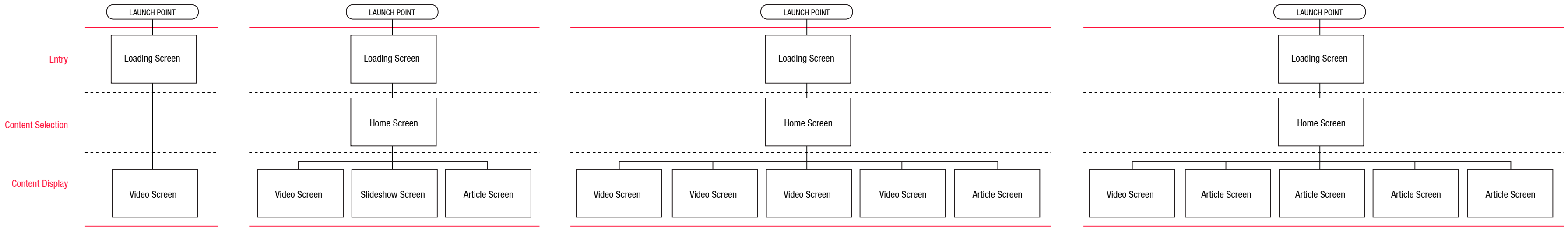
Connected TV Application for TiVo

Author's Guide

Jigsaw Template app

2 Jul 2013

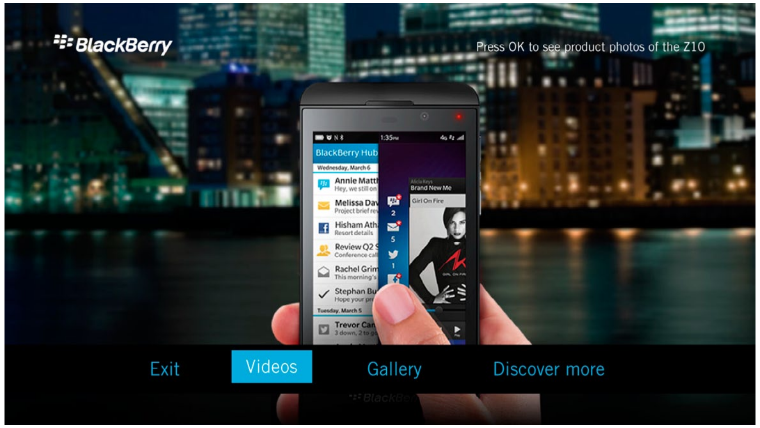


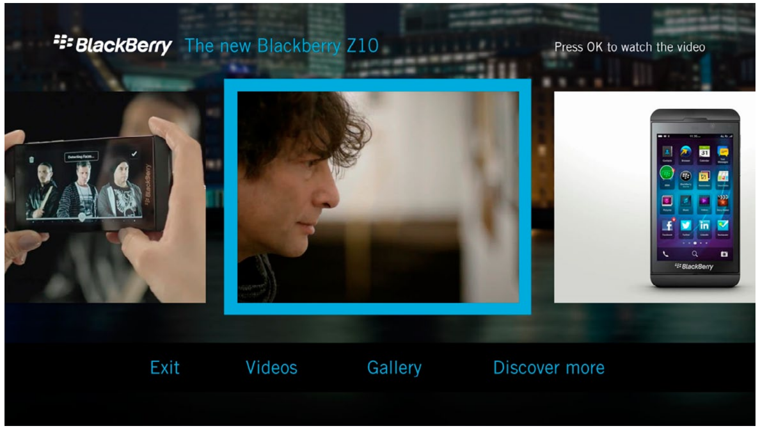
Examples of possible Jigsaw application maps

1) What is Jigsaw?

Jigsaw is a template TV application that enables quick publishing of content in a customisable branded environment on the TiVo platform. The template is made up of a collection of interactive screens which can be skinned and arranged as needed.

A common configuration is a content selection "Home Screen" that links to content screens displaying videos, slideshows, or short articles. Many combinations are possible, like a Home Screen that links to 4 video playlists and a short article, or 4 articles and a single video, and so on. If the amount of content warrants it the Home Screen can also have a large carousel that gives quick visual links to featured content, 'rising the cream to the top,' so to speak.





Home Screen examples. Below the screen has a featured carousel.

2) What kind of content can be displayed in a Jigsaw app?

There are basically 3 types of content Jigsaw displays:

2.1) Video

Jigsaw has been optimised to auto-run playlists of short-form full-screen video (typically files less than 10 minutes long) for an immersive leanback experience.

2.2) Slides

A slide is an image file that's viewed full-screen. Jigsaw is designed to auto-run slideshows for an immersive leanback experience.

2.3) Articles

An article is a block of text, which may include a header with the option of separate formatting (different font and colour) and an inline picture. Jigsaw currently has no automatic paging or scrolling feature as it's designed with, so text blocks must be formatted by the author to fit on a screen.

3) What kind of customisable screens does Jigsaw have?

Currently the template has 5 customisable screens:

3.1) Loading Screen
3.2) Home Screen
3.3) Video Screen
3.4) Slideshow Screen
3.5) Article Screen

3.1) Loading Screen

This screen is displayed while the app is loading. It’s purpose is to reassure the viewer that loading is in progress, to provide a brief distraction during loading, and to prevent the ‘dead air’ of a black screen during the load from being mistaken for a malfunction.

There is always a black screen for a second or two when TiVo first runs Flash, so dead air can’t be avoided entirely, but the Loading Screen displays as quickly as possible after the launch of Flash. To ensure a quick display the graphics should be kept to a minimum file size of 150 Kb and displayed on black. Logos must be compressed JPGs precomposed on black to get the best balance between file size and quality.

3.2) Home Screen

This is the main content selection screen. It resembles a common DVD main menu, using a full screen image as a background overlaid with buttons on the lower third.

If the app has enough content an optional scrolling carousel can be used to feature certain content, giving quick access it.

3.3) Video Screen

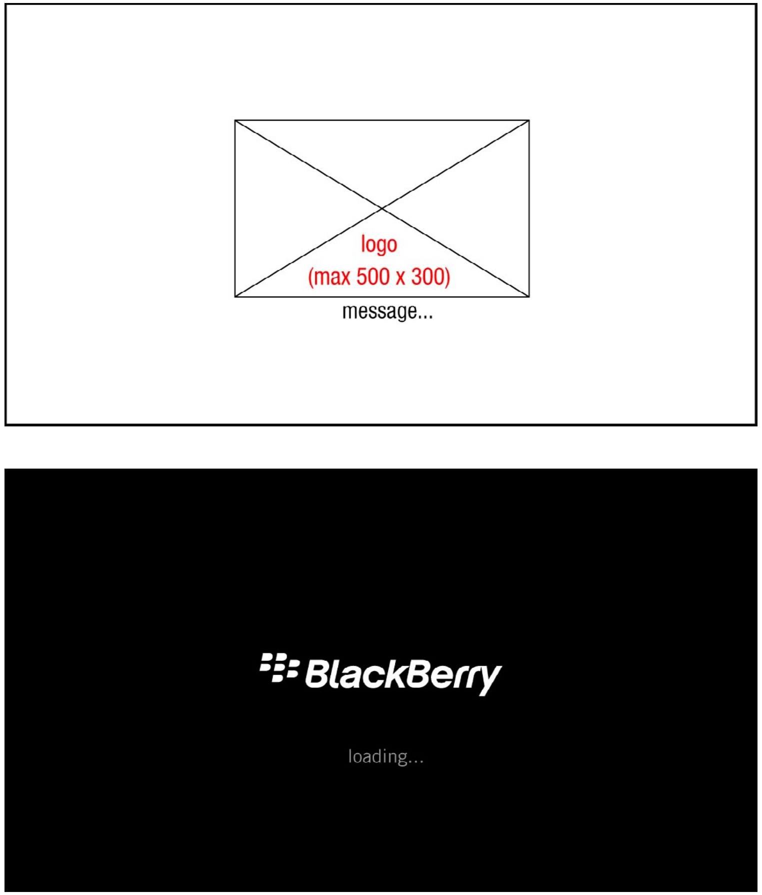
This screen plays full-screen video, either single assets or an auto-play of a video playlist.

3.4) Slideshow Screen

This screen plays full-screen images, either single assets or an auto-play of a slideshow.

3.5) Article Screen

This screen displays full-screen articles, either single page or multiple page articles.

