

Gallery Server Pro 2.2.3286 Quick Start Guide

Overview

Version 2.2 introduces a revamped UI architecture to provide easier integration with existing ASP.NET web sites. There are also several new features and bug fixes.

This guide is a temporary document to highlight changes to Gallery Server since 2.1. Once the Administrator's Guide is fully updated, this document will be discontinued. Refer to the Administrator's Guide for any information not described here. For example, since the Requirements have not changed, they are not included, and can be found in the Administrator's Guide.

New Features

- All functionality is contained within a single user control. This will greatly ease adding a gallery into an existing ASP.NET application.
- Support for storing media objects at any UNC-accessible location, including NAS devices (Thanks to UncleJohnsBand for the code contribution).
- New upgrade wizard imports settings from the previous web.config and galleryserverpro.config files. Works in medium trust.
- Added .pps (PowerPoint Slideshow) as a supported media object.
- The file path to the thumbnail and optimized image directory is now optional. When not specified, the media object path is used.
- Modified add objects page to eliminate use of images containing hard-coded English text. This will allow for easier translations.
- New configuration settings in galleryserverpro.config: showLogin (default=true) and showSearch (default=true). These control the visibility of the login and search controls at the top right of every page. The settings are exposed on the General page of the Site admin area.
- New configuration settings in galleryserverpro.config: showErrorDetails (default=false), enableExceptionHandler (default=true), and allowAnonymousBrowsing (default=true). These replace the previous technique of configuring these options in web.config through the customErrors and authorization elements.
- Increased the height of the box surrounding thumbnail images to better contain the contents. This was done by changing the value of the thumbnailHeightBuffer setting in galleryserverpro.config from 65px to 70px.
- Includes the latest version of ComponentArt's WebUI suite: 2008.2 SP3, released December 29, 2008.

Bug fixes

- Full support for Silverlight using the HTTP handler. Previously, Firefox did not consistently play video or audio with the handler, so as a workaround the HTML templates in galleryserverpro.config were configured to use a direct reference to the file instead of the handler (that is, it used the {MediaObjectAbsoluteUrlNoHandler} replacement parameter instead of {MediaObjectUrl}). Now that the issue is fixed, the HTML templates have been

modified to specify the handler.

- Password validation not performed when changing password in SQLite
- An error may occur if a SMTP server is not specified
- Clicking current date in edit album window does nothing
- "Template not found: enabledHeader" message on Media Object Types page
- Thumbnails for external media objects may not be recreated during synch
- Synch may leave orphan files
- Captions inside thumbnails sometimes exceed boundary
- Incorrect behavior on Add Objects page
- Text in add user dialog remains visible during callback
- SQLite user activity date inconsistent with SQL Server behavior
- Rendering issue when gallery is used in web page with floated screen objects

Detailed reports for the features and bug fixes are available on the [Release History page](#).

Known Issues In 2.2.3286

- The web-based installer may not work correctly if you change the Membership settings in web.config before running the installer (for example, you change the passwordFormat attribute). If you intend to change these settings, do so after the installer is complete.
- The upgrade wizard imports some, but not all, settings in your current web.config and galleryserverpro.config files. If you edited either of these files with a text editor you may find those settings are not imported. In this case they must be manually migrated. Generally speaking, all settings that are configurable through the UI are imported.
- Restoring data to a SQL Server 2000 database using the built-in restore function is not supported.
- Restoring data to SQL Server using the Restore feature requires SQL permissions equivalent to that provided in the db_ddladmin or db_owner roles. You may have to manually configure the SQL user using a tool such as SQL Management Studio to provide this permission prior to using the Restore feature.

Installation Overview

There are two versions of Gallery Server Pro available for download:

- Gallery Server Pro 2.2 web application (pre-compiled)
- Gallery Server Pro 2.2 source code (Visual Studio 2005 format)

Most users will want the pre-compiled web application. Use the source code version if you are interested in viewing or modifying the code. The source code version must be compiled prior to deployment. It is in Visual Studio 2005 format, but it can be opened in Visual Studio 2008 and the freely available Visual Web Developer 2008 Express SP1, downloadable from Microsoft.

