

CUSTOMIZABLE TOUCHSCREEN SOFTWARE

MULTITOUCH APPS FROM EYEFACTIVE'S SPECIALIZED APPSTORE



EYEFACTIVE

INTRODUCTION

Transform brands and products into an interactive multimedia experience: Choose from a growing number of customizable multitouch apps from eyefactive's specialized AppStore for large-scale professional touchscreens.



INTRODUCTION

APPSUITE BASICS

How-to install and license apps

How-to install and start projects

MODDING BASICS

Preparations

Standard-settings

MODDING TUTORIALS

My first project

My first view

My first widget

MODDING ADVANCED

ClickThrough

Object recognition

Integrate a screensaver

SUMMARY & QUESTIONS



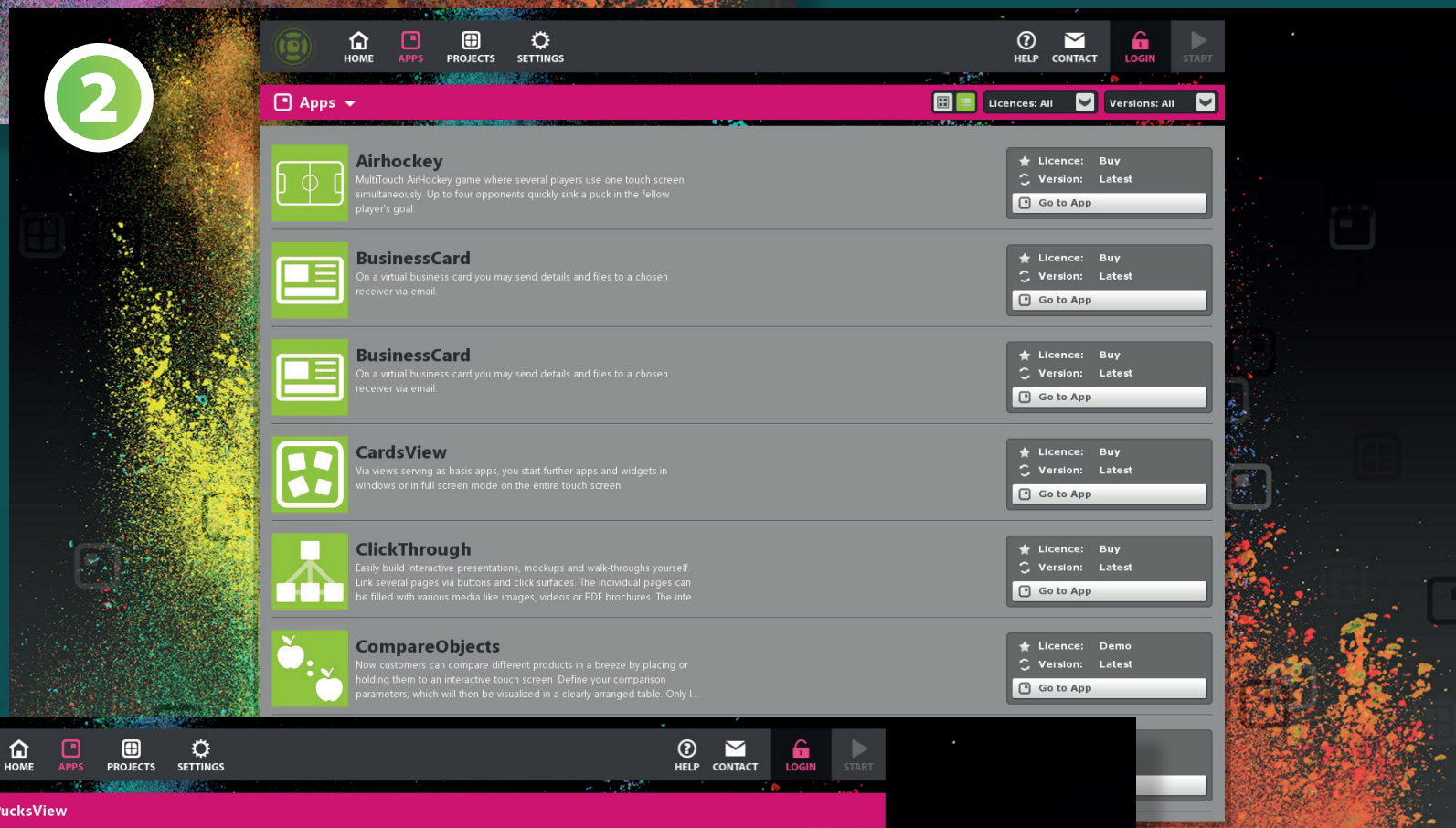
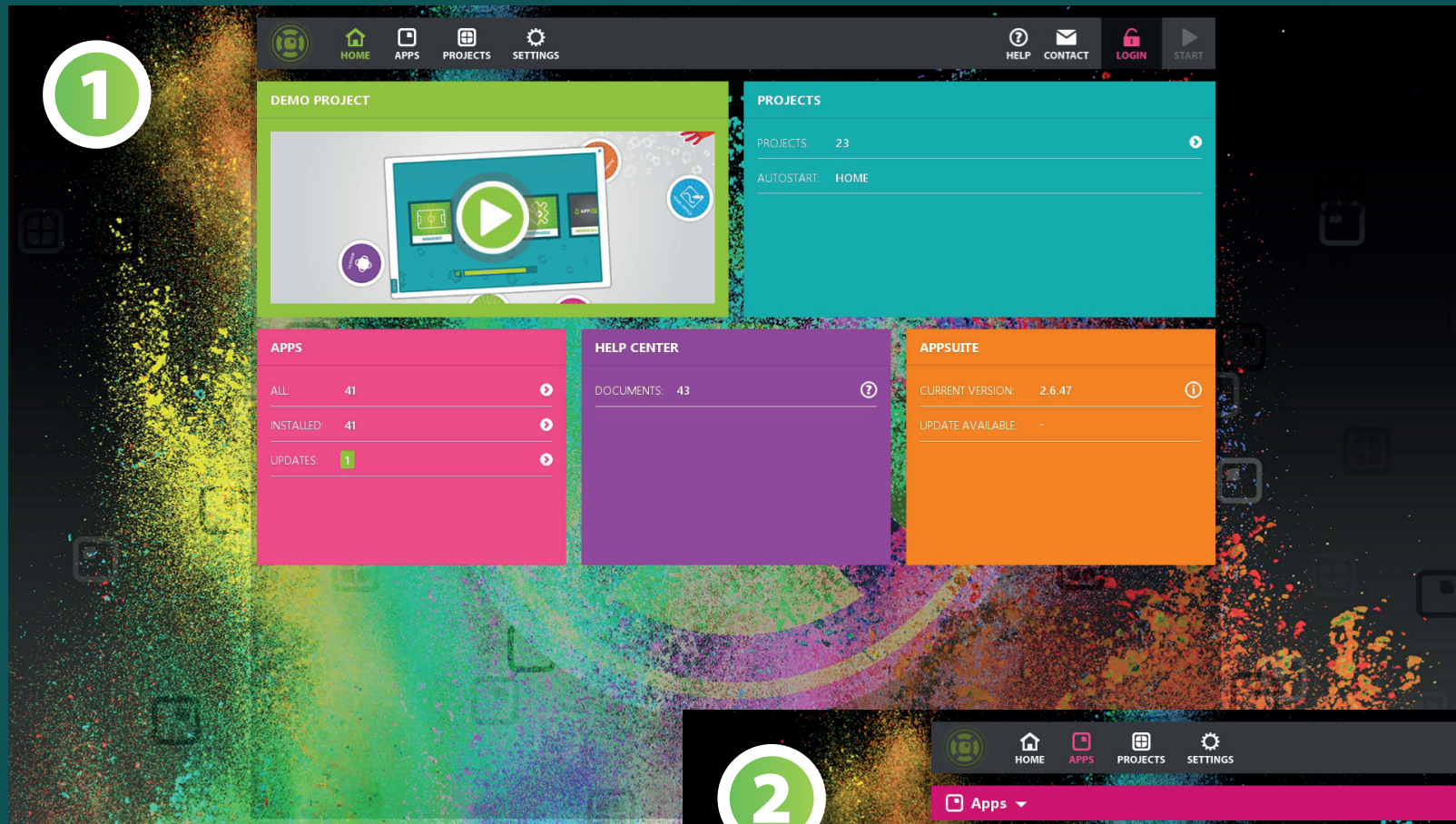
Tap on the menu items to
get to the desired page



OVERVIEW

APPSUITE BASICS

Welcome to the Backend of the AppSuite.
Here you will learn how to install our apps,
acquire licenses, download updates, and
much more ...



