# MediaTile Tutorial
Using Content Designer

Overview

The Content Designer is a simple to use drag and drop tool that allows you easily create custom content from a number of Widgets including video, images, playlists and more. Media can be placed anywhere on the design surface allowing you to quickly create content to match your design goals.

Content Designer also allows you to create multi-zone and composer type media and is compatible with both the corumPLAY and the corumPLAY play media players.

Creating a new Content Designer

1. From the Media channel, click on the New Content Designer in the upper right area of the screen
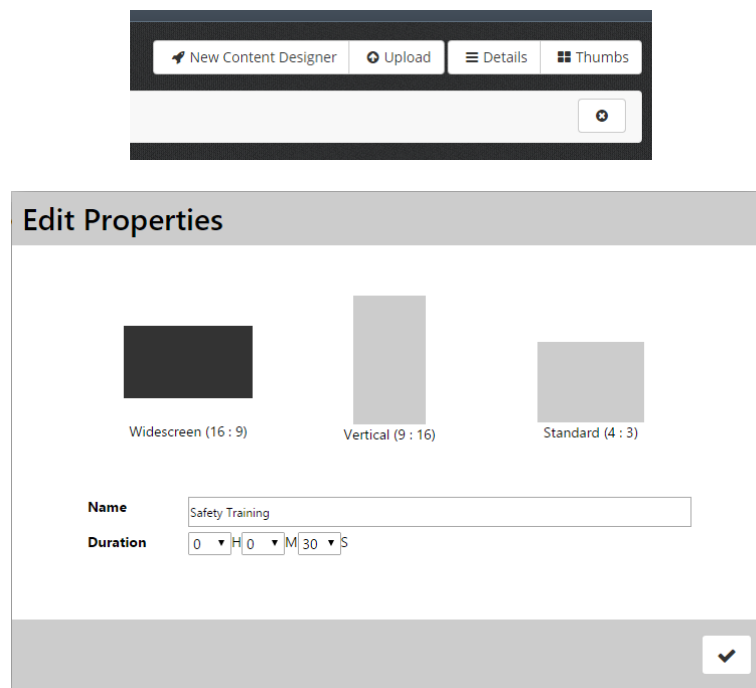
2. Select the required display mode
3. Enter a descriptive Name
4. Select an appropriate Duration
5. Click OK

Understanding the Content Designer UI

The Content Designer UI consists of two main areas; the Widgets list and the Design Area.

🚀Editing : Safety Training
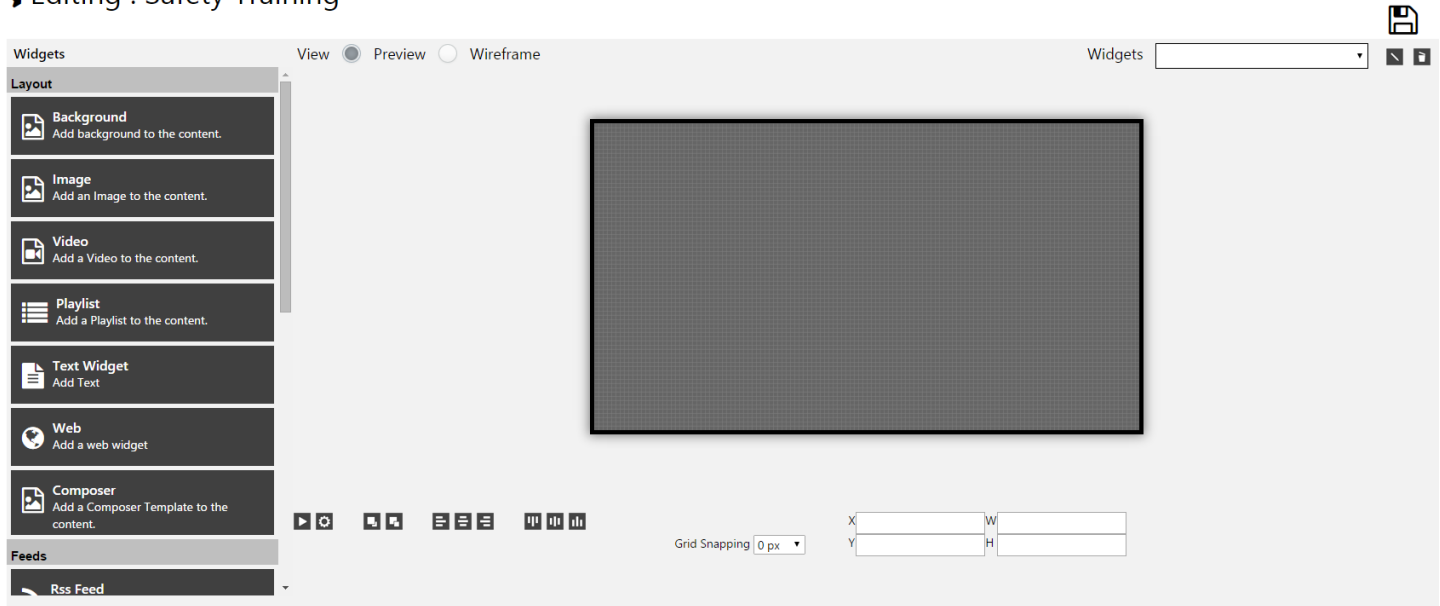
The Widgets List

This area lists all of the Widgets available to you to design your content. Widgets allow you to add images, videos, text, etc… to your content.

You will find the complete list of Widgets including a description and their properties at the end of this document.

