APP SUITE

HOW-TO: MODDING

STANDARD SETTINGS: PROJECTS

MODS

⚙ [PROJECTS > YOUR PROJECT

Projects contain one or more mods.

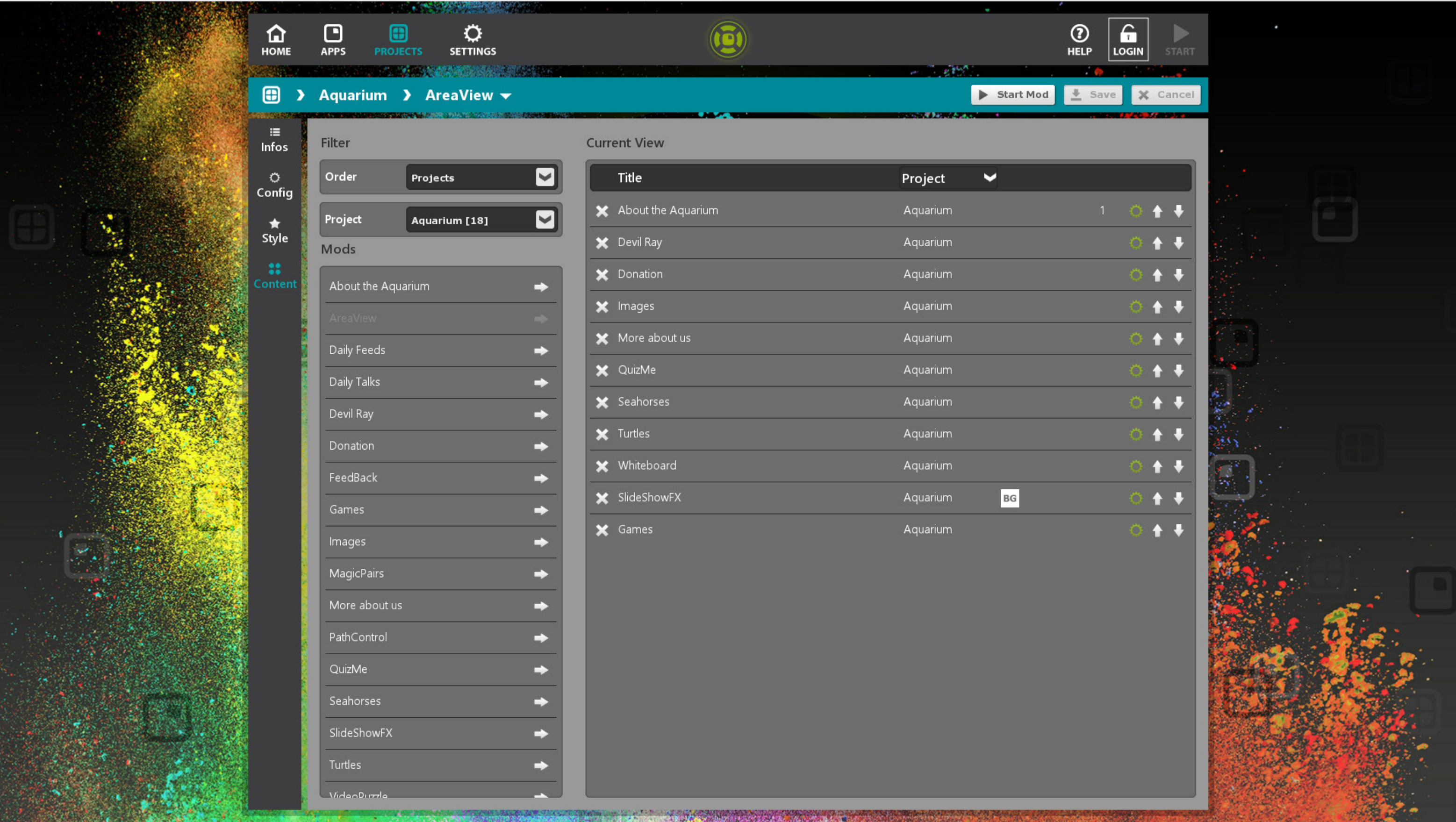Individual parameters can be set for each mod.

