

About Media Display

The `mediaDisplay` class allows host servers to display content on the EGM's Player User Interface (PUI). You can test `mediaDisplay` commands using RST, and view content through the Media Display tab on the SmartEGM layout.

Note: The Media Display tab is disabled if there is no `mediaDisplay` defined in the SmartEGM configuration file.

The Media Display tab has two sliding panels - Media Display Content and Display.

From the Media Display Content panel you can view `mediaDisplay` content information for each `mediaDisplay` device, including content identifier, transaction identifier, log sequence number, current state and content location for each piece of loaded content.

From the Display panel, you can view the content being shown to the player. RST has two default media files to assist you in testing the `mediaDisplay` class. The default files are:

- **PPmain_test-2.swf** - A sample SWF file.
- **Asteroid_blaster.swf** - An asteroid blaster game.

If you are using RST with a G2S host system, you can download the sample SWF files from the following locations:

- **PPmain_test-2.swf** - http://www.radblue.com/downloads/flash/PPmain_test-2.swf
- **Asteroid_blaster.swf** - http://www.radblue.com/downloads/flash/Asteroid_blaster.swf

If you are using RGS with RST, these files are located in the [install directory] > **RGS webapps** > **RGS** > **MediaDisplayContent** folder. By default, the Media URI for the `mediaDisplay.loadContent` command is the asteroid blaster game from the RGS web server. However, you can change it, as needed, to the other RadBlue default file.

The following table shows how `mediaDisplay` commands effect RST.

When the host sends...	RST responds with...	And the Display panel shows....
<code>loadContent</code>	<code>contentStatus</code>	<i>Media Display Hidden</i>
<code>setActiveContent</code>	<code>contentStatus</code>	<i>Media Display Hidden</i>
<code>showMediaDisplay</code>	<code>mediaDisplayAck</code>	[Active Content]
<code>hideMediaDisplay</code>	<code>mediaDisplayAck</code>	<i>Media Display Hidden</i>
<code>releaseContent</code>	<code>contentStatus</code>	<i>Media Display Hidden</i>

Load and Display Content

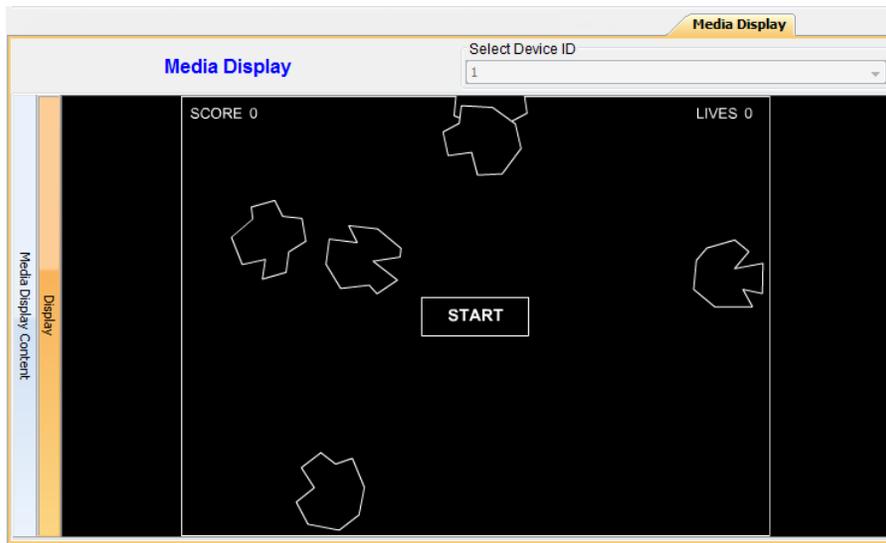
To use the `mediaDisplay` class in RST:

1. Go to the **SmartEGM** layout, and click **Start SmartEGM** to start the RST engine.
2. Click the **Media Display** tab on the SmartEGM layout.
3. Send the following commands from the G2S host system. If you are using RGS, send them from the Send Command layout.
 - a. Define the **media URI**, and send `mediaDisplay.loadContent` to direct the EGM to load the specified content. The content information is displayed on the [Media Display Content](#) panel.
 - b. Send `mediaDisplay.setActiveContent` to make the content active in RST.
 - c. Send `mediaDisplay.showMediaDisplay` to run the content on the Display panel.
4. To remove a content file from the EGM, send `mediaDisplay.releaseContent`, being sure to define the content ID and transaction ID of the file you want to remove.

Play the Asteroid Blaster Game

The Asteroid Blaster game is one of three default RadBlue SWF files that you can use to test the `mediaDisplay` class. It is a working game that you can actually play.

1. [Load and display](#) the `Asteroid_blaster.swf` file.



2. Click **Start**.
3. **Play!**
 - Use the "up" arrow key to move your ship.
 - Use the "right" and "left" arrow keys to rotate the ship.
 - Press the space bar to fire.