Breeze Interactive User Guide

Version 1.4

July 2018

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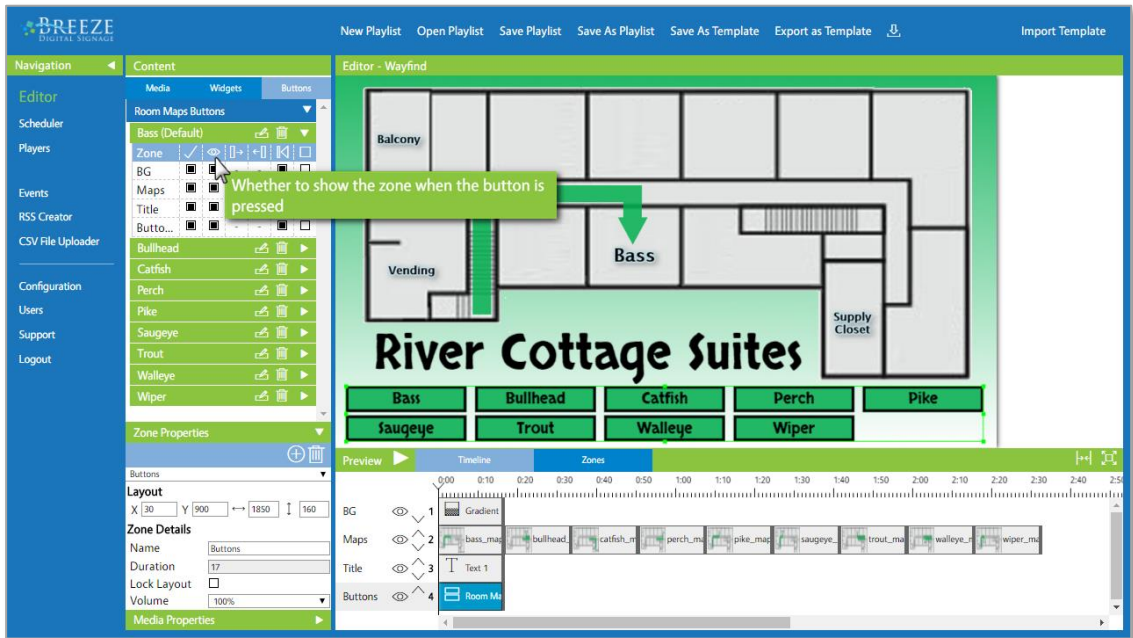
INTRODUCTION

An interactive playlist is made up of all media that can be summoned to display on the screen as a result of a viewer's touch. **Button Group** widgets enable zones to become interactive, or capable of containing buttons. The **Button Group** widget is used to add and customize visible buttons and to define ANY area of the screen that will react to touch.
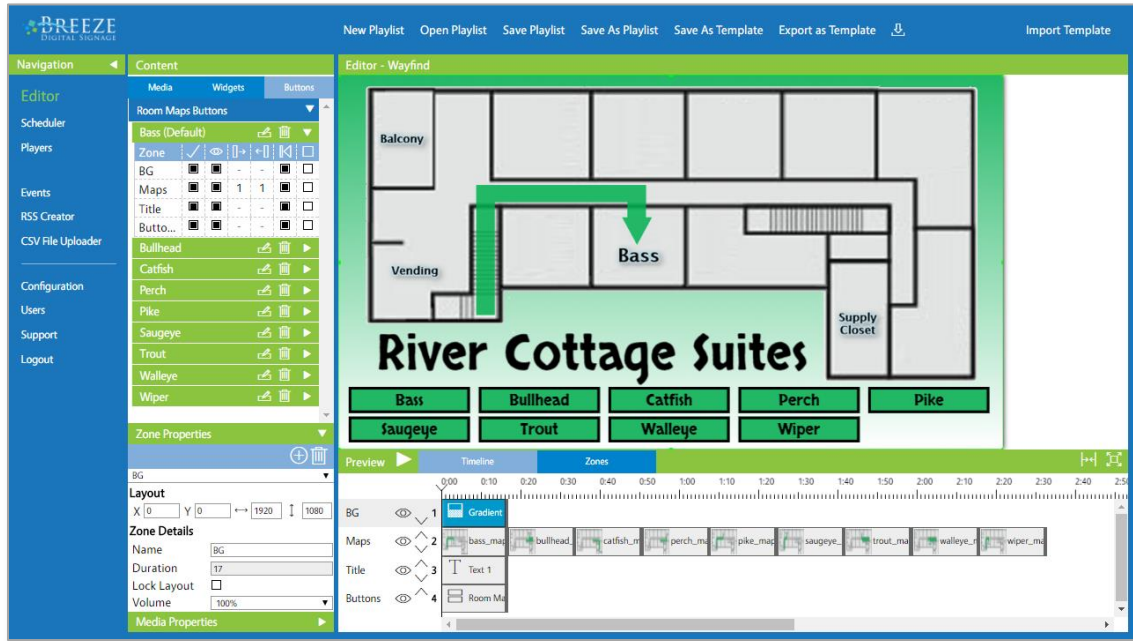

Technically, an interactive playlist differs from a regular **Breeze** playlist only by the actions defined in **Button Group** widgets added to the playlist. Interactive functions portray "movement" of content by showing and hiding media within the playlist based on the selections of viewers interacting with the screen.

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GETTING STARTED

A **Button Group** widget is added to a playlist by dragging the widget into a zone which will contain the buttons. The zone position and size should cover the area where buttons will be placed.
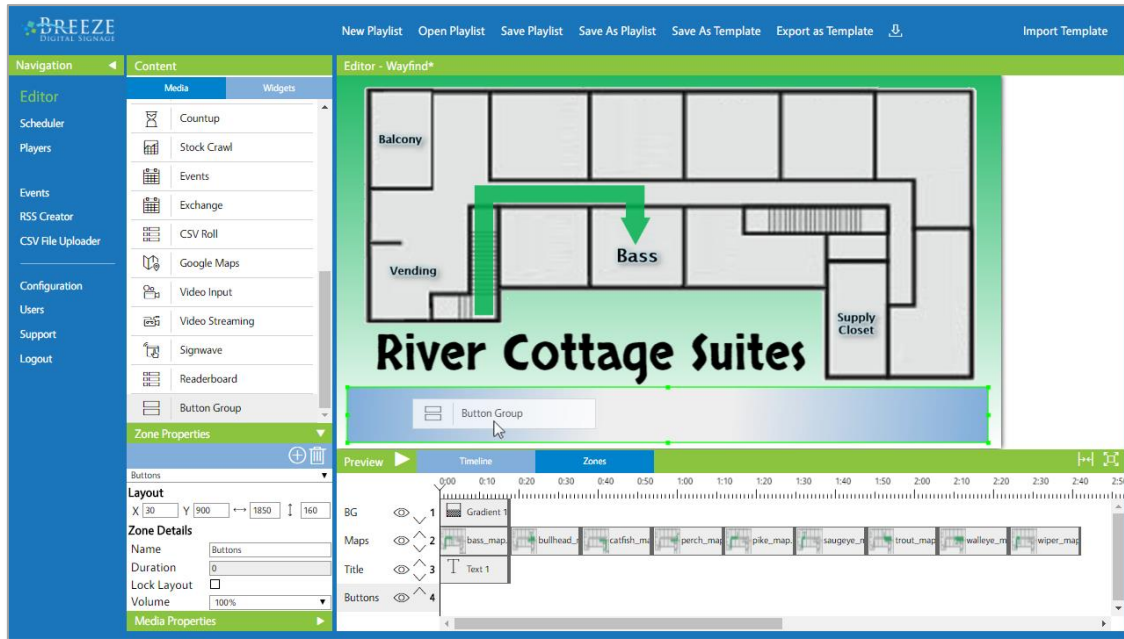
After a **Button Group** is added, a third tab appears in the **Content** panel called **Buttons**. The **Buttons** tab is used to manage all button actions and remains in the **Content** panel permanently once a **Button Group** is added to the playlist. Please refer to the **Designing Interaction** section on page 11 for more information about the **Buttons** tab.

BUTTON GROUPS & BUTTON EDIT MODE

A zone automatically enters **Button Edit Mode** when a new **Button Group** is added. When **Button Edit Mode** is active, the zone with the active **Button Group** is highlighted while the rest of the **Canvas** is darkened.

The **Widgets** panel is altered in **Button Edit Mode**: the **Button** widget is the only widget available when **Button Edit Mode** is active. Individual buttons are added by clicking and holding the **Button** widget and dragging it into the zone in **Button Edit Mode.**
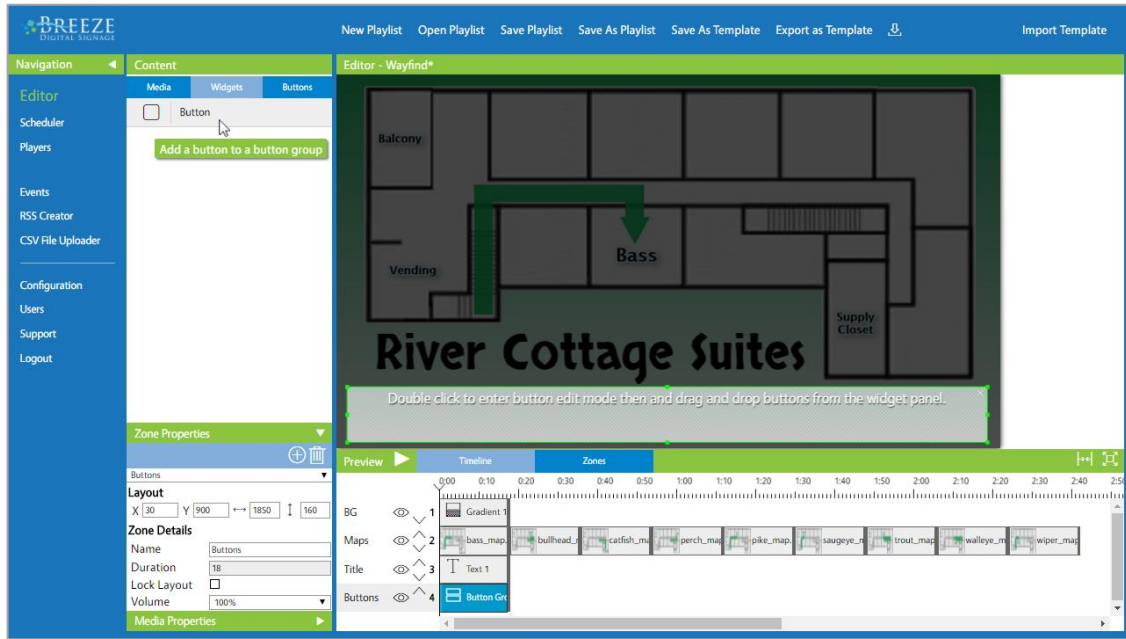
The **Editor** also enters **Button Edit Mode** when the user double-clicks on a **Button Group** image in the **Canvas** or a **Button Group** media icon in the **Timeline**. **Button Edit Mode** must be enabled to add new buttons!

ADD A BUTTON TO A PLAYLIST:

1. Add a new **Button Group** to a zone. The zone automatically enters **Button Edit Mode**.
2. Click on and drag the **Button** widget into the zone in **Button Edit Mode.**
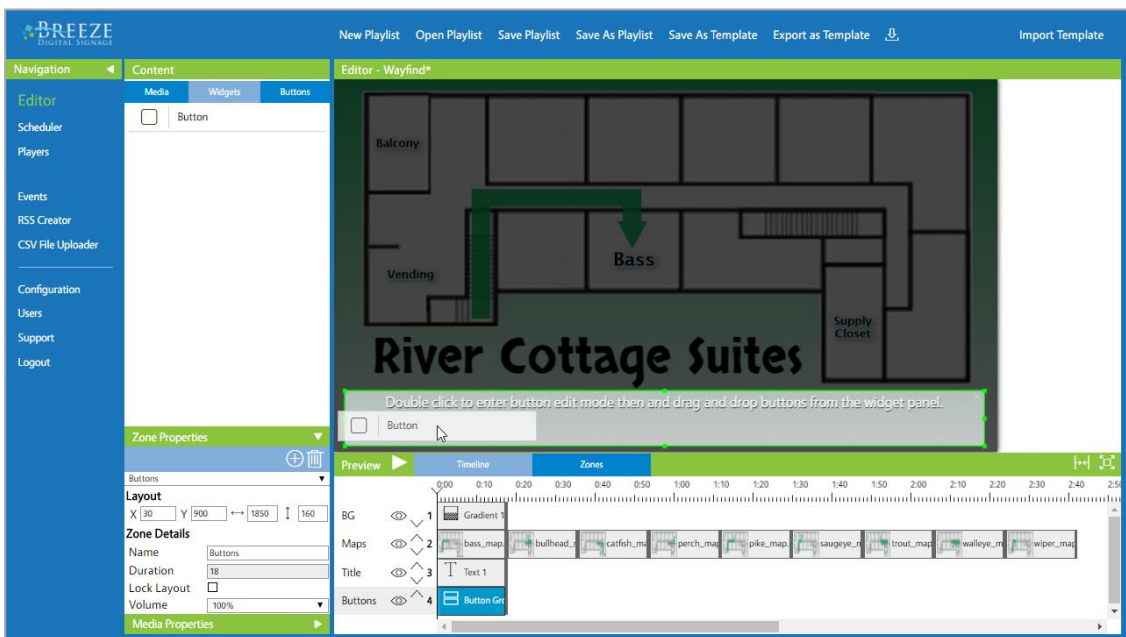
CREATING BUTTONS

A **Button** window opens for each new button when it is added to the playlist. Immediately selecting **OK** creates a default-style of button [Text] in the top left corner of the zone. The size and position of a button are easily edited after creation.
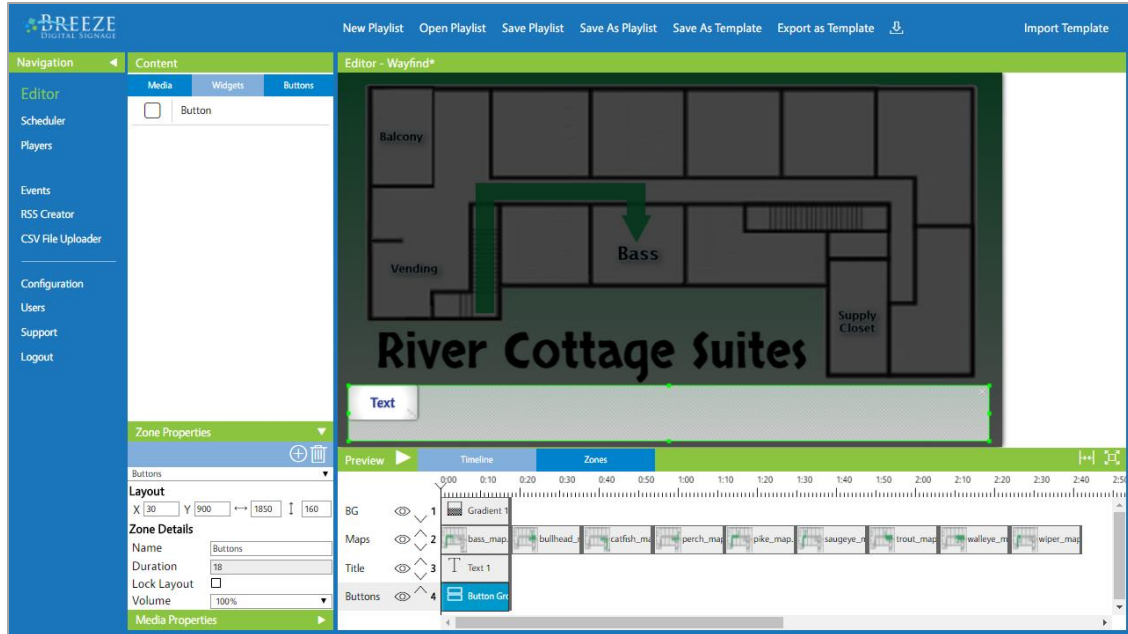
The **Button** window is a combination of settings affecting each button's appearance and behavior. **Default** is selected in the **Theme** field when a new button is created.

