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### Introduction.

Powered by AccuWeather.com this app enables you to include reliable, accurate weather updates for your local area. The app does require you to have a subscription with Accu Weather, details of which will be stored in Acquire. The app can also be programmed to determine how frequently the weather updates refresh and the appearance of the weather feeds and how they are displayed can also be specified.

### Project App.

This project app will download data from our weather website partner and use it to set Acquire Variables ready for use in your project.

This is a subscription service which can be purchased from the following website:

http://www.acquiredigital.com/weather

Multiple locations of weather can be read at a time.

**Note** The project app will run in "demonstration mode" until you enter your subscription details. Whilst in this mode the weather data supplied is <u>not live</u>, it is supplied for demonstration purposes only.

### Page App.

While you can use the variables directly from the project app, sometimes it is easier to use a pre-configured system of icons to display your weather in a more friendly way.

The page app is useful for this.

### AccuWeather.com.

These apps are powered by AccuWeather.com which is a subscription service that can be purchased from the following website:

http://www.acquiredigital.com/weather

AccuWeather.com's content for digital signage features highly localized, accurate, reliable, and qualitycontrolled weather forecasts for more than 2.7 million locations worldwide and are fully licensed for Acquire digital signage applications.

#### Project App Configuration Window.

Use the two tabs to tell the app which weather feed you have subscribed to and what location/s you want to get the weather data for.

## Source tab.

	🕴 Weather Project App – 🗆 🗙
	About Source Locations
	Account Details
	User Name:
	Password:
•	Test Connection
	Options
	Acquire Variables: O Do not set any Acquire Variables <ul> <li>Put basic weather data into Acquire Variables</li> </ul>
	O Put all weather data into Acquire Variables
2	Refresh Weather Every 2 🚔 hours.
	DEMO MODE - CLICK HERE OK Cancel

- 1. Enter your subscription username and password.
- 2. Choose how much data is sent to Acquire. The more sent, the more options available to you but the longer it will take Acquire to populate these fields. Generally the default is ok. *Tip:* If you are using the *Weather* page app then this can be set to *Do not set any Acquire Variables.*

#### Locations tab.

Use this tab to define Acquire Variables and the location where the weather data is read from.

8			۷	Veather	Project App	b	>
About	Source	Locations					
Weath	her will be <u>o</u>	got for the foll	owing l	ocations:			
Loca	ation					Variable	
Lond	London, United Kingdom(Westminster, England) \$\$weather1						
	Add	Edit		Delete	Move Up	Move Down	Variables

1. This is a list of *root* Acquire Variables and their weather Locations.

In the above example:

- The first item in the list is set to a get weather data from a location specified via a variable.
- The root variable is \$\$weather1. This means that each weather data variable is appended to this, e.g.:

```
$$weather1.current.description = Mostly Cloudy
$$weather1.current.temperature = 17c
```

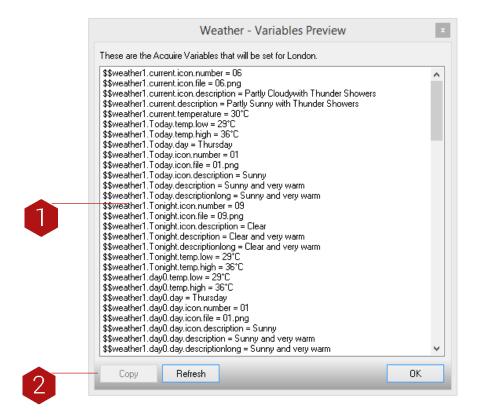
See the Appendix 2 for a complete list of the variables set.

- 2. These buttons are used to manipulation the above list.
  - Add Append a new item to the list.
  - Delete Remove the selected items from the list.
  - Move up/down Move the selected items within the list.

#### Preview window.

This window is shown when you press the Variables button on the Locations tab.

You must have an internet connection, entered correct subscription log-in details on the Source tab and entered a valid Location.

