SPINETIX™

N°1 IN DIGITAL SIGNAGE SOLUTIONS

Elementi

Quick Guide

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System Requirements

Windows

- Microsoft® Windows® 10, Windows® 8.1, Windows® 7 with Service Pack 1, Windows® Vista with Service Pack 2.
- A 32-bit or 64-bit processor (Elementi is a 32-bit application, but it also runs on a 64-bit processor)
- 200 MB of available hard-disk space for installation
- Intel® Pentium® 4, AMD Athlon® 64 processor or newer that supports SSE2 instruction set
- 4GB of RAM
- Resolution above 1024x768 DirectX 9.0c or later with 32-bit color

Elementi cannot be used without activation. Internet connection is required for download, activation, and reactivation.

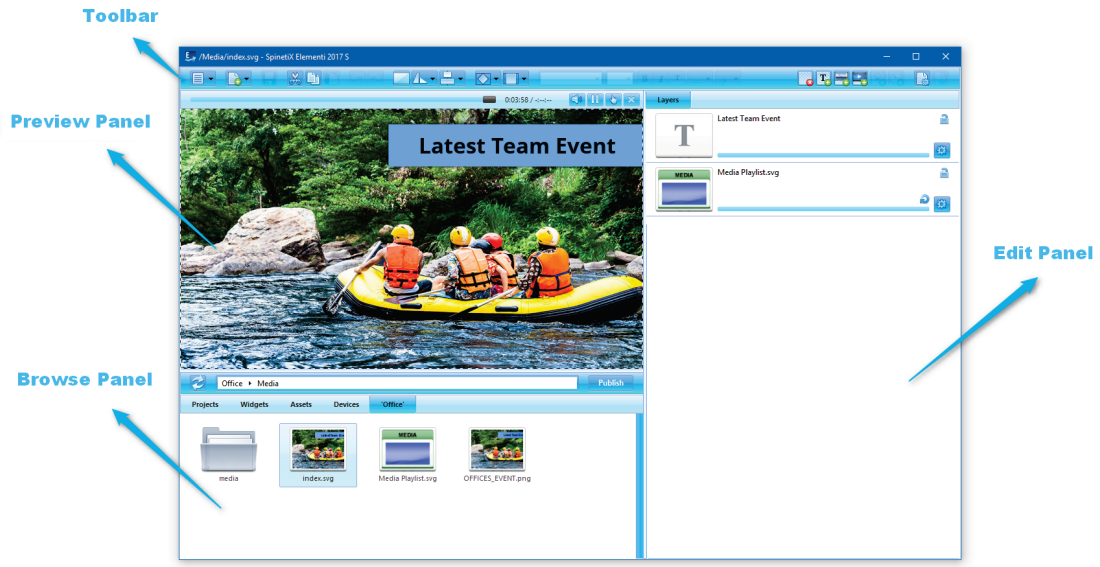
Notes

- *Mac OS is not supported, however Boot Camp (with or without Parallels Desktop) runs compatible versions of Microsoft® Windows® or Intel-based Mac*
- *Linux OS is not supported*
- *Windows® Server OS is not supported*
- *Virtual machine is not recommended mostly for performance reasons*

Getting Started

Panels and Views

The main Elementi window consists of four panels and allows horizontal and vertical view.



Panels

Preview panel

Allows viewing projects, layouts and playlists (see *Preview panel, p14*)

Edit panel

Alows editing components such as properties, layers, playlist items and schedule (see *Edit panel, p16*)

Schedule Panel

Allows assigning the time slot for media to play at a particular time, or with certain recurrence (see *Schedule Panel, p18*)

Browse panel

File repository (see *Browse panel, p19*)

Views

To change a view, select *Orientation* (under Menu>View icon in the toolbar), and choose *Horizontal* or *Vertical*.

Toolbar

The toolbar contains icons used to perform the most frequent actions. The toolbar is context sensitive, and depending on the task performed, only relevant icons will be shown. When hovering the cursor over an icon, a tooltip will appear. Some icons offer more options and these can be viewed by clicking on the downward pointing arrow. You can also access some of the functions of the toolbar buttons via hotkeys.

Menu
Access to main menu (file, edit, settings, etc.)

New
Creation of new project, layout, playlist, etc. *(CTRL+N)*

Save
Saving project, layout, playlist, etc. *(CTRL+S)*

Cut
Moving selected data to clipboard *(CTRL+X)*

Copy
Creation of duplicate data in clipboard *(CTRL+C)*

Paste
Placing of copied data from clipboard *(CTRL+V)*

Undo
Undoing the last change done *(CTRL+Z)*

Redo
Reversing the *Undo* feature *(CTRL+Y)*

Fit Screen
Making the selection occupy the entire screen

Media Rotation
90CW, 90CCW, 180, horizontal and vertical mirroring

Media Align
Left, right, center, top and bottom selection alignment

Media within Selection Fit
Selection fit, boundaries meet, and media slice

Media within Selection Align
Left, right, center, top and bottom media alignment

Back
Going back to previous document

Multiscreen
Selecting screen to view

Text Bold
Style choice of bold

Text Italic
Style choice of italic

Text Color
Style choice of color

Text Horizontal Align
Left, center, right and justified text alignment

Text Vertical Align
Top, center and bottom text alignment

Delete Layer
Deletion of a layer *(Del)*

Add Text Layer
Adding new text layer *(Insert)*

Add Media Layer
Adding new media layer *(CTRL+Insert)*

Add Streaming Layer
Adding new streaming layer

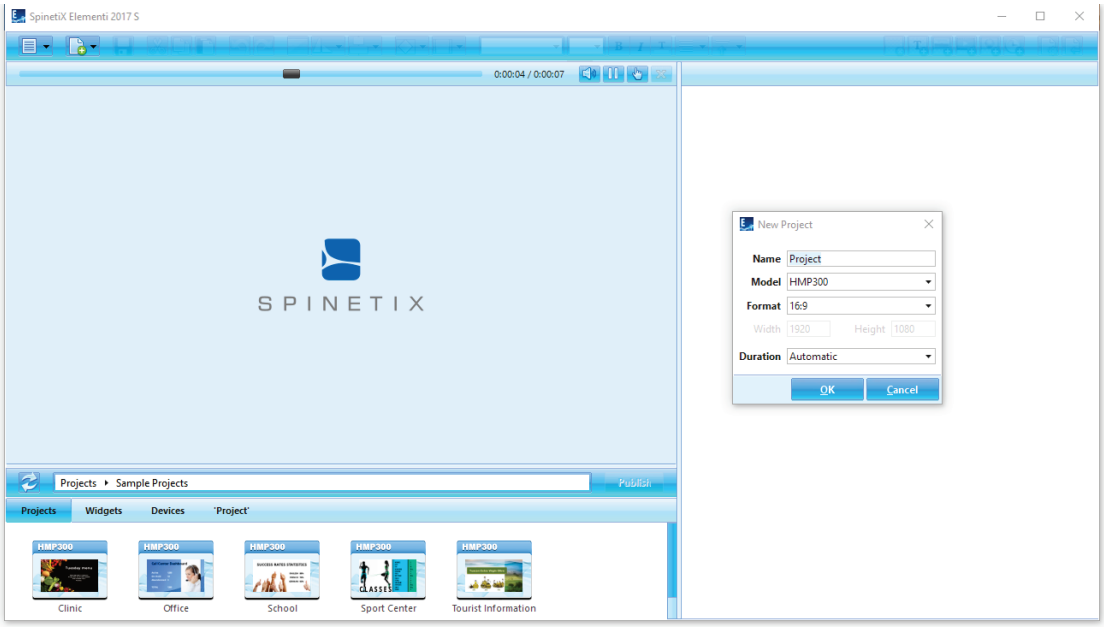
Add Web Page Layer
Adding new web page layer

Schedule Media
Adding media into schedule

Document Properties
Setup dialog (background color, transitions, etc.) *(CTRL+I)*

Project

A project contains all the files put together to create digital signage content for your screen(s).



Project Components

A project contains a master file and any combination of images, videos, playlists, and/or layouts. The master file (index.svg) allows viewing a project. Your project may also contain schedule, scripts, data, etc. It is possible to place any number of layouts and playlists, as well as a schedule within a project.

Creating a New Project

To create a new project, select *New Project* (under the New icon in the toolbar), and set a project name, a target device, display format, duration, etc. These properties can be changed at any time. The new project is automatically saved under the *Projects* (tab in the Browse panel). Projects can be grouped together in a collection (folder).

Viewing your Project

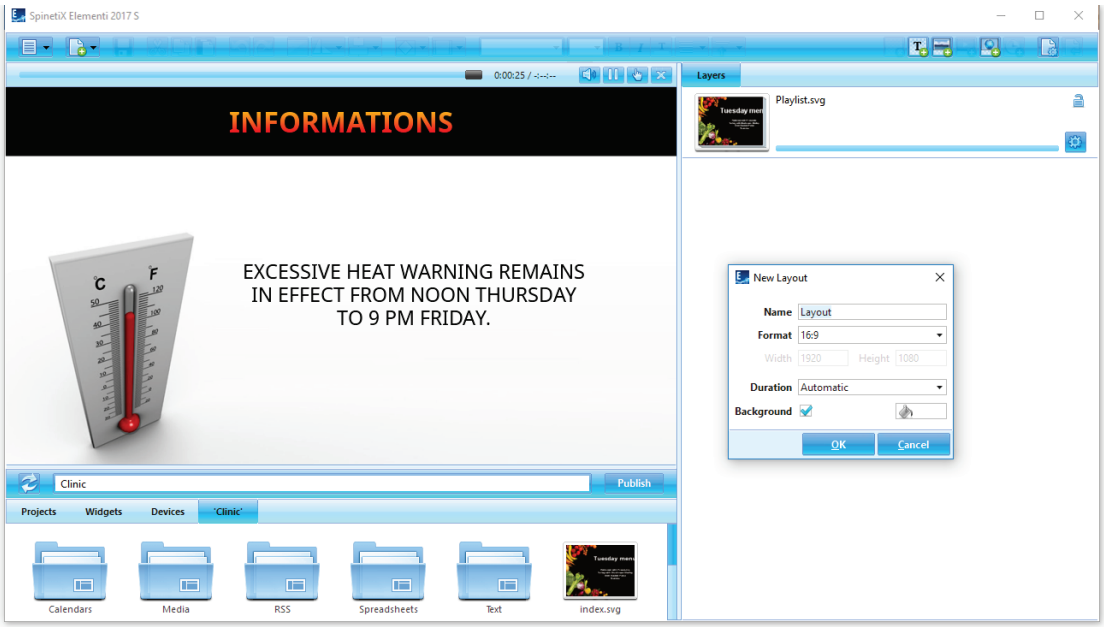
To view a project in the Preview panel, double-click on the project (icon in the Browse panel). All project files will now appear (in the last tab of the Browse panel). The project name will automatically appear as the name of the last tab.