The **Theme** field allows a user to create an invisible button, otherwise known as a **Hot Spot**. Selecting **Custom** in the **Theme** field reveals additional settings to format the button appearance, such as **Border Color** and **Use Background Image** to fill the button area.

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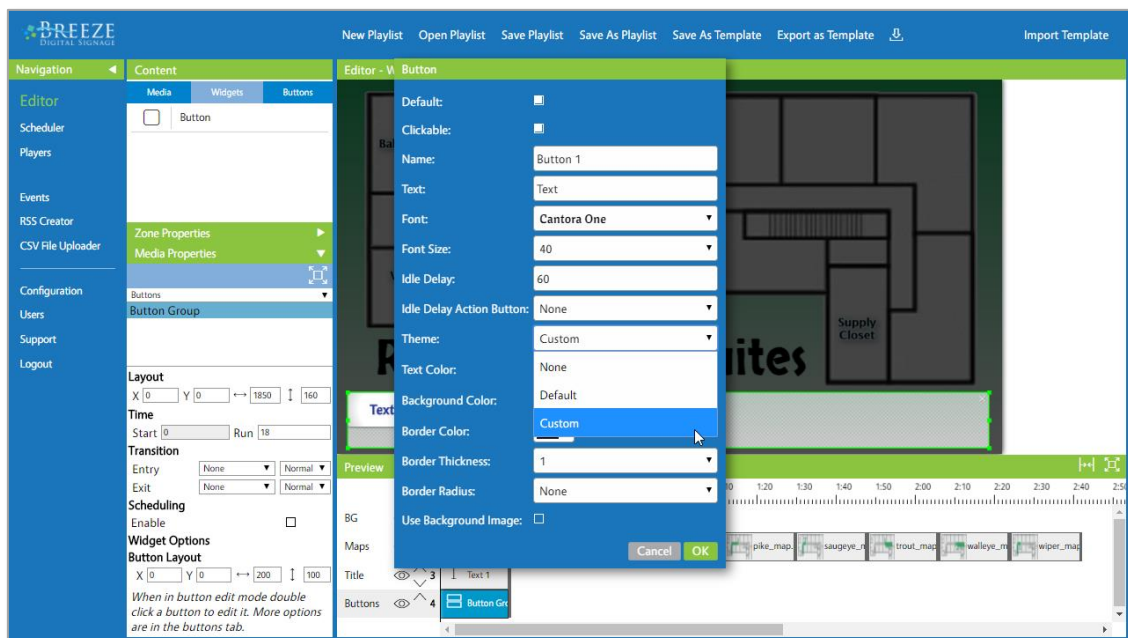
STANDARD BUTTON WINDOW FIELDS

The **Default** checkbox in the **Button Window** defines the starting point of an interactive playlist—or what media is displayed when a player first loads. Often, users think of the **Default** button as the "Home Screen" for the interactive playlist. The **Default** button requires the user to set a "state" for each zone; please refer to the **State Change Action** section on page 16 for more information about this topic. Only one button in a playlist can be designated as the **Default** button.

Removing the mark in the **Clickable** checkbox creates a non-clickable button. Please refer to the **Idle Mode** section on page 25 for information about the specific function of a non-clickable button.
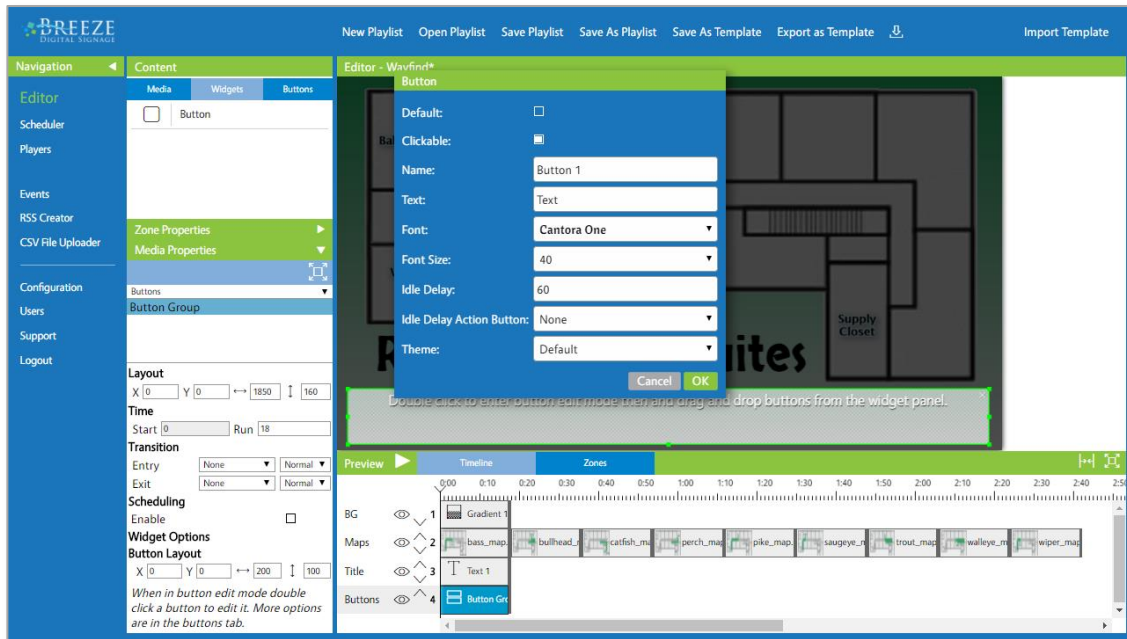
The **Name** field is used strictly for management purposes and is the header title under which each button's operations are displayed in the **Buttons** tab.
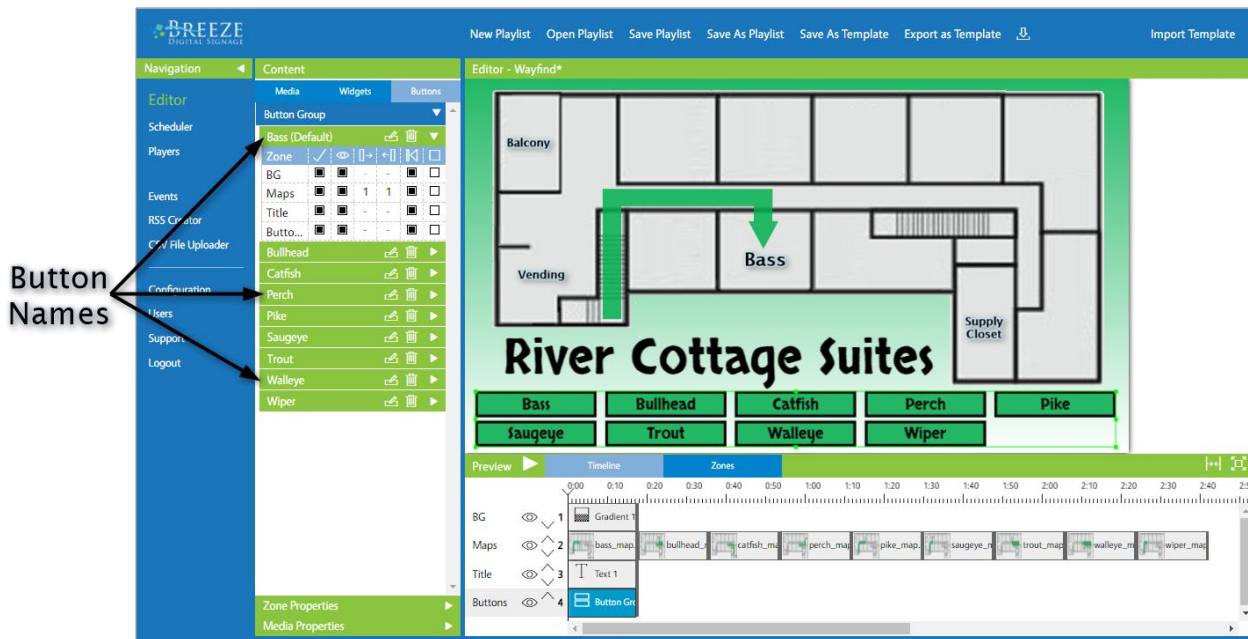
STANDARD BUTTON WINDOW FIELDS (CONTINUED)

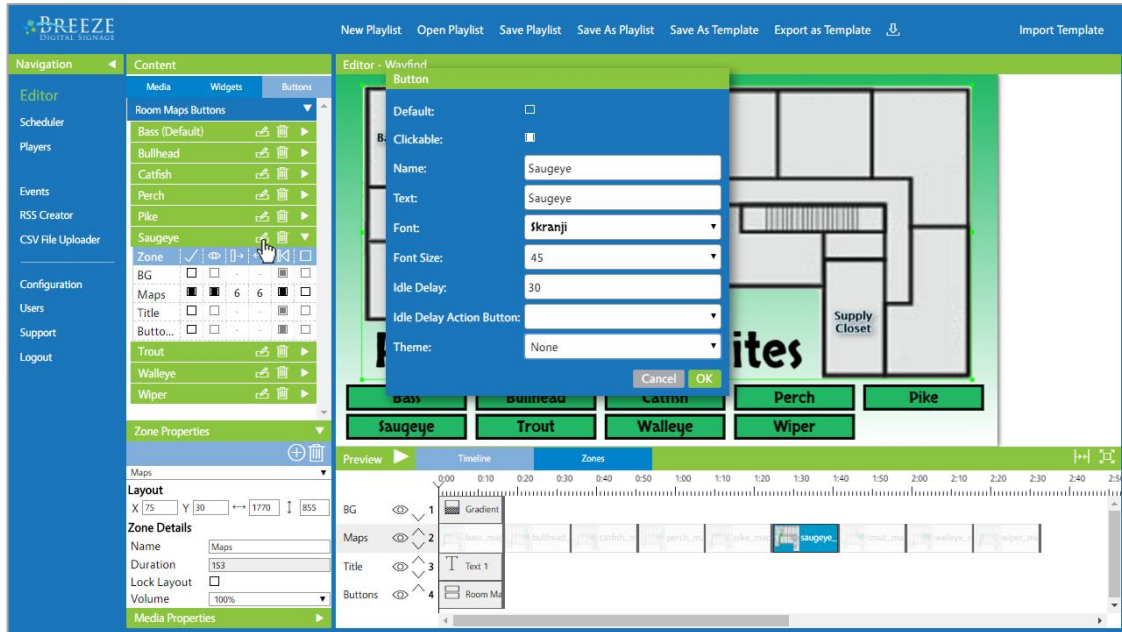**Text** is the word or words displayed on the button. The **Text** field is disregarded when **Hot Spots** or non-clickable buttons are utilized. In the example playlist, the **Name** of the button and the **Text** displayed on the button are the same fish species name.

Font and **Font Size** apply to the text displayed on the button.

Idle Delay is a feature that evokes different content on a sign after it does not experience interaction for a period of time. **Idle Delay** is the amount of time a sign is left idle before entering **Idle Mode**. When the sign enters **Idle Mode**, the "button view" selected in **Idle Delay Action Button** field is displayed.

The **Theme** field defines the button type: selecting **None** creates an invisible button, otherwise known as a **Hot Spot**, while **Custom** provides additional settings to format the button appearance.
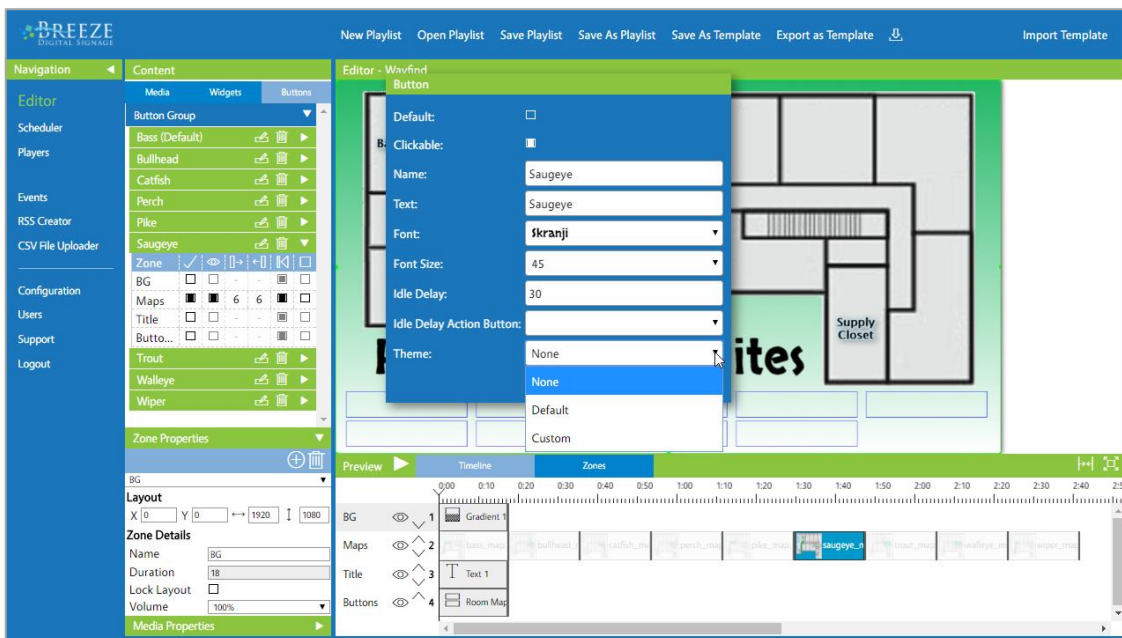
CUSTOM BUTTON WINDOW FIELDS

The fields offered by selecting **Custom** in the **Theme** drop-down list simply expand on the standard button appearance settings, which provide additional colors, background options, and customization of the button perimeter.

