



# Database App.



Revolutionising digital interaction.

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## Introduction.

The Database app allows you to update content on your screens contained within a database. For example if you have a map with shops located on the map, instead of changing the entire artwork simply update the database that the content is connected to and the changes will be made automatically.

## Uses.

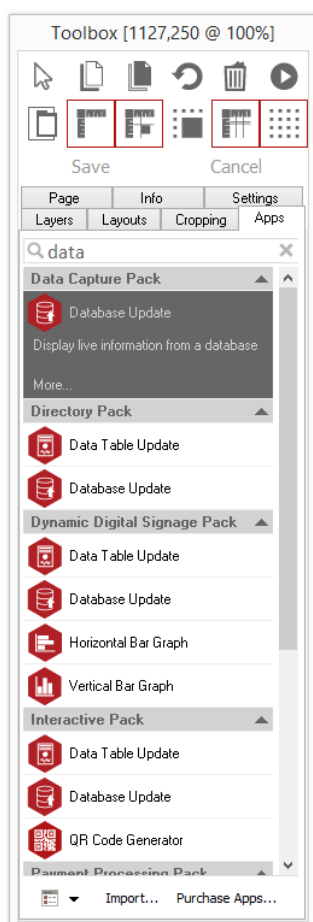
This page app allows you to import data from a data source such as a database or spreadsheet into Acquire. The app will process an SQL query and save the results to either a CSV file, an XML file or directly to Acquire Variables. Upon completion the app can ask Acquire to load a different page.

This app does not display anything on the Acquire page.

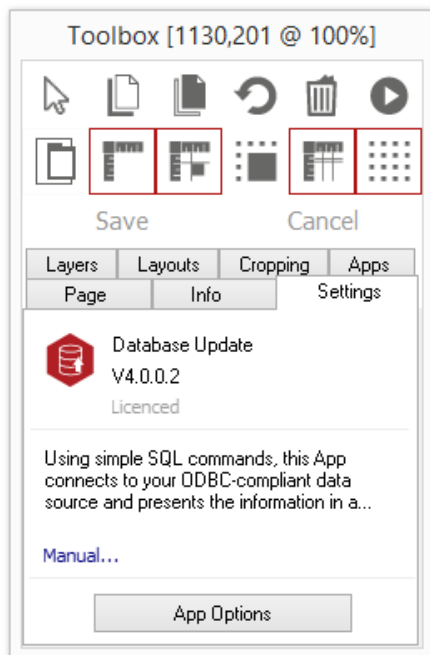
## Using Database page app.

To access the app open an existing or new page and select the 'App' tab of the page editor 'Toolbox' (shown). Apps are grouped within the relevant app packs and are displayed red if they have been licenced. For more information about licencing apps go to [Licencing apps](#).

Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.



Once you have selected your app draw an area on your page where you would like to use the app.



The 'Settings' tab within the Toolbox will automatically open when the app is added to the page.

From here you can set your app up by clicking on the 'App Options' button.

## Understanding the App Options.

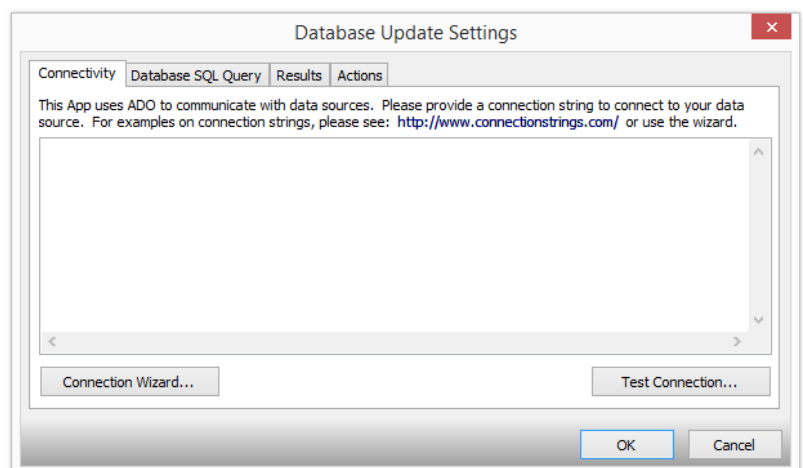
### Connectivity tab.

