

HOW-TO: MODDING

STANDARD SETTINGS: APPS

RESOLUTION

 [PROJECTS] > YOUR PROJECT > YOUR MOD -> CONFIG -> RESOLUTION



 IMAGE MODE: **FULLSCREEN**



 IMAGE MODE: **WINDOW**

 INITIAL WIDTH: **[NUM]**

 INITIAL HIGHT: **[NUM]**

 FIXED RESOLUTION: **[ON | OFF]**

 MIN. SCALING: **[NUM]**

 MAX. SCALING: **[NUM]**

IMAGE MODE: FULLSCREEN

The app opens in the entire display area.

IMAGE MODE: WINDOW

The app opens in a window. The other parameters relate to the size and behaviour of the window.

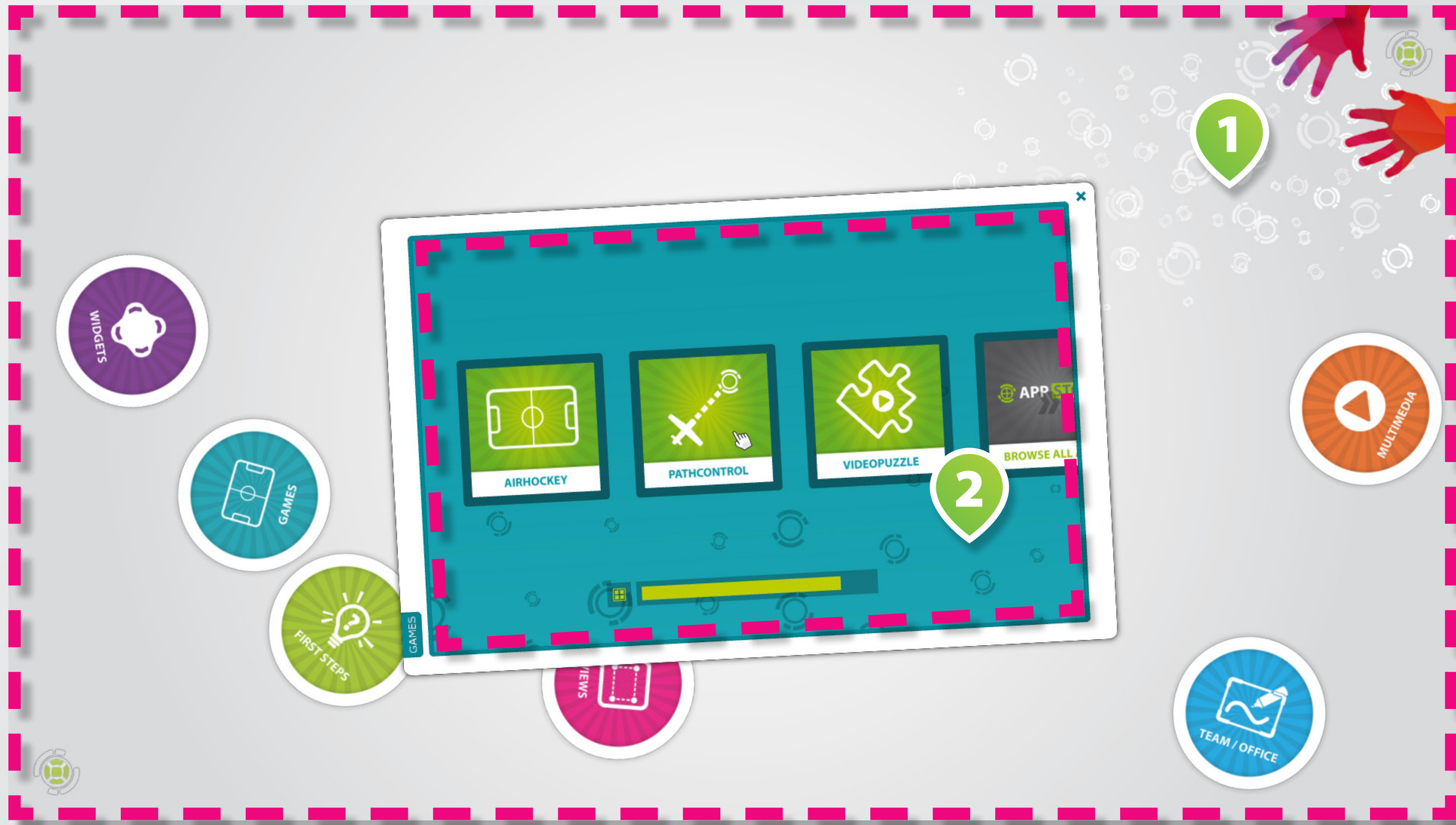
FIXED RESOLUTION: OFF

The window is scalable within the range MINIMUM and MAXIMUM SCALING in relation to its INITIAL SIZE.

WALLPAPER



STYLE > GENERAL > WALLPAPER: [FILE]



Freely selectable background graphics (wallpaper) for apps spreading across the **ENTIRE DISPLAY AREA 1** by default.

If an app opens in window mode the maximum size of the wallpaper should be equal to the **MAXIMUM SIZE OF THE WINDOW 2**.

KEYCOLORS



STYLE > GENERAL



LIGHT KEY COLOR: [COLOR]



DARK KEY COLOR: [COLOR]

So-called key colors style different elements in the desired CI. Such elements can be texts, icons or buttons, etc..

LIGHT KEY COLOR

Light color for dark backgrounds.

DARK KEY COLOR

Dark color for light backgrounds.

