



Interactive Display Creator User Guide



SoftRM

<http://www.softrm.com>

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1 Introduction

Interactive Display Creator is an interactive multimedia display software suitable for schools, exhibition halls, banks, hospitals and other public areas. This software can be used to create rich multimedia interactive display system without professional computer knowledge.

Picture, video, web browser, rich text, messageboard, Flash, animated gif can be added to the display page. Users can navigate between pages by clicking the button which links to a page. Using the combination module provided by the software, you can quickly set up a page that can browse the picture gallery, browse the video gallery, browse the web pages, or handwrite messages.

1.1 System Requirement

Operation Systems Supported:

- Windows 7
- Windows 8.1
- Windows 10

Software Requirement:

- Microsoft .NET Framework 4.5.2
- Visual C++ Redistributable for Visual Studio 2015

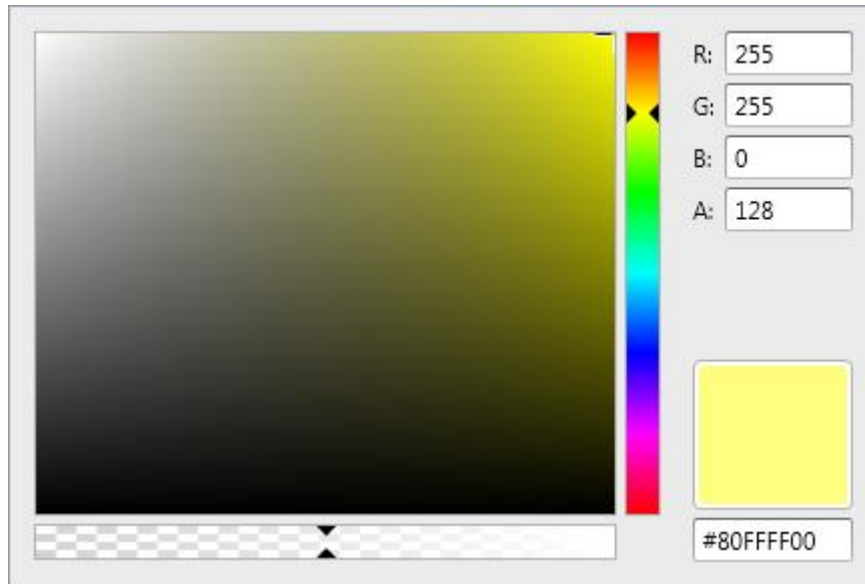
The installer will automatically detect and install Microsoft .NET Framework 4.5.2 and Visual C++ Redistributable for Visual Studio 2015.

Hardware Requirement:

- 4G RAM or above
- 800M disk space or above

1.2 ARGB Color

ARGB values are typically expressed using 8 hexadecimal digits, with each pair of the hexadecimal digits representing the sample values of the Alpha, Red, Green and Blue channel, respectively. For example, 80FFFF00 represents 50.2% opaque yellow. 80 represents a 50.2% alpha value, because it is 50.2% of 0xFF (in decimal 128 is 50.2% of 255), the first FF represents the maximum value a red sample can have; the second FF is like the previous but for green; 00 represents the minimum value a blue sample can have (effectively – no blue). Consequently red + green yields yellow.



2 Getting Started

The basic steps of designing an interactive display project are as follows:

- 1) Have the resource (picture, video, Flash, animated gif, rtf) files ready.
- 2) Create a new project, add components to the pages.
- 3) Add one or more buttons to link to other pages.
- 4) Publish the project to a folder.
- 5) If you are ready to display the published project on another computer, please copy the output folder to another computer, and run InstallRuntime.exe in the folder first to install the runtime components.

2.1 Create Project

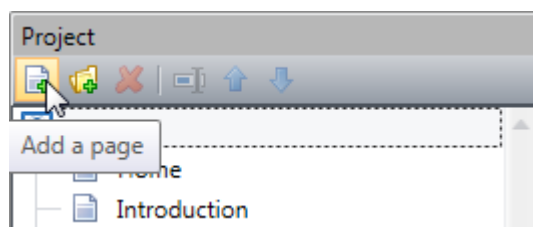
The new project is saved as a .srip file. While the project file is created, a resource folder with the same name as the project file is created in the folder where the project file is located. Resource folder is used to store the image files, video files, animated gif files, Flash files and rtf files added to pages when designing the project.

