



Powerpoint Viewer App.



Revolutionising digital interaction.

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Introduction.

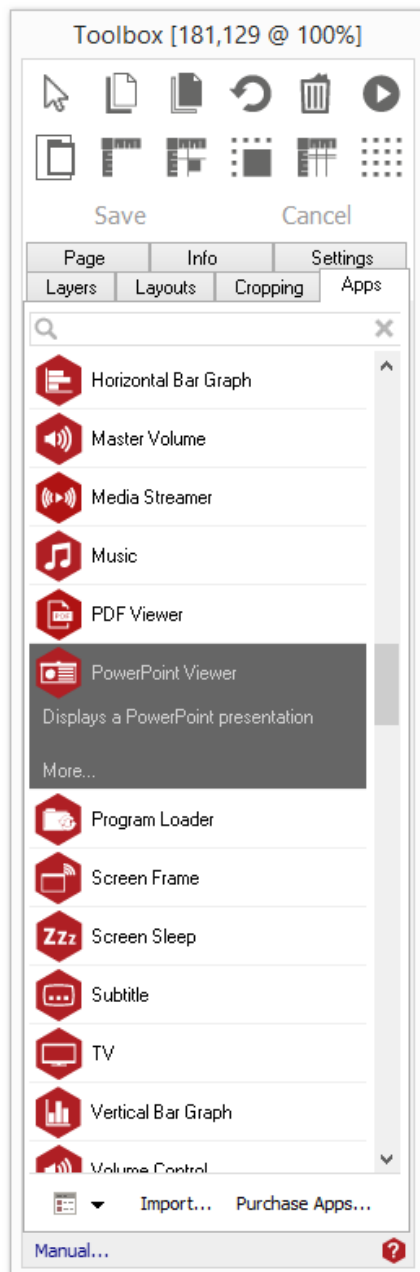
If you already have an effective PowerPoint presentation that you would like to include on your digital display and you do not wish to recreate it the PowerPoint Viewer app allows you to include existing PowerPoint files. You can select specific slides or an entire presentation to be displayed and actions can also be pre-set so that once the presentation finishes other pages within your campaign load seamlessly for uninterrupted playback. This App require Version 9.4 or above.

Requirements.

- This app has been tested with Microsoft Office PowerPoint 2003. This must be installed on the Player unit. If this is unsuitable, consider using the *Program Loader* page app.
- Using more than one PowerPoint app per page will have unpredictable results.

Using Power Manager 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 [Licencing apps](#).

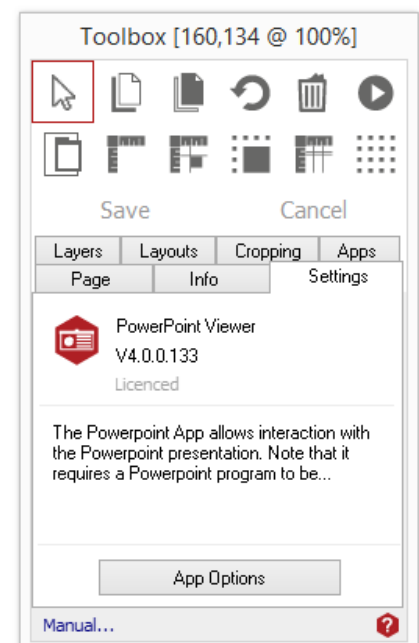


Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.

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 screenshot shows the 'PowerPoint Viewer Settings' dialog box. It has a title bar with a close button. The dialog is divided into several sections: 'PowerPoint File' with a text field and a browse button; 'Open with' with two radio buttons, 'PowerPoint' (selected) and 'PowerPoint Viewer'; 'Range' with two radio buttons, 'Play all' (selected) and 'Play range' (with 'Start Slide' and 'End Slide' spinners both set to 1); and 'Control' with a checked 'Advance every' option (set to 5 seconds), a checked 'Advance on click' option, and four rows of 'Advance When', 'Previous When', 'Restart When', and 'Jump to Slide' each with a text field, an equals sign, another text field, and an 'and then set to:' label followed by a text field. At the bottom of the 'Control' section are 'Loop' (unchecked) and 'Play' (checked) options. The 'Play' option has a spinner set to 1, the text 'times and then', a dropdown menu set to 'Disabled', and a 'To:' label followed by a text field. At the very bottom are 'OK' and 'Cancel' buttons.

PowerPoint File.

A presentation file to display. This is located in the project's media folder. Type in the file name or use the button to select one.

Open with.

