



Media Slideshow App.



Revolutionising digital interaction.

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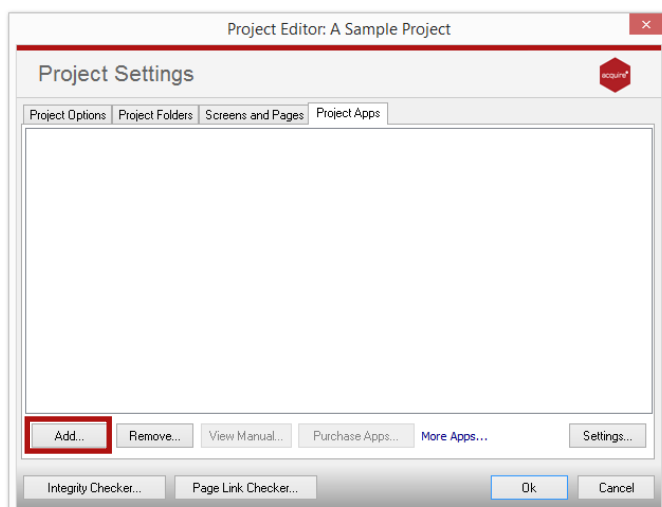
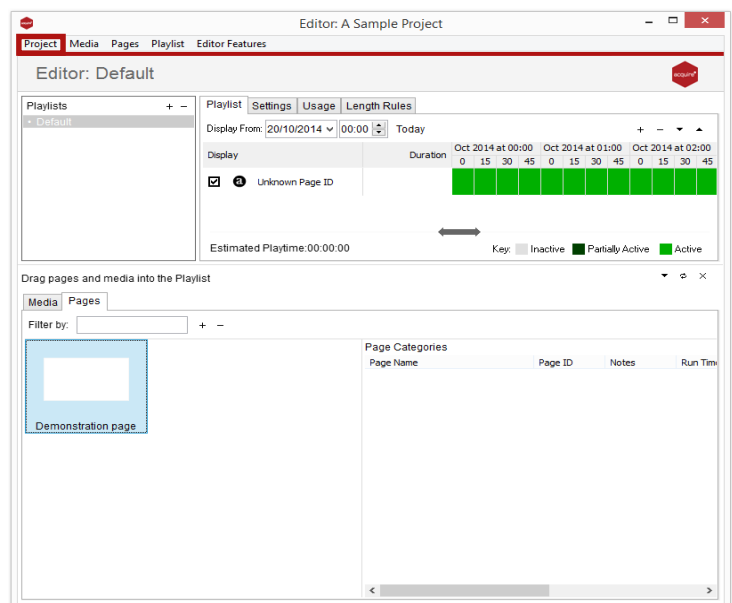
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Introduction.

This app scans folders that contain media files. It maintains an internal list of all the files in those folders that match specified media types. For example, you might scan a Movie folder for all the .MP4 & .MOV files. The app sets an Acquire variable with the name of one of these files ready for use in your project. It will set the variable with the next image in its list when the project page changes and/or when a special control variable is set. This file list can be randomized or sorted. This will determine the order in which the files will be set to the variable. The variable can then be used to show or play a different piece of media on the page (using of the built-in media tool or a page plug-in etc.) when the page changes or when a page item is clicked.

Adding the App to your Project.

From the Project Editor window navigate to the 'Project' tab and select 'Settings' from the drop down menu.



In the Project Settings go to the 'Project Apps' tab and click the add button as shown.

Select the app from the list.

Tip: Unlicensed apps will be greyed out and can only be used during your 30 day trial.

For more information about licencing apps go to [Licensing apps](#).

Understanding the App Options.

The initial window opens to show a list of all the media folders that the App is scanning.

