

Application Note

HID interactivity configuration

(Screen Composer G3)

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1. Introduction

This document explains how to configure HID interactivity on Screen Composer G3.

This feature is particularly useful on a SMT210 player when a user wants to display an interactive application and need return to the content playback when switching to standby mode.

2. Prerequisites

The following conditions must be filled:

- Screen Composer G3
 - o With add-on V1.10.13 HID detection ontology (content model package V3.30)
- Player Gekkota V3.12.15
 - o Supporting “Idle API”

3. HID interactivity

« HID (*Human Interface Device*) interactivity » is the time slot when a user is in interaction with Gekkota using a:

- Keyboard,
- Mouse or
- Touchscreen.

On SMT210 player (supporting touchscreen), *Gekkota* can detect “HID interactivity” as soon as

- The screen is touched

On other platforms, *Gekkota* detects the “HID interactivity” as soon as

- A keyboard key is pressed or
- Mouse is moved.

4. Switching to « Standby » mode

HID interactivity feature permits to configure some actions (playing some media, running some commands ...) which are launched when the device is entering in standby mode (meaning when there is no interaction anymore).

- Each time a HID interaction occurs, the timer is restarting again
- When the timeout expires (without intermediate HID interaction events),
 - The device switches into “standby” mode

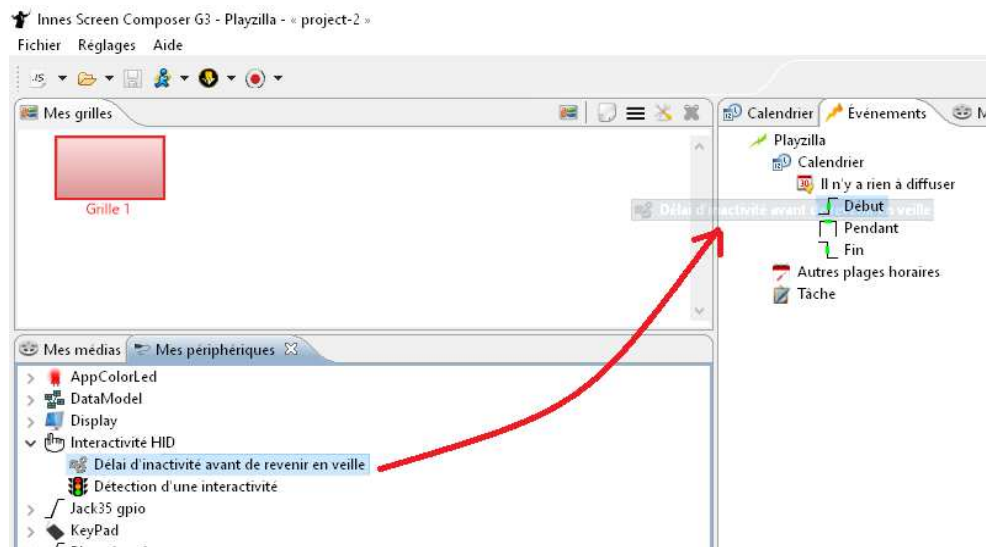
Note: An optional programmable value in second duration permits to delay the time when Gekkota pass into Standby mode

5. Configuring HID interactivity on Screen Composer G3

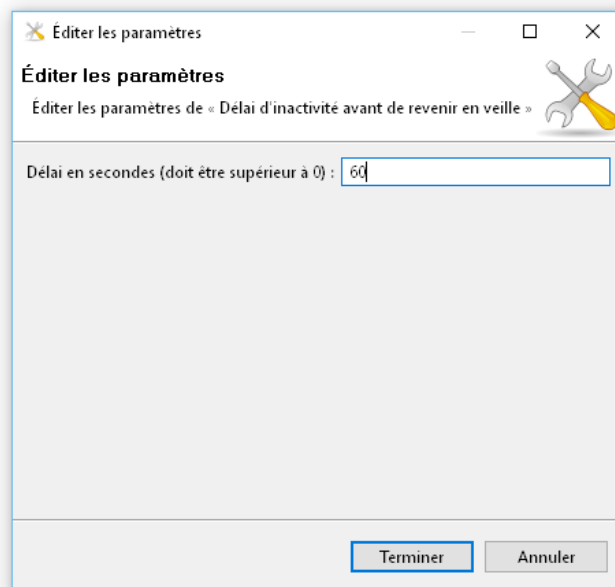
5.1 Configure the delay to switch to standby mode

This delay parameter is **optional** (default delay value is **60 seconds**).

