

**Interactives: User Manual V1.0**

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## 1. Installing Interactives

### 1.1 Introduction

Our range of off-the-shelf interactives (not including Lightbox 2) run on a template system, which allows users to create a number of varying interactives utilising a single backend (editor). This system is compatible with;

- PageTurn
- MeidaTable
- VideoShowreel
- TouchPuzzle
- Memory
- eCardCreator
- TouchQuiz
- HomeScreens (Wheel, Stripe, Parallax)

Interactives and homescreens can be compiled by us and sent to you for installation on existing hardware, for this simply view section [3. The Viewer. \(p.19\)](#)

### 1.2 Viewer & Editor

The system consists of two components, a **Viewer** and an **Editor**. Users interact with finished interactives (such as PageTurn, MediaTable etc.) via the **Viewer**, whilst each of these interactives are created using the **Editor**.

As standard interactives are supplied as a pre-completed interactive, only requiring the **Viewer** to display, however **Editor** suite is also available should you wish to update/create your own interactives. Each component needs to be installed separately. As mentioned, dependent upon your requirements you can skip [The Editor](#) section and simply view [The Viewer](#) section once installed.

### 1.3 Before you start

We recommend this software be installed upon a machine with a clean installation of Windows 7+ with all Microsoft Windows updates completed. The machine should be prepared for commercial use with the un-installation of any non-required software (bloatware) and disabling of any inherent touch gesture controls such as Metro edge swipes for Windows 8.

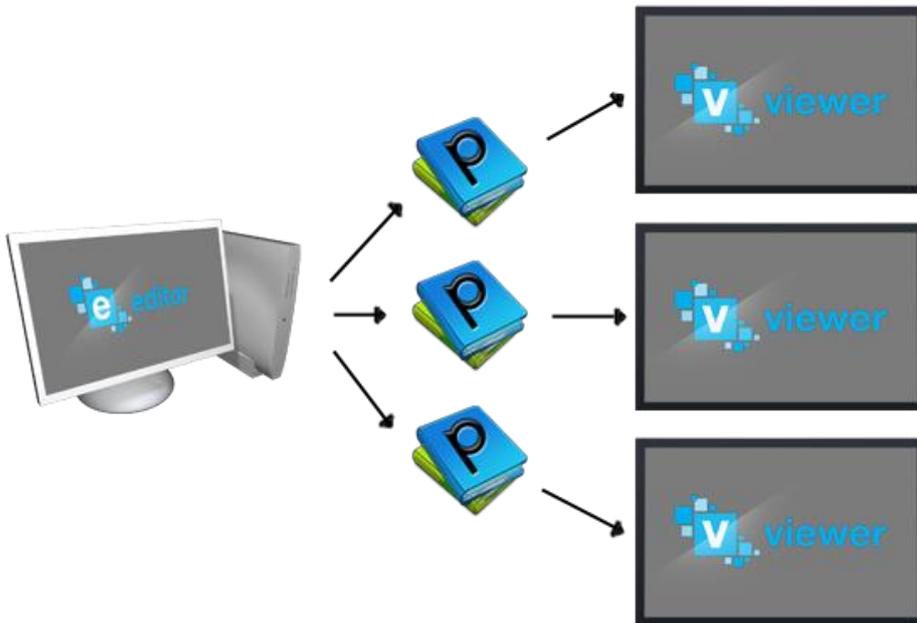
### 1.4 Installation Scenarios

**Editor** can be installed and utilised on any Windows compatible machine, from **Editor** you create your interactive(s), which is/are then uploaded to **Viewer** which can be installed as a standalone item on a separate machine.

Multiple interactive templates can be used on a single viewer, however to operate more than one frontend (viewer) you will need a new license for each interactive.

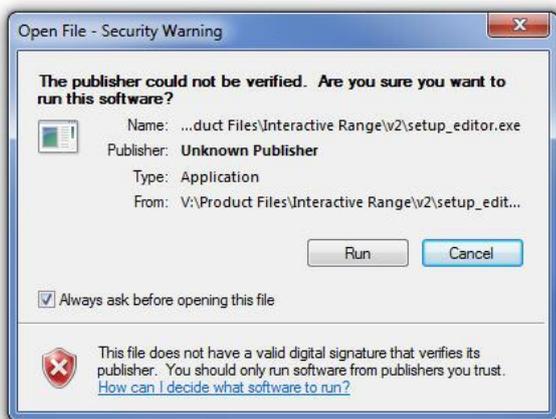
For example, you can present 3 PageTurn interactives with varying content on a single viewer with just a single license key. However to display 3 PageTurn interactives on 3 different viewers you will require 3 license keys.

Each interactive requires its own license key per viewer it is displayed.



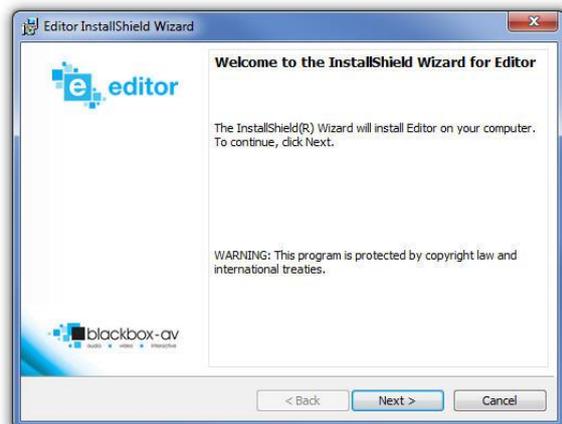
### 1.4 Installing Editor

To install Editor run the supplied 'setup\_editor.exe' and navigate the following installation process;

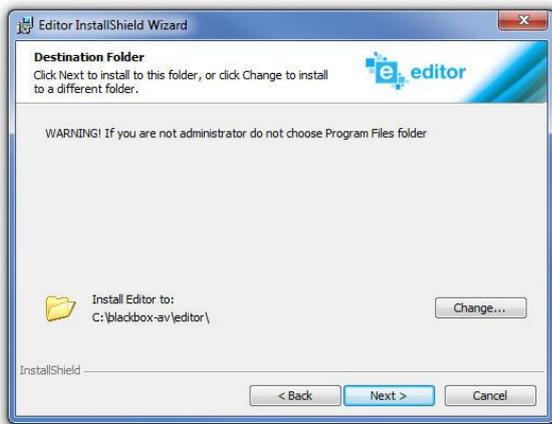
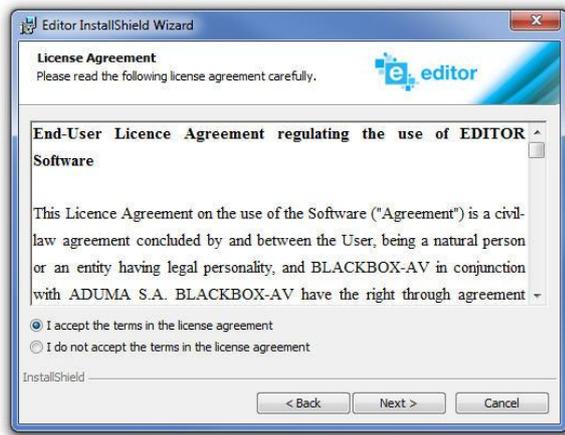


You may be shown a security warning that the publisher could not be verified, click 'Run'.

Select 'Next'.

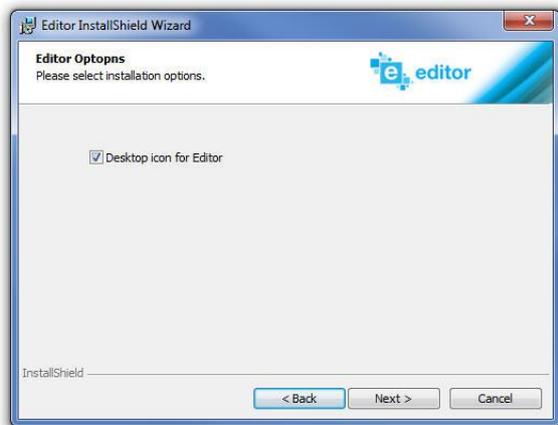


Read and accept the End User License Agreement then select 'Next'.

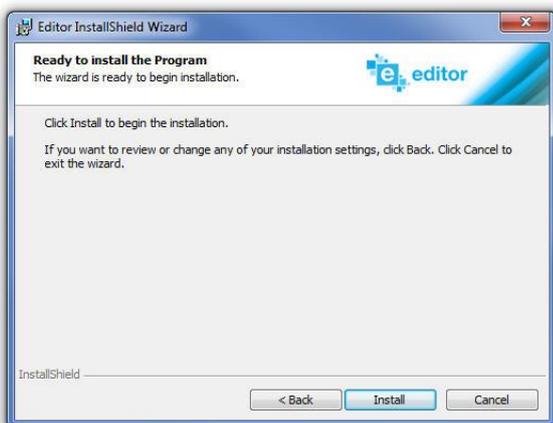


Select the installation folder (installs to main C: hdd as standard within folder named 'blackbox-av\editor') Note: If you do not have admin rights do not change folder to 'Program Files'.