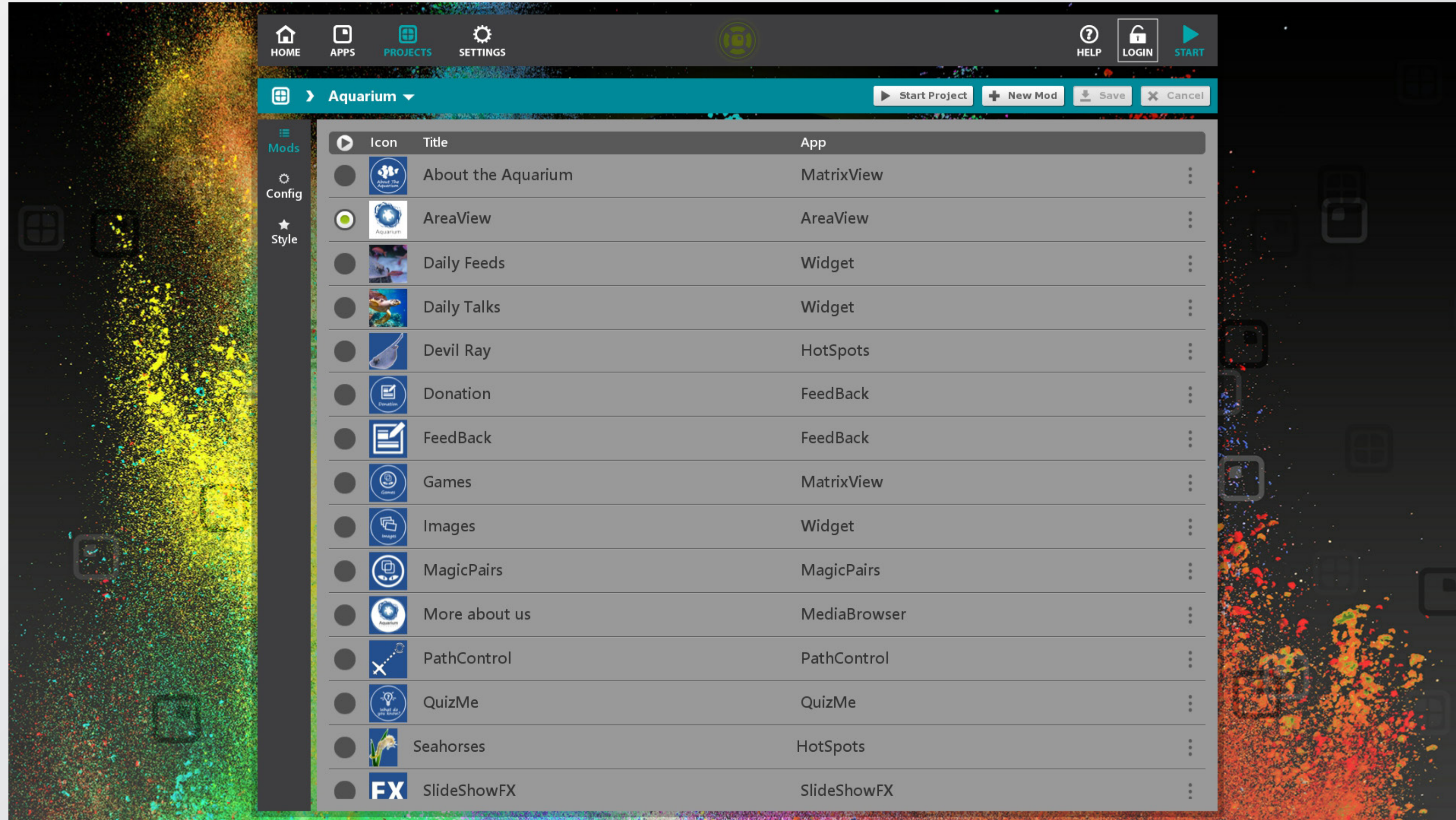
HOW-TO: MODDING

STANDARD SETTINGS: PROJECTS

MODS



[PROJECTS > YOUR PROJECT



Projects contain one or more mods.

