ByStar Autonomous Content Production And Administration Examples

A How To Guide For Creating And Publishing Multi-Media Content

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Part I

Overview

1 Assumptions – Pre-Requisites – This Is A How-To Document

1.1 Pre-Requisites And Related Topics

This is a "How-To" document.

It assumes that you are already familiar with ByStar Content Production And Administration Concepts.

The following related documents are available.

Notes:

1.2 Pointers To Related Topics And Documents

ByStar Autonomous Content Collaborative-Authorship, Generation, Publication, and Distribution Software And Services http://www.by-star.net/PLPC/180038

The Libre-Halaal ByStar Digital Ecosystem A Unified and Non-Proprietary Model For Autonomous Internet Services A Moral Alterantive To The Proprietary American Digital Ecosystem http://www.by-star.net/PLPC/180016

Notes:

2 Scope And Contours Of This Examples And How-To Document

2.1 How-To – Topics Overview

Multi-Media Content Authorship – Integration Of Multi-Lingual Text + Images + Audio + Video

- Base And Template Selection
- MetaData Configuration And Editing
- Creating Frames And Adding Text
- Adding Images
- Preparing For Multimedia Additions
- Narration – Voice-Over Recordings
- Video Additions – Recordings and Screen Captures
- Publication
- Mailings And Distribution

Notes:

3 Obtaining The Sources Of This Document – Obtaing BISOS And Related Components

3.1 Obtaining Source Of This Document – Pointers To Git Repos

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NOTYET

Notes:

3.2 Obtaining BISOS And Related Components

Obtaining BISOS

Obatining related Components

Notes:

Part II

Initial Selections: BxIO/Repo, Content Base, Content Language And Content Form

4 BxIO/Repo Selection

- Sources for production of content are kept in:
  - Git Repos
  - ByStar Information Object Containers
- Decide on which BxIO/Repo you want to allocate to the content.
- If needed create a Git Repo or a BxIO for the content.

Notes:

5 Content Base Creation

Within the selected BxIO/Repo you now need to create a base for the content

- cd to BxIO/Repo
- mkdir contentBase
- cd contentBase

For example, /lcnt/lgpc/examples/permanent/bxde/en+fa/pres+art/ex1

Notes:

6 Content Languages Selection

Content Languages Selection

Multilingualization

- Decide On Primary Language Direction – en+fa=l2r fa+en=r2l fa=r2l en=l2r
- Decide On Secondary Languages If Any – english, farsi
- Combine The Primary And Secondary Languages – en+fa, fa+en
- When Only The Primary Langauge Is Needed, Just Select That – en, fa

Even when your text is expected to be in a single language, it is still a good idea to select more than one language so that multi-lingualization support is in place.

Notes:

7 Content Forms Selection

- Decide on Desired forms – Presentation, Article+Presentation, Article – Memo, WebPage, Mailings
- Article form can also be: Memo, WebPage, Mailings
- Presentation form can also be: WebSlider
- When wishing to have both Presentation And Article forms, one needs to be considered primary. pres+art and art+pres are slightly different.

Notes:

8 Build A Starting Point For Content Development And Processing

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Based on your languages selection and your forms selection you can now create a starting point

- lcnLcntGens.sh – is used to create starting points for content development

- In CntnBaseDir, run lcnLcntGens.sh –
- From the offered list, select languages and forms

Running that, auto assigns a “Content Number” for you.

Your BxIO/Repo and location determines Author, organization and Publications Destinations.

In CntnBaseDir you now have starting point tex files, lcntProc.sh, panel.org and LCNTINFO.

- NOTYET – Text from lcnLcntRoadmap.sh comes here

Notes:

Part III

Metadata Configuration – Build Verification And General Orientation

9 Metadata Configuration

- lcnLcntGens.sh has created for you LCNT-INFO with initial values. You may need to configure these values.
- Run: lcntProc.sh -v -n showRun -i editLcntInfo mainTitle shortTitle subTitle subSubTitle description to specify the name/title of your content.
- Run: lcntProc.sh -i dblockUpdateFile articleEnFa.ttytex presentationEnFa.ttytex presArtEnFa.ttytex to update all relevant dblocks to reflect the changes that you made to the LCNT-INFO metadata.

You now have a starting point. You can next build this initial content.

Notes:

10 Build Verification

Three different ways of processing your content.

- Command-Line Bash ICM – lcntProc.sh
- ICM Panel – Panel.org
- Org bash command from within LaTeX sources in org-mode

Notes:

10.1 Content Processing – With lcntProc.sh

- lcntProc.sh
- lcntProc.sh -i fullUpdate
- lcntProc.sh -i fullClean
- lcnLcntInputProc.sh -p inFormat=xelatex -p outputs=pdf -i buildDocs presentationEnFa.ttytex
- lcnLcntInputProc.sh -p inFormat=xelatex -p outputs=heveaHtml -i buildDocs presentationEnFa.ttytex

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Notes:

10.2 Content Processing – With Panel.org

- Visit Panel.org
- Select “run mode”
- Just click on what you want

Notes:

10.3 Content Processing – From LaTeX Sources

- Visit any of presentationEnFa.ttytex articleEnFa.ttytex bodyPresArtEnFa.tex
- Switch to org-mode Overview – [F12-F12]
- Click on Build & Preview Choices

Notes:

Part IV

Adding Structure And Multilingual Text

11 Common To All Forms Features

11.1 MasterLangs.ttytex and BodyForm.Langstex Canonicalization

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Multilingualization Features

Left-To-Right Masters

- presentationEnFa.ttytex and presArtEnFa.ttytex input bodyPresArtEnFa.tex
- articleEnFa.ttytex input bodyArticleEnFa.tex

.ttytex files are NOT intended to be considered "generally editable". They are driven by LCNT-INFO metadata through dblock updates. They are customized by dblock argument selections They are extended by inputs additions.

