



lightbox

Manual

life

DEFAULT PASSWORD: 874100

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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 Lightbox Lite Android Application and is what presents your interactive content to visitors via the Tablet.



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



If purchased for use on our POS Tablets, the tablet will be supplied with Lightbox Lite 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 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)

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 POS tablets which are mains powered, this means you can simply turn the tablet off / on as required, and it will automatically boot into Lightbox Lite.

1) Startup Tablet

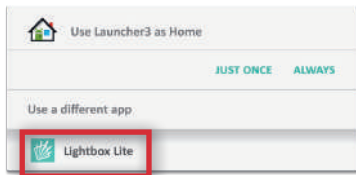
2) Launch Lightbox Lite



3) Press Home Button on supplied remote

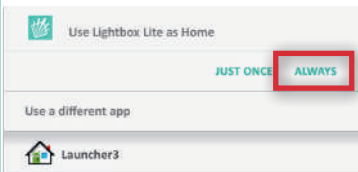


4) Select Lightbox Lite from the Displayed Launcher Options



5) Press Home Button again

6) Press Always to Set Lightbox Lite as Home



7) Press Home Button Again

If set up successfully, nothing will happen.

8) Restart Tablet to Test

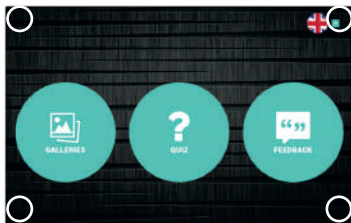
Wait 30 seconds after turning it off before turning it back on again.

NOTE: The only way to exit the app will be via the Admin screen with a PIN number - Do not set Lightbox Lite as Home unless you know your PIN number and can access the Admin screen.

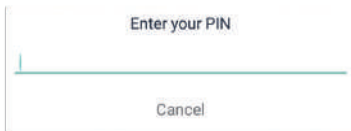
Admin Screen / Exit

Lightbox Lite Viewer has an admin area accessible by PIN code.

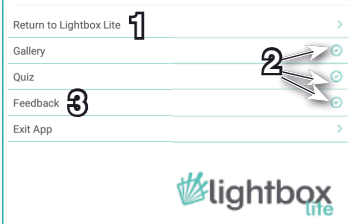
To access the admin area from the Attractor, Menu or Gallery screen, hold any corner of the tablet screen for 8 seconds (as circled below);



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



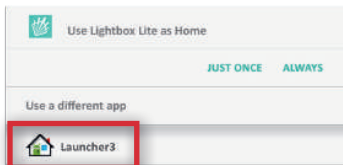
Once you have successfully entered the PIN number you will access the Lightbox Lite admin screen;



Here you can;

- 1 - Return to Lightbox Lite
- 2 - Enable / Disable front-end viewing
- 3 - Exit App

To quit Lightbox Lite, press Exit App, then when prompted, choose 'Launcher3'.



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

Lightbox Lite Manager

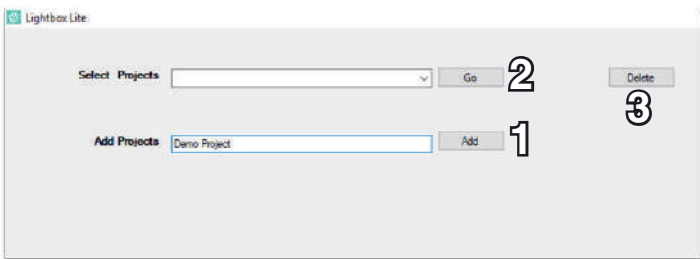
The manager software for Lightbox Lite allows you to create and customise your Lightbox Lite projects extensively, from multiple galleries to a quiz and feedback page.

Install and then Run Lightbox Lite Manager using the desktop icon to begin;



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.



1) Add a Project

Create your project in the 'Add Projects' field, first enter your desired name, then select 'Add' to create.

2) Select Project

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

3) Delete Project

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

Manager Home

From the Manager home screen, 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

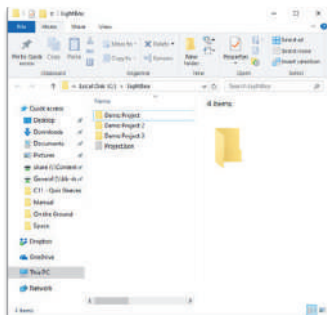
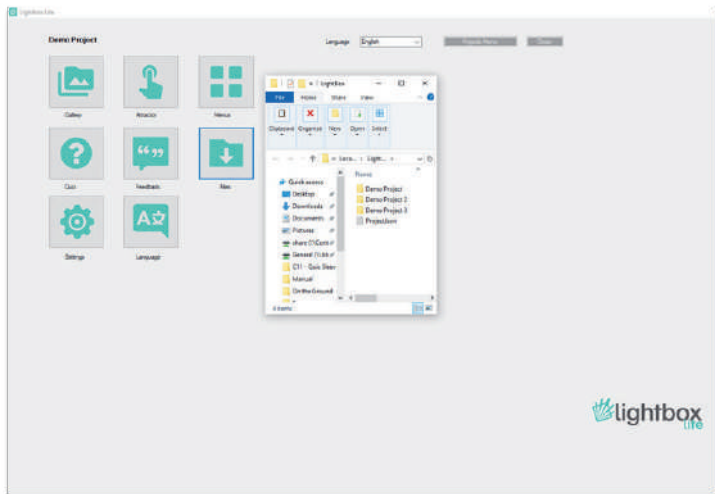
- When multiple languages are set this dropdown sets which languages content you are currently editing

