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.
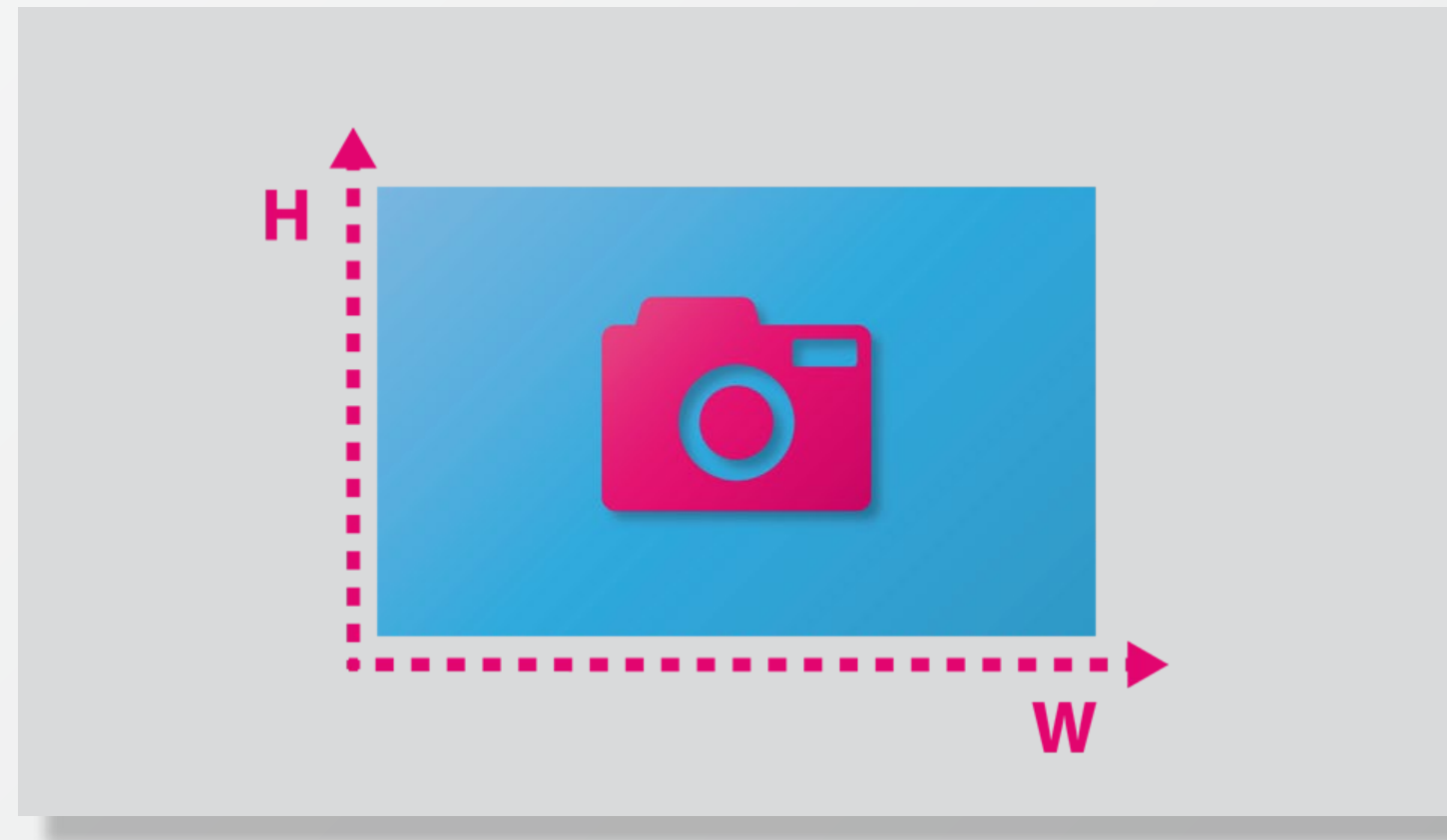
CONTENT & FORMATS (GENERALLY)

