

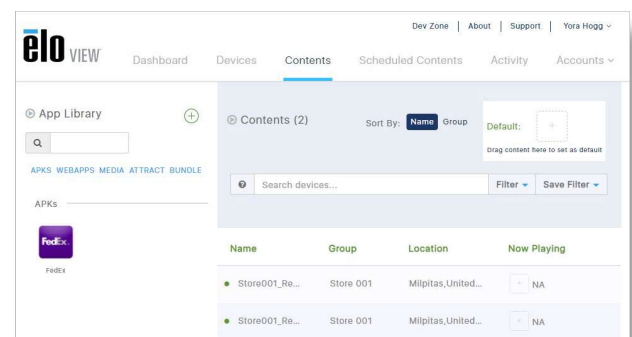
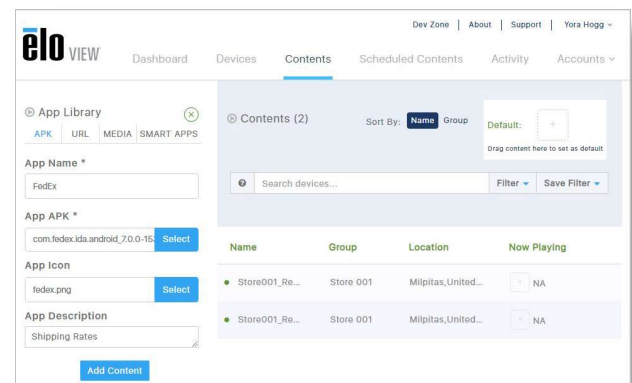
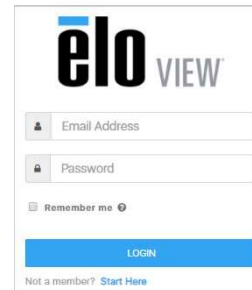


Content Uploads (App Library)

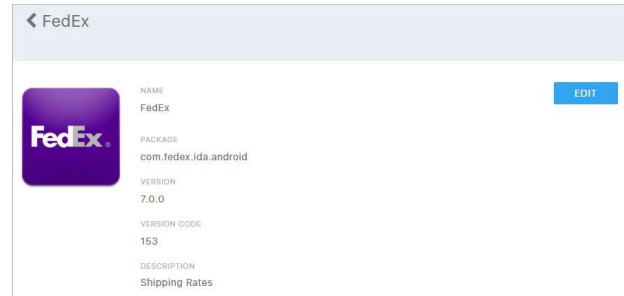
With EloView, you have complete control over what's running on your devices. Start by uploading content to the App Library. EloView supports Android Apps (APKs), websites and web applications, as well as media files (MP4, PNG, JPG, PDF, and TXT). You can even setup an attract loop that automatically runs when the device is not in use, typically to encourage customers to interact with the device.

Adding an Android App (APK)

1. Login to the EloView website – <https://manage.eloview.com>
2. In the “Contents” area, click the **Plus Sign (+)** in the App Library
3. By default, you have the option to add an application (APK). Specify the following:
 - The application name
 - Note: some people include the app version in the name to allow for quick searches of devices by app name and version
 - Browse to the APK file
 - Browse to the APK icon file
 - A short description of the application
4. Click the **Add Content** button when ready
 - Note: it may take a few minutes to upload the new application to the App Library.
5. If successful, the new application will be displayed in the App Library under APKs.
6. To edit or delete the application, double-click the icon in the App Library.



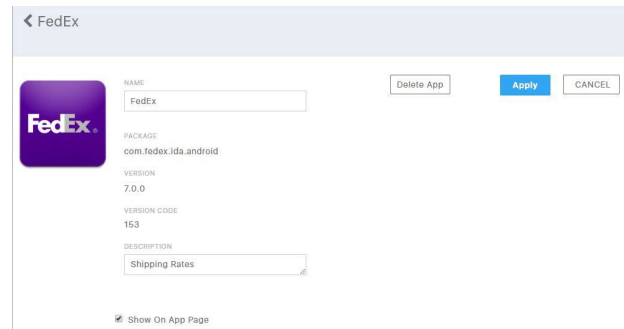
7. Click the **Edit** button



8. Edit the application name and/or description and then click the **Apply** button

9. Select the “Show on Apps Page” setting to have the app displayed in the “Apps” section of the device Control Panel.

10. To delete the application, click the **Delete App** button



Adding a Website/Web Application

11. In the “Contents” area, click the **Plus Sign (+)** in the App Library

12. Click the **URL** link

13. Use the switch to choose the appropriate web app type:

- Web (online website)
- Local (local HTML file)

