TOUCHSCREEN
VERSION 1.0 - HOW TO PROGRAM INTERACTIVITY

It is important to read this manual before using the Dreamoc, and to follow advices and instructions on safety, operation and general use to get the best possible experience with your Dreamoc.

The Dreamoc is designed to showcase products and other objects in combination with free floating 3D video animations. If the Dreamoc is used for purposes other than described, the CE marking and guarantee will only be valid after a written approval from Realfiction.

The Dreamoc is design protected in shape and form. Realfiction and Dreamoc are registered trademarks owned by Realfiction ApS.

Contents

Overview

When creating interactive touchscreen content with the Brightsign system, you'll need the free windows only software "BrightAuthor" by Brightsign. You can download that from the companys [website](#).
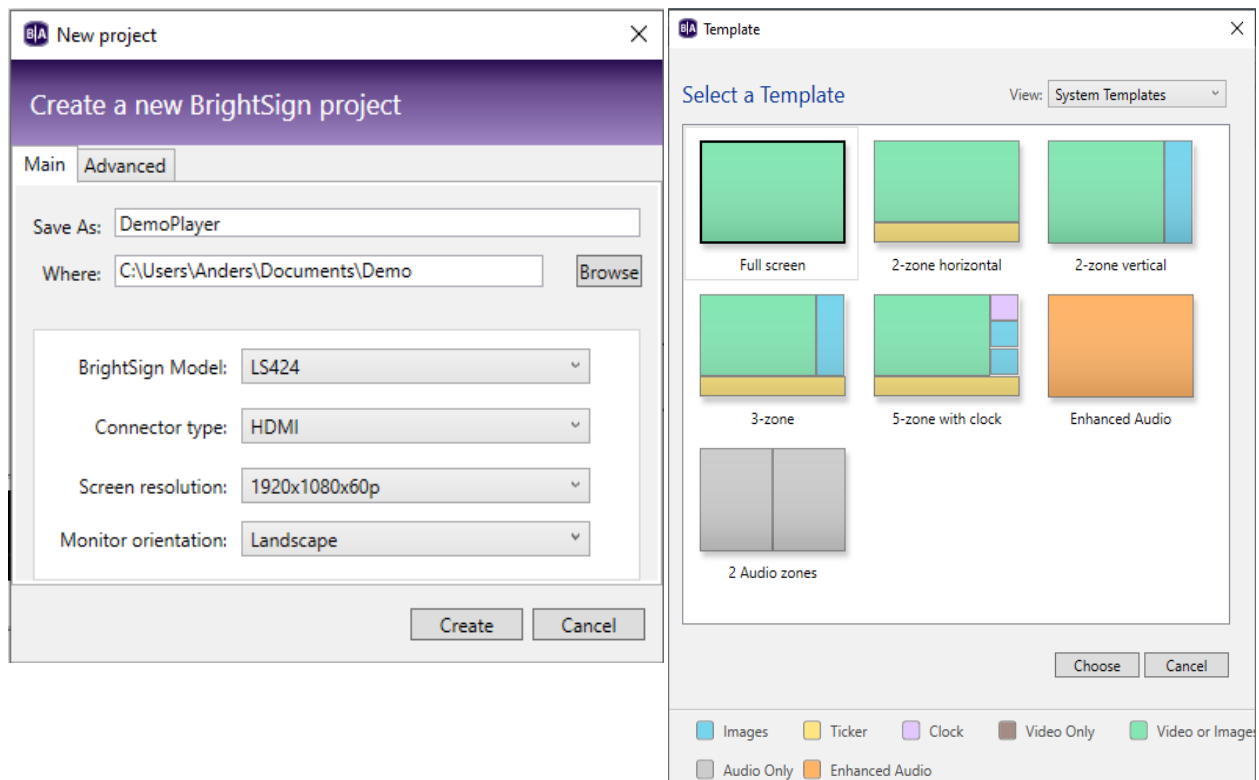
Next the principle is to create 2 SD-cards in BrightAuthor: one for the player and one for the touchscreen. The SD-card for the player will hold the content for the display. The SD-card for the touchscreen will hold the menus etc. for the touchscreen.