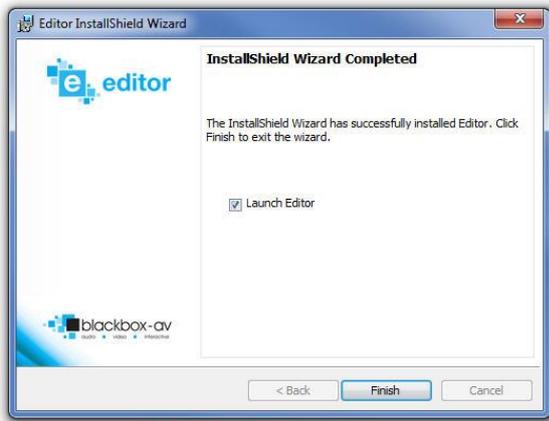
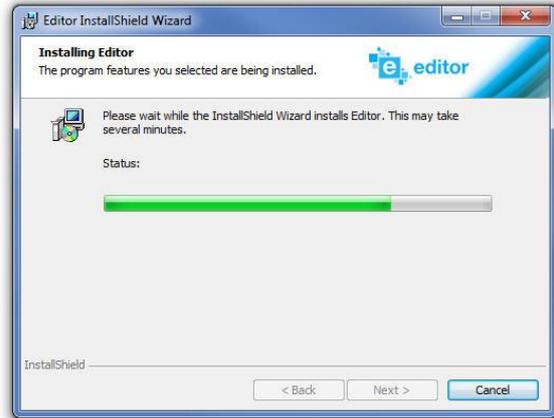
Add **Editor** icon to desktop or not, select 'Next'.



Select 'install' to begin installation.



The installation process will now begin, this can take up to several minutes depending upon the specifications of your machine.

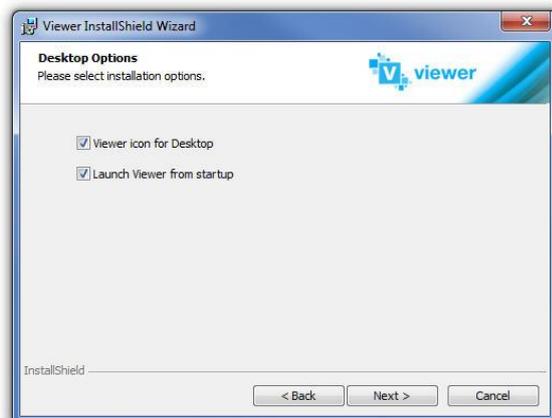


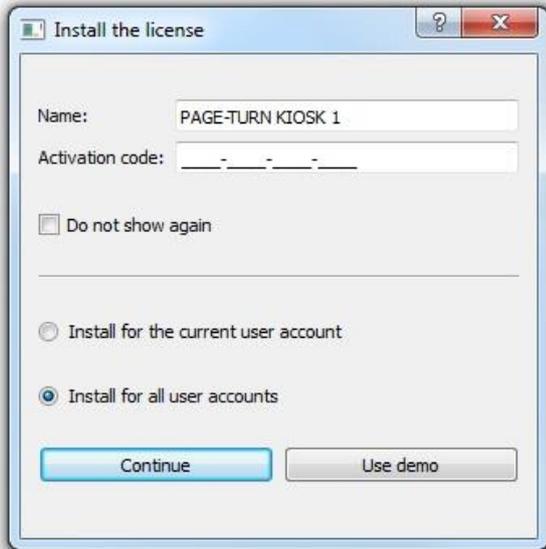
The installation is now complete, to finish and open directly into **Editor** leave 'Launch Editor' ticked, otherwise untick and select 'Finish'.

### 1.5 Installing Viewer

To install **Viewer** run the supplied 'setup\_viewer.exe' and navigate the following installation process, this is almost identical to the process above with some small exceptions;

Choose to add a **Viewer** icon to desktop and to Launch **Viewer** from startup, we highly recommend you select this function so your interactive begins automatically when the machine boots up.





When **Viewer** runs for the first time you will be prompted to enter your 16 digit (letters and numbers) activation code. You must be online for it to activate.

Choose whether to install the **Viewer** for all accounts on the machine. You can also enter 'Demo' mode without an activation key (however a 'Demo' watermark will appear on the interactive at all times).

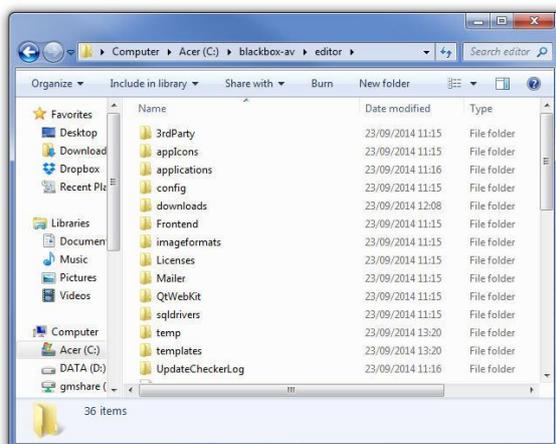
## 2. The Editor

### 2.1 Introduction to Editor

The **Editor** is where you can design, edit and save your interactives. Each Interactive is created from a different template which presents your content in various ways. Within some templates there are options available which you may not require to create your interactive, these should therefore be deactivated at your discretion during the design process. More on this in the **2.5 Disable Features** section.

### 2.2 File and Folder Management

When installed on your machine **Editor** will create a directory on your hdd, if no change is specified during the installation process this will be found in 'C:\blackbox-av\editor'.



- Completed interactives will be saved to 'applications' folder.
- Uploaded templates (the blank canvas with which to start designing each interactive) will be saved in 'templates' folder. These must be added via the **Editor** interface, see section **2.3 Create New Interactive** for more information.

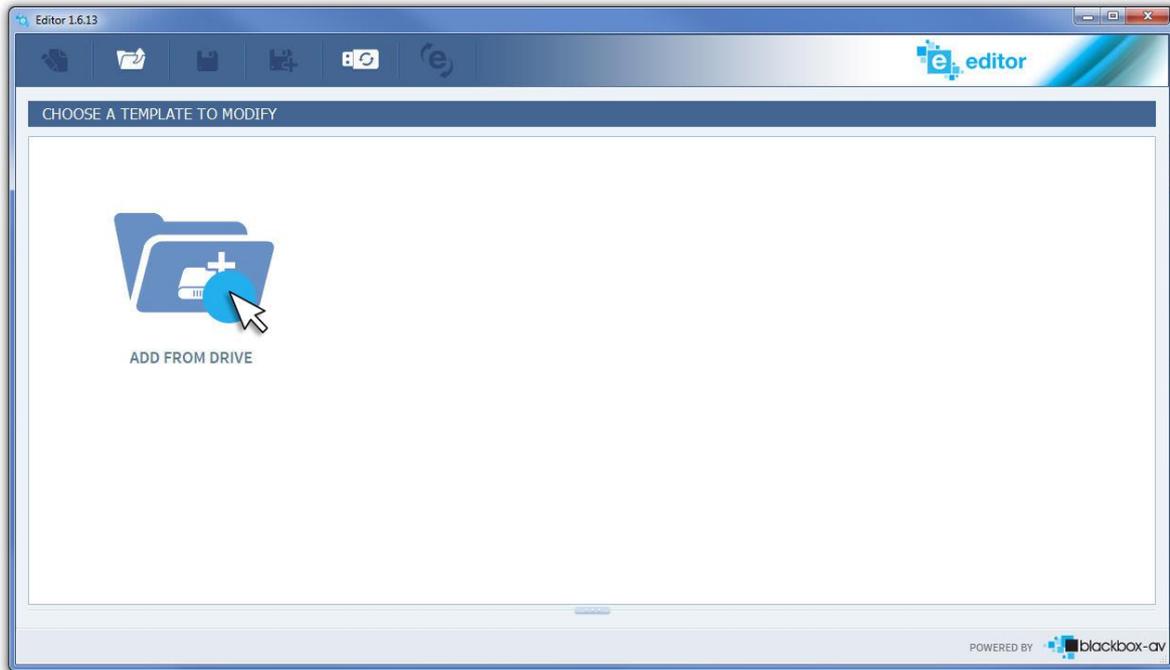
## 2.3 Create New Interactive

The first step in creating a new interactive is to add the template file to your version of editor. The template file will be made available to you for download upon purchase of your interactive.

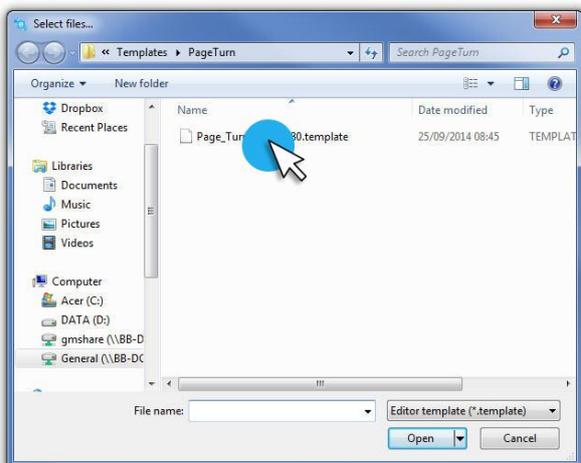
### Adding Template to Editor

#### Step 1: Run Editor

Access the 'ADD FROM DRIVE' folder with a double-click.



This will open a window which allows you to add the template (in this case PageTurn).



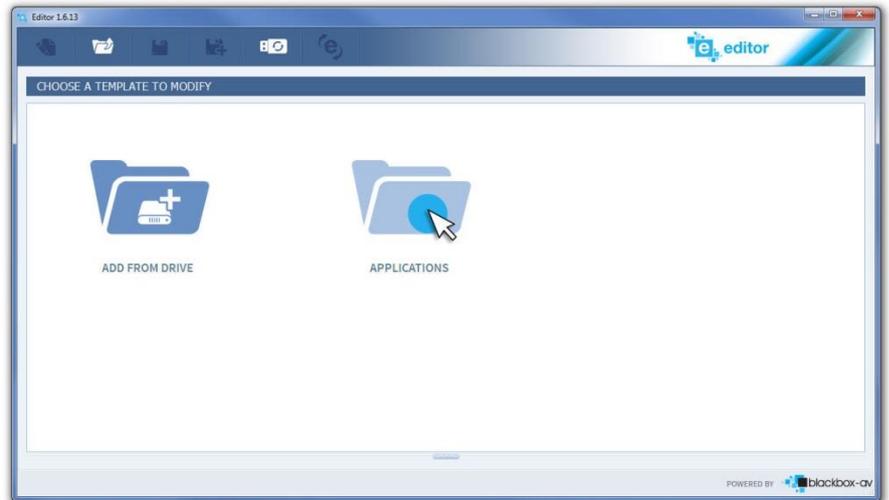
#### Step 2: Open Template

Navigate to the location of the previously supplied template and select 'open'.

