

PhotoManager

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Introduction

1 Introduction

Thank you very much,
that you chose the PhotoManager.



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First Steps

3 First Steps

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System Requirements

3.1 System Requirements

The PhotoManager should work on any machine that has a recent version of the Java Runtime Environment installed.

Installation

3.2 Installation

3.2.1 Requirements

The Java Runtime Environment is already installed, at least version 11.

3.2.2 Windows

Open the command line, change to the directory where the Jar file of the PhotoManager is located and execute the following command.

```
java -jar <Photomanager.jar>
```

3.2.2.1 Without Command Line

Create a new file with the extension ".bat" and write in the command above. Save the file in the same directory as the Jar file of the PhotoManager.

If you press this file now, the PhotoManager should start.

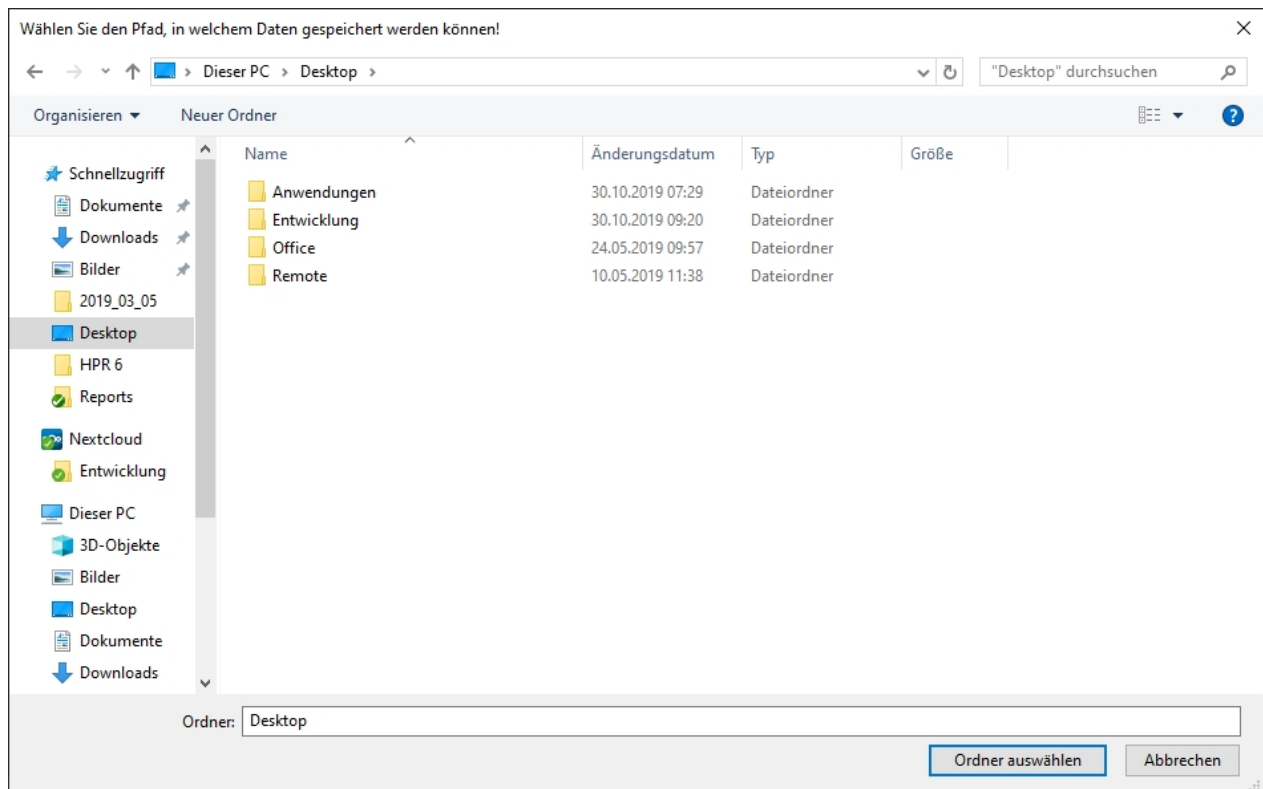
3.2.3 Linux

Open a terminal, change to the directory where the Jar file of the PhotoManager is located and execute the following command.

