



George Washington's Mount Vernon "Be Washington" AV Theater and Web CMS Manual Guide

- Section 1 – CMS Overview 3**
 - Section 1.1 Connecting to the CMS3**
 - Section 1.2 Logging In3**
 - Section 1.3 Main Navigation Menu.....3**
 - Section 1.4 WARNING: Saving Changes to CMS4**
 - Section 1.5 Video Resolutions4**
 - Section 1.6 Note on backup videos4**
- Section 2 – Scenario Content..... 5**
 - Section 2.1 Content of Scenario7**
 - Section 2.1.1 General8
 - Section 2.1.2 Introduction Tab9
 - Section 2.1.3 Advisers Tab 10
 - Section 2.1.4 Timer Events Tab..... 15
 - Section 2.1.5 Questions and Answers Tab..... 17
 - Section 2.1.6 Voting Results Tab 19
 - Section 2.1.7 Conclusion Tab..... 22
 - Section 2.1.8 Outro Tab 23
- Section 3 Web Only Data 25**
- Section 4 Settings..... 25**
- Section 5 User Profile 27**

Section 1 – The CMS Overview

Section 1.1 Connecting to the CMS

To connect to the Content Management System (CMS), open any web browser window.

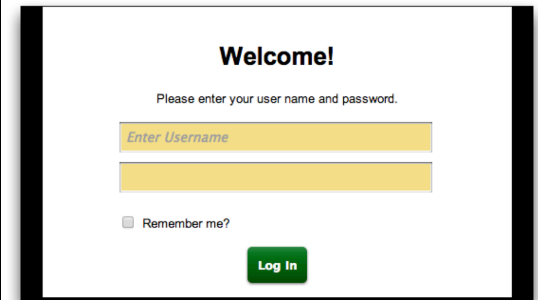
In the address bar input the following address:

<http://52.70.145.157/BeWashingtonNew/Account/Login>. This will take you directly to the Home Page. The Home Page contains the CMS version number and access to the tabs that govern each section of the CMS. If you are already logged in, you will be able to navigate to these sections with the tabs in the navigation bar at the top of the page. If you are not logged in, you will need to click the **Log In** prompt in the top right corner of the page.

Section 1.2 Logging In

If you click **Log In** from the **Home Page**, or any other section of the CMS, you will be presented with the **Log In Prompt**. You are required to enter your user name and password to continue. Your credentials can be saved on the system you are accessing the CMS on by checking the **Remember Me?** check-box before clicking the **Log In Button**.

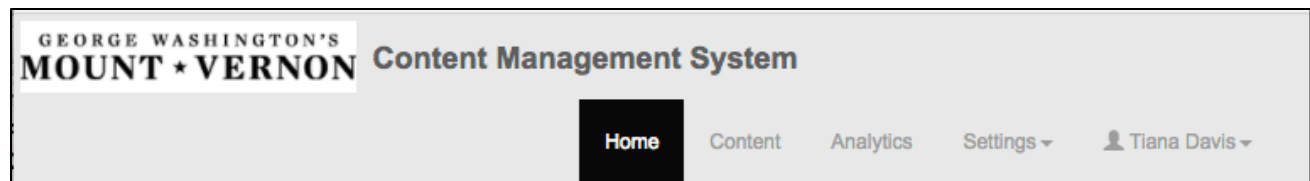
If you have saved your credentials, you will not be required to log in to the CMS every time and will be able to navigate directly to the section you want to work with. Otherwise, you will be prompted each time you visit the CMS.



The screenshot shows a login interface titled "Welcome!". Below the title, it says "Please enter your user name and password." There are two input fields: the first is labeled "Enter Username" and the second is for the password. Below these fields is a checkbox labeled "Remember me?". At the bottom right is a green button labeled "Log In".

Section 1.3 Main Navigation Menu

The **Main Navigation Menu** directs you to the individual sections and administrative functions. Below is a brief overview of each tab.



Section 1.4 **WARNING: Saving Changes to the CMS**

If you open the CMS to browse without making changes, **PRESS CANCEL, NOT SAVE** after you're done. Every time the SAVE button is pressed, it overwrites the timestamp of the JSON. Theater

kiosks will cache from the CMS each morning when it detects the timestamp has been changed.



Section 1.5 **Video Resolutions**

For the purposes of this guide, all Main Wall videos are 5760 x 1512 pixel HAP MOV files. All Web videos are 1920 x 1080 pixel H.264 MP4 files.

