Photo App.

acquire

Acquire App Manual – Photo Version 4.0

Contents.

Introduction.

Using a camera connected to your player computer this app allows photos to be taken, previewed and displayed onto your digital screens. Photos can be transformed by overlaying images and background templates creating a novelty keep sake.

Using the Photo 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 Licensing apps.
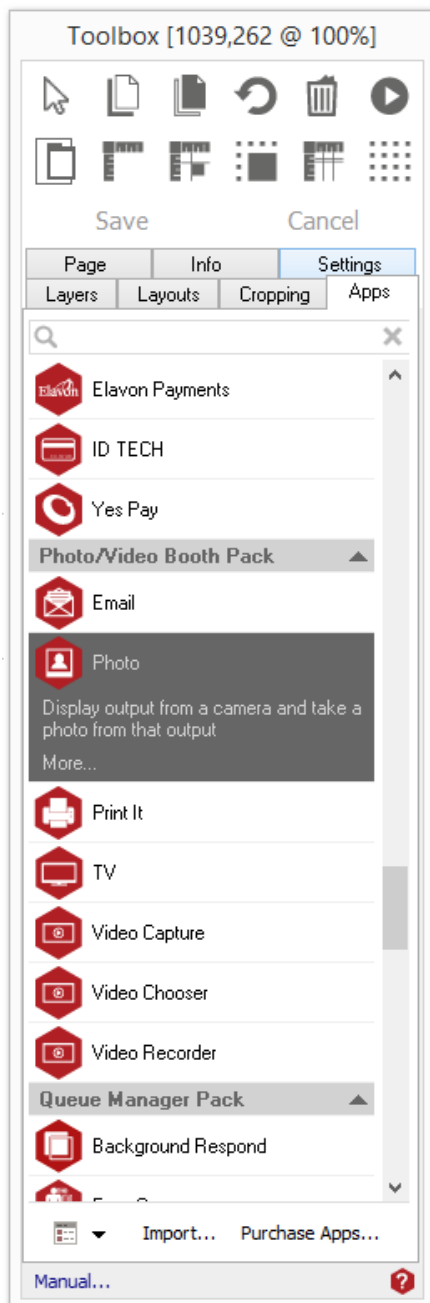

Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.

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.
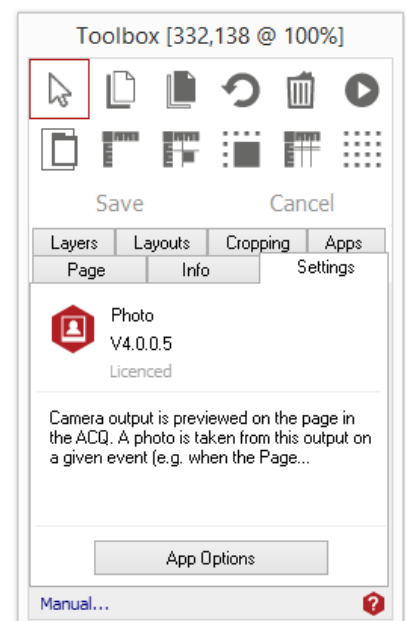
Understanding the App Options.

The configuration window is divided into six panels which are detailed below.

At any time you can press OK to save your changes and close the window. Or press Cancel to close the window without saving.

1. Preview Resolution.

Select the resolution of the preview i.e. the camera image as it appears in the Acquire project page.

Optimal for Display
Select this to set the camera's resolution to one that best matches the size of the app. *This is the recommended setting.*

Highest Resolution
Select this to set the camera to its highest resolution. The image will be stretched to fit the app. This may be slow for cameras with very large resolutions.

Closest To
Type in a resolution. The camera will be set to a resolution that is closest to this.

2. Photo Resolution.
Select the resolution of the photo i.e. the image that is taken by the camera.

Closest to Overlay Image
Select this to set the camera's resolution to one that best matches the size of the Overlay Picture image. *See below.*
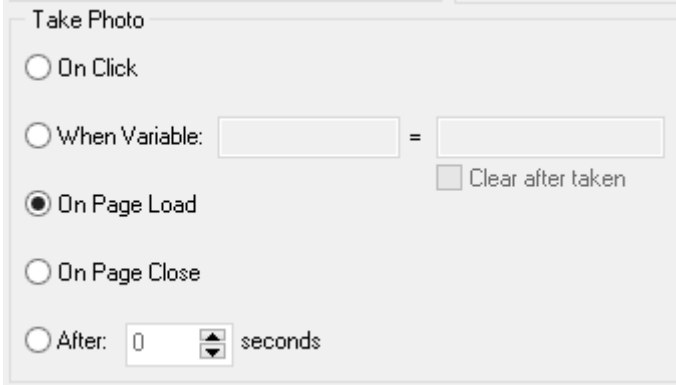
Highest Resolution
Select this to set the camera to its highest quality resolution.

