

perception



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## Introduction.

Acquire Perception is a new way of working with media that lets your demonstrations and presentations shine. It has been designed for self-operation by people with little or no training, with a simple to use, natural user interface which is easily configurable for many different uses.

Use across touchscreens, interactive surfaces, walls and table tops allowing users to interact and play with content that you load into the system. Arrange content into categories and subcategories for better navigate and as a way of filtering content.

Perception is powered by the Acquire engine, and as such forms part of the larger Acquire family of products. By combining Perception with our other range of products this allows you to add advanced functionality and features, including social network integration, digital signage, QR and NFC triggers, remote updating support tools and much more.

To get the best out of Perception, we recommend you read through this guide at least once, ideally as you configure the solution for the first time.

## Understanding Perception.

### Touchscreen.

Perception is designed for multi-touch experiences, so you will need to use a Windows compatible touchscreen which supports at least 2 touch points. Additional touch points are not usually necessary (as most users only use one or two finger gestures anyway), but it can be beneficial when using larger displays to allow multiple people to use the application simultaneously.

### Computer.

The computer should have at least Windows 7 installed, however a better experience may be had using Windows 8.1 or Windows 10 as these include more functions to allow you to use higher resolution videos and graphics and allow for more future-proofing for you as newer technologies are released.

Perception can run on most modern computers. However, if you are looking to use higher resolution images and videos, or want to be able to open more files at the same time, you may require a more powerful. If in doubt, always try and over-spec the computer. As a minimum we recommend - 2GB of RAM, an Intel I3 processor (or similar) and 2GB of graphics memory (ideally using a DirectX11 compatible card). For a better experience, graphics cards with faster memory, hard drives which are solid-state will speed up the system and give a more responsive experience.

### Supported formats.

Perception is designed to show:

Graphics – JPEGs, Bitmaps and PNGs up to 15000x15000 pixels (a typical 12 Megapixel photo is 4200x2800 pixels). In fact, you can even use transparency in your PNG graphics to make them appear as a shape!

Videos – AVI video files, h.264, QuickTime, DivX and h.265 video formats are supported, higher than 4K/UHD resolution.

Web Links – Web pages either on the computer or on the Web can be used, with full HTML-5 support (note that you may want to be careful what pages you allow people to browse on the web, and install an anti-virus package).

3D – support for OBJ and files that you can rotate and zoom

PDFs – PDFs are automatically converted into multiple paged documents for your users to scroll through

Microsoft Word™ .docx, PowerPoint™ .pptx and Excel files automatically converted into images.

## Installation and preparation.

Click on the download link to download the installer. When you run the installer, it will then download and install the Perception program onto your PC. Do this on the computer you will be running the Perception program on.

IMPORTANT: be aware that Perception can run in **Player mode** or **Desktop mode**. Typically, when Perception is being used in a self-service or unattended environment, you will want to choose the Player mode, as this includes System Sentinel which protects the operating system and automatically runs the software when the computer starts up. In this mode you will not be able to access any other programs on your computer.

Desktop mode does not install the System Sentinel program so allows you to run Perception on demand, simply by double-clicking the desktop icon – this mode is aimed at users who wish to use Perception as a presentation aid and require the use of their PC for other uses.

Before running the software for the first time, it is recommended that you choose the screen resolution and rotation, connect the touchscreen and check that all the drivers are up-to-date to ensure that you are getting the best experience.

**TIP:** Ensure you take a note of the passwords you entered in the Perception Setup Password and System Sentinel Password sections to ensure that you can escape out of Perception back to Windows!

## Perception Trial.

When first installed you will be able to run Perception in Trial Mode for 30 days, after which you will be required to purchase and install a licence to continue using Perception.

Follow the on-screen instructions to set up your trial.

Once licensed Perception will lock-down your PC and run the default browser layout.

## Perception Setup.

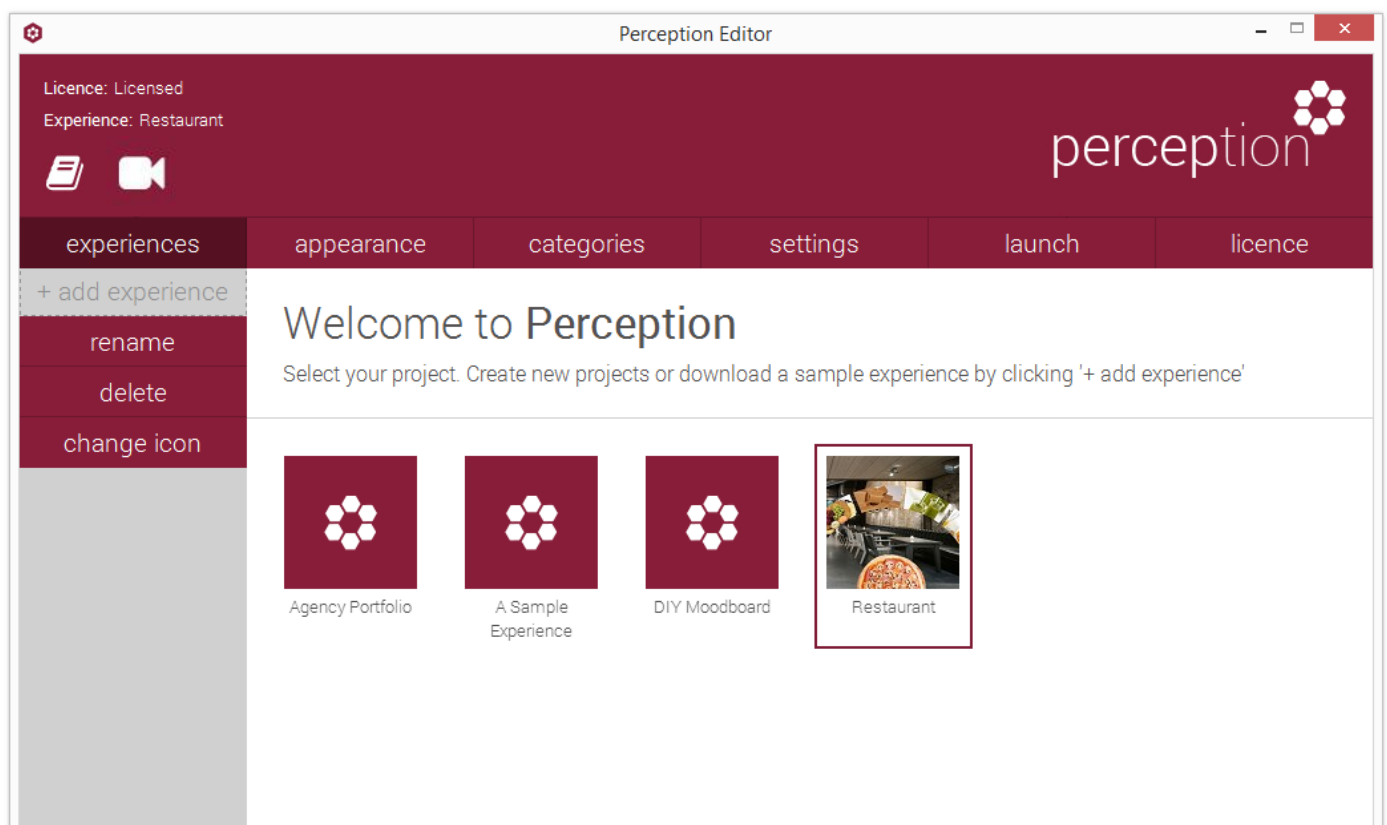
### Experiences Tab.

Use this tab to start an experience.

From the welcome page choose an existing experience to edit, by selecting an experience and clicking the *next* button, or click *Add experience +*, located on the left, to create a new experience with default settings. You can choose a name and an icon picture for your experience.

