

Introduction

This page includes advice for different operating systems. Refer to this table if you're unsure which to follow.

Windows	All Microsoft Windows versions.
OS X	Macintosh OS X. (OS 9 is not supported.)
Linux	Linux and all other operating systems not specifically covered.

Folder setup

picstory requires that you organise pictures within one root folder. Inside that folder, you will create one subfolder for each picture story and copy the necessary files into it.

It's best to create a new folder so that there are no other contents that might confuse the system.

Windows	Create a folder called pics inside My Documents.
OS X	Create a folder called pics inside Documents.
Linux	Create a folder called pics inside your user home.

Software installation

You need to ensure that **picstory** runs from the root folder you just created.

Windows, Linux	Drag picstory.jar into the pics folder.
OS X	Drag the picstory application icon into the pics folder.

Running picstory

Double-click **picstory.jar** (Windows, Linux) or the **picstory application icon** (OS X). Again, it matters where the program is, so make sure you're running it from the root folder.

picstory **interface**

The program interface consists of a single **Build** button and a progress display. To use picstory, you edit the necessary files in folders within that root folder and then click **Build**. If you make changes to those files, click **Build** again.

Creating a picture story

Creating folder

Make a new folder for your story within the root **pics** folder.

Copying pictures

Place all the pictures you want to include within that folder.

- Pictures must be JPEG files.
- **picstory** will automatically resize them for the Web, so you don't need to shrink them.
- **picstory** doesn't look inside sub-folders, only in the main story folder.

Creating the story

Your story must be in a file called **index.xml** inside the story folder.

- This is an XML file, so you must be sure it is correct (for example, if you miss out a closing `</pic>` tag, **picstory** will give an error).
- You can create it using an ordinary text editor or an XML editor.
- The character encoding must be UTF-8. If you aren't sure whether your text editor supports UTF-8, do not use any non-ASCII characters. (ASCII characters are ordinary letters, numbers, and basic punctuation. Non-ASCII characters include £, €, typographer's quotes, em dashes, etc.)
- You can enter any Unicode character as **ሴ** where 1234 is the hexadecimal Unicode number for the character. For example, é is Unicode 00E9 so you could enter **�e9;**

Example story

```
<picstory>
  <title>My picture story</title>
  <description>
    <p>I went somewhere and took pictures.</p>
  </description>
  <story>
    <subhead>Introduction</subhead>
    <p>
      Here's a paragraph of text with a
      <a href="http://example.com/">link to
      my website</a> and some <em>emphasis</em>.
    </p>
    <pic src="apic">
      A picture.
    </pic>
    <pic src="anotherpic" indexpic="y">
      Another picture.
    </pic>
  </story>
</picstory>
```

Notes

- Picture filenames go in **src=** without the **.jpg**.
- The picture with **indexpic="y"** will be shown on the story index along with the **<title>** and **<description>**.
- This example shows every feature you can use. You can't use any other HTML code.

Building your picture story

Suppose that you placed the above **index.xml**, along with **apic.jpg** and **anotherpic.jpg**, in a folder within your pic folder called **test**.

- You would then click **Build** in **picstory**.
- If there was an error in **index.xml**, an error message would be displayed in the **Progress** area.
- Otherwise, the **Progress** area would display text to indicate that it is resizing your pictures and writing the output.

Output files

picstory places its output in a folder called **webversion** within your root **pics** folder. (After you have clicked **Build** once, you can change where output is placed by editing **picstory.xml** in the root folder if necessary.) These are the files you can test in your Web browser and place on a Web site.

- You can put the folder anywhere you like on your server.
- The first time you upload this folder to the server, you should upload the entire contents. After that, you need only upload the story folders (within **webversion**) that you know have changed, plus **index.html** from **webversion**.
- Don't edit any files within **webversion** as these may be overwritten each time you click **Build**.

That's all!

There's nothing more to tell you. Thanks for trying **picstory** and I hope you find it useful.

This program is released as freeware and you may use it without payment; if you wish to make an entirely voluntary donation via Paypal, please send to paypal@leafdigital.com.

All use of the program is at your own risk.

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