MODS

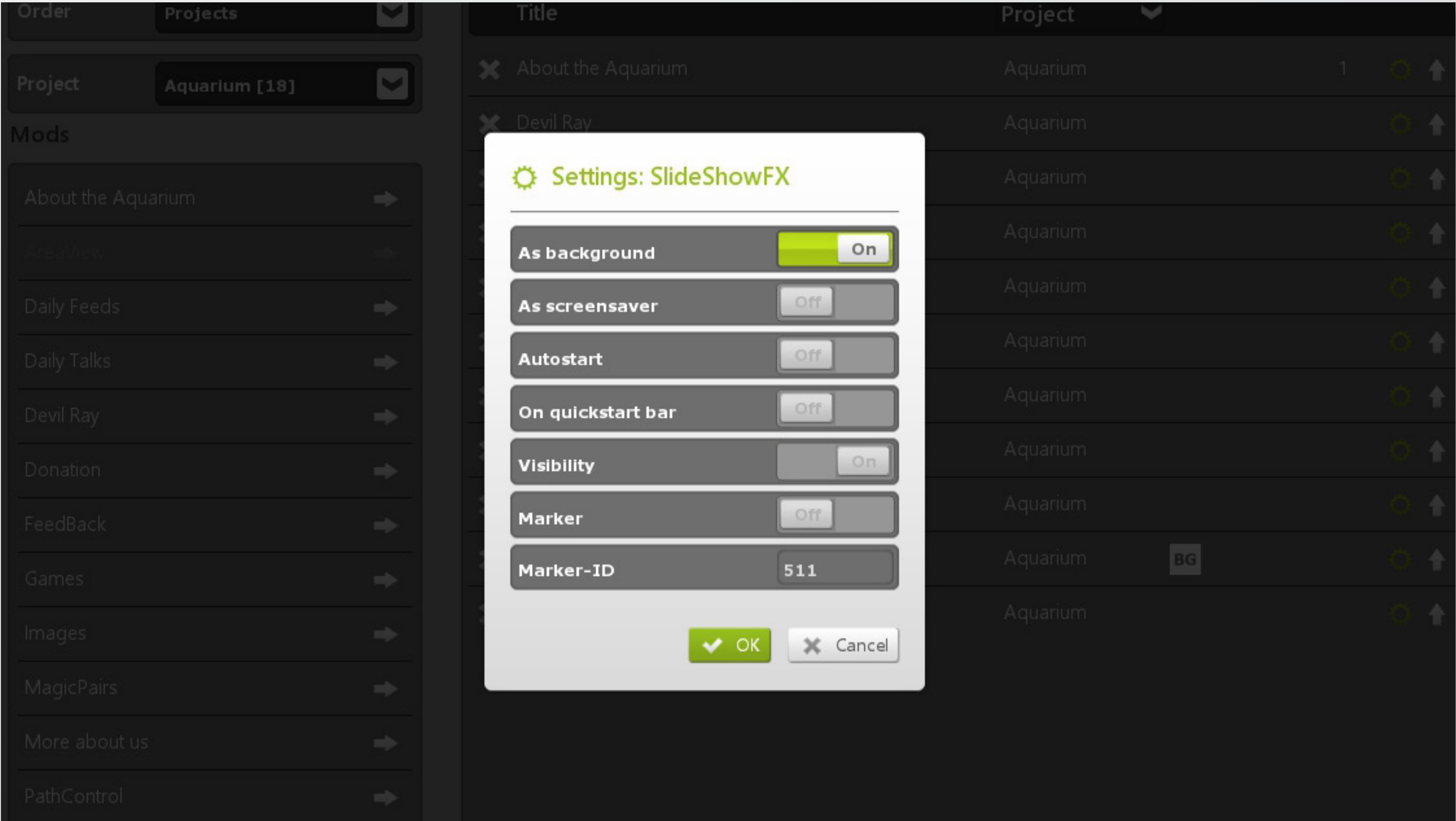 [PROJECTS] > YOUR PROJECT -> YOUR MOD -> CONTENT

Tap on the cogwheel of an app to configure parameters.