Note: For 64 bit environments, a 64-bit version of System.Data.SQLite.DLL must be downloaded and copied over the 32-bit version in the bin directory. The source code version includes both dll's in the SQLite project.

New Installation

Follow the instructions in the [Administrator's Guide](#) to perform a new installation. The only thing that has changed is that the URL to start the web-based install wizard is different. Instead of navigating to the **installer** directory, append the query string parameter "g=install" to the default.aspx page. For example, if you installed to <http://localhost/gallery/>, then the upgrade wizard is at <http://localhost/gallery/default.aspx?g=install>.

Upgrade from 2.0 or 2.1

You can upgrade from any 2.0 or 2.1 release using these basic steps (detailed instructions are below):

1. Temporarily save your **web.config**, **galleryserverpro.config** and **galleryserverpro_data.sqlite** files.
2. Replace the files in the web application directory with the new ones (but don't delete your media object files).
3. Run the upgrade wizard.

Attention 2.0 Users

If you are upgrading from 2.0.*, you must update the database to the 2.1.3162 schema (the schema hasn't changed since 2.1.3162). You can do this by manually executing one or two SQL scripts against your database.

If you are upgrading from...

2.0.2830: Run the following SQL scripts: [GS_2.0.2830_to_2.0.2886_upgrade.sql](#) and then [GS_2.0.2886_to_2.1.3162_upgrade.sql](#). They can be found in the installer\sql directory of these downloads: [Gallery Server Pro 2.0.2886](#) and [Gallery Server Pro 2.1.3162](#).

2.0.2886, 2.0.2887, or 2.0.2898: Run the SQL script [GS_2.0.2886_to_2.1.3162_upgrade.sql](#). It can be found in the installer\sql directory of this download: [Gallery Server Pro 2.1.3162](#).

Follow these detailed instructions for upgrading to 2.2.

1. Download the ZIP file containing the Gallery Server Pro web application from www.galleryserverpro.com.
2. Make a backup of **web.config** (in the root directory of the Gallery Server Pro web application) and **galleryserverpro.config** (in the config directory). The upgrade wizard will import your settings from these files.
3. (SQLite users only) Make a backup of **galleryserverpro_data.sqlite** (in the App_Data directory).
4. Delete all the web application directories and files in your Gallery Server Pro web directory **EXCEPT** your mediaobjects directory. If you store your media objects outside this web directory, you can safely delete the mediaobjects directory.
5. Extract the contents of the Gallery Server Pro ZIP file to the web directory.

Note: If you downloaded the source code, you must compile it before copying the files.

6. Use Windows Explorer to give the user account IIS is running under **modify** permission to the **App_Data**, **config** and **mediaobjects** directories. By default, the user account is ASPNET in Windows 2000/XP and Network Service in Windows 2003/2008/Vista.

Note: This step is often not necessary if the directories already contain the required permissions.

Note: If you are using a hosting provider, follow the process provided by them for performing the above steps. Again, this step is often not necessary.

7. If you have .NET 3.5 installed, replace the web.config file in the root of the web application with either web_3.5.config or web_sqlserver_3.5.config.

Note: For more information about the difference between the two 3.5 versions of web.config, refer to Chapter 2 in the Administrator's Guide, specifically the .NET Framework 3.5 section.

8. (SQLite users only) Copy your backup of galleryserverpro_data.sqlite over the file in the App_Data directory.
9. Use a web browser to navigate to the web upgrade wizard. The URL is in this form: **default.aspx?g=upgrade**. For example, if you installed to http://localhost/gallery/, then the upgrade wizard is at <http://localhost/gallery/default.aspx?g=upgrade>.
10. Follow the instructions to complete the upgrade. The wizard will import common settings from your old web.config and galleryserverpro.config files.
11. When the upgrade is complete, you will see a confirmation message. Congratulations! Click the link to go to your upgraded Gallery Server Pro site.