10) Go to Projects

- Return to Create / Manage projects screen

Files

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

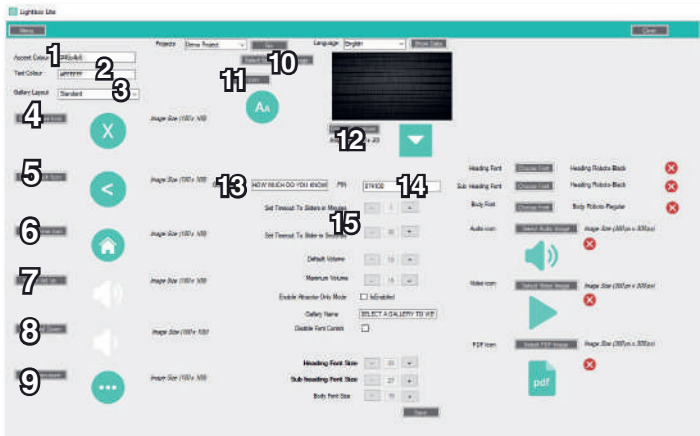


Lightbox Lite Manager allows you to work on multiple projects as once. However, when transferring content to Lightbox Lite Viewer, you need to add only that individual project folder – not the entire 'LightBox' folder.

See **11. Uploading Content to Lightbox Lite** - Page 30 for more information on this.

Settings

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



1) Accent Colour

- Select or set #hexcolour
- Applies to sub headings

2) Text Colour

- Select or set #hexcolour
- Applies to heading and body

3) Gallery Layout

- Main gallery screen layout
- Sets root gallery to standard, justified or fullscreen

4) Accent Colour

5) Back Icon

6) Home Icon

7) Volume + Icon

8) Volume + Icon

9) Full Screen More Icon

- (4 - 9 are 100x100px png)

10) Background Image

- (1920x1200px .jpg)

11) Font Icon

- Increase font incrementally
- 3 pts each time
- Resets to default on 3rd press

12) Drop-down

- (30x30px .png)
- Language drop-down icon

13) Quiz Title

- Title for quiz screen

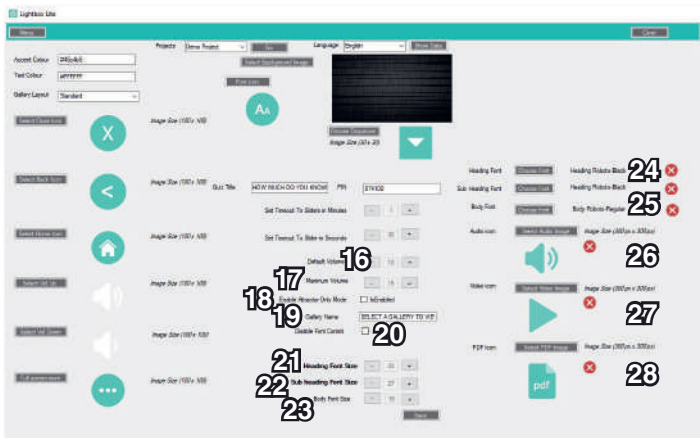
14) PIN

- Set admin PIN

15) Time out to Attractor Screen

- Set how long it takes to trigger attractor screen following inactivity

Settings (Cont.)



16) Default Volume

- Set default volume for audio / video at 0 - 15

17) Maximum Volume

- Set max volume for audio / video at 0 - 15

18) Enable Attractor Only Mode

- Limits viewer to just the attractor screen

19) Gallery Name

- Text displayed on root gallery screen

20) Disable Font Control

- Enable or disable frontend font control for users

- (Options below are limited to 14 - 50 pts)

21) Heading Font Size

22) Sub Heading Font Size

23) Body Font Size

24) Heading Font

- .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 audio files in thumbnail

