



TDM - How To setup interactivity

Introduction

With TDM Interactive you can control what and when you want to display specific content using third party hardware like buttons, motion sensors or even connect it to an existing fire alarm.
The system works by calling a specific unique URL that triggers a selected playlist to be played on a player or selection of player of your choice.

For this system to work you need some hardware that can detect an input and call the generated URL. The cheapest way to do this would be an Arduino together with a sensor of your choice.

Please visit <https://www.arduino.cc/> for more information.

Some fire alarm systems as well as corresponding DEC phone systems can trigger a pulse that can be connected to the Arduino. (some DEC phones even offer to option to call an URL on certain conditions) With this you could display a unique floorplan on each player in the building in the case of an alarm.

Requirements

If you want to setup interactivity you need to meet the following requirements:

- Have administrator access to the designer

How To setup interactivity

1. Select "Interactive" from the menu on the left side.



2. Select "New Interaction" to create a new interactive rule.



3. In the pop-up which will open you need to fill in the following fields:

Name: Name of your interaction.

Playlist: The playlist which should be played once the interaction is triggered.

Allow interruption: Select if the playlist can be interrupted (i.e. by another sensor), or if it should be played completely once it is started.

URL Code: The code which should be used in the URL of the interaction. (a random code will be generated automatically)

Unique URL for each player: Check this option if you want every selected player to get a unique URL to show the above playlist. If this option is not checked all players are triggered by the same URL and when this URL is requested, all players will show this playlist.

Players: In the tab called players you can select the players which should be assigned to this interaction.

[CREATE A NEW INTERACTION](#)

General | **Players**

Name

Playlist

Allow interruption

URL Code

Unique URL for each player

4. Once you have configured your interaction you can select "Save". The interaction will be created and you will be forwarded to the overview of the created interaction.

5. From this overview you can see the interaction URL which can be used to trigger the event. Once this URL is triggered the configured playlist will be served on the players assigned to your interaction.

INTERACTION URLS

The url that can be requested for each player is stated below. When it is requested, the player will immediately play the chosen playlist.

| | |
|-------------|---|
| TDM Signage | https://eventservice.tdm signage.com/123345566788-12345-1245-12356-12344667788899/TDM-Signage |
|-------------|---|

Once you reach this step you have successfully created your interaction, from this point the URL can be triggered and the content will be served to the assigned players.