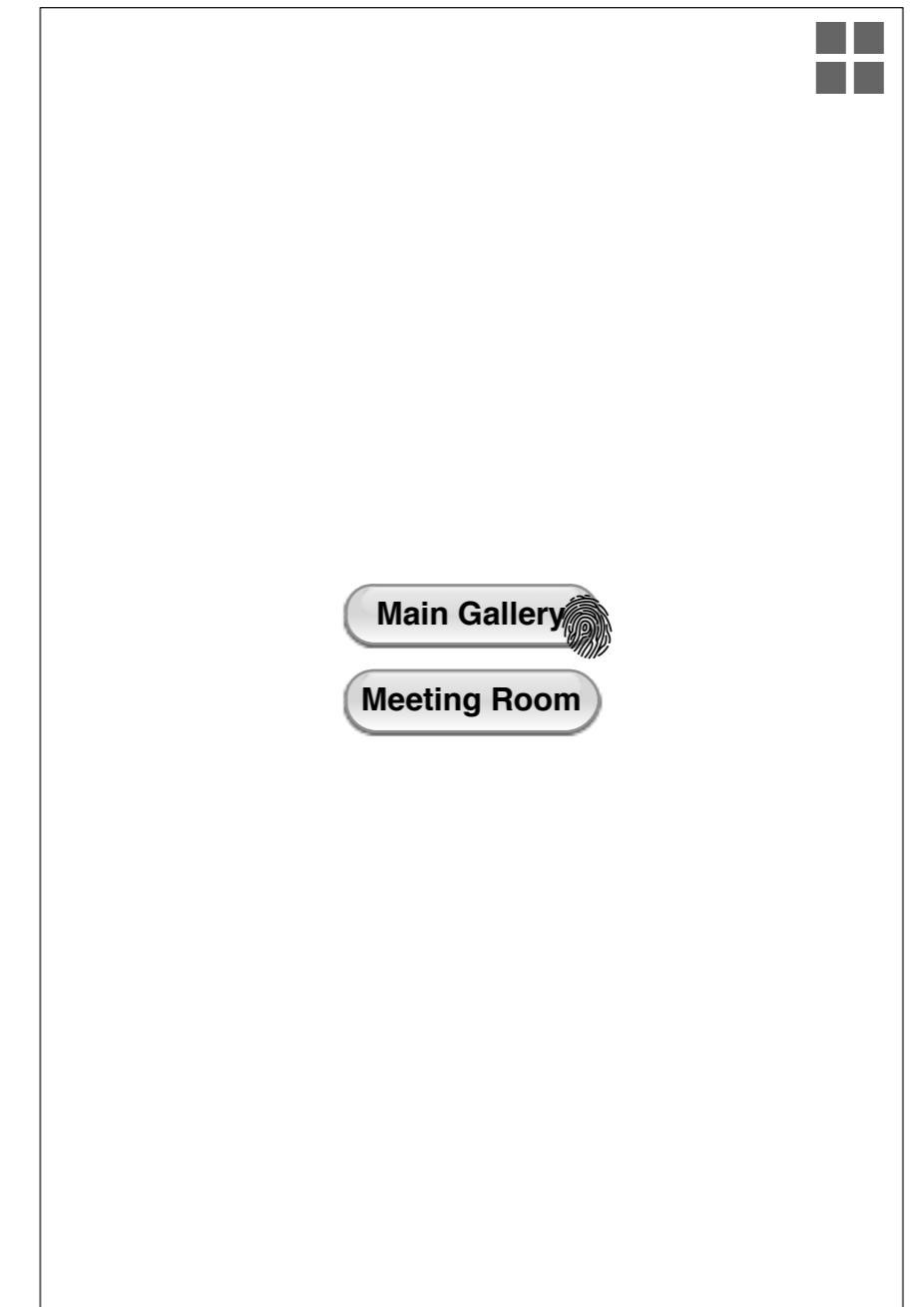


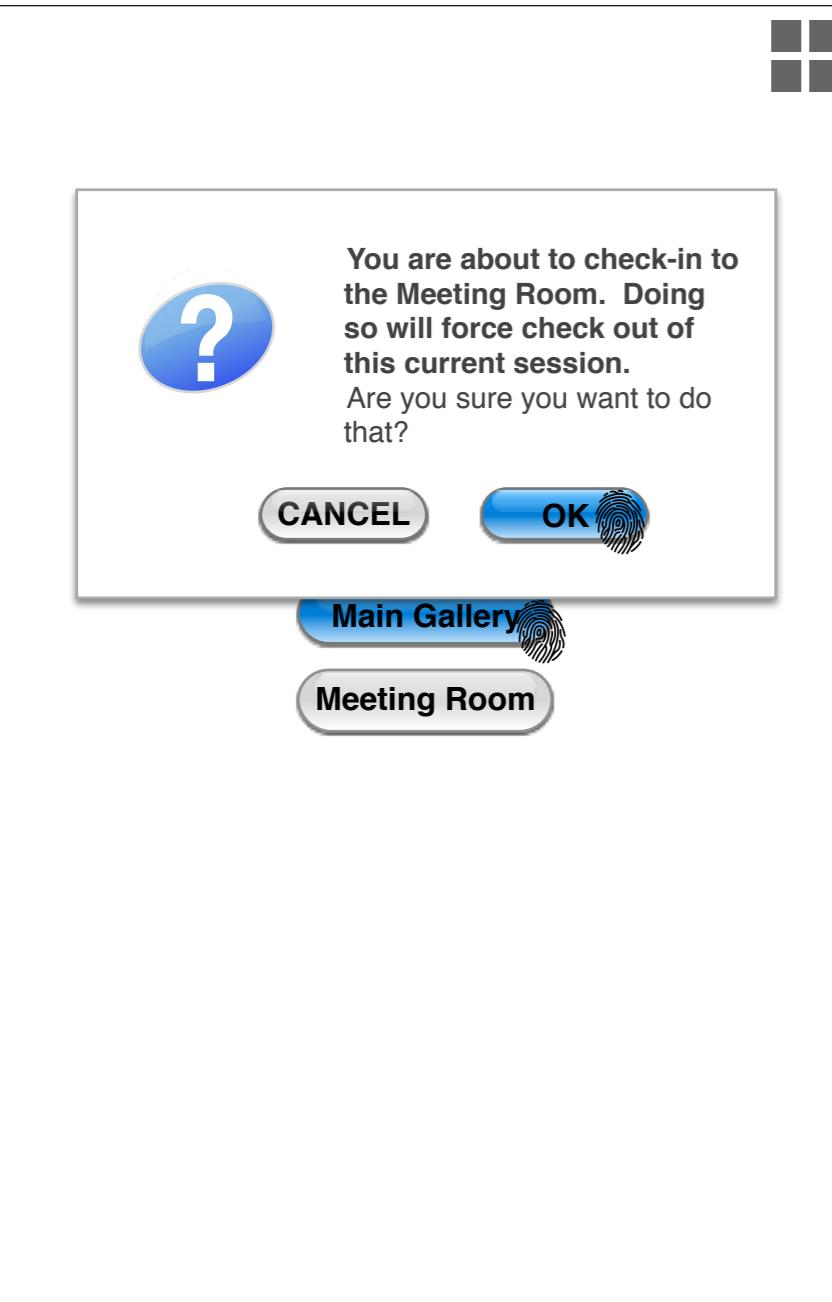


TOP LEVEL NAV SCREEN:

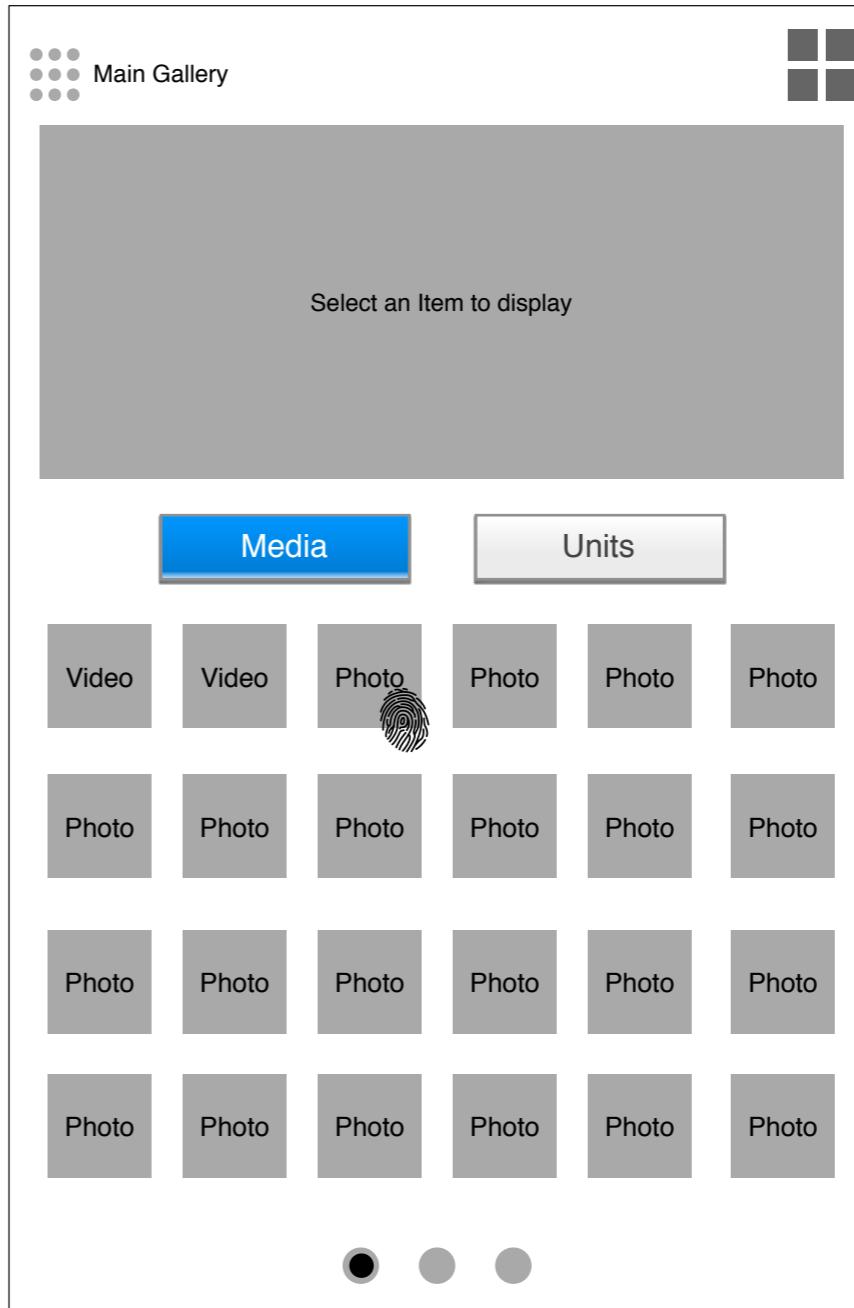
- THIS MENU ALLOWS THE USER TO SELECT THE SPACE THEY ARE ENTERING.
- SELECTING AN AREA WILL CHECK_IN THE USER.
- THIS WILL BE A SOFT CHECK-IN WHERE CONFIRMATION WILL ONLY BE REQUESTED IF ANOTHER IPAD IS ALREADY CHECKED INTO THE SPACE.
- THERE IS A MENU ICON THAT LIVES IN THE TOP RIGHT CORNER OF THE SCREEN.