In general „content" denominates media in different formats that could be integrated in apps and widgets: from **IMAGES** ❶ **VIDEOS** ❷ and **PDFS** ❸ 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.
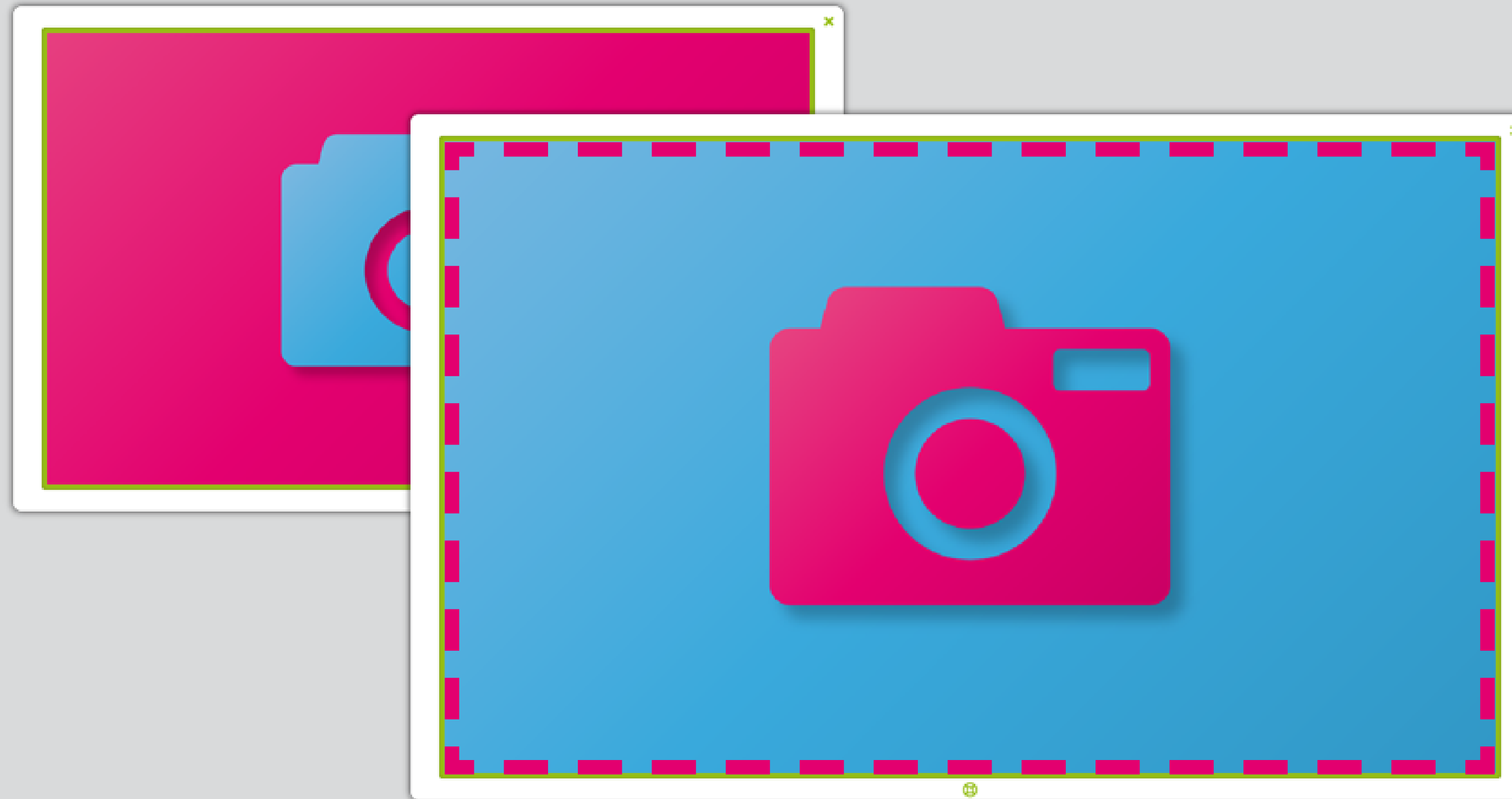
NUMBER OF MEDIA

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

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.

JPG | PNG

75% SCREENSIZE (BEST)

100% SCREENSIZE (MAX)

VIDEOS

MOV | MP4 | MPEG | ...

50% SCREEN (BEST)