Section 1.6 **Note on backup videos**

Backups are videos hosted on the CMS in case web users' firewalls blocks Vimeo. These files are the same MP4s that were uploaded to Vimeo. When uploading an MP4 file to the CMS, you will be able to see the thumbnail and preview the video.

Section 2 – Scenario Content

The Content tab at the top of the page allows an administrator to manage all of the content within the interactive, both in the theater and online.



You will know you are in the correct section when you see the **Scenario** tab on the left is filled White as opposed to filled Gray (see: Web Only Data).

Scenarios

SubList: Section Key = 2, Parent Section Record Key = 2

Add New 5 Total Entries Search Scenarios

ACTIVE	SCENARIO NAME	CONCLUSION	ANALYTICS	AUDIO	MUSEUM PROJECTION
✓	1777 Battle of Second Trenton		1	36	
✓	1783 Newburgh Conspiracy		9	9	
✓	1793 The Genet Affair		1	4	
✓	1794 The Whiskey Rebellion		9	1	
				1	

You will also notice the crossed arrows (crosshairs) under the Active column. If you press and hold the crosshairs, you can then drag the row, which will rearrange the order the scenarios will appear in when in loop mode.















Active Status

All scenarios that are live in the game will have a check mark under the **Active** column. Should a scenario be deactivated, the check mark will disappear.

Scenario Name

All content that appears in Be Washington is associated with one of the **Scenario Names**. Selecting one of the **Scenario Names** will allow you to edit the content associated with that scenario.

When you hover your mouse on one of the **Scenario Names**, that scenario row should turn Gray, meaning you can select it to begin editing the content.

ACTIVE		SCENARIO NAME	CONCLUSION ANALYTICS AUDIO - MUSEUM PROJECTION	
	✓	1777 Battle of Second Trenton		1  36
	✓	1783 Newburgh Conspiracy		9  9
	✓	1793 The Genet Affair		1  4
	✓	1794 The Whiskey Rebellion		9  1
				 1

Section 2.1 Editing a Scenario

After clicking on one of the **Scenario Names**, a pop-up will appear. This is where you will begin to edit content.

Scenarios (Edit Entry)

Section Key = 2

Section Record Key = 136 , Number of Fields = 30

field key = 40

☒ This box needs to be checked for the scenario to be used. **Active**

General

Introduction

Advisors

Timer Events

Questions & Answers

Voting Results

Conclusion

Outro


field key = 3

Scenario Name

1777 Battle of Second Tr

field key = 42

Scenario Image



Upload Image

Remove

[54]

field key = 44

Left Video

DELETE

SAVE

CANCEL

Edited last at 2/6/2018 8:11:19 PM by Unknown

[\[view history\]](#)

NOTE: At the top of the popup, you will see a box with text that reads, “This box needs to be checked for the scenario to be used. **Active**.” Removing the check from this box deactivates the scenario, meaning that it will not be playable.

Section 2.1.1 General

In the scenario popup, under the **GENERAL** tab is where you will find the Scenario Name, Scenario Image, Front Wall – Left Adviser Video, Front Wall – Right Adviser Video, and the Welcome Screen Image.

The **Scenario Name** is where the name of each scenario goes. The Year always goes first, followed by the name in title case.

The **Scenario Selection Image** is the image that allows an educator or host to select a scenario. The image must be a 480 x 1080 JPEG.

The **Front Wall – Left Adviser Video** always shows 4 advisers on the left side of the theatre front wall screen. This video must be an 8000 pixel HAP MOV file. **NOTE:** When uploading HAP videos to the CMS, please remember that neither a preview nor a thumbnail will be available.

The **Front Wall – Right Adviser Video** always shows either 3 OR 4 advisers on the right side of the theatre front wall screen. This video must be an 8000 pixel HAP MOV file.

The **Welcome Screen Image** is the background image for all theatre kiosks and web products during the introduction for each scenario. This image must be a 1920 x 1080 JPG file.

Scenarios (Edit Entry)


Section Key = 2
Section Record Key = 136 , Number of Fields = 30
field key = 40

☒ This box needs to be checked for the scenario to be used. **Active**

General Introduction Advisers Timer Events
Questions & Answers Voting Results Conclusion Outro

field key = 3

Scenario Name
1777 Battle of Second 1
field key = 42

Scenario Selection Image


field key = 44

Front Wall - Left Adviser Video

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[\[view history\]](#)

Section 2.1.2 Introduction Tab

Under the **INTRODUCTION** tab, you will find the Front Wall Countdown Video, Countdown Video – Museum Kiosk, Front Wall Introduction Video, an Introduction Video – Web (Streaming Link), and an Introduction Video – Web (Backup) video.

