

Bluetooth App



Introduction.

Incorporating Bluetooth into your digital signage project can be an effective way of communicating with consumers and transferring data. There are 3 parts to this app that can be configured separately.

1. Bluetooth page app – control content displayed on the screens when Bluetooth is in operation.
2. Bluetooth project app – control the overall operation of the app, how it detects and communicates with Bluetooth enabled devices.
3. Bluetooth Statistics – generates statics from activities recorded by the above apps.

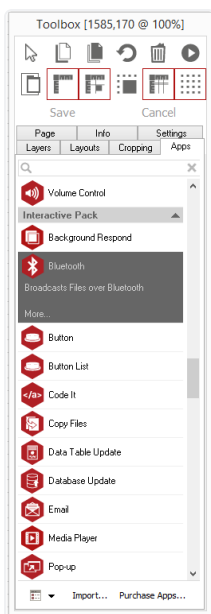
Uses.

Exchange maps, documents and product brochures with consumers by connecting with any Bluetooth enabled devices.

Using Bluetooth page app.

To access the app open an existing or new page and select the **'App'** tab of the page editor **'Toolbox'** (shown below). Apps are grouped within the relevant app packs and are displayed red if they have been licenced. For more information about licencing apps go to [Licencing apps](#).

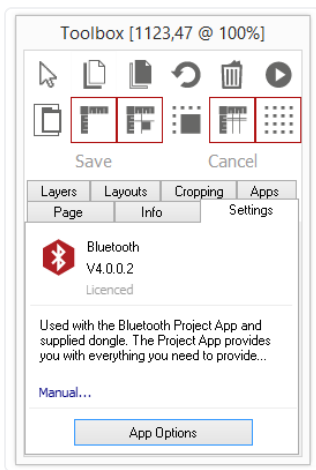
Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.



The Bluetooth App requires the Project App and supplied dongle to run. On selecting the Bluetooth App from the **'Toolbox'** you will be promoted to **'run'** the project app if it is not already running.

The **'Settings'** tab within the Toolbox will automatically open when the app is added to the page.

From here you can set your app up by clicking on the **'App Options'** button.



Understanding the App Options.

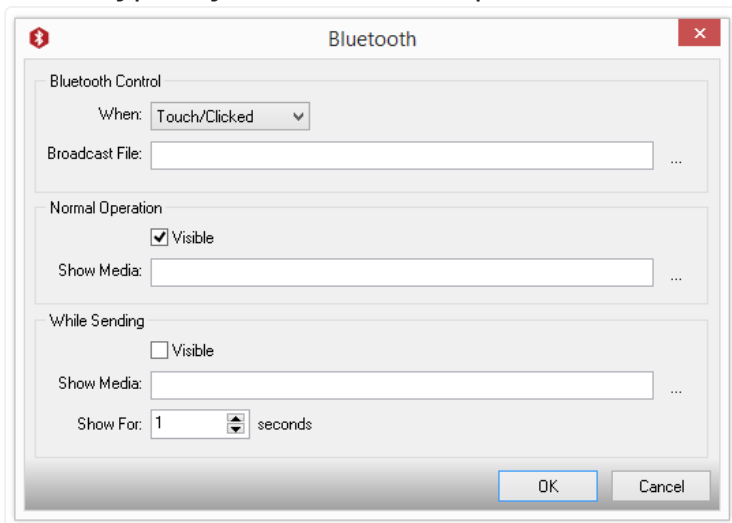
Bluetooth Control: Choose a trigger to prompt a file transfer. This can be page loads, click, touch or page exit.

Normal Operation: Choose a file you wish to broadcast when the app is not transmitting. GIF, PNG, or JPEG.

Note: keep files small for viewing on smartphones.

While Sending: Choose what is shown on the screen while the app is transmitting. You can display pictures or videos for a specified time.

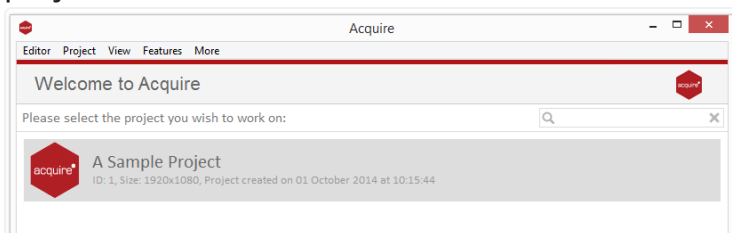
This is typically used to show a 'please wait' message or a 'transfer in progress' animation.



Using Bluetooth project app.

The Bluetooth project app allows you to control how the app detects and communicates with Bluetooth enabled devices.

