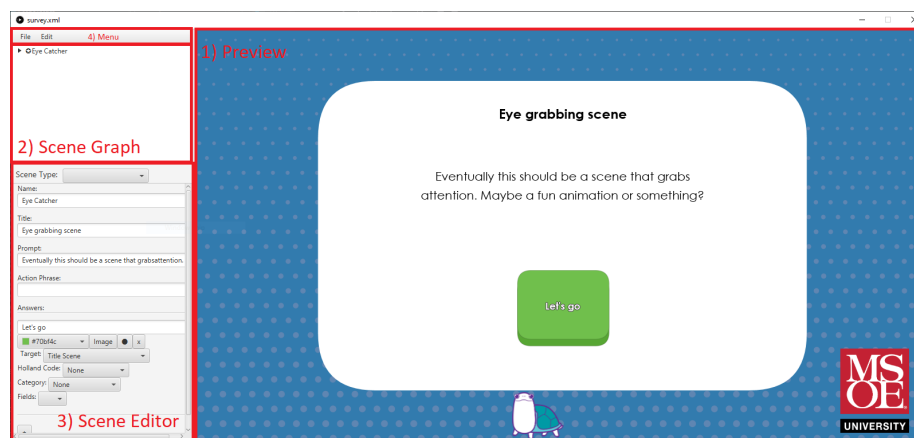


# You And Your Survey Editor

## Files

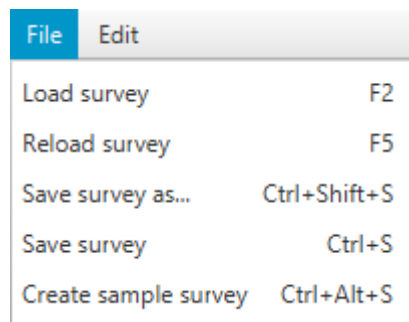
1. Jars
2. Assets
3. Batch Files (.bat)
4. Survey Files (.xml)
5. Careers Files (.csv)

## User Interface



1. Preview 2. Scene Graph 3. Scene Editor 4. Menu # Menu

## File



### Load Survey: Opens a file explorer, allowing you to choose which survey file you want to edit.

Reload Survey:

Once you have opened a file, you can reload from that file. This is useful if you make mistakes and want to go back to a safe version.

Save Survey As:

Allows you to pick where you want to save the survey in your file system.

Save Survey:

Saves the survey to the same file that you have previously opened.

Create Sample Survey:

Generates an entire survey from a predefined template.

## Edit

Upon clicking the edit tab, you will be presented with one option: Survey Settings.

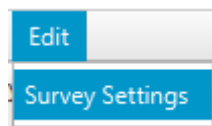


Figure 1: Edit

The following window will pop up.

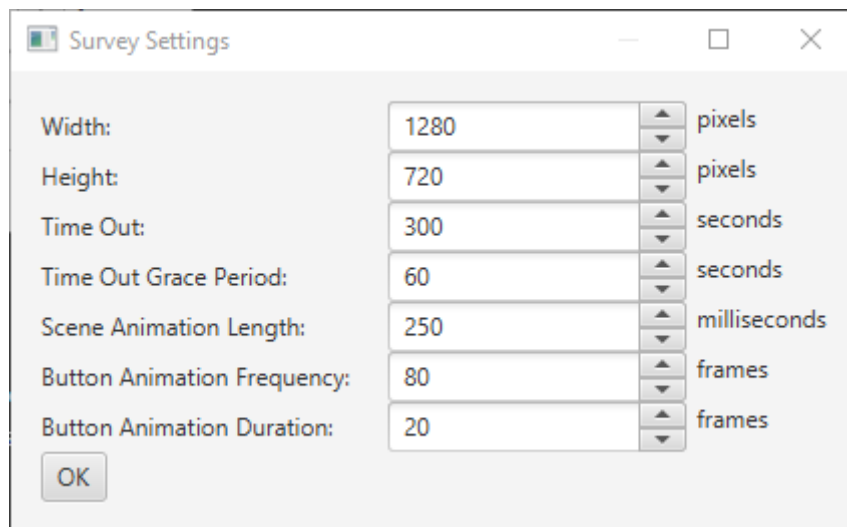


Figure 2: Survey Settings

### Width And Height

This will set the pixel width and height for the survey in windowed mode. Note that when you change width, the height will change also, and vice-versa. This is to ensure that the survey retains its 16x9 resolution.