Select which method to open the file.

Range.

Play All: Play all the slides in the presentation.

Play Range: Only play a selected range of slides within the presentation. Change the Start Slide to End Slide to define the range.

Control.

Advance every: Automatically advance to the next slide. Enter the time delay between slides.

Advance on click: Advance to the next slide when the app is clicked.

You can control the navigation using Acquire Variables that are set by other interface apps such as the *Button* app. The actions are:

For each action enter an Acquire Variable to monitor. Leave this blank to not do the action. For each action's variable enter a value. When the variable is set to this value the action will be performed. Also enter a new value to reset the variable to once the action has been performed so that it is ready to use again.

Loop: Select this to play the Range in a continuous loop.

Play: Select this to play the Range for a fixed number of times and then perform an optional action.

Enter the number of times to play the Range.

Select an action to perform once played. The options are:

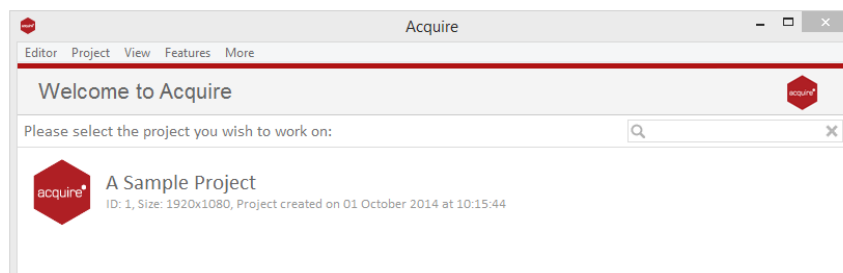
- Disabled
Perform no action
- Jump to Page
Jump to a page. Enter a page ID in the To box or use the "..." button to select one.

- Timeout Page
Time out the page
- Quit Page
Quit the page
- Return to Previous
Return to the previous page

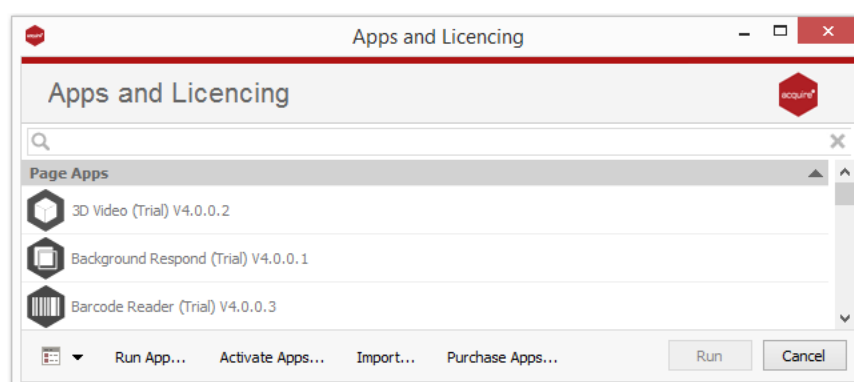
Licencing apps.

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

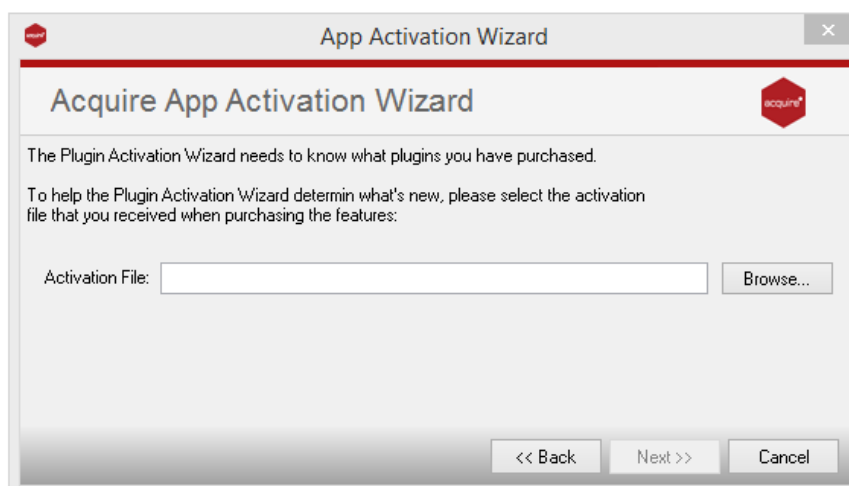
From the main 'Welcome Screen' click on *Editor* and select Apps and Licencing from the drop down menu.



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.