MODS: PARAMETER

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

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.
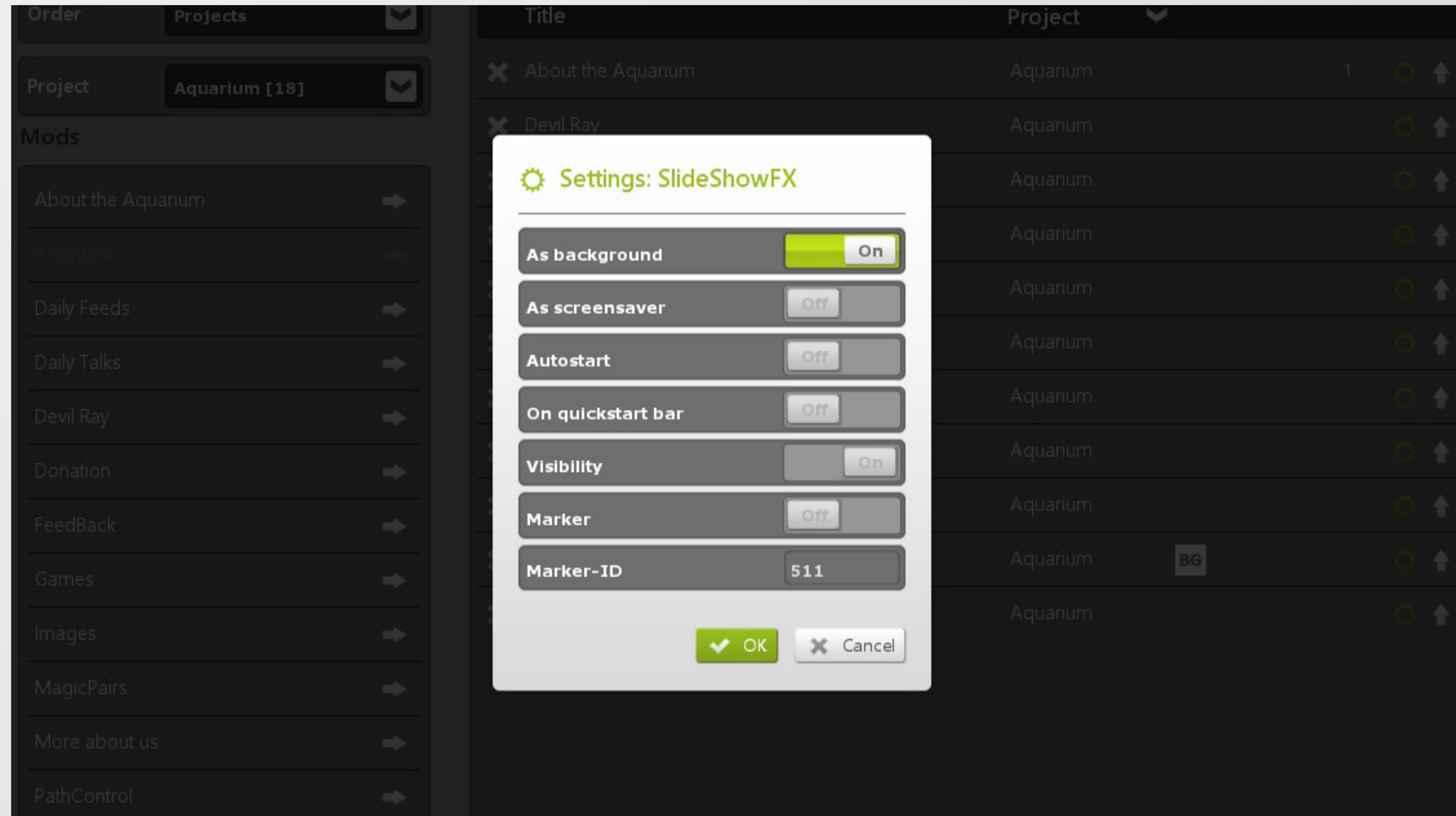
AUTOSTART