Main Navigation

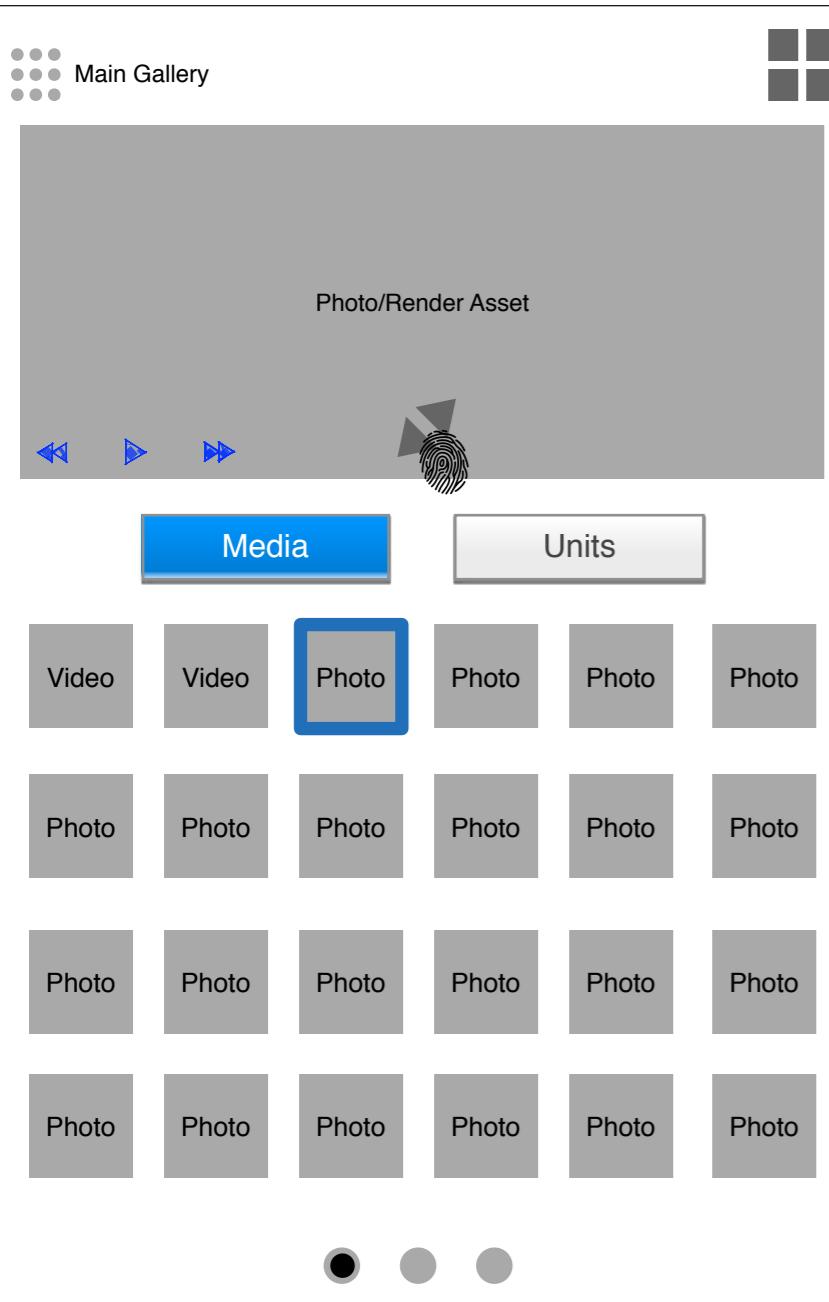


- IF ANOTHER IPAD IS CHECKED INTO THE SPACE, THE USER WILL RECEIVE E PROMPT.
- CONFIRMING CHECK-IN WILL END THE SESSION IN PROGRESS AND TRANSFER CONTROL OF THE SPACE TO THE CONFIRMING IPAD.
- THE SCREEN RESPECTIVE TO THAT PARTICULAR SPACE WILL RETURN TO THE SCREENSAVER STATE, AND THE IPAD THAT WAS PREVIOUSLY IN CONTROL OF THE SPACE WILL BE CHECKED-OUT WILL RETURN TO THE TOP LEVEL NAV SCREEN.



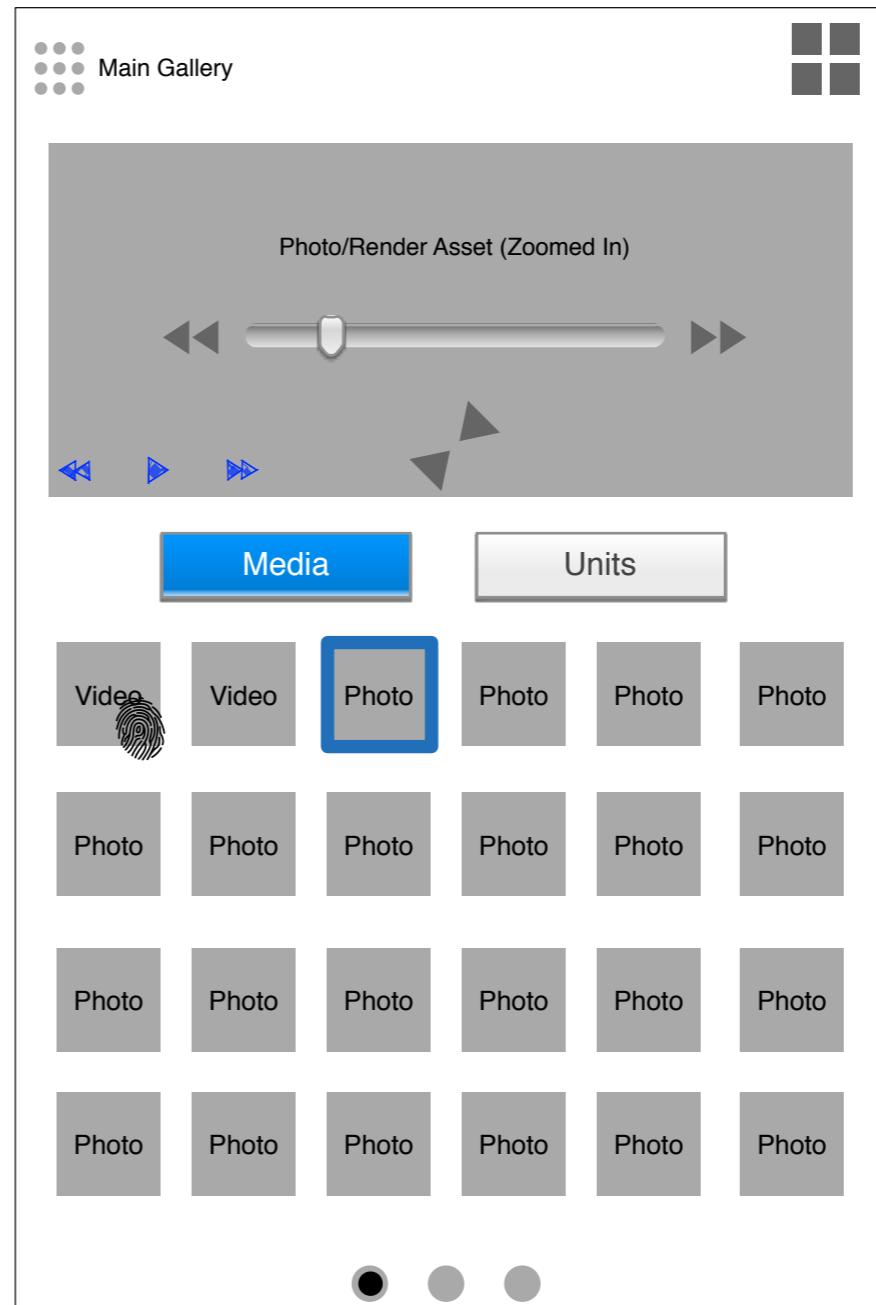
- MAIN GALLERY MEDIA MENU:**
- UPON SELECTING MAIN GALLERY, MENU OPTIONS ARE AVAILABLE FOR MEDIA AND UNITS ASSET COLLECTIONS.
 - THE MEDIA MENU IS AUTOMATICALLY SELECTED AND ITS RESPECTIVE ASSET COLLECTION CAN BE VIEWED. THERE WILL BE A SERIES OF ICONS AT THE BOTTOM OF THE SCREEN WHICH WILL ACT AS PAGE NUMBER INDICATORS.
 - THE ICON IN THE TOP LEFT CORNER WILL INDICATE WHICH VIEWING AREA THE USER HAS SELECTED.
 - FOR EVERY ASSET ICON, ITS POSITION AND DESIGNATED ASSET WILL BE LISTED IN THE ASSET MATRIX SUCH THAT EACH ASSET HAS A DESIGNATED SPACE ON EACH PAGE.
 - THERE WILL ONLY BE 2 VIDEO ASSETS AND THESE WILL BE THE FIRST AND SECOND DESIGNATED ASSETS ON THE FIRST MEDIA ASSETS PAGE.

Main Navigation Check-In Override Message & Main Gallery Menu



PHOTO/RENDER ASSET SELECTION:

- UPON SELECTING A PHOTO OR RENDER ASSET, THE VIEW PANEL ABOVE THE ASSET LIST WILL DISPLAY THE NAME OF THE CURRENTLY SELECTED ASSET.
- THIS AREA WILL DISPLAY THE ASSET NAME AS WELL AS CONTROLS TO ZOOM INTO THE RENDER FOR VIEW IN THE FULL ASPECT RATIO OF 5760 x 3402.
- IN THE BOTTOM LEFT HAND CORNER OF THE VIEW PANEL THERE WILL BE SLIDESHOW CONTROLS.
- CONTROLS WILL START STOP AND TRACK FORWARD AND BACKWARD.
- ONCE THE SLIDESHOW HAS STARTED THERE SHOULD BE A 5 SECOND DELAY BEFORE TRANSITION TO THE NEXT IMAGE.
- SLIDESHOW PLAYBACK WILL INHIBIT ZOOMING IN AND OUT OF IMAGES.

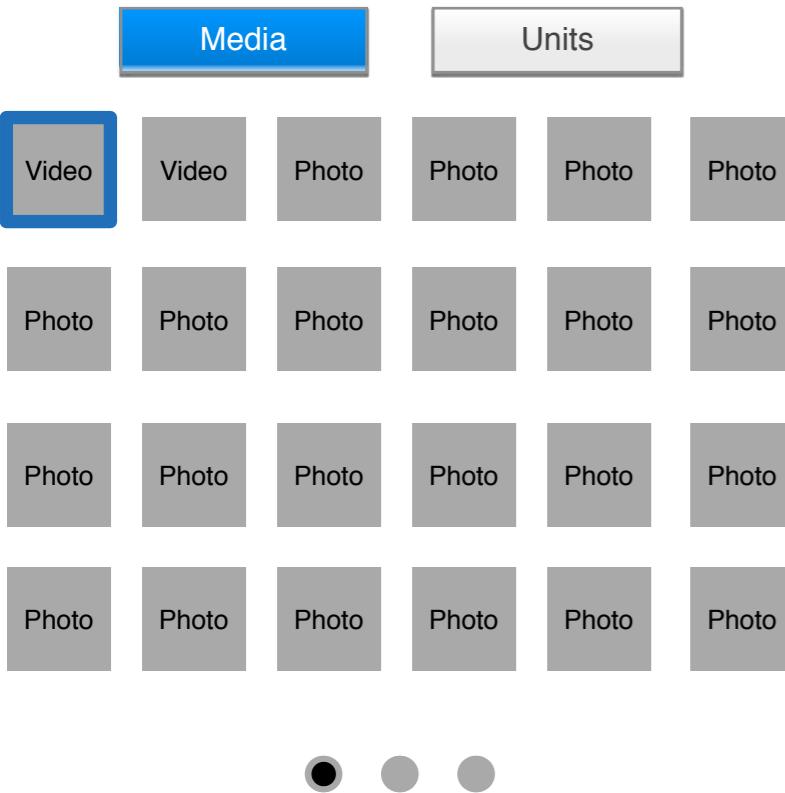
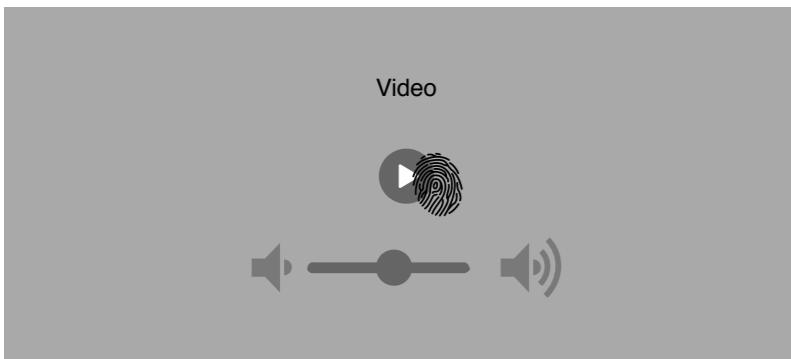


PHOTO/RENDER ASSET ZOOMED IN:

- ONCE THE ASSET HAS BEEN ZOOMED IN, PAN CONTROLS WILL BECOME AVAILABLE FOR THE ITEM.
- THE SALES AGENT CAN ALSO ZOOM BACK OUT TO THE ORIGINAL ASPECT RATIO OF 1920 x 1080.

