Polycom Default User Interfaces Manual
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Introduction

This manual has been created to provide a complete overview of the user interfaces that are installed by default on CaptureStation, Media Editor, and Broadcast Producer content creation applications. All features and functionalities will be described in detail, and we will demonstrate how to get the most out of your interfaces through customization.

What is a Polycom RealPresence User Interface?

A Polycom RealPresence user interface is a set of assets used within Polycom applications which allow the presenter to define the aspect and functionalities of live, on-demand, or local (CD) presentations.

The user interfaces described in this manual are installed by default in the Polycom RealPresence Capture Station, Broadcast Producer, and Media Editor content creation applications.

Polycom RealPresence Capture Station supports live presentations and archives an editable version for archive and on-demand consumption. Polycom RealPresence Broadcast Producer (previously named PresenterPRO) supports live presentations but also provides some basic post-production editing capabilities, such as adding or removing chapter points. Polycom RealPresence Media Editor (previously named PresenterPLUS) creates on-demand presentations from an available media file, but can also be used to edit archived presentations from Capture Station or Broadcast Producer.

These interfaces are developed to work in conjunction with the Polycom RealPresence Media Manager (PRMM), and to allow organizations to track user experience, interaction and participation.

A user interface, also referred to as a “skin”, is made up of a folder which contains several web files such as XHTML, JavaScript, CSS files, and images (Figure 1). Each interface is contained within the Skins folder of the Polycom application by default (this location can be changed), and is selected from the application during the publishing process. In a single-format application like Media Editor you will only see interfaces that are compatible with the media format you are currently working with.
During the publishing process, you will be able to configure the set of features and options that are available to the selected interface. The application will then publish your configured presentation to a web server, locally, or to a CD for consumption.

While past versions of content creation applications offered several interfaces differentiated by specific features, the latest updates have combined all these features into fewer interfaces. This effort has resulted in a smaller set of user interfaces to manage, more powerful and standardized user interfaces than ever before, and a wider range of customization possibilities out of the box for the content creator.
User Interface Regions

1. **Launch page** – This page contains links to the media types/bandwidth options available in a presentation. All media players used in the interfaces are free and the launch page contains links to download the plug-in if a user does not already have it installed. The launch page will open the presentation window without any browser chrome (menu bar, address bar, status bar, etc.). In supported browsers, a user may also launch the presentation in Fullscreen Mode. A registration page may precede the launch page if Registration is enabled in the PM3 Broadcast Producer user interface. The SL3.5 launch page includes additional features like a speaker image display and a live vs. on-demand mode indicator.

2. **Presentation Window** – This is the window that contains the actual presentation interface. An interface can be configured to display some or all of the following regions: video region, sync region, tabbed region.

3. **Header Region** – The header region is usually used to display the logo of an organization. This region can be customized with a different image. In some interfaces, the presentation title is also displayed in the header region.

4. **Media Region** – This region houses the media plug-in that the presentation uses. It can be a Windows Media, Silverlight, Flash, MP3, or MP4 based. Closed captions can also be toggled on or off where available. Audio-Video presentations will give viewers the option to zoom the video to full screen. Audio-only presentations usually display a static image over the video region. NOTE: Auxiliary mode in Broadcast Producer uses this region to display only the static image since this mode does not use a media player.

5. **Sync Region** – The sync region is where rich media assets are synchronized to the media. This region, depending on the application, is capable of displaying images, URLs, or SWF (Flash) files. In Broadcast Producer and Media Editor, PDF and PowerPoint decks are converted to images before they are used in a presentation. Where available, the header of the sync region will contain additional features to zoom a slide sync, launch a thumbnails window, or swap the position of the video and sync regions. URL and Flash syncs cannot be zoomed, and are not supported at all in the Polycom SL3.5 interface.

6. **Tabbed Region** – The tabbed region is a multi-panel region that serves a variety of purposes. Presentation metadata is displayed in the active tab by default. Other tabs can show a chapters list, additional resources, email addresses, a user Q&A form (Capture Station or Broadcast Producer) or interactive pages (Broadcast Producer only). Some tabs will automatically show or hide depending on whether the current mode is live or on-demand. The SL3.5 interface uses icons in place of tabs, but reveals panels that display their respective information similarly.
**How the UI works**

A list of installed user interfaces can be selected after starting the content creation application. For each interface, a brief description of the features offered and supported is provided, along with a text grid for entering custom values (the custom tags grid).

Some features (closed captions, chapters, user Q&A, etc.), can be enabled as needed. Other features (such as layout mode) will only accept a value from a predefined list. Other features require the presenter to browse for a local resource (image, document, etc.) to be uploaded to the content server along with the rest of the interface files, such as a custom background image or resource file. Finally, some dynamic text, such as the presentation title or description, can be defined from this text grid. In most cases, if no value is provided, or if an unknown value is present, the interface will use a default setting.

When the UI configuration is done and the publishing settings is finished (covered in the applications manual) the publishing process takes care of transferring the configured UI to the web server. At the end of the transfer when the UI is ready and can be accessed by the users, it is filled with the metadata related to the specific event and will react to the input coming from both the user and the presenter. If the event is published by Capture Station or Broadcast Producer, when the live event is done the application can take care of archiving the presentation and retransfer it to the web server for on demand access.

**Default Interfaces**

The following interfaces are installed by default with the Polycom RealPresence applications:

<table>
<thead>
<tr>
<th>Polycom RealPresence Capture Station</th>
<th>Polycom RealPresence Media Editor</th>
<th>Polycom RealPresence Broadcast Producer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Polycom PM3</td>
<td>Polycom PM3 (Audio Podcast)</td>
<td>Polycom PM3</td>
</tr>
<tr>
<td>Polycom SL3.5</td>
<td>Polycom PM3 (FL)</td>
<td>Polycom SL3.5</td>
</tr>
<tr>
<td></td>
<td>Polycom PM3 (MS)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Polycom SL3.5</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## Layout and Dimensions

All interfaces now support multiple layouts. The following diagrams show the layouts offered by each interface, along with the dimensions in pixels.

