


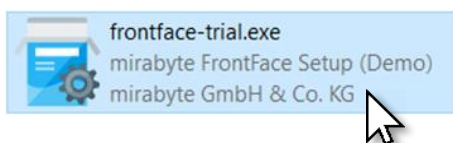
How to Create an Interactive Multimedia Information System for Touch Screens!



There are countless applications for interactive information systems: employee information systems for companies (providing up-to-date news, KPI figures, rosters, ...), production terminals (access to manuals, intranet, machine controls, etc.) or in the hotel and tourism sector (information, weather forecasts, questionnaires or holiday tips for guests). In museums or exhibitions, interactive terminals enrich the visitor experience with multimedia information about exhibits. In this tutorial, you will learn how to easily implement an interactive, multimedia touch screen information system without requiring any programming skills.

1 Downloading and Installing *FrontFace*:

First, please visit the *FrontFace* product website <https://www.mirabyte.com/en/frontface/> and click on the  button to download the trial version (or the full version if you have a license). After the download, run the installation package `frontface-trial.exe` on your workstation PC, and select the installation option "Full Installation (incl. *FrontFace Assistant*)."



2 Installation of the Player PC:

The *FrontFace* software consists of two components, the ***FrontFace Assistant*** for creating and configuring your projects and the ***FrontFace Player App*** for actually playing your content on the touch screen terminal. So far, you have only installed the *FrontFace Assistant* on your workstation PC.

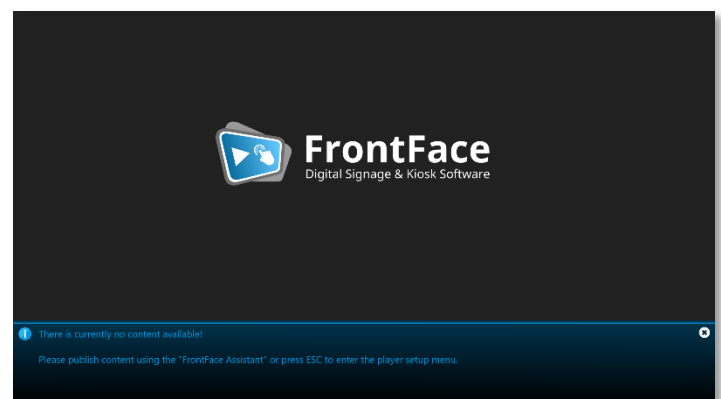
The kiosk PC (e.g. an All-in-One-PC with touch screen or a tablet) is the system the actual users interact with. It is called "player PC". Please execute the installation package you just downloaded also on that PC. During the installation process, select the installation option "*Install Player App only (for installation on a player PC)*." During the installation process, a network share is created automatically (please write down the address!), which is used later on to remotely update the player PC from your workstation PC using the *FrontFace Assistant*.

This, of course, requires that your workstation PC and the player PC are in the same local area network.

There are also other installation types available (for example, installing everything on just one PC); However, in this tutorial, we want to limit ourselves to the most common installation type with two PCs. For more information, please see the *FrontFace user manual*.

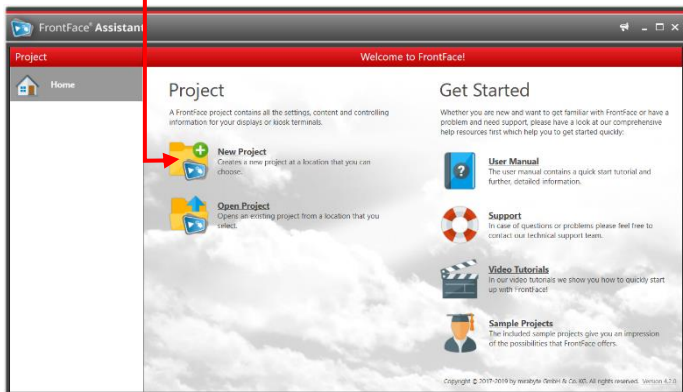
After having installed the *FrontFace Player App* on the player PC, you may also need to explicitly allow access to network shares in Windows system settings. How to do that is described in detail in our FAQ: <https://www.mirabyte.com/go/kb/68>

The last step is to launch the *FrontFace Player App* from the Windows start menu. After a few seconds, a message appears telling you that no content has been published yet. The player is now good to go:



3 Creating a New Project for your Information System

Now head back to your workstation PC and open the *FrontFace Assistant* from the Windows start menu, and click on "New Project" on the home page of the application:



Enter a name for the project (e.g. "Employee Information System") and then select a suitable location on your hard disk to store the project, such as "Documents."

Important: As project type, please select "Touch Kiosk"!

