Project Editor

September 8, 2010

Introduction

The Project Editor is a new capability within the Project Warehouse that will allow you to create new projects, preview projects, and modify existing projects. It also allows you to upload files associated to Project, Experiments, Trials, and Repetitions. There is field level help indicated by a small white question mark inside a blue circle and there is a Quick Start Guide link in the upper right portion of the screen.

To create a new project, select the menu option of Project Warehouse à Project Editor. There are numerous tabs that can be used to populate Project, Experiment, and other related data and metadata.

To edit an existing project, experiment, or other related data, select or search for you project using the Project Warehouse. Once your project has been retrieved and if you have the proper permissions, you will see an 'Edit this project' link on the right side of the screen. Click that link to invoke the Project Editor.

At this time the Project Editor does not have delete functionality. This functionality will be added in a future release; until then please open a support ticket if deletion is needed.

Additional Resources

PEN

- Bulk file management for already created project
- Project modification between local computer and the file repository
- File organization

Web Services

- Project creation/updating
- Bulk file upload
- Intended for user with IT skills

SynchroNEES

- Provides user interface to Dropbox.
- Flexible file space
- Share files with NEEShub group members

Data Model

Currently, the Project Editor works with a structured data model. The folders for placing your files are in a standard hierarchy that can be shared by everyone.

Project (NEES-YYYY-####)
- Analysis (Analytical files)
- Documentation (Presentations, Thesis, etc)
- Photos
- Public
- Videos
    - Movies (Quicktime, AVI, etc)
    - Frames (A series of photos or frame captures)
- Experiment-#
- Analysis
- Documentation
- Photos
- Public
- Videos
    - Movies
    - Frames
- Trial-#
    - Rep-# (Repetition)
        - Unprocessed_Data [1]
        - Converted_Data [2]
        - Corrected_Data [3]
        - Derived_Data [4]

[1] Raw/Unprocessed Data: Binary or text data taken directly from an instrument or DAQ system. Can be raw counts or EUs, but in no way filtered or manipulated after the recording is completed. This is whatever the system produces.

[2] Converted: Data that has been converted from Binary to Text or turned into something other than what the DAQ or Control system provides. In no way does it add new channels or do any filtering, decimation, etc.

[3] Corrected: Data that has been reconverted based on different cal data or has had parts of the data set removed, ie. pauses over time removed. Anything done to the data that fixes problems with it. This includes filtered or averaged data also because it is a noise elimination technique.

[4] Derived: Sub sets or plots of original Raw or Converted Data or has channels of data that are a function of the existing channels.

Workflow

When using the Project Editor, you have to follow a certain steps. For example, you have to create a project before an experiment or adding team members. The Project Editor will provide a warning when you attempt to access the details of an unsaved entity (project or experiment). After saving the entity, you will no longer see the warning.

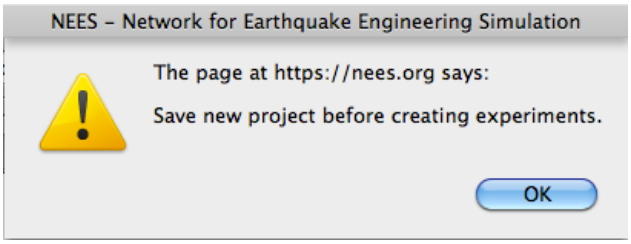

Figure 1: Illustrating a warning to save project after clicking the Experiments tab.
The Project Editor mimics the Project Display (Warehouse). The process follows the main tabs on the page. After creating a project, you will be redirected to the Experiments tab. In the Experiments tab, you have the option to create or edit existing experiments. If you choose, you can add Team Members before creating experiments. The benefit of adding Team Members before creating Experiments is that your collaborators will automatically be added to the experiment. In the future, you can still manage associates on the Team Members tab.

Input Fields

Input fields with red labels are required by the Project Editor. Black labels are optional. Not providing the required fields yields an error.

If you have questions about a label, place your mouse over the white question mark within a blue circle. The help popup provides descriptions of the metadata fields on the current page.

