewer display exceeds a second or two, do not use this module. Otherwise use the Image Viewer (see below). Elsewise, it may disrupt the normal performance of the whole system.

6. Photo albums

Photo albums represent a set of photo galleries that are displayed on one Player's screen. The process of adding a photo album in Editor is shown in Fig. 57-58.

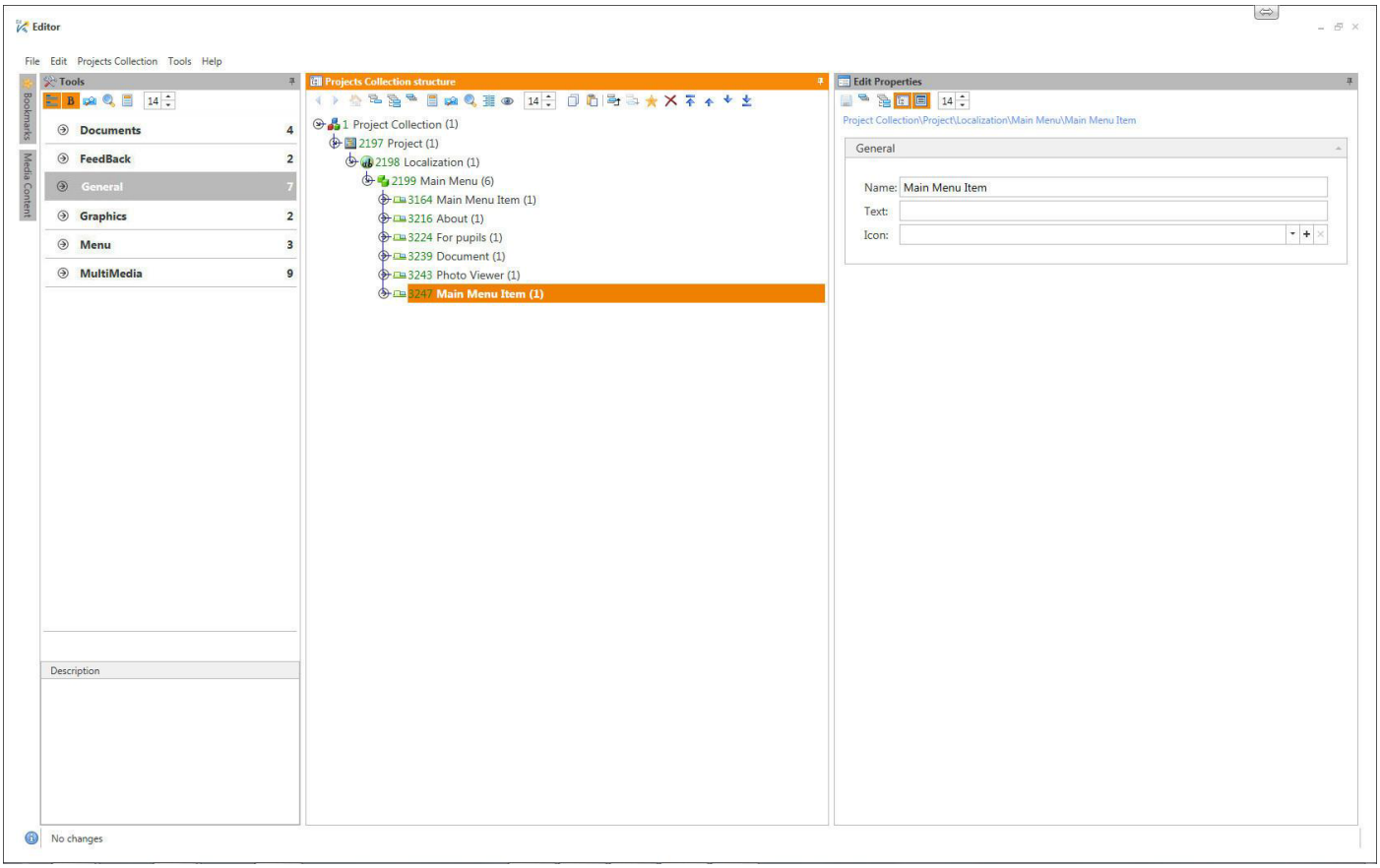


Fig. 57

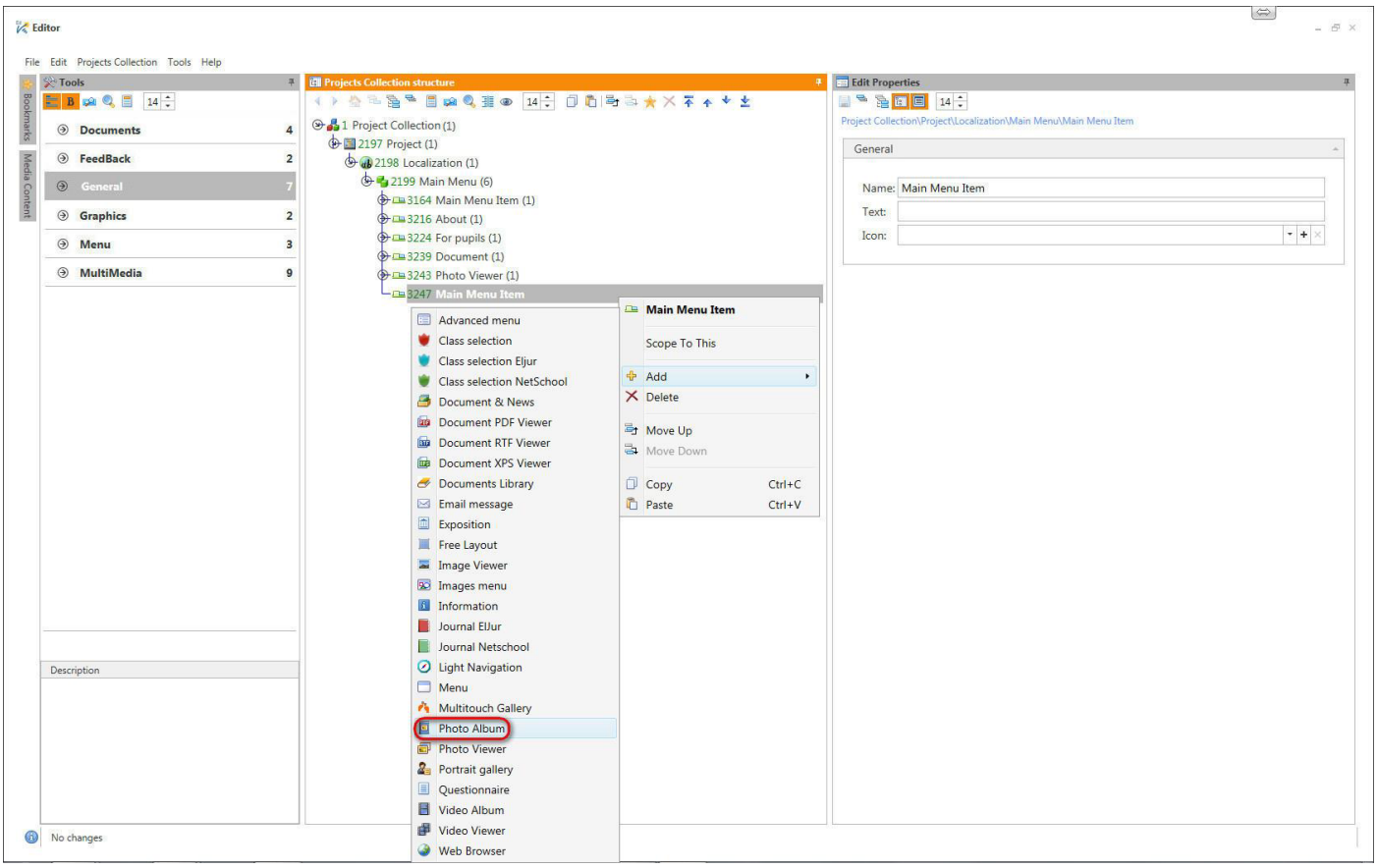


Fig. 58

Elements of the photo album are photo folders. To fill the album, you should add the “photo album items" to it selecting a photo folder. When you edit a photo album item, you can select a photo folder and a picture that is displayed in the header of a photo album. (See Fig. 59-61).

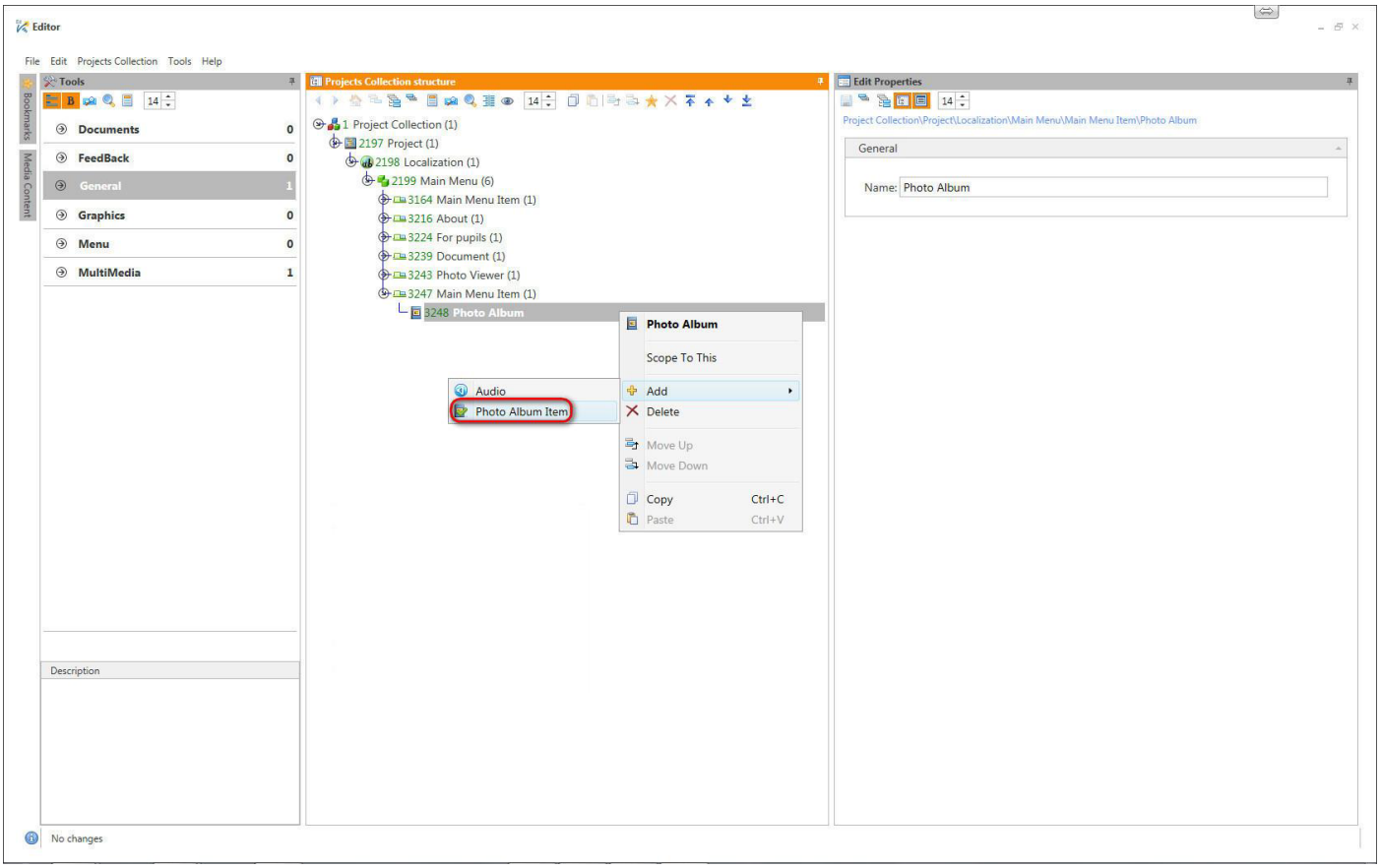


Fig. 59

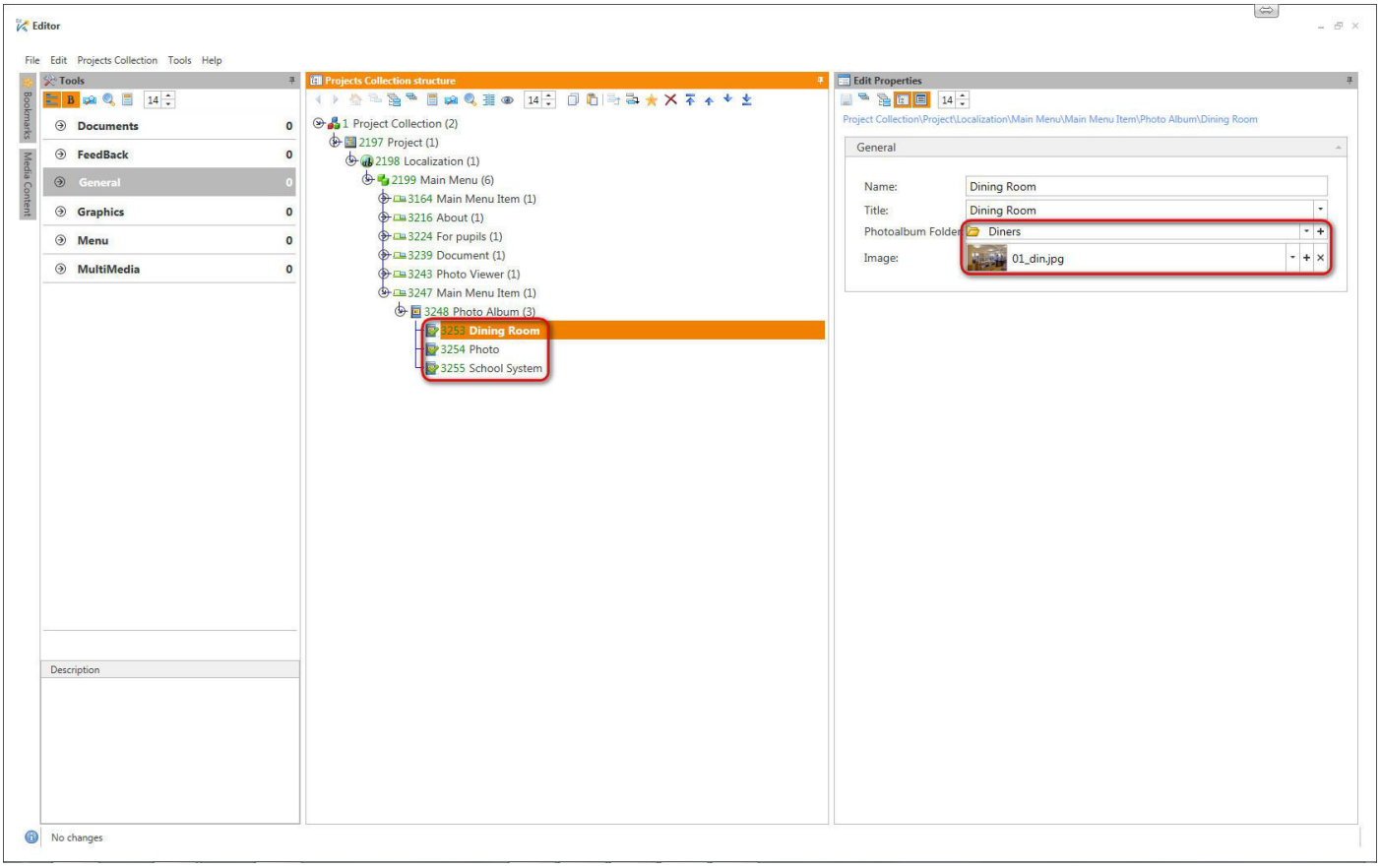


Fig. 60

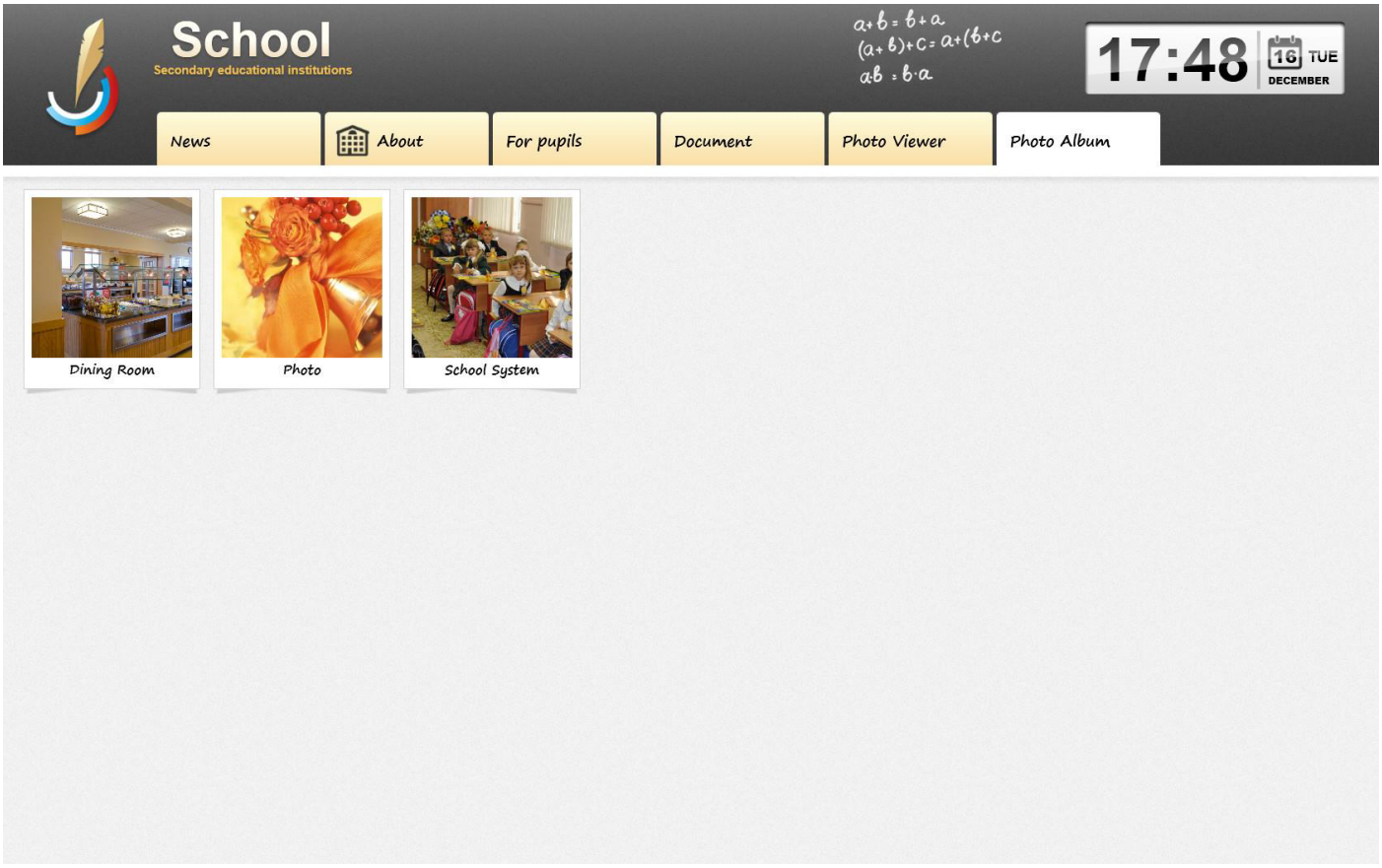


Fig. 61

There is the objects' scrolling mode in photo albums and photo galleries as in all of the Player's screens. You can scroll pictures and photo albums using traditional gestures (see fig.62).

Fig. 62

7. Image Viewer

To display images you can use the **Image Viewer** with a consecutive display of elements.

*Please note: *In contrast to the Photo Viewer this module is not so sensitive to the kiosk's performance.*
The Image Viewer can function in two modes - manual mode of scrolling images and presentation mode.
The process of adding the **Image Viewer** and setting its characteristics is shown in Fig. 63-64.

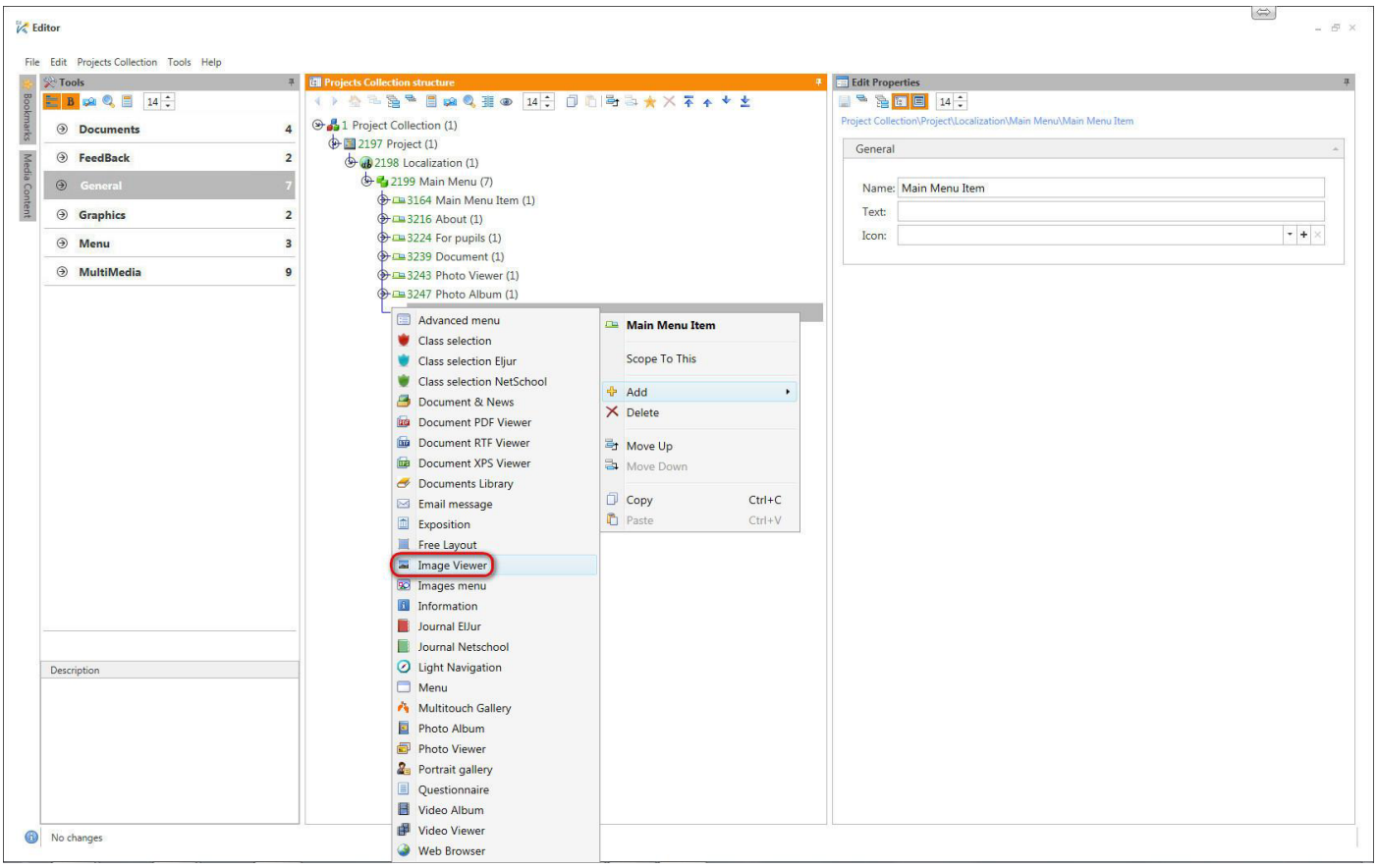


Fig. 63

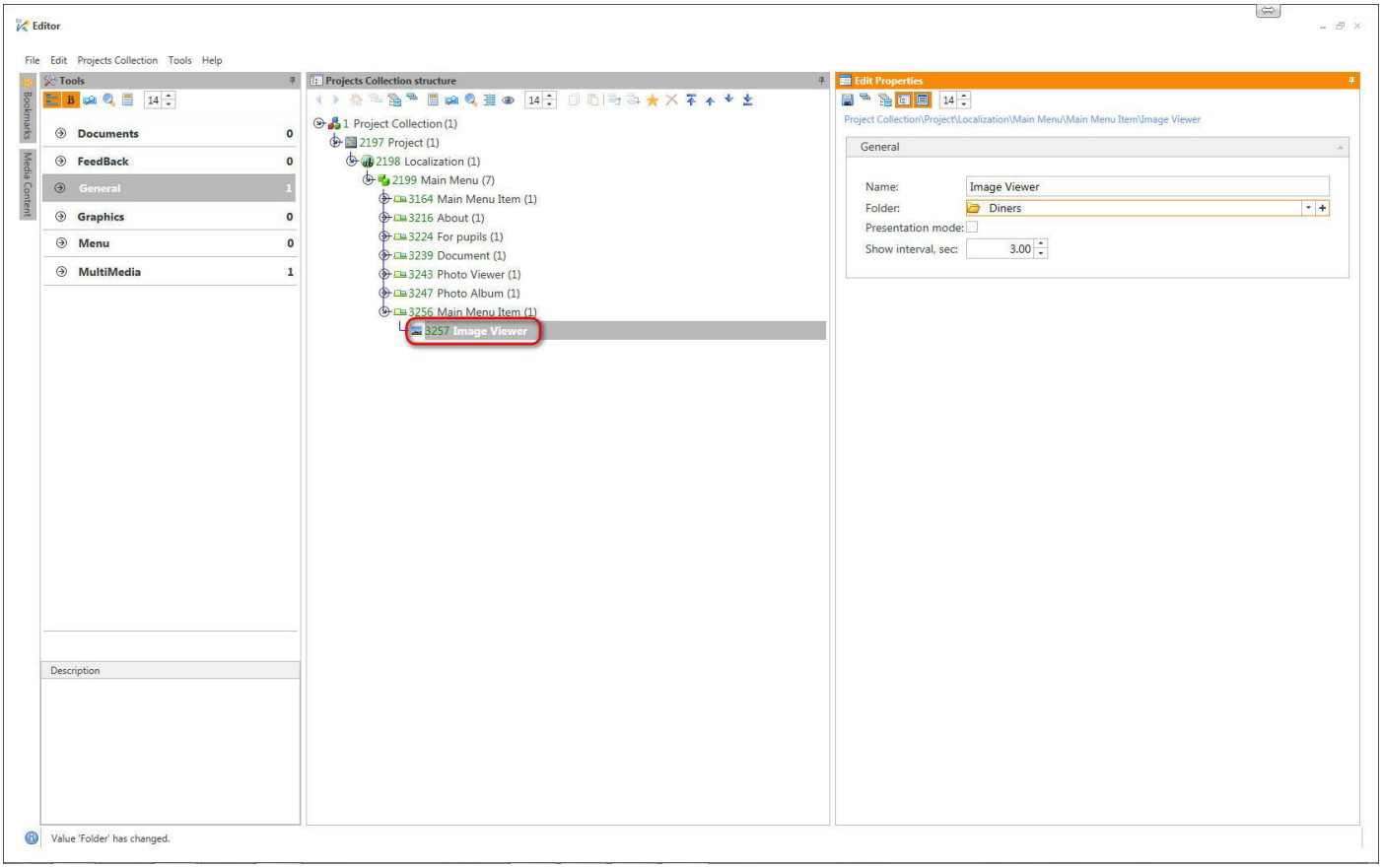


Fig. 64

Manual shifting mode is shown in fig. 65. In this mode the screen displays navigation elements through the Image Viewer (the arrows on the periphery of an image) and a pointer to the image number and the total number of items in the Image Viewer. The item **Show interval** in this mode has no influence on the gallery display.

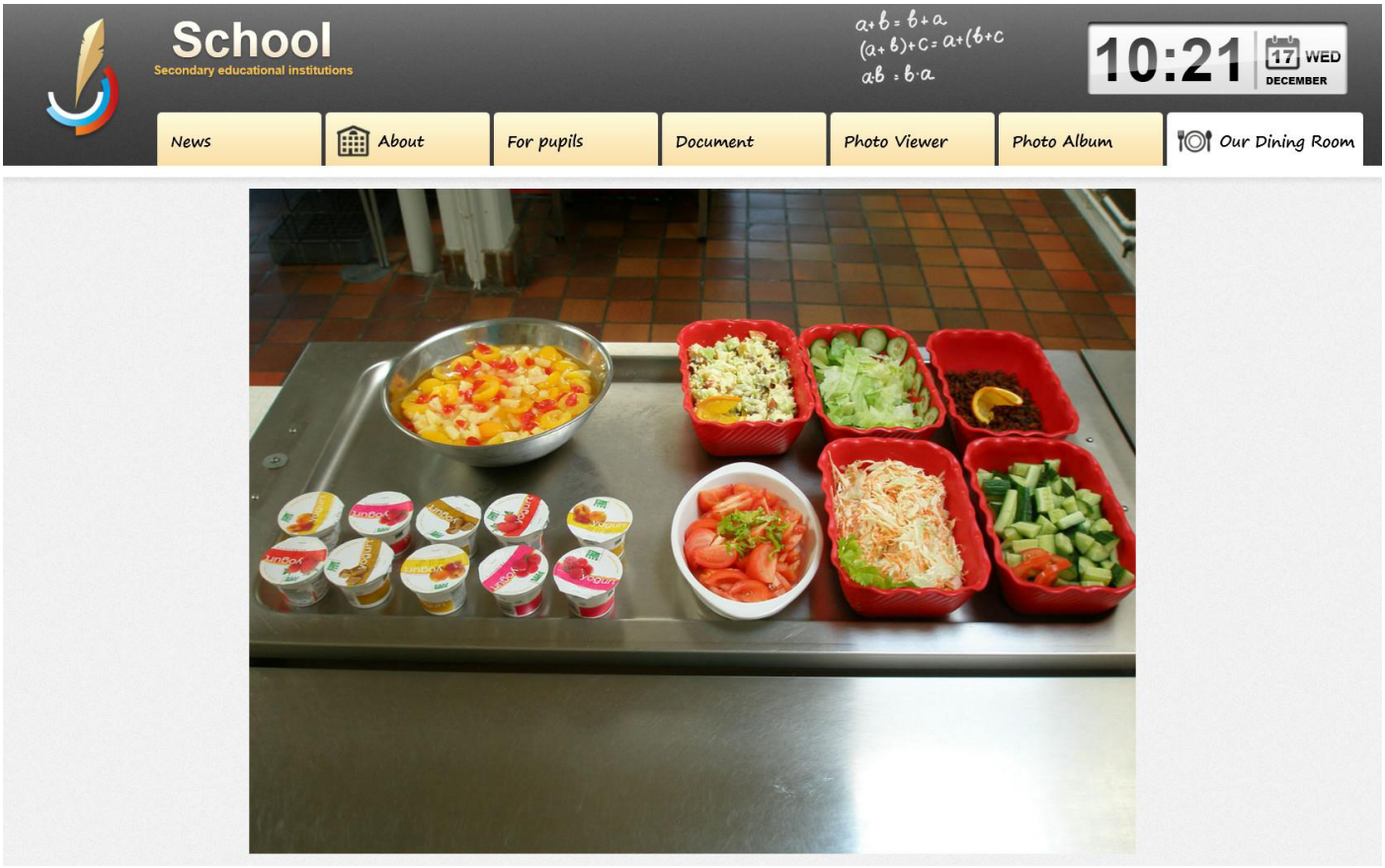


Fig. 65

Automatic mode (see fig. 66) is activated by setting the item **Presentation mode**. The item **Show interval** is set in seconds. In case of choosing a zero interval the Image Viewer is launched in **Manual mode** of scrolling images.

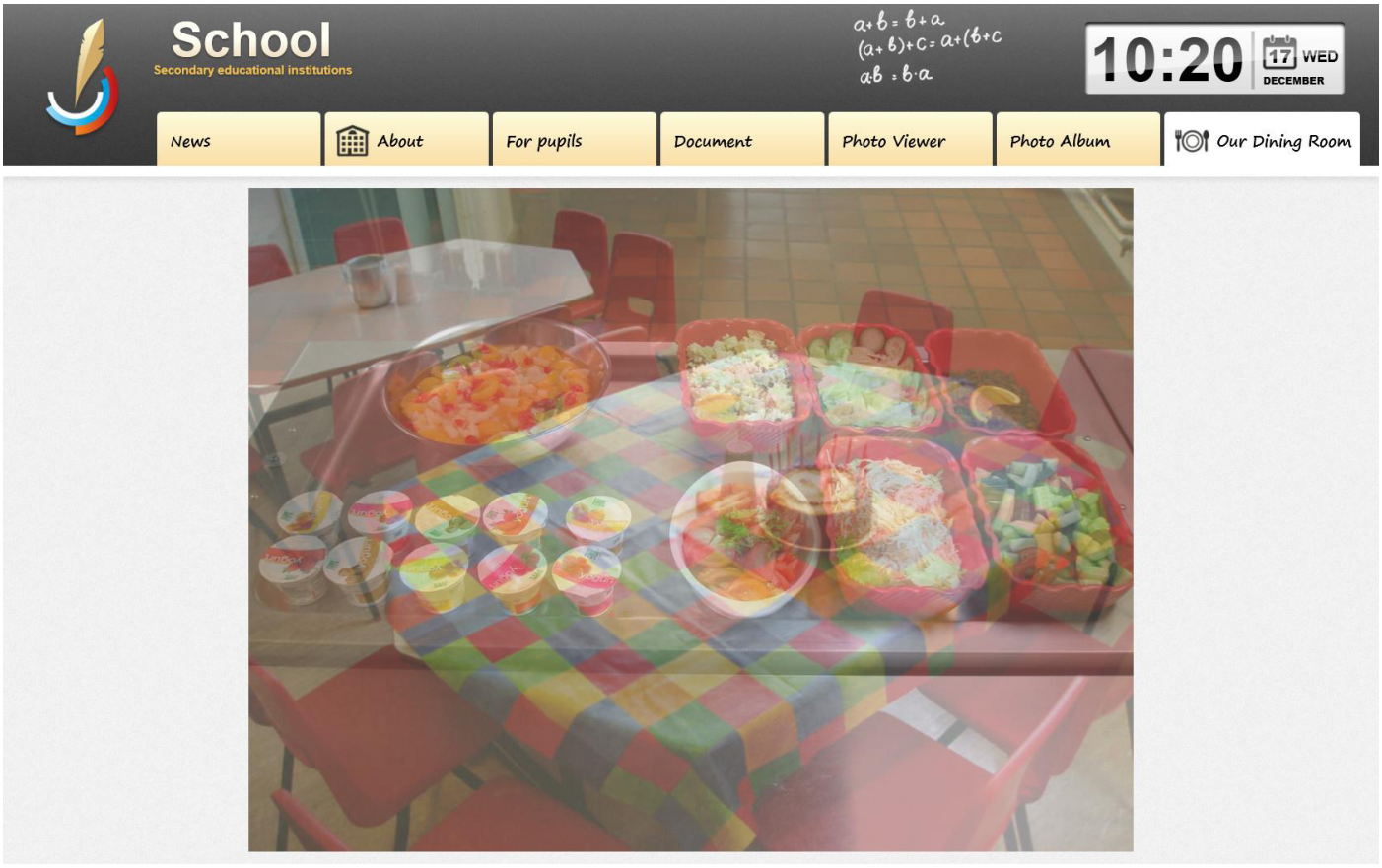


Fig. 66

8. Portrait gallery

You can add a portrait gallery to the project. The **Portrait Gallery** differs from the Photo Viewer in editing captions (under each picture), but in the Portrait Gallery you cannot select a folder of pictures.

Pictures with captions are added in the menu. (See Fig. 67-69). The amount of pictures is not limited, but has an impact on the speed of the gallery display.

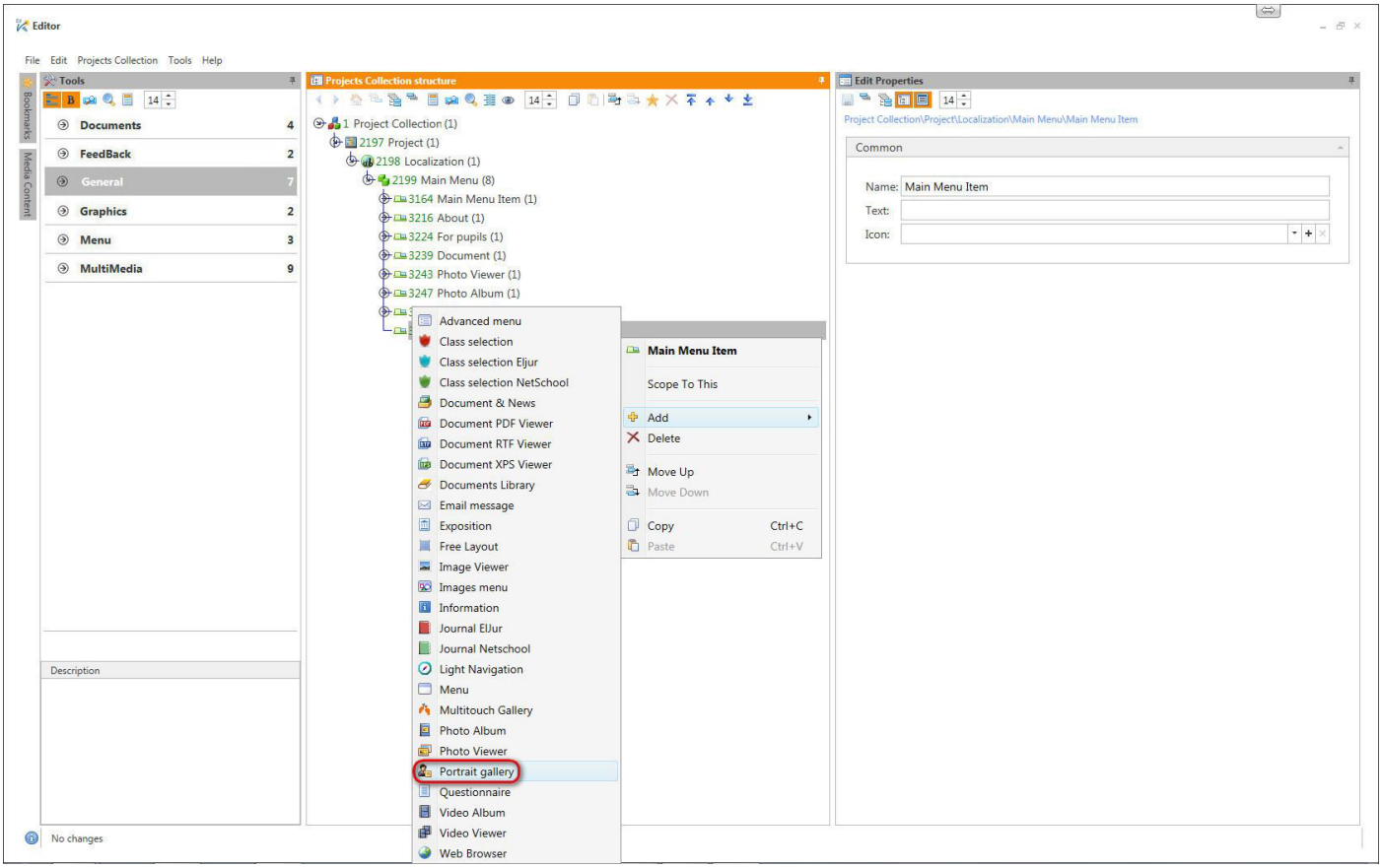


Fig. 67

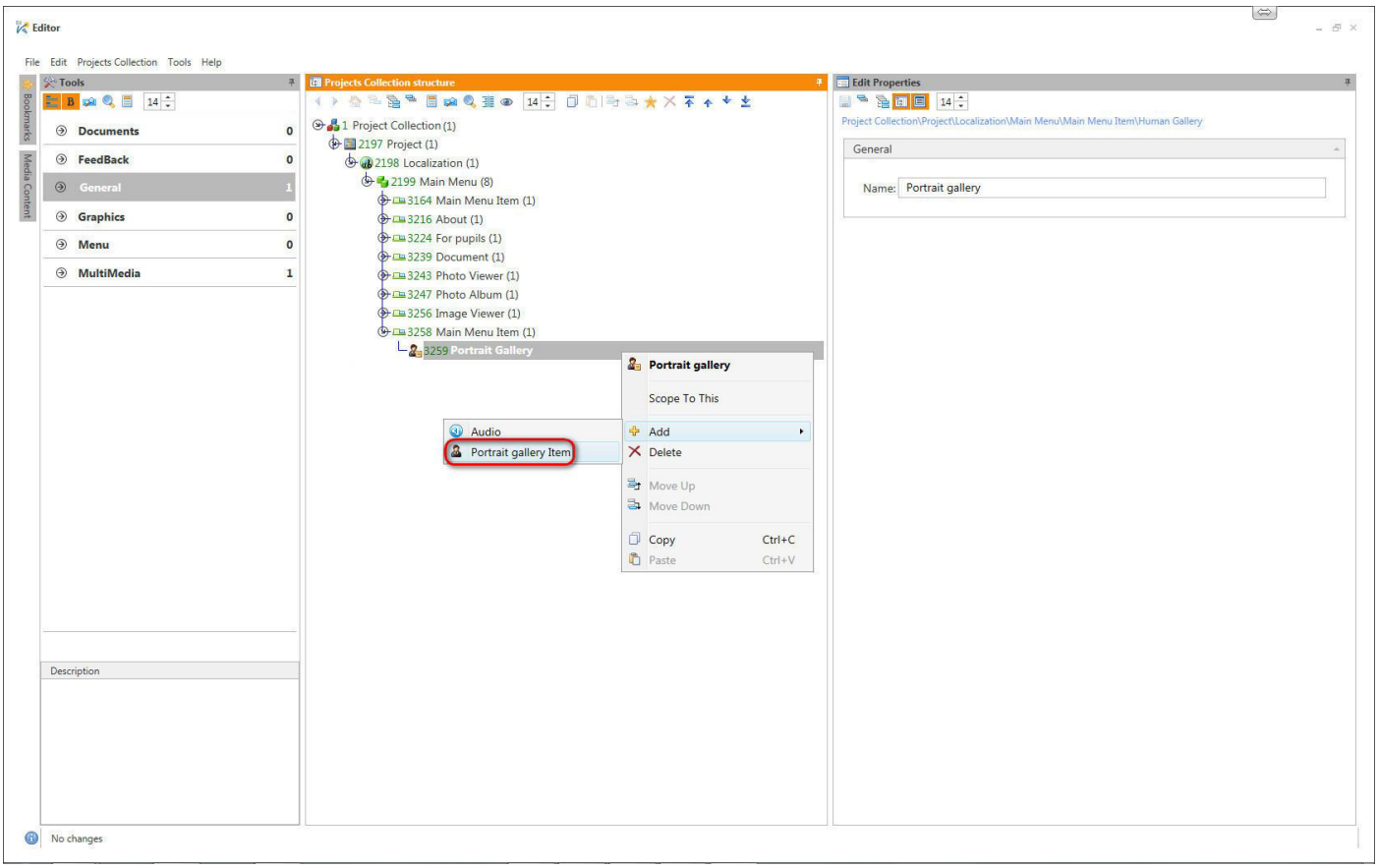


Fig. 68

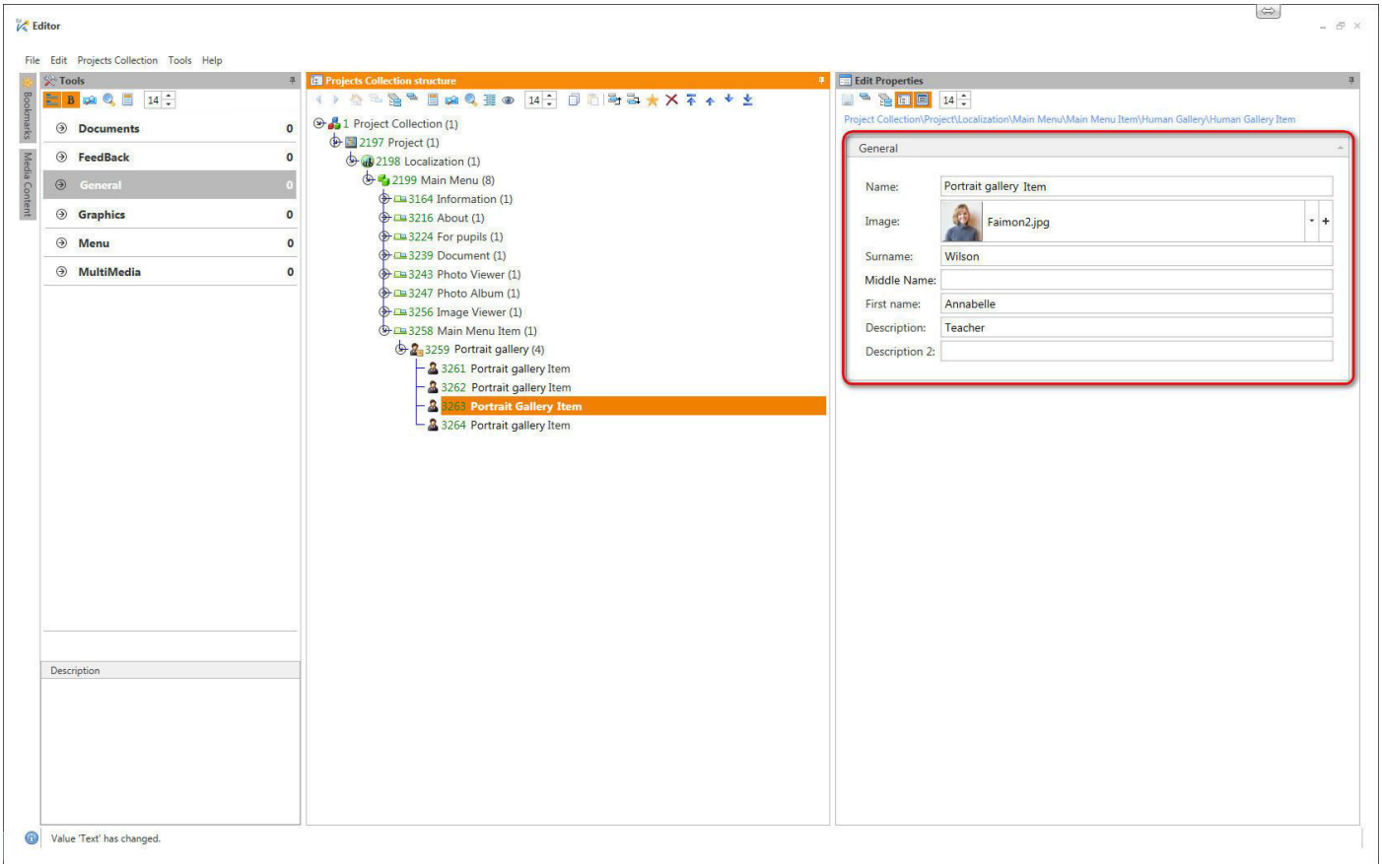


Fig. 69

The result of display in Player is shown in Fig 70.

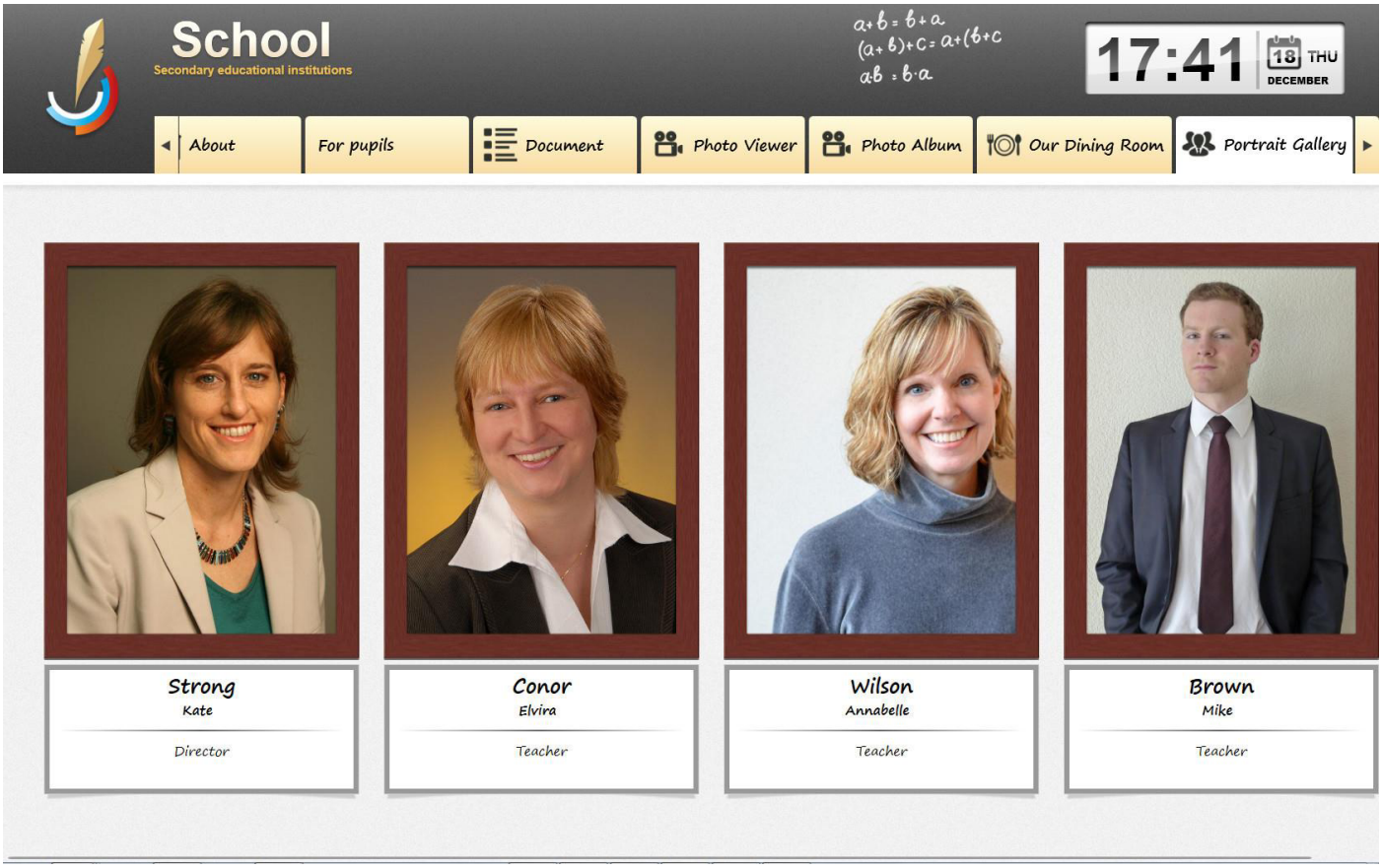


Fig. 70

9. Video Viewer

You can display videos in projects. Start of the video is possible both through the main menu, and at any level of hierarchy. See Fig. 71-72.

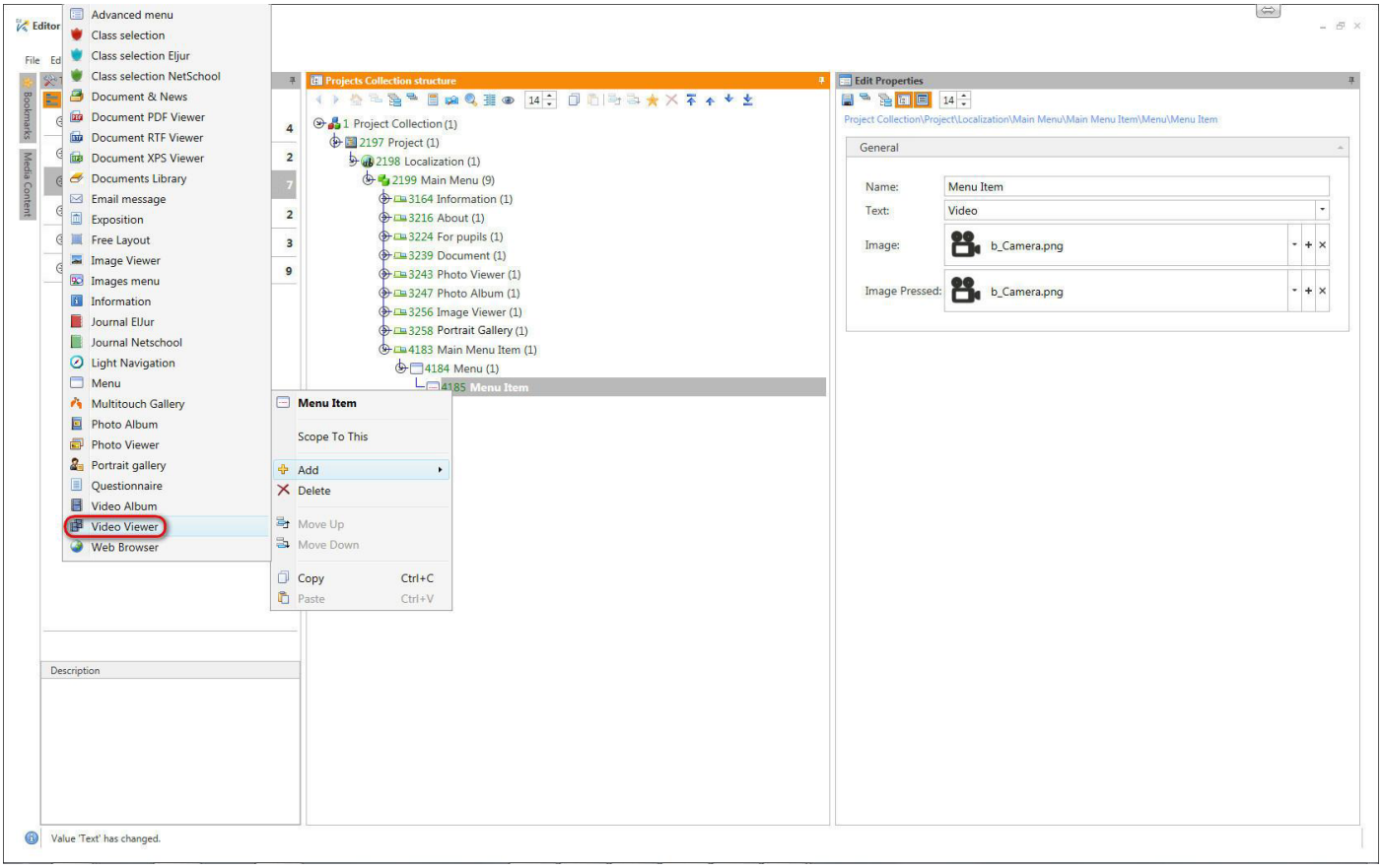


Fig. 71

Selecting the video properties, you should specify the following fields:

Name – the internal name used in the project; **Title** – the title displayed on the Player's screen, **Video file**– a video file to display (an arrow at the left side of the item "+" shows / hides the preview window of the selected video file); **Auto Play** - choosing this option a video playback starts immediately when you open it on the Player's screen. The property to **Show control panel** displays the video playback controls in Player (see fig. 72 - Fig. 73).

Clicking on the video in Editor in the field "Video file" you can start or stop the playback. Video display on the Player's screen is shown in Fig. 73.

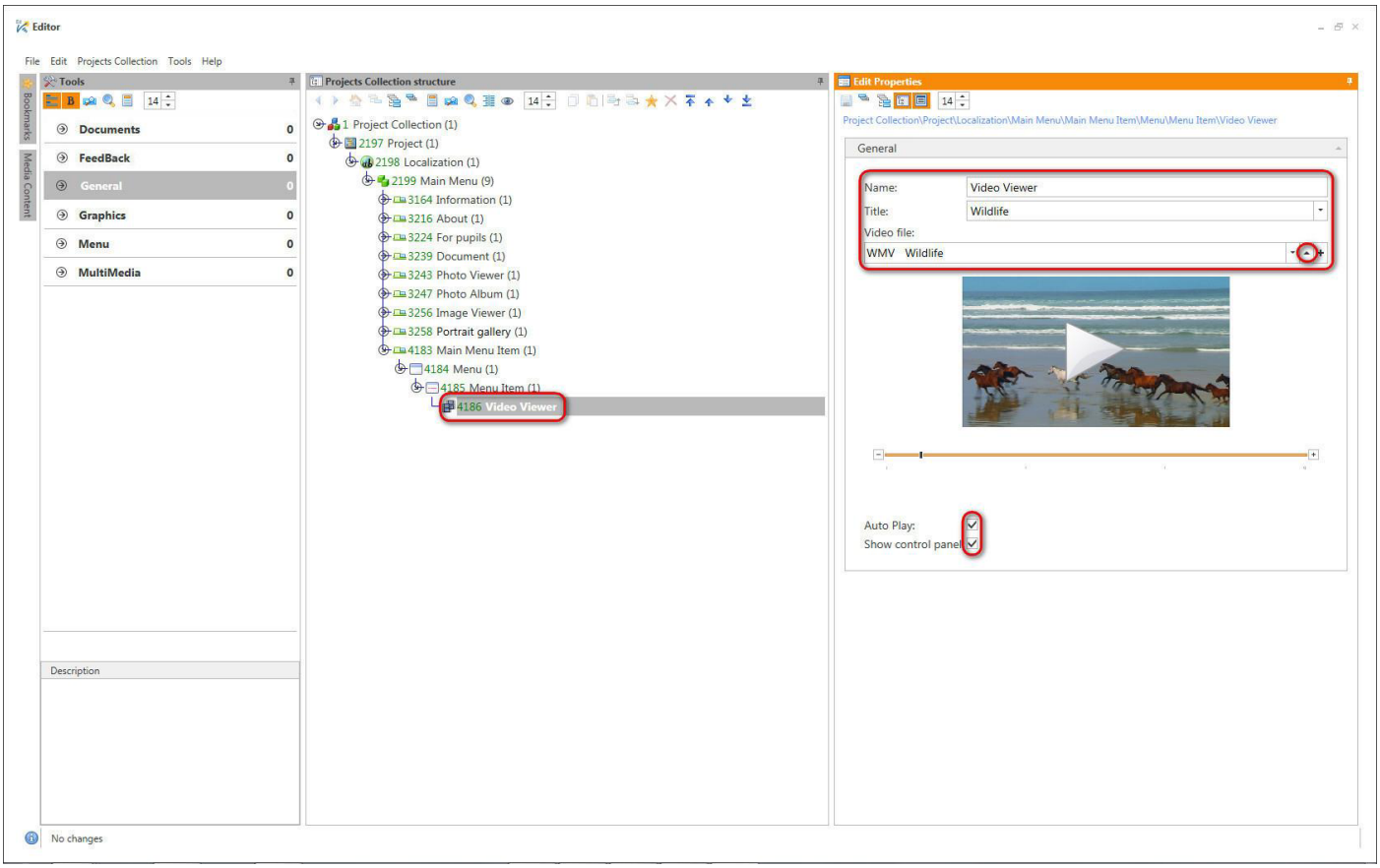


Fig. 72

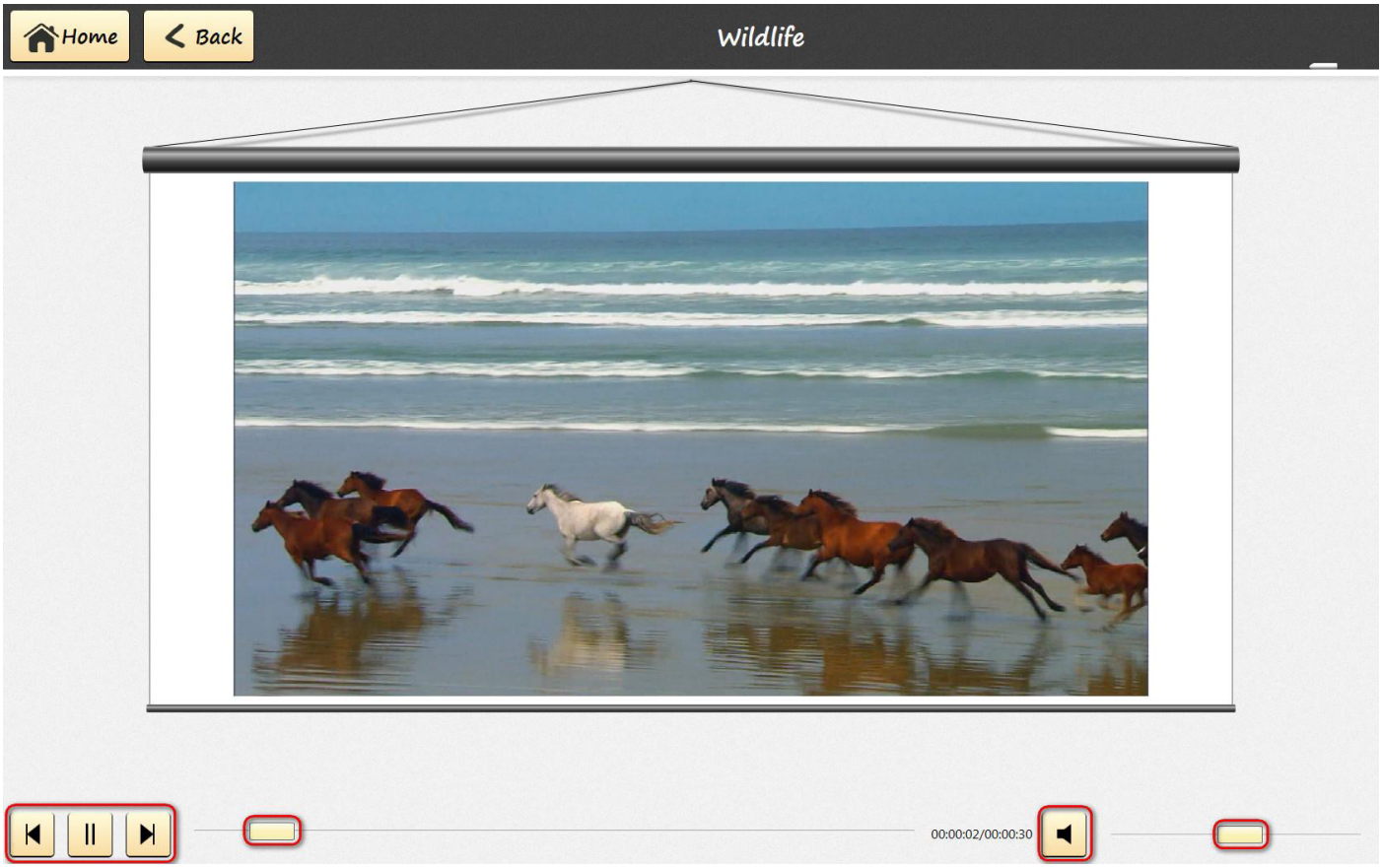


Fig. 73

10. Video album

To display several videos, you can use the **Video Album**. Video Album is a collection of videos. To add a video album to the project you should choose it in the menu items. (See Fig. 74-75). After that you should fill it with videos. (See Fig. 76).

The process of selecting the video album properties is similar to the one applied to a video, except adding pictures to each video. A picture for a video can be selected from the library or created by fixing the screen in preview mode pressing the button "take a picture". You can also select a Screenshot specifying the name of an image file (See Fig. 76). The picture is saved in the media library.

The Player's screen in video album mode is shown in Fig. 77. You may start a video selecting the item on the screen.

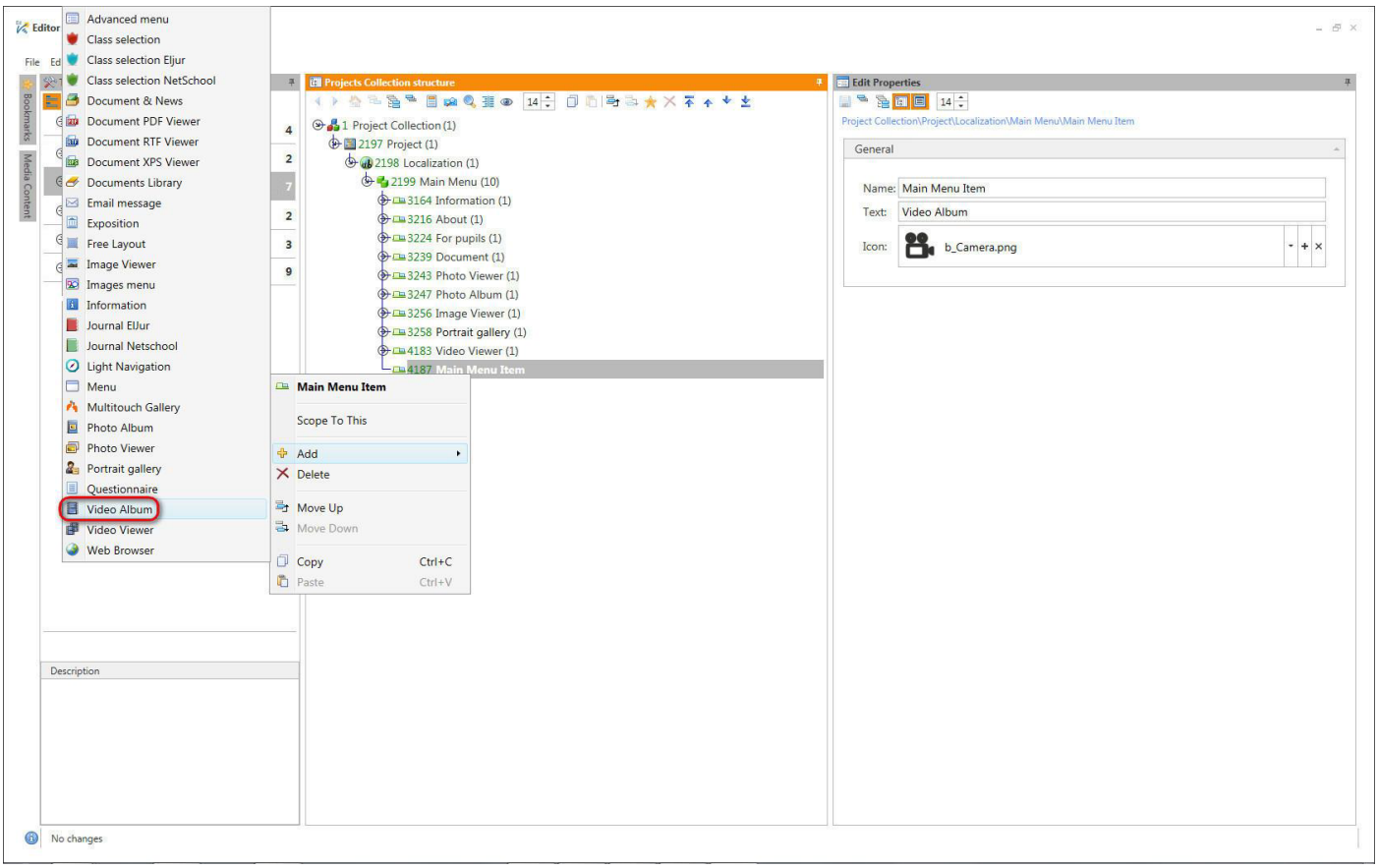

Editor
Advanced menu
Class selection
Class selection Eljur
Class selection NetSchool
Document & News
Document PDF Viewer
Document RTF Viewer
Document XPS Viewer
Documents Library
Email message
Exposition
Free Layout
Image Viewer
Images menu
Information
Journal ElJur
Journal Netschool
Light Navigation
Menu
Multitouch Gallery
Photo Album
Photo Viewer
Portrait gallery
Questionnaire
Video Album
Video Viewer
Web Browser
Projects Collection structure
1 Project Collection (1)
2197 Project (1)
2198 Localization (1)
2199 Main Menu (10)
3164 Information (1)
3216 About (1)
3224 For pupils (1)
3239 Document (1)
3243 Photo Viewer (1)
3247 Photo Album (1)
3256 Image Viewer (1)
3258 Portrait gallery (1)
4183 Video Viewer (1)
4187 Main Menu Item
Main Menu Item
Scope To This
Add
Delete
Move Up
Move Down
Copy Ctrl+C
Paste Ctrl+V
Edit Properties
Project Collection\Project\Localization\Main Menu\Main Menu Item
General
Name: Main Menu Item
Text: Video Album
Icon: b_Camera.png
Description
No changes

Fig. 74

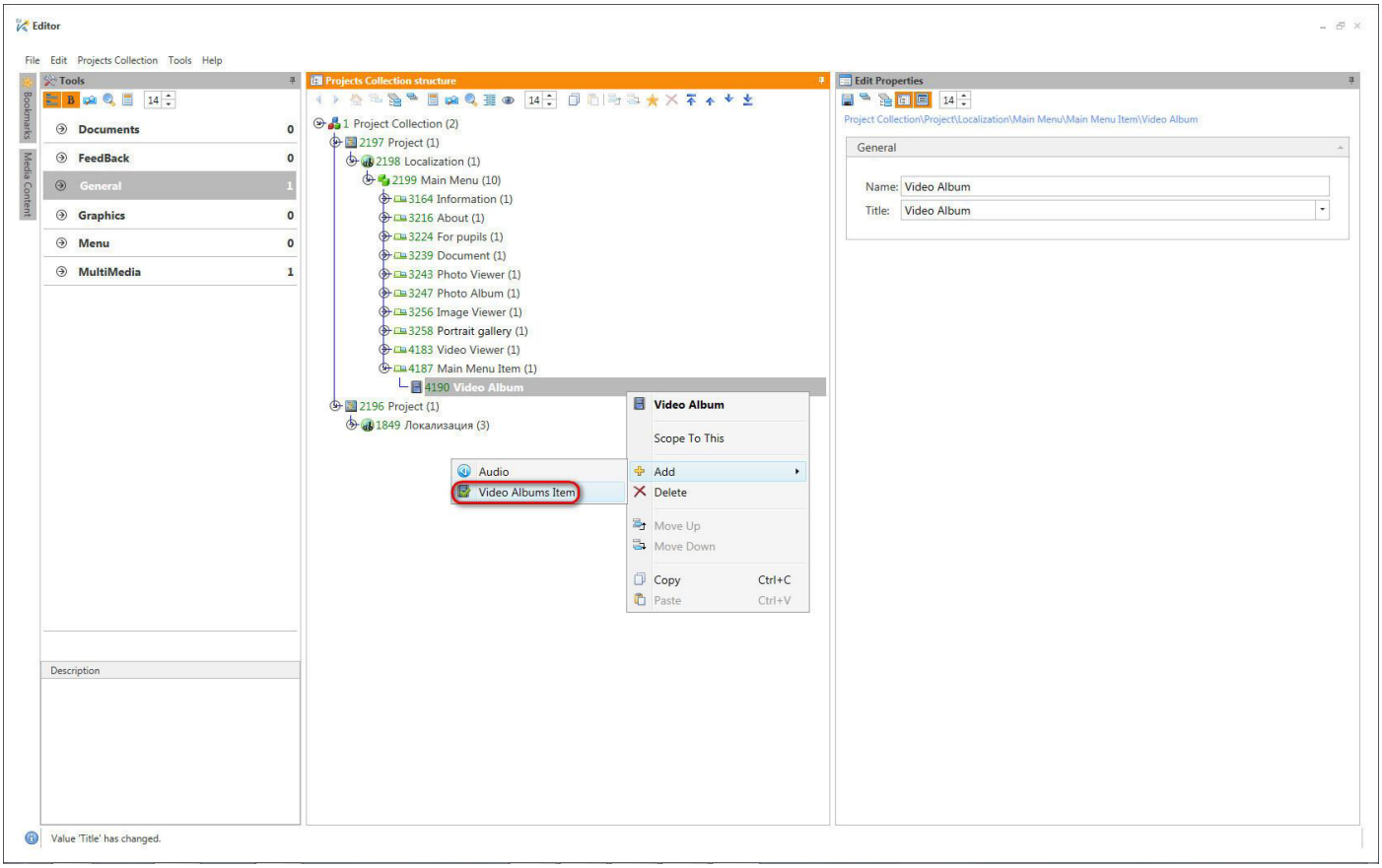

Editor
File Edit Projects Collection Tools Help
Tools
Documents 0
FeedBack 0
General 1
Graphics 0
Menu 0
MultiMedia 1
Projects Collection structure
1 Project Collection (2)
2197 Project (1)
2198 Localization (1)
2199 Main Menu (10)
3164 Information (1)
3216 About (1)
3224 For pupils (1)
3239 Document (1)
3243 Photo Viewer (1)
3247 Photo Album (1)
3256 Image Viewer (1)
3258 Portrait gallery (1)
4183 Video Viewer (1)
4187 Main Menu Item (1)
4190 Video Album
2196 Project (1)
1849 Локализация (3)
Audio
Video Albums Item
Video Album
Scope To This
Add
Delete
Move Up
Move Down
Copy Ctrl+C
Paste Ctrl+V
Edit Properties
Project Collection\Project\Localization\Main Menu\Main Menu Item\Video Album
General
Name: Video Album
Title: Video Album
Description
Value 'Title' has changed.

Fig. 75

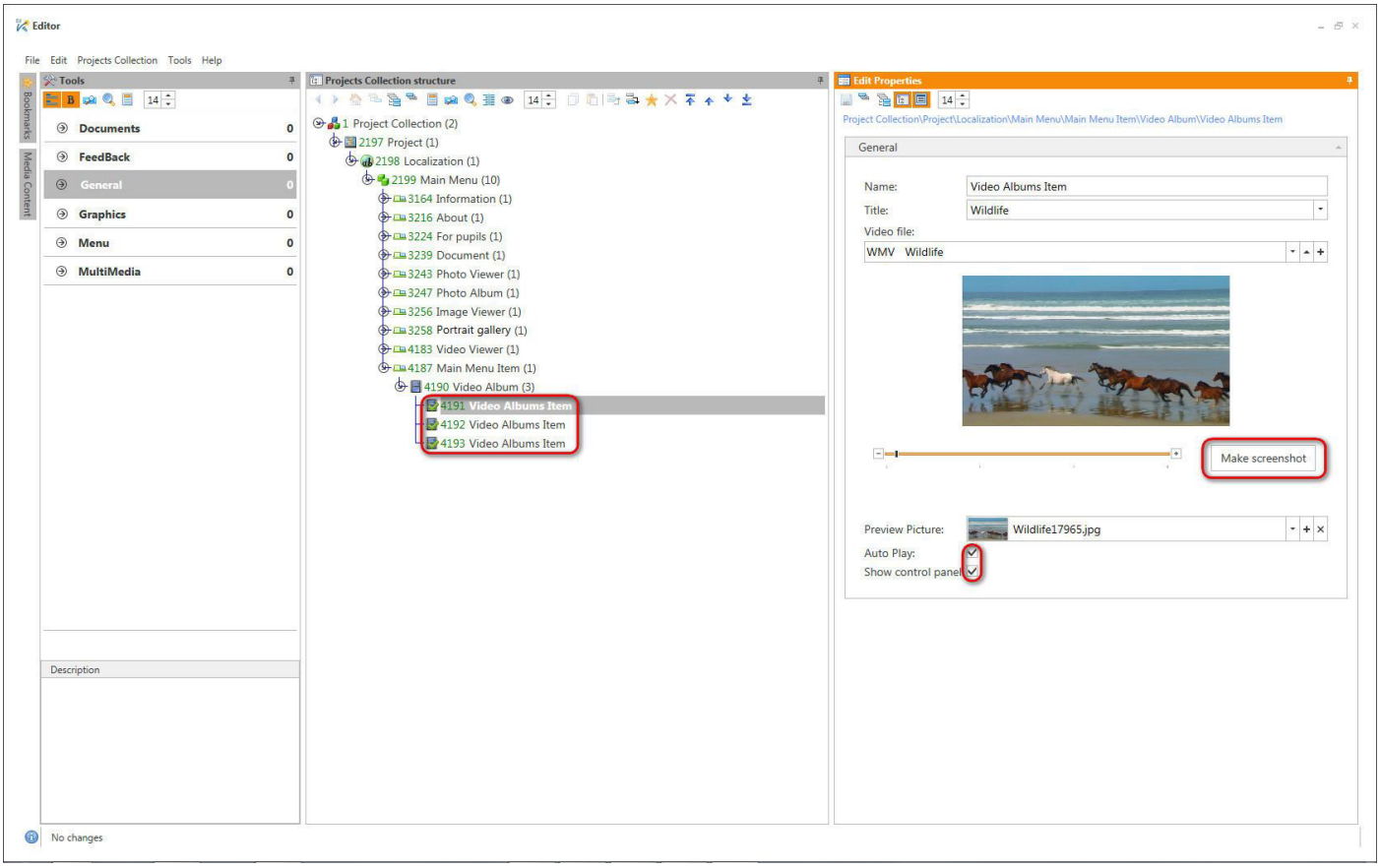


Fig. 76

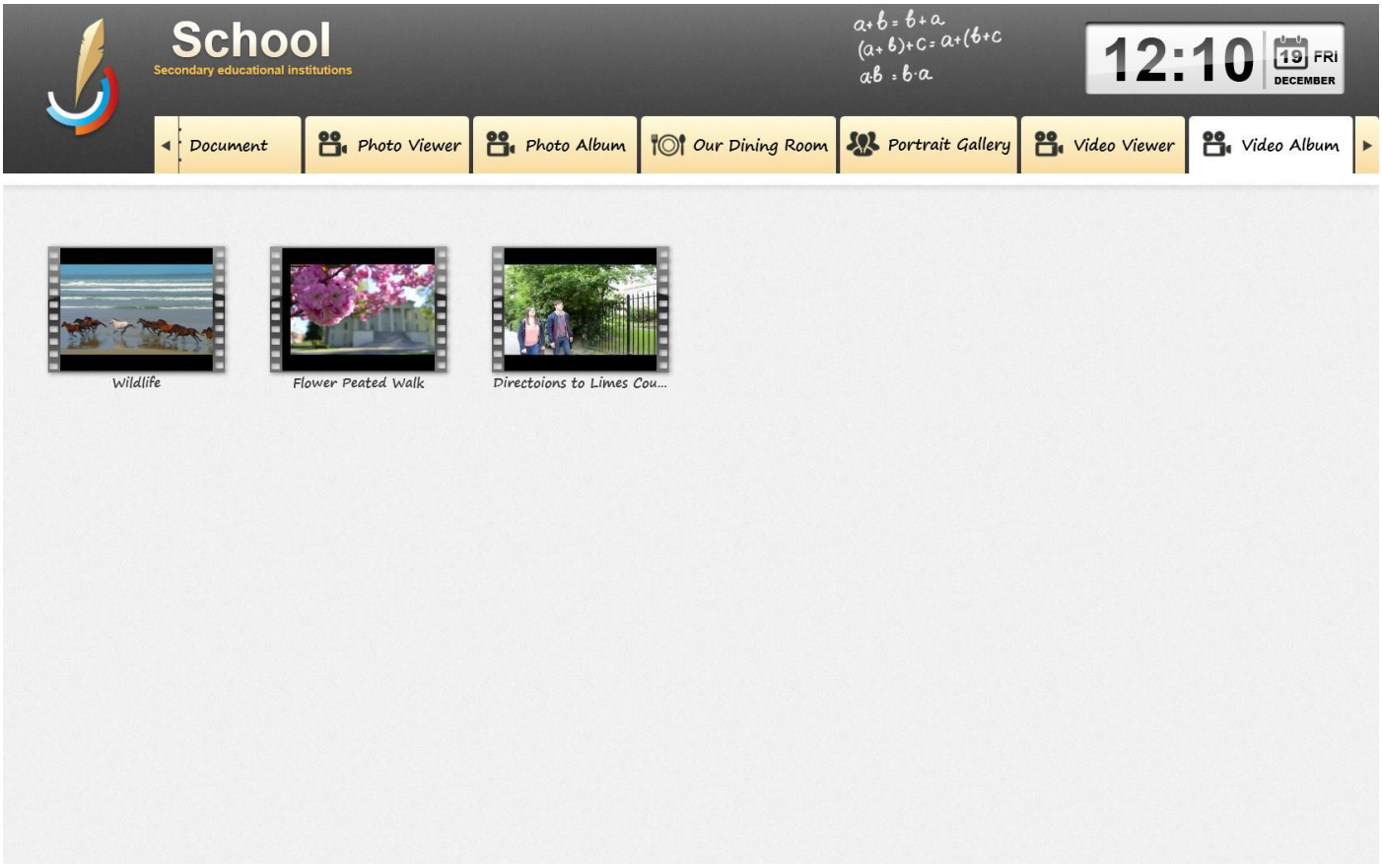


Fig. 77

11. E-mail message

To E-mail message you should use the item **“E-mail message”**. You can add this item from the list of objects. (See Fig. 78-79).