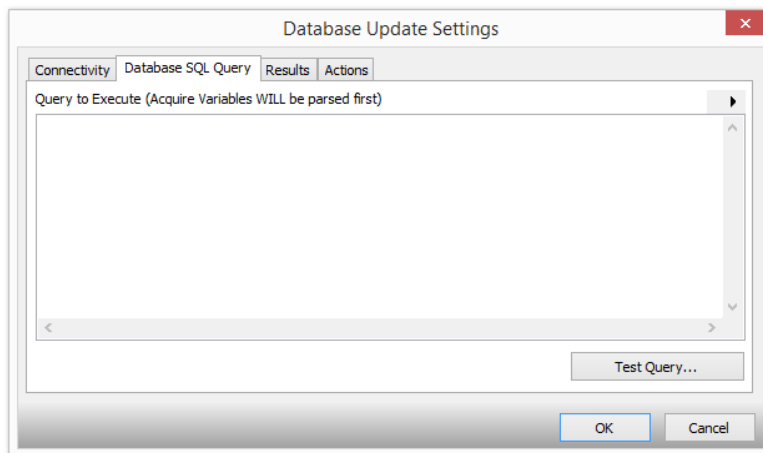
This tab deals with how to connect and communicate with the data source. The app uses ADO (ActiveX Data Objects) to communicate with the data source and it does this using the OLE DB interface. (The OLE DB interface replaced the ODBC interface, which is now considered obsolete).

To enable connection, a suitable connection string must be supplied. There are numerous websites that will help with this. However, most connections should easily be made using the connection wizard (see below).

Pressing **Test Connection** will allow you to test if the connection string is correct and that it can connect to the data source.

**Tip:** Some data sources may require additional components to be installed on the computer, but this depends on the data source used.





### Database SQL Query tab.

This tab allows you to specify a database query to execute. You may use Acquire Variables within this query.

**Tip:** Care must be taken to ensure these values will not cause the syntax to become invalid.

The small arrow in the top right of the window contains a menu which will insert some simple examples for fetching data from some sources (eg: Excel.)

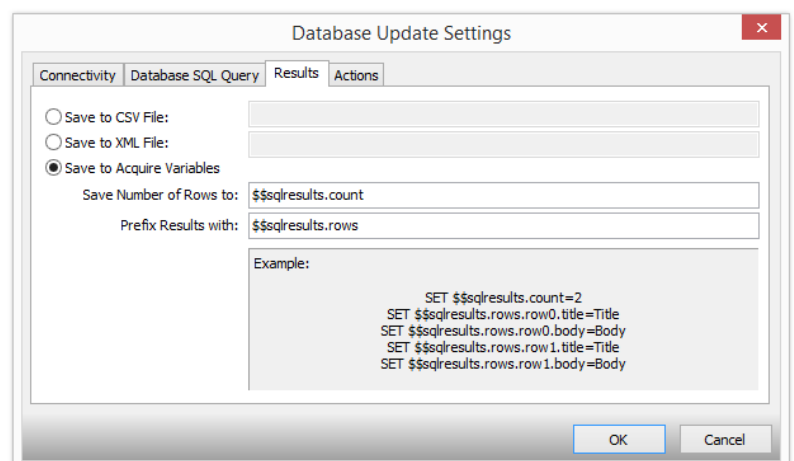
Pressing the **Test Query...** button will allow you to see if your syntax is correct.

**Tip:** During this test, Acquire Variables are NOT processed.

### Review tab.

Use this tab to choose how the results are stored. The options are:

1. Save to a CSV file: Enter the name of the file. The first line will be the list of field names. (See Appendix B)
2. Save to an XML file. Enter the name of the file. This file format is compatible with the Bar and Line graph page apps. (See Appendix C)
3. Save to Acquire Variable for greater flexibility. Enter a variable name to save the number of rows to. Enter a variable prefix to save the results to. (See Appendix D).

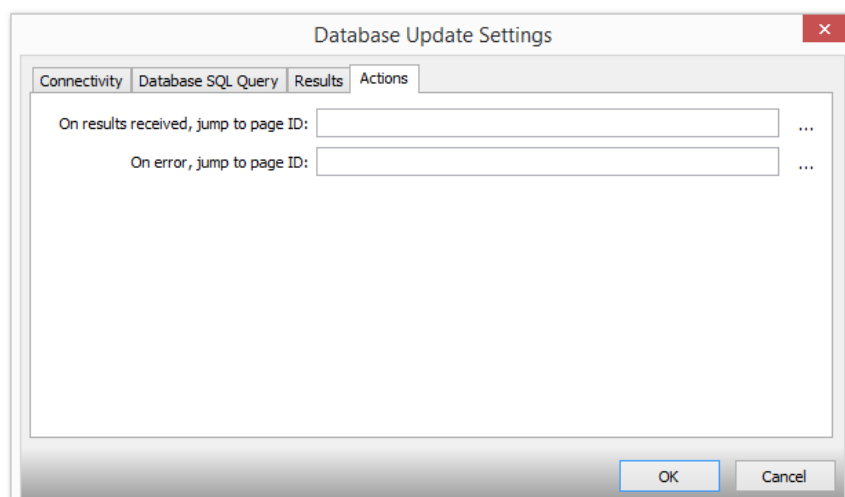


### Actions tab.

This tab allows you to choose what happens when the query executes successfully or when an error occurs.

