# falconG Responsive Gallery generator

Version 1.1

## description

The falconG program generates a multi-language, responsive (mobile first) hierarchical WEB gallery from

1. any directory (folder) and its sub-directories which contain JPG, PNG, GIF, BMP image files and helper files describing the order, the title and the description of these images. It can process a JAlbum ([www.jalbum.net](http://www.jalbum.net)) generated gallery source[[1]](#footnote-1). OR
2. from a special gallery structure file and a series of images.

The user can specify all aspects of the galleries.

The resulting gallery may contain a virtual hierarchy of image galleries for all of the specified languages, Google Analytics code, Facebook like/share links can be added to the galleries and watermarks to the images.

## features

1. Responsive photo gallery with freely modifiable colors and fonts.
2. Each sub gallery has as many HTML files.as there are languages.
3. Any image may appear in any number of galleries. Minimum disk space is used, because only one copy of the image is stored on disk.
4. A watermark may be applied to all images in a user specified position.
5. Google analytics code
6. All images in the gallery are stored in the same directory and all albums are in a single different directory on disk.
7. Image and gallery names are not the original file or directory names.
8. The number of images and sub-galleries are only restricted by free disk space, although with tens of thousands of images or sub-galleries the access speed may be low (this depends on the operation system.)
9. The galleries can link to externally created ‘About’ pages.
10. A simple index file (named *\_index.html*) is generated for each languages, but you can use your own index page and can put the gallery in an IFRAME.

## How to Use

The gallery is generated from image files and optionally some text files on the user’s machine (called the **source gallery**) into a different directory on the same machine.(**destination gallery**). The content of the destination gallery is the one to upload to the server machine.

To be able to generate a gallery for either more than one UTF-8 encoded language or for a single language different from (American) English you need one or more language files. An American English language file called *en.lang* is provided in the program directory and you can translate its content to any language you need[[2]](#footnote-2). The name of the language files is not important, but its e extension must be ‘.lang’. Each language file must start with the line: *falconG Language file* followed by lines in format *name=text.* Only the *text* part should be translated. Please look up your country code ont he net and please translate the copyright text too[[3]](#footnote-3). The order in which language files are searched for is:

1. source directory
2. destination directory or
3. program directory

Do not use more .lang files as you plan to use languages! For instance if you only want to use German, then only put the single *de.lang* file into the source directory.

The next step depends on whether you want to use

1. A single UTF-8 coded *gallery.struct* file, or
2. a hierarchical directory structure with images and optionally text files for file ordering, image/album title and description.

### Case #1

source images (jpg, gif or png) can be in any directories on your hard disk. At the moment you must create the gallery.struct file by hand in this case using any UTF-8 capable text editor. These are the ones that long ago was called ASCII editors. Do not use document editors (Word, OpenOffice, etc) to edit your files!

### Case #2

Source images (possibly together with text files for file ordering, image/album title and description) are already in a hierarchical directory system. If you have downloaded the program JAlbum when it was still free for personal use you can use it to create all sub-directories and all text files. If you don’t have it just put the images into a hierarchy and do not care about the texts. When you run falconG to process a directory without the *gallery.struct* file it will create one and you can add the texts later to it[[4]](#footnote-4).

## File Structures

1. AFAIK there are no multi-language JAlbum gallery, but if you delimit your text for the different languages with two consecutive ‘@’ characters (example: @@English Text@@Dautcher texte@@Texto en alemán@@), then falconG will generate separate HTML files for all languages. (You must also have the corresponding .lang, files.) [↑](#footnote-ref-1)
2. If you plan to use different language sets to different galleries then it makes sense to put the corresponding *.lang* files into the source gallery directory. [↑](#footnote-ref-2)
3. I respectfully ask you to *not replace* the copyright text with one of your own. [↑](#footnote-ref-3)
4. Checking to checkboxes you make falcon to generate empty text holders for all languages. You only need to fill them in. [↑](#footnote-ref-4)