

ByStar Autonomous Content Production And Administration Examples

A How To Guide For Creating And Publishing Multi-Media Content

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Part I

Overview

Outline of This Part – Overview

- 1 Assumptions – Pre-Requisites – This Is A How-To Document
 - Pre-Requisites And Related Topics
 - Pointers To Related Topics And Documents
- 2 Scope And Contours Of This Examples And How-To Document
 - How-To – Topics Overview
- 3 Obtaining The Sources Of This Document – Obtaining BISOS And Related Components
 - Obtaining Source Of This Document – Pointers To Git Repos
 - Obtaining BISOS And Related Components

Pre-Requisites And Related Topics

This is a “How-To” document.

It assumes that you are already familiar with ByStar Content Production And Administration Concepts.

The following related documents are available.

Pointers To Related Topics And Documents

***ByStar Autonomous Content Collaborative-Authorship,
Generation, Publication, and Distribution Software And
Services***

<http://www.by-star.net/PLPC/180038>

***The Libre-Halaal ByStar Digital Ecosystem
A Unified and Non-Proprietary Model For Autonomous
Internet Services
A Moral Alternative To The Proprietary American Digital
Ecosystem***

<http://www.by-star.net/PLPC/180016>

How-To – Topics Overview

Multi-Media Content Authorship – Integration Of Multi-Lingual Text + Images + Audio + Video

- Base And Template Selection
- MetaData Configuration And Editing
- Creating Frames And Adding Text
- Adding Images
- Preparing For Multimedia Additions
- Narration – Voice-Over Recordings
- Video Additions – Recordings and Screen Captures
- Publication
- Mailings And Distribution

Obtaining Source Of This Document – Pointers To Git Repos

NOTYET

Obtaining Source Of This Document – Pointers To Git Repos

Obtaining BISOS

Obtaining related Components

Outline of This Part – Initial Selections: BxIO/Repo, Content Base, Content Language And Content Form

- 4 BxIO/Repo Selection
- 5 Content Base Creation
- 6 Content Languages Selection
- 7 Content Forms Selection
- 8 Build A Starting Point For Content Development And Processing

BxIO/Repo Selection

- Sources for production of content are kept in:
 - Git Repos
 - ByStar Information Object Containers
- Decide on which BxIO/Repo you want to allocate to the content.
- If needed create a Git Repo or a BxIO for the content.

Content Base Creation

Within the selected BxIO/Repo you now need to create a base for the content

- cd to BxIO/Repo
- mkdir contentBase
- cd contentBase

For example, /lcnt/lgpc/examples/permanent/bxde/en+fa/pres+art/ex1

Content Languages Selection

Multilingualization

- Decide On Primary Language Direction – en+l2r fa+en=r2l fa=r2l en=l2r
- Decide On Secondary Languages If Any – english, farsi
- Combine The Primary And Secondary Languages – en+fa, fa+en
- When Only The Primary Language Is Needed, Just Select That – en, fa

Even when your text is expected to be in a single language, it is still a good idea to select more than one language so that multi-lingualization support is in place.

Content Forms Selection

- Decide on Desired forms – Presentation, Article+Presentation, Article – Memo, WebPage, Mailings
- Article form can also be: Memo, WebPage, Mailings
- Presentation form can also be: WebSlider
- When wishing to have both Presentation And Article forms, one needs to be considered primary. pres+art and art+pres are slightly different.

Content Language And Form Selection

Based on your languages selection and your forms selection you can now create a starting point

- `lcnLcntGens.sh` – is used to create starting points for content development
- In `CntnBaseDir`, run `lcnLcntGens.sh` –
- From the offered list, select languages and forms

Running that, auto assigns a “Content Number” for you.

Your `BxIO/Repo` and location determines Author, organization and Publications Destinations.

In `CntnBaseDir` you now have starting point tex files, `lcntProc.sh`, `panel.org` and `LCNT-INFO`.

- NOTYET – Text from `lcnLcntRoadmap.sh` comes here

Outline of This Part – Metadata Configuration – Build Verification And General Orientation

9 Metadata Configuration

10 Build Verification

- Content Processing – With `lcntProc.sh`
- Content Processing – With `Panel.org`
- Content Processing – From LaTeX Sources

Metadata Configuration

- `lcnLcntGens.sh` has created for you `LCNT-INFO` with initial values. You may need to configure these values.
- Run: `lcntProc.sh -v -n showRun -i editLcntInfo mainTitle shortTitle subTitle subSubTitle description` to specify the name/title of your content.
- Run: `lcntProc.sh -i dblockUpdateFile articleEnFa.ttytex presentationEnFa.ttytex presArtEnFa.ttytex` to update all relevant dblocks to reflect the changes that you made to the `LCNT-INFO` metadata.

You now have a starting point. You can next build this initial content.

Different Ways of Building The Content

Three different ways of processing your content.

