

Mappics: Journeys through Photos User Guide

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CS 460

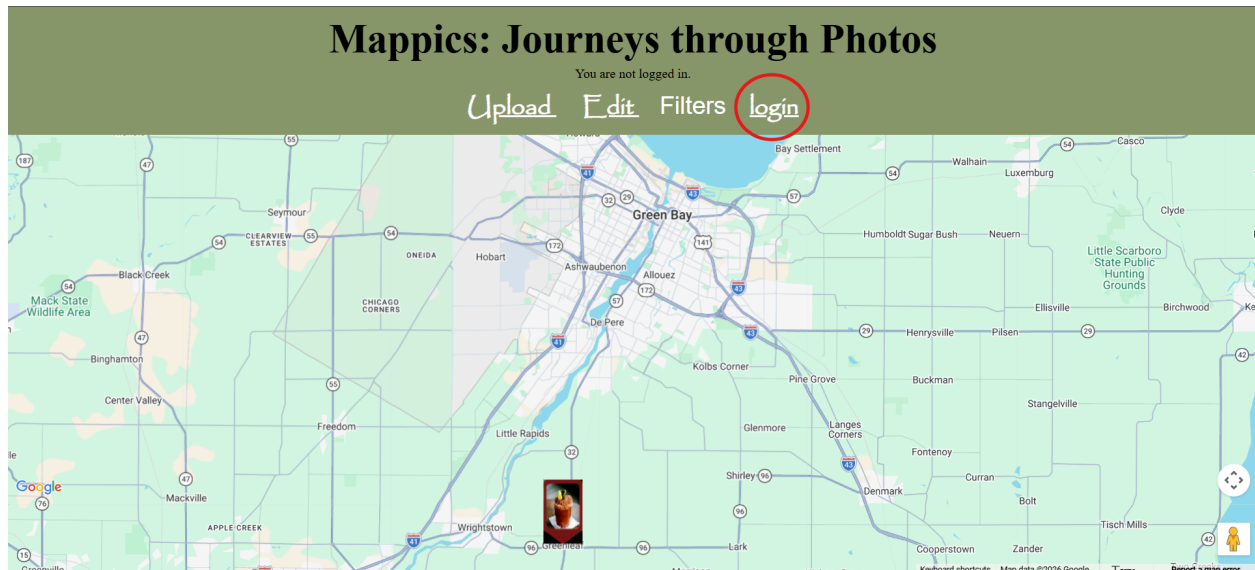
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Table of Contents

Logging In . . .	2
Uploading a Photo . . .	3
Editing a Photo . . .	5
Filtering Photos . . .	7