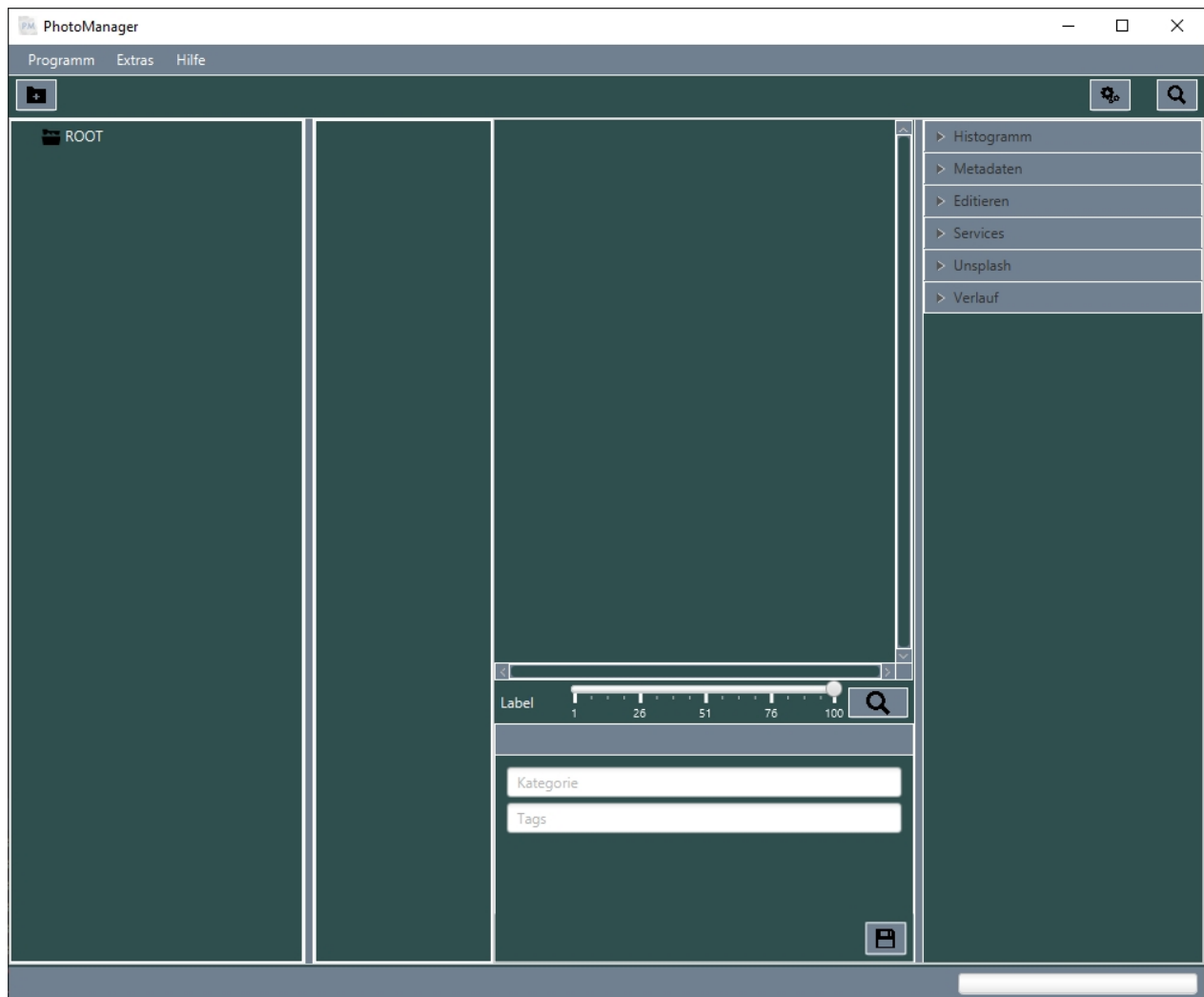
```
java -jar <Photomanager.jar>
```

3.2.4 First Start

When you start PhotoManager for the first time, the following dialog appears:

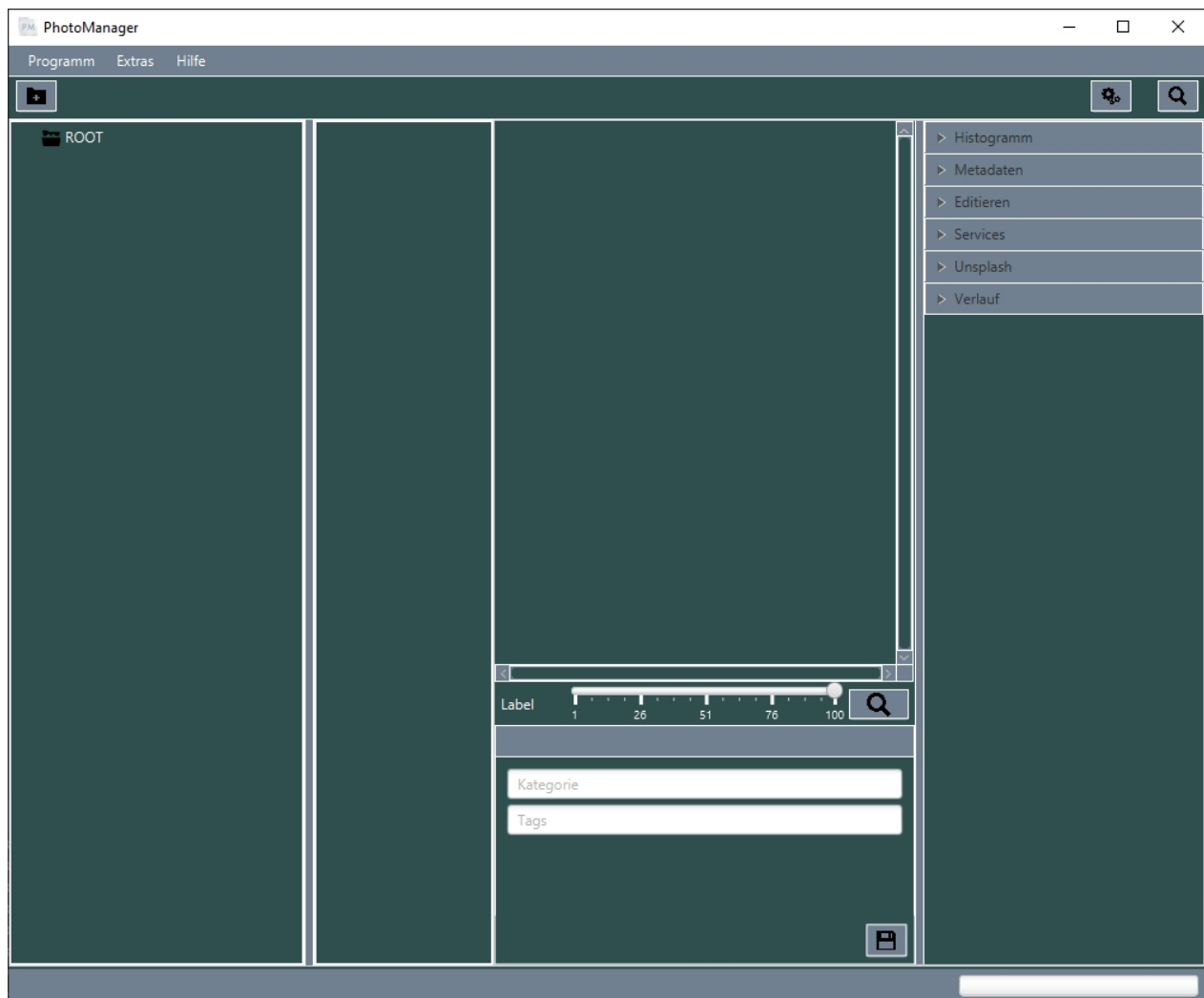


Here you can select a directory in which the PhotoManager stores the program files. Then the PhotoManager starts with an empty window.