### Time Out

This represents the number of seconds that the actual Kiosk will wait before showing the "Are you still there?" screen. It won't restart the survey, but it will prompt the user to confirm that they are still at the kiosk.

### Time Out Grace Period

After the "Are you still there?" screen pops up, a counter will tick down. When it reaches zero, the survey is reset because we assume the user has walked away. You can tweak exactly how long to show the screen with this setting.

### Scene Animation Length

When using the kiosk (not in the editor), scenes can be slid in and out similar to Microsoft PowerPoint transitions when transitioning. This length indicates how long these animations should take in milliseconds. Around 250 or 350 milliseconds works best.

### Button Animation Frequency

The buttons on the app will periodically push in and out. This helps show the users exactly which parts of the Kiosk they can interact with. Adjust this setting to make the buttons move more or less often.

### Button Animation Duration

This setting controls how long it takes for the button animation to complete. The kiosk runs at roughly 60 frames per second. So 20 frames takes about 1/3 of a second. If you want the push animation to take longer, you can make the number bigger, and vice-versa.

## The Preview

This one is pretty simple. This just shows what your survey will look like on the kiosk.

It is fully functional. You can click buttons, go back, and even time out!

It also updates in real time as you make edits in the scene editor.

Note that animations between scenes will not occur while inside the editor.

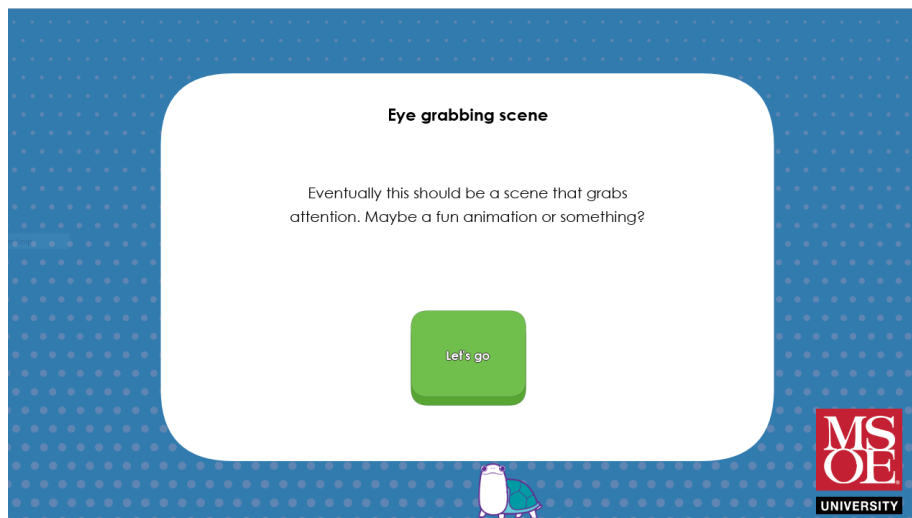


Figure 3: Preview

## The Scene Editor

### Scene Type

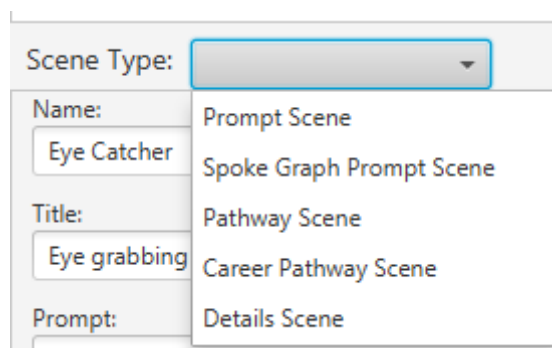
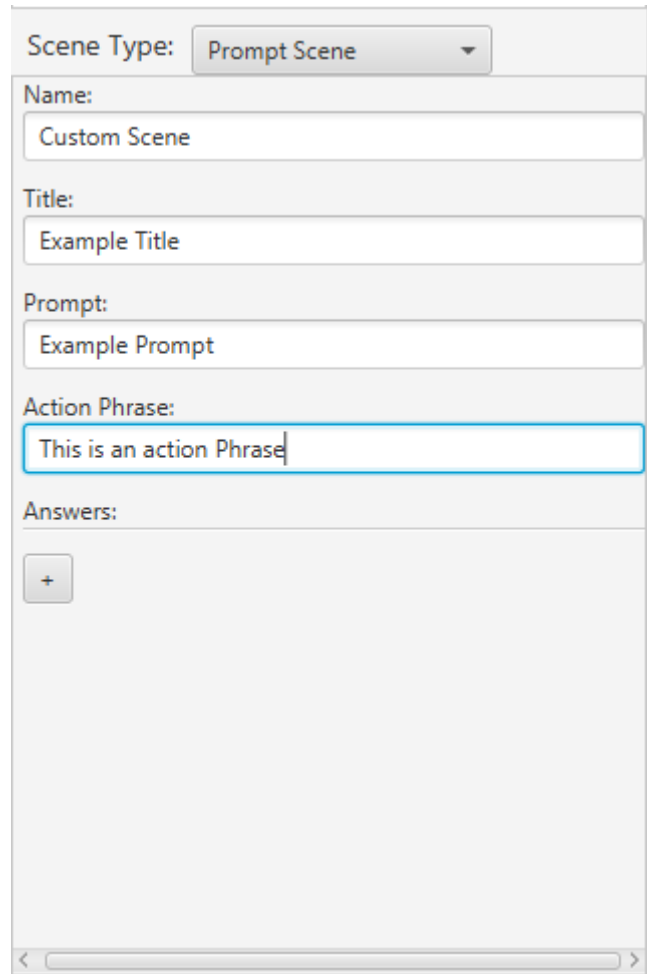