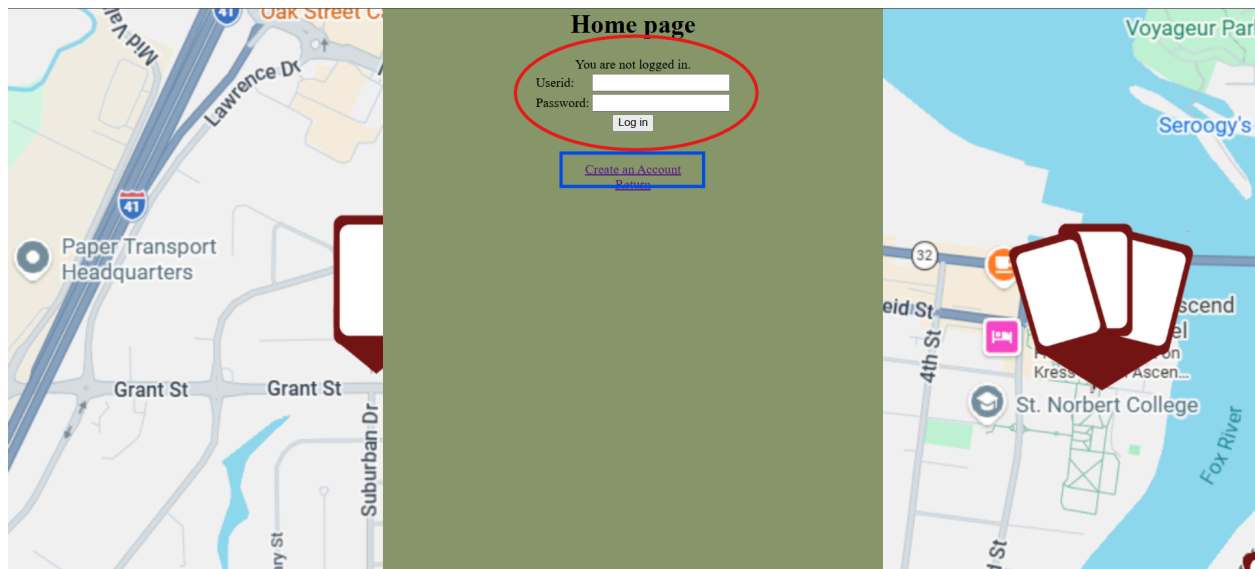
Logging In

This section talks about how to login/create an account on my project



When you first reach the webpage you will see a button where you can either login into an account or create an account.

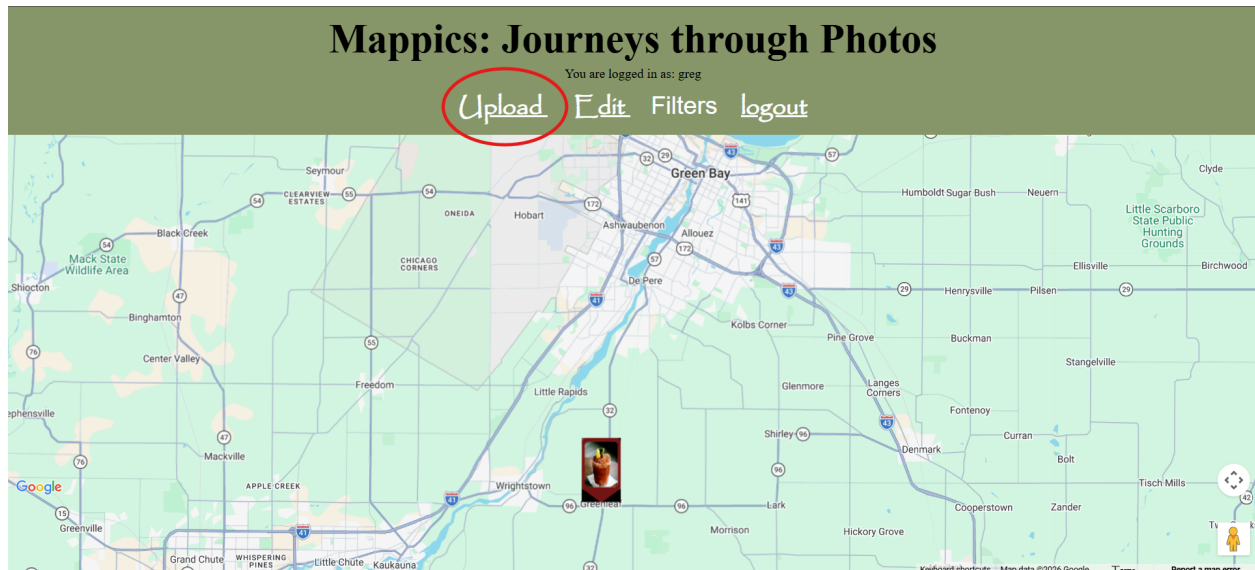
When the button is clicked, you will be brought to this page where you can either enter your username and password, highlighted in red, or you can click the link to create an account which will take you to an identical page where you can enter a username and password for a new account.