The Design Area

The main feature of this area is the Design Surface. The Design Surface is where you will place your Widgets to build your content.
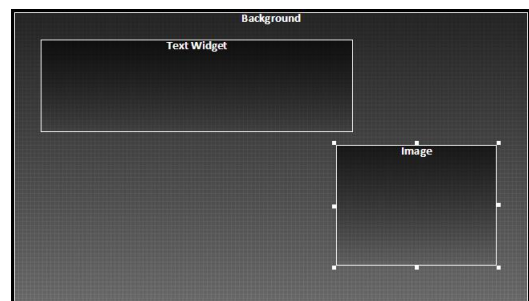
View Mode

You can work in either Preview or Wireframe mode depending on your preference. Preview mode will give you a WYSIWYG (what you see is what you get) view while the wireframe view just shows the outlines of each Widget.

Preview Mode   Wireframe Mode

Widgets Drop Down

This drop down contains a list of all the Widgets that have been added to the Design Surface including the Background. Sometimes it may become difficult to locate a specific Widget if many have been added or if some are positioned behind another Widget. Once you've selected a Widget you can then click the Edit button to open the Widgets Properties window or the Delete button to remove it from the Design Surface.

Widgets [Image: Clock ▾]
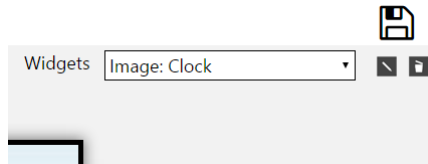
Preview and Settings

Preview
Plays the Content Designer so you can see how it would look running on a Display.
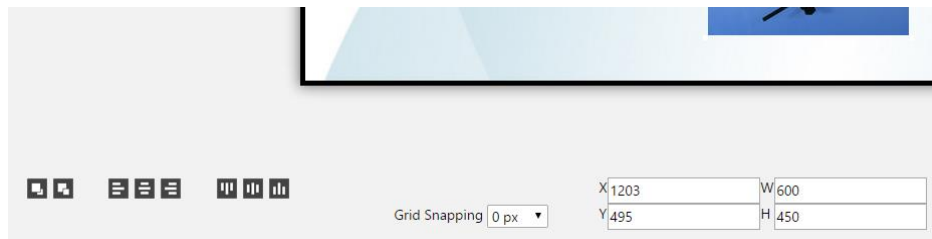
NOTE
- In order to display some video you may need to install a specific codec
- Live feeds will not display when previewing

Edit Properties
Allows you to edit the Content Designers Display Mode, Name or Duration.

Positioning Tools

X 1203 W 600
Y 495 H 450
Grid Snapping [0 px ▾]

Layer and Alignment Tools

Order Forward
Brings the selected Widget forward in the layer order.

Order Backward
Moves the selected Widget back in the layer order.

Left Align
Aligns selected Widgets along the left side.

Centre Align
Aligns selected Widgets in the centre vertically.

Right Align
Aligns selected Widgets along the right side.

Top Align
Aligns selected Widgets along the top edge.

Middle Align
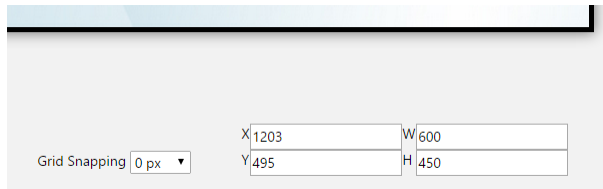Aligns selected Widgets in the middle horizontally.

Bottom Align
Aligns selected Widgets along the bottom edge.

Grid Snapping, Co-ordinates, Width and Height

To make fine adjustments to where Widgets are positioned and their size, you can use the Grid Snapping, X and Y co-ordinates and the Width and Height settings.

	X	1203	W	600
Grid Snapping 0 px ▾	Y	495	H	450

Using Widgets

Widgets are components used to build new content. Each Widget represents an item that you can user to make up a piece of content such as an image, a video, text, a Playlist, or RSS feed. Widgets can be dragged onto the design surface from the Widget List and positioned wherever you like. You can then fine tune the position using the alignment, layering and co-ordinates tools. The only exception to this is the Background widget which will always be the bottom most Widget and will fill the entire slide.

Each Widget has a set of properties which can be accessed by double clicking on the Widget once it's been placed on the designer surface. Alternatively, you can select a Widget from the Widgets drop down and click on the edit ◥ button. Each Widget must be assigned a Name so that it can be easily and uniquely identified.

See the last section of this document for a list of all the available Widgets and their properties.

Placing Widgets on the Designer Surface

There are 2 ways to add a Widget to the Design Surface:

1. Click and drag a Widget from the Widget list
2. Double click on a Widget from the Widget list

Things to watch out for

- Widgets that have been resized, *prior* to selecting media for them will resize and reshape the media placed into them. Widgets that have simply been placed and not resized will reshape to the aspect ratio of the assigned media
- When using a Playlist Widget, if the selected Playlist contains another Content Designer, it will be skipped. Playlist Widgets do not support Playlists containing other Content Designers
- Playlist Widgets and Media Widgets will obey Schedules. For example; an Image Widget that contains Media with a Schedule from 9am to 12pm will disappear from the layout at 12:01pm, leaving just the background
  - o This can be used to show different restaurant menus at different times of the day for example. Simply schedule the media inside it, and off-schedule media will be omitted, just like it would in a full-screen playlist. This allows you to create dynamic templates
- You can use images with transparent areas. PNG 24 images are best for this feature. To ensure that these images remain in front, just check the Overlay option in the Image Widgets properties window. NOTE: transparent logos are not compatible with HumanKiosk Call buttons. They will appear as black

Positioning and Sizing a Widget

You can roughly position and size a Widget using a mouse or you can use the positioning tools, described above, for more precision.

