



IIIF Cloud Services

(Beta) Portal User Guide

January 2025

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1. Introduction

The latest beta release of the IIIF Cloud Services Portal contains access to the first version of the IIIF Publishing features, together with the updated asset creation and management functionality.

Development of further IIIF Publishing specific features is ongoing, with further features expected to be released throughout Q1 2025. Additional functionality including user management and some existing portal features including named queries will also be made available within the beta portal in early Q2 2025.

1.1 Known issues

Whilst the current portal version has been extensively tested and a number of issues have been identified, it is possible there are more issues which require resolution. Should you encounter any issues in your usage of the portal, please let us know via your Digrati contact and we will endeavour to resolve it for you.

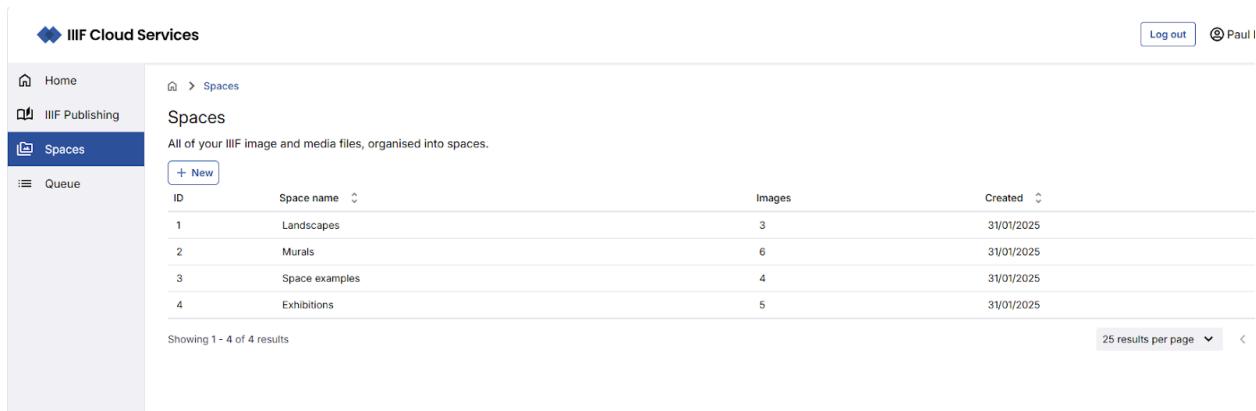
At present the following are the known issues with the current release:

- IIIF Publishing listing view currently displays 'Invalid Date' for the 'Created Date' value.
- Importing external manifests that contain inline annotations. Saving these manifests results in the inline annotations being ignored and thus not saved in the imported version (the issue does not affect the source manifest).
- A broken thumbnail image icon appears on the asset listing page(s) for any non-image asset(s).

2. Organising your assets

The IIIF Cloud Service uses the concept of “Spaces” to store and manage digital assets. These “Spaces” enable you to organise your assets logically, like a folder structure. There is no limit to the number of assets you can add to a space.

From the IIIF CS portal homepage, use the left hand navigation to navigate to the Spaces area. This is where digital assets are stored and managed. Assets can be ingested either manually via the Portal, or more typically for larger volumes of assets, via an automated process - for example from an institution’s collection management system or digital preservation system.



ID	Space name	Images	Created
1	Landscapes	3	31/01/2025
2	Murals	6	31/01/2025
3	Space examples	4	31/01/2025
4	Exhibitions	5	31/01/2025

Fig. 1 Spaces listing view

2.1 Using the portal to upload assets manually

The portal provides two routes if you wish to prepare and deliver your digital assets as IIIF enabled assets manually:

- Uploading your images directly
- Creating a CSV file detailing your digital assets (images, video, audio) and uploading this to the portal for processing of those assets

You can create a new Space or add your assets to an existing space. To create a new space, click to add New space and add an appropriate name for it:

The screenshot shows the IIIF Cloud Services interface. On the left, a sidebar has 'Spaces' selected. The main area shows a list of existing spaces: Landscapes (ID 1, 3 images), Murals (ID 2, 6 images), Space examples (ID 3), and Exhibitions (ID 4). A red box highlights the '+ New' button. A modal window titled 'New space' is open, with 'Name' set to 'Manuscripts'. Buttons for 'Cancel' and 'New space' are at the bottom.

Fig. 2 - Adding a new space

Manually uploading images

In the Space folder, you can use the 'browse files' link to access and select your image(s). Alternatively you can drag and drop your image(s) into the upload region. The maximum number of images that can be manually added using this upload approach is 10 at any one time.

The screenshot shows the 'Landscapes' space folder. It displays four images with labels PXL_20241114_074252514.jpg, PXL_20241214_132908280.jpg, PXL_20250101_130905104.jpg, and PXL_20240605_025929814.jpg. Below the images is a red box around a dashed area with the text 'Drop items here or browse files'. At the bottom, there are buttons for 'List' and 'Grid', and a message indicating 25 results per page.

Fig. 3 - Selecting to add image(s)

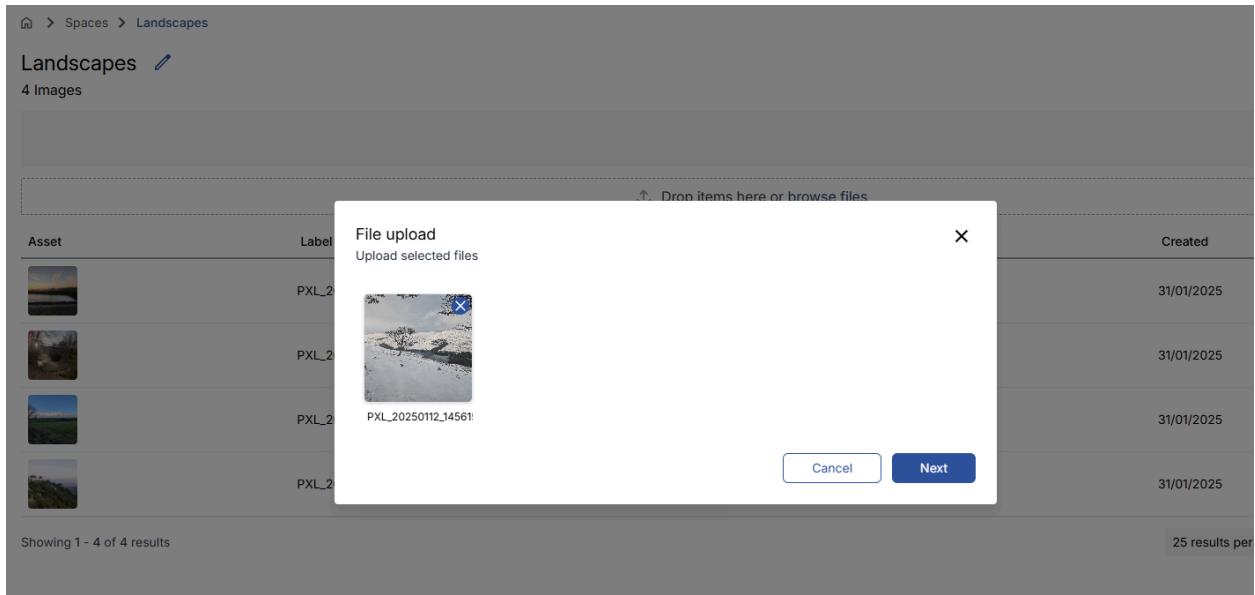


Fig. 4 - After selecting your image(s), the system will display the selected image(s)

Clicking 'Next' navigates you to a Metadata input screen, which enables the addition of metadata values to the image(s) you are adding. These String and Number values are not mandatory and so can be ignored; unless you have a specific requirement to retrieve your assets from the service via API calls. These advanced scenarios can be discussed with your Digrati contact.

Clicking upload should result in the image(s) being added to your selected space.