28) PDF Icon

- 100x100px .png
- Overlays all audio files in thumbnail

29) Language

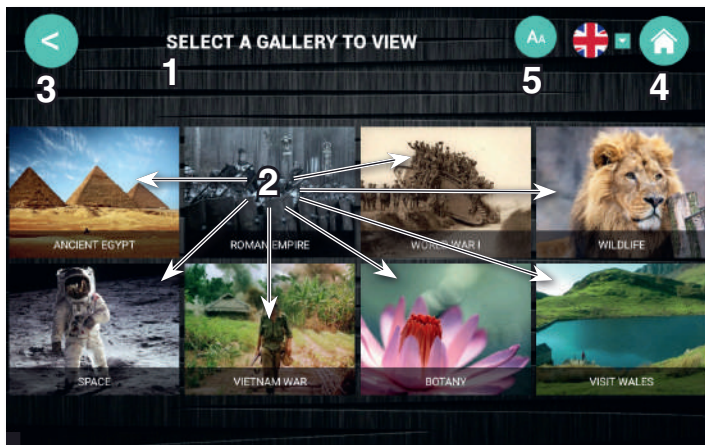
- Select different language UI to customise
- (Must customise UI for every language option)

Galleries - Overview

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)
- (Adjustable between 14 and 50 in size)

2) Gallery Thumbnail

- Recommended image sizes;
- 2 Galleries: 960x370px
- 3 Galleries: 640x370px
- 4 Galleries +: 480x370px
- If only one gallery, it will open directly.

3) Back Icon

- (.png)
- Recommended at 100px)

4) Home Icon

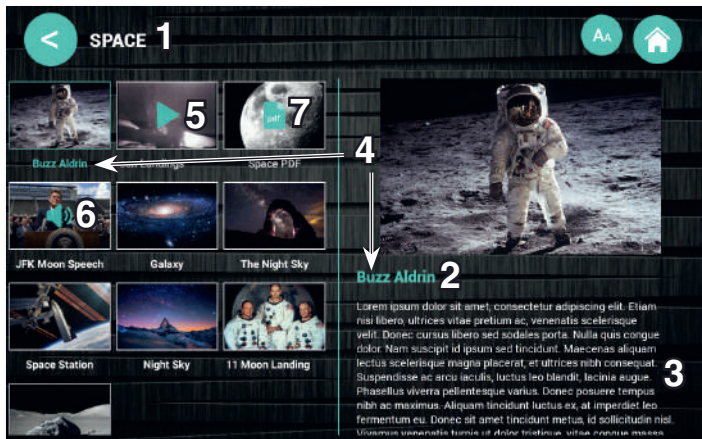
- Navigates back to Menu
- (.png)
- (Recommended at 100px)

5) Font Control Icon

- Optional
- (100x100px .png)
- Pressing font icon increases font size by 3pts, another 3pts upon second press and then back to default upon third press.

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)

(All fonts adjustable between 14 and 50 in size)

4) Accent Colour

- (#hexcolour)

5) Video Icon Overlay

- (300x300px .png)

6) Audio Icon Overlay

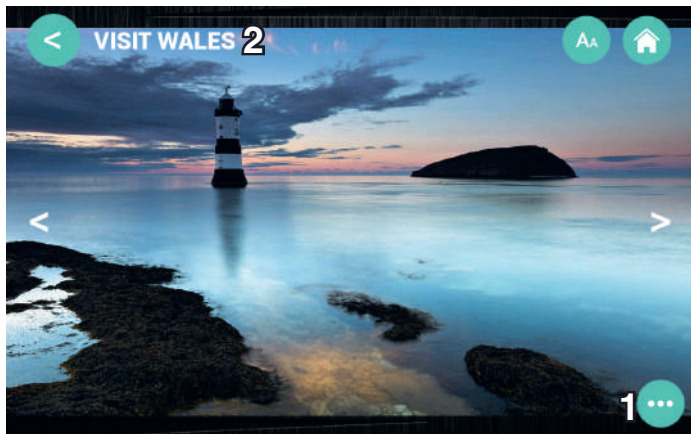
- (300x300px .png)

7) PDF Icon Overlay

- (300x300px .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) Further Information Icon

- (100x100px .png)

2) Heading Font

- (.ttf / .otf)

Further Information Page



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.



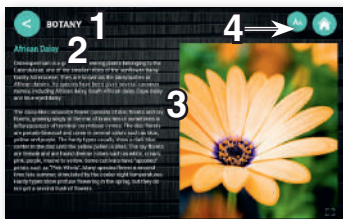
1) Heading Font

- (.ttf / .otf)

2) Gallery

- (1920x1200px .jpg)

Further Information Page



1) Heading Font

- (.ttf / .otf)

2) Sub-heading Font

- (.ttf / .otf)