Properties

To view and modify the project properties, click on *Document Properties* (icon in the toolbar).

Layout

A layout is media arranged in a particular way.



Creating a New Layout

To create a new layout, select *New Layout* (under the New icon in the toolbar), and set the name, format, background color, duration, etc. These properties can be changed at any time. The new layout is automatically saved inside the current project.

Using Layouts

Layouts can be used in a project, a playlist or in a schedule. Layouts can be dragged and dropped into the Edit panel. Any number of layouts can be created within a project.

Editing Layouts

To edit a layout, double-click on the layout (icon in the Browse panel). To view a layout in the Preview panel, double-click on the layout master file (index.svg). To add media, drag and drop the media (files) from the Browse panel into the Preview or Edit panels. To add text, click on *Add Text* (icon in the toolbar). Each added media or text automatically gets its own layer in the Edit panel.

Properties

To view and modify layout properties, click on *Document Properties* (icon in the toolbar).

Playlist

A playlist is a series of items that play in sequential order.

Creating a New Playlist

To create a new playlist, select *New Playlist* (under New icon in the toolbar), and set the playlist name, transition, duration, etc. These properties can be changed at any time. New playlists are automatically saved inside the current project.

Using Playlists

Playlists can be used in projects, layouts, in another playlist or in a schedule. A playlist can be dragged and dropped into the Preview or Edit panels. Any number of playlists can be created within a project.

Editing Playlists

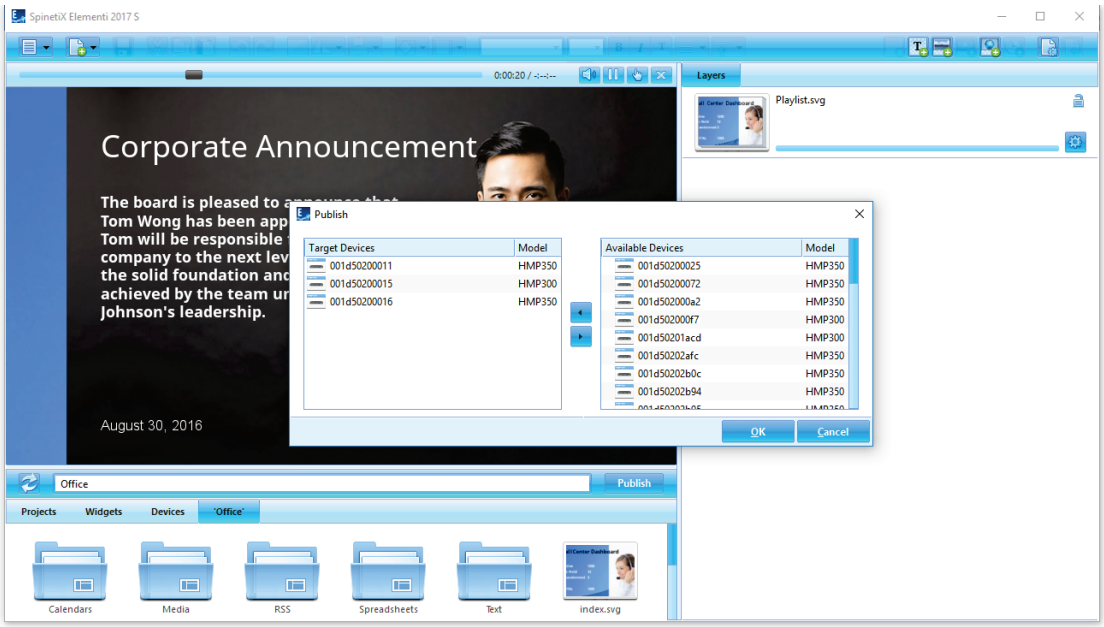
To edit a playlist, double-click on the playlist (icon in the Browse panel). To view a playlist in the Preview panel, double-click on the playlist master file (playlist.svg). To add media in a playlist, drag and drop the media (files) from the Browse panel into the Edit panel.

Properties

To view and modify playlist properties, click on *Document Properties* (icon in the toolbar).

Publishing your Project

Publishing is the action of copying your project to one or multiple devices.



Publishing a Project

To publish your current project, click on *Publish* (button above Browse pannel). To publish another project within *Projects* (tab in the Browse panel), select the respective project, and then click on *Publish* (button above Browse pannel). In both cases, the Publish dialog opens.

Target Devices

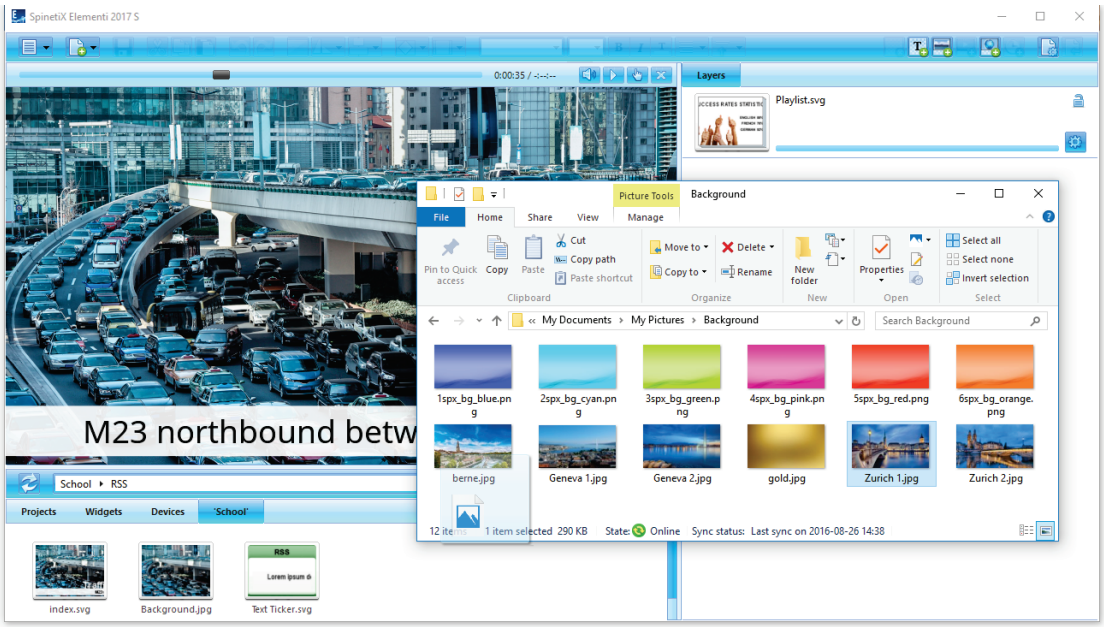
To add or remove target device/s, click on *Add/Remove* (button). Select the target device/s for the project to be copied to. Once added, target device/s will remain in the *Target Devices* list until removed.

Republishing Projects

Republishing a project will only copy the modified files.

Importing

Importing is bringing files from any location to a project.



Importing Files

To import file/s, drag and drop the file/s from Microsoft® Windows® Explorer to the Browse panel, or use the *Import* feature (right-click on an empty space in Browse panel).

Image Formats

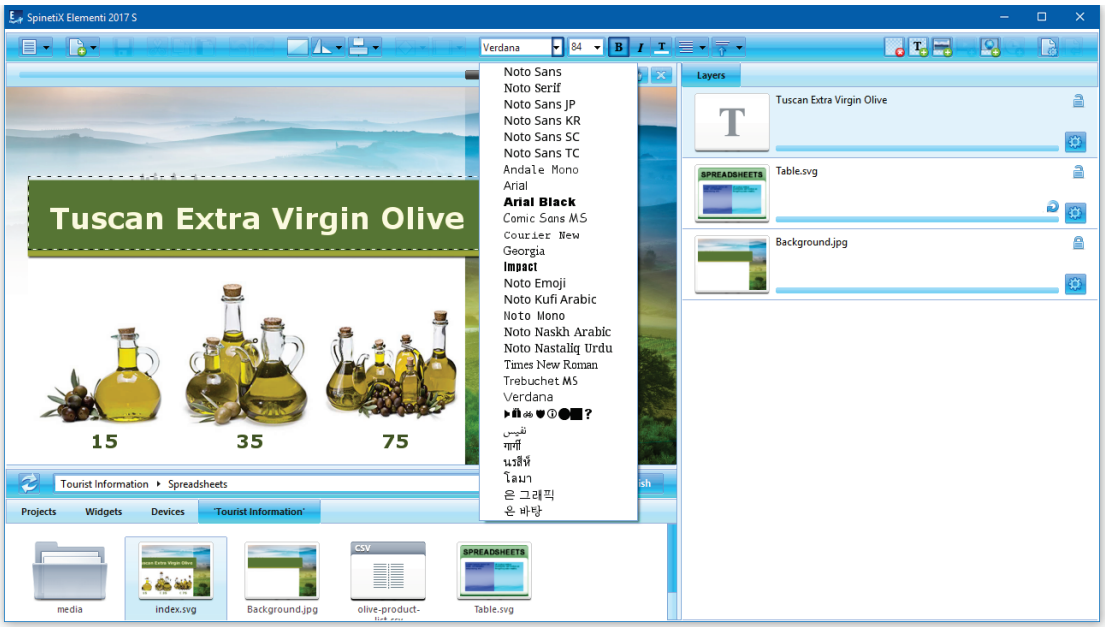
PNG and JPEG image formats, supported by Elementi, will be imported. All other image formats will be automatically converted into either PNG or JPEG.