** Please note: Settings "Mail" in the project properties do not apply to this functional module.*

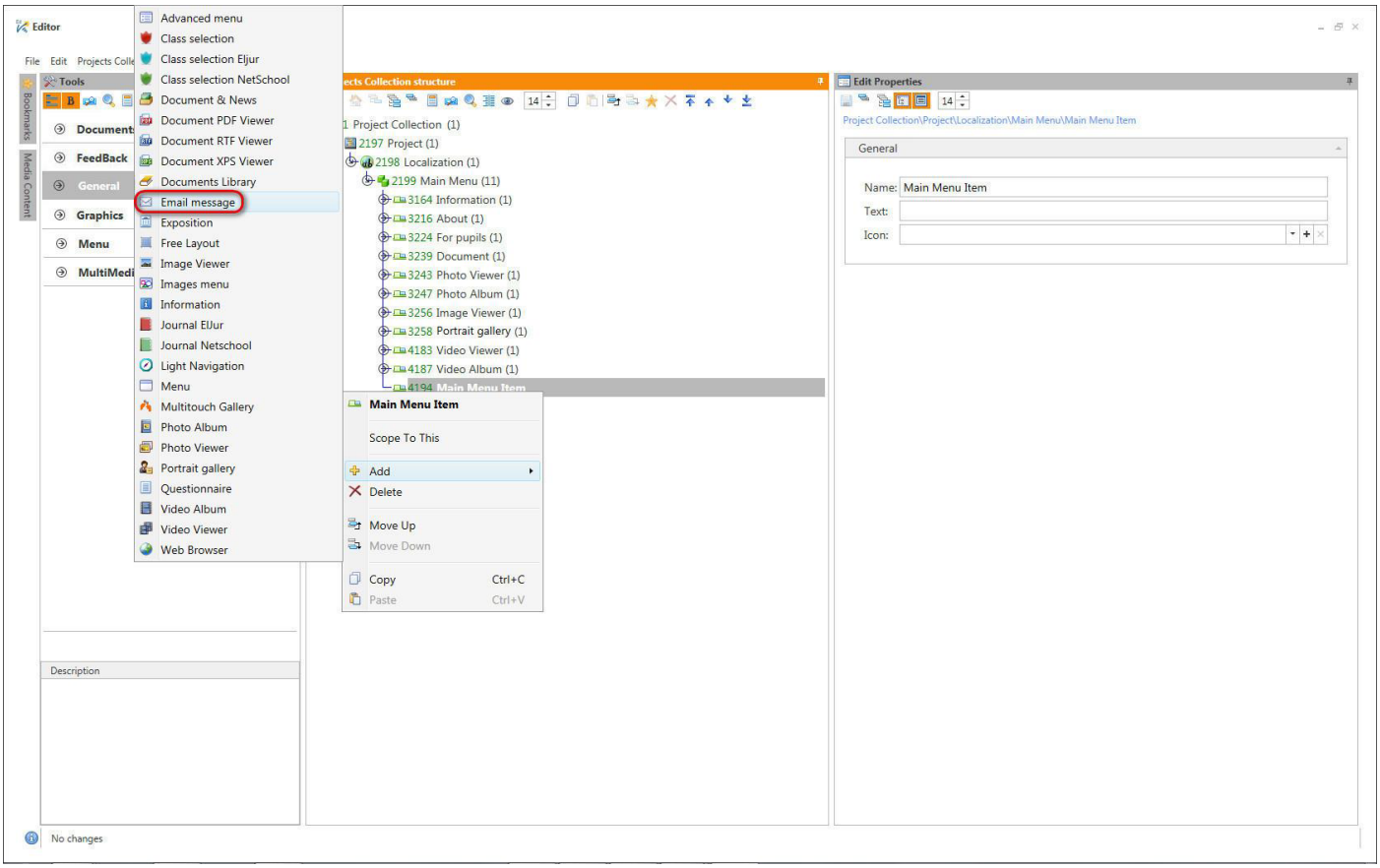


Fig. 78

Mandatory fields are marked with a cross icon « » ; the item's settings will not be saved until all of them are filled in.

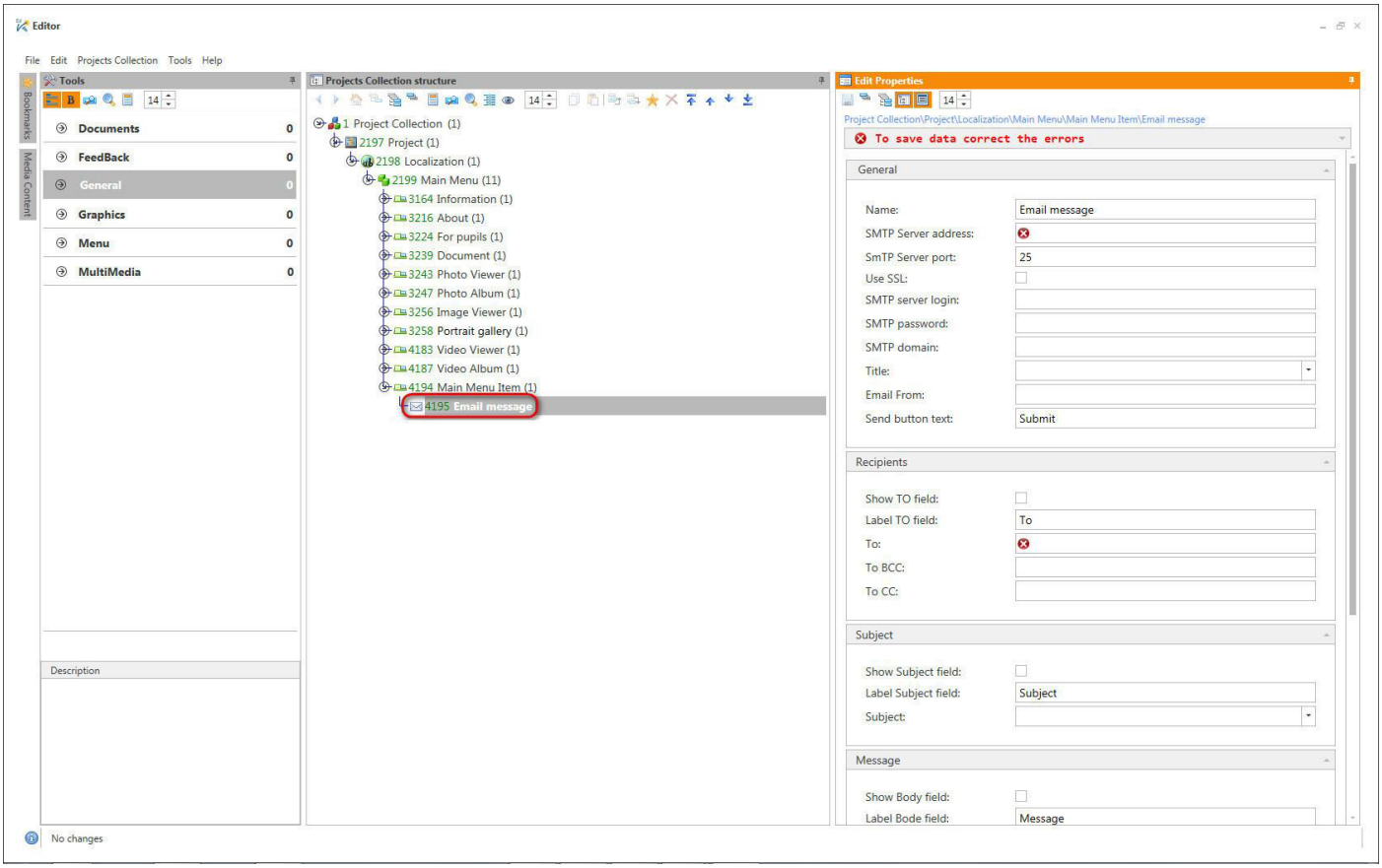


Fig. 79

The process of properties selection for the item “E-mail message” is shown in Fig. 80.

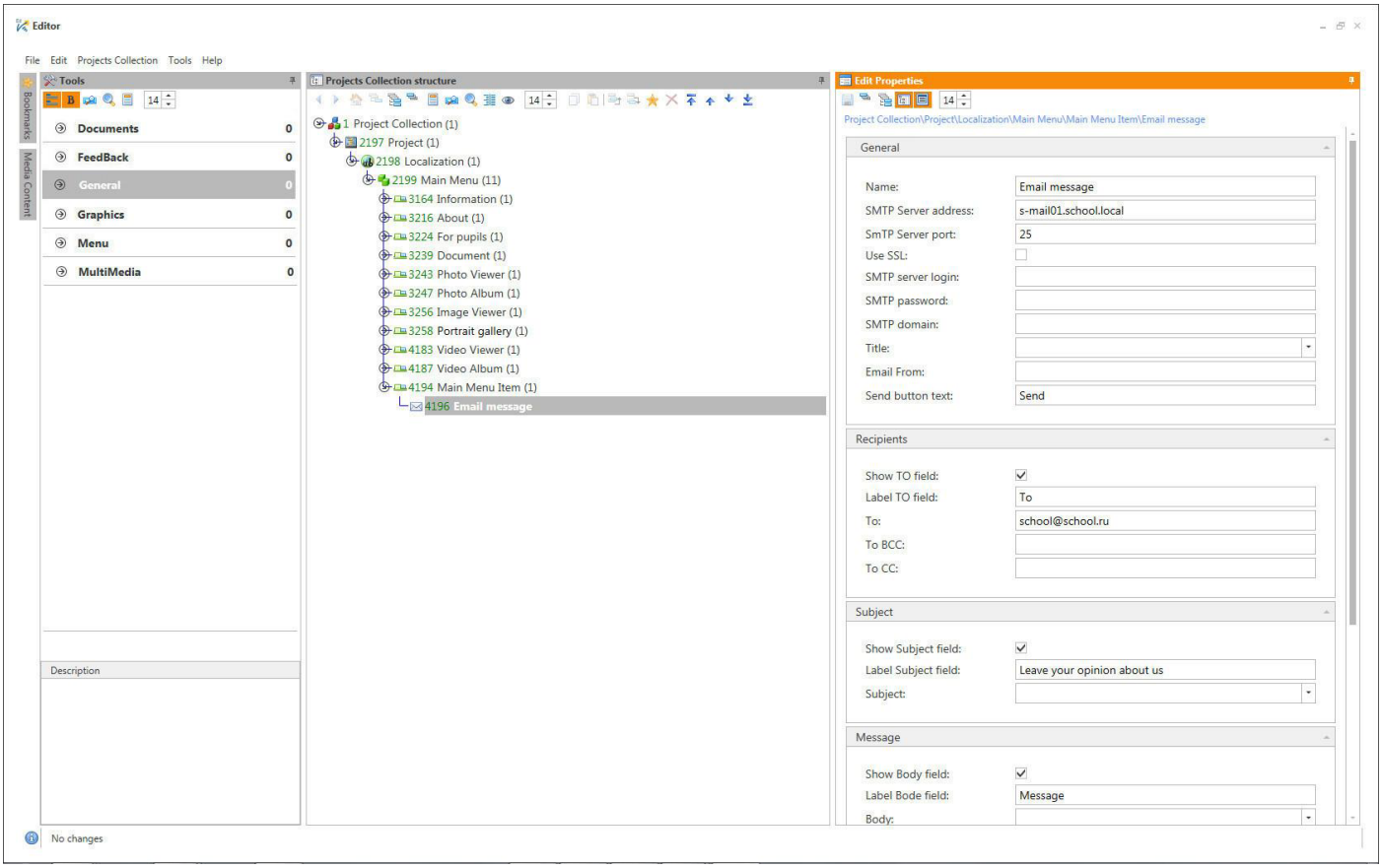


Fig. 80

Fields of a message can be filled optionally and displayed in Player. Display of the item **"E-mail message"** in Player is shown in Fig.81.

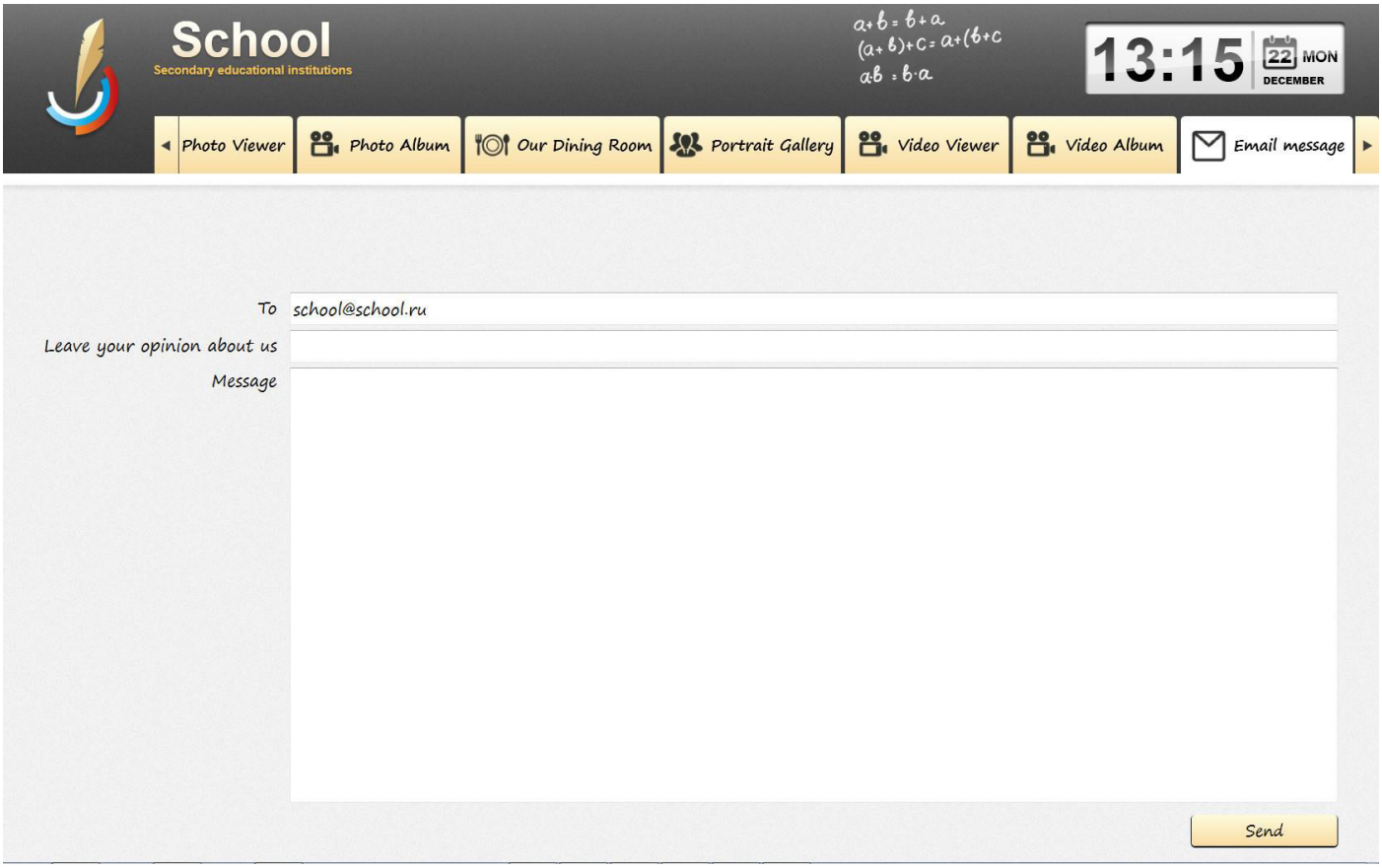


Fig. 81

12. Web Browser

The Web Browser allows to display the content available from web-resources. The process of adding the Web browser and its settings are shown in fig. 82-83.

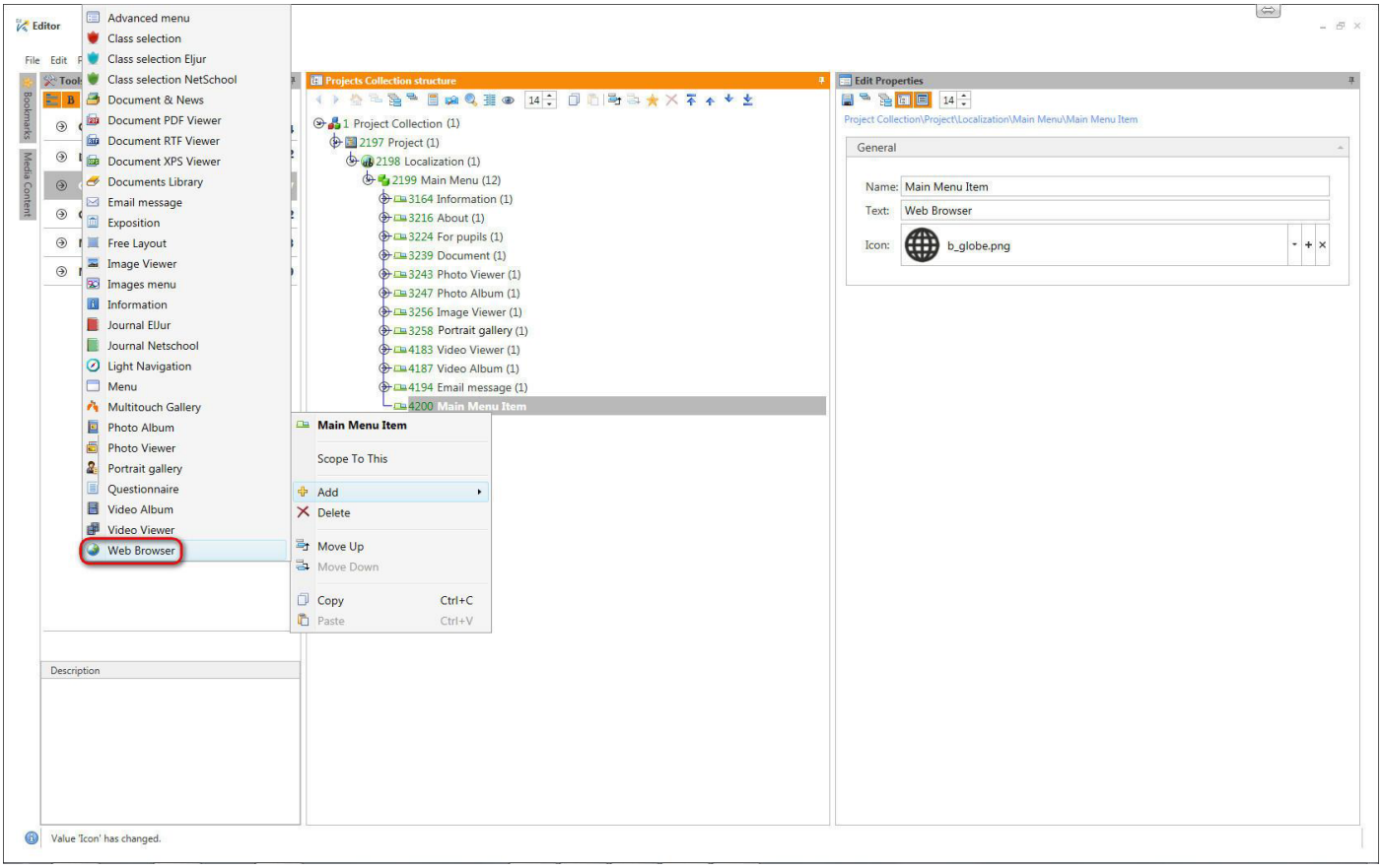


Fig. 82

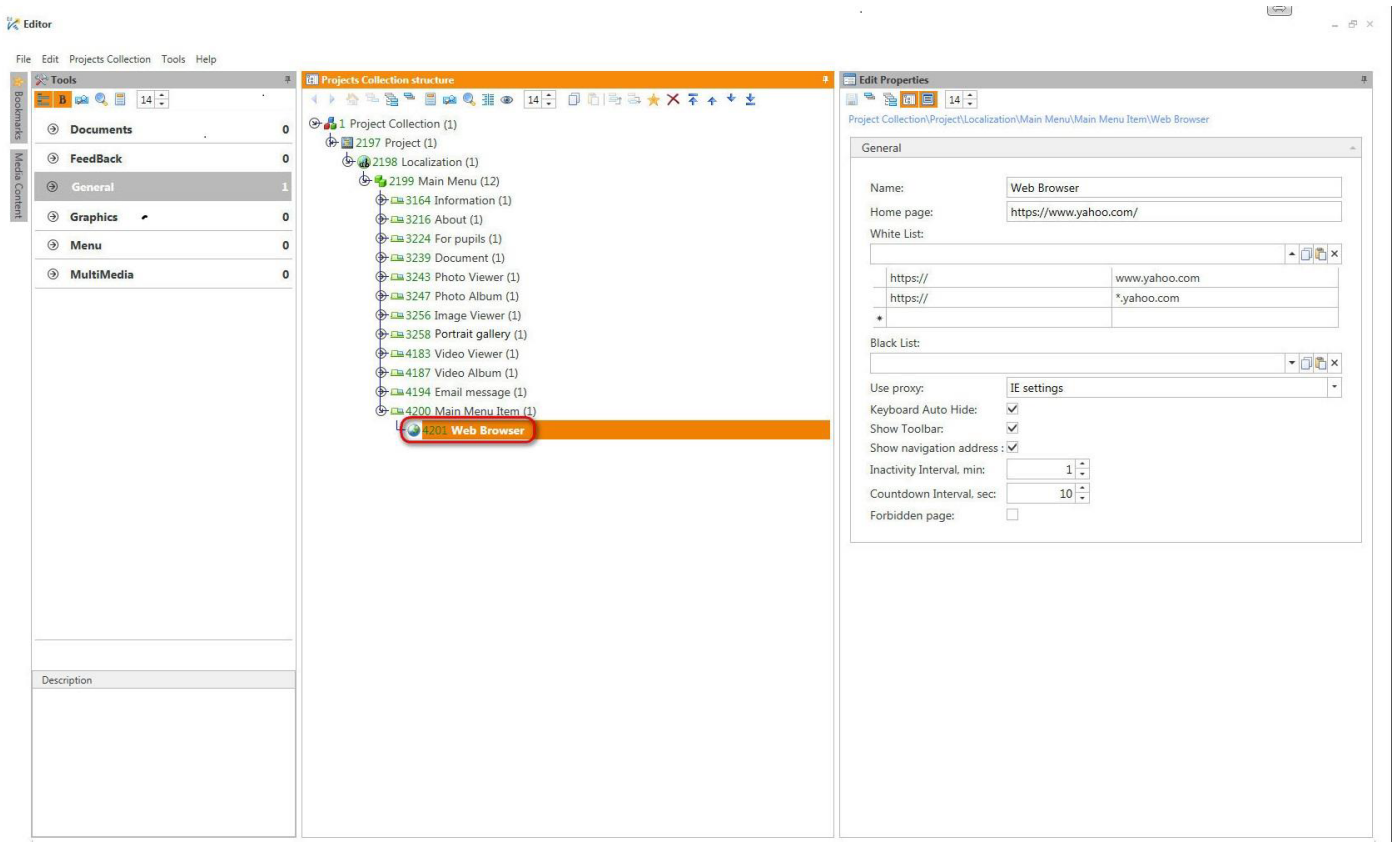


Fig. 83

The **Web browser items** are enumerated below:

Name – the internal name used in the project
Home page - when you click on the selected element of the project the resource page, specified in the item, is loaded.
Use Proxy – there are the following options for connecting through a proxy server: a) not to use; b) the project items - to use the settings specified in the project characteristics; c) to use the settings specified in the IE properties.
Keyboard Auto Hide - Web Browser displays the on-screen keyboard by hovering the input field. Activating the **Keyboard Auto Hide** the Web Browser will try to hide the on-screen keyboard when you leave the input field. Please note that there are web-resources with complex input elements and during response processing, as far as the input field is concerned, the keyboard may be hidden. The inactive item will result in the following – the on-screen keyboard will be displayed by clicking the input field and can be hidden only by clicking "**Keyboard Auto Hide**" , the button is located on the keyboard.

Show Toolbar – allows to display the area with navigation elements and address (location) bar.
Show navigation address - the navigation address can be displayed or hidden using the toolbar. Using the on-screen keyboard you can enter the path to a resource in the address bar.
Forbidden page - by navigation to a banned resource, you can either ignore the transition, or redirect the user to a page informing about the transition to a banned resource.
Web browser display in Player is illustrated in fig. 84-85.

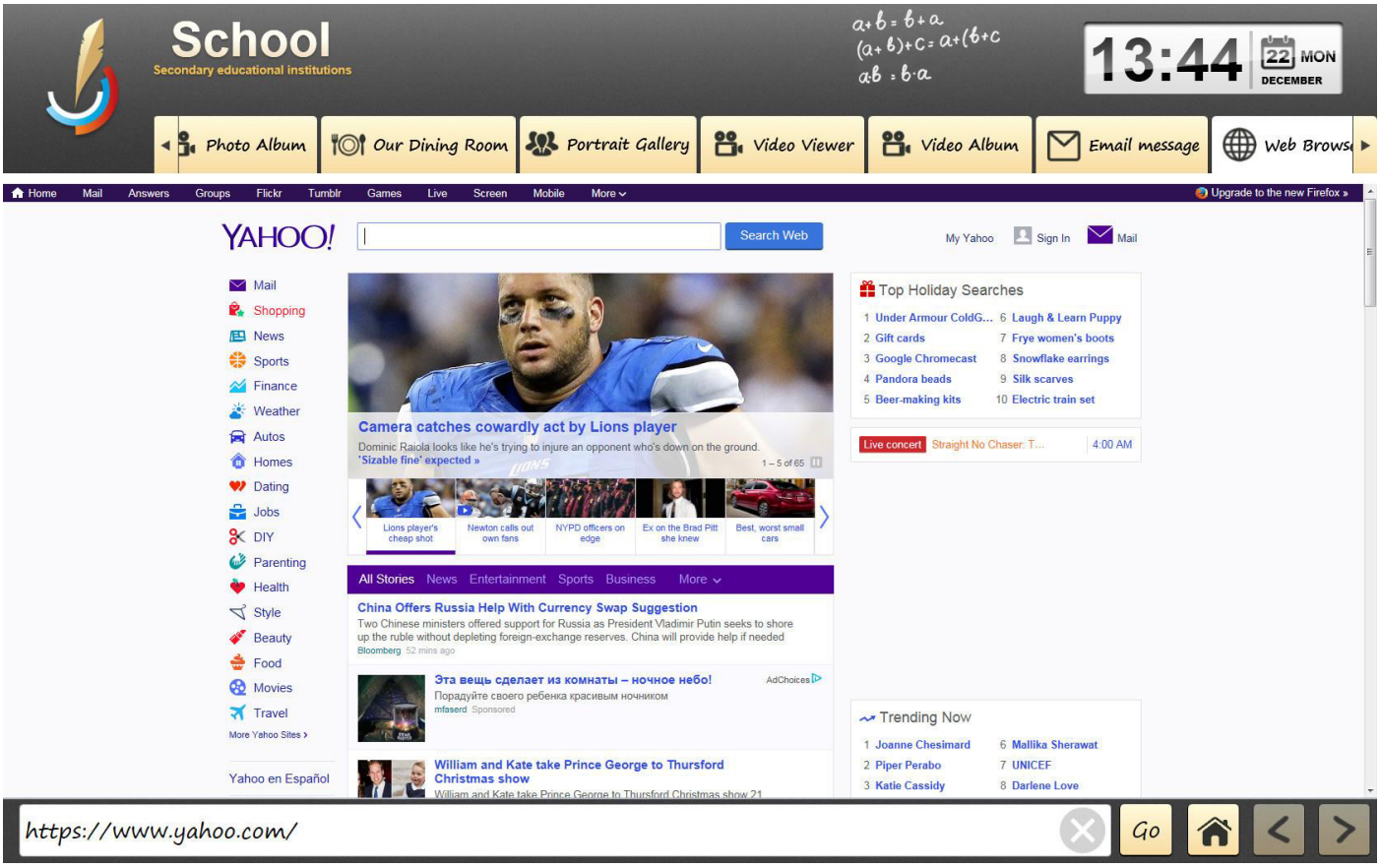


Fig. 84

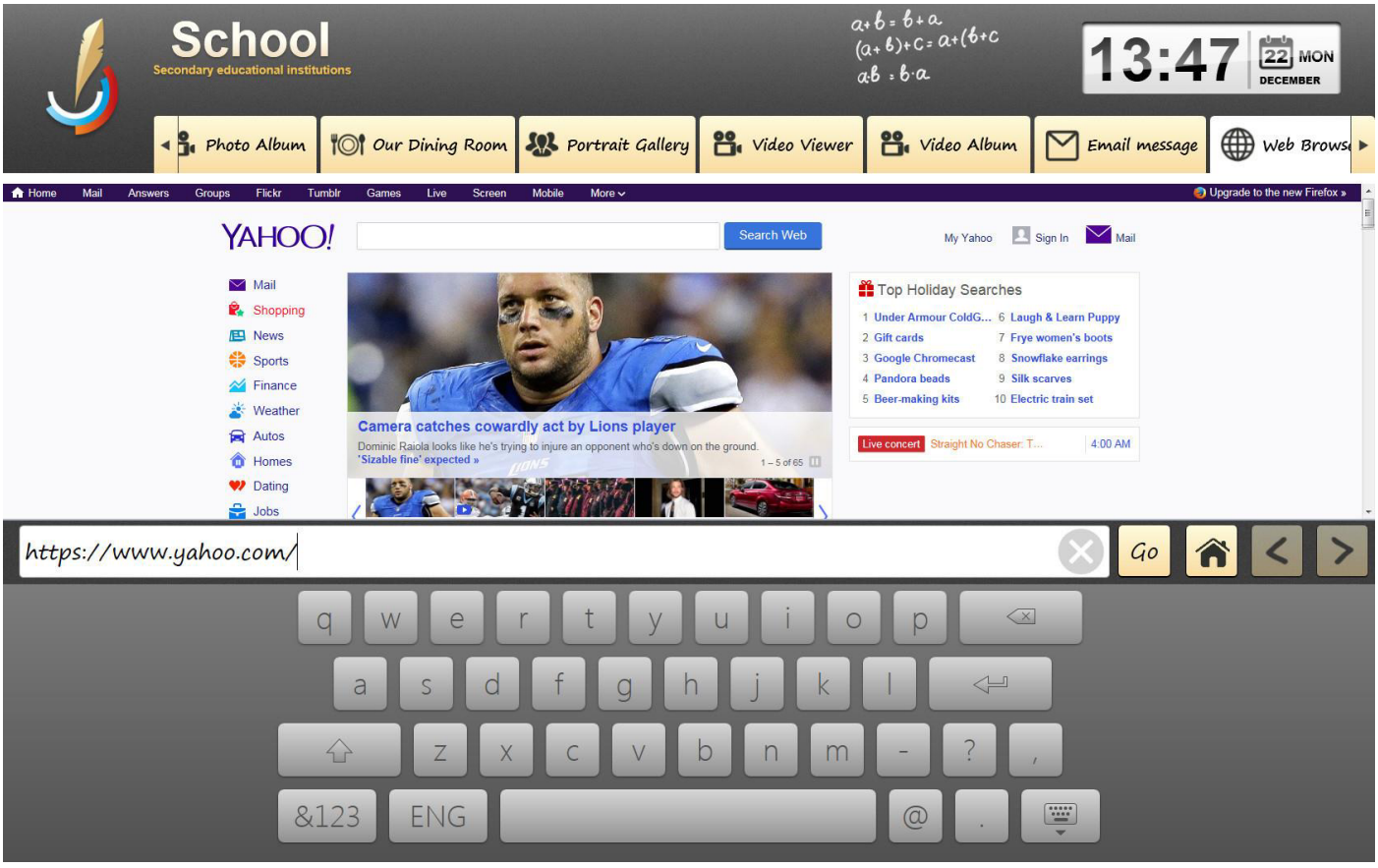


Fig. 85

White and black lists – they are used to control the list of available resources. The validation rule of an address is the following: those resources are available that are included in the white list; their address does not contain resources from the black list. Web browser settings are valid only for a particular instance of the browser.

The **basic rule of address verification** is that a white list is analyzed first, then the black one. If the URL address is not included in the white list, the transition to it will be denied. If the address is clearly included in the white list or in accordance with the rules *, then the system will start the analysis of the blacklist.

The rules of analyzing addresses included in the white list.
In the whitelist bar you must indicate

1. Protocol (http://, https://, file://)
2. Host name
   a. www.mail.ru – host win.mail.ru
   b. mail.ru – host mail.ru
   c. m.win.mail.ru – host m.win.mail.ru
   d. *.mail.ru – all hosts of mail.ru domain
   e. www.mail.* - all hosts of www domain mail.* (com, ru, net, ua, etc.)
   f. *.mail.* - all hosts of mail domains.* (com, ru, net, ua , etc.)
3. Path to a resource
   a. http://www.mail.ru/documents - in this case transition can be made only to those resources, which are located in the host directory or on a lower hierarchical level
   b. http://www.mail.ru/documents/first - in this case transition can be made only to those resources, which are located in the host directory or on a lower hierarchical level
   c. http://*.mail.ru/documents - in this case transition can be made only to those resources, which are located in the specified directory or on a lower hierarchical level of all the hosts of mail.ru domain
   d. http://*.mail.*/documents/first - in this case transition can be made only to those resources, which are located in the specified directory or on a lower hierarchical level of all the domain hosts named mail.*
4. The use of the "*" symbol as a part of the path name or the host name is not allowed. By way of example (www.*ail.ru)
5. If you use the only element "*" in the white list, it will result in displaying all the resources, which are included in the black list.

After testing the path to a resource for compliance with the whitelist, if the test is passed, the procedure of the blacklist analysis will be initiated.
Any inclusion of the blacklist content in the full path to a resource will prohibit the transition to the requested resource.

Examples: Resource https://docs.google.com/documents/users/Ivanov/Document234.pdf

Variants of the blacklist and the result are provided below:

1. .pdf - transition is rejected
2. .PDF - transition is rejected
3. google.com - transition is rejected
4. /documents/ - transition is rejected
5. users/Van222 - transition is succeeded

Please note: when you open PDF documents on a web page the installed Acrobat Reader can display the integrated control elements. Their use may endanger security of the application by granting access to the kiosk's file system.

Security

As kernel of the Web Browser the Internet Explorer is used, which is installed on the system. To display resources correctly, it is strongly recommended to use at least the version 10.

Please note that the Web browser security settings are regulated by the Internet Explorer settings used in the system's control panel. Be careful. Grant access only to reliable resources while limiting downloads of those files, which are restricted by the abovementioned security policy.

13. Questionnaire

The **Questionnaire** Module is designed for conduction of polls of visitors, questionnaires, marketing information gathering as well as for staff testing and examining. The process of questioning may be composed of 1-3 steps, depending on your requirements. Each step represents a separate independent screen.

First step (optional) - Authorization. At this stage, you must enter the required data before the process of questioning will be initiated. Authorization is the necessary information request practically of any extent.

Second step (mandatory) - the procedure of questioning itself. This is the main part of the module, the selection of a set of answers to a series of questions. The screen is divided into three areas - the area of a question display, the area of an answer display to the current question and the navigation area. The module performance is determined by its settings and will be described below.

Third step - display of the survey results, the process of saving them and sending them in different formats.

Display of these steps in Player is shown in fig. 86-88.

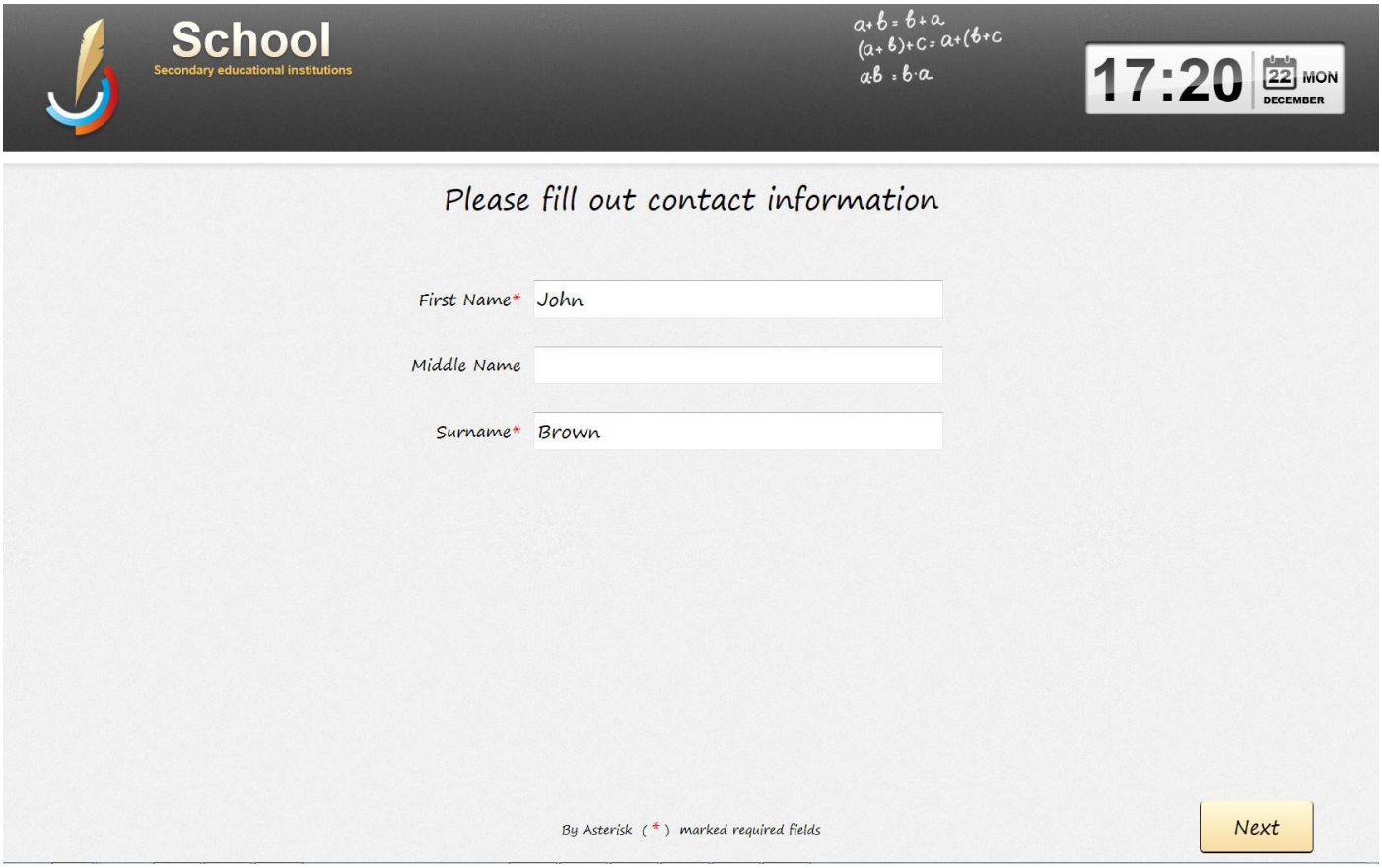


Fig. 86

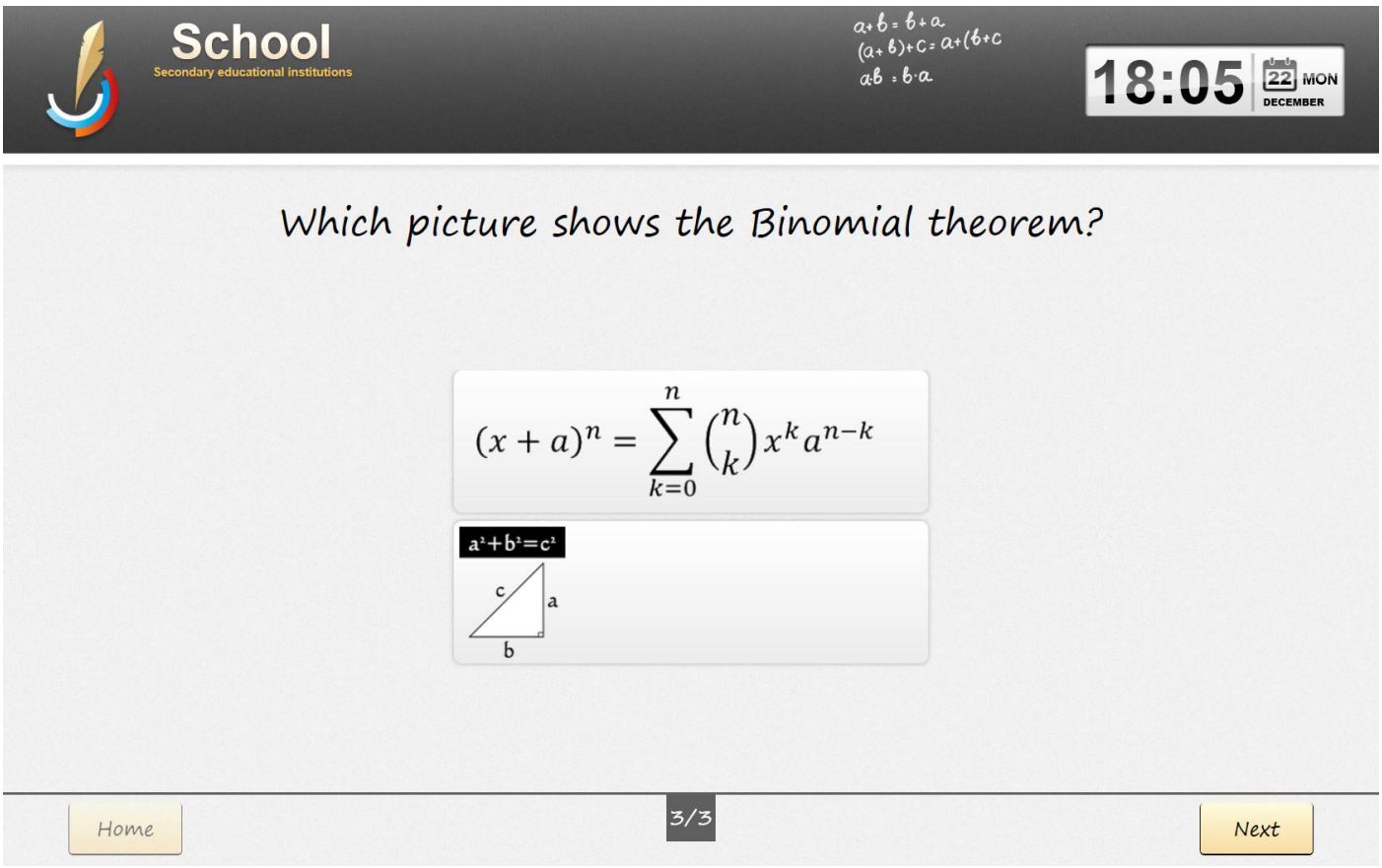


Fig. 87

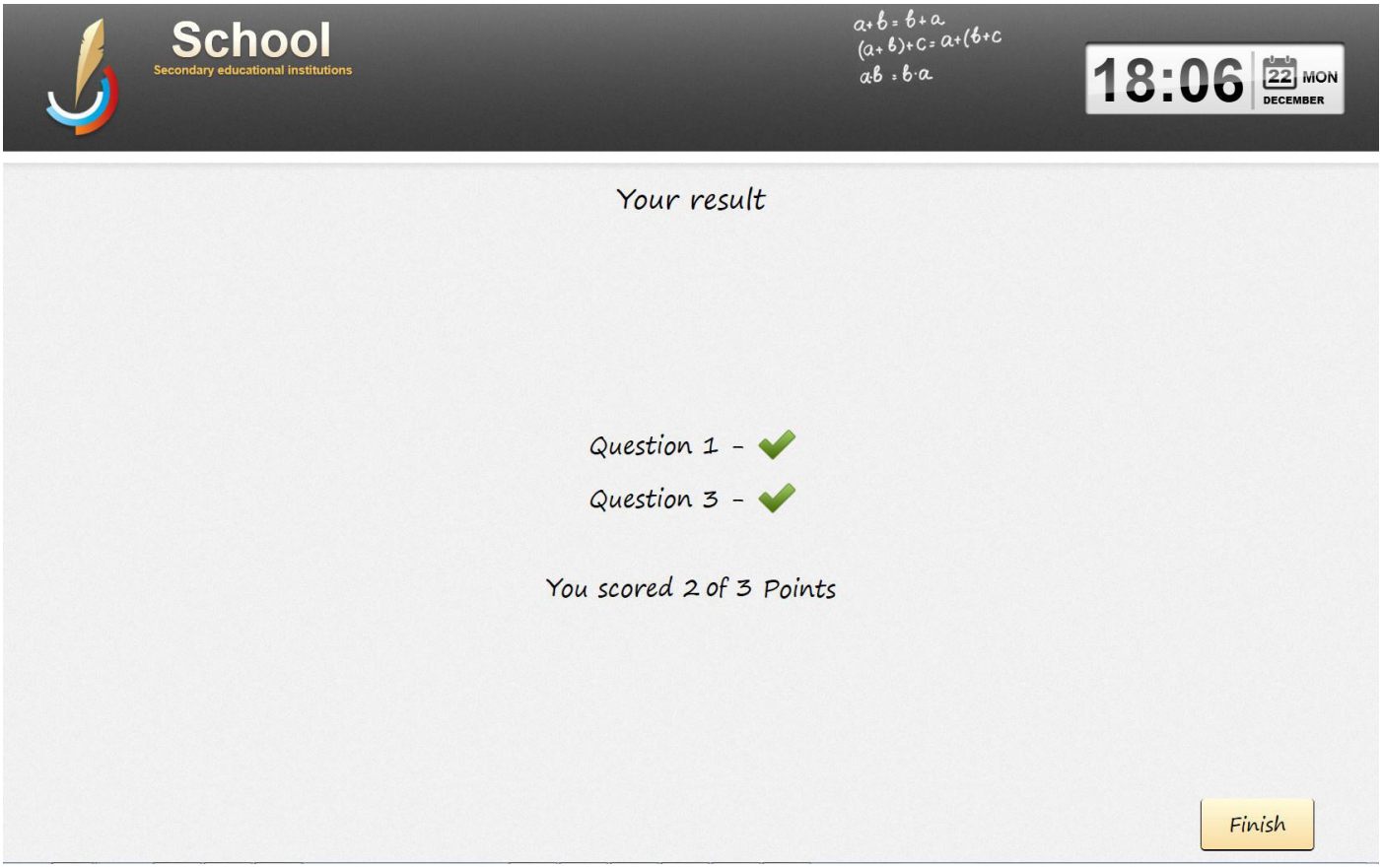


Fig. 88

The process of adding a module to the project is shown in fig. 89. Basic properties of the Questionnaire module are illustrated in fig. 90.

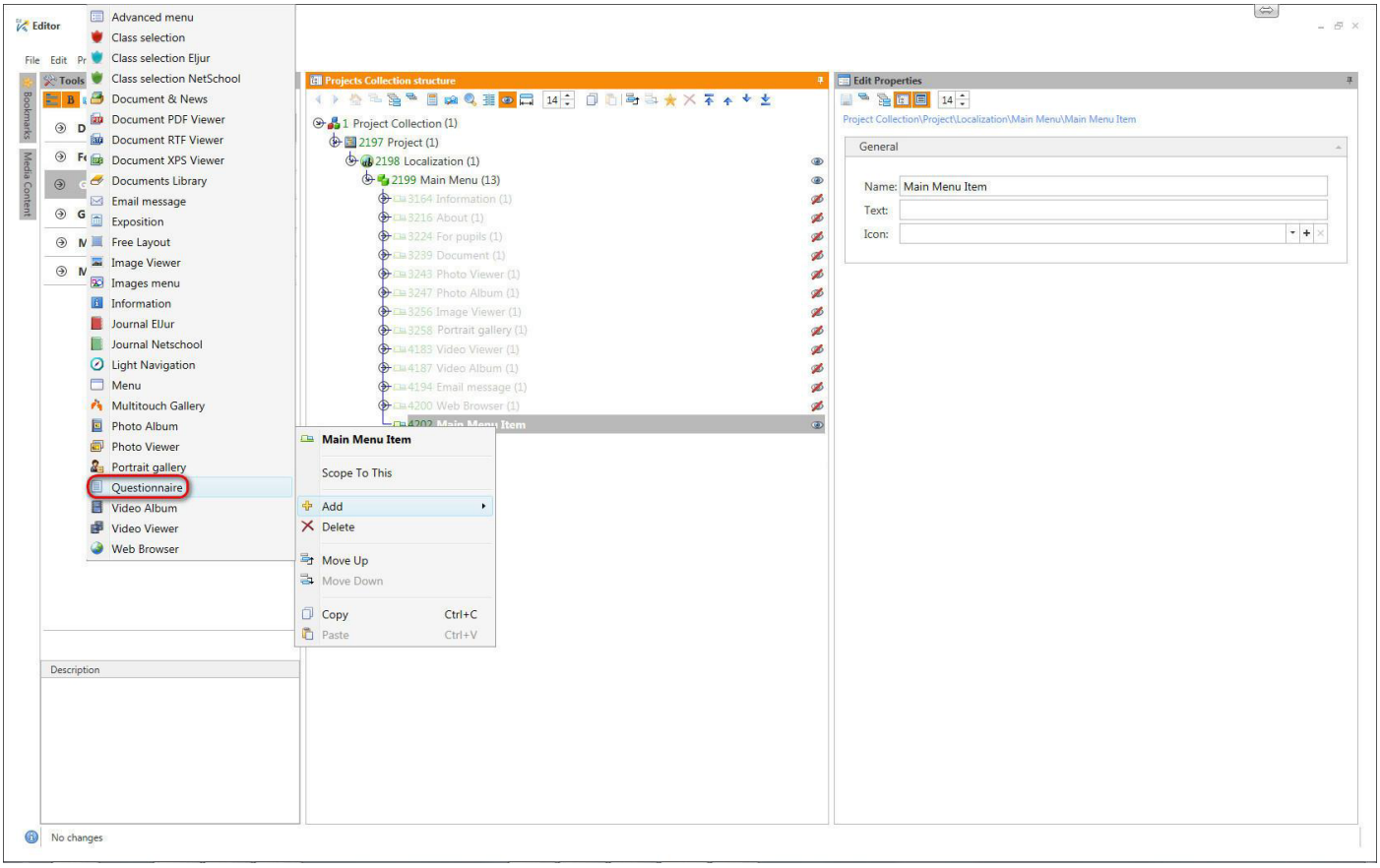


Fig. 89

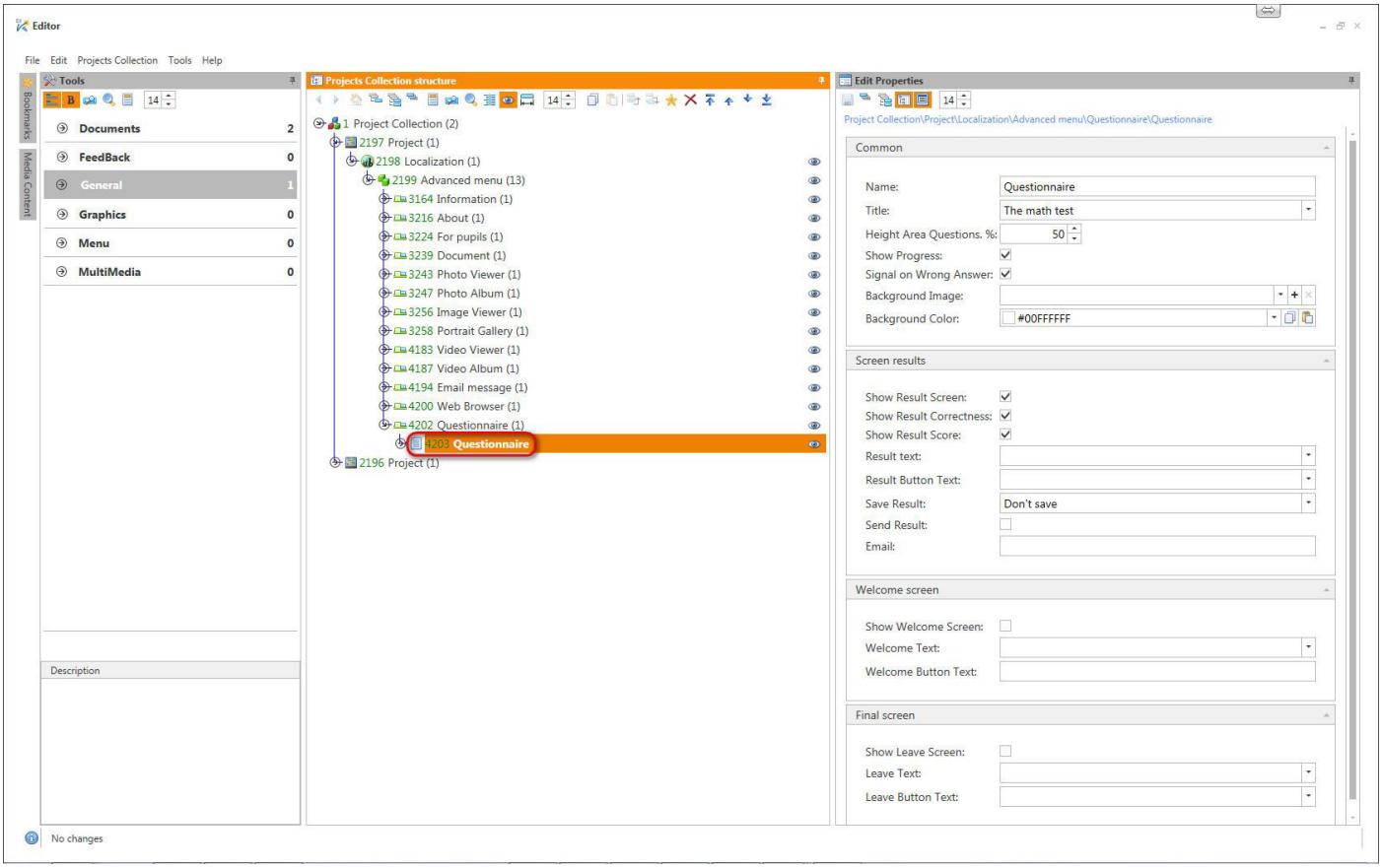


Fig. 90

Description of properties:

Name - the internal name of a questionnaire used in the project tree.

Title - the title displayed in Player on the screens of a questionnaire at all stages of work with it.

Background color - defines the color of the questionnaire background.

Background image - defines the questionnaire background. It is possible to make a graphical background.

Height Area Questions,% - The main screen of questioning is divided into two areas: the area of a question and the area of an answer / answers. If a question contains a picture, this item defines the percentage of the height of questions and answers areas. If images are not used in a question, the area of questions is justified.

Highlight result correctness - after answering a question there is a possibility to inform visually on the validity or invalidity of the choice made. If the notification message is activated, the button **"Home"** (transition to the beginning of the answers gathering process) is not available to exclude the possibility of finding correct answers.
Show Progress - an indicator showing the current question number and the total number of questions.
Welcome screen - the screen with a customizable text field and a button of questioning start.
Screen Results - after collecting the answers the item displays a screen with the results of correctness of answers to the questions with fixed answers.
Show - screen display.
Result text - customizable text of comments.
Show result score- show the total points of the selected answers.
Show result correctness - show correct answers (based on the item "correct answer"), the text of the answer is not displayed.
Result Button Text - the button text to continue the process.
Final screen – possibility to display the final screen with a customizable text field and a button of the process end.
Text - a customizable text field.
Button Text – text of the button of the process ending.
Save Result - to save a questionnaire with results to a file, to the folder Reports folder in the media content storage. The file name is formed by the following rule - Questionnaire + Questionnaire Name + Kiosk number + File creation date + .txt
Send Result - optional sending of the **Questionnaire** results to your email. A file format can be chosen.
E-mail – e-mail of the Questionnaire results addressee. Items required for sending an e-mail are specified in the settings at the project level.
As mentioned above, a Questionnaire may include an authorization step. To activate this option, you must add the authorization module (see fig. 91-92).

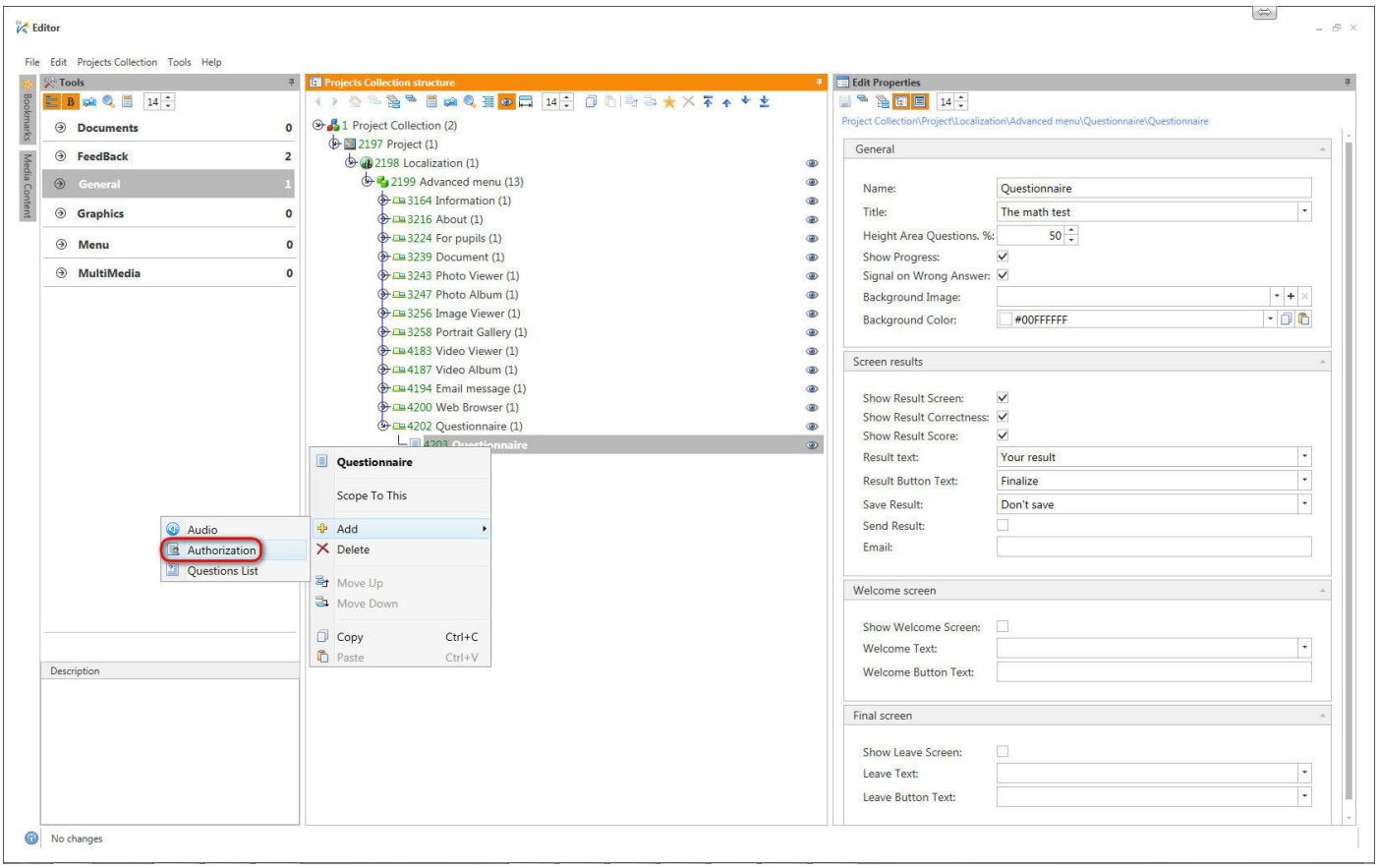


Fig. 91

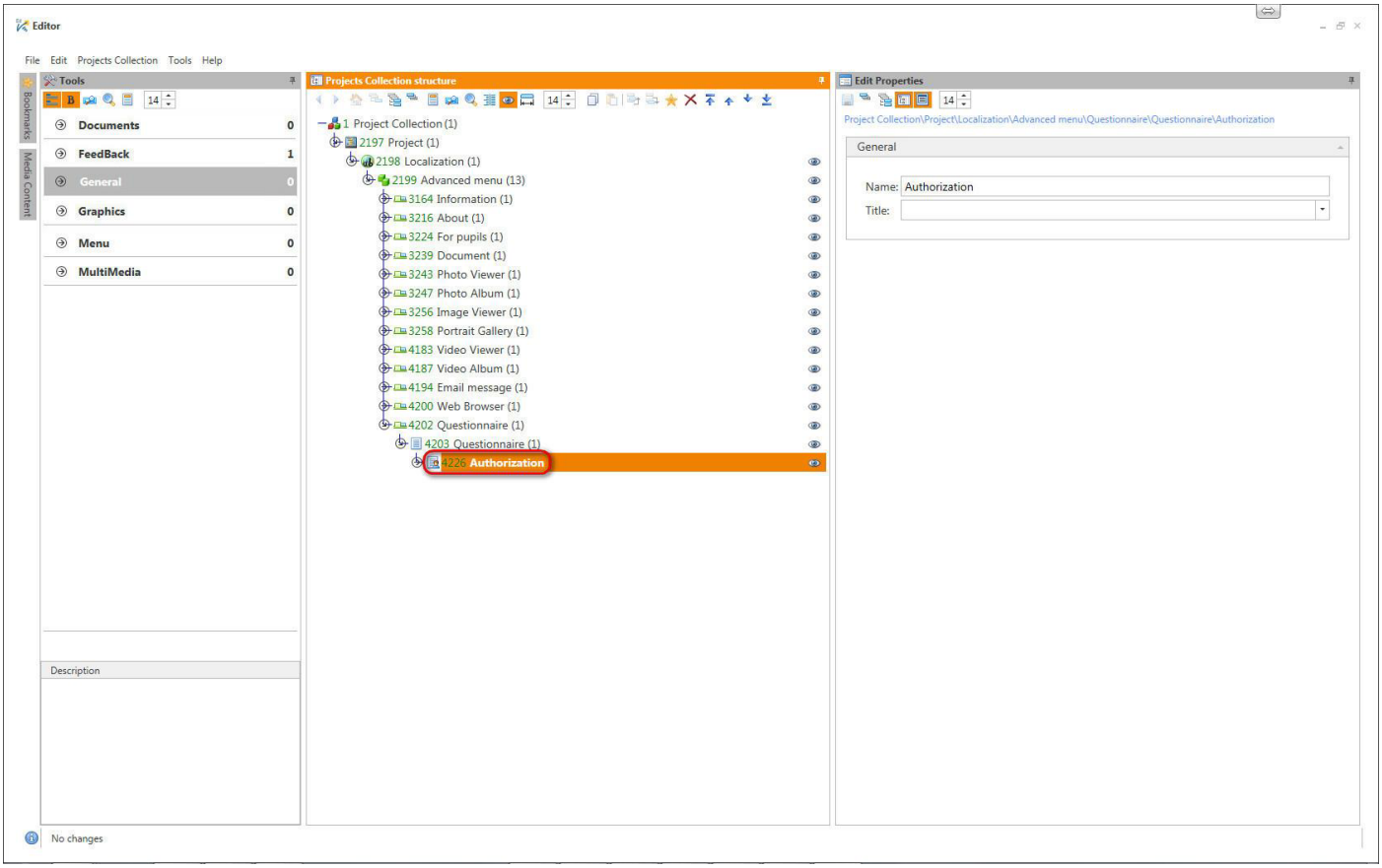


Fig. 92

The input fields of the authorization data can be added without limitation on amount. The name of each field can be set at discretion (see fig. 93-95).

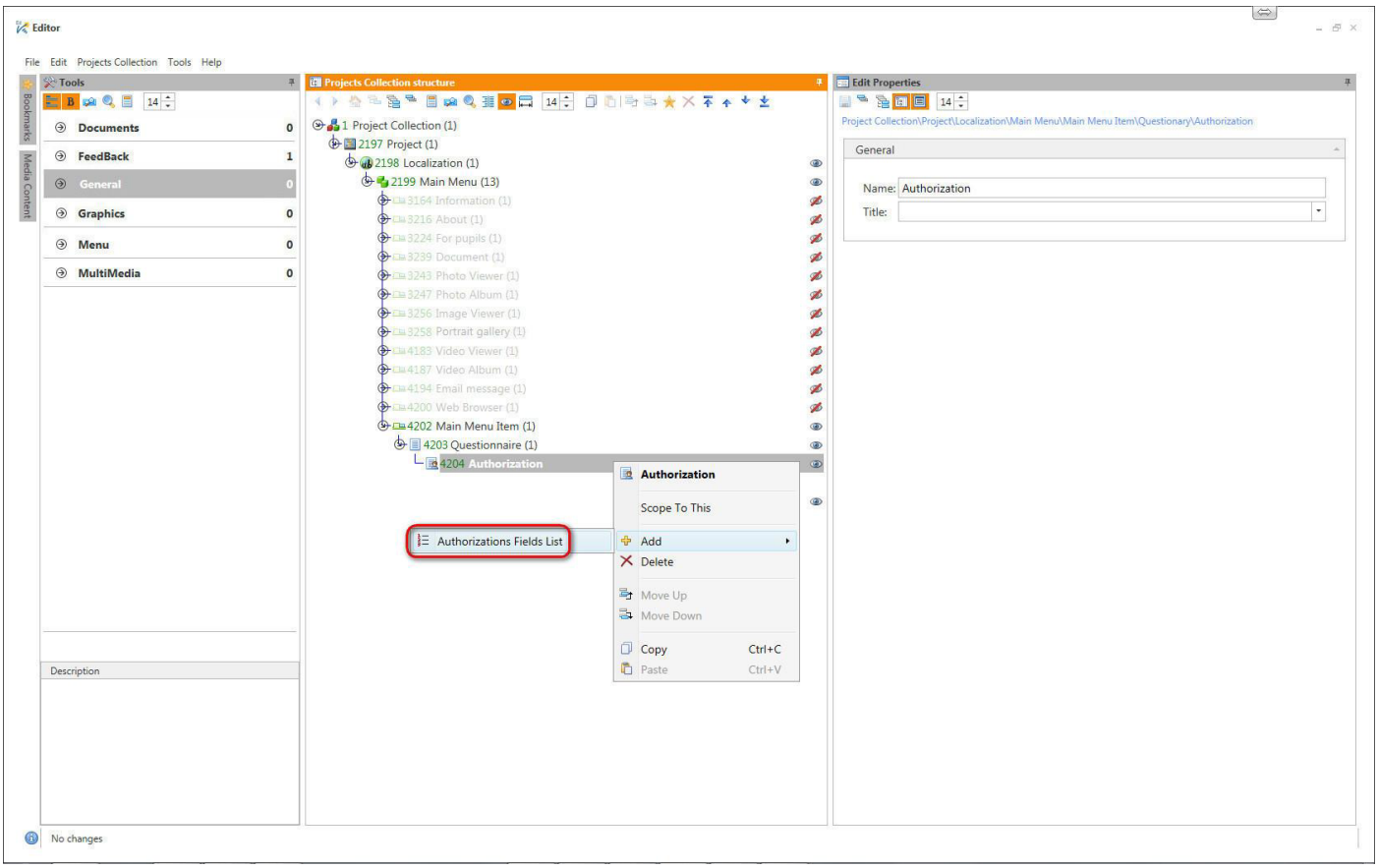


Fig. 93

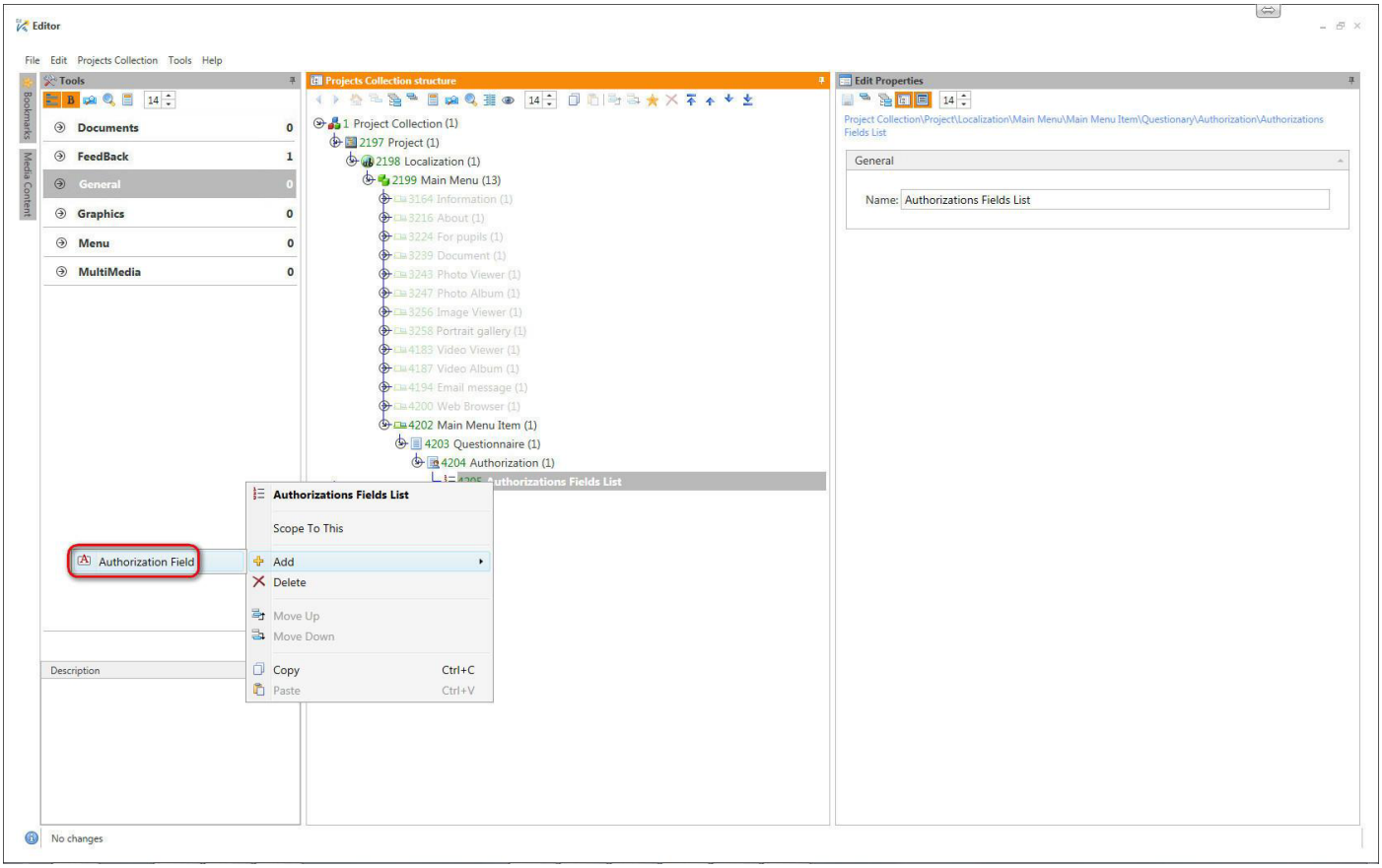


Fig. 94

To require the filling of certain fields, you must set the item **"Mandatory"** (see fig. 95).

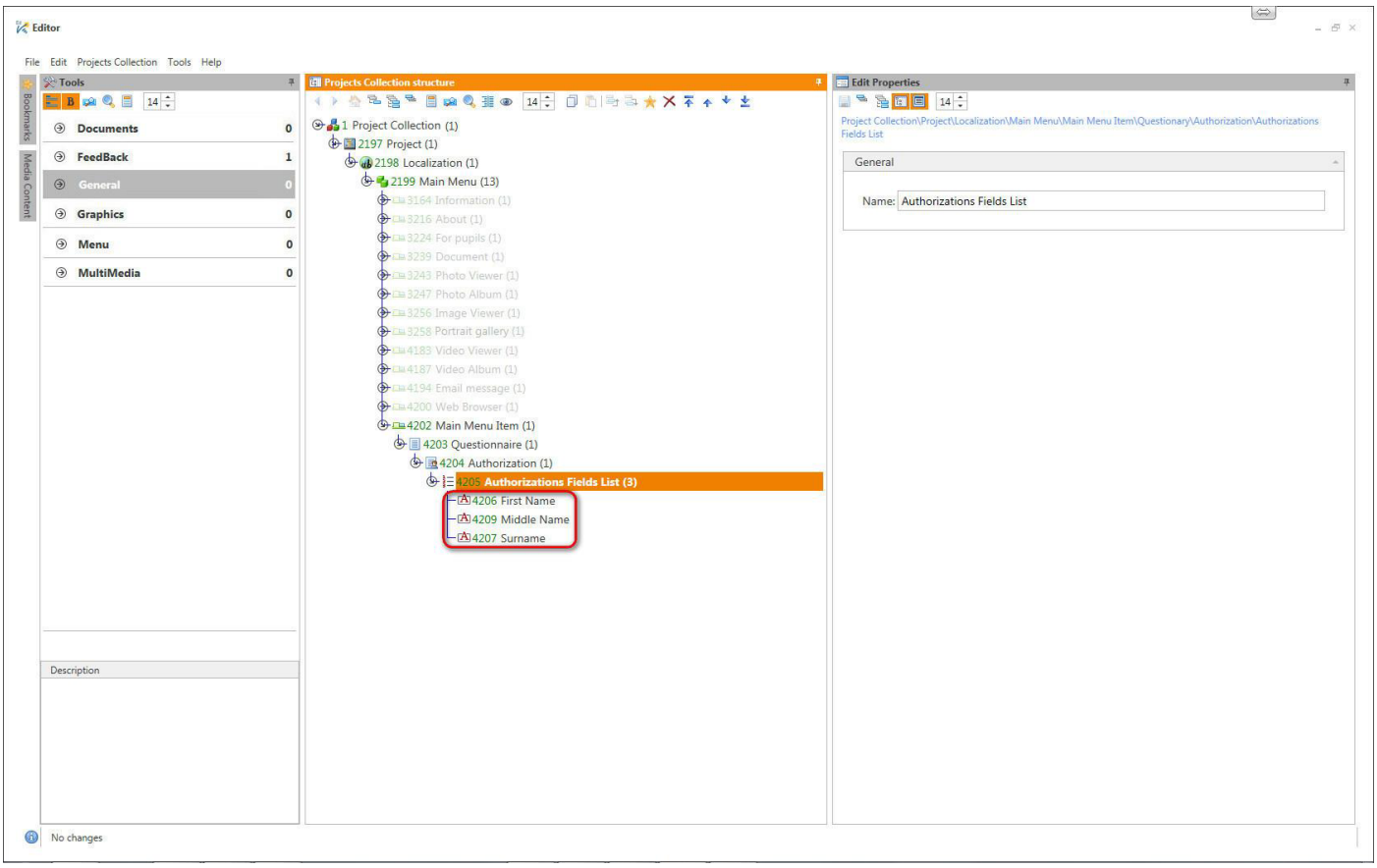


Fig. 95

Display of the login screen in Player is shown in fig. 96.

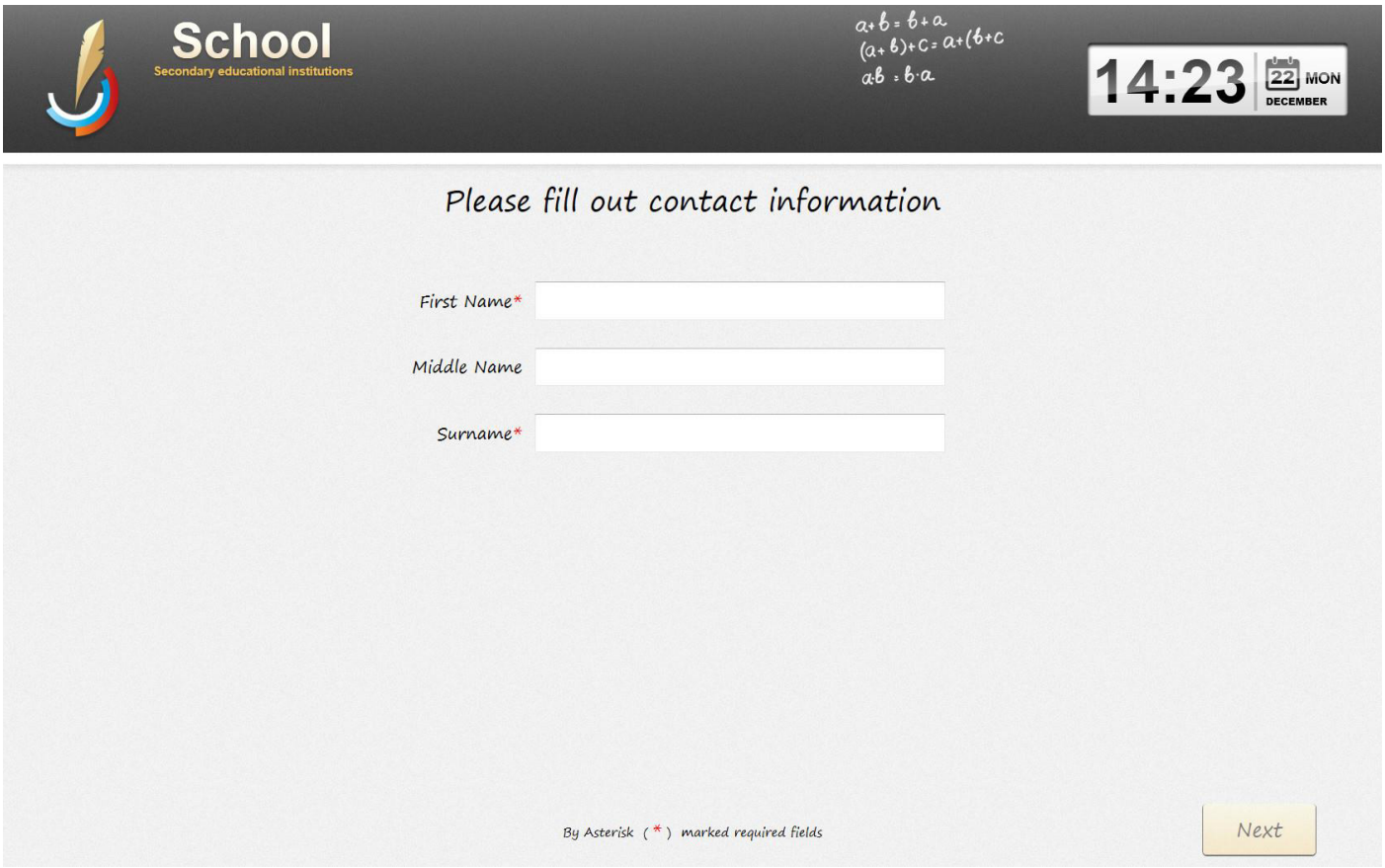


Fig. 96

A **Questionnaire** can contain an unlimited number of questions and answers to them. Configuration of the questions section and the answers area is provided below:

To begin, add the module “**Questions List”**, which is then filled in with the content (see fig. 97). Elements (questions) are added to the Questions List (see fig. 98).