Figure 4: Scene Type Dropdown

This is the scene type selector. We have defined several scenes for you to use. Each has thier own layout and different elements you can edit. For a complete reference of the different scene types check out our Scene Type Definitions

When you select a scene type, all of the information (except the name) is reset, and you have a blank slate scene to work with.

## Text Boxes



The image shows a 'Scene Editor' window with a light gray background. At the top, there is a 'Scene Type:' label followed by a dropdown menu currently set to 'Prompt Scene'. Below this are several text input fields, each with a label to its left: 'Name:' with the text 'Custom Scene', 'Title:' with 'Example Title', 'Prompt:' with 'Example Prompt', and 'Action Phrase:' with 'This is an action Phrase'. The 'Action Phrase' field is highlighted with a blue border. At the bottom, there is an 'Answers:' section containing a single button with a plus sign (+). A horizontal scrollbar is visible at the very bottom of the window.

Figure 5: Scene Editor In Action

Each text box will update on the screen in real time. All you have to do is type into the form and the survey will update the text depending on what you have typed.

### Name

There is one notable outlier among text boxes, Name. The name box is used to identify scenes in the scene graph, and for setting the next scene for buttons. (More on that later).

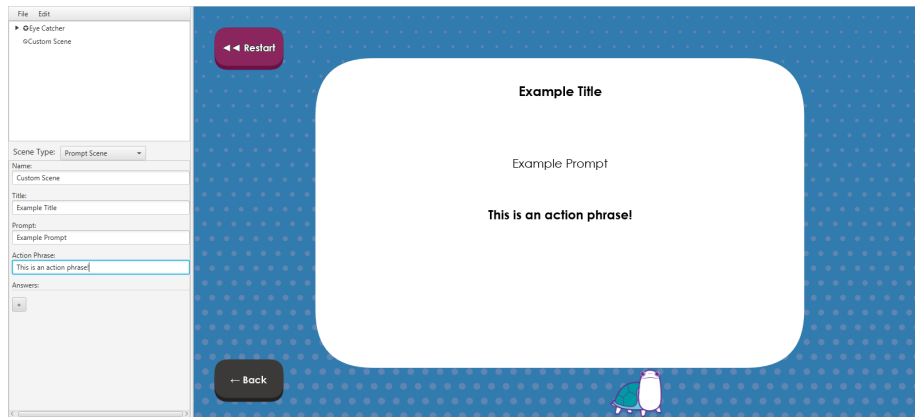


Figure 6: Scene Editor In Action

Name:

Custom Scene

Figure 7: Name

► Eye Catcher

Custom Scene

Figure 8: Name2

## Buttons

To create a new button, click the + button at the bottom of the text areas.

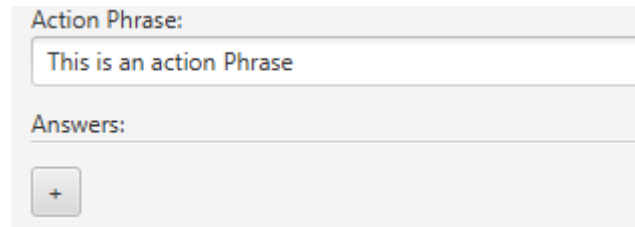
A screenshot of a web interface for creating a button. It features two main sections: 'Action Phrase:' and 'Answers:'. The 'Action Phrase:' section contains a text input field with the text 'This is an action Phrase'. The 'Answers:' section is currently empty and contains a small square button with a plus sign (+) at the bottom left.

