

# DEMO PROJECT: FIRST STEPS



SCROLL / SWIPE

# WELCOME TO APPSUITE'S DEMO PROJECT!



Congratulations! You successfully started AppSuite's demo project, a showcase of preinstalled apps and widgets.

## PUCKS 1

The default view of this demo project is *PucksView*. Tap on a puck to open its content.

## APPS & WIDGETS 2

A new window opens for each app category. Start apps and widgets by tapping on the icons.

## TERMINAL ICON 3

Drag icon to the center of the screen to open the terminal.

# START APPS & WIDGETS



Tap on **PUCKS** ① to open their content. Choose an app or widget and tap on respective **ICON** ③.

# WINDOW CONTROLS



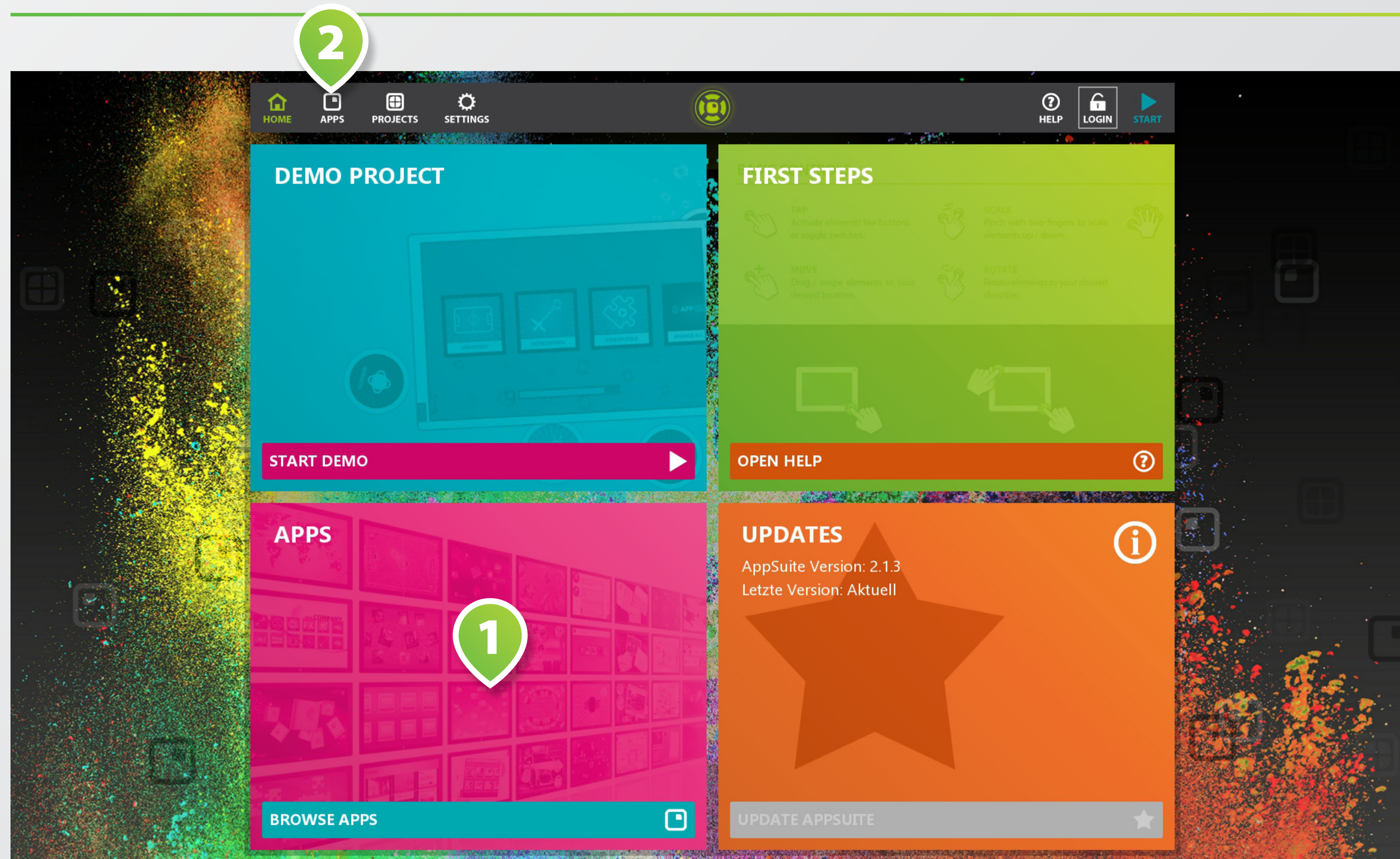
Move, rotate and scale windows by dragging their **FRAMES** ① with one or two fingers. Alternatively, use 3+ fingers on the entire **WINDOW PANE** ②.

# USE THE TERMINAL



The terminal is your virtual remote control. Drag the **TERMINAL ICON 1** to the screen's center to open the **TERMINAL 2**. To close a fullscreen app: Select [APP] > [CLOSE] or use key <BACKSPACE>.

# NEXT STEPS



## THE APPSUITE EXPERIENCE

Check out all the **TILES** ① and **MENU-BUTTONS** ② to get more information about new apps and updates.

Learn more about AppSuite's content management capabilities in its backend.

To get to the *backend* / *home screen*, use terminal and tap on [ADMIN] > [MANAGER] or hit the key <M>.

## APPSUITE: INTRODUCTION

Congratulations! You successfully installed your new  
***all-in-one touchscreen content management suite.***



SWIPE LEFT

# BASIC CONTROLS

---



## TAP

Activate elements like buttons or on/off switches.



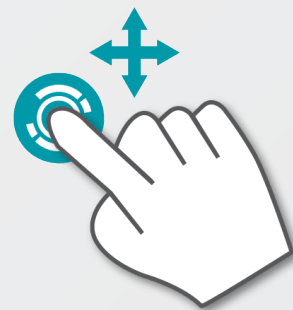
## SCALE

Pinch with two fingers to scale elements up / down.



## HAND GESTURES

Use 3+ fingers to interact with larger objects like windows.



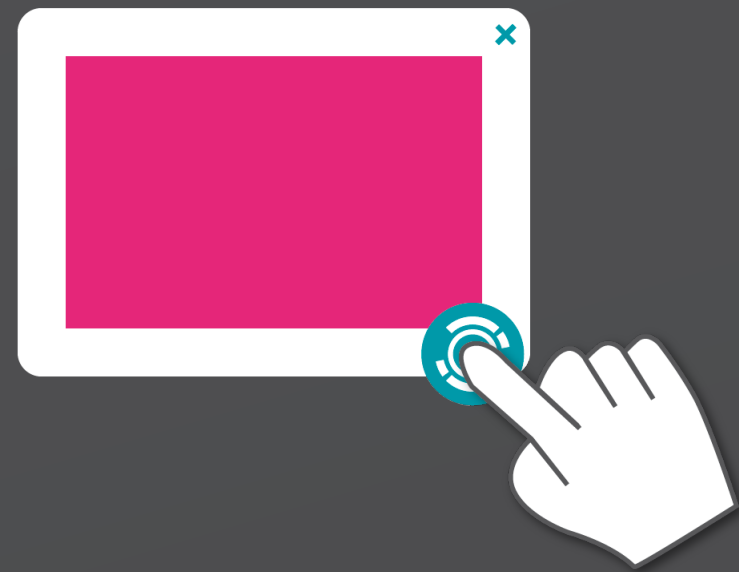
## MOVE

Drag / swipe elements in the desired position.

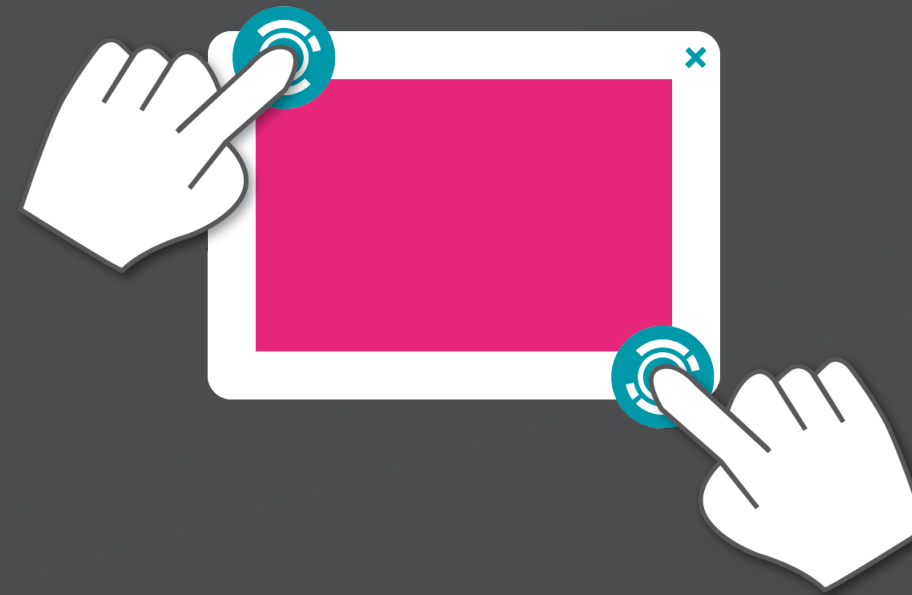


## ROTATE

Rotate elements in the desired direction.



SINGLE FINGER (BORDER)



TWO FINGERS (BORDER)



HAND (CONTENT)

# OVERVIEW: SHORTCUTS

The key assignment within AppSuite assists you in modding.

BUTTON	DESCRIPTION
Esc	Closes AppSuite
F1	Displays the picking (contact surfaces)
F2	Displays the BLOB paths, if the BLOB display is active
F3	Detailed BLOB information about the active BLOB
F4	Enabling and disabling of the BLOB display
F5	Shows active markers
F6	Shows/hides the cursor
F7	Display of the AppSuite console
F8	Clears the style cache; the styles of reloaded elements are being loaded from the style files again
F10	Shows the style hierarchy

In particular, the keys **E**, **S** and **M** enable effective working and some other setting options.

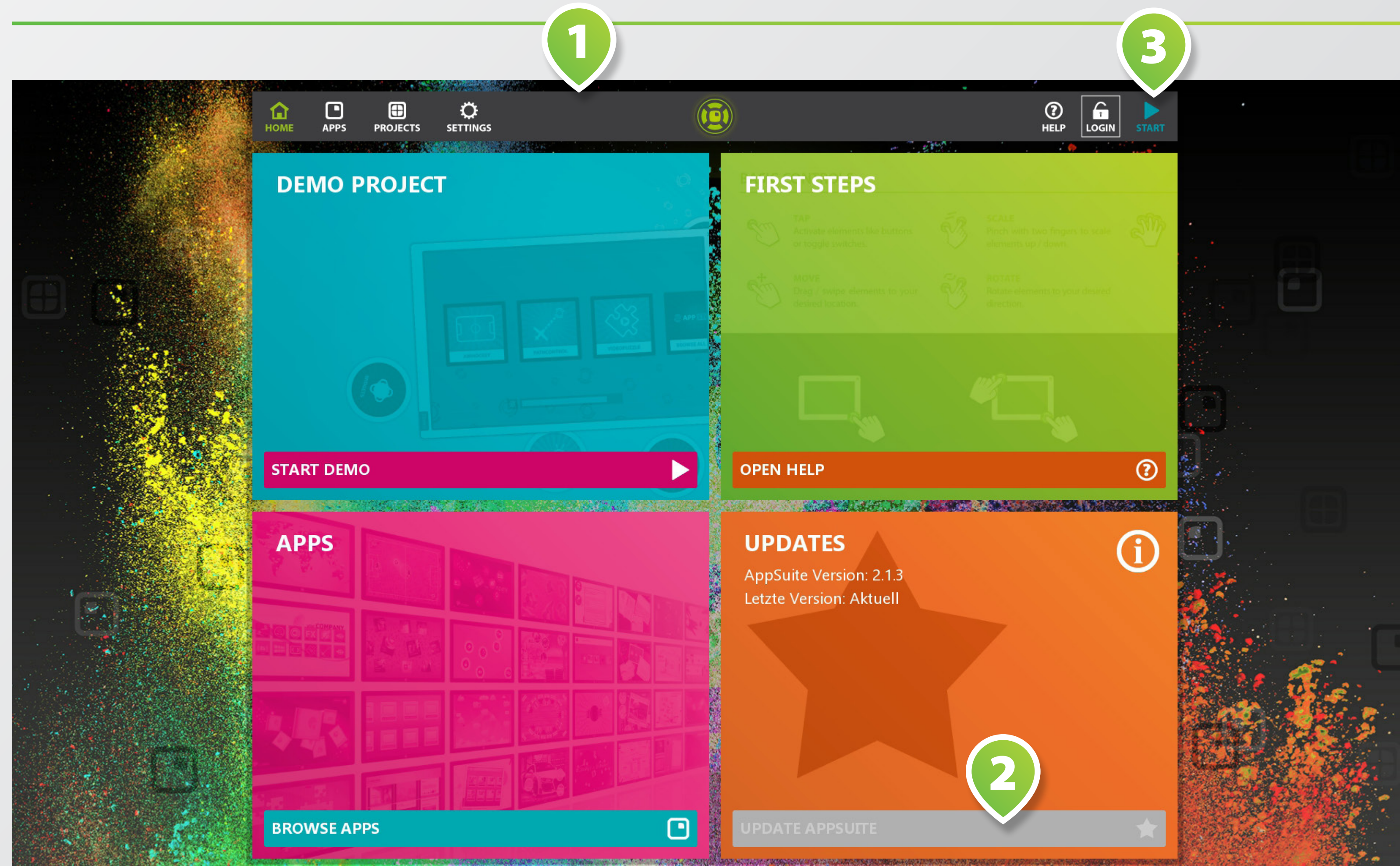
BUTTON	DESCRIPTION
F11	Switches from windows to fullscreen mode
F12	Takes a screenshot in AppSuite - AppLoader - data - screenshots
0-9	Are used for the simulation of markers
Backspace	Skips back from a launched mod to AppManager or in a launched project progressively to the higher level
e	Shows InApp-Editor ( Only for these apps: AreaView, Click-Through, HotSpots, CardsView, SlidePresenter)
s	Saves in InApp-Editor mode
m	Opens the AppManager
r	Shows use of ressources
f	Display of frames per second (fps)

# OVERVIEW: SHORTCUTS

BUTTON	DESCRIPTION
Right Mouse Button	Simple BLOB - Simulation of a brief touch of the touchscreen
Left Mouse Button	Permanent BLOB - Simulation of a permanent touch of the touchscreen
Middle Mouse Button	Remove all BLOBs with a double-click

Action only possible with started mod or project.

# HOME SCREEN



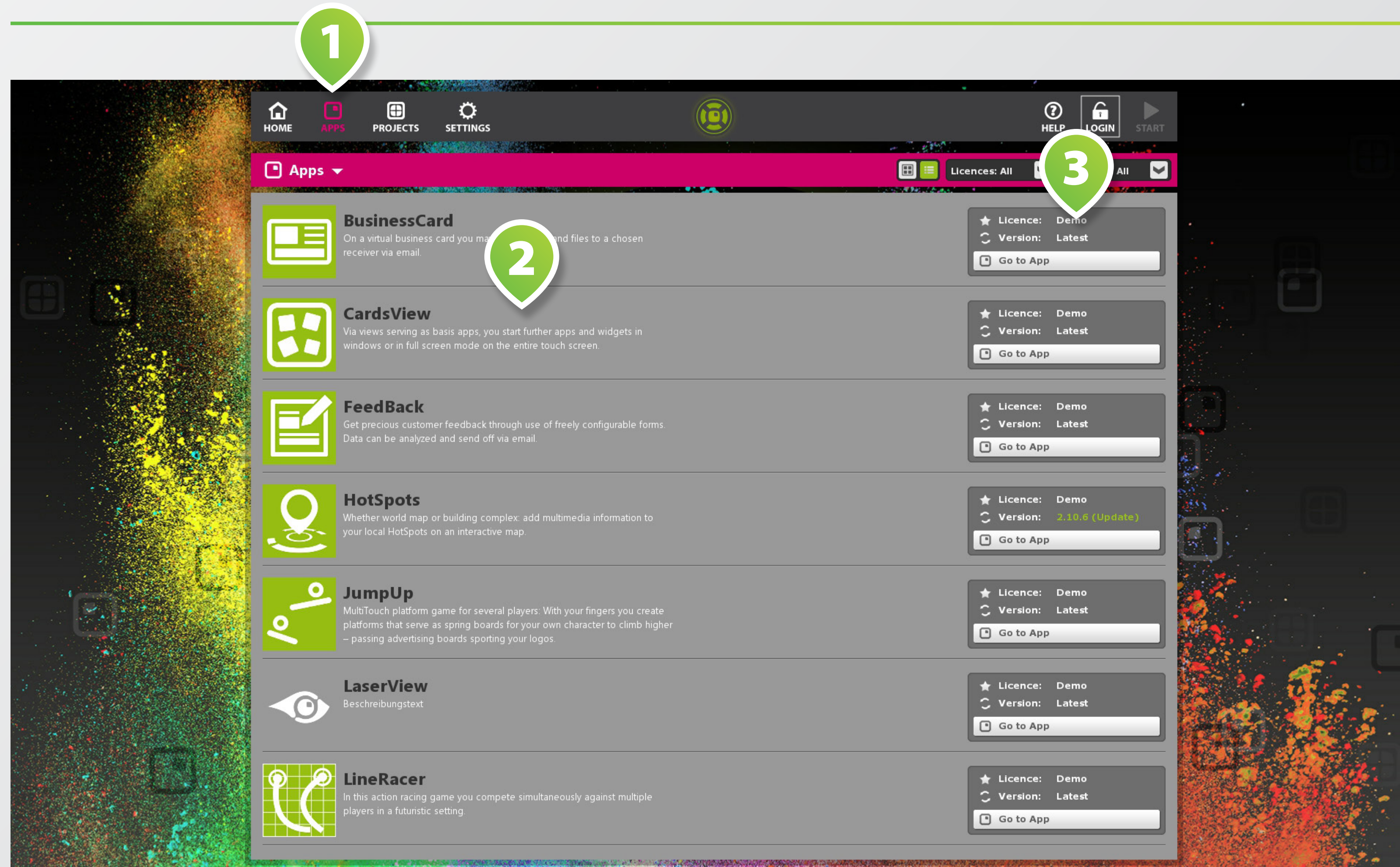
Welcome to the **BACKEND** of the AppSuite. Here you may start apps, create and customize apps and projects, download updates, acquire licenses, and much more...

Browse through the different sections via **MAIN MENU 1**.

Check for AppSuite updates in the **UPDATE TILE 2**. If available, tap on **UPDATE BUTTON** to start the update process.

Start current active project by tapping on the top right **START BUTTON 3**.

# APPS



Switch to apps overview via **APPS** 1 in main menu.

All apps available in the eyefac-tive AppStore are listed here. Tap on the desired app's **LIST ITEM** 2 for details.

Find details about updates, licen-sing and installation status infor-mation in the **BOXES** 3 to the right of each app's list item.

# APP DETAILS



For sample screenshots of an app tap on an **IMAGE 1** at the bottom.

Tap **MODS 2** to switch to an overview of all existing *modifications* (=mods) of the corresponding app.

# PROJECTS



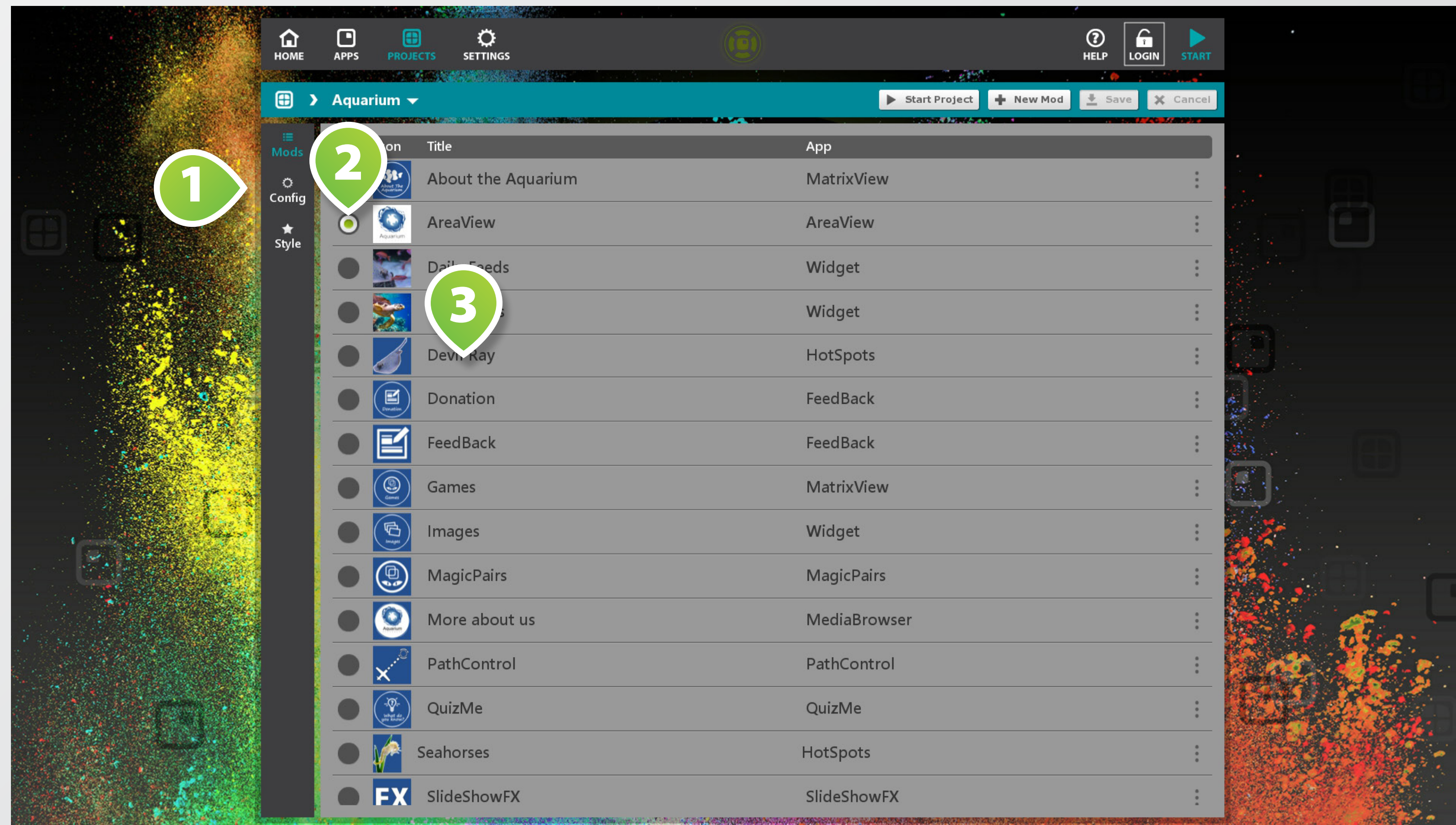
Switch to project overview via **PROJECTS 1** in main menu. All downloaded and self created projects are listed here.

