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Asset File Delivery via Sandpiper

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Doug Winsby (https://autocare.communifire.com/people/dougwinsby) 5/31/2020

When I introduce the concept of Sandpiper to people, their immediate response is often

"will it deliver my images? That's such a pain for us!"

I wonder if we should push for this functionality with the 1.0 release (to give one more reason for adoption)?

It would not be too difficult to add a sandpiper assets command to the CLI that takes a directory of assets and an Excel file, and adds/drops grains to bring the Slices up to date.

The Excel file would simply have a filename (with optional Asset ID) and a Slice Name (or slice_id).

If the Asset ID was not available, one would be provided for them. These would become the Grain IDs.

They still need to send a manifest file (hopefully as a pies-file grain), but it would make sure the assets themselves were delivered properly to all subscribers.

The existing sandpiper pull command could then be used to extract these files to the file system.

asset-file (/spaces/127/sandpiper/searchresults?keyword=%22asset-file%22&searchtags=1)



Krister Kittelson (https://autocare.communifire.com/people/krister-kittelson) 6/1/2020

:

It might make sense to do, now that we have the model more firm, though we should play through the file-as-grain approach to make sure it works.

Functionality wise I think the idea of having a simple command to import probably makes sense.

Model-wise, we built in a stub for this already with the slice type "full-file" for the Level 1 slices, and "asset-files" for file-based granulation of assets.

The full file would probably need to be held as an archive of some kind, a zip or tar.gz or whatever, and be that level 1 archive as its own slice. Then we'd get the file enumeration as a separate slice, linked, just as if we were doing a PIES item slice on the full PIES file for example.

For a grain key, we really have to pick something that's inherent in the data itself. Since we're using files as the perspective, I think that key should be the path of the asset (including the filename). The ID of the grain is still a UUID that serves as the proper asset ID.. but the granulation itself is an accessor method really.

Here's a short example of what I'd think we would store, and I'm assuming there's an embedded pies file in that zip too (if not, that last slice would be removed):

Slice					Grain
Description	Туре	Format	Version	Filename	Key
Wiper Assets	full-file	archive	zip	BAP_Wipers_Assets_2020-06-01.zip	
Wiper Assets - Files	asset-files				/Web/ABC123-FRO.jpg
					/Web/ABC123-LEF.jpg
					/Web/ABC456-FRO.jpg
					/Web/ABC456-TOP.jpg
					/Print/ABC-123-FRO.jpg
					/Print/ABC123-LEF.jpg
					/Print/ABC456-FRO.jpg
					/Print/ABC456-TOP.jpg
Wiper Assets - Parts	pies-item	PIES	7.1		ABC123
					ABC456

Reply (/forums/post?tid=5988&ReplyPostID=5990&SpaceID=127)

Answer



Doug Winsby (https://autocare.communifire.com/people/dougwinsby) 6/1/2020

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On 6/1/2020 11:59 AM, Krister Kittelson said:

The full file would probably need to be held as an archive of some kind, a zip or tar.gz or whatever, and be that level 1 archive as its own slice. Then we'd get the file enumeration as a separate slice, linked, just as if we were doing a PIES item slice on the full PIES file for example.

I originally considered sending the archive, but I feel it goes against the "granular" nature of sandpiper. Plus, it's not necessary (with L2 grains).

So I see each asset being encoded in a separate grain (zipped). These could belong to one or more slices (according to how they want to split them up).

The metadata would be delivered as a L1 pies-file slice (no change from what we are already doing there).

The <code>grain-key</code>, I think, should somehow link back to the PIES file. That could just be the FileName (P05), but maybe a better key would be a json string with any keys needed:

```
{ "LanguageCode":"EN", "FileName":"123.jpg", "AssetType":"P01" }
```

We also have a "Source" field in the Grain that could be used for the full file path.

The sandpiper asset "grainulator" (see what I did there?) could be smart enough to only update (delete/add) grains that have changed. It could even generate the metadata net-change PIES file.

