

# ScreenFeed App

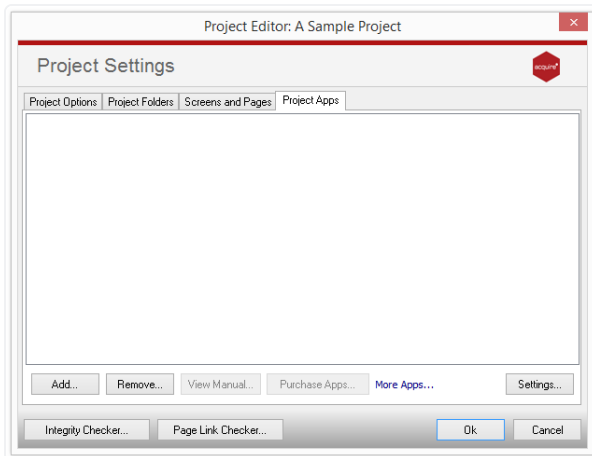
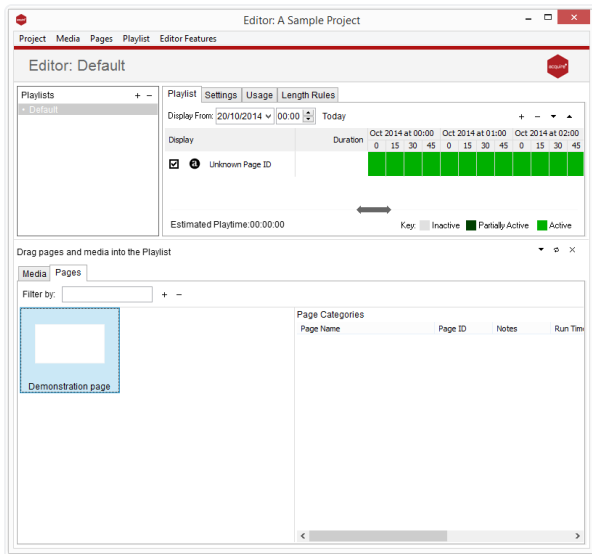


## Introduction.

This app downloads feed data from Screenfeed for use by Screenfeed's flash animations, and for use within Acquire. The Screenfeed app will cache feed data for use when the Internet connection has been lost. You can filter a feed's items to only include ones that you require and/or exclude ones you don't, based on keywords.

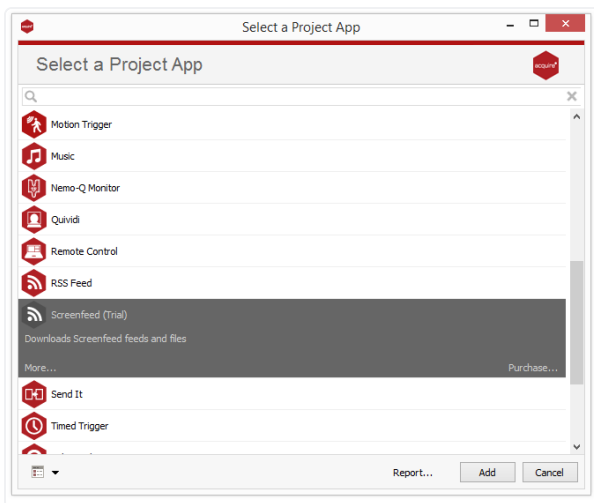
## Adding the app to your project.

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.

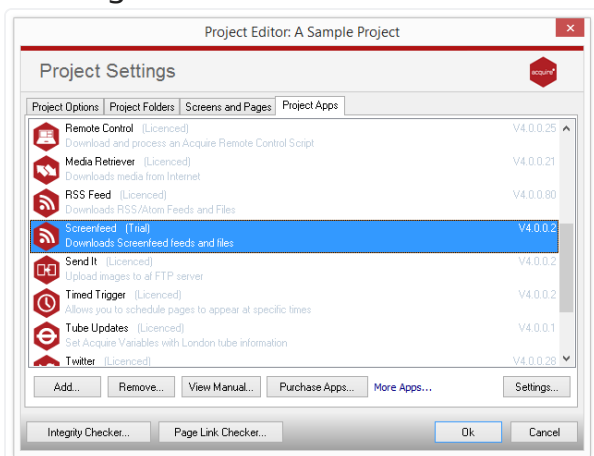
Select the app you require from the list.



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 [Licencing apps](#).

Once you have successfully added your app to the project it will appear in the list. The Project Apps tab of the Project Settings window will now show all apps that have been activated for this particular project that you are working on.



From this page select the app to highlight it and click on the **'Settings'** button to set up your app.

### Usage with Screenfeed flash files.

Screenfeed supply flash animations to display their feed data. Each feed has its own flash animation and you can put these on your Acquire project's pages in the normal way. You will need to obtain special versions of these flash files to work with this Screenfeed app. These look in your project's media folder for feed data rather than downloading it themselves. This Screenfeed app downloads the feed data to the media folder for them. For each flash file, Screenfeed will supply you with the URL of its feed data and the Name of the folder that the flash will look in for its feed data. You then configure this Screenfeed app to download feed data from that URL to the Name folder.

