



MediaXtreme I³ Documentation

Version 1.6

January 2016

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MEDIAXTREME I³ SOFTWARE STRUCTURE

MediaXtreme I³ creates interactive playlists and displays these playlists on touch screens. Customized touch screen content is designed in the **I³ Editor**. The **I³ Player** displays the customized, interactive content on the touch screen.

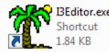
The **I³ Editor** interface is designed to work using two layers: a lower layer containing media, such as images or text, and an upper, transparent layer where interactive touch areas are defined. Areas that react to touch on the screen are referred to as **Hot Spots**. **Hot Spots** can be created anywhere on the screen using the **Hot Spot** selection tool.

When a project built in **I³ Editor** is saved, it is saved as a **TSA file (TSA=Touch Screen Application)**. The combination of the layer containing media and the **Hot Spot** layer creates one **TSA** file. A **Hot Spot** in a **TSA** file can call another **TSA** file and these files can be nested for intuitive user interactivity. An interactive playlist is the combination of all linked **TSA** or media files.

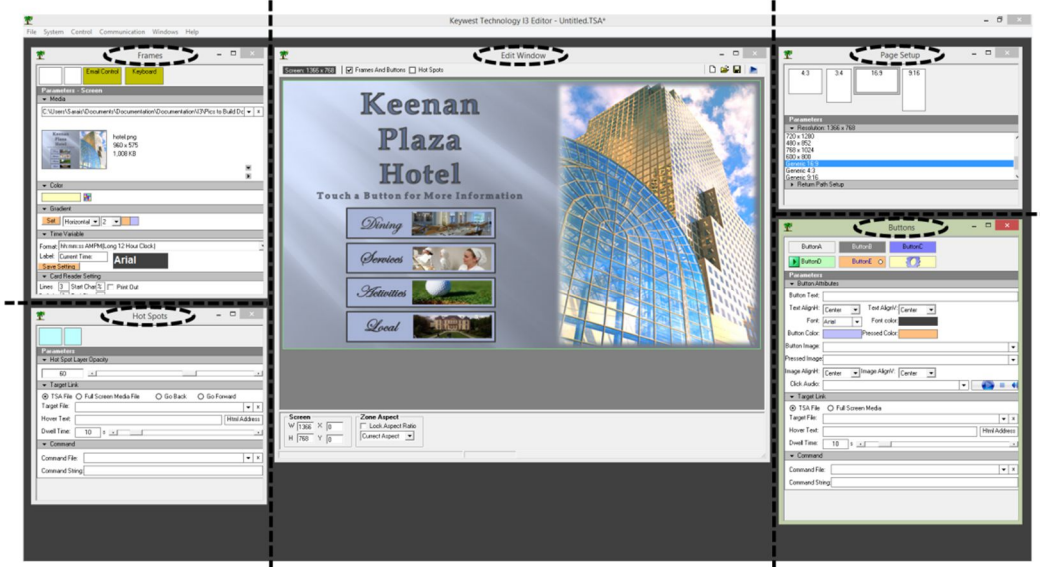


NAVIGATING I³ EDITOR

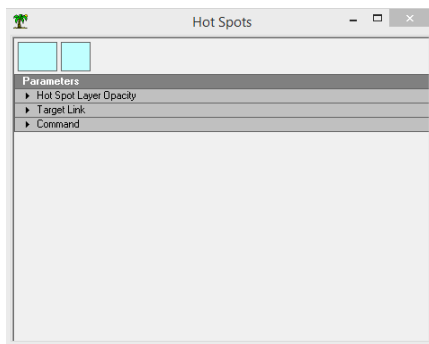
Double-click on the I³ Editor icon on the desktop to open the editor program.



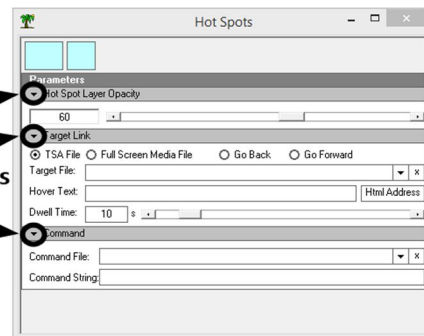
Five windows exist within the primary I³ Editor window: **Frames**, **Hot Spots**, **Edit Window**, **Page Setup**, and **Buttons**. Each window holds a set of tools used to design different aspects of an interactive playlist.



Drop-down arrows are used to expand and minimize various I³ Editor parameters, or tools. In the window show below on the left, all of the tools are hidden. Clicking on the black arrow left of the parameter name expands the tool, revealing the tool's settings. Clicking on the black arrow a second time minimizes the tool's settings again.



Show/Hide tools



I³ TOOLBAR

A toolbar at the top of the main I³ Editor window holds functions and features that apply to the entire interactive playlist. The five I³ Editor windows apply to the currently open TSA file only.



For example, the **System** menu offers a feature called **Idle Mode** which displays a different playlist after a specific amount of time without touch screen interactivity.

Some **Toolbar** features are minimal, and can be described in a page or two. These are the **File**, **Control**, **Windows**, and **Help** menus. Other **Toolbar** features are sophisticated enough to require an entire section detailing the feature's functionality. These **Toolbar** menus, **System** and **Communication**, are described in sections at the end of the manual. **Communication** holds the **Interactive Package Scheduler**, used to communicate with the I³ Player. **System** deals with several advanced editing capabilities. Both of these features are typically utilized after an interactive playlist is built, and therefore, the end of the manual is an appropriate place for the information about these features.

FILE

The **File** menu holds common tools associated with playlist file functions, such as **New**, **Open**, **Save**, and **Save As**.

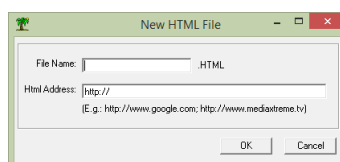


Initially, a user will need to pay close attention to the resolution setting when creating new **TSA** files. A new **TSA** file inherits the resolution setting of the **TSA** file that was last open. If all touch screens are the same resolution, then eventually the user will not need to be concerned with the resolution settings as it will always be the same. When multiple sizes of touch screens are being utilized, the user will need to ensure the correct resolution is selected every time a new **TSA** file is created. Please see the section detailing the **Page Setup** window on page 31 for more information about resolution settings.

After a **TSA** file is initially saved, each additional save is considered an 'overwrite' by the software. A warning message confirms the user wants to save over the **TSA** file each time **Save** is selected.



Create Html Address is used to add a web page to a **TSA** file. An html address is saved as an .HTML file in the **I3\Application\Media** folder; the **File Name** field determines the name of the saved .HTML file in the **I3\Application\Media** folder. Web pages are covered in more detail in the **Html Address** section on page 20.



Load MX Paint Program opens the **MX Editor**. **MX Editor** is used to create a **Text Image**. **Text Image** is located in the **Media** parameter of the **Frames** window and is covered in detail in the **Text Image** section on page 21.

SYSTEM

The **System** menu offers four system tools: **Idle Mode Setup**, **Escape Page**, **Card Reader**, and **Mouse Button**. Please see page 35 for information about the **System** menu tools.

CONTROL

The **Player I3 Show** tool in the **Control** menu begins a preview of the open **TSA** file. The preview is complete with interactivity so **Hot Spots** and buttons can be used to move through all connected files, creating the same experience as a user will encounter on the touch screen. Right-click on the mouse or press **End** on the keyboard to exit preview mode.

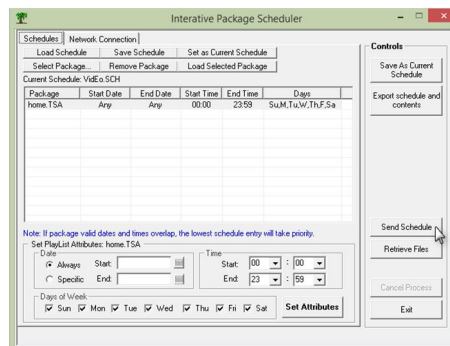


An interactive playlist must be saved at least once before it can be previewed. Because the **Player I3 Show** works in conjunction with the saved **TSA** file, an error message will confirm the user wants to “overwrite,” or save, each time a **TSA** file is previewed.



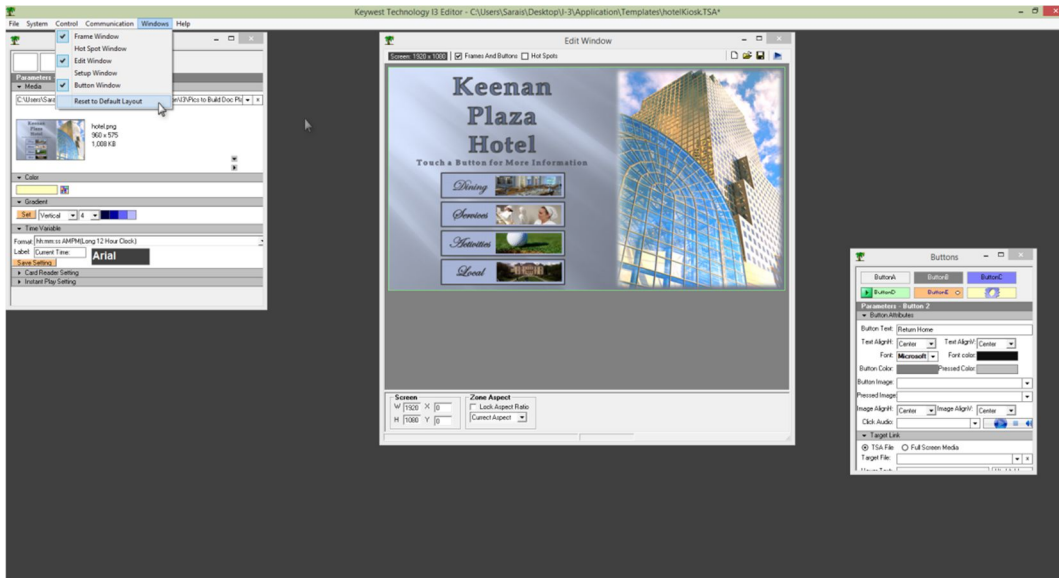
COMMUNICATION

The **Communication** menu holds just one item: the **Interactive Package Scheduler**. This is used to send **TSA** files to the players, or touch screens, and to schedule **TSA** files for different playlists to shown at different times of the day or week. Please see the section called **Interactive Package Scheduler** on page 39 for more information.



WINDOWS

The **Windows** menu offers tools to show and hide each of the five **I³ Editor** windows. Clicking on a window selection in the menu disables the window, and the checkmark is removed from the selection. In the image below, the **Windows** menu has checkmarks in front of the **Frames Window**, **Edit Window**, and **Buttons Window**, corresponding to the three windows open in the editor interface.



Selecting **Reset to Default Layout** restores any windows that have been disabled, and returns all windows to their default size and position.

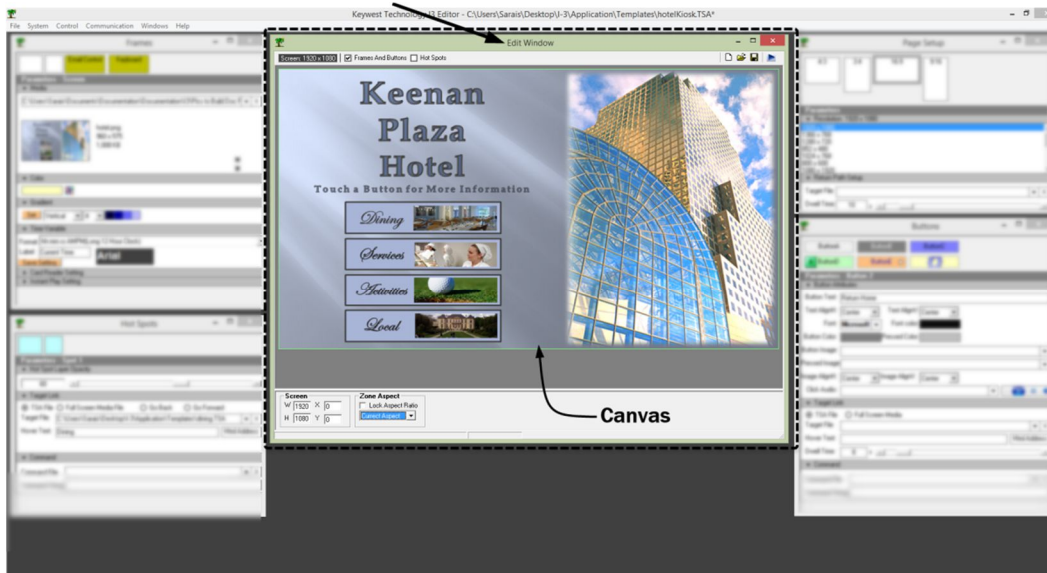
HELP

The **Help** menu holds one selection: **About I3 Editor...** Clicking on this selection opens a window with information pertaining to the editor software. The most important piece of information displayed in the **About MX I3** window is the **I3 Editor Version** number.



EDIT WINDOW

The main area of the **Edit Window** is the **Canvas**. The open **TSA** file is displayed in the **Canvas** as it is being designed, providing the user with a simulation of how the file will look on the touch screen.



At the top of the window are checkboxes to enable or disable each layer. **Frames And Buttons** is the lower layer containing media, and **Hot Spots** is the upper layer used to define areas on the screen that will react to touch. When the **Frames And Buttons** checkbox is enabled, frames and other media elements in the lower layer can be incorporated and edited.

When the **Hot Spots** checkbox is enabled, areas of the screen which will react to touch are defined. The lower layer containing media cannot be accessed while the **Hot Spots** checkbox is enabled. Both checkboxes are typically enabled when creating **Hot Spots**, so the lower layer of media can be seen while the **Hot Spot** areas are defined.

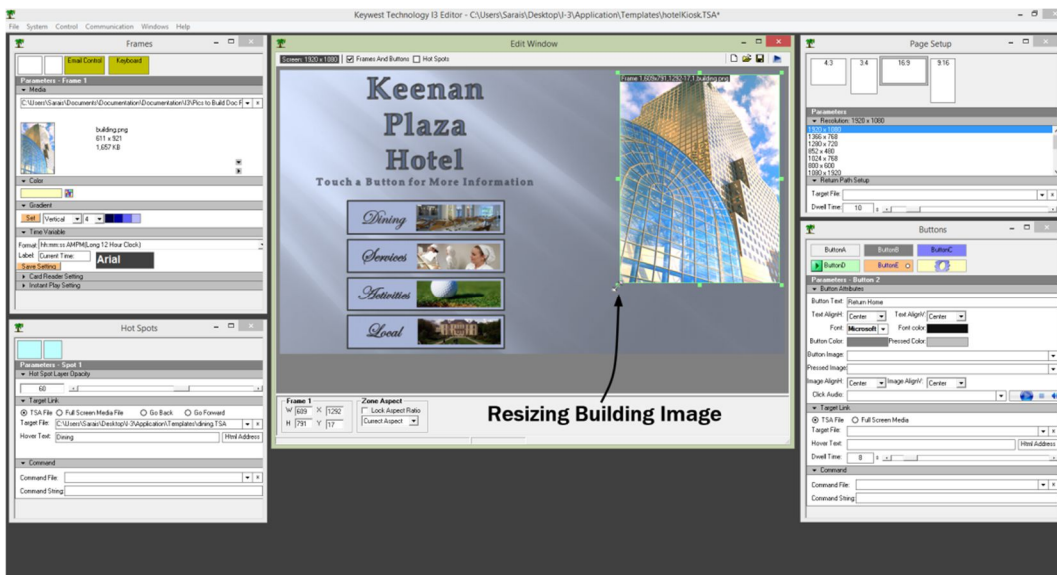
CANVAS

The **Canvas** offers many intuitive user functions, such as selecting, resizing and repositioning frames, buttons, and **Hots Spots**. Right-clicking in the **Canvas** areas reveals pop-up menus that assist users in designing playlists. Many of the functions in these pop-up menus are also available in the various **I³ Editor** windows, such as adding a frame or a button. These menus are included to provide quick access to the certain tools.



