

Indigo Magic™

MediaWarehouse User's Guide

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Indigo Magic™ MediaWarehouse User's Guide
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Welcome to Indigo Magic MediaWarehouse

Welcome to Indigo Magic MediaWarehouse. This guide describes MediaWarehouse and explains how to use it.

What Is MediaWarehouse?

MediaWarehouse is an easy-to-use desktop scrapbook that you can use to store data objects on the desktop (see Figure 1-1). To copy a data object to MediaWarehouse, just drag it to the warehouse and drop it there, or cut and paste it. You can store objects such as an Inventor model or an audio clip.

MediaWarehouse is designed to make you more productive. Once you've stored an object in MediaWarehouse, you can search for it by keyword or data type, view it, and copy it from MediaWarehouse and paste it into other applications.

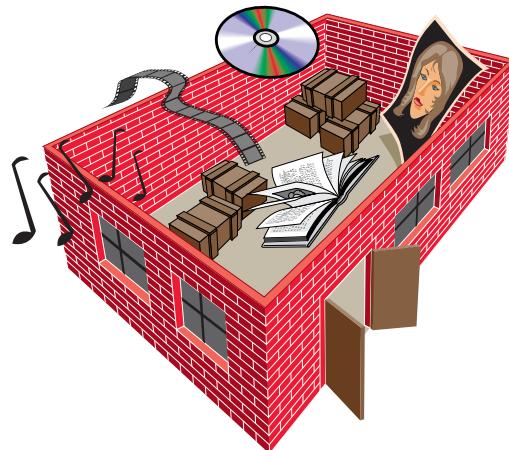


Figure 1-1 Conceptual View of MediaWarehouse

Contents of This Guide

As you continue reading this guide, you'll learn the specifics about MediaWarehouse. Topics covered include:

- How to get started with MediaWarehouse and how to store and view data objects. See Chapter 2, "Getting Started With MediaWarehouse."
- How to use MediaWarehouse menus, clipboard, and shelves. See Chapter 3, "Using MediaWarehouse."
- How to tailor MediaWarehouse to suit your needs. See Chapter 4, "Customizing MediaWarehouse."

Using Online Documents

For task-oriented information on using MediaWarehouse, choose a topic from the MediaWarehouse Help menu. For context-sensitive information on a particular area or item in MediaWarehouse, choose "Click for Help" from the Help menu, and then click on the area of interest.

To access online documentation, you can:

- Choose "On-line Books" from the Help toolchest. The IRIS InSight Document Library appears.
Once the Library is open, you can type a word or phrase and quickly find and open the books that contain the information you need. See the IRIS InSight online help for instructions.
- Type `insight` from a shell window or double-click the InSight icon.

Suggestions for Further Reading

Table 1-1 lists manuals from Silicon Graphics that contain information about other topics and programs that may be of interest.

Table 1-1 Topics and Manuals

Topic	Manual
Clipboard and Data Exchange	Chapter 7, “Interapplication Data Exchange,” <i>Indigo Magic Desktop Integration Guide</i>
Data Conversion Service	Appendix G, “Using GoldenGate Data Conversion Services,” <i>Indigo Magic Desktop Integration Guide</i>
X Window System	<i>X Toolkit Intrinsics Programming Manual</i> <i>Xlib Programming Manual, Volume 1</i>

These manuals are available online through IRIS InSight.

Conventions

Some style conventions make the information in this guide easy to access and understand. The conventions are listed below.

- Links to other sections and chapters in this guide appear in blue.
Links to applications, files, and reference pages appear in red.
Links to glossary definitions are underlined.
- Names of menu choices and references to other sections and chapters in this guide are in “quotation marks.”
- Names of files and references to other documents appear in italics.

Getting Started With MediaWarehouse

You can use MediaWarehouse to store and view data objects that you've created with various applications. How can MediaWarehouse help you become more productive? If you create objects with the Silicon Graphics media and graphical tools, use MediaWarehouse to store the objects that you access repeatedly. No need to open a separate application each time you want to use an object; for easy access, you can store it in this small warehouse. To edit the object, however, you must use the appropriate media editing tool.

For example, you can store, view, and manipulate 3D models that you've created with Inventor. MediaWarehouse has a built-in Inventor viewer, so you can view and manipulate the 3D model in the warehouse the same way that you view and manipulate it in SceneViewer or Annotator.

What else can you do with MediaWarehouse? Well, you can listen to audio clips or view ImageVision images (IL formats).

For more information about MediaWarehouse, see the following topics:

- “Starting MediaWarehouse”
- “About the MediaWarehouse Window”
- “Storing Data Objects on MediaWarehouse Shelves”

Starting MediaWarehouse

You can start MediaWarehouse in one of several ways:

- Type `mediaw` in a shell window.
- Double-click the MediaWarehouse icon (see Figure 2-1).

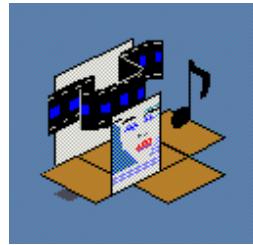


Figure 2-1 MediaWarehouse Icon

- Click the words MediaWarehouse.

Figure 2-2 shows the MediaWarehouse window.