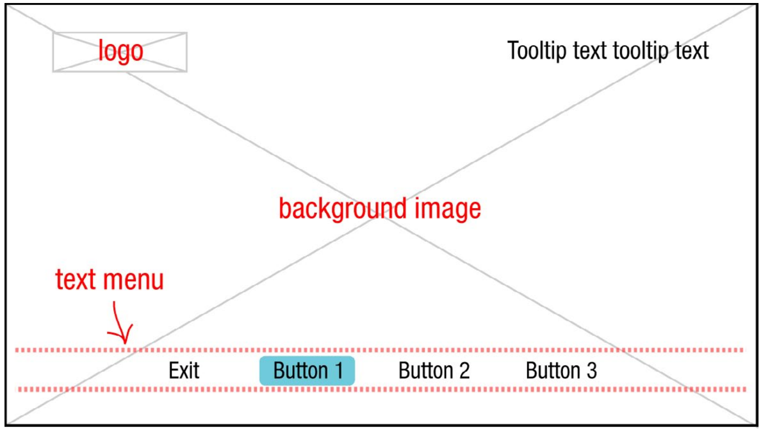


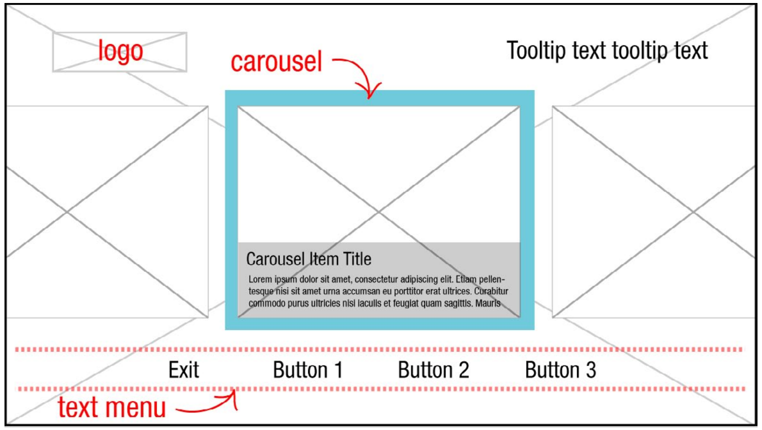
3.1

Loading Screen wireframe and example

3.2

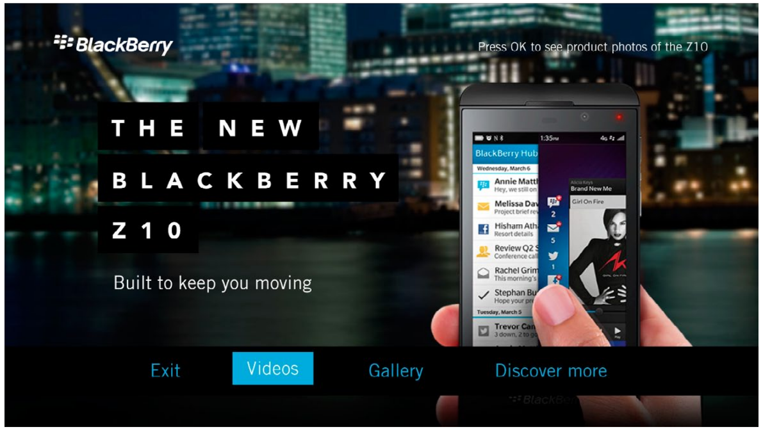
Home Screen wireframes and examples

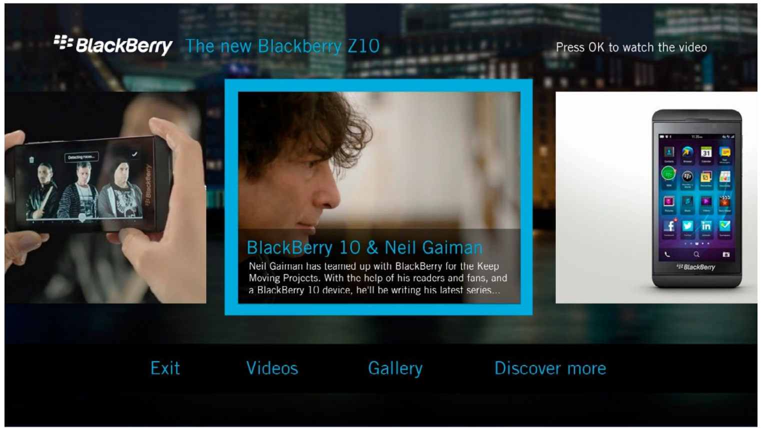




Carousel Item Title

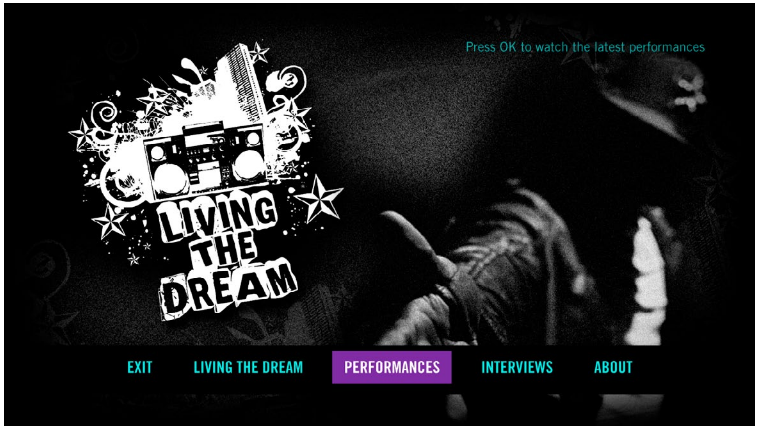
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam pellentesque nisi sit amet urna accumsan eu porttitor erat ultrices. Curabitur commodo purus ultricies nisi iaculis et feugiat quam sagittis. Mauris

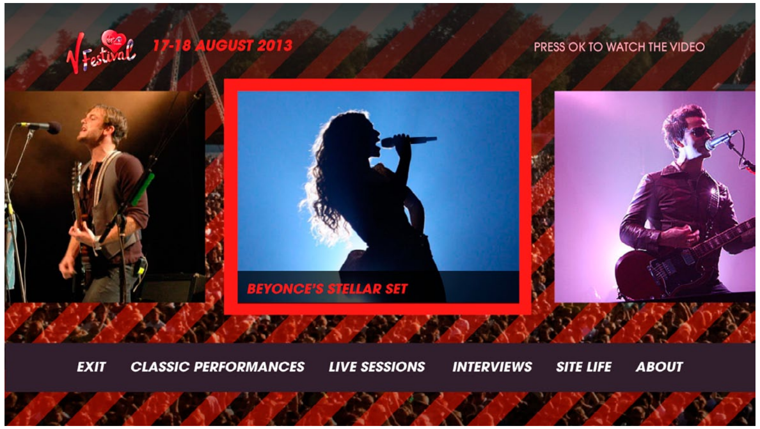


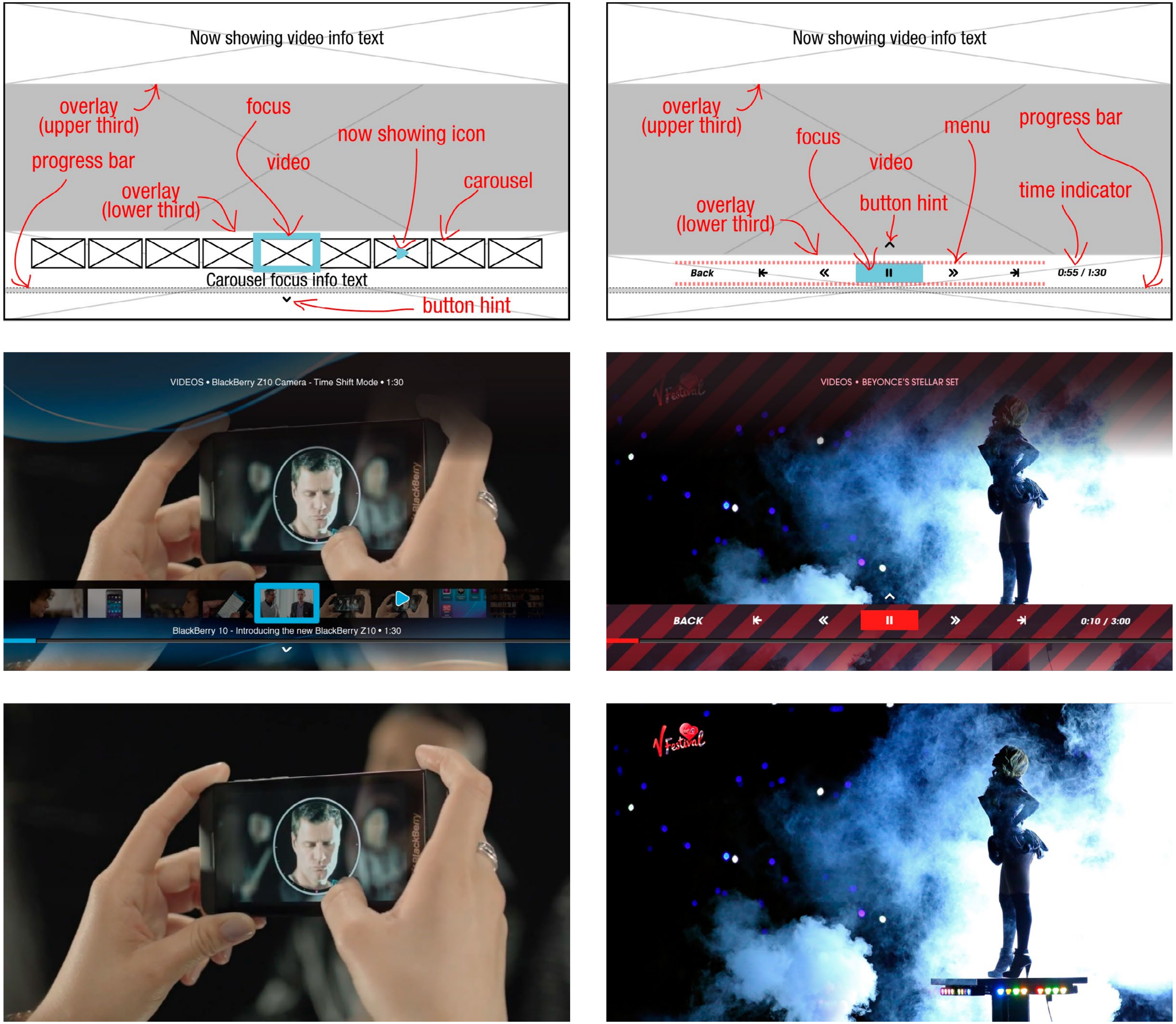


BlackBerry 10 & Neil Gaiman

Neil Gaiman has teamed up with BlackBerry for the Keep Moving Projects. With the help of his readers and fans, and a BlackBerry 10 device, he'll be writing his latest series...

