Table of contents

1. Using the system

1.1. Menu option №1
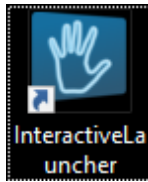
Run the **InteractiveLauncher** program. You will see a program window with a list of games (Pic. 1).
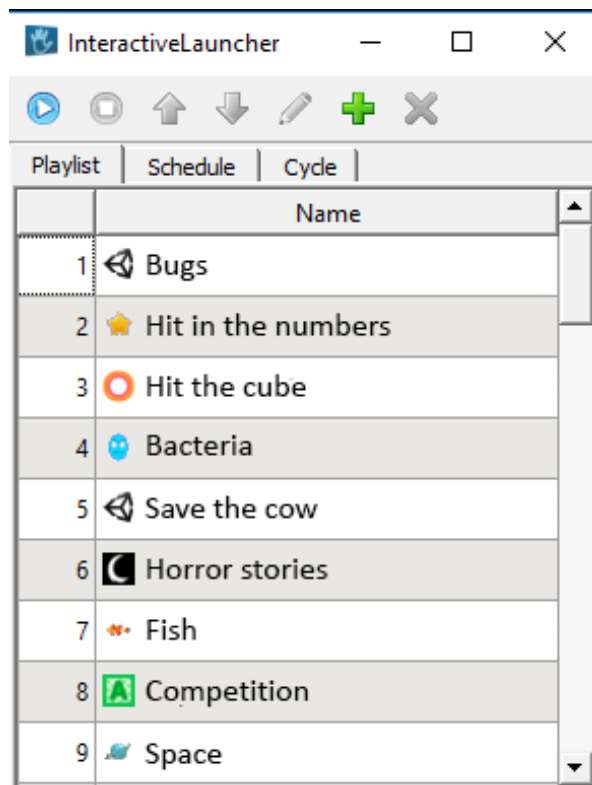
The program can work in three modes – **switching games sequentially by list** in manual mode `Playlist`, **switching by schedule** in automatic mode `Schedule`, **cycling** in automatic mode `Cycle`.

Select the game with the mouse and click on ▶ **Play**. The game will start.

To end the current game and return to the list of games, press ⏹ **Stop** or **ALT + F4** with the game running in full screen.

*1.1.1. Switching mode options sequentially by list:*

To switch to the next game in the list, **press once ALT + right arrow**.

To switch to the previous game in the list, **press once ALT + left arrow**.

Using ⬇ **Down** и ⬆ **Up** you can move the game down/up in the list respectively. Thus, it is possible to group the games in the list for easy switching between them.
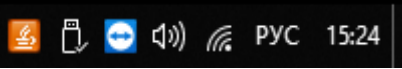
1.1.2. Schedule switching mode options:

To switch to the schedule mode, select ⏹ Schedule (Pic. 2):
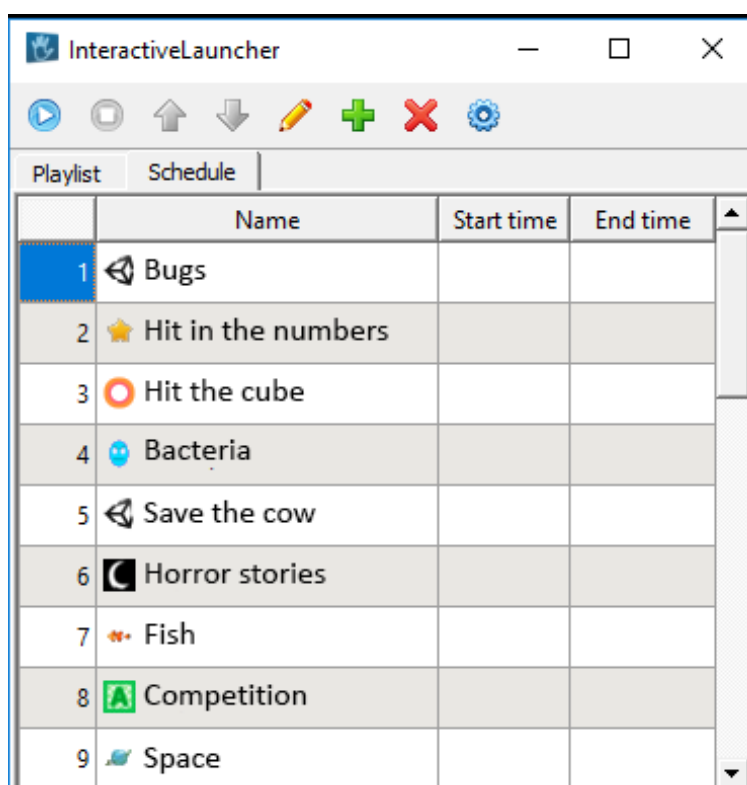
Pic. 2 InteractiveLauncher program window (schedule switching mode)