100% SCREEN (MAX)
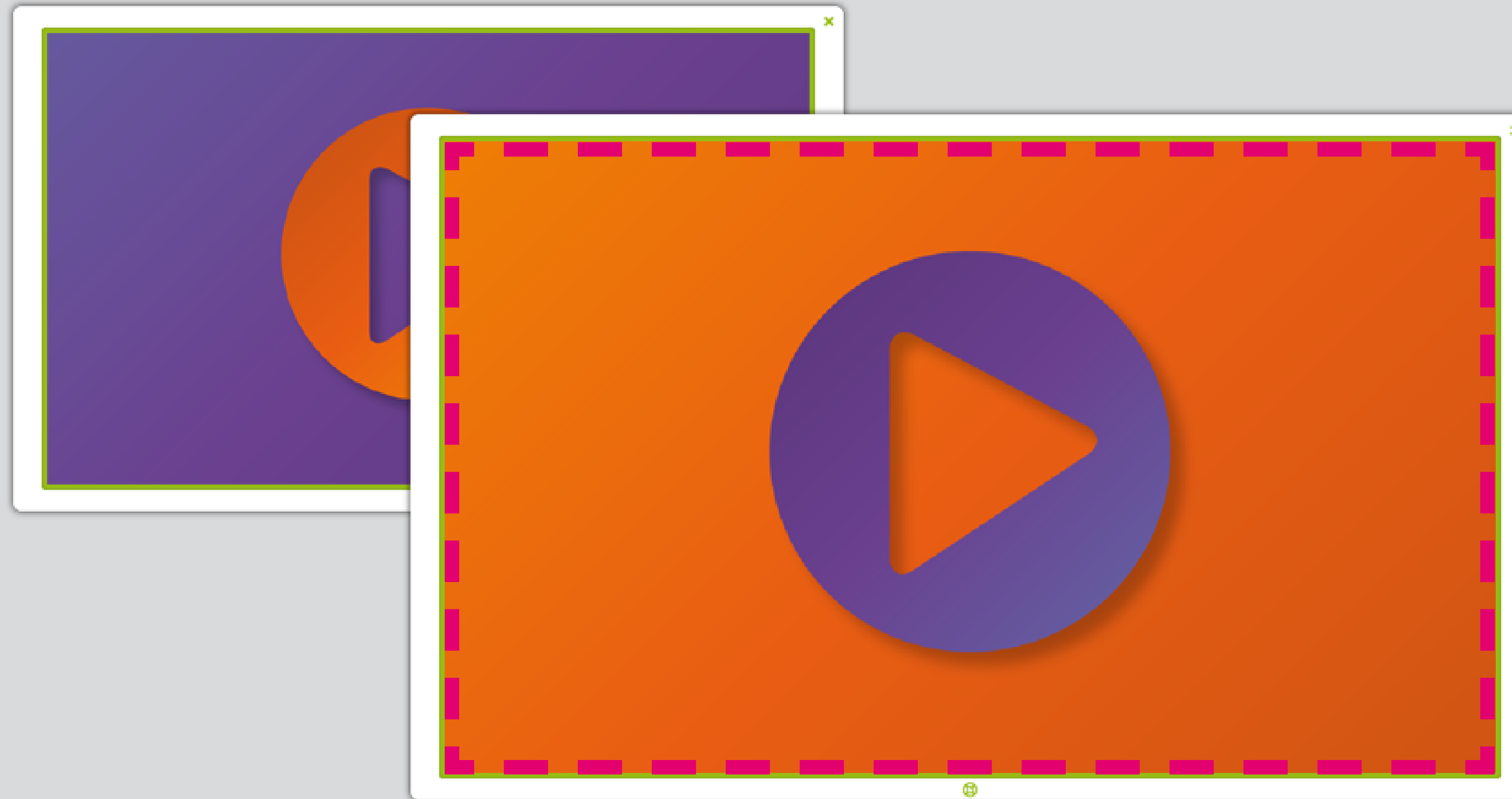
The eyefactive SDK makes use of the VLC framework. Basically all supported video formats will run on it. We recommend the formats QUICKTIME (MOV) or MPEG.

The use of the formats WMV andAVI 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