In this example we will create some simple interactive content. The display will show a "logo animation". The touchscreen will have the option to show "Content A" or "Content B".
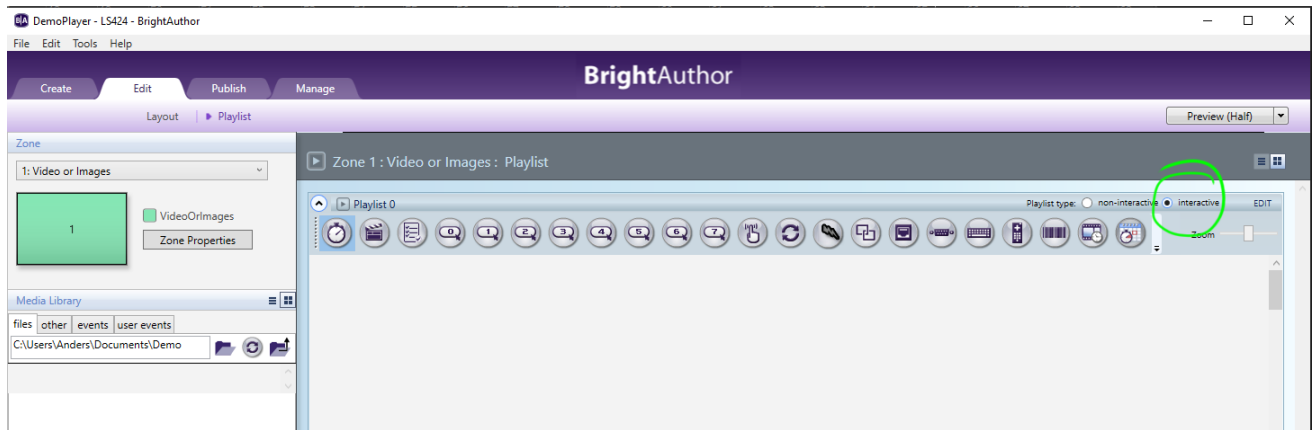
Creating the player SD-card

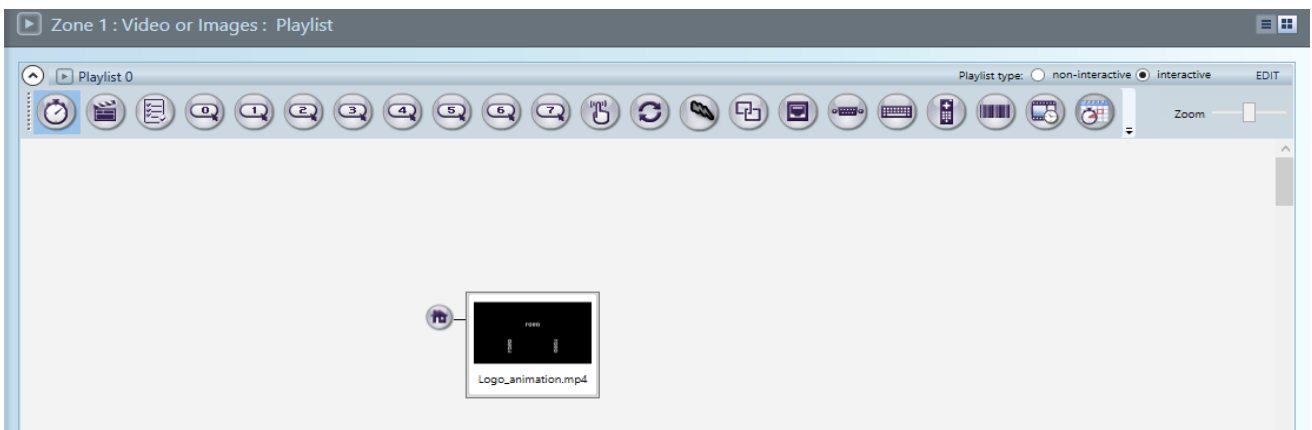In this section we will define what will be shown on the Realfiction display.

Start by creating a new project in BrightAuthor. Select the correct BrightSign model, connector (HDMI) and resolution (ex. 1920x1080x60p for Dreamoc HD3, POP3 and XL4 or 3840x2160x60p for Diamond and DeepFrame) for your display model.
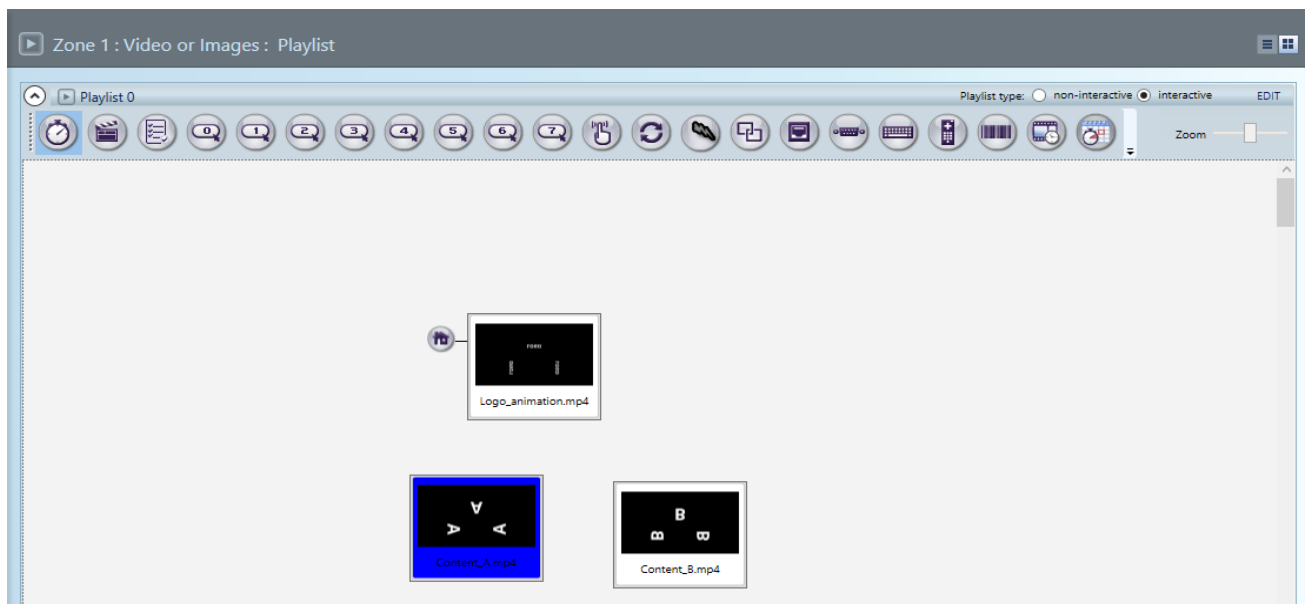Select the full screen template when asked.