Here is an overview of the detail it shows:

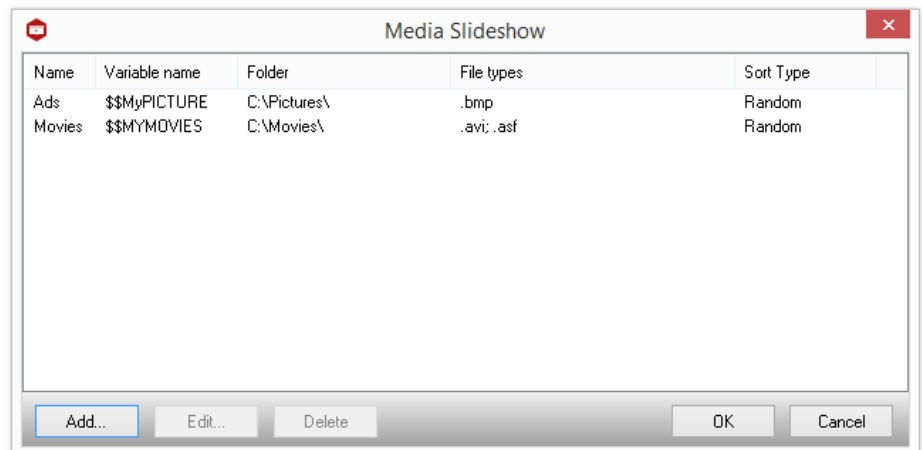
Name. A reference name for the item.

Variable Name: The name of the Acquire Variable that will be set to a media file name from the chosen folder.

Folder: The location of your media.

File Types: The types of media to scan the Folder for and set the variable to.

Sort Type: In what order the files will be set to the variable.

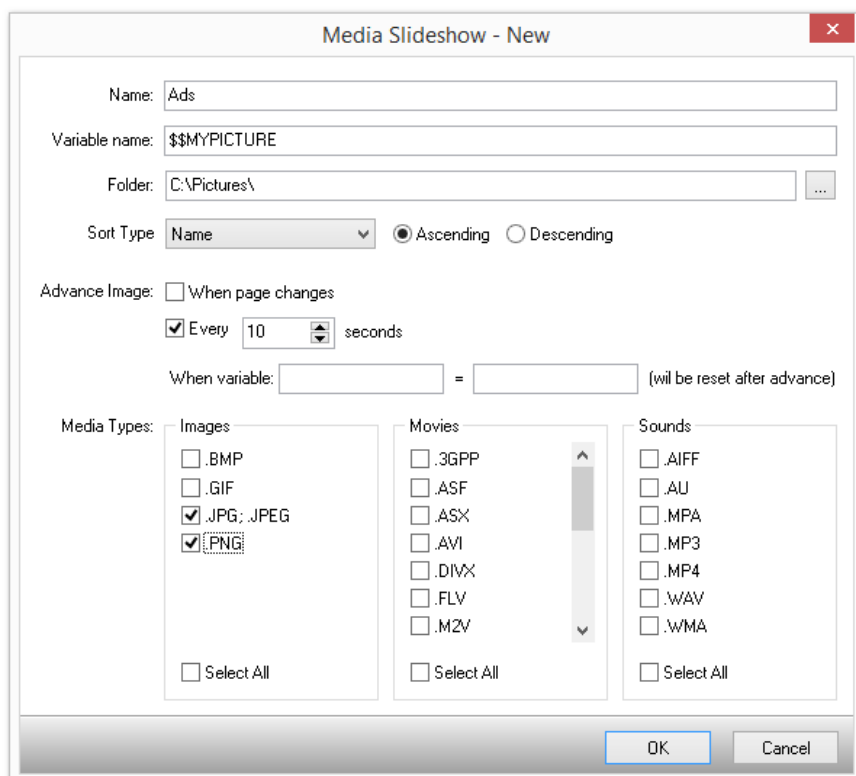


Name	Variable name	Folder	File types	Sort Type
Ads	\$\$MyPICTURE	C:\Pictures\	.bmp	Random
Movies	\$\$MYMOVIES	C:\Movies\	.avi; .asf	Random

Use the buttons along the bottom to add or edit the items that appear here.

Adding/Editing an Item.

This window is displayed when you press Add... or Edit an item.



Media Slideshow - New

Name:

Variable name:

Folder: ...

Sort Type: ☒ Ascending ☐ Descending

Advance Image: ☐ When page changes
☒ Every seconds
 When variable: = (will be reset after advance)

Media Types:

- Images:** ☐ .BMP, ☐ .GIF, ☒ .JPG; .JPEG, ☒ .PNG, ☐ Select All
- Movies:** ☐ .3GPP, ☐ .ASF, ☐ .ASX, ☐ .AVI, ☐ .DIVX, ☐ .FLV, ☐ .M2V, ☐ Select All
- Sounds:** ☐ .AIFF, ☐ .AU, ☐ .MPA, ☐ .MP3, ☐ .MP4, ☐ .WAV, ☐ .WMA, ☐ Select All

OK Cancel

Enter a name for the Folder List item and enter the name of an Acquire Variable. Its value will be set with a media file name from the scanned folder.

