



Email App.



Revolutionising digital interaction.

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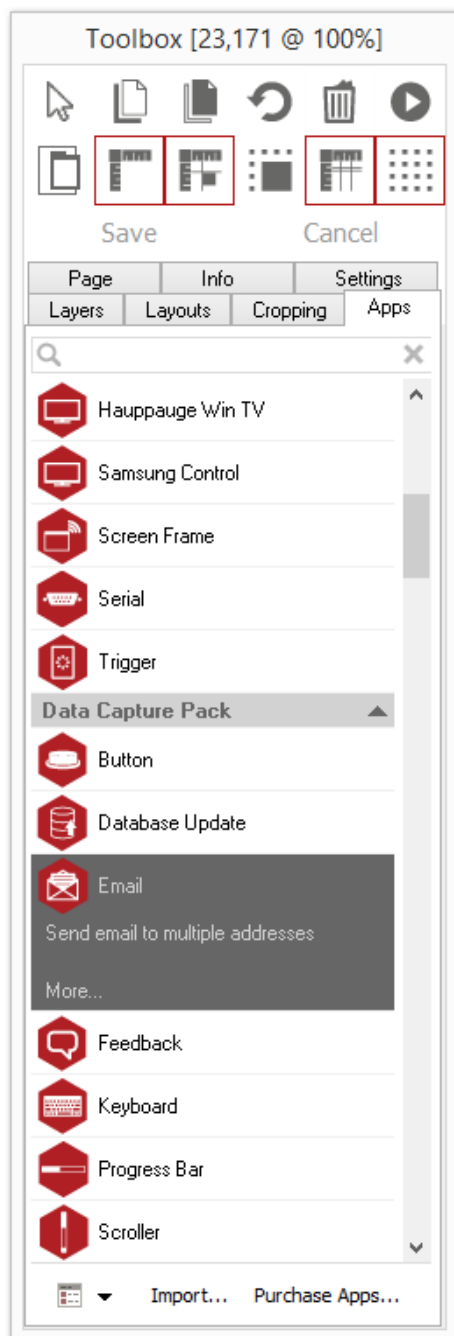
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Introduction.

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.

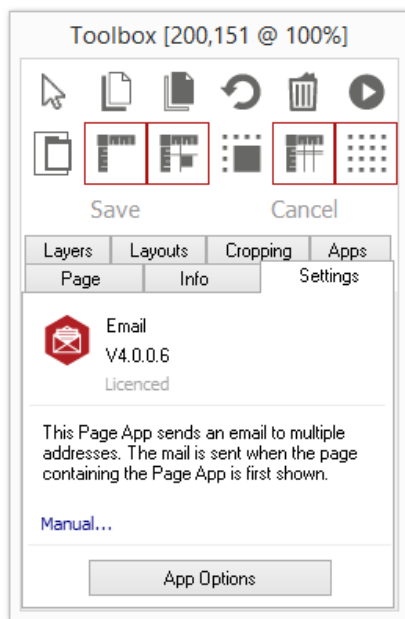
Using the Email app.



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.

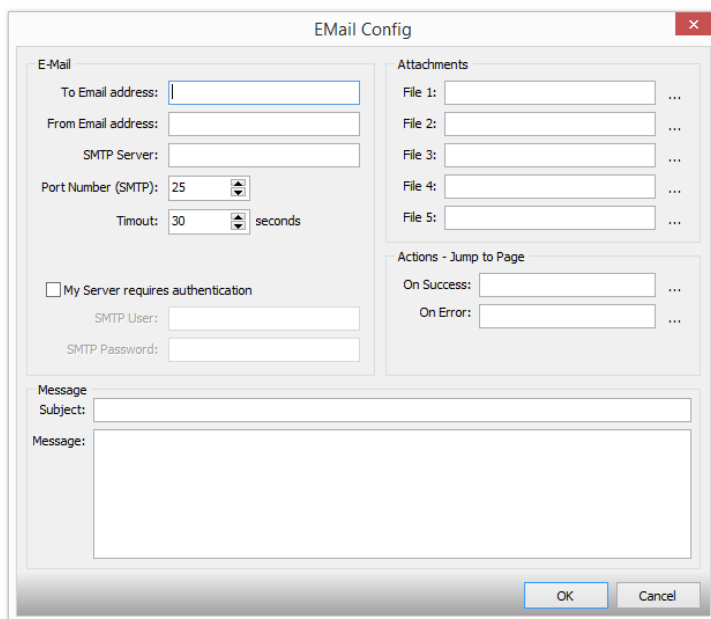
Once you have selected your app draw an area on your page where you would like to use the app.