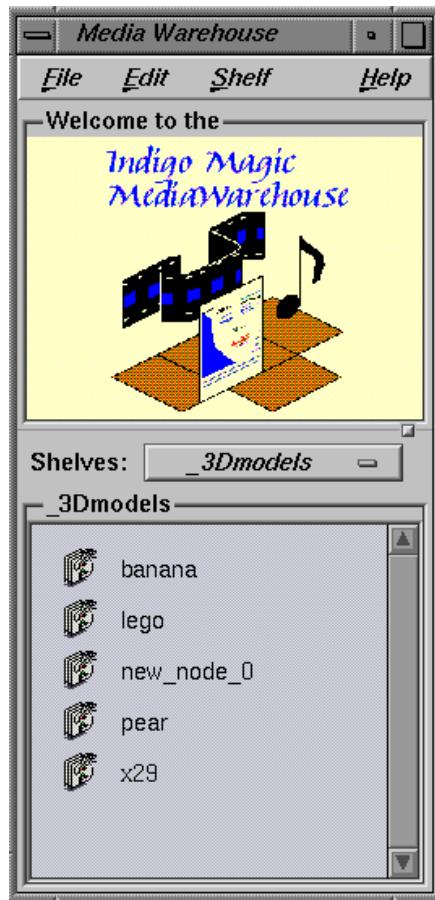


Figure 2-2 MediaWarehouse

Before continuing, let's define a few terms:

- The *clipboard* is a temporary storage place that's used for data exchange. When you select a data object to copy, cut, or paste, you place the object on the X clipboard. An object on the clipboard typically remains there until the next copy or cut operation. The clipboard is used by most applications that have cut, copy, and paste menu items. For details on the X clipboard and data exchange, see Chapter 7, "Interapplication Data Exchange," in the *Indigo Magic Desktop Integration Guide*.

- The terms *import* and *export* refer to the copying of objects. When you copy an object to the warehouse, you *import* it. When you copy an object from the warehouse to another application, you *export* it.
- The term *primary selection* refers to a method of data exchange that's used by text-only applications that transfer data with single mouse clicks.
- The term *string* refers to any alphabetic, numeric, or special character.

About the MediaWarehouse Window

The components of the MediaWarehouse window, from the top to the bottom of the screen, are listed in Table 2-1.

Table 2-1 MediaWarehouse Components

Component	Description
Main menu bar	Consists of the File, Edit, Shelf, and Help menus (see "Using the Menus at the Top of the Screen").
Viewer	Displays the selected data object (see "MediaWarehouse Viewers").
Shelves menu	Provides access to the shelves (see "Using the Shelves Menu to Display Shelves")
Storage shelves	Stores data objects (see "Storing Data Objects on MediaWarehouse Shelves" and "Using the MediaWarehouse Shelves").

Types of Data Objects You Can Store

Once you've created a data object, you can store it in MediaWarehouse. Some data objects you can store and view or play include:

- 3D objects (Inventor 2.0, 2.1, and VRML)
- HTML (hypertext markup language documents)
- audio data (AIFF, AIFC, WAV, AU)

- IL images (IL formats)
- X images (XPM, XBM)
- text files

Figure 2-3 shows some of the objects that you can store in MediaWarehouse.



Figure 2-3 Some Objects You Can Store in MediaWarehouse

Note: MediaWarehouse can accept any type of object. Most applications, however, can accept only certain types of objects. If you are unable to copy an object from MediaWarehouse to an application, it may be because the application doesn't support the object's type. Consult the application's documentation for supported types.

For information about the various ways you can copy data objects, see “Moving Data Objects To and From MediaWarehouse.”

MediaWarehouse Viewers

MediaWarehouse has built-in viewers for many objects (see “Types of Data Objects You Can Store” for the list). So, in addition to manipulating 3D models, you can play audio files. Figure 2-4 shows the viewer displaying an Inventor model, an X29 jet.



Figure 2-4 An X29 Jet in the Viewer

Note: MediaWarehouse can display many types of objects, although only those with installed viewers can be viewed inline. You can install new viewers by adding some information to a warehouse file. For information about adding viewers, see “Adding New Data Types.”

Storing Data Objects on MediaWarehouse Shelves

A MediaWarehouse shelf is a place for you to store data objects. This section describes:

- “Naming Shelves and Data Objects”
- “Storing Objects Permanently”
- “Linking Files and Directories”

When you add an object to MediaWarehouse, it is placed (in alphabetical order) on a shelf. The object is represented on the shelf as an icon with a text label.

You can add, rename, and delete a shelf, as well as rename an object stored on a shelf. For more information about shelves, see “Using the MediaWarehouse Shelves.”

You may want to store all objects of one type on a shelf, such as all the Inventor models you’ve created. Perhaps you name the shelf “_3Dmodels.” Or, suppose you want to store objects related to a particular project on a shelf—so you mix the types of objects on a shelf. The way you arrange and store objects is up to you. Figure 2-5 shows a shelf with Inventor objects stored on it.

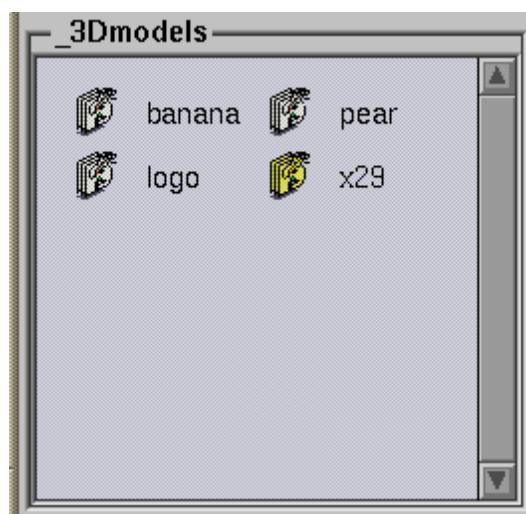


Figure 2-5 A Shelf With the Same Type of Objects Stored on It

Naming Shelves and Data Objects

Names of shelves and objects must begin with an alphabetic character and cannot contain punctuation characters or spaces. If you use a nonvalid character, MediaWarehouse will create a valid name for you.