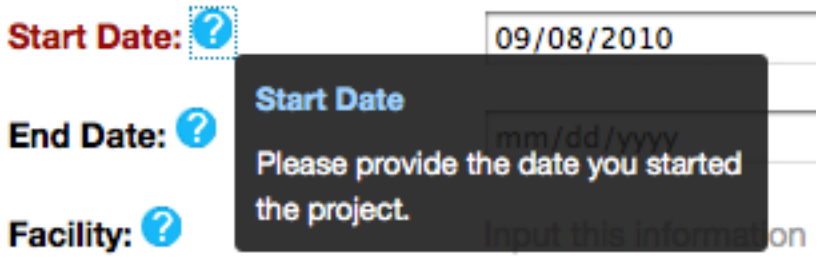

Figure 2: Illustrating input field help

Project

In order to share and archive your data, you must start by creating a project. Complete the About tab under Project. PI(s), Administrator, Title, Short Title, Start Date, Status, and Access Settings are required. All other fields can be added at a later date.

By default, you are the Administrator of the project. If you are uploading data on behalf of another person, please enter their name in the PI(s) field. The PI should be a registered NEEShub user and the primary project owner. For additional help, use the auto-suggestion. As you type, the Project Editor will suggest names for you to click.

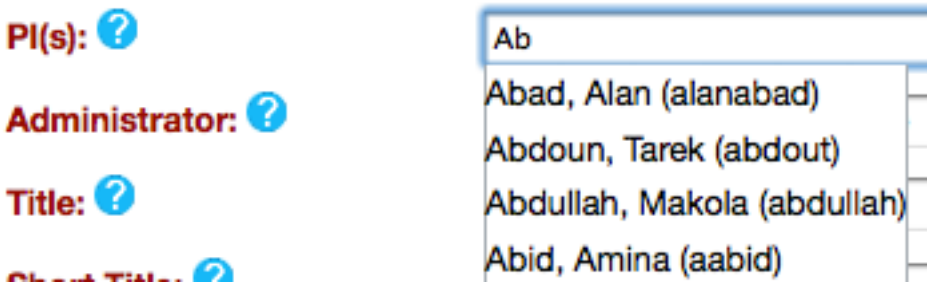

Figure 3: Illustrating auto-suggestion for input fields

The contents of the Short Title gets displayed inside the tree of the Project Display. The maximum number of characters allowed is forty (40). Also, please refrain from using acronyms.

Input fields with a plus button, white (+) inside of a green circle, allow you to add multiple values for a specific category. In Figure 4, the displayed project has two (2) organizations. The author can add a third in the Organization input field. If you have multiple NSF awards or websites, you can add them all by using the plus button. If you make a mistake, click the minus button, white (-) inside of a red circle.

For Websites(s), your NEEShub project will be default. The title of the link will be your Short Title. The URL will be the link to your project.