The **Background Color** field refers to the background color of the button. **Border Color** and **Border Thickness** apply to the perimeter of the button. **Border Radius** rounds the button corners for a more oval-shaped button.
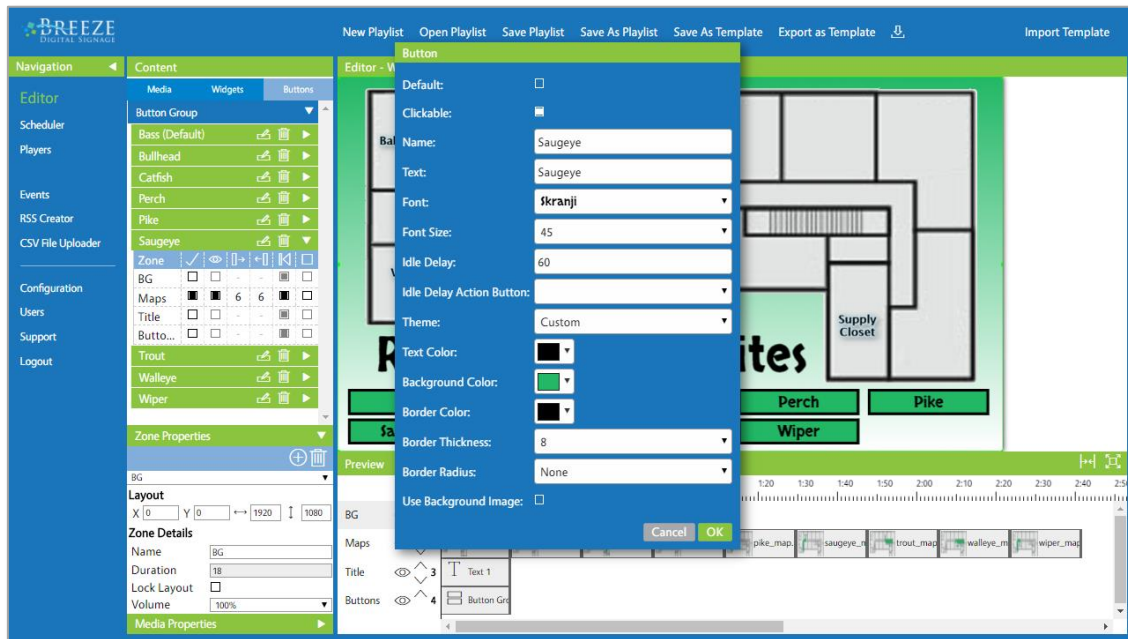
The **Use Background Image** feature fills a button with the selected image. Once the **Use Background Image** checkbox is enabled, additional fields labeled **Background Image** and **Background Image Cover Fill** appear. An image is selected from the drop-down list in the **Background Image** field; the drop-down list corresponds to the images in the **Media** panel.
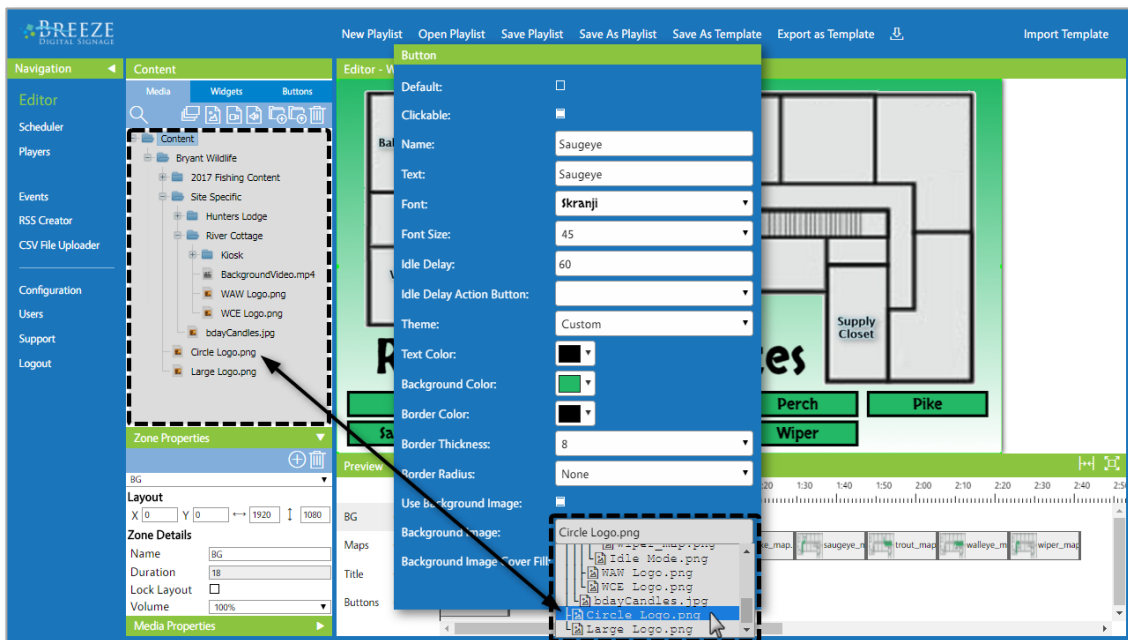
BUTTON LAYOUT

The button position and size is adjusted in **Button Edit Mode**. A button can be repositioned within the zone by clicking on the button image and dragging it about the zone. A button is resized using the small, white resize arrow located at the bottom right corner of each button.


For more exact placement, buttons can also be positioned and sized using the **Widget Options Button Layout** fields that appear in the **Media Properties** panel in **Button Edit Mode**.

The **Button Group** widget must be selected in order to see **Widget Options** in the **Media Properties** panel. In **Button Edit Mode**, clicking on a button in the **Canvas** selects the button and displays the **Button Layout** settings. The **X** and **Y** indicate the button's position from the top left corner of the zone in pixels. The ↔ field indicates the width of the button and ↕ indicates the height in pixels.
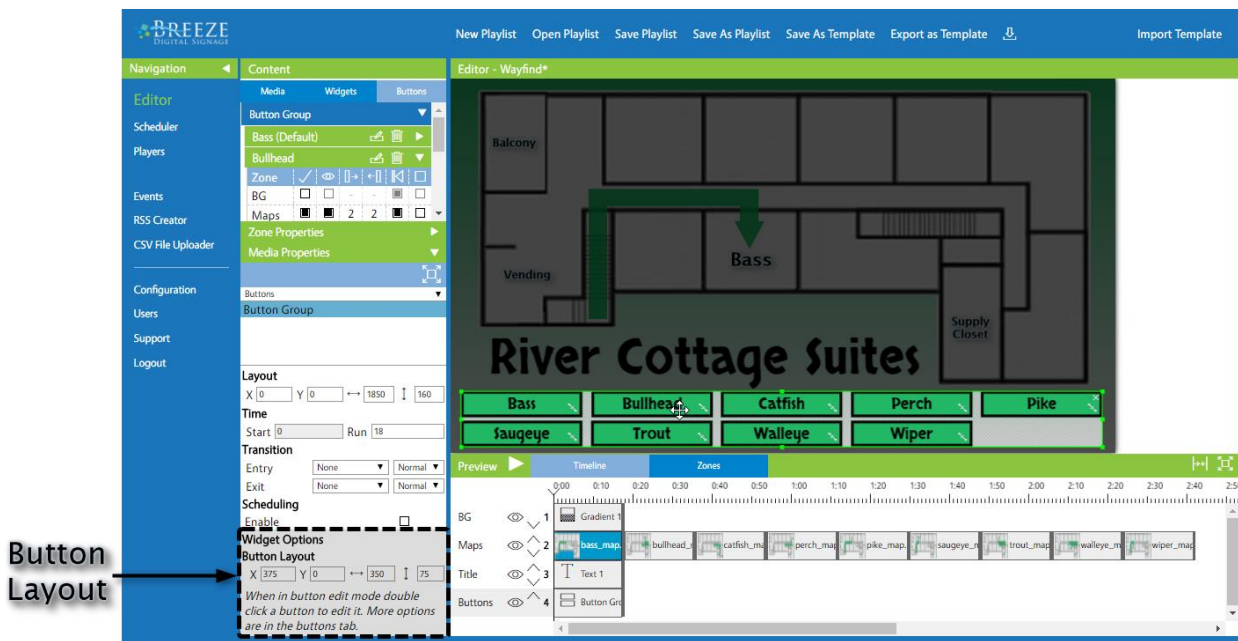
Hot Spots, or invisible buttons, are indicated in the **Canvas** by a blue border. **Hot Spots** are created by selecting **None** in the **Theme** field and are positioned and sized in the same manner as visible buttons.

DESIGNING INTERACTION

An interactive playlist is built in **Breeze** by showing and hiding content in a playlist based on the viewer's selection. A "button view" is summoned each time a button is selected. The button actions **Show**, **State Change**, and **Trim** are used to design "button views" via various **Button** panels. It is these button actions and "button views" that provide interactivity in a **Breeze** playlist.


The **State Change** feature allows the user to "inherit" zone content from the previous "button view," saving the user repetitious enabling of the **Show** checkbox for media displayed throughout the entire playlist.

Different media items are often displayed in the same area of the screen, such as maps on a digital directory kiosk. The **Trim** feature allows media items to share a zone. Media in the zone is then "trimmed" to display a single item or several items in that zone for each "button view."

Interactive playlists often function more like a website than a regular playlist. A regular digital signage playlist is simply a sequence of media content repeating on a loop. An interactive playlist is not linear like a sequence, but tends to be more like a website in that media is displayed based on the viewer selections.

Mapping out the possible screens to display throughout an interactive playlist provides the user a model to assist in designing the playlist layout and button actions. A map also aids a user in making the most efficient use of the **State Change** and **Trim** features.
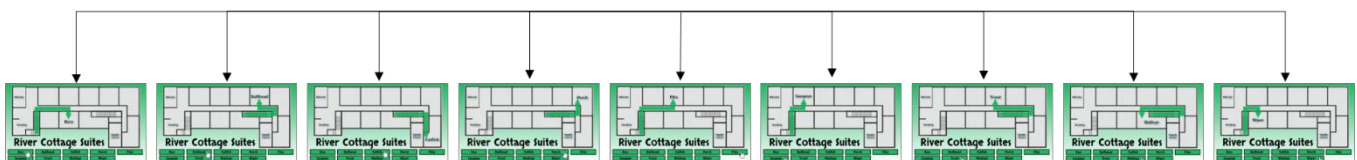
In the example playlist, the only item that changes from "button view" to "button view" is the content in the "Maps" zone, or Zone 2. This interactive playlist is quite simple because the same buttons are displayed throughout the entire playlist. When multiple sets of buttons are utilized via multiple **Buttons Groups**, a map of the interactive paths in the playlist can prove extremely valuable!

BUTTONS TAB

Each button is listed in the **Buttons** tab below the corresponding **Button Group** header. **Button Group** headers are displayed in blue while individual **Button** headers are green. **Button Group** names can be edited by double-clicking on the header in the **Buttons** tab. The **Button Group** name is also displayed on the media icon in the **Timeline**.
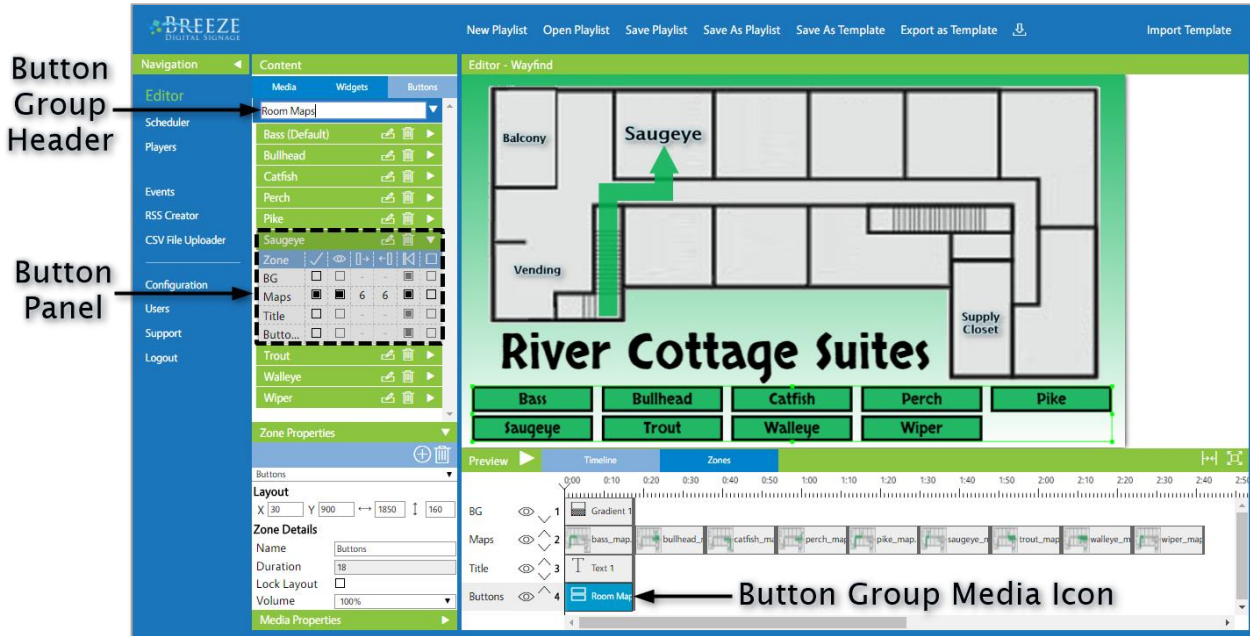

Clicking on a **Button** header generates the corresponding "button view" in the **Canvas**. The **Button** header is labeled with the **Name** field defined in each **Button** window. Icons to the right of these headers offer methods to edit and delete each button.

Listed below each **Button** header are controls to define the actions of the button—this area is referred to as the **Button** panel. Zones are listed in rows with columns of button actions assigned to each zone of media content. The **Show** 👁 checkboxes are probably the most important action in the **Button** panels.

Interactivity is created using the **Show**, **State Change**, and **Trim** functions, but both **State Change** ✓ and **Trim** �ᵢ→ rely on the functionality of the **Show** 👁 checkboxes. Both button actions were added to ease interactive playlist design and management; use of these button actions is completely optional.