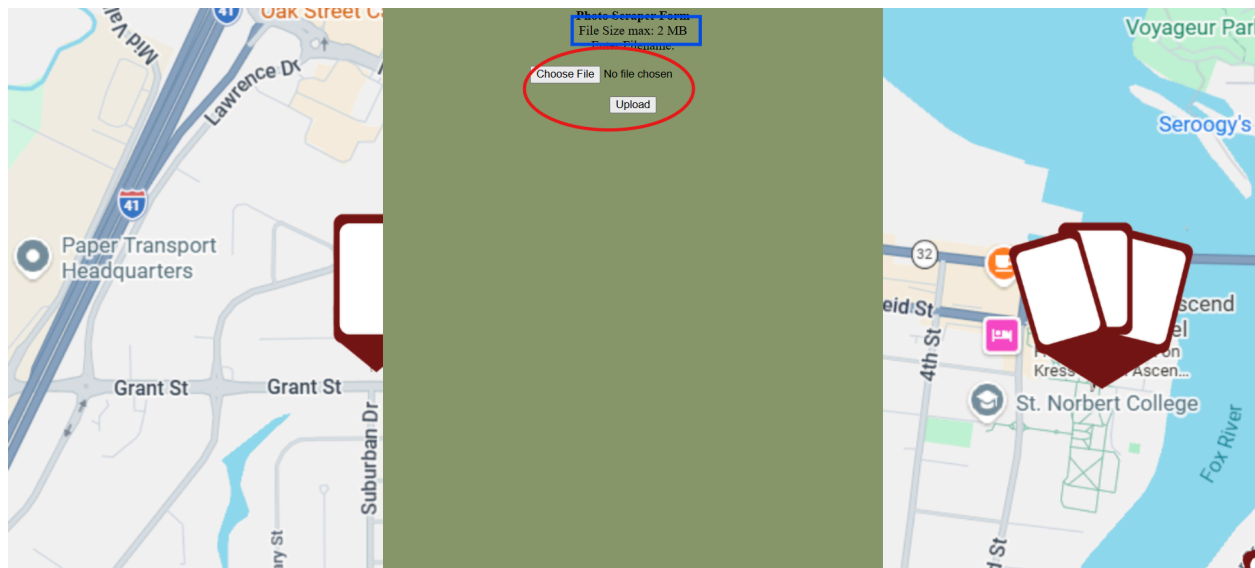
After you have either logged in or created an account you will be directed back to the main page where you can begin uploading and editing YOUR photos.

Uploading a Photo

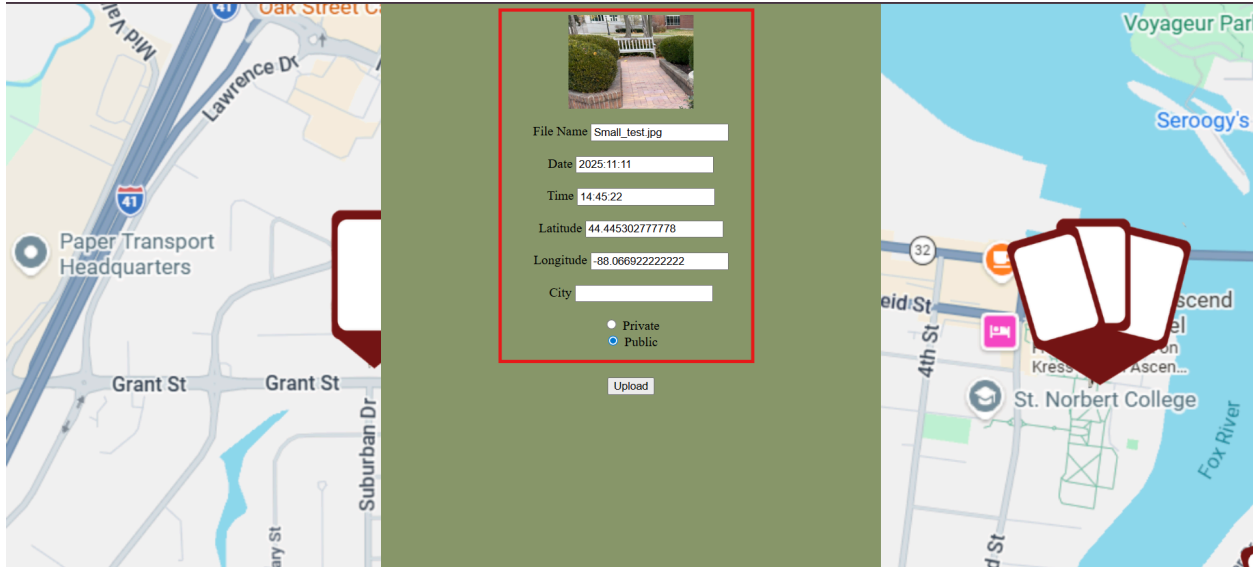
This section talks about how to upload a photo to my project



While on the main page and logged into an account, you can click on the upload button on the navigation bar.