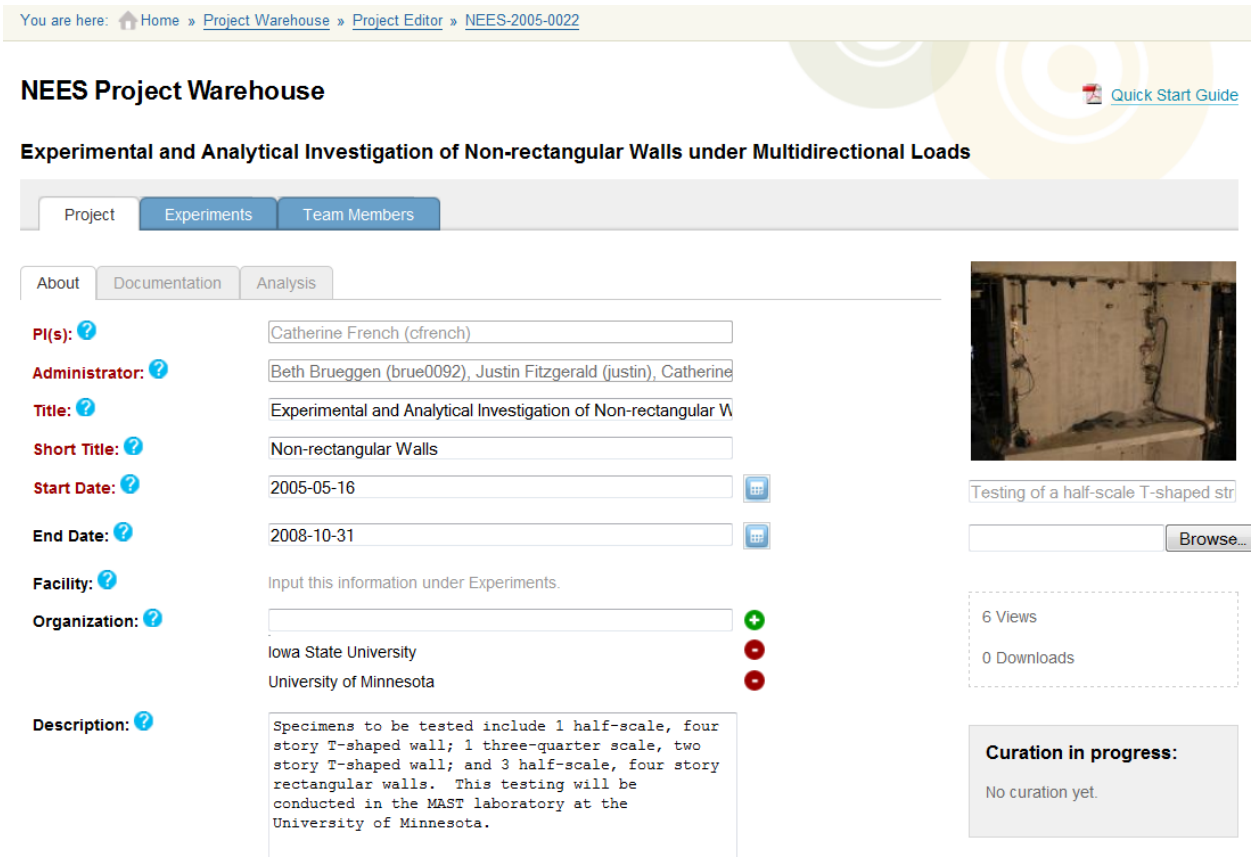

Figure 4: Illustrating editing a project

You can also add a photo for the project by completing the input fields on the right side of the page beneath the Project, Experiments, and Team Members tabs. The grayscale NEES logo shows where the image will appear in the Project Display. Please provide a caption that describes the photo.

Figure 5: Uploading a project photo.

Finally, select if the project is a NEES or Non-NEES initiative. Set the security level by choosing public, protected, or private in Access Settings. By default, projects are private. Only team members will have access to the project. When you are ready, click the preview button to review your entries. The preview page shows what your project will look like in the Project Display.

Experiments

To create a new experiment, go to the Experiments tab. The Experiments tab in the Project Editor is laid out similar to the Project Display. Click on 'Create New Experiment'. The link is just above your existing experiments.