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

MARKER
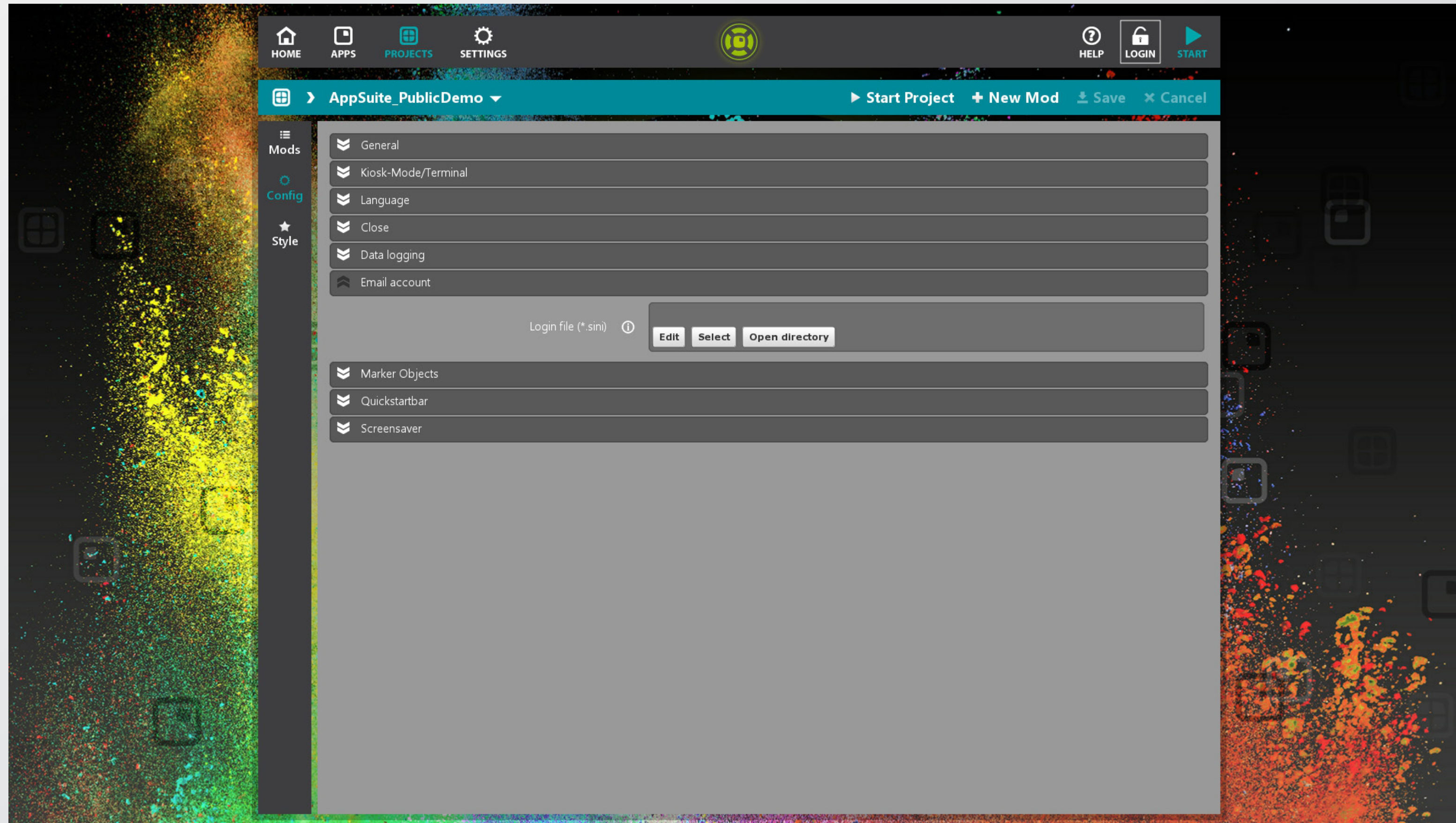
The mod can be started via a marker.

