# luxuryair
fragranced environments

Online Help - Content

Content uploading, editing and distribution

LSX Adscent

What is content?

- Content is a combination of media or media that can be published to a device and played on the device
- Current content type support: Images, videos, static web packages, website addresses, streaming addresses, HTML code, etc.
- Content can be superimposed on various widgets such as time, date, weather, QR code, other images, etc.
- Can define the template for playing content, playing time, etc.
- You can define the playback duration and daily playback mode for the content.
- Can define its associated play for the content
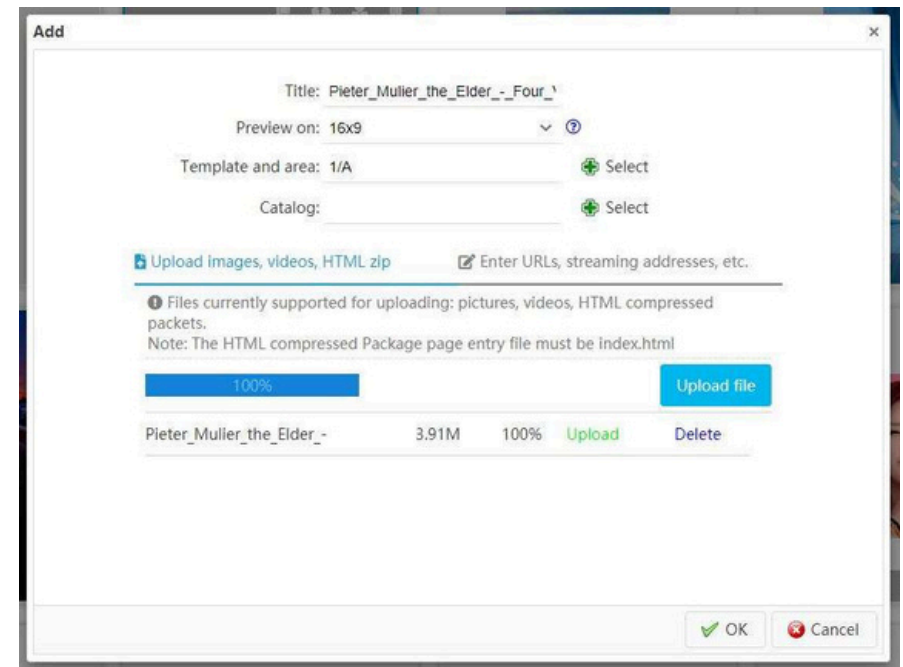
Simple release

- The easiest content release is to upload the content and then publish it directly to the device.
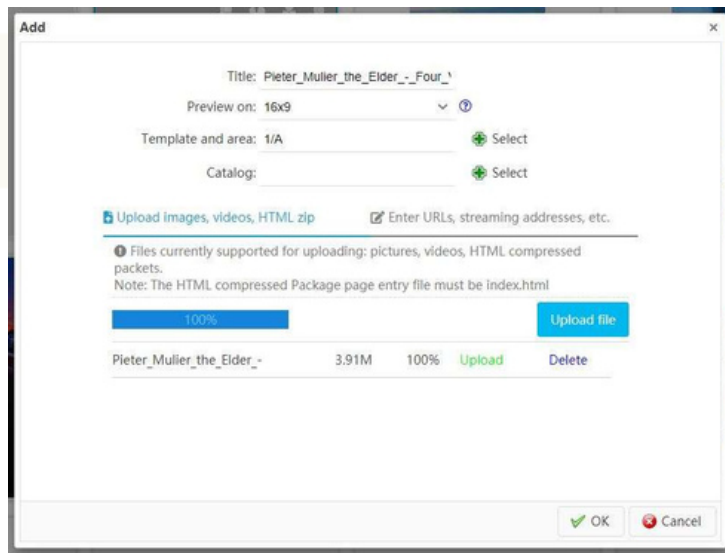
Upload
content