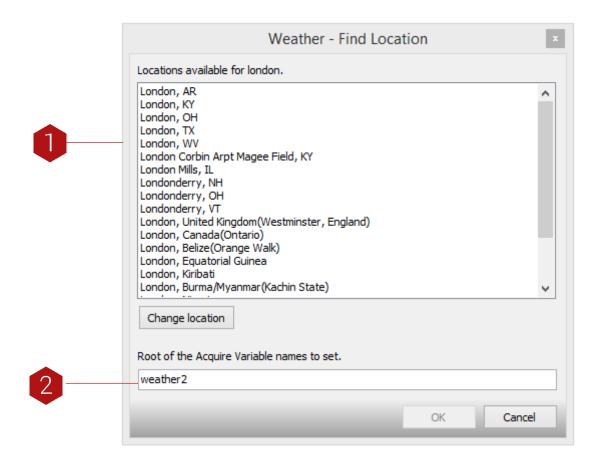


- 1. This is a list of all the Acquire Variables that your weather site sets for the location.
- 2. Use these buttons to:
  - Copy Press this to copy the selected item's variable names into the clipboard. You can then paste them into your project instead of having to type them.
  - Refresh Press this to refresh the list.
  - OK Press this to close the window and return to the Locations tab.

#### Locations window.

This window is shown when you add or edit a location. Use it to specify the location and root variable to use.

Tip: You must have an Internet connection and entered correct subscription log-in details in the source tab.



- 1. A list of all the locations that match the real location name is shown here. Press *Change Location* to switch to a different location.
- 2. This is the name of the root Acquire variable where all weather data is written as per the appendix.

### Page App Configuration.

– Icon Pack:				
<u> </u>	ownload Icon Packs	New	Edit	Import
Location:	OTE:		) (asther Breis	at Dhuain
_	IOTE: new locations car Current	i be created using the	weather Froje	ct Flugin
Day: 1	Foday			1

- 1. Choose the style of icons to use from a list of installed icon packs. These can be downloaded from the Acquire website. The *New* and *Edit* buttons allow you to create your own icon packs. The editor shows you a grid with a description of each icon. Double click on an image description to change the image.
- 2. Choose the location that you wish to show weather data for. This location will be one of the presets that you have previously setup in the project app.
- 3. Choose the time of day and when during the week the weather should be for, i.e. now, or in the future.

# Layout Tab.

Weather - Configuration	×
About Options Layout Text	
OK	Cancel

Use the layouts tab to display exactly how the weather data is shown to the user.

Hover the mouse over a control for an explanation of what it does.

Editing of these items works very similar to that of the Acquire page designer.

Double clicking on a box will allow you to edit an existing item.

## Text Tab.

	Weather - Configuration ×
About Opti	ions Layout Text
Edit the day	text. (Day 1 is Monday)
Day 1:	Monday
Day 2:	Tuesday
Day 3:	Wednesday
Day 4:	Thursday
Day 5:	Friday
Day 6:	Saturday
Day 7:	Sunday
Daytime:	Daytime
Nighttime:	Nighttime
	OK Cancel

This section allows you to type in the text used for various elements such as the day of week. This is provided so that it can be written in the correct language.

### Appendix.

#### Acquire Variables

The following variables are written into Acquire by the app.

Tip:Place your icons and logos in an Always Send folder in your project's media folder to ensure they all<br/>get deployed. See the Acquire manual for more details.

This is *not* necessary if you are using the page app which uses its own icon pack instead.

The \$\$weather part is the *root* that you set in the configuration.

