DEMO PROJECT: FIRST STEPS









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.

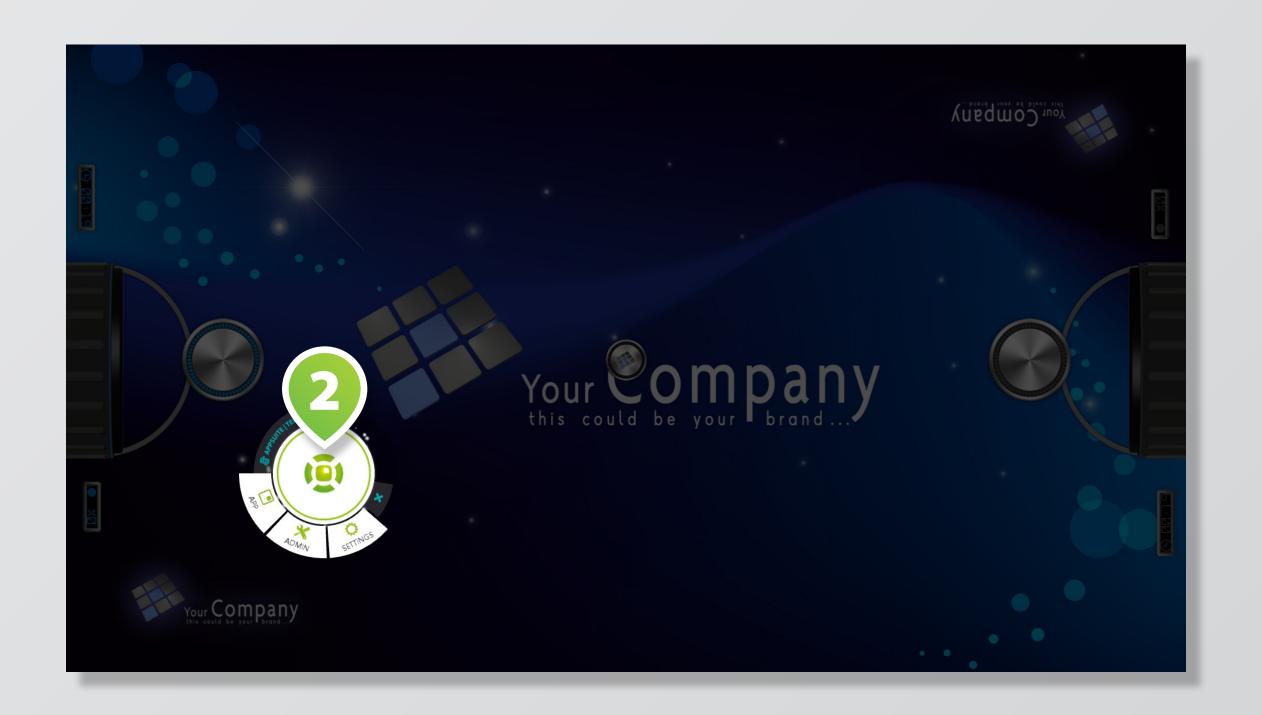




USE THE TERMINAL



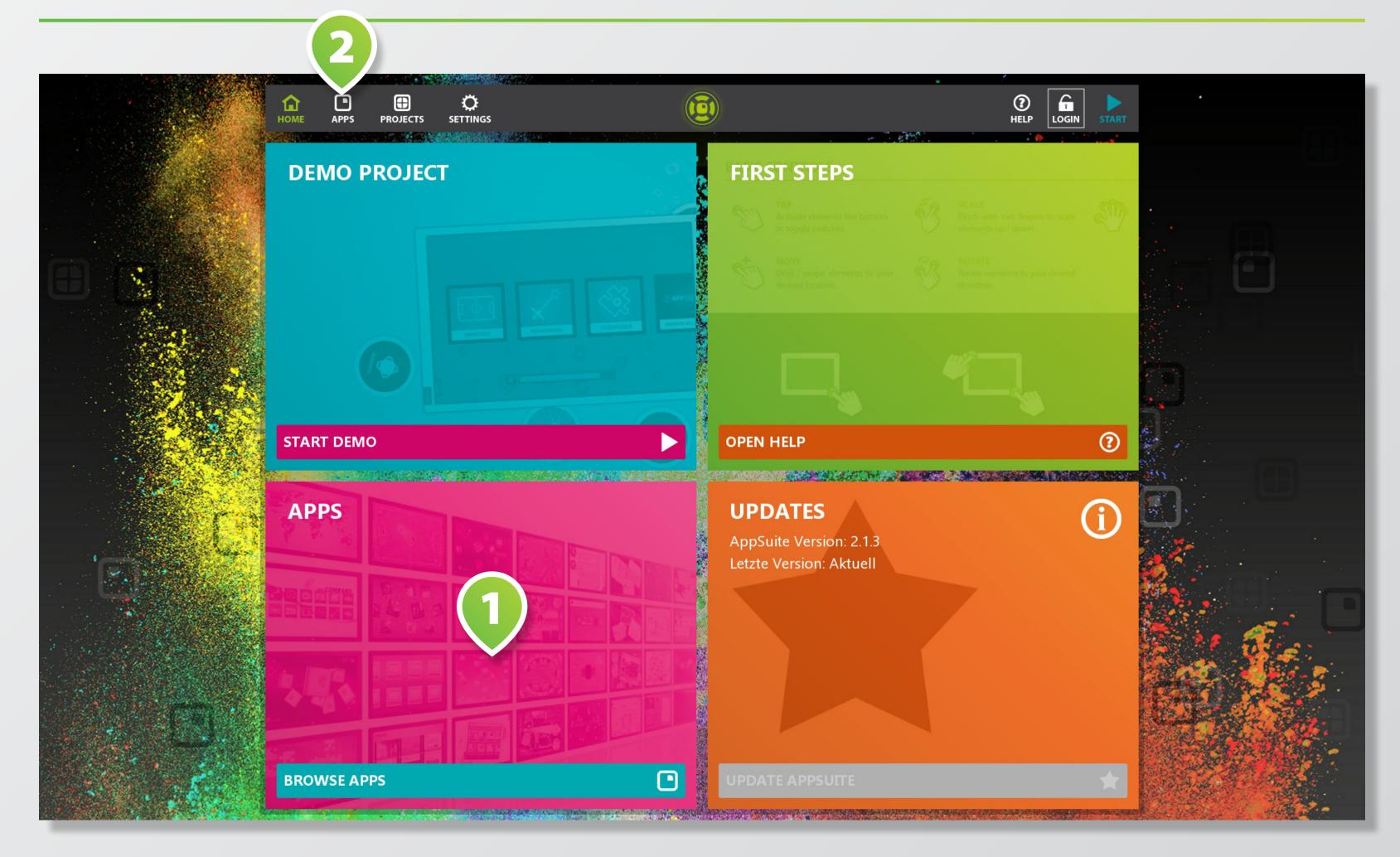
To close a fullscreen app: Select [APP] > [CLOSE] or use key <BACKSPACE>.



The terminal is your virtual remote control. Drag the **TERMINAL ICON** 1 to the screen's center to open the **TERMINAL** 2.



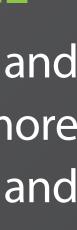
NEXT STEPS



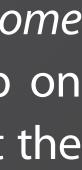
THE APPSUITE EXPERIENCE Check out all the TILES 1 and MENU-BUTTONS 2 to get more information about new apps and updates.

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.











BASIC CONTROLS

TAP

Activate elements like buttons or on/off switches.



SCALE

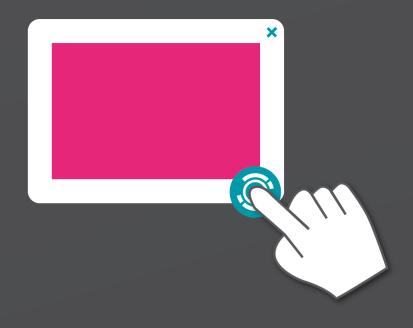


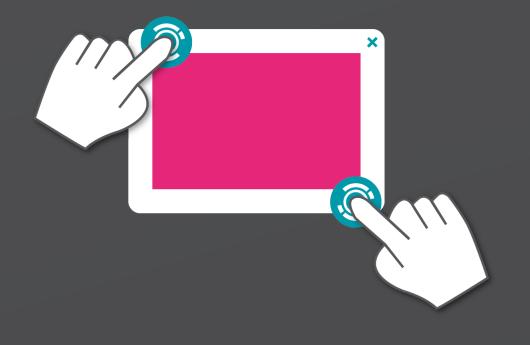
MOVE

Drag / swipe elements in thedesired position.



ROTATE direction.





SINGLE FINGER (BORDER)

TWO FINGERS (BORDER)

Pinch with two fingers to scale elements up / down.



HAND GESTURES

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

Rotate elements in the desired



HAND (CONTENT)

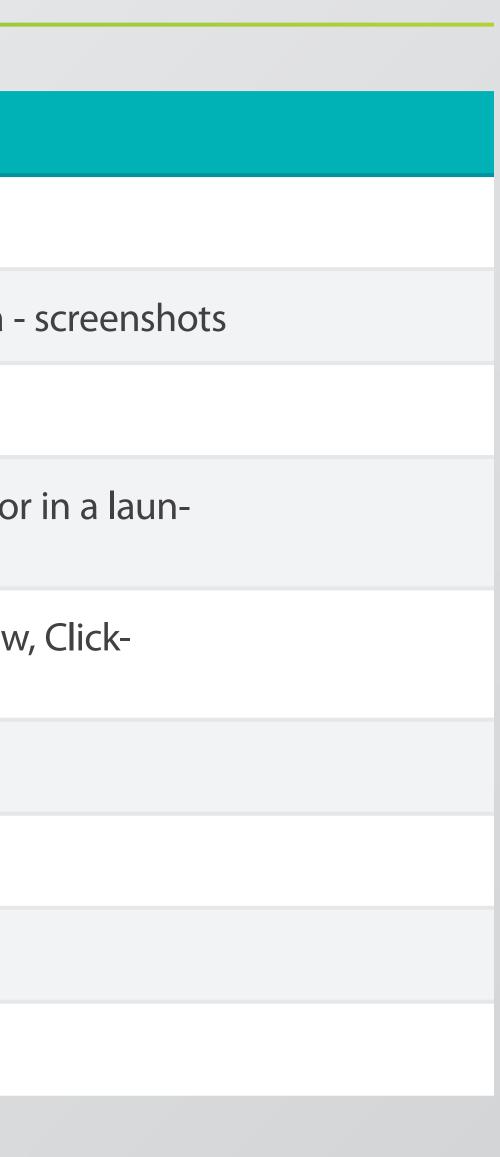
OVERVIEW: SHORTCUTS

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 fre
F10	Shows the style hierarchy



The key assignment within App-Suite assists you in modding.

BUTTON	DESCRIPTION
F11	Switches from windows to fullscreen mode
F12	Takes a screenshot in AppSuite - AppLoader - data -
0-9	Are used for the simulation of markers
Backspace	Skips back from a launched mod to AppManager or ched project progressively to the higher level
е	Shows InApp-Editor (Only for these apps: AreaView 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)



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



OVERVIEW: SHORTCUTS

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

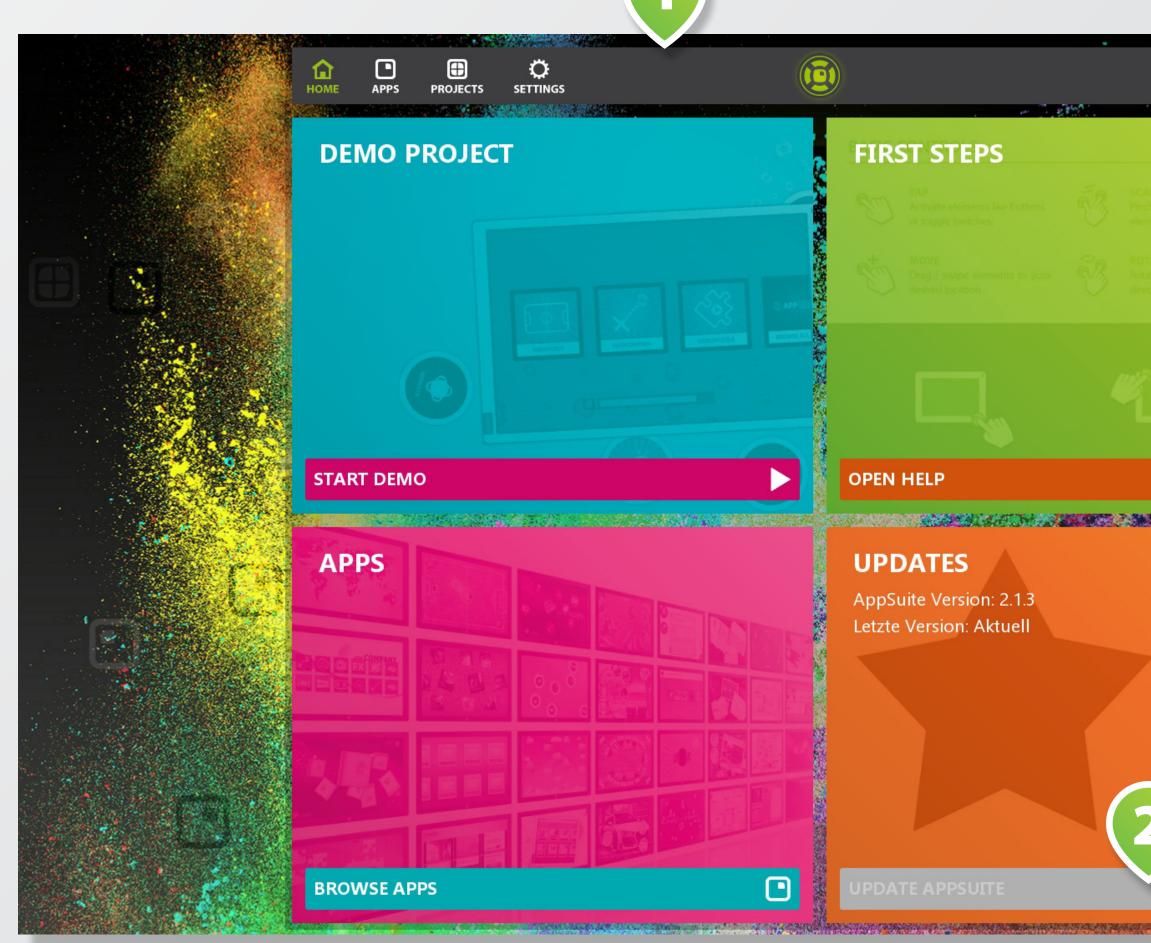
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ch of the touchscreen

Action only possible with started mod or project.



HOME SCREEN



5 () HELP 3

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.