The **Front Wall Countdown Video** is the content that will be seen between scenarios in the main theater. This video must be a HAP MOV file. It is 1:30 of countdown and 10 seconds of donor recognition. This video does not exist in educator mode.

The **Countdown Video – Museum Kiosk** is the content that will be seen between scenarios on the 18 kiosks. It is 1:40 min long. This is an MP4 file.

The **Front Wall Introduction Video** shows the host introducing the audience to the Be Washington experience. This video must be a HAP MOV file.

The **Introduction Video – Web streaming link** is the Vimeo link to the introduction video for those who experience Be Washington on the web. This is an MP4 file.

The **Introduction Video – Web backup** is the back up introductory video for web users. This is an MP4 file.

Scenarios (Edit Entry)

Section Key = 2

Section Record Key = 136 , Number of Fields = 30

field key = 40

☒ This box needs to be checked for the scenario to be used. **Active**

General

Introduction

Advisers

Timer Events

Questions & Answers

Voting Results

Conclusion

Outro

field key = 31

Front Wall Countdown Video

id_31_136_2_MV_2nd_Trenton_HOST_MASTER_Countdown_wAudio-HAP_012518.mov

0:00

Upload File

Remove

field key = 52

Countdown Video - Museum Kiosk

id_52_136_2_MV_2nd_Trenton_Countdown_Kiosk_NEW.mp4

DELETE

SAVE

CANCEL

Edited last at 2/19/2018 9:19:17 PM by Unknown

[view history]

Section 2.1.3 Advisers Tab

Under the **ADVISERS** tab, you'll see the Front Wall Gameplay Music. Below that, you will see a list of all of the advisers for that particular scenario.

Scenarios (Edit Entry)

Section Key = 2

Section Record Key = 136 , Number of Fields = 30

field key = 40

☒ This box needs to be checked for the scenario to be used. **Active**

General

Introduction

Advisers

Timer Events

Questions & Answers

Voting Results

Conclusion

Outro

field key = 37

Front Wall Gameplay Music

id_37_136_2_Trenton_Advisor_Song_Surround_mixdown.wav

0:00 / 3:01

Upload File

Remove

field key = 1

Advisers

3

SubList: Section Key = 3, Parent Section Record Key = 137

Add New

8 Total Entries

Search Advisers

FIRST

LAST

TITLE

TITLE

REQUIRED

DELETE

SAVE















CANCEL

Edited last at 2/19/2018 9:19:17 PM by Unknown













[view history]

The **Front Wall Gameplay Music** is the music the players will hear while they are listening to advisers in the theatre. This audio is a 5.1 surround WAV file.

When you hover your mouse on one of the adviser's names, it will turn blue, signifying that you can select that adviser.

	FIRST NAME	LAST NAME	TITLE (LONG)	TITLE (SHORT)	REQUIRED UNLOCK
	ROBERT	MORRIS	CONGRESSMAN	CONGRESSMAN	 146
	JOHN	CADWALLADER	AMERICAN COLONEL	COLONEL	 145
	GEORGE	WASHINGTON	FRENCH & INDIAN WAR MEMORY	WAR MEMORY	 143
	STACY	POTTS	CITIZEN	CITIZEN	 144
	HENRY	KNOX	AMERICAN BRIGADIER GENERAL	GENERAL	✓  147
	JOSEPH	WHITE	AMERICAN SERGEANT	SERGEANT	✓  150
	STEPHEN	MOYLAN	AMERICAN OFFICER	OFFICER	✓  148

At the bottom of the list, you will notice that the last few advisers have a checkmark to the right of their names. This checkmark indicates that those particular advisers are unlocked after a dispatch, instead of showing up at the beginning of the game.

FIRST NAME	LAST NAME	TITLE (LONG)	TITLE (SHORT)	REQUIRED UNLOCK
 ROBERT	MORRIS	CONGRESSMAN	CONGRES SMAN	 146
 JOHN	CADWAL ADER	AMERICAN COLONEL	COLONEL	 145
 GEORGE	WASHIN GTON	FRENCH & INDIAN WA R MEMORY	WAR MEM ORY	 143
 STACY	POTTS	CITIZEN	CITIZEN	 144
 HENRY	KNOX	AMERICAN BRIGADIER GE NERAL	GENERAL	✓ 147
 JOSEPH	WHITE	AMERICAN SERGEANT	SERGEANT	✓ 150
 STEPHE N	MOYLAN	AMERICAN OFFICER	OFFICER	✓ 148
 JOSEPH	REED	AMERICAN COLONEL	COLONEL	✓ 149