✓ **State-Change**: zones inherit the previous "button view" unless **State Change** is enabled

👁 **Show**: displays or hides the zone of media when a button is selected

ᵢ→ **Trim Left Media**: frame of media in a zone at which to begin the "button view"

←ᵢ **Trim Right Media**: frame of media in a zone at which to end the "button view"
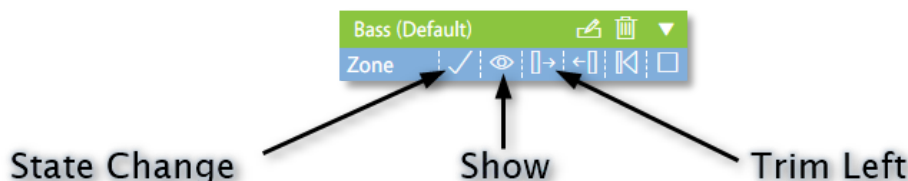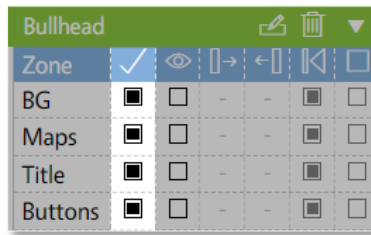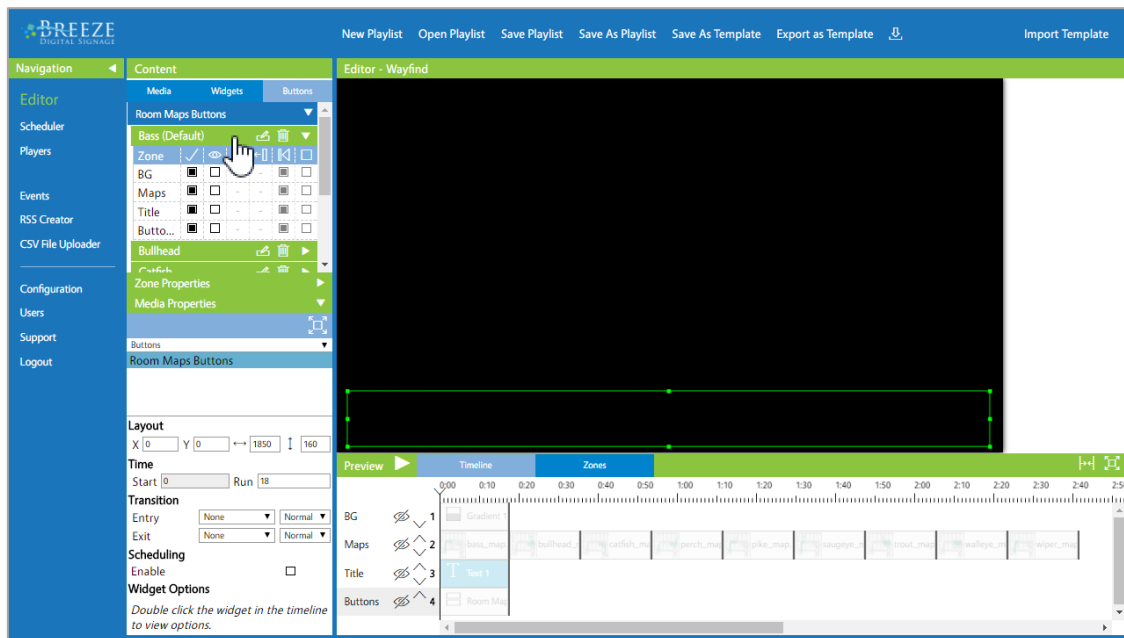
BUTTON ACTIONS

A new button is simply an image displayed as part of the playlist until action is defined for the button. Button actions include **Show**, **State Change**, **Trim**, and **Idle Mode**. The **Show**, **State Change**, and **Trim** controls for each zone are located in the various **Button** panels. **Idle Mode** controls are located in the **Button** window.

The **Show** checkboxes in the **Default** button define what is displayed when the interactive playlist loads and begins playback. The **State Change** checkboxes define whether media is altered as different buttons are selected from the **Default** "button view" and throughout an interactive playlist. It can be difficult to comprehend the **State Change** feature without first understanding the **Show** button action. The **State Change** feature is disregarded by enabling a "change of state" for all zones in all buttons.

Enabling all of the **State Change** checkboxes throughout a playlist eliminates the possibility of buttons inheriting any media from previous "button views." Buttons are then defined using just the **Show** and **Trim** actions.

While the **State Change** checkboxes are permanently selected in the **Default** button, the **Show** checkboxes are not. Clicking on the "Bass" **Button** header without any **Show** checkboxes selected generates a blank "button view" in the **Canvas**, or a lack of any media being "shown."

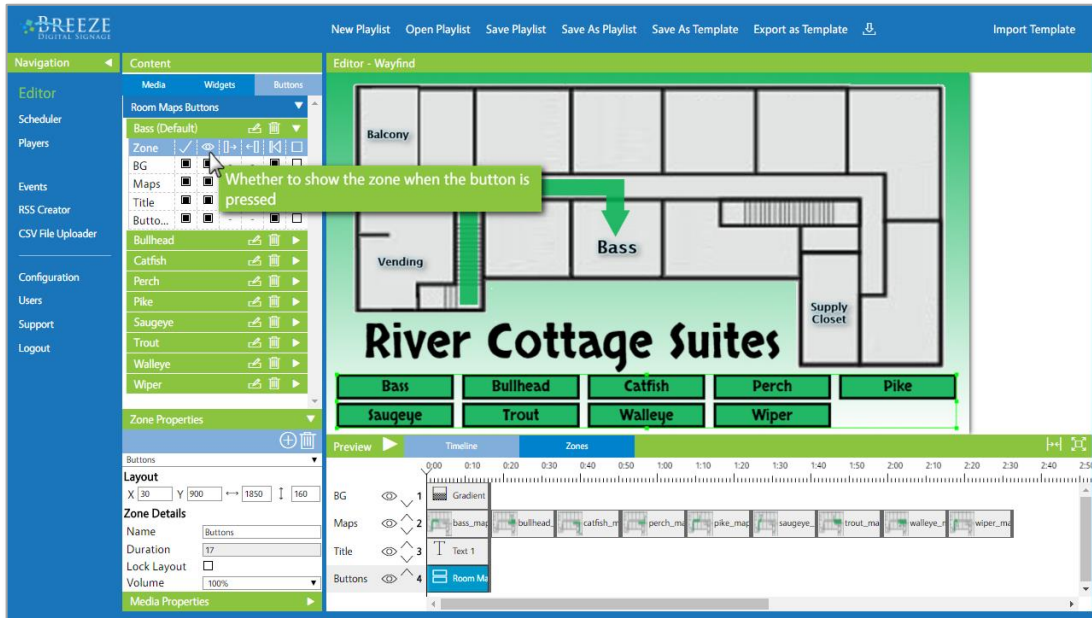

DISABLE STATE CHANGE FEATURE:

1. The **State Change** checkboxes are permanently selected in the **Default** button.
2. Enable all other **State Change** checkboxes for all other zones in each **Button** panel.
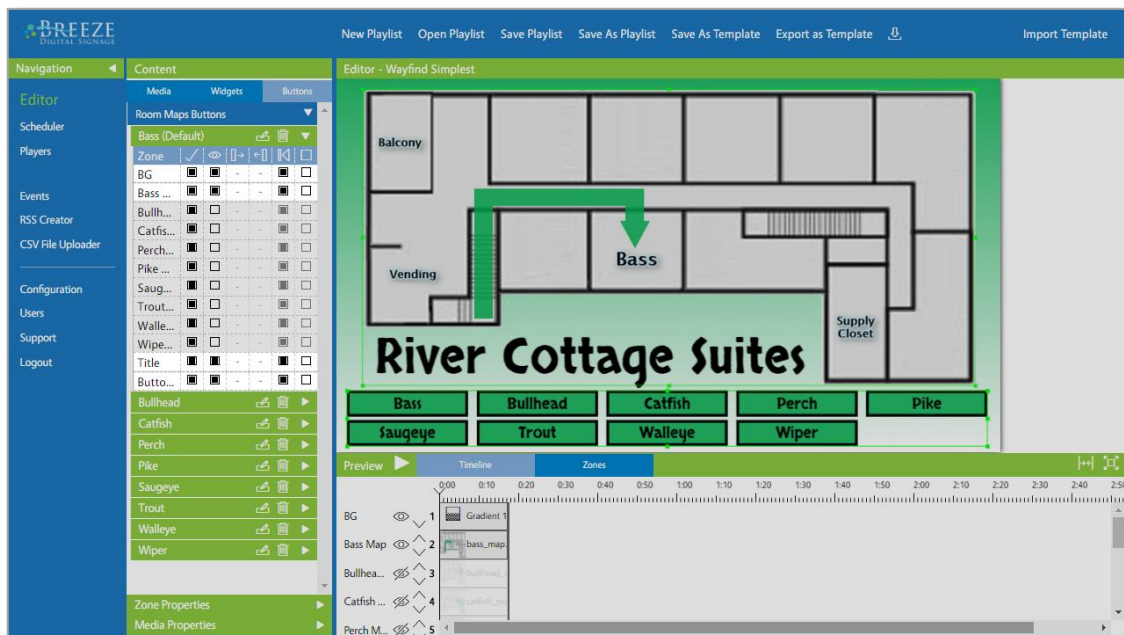
SHOW ACTION

The **Show** checkbox determines whether media in the zone is displayed when a viewer selects the button.

To build the example playlist using only the **Show** button action, the **Trim** feature must also be disabled. To mimic the **Trim** function, each map image is located in a separate zone. With one map image in each zone, the **Show** checkbox is selected to determine which zone and map image to display when the button is selected.

To create the "Bass" "button view," the **Show** checkbox is enabled for the following zones:

1. BG – displays the background **Gradient** widget
2. Bass Map - displays the bass_map.png image
3. Title - displays the "River Cottage Suites" **Text** widget
4. Buttons - displays the **Button Group** widget

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SHOW ACTION (CONTINUED)

To display the bullhead_map.png image, the **Show** checkbox is left unselected for the "Bass Map" zone, or Zone 2, and instead the **Show** checkbox is selected for the "Bullhead Map" zone, or Zone 3. The **Show** checkboxes are also selected for the "BG," "Title," and "Buttons" zones to create the "Bullhead" "button view."
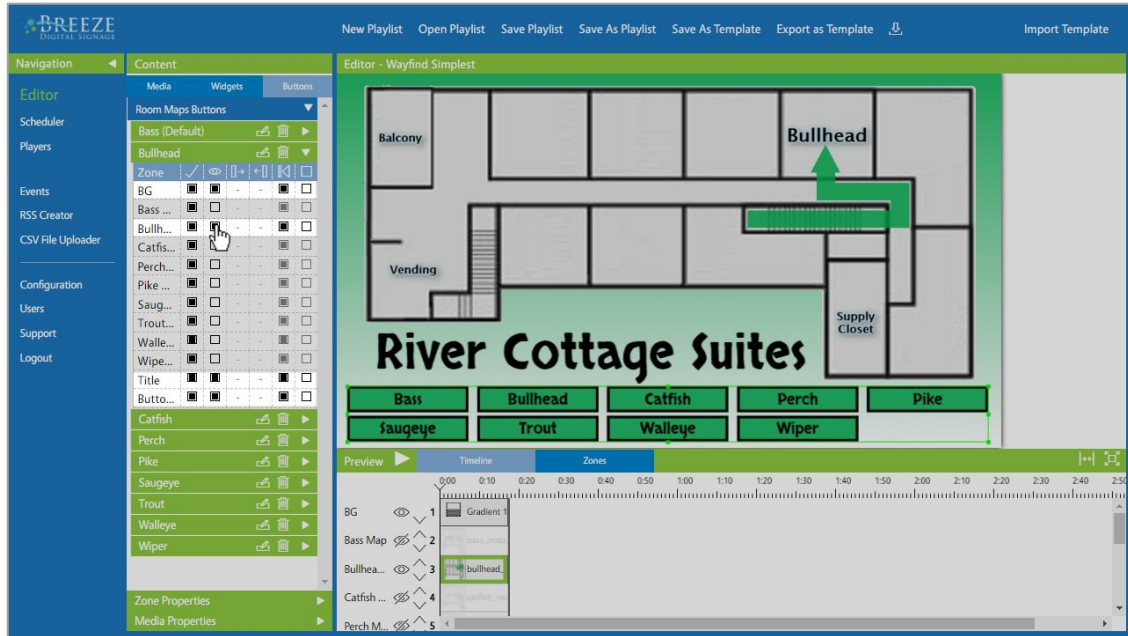
When the **Show** checkbox is selected for a zone, the media in that zone is displayed when the button is selected. When the **Show** checkbox is not selected for a zone (and the **State Change** checkbox is), the media in that zone is not displayed when the button is selected.

USING SHOW TO CREATE A "BUTTON VIEW":

1. Select the **Button** header to reveal the **Button** panel.
2. Select the **Show** checkbox to display media in the zone when the button is selected.
3. Click on the **Button** header to verify that the "button view" is correct in the **Canvas**.
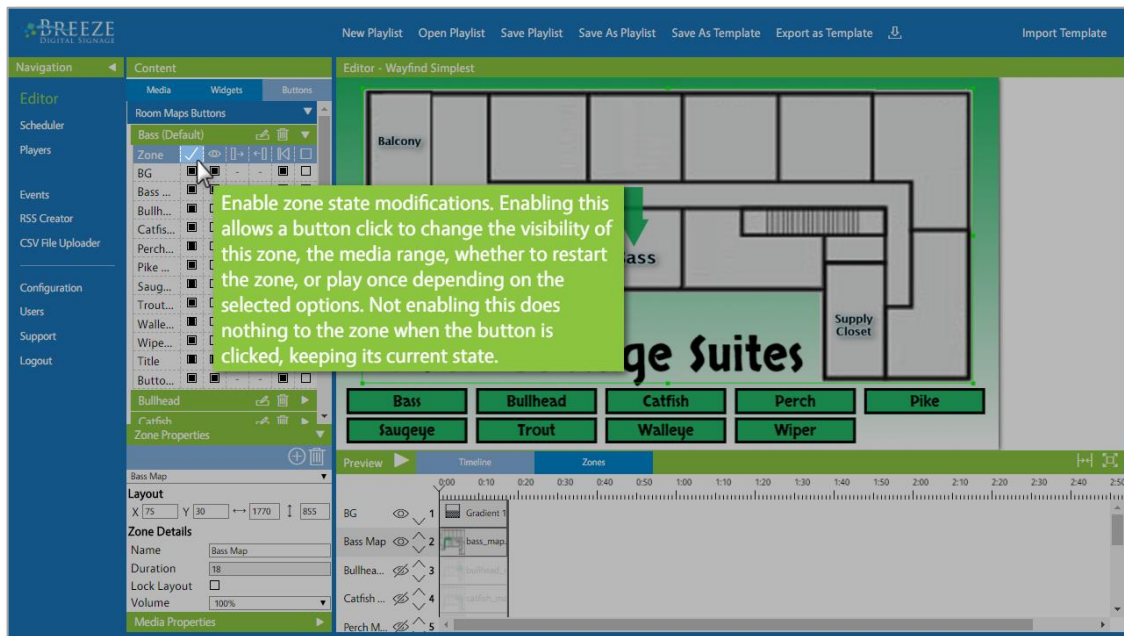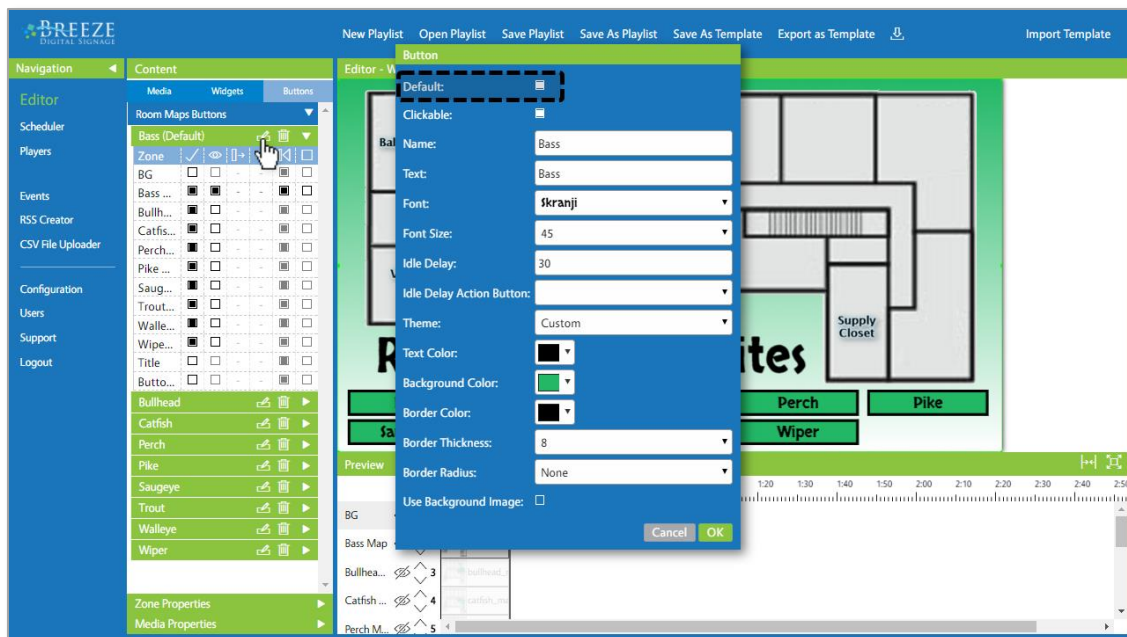
STATE CHANGE ACTION

Certain pieces of media are often displayed throughout the entire playlist, such as a background image or the company logo. The **State Change** feature allows a "button view" to inherit zone content from the previous "button view," saving the user repetitious selecting of **Show** checkboxes for media displayed throughout a playlist.