<table>
<thead>
<tr>
<th>Layout</th>
<th>Polycom PM3</th>
<th>Polycom SL3.5</th>
</tr>
</thead>
<tbody>
<tr>
<td>default</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>videoright</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>fullscreenvideo</td>
<td>feature</td>
<td>-</td>
</tr>
<tr>
<td>onlyvideo</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>noslide</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>largevideo</td>
<td>Y</td>
<td>-</td>
</tr>
<tr>
<td>swapped</td>
<td>Y</td>
<td></td>
</tr>
</tbody>
</table>

*Figure 3: Layouts offered by each interface*
<table>
<thead>
<tr>
<th>Presentation window</th>
<th>default</th>
<th>video</th>
<th>onlyvideo</th>
<th>largevideo</th>
<th>noslide</th>
<th>swapped</th>
</tr>
</thead>
<tbody>
<tr>
<td>Polycom PM3 (Audio Podcast)</td>
<td>356 x 524</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>320 x 240</td>
<td>-</td>
</tr>
</tbody>
</table>

This interface does not support slides.

<table>
<thead>
<tr>
<th>Polycom PM3</th>
<th>997 x 624</th>
<th>video ST</th>
<th>320 x 240</th>
<th>320 x 240</th>
<th>320 x 240</th>
<th>555 x 416</th>
<th>320 x 240</th>
<th>555 x 416</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>video WS</td>
<td>320 x 180</td>
<td>320 x 180</td>
<td>320 x 180</td>
<td>640 x 360</td>
<td>320 x 180</td>
<td>640 x 360</td>
</tr>
<tr>
<td>slide</td>
<td>640 x 480</td>
<td>640 x 480</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>320 x 240</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Figure 4**: Dimensions (in pixels) of the presentation window, media and sync regions in the PM3 interface

<table>
<thead>
<tr>
<th>Polycom SL3.5</th>
<th>1012 x 670</th>
<th>video</th>
<th>480 x 360</th>
<th>320 x 240</th>
<th>640 x 480</th>
<th>640 x 480</th>
</tr>
</thead>
<tbody>
<tr>
<td>slide</td>
<td>480 x 360</td>
<td>640 x 480</td>
<td>320 x 240</td>
<td>640 x 480</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Figure 5**: Dimensions (in pixels) of the presentation window, media and sync regions in the SL3.5 interface
Requirements and Compatibility

Below are the Operating System and Browsers supported by the default UI. For a comprehensive and more detailed list of User Interfaces and supported OS, please refer to the Polycom Default UI Compatibility Chart.

Microsoft OS
- Windows XP/Vista/7
  - Internet Explorer 7/8/9
  - Firefox 3/4
  - Chrome 10

Apple OS
- Mac OS 10.5
  - Safari 4/5
  - Firefox 3/4
  - Chrome 10
- Mac OS 10.6
  - Safari 5
  - Firefox 3/4
  - Chrome 10
- iOS 4.2 - iPhone (3G and higher), iPod Touch (2nd generation and higher), and iPad
  - Safari

Device resolution:
A monitor resolution of 1024x768 pixels or above is required to watch presentations created using the Polycom default UI when viewing on a desktop. The Polycom SL3.5 interface will adapt accordingly to the resolution of i-devices.

RAM:
The amount recommended by the selected OS (preferably not less than 1GB).
Polycom PM3

Description

The Polycom PM3 user interface (Figure 6) is a robust and fully featured interface that’s available for webcasting. A highly customizable interface, it offers the content creator several default options for creating a completely unique look and feel such as changing the background image and logo. This interface uses the power and flexibility of CSS, JavaScript and XHTML, and has been designed to comply with web standards and accessibility guidelines for true cross-browser compatibility. Because the PM3 interface is available across all Polycom content creation products, this is an ideal solution for most uses.

Features

Live, On-Demand, and Local modes – The Polycom PM3 user interface available in all Polycom content creation applications is capable of handling live and on-demand presentations in Capture Station and Broadcast Producer, and on-demand or local presentations in Media Editor. Certain features in the interface will be enabled or disabled depending on the mode, such as user Q&A during live mode or thumbnails during on-demand mode.

Capture Station supports live presentations and archives an editable version for archive and on-demand consumption. Broadcast Producer also supports live presentations but also provides some basic post-production editing capabilities, such as adding or removing chapter points or cropping your media file. Media Editor creates on-demand presentations from an available media file, but can also be used to edit
archived presentations from Capture Station or Broadcast Producer. Additionally, Media Editor can burn archived presentations to a CD.

**Swap Video and Slide** – This is a real-time feature in the Polycom PM3 user interface which allows the user to swap the positions of the media and sync regions when it is not an audio-only presentation. When this button is pressed, the sync and video elements are transposed – the video enlarges to fill the space of the slide region, and the sync shrinks to fit in the video space. Pressing the button again will restore the original layout. This feature is only available in the “default”, “swapped”, and “videoright” layout modes.

**Multiple Layouts** – With up to six different functional layouts to select from, the PM3 user interface is a highly flexible solution that meets a range of needs.

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**Default (default)**

This standard configuration displays the media and sync regions and makes use of a tabbed module for displaying meta-data, a list of chapters, and other additional features that the user interface may offer. The media is located to the left of the sync region and the tabbed module sits underneath the media.

**Swapped (swapped)**

This mode swaps the media and sync regions by default, making use of a larger video and smaller sync region at launch. The “swap” button is still available as a real-time feature in the interface, which toggles back to the “default” layout when clicked.

**Mirrored (videoright)**

This mirrored image of the default configuration relocates the media to the right of the sync region. All other features of the default mode are retained. This layout is useful if you are capturing an event where the presenter is positioned to the right of a projector and gestures are made towards the slides.

**Large Video (largevideo)**

The Large Video mode removes the sync region and all related functionality. Without resizing the dimensions of the interface, this mode makes use of the extra space by enlarging the media region. This layout is useful when you need to deliver a video only presentation, but still provide the features and benefits of the tabbed region.

**No Slides (noslide)**

Like the Large Video mode, this mode removes the sync region and all related functionality, but does not resize the video and maintains the tabbed region underneath the media region. Because of its reduced width, the title of the presentation is not displayed in the header and footer information is reduced.
**Only Video (onlyvideo)**

This bare-bones mode only displays the media and a toggle for closed captions if available. The viewer still has the option to zoom the video to full screen, but the tabbed region underneath the video is not shown. Because of its reduced width, the title of the presentation is not displayed in the header.

*Figure 7: Polycom PM3 layouts*

**Video Aspect Toggle** – The media region can handle both standard (4:3) and widescreen (16:9) aspect ratios. Standard aspect is the default setting, but widescreen video is supported through a simple custom tag toggle (Figure 8). See the *Layouts and Dimensions* chart for details on widescreen video sizes according to each layout.

