

LightboxLite

Manual



DEFAULT PASSWORD: 874100

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1. Getting Started

Lightbox Lite has been designed for use on our unique POS 10" Android Tablets – support for other Android devices should be possible but is not guaranteed.

Lightbox Lite works in two parts;

1 Manager

2 Viewer

The Manager allows you to customise and populate your interactives – this is a Windows software package and should be installed on a PC or Laptop operating Windows 7+.

The Viewer is the LightboxLite Android Application and is what presents your interactive content to visitors via the Tablet.



Before you can proceed you must install the LightboxLite Manager. Simply run the installer file and follow the prompts to install.



If purchased for use on our 10" POS Tablets, the tablet will be supplied with LightboxLite Viewer already installed. If purchased for use on a different device you will need to install the APK file (the process of which may differ depending upon your device, however you can usually simply run an APK file to install it). You must allow Lightbox Lite access to your devices storage when prompted to do so.

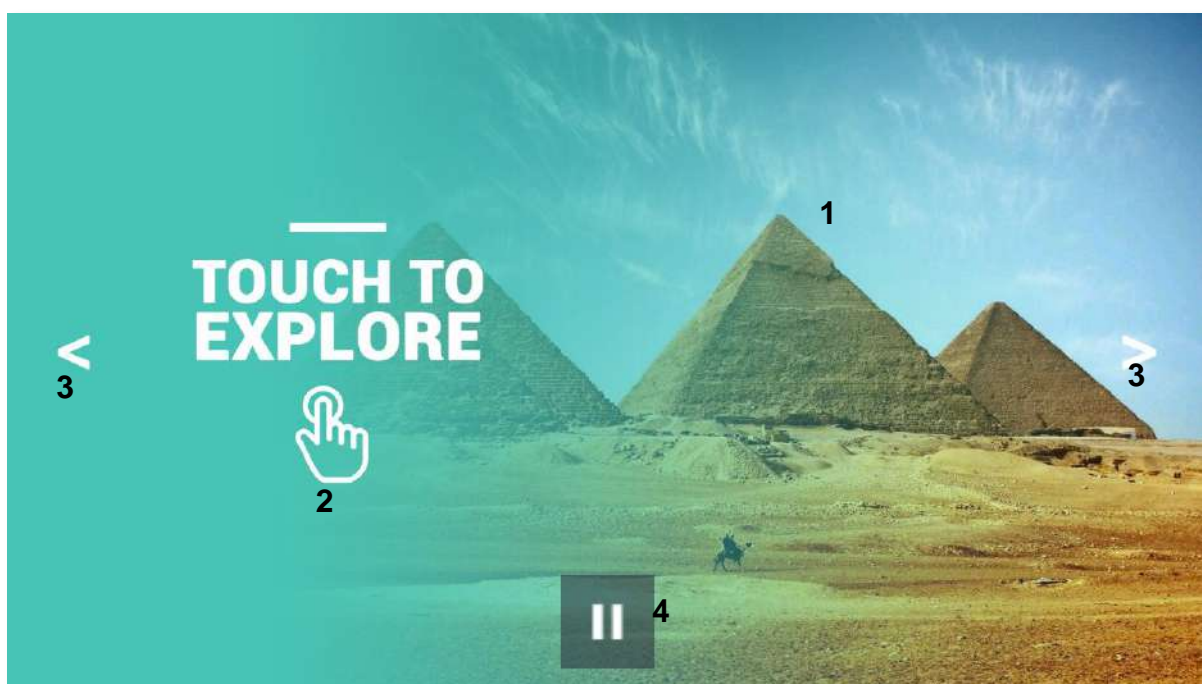
NOTE: *Lightbox Lite has been developed to work on our 10" POS tablets which have the ability to disable Android Menu Bar built in – disabling this bar is an important step to locking down the tablet into kiosk mode (instructions regarding this process can be found in the Tablet Manual)*

2. Lightbox Lite Viewer – Overview

Here is an overview of the various features of Lightbox Lite as well as the customisable elements and suggested file types / size.

Attractor

This presents a slideshow of images with overlaid attractor image utilised as a call to action. Lightbox can be set into 'Attractor Only' mode and utilised to present just this screen if required.



- 1** Slideshow of images (*1920x1080px .jpeg*)
- 2** Attractor Overlay (*1920x1080px .png*) *Optional*
- 3** Left / Right Icons (*100x100px .png*) *Optional*
- 4** Pause/Play *Optional*

Menu

Upon touching the attractor screen, users are taken to the Menu – if only the Galleries aspect of LightboxLite is being utilised, the attractor will go directly there instead.



- 1** Background *(1920x1080px .jpeg)*
- 2** Menu Items *(500x500px .png)*
- 3** Language Dropdown (if multiple languages used)
 - Dropdown icon *(30x30px .png)*
 - Language Flags *(100x100px .png)*
- 4** Home Icon – Navigates to Attractor *(100x100px .png)*

Galleries

The galleries allow the sharing of images, video, audio and PDF files all within established categories / folders. It's possible to create a hierarchy of galleries by creating sub-categories within categories.

Galleries – Home

This screen presents the root categories of information



- 1 Heading Font (.ttf / .otf)
- 2 Gallery Thumbnail* (See page 9 for size details)
- 3 Back Icon (100x100px .png)
- 4 Home Icon (100x100px .png)
- 5 Font Control Icon (100x100px .png) – Optional

(Pressing the font icon increased the font size by 3pts upon once press, another 3pts upon second press and then back to default upon third press).

Gallery Thumbnails*

Note that the gallery home menu is responsive, this means the thumbnails will always fill the width of the screen up to 4 gallery items. LBL will display any image size to fill this space however should you want more control on how this is aligned you will need to use the correct image size.

If you have just 1 gallery item, LBL will open directly into that gallery from the Attractor / Menu so the thumbnail is not important. However if you have just 2, 3 or 4+ the Gallery Thumbnails should be sized as follows for best results;

2 Galleries: 960x370px

3 Galleries: 640x370px

4 Galleries +: 480x370px

Gallery Layout – Standard

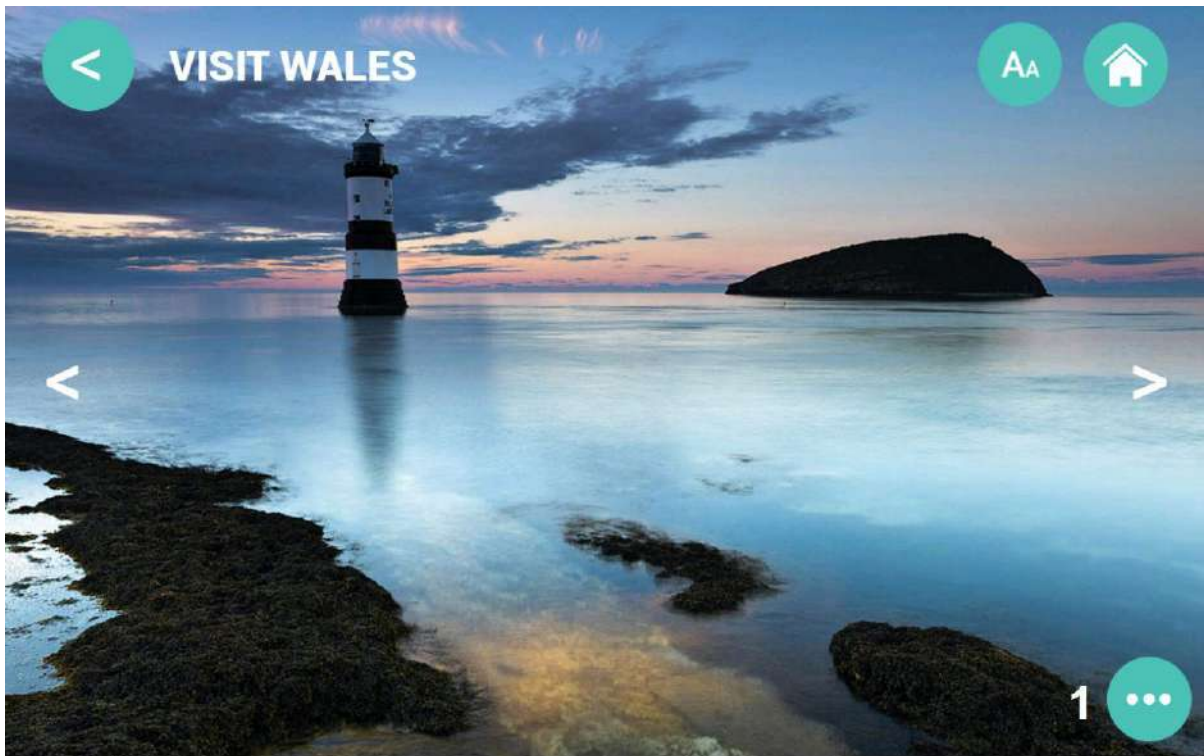
In standard layout items are displayed to the left, with further information to the right. Images on the right can be selected to open in fullscreen.



- 1 Heading Font (.ttf / .otf)
- 2 Sub-heading Font (.ttf / .otf)
- 3 Body Font (.ttf / .otf)
- 4 Accent Colour (#hexcolour)
- 5 Video Icon Overlay (100x100px .png)
- 6 Audio Icon Overlay (100x100px .png)
- 7 PDF Icon Overlay (100x100px .png)

Gallery Layout – Fullscreen

In gallery layout Fullscreen all items are displayed in fullscreen. You can choose to share further information upon selection of an item or restrict the layout to fullscreen only. To allow further information you will need to enable a fullscreen more information icon.



1 Fullscreen further information icon (*100x100px .png*)

More information from fullscreen item;



1 Heading Font (*.ttf / .otf*)

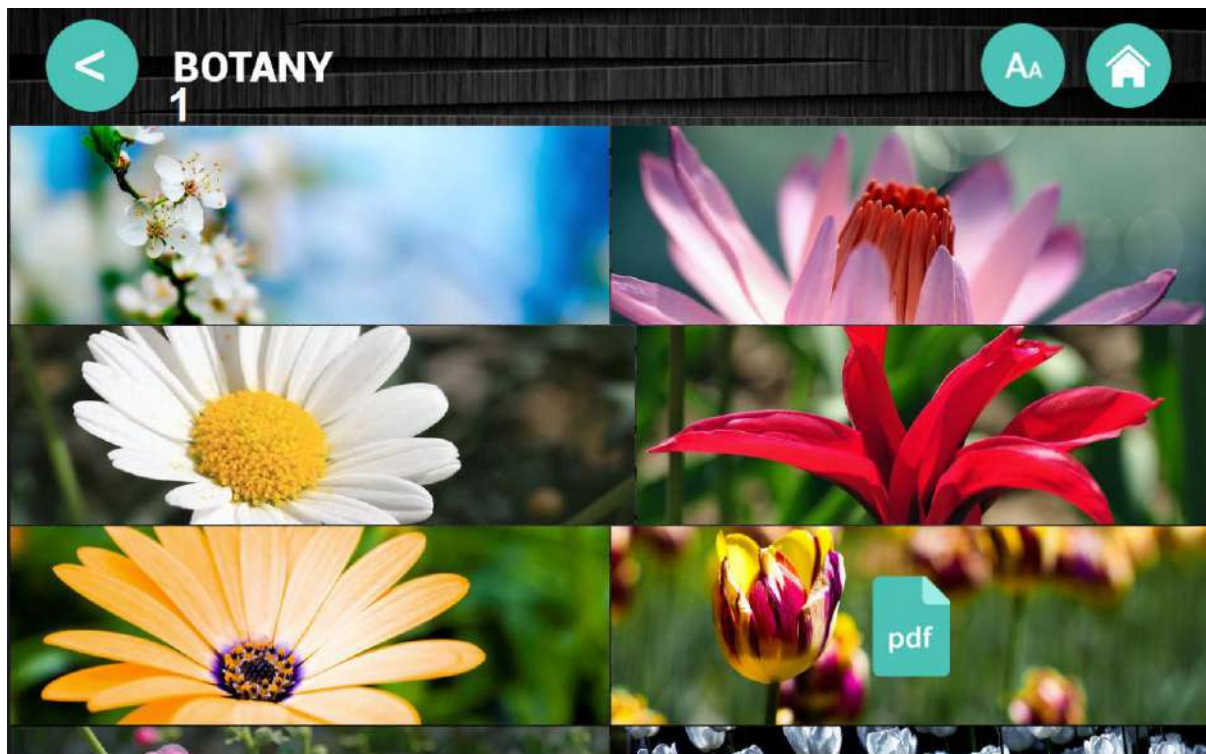
2 Sub-heading Font (*.ttf / .otf*)

3 Body Font (*.ttf / .otf*)

4 Accent Colour (*#hexcolour*)

Gallery Layout – Justified

Justified layout displays in a tiled manner. When items are selected the more information screen is opened.



