

BRABANT+ CONFIGURATION

The Brabant+ apps is built with templates. Each platform for which we have an app can have its own template. However, in practice, all Smart TV apps use the same template, all tablet apps use the same template and all phone apps use the same template. This is coincidental and should not be considered as default.

1. BUILDING BLOCKS

The aforementioned templates are built using building blocks in a CMS. This approach allows us to have a clear visual impression during the building phase of what the app will ultimately look like. These building blocks consist of one or more elements and can be customized accordingly. However, the starting position of these building blocks is always a preset offered by the supplier. The design process therefore never starts from scratch, which is important as Omroep Brabant does not have the necessary expertise for that.

A building block within Brabant+ consists of:

- Header element
- Content element

And often, but not always:

- Footer element

These building blocks can individually be configured with various types of elements:

- **Data feed**
This ensures all information that needs to be shown for all underlying elements.
- **Background color**
This can be set per individual element, which may change based on status (selected element, not a selected element during the user experience).
- **Margin and padding**
Adjustments to make sure the element is positioned correctly
- **Anchor point**, which defines the Y Position (measured from the top of the screen) for component positioning when in focus.
- **Add text elements**
Up to six lines, fully customizable
- **Text configuration**
Color, size, text style and background color can be set. This is also set per device, as brands may differ - iOS versus Android for mobile apps and LG, Samsung, and AndroidTV for TVs. For example.
- **Horizontal indicator**
In case content is shown full screen and we want to clarify that more content is visible after scrolling horizontally.

If no content can be shown, for example when the data feed is empty, Brabant+ allows a building block to be completely hide itself.

1.2 – ELEMENTS WITHIN BUILDING BLOCKS

The elements (the header, content and footer element inside the building blocks) have the same options for adjusting as listed above. Additionally, the following values are possible:

- **Gutter**
The space between elements
- **Amount of content**
The max number of programs or episodes we want to show
- **Number of text fields and their formatting**
Fully configurable in terms of font size, color, text style and background color.
- **Adding buttons, icons, labels**
- **Picture-in-picture/secondary image**
This is used inside Brabant+ for displaying icons or program logos on top of another image
- **Borders**
The size and color of a border in active state and inactive state.
- **Action buttons**
 - Play button
 - Favorites button
 - Trailer button
- **Background image**
Configure the dimension, image size and add a gradient
- **Runtime label**
A fully customizable label in which the runtime of an episode is shown
- **Resume playing progress bar**
A fully customizable label that shows how far a user has watched a certain episode.

For these elements, CSS stylesheets can be used to ensure continuity within the Brabant+ platform.

1.3 – TYPES OF ELEMENTS FOR BUILDING BLOCKS

- **Title/Header**
Mostly based on text, images are possible as well.
- **Horizontal list**
An horizontally and scrollable rail. If multiple programs are included, a fully customizable indicator can be displayed.
- **Vertical list:**
A traditional listview.
- **Hero**
A single shown item with a background image, text and optional action button.
- **Grid**
A scrollable x-y grid presentation of content

All elements are configurable:

- Image ratio (e.g., 16x9, 2x3, or 1:1) and image size
- Displaying text inside or outside the image. In case of outside we can chose where we want to display the text elements
- Number of content elements displayed side by side in an horizontal list or grid

2. NAVIGATION

2.1 - TV apps

The tv apps have a top menu that is configured inside of the CMS. The following elements inside of the menu can be configured:

- Brabant+ logo
- Screen Navigation Buttons
- Action button (for example settings)
- Background image, color, or gradient
- Position (x/y)
- Margin and padding

Some menu items can be conditional, meaning they may not appear on every page (for example the back button that only shows on show pages).

2.2 – Mobile apps

The mobile apps have three type of menus, a top, a bottom menu and a side menu.

The top navigation bar consisting of:

- Back button
- Hamburger menu button
- Close button
- Optional Chromecast/Airplay button
- Optional search button

Certain menu items can be conditional, similar to the TV menu. This can be configured within the CMS. The icons shown can be uploaded inside of the CMS.

The bottom menu consists of buttons that link to pages inside the app. The text displayed below corresponds to the page name set in the CMS. Icons have active and inactive states.

The side menu is a different display mode of the bottom menu but has the option to include more menu items.

Elements in both the top and bottom menu can be adjusted in terms of margin, padding and image size. For the background a color or gradient can be added.

3. PLAYER

For Brabant+ we have configured different players for the mobile apps and the tv apps.

For mobile the following players are used:

- A fullscreen player for live streams
- An inline player for on-demand content, displaying additional below the player

Once a user is in fullscreen mode the video player can be minimized to the bottom of the screen. This makes it possible for a user to continue to navigate through the app without stopping the video. When the app itself gets minimized while playing video an PiP-mode will be activated.

Chromecast, Airplay, and share buttons are available inside the video player.

For TV apps, the player is always presented in fullscreen mode for both video on demand content and the live streams.

3.1 – Player configuration

The player's style can be customized by adjusting the following elements inside of the CMS:

- Icons
- Gradient color and styling
- Display text (color, length, font, text style)
- Scrub bar color, progress bar color, and handle
- Live badge design and positioning

All players mentioned above can be configured individually.

4. General configuration

Beyond content, key configurable elements include:

- Screens (home, serie detail, search page, video page)
- General background color
- Native status bar background color
- Pull-to-refresh icon, color, icon size
- Configure the style and text of error messages and/or other notifications that are shown inside the app. For example when a user has lost his internet connection.