Aspect Ratio

When resizing a Widget using a mouse the aspect ratio will remain intact. To change the aspect ratio while resizing a Widget, hold down the shift key.

Alignment

To align Widgets to one another, select the Widgets you want to align and then click on one of the Align buttons. When aligning Widgets this way, Widgets will align to the Widget that was selected first. To select multiple Widgets, hold down the shift while selecting.

Grid Snapping

Grid Snapping will force Widgets to snap to the nearest position based on the value in the drop down. 10 px will snap the Widget to a 10 pixel grid, 20 px will snap the Widget to a 20 pixel grid and 0 px will turn off this feature.

X and Y Positioning

By setting an X and Y value you will be moving the Widget so that its top left corner is positioned at the given co-ordinates.

Width and Height Adjustment

To fine tune the width and height of the selected Widget, set and appropriate value for the Width and the Height.

NOTE: To retain the aspect ratio, be sure to calculate the right Width and Height values.

Widget Properties

Each Widget has its own Properties window that allows you to set certain aspects of the Widget. For example, the Video Widgets Properties windows allows you to specify which video to play.

To access a Widgets Properties window:

- Double click the Widget on the Design Surface
- Select the Widget in the Widgets drop down and click the Edit button to the right
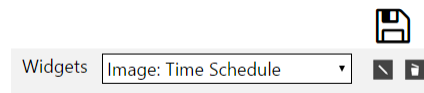
Working with Click Events

Click Events can be used to make content interactive. This is a very powerful feature when used with a Touch enabled screen. This feature will also work with a mouse. All Widgets support the Click Event and is accessible by clicking the Events button in the lower left corner of the Widgets Properties screen.

There are 3 actions that can be performed when a user taps on a Widget 2 of which (VP Call and VP End Call) are related to the Corum Digital Video Presence, live 2-way video conferencing product. For more information on Video Presence, please contact Corum Digital sales at 1-888-342-3010.

Setting up a Trigger Action

The Trigger Action can be used to display a Playlist or a piece of Media or let the user advance to the next Media in the play order or go back to the previous Media in the play order.

1. Check the Click Event, the available Actions for the Click Event are displayed in the Action column
2. Check the Trigger Action, the list of available Data for the Action is displayed in the Data column
3. Check the Data you want to trigger, the available Values will be display in the Values column
4. Select the appropriate Values
    a. Playlist – Click the folder icon and select a Playlist
    b. Media – Click the folder icon and select a piece of media
    c. Instruction – Check Next to cause the Display to show the next piece of Media or check Previous to display the previous piece of Media

Deleting a Widget

To remove a Widget simply click on the specific Widget and hit the delete key on your key board or select the Widget from the Widgets dropdown and click the Delete button .

Creating an Overlay

An overlay is an image with transparent areas which allows whatever is in the background to show through. You can use this feature to create special boarders for content on the Design Surface for example.

1. Add an Image Widget to the Design Surface
2. Double click the Widget to open the Properties window
3. Select the image you want to use (PNG 24 format image works best)
4. Check off the Overlay property
    a. This will also ensure that the image is the top most Widget

Available Widgets

The section describes each available Widget and all of their properties.

Property Selectors

Some Property Selectors will be common

Colour Selector

The colour selector can be used to define a specific colour for different items like text and backgrounds.

There are a few ways to choose the colour you want using the Colour Selector. You can enter the RGB, HSB or Hexadecimal value directly in the specific fields on the right side of the control or you can use the colour slider in the center of the control to narrow down the desired colour and then using your mouse select a colour from the large area on the left side of the control.

The two large boxes in the upper right will show the original colour selection in the right hand box and the new colour selection in the left hand box.

Image Selector
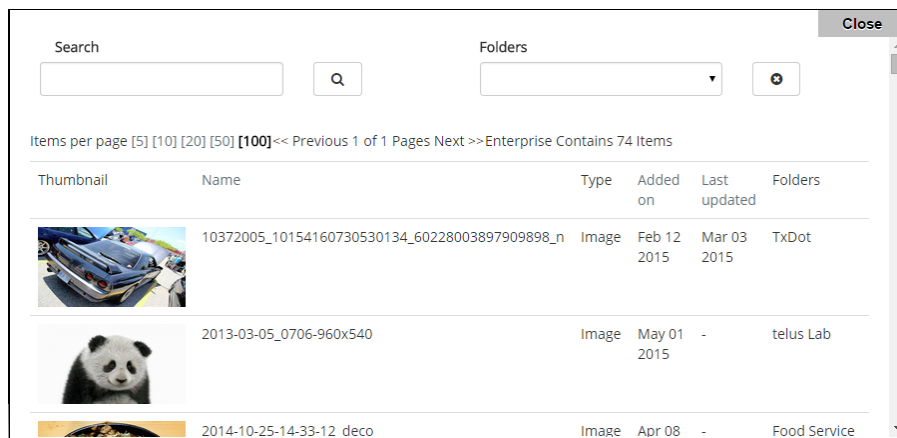
1. Clicking directly on a Thumbnail will add the image to the Widget and open a preview window
2. Clicking on the Name will add the image to the Widget