3) Body Font

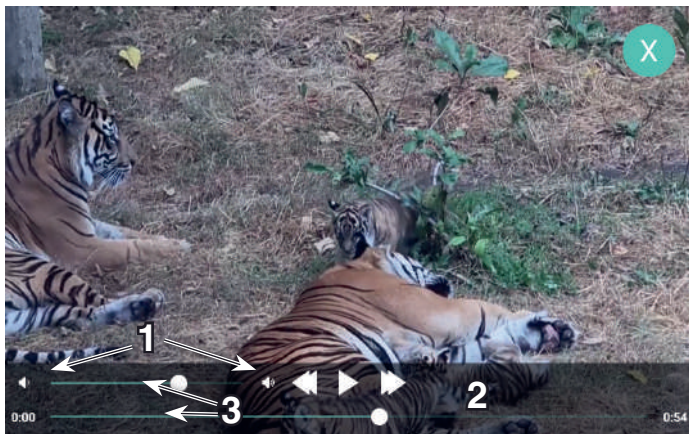
- (.ttf / .otf)

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)

3) Accent Colour

- (#hexcolour)

2) Player Controls / Seek Bar

PDF Viewer

Lightbox Lite 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 1280px wide.



1) PDF File Page 1

- Widescreen in size
- 1280px wide to take up length of screen

2) Page 2

- Scrolls vertically
- No limit on pages

3) Text Embedded in PDF File

4) PDF Page Number

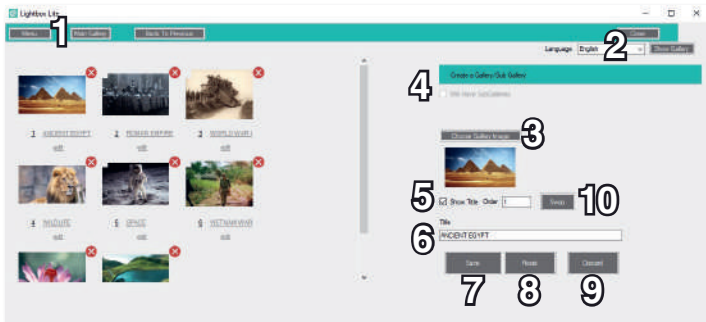
- Displays during scroll
- Can also be dragged

Galleries - Creation

NOTE: 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 Gallery Overview page for best dimensions

4) SubGalleries Tick-Box

- Check to enable this gallery to lead to sub-galleries
- After completion, select this gallery to then add sub-galleries

5) Display Title

- Choose to display title or not on front end

6) Type Gallery Title

- Give highlighted gallery a title

7) Save Changes / Create Gallery

8) Reset

- Deselects current highlighted gallery

9) Discard Changes

- Cancels current changes / gallery creation

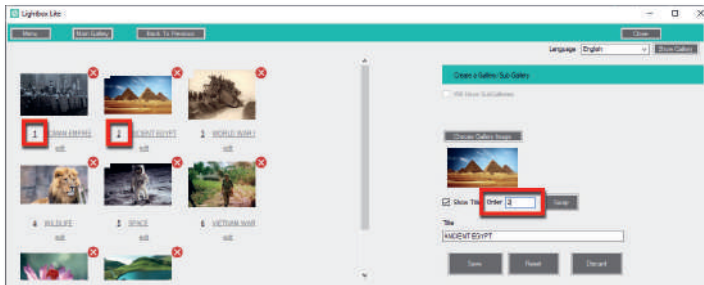
10) Swap Gallery Order

- Select a gallery with 'edit'.
- More detailed instructions on the **next page**

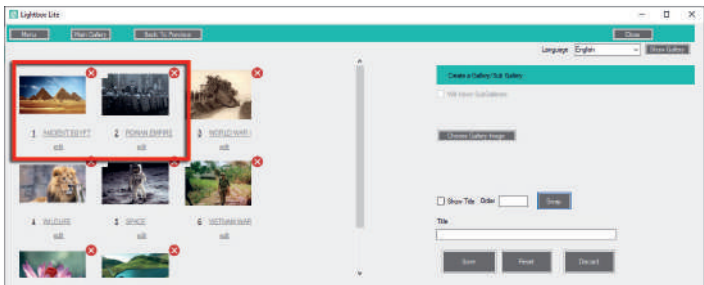
10) Swap Gallery Order (Cont.)

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.

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.

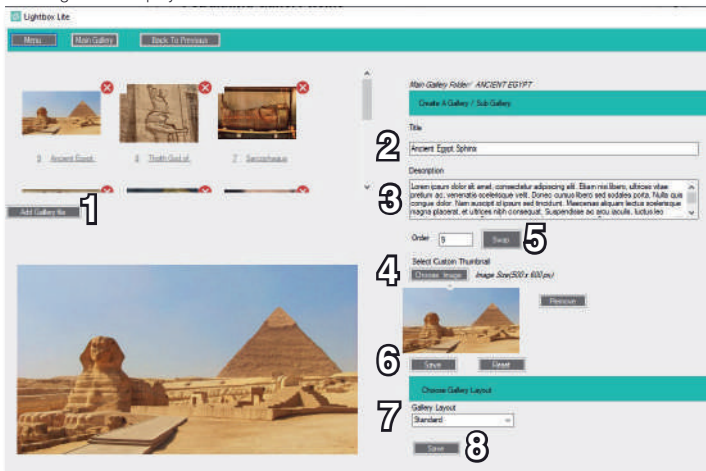


Like so;



Populating Gallery Items

The first screen is where you create the root galleries. Click a created gallery to enter it. Created galleries display to the left.



