

HOW-TO: MODDING

# STANDARD SETTINGS: PROJECTS



# MODS



[PROJECTS > **YOUR PROJECT**

HOME

APPS

PROJECTS

SETTINGS

HELP

LOGIN

START

Aquarium

Start Project

New Mod

Save

Cancel

Icon	Title	App
	About the Aquarium	MatrixView
	AreaView	AreaView
	Daily Feeds	Widget
	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
	SlideShowFX	SlideShowFX

Projects contain one or more mods.

Individual parameters can be set for each mod.

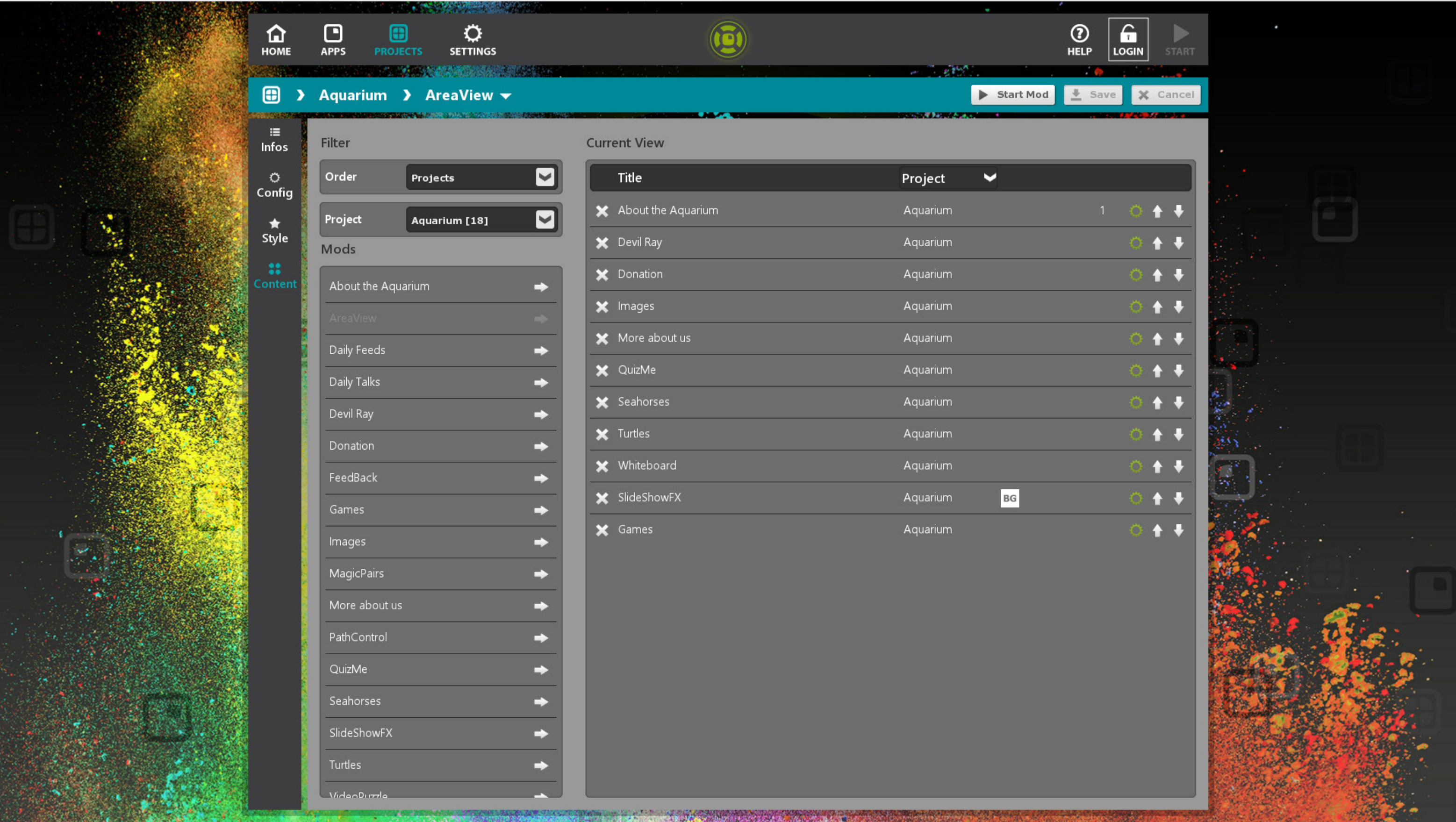


# MODS



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

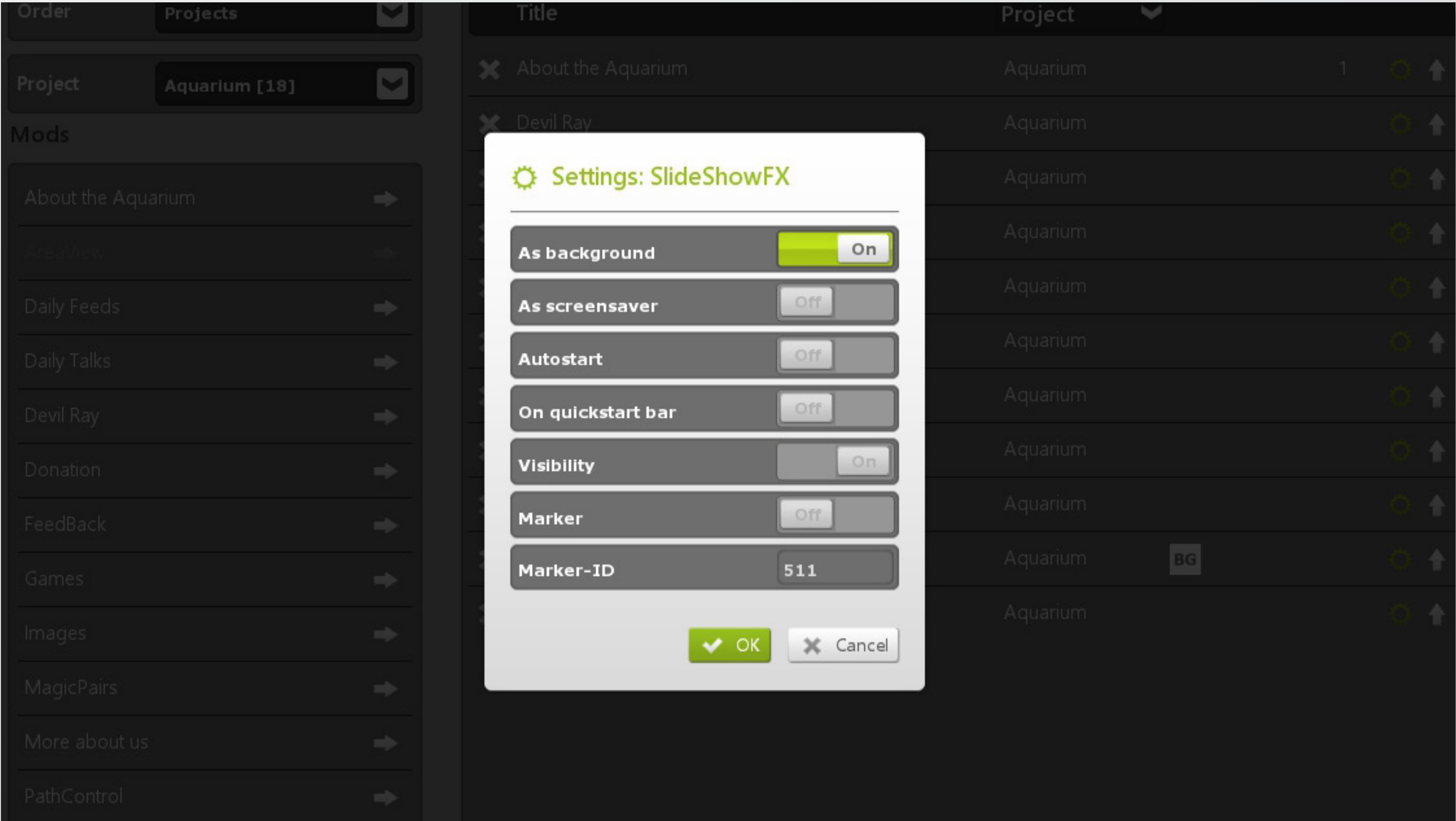
Tap on the cogwheel of an app to configure parameters.





# MODS: PARAMETER

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



## BACKGROUND

The mod is running in the back-ground 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.