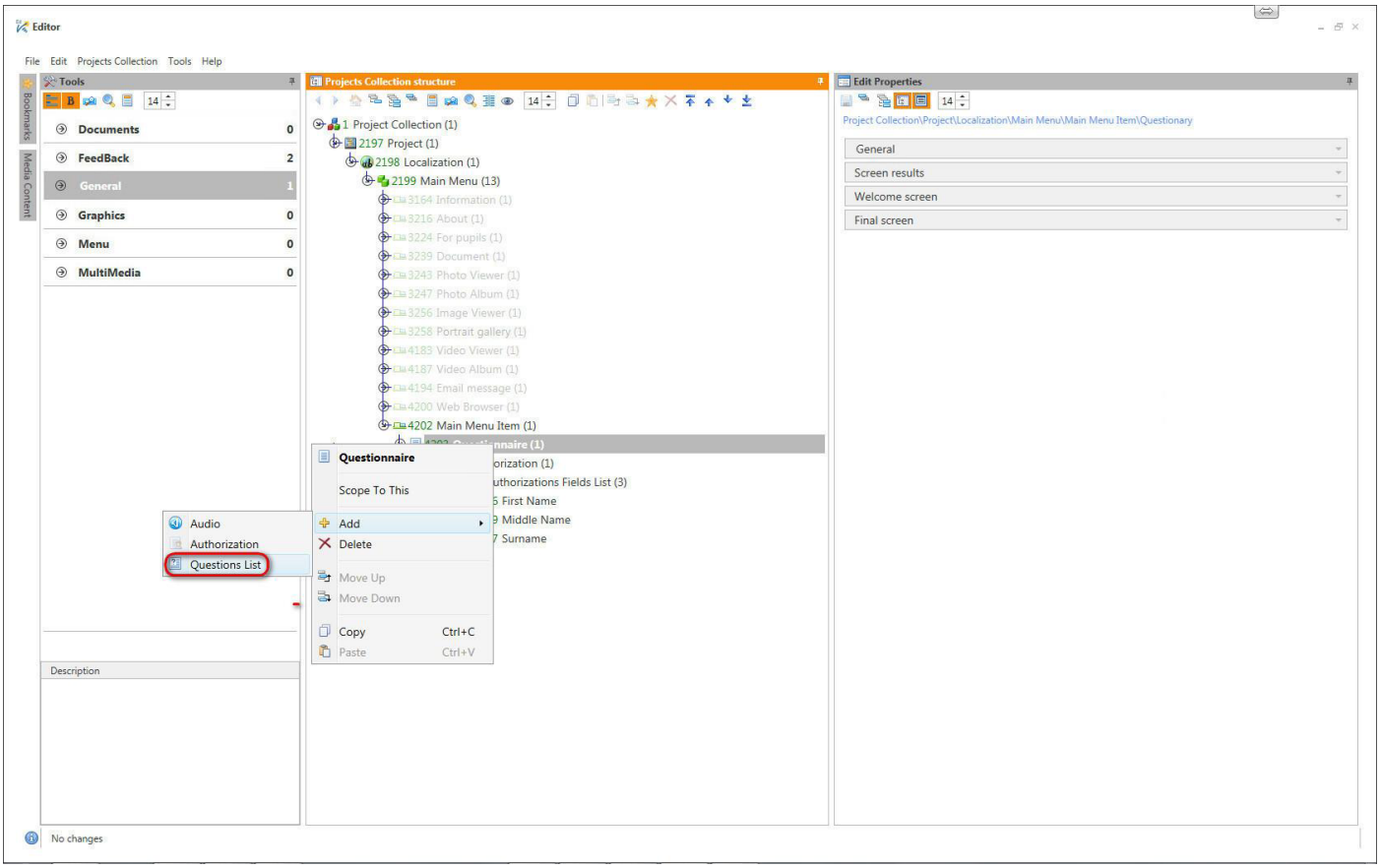


Fig. 97

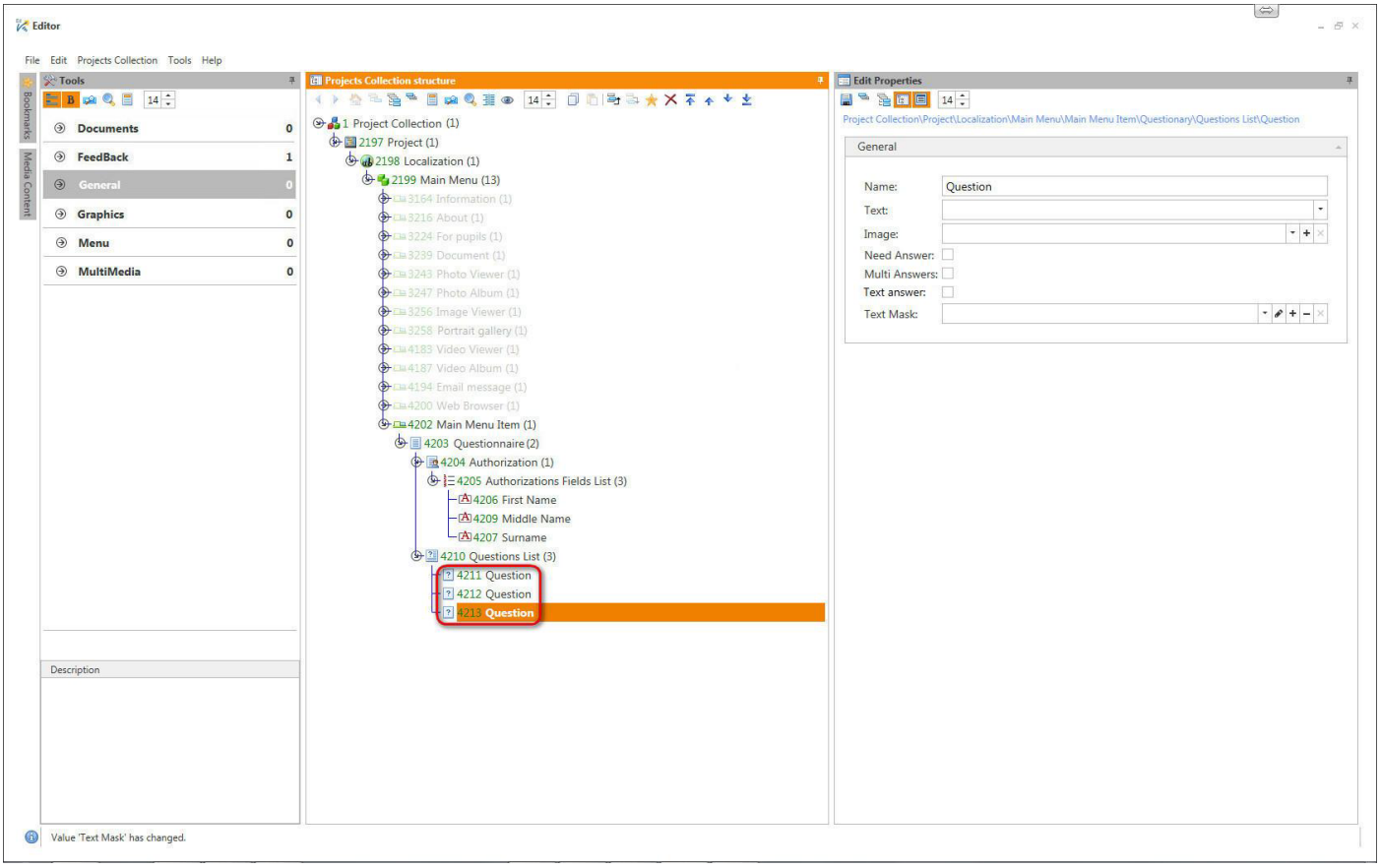


Fig. 98

The number of questions in the system is not limited physically. Characteristics of the item **“Question”** are shown in fig. 99.

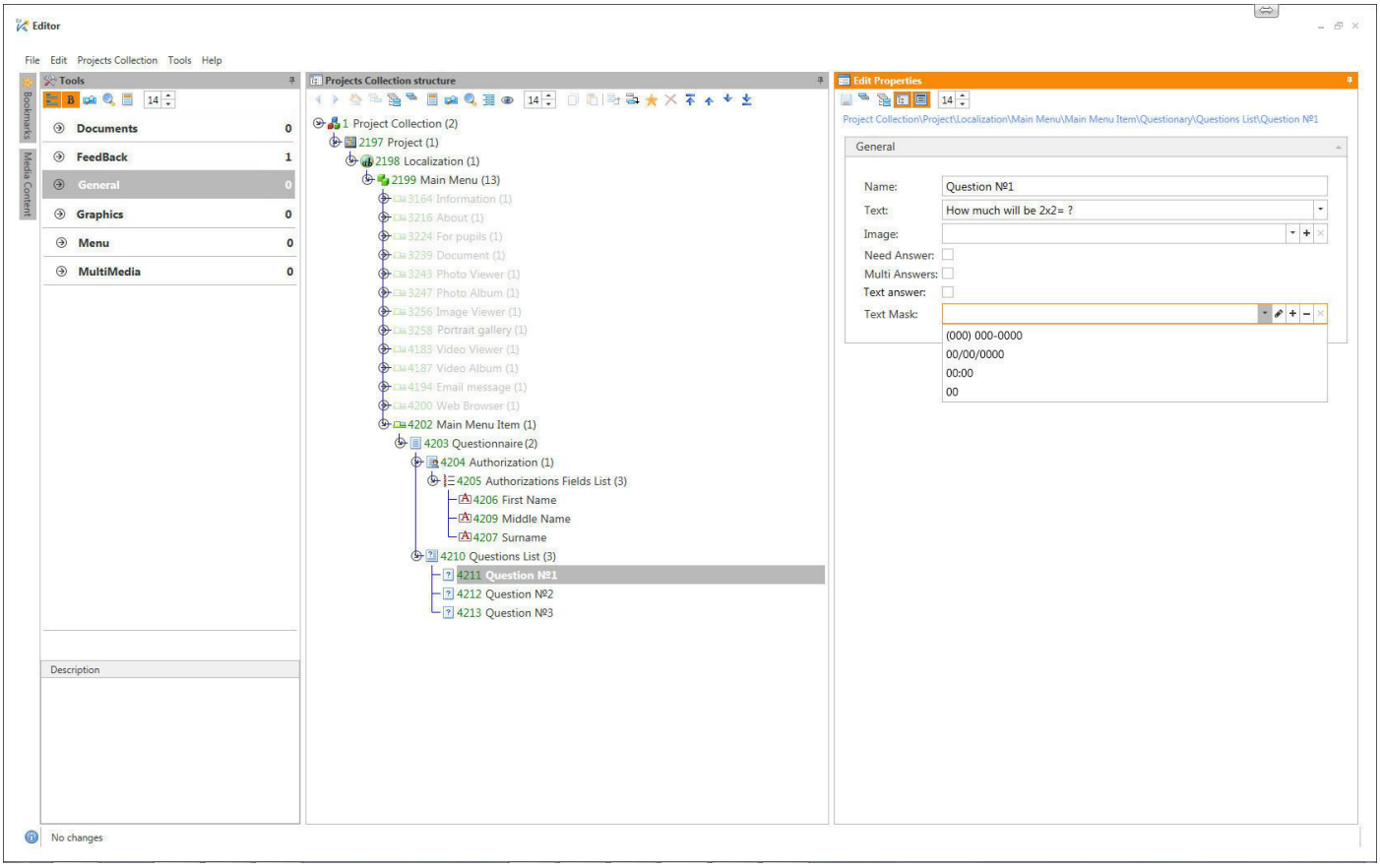


Fig. 99

Basic items:

Name - the internal name used in the project.

Text - text of the question.

Image - the question may contain a graphical element. An example of question: who is the author of the picture? (the picture "Three Bears" is attached to the question).

Need answer - unless you choose one of the variants, no further action is possible.

Multi answer - if you want to offer several correct answers to the question, you should set this item, otherwise you can choose only one of the suggested answers.

Text answer - when this option is used, a questionnaire asks to type a text using the on-screen keyboard. It makes no sense to add the item **"Answer"** to a question with a text answer, as they will not be admitted to examination.

Text Mask - determines how the field will be filled with the text to avoid entering the missing quantity of symbols or extra symbols (a template of filling a text field is created). You can edit an existing template or create your own (see fig. 100).

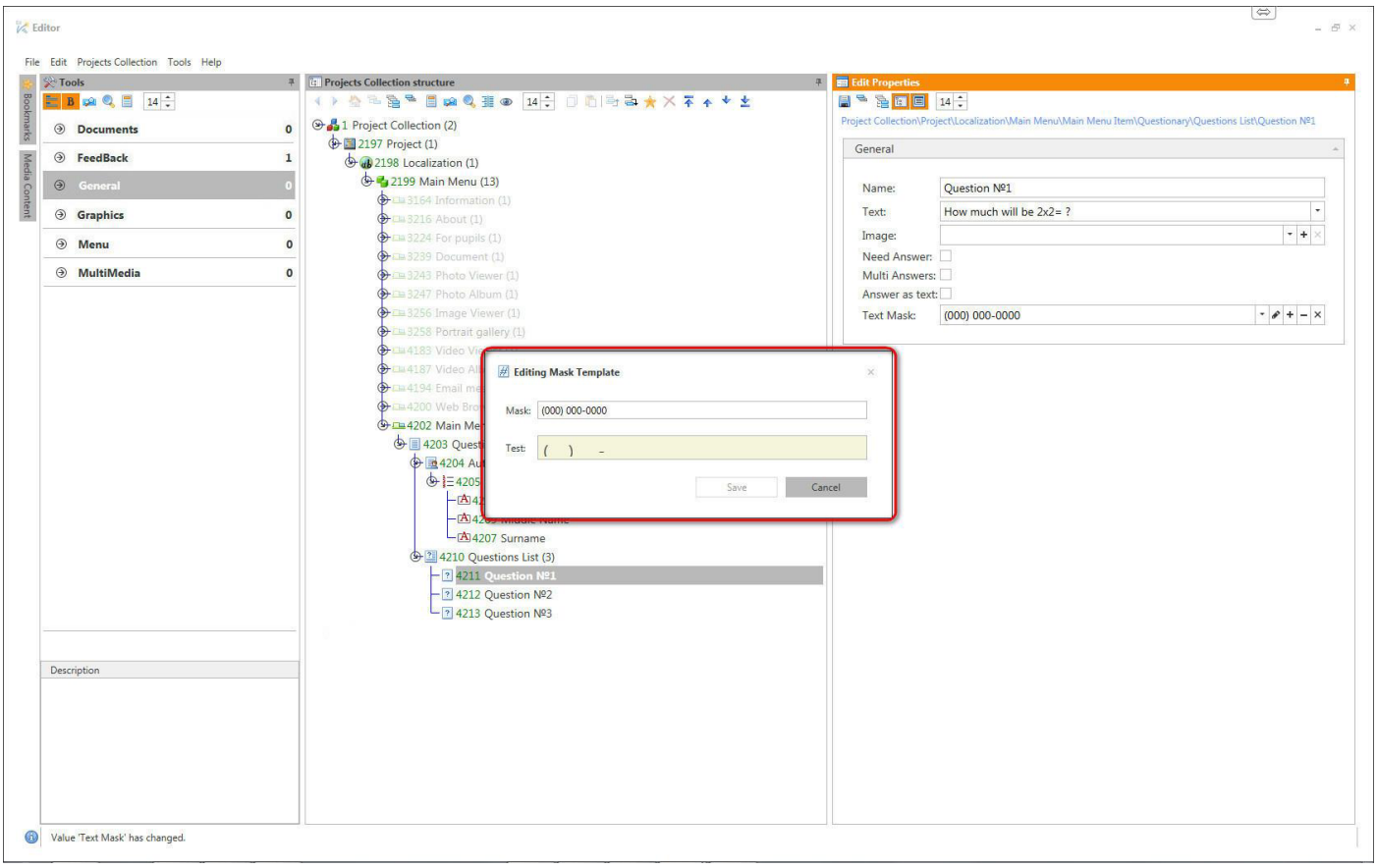


Fig. 100

Next step is to add the module **Answers List**. Each question may have a set of answers. The procedure of adding answers is similar to the one of adding questions. First the element **"Answers List"** is added, then it is filled with elements **"Answer"** (see fig. 101-104).

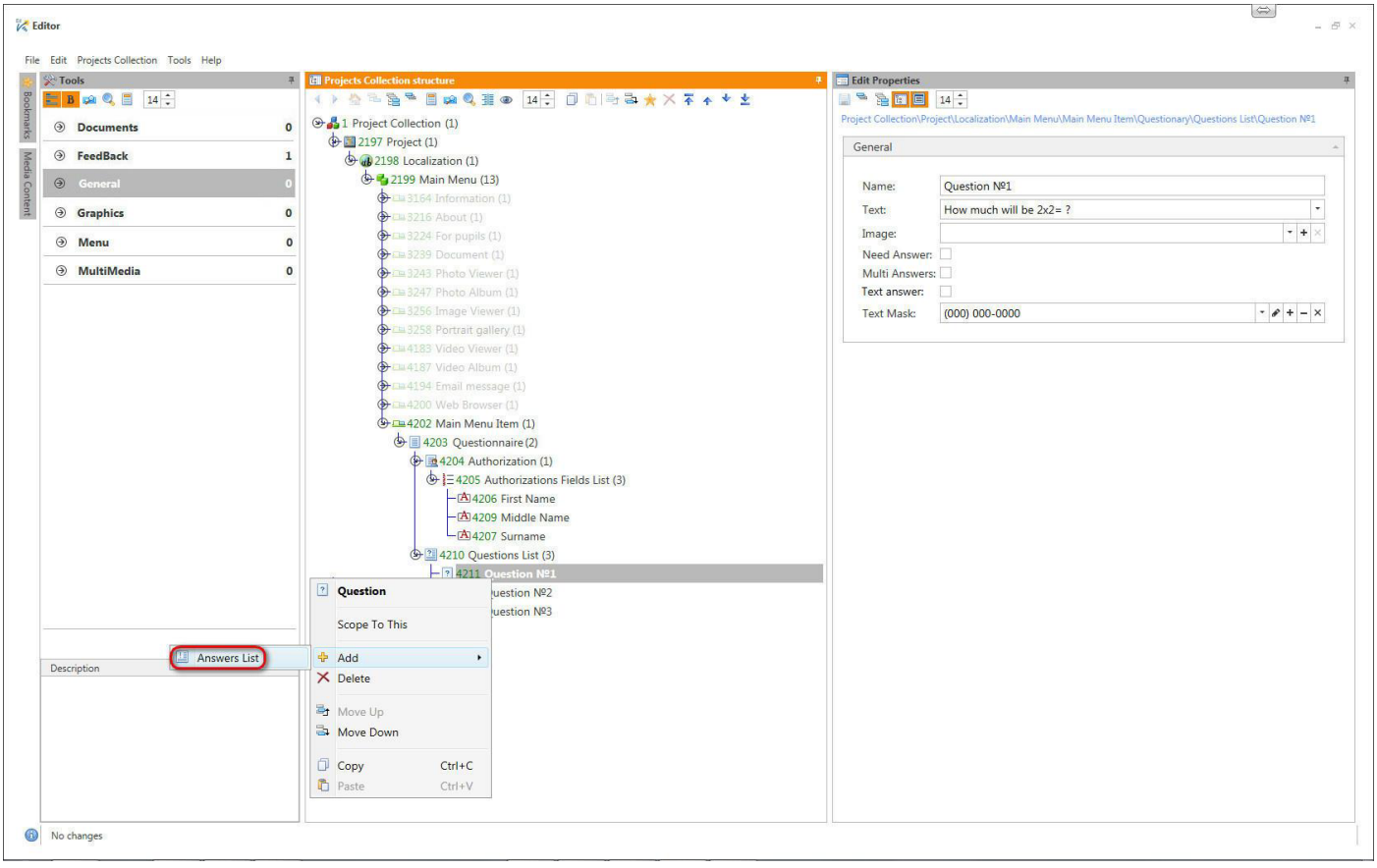


Fig. 101

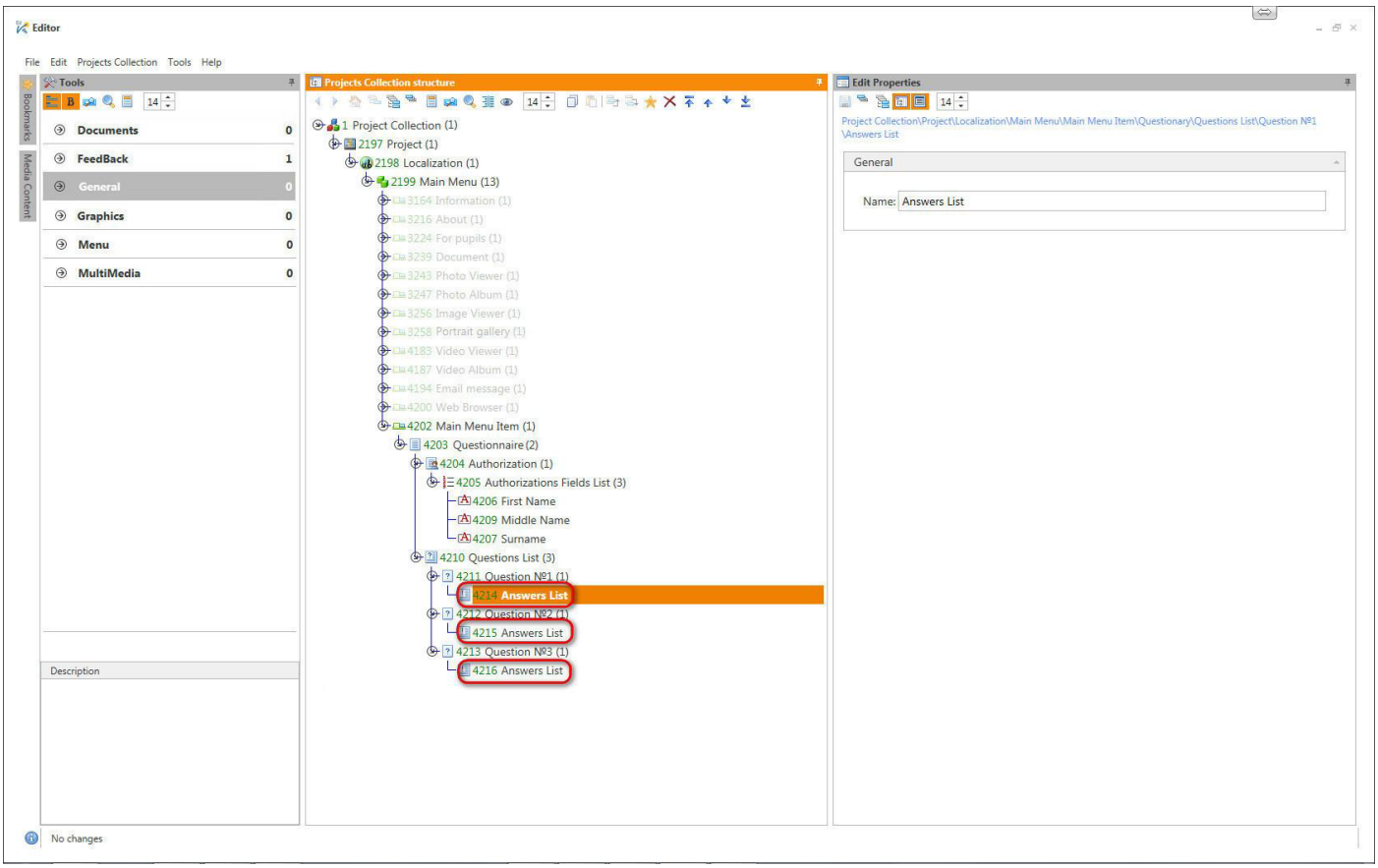


Fig. 102

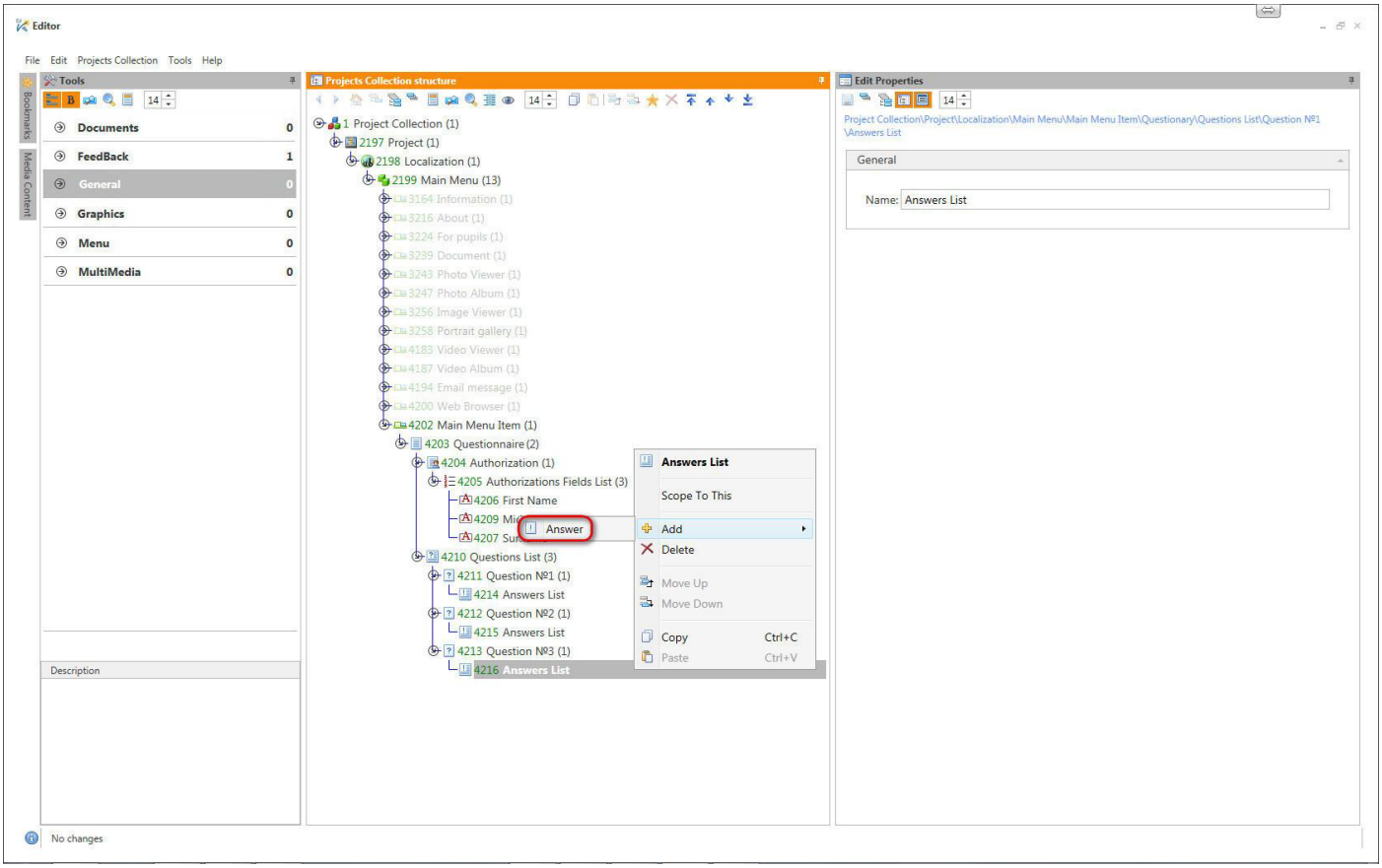


Fig. 103

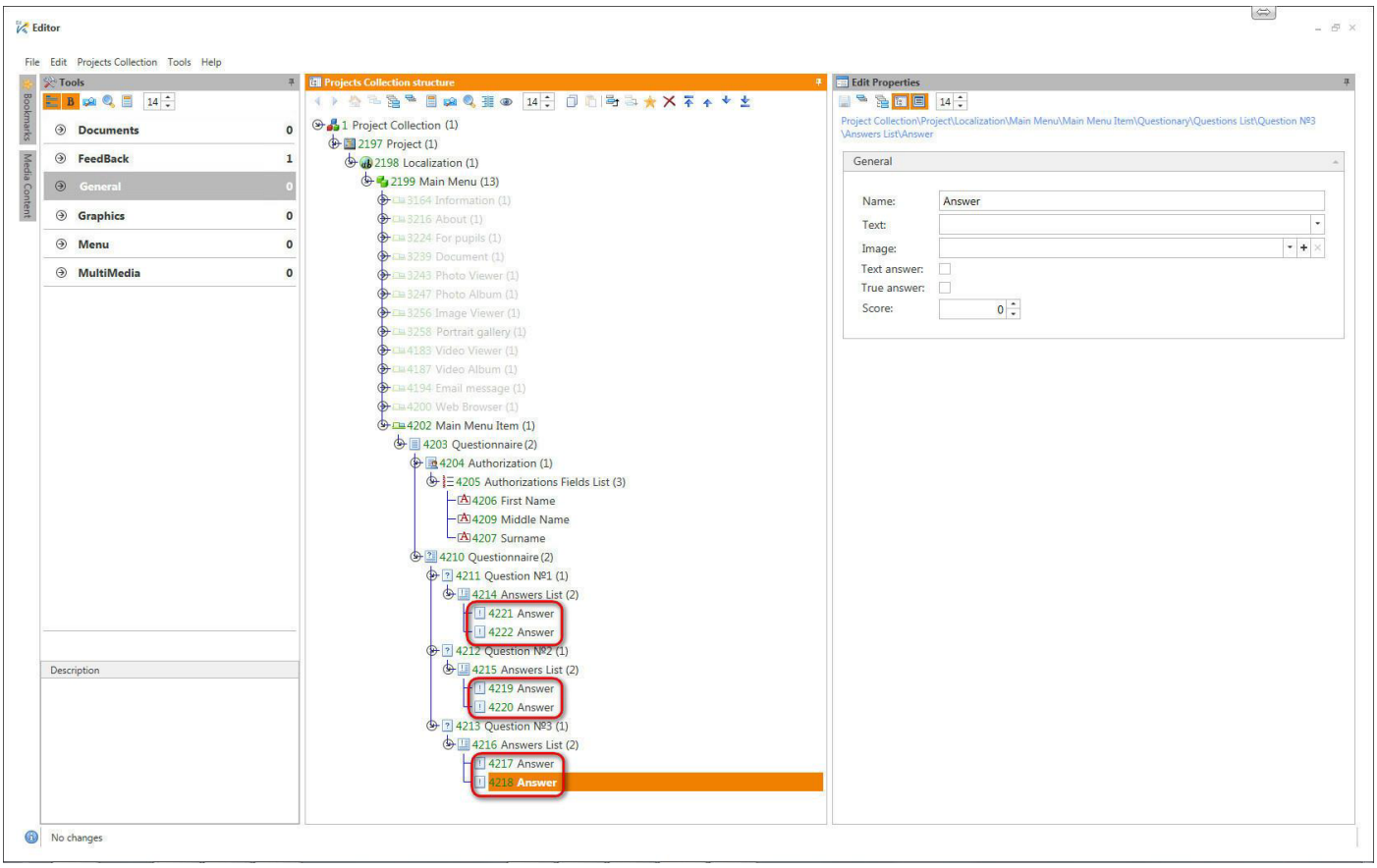


Fig. 104

The process of editing properties of the item **“Answer”** is illustrated in fig. 105-106.

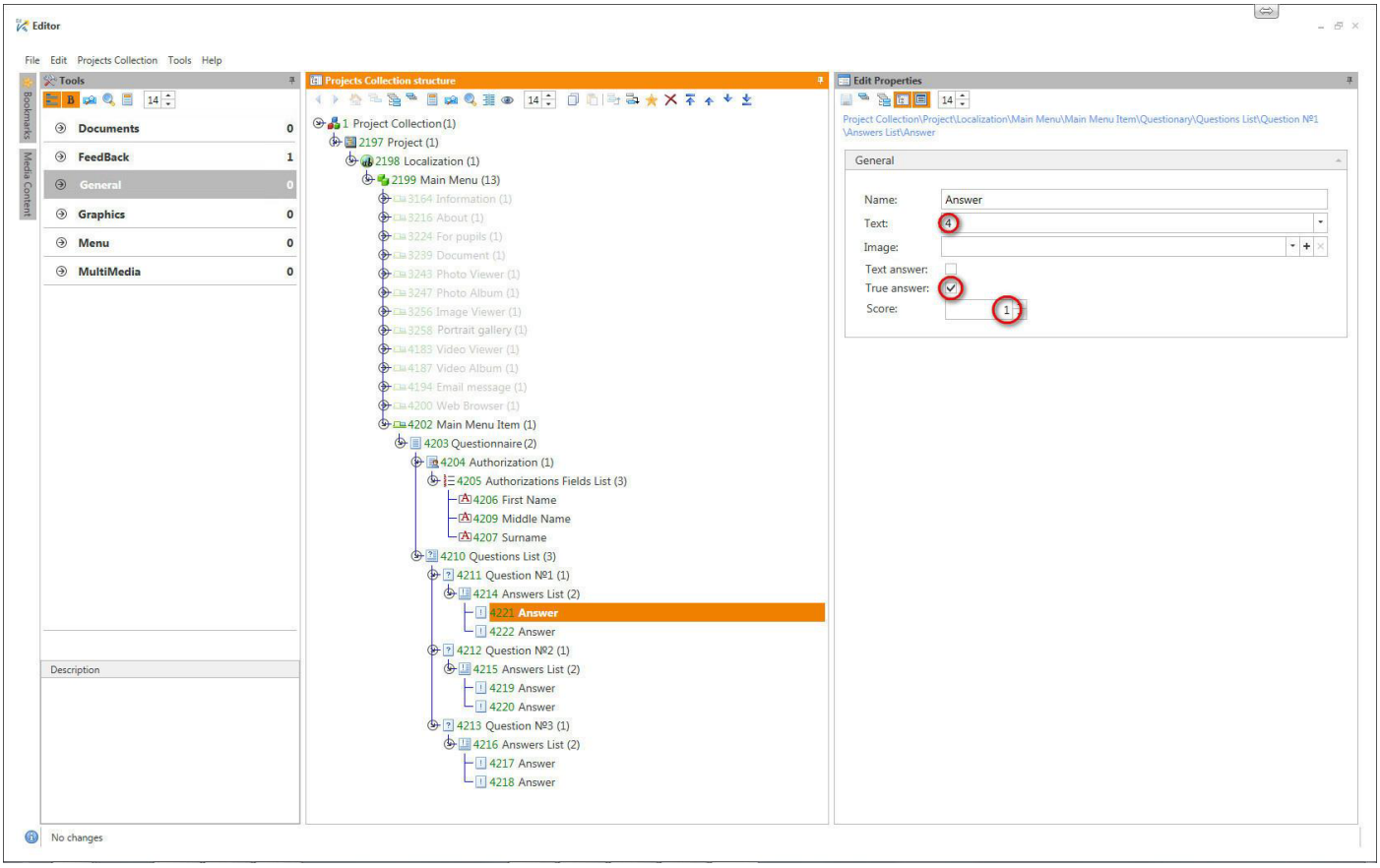


Fig. 105

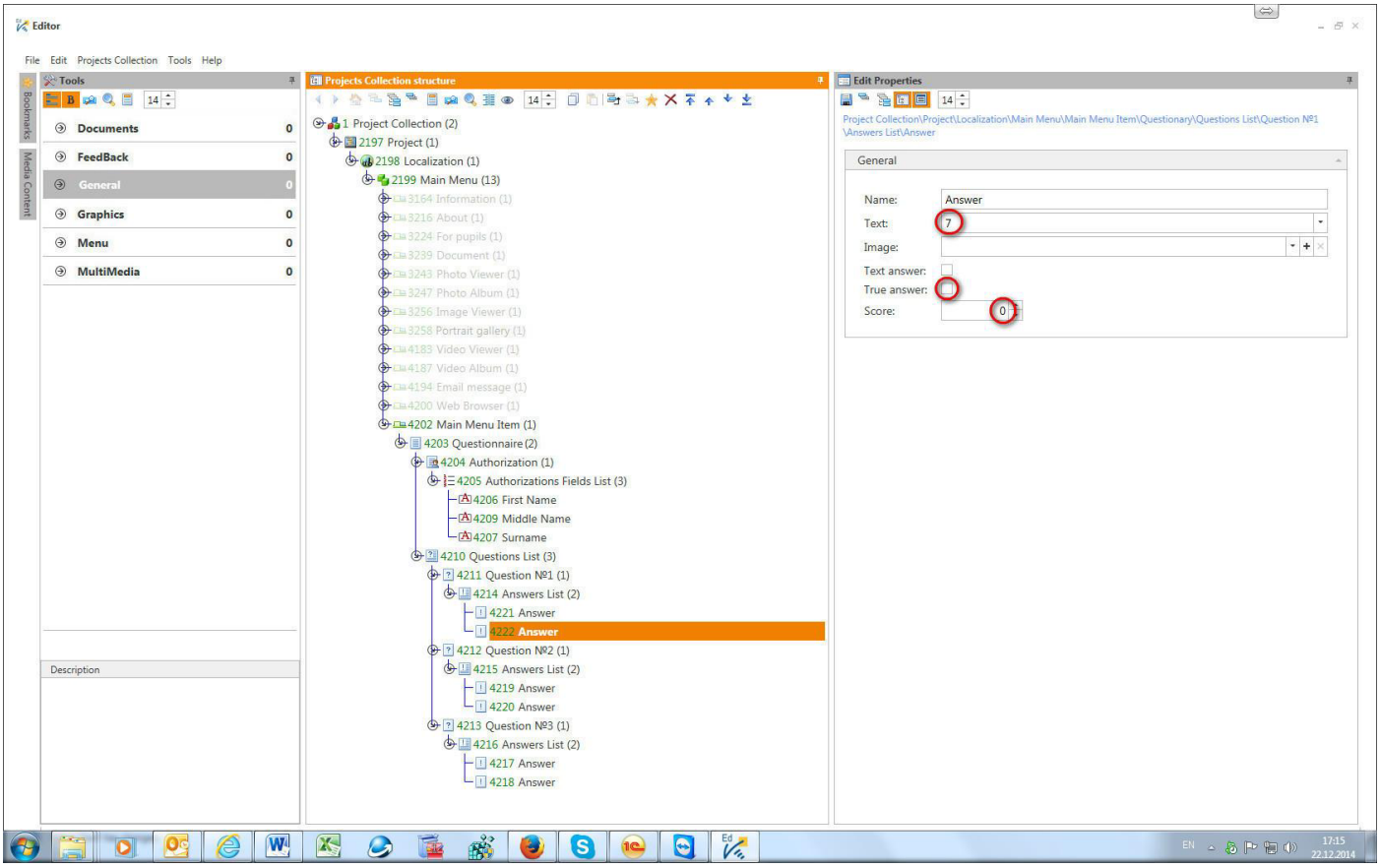


Fig. 106

Properties description:

Name - the internal name used in the project.
Text - text of the answer.
Image – there is an option to display an image as an answer to a question.
True answer- there is a possibility to mark the correct answer in the Answers List.
Score - the number of scores for selecting this answer. During the process of answering the questions all the points are summarized and reported in the questionnaire results.
The questioning process in Player is illustrated in fig. 107-109.

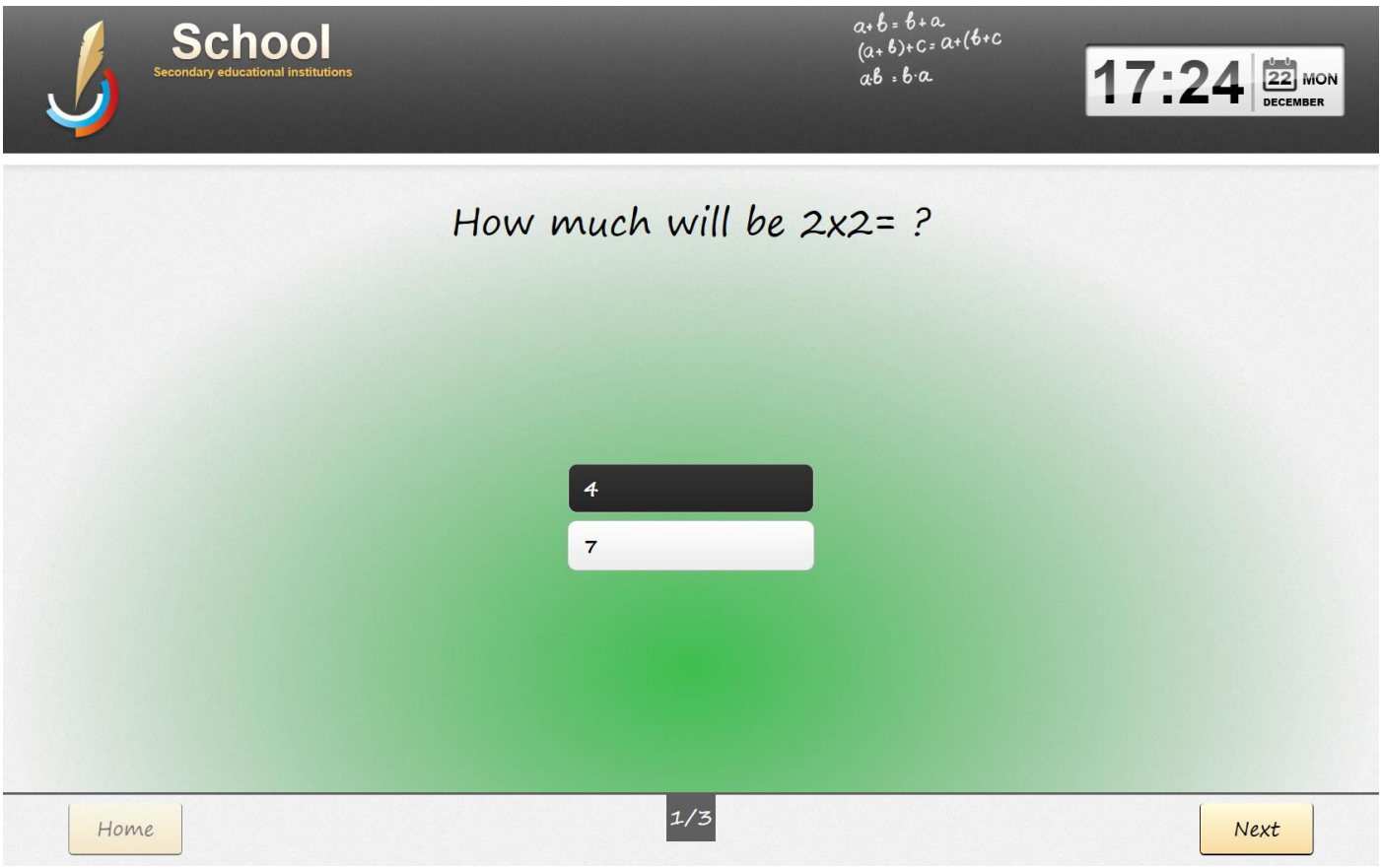


Fig. 107

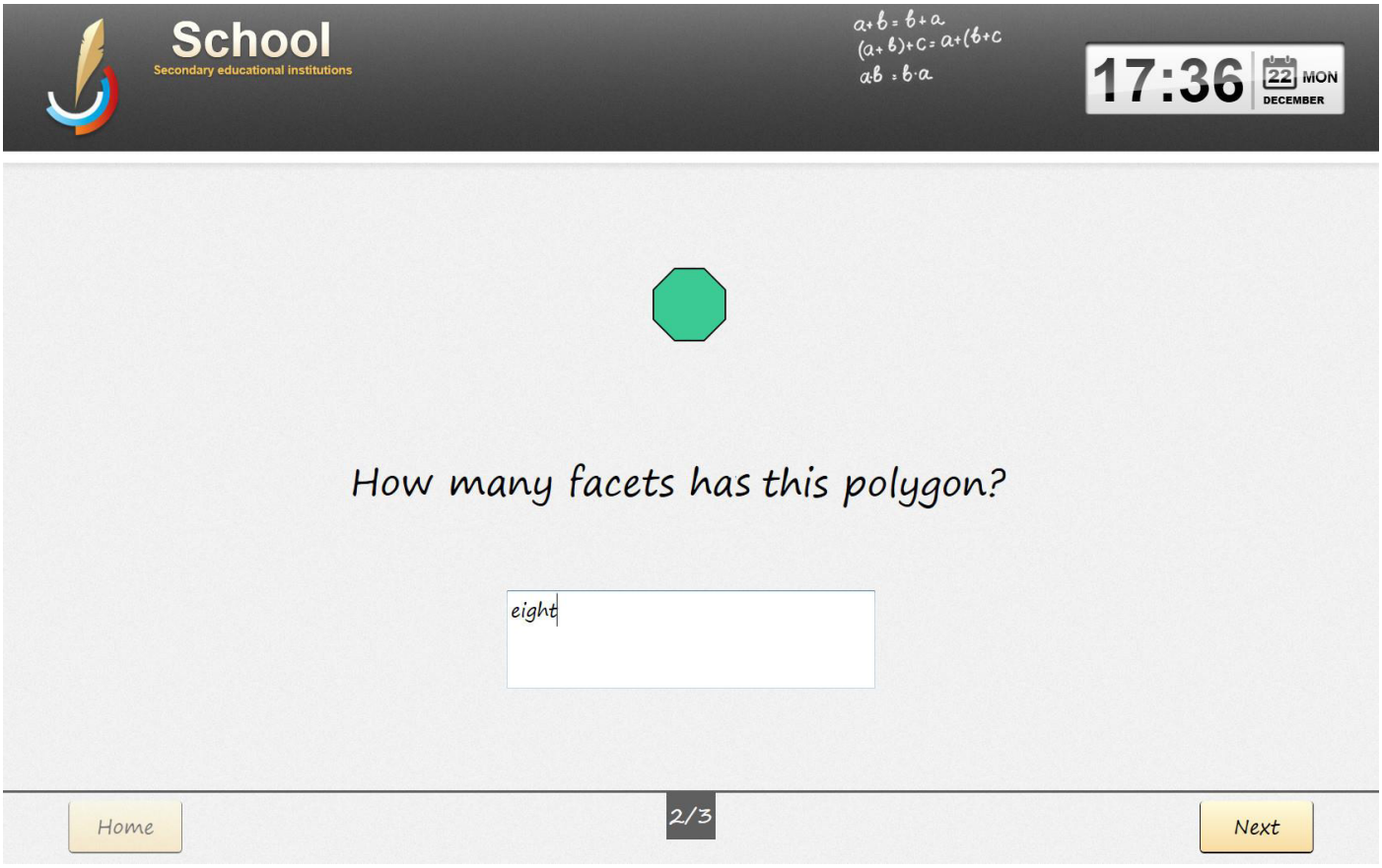


Fig. 108

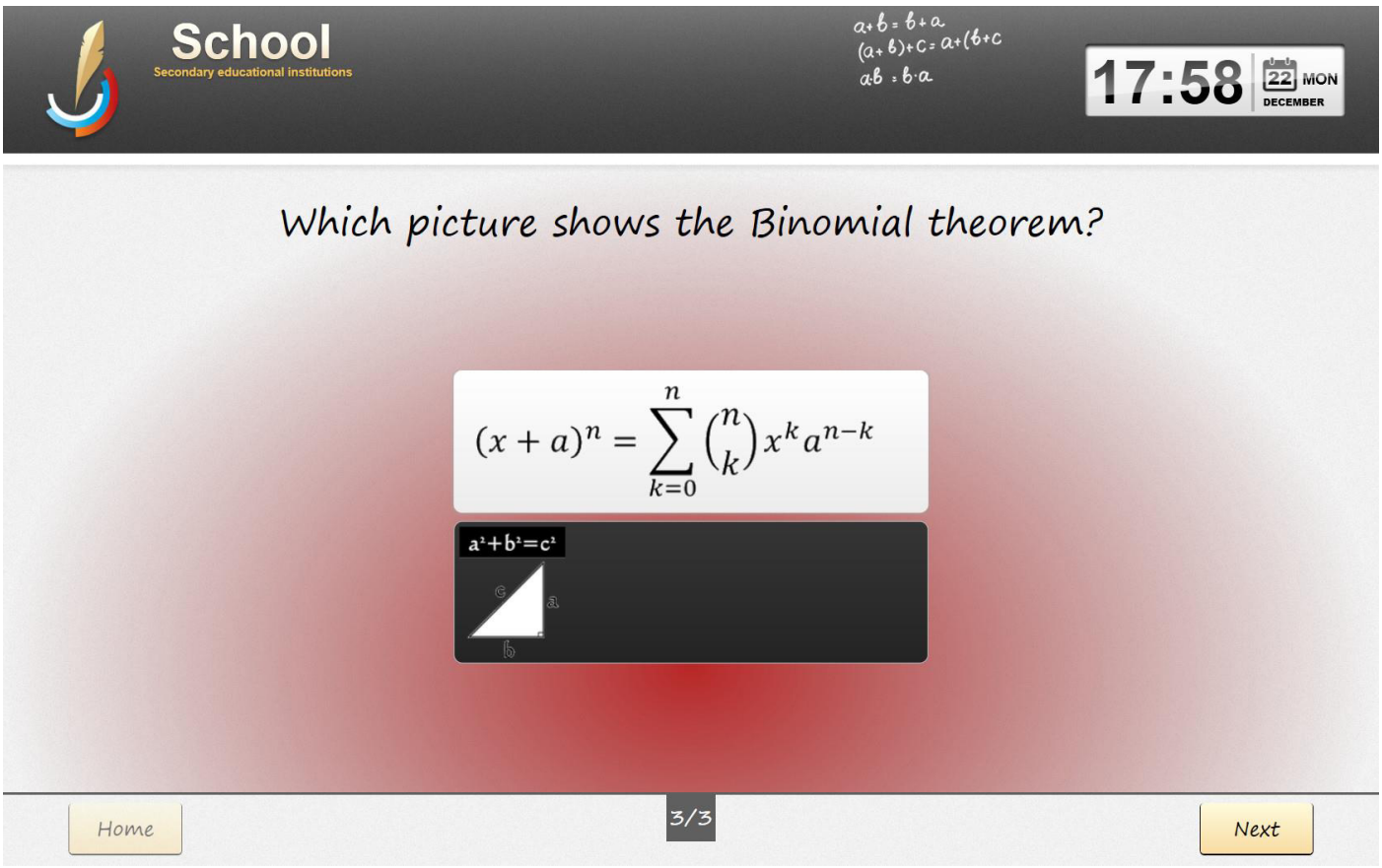


Fig. 109

The questioning results can be displayed on the final screen of the questionnaire (see fig.110). The results according to the questionnaire settings can be saved to a file or sent in different formats. On customer's demand we can quickly improve the format of the questionnaire results.

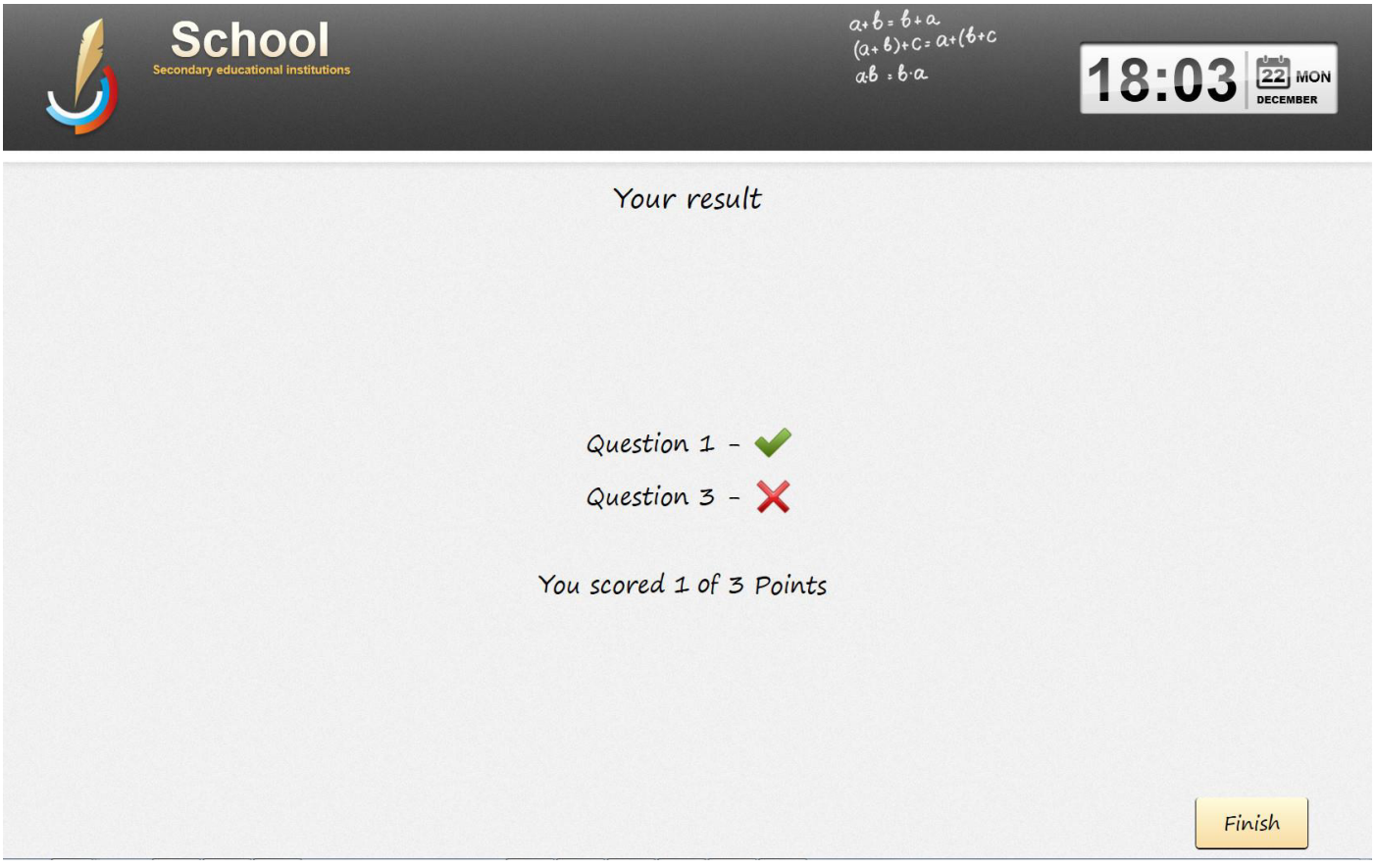


Fig. 110

14. Documents Library

To display a hierarchical list of documents **the Documents Library** is used. This element consists of sections (folders) and the documents stored there. At the first hierarchical level in the library there may be several sections, each of which, in turn, contains folders and documents. The number of hierarchical levels is theoretically unlimited. The process of adding the Documents library and its **Folders** to the project is shown in fig. 111-113.

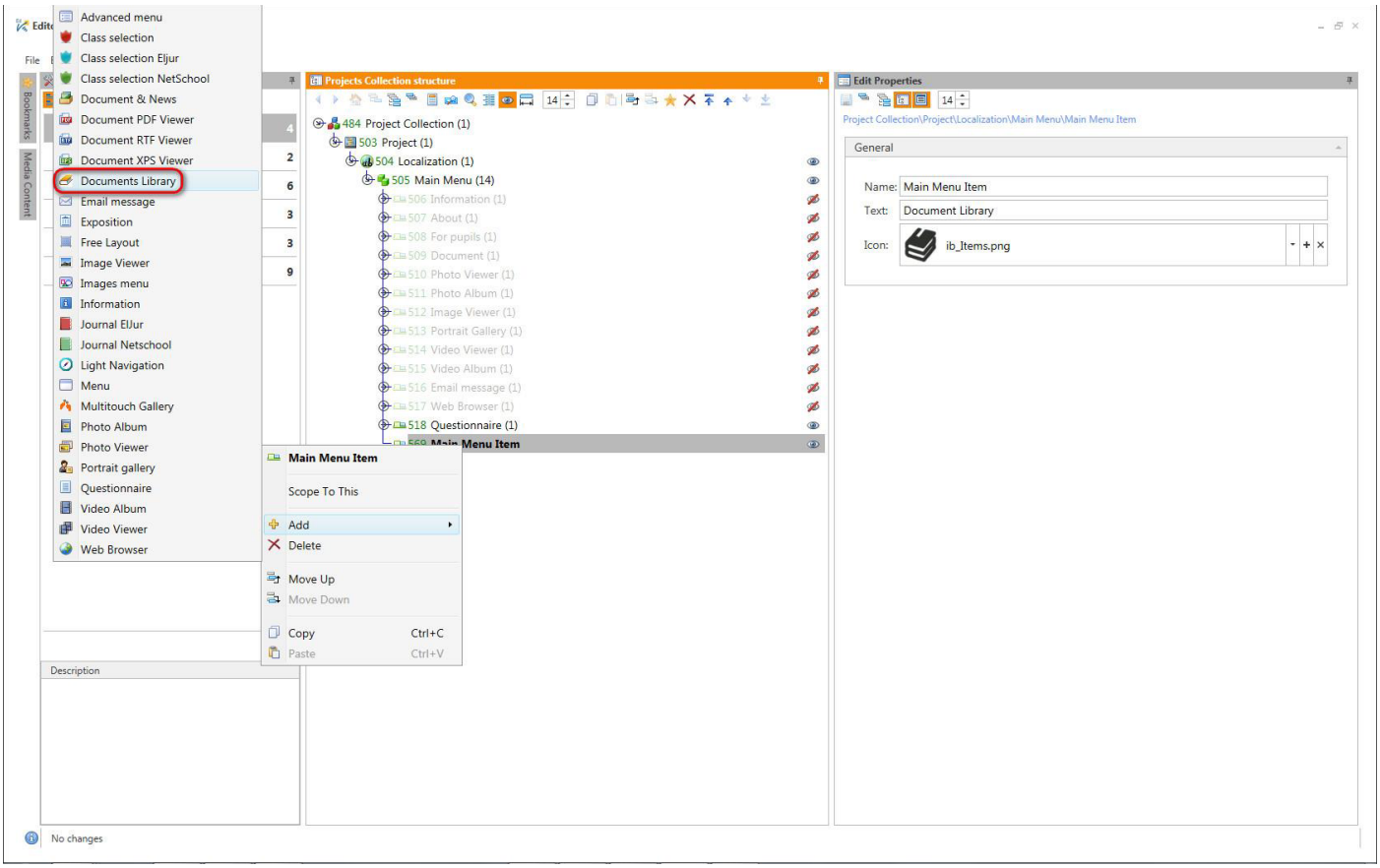


Fig. 111

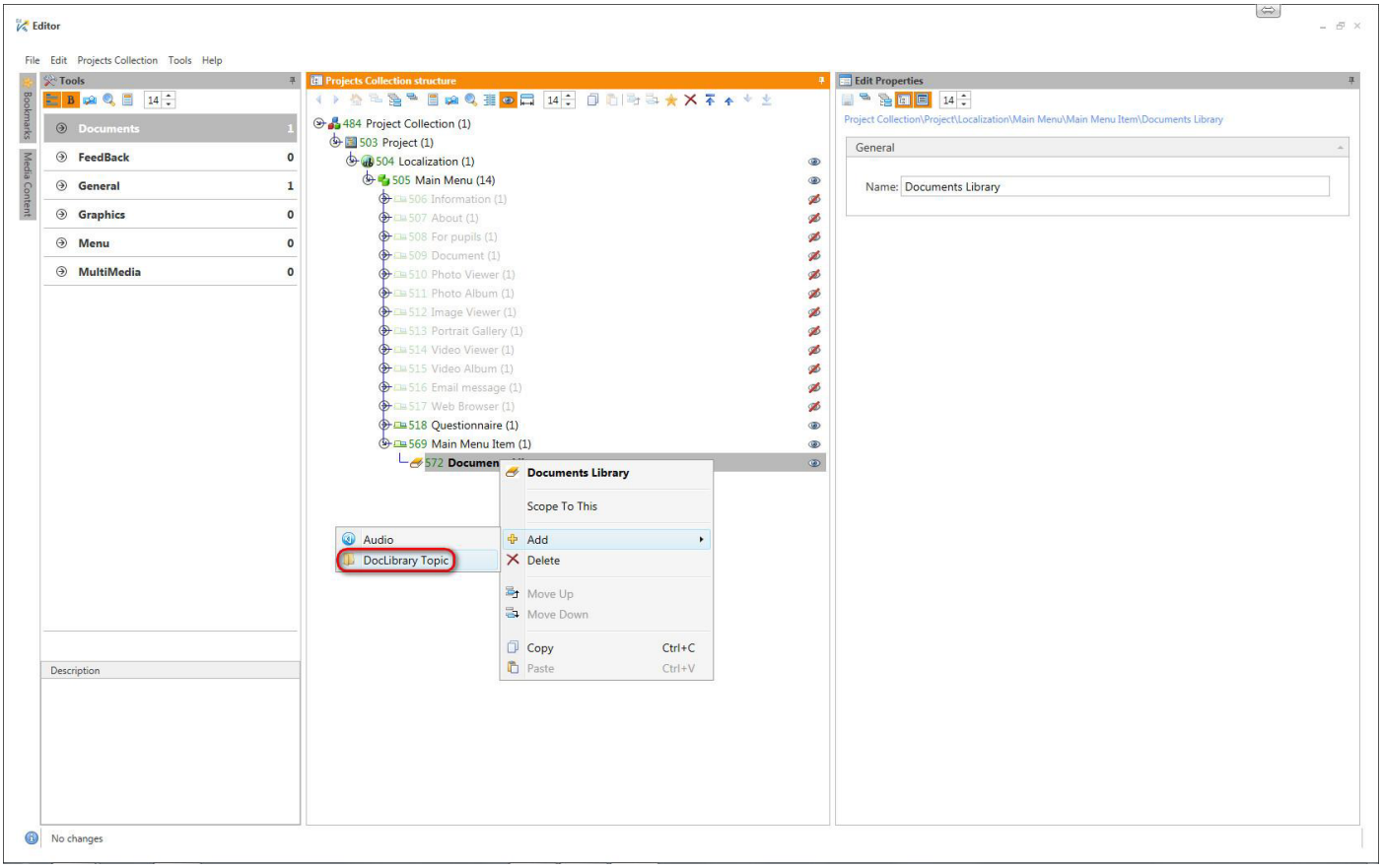


Fig. 112

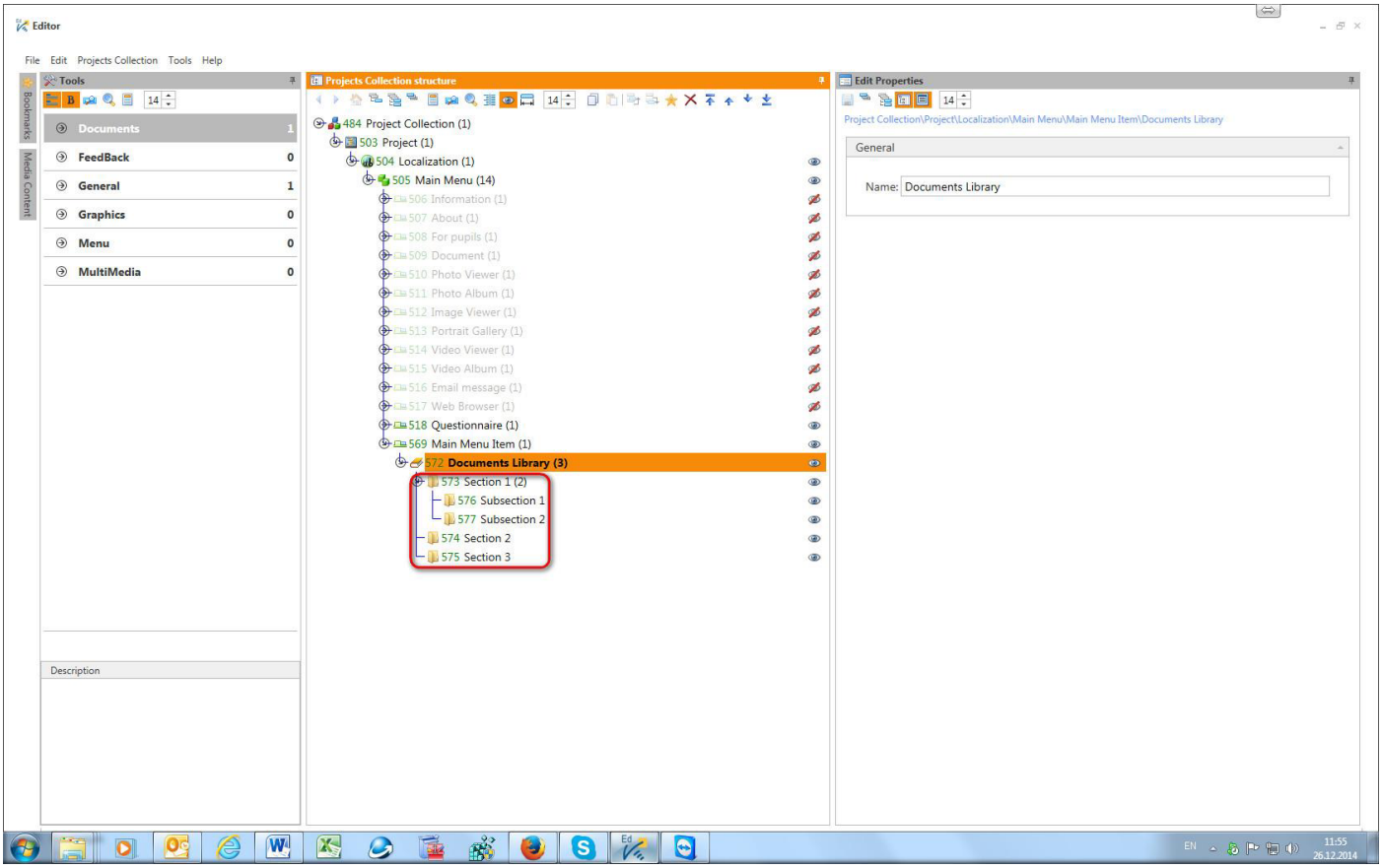


Fig. 113

The process of **adding documents to the library** and its appearance is shown in fig. 114-117.

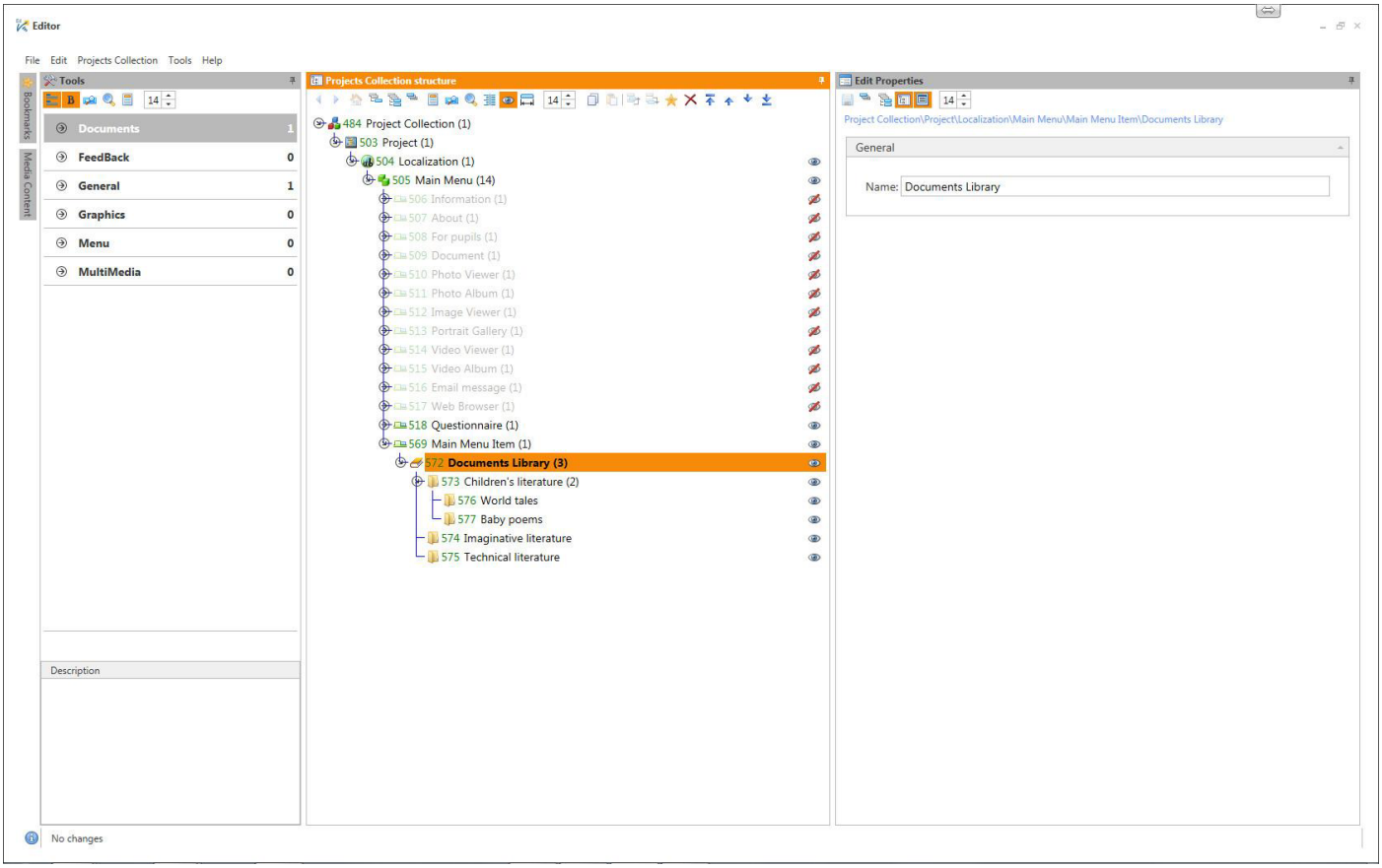


Fig. 114

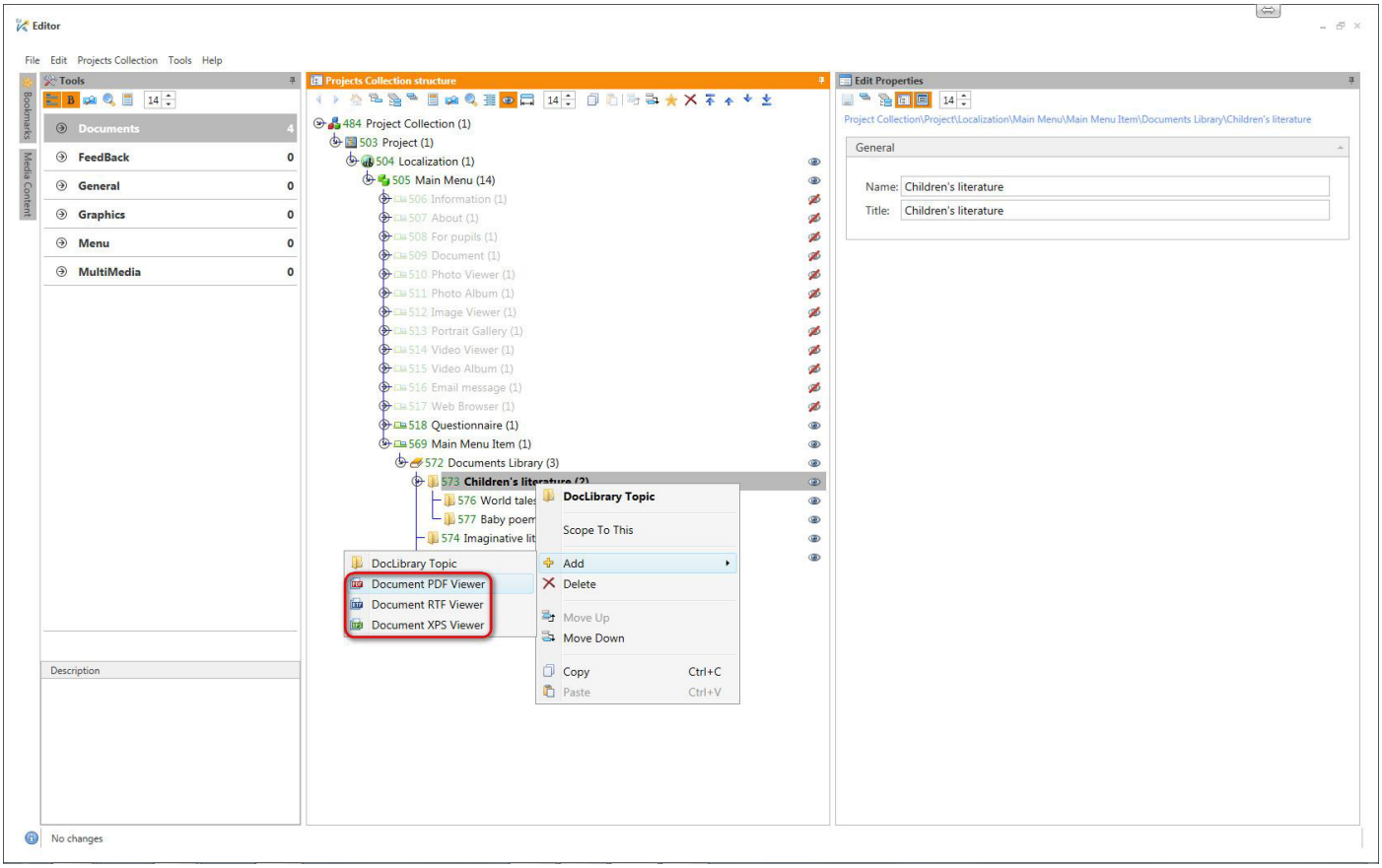


Fig. 115

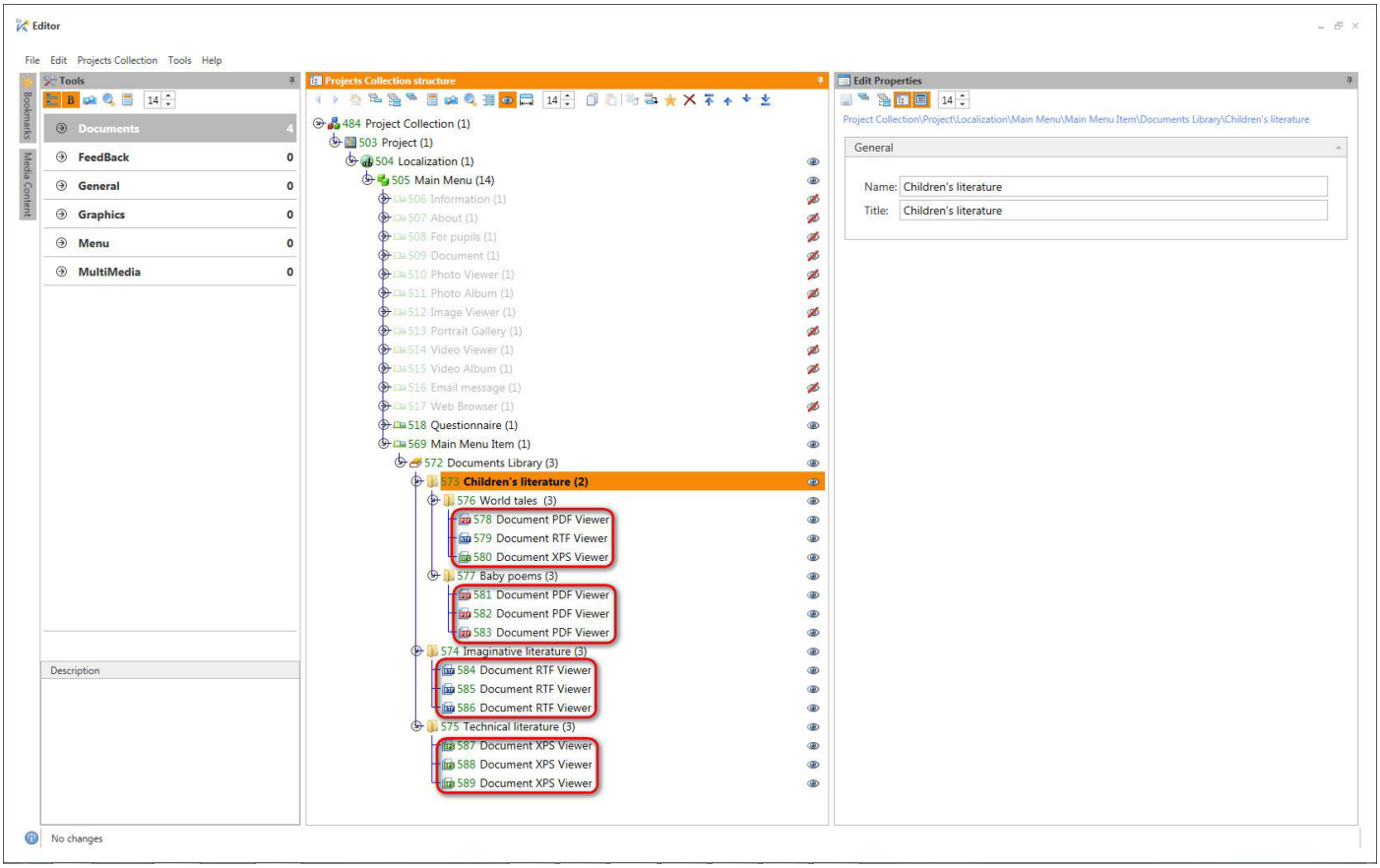


Fig. 116

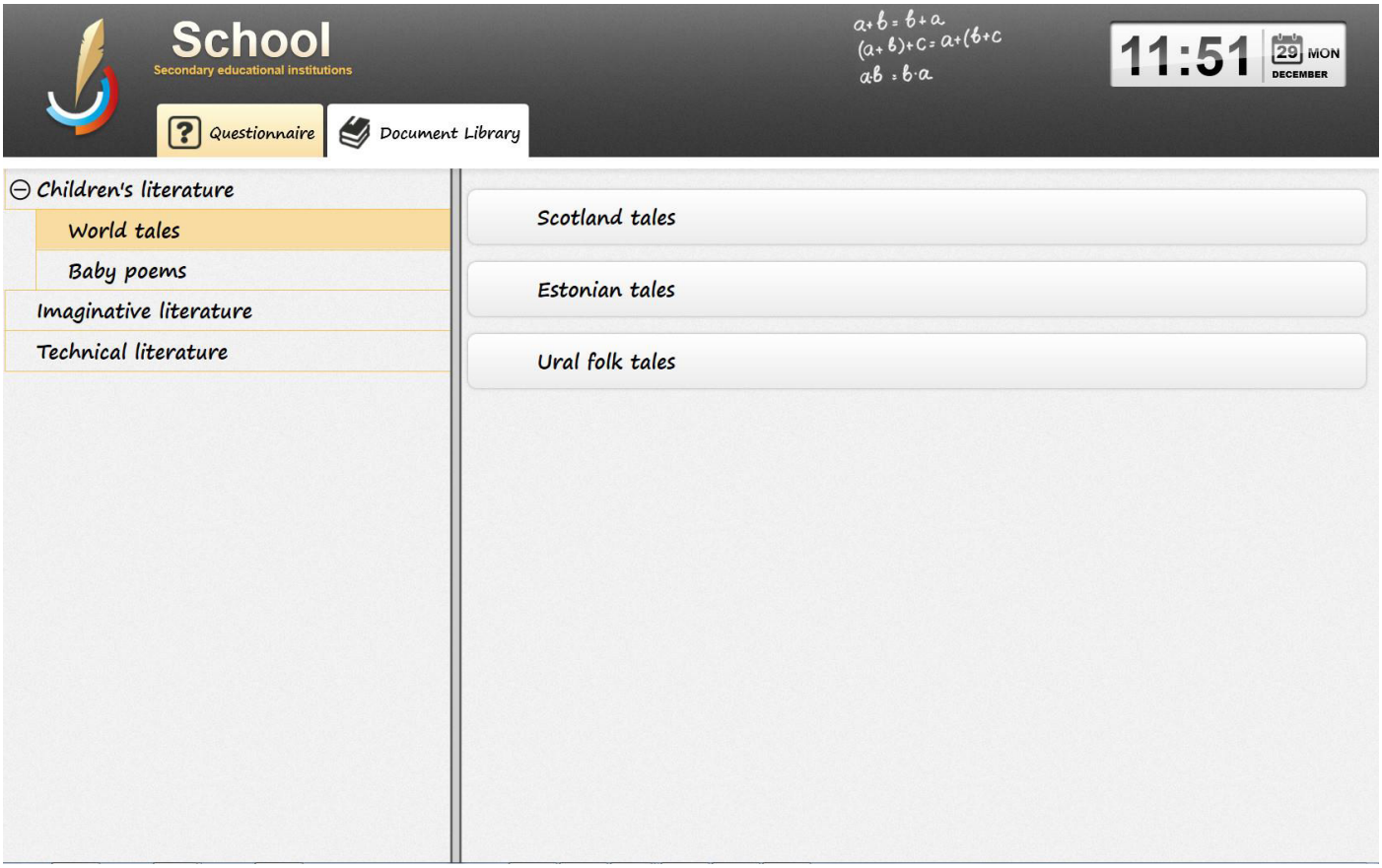


Fig. 117

When you delete a folder of the library, documents won't be deleted from the media content storage.

15. Running Line

Running Line is an element displayed on all the Player's screens for on-the-spot provision of information. Text of an advertisement as well as the main characteristics of the Running Line, such as color and height can be selected in Editor.

To add Running Line on the screen you should add the item "Running Line" at the localization level. An example of adding the item Running Line and its properties are shown in Fig. 118-120. Display of Running Line in Player is shown in Fig. 121.

