

# HOW-TO: INTEGRATE A SCREENSAVER



SCROLL / SWIPE

# SET A MOD AS SCREENSAVER

The screenshot displays a software interface with a top navigation bar containing icons for HOME, APPS, PROJECTS, and SETTINGS. Below this, a breadcrumb trail indicates the current location: Casino > PucksView. A table titled 'Current View' lists various mods, including Airhockey, JumpUp, LineRacer, MagicPairs, SlideShowFX, GamePreview, VideoPuzzle, and PathControl. A settings dialog for 'GamePreview' is open, showing options for 'As background', 'As screensaver', 'Autostart', 'On quickstart bar', 'Visibility', 'Marker', and 'Marker ID'. The 'As screensaver' option is set to 'On'.

Title	Project
✕ Airhockey	Casino
✕ JumpUp	Casino
✕ LineRacer	Casino
✕ MagicPairs	Casino
✕ SlideShowFX	Casino
✕ GamePreview	Casino
✕ VideoPuzzle	Casino
✕ PathControl	Casino

Setting	Value
As background	Off
As screensaver	On
Autostart	Off
On quickstart bar	Off
Visibility	Off
Marker	Off
Marker ID	511

A screensaver will be activated after an inactive time of touch and will be finished until somebody touch again on the display.

## SCREENSAVER MOD 1

To use a screensaver you first have to create a Widget or SlideShowFX Mod for it in Fullscreen.

## ASSIGN MOD 2

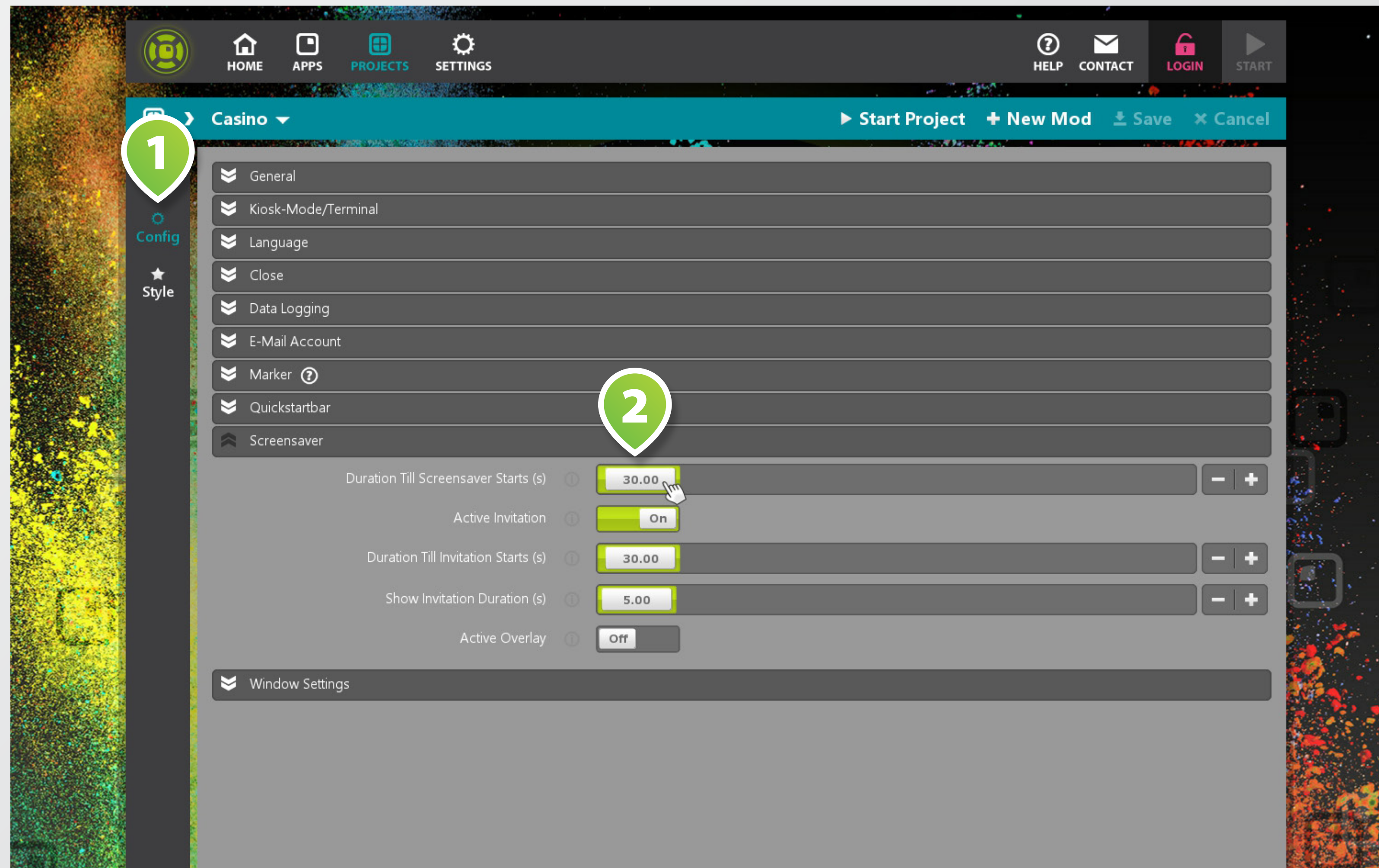
Add the Mod to the MainView of the Project.

## SETTINGS 3

Click on the gear on the right side of the Mod and set it as screensaver .



# ADJUST THE SCREENSAVER TIME



## PROJECT CONFIG 1

The Screensaver is a global setting for the project so you have to make the fine adjustment into the Config of the project.

## SCREENSAVER TIME 2

Here you can set the time in seconds after with inactive touch time the screensaver should start.

*Tip: Think about that the automatic close time should be near by the time of the screensaver that the user don't find open Windows after finishing the Screensaver.*