One question I have, though, is what would actually be helpful for the receivers. Are they getting just net change assets now? If that is their workflow, would having an updated list of all assets along with a net-change file actually be useful?

Reply (/forums/post?tid=5988&ReplyPostID=5991&SpaceID=127) Answer



Doug Winsby (https://autocare.communifire.com/people/dougwinsby) 6/1/2020

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On 6/1/2020 4:30 PM, Doug Winsby said:

So I see each asset being encoded in a separate grain (zipped). These could belong to one or more slices (according to how they want to split them up).

What I meant to say here is that a slice could have one or more grains assigned. Of course, a single grain can only be assigned once. (I suppose they could create another grain for an asset and assign it to a different slice, but that sounds like poor planning).

Like

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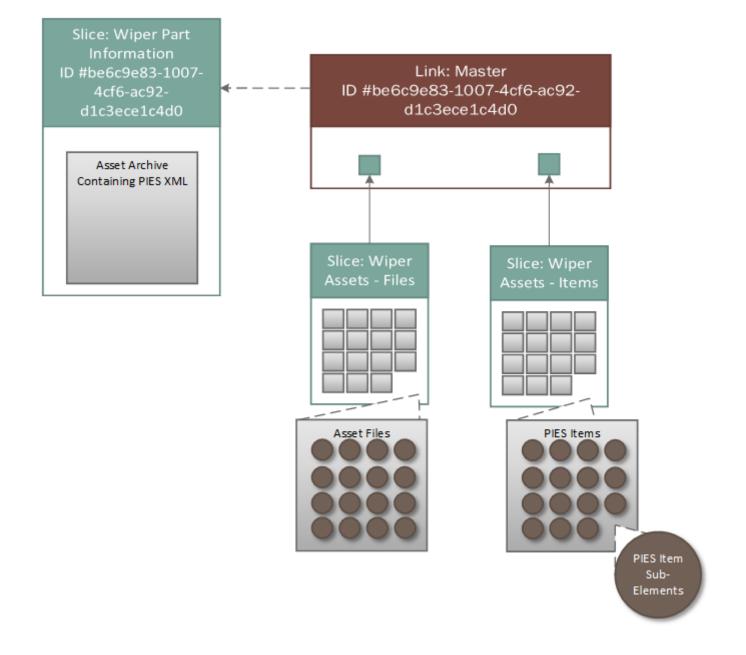


Krister Kittelson (https://autocare.communifire.com/people/krister-kittelson) 6/3/2020

On 6/1/2020 4:30 PM, Doug Winsby said:

I originally considered sending the archive, but I feel it goes against the "granular" nature of sandpiper. Plus, it's not necessary (with L2 grains).

What I was intending was to use the same kind of "Full-File Slice, granulated L2 Slices linked to it" method, so that L1 recipients can receive a full asset file as usual but L2 capable and aware clients can skip that step and subscribe to the L2 slice.



I want to avoid compounding keys. The grain key should be a single, unambiguous value.. to avoid all the difficulty in trying to cross-reference multiple fields and duplicates. That's why I think the grain-key should be the asset path because this is the primary identifier in the grouping of data; you can't actually have a duplicate of it. It's the only unambiguous key..

Then, if people want to reference part number to asset file, I think they need to be using a PIES XML file or some other supported asset map in that slice. Or be doing it in their PIM. Because what happens when an asset is applied to multiple parts using multiple orientations, and those parts themselves have multiple other assets that are also shared? It gets sticky fast!

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Yes, I agree with you on the compound key. Too messy.

I'm not sure I follow your diagram. Are you using slice_metadata to tie slices together? If so, why is that necessary? Doesn't the data itself (in the PIES file) make that connection?

My trouble with "archive" is probably definitional. When I see "Asset Archive" I think of a zip archive containing lots of asset files. This is what I think we should avoid.

no-zip-files (/spaces/127/sandpiper/searchresults?keyword=%22no-zip-files%22&searchtags=1)

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