The **State Change** feature also consolidates actions necessary to build complex interactive playlists by reducing the chance of tedious user error and the time required to build. A user only needs to enable **State Change** on zones of media content that will alter from one "button view" to the next.

Note: The **Show** and **Trim** button actions are only accessible after the **State Change** checkbox is selected.


The **Default** button defines what media is displayed when the interactive playlist loads, or begins playback. When a button is selected, zones with the **State Change** checkboxes enabled load new media. Zones without the **State Change** checkboxes enabled continue playback of media from the previous "button view."
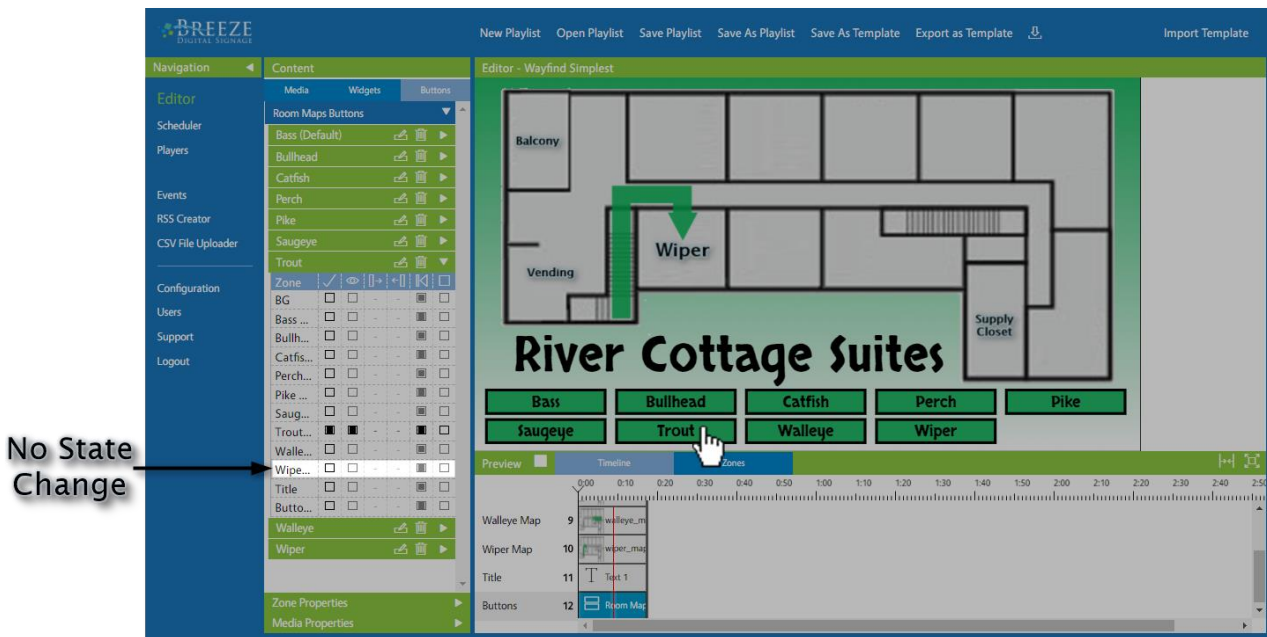
STATE CHANGE ACTION (CONTINUED)

Even though **Show** checkboxes are not selected for the "BG," "Title," and "Buttons" zones, clicking on the "Bullhead" **Button** header displays media from these zones in the **Canvas**. Without the development of the **State Change** feature, a user would have to select the **Show** checkbox 27 additional times to display the "BG," "Title," and "Buttons" zones with each "button view" in the example playlist.
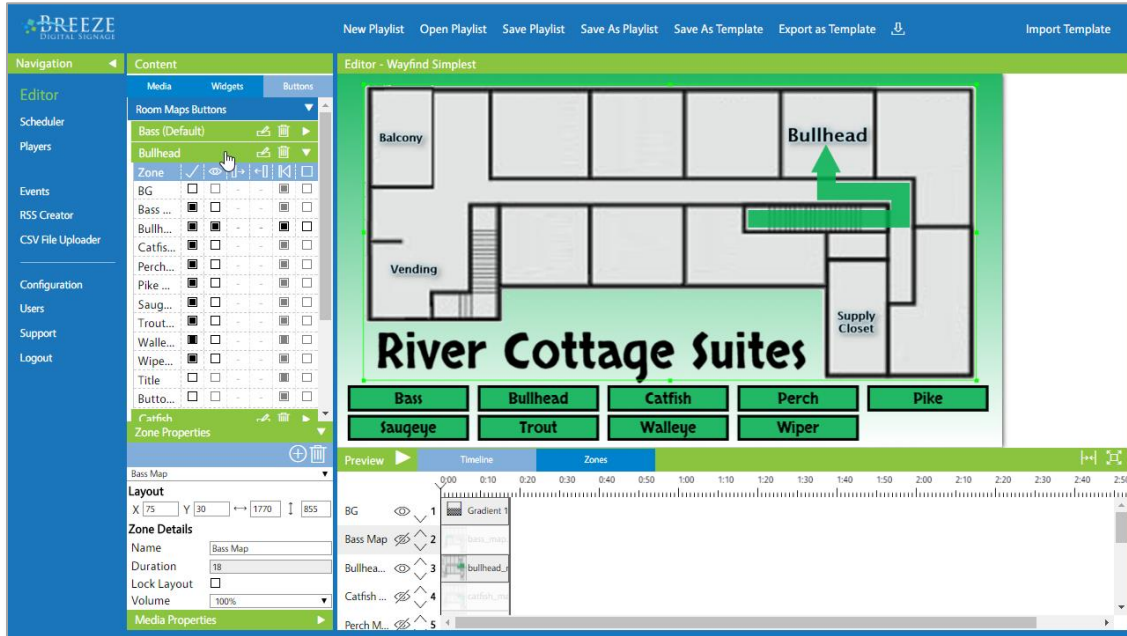
The **State Change** checkbox inherits media content from the previous "button view" of any button, not just the **Default** button. The previous "button view" is media that was displayed before the viewer selected the button. For this reason, it can be just as important to set the **State Change** to hide content as well.

After selecting the "Wiper" button, any subsequent button a viewer chooses continues to display the wiper_map.png image. This is because the "Wiper Map" zone is layered over the other map image zones. Without a **State Change** selected to hide, or not **Show**, the wiper_map.png image, the image continues to display and covers the zones with other map images that are being summoned.
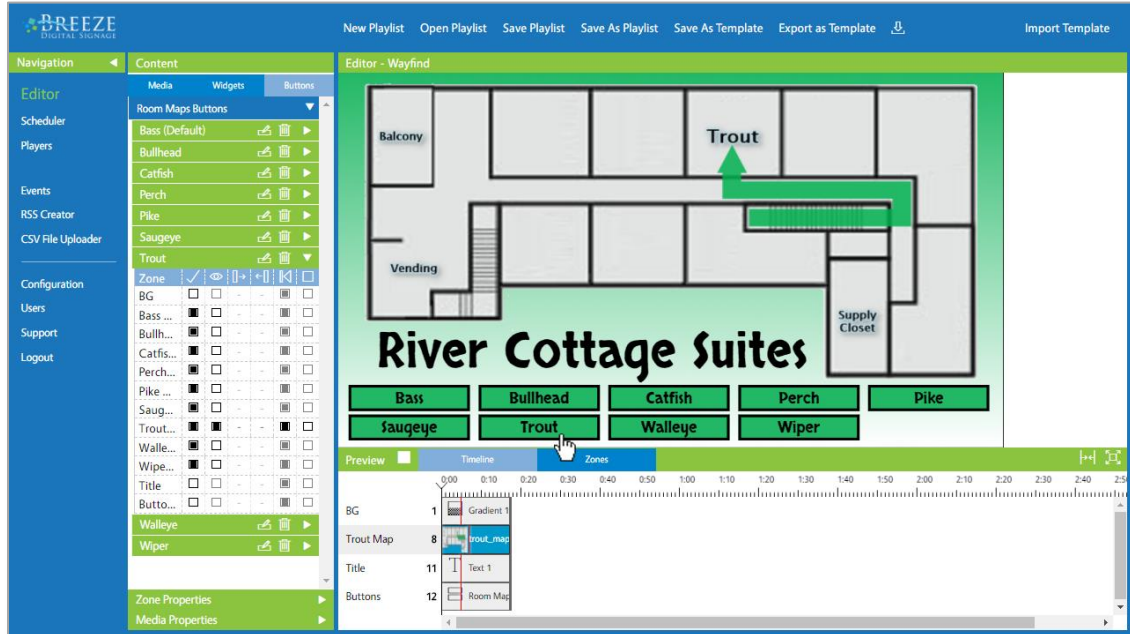

No State Change

STATE CHANGE ACTION (CONTINUED)

Selecting the **State Change** checkbox enables the **Show** checkbox. The unselected **Show** checkbox hides the map images that are not in use, allowing map images in lower-layered zones to be seen. This topic is further illustrated in the **Utilizing Button Actions** section on page 22.

USE STATE CHANGE TO MAXIMIZE EFFICIENCY:

1. Evaluate which zones of content will change from one "button view" to the next.
2. If the zone content will change, select the **State Change** checkbox.
3. Adjust the **Show** (and/or **Trim**) button actions to display the desired "button view" when that button is selected.
4. Repeat for each zone as needed.

In a more complex application of the **State Change** feature, a particular point of an interactive path can remain unaltered in one area of the screen while another interactive path is pursued on a different area of the screen. Because the **State Change** feature evaluates which zones of content to alter, the zones without a "change of state" enabled continue to display unaffected by a viewer's other selections. This enables a viewer to interact with one portion of the screen while another portion of the screen continues to uninterrupted playback.
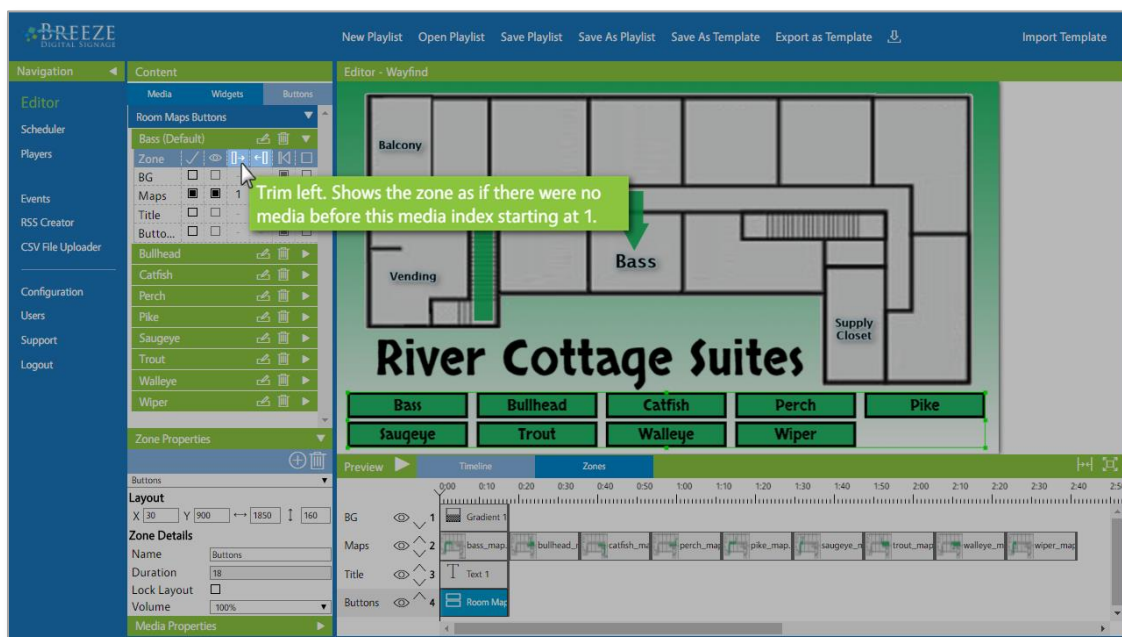
TRIM ACTION

Summoning a zone for each piece of media displayed in a complex playlist could require hundreds of zones, if not thousands. The **Trim** feature allows media associated with different "button views" to share a zone. This is accomplished by displaying a piece of media, or even a sequence of media, within the zone while omitting other media in the zone that is not selected as part of the **Trim**.