1 Heading Font (.ttf / .otf)

More information from justified item;



1 Heading Font (.ttf / .otf)

2 Sub-heading Font (.ttf / .otf)

3 Body Font (.ttf / .otf)

4 Accent Colour (#hexcolour)

Media Viewer (Audio / Video)

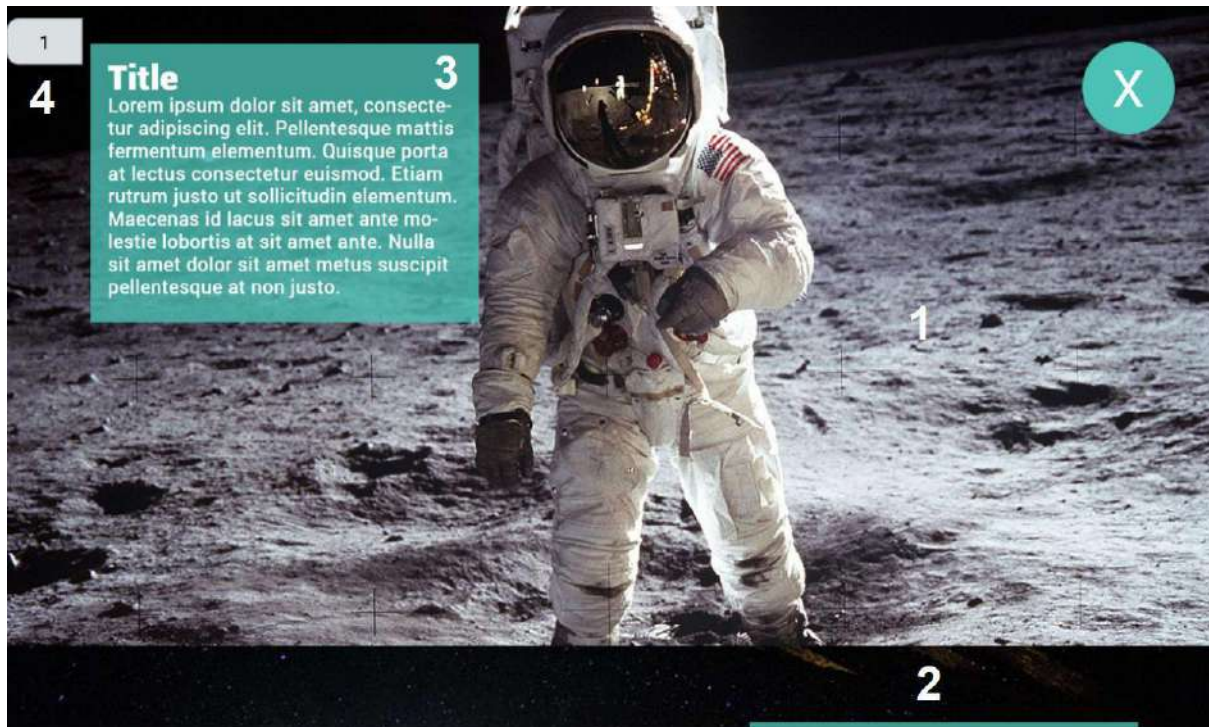
The media viewer for Audio and Video files allows user controlled volume, and player controls – the default volume and max volume allowed are chosen in the Manager Settings – see manager section for more information.



- 1 Volume up / down icons (*100x100px .png*)
- 2 Player controls / Seek bar
- 3 Accent Colour (*#hexcolor*)

PDF Viewer

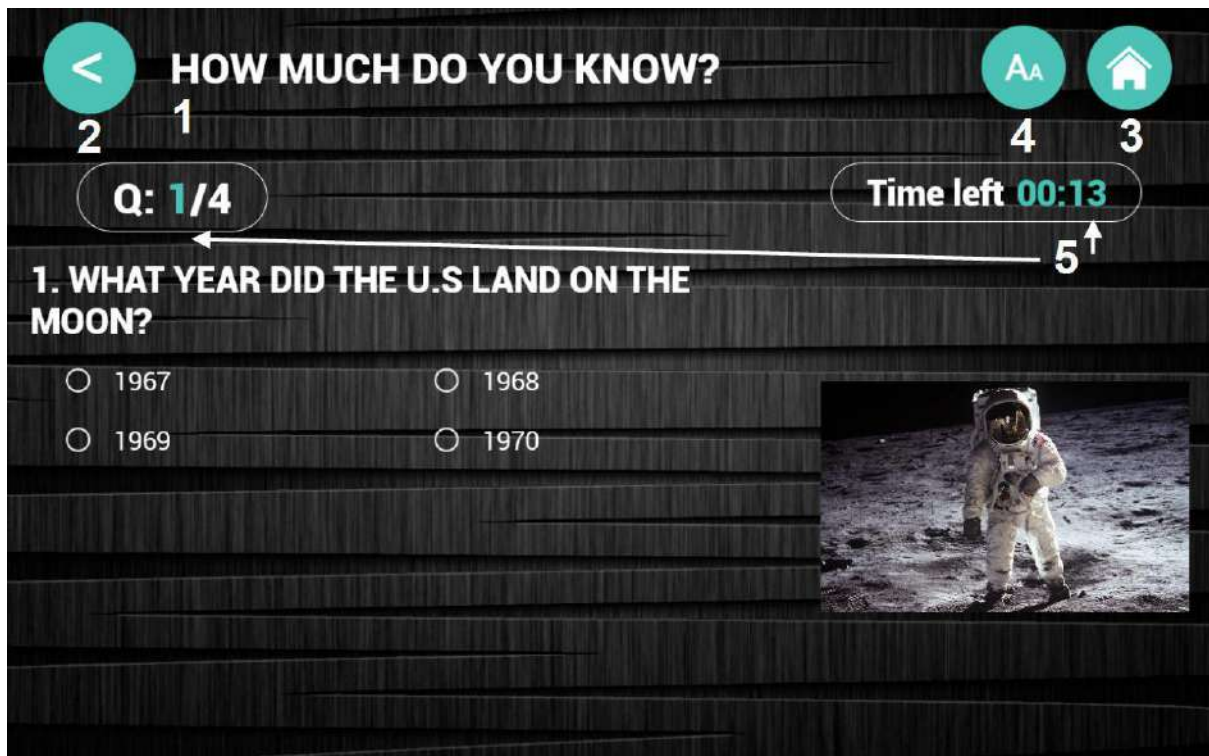
LightboxLite supports PDF viewing, users can scroll vertically through each page of the PDF. In order to take up the whole screen in terms of width we recommend the PDF set to at least 1920px wide.



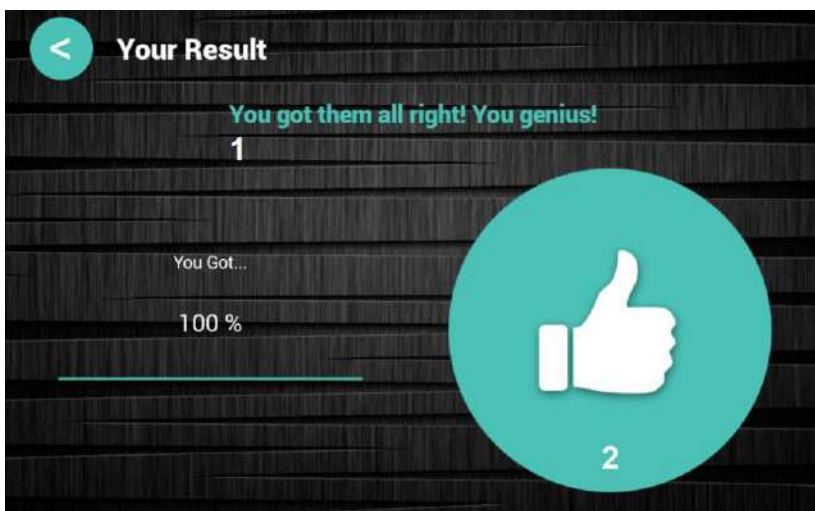
- 1 PDF file Page 1 (*Widescreen in size, 1920px wide to take up entire length of screen*)
- 2 Page 2 (*Scrolls vertically, no limit on pages*)
- 3 Text embedded in PDF file
- 4 PDF Page Number (*displays during scroll*)

Quiz

The Quiz app allows you to create a simple multiple-choice quiz, with customisable score brackets.



- 1 Heading Font (.ttf / .otf)
- 2 Back Icon (100x100px .png)
- 3 Home Icon (100x100px .png)
- 4 Font Control Icon (100x100px .png) – Optional
- 5 Accent Colour (#hexcolour)



Quiz Result Page

- 1 Score Bracket Message
- 2 Score Bracket Image (600x600px .png)

Feedback

The Feedback app allows you to gather feedback from visitors, with multiple choice questions and the ability to type messages. You can also gather email addresses for subscription purposes.

The screenshot shows a mobile app interface for collecting feedback. The title is "PLEASE LEAVE SOME FEEDBACK". There are two main questions: "1. HAVE YOU ENJOYED YOUR VISIT?" and "2. DO YOU PLAN ON RETURNING?". Each question has four radio button options. To the right of the questions is a "COMMENTS" section with a text input field and a "SUBSCRIBE" section with an email input field and a "Submit" button. A font control icon is located at the top right.

- 1 Heading Font (.ttf / .otf)
- 2 Sub-heading font (.ttf / .otf)
- 3 Body font (.ttf / .otf)
- 4 Back Icon (100x100px .png)
- 5 Home Icon (100x100px .png)
- 6 Font Control Icon (100x100px .png) - *Optional*

3. Setting Lightbox Lite as Home / Boot on Startup

To operate as a kiosk, Lightbox Lite can be set to launch on system start (*do not do this unless you know your admin PIN – see next section for more details*). When coupled with our 10" POS tablets which are mains powered, this means you can simply turn the tablet off / on as required, and it will automatically boot into LightboxLite.

To do this you must;

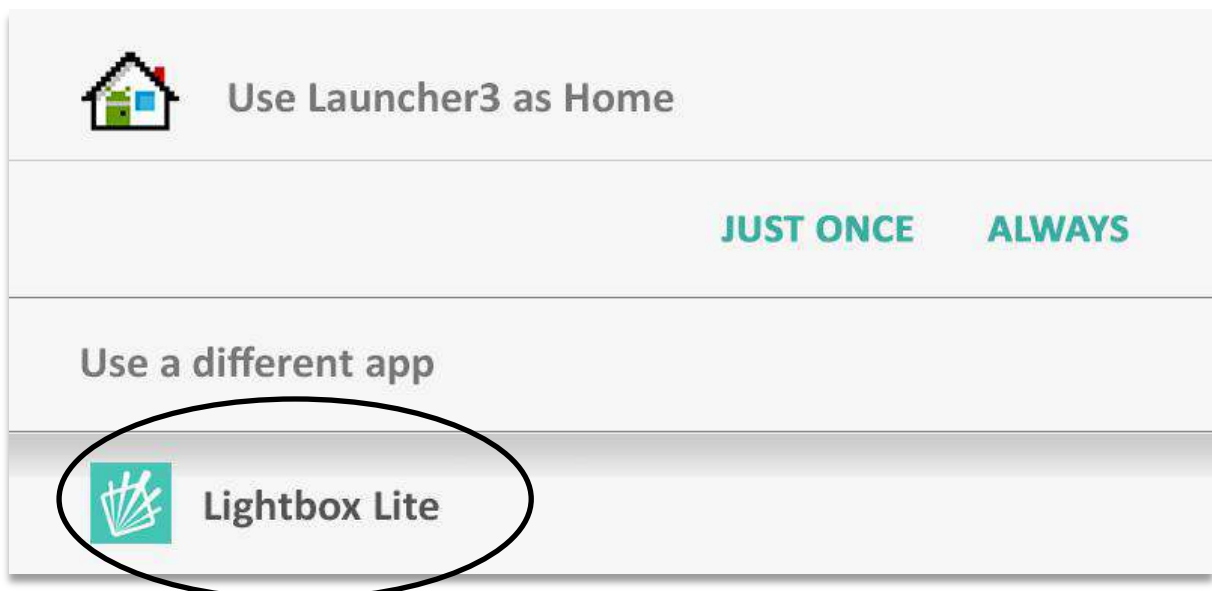


1 Launch Lightbox Lite on the tablet using the icon



2 Using the supplied remote press the 'home' button

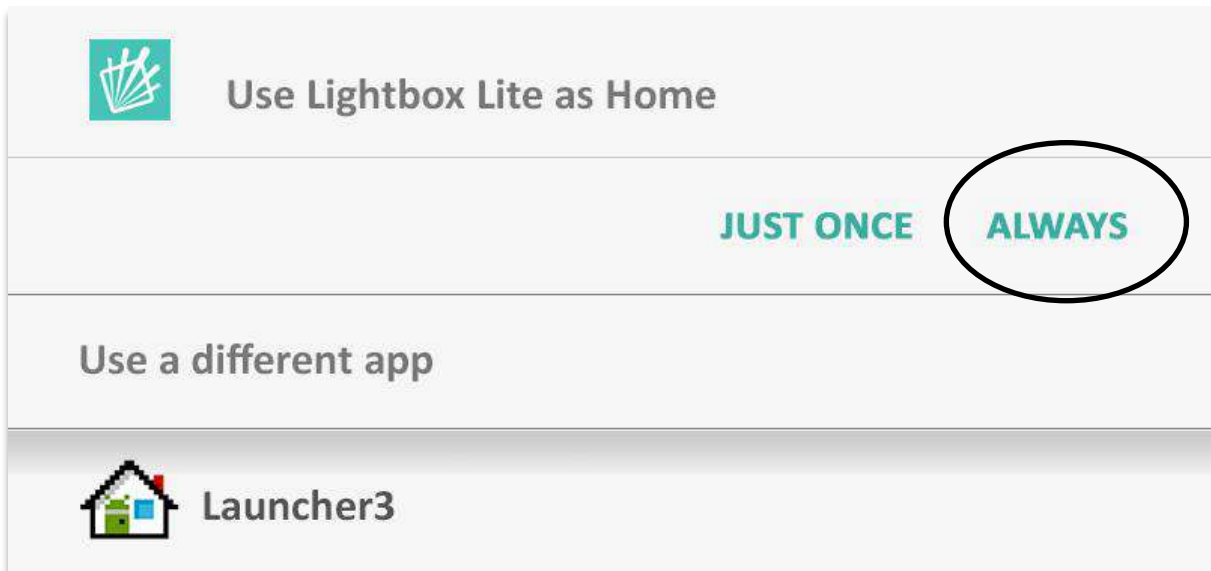
3 Select 'Lightbox Lite' from the launcher options displayed





