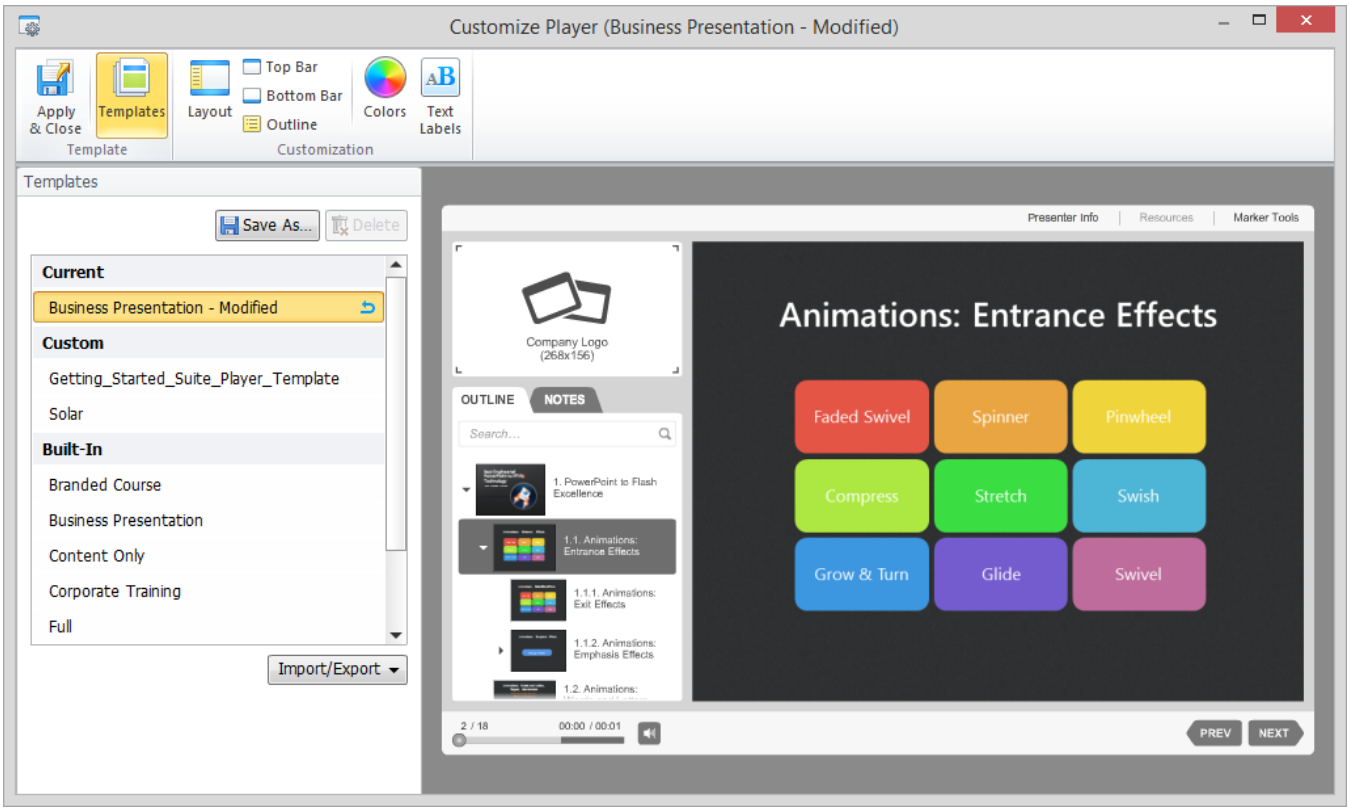
Managing the Templates

The Universal Player comes with a ready-to-use set of templates for various types of content. Simply choose a template and change its color scheme if necessary.

- Browsing the templates
- Selecting a template for publishing
- Reverting Changes
- Saving Templates
- Deleting Templates
- Renaming Templates
- Importing/Exporting Templates

Based on the standard templates, you can easily create your own, by adding / removing elements and customizing colors, text labels and messages.

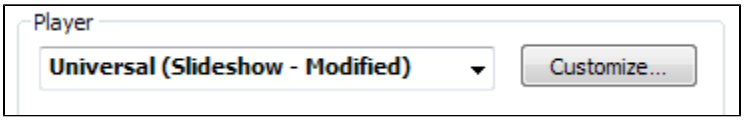


Browsing the templates

The Templates section opens automatically on clicking the Customize button. To see a Live Preview of a template click the name of the template in the left pane.

Selecting a template for publishing

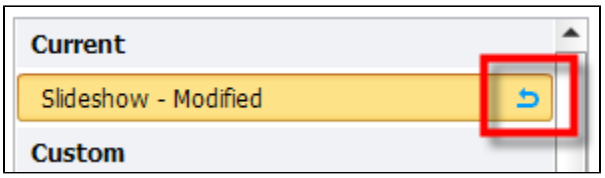
To publish a presentation with a certain template, simply select its name in the list of templates and click **Apply & Close** button in the main ribbon. After the customization window is closed the name of the template will appear in the **Player** field of **General** tab for your reference.



If you close the Customize player window any unsaved changes will be lost.

Reverting Changes

If any changes are applied to a template, it is marked as **Modified**. If you want to return to the previously used template settings, click the **Revert** icon next to the template name in the list of current templates.



Saving Templates

This option saves a copy of an existing template with a new name. To save changes to an existing template click **Save As** and specify the same name.

Deleting Templates

If you do not need the previously saved template player anymore, you can delete it. Select a template from the list and click **Delete**. You can only delete your custom templates.

Renaming Templates

To change the name of the template double-click its name in the list or press **F2**. Fill in a new name and press the **Enter** to confirm. Press **Esc** if you do not want to change it.

Importing/Exporting Templates

If you want to share your custom player template with your colleagues or transfer it to another computer, you can save the settings to a file using the Export option.

To export a player template:

- Choose a player template from the list, click the **Import/Export** and select **Export template**.
- Specify the template file name.
- A file with the extension ***.isplayer** will be created.

To import a player template:

- Click **Import/Export** and select **Import template**.
- Browse for the file you want to import and click **Open**.
- The name of the imported template will appear in the list of custom templates.