Main-Screen

4 Main-Screen



Import Folders

4.1 Import folders

To work with PhotoManager, you need to import folders. These can be folders that contain a complete folder structure or just individual folders.

The import process may take some time, depending on the number of pictures.

If you click on the folder icon with the plus, additional options open, which look like this:



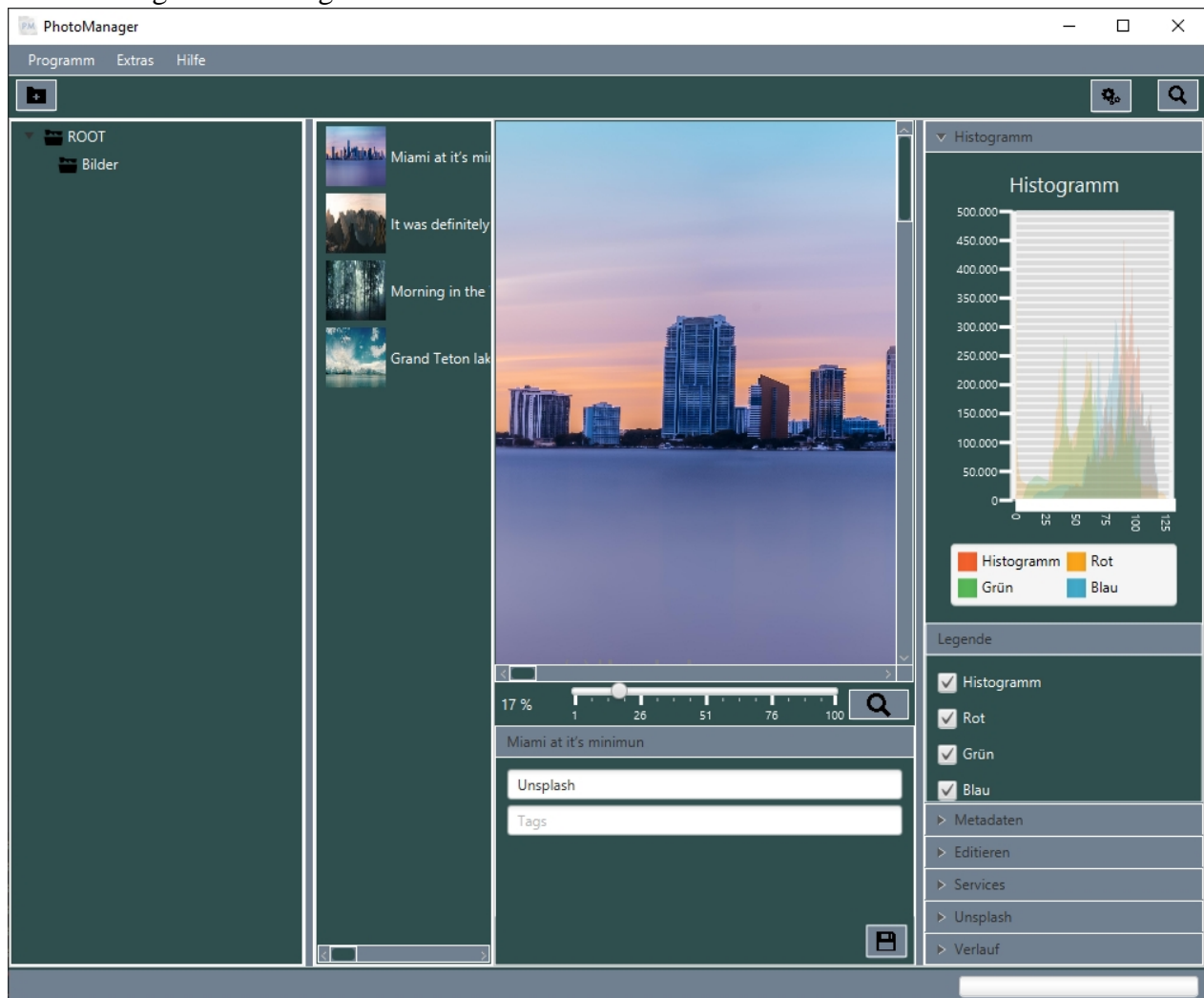
In the Name field, you can enter a name for the library. If you check Recursive, complete folder structures will be imported. The corresponding start directory can be displayed via the button with the 3 dots. From the floppy disk you start the import process.