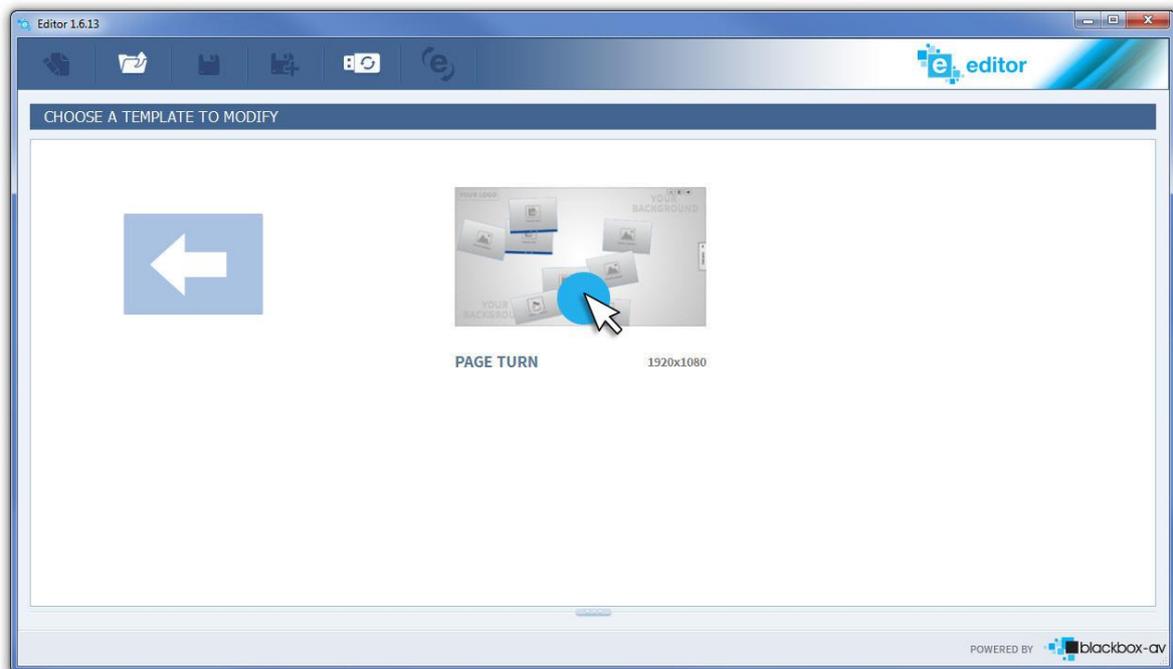
This will add folders of available templates to editor, certain templates will be put in different folders - in the case of PageTurn it will be placed in 'APPLICATIONS' folder.

### Step 3: Access Available Templates

Enter the appropriate folder to access the now installed templates (in this case PageTurn).



### Step 4: Open Template

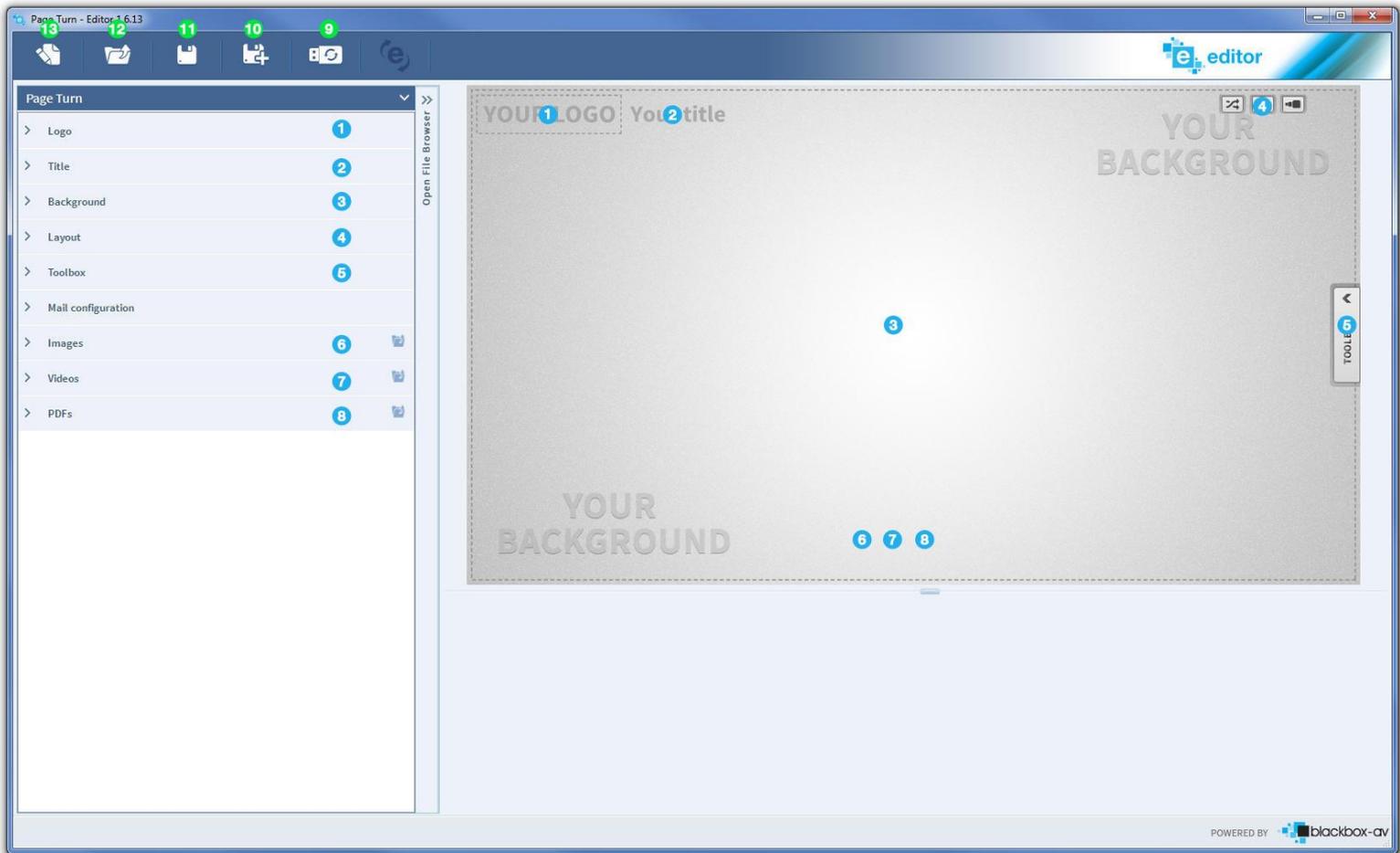


Select the template to open and begin creation of a new interactive. This will take you to the Editor Interface.

Each template is slightly different however very intuitive to use, we suggest you experiment to gain a better understanding of the various options.

## 2.4 The Editor Interface

The Editor interface displays the changes you make in realtime in a preview located on the right. This is the interface for PageTurn however other templates operate in much the same way with video and image content added identically to PDF's.



### Configure Interactive

1. Edit/Disable Logo
2. Edit/Disable a title
3. Edit the background
4. Select default layout, disable user accessible layout icons
5. Enable/Disable Toolbox
6. Add image files

7. Add video files

8. Add PDF files

### Basic Editor Controls

9. Create an export for viewer
10. Save application as (do not overwrite original)
11. Save application (will overwrite original)
12. Open existing application for editing
13. Start new project (choose template to edit)

## 2.5 Disable Features

The above lists the basic interface for Editor. Many of the templates can be used for various applications including the creation of. For this reason a number of the available options are not always required when creating certain interactives and should be ignored. Toolbox is one such option which should only be used if you plan to man your interactive and use it for presentation purposes;

### 5. Toolbox

Toolbox provides user access to a paint-type interface which allows visual editing of the interactive, highlighting of sections, access to a magnifying glass and also the ability save changes and email the result to an email address. To disable toolbox simply select the option and untick the box labelled 'Visible'.



You can disable the Title, logo and user access to layout options if required in the same way.