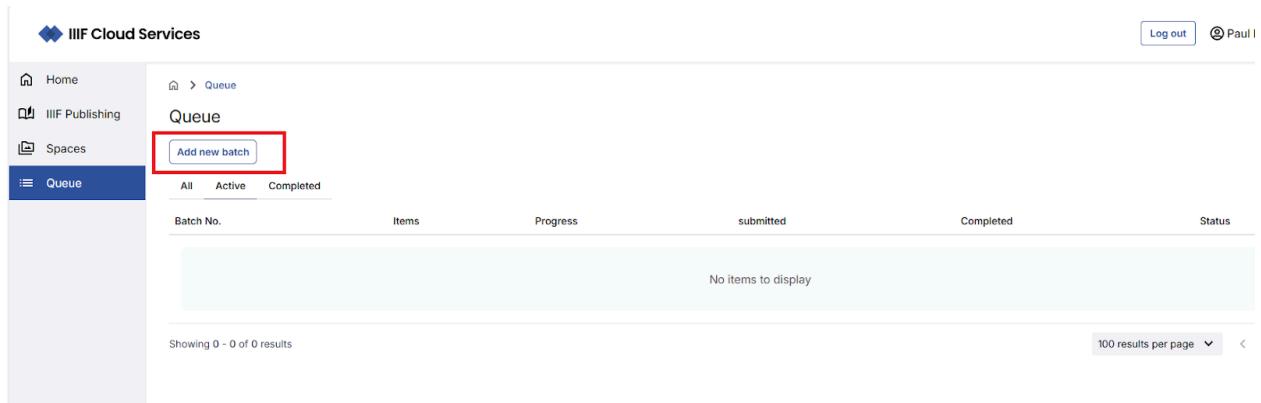
Uploading assets via CSV

The IIIF Cloud Service portal currently also supports the ability to create a CSV file detailing your digital assets using a specific format, which it can then process and complete the ingestion of those assets into the service.

To prepare a suitable file containing details of your assets, you can use the sample CSV file provided and update it appropriately. The sections below detail the necessary steps.

Creating a CSV file

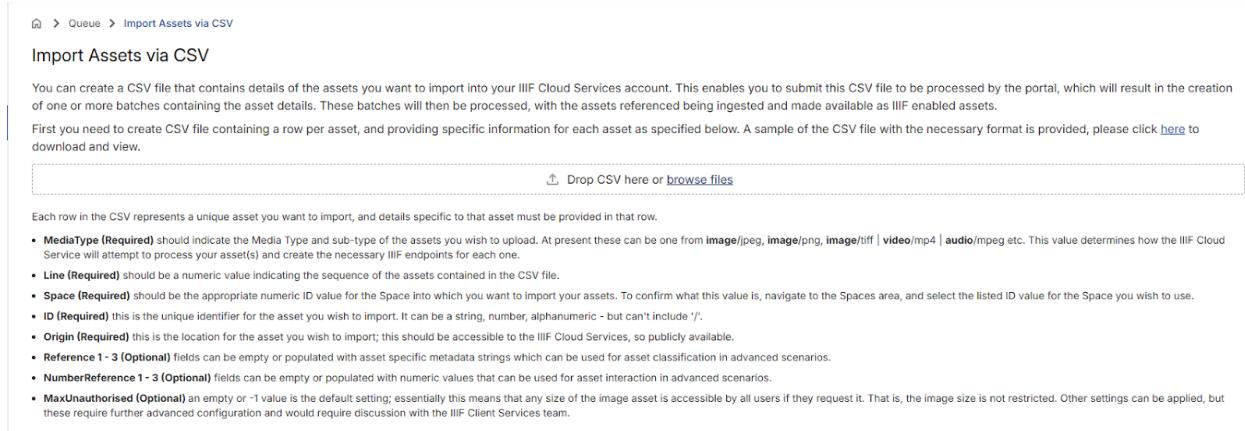
To access the CSV upload feature, navigate to the 'Queue' area of the IIIF Cloud Services portal and select the option to 'Add new batch':



The screenshot shows the IIIF Cloud Services Queue overview page. The left sidebar has 'Queue' selected. The main area shows a table with columns: Batch No., Items, Progress, submitted, Completed, and Status. A message at the bottom says 'No items to display'. At the top of the main area, there is a blue button labeled 'Add new batch' which is highlighted with a red box.

Fig. 5 - Select 'Add new batch' option from Queue overview page

On the 'Import Assets via CSV' page, details of the CSV format needed to upload assets is provided. To start, you can download the sample csv file and use this as a basis for creating your own CSV file for upload.



The screenshot shows the 'Import Assets via CSV' view. The URL in the browser is 'Queue > Import Assets via CSV'. The page contains instructions about creating a CSV file for asset import. It includes a note about the necessary CSV format and a sample file link. Below this is a large input field with a placeholder 'Drop CSV here or browse files' and a red box highlighting it. Further down, detailed instructions for each CSV column are provided.

Each row in the CSV represents a unique asset you want to import, and details specific to that asset must be provided in that row.

- MediaType (Required)** should indicate the Media Type and sub-type of the assets you wish to upload. At present these can be one from **image/jpeg**, **image/png**, **image/tiff** | **video/mp4** | **audio/mpeg** etc. This value determines how the IIIF Cloud Service will attempt to process your asset(s) and create the necessary IIIF endpoints for each one.
- Line (Required)** should be a numeric value indicating the sequence of the assets contained in the CSV file.
- Space (Required)** should be the appropriate numeric ID value for the Space into which you want to import your assets. To confirm what this value is, navigate to the Spaces area, and select the listed ID value for the Space you wish to use.
- ID (Required)** this is the unique identifier for the asset you wish to import. It can be a string, number, alphanumeric - but can't include '/'.
- Origin (Required)** this is the location for the asset you wish to import; this should be accessible to the IIIF Cloud Services, so publicly available.
- Reference 1 - 3 (Optional)** fields can be empty or populated with asset specific metadata strings which can be used for asset classification in advanced scenarios.
- NumberReference 1 - 3 (Optional)** fields can be empty or populated with numeric values that can be used for asset interaction in advanced scenarios.
- MaxUnauthorised (Optional)** an empty or -1 value is the default setting; essentially this means that any size of the image asset is accessible by all users if they request it. That is, the image size is not restricted. Other settings can be applied, but these require further advanced configuration and would require discussion with the IIIF Client Services team.

Fig. 6 - Import Assets view

Each row in the CSV file represents a unique asset you want to import, and for each asset you must provide some mandatory data to allow the asset to be validated and then processed correctly by the IIIF Cloud Service.

The table below details the information that can be provided for each asset, row x row within the CSV file.

Value	Mandatory?	Description
Line	Yes	CSV reference number for each row. Each row should have a unique value to enable validation processes.
ID	Yes	This is the unique identifier for the asset you wish to import. It can be a string, number, alphanumeric - but can't include '/'.
MediaType	Yes	This value indicates the Media Type sub-type of the assets you wish to upload. At present these can be one from image/jpeg, image/png, image/tiff video/mp4 audio/mpeg etc.
Space	Yes	The ID value for the Space into which you want to import your assets. To confirm what this numeric value should be, navigate to the Spaces area, and select the listed ID value for the Space you wish to use.
Origin	Yes	This is the location of the asset you wish to import; this should be accessible to the IIIF Cloud Services, so publicly available
Reference1 - Reference 3	No	Can contain Metadata string value(s) that can be used for asset classification in advanced scenarios.
Number1 - Number3	No	Can contain numeric value(s) that can be used for asset interaction in advanced scenarios.
MaxUnauthorised	No	Empty or -1 value is the default setting; this means that any size of the image asset is accessible by all users if they request it. The image size is not restricted. Other settings can be applied, but these require further advanced configuration

Importing CSV file

Once you have created your CSV file for import, simply upload this file to the portal using the options available on the 'Import Assets via CSV' page:

The screenshot shows the 'Import Assets via CSV' page. At the top, there's a breadcrumb navigation: Home > Queue > Import Assets via CSV. Below this is a section titled 'Import Assets via CSV' with a sub-section header 'Import Assets via CSV'. A note says: 'You can create a CSV file that contains details of the assets you want to import into your IIIF Cloud Services account. This enables you to submit this CSV file to be processed by the portal, which will result in the creation of one or more batches containing the asset details. These batches will then be processed, with the assets referenced being ingested and made available as IIIF enabled assets.' Another note says: 'First you need to create CSV file containing a row per asset, and providing specific information for each asset as specified below. A sample of the CSV file with the necessary format is provided, please click [here](#) to download and view.' Below these notes is a red-bordered input field with a placeholder 'Drop CSV here or [browse files](#)'. A note below the field says: 'Each row in the CSV represents a unique asset you want to import, and details specific to that asset must be provided in that row.' A bulleted list of requirements follows:

- **MediaType (Required)** should indicate the Media Type and sub-type of the assets you wish to upload. At present these can be one from **image/jpeg**, **image/png**, **image/tiff** | **video/mp4** | **audio/mpeg** etc. This value determines how the IIIF Cloud Service will attempt to process your asset(s) and create the necessary IIIF endpoints for each one.
- **Line (Required)** should be a numeric value indicating the sequence of the assets contained in the CSV file.
- **Space (Required)** should be the appropriate numeric ID value for the Space into which you want to import your assets. To confirm what this value is, navigate to the Spaces area, and select the listed ID value for the Space you wish to use.
- **ID (Required)** this is the unique identifier for the asset you wish to import. It can be a string, number, alphanumeric - but can't include '/'.
- **Origin (Required)** this is the location for the asset you wish to import; this should be accessible to the IIIF Cloud Services, so publicly available.
- **Reference 1 - 3 (Optional)** fields can be empty or populated with asset specific metadata strings which can be used for asset classification in advanced scenarios.
- **NumberReference 1 - 3 (Optional)** fields can be empty or populated with numeric values that can be used for asset interaction in advanced scenarios.
- **MaxUnauthorised (Optional)** an empty or -1 value is the default setting; essentially this means that any size of the image asset is accessible by all users if they request it. That is, the image size is not restricted. Other settings can be applied, but these require further advanced configuration and would require discussion with the IIIF Client Services team.

Fig. 7 - Upload your CSV file

If the file is correctly formatted with the appropriate data, the contents of the file will be presented for preview. If there are any errors, these will be presented to help enable you to correct the CSV file.

The screenshot shows the 'Preview of csv-asset-upload-sample-updated.csv' page. At the top, there's a breadcrumb navigation: Home > Queue > Import Assets via CSV. Below this is a section titled 'Import Assets via CSV' with a sub-section header 'Import Assets via CSV'. A note says: 'You can create a CSV file that contains details of the assets you want to import into your IIIF Cloud Services account. This enables you to submit this CSV file to be processed by the portal, which will result in the creation of one or more batches containing the asset details. These batches will then be processed, with the assets referenced being ingested and made available as IIIF enabled assets.' Another note says: 'First you need to create CSV file containing a row per asset, and providing specific information for each asset as specified below. A sample of the CSV file with the necessary format is provided, please click [here](#) to download and view.' Below these notes is a table preview. The table has a green header row with columns: Line, Space, Media Type, ID, Origin, S1, S2, S3, N1, N2, N3, Max Unauthorised. The table contains 5 rows of data. The last column, 'Max Unauthorised', has a value of -1 for all rows. At the bottom right of the table is a 'Cancel' button and a 'Confirm import' button, with the 'Confirm import' button being red. A note at the bottom left says: 'Showing 1 - 5 of 5 results'. A note at the bottom right says: '< Page 1 of 1 >'.

Line	Space	Media Type	ID	Origin	S1	S2	S3	N1	N2	N3	Max Unauthorised
1	3	image/jpeg	AS01321	https://www.nasa.gov/wp-content/uploads/2024/12/afrc2024-01...	nasa		1				-1
2	3	image/jpeg	AS01421	https://www.nasa.gov/wp-content/uploads/2024/12/54184120770...	nasa		2				-1
3	3	image/jpeg	AS01521	https://www.nasa.gov/wp-content/uploads/2024/12/54184120770...	nasa		3				-1
4	3	video/mp4	SA01121	https://images-assets.nasa.gov/video/GSFC_2021025_Saturn_m1...	nasa	Saturn	4				-1
5	3	audio/mpeg	SA01221	https://images-assets.nasa.gov/audio/Launch-Sound-Saturn-V/L...	nasa	Saturn	5				-1

Fig. 8 - Preview of your CSV file

If there are more than 100 assets (rows) in your CSV file, these will be paged into batches of 100 assets and you can preview each batch by paging through the preview listing.

Once you are ready to submit the CSV for processing, select the ‘Confirm import’ option and then select the option to ‘Start Ingest’:

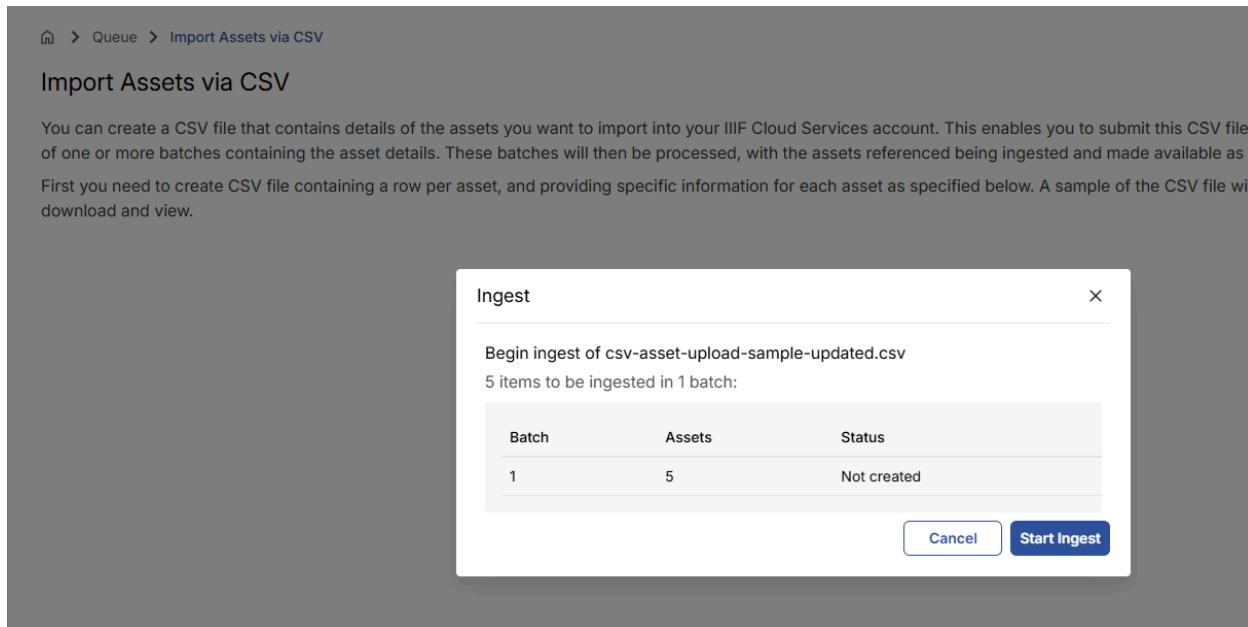


Fig. 9 - Select to start the ingest of your assets

Once you start the ingest, you will then have the option to ‘View queue’ where you can see the progress of the batch(es) being processed, or you can click on the ‘Success: Go to batch’ link to access a specific batch directly:

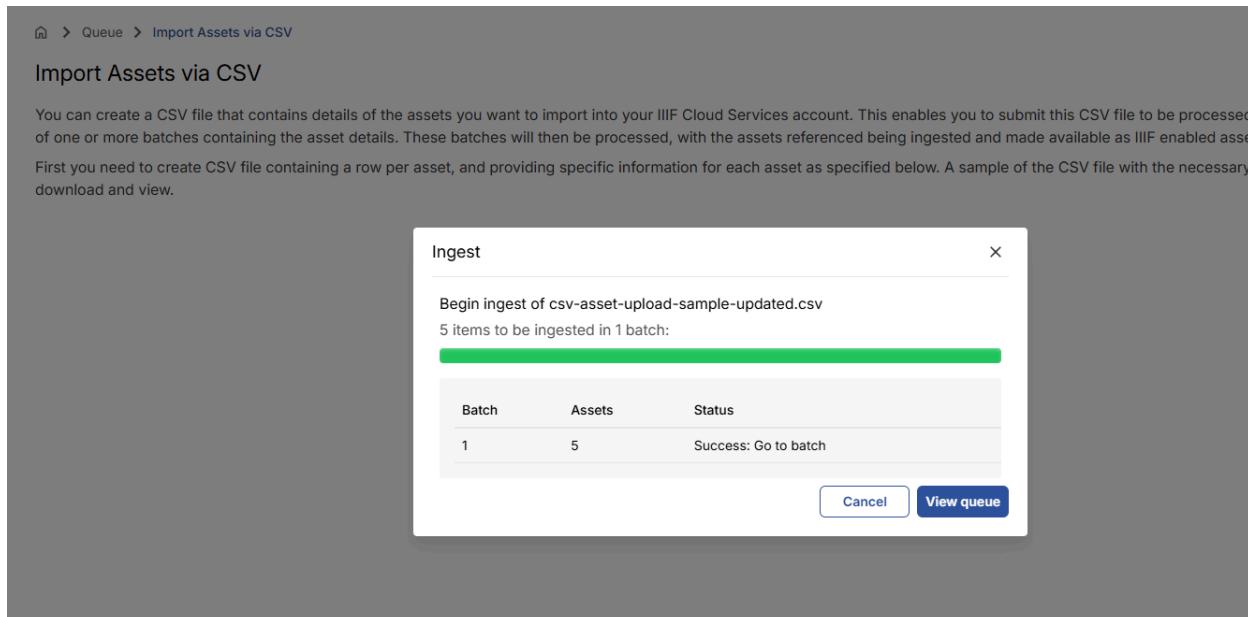
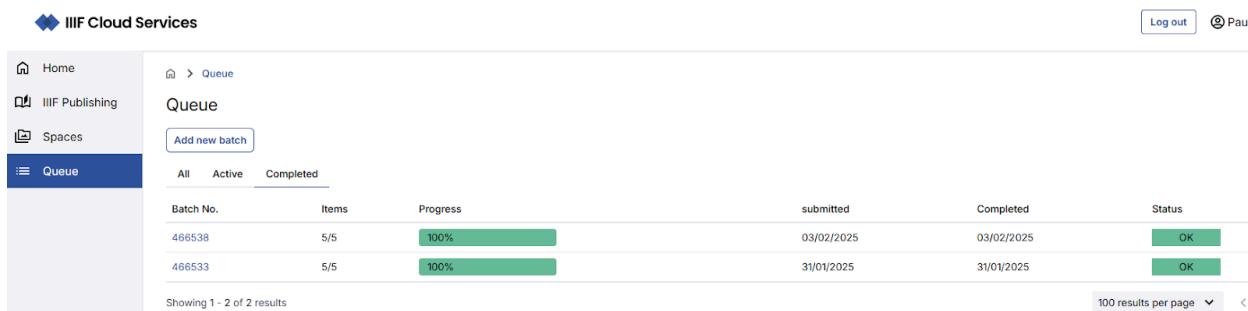


Fig. 10 - View queue to review progress of the import

Viewing progress of CSV import

Navigating to the Queue area via the 'View queue' button provides access to view any Active or Completed batch import processes.



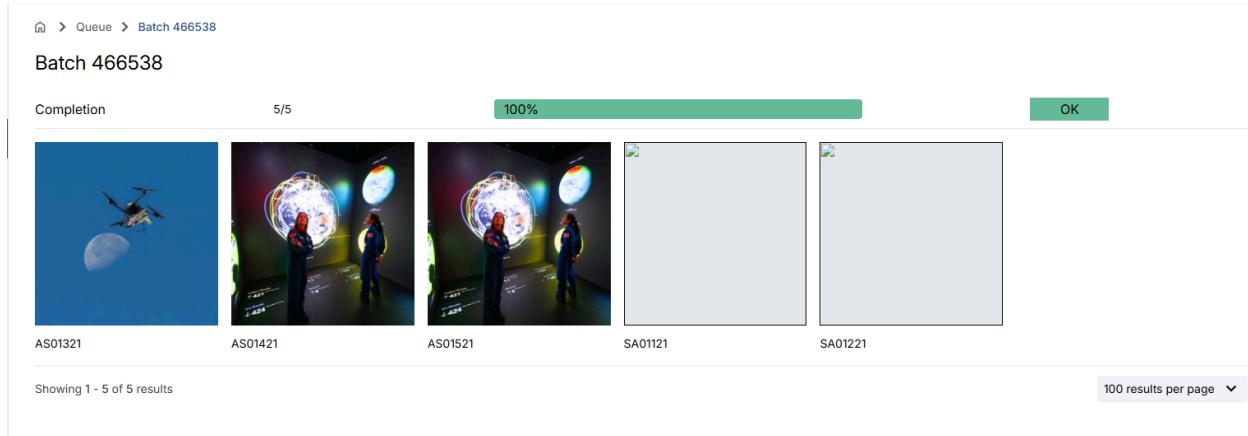
The screenshot shows the IIIF Cloud Services interface. The top navigation bar includes 'Log out' and a user profile for 'Paul'. The left sidebar has links for 'Home', 'IIIF Publishing', 'Spaces', and 'Queue' (which is highlighted). The main content area is titled 'Queue' and shows a table of imported batches. The table has columns for 'Batch No.', 'Items', 'Progress' (with a green progress bar), 'submitted', 'Completed', and 'Status'. Two rows are listed:

Batch No.	Items	Progress	submitted	Completed	Status
466538	5/5	100% 	03/02/2025	03/02/2025	OK 
466533	5/5	100% 	31/01/2025	31/01/2025	OK 

At the bottom, there's a 'Showing 1 - 2 of 2 results' message and a '100 results per page' dropdown.

Fig. 11 - View progress of Active or Completed batches

Clicking on a batch in the Queue listing will navigate you to a batch view, presenting all of the assets associated with that batch.



The screenshot shows the 'Batch 466538' view. The top navigation bar shows the path 'Home > Queue > Batch 466538'. The main content area displays the batch details: 'Completion' (5/5), 'Progress' (100% ) with a 'OK' status bar, and five asset thumbnails. The assets are labeled AS01321, AS01421, AS01521, SA01121, and SA01221. At the bottom, it says 'Showing 1 - 5 of 5 results' and has a '100 results per page' dropdown.

Fig. 12 - View of a completed batch

2.2 Using the API to import assets

Assets are typically ingested into the IIIF Cloud Service via automated processes - for example from an institution's collection management system or digital preservation system. Processes can be created which enable you to integrate your systems with the cloud service via the available APIs. These scenarios can be discussed with your Digidrati contact.

2.3 Viewing and editing asset details

You can view and interact with the asset(s) you have imported into the IIIF Cloud Service, by navigating to the Space into which the assets were added and selecting the appropriate asset.

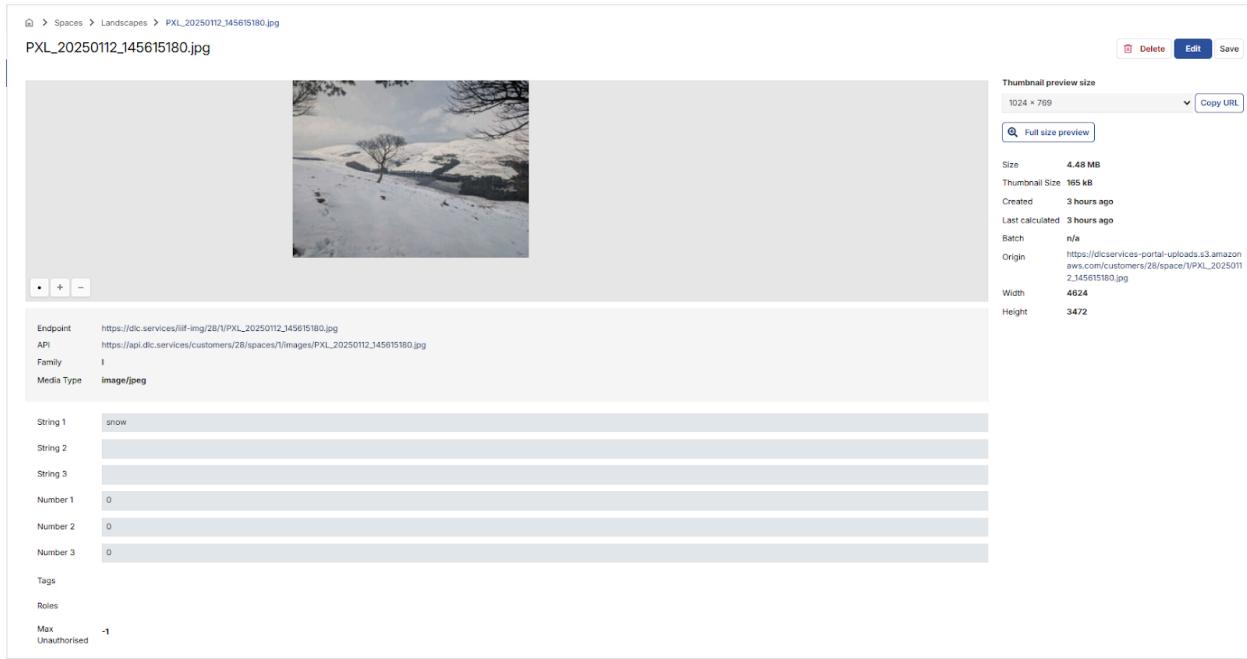


Fig. 13 - Asset details view

The IIIF Cloud Services enables the creation of the necessary IIIF Image API endpoints and derivatives for your images. Given any image (most formats are supported), the service creates an endpoint - a URL that can be used for deep zoom and arbitrary crops and sizes. During the image ingestion process, the service processes and creates the necessary services for your image(s).