APPSUITE BASICS



HOW-TO INSTALL AND LICENSE APPS

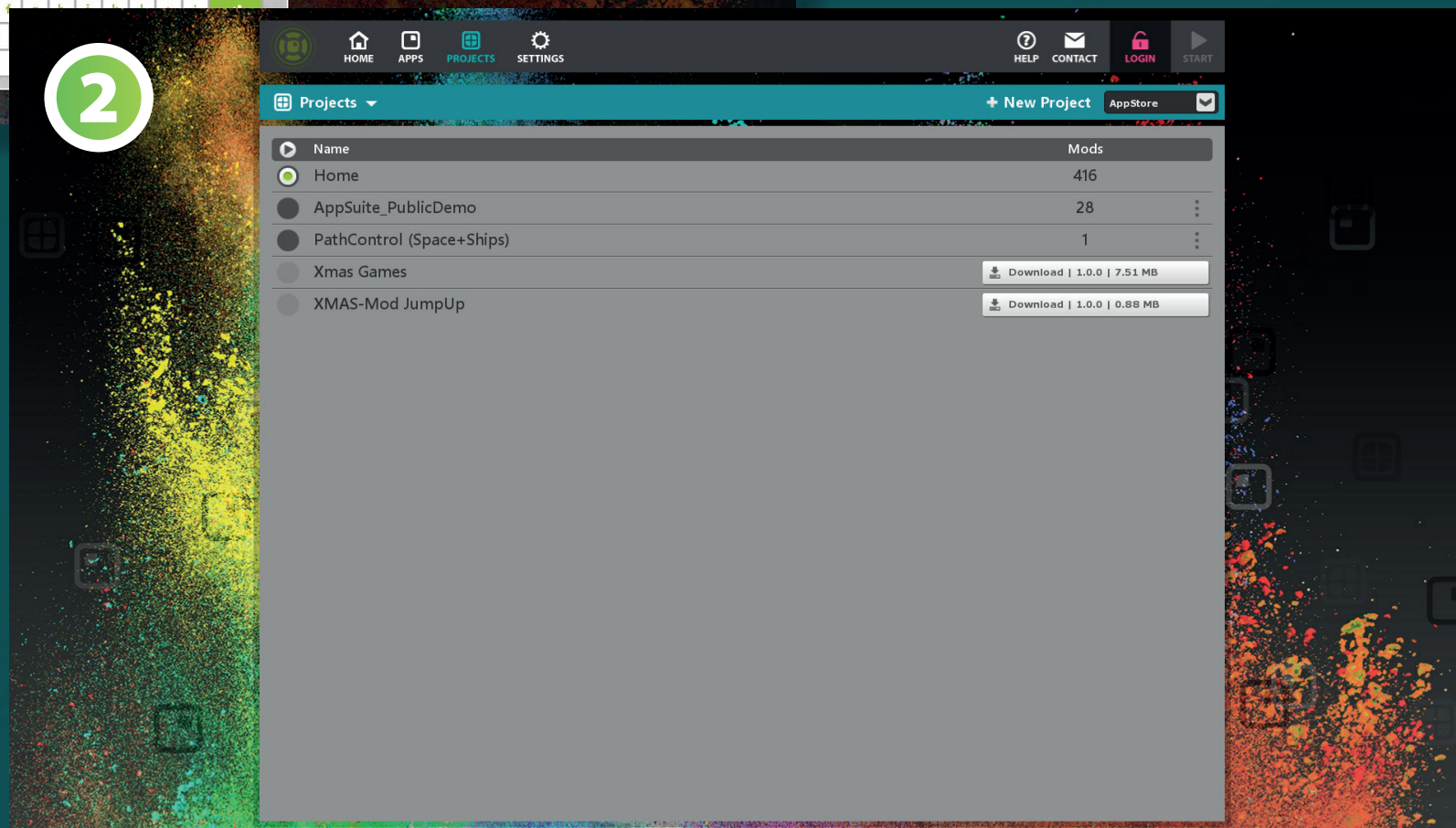
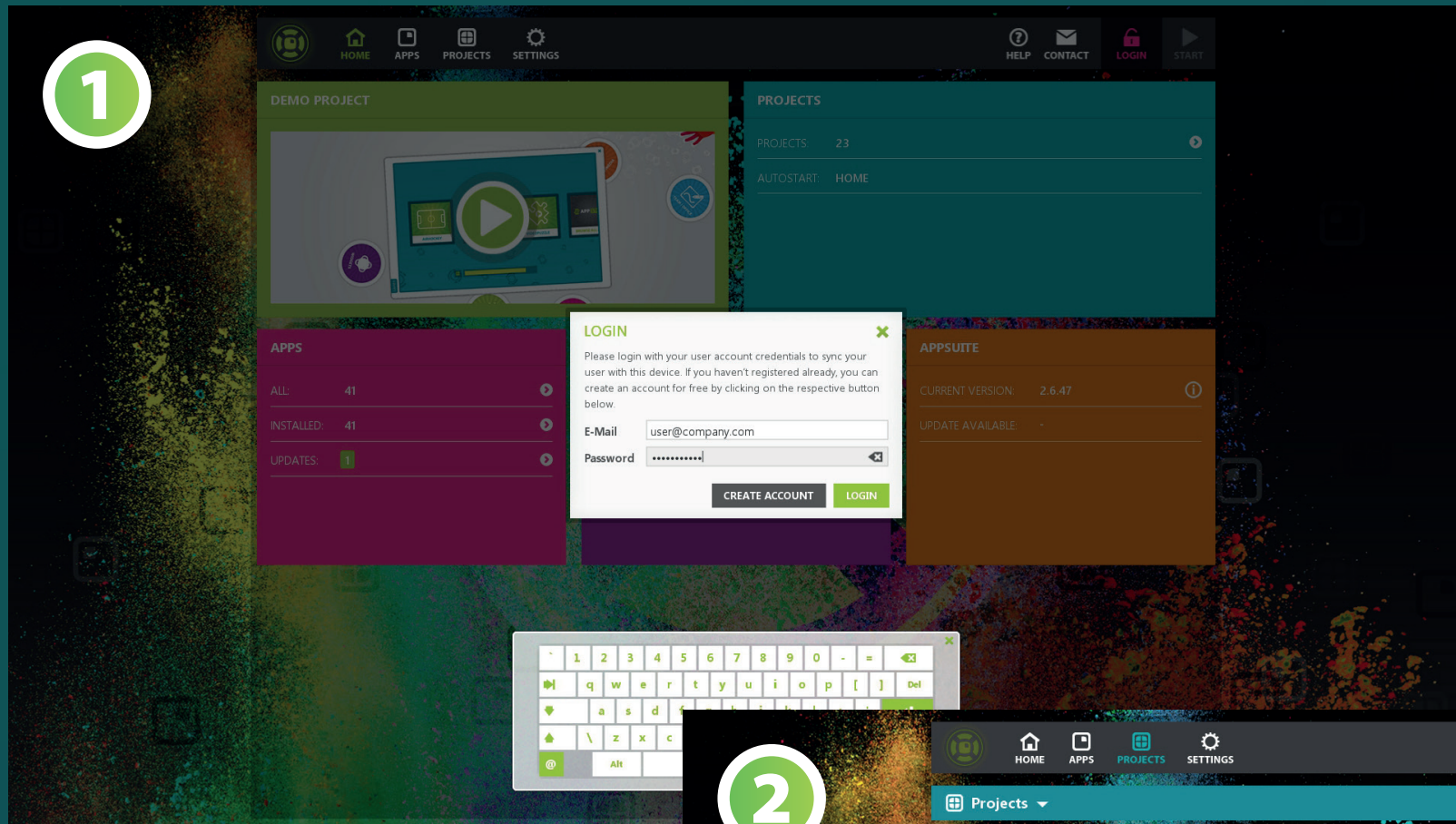
1 HOME SCREEN

2 APPS OVERVIEW

3 APP DETAILS INFORMATION ABOUT UPDATES, LICENSING AND INSTALLATION STATUS



Tap on the menu items
for detailed information



APPSUITE BASICS

HOW-TO INSTALL AND START PROJECTS

1 LOGIN
LOG IN WITH YOUR APPSTORE USER ACCOUNT

2 DOWNLOAD AND START PROJECT (MAIN VIEW)
SELECT A PROJECT FROM THE APPSTORE AND TAP ON THE DOWNLOAD BUTTON

START PROJECT BY TAPPING ON START BUTTON



Tap on the menu items
for detailed information

Mod is the abbreviation for modification, a term for individual customizations of apps, views and widgets.

