

Application Note

HID Detection:

Script for PlugnCast G3

Table of contents

1	Introduction.....	3
2	Prerequisites.....	3
3	Import the script in domain repository and configure it.....	3
4	Configure the playout and publish	4

1 Introduction

This document explains how to configure HID detection interactivity with PlugnCast G3 thanks to the HID script (JavaScript file).

The script is permitting to handle HID interactivity without using the standard ontology HID detection (while ontology not yet supported in PlugnCast G3).

Then it is possible to define the media to be played when the player is entering either:

- In “Standby” mode or
- In “Interactivity” mode

To understand the different main keywords (« interactivity », « standby mode » ...) of HID interactivity, please refer to the application note for HID detection on Screen Composer G3.

2 Prerequisites

The following conditions must be filled:

- PlugnCast G3
- Player Gekkota V3.12.15
 - Supporting “Idle API”

3 Import the script in domain repository and configure it

- ⇒ On PlugnCast G3 Web UI,
- Select « **Bibliothèque** » tab (or “**Library**”)
 - Select a directory of domain repository (to store the script) and
 - Click on « **Importer depuis cet ordinateur** ».
 - Choose the “HID Detection script” [xpfHid-V1.10.10.js](#) and
 - Select the script [xpfHid-V1.10.10.js](#) in the library and click on “**Editeur de contenu**” at the right hand to edit the script and configure it
 - On the header of the script, 3 variables permit to configure HID script:

```
/** Time to inactivity (in seconds) before returning to standby mode (must be greater than 0)
 */
var interactivityTimeout = 3;

/** URL of the media that is played when switching to standby mode (if null, play normal
  playback) */
var standbyMedia = ".domain-repository/video2.mp4";
// var standbyMedia = "http://cdn.makeagif.com/media/5-18-2015/RFgj6M.gif";

/** URL of the media that is played during interactivity (if null, play normal playback) */
var interactivityMedia = null;
// var interactivityMedia = "http://www.innes.pro/img/logo.png";
```

In order to define the HID interactivity timeout,

- ⇒ Set the variable **InteractivityTimeout**

In order to define the path of the media to be played during the standby mode,

- ⇒ Set the variable **StandbyMedia** [path + file name] (optional)
- ⇒ If set to null,
 - Gekkota is playing:
 - The standard playout in standby mode
 - The **InteractivityMedia** in interactive mode

In order to define the path of the media to be played during the interactivity mode,

- ⇒ Set the variable **InteractivityMedia** [path + file name] (optional)
 - The **InteractivityMedia** is played until the HID detection timeout if it is shorter the timeout
 - In case the media is longer than HID detection timeout, the **InteractivityMedia** is played until the end.
- ⇒ If set to null,
 - Gekkota is playing:
 - The **StandbyMedia** in standby mode
 - The standard playout in interactive mode

Notes:

- When both **StandbyMedia** and **InteractivityMedia** are set to null, the standard playout is played by default
- The path of the media can be
 - an HTTP URL,
 - a File URI,
 - a path relative to the domain...

4 Configure the playout and publish

On PlugnCast G3 WebUI,

- ⇒ Click on « **Playouts** » interface and
 - Click on the playout to publish
- ⇒ Click on « **Playout/Propriétés** » tab,
 - Drag-and-drop the script [xpfHid-V1.10.10.js](#) into « **Scripts à exécuter** ».
- ⇒ Click « **Playout/Manifest** »
 - Drag-and-drop the missing media according to the variable configured in the script

For example: In case this variable is defined in [xpfHid-V1.10.10.js](#)
`var standbyMedia = ".domain-repository/video2.mp4";`
 Add manually [video2.mp4](#) in manifest

- ⇒ Publish the playout on the players.