Navigate to or type the name of the folder where you want the app to scan for media.

Define how you want the list to be sorted by. You can choose between name, in alphabetical order, modified date, or random which shuffles the order.

Use the Advanced Image section to define how frequently you wish the image to change.

When page changes: If ticked the image will only advance when the page changes.

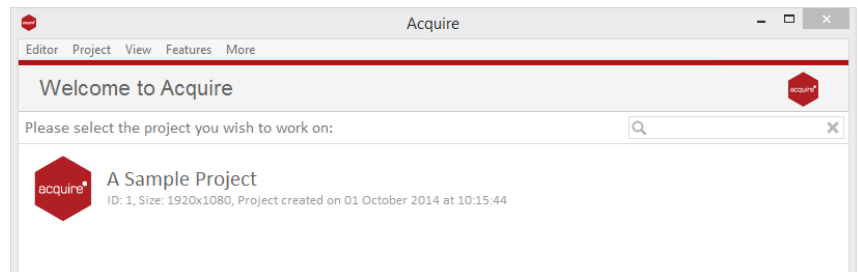
Every: If this is ticked you can set how often the images advance, in seconds.

When Variable: Enter the variable and the state of the variable. When the variable reaches the specified state it will advance the image.

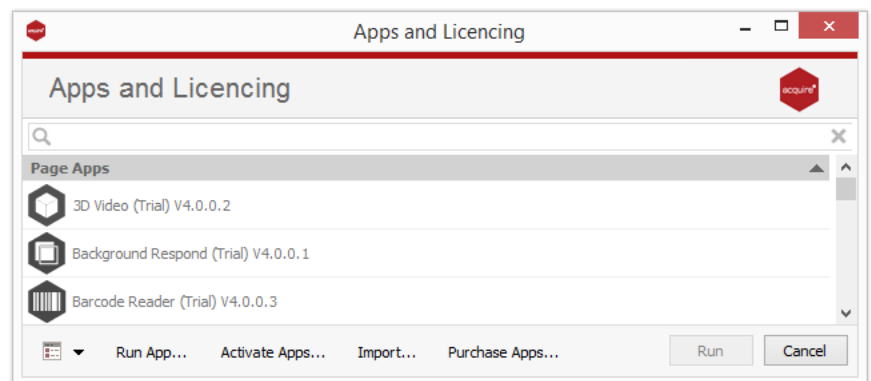
Licensing apps.

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

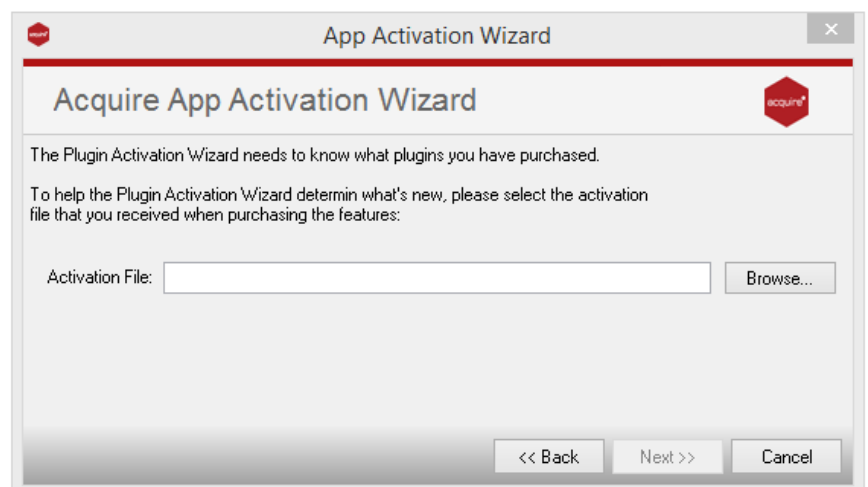
From the main 'Welcome Screen' click on *Editor* and select Apps and Licensing from the drop down menu.



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.