

# Gallery Server Pro - New Feature Report

Version 2.6.0

## Feature: Improve performance of SQL CE provider

**ID:** 511

**Created:** 24-Aug-11

**Closed:** 24-Aug-11

**State:** Closed

**Area:** GSP

**Iteration:** 2.6.0

**Description:** Improve the performance of the SQL CE provider. Performance analysis showed that an album with 242 items took about 8 seconds to load with SQL CE while it only took about 0.1 seconds under SQL Server. The bulk of this difference was traced to the function that loaded the media object's metadata. Both providers made a separate call to the database to load the metadata for each media object, but the EF/Code First approach used in SQL CE was apparently much less efficient. The SQL CE provider was modified so that the metadata was pulled from the database at the same time as the media object data was queried. This change reduced the load time from 8 seconds to about 0.4 seconds. To accommodate situations where we don't want to load the metadata (such as during a sync), two of the data providers public methods were modified to include a boolean parameter. There are: `IEnumerable<MediaObjectDto>`  
`Album_GetChildMediaObjectsById(int albumId, bool includeMetadata);MediaObjectDto`  
`MediaObject_GetMediaObjectById(int mediaObjectId, bool includeMetadata);`

## Feature: Send browsers filename of media objects

**ID:** 512

**Created:** 29-Aug-11

**Closed:** 29-Aug-11

**State:** Closed

**Area:** GSP

**Iteration:** 2.6.0

**Description:** When a user right-clicks an image in the gallery to save it to local storage, browsers give it the default name "getmediaobject.ashx". It would be better if they defaulted to the actual name of the image. This was accomplished by modifying the HTTP handler that serves media objects to include the Content-Disposition response header with the file name, like this: `this._context.Response.AddHeader("Content-Disposition", string.Format("inline;filename=\"{0}\"", MakeFileNameDownloadFriendly(Path.GetFileName(MediaObjectFilePath))));`

## Feature: Improve upload experience

**ID:** 517

**Created:** 13-Sep-11

**Closed:** 14-Sep-11

**State:** Closed

**Area:** GSP

**Iteration:** 2.6.0

**Description:** Currently, the UI workflow for adding media objects allows the selection of only one file at a time. Improve this so that multiple files can be selected. The ComponentArt Upload control was replaced with Plupload (<http://www.plupload.com>), a javascript-based upload control. It supports multiple file selection and a number of other useful features (client-side resizing, drag and drop, file filters, etc).

## Feature: Allow administrator to specify settings for video/audio encoding

**ID:** 518

**Created:** 21-Sep-11

**Closed:** 19-Oct-11

**State:** Closed

**Area:** GSP

**Iteration:** 2.6.0

**Description:** Allow an administrator to have control over the types of videos that are converted, what format they are converted to, and the settings applied to the conversion.

## Feature: Add support for automatically creating web-friendly video and audio files

**ID:** 516

**Created:** 02-Sep-11

**Closed:** 21-Oct-11

**State:** Closed

**Area:** GSP

**Iteration:** 2.6.0

**Description:** Add support for automatically creating web-friendly video and audio files. Some file formats - such as AVI - are difficult to render in browsers in a consistent and cross-browser manner. Therefore, give the user the option to create alternate versions of these files that are created in formats that are more flexible, such as MP4. This was accomplished by using FFmpeg to perform the conversion. Since each media conversion can take a very long time, an asynchronous process was developed, whereby objects to be converted are added to a queue (stored in table `gs_MediaQueue`) and processed one at a time. A class named `MediaConversionQueue` was created to manage this process. Since the queue is stored in a table, it can survive application restarts.

## Feature: Add video and audio support for iOS devices

**ID:** 513

**Created:** 29-Aug-11

**Closed:** 01-Nov-11

**State:** Closed

**Area:** GSP

**Iteration:** 2.6.0

**Description:** Add video and audio support for iOS devices such as iPod, iPad, and iPhone. This was accomplished with three changes: (1) Implemented a new HTTP handler that is capable of processing byte range requests. (2) Added new browser templates so that Safari browsers receive the video or audio HTML5 element for these MIME types: video/mp4, video/x-m4v, video/quicktime, audio/x-mp3, audio/m4a. (3) Changed the MIME type for video/m4v to video/x-m4v (per iOS/Safari requirement) Testing: On iOS 3.1.2 iPod Touch (2nd gen), mp4 and mp3 files worked, but m4v, quicktime, and m4a files did not.

---