Show & Tell

Installation

Check out the interface sources from `/trunk/interfaces/uos` in the PuppyIR source forge repository.
Make sure Java is installed (>= 1.6.x).

Start

After compiling the sources start Show&Tell by calling the main class as follow:

```
java eu.puppyir.strath.sat.SearchUI
```

If there is no sat.conf.xml existing it will be automatically created when the software is started for the first time.

Finish

To end the application, just press the exit button in the main panel on the bottom of the screen.

Configuration

There is a standard configuration used and a satconf.xml file created when Show & Tell is started for the first time. Fig. 1 gives an overview of the configuration file.

```
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<!DOCTYPE properties SYSTEM "http://java.sun.com/dtd/properties.dtd">
<properties>
<comment>This is the Show and Tell configuration! PLEASE EDIT
CAREFULLY!</comment>
<entry key="image results per page">3</entry>
<entry key="search item source">folder</entry>
<entry key="video results per page">1</entry>
<entry key="db source"/>
<entry key="whitelist filter enabled">false</entry>
<entry key="writing box enabled">true</entry>
<entry key="xml
source">http://puppyir.svn.sourceforge.net/viewvc/puppyir/trunk/demonstrators/m
useon/table/museon_demo_v2/data/puppyIRPostVisitDataBase/TableEndGame.xml</entr
y>
<entry key="language">EN</entry>
<entry key="suitability filter enabled">false</entry>
<entry key="folder source">./test_images</entry>
<entry key="puppyir service url">http://dolleman.dcs.gla.ac.uk:8080</entry>
<entry key="text results per page">1</entry>
</properties>
```

Fig. 1: Example of a *satconf.xml* file.

You can configure Show & Tell by editing the satconf.xml file. The structure is simple. Every configurable part has its own entry, described by the variable “key”.

The structure is `<entry key = “option”>value</entry>`, where ‘option’ is the variable that can be configured and ‘value’ is the actual value that can be changed. In the following sections the option and the corresponding values will be described.

image results per page
How many images found in a search will be displayed at the left page. Possible values: 0 (no image), integer >0 (recommended are values between 0 and 3).

text results per page
How many text results (main text from webpages) found in a search will be displayed at the left page. Possible values: 0 (no image), integer >0 (recommended are values between 0 and 3).

video results per page
How many video results found in a search will be displayed at the left page. Possible values: 0 (no image), integer >0 (recommended are values between 0 and 3).

search item source
Currently only the option ‘folder’ is supported. Further versions will also provide ‘xml’ and ‘db’ (will be explained then).

language
The language for the search. Possible options: EN (English), IT (Italian), DE (German)

folder source
Name of the folder, where the images for the topic selection are stored.

xml source
No functionality at the moment.

db source
No functionality at the moment.

puppyir service url
The URL where the PuppyIR search service is located.

writing box enabled
If set to ‘true’, a box for keyboard based text input will appear. Possible option: ‘true’, ‘false’.

whitelist filter enabled
Enables the usage of the whitelist that has been integrated for the evaluation of the English version in Lugano. Options: ‘true’, ‘false’

suitability filter enabled
Enables the suitability filter (works only with English version). Options: ‘true’, ‘false’

textbox font size
This is the font size of the text box showing results from web search. Options: integer value of font size in pixel (default is 12).

Using Show & Tell

After starting show and tell, the search topics will be loaded. If there is no folder defined in the “search topic source” (see explanation above) a file chooser will appear to select a folder with images.

Once the images are loaded the applications starts displaying the available topics.

Topic selection

After Show & Tell is started, an empty book cover will be displayed and a navigation bar appears at the bottom of the screen. Fig. 2 explains the navigation bar.

	Create a new story. The images from the input folder will be loaded as topics to select.
	By clicking this button, the front page appears.
	Open a saved story.

	Saves the current story.
	Next page / page forward.
	Last page / backward

Fig. 2: Symbols in the navigation bar.

When the “create a new story” item is clicked, the images located in the folder that is set as “folder source” will be loaded. Please note that there is a maximum of 6 topics that are displayed, 3 on either side of the cover. To select the topic of the story book one of the images has be move on top of the cover via drag&drop. If the child wants to change the topic, another image can be moved on top of the cover by drag&drop and the formerly selected image will automatically be replaced.

Search

When the topic selection is finished the story creation can be started by clicking on the “next page” icon. A search is invoked using the image that has been selected. Depending on the internet connection, the image identification that is done via Google Image recognition can take longer than expected.

To speed up the search process, the image can be tagged with a keyword that will be used as the search term. If the jpeg contains such a tag, the image will no longer be send to the google image recognition service and the search will immediately start. Figure 3 shows the tagging of an image with windows XP. Other systems should work similar when the image’s properties are opened.

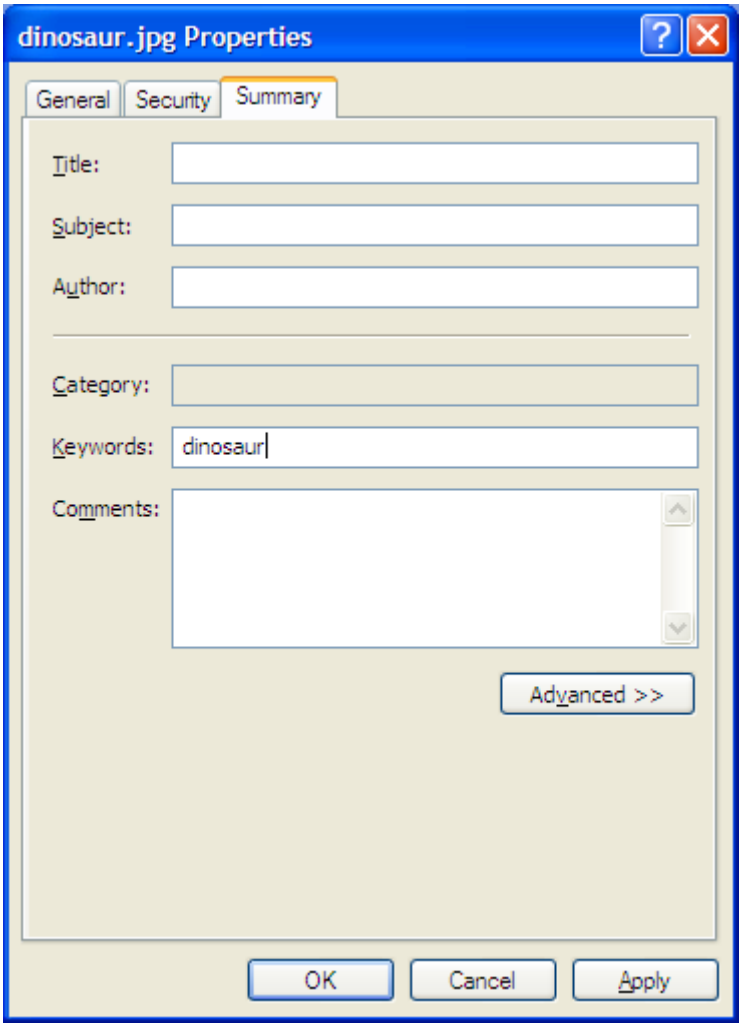

Fig. 3 Tagging of a JPEG file with a keyword for the search.

Page creation

After the search has been finished, the results will be displayed on the left side of the page. According to the satconf.xml options the number of images, web text and videos will vary.

To compose a story page, objects from the result area on the left can be moved via drag & drop to the right of the page and positioned in the desired order.