|               | Export Dialog                 | Export Dialog<br>+ full output | Server<br>Application.serverMode=true (necessary?) |
|---------------|-------------------------------|--------------------------------|--|
|               | collateral=null               | collateral=(Output) Files      | collateral=webapps/jose                            |
| html.img.dir  | jose/images/nav<br>referenced | collateral/nav<br>copied       | collateral/nav<br>copied on demand                 |
| html.font.dir | jose/fonts<br>referenced      | collateral/fonts<br>copied     | collateral/fonts, relative path copied on demand   |
| html.css.dir  | jose/xsl<br>always created    | collateral<br>always created   | collateral created on restart                      |
| html.js.dir   | jose/xsl<br>referenced        | collateral<br>always copied    | collateral copied on restart                       |

Html auxiliary files. Where are they stored, when are they created updated, copied ? Three operation modes:

- Export Dialog, Html Page only auxiliary files remain within the jose installation folder. games.css is created every time (b/c styles change)
- 2. Export Dialog, Html + Full Output. a directory "Output Files" is created next to the Html file. Images, fonts, games.css, \*.js are copied
- 3. Server Mode. Aux files need to be copied to the webapp folder (tomcat/webapps/jose); need to be referenced by relative paths. since calls are frequent, we don't want too many updates.

Games.css, \*.js is updated on server start images, fonts, are copied on demand, on server start

- figurine images are deprecated.
- buttom images might become deprecated, too