For any item in the list (game) it is possible to set the start time and the end time of playback. An item for which no start time and end time are set will not be played in this mode.

The time interval (interval) of playback is calculated relative to the time set in the operating system [icon РУС 15:24]. For the schedule switching function to work correctly, it is necessary to check that the time in the operating system is set correctly.

To set the start time, double-click the cell in the column **Start time** for the item of interest (Pic. 3). The time editor will be opened.
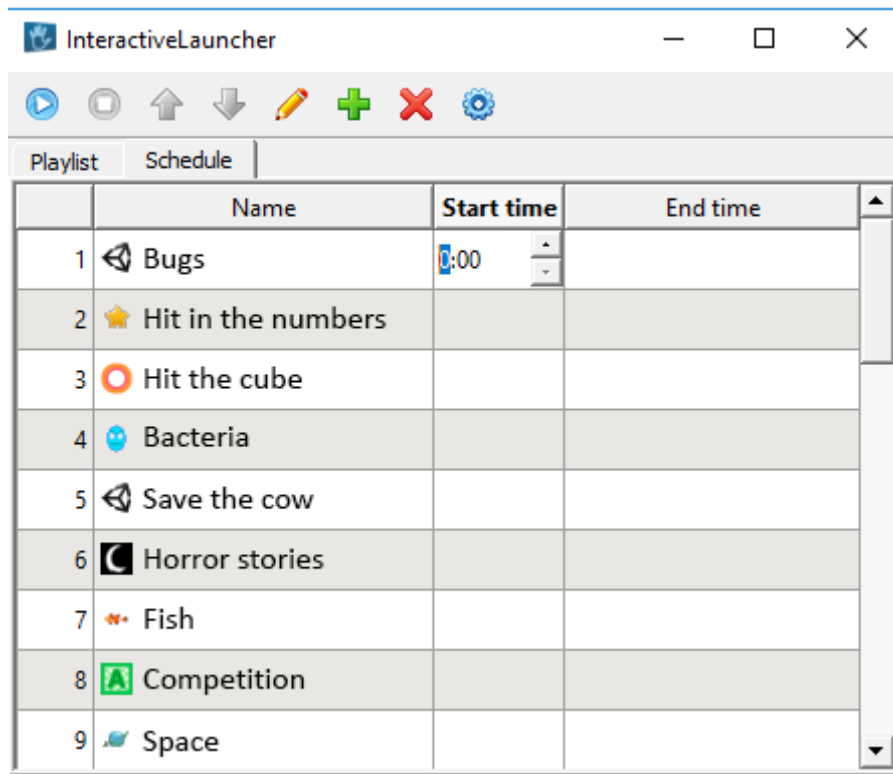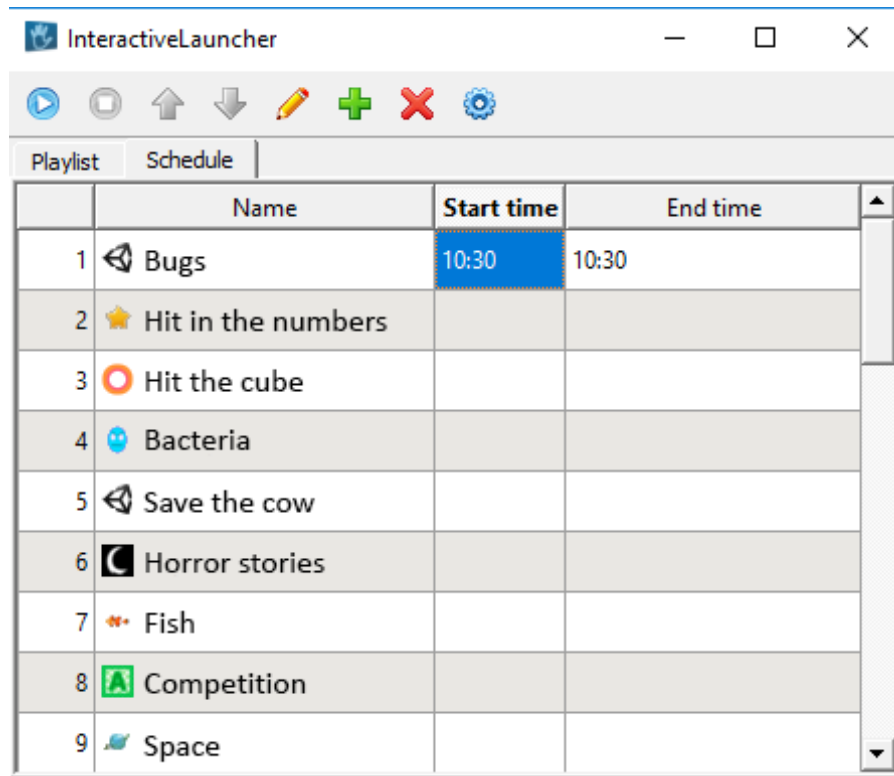
Pic. 3 Setting the start time for a list item