MARKER-ID

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

PROJECTS: ASSIGN E-MAIL ACCOUNT

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

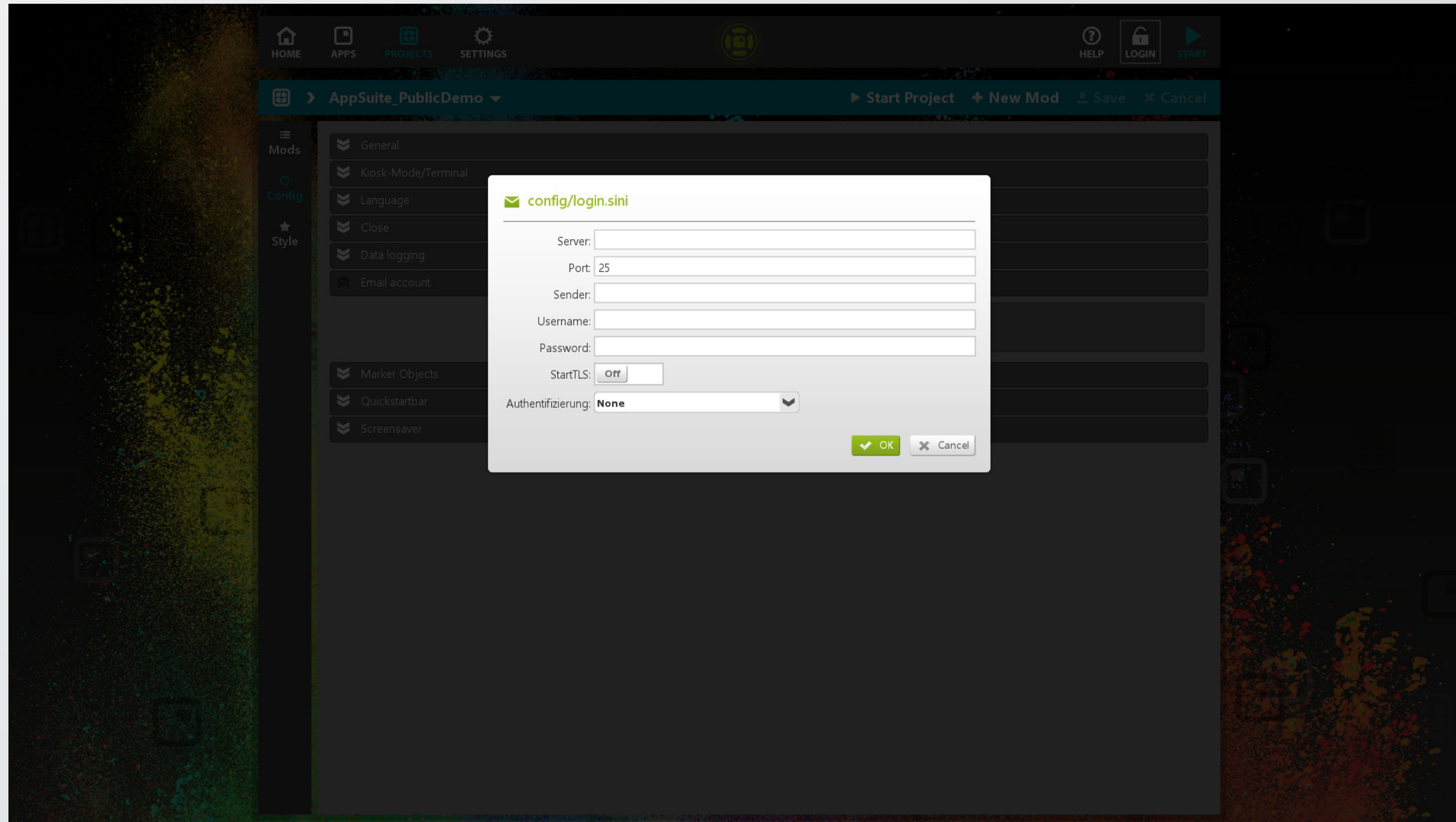You can assign an email account to your project to send emails from within selected mods.

