Auto-Key 2017 Manual

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Topic 1 Creating the Key

Steps:

A. New Key's Data

Create a new folder and title it the name of your key. The name will not affect the final app.

☑ 📁 Key Name - any name	6/20/2017 7:36 PM	File folder	

B. New Key Choices

Navigate inside the newly created key folder and create new folders for each choice the app's user will choose from. Name each folder the choice's description.

> Desktop > !Tree > Dr. Faucci Key

⌐ Name	Date modified	Type	˅ Size
📁 Long.. elongated or arranged in symmetrical chains or spirals	6/19/2017 4:22 AM	File folder	
📁 Other.. not of any of the above general shapes	6/19/2017 4:24 AM	File folder	
📁 Oval.. oval, elliptical or barrel-shaped	6/19/2017 4:22 AM	File folder	
📁 Round.. sphere-, disc, or star-shaped	6/19/2017 4:25 AM	File folder	
📁 Triangle or Cube.. triangle-, cone-, cup-, bell-, or cube-shaped	6/19/2017 4:21 AM	File folder	

C. More Choices

Each choice folder represents a question-set. Add more choice sub-folders in each choice to expand the key. These sub-folders will contain nested sub-folders that further identify the organism.

> Dr. Faucci Key > Round.. sphere-, disc, or star-shaped

⌐ Name

📁 Round, possibly with 2 long tentacles, transparent with iridescent bands or combs of cilia

📁 Round or sphere shaped

📁 Flattened, disc- or star-shaped

Tip: It may be best to switch to folder tree mode when creating lengthy keys.
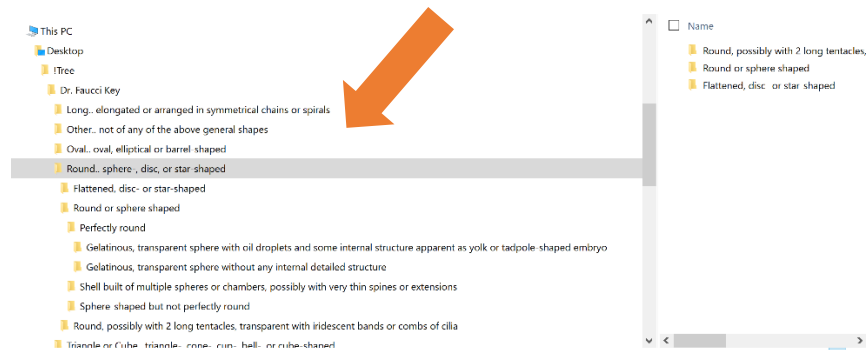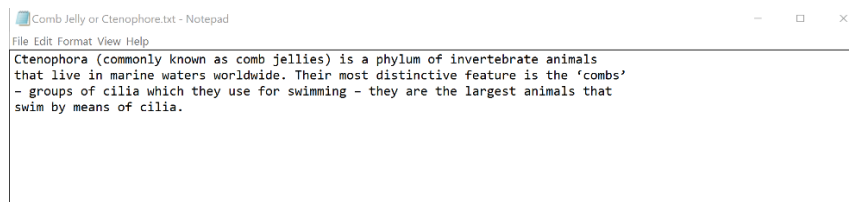

D. Indexing Your Organism

1. In the key's choice folder that should direct the user to the final organism, create a new text file (.txt) using Note Pad and name the file "Name of Your Organism".txt

note: there should be no sub-folders in this folder

2. Open the text file and write the organism's description. Hit save and close. This step is optional.

Tip: In the text file, hit enter as many times as you want, to increase the file's readability. Auto-Key will parse this txt file and remove new lines and double spaces between and new line words.

Topic 2 Adding Photos

A. Adding Choice Photos

Often, photos are needed alongside a textual explanation to fully describe certain key choices to the app's user. To add a photo to a key's choice, move a png or jpg file into the choice's folder alongside the choices sub folders.

☑ 🖼 AnyName.jpg
- 📁 Round, possibly with 2 long tentacles, transparent with iridescent bands or combs of cilia
- 📁 Round or sphere shaped
- 📁 Flattened, disc- or star-shaped

There is a limit one photo per choice. In the app, this photo will appear to the right of the option's description.