In the "Player" section of the *Assistant*, you must first enter as "Publishing Target" the address of the network share of your player PC, which was been created during the installation in [step 2](#). This is usually:


\\NAME-OF-PC\FrontFace

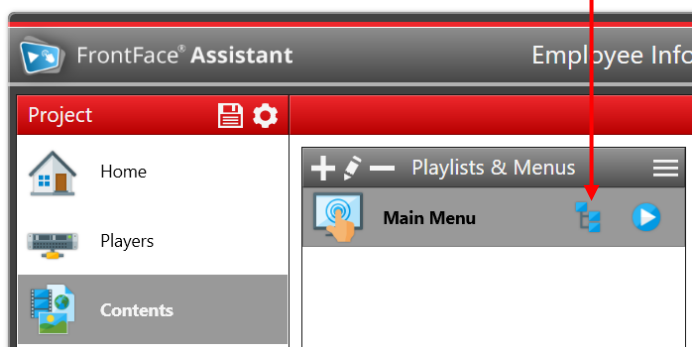
4 Creating a Touch Menu

In order to allow the users to interact with the touch screen terminal and consume the content and media provided, you must first create a user interface which is referred to as "touch menu".

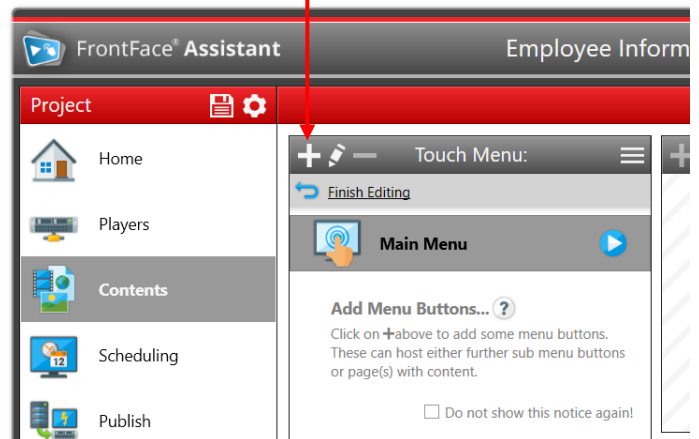
It consists of buttons that a user can click to navigate within the menu tree or to access the actual content.

To do so, head over to the "Contents" menu in the *FrontFace Assistant*: There is already a touch menu created named "Touch Menu 1". Double-click this entry and first change the name of the touch menu to something more meaningful, e.g. to "Main Menu". Then confirm with OK.

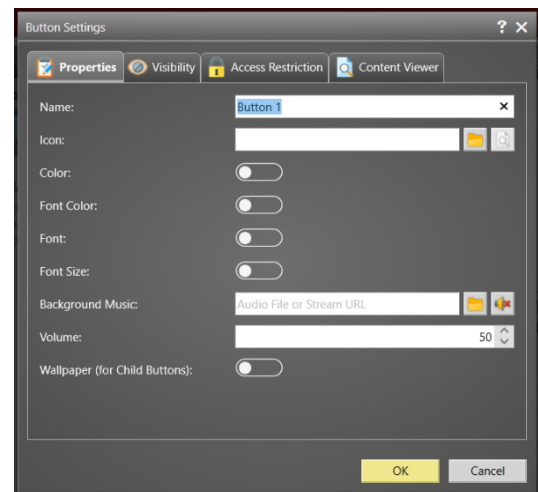
Now, click on the  icon for entering the editing mode of the menu hierarchy:



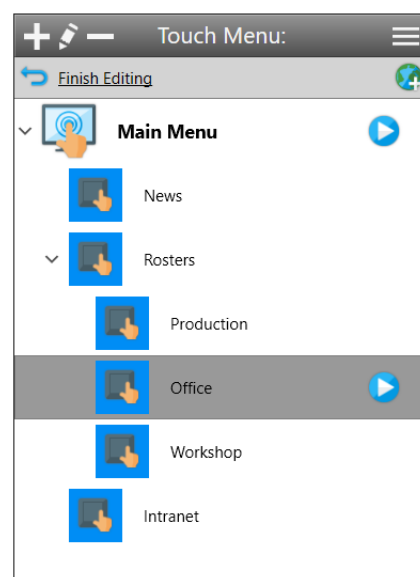
After switching into the editing mode, you can add buttons at the top level of the menu. Click on "+".