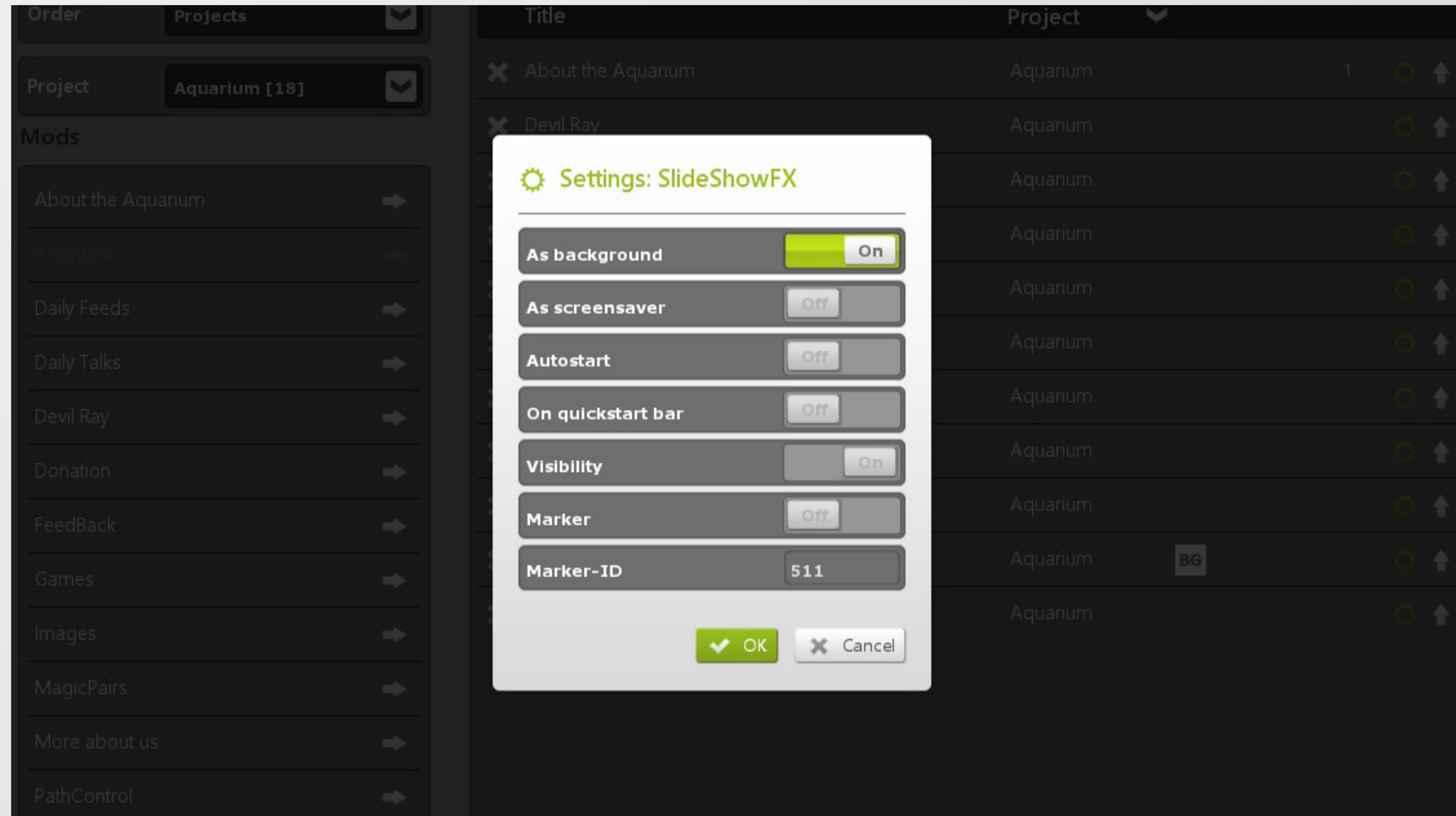
## VISIBILITY

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

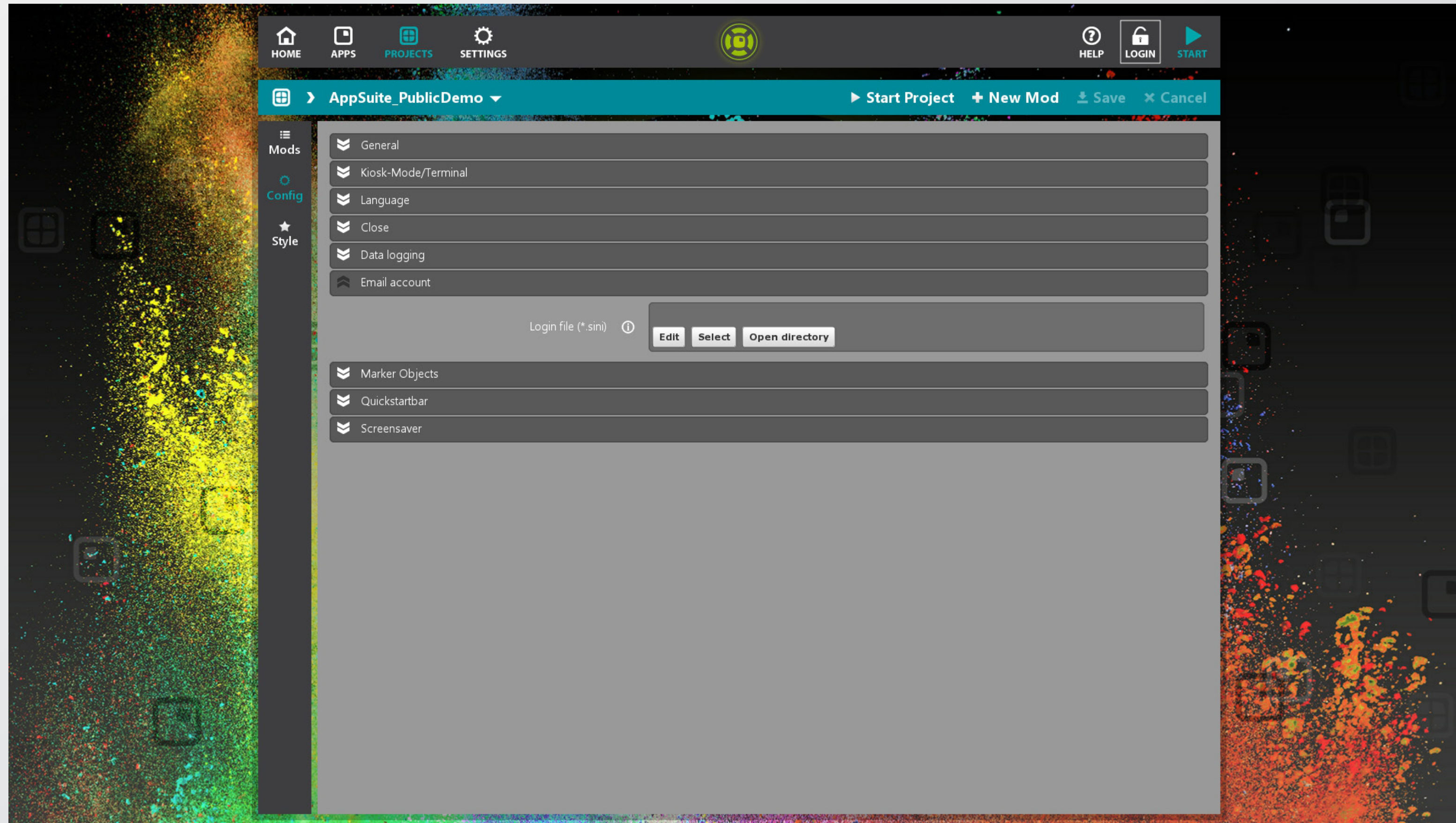
The ID-number of the marker to start the mod.