NOTE: You'll notice the crosshairs appear to the left of the advisers' names. As before, clicking and dragging these crosshairs will change the order of the advisers. Changing the order of the advisers will change how they appear on screen. This will affect ALL Be Washington products. **We warn against changing the order of the advisers.**

2.1.3.1 Editing Advisers

Once you click on an adviser's name, the **Advisers (Edit Entry)** window will open. This window is where you will be able to edit content related to each individual advisor. Here is where you will have the ability to edit the adviser's First Name, Last Name, change the Name Menu Alignment, the adviser's Title (Long), the adviser's Title (Short), Opinion, Gender, Face Image, Full Body Image, Museum Video, and a Web Link to the character's video, along with a backup. At the very bottom of the page is the Required Unlock box.

The **First Name** box is where you type the adviser's first name in ALL CAPS. The max character count for this box is 13 characters.

The **Last Name** box is where you type the adviser's surname in ALL CAPS. The max character count for this box is 13 characters.

Name Menu Alignment

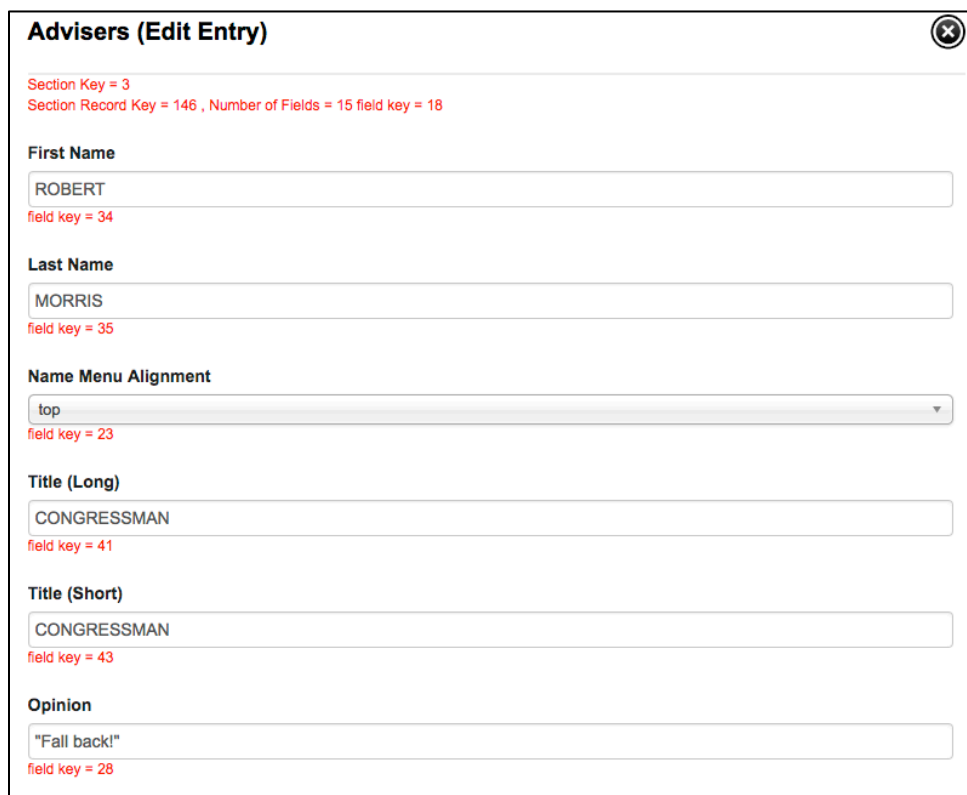
changes the position of the adviser's name on their body. This only affects kiosks.

Title (Long) is where you put that adviser's full title or profession. The max character count for this box is 27 characters.

Title (Short) is where you put the shortened title for that adviser. The max character count for this box is 19 characters.

In the **Opinion** box, you will find that adviser's opinion on the particular scenario. All opinions must be inside quotation marks.

The **Gender** selection tells us which gender the adviser is.



Advisers (Edit Entry)

Section Key = 3
Section Record Key = 146 , Number of Fields = 15 field key = 18

First Name
ROBERT
field key = 34

Last Name
MORRIS
field key = 35

Name Menu Alignment
top
field key = 23

Title (Long)
CONGRESSMAN
field key = 41

Title (Short)
CONGRESSMAN
field key = 43

Opinion
"Fall back!"
field key = 28

The **Face Image** is a headshot for each adviser. This image is used at the end of the experience when users are voting. This is a 2100 x 1440 pixels PNG file with transparency.