Video Formats

Videos within the player specification will be imported. All other videos will be automatically converted. For further info, please refer to SpinetiX Support Wiki.

Fonts

Fonts are included in Elementi. New fonts can also be added.



Adding a Font

To add a new font, select *Add Font* (under Menu>Project in the toolbar). The new font is automatically added to the font selection (drop down menu in the toolbar), and saved under *fonts* (folder) created within the current project.

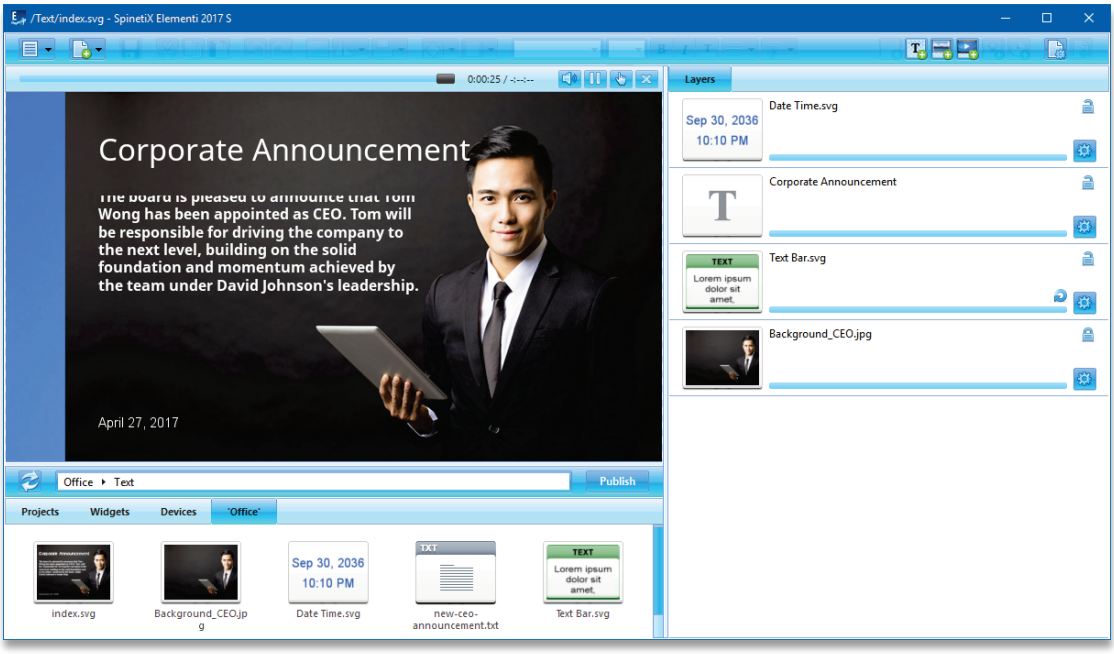
Supported Font Types

Elementi supports TrueType and OpenType fonts.

Interface Overview

Preview Panel

The Preview panel allows viewing your projects, layouts, and playlists.



Preview Panel Features

The Preview panel can be adjusted in size by dragging the dividers horizontally and/or vertically. The Preview panel includes playback, and the following actions:

Mute/Unmute
Muting or unmuting audio

Pause/Play
Pausing or playing

Interactivity On/Off
Activating touch screen testing (On) or editing (Off)

Close
Closing currently open document

Preview Panel Editing

You can move and resize media in the Preview panel. It is not possible to edit locked (in the Edit panel) media. Placing new media on top of alrady existing media in the Preview panel, will replace it.

Editing Within Layouts

To edit within a layout, double click on the media (icon in the Edit panel). When editing layout, playlist or schedule within a layout, only the edited selection will be active, whereas the rest of the preview remains inactive. Clicking on *Back* (icon in the toolbar) will revert to the full preview.

Full Screen

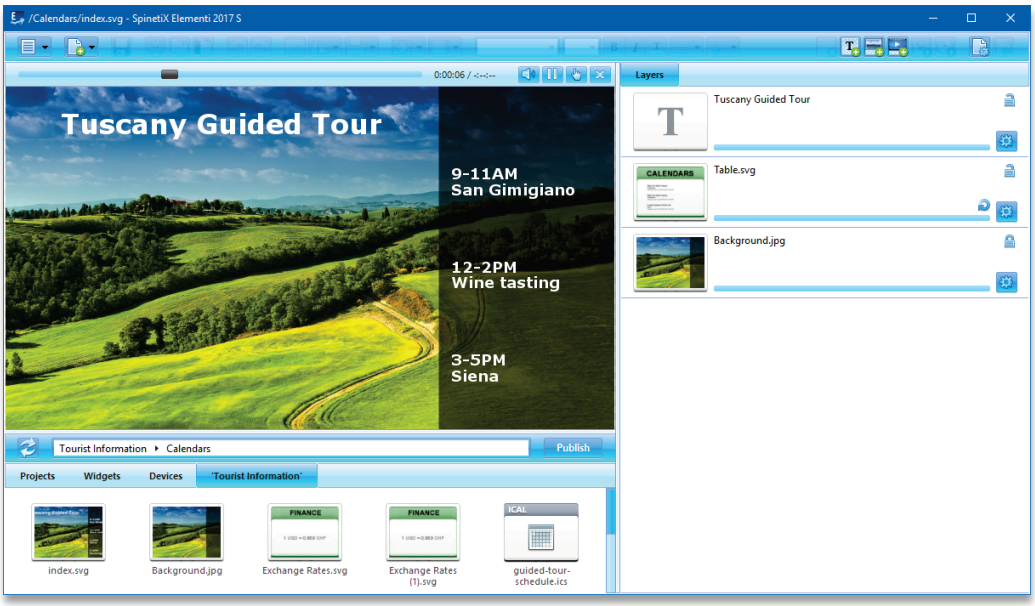
Full screen allows viewing content shown in the Preview panel over an entire screen.

Enabling Full Screen

To enable full screen, select *Full Screen* (under Menu>View in the toolbar), or press the *F12* keyboard key. To exit full screen, press *Escape* (esc) on the keyboard.

Edit Panel

The Edit panel allows editing components such as properties, layers, playlist items, and schedules.



Edit Panel Components

Depending on the component, content in the Edit panel is adjusted accordingly.

Properties Tab

Allows setting up color, locale, data source, etc.

Layers Tab

Allows ordering and editing media. Each media has its own timeline and the following actions:

Properties
Editing layer properties

Lock/Unlock
Locking or unlocking layer

Playlist Items

Playlist items allow ordering and editing all playlist media. Each playlist media item has its own duration and the following action:

Properties
Editing item properties

Schedule

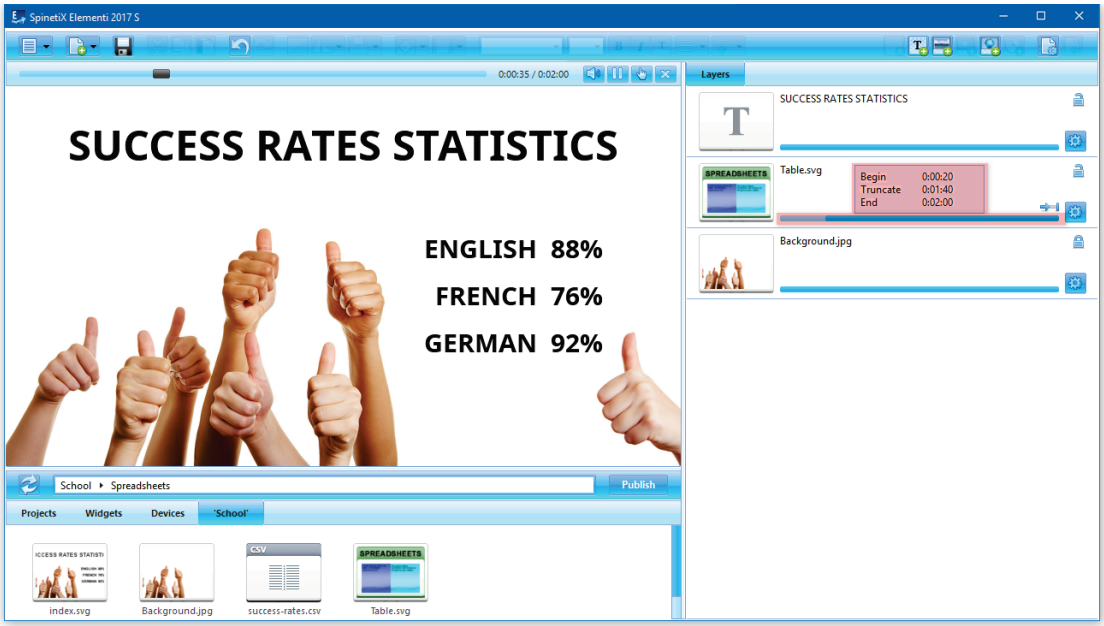
The Shchedule module in the Edit panel allows assigning time slots for each media to play.

Uneditable Components

In some cases, a document may not have any editable components or they might be limited due to restricted editing rights.

Timeline

The timeline is a visual representation of media start and end playtimes.



