

# Description of the basic elements in Editor

Instructions consist of different media elements that are combined with the help of structural elements and brought into a chronological sequence. The individual elements of the editor are explained in detail below. Greyed-out elements are not yet available in the current version and currently only serve as placeholders. In future versions they will be integrated and described. A lightning symbol next to the name of the node indicates that this element uses an online function and therefore cannot be executed offline.

In this chapter:

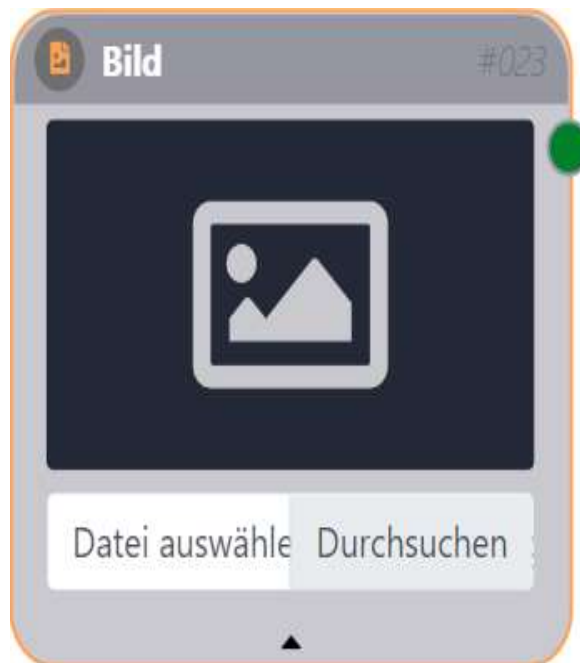
- image
- Video
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- text
- Rich Text
- Step by step
- button
- grid layout
- Integrated display

# Image

## View:

### Overview:

- Layout Output
- File preview
- File path



## Short Description:

It often makes sense to enhance a blueprint with media, such as pictures. Especially with instructions this helps enormously, because they make the process more vivid and it is universally understandable. Image nodes allow image files to be incorporated into the blueprint. These are then displayed at the respective position. Images can be selected from the local files of the device and inserted accordingly.

## Handling:

These nodes have the sole purpose of adding an image to a blueprint. A file can be inserted via drag'n'drop or searched for via the arrow and then *Browse* in the files. The preview image shows whether the process was successful.

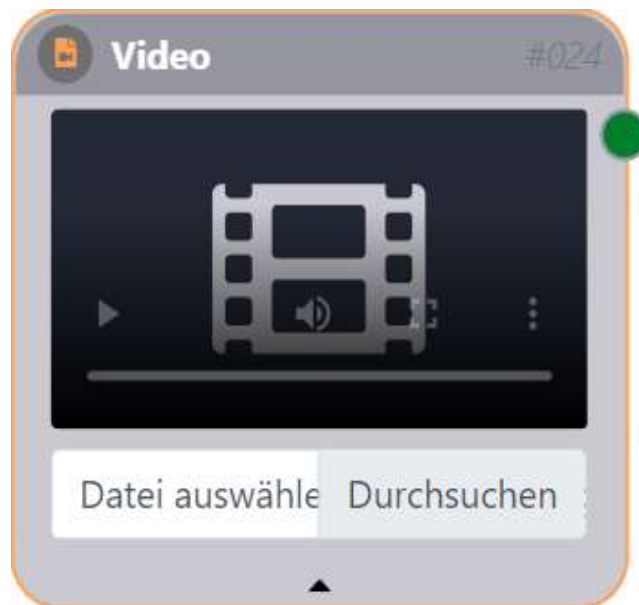
Since image nodes have only one output, they can only be connected to other nodes via this output. However, multiple inputs can be connected to an image node if an image is to be displayed several times in different places in the blueprint. Since the nodes output a graphic, their output falls into the category **layout** and can therefore only be connected to compatible nodes.

# Video

## View:

### Overview:



- Layout Output
- File preview
- Video interactions
- Progress bar
- File path



## Short Description:

Blueprints can also be enhanced with videos. This function can be used, for example, to integrate video sequences into a tutorial. These are then displayed at the respective point. Videos can be selected from the local files of the device and inserted accordingly.