**TIP:** You can also choose to download a number of sample experiences from the *Add experience* button, which are a great way to get started.

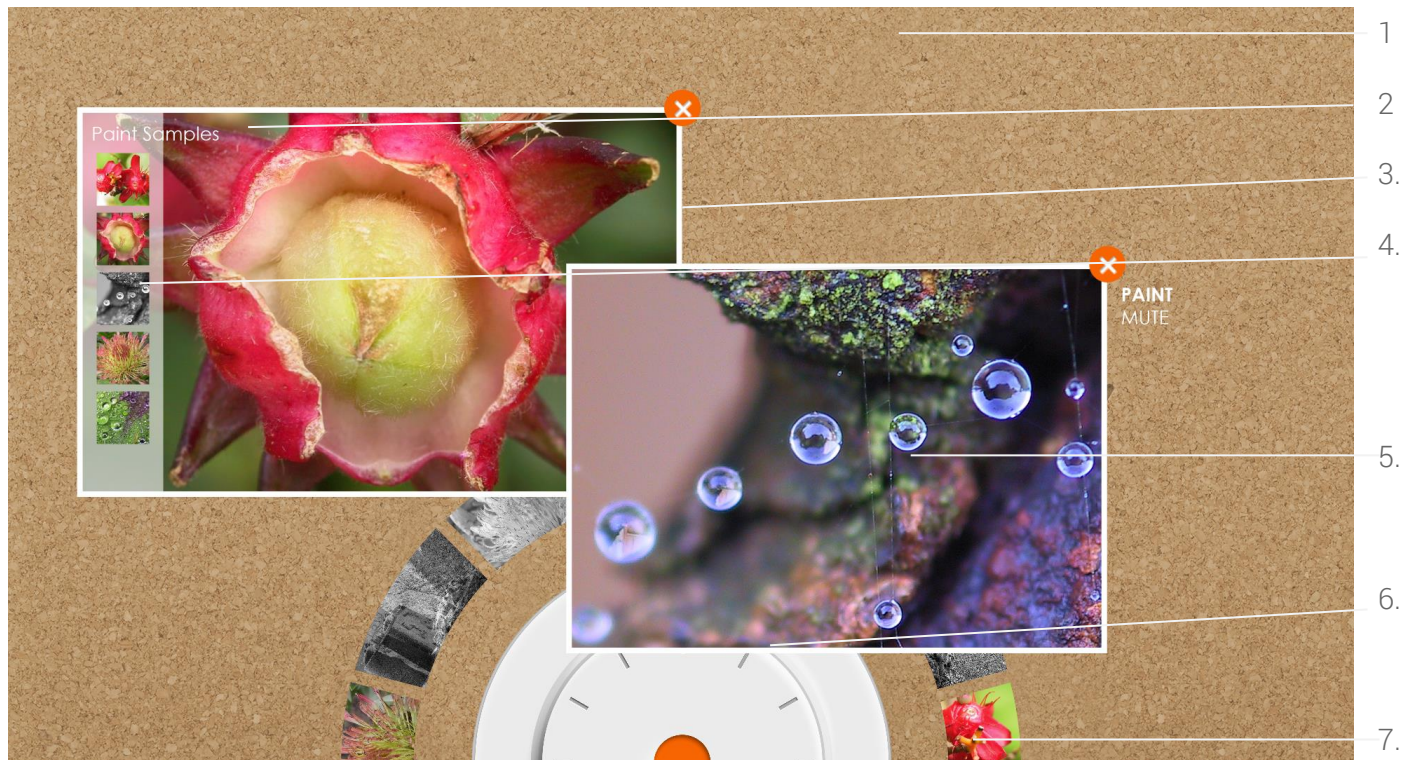
1. Once the Sample Experience Zip file has downloaded you will need to 'Extract all files.'
2. On completion run the Install Experience.exe file to deploy to Perception.
3. You will need to restart the program for the Sample Experience to appear.



## Appearance Overview.

Before configuring your project it is worth familiarising yourself with how an end project may look.

This project has been created using the DIY Board Mood Sample Experience, which can be [downloaded here](#).



### Key:

1. Background Image: This is the default back image that comes with the DIY Mood Board Sample Experience. This can be changed in *Appearance Tab/UI Skin*.
2. Category Font: Font that appears next to the Category. This can be turned on or off and can be edited in *Appearance Tab/Pop Ups/Category Font button*.
3. Category Pop Up: When an item from the media dock is selected the Category pop up appears. (First level category.)
4. Thumbnails: These are created when you click the 'Create thumbnails for your experience' button in *Settings/Go* (click to create thumbnails for your experience.' These appear in the Item Scroller.
5. Media Pop Up: When a thumbnail is selected the item will pop up as an enlarged version. The appearance of these can be changed in *Appearance/ Pop Ups/Media Pop Ups* section.
6. Media Dock: Media Docks can either be in a wheel format (shown here), or as a scrollbar. You can have multiple media docks which can be configured in *Appearance/UI Skin*.
7. Thumbnails: These thumbnails are also created when you click the 'Create thumbnails for your experience' button in *Settings/Go* (click to create thumbnails for your experience.)



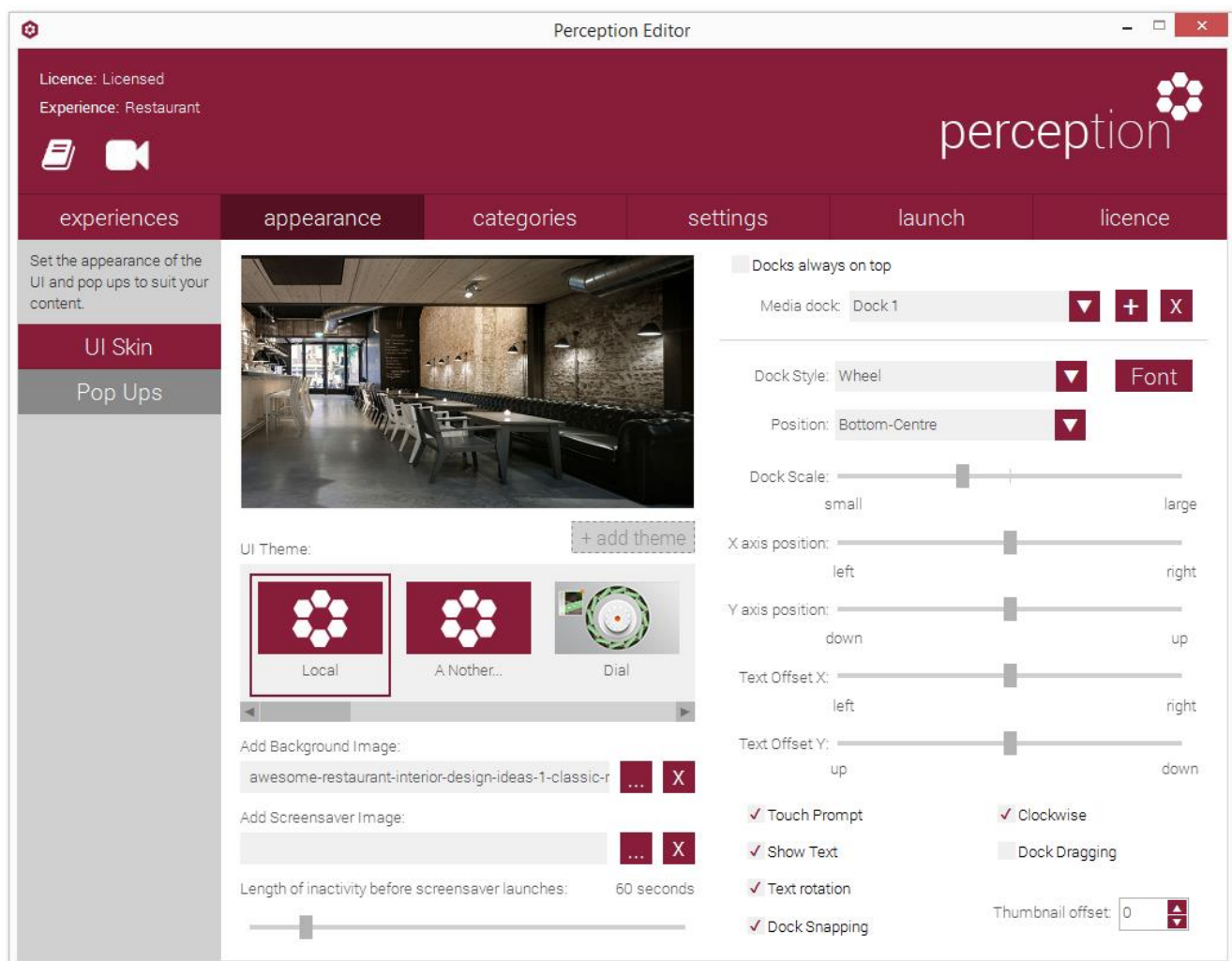
## Appearance Tab – UI Skin.