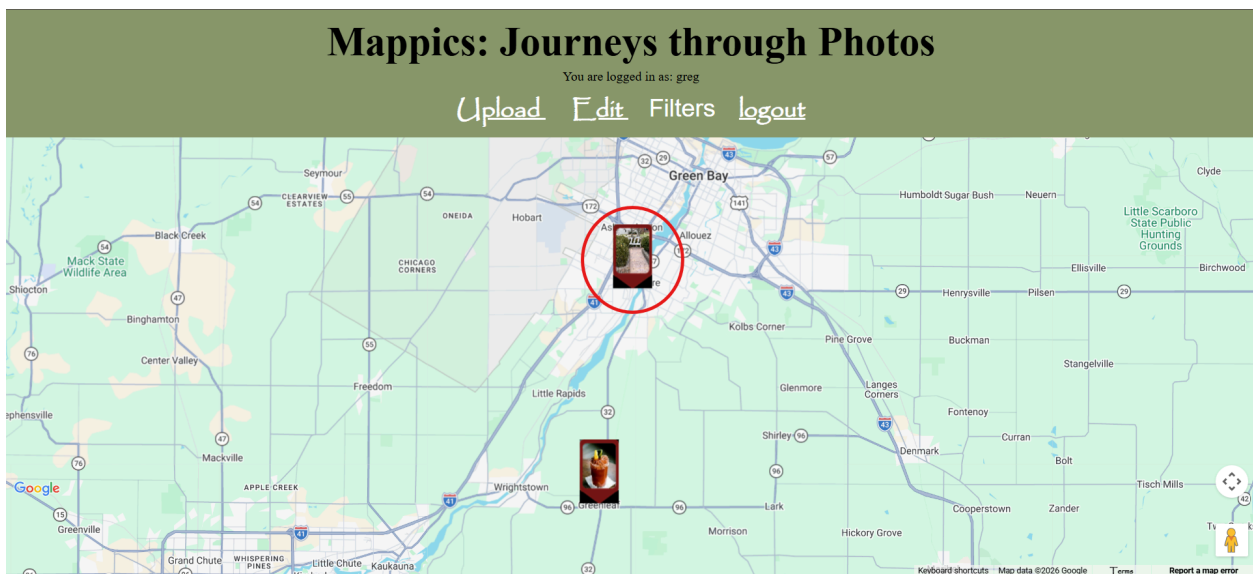


After you have clicked the button, you will be brought to a page where you can choose a file that is stored on your local computer/phone. There are two exceptions when uploading photos which is that photos are restricted to a max size of 2 megabytes due to server constraints and that all uploaded photos must be stored as JPG/jpegs.



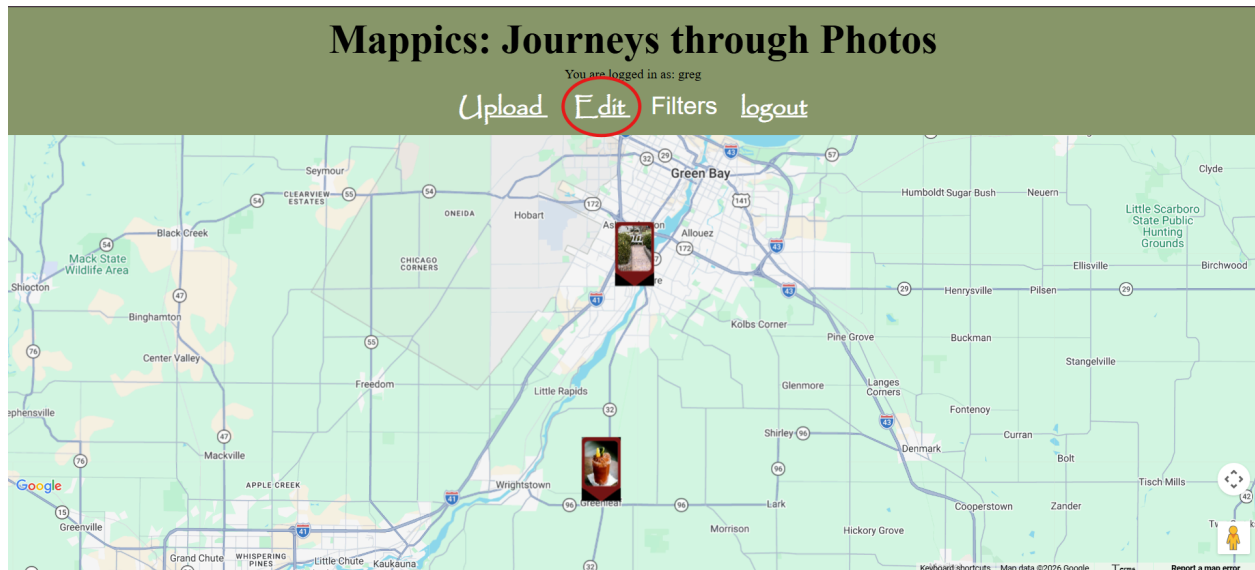
After clicking upload, you will be brought to this page which will display the available metadata that was able to be pulled from the photo. You will need to fill all of the empty fields in order to upload your photo. You will also need to indicate whether your photo is public to everyone or private to yourself.