The **Body Image** is a full body shot of the adviser. These are 1000 x 1440 pixels JPGs. There is an Active version and an Inactive version. Active images are in color; inactive images are in gray scale.

The **Museum Video** is an H.264 MP4 that shows the adviser speaking to the audience.

The **Video Web Link** is a link to the Vimeo video for web users.

The **Video Web backup** video is an H.264 MP4 video.

When you scroll to the very bottom, you will see a box saying, “Check this box if the character is unlocked after a dispatch **Required Unlock**.” This box should be checked **ONLY** for advisers that appear after the first dispatch.

field key = 25

☐ Check this box if the character is unlocked after a dispatch **Required Unlock**

DELETE **SAVE** **CANCEL**

Edited last at 2/19/2018 9:16:46 PM by Unknown

☒ Check this box if the character is unlocked after a dispatch **Required Unlock**

DELETE **SAVE** **CANCEL**

Edited last at 2/19/2018 9:18:12 PM by Unknown

Section 2.1.4 Timer Events Tab

The **Timer Events** tab is where you find information on how long each round of play lasts. This is also where the dispatch videos are uploaded.

Time Code refers to how long each round of play (Character Unlock, Last Round of Play, and Time's Up) lasts. Timing Event refers to the name of each round of play.

When you click the name of a round of play you will enter a new pop-up window where you can edit information pertaining to Time Code, and Timing Event, as well as uploading the Front Wall Dispatch Video, Web Projection Video with a backup, and the Dispatch Background.

Scenarios (Edit Entry)

Section Key = 2

Section Record Key = 136 , Number of Fields = 30

field key = 40

☒ This box needs to be checked for the scenario to be used. **Active**

General

Introduction

Advisers

Timer Events

Questions & Answers

Voting Results

Conclusion

Outro

field key = 2

Rounds of Play & Dispatch

4

SubList: Section Key = 4, Parent Section Record Key = 141

Add New

3 Total Entries

Search

TIME CODE	TIMING EVENT
02:00	Character Unlock
02:00	Last round of play
01:00	Times up

DELETE

SAVE

CANCEL

Edited last at 2/19/2018 9:19:17 PM by Unknown

[view history]

Time Code tells you the length of time until the next event. Generally, this should be 2 minutes for each Dispatch and 1 minute for Times Up. Each scenario's game clock will add the length of the three timed events to determine the desired length of the experience.

Timing Event tells you which round of play you're in. Character Unlock leads up to the first dispatch. Last Round of Play leads up to the second dispatch. Time's Up leads up to voting.

Section Key = 4

Time Code

02:00

field key = 6

Timing Event

Character Unlock

field key = 7

Front Wall Dispatch Video

id_7_194_4_MV_2nd_Trenton_HOST_MASTER_Part_2_60fps_wAudio-HAP.mov

0:00

Upload File Remove

field key = 59

Projection Video - Web (Streaming Link)

https://player.vimeo.com/external/241222042.hd.mp4?s=6ac2bca8b27239019df99be76f742c34b23d28de&profile_id=175

field key = 74

Projection Video - Web (Backup)

DELETE SAVE CANCEL

The **Front Wall Dispatch Video** field is where you upload your media. This is also a HAP MOV file.

The **Projection Video Web Link** links to Vimeo for those who are enjoying the web version of Be Washington.

The **Video Web Backup** is the backup video embedded in the CMS for web players.

At the very bottom, you will see the **Dispatch Background** field. This is the image shown on kiosks as the dispatch video plays. This is a 1920 x 1080 JPG.

Section 2.1.5 Questions and Answers Tab

When you click the **QUESTIONS AND ANSWERS** tab you will find the Time's Up Audio for both the museum and web. When you scroll down, you will find the editable Question Text and the Pre-Decision Videos for both the museum and web. Scroll down a little more, and you will find the answer choices for that particular scenario, and the Final Question (Decision) Video for both museum and web.

The **Time's Up Audio for the museum** is the host telling users "Times up" and it will soon be time to vote. This is a 5.1 surround WAV file.

The **Time's Up Audio for the web** is the host telling you "Times up" and it will soon be time to vote. This is a stereo WAV file.

The **Question Text** shows the text that appears right above users' three choices when voting. The max character count for this field is 36 characters.

The **Pre-Decision Video** for the museum features the host recapping a user's three possible choices. This video is a HAP MOV file.

The **Pre-Decision Video** for the web is the Vimeo link for the players using the web version of Be Washington.

The **Pre-Decision Backup** is the backup for the pre-decision Vimeo link.