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 otherwise use original image to create thumbnail
- See **Custom Thumbnails** - Page 22 for more info

5) Swap Order of Items

- Same as Main Gallery Swap functionality

6) Save Gallery Item

7) Choose Gallery Layout

- Standard / Justified / Fullscreen
- If Fullscreen is selected, you can enable 'Slider Only Mode', which also disables further information.

8) Save Gallery Layout Choice

- Standard layout is set by default

NOTE: The last gallery item created is display first in Manager to make the process of adding content easier - however in the APP the first item you added to the gallery is displayed first.

Custom Thumbnails

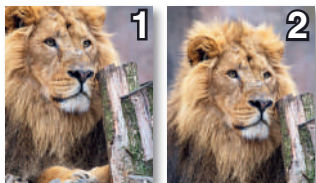
The following should be considered when creating custom thumbnails.

Custom icons are required for Audio and PDF files. Lightbox Lite 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.

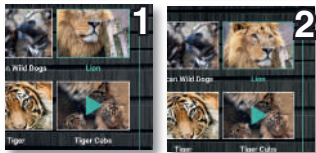
Standard

The way a thumbnail is displayed can vary depending on the screen 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 centre. For example, these two 500x600px thumbnails;



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



Note that the top and bottom areas of the image are cropped, with the first image suffering the most from this.

As mentioned earlier it is best to aim for the recommended resolution for maximum control over the thumbnail.

Justified / Fullscreen

For the justified layout, the thumbnail size will depend on a number of factors such as number of images and their orientation (portrait or landscape). Therefore we recommend simply using the media as standard (no custom thumb) or setting a widescreen image of 1920x1200px.

The fullscreen layout will present the thumbnail in fullscreen, so again use a 1920x1200px image.

Attractor - Overview

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

- (1920x1200px .jpeg)

2) Attractor Overlay

- (1920x1200px .png)

3) Left / Right Icons

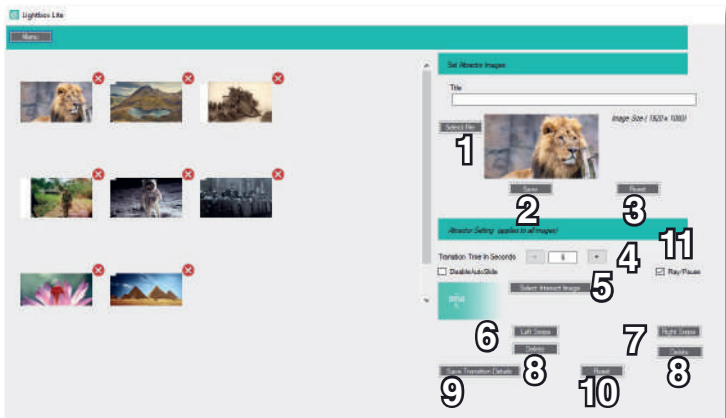
- (100x100px .png)
- Optional

4) Pause/Play Slideshow

- Optional

Attractor - Creating

Set your attractor screen here - add images, an attractor overlay, left / right icons (also used in fullscreen gallery layout) and set transition time;



1) Select Attractor File

- (1920x1200px .jpeg)

2) Save Attractor File

3) Deselect Current Item

- Press this to unsave current file. Use the (x) to delete already saved images

4) Set Transition Time (Seconds)

- Set how long slideshow images are displayed

5) Select Interact Image

- (1920x1200px .png)
- Overlays all attractor images
- Use as call to action

6) Set Left Swipe

- (.png)
- Recommended at 100px

7) Set Right Swipe

- (.png)
- Recommended at 100px

8) Delete Swipe Icons

9) Save Transition Changes

10) Pause/Play

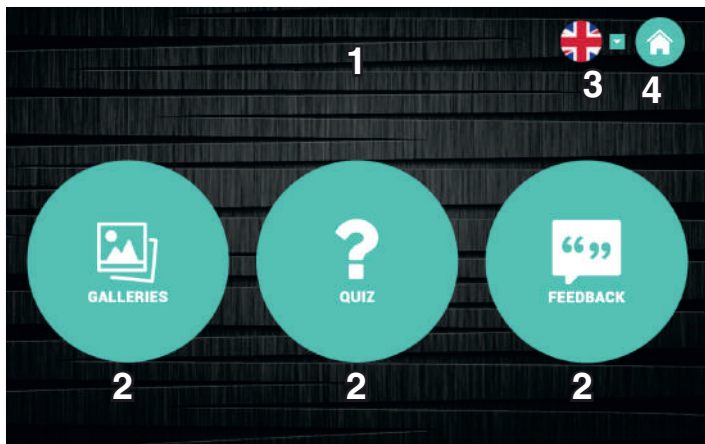
- Reset attractor settings

11) Set Pause/Play

- Enable / Disable Pause Icon.