Photo/Render Asset Selection & Photo/Render Asset Zoom

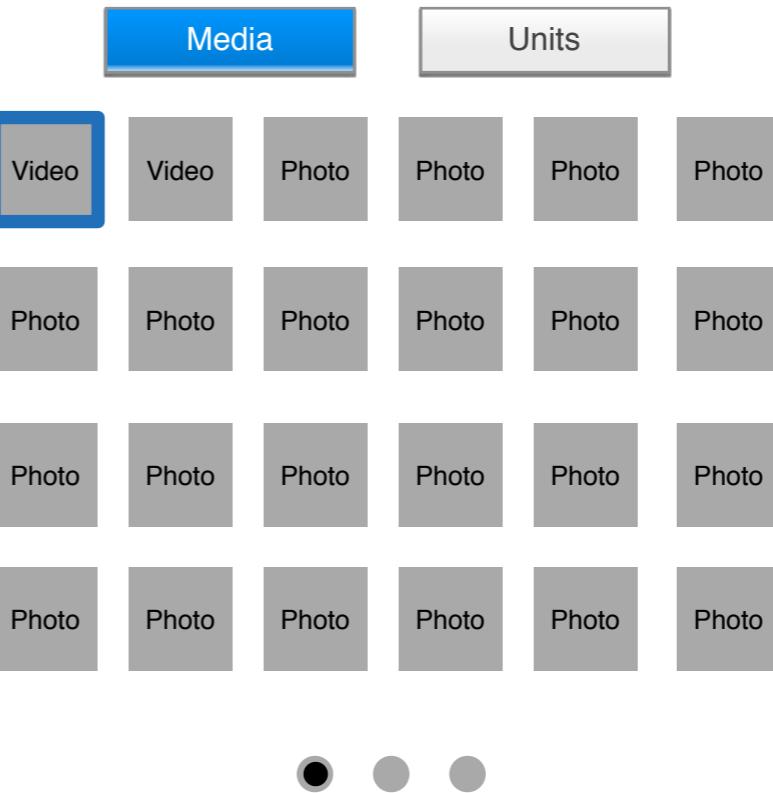
Main Gallery



VIDEO ASSET SELECTION

- AS MENTIONED ABOVE, THERE ARE ONLY TWO VIDEO ASSETS. THEY WILL REMAIN THE FIRST TWO ASSETS ON THE FIRST PAGE OF MEDIA ASSETS.
- UPON SELECTING A VIDEO ASSET, THE VIEW PANEL ABOVE THE ASSET LIST WILL DISPLAY THE NAME OF THE CURRENTLY SELECTED ASSET.
- SELECTING A VIDEO WILL DISPLAY THE VIDEO ASSET NAME AS WELL AS PLAY PAUSE AND VOLUME CONTROLS.

Main Gallery

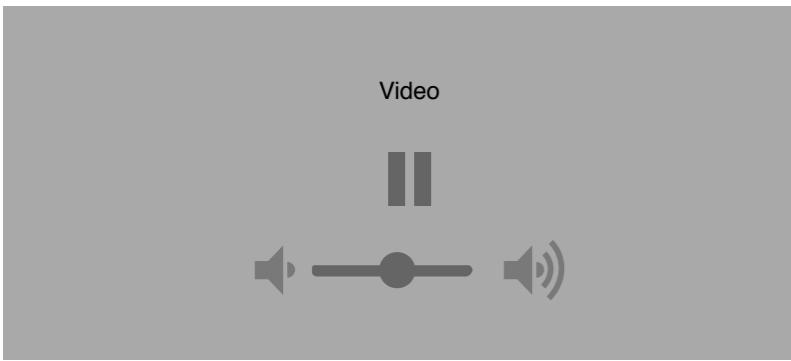


VIDEO ASSET IN PLAY

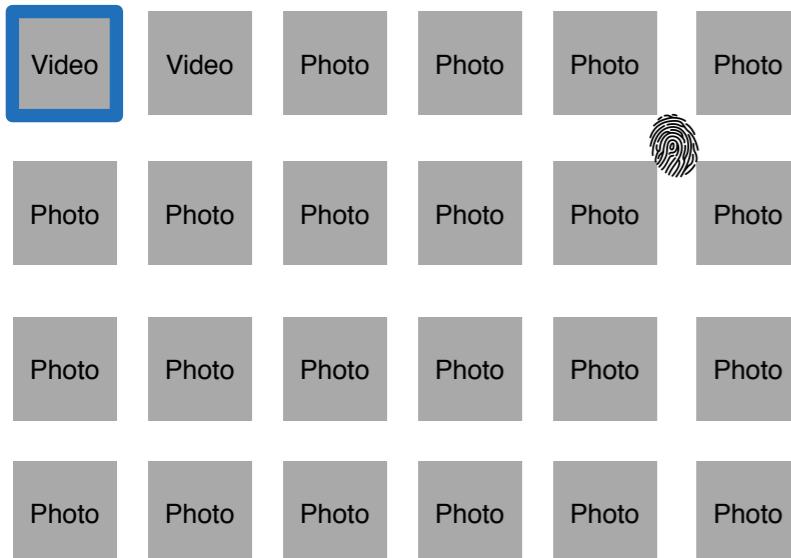
- ONCE PLAYBACK BEGINS, THE SALES AGENT WILL HAVE THE OPPORTUNITY TO PAUSE PLAYBACK IF NEED BE.
- VOLUME CAN ALSO BE CONTROLLED LOCALLY. THIS IS NOT A CONNECTION TO THE CRESTRON VOLUME CONTROLS.

Video Asset Selection & Video Asset Playback

Main Gallery



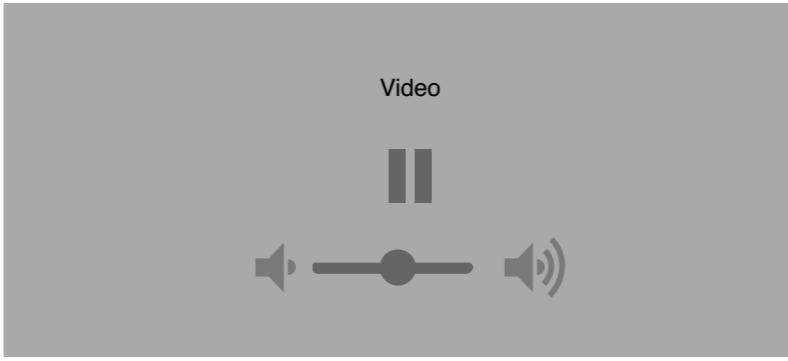
Media Units



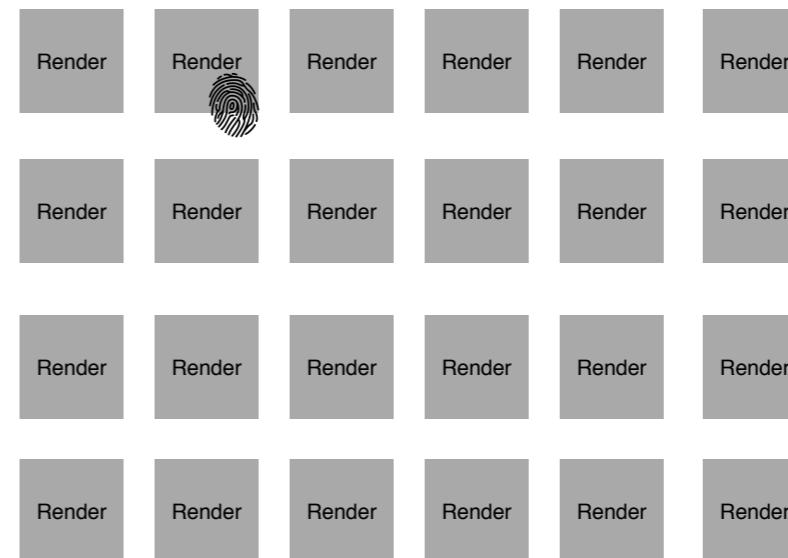
MEDIA ASSET PAGES

- SWIPING TO THE NEXT PAGE OF THE MEDIA ASSETS WILL DISPLAY THOSE PHOTO AND RENDER ASSETS DESIGNATED TO THAT PAGE.

Main Gallery



Media Units

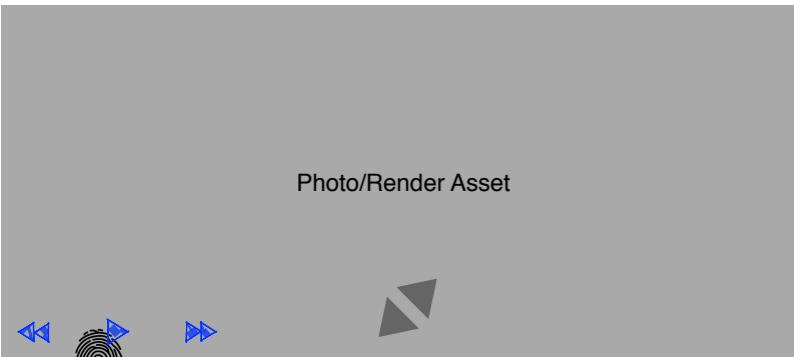


MEDIA ASSET PAGES

- AGAIN THE ASSET PLACEMENT ON THIS PAGE WILL BE TRACKED IN THE ASSET MATRIX. EACH ICON WILL CORRESPOND WITH A SPECIFIC RENDER OR PHOTO ASSET.

Media Asset Page Toggle

Main Gallery



Photo/Render Asset



Media

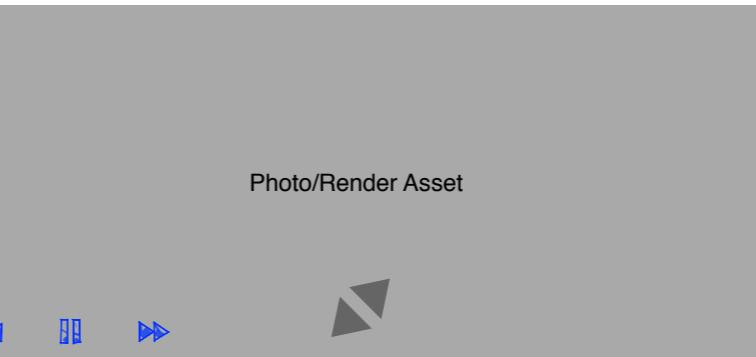
Units



MEDIA ASSET NEXT PAGE

- THE RENDER AND PHOTO ASSETS WILL BEHAVE THE SAME WAY.