## 2.6 Add Logo and Background

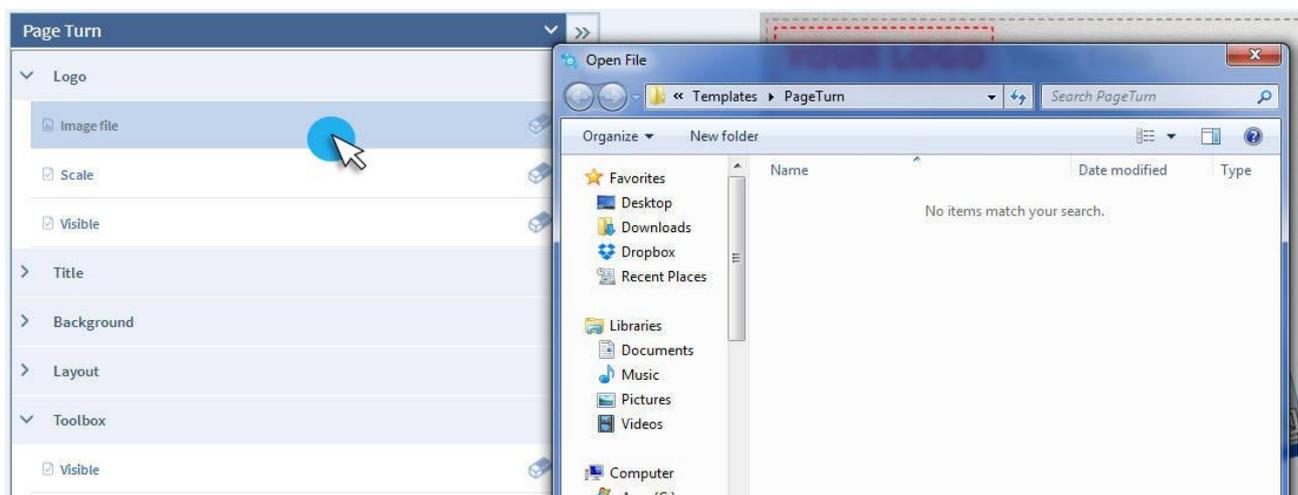
A standard interactive utilises the following options within the template - PageTurn will only use PDF's;

1. Logo
3. Background
4. Layout
6. Images
7. Videos
8. PDF's

Adding content to each section can be achieved in two ways;

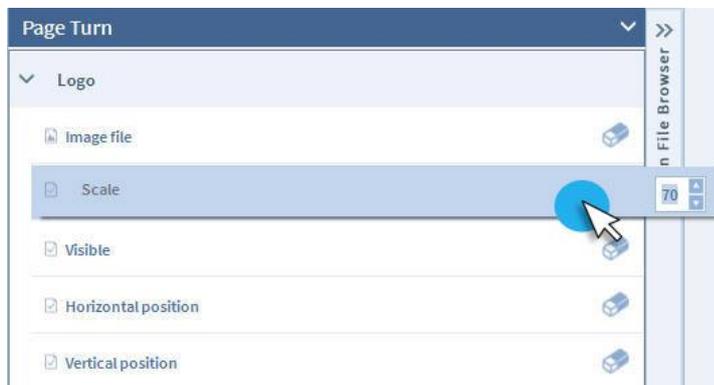
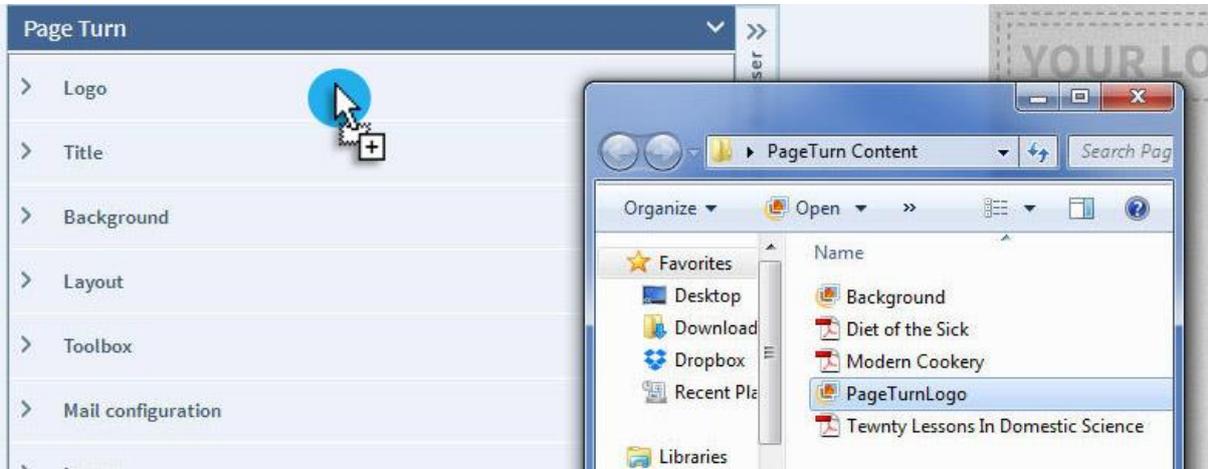
### FileBrowser

Double click the item you wish to edit and windows file browser will open, locate the file on your computer and select 'open'.



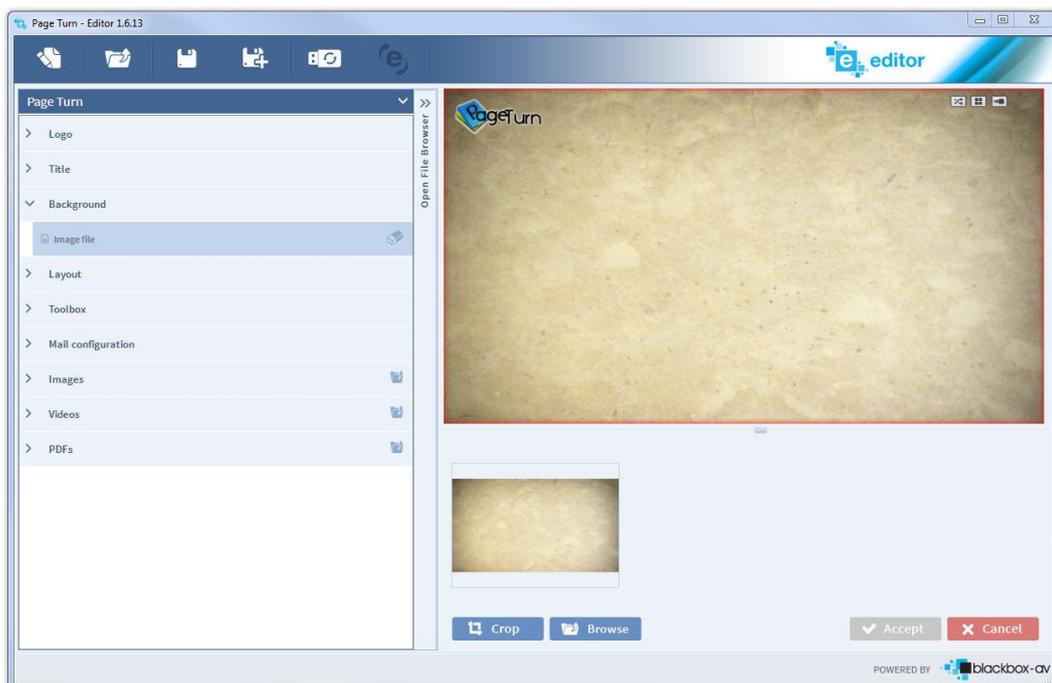
### Drag 'n' Drop

Simply select the image file you wish to use as the logo and drag and drop it into the logo section of editor.



Once added you can edit the scale and positioning of your logo image via the drop down options.

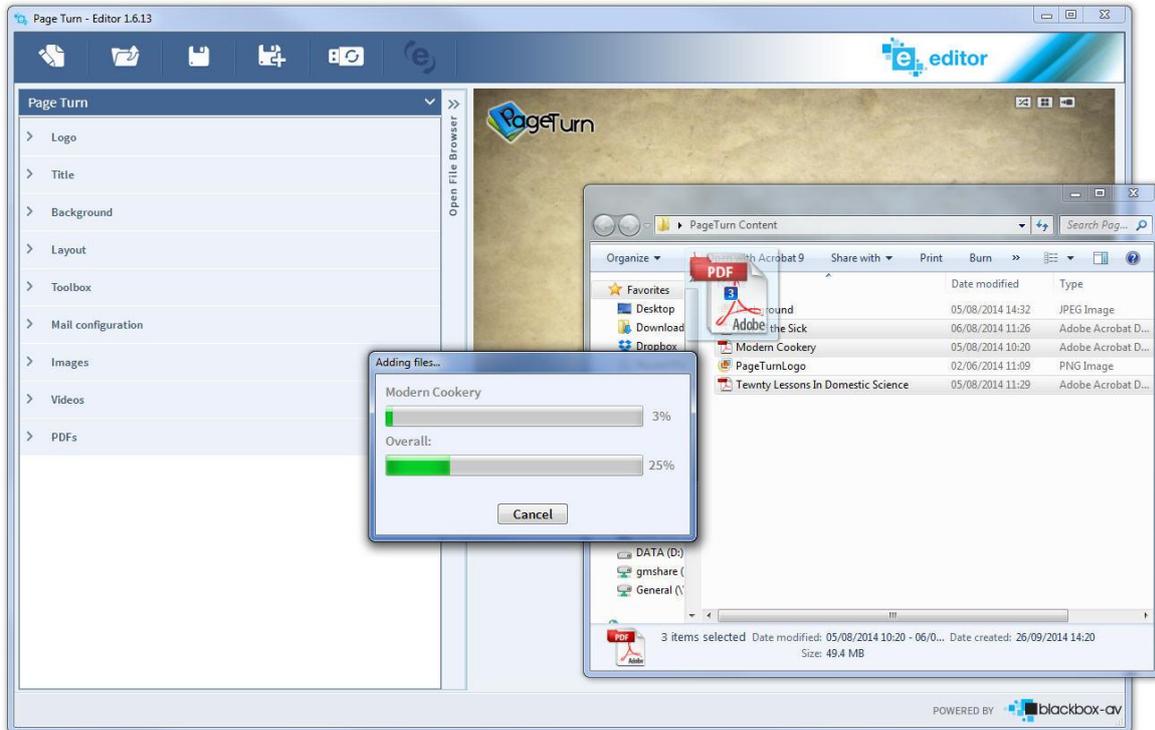
The same applies for adding the background image. Once added the changes made will appear in the editor preview pane;



