

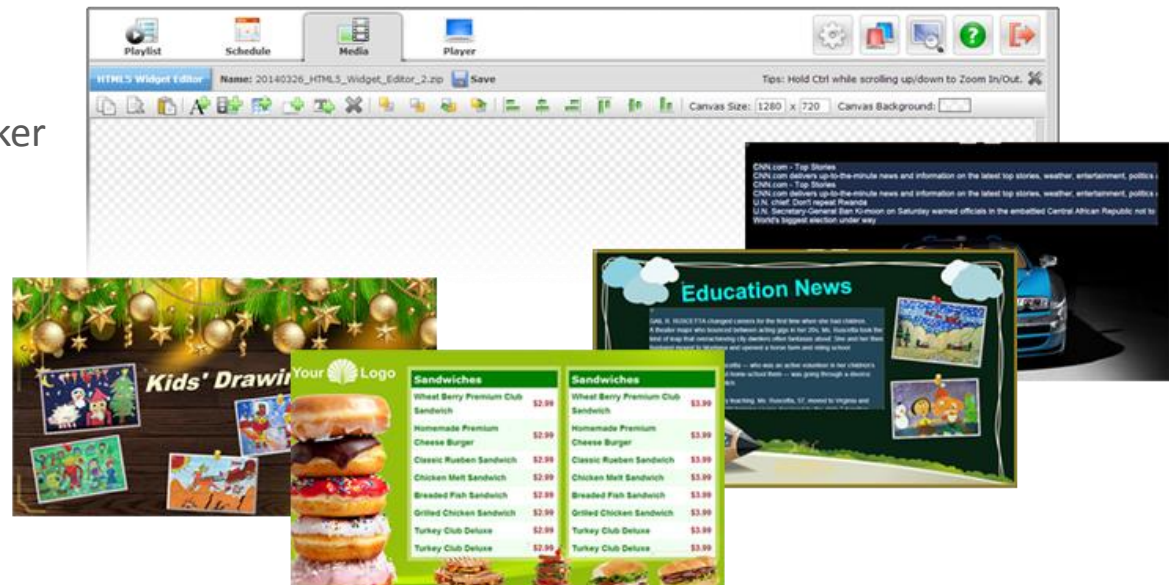
HTML5 Widget Editor

Easy Tutorial



Download HTML5 Widget Editor or Samples

- To download the HTML5 Widget Editor, Please visit:
<http://www.signage.dtri.com/wcm6/download.html>
- You may download a HTML5 Widget Editor with or without sample content:
 1. HTML5 Widget Editor (Blank)
 2. Sample – Menu Board & Table
 3. Sample – Rotate Images
 4. Sample – Rolling Text
 5. Sample – Transparent Ticker



Getting Started with the HTML5 Widget Editor

■ To import a pure HTML5 widget Editor

1. Login WCM 6 Pro then click [Media](#) tab on top
2. Click [New Media](#) button on toolbar then import the downloaded [HTML5 Widget Editor \(ZIP format\)](#)
3. **Double Click** the widget thumbnail or click the Edit button in attribute panel to enter Widget Editor mode, then you can design your content from scratch

■ To import a Playlist with HTML5 widget & sample content

1. Login WCM 6 Pro then click [Playlist](#) tab on top
2. Click [Import Playlist](#) button on toolbar then import downloaded ZIP file
3. Double click the imported playlist to enter Playlist Editor mode
4. Double click the widget in [Media list](#) to enter Media Library (Media Tab)
5. Double click the widget thumbnail or click the Edit button in attribute panel to enter Widget Editor mode, then you can modify based on the sample content provided

Precaution:

These playlist with sample content are applicable in **Windows & Android** platform players.

For Android platform limitation, please **save the widget again** in the Widget Editor mode to make sure it works.

HTML5 Widget Editor - Function Buttons



The screenshot shows the HTML5 Widget Editor interface. At the top, there are tabs for Playlist, Schedule, Media, and Player. Below the tabs is a toolbar with various icons. A red box highlights a section of the toolbar containing icons for Copy, Cut, Paste, Add, Delete, and Alignment. Below this box are four red labels: Copy/ Cut/ Paste object, Add/ Delete object, Change Object Order, and Alignment Tools. A blue box highlights a section of the toolbar containing icons for Static Text, Media, Table, Rectangle, Rolling Text/ Ticker, and Delete. Below this box are six blue labels: Static Text, Media, Table, Rectangle, Rolling Text/ Ticker, and Delete. The interface also shows a canvas with a checkerboard background and a status bar with Canvas Size: 1280 x 720 and Canvas Background: [color selection].