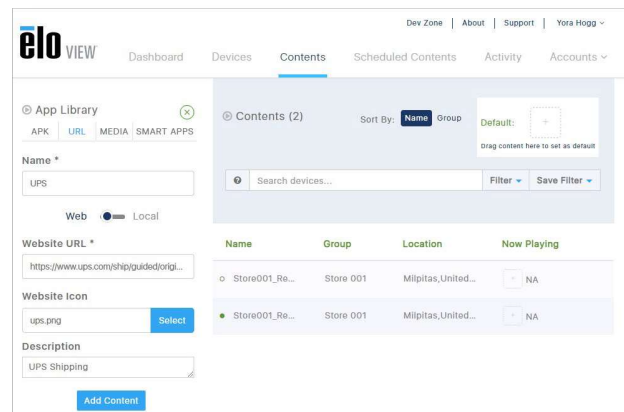
14. For a website, specify the following:

- The website name
- The website address (URL)
- Browse to the website icon file
- A short description of the website

15. For a local web application, specify the following information:

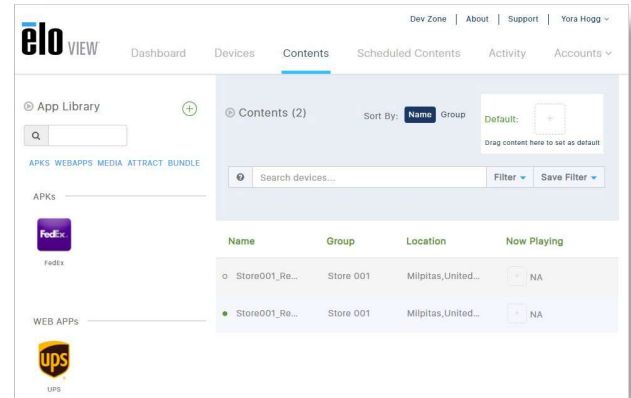
- The web app name
- The web app upload folder (this is a single zip file of all web application files, folders, and subfolders)
- The web app home page (located within the zip file)
- Browse to the website icon file
- A short description of the website

16. Click the **Add Content** button when ready



17. If successful, the new website will be displayed in the App Library under WEB APPS.

18. To edit or delete the website, double-click the icon in the App Library.

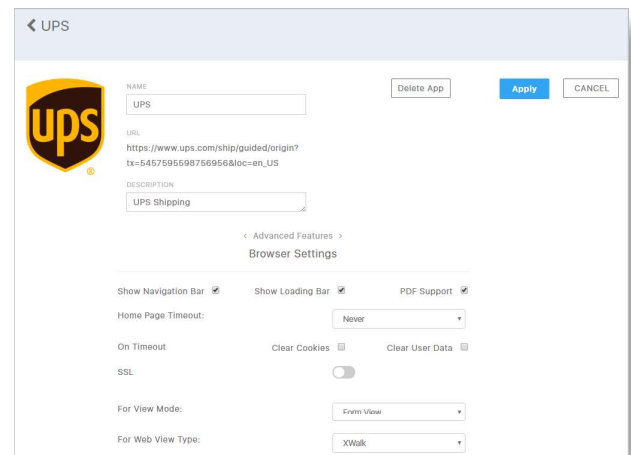


19. Click the **Edit** button



20. Make all necessary changes to the website in order to enhance performance, customize the user interface and clear browser data:

- Website name and/or description
- Show/hide the navigation bar
- Show/hide the loading bar
- Support/Not Support PDF documents
- Establish a timeout period (inactive time) after which the system will return to the home page
- Designate a View Mode – Full View or Form View. Select “Form View” for automatically scrolling within the website.