4 Using the supplied remote press the 'home' button again

5 This time select the 'Always' option next to 'Use Lightbox Lite as Home'



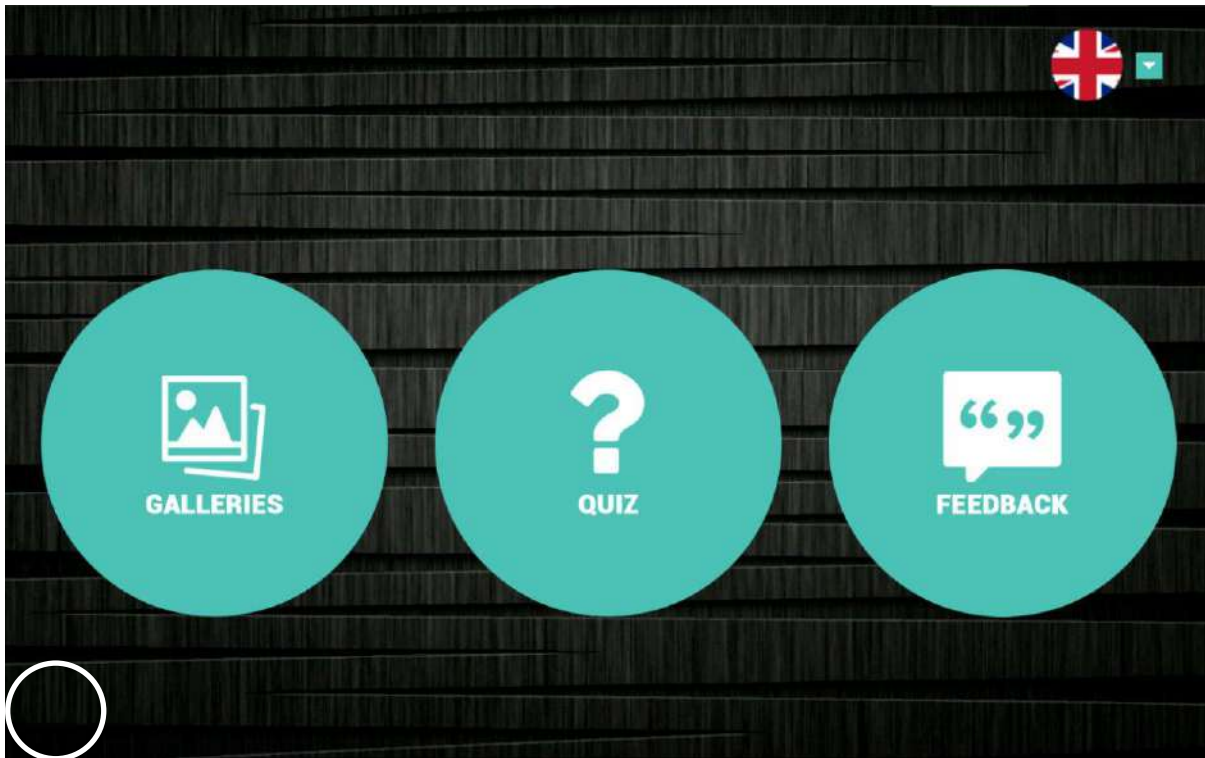
6 Press the 'home' button again – nothing should happen. If nothing happens this means the tablet is now set up to launch Lightbox Lite on restart.

7 Power down and then up the tablet from the mains to confirm Lightbox Lite launches at startup. *(Allow 30 seconds after turning the tablet off, before turning it back on again).*

THE ONLY WAY TO EXIT THE APP WILL BE VIA THE ADMIN SECTION WITH A PIN NUMBER – DO NOT SET LIGHTBOX LITE AS THE LAUNCHER 'ALWAYS' UNLESS YOU KNOW YOUR PIN AND CAN ACCESS THE ADMIN AREA.

4. Lightbox Lite Admin / Exit

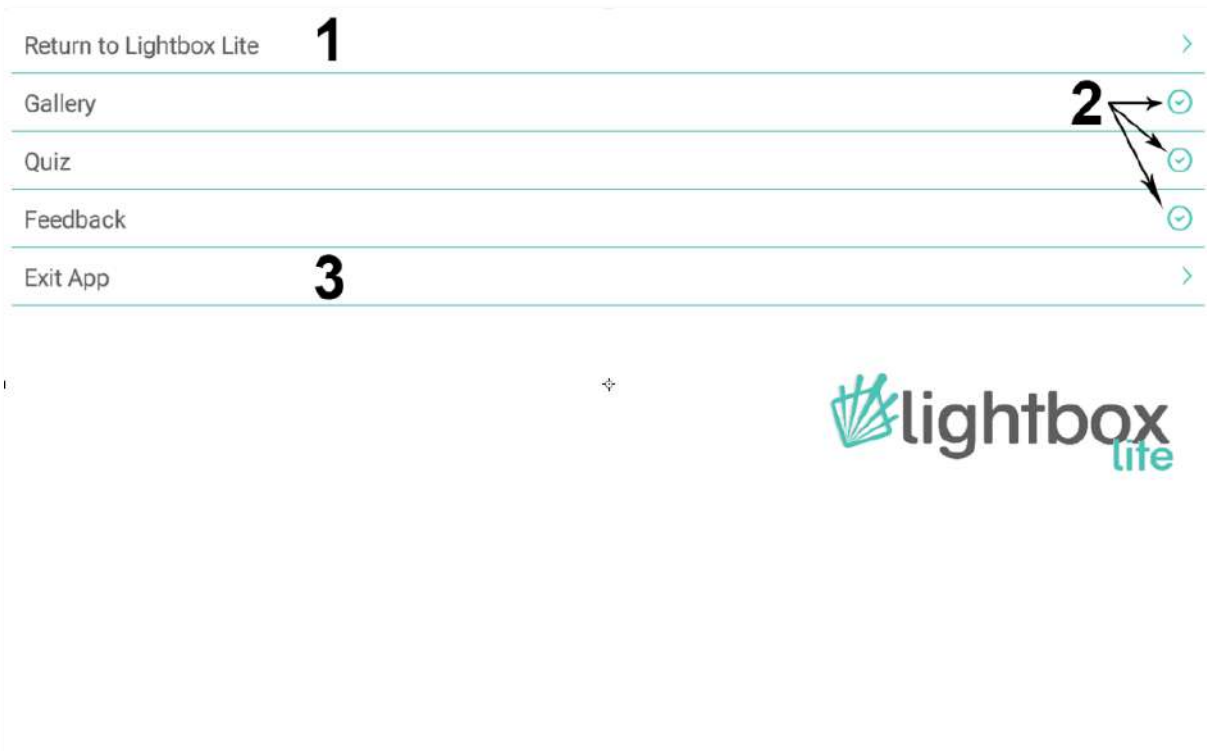
Lightbox Lite Viewer has an admin area accessible by PIN code. To access the admin area from the Attractor, Menu or Gallery root screen, hold the bottom left of the tablet screen for 8 seconds (as circled below);



After 8 seconds you will be prompted to input your PIN number – this is set in the Manager, but the default is '874100';

A screenshot of the PIN entry screen. The background is white. At the top, the text 'Enter your PIN' is displayed in a dark grey font. Below this text is a long, thin teal horizontal line representing the input field. At the bottom of the screen, the word 'Cancel' is displayed in a dark grey font.

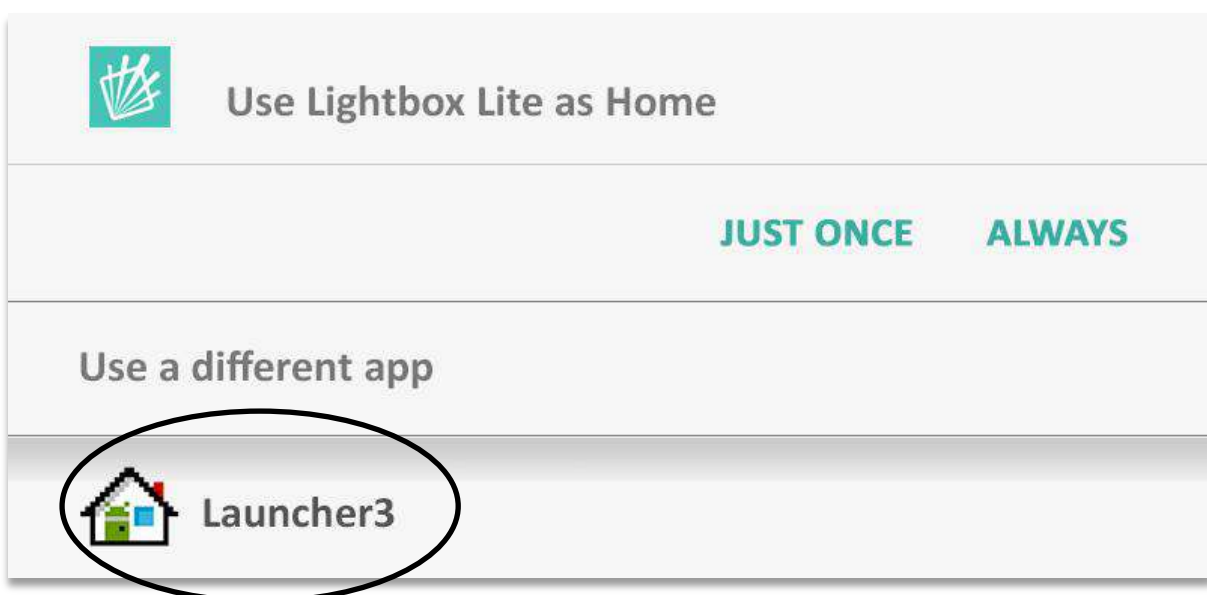
Once you have successfully entered the PIN number you will access the Lightbox Lite admin screen;



Here you can;

- 1 Return to LightboxLite
- 2 Enable / Disable front-end viewing of Gallery / Quiz / Feedback via tick box
- 3 Exit App

To Exit App choose this option, then when prompted choose 'Launcher3' / just once



Note: Once you have exited the app, you will need to follow the procedure as detailed in section **3. Setting Lightbox Lite as Home / Boot on Startup** to re-set Lightbox Lite to run on startup.

5. Lightbox Lite Manager

Run Lightbox Lite Manager using the desktop icon to begin;



5a. Create / Manage Projects

When launching Manager, the first screen you see is the Projects Screen – this allows you to create / delete and work on multiple different interactives at once.

Step 1) Add a Project

A screenshot of the Lightbox Lite Manager interface. The window title is "Lightbox Lite". There are two main sections: "Select Projects" and "Add Projects". The "Select Projects" section has a dropdown menu and a "Go" button. The "Add Projects" section has a text input field containing "Demo Project" and an "Add" button. A "Delete" button is also visible in the top right.

Create your project in the 'Add Projects' field, select 'Add' to create.

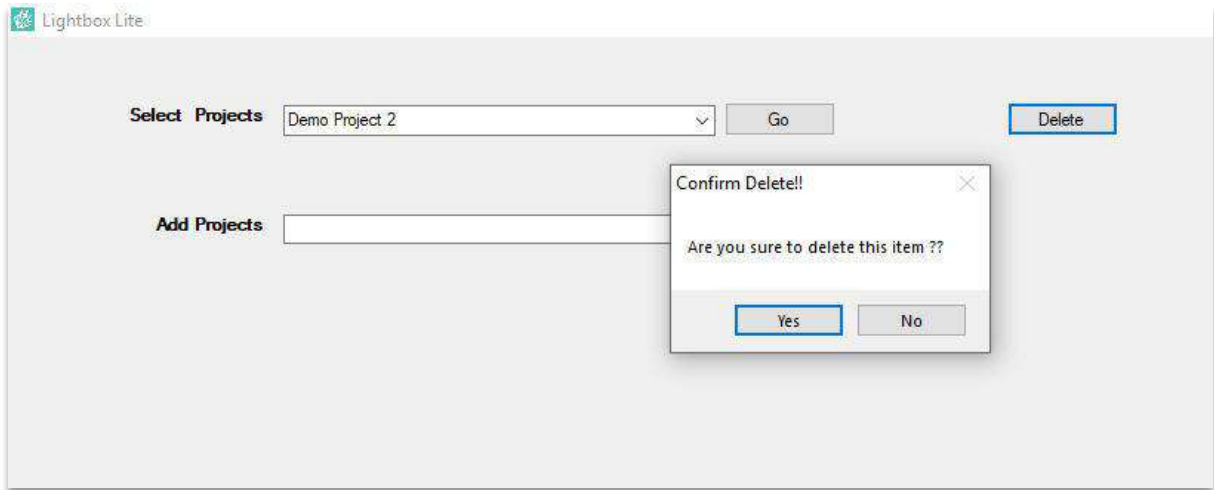
Step 2) Select Project

A screenshot of the Lightbox Lite Manager interface, similar to the previous one. The "Select Projects" dropdown menu is open, showing two options: "Demo Project" and "Demo Project 2". A mouse cursor is pointing at the dropdown arrow. The "Add Projects" field is empty, and the "Add" button is visible.

Using the dropdown select the project you wish to work on, and choose 'Go'

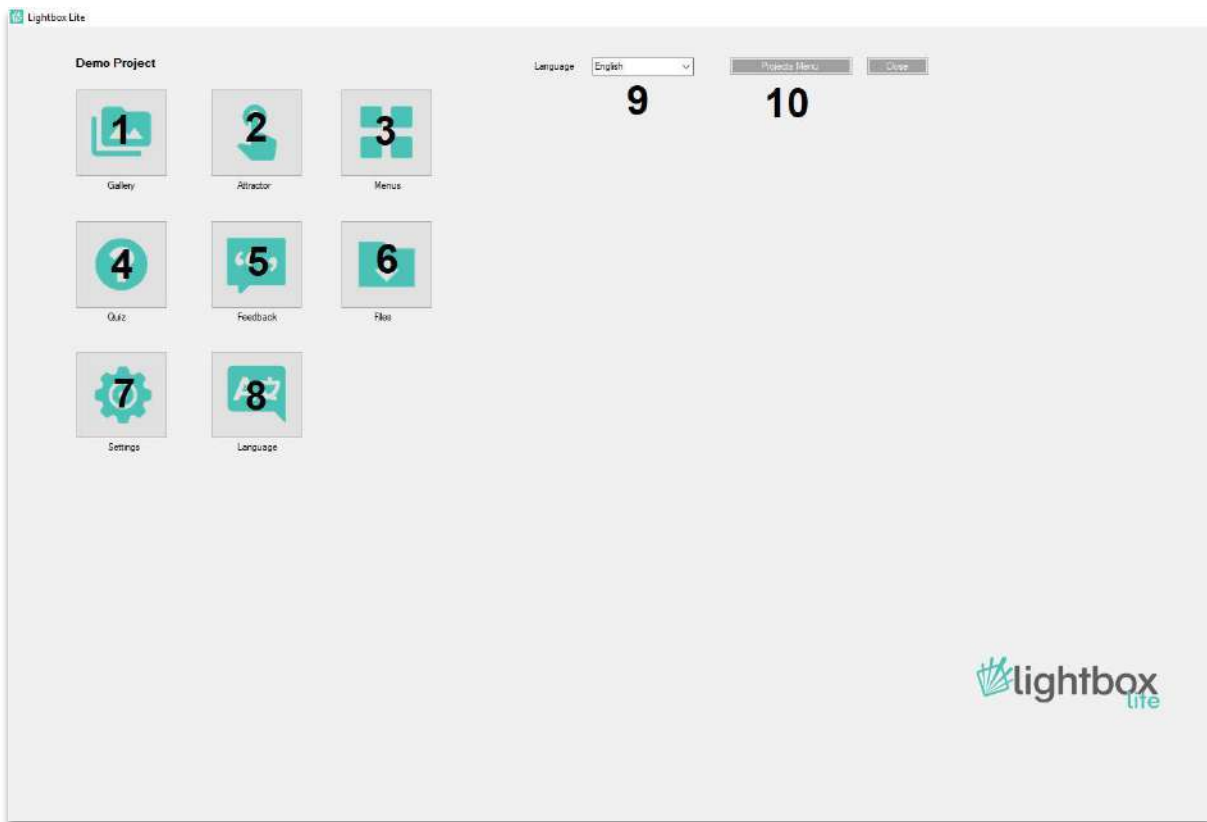
Delete a project

To delete a project simply highlight it from the drop down and select 'delete'. You will be asked to confirm the action.



