Exporting, Converting and Publishing a HyperImage Project
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Exporting from the HyperImage Editor

1. Start Export

Select **Project/Export…** in the HyperImage Editor

2. Export Settings

If you want to export all images, activate the option **Export Binary Data of Views (including Preview)** in the **Export Project** window. This step is not necessary if no new images have been added since the last export. In the **Post Processing Tool** list, select **PostPeTALGenerator, Leuphana University, Lüneburg.**

3. Define Export Directory

Click the **Export…** button. In the file selection window select a local directory in which all of the files (the PeTAL file project.xml and, where applicable, the .img folder with all of the images) are to be stored. The export process starts automatically.

If a post-processing tool has been selected to convert the exported files, this will start automatically once the export process has finished.

Converting using the PostPeTALGenerator

The PostPetalGenerator …
• creates an index for the HyperImage Reader's search function,
• analyses all links in order to backtrack interactive structures,
• fragments the exported XML file (PeTAL format) into smaller XML files (postPeTAL format),
• generates HTML files for direct access to specific elements of the HyperImage project and for search engines to find text-based content,
• generates new image files with different zoom sizes,
• generates thumbnails of all layers, enabling them to be displayed in groups,
• attempts to generate miniature images of the lines of URL objects.

Note 1: If you want to generate an index, a 'stop word list' can be used for each project language, which contains words

that are not to be included in the index. All such lists are compiled in a stopwords.xml file. Such a file can be found in the postPeTAL Generation folder in the publication package. You can amend these lists and add new languages. To use the stop word list, the stopwords.xml file has to be stored in the same directory as the previous project.xml file exported from the HyperImage Editor.

If you want to amend the stopword.xml file, use a text editor that is capable of saving unformatted text in UTF-8 format. (On a Mac, for example, 'BBEdit' or 'TextEdit', on Windows, 'NoteTab Light', for example.) Please make sure that the XML syntax is retained.

Note 2: All the settings in the PostPeTALGenerator are automatically stored in properties.xml in the same directory as the project.xml file exported from the HyperImage Editor. If this file is already available during a later conversion, the settings from the previous conversion will initially be used, but can be amended as required.

1. Select the file to be converted
In the **PostPetalGenerator** window, open the freshly exported file project.xml. Click **Choose File** and then select the file in the file selection window from the location previously indicated as the export directory in the HyperImage Editor. Then click **Start**.

2. Define the weighting of the metadata for the object
In the **Settings** window click the **Metadata Ranking** tab. Then drag the metadata until it us in the correct position. Alternatively, use the **Move up** and **Move down** buttons to position the metadata.

The metadata containing the **Annotations** on the objects written by the HyperImage authors has to be moved to the top line. In the HyperImage Reader, metadata are displayed on the Annotations tab together with annotations relating to the views and the layers.

Below this, the sequence of metadata reflects their significance: the higher metadata is positioned the more important it is. This metadata is presented in this sequence on the **Metadata** tab in the HyperImage Reader. In addition, the metadata in the second and third lines appear in the information lines in the HyperImage Reader, above the view and in the title line of the light table elements. (The number of metadata items displayed in the information line can be changed using the hi-prefs pre-settings in the XML file. For more information see **Changing the Display of the HyperImage Reader**).

The top-positioned metadata below the annotations - i.e. the metadata in the second position – also an additional special meaning. This is used in several parts of the HyperImage Reader to label objects:

• in the flags when mousing-over the thumbnails of the group

• in the flags when mousing-over the thumbnails displayed as results of the **All References, All Back References, All Views and Inscriptions and History** functions.

• in the list of hits on the **Search** tab.

It therefore makes sense to position the title of the object, or an equivalent, in the second place.

3. Define the groups, project texts and light table in the menu of the Reader.
In the **Group Visibility, Text Visibility** and **Light Table Visibility** tabs, highlight those elements that the user can retrieve directly from the pull-down menu on the upper edge of the HyperImage Reader. Non-highlighted elements can only be retrieved indirectly by using links or from the groups.

Use the mouse to drag groups, texts and light tables to their right position. Here you can also use the **Move up** and **Move down** buttons to place these items in the right sequence. These elements appear later in the HyperImage Reader menu in the same sequence they are listed here.

4. Define options for the re-generation of images
In the **Options** tab of **Select Image Options**, you can define whether you want to **Generate Additional Images, Generate Layer Thumbnails** or **Generate URL Thumbnails**. The recalculation of images will slow down performance. If no new images have been added since the last export, the first option, **Generate Additional Images**, should be deactivated.