# 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.

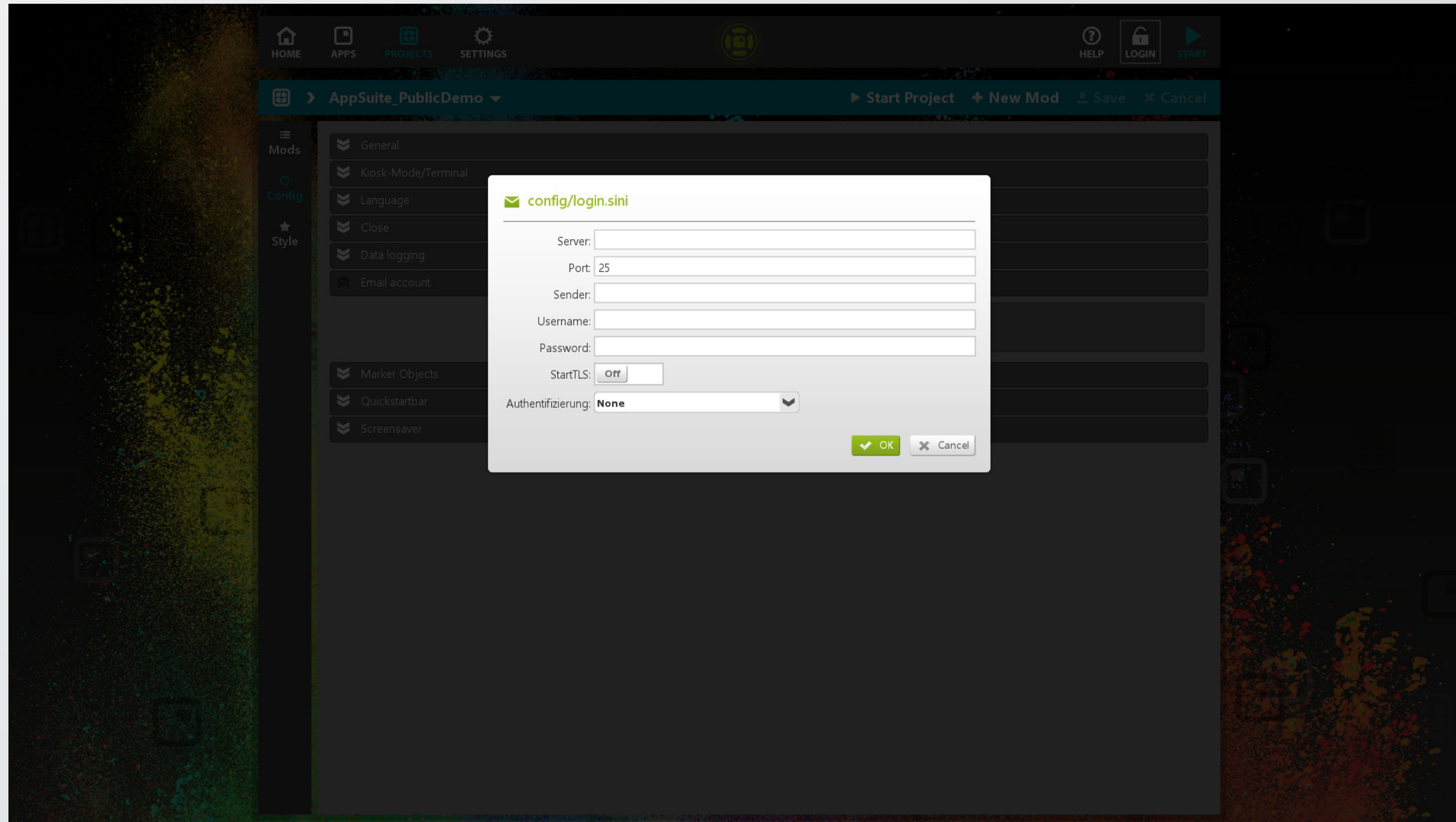
Add an already existent email account to a project:



# 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

**AUTHENTICATION**

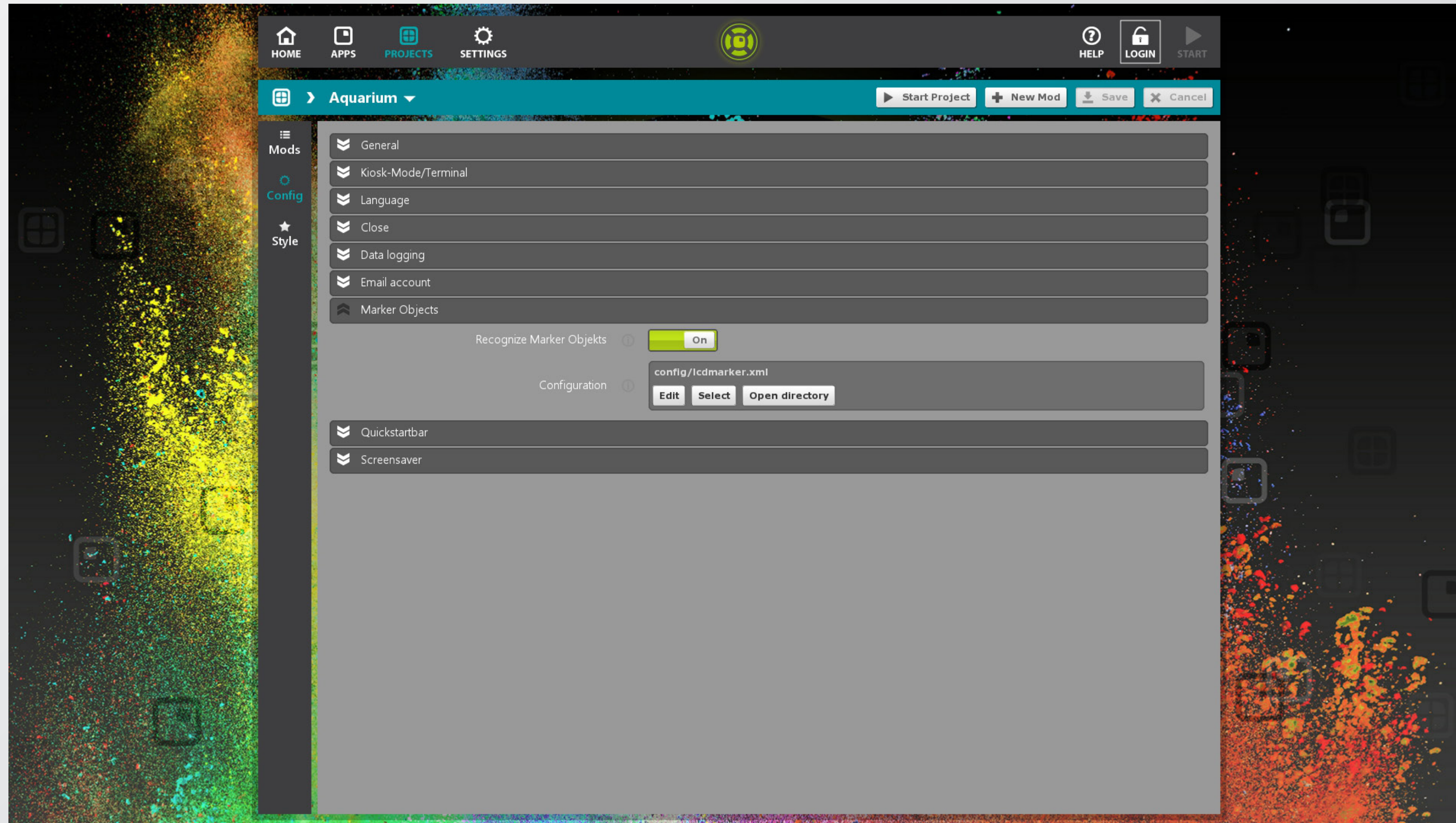
Login (Standard)