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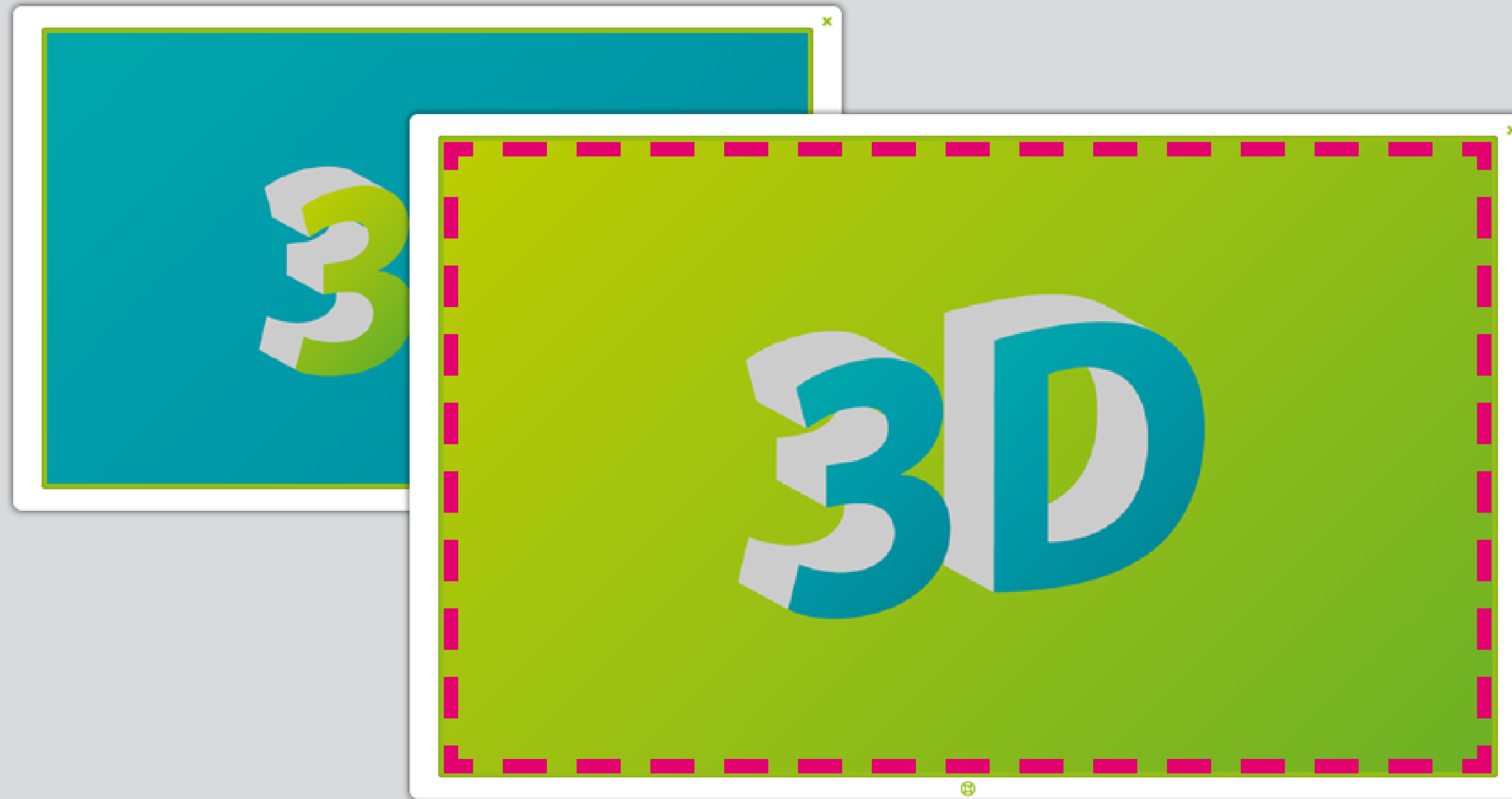
Presentation formats (e.g. Powerpoint) are not directly supported. They can be exported as PDF documents though.

Please embed used fonts within the pdf document.

3D MODELS

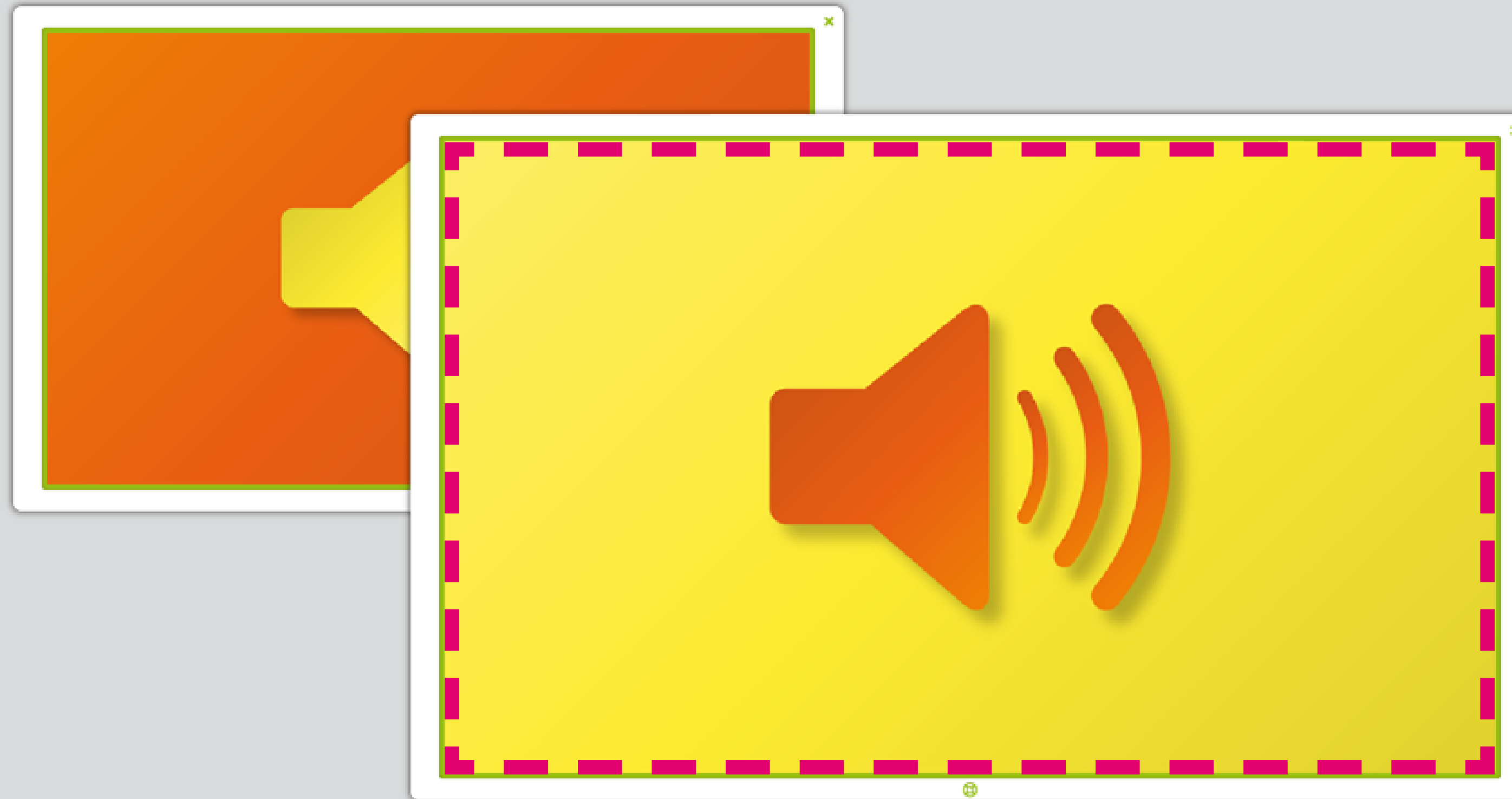FBX | 3DS | X | ...