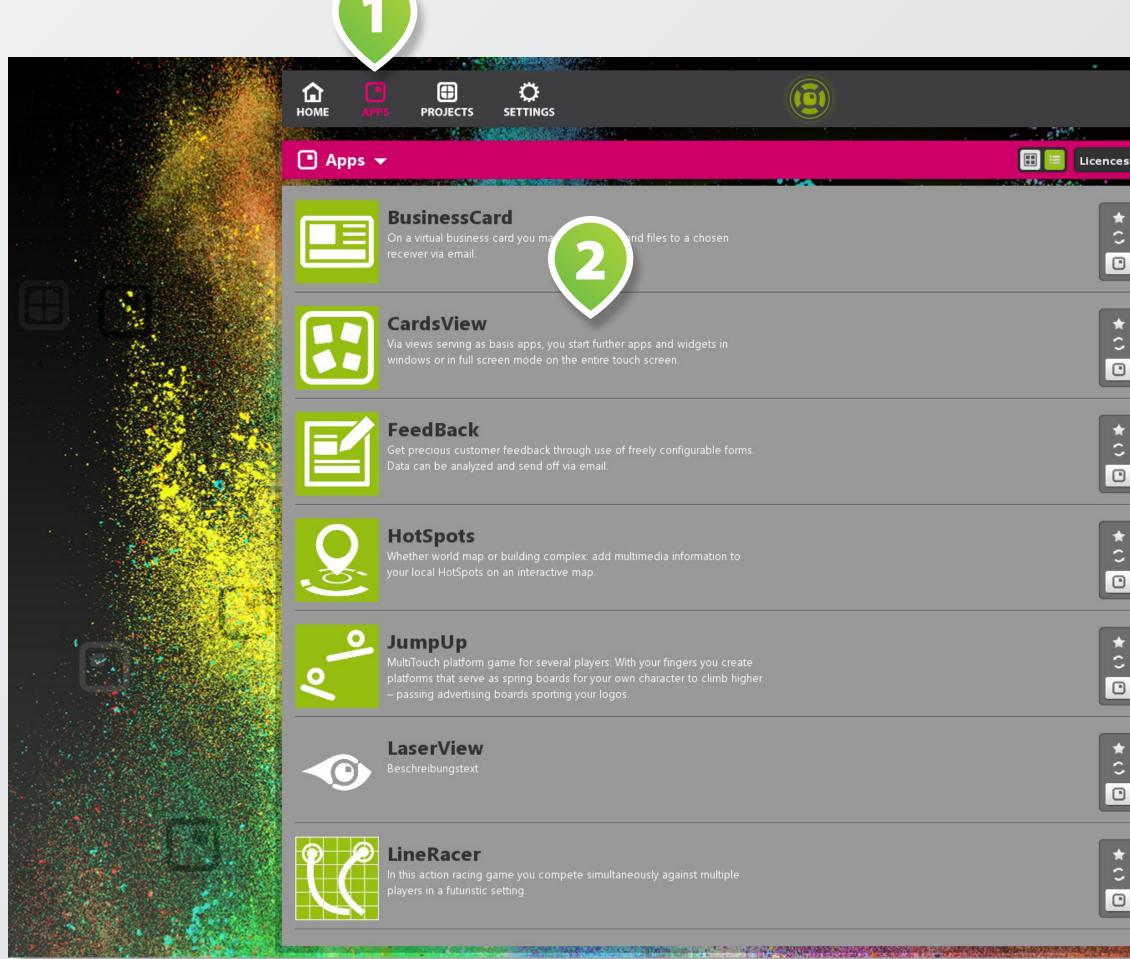








APPS



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

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

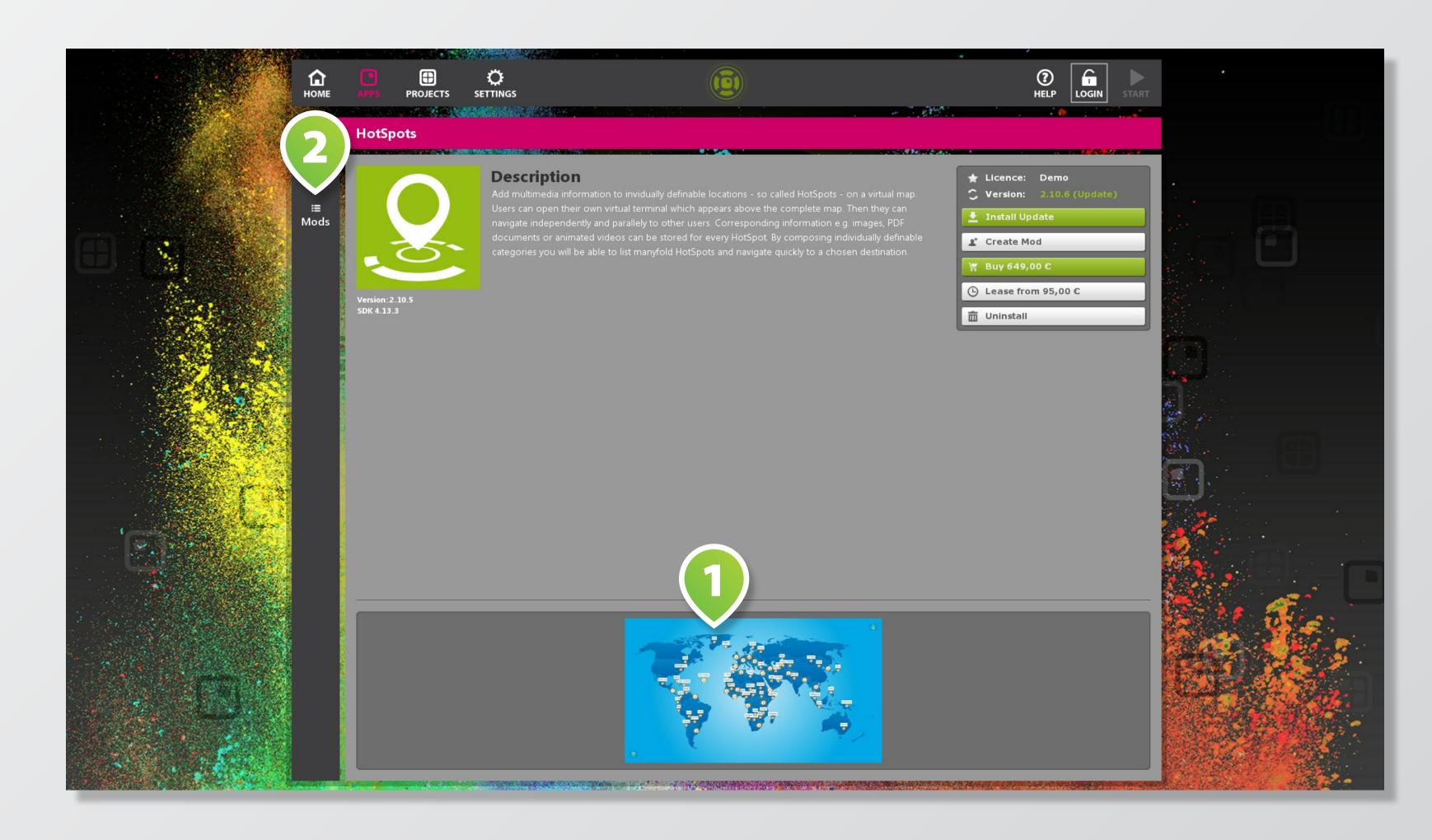
Find details about updates, licensing and installation status information in the **BOXES** 3 to the right of each app's list item.







APP DETAILS



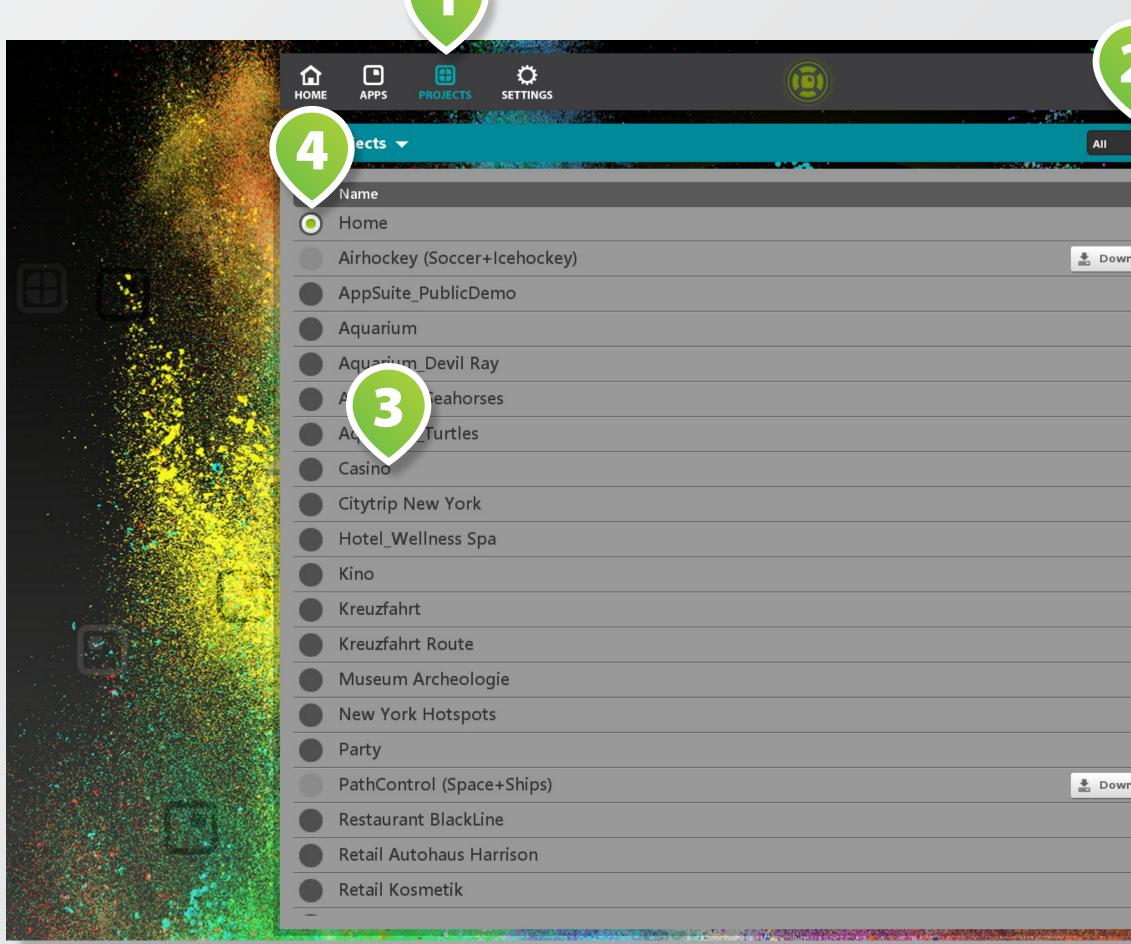
For sample screenshots of an app tap on an IMAGE 1 at the bottom.

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





PROJECTS



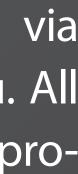
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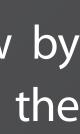
Switch to project overview via **PROJECTS 1** in main menu. All downloaded and self created projects are listed here.

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

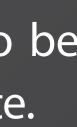
Tap on the LIST ITEM 3 of the desired project for details.

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









PROJECT DETAILS

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		More about us	MediaBrowser
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		QuizMe	QuizMe
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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

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Select 🔗

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.

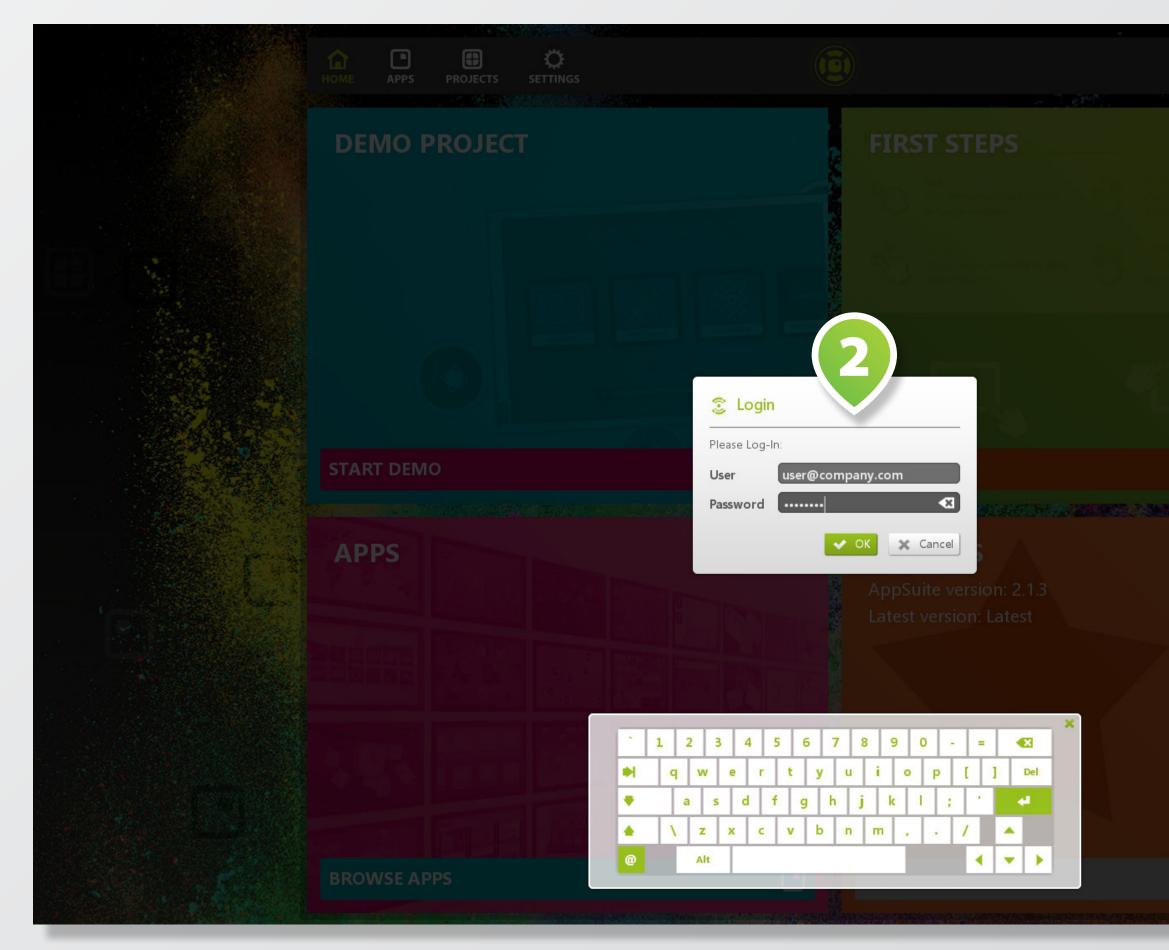








APPSTORE



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.

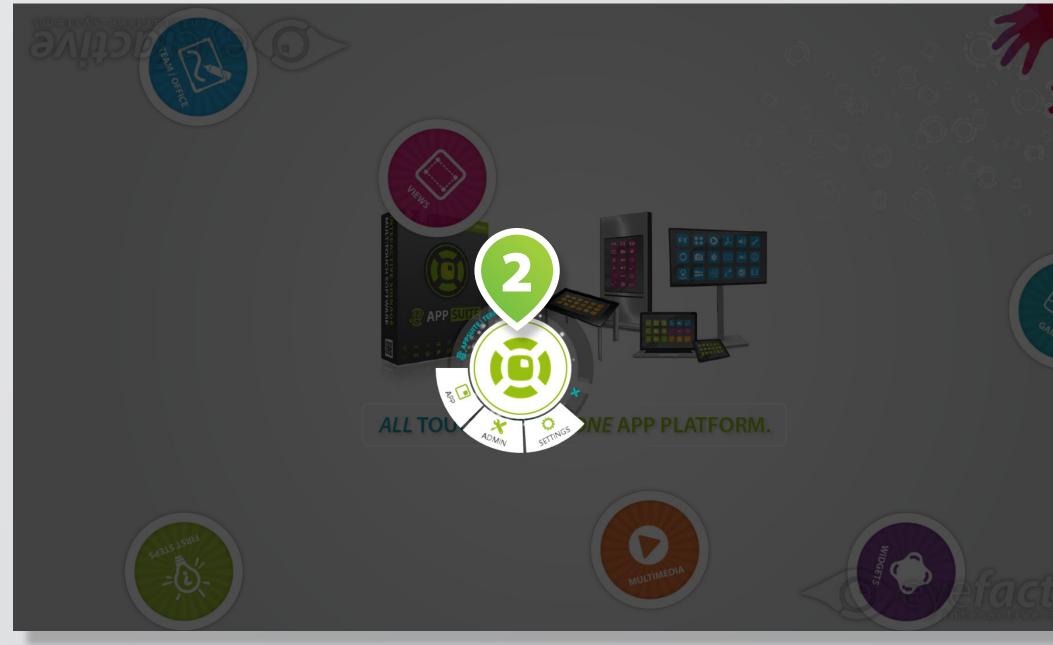
Please go to WWW.MULTI-TOUCH-APPSTORE.COM for further information.



QUIT APPSUITE



2. To quit AppSuite: Select [ADMIN] > [QUIT] or press key <ESC>.



The terminal is your virtual remote control. Drag the **TERMINAL ICON** 1 to the center of the screen to open the **TERMINAL**









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?

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



APPS & WIDGETS

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

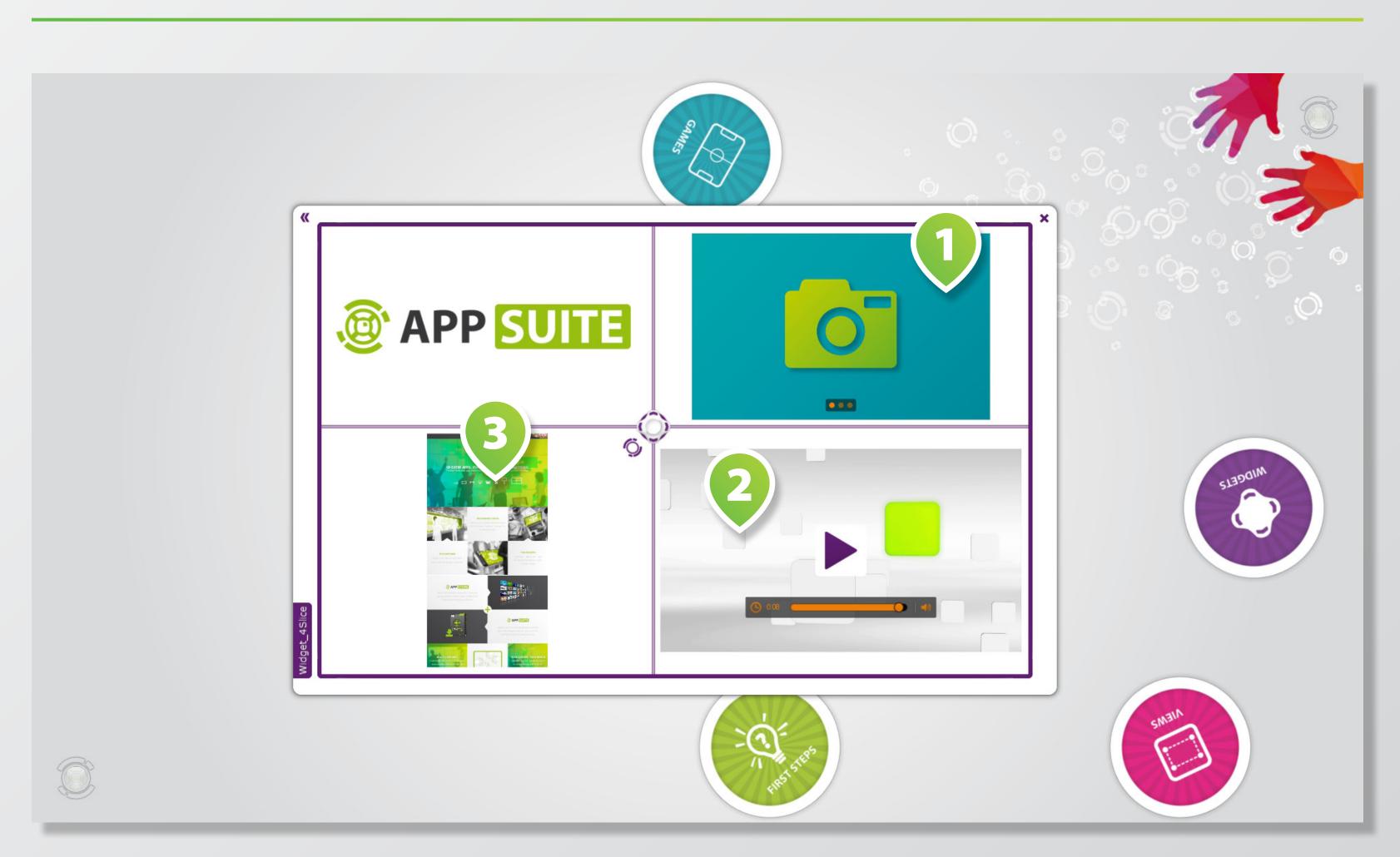


CORPORATE DESIGN

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



CONTENT & FORMATS (GENERALLY)