Also, shelf names must be unique (two shelves cannot have the same name), and data objects on the same shelf must have unique names.

Storing Objects Permanently

MediaWarehouse stores objects permanently, that is, when you exit MediaWarehouse, the objects are saved permanently on the shelves (to disk).

However, objects don't have to be permanently stored in MediaWarehouse; they can be linked.

Linking Files and Directories

You can link one file or an entire directory, thus saving disk space. Only the file's name is saved in the MediaWarehouse database. When you link a file, an "L" graphic appears to the left of its icon.

You can create links in the following ways:

- Import a file by via the MediaWarehouse File menu or drag and drop its icon from the desktop file manager (see "Linking a File")
- Drag and drop a directory from the desktop file manager (see "Linking Directories")

Linking Directories

The easiest way to create links is to link entire directories by using the desktop file manager. To do this, select the directory icon in the desktop file manager and drag and drop it to MediaWarehouse (for more information, see "Using Drag and Drop"). A new shelf appears that contains links to each of the files in the directory.

You can easily update linked directories. Just pull down the Shelf menu and select "Refresh Shelf Links." However, if you later rename (or delete) the file, MediaWarehouse cannot access it.

Linking a File

To link a single file:

1. Pull down the File menu and select “Import Link.” The Import Link file selection box appears from which you can select a file (see Figure 2-6).
2. Select the file you wish to import and press **OK**.

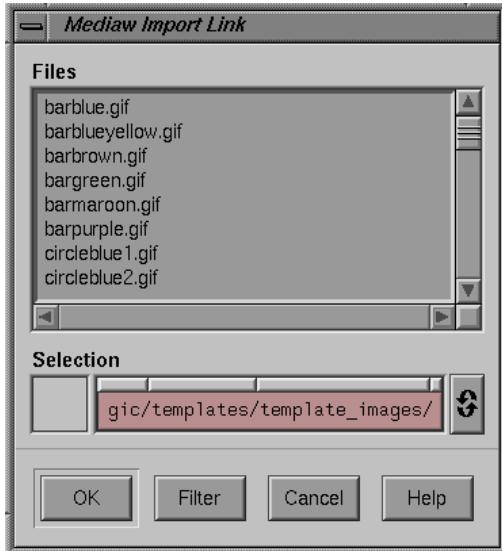


Figure 2-6 Import File Selection Box

You can also link a single file by dragging and dropping it from the file manager:

1. Select the file you wish to link by pressing the middle mouse button.
1. Drag the file into MediaWarehouse, press and hold the Shift-Control keys, and release the mouse button.

Where to Go From Here

To learn about MediaWarehouse menus and different ways to copy objects to and from the warehouse, see Chapter 3, “Using MediaWarehouse.” To

learn about customizing and configuring MediaWarehouse, see Chapter 4, “Customizing MediaWarehouse.”

Using MediaWarehouse

This chapter describes how to use the menus, move data objects, and use the clipboard and shelves.

Specifically, this chapter explains:

- “Using MediaWarehouse Menus”
- “Moving Data Objects To and From MediaWarehouse”
- “Using the MediaWarehouse Shelves”
- “Renaming or Deleting Data Objects”

To start MediaWarehouse now, click the words MediaWarehouse. Figure 3-1 shows MediaWarehouse.

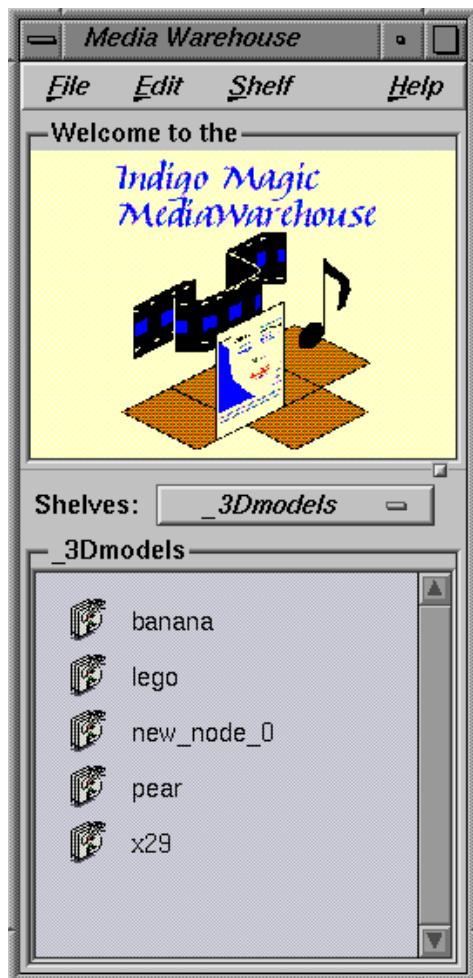


Figure 3-1 MediaWarehouse Window

For information on other ways to start MediaWarehouse, see “Starting MediaWarehouse.” For information on the types of data objects you can store, see “Types of Data Objects You Can Store.”

Using MediaWarehouse Menus

MediaWarehouse has a menu bar at the top of the screen (above the viewer) and a Shelves option menu above the shelf storage area. For information about these menus, see:

- “Using the Menus at the Top of the Screen”
- “Using the Shelves Menu to Display Shelves”

Using the Menus at the Top of the Screen

The MediaWarehouse menu bar, at the top of the screen, is shown in Figure 3-2.



Figure 3-2 MediaWarehouse Menu Bar

To select an item from a menu, click the left mouse button on the menu, and select the item of interest. MediaWarehouse menus are described below.