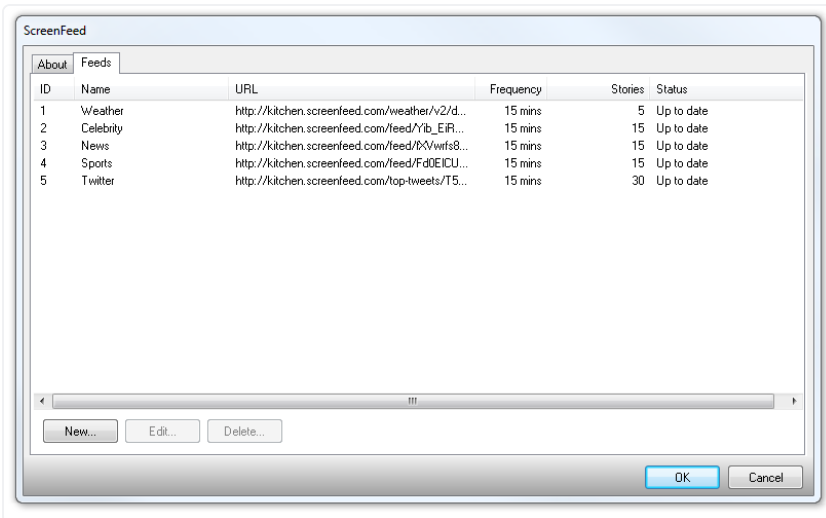
as:lightbulb The Screenfeed app creates a **"{mediaroot}\never send\screenfeed\{Name}"** folder and downloads the URL feed data to that. The flash loads data from **"never send\screenfeed\{Name}"**. Therefore the flash must be placed next to the Never Send i.e. in the same containing folder.

as:lightbulb Please ensure you are using the correct flashes i.e. the ones made specifically for use with this project app.

## Usage in Acquire.

You can also display the feed data directly in Acquire using External Source or the \$\$\_SCREENFEED Acquire Variable.

## App Options - Feeds Tab.



The Feeds List. This is an overview of the feeds that the app will download data from. Typically one feed per flash file.

**Name:** The feed's folder name.

**Tip:** This is the name of the folder that the Screenfeed data is saved in. A Screenfeed flash file looks for this folder to load its data from. So you must ensure that the Name is exactly as the flash expects. This information will have been supplied to you with the flash file.

**URL: The feed's source.**

**Tip:** The feed URL will depend on the Screenfeed flash file that you are using. This information will have been supplied to you with the flash file.

**Frequency:** The interval between downloads.

**Stories:** The number of items in the feed.

**Status:** The Feed status e.g. up to date, Checking etc.

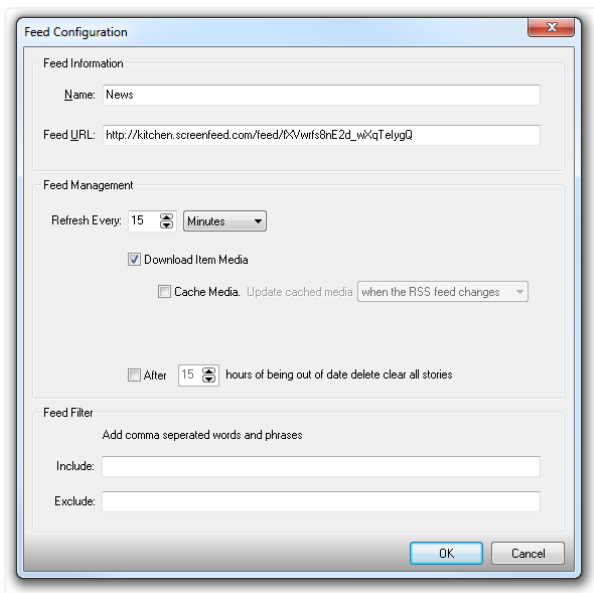
Feeds List management buttons.

**New:** Click to add a new Feed to the List.

**Edit:** Click to edit the selected Feed. Alternatively double-click the selected item.

**Delete:** Click to remove the selected items from the Feeds List.

## New / Edit window



**Name:** for your feed

**Tip:** The Name is the name of the folder that the Screenfeed data is saved in. A Screenfeed flash file looks for this folder to load its data from. So you must ensure that the Name is exactly as the flash expects. This information will have been supplied to you with the flash file.

**Feed URL:**

**Tip:** The feed URL will depend on the Screenfeed flash file that you are using. This information will have been supplied to you with the flash file.

**Feed Management:**

**Refresh Every:** in minutes, that the app will download items from this Feed.

**Download item Media:** Check this box to download media items found in the feed item.

**Cache Media:** Check this box if you want the plug-in to clear the downloaded data from the Feed if it becomes out of date i.e. the Feed is no longer active. Enter the period, in hours, after which the Feed is assumed to be out of date.

**After:** Enter the period, in hours, after which the Feed is assumed to be out of date.

**Feed Filters:**

**Include filter:** Enter a list of words separated by spaces. At least one of these words must be in the title or the description of the Feed item for it to be included. Leave this empty for no Include filtering to be performed.

**Exclude filter:** Enter a list of words separated by spaces. If any of these words are in the title or the description of a Feed item it will be excluded. Leave this empty for no **'Exclude'** filtering to be performed.