Once the asset has been processed a deep zoom version of the asset, with image metadata, IIIF service information and any additional image specific metadata will be available.

Using the image zoom controls you can navigate the image in this asset view.

Additionally, the Thumbnail preview size options, allow you to examine or share the image:

Thumbnail preview size

1024 x 769 ▼ Copy URL

Full size preview

Size	8.48 MB
Thumbnail Size	269 kB
Created	11/14/2024, 4:37:02 PM
Batch	n/a
Origin	https://iiifcs-portal-uploads.s3.eu-west-1.amazonaws.com/customers/62/space/1/24-PXL_20241010_073505256.MP.jpg
Width	4624
Height	3472

Fig. 14 - Select a thumbnail preview size and copy the URL

Selecting a specific size, click the 'Copy URL' option, and then open a new browser window and paste the URL to load the selected image using the selected settings.

For non-image assets, appropriate controls will be displayed to enable interaction:

Spaces > Space examples > SA01221
SA01221

Endpoint: https://dc.services/lif-img/28/3/SA01221
API: https://api.dc.services/customers/28/spaces/3/images/SA01221
Family: T
Media Type: audio/mpeg

String 1: nasa
String 2: Saturn
String 3:
Number 1: 5
Number 2: 0
Number 3: 0

Tags:
Roles:
Max Unauthorised: -1

Size	4.08 MB
Thumbnail Size	
Created	29 minutes ago
Last calculated	29 minutes ago
Batch	Batch 466538
Origin	https://images-assets.nasa.gov/audio/Launch-Sound_Saturn-V/Launch-Sound_Saturn-V-original.wav
Width	0
Height	0

Fig. 15 - Viewing an audio file asset

To edit the metadata for a specific asset, use the 'Edit' option, and you can then Save or Cancel any changes made:

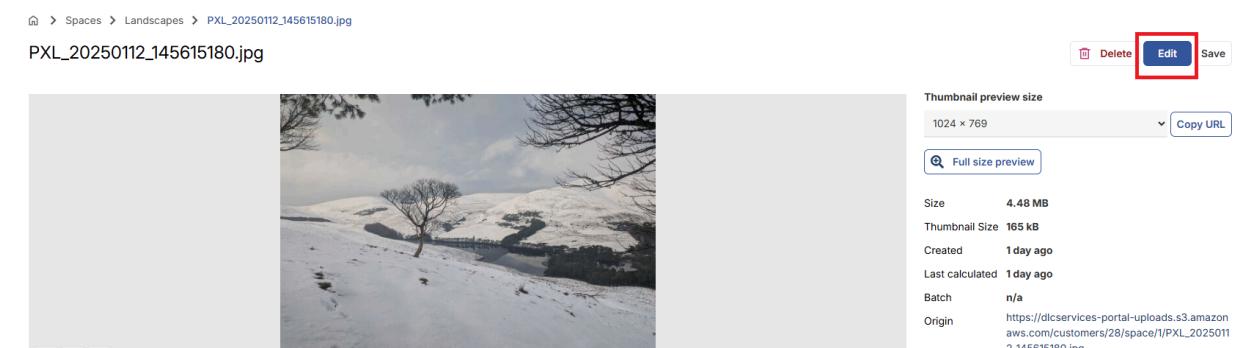


Fig. 16 - Edit asset metadata

The screenshot shows the same asset editing interface. The 'Save' button in the top right corner is highlighted with a red box. The left panel contains fields for Endpoint, API, Family, and Media Type. The right panel shows detailed metadata including width (4624) and height (3472). Below the main panel, there are input fields for String 1 ('snow'), String 2 ('adding more metadata'), String 3 ('enter a string (optional)'), Number 1 ('0'), Number 2 ('0'), and Number 3 ('0').

Fig. 17 - Editing metadata, save or cancel options

3. Creating and managing your IIIF content

The IIIF Cloud Services platform provides the ability to create new or import existing IIIF content which can then be managed within the platform. You can create and manage your IIIF content (Collections* and Manifests) from the IIIF Publishing area of the portal.

***Note the IIIF Collections API support is still in testing, once complete the new portal functionality will be completed and released as part of the next major beta release.**

This allows you to create IIIF Manifests using assets that you have added to your service, but also enables you to import an existing manifest and then edit it within the platform. This allows the creation of IIIF Manifests that contain assets that are delivered from the IIIF Cloud Service platform and other IIIF services.

The ability to import external manifests (essentially copying the manifest information, but without altering the source manifest) enables users to import existing IIIF Manifests and start to manage them from within the platform; but it also allows users to browse published IIIF Manifests and examine those - perhaps to inform how to structure aspects of the metadata, or see how specific IIIF Presentation specification features have been used by other institutions.

Additionally, you may wish to create and edit a standard set of metadata which you then want to apply to all newly created manifests in the platform. The import feature can support this - allowing you to import your "manifest template", and use that for each new manifest.

3.1 Using the portal to manage IIIF content

Create folder(s) to organise your IIIF content

You can create folders to manage your IIIF content, providing a label for that folder:

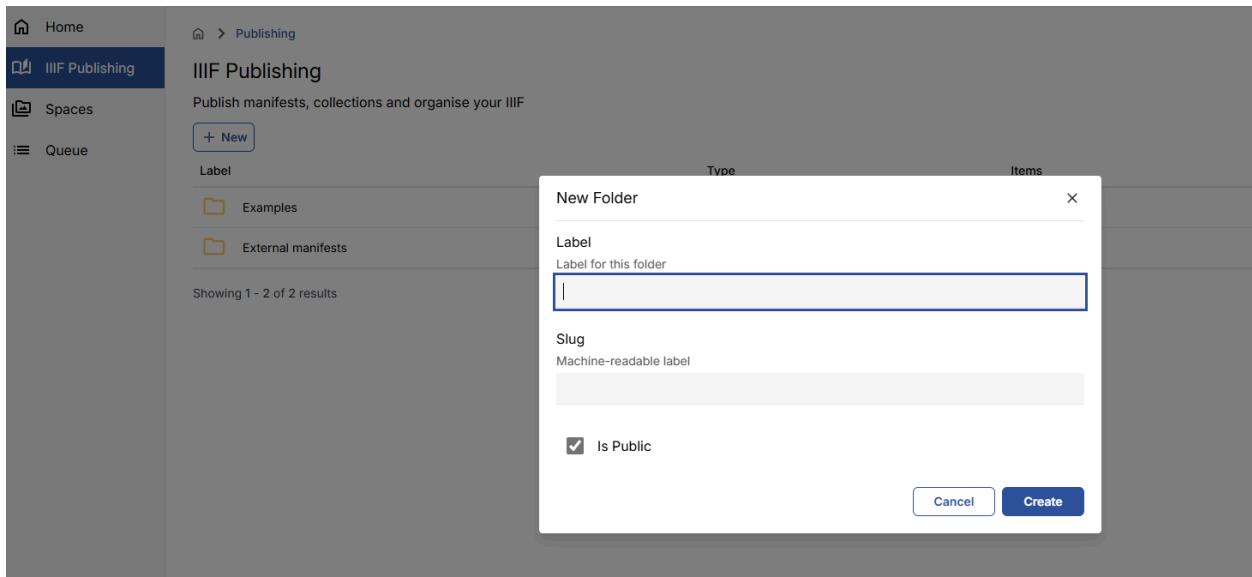


Fig. 18 - Creating a folder to manage IIIF content

Create new, empty manifest

Using the 'New' option, you can select to create a new Manifest.