The playlist used throughout this guide is an excellent example of **Trim**. Without the **Trim** feature, the playlist requires twelve zones instead of just four zones.
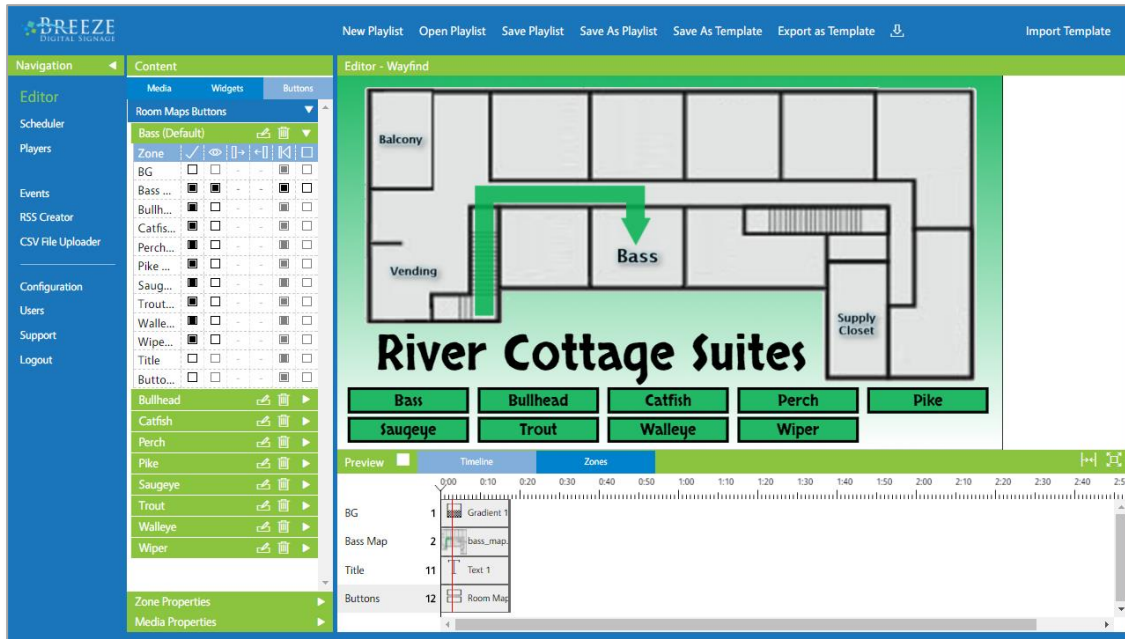

With the **Trim** feature, each of the nine buttons is able to select a different image in one "Maps" zone; this consolidates the playlist to just four zones. The **Trim** feature displays just one map image when a "button view" is selected, even though all the nine images are located in the "Maps" zone.
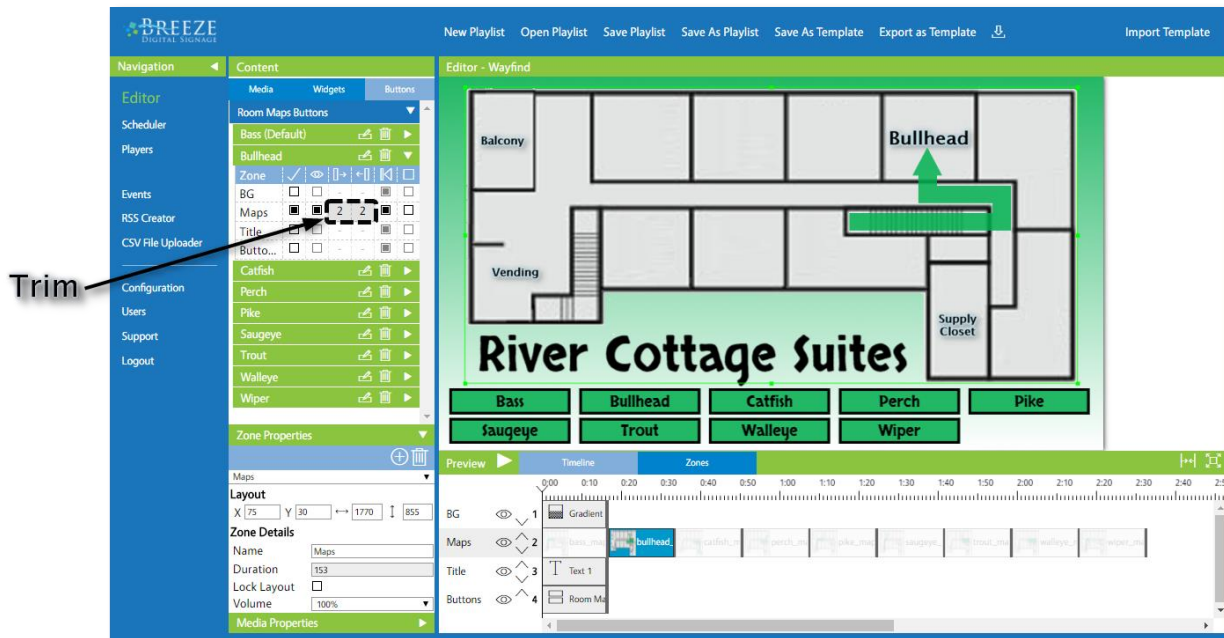
TRIM ACTION (CONTINUED)

To set the **Trim** on a zone of media, click in the **Trim** area of the desired zone in the **Button** panel. A pop-up window offers the possible media items to select as the **Trim Left Media** and **Trim Right Media. Trim Left Media** indicates what media item in the zone sequence the "button view" should begin with. **Trim Right Media** is the media item in the zone sequence the "button view" should end with.
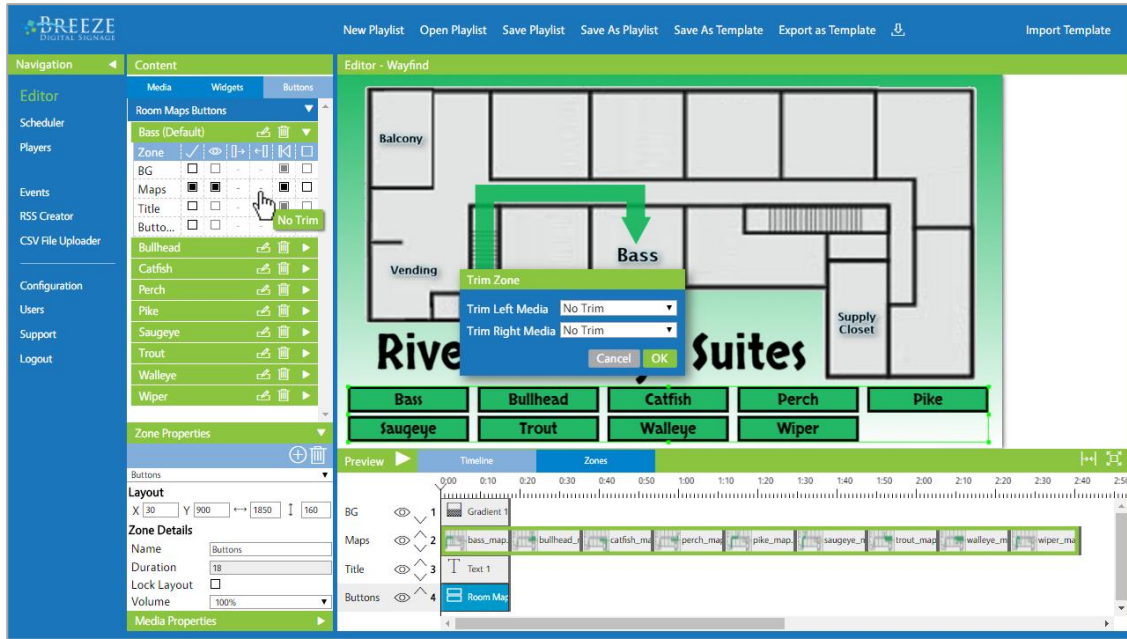
The "Bullhead" button should summon just the second image in the "Maps" zone: bullhead_map.png. With a **Trim Left Media** of 2 and a **Trim Right Media** of 2, only the bullhead_map.png image is displayed when the "Bullhead" button is selected. All other media in the "Maps" zone is disregarded due to the **Trim** selection.

TRIM ACTION (CONTINUED)

Furthermore, a **Trim Left Media** of 1 and a **Trim Right Media** of 1 is selected to summon only the bass_map.png image when the "Bass" button is selected. The "Catfish" button with a **Trim Left Media** of 3 and a **Trim Right Media** of 3 in the "Maps" zone summons only the catfish_map.png image. The "Perch" button with a **Trim Left Media** of 4 and a **Trim Right Media** of 4 summons only the perch_map.png image.

Hovering over the **Trim** settings in the **Button** panel displays the name of the media item selected in **Trim Left Media** and **Trim Right Media.**
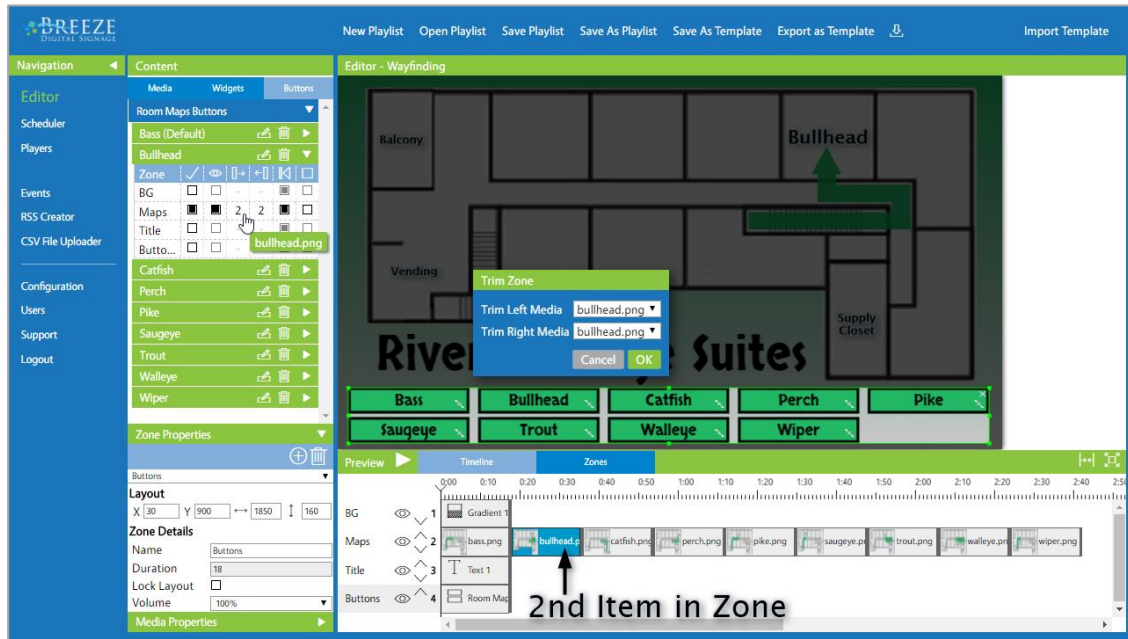
Although the media item name is used to select the **Trim Left Media** and **Trim Right Media**, the **Trim** is indicated in the **Button** panel by the media item's position in the zone sequence. The bullhead_map.png image is the second item in the "Maps" zone, and the number 2 indicates the **Trim Left Media** and **Trim Right Media** in the **Button** panel.

TO TRIM A ZONE OF MEDIA:

1. Click on the **Trim** area of the desired zone in the **Button** panel. The **Trim Zone** window opens.
2. Click the drop-down arrow of the **Trim Left Media** field to select the starting media item in the zone.
3. Click the drop-down arrow of the **Trim Right Media** field to select the ending media item in the zone.
4. Repeat as needed.

When a single piece of media is selected as the **Trim**, the media is treated as if it is the only item in the zone, and the **Run** time, or duration, is discarded. In a regular **Breeze** playlist, a single media item in a zone remains on the screen indefinitely. In an interactive playlist utilizing **Trim**, a "button view" with a single piece of media selected as the **Trim** displays until another "button view" is summoned via viewer interaction, or the sign enters **Idle Mode**. The **Run** time of a single media item is disregarded.

A sequence of media selected as the **Trim** behaves in the same manner as a regular **Breeze** playlist. The attributes of a regular **Breeze** playlist, such as **Run** time, are applied to the sequence of media selected as the **Trim**. Please refer to the **Breeze Quick Start Guide** for more information about regular **Breeze** playlist attributes.
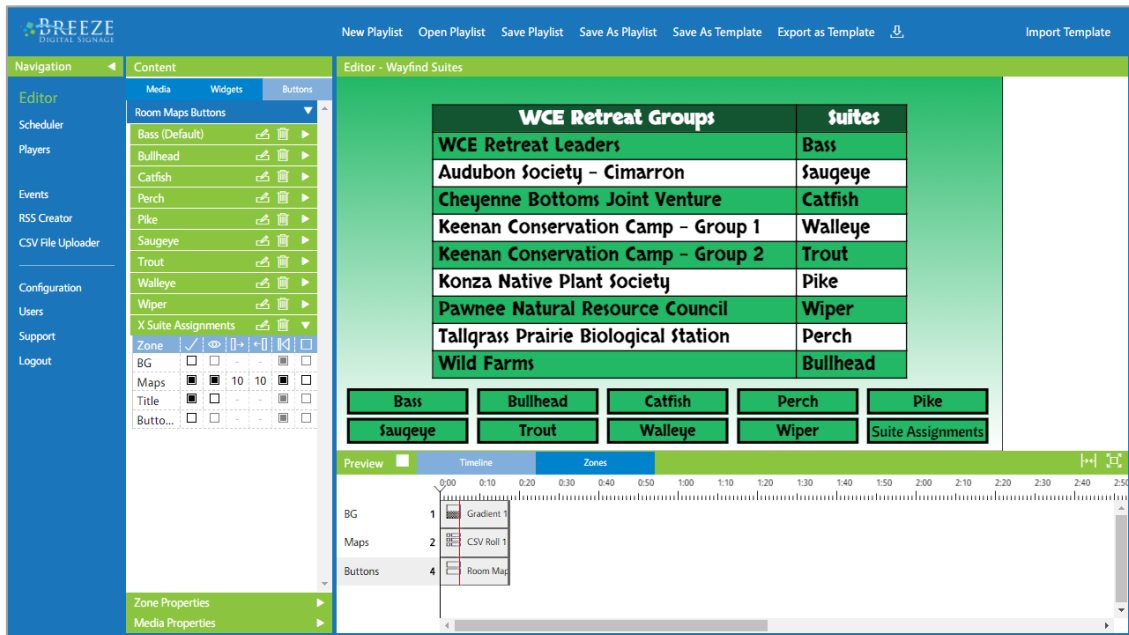
UTILIZING BUTTON ACTIONS

In this guide so far, the example playlist has only changed media in one zone. The "BG," "Title," and "Buttons" zones remain constant throughout the playlist while different map images are summoned according to the button selected. Therefore, there was no need to change the "state" in zones other than "Maps."