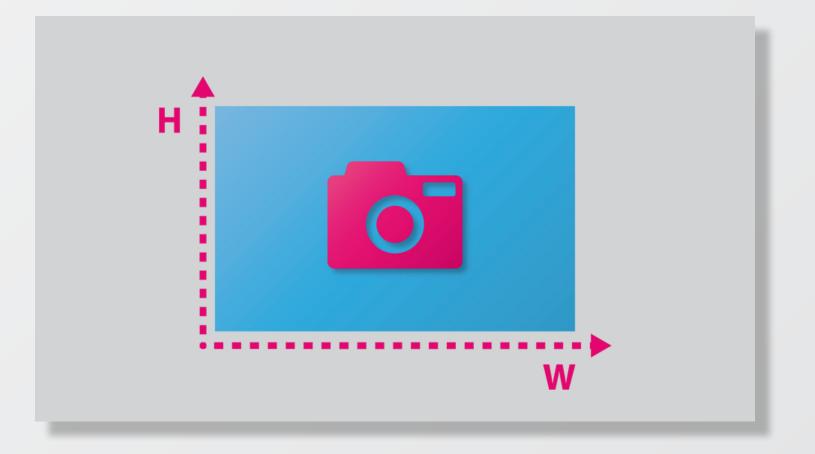


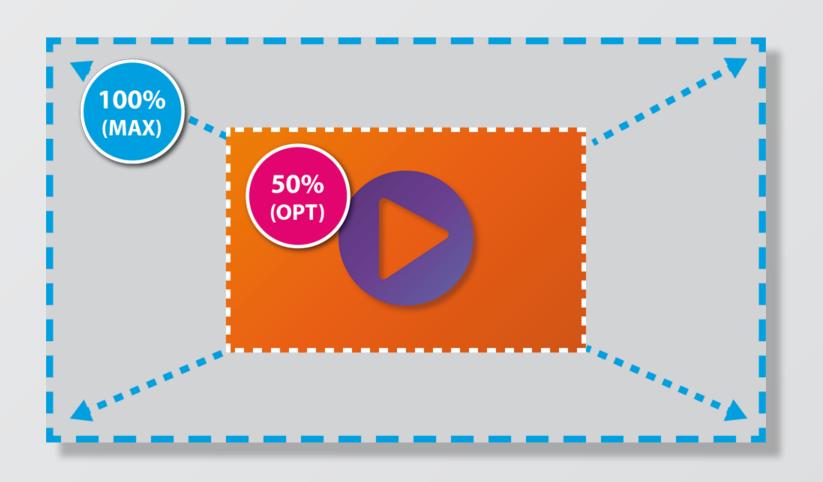
In general "content" denominates media in different formats that could be integrated in apps and widgets: from IMAGES 1 VIDEOS 2 and PDFS 3 to 3D models or web content.

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 excede 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.

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.



NUMBER OF MEDIA

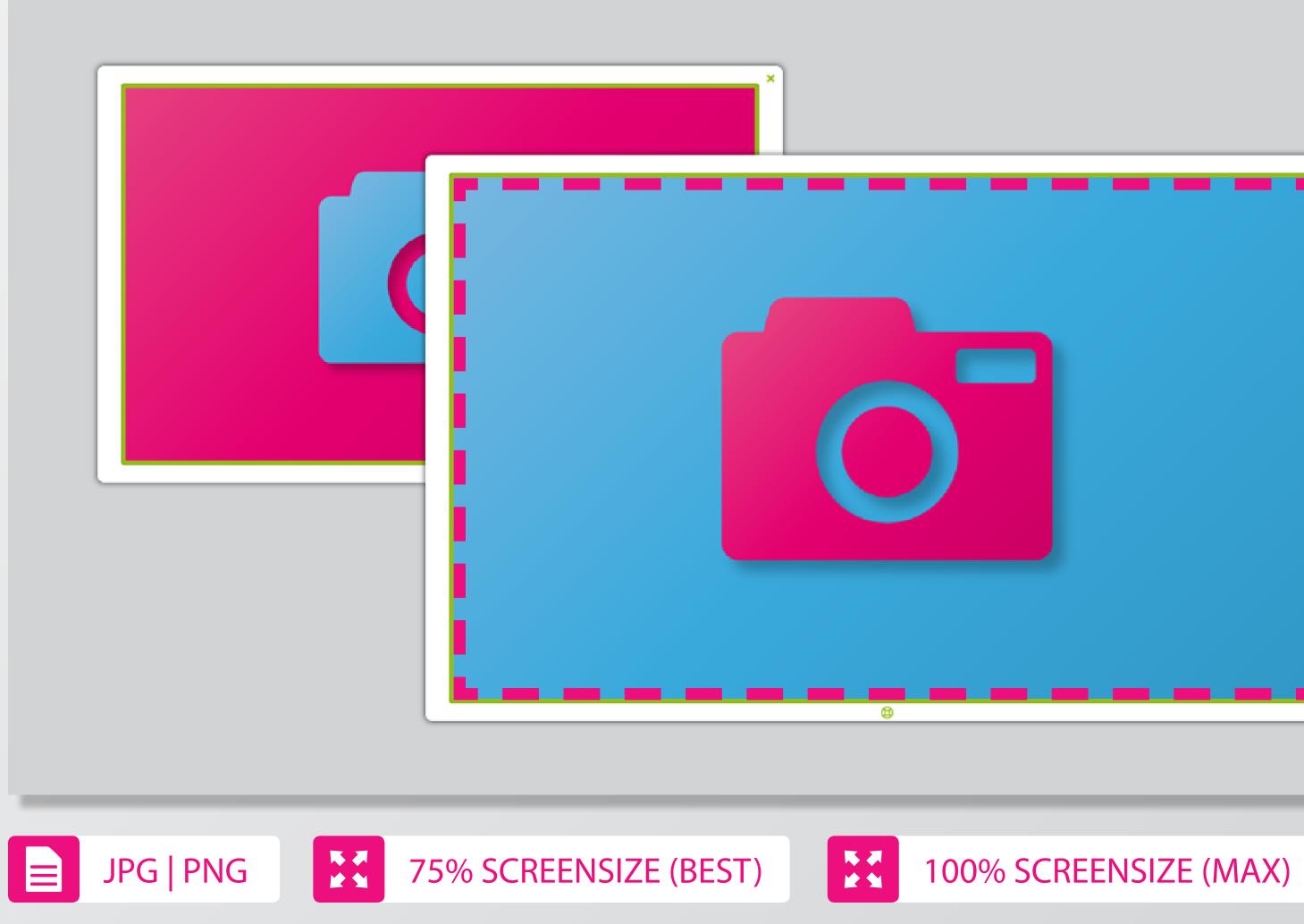
The more media of different types needs to be displayed *simultaneously*, the higher the demands on the PC. Images require less resources than say videos or 3D models.







IMAGES



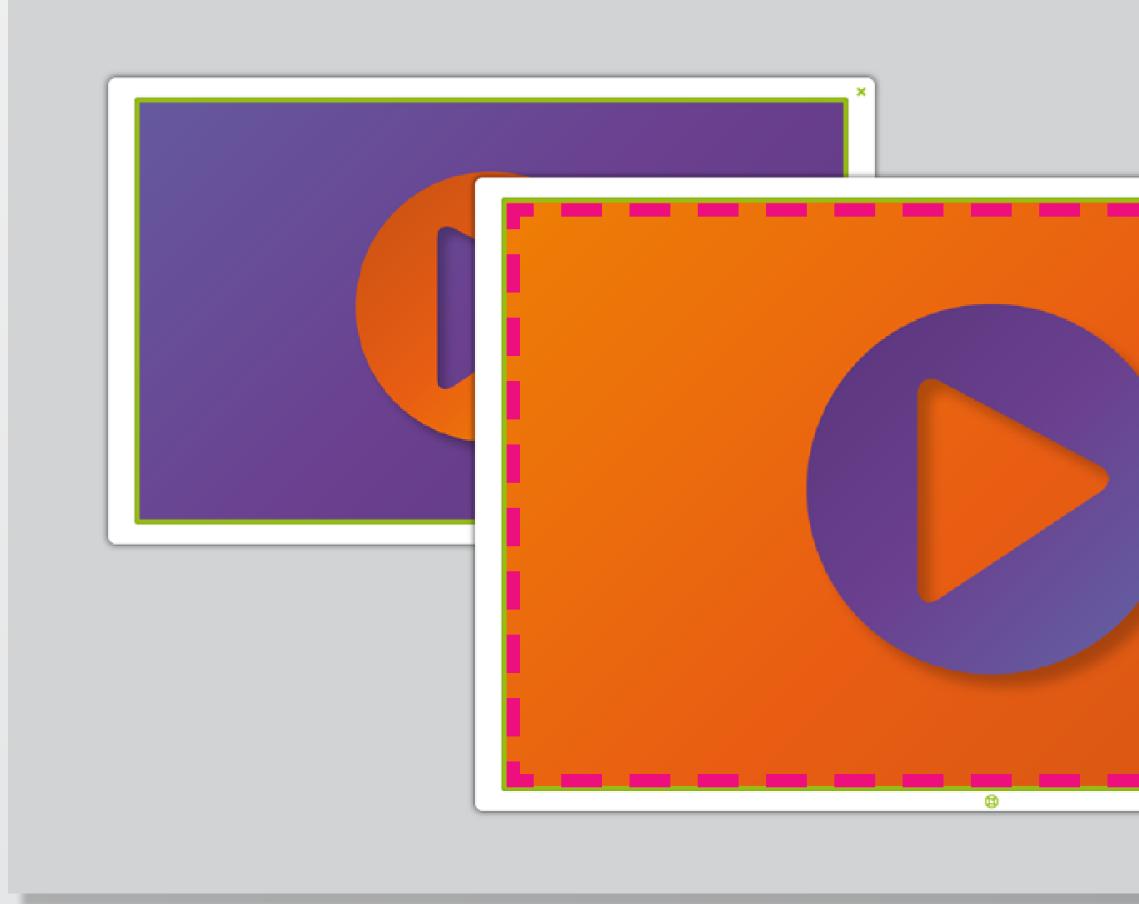
Images for instance in form of product photos should be maximal equivalent in size to the total resolution of the target system.

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

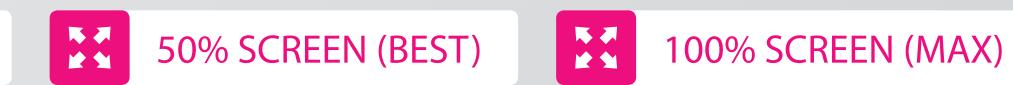
In very few exceptions the optimal image size is higher than the display resolution e.g. when zooming into an image is required.



VIDEOS



= MOV | MP4 | MPEG | ...



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.

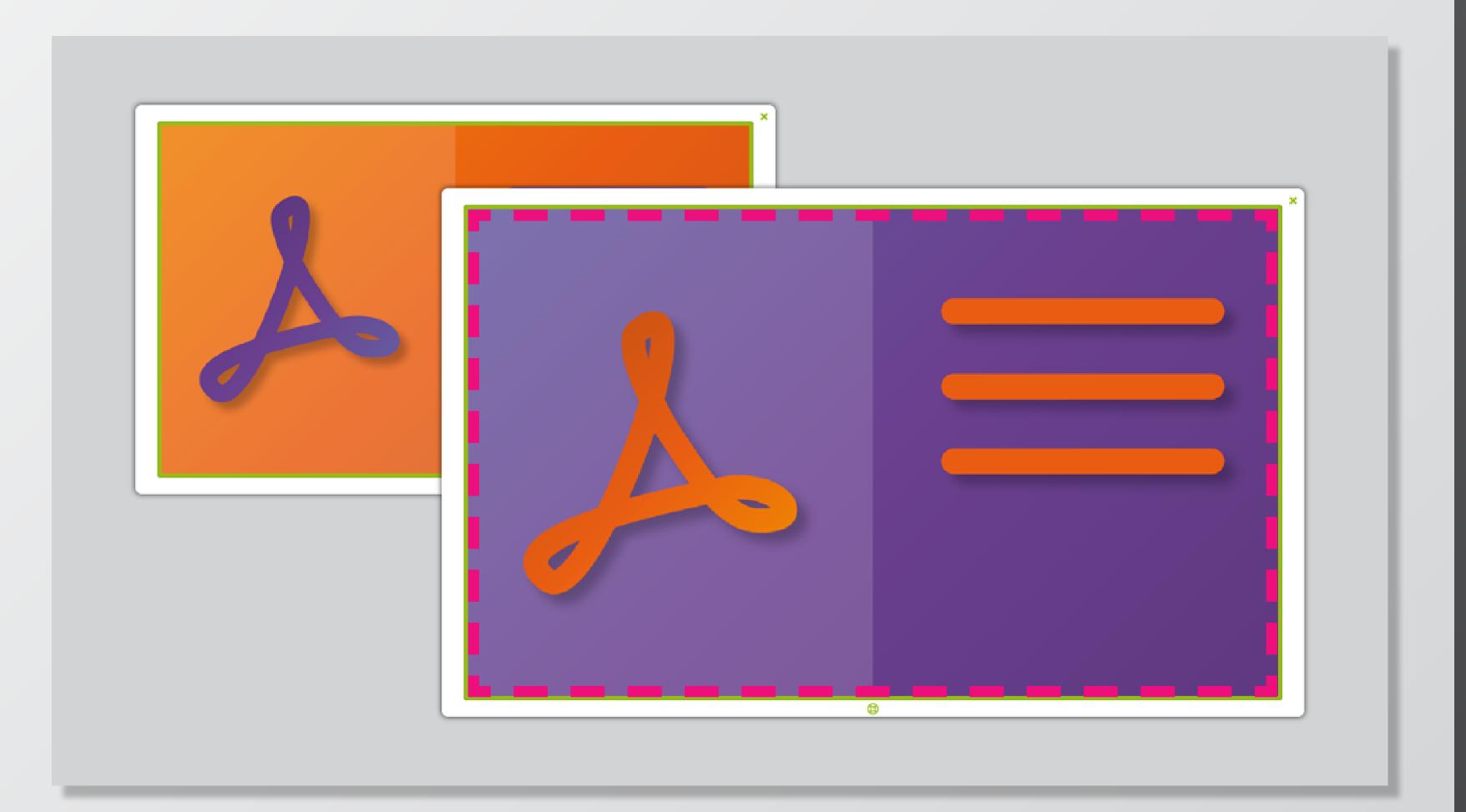
formats The of the use WMV and AVI is explicitly NOT **RECOMMENDED!**

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





PDF DOCUMENTS





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.

