

How to use Content Triggers

Triggering content is useful when you want certain content to display when another item is showing, for instance, if you wanted a certain image to display when a specific piece of text is displaying.

We are going to use this scenario as an example to demonstrate how to use content triggers.

Example Content Trigger Setup:

Firstly, we need to create two zones.

- One zone for the images (Zone A)
- Another zone for the text (Zone B)

In our example, we are going to add content triggers to the text items to trigger the relevant image.

Zone A:

We need to make sure our images don't move onto the next image in the playlist without being triggered. We do this by setting their 'Timings' to 'Repeat'. This can be done individually or in this case, by selecting all and then applying 'Repeat' to all.

The screenshot shows the 'Images - Playlist' interface. On the left, a list of five images is displayed: Wolf.jpg, Frog.jpg, Rhino.jpg, Polar_Bear.jpg, and Raccoon.jpg. Each image has a 'Repeat' button next to it, which is circled in red. The 'Timings' section on the right shows 'Repeat' selected for all items. The 'Timings' section also includes fields for 'Hours', 'Minutes', and 'Seconds', which are currently set to 0, 0, and 4 respectively.

Image	Repeat	Stretch	Fade	No Triggers	No Tags
Wolf.jpg	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Frog.jpg	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Rhino.jpg	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Polar_Bear.jpg	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Raccoon.jpg	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Timings

Hours	Minutes	Seconds
0	0	4

Zone B:

In Zone B, we insert the relevant text items and set specific timings to determine how long each one will show for. In this example we have set all our text items to play for 10 seconds then fade onto the next one.

Text - Playlist							
Add new: A Text Media Playlist Widget Plugin							
Select all							
1	<input type="checkbox"/>	A	Show the Frog	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.
2	<input type="checkbox"/>	A	Show the Polar Bear	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.
3	<input type="checkbox"/>	A	Show the Raccoon	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.
4	<input type="checkbox"/>	A	Show the Rhino	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.
5	<input type="checkbox"/>	A	Show the Wolf	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.

Adding the Triggers:

We want to add the content trigger(s) to the text items, so in Zone B we need to select the 'Triggers' option. This can be located on the playlist item itself in two places:

1. In the playlist view
2. On the item options, when the item selected

Text - Playlist
Add new: A Text Media Playlist Widget Plugin
Select all

1	<input checked="" type="checkbox"/>	A	Show the Frog	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.
2	<input type="checkbox"/>	A	Show the Polar Bear	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.
3	<input type="checkbox"/>	A	Show the Raccoon	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.
4	<input type="checkbox"/>	A	Show the Rhino	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.
5	<input type="checkbox"/>	A	Show the Wolf	00:00:10 No Conditional Play	☆ Fade	No Triggers No Touch	No Tags. Not tracked.

Text
1 Item(s) selected.

Name
Show the Frog

Timings
Hours Minutes Seconds
0 0 10
☐ Repeat

Text settings
Current text: Show the Frog
☐ Scroll text when text overflows. Scroll speed Slow

Edit Text & Formatting

We now have two options of when we want our trigger to happen 'when the playlist item starts' or 'when the playlist item ends'.

Triggers
1 Item(s) selected.

When playlist item starts.
Add New

No Triggers.

When playlist item ends.
Add New

No Triggers.

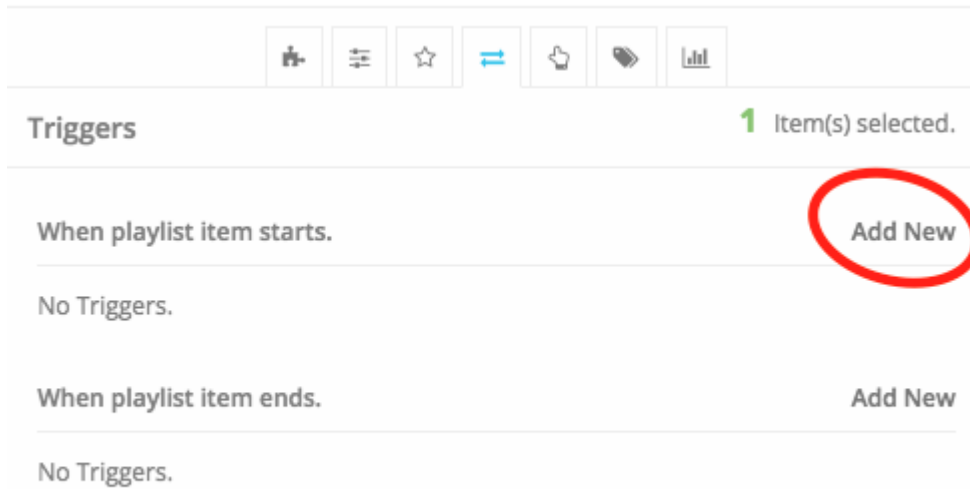
As you might expect, if you choose to add the trigger when the **playlist item starts** then it will trigger the action **when the specific playlist item starts**

. When the **playlist item ends** it will activate when **the playlist item has finished** (determined by its timing setting of that item).