- ⇒ Go to « **Mes périphériques** » (or “My devices”) tab
 - Open « **Interactivité HID** »
 - Drag and drop the “**Délai d’inactivité avant de revenir en veille**” function to the **beginning** of the sequence to play into the calendar (see below)



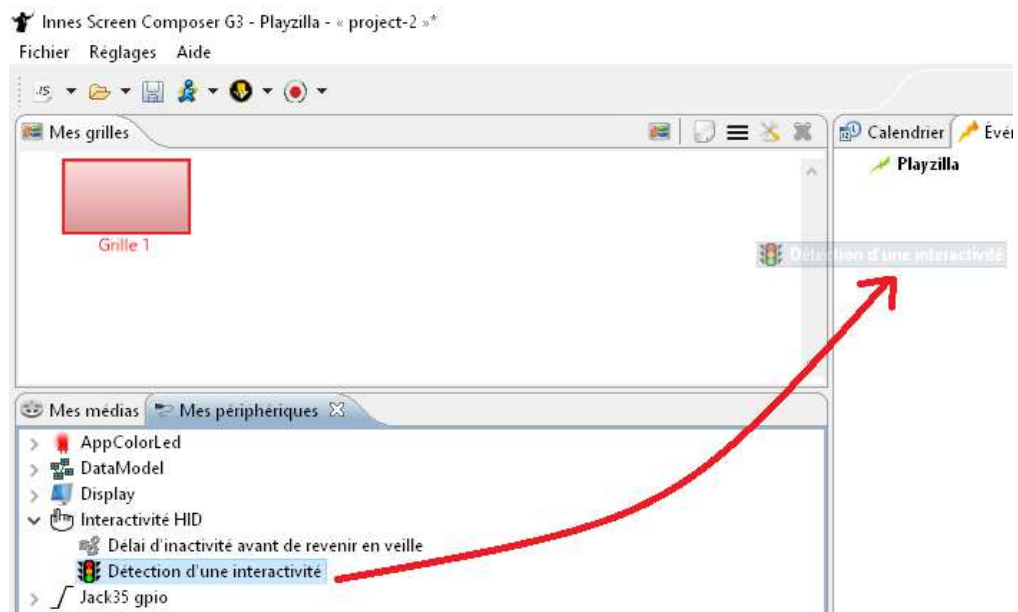
⇒ Enter the value of the delay (in second)



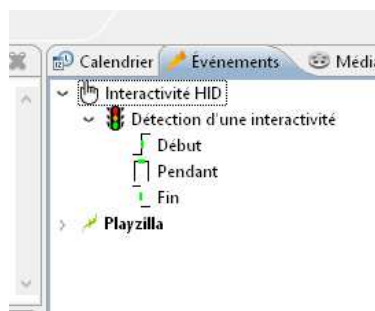
⇒ Click « **Terminer** »

5.2 Play an application during HID interactivity

⇒ Drag and drop « **Détection d'une interactivité** » into « **Événements** » tab



- The “**Interactivité HID**” event tree appears in the “**Événements**” (or “**events**”) area



- ⇒ Drag and drop a sequence of medias (application) into the “**Pendant**” (or “**During**”) part of the “**Interactivité HID**” event tree:



- ⇒ Publish to a Gekkota player

On this example, the media *application.wgt* will be played as soon as there are HID interactions.

In the case of default delay value of 60 seconds is kept,

- In case there is no HID interaction for 60 seconds, the calendar content starts to be played (instead of the media *application.wgt*)

- In case a HID interaction occurs when the calendar content is played, the calendar content is stopped and the media *application.wgt* starts to be played again

5.3 Play a media when leaving HID interactivity

- ⇒ Drag and drop a sequence of medias (eg. warning for standby) into the “**Fin**” (or “**End**”) part of the “**Interactivité HID**” event tree:



- ⇒ Publish to a Gekkota player

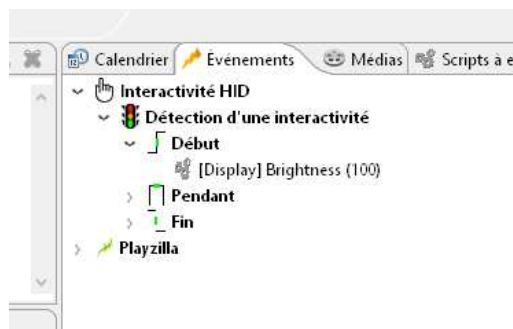
On this example, when the device switches to standby mode,

- The media **img.gif** is displayed during 3 seconds, then
- The calendar content is played

Note: Instead of img.gif, any other media or commands can be played

5.4 Run some commands when switching to HID interactivity

- ⇒ Drag and drop a command into the “**Début**” (or “**Start**”) part of the “**Interactivité HID**” event tree:



- ⇒ Publish to a Gekkota player

On this example, when the device switches from “Standby” mode to HID interactivity, the brightness is increased to 100%.

Note: any other command can be played as well