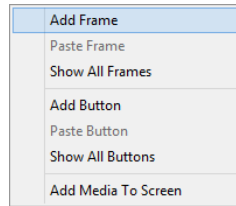
The most intuitive function in the **Canvas** is resizing and repositioning frames, buttons, and **Hots Spots**. Drag-and-dropping a graphical item is a very common software function, and one that a user usually discovers quickly. A light green border surrounds the screen, frame, or button when it is selected. **Hot Spots** are surrounded by a blue border when selected.

Grabbing an anchor at the edge or corner of a frame allows for the frame to be resized. A frame containing the building file in the image below has been resized by dragging the edge of the frame to reduce the size of the building image.



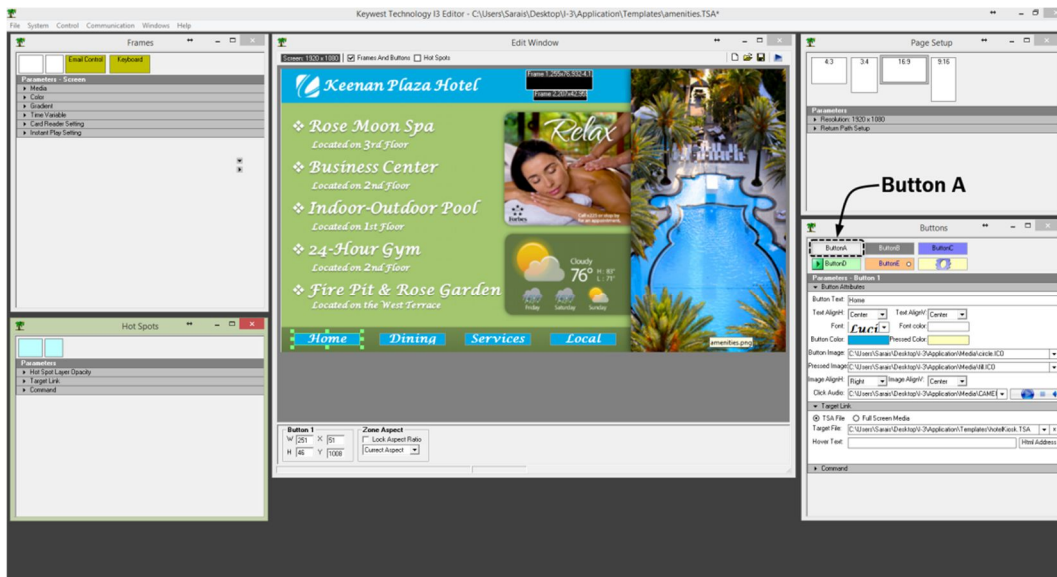
CANVAS POP-UP MENUS

When a user right-clicks in the **Canvas** (not on an existing frame), the following pop-up menu appears.



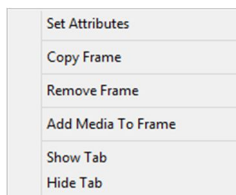
A frame is used to include additional media that is not part of the screen. **Add a Frame** creates an empty frame in the **Canvas** to which media files, web pages, text, and other media can be added. A frame can be copied and pasted within a **TSA** file. Please see page 16 for more information about frames.

Premade buttons are included in **MediaXtreme I³** for users who do not want to create interactivity areas by adding **Hot Spots**. These buttons also have special functionality that cannot be accomplished with **Hot Spots**, such as sound or movement. **Add Button** creates a button in the style of **Button A**. A button can also be copied and pasted within a **TSA** file. Please see page 33 for more information about buttons.



Add Media to Screen populates the screen element with the selected media. This action will replace media that already exists in the screen element.

A different menu is generated when the user right-clicks on a frame in the **Canvas**. **Set Attributes** is addressed in the following section. **Add Media to Frame** populates the frame with the selected media.



Show Tab and **Hide Tab** reveals and hides the information at the top left of each frame.

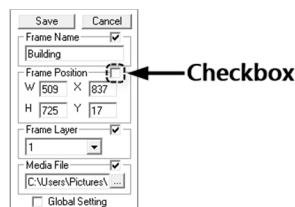
A third type of menu is generated when the user right-clicks on a button or **Hot Spot** in the **Canvas**. This menu has just two selections: **Copy** and **Remove**.

SET ATTRIBUTES WINDOW

The **Set Attributes** selection on the right-click menu opens a window with settings associated with the frame. This window is also used to customize what information is displayed in the **Tab** of the frame. The frame **Tab** is a line of information at the top right corner of each frame. This is the same information that is displayed in the tool tip when hovering over a frame in the **Canvas**.



Checkboxes to the right of each of the four areas (**Frame Name**, **Frame Position**, **Frame Layer**, and **Media File**) in the **Set Attributes** window enables or disables each set of information from displaying in the frame **Tab**.



Several fields in this window can be found other places in the **I³ Editor**, such as the **Frame Position** fields that are also available in the **Edit Window Status Bar** when the frame is selected. However, the **Set Attributes** is the only place to change the **Frame Name** or **Frame Layer**.

Frame Name is simply a label for the frame. When a frame is selected, the **Frame Name** is displayed in the **Edit Window Status Bar** and the frame **Tab** (when the **Frame Name** checkbox is enabled).

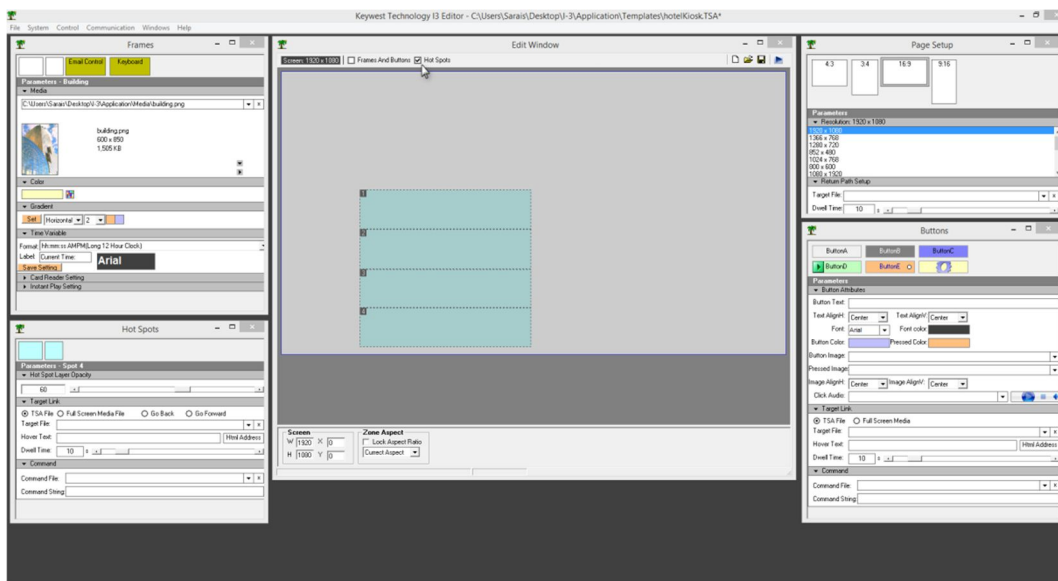
Frame Layer defines how media behaves when frames overlap. By default, frames are layered according to the order in which they were added to the **TSA** file. If a frame on layer 2 overlaps the frame on layer 1, then the content in the lower frame will be covered by the content in layer 2. Only one frame can exist per layer, and changing a frame layer to a smaller increment bumps up the layer numbers of all other frames in the **TSA** file.

EDIT WINDOW TOOLBAR

Several important tools span the top of the **Edit Window**. The **Screen** field displays the current screen resolution. This field can be used to review as well as adjust the screen resolution. (Please see the section called **Page Setup** on page 31 for more information about resolution.)



Two checkboxes reside to the right of the **Screen** field: **Frames And Buttons** and **Hot Spots**. These checkboxes enable and disable each of the two layers used to build interactive playlists in **MediaXtreme I³**. When **Frames And Buttons** is disabled and **Hot Spots** is enabled, the user sees just an outline of the **Canvas** and the **Hot Spots** in the **TSA** file.



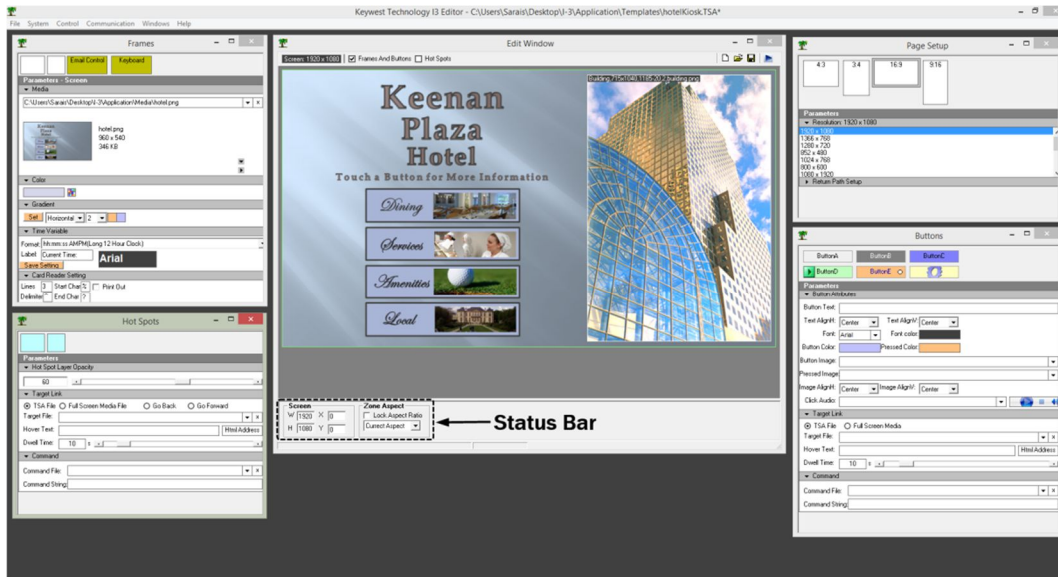
When both checkboxes are disabled, the **Canvas** area is empty.

In the upper right corner of the **Edit Window** is a **Quick Access Toolbar** containing **New**, **Open**, **Save**, and **Preview** buttons. The **Preview** button shows a full-screen preview of the **TSA** file complete with interactive **Hot Spots**. An interactive playlist must be saved at least once before it can be previewed. The **Preview** button has the same function as the **Player I3 Show** tool in the **Control** menu on the **I³ Editor Toolbar**. After a preview is started, a user must right-click on the mouse or press **End** on the keyboard to exit preview mode.



EDIT WINDOW STATUS BAR

The **Edit Window Status Bar** is located at the bottom left of the **Edit Window**.



The **Status Bar** is titled with the name of the frame, button, or **Hot Spot** that is currently selected in the **Canvas**. The **Status Bar** provides an easy way to clarify which graphical item, or element, is currently selected. In the screenshot above, the selected frame is named **Building**. When the screen is selected, the **Status Bar** is titled **Screen**.

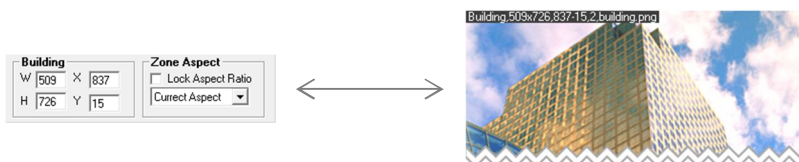
The **W** and **H** fields represent the width and height of the selected element in screen units. A screen unit in the **Canvas** is equal to a pixel on the touch screen when the resolution is set correctly. The **X** and **Y** fields are the number of screen units an element is offset from the upper left corner of the **Canvas** area. **X** is the number of screen units an element is placed from the left edge, while **Y** is the number of screen units an element is from the top. These fields are extremely useful when attempting to design a layout with exact dimensions.

When the screen media is selected, the **W** and **H** fields are identical to that of the screen resolution, and the **X** and **Y** fields are zero. Changes made to the **W**, **H**, **X**, or **Y** fields while the screen is selected are disregarded. The screen size must be adjusted using the **Resolution** tool in the **Page Setup** window, or the **Screen** field of the **Edit Window** toolbar.



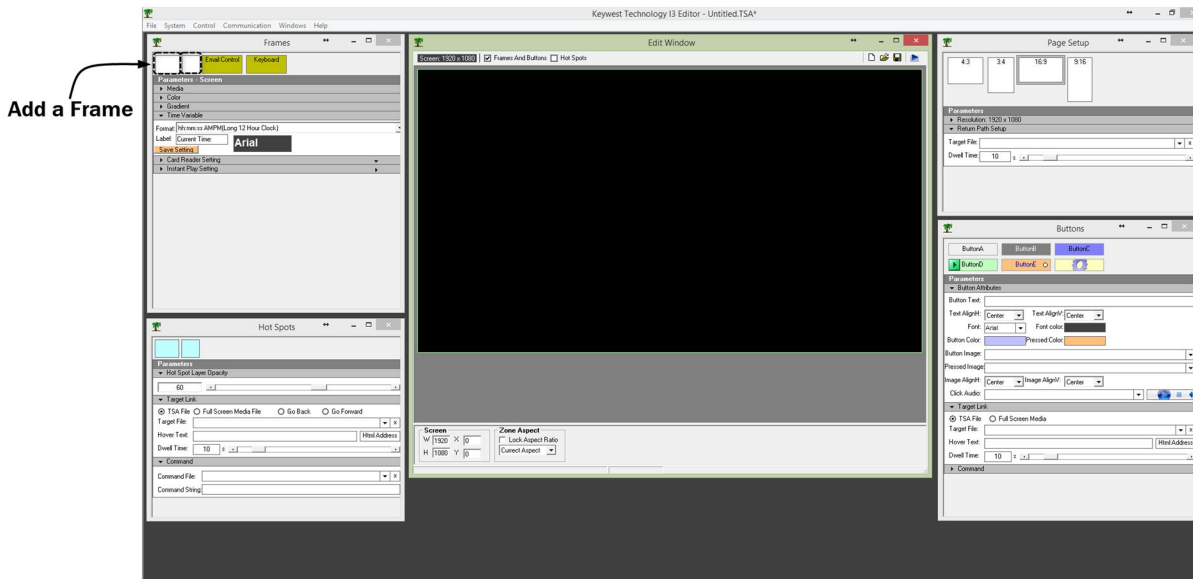
Zone Aspect defines the manner in which a frame is resized in the **Canvas**. When the **Lock Aspect Ratio** checkbox is enabled, an element's dimensions, or width and height, will change proportionately. In other words, as the height of an element is increased or decreased, the width of the element is also increased or decreased at the same rate, and vice versa.