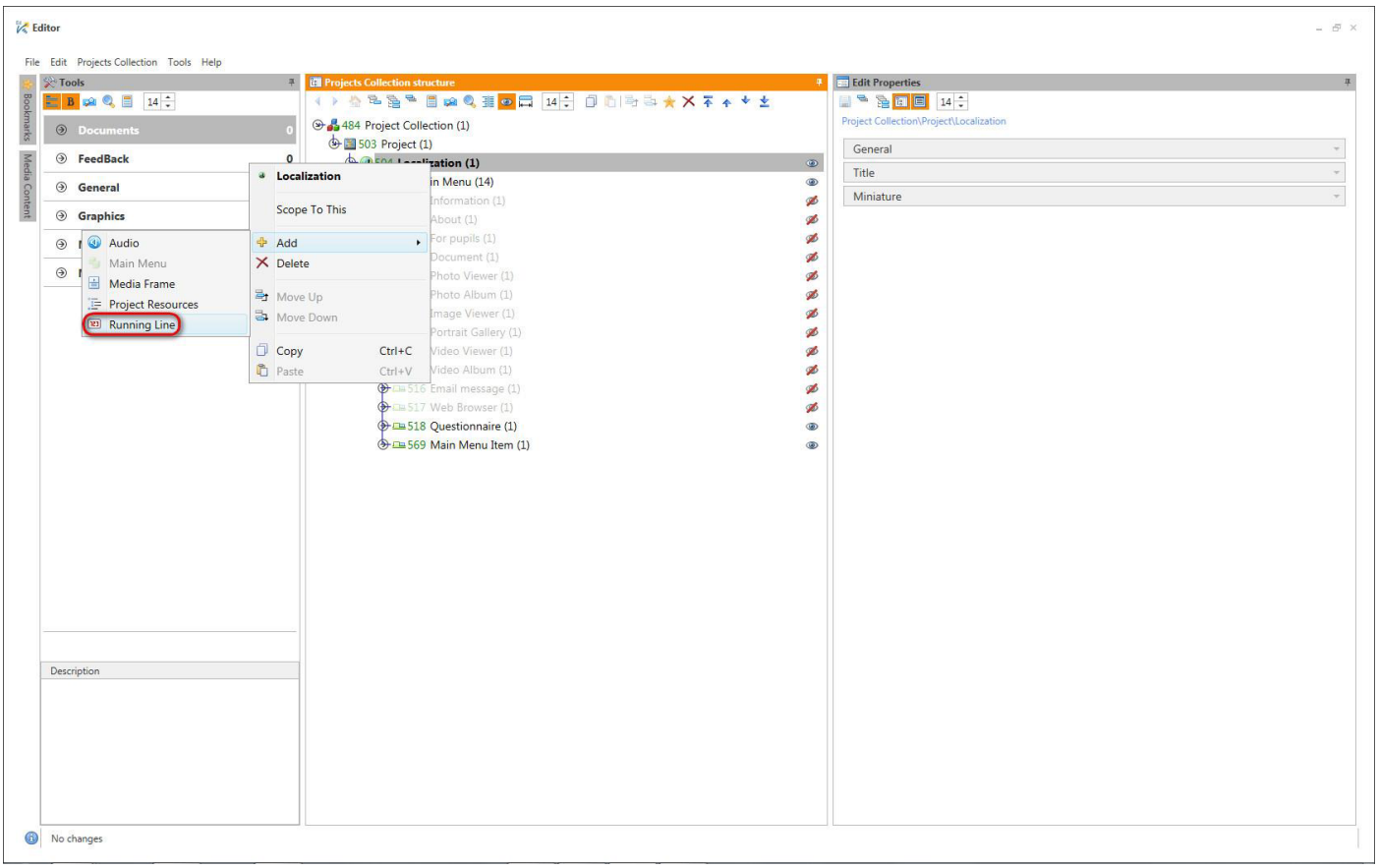


Fig. 118

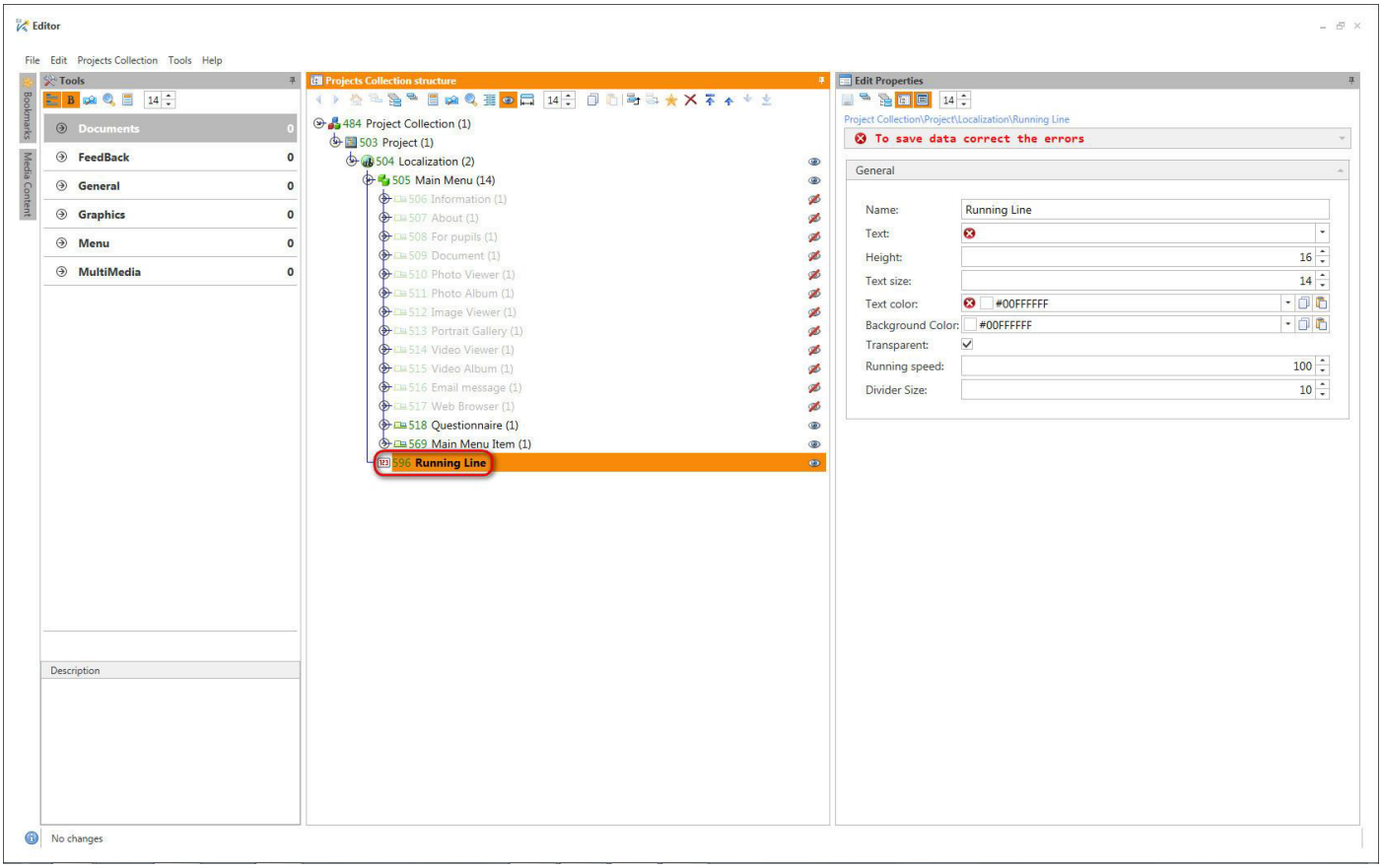


Fig. 119

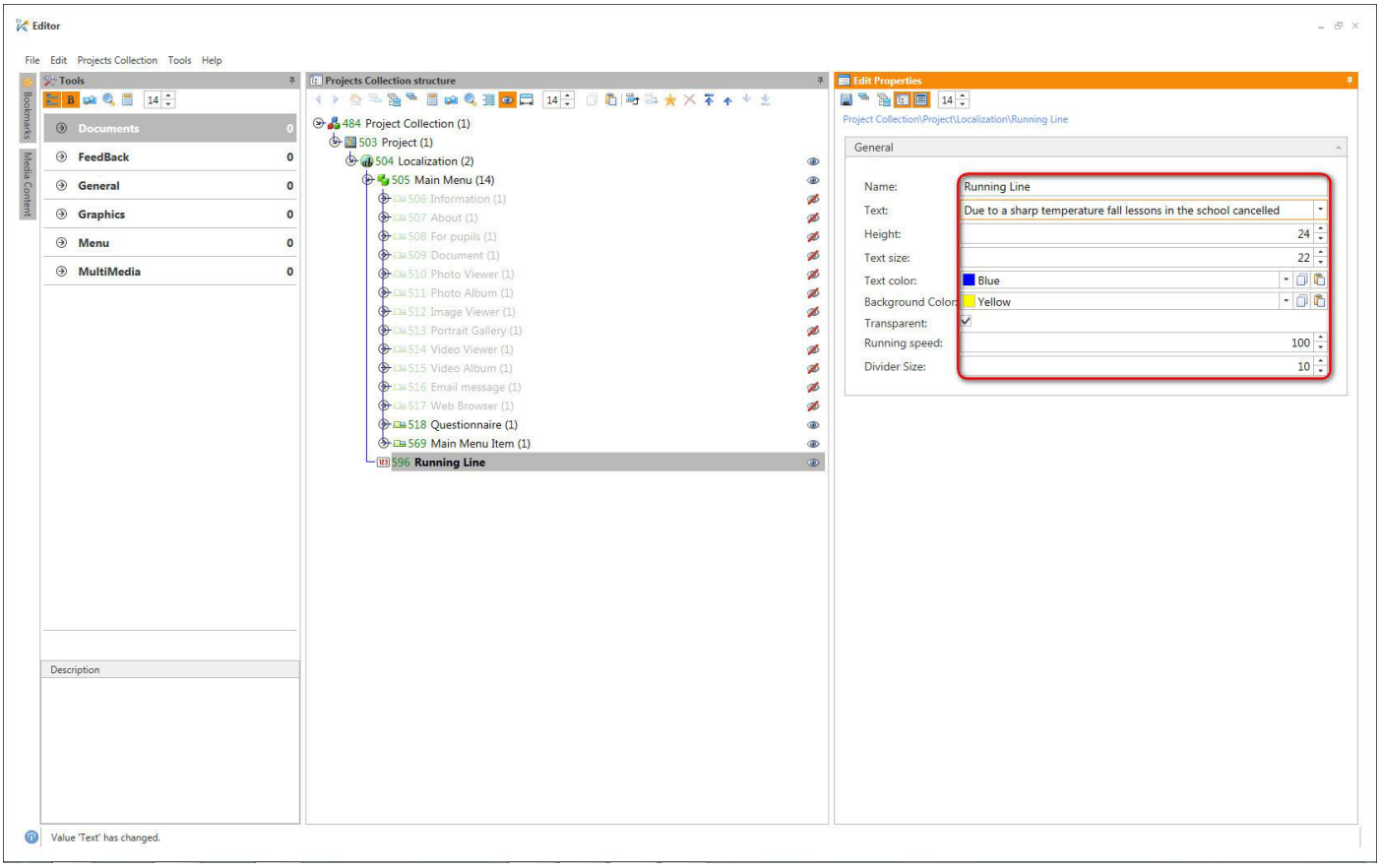


Fig. 120

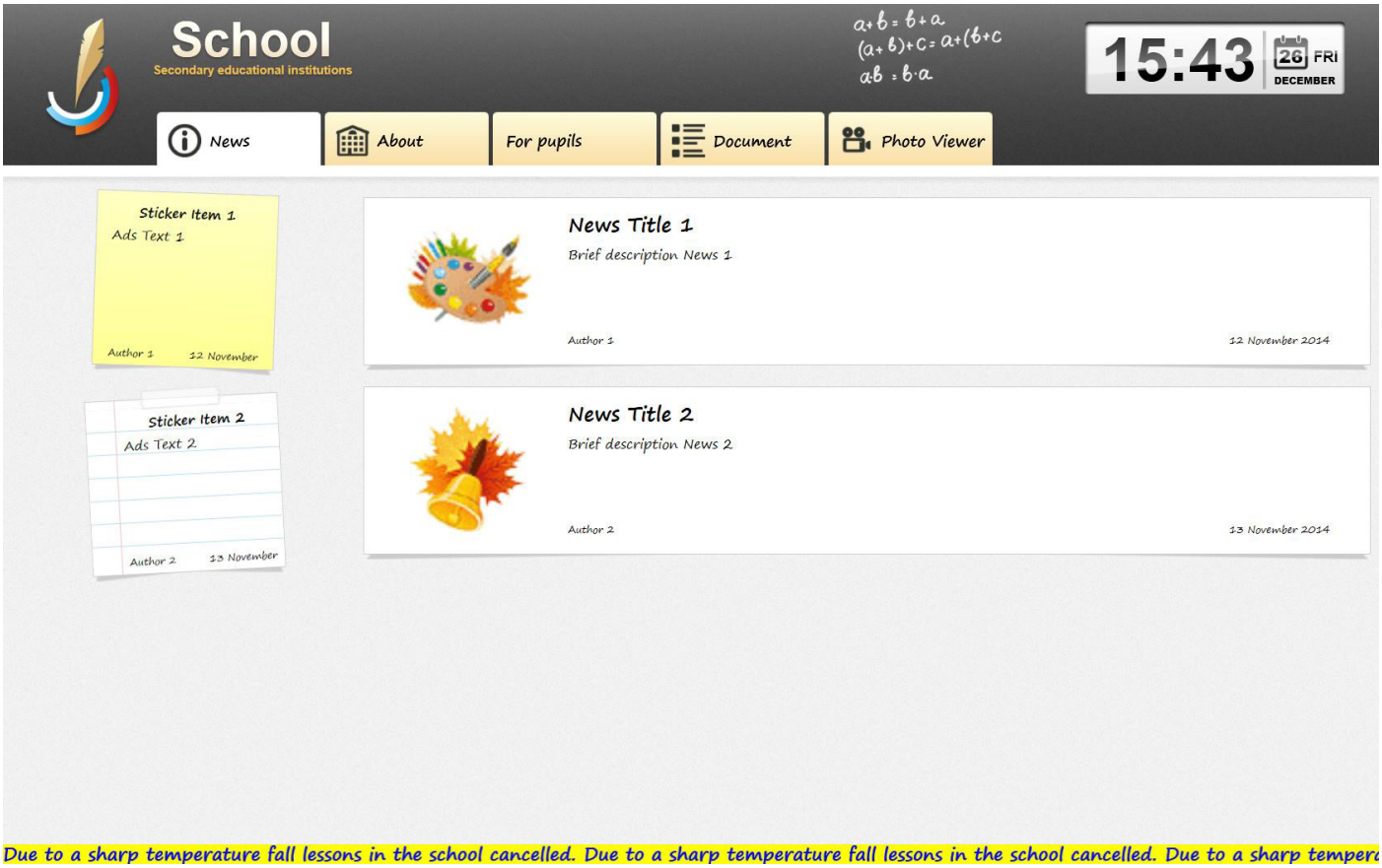


Fig. 121

16. Regions' Visual Editor (Graphic Editor)

The process of adding the Module "**Regions' Visual Editor**" to the **Light Navigation Module** is shown in Fig. 122 - Fig. 124.

In Editor the **Regions' Visual Editor** is integrated, which allows you to draw **Graphical objects** on "canvas" (on the background image: on the map, diagram, plan). The Regions' Visual Editor contains three items: **Name, Description, Background image**. **Name and description** refer to the internal name and description used in the project. A **background image** is a "canvas" for drawing **Graphical Objects** on it.

* Please note: This module is not an independent one, but the part of other modules such as Image menu, Exposition, Light Navigation, Custom screen, Graphic template. It can only be added to these modules.

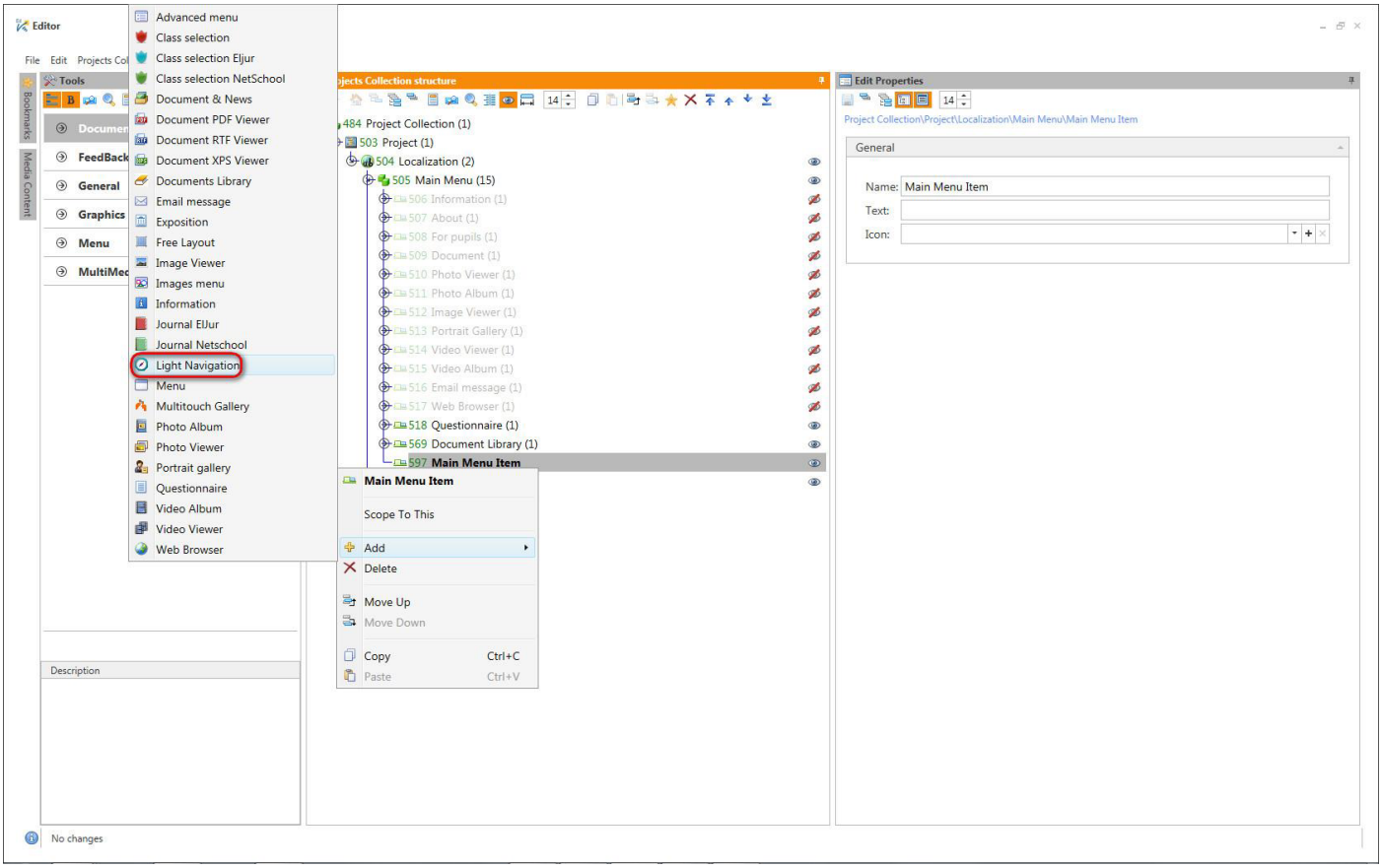


Fig. 122

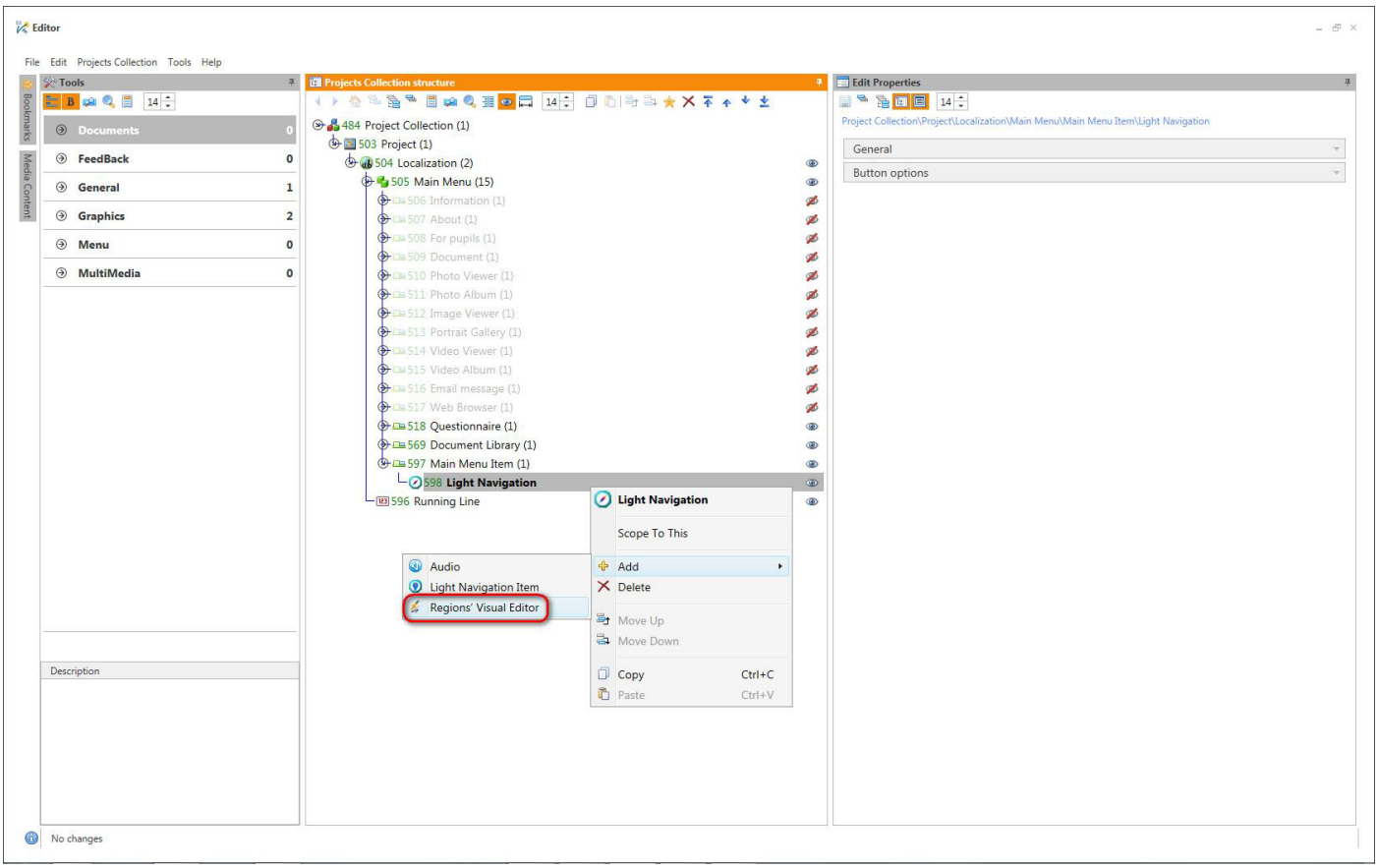


Fig. 123

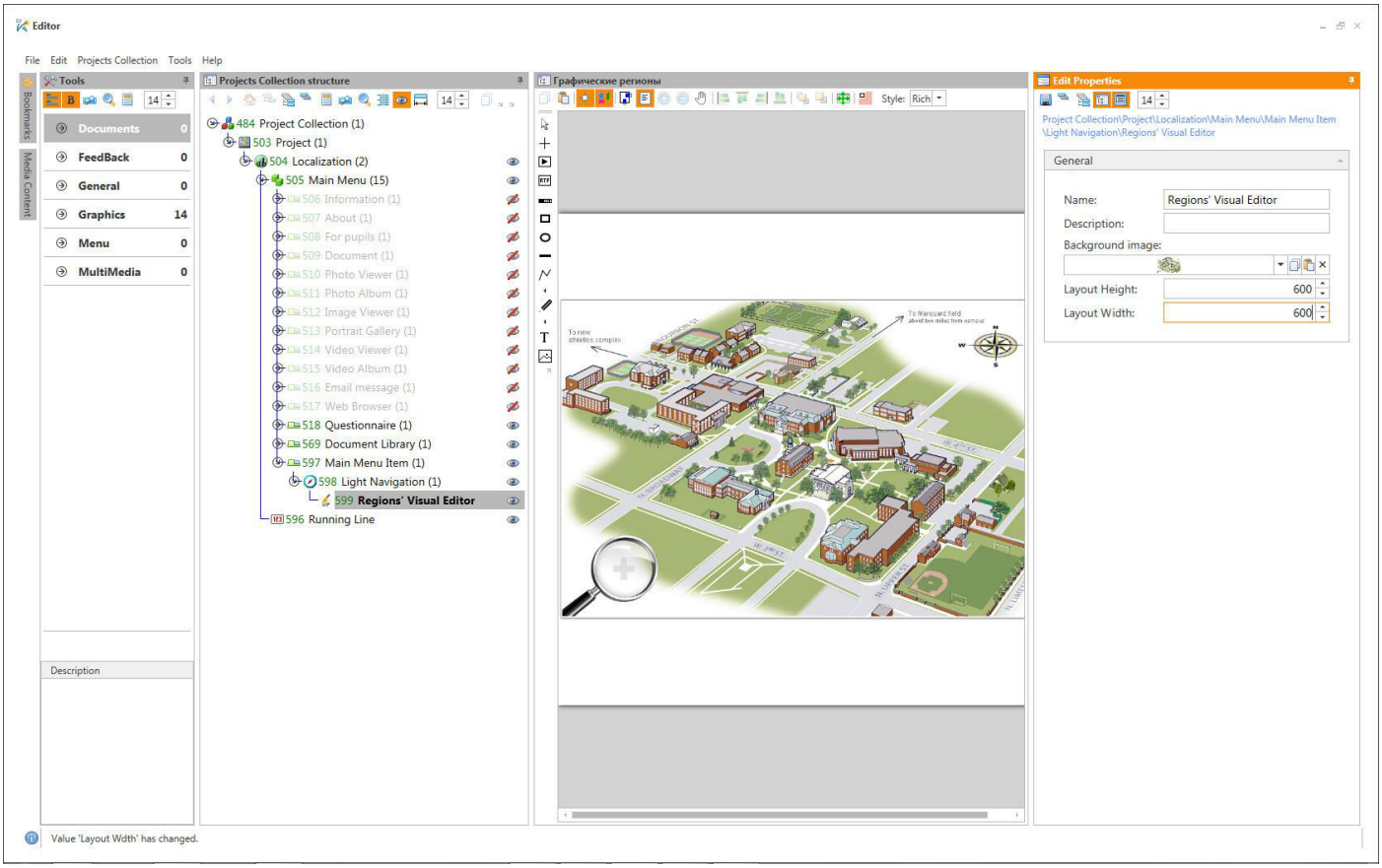


Fig. 124

Graphical objects are primitive geometric figures (objects, lines, broken lines) that are created on the "canvas." The following geometric figures can be added to the project: **object, line, broken line, free line, rectangle, ellipse, text** (rectangle with text).

Graphical objects are added to the project tree as child objects of the module **Regions' Visual Editor**. An example of adding a **graphical object** to a project tree is shown in fig.125-126.

For a more convenient elements adding as well as for an easier working with Graphical objects you can paint them using the mouse, directly in window of the Regions' visual editor. Basic functions that enable to work with objects in Editor are the following: to create (draw), delete, select, copy, paste, move to the foreground/background, align objects relative to each other. Appearance of Editor is shown in fig. 126 - 127.

Pressing the button allows you to maximize the window of graphic editor to the full screen size (see fig. 127).

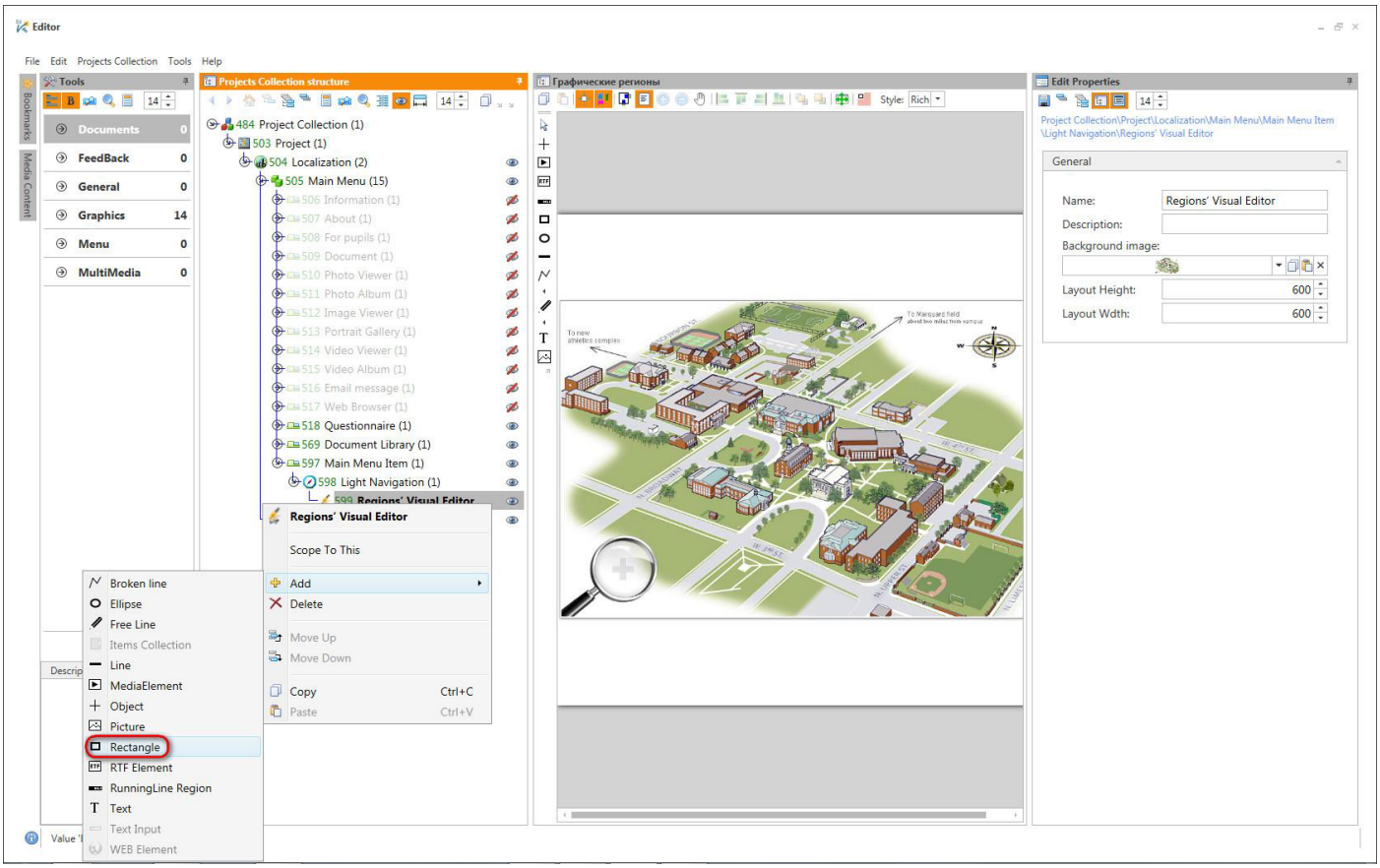


Fig. 125

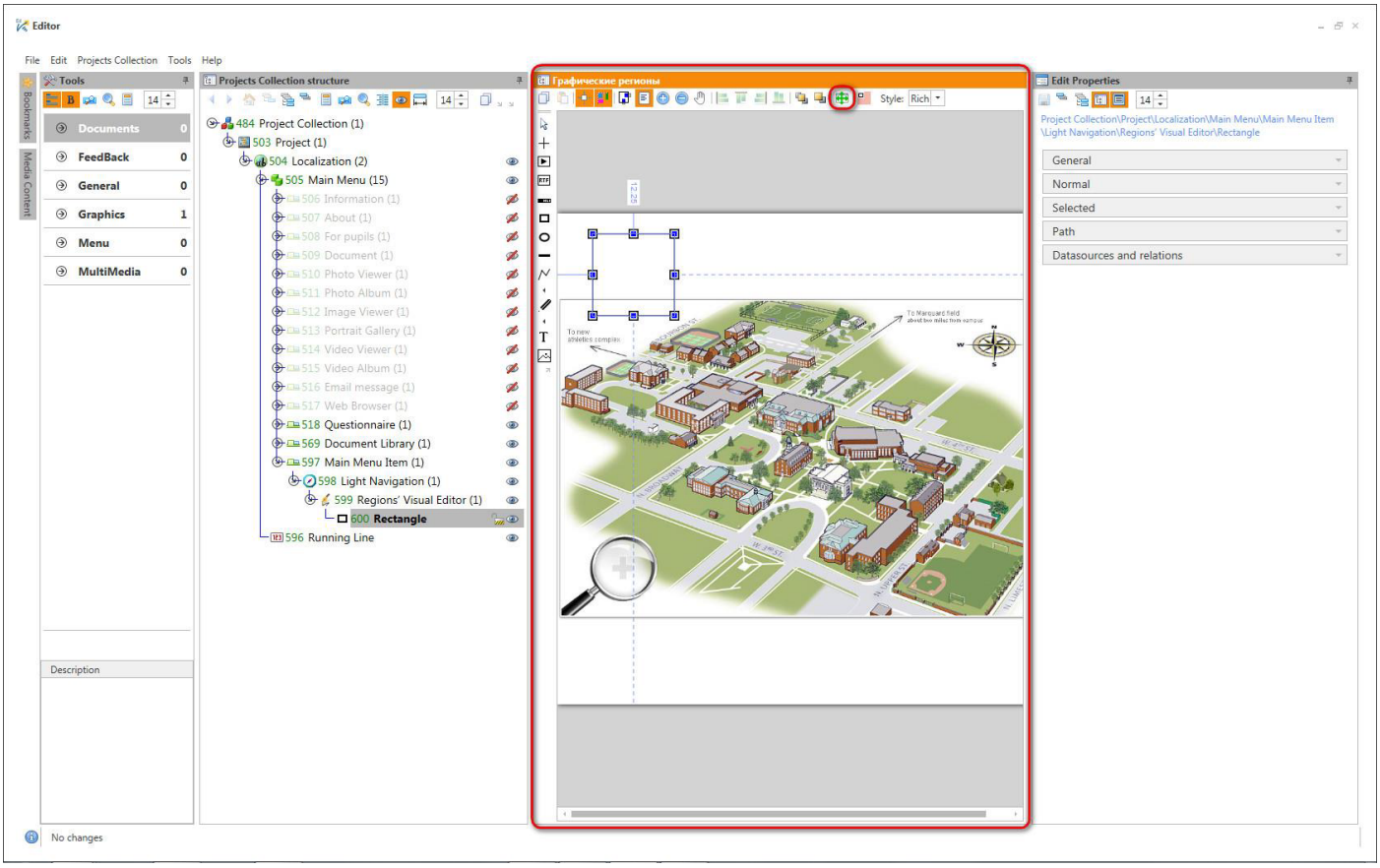


Fig. 126

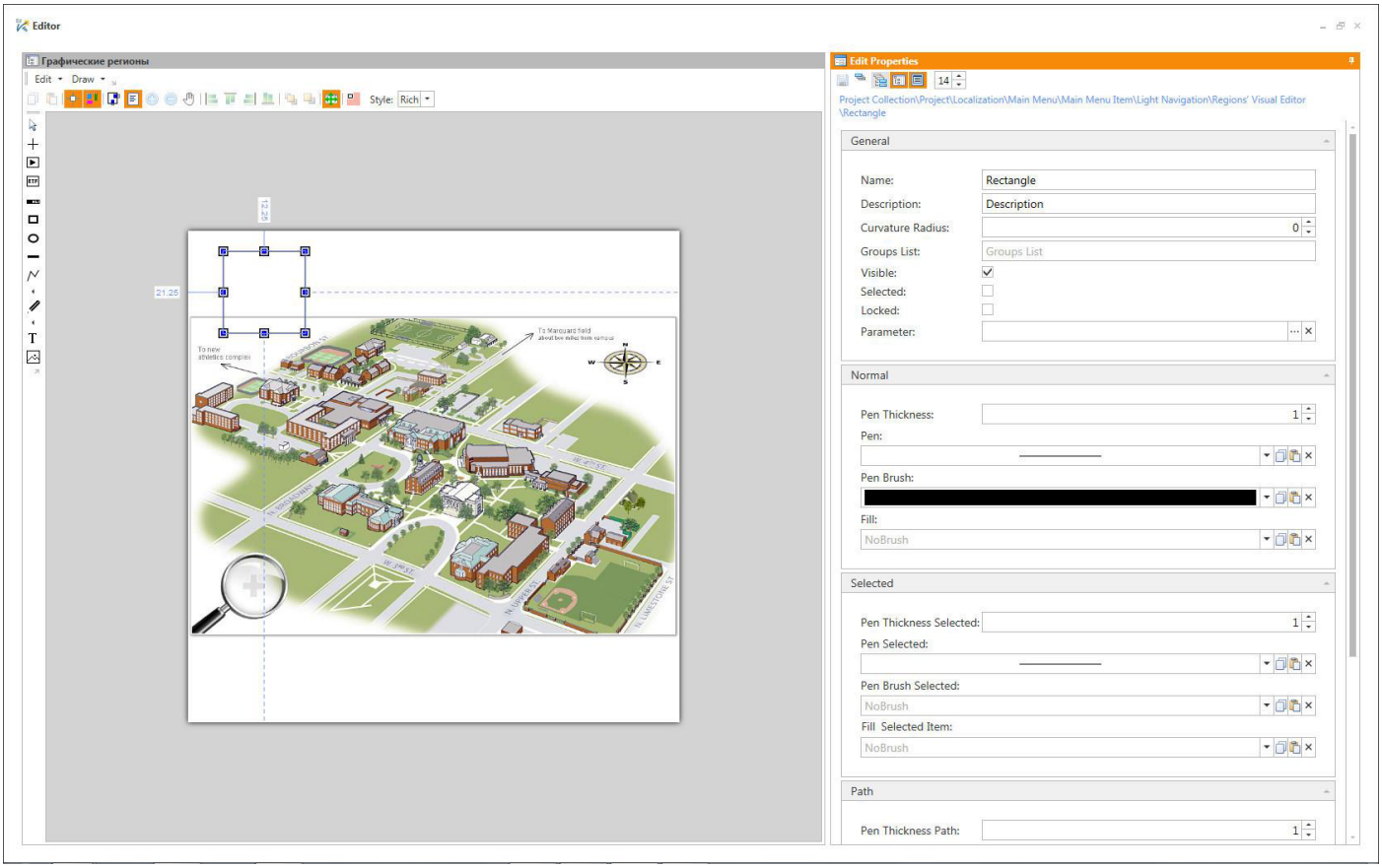
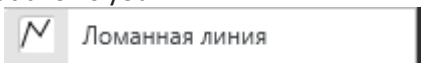
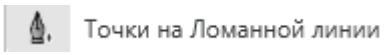


Fig. 127

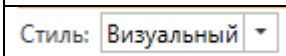
Properties edit panel

In the right part of the window of the Regions' visual editor, where the objects are created, the panel for editing properties of the selected element is located (see fig. 126-127). To fix its location you may use the clip in the header of the properties window.

In the left side menu (in the toolbar) of the of the window of the **Regions' visual editor** a set of buttons is located, which is designed to choose **Graphical objects**. The table describing the buttons functionality is provided below:

	Select-move an object
	Create an "Object"
	Create a "Rectangle"
	Create an "Ellipse"
	Create a "Line"
	Create a "Broken line". By clicking on the triangle below the broken line icon a drop-down menu appears that allows you: 1.  To draw a broken line - , 2.  To add additional points on the legs of the existing broken line.
	Create a "Free line". By clicking on the arrow below the pencil icon a drop-down menu appears that allows you to specify the length of line segments, of which a free line is composed. .
	Create **"Text"**
	Create "Media element (video)"
	Create "RTF Region"
	Create "Running Line Region"
	Create an "Image"
	The drop-down menu for individual customizing settings of toolbars (to hide / display buttons and toolbars, delete / create new toolbars). Individual customizing settings of the Editor's top-level menu (to hide / display menu items).

The top banner of the Regions' Visual Editor contains buttons, the functionality of which is provided in the table below:

	Copy an object
	Paste the copied object (or a group of objects)
	Show the objects' binding to the edges of canvas
	Show size of objects
	Show panel of objects' properties in the Properties edit panel
	Move to the foreground
	Move to the background
	*Zoom
	* Zoom out
	Move canvas in the edit box when the "canvas" size exceeds the size of the edit window
	Left-, top-, right-, bottom- alignment of the selected objects group (objects are aligned at the left / right, top / bottom object's point (line) that touches the alignment boundary).
	Maximize/ Collapse the window of the Regions' Visual Editor
	Show all objects/to show only visible objects
	Style of displaying objects (Visual – only visible objects, Editing – all objects, Path – animated routes)
	Line color of the newly created object
	Line width of the newly created object

** Please note: Scaling of the "canvas" can also be made by pressing «Ctrl» on the keyboard and scrolling the mouse wheel.*

To select multiple objects you should press the Ctrl key and the left mouse button. Managing the process of the objects movement is possible both by clicking on the object while holding the left mouse button down and using the arrow keys on the numeric keypad. The combination of arrow keys + Ctrl is used for the increased (alternative) step of moving objects. Setting the movement step and the alternative step of moving objects (a group of objects), as well as the auto save interval of the created "canvas" can be regulated in the project settings and are shown in fig.128.

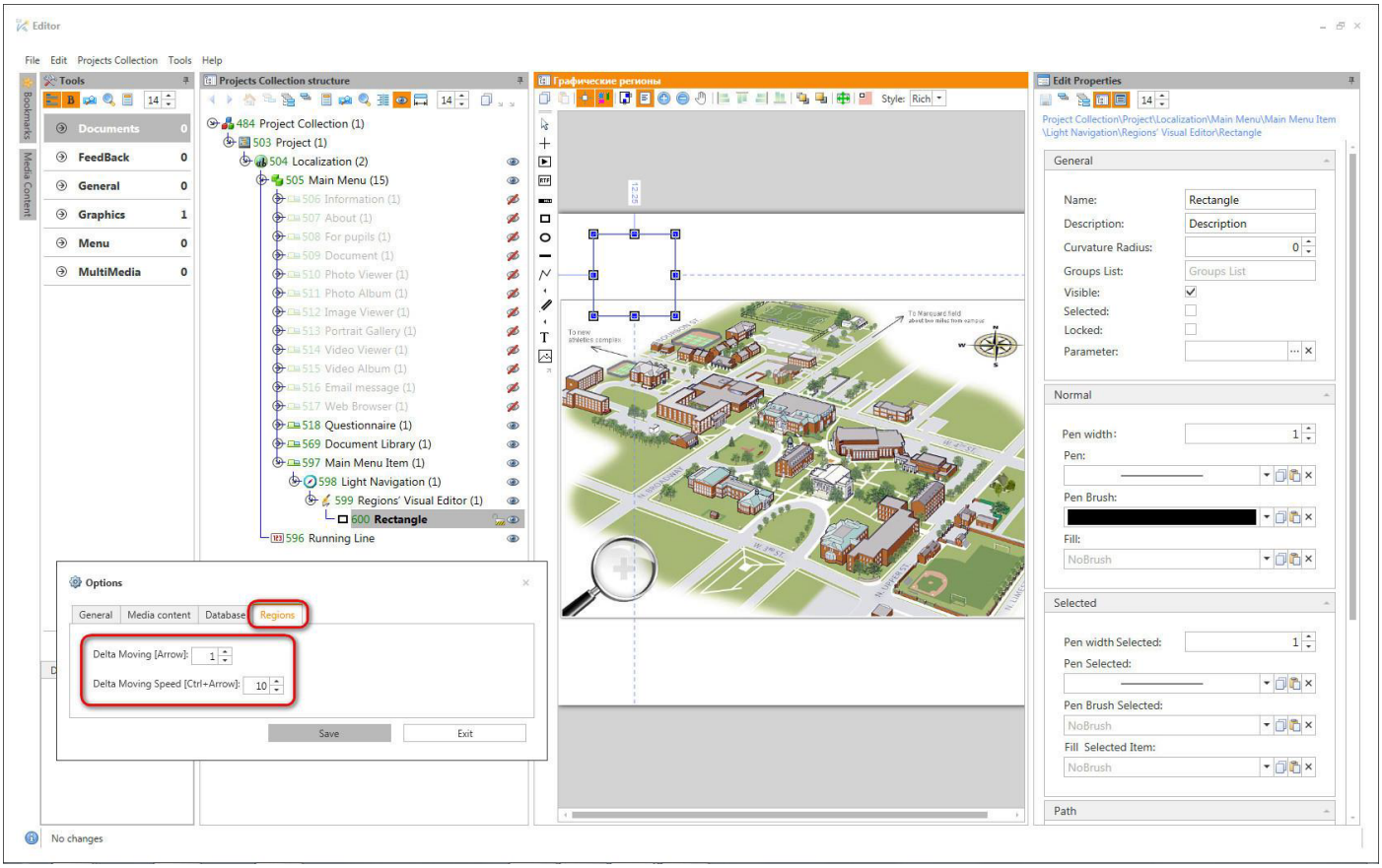


Fig. 128

The drop-down menu for individual customizing settings of the side-toolbar and the window with settings of the toolboxes as well as the top-level menu of the **Regions' Visual Editor** are shown in fig. 129-130.

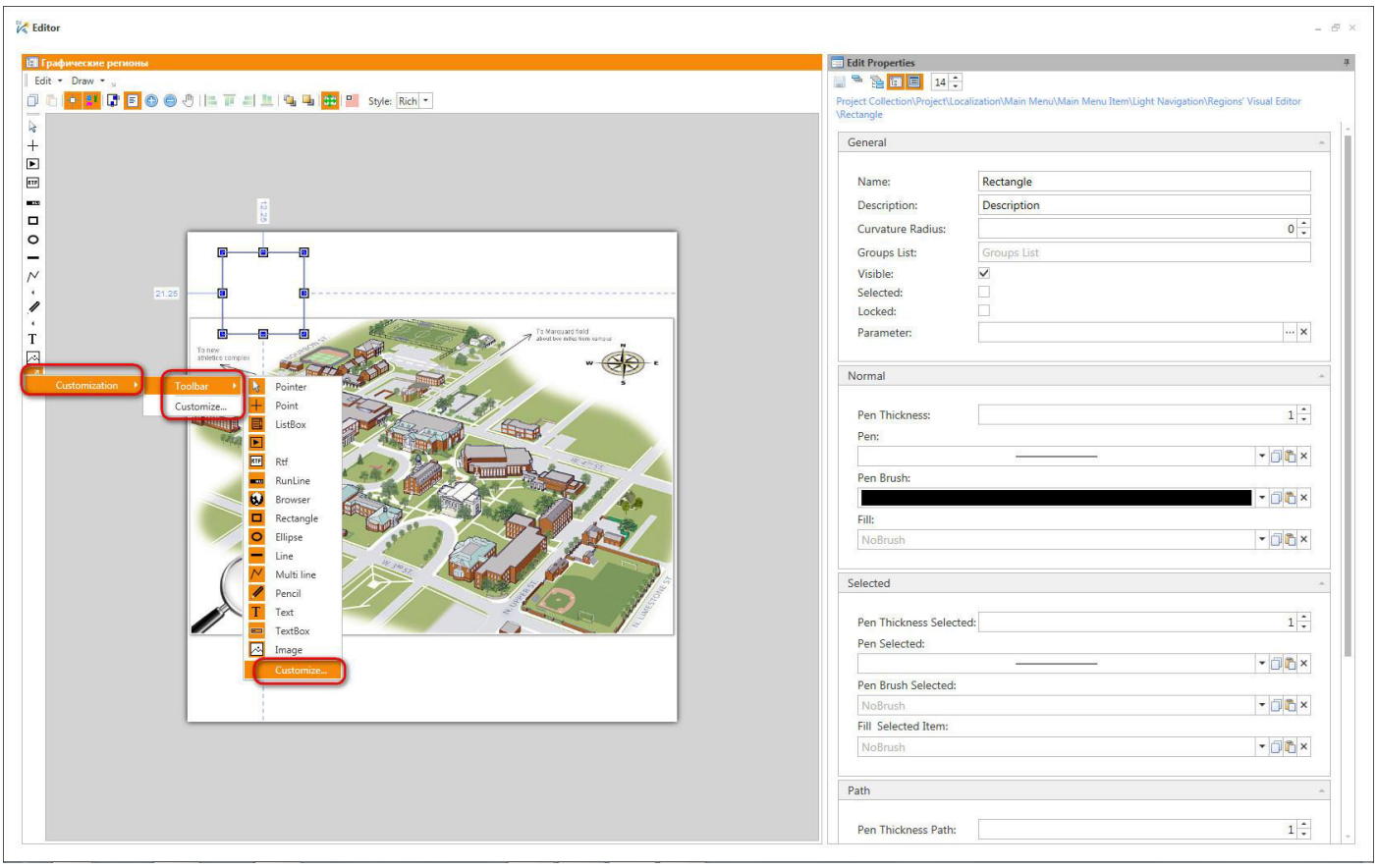


Fig. 129

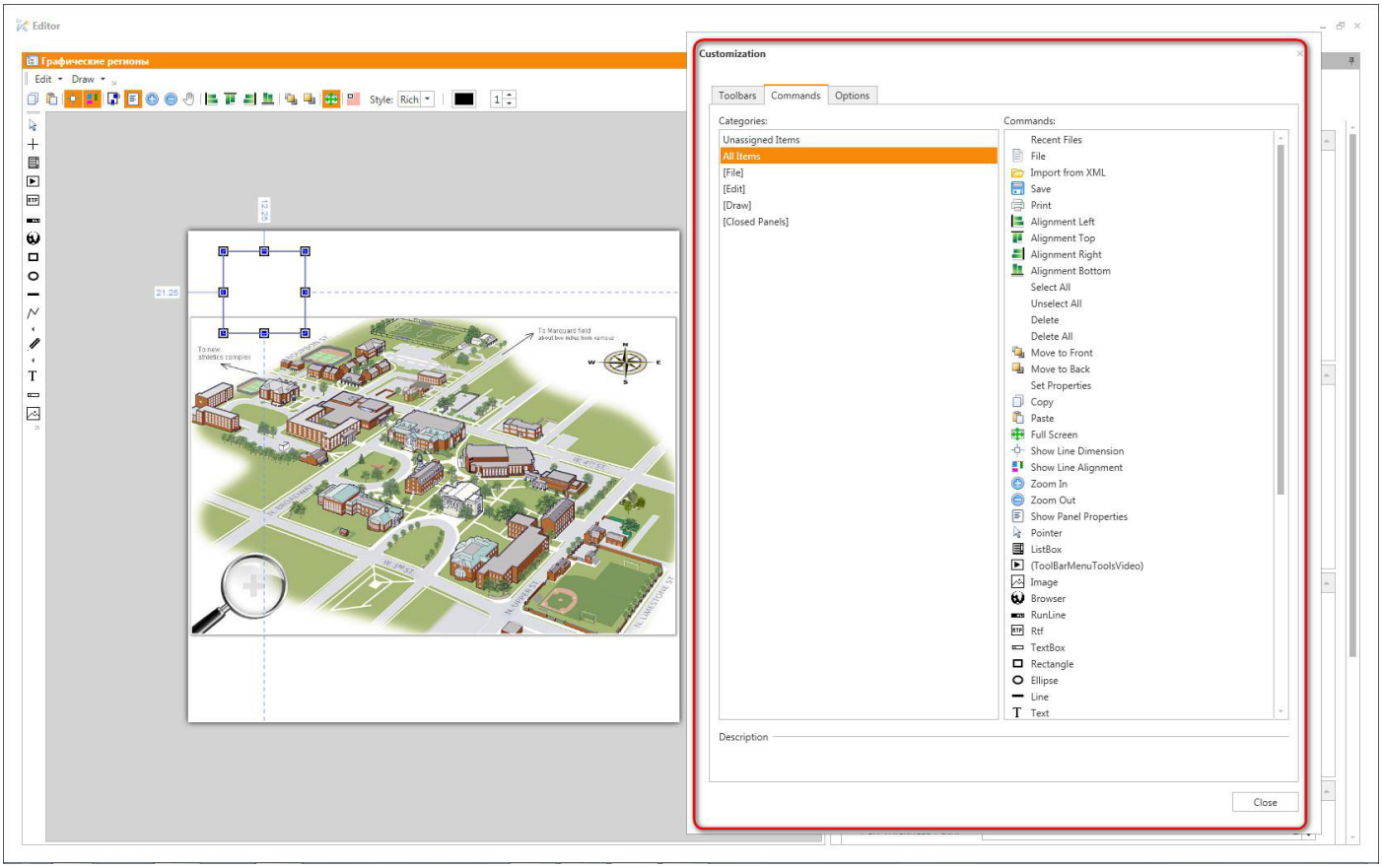


Fig. 130

The menu items “**Move forward”, “Move back”** allow you to change the location of objects relative to each other in the drawing-plane (as shown in fig. 131 a circle is located above a rectangle and vice versa as shown in fig. 132 a rectangle is located above a circle).

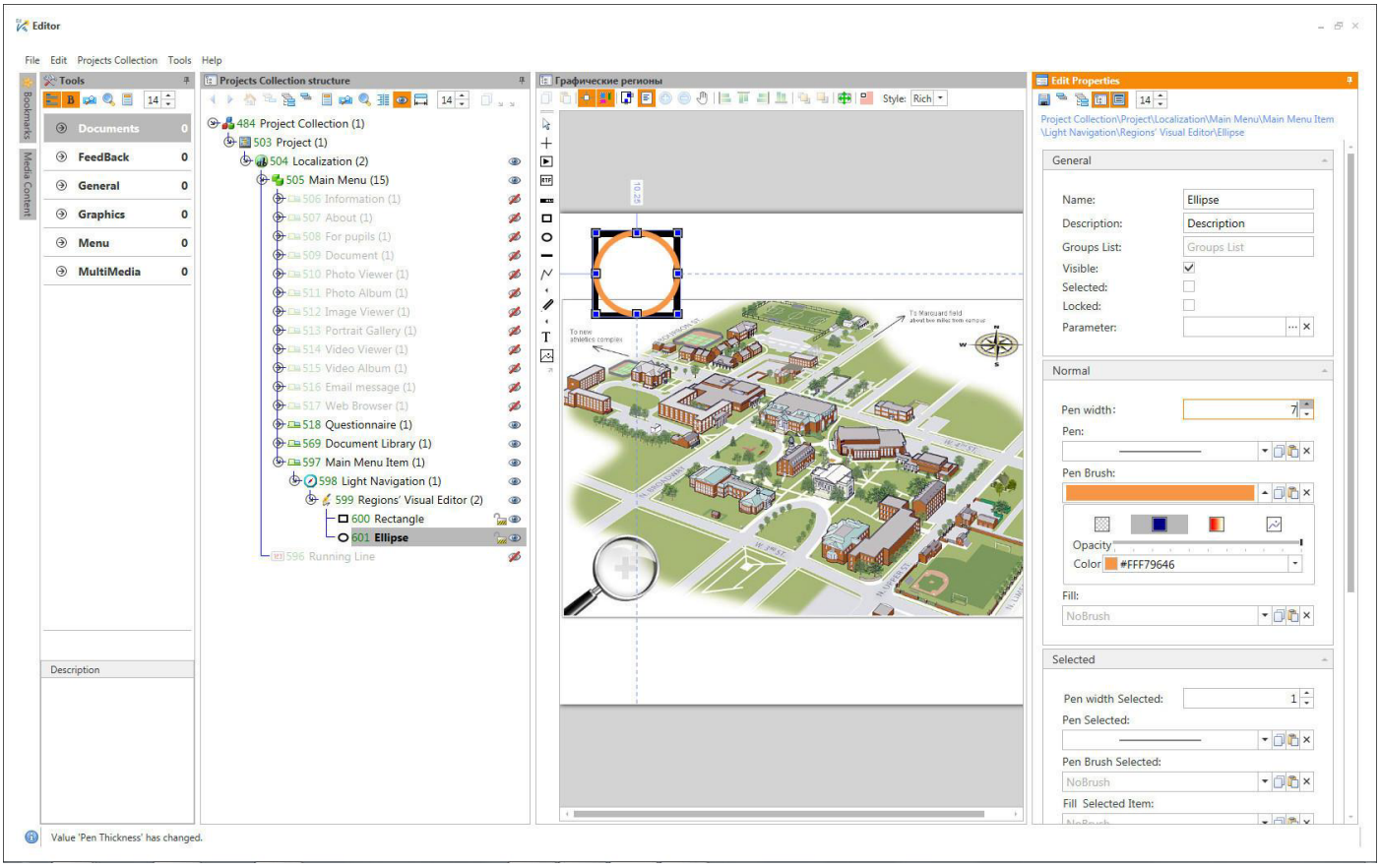


Fig. 131

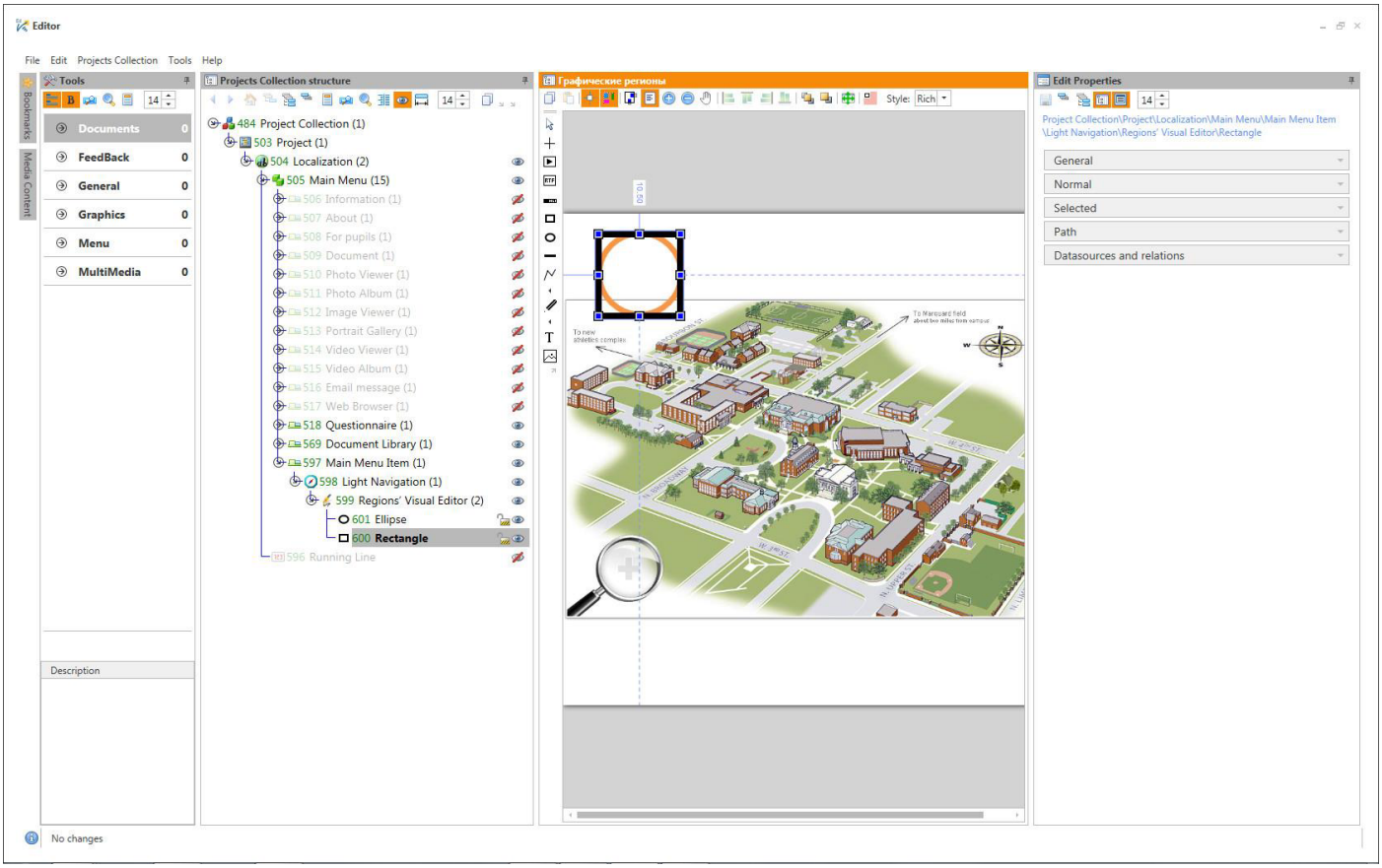


Fig. 132

It is possible to display and view the linear dimensions of graphical objects as well as the distance from the edge of the canvas to the nearest edge of a graphical object. An example is shown in fig. 133 - 134.

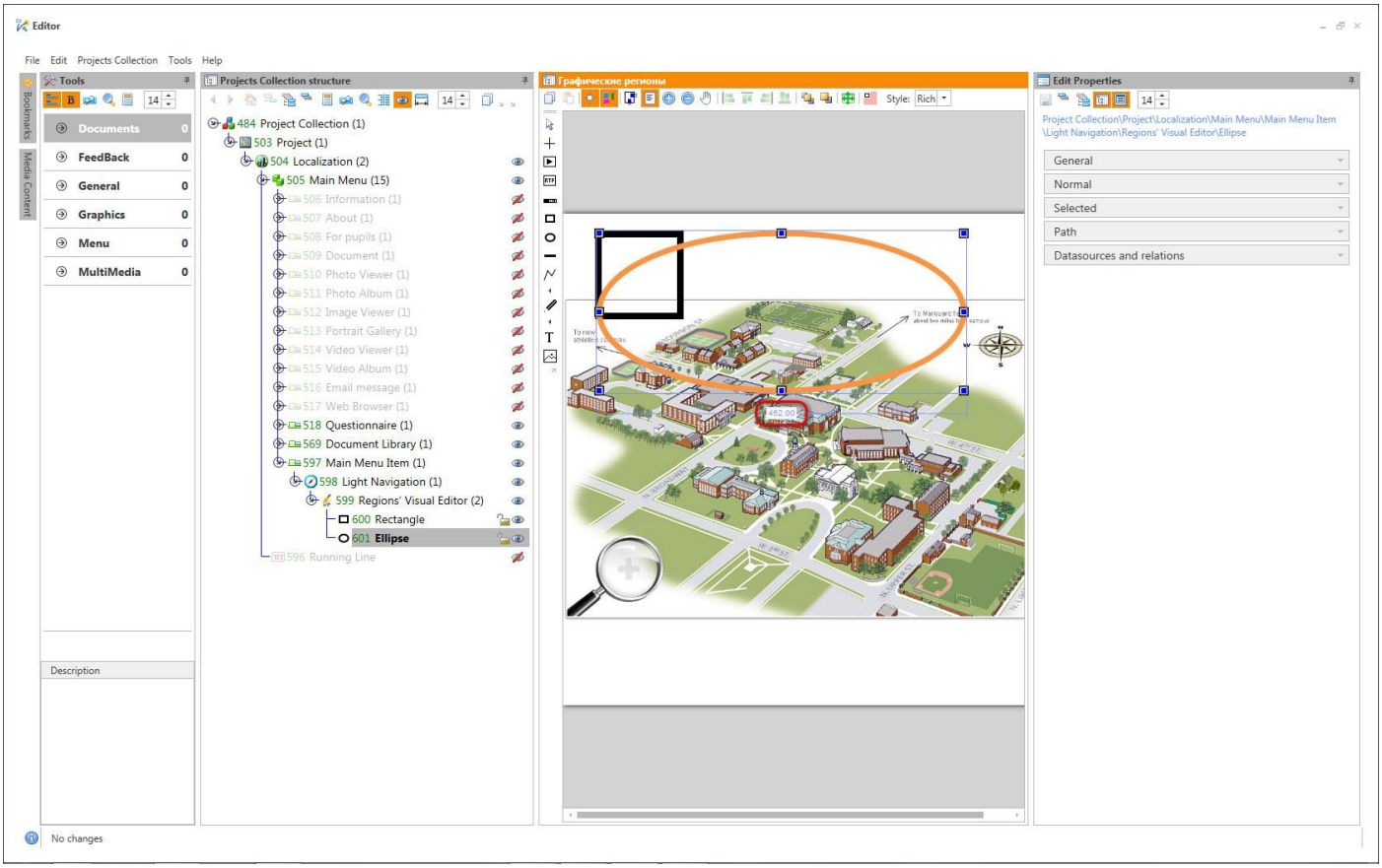


Fig. 133

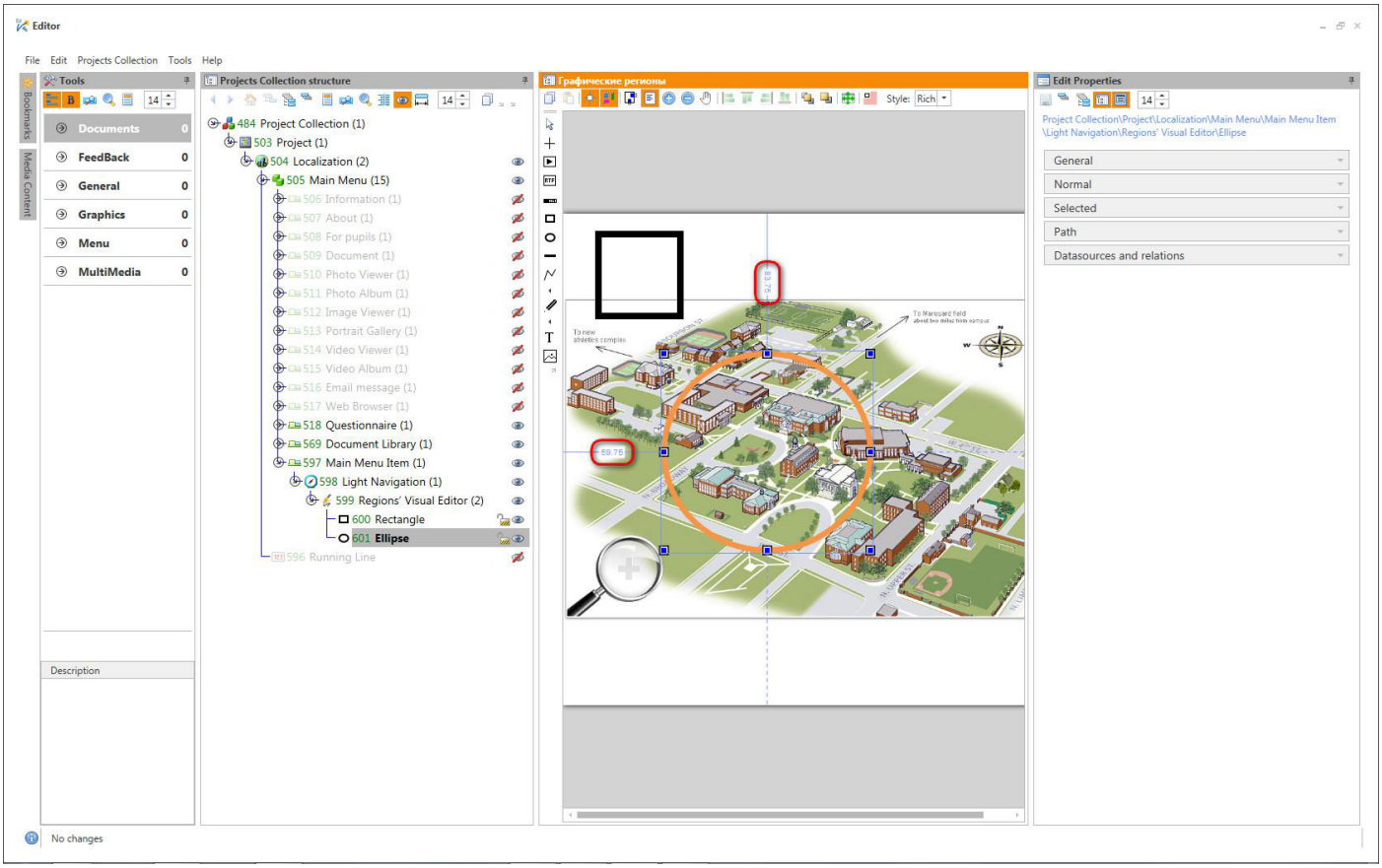


Fig. 134

Also there is a built-in “binding” function created for objects’ alignment relative to each other. In this case, a red dashed line appears on the periphery of aligned objects. An example is shown in fig. 135.

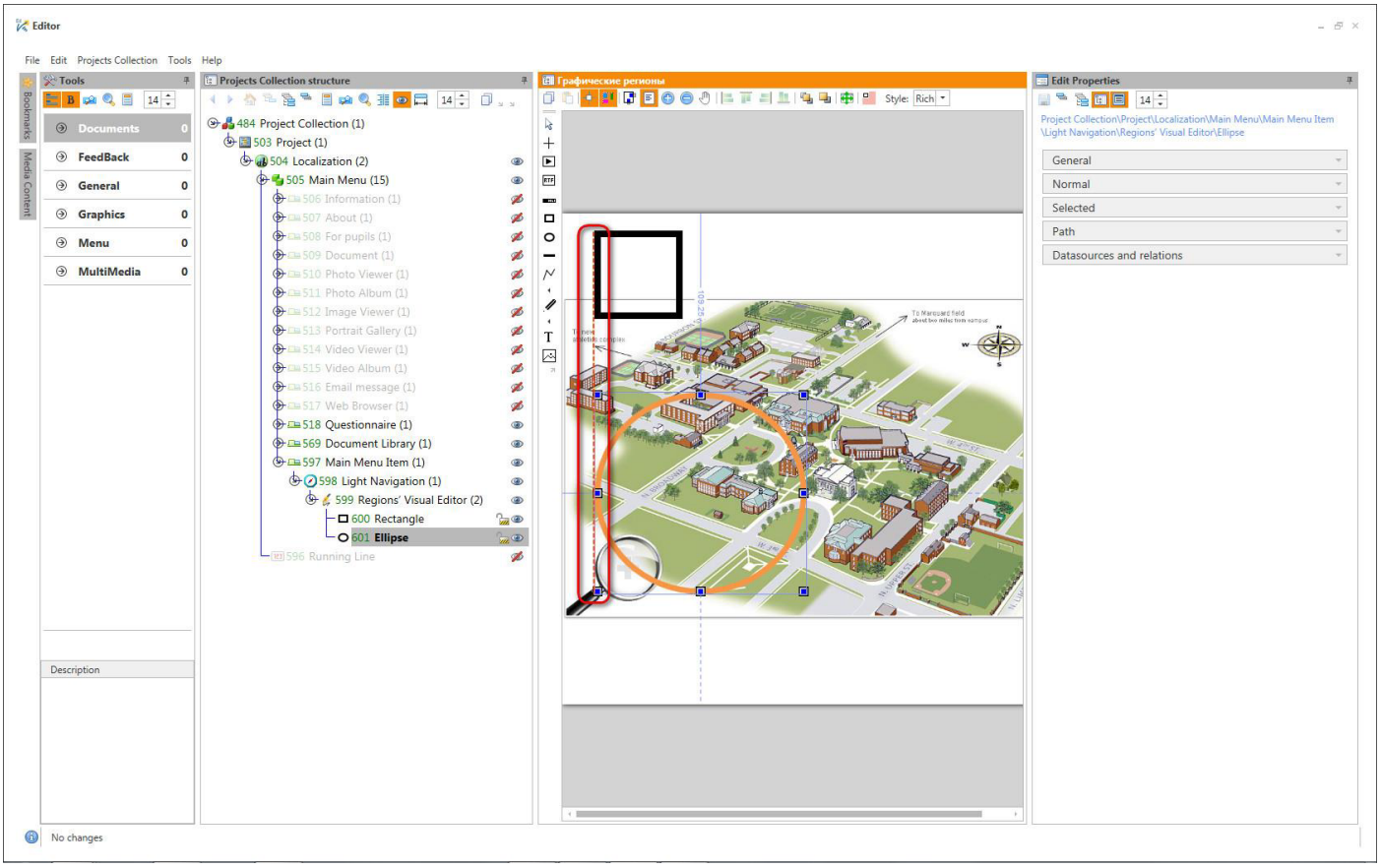


Fig. 135

Each **Graphical object** has two states:

1. The Object is selected (highlighted)
2. The object is not selected (highlighted)

An example of the state when the object is selected/not selected is shown in fig 136-139: both settings in Editor and display in Player are illustrated below. When you select (highlight) an object its appearance changes in accordance with the specified properties (for instance: instead of one picture inside another one appears).

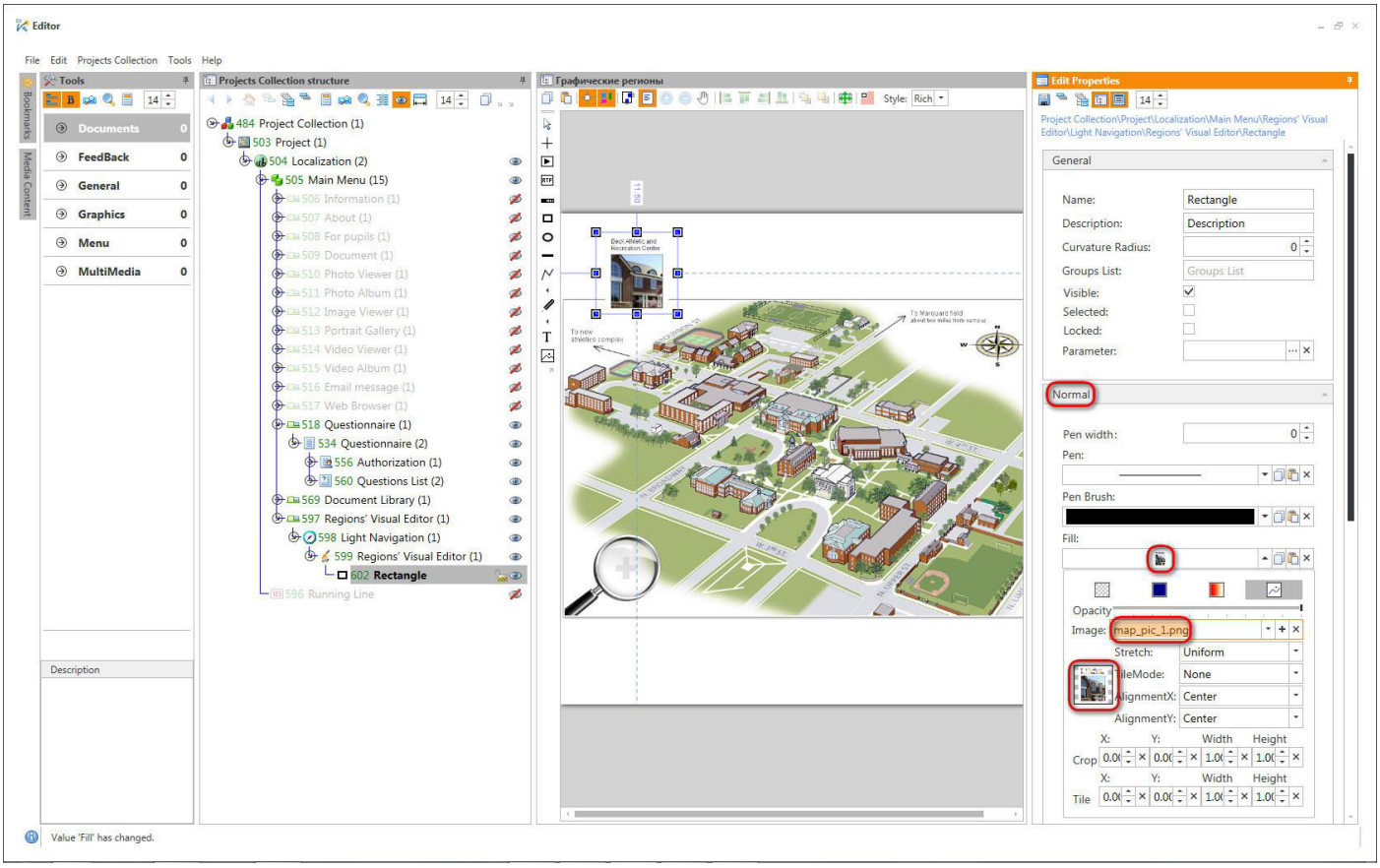


Fig. 136

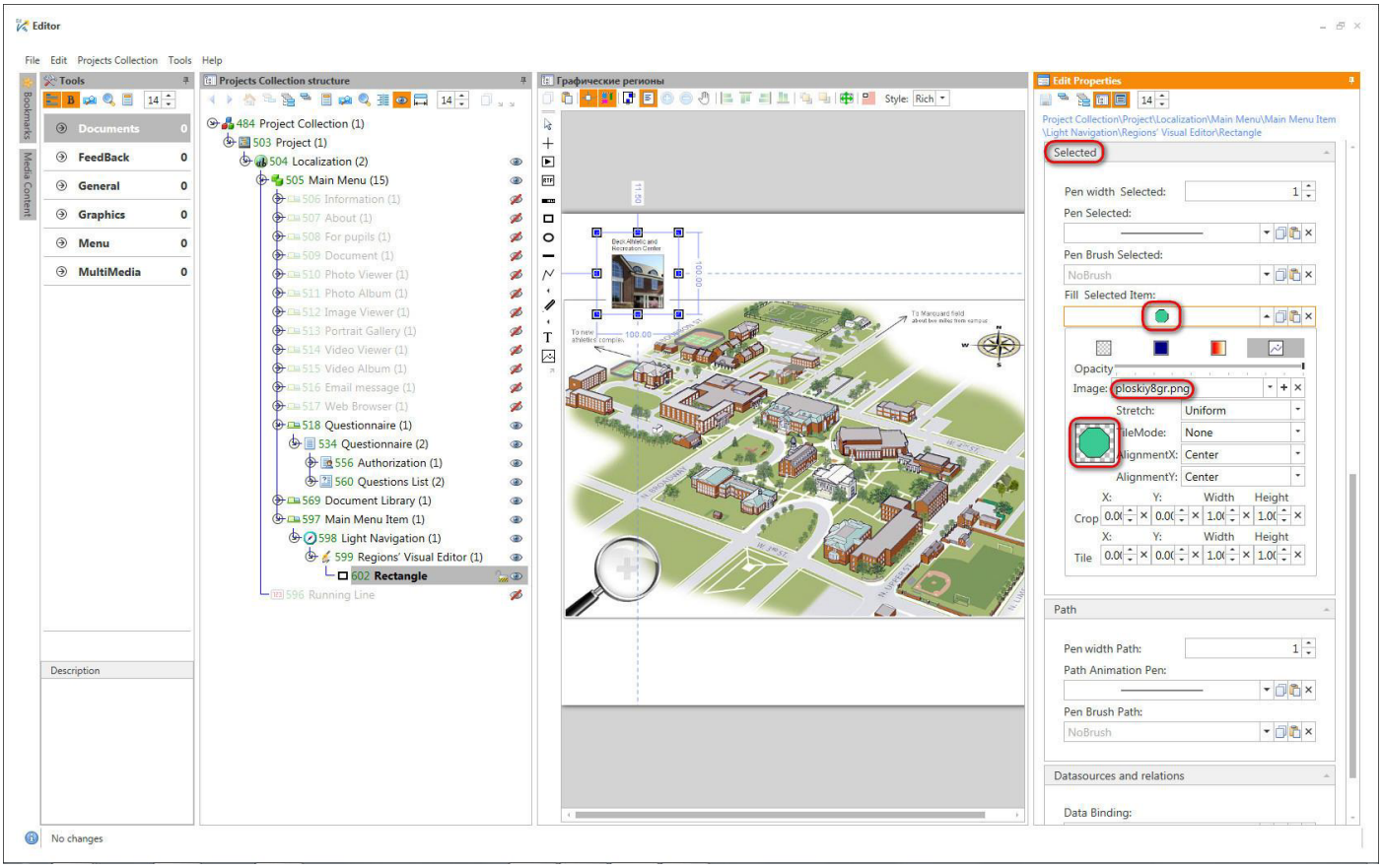


Fig. 137

Fig. 138

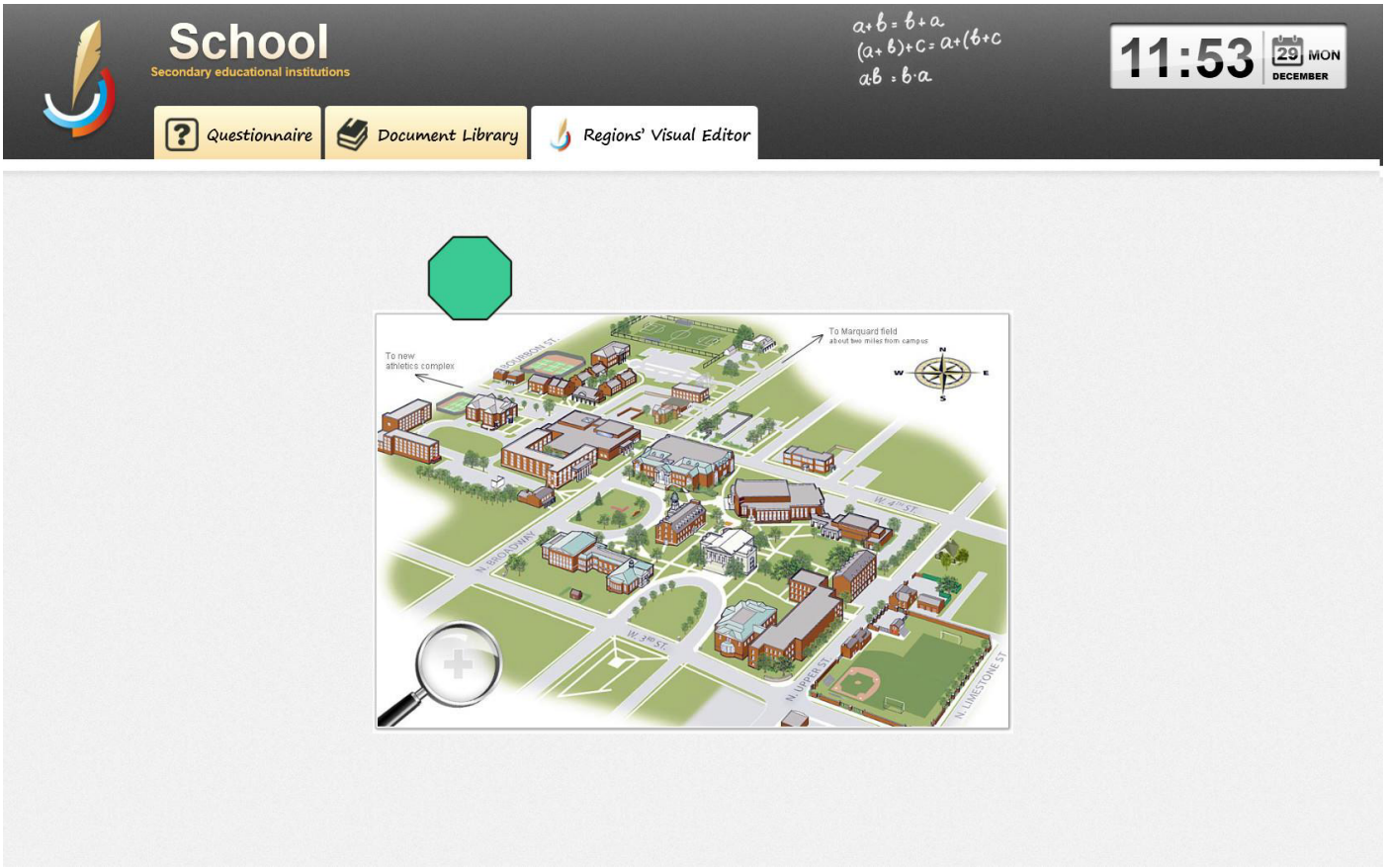


Fig. 139

Properties of Graphical objects

Each **Graphical object** has its customizable properties. There are properties of objects that connect them with other objects, scenarios, etc. These properties are described in the later sections or their description is provided in the complementary manuals.

