

Motion Trigger App



Introduction.

Create unique and engaging experiences for your customers by having your project respond to motion. Motion is detected via a web cam triggering specific actions when people are in close proximity to the display. There are various actions that can be assigned to these triggers such as, Jump to page, save a snapshot to disk or upload a snapshot to an FTP server. The results of which can even help calculate ROI and capture valuable data about typical gender and age of customers who view the screens so messaging can be better optimised for target audiences.

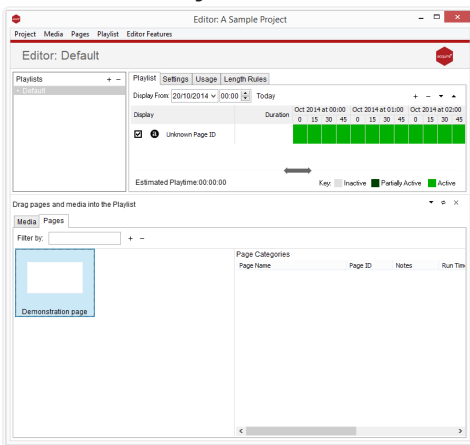
Uses.

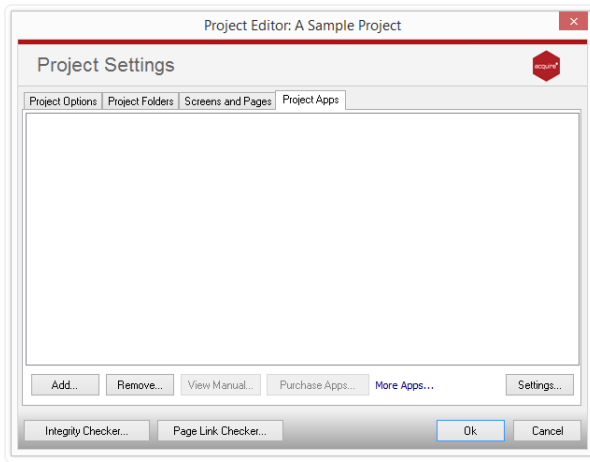
Multiple trigger areas can be defined in the webcam image. Various actions can be assigned to these triggers:

- Set Acquire Variables
- Jump to a Page
- Save a snapshot to disk
- Upload a snapshot to an FTP server

Adding the app to your project.

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



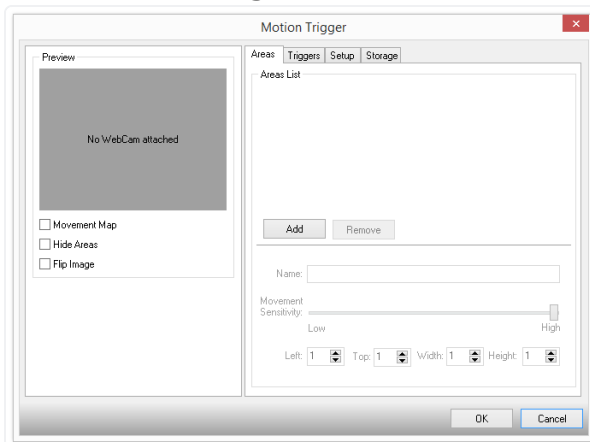


In the Project Settings go to the **'Project Apps'** tab and click the **add** button. Select the app from the list.

Tip: Unlicensed apps will be greyed out and can only be used during your 30 day trial. For more information about licencing apps go to [Licencing apps](#).

App Options.

This is the settings window. It consists of a preview panel and settings tabs.



Preview Panel.

This panel is always visible. It shows your camera output (if one is attached at the time of editing settings) and any trigger areas that have been defined.