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

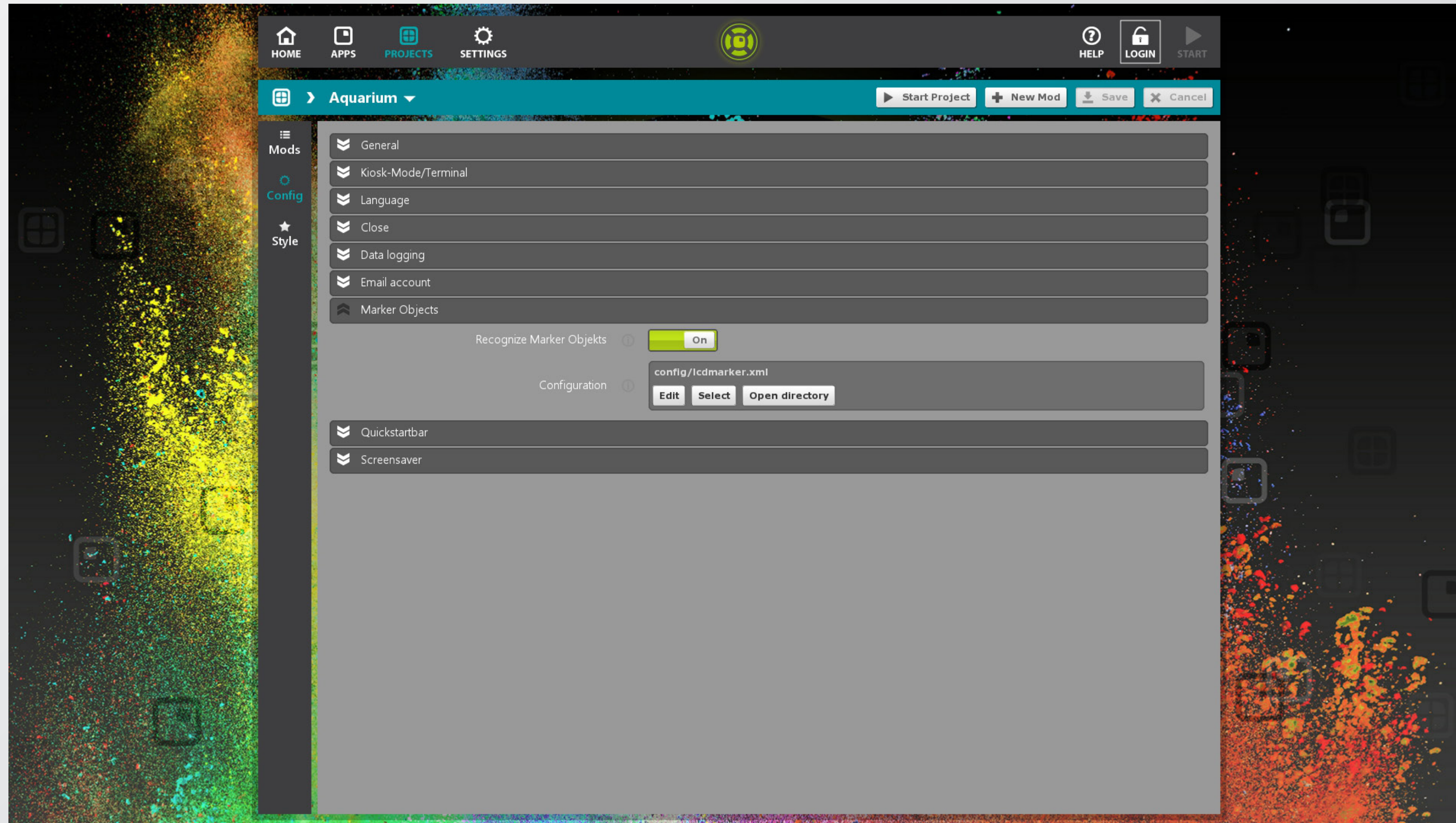Login details for your email account

AUTHENTIFICATION

Login (Standard)

PROJECTS: LCD OBJECT RECOGNITION

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

ACTIVATE

Activate object recognition.
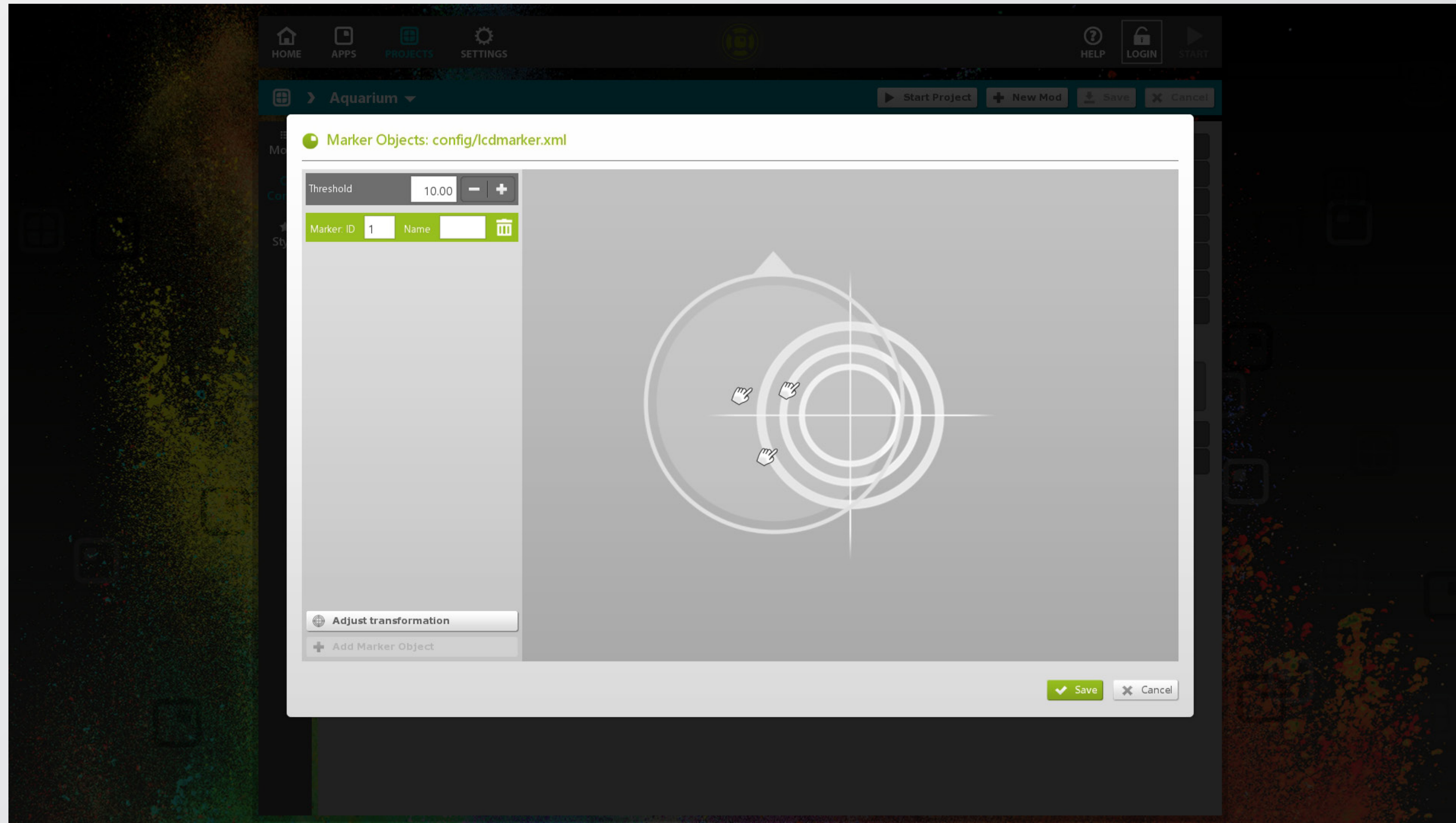
Configure new objects via EDIT.

