**DAM**

* Use mass edit table to edit metadata for group of assets.
* You can use ‘Turn on notifications’ so that you are notified when the saved search changes. It can be used to save dynamic list of assets.
* Upload size limit for asset is 8GB.
* Drag and Drop, Select File and Import links are the 3 ways to import asset to the Content Hub.
* Asset Lifecycle

1. Create
2. Review
3. Asset

* Annotation Tools

1. FreeHand Tool -> Let you draw on the asset and add the comment.
2. Shape Tool -> Create a predefined shape on the asset and add the comment.
3. Comment Tool -> Adds the text bubble icon to your asset and add the comment.
4. Time based annotation -> Adds the marker at the specific time stamp and add the comment. This is available for audio/video asset.
5. Text Tool -> Highlight text on your asset and add the comment.

* Review Communication

1. Using Download PDF on the annotations page
2. Using the @ mentions.

* To add a new version of the asset, click on ‘Create Draft’ option in the asset page. This locks master asset in Search.
* Compare to Master feature can be used to compare different uploaded version of the asset.
* Collections can be shared internally to users and to external system by sharing the link. It’s the best feature to share whole group of assets with stakeholder.
* Public links allow marketing teams to retain control of their content and any updates are captured without the need to update every external location where the content resides.
* Asset are deleted in 2 ways

1. Hard -> Permanent Delete
2. Soft -> It is moved to my trash and after some delay its permanently deleted.

* Creating composite image using public links:

(your Content Hub URL)/api/public/content/(URL path 1)?&b=(URL path 2), (URL path 3)

* Transform the image using public link use &t=w(number)
* You can use Custom Download feature to make edits to asset during download job.
* Only Administrator can create chill templates.
* Option lists are good when there are 10 or fewer values to represent.
* Taxonomies are good when selected values are needed for security, there are more than 10 values, and an item needs advanced properties.
* To enable image analysis, enable ‘Trigger Vision’ in the particular asset type inside the M.AssetType taxonomy.
* Rights Profile enable to set download restrictions for your users.
* To unarchive the assets, go to unarchived page under the manage section.
* To edit the translation for the particular language, edit the M.Localization.Entry.Template.
* Custom Themes can be used to edit following properties:

1. Colors
2. Fonts
3. Text Case
4. Icon
5. Logo Size

* Adding a new portal language is not enough to give users the ability to translate Content Hub pages into their native language. You must add translations also.
* You can protect metadata from being edited while also keeping it visible on a page by using non editable option in the page structure.
* The Reporting logs page is a directory page for all recorded events within the system. Events such as completed download orders, the starting point of projects, archiving of assets, etc. are shown.
* Raw audit logs capture actions such as assets being uploaded, updated, deleted, individual files which have been downloaded by a user, download order handling, user management, annotations being added, status changes. If your focus is on auditing actions from the entity perspective, you will need to review raw audit logs.
* There can only be one external authentication provider active at a time.
* Privileges help to authorize users to view and modify system settings.

**Developing for Content Hub DAM**

* Internal Integration

1. Scripts
2. Actions
3. Triggers
4. External Components

* External Integration

1. Web SDK
2. Rest API

* Integration Tools

1. Cloud CLI
2. Import/Export Package

* <https://hztlin03.stylelabsdemo.com/api/status> This api is used to query content hub status.
* Rest API to fetch entity

[https://hztlin03.stylelabsdemo.com/api/entities/<<entity\_id](https://hztlin03.stylelabsdemo.com/api/entities/%3c%3centity_id)>>

* Entity Load Configuration

1. EntityLoadConfiguration.Minimal -> Loads Entities without any cultures. Only system properties are available. No properties and no relation.
2. EntityLoadConfiguration.Default -> Loads Entities in a default culture. All properties and no relation.
3. EntityLoadConfiguration.DefaultCultureFull -> -> Loads Entities in a default culture with all properties and relation.
4. EntityLoadConfiguration.Full -> Loads Entities in all the culture with all properties and relation.

EntityLoadConfiguration.Default is the default config loaded when nothing is specified.

* We can use the ContentRepositoryToAsset relation to filter assets in DAM.
* We can also use the Take while running QueryAsync to fetch more items. By default, it fetches only 50 items.
* For more than 10,000 item use scroller otherwise iterator. Less than 50 item, use QueryAsync. For a single item, use SingleAsync.
* To find duplicate asset:

1. Fetch Master File and check Has Duplicate property is true.
2. Inside the Master File, fetch FileDuplicateToFile relation.

* We can delete max 2000 assets from admin panel.
* Delete is of following types:

1. Soft Delete (Trash)
2. Hard Delete
3. Archive

Hot Tier -> Frequently access media items.

Cold Tier -> Less frequently used.

* Retention period for non-essential renditions for archived assets is 30days.
* Assets can only be archived in the Approved state.
* Items in trash will be deleted permanently after 30days.
* Trash assets under My Trash are only visible to the user who deleted that.
* Custom Entities can’t be soft deleted.
* ID is a system field whereas Identifier can be changed.
* In order to create the asset, we need to create fetch job to upload public asset.