B. Adding Organism Photos

In the case of the final organism's photo, add one png or jpg photo alongside the description txt.

| ☑ 🖼 AnyName.jpg | 6/19/2017 4:28 AM | JPG File | 100 KB |
| 📄 Comb Jelly or Ctenophore.txt | 6/19/2017 4:28 AM | Text Document | 1 KB |

Topic 3 Special Characters
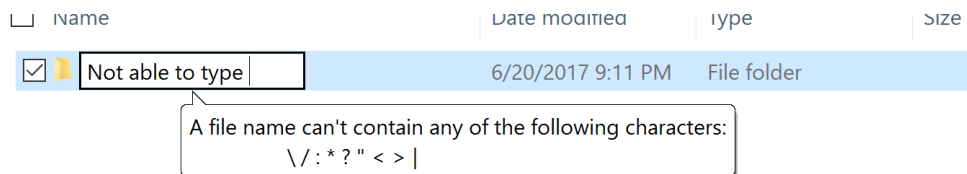
There are some characters which you cannot type in the name of a folder, yet might wish to type in a choice description.

	Name	Date modified	Type	Size
☑	Not able to type	6/20/2017 9:11 PM	File folder	

A file name can't contain any of the following characters:
\ / : * ? " < > |

When renaming a folder or txt file, to a name that contains unsupported characters, replace those characters with the following:

Char - Replacement

> ":" = ".."

> "?" = "~Q"

> "*" = "~#"

> "/" = "~B"

Auto-Key will substitute the char for the char replacement.

Example Folder:

> From: " Walruses.. Are they the best animal in the world~Q "

> To: " Walruses: Are they the best animal in the world?

There are also some characters which cannot be written in JS strings which will be the storage format of the key in the app.

Chars - Unsupported

> `|&;$%@"<>()+,`

Do not use these unsupported characters, as the app will not display them properly.

Topic 4 Using Auto-Key to Convert to JS

Auto-Key parses through the key's folder structure and creates a code version + scaled images for the app.

A. Opening Auto-Key
Open Auto Key by clicking AutoKey.exe

|			
lib	6/21/2017 3:10 PM	File folder	
source	6/21/2017 3:10 PM	File folder	
☑ ▶ AutoKey.exe	6/21/2017 3:10 PM	Application	87 KB

B. Importing Key
Import the first dichotomous key folder we made by clicking the programs **import** button navigate to the key folder and clicking **open**.
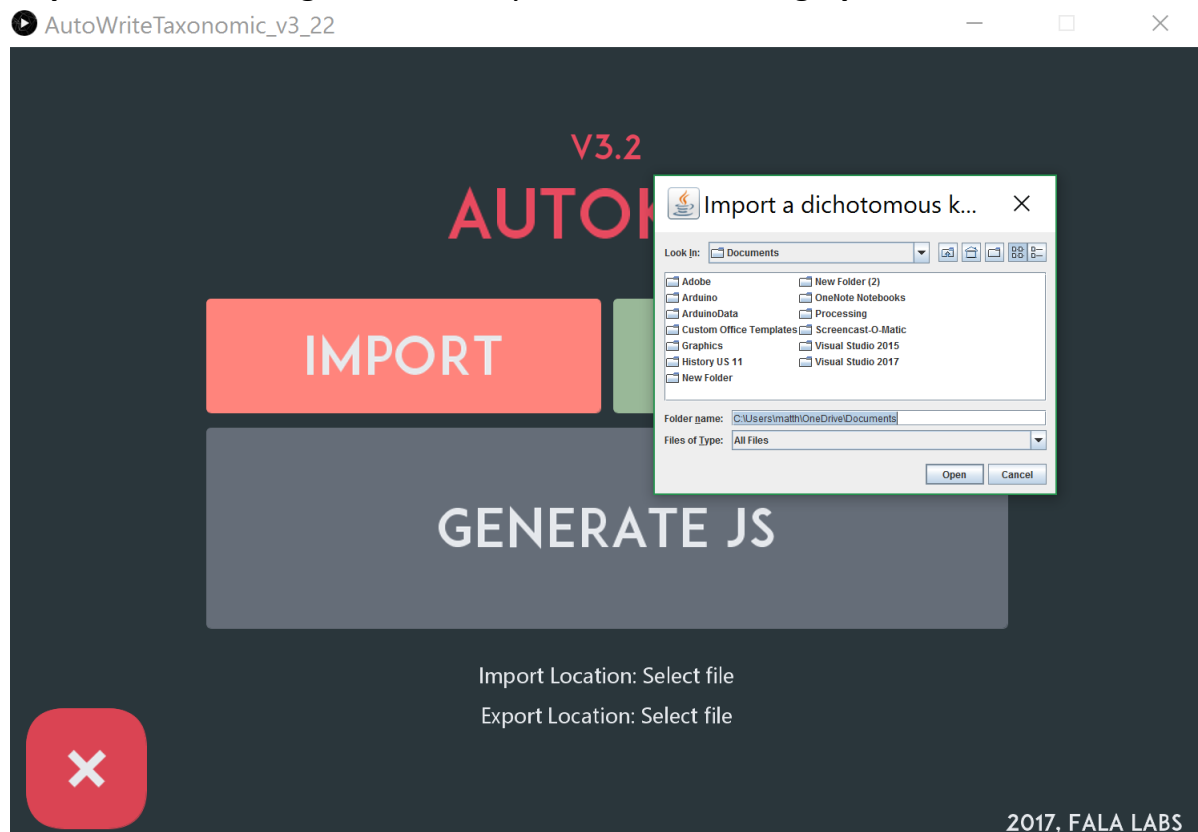
C. Choosing Export Location