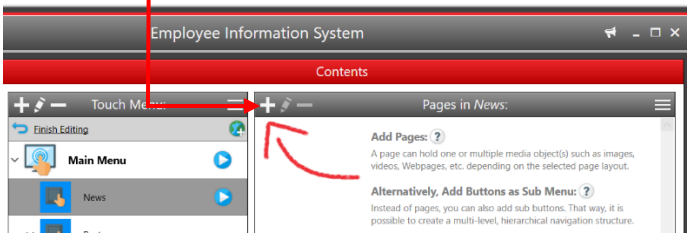
The settings dialogue of the new button appears. Enter a name for the button (this will also be shown to the user), select an icon and, if desired, adjust the color, font, etc.:



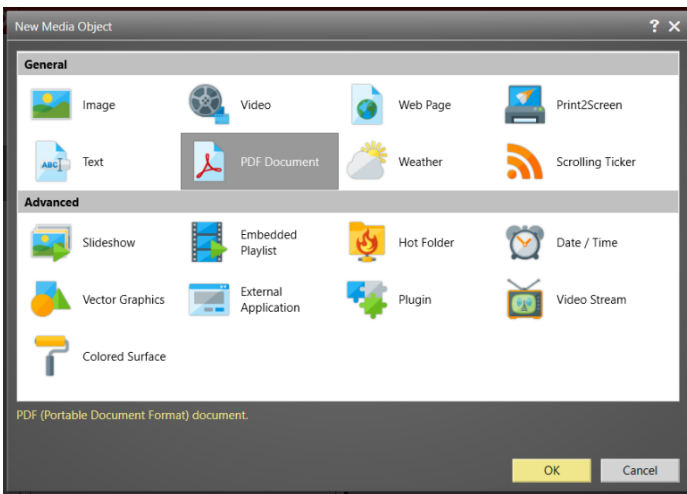
After confirming with OK, you will see that the button has been added to the touch menu. You can now either add more buttons at the top level of the menu or add sub buttons to existing buttons. This way, you can create an arbitrarily nested navigation structure, e.g. by creating sections such as "News", "Rosters", "Intranet", etc. and further subdivide them:



For a button to which you have not added any sub buttons, you can assign content which is displayed when the user clicks on it (e.g., videos, PDFs, text, pictures, apps, web pages, weather, and so on). To assign content to a button, select the button in the menu tree and then click "+" above the "Pages in [Name]:" list on the right side.

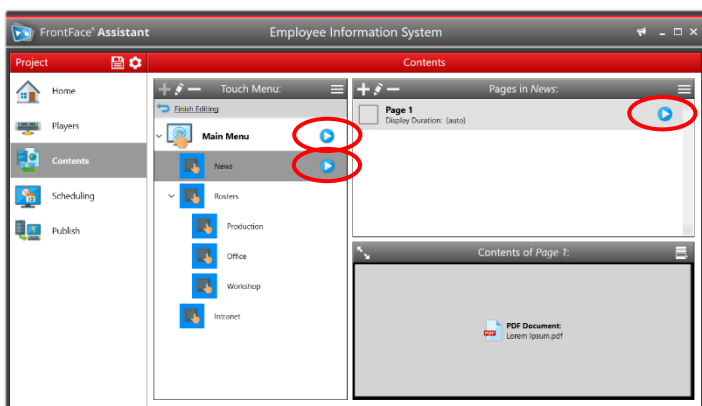


Then the dialog with the settings of the new page appears. Just click OK and in the next dialog, select the desired media object type you want to show on this page, e.g. a PDF:



Of course, you can also select a different page layout in the settings dialog of the page and then insert multiple media objects on that page. It is even possible to add more than one page of content to a button. In this case, the user can "page" through the contents using arrow buttons which are displayed automatically. For more details about creating pages and more design options, see the [FrontFace user manual](#).

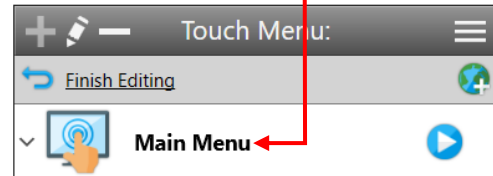
If you would like to preview your touch menu, a button, or a page of it (i.e., if you want to see it as it will appear later on the player), just click on the preview button (▶) of the touch menu, a button or a page at any time:



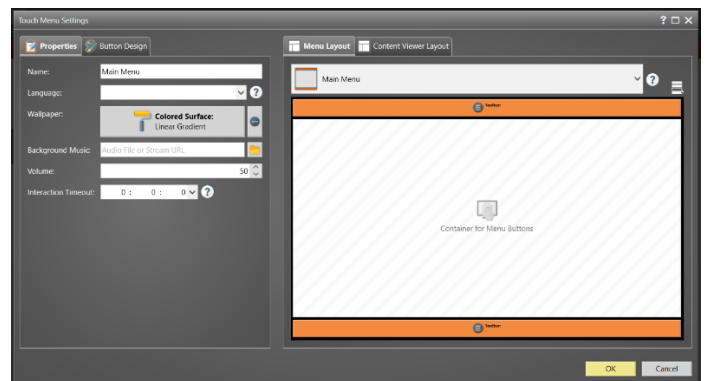
5 Customizing the Visual Design of the Front End

In addition to the conception of the navigation structure and the creation of the actual contents (see [step 4](#)), of course, the visual representation of the menu is also very important for a great user experience!