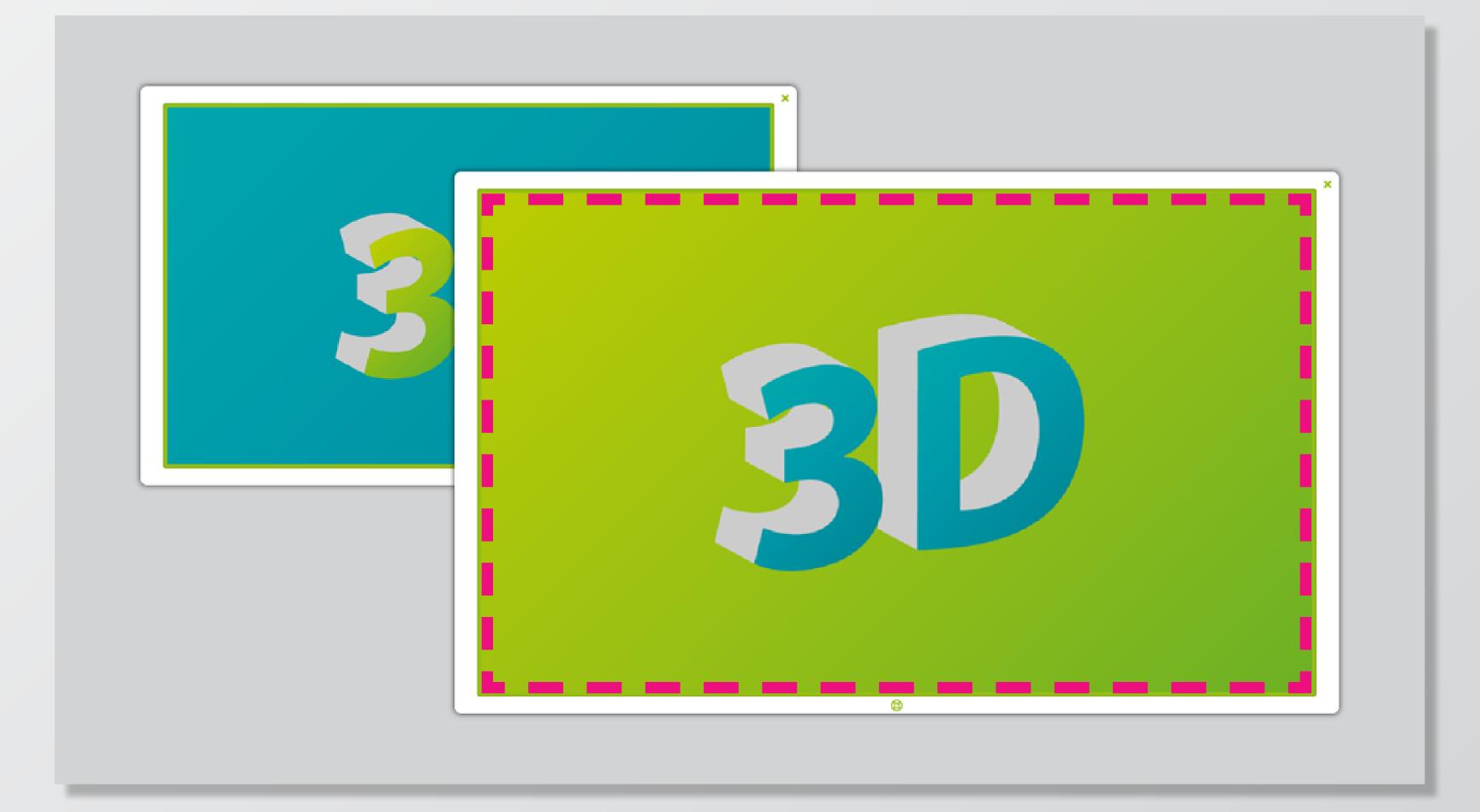








3D MODELS





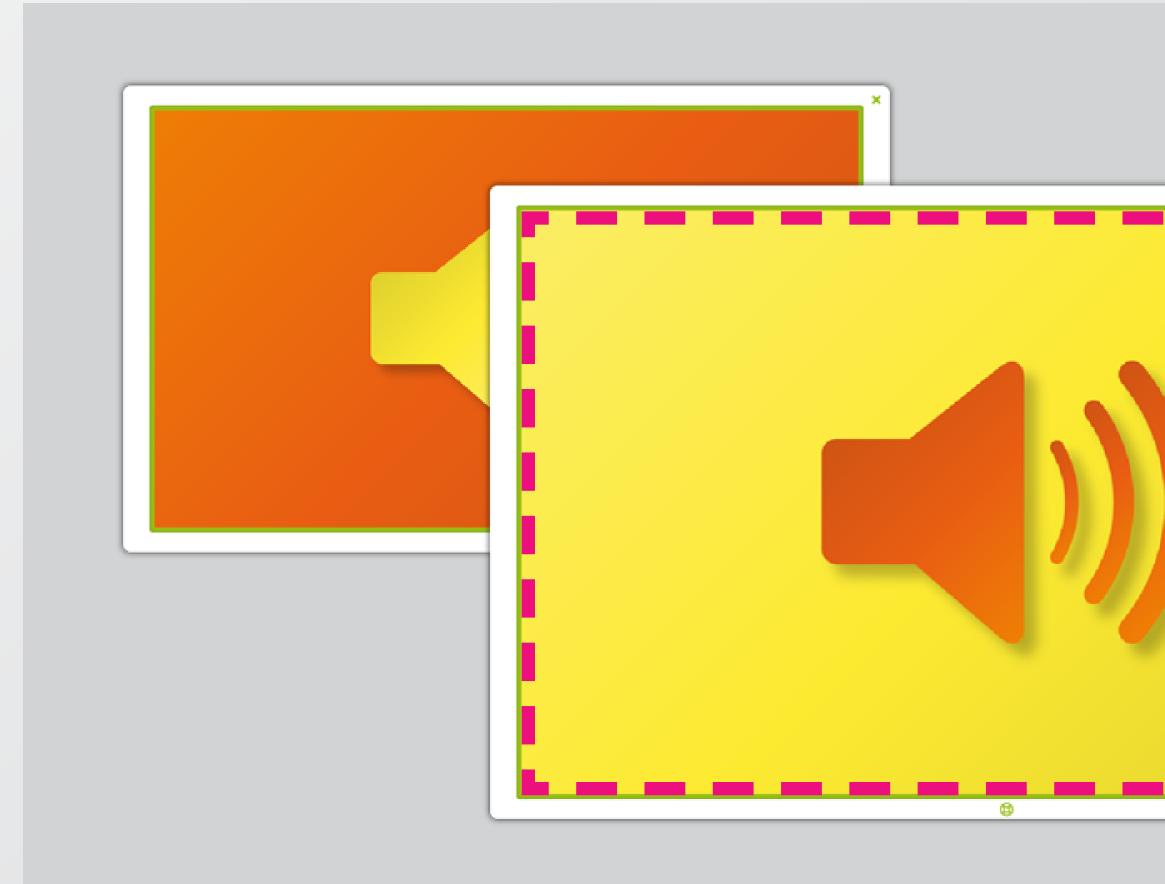
AppSuite uses the Assimp framework for the display of 3D models.

We recommend files in FBX format.





AUDIO FILES





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.

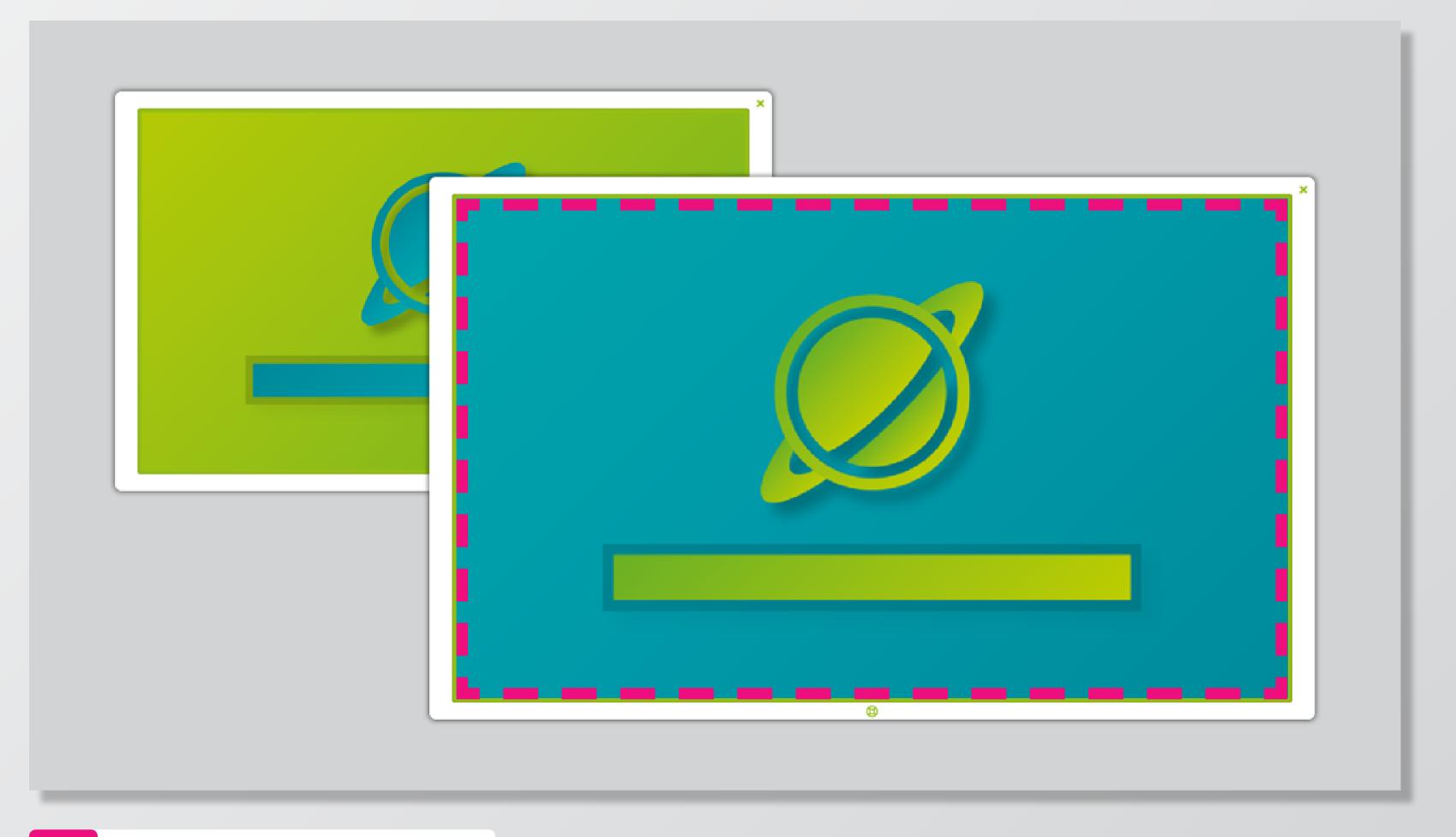
When playing audio files the VLC framework is employed.







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.







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.



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.



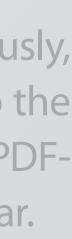
NUMBER & SIZE

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, PDFdocuments, 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.







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.

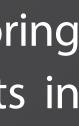
WALLPAPER 1 as background graphics on apps and widgets.

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 Cl.







WALLPAPERS & BACKGROUNDS



JPG PNG

100% SCREEN (BEST)

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

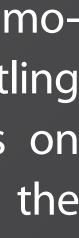
The wallpaper of an app in **FULL**-**SCREEN-MODE 1** should be equivalent to the display resolution;

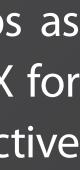
Backgrounds in WINDOWS 2 should be equivalent to the virtual size in the respective application.

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 123.

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 ELE-**MENTS (2).

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

Red, Green, Blue (, Alpha)



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.

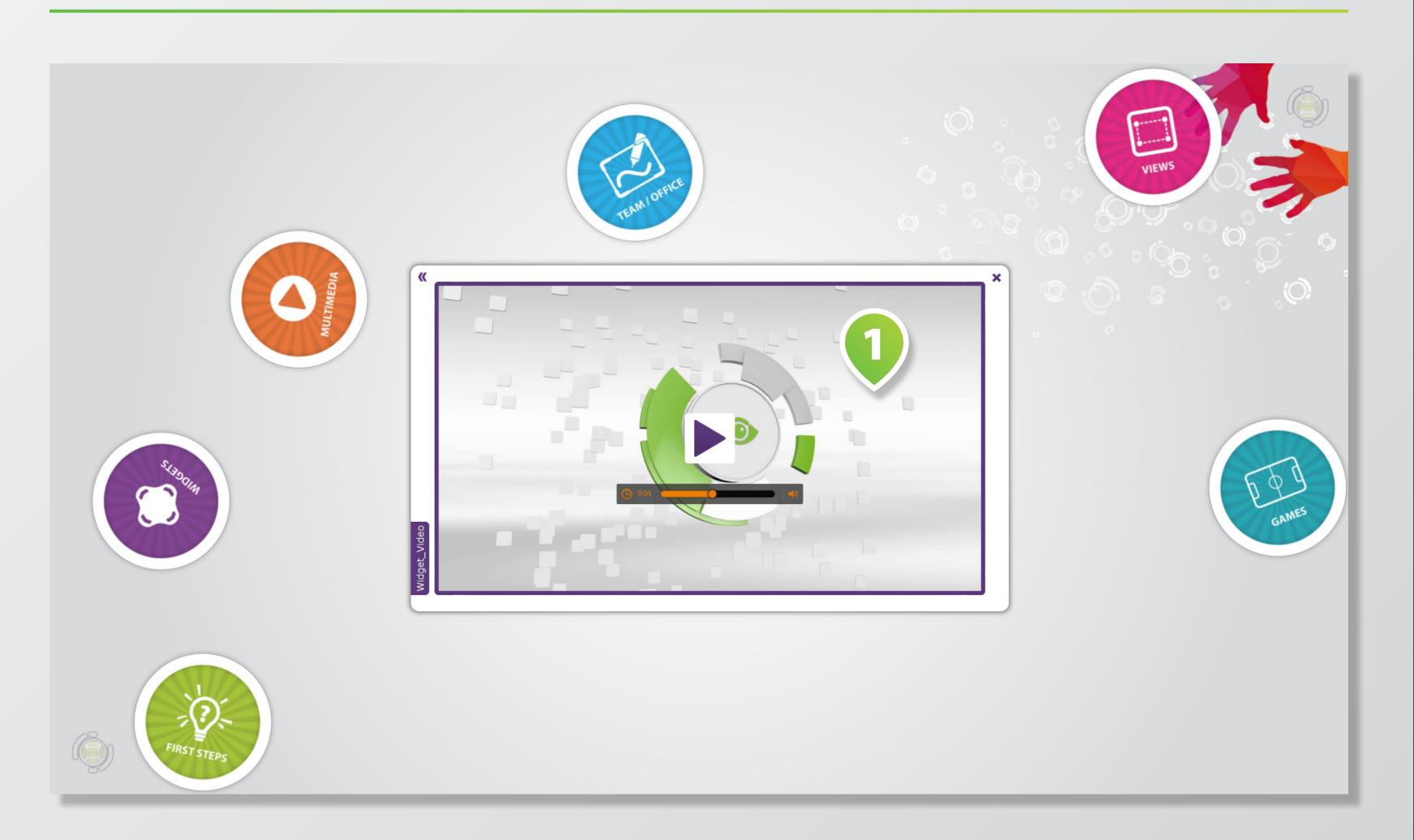
can be configured in Apps a way that they may such open in the entire display area in FULLSCREEN MODE **1** or in **WINDOWS 2**. Widgets are designed for windows mode only.







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



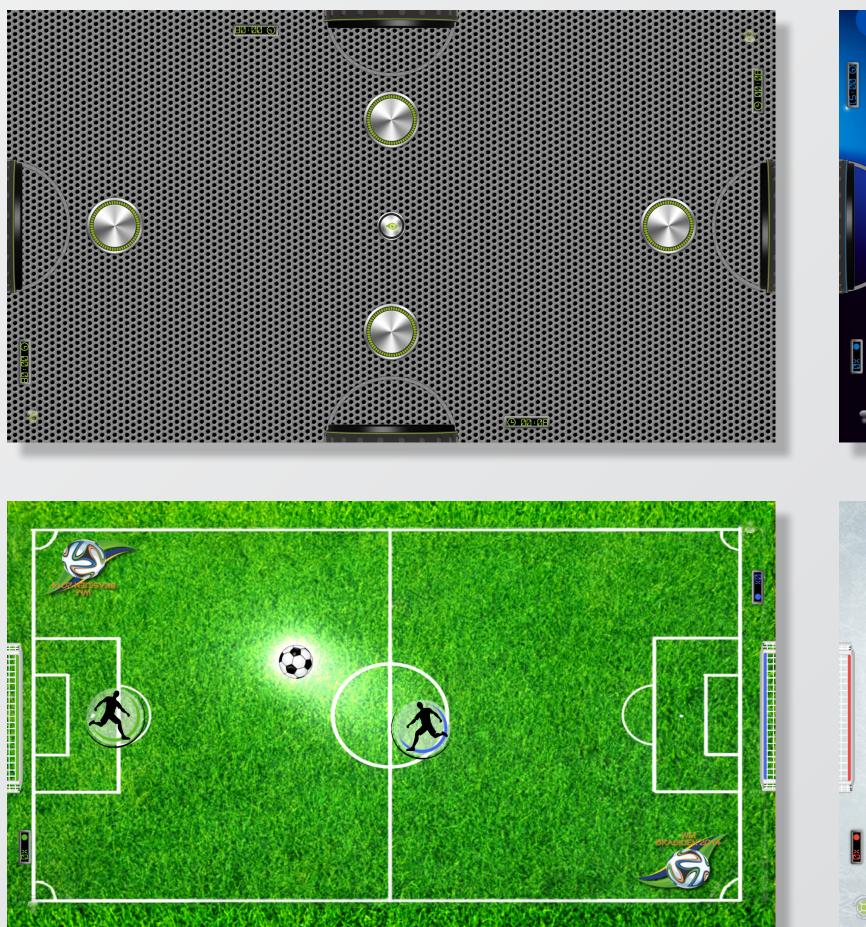
Container widgets can contain several individual files, even a nesting of *container* widgets is possible.

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.

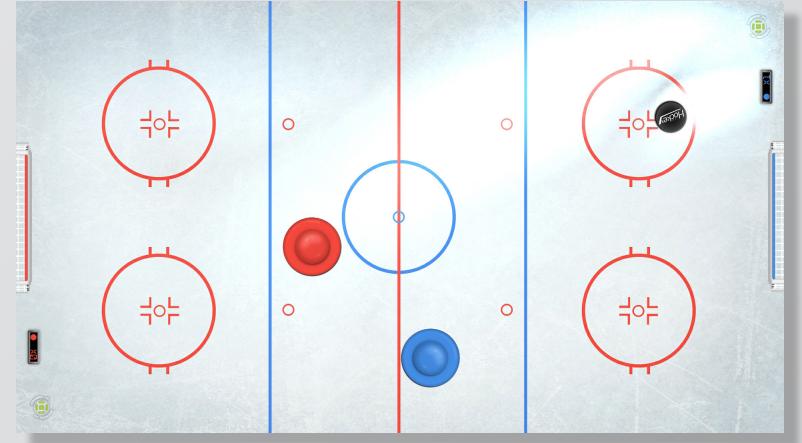




MODS







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.

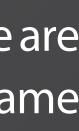
Each individual version of an app or widget is called mod (from: *mod*ification).