Use the settings in this tab to set the appearance of the UI and Pop Ups to suit your design and layout.

The UI skin refers to the appearance of the on-screen elements, including buttons, pop up masks, overlays, swipe indicators and play buttons.

### Begin by choosing your UI theme.

Select the UI theme from the options or click *+ add theme* to upload your own design. Please see the Creating a New Theme section for details of how to create artwork for your own unique theme.



A 'Local' theme will appear in all projects by default. Please be aware that any changes made to the local theme are stored locally and will only be accessible in the Experience in which it was created.

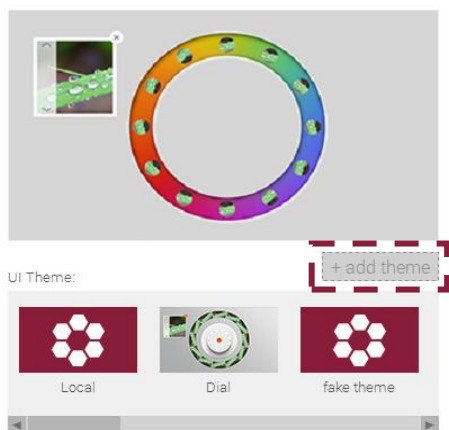
If you wish to create a theme that can be used across all of your Experiences then you will need to create a new theme. (See [Creating a New Theme](#) for more details).

Under the UI theme there are also options to include a new Background. To do this click next to the box to navigate to your background image: You may want to include your company logo or include an instructional message for example, "please play with me."

Add a screensaver if required and using the sliding button, specify the length of time (in seconds) that the unit should remain inactive before the screen saver initiates.

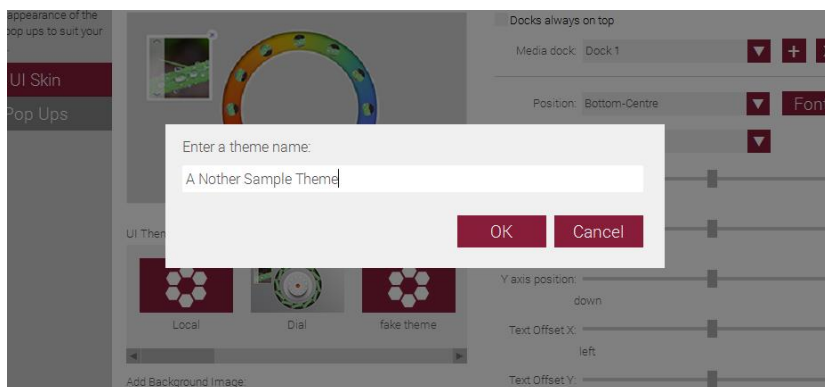
## Creating a New Theme.

In the Appearance Tab/UI Skin. Click the **+add theme** button, as highlighted.



Give your new theme a name and press 'OK'

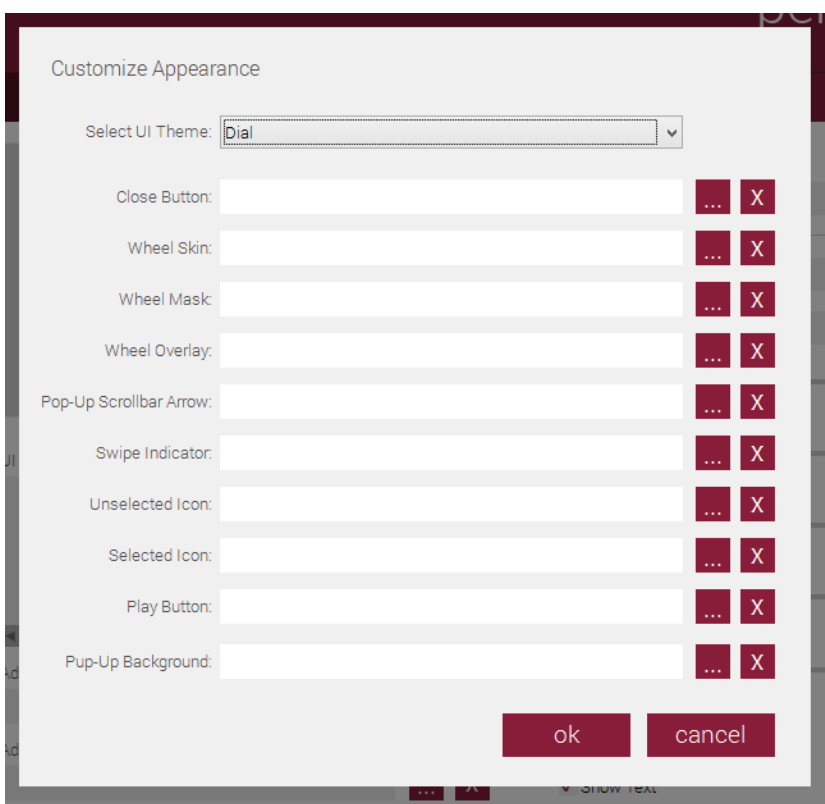
Please note that you cannot edit or make any changes to an existing Theme, but you can use attributes of a sample theme by creating a new theme.



Use the options in the Customize Appearance window to create your new theme.

You can base your theme on a sample UI Theme by selecting a theme from the drop down menu.

Any of the options left blank in this window will use the component from the UI theme selected.





## Understanding the **Customize Appearance Options** (above).



**Close Button:** Close buttons appear on any Pop up that can be closed once opened. This is a PNG file measuring 55x55 pixels. You may vary measurements depending on your design.



**Wheel Skin:** The wheel skin acts as a housing for your content categories. Make wheel skins 3950x3950 so that wheels can be scaled up to 4k resolution and save as a transparent PNG file.



**Wheel Mask:** If using the wheel media dock you will need to create a when mask. The mask is the area in which you want your images to appear as son your wheel. These can be shapes. These masks 'mask off' your photo defined by the mask you create. These should be saved as a solid black object with a transparent background. A round mask has been used here.



**Wheel Overlay:** The wheel overlay is created to define the spacing between the categories on the media dock. If there are less than 12 categories the Wheel Overlay will correctly space the categories. This should be a transparent PNG file which should measure the same width as your Wheel Mask shape (above) and measure from the centre point on wheel to the top of the Mask in height.



**Pop up Scroller Arrow:** This arrow appears above and below the sub categories scroller in the pop up.



**Swipe Indicator:** The arrow appears when there are several media items to scroll through. Allowing you to scroll left and right, up or down – these are normally semi opaque



**Selected Icon:** If your subcategories contain several media items these can be scrolled through by the user. The number of items in a subcategory are represented by dots which are displayed as Selected or Unselected. In our restaurant project the selected item is shown as a blue dot.

