

Media Slideshow App

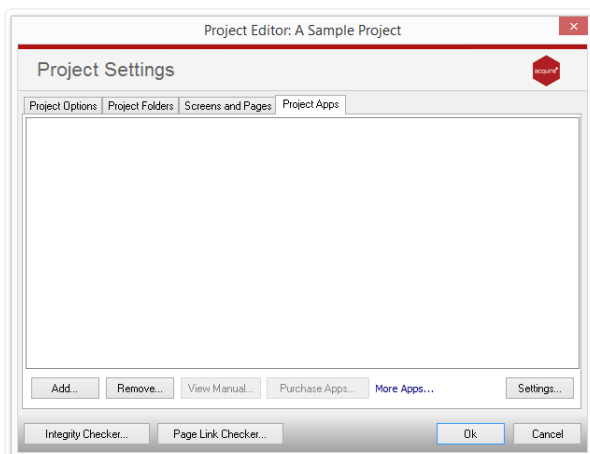
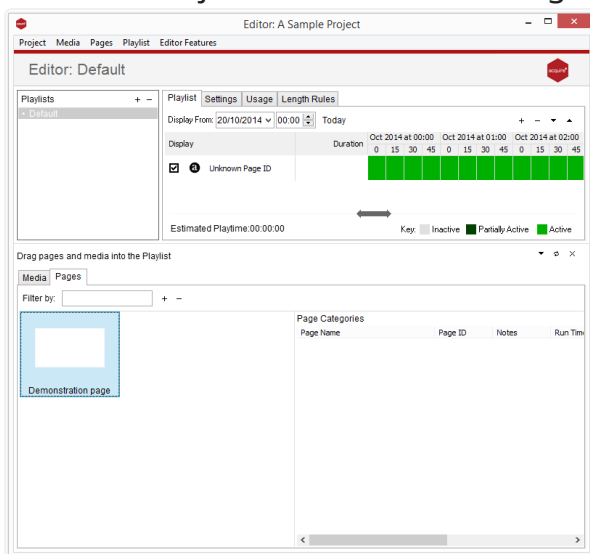


Introduction.

This app scans folders that contain media files. It maintains an internal list of all the files in those folders that match specified media types. For example, you might scan a Movie folder for all the .MP4 & .MOV files. The app sets an Acquire variable with the name of one of these files ready for use in your project. It will set the variable with the next image in its list when the project page changes and/or when a special control variable is set. This file list can be randomized or sorted. This will determine the order in which the files will be set to the variable. The variable can then be used to show or play a different piece of media on the page (using of the built-in media tool or a page plug-in etc.) when the page changes or when a page item is clicked.

Adding the App to your Project.

From the Project Editor window navigate to the **'Project'** tab and select **'Settings'** from the drop down menu.



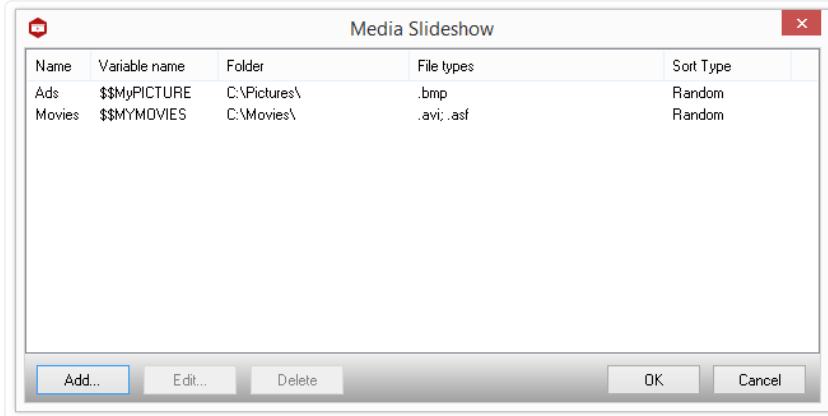
In the Project Settings go to the **'Project Apps'** tab and click the add button as shown. Select the app from the list.

as:lightbulb licensed apps will be greyed out and can only be used during your 30 day trial.

For more information about licencing apps go to [Licensing apps](#).

App Options.

The initial window opens to show a list of all the media folders that the App is scanning.



Here is an overview of the detail it shows:

Name: A reference name for the item.

Variable Name: The name of the Acquire Variable that will be set to a media file name from the chosen folder.

Folder: The location of your media.

File Types: The types of media to scan the Folder for and set the variable to.

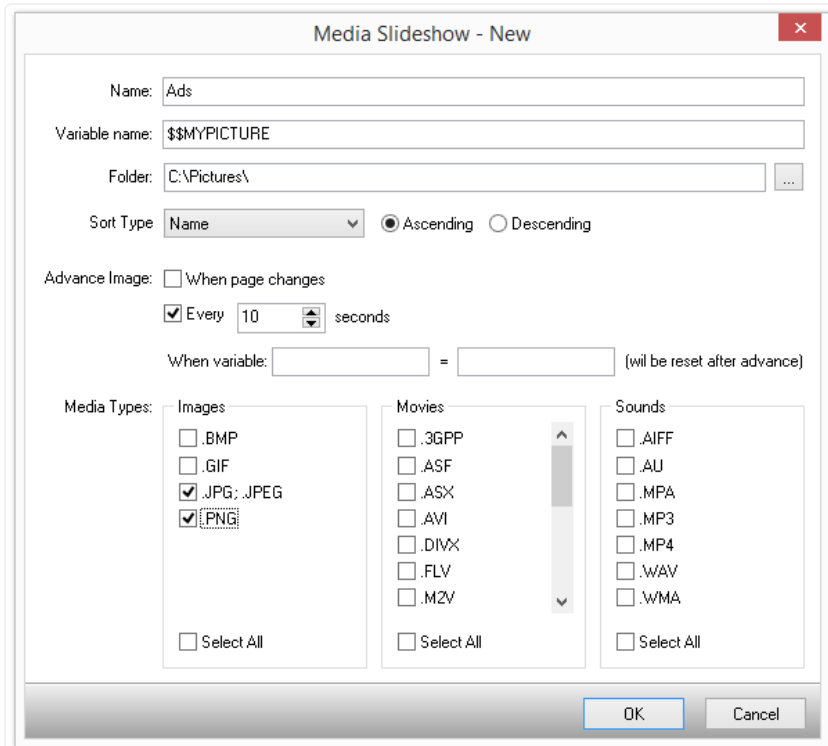
Sort Type: In what order the files will be set to the variable.

Use the buttons along the bottom to **add** or **edit** the items that appear here.

Adding/Editing an Item.

Adding/Editing an Item.

This window is displayed when you press **Add...** or **Edit** an item.



Enter a **name** for the Folder List item and enter the **name** of an **Acquire Variable**. Its value will be set with a media file name from the scanned folder.

Navigate to or type the name of the folder where you want the app to scan for media.

Define how you want the list to be sorted by. You can choose between **name**, in **alphabetical order**, **modified date**, or **random** which shuffles the order.

Use the Advanced Image section to define how frequently you wish the image to change.

When page changes: If ticked the image will only advance when the page changes.

Every: If this is ticked you can set how often the images advance, in seconds.

When Variable: Enter the variable and the state of the variable. When the variable reaches the specified state it will advance the image.