Video Selector
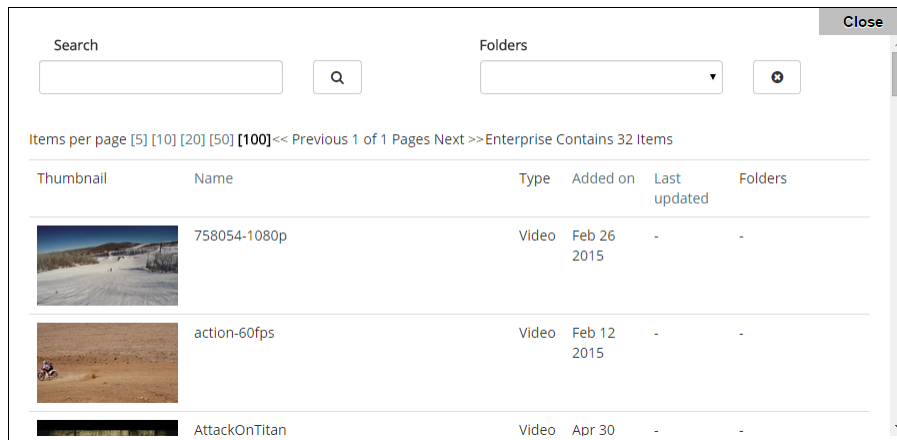
1. Clicking directly on a Thumbnail will add the image to the Widget and open a preview window
2. Clicking on the Name will add the image to the Widget

Playlist Selector
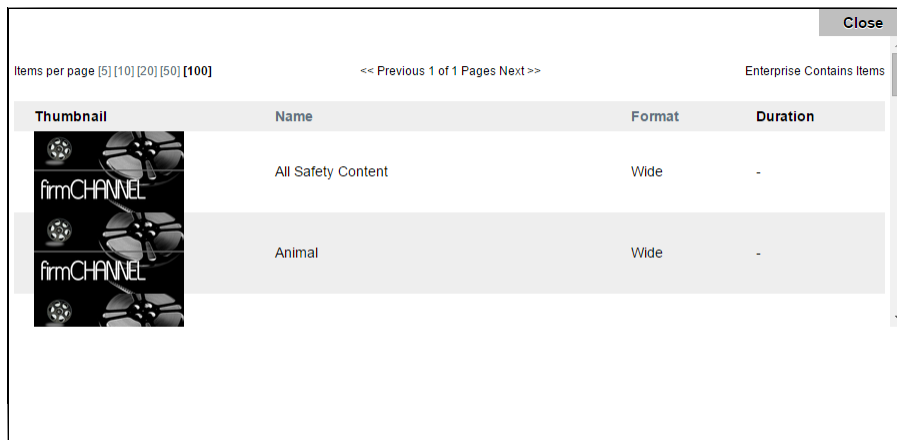
Layout

Background
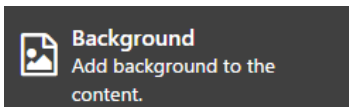
Used to set the background for the media and will always remain as the bottom most layer. This widget allows you to use a solid colour, a static image, a video or even a Playlist as the background for your content.
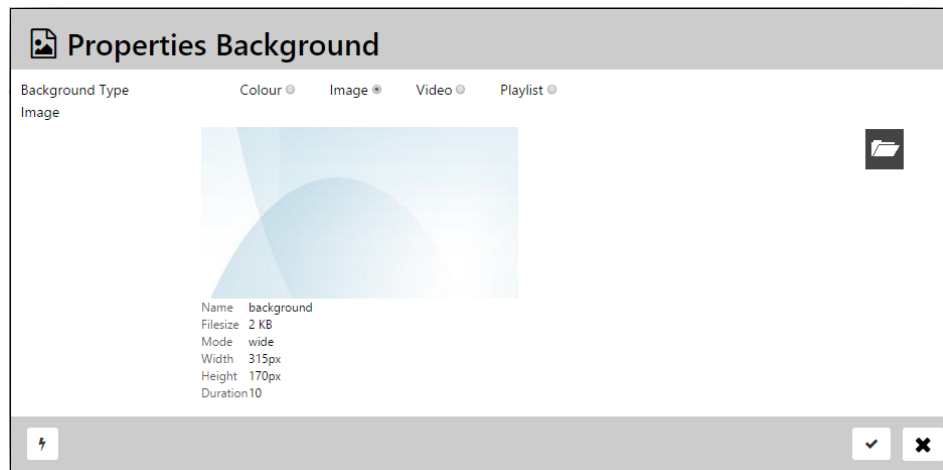
1. Select the what type of background to want to use
2. Click on the folder button to open the Property Selector for the selected Background Type
3. After selecting the content, click OK on the Property Selector window
4. Click OK

Image
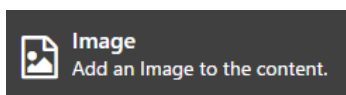
Allows you to display an Image.
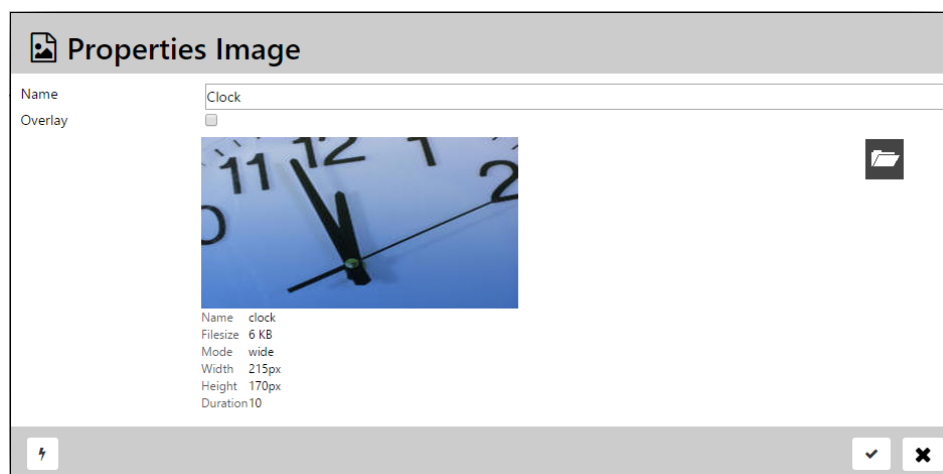
1. Give the Image a descriptive name
2. If the Image is to be used as an overlay, check Overlay
3. Click on the Folder icon to open the Image Property Selector
4. After selecting an image, click OK on the Property Selector window
5. Click OK