AppSuite uses the *Assimp frame-work* for the display of 3D models.
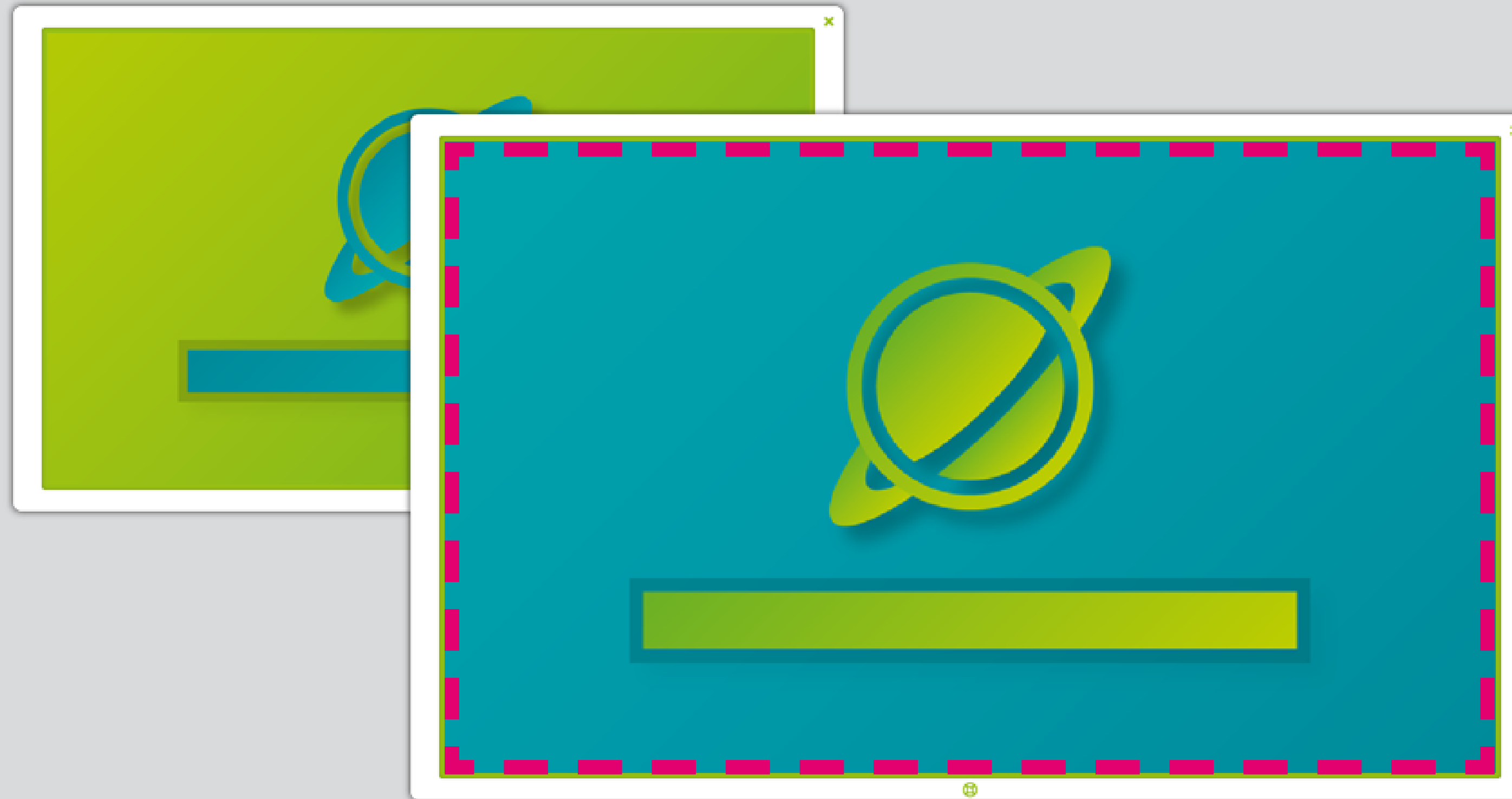
We recommend files in *FBX* format.