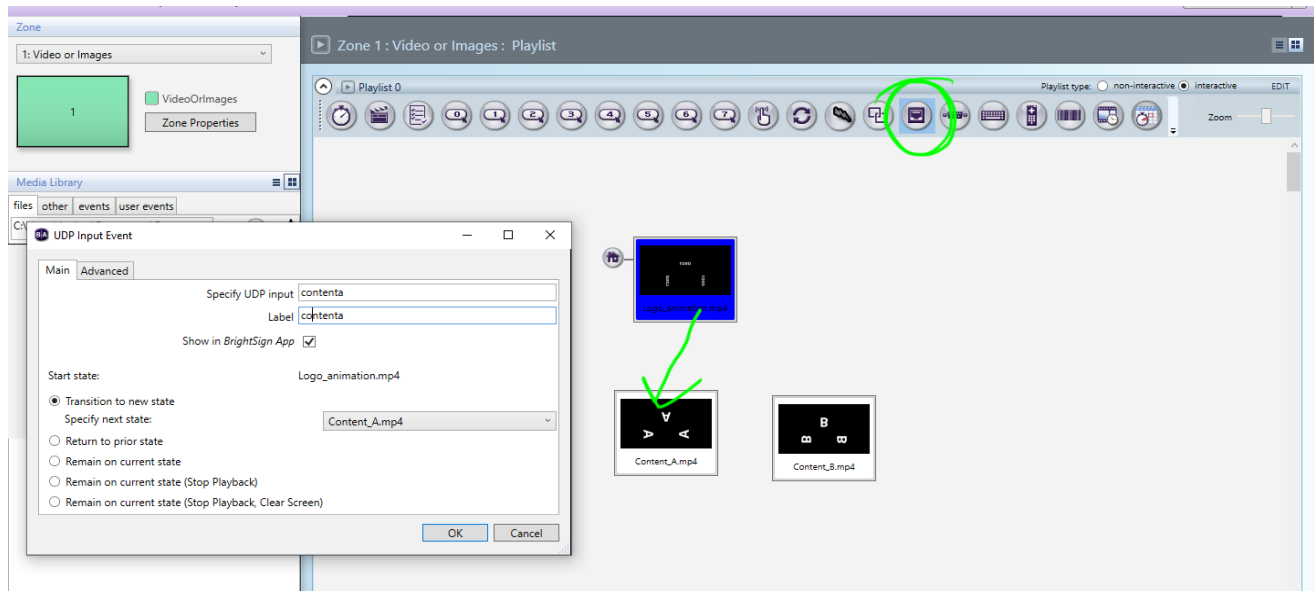When you get into the editor, set the playlist type to interactive:

Now we need to add all the video files needed for the content. In this case we need the logo_animation, content_A and content_B. In the "Media Library" pane navigate to the extracted files from this tutorial, and choose the content folder relevant for your display (ex. "HD3").