Much of the same information displayed in the **Status Bar** is displayed in the frame **Tab** at the top left corner of each frame.



FRAMES

When a new **TSA** file is created, the screen element is ready to accept media. The screen can hold one media file, web page, background color, or gradient.



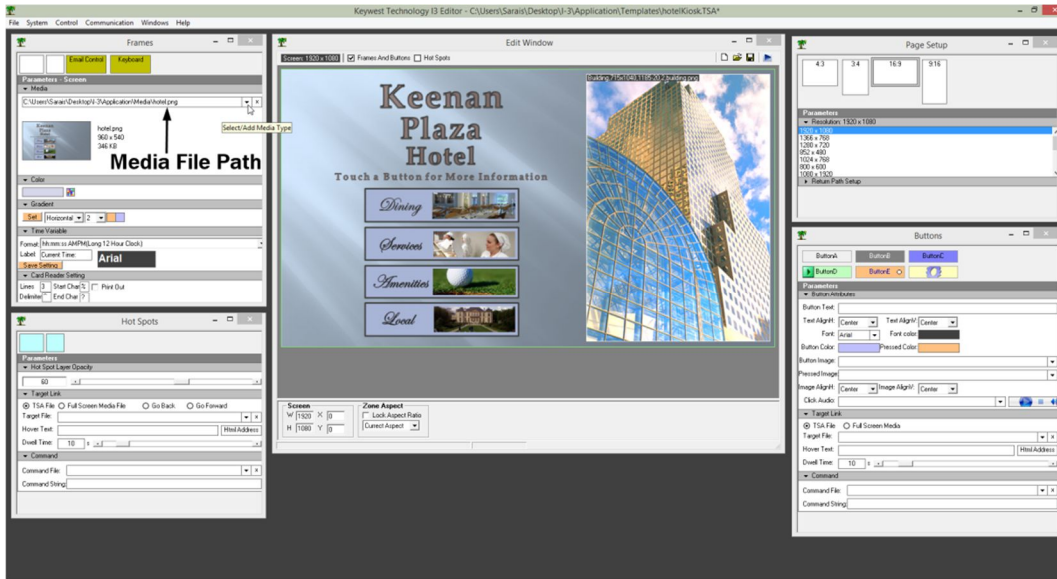
To include additional media that is not part of the screen, a user must add a frame. If a user is building playlist images using a separate graphic designer, then the **Frames** window may never be employed. Images of buttons can be created as part of the file in the graphic designer program and made interactive by creating **Hot Spots** over the button images. In fact, any area of a screen image can be utilized as a button, simply by adding a **Hot Spot** to it.

The **Frames** window offers graphic design capabilities within the I³ Editor interface. Two white boxes at the top of the **Frames** window are used to insert a new frame. Double-click on a box to add a frame to the **Canvas**. Size is the only difference between the two boxes, and the size can be adjusted subsequently at any time.

The **Email Control** and **Keyboard** boxes are customized features that cannot be implemented without additional configurations.

MEDIA

The **Media** parameter in the **Frames** window is used to design visual aspects of an interactive playlist using images, videos, web pages, and more.



Clicking on the drop-down arrow at the right of the **Media File Path** field generates a list of six options: **Media**, **Text Variable**, **Html Address**, **Text Image**, **VideoIn**, and **Folder**. When the screen or selected frame does not contain a media file, the **Media File Path** field is empty.



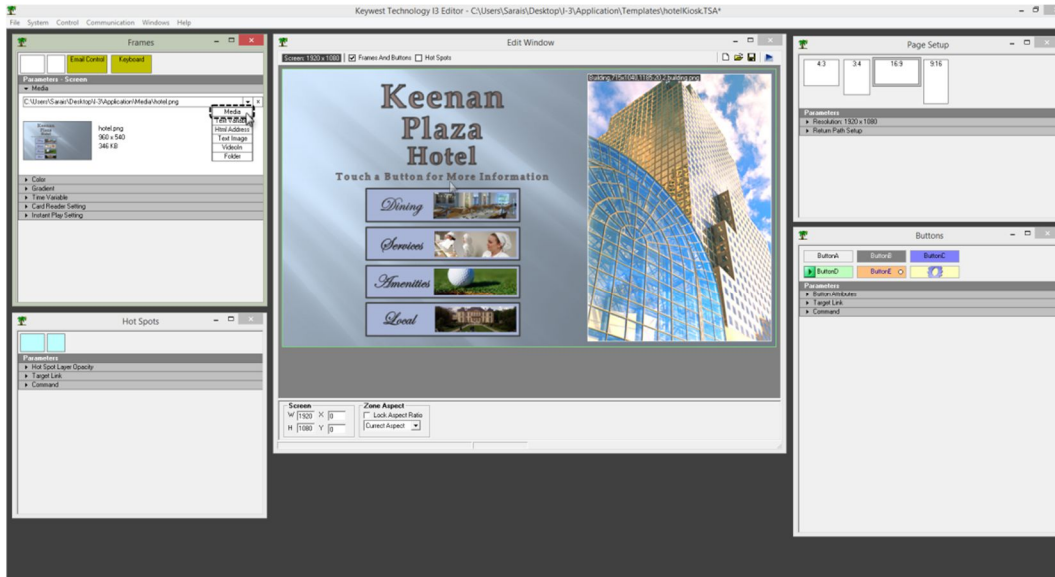
A thumbnail of and details about a selected file are shown in the **Media** area. The title of the file is followed by the resolution (or dimensions) of the file and the file size.

Text Variable files do not display a thumbnail, and when **Html Address** or **Folder** is selected, customized images are shown in place of the thumbnail.



MEDIA

The **Media** option in the **Media** tool is used to add a media file, such as an image or video, to a **TSA** file. Clicking on **Media** in the **Media File Path** field drop-down list opens a **File Explorer** window. Navigate to the image, video, or other desired file type and click open. The selected file populates the frame or screen and displays in the **Canvas**.



TO ADD AN IMAGE OR VIDEO TO A PLAYLIST:

1. Select the screen or a frame.
2. Click on **Media** in the **Media File Path** field drop-down list.
3. Navigate to and select the desired file using the **File Explorer** window.
4. Click **Open**.

The **Media** option can also be used to add a media file created through the **I³ Editor** to a playlist, such as saved web page address, a previously created **Text Image**, and more.

TEXT VARIABLE

Text Variable opens a simple text editor program. The background in the text editor canvas is white, but the background is rendered transparent on the player and the touch screen. Due to this transparency, a **Text Variable** is not shown in the **I³ Editor Canvas**. It is rendered correctly in the **Player I3 Show** preview.



The canvas of the **Text Variable** editor will exactly match the size of the frame that is selected when the **Text Variable** editor is opened. The text editor canvas size can be adjusted by dragging the edge of the text editor canvas. This action will also change the size of the frame in the **I³ Editor Canvas**.



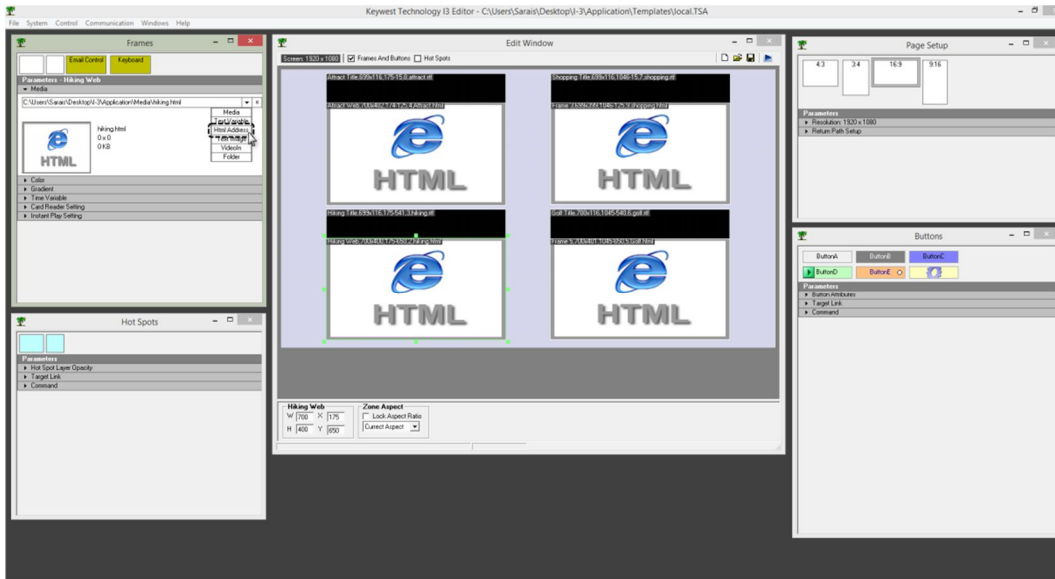
After the **Text Variable** has been designed, it must be saved as a file. This saved .rtf file (Rich Text Format) is added to the selected frame automatically. The saved **Text Variable** file can also be added to other frames in other playlists. The text will not display in the canvas, but the name of the **Text Variable** file is included in the frame **Tab** once it populates the frame.

TO ADD TRANSPARENT TEXT TO A PLAYLIST:

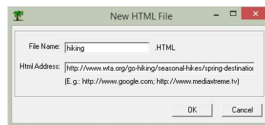
1. Select a frame. (A **Text Variable** cannot be placed in the screen element.)
2. Click on **Text Variable** in the **Media File Path** field drop-down list.
3. Type, resize, position, and format the desired text.
4. Click **Save**.

To editing an existing **Text Variable** file, select the frame containing the **Text Variable** and select **Text Variable** in the **Media** options list. This will open the **Text Variable** file in the text editor. Make the appropriate changes and **Save** the new **Text Variable** image over the previous one. This will overwrite the old **Text Variable** file with the new one in all interactive playlists containing the **Text Variable** file.

HTML ADDRESS



Html Address is used to add a web page to the screen or frame. The web page address, or html address, must be saved as a file before the web page can be added to an interactive playlist. The web page address is saved as an **.HTML** file in the **I3\Application\Media** folder. **File Name** determines the name of the saved web address file in the folder.



Like **Text Variable**, an **.html** file is not seen in the **Canvas**. A custom image of a web browser icon and the letters **HTML** populate frames or screens containing an **.html** file. Web pages are displayed in the **Player I3 Show** preview.



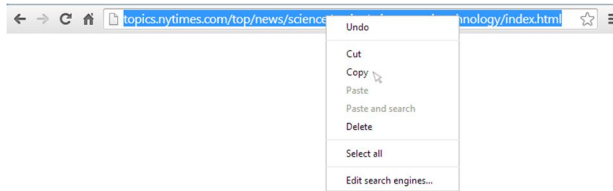
After a web page address has been saved as an **.HTML** file, it can be reused in other playlists by adding the saved **.HTML** file to a frame. Simply click on **Media** in the **Media File Path** field and navigate to the saved **.html** file in the **I3\Application\Media** folder.

ADDING WEB PAGES TO AN INTERACTIVE PLAYLIST

The easiest way to ensure a correct web address is saved in the **.HTML** file is to minimize the **I³ Editor** screen and copy and paste the desired web address from the web browser to the **Html Address** field in the **I³ Editor**. Using this method eliminates the chance of typos and other errors when entering long web addresses.

TO ADD A NEW WEB PAGE TO A PLAYLIST:

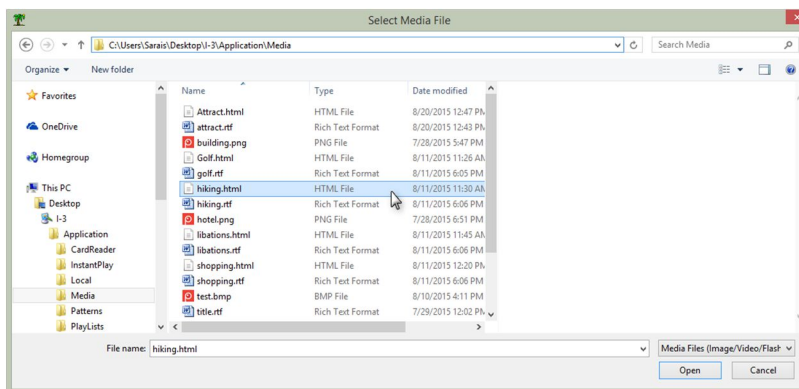
1. Select the screen or frame that will contain the web page, or **Html Address** file.
2. Click on **Html Address** in the **Media Options** drop-down list.
3. Minimize the **I³ Editor** screen, open a web browser, and navigate to the desired web page.
4. Right-click to copy the web address in the URL bar.



5. Type a name for the saved file in the **File Name** field and click **OK**.

TO ADD AN EXISTING .HTML FILE TO A PLAYLIST:

1. Select the screen or frame that will contain the web page, or **Html Address** file.
2. Click on **Media** in the **Media Options** drop-down list.
3. Select the saved **.html** file.
4. Click Open.