2.2 Move Project to Another Computer

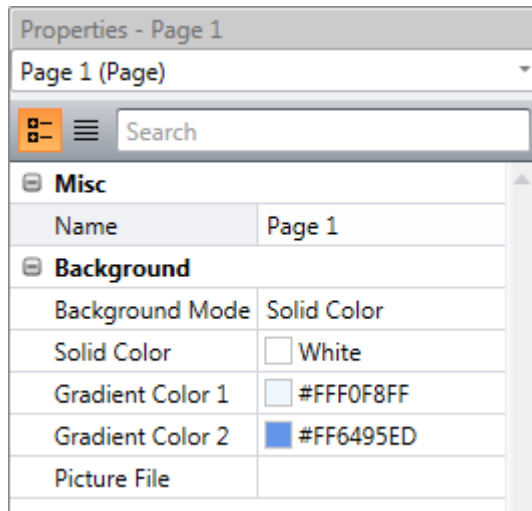
If you want to move the project to another computer, please copy the project file (.srip) and the folder with the same name as the project file to another computer.

2.3 Add Page

When a new project is created, 11 pages are added to the project. If you need more pages, please click the "Add Page" button in the toolbar of project window, as shown in the following image:



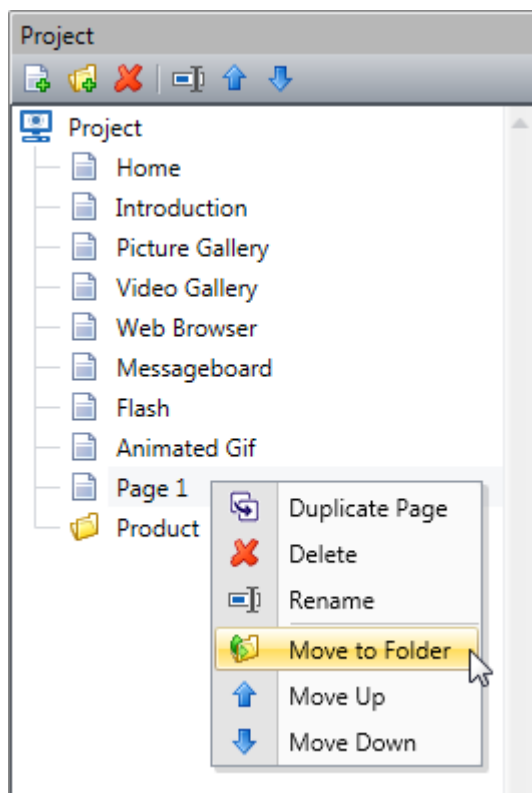
Select a page in the project window, you can modify the properties of the page in the property window. As shown in the following image:



2.4 Add Folder

In order to categorize the pages, you can create a folder in the project and move some pages to this folder. The folder is meaningless when displaying the project.

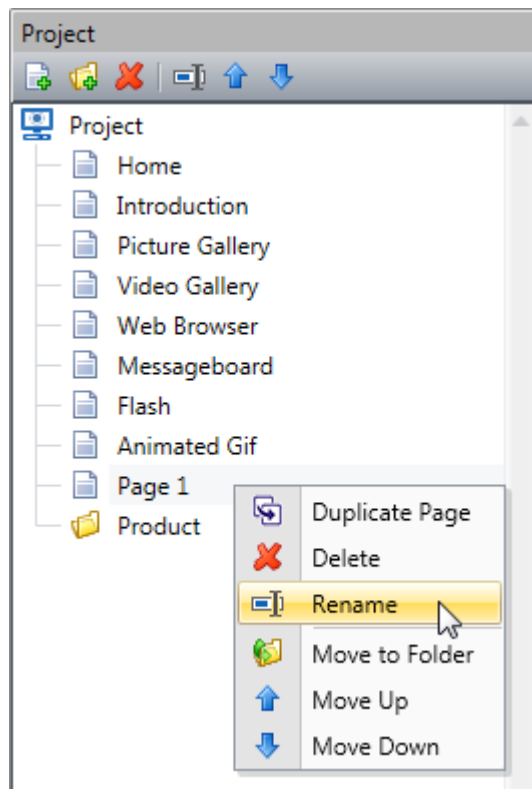
Select a page and then click "Move to Folder" in the right-click menu to move the selected page to a folder. As shown in the following image:



2.5 Rename the Page

Navigate between pages by setting up the link page for the button. If two pages have the same name, it is easy to make a mistake in selecting link page for a button, so it is recommended to name each page differently.

