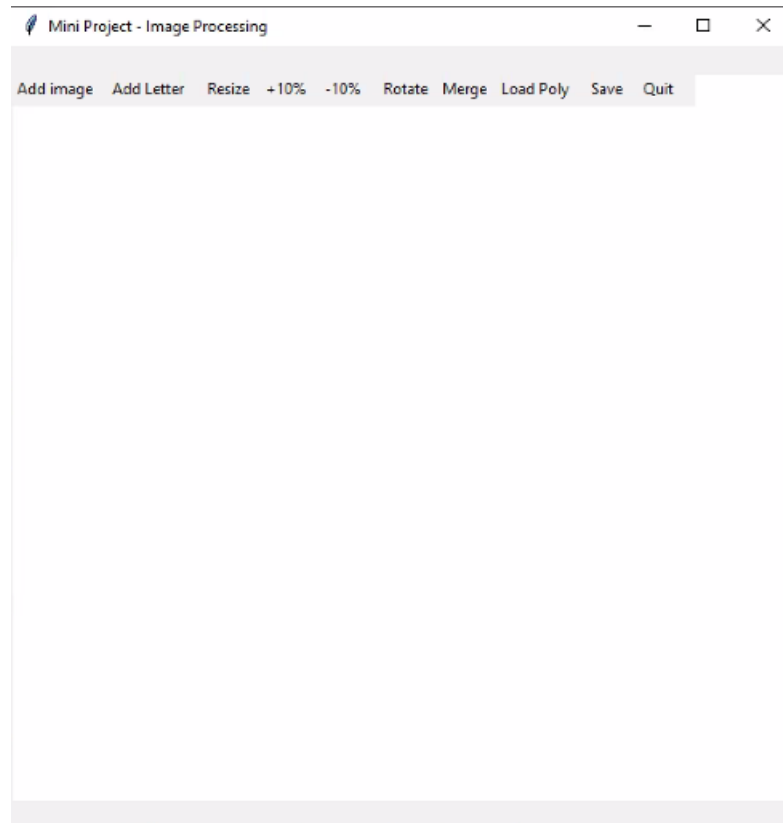


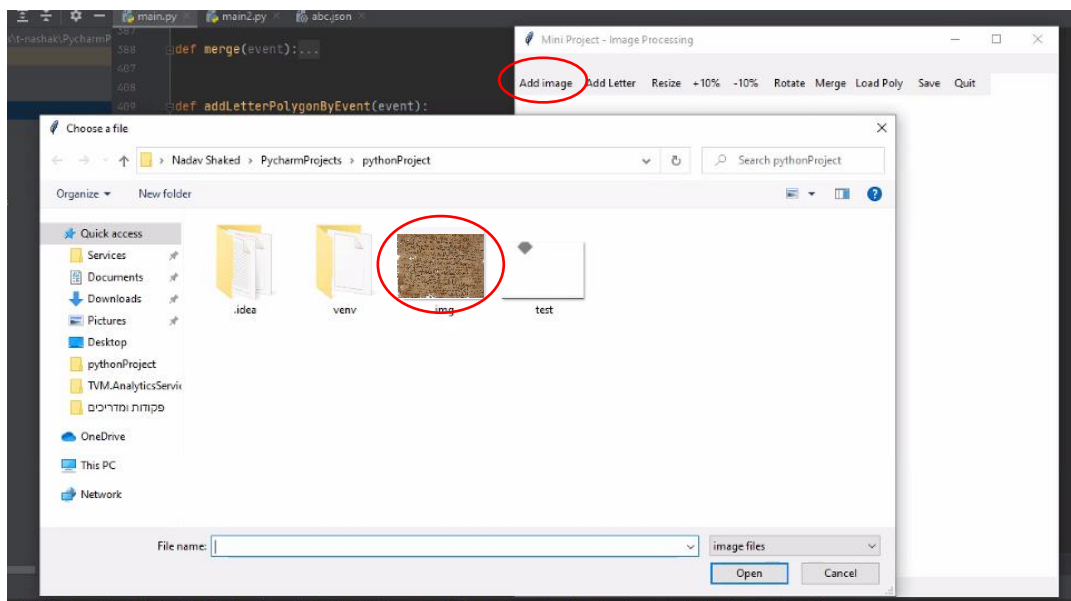
# Detailed Annotating of Historical Documents

Description & Example:

1. Run the program.
2. After we run the program, the following window will appear:

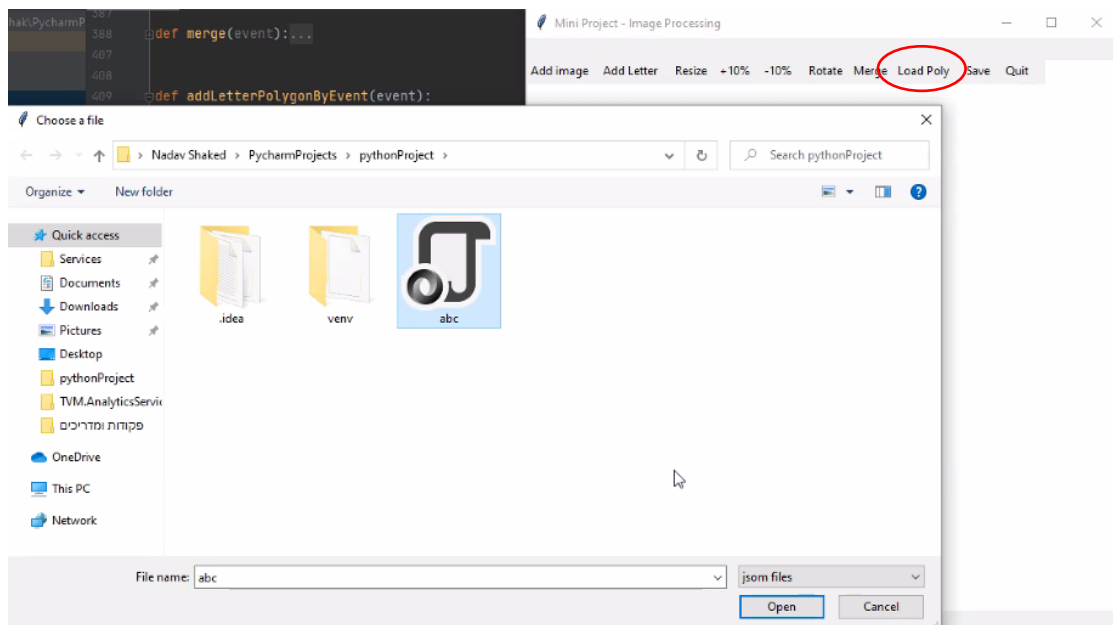


3. To choose the historical document (background), use the button **"Add Image"**.



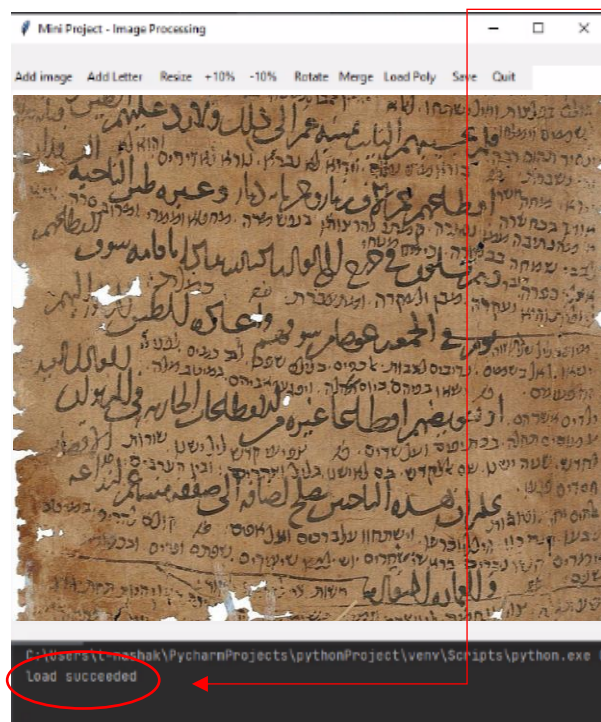
For the example, choose the "HistoricalDocBG".