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







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



VIEW APP + WIDGETS + APPS







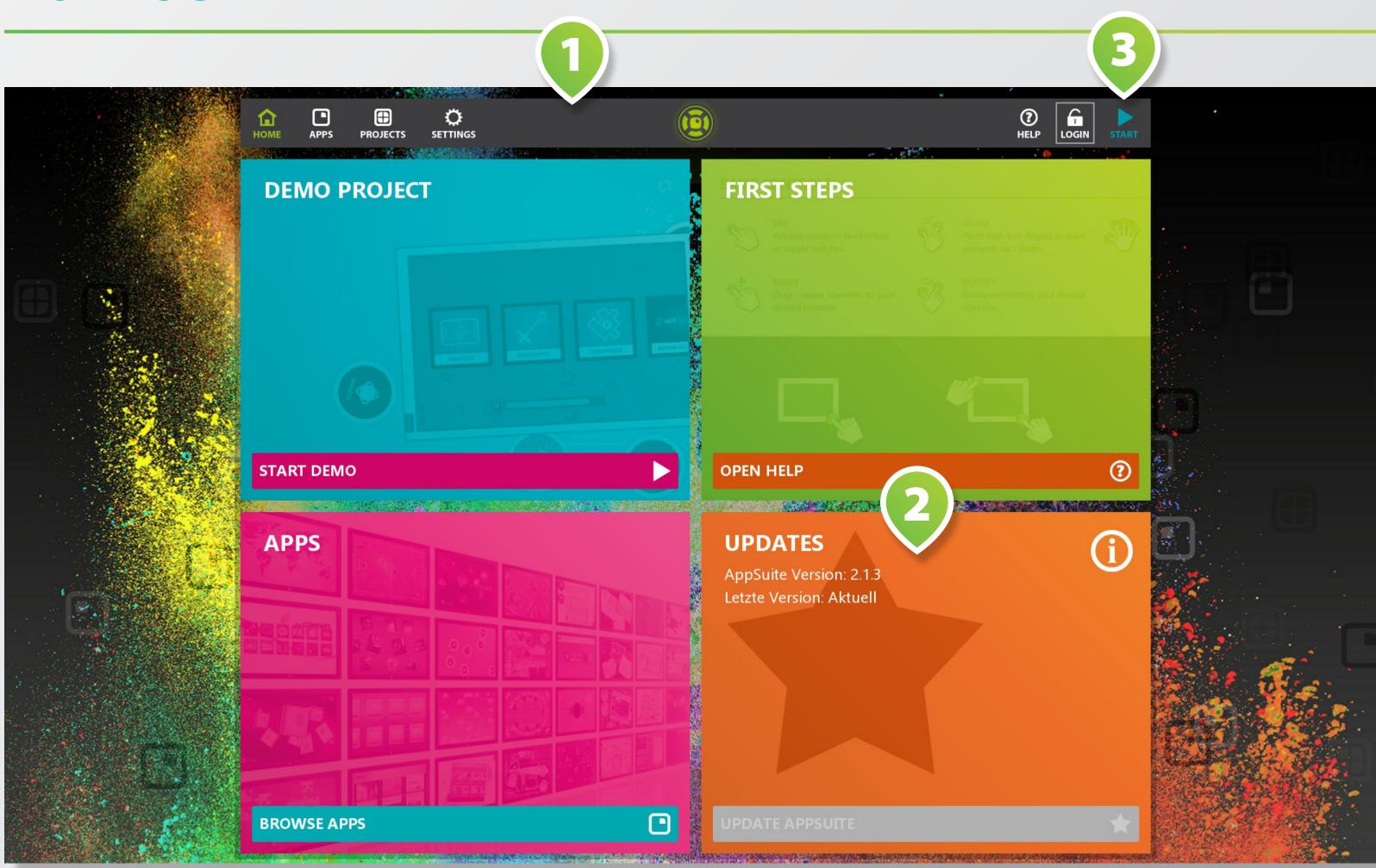
BACKEND: INTRODUCTION







HOMESCREEN

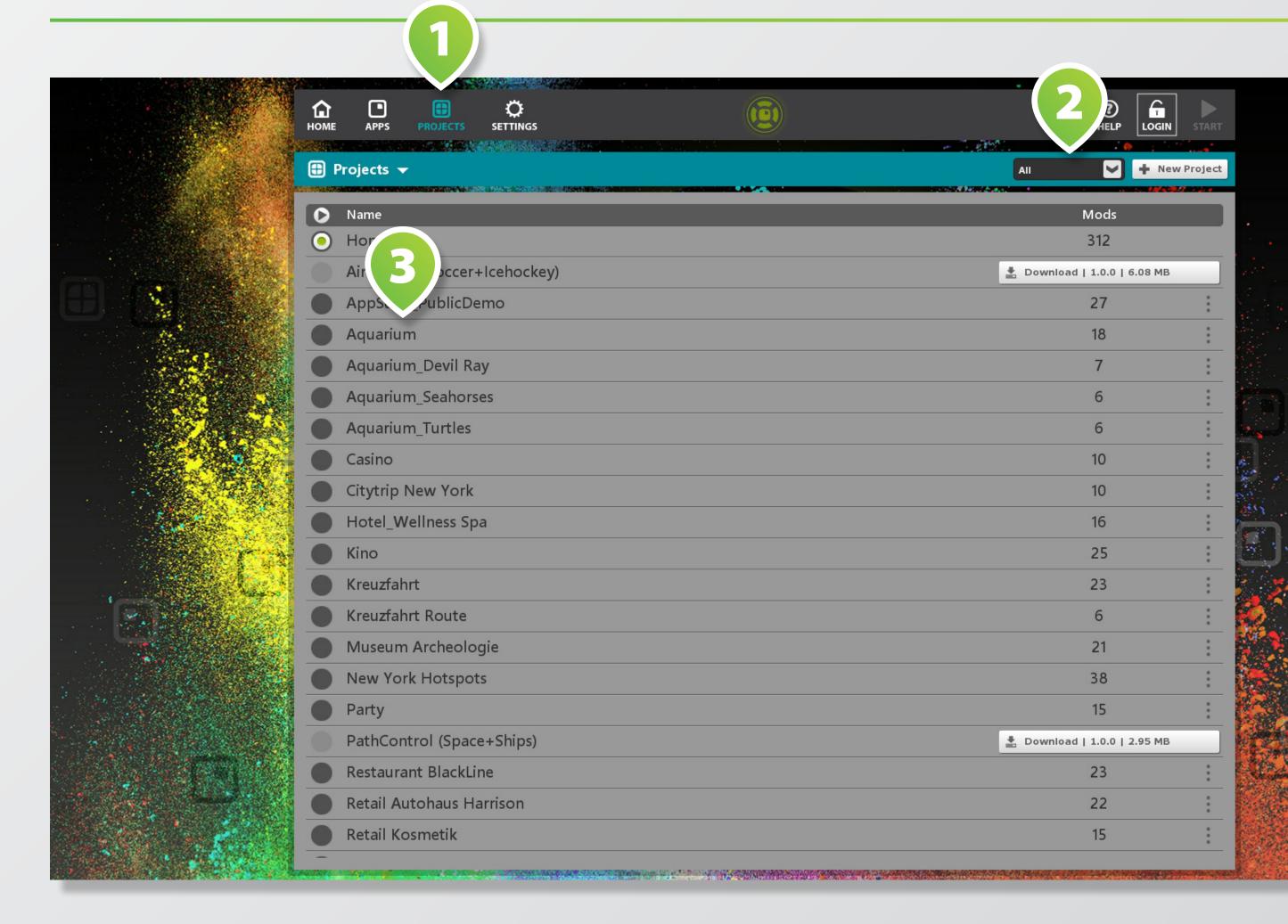


APPS

HOME APPS PROJECTS SETTINGS	
🕒 Apps 👻	🖽 📰 Lizenzen: Alle
Airhockey MultiTouch AirHockey Spiel mit mehreren Spielern gleichzeitig an einem Touchscreen. Bis einen Puck im T	★ Lizen C Versi Gehe
AreaView Über Views als zentrale Menüs können Apps und Widgets in Fenstern oder Fullscreen-Modus gestartet werden. Das Design ist individuell anpassbar.	★ Lizen C Versi Gehe
BusinessCard Mit einer virtuellen Visitenkarte versenden Sie Kontaktinformationen und Dateien per E-Mail an den eingegebenen Empfänger.	★ Lizen C Versi I Gehe
CardsView Über Views als Basis-Apps starten Sie weitere Apps und Widgets - in Fenstern oder als Fullscreen Variante auf dem gesamten Touchscreen.	★ Lizen C Versi I Gehe
FeedBack Holen Sie sich wertvolles Feedback Ihrer Kunden mit frei konfigurierbaren Formularen. Die Daten können anschließend ausgewertet und optional per E-Mail versendet werden.	★ Lizen C Versi Gehe
HotSpots Ob Weltkarte oder Gebäudekomplex: Präsentieren Sie multimediale Informationen zu Ihren Iokalen HotSpots auf einer interaktiv erfahrbaren Karte.	★ Lizen C Versi Gehe
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.	★ Lizer C Versi I Gehe
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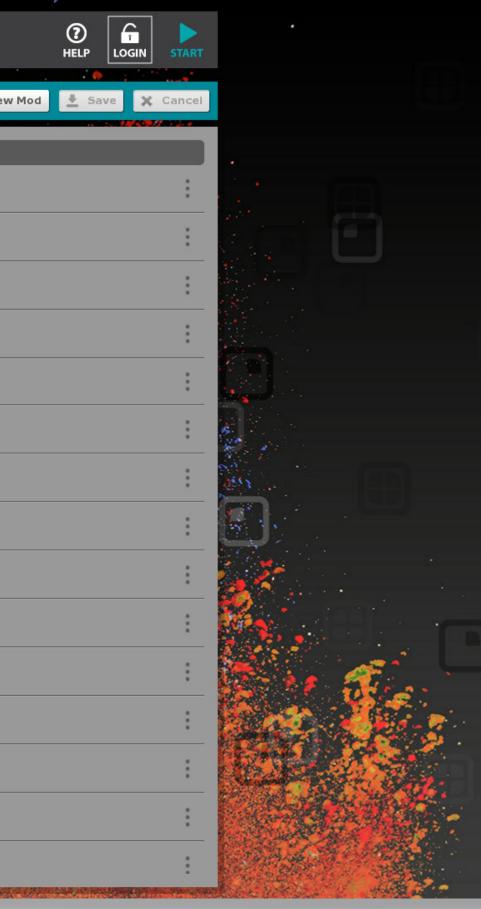
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PROJECTS



PROJECTS: SETTINGS

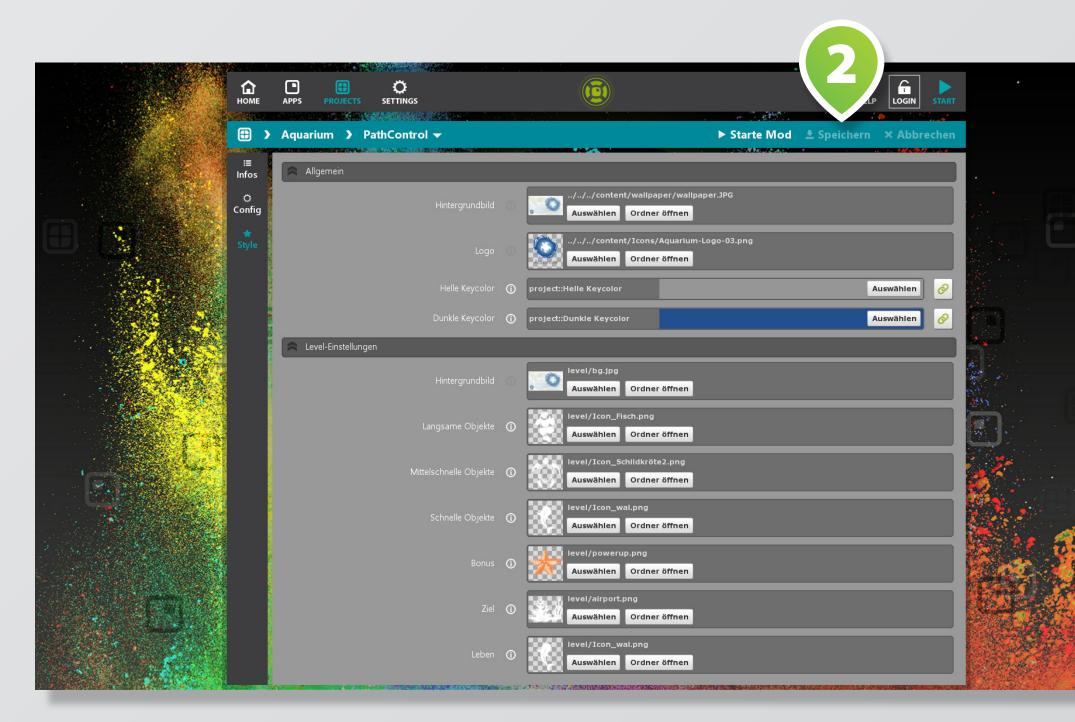
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Mods	on T	App
Config	Aquarium	MatrixView
style	AreaView	AreaView
	Daily Feeds	Widget
2	Daily Talks	Widget
	👌 Devil Ray	HotSpots
	Donation	FeedBack
	FeedBack	FeedBack
	Games	MatrixView
	Images	Widget
	MagicPairs	MagicPairs
	More about us	MediaBrowser
	PathControl	PathControl
	QuizMe	QuizMe
•	Seahorses	HotSpots
	X SlideShowFX	SlideShowFX



MOD SETTINGS (APP)

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MOD SETTINGS (VIEW)

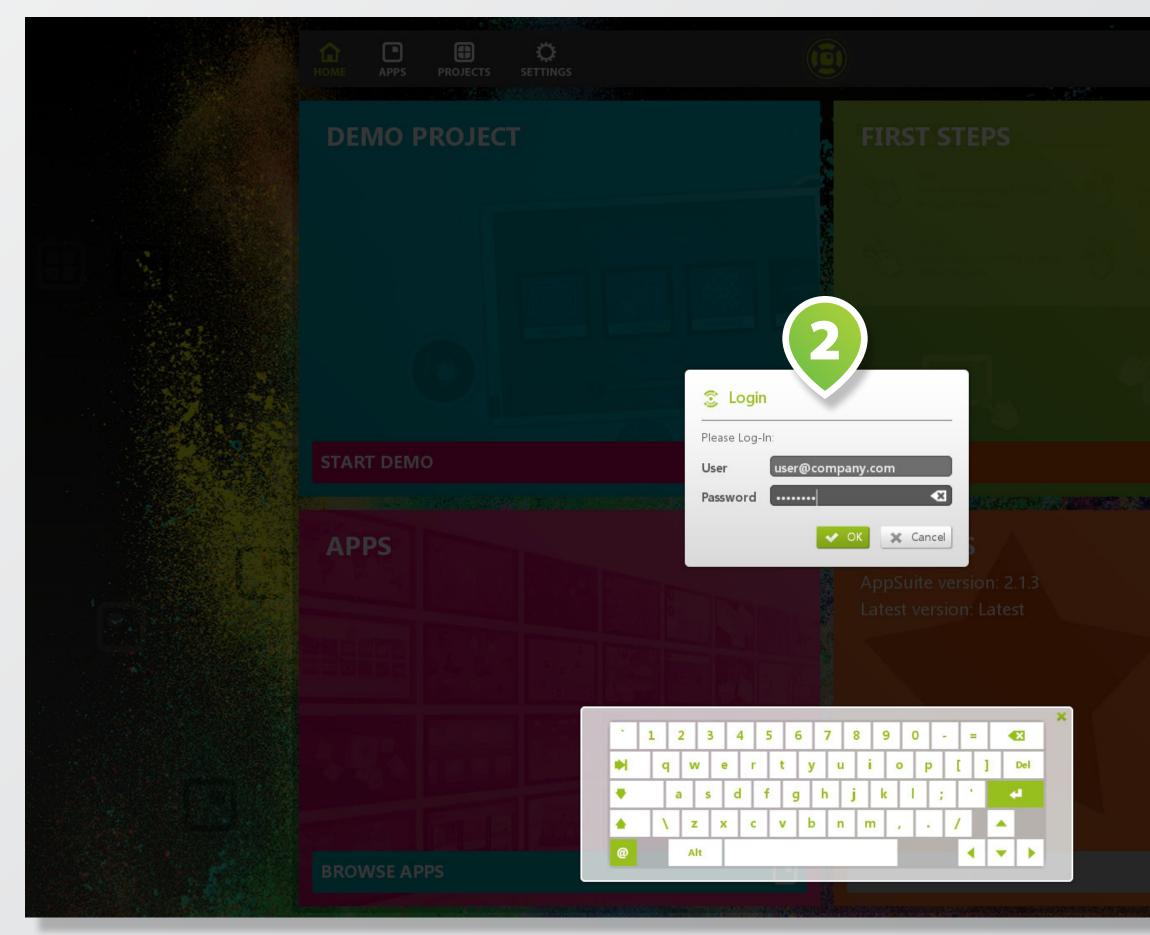
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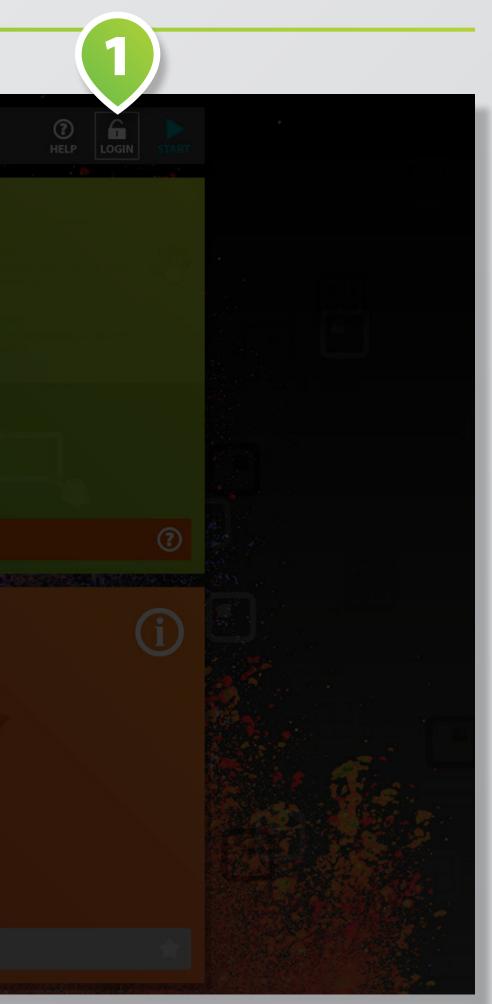


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and the second		QuizMe 🔶			
		Seahorses 🔶			
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APPSTORE





HOW-TO: INSTALL APPSUITE

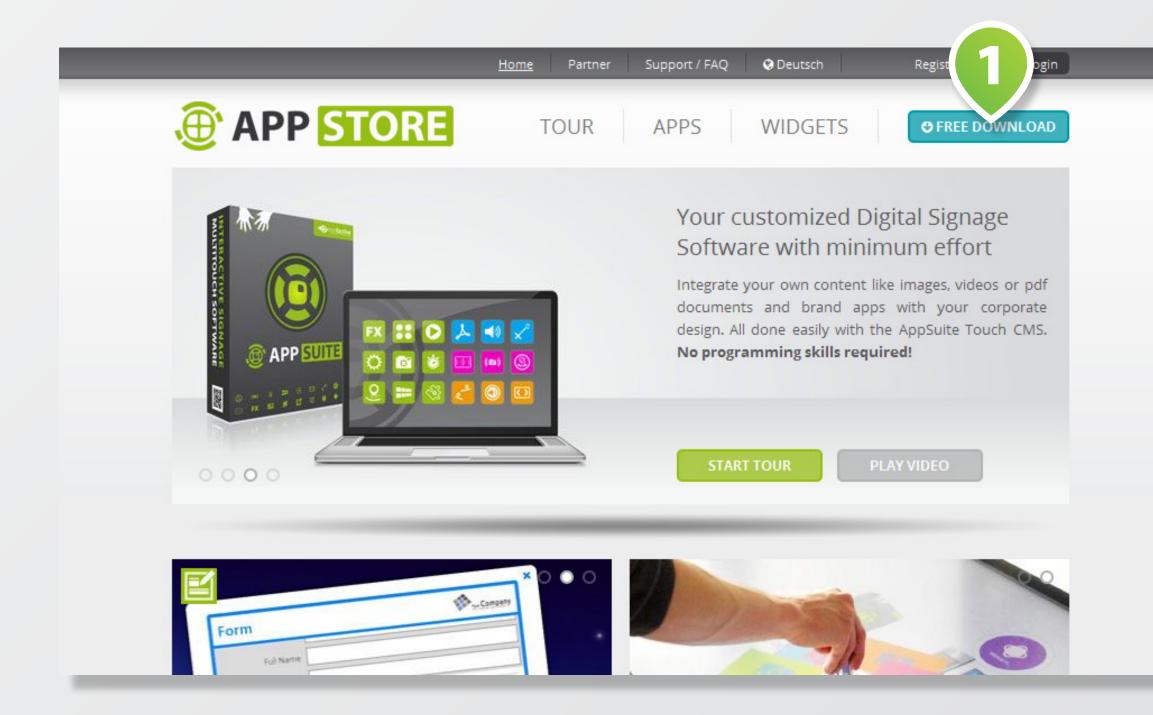








DOWNLOAD APPSUITE



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

Choose Install Location

Choose the folder in which to install Apps

Setup will install AppSuite in the following and select another folder. Click Install to

Destination Folder

C:\eyefactive\AppSuite\

Space required: 752.3MB Space available: 5.4GB

Nullsoft Install System v2.51

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.