File Menu

Use the File menu to define preferences, import a file, import a linked file, save the current state of MediaWarehouse, or exit the application. Figure 3-3 shows the File menu.

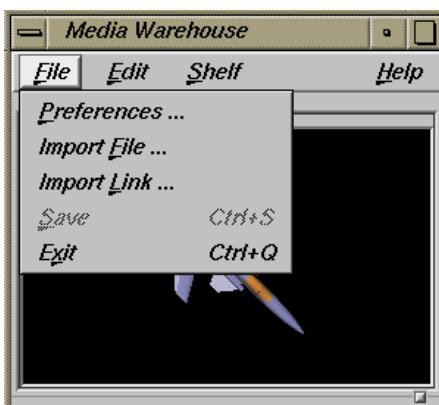


Figure 3-3 The File Menu

For information about Preferences, see “Media Warehouse Preferences.” For information about linking files, see “Linking Files and Directories.”

Edit Menu

Use the Edit menu to perform cut, copy, and paste operations, get information about an object, and search for an object. For information about copying and pasting, see “Moving Data Objects To and From MediaWarehouse.”

Table 3-1 lists the Edit menu functions.

Table 3-1 Edit Menu Functions

Menu Item	Description
Cut to Clipboard	Cuts (or deletes) the current selection to the clipboard.
Copy to Clipboard	Copies the current selection to the clipboard.
Paste from Clipboard	Pastes the current selection from the clipboard.
Copy to Primary Selection	Copies the primary selection to the clipboard.
Paste from Primary Selection	Pastes from the primary selection to the clipboard.

Table 3-1 Edit Menu Functions

Menu Item	Description
Object Info	Provides information about the current selection including its type, name, and keyword(s) associated with it. You can change the name of the object and keyword(s). Type the new name and/or keywords, and press <i>OK</i> .
Delete Object	Deletes the object in the viewer.
Search	Searches for an object. Type the name of the object or keyword(s), or both a name and keyword(s), and press <i>OK</i> . If you use “and” in the keyword search, and you specify both a name and some keywords, they all must match for the search to be successful. If you use “or” in the keyword search, you’ll get a match if the name or any of the keywords matches.
Continue Search	Continues to search the warehouse database for the specified object.

Figure 3-4 shows the Edit menu.

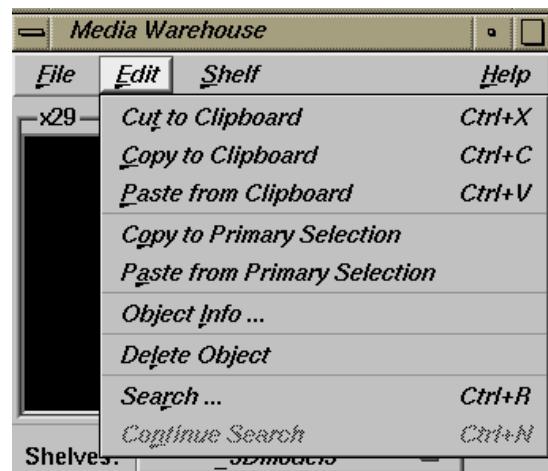


Figure 3-4 The Edit Menu

Shelf Menu

Use the Shelf menu to add, rename, or delete a shelf. Table 3-2 lists Shelf menu functions.

Table 3-2 Shelf Menu Functions

Menu Item	Description
New Shelf	Creates a new shelf named “new_shelf.”
Rename Current Shelf	Renames the current shelf. Type the new shelf name and press <i>OK</i> .
Delete Current Shelf	Deletes the current shelf and its contents. Press <i>OK</i> to delete the shelf.
Refresh Shelf Links	Updates a shelf created by linking a directory.

Figure 3-5 shows the Shelf menu.



Figure 3-5 The Shelf Menu

Help Menu

Use the Help menu for an overview of MediaWarehouse, for help on a specific topic, for context-sensitive help, and product information. Figure 3-6 shows the Help menu.

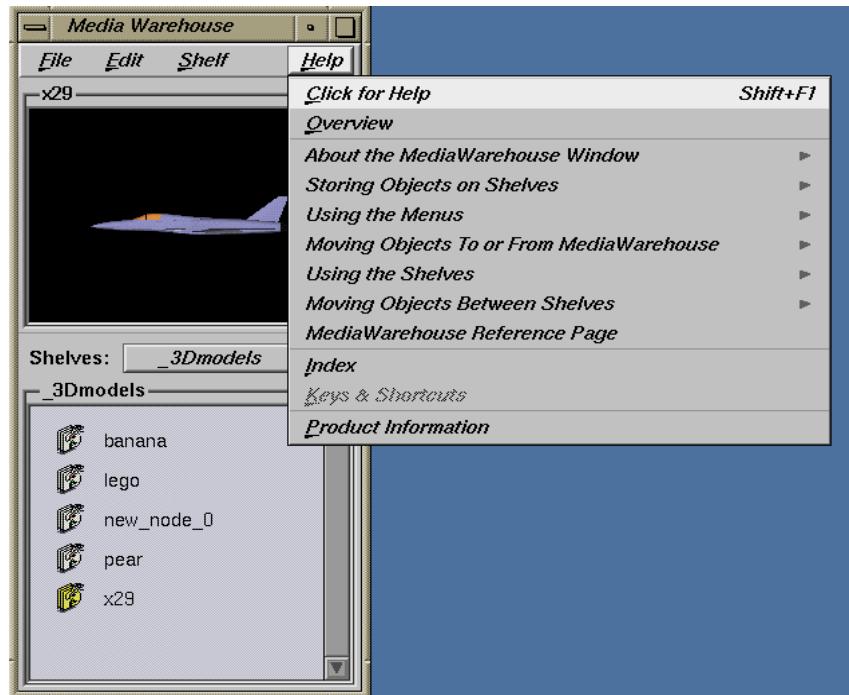


Figure 3-6 The Help Menu

Keyboard Shortcuts

Many MediaWarehouse commands have a keyboard shortcut. Table 3-3 lists the command shortcuts.