Distribute
content

Content management interface

Content catelogfiltering

Content search and condition filtering

Content download approval button

Content preview area

Upper functional area

Lower functional area

Content add button

Content list area

Content tag filtering

Content editing area

Distribution button

KIRIN Kirin Digital Signage System

admin@default(Administrator)   default/Default parter ☑   English

Devices
Contents
Template
Subtitle
Gwidget
Panorama

Statistics
Webapp
Data
Organization
Settings

Catalog
All
dty
test1

Tags
All
123
test

Contents

Please enter keywords for search   Audits

300/e8.jpg

Statistics   Modify   Preview
Preview on: 16x9
Title: Van_Gogh_-_Starry_Night_4.jpg
Catalog:
Base info.
   ID: 352
   Type: Image
   Aspect: 9740x5479
   Add time: 2019-07-31 16:02:15
Duration of play: 15s
Template and area: 1/A
Valid date
Schedule of day
Associate play
Others
Include 0 widgets   Edit

Publish

Add content

- Click the "+" button in the content management interface to open the content addition dialog.
- Can upload files as content
- Support for image, video and HTML web packages
- Support direct input of website address as content
- Support direct input of streaming media address as content
- Support direct input of HTML code as content
- When adding content, you need to specify the screen resolution to be previewed, such as 16x9, 9x16, and so on.
- Need to specify the template and area used for the content, select the full screen template by default
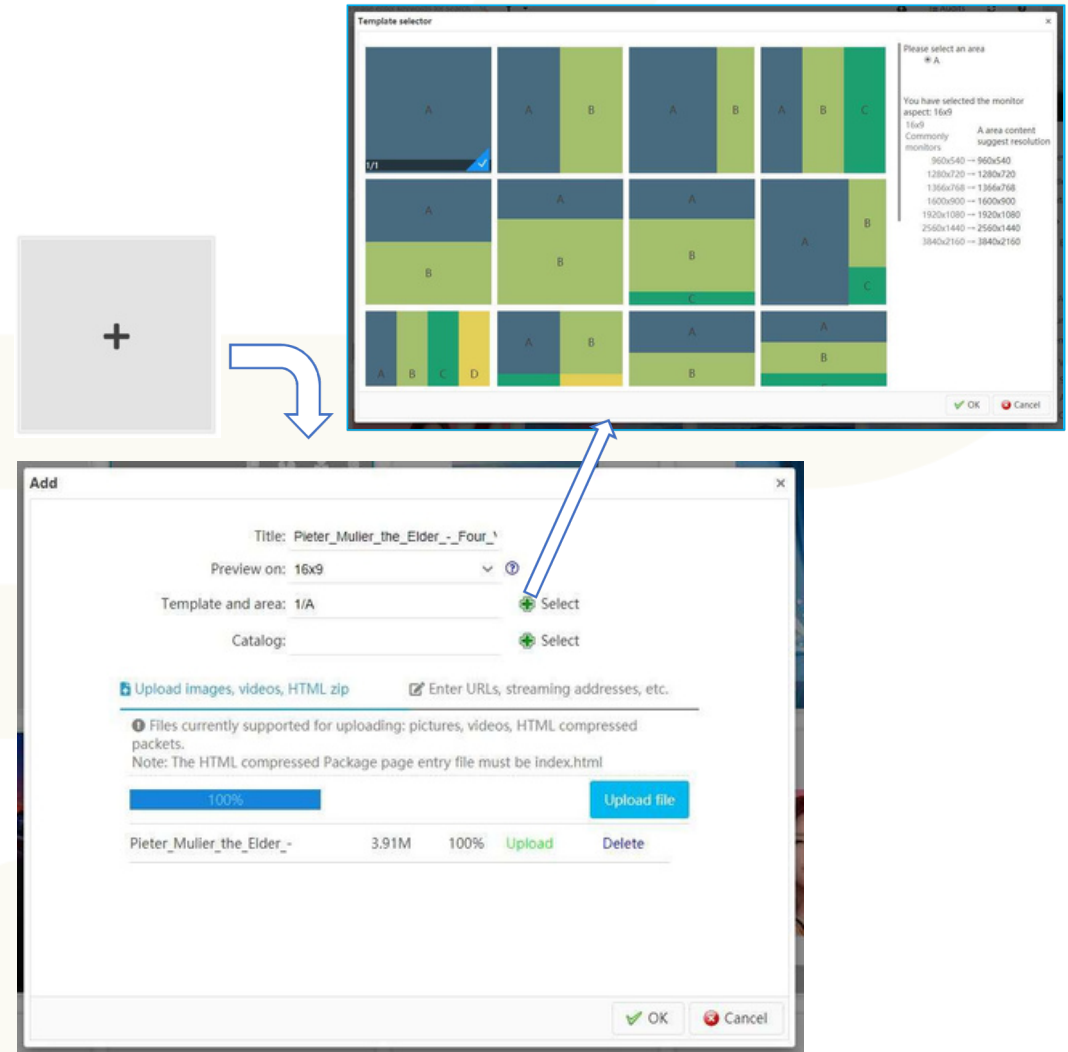
Partition template