Setting a content trigger - 'When Playlist Item Starts':

We are not going to add a content trigger using the 'when the playlist item starts' option. We want to add a content trigger on the 'Show the Frog' text to trigger the frog image to display in our images zone.

To add this content trigger, we need to first click **'Add New'**



Triggers 1 Item(s) selected.

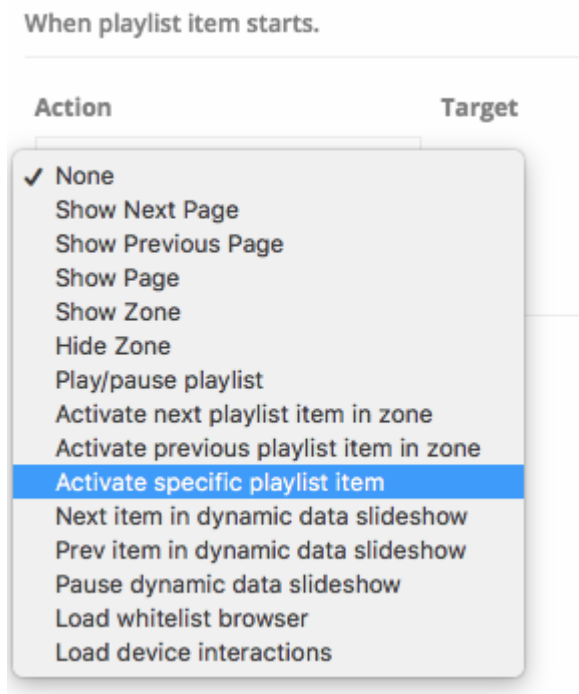
When playlist item starts. **Add New**

No Triggers.

When playlist item ends. **Add New**

No Triggers.

Now we select an 'Action' from the drop down panel. In our case, we'll choose **'Activate Specific Playlist Item'**

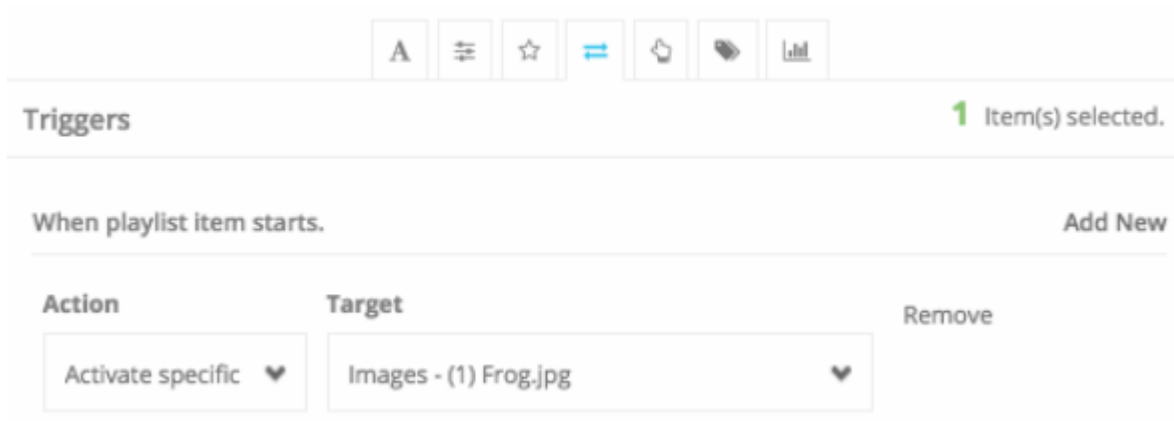


When playlist item starts.

Action	Target
✓ None	
Show Next Page	
Show Previous Page	
Show Page	
Show Zone	
Hide Zone	
Play/pause playlist	
Activate next playlist item in zone	
Activate previous playlist item in zone	
Activate specific playlist item	
Next item in dynamic data slideshow	
Prev item in dynamic data slideshow	
Pause dynamic data slideshow	
Load whitelist browser	
Load device interactions	

Finally, we choose the **'Target'** which in this case is **'Images - (1) Frog.jpg'**.