Note: Some settings are not imported from the original files. This is intentional as some values, such as old HTML templates in galleryserverpro.config, have been updated and should not be overwritten. If you have manually edited either of these files, there is the possibility those changes will not be imported by the wizard. In this case, manually update the file.

IMPORTANT! When you are finished, it is **strongly recommended** that you disable the install and upgrade wizards to prevent unauthorized access to your server. To disable, change the value of the ENABLE_SETUP hidden field to FALSE in install.ascx and upgrade.ascx (in the gs\pages directory) or delete the files.

Storing Media Files On The Network

Previous versions of Gallery Server Pro required that media files be stored on the local hard drive of the web server. Thanks to a contributor named UncleJohnsBand, Gallery Server Pro now supports storing media objects on any UNC share. This includes other computers, external hard drives, and even network-attached storage (NAS) devices.

Note: Mapped drives present a security risk and are not supported.

For example, you might have your media files stored on a NAS that is accessible with this UNC path:

\\mynas\media

To configure Gallery Server Pro to use a UNC share, go to the Site admin - Media Objects - General page. Enter the network path in the **Original file storage location** setting.

Attention: Note that the IIS application pool identity must have file share permission and NTFS permission to the network location. **The default user - Network Service - does not have network permissions and will not work.** Modify the application pool identity in IIS to specify another user, and ensure that user has the required permission on the network device.

Integrating Gallery Server Pro Into Your Existing ASP.NET Application

Note: Those of you who run Gallery Server Pro as a stand-alone application and are not interested in integrating it into an existing application are largely unaffected by the changes to the UI architecture.

Overview

Version 2.0 and 2.1 used the ASP.NET 2.0 techniques of master pages and themes. The intention was that their use would simplify integration into existing web sites. However, in practice it has been difficult for developers to add an instance of Gallery Server Pro into an existing web application. This is primarily because an existing site already has an architecture that may include master pages, themes, navigation bar, and header and footer areas.

For 2.2, I took a different approach. I wrapped all the functionality into a single ASP.NET user control. Adding a gallery to your site involves three basic steps:

1. Copy the Gallery Server Pro files into your web application. Most of them can be placed in a directory of your choosing. A few, such as the SQLite database and .resx resource file, go into pre-defined ASP.NET directories, such as App_Data and App_GlobalResources.
2. Configure web.config to define a few settings required by GSP and add one line of code to the Application_Start event in global.asax.
3. Choose one of your web pages to host the gallery. Perhaps you will add a new .aspx page and have it based on your current master page. Add the following to the top of the page:

```
<%@ Register TagPrefix="gsp" Namespace="GalleryServerPro.Web" Assembly="GalleryServerPro.Web" %>
```

At the location in the page where you want the gallery to appear, add:

```
<gsp:Gallery ID="gallery1" runat="server" />
```

That's it! Fire up the page and you will notice Gallery Server Pro appears in the location you defined. All the functionality that previously existed, such as logging on, searching, and the task and admin pages are still there. And it will work beautifully with your existing master pages.

The user control can be added into a VB.NET or C# web application.

Gallery Server Pro is released in a fully functioning web site with a single page containing the Gallery control, making it easy to deploy as a stand-alone application, just like previous versions.

Since all functionality is contained in a single .aspx page, the URLs are constructed differently in version 2.2. Here are a few examples:

Create a new album: http://www.site.com/default.aspx?g=task_createalbum&aid=1

View an album: <http://www.site.com/default.aspx?aid=74>

View a single photo: <http://www.site.com/default.aspx?g=mediaobject&moid=536>

Site admin home page: http://www.site.com/default.aspx?g=admin_general

Notice that every URL references the default.aspx page. The query string contains a "g" parameter that dictates what action is taking place on the page. There is backwards compatibility with your existing links to albums and media objects. So, for example, a link you may have in 2.1 that points to a photo at <http://www.site.com/default.aspx?moid=536> continue to point to the same photo in 2.2. However, bookmarks to any task or admin pages will not work in 2.2.