#### General...

\$\$weather.logo.typefile \$\$weather.logo.typefilepath \$\$weather.logo.markfile \$\$weather.logo.markfilepath

\$\$weather.location.id \$\$weather.location.name \$\$weather.location.country \$\$weather.location.latitude \$\$weather.location.longitude \$\$weather.location.timezone \$\$weather.location.time

\$\$weather.current.icon.number \$\$weather.current.icon.file \$\$weather.current.icon.filepath \$\$weather.current.description \$\$weather.current.humidity \$\$weather.current.wind.speed \$\$weather.current.wind.direction

\$\$weather.current.uv \$\$weather.current.uv.index \$\$weather.current.dewpoint \$\$weather.current.apparenttemp \$\$weather.current.pressure \$\$weather.current.pressure.state \$\$weather.current.temperature \$\$weather.current.visibility \$\$weather.current.visibility \$\$weather.current.precipitation \$\$weather.current.cloudcover \$\$weather.current.windchill \$\$weather.current.observationtime \$\$weather.current.realfeel

#### Today & Tonight...

\$\$weather.Today.temp.low \$\$weather.Today.temp.high \$\$weather.Today.sunrise \$\$weather.Today.sunset \$\$weather.Today.day \$\$weather.Today.date \$\$weather.Today.icon.number \$\$weather.Today.icon.file \$\$weather.Today.icon.filepath \$\$weather.Today.description \$\$weather.Today.descriptionlong \$\$weather.Today.wind.speed \$\$weather.Today.wind.direction \$\$weather.Today.wind.gust \$\$weather.Today.precipitation \$\$weather.Today.thunderstormprobability \$\$weather.Today.rain \$\$weather.Today.snow \$\$weather.Today.ice \$\$weather.Today.realfeel.low \$\$weather.Today.realfeel.high \$\$weather.Today.maxuv

\$\$weather.Tonight.icon.number \$\$weather.Tonight.icon.file \$\$weather.Tonight.icon.filepath \$\$weather.Tonight.description \$\$weather.Tonight.descriptionlong \$\$weather.Tonight.wind.speed \$\$weather.Tonight.wind.direction \$\$weather.Tonight.wind.gust \$\$weather.Tonight.precipitation \$\$weather.Tonight.thunderstormprobability \$\$weather.Tonight.temp.low \$\$weather.Tonight.temp.high \$\$weather.Tonight.realfeel.low \$\$weather.Tonight.realfeel.high \$\$weather.Tonight.rain \$\$weather.Tonight.snow \$\$weather.Tonight.ice \$\$weather.Tonight.maxuv

#### Tomorrow & Tomorrow Night... these set the same sub-variables at Today and Tonight

\$\$weather.Tomorrow.as today \$\$weather.TomorrowNight.as tonight

#### Forecast... day0 (today) to day4 are set, only day0 is shown here

\$\$weather.day0.temp.low \$\$weather.day0.temp.high \$\$weather.day0.sunrise \$\$weather.day0.sunset \$\$weather.day0.day \$\$weather.day0.date

\$\$weather.day0.day.icon.number \$\$weather.day0.day.icon.file \$\$weather.day0.day.icon.filepath \$\$weather.day0.day.description \$\$weather.day0.day.descriptionlong \$\$weather.day0.day.wind.speed \$\$weather.day0.day.wind.direction \$\$weather.day0.day.wind.gust \$\$weather.day0.day.precipitation \$\$weather.day0.day.maxuv \$\$weather.day0.day.rain \$\$weather.day0.day.snow \$\$weather.day0.day.ice \$\$weather.day0.day.temp.low \$\$weather.day0.day.temp.high \$\$weather.day0.day.realfeel.low \$\$weather.day0.day.realfeel.high \$\$weather.day0.day.thunderstormprobability

\$\$weather.day0.night.icon.number \$\$weather.day0.night.icon.file \$\$weather.day0.night.icon.filepath \$\$weather.day0.night.description \$\$weather.day0.night.descriptionlong \$\$weather.day0.night.wind.speed \$\$weather.day0.night.wind.direction \$\$weather.day0.night.wind.gust \$\$weather.day0.night.precipitation \$\$weather.day0.night.maxuv \$\$weather.day0.night.rain \$\$weather.day0.night.snow \$\$weather.day0.night.ice \$\$weather.day0.night.temp.low \$\$weather.day0.night.temp.high \$\$weather.day0.night.realfeel.low \$\$weather.day0.night.realfeel.high