In this section you will learn the most important basics of so-called *modding* or customization.



MODDING BASICS

STANDARD-SETTINGS

1 PROJECTS

2 VIEWS & WIDGETS



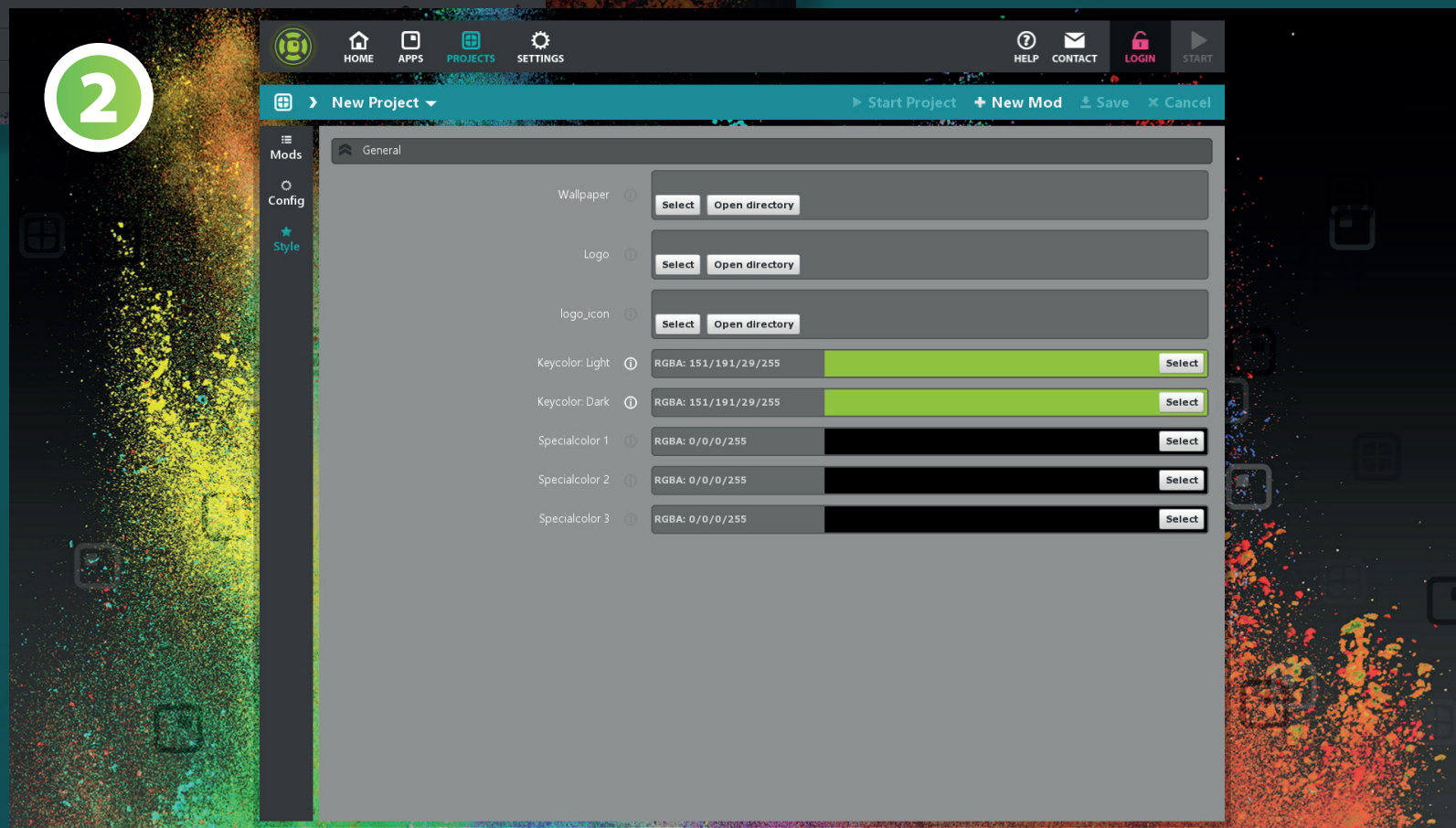
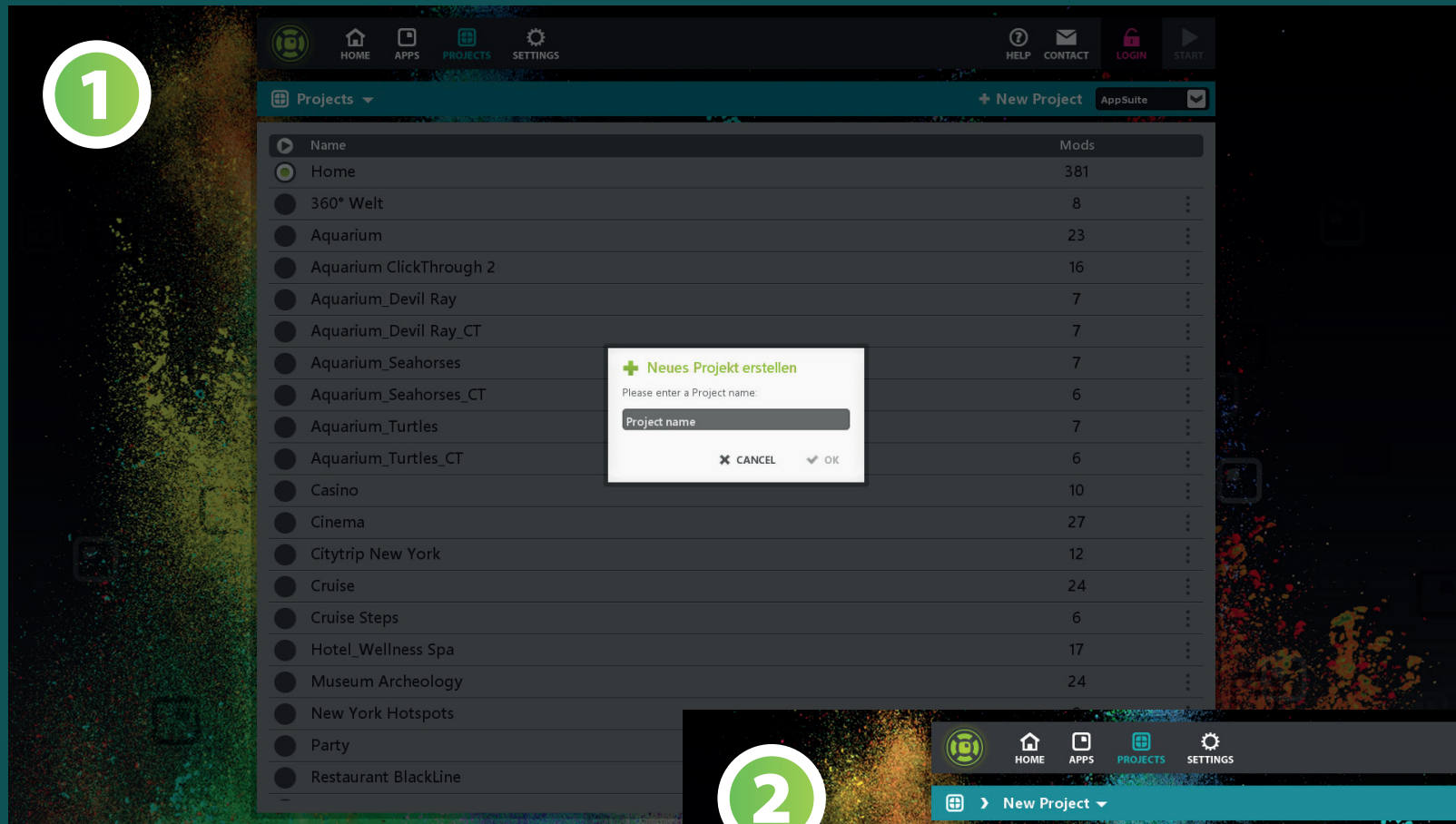
Tap on the menu items
for detailed information



OVERVIEW

MODDING TUTORIALS

In this part of the training you will learn to create your first project and customize views & widgets.