**Unselected Icon:** The unselected items are represented by the grey dots. When creating the files the icons do not need to be any bigger than 50x50 pixels and can be saved as a JPEG or PNG file.



**Play Button:** Play icons appear over video files and can be saved as JPEG or PNG files. It is worth creating a large file so that if a video is enlarged by the user the quality of the play button remains high.



**Pop up Background:** The boarder that appears around the outside. This works best as a solid object with no transparency as a PNG or JPEG.

## Configuring the Media Dock (Wheel).

Use the options on the right to configure your media dock layout & appearance. You can insert multiple media docks by pressing the '+' button and then configuring each dock in turn.

☒ **Docks always on top**

Media dock: Dock 1 ▼ + X

---

Position: Mid-Centre ▼ Font

Dock Style: Wheel ▼

Dock Scale: small large

X axis position: left right

Y axis position: down up

Text Offset X: left right

Text Offset Y: down up

☒ **Touch Prompt**
☐ **Clockwise**

☐ **Show Text**
☒ **Dock Dragging**

☒ **Text rotation**

☒ **Dock Snapping**

Thumbnail offset: 7 ▲ ▼

To ensure that the media dock remains on top of opened 'Pop ups' select the *Docks always on top* option.

1. Select a position for your media dock. (you can refine the position using the x [left and right] & y [up and down] axis position sliders below.)

2. Change Font style by pressing the *Font* button. (See Text options below.)

3. Choose the media dock type – choose between a Scrollbar or Wheel.

4. Use the *Dock Scale* slider to resize the media dock.

5. Position your dock along the X (left and right) and Y (up and down) axis by using the slider buttons.

6. You can move the position of the text by setting the X (left & right) and Y (up and down) slider buttons.

**Touch Prompt:** Select if you wish to have a touch prompt appear on the screen to encourage users.

**Show Text:** Select if wish text to appear on the Media Dock (Wheel).

**Text Rotation:** Allow text rotation.

**Dock Snapping:** Allow the media dock to snap back to original position if placed near to the original location when in *Launch* mode.

**Clockwise:** Allow wheel to rotate only clockwise.

**Dock Dragging:** Enable user to reposition media dock while in playback mode.

**Thumbnail Offset:** Set the thumbnail offset position. '0' is the default position.

## Configuring the Media Dock (Scrollbar).

The following options will appear when the Scrollbar is selected as the preferred media dock. You can insert multiple media docks by pressing the '+' button and then configuring each dock in turn. You can add Scroll bars and Wheels to the same project if you wish.

☐ Docks always on top

Media dock: Dock 1 ▼ + X

---

Dock Style: Scrollbar ▼ Font

Position: Bottom-Centre ▼

Dock Scale:  small large

Scrollbar Offset:  small large

Text Offset X:  left right

Text Offset Y:  up down

☐ Thumbnail Mode      Scroll direction: Forwards ▼

☒ Show Text      Text position: External ▼

☐ Show text on all items

☐ Dock Snapping

To ensure that the media dock remains on top of opened 'Pop ups' select the *Docks always on top* option.

1. Select a position for your media dock. (you can refine the position using the x [left and right] & y [up and down] axis position sliders below.)
2. Change Font style by pressing the *Font* button. (See Text options below.)
3. Choose the media dock type – choose between a scroll bar or Wheel.
4. Use the *Dock Scale* slider to resize the media dock.
5. Position your scrollbar dock along the X (left and right) and Y (up and down) axis by using the slider buttons.
6. You can move the position of the text by setting the X (left & right) and Y (up and down) slider buttons.

**Thumbnail Mode:** Turn this on to have all media items contained in the scrollbar. This will ignore any categories you have made and include all items together.

**Show Text:** Select if wish text to appear on the Media Dock.

**Show Text on all Items:** Will show text on all items within the media dock.

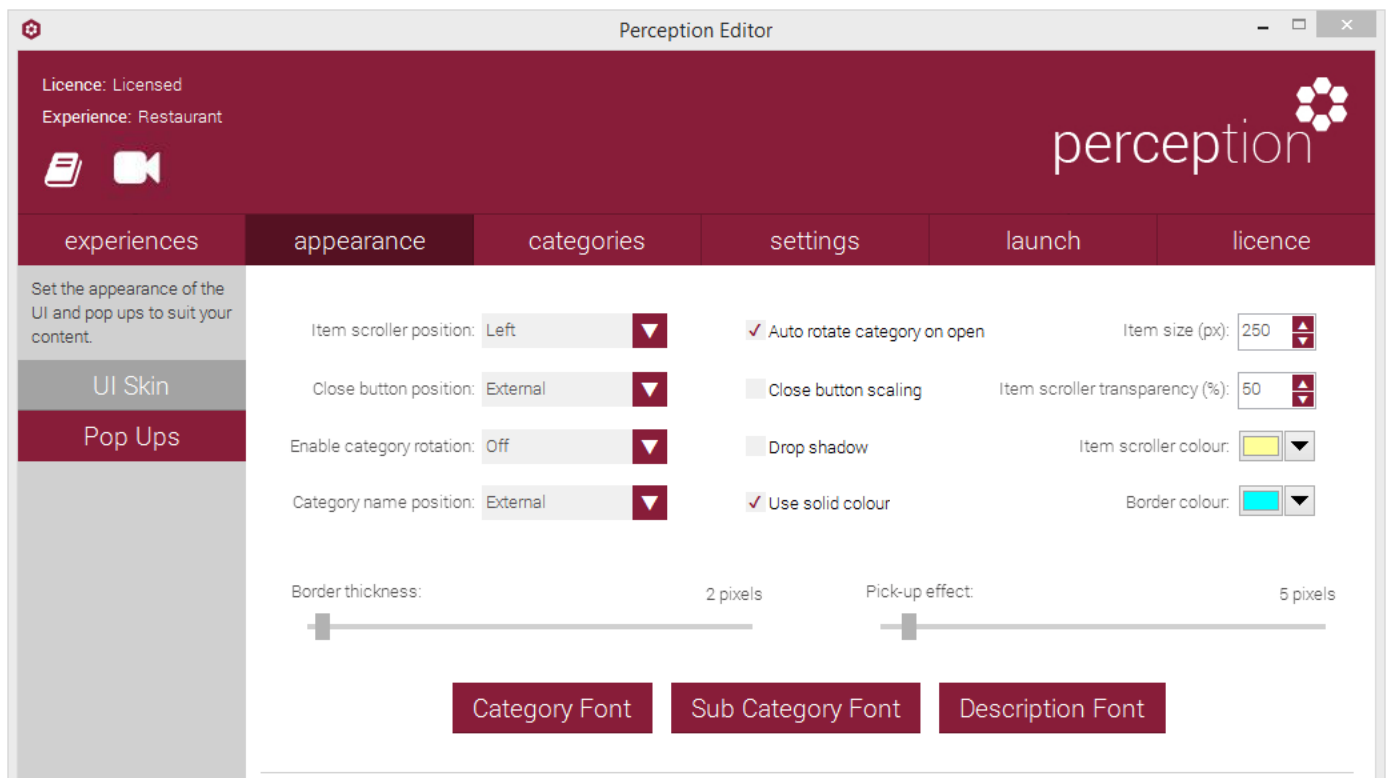
**Dock Snapping:** Allow the media dock to snap back to original position if placed near to the original location when in *Launch* mode.

**Scroll Direction:** Set which direction you want the scroller to move through content.

**Text Position:** Set the text position. This can appear internally or externally.

## Appearance Tab - Pop ups.

Click on the *Pop Ups* section on the left hand side to configure the appearance of your pop ups.



### Understanding the options.

**Item scroller position:** Position of the Item scroller within the Category pop up.

**Enable Category Rotation:** Allows the category pop ups to be rotated by the user.

**Category Name Position:** The position of the text that appears next to the category when popped up.

**Auto rotate category on open:** Rotates category items to face the outside of the screen (Use this option if displaying your project on a table top.)