## Usage:

These nodes have the sole purpose of supplementing a blueprint with a video. A file can be inserted by drag'n'drop or via the arrow and then searched with *Browse* in the files. The preview image shows if the process was successful. The video can be started with the *play button*  or paused with the *Pause-Button*  pause button. The volume can be adjusted and the video can run in full screen mode if desired. In addition, the video can be played in *Picture-in-Picture mode*, which allows it to move freely.

Since video nodes have only one output, they can only be connected to other nodes via this output. However, multiple inputs can be connected to a video node if a video is to be shown several times at different locations in the blueprint. Since the nodes output a graphic, their output falls into the category layout and can therefore only be connected to compatible nodes, see *Working with the editor*.

# PDF

## View:

### Overview:

- Layout Output
- File preview
- File path



## Short Description:

Blueprints can be supplemented with content from a PDF file. This is useful, for example, if instructions for construction steps already exist, which can be inserted at the appropriate points. A file must be selected and loaded from the device memory.

## Usage:

These nodes have the sole purpose of supplementing a blueprint with a video. A file can be inserted via drag'n'drop or searched for via the arrow and then with *Browse on the device*. The preview image shows whether the process was successful.

Since PDF nodes have only one output they can only be connected to other nodes via this output. However, multiple inputs can be connected to a PDF node if a PDF is to be shown several times in different places in the blueprint. Since the nodes output a graphic, their output falls into the category layout and can therefore only be connected to compatible nodes, see Working with the editor.

# Text

## View:

### Overview:

- Layout Output
- String Input
- Text preview
- Font size
- Font
- Font color
- Text alignment
- Content



## Short Description:

Self-written texts can be displayed in blueprints. Thus, notes or hints can be included in the blueprint. These are then displayed at the respective position.

## Usage:

These nodes have the sole purpose of adding text to a blueprint. The desired text can be entered and edited in the text field. Using the arrow, users can set the size, type, color and alignment of the font. All changes made are displayed in the preview window.

Since text nodes have only one input and one output, they can only be connected to other nodes via these. Although several inputs can be connected to the output of a text node, several foreign outputs cannot be connected to the input of the text node. The input of the text nodes is of type String, the output, however, is of type Layout. Accordingly, only compatible elements can be connected, see Working with the editor.

# Rich Text

## View:

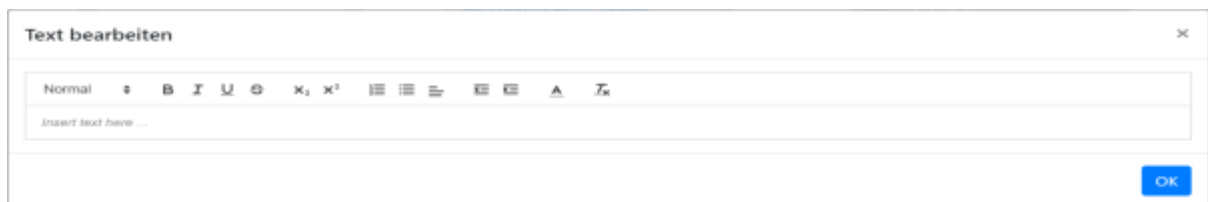
### Overview:

- Step Output
- Open editor
- Text preview



## Short Description:

The rich text node extends the functions of the normal text node. It can be used to create and edit texts according to the 'What You See Is What You Get' principle.