Select a page and then click the "Rename" button in the toolbar of project window, or click the "Rename" button in the right-click menu. As shown in the following image:



3 Add Components to Page

You can add the following components to the page:

Picture: used to display picture file.

Video: used to play video file.

Text Block: used to display rich text format document.

Button: used to link to other page or to work as a function button of the combination module.

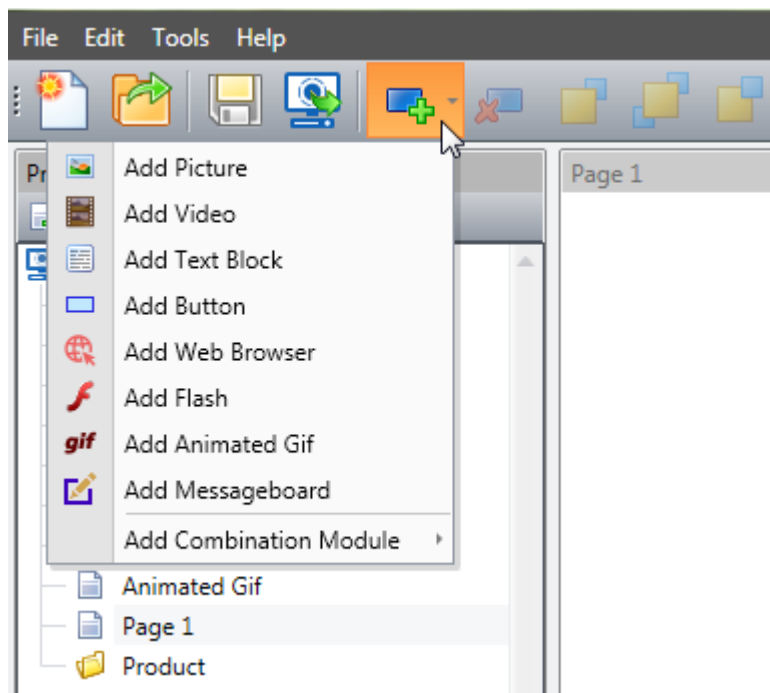
Web Browser: used to browse web pages.

Flash: used to play Flash (swf format) file.

Animated Gif: used to play animated gif (gif format) file.

Messageboard: used to handwrite message.

Select a page, then click the "Add Component" button in the toolbar, click a component in the component list, and the software will add the selected component to the current page. As shown in the following image:



3.1 Add Picture

The following format image files are supported: bmp, jpg, png, gif.

If you want to achieve the picture gallery browsing function, please refer to: [Add Picture Gallery Combination Module](#).

3.2 Add Video

The following format video files are supported: mpg, mpeg, mpv, mps, m2v, mpe, wmv, mpa, avi, mp4, m4e, m4v, mkv, vob, ts.

If you want to achieve the video gallery browsing function, please refer to: [Add Video Gallery Combination Module](#).

3.3 Add Text Block

The software supports displaying rich text format documents. It is recommended to edit .rtf documents with the WordPad program.

3.4 Add Button

There are two types of button: "Link Button" and "Combination Module Function Button". The default button type is "Link Button", if a combination module references the button, the button type is automatically changed to "Combination Module Function Button".

Link Button: the link page set to this button will be opened after the user press the button.

Combination Module Function Button: if a combination module refers this button, the button will performs the function assigned to the button by the combination module when displaying.

3.5 Add Web Browser

Add Web browser to browse web pages.

If you want to achieve full browsing function, including forward, backward, refresh, etc, please refer to: [Add Web Browser Combination Module](#).

3.6 Add Flash

The software supports .swf files with transparent background. Playing Flash uses a lot of CPU and memory, so it is recommended not to play too much Flashes on one page.