# PROJECTS: LCD OBJECT RECOGNITION



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



## ACTIVATE

Activate object recognition.

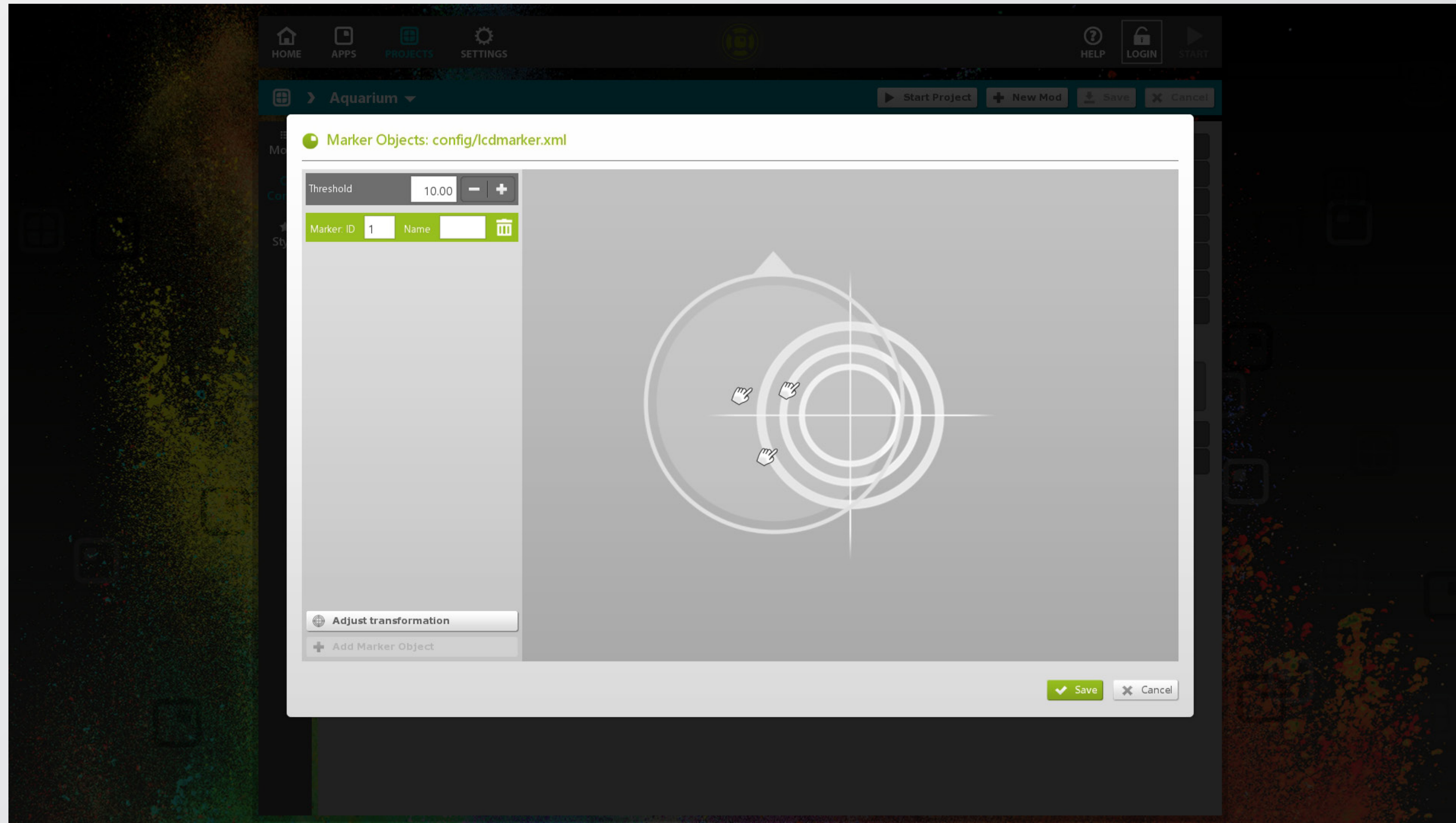
Configure new objects via **EDIT**.