- Templates and regions for specifying content when adding content
- Partition template defines where the
- content plays on the screen
- Each template contains one or more regions, each named after A, B, and C.
- The template must contain the A region as the primary region.
- The main area is a main carousel sequence for playing multiple content on the screen.
- Some commonly used partition templates are built into the system, and users can also customize partition templates.
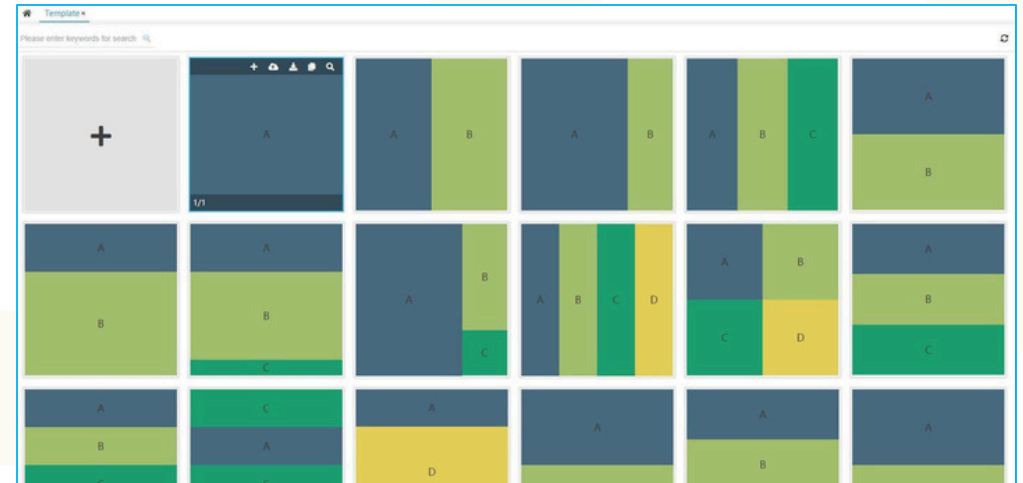
Edit content

- Content editing can accurately define how content is played on the screen of the terminal, when it is played, etc.
- Define the duration of content playback
- Define the partition template and area used for content playback
- Define the validity period of the content, only play during the validity period, and automatically delete the content after the expiration date.
- Define content daily play plan
  - Idle: Content that is played when the device has no other content to play;
  - Interval: Play content at set intervals;
  - Fixed-time: Play the content at the set time;
  - Event: The content that is triggered by some events.
- Define the associated playback of the content
- Some other settings

Edit the content each time you play and the template used and the area on the template

Define a daily play plan for the content Play mode: shim play, interval play, time play and event play

Other settingsarea. Set playback markers, which are used for certain content playback, such as playback related to hardware sensing; silent playback, when content such as video is muted; this content is deleted; the same content is deleted when the content is played. Other content marked; does not fill up the play, when the content is played on the terminal, does not fill its area, play according to the original scale

Content preview area, partition template preview, WYSIWYG preview

Edit content titles, categories, and tags, and set content is expected to play on that scale of screen

Display basic information about the content, such as type, size, size, duration, etc.