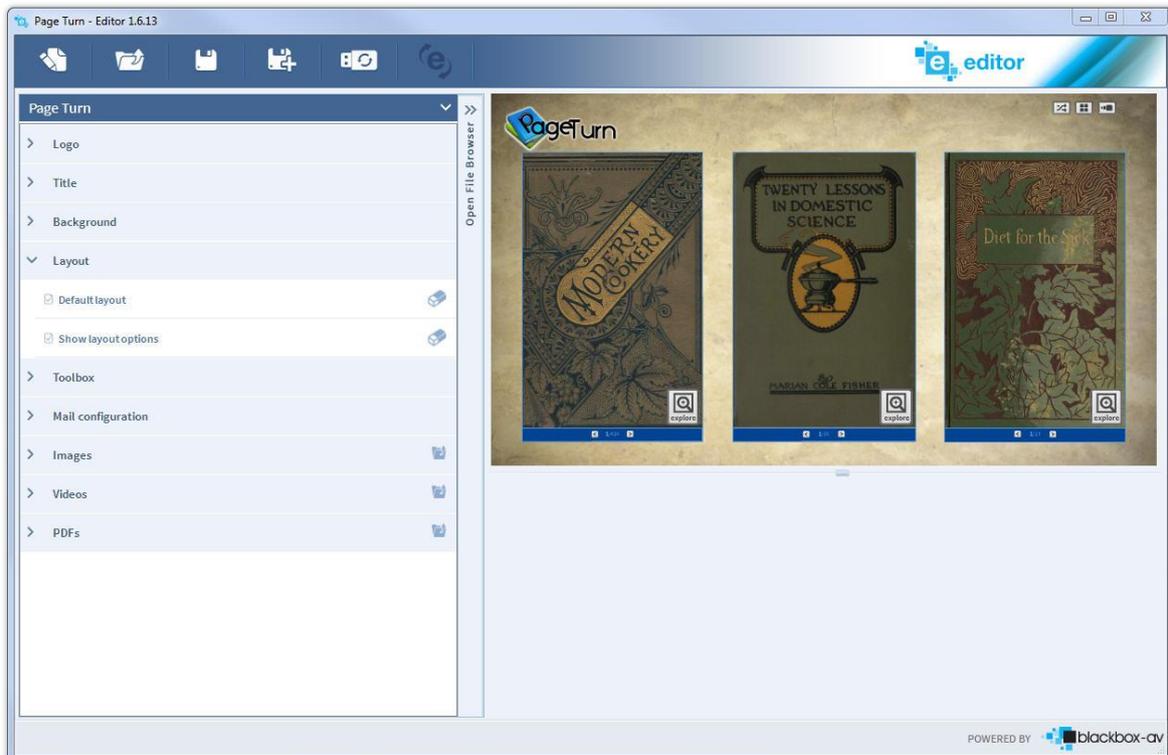
## 2.7 Add eBooks

Ebooks must be prepared in PDF format with an even number of pages. They can then be added to the application in the same manner as listed above, either through Drag 'n' Drop or through the file browser.

PageTurn supports up to 10 PDF's. Multiple PDF's can be added simultaneously;



Once added the books will appear in the preview pane;



## 2.8 Layout Settings

How the eBooks appear is determined by the layout, users have the ability to alter the layout from the top right which will move the books in realtime on the screen to the chosen layout option, you can disable this ability in the 'Layout' section. You can also determine the default layout here (how the books appear when the software first loads up).

The 3 layout options are;

**Random** – 9 ebooks in Random mode



**Grid** – 3 ebooks in Grid mode



**Tile – 9 ebooks in Tile mode**



**2.9 Save Interactive**

Once your Interactive project is complete it should be saved;



**Save** – Save current project, if you are working on a previously saved project this will overwrite that save.



**Save As** – Save the current project as a new save, use this option if working on a previously saved project you do not wish to overwrite.

When saving the project you need to enter a name and have the option to set an Icon, this icon is utilised when more than one application is operated from a single machine with the use of a 'Home Page'. For standalone interactives the Icon is not important.



## 2.10 Edit Existing Template

To edit a previously saved or start a new template use the following;



**Open** - Open previously saved projects.



**Create New** – Start a new project

Be sure to 'Save As' if you do not wish to overwrite the project, overwritten projects are gone for good!

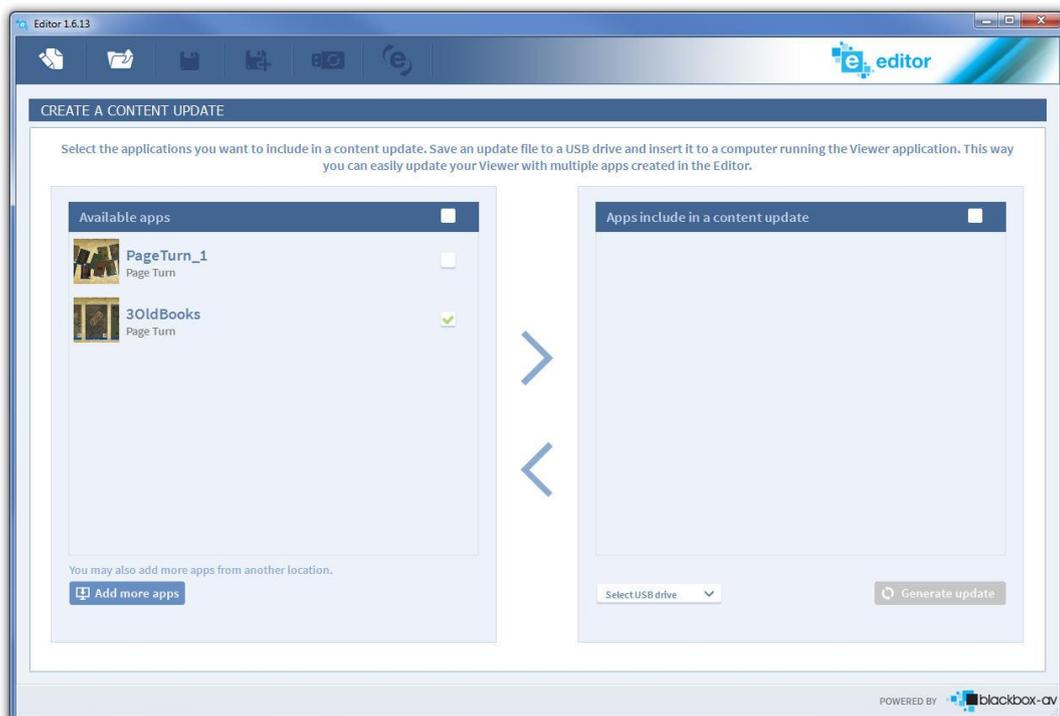
## 2.11 Prepare Interactive For Upload to Viewer

Once your interactive has been completed you need to prepare it for upload to **Viewer**. This is completed via USB stick which allows the easy updating of a **Viewer** terminal with a PageTurn interactive completed using **Editor** elsewhere.

