
Pachyderm 2.1.0 Spec. released for comment

Posted by ssayre - 2007/11/07 13:52

The Pachyderm 2.1.0 specification has been posted on the PachyForge Web site. The public is encouraged to post their comments and questions on this forum.

Best,
Scott

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Re:Pachyderm 2.1.0 Spec. released for comment

Posted by psamis - 2007/11/10 16:00

Josh, Scott, Rachel, Clayton, et al who are involved--

These are some exciting improvements:

• Not only the - Timeline Comparison - Multi Comparison - Dual Comparison, but also the

- Full-screen movie player
- Full-screen image viewer
- Full-screen swf player

• Obviously, the Section 508 compliance is huge, including • All templates that play media (audio, video) having the capability to present accessibility data, such as transcripts for audio, alternate text and descriptive text for images.

• • Home• button added to root border

• 2.1.14: FLV playback support for AV media in all relevant templates

• Option to link out from Aspects and Enlargement screens

• Option to use thumbnails • instead or in addition to text• on Exploration Entry

• Mid-ground (background) images option added for all templates and is available at individual screen level

• Resolve issues in properly handling apostrophes in text , as well as Consistent HTML and diacritical rendering in all template text areas

• 2.2.7.2. Built-in Series Zoom screen design and functionality identical to separate Zoom Template except for addition of paging

Plus:

• a migration tool that will • only need to be run once•

• The installer as well as a stand-alone application will include a wizard that steps the lay user through first-time configuration of Pachyderm.

• The process for creating new installers (for subsequent releases) will be documented clearly, and the documentation will be placed on SourceForge and PachyForge

Other significant improvements redressing legacy vestiges that I am less directly familiar with but have heard rumors of and that sound like a good idea:

• All institution-specific legacy libraries and .NET dependencies will be removed from the Pachyderm code

Standalone application. This is unclear to me. Can one install Pachy on the desktop? I assume it still must be served over the network, no?

Kudos on all the good work. Very clear.:)

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Re:Pachyderm 2.1.0 Spec. released for comment

Posted by ssayre - 2007/11/11 03:55

Hey Peter-

Thanks for the vote of encouragement. The 2.1.0 spec is ambitious and very exciting.

I wanted to address a couple of your questions.

1) Yes, the FLV playback will be embedded rather than in a pop-up. You can see an example in Integrating the Arts as well as the George Morrison section of Foot in Two Worlds.

2) The full screen SWF or "shell" template is now available on SourceForge and is used for each of the 6 interactives within Integrating the Arts.

3) Pachyderm as a standalone application... The current version can run on a laptop, or desktop without a network. We have a Windows install on our laptop that we created all the MDL work with. I know Tim had a working instance on a MacBook running in BootCamp or Parallels (not sure which). That said, you still need Apache, Java and MySQL running, so it's a bit more complicated than an application like Photoshop.

Glad to have your "Pachy Elder" wisdom here on PachyForge.

-Scott

Re:Pachyderm 2.1.0 Spec. released for comment

Posted by joshua - 2007/11/14 18:58

psamis wrote:

Standalone application. This is unclear to me. Can one install Pachy on the desktop? I assume it still must be served over the network, no?

I'm wondering, when you say 'stand-alone application', are you getting this from 3.3:

The installer as well as a stand-alone application will include a wizard that steps the user through first-time configuration of Pachyderm.

Because this refers to the wizard being a stand-alone app, not Pachyderm. We want to allow basic configuration to happen through a wizard, instead of requiring admins to hack data files and data tables by hand.

Re:Pachyderm 2.1.0 Spec. released for comment

Posted by CindyWalters - 2007/11/16 20:51

The 2.1.0 spec sounds great. A question about application configuration: will the sounds associated with various templates be configurable such that they can be turned off if desired (disabled)? I recall some discussion of this being included in 2.1.

Re:Pachyderm 2.1.0 Spec. released for comment

Posted by ssayre - 2007/11/16 23:09

CindyWalters wrote:

The 2.1.0 spec sounds great. A question about application configuration: will the sounds associated with various templates be configurable such that they can be turned off if desired (disabled)? I recall some discussion of this being included in 2.1.

Yes, that is in the 2.1.X specification, but not in the 2.1.0 release. There is a great desire to add a number of program customization options to the authoring GUI. We take these requests seriously, but want to focus on improvements to the core application before moving on to these much needed additions. If things go well, we will release a few versions beyond 2.1.0 within the next calendar year.

In the mean time, we will work on posting some documentation on how to customize the current sound file. It's not too hard if you have a copy of Flash.

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Re:Pachyderm 2.1.0 Spec. released for comment

Posted by ngomes - 2009/01/26 09:11

When will the 2.1 version of pachyderm be released?

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Re:Pachyderm 2.1.0 Spec. released for comment

Posted by ngomes - 2010/04/02 10:01

So when will it be available for installation? We are just waiting to try it out!

Please :cheer: ?

Neil

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