A Note About Membership, Roles, and Profiles

Gallery Server Pro uses the ASP.NET provider model for membership, roles and profiles. It will easily integrate into your own provider scheme so that you can use your existing membership to manage your gallery. That is, if you already have a set of user accounts that access your application, Gallery Server Pro can use these instead of having a separate set of accounts for the gallery.

Configuring the providers is done in the web.config file and uses the standard ASP.NET syntax.

One potential issue, though, is if you *want* to use a separate set of users for your gallery. Normally, users are accessed through the default provider setting. To have multiple sets of users (for example, one for the gallery and one for the rest of the app) you must configure two membership providers in web.config. Then, in your code, you explicitly reference the desired provider by name. Gallery Server Pro assumes that the default provider is the correct one. Therefore, if you want multiple sets of users, you must modify your code to reference the provider by name and let Gallery Server Pro use the default provider (as declared in the defaultProvider attribute).

Another way around this limitation is to install Gallery Server Pro into a subdirectory as its own web application.

Step By Step Instructions

Here are detailed instructions for adding a gallery into your existing ASP.NET application.

1. Download the ZIP file containing the Gallery Server Pro web application from www.galleryserverpro.com.
2. Create a new, empty directory within your web app. This will contain the supporting files such as images, user controls, etc. It can have any name and be at any hierarchical level.
3. Open the ZIP file and copy the contents of the gs directory into the directory you just created.
4. If you do not have an App_Data directory in your application, create one by using Visual Studio to right click the web project and choosing Add - Add ASP.NET Folder - App_Data.

5. Copy galleryserverpro_data.sqlite from the App_Data directory in the ZIP file into your App_Data directory.
6. If you do not have an App_GlobalResources directory in your application, create one by using Visual Studio to right click the web project and choosing Add - Add ASP.NET Folder - App_GlobalResources.
7. Copy GalleryServerPro.resx from the App_GlobalResources directory in the ZIP file you're your App_GlobalResources directory.
8. Copy the contents of the bin directory from the ZIP file into your bin directory.

Note: For a more robust solution, copy the dll's into a new directory of your application and use Visual Studio to set the Copy to Output Directory property on each file to true. This way the dll's will survive your periodic cleaning of the bin directory.

9. If you do not have a Global.asax file in the root of your web app, create one by using Visual Studio to right-click the web project node and choose Add - New Item... Then, from the templates window of the Add New Item dialog, click Global Application Class.
10. Open Global.asax and add code to the Application_Start event exactly as follows:

C#:

```
protected void Application_Start(object sender, EventArgs e)
{
    Application["ComponentArtWebUI_AppKey"] = "This edition of ComponentArt
Web.UI is licensed for Gallery Server Pro application only.";
}
```

VB.NET:

```
Protected Sub Application_Start(ByVal sender As Object, ByVal e As EventArgs)
    Application("ComponentArtWebUI_AppKey") = "This edition of ComponentArt
Web.UI is licensed for Gallery Server Pro application only."
End Sub
```

Note: The ComponentArt dll expects this string to exist. If it does not, the application will show periodic messages saying that you are using a trial version of the ComponentArt Web.UI suite.

11. Update your web.config file with settings from the web.config file in the Gallery Server Pro download. You probably can't just copy everything because your file already has important settings to your application. Go through the Gallery Server Pro version of web.config section by section. Copy the section if it is missing from your existing file, and merge those sections that exist in both places.

Note: This step requires a skilled ASP.NET developer who is familiar with web.config files. Some sections may not need to be copied. For example, if your application runs only on IIS 7, you do not need to copy the httpHandlers and httpModules section. If you are using SQL Server as the data provider, you do not need to copy the SQLite related sections.