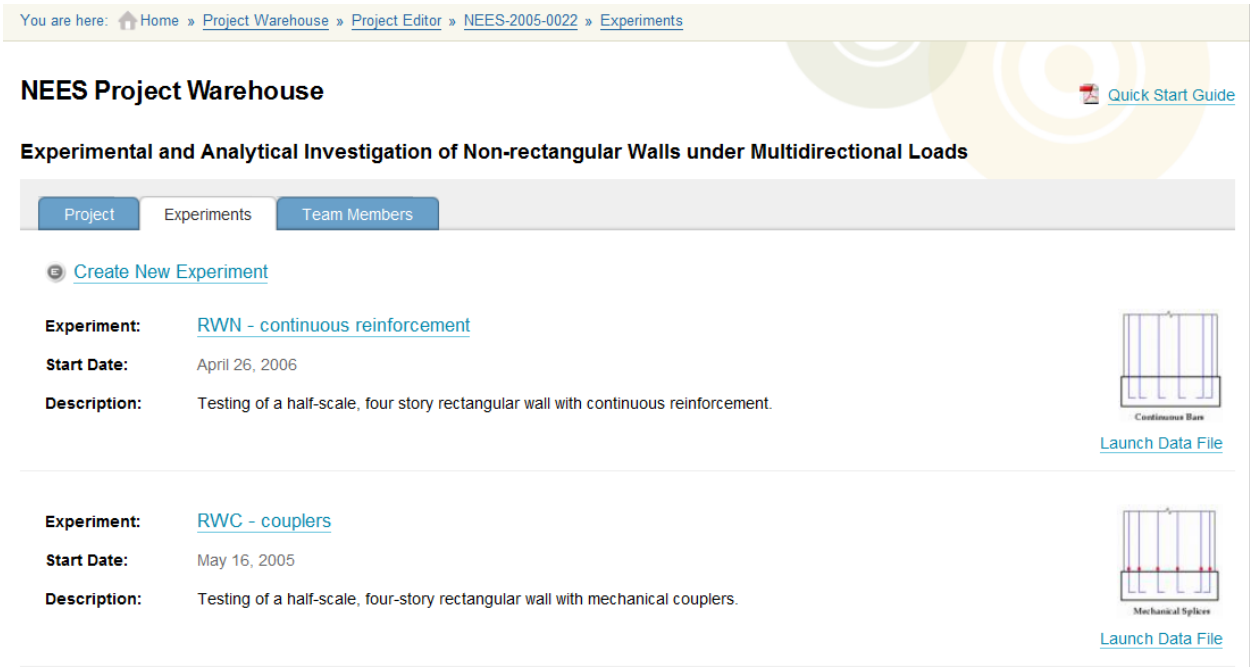

Figure 6: Illustrating the Experiments tab.

An experiment consists of ten (10) tabs. You must complete the About tab moving forward to other experiment details. Materials describes the properties of the specimen. Drawings, Videos, Photos, Documentation, and Analysis upload files to the respective directories. Security provides the access settings.

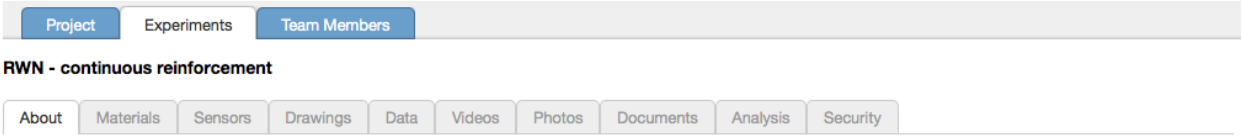

Figure 7: Showing the experiment tabs

In the About tab, there is a link between Facility and Equipment of an experiment. Type the name of the facility into its respective input field. Click the suggested name of your facility. The equipment for the selected facility appears next to the Equipment label. If you enter two facilities, the equipment for both will appear. See Figure 8.

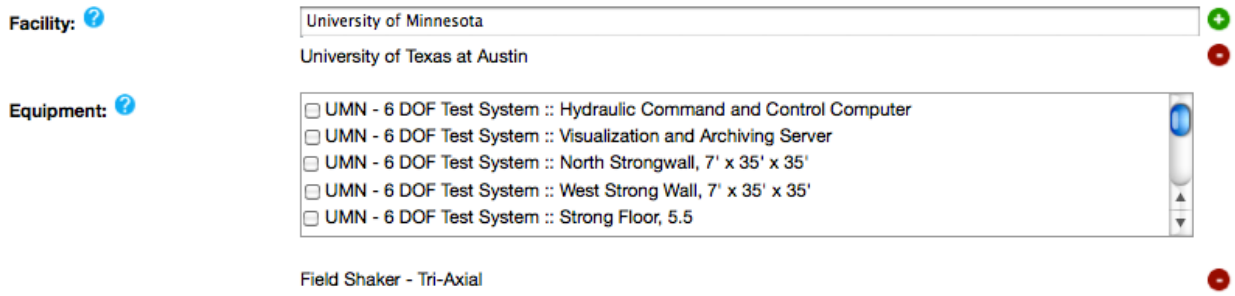

Figure 8: Adding equipment to your experiment

You should use the Data tab to manage data. Currently, the Project Editor only shows folders or files under the repetition directory. Figure 9, shows the opening screen of the Data tab. Use the Create Trial link to create a new trial. By default, the first repetition for a trial is created for you automatically. The names of trials and repetitions are system generated.