Timeline Duration

Each media has its own timeline. By default, the duration of each media is 100%.

Timeline Features

The main timeline feature is to set start- and end- playtimes per media. Depending on the media type, additional features are available. Hovering the pointer over the timeline shows the following parameters: begin- play time, duration, and end- play time.

Videos, Layouts and Playlists

Videos, layouts and playlists can be set to play once, forever, or truncated.
Play status is indicated by the following icons:

Play Once
Playing video, layout or playlist one time

Play Forever
Looping video, layout or playlist

Truncate
Truncating video, layout or playlist to inferior duration

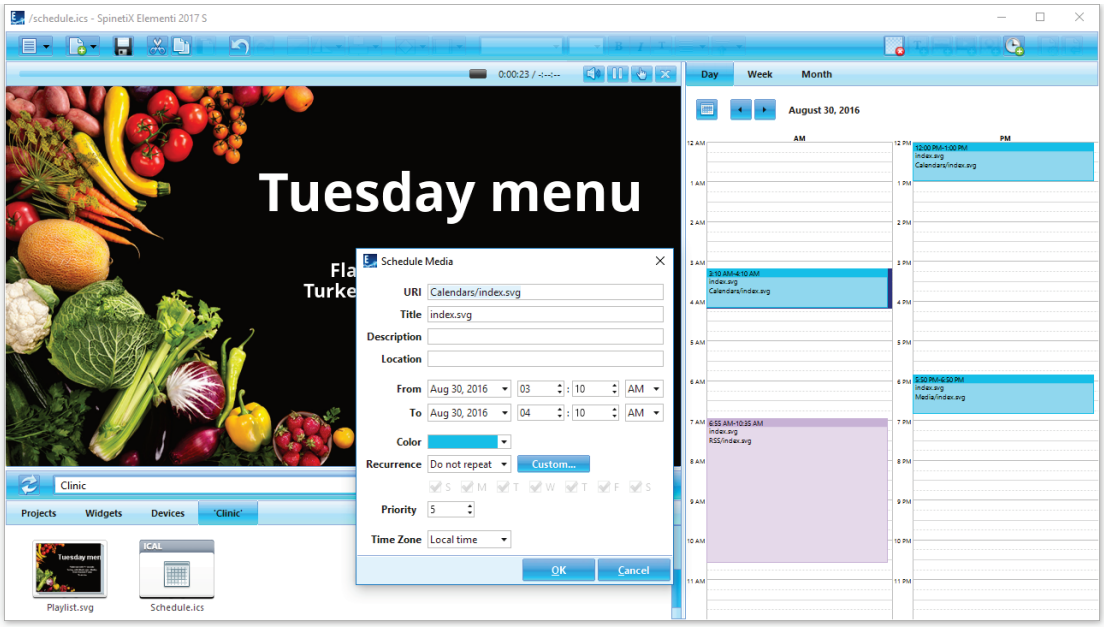
All other media

It is possible to adjust the start- and end- playtimes, as well as move the whole playtime slot per given media. The media status is indicated by the following icon:

Duration
Duration is set

Schedule Panel

The Schedule panel allows assigning the time slot for media to play at a particular time or with certain recurrence. Text is the only media that cannot be scheduled.



Creating a New Schedule

To create a new schedule, select *New Schedule* (under New icon in the toolbar). To open a schedule, click on the schedule (icon in the Browse panel).

Schedule Views

Schedule has a daily, weekly and monthly view. Each view allows navigating to the previous and next day, week or month.

Scheduling Media

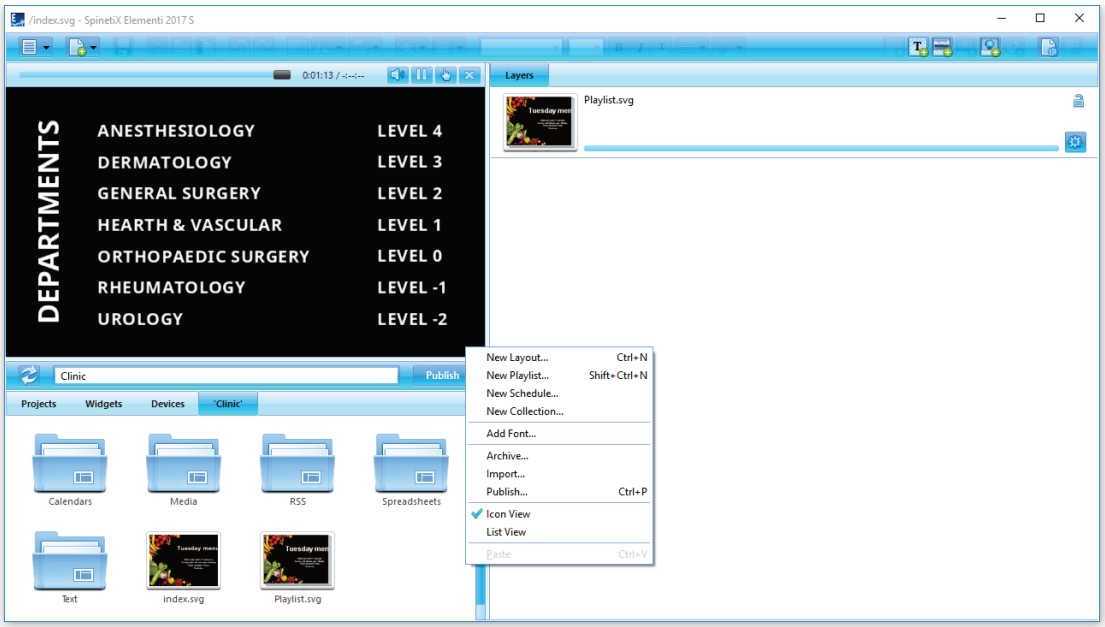
To schedule media, drag and drop any media (file) into the Schedule panel, or click on *Schedule Media* (icon in the toolbar). It is also possible to move already scheduled media by drag and drop. Also, the start- and end- playtimes can be adjusted.

Scheduling Options

To edit scheduling options such as reccurrence, time zone, etc., double-click on the scheduled media in the schedule panel.

Browse Panel

The Browse panel is a file repository.



Browse Panel Components

The following components are included in the Browse panel:

Projects

Repository for all the projects created, or imported

Widgets

A selection of widgets (see *Widgets, p21*)

Assets

User content repository, available with Elementi M and X (see *Assets, p22*)

Devices

Repository for all available devices (see *Devices, p23*)

'current project'

Current project files - the last tab to the right (named after the current project)

Browse Panel View

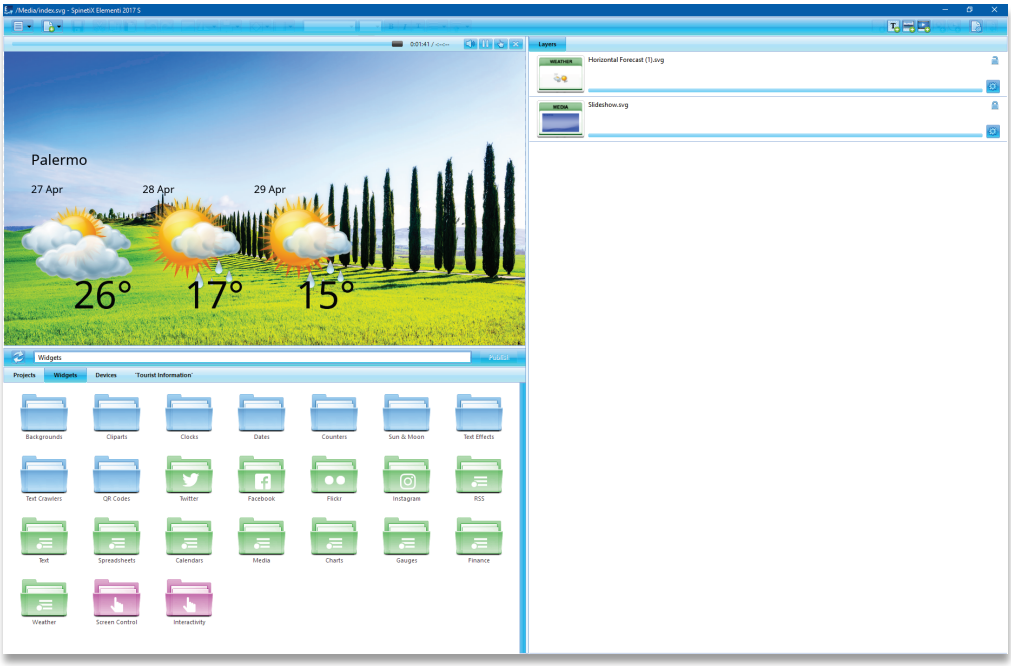
To set icon or list view, select *View* (under Menu icon in the toolbar), and choose *Icon View* or *List View*.

Browse Panel Features

The Browse panel allows viewing, renaming and deleting files, as well as importing files.

Widgets

Widgets are digital signage components designed to display live content that auto-updates.