**Close button scaling:** Will scale the close button when images are enlarged. So, when images get bigger, so too will the close button.

**Drop shadow:** Add a drop shadow to the category, subcategory and item pop ups.

**Use Solid Colour:** Use a solid colour for the borders categories, subcategories and item pop ups.

**Item size:** Set item thumbnail size (the size that it will appear in the scroller.) This can be a minimum of 50px and a maximum of 250px.

**Item scroller transparency:** Set the transparency of item scroller bar.

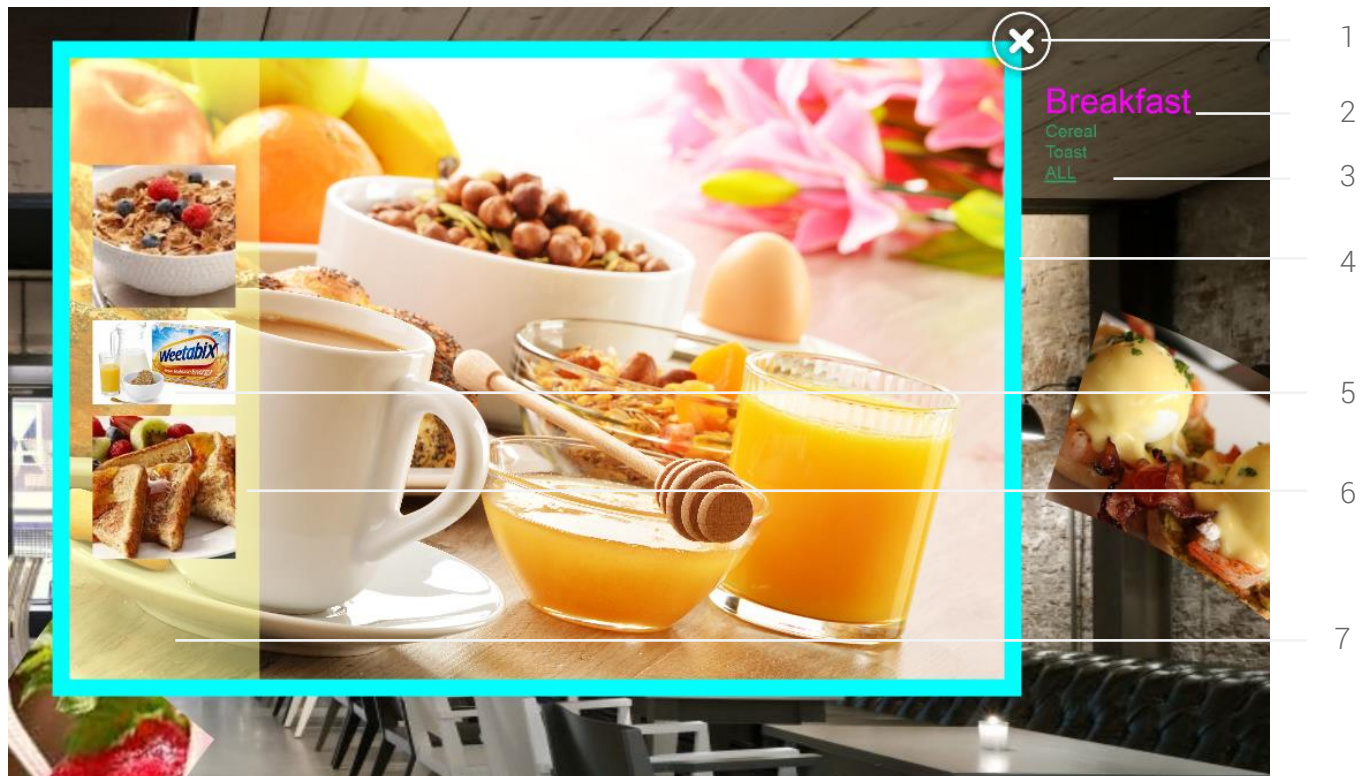
**Item scroller colour:** Select background colour for the item scroller bar.

**Border colour:** Select pop up border colour categories, subcategories and item pop ups.

**Border thickness (pixels):** Use the slider to alter the thickness of the border outline for categories, subcategories and item pop ups.

**Pick up Effect (pixels):** This sets the height that items appear to be lifted off the screen when touched by the end user.

Take a look at the how the final project will look based on the settings selected on the above page.



### Understanding the Project options.

1. Close Button Position has been set to external and close button scaling is not turned on.
2. The Category Font. The Category name position has also been set to 'External' position.
3. The Sub Category Font
4. 'Use a solid colour' option for the border has been selected and the border colour is blue.
5. Item size has been set to 250 pixels which is the maximum size for items in the scroll bar.
6. The Item Scroller Positon has been set to the left hand side.
7. Item scroller colour has been set to yellow with a 50% transparency.



**Fonts:** All fonts for any Pop up windows can be changed on this page. Simply click on the button to launch the Customize Font window (the options shown below are the same for each Font button.)

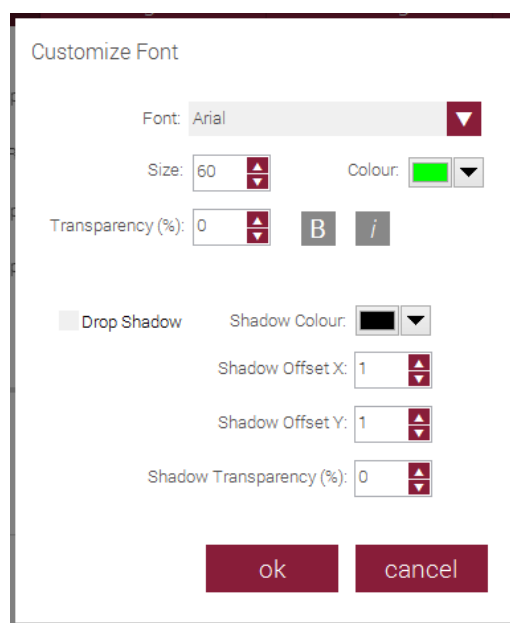


Category Font refers to the text that appears next to the Category Pop up which opens when selected from the media dock.

Sub Category Font refers to the text that appears next to a selected sub category pop.

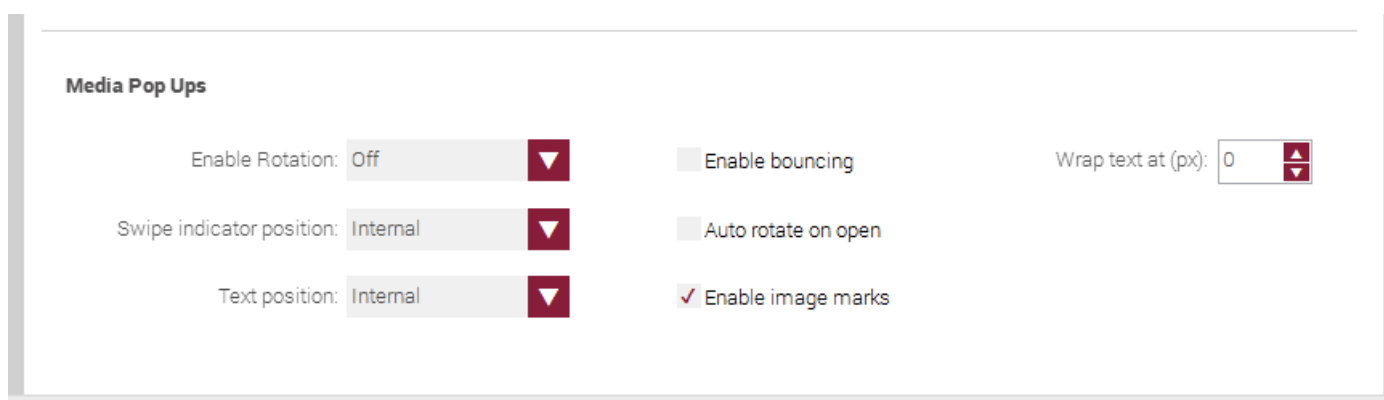
Description Font refers to the text that appears next to an item. Descriptions are added at the same time of adding media items within the Categories Tab.