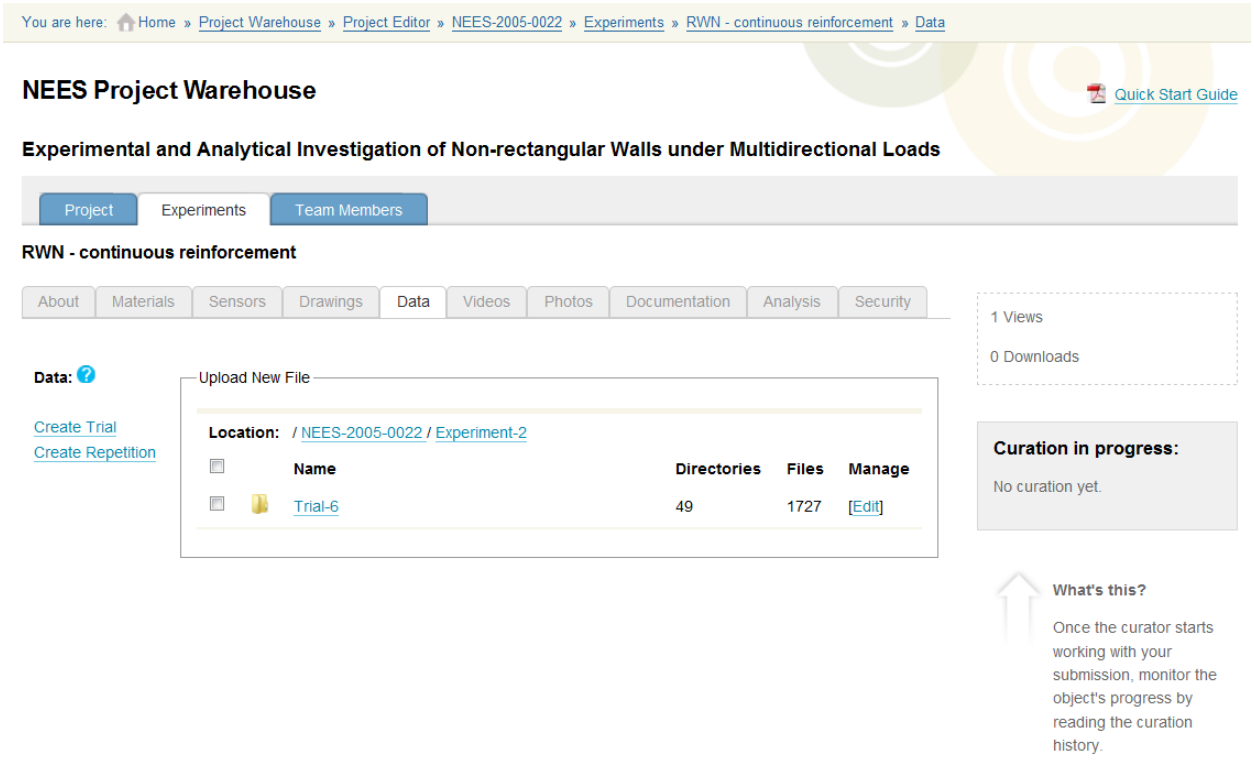

Figure 9: Data tab.

Browse to your desired directory or file by clicking its parent folders. Once you get to the repetition directory, the four buttons in Figure 10 appear for file manipulation. The Filmstrip Photo button places photos into the filmstrip on the Experiments tab of the Project Display. The More Tab Photo button inserts images into the Images section of the More tab. Be sure to select the checkbox next to the file of interest.

Figure 10: Data file manipulation

Team Members

If you have grant privileges, you have the ability to add or delete people in a project. When adding a new user, type 'Last, First name' into the search field. The Project Editor will suggest registered NEEShub users. Click the Enter button and the new user will be in edit mode. When a user is in edit mode, you manage their roles and privileges. Additionally, you can assign users to different experiments. If you are a PI with multiple grad students. You may want to assign them to different experiments.