Figure 9: Add

And you'll see the following, a new set of options, and a button on the screen.

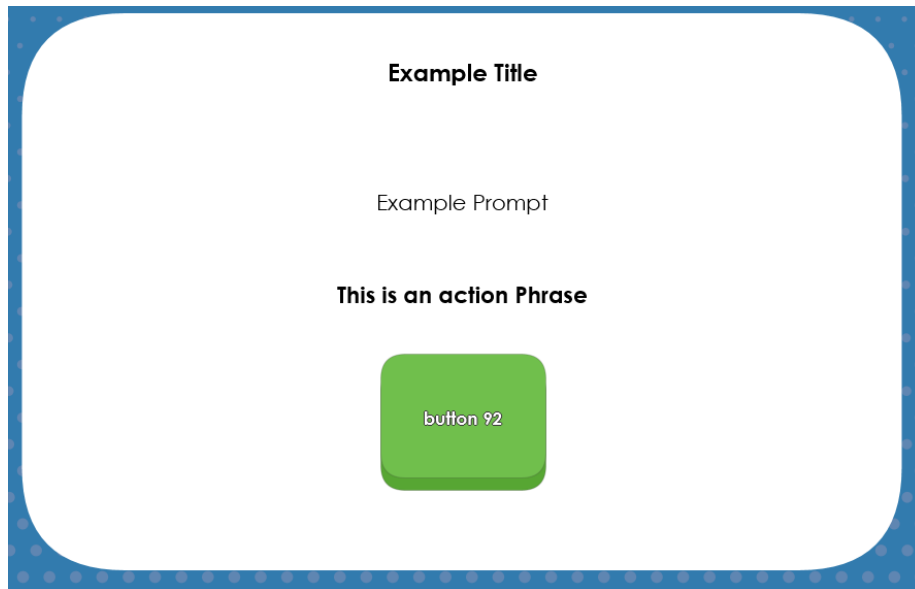
A screenshot of a screen displaying a button. The screen has a blue border with a pattern of small white dots. In the center, there is a white rounded rectangle containing the following text: 'Example Title' (bold), 'Example Prompt', 'This is an action Phrase' (bold), and a green rounded square button with the text 'button 92'.

Figure 10: Button On Screen

## Text

This is the text which is drawn on top of the button.

## Buttons

The first button is a color selection button. If you want the button to be a different color choose it here.

Figure 11: New Button

If you want an image to be drawn over the button, this will open a file picker and let you specify which image to choose. It is important to select images from the assets folder, and to copy that exact assets folder to your kiosk or the program won't be able to find it later.

The third button is the shape chooser. Click it to toggle between a circle and a square.

The final button is the delete button. If you want to remove the button, click this X button.

#### Target

This option is important. When you click the arrow, you are presented with a list of scenes. These scenes are the names of all the scenes in your survey. If you want this button to navigate to a specific scene (which you want to do in 99% of cases), select the name of that scene here.

#### Holland Code

If this button answers a question which can indicate a user's Holland code, select the appropriate code. Not all buttons will need to do this though, it's alright to select None.



## Category

If this button answers a question which can indicate a user's career category, select the appropriate code. Not all buttons will need to do this though, it's alright to select None.

## Fields

If this button answers a question which can indicate a user's career field, select the appropriate code. Not all buttons will need to do this though, it's alright to leave it blank.