MODDING TUTORIALS

MY FIRST PROJECT

1 CREATE NEW PROJECT

2 BASIC SETTINGS
CONFIG | STYLE



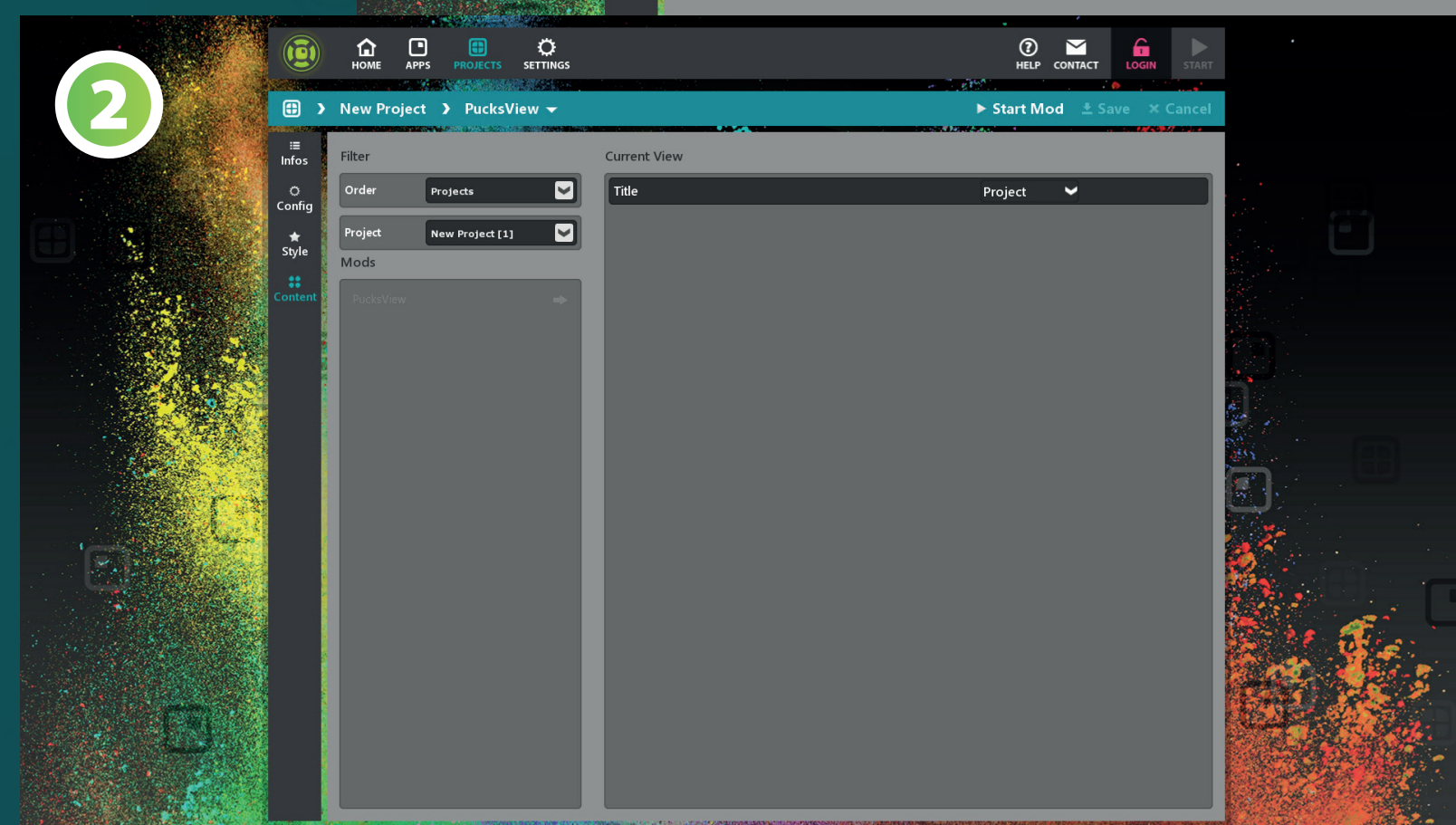