## Handling:

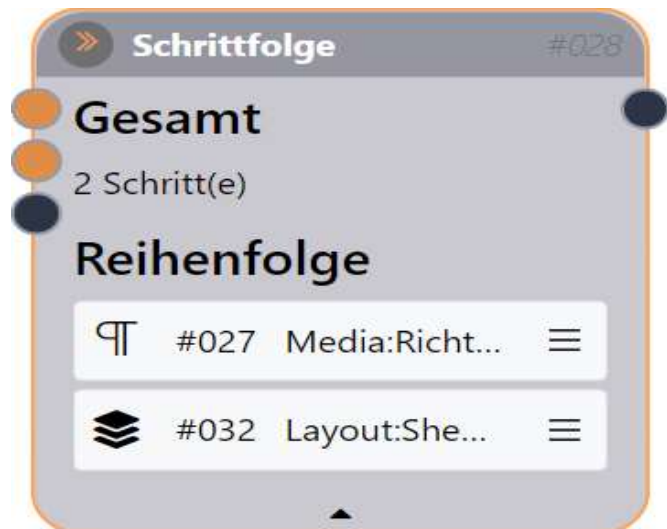
Via *Open text editor* the corresponding field can be opened. A text can be typed in the main area. This can be formatted via the fields in the upper area. Thus, for example, the size and color of the letters can be set and bullet points and lists can be created. With the field on the right side all formatting can be undone. The input can be confirmed via *OK* and the result is displayed in the preview.

# Step by step

## View:

### Overview:

- Step Input(s)
- Step Output
- Overview of step sequence



## Short Description:

The step sequence node is used to create and manage the work steps at a workstation. By assigning the corresponding nodes, these are displayed in the selected work step.

## Usage:

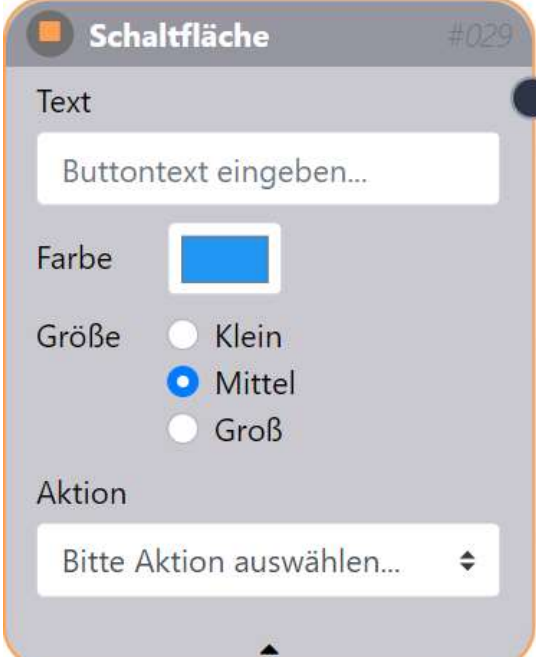
If a node is connected to the step node, a new input is automatically created. Further nodes or work steps can be connected to this input. The sequence of the connected nodes and thus of the work process can be changed by drag n' drop within the node.

# Button

## View:

### Overview:

- Step Output
- Button text
- Colour choice
- Size selection
- Action choice



## Short Description:

The button can be used to display fields that can jump to other pages within a tutorial via the pop-up sheet node. The design of the fields can also be configured.

## Handling:

First, the button text should be entered, this will eventually be displayed in the instructions. Optionally, the color and size of the text can be adjusted. If Open Sheet Modal is selected under *Action*, a pop-up sheet node can be selected under *Parameters*. However, the latter must have been created in the workspace beforehand so that they can be assigned. If the button is now activated in a tutorial, the player jumps to the corresponding node in the tutorial.



# Grid layout

## View:

### Overview:

- Inputs
- Layout Output
- Edit grid view
- Number of columns
- Number of lines
- OK button



## Short Description:

If the display of media elements is to be adjusted, nodes can be used to run this process automatically. In the grid layout, the elements are assigned to a grid that can be freely designed and the elements are sorted on it.



## Usage:

After at least one media node is connected, the layout can be adjusted under "Edit grid". There, the entire grid can be changed as desired. The number of rows and columns can be varied and the connected media nodes can be freely assigned to a field. For this purpose, the nodes can be identified by their type (pdf, image, etc.) or their ID.

After all adjustments have been made, the changed setting must be accepted with "OK".

# Integrated display

## View:

### Overview:

- Layout Input



## Short Description:

This node is used to specify that the display of the manual is output on the mobile d3 | player device.

## Usage:

By default, this node is always active, unless the external display has been activated. The instructions are displayed on the device on which the player is running.