Main Gallery



Photo/Render Asset



Media



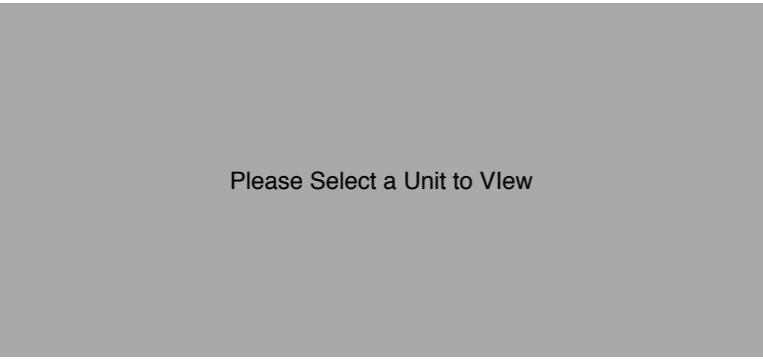
SLIDE SHOW PLAYBACK

- PRESSING THE PLAY BUTTON IN THE BOTTOM LEFT HAND CORNER OF THE PHOTO AND RENDER ASSET MENUS WILL ACTIVATE THE PHOTO AND RENDER SLIDESHOWS.
- AS MENTIONED ABOVE THIS SLIDESHOW CONTROL WILL ONLY BE AVAILABLE FOR PHOTO AND RENDER ASSETS AND WILL MANAGE A SLIDESHOW OF JUST THE RENDER AND PHOTO ASSET COLLECTIONS.
- WHEN IN PLAY THE PLAY BUTTON WILL TRANSITION TO PAUSE.

Media Asset Next Pages & Asset Slideshow Playback



Main Gallery



Please Select a Unit to View

Media **Units**

Filter Search **Direct Access**

Range **Range**

Range **Range**

<input checked="" type="checkbox"/> \$	<input checked="" type="checkbox"/> \$	<input type="checkbox"/> Range	<input checked="" type="checkbox"/> FI#	<input checked="" type="checkbox"/> FI#	<input type="checkbox"/> Range
<input checked="" type="checkbox"/> 1 Bedroom	<input checked="" type="checkbox"/> 1 Barh	<input checked="" type="checkbox"/> Full Floor	<input checked="" type="checkbox"/> Exposure North		
<input checked="" type="checkbox"/> 2 Bedroom	<input checked="" type="checkbox"/> 2 Bath	<input checked="" type="checkbox"/> PH	<input checked="" type="checkbox"/> Exposure South		
<input checked="" type="checkbox"/> 3 Bedroom	<input checked="" type="checkbox"/> 3 Bath	<input checked="" type="checkbox"/> Terrace	<input checked="" type="checkbox"/> Exposure East		
<input checked="" type="checkbox"/> 1/2 Bath	<input checked="" type="checkbox"/> Home Office	<input checked="" type="checkbox"/> Exposure West			

Search Results

1A	2A	2A
5A	6A	6A

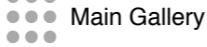
History

	4A
7A	8A

Reset

FILETER SEARCH

- UPON SELECTING THE UNITS OPTION, THE USER WILL BE TAKEN IMMEDIATELY TO THE FILTER SEARCH SCREEN.
- FILTER SEARCH WILL ALLOW USERS TO SELECT A VARIETY OF PARAMETERS THAT WILL PERFORM A REDUCTIVE SEARCH FOR UNITS MATCHING THE COMBINATION OF CRITERIA APPLIED IN THE SEARCH.
- THE RESET BUTTON WILL RESET THE SEARCH PARAMETERS
- THE HISTORY SCREEN WILL KEEP A RECORD OF UNITS SELECTED FOR VIEW ONSCREEN.
- SELECTING A UNIT WILL OPEN THE UNIT INFORMATION AND METADATA IN THE ASSET VIEW WINDOW .
- THERE WILL NOT BE A VARIETY OF ASSETS PER UNIT. JUST THE FLOOR PLAN FOR THAT UNIT.
- PLEASE NOTE THAT THE SEARCH RESULTS AND HISTORY PANELS HAVE A HORIZONTAL SCROLL AS OPPOSED TO VERTICAL.

UNIT INFORMATION**UNIT ##****Floor Plan****Metadata**

Sq. Footage: #####
 Bathrooms:
 Amenities:
 Carrying Cost:
 Maintenance:
 More Information:

Media **Units**

Filter Search **Direct Access**

Range **Range**

Range **Range**

<input checked="" type="checkbox"/> \$	<input checked="" type="checkbox"/> \$	<input type="checkbox"/> Range	<input checked="" type="checkbox"/> FI#	<input checked="" type="checkbox"/> FI#	<input type="checkbox"/> Range
<input checked="" type="checkbox"/> 1 Bedroom	<input checked="" type="checkbox"/> 1 Barh	<input checked="" type="checkbox"/> Full Floor	<input checked="" type="checkbox"/> Exposure North		
<input checked="" type="checkbox"/> 2 Bedroom	<input checked="" type="checkbox"/> 2 Bath	<input checked="" type="checkbox"/> PH	<input checked="" type="checkbox"/> Exposure South		
<input checked="" type="checkbox"/> 3 Bedroom	<input checked="" type="checkbox"/> 3 Bath	<input checked="" type="checkbox"/> Terrace	<input checked="" type="checkbox"/> Exposure East		
<input checked="" type="checkbox"/> 1/2 Bath	<input checked="" type="checkbox"/> Home Office	<input checked="" type="checkbox"/> Exposure West			

Search Results

1A	2A	2A
5A	6A	6A

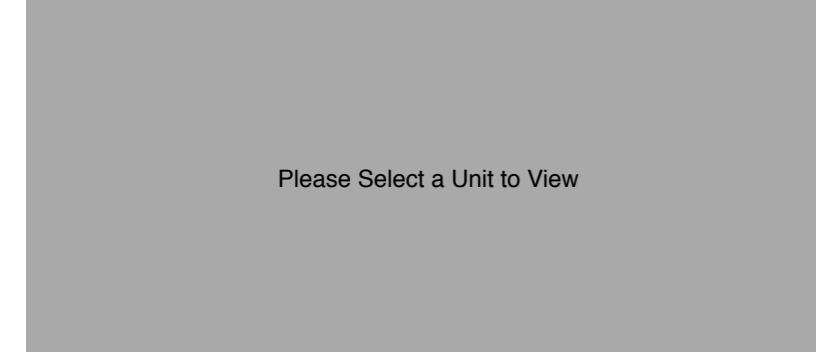
History

3A	4A
7A	8A

Reset

Media Asset Next Pages & Unit Selection Screen

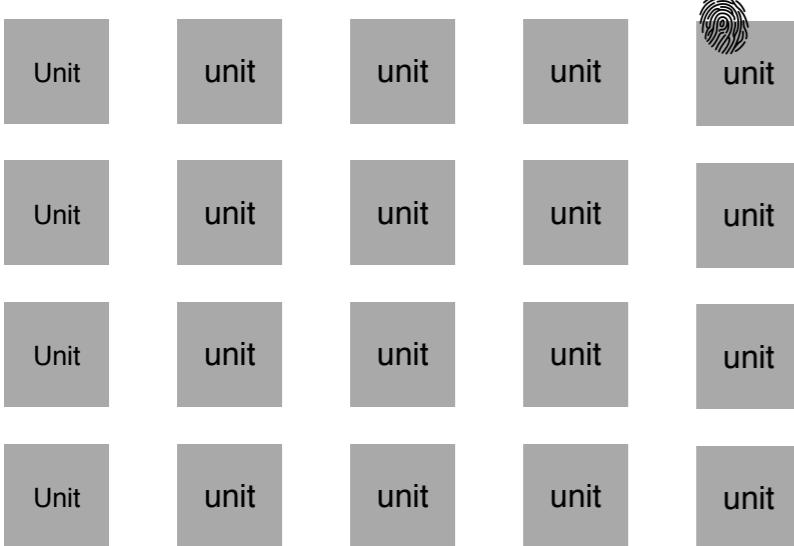
Main Gallery



Please Select a Unit to View

Media Units

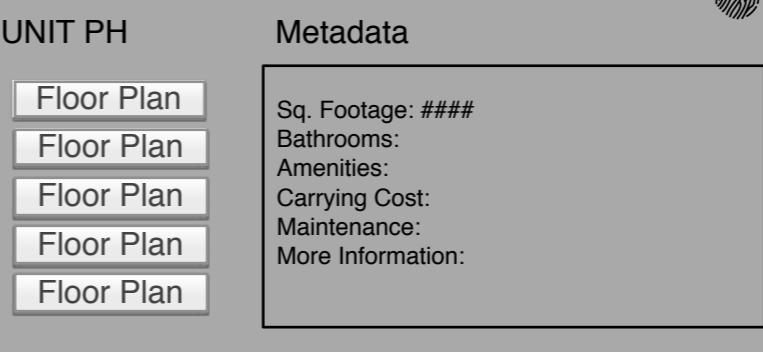
Filter Search Direct Access



DIRECT ACCESS SCREEN

- THIS SCREEN WILL HOUSE A LINK FOR EVERY UNIT AVAILABLE IN THE PROPERTY.
- THERE ARE ONLY 34 UNITS IN THE BUILDING.
- GIVEN THE CHANGING AVAILABILITY OF UNITS THERE WILL PROBABLY BE NO MORE THAN TEN UNITS AVAILABLE FOR VIEW AT A TIME.
- IN THE EVENT THAT MORE THAN 20 UNITS ARE AVAILABLE FOR VIEW OR THAT THE DISPLAY ALL UNITS FUNCTION HAS BEEN ENACTED, REMAINING UNITS SHOULD DISPLAY ON A SECOND PAGE, WHICH CAN BE ACCESSED BY SWIPE TO THE NEXT PAGE IN A SIMILAR MANNER AS WAS MENTIONED ABOVE FOR THE MEDIA ASSET COLLECTION

Main Gallery



UNIT PH

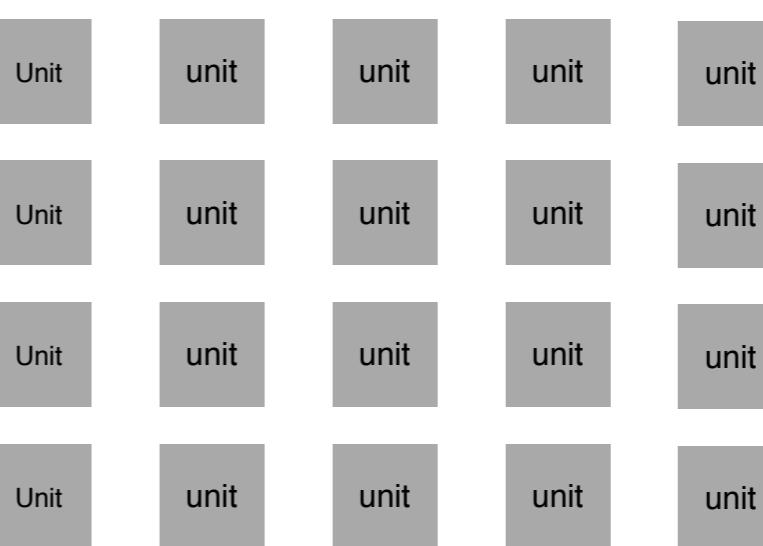
Metadata

Floor Plan
Floor Plan
Floor Plan
Floor Plan
Floor Plan
Floor Plan

Sq. Footage: ####
Bathrooms:
Amenities:
Carrying Cost:
Maintenance:
More Information:

Media Units

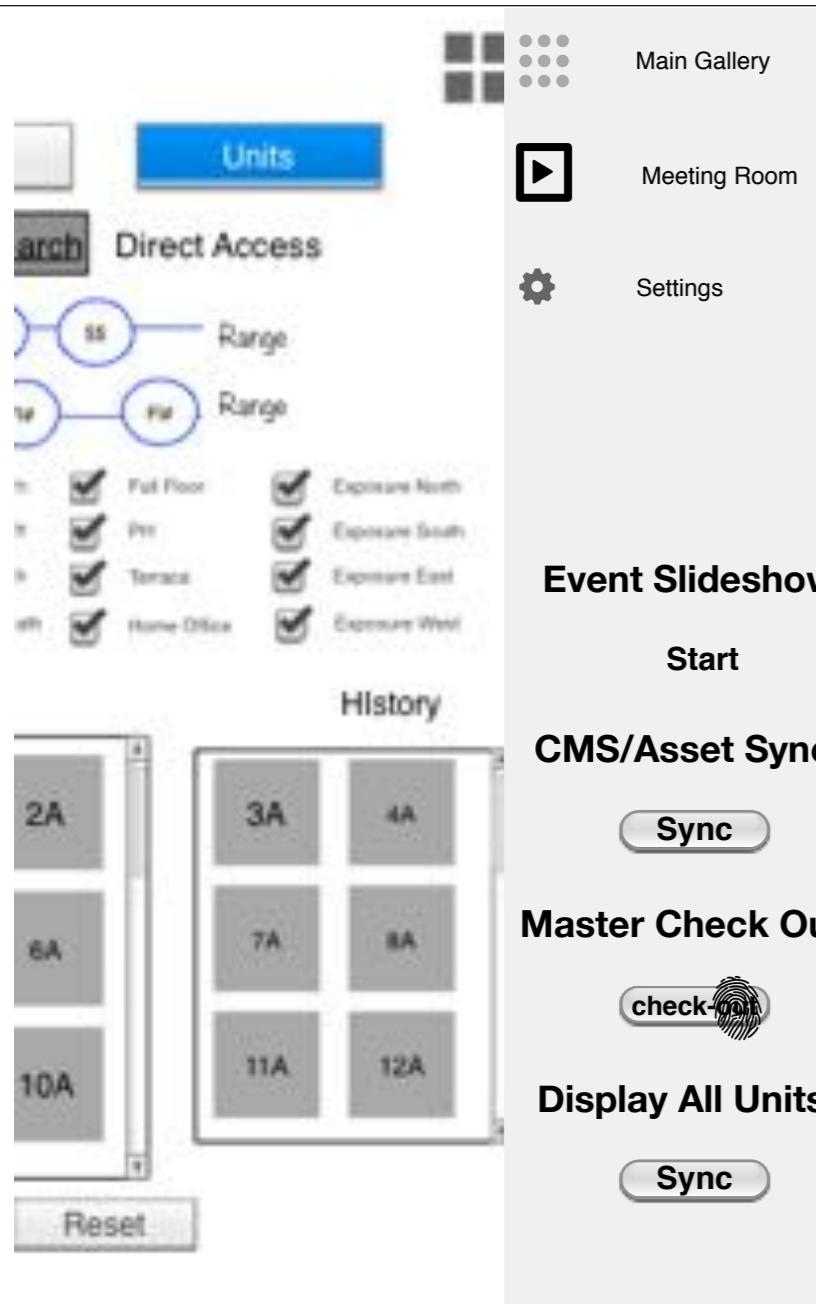
Filter Search Direct Access



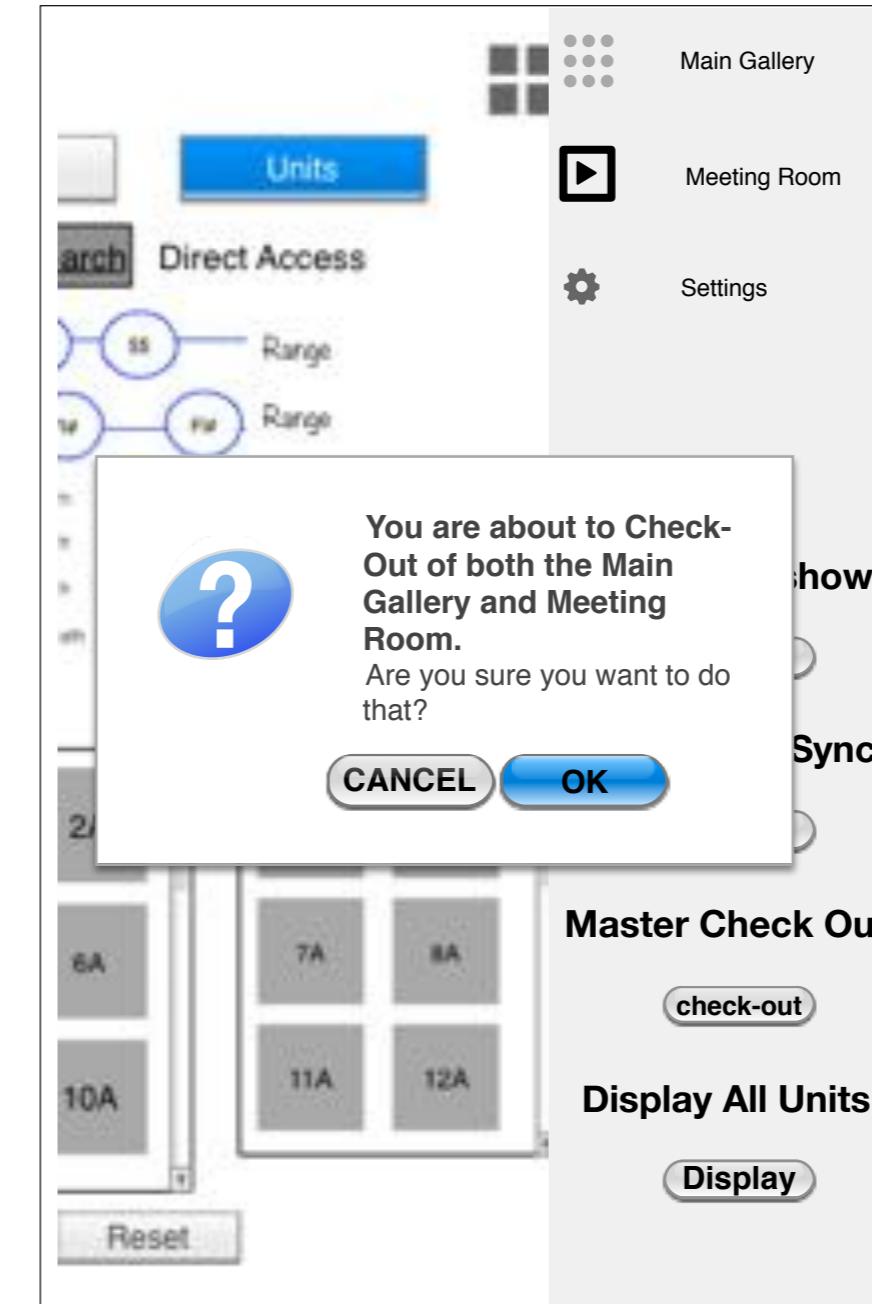
UNIT INFORMATION/PENTHOUSE INFORMATION

- PLEASE NOTE THAT THE PENTHOUSE IS THE ONLY UNIT WITH MORE THAN ONE ASSET ATTACHED TO IT. ALL OTHER UNITS WILL ONLY DISPLAY A LINK TO DISPLAY THE FLOOR PLAN ON SCREEN AND A SCROLLABLE METADATA WINDOW.

Direct Access Screen & Unit Information

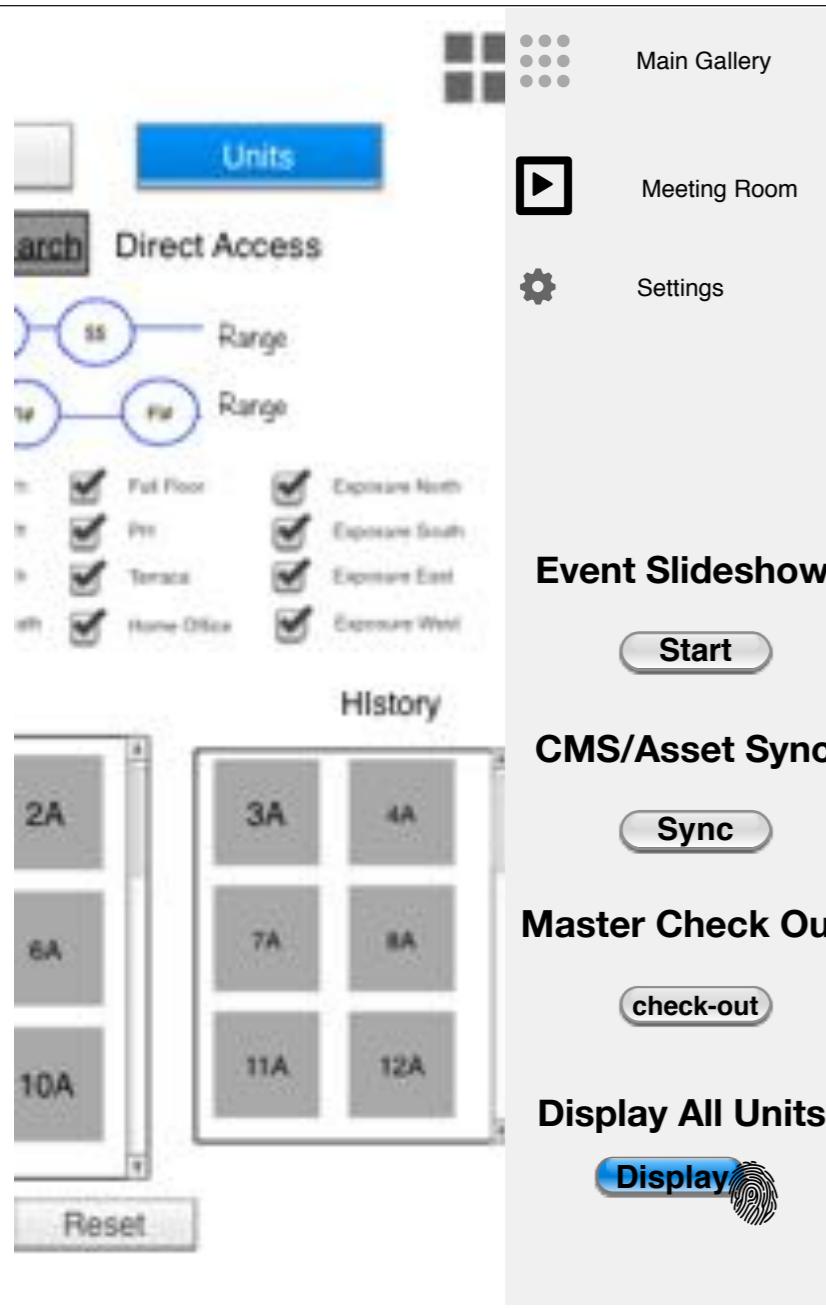


MENU TAB/MASTER CHECK OUT
- CLICKING THE MENU ICON IN THE TOP RIGHT CORNER WILL REVEAL THE MENU TAB.
- THIS TAB WILL HOUSE THE ICONS TO CHECK IN AND OUT OF BOTH VIEWING AREAS AS WELL AS PROMPTS FOR MASTER CHECK OUT, CMS SYNC, SETTINGS MENU, THE EVENT MODE MASTER SLIDESHOW AND DATABASE AVAILABILITY OVERRIDE.
- CLICKING OUTSIDE OF THE MENU TAB WILL CLOSE THE MENU TAB.
- THE MASTER CHECK-OUT BUTTON WILL CHECK-OUT ALL IPADS FROM ALL VIEWING AREAS.