Video
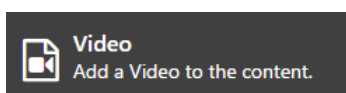
Allows you to display a Video.
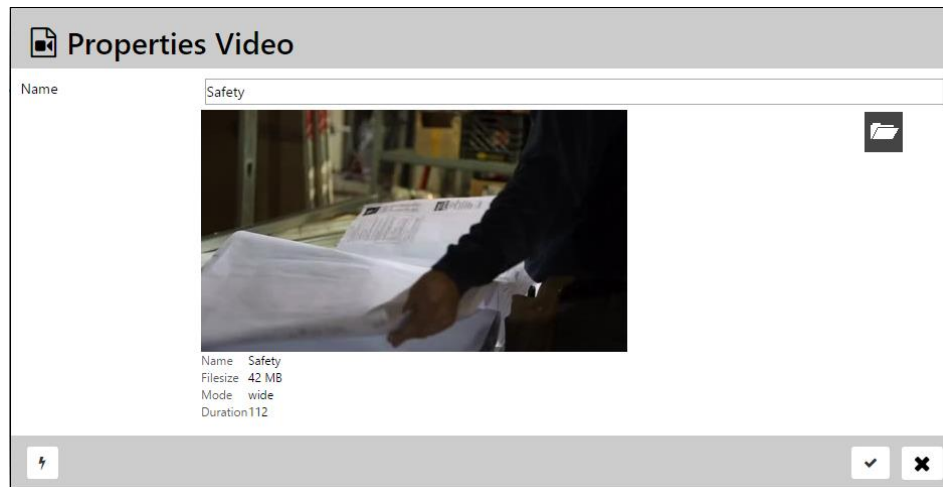
1. Give the Video a descriptive name
2. Click on the Folder icon to open the Video Property Selector
3. After selecting an video, click OK on the Property Selector window
4. Click OK

Playlist
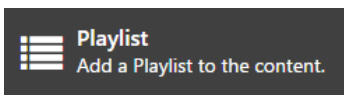
This Widget allows you to display a selected Playlist.

NOTE: If the selected Playlist contains another Content Designer, that Content Designer will be skipped.
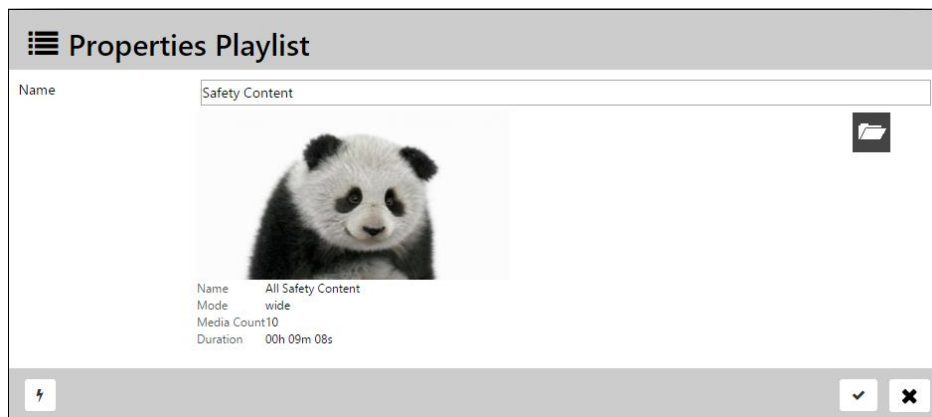
1. Give the Playlist a descriptive name
2. Click on the Folder icon to open the Playlist Property Selector
3. After selecting an video, click OK on the Property Selector window
4. Click OK

Text
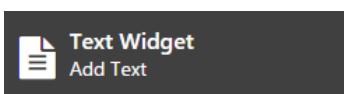
This Widget allows you to add custom text. You can choose the font style, font size and colour of the text.

Properties Text Widget

Name	Header Text
Text	**Sign up for Safety Training**
Font	Arial Black
Font Size	80pt
Colour	
	R 0 H 300
	G 0 S 0
	B 0 B 0
	# 000000
Alignment	

1. Give the Text a descriptive name
2. In the Text field, enter the text you want to show
3. Select a Font style from the Font drop down
4. Select a Font Size from the Font Size dropdown
5. Choose a colour
6. Select the alignment; Left, Center or Right
7. Click OK

Web

Web
Add a web widget
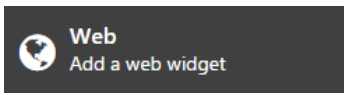
The Web Widget is a very powerful Widget that can be used to display a live web feed from a URL or a local web site.

Properties Web

Name	Schedule Feed
Url	http://www.corumdigital.com

Using a URL

NOTE: When using a URL, the Display must have a reliable Internet connection.

1. Give the Web Widget a descriptive name
2. Enter the exact URL for the feed you want to display
3. Click OK

Using a Local Web Site

A local web site is a web site that resides on the Display itself. This gives you the ability to build content in HTML (HTML5) and have it run in a Content Designer.

1. Build your web site and then package it in a ZIP file
    a. The ZIP file must contain an index.html file in the root
    b. All content used by the web site must be included in the ZIP file in there referenced locations
2. Upload the ZIP to your Portal
3. Give the Web Widget a descriptive name
4. Click the folder icon to open the ZIP file selector
5. Select the ZIP file and click OK
6. Click OK

Composer
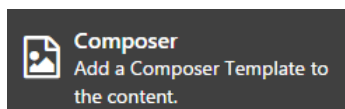
This Widget is for backwards compatibility with any pre-MediaTile 7 Portal that was migrated to MediaTile 7.