5b. Manager Home

You are now in the Manager home – from here you access all aspects of Lightbox Lite for population of content and customisation purposes.



1 Gallery – Populate gallery content

2 Attractor – Set attractor content

3 Menus – Set menu icons and enable / disable Gallery / Quiz / Feedback apps

4 Quiz – Set quiz content

5 Feedback – Set feedback content

6 Files – Open Lightbox folder to access files for transfer

7 Settings – Customise UI icons and other settings

8 Language – Set multiple languages and language icons

9 Language drop down – When multiple languages are set this dropdown sets which languages content you are currently editing

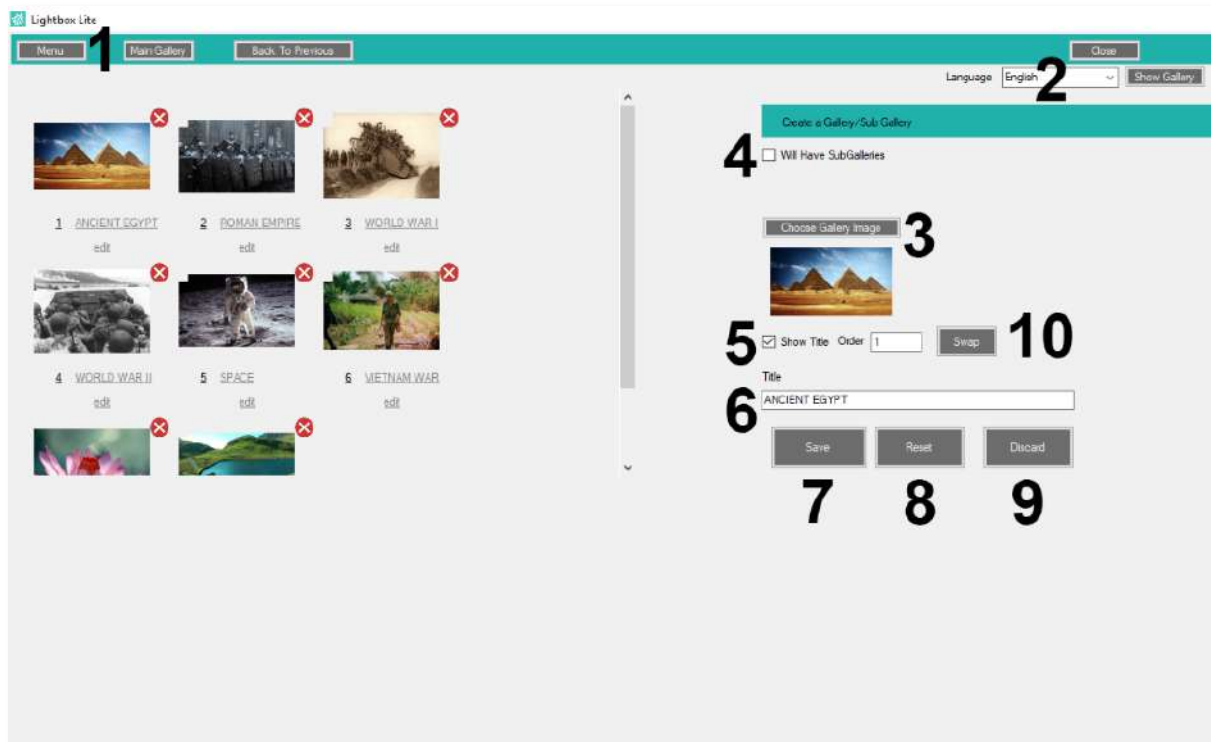
10 Go to Projects – return to Create / Manage projects screen

5c. Gallery

This is where you create your galleries. If you have multiple languages, you will need to duplicate your content through each language option – see section [5j. Languages](#).

Main Gallery List

The first screen is where you create the root galleries. Created galleries display to the left.

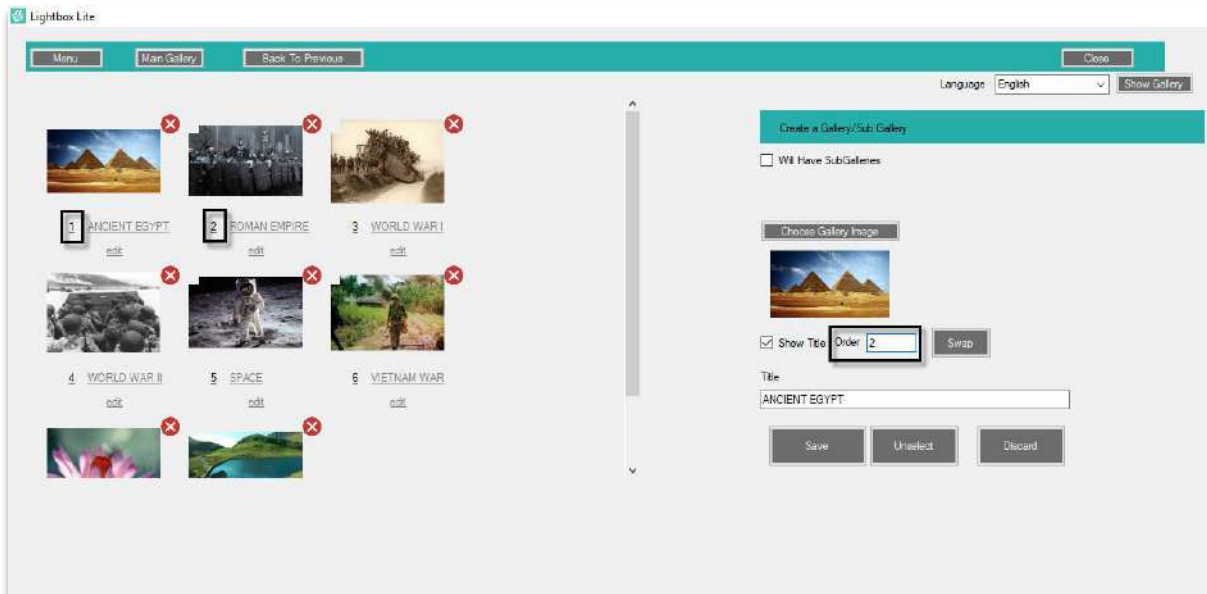


- 1 Return to Main Menu
- 2 Change Language
- 3 Choose gallery image (*see page 8 for best dimmensions*)
- 4 Tick 'will have SubGalleries' if you want to have galleries within this gallery (*then enter the gallery by selecting it and create sub galleries in the same way as main galleries*)
- 5 Display Title (*choose to display title or not on front end*)
- 6 Type Gallery Title (*Give your gallery a title*)
- 7 Save Changes / Create Gallery
- 8 Unselect Currently Selected Gallery (*if you have highlighted an already created gallery, press this to unselect*)
- 9 Discard changes (*use this to cancel current changes / creation of gallery*)

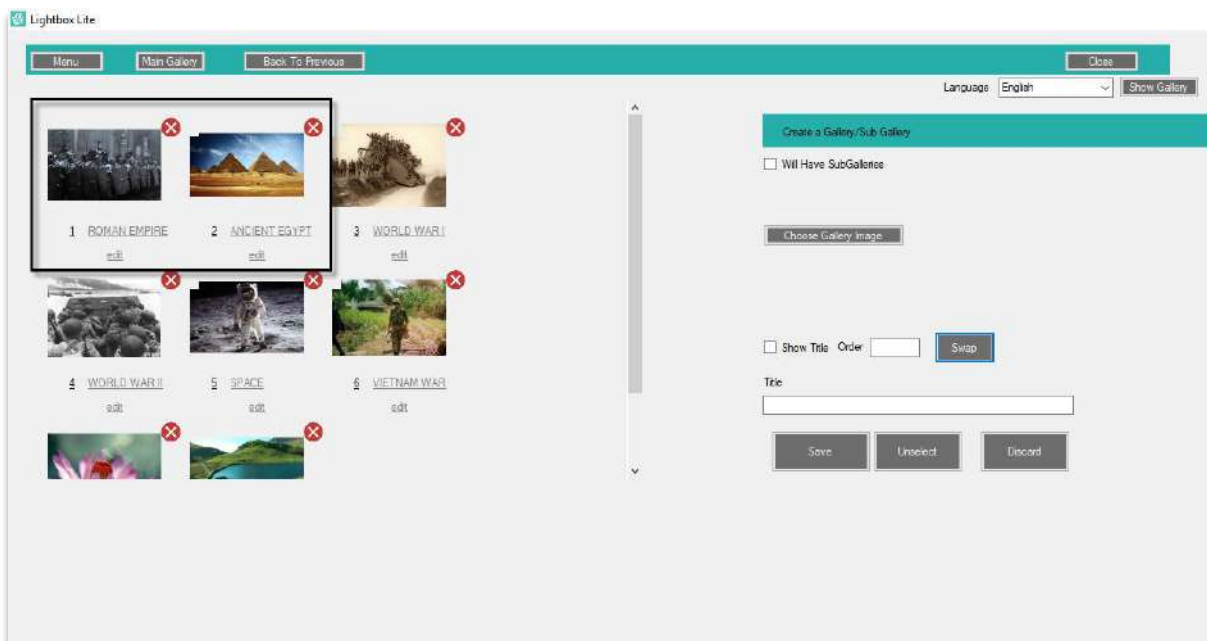
10 Swap Gallery order

(Select a gallery (with 'edit') **note the gallery number** (displayed left of title) type in the gallery number you wish it to be swapped with and select 'swap'. These two Galleries will now swap order)

Below gallery 1 has been selected with the 'edit' button beneath it, in the 'Order' box the number 2 has been entered. Once the **Swap** button is pressed, Gallery 1 will swap places with Gallery 2.

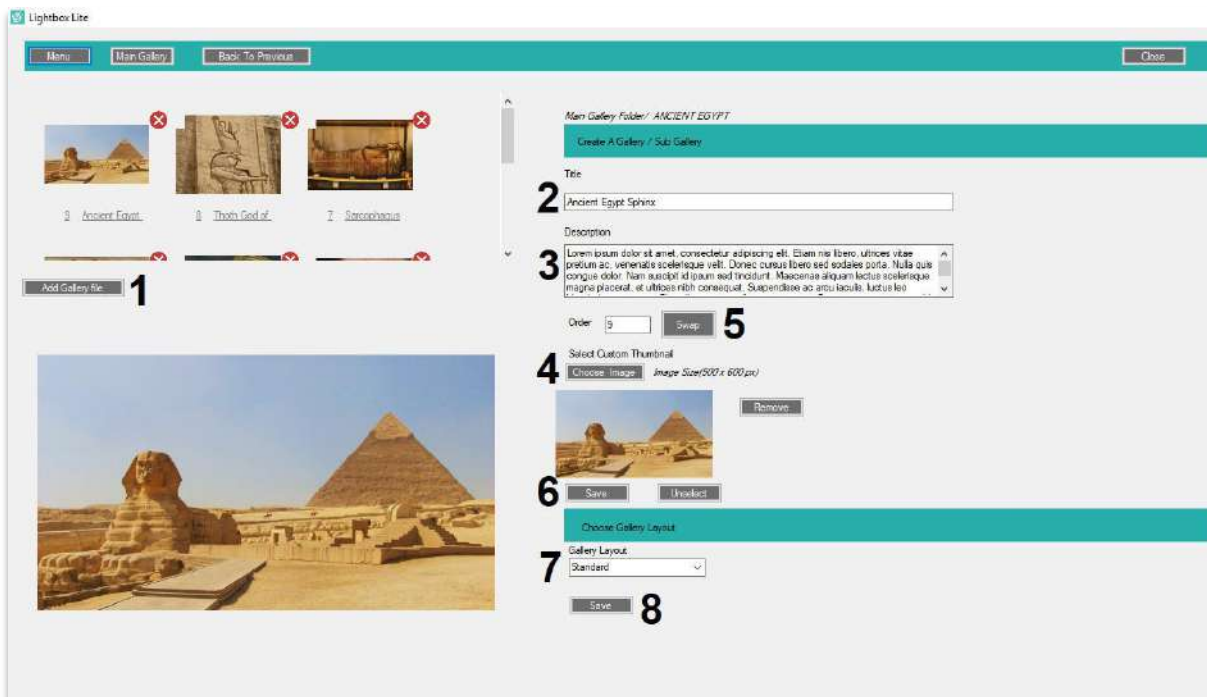


Like so;



Populating Gallery Items

Select a Main Gallery to enter the population page, this is where you input the gallery items to display;