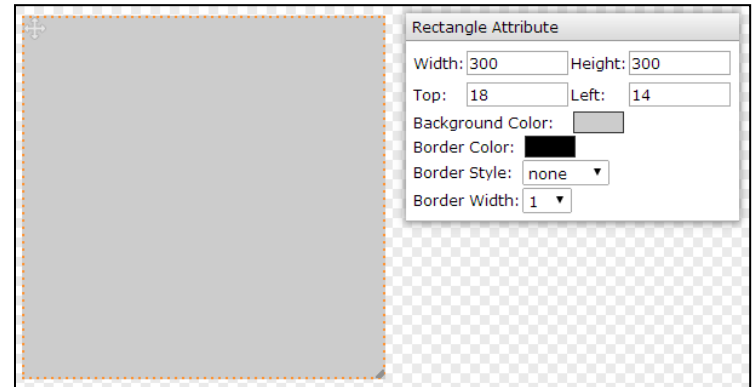
Tips:

1. You may press **Ctrl** and then multi select objects on the canvas.
2. There is no Zoom in/out function in the HTML5 Widget Editor because content and layout will be distorted. Please hold Ctrl key and scroll up/down to Zoom in/out the whole browser view.




Add Objects – Rectangle and Static Text

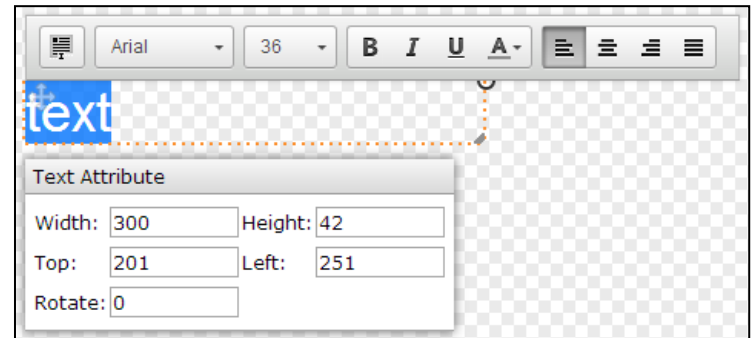
■ To Add a Rectangle object

1. Click  to add a rectangle object
2. Drag  to move the object
3. Or set object dimension, position and style in the attribute panel






■ To Add Static Text

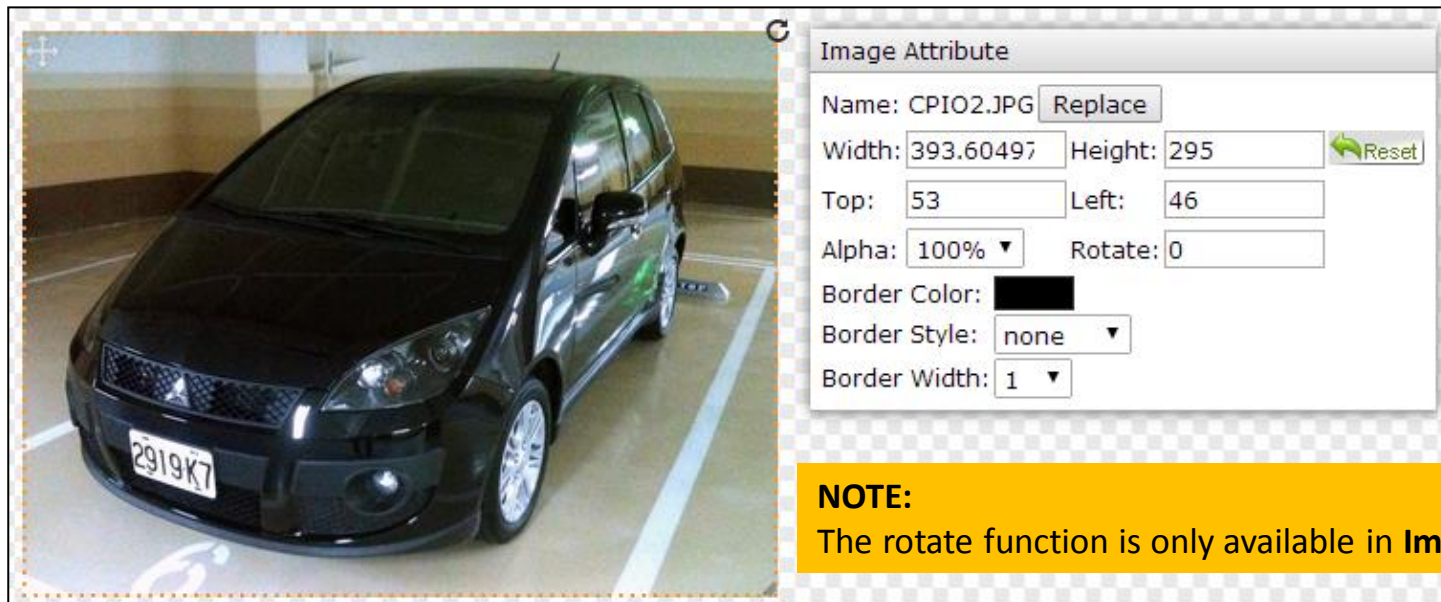
1. Click  to add static text
2. Drag  to move the object
3. Drag  to rotate the text object
4. Or set object dimension and position in the attribute panel
5. Double click text to set font style