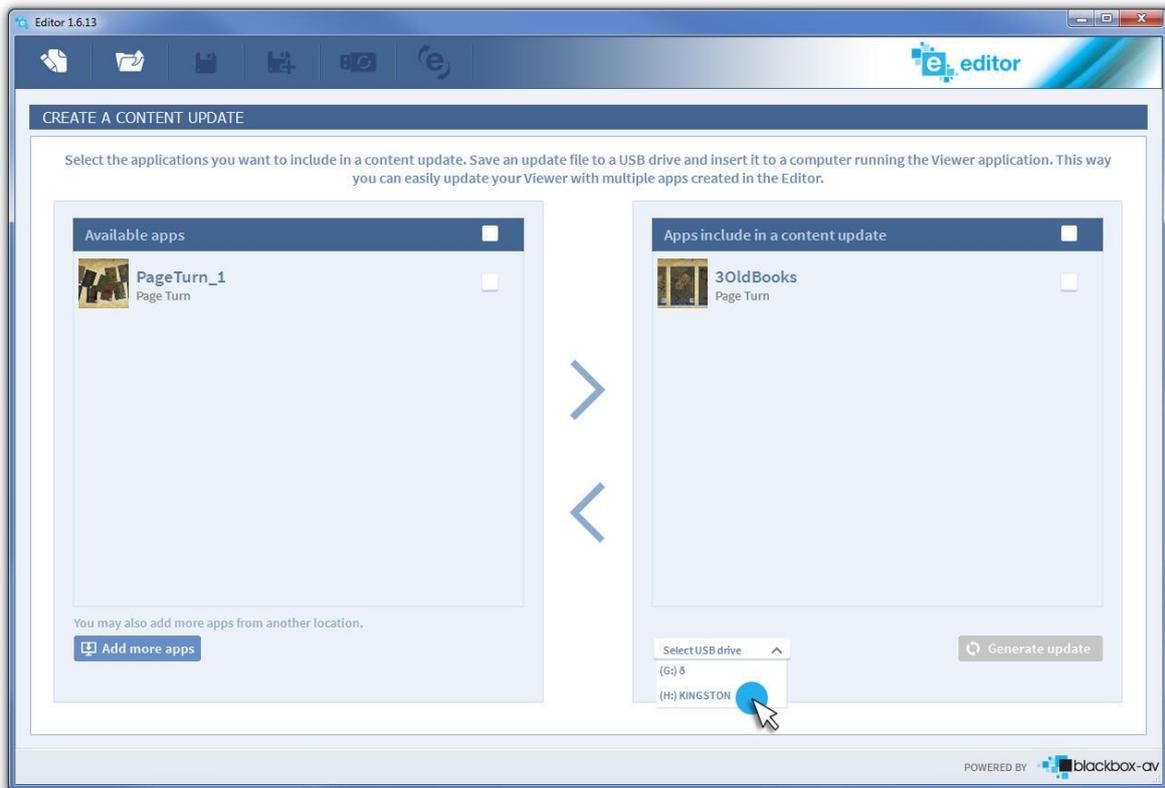


**USB Update Creator** – Compile your interactive ready for upload to **Viewer**

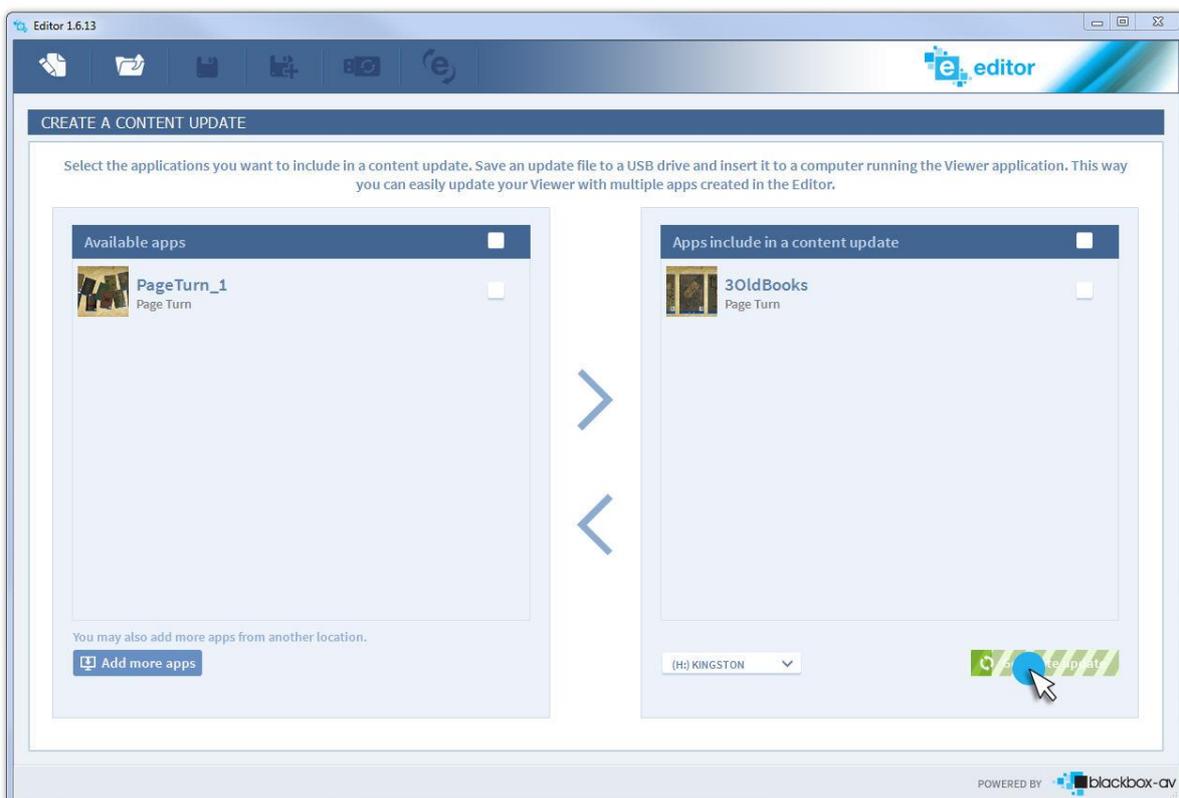
Enter the Update Creator utility by selecting the USB icon pictured above;

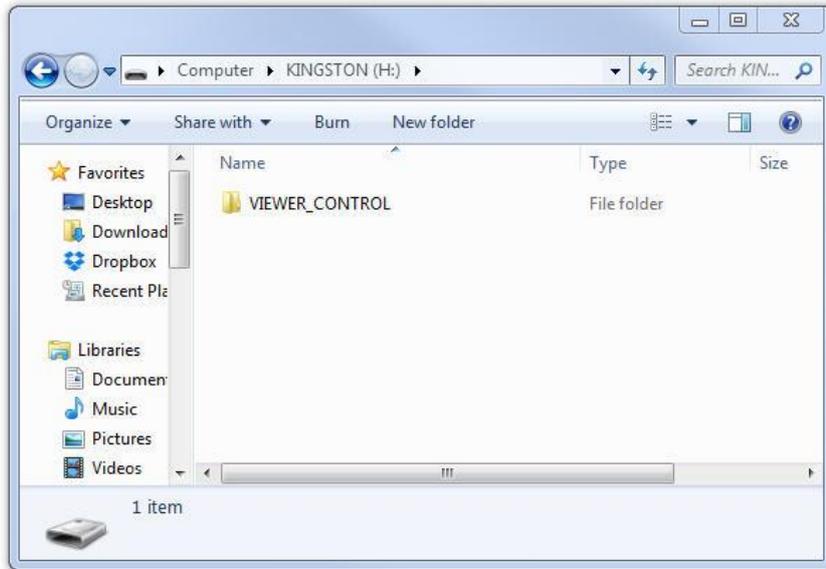


Select which Interactive you wish to add to **Viewer** and add it to the right hand update panel via the > icon, connect your USB stick and select it from the drop down list (you may need to scroll down the list);



Now select 'Generate Update' and **Editor** will create the update files required, adding them to the selected USB stick;





Once completed the USB stick will contain the folder 'VIEWER\_CONTROL'. Within this folder is an update compiled of your chosen Interactives.

## 3. The Viewer

### 3.1 Introduction to Viewer & Basic Hotkeys

**Viewer** is the frontend software that displays your created interactives. The Interactives are usually supplied pre-created in which case you only need to install **Viewer** and then import the created interactives via the USB update ability.

#### Basic Hotkeys

To navigate the **Viewer** backend you use the following hotkeys;

**Ctrl+F3** - Allow Mouse Input

**Ctrl+A** - Access Viewer Manager

**Alt+F4** - Exit

When you first load **Viewer** you will see the following screen;



This is because there are currently no interactives uploaded to **Viewer** for it to display. Access the **Viewer Manager** by pressing '**Ctrl+A**' and entering the pin number.

By default the pin number is unassigned. This means you need only select 'OK' leaving the pin area empty in order to access the **Viewer Manager**.

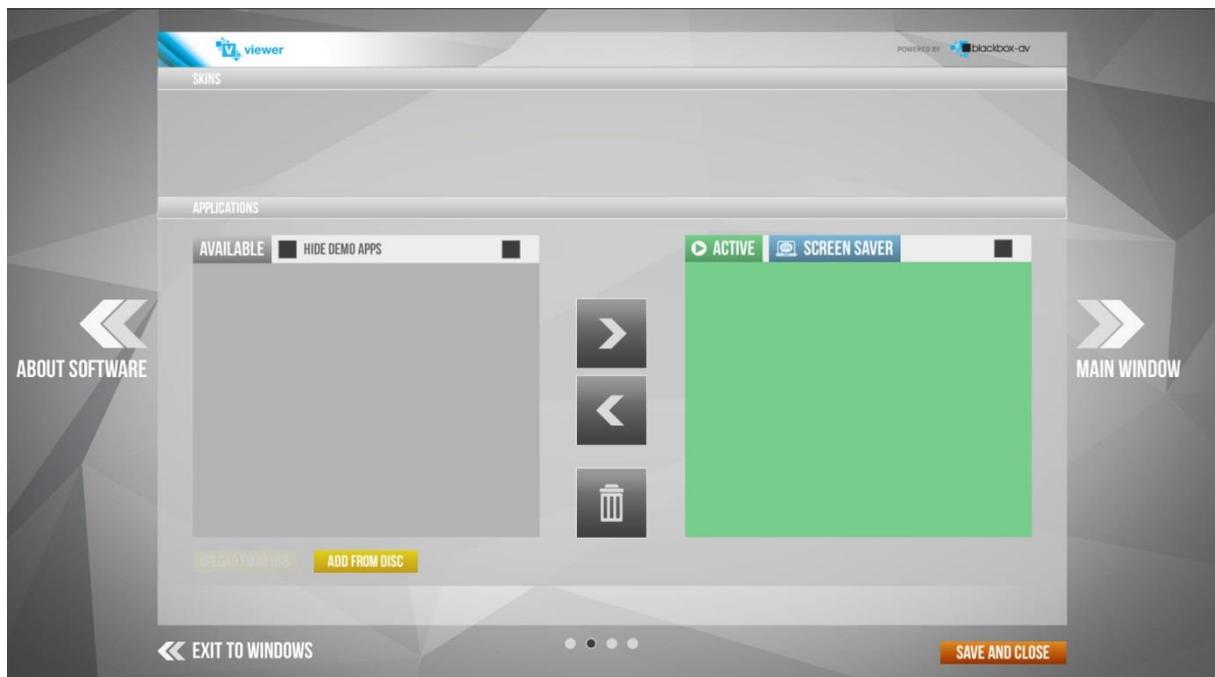
You can set the pin number if required following the instructions in section **3.4 Changing PIN Number**.

### 3.2 Import Interactive



To import your Interactive access the **Viewer Manager** by pressing '**Ctrl+A**', then enter 'ok' or the PIN you have set.