There are the following graphical elements available: Object (Fig. 140), **Line** (Fig. 141**), Broken Line** (Fig. 142**), Free Line** (Fig. 143**), Rectangle** (Fig. 144**), Ellipse** (Fig. 145**).**

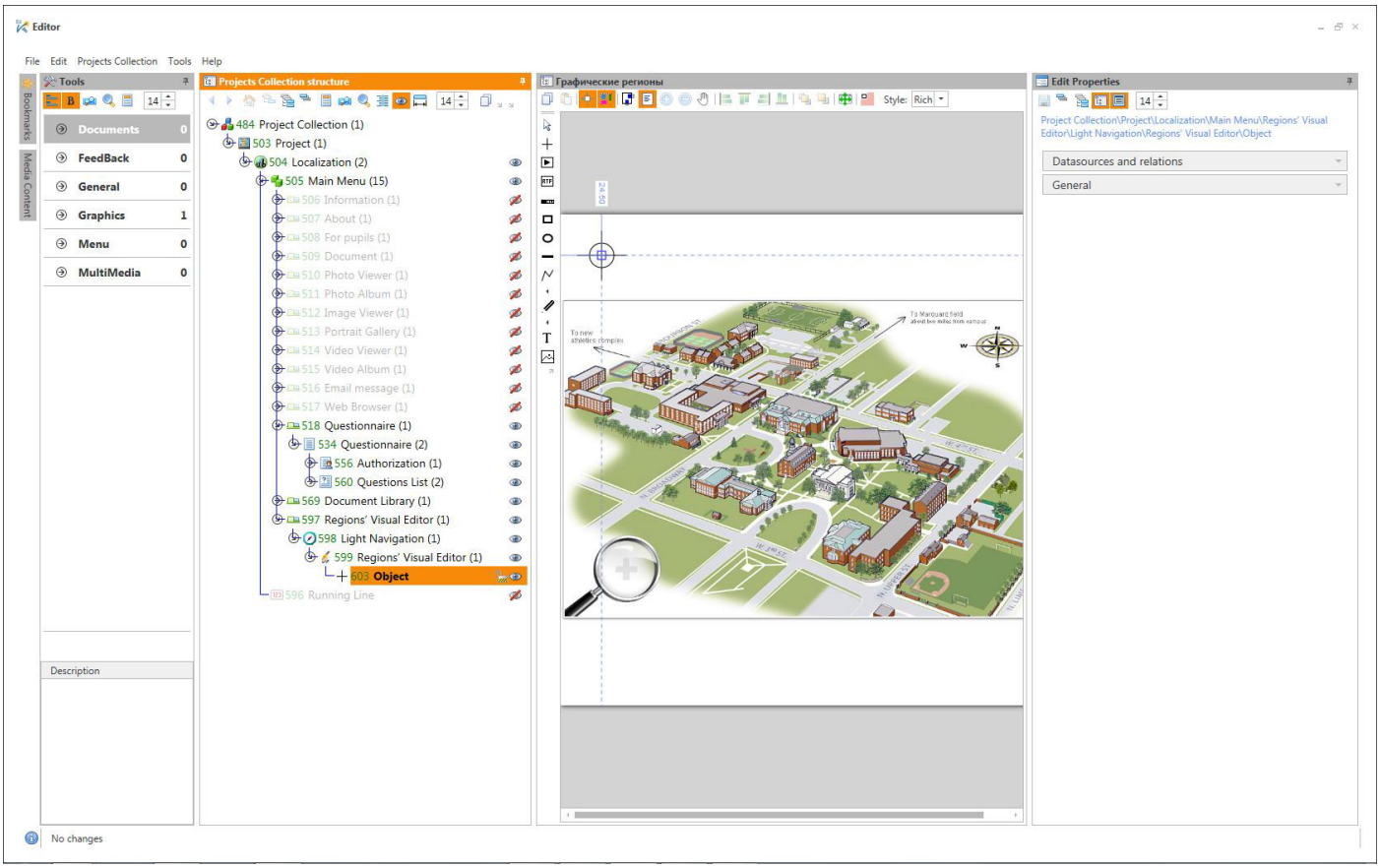


Fig. 140

**Please note: This Software version doesn't contain an Object.*

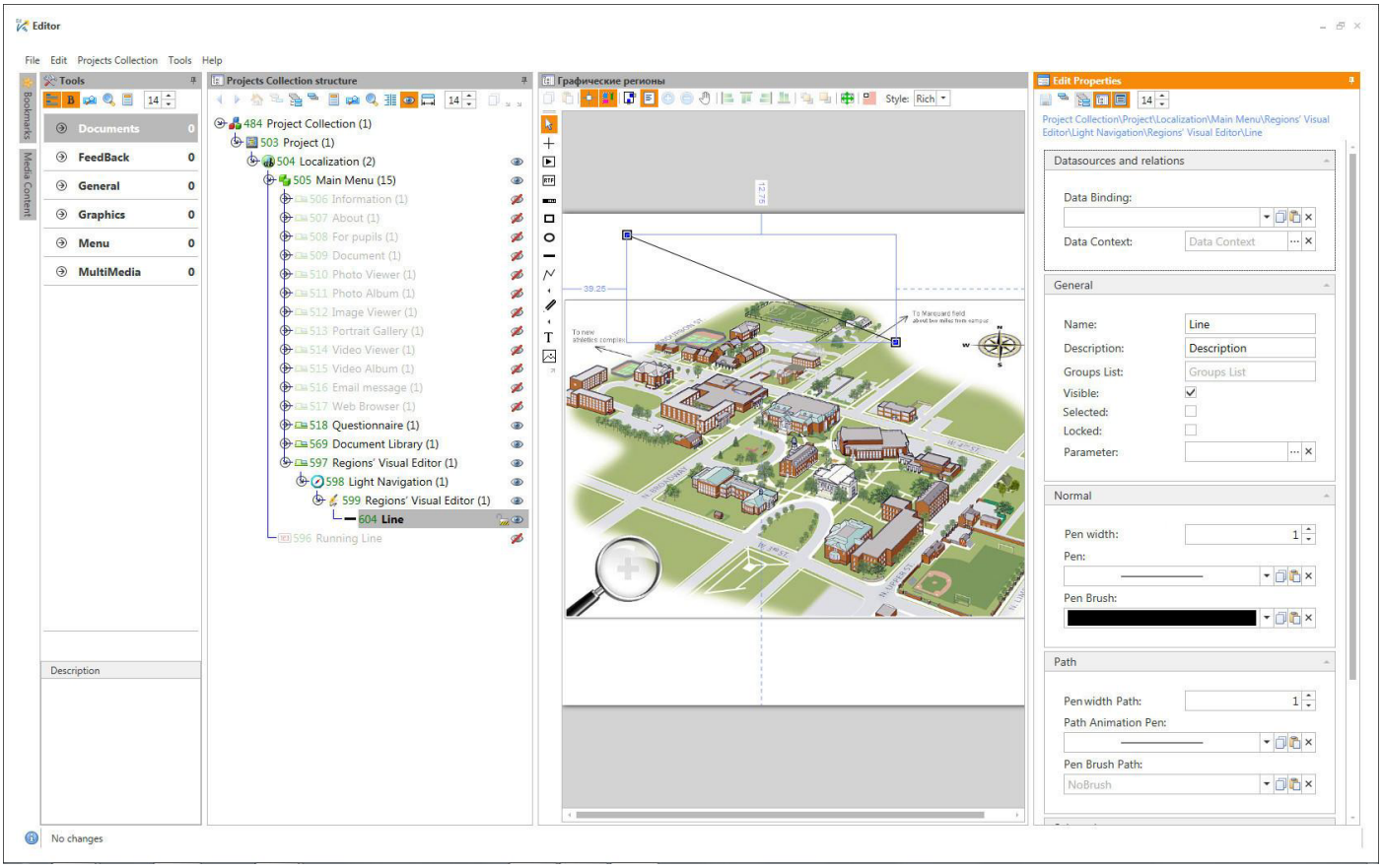


Fig. 141

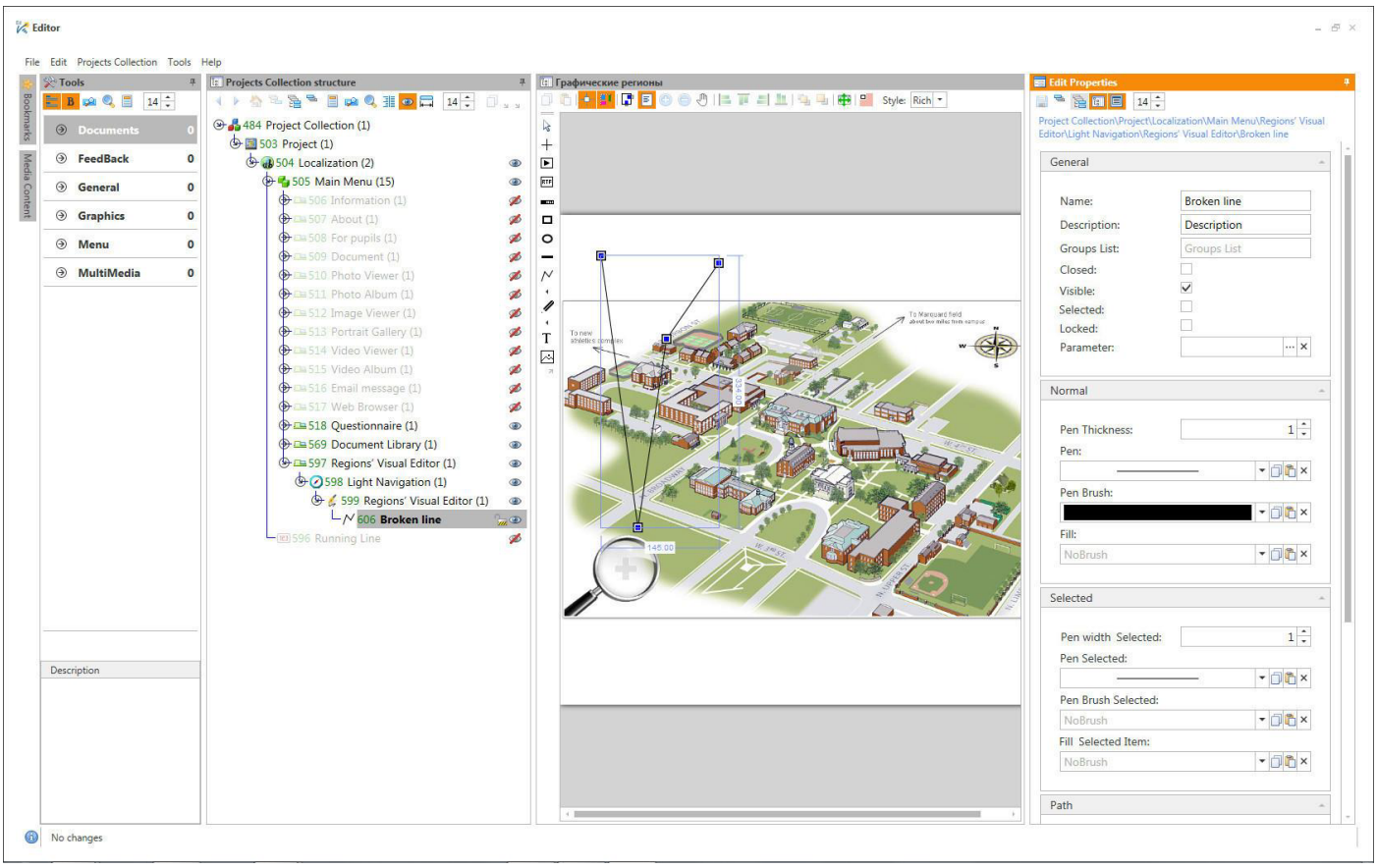


Fig. 142

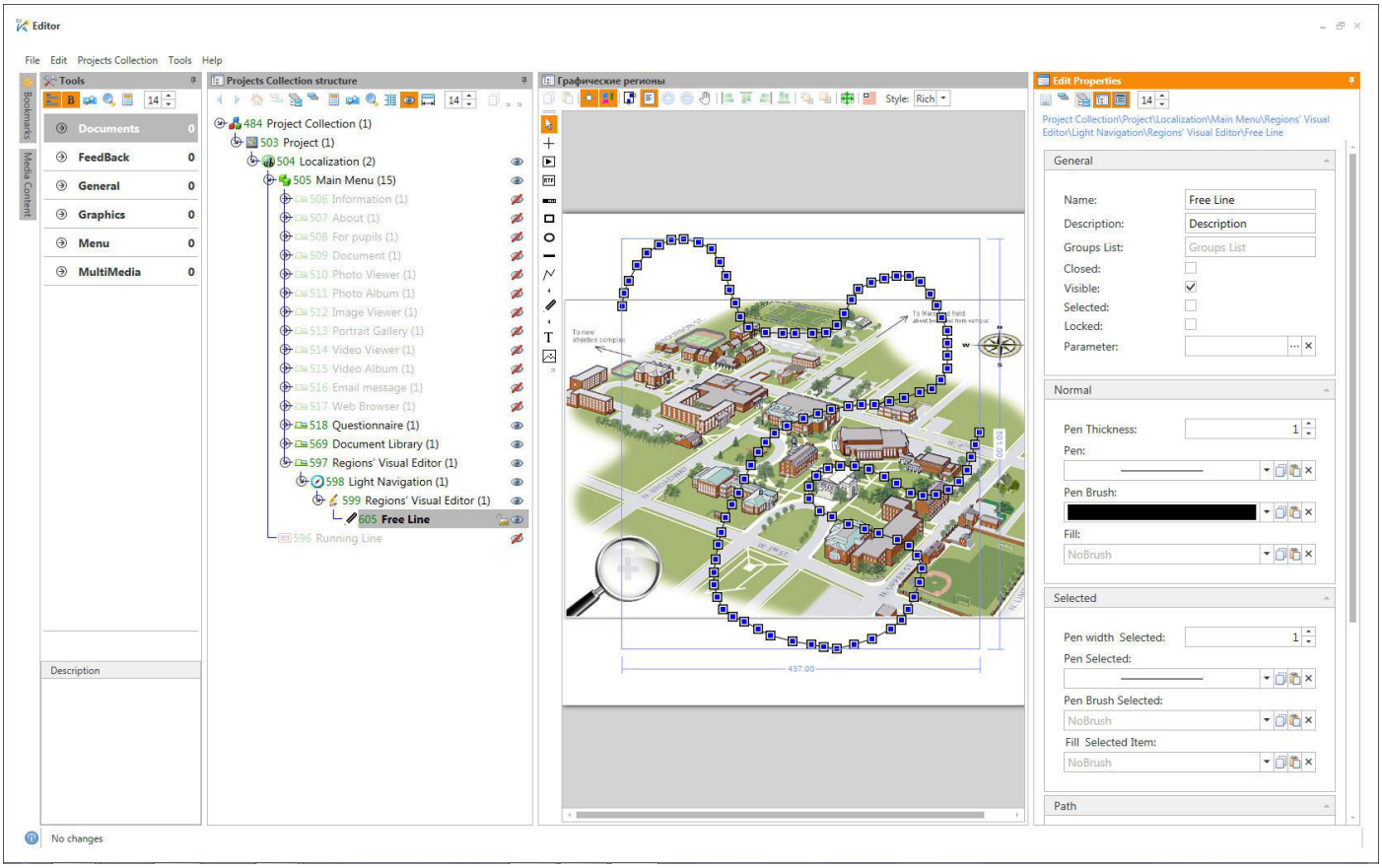


Fig. 143

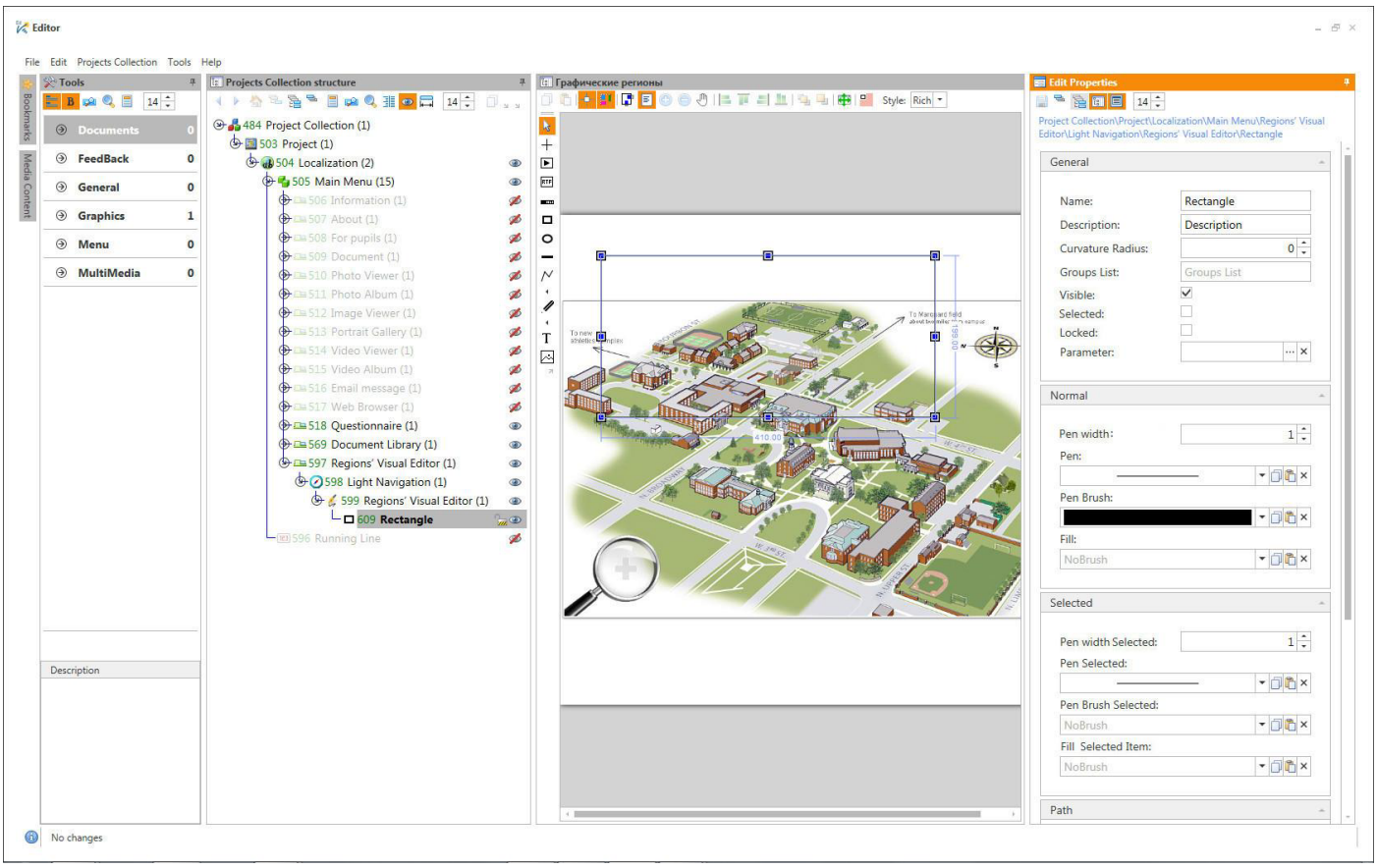


Fig. 144

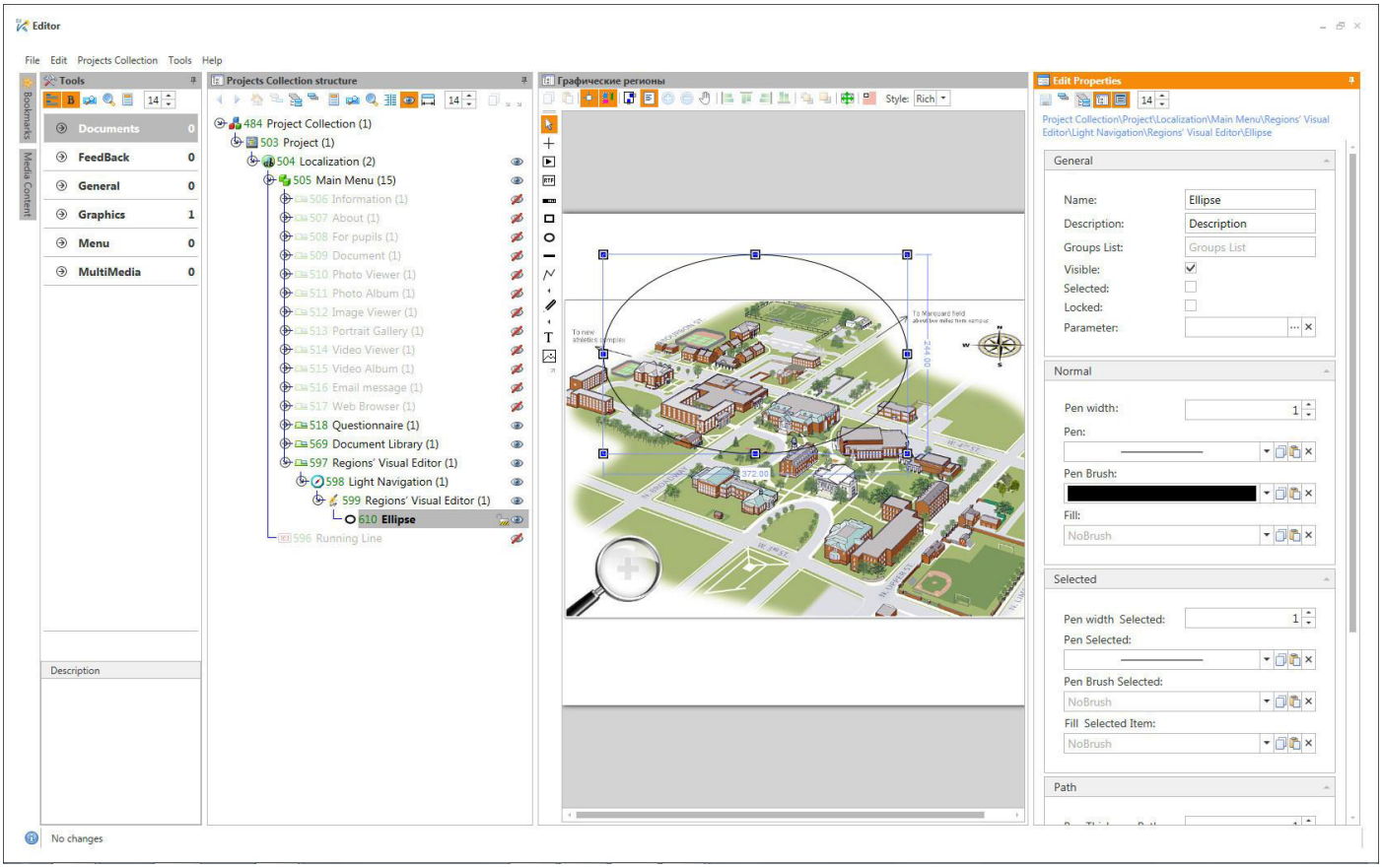


Fig. 145

Basic properties:

Section "General"

Name - the internal name of an object used in the project

Description – the internal description of an object used in the project

Curvature radius - sets the curve radius of the rectangle angles

Groups List - this field specifies the name of the group to which an object belongs, if two objects in this field have the same name, both of them will belong to this group. An object can belong to several groups at one time; in this case the names of groups will be listed, separated by semicolons. At the same time the process of grouping objects allows to change the properties of several objects at once.

Visible - means that if this property is ticked, an object is visible in Player, if not –an object is invisible (hidden).

Selected – means that if this property is ticked, an object is selected by its display in Player, if not – the properties of the unselected item are applied (normal state).

Closed - at the end of drawing a broken line or a free line it may remain unclosed, in order to close it, you should tick the appropriate field.

Locked – it blocks access to an object and its properties in the graphical editor window.

Parameter (the purpose of this field is described in the following sections: Exposition Module and Light Navigation Module).

Section "Normal"

Pen width - sets the line width when it is not selected.

Pen - sets properties of the line mark, used to draw an object when it is not selected.

Pen Brush - sets properties of the line fill, used to draw an object when it is not selected.

Fill - specifies properties of the object fill, used to draw an object when it is not selected.

Section "Selected"

Pen width selected - sets the line width when it is selected.

Pen Selected - sets properties of the line mark, used to draw an object when it is selected.

Pen Brush selected - sets properties of the line fill, used to draw an object when it is selected.

Fill selected item - specifies properties of the object fill, used to draw an object when it is selected.

Section "Datasources and relations" (description is provided in a separate manual).

Section "Path" (description is provided in a separate manual).

** Please note: The main difference of a free line from a broken line is provided below. A broken line is designed by the series connection of legs; every next leg is connected to the previous one in quantity 1 piece by a single drawing step. A free line is drawn using a pencil tool, it consists of many Light segments (the length of which may be changed) created by a single drawing step.*

Text

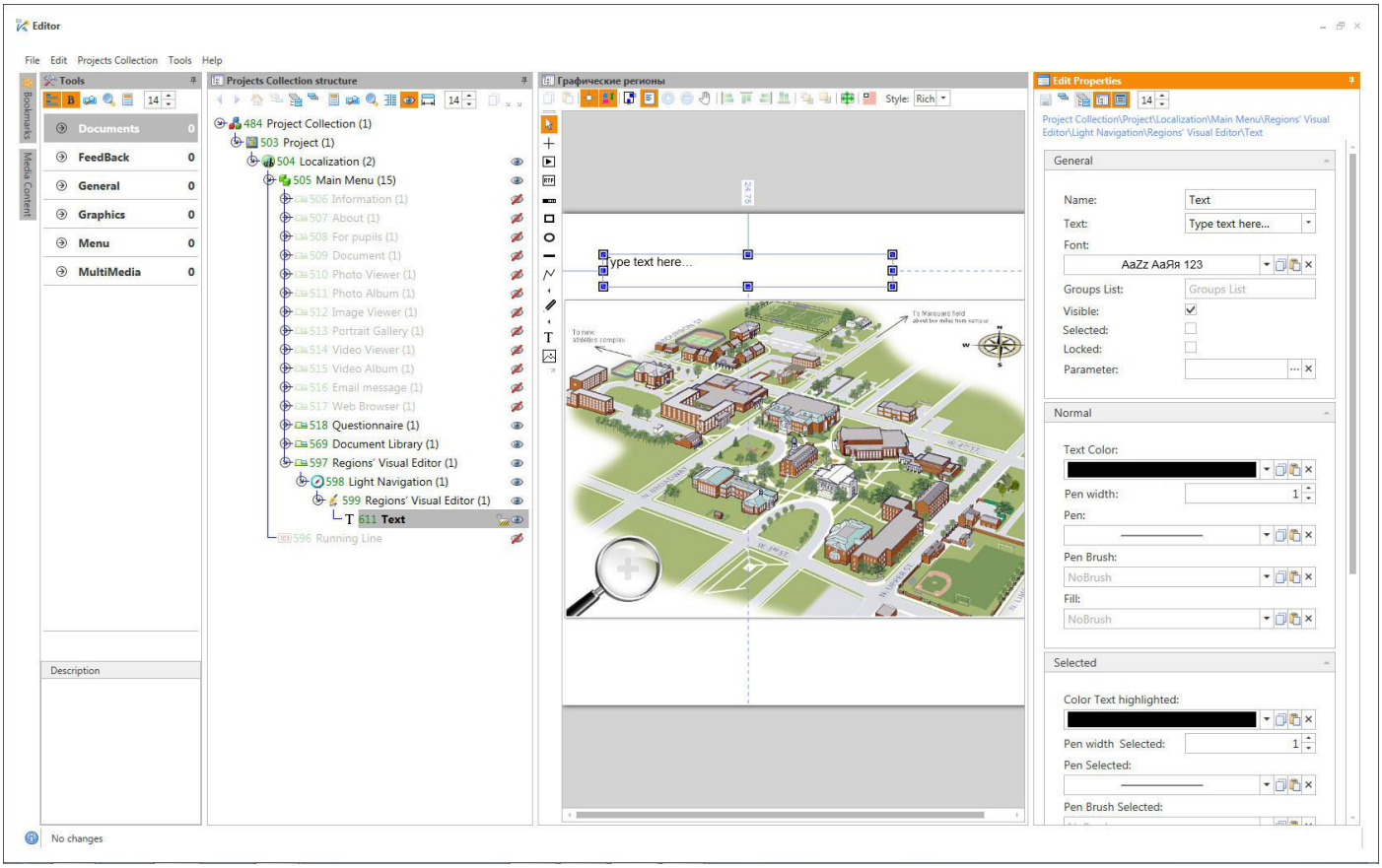


Fig. 146

General properties:

Name - the internal name of an object used in the project

Text – the text displayed in Player.

Font – sets the font properties (there is a possibility to view a sample of the typeface).

Groups List - this field specifies the name of the group to which an object belongs, if two objects in this field have the same name, both of them will belong to this group. An object can belong to several groups at one time; in this case the names of groups will be listed, separated by semicolons. At the same time the process of grouping objects allows to change the properties of several objects at once.

Visible - means that if this property is ticked, an object is visible in Player, if not –an object is invisible (hidden).

Selected – means that if this property is ticked, an object is selected by its display in Player, if not – the properties of the unselected item are applied (normal state).

Locked – it blocks access to an object and its properties in the graphical editor window.

Parameter (the purpose of this field is described in the following sections: Exposition Module and Light Navigation Module).

Section "Normal and Selected"

Text color – specifies the color and the border width, when the text is not selected.

Text color selected – specifies the color and the border width, when the text is selected.

All the other properties are similar to those applied to the abovementioned items (described in the previous section).

Section "Datasources and relations" (description is provided in a separate manual).

Section "Path" (description is provided in a separate manual).

Besides the primitive geometric figures the Visual Editor allows to add such Graphical objects as text document - **RTF region**, image - **Picture**, video - **Media element**, Running Line – **Running Line region**.

Media Element

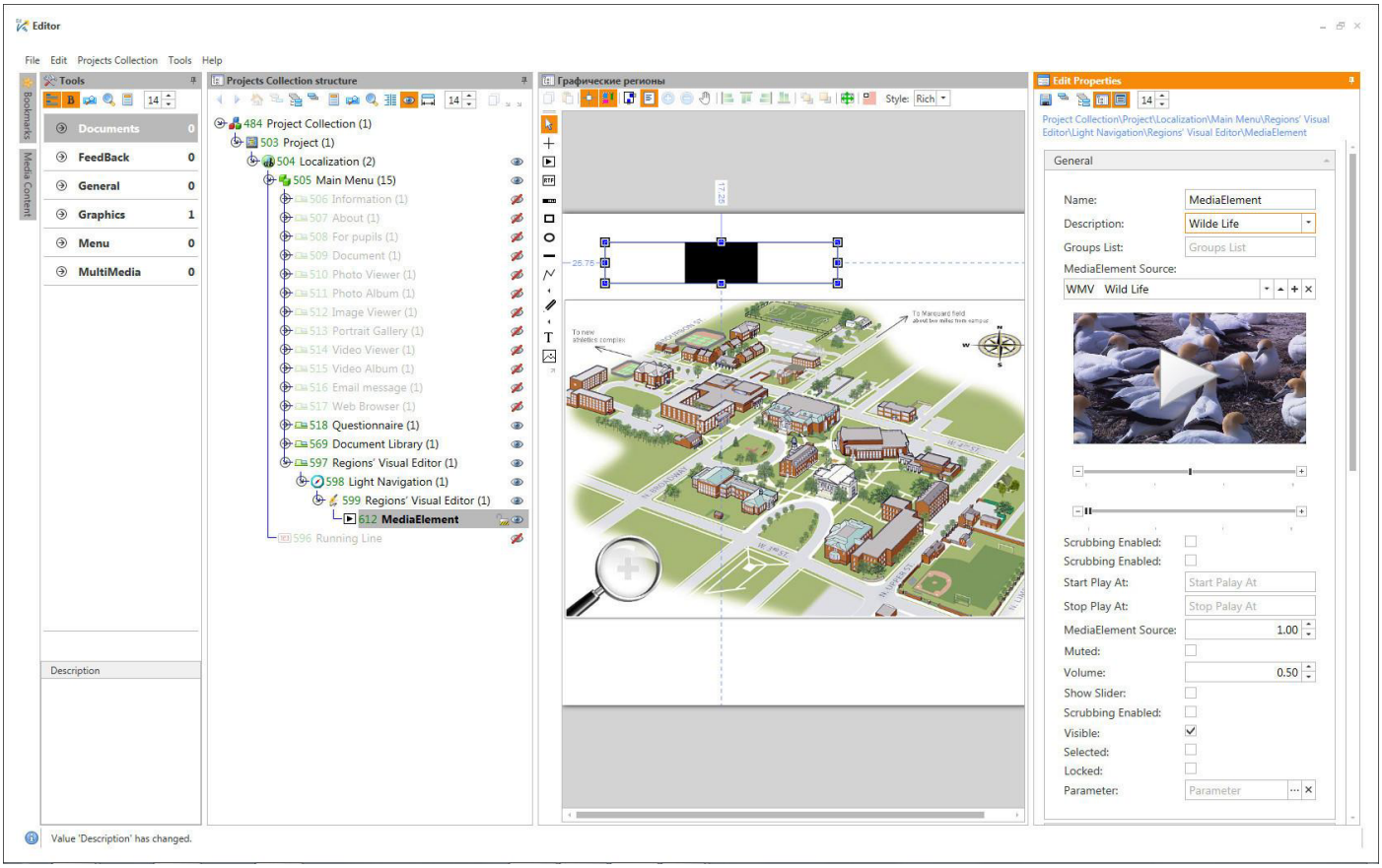


Fig. 147

Basic properties:

Section "General"

Name - the internal name of an object used in the project

Description – the internal description of an object used in the project

Media file - a video file played back in Player.

Autostart - automatic start of the video playback.

Scrubbing Enabled – the option allows to repeat a video file cyclically.

Playback speed - speed of video playback.

Volume – the volume level of video playback.

Mute – video playback without sound.

Show slider – slider of the video rewind.

Scrubbing Enabled – when this property is selected, video frames in the playback window change by scrolling a video, when the function is disabled, the current frame is stored, and frames do not change by scrolling.

Visible - means that if this property is ticked, an object is visible in Player, if not –an object is invisible (hidden).

Selected – means that if this property is ticked, an object is selected by its display in Player, if not – the properties of the unselected item are applied (normal state).

Locked – it blocks access to an object and its properties in the graphical editor window.

Parameter (the purpose of this field is described in the following sections: Exposition Module and Light Navigation Module).

Section "Normal and Selected"

Properties of these sections are similar to those applied to the abovementioned items (described in the previous sections).

Section "Datasources and relations" (description is provided in a separate manual).

Section "Path" (description is provided in a separate manual).

RTF Region

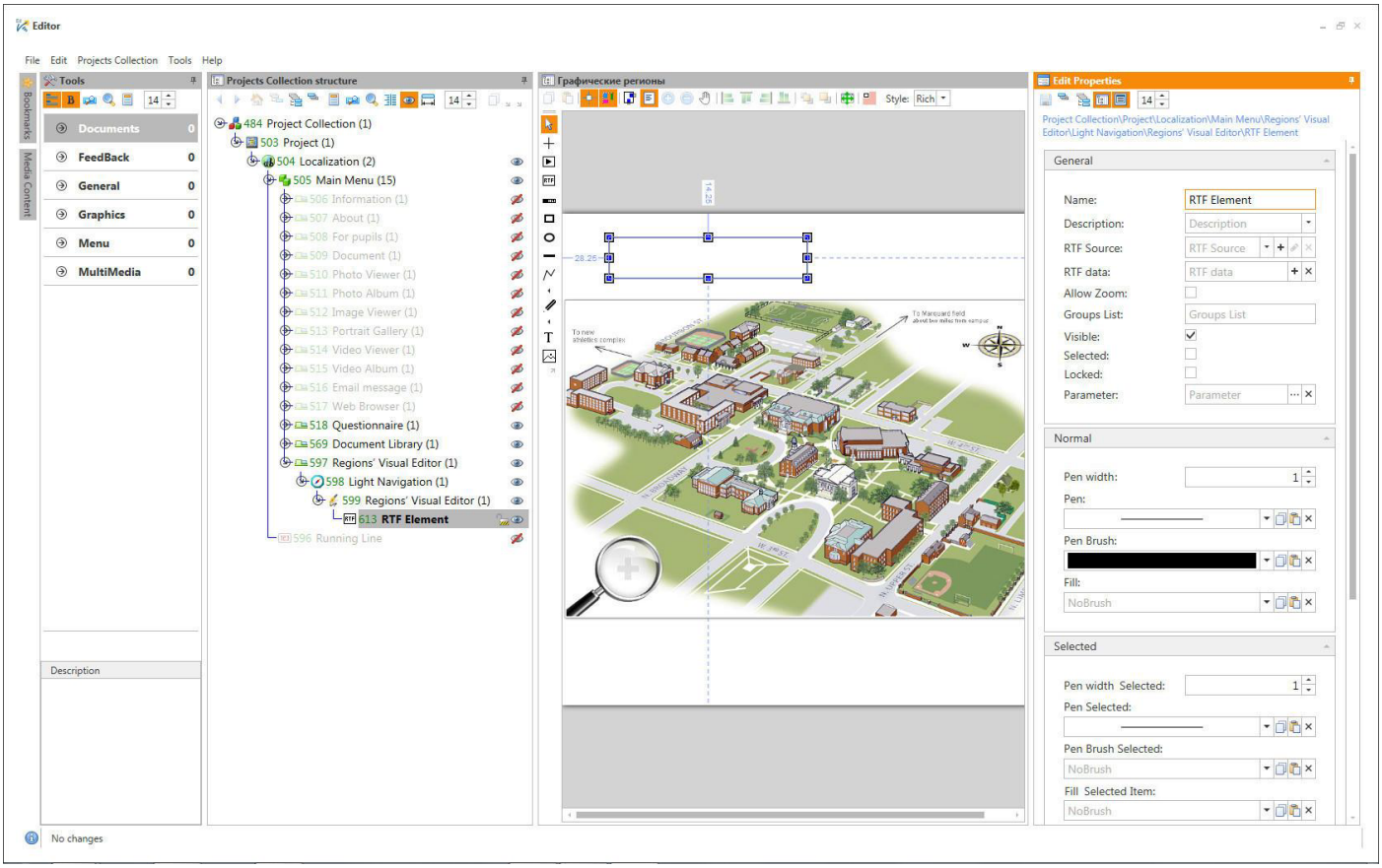


Fig. 148

General properties:

Name - the internal name of an object used in the project.

Description – the internal description of an object used in the project.

RTF file - a text file that is displayed in Player.

RTF data - text that you can quickly type and edit with the help of the RTF-editor.

Allow Zoom - scaling of the region containing text.

Groups List – the description is similar to the one applied to the primitive graphical objects.

Visible - means that if this property is ticked, an object is visible in Player, if not –an object is invisible (hidden).

Selected – means that if this property is ticked, an object is selected by its display in Player, if not – the properties of the unselected item are applied (normal state).

Locked – it blocks access to an object and its properties in the graphical editor window.

Parameter (the purpose of this field is described in the following sections: Exposition Module and Light Navigation Module).

Section "Normal and Selected"

Properties of these sections are similar to those applied to the abovementioned items (described in the previous sections).

Section "Datasources and relations" (description is provided in a separate manual).

Section "Path" (description is provided in a separate manual).

Running Line Region

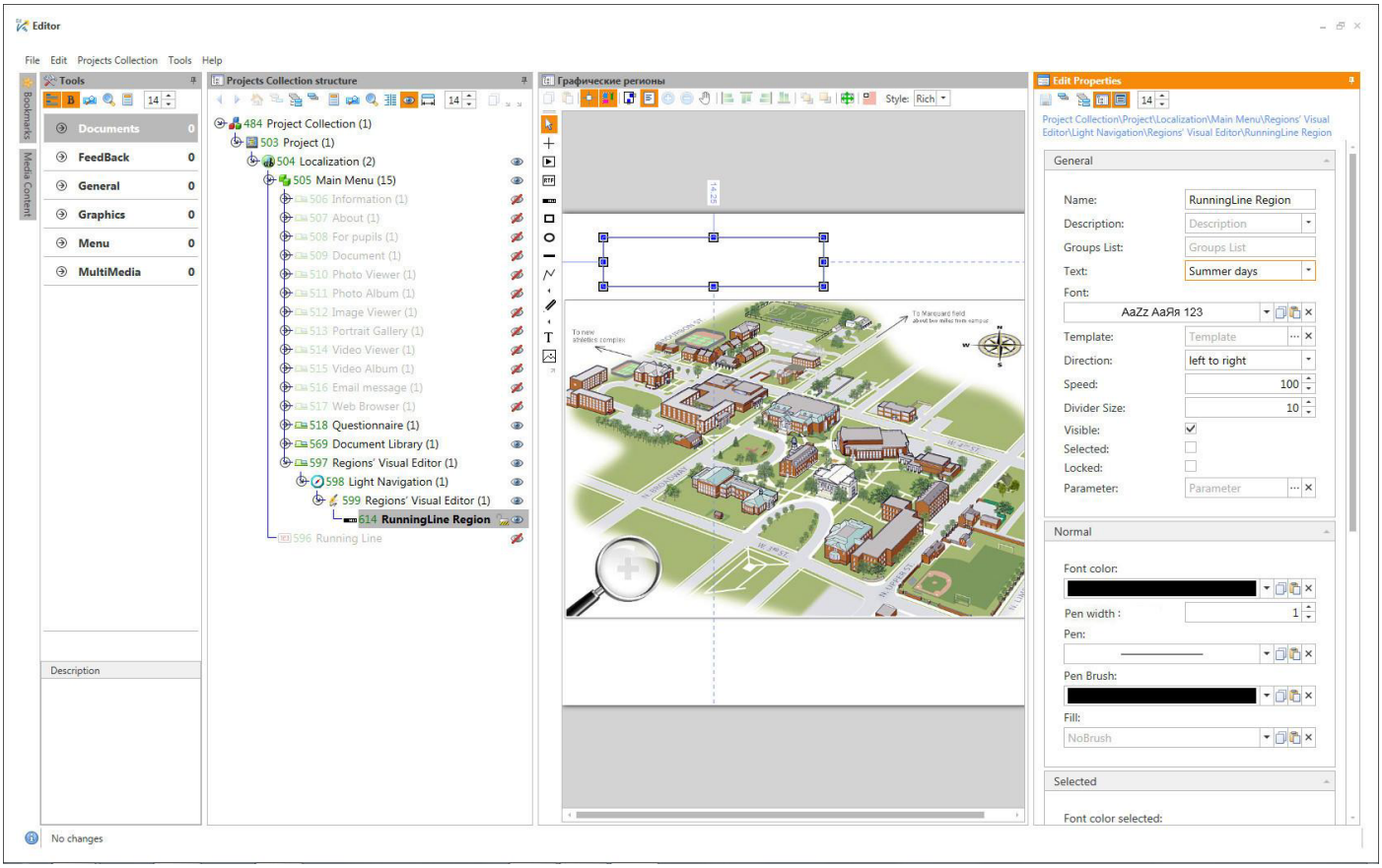


Fig. 149

General properties:

Name - the internal name of an object used in the project.

Description – the internal description of an object used in the project.

Groups List – the description is similar to the one applied to the primitive graphical objects.

Text – the text displayed in Player.

Font – sets the font properties (there is a possibility to view a sample of the typeface).

Template – a text template.

Direction - the movement direction of a Running Line.

Speed – the speed of movement of a Running Line on the screen.

Visible - means that if this property is ticked, an object is visible in Player, if not –an object is invisible (hidden).

Selected – means that if this property is ticked, an object is selected by its display in Player, if not – the properties of the unselected item are applied (normal state).

Locked – it blocks access to an object and its properties in the graphical editor window.

Parameter (the purpose of this field is described in the following sections: Exposition Module and Light Navigation Module).

Picture

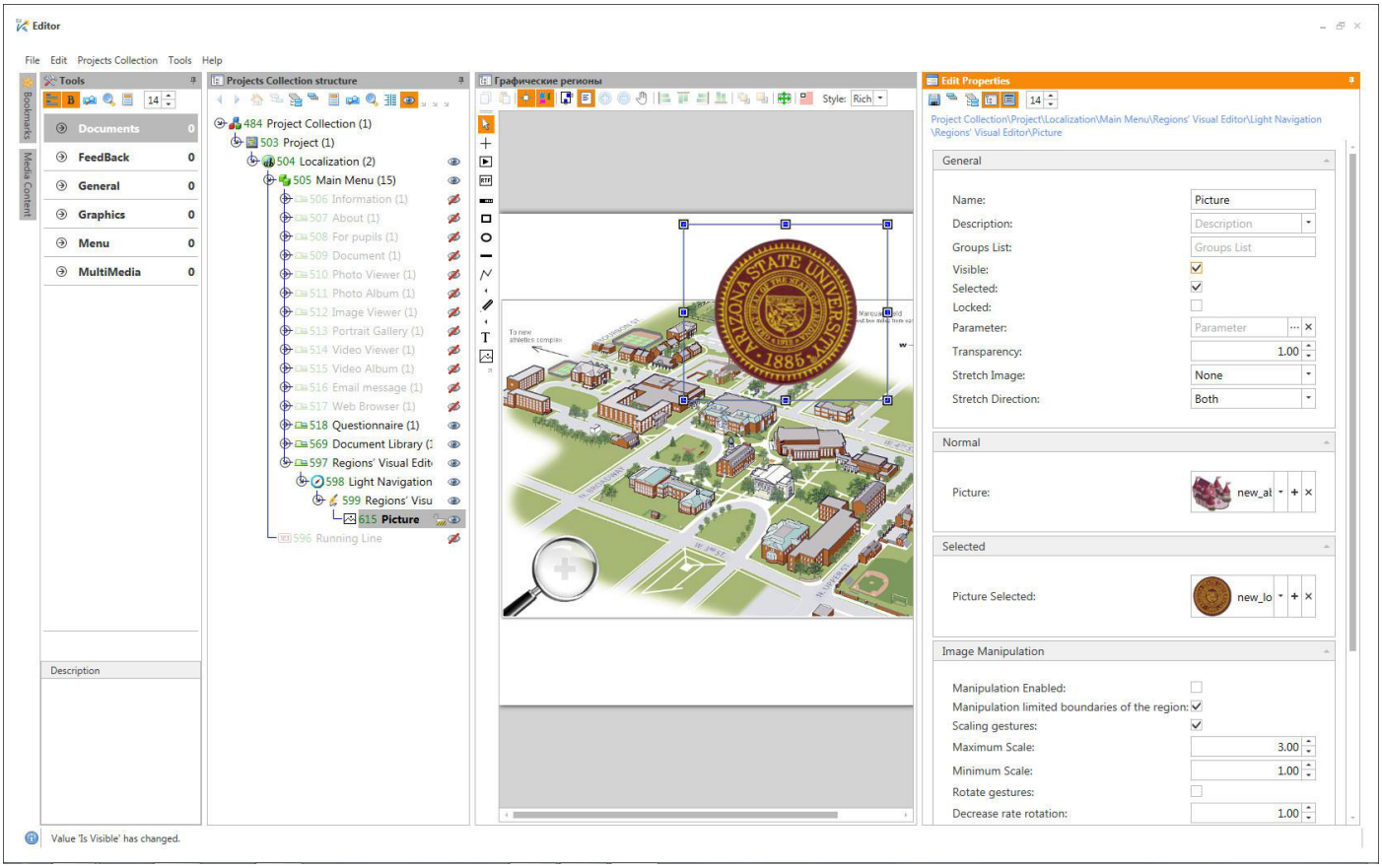


Fig. 150

General properties:

Name - the internal name of an object used in the project.

Description – the internal description of an object used in the project.

Groups List – the description is similar to the one applied to the primitive graphical objects.

Transparency - sets the transparency degree of an image.

Stretch Image – stretching of an image within the object's border.

Stretch direction - stretching to zoom/ zoom out, stretching in all directions.

Section "Normal"

Picture – specifies the image display in Player, when the item is not selected.

Section "Selected"

Picture selected – specifies the image display in Player, when the item is selected.

Section "Manipulations with images"

Properties identified in this section enable to adjust the zoom, rotate and move an image using gestures.

Section "Datasources and relations" (description is provided in a separate manual).

17. Exposition Module

The Exposition module is designed to create graphical objects with subordinate descriptions, pictures, and videos. Examples include the following scenarios: Description of objects located on a geographical map; description of elements, which are integral parts of a bigger mechanism; description of objects located in the museum room, etc.

Basic elements of the Exposition Module are the following:

Name – the internal name used in the project

Description – the item description in the project, which is displayed in Player.

Graphics Area Location and size (% of the screen size) - with the help of these properties you can specify the screen configuration.

An example of adding **the Exposition module** with a child **module Regions' Visual Editor** to the project tree is shown in fig. 151 - 154.

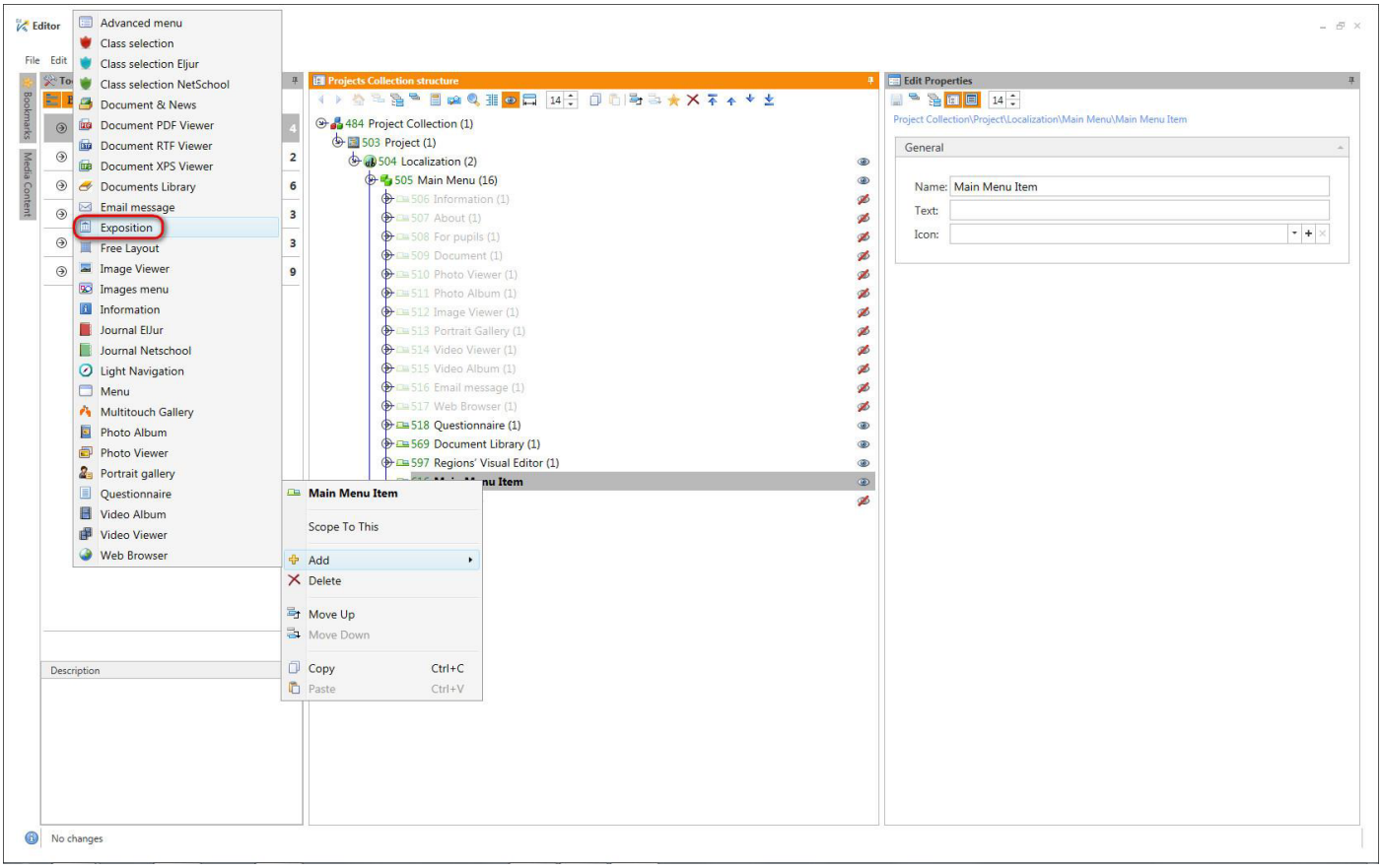


Fig. 151

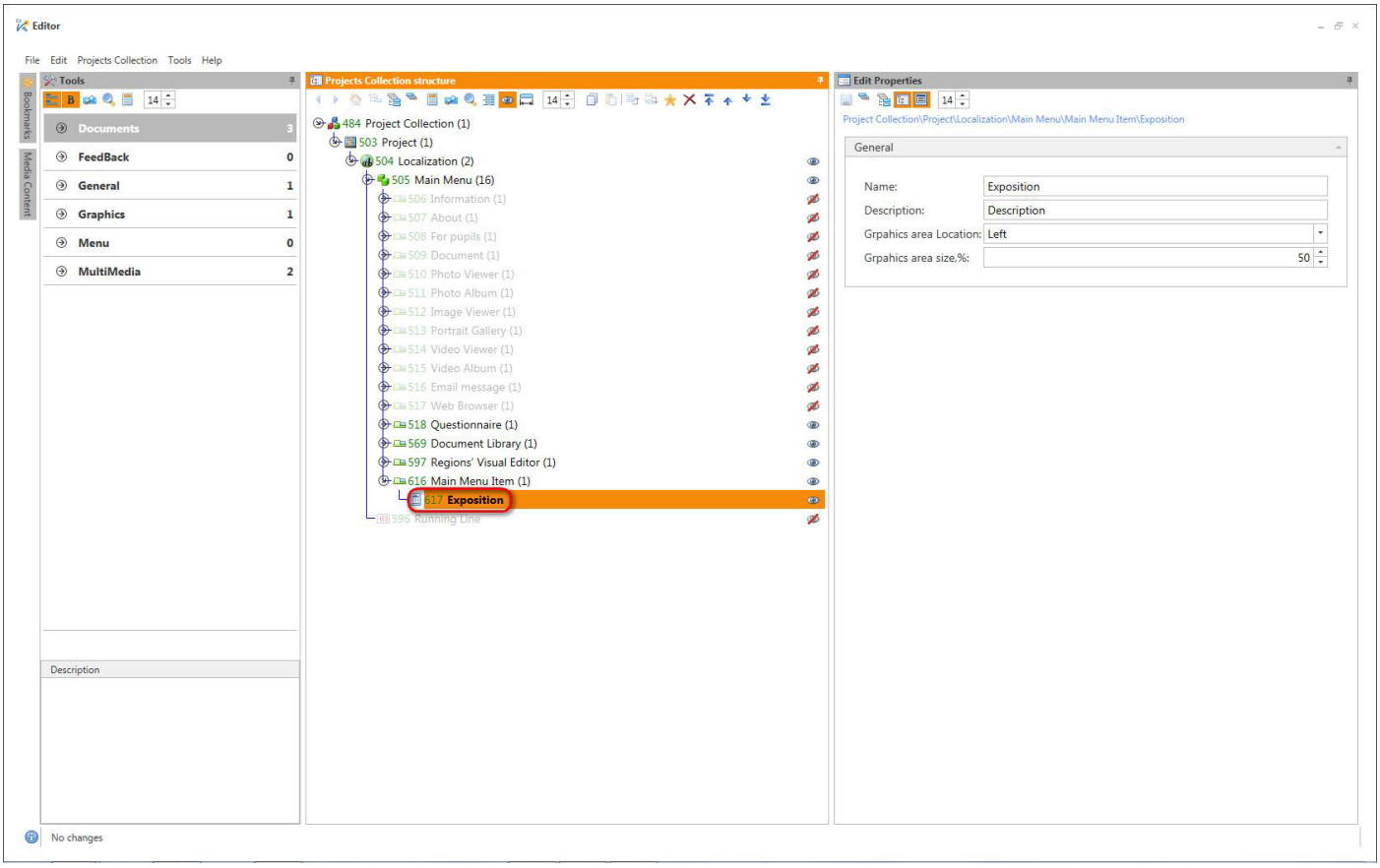


Fig. 152

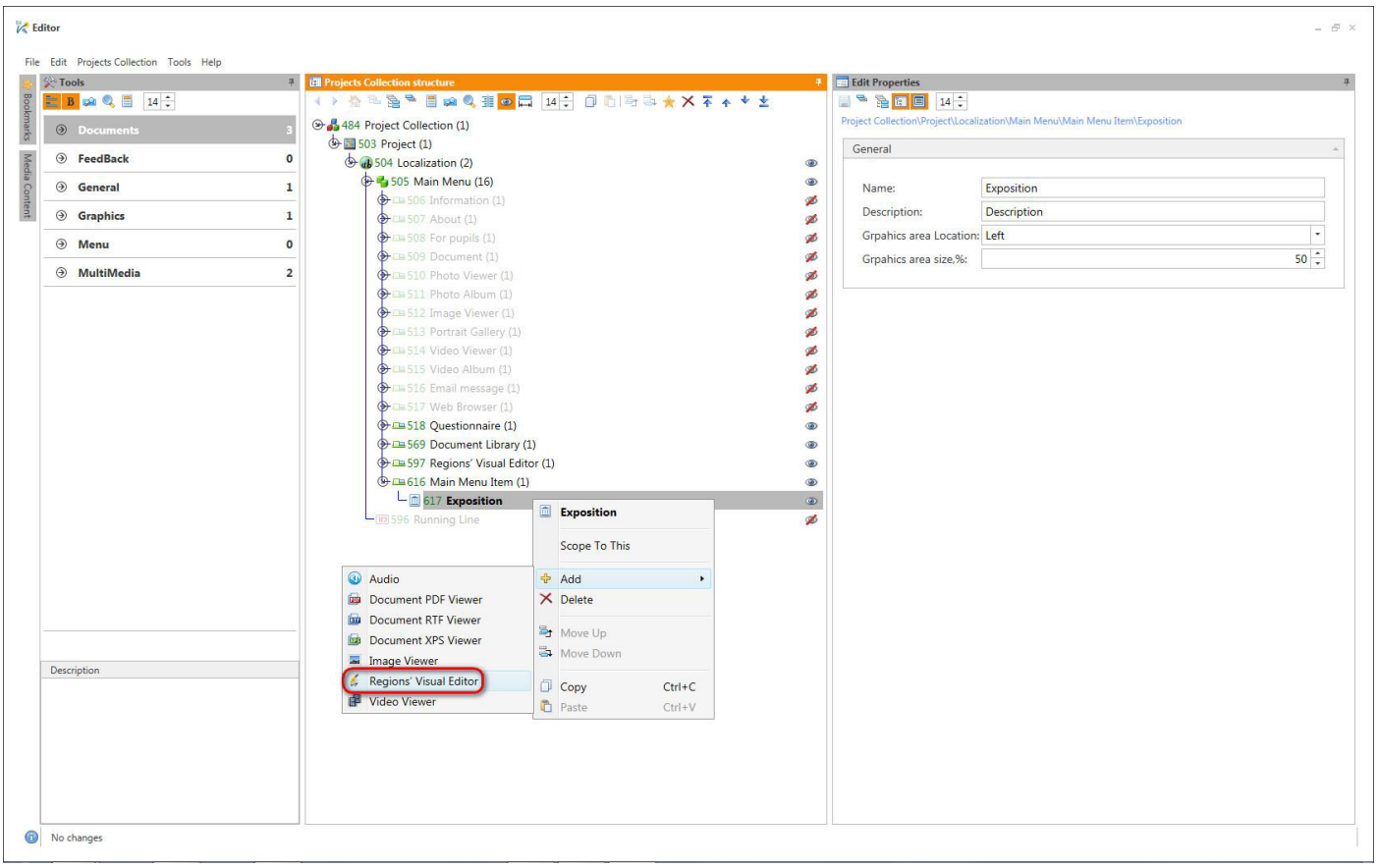


Fig. 153

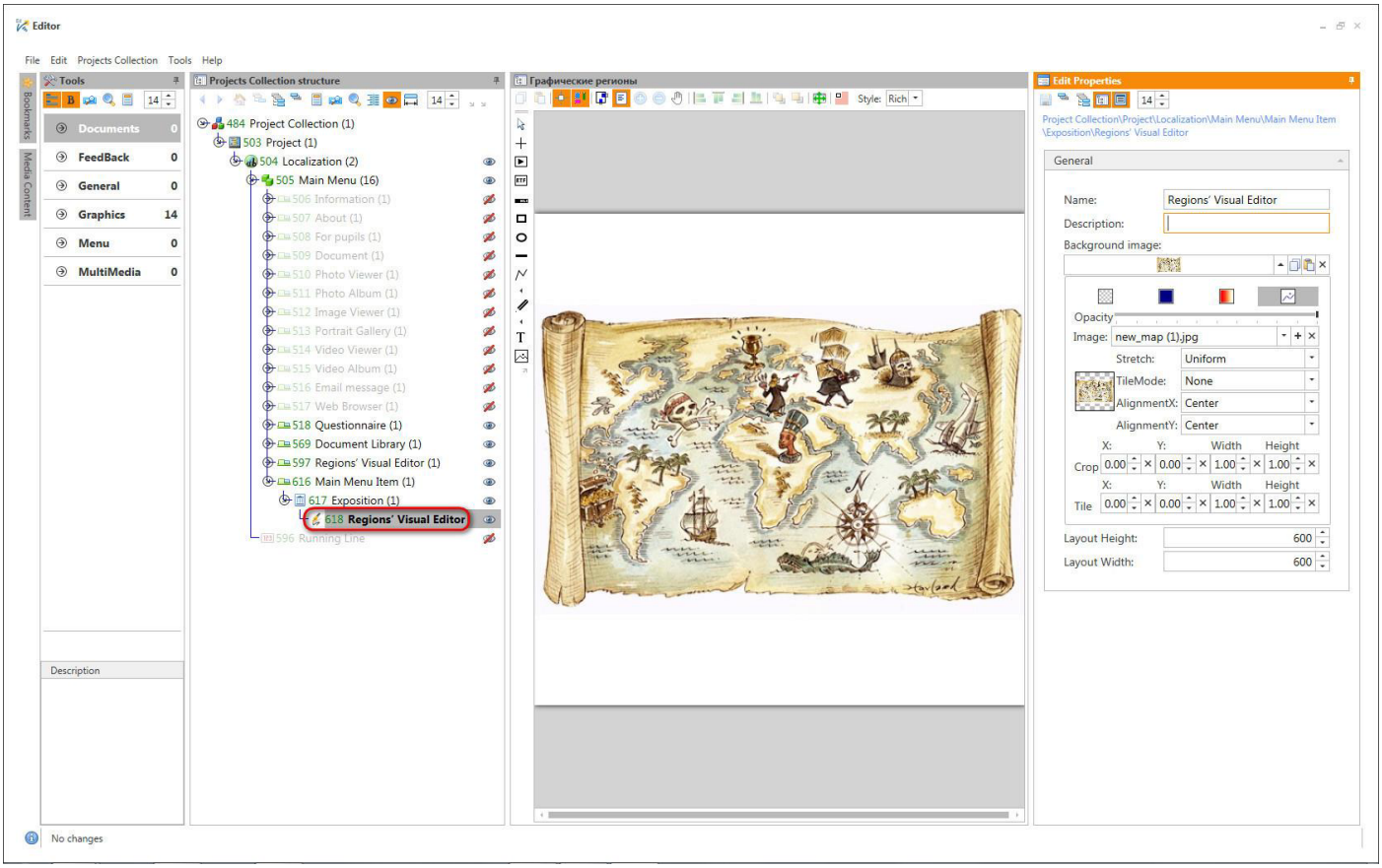


Fig. 154

To add descriptions with texts, images, videos the following items are used: **PDF, RTF, XPS documents, Image Viewer** and **Video Viewer**. Examples of their adding to the project tree are shown in fig.155-156.

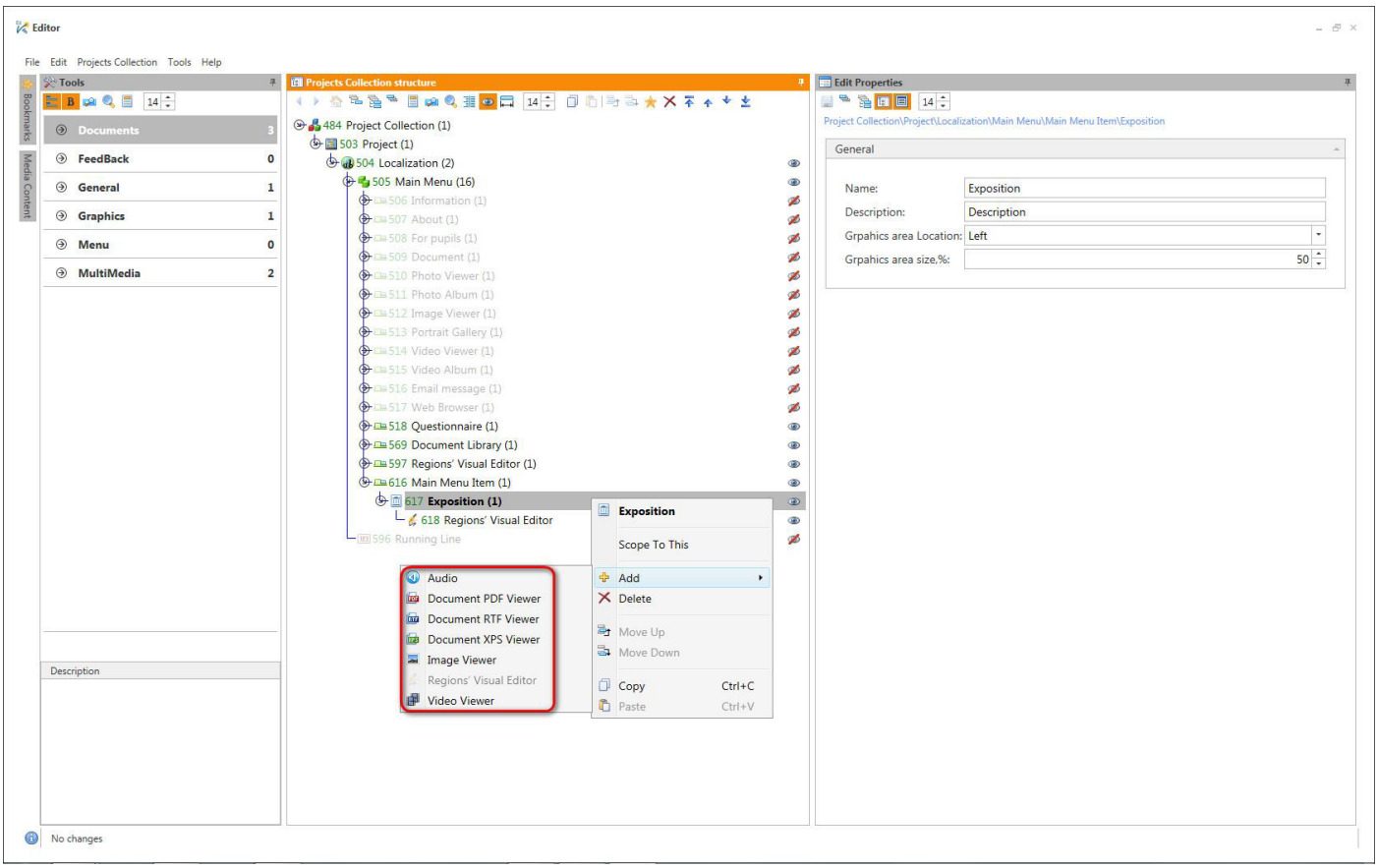


Fig. 155

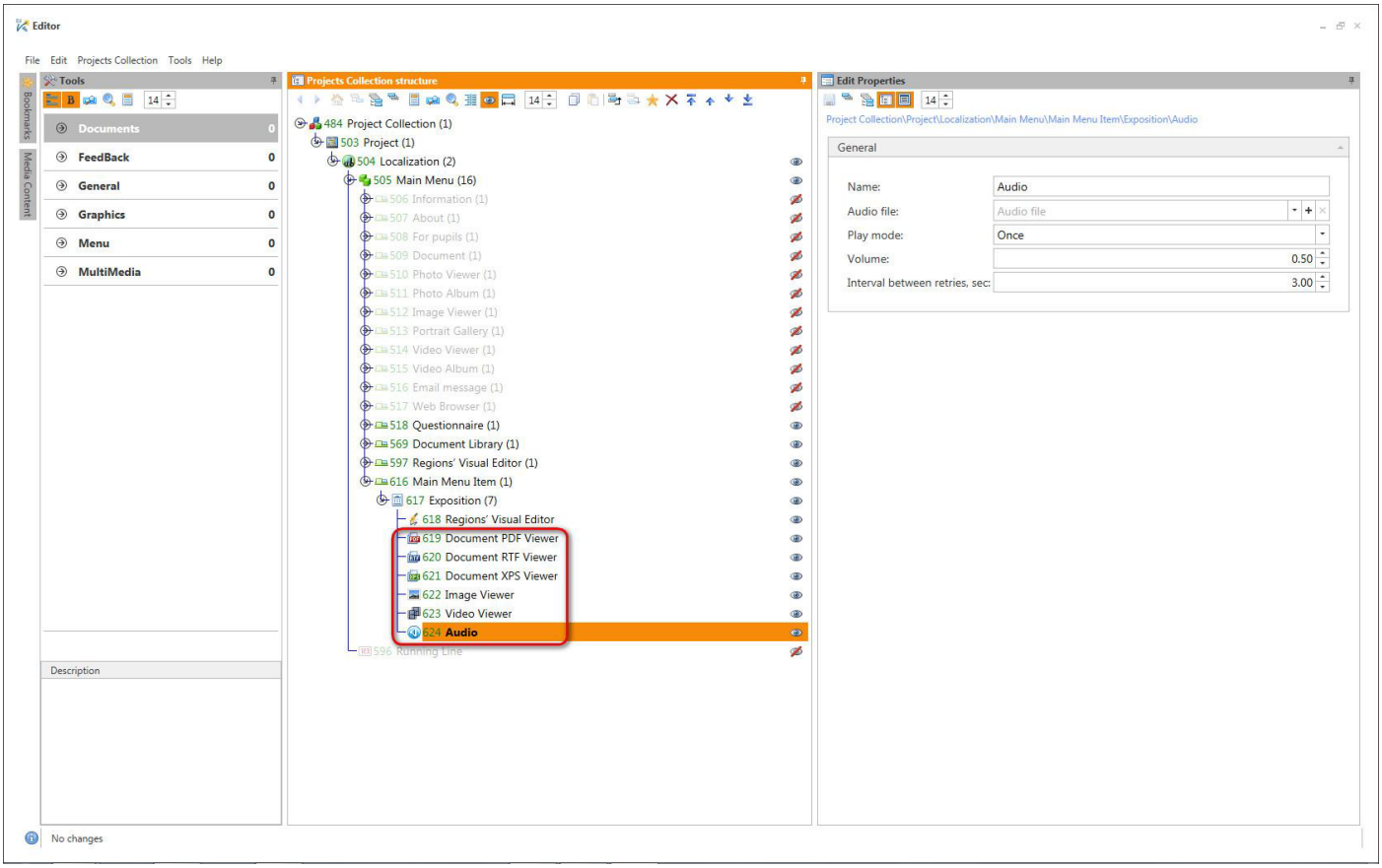


Fig. 156

To connect documents, images and videos with a graphical object you should choose the name of the object in the field **Parameter** of the selected Graphical Object. An example of adding a video and its display in Player is illustrated in fig. 157-162.