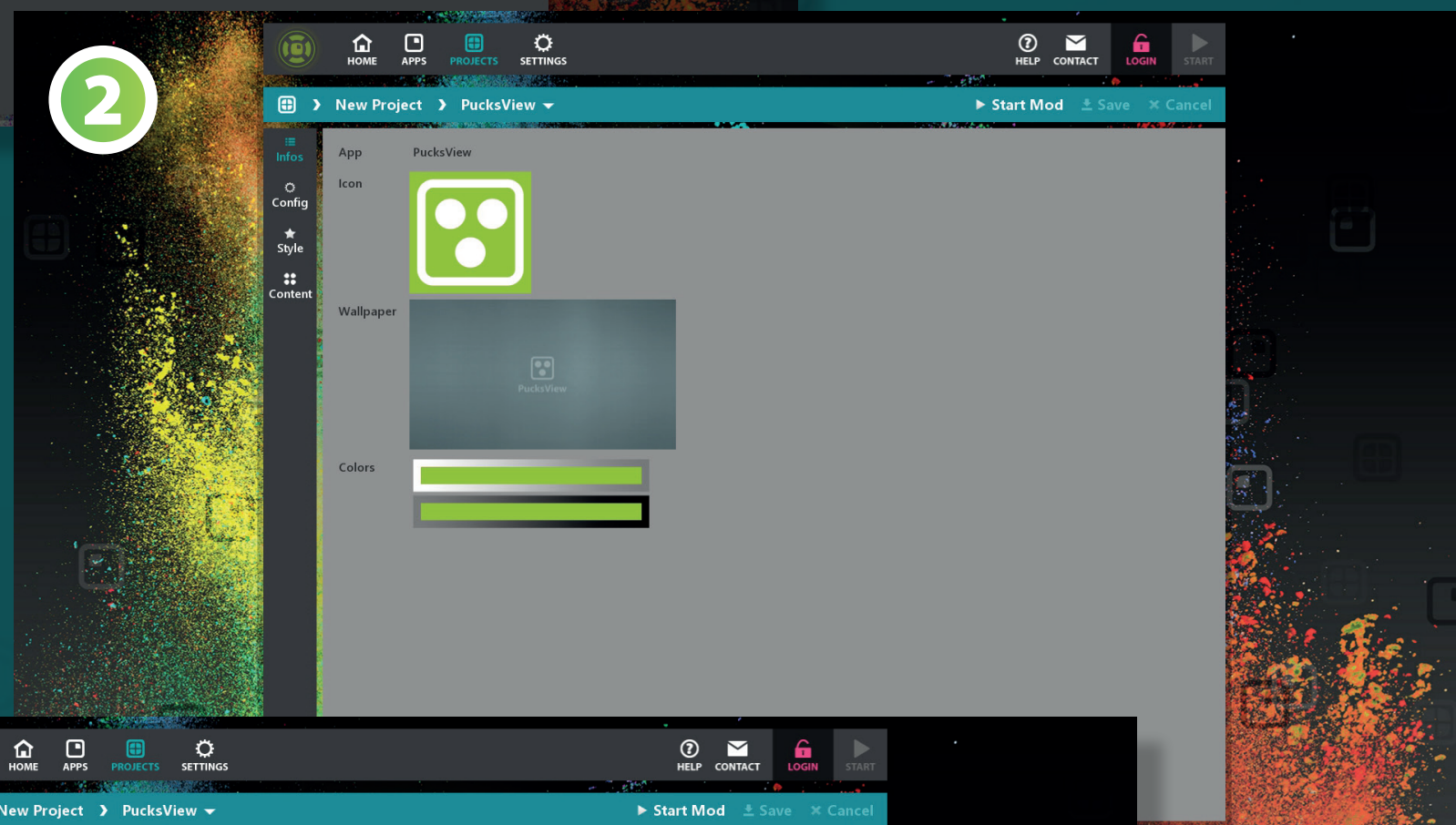
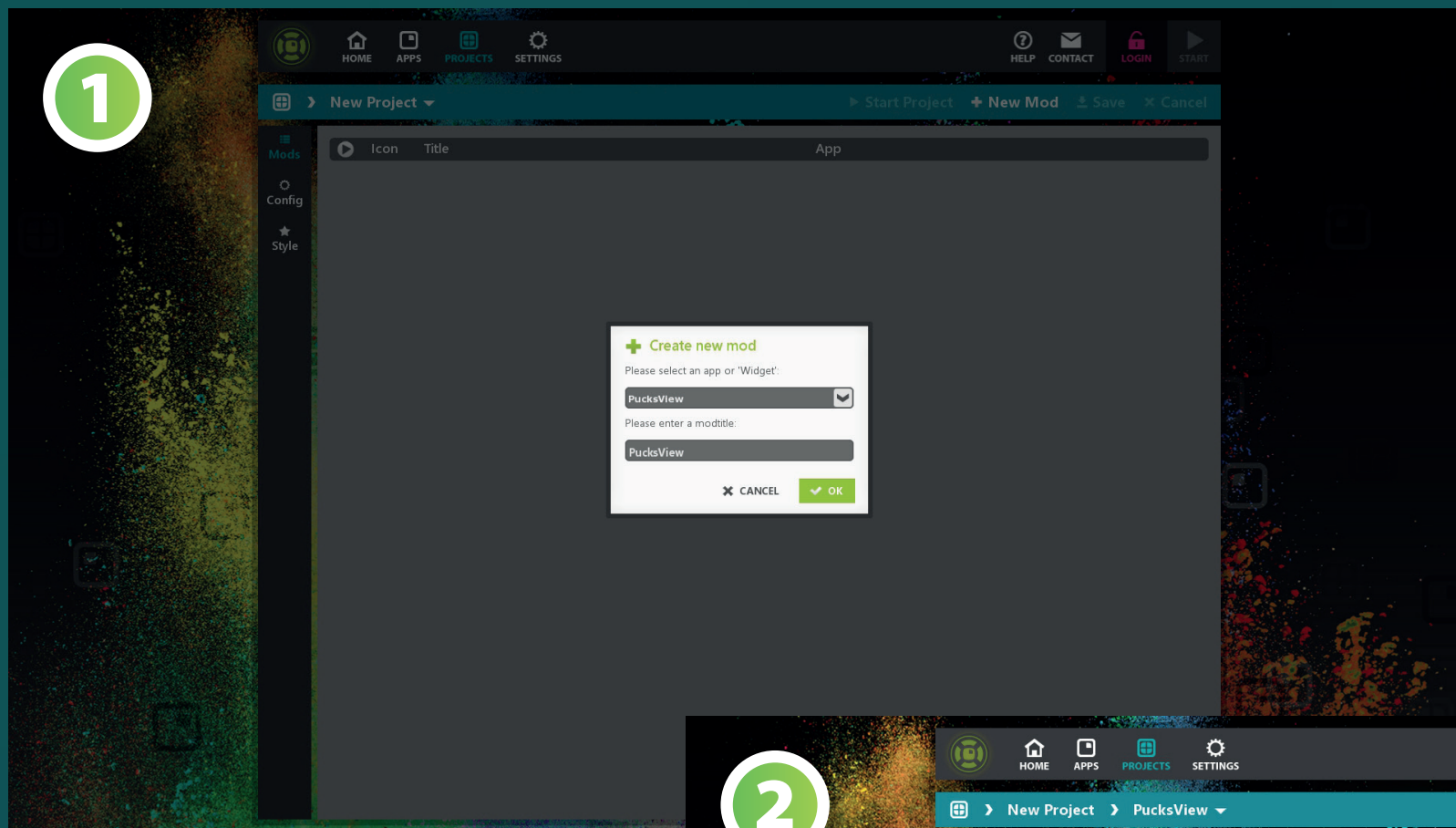
Tap on the menu items
for detailed information