# The Scene Graph

## Scene Graph in The Editor

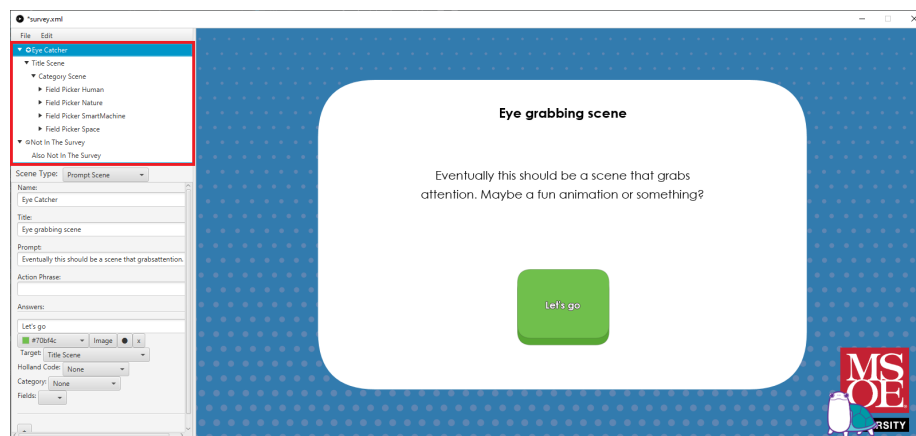


Figure 12: Scene Graph Highlighted

## Scene Graph Up Close

### What Am I Looking At?

This can look confusing at first; however, once you understand what this window does it makes it very easy to build your survey.

This dropdown tree represents the structure of your survey. Each time you make a button that points to another scene in the survey, another scene is created.

Boot up the editor and notice that there are exactly as many scenes underneath it as there are buttons. (With the exception that when all buttons point to the same scene there is only one to make it easier to read.)

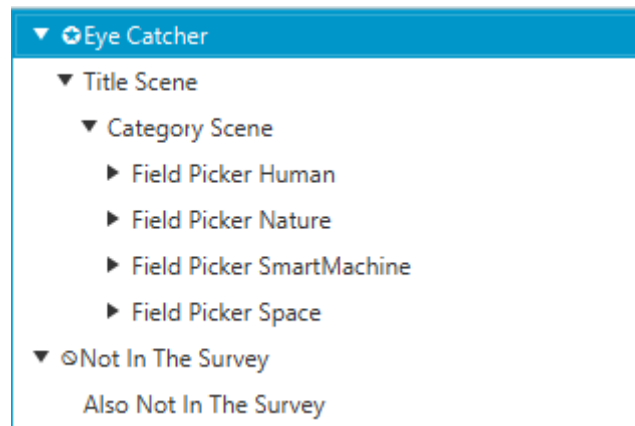


Figure 13: Scene Graph Close Up

So in this example, the Eye Catcher scene has one button, and we can see from the scene graph, that this button will point to the scene named Title Scene. This scene also has one button that points to Category Scene. Category scene has four buttons, each pointing to different scenes.

You can use this information to easily understand the structure and order of the scenes in your survey, as the tree is navigated from top to bottom.

## What Do Those Strange Symbols Mean?



This symbol will appear next to only one scene. This is the start symbol. When the kiosk starts or restarts. The scene with the ★ symbol, will be the one that is shown first.

There will only ever be one scene with the ★ symbol.

In the example shown above, Eye Catcher is the starting scene. That means when the kiosk first starts, the Eye Catcher scene will show up first. When the user restarts, or the kiosk times out, this scene will show up as well.



This is the `unreachable scene` symbol. When this shows up, it means that the scene it appears next to won't appear in your kiosk, because nothing links to it. There can be any number of unreachable scenes, as it is up to the user to link all the scenes together. We recommend that you try to reduce the number of unreachable scenes in your editor, as it can be confusing when you try to figure out why it never shows up in the kiosk.

In the example shown, Not In The Survey is never linked to in the survey. Which means no matter which buttons the user presses, they will never see this screen. It can have child scenes such as Also Not In The Survey, which won't appear either.

## Right Clicking

### On A Scene

All of the scenes can be right-clicked and the following menu will show up.

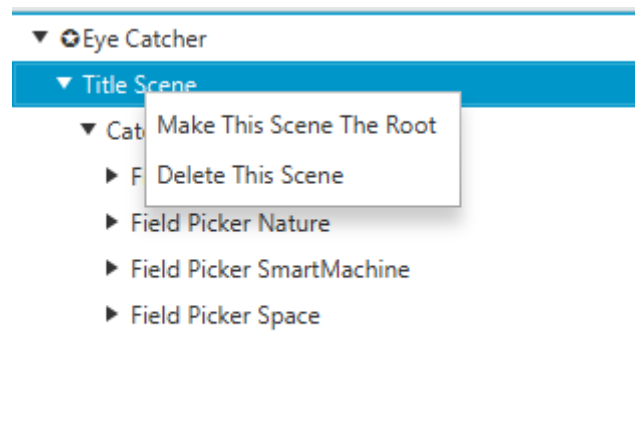


Figure 14: Scene Graph Highlighted

This allows you to either 1. Make this scene root: Sets the starting scene to this scene. For more information see the section on this page about Starting Scens and the start scene symbol 🎯. 2. Delete This Scene: This deletes the scene. All of it's children will become unreachable scenes and you will either need to delete the unreachable scenes, or re-link them with a button.