Closest To
Type in a resolution. The camera will be set to a resolution that is closest to this.

3. Take Photo.
Select the event which triggers the photo to be taken.

On Click
The photo is taken when user clicks on the photo app

When Variable
Enter an Acquire Variable and a value. The Photo is taken when the variable equals the value. For example you might use a Button app to set the variable.

Select "Clear after taken" to make sure the variable is cleared ready to be set again.

On Page Load
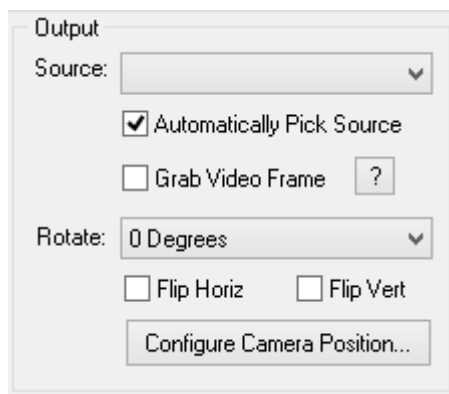The Photo is taken when the app host page starts.

On Page Close
The photo is taken when the app host page closes.

After
Enter a number of seconds. The photo will be taken when this period has elapsed since the page started.

4. Output.
Use this panel to set up your camera. These settings will affect the preview and the taken photo.

Source
Select a camera from the list.

Automatically Pick Source
Select this for the app to choose a camera.

Rotate
Select an angle to rotate the camera output. You can choose 0, 90, 180 or 270 degrees.

H Flip
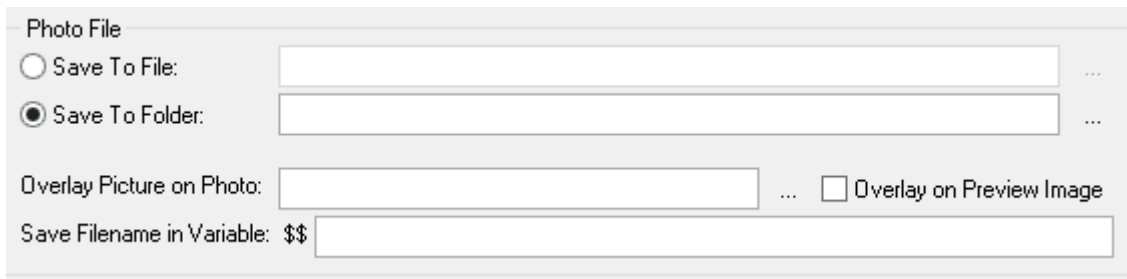Select this to flip the output horizontally.

V Flip
Select this to flip the output vertically.

Configure Camera Position...
When an Overlay Picture image is selected you can press this button to alter the camera's output position behind that image.

See Camera Position *section below.*

5. Photo File.

Save To File
Select this and enter a file name (or use the '...' button to select one). The taken photo will be saved to this file in the project's media folder.

Save to folder
Select this and enter a folder (or use the '...' button to select one).
The taken photo will be automatically named and saved into this folder.

The file is named after the current date and time:
e.g. "2006-11-24 10-55-27-918.jpg"

Overlay Picture on Photo
Enter an image file name or use the '...' button to select one.

This image will be overlaid on the photo. If the image has transparency (e.g. a .PNG) the camera's output will be visible through any transparent (cut-out) areas in the overlay,
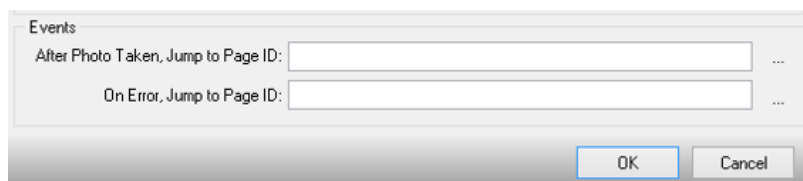
Select "Overlay on Preview Image" to see this in the preview as well as the taken photo.