TEXT IMAGE

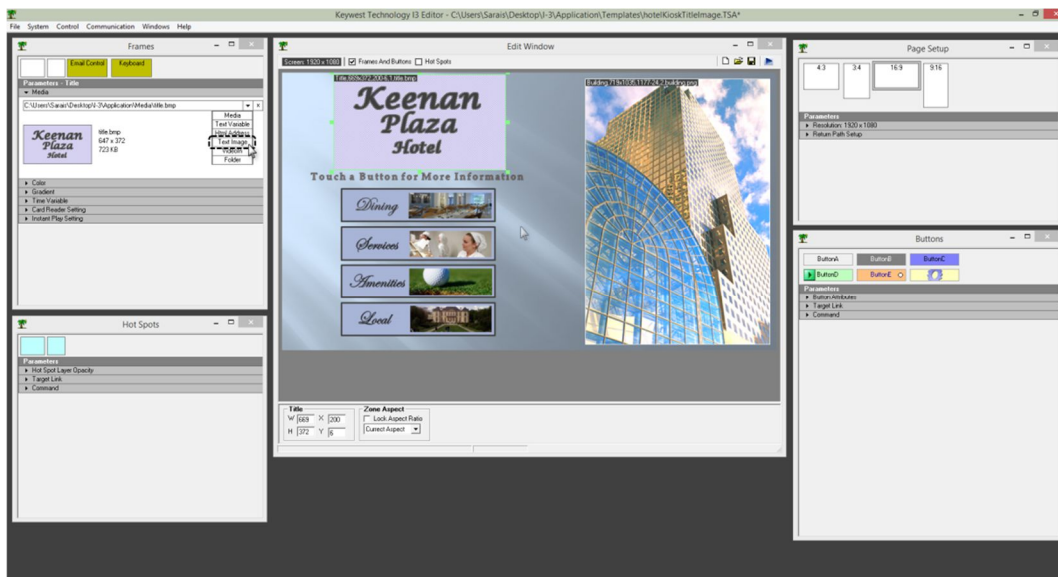
Clicking on **Text Image** opens a separate editor, called the **MX Editor**. This program functions much like a typical legacy computer graphics program (such as **Windows Paint**). **MX Editor** supports both text and graphics while the **Text Variable** supports simple text on a transparent background. Unlike **Text Variable**, **Text Image** does not render on a transparent background. The image generated in the **MX Editor** is exactly what will be displayed in the **I³ Editor Canvas** and on the touch screen.



TO ADD A TEXT IMAGE TO A PLAYLIST:

1. Select the screen or a frame.
2. Click on **Text Image** in the **Media File Path** field drop-down list.
3. Create the desired **Text Image** in the **MX Editor**.
4. Select **Save** from the File menu.

The **Text Image** is displayed in the **Canvas** once the file is saved. The **MX Editor** remains open. A user can make adjustments to the **Text Image** while the **MX Editor** is still open. Once finished, simply close the **MX Editor** program. Changes are not always reflected in the **I³ Editor Canvas** immediately, but will appear correctly in the **Media** area thumbnail and in preview mode, or the **Player I3 Show**.

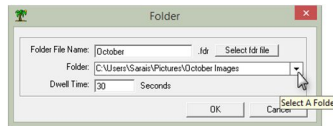


A saved **Text Image** file can be added to other interactive playlists by adding the saved **Text Image** file to a frame, in the same manner as saved **.HTML** files are added to playlists.

FOLDER

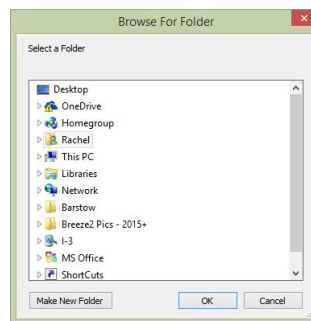
Folder allows for a series of files to be added to one frame. This series of files must be located in one directory, or folder, that can be accessed by the computer with **I³ Editor**. Clicking on the drop-down arrow in the **Folder** field opens a **File Explorer** window so the user can navigate to the desired folder.

The **Dwell Time** field defines the length of time that each file is displayed. The folder is saved in the **I3\Application\Media** folder, so a **Folder File Name** is also required. After the folder has been saved, it can then be added to a frame in other interactive playlists using the **Select fdr file** button.



TO ADD A NEW FOLDER

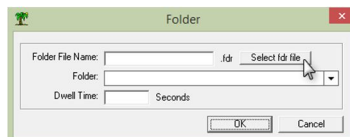
1. Select the **Frame** that will display the series of files.
2. Click on **Folder** in the **Media File Path** field drop-down list.
3. Clicking on the drop-down arrow to the right of the **Folder** field opens a **Browse for Folder** window.



4. Select the desired folder and click **OK**.
5. Set the **Dwell Time** and type a name in the **Folder File Name**.
6. Click **OK** in the **Folder** window.


TO ADD A PREVIOUSLY SAVED FOLDER

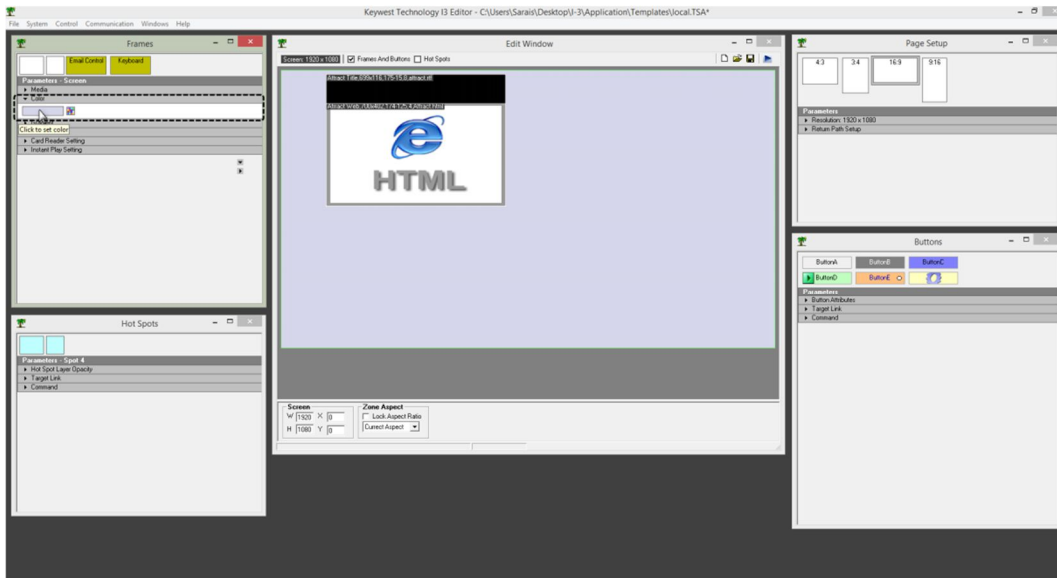
1. Select the **Frame** that will display the series of files.
2. Click on **Folder** in the **Media File Path** field drop-down list.
3. Click on the **Select fdr file** button. (This opens the **I3\Application\Media** directory, and displays only the previously saved .fdr files.)



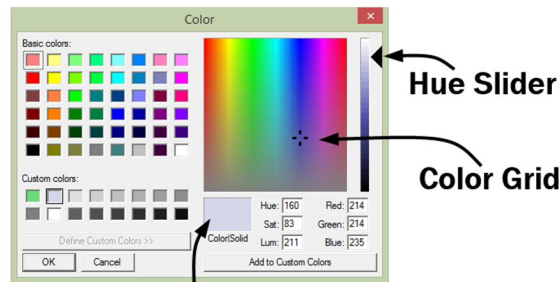
4. Choose the desired .fdr file and click **Open** in the **Select Folder File** window.
5. Click **OK** in the **Folder** window.

COLOR

Color fills the screen or frame with a solid color. To select the color, click on the multi-colored box  in the **Color** tool panel.




The **Color** selection window opens, and several color selection controls are available. A color can be selected by clicking in the color grid and adjusting the hue slider, or by typing numbers in the **Hue**, **Sat**, and **Lum** fields, or by typing numbers in the **Red**, **Green**, and **Blue** fields. The **Color/Solid** area displays the color that is currently selected in the **Color** window.



Currently Selected Color

Clicking on **Add to Custom Colors** saves the currently selected color in the **Custom colors** area. These custom colors are only retained while the **I³ Editor** is open. When the **I³ Editor** is closed, the colors saved in the **Custom colors** area are lost.

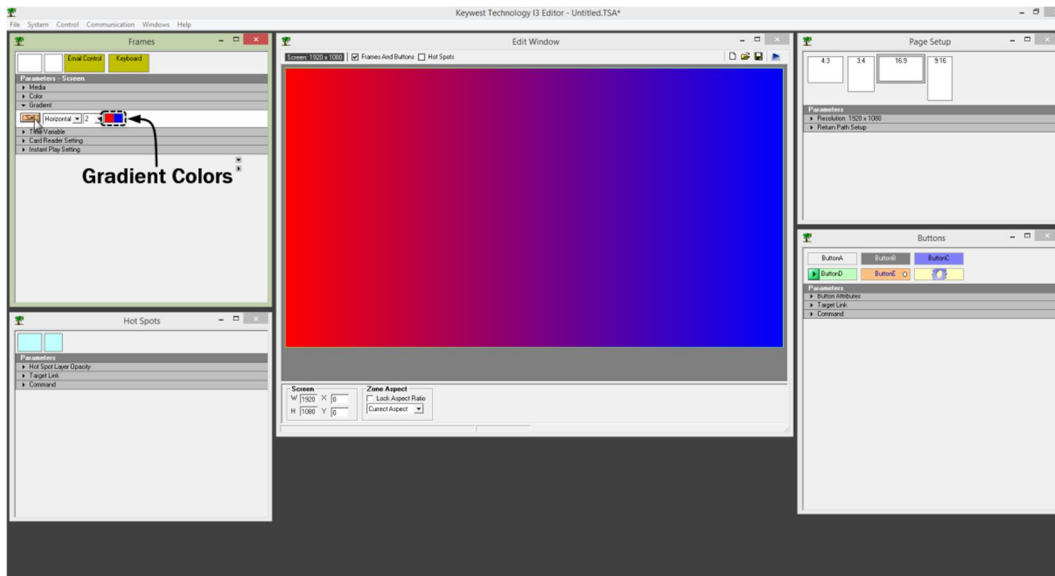
TO ADD A COLOR TO THE SCREEN OR A FRAME:

1. Select the screen or frame that to be filled with a **Color**.
2. Click on the small, multi-colored box in the **Color** tool panel. 
3. Select the desired color in the **Color** window by clicking in the color grid and adjusting the hue slider, typing numbers in the **Hue**, **Sat**, and **Lum** fields, or by typing numbers in the **Red**, **Green**, and **Blue** fields.
4. Click **OK**.

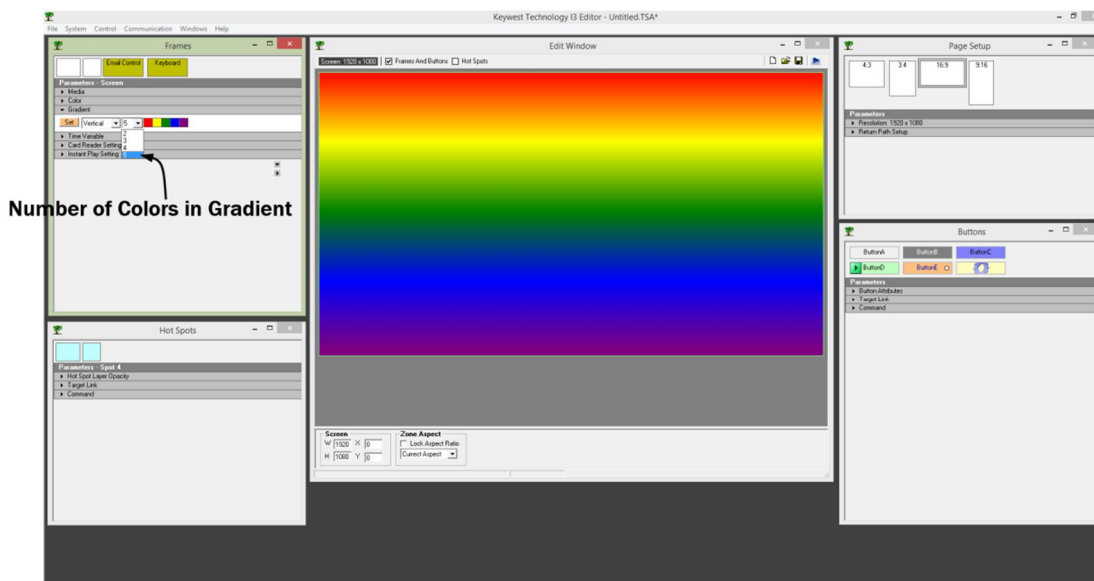
The **Color** can be adjusted at any time by clicking on the small, multi-colored box in the **Color** tool panel while the frame or screen containing the color media is selected.

GRADIENT

The **Gradient** parameter, or tool, fills the screen or frame with a linear color gradient, situated in either a horizontal or vertical direction. Clicking the **Set** button generates the gradient. To update the gradient after changes are made, click the **Set** button again.



Up to five colors can be selected for the gradient, and the number of colored boxes changes in the **Gradient** panel as the number of selected colors is changed. The number in the drop-down field next to the direction setting determines the number of colors in the gradient. Between 2 and 5 colors can be selected. Clicking in these small solid color boxes opens the same **Color** window as covered on the previous page.



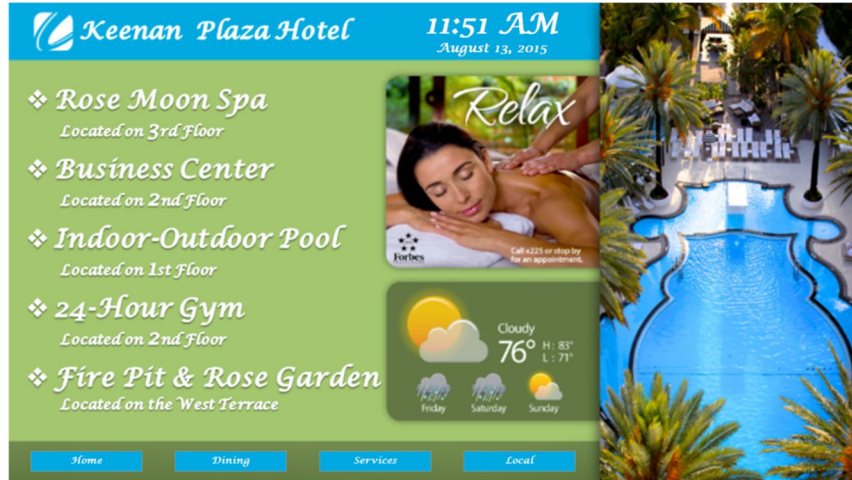
STEPS TO ADD A GRADIENT TO THE SCREEN OR A FRAME

1. Select the screen or frame to be filled with the gradient.
2. Set the direction for the gradient and the number of colors for the gradient.
3. Click on the small, colored boxes to choose the gradient colors.
4. Click on the **Set** button to generate the gradient.