MASTER CHECK OUT CONFIRM

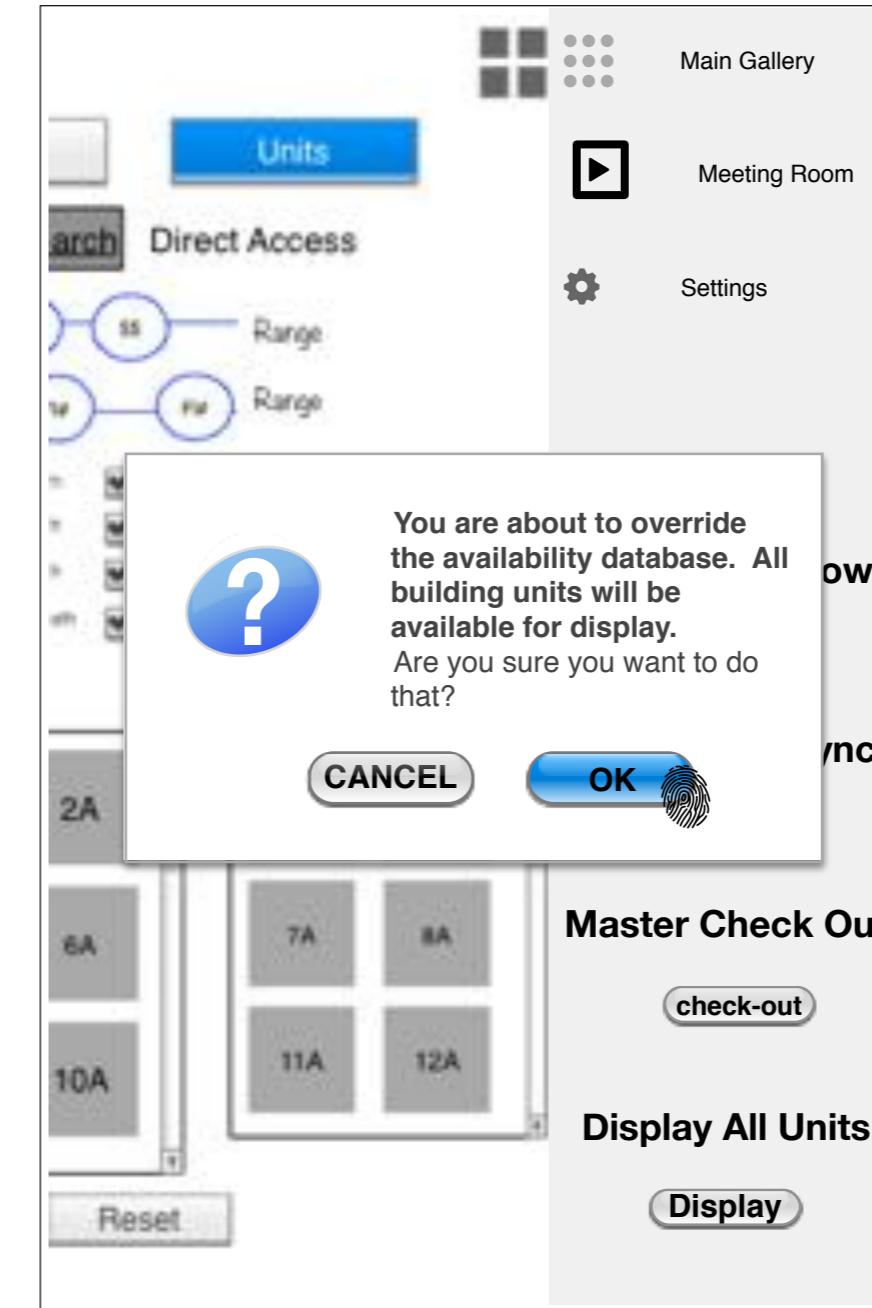
Master Check-Out & Master Check-Out Confirm



DISPLAY ALL UNITS

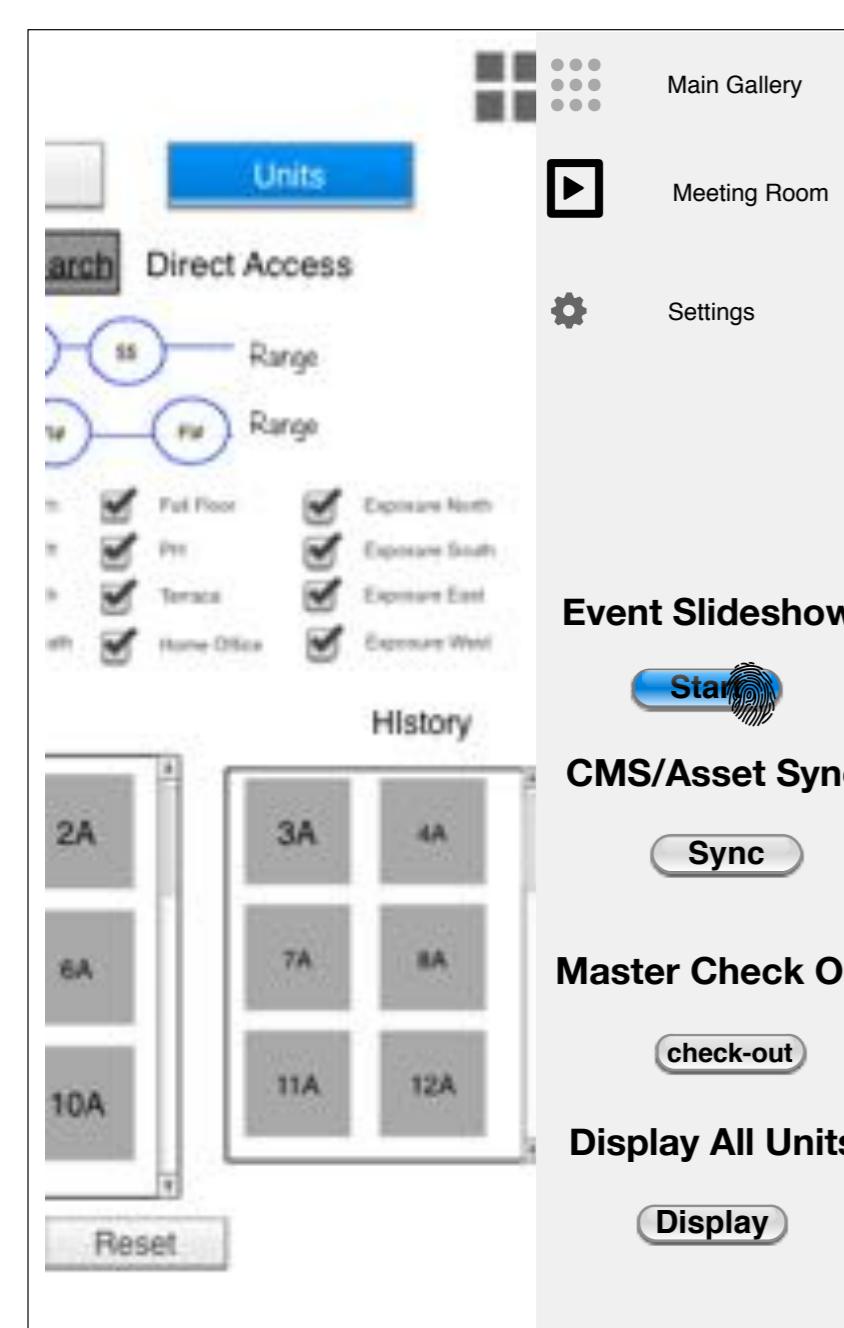
- TURNING ON THE DISPLAY ALL UNITS
BUTTON WILL OVERRIDE THE UNIT
AVAILABILITY DATABASE TO ALLOW
SELECTION OF ALL UNITS THAT ARE
AVAILABLE.

- RESYNCING TO THE AVAILABILITY DATABASE BY WAY OF THE CMS/ASSET SYNC BUTTON WILL DEACTIVATE THE DISPLAY ALL UNITS OPTION.



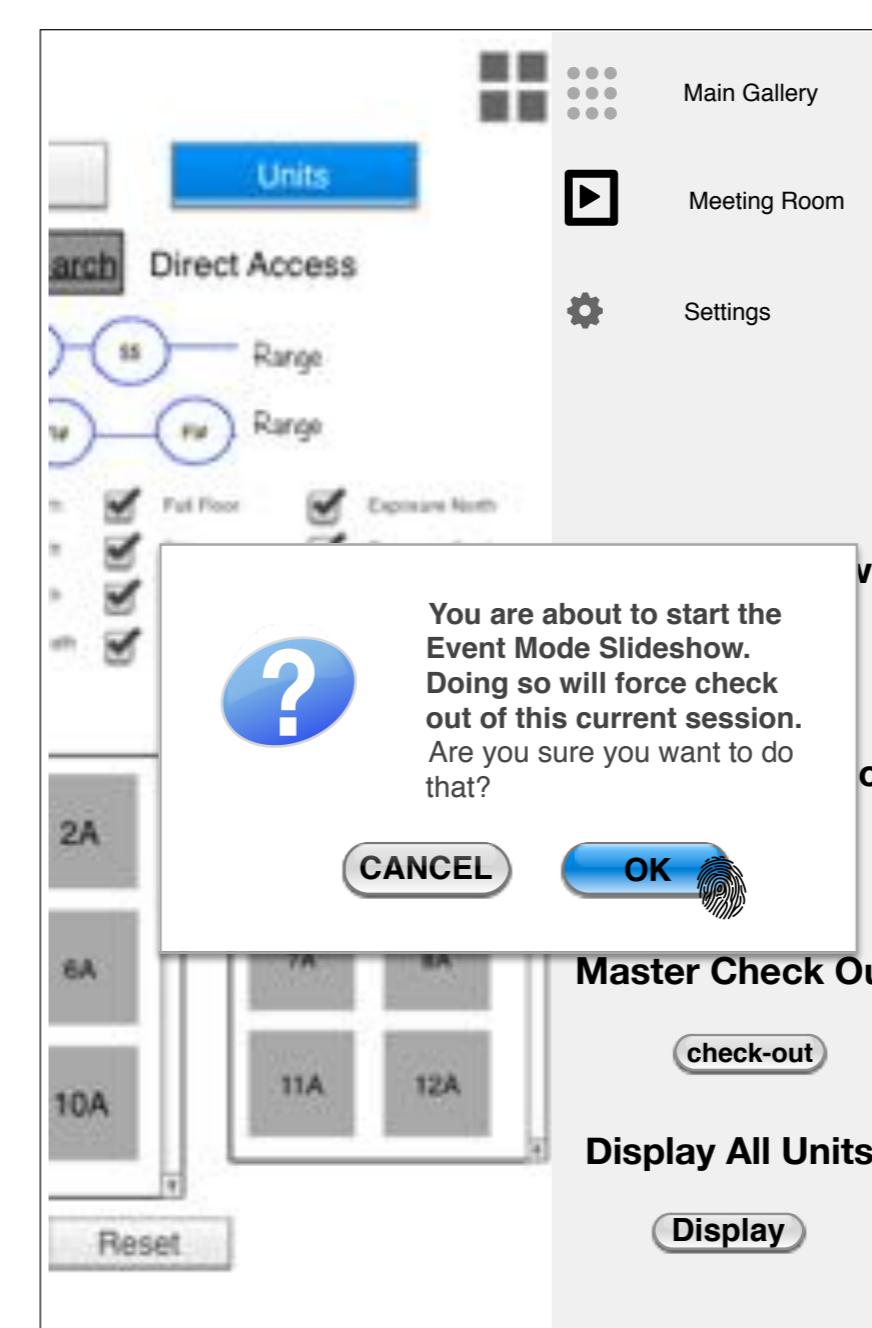
DISPLAY ALL UNITS CONFIRM

Display All Units & Confirmation



EVENT SLIDESHOW

- THE EVEN SLIDESHOW MODE WILL ALLOW USERS TO ACCESS THE STILL IMAGES AND PLAY A RANDOM SLIDESHOW OF THESE ASSETS.
- ACCESSING THE EVENT SLIDESHOW WILL ACT AS A MASTER CHECK OUT AND WILL CHECK OUT ALL CONTROLLERS FROM ALL SALES SPACES.