Add Objects – Media, Video or Flash (swf)

■ Add media files

1. Click  to add media
2. Drag  to move the object
3. Drag  to rotate an [image](#) file
4. Or set object dimension/ position/ style by the attribute panel





The screenshot displays a software interface for adding and editing media. On the left, a black car is shown on a checkered background, with a dashed orange border and a small crosshair icon in the top-left corner. On the right, an 'Image Attribute' panel is visible, containing the following fields and controls:

- Name: CPIO2.JPG
- Width: 393.60497 Height: 295
- Top: 53 Left: 46
- Alpha: 100% ▾ Rotate: 0
- Border Color:
- Border Style: none ▾
- Border Width: 1 ▾

NOTE:
The rotate function is only available in **Image** files



Add Objects – Rolling Text/ Ticker

■ Add Rolling Text

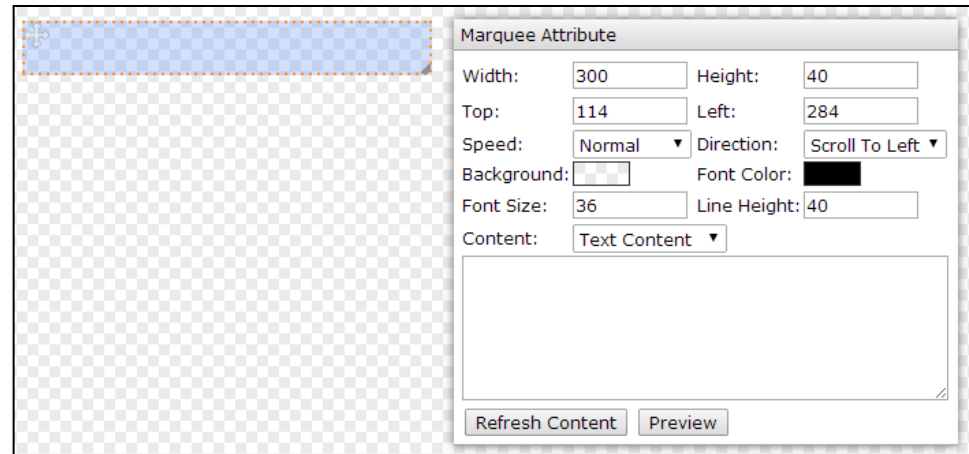
1. Click  to define an area for rolling text
2. Drag  to move the object or set object dimension/ position/ font style by the attribute panel
3. Select **Scroll To Top** and separate text content to multiple lines.

NOTE: If the total height of text smaller than the display area, the text will not scroll.

■ Add Single-line Ticker

1. Click  to define an area for single-line ticker
2. Drag  to move the object or set object dimension/ position/ font style by the attribute panel
3. Select **Scroll To Left** and keep the texts content in single line.

NOTE: If the text content narrow than the display area, the text will not move.




