

Filling Out the File Area Browse Class

The **<File_Area_Browse>** is a specific flavor of the more general **<File_Area>** class, designed for providing a low resolution or “quick-look” version of an observational product.

GIF, JPEG, PNG, and TIFF are among formats allowed for supplementary encoded images, such as in a browse collection.

<File>

REQUIRED

This class is handled identically in all the *File_Area_** classes.

See document titled: [File Area](#)

For a walkthrough of an example File Area class:

[Filling Out the File Area Class Video](#)

To follow along with the Filling Out the File Area Class video, use these XML files:

[File Area XML](#)

[File Area XML \(empty\)](#)

Data Structures

Following the **<File>** class are the data structures. Which data structures need to be included in your label depends on the type of related data. The following data structures, and their image, movie, and spectrum variations, are covered in their own separate documentation:

- [Table Character](#)
- [Table Binary](#)
- [Table Delimited](#)
- [Header](#)
- [Array](#)
- [Array 2D](#)
- [Array 3D](#)

The remaining available data structures are described below.

<Encoded_Audio>

OPTIONAL

The Encoded_Audio class is used for files containing audio data in standard formats, such as WAV.

<name>

OPTIONAL

The name of the file itself is contained in the *file_name* attribute, which is required. In general, this attribute should only be used to provide something like a human-readable title for the contents of the file.

<local_identifier>

OPTIONAL

Use this if you need to create an identifier for this text data so you can reference it from other places in the label.

<md5_checksum>
OPTIONAL

Use this attribute to supply an MD5 checksum for the data object *only*. In general, if the data object occupies the entire file, then the checksum should be given as an attribute of the *<File>* class. This checksum is calculated using only the bytes defined by this *Audio* data structure.

<offset>
REQUIRED

This is the offset, in bytes, into the file at which the audio begins. This value should pretty much always be zero - talk to your PDS consultant if you have a case where you believe this isn't true. In any event, you must specify "bytes" as the unit for this attribute, thus:

```
<offset unit="byte">0</offset>
```

<object_length>
OPTIONAL

This is the length of the audio file, in bytes. If the *offset* is zero, this should be the length of the file. You must specify "bytes" as the unit for this attribute, thus:

```
<file_size unit="byte">1234567890</file_size>
```

<encoding_standard_id>
REQUIRED

The value identifies the audio standard used in the file. It must be one of these:

- M4A/AAC
- WAV

<description>
OPTIONAL

This attribute provides a place for free-format text comments on the audio file, if any.

<Encoded_Header>

OPTIONAL

The Encoded Header class describes a header that has been encoded using an encoding scheme that is compliant to an external standard.

<name>
OPTIONAL

The name of the file itself is contained in the *file_name* attribute, which is required. In general, this attribute should only be used to provide something like a human-readable title for the contents of the file.

<local_identifier>
OPTIONAL

Use this if you need to create an identifier for this header so you can reference it from other places in the label.

<md5_checksum>

OPTIONAL

Use this attribute to supply an MD5 checksum for the data object *only*. In general, if the data object occupies the entire file, then the checksum should be given as an attribute of the *<File>* class. This checksum is calculated using only the bytes defined by this *Header* data structure.

<offset>

REQUIRED

This is the offset, in bytes, into the file at which the header begins. This value should pretty much always be zero - talk to your PDS consultant if you have a case where you believe this isn't true. In any event, you must specify "bytes" as the unit for this attribute, thus:

```
<offset unit="byte">0</offset>
```

<object_length>

OPTIONAL

This is the length of the header, in bytes. If the *offset* is zero, this should be the length of the file. You must specify "bytes" as the unit for this attribute, thus:

```
<file_size unit="byte">1234567890</file_size>
```

<encoding_standard_id>

REQUIRED

The value identifies the header standard used in the file. It must be TIFF.

<description>

OPTIONAL

This attribute provides a place for free-format text comments on the header file, if any.

<Encoded_Image>

OPTIONAL

The Encoded Image class is used for ancillary images in standard formats, such as JPEG.

<name>

OPTIONAL

The name of the file itself is contained in the *file_name* attribute, which is required. In general, this attribute should only be used to provide something like a human-readable title for the contents of the file.

<local_identifier>

OPTIONAL

Use this if you need to create an identifier for this image data so you can reference it from other places in the label.

<md5_checksum>
OPTIONAL

Use this attribute to supply an MD5 checksum for the data object *only*. In general, if the data object occupies the entire file, then the checksum should be given as an attribute of the <File> class. This checksum is calculated using only the bytes defined by this *Image* data structure.

<offset>
REQUIRED

This is the offset, in bytes, into the file at which the image begins. This value should pretty much always be zero - talk to your PDS consultant if you have a case where you believe this isn't true. In any event, you must specify "bytes" as the unit for this attribute, thus:

```
<offset unit="byte">0</offset>
```

<object_length>
OPTIONAL

This is the length of the audio file, in bytes. If the *offset* is zero, this should be the length of the file. You must specify "bytes" as the unit for this attribute, thus:

```
<file_size unit="byte">1234567890</file_size>
```

<encoding_standard_id>
REQUIRED

The value identifies the image standard used in the file. It must be one of these:

- GIF
- J2C
- JPEG
- PDF
- PDF/A
- PNG
- TIFF

<description>
OPTIONAL

This attribute provides a place for free-format text comments on the image file, if any.

<Stream_Text>

OPTIONAL

This class provides metadata for the file referenced in the associated *File* class. There must be exactly one instance of this class in a *File_Area_Text*.

<name>
OPTIONAL

The name of the file itself is contained in the *file_name* attribute, which is required. In general this attribute should only be used to provide something like a human-readable title for the contents of the file.

<local_identifier>

OPTIONAL

Use this if you need to create an identifier for this text data so you can reference it from other places in the label.

<offset>

REQUIRED

This is the offset, in bytes, into the file at which the text begins. This value should pretty much always be zero - talk to your PDS consultant if you have a case where you believe this isn't true. In any event, you must specify "bytes" as the unit for this attribute, thus:

```
<offset unit="byte">0</offset>
```

<object_length>

OPTIONAL

This is the length of the text, in bytes. If the *offset* is zero, this should be the length of the file. You must specify "bytes" as the unit for this attribute, thus:

```
<file_size unit="byte">1234567890</file_size>
```

<parsing_standard_id>

REQUIRED

The value identifies the text standard used in the file. It must be one of these:

- **7-Bit ASCII Text** if the file contains *only* ASCII characters
- **UTF-8 Text** if the file contains UTF-8 characters

7-bit ASCII is a strict subset of UTF-8. In either case, avoid non-printing characters other than the line delimiters and the blank characters, especially if your text file depends on a fixed-space font to display correctly.

Note: You should be careful to ensure that your file actually contains only ASCII or UTF-8 characters. This can be a little tricky, especially on certain operating systems still using their own proprietary code pages as defaults for their popular office software. If you don't know for certain that your editor is operating in UTF-8 mode, please check your settings and read the documentation *before* submitting a file with potentially spurious characters in it. This is *really* annoying to chase down and correct after the fact.

<description>

OPTIONAL

This attribute provides a place for free-format text comments on the text file, if any.

<record_delimiter>

REQUIRED

This must have the value **Carriage-Return Line-Feed**. The corresponding text must also have carriage-return/linefeed delimited lines.