1 CREATE NEW VIEW

2 BASIC SETTINGS CONFIG | STYLE | CONTENT



Tap on the menu items
for detailed information



MY FIRST WIDGET

1 CREATE NEW WIDGET

2 BASIC SETTINGS CONFIG | STYLE | EDITOR



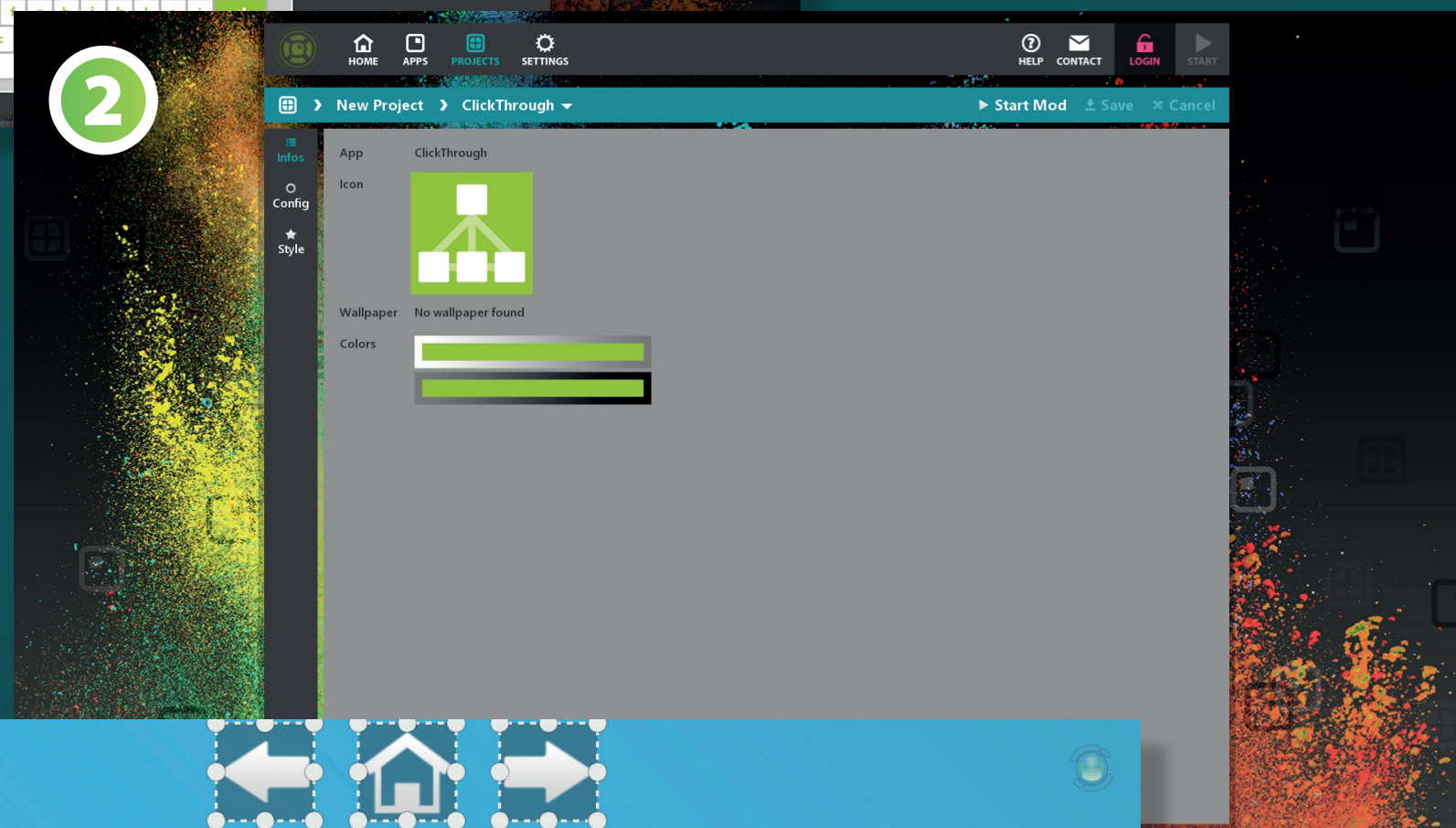
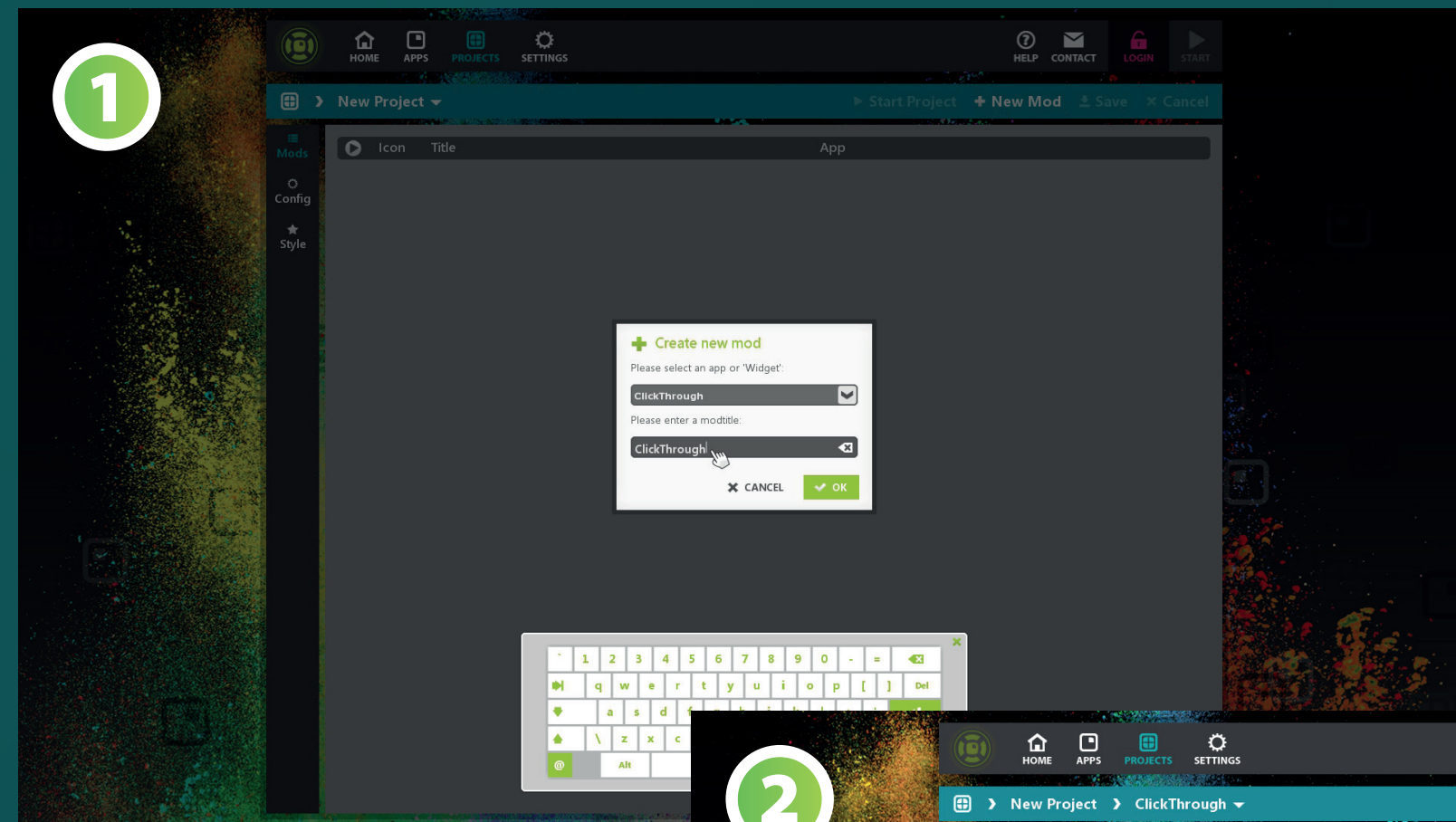
Tap on the menu items
for detailed information

In this part you will get to know our all-rounder application ClickThrough and how to customize it.