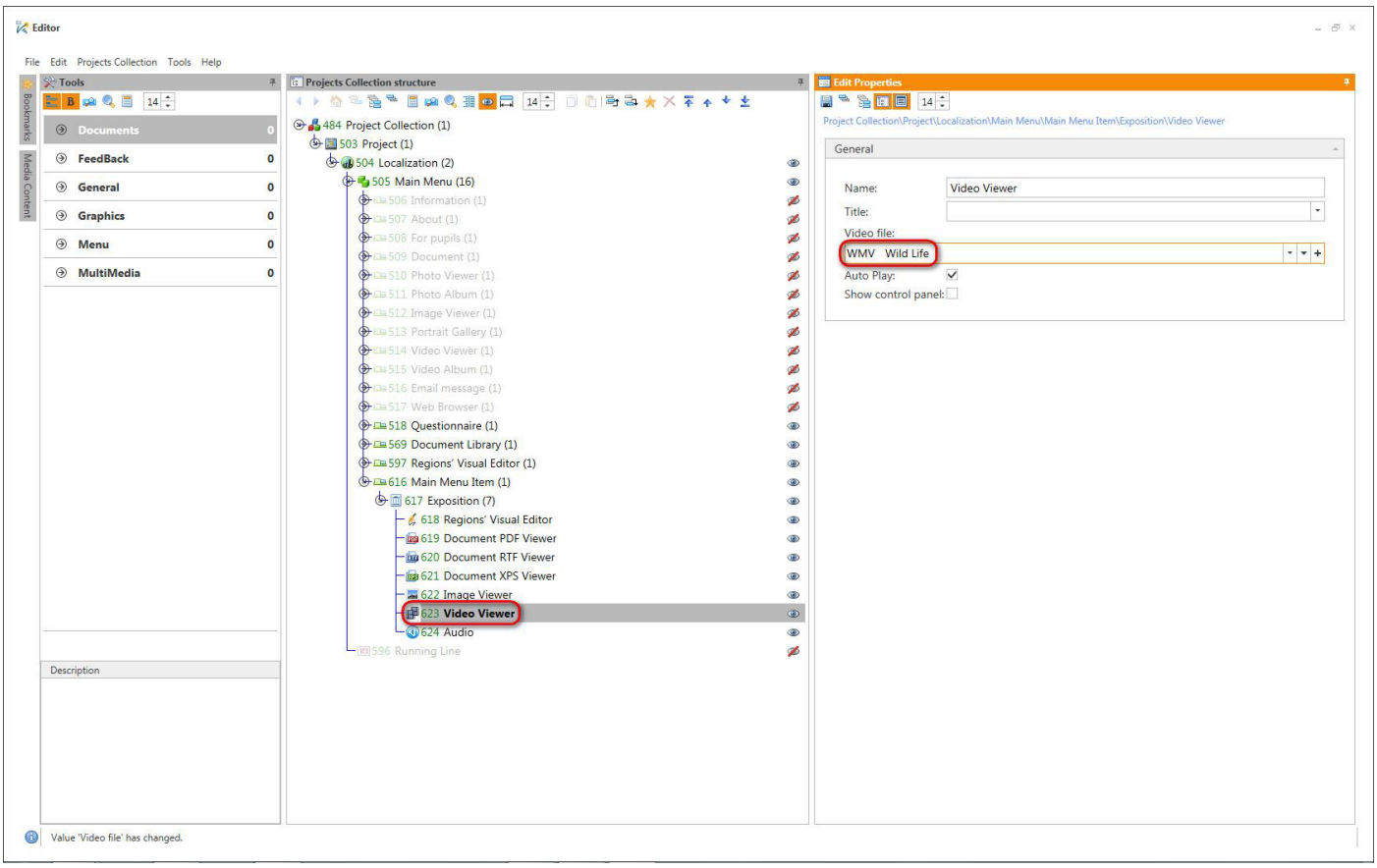


Fig. 157

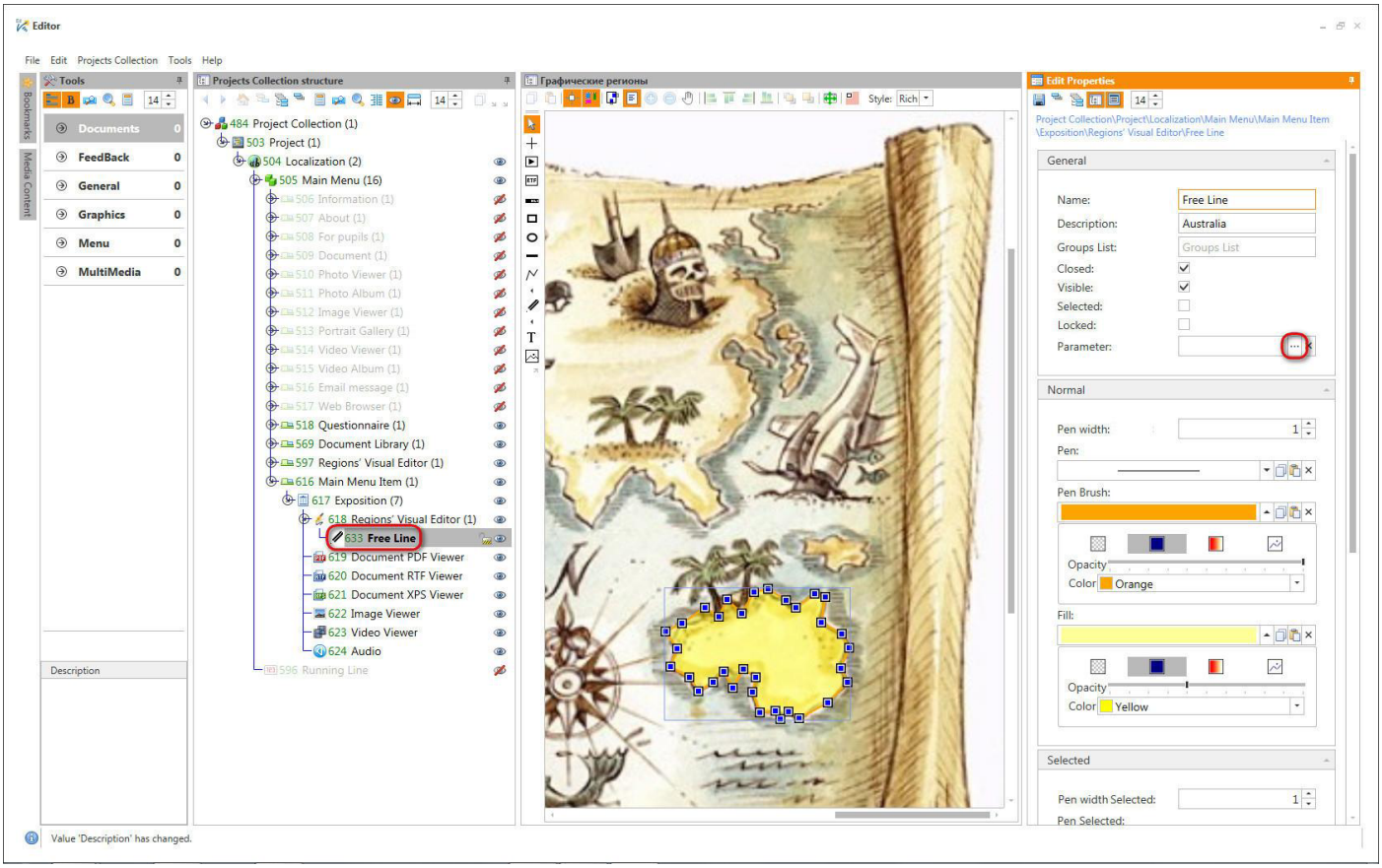


Fig. 158

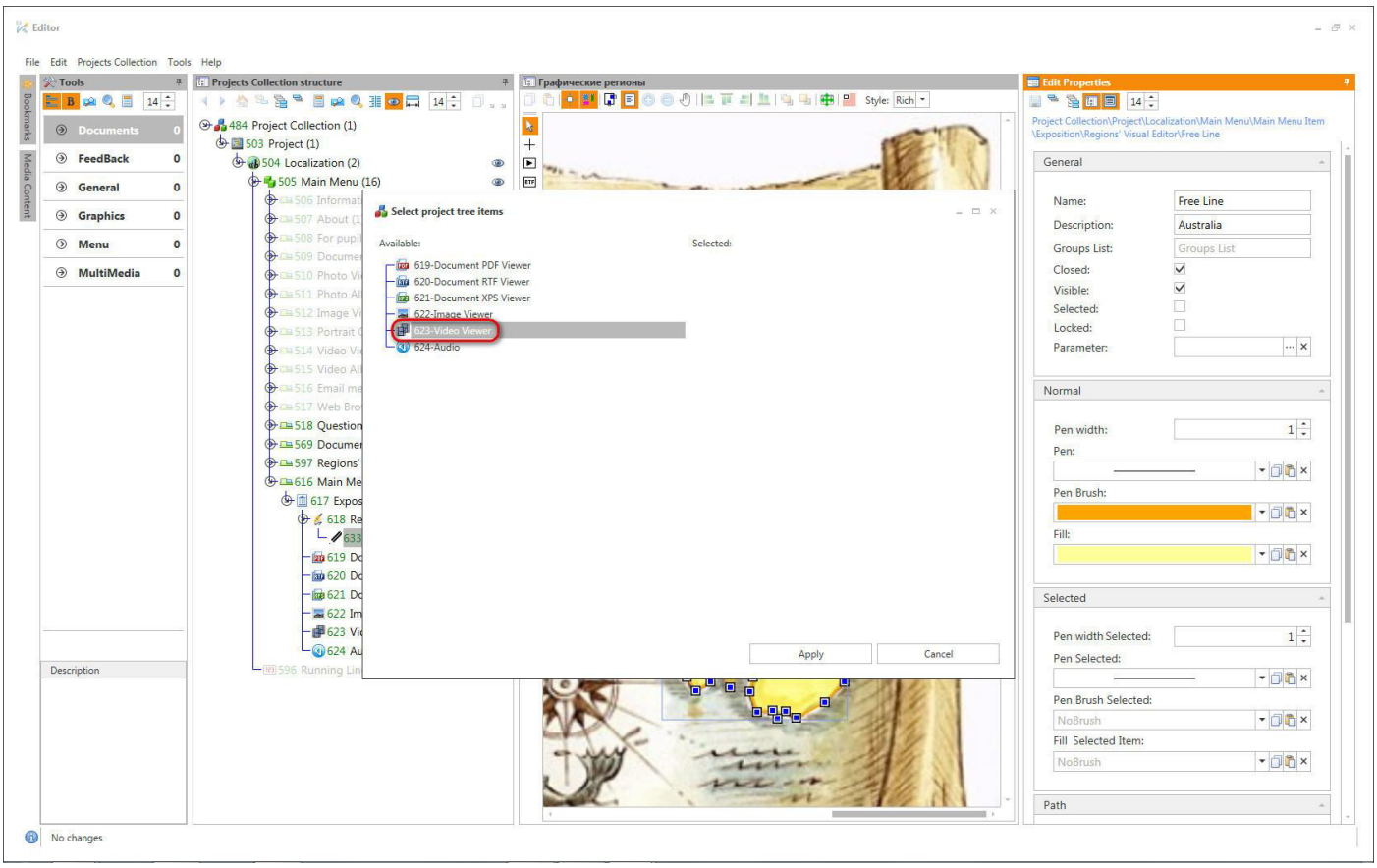


Fig. 159

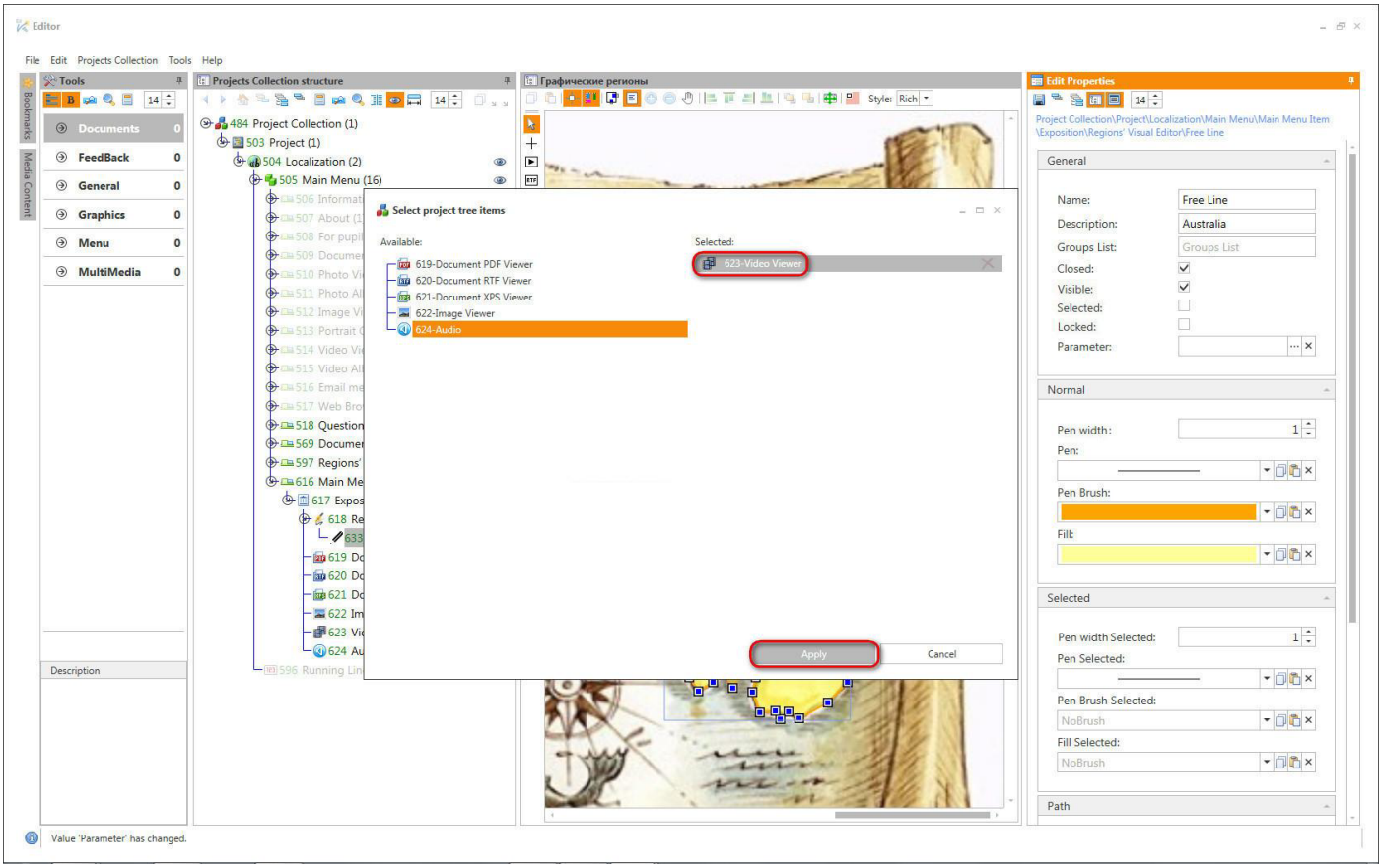


Fig. 160

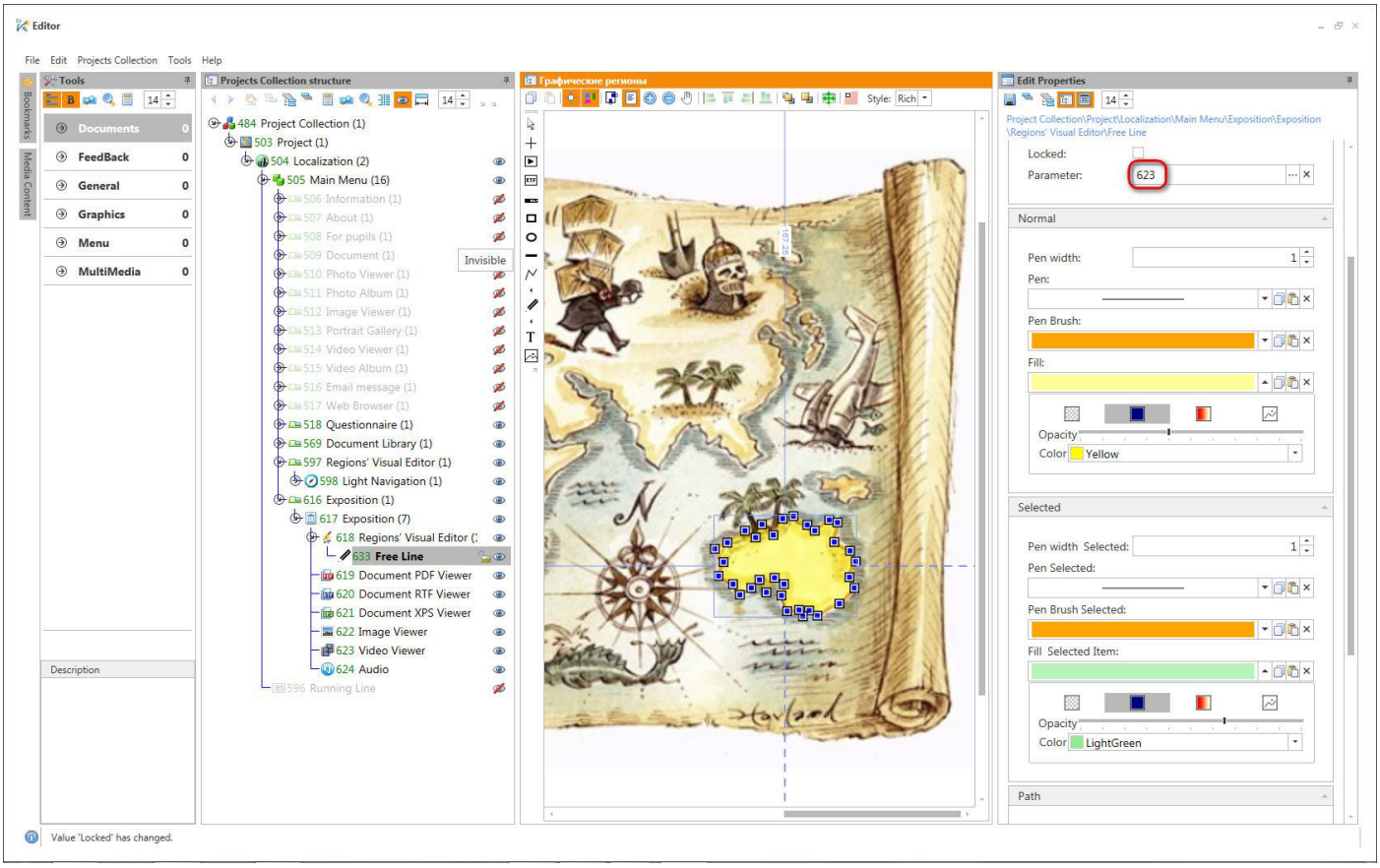


Fig. 161

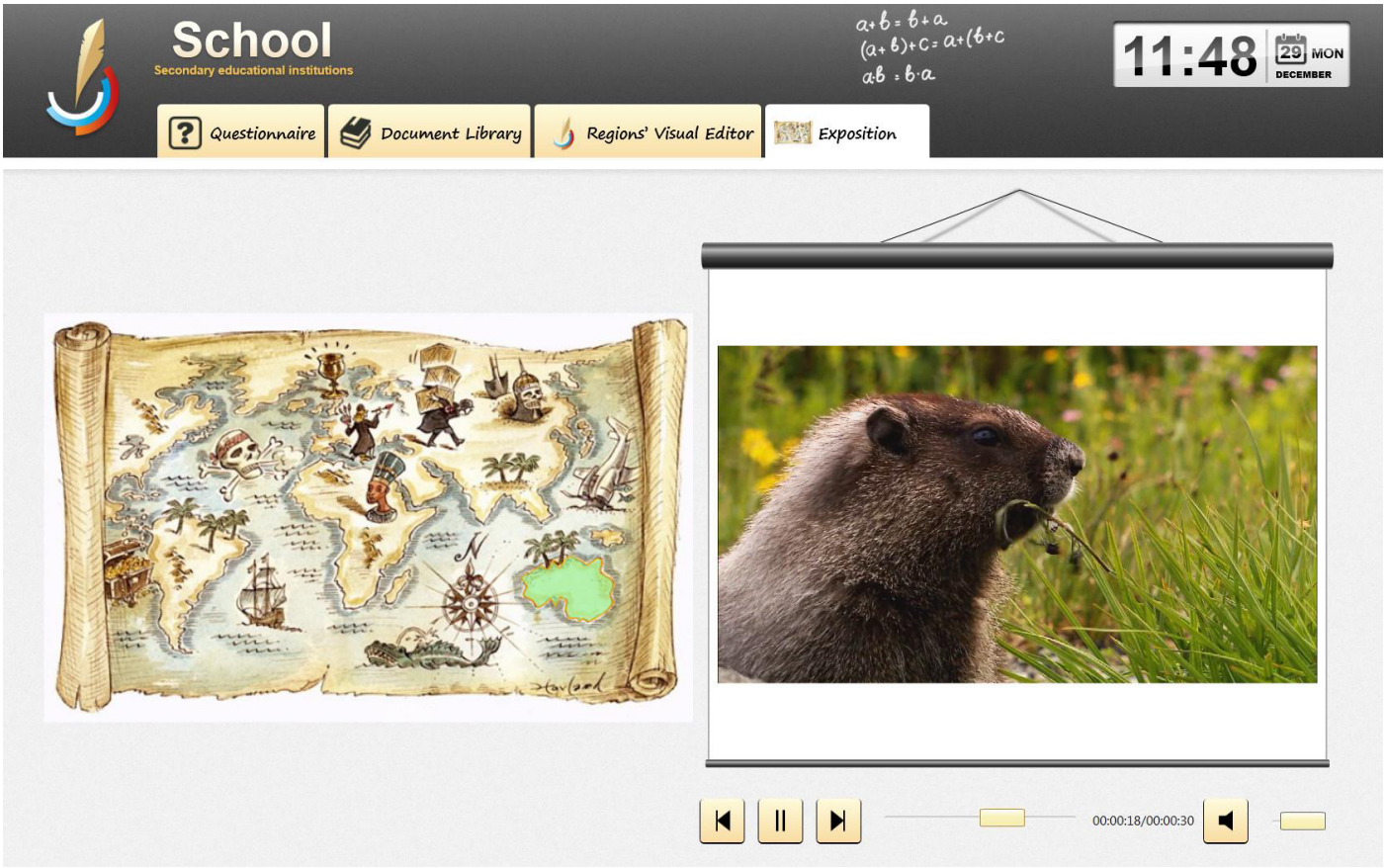


Fig. 162

18. Light Navigation Module

The **Light navigation module** is designed to create plans, schemes and display static routes to objects.

Graphical objects on the "canvas" (map) are attached to the buttons of the built-in menu. When you press the button the properties of linked objects will be changed (from the normal state to the selected).

Basic elements of the Light navigation module are the following:

Name – the internal name used in the project

Description – the item description in the project, which is displayed in Player.

Graphics Area Location and size (% of the screen size) - with the help of these properties you can specify the screen configuration.

Searching Enabled – allow to search the objects through the text, written on buttons.

Button properties set the design of the buttons list on the module screen- the process is identical to configuring the advanced menu buttons, see fig. 163

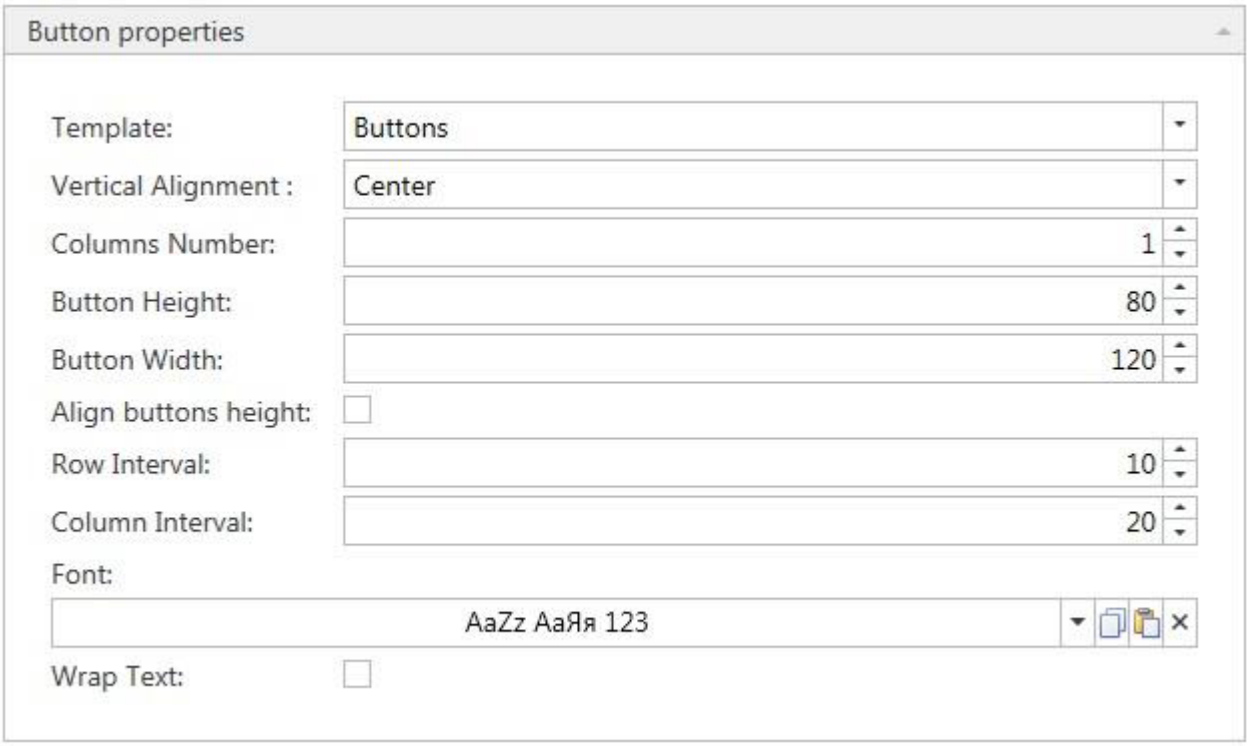


Fig. 163

An example of adding **the Light navigation module** with a child **module Regions' Visual Editor** to the project tree is shown in fig. 164 - 167.

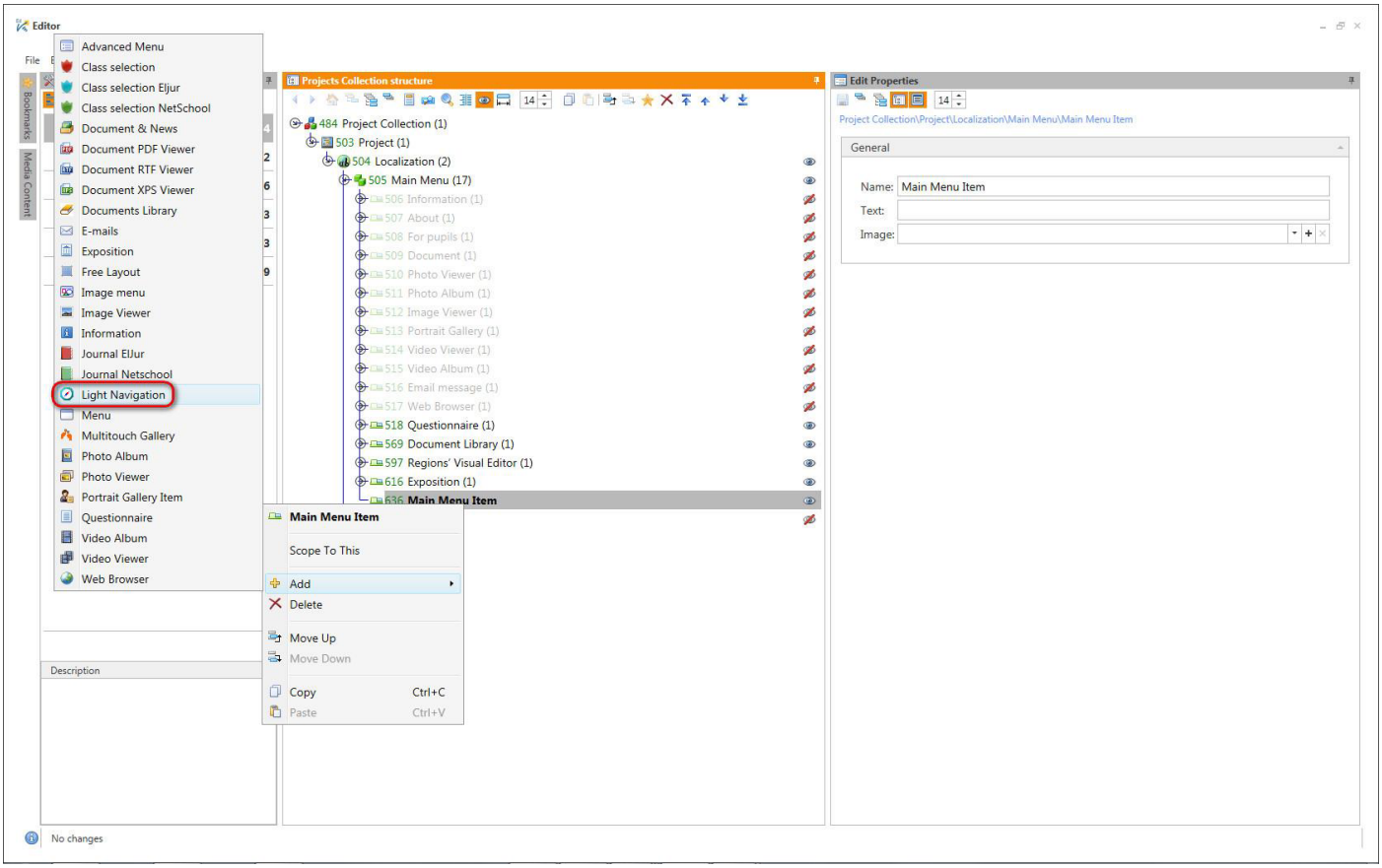


Fig. 164

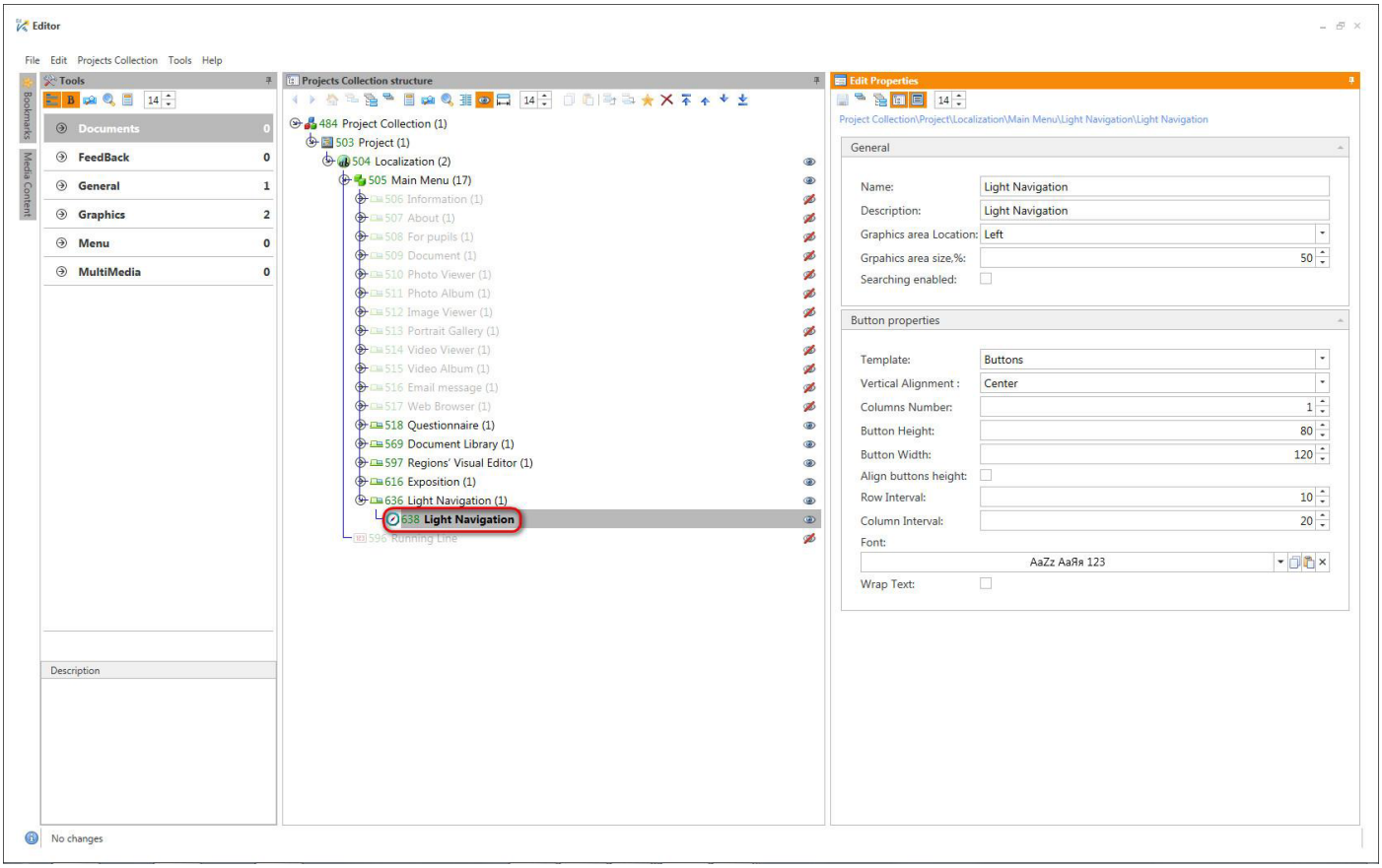


Fig. 165

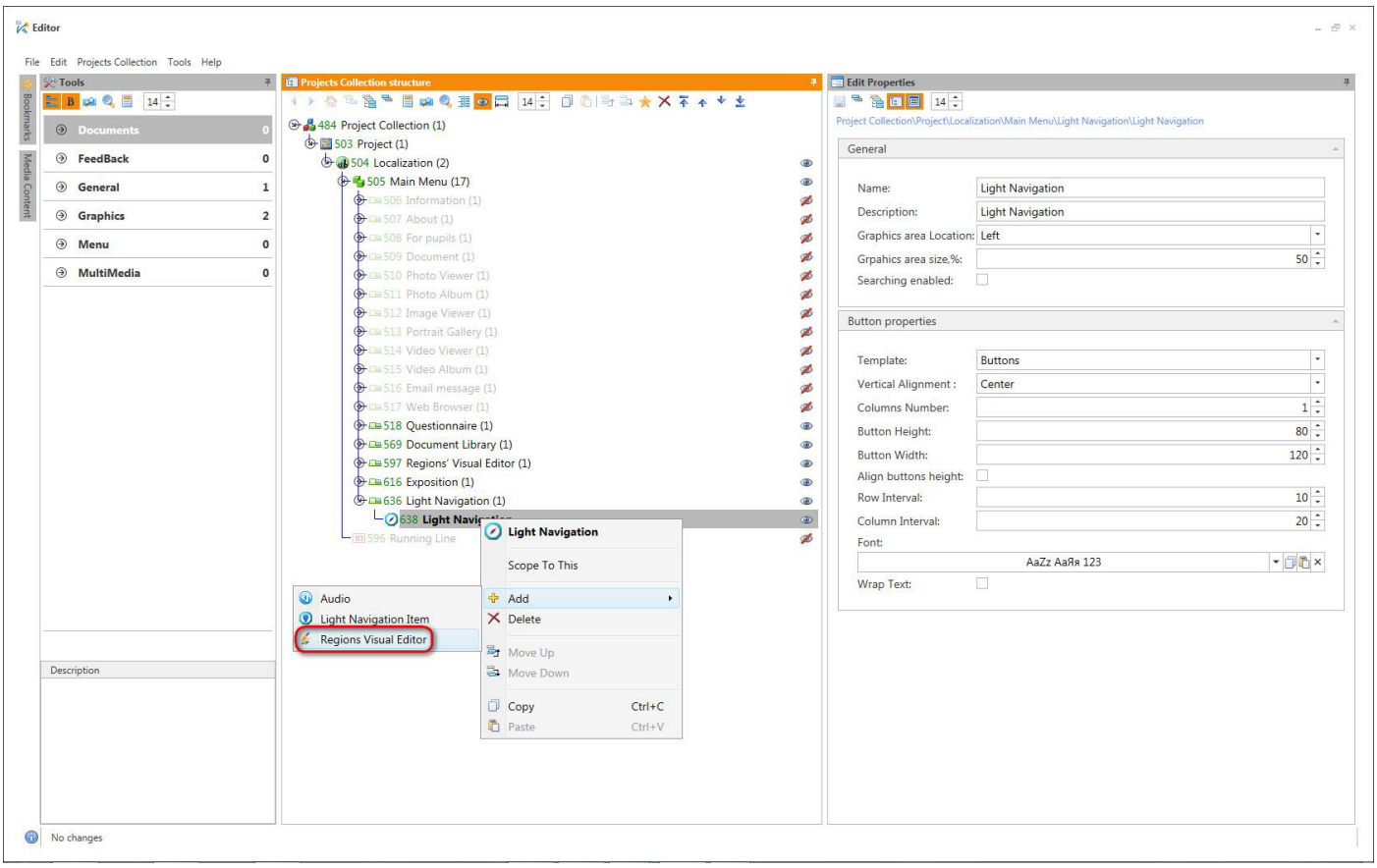


Fig. 166

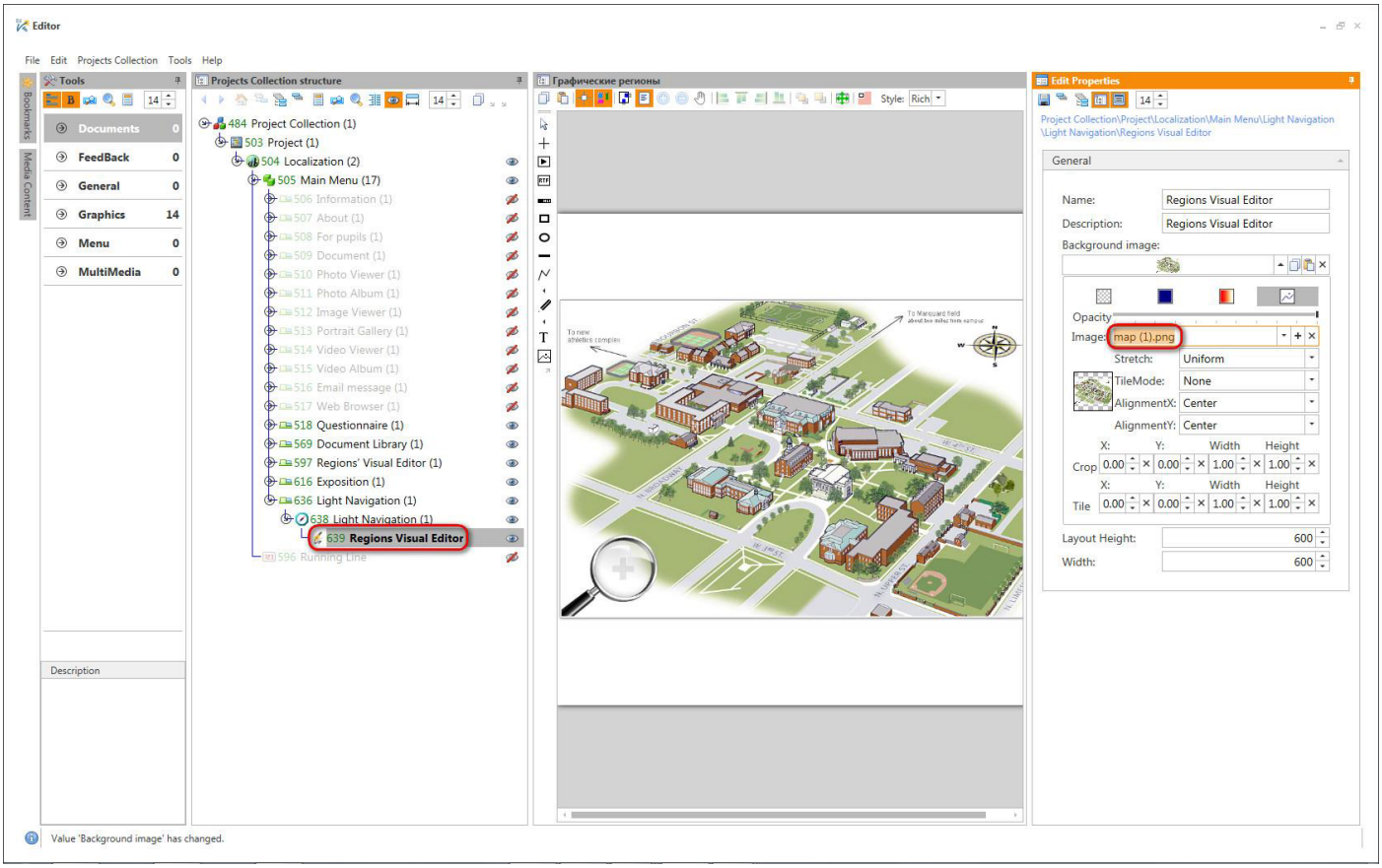


Fig. 167

To create the **menu** items the **Elements of the Light Navigation Module** are used, which are added as child objects to the module. An example of their adding to the project tree is shown in fig. 168-169.

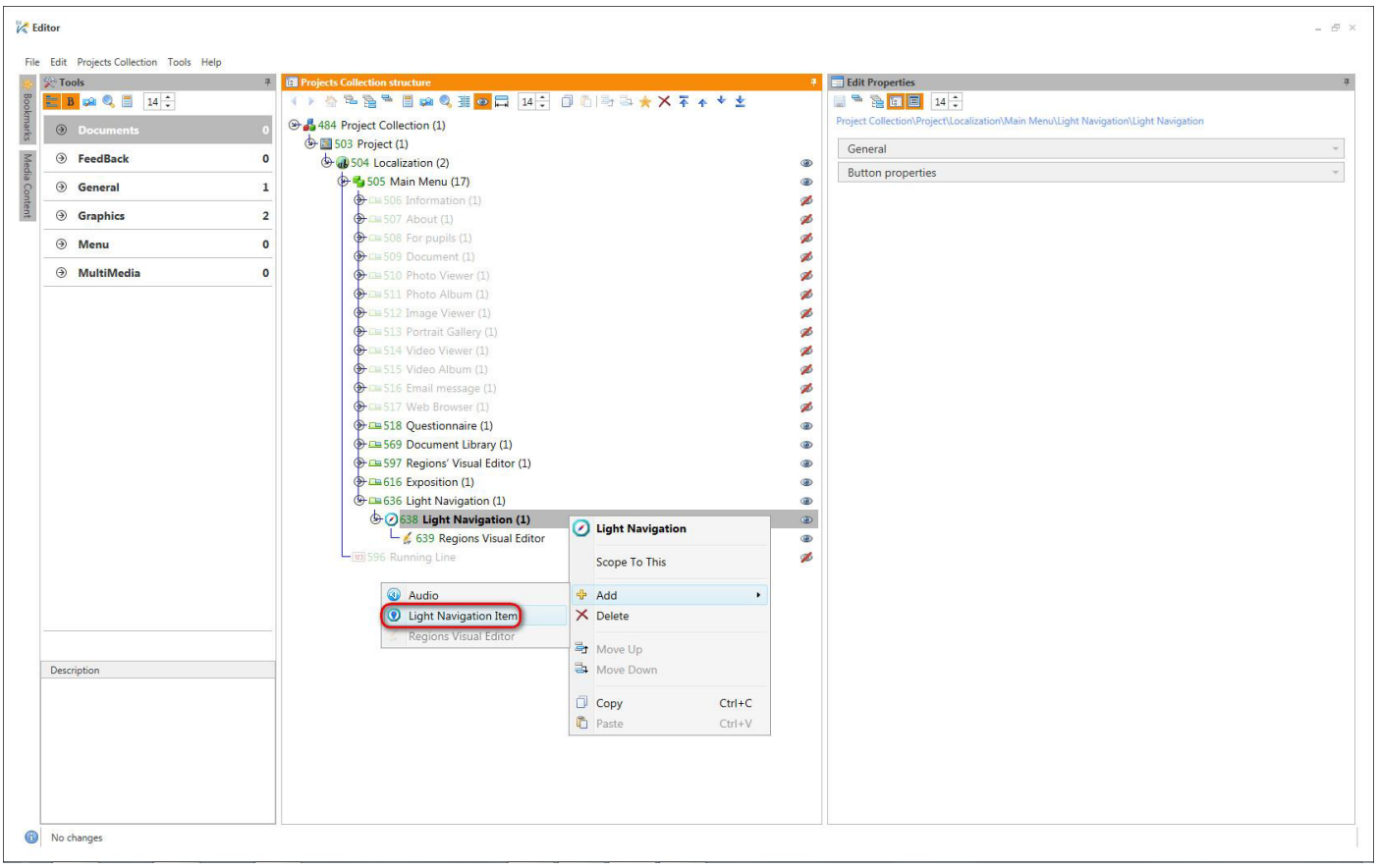


Fig. 168

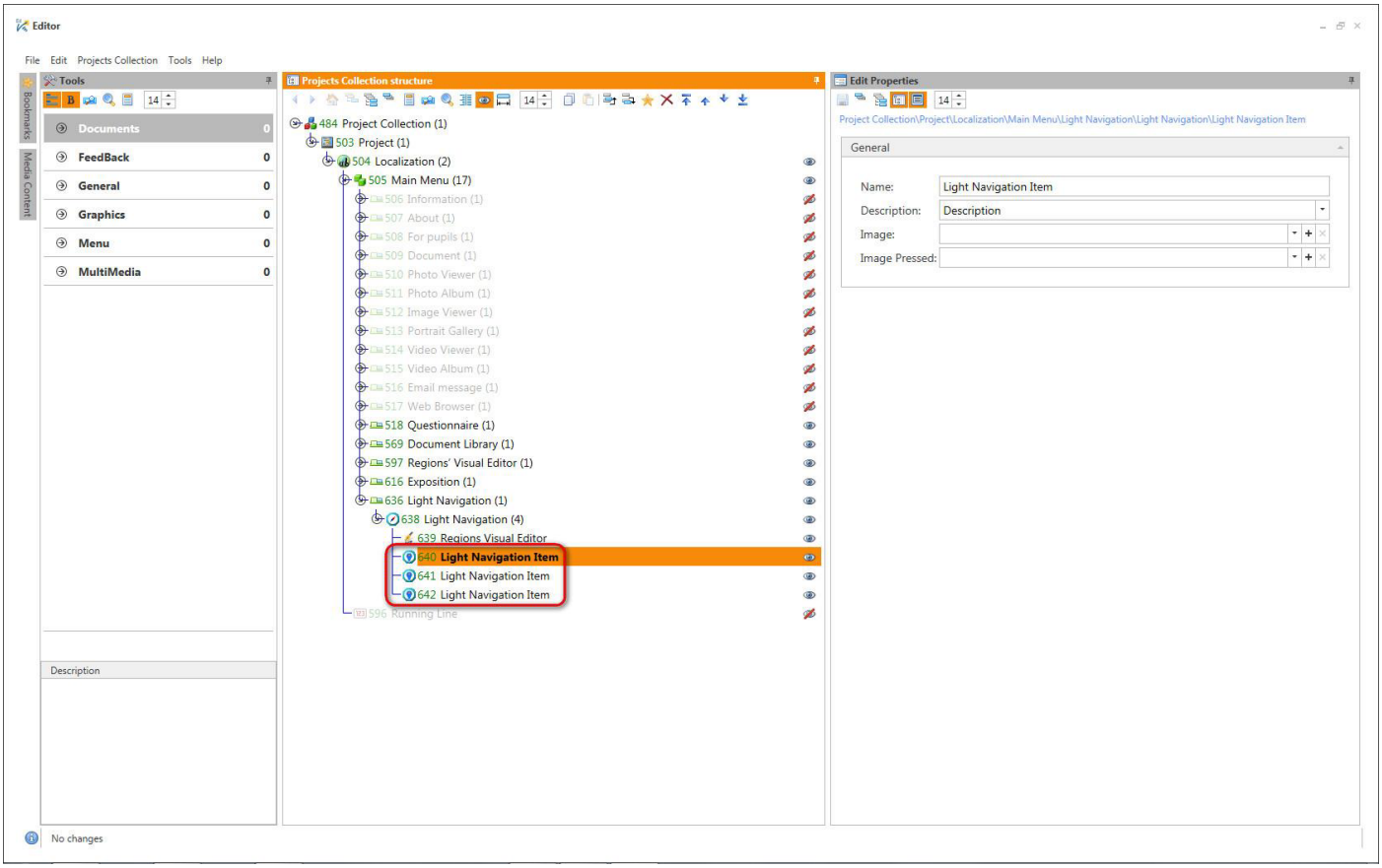


Fig. 169

Main elements' properties of **the Light navigation module** are the following: **Name** that is the internal name used in Editor and **Description**, which is displayed in Player, **Image**, displayed in Player **before clicking** on a menu item; **Image Pressed**, displayed in Player **by clicking** on a menu item.

To connect an item of the Light Navigation Module with a graphical object you should choose the desired Element in

the field **Property** of the graphical object in the drop-down menu. An example of connecting an Element of the Light Navigation Module with a graphical object and its display in Player is illustrated in fig. 170-177.

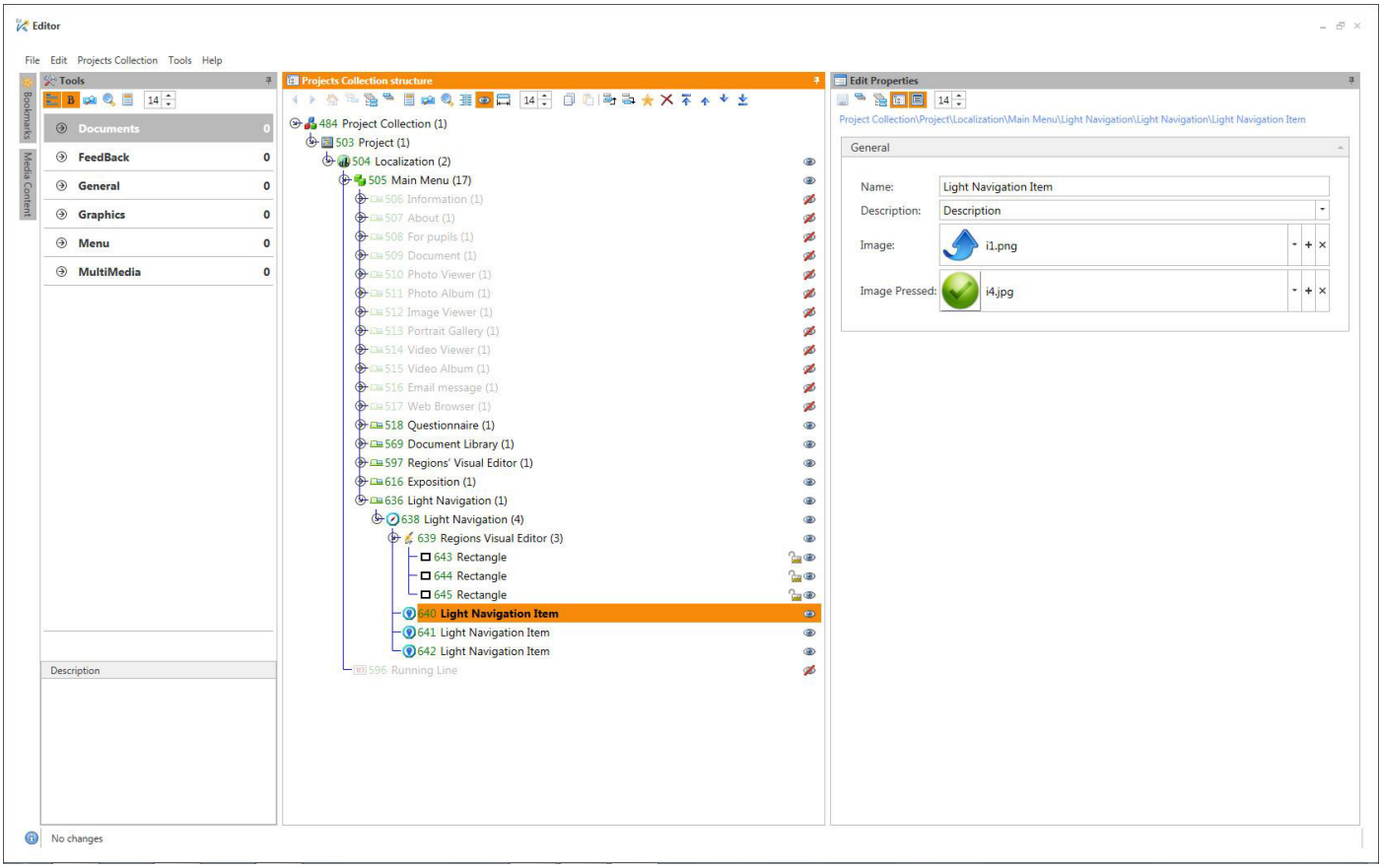


Fig. 170

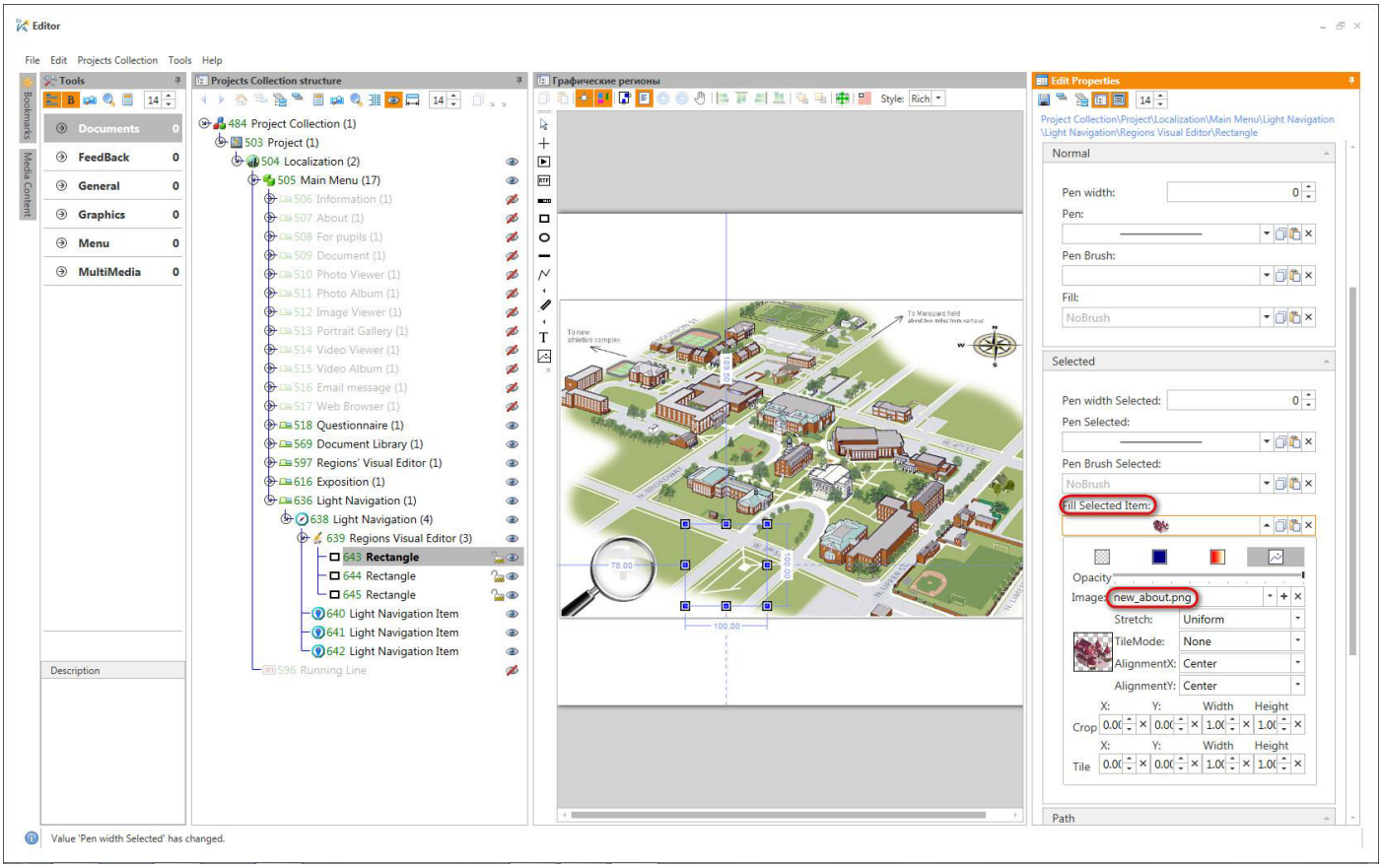


Fig. 171

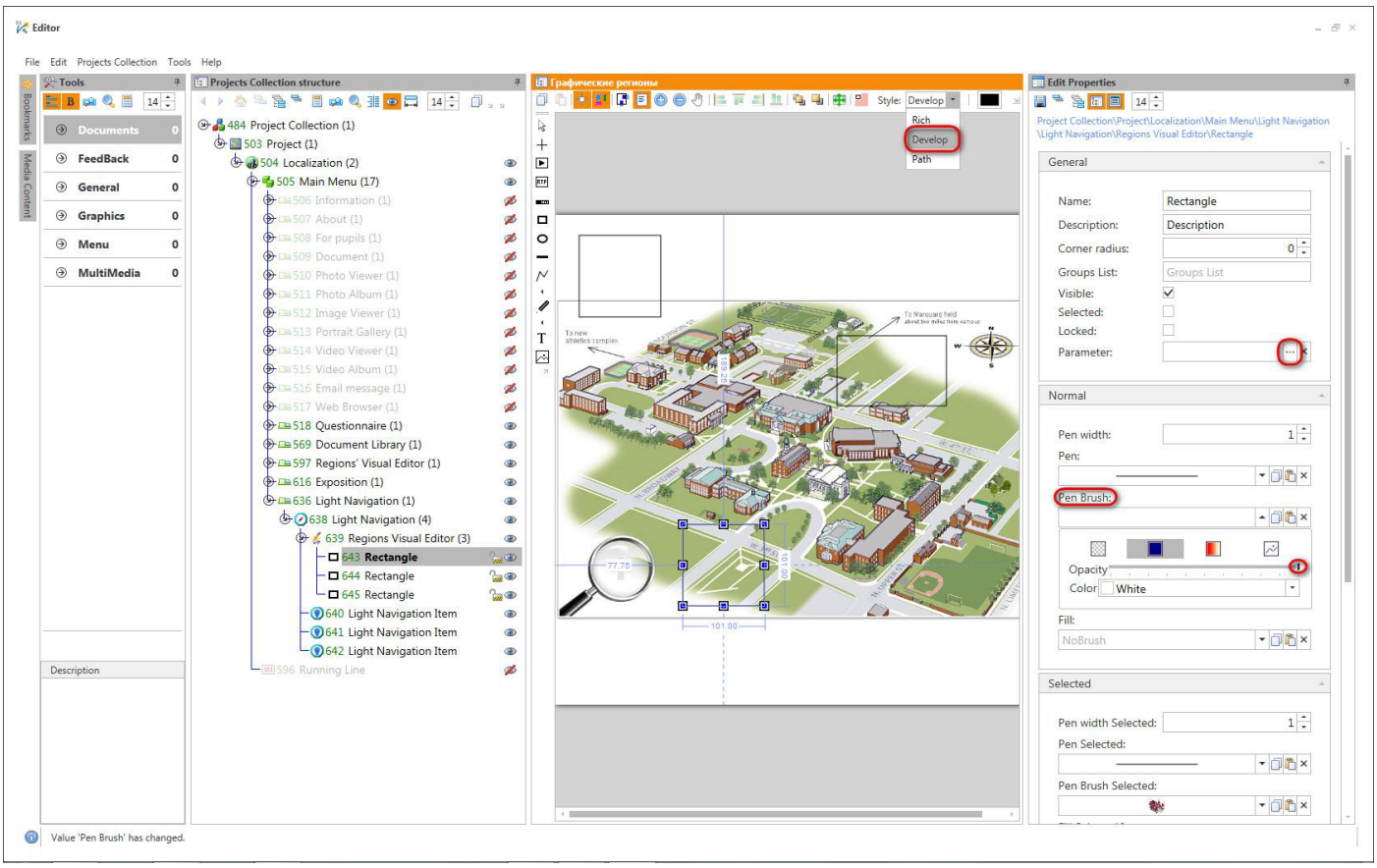


Fig. 172

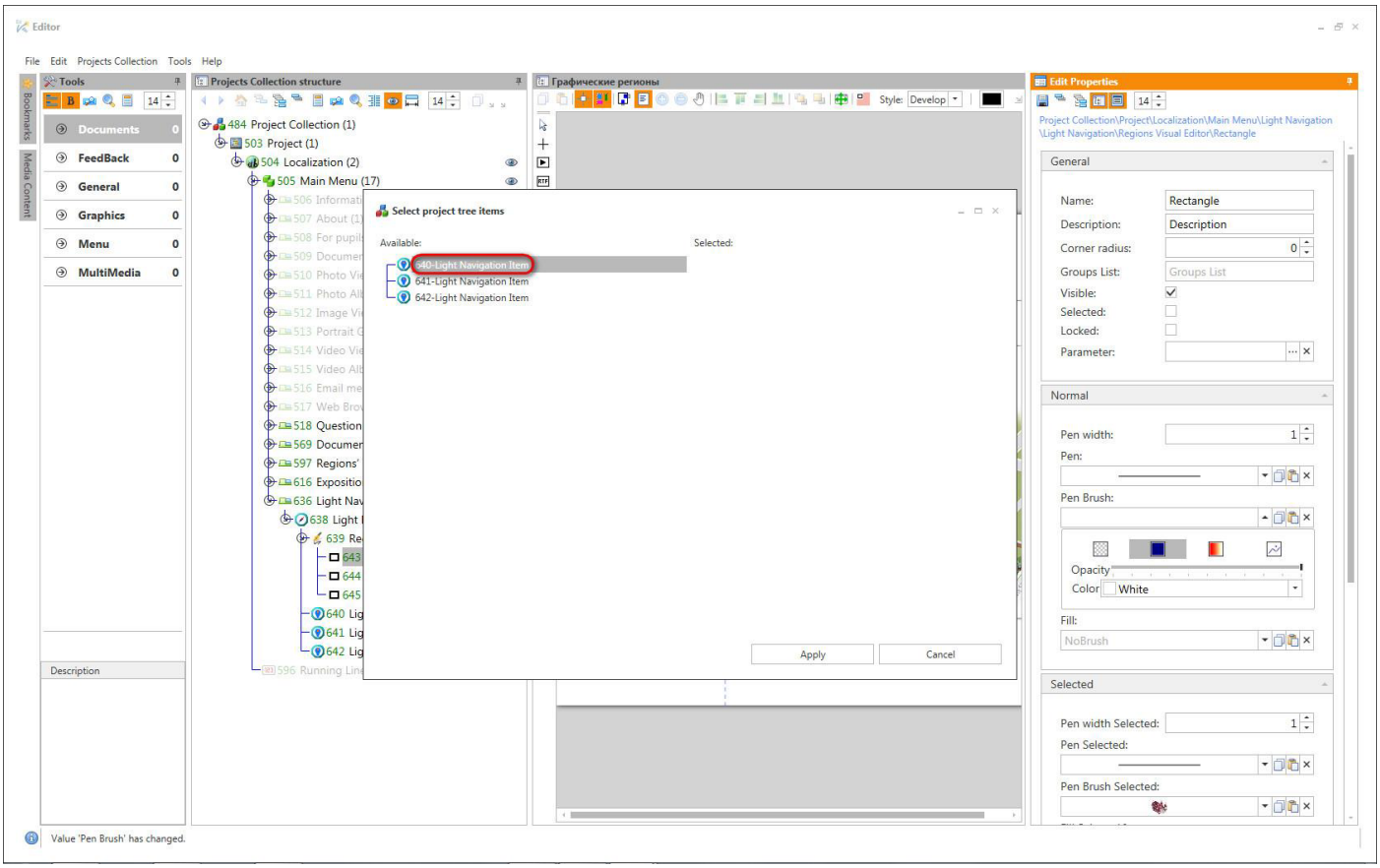


Fig. 173

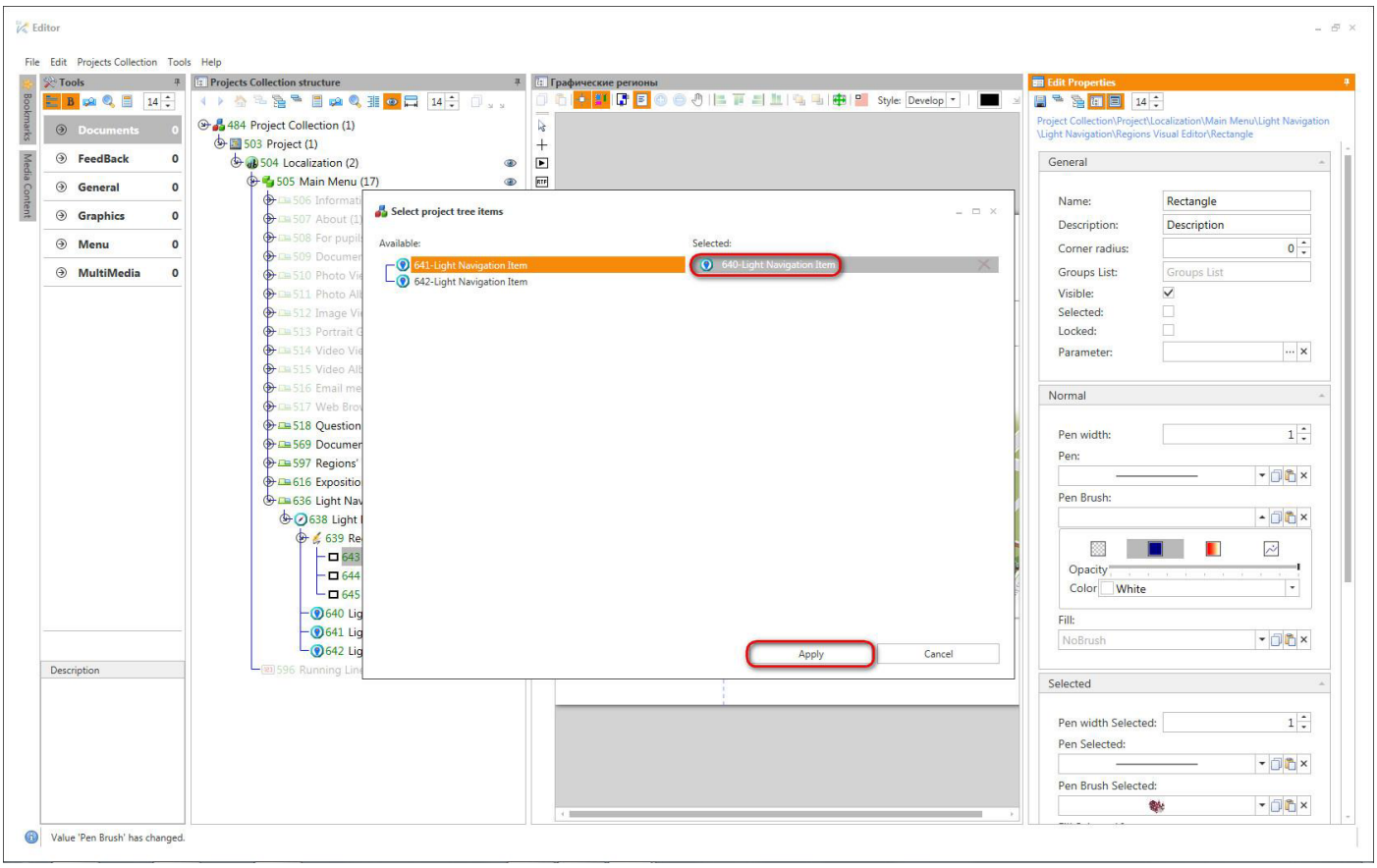


Fig. 174

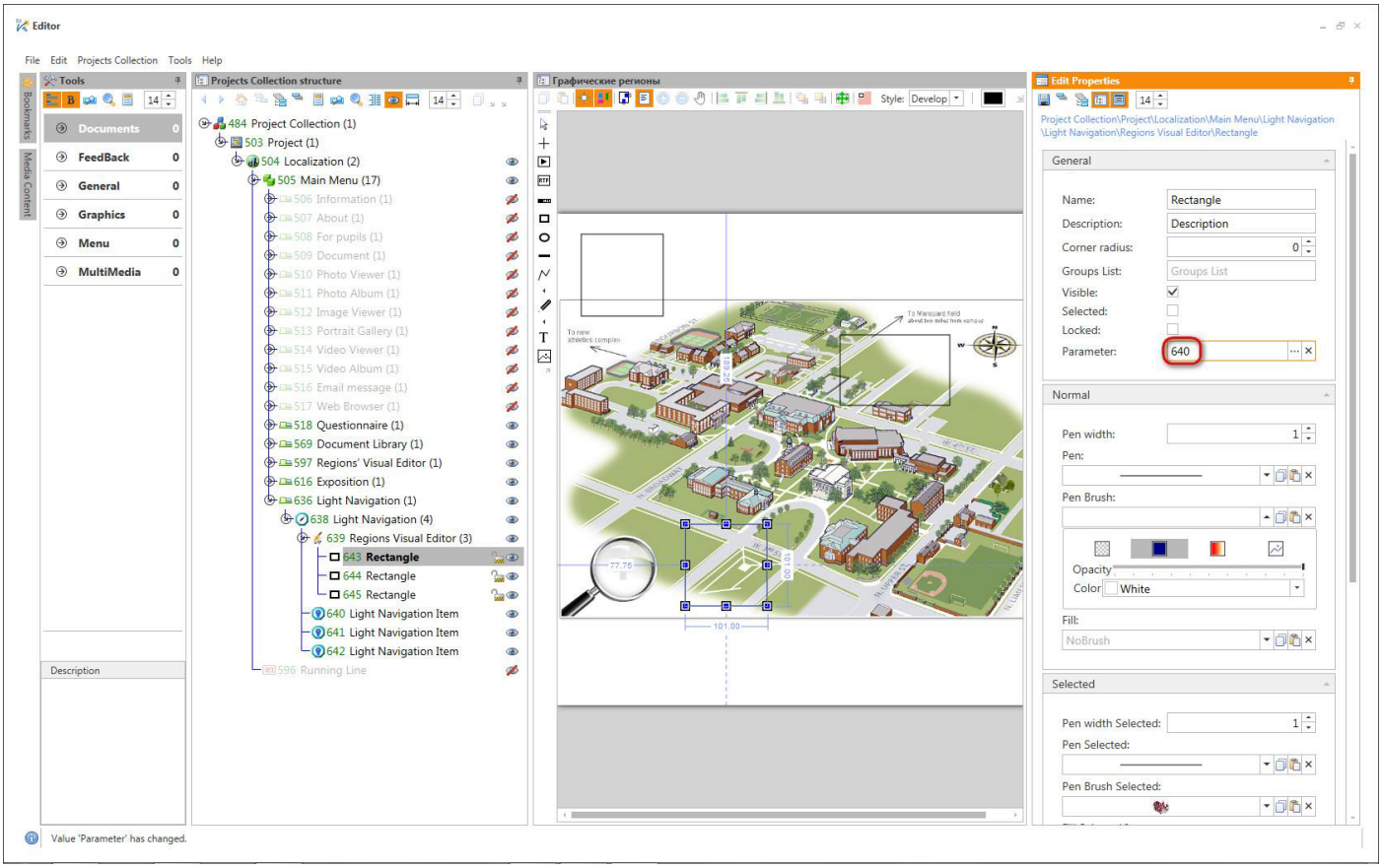


Fig. 175

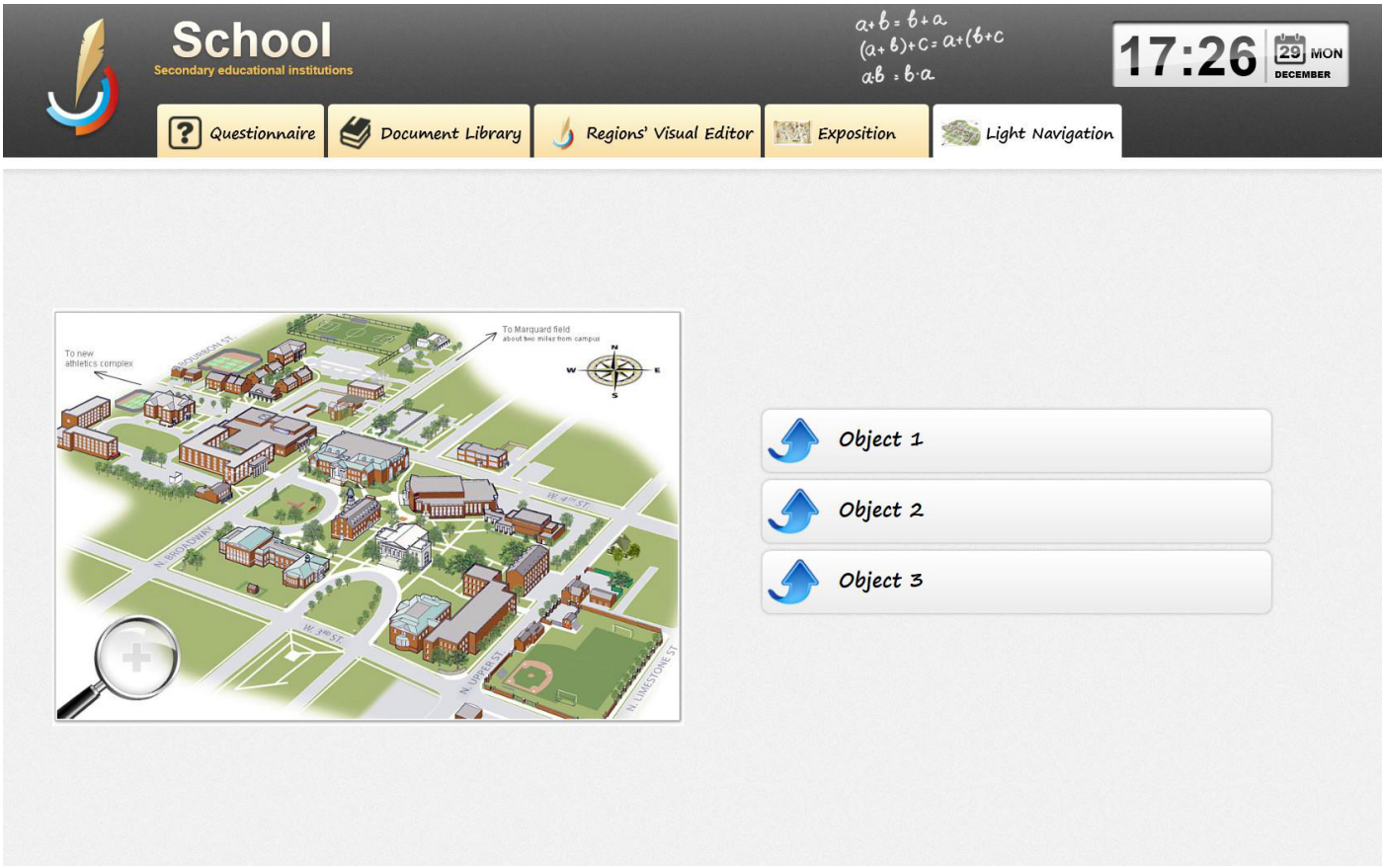


Fig. 176

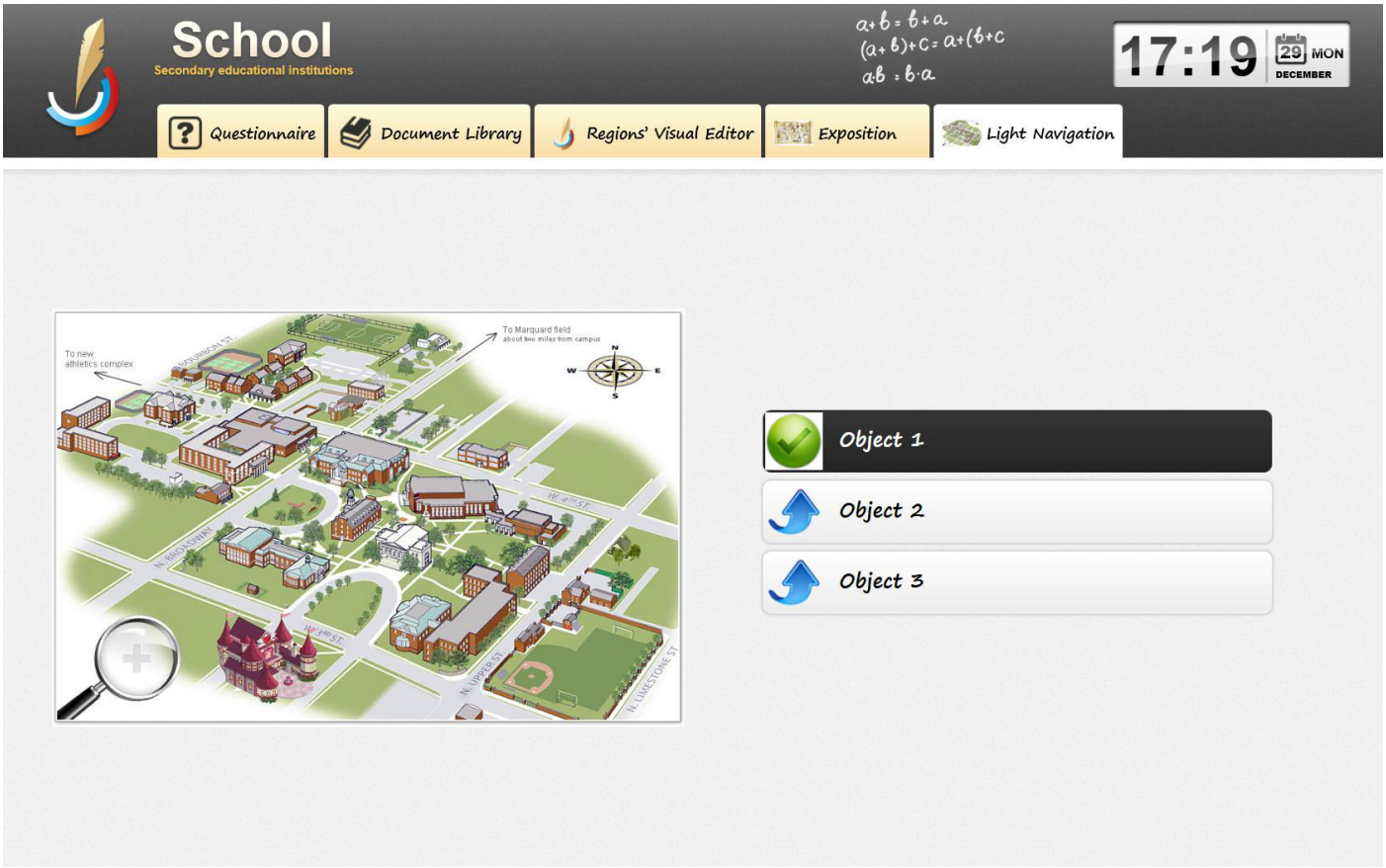


Fig. 177

The **Light Navigation Module** provides a possibility of **searching objects**. It is conducted through the text, written on the buttons. At the top of the screen the search box will appear where you can enter text to start searching. The searching results represent buttons with the desired text that you should enter in the search box. Only these buttons will be displayed on the screen, the rest of the buttons will be hidden until you clear the search box.

This property can be activated in Editor as follows: tick the item –**searching enabled** (Fig. 178).

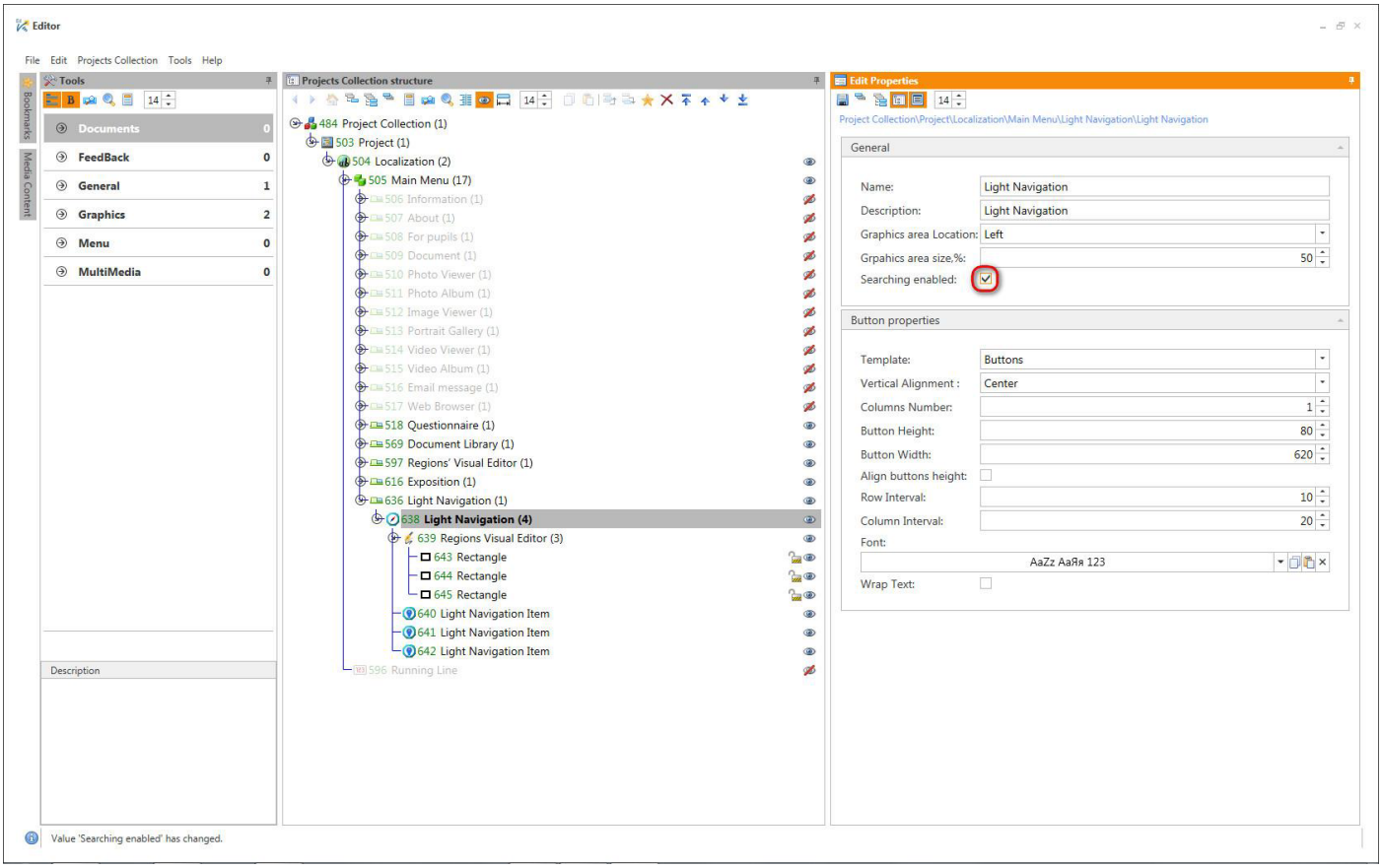


Fig. 178

Display of searching results in Player is shown below (see fig. 179 – 180).

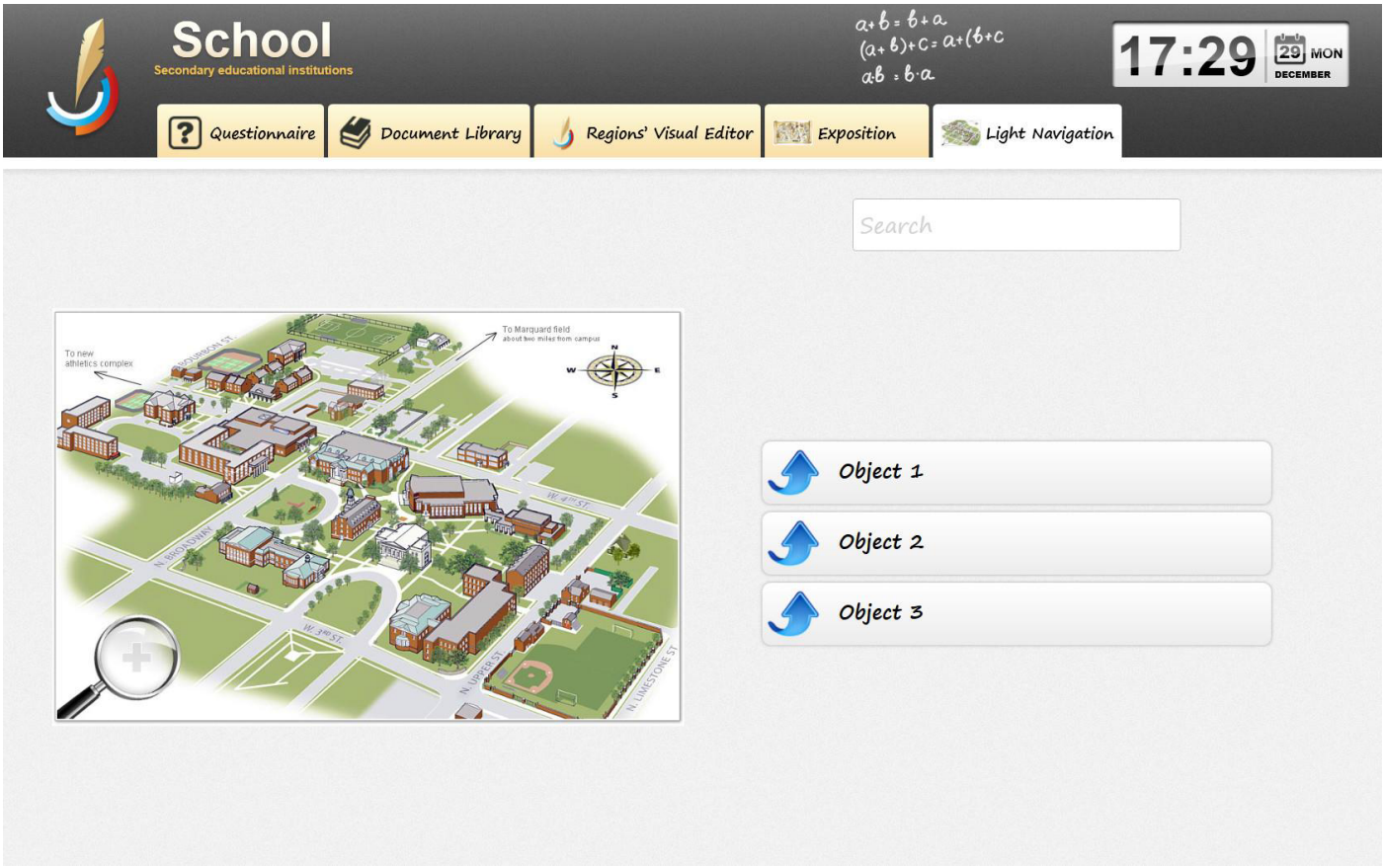


Fig. 179

Fig. 180

19. "Image menu" Module (Graphical Menu)

The Module **Image menu** allows you to display the discretionary menu buttons on the screen, which initiate the transition to the lower level of the tree project. In contrast to the menu and advanced menu, buttons are created using the **Regions' Visual Editor**.

The process of adding the Module "**Image menu**" and the Module **Regions' Visual Editor** to the main menu item is shown in fig. 181 - 182.