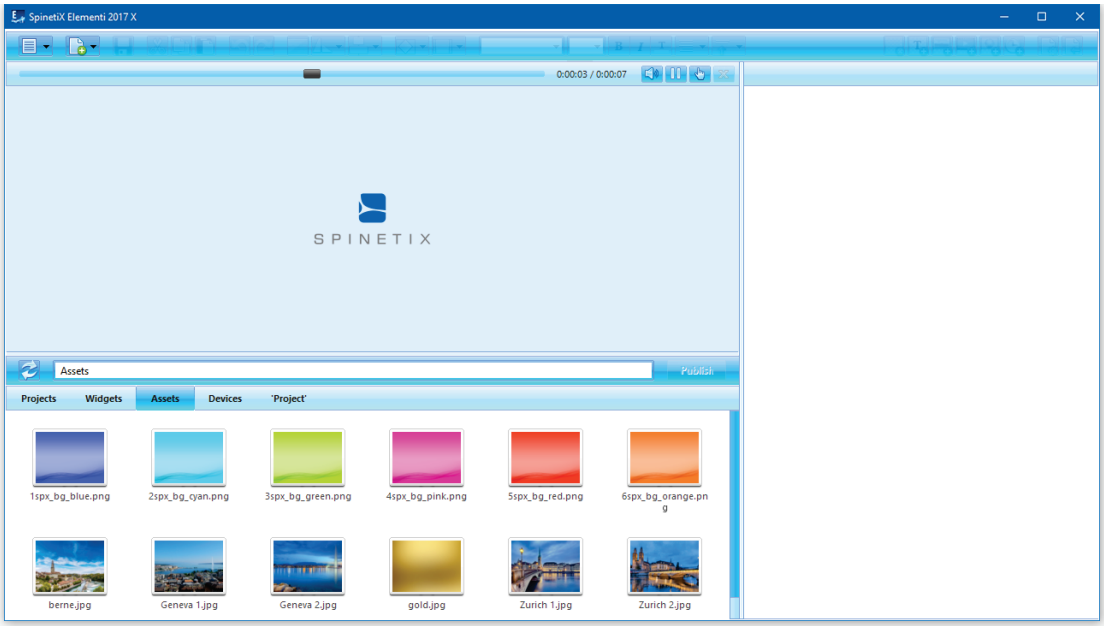
The following widgets are included in Elementi:

Backgrounds	a selection of background images
Cliparts	a selection of cliparts
Clocks	a selection of analogue and digital clock widgets
Dates	a selection of date widgets in different calendar formats
Counters	a selection of counter widgets
Sun & Moon	a selection of widgets to display Sun and Moon times
Text Effects	a selection of advanced text effects
Text Crawlers	a selection of widgets to display crawling text
QR Codes	a selection of widgets to display QR codes
Twitter	a selection of widgets to display data sourced from Twitter
Facebook	a selection of widgets to display data sourced from Facebook
Flickr	a selection of widgets to display data sourced from Flickr
Instagram	a selection of widgets to display data sourced from Instagram
Yammer NEW	a selection of widgets to display data sourced from Microsoft Yammer
RSS	a selection of widgets to display RSS data
Text	a selection of widgets to display data in the form of text
Spreadsheets NEW: EXCEL GRAPHS	a selection of widgets to display data from a spreadsheet or a SharePoint list
Calendars	a selection of widgets to display data from a calendar
Media NEW: GOOGLE DRIVE CHANNEL	a selection of widgets to display media
Charts	a selection of widgets to display data in the form of charts
Gauges	a selection of widgets to display data in the form of gauges
Finance	a selection of widgets to display financial data
Weather	a selection of widgets to display weather
Screen Control	a selection of widgets to control displays (on/off, volume, etc.)
Interactivity NEW: BLUE PACK WIDGETS	a selection of widgets to create interactivity content

More information on Widgets is available in the Widgets Quick Quide.

Assets

Assets are a user file repository that can be shared and modified. Assets are included in Elementi M and X.



Single User

The user can place any file into Assets. All the files placed in Assets can be shared between projects

Multiple Users

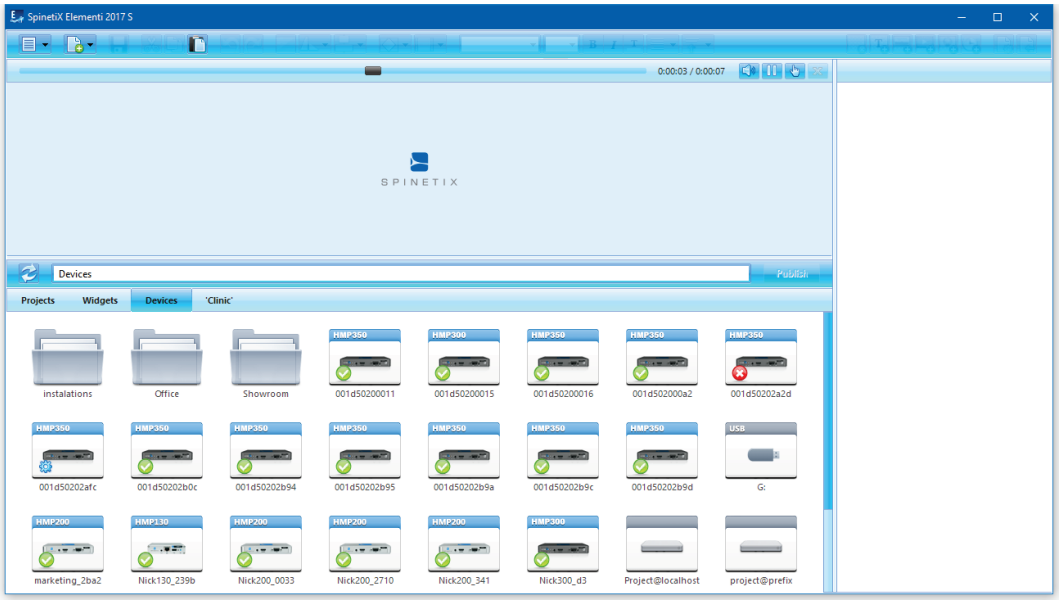
The Assets location can be set as Microsoft® Windows® Share to enable multiple users to share individual files and folders, or projects with other users.

Using Files

To use files from Assets, drag and drop the selected file to a layout, a playlist or a schedule. The selected file will be automatically copied into the current project.

Devices

Devices are all compatible SpinetiX HMP devices, USB devices as well as publish locations.



Adding a Device

All compatible devices are automatically discovered, and available under the *Devices* tab in the Browse panel. SpinetiX HMP devices are classified by model. The device name and photo appear on the icon. Devices can be added, renamed or deleted, as well as organized into collections.

Adding Device Manually

To manually add a device, select *New Device* (under Menu>Devices in the toolbar) and set a device serial number, IP address and password (optional).

Adding Publish Location

To add a publish location, select *New Publish Location* (under Menu>Devices in the toolbar) and set server address, name and credentials (optional). The Publish Location feature is included in Elementi M and X.

Device Status

To view the device content, double click on the device (icon in the Browse panel). The device status is indicated by the following icons:

OK
Device is OK

Safe Mode
Device is in safe mode

Recovery
Device is in recovery

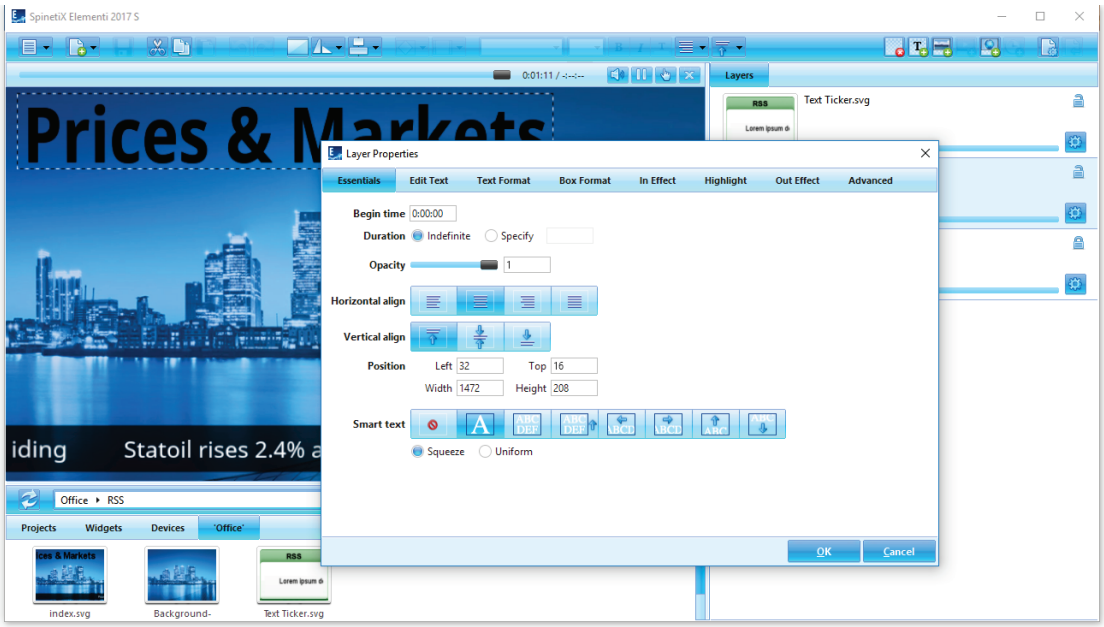
Not Responding
Device is not responding

Not Configured
Device is not yet configured

Style Features

Text Properties

Text properties are any parameters applied to text.