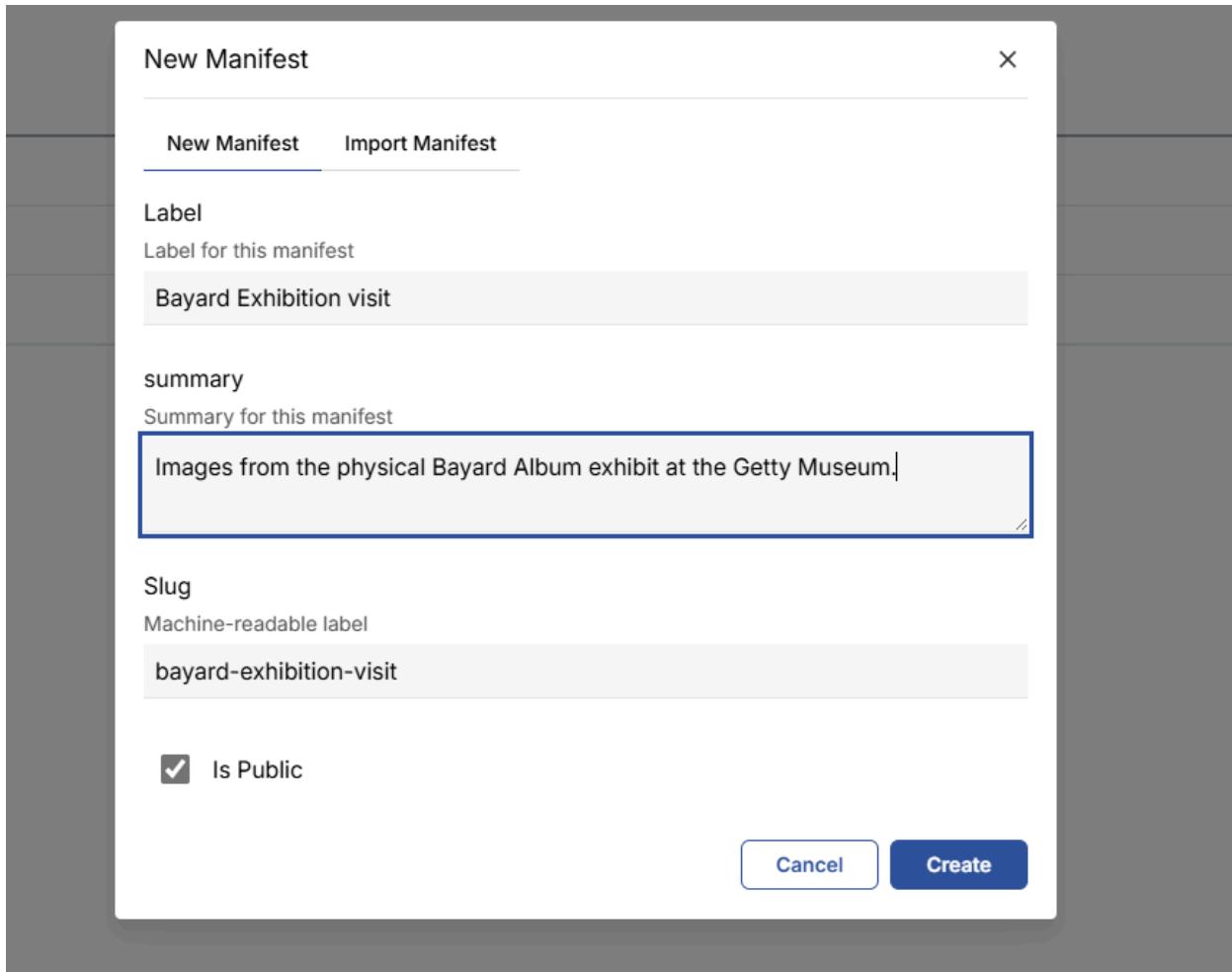


Fig. 19 Creating a new empty manifest

Give your manifest a 'Label' to identify it, and add a brief 'Summary' to describe the contents of the manifest. The 'Slug' will be automatically populated based on your label, it can be changed if required.

Click 'Create' to generate the new Manifest, you will then be navigated to the Manifest view, where the empty manifest will be displayed.

Editing and viewing your manifest

In the portal Manifest view, you can edit the basic metadata (which you added during the creation of the manifest) and add one or more images from your 'Spaces' to add as a Canvas to your Manifest. Click on the 'Spaces' search button, and browse to find one or more of your images.

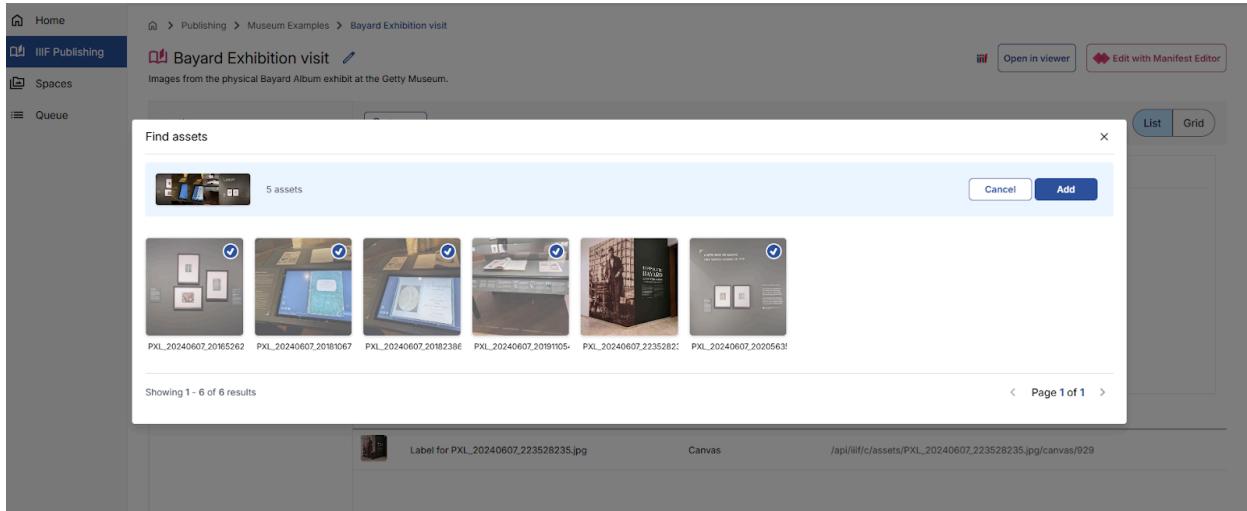


Fig. 20 - Selecting images to add to the manifest

Once selected and added, the images will be listed in order on the Manifest view:

Manifest summary			
	Label	Type	Identifier
No metadata	Label for PXL_20240607_223528235.jpg	Canvas	/api/iiif/c/assets/PXL_20240607_223528235.jpg/canvas/929
	Label for PXL_20240607_201852629.jpg	Canvas	/api/iiif/c/assets/PXL_20240607_201852629.jpg/canvas/29
	Label for PXL_20240607_201810677.jpg	Canvas	/api/iiif/c/assets/PXL_20240607_201810677.jpg/canvas/511
	Label for PXL_20240607_201823869.MP.jpg	Canvas	/api/iiif/c/assets/PXL_20240607_201823869.MP.jpg/canvas/892
	Label for PXL_20240607_201911054.MP.jpg	Canvas	/api/iiif/c/assets/PXL_20240607_201911054.MP.jpg/canvas/235
	Label for PXL_20240607_202056353.jpg	Canvas	/api/iiif/c/assets/PXL_20240607_202056353.jpg/canvas/760

Fig. 21 - Selected images displayed in the Manifest listing view

NOTE: Currently it is only possible to add images from your Spaces to your manifest(s) from within this portal Manifest view. An upcoming Beta release will include the option to select assets from Spaces within the Manifest Editor view.