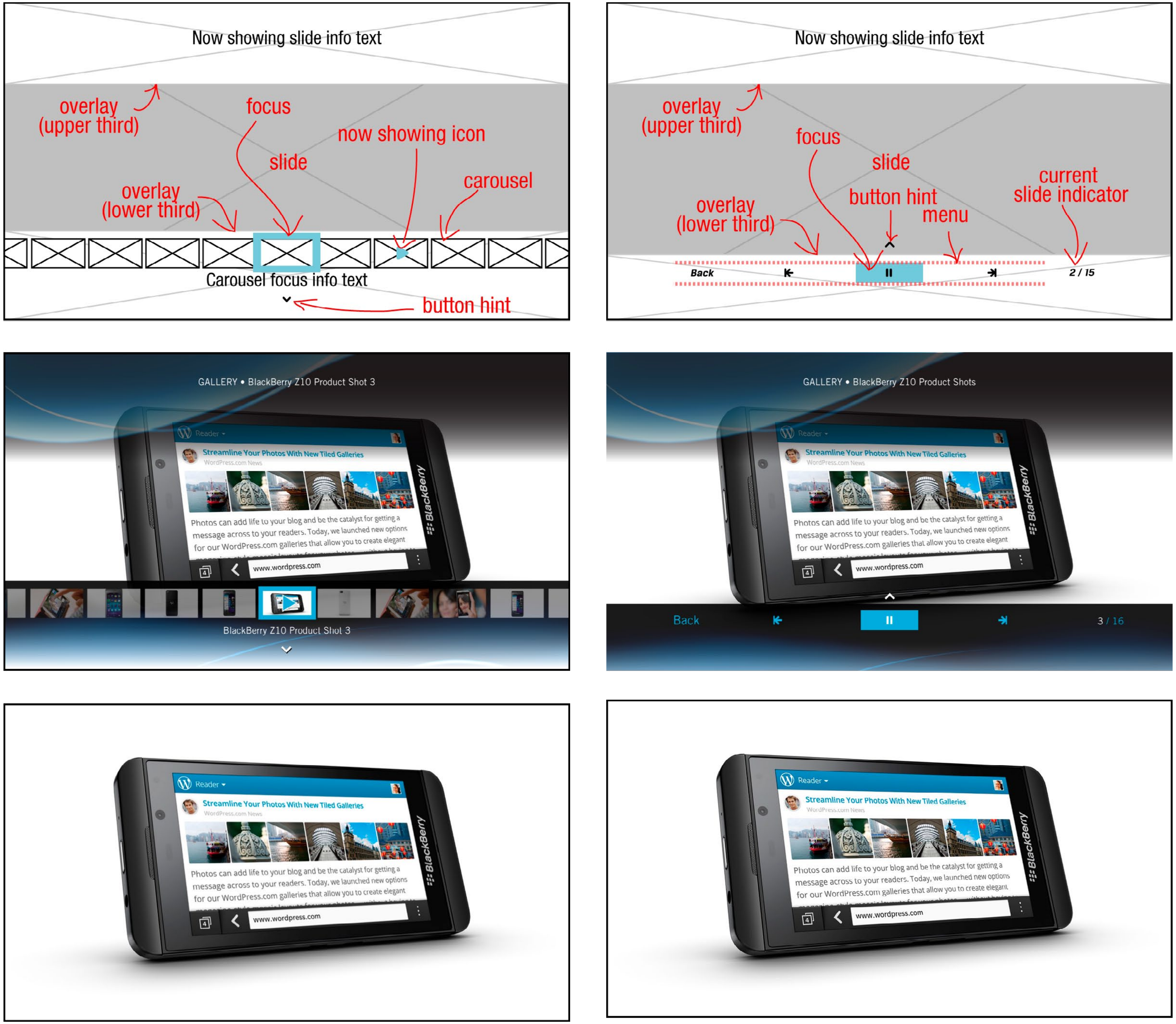






3.3

Video Screen wireframes and examples, showing the 2 screen states with the swapping lower third.

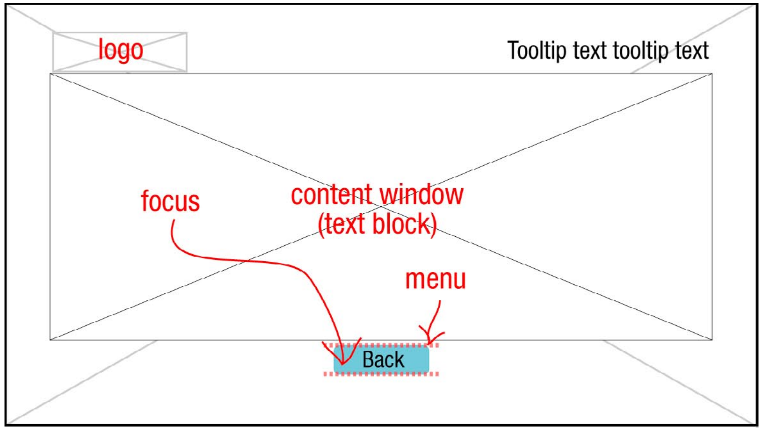


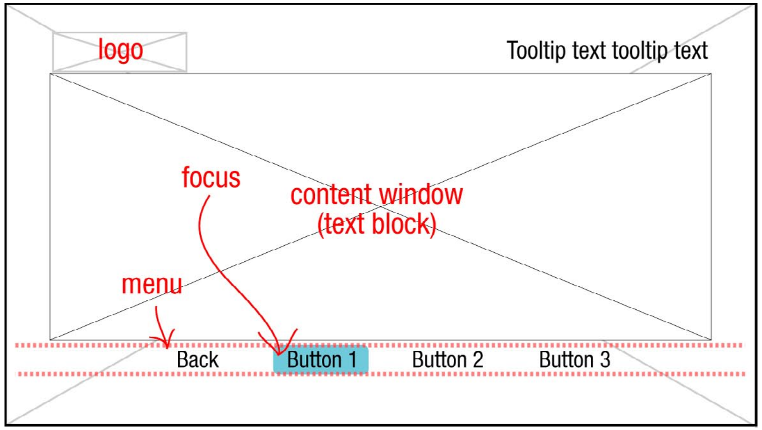
3.4

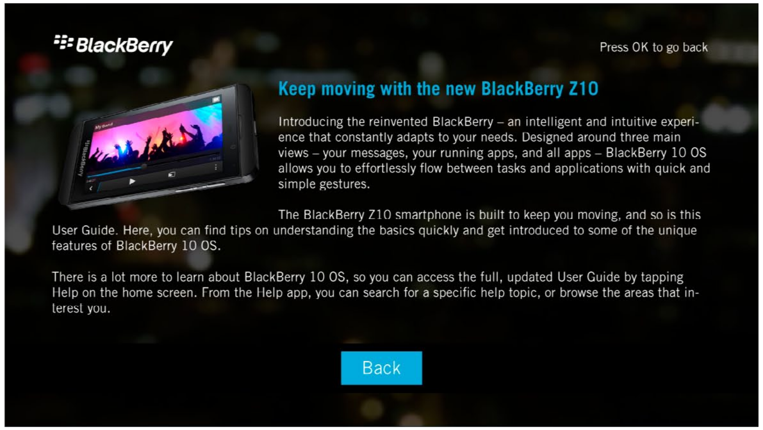
Slideshow Screen wireframes and examples, showing the 2 screen states with the swapping lower third.

3.5

Article Screen wireframes and examples, showing single page screen and multiple page screen.







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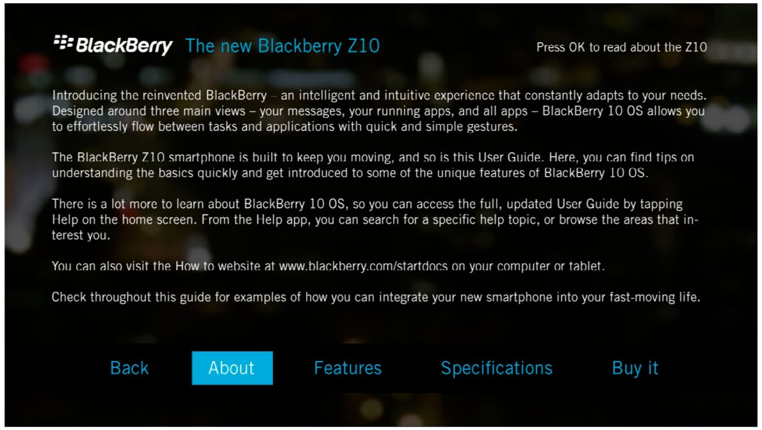

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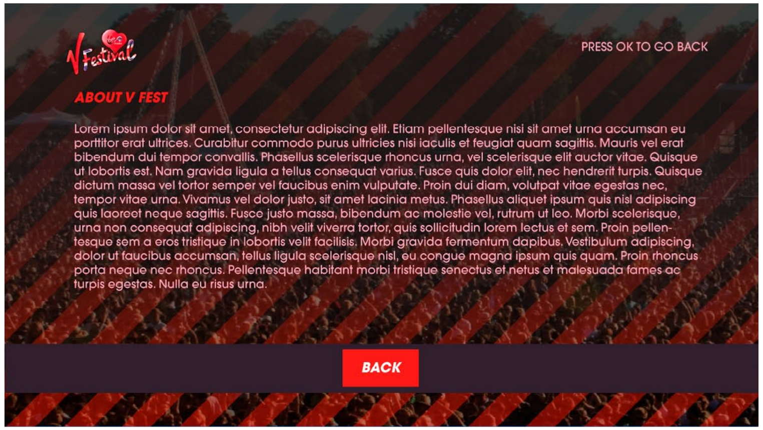

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ABOUT V FEST

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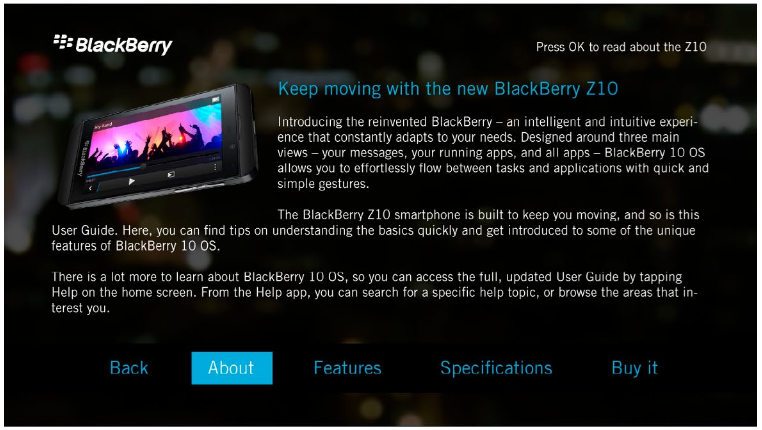

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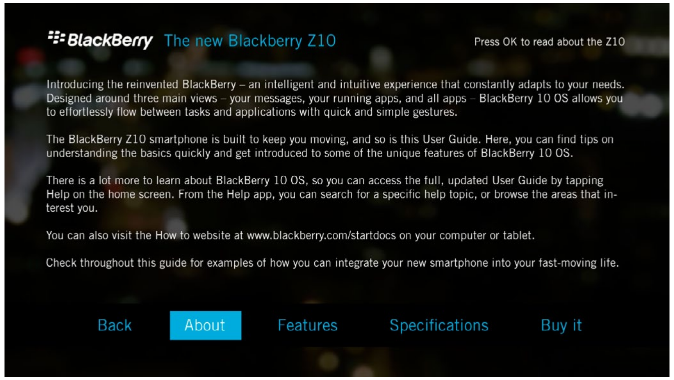
3.5

Article Screen with body text, then with a header added, and then with an inline picture.



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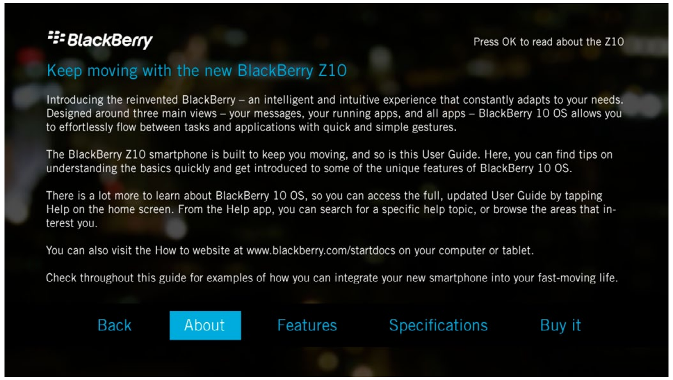

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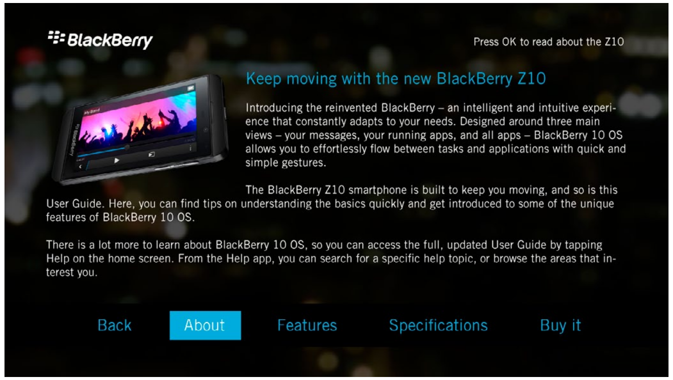

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4) What does authoring an app using Jigsaw involve?