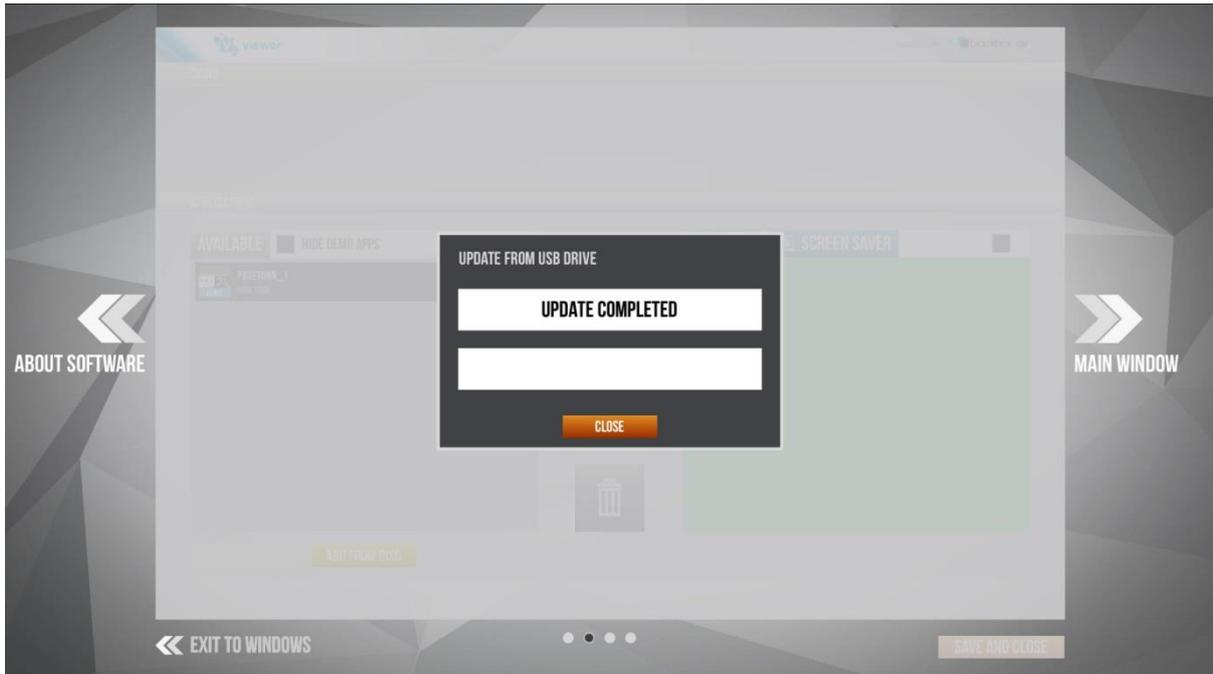
You now have access to the **Viewer Manager** and should be in the 'DOWNLOAD' section. The left panel displays 'available' Interactives and the right panel displays the 'active' Interactive. The Interactive in the right panel is the one currently displayed by **Viewer**.



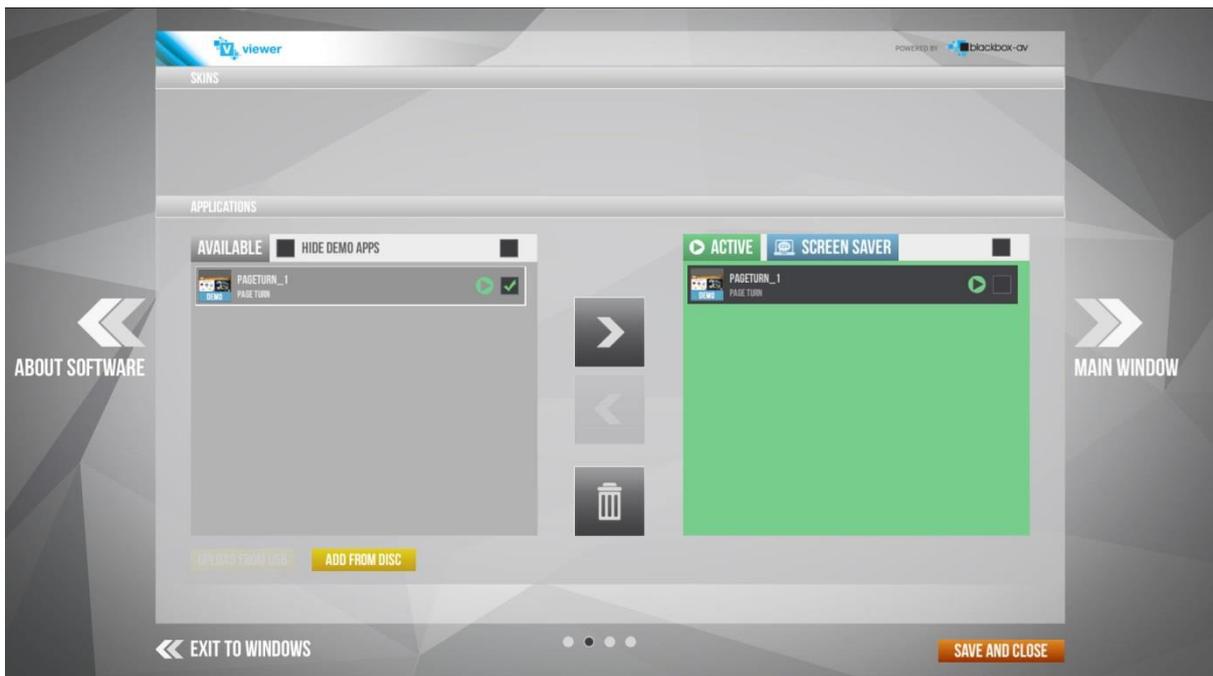
To add your Interactive insert the USB with 'VIEWER\_CONTROL' uploaded and select 'UPLOAD FROM USB' which will be greyed out until a USB is inserted.

**Viewer** will now upload all Interactives compiled within the 'VIEWER\_CONTROL' folder.

For more information on the creation of this folder see section **2.11 Prepare Interactive For Upload to Viewer**.



Once the upload is complete the interactive will be available in the AVAILABLE applications table;



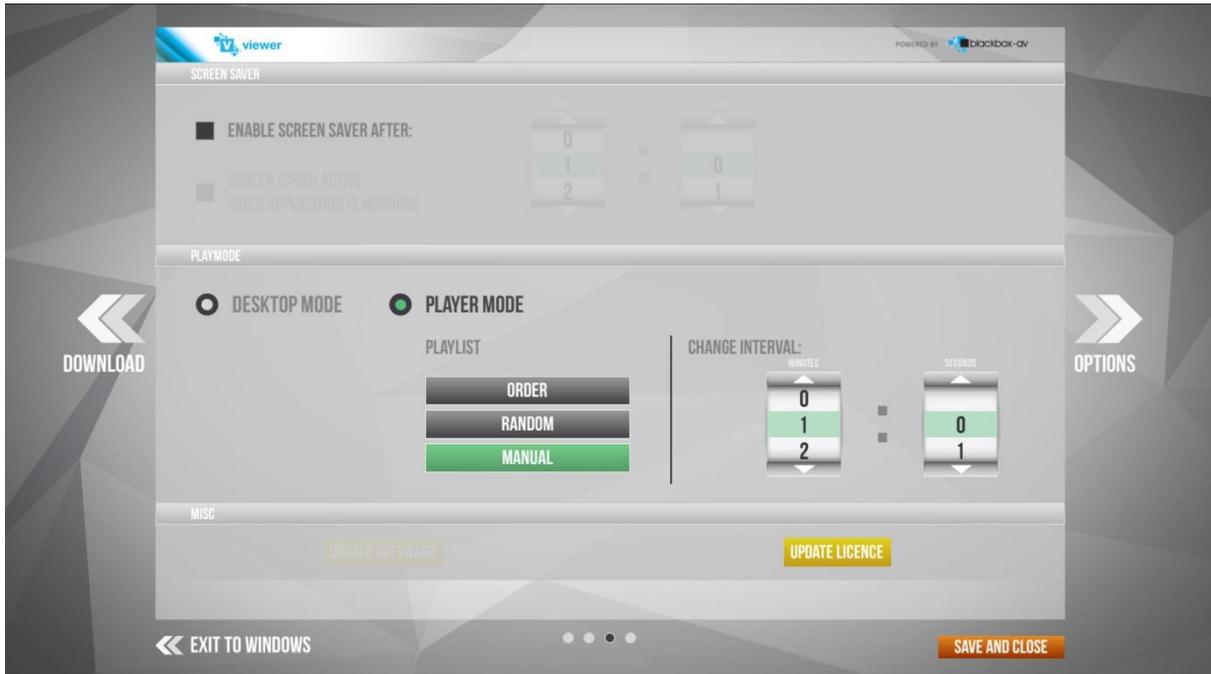
Select the interactive via the tickbox and press the > arrow to transfer it to the ACTIVE list.

This is the PageTurn interactive **Viewer** will now display. To finalise the setup you must set some other options located in the 'MAIN MENU' section (accessible via the >> arrows on the right of the screen).

Select the following options;

**PLAYMODE:** Player Mode

**PLAYLIST:** Manual



This sets **Viewer** to display the single Interactive added to the ACTIVE list.

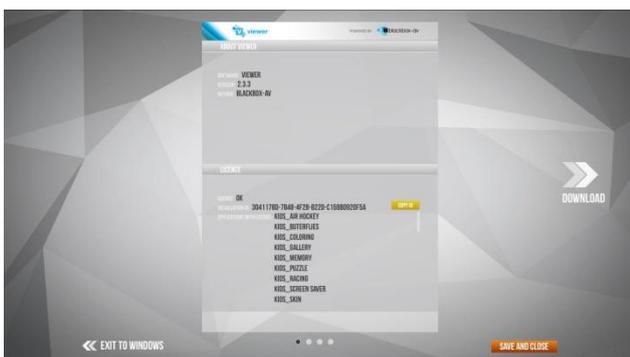
*Note: **Viewer** can display more than one PageTurn Interactive in a sequentially timed manner, to do this add additional PageTurn Interactives to the ACTIVE list and set PLAYMODE as 'Order' then set a timed change interval using the dials provided. When the time elapses **Viewer** will switch to the next ACTIVE Interactive in the list.*

Choose 'SAVE AND CLOSE' to save your settings. The PageTurn Interactive set will now be active when **Viewer** starts up.

### 3.3 Additional Manager Options

Navigating Left and Right in **Viewer Manager** will access a number of additional areas. Note that some of these functions are for development purposes and will as such be unavailable;

#### About Software



#### Device Options



**About Software:** Information on the current **Viewer** software installation is located here. The installation ID as well as the templates the license is registered for (PageTurn).

