

Technical note

Keyboard channel activation with PlugnCast G2

Version 001A_en

Introduction

This document explains how to play a new content thanks to keyboard key in PlugnCast G2 environment.

Prerequisites

- Gekkota 3.12.19 (or above) with player supporting USB port (DMB300 for example)
- Plugncast server 2.50.31 (or above)
- Plugncast Studio 2.50.41 (or above)

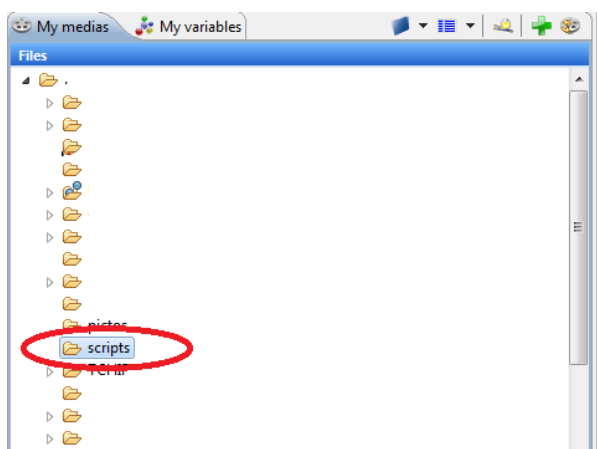
Use with PlugnCast G2

Keyboard

- A standard USB keyboard or a keypad can be used as well
- Default debouncing filter is 0.5 seconds. Please avoid to keep a key pressed more than 0,5 second else unexpected behaviour could be noticed

Script

- Given that PlugnCast Studio does not have interface to manage simply a keyboard, a additional script `keyboard_channel.js` needs to be used.
- The script is available on site INNES (PlugnCast G2 /technical documentation) or tools V3.10.20 provided on the CDROM
- Once this script is available on your workstation,
 - open PlugnCast Studio
 - and add this script into a new folder of your media library (ex: folder name 'scripts')

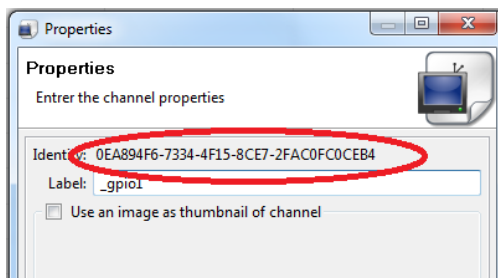


Principle

- Each time a key is pressed, the current channel(s) is replaced with a new one.
- In case the new keyboard channel is an audio channel:
 - the current audio channel is replaced.
- In case the new keyboard channel is an audio-visual channel,
 - the current audio-visual channel is replaced
- Note: the current audio channel can be stop as well by using the property `channel/type` (explained just after).

Channels

- Create as much new channels as required for your need.
- Please save back the unique identifier of each of the channels. They will be needed to complete the configuration
- in order to get the unique identifier of a channel
 - go to the 'Channel' tab
 - select the appropriate channel
 - right clic on it
 - select properties
 - and copy the `channel_id`

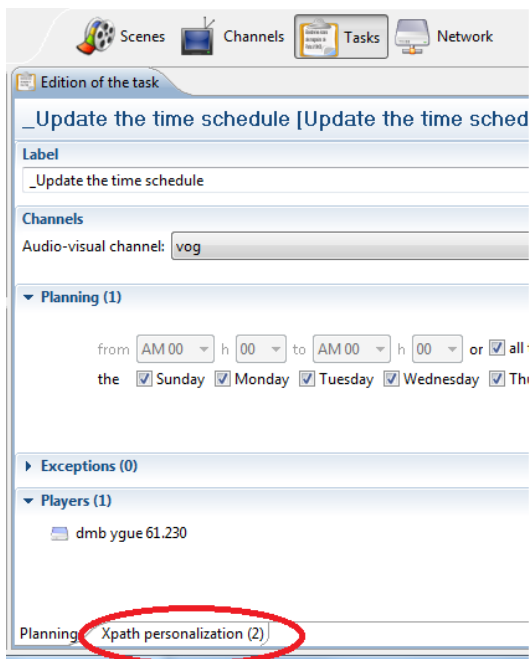


- Once the keyboard channel is selected, the scene (placed inside its calendar) is played.
- To ensure the proper working of this function
 - The default scene can not be used
 - Do use only one scene in this channel
 - The calendars events start time and end time are not taken into account



Task configuration and xpath personalization

- The task 'Update the time schedule' must be configured so that the player can download
 - the script 'keyboard_channel.js' and
 - all the new keyboard channels.
- Go to tab 'Xpath personalization'