Table 3-3 Keyboard Shortcuts

Command	Keyboard Shortcut
Online help	F1
Click for help	Shift-F1
Close a dialog box	Escape
Save database	Control-S
Quit MediaWarehouse	Control-Q
Cut to clipboard	Control-X
Copy to clipboard	Control-C
Paste from clipboard	Control-V
Search	Control-R
Continue search	Control-N

Using the Shelves Menu to Display Shelves

You can display a shelf by using the Shelves menu, which is above the storage shelf area. Just click the left mouse button on the Shelves menu and select the desired shelf. Figure 3-7 shows the Shelves menu.

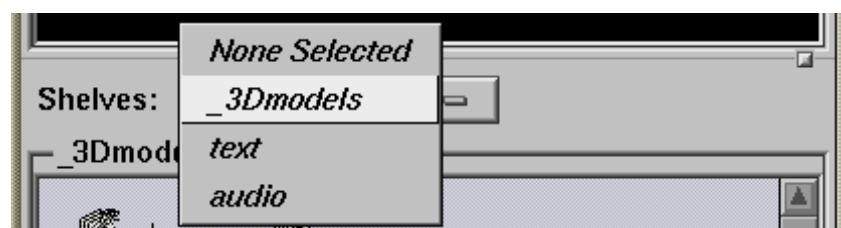


Figure 3-7 Using the Shelves Menu

You can also use the Shelf menu above the viewer to add, rename, or delete a shelf (see “Shelf Menu” for information about this menu).

Moving Data Objects To and From MediaWarehouse

It's easy to copy objects to and from MediaWarehouse (import and export objects), and it's easy to move objects from one shelf to another. Any X application that supports drag and drop, cut and paste, and/or primary selection transfer can serve as the source or destination of objects.

You can copy objects to and from MediaWarehouse by these methods:

- “Using Drag and Drop”
- “Using Cut and Paste”
- “Using the Primary Selection”

Using Drag and Drop

You can drag and drop objects to and from MediaWarehouse just as you drag and drop objects to and from many other applications.

To drag and drop an object into MediaWarehouse:

1. Initiate the drag-and-drop action in the source application (typically by pressing and holding the middle mouse button).
2. Drag the object into the shelf area of the MediaWarehouse, and release the mouse button.

The object, represented as an icon, is placed in alphabetical order on the shelf. The object also appears in the viewer if its viewer is installed.

You can link a file by pressing and holding the Shift-Control keys as you drop the file into MediaWarehouse. For more information, see “Linking Files and Directories.”

Figure 3-8 shows an example of dragging and dropping an object.

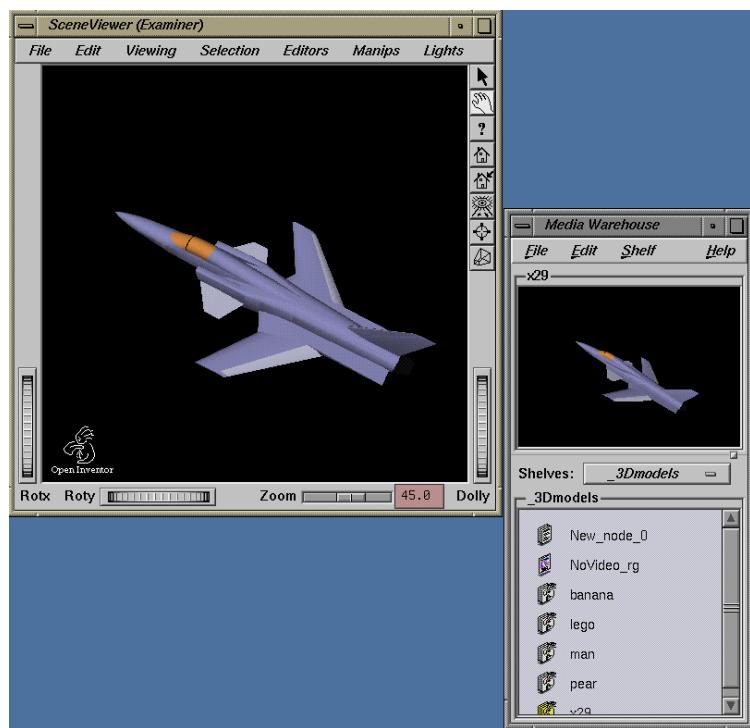


Figure 3-8 Dragging and Dropping an Object Into MediaWarehouse

To drag and drop an object from MediaWarehouse to an application (one that supports drag and drop and the object's type):

1. Place the cursor over the object in the shelf area, and press and hold the middle mouse button.
2. Drag the object to the destination application, and release the mouse button.

Using Cut and Paste

If your source application supports cut and paste, you can add a data object to MediaWarehouse using that method.

To cut and paste an object into MediaWarehouse:

1. Initiate the “cut” or “copy” function (typically a menu item) in the source application. This places the object on the X clipboard.
2. Move the cursor to MediaWarehouse.
3. Pull down the Edit menu and select “Paste from Clipboard.”
4. A notifier appears asking you to select the import data type. Select the appropriate type and press OK.
5. A notifier appears asking you to type the name of the object and/or any keyword(s). MediaWarehouse uses the name and keywords for searching its database. Type the name and any keyword(s) you want associated with the object and press OK.
6. The object, represented as an icon, is placed in alphabetical order on the shelf. The object also appears in the viewer, if its viewer is installed. Figure 3-9 shows this procedure.