Suite.	• eyefactive	
g folder. To install in a differ start the installation.	ent folder, click Browse	3
	Browse	
		START
< Back	Install Cancel	





HOW-TO: UPDATE APPSUITE

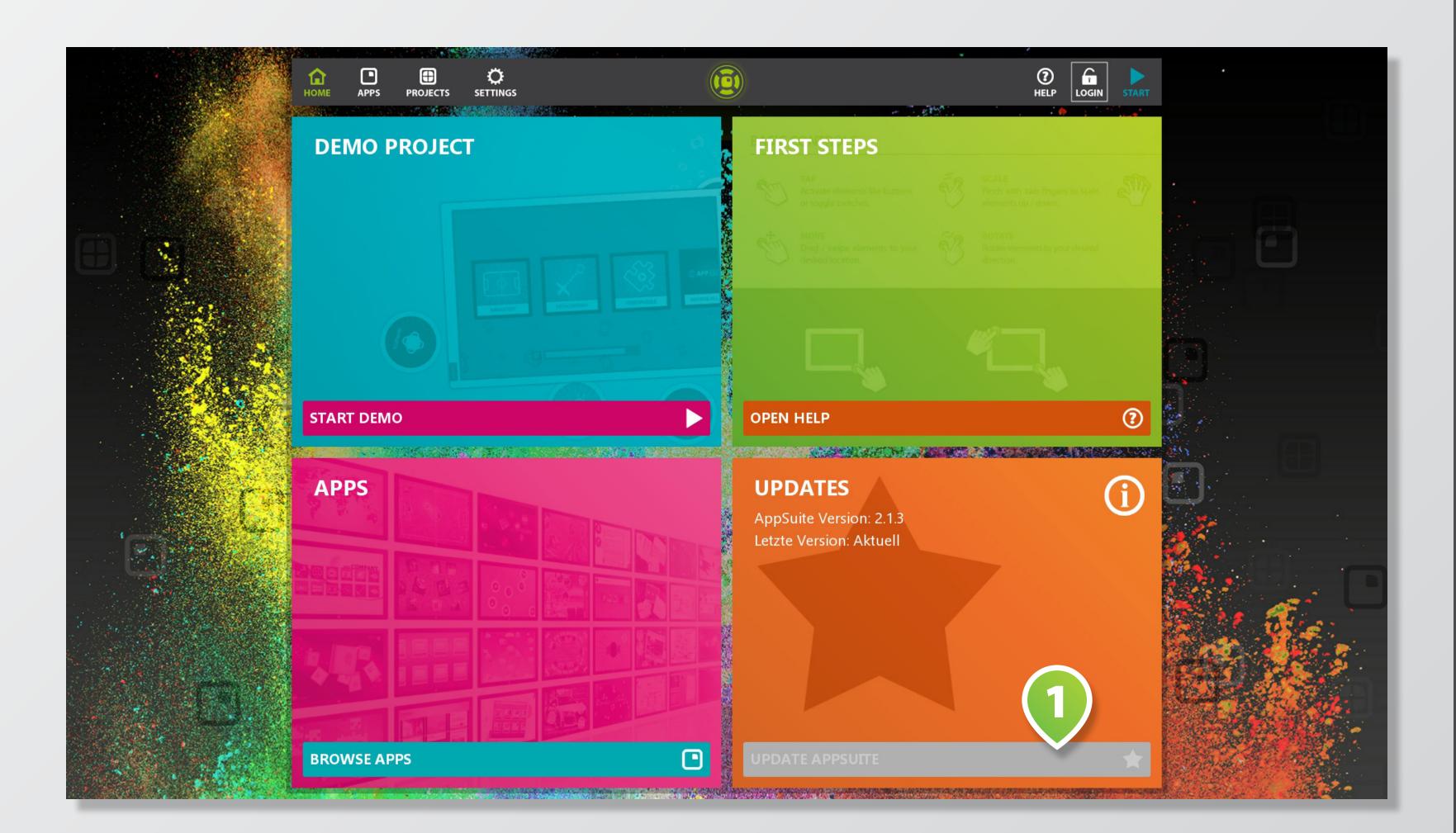








UPDATE APPSUITE



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

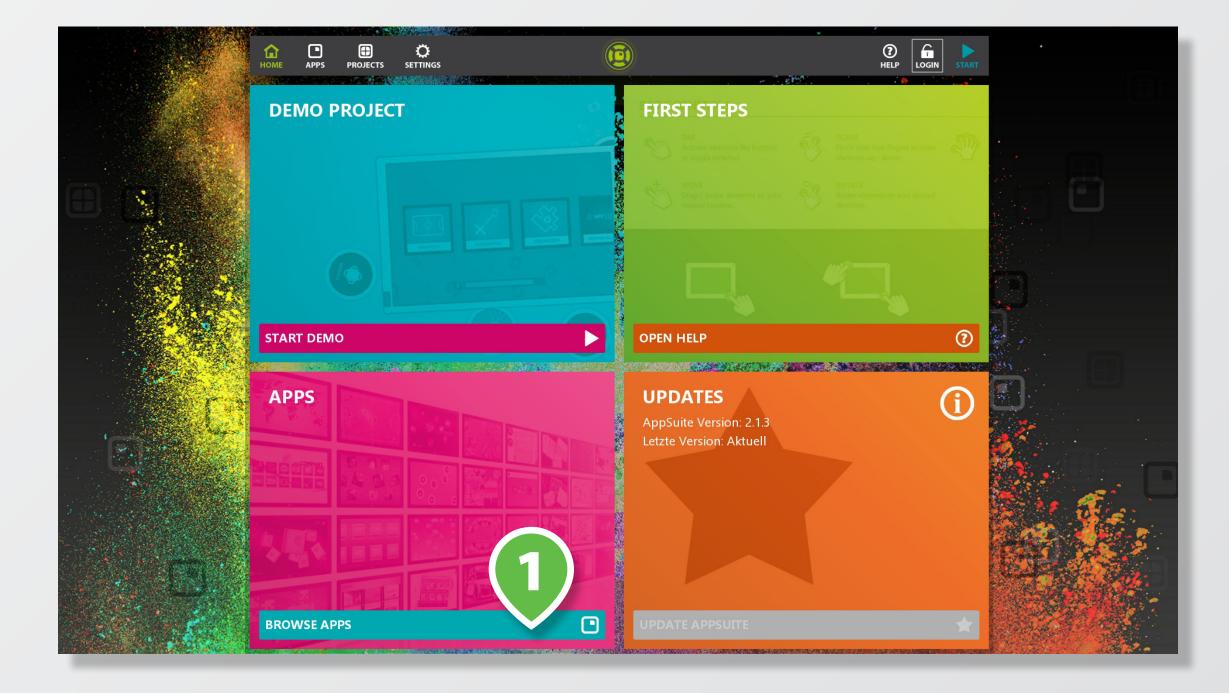








ENTER APPS BROWSER VIA HOME SCREEN



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.

С Номе PROJECTS () HELP 🖽 💷 Lizenzen: Alle 💟 Versionen: Alle 💙 🖪 Apps 👻 ★ Lizenz: Kauf Ç Version: Aktuell Airhockey Gehe zur App ★ Lizenz: Miete (11 Tage) AreaView
 Image: Mietanfang:
 15.02.2017

 Image: Mietende:
 25.02.2017
 🔿 Version: Aktuell Gehe zur App 🚖 Lizenz: Demo BusinessCard 🗘 Version: Aktuell Gehe zur App 🛨 Lizenz: Demo CardsView 🔿 Version: Aktuel Gehe zur App 🚖 Lizenz: Demo FeedBack 🗘 Version: Aktuell Gehe zur App 🚖 Lizenz: Demo HotSpots Gehe zur App

JumpUp



🛨 Lizenz:

🗘 Version: Aktuell



SELECT APP

PROJECTS SETTINGS	
PApps -	🖽 📃 Licences: /
BusinessCard On a virtual business card you may send details and files to a chosen receiver via email.	
CardsView Via views serving as basis apps, you start further apps and widgets in windows or in full screen mode on the entire touch screen.	
FeedBack Get precious customer feedby ugh use of freely configurable forms. Data can be analyzed and mail.	
HotSpots Whether world map or building complex: add multimedia information to your local HotSpots on an interactive map.	
JumpUp MultiTouch platform game for several players: With your fingers you create platforms that serve as spring boards for your own character to climb higher – passing advertising boards sporting your logos.	
Beschreibungstext	
LineRacer In this action racing game you compete simultaneously against multiple players in a futuristic setting.	

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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.

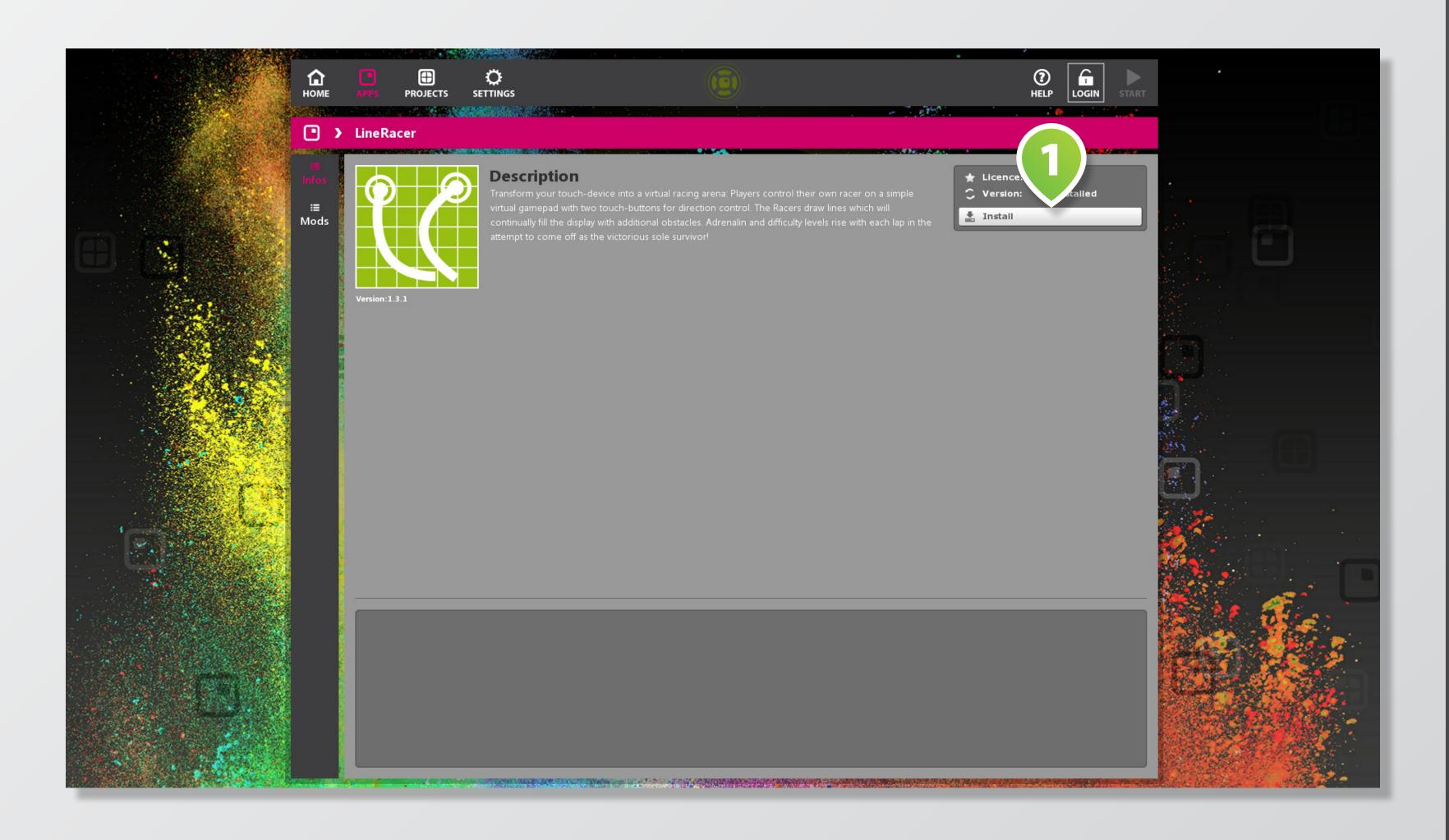
Tip:Youcanupdateallappsdirectly by tapping on the UPDATE ALL **BUTTON** after opening the Apps dropdown menu in the upper left 2







