

Media Retriever App



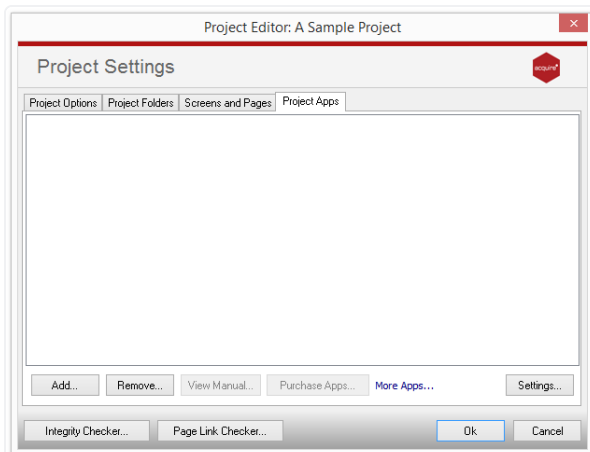
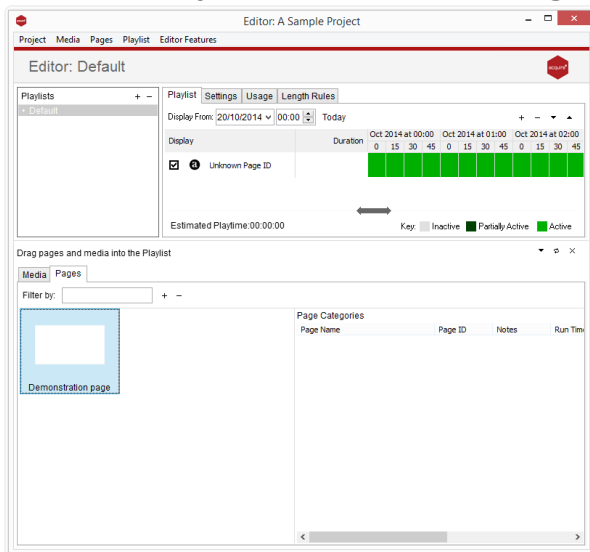
Introduction.

This project app downloads media from the Internet to the projects media folder. You can:

- Use an HTTP or FTP source
- Set how frequently the media should be downloaded
- Define where (within the Media Folder) to download to
- Delete media if it fails to download after a specific amount of time

Using the Media Retriever App.

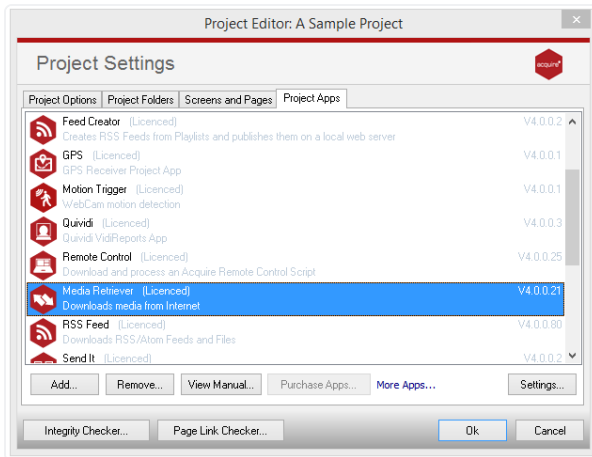
From the Project Editor window navigate to the **'Project'** tab and select **'Settings'** from the drop down menu.



In the Project Settings go to the **'Project Apps'** tab and click the add button. Select the app from the list.

as:lightbulb licensed apps will be greyed out and can only be used during your 30 day trial.

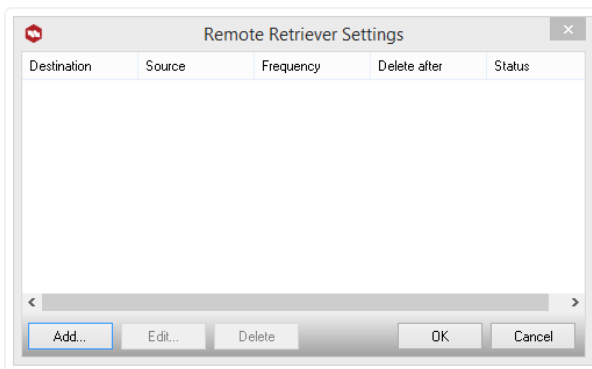
For more information about licencing apps go to [Licencing apps](#).



Once you have successfully added your app to the project it will appear in the list, as shown. The Project Apps tab of the Project Settings window will now show all apps that have been activated for this particular project that you are working on.

From this page select the Media Retriever app to highlight it and click on the **'Settings'** button to set up your app.

Feeds List.



This shows an overview of media feeds. It shows the source, destination and other information about the media to download. Double-click an item to edit it (or use the **"Edit..."** button).

