2469 Corrales Road, Corrales, NM 87048
(505) 792-1110 - www.ideum.com - info@ideum.com

Omeka Collection Viewer

Version 2

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Shaun Marsh

shaun@ideum.com

Configuration

1. **Installation Directory** - The installation directory is located at C:\Program Files (x86)\Ideum\OmekaCollectionViewer.
2. **Files** - All configuration files are located in the library\cml folder of your installation directory. When editing config files, be sure to maintain valid XLM syntax. **Invalid syntax will break the application.**
3. **OmekaCollectionViewer.cml**
   a. Location - library\cml\display
   b. OmekaCollectionViewer Tag
      i. This is the primary collection viewer declaration where you will make most of your configurations.
      ii. The *tapDuration* is the evaluation time to qualify tap gestures between touch up and touch down events. The purpose of exposing this setting is to account for the variable touch responses between different devices and versions of Windows.
      iii. The *attractTime* is the inactivity time permitted before the application enters the attract mode.
      iv. Omeka Repositories
         1. A list of omeka repository options can be expanded, reduced, and reordered by the content of the nested *endpoint* tags. The resulting list will be presented on the application's load screen from which one of the endpoints can be targeted and loaded into the viewer. There is no internal URL validation/formatting so be sure to use follow this syntax: *http://omeka-root-endpoint* (notice there is no slash at the end).
      v. UI Skins
         1. The viewer has a built-in skinning system applying asset packages to the overall look and feel of the application. The asset packages

are simple SWF files with standard declarations linking fonts, bitmaps, and graphics to the UI elements in the application.

2. A list of skin options can be expanded, reduced, and reordered by the content of the nested *theme* tags. This too will be presented and loaded through the application's load screen. .

3. There are 4 skin libraries in the current installation you can switch between.
   a. DEFAULT
   b. BatterseaSkin.swf
   c. ClevelandSkin.swf
   d. GothicPastSkin.swf

vi. The proceeding Include tag defines the pool of media viewers used to display omeka content items. The *src* attribute targets a desired viewer template to load and the *count* attribute defines the number instances to to generate. The number is currently set to 40, meaning you can have no more than 40 items on stage at once. This should be a sufficient count but if you decide to expand, keep in mind excessive numbers could result in memory and/or performance hits.

vii. The proceeding CollectionBrowser tags determine how many browsers (omeka query controllers) exist in the application defining whether the viewer is in wall mode (single tag) or table mode (two tags).

4. **MediaViewer.cml**
   a. This is the declaration of the media viewer template and for all intents and purposes should not be edited unless there is a desire to adjust basic settings.
   b. Essentially, the media viewer is a component containing a media object on the front side and meta data on the back side. The control menu displays appropriate controls for switching between front and back sides, controlling playback of video or audio media, and closing the viewer.
   c. The *timeout* attribute represents the inactivity time permitted on an individual media viewer before it begins to fade out and return to an inactive state.
   d. Another useful configuration is the *element* tags nested in the *MetaData* tag. This is where you can include, remove, or reorder the metadata types displayed on the back of the media viewer.
   e. The last series of nested tags define the manipulation gestures for this object. In the current template, the object can be scaled, rotated, and translated through corresponding gesture events.
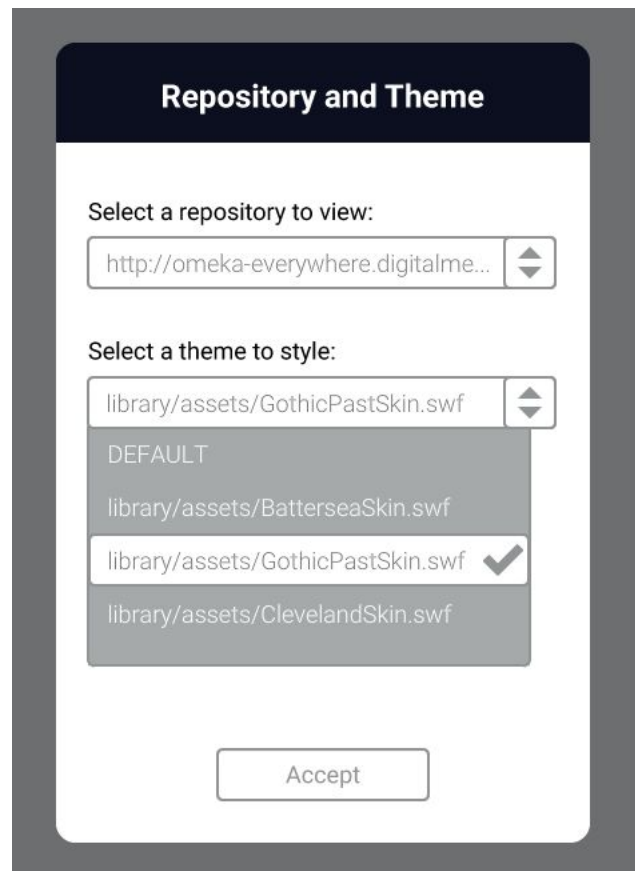
Requirements