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

HMTL 5 | CSS | FLASH | ...

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.

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 ❶ as background graphics on apps and widgets.

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

KEYCOLORS ❸ 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** ❶ should be equivalent to the display resolution;

Backgrounds in **WINDOWS** ❷ 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.
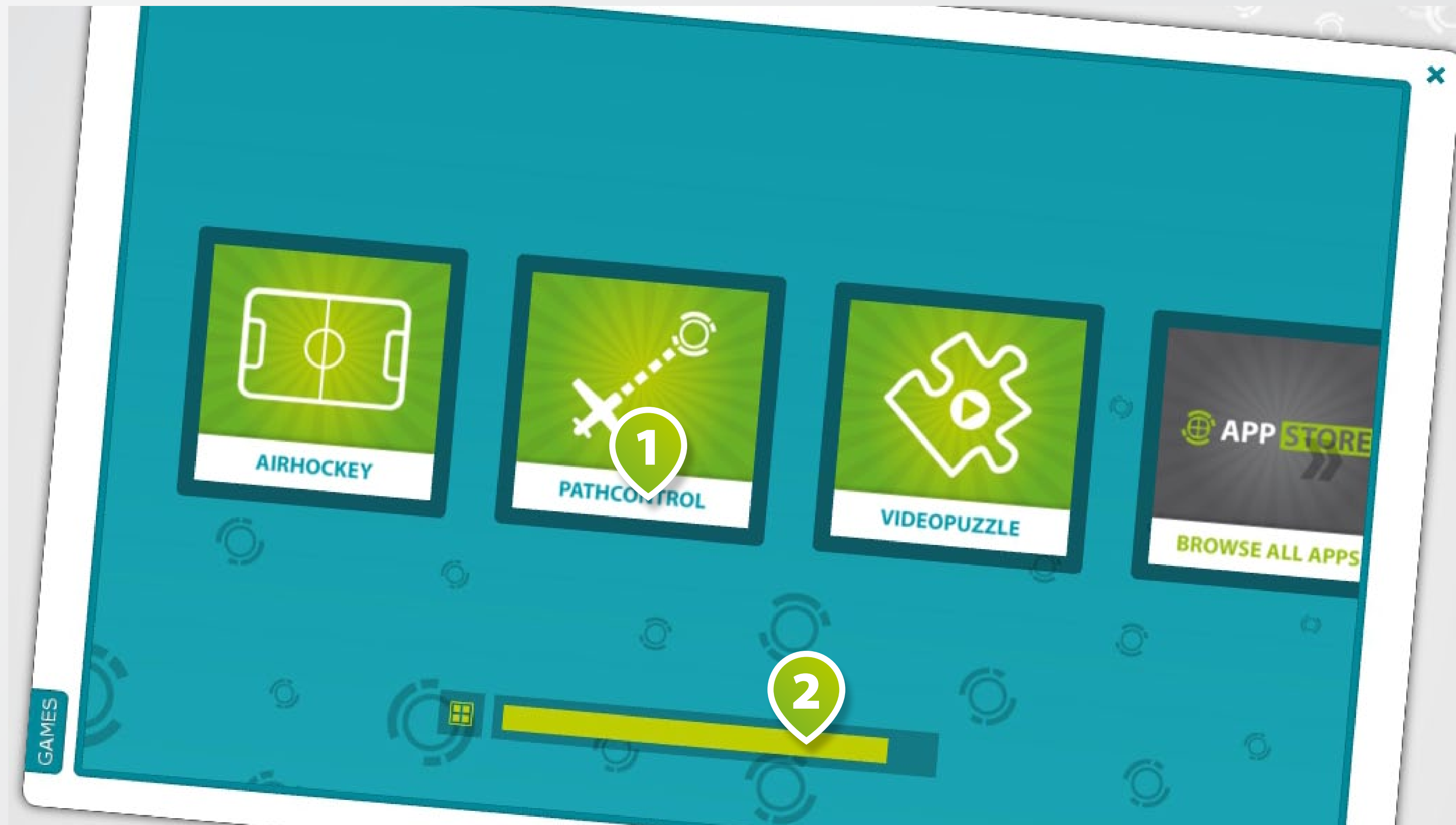
ICONS & LOGOS