You can customize the design of the buttons or toolbars (the so-called "Theme") or set a wallpaper for the menu or individual menu levels. To do this, open the settings dialog of the touch menu by double-clicking on the entry in the list ▶.



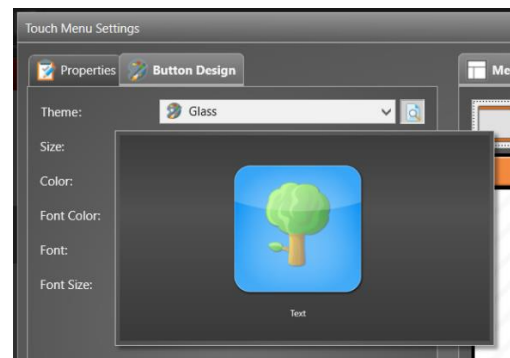
In the tab "Properties" you can choose a background/wallpaper for the menu. You can select any media object here, e.g. a picture, a slideshow or even a video.



The wallpaper applies to the entire menu. For each button of the menu you can select a different wallpaper in the settings dialog of the respective button. This applies to the menu level of the current button as well as to all submenu levels, unless a different wallpaper is selected.

You can also set other properties such as the color, font or size of the button in the "Button Design" tab. These properties are also "inherited" and can be "overridden" at any menu level.

Furthermore, you can also change the "Theme" of your touch menu: The theme defines the visual design of the buttons. The button next to the theme selection allows you to preview the different themes:



Two other customization options for your touch menu include the "Menu Layout" and "Content Display Layout":



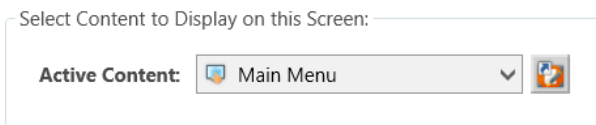
Here you define how the screen is partitioned when the menu buttons or content are displayed. In addition to the main area for the buttons or the contents, additional containers may be defined, which can hold media objects such as toolbars with additional buttons that assist the user when navigating the menu (e.g., a "home" button or buttons for scrolling in multi-page content).

But also, other media objects, such as a scrolling news ticker or slideshows can be integrated this way and help to make your graphical user interface even more individual.

6 Setting up the Scheduling

After creating your touch menu, you will need to assign it to the player.

Go to the "Scheduling" menu and select the screen of your player PC. Then assign your touch menu as "Active Content":



This will then permanently display your menu. In addition, *FrontFace* also offers an "Advanced Scheduling" that allows you to display your content in a time- or event-driven way. For more information, please see *FrontFace* [user manual](#).

7 Advanced Configuration Options

In the "Player" section of the *FrontFace Assistant*, you can click on "Show Advanced Player Settings..." for a list of more customization options and settings that you can adjust if necessary. This includes e.g. a PIN code to prevent unauthorized users from closing the kiosk application, an option to hide the mouse cursor or settings related to the integrated web browser (e.g., a whitelist filter).

Finally, it should be mentioned that with *FrontFace* you can create multilingual menu interfaces as well. That way you can easily address an international audience. More about this and other features can be found in the *FrontFace* [user manual](#).

8 Publishing the Content to the Player PC

In order to deploy your menu to the player PC and to start it there, you must switch to the "Publishing" section in the *FrontFace Assistant* and then click on "Publish!".



This way, all the content and the control information are transferred to your player PC, which will then take care of displaying your content as desired:



If a user clicks on a button of the menu, either the sub menus or the content that has been assigned to it is displayed:



9 What's next?

As you can see, it is really easy to create interactive touch screen information systems with *FrontFace*. Now that you have built the basic system, you can refine your touch menu and the content and enhance it visually to provide a unique experience for the users!

For more information about the basic operation and installation of *FrontFace* and the capabilities that this software provides, please refer to the *FrontFace* [user manual](#) and the video tutorials available online at <https://www.mirabyte.com/go/frontface/>.

If you have any technical questions about *FrontFace* or this tutorial, please feel free to contact our support. Just visit our homepage to find out how to contact us: <https://www.mirabyte.com/en/support/>

