

SignStream™ 2.2.2 ReadMe (May 2003)

For the latest information about SignStream, consult <http://www.bu.edu/asllrp/SignStream/>.

System Requirements

SignStream runs on MacOS computers running system 8.1 or later and requires QuickTime version 4.0 or later. Although SignStream does run in Classic mode under OS 10.x, it is recommended that users reboot in System 9.2 before running SignStream.

The program will run on both PowerPC and earlier 680x0 platforms. The main performance demands are in relation to the video playback. More powerful systems will yield better performance.

The SignStream application requires a 10MB memory partition. While SignStream is running you should avoid running too many other applications at the same time in order to maintain some additional free memory that the OS can use for QuickTime - the more free memory the better. If you plan to use very large movie files and/or have several video windows open at the same time you should increase SignStream's memory partition allocation. You can do so, when the program is not running, by selecting its application icon in the Finder and then opening its Get Info window from the Finder's File menu.

Program Limitations

The following are known limitations in SignStream 2.2.2:

Gloss field character limit – The number of characters in any single gloss or text field is limited to 256. Users can create a new gloss or text field that is a continuation of the original one in the same utterance. (There is no limitation on data capacity in the non-manual fields.)

Video file compatibility – SignStream currently works only with those video codecs that make use of *keyframes* (e.g., QuickTime and Sorenson). There is no support for other codecs (e.g., MPEG). However, it is intended that SignStream 3.0 will provide support for all major video codecs.

Frame number turnover – Extremely large movie files can cause the frame number count to reset to zero. It is recommended that users divide large video files into smaller files to avoid this situation.

In addition, the following constraints from earlier versions of the program still hold:

Printing has not yet been implemented. However, the MacOS provides the capability to take a snapshot of all or part of the screen. The resulting picture can then be printed or pasted into a document.

Contiguous objects *within the same field* may not share any frames. Thus, the end frame of one object cannot be the same as the start frame of the next object. The next object must begin at least one frame after any preceding object.

Cut/Copy/Paste operations are limited to operate on text (they cannot yet be used for coded data objects).

In the participants editor, languages cannot be deleted directly. (However, if a language that has been added is not linked to any participant in the database file, it will not appear in the listing of languages the next time that database is opened.)

Instructions for new users

Those who are using SignStream for the first time need only copy the **SignStream f** folder (containing the SignStream application and associated documentation) to their local hard drive. The program should be launched from the copy on your hard drive.

Instructions for users with an older version of SignStream (1.5 or 2.0)

Those users who currently have an older version of SignStream (either 1.5 or 2.0) should copy both the **SignStream f** folder (containing the SignStream application and associated documentation) and the **DB Updater** folder to their hard drive.

There are two applications: SignStream 2.1.2 and SignStream 2.2.2. The sole purpose of SignStream 2.1.2 (in the **DB Updater f** folder) is to allow users to update database files created in earlier versions of program to the current file format. SignStream 2.2.2 (the **SignStream f** folder) should then be used to edit those files and to create new SignStream database files.

Note about updating databases created with previous versions of SignStream:

Only database files in the current format will be compatible with SignStream 3.0 (under development). SignStream 3.0 is being developed as a Java application for Mac, Windows and UNIX platforms. While SignStream 3.0 is under development, we continue to support version 2.2.2.

After updating all older database files, users should **ONLY** use SignStream version 2.2.2. Users should make a copy of SignStream version 2.2.2 on a local hard drive.

Updating older database files

Users who are updating database files created in SignStream 1.5 or 2.0 should do the following (for each database file):

- 1) Open SignStream 2.1.2
- 2) Chose "Open Database..." from the File menu
- 3) Open the database you wish to update
- 4) Choose "Save Database As..." from the File menu
- 5) Save the database – the saved file is now in the most updated format.

Alternatively, SignStream version 2.1.2 allows you to update files without opening them (this procedure will overwrite the older file with one in the current format). This method is also effective for updating many files without having to open and save each one individually.

- 1) Open SignStream 2.1.2
- 2) Chose "Update a Database" from the File menu
- 3) Select the database you wish to update
- 4) A dialogue appears stating that the file has been successfully updated.

Instructions for using data created with previous version of SignStream

Those wishing to view databases created with older versions of SignStream should follow the instructions for “Updating older database files”.

CD Contents

This CD-ROM contains three folders and the SignStream 2.2.2 **Readme.pdf** (this document).

The first folder, [SignStream f](#), contains:

SignStream application (v. 2.2.2)

Release Notes (Release_notes.pdf)

SignStream User's Guide (guide.pdf)

ASLLRP Report #11: SignStream™ Annotation: Conventions used for the American Sign Language Linguistic Research Project (asllrpr11.pdf)

Registration f. This folder contains the SignStream license agreement and registration information (pdf documents)

Bug report form

Sample DB file and associated movie files: **set-a01.mov** and **set-a02.mov**.

The second folder, [DB Updater f](#), contains:

SignStream application version 2.1.2 (for updating files created in a **previous** version of SignStream)

Release notes (Release_notes_update.pdf)

The [SignStream extras](#) folder contains

DSP 3signers DB, a database file that illustrates the use of multiple participants and **DSP 3 signers.mov**, the associated movie file.

Please note: Earlier releases of SignStream software included a large collection of additional materials produced by the American Sign Language Linguistic Research Project. Those materials are not included on this CD-ROM. However, ASLLRP materials produced through January 2000 are available separately, on the ASLLRP Electronic Publications Version 2.0 CD.

Precautions

Because SignStream is still under development, you are encouraged to save your data often, and make backup copies regularly. However, there are no known bugs at this time.

Known conflicts

System extensions such as Kaleidoscope and Aaron, which change the System font, should be disabled when running SignStream (note that turning off the 'Substitute System Font' option in Kaleidoscope does not remove all problems). Although the use of such extensions does not cause errors (e.g., crashes), certain aspects of the SignStream displays are adversely affected by the use of such extensions.

SignStream™ is Copyright © 1997-2003 Trustees of Dartmouth College & Trustees of Boston University & Rutgers the State University of New Jersey. SignStream software was developed by Carol Neidle, Dawn MacLaughlin, Benjamin Bahan, Robert G. Lee, Otmar Foelsche, Judy Kegl, and David Greenfield. The programming was carried out at Dartmouth College by David Greenfield in the Department of Humanities Resources (Otmar Foelsche, Director). This work was supported in part by grants #SBR-9410562, #IIS-9528985, #EIA-9809340, and #IIS-9912573 from the National Science Foundation.