Start by adding the "Logo_Animation.mp4" by dragging it into the workspace:

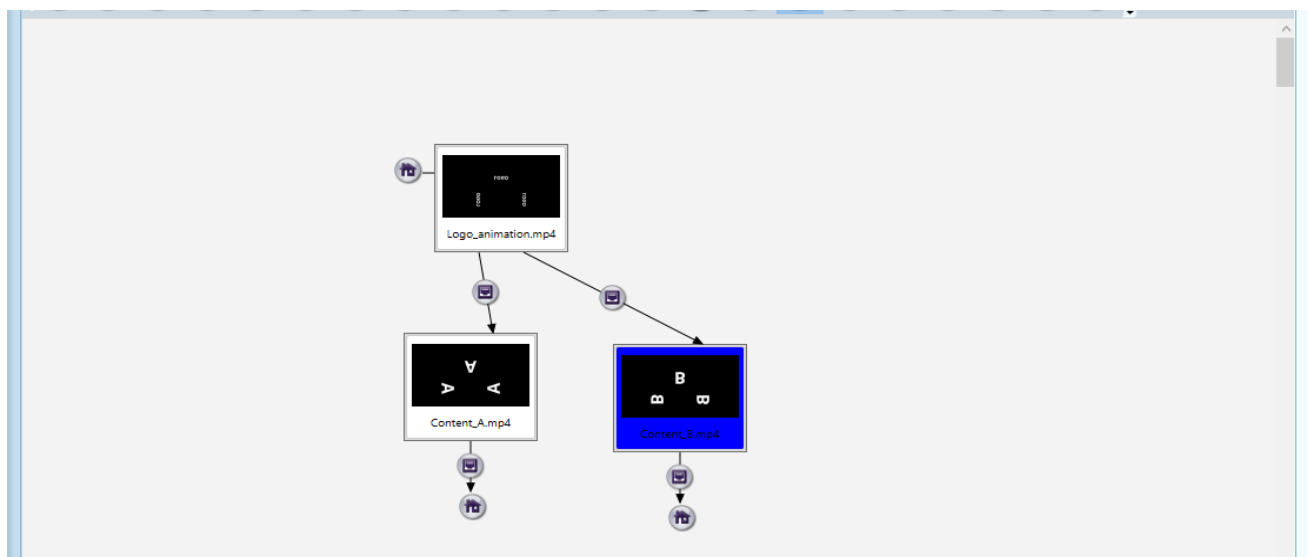Now drag in "Content_A.mp4" and "Content_B.mp4":

We now need to define what should trigger the playback of each content file. To allow the touch-screen to trigger playback of a video on the player, you need to add a UDP input event. Do that by selecting the UDP icon in the tools menu, and dragging a line from "logo_animation" to "content a", by clicking the title part of the "Logo_Animation" icon and move to the "Content_A" icon before releasing the mousebutton:
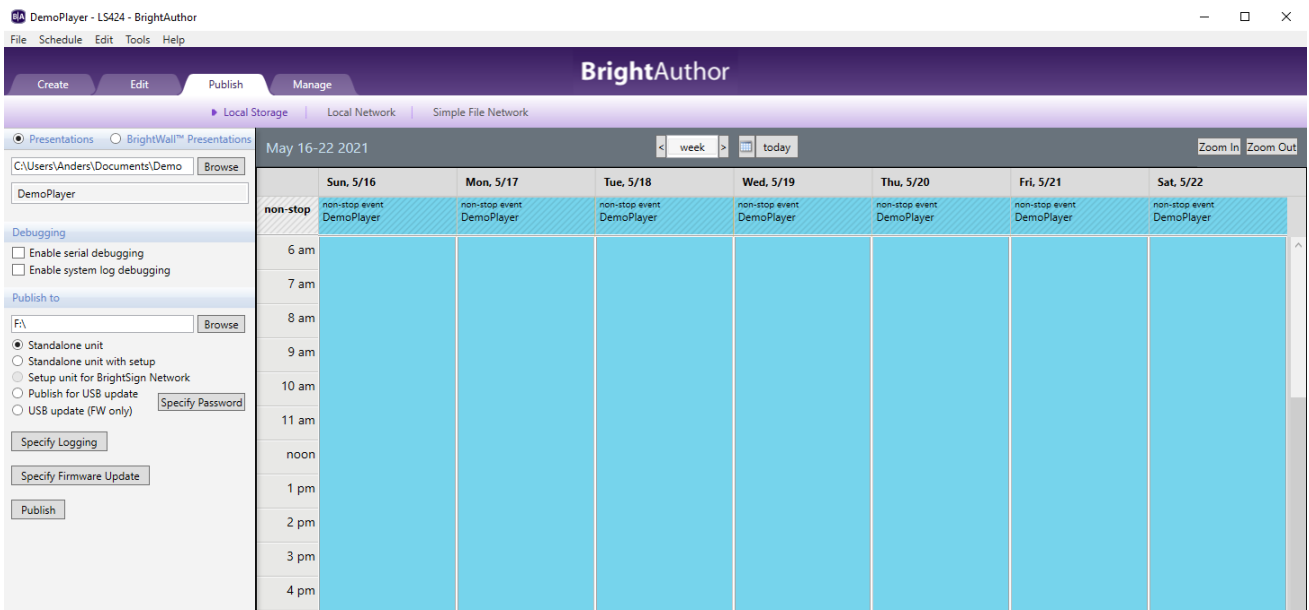

Then we need to define a specific UDP input. Think of the "UDP input event" function as; the player constantly listening (over ethernet) for specific call-outs, that you can freely define. When the player recognizes a specific call-out (sent from the touchscreen in this case), the UDP input event triggers an action – in this case the playback of a new movie. We'll specify this UDP input (call-out) "contenta", and use the same as label. Do the same for "Content_B" calling it "contentb".

