

PhotoStuff Quick-Start Guide

Running PhotoStuff

Running PhotoStuff once you have it installed on your system is simple. Just double click “PhotoStuff.jar” in the “lib” directory to start the program. Alternatively, you can run “java -jar lib\PhotoStuff.jar” from the main PhotoStuff directory to run the program. If you have the webstart version, you simply need to double click the JNLP file.

Loading Media

If you have a URL to the media, you can enter it into the address bar in the main window. PhotoStuff will load the specified URL and display the media in the interface. If the media is on your local machine rather than somewhere on the web, you can hit the “Browse” button next to the address bar and select the local file. The selected file will be loaded from your hard disk and displayed in the main window. You can also drag a file from your desktop or a folder into the main window to open a local file.

Alternatively, you can go to “File->Load Media” and get a URL dialog. You can either hit “Browse” and select a file from your local hard drive, or you can enter a valid URL for a resource out on the web. When you hit ok, the media at the specified location will be loaded into PhotoStuff.

Loading Ontologies

If you know the physical URL to an ontology on the web, you can type that into the address bar and PhotoStuff will load the ontology at the specified location. If the ontology is saved to your local hard drive, you can hit the “Browse” button to bring up a dialog that will let you select an ontology from your hard drive.

Alternatively, you can go to “File->Load Ontology” which will bring up a URL dialog. You can either enter a valid URL into the text box, or you can hit the “Browse” button and select a file from your local hard drive.

Setting the Current Store

The current store is the database you would like to use when you are populating the media list, searching, and creating the instance form. To set the current store, just select the desired store from the combo box next to the address bar. If a connection to the store does not exist, one will be created. When you connect to a store, the media list will display all the media found in that store and the store will be used when displaying an instance form, or doing searches.

If you set the current store to be anything other than the local store, all store-based operations, such as displaying the media list and populating the instance form will search the local store as well as the selected current store. This way you can use the data in your local environment in conjunction with data from a remote store when creating your annotations.

Adding Depictions

The easiest way to create a new depiction is to drag a class from the class tree to your media. This will create a new instance of the specified class type. When you save the new instance, the depiction assertion will also be saved.

If you have specified regions in your media, you can drag a class from the class tree to one of these regions and create a depicts assertion for that region. Again, the depicts assertion will be saved when the depicted instance is saved in the form. If you choose not to save your instance, the depiction will also not be saved.

Right-clicking on the media will bring up a pop-up menu. One of the items in this menu is “Add Depicts” which has a submenu of all the classes currently loaded into the tool. This is a quick and easy way to add depicts to a media object. If you right clicked inside a region, the depicts assertion will be made for the region you clicked inside of, otherwise the assertion will be made for the entire media itself. This is analogous to dragging a class from the class tree and dropping it somewhere within the media itself. You can also drag classes from the class tree to media thumbnails in the media list. This will create a depicts assertion for that media using the new instance you created.

You can also create depictions using pre-existing instances. You can drag any entry from the instance list to the media thumbnails to assert that instance is depicted by the specified media. You can also drag instances from the instance list to the main media component, either to the media itself, or to any of the regions of the media to create a new depicts assertion using a pre-existing instance. You can also drag to any of these locations from the list of search results.

If you would like to make a depicts assertion for several media objects in the media list, you can select these, either by using the “Select All” command from the media list right-click menu, or by selecting them one by one using Ctrl-Click. When you drag a class or instance to multiple selected media objects, the same depicts assertion will be made for all selected media. Note that you cannot make assertions about sub-region depictions using this method, batch annotations for sub-regions across multiple media objects is not currently supported.

Instance Form

The instance form is where you can enter and edit data for any new or existing instance. The form is based on properties that are in the domain of any of the types of the instance, or are associated with any of the types of the instance via some restriction. Widgets are shown for each property, and a specific editor widget is shown based on the type of the property, whether it is an object or data property.

Saving Markup

Once you have created some markup using PhotoStuff, you can submit that markup to the location of your choosing. There are three options, saving to the console, saving to a file, and submitting to a database. If you choose to save to the console, the RDF/XML results of your markup will be printed out to the application console. If you want to save to a file, you will get a file dialog to select the desired output location. PhotoStuff will save the RDF/XML results to the specified file. Finally, you can submit to a database. Just select a database from the list in the dialog. Follow any on-screen prompts for user or login information required for accessing the database. Once you have finished these procedures, the markup created by PhotoStuff will be saved to the remote location.

Searching

You can search through the markup you have created as well as the information in the current store to find instances and media that matches your search criteria. To do a simple keyword search, enter your keyword into the search text field and hit "Search." Your keyword will be matched against the labels and id's of all instances and media locally and in the current database. Any instances that match your keyword will be returned in the set of search results. Media depicting these instances will also be returned.

To restrict hits to a certain type, you can select a class from the drop down list next to the search text. All of your search results will be instances of the specified type, or media which depicts instances with the specified type which match the keyword. The classes presented in the drop-down list used to filter your search results is the list of all classes you've loaded into the tool.

You can double click on any of the results to open them in the tool. If the result is a media object, the media object will be opened in the main application window. If it was an instance, the instance form will be opened with the selected instance open for editing.

Creating Regions

When you have an image loaded, you will see a tool bar above the image. This toolbar gives access to various operations that can be performed on the image. You can zoom in or out on the image or you can use one of the drawing tools to draw a shape over a certain area of the image. These are regions of the image, and outline specific parts of the image that are of particular interest to the user. You can create depictions for media regions by dropping an instance or class into the regions.

Creating a Local Store

From the menu bar select 'Advanced' -> 'Create Store'. In the next dialog, select 'File Store'. Then fill in the store name (whatever you wish), for example 'My local store', and then enter the file name (whatever you wish), for example 'local.rdf'. Then click ok. We are done! Now you can connect to the store we just created by selecting 'My local store' from the drop down list of stores.