Scenarios (Edit Entry)

Section Key = 2
Section Record Key = 136 , Number of Fields = 30
field key = 40

☒ This box needs to be checked for the scenario to be used. **Active**

General Introduction Advisers Timer Events
Questions & Answers Voting Results Conclusion Outro

field key = 36

Times Up Audio - Museum
id_36_136_2_MV_BW_Trenton_Part_4_Theater_Surround_mixdown_01:
0:00 / 0:08 [Volume Icon] [Download Icon]
[Upload File] [Remove]

field key = 60

Times Up Audio - Web
id_60_136_2_id_36_14_2_MV_BW_Genet_Part_4_Theater_Surround_m
0:00 / 0:08 [Volume Icon] [Download Icon]
[Upload File] [Remove]

field key = 4

Final Question

[DELETE] [SAVE] [CANCEL]

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[view history]

The **Answer Choices** will show the answers players will be able to choose from for that particular scenario. There can only ever be 3 possible answer choices for each scenario.

When you click the **Answer Choices** selection, you will get a popup. This gives you options for editing the Letter and the Answer Text.

Letter refers to what letter you want to assign to each answer choice.

Answer Text refers to the answer choices provided. The max character count for this box is 40 characters.



The screenshot shows a form titled "Letter" and "Answer Text". The "Letter" section has a dropdown menu with "A" selected and a red text label "field key = 15" below it. The "Answer Text" section has a text input field containing the text "Stand firm and face Cornwallis."

The **Ten Seconds to Vote** decision video for the museum is the timer that plays while players are voting. This video is a HAP MOV file.

The **Ten Seconds to Vote** decision video for the web is the Vimeo link for web players.

The **Ten Seconds to Vote** Backup is included beneath the Vimeo link.

Section 2.1.6 Voting Results Tab

Select the **VOTING RESULTS** tab, and you will see the Voting Results Videos. Further down, you will see the Front Wall Voting Results Text.

The **Voting Results Videos** are videos of the host saying the majority of voters chose this answer. This video only plays on the front wall.

The **Front Wall Voting Results Text** is the text that appears at the end of the experience, during the analytics portion.

When you select one of the **Voting Results Videos** you will get a popup for content concerning Answer Key, Video-Museum, Video – Multiplayer Web link, Video – Multiplayer Web backup, Video – Singleplayer Web link, Video – Singleplayer Web Backup

Scenarios (Edit Entry)

Section Key = 2

Section Record Key = 136 , Number of Fields = 30

field key = 40

☒ This box needs to be checked for the scenario to be used. **Active**

General

Introduction

Advisers

Timer Events

Questions & Answers

Voting Results

Conclusion

Outro

field key = 29

Voting Results Videos

12

SubList: Section Key = 12, Parent Section Record Key = 142

Add New

4 Total Entries

Search Conclusion Videos

ANSWER KEY	VIDEO - MUSEUM	VIDEO - MULTIPLAYER WEB (STREAMING LINK)
<div>A</div>	<div>⚠</div>	<div>https://player.vimeo.com/external/252578365.hd.mp4?s=900457b457dd88343398740b0e03002e4</div> <div>192</div>

DELETE

SAVE

CANCEL

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[view history]

Answer Key refers to the specific vote's answer letter.

Video – Museum refers to the video of the host telling the players what the majority chose.

Video – Multiplayer Web (Streaming Link) is the Vimeo link for web players.

Video – Multiplayer Web (Backup) is the backup video for web players.

Video – Singleplayer Web (Streaming Link) refers to the video of the host telling the single player what they chose for the web.

Video – Singleplayer Web (Backup) is the backup for the web players' Vimeo link.

When you click the **Front Wall Voting Results Text** selection, you get a popup for editing content pertaining to the Letter, Line 1, and Line 2.

Letter refers to the letter assigned to the answer choice.


Line 1 refers to the first half of the answer choice. The max character count for line 1 is 29.

Line 2 refers to the second half of the answer choice. The

Conclusion Videos (Edit Entry)


Section Key = 12
Section Record Key = 192 , Number of Fields = 6 field key = 16

Answer Key
Corresponds to the specific vote's answer letter
A
field key = 17

Video - Museum
id_17_192_12_MV_2nd_Trenton_HOST_MASTER_Part_6a_60fps_wAudio-HAP_012318.mov

0:00
Upload File Remove

field key = 62

Video - Multiplayer Web (Streaming Link)
https://player.vimeo.com/external/252578365.hd.mp4?s=900457b457dd88343398740b0e03002e493b3393&profile_
field key = 72

Video - Multiplayer Web (Backup)


DELETE SAVE CANCEL

Letter
A
field key = 48

Line 1
CHOSE TO STAND FIRM
field key = 49

Line 2
AND FACE CORNWALLIS

correct answer is always the one that has "Chose to lead like Washington..." for line 1.
The max character count for line 2 is 40.