Menus - Overview

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



1) Background

- (1920x1200px .jpeg)

2) Menu Items

- (500x500px .png)

3) Language Dropdown

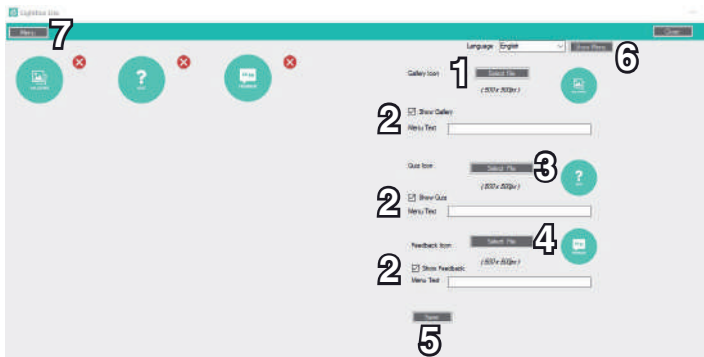
- Language Flags (100x100px .png)
- Dropdown icon (.png)
- (Recommended at 30px)

4) Home Icon

- Navigates to Attractor
- (.png)
- (Recommended at 100px)

Menus - Creating

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 / Quiz / Feedback

3) Set Quiz Menu Icon

- (500x500px .png)

4) Set Feedback Menu Icon

- (500x500px .png)

5) Save Changes

6) Change Language

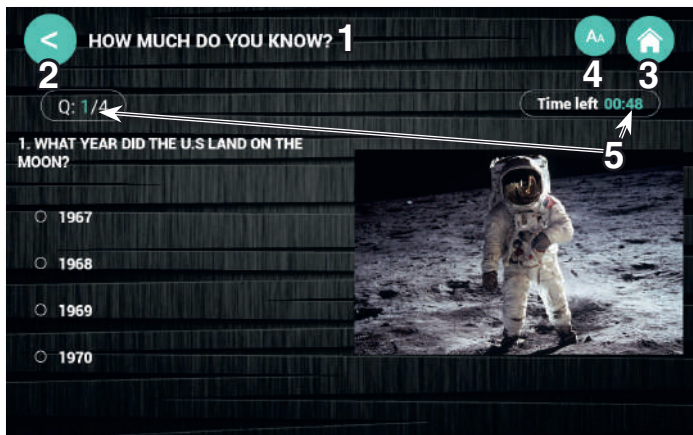
- And set menu for alternative languages

7) Menu

- Return to main menu

Quiz - Overview

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



1) Heading Font

- (.ttf / .otf)
- (Adjustable between 14 and 50 in size)

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)

Quiz - Creation

The screenshot shows the 'Lightbulb Lite' quiz creation window. It is divided into two main sections: a question list on the left and a detailed question editor on the right. The question list has columns for 'Image', 'ID', 'Language', 'Question Text', and 'Options?'. It contains three entries: a person on a moon, a pink flower, and a group of people. The question editor on the right is for the first question, 'WHAT YEAR DID THE US LAND ON THE MOON?'. It includes fields for 'Question Text', 'Reveal Correct Answer?', 'Answers' (a list of years: 1967, 1968, 1969, 1970), 'Number of correct answers' (set to 1), 'Right Answer' (1969), and 'Completion Settings'. The completion settings include three brackets with associated completion text, percentage thresholds, and images. Numbered callouts 1 through 10 point to specific features: 1. Question Text, 2. Set Question Image, 3. Reveal Correct Answer, 4. Set Multiple Choice Answers, 5. Set Time Limit per Question, 6. Set Correct Answer, 7. Save Question, 8. Set up to 5 Score Brackets, 9. Save Changes to Completion Settings, 10. Rest Completion Settings.

1) Set Question Text

2) Set Question Image

- (500x700px .jpg)

3) Reveal Correct Answer

- When ticked, answered questions will show correct and wrong answers.
- Correct answers highlighted in green.
- Wrong answers highlighted in red.

4) Set Multiple Choice Answers

- (2 - 4)

5) Set Time Limit per Question

6) Set Correct Answer

- (1 - 4)

7) Save Question

8) Set up to 5 Score Brackets

- Set percentages (i.e 0-20%)
- Set completion image + text for each bracket.