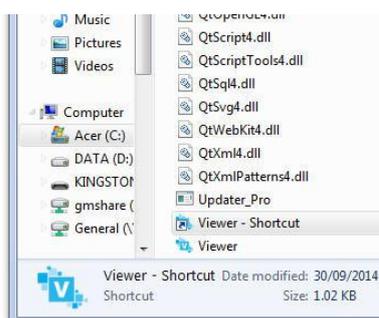
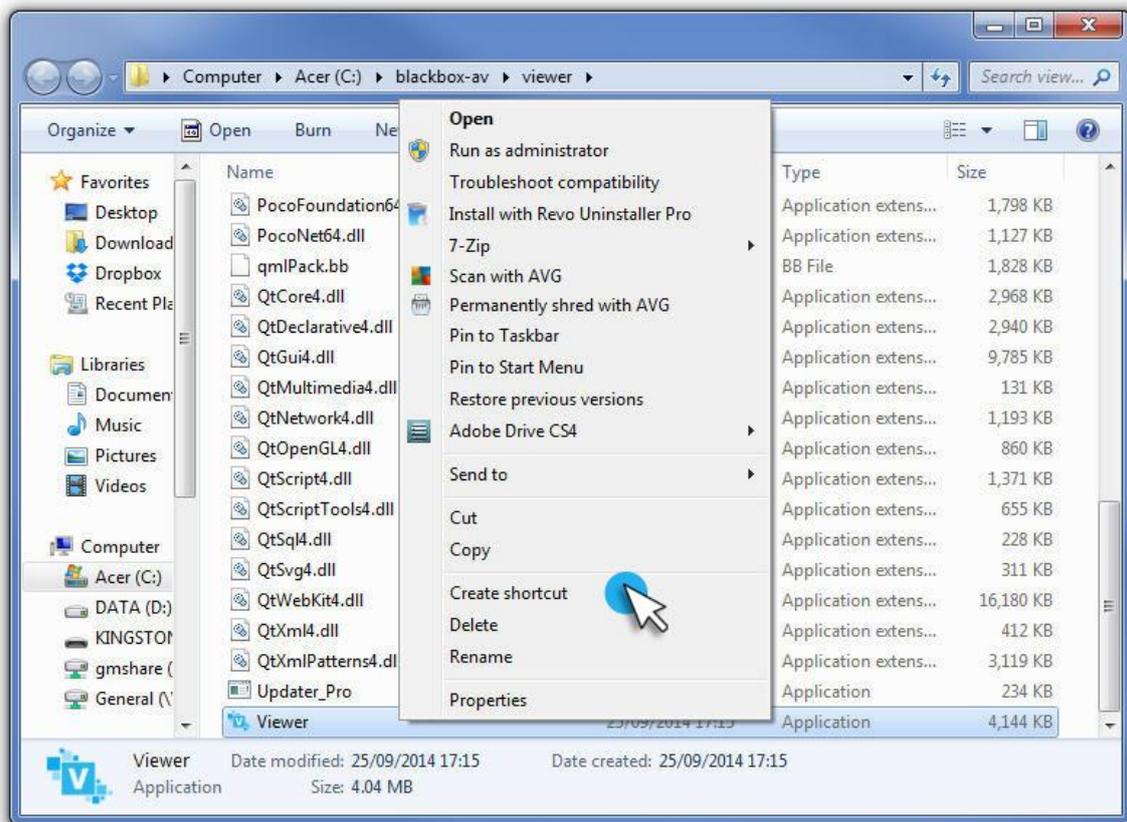
**Device Options:** This area is not applicable for the current version of **Viewer** and as such should appear greyed out.

### 3.4 Changing the PIN Number

As standard the PIN number is left empty, this is usually acceptable as most touchscreen kiosk systems do not allow user access to a keyboard so the PIN screen is inaccessible (CTRL+A) in the first place. If you wish to change the PIN number you will need to do the following;

#### Step 1: Create Viewer Shortcut

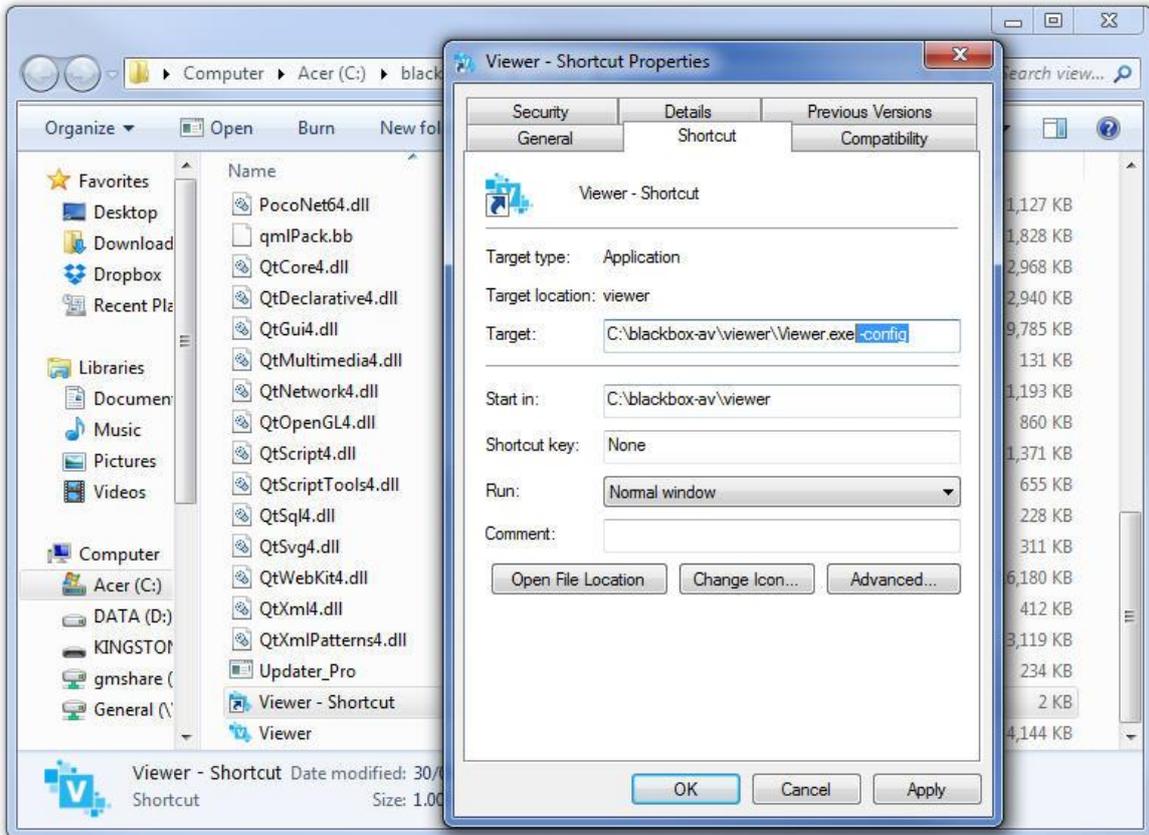
Enter the installation directory for **Viewer** (C:\blackbox-av\viewer) and find the Viewer application. Right click and create shortcut;



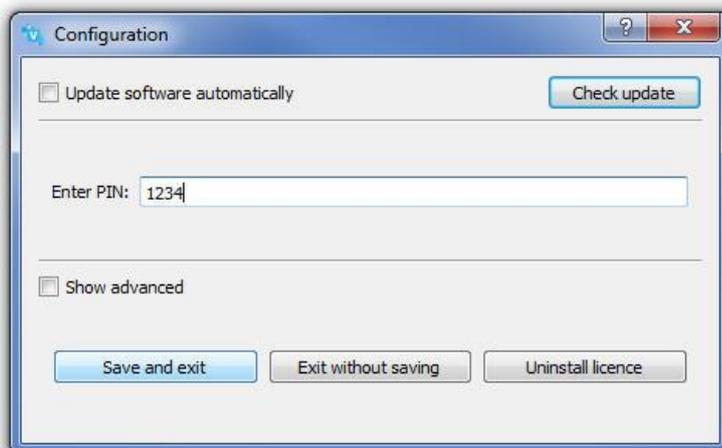
This will add a new shortcut icon in the same folder.

## Step 2: Edit Shortcut

Select this shortcut rightclick > properties and add <space>-config to the 'target' section. Press 'OK'.



Now open this shortcut to access additional options;



## Step3: Select New Pin

Enter the desired pin and select 'Save and Exit'.

This is now the pin required to access the **Viewer Manager**.

## 4. System Requirements

### 4.1 Recommended

The Following are recommended specifications for **Viewer** and **Editor**

#### Viewer

- Windows 7 / Windows 8, 32 or 64 bit
- Intel i5 processor or higher
- 4GB RAM
- At least 20GB disc space (Viewer takes up up to 200 MB, the rest of the space is required for multimedia-heavy Interactives that will be shown in Viewer)
- Full HD Enabled Multi-touch screen (1920 x 1080)

#### Editor

- Windows 7 / Windows 8, 32 or 64 bit
- Intel i3 processor or higher
- 4GB RAM
- At least 20GB disc space (Editor takes up to 500 MB, the rest of the space is required for multimedia-heavy Interactives that will be prepared in Editor)

### 4.2 Supported Media Formats

**Video:** .mp4 | .mpg | .flv | .wmv | .mov | .f4v | .mpeg | .avi | .f4v

**Images:** .gif | .jpg | .png | .bmp | .tiff | .tif | .jpeg | .pcx | .jp2 | .jpx

**PDF:** eBooks must be created as PDF (portable document format) with an even number of pages