Then select the **hours** or **minutes** by clicking the mouse. The selected section will be highlighted in blue . Then, by clicking on the arrows on the right side of the editor window, you can increase or decrease the value of the selected section, respectively (Pic. 4).
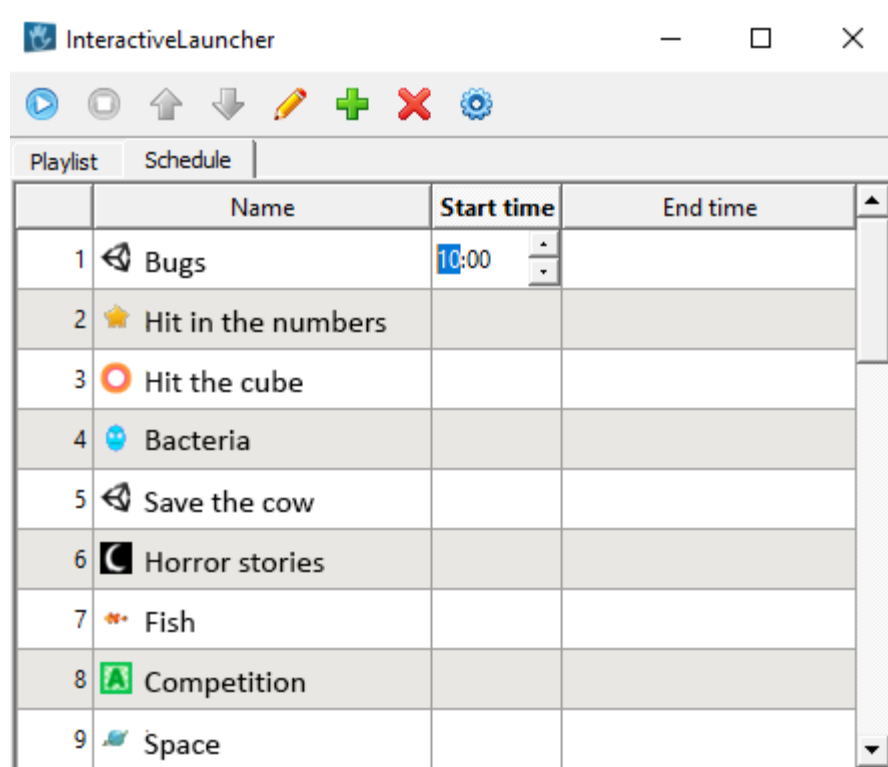
Pic. 4 Example of editing the start time for a list item