Generating additional images accelerates the display of images in the HyperImage Reader. If a variety of images are

available, the system does not always load the largest version; instead it loads an image file that matches the actual space available. However, this does require a little more time and more memory. At least 2GB of memory should be available for this option. All the same, if you are working with particularly large images storage problems cannot be fully excluded. If the conversion process cannot be completed, try deactivating the **Generate Additional Images** option and repeating the process.

The Layer Thumbnails are small sections of images from the view that each display a layer in its proximate surroundings. The layer is superimposed on the view as half transparent. In the HyperImage Reader, layer and URL thumbnails are used in presenting groups and for functions such as **Back reference, Reference** and **History**.

URL thumbnails are miniature images of linked webpages. The thumbnail will not be generated if the target link implements objects such as Adobe Flash, PDF or video. The generating process will time-out if the complete loading of the webpage exceeds a limit (roughly 10 seconds). If there is no URL thumbnail, the HyperImage Reader will generate a text-based replacement.

5. Define the interface required

Likewise, in the **Options** tab of the **Select Skin** section you can later select settings for the general display of the HyperImage Reader. This function is currently not available.

6. Start conversion

When you have checked the settings, click the Save **Settings & Continue** button in the **Settings** window. The settings are then stored in the properties.xml file and defaulted in the next session. The conversion process then begins. Depending of the size of the project and the options selected, this can take anything from a couple of minutes to a couple of hours.

The process ends when the line **FINISHED** appears in the log list at the bottom. In addition, a short tone can be heard. The PostPeTALGenerator can now be closed (click the Quit button). After the conversion, all newly generated files are found in the same directory as the project.xml file.

N.B. If you want to use the PostPeTALGenerator offline, start it by entering the following in the command line:
java –Xmx1000m –jar and then the path to the file PostPetalGenerator.jar
The number 1000 describes the assigned memory in MB.

Publishing with the HyperImage Reader

To publish material, place the newly-generated files and the Reader files (from the Publication package) in a common directory on your Internet server or copy them to a storage medium (e.g. CD ROM, DVD ROM, flash drive).

For online publications:
• Folder 'postPetal',
• Folder 'content',
• File 'start.xml',
• the folder with the image files ('img'),
• Folder 'resources' with the complete contents (except back-ups),
• File 'index.html'
• File 'AC_RunActiveContent.js',
• File 'HyperImageReader.swf'.

For offline publications (e.g. on CD ROM):

- Folder 'postPetal',
- File 'start.xml',
- the folder with the image files ('img'),
- Folder 'resources' with the complete contents (except back-ups),
- Application 'HyperImageReader.app' (for Mac OS) or 'HyperImageReader.exe' (for Windows).

Author's Credits

HyperImage authors can add their own credits/imprint to their project. In the HyperImage Reader, this appears after launching the function **File/Credits**. Credits can be added for each project language and are stored as text files in the **resources** folder. File names follow the logic credits_languagecode.txt, i.e. credits_de.txt.

Some HTML labels are used to format the credits. Sample files for credits available in the publication package in the **resources** folder provide information on possible formatting options.

Project Icon

In the top left-hand corner of the HyperImage Reader, there is space for a project icon of 48 x 48 pixels. This icon can be replaced by your own project-specific image. To do this, add a PNG file of 48 x 48 pixels named home.png in the **resources** folder. In the HyperImage Reader, this icon functions as a button to navigate to the start element of the project.

Changing the Display of the HI Reader

If you want, you can change the display of the HyperImage Reader to match your own personal style or the nature of the project. To do this, open the hi_prefs.xml file in the **resources** folder using a text editor capable of saving unformatted text in UTF-8 format. (On a Mac, for example, 'BBEdit' or 'TextEdit', on Windows, 'NoteTab Light', for example.) A brief description of the significance of the parameters is given in the commentary.
Please make sure that the XML syntax is retained. Even the smallest syntax error will make the file unreadable. To be on the safe side, make a back-up of the original hi_prefs.xml file.

Extending the Reader to Include Other Languages

You can define a new language version for all the text elements in the Reader in the hi_strings.xml file which can be found in the **resources** folder. The new language is only available in the Reader when it has been selected as a project language in the HyperImage Editor. To do this you need a text editor that is capable of storing unformatted text in UTF-8 format.