Set up the project overview by using the **FILTER-BOX** on the upper right **2**.

Tap on the **LIST ITEM 3** of the desired project for details.

Select the **RADIO BUTTON 4** of the project that you want to be active when starting AppSuite.

# PROJECT DETAILS

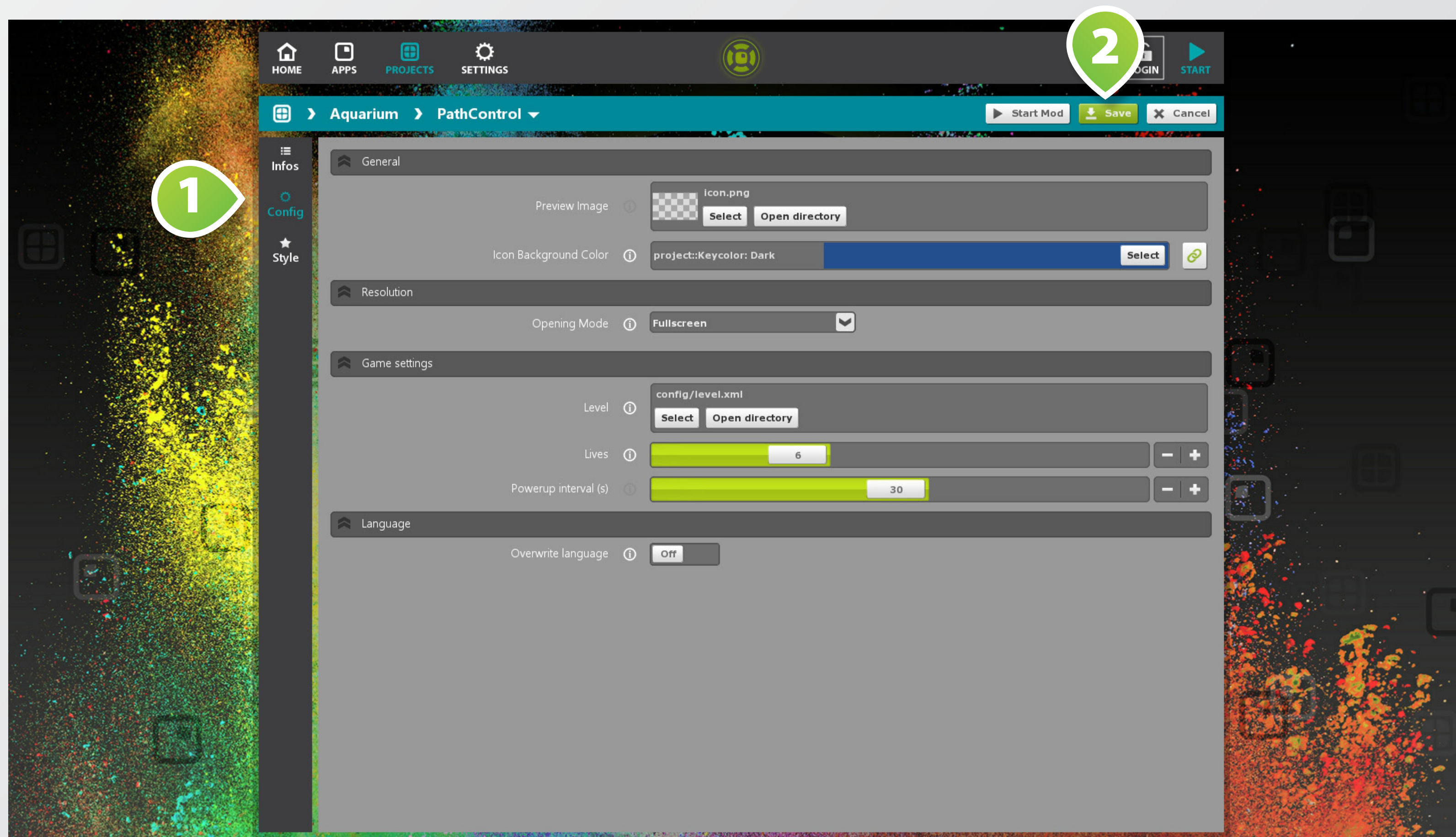


You can configure your project by options **CONFIG** and **STYLE** **1** on the left of the screen.

Activate the **RADIO BUTTON** **2** of a mod that you want to start up automatically when starting the project.

To configure a mod, select it from **MOD OVERVIEW LIST** **3** by tapping on it.

# MODS



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

Mods are grouped in projects and have their own names, content and styles.

To customize a mod, use the different **SETTING SECTIONS** 1 on the left.

When finished, tap on **SAVE** 2. Please find more information about app customization in our special documentation.

# APPSTORE



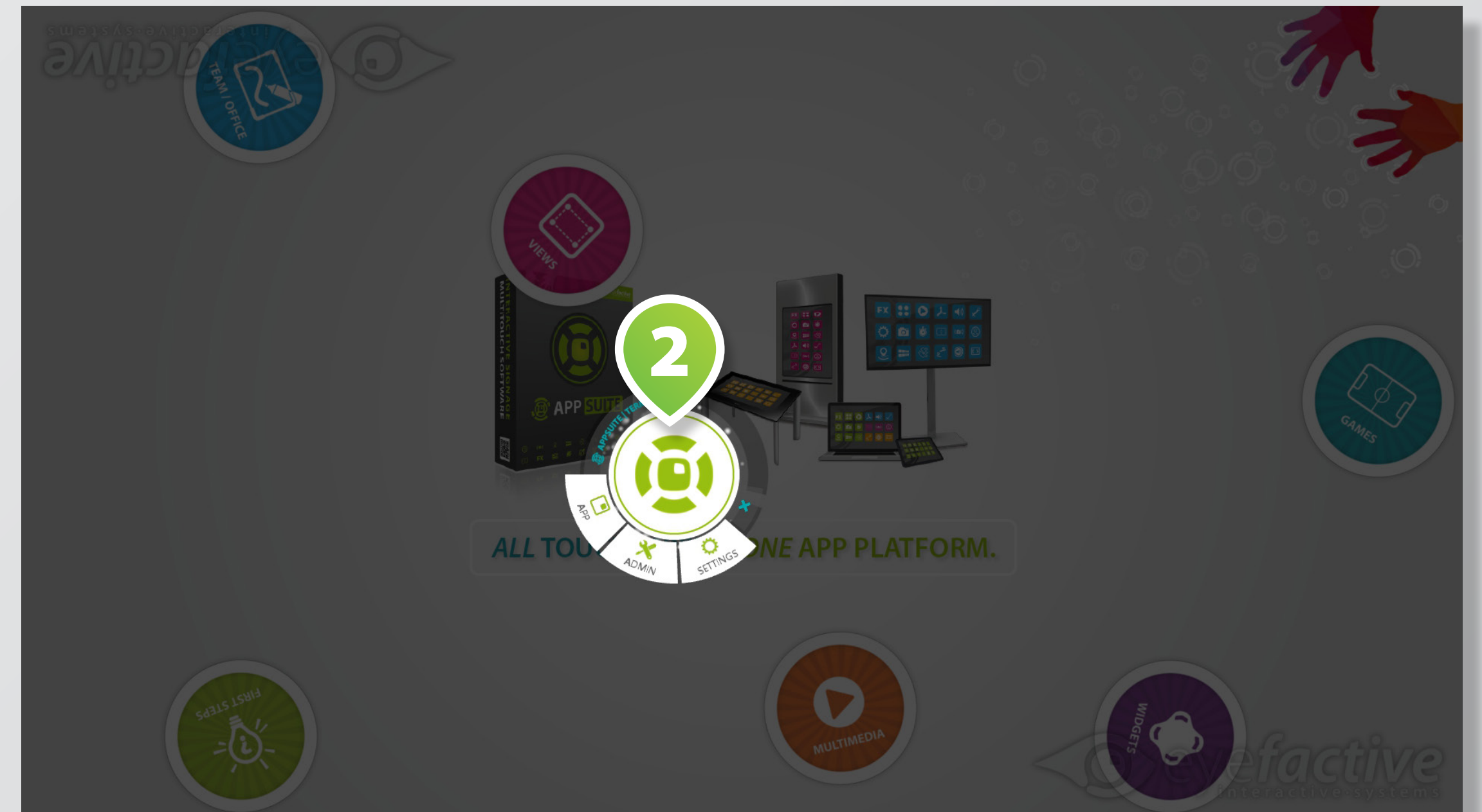
The **APPSTORE** is directly integrated in the AppSuite. You need to log in to purchase / rent apps and download personalized projects.

Tap on the **LOGIN BUTTON 1** to open the **LOGIN DIALOG 2**.

Enter your user credentials to log in to your existing appstore user account.

Please go to **WWW.MULTI-TOUCH-APPSTORE.COM** for further information.

# QUIT APPSUITE



The terminal is your virtual remote control. Drag the **TERMINAL ICON 1** to the center of the screen to open the **TERMINAL 2**. To quit AppSuite: Select [ADMIN] > [QUIT] or press key <ESC>.

# MODDING: BASICS

# PREPARATIONS

---



## TARGET SYSTEM

What orientation (portrait/landscape) does the display have? How will people use the screen: vertically (wall) or horizontally (table)? What is the target resolution?



## CONTENT

What kind of content needs to be integrated, in what amount, in which formats? How is the content structured?



## APPS & WIDGETS

Which and how many apps & widgets should be used?  
How to switch between multiple apps?



## CORPORATE DESIGN

Are colors and fonts of the company's CI known? Are there wallpapers, logos and icons ready for use?

Above questions are intended to help you with your planning and preparations, making the process of finding your individual solution as efficient as possible.

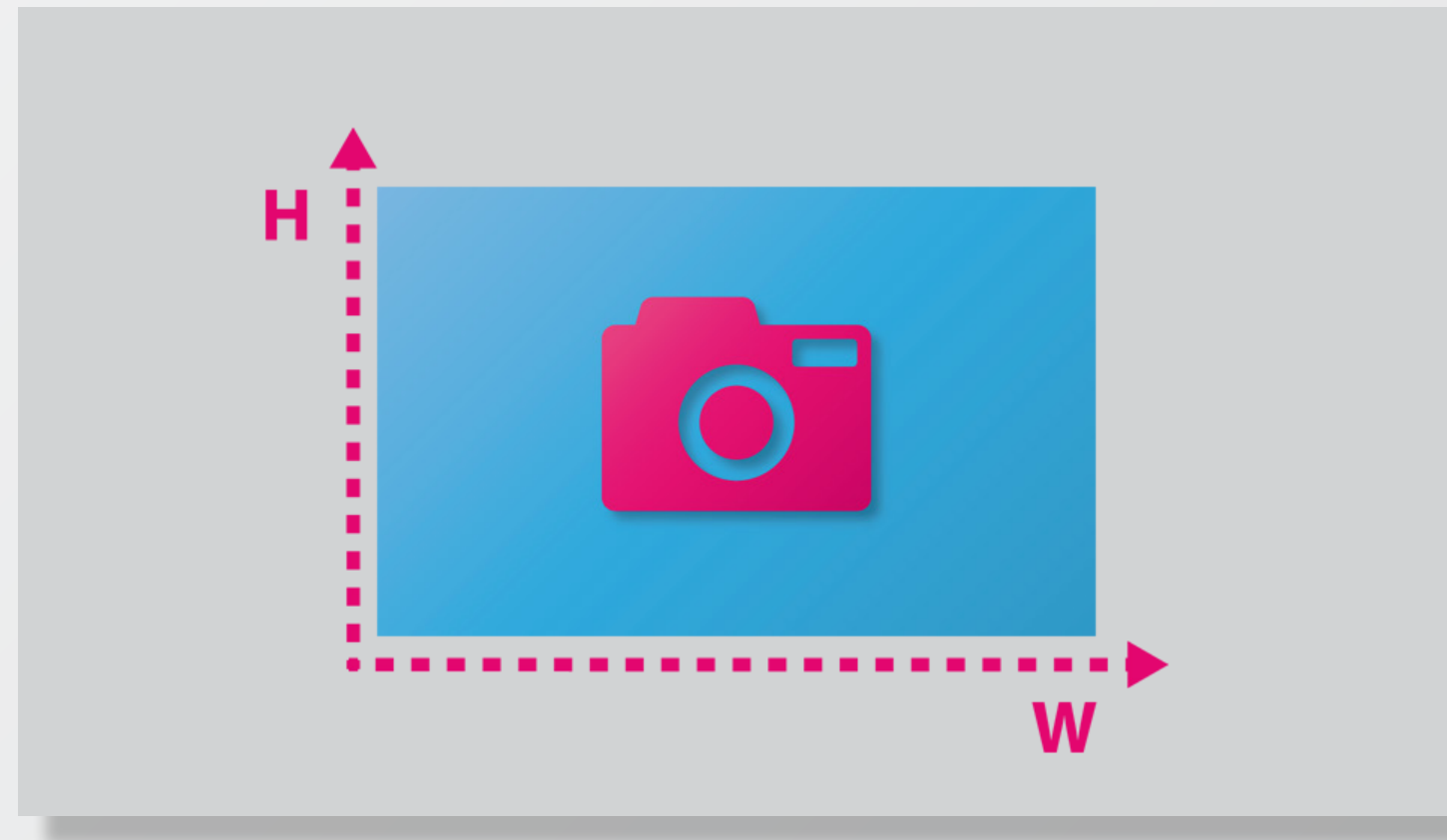
# CONTENT & FORMATS (GENERALLY)



In general „content“ denotes media in different formats that could be integrated in apps and widgets: from **IMAGES** ① **VIDEOS** ② and **PDFS** ③ to 3D models or web content.

Media are being used especially in *multimedia apps* and *widgets*.

# CONTENT: BEST PRACTICES



## MEDIA SIZE

Media size here means the dimension, width x height in pixels (px). The maximum media resolution should not exceed the display resolution!



## IDEAL SIZE

Especially when dealing with images and videos the rule of thumb is: The optimal real (maximum) media size should match its *virtual* (maximum) size in the respective application.

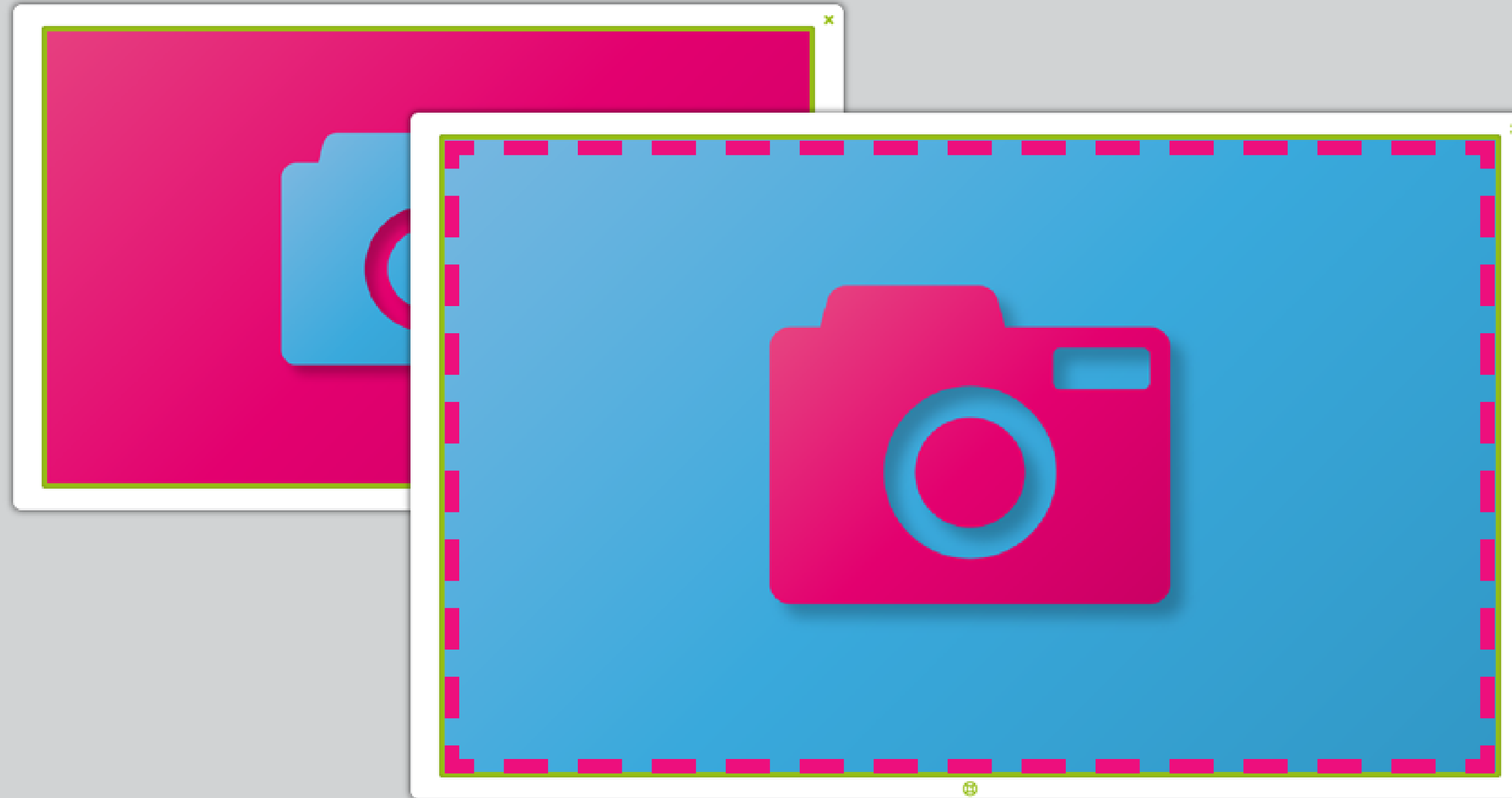


## NUMBER OF MEDIA

The more media of different types needs to be displayed *simultaneously*, the higher the demands on the PC. Images require less resources than say videos or 3D models.

Do pay attention to the number and size of media you are planning to use. The optimal formatting of content facilitates a smooth operation of an application.

# IMAGES



JPG | PNG



75% SCREENSIZE (BEST)



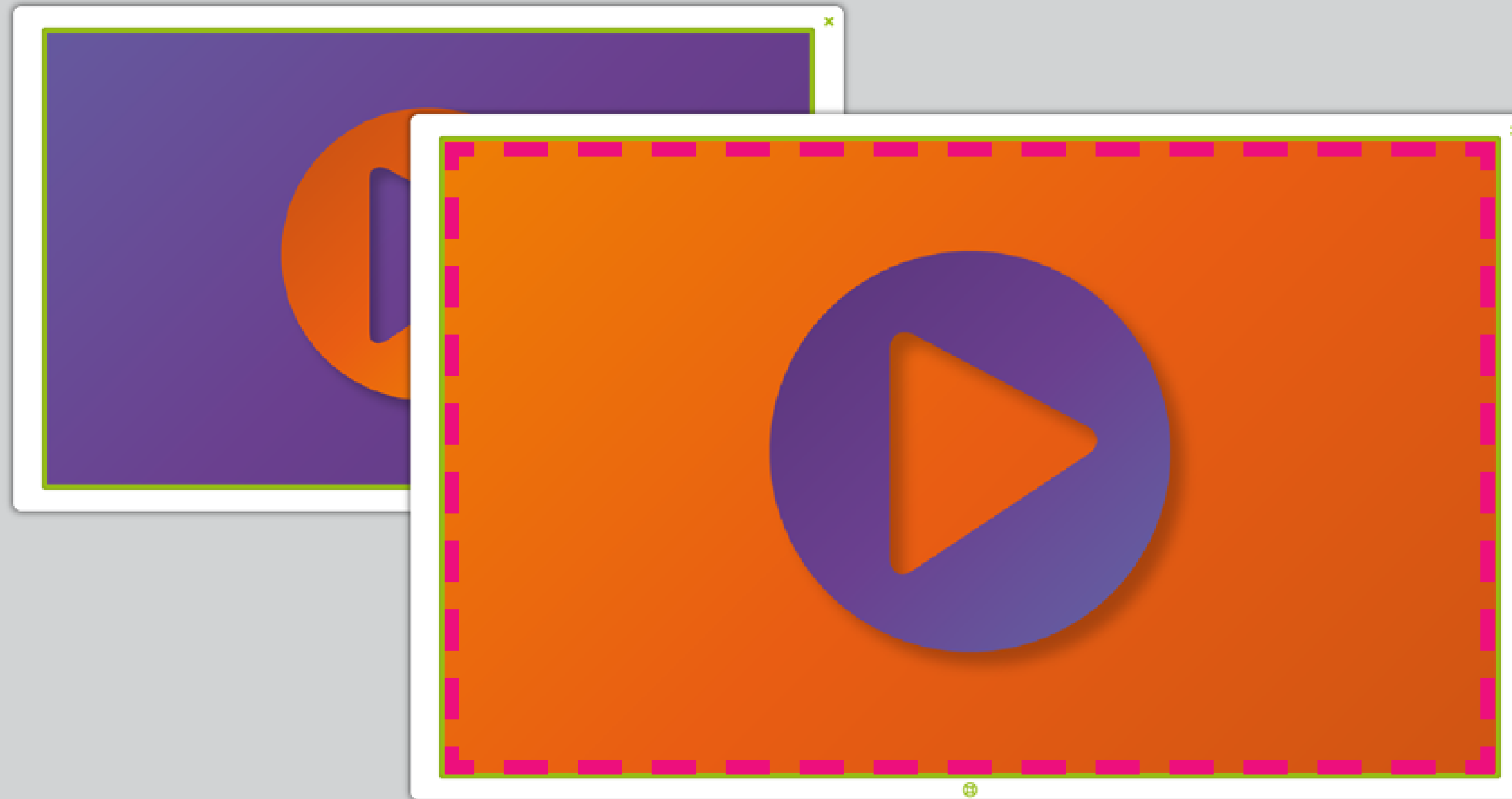
100% SCREENSIZE (MAX)

Images for instance in form of product photos should be maximal equivalent in size to the total resolution of the target system.