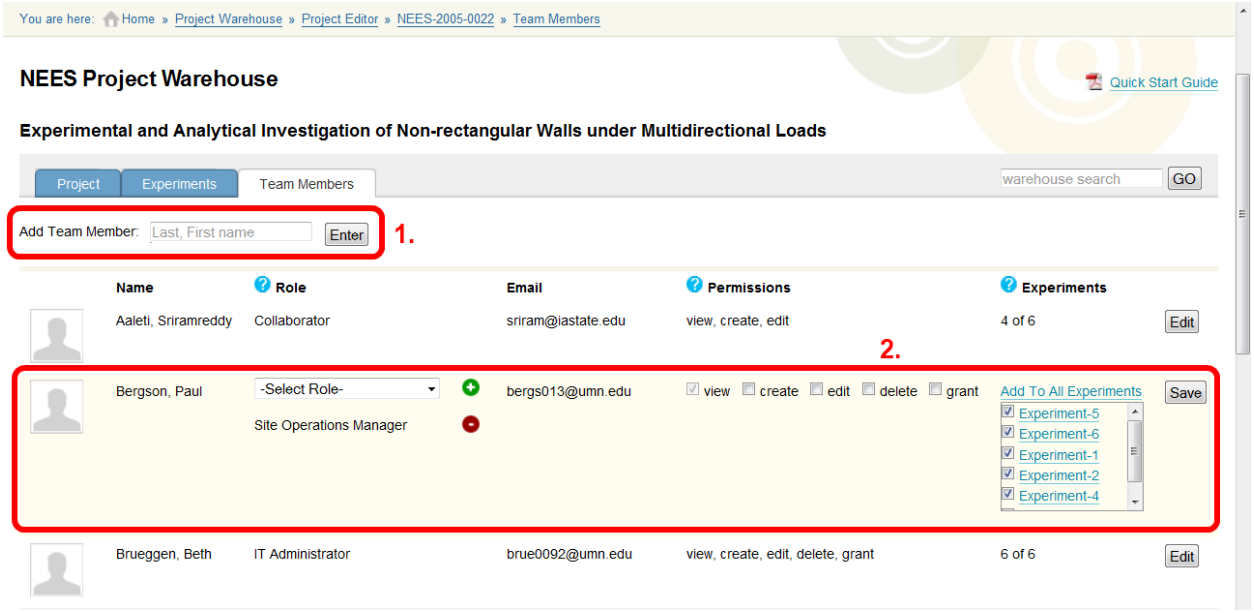

Figure 11: Illustrates adding new users (1). Displays editing existing users (2).

File Uploads

When uploading files, the title and file are required. All other fields are optional. If you are uploading a file under the Data tab, you will see tool options. Select the default tool that should be used with the file. Currently, inDEED is the only tool available.

The options for drawings include Drawing, Drawing-Sensor Layout, Drawing-Specimen, and Drawing-Setup.

Photos can be Filmstrip or General Photo images. General Photo places images onto the More tab of the project.

Videos have two options. You can upload a movie file (i.e. *.mov, *.avi, *.wmv). If you have a video consisting of frames from a tool such as RDV, use the Video-Frames option. For frame captures, zip or tar the directory that holds the images. Do not upload individual image files.