The main steps are:

4.1) an agreement is made with the content partner about what content is to be displayed in the app. Content Partners (CPs) should always be encouraged to put emphasis on video in any TV app.

4.2) the content is prepared to specification by the content provider and handed over to the author.

4.3) A logo and background graphics are prepared to specification, and a palette of colours and custom fonts are chosen that follow the guidelines and that reflect the brand of the content provider. This can is done by the CP or a graphic designer on the CPs behalf.

4.4) the visual content is uploaded to the web, usually by the author.

4.5) textual content and visual content references are pasted into the Jigsaw configuration XML file.

4.6) the parameters of the app are fine tuned and adjusted in the config file, using the scripting dictionary as a guide.

5) What information is needed from the Content Partner?

Jigsaw Content Partner Questionnaire

5.1) What are the Content Partner details (name, contact info)?

5.2) What is the business goal of this app?

5.3) Who is the target audience?

5.4) What will the user do or see in the app? (eg. Watch a playlist of product videos, look at a gallery of productions stills, read about a product, etc).

5.5) Is the app expected to be a one-off event or is the content going to be frequently updated?

5.6) What is the content? List the content being supplied, including what the display titles should be.

5.7) How should the content be grouped or organised? Ask the CP to suggest the names for the buttons on the Home screen? (advise that these be kept as short as possible, ideally one word. The tooltip message can give a fuller explanation when the button is in focus. See No. 9 below).

5.8) Is there a lot of content? If so suggest to the CP to use the Home Screen carousel to feature certain items. List the carousel items. These items can have display titles and descriptions as well.

5.9) What does each button do? list the tooltip messages for every button that instruct viewers what they will view when they press OK. It should be in the form of "Press OK to…" (eg. "Press OK to watch the video," "Press OK to find out more," etc.

6) How is the content prepared for the Jigsaw app?

Content must be prepared to specification before they can be published in a Jigsaw app:

6.1) Videos

Videos must be uploaded and tagged with a name on the Brightcove video hosting platform. Jigsaw will reference video assets and video playlists using a Brightcove account token and a Brightcove unique ID number.

6.2) Slides

Slides can be hosted anywhere. Jigsaw can download any graphic using its URL, as long as its not behind a firewall.

6.3) Articles

Text is placed between `<content> </content>` tags in the configuration file. More on this later.

7) What are the content specifications?

7.1) Video Specification

Size: 1280 x 720 pixels
Codec: H.264
Wrapper: MP4
Bitrate: 3136 - 5928 kbps 2-pass VBR (low bitrate appropriate for a locked shot of a talking head, higher bitrate is required for footage with lots of motion)
Keyframes: every 6 seconds, minimum
Audio: 1 6 bit AAC, 44.1 kHz, 192kbps

Host: Brightcove video platform
Video Metadata: video display titles and playlist display titles must be put into the "name" field in Brightcove.

Video thumbnails: Brightcove will automatically generate 2 thumbnails, one at 120 x 90 pixels and one at 480 x 360 pixels. The small thumb will be used on the the video screen carousel, and the larger thumb will be used on the home screen carousel (if the CP opts to use it). These thumbnails can be manually replaced by handpicked images. If the CP wants to handpick the images (it's recommended they do) they must supply images at these 2 sizes for every video.

7.2) Slide Specification

Size: 1280 x 720 pixels preferred, but images that can't be displayed in this landscape orientation should have a height of 720 pixels
Format: JPG
Host: any URL on the web, as long as its not behind a firewall or on a slow server.
Slide metadata: Slide display titles and gallery display titles must be put into a gallery.xml file.
Slide thumbnail: 120 x 90 pixels. Required for the Gallery Screen carousel.

7.3) Article Specification

Size: 1120 x 460 pixels maximum *(nb. this can not be translated meaningfully into a character length, as there are too many other variables like font, font size, image size, and number of carriage returns in the text that alter the text block size. Currently each text block must be visually inspected and adjusted for the best fit).* In general text should not be displayed below 18 points. If the text does not fit on the screen the text can be split into multiple pages (see illustration for multiple page Article Screen, 3.5).
Text format: elements are placed between HTML style tags. Headers are placed between `<header> </header>` , and paragraphs are placed between `<p> </p>`
Host: Jigsaw configuration file.

Image Size: 1120 x 460 pixels maximum, likely much less to make room for text.
Image format: JPG or PNG.
Host: any URL on the web, as long as its not behind a firewall or on a slow server.

8) How is the app styled to give it a unique look?

There are 4 parts of the template that can be changed to give it a unique style:

8.1) Custom user interface graphics
8.2) Custom user interface colours
8.3) Custom fonts
8.4) Graphical theme

9) What are the custom user interface graphics specifications?

There are custom 6 graphics needed in the app if all the screens are being used:

9.1) Company logo (splash version)

1 splash logo, JPG precomposed on black, less than 600 x 360 and less than 150Kb. Should be optimised to a small file size so it can load as quickly as possible.

Variable Name
<splash><imageurl><![CDATA[*value*]]></imageurl></splash>

9.2) Company logo (bug version)

1 bug logo, PNG, less than 300 x 80. If padding is desired to the right of the logo, include this as transparent space in the file.

Variable Name
<titleBar logoURL=”*value*”/>

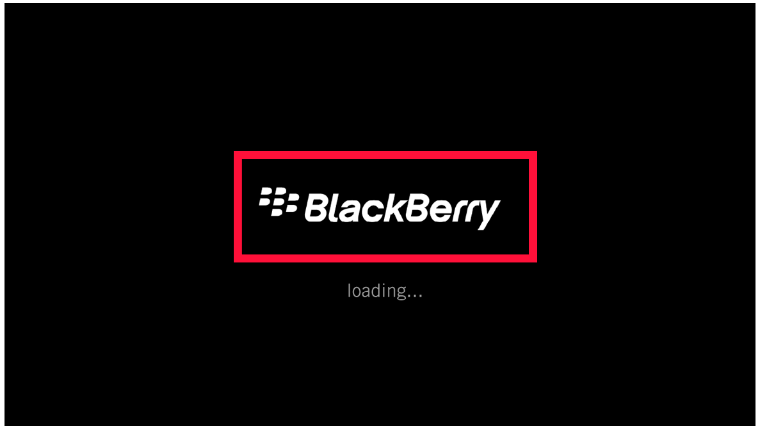
9.3) Full screen background for Home Screen

1280 x 720, JPG. Imagery is partially determined by the presence of a carousel on the Home Screen.

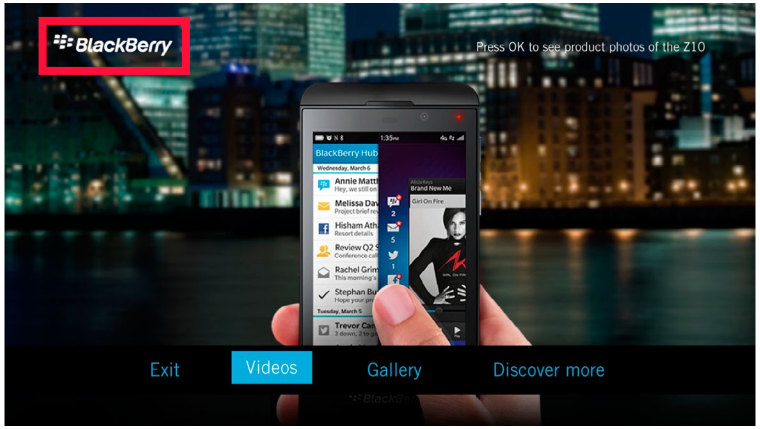
Without carousel: background can be treated just like a splash page, with the lower third styled in such a way to help the text buttons stand out.

With carousel: background should be stand out less than the carousel images and not too busy to help the carousel stand out.

Variable Name
<screen type=”Home” backgroundImage=”*value*”></screen>

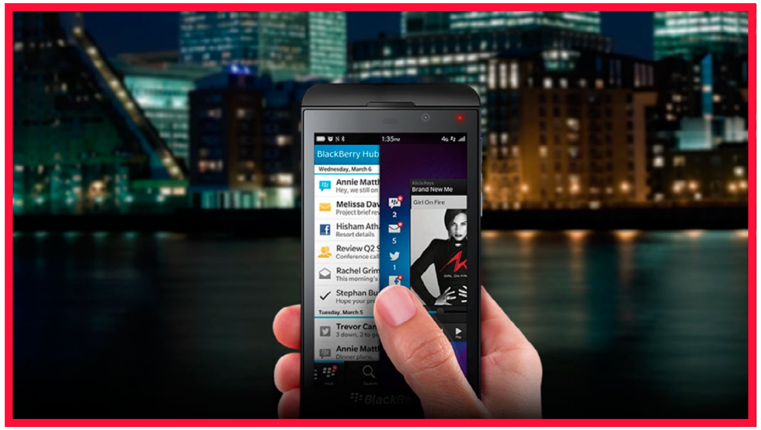


9.1



Press OK to see product photos of the Z10

9.2



9.3

9.4) Full screen background for Article Screen

1280 x 720, jpg. Recommend muted or darkened colours so light text is easy to read. (traditionally on TV white is foreground and black is background, so text is often light over dark. Dark text over a light background radiates more light and can be harder on the eyes).

Variable Name
<screen type=”Product” backgroundImage=”*value*”></screen>

9.5) Media Screen, Upper Third graphic

Upper Third - 1280 x 240, PNG

Variable Name
<screen><component type=”mediaControls” upperThird=”*value*”/></screen>

9.6) Media Screen, Upper Third graphic

Lower Third - 1280 x 240, PNG

Variable Name
<screen><component type=”mediaControls” lowerThird=”*value*”/></screen>

10) What are the guidelines for the user interface colours?