- bodyPresArtEnFa.tex has presentation form content
- bodyArticleEnFa.tex has article form content

It is possible to use conditional common text to use within both forms.

Notes:

11.2 Conditional Processing Features

- beginpresentationMode – ByStar-Extention (LaTeX and HeVeA)
- beginarticleMode – ByStar-Extention (LaTeX and HeVeA)
- latexonly – HeVeA provided
- htmlonly – HeVeA provided

- rawhtml – HeVeA provided

Notes:

11.3 Multilingualization Features In Left-To-Right Masters

Multilingualization Features

Left-To-Right Masters

- right-to-left

Notes:

11.4 Multilingualization Features In Right-To-Left Masters

Multilingualization Features

Right-To-Left Masters

- right-to-left

Notes:

12 Presentation Form Features

- DB-Frames Snippets
- Frame Contents Snippets

Notes:

12.1 Structure Of Presentation Form Content

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beginsection – Snippets -> bx-latex-mode -> Parts DBlock

- Frame Head – Snippets -> bx-latex-mode -> DB-Frames
  - Frame Body – Snippets -> bx-latex-mode -> Frames-Content
- Frame Head+Body – Snippets -> bx-latex-mode -> DB-Frames Plus
- Frame Inputed Body
- Videoed-Frame as Frame Inputed Body –
- Frame End – endframe

Notes:

12.2 DB-Frames Snippets

YASnippets:

- Basic vs Narrated – Narrated include audio
- Plain Vs Contained – Contained includes toc headers

Notes:

12.3 Frame Content Snippets

YASnippets:

- Frame Notes – Shows up in artPres form and with pdfpc
- Alert, Basic, Example

Notes:

13 Article Form Features

- RefTeX Mode – ref, cite, index
- Glossaries

Notes:

13.1 RefTeX Mode – ref, cite, index

RefTeX Mode

ref, cite, index

RefTeX Mode:

- ref
- cite
- index

Notes:

13.2 Glossaries

YASnippets:

- Frame Notes – Shows up in artPres form and with pdfpc
- Alert, Basic, Example

Notes:

Part V

Adding Images – Figures And Pictures

14 Adding Images – Figures And Pictures

- Producing Images
- Processing Images
- Including Images

Notes:

15 Producing Images

15.1 Drawing With libreoffice-draw

- Within Blee, In YASnippet, Select bx-latex-mode – Multi-Media Dblock – Image ODG
- Specify a path to the .odg file
- Update the dblock
- From Panel.org – Re-Build all forms and formats to verify

Notes:

16 Processing Images

16.1 Configuring And Running figProc.sh

- .odg -> figProc.sh -> .pdf, .eps
- .odg -> figProc.sh -> -caption.tex

Notes:

17 Including Images

17.1 Insert Image Dblock And Update

- .odg -> figProc.sh -> .pdf, .eps
- .odg -> figProc.sh -> -caption.tex

Notes:

18 Adding Images And Figures

- Within Blee, In YASnippet, Select bx-latex-mode – Multi-Media Dblock – Image ODG
- Specify a path to the .odg file
- Update the dblock
- From Panel.org – Re-Build all forms and formats to verify

Notes: Frame Notes

Part VI

Preparing For Voice-Over Narration

19 Prepare For Audio And Video Additions

- In Panel.org – Run lcntProc.sh -i mmUniteStart
- Go to mmUnite Panel
- From ./MmUnitePanel.org – Run mmUnite.sh -h -v -n showRun -i screenCastingFullUpdate This Creates ./disposition.gened/ Where each frame is numbered and labled.

Notes: Frame Notes

20 Adding Voice-Over Sounds To Slides

- In ./CntntBase/audio from the Panel, run mmUniteAudio.sh -h -v -n showRun -i frameNamesPrepare This creates 1 sec silence files in .wav format for each of the files corresponding to labels in the presentation file.
- In ./CntntBase/audio from the Panel Go to rec command and frameRecordCommand
- Click on each of the audacity frameFileName.wav
- Within audacity, export audio, overwrite extension as .wav
- When completed, run mmUniteAudio.sh -i fullUpdate – This will convert all the .wav files to .mp3 and figure their length.

Notes:

Part VII

Creating And Adding Videos And Screen Captures

21 Creating And Adding Screencasts

- In Panel.org – Run lcntProc.sh -i mmUniteStart
- Go to mmUnite Panel
- From ./MmUnitePanel.org –

Notes: Frame Notes

22 ScreenCast Initial Content Generation Setup

Notes: Frame Notes

23 ScreenCast VideoJS Setup

Notes: Frame Notes

Notes: Frame Notes

Part VIII

Using ByStar Content Publication Facilities

24 Publishing The Document

- In Panel.org – Run lcntProc.sh -i mmUniteStart
- Go to mmUnite Panel
- From ./MmUnitePanel.org –

Notes: Frame Notes

Part IX

Setting Up And Running Mailings And Distributions

- In Panel.org – Run lcntProc.sh -i mmUniteStart
- Go to mmUnite Panel
- From ./MmUnitePanel.org –

Notes: Frame Notes

References