On some interface elements it is possible to place your own **ICONS AND LOGOS** ❶ ❷ ❸ .

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

PNG (#)

KEYCOLORS

RGBA

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

Keycolors are used mainly for interface elements, like **TEXTE** ❶ , buttons or **NAVIGATION ELE-MENTS** ❷.

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

Red, **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** ❶ or in **WINDOWS** ❷. 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** ❷.

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** ❶, **IMAGE WIDGET** ❷, **PDF WIDGET** ❸, **VIDEO WIDGET** ❹.

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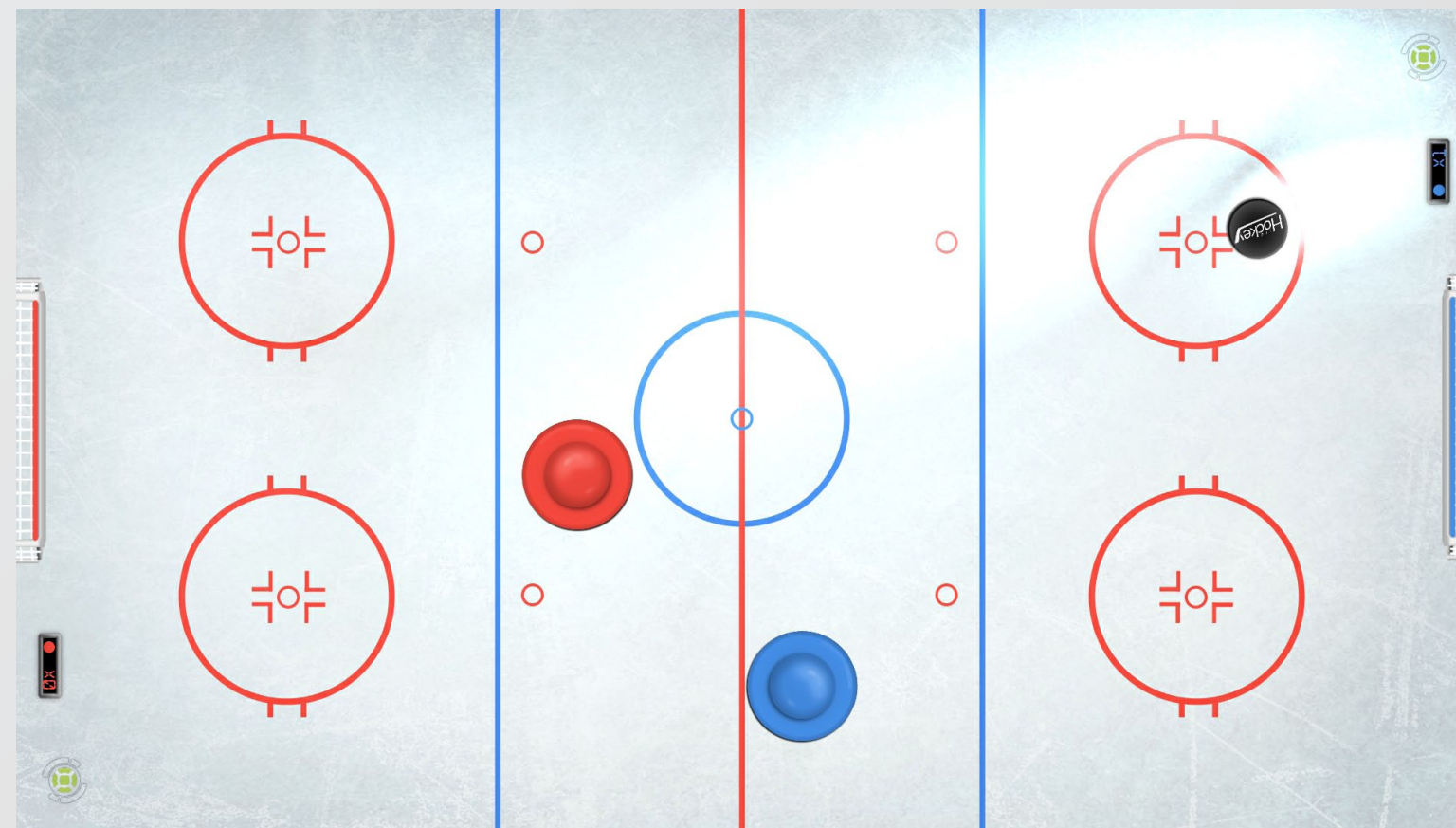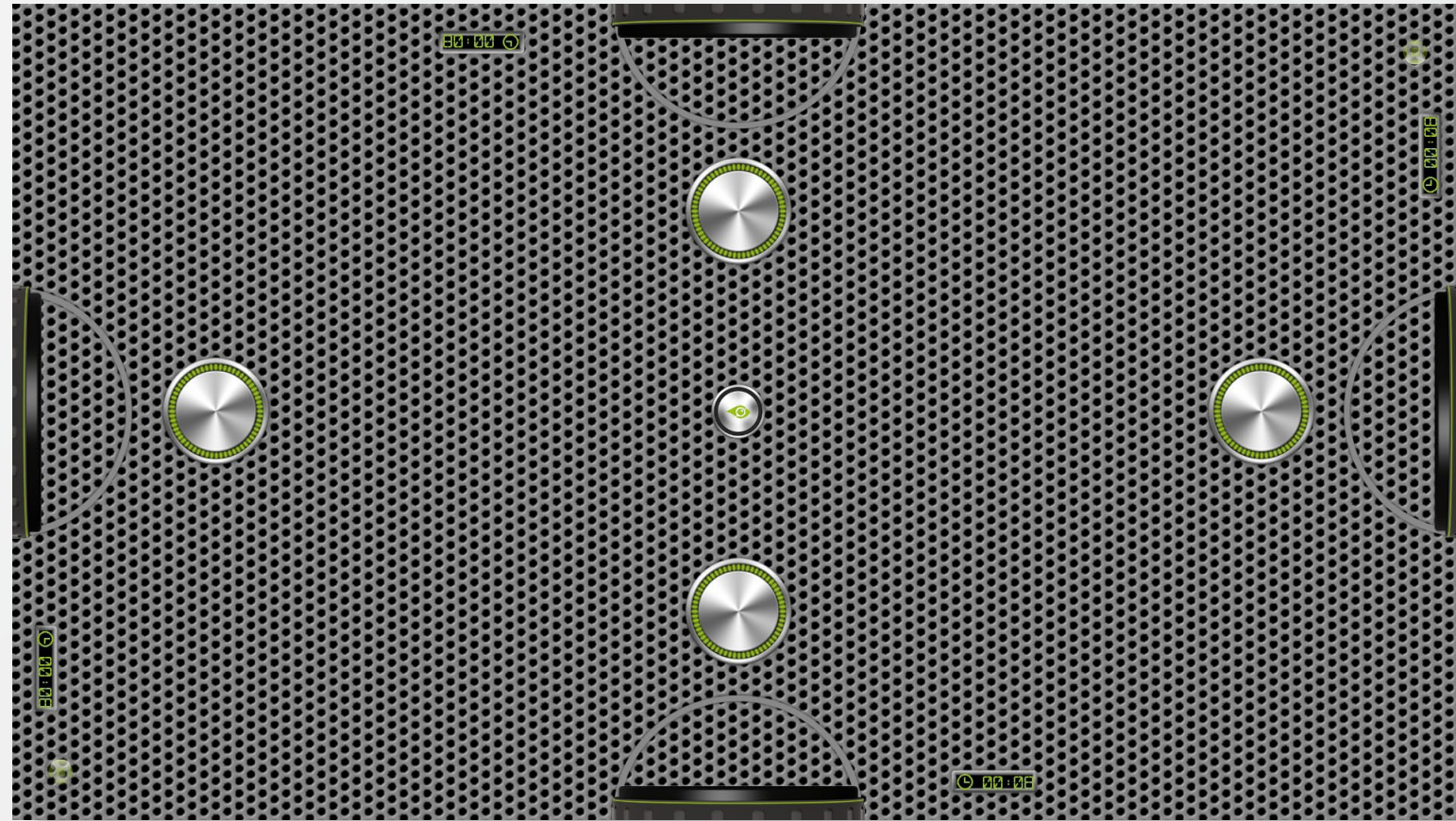
Apps and widgets, depending on their type, can be customized and styled by a multitude of parameters, and you can integrate your own contents in different formats.

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

VIEW APP + WIDGETS

VIEW APP + WIDGETS + APPS

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