# PROJECTS: LCD OBJECT RECOGNITION: WIZARD



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



## ADD MARKER

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

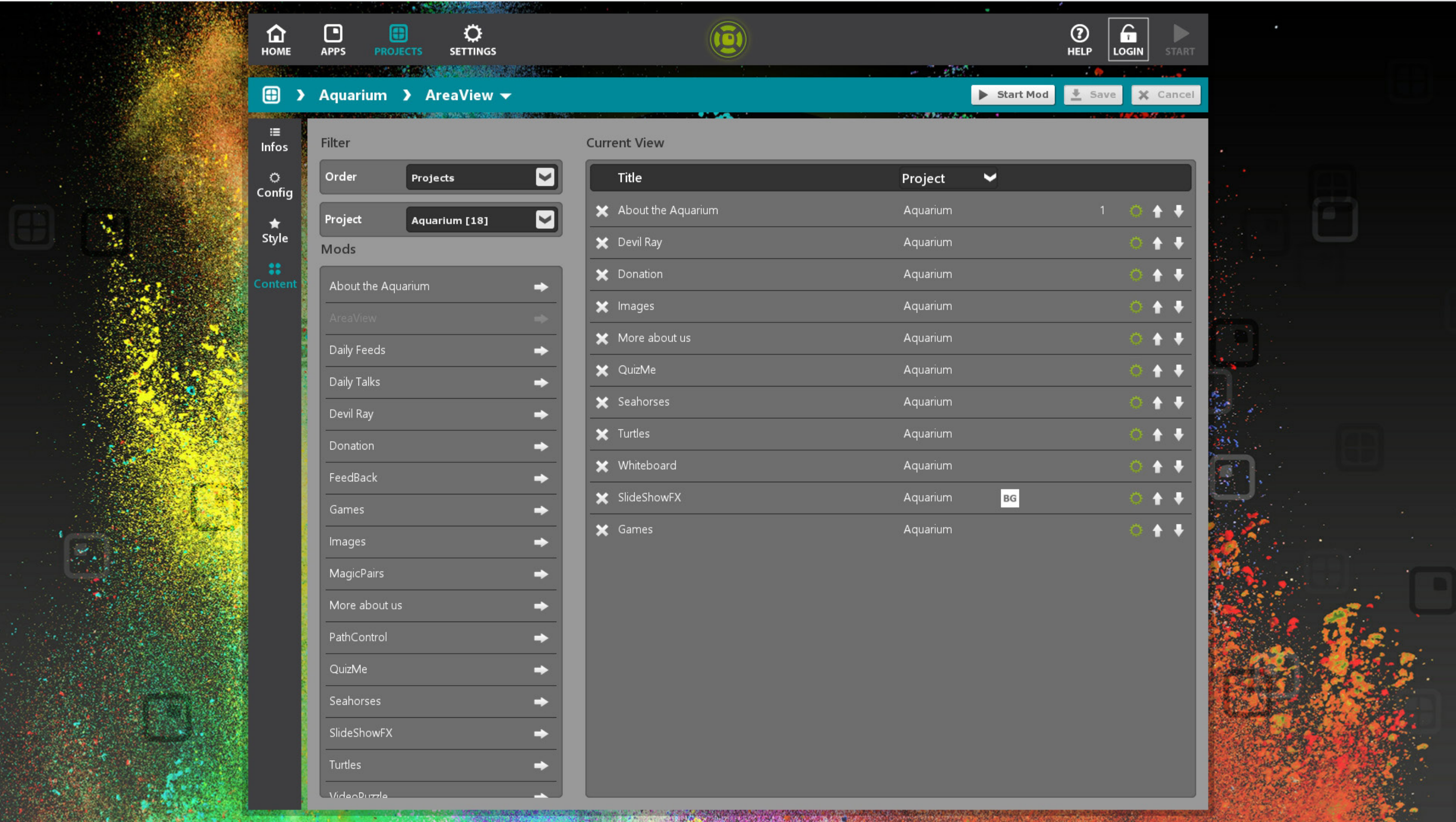
As soon as the object has been recognized the „**ADD MARKER**“ **BUTTON** activates itself.