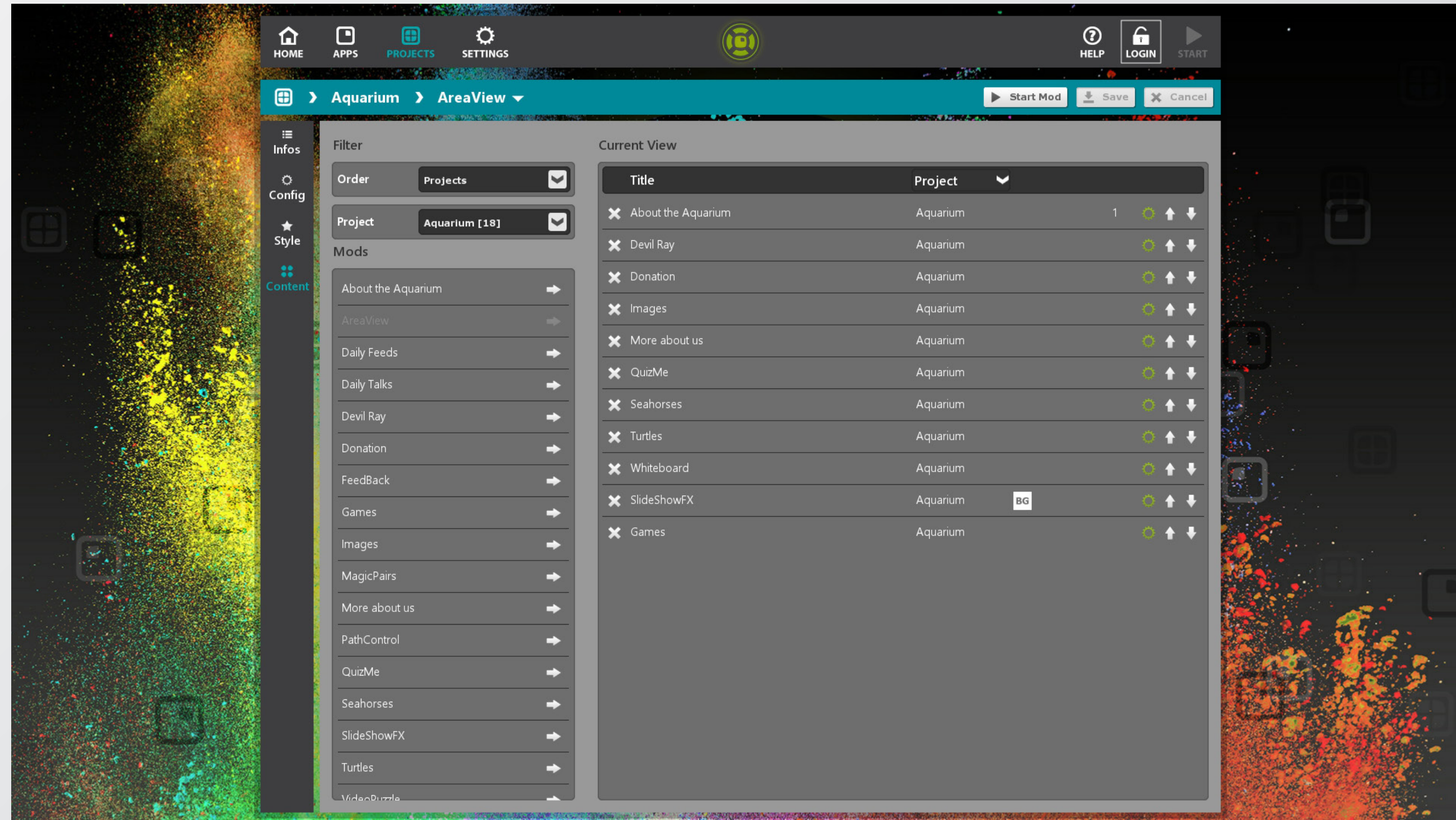
Individual parameters can be set for each mod.

MODS

Tap on the cogwheel of an app to configure parameters.



[PROJECTS] > YOUR PROJECT -> YOUR MOD -> CONTENT



MODS: PARAMETER



[PROJECTS] > YOUR PROJECT -> YOUR MOD -> CONTENT

The screenshot shows a software interface with a list of mods on the left and a settings dialog for 'SlideShowFX' in the center. The dialog has the following settings:

- As background: On
- As screensaver: Off
- Autostart: Off
- On quickstart bar: Off
- Visibility: On
- Marker: Off
- Marker-ID: 511

At the bottom of the dialog are 'OK' and 'Cancel' buttons. The background interface shows a list of mods with columns for 'Title', 'Project', and 'Order'. One mod, 'About the Aquarium', is highlighted with a 'BG' tag in the 'Project' column.

BACKGROUND

The mod is running in the background of the view (instead of the wallpaper).

SCREENSAVER

The mod is started as a screensaver after a pre-settable time period.

AUTOSTART

The mod starts directly.

VISIBILITY

Depending on the view type the mod can be either displayed or hidden.

MODS: PARAMETER



[PROJECTS] > YOUR PROJECT -> YOUR MOD -> CONTENT

The screenshot shows a software interface with a settings dialog box open. The dialog is titled "Settings: SlideShowFX" and contains several configuration options:

- As background: On
- As screensaver: Off
- Autostart: Off
- On quickstart bar: Off
- Visibility: On
- Marker: Off
- Marker-ID: 511

At the bottom of the dialog are "OK" and "Cancel" buttons. The background interface shows a list of mod items with columns for "Title", "Project", and "Order". The "Project" column is set to "Aquarium". One item, "About the Aquarium", has a "BG" marker next to it.

MARKER

The mod can be started via a marker.