We now need to be able to get back to the screensaver. We'll do that by adding UDP events to both content A and B, but dragging back to the logo animation this time. We'll call both of these UDP events "logo". It should now look like this:
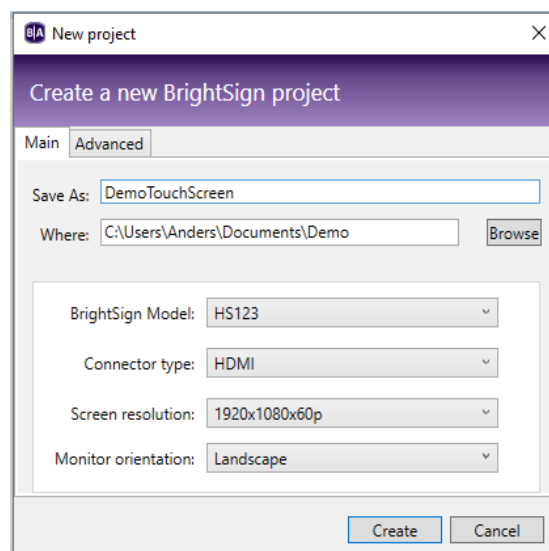
That's it for the player SD-Card. Save the project and choose to "Publish to" an SD-Card as a stand-alone unit:
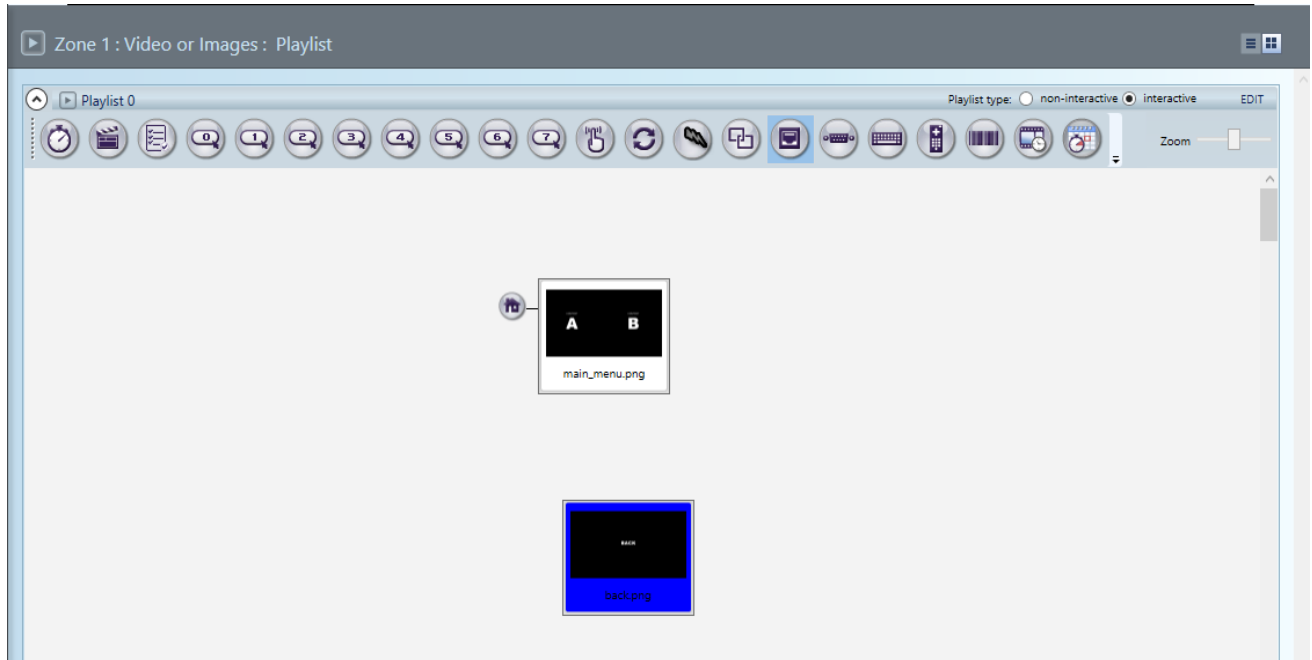

This SD-card goes into the player.