- Command-Line Bash ICM – IcntProc.sh
- ICM Panel – Panel.org
- Org bash command from within LaTeX sources in org-mode

Content Processing – With `lcntProc.sh`

- `lcntProc.sh`
- `lcntProc.sh -i fullUpdate`
- `lcntProc.sh -i fullClean`
- `lcnLcntInputProc.sh -p inFormat=xelatex -p outputs=pdf -i buildDocs presentationEnFa.ttytex`
- `lcnLcntInputProc.sh -p inFormat=xelatex -p outputs=heveaHtml -i buildDocs presentationEnFa.ttytex`

Content Processing – With Panel.org

- Visit Panel.org
- Select “run mode”
- Just click on what you want

Content Processing – From LaTeX Sources

- Visit any of presentationEnFa.ttytex articleEnFa.ttytex bodyPresArtEnFa.tex
- Switch to org-mode Overview – [F12-F12]
- Click on Build & Preview Choices

Outline of This Part – Adding Structure And Multilingual Text

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 - MasterLangs.ttytex and BodyForm.Langstex Canonicalization
 - Conditional Processing Features
 - Multilingualization Features In Left-To-Right Masters
 - Multilingualization Features In Right-To-Left Masters
- 12 Presentation Form Features
 - Structure Of Presentation Form Content
 - DB-Frames Snippets
 - Frame Content Snippets
- 13 Article Form Features
 - RefTeX Mode – ref, cite, index
 - Glossaries

Multilingualization Features

Left-To-Right Masters

- presentationEnFa.ttytex and presArtEnFa.ttytex input
bodyPresArtEnFa.tex
- articleEnFa.ttytex input bodyArticleEnFa.tex

.ttytex files are NOT intended to be considered “generally editable”.
They are driven by LCNT-INFO metadata through dblock updates.
They are customized by dblock argument selections
They are extended by
inputs additions.

- bodyPresArtEnFa.tex has presentation form content
- bodyArticleEnFa.tex has article form content

Conditional Processing Features

- `beginpresentationMode` – ByStar-Extention (LaTeX and HeVeA)
- `beginarticleMode` – ByStar-Extention (LaTeX and HeVeA)

- `latexonly` – HeVeA provided
- `htmlonly` – HeVeA provided
- `rawhtml` – HeVeA provided

Multilingualization Features

Left-To-Right Masters

- right-to-left

Multilingualization Features

Right-To-Left Masters

- right-to-left

Different Ways of Building The Content

- DB-Frames Snippets
- Frame Contents Snippets

Structure Of Presentation Form Content

beginsection – Snippets -> bx-latex-mode -> Parts DBlock

- Frame Head – Snippets -> bx-latex-mode -> DB-Frames
 - Frame Body – Snippets -> bx-latex-mode -> Frames-Content
- Frame Head+Body – Snippets -> bx-latex-mode -> DB-Frames Plus
- Frame Inputed Body
- Videoed-Frame as Frame Inputed Body –
- Frame End – endframe

DB-Frames Snippets

YASnippets:

- Basic vs Narrated – Narrated include audio
- Plain Vs Contained – Contained includes toc headers

Frame Content Snippets

YASnippets:

- Frame Notes – Shows up in artPres form and with pdfpc
- Alert, Basic, Example

Article Form Features

- RefTeX Mode – ref, cite, index
- Glossaries

RefTeX Mode

ref, cite, index

RefTeX Mode:

- ref
- cite
- index

Glossaries

YASnippets:

- Frame Notes – Shows up in artPres form and with pdfpc
- Alert, Basic, Example

Outline of This Part – Adding Images – Figures And Pictures

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 - Drawing With libreoffice-draw
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 - Configuring And Running figProc.sh
- 17 Including Images
 - Insert Image Dblock And Update
- 18 Adding Images And Figures

Adding Images And Figures

- Producing Images
- Processing Images
- Including Images

Drawing With libreoffice-draw

- Within Blee, In YASnippet, Select `bx-latex-mode` – Multi-Media Dblock – Image ODG
- Specify a path to the `.odg` file
- Update the dblock
- From Panel.org – Re-Build all forms and formats to verify

Configuring And Running figProc.sh

- .odg -> figProc.sh -> .pdf, .eps
- .odg -> figProc.sh -> -caption.tex

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Adding Images And Figures

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- Specify a path to the .odg file
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Outline of This Part – Preparing For Voice-Over Narration

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Prepare For Multi-Media Additions

- In Panel.org – Run `lcntProc.sh -i mmUniteStart`
- Go to mmUnite Panel
- From `./MmUnitePanel.org` – Run `mmUnite.sh -h -v -n showRun -i screenCastingFullUpdate` This Creates `./disposition.gened/` Where each frame is numbered and labeled.

Adding Voice-Over Sounds To Slides

- In `./CntntBase/audio` from the Panel, run `mmUniteAudio.sh -h -v -n showRun -i frameNamesPrepare` This creates 1 sec silence files in `.wav` format for each of the files corresponding to labels in the presentation file.
- In `./CntntBase/audio` from the Panel Go to `rec` command and `frameRecordCommand`
- Click on each of the audacity `frameFileName.wav`
- Within audacity, export audio, overwrite extension as `.wav`
- When completed, run `mmUniteAudio.sh -i fullUpdate` – This will convert all the `.wav` files to `.mp3` and figure their length.

Outline of This Part – Creating And Adding Videos And Screen Captures

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Creating And Adding Screencasts

- In Panel.org – Run `lcntProc.sh -i mmUniteStart`
- Go to mmUnite Panel
- From `./MmUnitePanel.org` –

ScreenCast Initial Content Generation Setup

ScreenCast VideoJS Setup

VidoJs ScreenCast Setup

Outline of This Part – Using ByStar Content Publication Facilities

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Publishing The Document

- In Panel.org – Run `lcntProc.sh -i mmUniteStart`
- Go to mmUnite Panel
- From `./MmUnitePanel.org` –

Outline of This Part – Setting Up And Running Mailings And Distributions

Using The Document As Mailing For Distribution

- In Panel.org – Run `lcntProc.sh -i mmUniteStart`
- Go to mmUnite Panel
- From `./MmUnitePanel.org` –