*Figure 8: Standard versus Widescreen aspect ratio*

**Multiple Bandwidths** – Capture Station and Broadcast Producer are both capable of supporting up to three different bandwidths per media type. Because these applications have a default encoder profile, the PM3 user interface has been pre-configured to use both video and audio in the high and medium bandwidth streams, and audio only in the low bandwidth stream.

**Multiple Formats**

- Windows Media – Windows Media Video (.wmv) and Audio (.wma) are proprietary media formats developed by the Microsoft Corporation. Because this format is installed by default with all Windows-based PCs, they are widely recognized and usually require no additional plug-ins for the end user to download and install. When viewing a presentation on Internet Explorer, the Polycom PM3 user interface will utilize an embedded Windows Media Player for an optimal web experience. When viewing a presentation on non-Internet Explorer browsers, the Polycom PM3 user interface will take advantage of the Silverlight framework to display the media stream. The Silverlight plug-in is free to download and install from Microsoft and available for all supported browsers. Silverlight offers non-Internet Explorer users a nearly identical feature set and viewing experience as Internet Explorer users.

- Flv and Mp4 – Flash video (.flv) is a very ubiquitous video format and a preferred video delivery format by many organizations. Developed by Adobe Systems, Flash is capable of supporting the H.264 codec when .mp4 is used. It does require an end-user to have the Flash plug-in installed, but like Silverlight it is freely available from the Adobe website. Media Editor and CaptureStation can produce Flash presentations.
Pre-publishing – Capture Station is capable of “pre-publishing” an interface to a content location before an event starts. This feature allows the presenter to open a stand-by window before the start of a live event by uploading the interface files to a content location before any encoder streams are started. While inside the pre-publish window, users trying to access the event will simply see a generic wait message on the event launch page (Figure 10). The launch page will refresh every sixty seconds until the event has been started by the presenter, after which event links to launch the interface will appear.

Interface Header Image – You may replace the default header image in the interface with a custom branded image of your own, such as one of your organization’s logo. The image you define in this tag will replace the Polycom logo image in the header. The header region in the interface will accommodate an image up to 997x61 pixels (Figure 11), and has been pre-configured with a left-justification and no tiling.

Interface Background Image – You may replace the default background image (Figure 12) with a custom branded image of your own. The image you define in this tag will replace the Polycom background image in the interface. The background image will accommodate an image up to 997x624 pixels. This image has been pre-configured to tile, so you may create a pattern swatch and have it repeat along both the X- and Y-axis.
Launch Header Image – You may replace the default header image in the launch page with a custom branded image of your own, such as one of your organization’s logo. The image you define in this tag will replace the Polycom logo image in the launch page. The header region in the launch page will accommodate an image up to 700x75 pixels (Figure 13), and has been pre-configured with a left-justification and no tiling.

![Figure 12: The default background image](image)

![Figure 13: The custom header image in the launch page can be as large as the area shaded in red](image)

Launch Background Image – You may replace the default background image in the launch page (Figure 14) with a custom branded image of your own. This image has been pre-configured to tile, so you may create a pattern swatch and have it repeat along both the X- and Y- axis.

![Figure 14: The default background image](image)
Registration – Broadcast Producer is capable of publishing presentations that require registration before a user can view it (Figure 15). Registration data is collected in the same content location where a presentation is published to, but this data can also be viewed from the Presentation Manager in Broadcast Producer. This feature is not enabled by default and will require some slight modification to the code. See Enabling Registration in the Customization section for instructions on enabling registration.

**Figure 15: When enabled, viewers must first complete a registration form before the interface can be viewed**

Audio-Only Overlay Image – When using the multiple-bandwidth feature in Capture Station or Broadcast Producer, the low bandwidth option has been reserved for an audio-only stream in the default encoder profile. You may customize the image (Figure 16) that appears in the video region of the low bandwidth stream, such as a static image of the speaker or a logo. If no image is customized, a default image of an audio icon is used.
Closed Captions (CC) – Closed captioning is available for Windows Media presentations created in Capture Station, Broadcast Producer and Media Editor. It can be either enabled or disabled in a presentation. When enabled, closed captioning text is shown underneath the video region. While enabled, you can show or hide the captioning text in real-time within Windows Media based presentations.

Fullscreen Mode (Presentation Mode) – When this feature is checked in the launch page, the presentation will launch in a fullscreen view. The interface will be centered to your screen over a black background. No other screen elements are visible in this view. This feature is only available on Internet Explorer.

MP3 – Capture Station and Broadcast Producer are both capable of archiving an on-demand presentation with an additional MP3 audio format. If available, an MP3 version will be available on the launch page of an archived presentation. The MP3 interface (Figure 17) does not contain syncs, but any presentation meta data is displayed. For iTunes users, a convenient one-click subscription link adds the presentation as a downloadable podcast. MP3 is also available in Media Editor as a stand-alone user interface.

Event Meta Data – Meta data fields provide descriptive text for a presentation and also serve as keywords for searching when used with the Polycom RealPresence Media Manager. These fields are available by default:
Email – If an email address is provided, the PM3 interface will enable an “Email” tab. Clicking the email link will launch the default email client on the operating system, and the subject will be pre-defined with the title of the presentation. This tab will not display if no email is provided.

Q&A – The Q&A feature can be enabled for live Capture Station or Broadcast Producer presentations and it can be Moderated or Email driven. If enabled, a “Q&A” tab will be available on the interface. The form will display a “thank you” message and return the viewer back to the form after a few seconds. This feature is only available for live presentations, and is automatically disabled when a presentation is archived. Q&A can be configured to display in one of three modes:

- Default – this mode requires the user to provide their name and email address along with their question.
- Anonymous – this mode enables the name and email fields, but does not require the user to enter this information when submitting a question (available only for moderated versions of Q&A).
- OnlyQuestion – this mode disables the name and email fields and only displays the question field to the user. It is commonly used in conjunction with PRMM or a registration enabled event where the name and email can be retrieved from the session.

Moderated Q&A Web Console – This utility can be used in conjunction with the moderated Q&A feature in an interface and provides a moderator the functions necessary to manage questions received during a live event. A password protected link to the web console can be found on the launch page of a Capture Station presentation. This password can be changed from a custom tag within Capture Station or in the Q&A section of the Interface Options of the Broadcast Producer application. This web console link is disabled after a presentation has been archived.