If you are using a composer widget, will be the only content on that designer. It will fill the design surface.
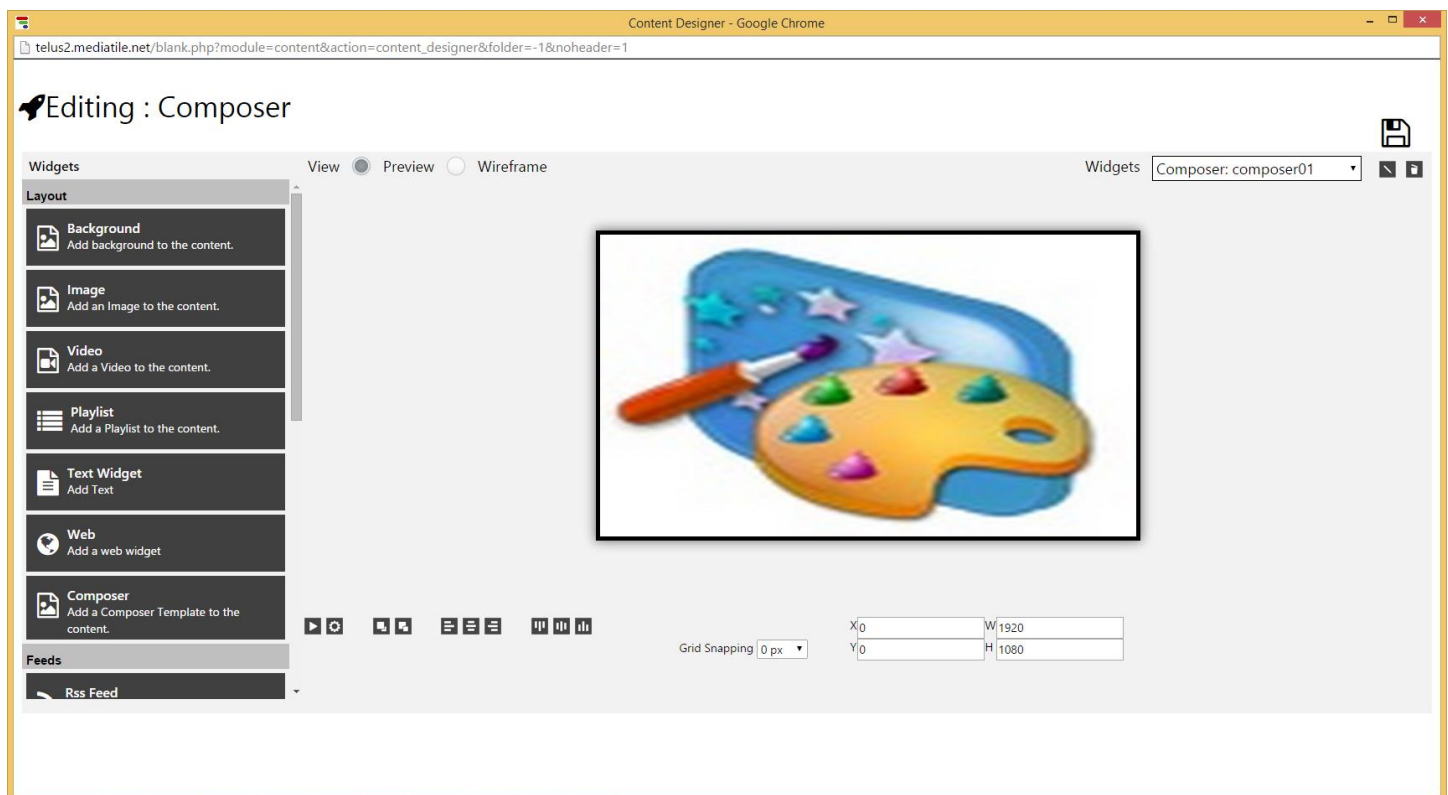
Double click the widget to bring up the properties:

And select one of the 27 prefab templates. You will be provided with fields and font options for each section.

Properties Composer

Name   composer01

Composer Fields

Select Font Color

	R	0 ↕	H	300 ↕
	G	0 ↕	S	0 ↕
	B	0 ↕	B	0 ↕
	#	000000		

Background Image

Feeds

This category of Widgets are used to pull data from a data source. These could be news feeds, entertainment feeds, weather, etc… RSS Feeds and Tickers make use of feeds that have been previously setup in the Administration channel of the Portal. If the feed you want to use has not yet been add to your Portal you must first create it first. For details on how to do this the section on "Managing Feeds".

What's the difference between and RSS Feed and a Ticker?

An RSS Feed scrolls vertically, while a Ticker scrolls horizontally.

RSS Feed

Rss Feed
Add Rss Feed
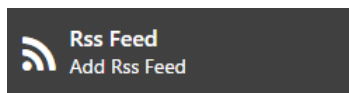
There are 2 parts to adding an RSS Feed; first you must setup the Feed in the Administration Channel if it has not already been setup and second you add the RSS Widget to the Design Surface.

1. Give the Widget a descriptive name
2. Click the folder icon to open the Feed selector
    a. If the feed you want is not in the selector you will need to set it up in the portal
3. Select the Feed that you want to use
4. Select a Font Style and Font Size
5. Select a Font Colour
6. Choose a Font Opacity (this is the transparency setting)
7. Choose the Background Colour
8. Chose the Background Opacity (set this to 0 for a transparent background)
9. Click OK

RSS List Feed
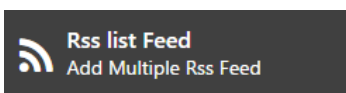
This Widget is similar to the RSS Feed Widget except that it allows you to choose multiple RSS Feeds. The Widget will loop through each feed and display a single article before moving on to the next feed in the list.