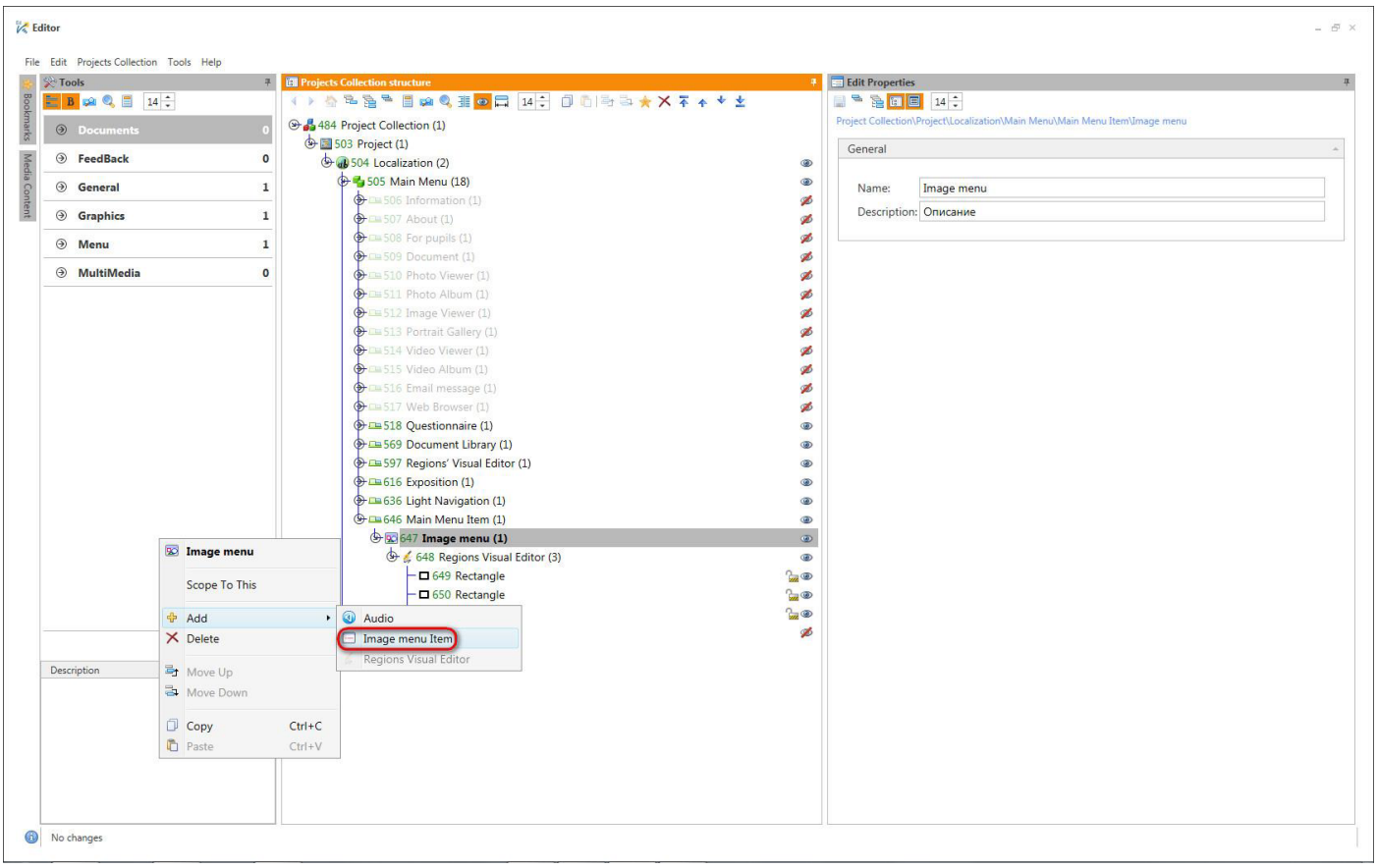


Fig. 181

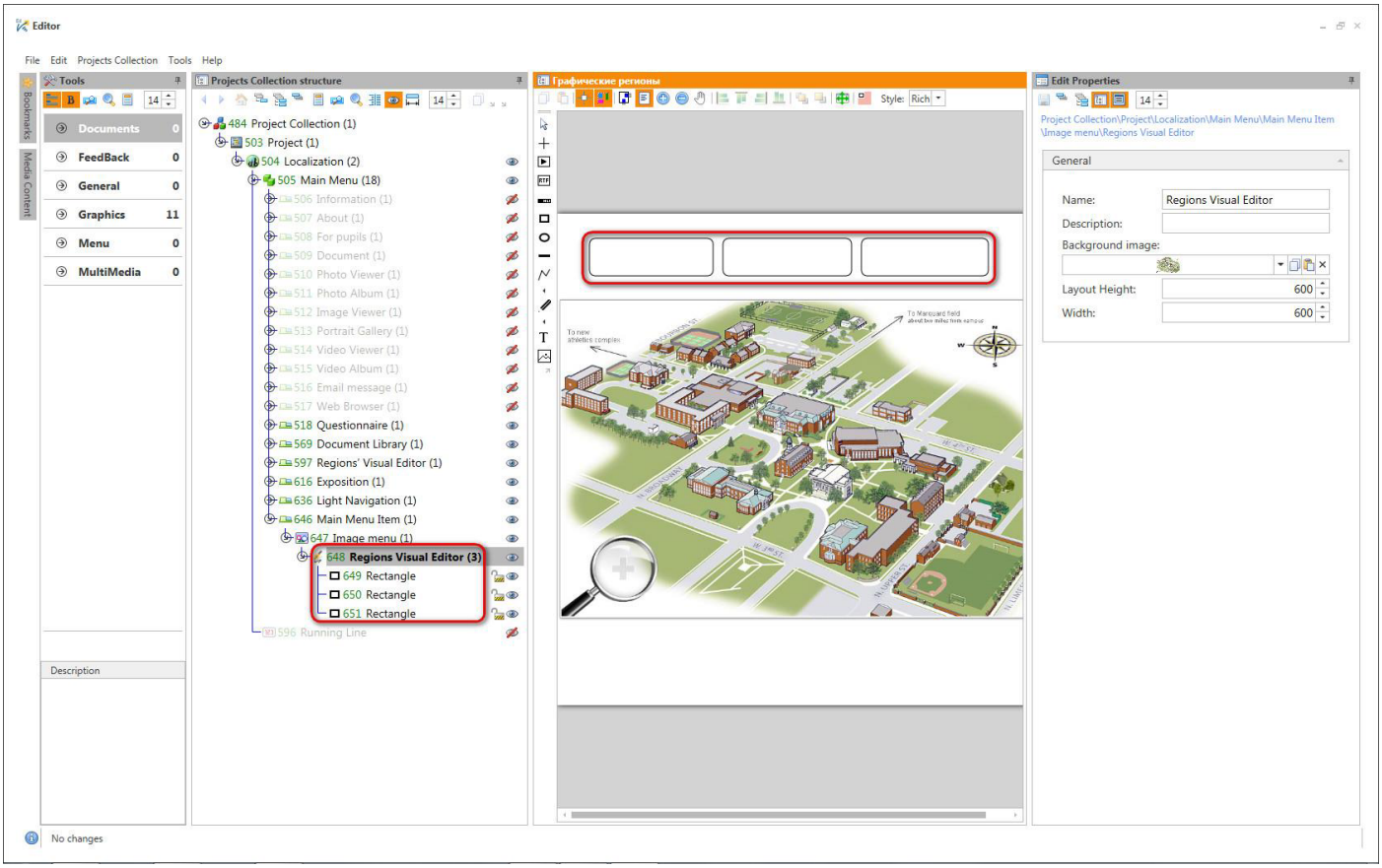


Fig. 182

To initiate a transition to the Module "**Image menu**" you need to add child elements - an image menu item (see fig. 183 - 184).

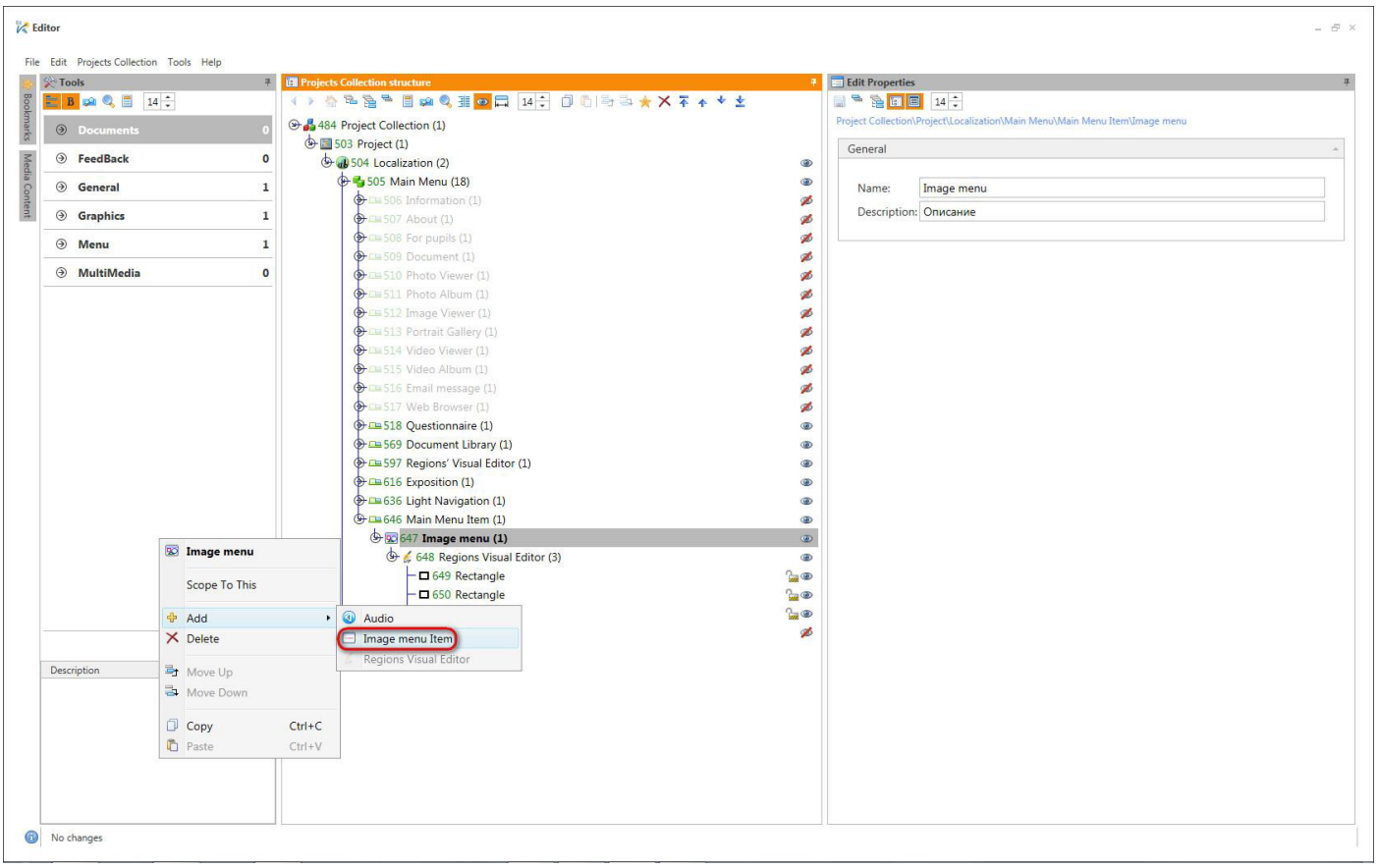


Fig. 183

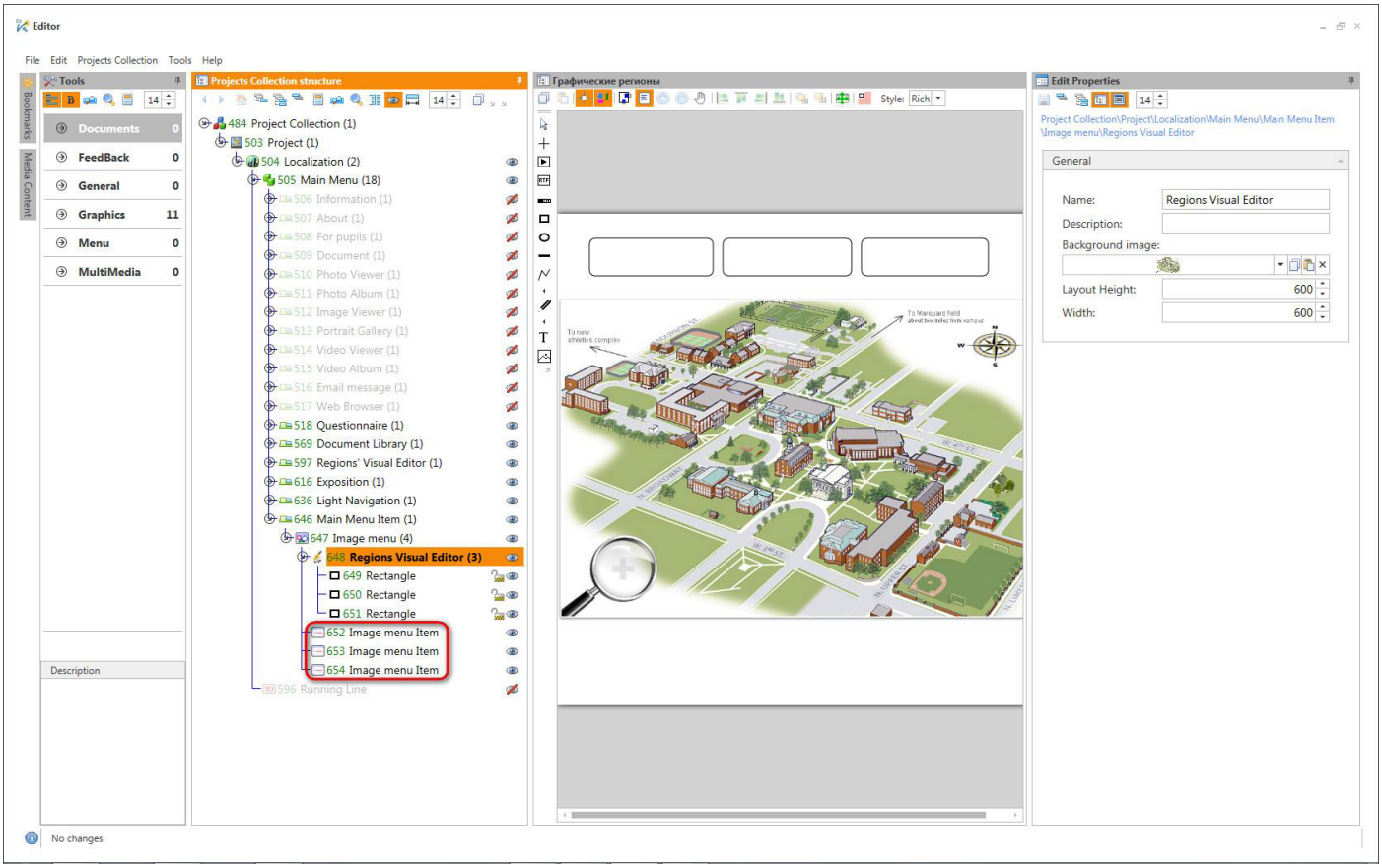


Fig. 184

This element is similar to a menu item, but contains less attributes. According to the acquired license you can add any modules to the image menu Item (Fig. 185 - 187).

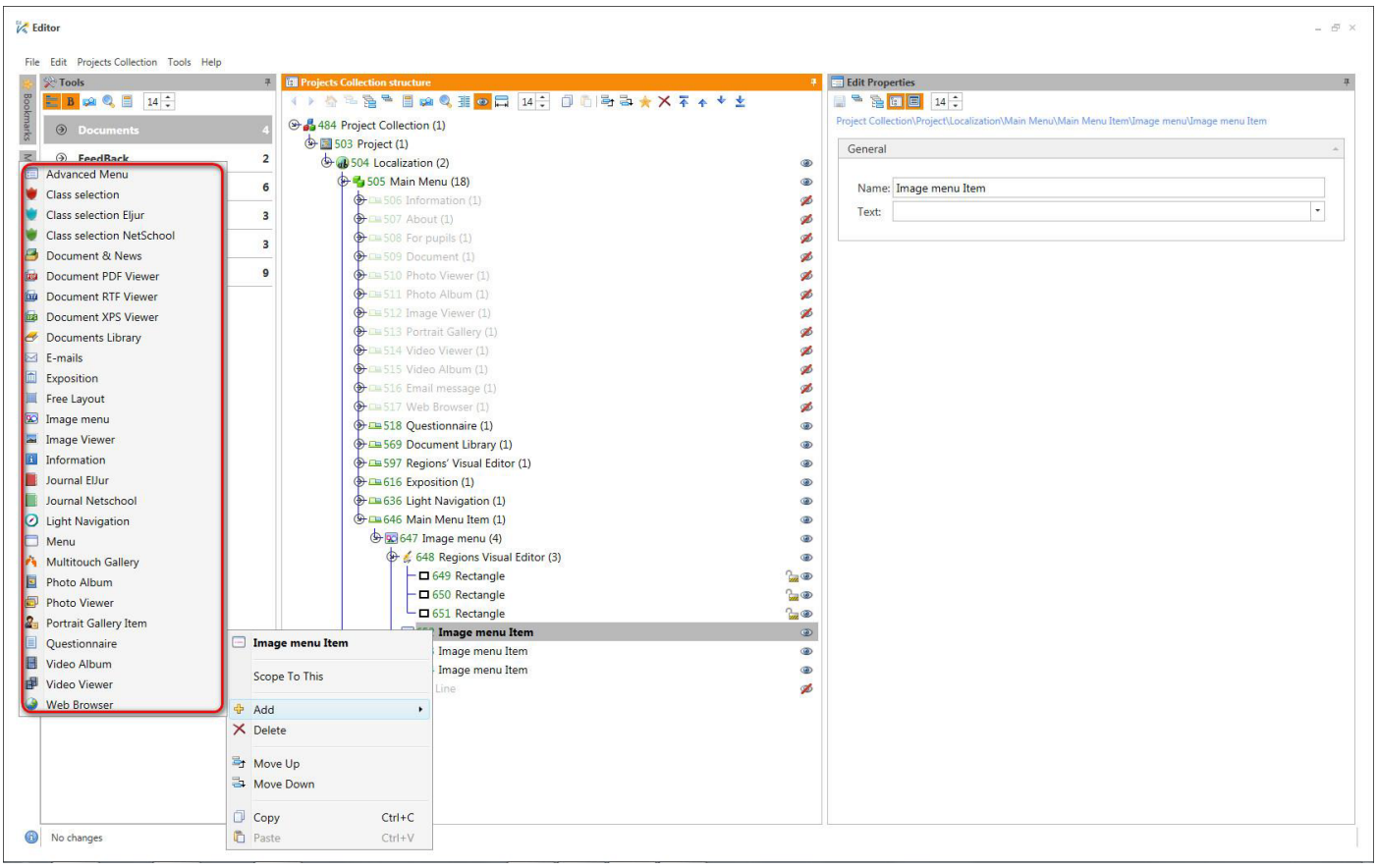


Fig. 185

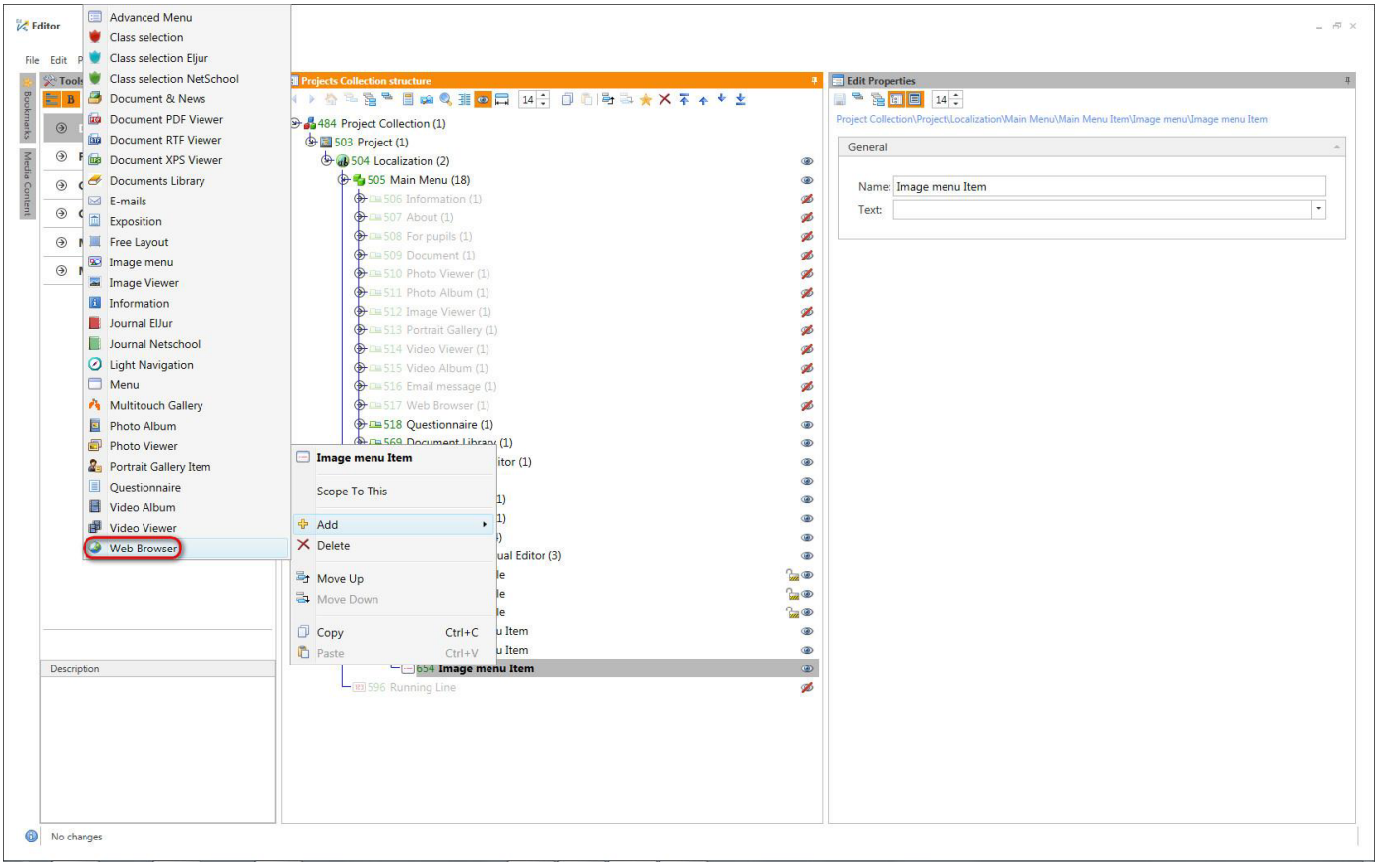


Fig. 186

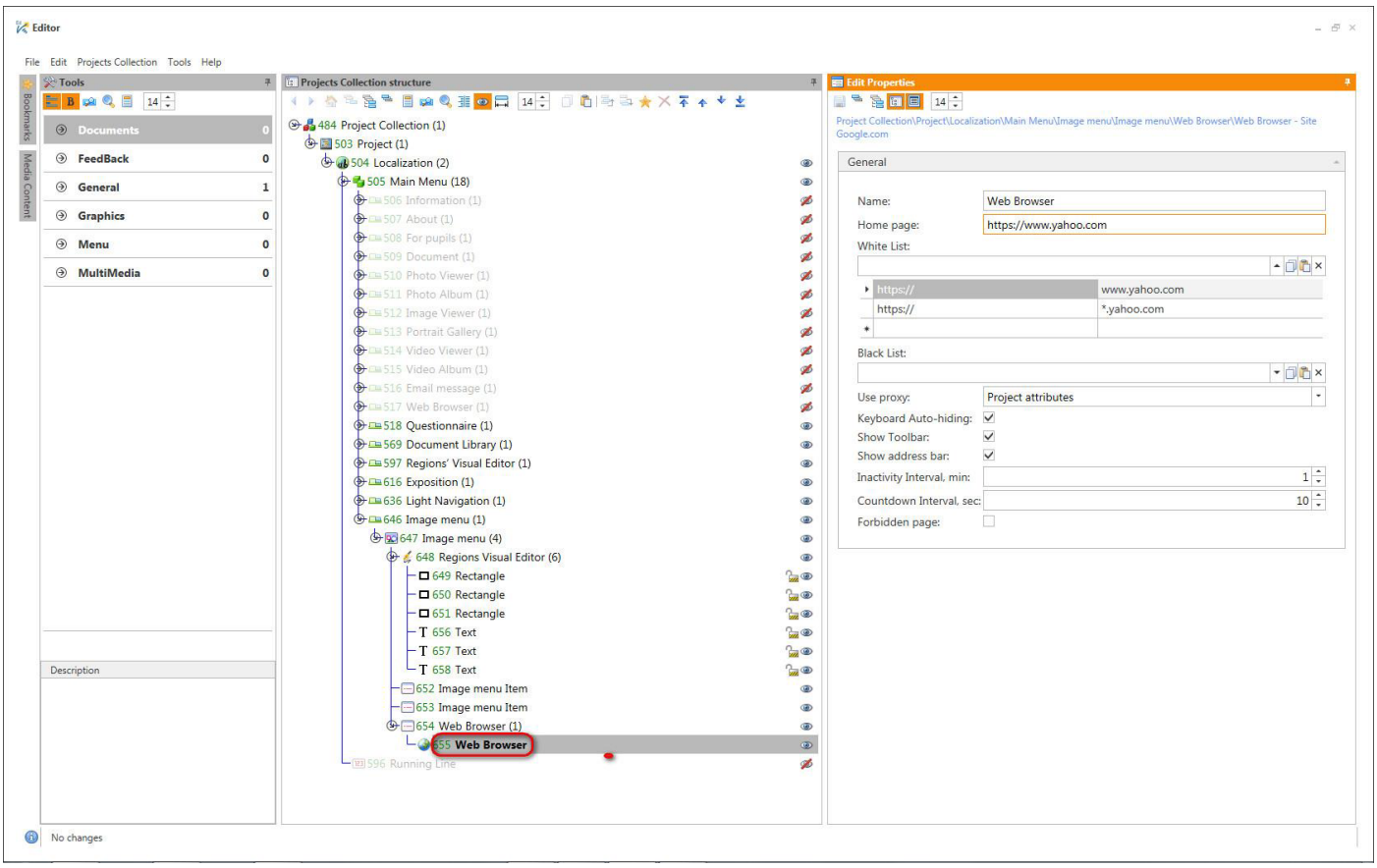


Fig. 187

To connect graphic primitives on "canvas" with the image menu items you should fill in the appropriate attribute **Parameter** of the corresponding primitive (see Fig. 188 - 191).

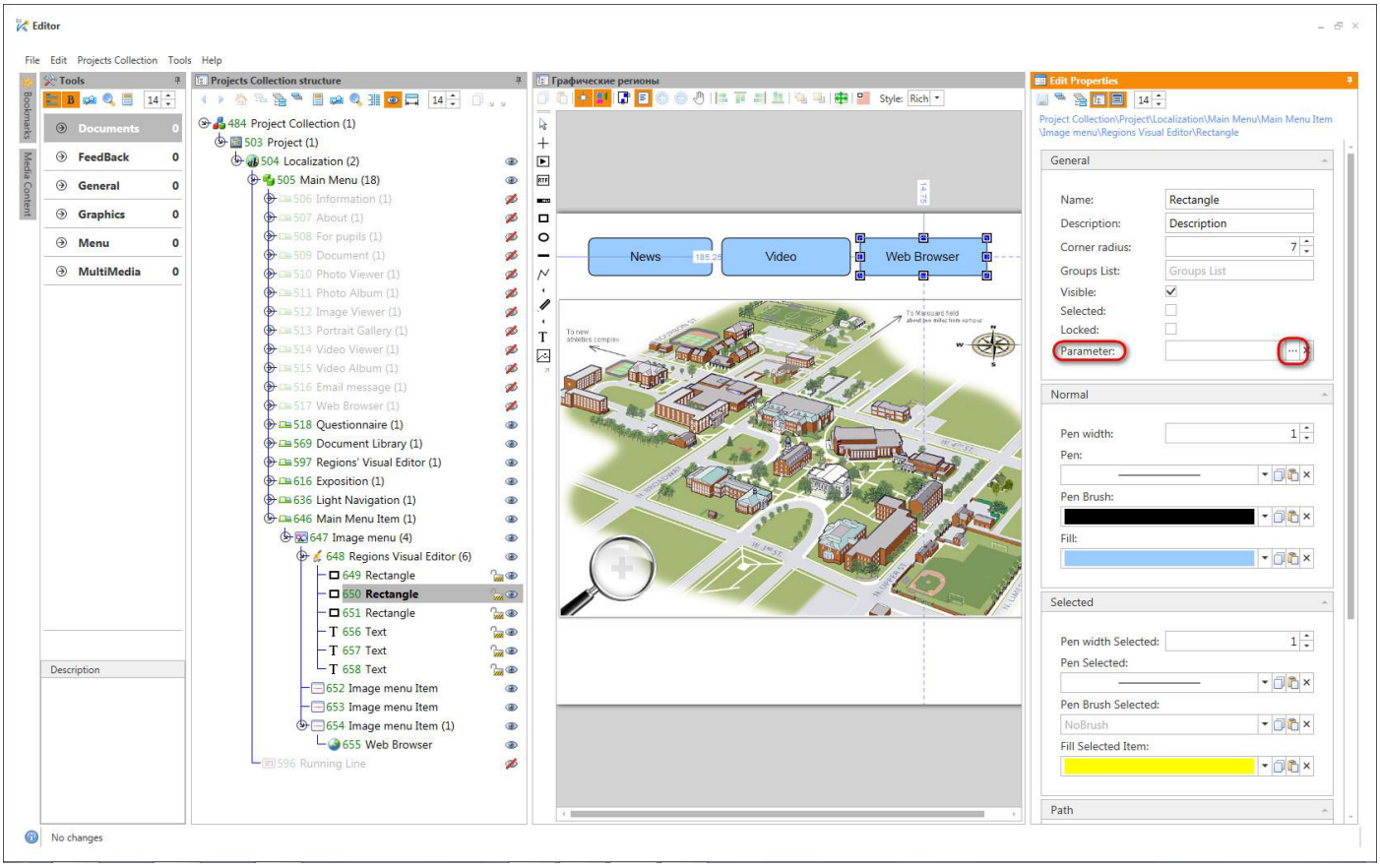


Fig. 188

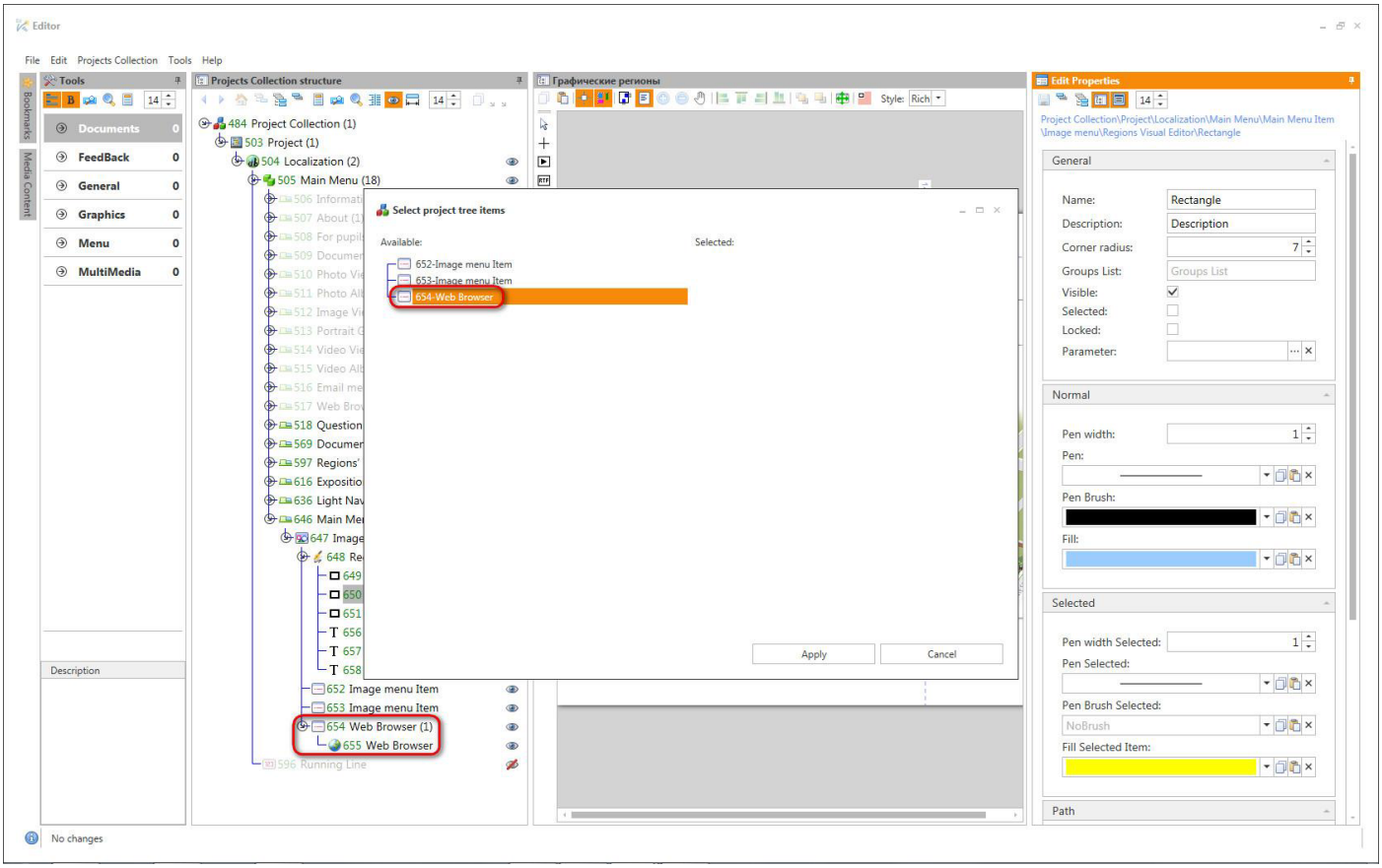


Fig. 189

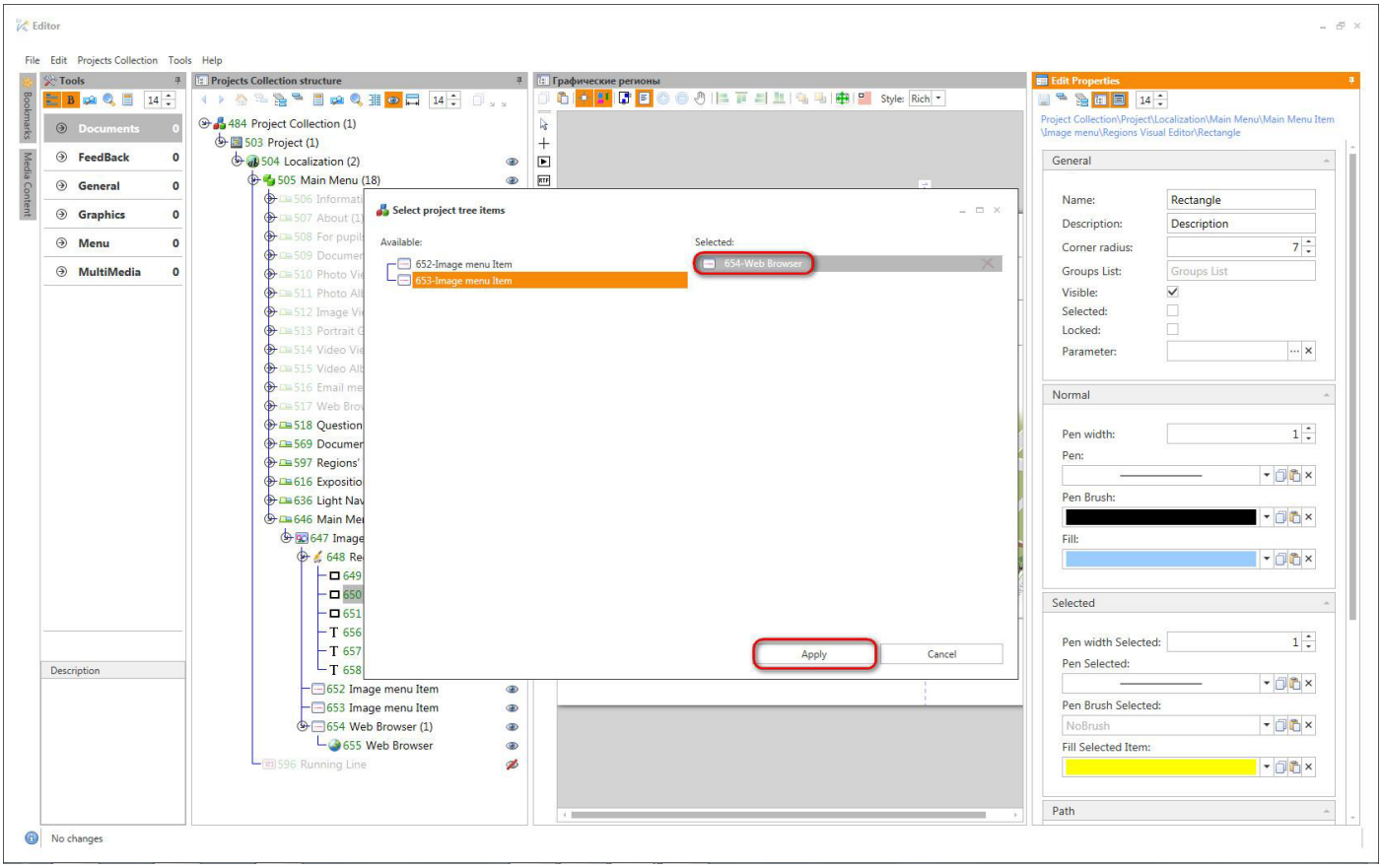


Fig. 190

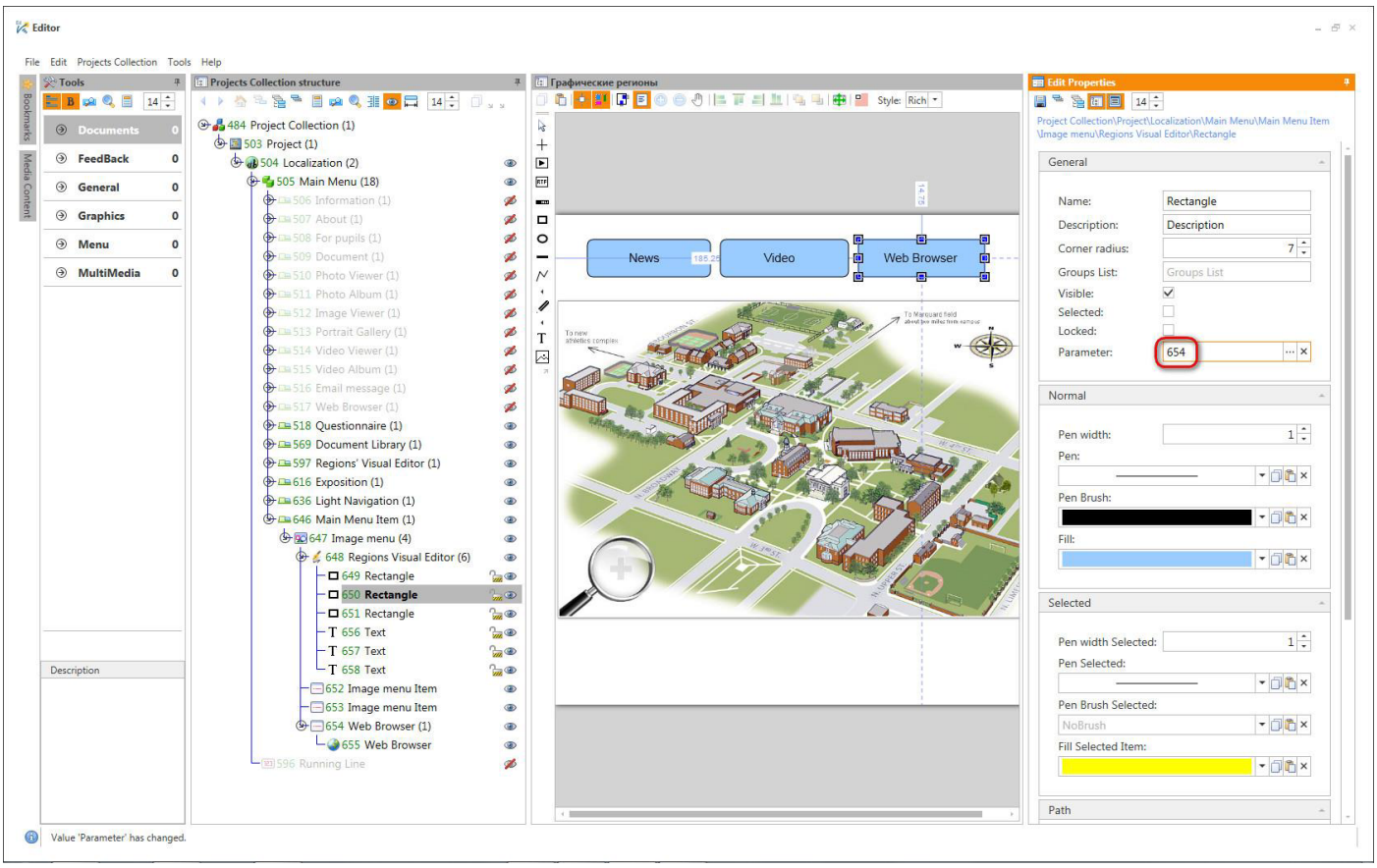


Fig. 191

Thus, pressing on the primitive in Player you initiate a transition to the element connected with the primitive, which, in turn, is linked to the image menu Item as well as to the end module that is added to the image menu Item (see fig. 192 - 194).

Fig. 192

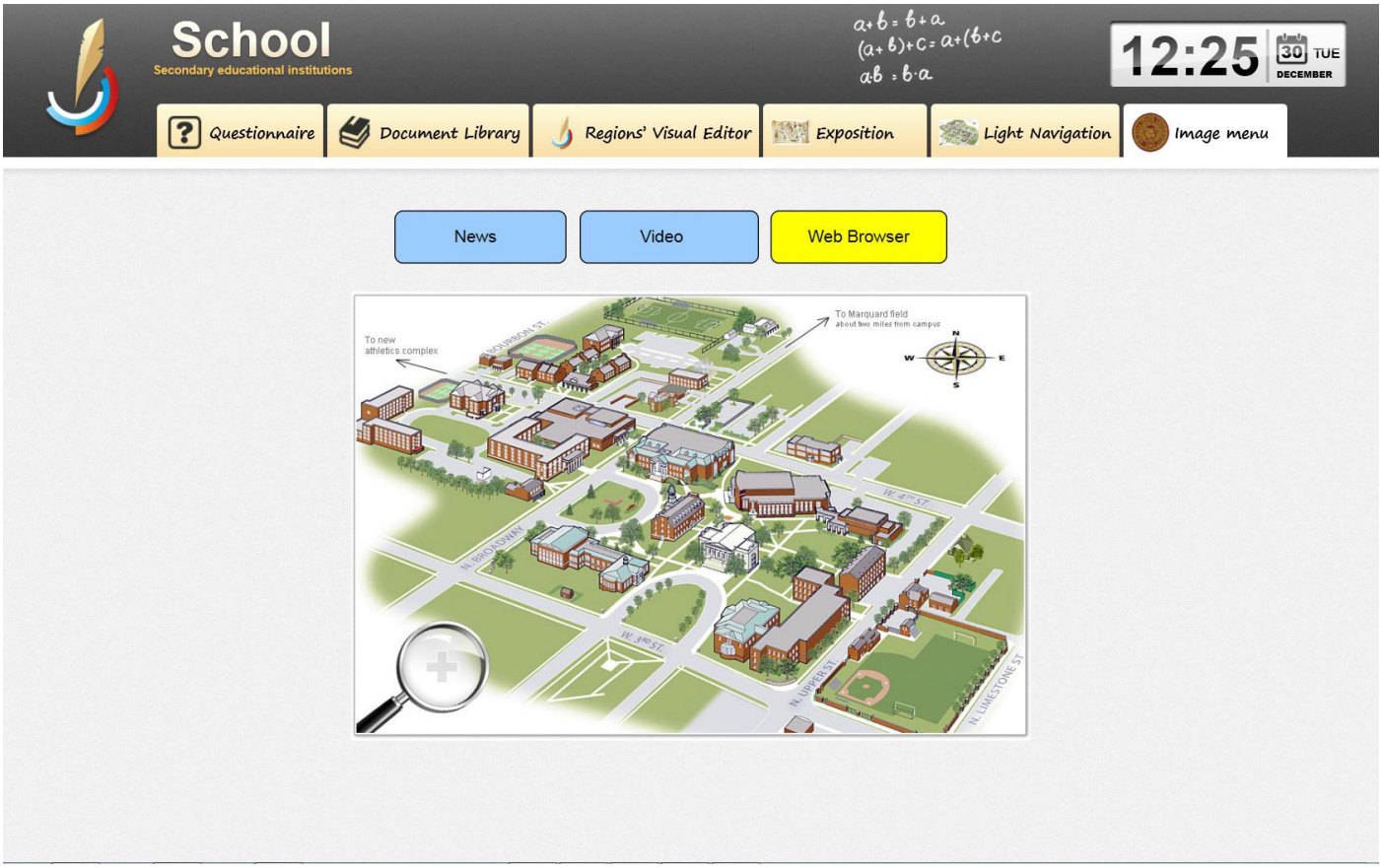


Fig. 193

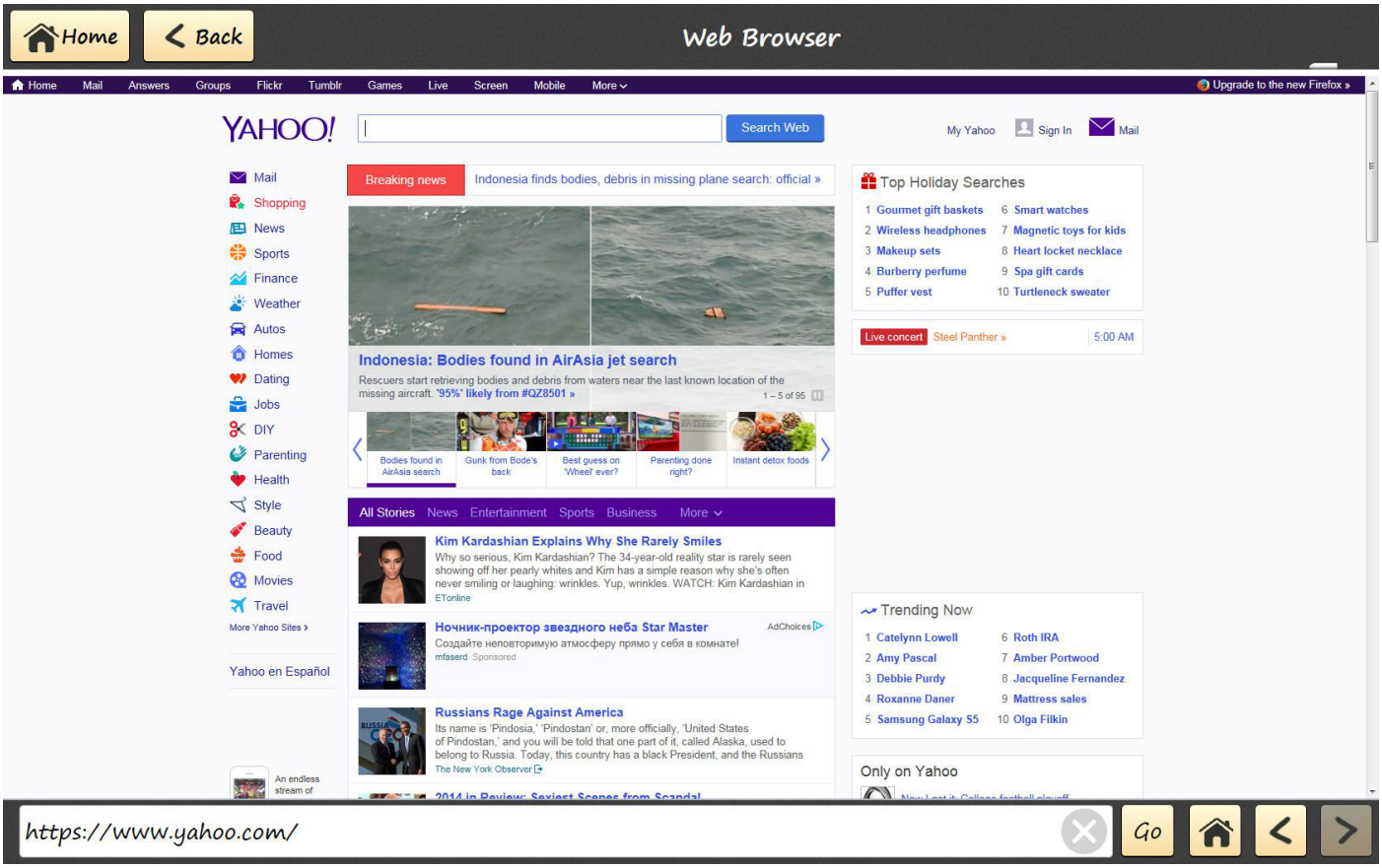


Fig. 194

Using the Module "**Image menu**" you may create the on-screen menus with buttons (elements) of an optional shape and design. The number of nesting levels of the **Image menu** (one to another) is not limited and if you want both navigation and transitions from one screen to another can be developed with the help of this module.

20. Media Frame Module

The **Media Frame module** is designed to display constantly the content on the fixed part of the screen. The main function is the use of the screen part for advertising campaigns, informing or displaying important information.

The main properties that can be set in Editor are the following: **Name**, which is the internal name used in the project, **Area location relative to the main interactive area of the screen** (on the left, on the right, above, below)**, Area size** as a percentage of the screen size.

To add the element you should add the **Media Frame** item at the **localization** level. Child objects of **the Media Frame** are the following – Video, **Image Gallery, Multitouch Gallery, RTF Document, Light Navigation, Photo Viewer**. (We are constantly working to broaden the functionality in the future). Only one item **Media Frame** can be created in a project and it may contain no more than one child object. An example of adding the **Media Frame** and a child module **Video** in Editor as well as their main properties and display in Player are shown in fig. 195-198.

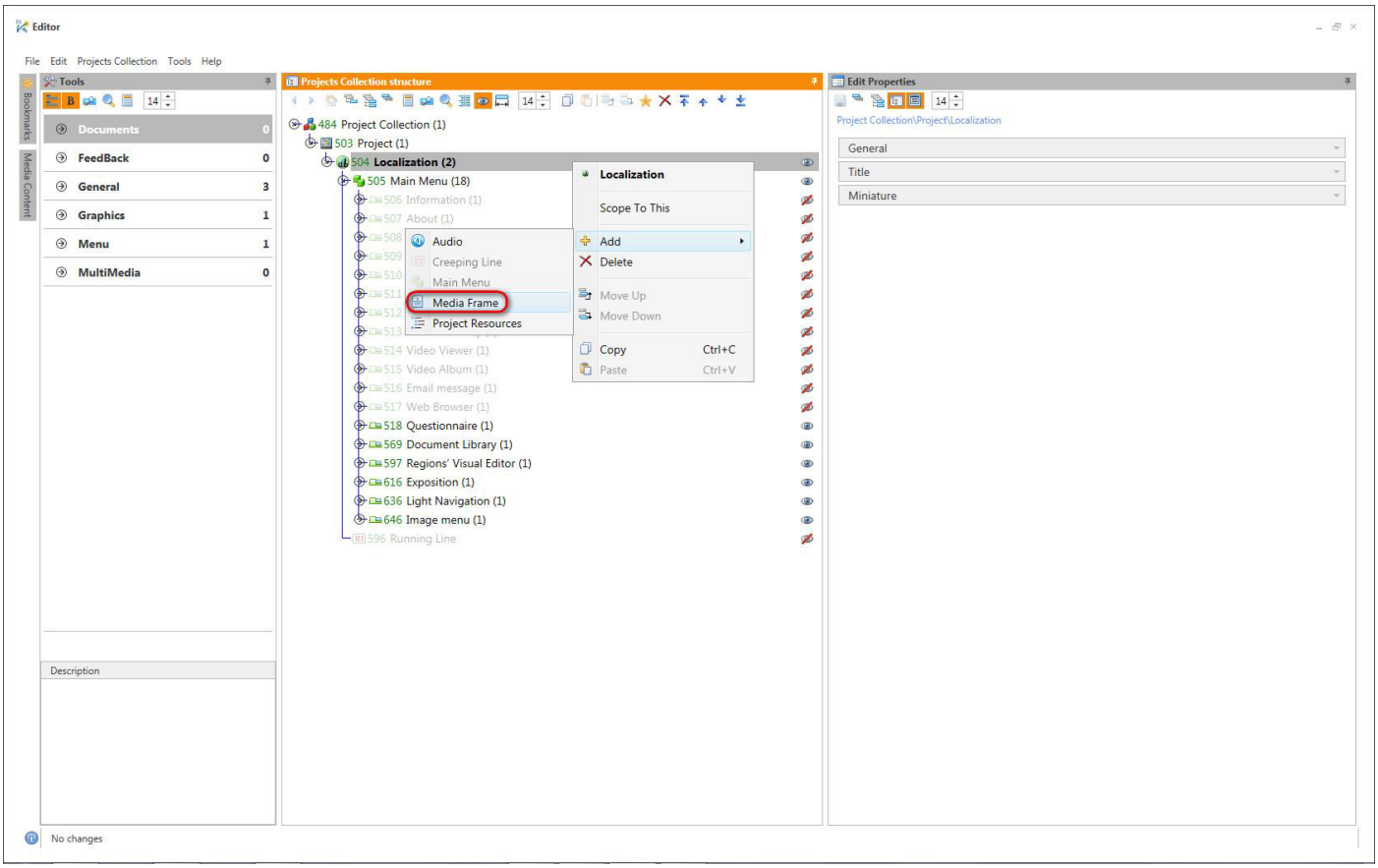


Fig. 195

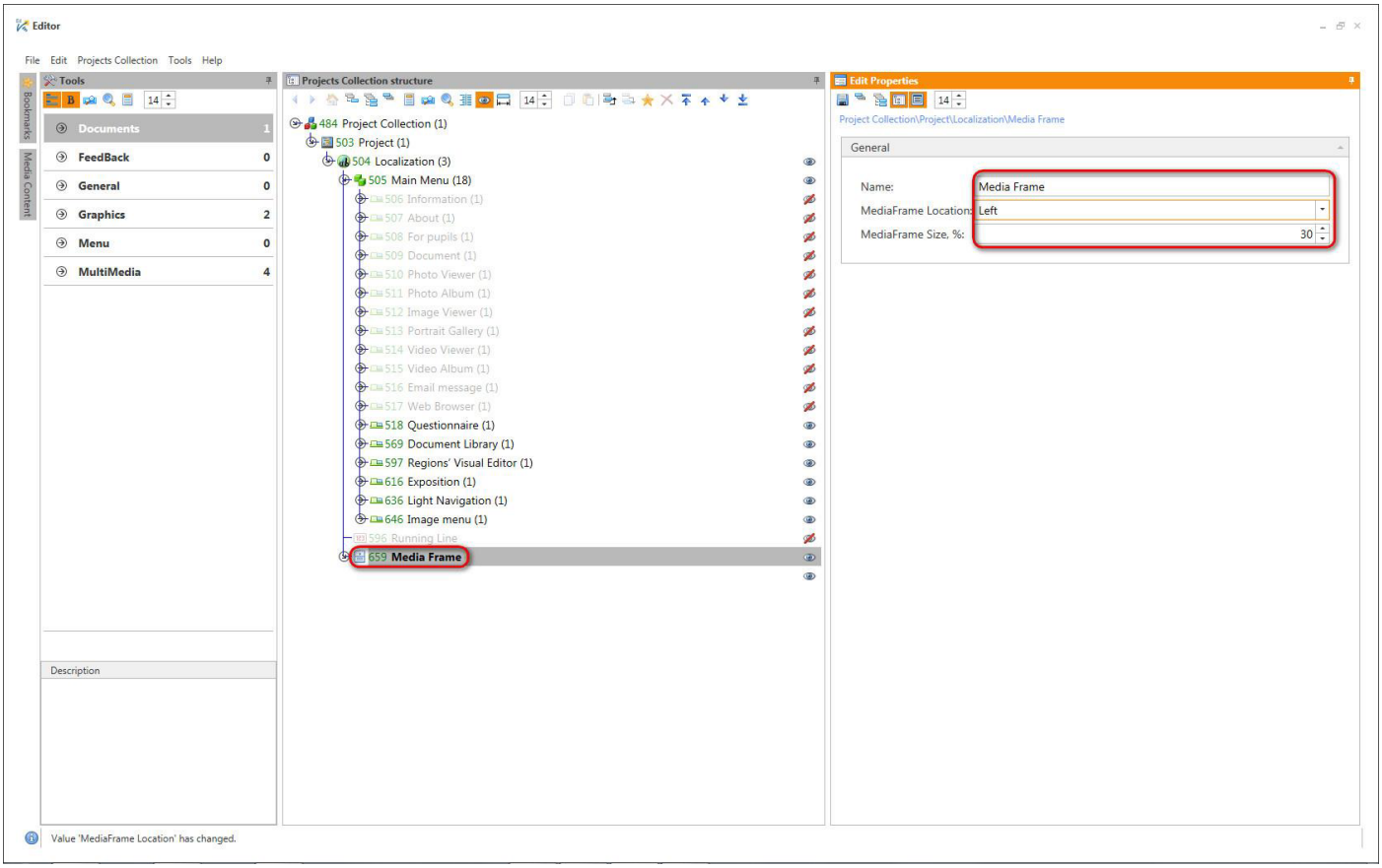


Fig. 196

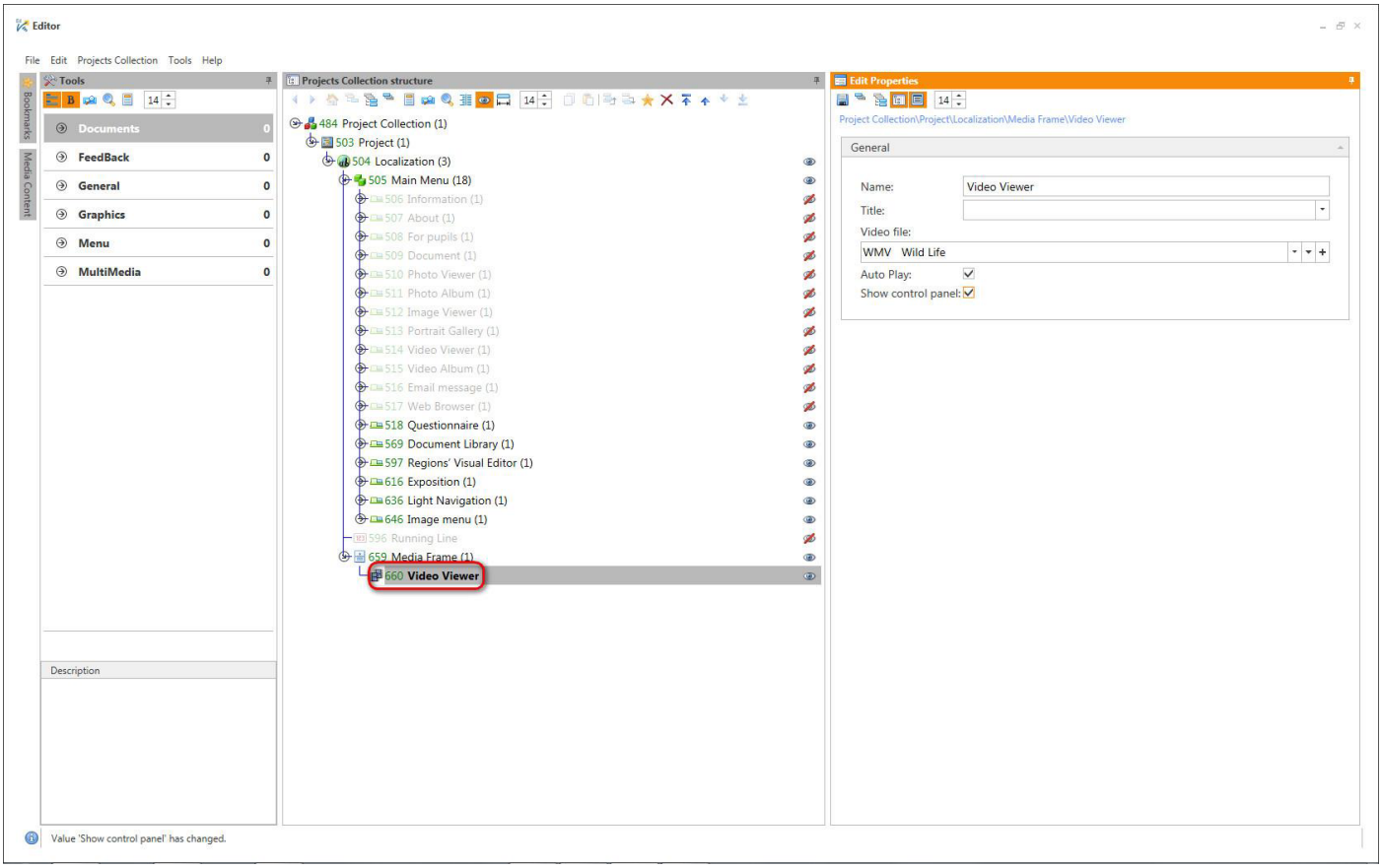


Fig. 197

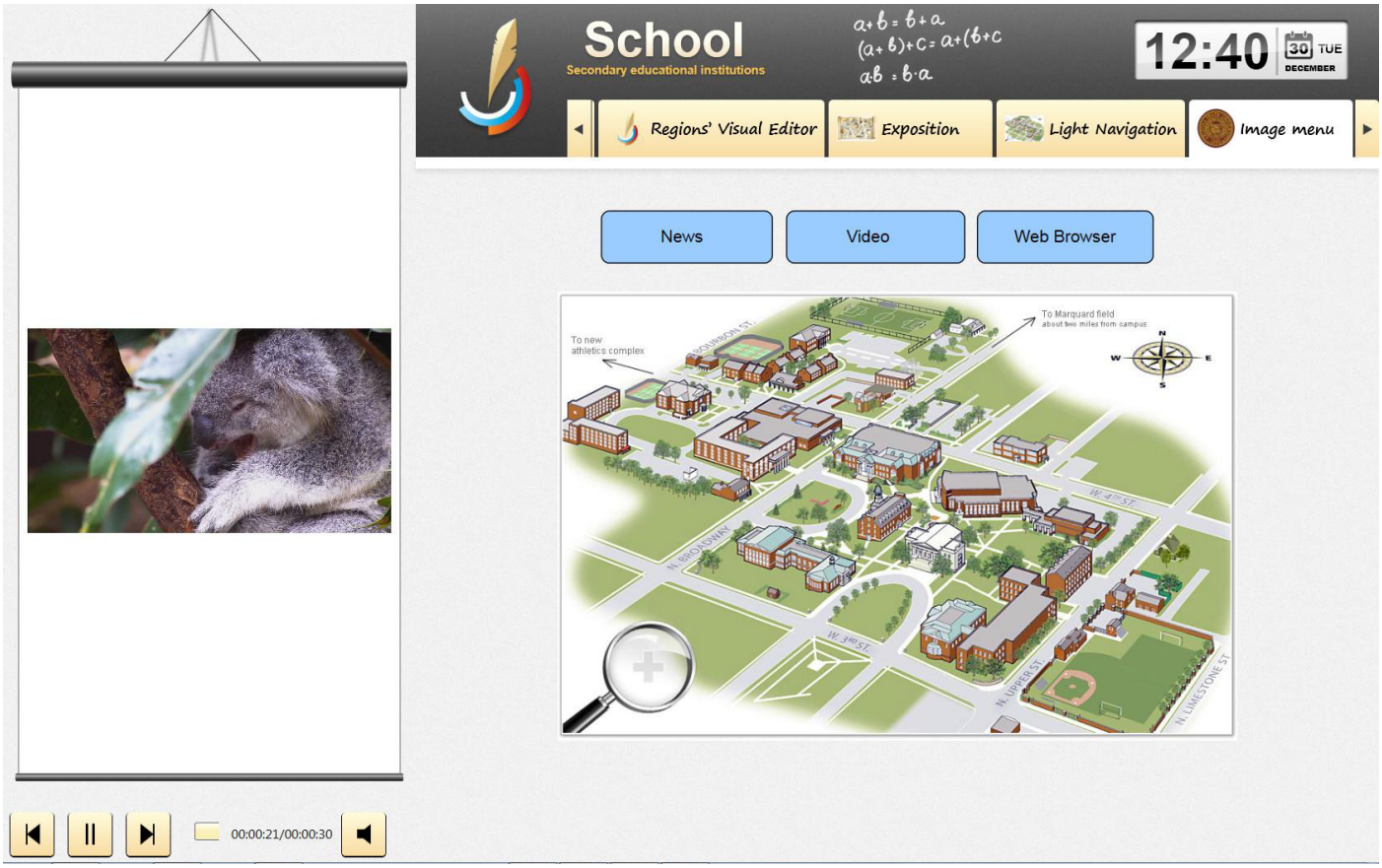


Fig. 198

21. Multitouch Gallery Module

You can add a **Multitouch Gallery** to the project. An example of adding the **Multitouch Gallery** to the main menu item as well as its initial display in Player is shown in fig. 199-201.

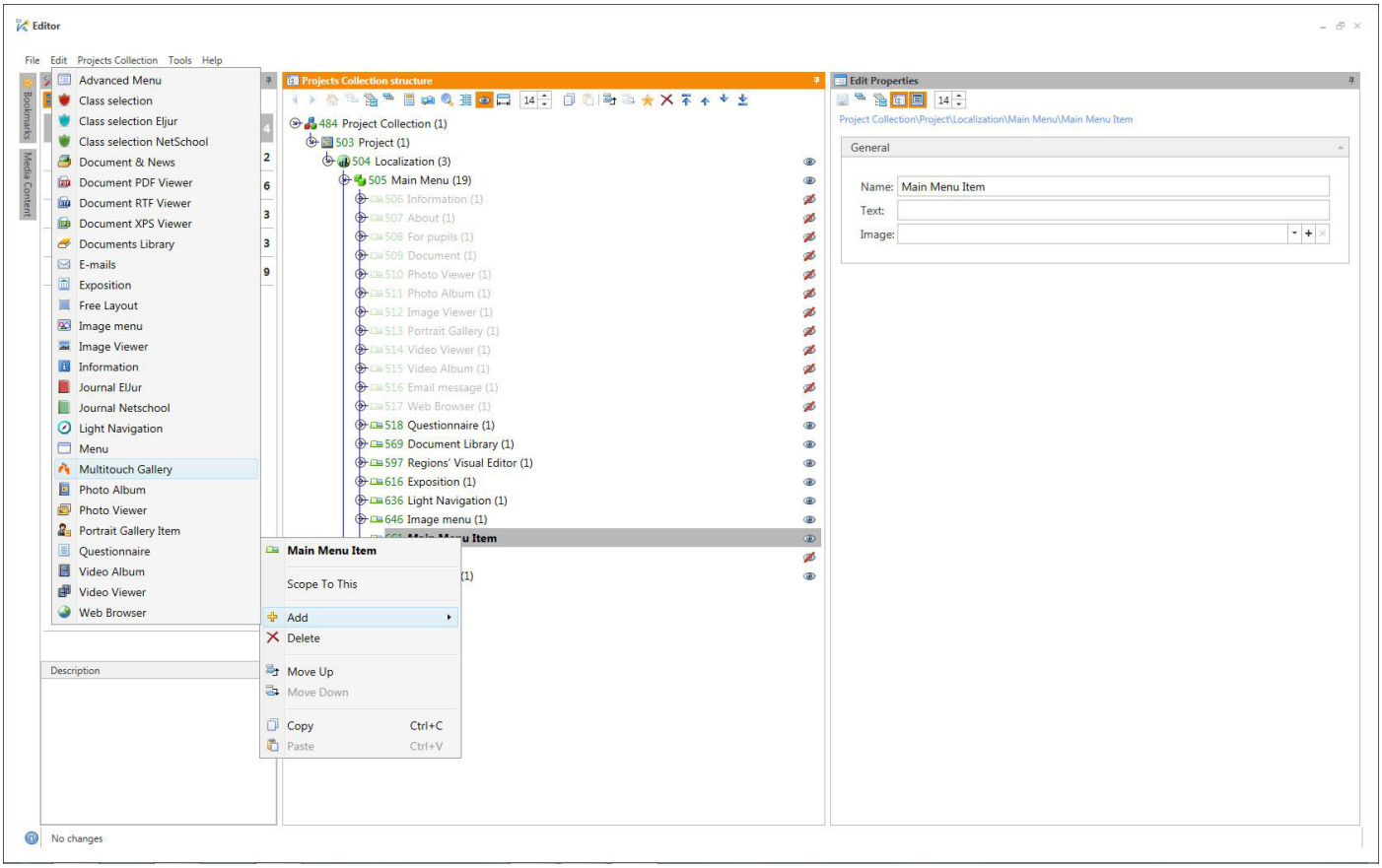


Fig. 199

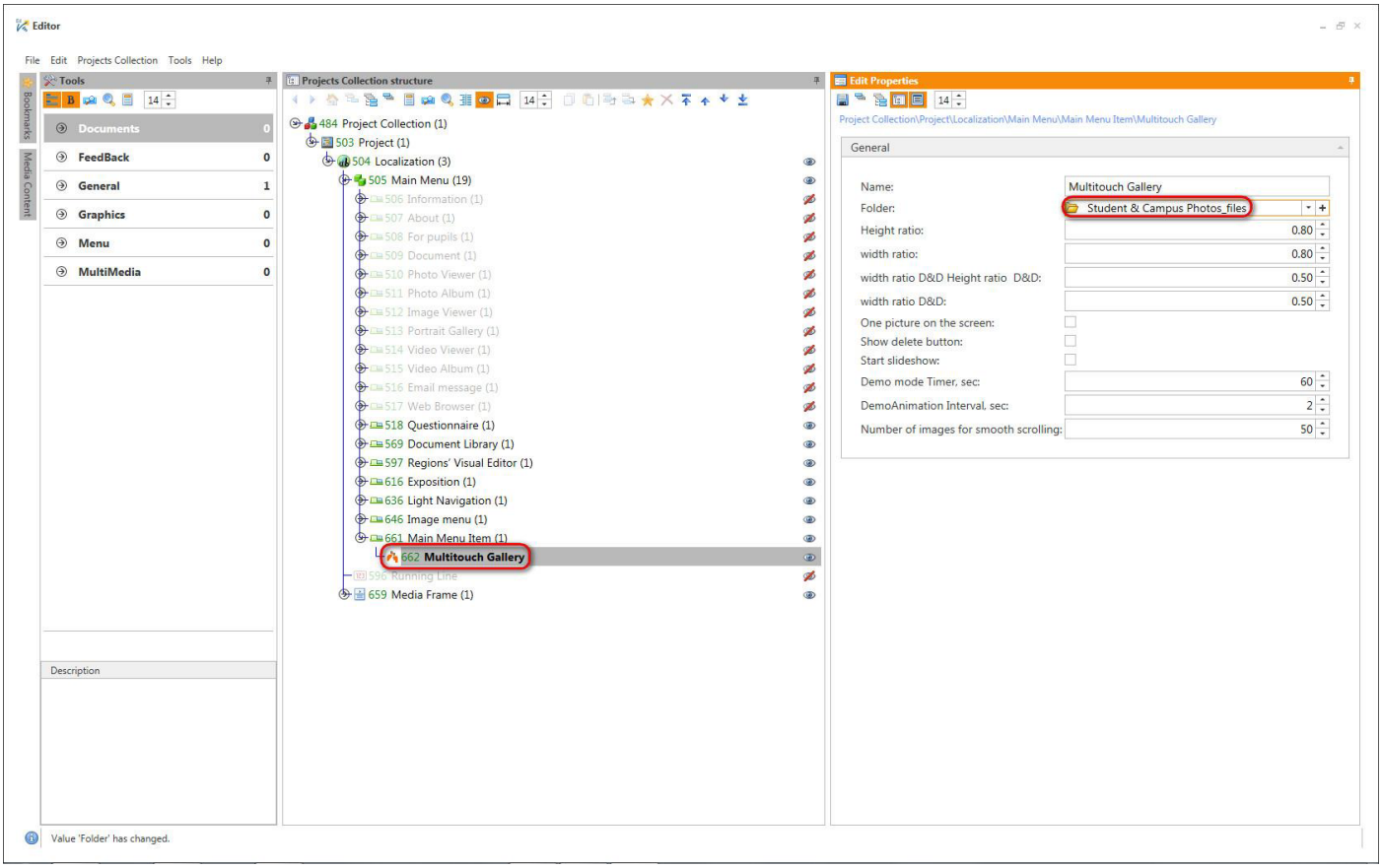


Fig. 200

Fig. 201

Multitouch gallery is a tool that allows you to show images or photos, arranging them on the Player's screen randomly, it is determined by the user. Unlike the Photo album, Image gallery or Portrait gallery the Multitouch Gallery is composed of two areas: the scrollbar of images (at the bottom) and the preview area (at the top of the scrollbar). Functionality of the Multitouch gallery makes it possible to superimpose images on each other, to change the stacking order of images, to move them as well as to remove the images previously selected for the preview area and to shift the pictures beyond the bounds of the preview area. The "multitouch" function allows you to scale images in the preview area, maximizing or minimizing them.

There are two ways of locating images on the Player's screen:

1. By clicking, holding and further dragging an image from the scroll bar to the preview area. It will result in display of an image in the specified region of the preview area (Fig. 202).

2. By touching a picture in the scrolling region and its display in the preview area with animation effects. By this variant the image is located strictly in the center of the preview area (Fig. 203).

Fig. 202

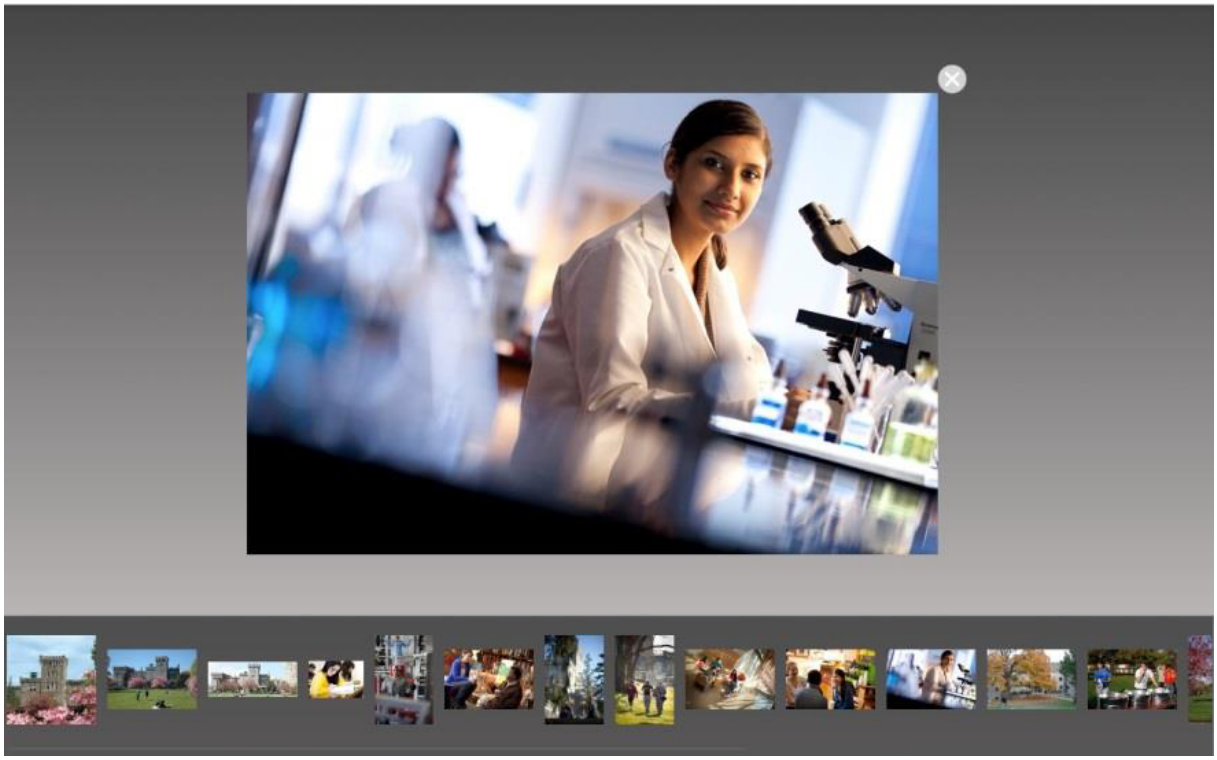


Fig. 203

22. Audio

You can add the **Audio** Module to the project. This module can be added to the project tree both on the top level - the Project level -> Localization and on the level of module in the Project. It will result in the audio-content

playback by the transition to the level that contains the **Audio** Module in Player. An example of adding the module is shown in Fig. 204 - 205.

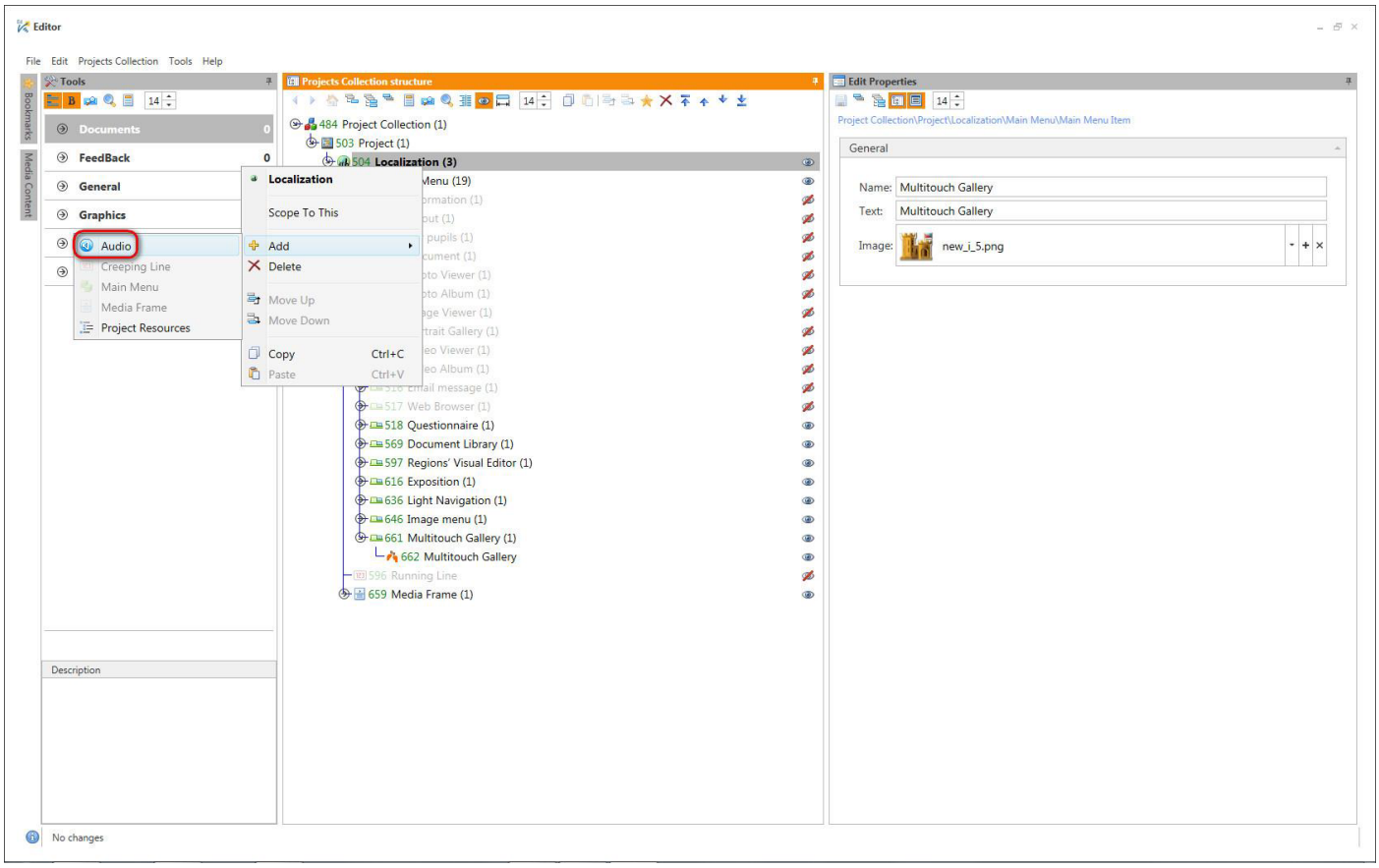


Fig. 204

You should select an audio file in the field “Audio file”, a playback mode (single or repeated), then set the volume and the interval between replay by the cyclical repeated playback.