As a rule of thumb can be noted:  
Optimal image size = 75% of the display resolution.

In very few exceptions the optimal image size is higher than the display resolution e.g. when zooming into an image is required.

# VIDEOS



The eyefactive SDK makes use of the VLC framework. Basically all supported video formats will run on it. We recommend the formats QUICKTIME (MOV) or MPEG.

The use of the formats WMV and AVI is explicitly NOT RECOMMENDED!

Most relevant for the use of video files is the video codec, which does not always necessarily correspond to the file extension.



MOV | MP4 | MPEG | ...

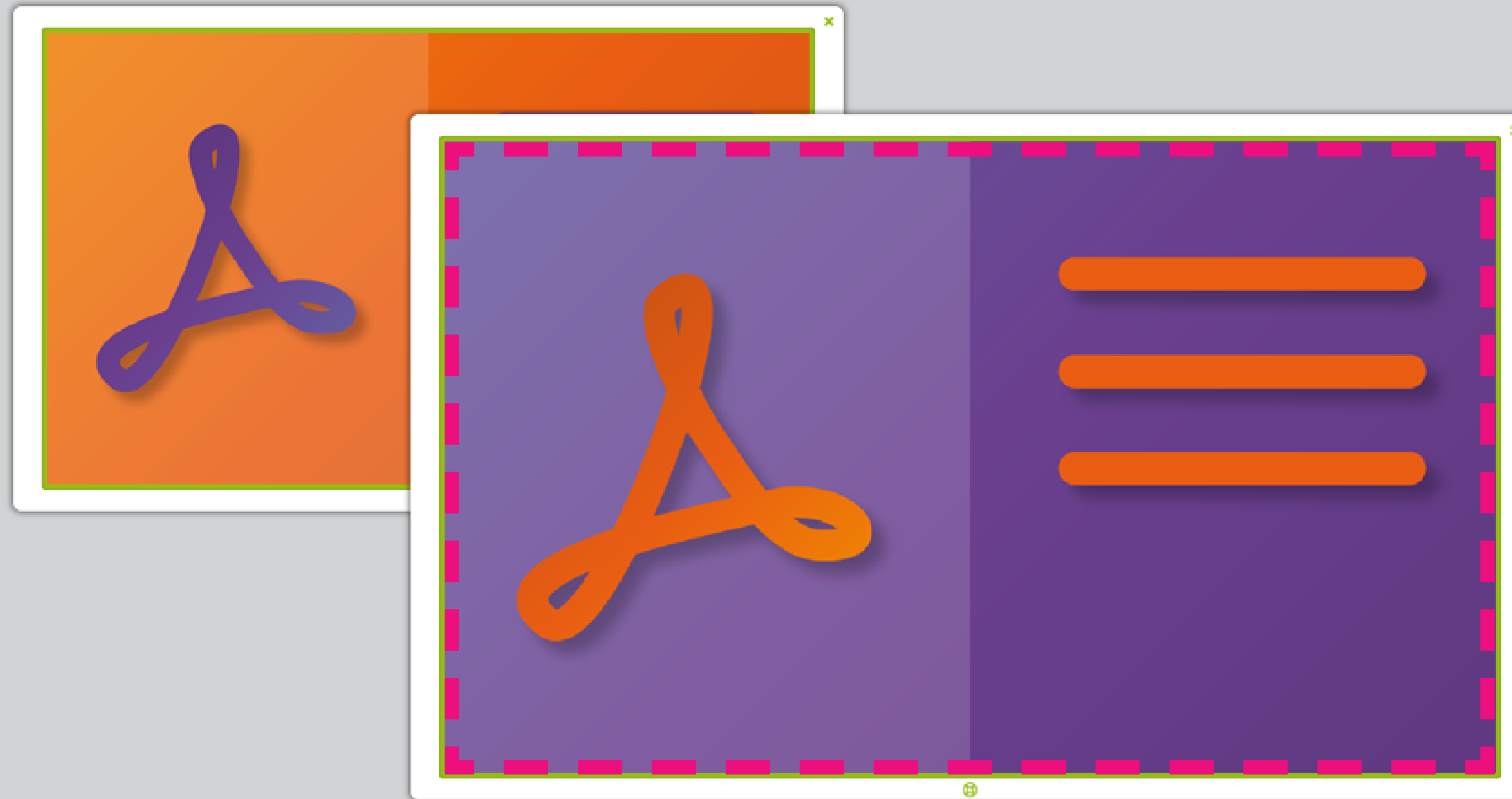


50% SCREEN (BEST)



100% SCREEN (MAX)

# PDF DOCUMENTS



PDF (STANDARD)

Common PDF documents, which include text and images, are supported. Specific features like animations or interactive content are not supported.

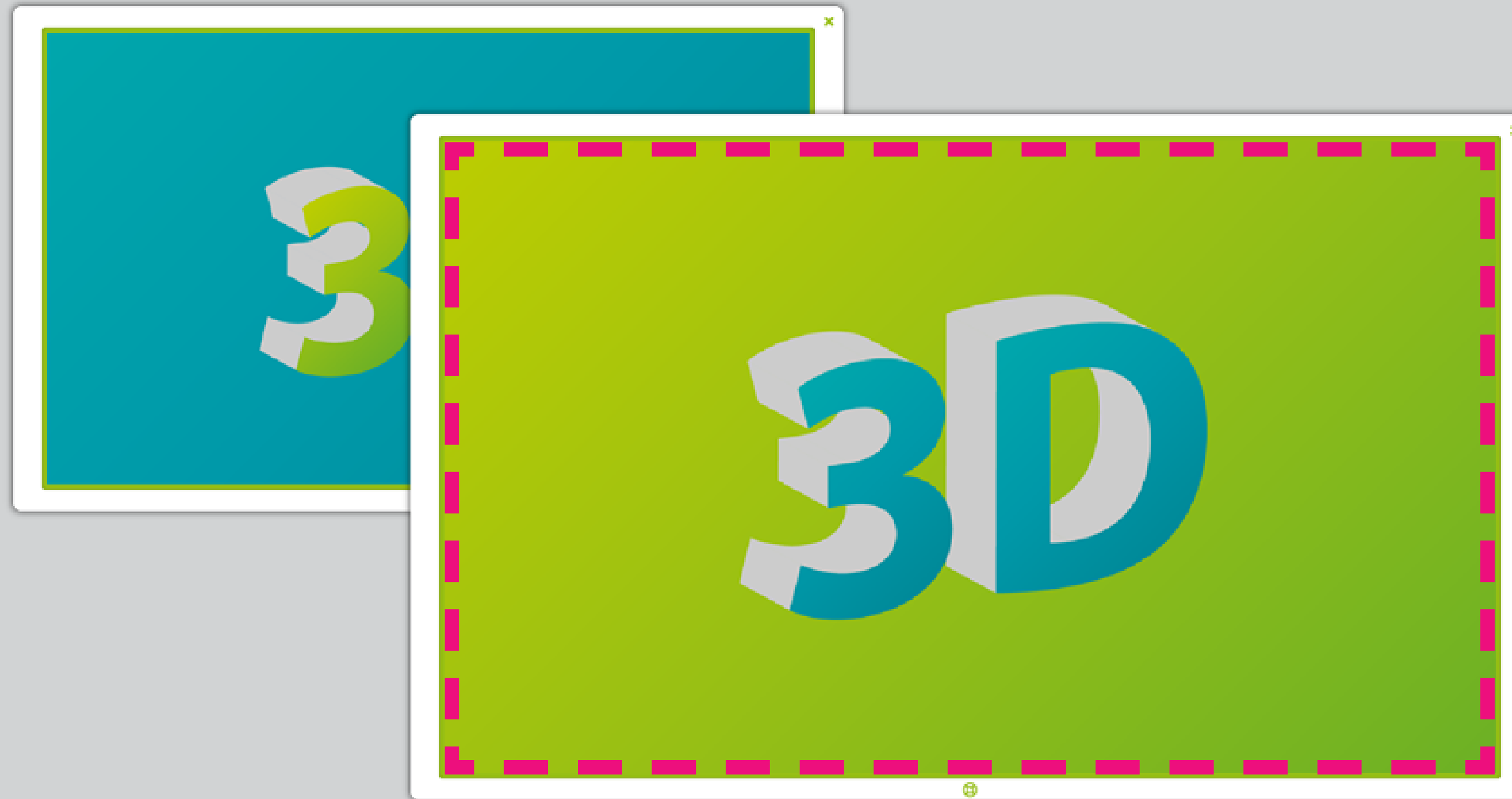
Texts remain crisp and sharp when zooming. Nevertheless, if possible, texts should be clearly visible and legible at all times regardless of zooming.

Presentation formats (e.g. PowerPoint) are not directly supported. They can be exported as PDF documents though.

Please embed used fonts within the pdf document.

## 3D MODELS

---



AppSuite uses the *Assimp framework* for the display of 3D models.

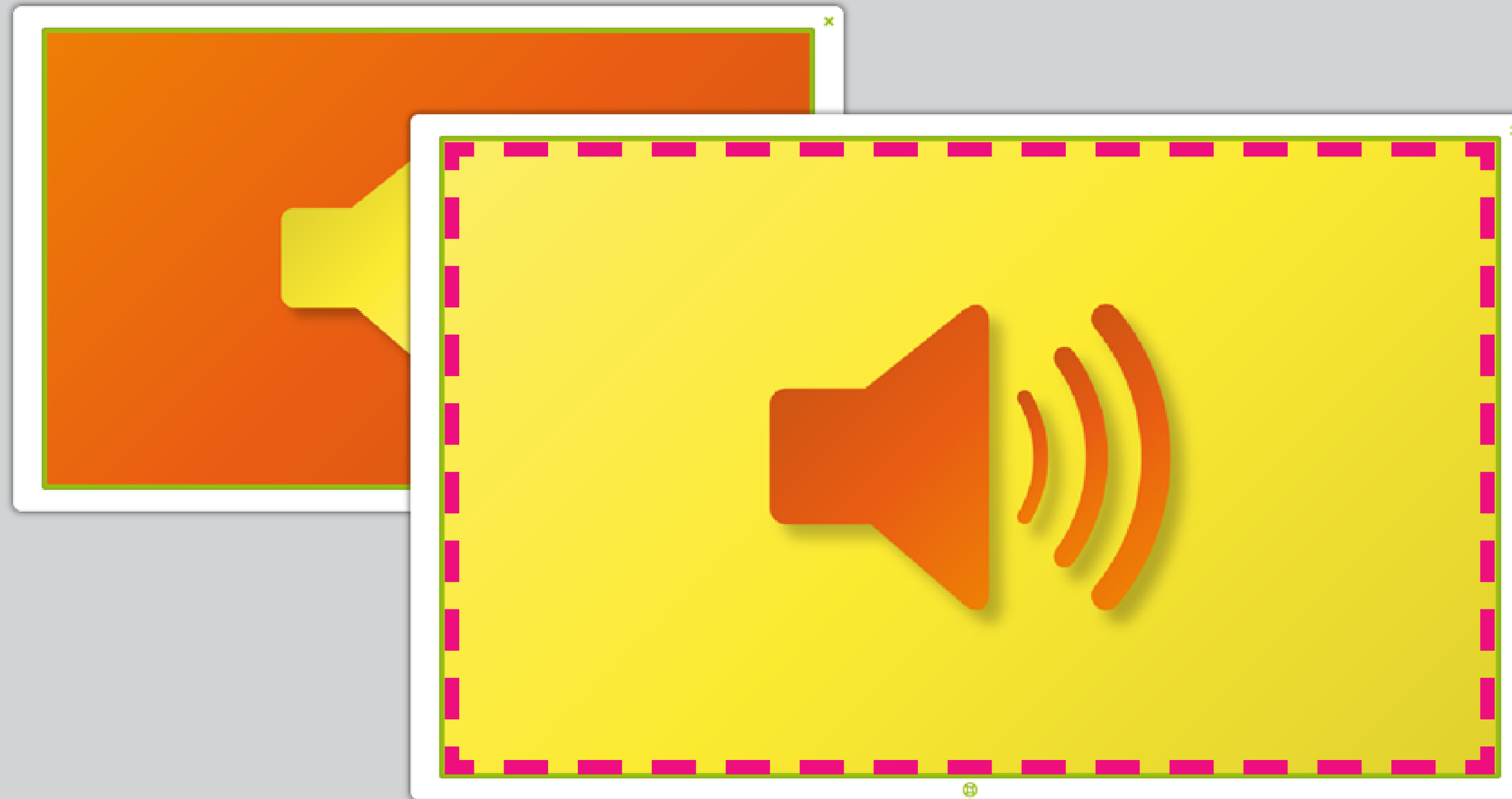
We recommend files in *FBX* format.



FBX | 3DS | X | ...

## AUDIO FILES

---



MP3 | WAV | ...

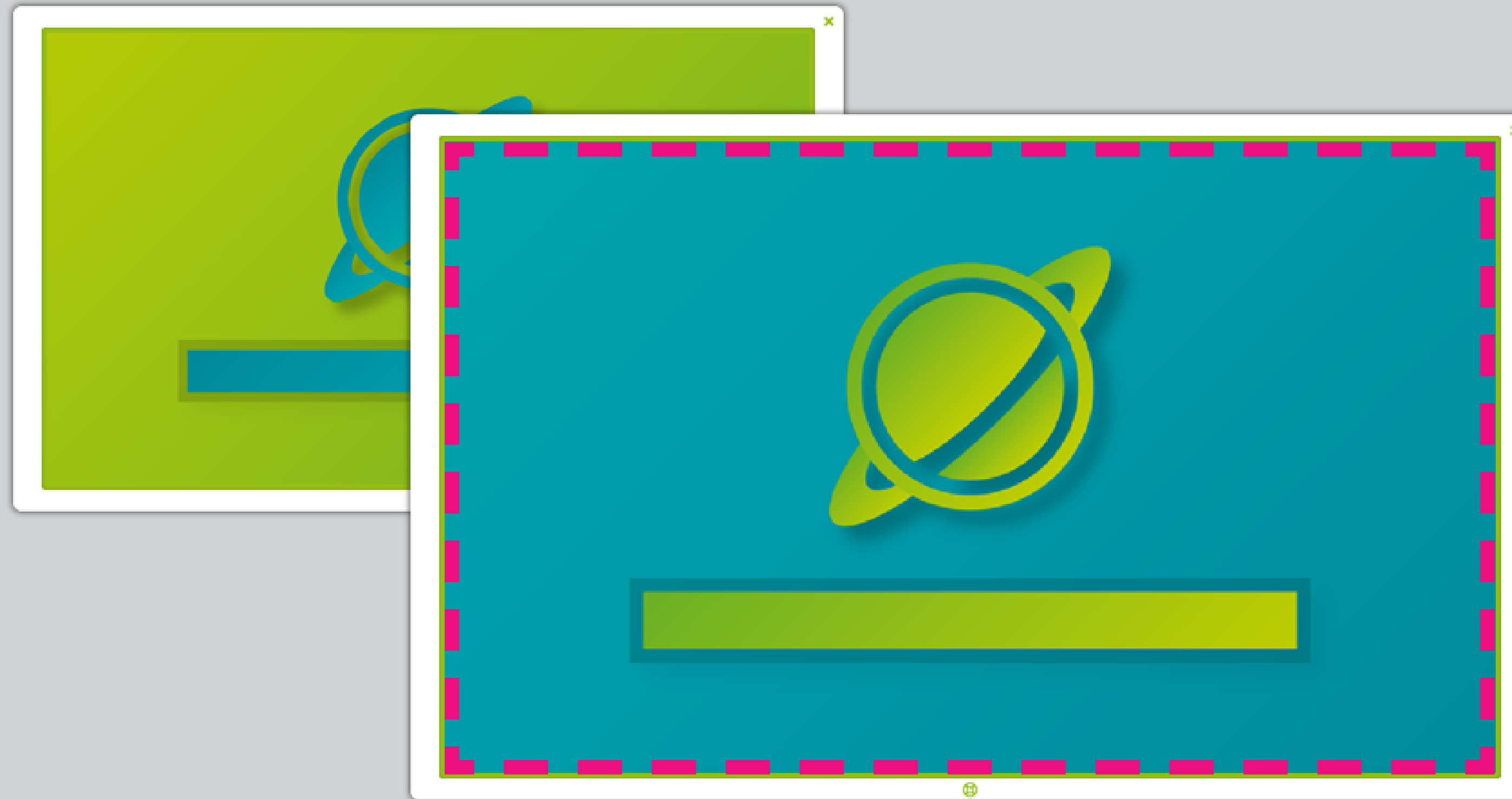
To play audio files you may use the app *AudioCloud* or the *audio widget*.

AppSuite allows you to select single audio channels. That way for instance several users can listen to audio signals individually via headphones.

When playing audio files the *VLC* framework is employed.

# WEBSITES, FLASH & HTML5

---



The app *WebBrowser* manages to connect several users to any web page simultaneously in parallel open windows.

The browser is based on the *Chromium* framework, which is utilized in the common and popular Chrome browser. It supports several script languages like Flash and HTML5. Entries can be made via a virtual keyboard.

We recommend using mobile or responsive web content.



HTML 5 | CSS | FLASH | ...

# EXPERIENCE & TIPS

---



## TEST CONTENT IN ADVANCE

Please note that 3D models and web content in particular exists in many different formats – this may create potential hurdles and problems. We cannot guarantee the browser to operate flawlessly with every website, script and content.

Therefore do test each content, you are going to use, individually within AppSuite in advance. AppSuite can be downloaded for free.



## APP DOCUMENTATION

Details on the necessary contents, settings and style elements can be found in the respective app documentations.



## NUMBER & SIZE

The more media needs to be displayed simultaneously, the higher the demands on the PC. Pay attention to the number and size of (simultaneously active) videos, PDF-documents, 3D models and web content in particular.



## MODDING SERVICE

Are there any questions regarding contents and formats? We are happy to help! You can also lay the creation of mods in our trustful hands. Just ask for our modding packages.

For an optimal interactive experience on your target system please consider our advice and tips when preparing and using media in correct format and size for apps and widgets.

# STYLES (GENERALLY)



Besides contents in different media formats there are various style elements you may customize depending on the app/widget. These determine primarily the look and feel of apps and widgets.

**WALLPAPER** ① as background graphics on apps and widgets.

**LOGOS & ICONS** ② as illustrative symbols on various elements e.g. buttons.

**KEYCOLORS** ③ for the coloring of frames, surfaces and fonts in support of the target CI.

# WALLPAPERS & BACKGROUNDS



JPG | PNG



100% SCREEN (BEST)

Most apps & widgets use a graphic for the background surface (aka. *Wallpaper*), which you can determine individually.

The wallpaper of an app in **FULL-SCREEN-MODE** **1** should be equivalent to the display resolution;

Backgrounds in **WINDOWS** **2** should be equivalent to the virtual size in the respective application.

The wallpaper should be homogenous and not too unsettling in order to direct the focus on the interactive elements on the background.

You may also use entire apps as background, e.g. SlideShowFX for animated contents and interactive effects.

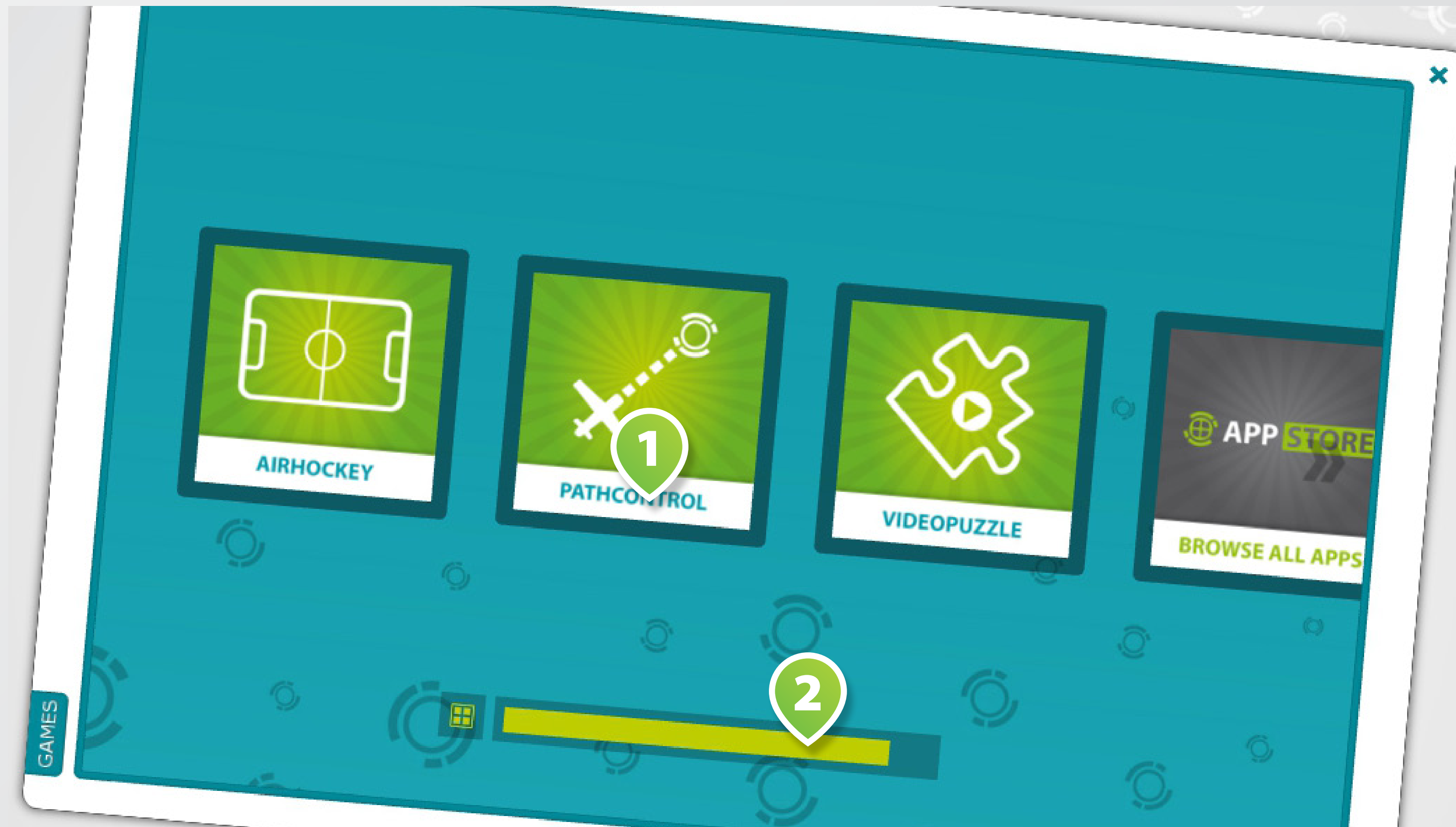
# ICONS & LOGOS



On some interface elements it is possible to place your own **ICONS AND LOGOS** 1 2 3 .