1. Only tagged and public items will be included in the collection viewer.
2. Items must contain one of the supported media files.
   a. Image (png, gif, jpg)

   b. Video (mpeg-4, mp4, m4v, 3gpp, mov, flv, f4v)
   c. Audio (mp3)
 3. The REST API must be supported and enabled in the omeka endpoint.

Usability

  1. At initialization, you will be presented with a load menu displaying the declared lists of repositories and themes. By default, the first element of each list will be targeted. To change selections for either option, select the arrow button corresponding to each field and select the desired values from the drop down lists. Press the *Accept* button to execute the load process. At any time, an administrator can prompt the load menu by hitting the ENTER key on an attached keyboard. At which point new themes and omeka repositories can be reloaded during runtime.

Repository and Theme

Select a repository to view:

http://omeka-everywhere.digitalme...

Select a theme to style:

library/assets/GothicPastSkin.swf

DEFAULT

library/assets/BatterseaSkin.swf

library/assets/GothicPastSkin.swf ✓

library/assets/ClevelandSkin.swf

Accept

  2. Once the *Accept* button is pressed, you will see a load screen displaying the load progress as a percentage. In this process, the application is querying the omeka endpoint and parsing the resulting item data so the duration of this process depends on the network connection and repository size.
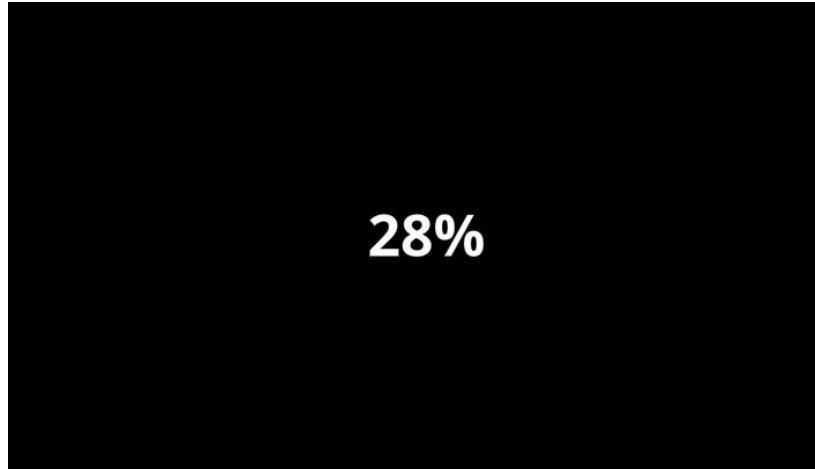
3. Once loaded, the application will initialize with two (one if in wall mode) browsers docked to the top and bottom of the viewer. Each browser has a row of corresponding slots which are the projected locations of the prompted media viewers. Notice the graphical indicator highlighting the next slot that will be filled once a result item is selected. The indicator will increment to the right and cycle back for each item added to stage.


