



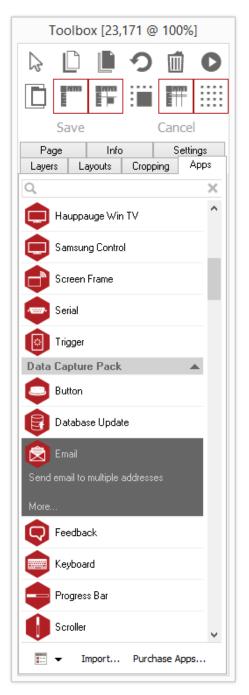
## Contents.

Introduction	3
Using the Email app	3
Understanding the App Options	4
Licensing apps.	6

### Introduction.

The Email app is a clever addition for any interactive display or kiosk allowing customers to register for a newsletter, submit feedback or make payments for items online. Emails can be sent from a kiosk or screens directly to individuals or members of staff to record customer registrations or action a task. Emails can be sent to multiple email addresses with up to 5 attachments and Acquire will also execute specific actions once the email has been sent, for example display a 'thank you' message or jump to another page.

# Using the Email 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 licensed. For more information about licensing apps go to Licensing 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.

Toolbox [200,151 @ 100%]					
D D O O					
		:			
Save Cancel					
Layers Page	Layouts	Сгорр	oing A Setti	Apps nas	
Email V4.0.0.6 Licenced					
This Page App sends an email to multiple addresses. The mail is sent when the page containing the Page App is first shown.					
Manual					
App Options					
App Options					

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.

	EMai	il Config	
E-Mail		Attachments	
To Email address:		File 1:	
From Email address:		File 2:	
SMTP Server:		File 3:	
Port Number (SMTP):	25	File 4:	
Timout:	30 seconds	File 5:	
		Actions - Jump to Page	
My Server require	s authentication	On Success:	
SMTP User:		On Error:	
SMTP Password:			
Message Subject:			
		OK	Cancel

Use this window to set up your email source, destination and textual content.

To Email address: Enter a list of email recipients separated by comas. This can also contain Acquire Variables.

From Email address: Enter one address, this can also be an acquire variable.

SMTP Server: Enter the address of the SMTP server.

My Server requires authentication. Check this box if your server requires authentication and enter the User name and password.

Email subject: Enter the subject line of your email. This can contain Acquire Variables.

Email message: Enter the text content of your email. This can contain Acquire Variables.

### Attachments:

You can select up to five files to attach to your email. These must be located in the project's media folder. Type in the file name or use the "..." button to select one. This can be an Acquire Variable.

## Actions:

#### On Success jump to:

Type in the ID of a page to jump to when the emails have been successfully sent. Type one in or use the "..." button to select.

### On Error jump to:

Type in the ID of a page to jump to if an error occurs while sending the emails. Type one in or use the "..." button to select.

#### Licensing apps.

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

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

•	Ac	quire			×
Editor Project View	Features More				
Welcome to	Acquire			scquire*	
Please select the pro	ject you wish to work on:		Q,		×
	ole Project 1920x1080, Project created on 01 October 20	014 at 10:15:44			

Click *Activate Apps* and follow the onscreen instructions.

<del></del>	Apps and	l Licencing		×
Apps and Licencing			BCQU	
Q				×
Page Apps				•
3D Video (Trial) V4.0.0.2				
Background Respond (Trial) V4.0.0.1				
Barcode Reader (Trial) V4.0.0.3				~
📰 🔻 Run App Activate Apps	Import	Purchase Apps	Run Car	ncel

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

•	×	
Acquire	App Activation Wizard	scquire
- To help the Plugin	tion Wizard needs to know what plugins you have purchased. Activation Wizard determin what's new, please select the activation red when purchasing the features:	
Activation File:		Browse
_	<< Back Next >>	Cancel

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