Using the 'Open in Viewer' option, you can select to view your manifest in any of the following IIIF viewers: Theseus, Universal Viewer and Mirador. A link to the IIIF Manifest (via the IIIF icon) is also available to drag and drop into IIIF Viewers.

Edit with the Manifest Editor

Using the 'Edit with Manifest Editor' option, you can edit the manifest using the extensive editorial options available within the Manifest Editor.

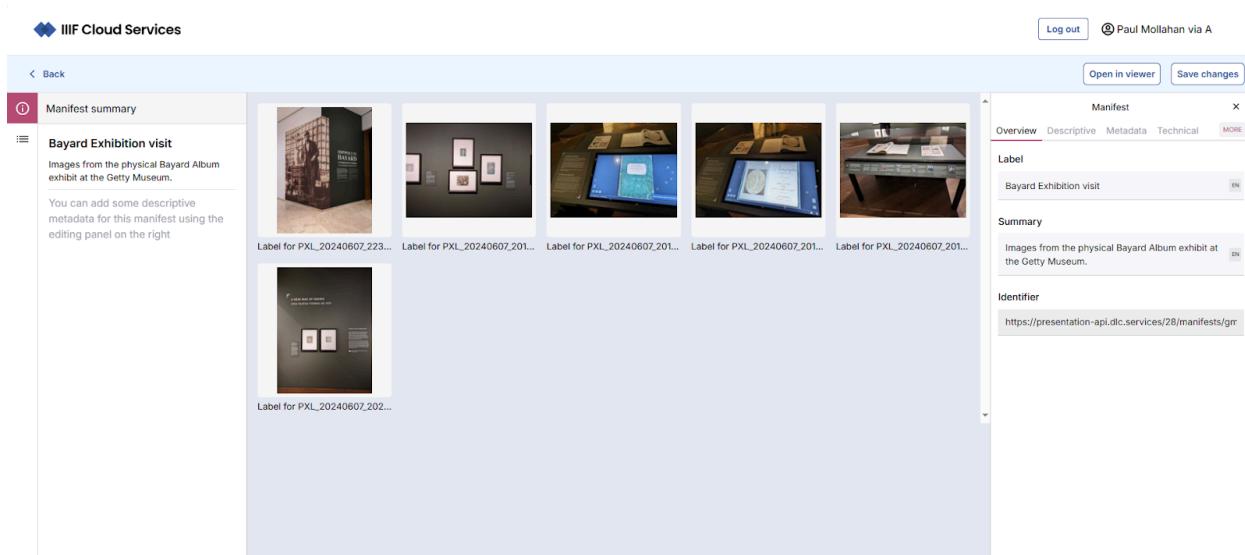


Fig. 22 - Manifest Editor overview

The default overview in the Manifest Editor presents the Manifest summary in the left hand panel, with the detailed metadata information in the right hand panel, together with the canvases that are present in the central grid view.

To add additional metadata to the Manifest for example, you can navigate to the 'Metadata' tab in the right hand panel and add appropriate values.

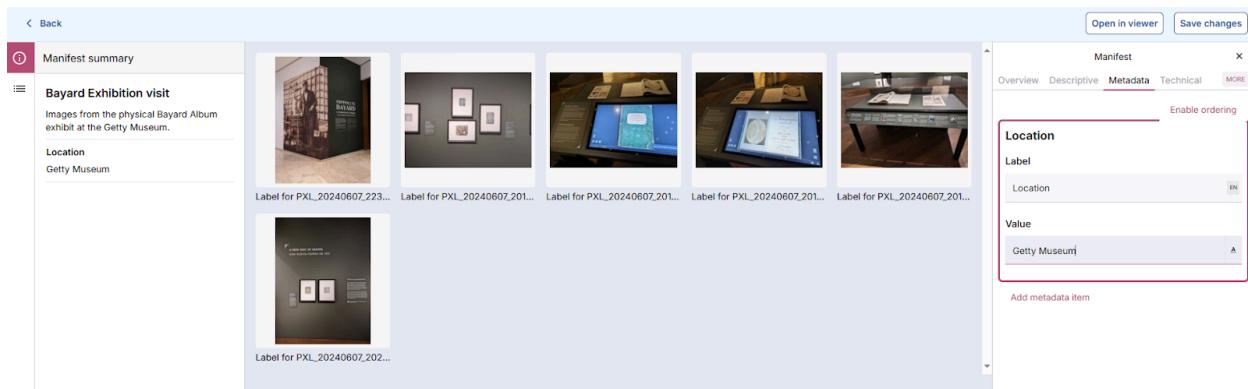


Fig. 23 - Manifest Editor adding metadata values

After making your change(s), use the 'Save changes' option to save your changes. You can then view your updated Manifest using the 'Open in viewer' option.

Clicking on the 'Canvases' icon in the left hand panel, navigates you to the Canvas view, with the right hand panel opening the metadata for the first Canvas:

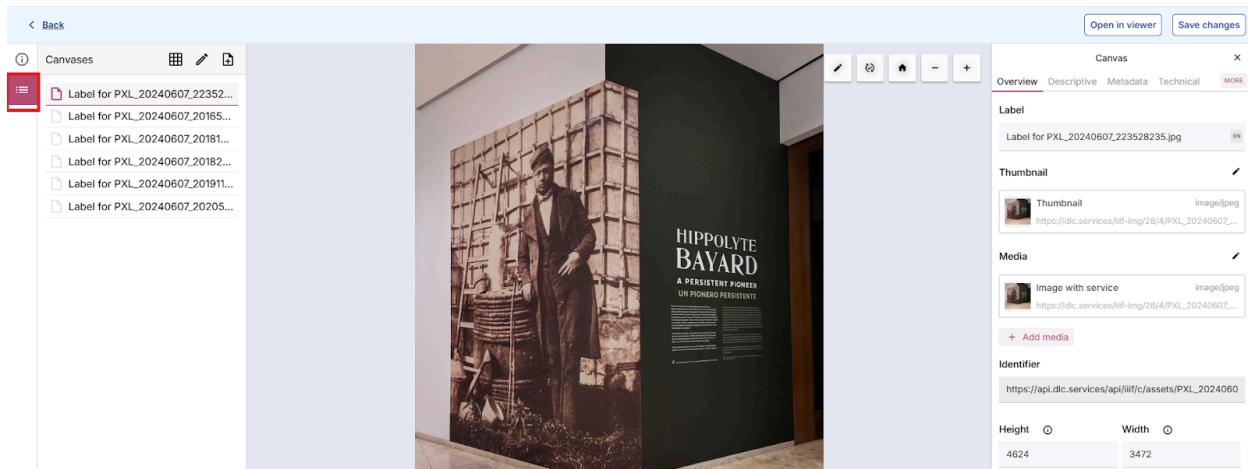


Fig. 24 - Click the Canvas icon to access the Canvas view

In the Canvas view, you can edit the metadata for each canvas using the right hand panel, and you can change the order of the Canvases within the Manifest or remove Canvases from the Manifest.

To update the order of the Canvases within the Manifest, click on the ‘pencil’ icon (‘Edit Canvases’) in the left hand panel top menu. Using the ‘=’ icon, you can drag the canvases into an appropriate order.

