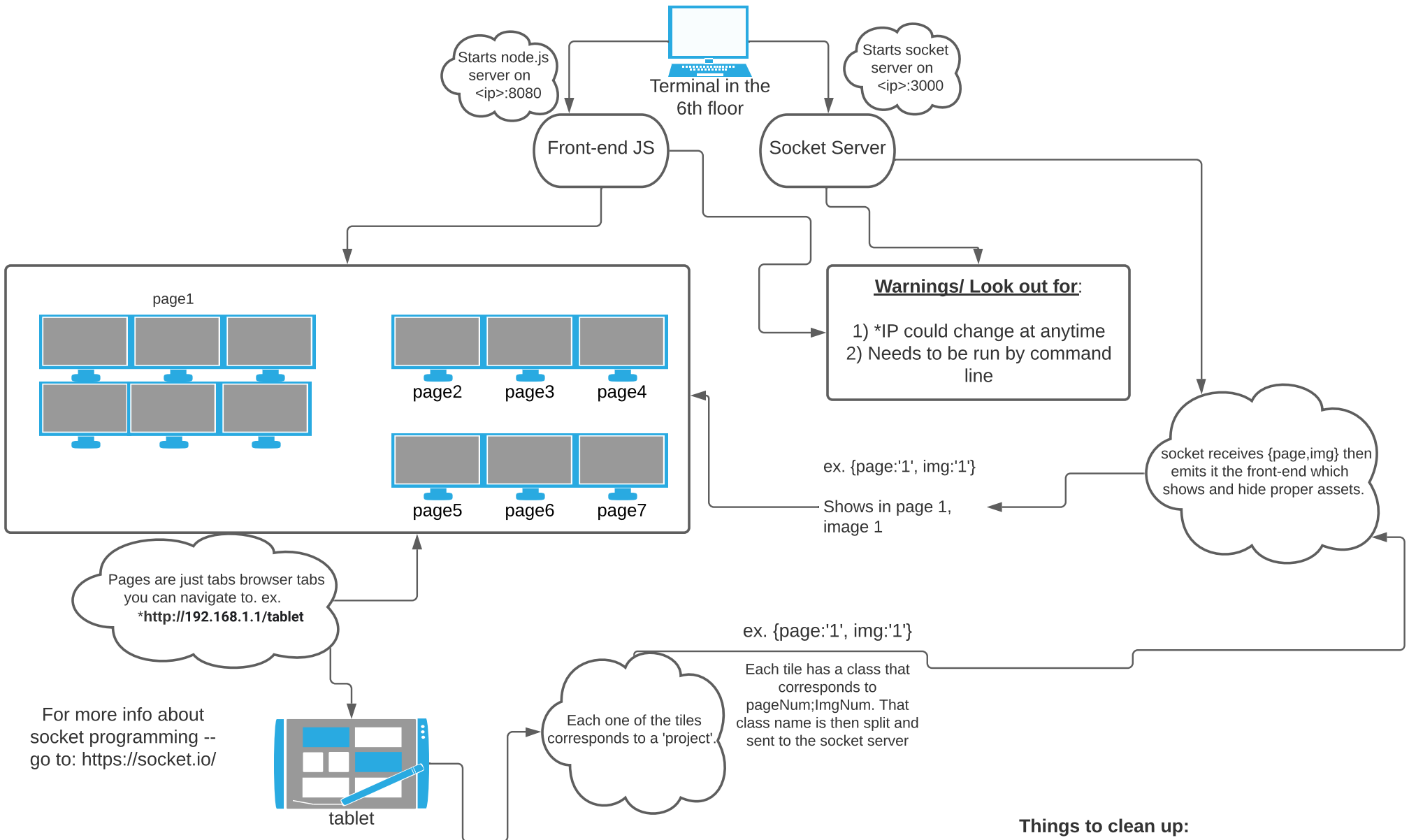


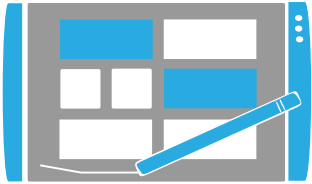
Cambridge Experience Lab - Technical Document



Things to clean up:

- Proper naming - classes, functions, img files, etc.
- Moving assets into properly named folders
- Refactoring some embedded javascript
- IF REFACTORING ANYWAY, might as well rewrite and port it over to Angular

Devices Detailed Overview



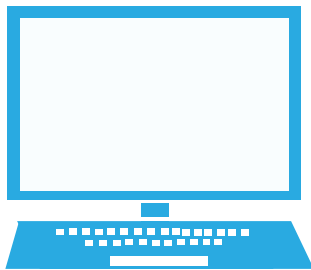
Tablet

- This is the page called 'tablet'
- Reached with `<ip>:8080/tablet`
- A collection of tiles each an id corresponding to asset to be on a page
 - ex. `<div class="tile" id="1-2;2-2;3-2;4-2;5-2;6-2;7-2"><div>`
- When a tile is clicked the tile id is parsed and sent to the socket server.
 - the parsed id is emitted to the socket server in {page, img} form.
 - ex. {page:1, img:2}



Pages

- These are pages labeled 'page1', 'page2', 'page3', etc.
- This is where the media assets are displayed depending on the tile clicked by the 'tablet'
- Each individual page has divs of assets with the class "pageImg p<page>Img"
 - ex. `<div class="pageImg p1img2">`
- Each page has a listener waiting for the event emitted by the socket server.
 - ex. When 'page2' receives {page:2, img:1}, page two will now show the asset with the id 'p2img1'



Terminal

- This is where all the code is ran.
- This terminal is located on the 6th floor next to the NICU Lotus room.
- How to run the media wall for the Experience Lab:
 - Open up Visual Studio Code or the Terminal and navigate to the code base.
 - Follow install instructions on the Readme.md file here:
<https://github.com/BrianDeGuzmanPhilips/Cambridge-Experience-Lab>