PROJECTS: LCD OBJECT RECOGNITION: WIZARD

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

ADD MARKER

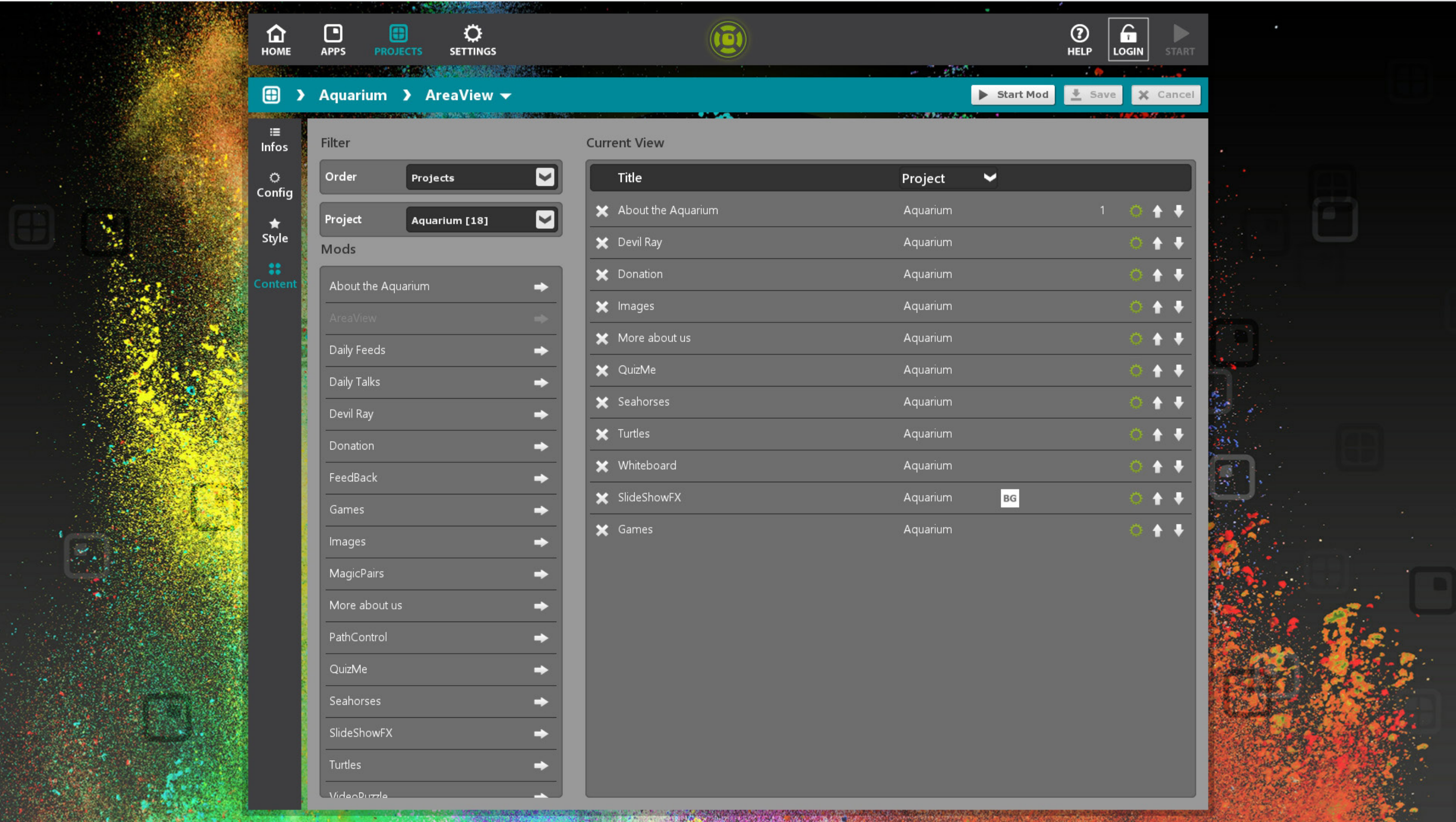Position the object in the **DETECTION FIELD**.