The same options appear for each Font button.



**Media pop ups.**

Allows you to configure the behaviour of the Pop Ups.



**Enable Rotation:** Select if you wish to allow pop ups to be rotated.

**Enable Bouncing:** Select if you wish to enable content to bounce off the sides of the screen. This can still be used with the 'flick to screen' option.

**Swipe Indicator Position:** Position the swipe indicator using the options from the list. These are the arrows that appear to let you know there is more content to browse through.

**Auto Rotation on:** This will rotate media items to the same angle of the category pop up. Please note that 'Enable category rotation' must therefore be switched on for this to work.

**Text Position:** Refers to the item description text added in the category Tab. Position text by selecting an option from the dropdown menu.

**Enable Image Marks:** Select if you wish to enable Image Marks. These are the small dots that appear at the bottom of the popup that indicate how many files are present and which file you currently have selected. You can also touch one of these to jump straight to that image.

**Wrap Text at:** If text is a certain number of pixels text will be wrapped. This refers specifically to the item description that is adding in the Categories Tab.

## Categories Tab.

Use this tab to upload and arrange content.

## Categories Overview.

Content can be arranged into categories and sub categories. Each item shown on the media dock is a category. For example, a restaurant may wish to show the following content.

Main Category	Sub Category	Items
Aperitif		Green Tea Shake
Breakfast	Cereals	Bran Flakes
		Weetabix
	Toast	Wholemeal
Brunch		Full English
Dessert	Ice Cream	Chocolate
		Strawberry
		Banana
		Caramel
		Mint
		Raspberry
		Vanilla
	Pies	Peacan Pie
		Apple Pie
Dinner		Sausage & Mash
Drinks		Coka Cola
Lunch		Carrot Soup
BBQ & Grill		BBQ Chicken
Hors D'oeuvres		Salmon Hors D'oeuvres
Sides		Vegetables
Sorbet		Raspberry
Supper	Cold Supper	Cheese & Biscuits
	Hot Supper	Stew
Sweets		Fudge
		Lollies
		Toffee

## Understanding the categories options.

Perception Editor

Licence: Licensed  
Experience: Restaurant

perception

experiences appearance **categories** settings launch licence

+ add category

Category Name: Dessert

Background Image:

Do you want sub categories? ☒ yes ☐ no

+ add sub category

Sub Category Name: Ice Cream

+ add item

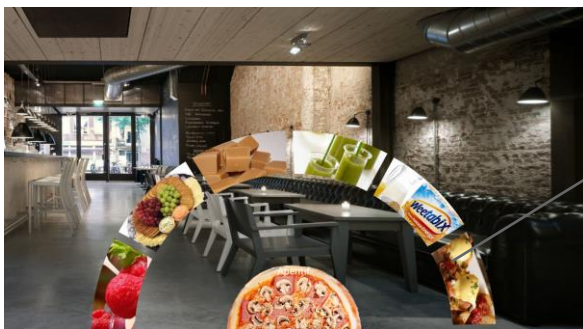
Item Name: Chocolate

Thumbnail Image:

use selected edit description

choc 2.jpg Choc 3.jpg choc ice.jpg

add url add file delete



Begin by adding a category – These are the main categories that appear on the Media Dock.

At the very Top give the category a name and add a Background Image.



The Background image is the image that appears on the first pop up when the category is selected from the media dock.

## Sub Categories.

If you want a sub category for this category then click Yes. The Sub Category column will now appear.

Click +add sub category and give your sub category a name. It is a good idea to think of Sub categories as filters. When your project is launched your sub categories will be displayed like this (The filter text appears on the right hand side.)



## Adding content.

Once you have added a Category (and at least one sub category if you are using them), you can add items into Perception using the *Add File* and *Add URL* buttons at the bottom of the page. You can add multiple items into a category or sub-category which can be a mixture of all media files, including video, images etc.

**Tip:** Although you can add multiple items of content and Perception will resize the container on screen when people swipe through them, it is recommended to make all of your content in an item the same size for a better visual effect.

You can also choose to have websites (or local web pages), PDFs, 3D models, and Microsoft Word\* and Microsoft PowerPoint\* content in an item – however you can only have one per item.

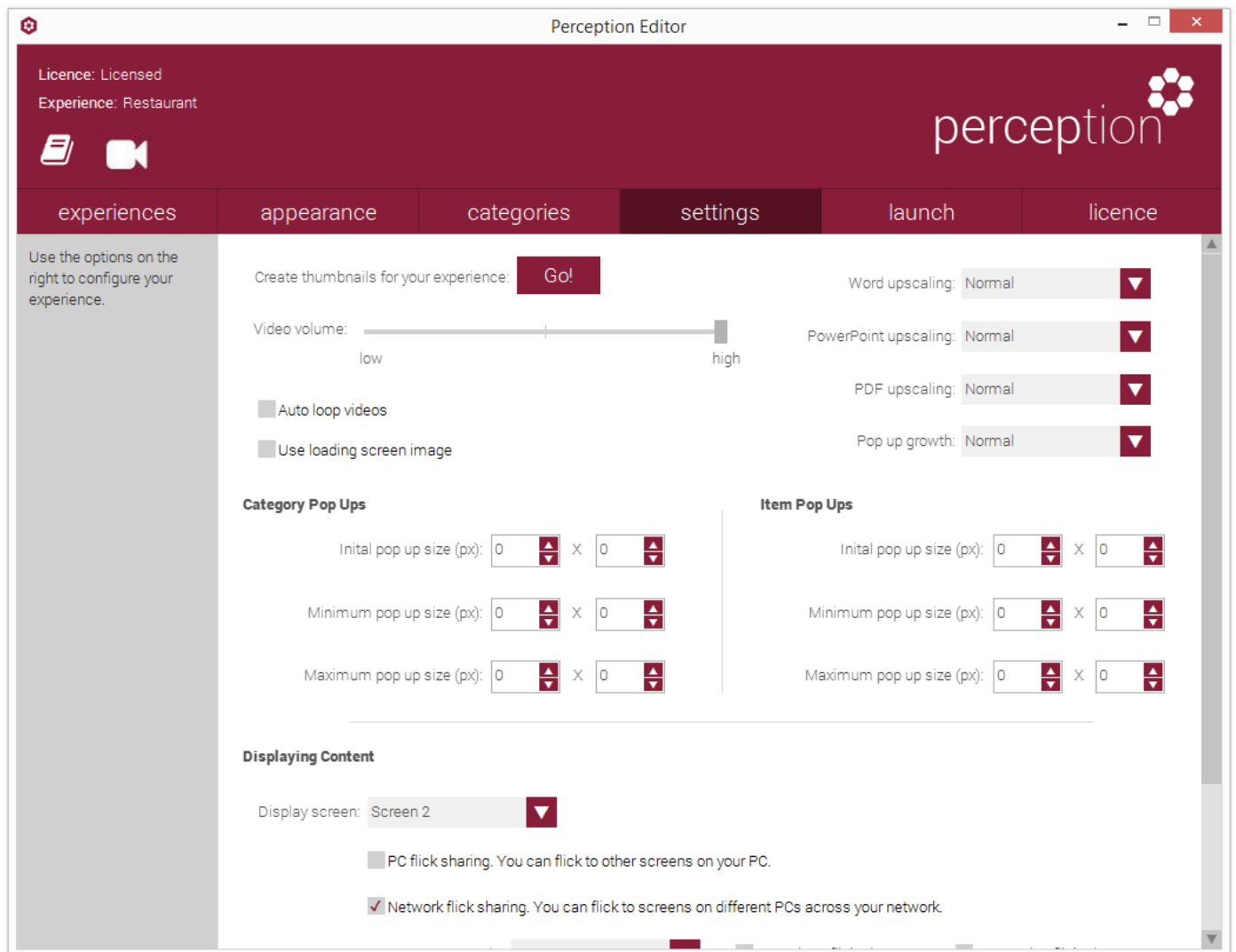
Please note if using Microsoft documents you will need to have Microsoft on the computer in use.