Resources – The “Resources” tab house extra files or links that can provide supplemental information beyond the content of a presentation. While creating the presentation, you can add up to three files or define up to three links. Capture Station and Media Editor allow you to locate these files on your computer and upload it to the content server along with the rest of the interface files. Broadcast Producer requires you to provide absolute paths to files that can be accessed via the web. Resource links will open in a new browser window. The “Resource” tab will not display if no resources are provided.

Chapters – The “Chapters” tab is only enabled for archived or on-demand presentations and provides a chronological list of bookmark points in a presentation. Bookmark points are created a few different ways: 1) In Capture Station, each screen capture creates a bookmark. It does not matter if the screen capture is created automatically or manually. 2) In Broadcast Producer, each sync event automatically creates a bookmark. Slide flips, URL pushes, and Interactive pages are all sync events. A chapter list can be edited in the Archive Wizard of Broadcast Producer. 3) In Media Editor, each sync event can be paired with a bookmark. Bookmarks can also be added independently of sync events in Media Editor. The “Chapters” tab can be disabled entirely from a custom tag toggle.

Thumbnails – Where available, a thumbnail of each sync event is automatically created with the slide itself. This is true when the slide is based off of any image or converted from a PowerPoint deck or PDF
document. For URL or Flash media sync events, a generic icon is used as a thumbnail. Like the “Chapters” tab, the thumbnail button is only available in archived or on-demand presentations. When the thumbnail button is pressed, a small pop-up window (Figure 18) displays a chronological list of thumbnails. Unlike the chapter list, however, each thumbnail must be paired to a sync event. The thumbnails window can be paginated depending on the number of thumbnails to display per page via a custom tag. If no value is provided, the Thumbnails feature is disabled.

![Figure 18: Thumbnails pop up in a new window over the interface when launched](image)

**Synchs** – The sync region is a multi-functional region that updates with slide- and URL- sync events. In Broadcast Producer, you can also target interactive pages to this region. This region has a display size of 640x480 pixels, so content that exceeds this size will show scrollbars. The PM3 interface also incorporates smart technology that retrieves the last slide synched during a live event if the viewer launches a presentation after it has begun. For archived or on-demand presentations, if the viewer uses the scrub bar of the media player to move to any point in the presentation, the nearest sync event not past the scrub time will be fetched and displayed even before the video re-buffers.

**Zoom Video** – When this button is pressed, the video is zoomed full screen. Pressing the “Escape” key returns the presentation to a windowed view.

**Zoom Slide** – When this button is pressed, the current slide is also shown in a pop-up window of 960x720 pixels. Only slides can be zoomed. While in the zoomed view, slide sync events will continue to update. Pressing the “Escape” key or clicking the screen returns the presentation to a windowed view.

**Footer Text** – Footer text consists of a copyright message which can be configured from the publishing application.

**Auxiliary Mode** – Broadcast Producer includes an auxiliary mode that launches the interface without a media player. This mode is useful for in-room or dial-in attendees of a presentation. In these situations, the media player would not be needed, but a viewer would still have the benefit of the Polycom PM3 interface for resources, metadata, etc. This mode is only available for live presentations.

**Interactivity** – Broadcast Producer includes built-in interactive pages (Figure 19) that can be used during a live event. Interactive pages provide additional types of sync events that send information to or collect
information from the viewer. If available, the “Interactive” tab is enabled and sync events of this type are displayed in this panel.

**Fact**

A Fact page is simply text that is sent to the viewer.

**Trivia**

A Trivia page consists of a question and answer, but the viewer must click on an “answer” link before the answer can be seen. Alternatively, you can also send a question without a link to view the answer.

**Survey**

A Survey page sends a multiple choice question to the viewer. You may prepare up to six multiple choice answers to select from. After the viewer submits their answer, they will have the option to view a percentage-based results page.

**Question & Answer**

Like a Trivia page, a Q&A page also consists of a question and answer, but both are simultaneously displayed for the viewer. During a live event with Q&A enabled, this is one way for a presenter or moderator to provide feedback to the audience online.

**Photo**

A Photo page sends an image to the viewer.

**Clear**

This page can be used if you want to clear the previous interactive sync from the presentation window. This is also the page that viewers will see before any interactive syncs are sent.

*Figure 19: Broadcast Producer interactive features*
**Require PRMM** – This feature allows a presentation to be secured to a PRMM portal. When enabled, the presentation *must* be launched from a Polycom RealPresence Media Manager or the presentation window will fail to open.

**External ID** – The ExternalId tag allows presentations to be associated with an external identifier, which will also be scanned and stored by PRMM. Presentations with an ExternalId can be used in conjunction with CME, AVITEM, or other third party solutions.

### Customization

The Polycom PM3 interfaces offers flexibility by allowing you to change background and logo elements right out of the box. But even beyond these customization features, its CSS based design and JavaScript-powered functionality allows even further modification for a truly unique purpose or style. The Polycom PM3 interface in Broadcast Producer also includes a registration feature that can be enabled via some simple JavaScript code modification. In the case of any code changes, it’s always a good idea to make a backup copy of the interface being modified.

**Custom Tags (Advanced Tags)**

The Custom Tags (Advanced Tags) screen of each application allows a presenter to easily change the interface background image or logo image used in the header of both the launch and interface pages and the color of the header text. In all applications, leaving these tags empty will make the interface default to Polycom images and colors.

#### Capture Station

1. Select the Polycom PM3 interface from the “Default” group in the “Interface Style” drop-down menu.

2. In the “Presentation Details” list, scroll down to the four tags that define the interface background, header, and launch header images, as well as the header text color (Figure 20). Click on the “Browse” button to use a local image file. This file will be uploaded along with the rest of the interface files to the content directory. Image size information will be given in the description text of each tag. To change the header text color, enter a new hex value, or “none” to hide the header text entirely.

![Custom Tag Table](image)

*Figure 20: These images can be customized from the "Presentation Details" list in Capture Station.*
**Media Editor**

1. Select the Polycom PM3 interface from the “Choose Skin” tab.

2. Click the “Customize Skin” tab.

3. Scroll down to the four tags that define the images used for the interface background, header, and launch header images, as well as header text color (Figure 21). To change the default images, click on the “Browse” button to use a local image file. This file will be uploaded along with the rest of the interface files to the content directory. Image size information will be given in the description text of each tag. To change the header text color, enter a new hex value, or “none” to hide the header text entirely.