Creating the touchscreen SD-card

Create a new presentation. This time call it DemoTouchscreen and use the HS123 as the Brightsign Model, HDMI, 1920x1080x60p as settings. Again, use full screen and interactive like before.
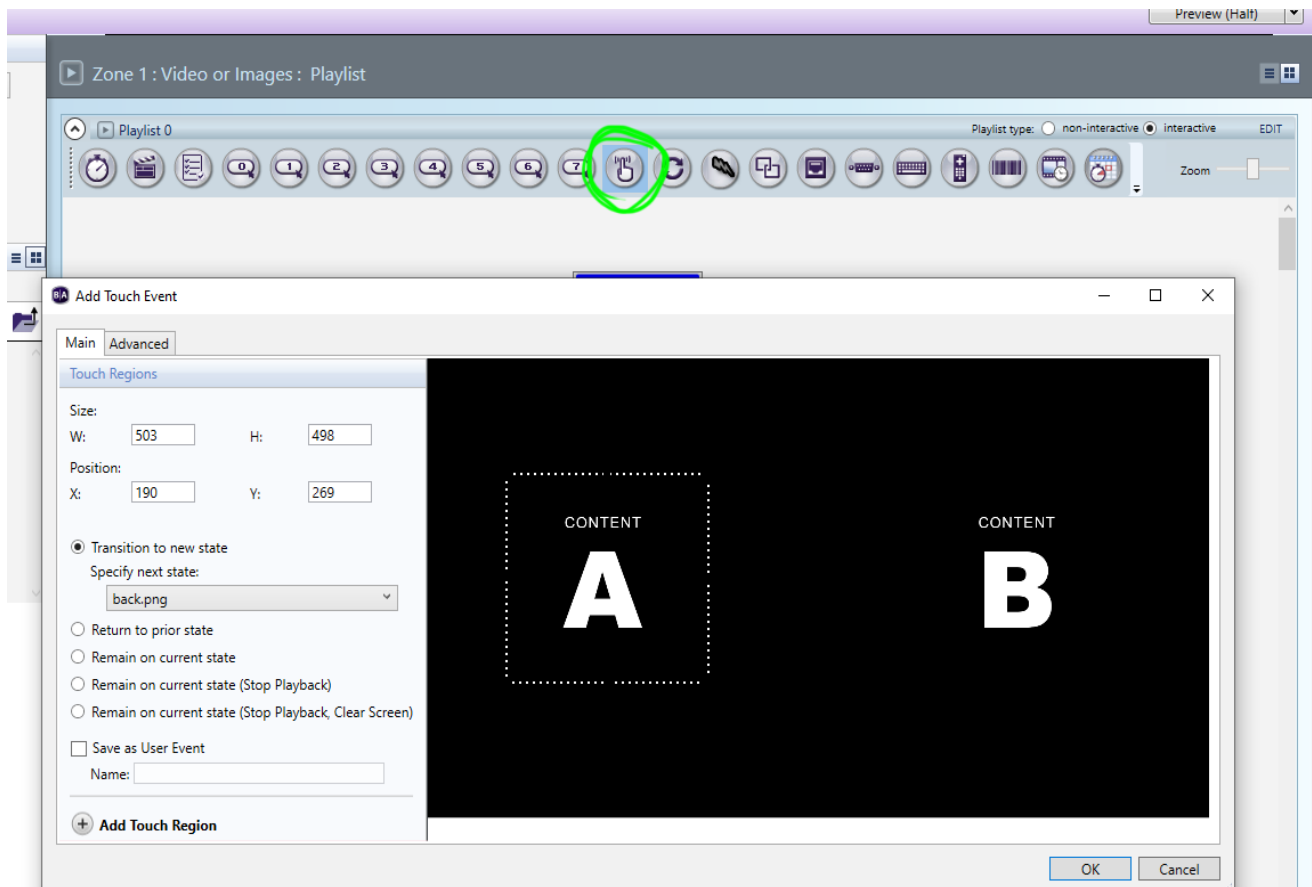
Here we will use images for the menus (but these could also be movies). We'll need one "main menu" and one "back button".
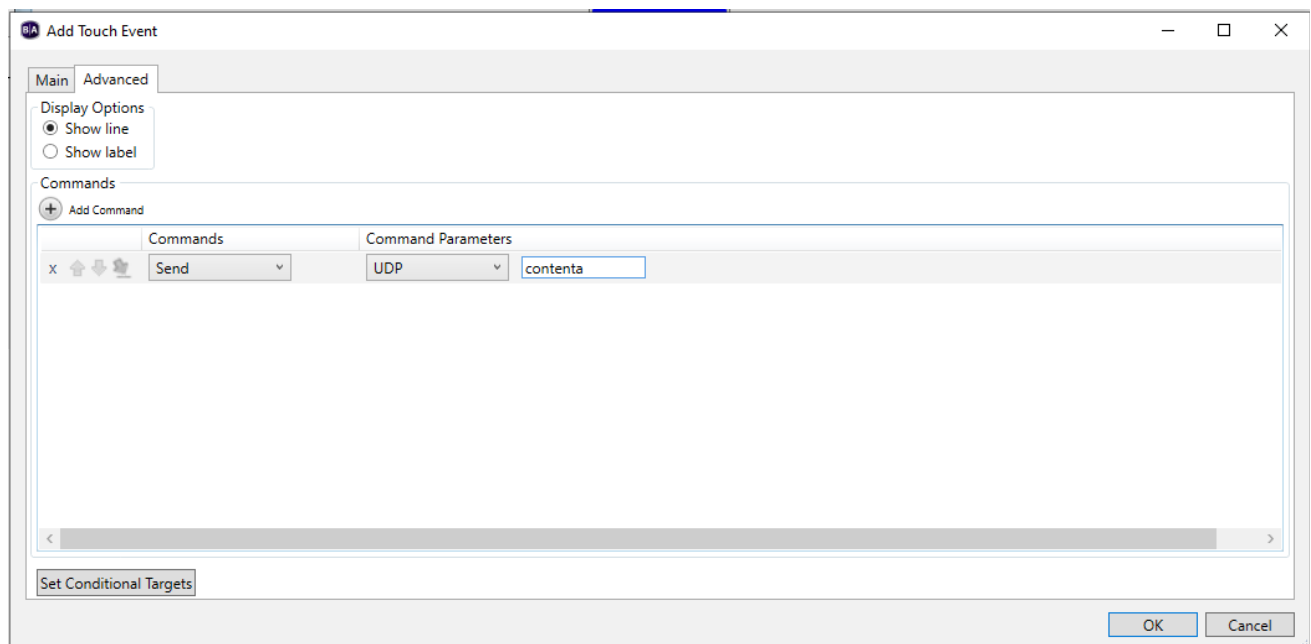
Like before, add the main menu first, and the back button afterwards:

This time we'll create a "touch event" instead of a UDP like before, but still dragging from the "main_menu" to "back". In the dialogbox we'll fit the touch region around the "content a" graphics:
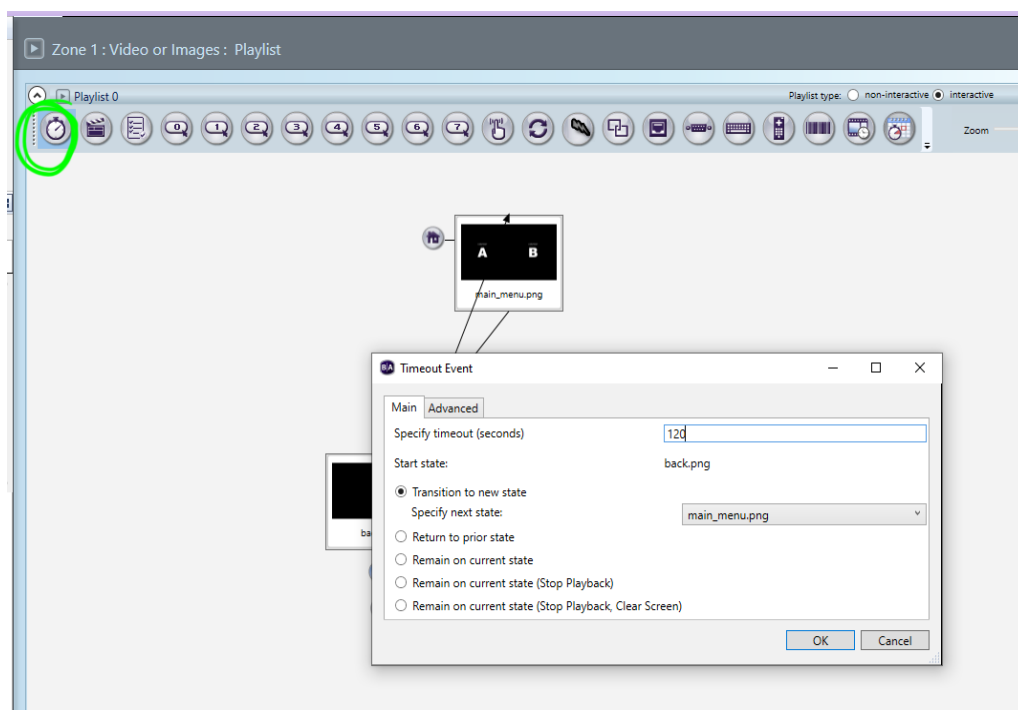
Press advanced, and add a send UDP command, with the command "contenta"

Now when we press the "content a" graphics on the touchscreen, the touchscreen will send the UDP command "contenta" to the player, and the player will play "Content A". The touchscreen will display the graphics "back".