There are 8 custom colours that can be set:

10.1) Loading Screen message font colour

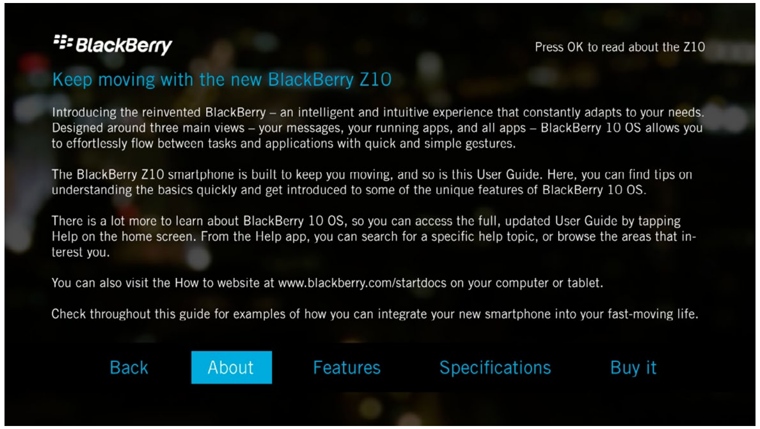
Used on the message beneath the splash logo.

Variable Name	Default Value
<text><font color=“*value*”/></text>	#E5E5E5

10.2) Normal font colour

Colour of the main body copy font, used for non-interactive text.

Variable Name	Default Value
<styles COLOR_NORMAL_FONT=“*value*” ></styles>	#E5E5E5



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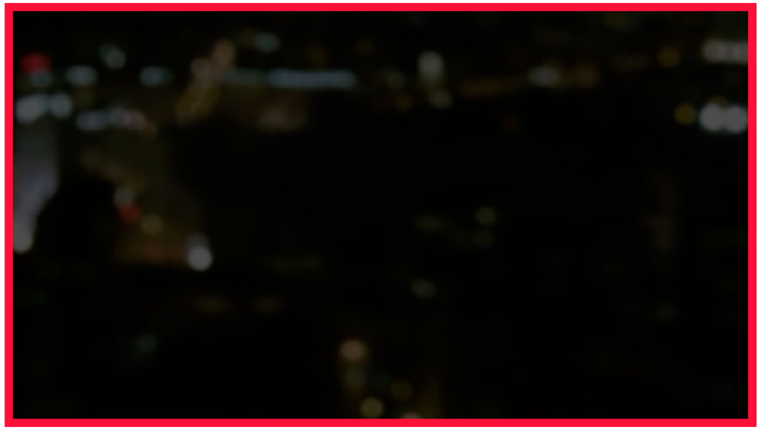
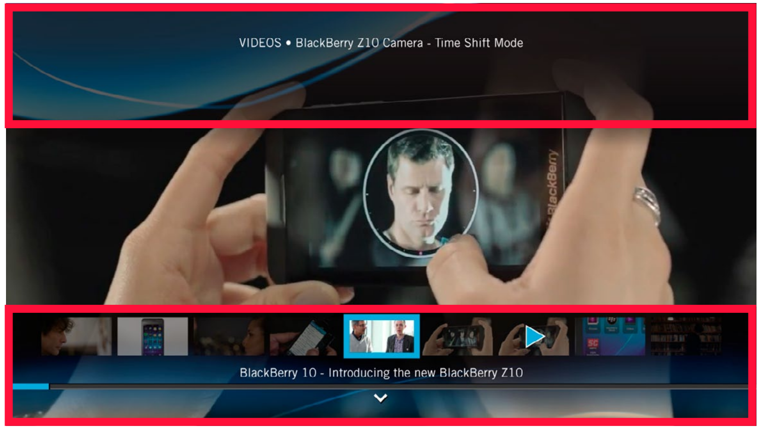


9.4



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9.5 & 9.6

10.3) Emphasis font colour

Colour used on the screen titles, carousel item titles, and the headers on articles.
Tip: If not included, those elements will use the normal font colour by default.

Variable Name	Default Value
`<styles COLOR_EMPHASIS_FONT=“value” ></styles>`	COLOR_NORMAL_FONT

10.4) Focus indicator colour

Colour of the graphic, either a filled box or a rectangular stroke, that indicates the user focus.
Guideline: It should be a colour that stands out among the other colours and the background. A bright saturated colour works best if that is in your palette. A focus that stands out makes the app easier to use.

Variable Name	Default Value
`<styles COLOR_INDICATOR_NORMAL=“value” ></styles>`	#c10000

10.5) Button normal colour

Colour of a button when it is not in focus.
Guideline: It should be a colour that stands out over the background, but be less prominent than the focus indicator colour and the button active colour.

Variable Name	Default Value
`<styles><buttonState title=“NORMAL” color=“value” /></styles>`	#888888

10.6) Button focus colour

The colour of a button when in focus.
Guideline: It must stand out when on top of the focus indicator colour.

Variable Name	Default Value
`<styles><buttonState title=“FOCUS” color=“value” /></styles>`	#E5E5E5

10.7) Button active colour

a colour that indicates a button is ‘turned on’ but not in focus
Guideline: should be slightly more prominent than the button normal colour

Variable Name	Default Value
`<styles><buttonState title=“ACTIVE” color=“value” /></styles>`	#E5E5E5

10.8) Video Screen progress bar colour

Tip: If not included, the progress bar used the focus indicator colour as its default.

Variable Name	Default Value
`<component type=”mediaControls” progressBarColour=“value”/>`	COLOR_INDICATOR_NORMAL

10.9) Carousel item text background colour

[not currently included]

11) What are the custom font specifications?

Fonts must be in TTF format. There are 3 custom fonts that can be set.

11.1) Loading Screen font

font used on the message beneath the splash logo.

Variable Name	Default Value
`<text><font face=“value”/></text>`	TivoHelveticaCondensed

11.2) Normal font

main font used in the app, for both interactive and non-interactive text.

Variable Name
`<styles NORMAL_FONT_PATH=“value” ></styles>`

11.3) Emphasis font

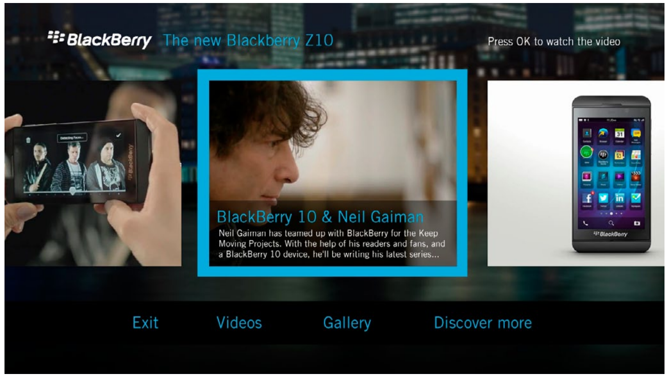
font used for the screen titles, carousel item titles, and article header
Tip: If not included, those elements will use the normal font by default.

NB. If no fonts are specified at all, Helvetica Condensed is used, which is the TiVo’s default.

Variable Name
`<styles EMPHASIS_FONT_PATH=“value” ></styles>`

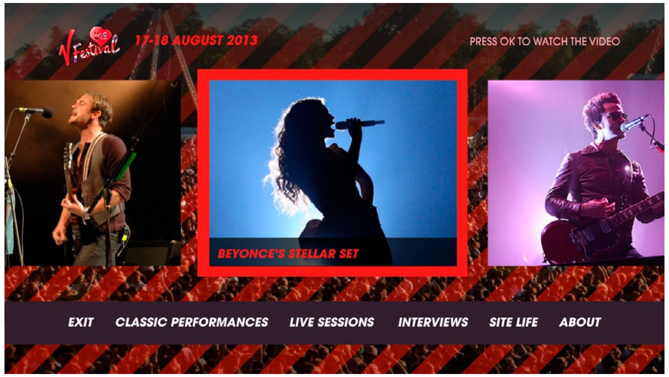
10

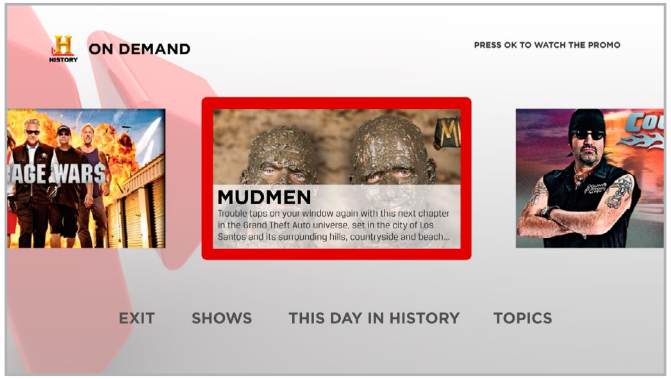
Example colour sets



BlackBerry 10 & Neil Gaiman

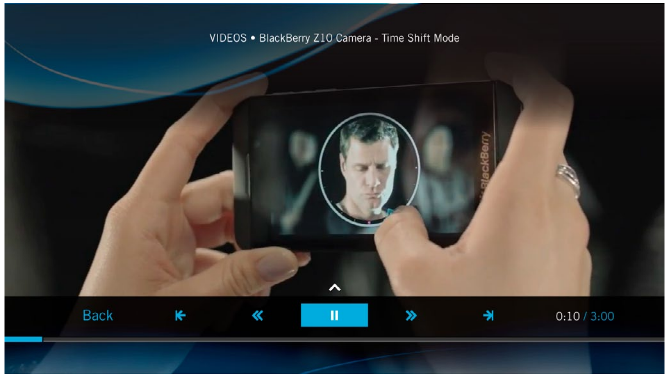
Neil Gaiman has teamed up with BlackBerry for the Keep Moving Projects. With the help of his readers and fans, and a BlackBerry 10 device, he'll be writing his latest series...

