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Apple Media Tool 2.0: How to Create an Idle Command (4/96)

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TOPIC ---

In Apple Media Tool 1.x there was an Idle command that would cause the title to
link back to a specific screen after a specified time of inactivity. This was
useful for projects that played in kiosks. This article describes how to do this
same thing with Apple Media Tool 2.0?

DISCUSSION --

Here is one example of how you can achieve this same functionality in Apple
Media Tool 2.0.

In this example, you are setting a duration for a background and for a text
field (timeout.txt). These objects are the timers. The timeout.txt object is a
text object that asks the user "Do you need more time? Click here to
continue".

Note:
This article assumes you already know how to import media, create a screen,
change actions, create commands, change commands, and other basic media tool
procedures. If you do not know how to do this, please refer to the Apple Media
Tool User's Manual.

Step 1 - Set Background Duration Time

Set a duration, in ticks*, for the background.

* 60 ticks = 1 second

The duration should be fairly long. When the duration elapses, the assumption is
your audience has lost interest or walked away from the kiosk.

Step 2 - Assign Commands for the Background

Here is a chart of the event/action for the background.

Begin_Table

```
+==================+==============+=======================+
| Background Object |    Events    |        Actions        |
|                  +--------------+-----------------------+
|                  | After Display | Start Itself          |
|                  +==============+=======================+
|                  |              | Go To Beginning Itself |
|                  |              +-----------------------+
|                  | Finished     | Show Timeout.txt      |
|                  |              +-----------------------+
|                  |              | Start Timeout.txt     |
+==================+==============+=======================+
```

End_Table

Step 3 - Set Timeout.txt Duration Time

Set a duration, in ticks*, for the background.

* 60 ticks = 1 second

Step 4 - Assign Commands for Timeout.txt

Here is a chart of the event/action for Timeout.txt

Begin_Table

```
+==================+==============+============================+
| Timeout.txt Object |    Events   |           Actions          |
|                  +--------------+----------------------------+
|                  | Before Display | Hide Itself               |
|                  +==============+============================+
|                  |              | Hide Itself                |
|                  |              +----------------------------+
|                  |              | Stop Itself                |
|                  | Mouse Up     +----------------------------+
|                  |              | Go To Beginning Itself     |
|                  |              +----------------------------+
|                  |              | Start Background           |
+                  +==============+============================+
|                  | Finished     | Go To XXX (screen preferred) |
+==================+==============+============================+
```

End_Table

If timeout.txt finishes, meaning nobody clicked to continue, then it links back

to the main screen, or wherever you want.

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