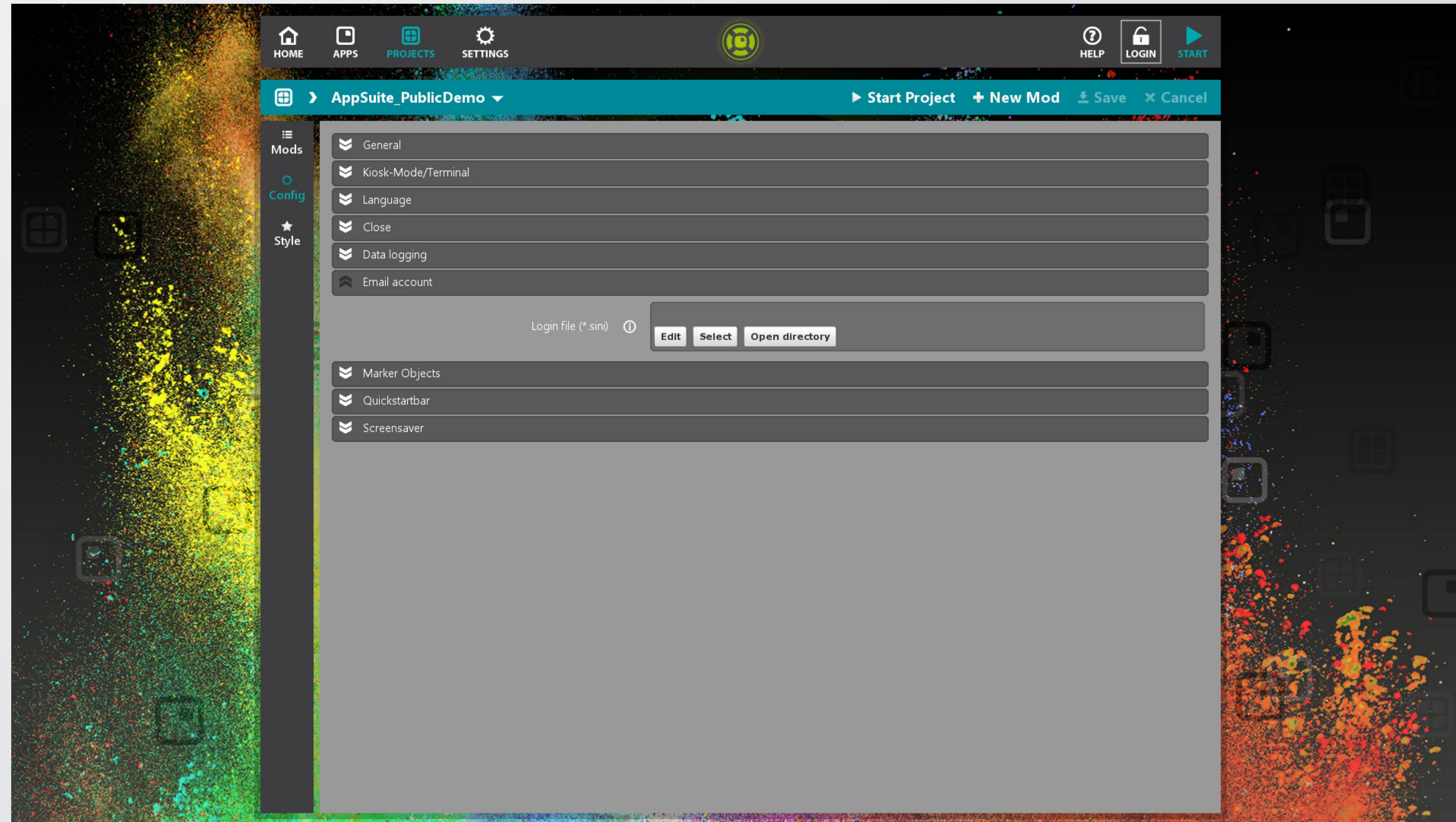
MARKER-ID

The ID-number of the marker to start the mod.

PROJECTS: ASSIGN E-MAIL ACCOUNT



[PROJECTS] > **YOUR PROJECT** -> CONFIG -> E-MAIL



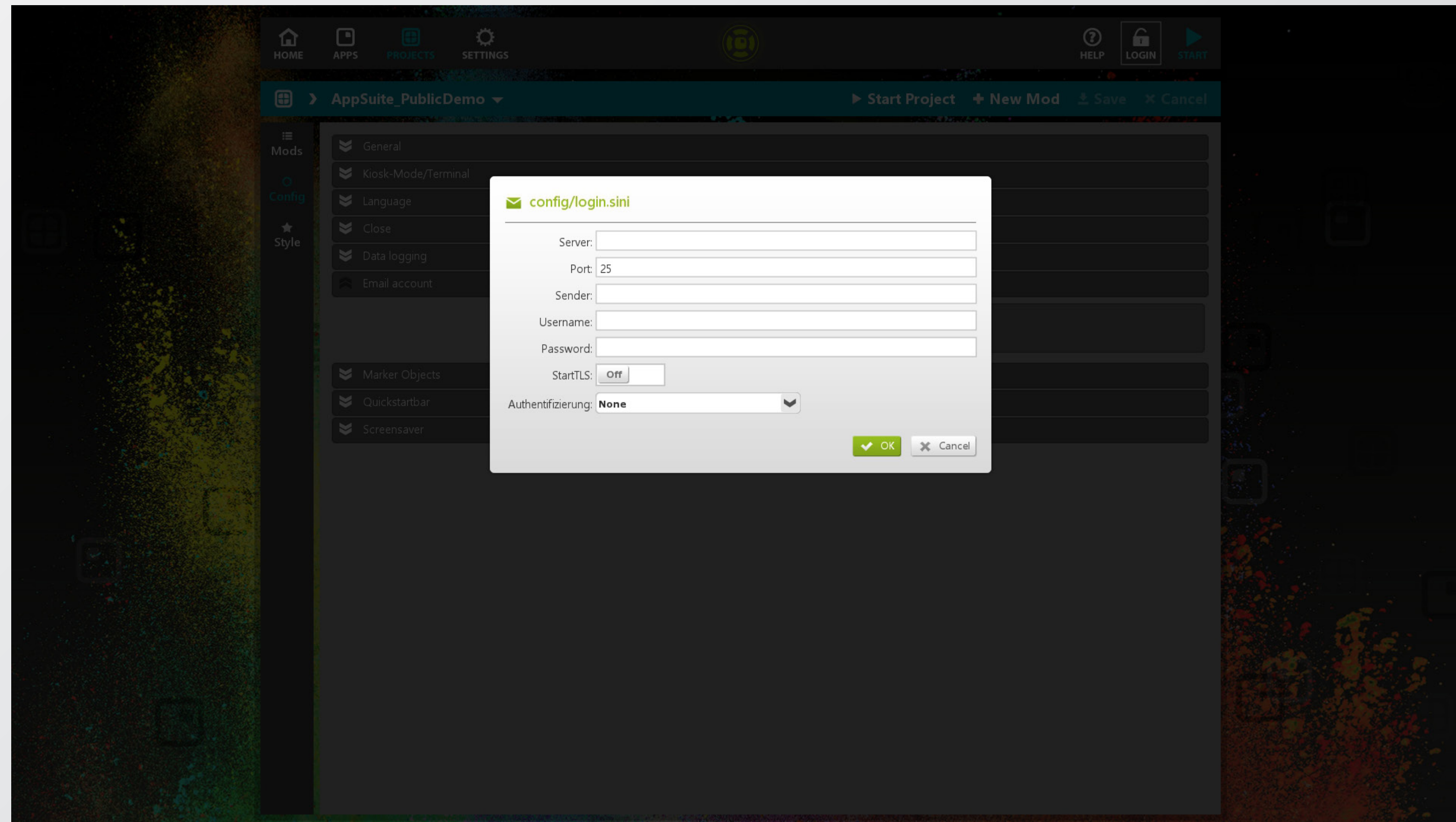
You can assign an email account to your project to send emails from within selected mods.