9) Save Changes to Completion Settings

10) Rest Completion Settings

- (Resets completion data only, not quiz questions).

Feedback - Overview

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.

PLEASE LEAVE SOME FEEDBACK

1. HAVE YOU ENJOYED YOUR VISIT?

☐ Very much so! ☐ It's been fine

☐ Not entirely ☐ Not at all

2. DO YOU PLAN ON RETURNING?

☐ Absolutely ☐ Possibly

☐ Probably not ☐ Never in a million years!

COMMENTS

write your comment here...

SUBSCRIBE

Email

Submit

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

Feedback - Creation

Lightbox Lite

Question Text: HAVE YOU ENJOYED YOUR VISIT?

Answer Type: Radio

Option 1: Very much so!

Option 2: It's been fine

Option 3: Not really

Option 4: Not at all

Feedback Options

Feedback Heading: PLEASE LEAVE SOME FEEDBACK

Current Sub-heading: COMMENTS

Subscription sub-heading: SUBSCRIBE

Feedback Form: ☒ Display ☐ Hide

Subscribe Form: ☒ Display ☐ Hide

Question Text	Option 1	Option 2	Option 3	Option 4	Answer Type	Feedback	ID
HAVE YOU ENJOYED YOUR VISIT?	Very much so!	It's been fine	Not really	Not at all	Radio		1

1) Set Question Text

2) Set Answer Display Type

- Radio or check-box
- (One selectable answer only, or multiple)

3) Set up to 4 Answer Options

4) Save Feedback Question

- Can create multiple questions

5) Reset Currently Entered Question Info

6) Feedback Heading

7) Comment Sub-heading

8) Subscription Sub-heading

9) Display / Hide Feedback Form

10) Display / Hide Subscribe Form

11) Save current options

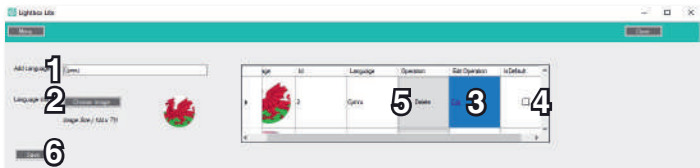
12) Reset to defaults

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 Accessing Feedback - Page 34

Language

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



1) Type new language title

2) Add Language Image

- 100x100px .png

3) Edit Language

- Change title / icon

4) Set Language as Default

- Determines which language is displayed by default
- Return to default after attractor is triggered

5) Delete Selected Language

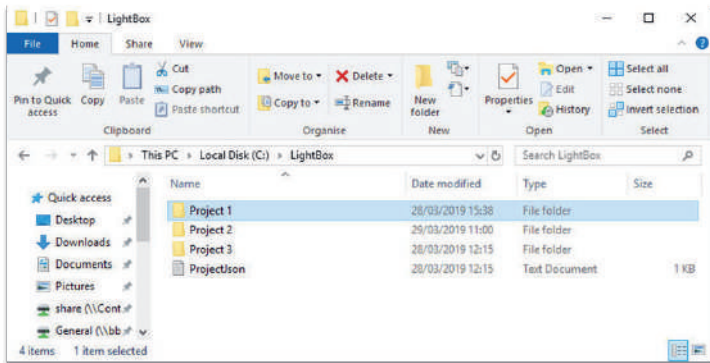
6) Save Language

Note: You will need to add content / UI customisation for every language option, this may mean duplicating content but allows for different media content across each language option.

The Attractor remains the default throughout each language option however.

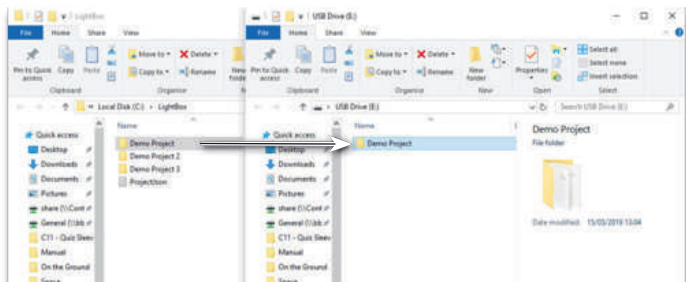
Uploading Content to Lightbox Lite

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;



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.
- 3 - Now drag the Project folder onto the USB stick.