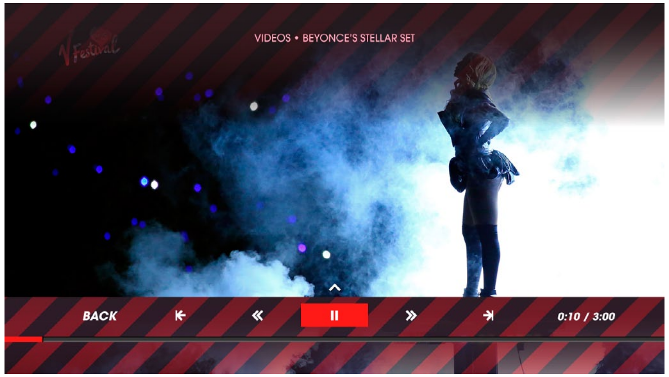


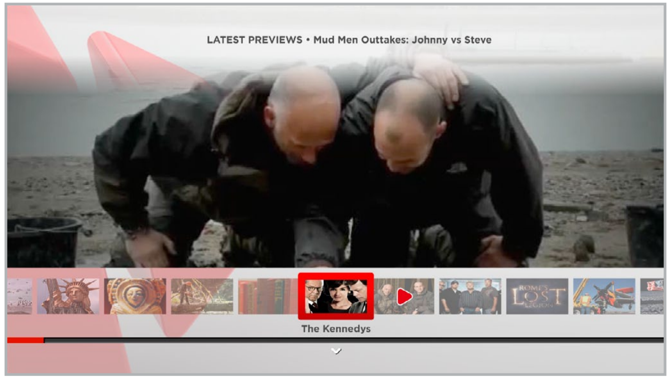


MUDMEN

Trouble taps on your window again with this next chapter in the Grand Theft Auto universe, set in the city of Los Santos and its surrounding hills, countryside and beach...







normal font	⬜	button normal	🟦
emphasis font	🟦	button focus	⬜
focus indicator	🟦	button active	⬜

normal font	🟥	button normal	⬜
emphasis font	🟥	button focus	⬜
focus indicator	🟥	button active	🟥

normal font	⬛	button normal	⬛
emphasis font	⬛	button focus	⬜
focus indicator	🟥	button active	⬛

12) What themes are there to choose from?

Currently the Jigsaw app has two themes, “soft” or “sharp”.

12.1) Soft

The default, it gives all the vector graphics rounded corners.

12.2) Sharp

This gives all the vector graphics hard corners.

Variable Name	Default Value
`<styles THEME=“value” ></styles>`	soft

13) How are the screens created to display the content?

13.1) Loading Screen

The loading screen is separate from the rest of the app. The parameters are set in the splashData.xml file in the splash folder.

Example:

```
<splash bgColor=’#000000’>
   <imageurl  x=’’ y=’300’>
      <![CDATA[splash/BBsplashLogo.jpg]]>
   </imageurl>
   <text x=’’ y=’480’>
      <font face=”TivoHelveticaCondensed” size=”36” color=”#878787”><![CDATA[loading...]]></font>
   </text>
</splash>
```

13.2) Global app features

Style parameters are placed in and between the `<styles></styles>` tag. Parts of the title bar are defined in the `<titlebar/>` tag.

Example:

```
<styles
   THEME=”sharp”
   NORMAL_FONT=”FuturaBook” NORMAL_FONT_PATH=”http://www.website.com/futurabookLoader.swf”
   EMPHASIS_FONT=”FuturaBold” EMPHASIS_FONT_PATH=”http://www.website.com/futuraboldLoader.swf”
   COLOR_NORMAL_FONT=”#efefef”
   COLOR_EMPHASIS_FONT=”#70c3da”
   COLOR_INDICATOR_NORMAL=”#00a9da” >
   <buttonState title=”NORMAL” color=”#878787” />
   <buttonState title=”FOCUS” color=”#000000” />
   <buttonState title=”ACTIVE” color=”#efefef” />
   <buttonState title=”INACTIVE” color=”#464646” />
</styles>

<titleBar
   logoURL=”images/UI/BBlogo.png”
   title=” The new Z10”
   subtitle=”Press OK to view the Video Page”
   x=”80” y=”50” titleSize=”25”
   subtitleSize=”21” />
```

13.3) Home Screen

Parameters for the screen are placed in and between the `<screen type=”Home”></screen>` tags.
Carousel parameters are defined in and between `<component type=”carousel” ></component>`
Text menu parameters are defined in and between `<component type=”textMenu” ></component>`

Example:

```
<screen type=”Home”
   name=”home”
   backgroundImage=”images/UI/background.png”
   showTitleBar=”true” startIndex=”0”>

   <component type=”carousel”
      imageWidth=”480”
      imageHeight=”360”
      titleSize=”36”
      subtitleSize=”24” y=”158”>
      <carouselItem title=’STILL MORE’ subtitle=’trailers’
         source=’http://www.website.com/featuredItem01.jpg’
         link=’#video3’ titleBarSubtitle=”Press OK to view MORE TRAILERS”/>
      <carouselItem title=’PRODUCT 1’ subtitle=’’
         source=’http://www.website.com/featuredItem01.jpg’
         link=’#product1’ titleBarSubtitle=”Press OK to view the Product 1 Page”/>
      <carouselItem title=’PRODUCT 2’ subtitle=’’
         source=’http://www.website.com/featuredItem01.jpg’
         link=’#product1’ titleBarSubtitle=”Press OK to view the Product 2 Page”/>
      <carouselItem title=’PRODUCT 3’ subtitle=’’
         source=’http://www.website.com/featuredItem01.jpg’
         link=’#product2’ titleBarSubtitle=”Press OK to view the Product 2 Page”/>
   </component>

   <component type=”textMenu”
      backgroundColor=”#000000” fontSize=”30” padding=”80” startIndex=”1” y=”595”>
      <textItem title=”Exit” link=”#exit” titleBarSubtitle=”Press OK to exit the app” />
      <textItem title=”Videos” link=”#video1” titleBarSubtitle=”Press OK to view the Videos”/>
      <textItem title=”Gallery” link=”#gallery1” titleBarSubtitle=”Press OK to view the Gallery”/>
      <textItem title=”Discover More” link=”#product1” titleBarSubtitle=”Press OK to learn more”/>
   </component>

</screen>
```

13.4) Video Screen

Parameters for the screen are placed in and between the `<screen type=”Video”></screen>` tags. Parameters on the lower third are defined in and between `<component type=”mediaControls”></component>`

Example:

```
<screen type=”Video”
   name=”video1”
   title=”Some Cool Movies”
   playlistId=”1648295649001”
   accountToken=”ADXzpo3OaZeztXYMBcQv9auBHzF_eMn3eyhgTy_uH6i3cxSyKuF0dw..”
   showTitleBar=”false” >
   <component type=”mediaControls”
      upperThird=”images/UI/BB_upperThird.png”
      lowerThird=”images/UI/BB_lowerThird.png”
      upperThirdFontSize=”24”
      lowerThirdFontSize=”28”
      textMenuFontSize=”36”
      progressBarColour=”#FF0000”
      linkText=”Back”
      link=”home” />
</screen>
```

13.5) Slideshow Screen

Parameters are placed in and between the `<screen type=”Gallery”></screen>` tags.
Parameters on the lower third are defined in and between `<component type=”mediaControls”> </component>`

Example:

```
<screen type=”Gallery”
   name=”gallery1” title=”Gallery”
   feed=”gallery.xml” showTitleBar=”false”
   titleBarTitle=”” titleBarSubtitle=””>

   <component type=”mediaControls”
      upperThird=”images/UI/BB_upperThird.png”
      lowerThird=”images/UI/BB_upperThird.png”
      upperThirdFontSize=”21”
      lowerThirdFontSize=”21”
      textMenuFontSize=”24”
      startIndex=”2”
      padding=”80”
      linkText=”Back”
      link=”home” />
</screen>
```

The slideshow items are kept in a a separate XML file.

Example:

```
<gallery>

   <image>
      <title><![CDATA[This is an image title]]></title>
      <imageUrl><![CDATA[http://www.website.com/slide01.jpg]]></imageUrl>
      <thumbUrl><![CDATA[http://www.website.com/thumb01.jpg]]></thumbUrl>
   </image>

   <image>
      <title><![CDATA[This is an image title]]></title>
      <imageUrl><![CDATA[http://www.website.com/slide02.jpg]]></imageUrl>
      <thumbUrl><![CDATA[http://www.website.com/thumb03.jpg]]></thumbUrl>
   </image>

</gallery>
```

13.6) Article Screen

Parameters are placed in and between the `<screen type=”Product”></screen>` tags.
Styles on the screen are placed between the `<styles></styles>` tag.
Article parameters are placed between the `<content></content>` tags.
Text menu parameters are defined in and between `<component type=”textMenu” ></component>`

Example:

```
<screen type=”Product”
   name=”product1”
   backgroundImage=”images/UI/BB_background_darker.png”
   showTitleBar=”false” showActiveState=”true”>

   <styles>
      <x>110</x>
      <y>130</y>
      <alignment>left</alignment>
      <imageWidth>316</imageWidth>
      <imageHeight>200</imageHeight>
      <paddingX>20</paddingX>
      <paddingY>20</paddingY>
      <headingSize>30</headingSize>
      <bodySize>18</bodySize>
      <textWidth>1120</textWidth>
   </styles>

   <content>
      <image><![CDATA[http://www.website.com/articleImage01.jpg]]></image>
      <text>
         <heading>Lorem ipsum dolor sit amet, consectetur adipiscing elit.</heading>
         <mainBody>
            <p>Lorem ipsum dolor sit amet, consectetur adipiscing elit.</p>
            <p>am condimentum dignissim libero, molestie convallis erat varius et. </p>
         </mainBody>
      </text>
   </content>

   <component type=”textMenu”
      backgroundColor=”#000000”
      fontSize=”30” padding=”80” startIndex=”1”
      y=”595” showActiveState=”true”>
      <textItem title=”Back” link=”#home”/>
   </component>

</screen>
```

14) What parts of the screen can be turned on or off?

14.1) Turn off the logo on the Loading Screen

Variable Setting

don’t put any values between `<imageurl></imageurl>`

14.2) Hide the title bar on a screen

Variable Setting

```
<screen showTitleBar=“false” ></screen>
```

14.3) Hide the title on the title bar

Variable Setting

```
<screen titleBarTitle=“” ></screen>
```

14.4) Turn on the carousel on the Home Screen

Variable Setting

```
<screen type=“Home” ><component type=”carousel”></component></screen>
```

14.5) Turn on the title on a carousel item on the Home Screen

Variable Setting

```
<screen type=”Home”>
   <component type=”carousel”>
      <carouselItem title=”value”/>
   </component>
</screen>
```

14.6) Turn on the description on a carousel item on the Home Screen

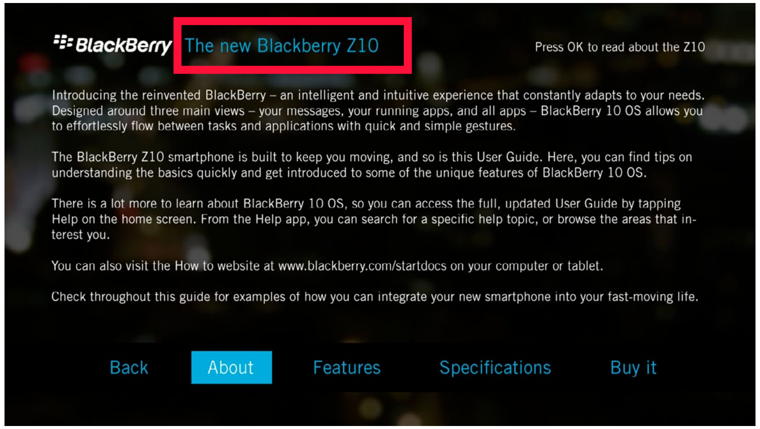
Variable Setting

```
<screen type=”Home”>
   <component type=”carousel”>
      <carouselItem subtitle=”value”/>
   </component>
</screen>
```