![Figure 21: ...in the “Customize Skin” tab in Media Editor...](image)

**Broadcast Producer**

1. Select the Polycom PM3 interface from the “Interface Options” panel of the Presentation Wizard.

2. Click the “Advanced” button.

3. Scroll down to the four tags that define the images used for the interface background, header and launch header images, as well as the header text color (Figure 22). Enter the URL where custom images can be referenced from within the published interface in the “Edit Options” section. This URL should be an absolute path, and should not have any permission or security settings that might prevent a presentation from referencing it. Image size information will be given in the description text of each tag. To change the header text color, enter a new hex value, or “none” to hide the header text entirely.
CSS

The Polycom PM3 interface uses a few CSS files to achieve its look and feel. With some CSS experience and a firm grasp of what each file does, the possibilities are virtually endless.

- **dhtml.css** – Controls the position of the interface elements as they pertain to each layout mode and feature (swapping, closed captions toggle, etc). Most customizations will not require any modification to this file.

- **styles.css** – This is the main CSS file and controls most of the color, style, margin, padding, visibility and spacing properties throughout the interface. This document will probably be the main focus of any customization effort.

- **launch.css** – Controls the styles of the launch page.

- **thumbnails.css** – Controls all the styles in the thumbnail pop-up window.

- **mp3.css** – Controls all the styles in the MP3 interface.

The following are some pure CSS modifications you can perform just to get started.

**Stylized Scrollbars** – Scrollbars will be visible in certain areas of the interface where the content is larger than its container, such as the tabbed panels. You may want to stylize the scrollbars (Figure 23) with custom colors, but be aware that some browsers do not recognize these properties.
1. Open styles.css.

2. Uncomment the HTML style block between lines 13-21.

```html
/*html {
  scrollbar-arrow-color:#999999;
  scrollbar-track-color:#ffffff;
  scrollbar-face-color:#0070d7;
  scrollbar-highlight-color:#ffffff;
  scrollbar-shadow-color:#ffffff;
  scrollbar-darkshadow-color:#ffffff;
}
```

3. A few custom colors have already been applied. Simply replace the hex codes in each property of the scrollbar to create a unique style. Like the Opaque Matte effect above, creating a custom style for the scrollbars will cause this CSS sheet to not validate.

**Removing the Matte** – The black matte surrounding the interface modules can also be removed via CSS if desired (Figure 24).

1. Open styles.css.

---

**Figure 23:** A standard, unstylized scrollbar (left) vs. one that has been styled through CSS (right)

**Figure 24:** A presentation with the black matte removed
2. Look for the style named “#bgInner .topSlice” (line 67).

3. Comment out the “background” property (line 68). The entire line must be commented out.

```
67  #bgInner .topSlice {
68      background:transparent url(inner_t1.png) no-repeat 0px 0px; 
```

4. Repeat the first three steps for the following styles: “#bgInner .topSlice .corner”, “#bgInner .bodySlice”, “#bgInner .bodySlice .corner”, “#bgInner .footSlice”, “#bgInner .footSlice .corner”

**Hover Color of Buttons** – The feature buttons (Zoom Video, Zoom Slide, Thumbnails, etc.) and tabs (Chapters, Resources, Email) on the module headers have a default hover color of yellow (hex: #ffcc00). You may change this hover color easily from the CSS.

1. Open styles.css.

2. Look for the style named “.moduleHeaderControls a:hover” (lines 153-154).

3. Change the hex value of the color property.

**Hover Color of Links** – Most links - bookmarks, resources, etc. - also have a default hover color of yellow (hex: #ffcc00). Like the hover color of buttons, this can be easily modified.

1. Open styles.css.

2. Look for the style named “a:hover” (line 33).

3. Change the hex value of the color property. Notice that the hover style also has an underline property as well. To remove the underline for the hover state, simply remove this “text-decoration:underline” property.

**Padding Between Modules** – Because the Polycom PM3 interface uses a healthy 320x240 size for video and 640x480 size for slide syncs, the components are tightly grouped in order to maximize the window space on a typical 1024x768 monitor resolution. Modifying these values require a fairly comprehensive understanding of how CSS affects the interface and is only recommended for users with HTML and web development experience.

In the following instructions, we will add a 10 pixel padding space between the media, sync and tabbed regions of the user interface in the default layout mode (Figure 25). The dimensions of the interface will necessarily gain a little bit of width, but we will maintain the flush alignment of the bottom of the sync and tabbed regions. Additionally, the sync and media regions are floating elements that are absolutely positioned on the interface for swapping. We will also adjust the position of these elements as a result of our padding. Finally, these instructions will assume that a new background image has already been created to fit the new size of the interface.
Step 1 – Make the interface wider

1. Open styles.css.

2. Look for the style named ".presoWidth" (line 9) near the top of the file. This property defines the overall width of the interface and is 997px by default. Since we are adding a 10 pixel padding space between the media and sync and tabbed regions, change it to 1007px.

3. Look for the style named ".presoClip" (line 11) near the top of the file. This property clips any content beyond the dimensions of the interface. Since we have increased the width, we will allow for this additional size in the clipping property. Change the “clip” property from “rect(0px,997px,624px,0px)” to “rect(0px,1007px,624px,0px)”.

Step 2 – Add vertical padding between the sync and media regions

1. While in styles.css, look for the two styles named ".slideR3Group" and ".slideR3Group_mirrored" (lines 108-109).
2. Increase the “margin-left” property from 1 pixel to 10 pixels.

Step 3 – Add horizontal padding between the video and tabbed regions

1. While in styles.css, look for the style named “#r2Layer” (line 104).
2. Increase the “margin-top” property from 1 pixel to 10 pixels.

Step 4 – Adjust absolute positioning of floating sync and media elements

1. Open dhtml.css.
2. Look for the style named “.region1” (line 17).
3. Add 10px to the “left” property. The new value should be “left:349px;”. This will move the sync region an additional 10 pixels from the left.
4. We will also need to take into account the closed captioning feature and the video region when it is swapped. Add 10px to the “left” property of the following styles: “.region1_captioned”, “.video_swapped”, “.video_swapped_captioned”, “.sl_video_swapped”, “.sl_video_swapped_captioned”. Take care to also do this for the respective styles for widescreen mode, beginning on line 139. All widescreen styles begin with a “.ws_” prefix.