NOTE:

1. After inputting text or importing the RSS feed and text links, click **Refresh Content** to update the content; click **Preview** to see the playback simulation
2. Select content as **HTML Content** supports HTML scripts


Add Objects – Preset-style Table

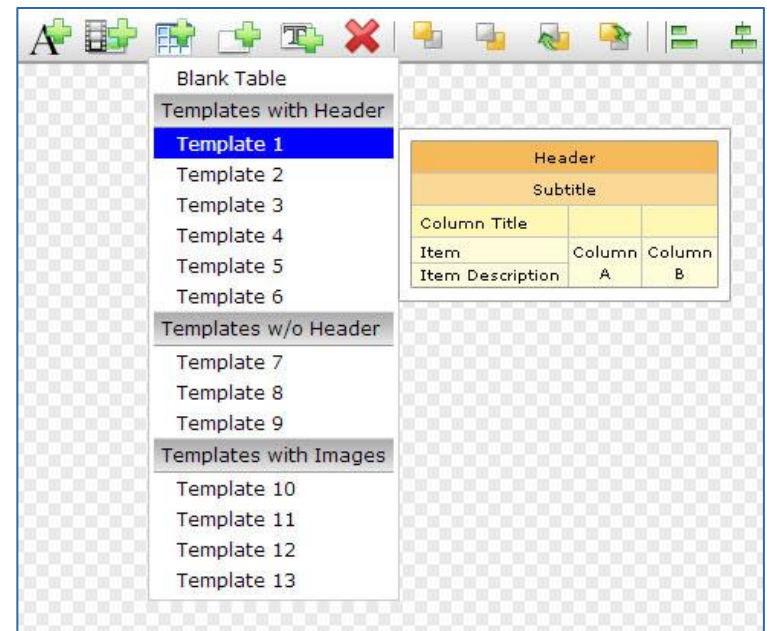
The HTML5 Widget Editor offers table objects with preset styles, select one of the table templates to getting start.

■ Add a preset-style table

- Mouse over  then click one table template in the drop-down menu

■ Adjust position of the table


- Drag  to move, or set object position in the attribute panel



Add Objects – Preset-style Table

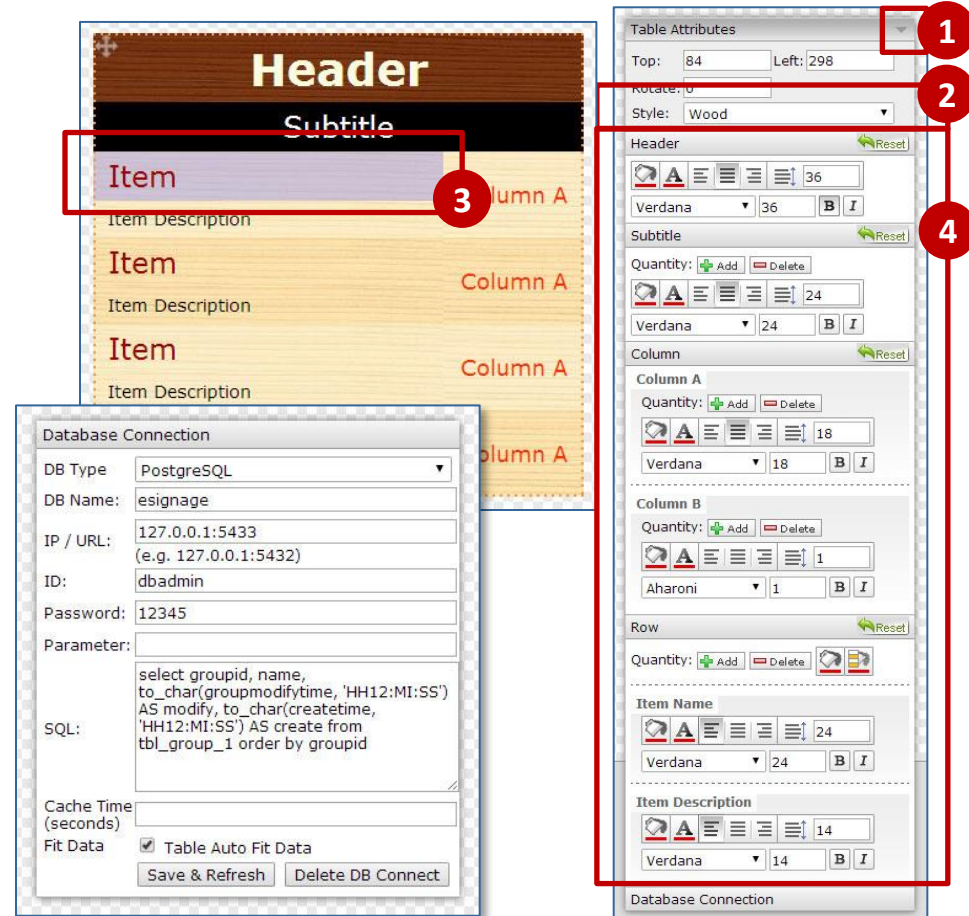
The preset-style table include 9 color styles, select one then start to customize your first menu board.