4. Touching the browser's handle, labeled "Browse", will expand the browser to reveal tag search and query controls. The browser can be collapsed at any time by touching either of the two side handles with the "Close" labels.
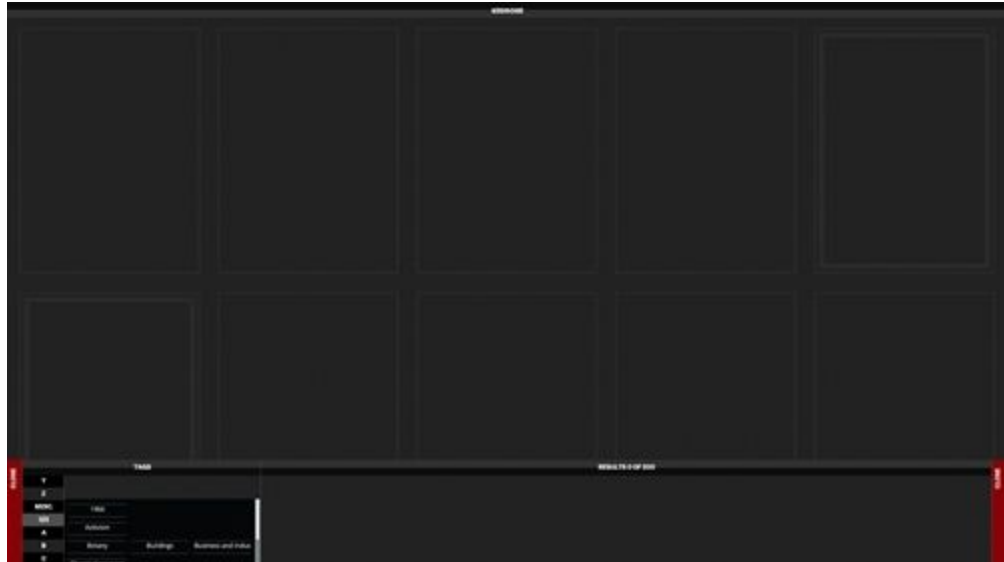
5. The tag list is sorted alphabetically and can be navigated either by scrolling through the list directly or using the index on the left to jump to specified sections. In addition to the 26 letters of the alphabet, the index has nodes for *123* indicating tags starting with numerical text and *MISC.* to jump to tags starting with special characters.
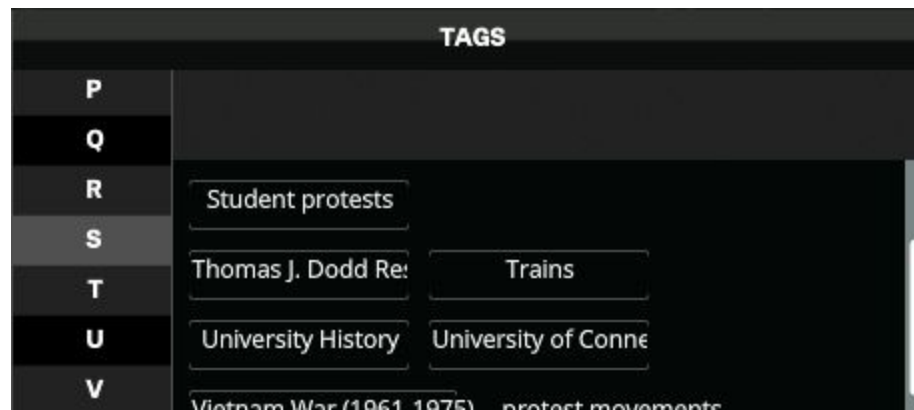

6. To submit a query by tag, simply select(tap) the tag you are interested in. Once selected, a query representation will be placed in the query box above the list and the corresponding items will be added to the result set display. If the contents of this display extends offscreen, unseen items can be navigated by horizontally dragging the container to the left.
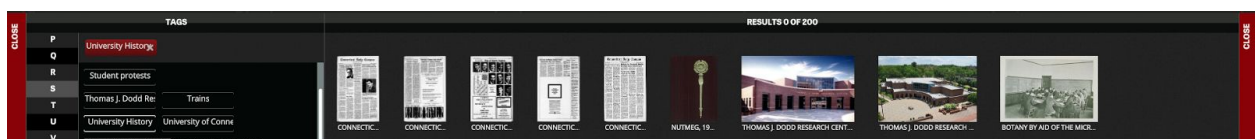
7. The addition of each query will append the results to the existing result set unless the associated tag only references items that are already displayed by another tag (no duplicate items). To remove a query, simply select(tap) its query representation in the query box.
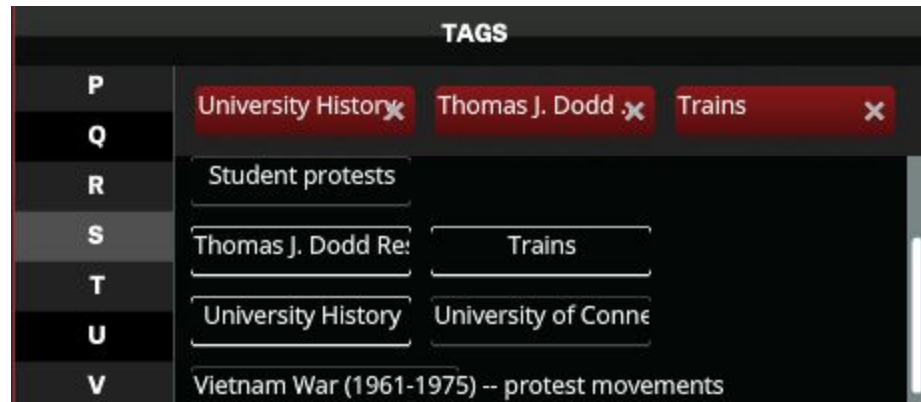