Add an already existent email account to a project:

PROJECTS: ASSIGN E-MAIL ACCOUNT



[PROJECTS] > YOUR PROJECT -> CONFIG -> E-MAIL -> EDIT



SERVER

smtp.domain.com

PORT

25 (Standard)

SENDER

yourcompany@domain.com

USERNAME / PASSWORD

Login details for your email account

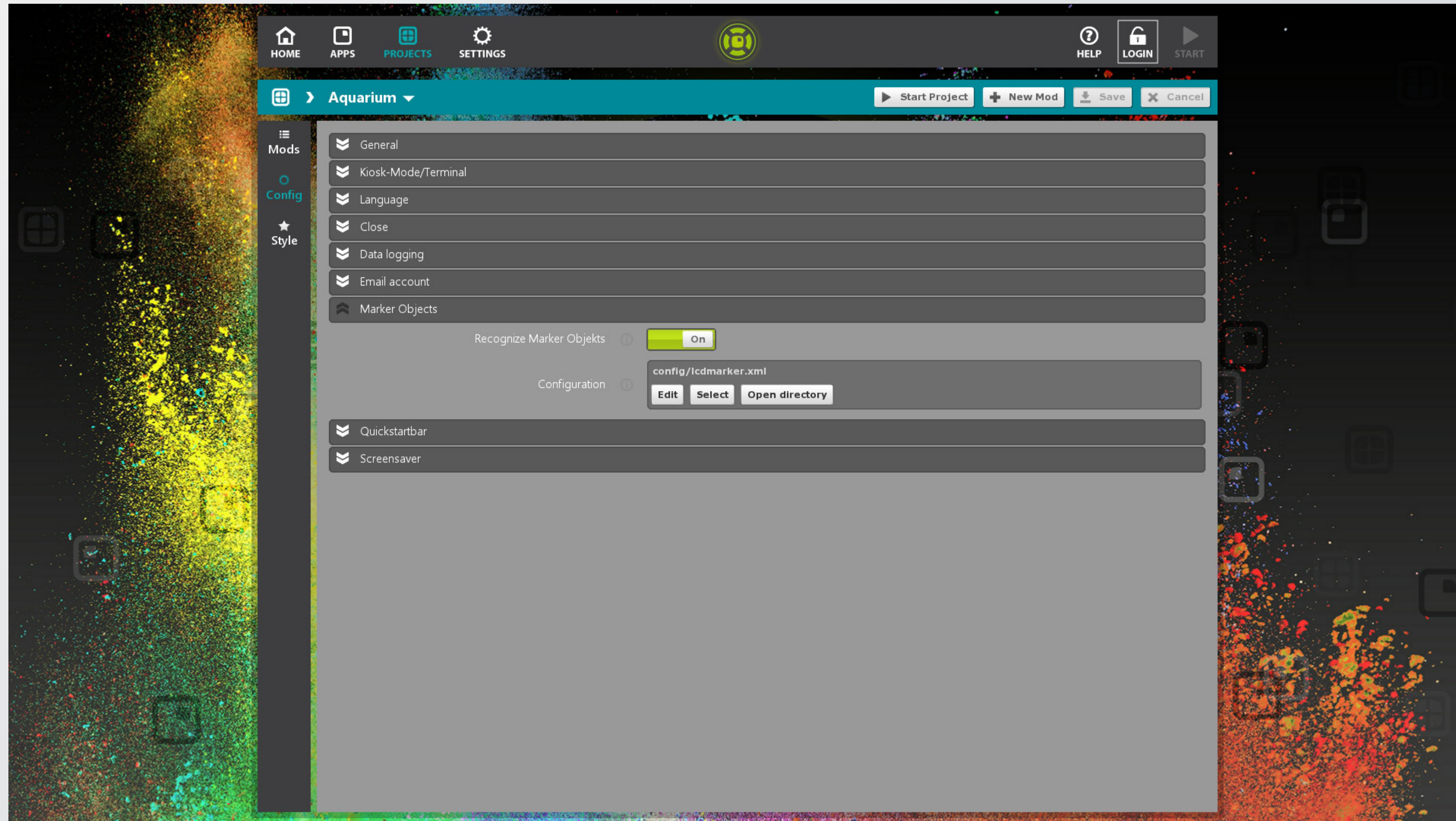
AUTHENTICATION

Login (Standard)

