

# Text Sync Tool Documentation

This document describes the three files that make up the ELAN Text Sync Tool system:

- **txt\_sync.php** (or, **txt\_sync\_example.htm**, pre-generated for off-line operation)
- **txt\_sync.css**
- **txt\_sync.js**

These example ELAN and media (audio) files are included:

- **example\_elan.eaf**
- **example\_audio.mp3**

## Overview

The essence of the ELAN Text Sync Tool (ETST) is a transformation of ELAN into HTML, combined with CSS and JavaScript.

The ETST system can operate dynamically; generating the markup for synchronized audio/video and text from ELAN and media files stored on a web server, accessible via the Internet.

Alternatively, pre-generated HTML combined with locally stored media files can be viewed in a web browser that is off-line.

If you are not familiar with computer programming, or hypertext markup, rest assured that HTML files can be pre-generated from ELAN files in only a few steps.

If you are familiar with HTML and programming for the web, a detailed description of the ETST component files the methodology of the system process is included in this documentation also.

## Quick Start

1. Go to: <http://community.village.virginia.edu/etst/>
2. From the website download and unzip the ETST and Example Files
3. Back at the website, click on: "Upload ELAN for transformation"
4. Browse to the **elan\_files** folder in the **elan\_text\_sync\_tool** folder and find: **example\_elan.eaf**
5. Add a Title; and click the "Transform" button
6. Download the generated HTML file to the **elan\_text\_sync\_tool** folder
7. Open the HTML file in a web browser to view the results

Note that the generated HTML file is given the same name as the uploaded ELAN file.

Generated HTML files must be kept in the **elan\_text\_sync\_tool** folder, and associated media files must be kept in the **media\_files** sub-folder.

For convenience, original ELAN files may be kept in the **elan\_files** sub-folder.

## A note on ELAN file required syntax and media file types:

To make the association between the generated HTML and the media file, the generating process looks for the media file name in the value of the *MEDIA\_URL* attribute within the <MEDIA\_DESCRIPTOR> tag in the <HEADER> of the ELAN file. (See file: **example\_elan.eaf**)

```
<MEDIA_DESCRIPTOR MEDIA_URL="file:///C:/audio/example_audio.mp3" MIME_TYPE="audio/mp3"/>
```

The path "file:///C:/audio/" is ignored. The process only uses the filename "example\_mp3.mp3".

Media files must be either: mp3 audio or mp4 video, (that is MPEG-1/MPEG-2 Audio Layer III audio or H.264/MPEG-4 video).

For the HTML-generating process to work, the ELAN <TIER> tags must have a *LINGUISTIC\_TYPE\_REF* attribute with a value of either: "transcription" or "gloss"

```
<TIER DEFAULT_LOCALE="en" LINGUISTIC_TYPE_REF="transcription" PARTICIPANT="Lise Dobrin"  
TIER_ID="Lise Dobrin">
```

The <TIER> tags must have a *PARTICIPANT* attribute, the value of which becomes the speaker name and the color-coded initials in the speaker key and the transcript display area of the generated HTML.

## Advanced

To set up the ELAN Text Sync Tool for dynamic ELAN file processing, you will need to upload the two folders: **elan\_files**, **media\_files** (containing the example ELAN and media files), and the three files: **txt\_sync.css**, **txt\_sync.js**, **txt\_sync.php** to an Internet accessible directory on a web server capable of running PHP (version 5.1.6 or newer).

To process a specific ELAN file, three variables at the top of **txt\_sync.php** must be assigned values:

```
$media_file = "example_audio.mp3";  
$eaf_file = "example_elan.eaf";  
$player_title = "When Timothy Fell in The Latrine";
```

If you are familiar with PHP, you may be inspired to modify **txt\_sync.php** to process ELAN files generally from parameters passed to the script by HTTP, or to extend the capabilities of the script in other ways. The remaining documentation is meant to provide an understanding of the design of the interrelated files; CSS, JavaScript and PHP/HTML to facilitate further development.