Section 2.1.7 Conclusion Tab

In the **CONCLUSION** tab, you will see the George Washington's Choice video for both the museum and the web. You will also see the Conclusion Analytics Background (Front Wall) image and the Conclusion Analytics Audio – Museum Projection.

George Washington's Choice for the museum is the video that shows what Washington chose to do in each scenario. This is a HAP MOV file.

George Washington's Choice for the web is the link to Washington's choice for web users. The backup is below the streaming link.

The **Conclusion Analytics Background (Front Wall)** is the image that shows up on the front wall in the museum as the final analytics are being shown. This is a 5760 x 1512 pixel JPG file.

The **Conclusion Analytics Audio – Museum** is the audio that plays while the analytics are appearing onscreen. This is a 5.1 surround WAV file.

Scenarios (Edit Entry)

Section Key = 2

Section Record Key = 136 , Number of Fields = 30

field key = 40

☒ This box needs to be checked for the scenario to be used. **Active**

General

Introduction

Advisers

Timer Events

Questions & Answers

Voting Results

Conclusion

Outro

field key = 30

George Washington's Choice - Museum

id_30_136_2_MV_2nd_Trenton_HOST_MASTER_Part_7-8_60fps_wAudio-HAP_012518.mov

0:00

Upload File

Remove

field key = 63

George Washington's Choice - Web (Streaming Link)

https://player.vimeo.com/external/247432074.hd.mp4?s=3d2c55

field key = 70

DELETE

SAVE

CANCEL

Edited last at 2/19/2018 9:19:17 PM by Unknown

[view history]

Section 2.1.8 Outro Tab

The **OUTRO** tab is where you will find the Credits Video for both the Museum Kiosk and the Museum Front Wall. Scroll to the bottom of the window and you will see the web Credits Slideshow.

The **Credits Video** for the museum kiosk is the media that appears at the end of the scenario. MP4 video file

The **Credit Video** for the museum front wall is the media that appears at the end of the scenario. This is a HAP MOV file.

Scenarios (Edit Entry)

Section Key = 2

Section Record Key = 136 , Number of Fields = 30

field key = 40

☒ This box needs to be checked for the scenario to be used. **Active**

General

Introduction

Advisers

Timer Events

Questions & Answers

Voting Results


Conclusion

Outro

field key = 46

Credits Video - Museum Kiosk

id_46_136_2_MV_2ndTrenton_Outro_loop_Kiosk_NEW.mp4



0:00

Upload File

Remove

field key = 33

Credits Video - Museum Front Wall

id_33_136_2_MV_2nd_Trenton_HOST_MASTER_Outro_wAudio-HAP_012318.mov

DELETE

SAVE

CANCEL

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[view history]

The **Credits Slideshow** is a web-only theater feature popup. This has editable content for Image, Text Line 1, Text Line 2, Link Button Title, Link URL, and Slide Duration (Seconds).

Image refers to the picture that is in the background during the credits.

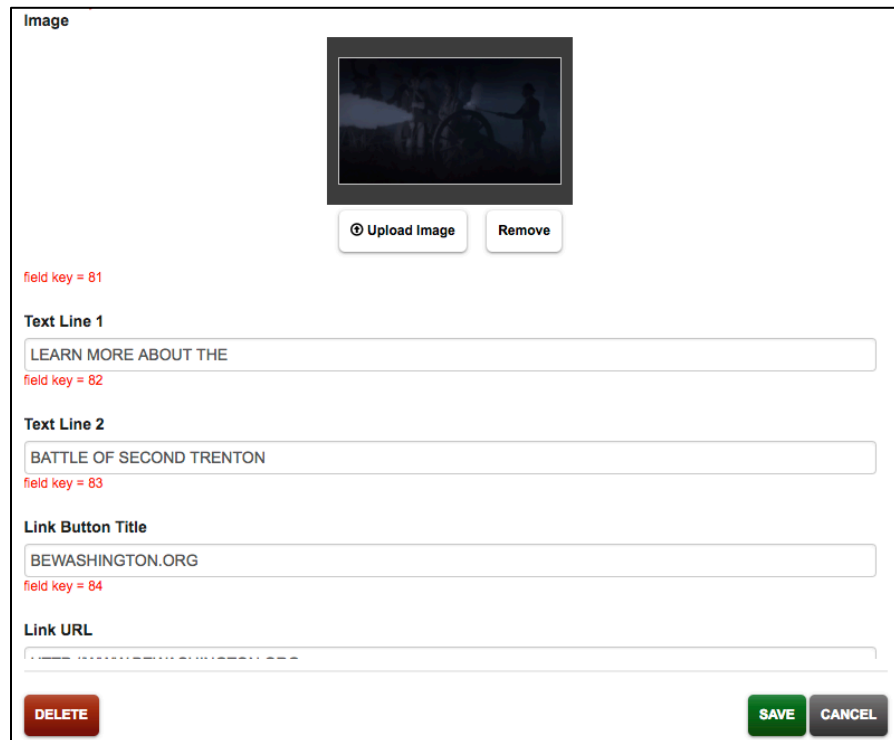
Text Line 1 refers to the first half of the call to action text.