4. The next step is loading the JSON file (the polygons). Use the "Load Poly" button:

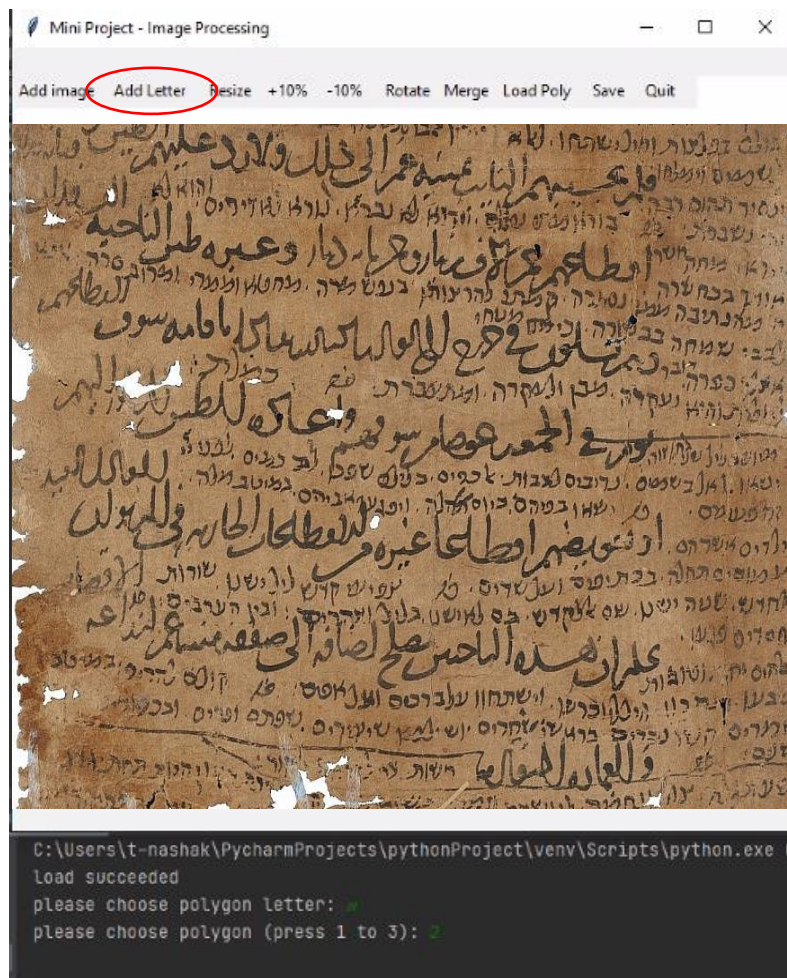


For the example, choose the "abc" Json file.

If the json file was loaded successfully, the following message will appear:

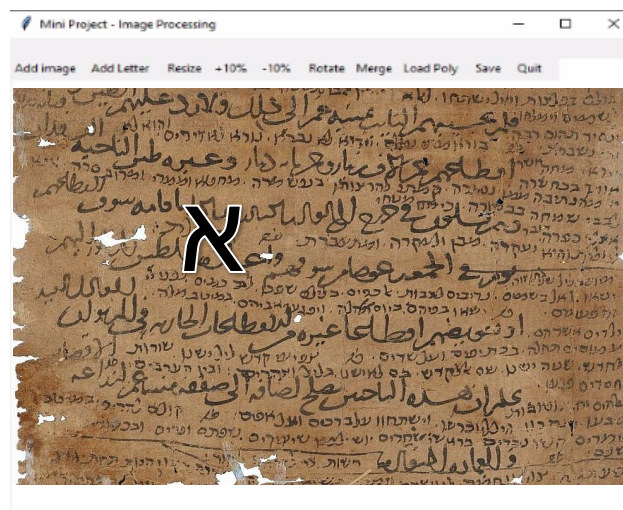


5. Now it is possible to add letters, using the "Add Letter" button.


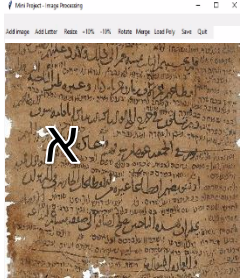











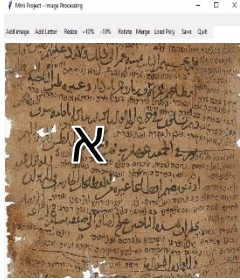



For the example, choose "א" or "ב" and then a number from 1 to 3 (different number for different polygons of the same letter).


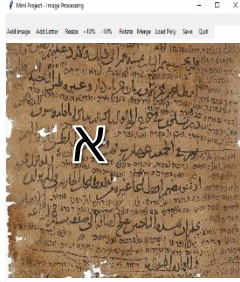
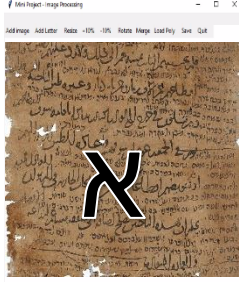





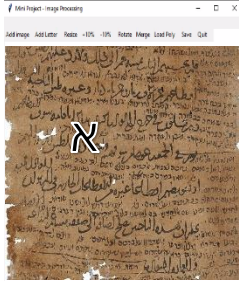
- You can use the letters א/ב in your keyboard. (also the numbers 1-3).
- There are few keyboard shortcuts, so it is important to notice CAPS LOCK and if the language is set to Hebrew/English.



Now you can manipulate the selected letter polygon in many ways:

Action	Keyboard shortcut	Before (example)	After (example)
Move the polygon up (every click on the "up" arrow will move the polygon a little more to the top)			
Move the polygon down (every click on the "down" arrow will move the polygon a little more to the bottom)			
Move the polygon to the right (every click on the right arrow will move the polygon a little more to the right)			
Move the polygon to the left (every click on the left arrow will move the polygon a little more to the left)			
Rotate the polygon (from 0 degrees to 360 degrees)			



Resize the polygon (you can choose the size using the pop-up bar)			
Increase the size of the polygon by 10%			
Decrease the size of the polygon by 10%			
Merge the polygon with the background	