Essentials

The following parameters are included in *Essentials* (tab in the Layer Properties dialog):

Time

Begin time, and /or duration

Opacity

0-100%

Alignment

Horizontal and vertical

Position

Exact position and size

Smart Text

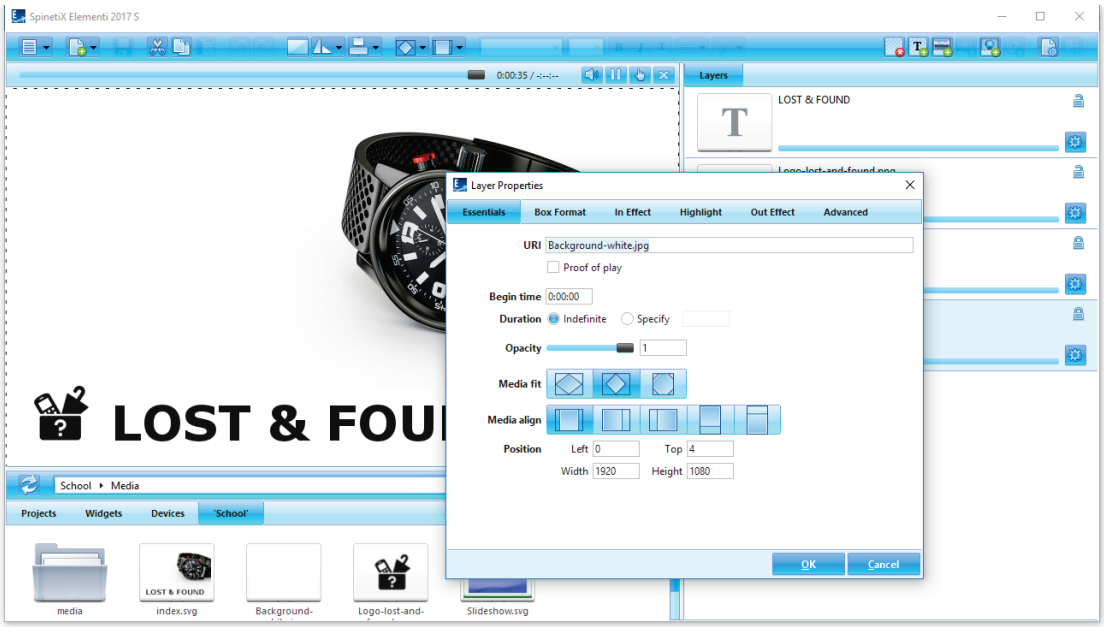
A selection of text effects such as motion, auto text size, etc.

Editing Text Properties

To edit and apply text properties, click on *Layer Properties* (icon in the Edit panel), and click on the *Essentials* tab. Sliders facilitate adjusting particular options such as opacity.

Media Properties

Media properties are parameters applied to any media except for text.



Essentials

The following parameters are included in *Essentials* (tab in the Layer Properties dialog):

URI

Unique resource identifier and option 'proof of play'

Time

Begin time, and /or duration

Opacity

0-100%

Fit

Selection fit, boundaries meet and media slice

Alignment

Horizontal and vertical

Position

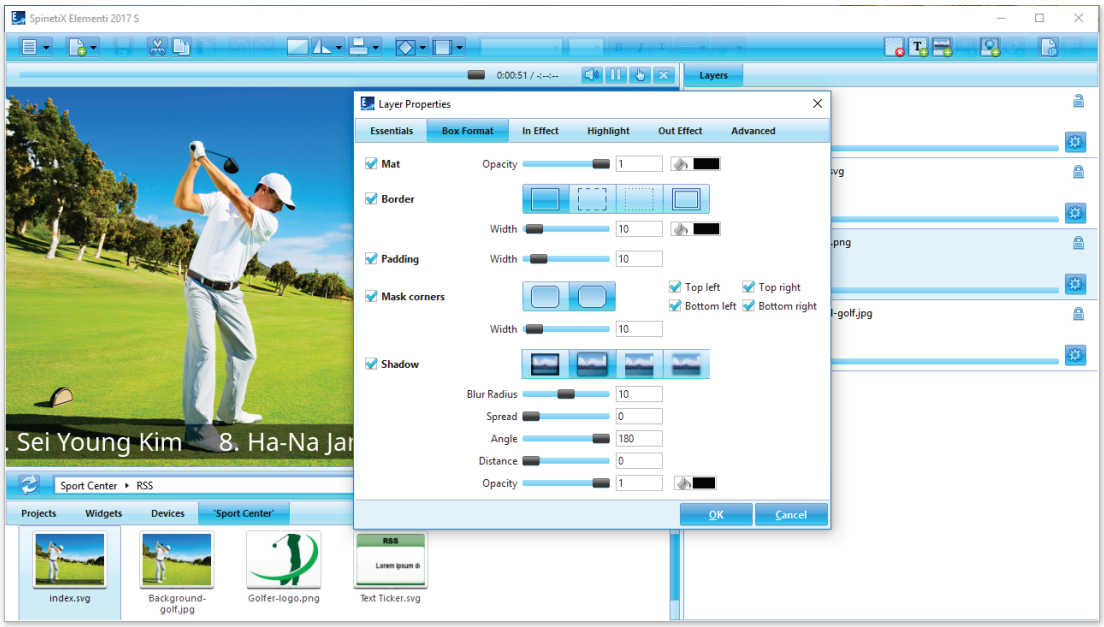
Exact position and size

Editing Media Properties

To edit and apply media properties, click on *Layer Properties* (icon in the Edit panel), and click on the *Essentials* tab. Sliders facilitate adjusting particular options such as opacity.

Box Format

A box format is a visual effect applied to media or to a text box.



Format Types

The following parameters are included in *Box Format* (tab in the Layer Properties dialog):

Mat

Background opacity and color

Border

A selection of borders

Padding

Space between media and selection

Corners

A selection of corner styles

Shadow

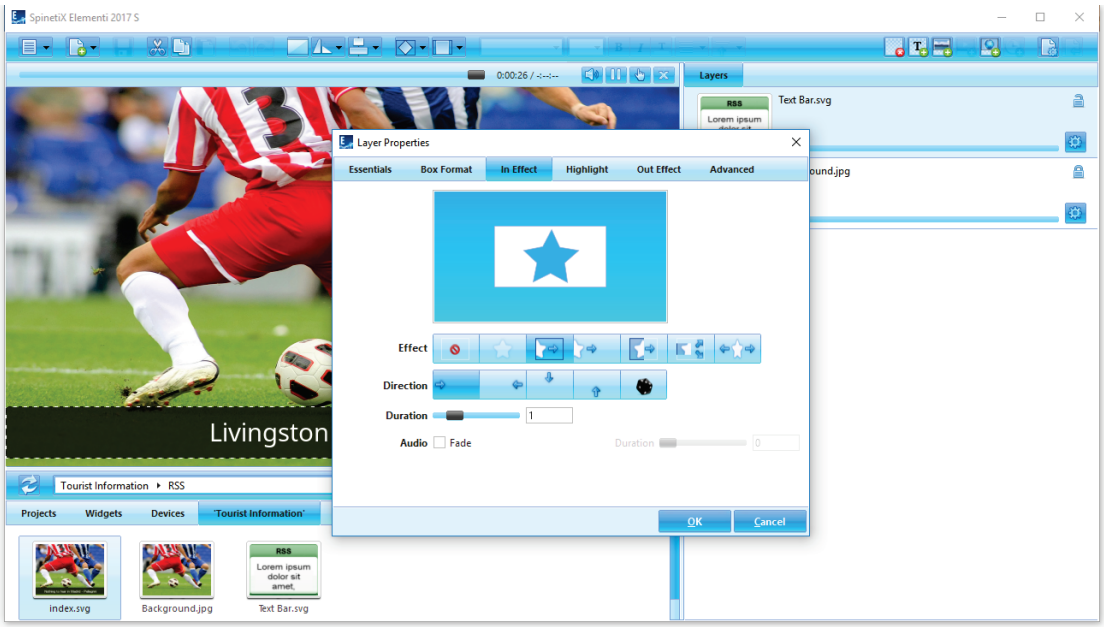
A selection of shadow styles

Editing Box Format Properties

To apply a format, click on *Layer Properties* (icon in the Edit panel), then click on the *Box Format* tab and tick one or multiple format types to apply. Depending on the format type, more options become available. Sliders facilitate adjusting particular options such as width.

Effects

Effects are animations applied to media.



Effect Types

There are three types of effects (shown as tabs in the Layer Properties dialog):

In Effect

Controls how media appears

Highlight

Animates media on the spot

Out Effect

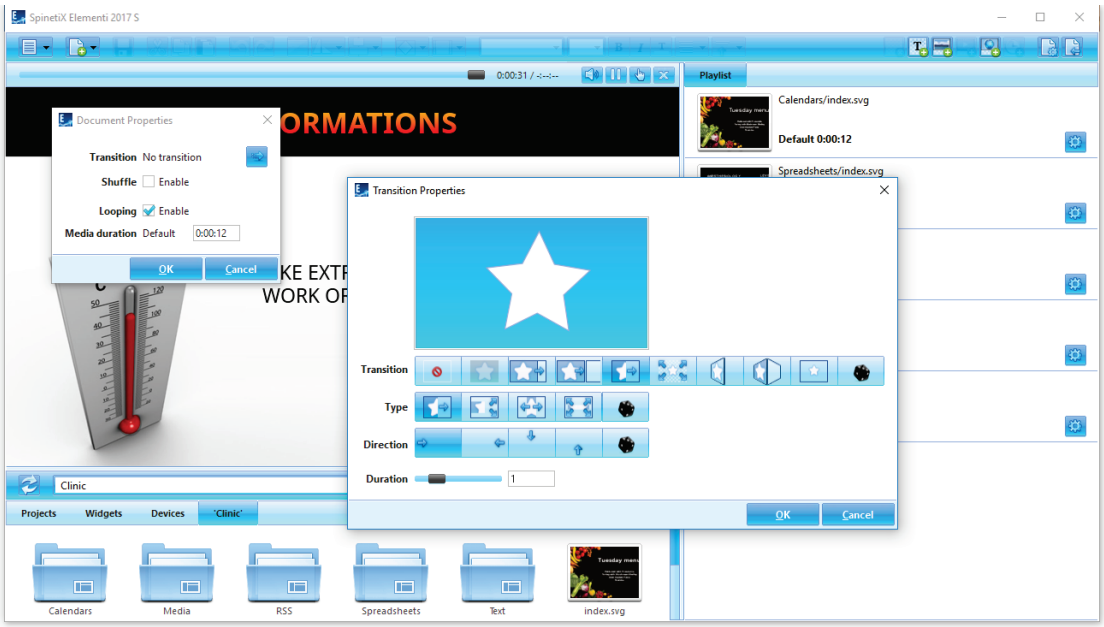
Controls how media disappears

Editing Effect Properties

To apply an effect, click on *Layer Properties* (icon in the Edit panel), and choose the type of effect you want to apply. The available effects are illustrated by icons, including *No effect* to remove effect. Depending on the effect, more options such as *Direction* show up. To set a random direction, click on *Random* (icon). Sliders facilitate adjusting particular options such as *In Effects* and *Out Effects* duration and audio fade as well as *Highlight* duration, offset, occurrence, interval and amplitude. Mini preview shows the chosen effect.