EVENT SLIDESHOW CONFIRM

Event Slideshow Start & Confirm

Main Gallery



Photo/Render Asset Name



Meeting Room

Photo/Render Asset Name



EVENT SLIDE SHOW PAGE

- THE EVENT SLIDESHOW WILL CYCLE THROUGH ALL STILL IMAGES.
- AFTER ALL IMAGES HAVE BEEN SHOWN, THE SHOW WILL REPEAT UNTIL THE USER STOPS THE SHOW.
- IMAGES WILL TRANSITION AFTER 5-8 SECONDS.
- THE TRANSITION WILL BE A CROSSFADE.
- THE ASSET NAME OF THE CURRENTLY DISPLAYED ASSET WILL APPEAR IN THE VIEW WINDOW.
- THE USER CAN SELECT BOTH THE MAIN GALLERY SCREEN AND MEETING ROOM SCREEN FOR DISPLAYING THE EVENT SLIDESHOW.
- BOTH THE MAIN GALLERY AND MEETING ROOM WILL HAVE SEPARATE CONTROLS AS BOTH DISPLAYS WILL HAVE SEPARATE ASSET COLLECTIONS.
- AS MENTIONED ABOVE CHECKING INTO EVENT SLIDESHOW MODE IS A MASTER CHECK IN AND WILL CHECK ALL IPAD CONTROLLERS OUT OF THEIR PREVIOUS SESSIONS. THE IPAD CHECKING INTO THE EVENT MODE WILL TRANSITION TO EVENT MODE AND WILL RETAIN CONTROL OF THIS MODE. ALL OTHER IPADS WILL RETURN TO THE CHECK-OUT STATE.

Main Gallery



Photo/Render Asset Name



You are about to check out
of the Event Slideshow.
Are you sure you want to do
that?

CANCEL

OK

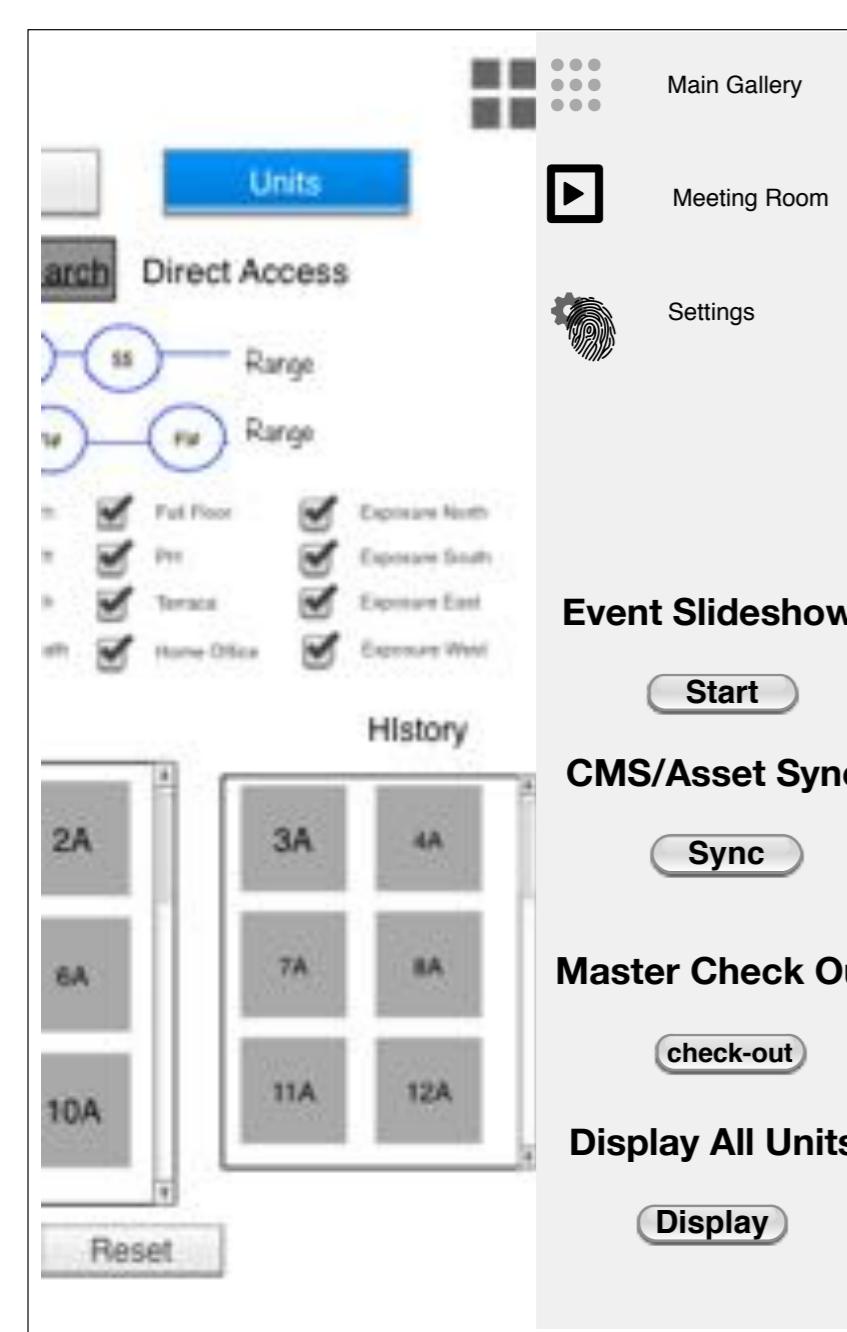
Photo/Render Asset Name



EVENT SLIDE SHOW CHECK-OUT

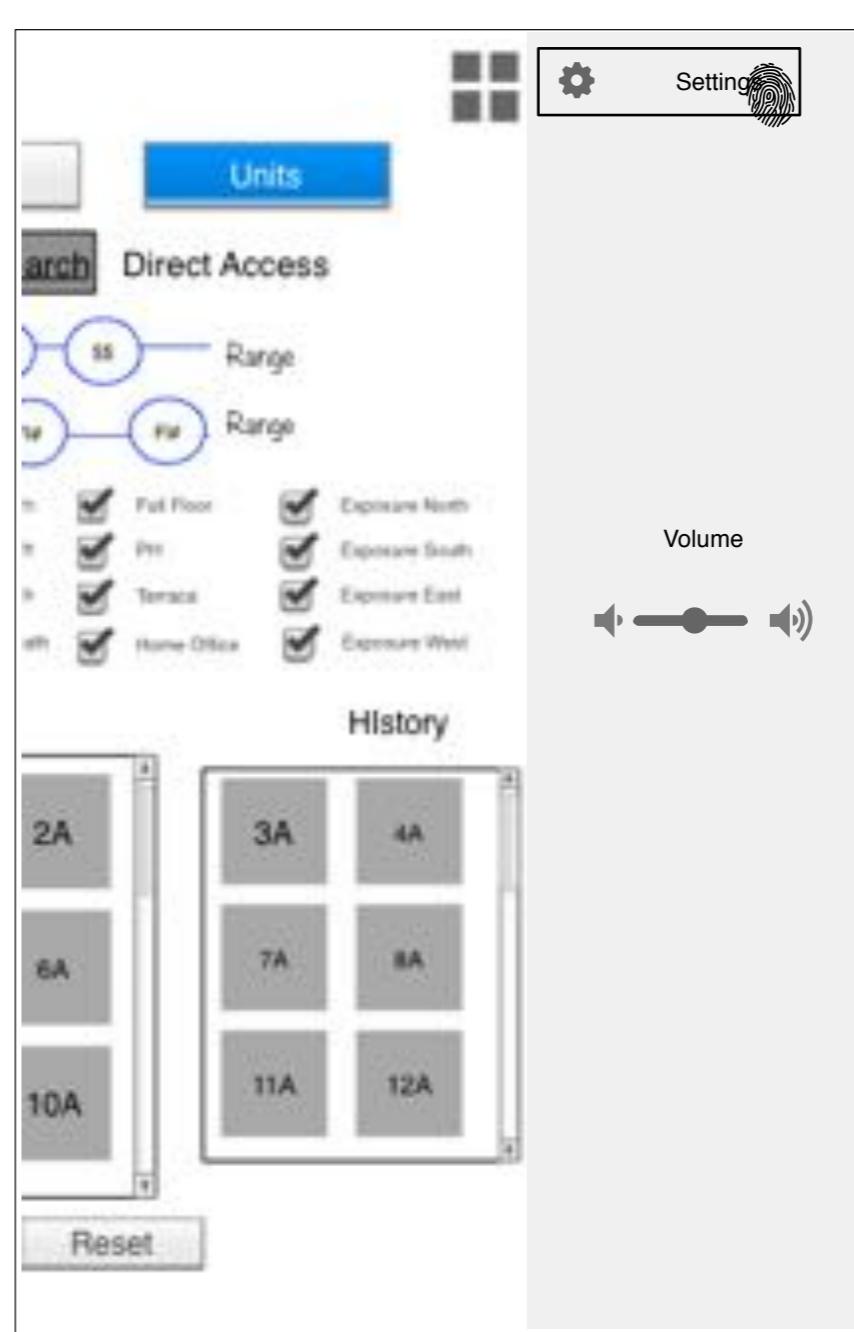
- CHECKING OUT OF THE EVENT SLIDESHOW WILL ACT AS A MASTER CHECK OUT ALL IPADS WILL BE CHECKED OUT AND WILL RETURN TO THE CHECK IN SCREEN.