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.



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

To Email address: Enter a list of email recipients separated by commas. 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.

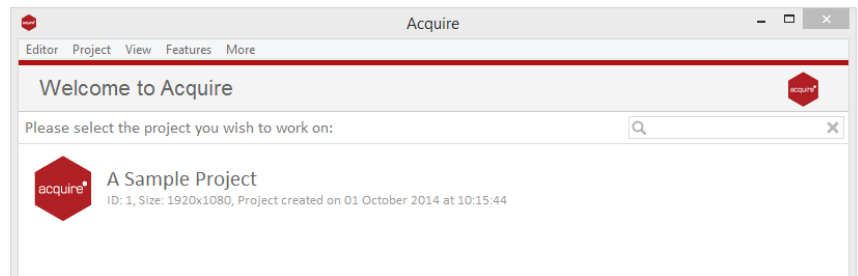
On Error jump to:

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.

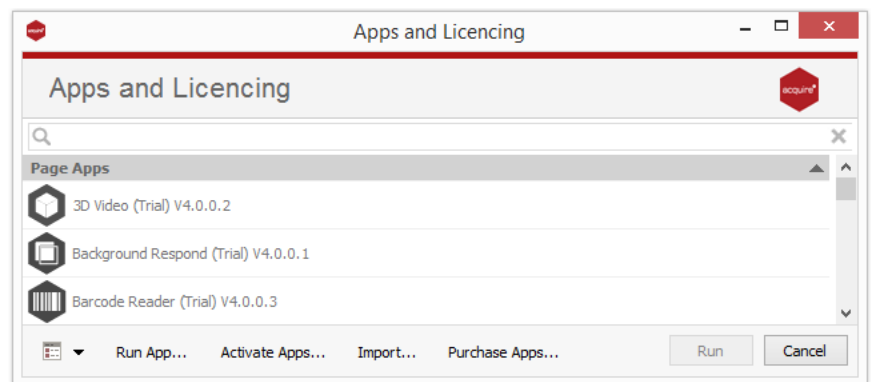
Licensing apps.

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

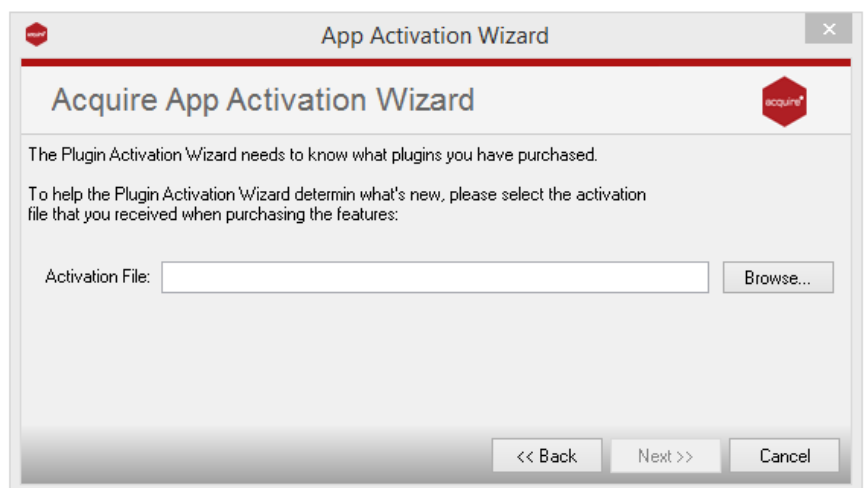
From the main 'Welcome Screen' click on *Editor* and select Apps and Licensing from the drop down menu.



Click *Activate Apps* and follow the onscreen instructions.



Use the 'Browse...' button to locate your saved license 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.