To finish the editor, press **Enter**. The set start time will be saved (Pic. 5).

Pic. 5 Finish editing the start time for a list item

In addition, the currently missing **end time** will also be set equal to the start time. This peculiarity of operation appears at the first setting of the time interval at the element.

However, an item with an end time equal to the start time will not be played by the program. It is necessary to set the end time (**End time** column), different from the start time, using the procedure described above (Pic. 6).

Pic. 6 An example of correct setting of playback time interval for a list item

An example of the schedule formed by the user is shown in Pic. 7. The list items are sorted according to the time of their playback, from the earliest to the latest.

Pic. 7 Sample generated schedule, time intervals of elements do not overlap

It is important to note that when generating the schedule, **the time intervals of elements should not overlap.** In case of intersection of intervals the program will generate an error (Pic. 8).
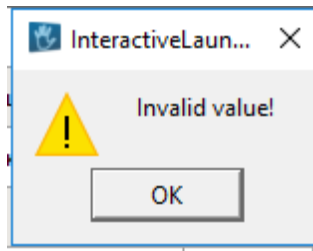
Pic. 8 Error when trying to set intersecting intervals for list items

Another important feature of the program is the rule by which you should edit already set time values:

To move the interval of the list item closer to the evening, you should start editing from the start time. To move the playback interval of an item closer to the morning, start editing from the end time.

If this rule is violated, an intersection error may occur.

As an example, let's move the playback of **Save the Cow** element from the **14:30 - 15:30** interval to **19:30 - 20:30**. If you start editing the interval from **the end time**, the program will generate an error, because the interval **14:30 - 20:30** crosses the intervals of the other list items (Pic. 9).
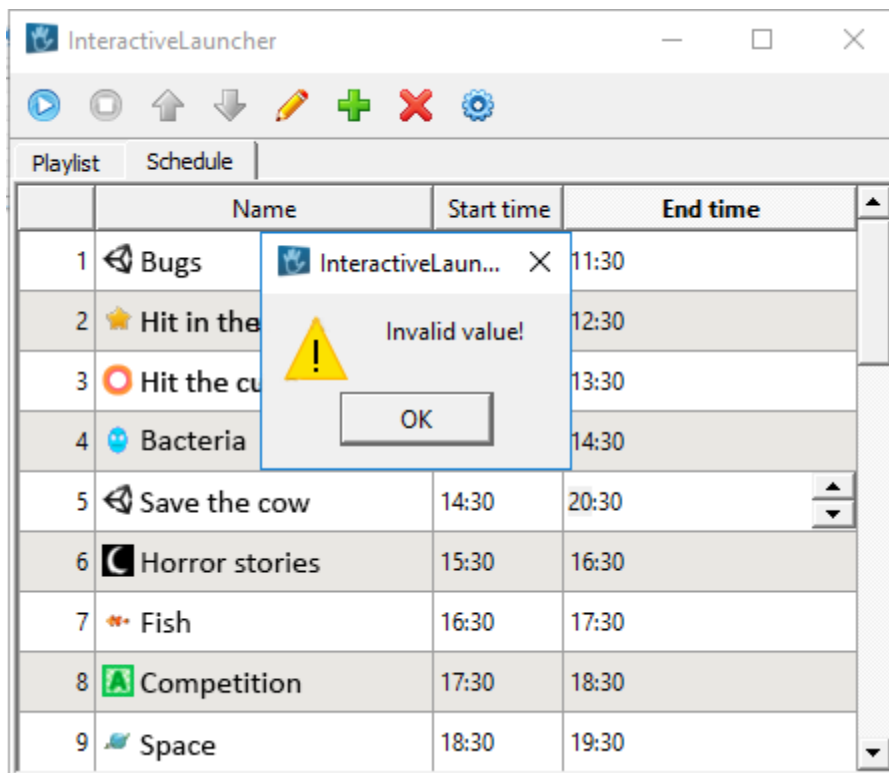