We recommend using transparent *PNG* graphics for icons and logos.

# KEYCOLORS



Use keycolors to style apps or mods in your individual design.

Keycolors are used mainly for interface elements, like **TEXTS** ①, buttons or **NAVIGATION ELEMENTS** ②.

Keycolors in RGB or *RGBA* format are defined by a value between 0-255:

**R**ed, **G**reen, **B**lue (, **A**lpha)

# VIEWS & WIDGETS



View apps act as central menus to start apps and widgets within a project or to switch between them.

Views differ by their visual appearance and the type of their interactive start surfaces.

Apps and widgets can be allocated to a view and launched with it.

Apps can be configured in such a way that they may open in the entire display area in **FULLSCREEN MODE 1** or in **WINDOWS 2**. Widgets are designed for *windows mode* only.

# WIDGETS: SINGLE MEDIA



*Single media* widgets always contain only one media file in a specific format.

For every format category there is one respective *single media* widget, in the example on the left a **VIDEO WIDGET 2**.

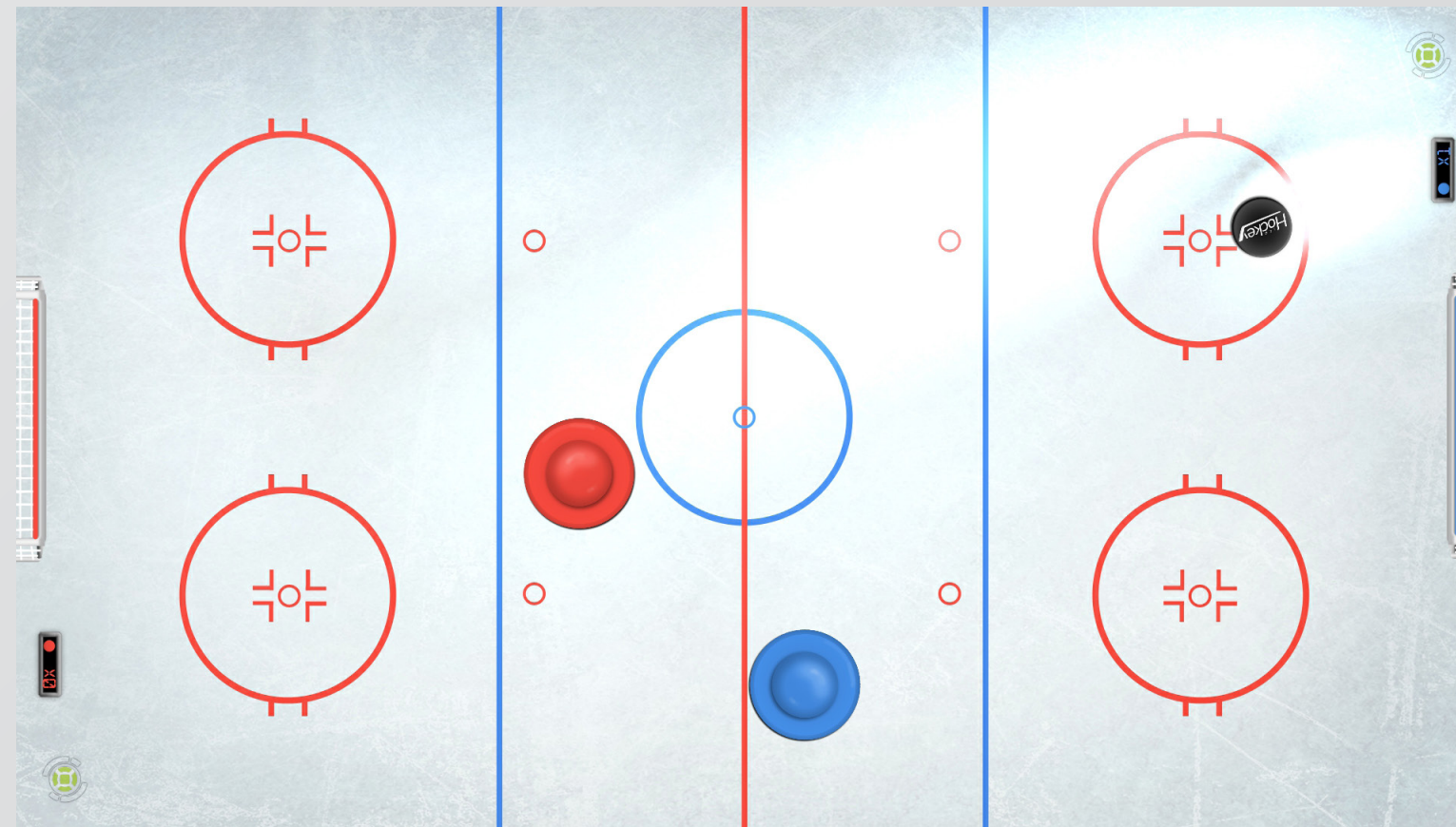
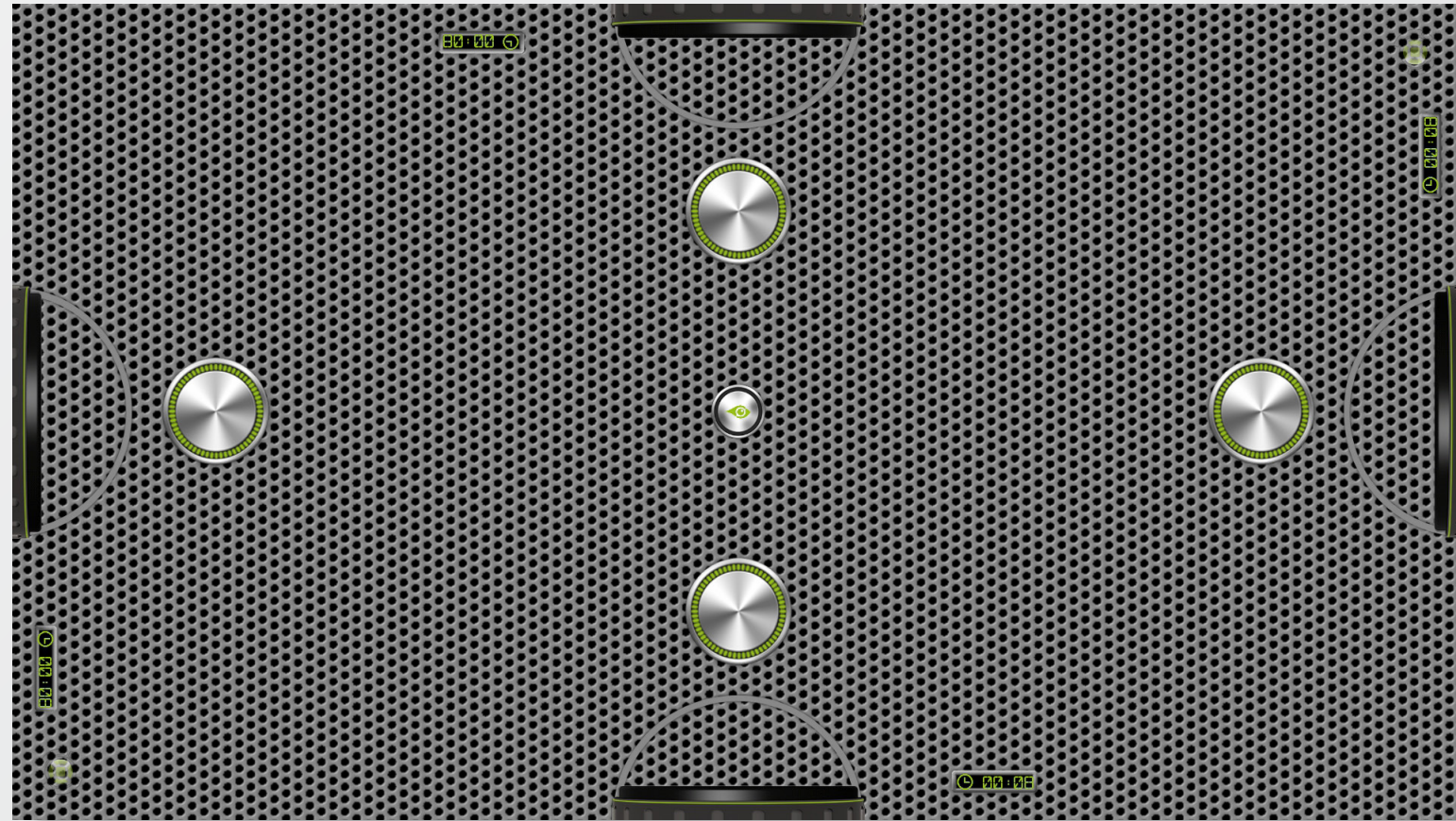
# WIDGETS: CONTAINER



*Container* widgets can contain several individual files, even a nesting of *container* widgets is possible.

In the example on the left there are four other widgets nesting in a *4-slice* widget: **WIDGET SLIDER 1**, **IMAGE WIDGET 2**, **PDF WIDGET 3**, **VIDEO WIDGET 4**.

# MODS



Apps and widgets, depending on their type, can be customized and styled by a multitude of parameters, and you can integrate your own contents in different formats.

Each individual version of an app or widget is called mod (from: *modification*).

You may create as many mods from apps and widgets as you like and you can also combine them (see *views*).

In the example provided there are four different mods of the same app *AirHockey*.

# MODS & MODGROUPS (PROJECTS)



SINGLE APP



VIEW APP + WIDGETS



VIEW APP + WIDGETS + APPS



Several widgets and apps can be combined and structured in mod groups to projects.

# BACKEND: INTRODUCTION

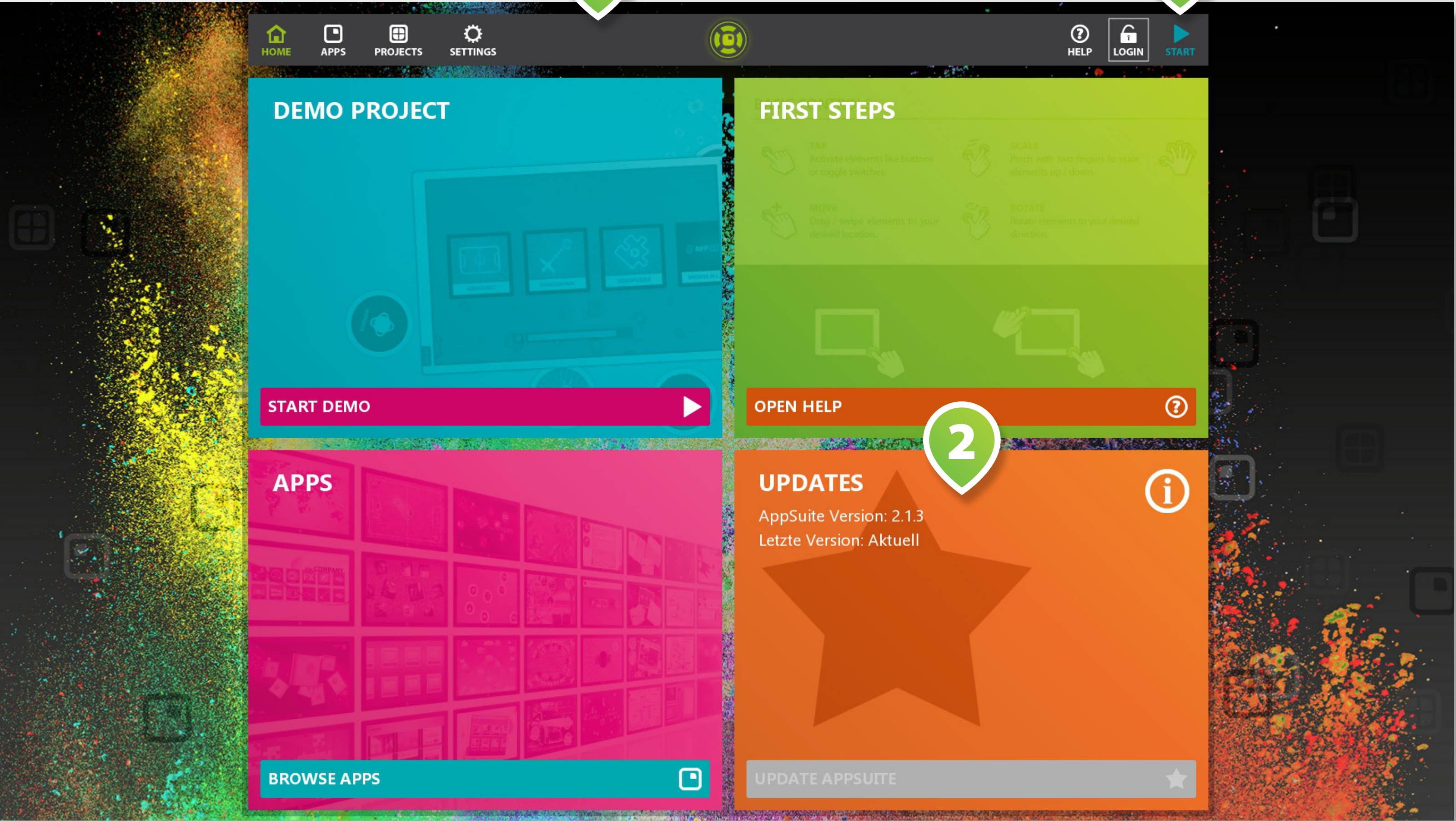


SWIPE LEFT

# HOMESCREEN

1

3



1

# APPS

1

HOME

APPS

PROJECTS

SETTINGS

?

LOGIN

START

Apps

Lizenzen: Alle

Benen: Alle

Airhockey

MultiTouch AirHockey Spiel mit mehreren Spielern gleichzeitig an einem Touchscreen. Bis zu 4 Spieler können versenken mit schnellen Reaktionen einen Puck im Tor.

★ Lizenz: Demo

🔄 Version: Aktuell

Gehe zur App

AreaView

Über Views als zentrale Menüs können Apps und Widgets in Fenstern oder Fullscreen-Modus gestartet werden. Das Design ist individuell anpassbar.

★ Lizenz: Demo

🔄 Version: Aktuell

Gehe zur App

BusinessCard

Mit einer virtuellen Visitenkarte versenden Sie Kontaktinformationen und Dateien per E-Mail an den angegebenen Empfänger.

★ Lizenz: Demo

🔄 Version: Aktuell

Gehe zur App

CardsView

Über Views als Basis-Apps starten Sie weitere Apps und Widgets - in Fenstern oder als Fullscreen Variante auf dem gesamten Touchscreen.

★ Lizenz: Demo

🔄 Version: Aktuell

Gehe zur App

FeedBack

Holen Sie sich wertvolles Feedback Ihrer Kunden mit frei konfigurierbaren Formularen. Die Daten können anschließend ausgewertet und optional per E-Mail versendet werden.

★ Lizenz: Demo

🔄 Version: Aktuell

Gehe zur App

HotSpots

Ob Weltkarte oder Gebäudekomplex: Präsentieren Sie multimediale Informationen zu Ihren lokalen HotSpots auf einer interaktiv erfahrbaren Karte.

★ Lizenz: Demo

🔄 Version: 2.10.6 (Update)

Gehe zur App

JumpUp

MultiTouch Plattform Spiel für mehrere Spieler. Mit den Fingern entstehen Plattformen als Sprungbretter und bringen so die eigene Spielfigur höher - vorbei an Ihren Logos als Bandenwerbung.

★ Lizenz: Demo

🔄 Version: Aktuell

Gehe zur App

1,

# PROJECTS

1

2

3

HOME

APPS

PROJECTS

SETTINGS

HELP

LOGIN

START

Projects

All

New Project

Name	Mods
Hor	312
Air (Soccer+Icehockey)	<div>Download   1.0.0   6.08 MB</div>
AppS PublicDemo	27
Aquarium	18
Aquarium_Devil Ray	7
Aquarium_Seahorses	6
Aquarium_Turtles	6
Casino	10
Citytrip New York	10
Hotel_Wellness Spa	16
Kino	25
Kreuzfahrt	23
Kreuzfahrt Route	6
Museum Archeologie	21
New York Hotspots	38
Party	15
PathControl (Space+Ships)	<div>Download   1.0.0   2.95 MB</div>
Restaurant BlackLine	23
Retail Autohaus Harrison	22
Retail Kosmetik	15

1,

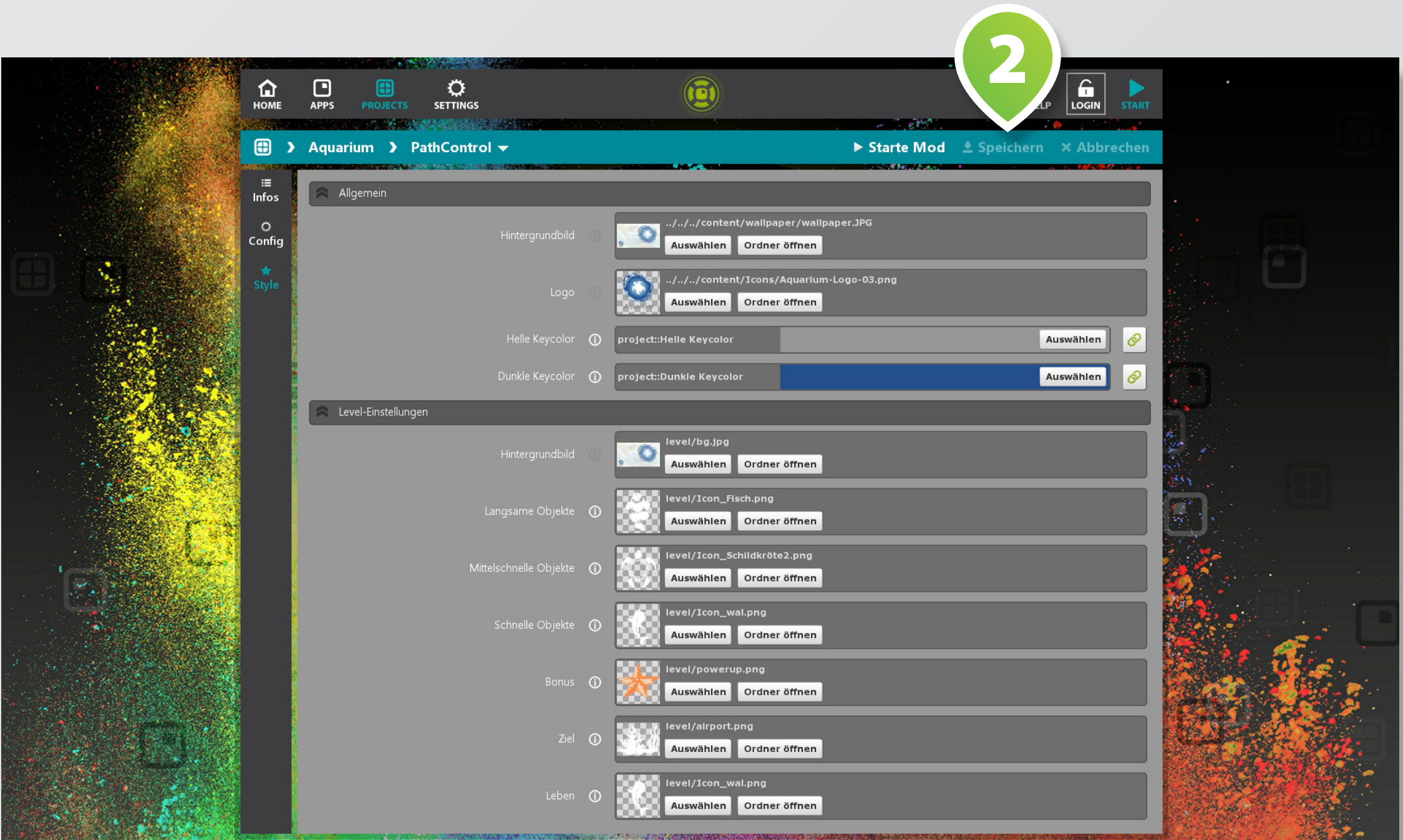
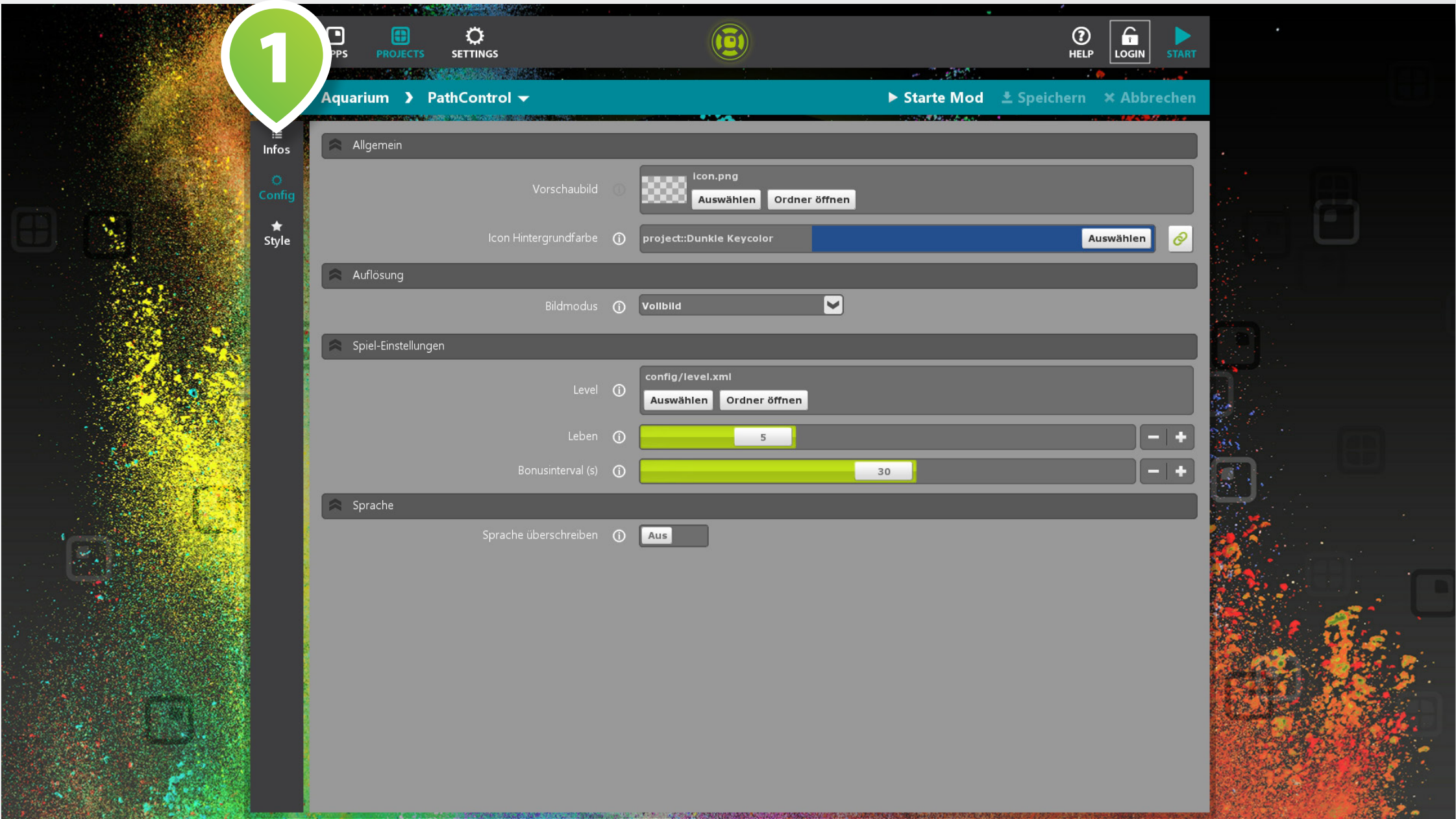
# PROJECTS: SETTINGS