Step 5 – Reduce height of tabbed panel

1. While in dhtml.css, look for the group of styles between lines 113-121.
2. These styles control the height of the tabbed panel under different states. Subtract 10px from both the height and the two clip properties for these styles. For example, the properties for “.r2tall” should be changed from

   height:192px; clip:rect(0px 192px 310px 0px); //clip:rect(0px,192px,310px,0px);

   to

   “height:182px; clip:rect(0px 182px 310px 0px); //clip:rect(0px,192px,310px,0px);”.
3. Repeat the first two steps for the following styles: “.r2normal”, “.r2short”, “.sl_r2tall”, “.sl_r2normal”, “.sl_r2short”. Notice that you do not need to change the “.r2xtall” and “.sl_r2xtall” styles. Those styles are only used in the largevideo, where the tabbed panel takes the full height of the video. However, take care to also do this for the respective styles for widescreen mode, between lines 228-239.
Step 6 – Define the new size of the presentation window

1. If Media Editor, open index.htm.

2. Look for the function named "playMS" (line 70).

3. There will be an if-else statement that handles launching the interface in fullscreen mode or to a window. When launching to a window, the function passes height and width parameters. Adjust the width parameter by adding an additional 10 pixels.

```
function playJS() {
    var url = 'main.htm' + window.location.search;
    if (formChk()) {
        lvl_openWin(url, 'pmMode', '0', '0', '0', '0', 'fullscreen=1');
    } else {
        lvl_openWin(url, 'smh', '100%', '624', 'O', 'O', '1', 'width=1000,height=624');
    }
}
```

4. NOTE: If modifying the Broadcast Producer, open links.htm instead and follow the first three steps.

5. NOTE: If modifying the Capture Station interface, simply open details.txt and provide the dimensions of the interface window in the "windowwidth" and "windowheight" tags. No modification to index.htm is necessary.

Images

Whereas the background and logo images can be easily changed via the custom tags menu, changing other visual elements will require editing on the source image file itself. It is recommended that you stay within the confines of the default image sizes if you do make any modifications. Some images are tiled as the background of an element (such as runner.gif and nav_bg.gif), so only a sliver is used in order to minimize file size. Other graphical elements are contained in a sprite file (such as sprite_icons.gif) in order to reduce the number of calls made to a server. Aside from the background, logo and matte images, Figure 26 shows the rest of the images that make up the PM3 interface.
Enabling Registration (Broadcast Producer only)

The PM3 interface in Broadcast Producer supports user registration, but this feature is disabled by default. To enable it, two simple changes to the code must be made.

1. Open details.txt.
2. Change the value of the REGISTRATION tag from 0 to 1.

```
REGISTRATION: 1
```

3. Open launch.js.
4. Look for the variable named “regMode” (line 3) and change its value from “false” to “true”.

```
var regMode = true;
```

Fullscreen Mode for OnlyVideo Layout

The onlyvideo layout mode has the additional option of automatically launching to fullscreen with just a slight modification to the code. This mode essentially triggers the built-in fullscreen option for Windows Media and Silverlight.

1. Open lm.js
2. Look for the variable named “launchOnlyVideoFS” (line 3) and change its value from “false” to “true”.

```
var launchOnlyVideoFS = true;
```
Polycom SL3.5

Description
The Polycom SL3.5 user interface (Figure 27) is driven by Silverlight technology and relies on the Silverlight v.4 plug-in (or above) to view. This interface shares many of the same features as the Polycom PM3 interface. Because it uses the Silverlight plug-in, the user experience is exactly the same across all major browsers and operating systems. Like the Polycom PM3 interface, this interface is available across all of Polycom’s content creation products.

Features
Live and On-Demand modes – The Polycom SL3.5 user interface is available in all Polycom content creation applications, and as such is capable of handling both live and on-demand presentations in Capture Station and Broadcast Producer. Certain features in the interface will be enabled or disabled depending on the mode, such as moderated Q&A during live mode (for Broadcast Producer) or the chapter panel and thumbnails button during on-demand mode. An indicator icon (Figure 28) is used to display the current mode on the launch page.
Layout Controls – The Polycom SL3.5 interface puts the ability to control layouts in the hands of both the presenter and the viewer. The layout can be defined at the time of publishing using predefined custom tags. Layout modes are: default, equal_mirror, videosmall, slidesmall, slideonly, videoonly, videosmall_mirror, slidesmall_mirror. An unknown value sets the default mode.

In addition, the SL3.5 interface allows the user to swap both the size and the position of the video and sync regions right within the interface (Figure 29). While the two controls are related, they operate independently of each other, giving the user the ability to precisely configure the exact viewing experience they want.

It’s important to note how these two controls behave in relationship to each other. The swap button will swap the positions of the media and sync regions but preserve the existing dimensions. Clicking the layout will bring up a layout panel and the viewer can select from four standard layouts:

**Default (default, equal_mirror)**

This is the default layout that an SL3.5 presentation is launched in. By default, the media panel is on the left side and the sync panel is on the right side. The “equal_mirror” tag is a mirror reflection of the default layout. These are ideal layouts to use when the media and the sync content requires equal prominence on the presentation window.

**Video Small – Slide Large (videosmall, videosmall_mirror)**

This layout uses a small video panel and a large slide panel. Those familiar with the PM3 interface will recognize this positioning as the default layout. As with any layout, swapping the panels or defining the “_mirror” tag will cause the positions of the panels to switch.
Video Large – Slide Small (slidesmall, slidesmall_mirror)

This is similar to the above layout and simply instantiates the presentation with a large video panel and a small slide panel. As with any layout, swapping the panels or defining the "_mirror" tag will cause the positions of the panels to switch.

Single Video or Slide (slideonly, videoonly)

This layout displays only a single panel, which is useful in cases where one panel can be removed entirely in favor of completely highlighting the other. As with any layout, swapping the panels will cause the positions of the panels to switch. It is important to note, however, that the thumbnails button will be disabled when only the media panel is visible.

Figure 30: Polycom SL3.5 layouts

Smooth Streaming – Smooth Streaming is a Microsoft technology which provides an adaptive media experience for the viewer by automatically adjusting the bitrate based on the viewer’s system capabilities and available bandwidth. This feature requires the use of an Expression Media Encoder, and video streams must be to an IIS7 server with Media Services enabled. When these streams are available to the viewer, the links on the launch page will be marked with the appropriate “badge” on the launch button.

Figure 31: An SL3.5 launch link with an “SS” badge to indicate that it is Smooth Stream enabled

Apple iOS Support – The SL3.5 interface has now been designed to support live and on demand presentations on Apple iOS-based devices (Figure 32: ). While the SL3.5 desktop experience is powered by Silverlight, the presentations viewed on i-devices are HTML5-based. Most features of the SL3.5 interface are available on the iPad and easily recognized within the interface. On the iPhone, the SL3.5 interface takes advantage of the form-factor to solely focus on the video and slide syncs.