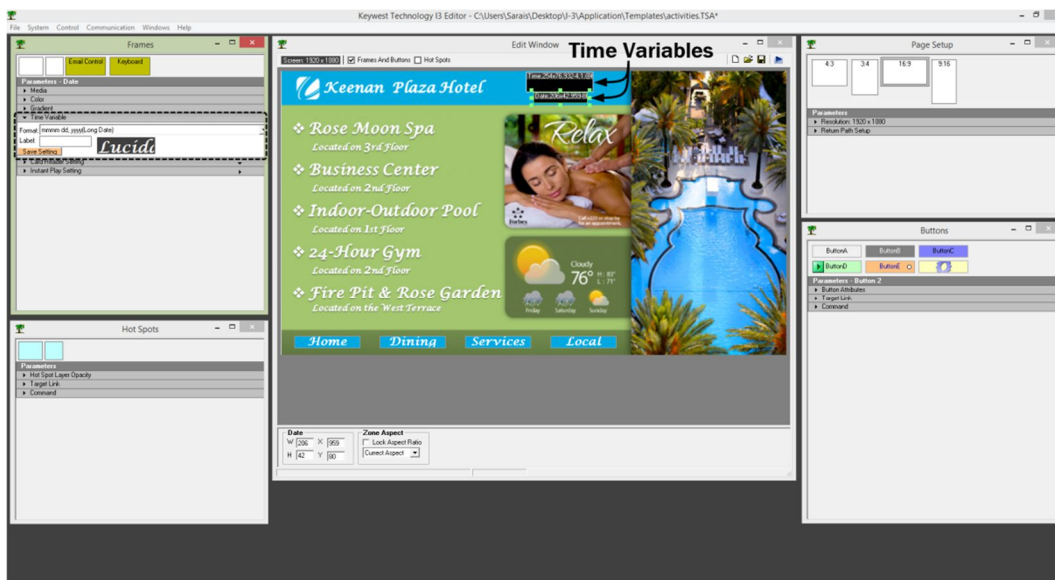


TIME VARIABLE

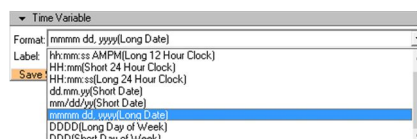
Time Variable inserts a dynamically updating digital clock or date into a frame. Dynamically updating digital clocks and dates can also be added to an interactive playlist using the **Global Variables** tool, but these dynamic displays of information must have a background color, where as a **Time Variable** is transparent and shows the media behind the time or date.



It is because of this transparency that a **Time Variable** is not shown in the I³ Editor Canvas. However, like the **Text Variable** tool, the **Time Variable** is rendered correctly in the preview mode. This is because both tools implement text on a transparent background.



Three time formats, three date formats, and two weekday formats are available in the **Format** drop-down list. Any combination of these formats can be used to customize a **Time Variable** to the user's preferences. However, only one **Time Variable** can be added to each frame; three separate frames are needed to show the time, date, and day of the week.

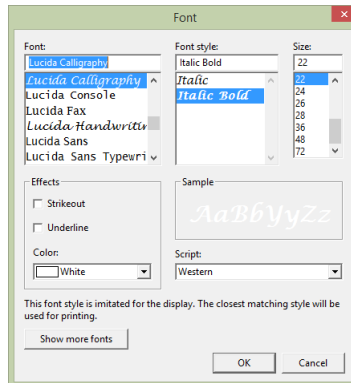


TIME VARIABLE (CONTINUED)

A **Label** can be included to preface the **Time Variable** information. Type the desired text in the **Label** field. If the **Label** field remains empty, the **Time Variable** text behaves as if the **Label** field was non-existent.



The **Time Variable Text Preview** box displays the font, color, and size of the **Time Variable** text. Clicking in this box opens the **Font** window, where the font, color, style, size, and other text settings can be modified.



STEPS TO ADD A TIME VARIABLE:

1. Choose a **Frame** to contain the **Time Variable**. (The screen element will not accept a **Time Variable**.)
2. Choose the desired **Time Variable** format.
3. Type text in the **Label** field, if desired.
4. Click in the **Time Variable Text Preview** box to modify the font, color, style or size of the **Time Variable** text.
5. Click on the **Save Setting** button.

As mentioned previously, three separate frames are needed to display the time, date, and weekday.

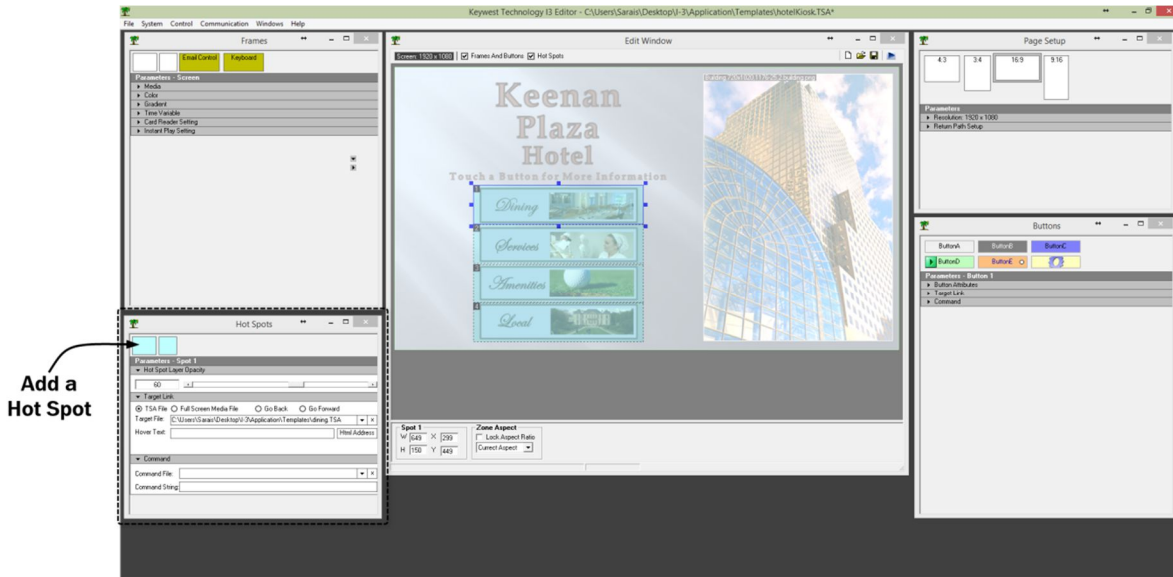
OTHER FRAME PARAMETERS

The **Card Reader Setting** and **Instant Play Setting** parameters are specialized sensor tools configured to work with additional hardware devices.

HOT SPOTS

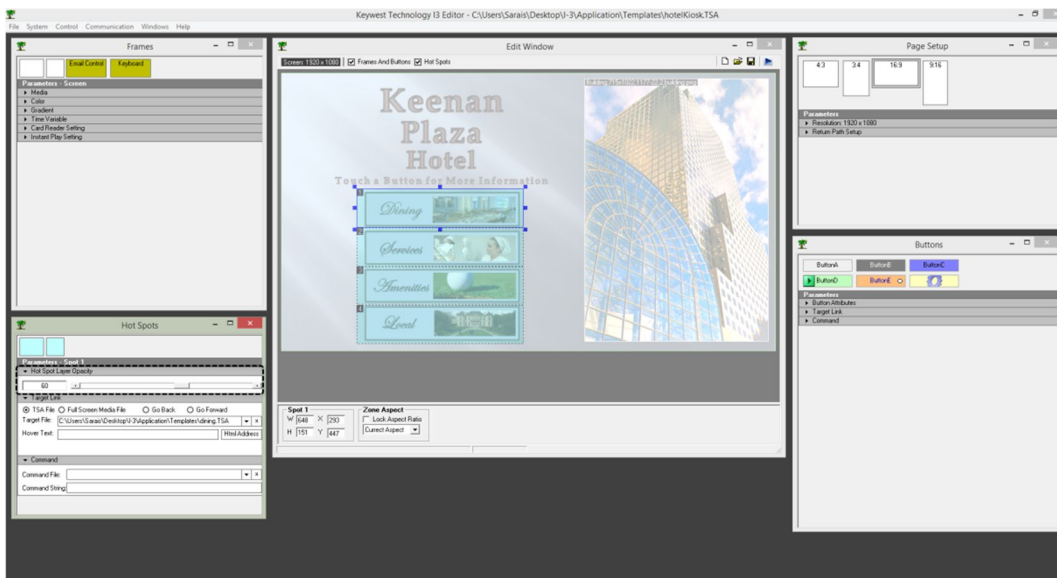
The **Hot Spots** window contains tools needed to create, define, and manage **Hot Spots**, or areas of the screen that trigger activity when touched. **Hot Spots** link **TSA** files to other **TSA** files or web pages or media files.

Double-clicking on a blue box at the top of the **Hot Spots** window adds a new **Hot Spot** to the **Canvas**. The **Hot Spots** checkbox is automatically enabled when a new **Hot Spot** is added. **Hot Spots** can be resized by grabbing the edge of the frame and dragging, or by typing numbers in the **Status Bar** fields at the bottom of the **Edit Window** when the Hot Spot is selected.



HOT SPOT LAYER OPACITY

When the **Hot Spots** checkbox is enabled, the lower layer containing the frames and screen element is transparent. This allows the user to focus their attention on the **Hot Spots**. The degree to which the **Frames and Buttons** layer is faded can be adjusted using the **Hot Spot Layer Opacity** tool. Opacity is modified in two ways: by typing a number in the number field or by using the slider tool. The image below demonstrates the default opacity of 60 percent.

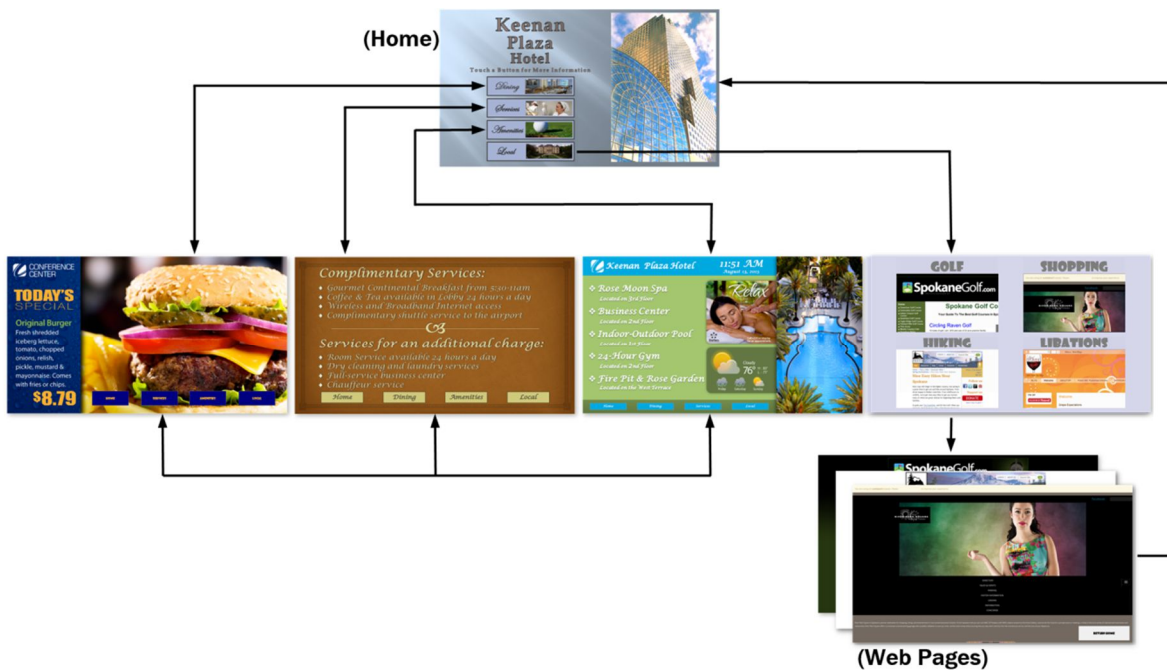


PLANNING NAVIGATION

Hot Spots and **TSA** files can be nested infinitely, and some thought must be given to the navigation the touch screen user will experience. For example, does each **TSA** file have a method to exit? A touch screen user becomes trapped on a **TSA** file that does not offer any **Hot Spots** or buttons. This **TSA** file will remain open until the player is rebooted or the interactive playlist is corrected.

A **Hot Spot** does not have to link to another **TSA** file. Images, webpages, and other media types can be linked to a **Hot Spot**. These media items are typically given a dwell time after which they expire and the user is returned to the previous **TSA** file. This feature, called **Full Screen Media File**, cannot be used with frames, buttons, or **Hot Spots**.

The interactive playlist used as the example throughout this document contains nine **TSA** files. The home **TSA** file offers four **Hot Spots**, each linking to another **TSA** file.



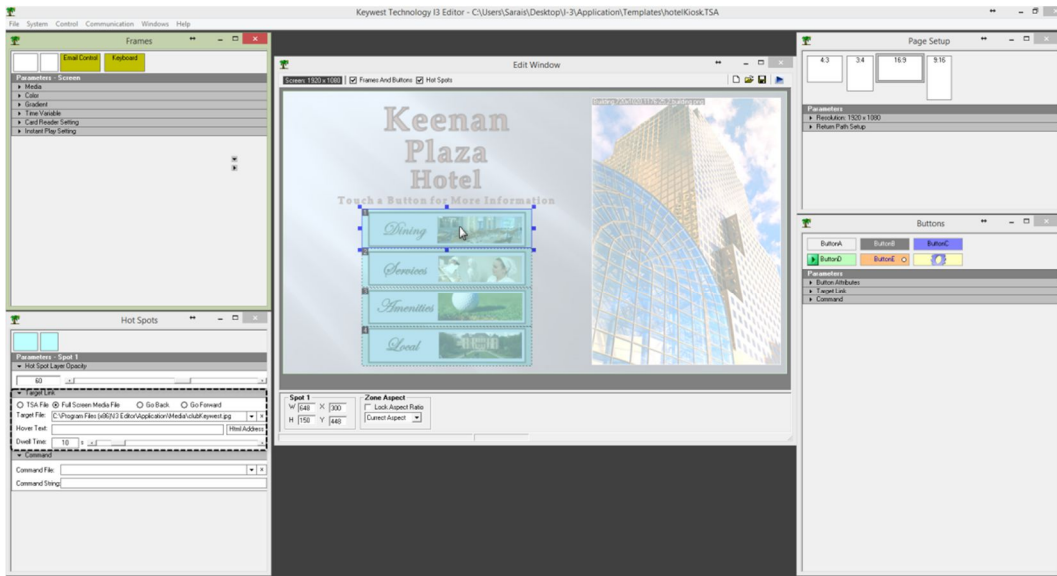
The first three **Hot Spots** are created over the areas labeled “Dining,” “Services,” and “Amenities.” Each of these **Hot Spots** links to a **TSA** file providing related information. Each of these three **TSA** files also offers buttons to move between the “Dining,” “Services,” and “Amenities” **TSA** files and to return to the home **TSA** file.

The **Hot Spot** placed over the “Local” area links to a **TSA** file that also contains four additional **Hot Spots**. Each of these **Hot Spots** links to a web page, and from that web page the user can only return to the home **TSA** file.

This is indicated in the diagram by the one-directional arrows that point from the home **TSA** file to the “Local” **TSA** file, from the “Local” **TSA** file to web pages, and from the web pages to the home **TSA** file. All other arrows in the diagram are two-directional.

TARGET LINKS

The **Target Link** tool defines what will happen when a **Hot Spot** is activated, or touched. When a **TSA** file is selected as the target file, activating the **Hot Spot** takes the user to the selected **TSA** file. A **TSA** file must be selected as the **Target Link** if the user wants to utilize frames, buttons, or **Hot Spots** in the linked page.