Define the content playback expiration date, play it within the validity period, and automatically delete the content after the expiration date.

Define content-related playback. If the template used for content contains multiple regions, then other regions can be specified to play specific content when the content is played. For example, if the device supports dual-screen display, then when playing content on the main screen, you can specify the secondary Play specific content on the screen

Open the widget editor and overlay other widgets on the content, such as weather, time, text, QR code, images, buttons, etc.

Screenshot panel text:

Statistics | Modify | Preview

Preview on: 16x9

Title: Van_Gogh_-_Starry_Night_4.jpg

Catalog:

Base info.
ID: 352
Type: Image
Aspect: 9740x5479
Add time: 2019-07-31 16:02:15

Duration of play: 15s
Template and area: 1/A

Valid date
Play date: -
Only at that days:
☐ Monday   ☐ Tuesday   ☐ Wednesday
☐ Thursday ☐ Friday   ☐ Saturday
☐ Sunday

Schedule of day
Play mode: Interval
Default interval: 15m
Specific time: -
Specific interval: 0m

Associate play
B-monitor content:

Others
Play mark:
Mute   OFF
Play on B-monitor   OFF
Replace same mark content   OFF
Original ratio play   OFF
Disable Gwidget   OFF

Include 1 widgets   Edit

Save

Play plan

- Content support validity period
  - You can specify the playback date of the content, and automatically delete the content after the playback date.
  - Can specify that content only plays on those days of the week

- Support 4 playback plans for each day of playback
  - Idle: Content that is played when the device has no other content to play;
  - Interval: Play content at set intervals;
  - Fixed-time: Play the content at the set time;
  - Event: The content that is triggered by some
  - events.

Widget editor

- Widgets are some HTML objects rendered on the terminal screen.
- Widgets include the following types
- Text, image, time, date, weather, buttons, QR code, scrolling captions, and HTML code
- Widgets support WYSIWYG editing
- Widgets support layered overlays to control their stacking order
- The animation of each widget's entry animation
  - Animations such as fades, bounces, swings, etc.; support for delayed entry, such as the widget appears 1 second after the content appears; support delay after the emergence of hidden.
- Each widget can set a click event
  - When clicked on the terminal screen, you can: Open additional content, open other apps, return
  - to previous content, skip to next content, skip to previous content, etc.

Supported widgets

The widget editing area has been adjusted according to the template and area used for the content.

Widget attribute editing area

Widget attribute editing

- All widgets have common properties
- Each type of widget has a specific property edit
- Use simple widget rendering to achieve some simple animation effects
- Click event is a necessary setting for making a touch interactive program.

Content title: Van_Gogh_-
_Starry_Night_4.jpg
Content type: Image
Template: 1/A
Preview on: 16x9

Qr-code

Position/Size/Background

X: 45.0%   Y: 38.7%

↔ 11.0%   ↕ 19.7%

Background: #FFFFFF   80%

Border

Type: Solid   Width: 0px

Color: #7F7F7F   80%

Padding/Fillet

Padding: 10px   Fillet: 5px

Presents

Anim.: Gone

Delay: 0ms

Auto. hide: -1ms

Click event

Type: none

Color: #000000   100%

Loop anim.: Gone

Content:
Qrcode conntent

Define widget position, size, background

Define widget border format, color, etc.

Define widget margins and fillet sizes

Defines whether the widget enters the rendering mode, the rendered animation, whether it is delayed, and whether it is automatically hidden after it appears.

Define events that are triggered when the widget is clicked on the screen

Settings related to the widget type

Content distribution

- After the content is uploaded and edited, the distribution request can be submitted to each device.
- When the content is released, you can select devices, single devices, multiple devices, or group devices.
- When the content is published, you can specify its playback number on the terminal.
- Support scheduled download: initiate publishing request in advance, device to point automatic download If content review is set, the content needs to be further reviewed after the request is distributed before it can actually be delivered to the device.