Pic. 9 Interval overlap error when moving the playback time of a list item

To avoid this error, you should start editing from the start time, setting it to **19.30** (Pic. 10).
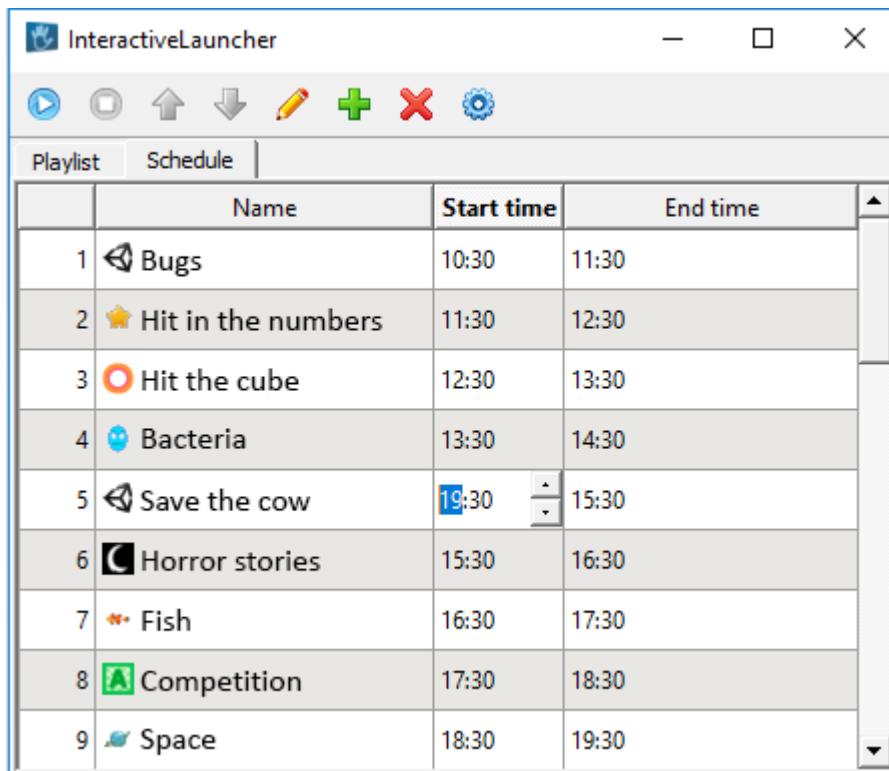
Pic. 10 Setting the start time for moving the element playback closer to evening

