

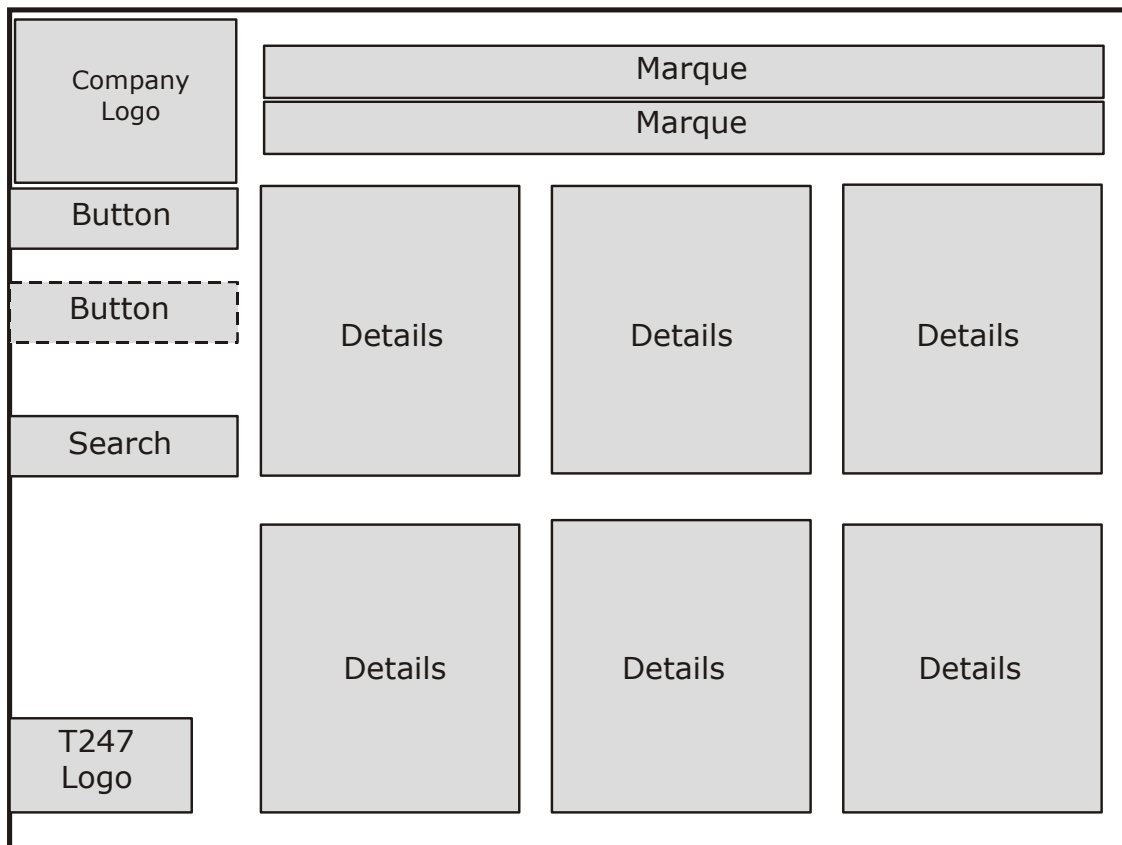


Product Branding Integration

Creating Touch247 backgrounds

The branded backgrounds that are used by the touch247 product are flash movies that are located in the 'interface' directory of the main application. In order that the application loads the background, it must be named '**bg.swf**' and must be located in the interface directory. The background will be scaled to fit the touch247 screen at whatever resolution is configured within the admin application, for best results create the background at exactly the resolution that is to be used.

The main interface items such as the buttons are non configurable as they contain large amounts of ActionScript code. The background file is loaded behind these interface items. A blank template flash file is available that includes guides to show where the locations of these items so that your branding is not hidden. Below is a summary of these items:



The number of buttons is configurable within the Admin247 application.

The background flash movie itself can contain any colours, logo's or animation. For good performance it is preferable to keep any animation limited to small areas, full screen animation may cause the application to run slowly.

Creating touch247 screen savers

The branded screen savers that are used by the touch247 product are flash movies that are located in the 'interface' directory of the main application. In order that the application loads the screen saver, it must be named '**ss.swf**' and must be located in the interface directory. The screen saver will be scaled to fit the touch247 screen at whatever resolution is configured within the admin application, for best results create the screen saver at exactly the resolution that is to be used.

The screen saver must show the main touch247 application on a mouse click or when it has finished running itself. The following ActionScript code must be attached to a movie object within the screen saver:

```
onClipEvent (mouseDown)
{
    fscommand("killScreenSaver");
}
onClipEvent (mouseUp)
{
    fscommand("killScreenSaver");
}
onClipEvent (enterFrame)
{
    Mouse.hide();
    if(_root._currentframe == _root._totalframes)
        fscommand("killScreenSaver");
}
onClipEvent (keyDown)
{
    fscommand("keyDown",Key.getCode());
    if (Key.getCode() == 20){
        if(Mouse.show());
    }
}
```

The screen saver flash movie itself can contain any colours, logo's or animation. For good performance it is preferable to keep any animation limited to small areas, full screen animation may cause the application to run slowly.