You will also learn how to use object recognition and integrate a screensaver

MODDING ADVANCED

CLICKTHROUGH



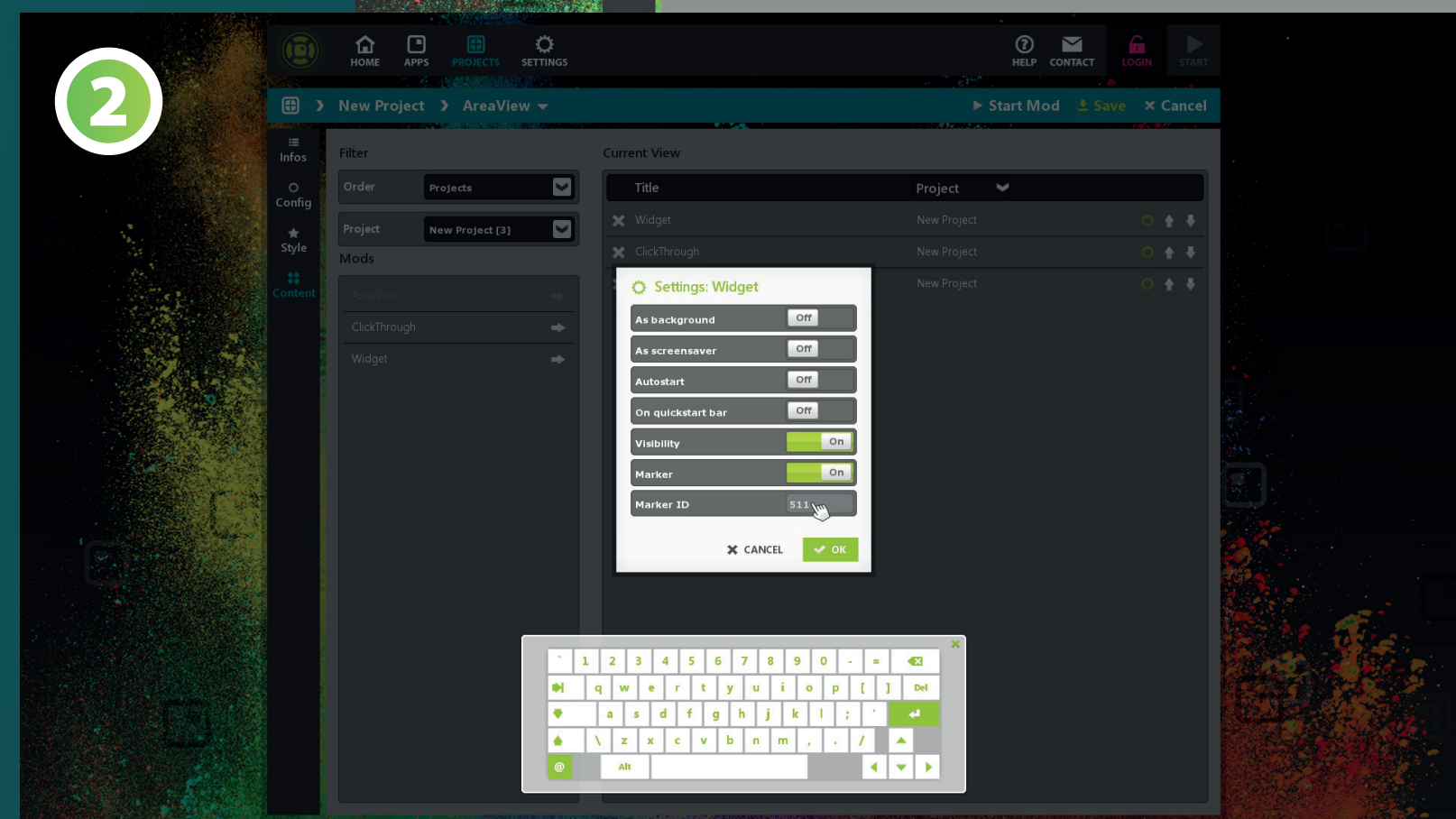
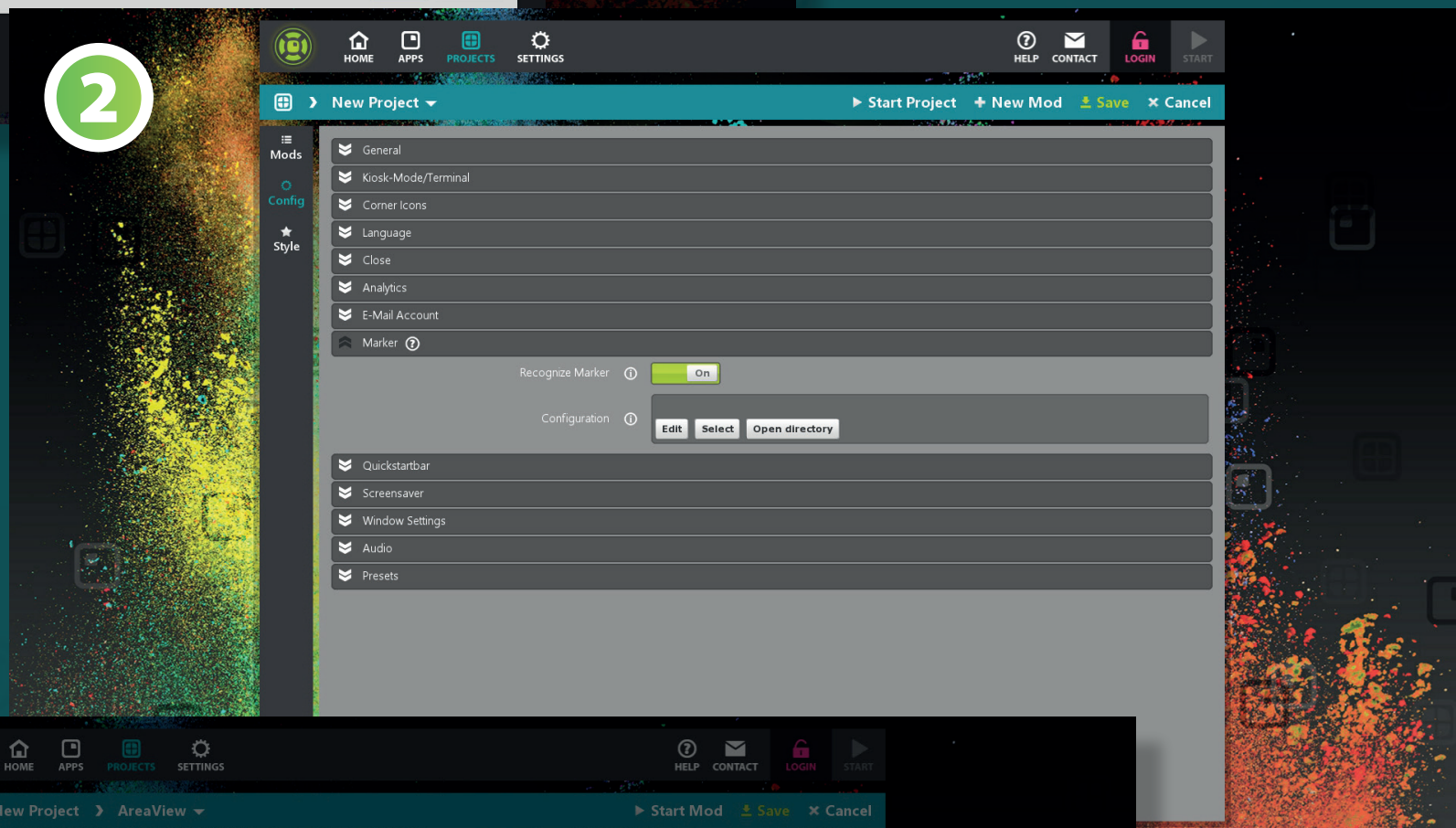
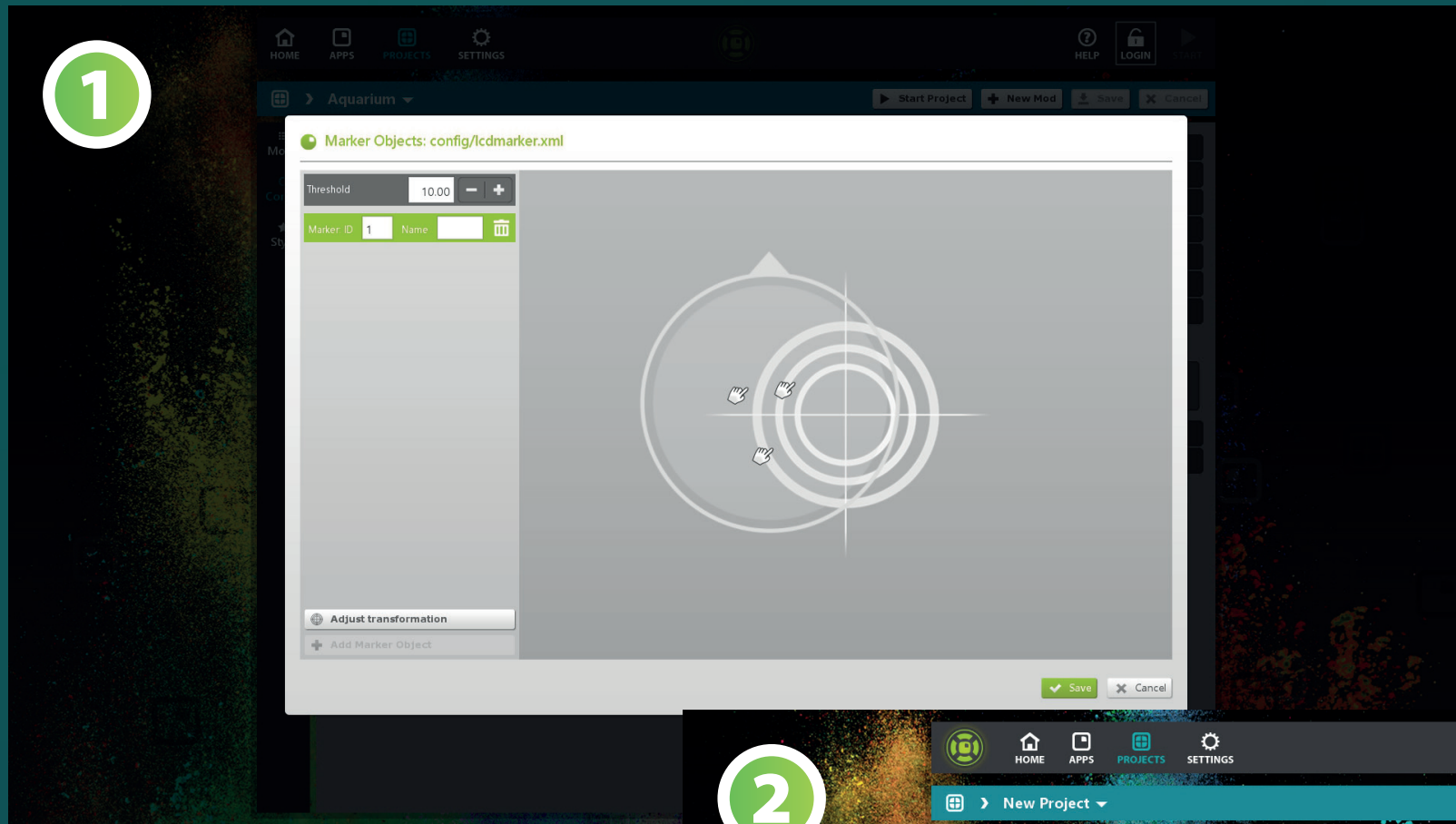
① CREATE NEW CLICKTHROUGH