Show Images

4.2 Show Images

To display images, you must first select the appropriate directory in the tree structure.

When you have done this, the images in it will be displayed in the list next to it, where you can now select an image to see in large.



Edit images

4.3 Edit Images

There are several ways to edit pictures. Under the main view of the picture you can assign a category and tags, so that you can find the pictures better by the search.

At the edge you can click on various points and expand them.

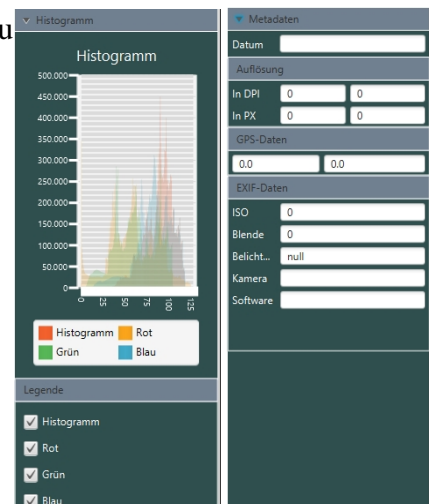
4.3.1 Histogram

In the histogram you can see the colour distribution in the image. You can remove the hooks in the legend so that less is displayed.

4.3.2 Metadata

Here you can see the metadata if it exists in the image. You can see the date on which the images were created, the size in pixels and DPI.

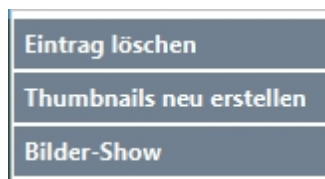
You'll also see information about the recording, such as ISO, aperture and shutter speed, or the camera that took the picture.



4.3.3 Edit

At the edit point you have some options to edit the image. You can change the hue, saturation or brightness. You can also add or resize images by rotating images. You see the change directly in the preview image.

If you click on the floppy disk, the change is accepted. And it appears in the history. There you can click on the changes and see how it affects the picture.

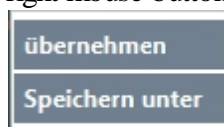


If you click on a folder and open the context menu with the right mouse button, you can delete the current entry, regenerate thumbnails or switch to the image show.

Export Images

4.4 Export Images

If you want to restore the changes to the hard disk, you must click on the corresponding image with the right mouse button. A context menu opens:



On Apply, you overwrite the image in the directory with the current changes. Save As lets you save the new image to any location.



Services

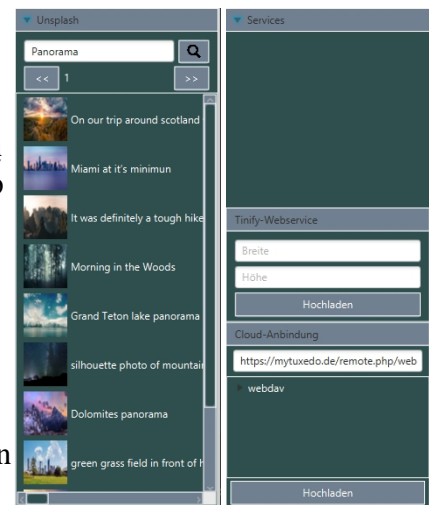
4.5 Services

4.5.1 Unsplash

The PhotoManager also accesses various services. About Unsplash you can get royalty-free images from the Internet and drag and drop into the library. To do this, you need to generate a key on Unsplash and make a note of it in the settings.

4.5.2 Tinify

With Tinify you can compress images, so you use less memory. To do this, you need to generate a key on Tinify and make a note of it in the settings.