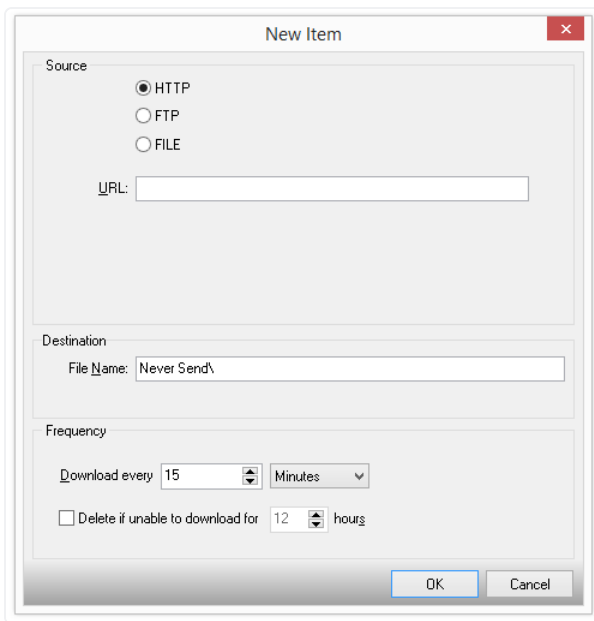
Buttons to edit the Feeds List.

Add: Create new feed to add to the list.

Edit: Change the feed selected in the list.

Delete: Remove the feed selected in the list.

as:lighttipadd & Edit open a separate dialogue window (see below).



Edit Feed Window.

- When you create a new feed, or edit an existing one, you will see this dialogue.

Source & Destination.

- The exact layout of the Source and Destination parts are specific to HTTP or FTP.

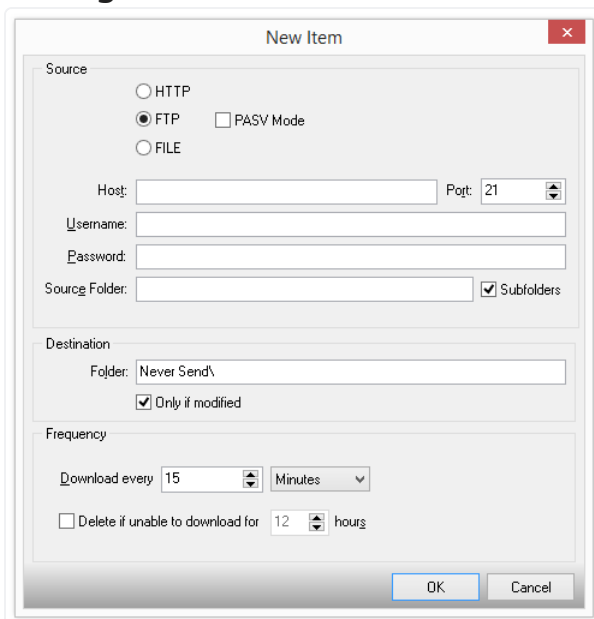
Editing an HTTP feed.

- Press HTTP to download a media file from a source URL.

Enter the source URL of the media file you wish to download.

- The media will be downloaded into the project's Media Folder and renamed to this name. If a folder path is included that folder will be created in the Media Folder.

Editing an FTP feed.



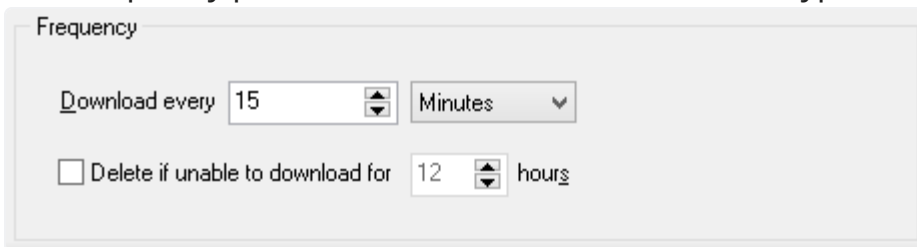
1. Select FTP to download a media file/s from an FTP source and enter your FTP login details including, host, Username & Password
2. Enter FTP connection details. (Port 21 default 21) Passive mode (default unchecked)

3. Enter a source folder on your host. You can point to an individual file or a folder and you can use file filters such as "images*.jpg." If no folder is entered then media is downloaded from the host root.
4. Select this to download media from the subfolders of the source folder. The subfolder structure is maintained within the destination folder.
 - If not checked then only media from the source folder is downloaded.
5. Enter a destination folder. The media will be downloaded directly into the project's Media Folder if this is blank, or a folder of this name will be created there and media will be downloaded into that.
 - Select this if you only want media to be downloaded when it has been modified.

Tip: For both HTTP and FTP feeds, if you prefix the destination file/folder with "Never Send" the media will be downloaded to a folder of that name within the Media Folder. Acquire Deployments ignore the Never Send folder. See the Acquire manual for more details.

Frequency.

The Frequency part is common to the HTTP and FTP types.



The screenshot shows a 'Frequency' settings panel. It contains two rows of controls. The first row has a label 'Download every' followed by a numeric input field containing '15', a small up/down arrow icon, and a dropdown menu currently set to 'Minutes'. The second row has a checkbox labeled 'Delete if unable to download for' followed by a numeric input field containing '12', a small up/down arrow icon, and the text 'hours'.

1. Select how often you want to attempt to download the media.
2. Check the 'delete' box for the media to be deleted if it fails to download after the set number of hours.