The item will be moved closer to the end of the list, according to the rule of sorting the list by time. Next, you should set the end time to **20:30** (Pic. 11).
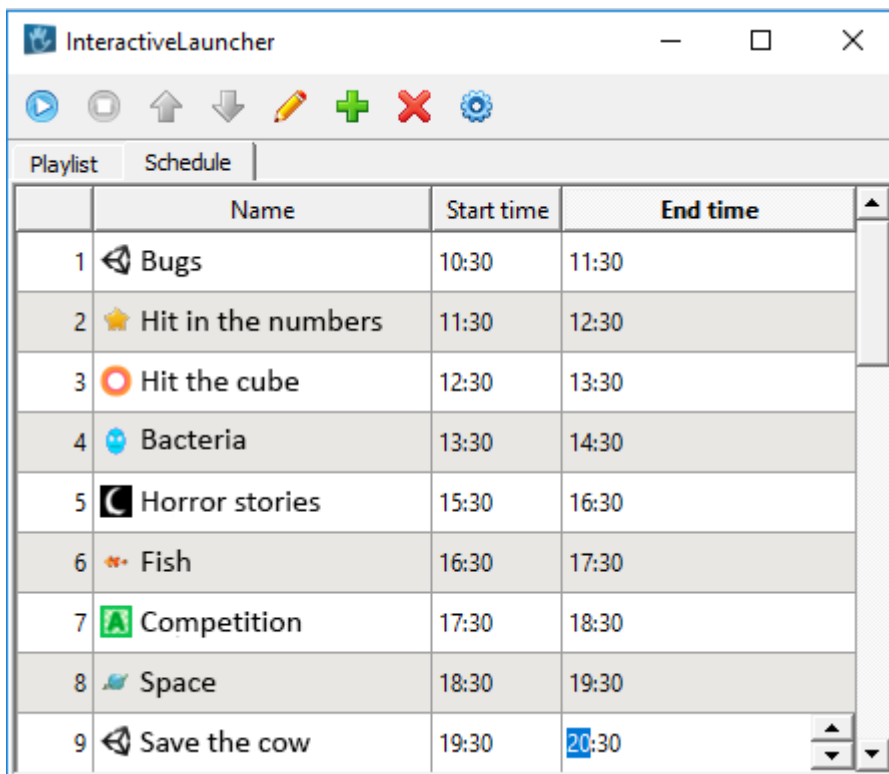

Pic. 11 Set the end time when playing an item closer to evening

To delete an item from the schedule, select it with the mouse and press **DEL**. The fields with the time interval value of the item will become empty, the item will be moved to the end of the list.

1.1.3. Looping mode options:

In the cycle mode, the list items are switched according to the set duration of playback, without reference to a specific time interval (Pic. 12).
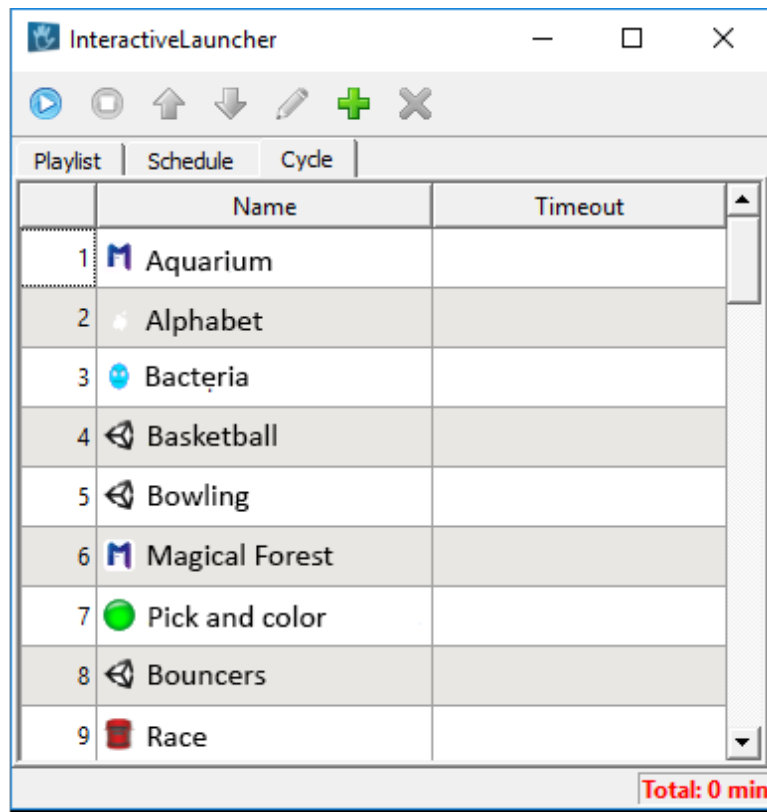
Pic. 12 InteractiveLauncher program window (cycle switching mode)