\*for more information please refer to [Using Microsoft Content](#).

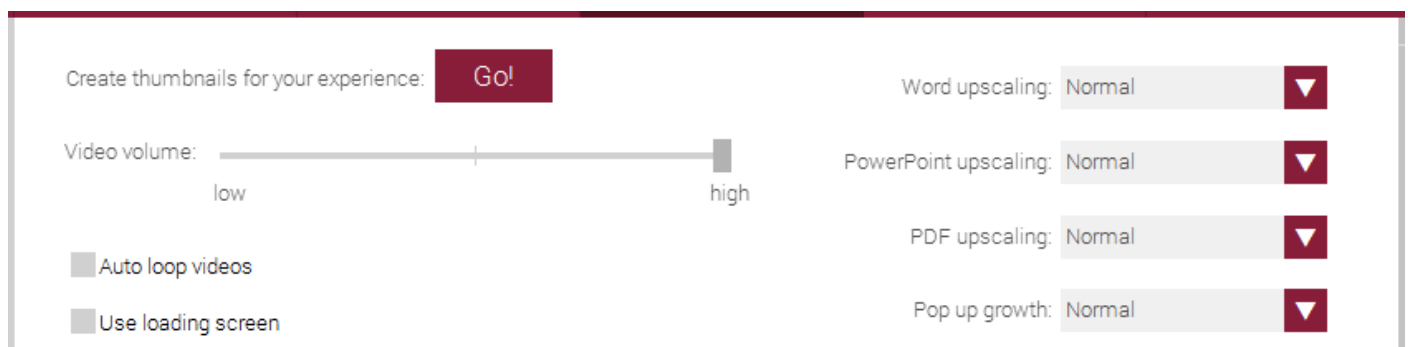
The thumbnails you see on the dock will use the first image you add, but you can change this to a preferred image. Either choose a piece of media you want to show as the thumbnail and press *Add Selected* to choose that instead, or press *Change* to load another file and select the file you wish to use.

## Settings Tab.

Configure more general settings using the options listed here.



Understanding the settings options:



**Create Thumbnails for your experience:** Press the 'Go!' button to instruct Perception to create automatic thumbnails. These appear in the Category Scroller Bar and on the media dock unless you otherwise specify a preferred image to use.



**Video Volume:** Use the slider to set the video volume (note Perception plays the sound from only the last video selected).

**Auto loop videos?:** Select to automatically play the videos again when they reach the end of playback.

**Use Loading Screen:** Replace the loading screen with an image of your choice. Check the box and select the file you require.

**Microsoft Word upscaling:** Perception will convert Microsoft Word documents into images. Using the drop down menu you can select the quality of the upscale by selecting Small, Normal, Large or Extra Large. The larger the upscaling the better the quality, which is useful if allowing users to zoom in for more detail.





**PowerPoint Upscaling:** Perception will convert PowerPoint documents into images. Using the drop down menu you can select the quality of the upscale by selecting Small, Normal, Large or Extra Large. The larger the upscaling the better the quality, which is useful if allowing users to zoom in for more detail.


**PDF upscaling:** Perception will convert PDF documents into images. Using the drop down menu you can select the quality of the upscale by selecting Small, Normal, Large or Extra Large. The larger the upscaling the better the quality, which is useful if allowing users to zoom in for more detail.





**Pop up growth:** Choose the speed at which the Pop ups enlarge to the default size.

#### Category Pop Ups & Item Pop Ups.





##### Category Pop Ups

Initial pop up size (px):    x   



Minimum pop up size (px):    x   

Maximum pop up size (px):    x   

##### Item Pop Ups

Initial pop up size (px):    x   

Minimum pop up size (px):    x   

Maximum pop up size (px):    x   

**Initial pop up size:** Specify the initial size of Pop ups. If this is set to 0 then the system will automatically choose a size.

**Maximum pop up size:** Specify a maximum Pop up Size. If this is set to 0 then the system will automatically choose a size.

**Minimum pop up size:** Specify a minimum Pop up Size. If this is set to 0 then the system will automatically choose a size.

## Displaying Content & Flick Sharing:

There are two ways to set up Flick Sharing. Content can either be flicked to a second screen which is attached to the same machine, or you can share content to individual machines across your network.

**Displaying Content**

Display screen: Screen 2 ▼

☐ PC flick sharing. You can flick to other screens on your PC.

☒ Network flick sharing. You can flick to screens on different PCs across your network.

Computer mode: Master ▼ ☐ Auto close flicked popups ☐ Auto swipe flicked popups

Enter the IP address of the computer(s) you wish to flick to:

Top: 000.000.000.000 Left: 000.000.000.000

### Option 1 – PC flick sharing:

If you have more than one screen attached to your computer first, set which screen you want as the main display screen by using the drop down menu. Perception will automatically detect the number of screens you have.

If you would like to use sharing in this way then tick the 'PC Flick sharing...' option so that you can flick to other screens on your PC.

### Option 2 Network flick sharing:

If you would prefer to flick content to independent machines across your network click this option to reveal more set up options.

**Computer Mode:** Define whether the computer you are using is the master or a slave. **(Please note that each PC you wish to share content with will require a licensed version of Perception installed.)**

**Hide close button on flicked popups:** (slave mode only)

When selected, pop-ups on slaves (flicked from master) will NOT have a close button.

**Auto close flicked popups:** (master mode only)

When selected, closing a pop-up on the master will cause its flicked copies (on slaves) to also close.