- Web View Type – choose the browser rendering engine to use. Select “Native” to use the default Android Chrome-based WebView (WebKit). Select “Xwalk” to use the Crosswalk WebView. Crosswalk is effectively a modified version of Chromium, the open source basis of the Google Chrome browser, and provides better performance, more video codec support and HTML5 features like WebGL, WebRTC, IndexedDB, Web Sockets, CSS3. Moreover, it has been optimized for running continuous display devices.
- User Agent – choose which browser (version and operating system) to use. Default user agent is Mozilla/5.0 (Linux; Android 7.1; EloView 2.0/MSM8953) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/54.0.2840.68 Mobile Safari/537.36.
- Append information (site name, device name, or serial number) to the website address. This is considered a Smart URL and allows you to track individual device use and potentially customize the website experience for each device. For example, smart URLs can be used to display a store’s inventory.
- Enable/disable the hardware layer to speed up buffering of online videos

- Enable/disable the virtual keyboard
- Enable/disable SSL
- When done, click the **Apply** button

Adding a Media File (Zip File, MP4, etc.)

21. In the “Contents” area, click the **Plus Sign (+)** in the App Library

22. Click the **MEDIA** link

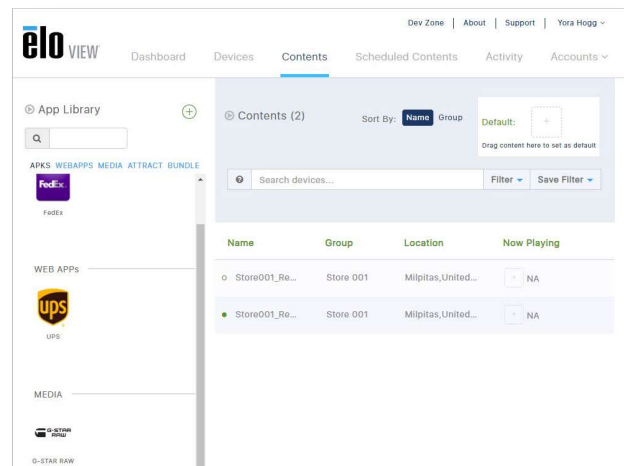
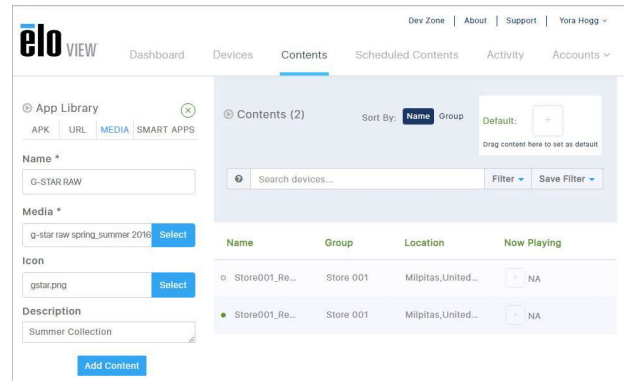
23. Specify the following:

- The media file name
- Browse to the media file
- Browse to the media icon file
- A short description of the media file

NOTE: make sure to create a zip file for any miscellaneous data packages (e.g. configuration files) before uploading to the App Library. Once deployed to devices, this miscellaneous data will be store in this location:
/sdcard/elo/downloaded_content/slides/media.

24. Click the **Add Content** button when ready

25. If successful, the new application will be displayed in the App Library under MEDIA.



Adding Customer “Attract” Loop (Screensaver Mode)