All features mentioned in this section of the manual refer to the desktop version of the SL3.5 interface, but can largely be applied towards iPad as well. Where applicable, this document will note which features are unavailable for the iPad.
Multiple Bandwidths – Capture Station and Broadcast Producer are both capable of supporting up to three different bandwidths. Because the Polycom SL3.5 interface is a video-only solution, and because Capture Station is pre-configured to stream only audio in a low bandwidth stream, you must select a different encoder profile within Capture Station when using this skin. Please refer to your Capture Station manual on how to change profiles.

Windows Media Video-Audio Format – Windows Media Video (.wmv) and Audio (.wma) are proprietary media formats developed by the Microsoft Corporation. Because this format is installed by default with all Windows-based PCs, it is widely recognized. The Polycom SL3.5 interface takes advantage of the Silverlight framework to display these media formats. The Silverlight plug-in is free to download and install from Microsoft and available for all supported browsers. Silverlight provides an identical feature set and viewing experience to all users. This format will not be compatible with Apple i-Devices, which require an H.264 .ism, .ismv, or .m3au stream.

Pre-publishing – Capture Station is capable of “pre-publishing” an interface to a content location before an event starts. This feature allows the presenter to open a stand-by window before the start of a live event by uploading the interface files to a content location before any encoder streams are started. While inside the pre-publish window, users trying to access the event will simply see a generic wait message on the event launch page (Figure 33). The launch page will refresh every sixty seconds until the event has been started by the presenter, after which event links to launch the interface will appear.
**Figure 33:** The pre-publish window shows a wait message until the presentation is started

**Interface Header Image** – You may replace the default image in the interface with a custom branded image of your own, such as one of your organization’s logo. The image you define in this tag will replace the Polycom logo image in the header. The header region in the interface will accommodate an image up to 1012x90 pixels (Figure 34), and has been pre-configured with a right-justification and no tiling. When pairing your own custom header image with a custom background image, use PNG files with a transparent background for best results.

**Figure 34:** The custom header image can be as large as the area shaded in red

**Interface Background Image** – You may replace the default background image (Figure 35) with a custom branded image of your own. The image you define in this tag will replace the Polycom background image in the interface. The background image will accommodate an image up to 1012x670 pixels. *This feature is not available on the Apple iPhone.*
Figure 35: The default background image

Background Stretch Behavior – Whereas the previous SL3 interface allowed for custom image to be used as the interface background, administrators can now define a background stretch behavior for these images. This behavior affects the way a background image fills the interface and whether or not the image’s native aspect ratio is maintained.

The images below illustrate how a background image behaves based on each setting. The video and slide regions have been made transparent so the effect of the background can be seen more clearly.

UniformToFill

This is the default behavior setting on SL3.5. This behavior stretches the image to fill the viewport dimensions while preserving the image’s native aspect ratio. While stretching to fill the viewport, if the viewport area is smaller than necessary to display the image, clipping will occur.

Uniform

This behavior will stretch the background image to fill the viewport while preserving the aspect ratio. It will resize as necessary to show the entire image.
Fill

This behavior setting stretches the background image to fill the available space of the viewport, but does not maintain the aspect ratio.

None

This behavior maintains the native dimensions of the image used. No stretching or filling will occur.

Figure 36: Stretch behaviors of the background image

Launch Page Header Image – You may replace the default header image in the launch page with a custom branded image of your own, such as one of your organization’s logo. The image you define in this tag will replace the Polycom logo image in the launch page. The header region in the launch page will accommodate an image up to 900x90 pixels (Figure 37), and has been pre-configured with a left-justification and no tiling.

Figure 37: The custom header image in the launch page can be as large as the area shaded in red

Launch Background Image – You may replace the default background image in the launch page (Figure 38) with a custom branded image of your own. This image has been pre-configured to tile, so you may create a pattern swatch and have it repeat along both the X- and Y- axis.
Event Meta Data – Meta data fields provide descriptive text for a presentation and also serve as keywords for searching when used with the Polycom RealPresence Media Manager. These fields are available by default and visible when the Info icon (Figure 39) is clicked:

- Presentation Title
- Presentation Speaker
- Presentation Date/Time
- Presentation Description

Speaker Image – The speaker image allows for a speaker’s headshot to be displayed alongside his or her name on both the launch page as well as the Event Info tab in the interface (Figure 40). The speaker image can be up to a 60x80 pixel image. If no image is used, then a silhouette of a person’s bust is used by default. The speaker image is not displayed on the Apple iPhone.

Figure 38: The default launch background image

Figure 39: The Event Info Icon

Figure 40: The Event Info tab can display the title, a speaker name, the event date, a description and a speaker image
**Email** – If an email is provided, the Polycom SL3.5 interface will enable an “Email” icon (Figure 41). Clicking the email link will launch the default email client on the operating system. This tab will not display if no email is provided.

![Figure 41: The Email Icon](image)

**Q&A** – The Q&A feature can be enabled for live Capture Station and Broadcast Producer presentations and it can be moderated or email driven (Broadcast Producer only). If enabled, a “Q&A” icon will be available (Figure 42). *This feature is not offered on the Apple iPhone.*

![Figure 42: The Q&A icon](image)

Clicking on the icon reveals the Q&A tab, and the viewer can submit their name, email address, and a question. Once a question has been submitted, a success message will be briefly displayed and the viewer can either submit another question or click on the icon again to close the tab. This feature is only available for live presentations, and is automatically disabled when a presentation is archived. Q&A can be configured to display in one of three modes:

- **Default** – this mode requires the user to provide their name and email address along with their question.
- **Anonymous** – this mode enables the name and email fields, but does not require the user to enter this information when submitting a question (available only for moderated versions of Q&A).
- **OnlyQuestion** – this mode disables the name and email fields and only displays the question field to the user. It is commonly used in conjunction with PRMM or a registration enabled event where the name and email can be retrieved from the session.

**Moderated Q&A Web Console** – This utility can be used in conjunction with the moderated Q&A feature in an interface and provides a moderator the functions necessary to manage questions received during a live event. A password protected web console can be found by viewing the “moderator.asp” page from a browser using the content location URL base. This password can be changed from a custom tag within Capture Station or in the Q&A section of the Interface Options of the Broadcast Producer application.