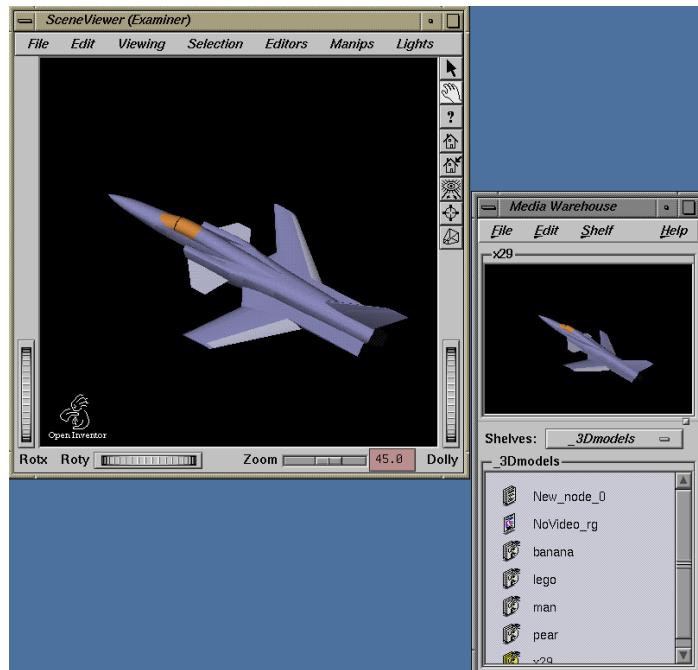


Figure 3-9 Cutting and Pasting an Object Into MediaWarehouse

To cut and paste an object from MediaWarehouse to another application (one that supports the clipboard and the object's type):

1. Select the object you want to copy by clicking on its icon in the shelf area.
2. Pull down the Edit menu and Select "Copy to Clipboard."
3. Move the cursor to the destination application, and paste it there.

Using the Primary Selection

You can use the primary selection entries on the Edit menu to copy characters to and from MediaWarehouse.

To copy characters (such as text) to MediaWarehouse:

1. Place the cursor in the source application, window, or screen and select the text by highlighting it (typically by pressing and holding the left mouse button).
2. Move the cursor to MediaWarehouse.
3. Pull down the Edit menu and select "Paste from Primary Selection." The text appears in the viewer and an icon representing the object appears on the shelf below. The icon is labeled with the first few characters of the text you just pasted. Figure 3-10 shows this procedure.

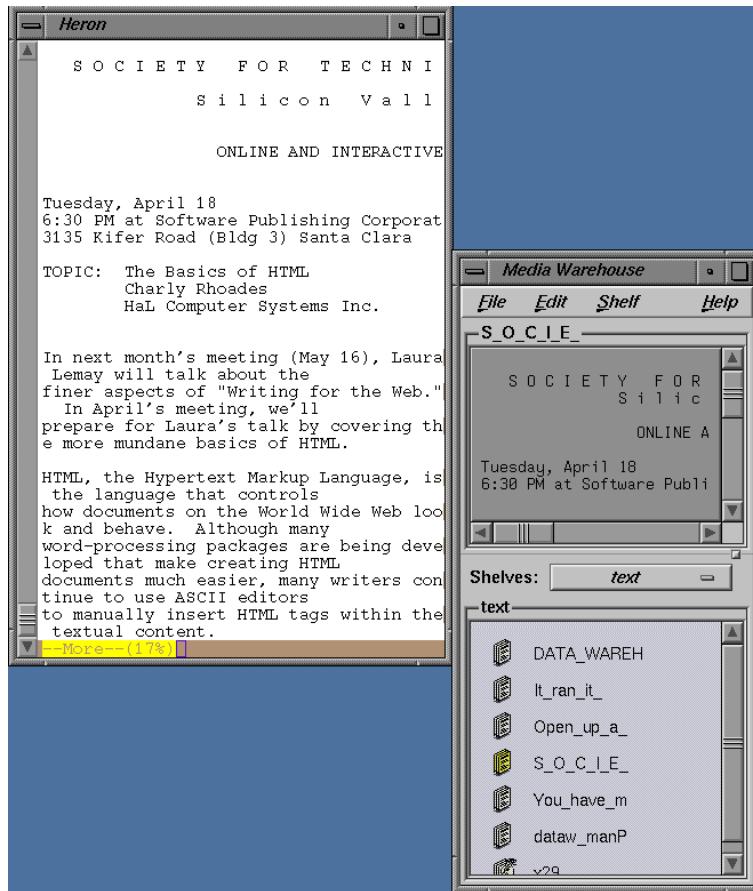


Figure 3-10 Using Primary Selection to Copy Text to MediaWarehouse

To copy characters (such as text) from MediaWarehouse to another application (one that supports primary-selection transfer):

1. Select the object you want to copy by clicking on its icon in the shelf area. The text appears in the viewer.
2. Pull down the Edit menu and select "Copy to Primary Selection."
3. Move the cursor to the destination application, and press the middle mouse button.

Using the MediaWarehouse Shelves

When you copy a data object to MediaWarehouse and store it there, you place the object on a shelf. You can add a new shelf, rename, and delete a shelf, and move an object from one shelf to another. This section describes:

- “Renaming Shelves”
- “Creating Shelves”
- “Deleting Shelves”
- “Moving Data Objects Between Shelves”

Creating Shelves

You can add a new shelf by pulling down the Shelf menu and selecting “New Shelf.” The new shelf is named “new_shelf” and is empty when it first appears. To rename the shelf, see “Renaming Shelves.”