Radio buttons at the top of the **Target Link** area change which type of file can be linked to a **Hot Spot**.

Full Screen Media File changes the **Target File** field to select media files, such as image, video, or flash files, instead of **TSA** files. A **Dwell Time** of 10 seconds is given to **Full Screen Media Files** by default. A dwell time is necessary when the **Full Screen Media File** radio button is selected. If a dwell was not enabled for **Full Screen Media Files**, the media file would remain open on the touch screen indefinitely. A **Full Screen Media File** cannot contain frames, buttons, or **Hot Spots**, and therefore leaves no method to navigate back to other **TSA** files.

Full Screen Media File eliminates the need to save a single image or video in a **TSA** file so it is accessible by a **Hot Spot**.

The **Html Address** button can be used to link a **Hot Spot** to a webpage. An **.HTML** file cannot contain frames, buttons, or **Hot Spots** and therefore must also have a **Dwell Time**.

Hover Text field is utilized to display text when a mouse cursor hovers over a **Hot Spot**. This will not be effective unless a mouse is being utilized with the interactive playlist, in addition to or in lieu of touch screen capabilities.

TO ADD A HOT SPOT AND SET TARGET LINK TO ANOTHER TSA FILE:

1. Add a **Hot Spot** by double-clicking one of the blue boxes at the top of the **Hot Spots** window.
2. Size and position the **Hot Spot** over the appropriate media or area of the screen.
3. Click on the **Target File** drop-down arrow.

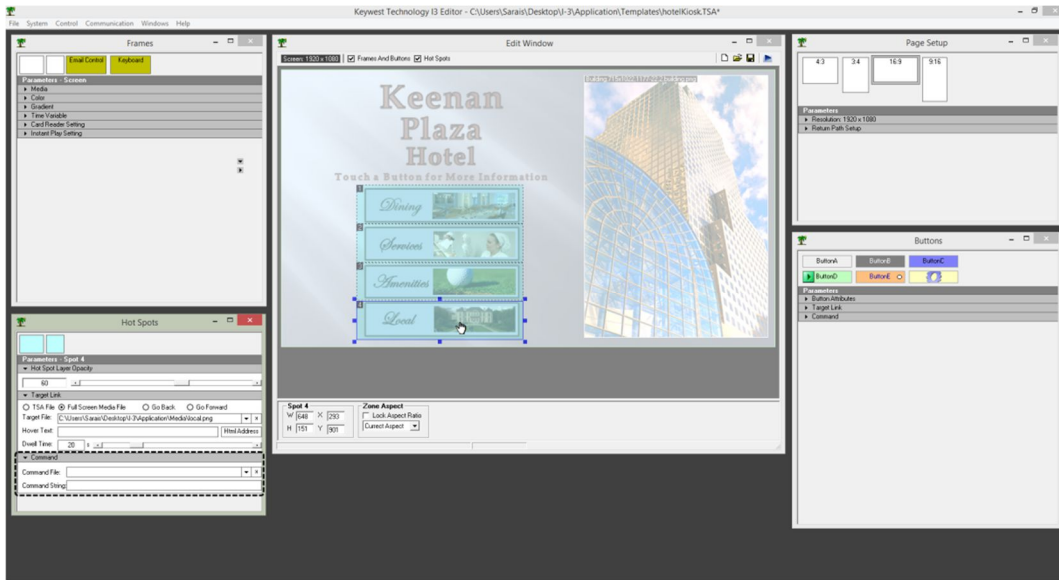


Select
Target File

4. Select the desired **TSA** or media file.
5. Click **Open**.

COMMAND

The **Command** tool allows for a **Hot Spot** to activate a command, typically controlling external devices such as TVs or LCDs, lighting, drapery, other media players, emergency equipment, and more.

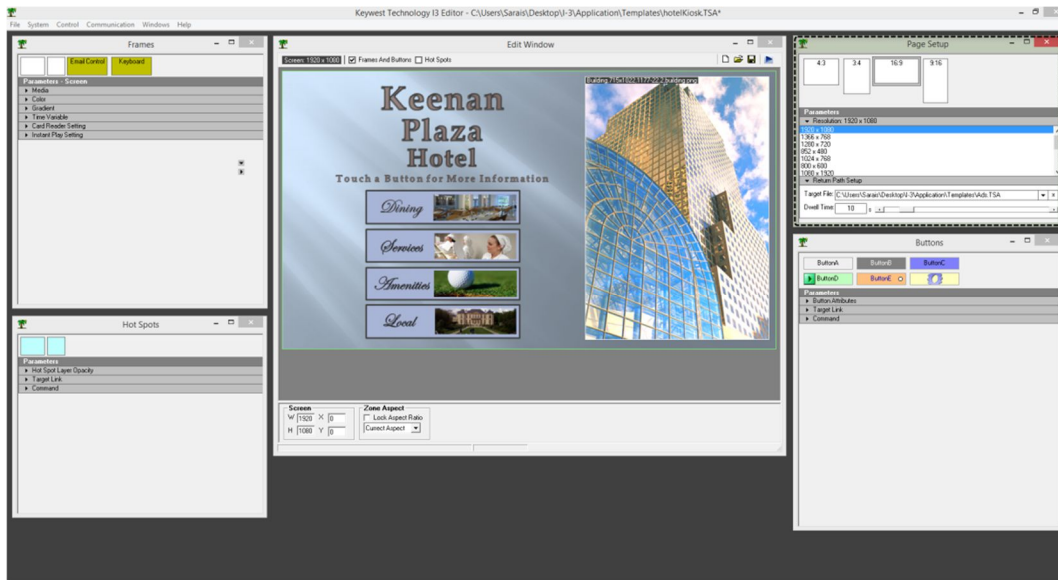


The **Command** feature accepts RS-232, RS-422, Network, or General Purpose Interrupt input commands. Using the **Command** parameter is an advanced configuration process and it is best to acquire assistance from **Keywest Technology Support** personnel to utilize this feature.



PAGE SETUP

The **Page Setup** window tools affects behavior of the entire **TSA** file, such as the screen resolution.

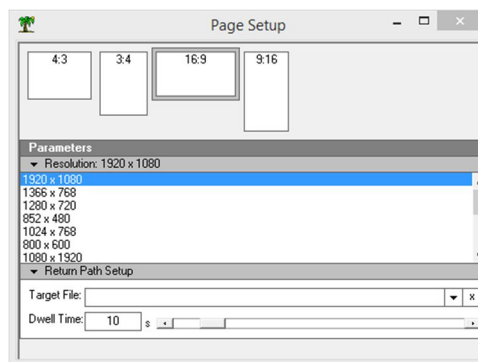


RESOLUTION

The resolution of a touch screen must be defined when a new **TSA** file is created. This is so the **I³ Editor Canvas** can imitate the dimensions of the actual touch screen when the correct resolution is selected. Pixels on the touch screen are represented in the **I³ Editor Canvas** using “screen units.” This ensures media content looks the same while being designed in the **I³ Editor** as it will on the touch screen.

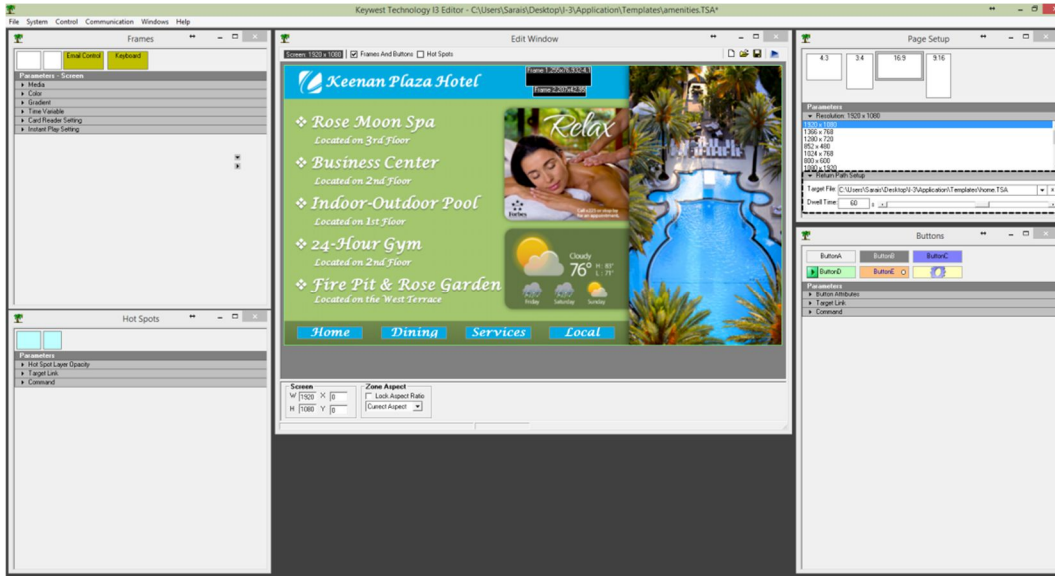
A new **TSA** file is given the same resolution setting as the last saved **TSA** file. If only one touch screen is being utilized, or if all touch screens are the same resolution, then this setting will only need adjusted at the onset of creating interactive playlists.

The white boxes in the **Page Setup** window are more general resolution settings. These boxes assist a user in estimating the resolution by selecting the orientation and aspect ratio that best matches their touch screen. (4:3 and 3:4 selects resolutions of 1024 x 768 and 768 x 1024. 16:9 and 9:16 selects resolutions of 1366 x 768 and 768 x 1366.)



RETURN PATH SETUP

The **Return Path Setup** tool “returns” to a different **TSA** file after a certain period of inactivity, called the **Target File**. **Dwell Time** indicates how long the **TSA** file should be displayed before switching to the **TSA** file selected in the **Target File** field. For example, the home **TSA** file can be recalled after the touch screen has not been activated before the expiration of the **Return Path Setup Dwell Time**. When no **Target File** is selected, then the **TSA** file will remain on the touch screen until a user activity prompts a different file.



The **Target File** used in the **Return Path Setup** must be a **TSA** file. A **Full Screen Media File** and other such media items are not supported by the **Return Path Setup** tool.

This feature is often utilized to return to the home **TSA** file when another **TSA** file is open when user activity ceases. For example, when all linked **TSA** files include a **Return Path** dwell time, the home **TSA** file is recalled after a period of inactivity regardless of which **TSA** file was open when user activity ceased.

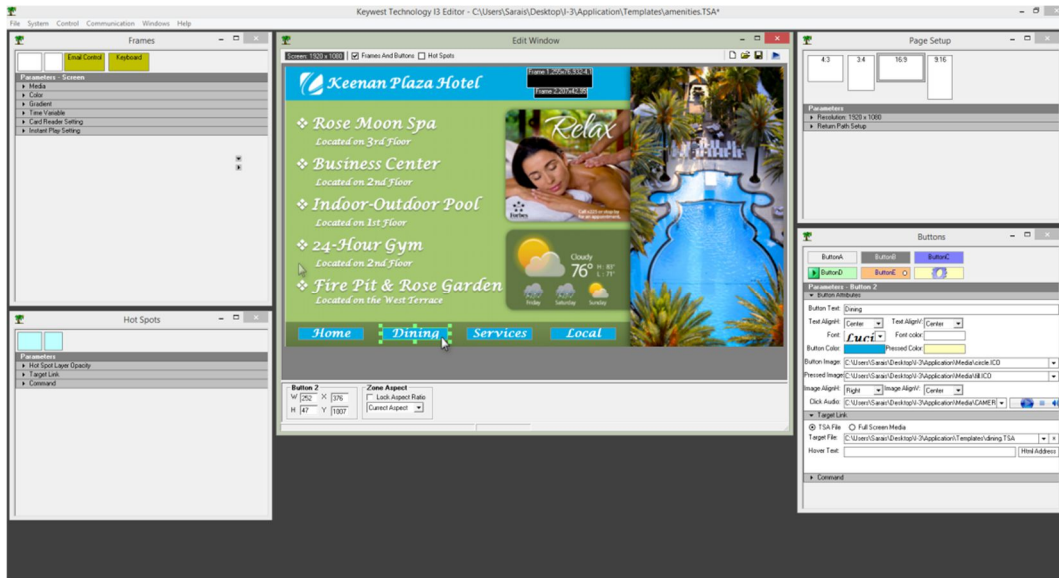
STEPS TO EMPLOY A RETURN PATH SETUP:

1. Open the **TSA** file that will be assigned a **Return Path** after user activity ceases.
2. Click on the **Target File** drop-down arrow.
3. Choose the **TSA** file that will display after the **Return Path Setup Dwell Time** expires.
4. Click **Open**.
5. Select the desired **Dwell Time**.

Alternately, the **Return Path Setup** tool can also be used to show other content after a certain period of inactivity, sometimes in an attempt to attract the attention of another touch screen user.

BUTTONS

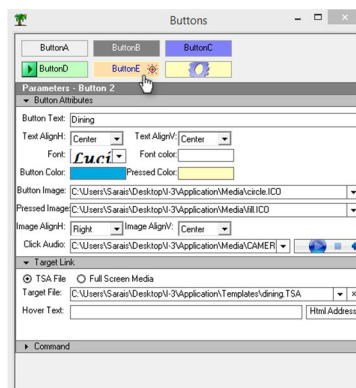
I³ Editor offers premade buttons. Typically, it seems to be the preferred behavior to create button-like functionality using **Hot Spots**. However, buttons provide special functions that cannot be achieved using **Hot Spots**, such as sound or movement.



The bottom row of buttons change appearance when the button is activated. These changes of the buttons in the bottom row is demonstrated in the image below; the first image shows the button before it is activated while the second image shows the button after it is activated.



The first button in the bottom row switches the direction of the arrow after the button has been activated. The second button in the bottom row has an indicator light, which lights after the button is activated. The third button also changes its image after being activated. Hovering over a button with the mouse evokes the change an activated button will exhibit in the **Buttons** window.