After you have clicked the final upload, your photo will appear on the map in the location provided from the metadata.

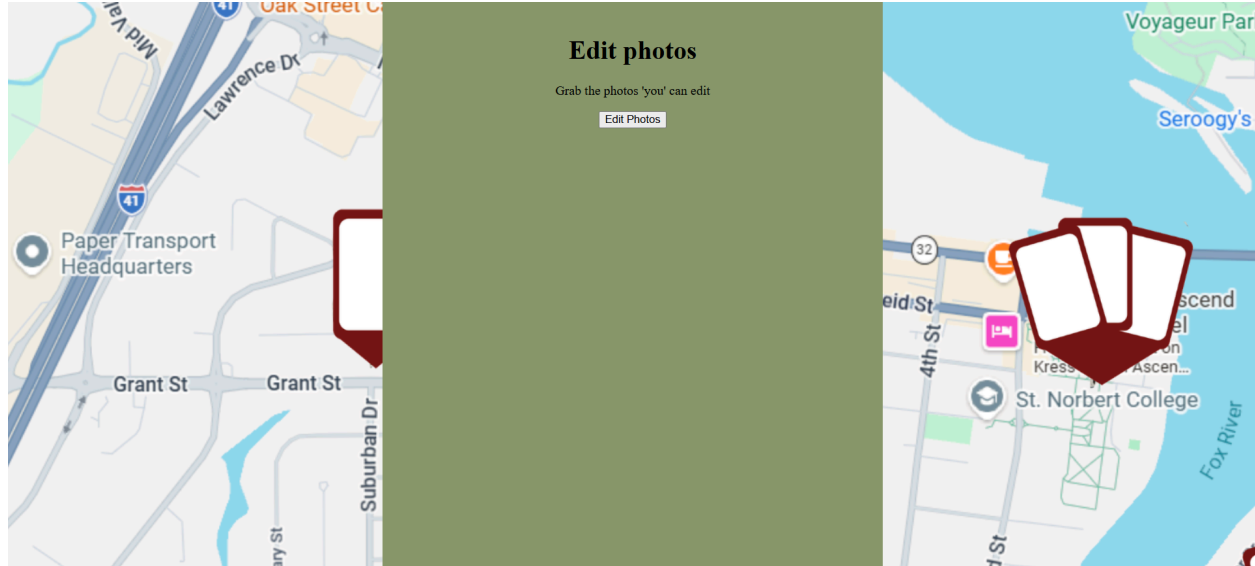


Editing a Photo

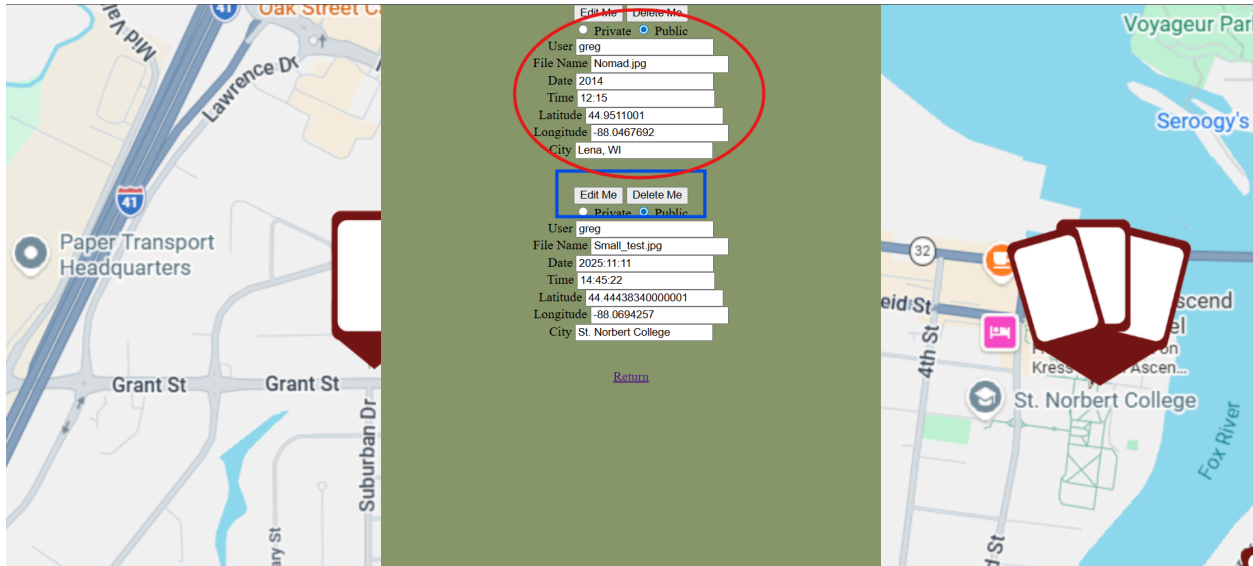
This section talks about how to edit a photo in my project



