

# **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

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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.

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Notes:

### 1.2 Pointers To Related Topics And Documents

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

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

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Notes:

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

### 2.1 How-To – Topics Overview

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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

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Notes:

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

#### **3.1 Obtaining Source Of This Document – Pointers To Git Repos**

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NOTYET

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Notes:

#### **3.2 Obtaining BISOS And Related Components**

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Obtaining BISOS

Obtaining related Components

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Notes:

## Part II

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

## 4 BxIO/Repo Selection

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- 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

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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

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Notes:

## 6 Content Languages Selection

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## 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 Language 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.

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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.

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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 LCNT-INFO.

- NOTYET – Text from lcnLcntRoadmap.sh comes here

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Notes:

## Part III

# Metadata Configuration – Build Verification And General Orientation

## 9 Metadata Configuration

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- `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.

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Notes:

## 10 Build Verification

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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

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- `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`
- 

Notes:

## 10.2 Content Processing – With Panel.org

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- Visit [Panel.org](http://Panel.org)
  - Select “run mode”
  - Just click on what you want
- 

Notes:

## 10.3 Content Processing – From LaTeX Sources

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- 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.

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Notes:

### 11.2 Conditional Processing Features

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

- rawhtml – HeVeA provided

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Notes:

### 11.3 Multilingualization Features In Left-To-Right Masters

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#### Multilingualization Features

##### *Left-To-Right Masters*

- right-to-left

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Notes:

### 11.4 Multilingualization Features In Right-To-Left Masters

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#### Multilingualization Features

##### *Right-To-Left Masters*

- right-to-left

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Notes:

## 12 Presentation Form Features

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- DB-Frames Snippets
- Frame Contents Snippets

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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

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YASnippets:

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

Notes:

## 12.3 Frame Content Snippets

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YASnippets:

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

Notes:

## 13 Article Form Features

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- RefTeX Mode – ref, cite, index
  - Glossaries
- 

Notes:

### 13.1 RefTeX Mode – ref, cite, index

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**RefTeX Mode**

*ref, cite, index*

RefTeX Mode:

- ref
  - cite
  - index
- 

Notes:

### 13.2 Glossaries

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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

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- Producing Images
  - Processing Images
  - Including Images
- 

Notes:

## 15 Producing Images

### 15.1 Drawing With libreoffice-draw

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- 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`

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

Notes:

## 17 Including Images

### 17.1 Insert Image Dblock And Update

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

Notes:

## 18 Adding Images And Figures

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- 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

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- 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.generated/` Where each frame is numbered and labled.
- 

Notes: Frame Notes

## 20 Adding Voice-Over Sounds To Slides

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- 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.
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Notes:

## Part VII

# Creating And Adding Videos And Screen Captures

## 21 Creating And Adding Screencasts

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

## 22 ScreenCast Initial Content Generation Setup

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Notes: Frame Notes

## 23 ScreenCast VideoJS Setup

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Notes: Frame Notes

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Notes: Frame Notes

## Part VIII

# Using ByStar Content Publication Facilities

## 24 Publishing The Document

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- 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

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

Notes: Frame Notes

## References