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



# PROJECTS: LCD OBJECT RECOGNITION: ASSIGN

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



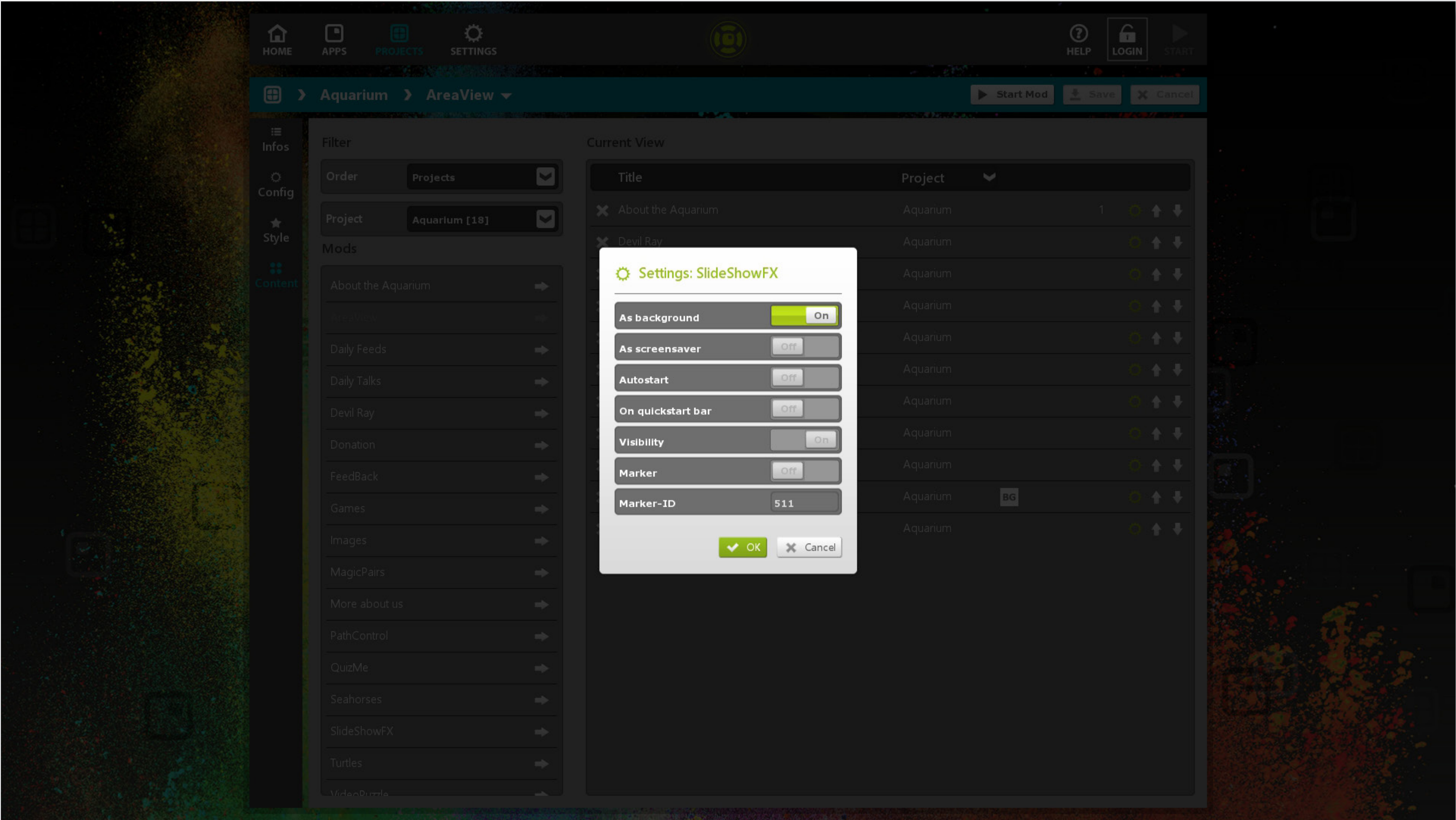
ALLOCATE A MARKER TO A MOD

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.