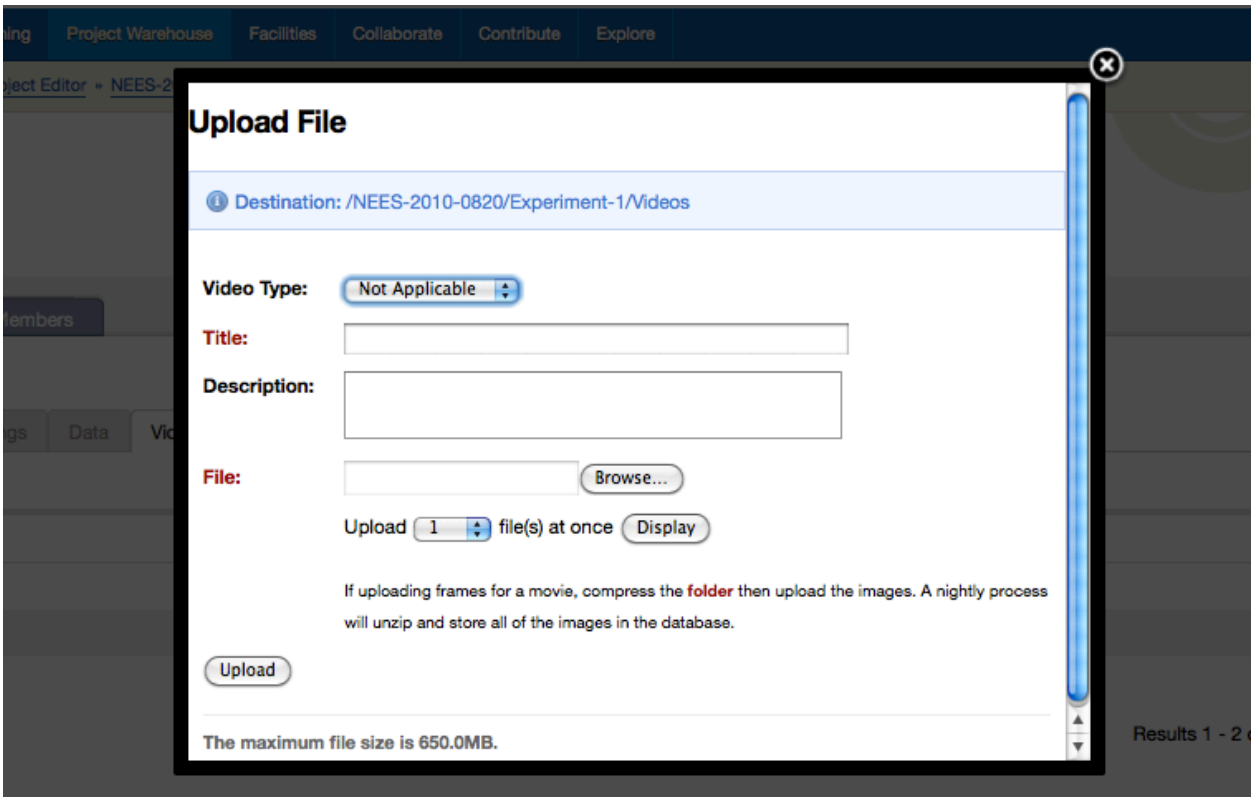

Figure 12: Uploading files

Edit Project/Experiment

After creating your project or experiment, you can easily edit it later. From the main menu of NEEShub, click on My Projects. Click on the project you want to update. On the right side of the page, a link appears that says 'Edit this Project'. A similar link appears for experiments. You will be redirected to the Project Editor with the form filled in.

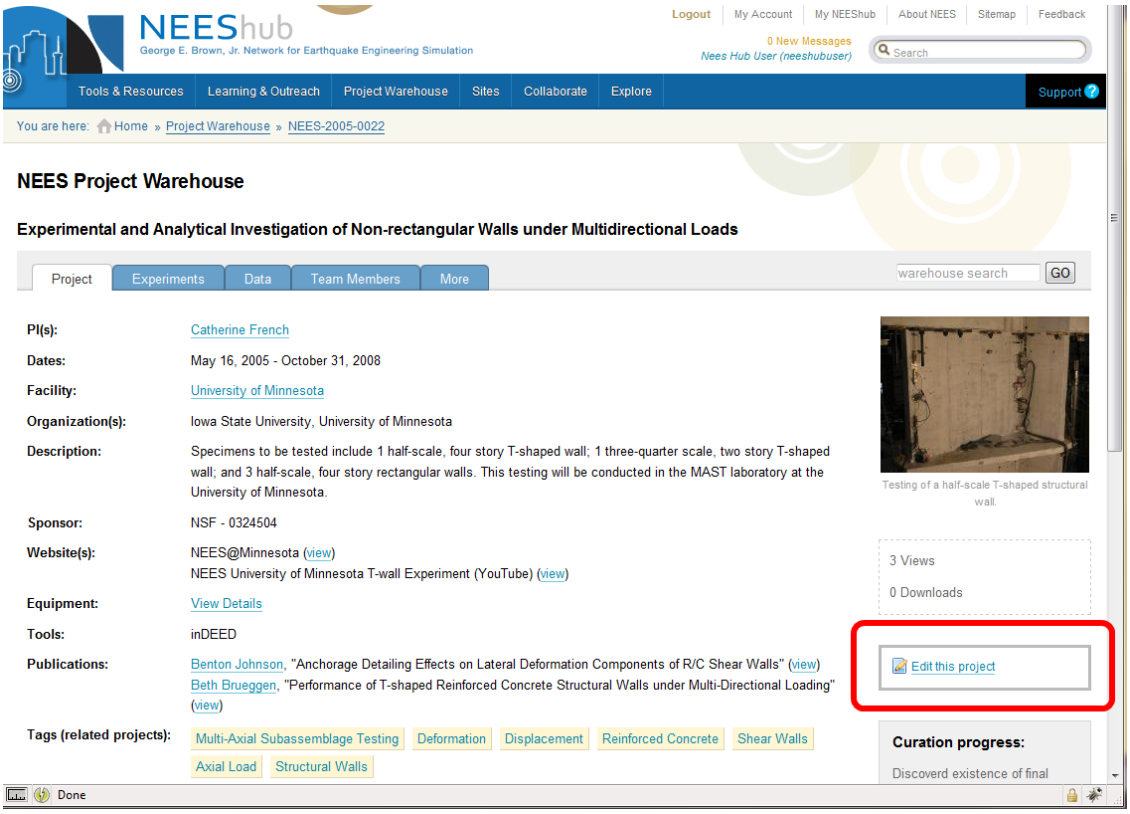

Figure 13: Editing a project