14.7) Turn on the logo on the Video Screen

Variable Setting

```
<screen type=“Video” showTitleBar=“true” titleBarTitle=“” titleBarSubtitle=“”></screen>
```



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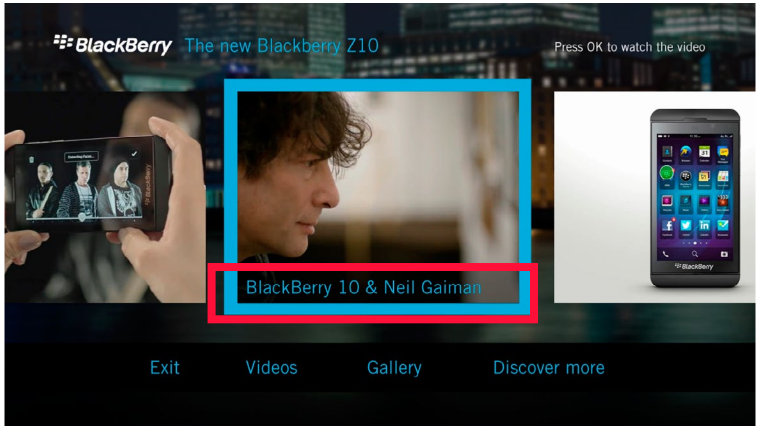
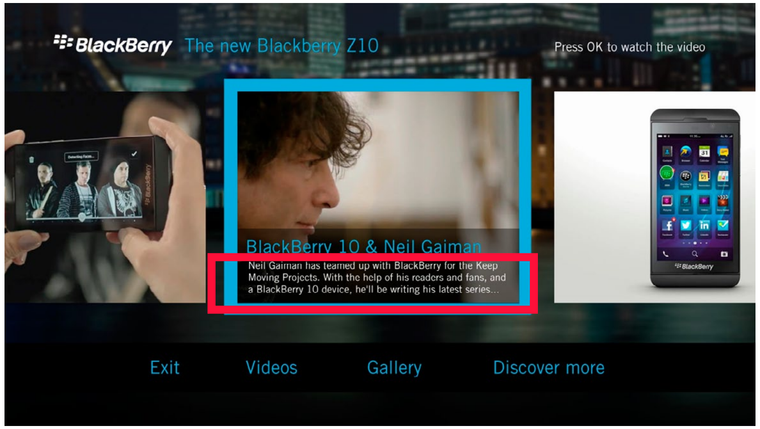
14.3



14.5



Neil Gaiman has teamed up with BlackBerry for the Keep Moving Projects. With the help of his readers and fans, and a BlackBerry 10 device, he'll be writing his latest series...

14.6

14.8) Turn on the text menu background

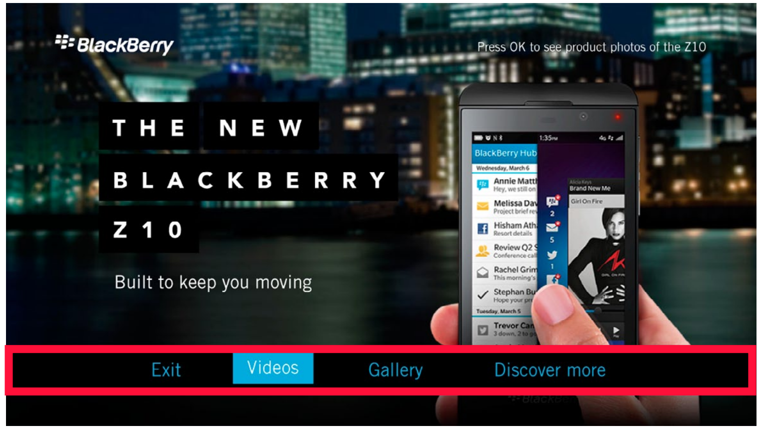
Variable Setting

```
<screen type="Home"><component type="textMenu" backgroundColor="value"></component></screen>
```

14.9) Turn on the active state on the Article Screen text menu

Variable Setting

```
<screen type="Product" showActiveState="true"></screen>
```



14.8

15) How do you adjust the sizes of the parts of the screen?

15.1) Loading Screen message font size

Variable Name	Default Value
`<splash><text><font size=“value”></font></text></splash>`	32

15.2) Screen title bar title font size

Variable Name	Default Value
`<titleBar titleSize=“value”/>`	24

15.3) Tooltip font size

Variable Name	Default Value
`<titleBar subtitleSize=“value”/>`	24

15.4) Home Screen carousel item title font size

Variable Name	Default Value

`<screen type=”Home”>`
`  <component type=”carousel” titleSize=”value”></component>`
`</screen>`
	38

15.5) Home Screen carousel item description font size

Variable Name	Default Value

`<screen type=”Home”>`
`  <component type=”carousel” subtitleSize=”value”></component>`
`</screen>`
	30

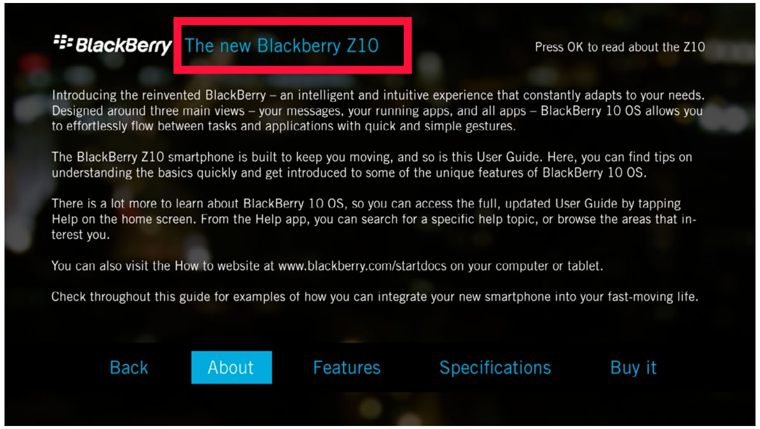
15.6) Home Screen carousel item image size

Variable Name	Default Value

`<screen type=”Home”>`
`   <component type=”carousel” imageWidth=”value” imageHeight=”value”>`
`   </component>`
`</screen>`
	image source

15.7) Text menu font size

Variable Name	Default Value
`<component type=”textMenu” fontSize=”value”></component>`	32



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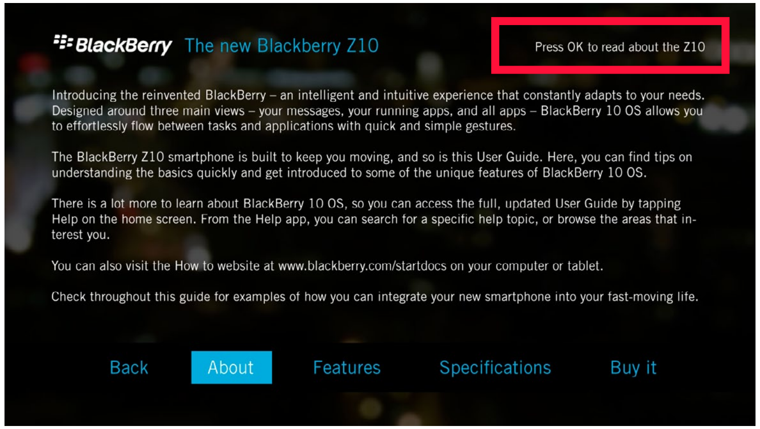
15.2



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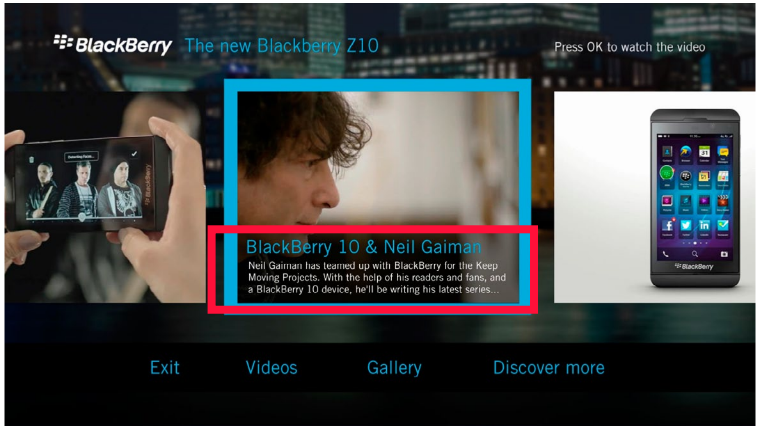
15.3



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15.4 & 15.5

15.8) Media Screen upper third font size

Variable Name	Default Value

`<component type="mediaControls" upperThirdFontSize="value">`
`</component>`
	22

15.9) Media Screen lower third font size

Variable Name	Default Value

`<component type="mediaControls" lowerThirdFontSize="value">`
`</component>`
	22

15.10) Media Screen text menu font size

Variable Name	Default Value
`<component type="mediaControls" textMenuFontSize="value"></component>`	28

15.11) Article Screen text block heading font size

Variable Name	Default Value

`<screen type="Product">`
`  <styles>`
`    <headingSize>value</headingSize>`
`  </styles>`
`</screen>`
	30

15.12) Article Screen text block body font size

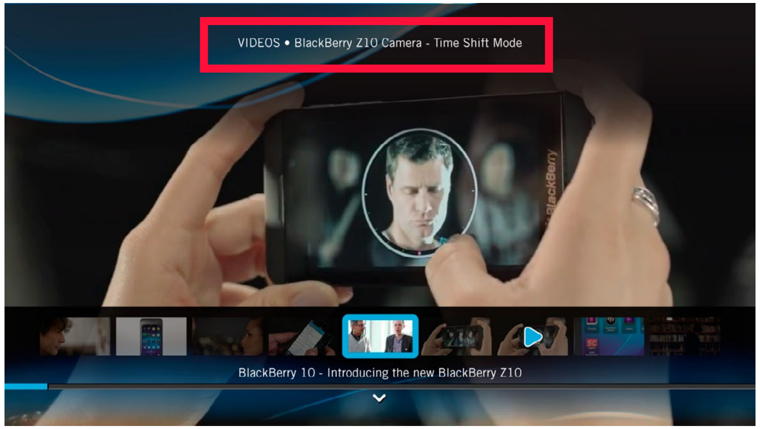
Variable Name	Default Value

`<screen type="Product">`
`  <styles>`
`    <bodySize>value</bodySize>`
`  </styles>`
`</screen>`
	20

