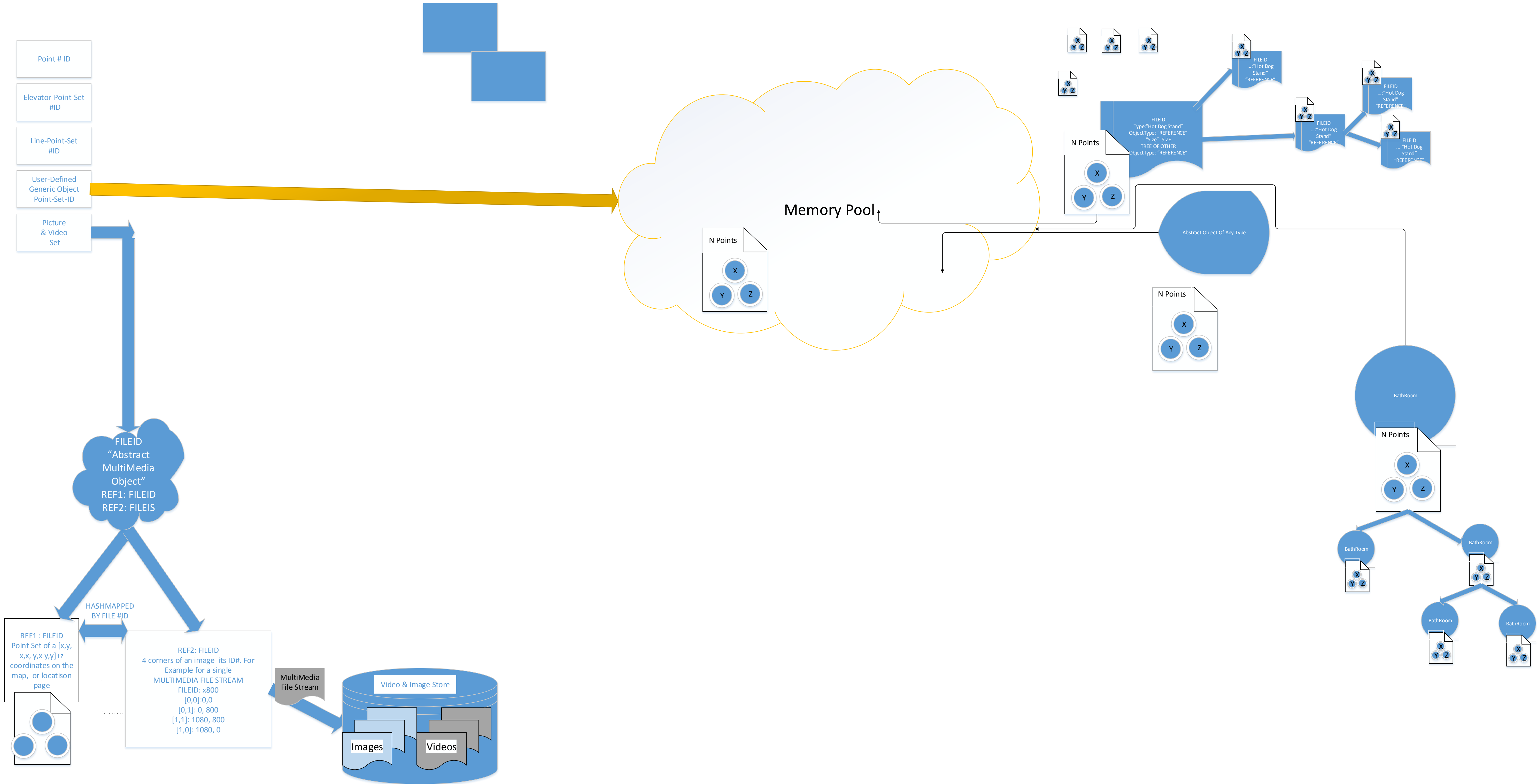


Object Type  
Vector Table



- An Images is created by doing These Steps.
- 1) Create it in the video and image store and make sure there is space (using a Media manager)
  - 2) We create

- The process of creating an image is this.
- 1) Create a FILEID, and set that as the download location
  - 2) Check with the MMM (Main MultiMedia Manager, or M3), to ensure there is space, if there is no space, space must be made by the user.
  - 3) If Space is available, then try and create the file to store the data, if not created, tell the user why.
  - 4) After the file is created, start the filestream and tell the user that the updates are happening.
  - 5) Access the tree root of Abstract Multimedia Objects based on FILEID. This contains 2 FILEIDS, the point set where it lives on the map, or the separate page (akin to a "div" or "block" on a frontend page.
  - 6) Find the Abstract MultiMedia Object File ID that references Object Point Set, and Object Reference to Video and Image Store.
  - If that ID does not exist, create a new one, and store it in the AMO tree.
  - 7) Write to that object the coordinates where the picture was taken, and the size of the image, its coordinates of X and Y, as well as its reference to the video store.
  - 8) Write that to the