Note: Pay special attention to this section:

```
<galleryServerPro configSource="gs\config\galleryserverpro.config" />
```

The path must point to the galleryserverpro.config file. If you installed the support files into a different directory - for example, a directory named 3rdpartyapps\gallery, then the path will look like this:

```
<galleryServerPro
configSource="3rdpartyapps\gallery\config\galleryserverpro.config" />
```

12. Okay! All the pieces are in place. Now you are ready to add the user control to one of your pages. Choose an .aspx page - or create one - and add the following to the top of the page:

```
<%@ Register TagPrefix="gsp" Namespace="GalleryServerPro.Web" Assembly="GalleryServerPro.Web" %>
```

Note: You can add the control to any page that accepts user controls, including master pages.

13. At the location in the page where you want the gallery to appear, add this:

```
<gsp:Gallery ID="gallery1" runat="server" />
```

14. That's it! Fire up the page and you will notice Gallery Server Pro appears in the location you defined.

Note: By default, ASP.NET blocks uploads larger than 4 MB and will throw a timeout error after 90 seconds. To change these settings, add a <location> element to web.config. For example, if you are using Gallery Server Pro in a page named gallery.aspx, add the following to web.config to increase the maximum upload size to 2 GB and the timeout to 24 hours:

```
<configuration>
  <location path="gallery.aspx">
    <system.web>
      <httpRuntime maxRequestLength="2097151" executionTimeout="86400" />
    </system.web>
  </location>
</configuration>
```

IIS 7 users: By default, IIS 7 restricts uploads larger than about 30 MB even if you assigned a larger maxRequestLength attribute above. Refer to the system.webServer section in the web.config file that ships with Gallery Server Pro for instructions for modifying this setting.

There are two properties of the Gallery user control that may be useful:

ShowLogin: When true, shows login/logout controls at the top right of every page. Overrides the global showLogin setting in galleryserverpro.config. This can be useful for hiding the login controls in your main gallery but showing them on another page for administrators.

ShowSearch: When true, provides search functionality at the top right of every page. Overrides the global showSearch setting in galleryserverpro.config.

Cascading Style Sheets (CSS)

Gallery Server Pro makes extensive use of cascading style sheets (CSS) to format the HTML. One challenge is keeping the CSS used by Gallery Server Pro from interfering with any CSS used in your application. For example, you might have a CSS file included on every page that defines all paragraph tags:

```
p { margin: 0 0 0.4em 0; padding: 0.4em 0 0 0; }
```

And you might have classes with common names that are also used in Gallery Server Pro.

```
.content { min-height: 400px; }
```

In turn, Gallery Server Pro defines some styles that may affect your web pages:

```
.footer { text-align: center; font-size: 60%; }
```

To help reduce the CSS interference, Gallery Server Pro uses a pseudo-namespace technique to qualify all of its CSS. The top HTML element rendered in the gallery control has the `gsp_ns` class assigned to it:

```
<div class="gsp_ns">  
... gallery HTML content...  
</div>
```

All CSS styles are then defined under this "namespace". For example, the footer class used in Gallery Server Pro is actually defined like this:

```
.gsp_ns .footer { text-align: center; font-size: 60%; }
```

This tells the browser that only classes named footer that are under an element with the `gsp_ns` class are affected by the rule. So if you are already using the footer class in your web site you will be unaffected by the Gallery Server Pro version.

This technique is not perfect, however. It is possible for *your* footer class to interfere with Gallery Server Pro's footer. For example, let's say your web site is currently defining a footer class like this:

```
.footer { background-color:Silver; }
```

The footer in Gallery Server Pro will inherit this setting because it doesn't define its own background color. When this interference occurs, you have a few choices:

1. Change the name of your footer class.
2. Modify the class in Gallery Server Pro's style definition to provide explicit behavior. For example, add "background-color:transparent".
3. Change the name of the class used in Gallery Server Pro. This may involve modifying the source code and recompiling.

Many of the classes in Gallery Server Pro have a "gsp_" prefix like this:

```
.gsp_bold { font-weight: bold; }
```

Using this prefix reduces the likelihood of name interference, so hopefully you don't have much trouble.

You will find the CSS files used in Gallery Server Pro in the `gs\styles` directory.