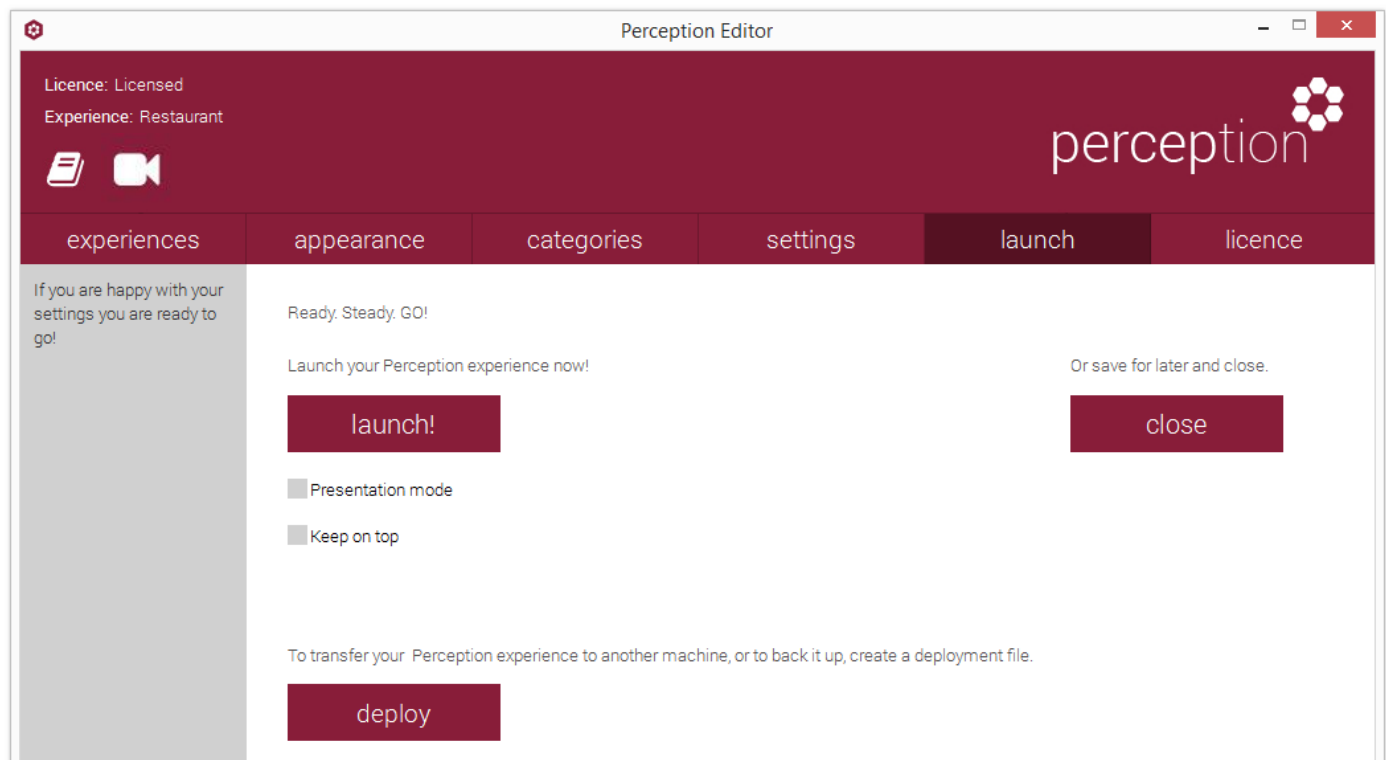
**Auto swipe flicked popups:** (master mode only)

When selected, swiping a pop-up on the master will cause its flicked copies (on slaves) to also swipe.

Input the IP addresses of the computer(s) that you wish to share to and make sure that they are set to Slave mode in the Settings Tab.

## Launch Tab.

From here you can either save or launch your project. Your settings will be saved.



**Presentation Mode:** Select this option if you wish to play in presentation mode. Ticking this option will include a close button on your launched presentation. In later versions you can click on this button to navigate to different experiences while in launch mode.

**Keep on top:** Attempts to keep your launched experience on top of other opened programs.

**TIP:** Once launched you can escape the player mode by pressing the **Esc Key**.

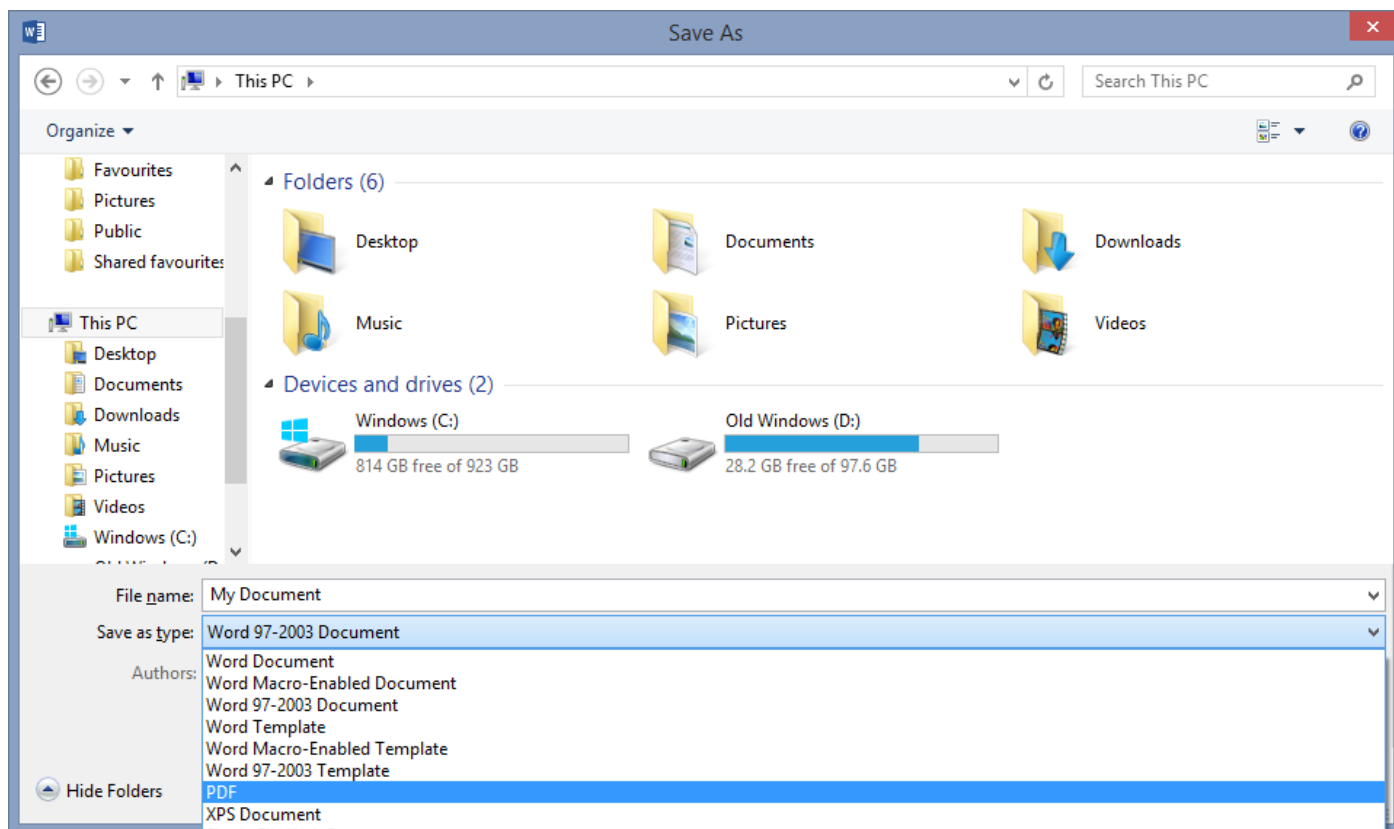
## Licence Tab.

If you are using Perception as a 30 day trial you can check the number of days remaining on your trial here. You can also access contact details if you have a support query, or wish to purchase a licence of Perception.

## Using Microsoft Content.

Perception shows content from a variety of different sources and is capable of rendering Microsoft Word and Microsoft PowerPoint content. However, due to Microsoft licencing, you will need to also install a copy of the Microsoft Office products on the same PC. When you run Perception, it will automatically create thumbnails and images of the PDFs, Word documents, and PowerPoint presentations and will then use these in the Perception presentation. When developing Perception, we looked at using other tools to convert the content which would not need to have these programs installed, but none of them actually rendered the content correctly and would never give a true representation of what you had created.

If you want to use Perception to display Word and PowerPoint content without installing those additional licences, Word and PowerPoint both have options which allow you to ‘export’ the file in an alternative format, including Videos (PowerPoint) and a series of JPEGs (PowerPoint), or as a web page or PDF (Word and PowerPoint), all of which Perception can present for you.



## Remotely Managing Perception.

Perception forms part of the family of products known as 'Acquire' which is used for a variety of interactive and digital presentation tasks (including Digital Signage). As much of this is remotely installed, Acquire contains a number of features and services which enable you to remotely deploy content to 1 or 1000's of screens, and also remotely maintain them from a support perspective.

Typically the main Acquire package is the preferred option as this includes all of the required features, and Perception is available as an 'App' within the Multi-touch App Pack. Using this is similar to using this stand-alone solution and you can then include playlists of content, remote deployment and more.

Visit [www.acquiredigital.com/buildyourown](http://www.acquiredigital.com/buildyourown) or contact your local reseller for more information.