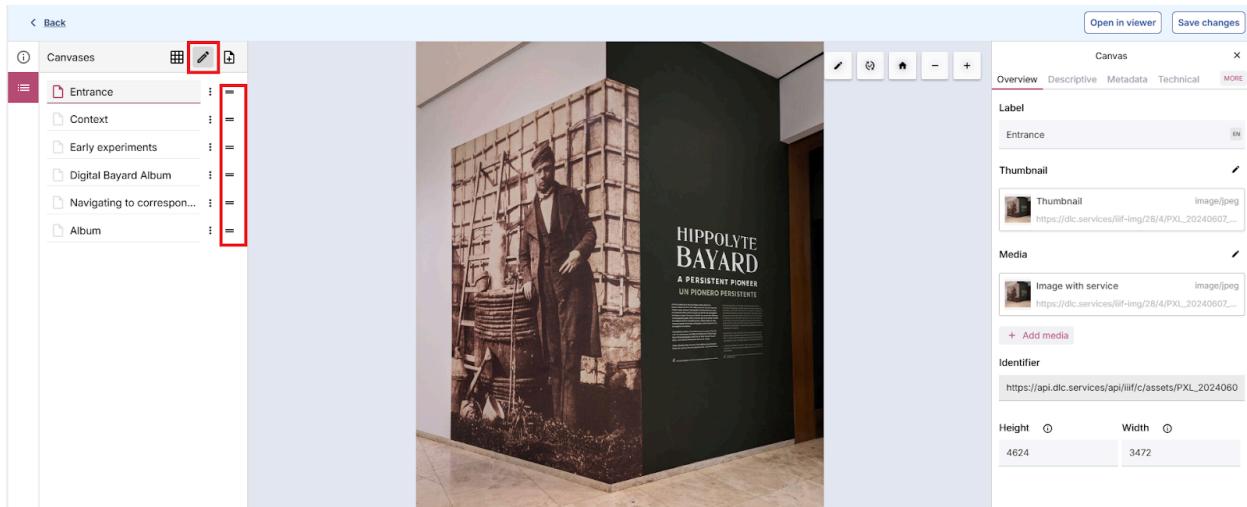


Fig. 25 - Reordering Canvases in your Manifest

Additional options including ‘Delete’ are available from the three dots menu next to each Canvas label:

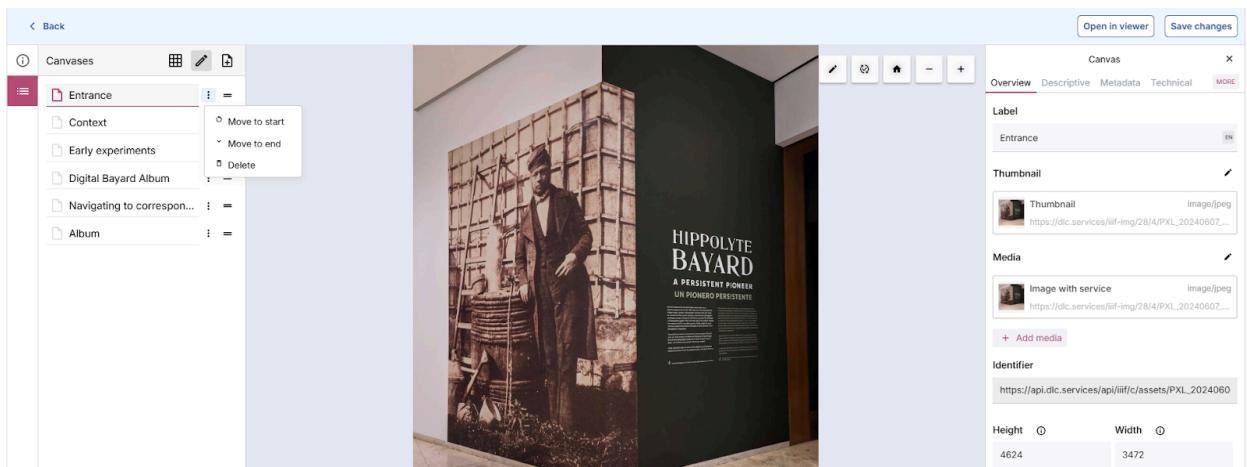


Fig. 26 - Deleting Canvases in your Manifest

Once you have completed your Canvas updates, click on ‘Save changes’. You can then take a look at your work or share it using the ‘Open in viewer’ link.

Use the ‘Back’ link to return to the Portal.

Importing existing manifests

Navigate to the IIIF Publishing area, and select the folder into which you wish to import the manifest.

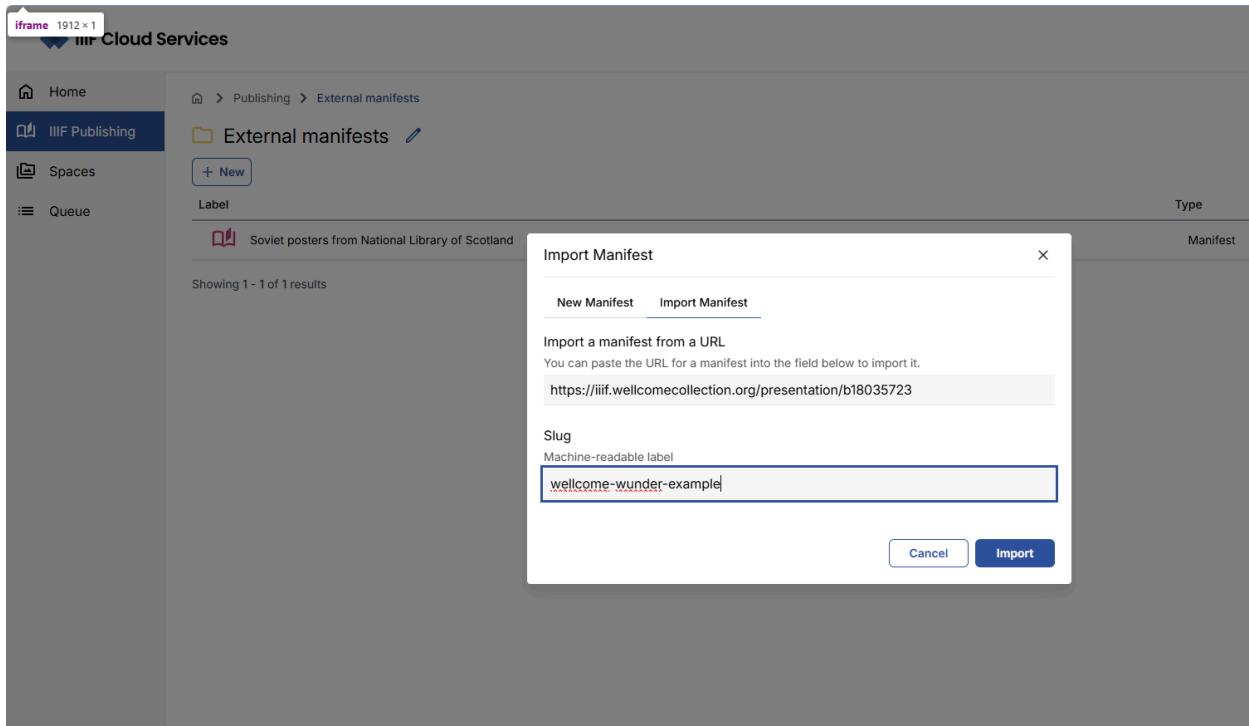


Fig. 27 - Importing an external manifest

Click New, then select the option to Import, which should import the valid IIIF Manifest, displaying the Manifest in the Portal view.

The screenshot shows the IIIF Cloud Services interface. On the left is a sidebar with links: Home, IIIF Publishing (which is selected), Spaces, and Queue. The main content area has a breadcrumb trail: Home > Publishing > External manifests > Wunder der Vererbung / von Fritz Bolle. The title is "Wunder der Vererbung / von Fritz Bolle." with a pencil icon. To the right are buttons for "Open in viewer" and "Edit w".

Manifest summary

	Label	Type	Identifier
	-	Canvas	/presentation/b18035723/canvases/b18035723_0001.JP2
	-	Canvas	/presentation/b18035723/canvases/b18035723_0003.JP2
	-	Canvas	/presentation/b18035723/canvases/b18035723_0004.JP2
	2	Canvas	/presentation/b18035723/canvases/b18035723_0005.JP2
	3	Canvas	/presentation/b18035723/canvases/b18035723_0006.JP2
	4	Canvas	/presentation/b18035723/canvases/b18035723_0007.JP2
	5	Canvas	/presentation/b18035723/canvases/b18035723_0008.JP2
	6	Canvas	/presentation/b18035723/canvases/b18035723_0009.JP2
	7	Canvas	/presentation/b18035723/canvases/b18035723_0010.JP2
	8	Canvas	/presentation/b18035723/canvases/b18035723_0011.JP2
	9	Canvas	/presentation/b18035723/canvases/b18035723_0012.JP2

Fig. 28 - Viewing an Imported Manifest

You can view (and edit) the Manifest in detail, by clicking on the 'Edit with Manifest Editor' link, which will allow you to view and update your copy of the manifest.

3.2 Using the API to create and update IIIF content

Manifests may be ingested into the IIIF Cloud Service via automated processes using available APIs - for example from a process that combines data from an institution's collection management system or digital preservation system. These scenarios can be discussed with your Digirati contact.