Renaming Shelves

You can rename a shelf by pulling down the Shelf menu and selecting “Rename Current Shelf.” Just type the new shelf name and press *OK*.

Deleting Shelves

You can delete a shelf by pulling down the Shelf menu and selecting “Delete Current Shelf.” You are asked if you want to delete the shelf, since the deletion cannot be undone. To delete the shelf and its contents, press *OK*.

Moving Data Objects Between Shelves

To move an object from one shelf to another:

1. Select the object you wish to move by clicking on it. It appears in the viewer.
2. Pull down the Edit menu and select “Copy to Clipboard.”

3. Click the Shelves option menu and select the destination shelf.
4. Pull down the Edit menu and select "Paste from Clipboard."
5. A notifier appears asking you to select the import data type. Select the appropriate type. The object appears on its new shelf.

Renaming or Deleting Data Objects

You can rename or delete a data object on a shelf.

Renaming Data Objects

To rename an object:

1. Move the cursor to the shelf area and select the object you want to rename.
2. Pull down the Edit menu and select "Object Info."
3. A notifier appears listing the type of object, and its name and keywords (if any). Type the name of the object and any keywords you want associated with the object and press *OK*. MediaWarehouse uses the name and keywords for searching its database.

Deleting Data Objects

To delete an object:

1. Move the cursor to the shelf area and select the object you want to delete.
2. Pull down the Edit menu and select "Delete Object."

Where to Go From Here

To learn about tailoring MediaWarehouse for your particular environment, see Chapter 4, "Customizing MediaWarehouse."

Customizing MediaWarehouse

You can customize MediaWarehouse to suit your particular needs. For example, you can add new viewers. Topics covered include:

- “MediaWarehouse Reference Page”
- “MediaWarehouse Command-Line Options”
- “Media Warehouse Preferences”
- “Adding New Data Types”

For information on starting MediaWarehouse, see Chapter 2, “Getting Started With MediaWarehouse.” For information on using MediaWarehouse menus, shelves, clipboard, and moving objects to and from MediaWarehouse, see Chapter 3, “Using MediaWarehouse.”

MediaWarehouse Reference Page

The MediaWarehouse reference page, *mediaw(1)*, has additional information about MediaWarehouse. To view this page, click the word *mediaw*.

MediaWarehouse Command-Line Options

To start MediaWarehouse from the command line, type:

`mediaw`

Table 4-1 lists the command-line option you can use with MediaWarehouse.

Table 4-1 MediaWarehouse Command-Line Options

Option	Description
<code>-dbdir directory</code>	Specifies the directory that MediaWarehouse uses for its database files. The default is <code>\$(HOME)/.mediaw</code> .

In addition, MediaWarehouse accepts all of the standard X Toolkit command-line options. See the *mediaw(1)* reference page and the section titled “Command-Line Options” in Chapter 3 of *X Toolkit Intrinsics Programming Manual* for information about these options.

Media Warehouse Preferences

You can configure MediaWarehouse preferences. Pull down the File menu and select “Preferences.” Two tab panels appear:

- “Import Targets”
- “New Objects”

Import Targets

The “Import Targets” panel displays the most recently received targets, and allows you to set up preferred and ignored targets. Figure 4-1 shows the “Import Targets” panel.

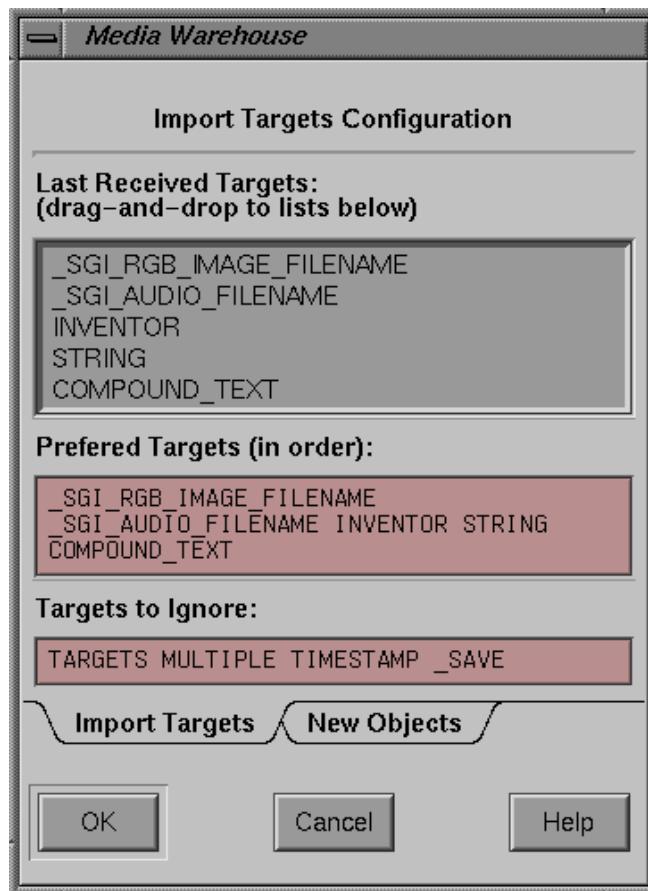


Figure 4-1 Import Targets Panel

In some cases, an application is able to export data in one of several data types to the MediaWarehouse. By default, the MediaWarehouse displays a dialog asking you which data type to use. You can change this setting with the “Import Targets Configuration” panel.