1. Give the Widget a descriptive name
2. Click the folder icon to open the Feed selector
   a. If the feed you want is not in the selector you will need to set it up in the portal
1. Select the Feeds that you want to use by clicking on each one so that they are highlighted
3. Click OK
4. Select a Font Style and Font Size
5. Select a Font Colour
6. Choose a Font Opacity (this is the transparency setting)
7. Choose the Background Colour
8. Chose the Background Opacity (set this to 0 for a transparent background)
9. Click OK

Ticker List Feed
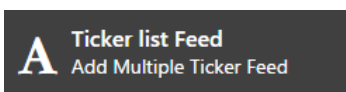
This Widget is similar to the Ticker Widget except that it allows you to choose multiple Feeds. The Widget will loop through each feed and display a single article before moving on to the next feed in the list.
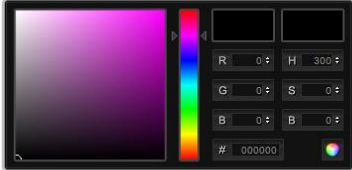
2. Give the Widget a descriptive name
3. Click the folder icon to open the Feed selector
    a. If the feed you want is not in the selector you will need to set it up in the portal
4. Select the Feeds that you want to use by clicking on each one so that they are highlighted
5. Click OK
6. Select a Font Style and Font Size
7. Select a Font Colour
8. Choose a Font Opacity (this is the transparency setting)
9. Choose the Background Colour
10. Chose the Background Opacity (set this to 0 for a transparent background)
11. Click OK

Ticker
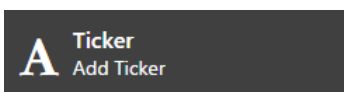
There are 2 parts to adding a Ticker; first you must setup the Feed in the Administration Channel if it has not already been added and second you add the Ticker Widget to the Design Surface.

1. Give the Widget a descriptive name
2. Click the folder icon to open the Feed selector
   a. If the feed you want is not in the selector you will need to set it up in the portal
3. Select the Feed that you want to use
4. Select a Font Style and Font Size
5. Select a Font Colour
6. Choose a Font Opacity (this is the transparency setting)
7. Choose the Background Colour
8. Chose the Background Opacity (set this to 0 for a transparent background)
9. Click OK

Weather Widget
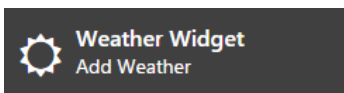
This Widget is a simple widget that will display weather information where ever the Widget is placed on the Design Surface. The content will size itself automatically to the size and dimensions of the Widget.

There are no properties for this Widget.

Video Presence

Video Presence is our two-way video chat software that can be integrated with digital signage content. This feature is normally used in conjunction with a touch enabled kiosk. When these two features are packaged together, we refer to it as the Human Kiosk. Content Designer can be used to create interactive screens where users can place a call or end a call and you can specify where the video window will be placed and how large it will be.

Complete details on Video Presence are provided in as separate document. Please contact support if you require this document.

Chat Window
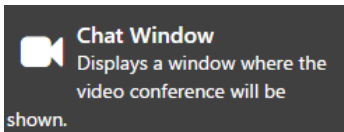
The Chat Window is the area where the user will view the person they are speaking to when on a Video Presence call. The Widget can be resized to best integrate with the design of the screen.
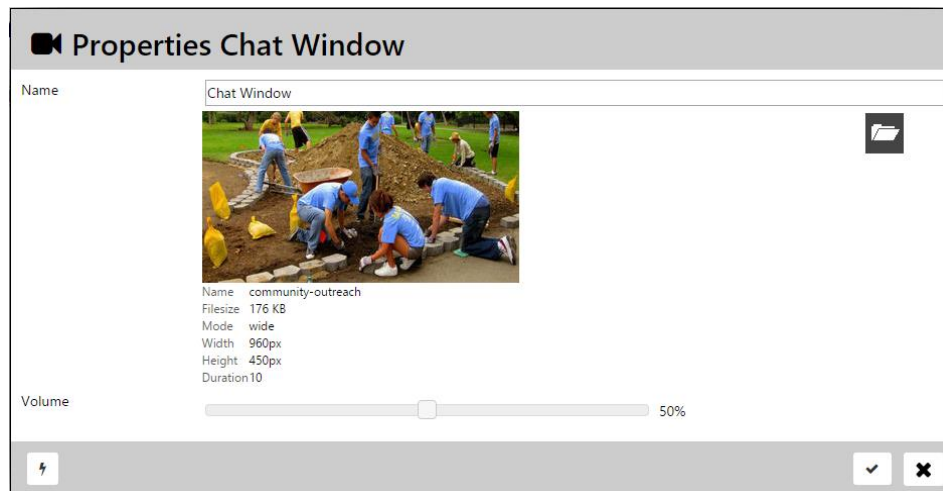
1. Give the Widget a descriptive name
2. Click on the folder icon to bring up the Image Selector
   a. The selected image will be displayed when there is no active Chat session
3. Click on the desired image
4. Choose a Volume level
   a. This setting allows you to set an appropriate volume level based on the environment where the kiosk is installed (loud, quiet, etc…)

Start Chat
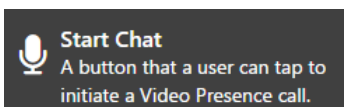
This Widget allows a user to begin a Video Presence (VP) Chat session. This Widget requires you to setup the Click Event to handle the user tapping on the Start Chat image.