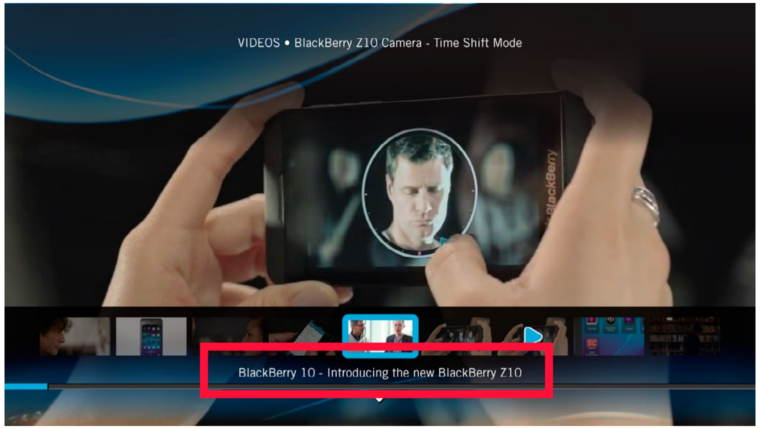
15.13) Article Screen text block image size (optional override of the image source size)

Variable Name	Default Value

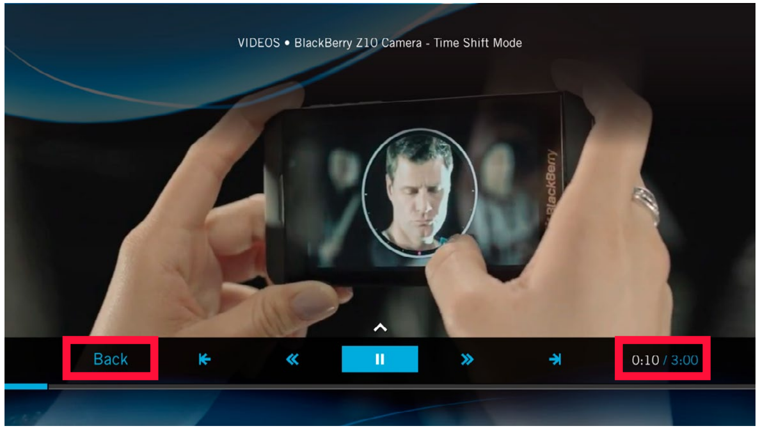
`<screen type="Product">`
`  <styles>`
`    <imageWidth>value</imageWidth><imageHeight>value</imageHeight>`
`  </styles>`
`</screen>`
	image source


VIDEOS • BlackBerry Z10 Camera - Time Shift Mode
BlackBerry 10 - Introducing the new BlackBerry Z10

15.8


VIDEOS • BlackBerry Z10 Camera - Time Shift Mode
BlackBerry 10 - Introducing the new BlackBerry Z10

15.9



15.10

16) How do you fine-tune the position of parts of the screen?

16.1) Loading Screen splash logo Y position

Variable Name	Default Value
`<splash><imageurl y=”value”></imageurl></splash>`	350

16.2) Loading Screen message Y position

Variable Name	Default Value
`<splash><text y=”value”></text></splash>`	490

16.3) Title bar X position

Variable Name	Default Value
`<titleBar x=”value” />`	80

16.4) Title bar Y position

Variable Name	Default Value
`<titleBar y=”value” />`	50

16.5) Home Screen carousel Y position

Variable Name	Default Value

`<screen type=”Home”>`
`  <component type=”carousel” y=”value”></component>`
`</screen>`
	150

16.6) Home Screen carousel item image width and height

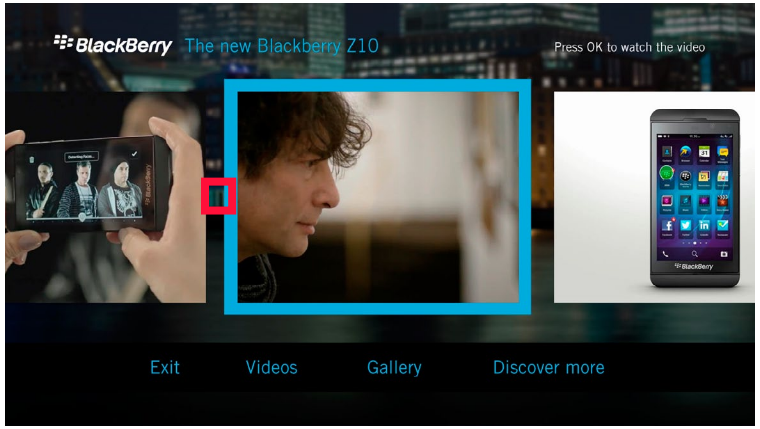
Variable Name	Default Value

`<screen type=”Home”>`
`  <component type=”carousel” imageWidth=”value” imageHeight=”value”>`
`  </component>`
`</screen>`
	480 x 360

16.7) Home Screen padding between carousel items

Variable Name	Default Value

`<screen type=”Home”>`
`  <component type=”carousel” padding=”value”>`
`  </component>`
`</screen>`
	90



16.7

16.8) Media Screen padding between buttons on the media control menu

Variable Name	Default Value
<component type=”mediaControls” padding=”*value*”> </component>	80

16.9) Text menu Y position

Variable Name	Default Value
<component type=”textMenu” y=”*value*”></component>	608

16.10) Text menu padding between buttons

Variable Name	Default Value
<component type=”textMenu” padding=”*value*”></component>	100

16.11) Article Screen text block position

Variable Name	Default Value

<screen type=”Product”>
  <styles>
    <x>*value*</x><y>*value*</y>
  </styles>
</screen>
	80,126

16.12) Aricle Screen text block alignment

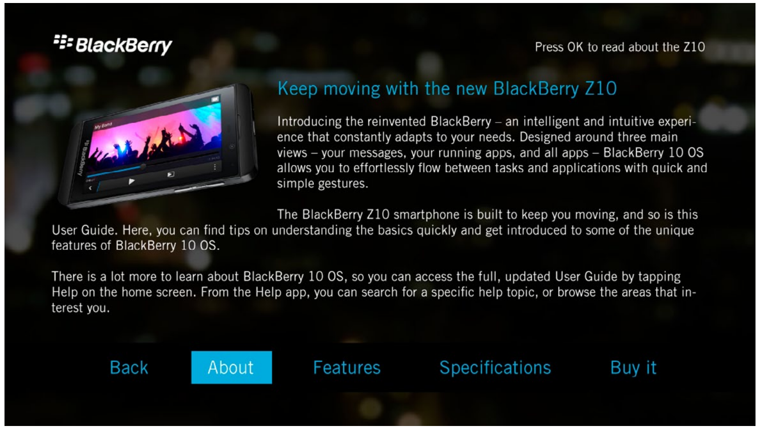
Variable Name	Default Value

<screen type=”Product”>
  <styles>
    <alignment>*value*</alignment>
  </styles>
</screen>
	left

16.13) Article Screen text block padding between an inline image and text

Variable Name	Default Value

<screen type=”Product”>
  <styles>
    <paddingX>*value*</paddingX><paddingY>*value*</paddingY>
  </styles>
</screen>
	10,10



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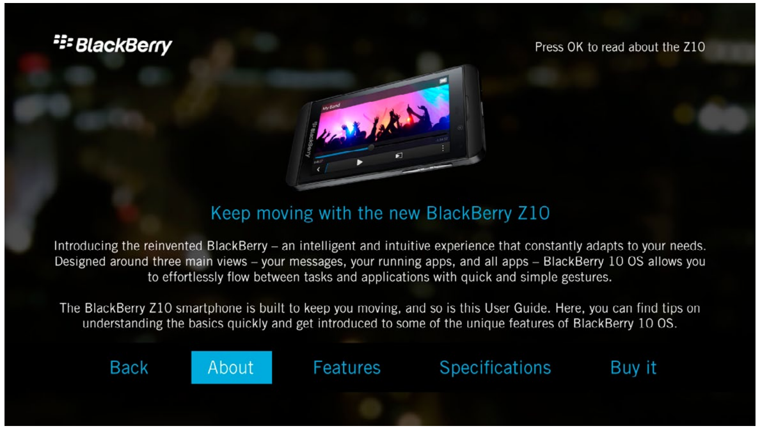
16.12

left alignment



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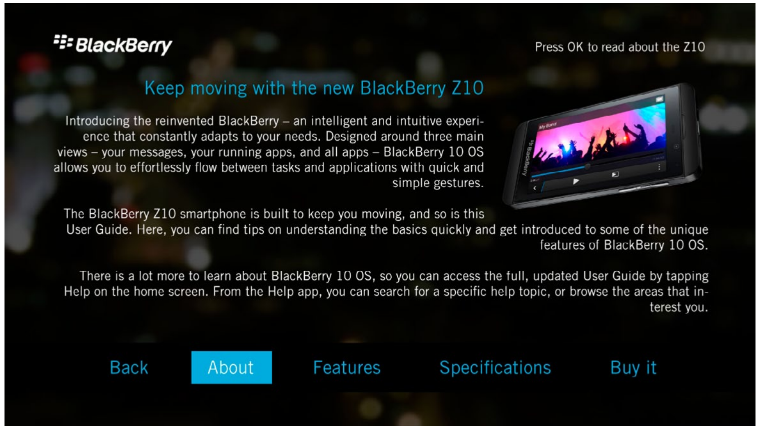
Introducing the reinvented BlackBerry – an intelligent and intuitive experience that constantly adapts to your needs. Designed around three main views – your messages, your running apps, and all apps – BlackBerry 10 OS allows you to effortlessly flow between tasks and applications with quick and simple gestures.

The BlackBerry Z10 smartphone is built to keep you moving, and so is this User Guide. Here, you can find tips on understanding the basics quickly and get introduced to some of the unique features of BlackBerry 10 OS.

16.12

center alignment



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There is a lot more to learn about BlackBerry 10 OS, so you can access the full, updated User Guide by tapping Help on the home screen. From the Help app, you can search for a specific help topic, or browse the areas that interest you.

16.12

right alignment

17) Are there any other settings?

17.1) Tooltip messages, used to give further information to the user about a button

Variable Name

```
<screen showTitleBar=”true”>
   <component type=”carousel”>
      <carouselItem titleBarSubtitle=”value” />
   </component>
   <component type=”textMenu” >
      <textItem titleBarSubtitle=”value” />
   </component>
</screen>
```

17.2) Home Screen initial state (this example targets the 2nd item in the text menu. A setting of “0” on the screen tag would target the carousel)

Variable Name

```
<screen type=”Home” startIndex=”1”>
   <component type=”textMenu” >
      <textItem startIndex=”1” />
   </component>
</screen>
```