You can press the "Configure Camera Position..." button to alter the camera's output position behind this image. *See the* Camera Position *section below.*

Save Filename in Variable
Enter an Acquire Variable name. The file name of the saved photo will be written to this variable.

6. Events.

After Photo Taken
Enter a page ID or use the "..." button to select one. When a photo is taken the project will jump to this page.

On Error
Enter a page ID or use the "..." button to select one. If an error occurs the project will jump to this page.

Camera Position

This window is shown when press the "Configure Camera Position…" button in the Output section.

Here you can alter the camera's output position behind the Overlay Picture image.

The camera's output will be visible through any transparent (cut-out) areas in the overlay and you can use this window to make sure that the output matches up with the cut-out.
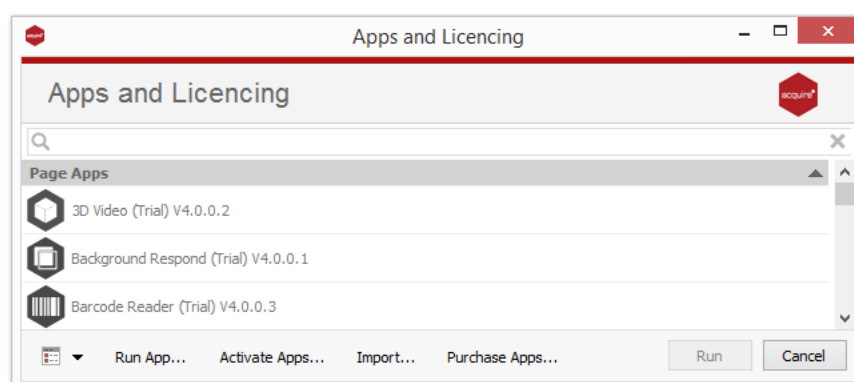
Licensing apps.

On purchasing an app pack you will be provided with a licence key. Save this to your computer.
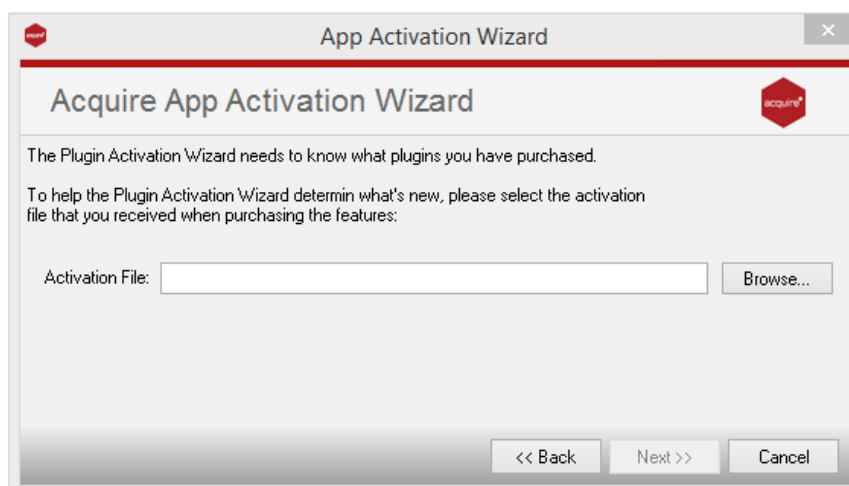
From the main 'Welcome Screen' click on *Editor* and select Apps and Licensing from the drop down menu.
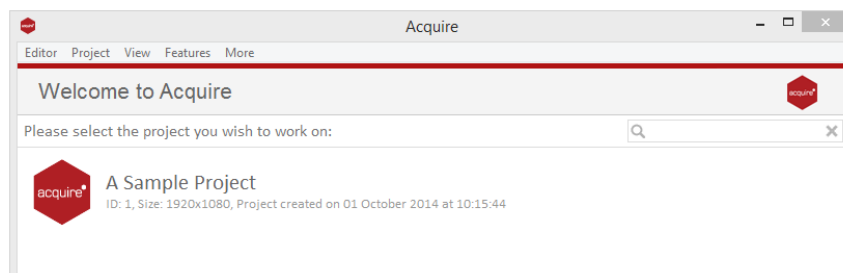
Click *Activate Apps* and follow the onscreen instructions.

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.