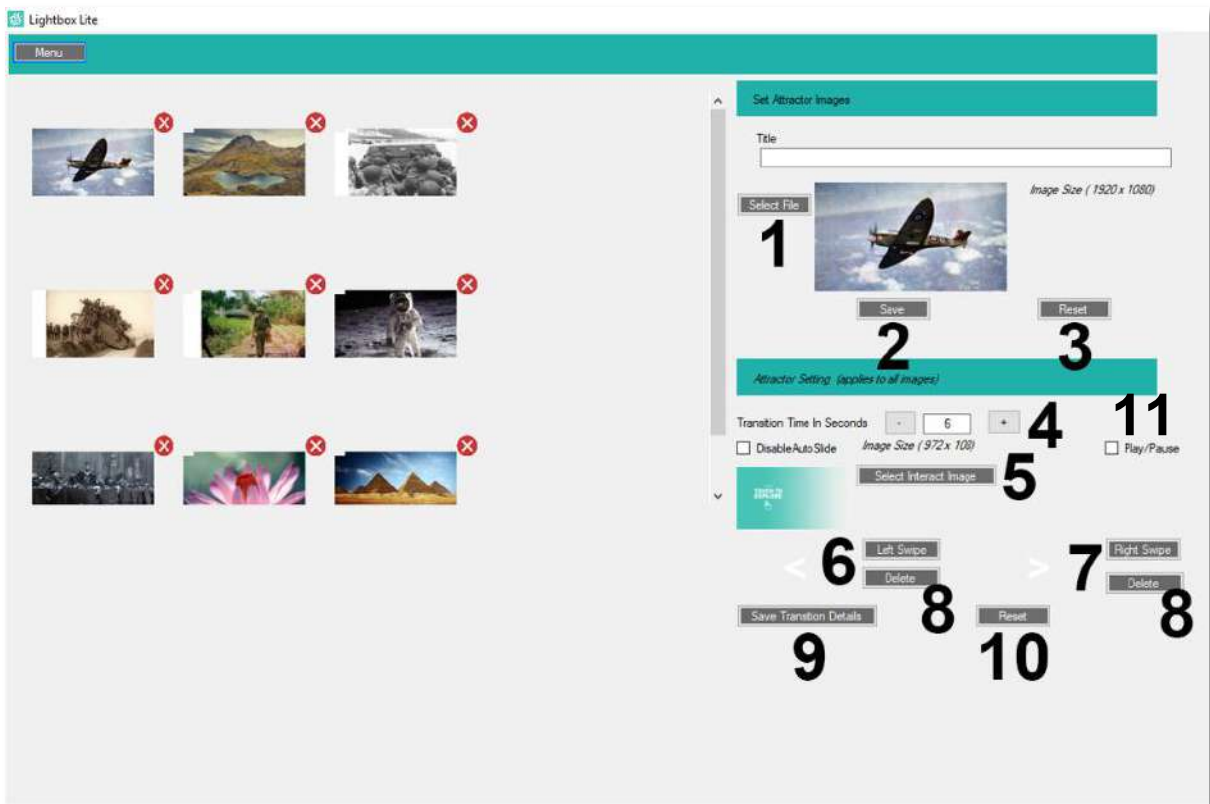


- 1 Add Gallery Item (*Image .jpg / Video .mp4 / Audio .mp3 / PDF*)
- 2 Item Title
- 3 Item Description
- 4 Set Custom Thumbnail (*500x600px .jpg*) – *Optional, will use original image to create thumbnail otherwise – see section p43 8. Custom Thumbnails for more information.*
- 5 Swap Order of Items (*Same as Main Gallery swap functionality*)
- 6 Save Gallery Item
- 7 Choose Gallery Layout (*Standard/ Justified / Fullscreen*) *If Fullscreen selected, you have the option to enable 'Slider Only Mode' which restricts fullscreen to slider only and disables further information*
- 8 Save Gallery Layout Choice (*Standard layout is set by default*)

Note: The most recent gallery item created is display first (last to first) in Manager to make the process of adding content easier to track – however in the APP the gallery is displayed with the most recent item displayed last (first to last).

5d. Attractor

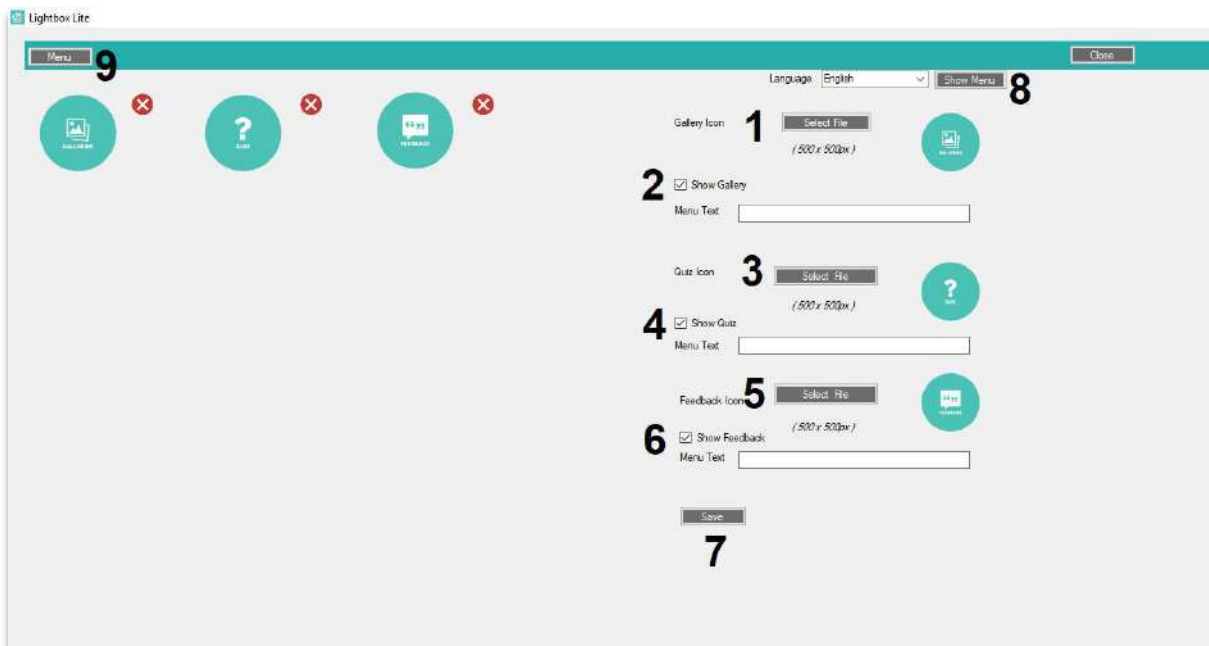
Set your attractor screen here – add images, an attractor overlay, left / right icons and set transition time;



- 1 Select Attractor File (*1920x1080pc .jpg*)
- 2 Save Attractor File
- 3 Unselect Currently Selected Item (*if you have highlighted an already set Attractor image, press this to unselect*)
- 4 Set transition time in seconds (*how long between image change in the slideshow*)
- 5 Select Interact Image (*1920x1080 .png*) This image overlays all attractor images and should be used as a call to action
- 6 Set Left Swipe Icon (*100x100px .png*)
- 7 Set Right Swipe Icon (*100x100px .png*)
- 8 Delete Swipe Icons
- 9 Save Transition Changes
- 10 Reset to defaults (*reset attractor settings*)
- 11 Set Play/Pause Attractor

5e. Menus

Set menu icons and enable / disable apps from displaying in Viewer. You will need to set menu icons individually for every language option you have set;



- 1 Set Gallery Menu Icon (500x500px .png)
- 2 Enable / Disable Gallery in Viewer
- 3 Set Quiz Menu Icon (500x500px .png)
- 4 Enable / Disable Quiz in Viewer
- 5 Set Feedback Menu Icon (500x500px .png)
- 6 Enable / Disable Feedback in Viewer
- 7 Save Changes
- 8 Change Language and set menu for alternate languages
- 9 Menu – return to main menu

Note: you can enable / disable display of Gallery / Quiz / Feedback via Viewer admin screen, we recommend you set all 3 Menu Items even if you don't plan on using them.

5f. Quiz

Create a simple multiple-choice quiz with custom score brackets;

- 1 Set question text
- 2 Set question image (500x700px .jpg)
- 3 Reveal Correct Answer (when ticked the quiz will show correct and wrong answers upon question answered by highlighting the correct answer in green and wrong in red)
- 4 Set Multiple Choice Answers (2-4)
- 5 Set time limit for each question
- 6 Set which answer (1-4) is correct
- 7 Save Question
- 8 Set up to 5 score brackets (Set percentages i.e. 0-20% with completion text and image for that bracket)
- 9 Save Changes to Completion Settings
- 10 Reset Completion Settings (Resets completion data only, not quiz questions)

5g. Feedback

Create a feedback screen, gather emails and answers to multiple choice questions as well as a feedback form;

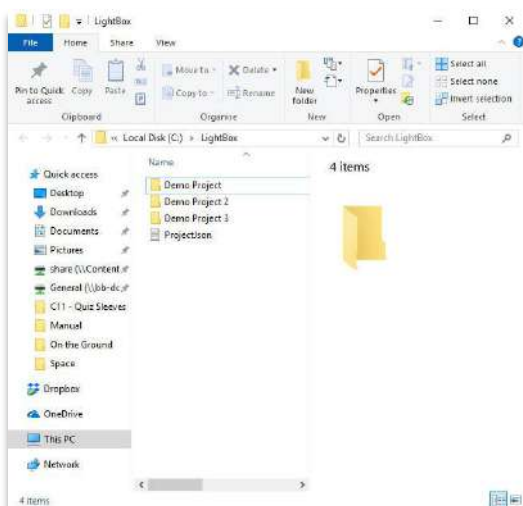
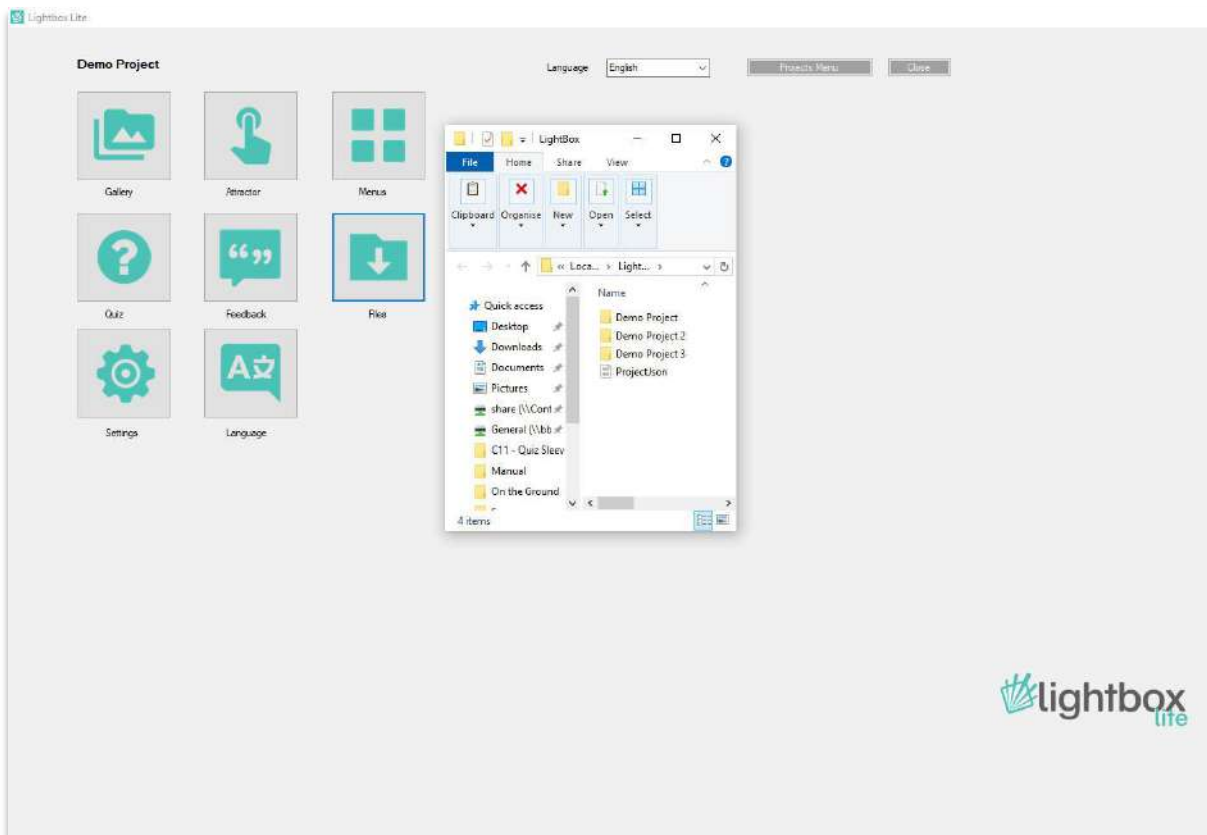
Question Text	Option1	Option2	Option3	Option4	Answer Type	Feedback	Id
HAVE YOU ENJ...	Very much so!	It's been fine	Not entirely	Not at all!	Radio		1
DO YOU PLAN...	Absolutely	Possibly	Probably not	Never in a millio...	Radio		2

- 1 Set Question Text
- 2 Set answer display type (*radio or Check Box*)
- 3 Set up to 4 Answer Options
- 4 Save Feedback Question (*can create multiple questions*)
- 5 Reset currently entered Question Info
- 6 Set Feedback Heading
- 7 Set Feedback Form Sub-Heading
- 8 Set Subscription Form Sub-Heading
- 9 Enable / Disable Feedback Form and Subscription Form
- 10 Save Feedback Changes
- 11 Reset currently entered Feedback Options

Note: Feedback is kept in an excel sheet saved to the tablets storage, to access it you will need to use a USB and file explorer program - see [7 Accessing Feedback on Lightbox Lite](#).

5h. Files

This opens an explorer window allowing you to navigate to your LightBox folder where all projects are stored 'C:\LightBox' as standard...