Enter the ID of the page to jump to.

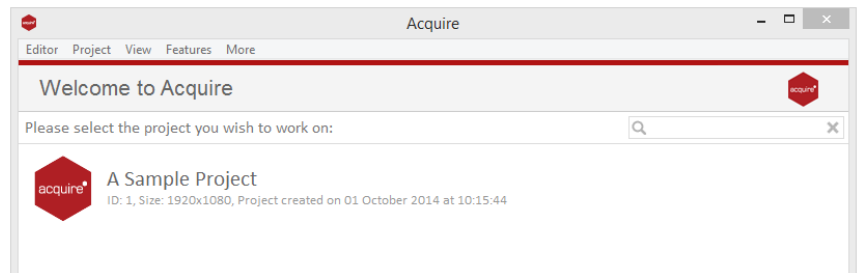
The error message will be stored in the Acquire log file. But you may wish to display a friendly message on screen.



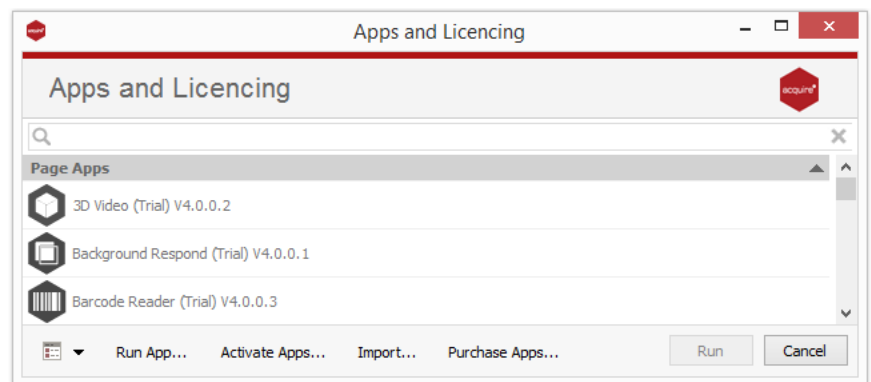
## Licencing apps.

On purchasing an app pack you will be provided with a licence key. Save this to your computer.

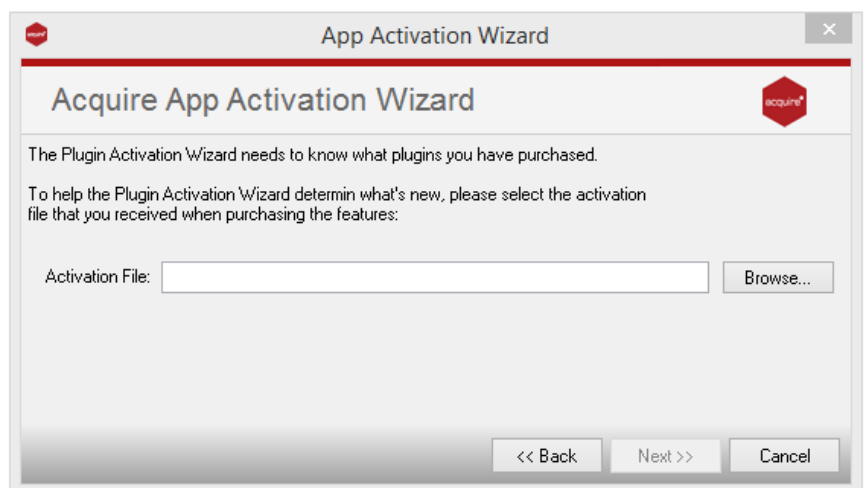
From the main 'Welcome Screen' click on *Editor* and select Apps and Licencing from the drop down menu.



Click *Activate Apps* and follow the onscreen instructions.



Use the 'Browse...' button to locate your saved licence key and follow the instructions to activate.



Your apps should now be activated and can be accessed from the apps list or from within a working project or project page.