

Acoustic Ecology Course Sound Map 2019 /20

URL: soundmap.kentai.ch

Login: user@soundmap.ch

Pass: Soundscape-19

ADD / EDIT OR DELETE MARKERS

The sound map lets you place markers on an online map. Markers have a popup that can contain different media files and information about the specific location.

First, login in the side bar menu to make changes to the map. To add, edit or delete a marker right click on the map where you would like to create a new marker, or on the black circle icon and select the desired action. Markers in edit mode have an orange icon that can be dragged around and their popup content can be changed.

In the "Main" popup tab various information can be added in the fields with a dotted border. One or several Audio Files (preferably in a compressed format like mp3) are added with the file dialog button ("Dateien auswählen"). To remove an audio file select it with the select menu, right click on it and confirm the dialog.

Wav files from the recorders can be converted using the free Audacity Application (<https://www.audacity.de>).

Datei -> Exportieren -> Als MP3 exportieren (Bitrate Modus: konstant, 192 kbps)

Please use the following naming scheme for the converted audio files from the Audiomoth recorders:

yyyy-mm-dd_hh-mm.mp3 -> e.g. 2019-11-24_10-46.mp3

The wav files from the Audiomoth are named with Unix hex timestamps (e.g. 5D5B0DD5.WAV). This site: <https://www.epochconverter.com/hex> converts them to readable date and time, but this information can of course also be found in the file info.

The "Pics" tab can be used to add picture and video files with an accompanying annotation field to the marker. A file can be removed in edit mode with the X Button.

In the "Other" tab, text files (.txt, .doc, .pdf etc.) can be added.

All changes are temporary until saved and can be reverted with "Cancel" or by reloading the page. Right click on the round marker icon and choose "Save" to upload your edits to the data base.

Suggestions / errors can be mailed to me:
kentai@gmx.net