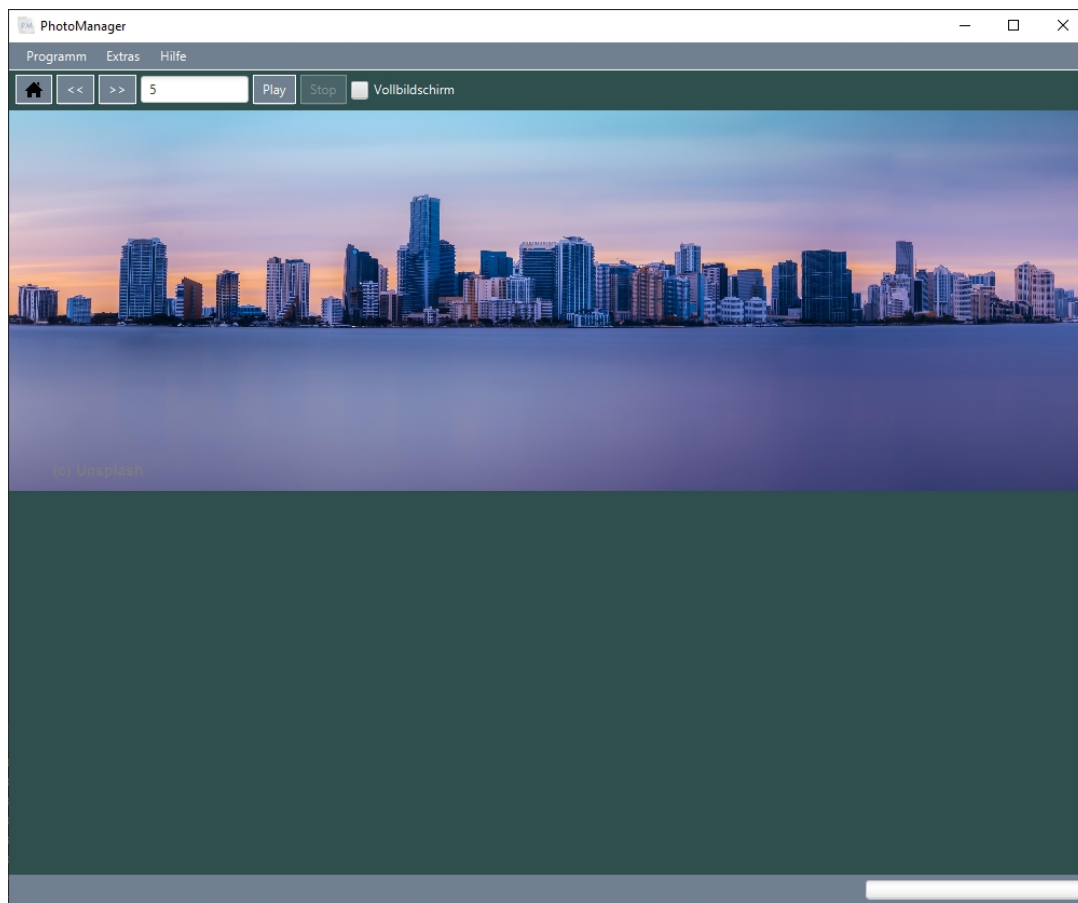


4.5.3 Cloud-Connection

You can upload images directly to a cloud using the Webdav log. To do this, you must enter your access data in the settings.

Slideshow

5 Slideshow



If you right-click a folder and go to Picture Show, you will come to the top view. Here you can still specify the time and specify whether the full screen should be displayed. With Play you start the picture show.

Settings

6 Settings

Here you can define settings.

☐ Debug-Modus aktivieren

You can check the debug mode here for detailed information on error messages, if any, or to change the current program directory.

Webservice-Schlüssel

Datei-Name

Data about Tinify can be given here.

WebDav-Pfad

Zugangsdaten

Access data to the cloud can be specified here.

Schlüssel

Geheimer Schlüssel

Data for Unsplash can be entered here. (The public key is enough right now.)