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

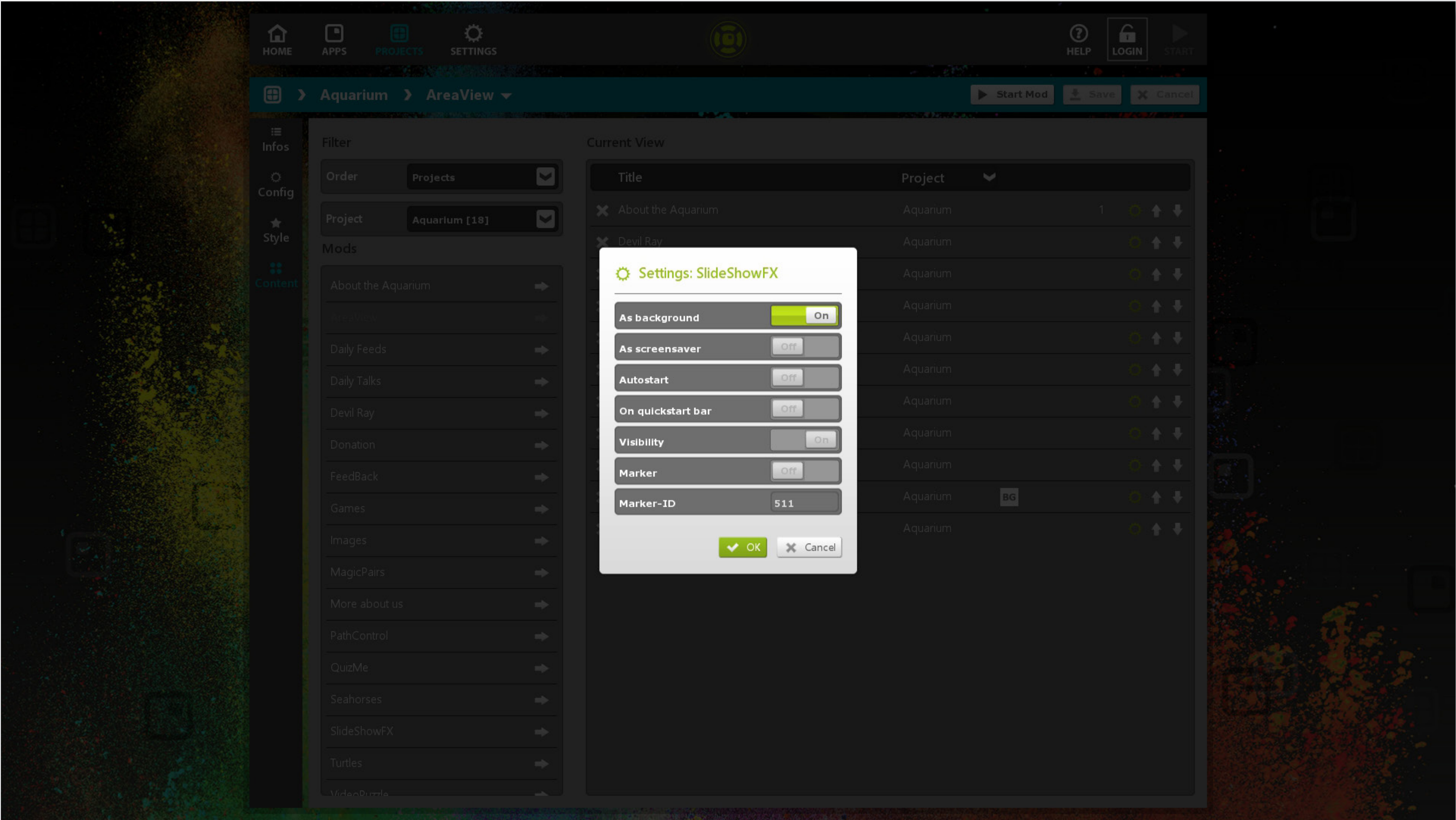⚙ [PROJECTS] > YOUR PROJECT -> YOUR MOD -> CONTENT

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.