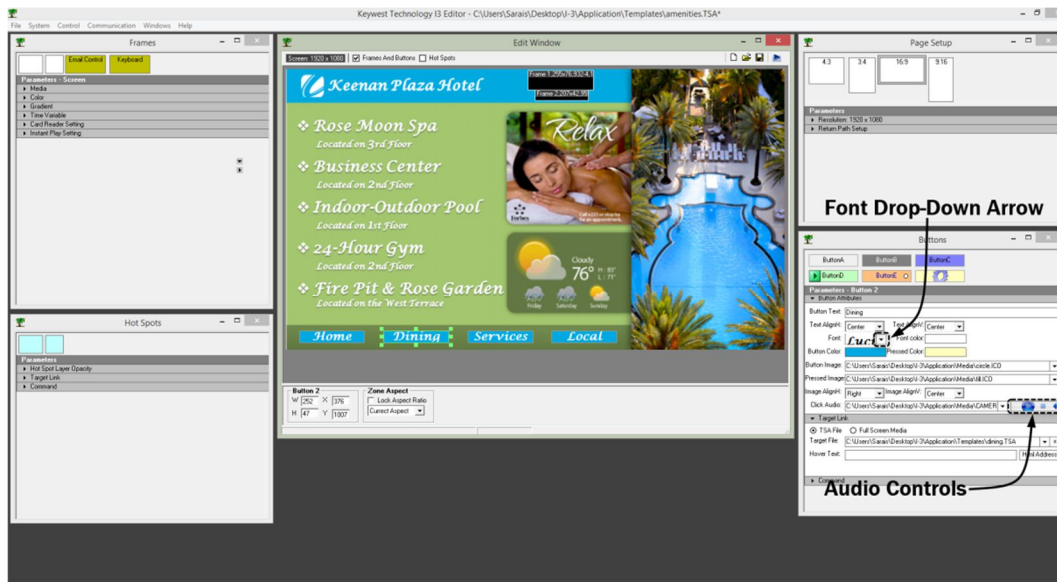
STEPS TO ADD A BUTTON:

1. Double-click on one of the six pre-made buttons in the **Buttons** window.
2. Select a TSA file in the Target File field for the button.
3. Change the button text and apply additional formatting to the button.

FORMATTING BUTTONS

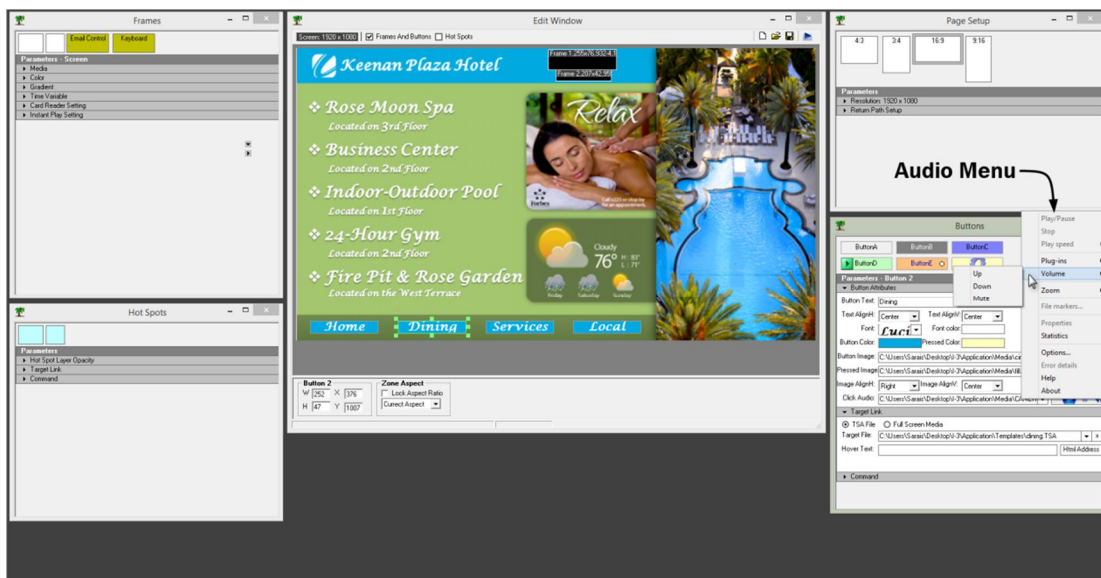
The **Button Attributes** parameter offers many ways to customize buttons. The first five fields: **Button Text**, **Text AlignH**, **Text AlignV**, **Font**, and **Font color** modify the text that appears on the button. Clicking on the **Font** drop-down arrow opens the **Font** window providing additional formatting options, such as style and size.

The next two fields, **Button Color** and **Pressed Color**, define the button color before and after it is activated. Clicking on the color boxes in the **Button Attributes** parameter opens a **Color** selection window. (For more about the **Color** selection window, please see the **Color Frame** section on the page 24).



Button Image adds an image to the button, and **Pressed Image** displays after the button has been activated. **ImageAlignH** and **ImageAlignV** align the image assigned to a button. The alignment is the same when both **Button Image** and **Pressed Image** are being utilized.

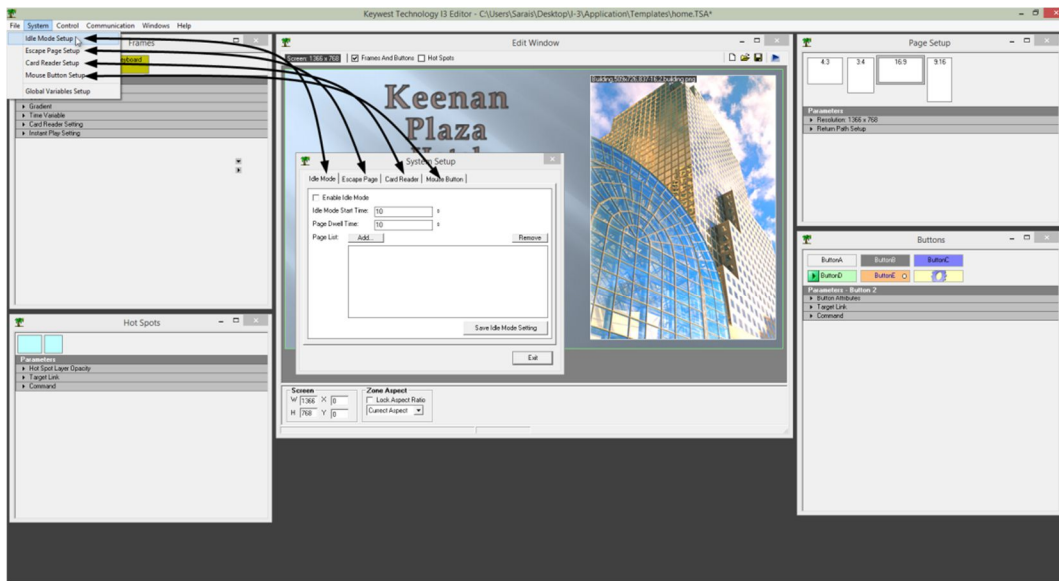
Click Audio assigns an audio file to the button, and this produces sound when the button is activated. Click on the **Click Audio** drop-down box to select the desired audio file. **Play**, **Stop** and **Mute** buttons are offered in the box to the right of the **Click Audio** field, labeled "Audio Controls" in the above image. Right-clicking on this area opens a menu to designate other audio preferences, such as volume and speed.



SYSTEM TOOLBAR MENU

The **System** tools are applied to all files linked to the open **TSA** file. The previously covered **I³ Editor** windows affect just the open **TSA** file. In effect, changes made in the **System** menu are applied to the entire interactive playlist.

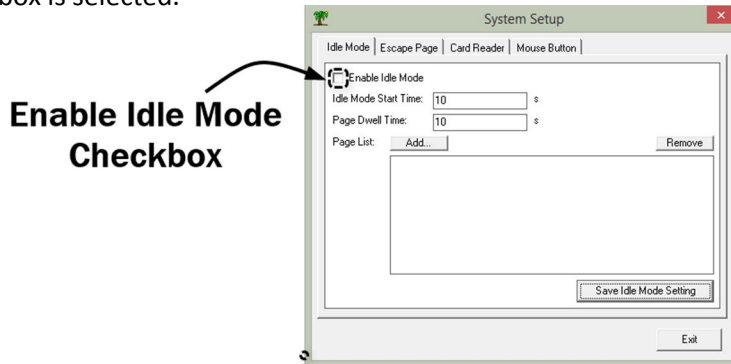
Clicking on any of the first four **System** menu tools opens the same **System Setup** window to a different tab. The fifth menu tool, **Global Variables Setup**, adds dynamically updating information, such as the time or weather, to every linked **TSA** file.



Idle Mode Setup and **Global Variables Setup** are detailed in the following sections. The remaining tabs in the **System Setup** window are special features, utilized in conjunction with additional hardware devices.

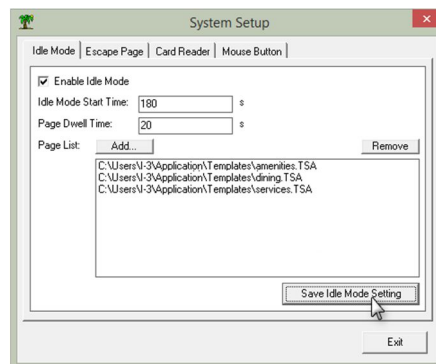
IDLE MODE TAB

Idle Mode displays a secondary playlist after the touch screen has not experienced user activity for a certain amount of time. This tool differs from the **Return Path Setup** tool as it applies to every linked **TSA** file that is part of the interactive playlist, not just the open **TSA** file. By default, this feature is disabled. Even after the fields are filled in with appropriate settings and saved, this feature will not function until the **Enable Idle Mode** checkbox is selected.



Idle Mode Start Time is the amount of time a **TSA** file displays before switching to the secondary playlist. Only **TSA** files are supported as secondary playlists in **Idle Mode**. Unlike the **Return Path Setup** tool, several **TSA** files can be added to the **Page List** in **Idle Mode** and each file will display in series. **Page Dwell Time** determines the amount of time each file is displayed, and is applied to all **TSA** files added to the **Page List**.

This feature is often used to attract attention when the touch screen has had user interaction for a certain length of time. In the example playlist used throughout this document, each of the pages advertising hotel conveniences (“Dining,” “Services,” and “Amenities”) can be used to attract attention to a vacated touchscreen. Once the touch screen is activated, the home **TSA** file returns and the user can navigate to the **TSA** file that attracted their attention, as well as many others.



If the **Save Idle Mode Setting** button is not clicked before exiting the **System Setup** window to save the **Idle Mode** configurations, any changes made will be disregarded.

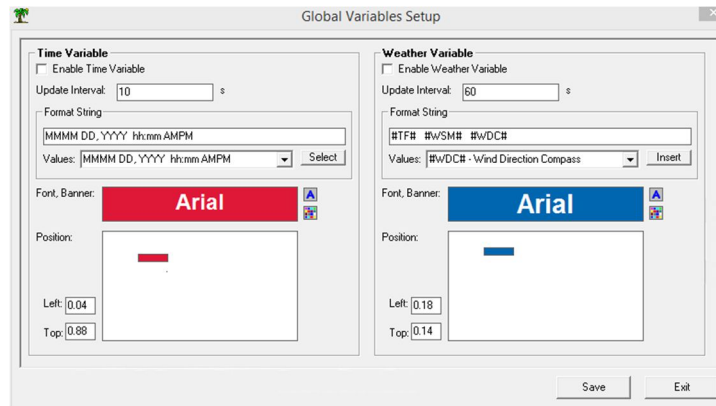
STEPS TO SETUP IDLE MODE:

1. Click on the **System Toolbar** menu and select **Idle Mode Setup**.
2. Enable Idle Mode by activating the **Enable Idle Mode** checkbox.
3. Set the **Idle Mode Start Time** and the **Page Dwell Time**.
4. Click on **Add...** to select **TSA** files for the **Page List**. Each **TSA** file can be added individually, or several **TSA** files can be selected in the **File Explorer** window and added to the **Page List** at one time.
5. Click on the **Save Idle Mode Setting** button and exit the window.

GLOBAL VARIABLES

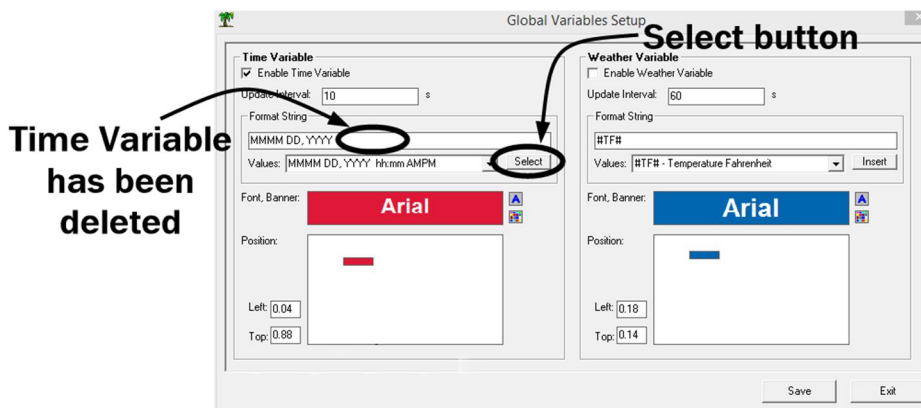
The **Global Variables Setup** tool inserts a variable, such as dynamically updating time, date, or weather, into all linked **TSA** files. **Global Variables** differs from the **Time Variable** (covered on page 26) in that the dynamic information is added to every linked **TSA** file, or the entire interactive playlist, instead of just the open **TSA** file.

This feature eliminates the hassle of adding frames for the date and time to each **TSA** file in an interactive playlist. In addition to the date and time, **Global Variables Setup** also offers dynamically updating local weather information. Like the **Text Variable** and **Time Variable** media types, a **Global Variable** does not display in the **I³ Editor Canvas**. However, it is rendered correctly in preview mode.



Update Interval is the amount of time between when the device last checked if the variable value has changed. The **Save** button must be activated before exiting the **Global Variables Setup** window to implement changes.

Format String selects the layout in which the time, date, or weather is displayed. While only two layouts are offered in the **Values** drop-down box of the **Format String** area, the **Format String** can be edited manually to display just the date or just the time. Click the **Select** button and the selected string appears in the text field. Entries in this field, such as the time, weekday, or year, can be deleted to retain just the desired information.

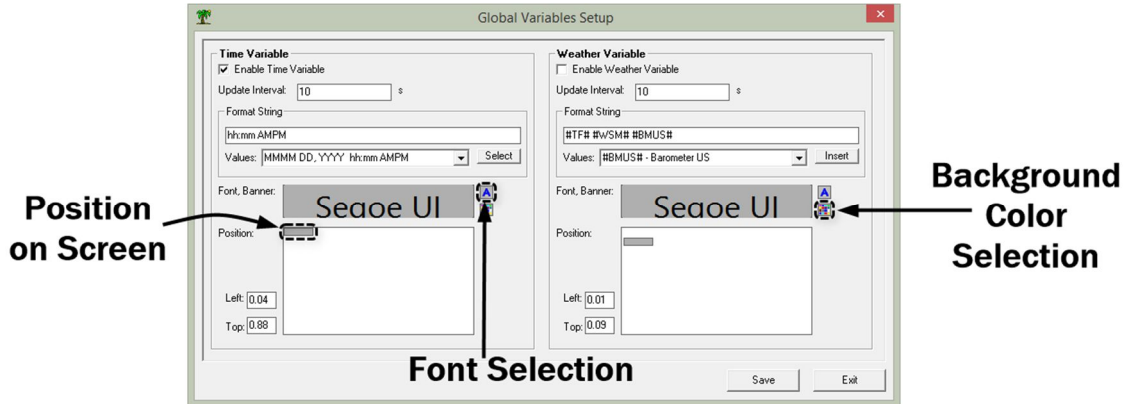


STEPS TO SETUP GLOBAL TIME VARIABLE:

1. Click on the **System Toolbar** menu and select **Global Variables Setup**.
2. Click in the **Enable Time Variable** checkbox to implement the **Time Variable** feature.
3. Select the desired variables from the **Values** drop-down list.
4. Click the **Select** button to add the time variable value to the **Format String**.
5. Click on **Save**, and then **Exit**.