In the **Timeout** sets the duration of the element playback in minutes (Pic. 13). Items that do not have a duration set are not played in this mode.
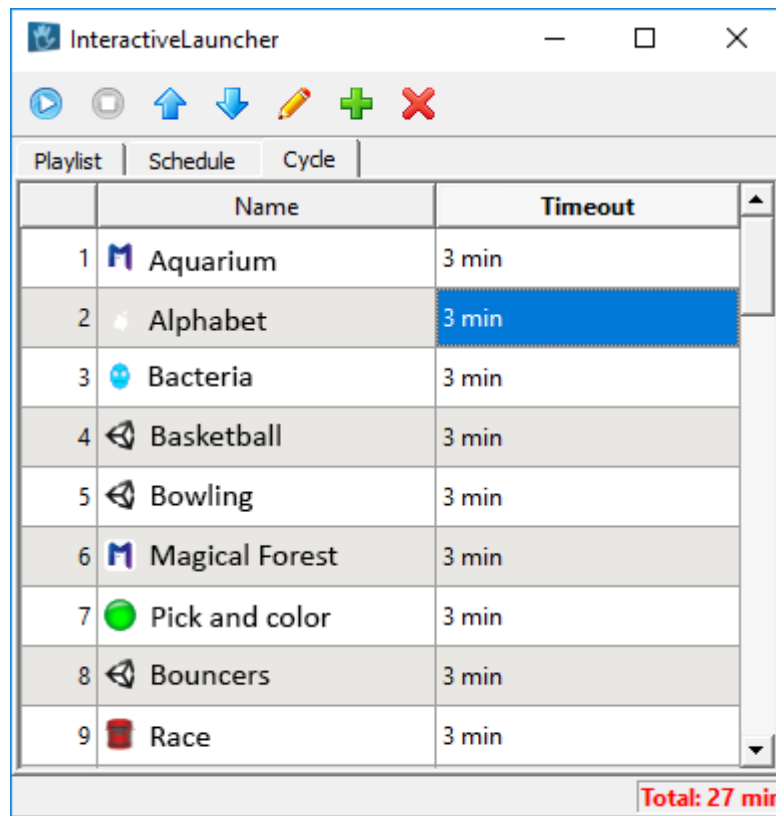
Pic. 13 Setting the duration of elements playback - a sample formed cycle

In the lower right corner the total duration of the cycle is displayed Total: 27 min. You can use Down и Up to move the item that has a set playback duration down/up in a loop, respectively.

To remove an item from the loop, select it with the mouse and press **DEL**. The field with the item duration value will become empty, the item will be moved to the end of the list (Pic. 14).
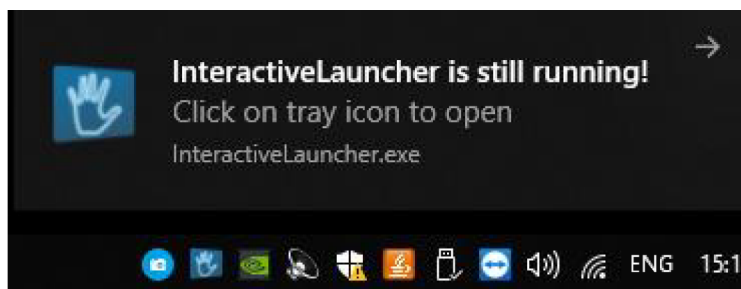
Pic. 14 Example of removing an "Alphabet" game from a cycle

When you press , the program goes to work in the background. The program icon is displayed in the system tray (Pic. 15).

Pic. 15 InteractiveLauncher running in the background

To open the program window, left-click the icon or select **Open** from the context menu. To terminate the program, select **Exit** from the context menu (Pic. 16).