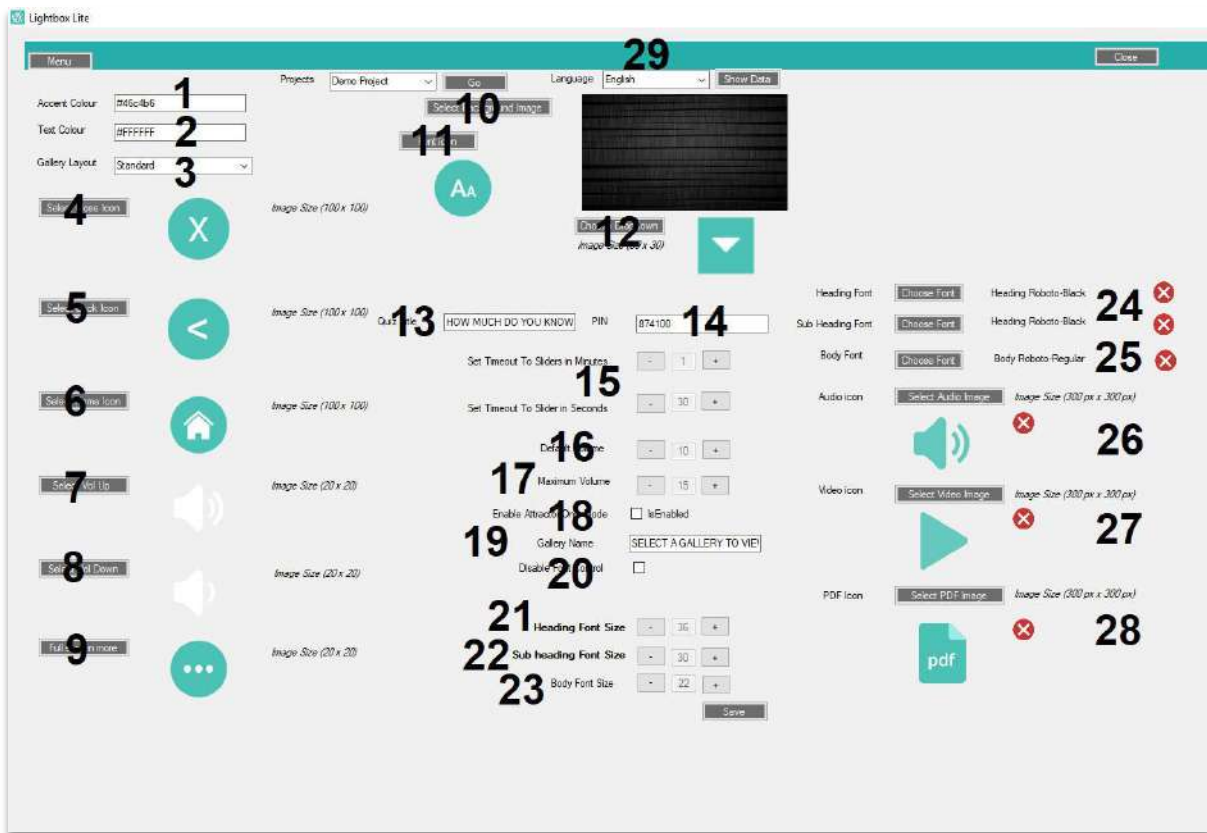


Lightbox Lite Manager allows you to work on multiple projects as once. However, when transferring content to Lightbox Lite Viewer, you need to add only that individual project folder – not the entire 'LightBox' folder.

See [6. Uploading Content to Lightbox Lite](#) for more information on this.

5i. Settings

This is where most aspects of the Lightbox Lite UI are customised;



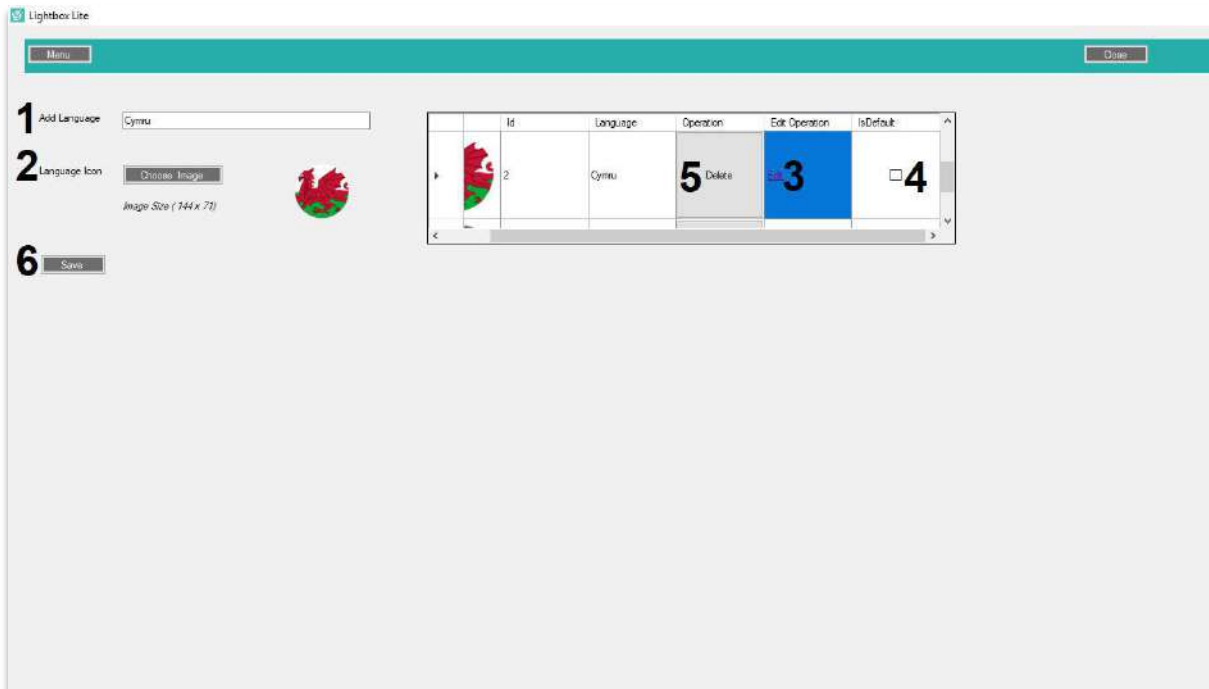
- 1** Accent Colour (Select or set #hexcolour)
- 2** Text Colour (Select or set #hexcolour)
- 3** Gallery Layout (main gallery screen layout)
- 4** Close Icon (100x100px .png)
- 5** Back Icon (100x100px .png)
- 6** Home Icon (100x100px .png)
- 7** Vol + Icon (100x100px .png)
- 8** Vol – Icon (100x100px .png)
- 9** Full Screen More Icon (100x100px .png)
- 10** Background Image (1920x1080px .jpg)

- 11** Font Icon (increase font incrementally from font sizes set by 3 pts each time, returning to default on 3rd press)
- 12** Dropdown Icon 30x30px .png (language dropdown icon)
- 13** Quiz Title (title for quiz screen)
- 14** PIN (set admin PIN)
- 15** Time out to Attractor Screen (Set how long it takes to trigger attractor screen following inactivity)
- 16** Default Volume (Default volume video / audio files play at 0-15)
- 17** Maximum Volume (Set maximum volume users can go to 0-15)
- 18** Enable Attractor On Sample
- 19** Gallery Name
- 20** Disable Attractor
- 21** Heading Font Size
- 22** Sub-Heading Font Size
- 23** Body Font Size
- 24** Heading Font
- 25** Sub-Heading Font
- 26** Audio icon
- 27** Video icon
- 28** PDF icon

- 18** Enable Attractor Only Mode (*Sets screen to Attractor mode only – users can't access further date*)
- 19** Gallery Name (*Main gallery title text*)
- 20** Disable Font Control (*enable or disable frontend font control for users*)
- 21** Heading Font Size (*14 – 50 pts*)
- 22** Sub Heading Font Size (*14 – 50 pts*)
- 23** Body Font Size (*14 – 50 pts*)
- 24** Heading Fonts (*.ttf / .otf*)
- 25** Body Font (*.ttf / .otf*)
- 26** Audio Icon (*100x100px .png overlays all audio files in thumbnail*)
- 27** Video Icon (*100x100px .png overlays all video files in thumbnail*)
- 28** PDF Icon (*100x100px .png overlays all PDF files in thumbnail*)
- 29** Language (*Select different language UI to customise – must customise the UI for every language option*)

5j. Language

Set multiple language options and flags to represent that option in the dropdown;

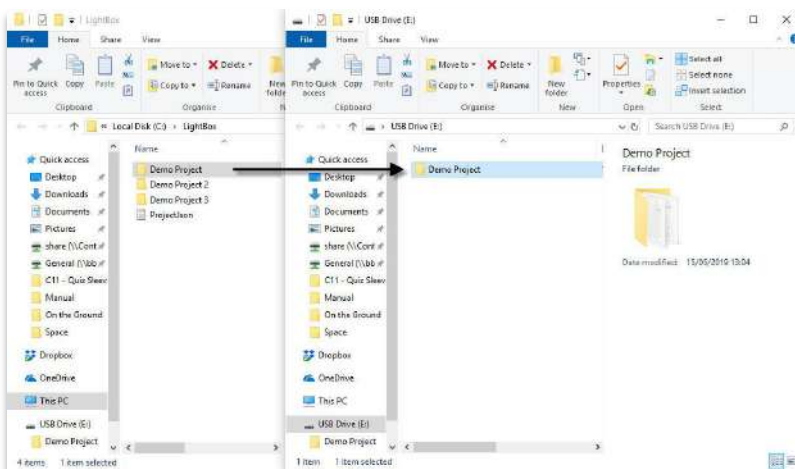
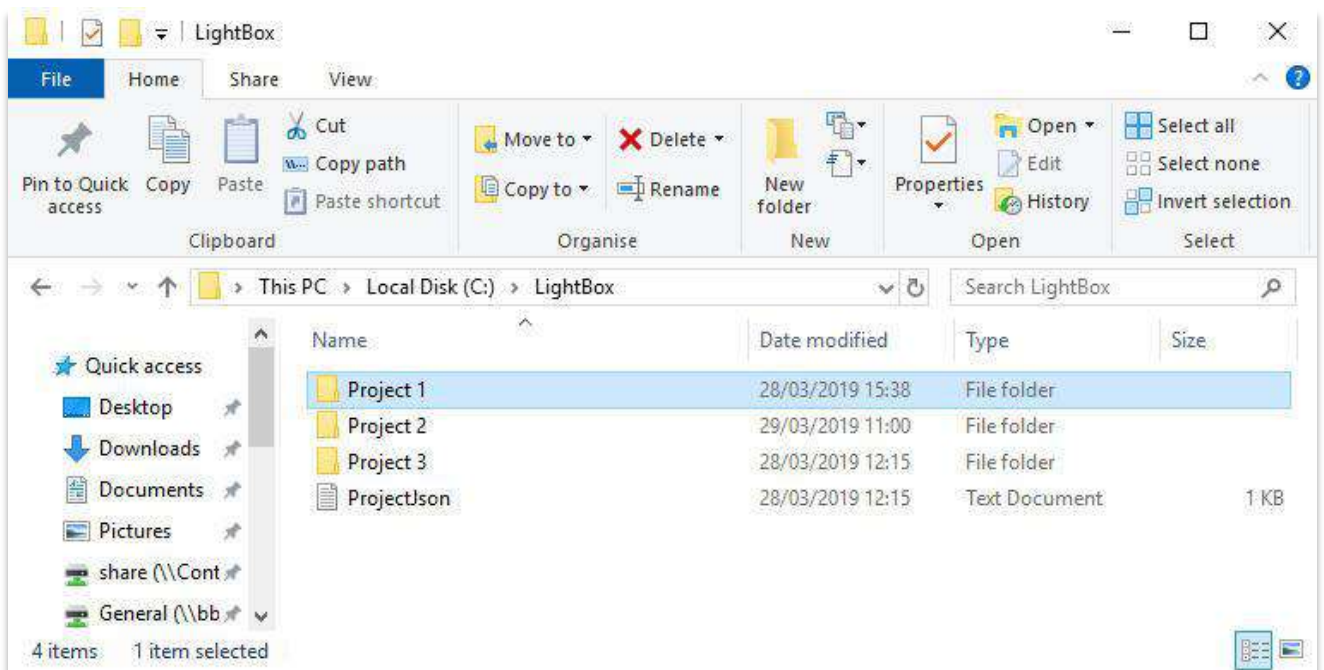


6. Uploading Content to Lightbox Lite

Uploading your project to Lightbox Lite Viewer will require a USB stick with the correct project content loaded – adding the new content is performed in 2 parts;

Step 1 – Prepare content for upload / Place on USB

1 Go to your lightbox lite projects folder (C:\LightBox) and find the project you wish to upload.



2 Connect your USB stick to your PC.

2 Now drag the Project folder onto the USB Stick.

Step 2 – Upload to Tablet / Device

The project folder needs to be placed within the 'LightBox' folder located in the root of your tablets Internal Storage (this should already exist, if it does not you may need to create it);

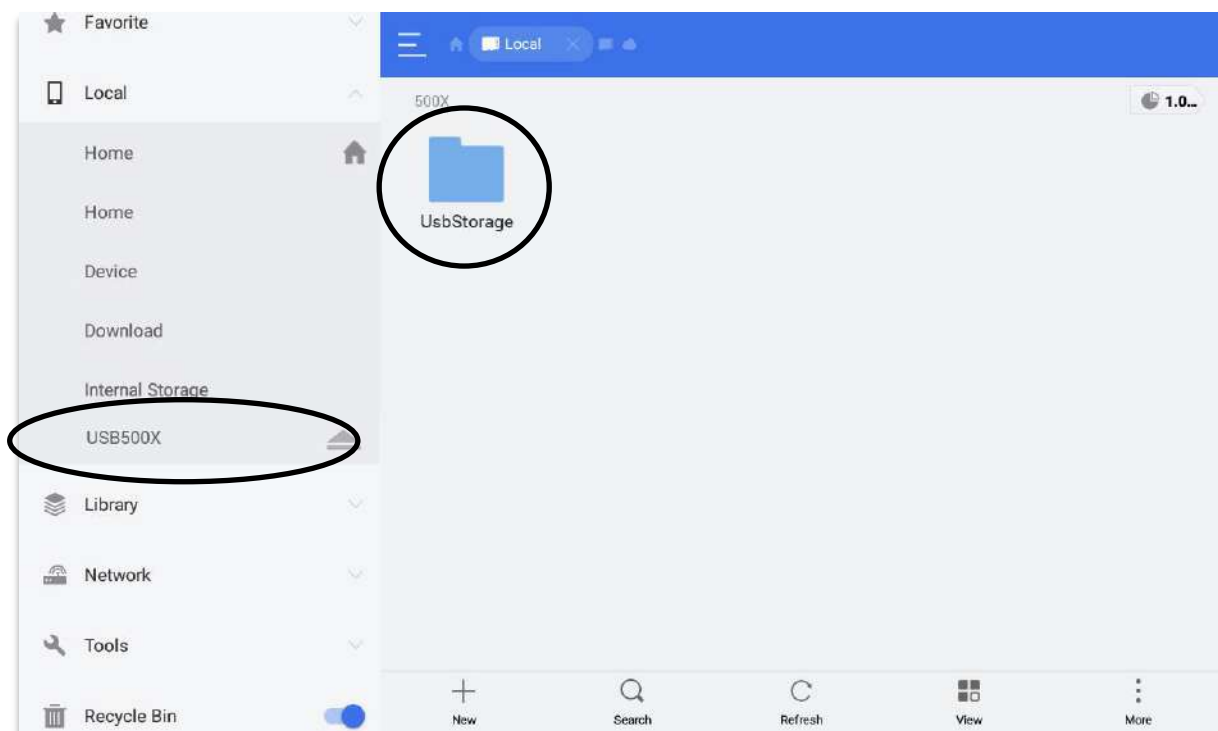
1 Following the instructions in section **4. Lightbox Lite Exit / Admin** – exit Lightbox Lite on your tablet.