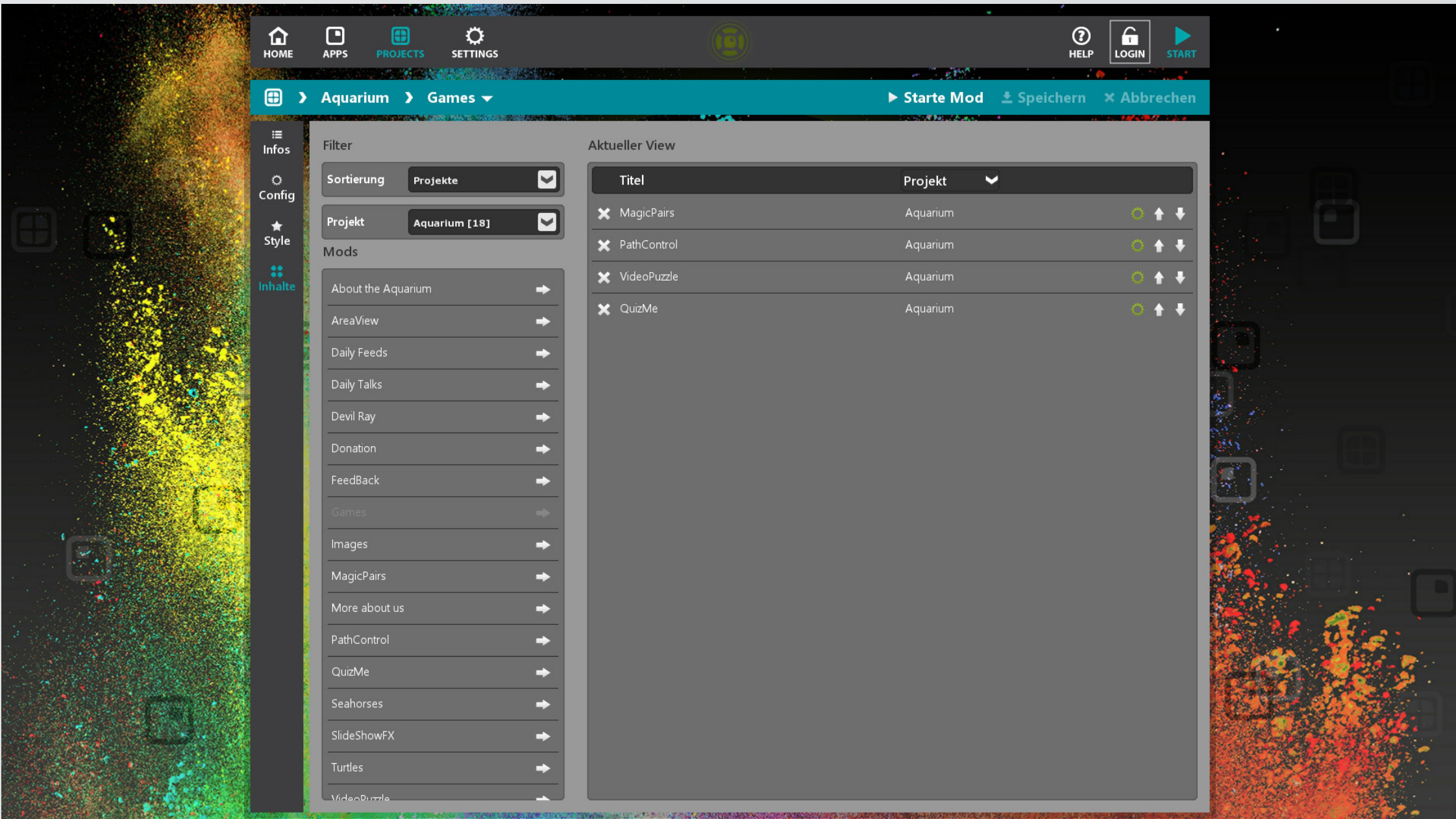
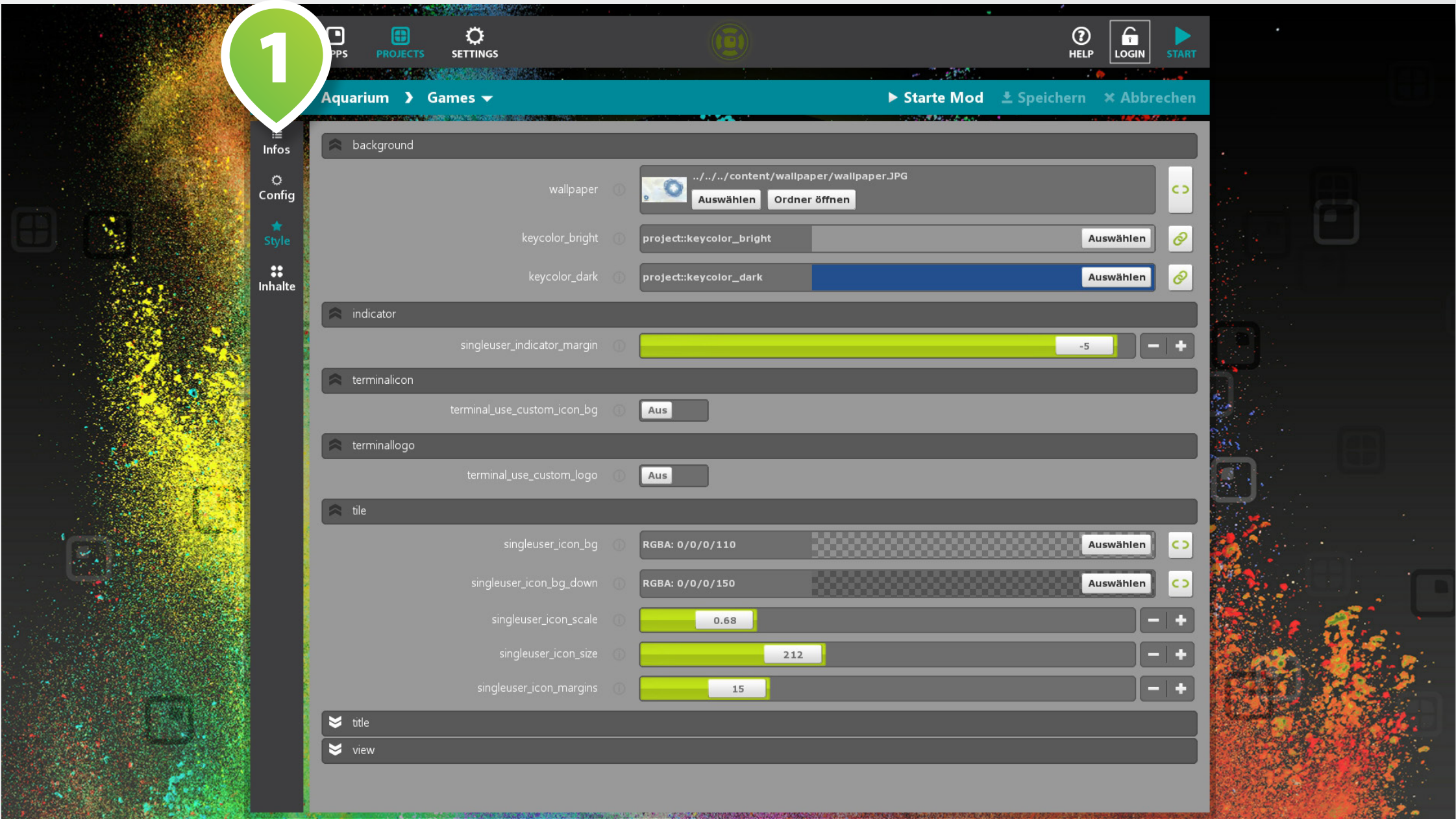
1

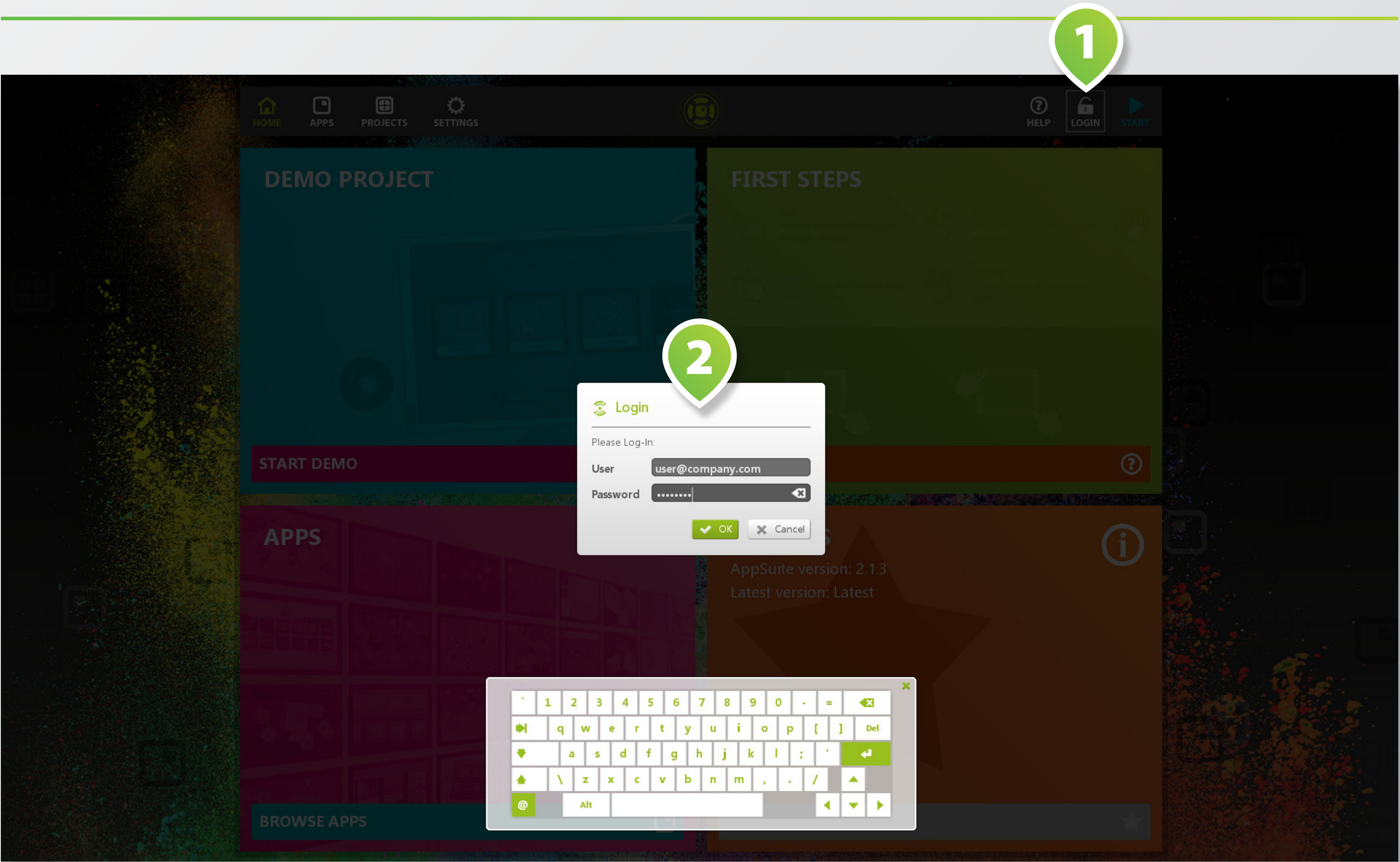
2

# MOD SETTINGS (APP)



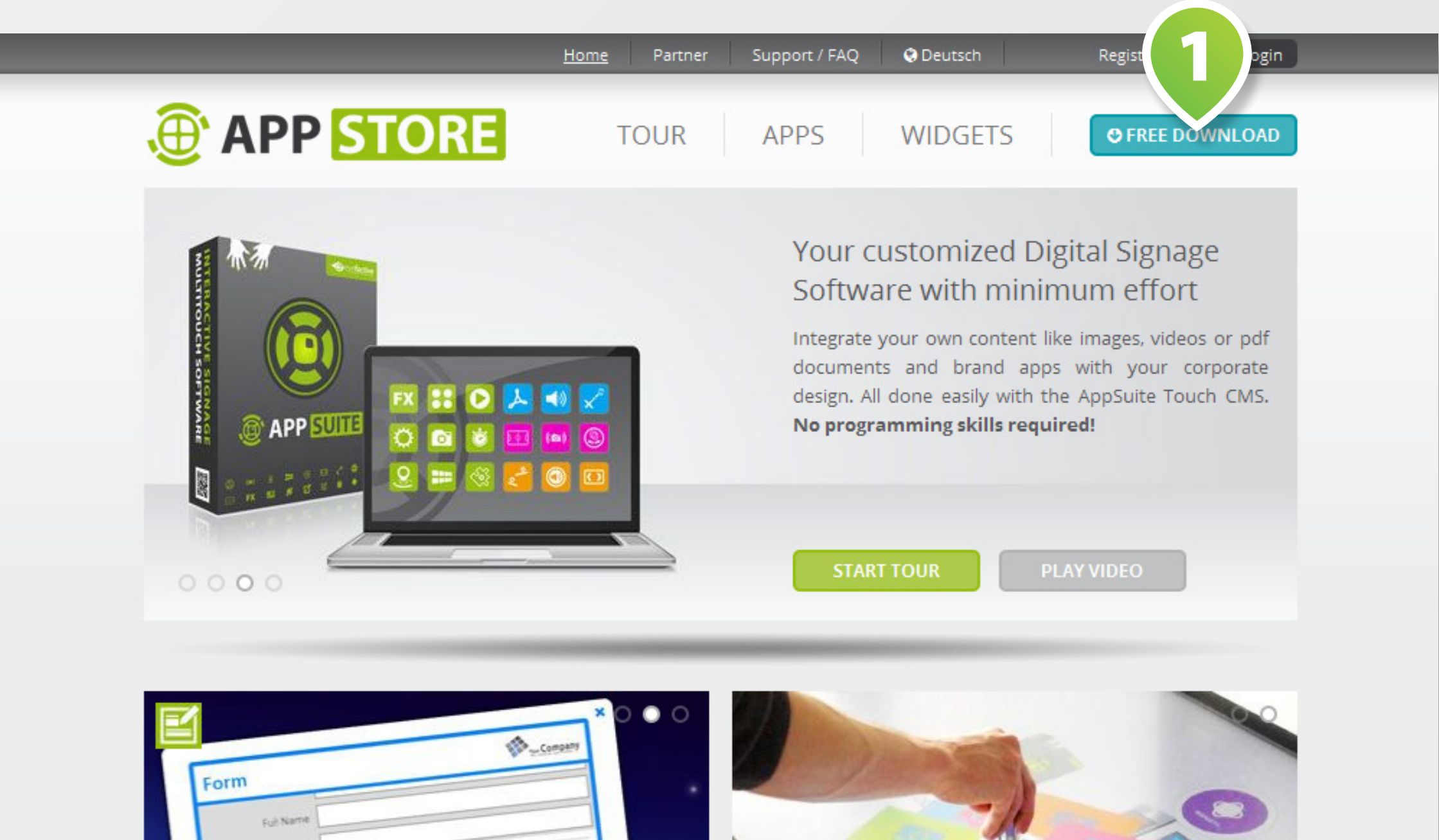
# MOD SETTINGS (VIEW)





# HOW-TO: INSTALL APPSUITE

# DOWNLOAD APPSUITE

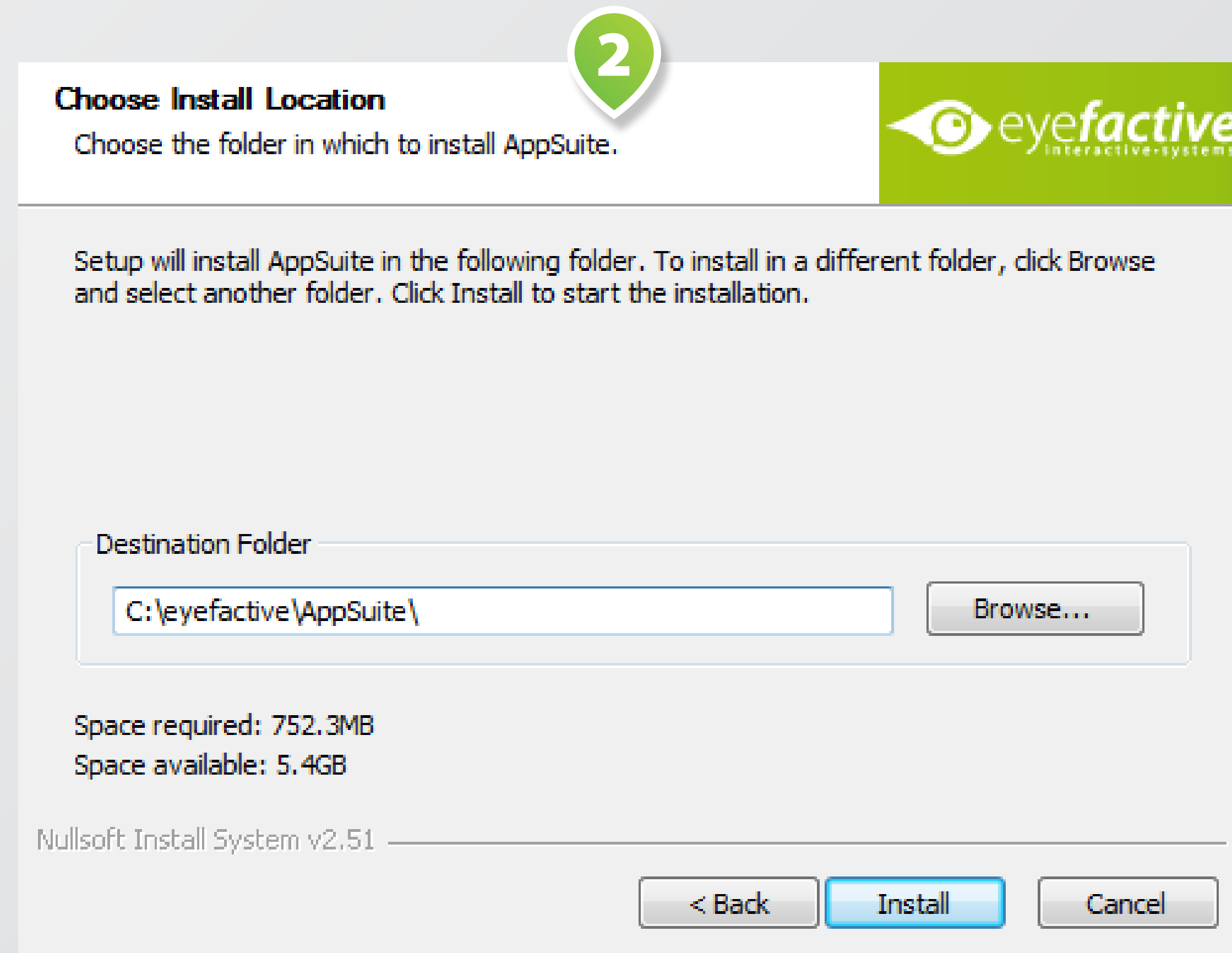


Please go to **WWW.MULTITOUCH-APPSTORE.COM** and hit the **DOWNLOAD BUTTON 1**. In order to download AppSuite, you need to **LOGIN 2** to your AppStore account. You will get your login credentials after a free **REGISTRATION 3**.