### On Empty Space

If you right click on empty space, the following will pop up.

If you click on Create New Scene you will see a new Empty Scene show up, and the following in the scene editor.

Congrats! You have a new scene! For more information about editing scenes click [here](#).

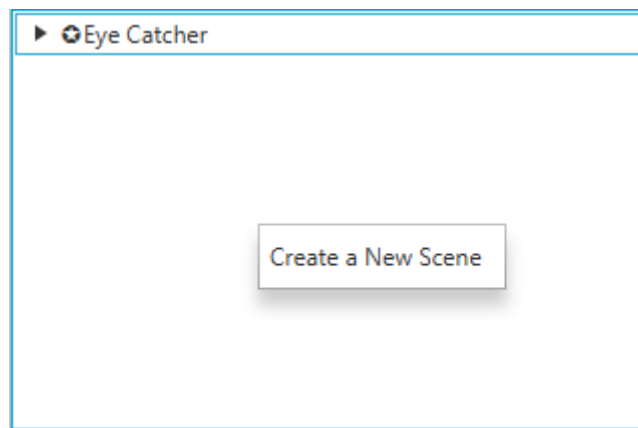


Figure 15: Scene Graph Highlighted

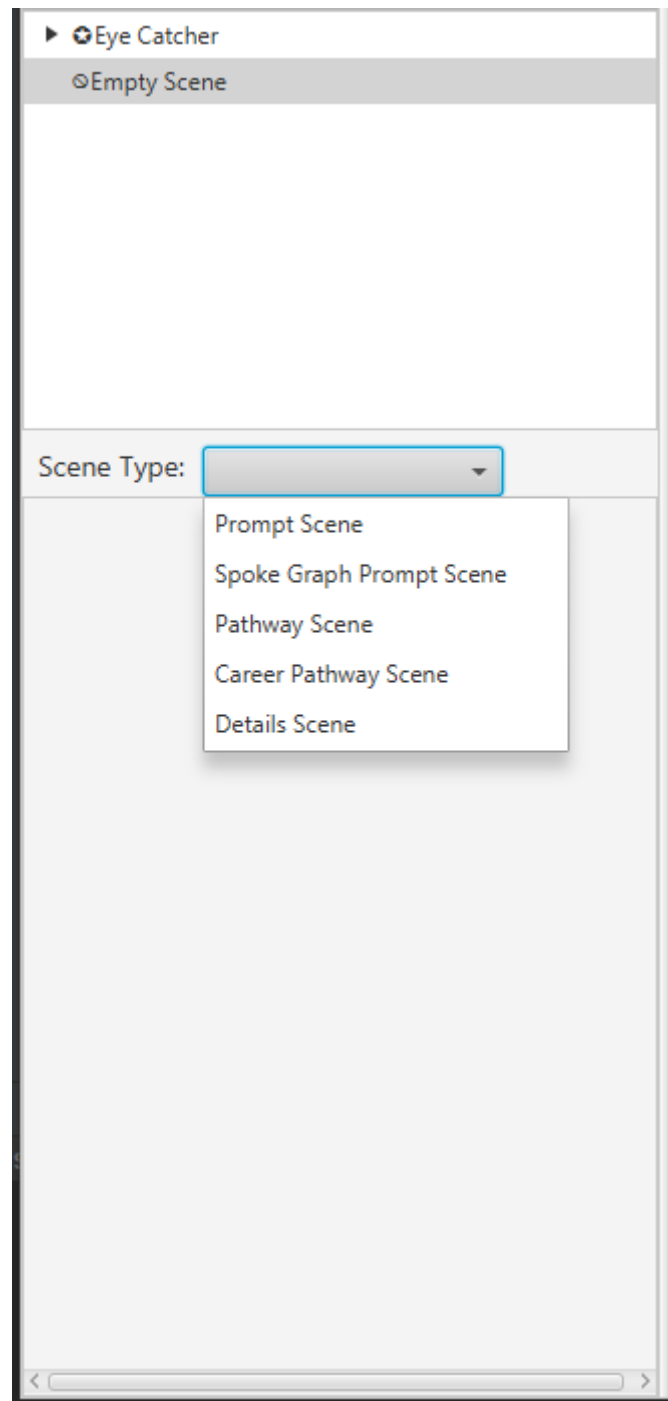


Figure 16: Scene Graph Highlighted