8. Selecting a result-set item will load it's content data to a media viewer and position the viewer in the projected slot. Notice the indicator for the next viewer increments to the right. The item in the result-set display will change to a selected state which is a decrease in opacity and an "On Stage"(final version) label.
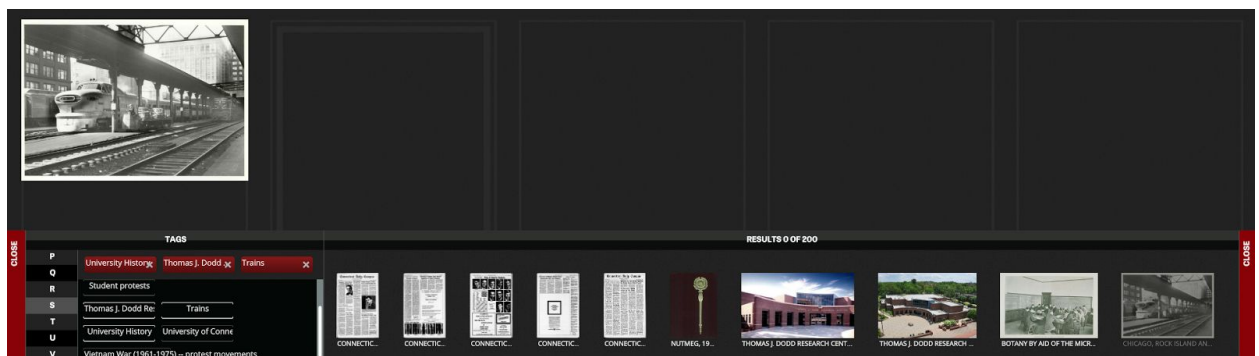
9. The number of items you can load to stage at once is limited to the size or the pool defined in your Viewers.cml file. Once on stage you can transform touch gestures and investigate items with the available media controls.

10. In table mode, each browser can be independently operated.
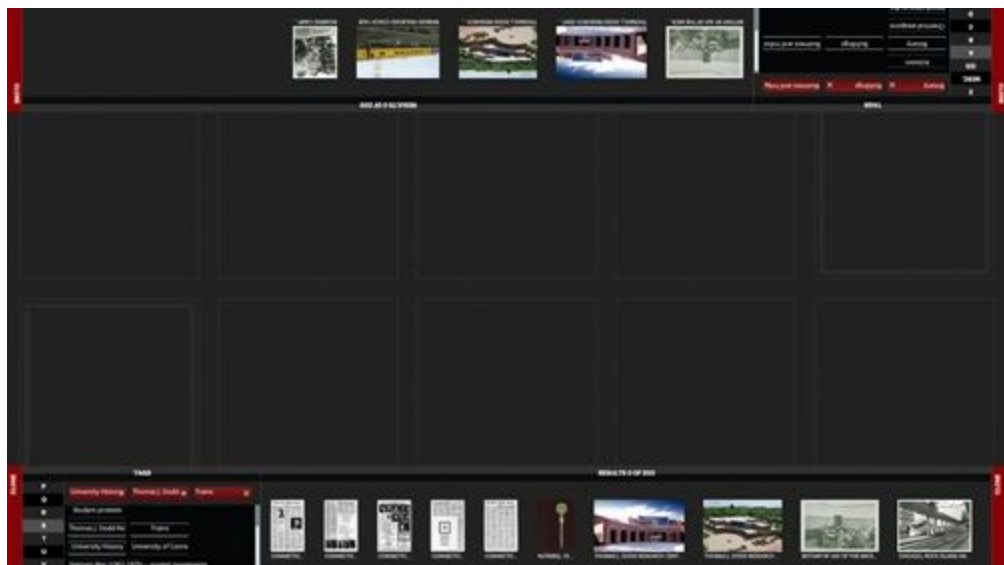
Remaining Milestones

- Investigate Google Analytics
- Consider skin customization/packaging options