# **Bright**Sign®

# **TECHNICAL NOTES**

Using the BrightAuthor Zone Converter Tool

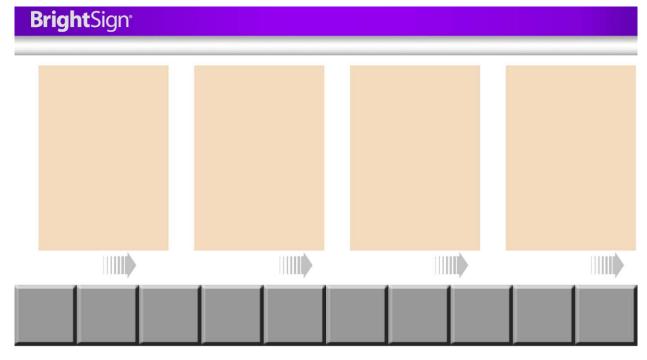
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# INTRODUCTION

Using the BrightAuthor Zone Converter Tool, you can import layouts to BrightAuthor from popular graphical design programs such as Adobe Photoshop and Illustrator. This BrightSign Tech Note will show you how to use the Zone Converter Tool to easily create technically complex and aesthetically pleasing multi-zone presentations for BrightSign players.

#### **Step 1: Setting up your Canvas**

This example uses Adobe Photoshop to create a digital menu board layout. You also can use other applications that give you the option to slice a canvas and export the result to HTML.



Target Graphic Layout

First, set up a document that has the same dimensions as your digital sign. This example uses 1920x1080 because the screens that display the sample menu board output at 1080 at 60p. Other common resolutions include 1280x1024 and 1024x768.

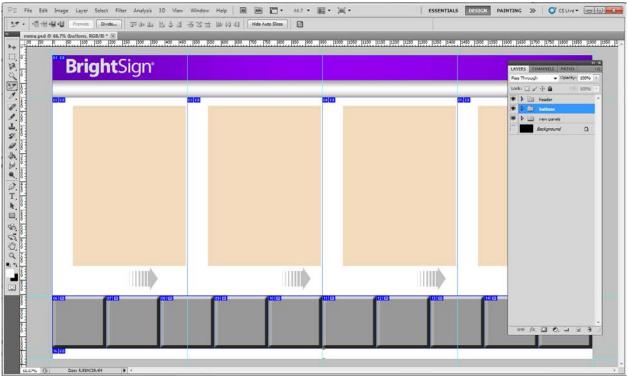
While setting up your project, make sure it is measured in pixels and that the "Snap to Pixels" feature is enabled—this will ensure much cleaner zone conversion in BrightAuthor.

#### **Step 2: Setting up Guides and Layers**

Create a number of layers that contain individual graphical elements.

**Note**: You can also create several layered images on top of one another to create animations. For example, you can create down-state and up-state graphics that will be used in BrightAuthor for touch-screen button applications.

At this point, it is also important to setup Smart Guides. Once you create your canvas, the Smart Guides feature will allow you to accurately snap your graphics into place. It is critical to align your graphics accurately in preparation for slicing them. If there are inaccuracies in your slices, Photoshop will create erroneous "spacer images," and the final output will have gaps.

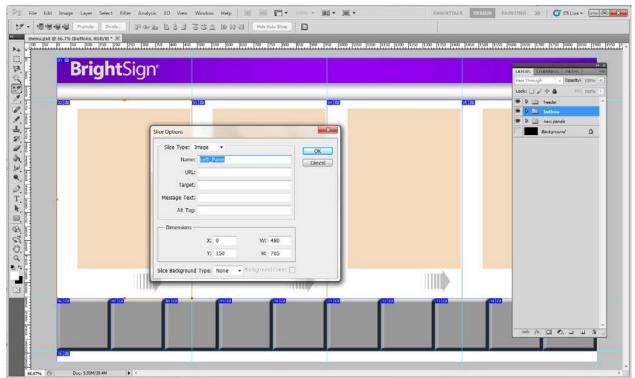


Guides and Slices

# **Step 3: Slicing the Canvas**

Once your canvas is laid out, you can begin the process of slicing. Select the **Slicing** tool and drag out each section using snap.

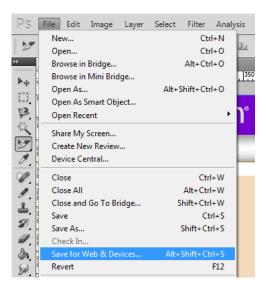
**Note**: If you name the slices in your graphics program, this naming will be carried over into BrightAuthor.



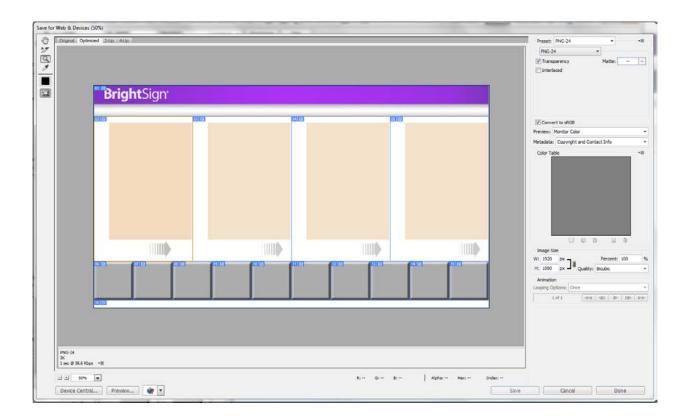
Naming Slices

### **Generating the Output**

 Once you have sliced your image, select Save for Web and Devices from the File menu.



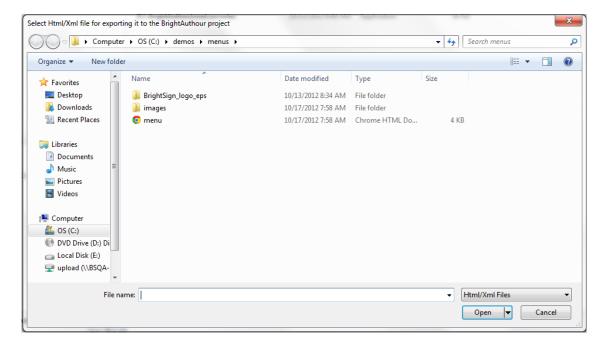
- 2. Once the image ready output window appears, select all of your slices using the **Slice** tool.
- 3. Set the file output to .PNG (24bits per pixel with transparency) and click **Save**. The program will ask you where you would like to save your HTML and graphics files.



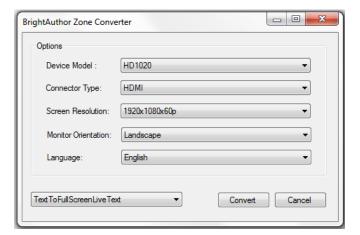
# **Step 5: Converting to BrightAuthor**

To use the new webpage and slices in BrightAuthor, you will need to run the BrightAuthor Zone Converter.

- 1. Double-click on the **Zone Converter** icon.
- Select the HTML file that you want to be converted when the Select Html/Xml window opens.



3. Determine your BrightAuthor project settings once you have opened the HTML file in the Zone Converter. See the <a href="BrightAuthor User Guide">BrightAuthor User Guide</a> for more details about these settings.



- 4. Select **Convert** once you have configured your project settings.
- 5. Enter a folder location for the BrightAuthor project output.



The BrightAuthor Zone Converter will display a message when the conversion is complete. You can now open the new project in BrightAuthor.

#### Notes:

If you have any questions, please contact technical support at <a href="http://support.brightsign.biz">http://support.brightsign.biz</a>.