② CONFIG & STYLE

③ IN-APP EDITOR



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for detailed information



MODDING ADVANCED

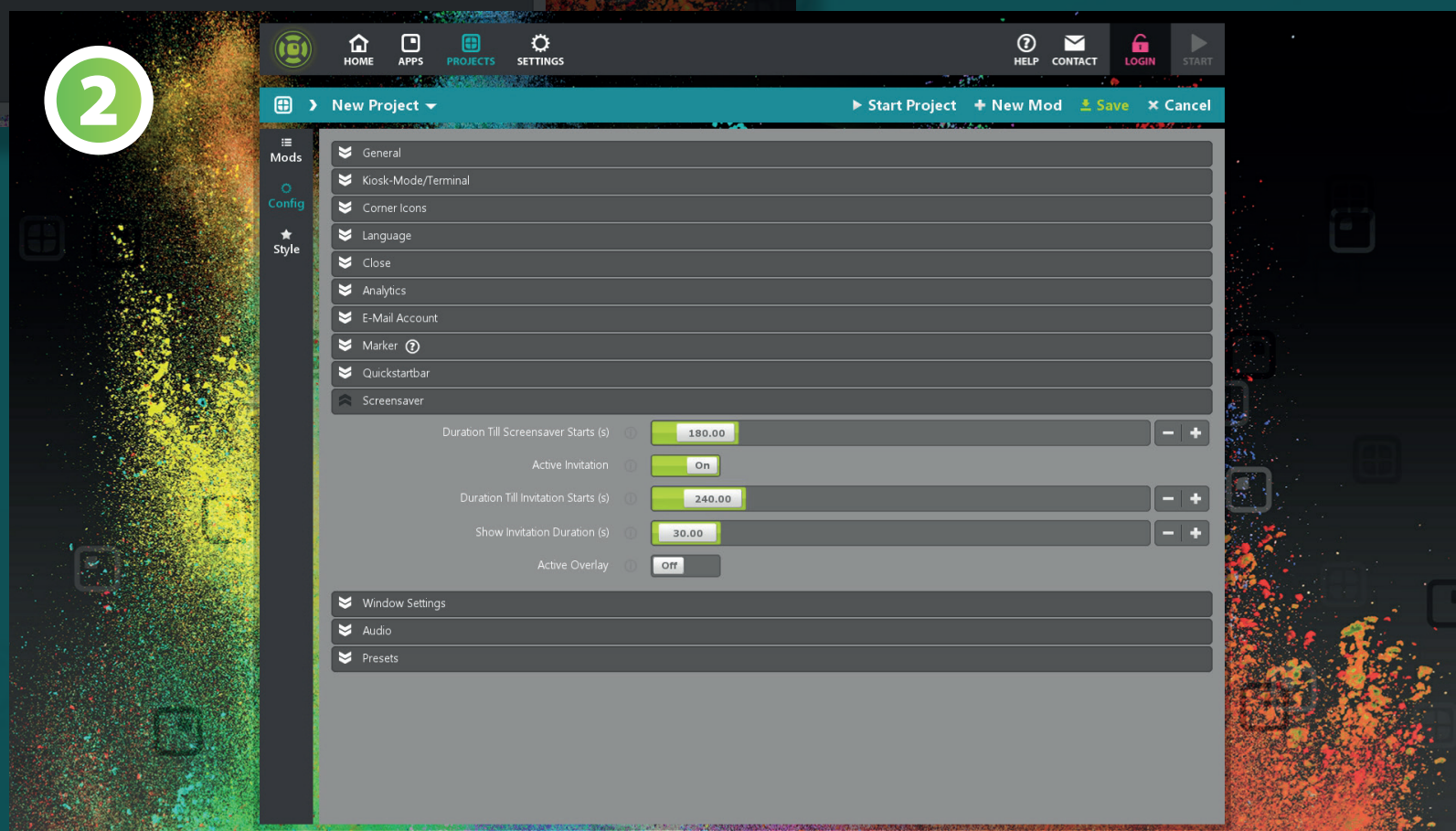
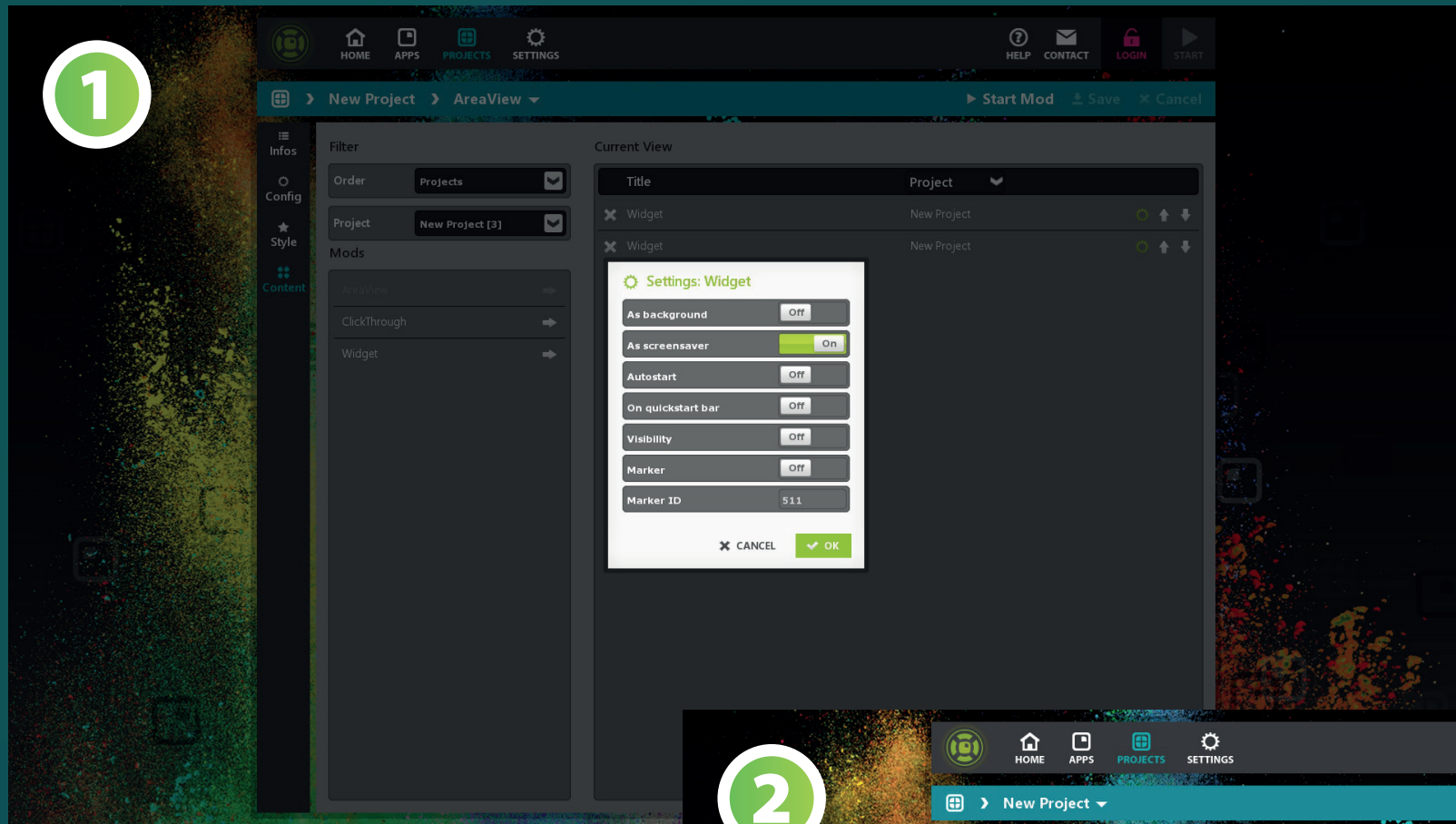
OBJECT RECOGNITION

1 ADD MARKER

2 ALLOCATE A MARKER TO A MOD



Tap on the menu items
for detailed information



MODDING ADVANCED

INTEGRATE A SCREENSAVER

1 SET A MOD AS SCREENSAVER

2 ADJUST THE SCREENSAVER
TIME PROJECT CONFIG



Tap on the menu items
for detailed information

Congratulations! You have successfully created your first project. But this is only the beginning.

If you have any questions, please do not hesitate to contact our experts.



TOUCH FUTURE. *TOGETHER.*



✉ CONTACT US