# INSTALL AND START APPSUITE



INSTALL



START

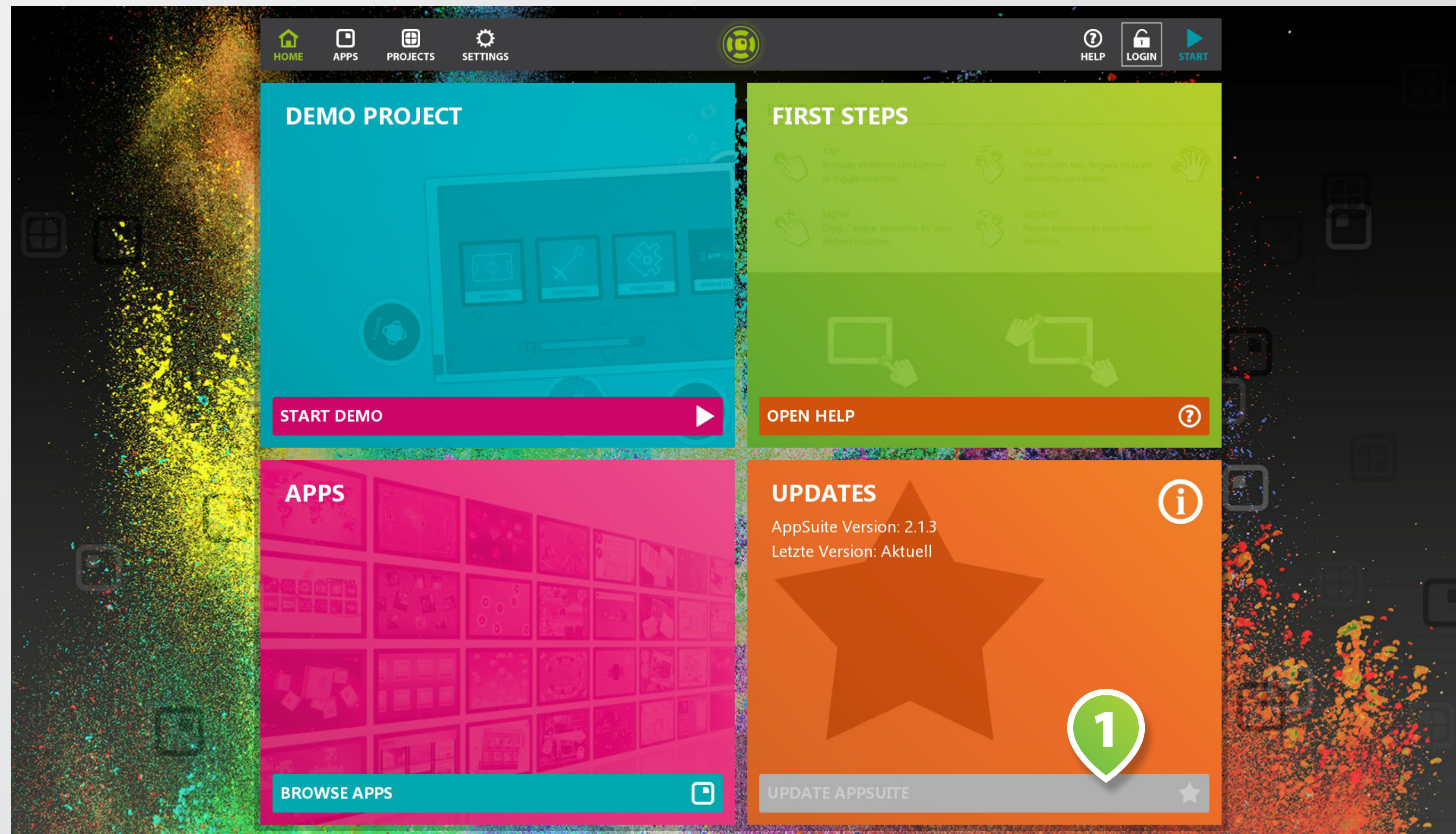
Double-click on the downloaded **EXECUTABLE FILE** ① and follow the instructions in the **INSTALLATION WIZARD** ②. Start AppSuite by clicking on the respective **START SCRIPT FILE** ③ in the respective destination folder.

# HOW-TO: UPDATE APPSUITE



SCROLL / SWIPE

# UPDATE APPSUITE



Check out free new AppSuite updates in AppSuite's backend.

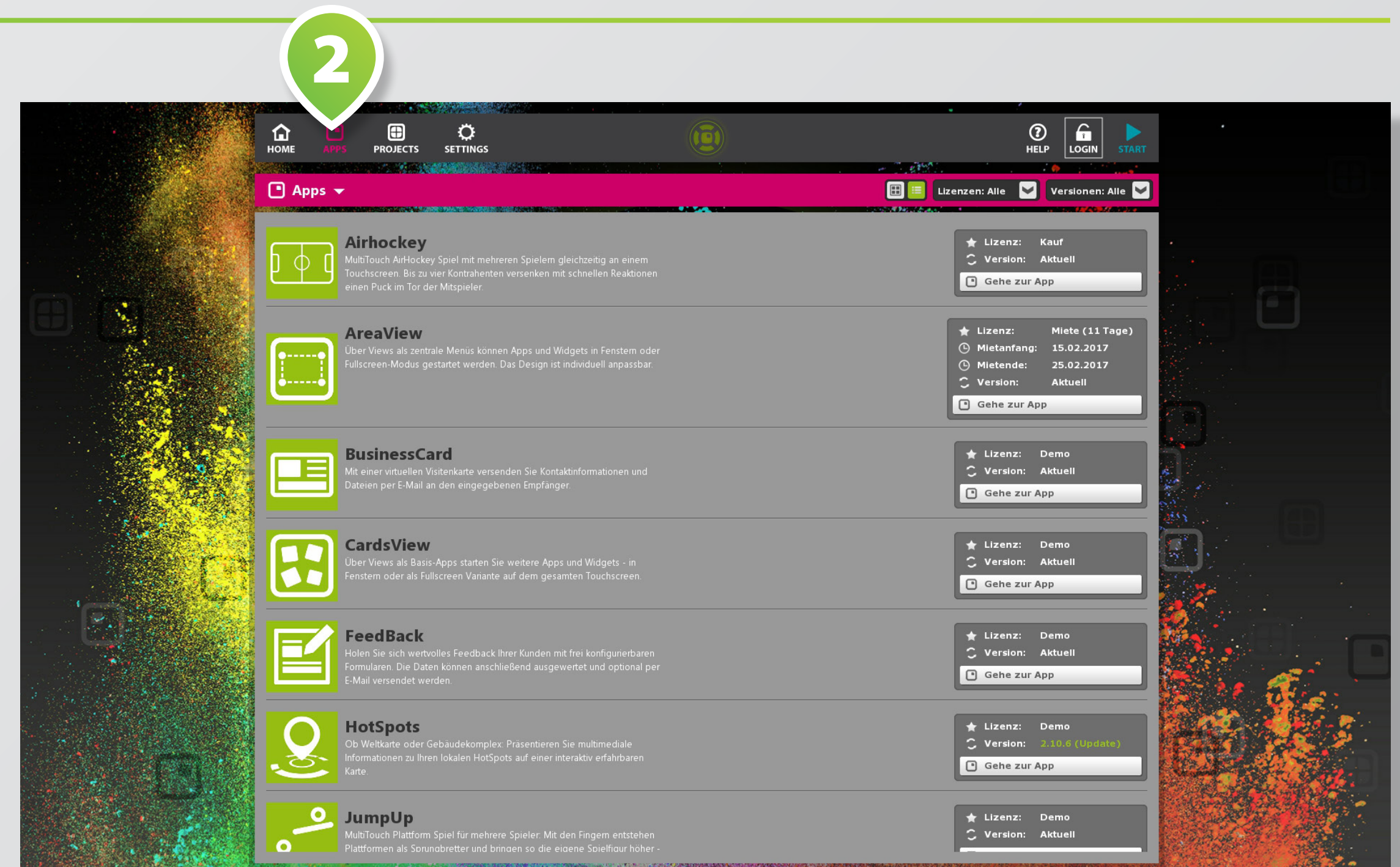
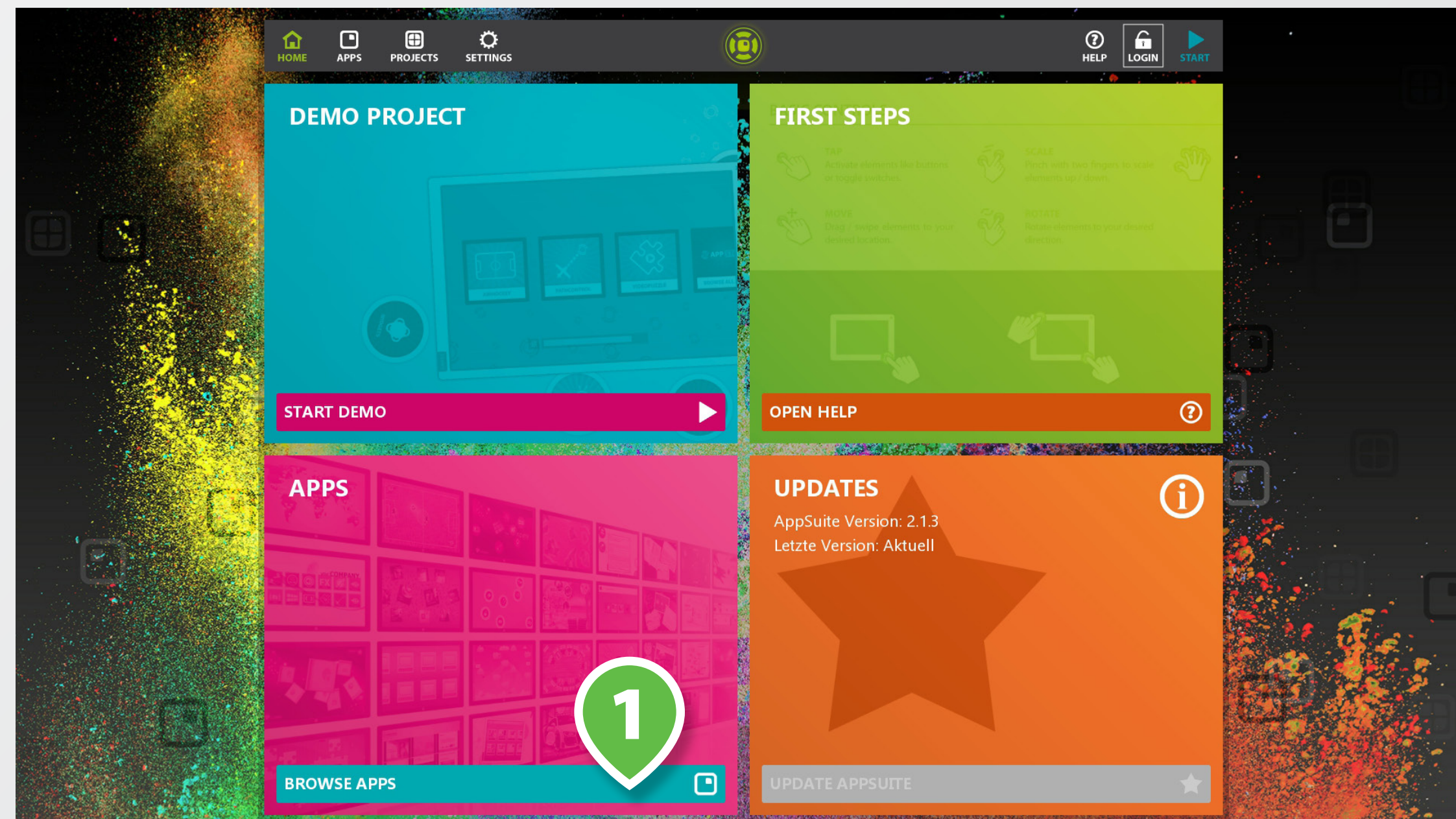
To start the update process, tap on the **UPDATE APPSUITE BUTTON** on the lower right tile **1**.

## HOW-TO: INSTALL / UPDATE APPS



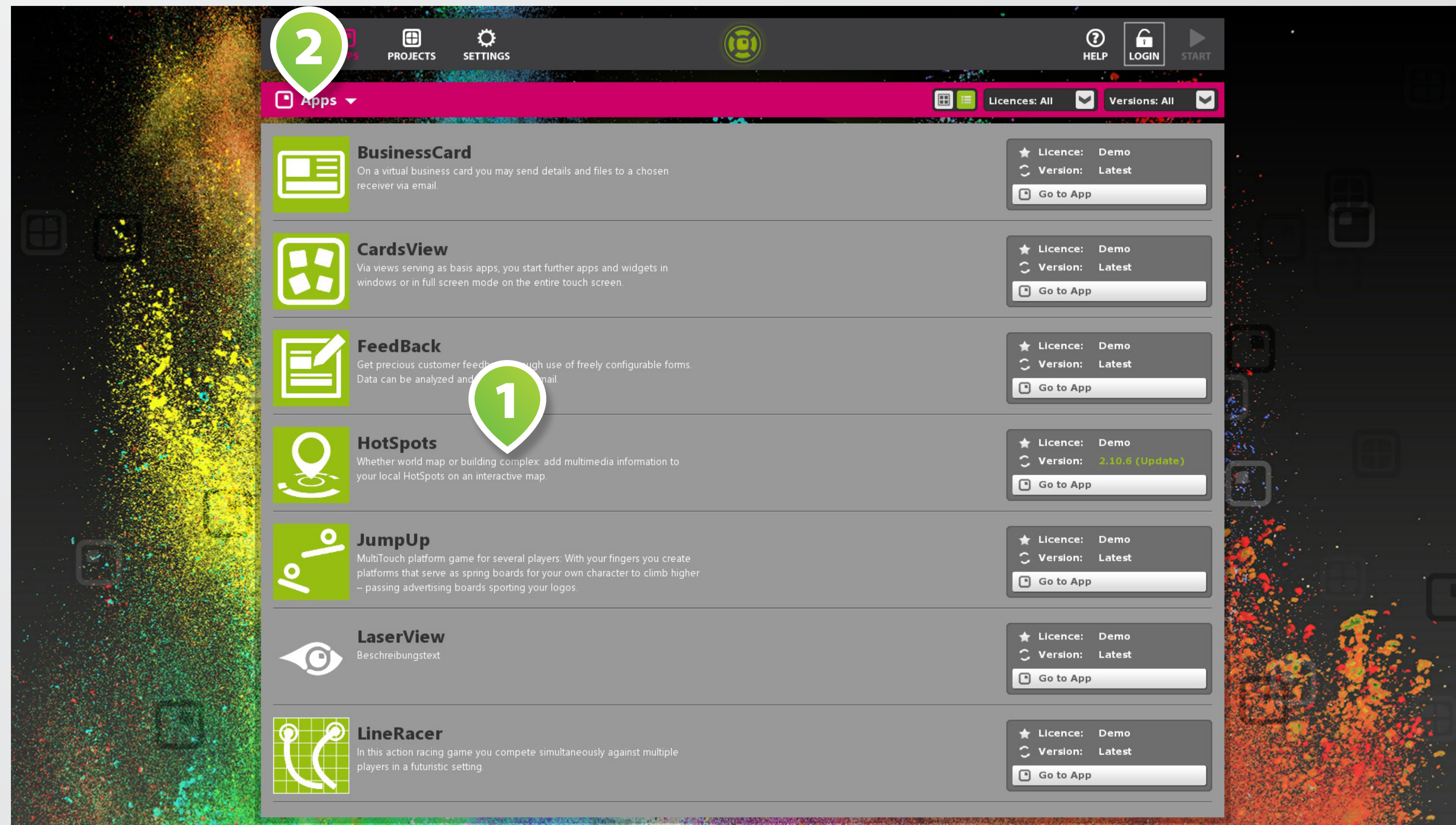
SCROLL / SWIPE

# ENTER APPS BROWSER VIA HOME SCREEN



You can install updates and new apps directly from the eyefactive *AppStore*. Tap on the respective **BUTTON 1** on lower left tile to enter the apps browser *AppStore* directly or tap on the **APPS BUTTON 2** in main menu.

# SELECT APP



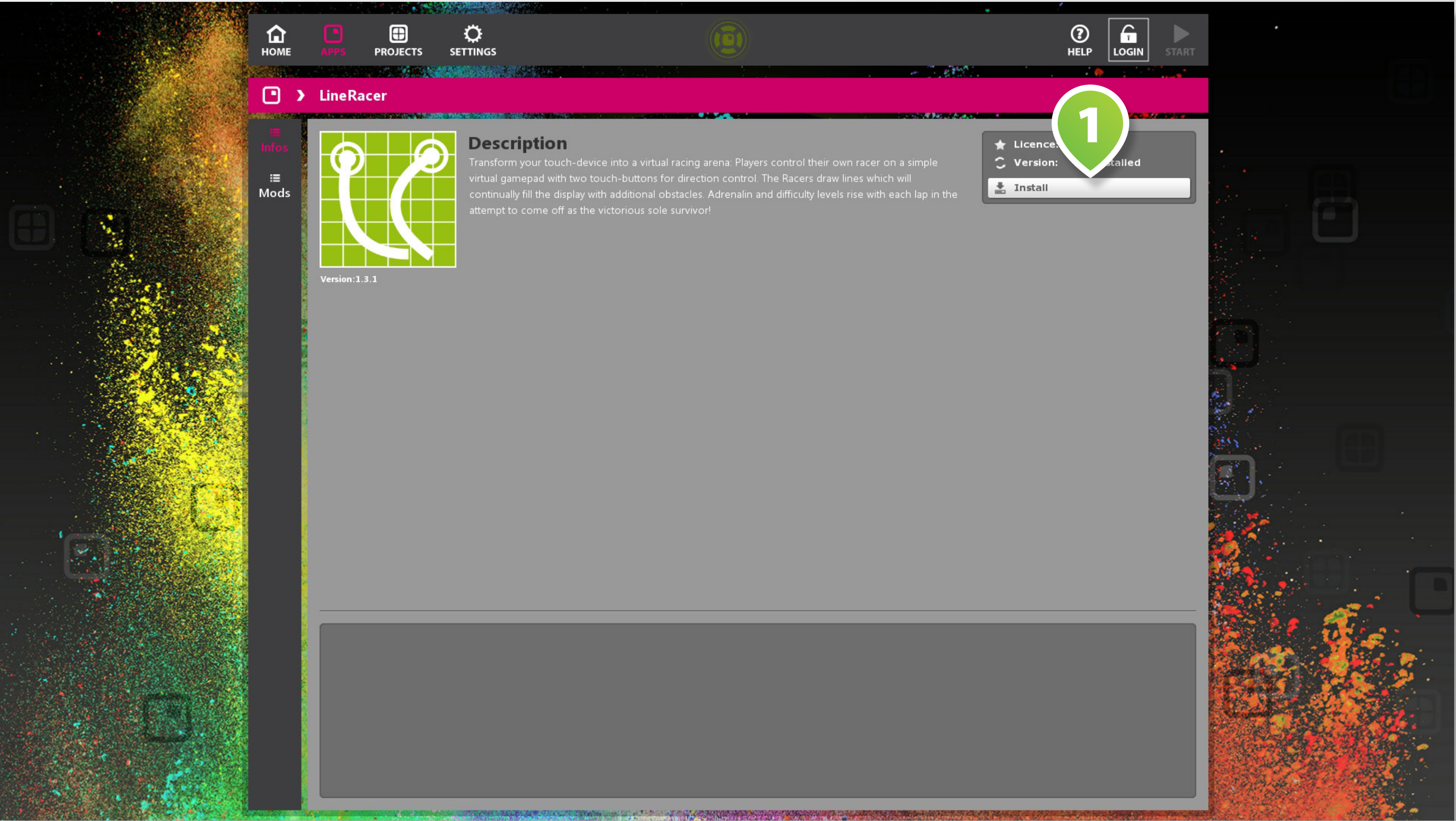
The boxes on the right of each app list entry show the status of the respective app.

Select the app you want to update or install by tapping on its **LIST ENTRY 1**.

Tip: You can update all apps directly by tapping on the **UPDATE ALL BUTTON** after opening the Apps dropdown menu in the upper left **2**.