Flash Player for Chromium - PPAPI is required to play Flash, please download and install Flash Player for Chromium - PPAPI from the link below:

http://www.softrm.com/download/flashplayerpp_xa_install.exe

3.7 Add Animated Gif

The software supports animated gif files with transparent background. Playing animated gif uses a lot of CPU and memory, so it is recommended not to play too much animated gifs on one page.

3.8 Add Messageboard

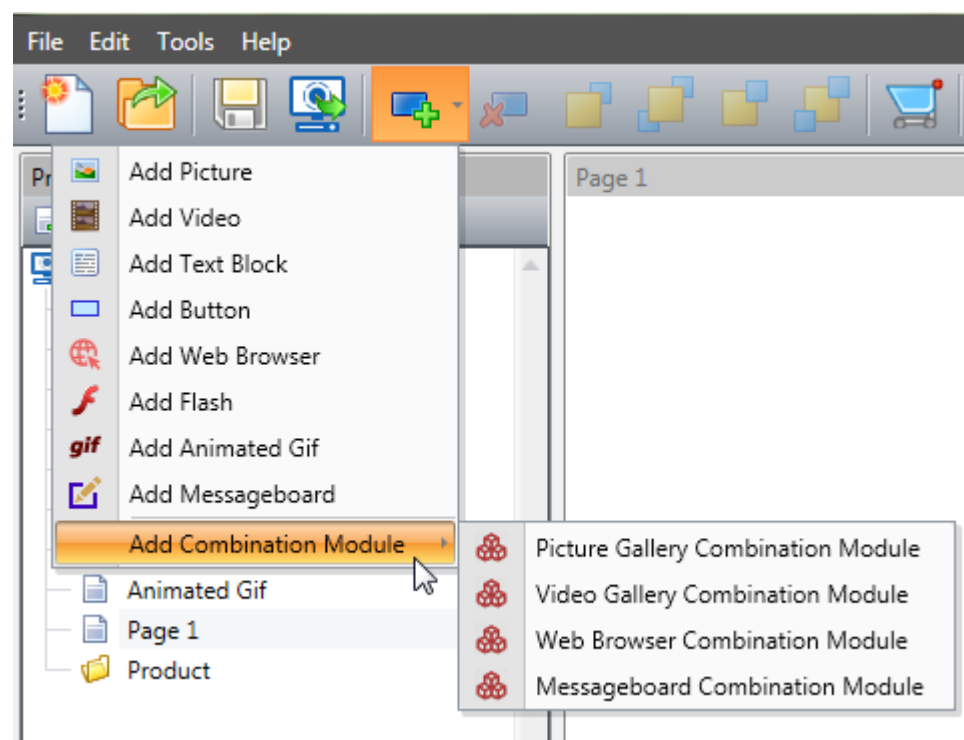
Users can handwrite messages in the messageboard, the message pictures are saved in the storage folder, the saved message pictures can be sent to the preset E-mail address or uploaded to the FTP server.

If you want to achieve full handwriting message function, please refer to: [Add Messageboard Combination Module](#).

4 Add Combination Modules to Page

Combination module can associate several components on the page to achieve a complete function, such as picture gallery browsing function, video gallery browsing function, web page browsing function, handwriting message function. Combination module is visible only at design time.

Software can automatically add components that need to be associated with a combination module, provided that no components required by the combination module are added to the page before adding the combination module.



4.1 Add Picture Gallery Combination Module

The picture gallery combination module can achieve the picture gallery browsing function by associating the picture component and the button components on the page. To achieve a complete picture gallery browsing function, 5 components are required.

Picture component: the picture component used to display pictures when browsing the gallery.