Text Line 2 refers to the second half of the call to action text.

Link Button Title refers to the text on the button that will link to bewashington.org.

The **Link URL** is the direct link to the Be Washington site. The URL MUST contain http:// or https:// to work.

Slide Duration (Seconds) refers to how long each slide in the credits stays on screen. It is currently set at 5 seconds.



The screenshot shows a web form for editing a credits slideshow. At the top, there's an 'Image' section with a placeholder image and two buttons: 'Upload Image' and 'Remove'. Below this, there are two text input fields labeled 'Text Line 1' and 'Text Line 2'. The first text field contains 'LEARN MORE ABOUT THE' and the second contains 'BATTLE OF SECOND TRENTON'. Below these is a 'Link Button Title' field containing 'BEWASHINGTON.ORG'. At the bottom is a 'Link URL' field which is currently empty. At the very bottom of the form are three buttons: 'DELETE' (red), 'SAVE' (green), and 'CANCEL' (grey). Small red text labels 'field key = 81', 'field key = 82', 'field key = 83', and 'field key = 84' are visible next to the image, text line 1, text line 2, and link button title fields respectively.

Section 2.2 Web Only Data

When you select the **WEB ONLY DATA** tab on the top left of the screen, it will appear white. You will see editable content for the web version of Be Washington. This is where you change general **Web-Only** features not tied to any particular scenario.

The **Web Instructions Text** box contains text that appears on the home page when users first log on to play Be Washington on the web.

The **Information URL** is the link behind the question mark on the homepage.

Scenarios

Web Only Data

Section Record Key = 184 , Number of Fields = 3 field key = 55

Web Instructions Text

Step into the boots of George Washington as you confront the very challenges that he faced during the Revolutionary War and as our first President.

field key = 89

Information URL

http://www.mountvernon.org/teachbewashington

field key = 92

Image Credits URL

http://www.mountvernon.org/site/bewashington/credits/

(Must provide a full URL including http:// or https://)

SAVE **REVERT**

Manage Users

The **Image Credits URL** is the link users will travel to when they press the button at the end of the credits.

Section 3 Settings

The **SETTINGS** tab, at the very top of the page, will bring you to a page that will allow you add or delete people who will have access to the CMS as a Viewer or as a Content Creator.

GEORGE WASHINGTON'S
MOUNT * VERNON Content Management System

Home Content Analytics **Settings** Tiana Davis

Manage Users

To add a new user, click the **Add New User** button on top left of the page. This will take you to a new page.

Manage Users

Add New User

User Name	Email	Role
Bert Oltmans	boltmans@mountvernon.org	Viewer
Bryan Helsey	bryan@cortinaproductions.com	Website Builder
Daniella Eguiguren	daniellaeguiguren@cortinaproductions.com	Content Curator
Felicia Knise	feliciaknise@cortinaproductions.com	Content Curator
Frank Winston	frank@cortinaproductions.com	Website Builder
Jack Livingston	jacklivingston@cortinaproductions.com	Website Builder
Matt Briney	MBriney@mountvernon.org	Content Curator
Nicolas Milcoff	nicolas.milcoff@toptal.com	Viewer
Paul	paul@cortinaproductions.com	Website Builder
Super	super@cortinaproductions.com	Website Builder
Tester	test@cortinaproductions.com	Content Curator
Tiana Davis	tianadavis@cortinaproductions.com	Content Curator

To register a new user, you will need to provide their name, password, email address, and what role they will play as it pertains to the CMS.

Register.

Create a new account.

First and Last Name

Password

Confirm password

Email Address

Role

Content Curator

Register

Section 4 User Profile

When you click **YOUR NAME** at the very top of the page, you will get the option to Change the Password to your account. You will need to provide your current password and then your new password. Clicking **YOUR NAME** is also how you log out of the CMS.