2 Once exited from the app and in the Android Home Screen, insert your USB into the tablet.

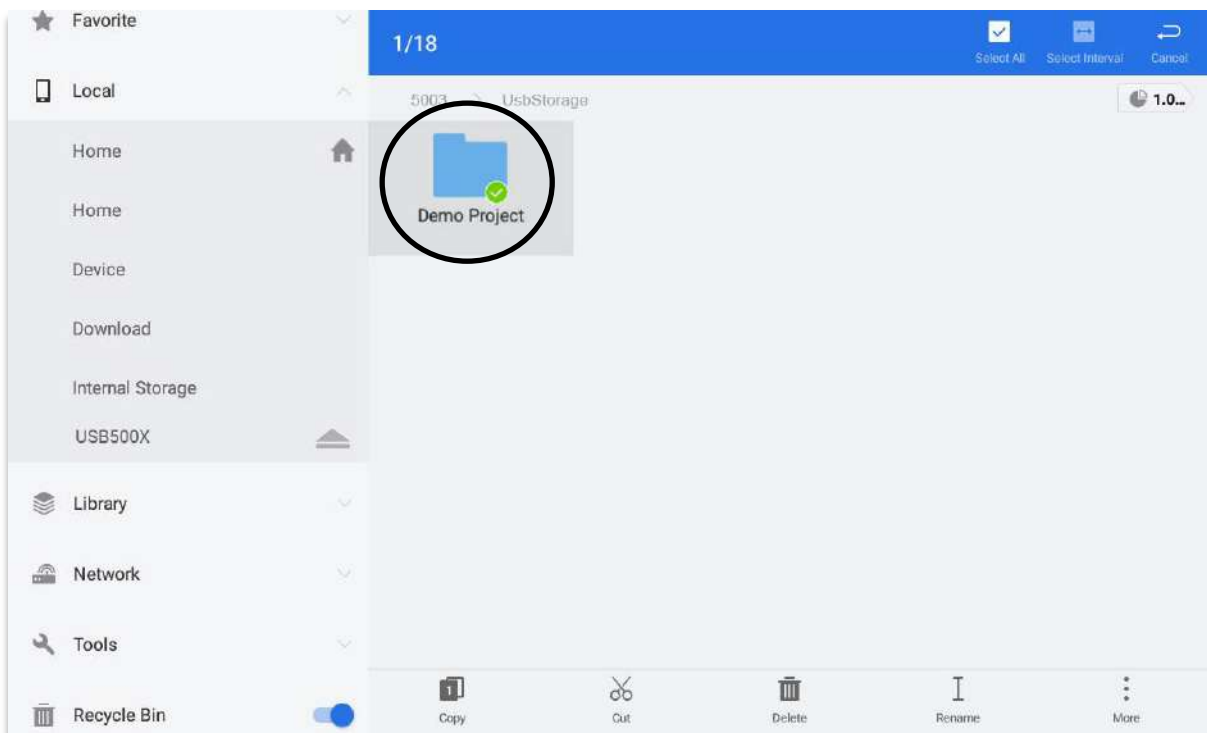
3 Using a file explorer app, you need to copy the Project Folder into the tablets 'LightBox' folder located in Internal Storage, our tablets are supplied with ES File Explorer installed as standard. Inserting the USB may launch ES File Explorer automatically, otherwise simply launch via the App Icon.



4 From the left panel select USB – then select the 'UsbStorage' folder to the right;

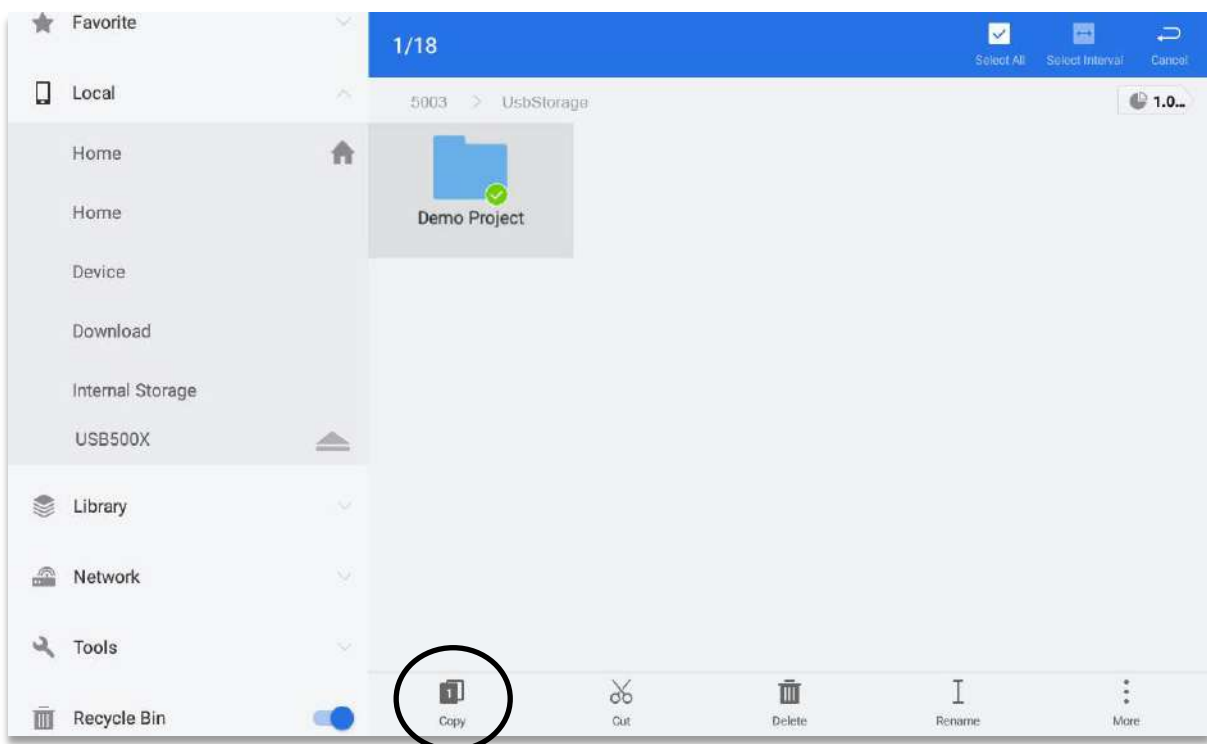


5 Within that folder will be your Project folder, long press this folder to select it like so;

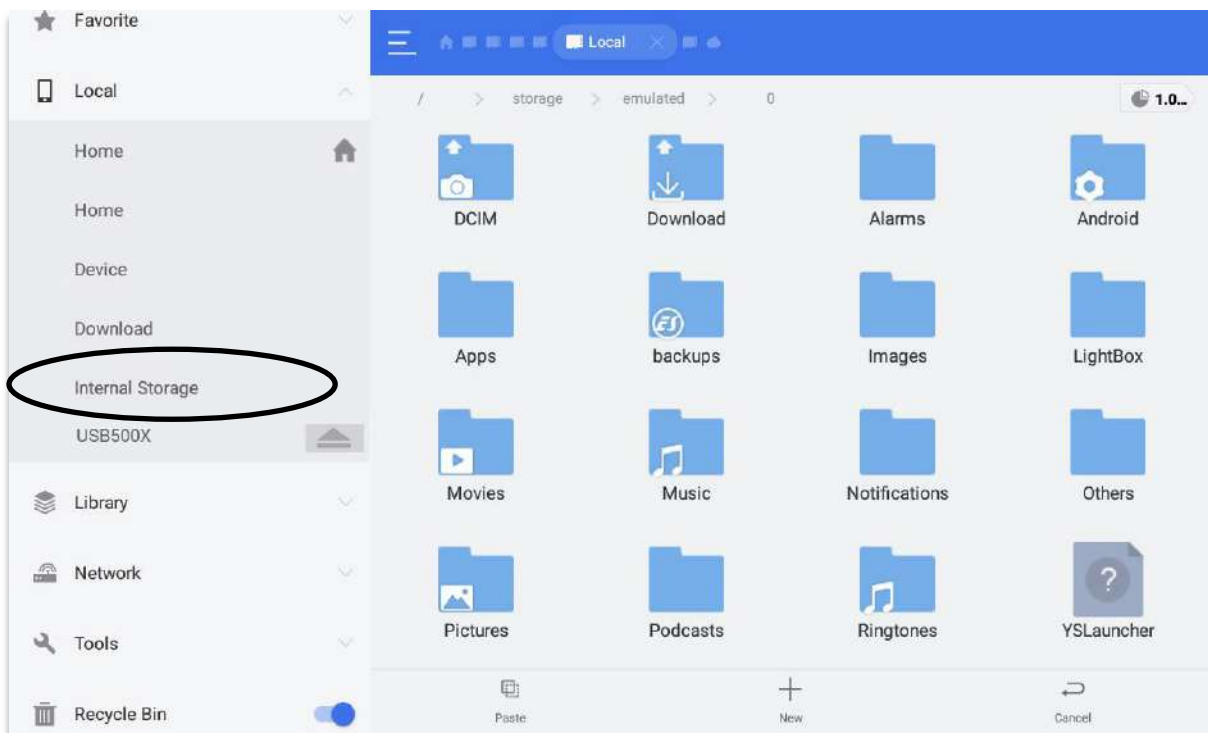


When selected a green tick will appear bottom right of the folder.

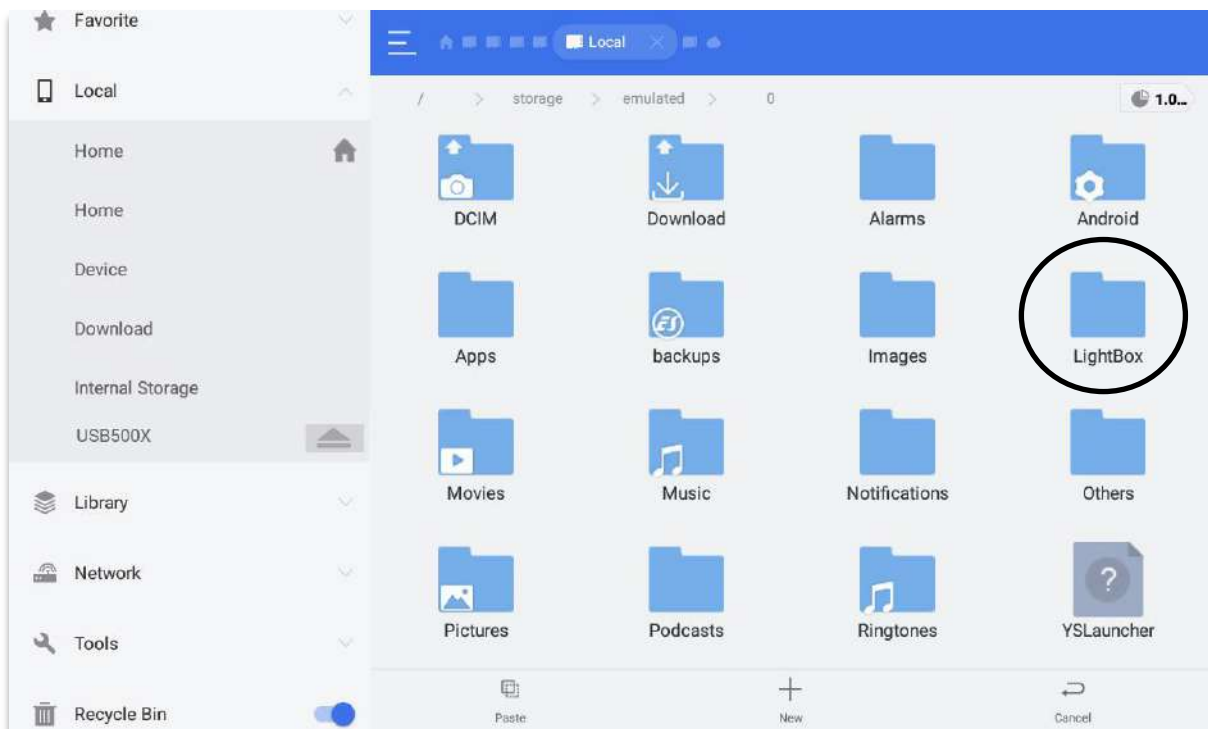
6 Press 'Copy' from the bottom bar;