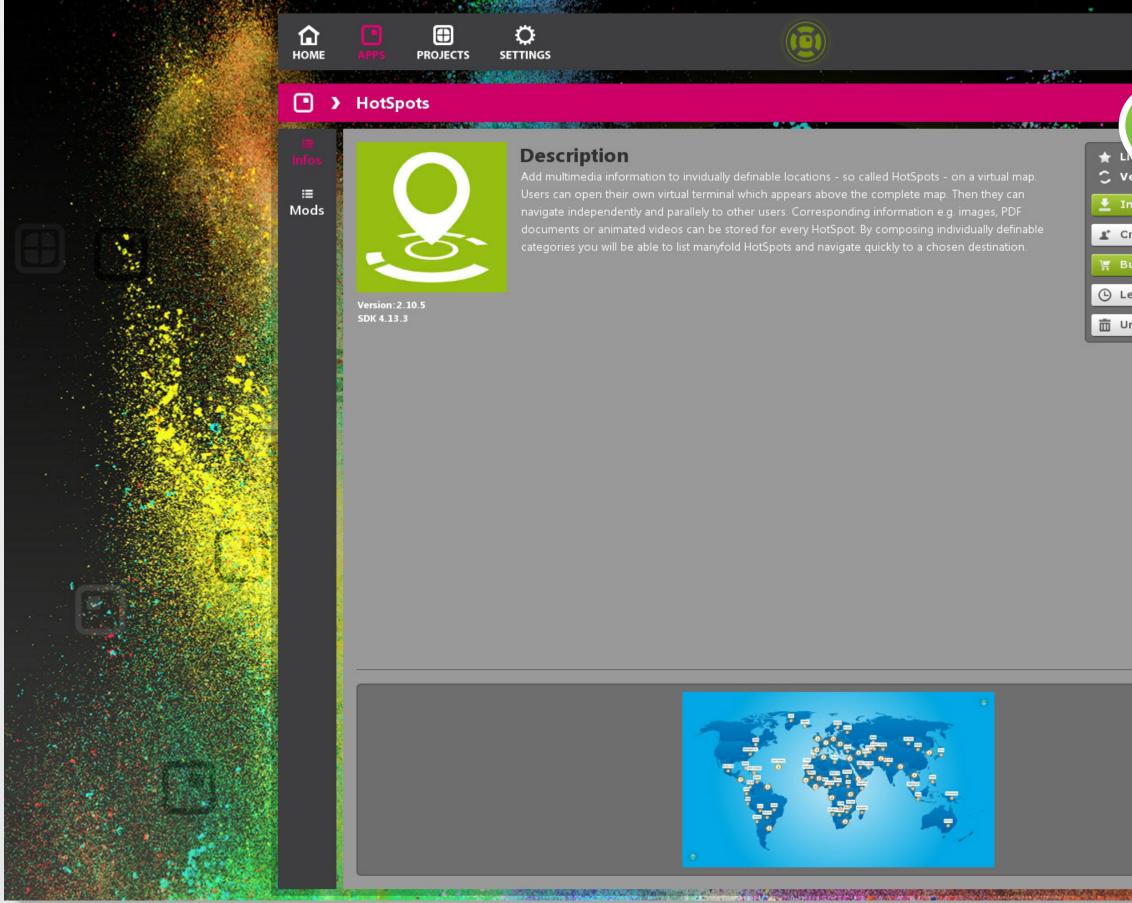
INSTALL NEW APP



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



UPDATE APP



HELP 🛃 Install Updat 🗶 Create Mod 🛒 Buy 649,00 C Lease from 95,00 € 💼 Uninstall

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







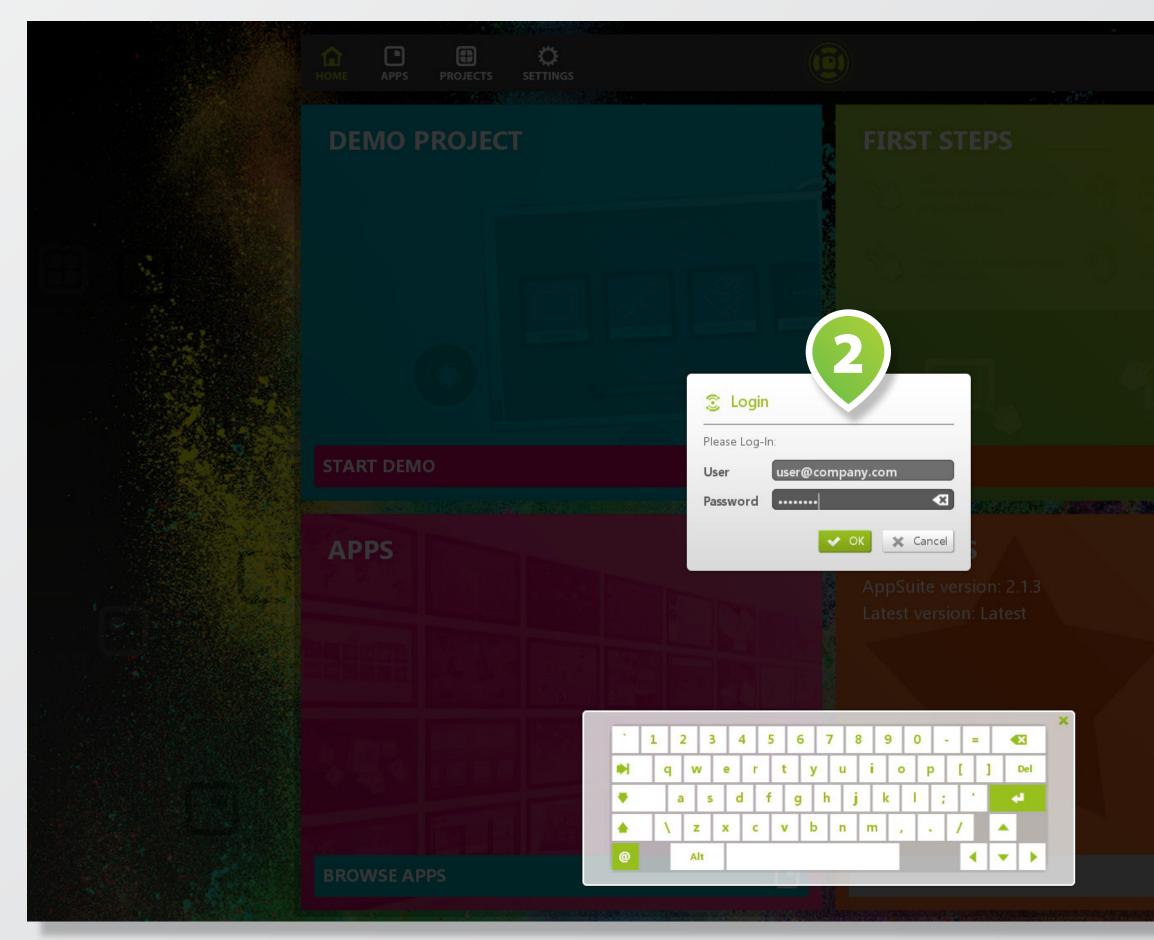
HOW-TO: LICENCE APPS

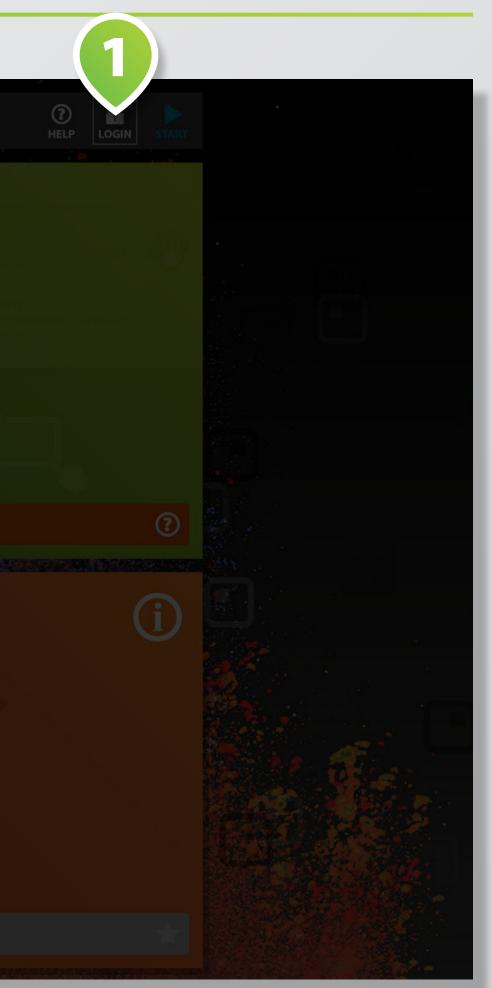










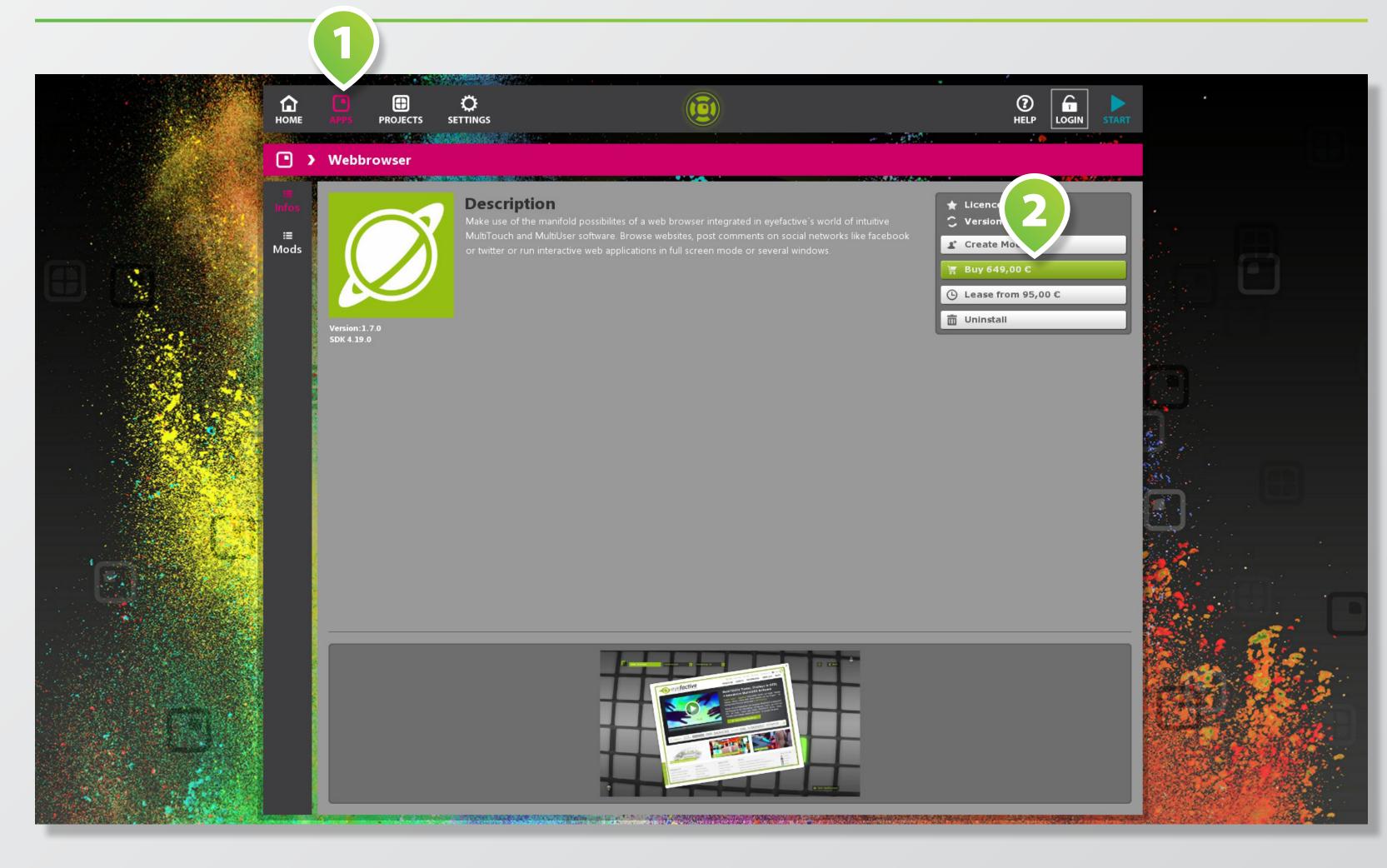


Go to AppSuite's backend and LOGIN 1 with your USER **CREDENTIALS 2**.

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



SELECT APP

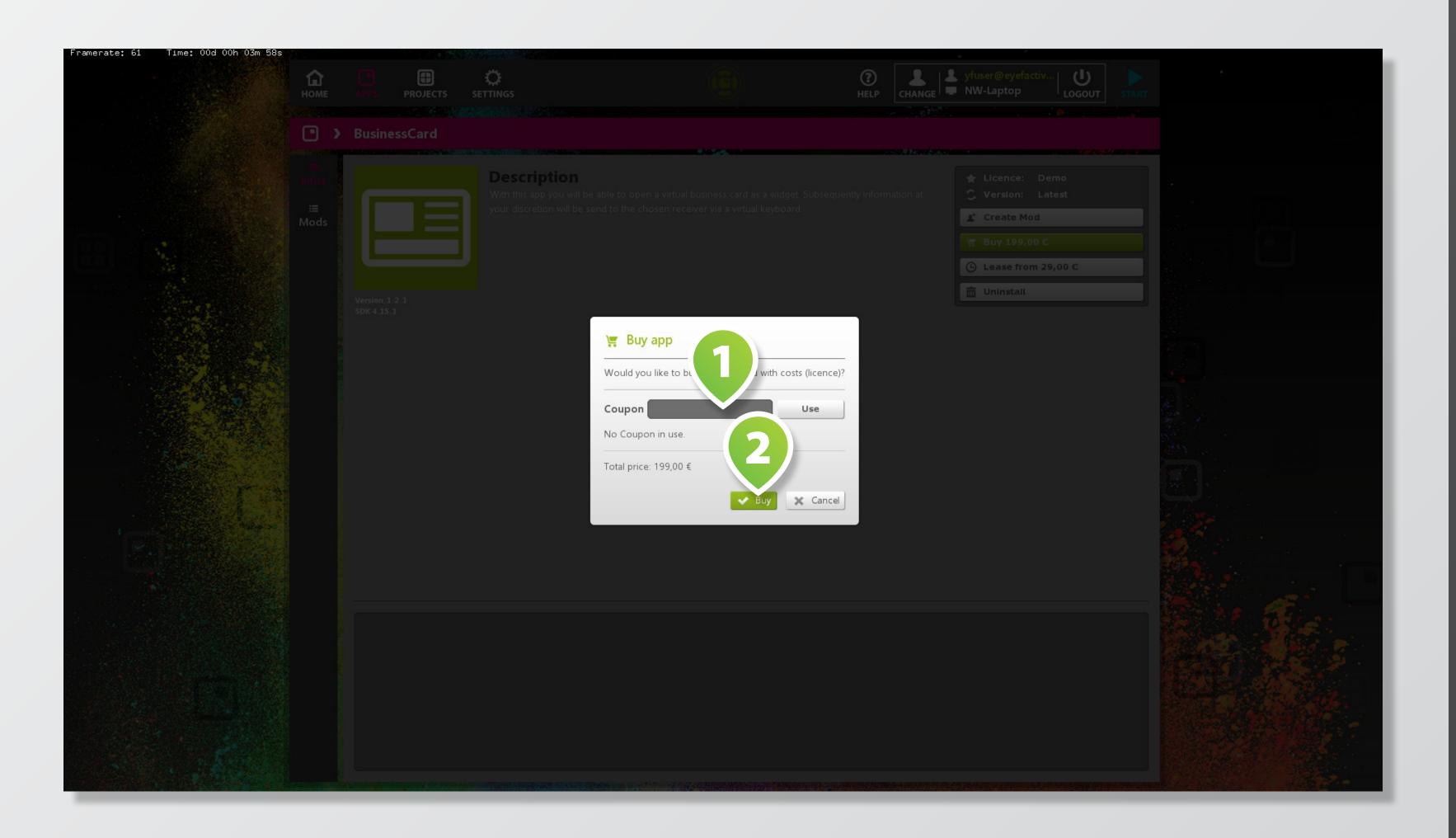


Choose app from the **APPS SEC**-TION 1 and tap on BUY BUTTON 2

You may also choose to rent apps for temporary use.



BUY APP (FULL LICENCE)

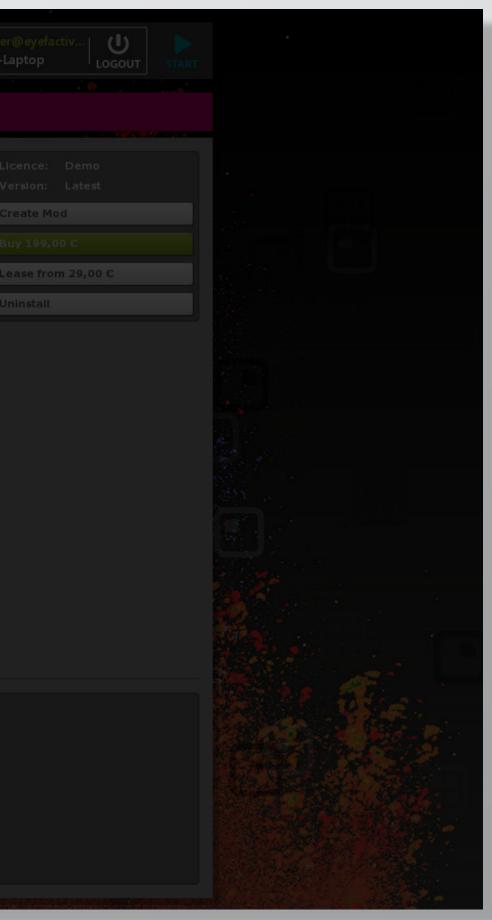


Enter COUPON CODE 1 (if available, tap on use button to insert).

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

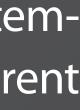
BUY APP (TIMED LICENCE)

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					Lease app	亩 u
					Would you like to lease BusinessCard with costs (temporary licence)?	
					Use (use.	
					Beginning 21.02.2017 End 21.02.2017 Total duration: 1 Tag	
					Total price: 29,00 €	