PROJECTS: LCD OBJECT RECOGNITION



[PROJECTS] > **YOUR PROJECT** -> CONFIG -> MARKER-OBJECT



ACTIVATE

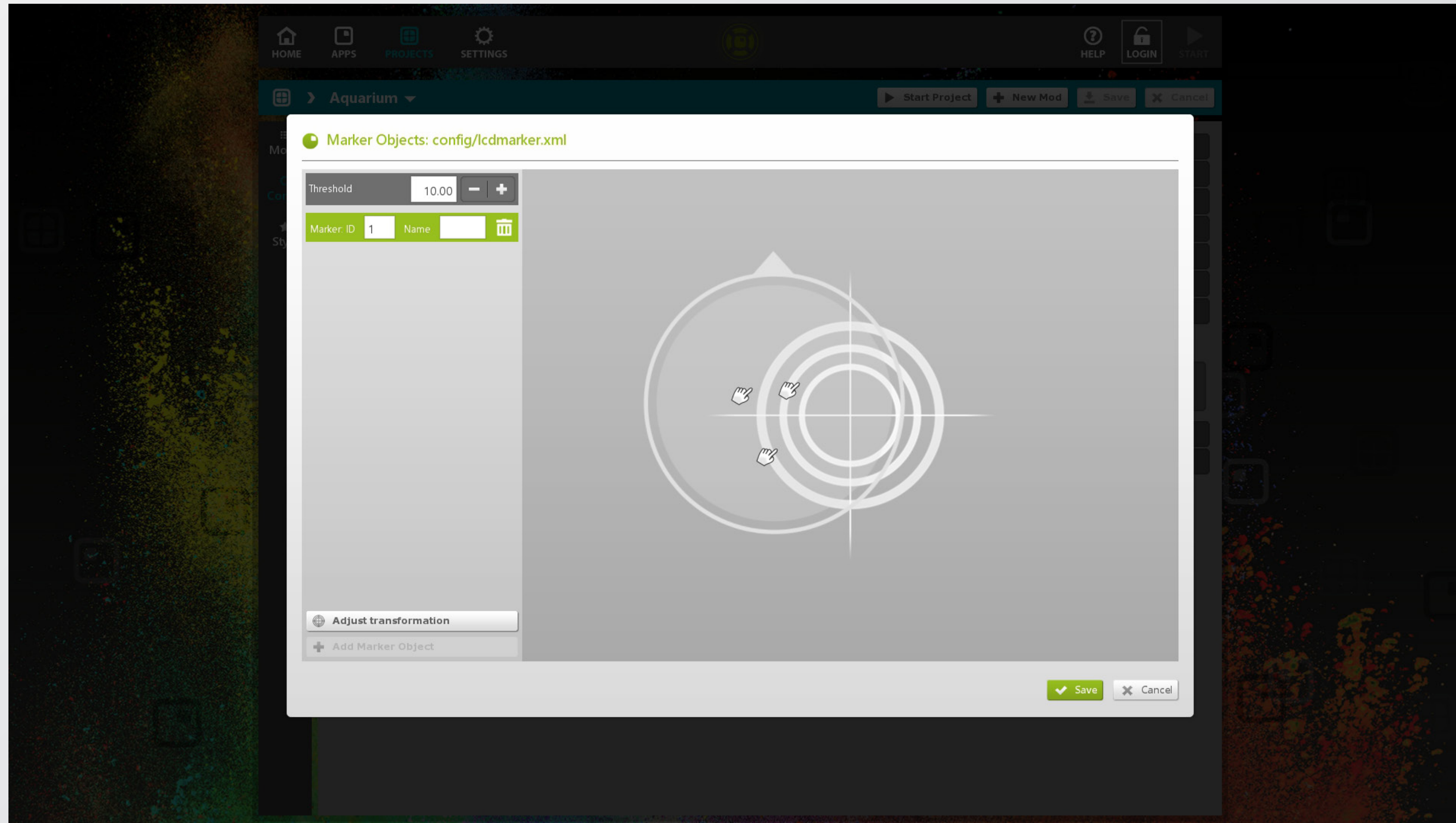
Activate object recognition.

Configure new objects via **EDIT**.

PROJECTS: LCD OBJECT RECOGNITION: WIZARD



[PROJECTS] > YOUR PROJECT -> CONFIG -> MARKER-OBJECT -> EDIT



ADD MARKER

Position the object in the **DETECTION FIELD**.

As soon as the object has been recognized the „**ADD MARKER**“ **BUTTON** activates itself.

Tap on the **BUTTON** to create a new marker.