Choose the converted file's export location(usually the app's main work folder) by clicking export, selecting the folder you wish to export the JS and img files to, and clicking open.
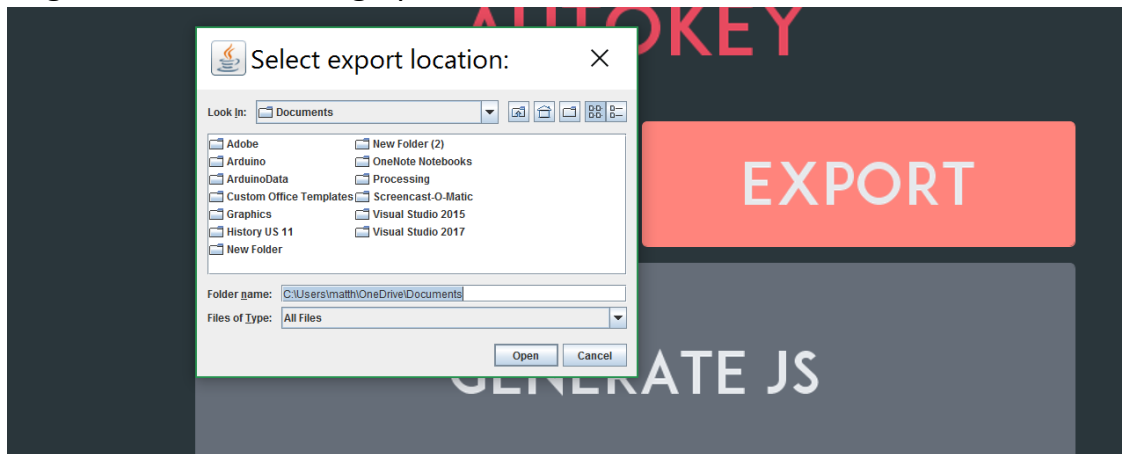

D. **Generating the app's JS data files**

The **generate button should change color** when both import and export locations are chosen. If you are unhappy with your folder selections, hit the red X button in the lower left to start over. Otherwise **click Generate JS.**

If the process was successful, the Generate JS button should become grey, and the message "Done!' should appear at the bottom of the application.

Import Location: Select file
Export Location: Select file
Done!

2017, FALA LABS
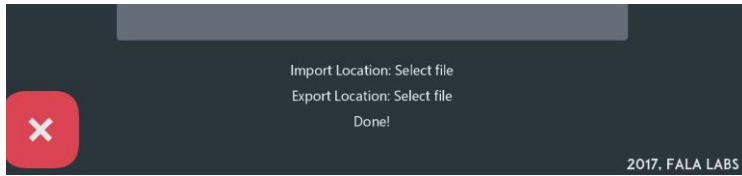
If an error message appears instead, contact Matthew Fala at

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