Trigger areas are colour coded:

- **Green:** Normal
- **Yellow:** Selected in Areas or Triggers lists (see tab descriptions below)
- **Red:** Motion detected

Tick the boxes to adjust the preview image:

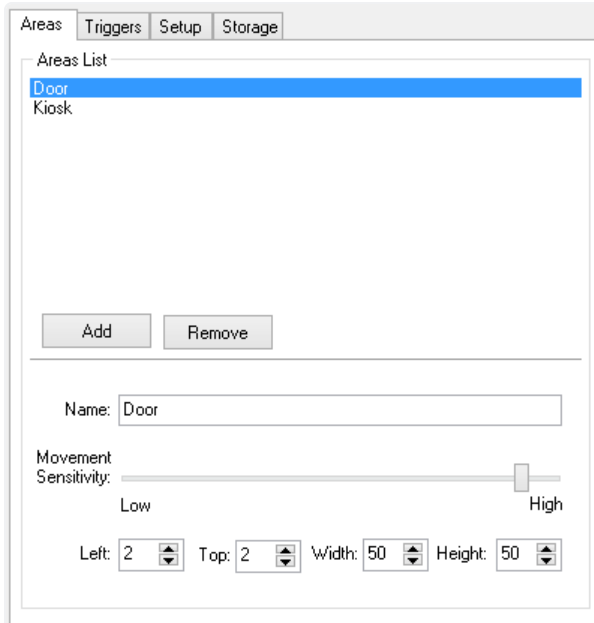
- **Movement Map** Display a monochrome image that represents the movement detected in the image. This is useful for calibrating the app's Noise Sensitivity on the Setup tab (see below).

Hide Areas: Do not display the trigger areas in the preview.

Flip Image: Flip the preview image horizontally. This counteracts the mirroring effect. It has no affect on the camera settings and is for testing purposes only.

Areas Tab.

This tab allows you to define trigger areas on the camera output image.



The top half of this tab contains a list of the defined trigger areas. Use the **Add** and **Remove** buttons to create and delete areas.

The areas are shown in the preview panel (unless Hide Areas is ticked).

Click on an area to select it: You can edit a selected area's settings in the panel below.

Area edit panel: This is where you edit the details of the trigger area selected in the list above:

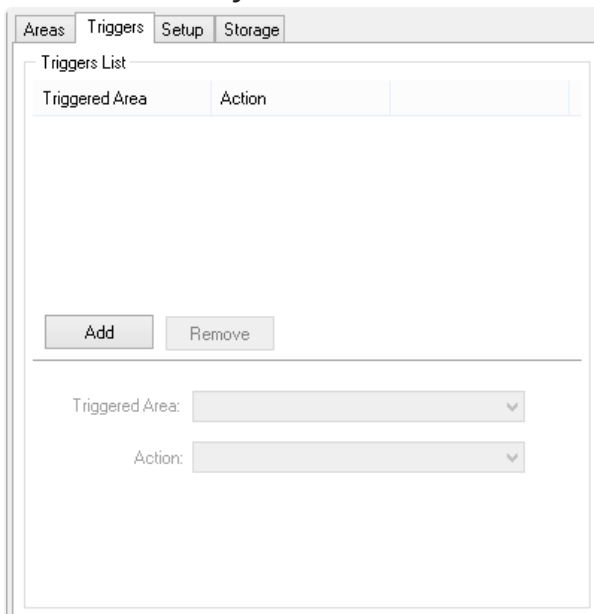
Name: Enter a reference name of the area. This will help identify the trigger in the log files.

Movement Sensitivity: This determines how sensitive the area is to movement. The lower the sensitivity the more movement is required before the area is triggered.

Left, Top, Width, Height: Use these controls to define the dimensions of the area.

Triggers Tab.

This tab allows you to define the actions that performed when areas are triggered.



The Triggers List contains a list of the triggers defined. Use the **Add** and **Remove** buttons to create and delete triggers.

Click on a trigger to select it: You can edit a selected trigger's settings in the panel below.

The Trigger edit panel is where you edit the details of the trigger selected in the list above:

Triggered Area: The trigger should occur when movement is detected in this area.

Action: The action that is triggered, there are four to choose from:

Jump to page:

Enter the **Page ID** of the page you want to jump to. This can be an **Acquire Variable**.