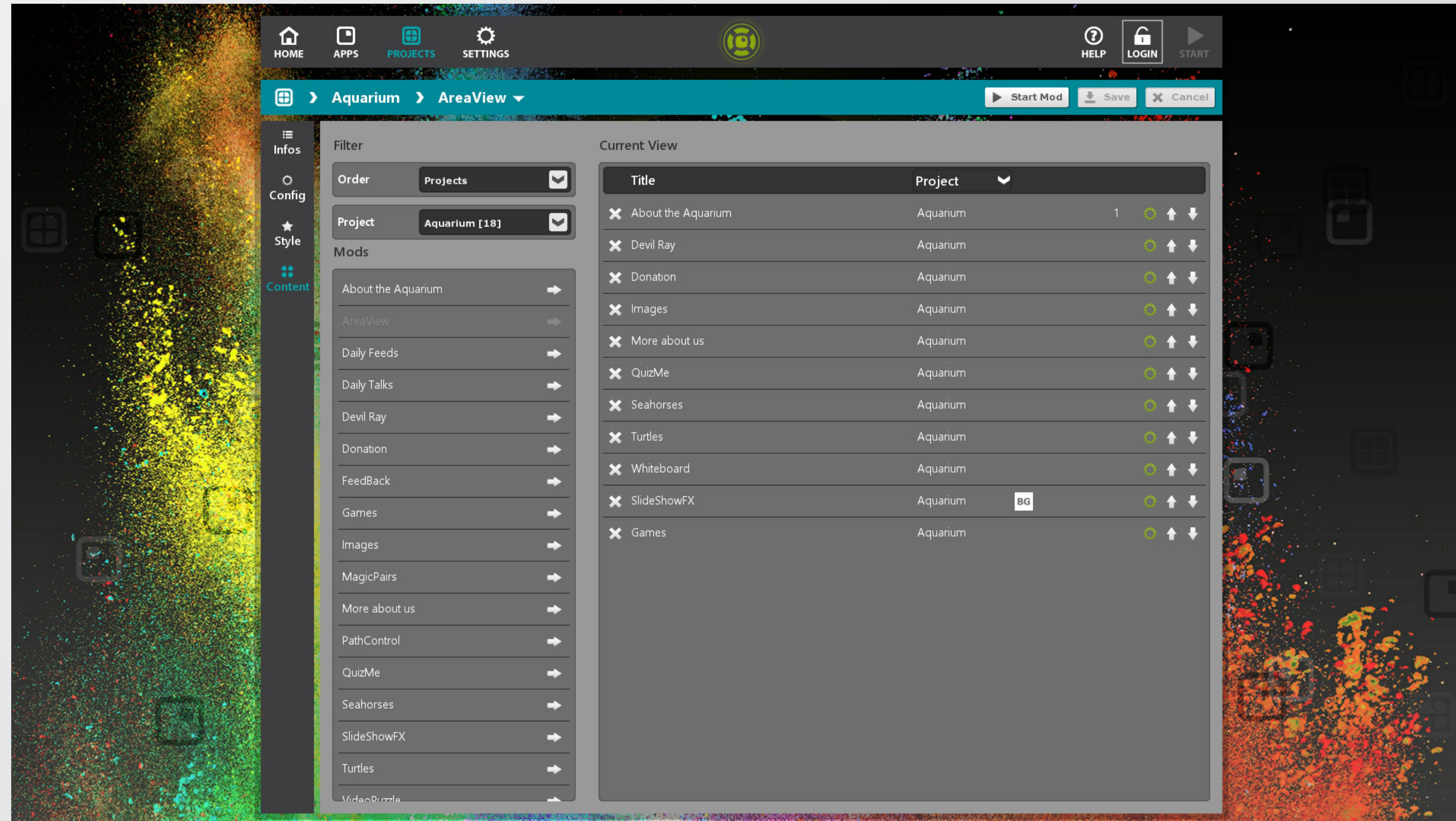
PROJECTS: LCD OBJECT RECOGNITION: ASSIGN



[PROJECTS] > YOUR PROJECT -> YOUR MOD -> CONTENT

ALLOCATE A MARKER TO A MOD

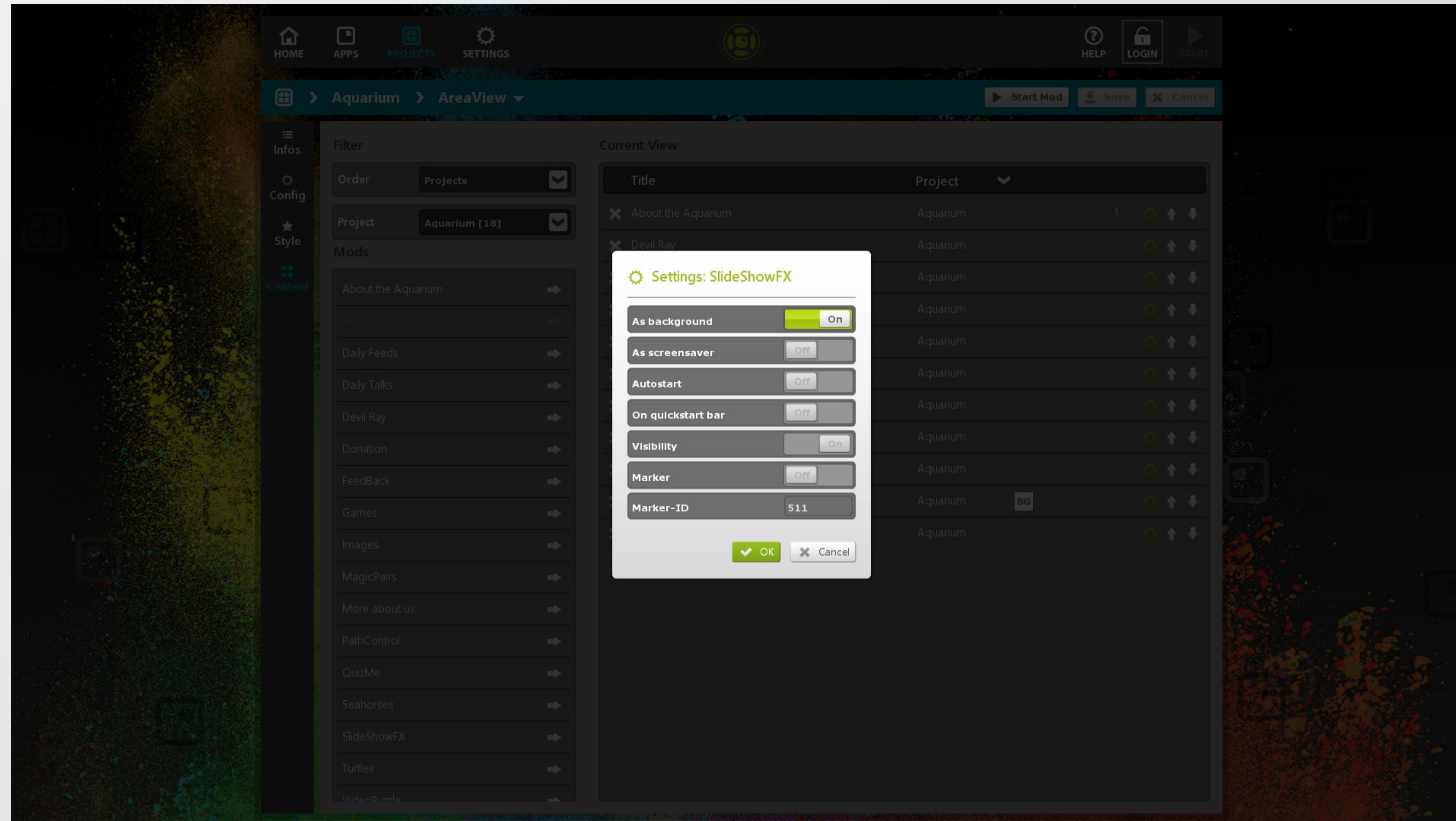
Tap on the **COGWHEEL** of a view contained app.