- Several elements needs to be configured

First element: script configuration content:

```
##
##### //xpfplayer
##

##### <script xmlns="http://www.innes.fr/2007/XPF10/Language">
// Set to true, if a scene launched by a key can be interrupted by another (not required - default = false)
const interrupt_scene = false;
// The number of key configured (not required - default = 10)
const key_count=4;
// The channel id for the key 1 to key_count (required)
const key<1..key_count>_channel_id="<channel_id>";
// The keyboard key for the key 1 to key_count (required)
// example : const key1_key="A";
const key<1..key_count>_key="<key>";
```

```
// Must be set only if the normal audio channel must be stopped
const key<1..key_count>_channel_type="audio-video";
</script>
```

##

- You can change the first value `interrupt_scene` in case a keyboard scene need to be interrupted by another one
- You can change the number of keys that you want to control by changing the value `key_count`
- Add as much part `const key<1..key_count>_channel_id=` as required (until `key_count` keys)
 - For each of this part, define the identifier of the channel to be played
- Add as much part `const key<1..key_count>_channel_type="audio-video"` as required (until `key_count` keys) in case the audio channel of the normal source must be stopped.

Second element: script loading content:

##

//xpfplayer

##

```
##### <script src=".medias/scripts/keyboard_channel.js"
xmlns="http://www.innes.fr/2007/XPF10/Language"/>
```

- The part `".medias/scripts/keyboard_channel.js"` is the relative script location path.

Specific element(s) for keyboard channel loading: audio-visual channels content:

##

//xpfplayer

##

```
##### <channel height="100%" id="<channel_id>"
left="0px" top="0px" transition="none" transitionDuration="3000"
type="visual" width="100%"
xmlns="http://www.innes.fr/2007/XPF10/Language" zindex="1"/>
```

##

- Replace the part `<channel_id>` with the channel identifier of the keyboard channel
- If you want to activate inter-medias transition,
 - change `transition="none"` by `transition="opacity"`, and
 - change `transitionDuration` if required (duration is in milliseconds, 3000 maximum)

Specific element(s) for keyboard channel loading: audio channels content:

##

//xpfplayer

##

```
##### <channel id="<channel_id>"
type="audio" xmlns="http://www.innes.fr/2007/XPF10/Language" zindex="1"/>
```

##

- Replace the part `<channel_id>` with the channel identifier of the keyboard channel
- Each keyboard channel is associated to a script element
- For example, when 6 different keys need to be used, 8 elements (2 + 6) need to be inserted inside Xpath Personalization

WARNING: Ensure that all the elements are in the position 'Add a note in the following location:' (else the script can not work properly).

- Example of final rendering:


keyboard channel [Update the time schedule]

Add a note in the following location:

//xpf:player

Content (will be added to the targeted element or will replace it):

<script xmlns="http://www.innes.fr/2007/XPF10/Language">
// Set to true, if a scene launched by a key can be interrupted by another (not required - default = false)
const interrupt_scene = false;
// The number of key configured (not required - default = 10)
const key_count=6;
// The channel id for the key 1 to key_count (required)
const key1_channel_id="0EA894F6-7334-4F15-8CE7-2FAC0FC0CEB4"
const key2_channel_id="B2529FCA-41B1-4266-AFB2-490DF01D2245"
const key3_channel_id="1F4FFE08-94C6-442C-A068-67591E10423F"
const key4_channel_id="B3E271BE-0263-4054-A4D0-68AED26F6184"
const key5_channel_id="60EBA757-BC08-4A2C-A77A-24FF23530524"
const key6_channel_id="31160944-F964-45CD-9F48-B32A11EC41B1"
// The keyboard key for the key to (required)
// example : const key1_key="A";
const key1_key="A";
const key2_key="B";
const key3_key="C";
const key4_key="1";
const key5_key="2";
const key6_key="3";
// Must be set only if the normal audio channel must be stopped
const key2_channel_type="audio-video";
const key3_channel_type="audio-video";
</script>

 Add a note in the following location:

//xpf:player

Content (will be added to the targeted element or will replace it):

<script src="..medias/scripts/keyboard_channel.js" xmlns="http://www.innes.fr/2007/XPF10/Language"/>

Planning Xpath personalization (8)

Use with Gekkota/elixir

- In case of using Gekkota/elixir, the preference of player: innes.hid.keyboard-event.*.authorized **must** be on True

Configuration

Maintenance

Mire

Preferences

Outils

Maintenance / Preferences

Filtre : keyboard

Nom de la preference

innes.hid.keyboard-event.*.authorized

Editer la preference (boolean)

nom : innes.hid.keyboard-event.*.authorized

valeur : true

OK Annuler