We'll now add a "back" option. It's the same procedure as before. Add a "touch event" going from "back" to "main_menu". Fit the touch region to the back graphics and send the UDP command "logo".
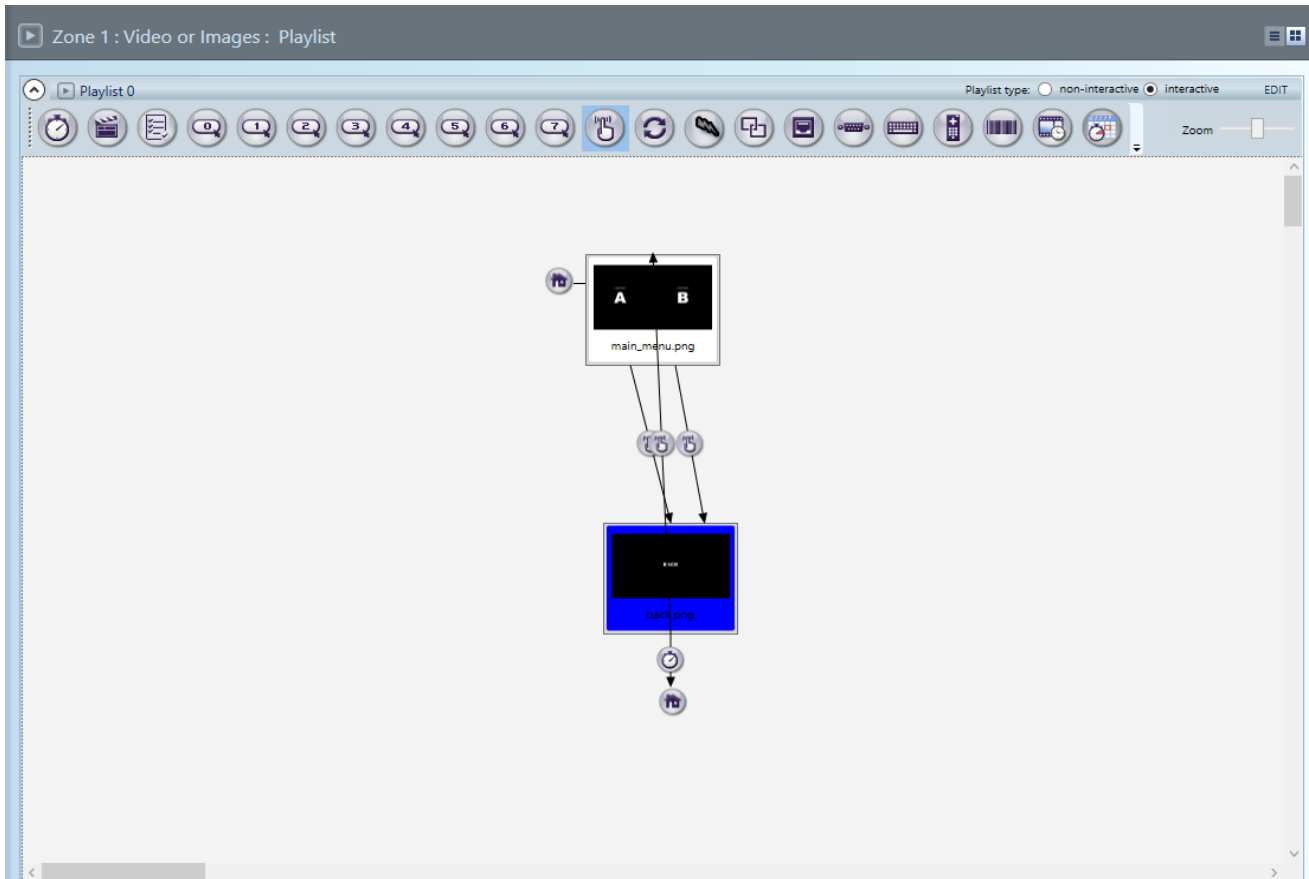
We'll also add a "timeout" event, so the player will return to the logo animation after 2 minutes, if nothing is pressed before then. It's the same procedure, but this time we'll choose the "Timeout Event":

We'll add another "touch event" for "Content B", in the same way as we did for "Content A". Just framing the other graphics and using the "contentb" as UDP command.

We don't need to add another "touch event" and "timeout", since we are pointing to the same "back" as we have previously defined.

The playlist editor should look something like this now:

Save the presentation and publish to an SD-Card like before. This card goes into the touchscreen.

Operation

Reset both player and touchscreen with the SD-Cards you've created inserted (you could just power off and on again). Wait for a couple of minutes, and then everything should be working.

Note: If you start pressing the touchscreen too soon after a reboot you might experience strange behavior. If you do, wait another minute, and then test the interactivity again.

Once up and running, and if programmed right, this system is very stable and extremely flexible in terms of design and functionality options.

Magic Matters