The “Last Received Targets” rectangle at the top of the panel lists the most recently received targets. The panel does not list icons that you drag and drop from the desktop.

You can drag and drop a target type (using the middle mouse button) to the “Preferred Targets” or “Targets to Ignore” list.

The two rectangles at the bottom of the panel allow you to specify which target types to use or ignore. If an import type appears on the “Preferred” list, it is selected (items at the top of the list have precedence). The default order of preferred targets appears when you first open the “Import Targets” panel.

If the imported type does not appear on the list, the default selection dialog box appears, and the “Targets to Ignore” are not shown.

New Objects

The “New Objects” panel allows you to set up the way you name imported objects. By default, MediaWarehouse tries to determine the name of a data object by examining its data.

Figure 4-2 shows the “New Objects” panel.

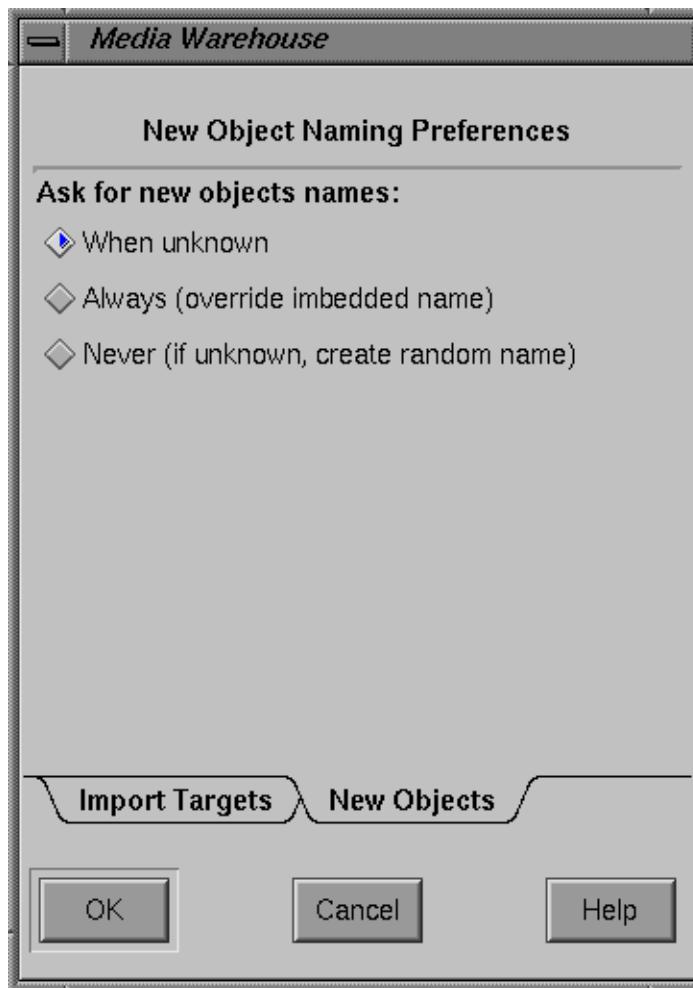


Figure 4-2 New Objects Panel

Table 4-2 lists the New Objects panel functions.

Table 4-2 New Objects Functions

Function	Description
When unknown	Tries to determine the name of a data object by examining the data. If MediaWarehouse can't determine a name, it prompts you to specify a name and keyword(s).
Always	Always prompts you for a name.
Never	Determines a default name without prompting you.

To change the setting, click the left mouse button in the appropriate diamond. Press *OK* to save your preferences. Press *Cancel* to ignore any changes and reset the preferences to the last saved values.

Adding New Data Types

By default, MediaWarehouse can import and export data objects of any data type. Currently, MediaWarehouse provides viewers and type-specific icons for many data types. You can, however, add additional icons and viewers.

Configure new icons and viewers in the */usr/lib/mediaw/mediawrc* file. The *mediawrc* file specifies icons and viewers for numerous data types. To view this file, click the word *mediawrc*.

The information that follows describes:

- “Adding Icons”
- “Adding Viewers”

Adding Icons

To add an icon for a new data type, just specify the icon in the *mediawrc* file. Use this format:

```
target_type.iconPanelType: icon_type
```

The `target_type` is the X Window System ICCCM selection target type used by X application to identify this data type. You can usually find this value in your application's documentation.

The `icon_type` is the name of a File Typing Rules (FTR) file type. The icon associated with that file type will be displayed. For instructions on adding new FTR rules, see the *ftr(1)* reference page.

For example, by default, MediaWarehouse uses the following specification to associate the `AsciiTextFile` icon with the `STRING` target type:

```
STRING.iconPanelType: AsciiTextFile
```

Adding Viewers

To add a viewer for a new data type, just specify the viewer in the *mediawrc* file. Use this format:

```
target_type.viewer: viewer_DSO_name
```

The `target_type` is the target type. The `viewer_DSO_name` is the name of the DSO containing the viewer procedures.

The DSO should provide these functions:

```
extern "C" {
    void *create(Widget);
    void view(void* handle,
              Atom type, void* data, unsigned long length);
    void hide(void* handle);
    void destroy(void* handle);
};
```

For information about DSOs, see the *DSO(5)* reference page.

The `create` function should create the viewer using the specified widget as its parent and return a handle to the viewer. The handle is passed as the first argument to the other three functions.

The `view` function maps and views the data. It is called with an X atom representing the selection target type, a pointer to the data, and the length of the data.

The `hide` and `destroy` functions are optional. If provided, they are called when the viewer is unmapped and destroyed, respectively.

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