While logged in you can click on the edit button on the navigation bar on your screen.

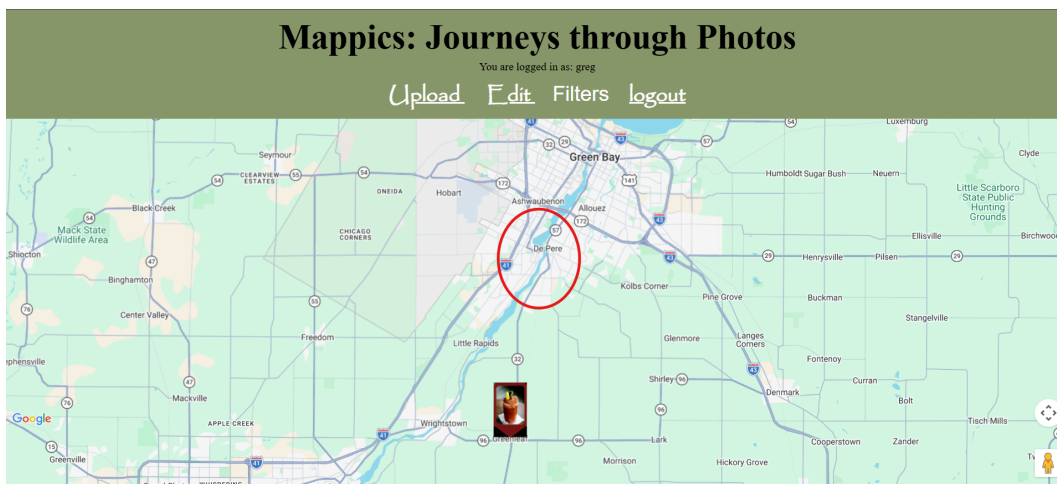


After clicking on that button you'll be brought to a page where you can "collect" your photos.



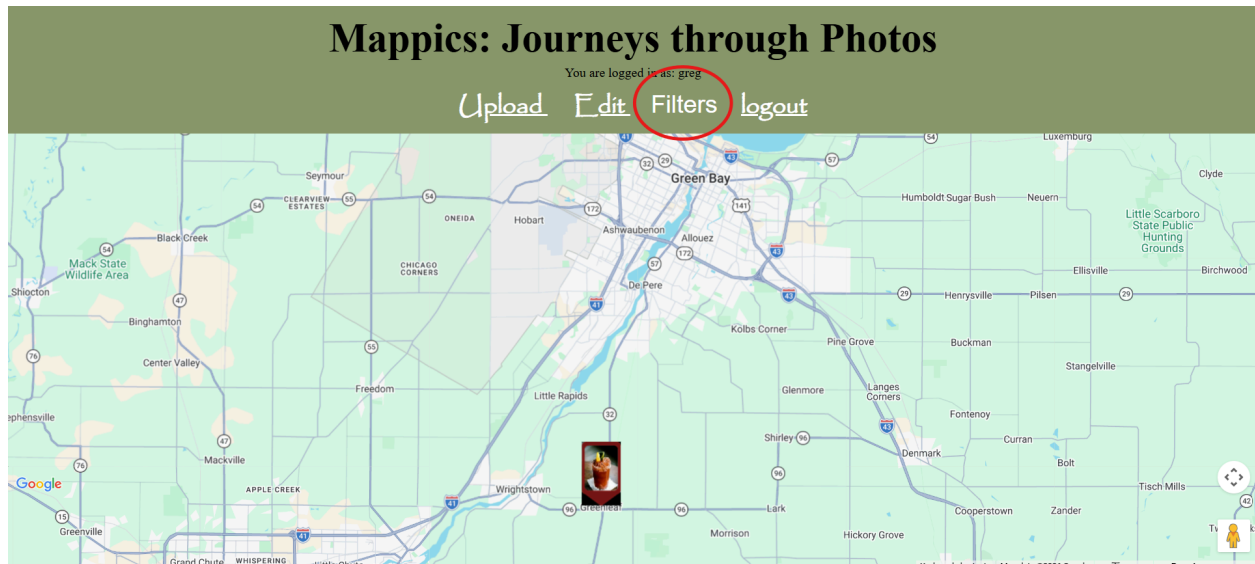
Once you have clicked on that button you will be brought to a page where you can see all of the photos that you have uploaded and their relevant metadata. You can edit the information in the fields of the respective photo. Once you have done so or want to delete a photo you can either click on the Edit Me or Delete Me buttons. The Delete button will remove the photo from the map. The Edit button will update the information stored for that photo to reflect what you changed in the text fields.