2) Upload Content to Tablet / Device (1/3)

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);

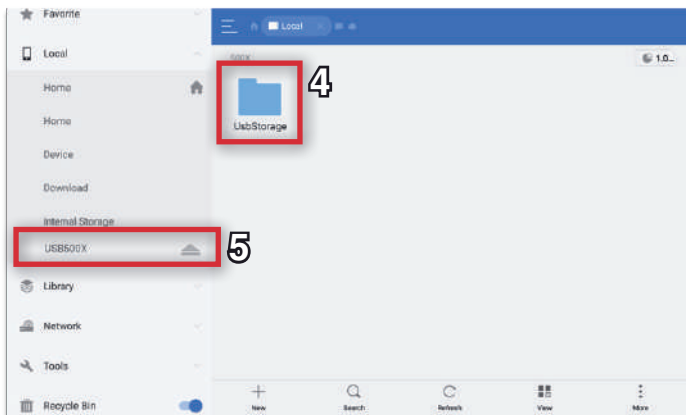
1 - Following the instructions on the Lightbox Lite Exit / Admin page - exit Lightbox Lite on your tablet.

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;



(Continued)

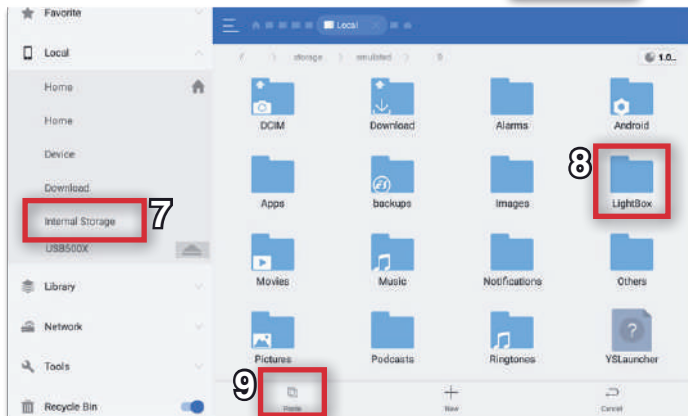
2) Upload Content to Tablet / Device (2/3)

5 - Within that folder will be your Project folder, long press this folder to select it.

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

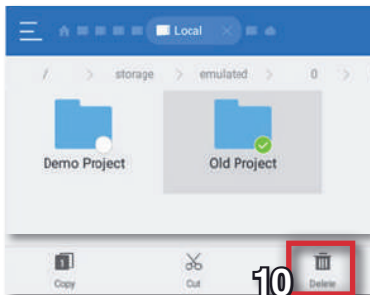
9 - Now select 'Paste' from the bottom bar;

(Continued on the next page)

2) Upload Content to Tablet / Device (3/3)

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.

NOTE: Only one project folder should be in the Lightbox folder when LBL runs.



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



Now exit ES File Explorer and relaunch Lightbox Lite Viewer – you will need to follow the instructions as explained in **Setting Lightbox Lite as Home / Boot on Startup (Page 4)** to ensure Lightbox boots on startup.

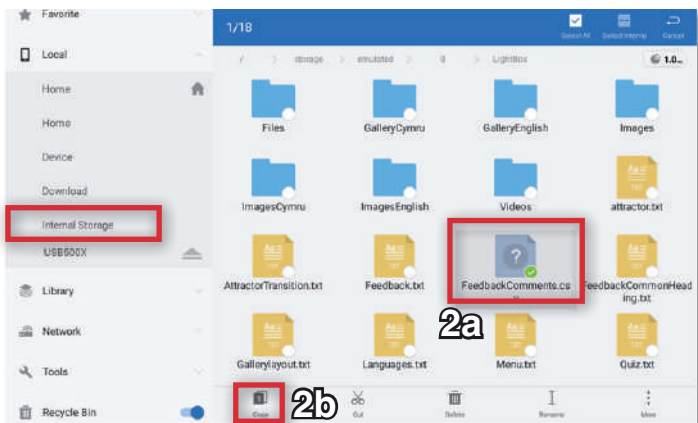
Note: You may need to restart the tablet after adding new content – android doesn't exit apps it just minimises them which means when you change the content over the app is technically running and still trying to access the old/previous content.

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 – ENSURE YOU HAVE THIS BEFORE UPDATING CONTENT.

Accessing Feedback on Lightbox Lite

To view the feedback information, you will just need to copy 'FeedbackComments.csv' from your device to a USB stick, then view the file on a PC.



- 1 - Run ES File Explorer and access the internal storage > LightBox folder.
- 2 - Long hold the FeedbackComments.csv (2a) file then select 'Copy' (2b).
- 3 - Now go to the USB drive and 'Paste' the file there.

System Requirements (Recommended)

Processor	RK3399 2Ghz, GPU Mali-T864 GPU
Internal Storage	16GB
Memory	RAM 2GB Dual-channel LPDDR4
Touchscreen	Touchscreen 10-Point Capacitive Touch
Supported Operating Systems	Android 7.1 (Nougat) / Android 8.1 Oreo & Windows 10 pro (for use with the Lightbox Manager)

Supported Filetypes

Images	.jpg / .png (icons)
Video	.mp4
Audio	.mp3
PDF	Standard PDF format
Custom Font	.ttf / .otf

Note: As Lightbox Lite 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 1920x1200px

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