26. In the “Contents” area, click the **Plus Sign (+)** in the App Library

27. Click the **SMART APPS** link

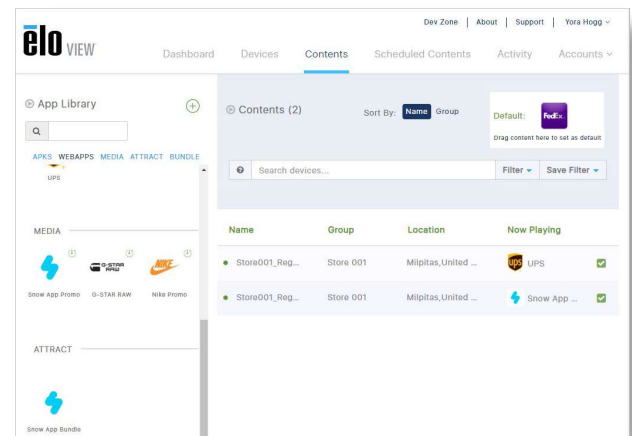
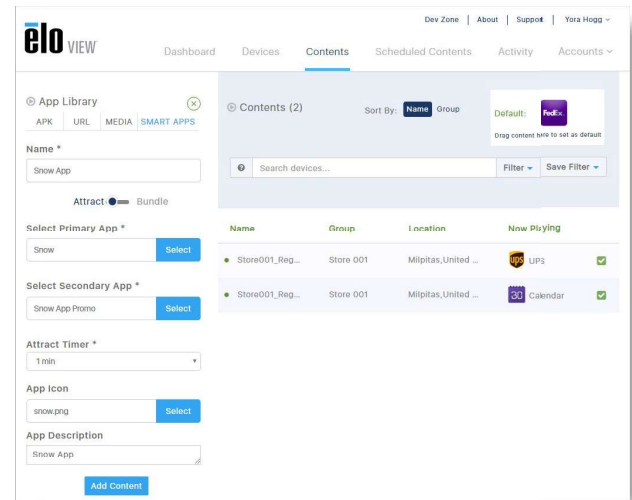
28. Select the **Attract** Smart App Type

29. Specify the following:

- Browse to the primary application
- Browse to the secondary customer “attract” loop (screensaver) designed to encourage users to interact with the display
- Set the attract timer i.e. how many minutes of inactivity before the “attract” content plays automatically
- Browse to the attract icon file
- A short description of the application bundle

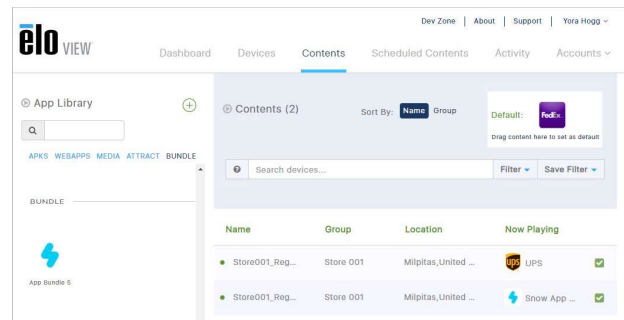
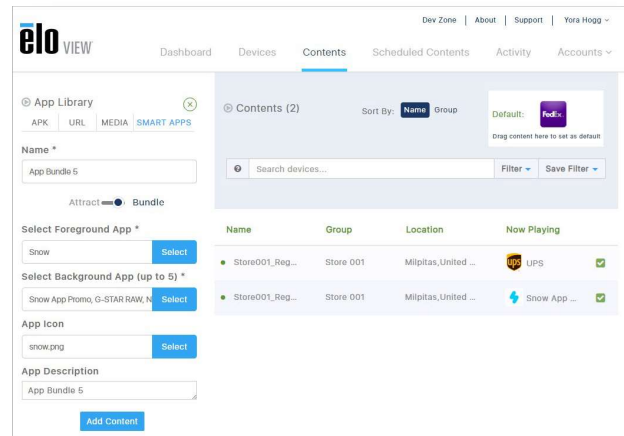
30. Click the **Add Content** button when ready

31. If successful, the new primary + attract combination will be displayed in the App Library under ATTRACT.



Adding a Content “Bundle”

32. In the “Contents” area, click the **Plus Sign (+)** in the App Library
33. Click the **SMART APPS** link
34. Select the **Bundle** Smart App Type
35. Specify the following:
 - Browse to the foreground application
 - Browse and select up to five background apps
 - Browse to the bundle icon file
 - A short description of the application bundle
36. Click the **Add Content** button when ready
37. If successful, the new bundle will be displayed in the App Library under BUNDLE.



Downloading Content from the App Library

38. To download content, double-click the icon in the App Library
39. Click the **Download** button