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

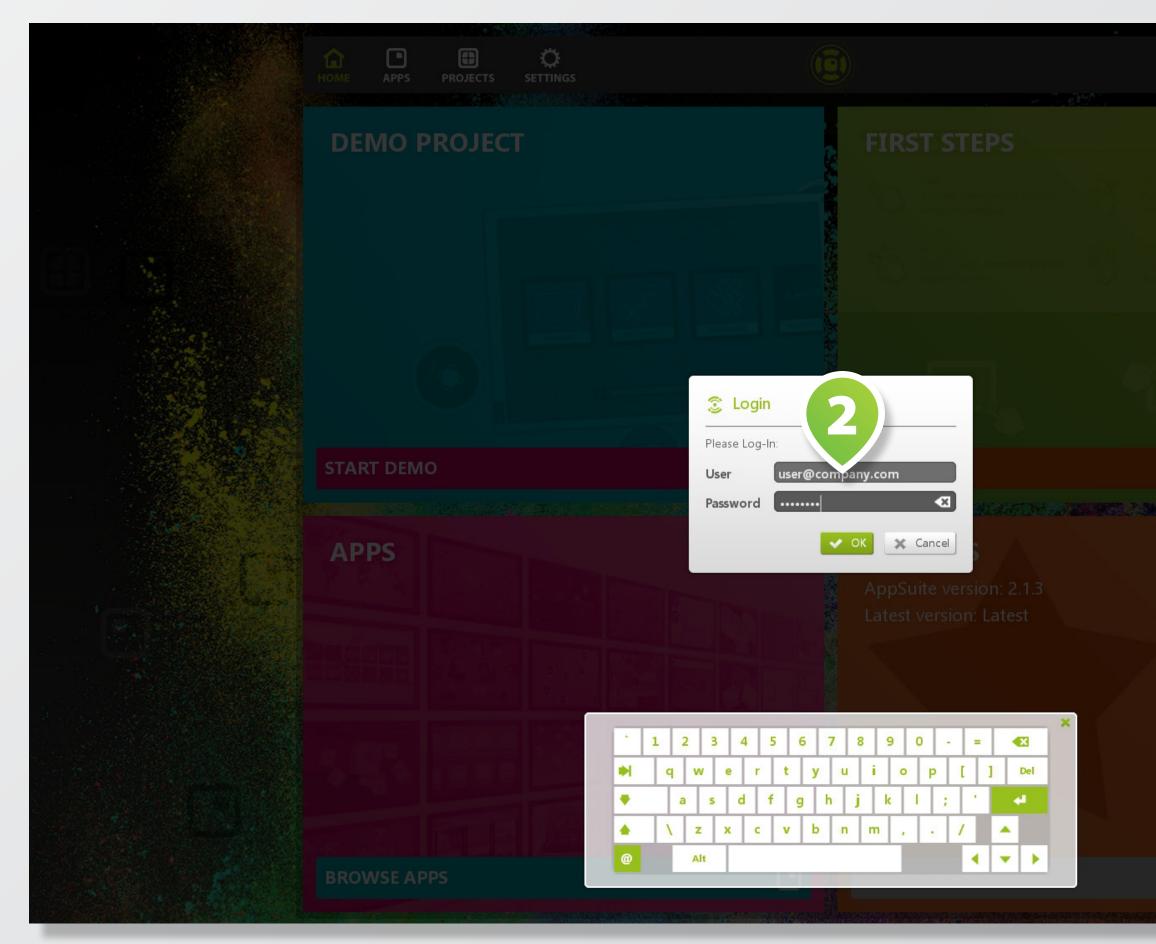


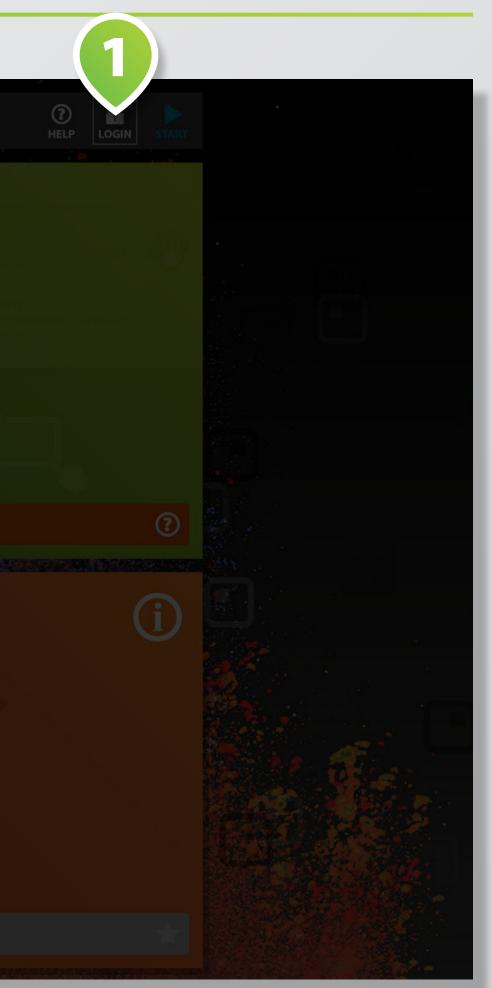












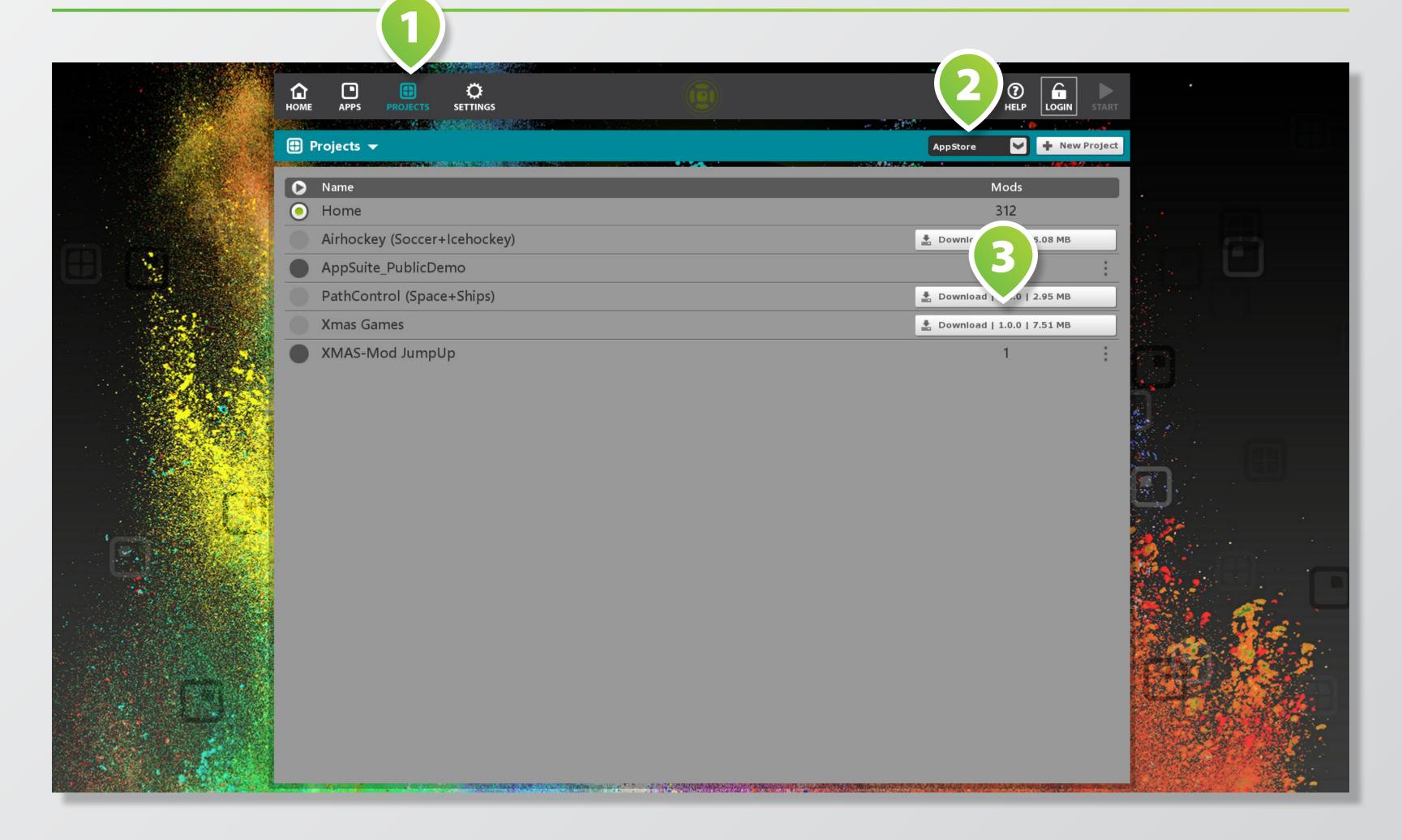
Tap on the top right LOGIN **BUTTON 1** to open the **LOGIN** DIALOG 2.

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





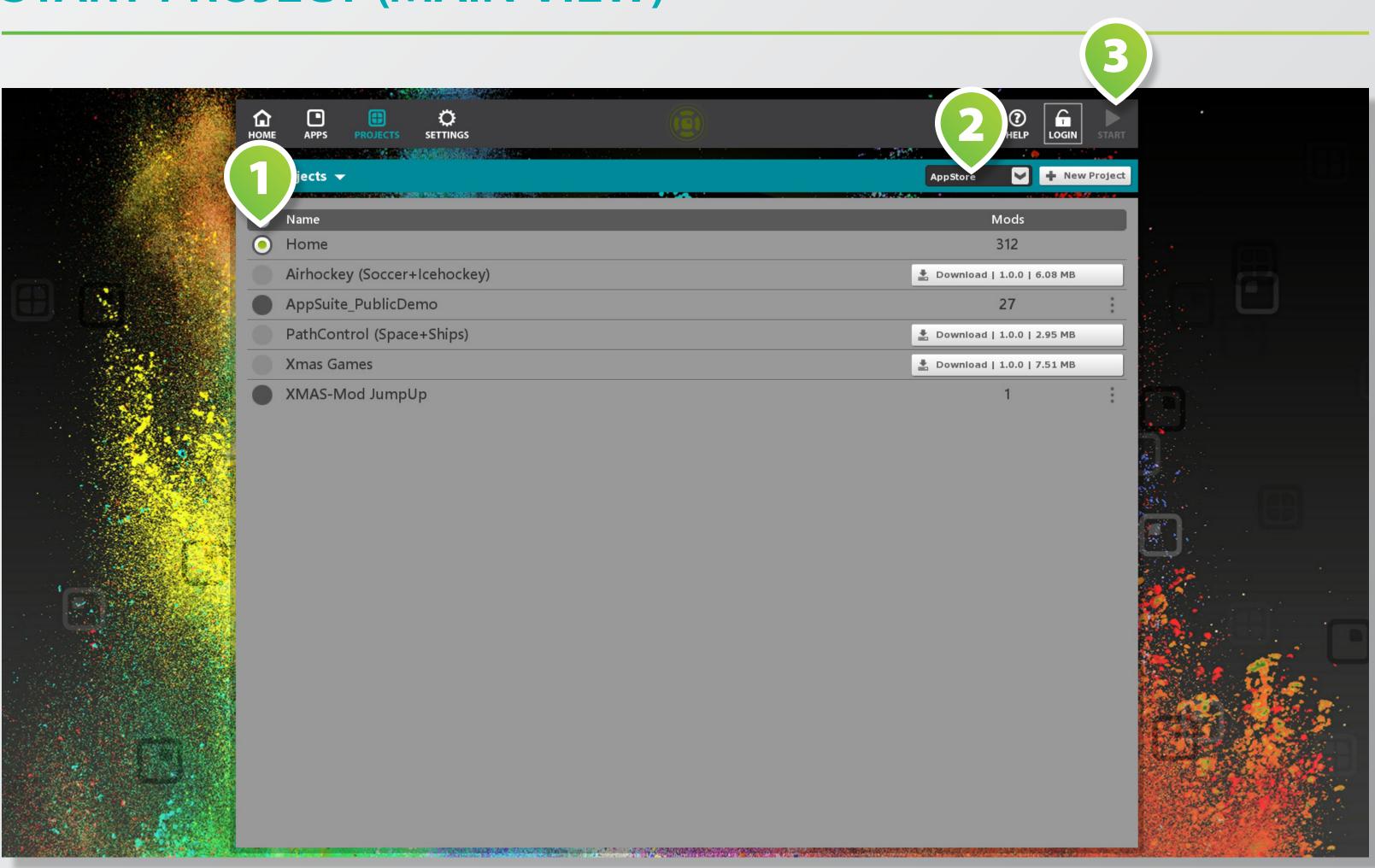
DOWNLOAD PROJECT



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

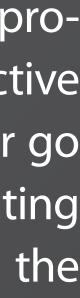
right.

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









SELECT PROJECT

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	Name	Mods
	O Home	312
	Airhockey (Soccer+	🛓 Download 1.0.0 6.08 MB
	AppSuite_PublicDen	27
	Aquarium	18
	Aquarium_Devil Ray	7
	Aquarium_Seahorses	6
	Aquarium_Turtles	6
	Casino	10
	Citytrip New York	10
Sec. 1	Hotel_Wellness Spa	16
r i	Kino	25
	Kreuzfahrt	23
	Kreuzfahrt Route	6
	Museum Archeologie	21
and the second	New York Hotspots	38
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	Restaurant BlackLine	23
A	Retail Autohaus Harrison	22
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Object recognition is managed for each project individually. So first, select the project for which you would like to configure object recognition.

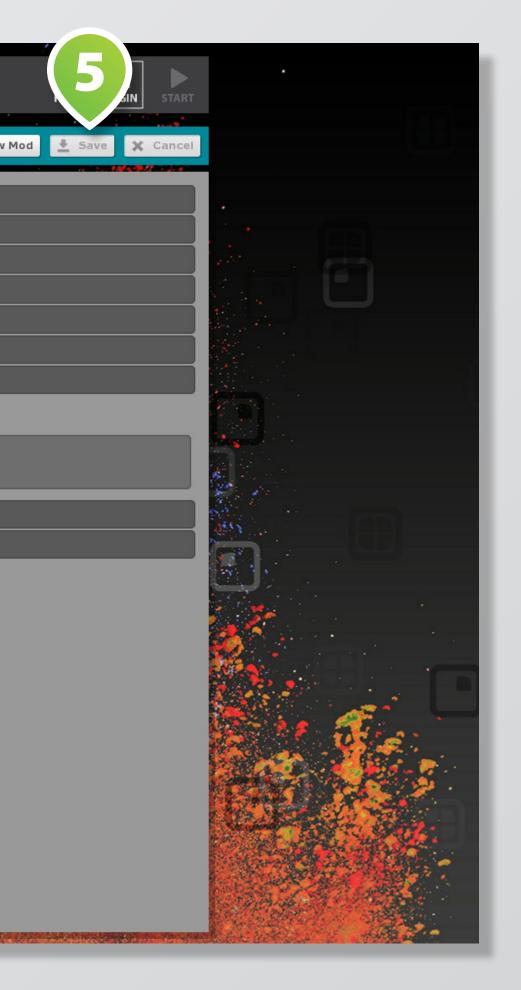
Tap on **PROJECTS** in main menu 1 and select your project by tapping on the respective **PRO-JECT LISTING 2**.





ENABLE OBJECT RECOGNITION

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

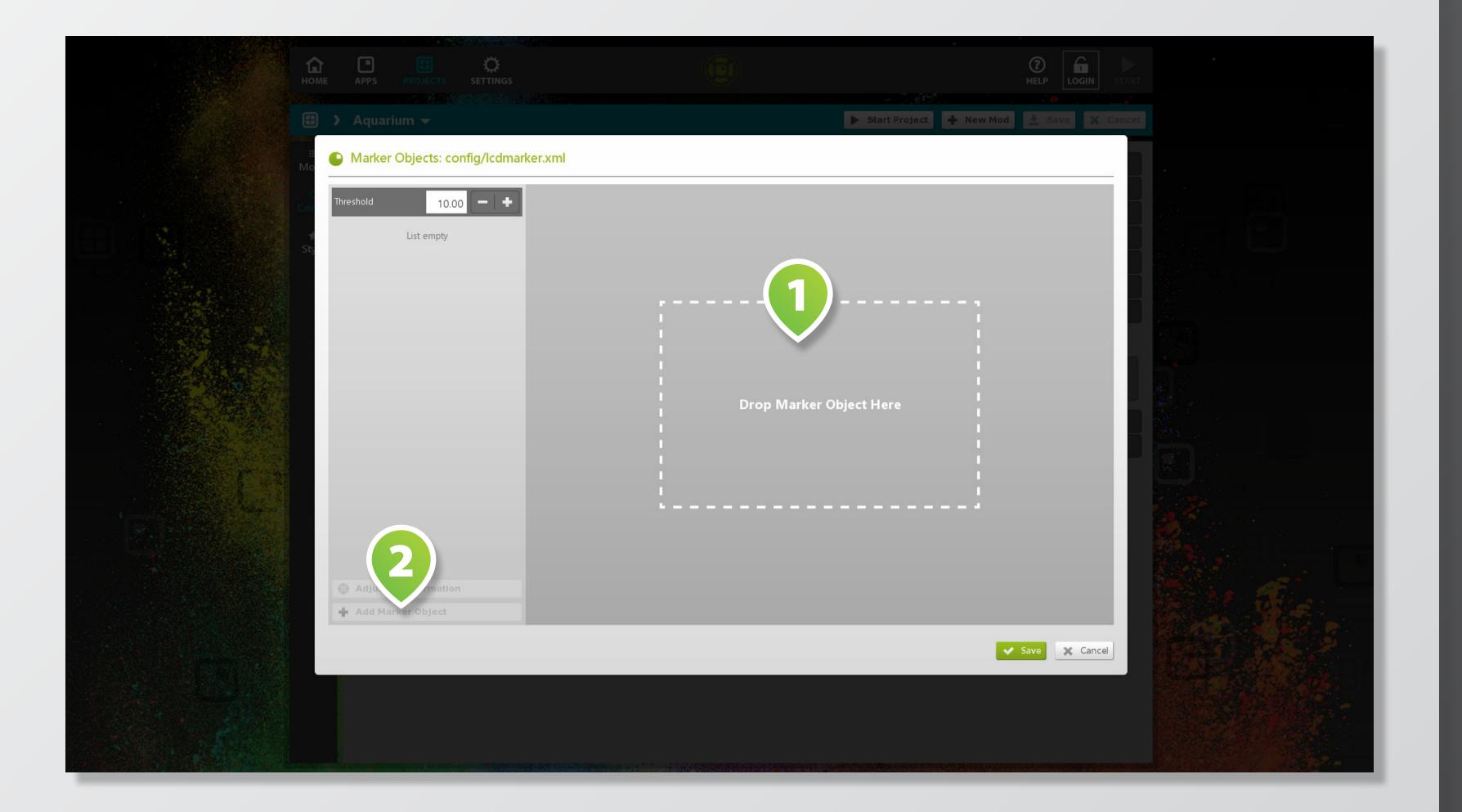
Enable object recognition by tapping on checkbox **RECOG-**NIZE MARKER OBJECTS 3 , then tap on button EDIT 4 to open object recognition wizard.

After finishing configuration tap on SAVE BUTTON 5.





CONFIGURATION: OBJECT RECOGNITION (WIZARD)



The wizard for object regonition confguration 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

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		Devil Ray			🗙 Seahorses	Aquarium
		Donation		→ -	🗙 Turtles	Aquarium
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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.

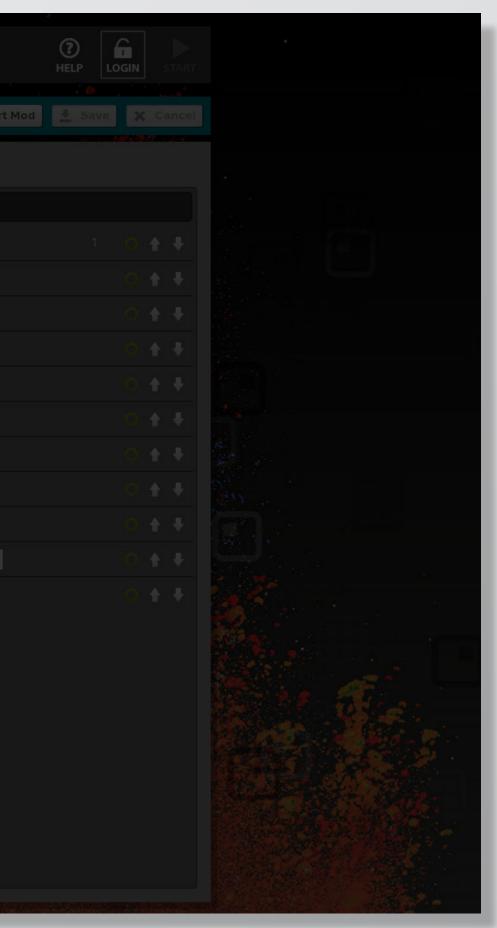






CONNECT APPS & WIDGETS

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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.