FORMATTING GLOBAL VARIABLES

The placement of **Global Variables** on the screen is defined in the **Global Variables Setup** window. The square, white area mimics the **Canvas**, or width and height of the **TSA** file. **Global Variables** are positioned by clicking on and holding the colored box in the **Position** area and dragging it to the desired location or by typing in the **Left** and **Top** fields.



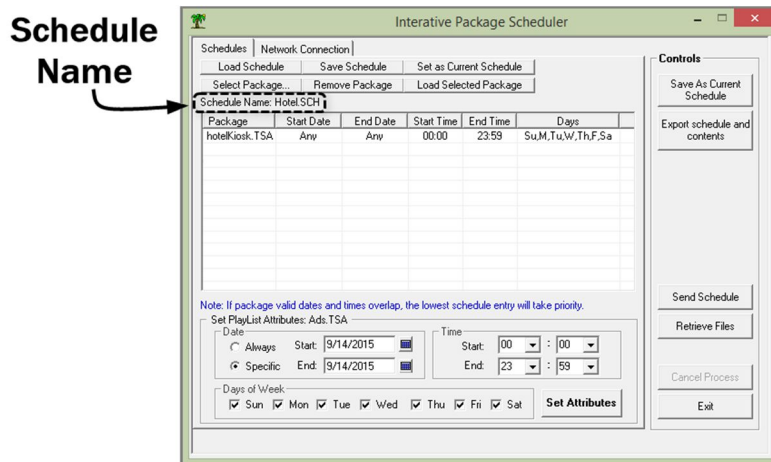
The **Global Variables** data is displayed on a background color. **Font Banner** displays a preview of the text and background color the variable will be displayed in. The font selection button opens a **Font** window to adjust the text settings. The color selection button opens the **Color** window to select a background color.

The settings selected in the **Global Variables Setup** window shown above are demonstrated in a screenshot of the interactive playlist.



INTERACTIVE PACKAGE SCHEDULER

The **Interactive Package Scheduler** tool sends interactive playlists -- sets of linked **TSA** and media files -- to a player connected to a touch screen. The **Interactive Package Scheduler** also offers the ability to schedule different interactive playlists to show depending on the time of day, day of the week, or even month of the year. When a **TSA** file is selected as a package, all **TSA** and media files that are linked to the selected **TSA** file are also considered part of the 'package.' In the example playlist diagrammed on page 27, selecting the home **TSA** file as the package will also bring the other 8 linked **TSA** files into the package, and any media files used as background images or in frames.

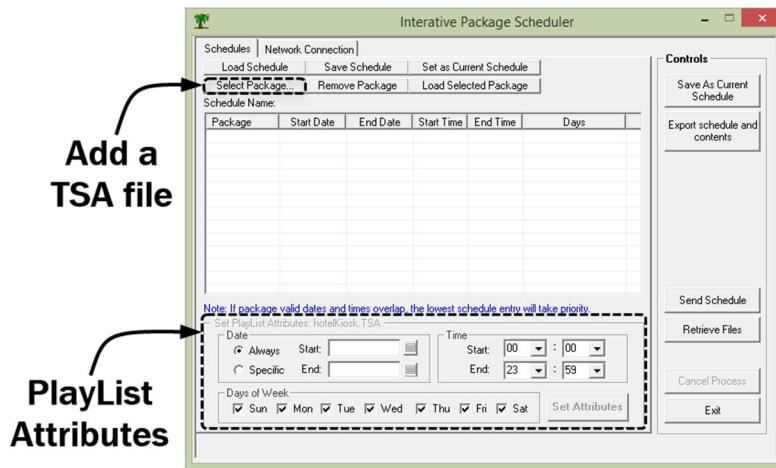


The **Interactive Package Scheduler** opens to the **Schedules** tab. This is where interactive playlists are scheduled by selecting a **TSA** file, referred to as the '**Package**.' The second tab, called **Network Connections**, manages the connections to players over the local area network. These connections are used for all communications between the editor software--where interactive playlists are built--and the players connected to touch screens.

Every interactive playlist must be placed in a schedule before it can be sent to a touch screen, even if the one playlist is all that will be utilized. Once the desired schedule is set as the current schedule, the schedule with the interactive playlist can be sent to the player.

SCHEDULES TAB

TSA files are added to a **Schedule** by clicking on the **Select Package** button. The first ‘package,’ or **TSA** file, added to a schedule is given the default schedule setting of **Always**. In the **Date** area of the **PlayList Attributes** panel, **Always** is the selected radio button.



This means the package, or interactive playlist, is displayed at all times. For some users, one interactive playlist is all that is required. However, even one interactive playlist must be encapsulated in a schedule before it can be sent to the player and displayed on a touch screen.

The **Specific** radio button provides users with the ability to schedule certain interactive playlists to show at certain times of the day, week, month, or even year. Time settings are applied to interactive playlists using the **PlayList Attributes** panel. Please see the section titled **Time-Sensitive Interactive Playlists** on page 44 for more information about scheduling interactive playlists to show according to time and date.

Once a schedule has been created, it must be saved and **Set as Current Schedule** before it can be sent to a player. The **Network Connection** tab actually sends the schedule and the interactive playlist to the player, and it is covered in detail on the next page.

Existing schedules can be edited and reused by clicking on the **Load Schedule** button. After the schedule has been edited, click **Save Schedule** and **Set as Current Schedule**.

Load Selected Package opens the selected **TSA** file in the **I³ Editor Canvas** if it differs from the currently open **TSA** file in the **Canvas**. This saves the user the steps of opening the **TSA** file in the **File** menu on the **Toolbar** to preview or edit the **TSA** file.

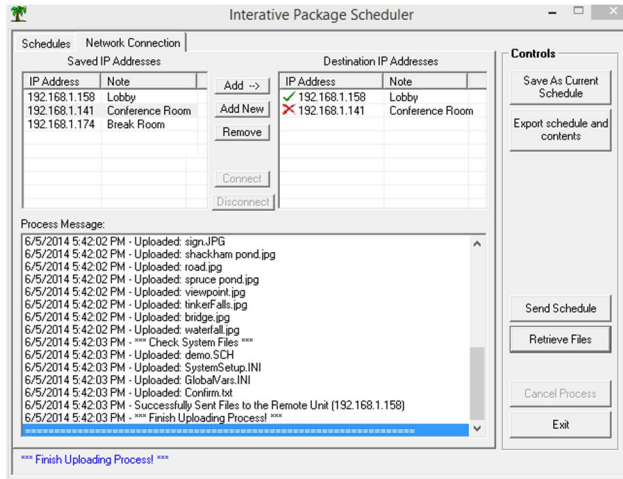
TO CREATE A NEW SCHEDULE:

1. Remove any existing packages, until the schedule is empty as shown in the above image. (This step is unnecessary the first time a schedule is created.)
2. Click on **Select Package...** and select a home **TSA** file.
3. Click on **Save As Current Schedule** in the **Controls** area.

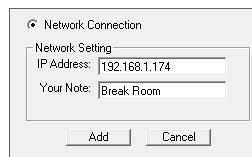
Once the schedule is set as the **Current Schedule**, the word ‘**Current**’ displays in front of the **Schedule Name**.

NETWORK CONNECTION TAB

The **Network Connection** tab manages communication with the players connected to touch screens and the **I³ Editor** via the local area network. For changes to be implemented on a touch screen after an interactive playlist is created or edited, it must be sent from the **I³ Editor** software on the user's computer to the **I³ Player** connected to a touch screen. This communication is accomplished via a player's IP address. IP addresses of players are stored in the **Saved IP Addresses** area.



When different interactive playlists will be displayed on several different players, the IP address specific to each player must be selected while the corresponding schedule is sent to the player. When a new IP address is added to the **Saved IP Addresses** area, a note can be added to the IP address and it is highly recommended this note identifies the player location to users.



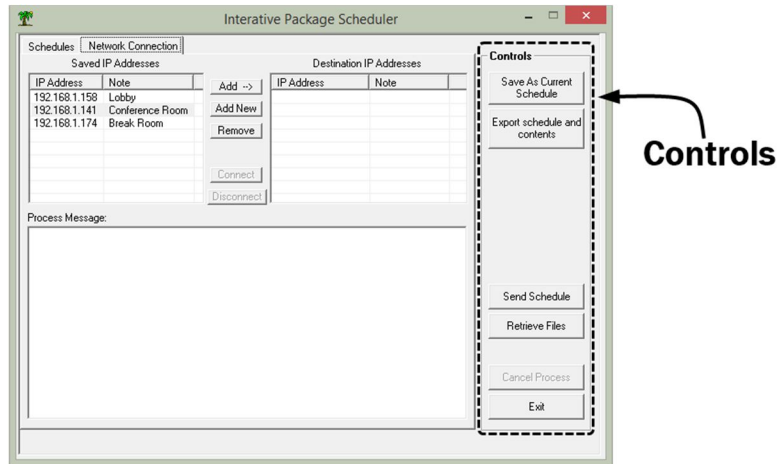
Clicking the **Add -->** button moves the selected player IP address into the **Destination IP Addresses** area. When a schedule is sent, each player in the **Destination IP Address** area is sent the **Current Schedule**. After the schedule is sent, a green checkmark indicates the transfer was successful. A red ex indicates the **I³ Editor** was unable to successfully deliver the **Current Schedule** to the selected IP address, or player.

TO SEND A NEW PLAYLIST TO A PLAYER:

1. Follow the steps "To Create a New Schedule" as outlined on the previous page.
2. Select the IP address of the player, or touch screen, that will be sent the currently selected schedule.
3. Click on **Add..** so the desired player IP address is moved from the **Saved IP Addresses** area to the **Destination IP Addresses** area.
4. Click **Send Schedule**.

CONTROLS

The **Controls** area of the **Interactive Package Scheduler** is visible when either the **Network Connection** or the **Schedules** tab is selected. **Send Schedule** is by far the most used button in the **Controls** area, as it is used to send the selected schedule and interactive playlist to a player (or players).

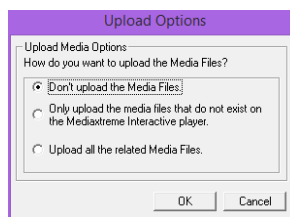


Save As Current Schedule performs the same function as the **Set As Current Schedule** button in the **Schedules** tab, and is used to skip a step when the very first schedule is created.

The **Export schedule and Contents** button allows for the **TSA** file, and any linked files, to be saved from the **I³ Editor** to a distant location, such as a removable flash drive.

Retrieve Files can be used to reclaim **TSA** and other types of media files from a player. This feature can be extremely helpful when **TSA** files have been lost or damaged in the **I³ Editor** installed on a user's computer.

After clicking **Send Schedule**, the **Upload Options** window appears. This window is insignificant to a typical user, and is primarily used for troubleshooting purposes. These options select the method used to send a schedule to a player or players, and the selected default method is usually effective. The first option does not send any content files with the schedule, consuming the least amount of network bandwidth. The second option compares files in the interactive playlist to files stored on the cache of the player, and only sends new or modified files. The third option sends all files; this method overwrites all existing files with the same name on the player and uses the most network bandwidth.



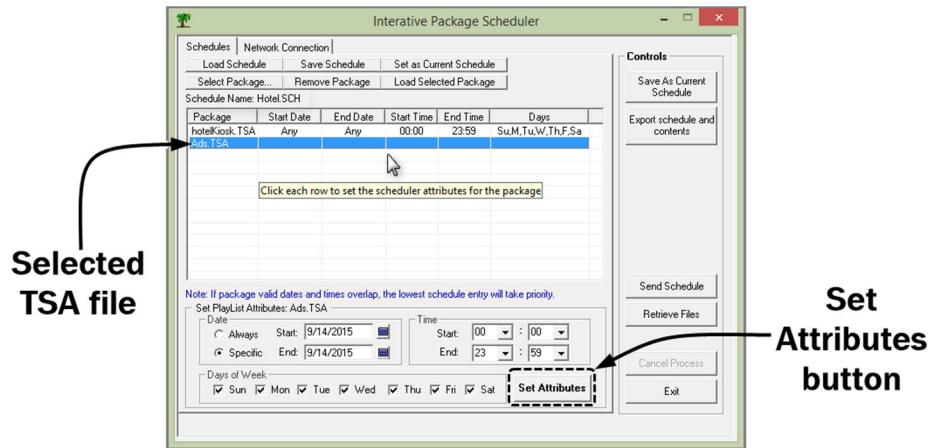
Cancel Process cancels the sending or retrieving of interactive playlists while the process is on-going.

TIME-SENSITIVE INTERACTIVE PLAYLISTS

The **PlayList Attributes** panel enables different interactive playlists to be scheduled to show at certain times of the day, or certain days of the week, or even certain months of the year. This feature provides different playlist content as the target clientele changes throughout the day, or can be utilized to maintain rapidly changing content on a player for extended periods of time.

The first package added to a schedule is given the default schedule setting of **Always**. This interactive playlist is the base of the schedule, and will display at any time additional playlists with **Specific** date and time attributes are not scheduled. If additional playlists are not scheduled, the playlist with the **Always** setting displays at all times.

The **Specific** radio button is selected by default when a second or more interactive playlists are added to the schedule. However, the **Start Date**, **End Date**, **Start Time**, **End Time**, and **Days** fields remain blank. Additional interactive playlists *must be scheduled* or they will not be displayed. Attributes assigned in the **Set PlayList Attributes** area are applied to a playlist *after* clicking the **Set Attributes** button.



Fields in the **Set PlayList Attributes** area can be modified in several ways. Clicking in the **Date** fields allows for the date text to be altered by typing a date, or by clicking on the calendar button to the right of the **Date** field for a more visual date selection tool. Time can be selected by editing the numbers as text, or by clicking on the drop-down button and selecting the desired number.

STEPS TO ADD A TIMED PLAYLIST:

1. Click **Select Package** and open the interactive I playlist to be scheduled.
2. Set the date and time settings for the interactive playlist.
3. Click **Set Attributes**.
4. Repeat steps 1-3 for each interactive playlist to be part of the schedule.
5. Click on **Save Schedule**.
6. Click on **Set as Current Schedule** if a previous used schedule was opened.

STEPS TO EDIT A TIMED PLAYLIST:

1. Open the desired schedule if different from the **Current Schedule**.
2. Click **Select Package** and open any interactive playlist to be added to the schedule.
3. Select each home **TSA** and adjust the date and time settings as need.
4. Click **Set Attributes** and **Save Schedule**.