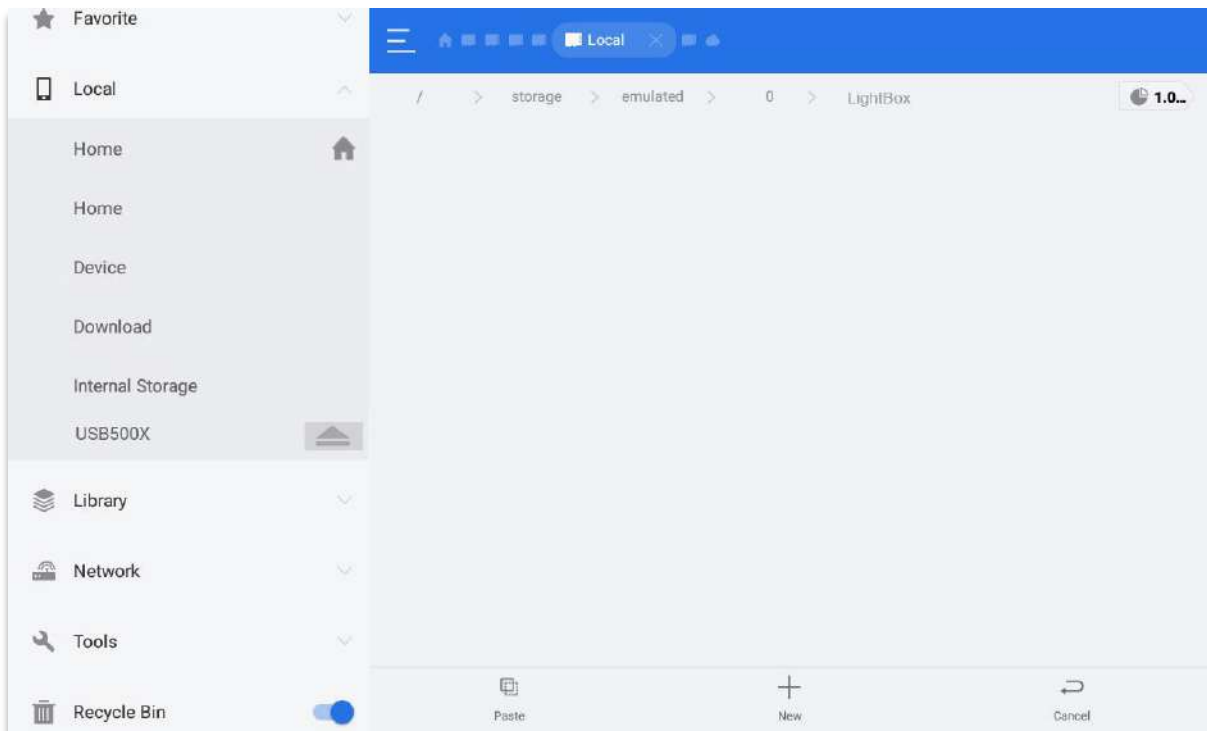
7 Now select 'Internal Storage' from the left bar;



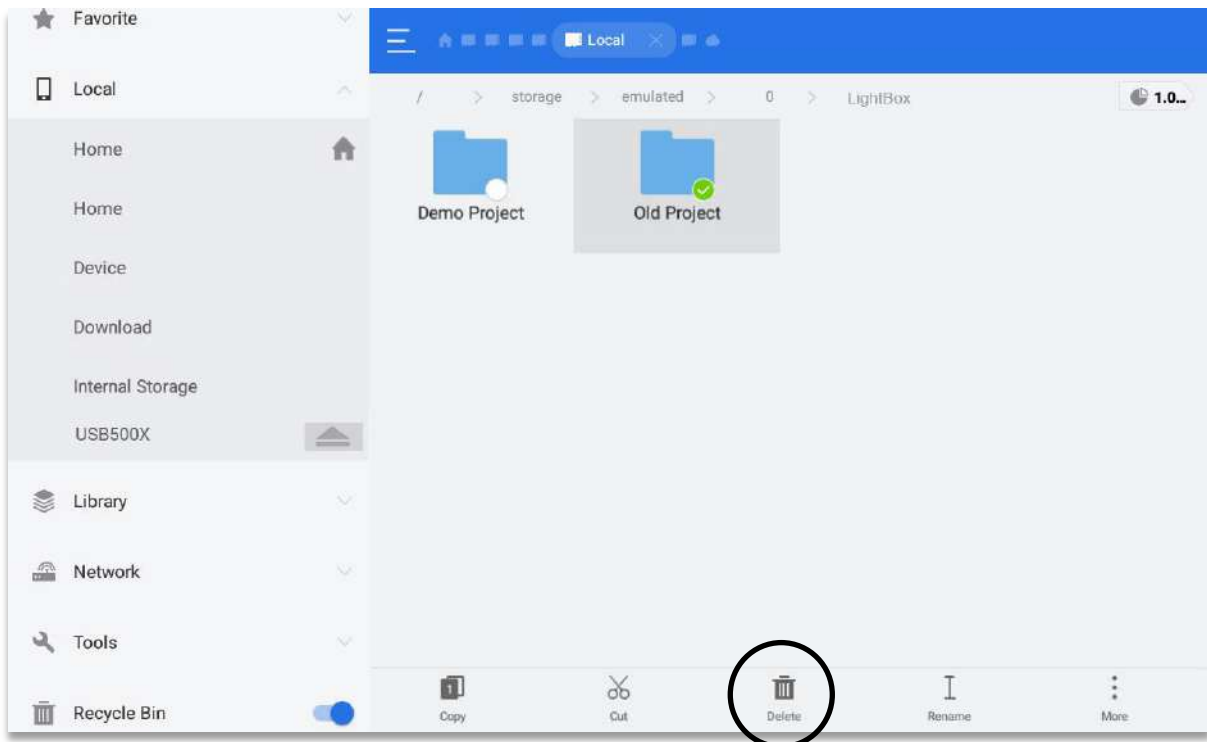
8 Then enter the 'LightBox' folder;



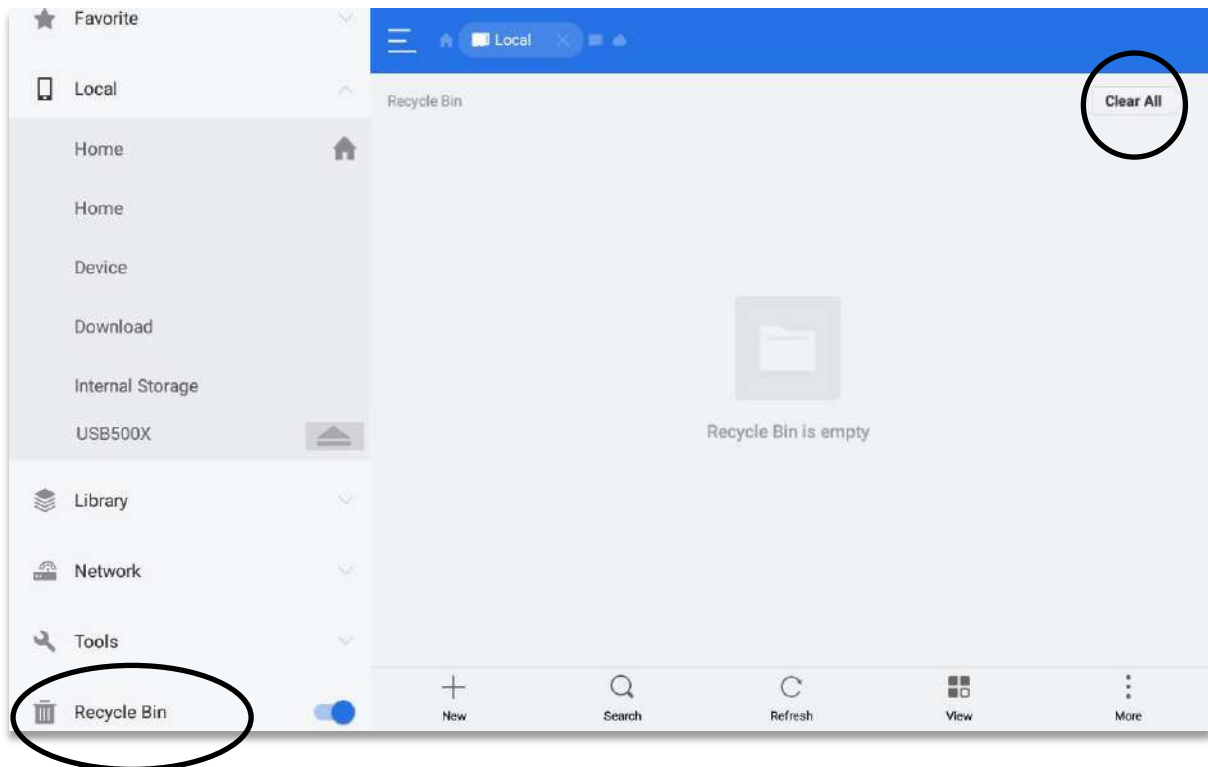
9 Now select 'Paste' from the bottom bar;



10 The Project Folder will now be copied across. You may already have an old project folder in the LightBox folder (if you're updating an existing interactive), in which case you may be prompted to overwrite the folder (if it is of the same name as the new folder), or you can simply delete the older folder after the new one has been copied across;



11 If you have changed content several time on the tablet, you may need to clean out the recycle bin of old project folders, this is done by selecting 'Recycle Bin' from the left bar and choosing 'Clear All';



Now exit ES File Explorer and relaunch Lightbox Lite Viewer – you will need to follow the instructions as explained in **3. Setting Lightbox Lite as Home / Boot on Startup** to ensure Lightbox boots on startup.

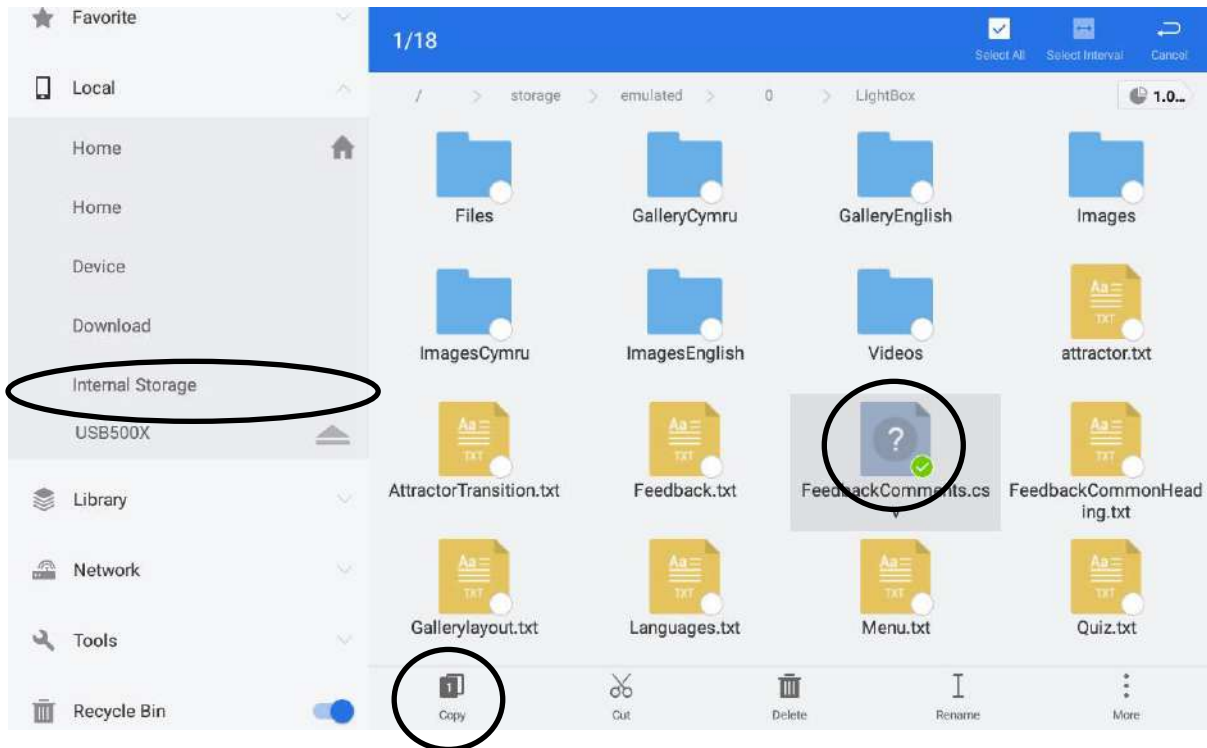
Note: You may need to restart the tablet after adding new content – android doesn't exit apps it just minimises them which means when you change the content over the app is technically running and still trying to access the old/previous content.

Simply power the device down – wait 30 seconds – then power back up (or enable android menu and manually close the app via the tabs icon before relaunching LBL).

YOU WILL NEED YOUR REMOTE CONTROL TO ACCESS ANDROID HOME AND RELAUNCH LIGHTBOX LITE IF YOU HAVE DISABLED ANDROID MENU CONTROLS ON THE 10" POS TABLET – ENSURE YOU HAVE THIS BEFORE UPDATING CONTENT.

7 Accessing Feedback on Lightbox Lite

To view the feedback information, you will simply need to copy the [FeedbackComments.csv](#) from your device to a USB stick, then view the file on a PC.



Run ES File Explorer and access the internal storage > LightBox folder.

Long hold the FeedbackComments.csv file then select 'Copy'.

Now go to the USB drive and 'Paste' the file here.

8. Custom Thumbnails

Although you can set custom thumbnails for all media items. The following should be considered when creating custom thumbnails.

Custom icons are required for Audio and PDF files. LightboxLite can create thumbnails automatically for Image and Video files, however these vary depending on the size of the images and content in the opening scenes of the video, therefore you may want to set custom thumbnails for more control.

Standard

The way a thumbnail is displayed can vary depending on the screen size and font size used, therefore it isn't an exact science.

However, the best approach is to utilise a slightly taller format thumbnail of 500x600px but ensure the area of most interest is displayed relatively close to the **top-left**. For example, this **500x600px** thumbnail;



Displays like so within Lightbox Lite on our 10.1" Tablet with a body font size of 22;



Note that the bottom half and some of the right is cropped. As mentioned earlier it is

Justified / Fullscreen

For the justified layout the size of thumbnail is relatively random and you have very little control over the aspect ratio that it will be displayed in, therefore we recommend simply using the media as standard (no custom thumb) or setting a widescreen image of **1920x1080px**.

The fullscreen layout will present the thumbnail in fullscreen, so again use a **1920x1080px** image.

Supported Filetypes

Images: .jpg / .png (icons)

Video: .mp4

Audio: .mp3

PDF: Standard PDF format

Custom Font: .ttf / .otf

Note: *As LightboxLite is for display on a small format screen, we recommend you keep image files relatively small for performance reasons, a full screen image does not need to be much larger than 1920x1080px.*