Transitions

Transitions are playlist motion effects applied between media.



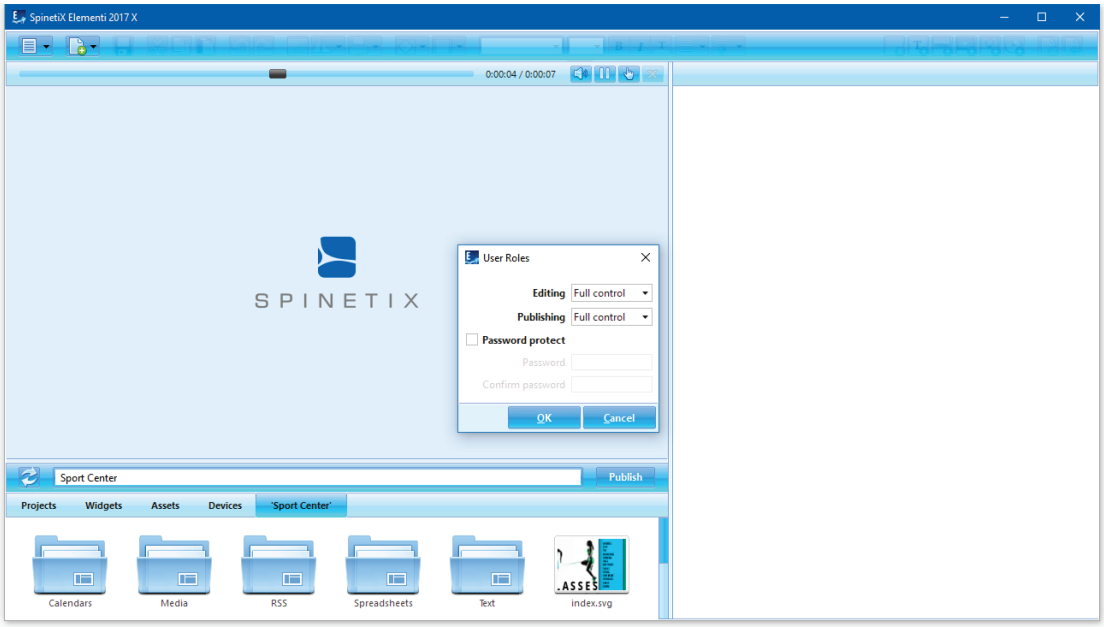
Editing Transition Properties

To apply a playlist transition, double-click on the playlist master file (playlist.svg) and click on *Document Properties* (icon in the toolbar), click on *Transition* (icon), and choose transition to apply. Icons show all the transitions available, including *No transition* to cancel transition. Depending on transition, more options such as *Direction* show up. To set a random transition, type and direction, click on *Random* (icon). Sliders facilitate adjusting particular options such as duration. A mini preview on top shows the chosen transition.

User Role Overview

User Roles

User roles are included in Elementi M and X and allow editing and publishing restrictions for different users.



Setting up User Roles

To set a user role, select *User Roles* (under Menu>Settings in the toolbar), and set the level of editing and publishing restrictions. User Roles setup can be username and password protected.

Editing Restrictions

There are three types user restrictions available:

Full Control

Default, full editing rights

Edit Mode

Allows editing only media that is defined as editable (content created with Elementi X)

Read Only

No possibility to edit, and no Edit panel available

Publishing Restrictions

There are three types of publishing restrictions:

Full Control

Default, full add/remove devices, and publishing rights

Limited

Allows publishing only to predefined target device/s

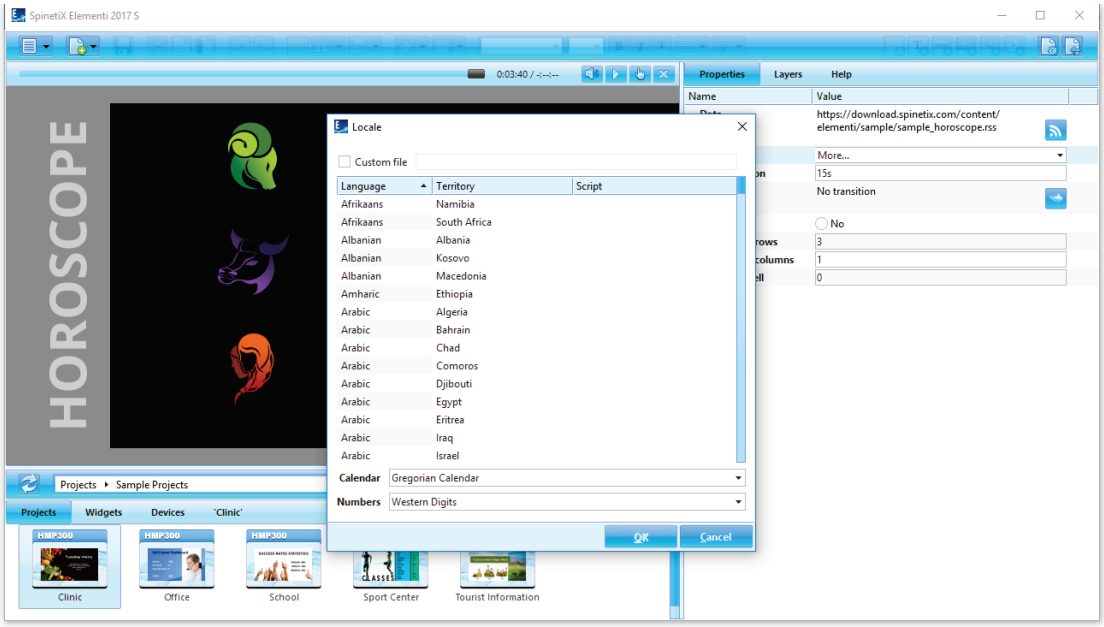
Not Available

No possibility to publish

Advanced Features

Locale

The locale consists of a set of parameters that define date and time format, depending on user language, country, etc.



Widgets

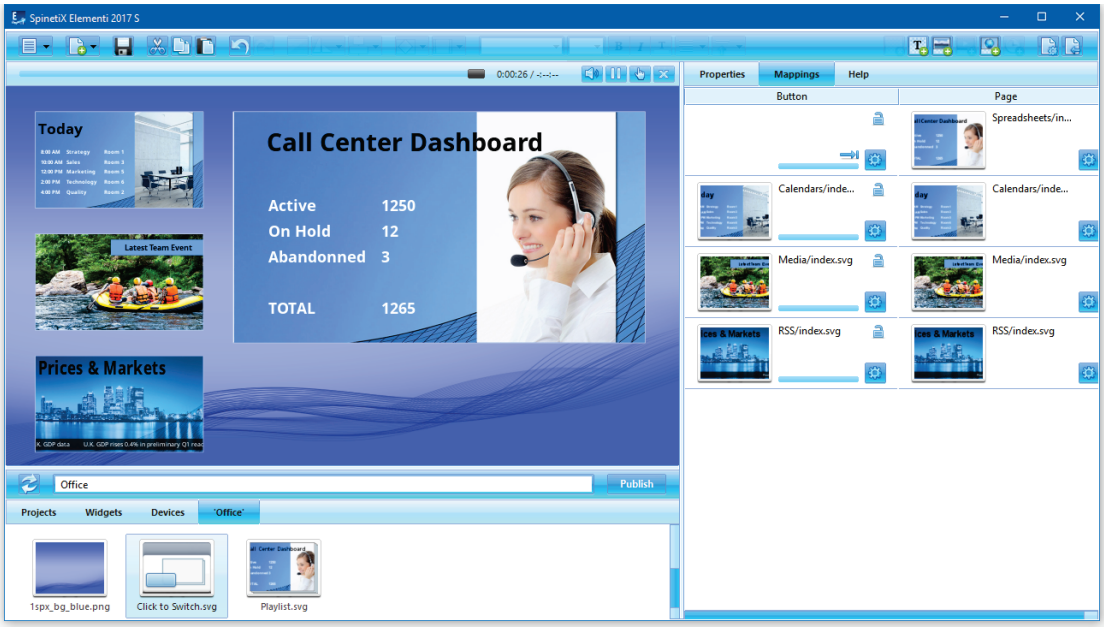
All the widgets that display date and/or time can be configured using more than 200 locale variations.

Choosing your Locale

To define your locale, select *Properties* (tab in the Edit panel), and choose *locale* in the drop down menu. Recently viewed parameters will be shown in the locale dialog. To see all parameters, choose *more*.

Interactivity

A set of interactivity widgets is used to establish a response to a user action.