PROJECTS: LCD OBJECT RECOGNITION: ASSIGN



[PROJECTS] > YOUR PROJECT -> YOUR MOD -> CONTENT



VISIBILITY

Deactivate this field to only display the app when the corresponding marker is being used.

USE MARKERS

Activate this field to activate markers in this app.

MARKER ID

Enter the ID of the marker you would like to allocate to this app.

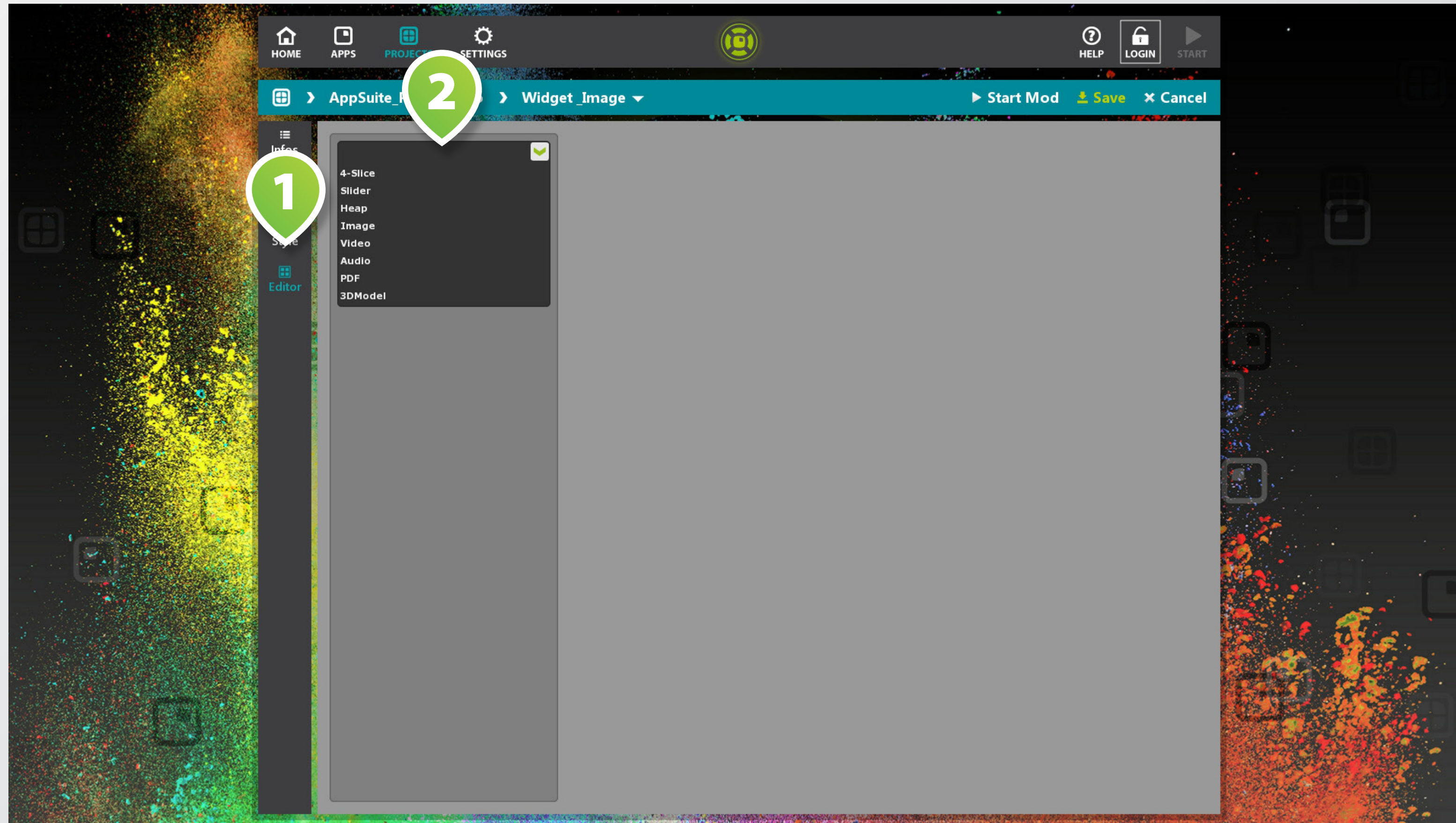
HOW-TO: MODDING

STANDARD SETTINGS: WIDGETS

WIDGET CONFIGURATOR



[PROJECTS] > YOUR PROJECT -> YOUR MOD



With the widget configurator you will create your own new widgets in a flash!

Widgets have an additional tab **EDITOR** ① for the specific widget settings.

First of all determine the type of widget in the **SELECTION MENU** ②.

WIDGET CONFIGURATOR



[PROJECTS] > YOUR PROJECT -> YOUR MOD

Depending on the widget type various content can be integrated and settings be made.