1. Duplicate language table
   Copy an existing language table from hi_strings.xml, e.g. the section from <table xml:lang="de"> to </table>, and paste the copied section back into the bottom of the table.

2. Translate language elements
   Change the old language code (e.g. de) in the newly-inserted language table for the new language code and overwrite all text elements in the new language. You can find the new language code in the project settings for the HyperImage Editor (click **Project/ Project Settings**).

3. Insert menu bar for the new language in all language tables

Make sure that the menu item for the new language is available in all languages. Where necessary, add a line in the upper section of the individual language tables as follows: <str key="MENU_LANG_xy">Xylanguage</str>. For xy, add the new language code and for Xylanguage the name of the new language. The expression "MENU_LANG_xy" is case sensitive. In the HI Reader, the name Xylanguage will appear as a new item in the File menu. This item is used to switch to the new language.

Ideas for the Start Page of a HyperImage Project

The start page of a HyperImage project is of particular important since this is usually the first contact between the visitor to the website and the content of the project. It is therefore important that the page is friendly but meaningful.
In most cases it is not particularly wise to use a normal element from the HyperImage project to introduce the project. Give this some thought – it might be more appropriate to use a special start image especially designed for the purpose: Such an image would then have to be imported into the project in the same way as you would import a view of an object. The image could then be accompanied by the title of the project, maybe a sub-title, the name of the project authors and the period the project covered. A graphic image (maybe an image from the project, an outline or a logo) can serve as a visual introduction to the theme. Navigation options can include a large polygon across the whole page linked to the desired start element from the project, or several smaller polygons laid across an outline or a diagram, for example. The second option allows for a differentiated introduction to the project.
Make sure that such a start image is not too small: if ithe HyperImage Reader enlarges the image on a monitor it may appear too blurred. An image size of around 1600 x 1200 pixels is usually sufficient even for larger monitors. Adobe Photoshop is a useful image editing program to create such as start image.
Whether annotations are included for the title page in the Editor is a matter of taste. If you decide to do this, the Annotations will then appear on the right hand side of the HyperImage Reader. On the title page, this might be seen as a little irritating. On the other hand, a table of content or a sitemap can be included in the Annotations. As an alternative, this information can be placed on a second title page, perhaps also a dedicated text especially for this purpose.

Transferring a Light Table from the HI Reader to the HI Editor

If you want to insert a light table permanently and with links in a HyperImage project, you need to copy it from the HyperImage Reader to the HyperImage Editor.

1. Creating and naming the light table in the HI Reader
When you set up a light table, remember that not all future users will have a large monitor. If you want to avoid the unnecessary use of the scroll bar, restrict the overall size to that of a medium-sized monitor.

Make sure that the light table is allocated a name in all project languages in the HyperImage Reader: Click **Light Table/ Name Light Table** and enter the name in the current project language in the appropriate field. Where applicable, change to other project languages (File menu) to enter the name there also.

2. Generating the XML code of the light table
Use the menu function **Light Table/XML in Clipboard** of the HyperImage Reader to generate the XML code for the current light table. This is store on the clipboard of your computer.

3. Creating a new light table in the HI Editor
In the HyperImage Editor, select a group to which the light table is to be added. From the **Tools** menu, (the cog button at the bottom of the window) select **New/New Light Table**.

4. Transfer the XML code to the new light table

Replace the defaulted content of the **Light Table Editor** window with the XML code on the clipboard (select content and paste new content using ctrl/cmd+V) Click the **Save** button (disk icon) and close the **Light Table Editor**.

Direct Linking to Specific Elements in a Project

In the Internet, it is possible to link directly to a specific element within a project (to groups, objects, inscriptions, views, layers, light tables and texts) instead of to the start/index page of a HyperImage project. To do this, enter a specific HTML document in the content folder as the hyperlink target instead of the usual project directory or the index.html document. The content folder is generated by the postPeTALGenerator and filled with HTML files for all elements of the project. The folder should be stored on the Internet server in the same directory as the Flash file HyperImageReader.swf.
The HTML document that is linked bears the name of the ID of the target element. Example: To create a direct link to the element with the ID 'L12345', the file 'L12345.html' needs to be opened. If the normal URL of the project is www.adc.de/index.html, the URL of the special element would be www.abc.de/hi-content/L12345.html.

To find the current URL of a HyperImage project, use the menu function **File/Display Current URL** in the HyperImage Reader. The complete URL (including the **content** directory and the HTML file of the element) will then be displayed in the information line and also copied to the clipboard .