**Resources** – The “Resources” icon reveals a tab that houses extra files or outbound links that provide supplemental information beyond the content of a presentation. While creating the presentation, you can add up to three files or define up to three links. Capture Station and Media Editor allow you to locate these files on your computer and will upload the files to the content server along with the rest of the interface files. Broadcast Producer requires you to provide absolute paths to files that can be accessed via the web. Resource links will open in a new browser window. The “Resource” icon will not display if no
resources are provided (Figure 43). This feature is limited to only outbound links on the Apple iPad, and is not available on the Apple iPhone.

![Figure 43: The Resources Icon](image)

**Chapters** – The chapters panel (Figure 44) is only enabled for archived or on-demand presentations and provides a few new features for navigating and searching a presentation. Clicking on the yellow arrow in the current chapter title display enables this panel. Chapter markers are either automatically or manually created from a Polycom content creation tool. The SL3.5 interface displays these chapters in a chronological list by default. Using the sort icons in the chapter panel, however, a viewer can toggle between a chronological list or an alphabetical list. The SL3.5 chapter panel also features a search tool, which allows the viewer to search by title. The search is performed in real-time, so viewers will see returned results as they type. Chaptering functionality is not available on the Apple iPhone.

![Figure 44: The Chapters panel includes new functionality like search and sorting](image)

**Thumbnails** – The thumbnails panel (Figure 45) of the SL3.5 interface has been newly redesigned, but shares many similarities with the Polycom PM3 feature. Most notably, the SL3.5 thumbnail panel is integrated with the sync region, so a separate pop-up window is not necessary. Like the PM3 interface, an ordered list of thumbnails is displayed in a scrollable list. With the SL3.5 interface, the preview of the current slide is always displayed, so the viewer never loses track of the presentation content.

The thumbnail panel can only be displayed when the sync panel is in its large size, so clicking on the thumbnail icon will automatically update the layout to accommodate this feature. Clicking on it again will restore the previous layout. This feature is not available for Apple iOS devices.
Figure 45: The SL3.5 thumbnails panel is integrated with the sync panel

Tooltips on buttons – A tooltip that describes the functionality of that feature is now available when you hover over each button. *This is not available on Apple iOS devices.*

Audio-Only mode – This version the SL3.5 interface allows you to publish audio-only presentations. A customizable speaker image fills the video region.

**Customization**

The Polycom SL3.5 interface offers flexibility right out of the box by allowing you to change background and logo elements. For more advanced users who are familiar with XAML, more in-depth customization can be achieved by editing the defaultResources.xaml file. In the case of any code changes, it’s always a good idea to make a backup copy of the interface being modified.

**Custom Tags (Advanced Tags)**

The Custom Tags (Advanced Tags) screen of each application allows a presenter to easily change the interface background image or logo image used in the header of both the launch and interface pages. In all applications, leaving these tags empty will make the interface default to the included Polycom images.

**Capture Station**

1. Select the Polycom SL3.5 interface from the “Default” group in the “Interface Style” drop-down menu.

2. In the “Presentation Details” list, scroll down to the three tags that define the images used for the interface background, interface header, launch background, and launch header images (Figure 46). Click on the “Browse” button to use a local image file. This file will be uploaded along with the rest of the interface files to the content directory. Image size information will be given in the description text of each tag.
Figure 46: These images can be customized from the "Presentation Details" list in Capture Station...

**Media Editor**

1. Select the Polycom SL3.5 interface from the “Choose Skin” tab.

2. Click the “Customize Skin” tab.

3. Scroll down to the three tags that define the images used for the interface background, interface header, launch background, and launch header images (Figure 47). Click on the “Browse” button to use a local image file. This file will be uploaded along with the rest of the interface files to the content directory. Image size information will be given in the description text of each tag.

Figure 47: …in the “Customize Skin” tab in Media Editor…

**Broadcast Producer**

1. Select the Polycom SL3.5 interface from the “Interface Options” panel of the Presentation Wizard.

2. Click the “Advanced” button.

3. Scroll down to the three tags that define the images used for the interface background, interface header, launch background, and launch header images (Figure 48). In Broadcast Producer, enter the URL where this image can be referenced from within the published interface in the “Edit Options” section. This URL should be an absolute path, and should not have any permission or security settings that might prevent a presentation from referencing it. Image size information will be given in the description text of each tag.
Figure 48: ...and finally in the “Advanced” options in Broadcast Producer

XAML

Colors and styles in the Polycom SL3.5 are powered by XAML. Most of these settings are exposed in a document named defaultResources.xaml. However, it is highly recommended that you are familiar with XAML before attempting to make any modifications to this file.

It is possible to make very granular adjustments with this file, such as controlling the gradient colors on the video progress bar or the thickness of the border on the play icon. As such, due to the breadth and length of this document, only a few common modifications will be provided as examples. Like CSS modifications, any changes applied to this document will reflect immediately in the interface when the window is reloaded.

**Change Color of Presentation Title** – When you select a custom background image, you may also need to change the color of the presentation title text in the header for better contrast. The Polycom SL3.5 interface uses a semi-transparent black layer to distinguish the header from the background, so white is the default color. Follow these steps to change it to another color of your choice.

1. Open defaultResources.xaml.
2. Look for the “TitleTextBlockStyle” styles between lines 4537-4542.
3. Change the “Foreground” property to a color of your choice. Take care to note that XAML uses an 8-digit hexadecimal scheme to define color, unlike CSS which only uses 6 digits. The first pair in a XAML color definition defines the alpha channel, or opacity level, of the object. To make your text completely opaque, use FF to precede your 6 digit hex color.

   ```xml
   <Style x:Key="TitleTextBlockStyle" TargetType="TextBlock">
     <Setter Property="Foreground" Value="#000000FF"/>
     <Setter Property="FontFamily" Value="Arial"/>
     <Setter Property="FontSize" Value="16"/>
     <Setter Property="FontWeight" Value="Bold"/>
   </Style>
   ```
Change Color of the Scrub Bar – To better complement your organization’s branding and color schemes, you may also want to modify the color of the player scrub bar.

1. Open defaultResources.xaml.
2. Look for the “Controller” styles between lines 73-80.
3. There are two color properties here that can be adjusted. These two color values represent the gradient color stops on the scrub bar. Change the last 6 digits to the hex color value of your choice.

```xml
<LinearGradientBrush x:Key="Controller"
    StartPoint="0,0"
    EndPoint="0,1">
    <GradientStop Color="#FFC9FF3C" Offset="0" />
    <GradientStop Color="#FF78E51D" Offset="1" />
</LinearGradientBrush>
```
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