■ Adjust table style

- ① Click  on top of the [Table Attribute](#) panel to extend
- ② Set color style
- ③ Drag column edges to adjust column width/height
- ④ Set attributes of each column
- ⑤ Input text content

■ Connect to Database

- ① Click [Database Connection](#) then input database information
- ② Click [Save & Refresh](#) to preview



The screenshot displays the software interface for creating a menu board. It features a central table editor with a 'Table Attributes' panel on the right and a 'Database Connection' panel at the bottom left. The table editor shows a table with a header, subtitle, and three columns. The 'Table Attributes' panel is annotated with red boxes and numbers 1 through 4, indicating the steps for adjusting the table style. The 'Database Connection' panel shows fields for DB Type, DB Name, IP / URL, ID, Password, and Parameter, along with an SQL query and a 'Save & Refresh' button.

Table Attributes Panel:

- 1. Table Attributes dropdown menu
- 2. Style: Wood
- 3. Header row (Item, Item Description, Column A)
- 4. Column A settings (Quantity: 18, Verdana, 18, B, I)



Database Connection Panel:

- DB Type: PostgreSQL
- DB Name: esignage
- IP / URL: 127.0.0.1:5433 (e.g. 127.0.0.1:5432)
- ID: dbadmin
- Password: 12345
- Parameter:
- SQL: select groupid, name, to_char(groupmodifytime, 'HH12:MI:SS') AS modify, to_char(createtime, 'HH12:MI:SS') AS create from tbl_group_1 order by groupid
- Cache Time (seconds):
- Fit Data: Table Auto Fit Data
- Buttons: Save & Refresh, Delete DB Connect

Add Objects – Blank Table

You can also import a blank table if there's no suitable preset-style table

■ Add a blank table

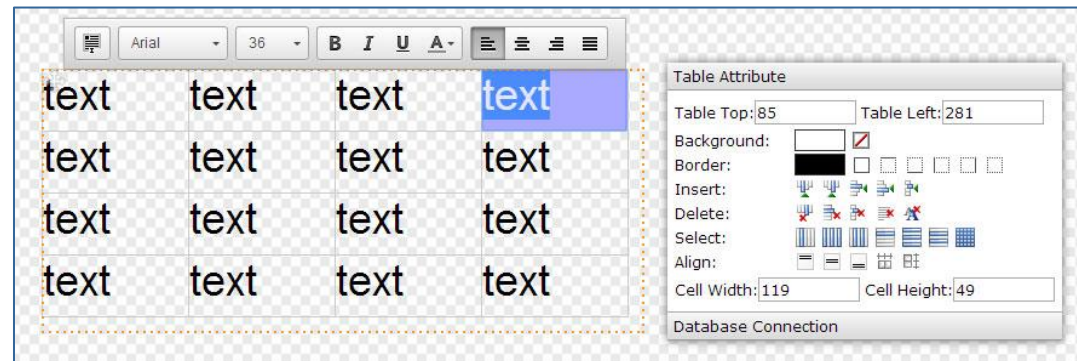
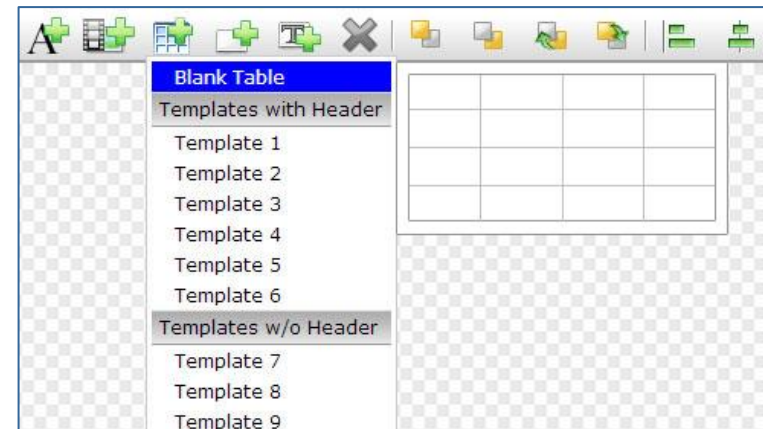
- Mouse over  then click **Blank Table** in the drop-down menu
- Drag  to move the object or set object position by the attribute panel

■ Set table attributes

- Click table and set attributes in the Table Attribute panel
- Double click a column to input text content and adjust font style in the **Text Attribute** panel

■ Connect to Database

- Click **Database Connection** then input database information
- Click **Save & Refresh** to preview



Thank You!
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