1. Give the Widget a descriptive name
2. Click on the folder icon to bring up the Image Selector
   a. Click on the desired image
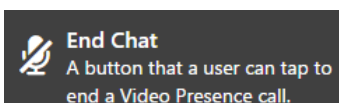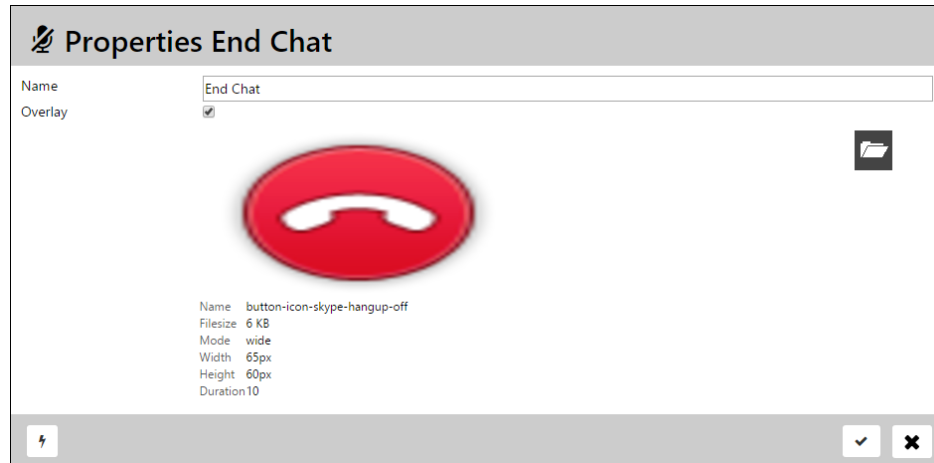3. Click OK on the Image Selector

Setting up the Click Event

1. Check the Click Event
2. In the Action column, check VP Call
3. In the Data Column check Skills
   a. Skills are parameters that can be setup in the Portal to help direct calls
   b. Example; A language skill could be used to direct a call to an Agent that speaks a specific language
4. Check off the appropriate Values
5. Click OK

End Chat

This Widget allows a user to end a Video Presence (VP) Chat session. This Widget requires you to setup the Click Event to handle the user tapping on the End Chat image.

1. Give the Widget a descriptive name
2. Click on the folder icon to bring up the Image Selector
   a. Click on the desired image
3. Click OK on the Image Selector

Setting up the Click Event
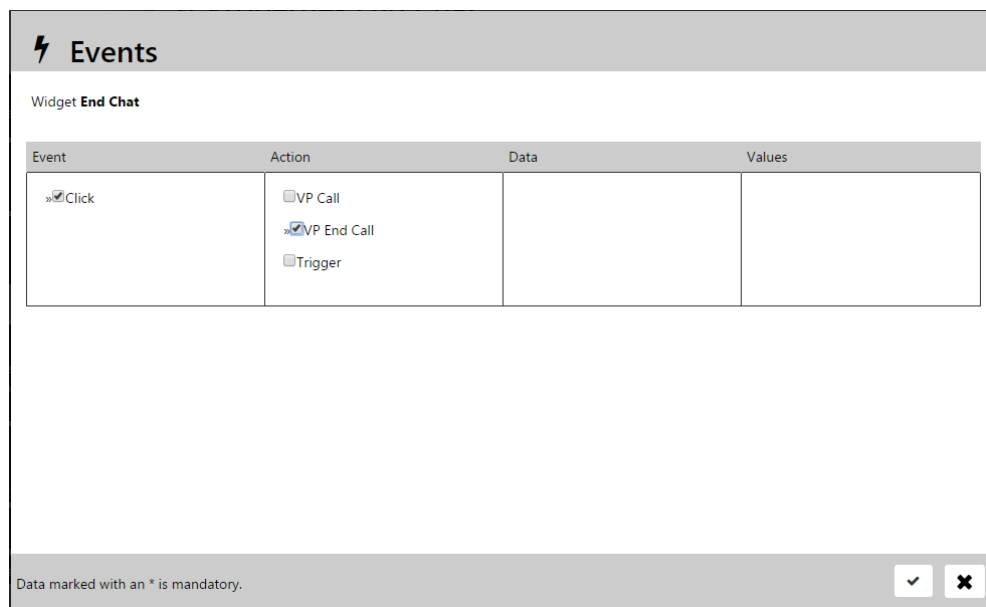
1. Check the Click Event
2. In the Action column, check VP End Call
3. Click OK

Information

Information Widgets are used to display specific information.

Date/Time

Displays the Date and/or Time in the desired format.

1. Give the Widget a descriptive name
2. Select the desired Format from the dropdown
3. Check off Show 24hr Time if you want to display the time portion in military (24 hour) format
   a. Example: 21:00 = 9pm
4. To show the time in another time zone, select the appropriate Time Offset
5. Select the Font, Size, Colour and Opacity for how you want the Date/Time to be displayed
6. Choose the Background Colour
7. Chose the Background Opacity (set this to 0 for a transparent background)
8. Select the alignment; Left, Center or Right
9. Click OK

Managing Feeds

Feeds are managed from the Administration channel. Once a Feed has been created, it can be used anywhere in the Portal that uses Feeds.

Managing Feeds

To manage the Feeds in your Portal, navigate to the Administration channel and then click on the RSS tab.

Adding a new Feed

1. Click on the Create RSS/XML Feed button

2. Enter a descriptive Name for the Feed
3. Enter the Feed URL provided by the feeds source site or enter custom text if you are not using a URL
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