Triggered Area: Door

Action: Jump to page

Page ID: Page 1

Set Variable:

Triggered Area: Kiosk

Action: Set Variable

Variable: \$\$Trigger

Value: Kiosk

Enter an Acquire Variable and the Value you wish to assign it.
The value can itself be an Acquire Variable.

Upload Snapshot.

Triggered Area: Door

Action: Upload Snapshot

File Name: snapshot.jpg

Frequency: Low High

A snapshot will be uploaded to the FTP server defined in the Storage tab (see below).

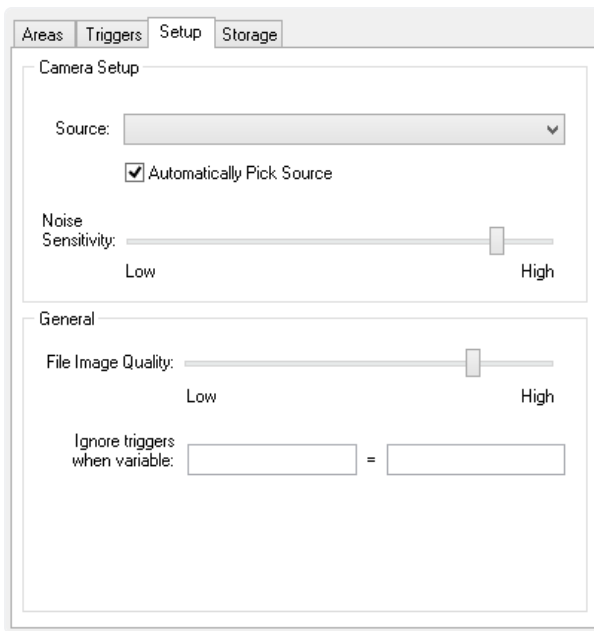
Enter the **File Name** to save the snapshot as. This can be a static name or an Acquire Variable.

For example, if the filename is **Snapshot.jpg** then that single file will be constantly updated but using **\$\$_datefmt[hh_mm_ss].jpg** will create a filename based on the time so multiple files will be created.

The **Frequency** determines how often the snapshot will be uploaded. If you only want to upload when movement is first detected set a lower frequency.

Setup Tab.

Use this tab to configure your web cam and set other options.



Camera Setup:

Source: Select the camera that you would like to use. If there are currently no cameras available you can select to automatically choose one when the project is run.

Noise sensitivity: Determines how sensitive the app is to image noise.

- If your camera generates a lot of image noise **e.g. ambient light fluctuations**, it may trigger unwanted movement.
- To see the movement that this noise generates select Movement Map in the preview pane and then decrease this value until it has been removed

General.

File Image Quality: The jpeg quality of the snapshot images to upload or save. The higher the quality the larger the file size.

Ignore triggers when: All triggers will be ignored when the Acquire Variable is set to the Value.

Tip: as:light trigger jumps to a page that must be displayed for a certain period without Motion Trigger jumping to another page you can set a variable when the page is entered and reset it when exited. The Value can itself be a variable.

Storage Tab.

Use this tab to configure where you would like snapshots to be stored when Saves and Uploads are triggered.

Areas Triggers Setup Storage

FTP

Server:

User:

Password:

Destination Folder:

Port: 21 PASV Mode

Save 1st Image As:

Local

Image Folder: ...

Maximum files: 1000 (0 = unlimited)

Save 1st Image As:

FTP: Enter the details of an FTP server. Images will normally only be uploaded when motion is detected. If you require an initial snapshot enter a filename into **Save 1st Image As**.

Local: Enter a folder to save snapshots to on the local drive. Use the "... " button to browse for a folder.

Maximum number of files: that should be stored. If the number of files is greater than this amount then oldest ones are deleted to keep the file count at this level. If this value is 0 then the number of files allowed is unlimited.

Images will normally only be uploaded when motion is detected. If you require an initial snapshot enter a filename into **Save 1st Image As**.