If you hit edit the information will be changed on the server and the informational windows for each marker will reflect that. However if you clicked the delete button then when you go back to the main page the pin that represented that photo will have disappeared. *If you have done this process and the pin has not disappeared then your browser has cached the data and you will have to manually delete the browsing data from your browser.*



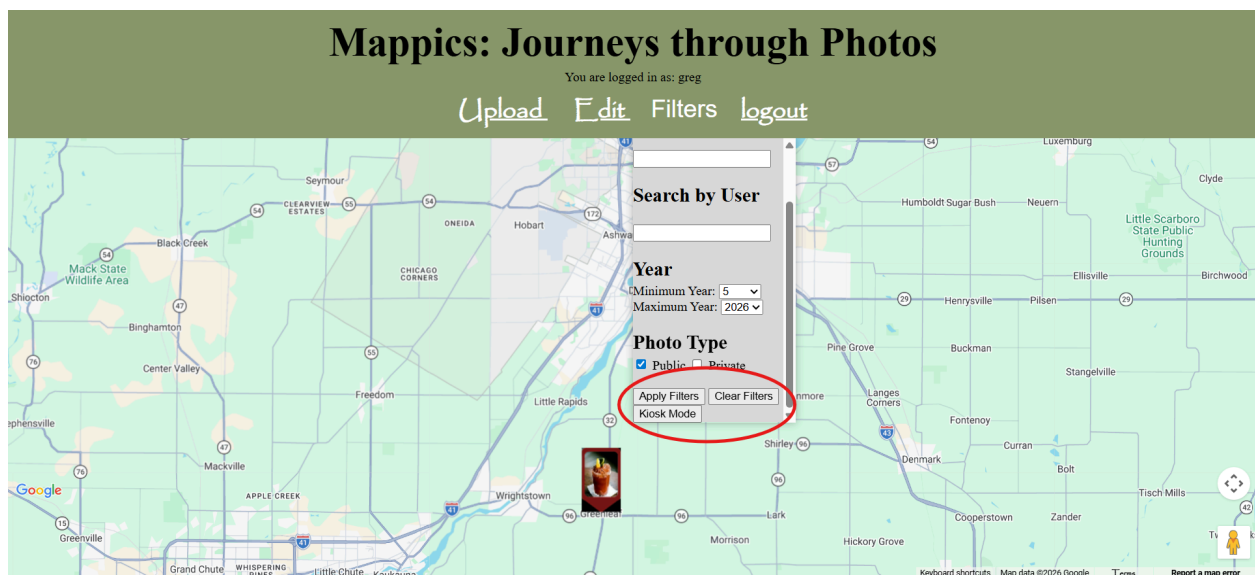
Filtering Photos

This section talks about how to filter for photos in my project



While on the main page, you can click on the filter button on the navigation bar on the top of your screen.

After clicking on this button an overlay will appear with the available filters. When you enter information into the fields they will not take effect until you click on the apply filters button on the bottom of the overlay. You can also clear the filters by clicking on the clear filters button next to the apply filter button which will reset the filters.



There is one final option you can click which is the kiosk button which will randomly pan to different markers and display the info windows for the currently “viewed” marker. While in kiosk mode, the other buttons will be hidden from view and a Kiosk Mode button will replace them. In order to stop kiosk, you will need to click on the Kiosk Mode button.