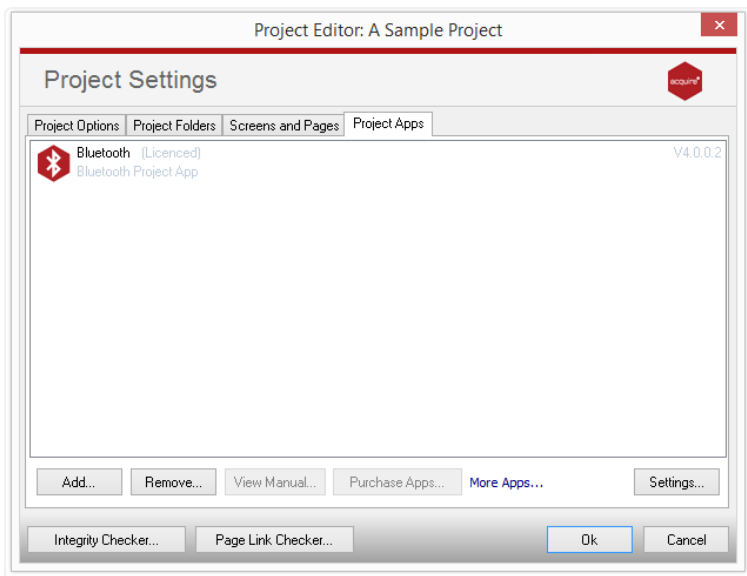
To access the project app from the '**Welcome Screen**' select the project you wish to work on by clicking on the project.



Once your project is highlighted click on the 'Project' tab and select 'Settings' from the drop down menu.

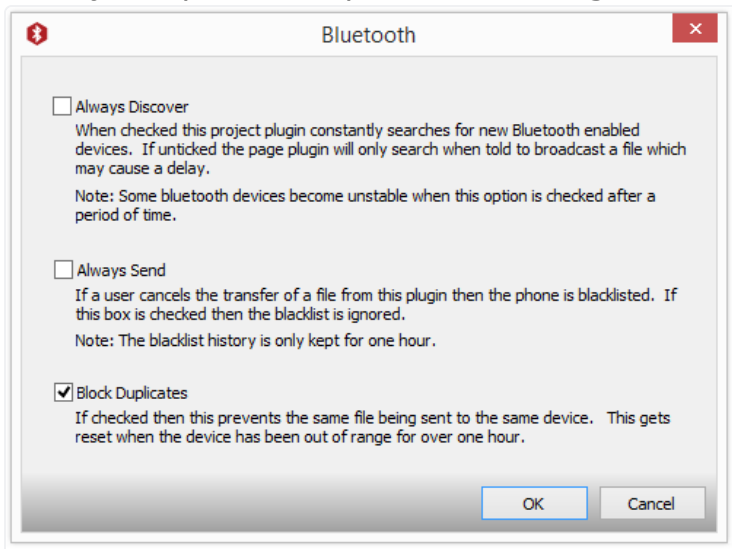
Under the '**Project Apps**' tab your authorised project apps will be listed.

Click on the project app you require to highlight it and then click the '**Settings**' button. Or double click on the App to open the '**Settings**' window.



Check the boxes to define how the app operates.

Here you can define how your unit/display searches and finds other Bluetooth enabled devices, set blacklist history and prevent duplicate files being transferred to the same devices.

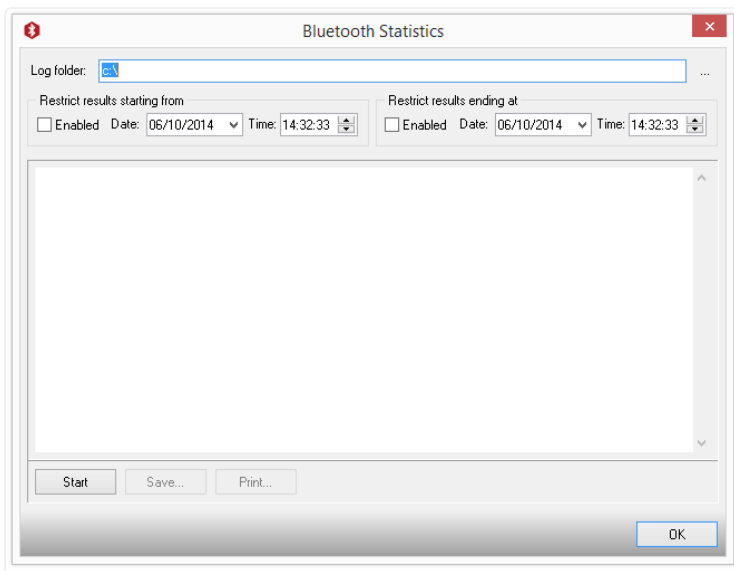


Using Bluetooth Statistics.

The Bluetooth statistics app generates statistics from activities recorded by the Bluetooth page app and Bluetooth project app.

as:lightblue No you must first retrieve the log files before you can use this app. These can either be copied directly from the player or remotely via the Acquire Network (PLUS! Network) using Site Manager.

Accessing Bluetooth statistics.



Once you have retrieved the log files you will need to identify the folder that they are save in. You may choose to analyse only a portion of the statistics by selecting a start and end date and time. A report will be generated once the 'Start' button is pressed. You can also save or print the report.