When the **State Change** checkbox is not selected, zone media from the previous "button view" displays as part of the new "button view." Therefore, the "BG," "Title," and "Buttons" zones display without the user enabling the **Show** checkboxes for each button.
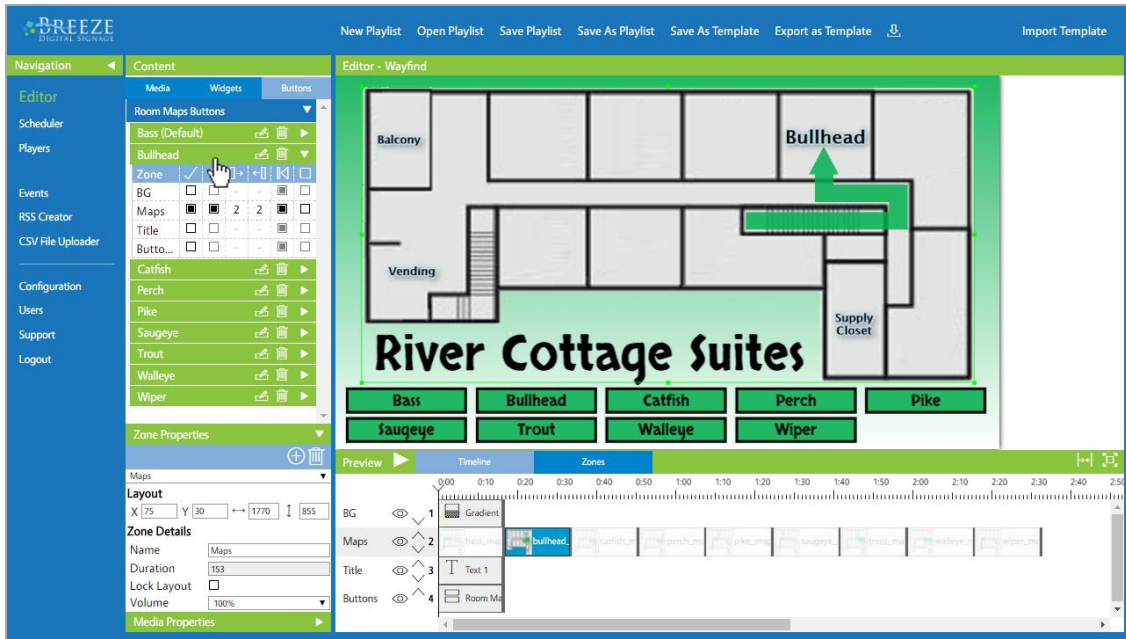
To illustrate the use of **State Change** further, a tenth button labeled "Suite Assignments" is added to the example playlist to display a list of guests and their suite assignments. This table is added to the "Maps" zone, and the "button view" utilizes the background gradient in the "BG" zone and buttons in the "Buttons" zone. This "button view" does not utilize the "River Cottage Suites" **Text** widget in the "Title" zone (or Zone 3).
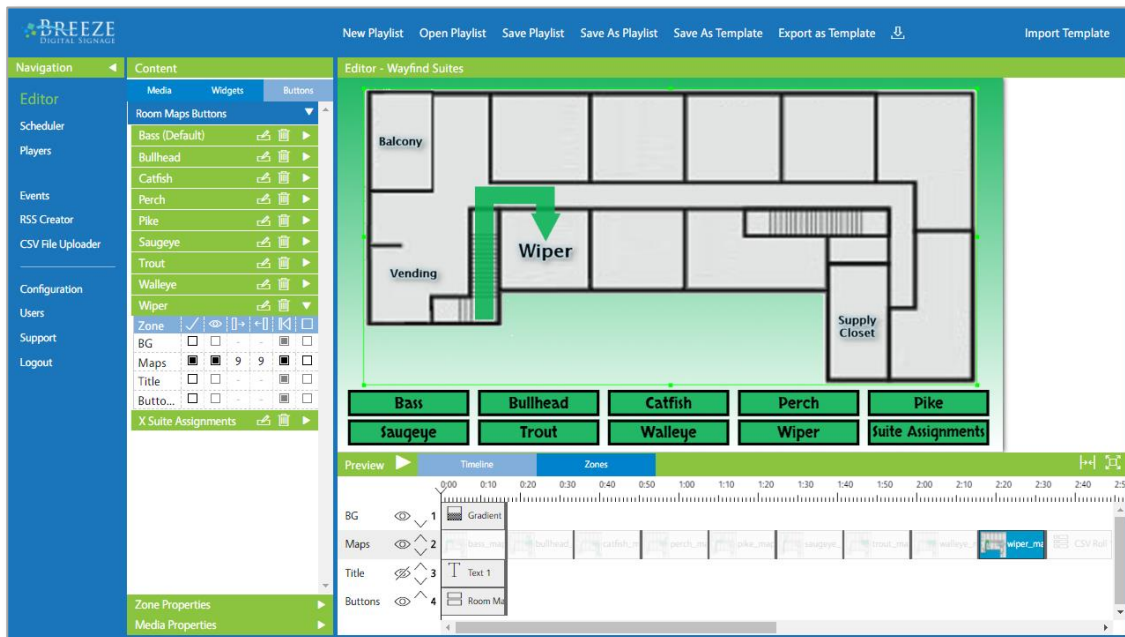
UTILIZING BUTTON ACTIONS (CONTINUED)

To hide the "River Cottage Suites" **Text** widget when the "Suite Assignments" button is selected, the **State Change** checkbox is enabled for the "Title" zone. With **State Change** enabled and the **Show** checkbox unselected, the media in that zone is not displayed. Since the inherited state is to *show* the zone, the **State Change** checkbox must selected to *hide* the zone instead.
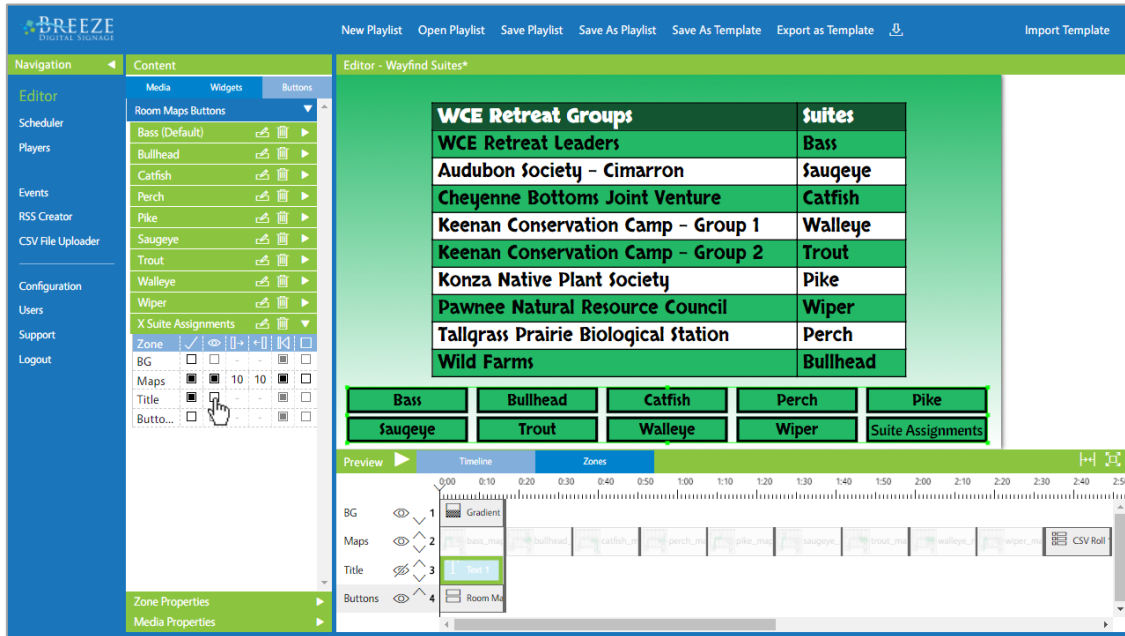
In a reverse scenario, if the previous "button view" *hid* the media, then the **State Change** checkbox must be enabled to select the **Show** checkbox to display the media.

Because the **State Change** feature inherits media content from the previous "button view," tracing all possible paths through the interactive playlist is crucial to maximize efficiency. The complexity added by a **State Change** in one zone may not be realized until each path in the interactive playlist is thoroughly explored.

Starting with the **Default** "button view" of the **Bass** button and clicking through each room map button, the new playlist seems to function correctly. However, without changes, the "River Cottage Suites" **Text** widget is missing when the viewer selects the "Suite Assignments" button followed by a room map button.

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UTILIZING BUTTON ACTIONS (CONTINUED)

Without changes, the **State Change** checkbox in the "Title" zone is not selected when the viewer moves from the "Suite Assignments" button to any other buttons. A lack of **State Change** dictates there should be no change of media in the "Title" zone. Since the "Title" zone is not displayed in the "Suite Assignments" "button view," the content in the "Title" zone is also not displayed when the next button is selected. The next button inherits the media in the "Title" zone, or lack of, from the "Suite Assignments" button.

X Suite Assignments	✓	👁	▯→	←▯	◁	☐
Zone						
BG	☐	☐	-	-	◼	☐
Maps	◼	◼	10	10	◼	☐
Title	◼	☐	-	-	◼	☐
Buttons	☐	☐	-	-	◼	☐

Wiper	✓	👁	▯→	←▯	◁	☐
Zone						
BG	☐	☐	-	-	◼	☐
Maps	◼	◼	9	9	◼	☐
Title	☐	☐	-	-	◼	☐
Buttons	☐	☐	-	-	◼	☐

To correct this oversight, the **State Change** and **Show** checkboxes in the "Title" zone must be selected for each of the room map buttons. Enabling the **State Change** and **Show** checkboxes ensures the "River Cottage Suites" **Text** widget is summoned with each room map "button view." These button actions enable a change of content in the "Title" zone when traveling from a "button view" that previously omitted the "River Cottage Suites" **Text** widget.

X Suite Assignments	✓	👁	▯→	←▯	◁	☐
Zone						
BG	☐	☐	-	-	◼	☐
Maps	◼	◼	10	10	◼	☐
Title	◼	☐	-	-	◼	☐
Buttons	☐	☐	-	-	◼	☐

| Wiper	✓	👁	▯→	←▯	◁	☐
Zone						
BG	☐	☐	-	-	◼	☐
Maps	◼	◼	9	9	◼	☐
Title	◼	◼	-	-	◼	☐
Buttons	☐	☐	-	-	◼	☐

IDLE MODE

The **Idle Mode** feature is typically used to attract viewer interest after the interactive sign has been left idle for a certain period of time. An existing "button view" or an entirely new sequence of media can be summoned to attract viewer interest again. This feature can also be used to "reset" the sign or to automatically return to the "Home Screen" when a viewer leaves the sign at another location of the playlist, or another "button view."

Each **Button** window offers fields labeled **Idle Delay** and **Idle Delay Action Button**. The combination of these buttons provides action after the interactive sign is left idle. The amount of time a sign is idle before entering **Idle Mode** is determined by the **Idle Delay** field.
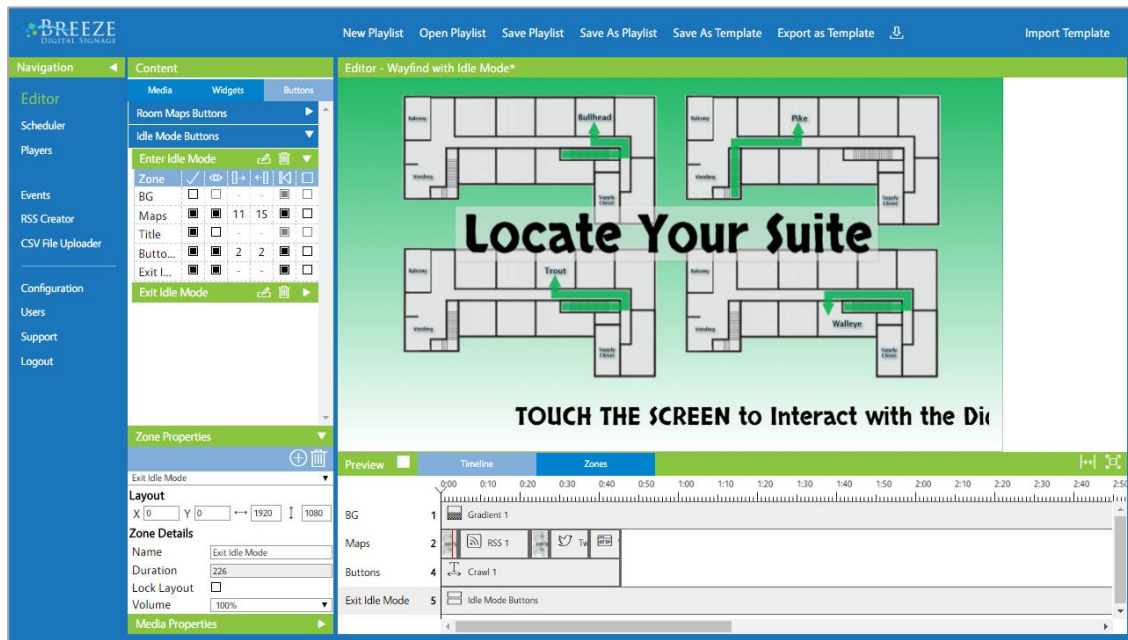

The **Idle Delay** is 60 seconds by default, but no action is taken until a button is selected in the **Idle Delay Action Button** field. Without a "button view" selected, no action can be taken after the **Idle Delay** expires.


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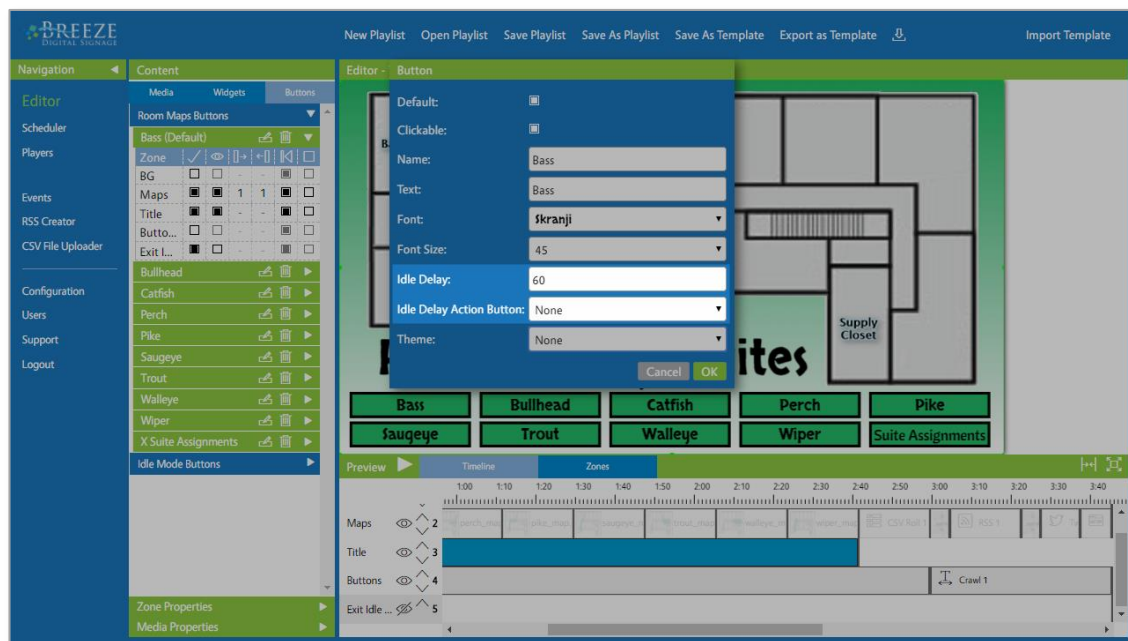
A non-clickable button is used to display entirely different content than is visible by selecting buttons. Non-clickable buttons are displayed in the **Canvas** with a red border.
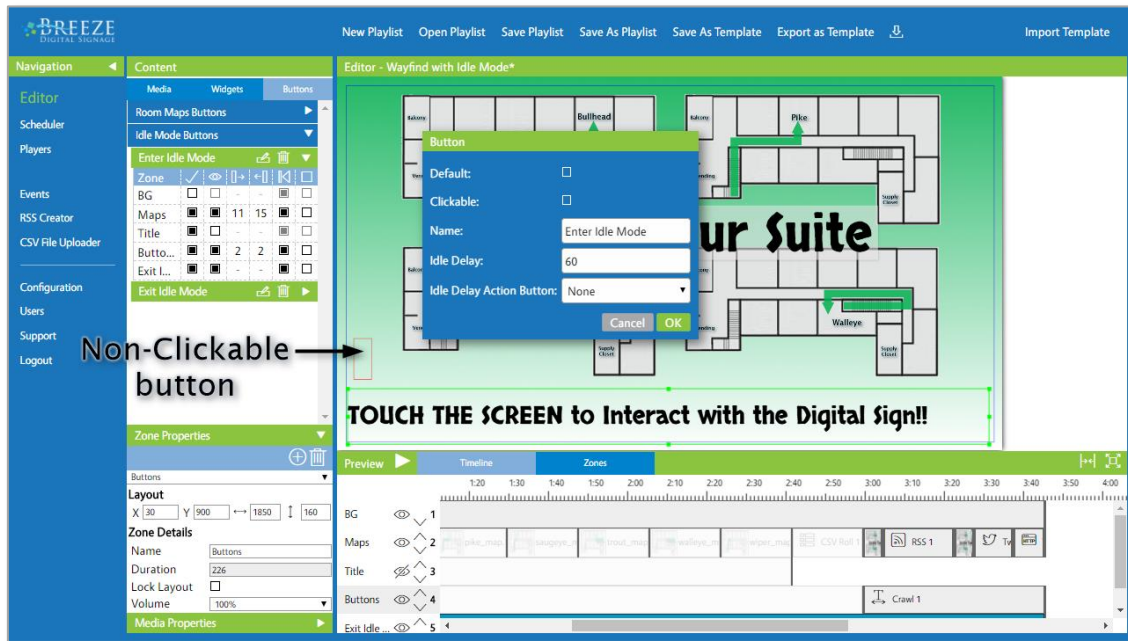
In the image below, the "Enter Idle Mode" non-clickable "button view" is summoned, and the sign rotates through a series of media until a viewer interacts with the sign again.