Widgets

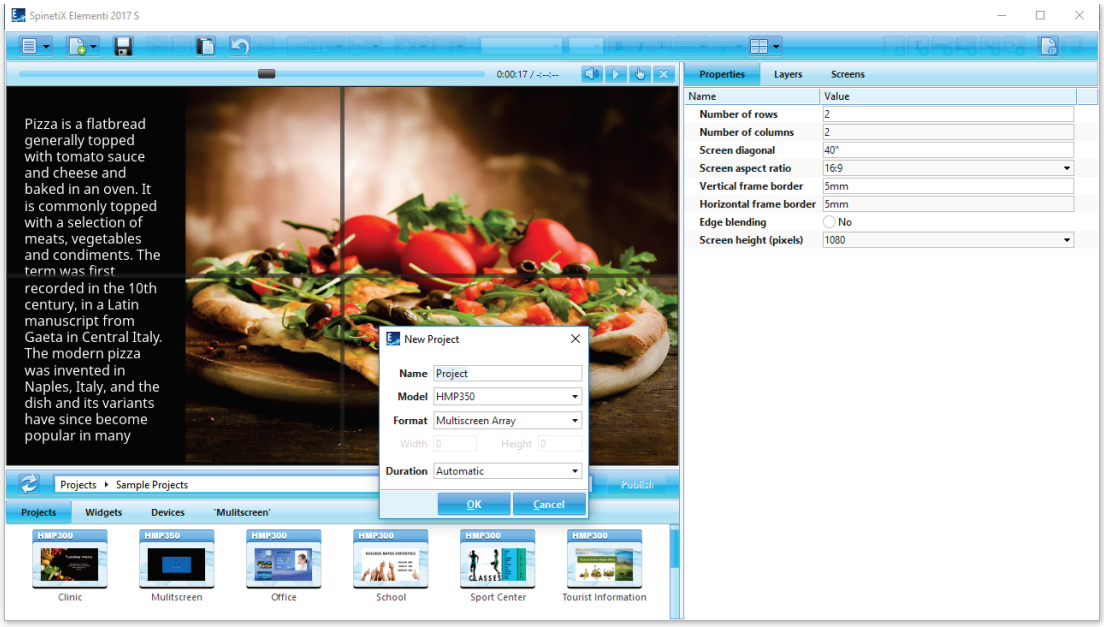
All interactivity widgets are 'read only'. To edit widgets, it is necessary to open *Interactivity* (widgets folder), and drag and drop the chosen widget to a layout, a playlist or a schedule. The chosen widget will be automatically copied into the current project.

Customizing Interactivity Widgets

To customize an interactivity widget, double-click on the widget, and all widget components will open in *Layers* (tab in the Edit panel). To test a widget, click on *Interactivity Mode* (icon in the Preview panel).

Multiscreen

A multiscreen project is designed to be displayed on multiple synchronized displays.



Creating a Basic Multiscreen Project

To create a basic multiscreen project, select *New Project* (under New icon in the toolbar), set project name and target device, and choose *Multiscreen Array* as the display format. Duration does not apply to multiscreen.

Multiscreen Parameters

To view properties such as number of screens, frame border, etc., select *Properties* (tab in the Edit panel).

Viewing Screen

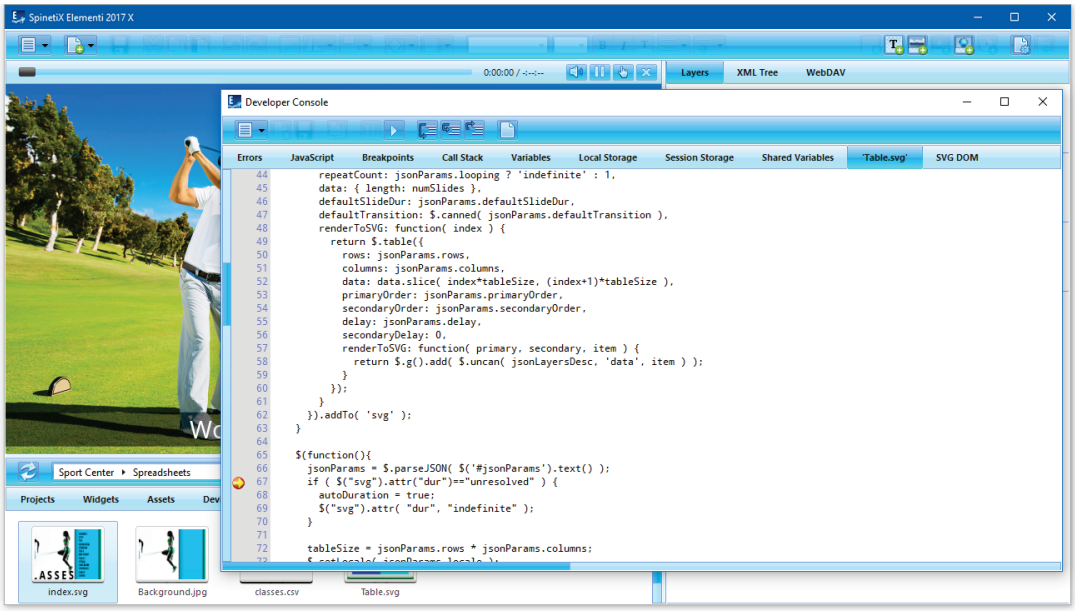
To view an individual screen, click on *Multiscreen* (icon in the toolbar), and choose from the list of screens.

Important

Prior to creating a multiscreen, please check Wiki Support documentation as certain restrictions apply.

Developer Console

The developer console is a dedicated development tool for scripting, debugging and testing.



Features

The following features are included:

Errors	A list of errors such as 'file not found', etc.
JavaScript	JavaScript errors and content of alert
Breakpoint	A list of breakpoints
Call Stack	Information about calling stacks of subroutines
Variables	A list of variables and values
Local Storage	Content of the local storage
Session Storage	Content of the session storage
Shared Variables	A list of shared variables and values
'current file'	File currently being debugged (each file automatically opens in a new tab)
SVG DOM	Live state of SVG DOM

Viewing Developer Console

To view the Developer Console, select *Developer Console* (under Menu>View icon in the toolbar).

Licenses

Getting Started

Step 1 Download Elementi from *spinetix.com/download*
Step 2 Installation on PC
Step 3 Activation

Activation

There are two activation options:

Enter a license key

Valid license key needed to activate Elementi S, Elementi M or Elementi X

Get a 30 day free trial

Elementi S free trial

Upon pressing *OK* (button), Elementi will automatically restart.

Elementi S, Elementi M or Elementi X license can be purchased at any SpinetiX partner (see partner list under *spinetix.com/partners*). Purchased Elementi license can be activated on a single PC. 30 day free trial Elementi license can be activated on a single PC, and that can be done only once.

Activation requires Internet connection. If the PC running Elementi does not have Internet access, manual activation will start.

Deactivation

Elementi license is a 'single node' license, and can be activated on a single PC.

Step 1 Release: select *Licenses* (under Help menu), press *Release* (button) to release license
Step 2 Uninstall

License is ready to be activated on a new PC.

Reactivation

For security and product quality reasons, the license needs to be reactivated regularly.

Elementi Update Plan

The Elementi Update Plan offers immediate access to all Elementi updates. The purchase of a new Elementi license comes with 1-year update plan included. At the end of this period, you can purchase an Elementi Update Plan associated with that license valid for 1 or 3 years.

The Elementi Update Plan comes with 4 important user benefits:

Always up to date software.

Gain unlimited access to the latest software features with Elementi Update Plan. Elementi is now in its fifth generation and features more than 250 wonderfully handy widgets, all available right from the start. As we improve and optimize the software, the list of features is constantly growing.

Maximum security.

Security is a fundamental element to consider when deploying and operating your digital signage installation. We recommend going for the Elementi Update Plan as it helps you stay ahead of the curve and to benefit from the latest security patches for your Elementi software and HMP players. Peace of mind has never been more streamlined.

Best in class support.

Go for the Elementi Update Plan today and get unlimited best in class support that is local, personalized and speaks your language.

Unlimited flexibility.

Getting started with Elementi Update Plan is easy. Just log-in to Cockpit and buy the Elementi Update Plan via the streamlined online purchase in Cockpit. **cockpit.spinetix.com**

Support

SpinetiX provides the following Elementi support:

Sample Projects

The sample projects are included within Elementi. They can be used to learn, and test most of the features, including user roles in Elementi M. Please note that the images included in these projects cannot be commercially used.

Support Wiki

There is Elementi Wiki support available under **support.spinetix.com/wiki/elementi**, as well as general technical support under **support.spinetix.com/wiki.**

Video Tutorials

Elementi video tutorials are made available through the SpinetiX YouTube channel.

Glossary

Activation	License validation procedure
Assets	User file repository
Box Format	Visual effect applied to media or text box
Browse panel	File repository
Clock	Analogue and digital clock widget
Collection	Folder
Devices	SpinetiX HMP devices, USBs and publish locations
Edit panel	Properties, layout, playlist and schedule editing
Effect	Animation applied to media
Full Screen	Viewing content shown in the Preview panel over an entire screen
Highlight	Animation of media on the spot
HMP	Hyper Media Player
Import	Bringing files from any location to a project
In Effect	Effect that controls how media appears
Interactivity	Widgets used to establish a response to user action
Layer	Transparent and stackable sheet-like media placeholder
Layout	Media arranged in a particular way
Layout Master File	File that allows viewing a layout (index.svg)
Locale	Parameters that define date and time format depending on user language, country, etc.
Master File	File that allows viewing a project (index.svg)
Mat	Background of a selection
Media	Text, image, video, streaming, layout, playlist, etc.
Multiscreen	Project for multiple synchronized displays
Out Effect	Effect that controls how media disappears
Padding	Space between media and selection
Playlist	A list of items that plays in sequential order
Playlist Master File	A File that allows viewing a playlist (playlist.svg)
Preview panel	Viewing project, layout and playlist panel
Project	Files put together to create digital signage content
Projects	Repository of all projects
Publish	Action of copying project to device
Reactivation	License revalidation procedure
Media Property	Parameter applied to media
Schedule Panel	Assigning the time slot for media (except text) to play at a particular time, or with certain recurrence
Selection	Area surrounding media
Smart Text	Text effect
Target Device	Device to publish project to
Timeline	A visual representation of a media start and end play time
Tooltip	Message that appears when hovering the cursor over an icon
Transition	Motion effect applied between media
URI	Unique Resource Identifier used to identify media
User Role	Editing and publishing restrictions per user
Widget	Widgets are ready to use digital signage components.