Note: the naming convention of playlist items when listed as targets is 'ZONE NAME - (POSITION IN PLAYLIST) NAME OF ITEM'



The screenshot shows a configuration interface for triggers. At the top, there is a toolbar with icons for various actions. Below the toolbar, the section is titled 'Triggers' and indicates '1 Item(s) selected.' The main configuration area is divided into two sections: 'When playlist item starts.' and 'Add New'. Under 'When playlist item starts.', there is a table with columns 'Action', 'Target', and 'Remove'. The 'Action' column contains 'Activate specific' with a dropdown arrow. The 'Target' column contains 'Images - (1) Frog.jpg' with a dropdown arrow. The 'Remove' column is empty.

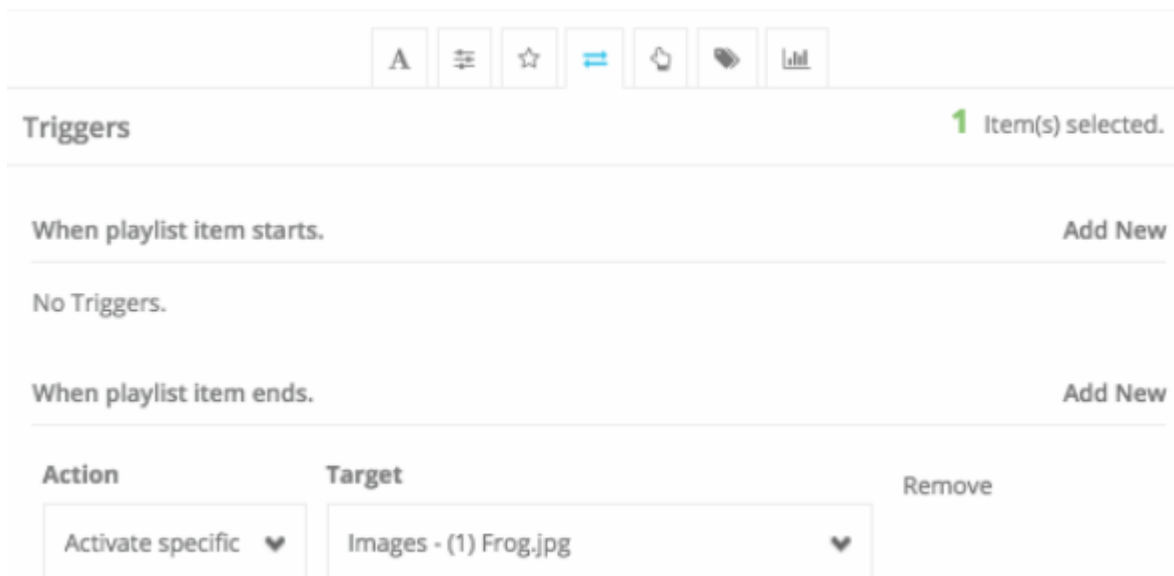
What we now have set up is: When the Frog text Item starts playing, it will activate the Frog.jpg in the other zone.

Setting a content trigger - 'When Playlist Item Ends':

Another way to trigger the frog image to display when the 'Show the Frog' text is showing is to add the content trigger to the end of the **previous item**.

We need to locate the previous item in the playlist, which in our zone is the last item, number 5, called 'Show the Wolf'. Now we click onto the Triggers section for this item and add a content trigger **'When playlist item ends'**.

We configure the **Action** to **'activate a specific playlist item'**, then choose the **Target** as **'Images - (1) Frog.jpg'**.



The screenshot shows the same configuration interface as before, but now the trigger is set to 'When playlist item ends.' The 'Action' column still contains 'Activate specific' with a dropdown arrow. The 'Target' column still contains 'Images - (1) Frog.jpg' with a dropdown arrow. The 'Remove' column is empty.

Once the 'Show the Wolf' text plays through, it will move onto the next playlist item in the playlist (our frog text

item) and will activate the content trigger.

Doing more with Content Triggers:

There is no limit to the number of content triggers you can add to an item, either at the start, at the end or both. This means you can use content triggers to activate multiple actions such as showing items in several zones, hiding some zones, showing others that are hidden etc.

We hope you enjoy this feature and can start experimenting with some cool and clever content using content triggers

Revision #1

Created 6 years ago by [Sam Marciano](#)

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