## USE IDLE MODE TO RESET "HOME" SCREEN:

1. Open the **Button** window.
2. Select the "button view" to summon in **Idle Mode**.
3. Modify the **Idle Delay** is desired. Click **OK** to save changes.
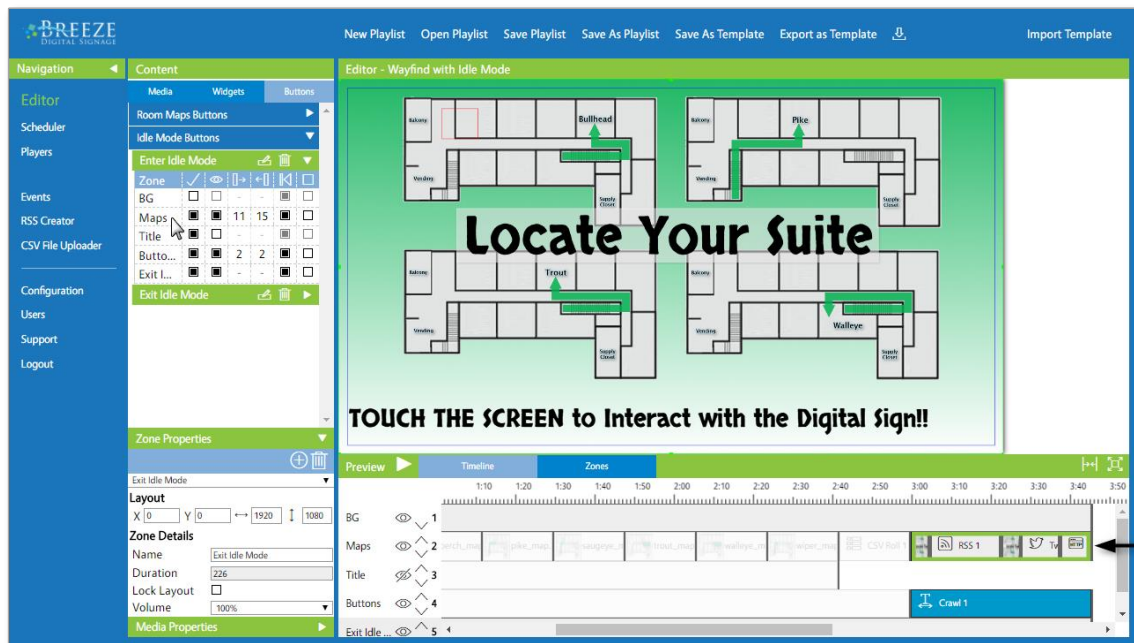4. Repeat for each button.
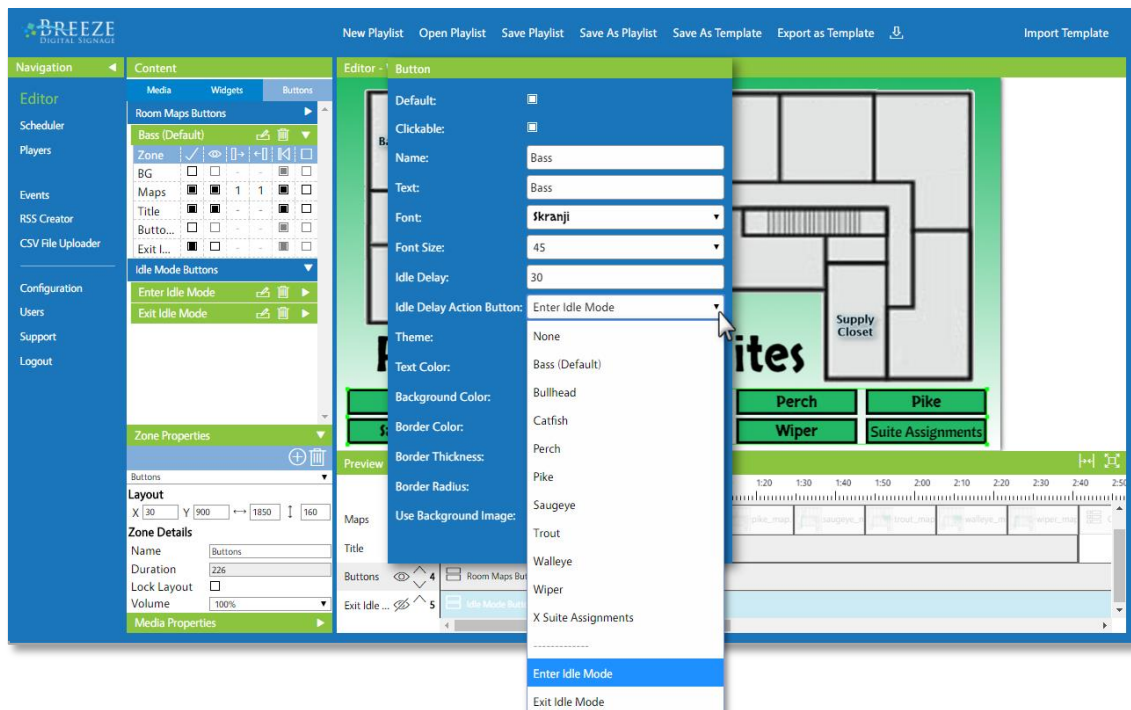
TIMELINE, PREVIEW & INTERACTIVITY

The "button view" is generated in the **Canvas** when a **Button** header is selected. In the **Timeline**, media icons are grayed out that are not part of the selected the "button view." The media icons selected as part of the "button view" are left fully colored in the **Timeline**.
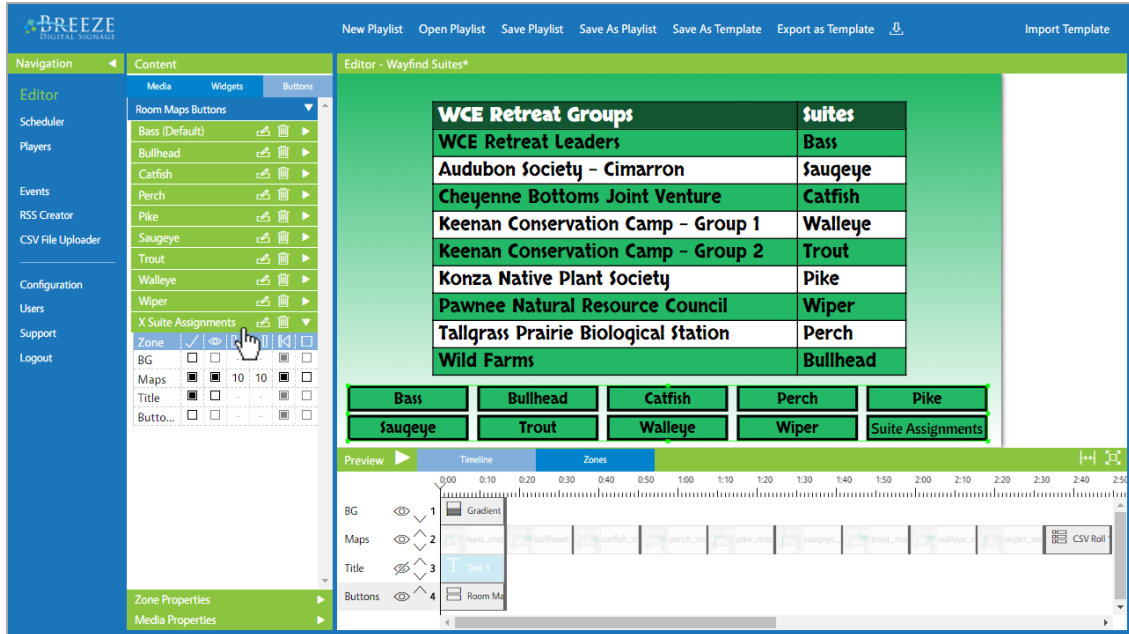
Zones of content that are not displayed in the "button view" are marked with the **Hide Zone** function in the **Timeline**. The **Hide Zone** function can be manually enabled using the eye button to the left of each zone label in the **Timeline**. To learn more about the **Hide Zone** function in the **Timeline**, please refer to the **Timeline & Zone View** section in the **Breeze Quick Start Guide**.

When the cursor hovers over a zone in a **Button** panel, a green border outlines the media items in the zone selected as the "button view" in the **Timeline**.

TIMELINE, PREVIEW & INTERACTIVITY (CONTINUED)

The **Preview** feature functions almost identically to a **Breeze** player. While the **Preview** does react on touch screen devices, mouse clicks can also be used to test interactions for users without touchscreens.

An interactive playlist can be verified by testing all button actions and "button views" in **Preview** mode. To learn more about the **Preview**, please refer to the **Preview** section in the **Breeze Quick Start Guide**.

As buttons are selected in the **Preview**, the **Timeline** changes to display only the media icons that are valid for that "button view." This is similar to the **Timeline** when **Button** headers are selected, but instead of graying out media icons or using the **Hide** function, only the media icons selected as part of that "button view" are displayed in the **Timeline**.
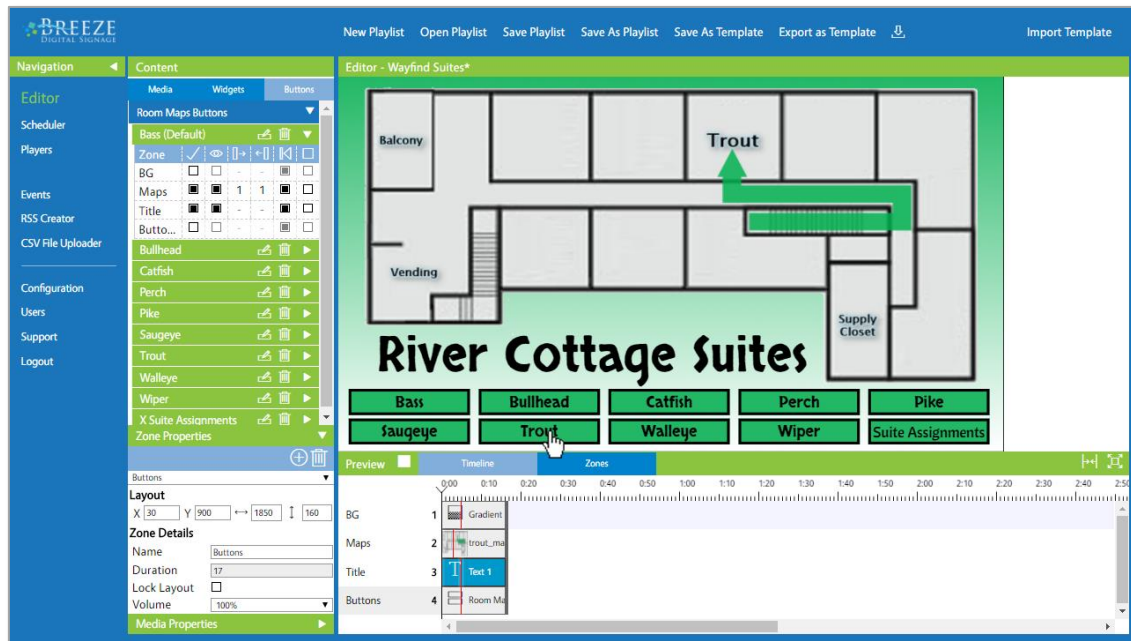
TESTING INTERACTIVITY:

1. Click the **Preview** button ▶ to begin the **Preview**.

2. Touch or use the mouse to click on each button in the **Preview**.

3. Stop the **Preview** and correct as needed.

4. Repeat until the playlist **Preview** functions correctly.

CONSOLIDATED STEPS TO BUILD INTERACTIVE PLAYLISTS

1. CREATE NEW PLAYLIST

Breeze Quick Start pgs 6

2. CREATE ZONE LAYOUT AND ADD MEDIA CONTENT

Breeze Quick Start pgs 8-15

3. ADD A BUTTON TO A PLAYLIST

Interactive Guide pgs 5-9

1. Add a new **Button Group** to a zone. The zone automatically enters **Button Edit Mode**.
2. Click on and drag the **Button** widget in the **Widgets** panel into the zone in **Button Edit Mode.**

4. OPTIONAL: DISABLE STATE CHANGE FEATURE

Interactive Guide pg 13

1. Enable the **State Change** checkboxes for all zones in each **Button** panel.

5. USING SHOW TO CREATE A "BUTTON VIEW"

Interactive Guide pgs 14-15

1. Select the **Button** header to reveal the **Button** panel.
2. Select the **Show** checkbox to display media when the button is selected.
3. Click on the **Button** header to verify the "button view" is correct in the **Canvas**.

6. USE STATE CHANGE TO MAXIMIZE EFFICIENCY

Interactive Guide pgs 16-18

1. Evaluate which zones of content will change from one "button view" to the next.
2. If the zone content will change, select the **State Change** checkbox.
3. Adjust the **Show** (and/or **Trim**) button actions to display the desired "button view" when the button is selected.

7. TO TRIM A ZONE OF MEDIA

Interactive Guide pgs 19-21

1. Click on the **Trim** area of the desired zone in the **Button** panel. The **Trim Zone** window opens.
2. Click the drop-down arrow of the **Trim Left Media** field to select the starting media item in the zone.
3. Click the drop-down arrow of the **Trim Right Media** field to select the ending media item in the zone.

8. TESTING INTERACTIVITY

Interactive Guide pgs 27-28

1. Click the **Preview** button to begin the **Preview**.
2. Touch or use the mouse to click on each button in the **Preview**.
3. Stop the **Preview** and correct as needed.
4. Repeat until the **Preview** functions correctly.

9. CREATE A SCHEDULE & UPDATE THE PLAYER

Breeze Quick Start pgs 25-32