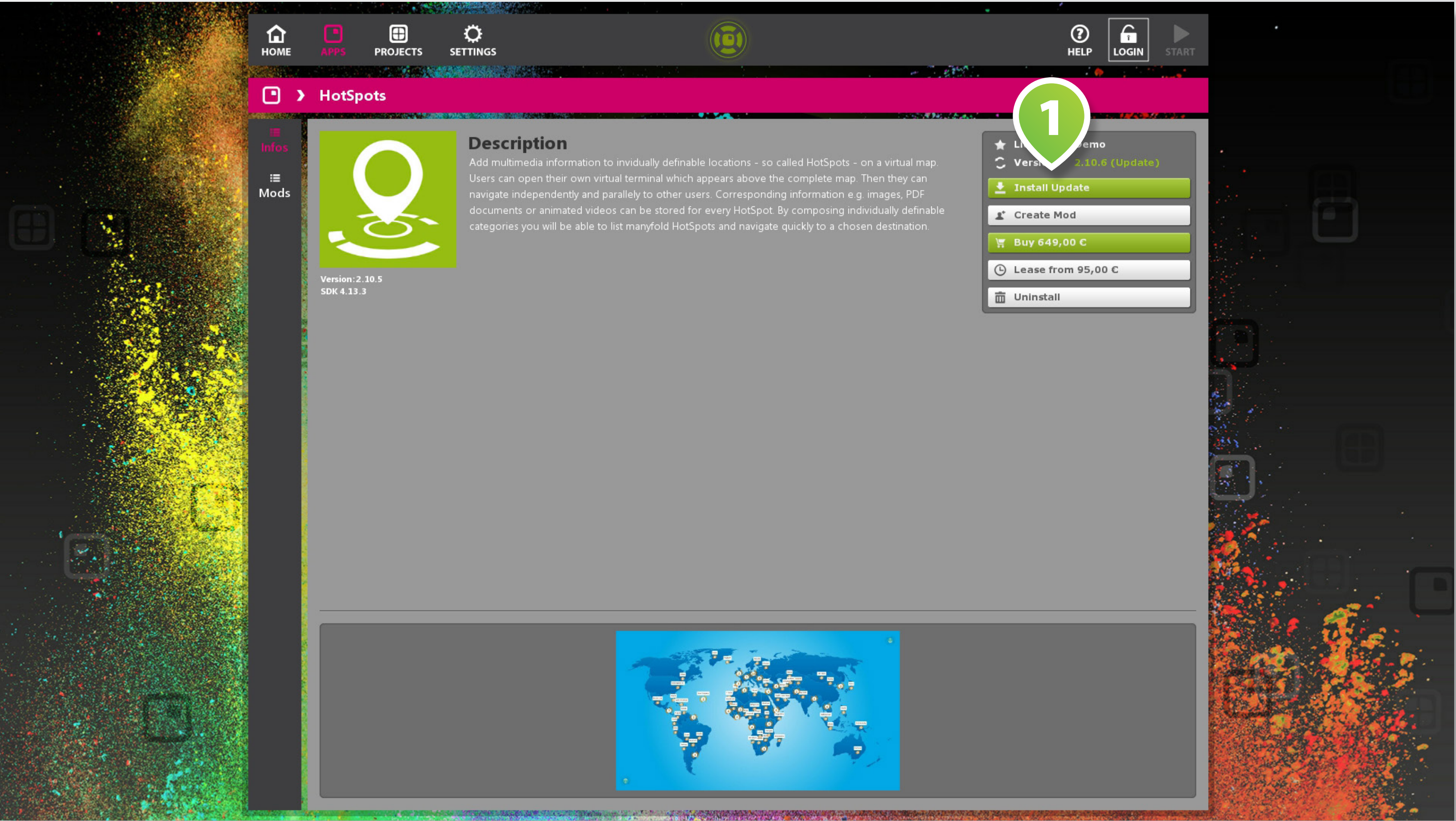
# INSTALL NEW APP

Tap on the **INSTALL BUTTON** 1 to download and install app on your system.



# UPDATE APP

Tap on the **UPDATE BUTTON** 1 to update the selected app.

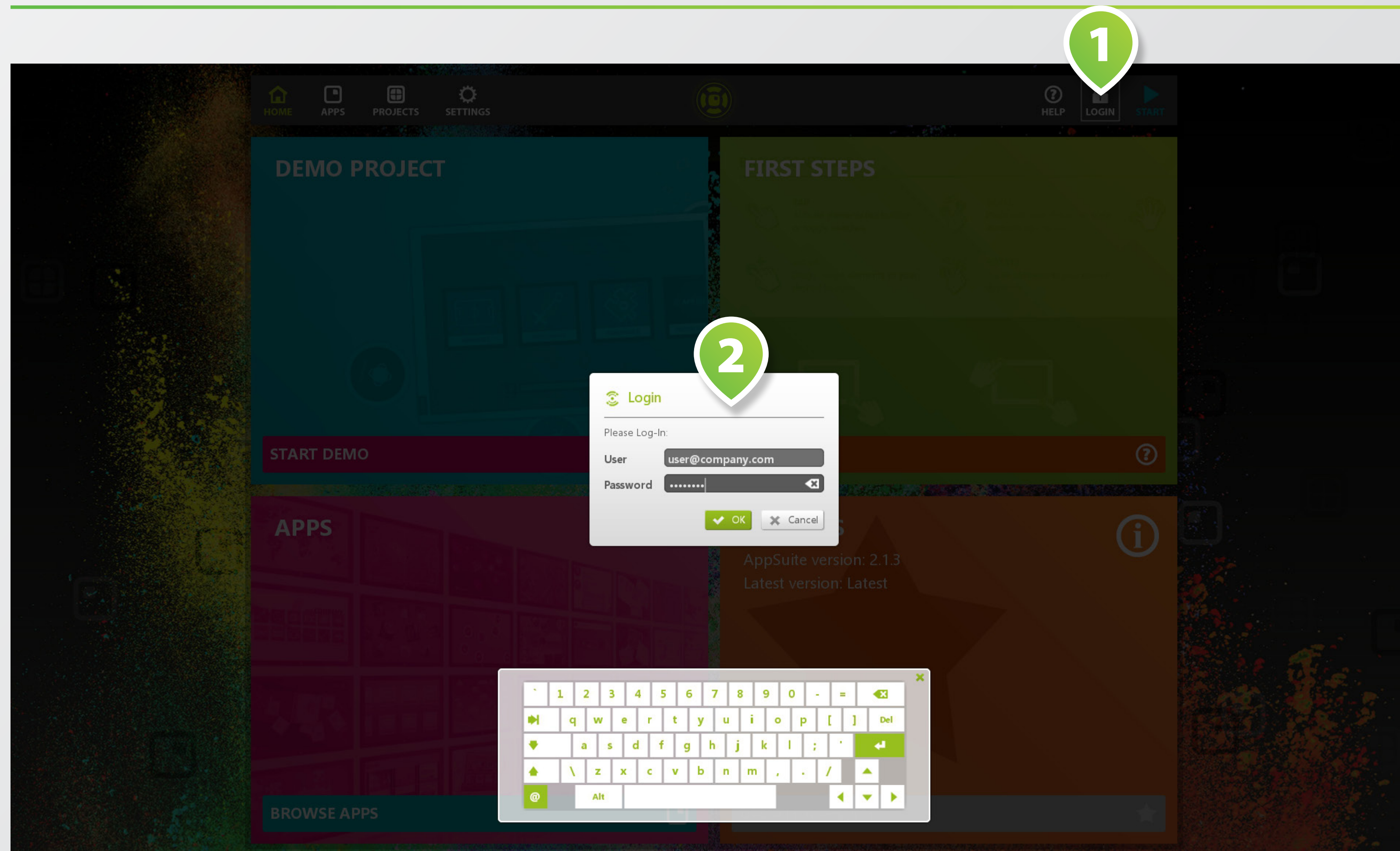


# HOW-TO: LICENCE APPS



SCROLL / SWIPE

# LOGIN



Go to AppSuite's *backend* and **LOGIN** ① with your **USER CREDENTIALS** ②.

Missing licences will be transferred automatically from *AppStore* (online connection required).

# SELECT APP

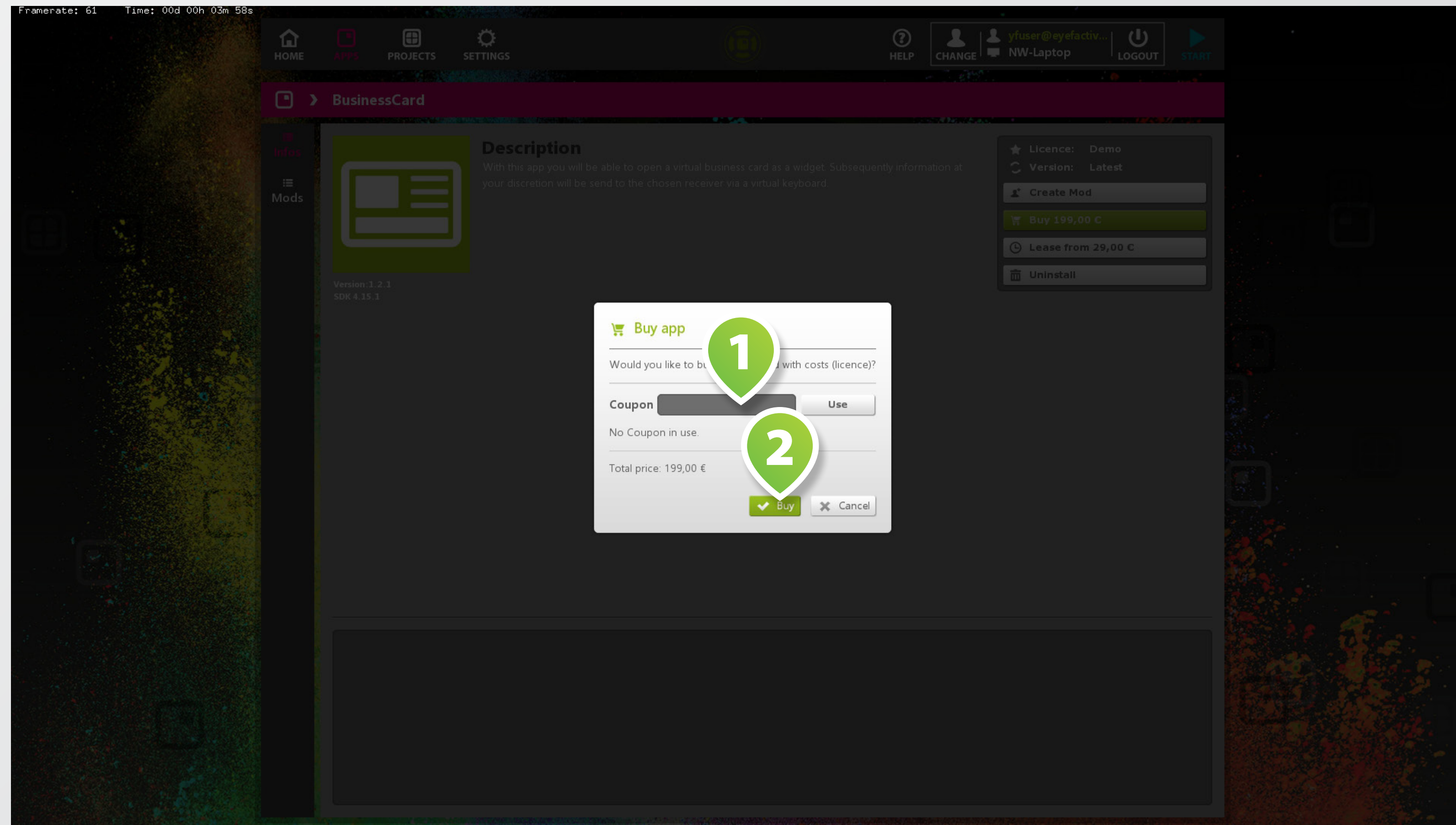
1



Choose app from the **APPS SECTION** **1** and tap on **BUY BUTTON** **2**.

You may also choose to rent apps for temporary use.

# BUY APP (FULL LICENCE)



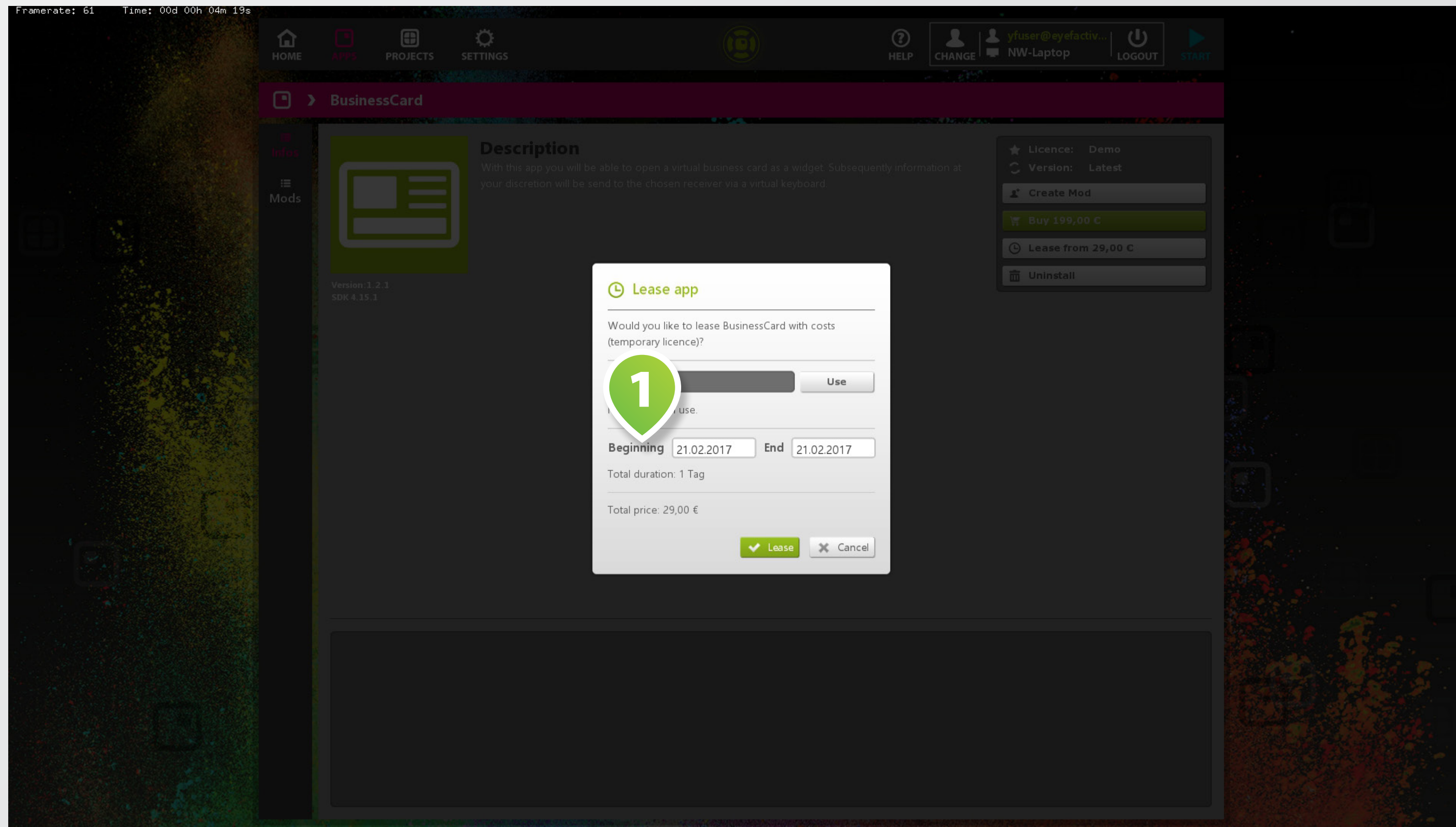
Enter **COUPONCODE** **1** (if available, tap on use button to insert).

Tap on **BUY BUTTON** **2** to buy app for the respective system the *AppSuite* is currently running on.

# BUY APP (TIMED LICENCE)

In order to licence an app for temporary use, tap on respective rent button.

Enter **START AND END DATES** **1** and hit rent button.

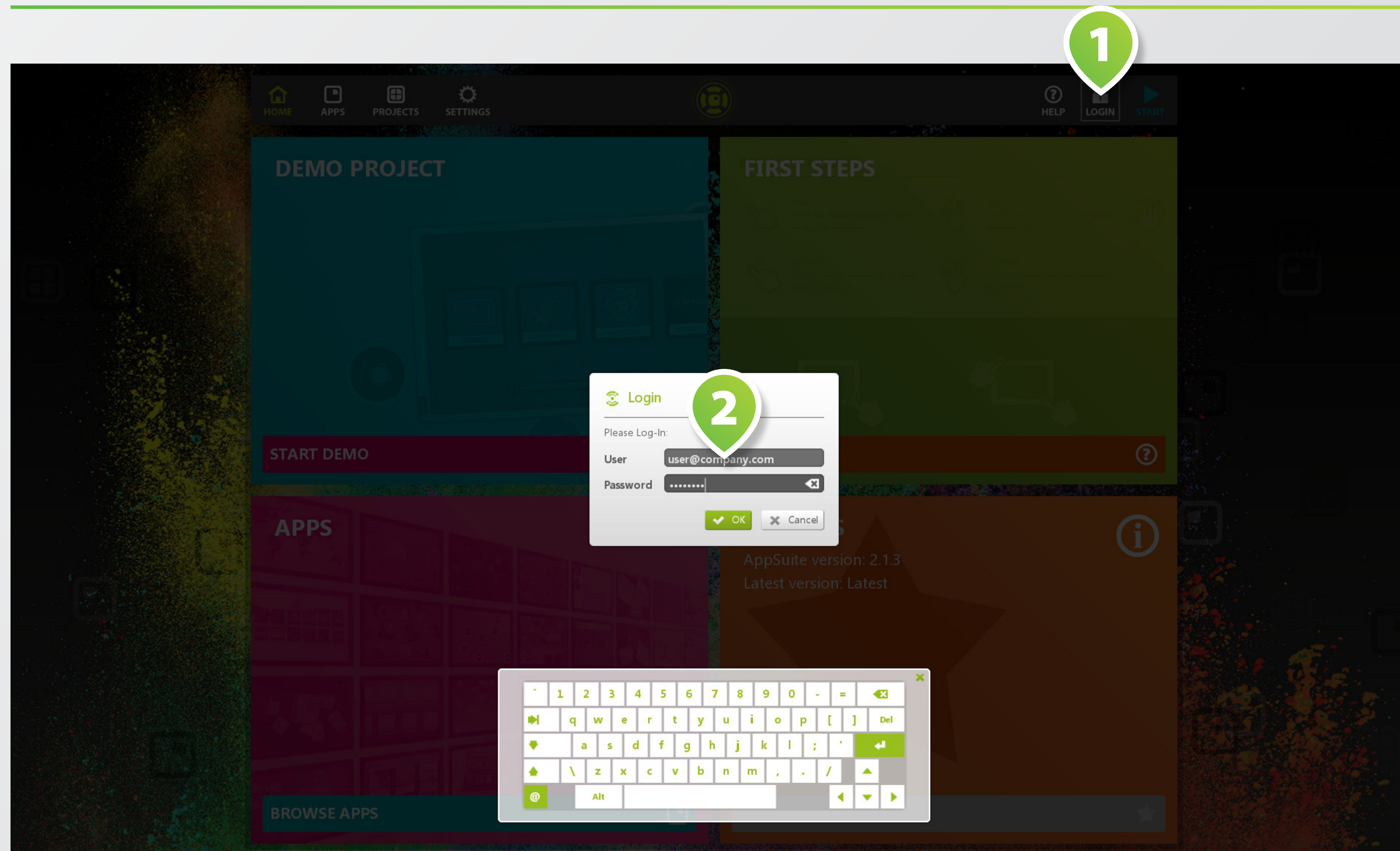


# HOW-TO: INSTALL PROJECTS



SCROLL / SWIPE

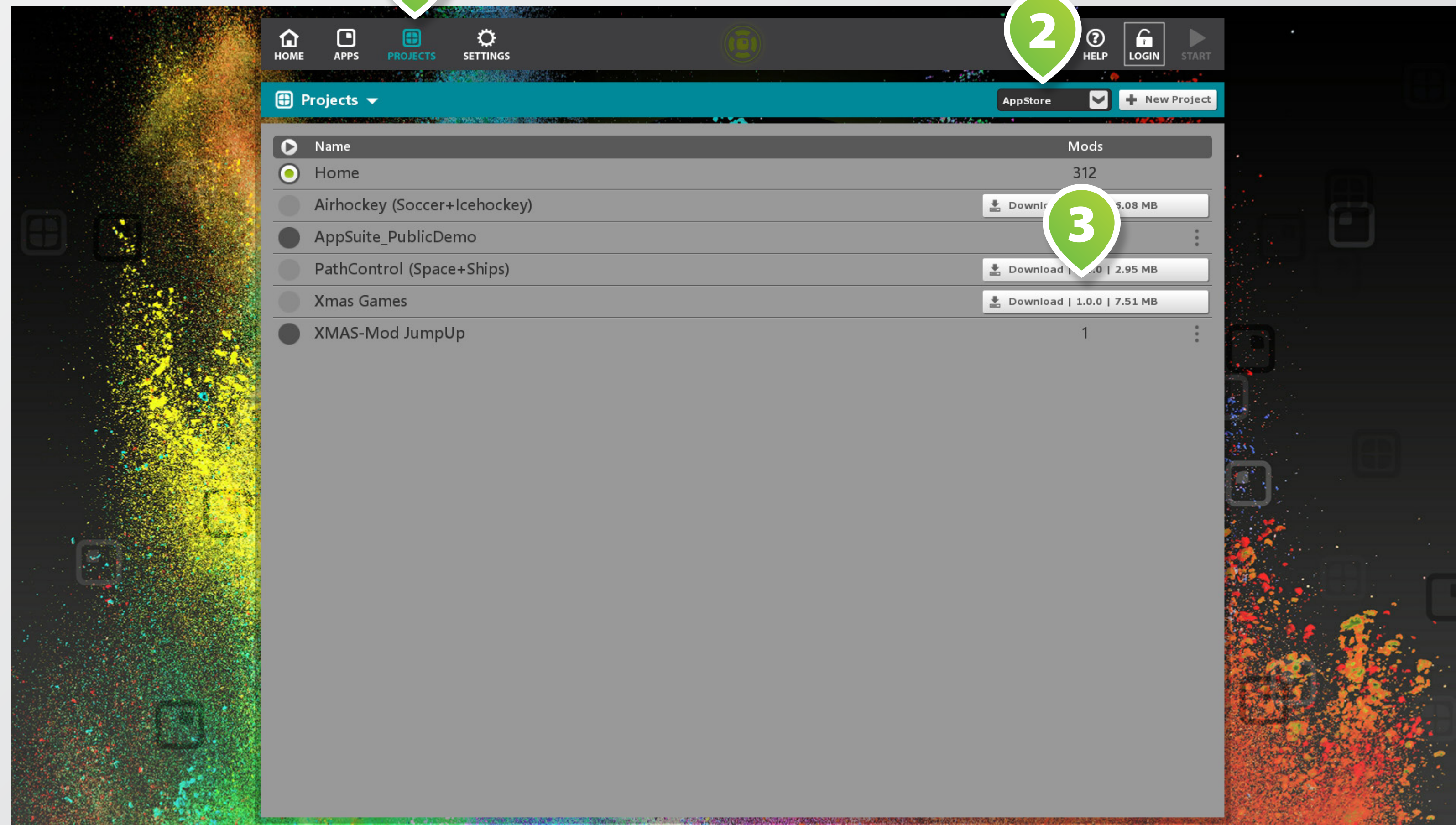
# LOGIN



Tap on the top right **LOGIN BUTTON 1** to open the **LOGIN DIALOG 2**.