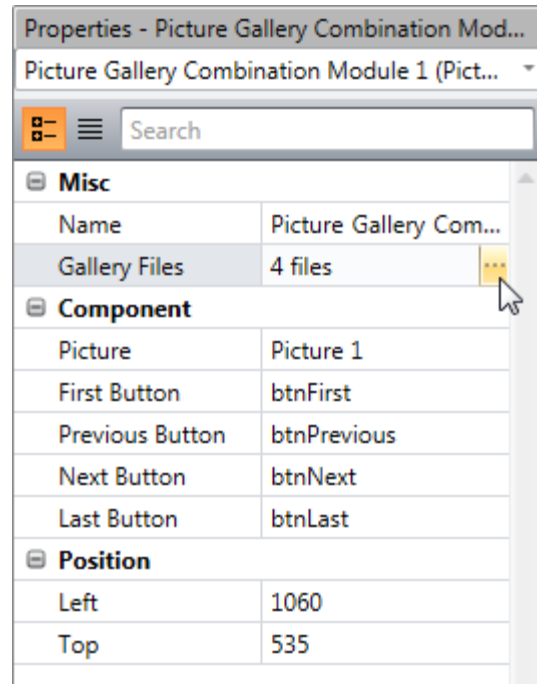
First Button component: the button component used to navigate to the first picture when browsing the gallery.

Previous Button component: the button component used to navigate to the previous picture when browsing the gallery

Next Button component: the button component used to navigate to the next picture when browsing the gallery.

Last Button component: the button component used to navigate to the last picture when browsing the gallery.

In the property window of the picture gallery combination module, you can edit the list of picture files in the gallery. Please look at the right image and click the "..." button of "Gallery Files" you can add or delete picture files in the gallery.



4.2 Add Video Gallery Combination Module

The video gallery combination module can achieve the video gallery browsing function by associating the video component and the button components on the page. To achieve a complete video gallery browsing function, 5 components are required.

Video component: the video component used to play videos when browsing the gallery.

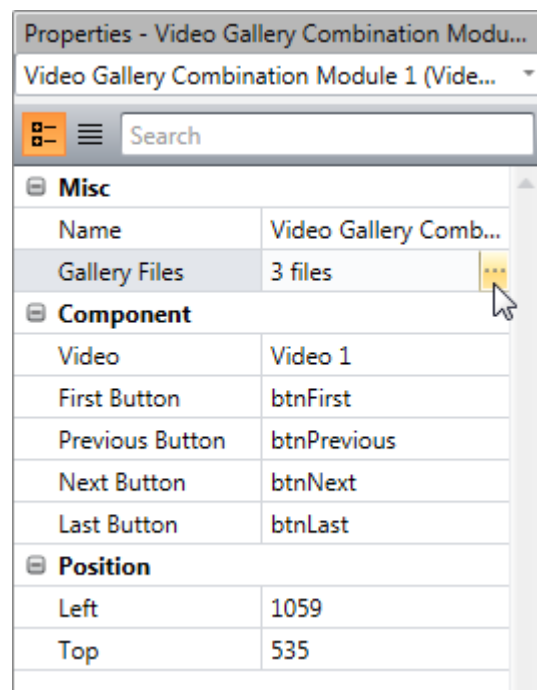
First Button component: the button component used to navigate to the first video when browsing the gallery.

Previous Button component: the button component used to navigate to the previous video when browsing the gallery

Next Button component: the button component used to navigate to the next video when browsing the gallery.

Last Button component: the button component used to navigate to the last video when browsing the gallery.

In the property window of the video gallery combination module, you can edit the list of video files in the gallery. Please look at the right image and click the "..." button of "Gallery Files" you can add or delete video files in the gallery.



4.3 Add Web Browser Combination Module

The web browser combination module can achieve the web pages browsing function by associating the web browser component and the button components on the page. To achieve a complete web pages browsing function, 7 components are required.

Web Browser component: the web browser component used to display web pages.

Home Button component: the button component used to navigate to the home page when browsing the web pages.

Go Back Button component: the button component used to go back when browsing the web pages.

Go Forward Button component: the button component used to go forward when browsing the web pages.

Refresh Button component: the button component used to refresh the web page when browsing the web pages.

Scroll Up Button component (optional): the button component used to scroll up the web page when browsing the web pages.

Scroll Down Button component (optional): the button component used to scroll down the web page when browsing the web pages.

Keyboard Button component (optional): the button component used to open the screen keyboard.

4.4 Add Messageboard Combination Module

The messageboard combination module can achieve the handwriting message function by associating the messageboard component and the button components on the page. To achieve a complete handwriting message function, 5 components are required.

Messageboard component: the messageboard component used to handwrite a message.

Undo Button component: the button component used to undo the ink.

Redo Button component: the button component used to redo the ink.

