



Revolutionising digital interaction.

Acquire App Manual – PDF Viewer Version 4.0

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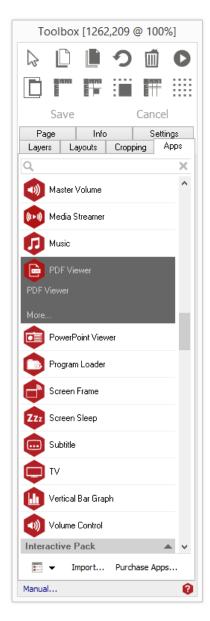
Introduction.

If you already have files saved as PDFs and do not wish to recreate the content on your project pages you can use the PDF viewer app to include and successfully display PDFs within your digital project.

Note: Acrobat Reader v9.4 or higher must be installed on your player PC.

Using the PDF Viewer app.

To access the app open an existing or new page and select the 'App' tab of the page editor 'Toolbox' (shown below). Apps are grouped within the relevant app packs and are displayed red if they have been licenced. For more information about licensing apps go to <u>Licensing apps</u>.



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.

The PDF Viewer has been selected here.

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

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.



Source.

Enter the PDF file to be displayed. This can be an Acquire Variable. You can also select for the PDF to be re-loaded if it is modified.

Security.

Set the user interaction level.

Control.

- Set the Layout Mode.
- •Enter a Control Variable. When this is set to one of the verbs listed below the PDF changes accordingly. Verbs: first, last, next, previous, zoom in, zoom out. You can set the variable in an Acquire Button App (etc.) to allow the user to navigate using your own controls.
- Set the initial Zoom level.

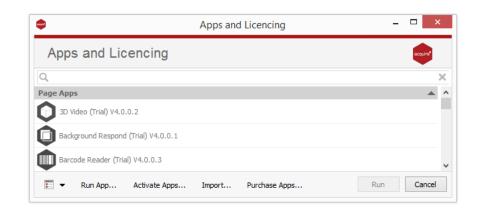
Licencing apps.

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

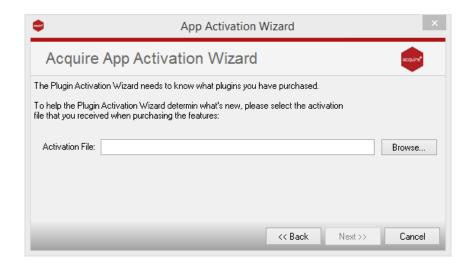
From the main 'Welcome Screen' click on *Editor* and select Apps and Licencing from the drop down menu.



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.