How to…

Replace touch libraries in Rainmaker

Introduction

When Apple introduced iOS10, some presentations lost the swiping functionality, if they are built on Agnitio framework for Manager 4 (Content Accelerator). To correct this you either update the entire framework, or replace the two touch libraries in the framework.

This step-by-step guide will show you how to update the touch libraries manually in Rainmaker and is aimed towards content developers and Rainmaker Organization content managers.

You can do it by using zip-files, or by using Git to download and upload the files. Git is for experienced users, so if you already know how to use Git, you also know how to replace the files. This guide will show you how to replace the touch libraries using zip-files.

You will need to download the functioning versions of the touch libraries. For that you need a GitHub user to log in and get the files.

<u>Important</u>: **We recommend that you do not carry these changes out directly in the presentation containers that are currently Broadcasted and live, but in a separate test container until you are happy with the changes.**

Please note that once you overwrite and re-publish the changes in the actual live container, the Sales Reps will have to re-sync the presentation(s) on their device.

Downloading touch libraries

The touch libraries consist of two files called **touchy.js** and **draggy.js**. You can download the two files in Agnitio's GitHub via https://github.com/Agnitio. (If you don't have a GitHub user, please contact support@agnitio.com).

1.
When you have access to Agnitio GitHub, you click the folder **Touchy-Draggy**.

2.
Here you click the green **Clone or download** button at the top right, and select **Download ZIP**.
Save the zip-file to your computer, create a new folder for the files, and unpack the files to this folder.

Download current presentation files

1.

Log into your Mobilizer account, find the presentation you need to update, and click it once to select it.

2.

In the popup window click the **download** icon, and save the zip-file to a folder on your computer.

3.

Open the folder, and unpack the zip-file. You can do that by right-clicking the zip-file and select **Extract All…** and unpack the files to a new folder.

4.

Open the folder with the extracted files, and double-click on the folder **_framework**. Double-click on the folder **lib**. Now you see the library files in the framework – including touchy.js and draggy.js.

5.

Make a backup of the two old files, before you upload the new files. You do that by right-clicking anywhere in the folder containing the new touchy.js and draggy.js files, and select **New -> Folder**. You should name the folder the presentation ID of the presentation you are updating. Double-click the folder when it is created, and copy the two files touchy.js and draggy.js from the presentation folder to the backup folder. Now you have a backup of the files.

6.

Open the folder containing the new files and copy the two functioning versions of touchy.js and draggy.js and overwrite the old versions in the presentation folder. When prompted, accept to overwrite the two files. The touch libraries are now updated.

7.

Now create a new zip-file containing the updated presentation. Do this by right-clicking the folder containing the presentation files, and select **Send to** and select **Compressed (zipped) folder**. Now the presentation is ready to be put back into the Mobilizer.

8.

Select the presentation in Mobilizer, and un-broadcast it all the way back to **Draft** mode. Click the **Design** icon, and click the presentation name in the top left corner to open the presentations configuration page.

9.

Click the **Upload** link in the top right corner, and select the new zip-file you created. This will upload and unpack the new version of the presentation. When it has been uploaded, close the window and return to the Mobilizer.

10.

Refresh the browser window to make sure that Mobilizer has loaded the latest version. Now open the presentation, and click on the **Shareables and Updates** panel. In the field **Choose an update for this version** you select the latest commit, and click the **Save** icon.

11.

Now you need to **Send for approval** -> **Approve** -> **Broadcast** the presentation.

12.

You should always test if this update works. Do this by logging into the Engager app, and re-synchronize the presentation, and launch it.

Should you have any questions, please reach out to support@agntitio.com