Clear Button component: the button component used to clear the strokes.

Save Button component: the button component used to save the handwriting message.

5 Publish the Project

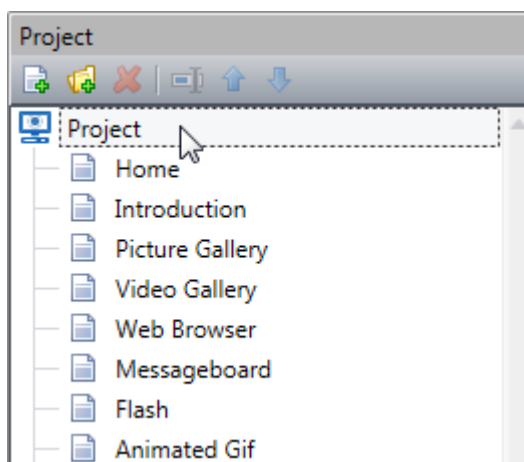
Publishing a project will copy the editing project together with the player program into a folder. The software first checks each page in the project and display prompt information if it finds that the resource file does not exist or there is a problem with component attributes. If there is no problem found, the project and player program will be published to the specified folder.

After successfully publishing a project, if you are ready to display the published project on another computer, please copy the output folder to another computer, and run InstallRuntime.exe in the folder first to install the runtime components. Then run idPlayer.exe in the folder to display the published project.

Note: To prevent resource files from being overwritten, do not publish multiple projects to the same folder.

6 Project Properties

Click t "Project" in the project window, you can view and modify the project properties in the property window.



6.1 Home Page

The first page opened when the player program (idPlayer.exe) runs is the home page.

6.2 Player Window Size

If you want to run player program on other computers, please set the display window size according to the screen resolution of other computers, so as to achieve full screen display.

6.3 Automatic Shutdown

When this property is enabled, the player program (idPlayer.exe) will automatically shuts down the computer at the specified shutdown time.

6.4 Idle Page

An idle page is the page that player program (idPlayer.exe) will open after the computer has been idle for some seconds. For example, you can set player program return to home page after the computer has been idle for 600 seconds.

6.5 Hide Context Menu

After hiding the right-click menu, you can only press the Ctrl+Shift+X key on the home page to exit the player program. If the right-click menu is not hidden, pressing the Ctrl+Shift+X key on the home page will not work.

7 Tips

The tips in this chapter can help you to speed up designing projects and achieve special functions.

7.1 Copy Component

Copying a component on a page allows you to paste copied component on other pages, and the pasted component has the same properties as the original component (including location, size, etc.).

7.2 Duplicate Page

If you need to design two similar pages, you can design one page first, and then quickly create another page by duplicating the page.

7.3 Several Combination Modules Can Refer the Same Button

For example, there are two picture gallery combination modules on the page, and the two picture gallery combination modules refer to the same "First Button", "Previous Button", "Next Button" and "Last Button". When displayed, click the "Next" button, the two picture components will navigate to the next picture file in their respective galleries at the same time.

8 Attentions

8.1 Do Not Publish Multiple Projects to the Same Folder

If multiple projects are published to the same folder, the resource files (picture, video, Flash, animated gif, rtf files) with same file name will be overwritten.

When the player program (idPlayer.exe) runs, if it finds multiple .idc files in the folder, a selection window will show to let the user choose which .idc file to play.

8.2 Install Runtime Components before Running the Player Program

After successfully publishing a project, if you are ready to display the published project on another computer, please copy the output folder to another computer, and run InstallRuntime.exe in the folder first to install the runtime components. Then run idPlayer.exe in the folder to display the published project.

8.3 Rename the Project File

If you rename the project file, please rename the resource folder with the new name too, otherwise the resource files can't be loaded when the project is opened.

8.4 Install Flash Player for Chromium – PPAPI

If there are Flash components in the pages or Flash elements in the web pages, please make sure that the Flash Player for Chromium - PPAPI was installed on your computer, otherwise the Flash content can't be played.

Flash Player for Chromium - PPAPI is required to play Flash, please download and install Flash Player for Chromium - PPAPI from the link below:

http://www.softrm.com/download/flashplayerpp_xa_install.exe

9 Contact SoftRM

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