Pic. 16 InteractiveLauncher context menu in the system tray

To end use of the system, for example overnight, use the remote to turn off the projector. The next day, turn the projector back on and use the system.

Note! If it becomes necessary to shut down the computer, we kindly ask you to do it correctly via the Start menu. In case of a rude power outage there is a high probability that the system configuration will be disturbed and then a complete reinstallation of the software will be necessary.

1.2. Menu option №2

To change program view mode from option №1 to option №2 (and vice versa) you should press **Ctrl+Shift+S** (Pic. 17).

Pic. 17 InteractiveLauncher program (menu option №2)

You navigate through the list of games by swiping up and down on the controlling multitouch monitor (or mouse). Selecting a game is done by tapping the game icon on the multitouch monitor (or with the mouse). The selected game is displayed in a blue frame (Pic. 18).
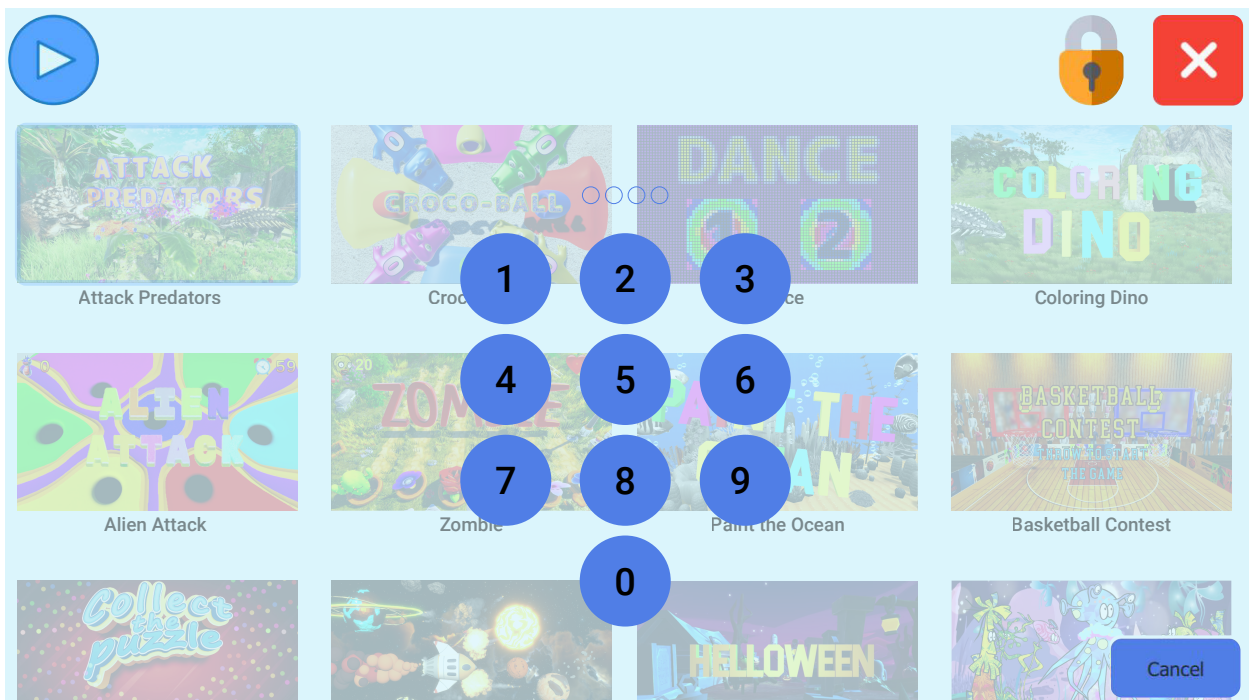

Pic. 18 Selecting a game to launch

To start the selected game, press **Play** .

To end the game, press **Stop** , that will be displayed in place of the **Play** while the game is running.

To end the program, press **Exit** .

It is possible to set a password for any actions with the program (Pic. 19). To do this, you need to contact technical support.

Pic. 19 Setting a password to work with the program