Event Slideshow Start & Confirm



NAV TO SETTINGS SCREEN

-

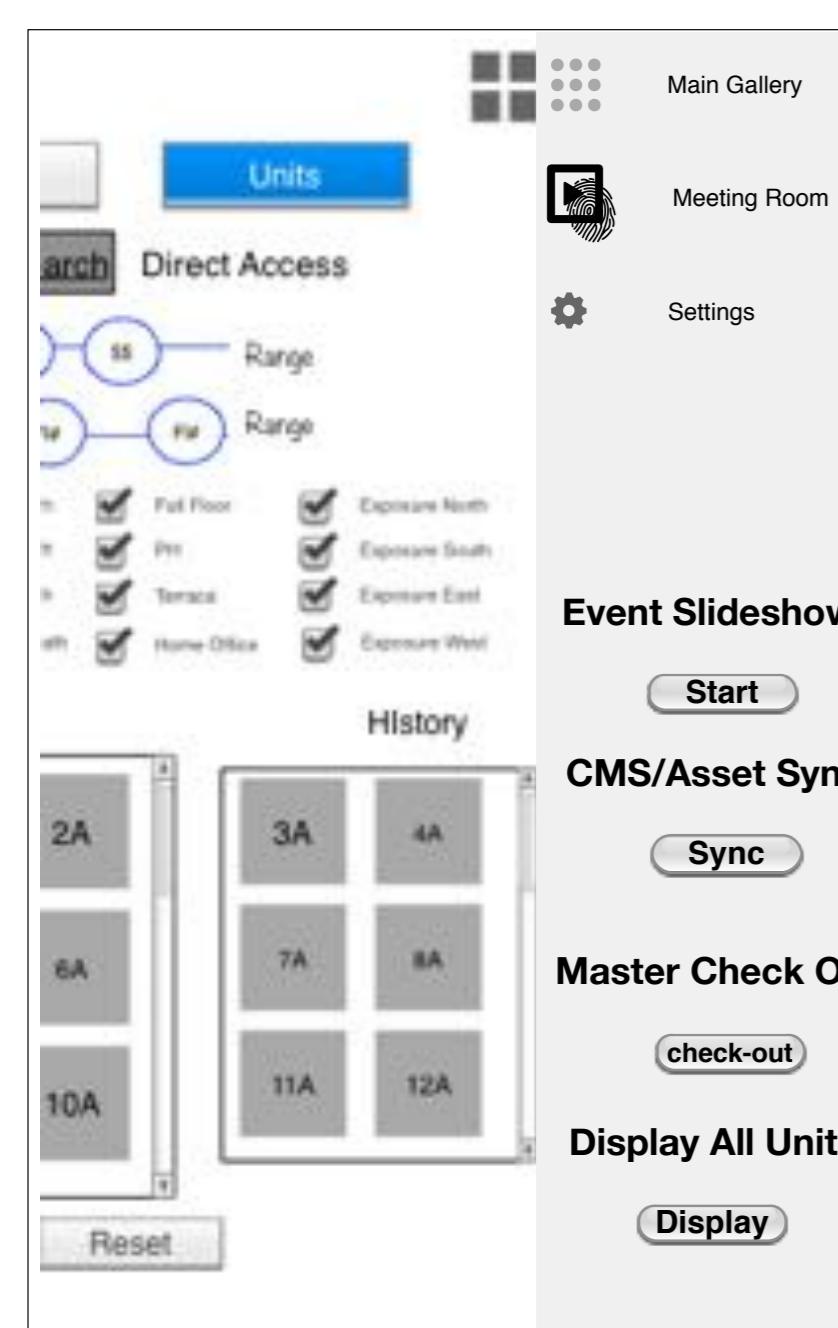


SETTINGS SCREEN

- THE SETTINGS SCREEN STILL NEEDS TO BE DETERMINED. IT MAY WILL INCLUDE A LOCAL VOLUME CONTROL OR PERHAPS JUST A LINK TO THE XPANEL THAT HOUSES ENVIRONMENT CONTROLS.

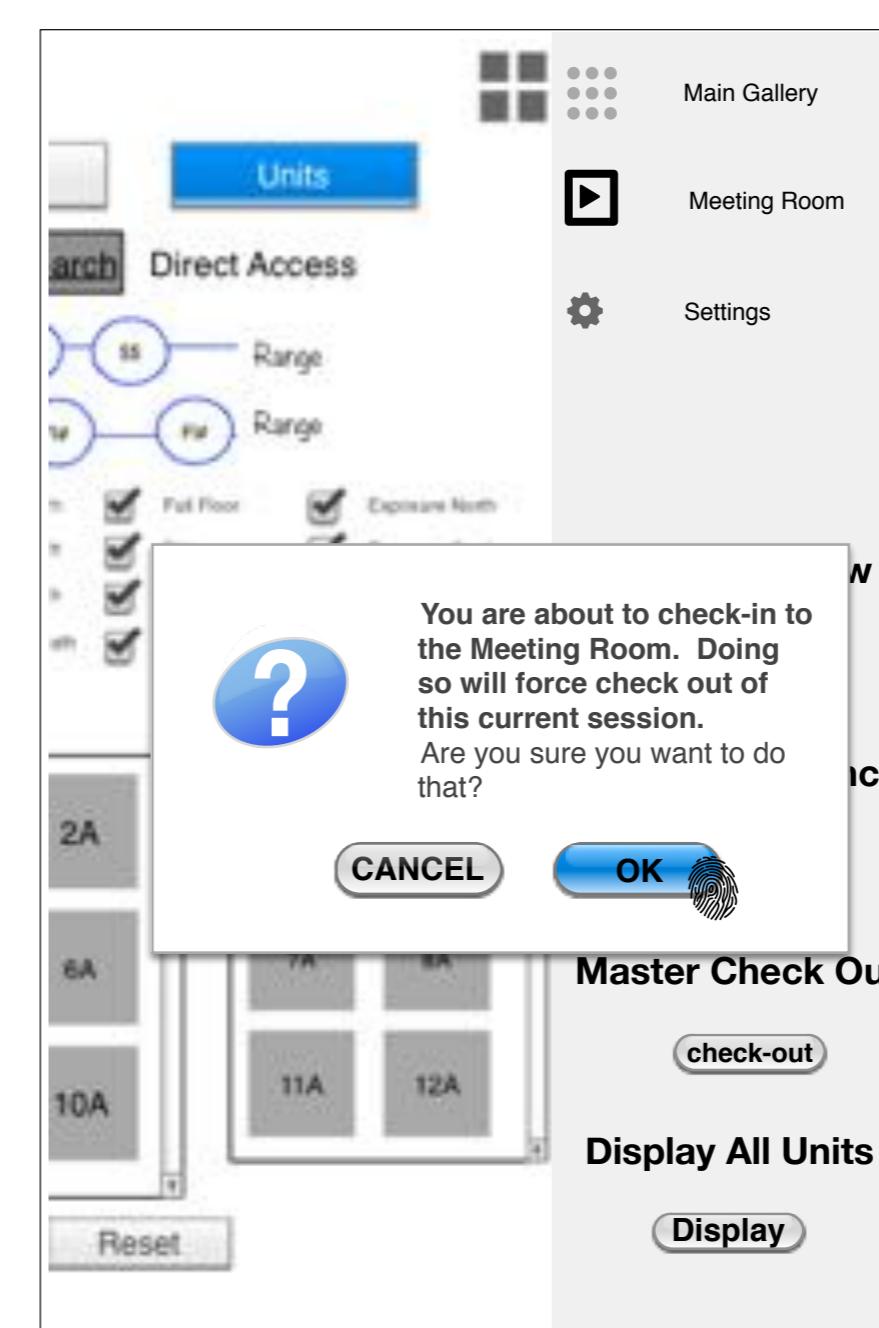
- CLICKING THE SETTINGS BUTTON AGAIN WILL RETURN TO THE OPEN MENU TAB.

Change to Meeting Room & Confirm Check-In



MEETING ROOM CHECK-IN

-



CHECK-IN CONFIRM

- CHECKING INTO THE MEETING ROOM WILL CHECK OUT OF THE MAIN GALLERY AREA.
- THE USER WILL BE ASKED TO CONFIRM THIS CHECK OUT.

Change to Meeting Room & Confirm Check-In



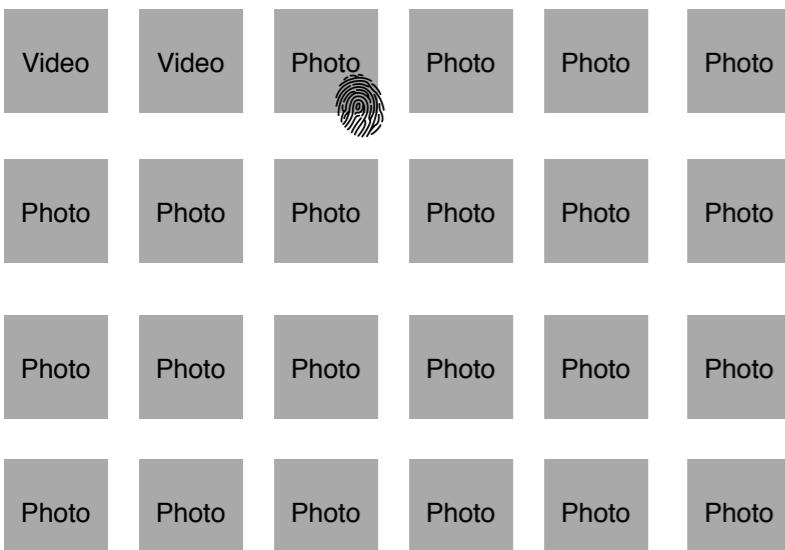
Meeting Room



Select an Item to display

Media

Units

MEETING ROOM MEDIA MENU:

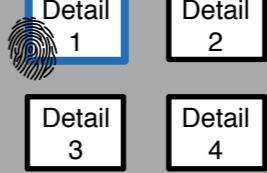
- THE AREA INDICATOR IN THE TOP LEFT CORNER OF THE SCREEN WILL CHANGE TO REFLECT BEING IN THE MEETING ROOM.
- THE MEETING ROOM AND MAIN GALLERY INTERFACES AND INTERACTIONS WILL BE THE SAME. THE DIFFERENCE WILL BE THE POOL OF ASSETS THAT IS BEING ACCESSED FROM THE MEDIA STORAGE.
- SOME OF THE MEETING ROOM ASSETS WILL HAVE A SUBSET OF DETAIL ASSETS.



Meeting Room

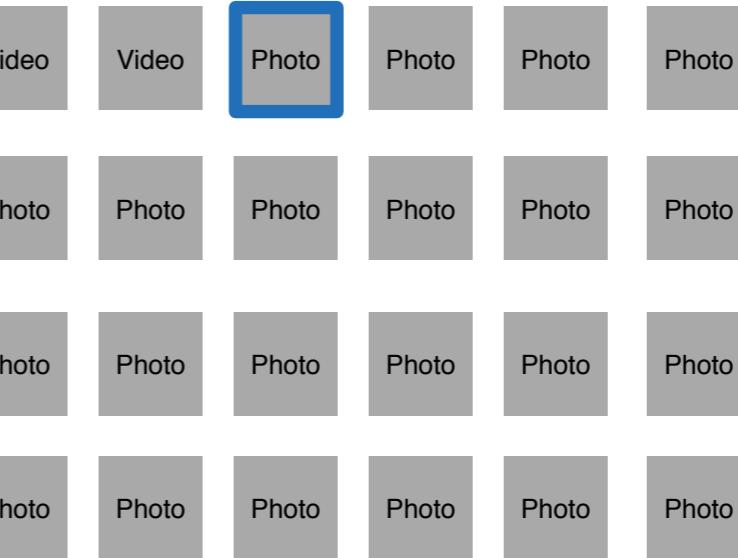


Photo/Render Asset



Media

Units

MEETING ROOM PHOTO/RENDER SELECTION:

- IN THE MEETING ROOM, SOME OF THE PHOTO AND RENDER ASSETS WILL HAVE A SUBSET OF DETAIL ASSETS.
- LINKS TO THESE DETAIL ASSETS WILL RESIDE ON THE RIGHT SIDE IN VIEW PANEL WHEN AN APPLICABLE RENDER/PHOTO ASSET IS SELECTED.
- DETAIL SHOTS WILL NOT BE INCLUDED IN THE SLIDESHOW GROUP. IF IN SLIDESHOW MODE AND AN ASSET WITH DETAIL SHOTS IS IN VIEW, THEN THE AGENT MUST STOP THE SLIDESHOW TO VIEW THESE DETAILS.

Meeting Room Main Navigation/ Render w Detail Subset Selection