Enter your credentials to **log in** with your existing appstore user account.

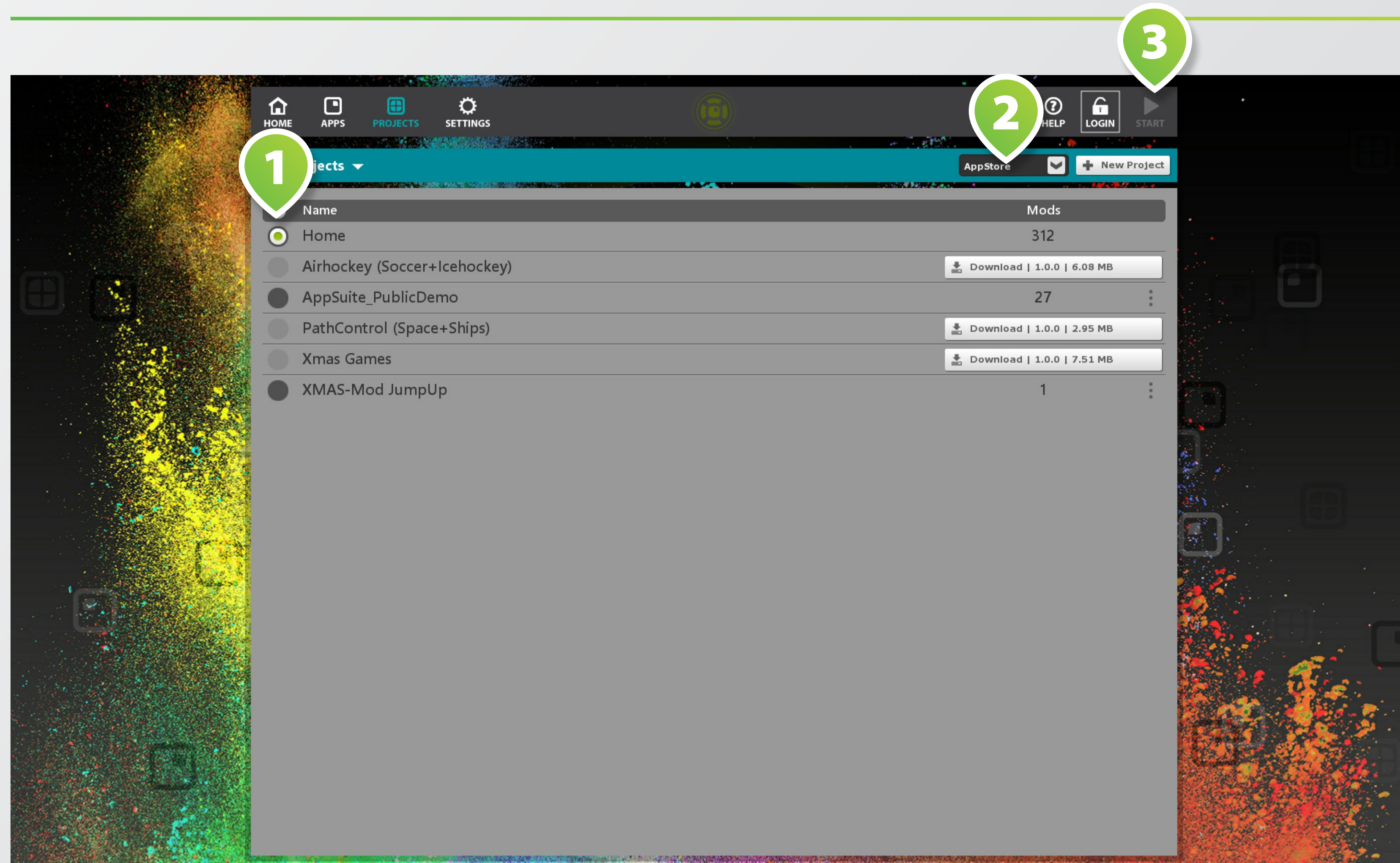
# DOWNLOAD PROJECT



Switch to **Projects** with the respective **BUTTON 1** on the upper left, then select **APPSTORE** in the dropdown menu on the right **2**.

Choose your desired project in the project list and tap on the **DOWNLOAD BUTTON 3** on the right.

# START PROJECT (MAIN VIEW)



Activate your downloaded project by selecting the respective radio button on the left **1** or go back to all projects by selecting **ALL** in dropdown menu on the right **2**.

**Start your new project** by tapping on **START BUTTON** **3**.

# HOW-TO: OBJECT RECOGNITION



SCROLL / SWIPE

# SELECT PROJECT

1

2



Object recognition is managed for each project individually. So first, select the project for which you would like to configure object recognition.

Tap on **PROJECTS** in main menu **1** and **select your project** by tapping on the respective **PROJECT LISTING 2**.

# ENABLE OBJECT RECOGNITION



Select tab **CONFIG** ①, then tap on drop down listing **MARKER OBJECTS** ②.

**Enable object recognition** by tapping on checkbox **RECOGNIZE MARKER OBJECTS** ③, then tap on button **EDIT** ④ to open object recognition wizard.

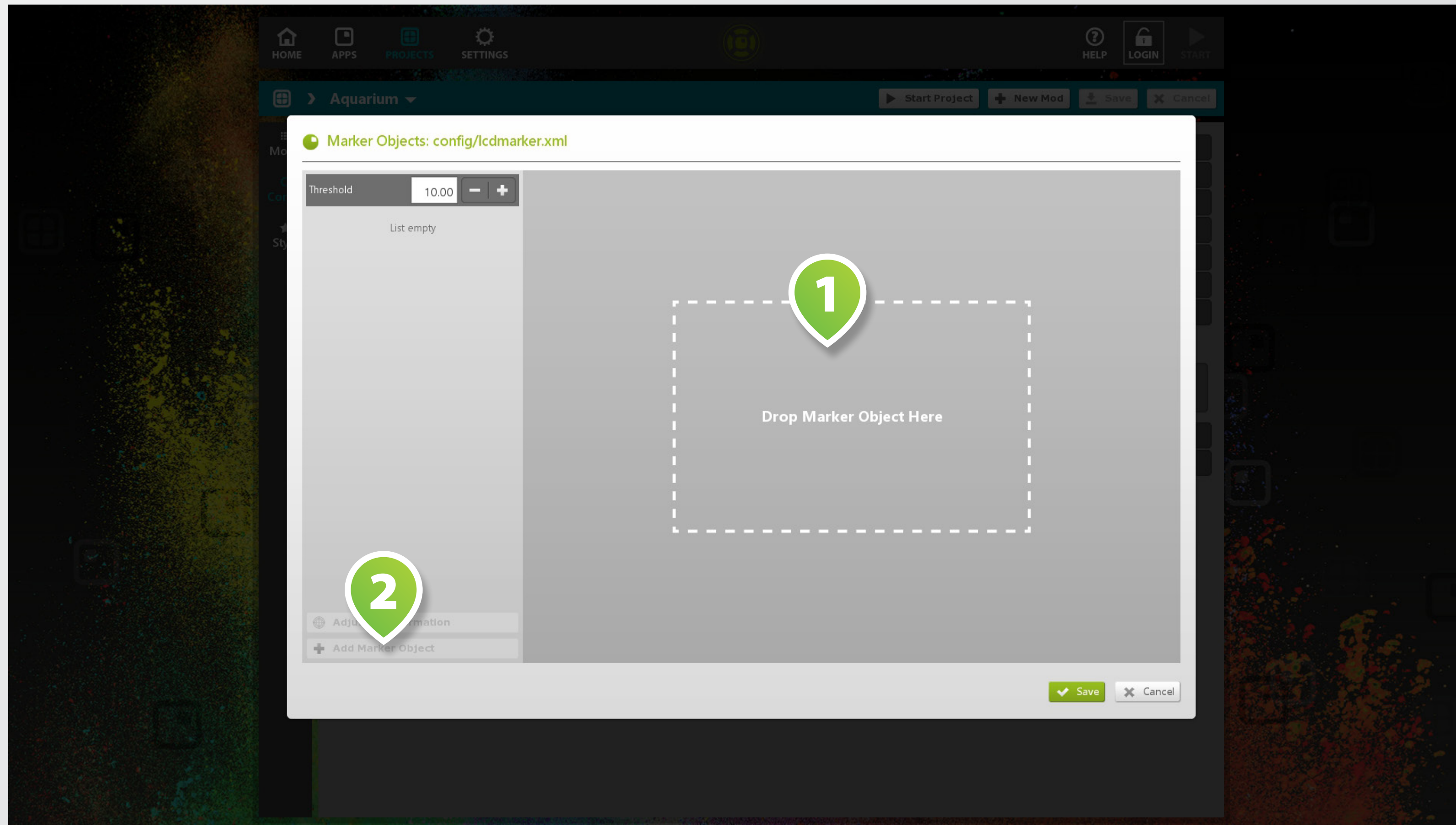
After finishing configuration tap on **SAVE BUTTON** ⑤.

# CONFIGURATION: OBJECT RECOGNITION (WIZARD)

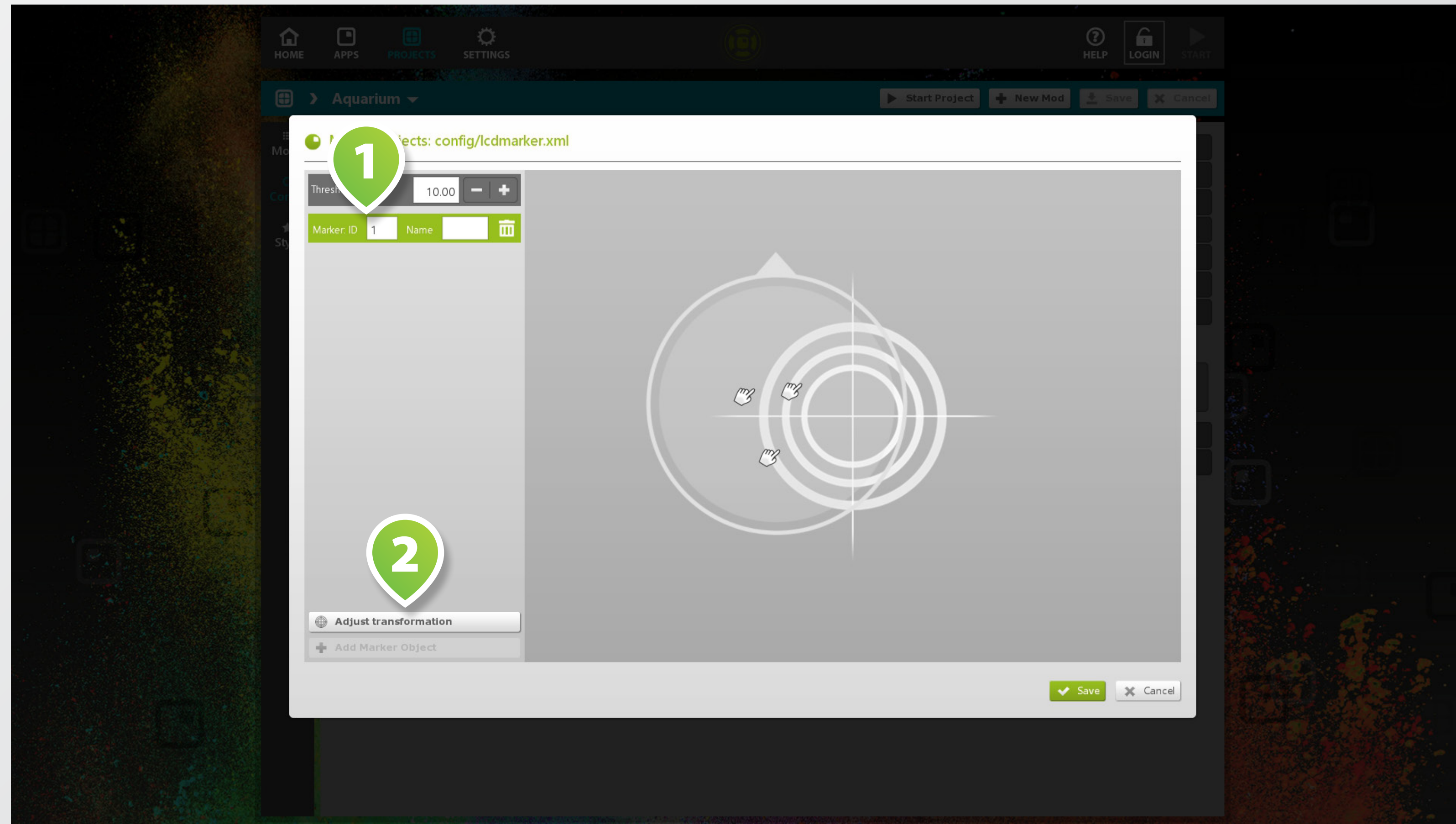
The wizard for object recognition configuration opens as a popup.

**Position your physical object** with a 3-finger-pattern on the respective **DROP AREA 1**.

When wizard recognizes a pattern, the **ADD BUTTON 2** is enabled. Tap button to **add new object** to the list.



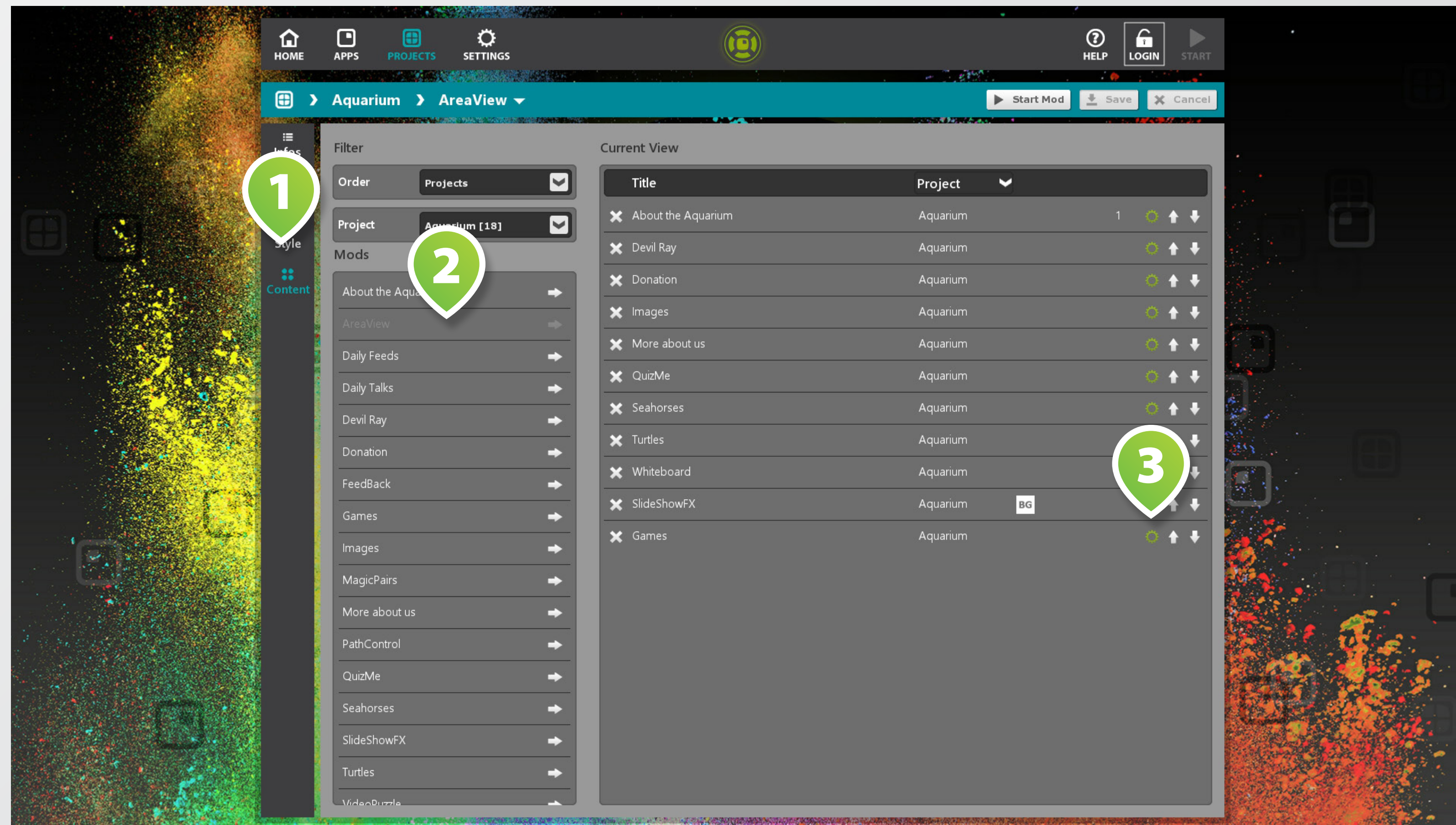
# CONFIGURATION: OBJECT RECOGNITION (WIZARD)



If wizard recognizes an existing object on the touchscreen, its **LIST ENTRY** is highlighted on the left **1**. You may **change the object's ID & name or delete the item** from the list.

Tap on the bottom left **BUTTON** **2** to **fixate the object's orientation** if required.

# CONNECT APPS & WIDGETS



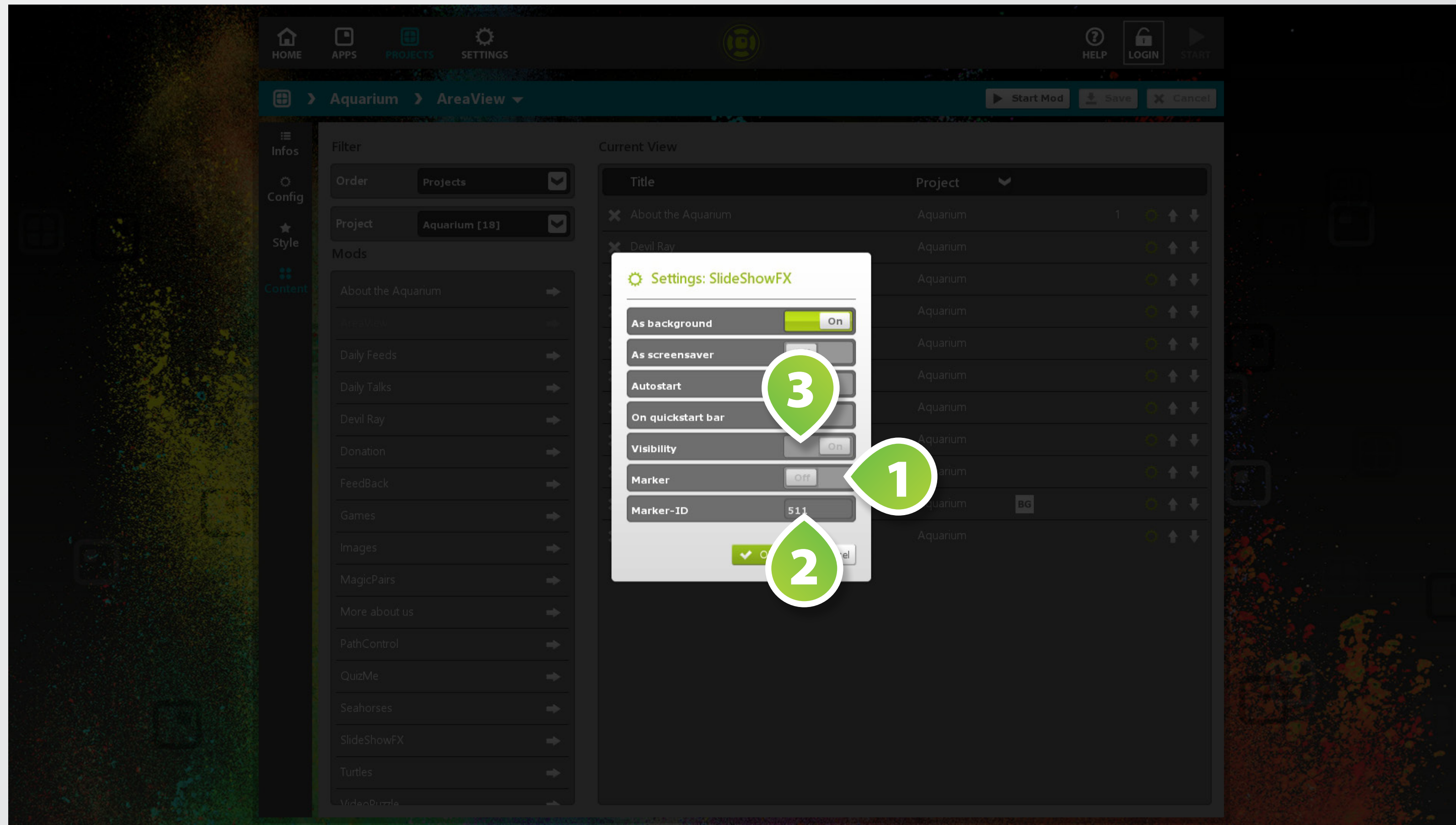
You can connect apps & widgets with objects in the content section of a view.

So first **select your desired view mod**, then tap on tab **CONTENT** 1.

**Add app or widget** that you would like to add to your view from the **MENU** 2 on the left.

Then tap on **SETTINGS ICON** 3 on the newly added list entry on the right menu to **open settings dialog**.

# CONNECT APPS & WIDGETS



Within popup dialog, activate checkbox **MARKER 1** and enter the respective **OBJECT MARKER ID 2** to **connect an object with an app or widget**.

Disable checkbox **VISIBILITY 3** to make app / widget only appear when object is placed on screen.