# Ryder Development

## Project folder structure

|-common common files used by both kiosk and videosite

| |-assets

| | |-fonts

| | |-localization

| |-content

| | |-images thumbnails

| | |-videos videos in all languages

|-documents documents of dev/deploy

|-kiosk sub project: kiosk app

| |-src

| | |-assets

| | | |-images

| | | |-js

| | | |-sass

| | |-config configuration file

| |-tmp

|-publish publish folder

| |-kiosk all files to be deployed to BS browser

| |-videosite all files to be copied to video site wwwroot folder

|-videosite sub project: video site

| |-src

| | |-assets

| | | |-images

| | |-config configuration file

| | |-css

| | |-js

| |-tmp

## Making build

1. Install latest version of npm
2. Install dependencies.

cd ryder && npm install

1. Build kiosk app.

cd kiosk && gulp build

1. Build videosite.

cd videosite && gulp build

1. Output will be in kiosk/build and videosite/build
2. Other useful commands.

| **Command** | **Desc** |
| --- | --- |
| gulp build:css | Compile/minify scss files one time only. |
| gulp build | Build project and create folder 'build'. |
| gulp clean | Remove folder 'build'. |
| gulp watch | Watch for modifications and build automatically. |
| gulp | Equivalent to 'gulp build'. |

## Launching

1. Open Chrome browser by

"C:\Program Files (x86)\Google\Chrome\Application\chrome.exe" --user-data-dir="c:/tmp" --disable-web-security --allow-file-access-from-files

Replace the path of chrome.exe if it resides somewhere else.

1. Launching kiosk by url:

path/to/kiosk/build/index.html?lang={lang}&location={location}

| **Param** | **Possible Value** | **Mandatory** | **Default** | **Desc** |
| --- | --- | --- | --- | --- |
| lang | 'en-us', 'en-ca', 'fr-ca' | no | 'en-us' | locale for app |
| location | any text | no | if missing from url, app tries to get SN as location; if fail, use 'test-location' | identifier of kiosk/location running this instance |

For debug's purpose, provide a fake id as location, such as 'mykiosk'.

1. Launching video site by url:

path/to/videosite/build/index.html?locale={locale}&location={location}

| **Param** | **Possible Value** | **Mandatory** | **Default** | **Desc** |
| --- | --- | --- | --- | --- |
| locale | 'en-us', 'en-ca', 'fr-ca' | no | 'en-us' | locale for ui |
| location | any text | no | 'test-location' | indicate from which kiosk this visiting was transferred |

Basically this url is automatically generated by kiosk app, and sent to user by email. But for debug's purpose, it could be launched stand alone.

## Publish

To deploy kiosk app and video site, need to publish them first.

cd ryder && gulp publish

Output will be in publish/kiosk and publish/videosite. These folder are about to hand over to operation team.