Templates

A template is an element type that can be used in different scenes and/or be locked for editing. They are usually a composition of combination of content in one place

A Template can be used as a background for a Scene. This background can't be edited but users can add and edit content on top of the background
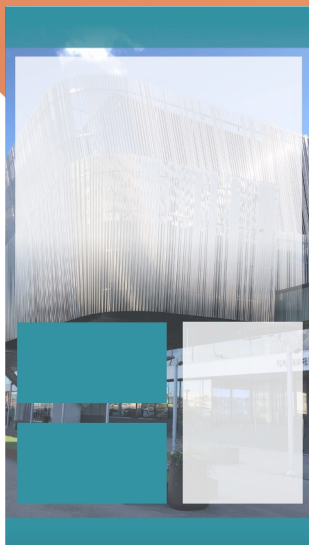
The size and format of a Template must always match that of the Section it will be used in

In the examples below, they are used as a background made for a Section that fills the whole screen in the Scene

Example 1

A Template as a background.
This template can be used as a background in a scene. The Scene has sections that match the ares in the background. The user can then add whichever content they like in the Sections. This content is then shown over the areas in the background

Example 2

A Template with a background with content that can't be edited
In this template the content is included as text, clock and a weather widget. The Scene has sections that only match the empty areas in the template. This means that the user can't add or edit any of the content in the background