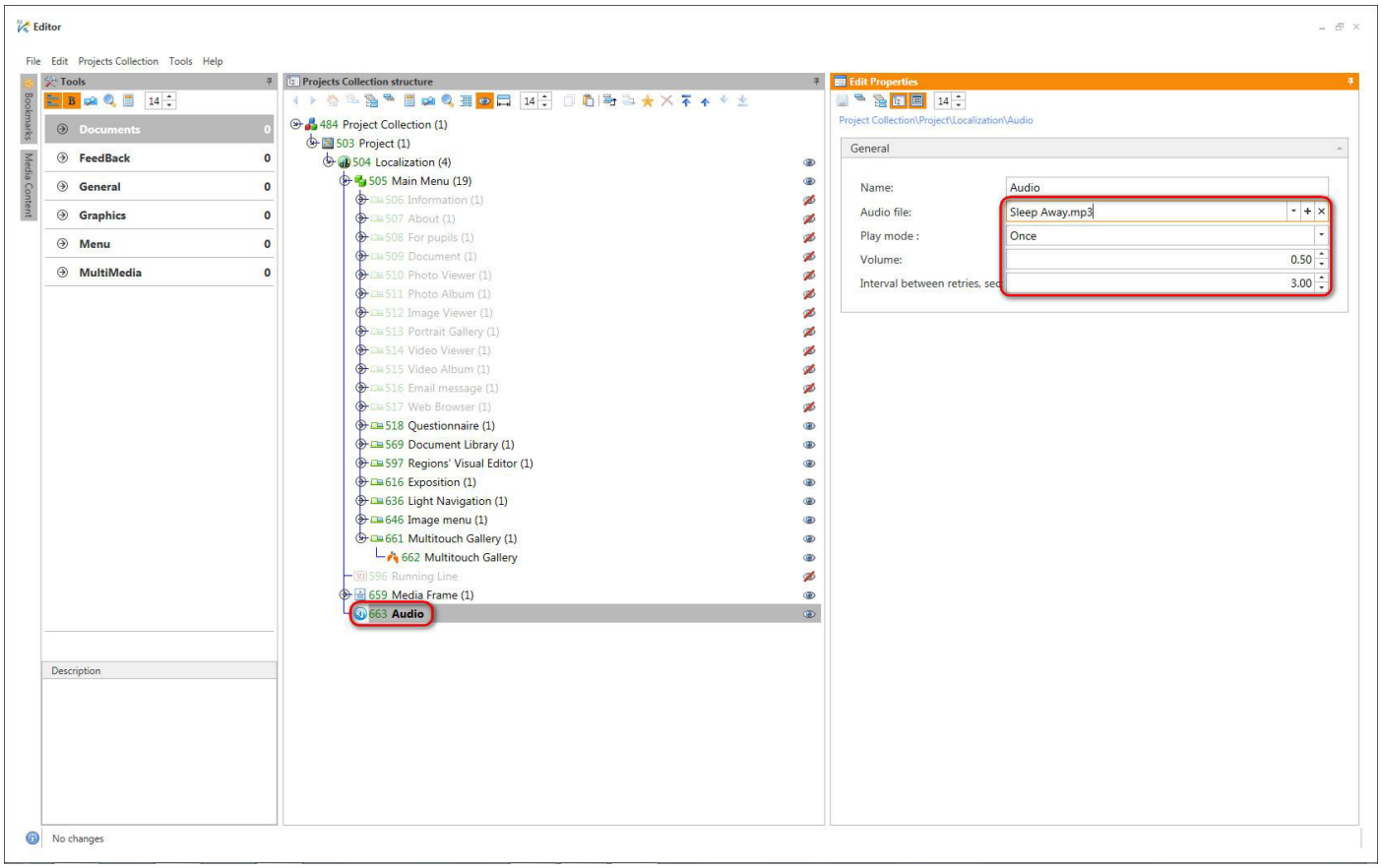


Fig. 205

X. Deleting a tree element.

Editor offers the possibility to delete tree objects. Deleting is possible on any logical level. In this case, all the child objects of the tree will also be deleted from the structure. The media content won't be removed - it remains both in storage and in the database. Before deleting Editor asks to confirm the tree element removing. (See Fig. 205-208).

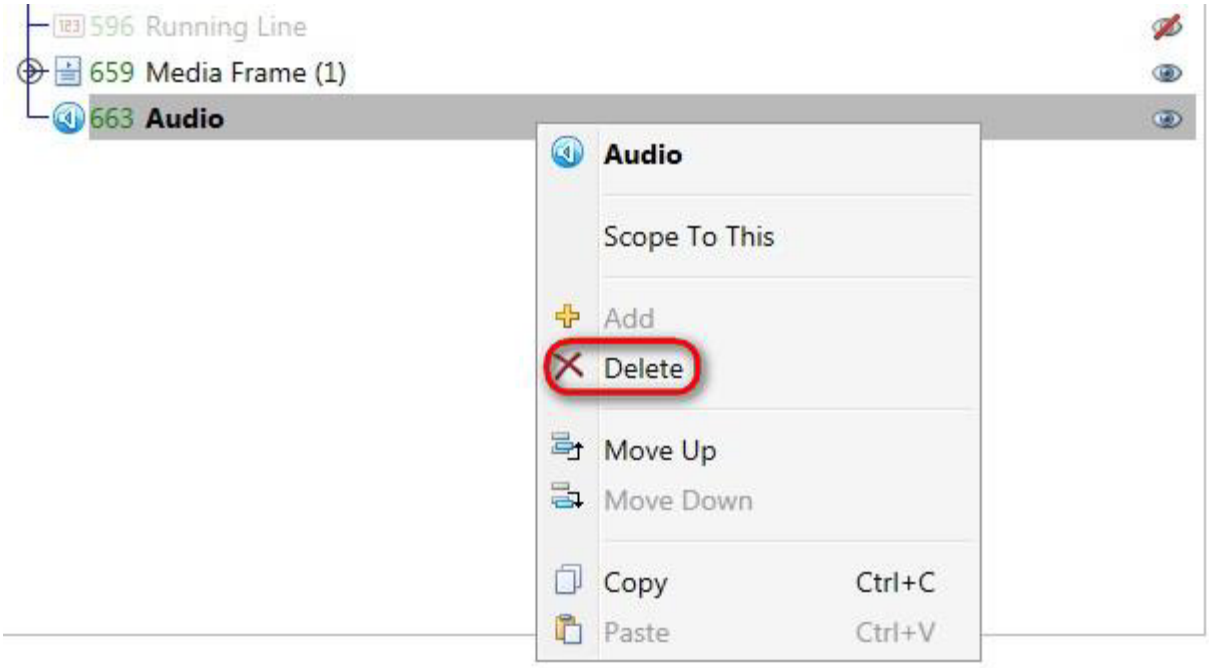


Fig. 206

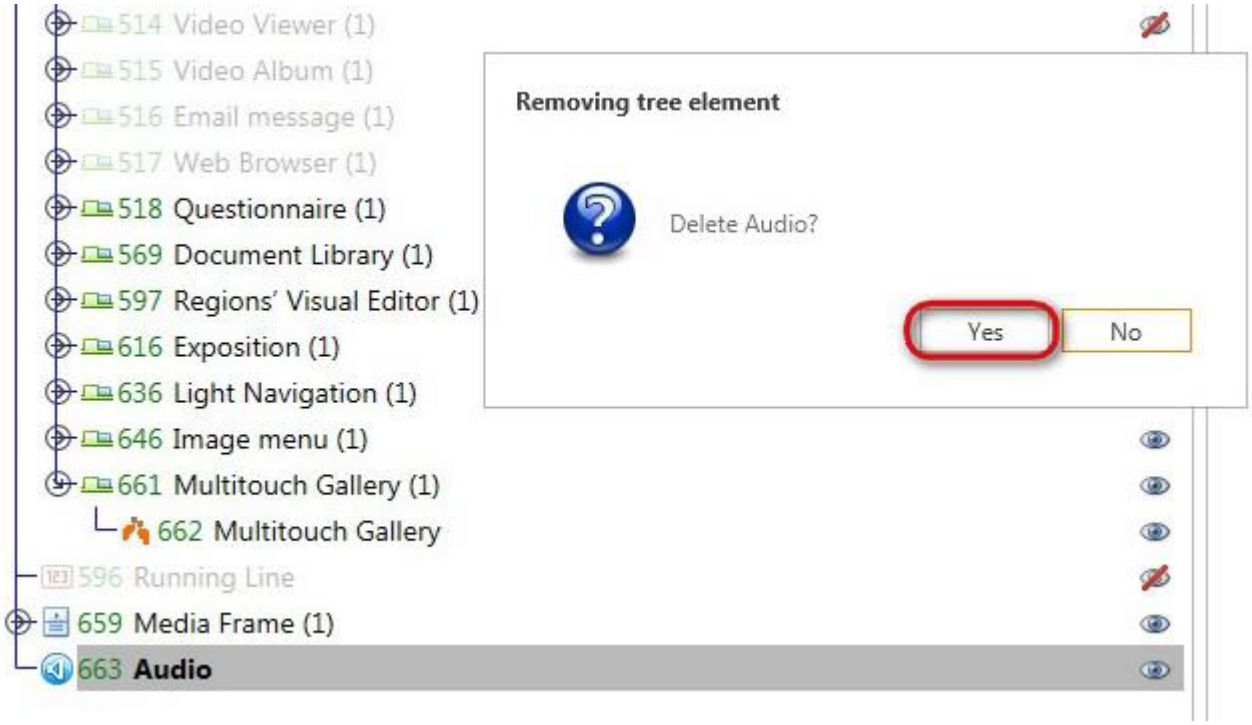


Fig. 207

Fig. 208

XI. Searching

Searching through the tree objects can be done in two modes.

1. In column of the tree. Launch of the search string displays the input fields of the required instance in the appropriate column (Fig. 209).
2. Searching through all the displayed columns of the tree. Launch of the search bar displays an input field of the required instance in all the displayed columns of the tree (Fig. 210-211).

Fig. 209

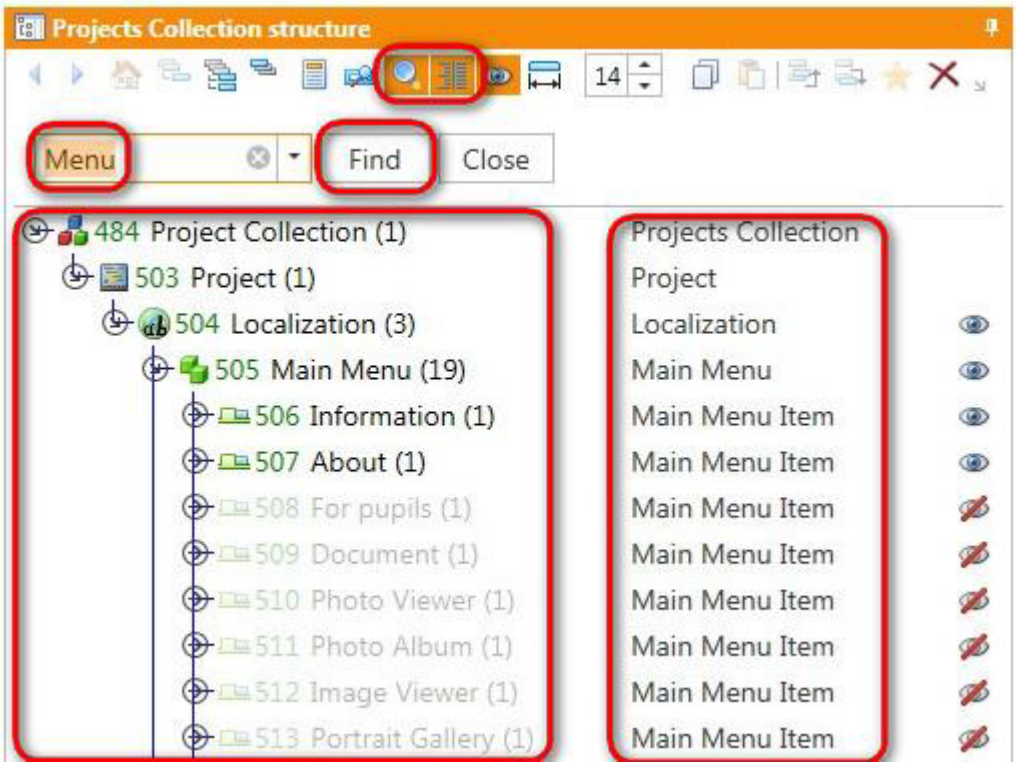


Fig. 210

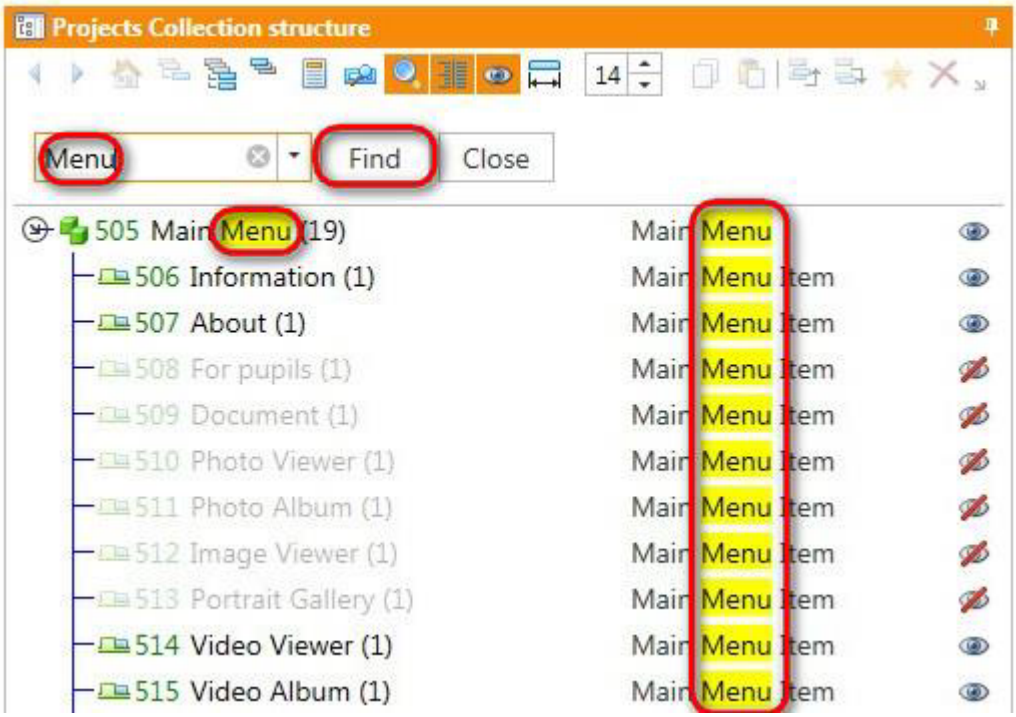


Fig. 211

XII. Backup

Editor offers a possibility to create a backup copy of the project and to restore it, as well as to delete all the elements and characteristics of the project. Access to them is available through the Editor menu. (See Fig. 212).

The content of the project can be saved in one archive file and then can be restored. This action is triggered by selecting the "Project" in the main window of Editor. When you create a backup copy of the project Editor will ask the location of the project data store.

During the process of data recovery, after choosing the file of the archive backup, Editor will ask to confirm the replacement of the current project and media content settings. Be careful – during the restoring process of the

archive project the current project as well as the content will be deleted and can't be restored!!!

You can restore a backup copy of the project only when the versions of the application match. After editing the content you should make a backup copy of the project to be able to recover the data in case of a kiosk breakdown.

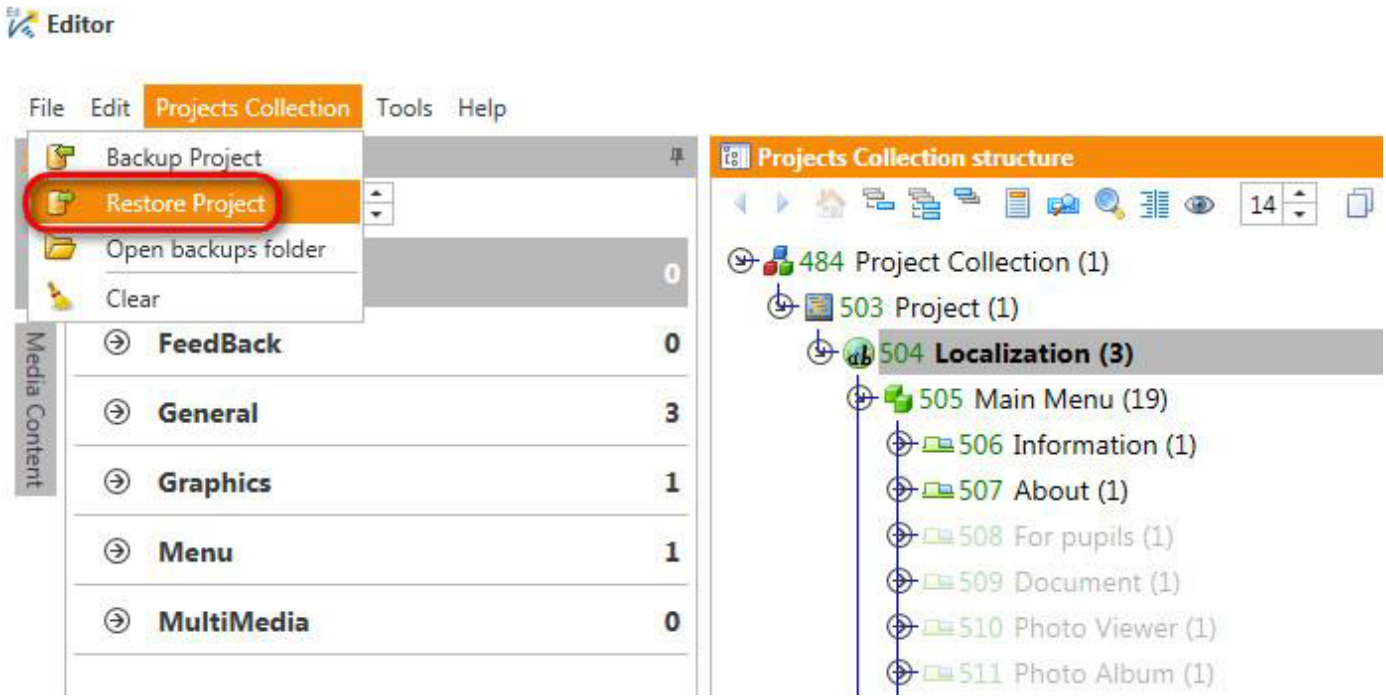


Fig. 212

XIII. Media-content editing

Editor provides a possibility to display and edit (download / delete) the content of the project. For these purpose **the media content panel** is created, it can be activated using the left side- menu in Editor: the **Media-content** tab (see fig. 213). The panel appears by clicking on a tab.

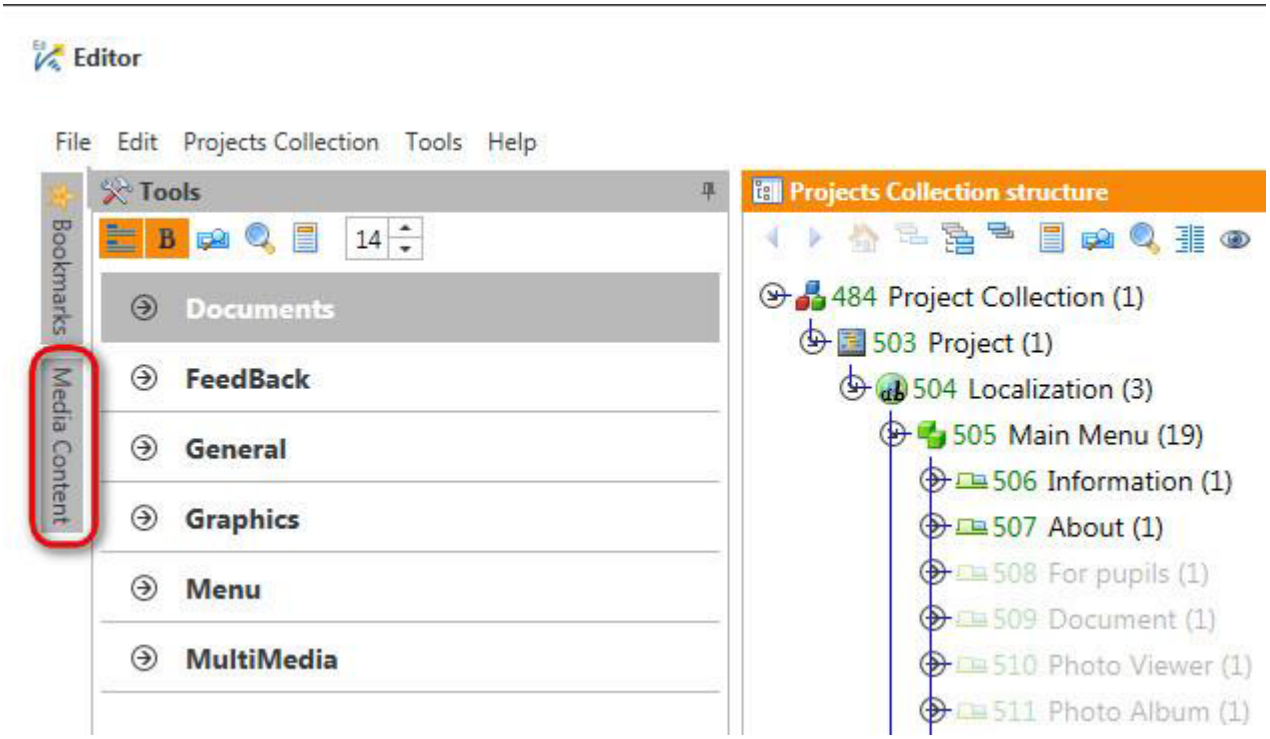


Fig. 213

Editor displays **Names** of the media content files used in the project, shows a **Type** of each content item and a **Directory** where the element is located. The item "**Use in the project"** enables to assess the degree of use of each element in the project and to remove the unused (with a zero value) items. **The media content panel** is shown in fig. 214.

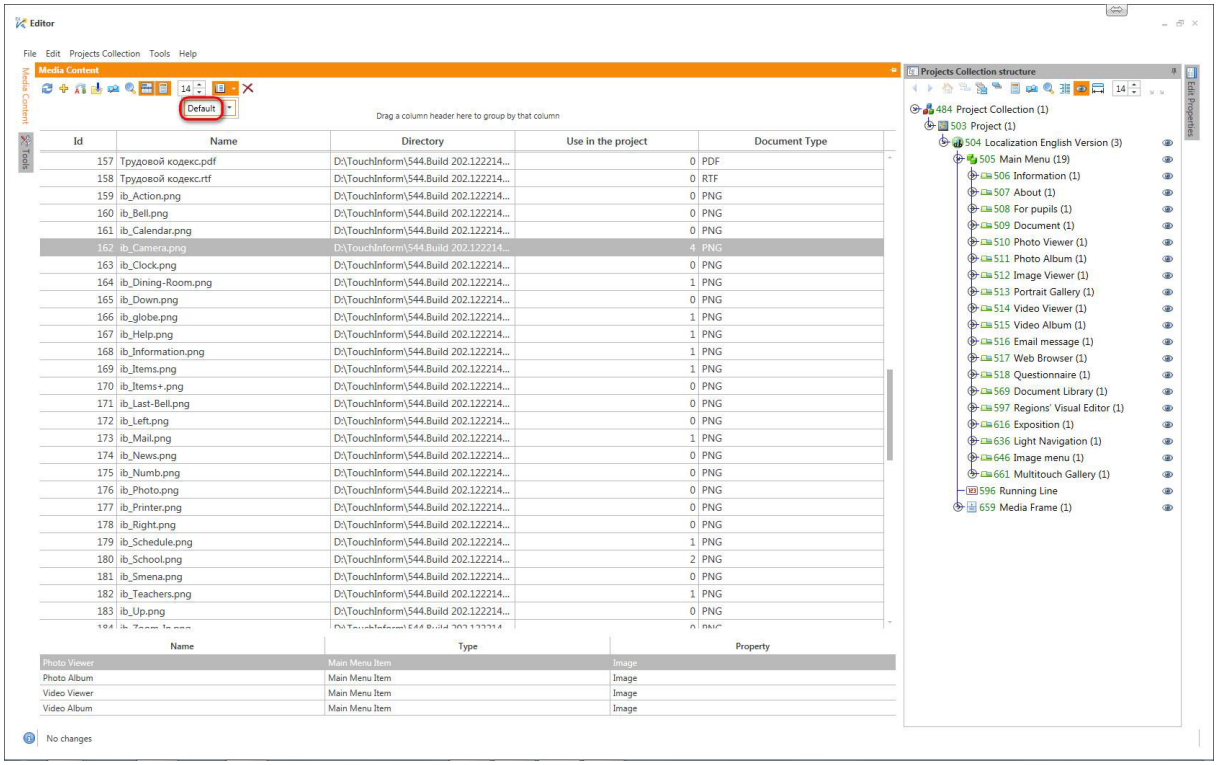


Fig. 214

The way the media content panel in Editor is displayed can be changed using several templates (see fig. 214-216). The upper of the three areas contains a list of all the content items, in the middle part the detailed characteristics are provided, the bottom part displays the tree crosspoints where the item is used. Double left-clicking will display the relevant item in the edit window of the project tree.

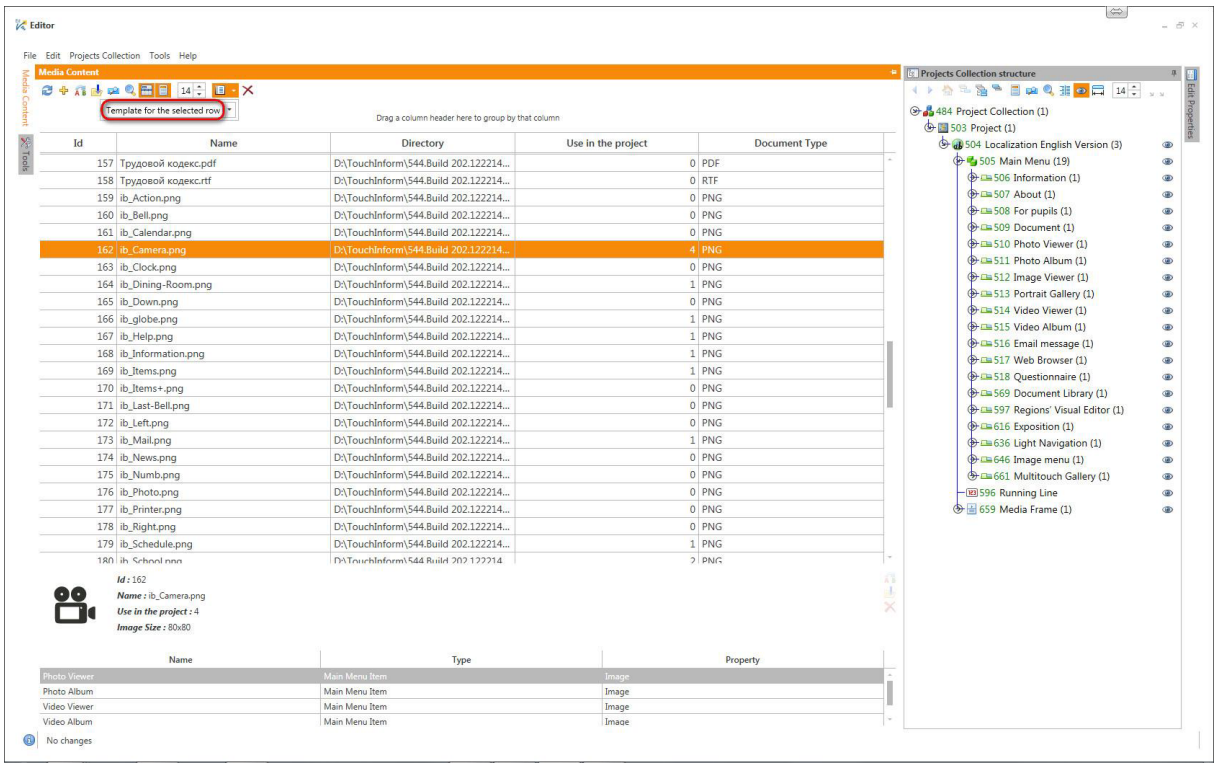


Fig. 215

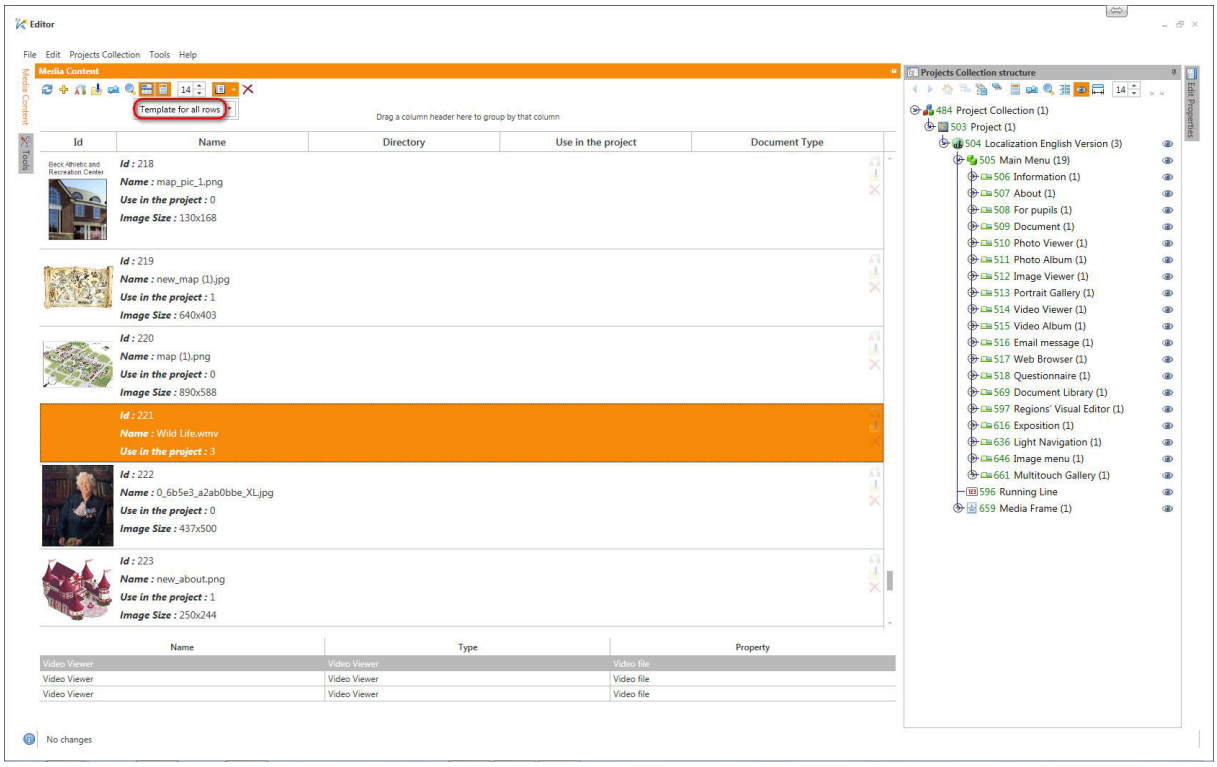


Fig. 216

Besides the abovementioned options **the media content panel** allows to **add media content** to the project, **Replace media content**, to **search** in the media content folder according to supplied parameters in filter. All these options are available in the top-level menu of **the media content panel**.

XIV. Bookmarks

For convenience of working with Editor there is an option to install **Bookmarks** for elements in the project tree. The **Bookmarks Panel** can be activated using the left side- menu in Editor (see fig. 217). The Panel will be opened by clicking on bookmarks.

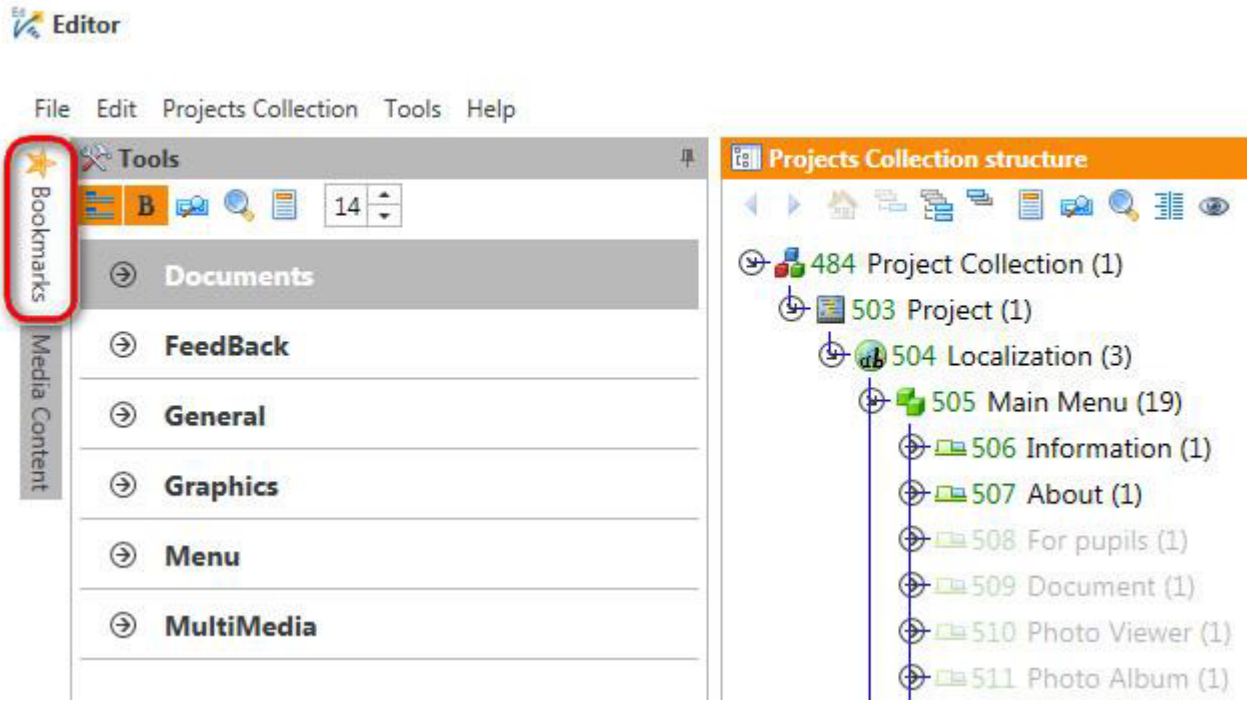


Fig. 217

To add a bookmark for any element of the project tree, you need to hover to this item and press the asterisk icon in the top-level menu of Editor (see fig. 218).

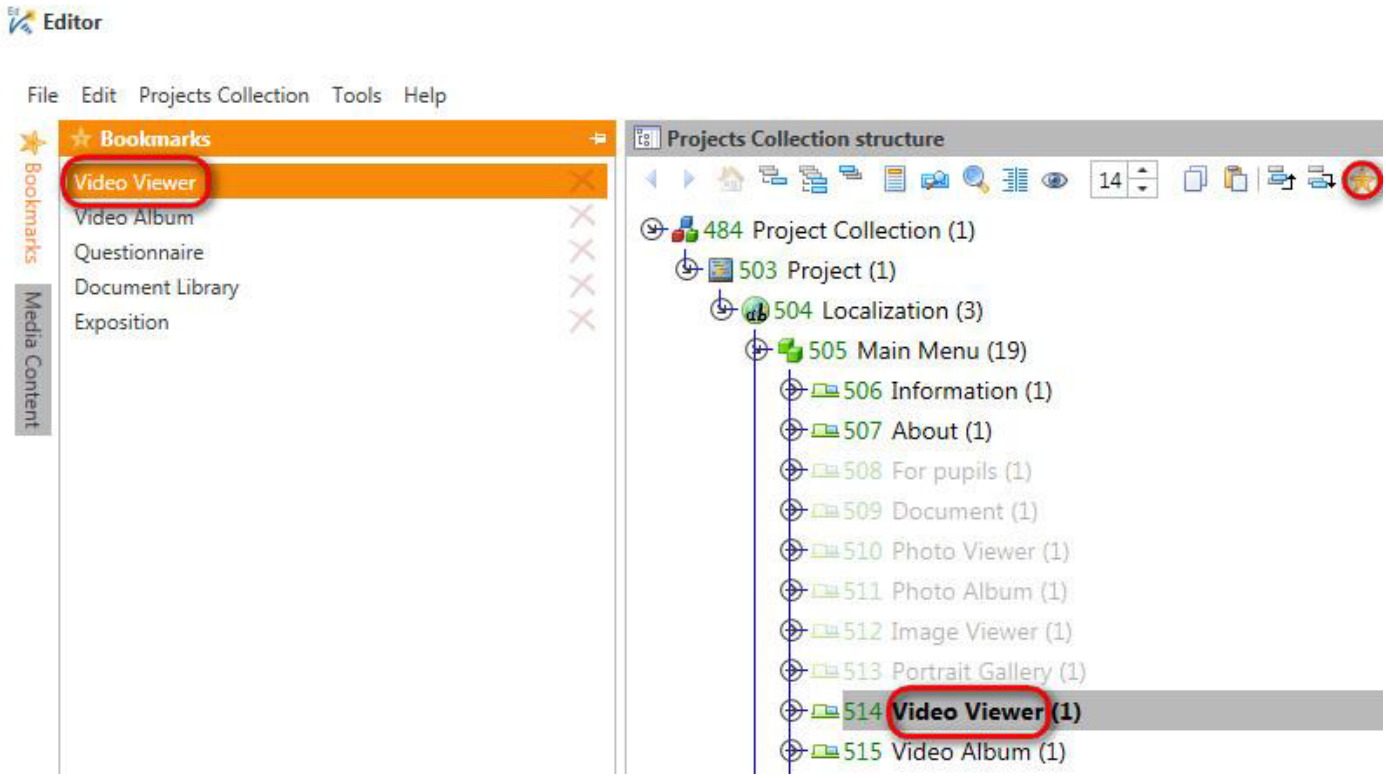


Fig. 218

XV. The application directory structure

On default the program is located in the directory C: \ TouchInform. It can be changed during the installation process.

The Player's executive file TSRuntime.exe, **the configuration file TSRuntime.exe.config**, the generating program for the license request file KeyAssist.exe and service files are located in the Player's directory C: \ TouchInform \

TSRuntime .
The Editor's executive file TSEditorEx.exe, **the configuration file TSEditorEx.exe.config** and service files are located in the Editor's directory C: \ TouchInform \ TSEditorEx.
The catalog MediaContent contains the structure of the folders storing the content used in the application. To this storage Editor copies all the files, which are then displayed by Player.

☝ ***The direct editing of the files within this directory is troublesome and may cause incorrect content presentation*.**

If you modify a project using Editor installed on the information kiosk you should open the kiosk casing with the help of the keys that you have in the equipment set, connect the keyboard to a USB-port and close Player's window using the key combination Alt + F4. Then press Ctrl + Alt + Del and start the "Task Manager".

With the help of the Task Manager in the menu File-> New Task-> OK select Editor application and you can edit a project. After editing a project you must either reload the kiosk, or close Editor and launch Player using the Task Manager.

XVI. Settings of the application components

The Player's elements are specified in the configuration file **TSRuntime.exe.config**, located in the Player's directory.

- The database server connection string. It contains the server address, the database name, the login and password to connect to the selected database. For Player the rights to read all the database objects of the content are required. *The connection string elements' modification without the administering skills MSSQL2012 can cause the application shutdown.*
- The element «HideCursor» can possess the value "True" or "False".
- The element «KioskID» enables to identify the data received from a certain kiosk.

The Editor's items are specified in the configuration file ***TSEditorEx.exe.config***, located in the Editor's directory.

• The database server connection string. It contains the server address, the database name, the login and password to connect to the selected database. For Editor the rights to modify all the objects of the database content as well as the rights to create and restore the database backups are required. *The connection string elements' modification without the administering skills MSSQL2012 can cause the application shutdown.*

XVII. Location of the application components in the infrastructure

All of the application components - Player, Editor, the database server with the database of the project and the media content directory may locate either on the same information kiosk or on different computers and servers.

☝ *It is important! The project database and the media content folder should be available constantly to enable Player work properly. Otherwise, Player will either not start or will display the structure of the project without content.*

Two examples of the application configuration are provided below:

a) A detached kiosk with a local positioning of all the components. Player, Editor, the content folder, the database server and the database are located on the information kiosk. The connection strings of Editor and Player are referred to the server "(local)", the media content folder is located on the local disk in the default directory «C: \ TouchInform \ MediaContent». In the project characteristics there is reference to the media content folder «C: \ TouchInform \ MediaContent».

b) Two kiosks with addresses 192.168.20.10 and 192.168.20.15, a workstation with the installed Editor (the address 192.168.20.20), MSSQL are installed on the server with the address 192.168.20.30, media content is

located on the server with the address 192.168.20.31 in the network folder available in the local network at \ \ 192.168.20.31 \ MediaContent.

The Player's settings on kiosks:

Connection strings contain the address of the server with the project database 192.168.20.30; the Editor connection string contains the address of the server with the project database 192.168.20.30, in the project properties in the database there is a reference to the media content folder \ \ 192.168.20.31 \ MediaContent.

Security settings by this configuration:

Shared access should be granted to the media content folder with the reading rights for the accounts of the information kiosks and editing rights for the account under which Editor works. If there is no domain you can use the accounts match.

Account setup and kiosk downloading options are specified in the instruction below.

XVIII. Setup of the application auto-start

In order to protect the kiosk operating system from the improper actions of its users the application auto-start must be configured, when the kiosk is launched.

For this purpose in the registry key **[HKEY_LOCAL_MACHINE \ SOFTWARE \ Microsoft \ Windows NT \ CurrentVersion \ Winlogon]** you should change the key **"Shell"** to **"C: \ TouchInform \ TSRuntime \ TSRuntime.exe"**(hereinafter – please take into account the directory to which the application was installed)**.** It can be done either manually or by adding a registry branch located in the Editor's folder. The file **StartRuntime.reg** changes the standard download to the Player's one while **StartDesktop.reg** restores the default settings.

To restore the settings when Player is downloaded you should connect the keyboard, close the Player window with the help of the key combination **Alt + F4**, the screen will be cleared, then you should press the key combination **Ctrl + Alt + Del** and select **"Start Task Manager"** from the start menu. In the Task Manager select the menu item **File-> New Task (click "OK")**. In the resulting window, in the field **"Open"** you should type **"explorer"** and click **OK**. An Explorer window will appear on the screen.

Then navigate to the folder **C: \ TouchInform \ TSEditorEx** and start the file **StartDesktop.reg**. The system will ask questions several times which should be answered **Yes**. Reload your computer after adding an element to the catalog. It will start normally. In order to protect the kiosk after conducting operations with it you must launch the file **StartRuntime.reg** in the folder **C: \ TouchInform \ TSEditorEx** and reload your computer.

XIX. Localization of the Editor's interface and language switch in Player

Editor provides the full interface localization. Display of all the menu items' and elements' names, names of editable properties and their items are available in 3 languages: English, Russian and Ukrainian. You may select and switch the Editor's interface language in the top menu item **Tools** -> **Options** -> **Project Options** -> bookmark "**General**" (see fig. 219 – 222).

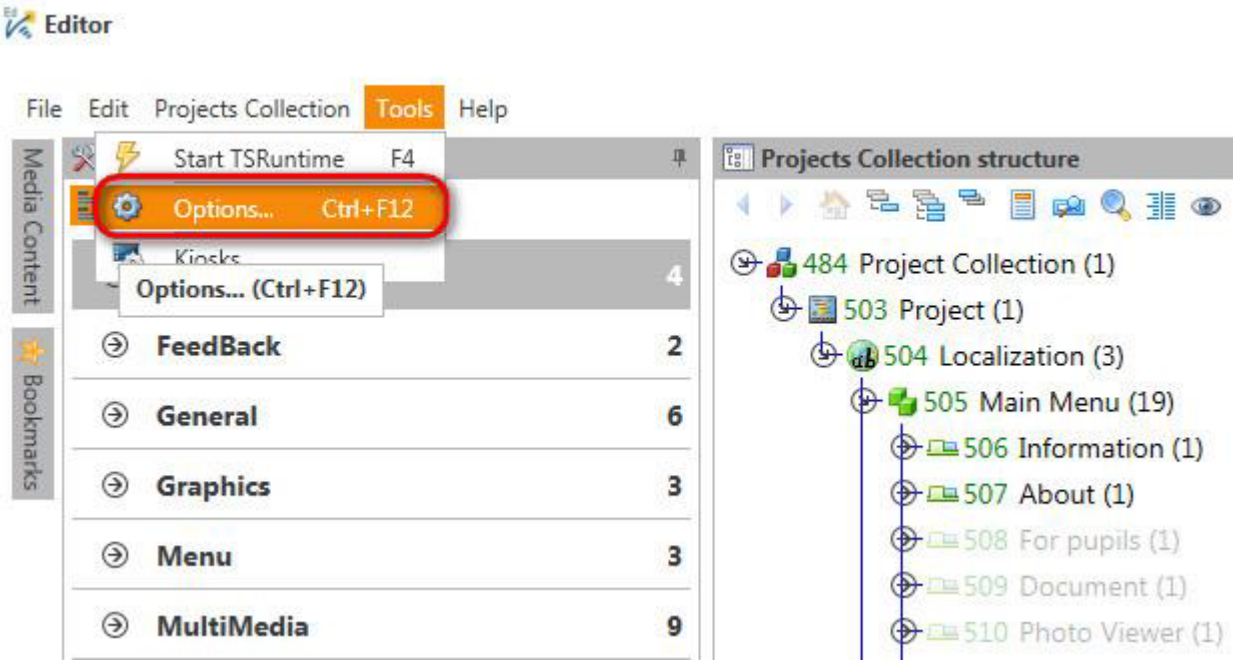


Fig. 219

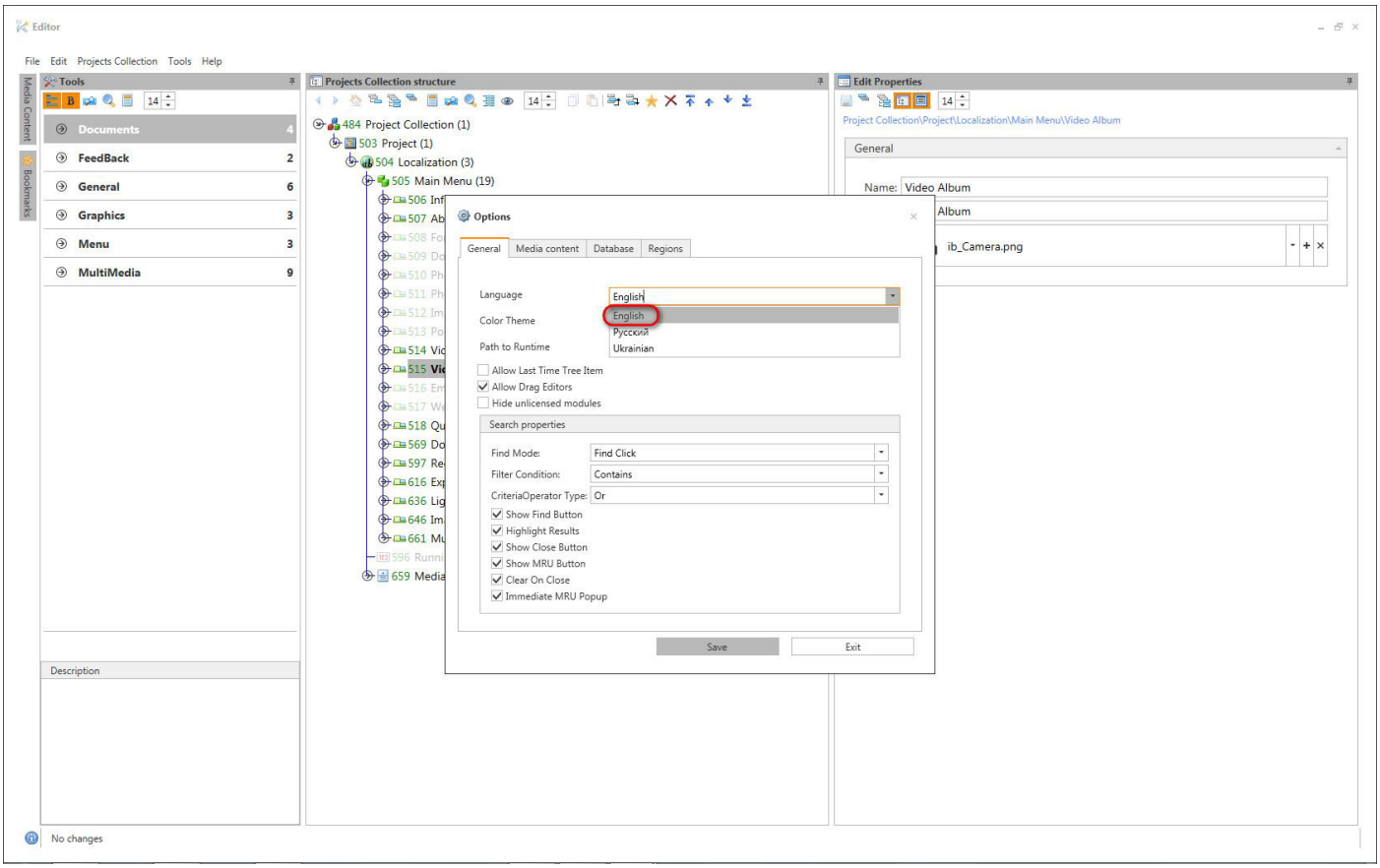


Fig. 220

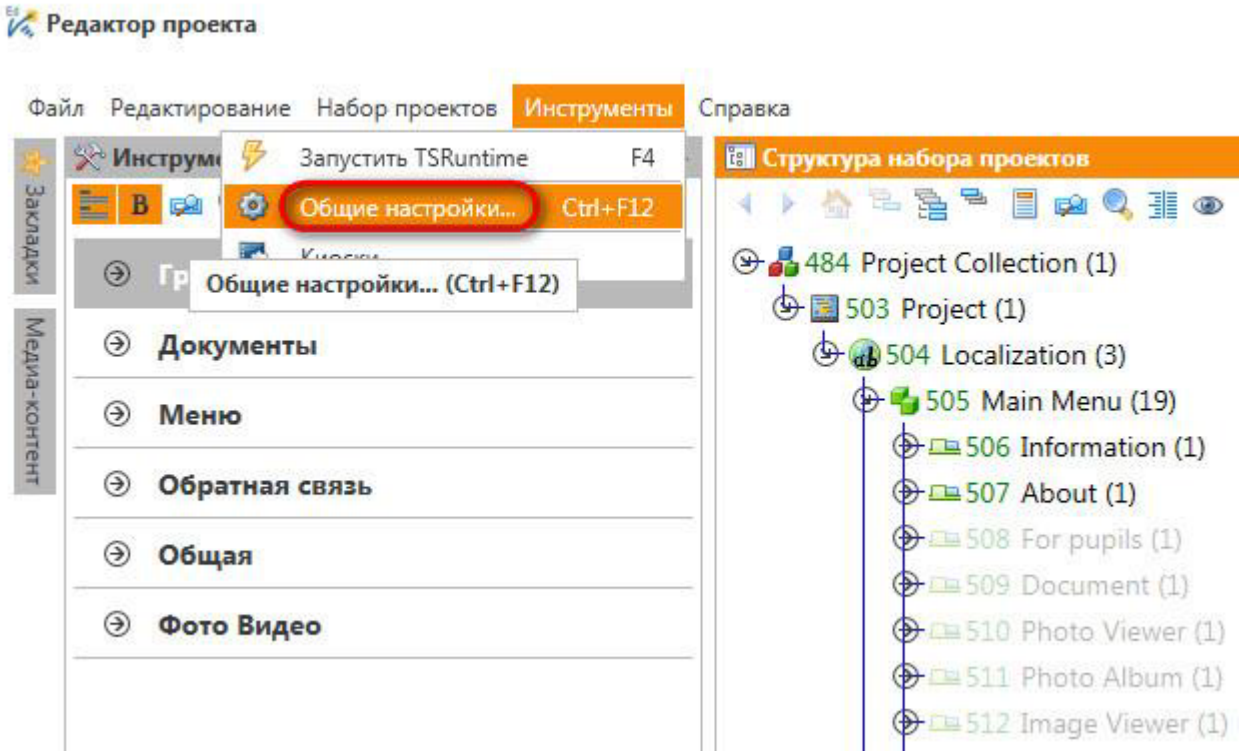


Fig. 221

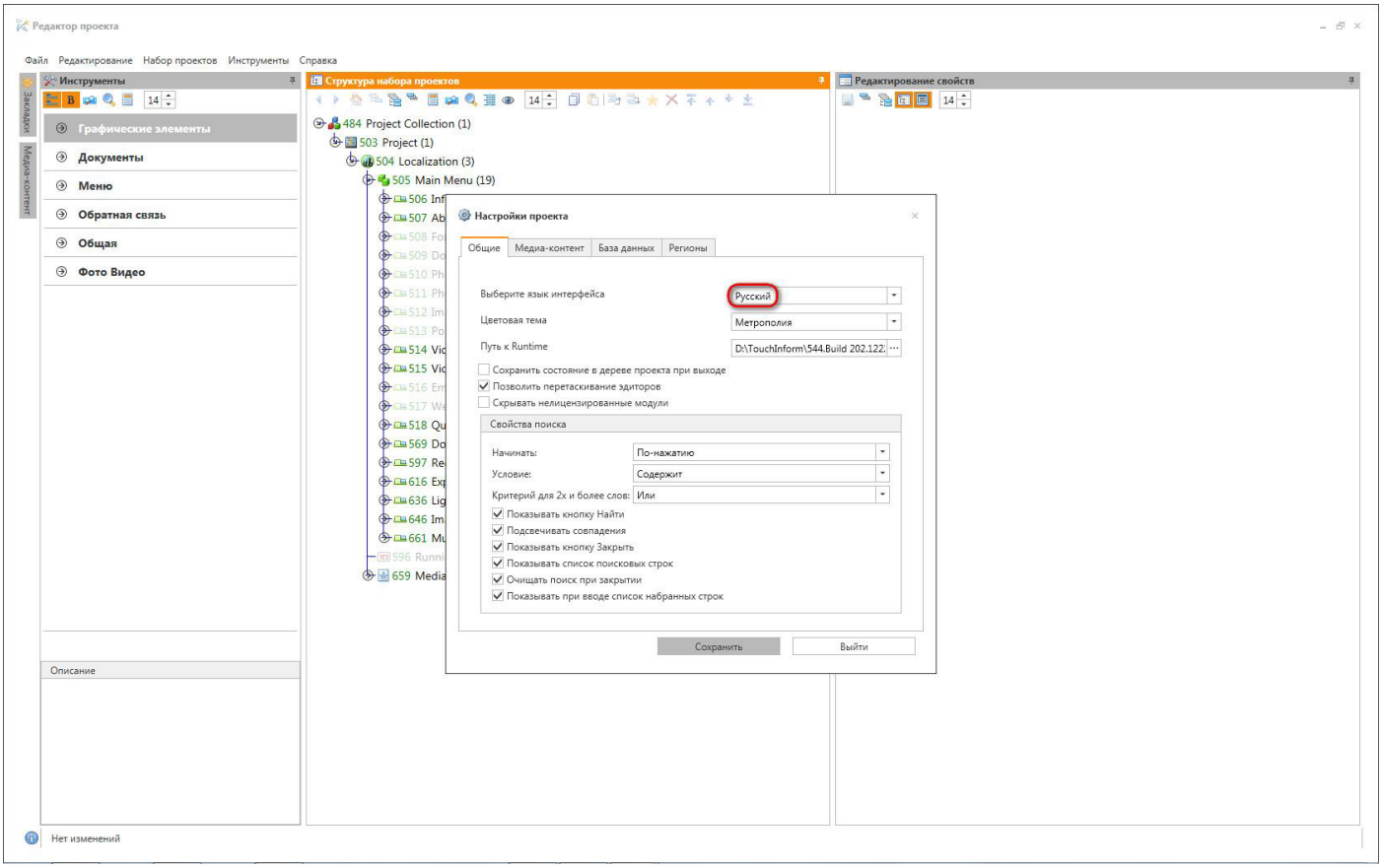


Fig. 222

Player provides the possibility to change the language, in which the content is displayed. To make it possible an additional level – the element **Localization** - is integrated in Editor after the Project level. An example of adding **Localization** to the project is shown in Fig. 223 – 224.

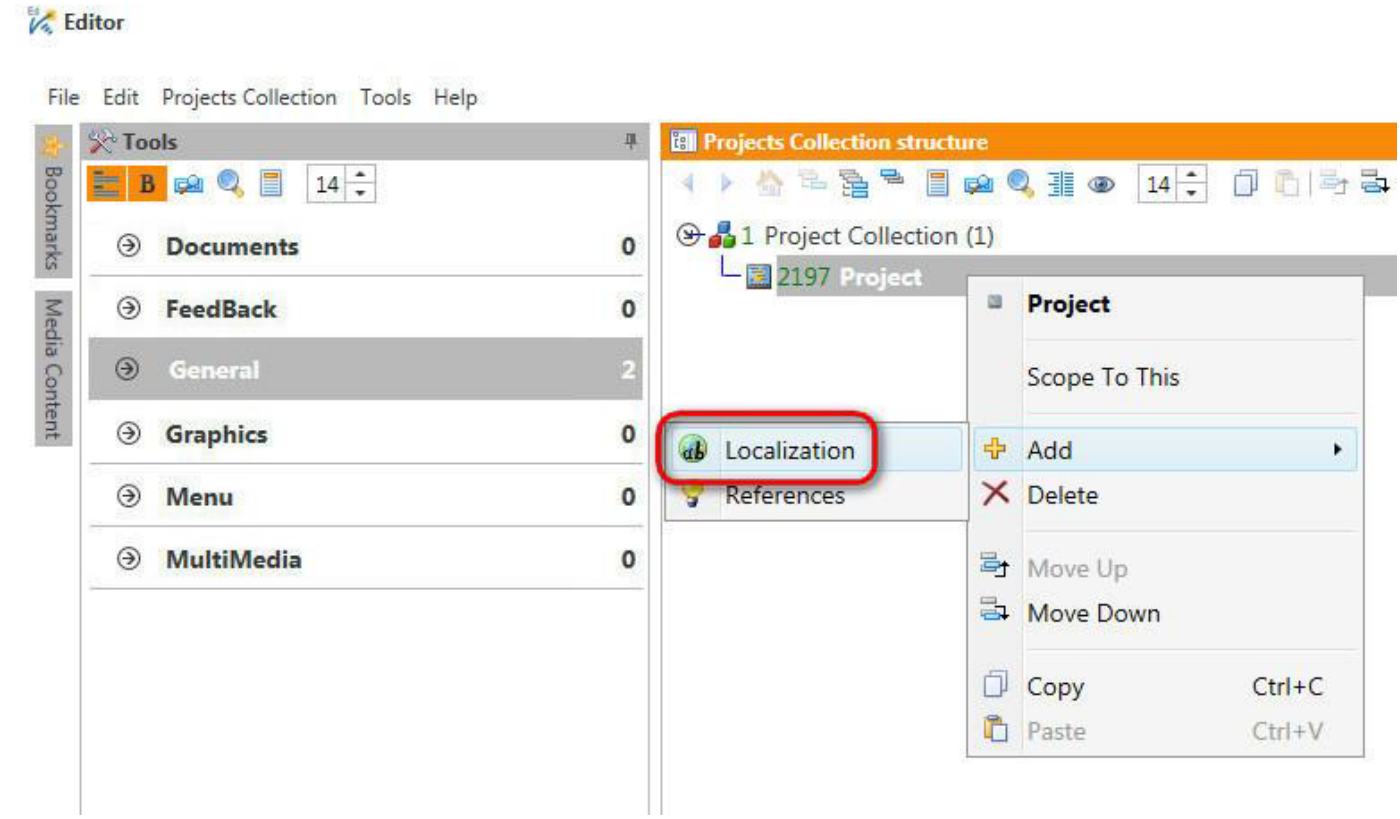


Fig. 223

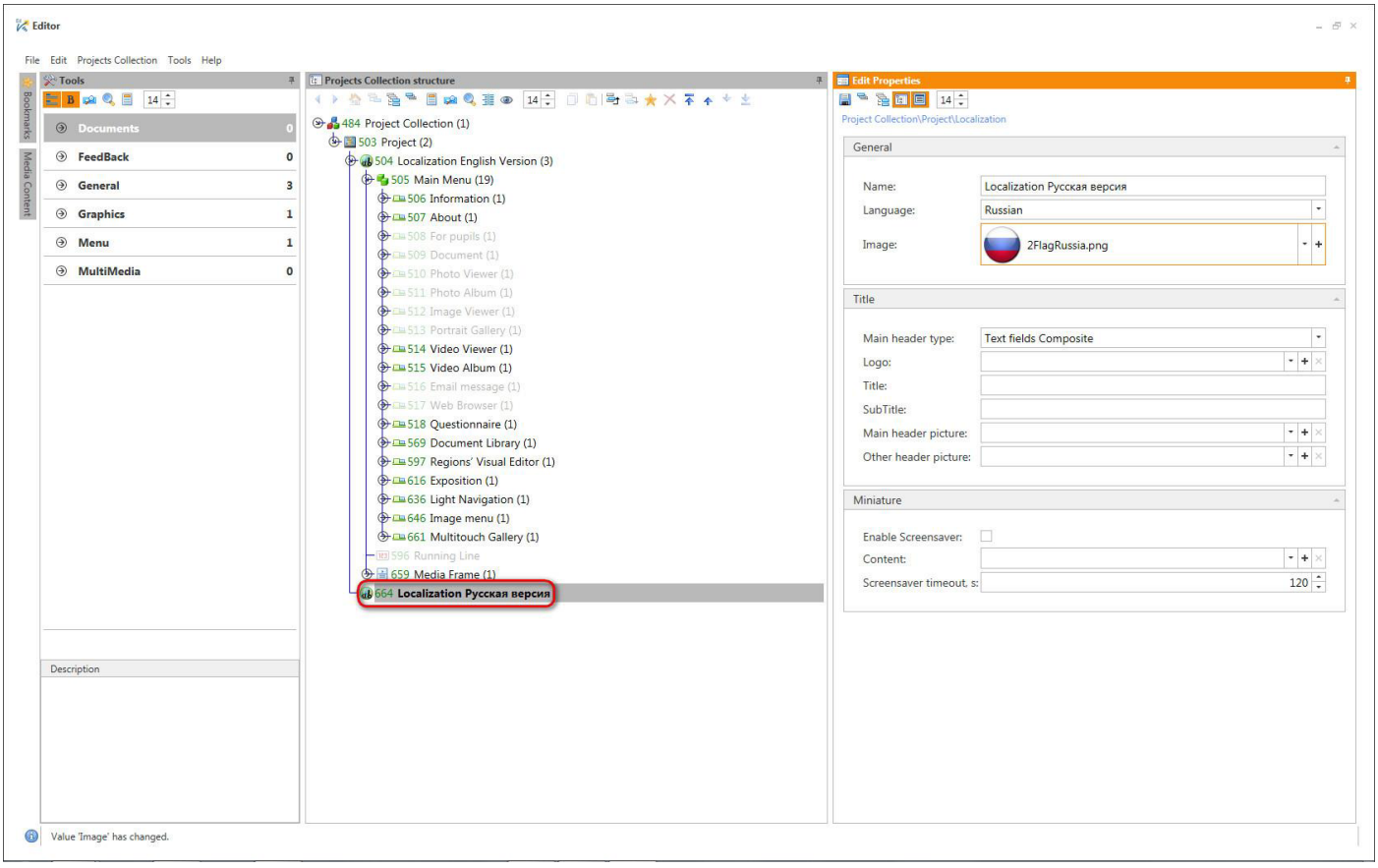


Fig. 224

By adding the **Localization** elements the project tree is divided into several branches (that can be named, for example the Russian version, Ukrainian version, English version, etc.). The process of filling **Localization** can be fulfilled in the language that will be selected for this branch. Player makes possible to display individual branches and switch between them using the button of language switch.

Each **Localization** offers the possibility to select language and icons for the buttons to change the Player interface language as well as to set properties of a headline and screensavers (see fig. 225).

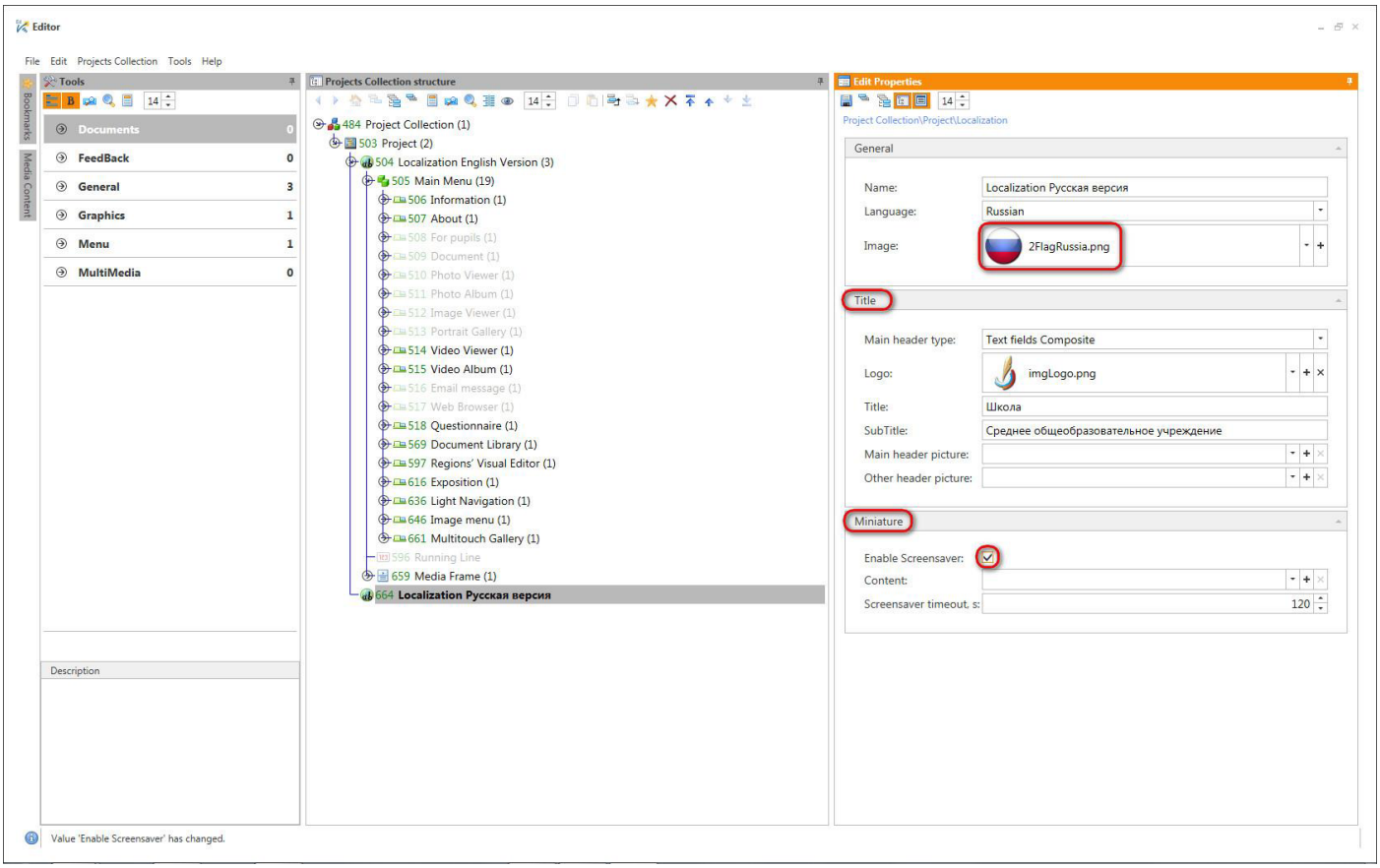


Fig. 225

*Please note:

- *When you change the language in Player the kiosk returns to the main menu.*
- *A project can have multiple **Localizations**. For example, three English versions, two Russian and one Ukrainian (six in all). In this case, the button of language switch will be composed of six elements to switch. Switching the language the kiosk will go to the main menu of that very **Localization**, the language changing button of which will be selected.*

Examples of the content localization t in Russian and in English are provided below (see fig. 226 - 229).

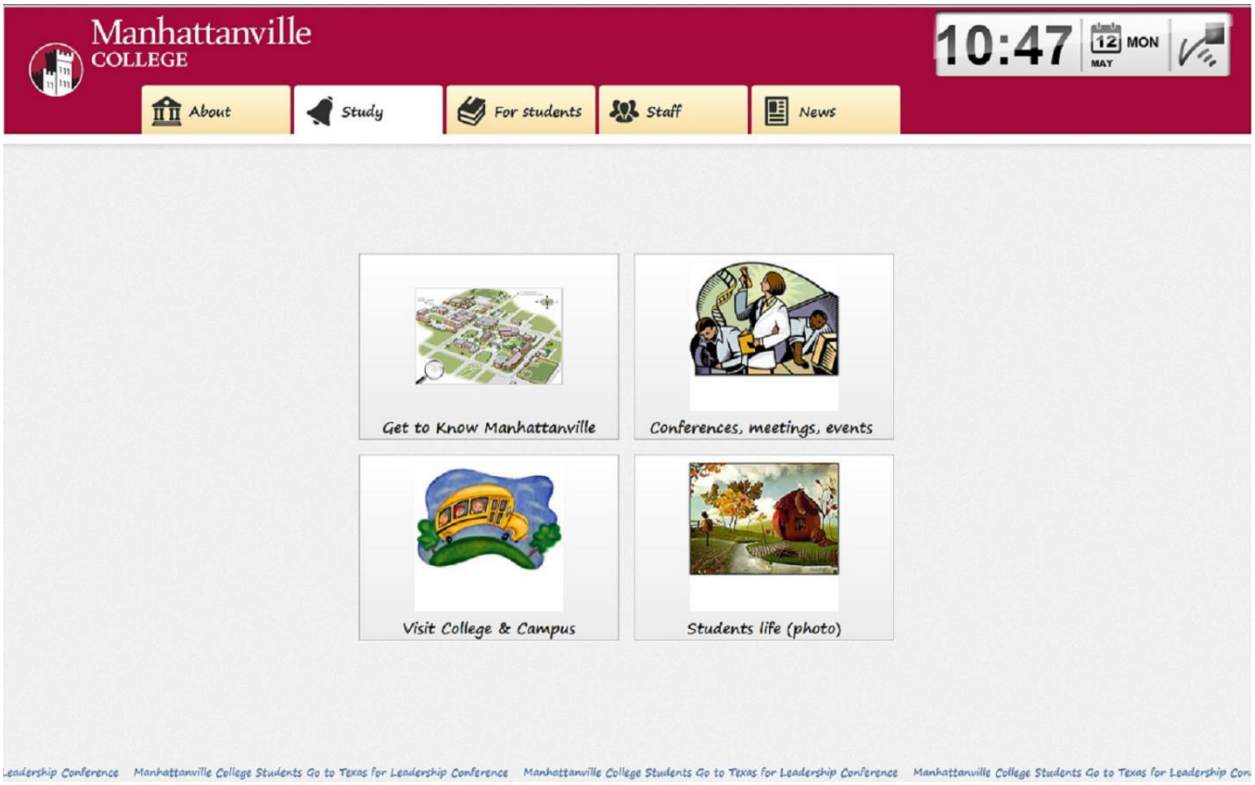


Fig. 226

Fig. 227

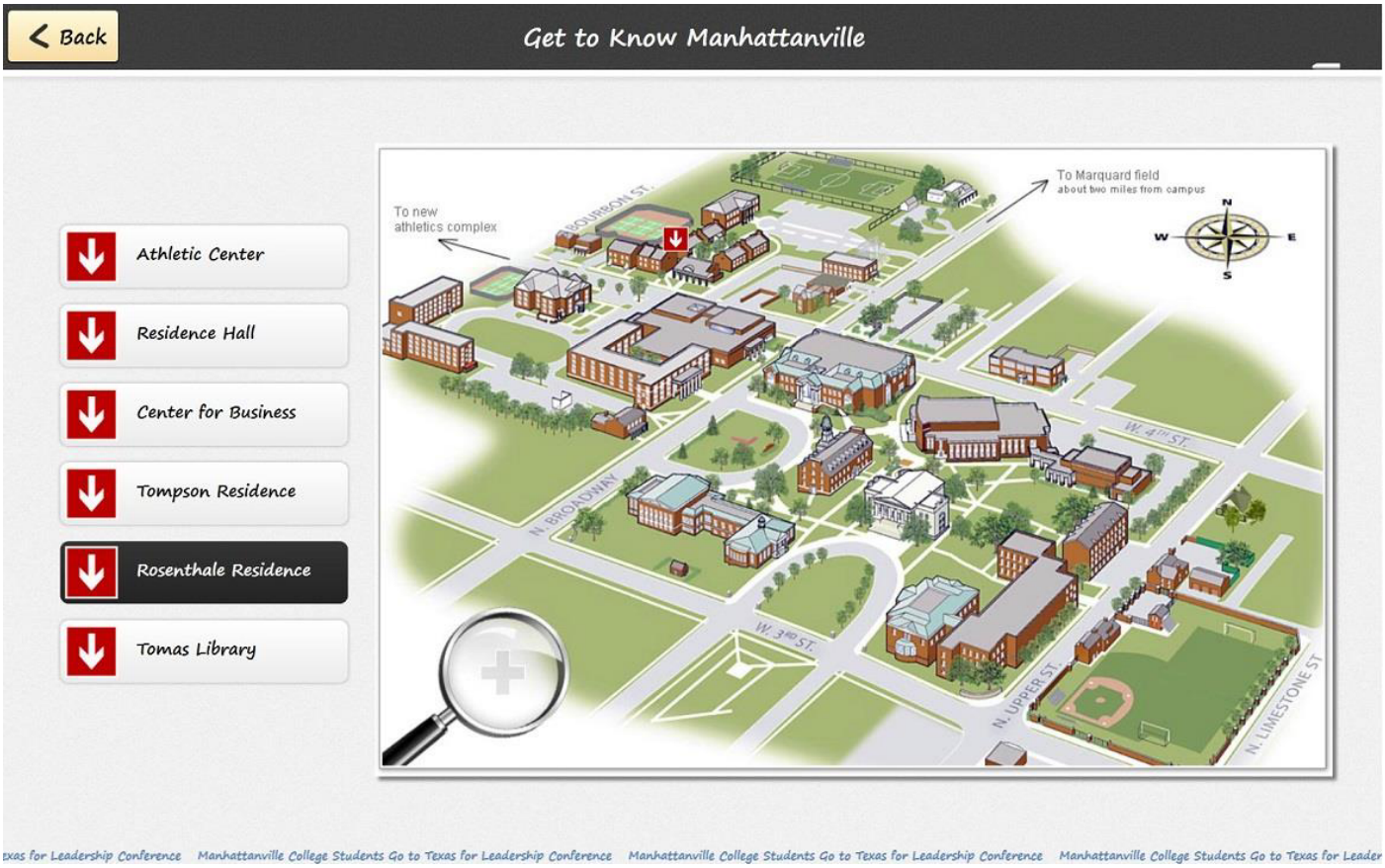


Fig. 228

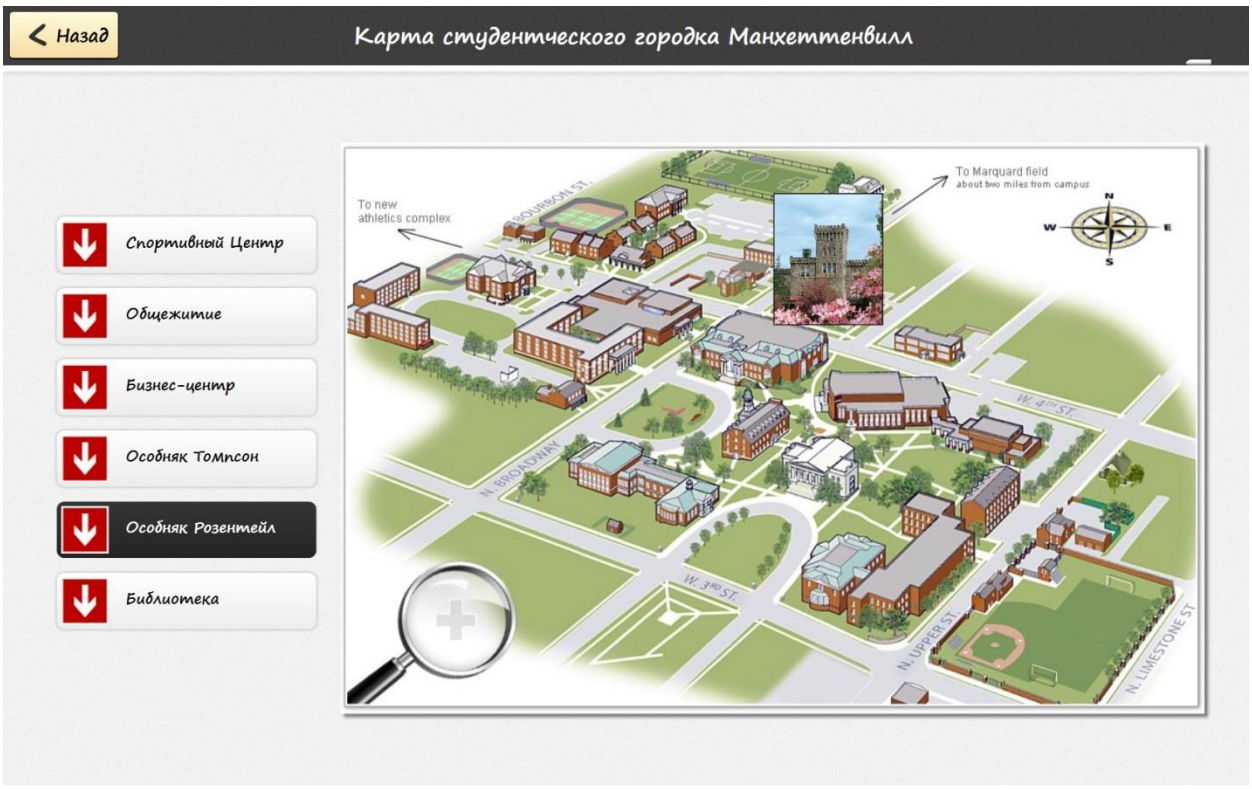


Fig. 229

When you create multiple Localizations in the Project, a button with a dropdown list of icons to switch languages will appear in Player; it will be displayed in the upper left corner of the screen. Any image may be selected as an icon. An example of displaying the button in Player is shown in fig. 230.

Fig. 230

The process of selecting the language and a picture in Editor in Localization properties - section “General” is illustrated below (Fig. 231).

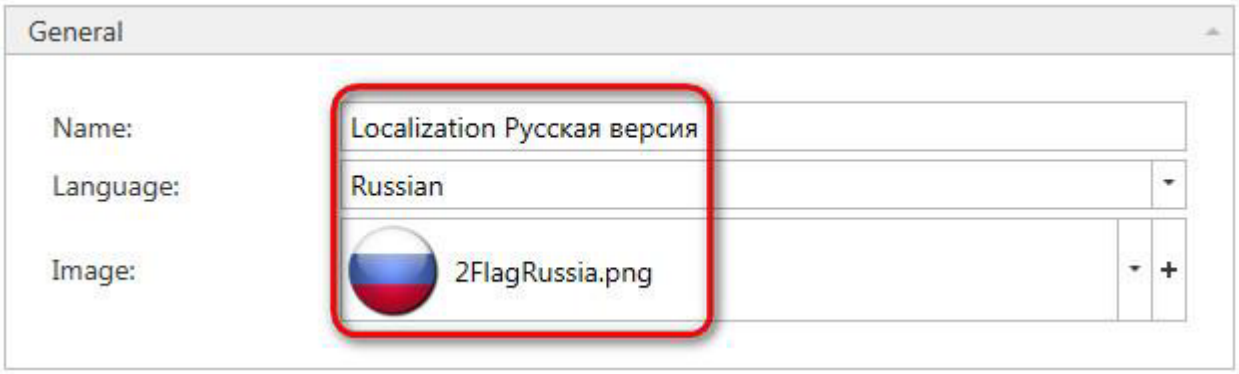


Fig. 231