



# Wacs Administration Guide

## Ninth Edition

for WACS 1.0.1

This book contains an extensive tutorial in how to administer collections within the WACS system and includes a reference section that summarises the available tools.

B "Beaky" King

Publication date 8th July 2022

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by B "Beaky" King

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This book contains an extensive tutorial in how to administer collections within the WACS system and includes a reference section that summarises the available tools.

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## Abstract

WACS is a tool for building Adult Web Sites; it is equally suitable for managing a private collection or building a commercial web site. It has many best of breed features including dynamic filtering, model catalogs, automatic download and powerful search engine. It comes with a powerful API (application programming interface) implemented in both Perl and PHP5 languages to allow web developers to leverage it's facilities from their own programs.

This book describes the administrative tools used to manage, catalogue and update collections of digital media (images, videos, etc) maintained within a WACS web site. It provides both a tutorial and a reference document for the various administration applications within the WACS system. The intended audience is WACS web site managers and support staff tasked with maintaining a collection within a WACS system. Some familiarity with using WACS as a normal user is expected, carefully reading the User Guide should suffice.

The WACS source code and other documentation and support tools can all be found at the WACS website at Sourceforge [<http://wacsip.sourceforge.net/>] and at the WACS page on Launchpad [<https://launchpad.net/wacs/>]. A demonstration site using WACS is available at PinkMetallic.com [<http://www.pinkmetallic.com>] and can be visited for free at the time of writing - at some future point a small charge may be levied to cover costs. Commercial add-ons and support options can be purchased from Bevttec Communications Ltd, see their website at Bevttec Communications [<http://www.bevteccom.co.uk/>].

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# Part I. WACS Administration Tutorial

This part of the WACS Administration Guide is designed to introduce you to managing collections of image sets and videos using the WACS tools. In order to work through the examples, you will almost certainly need access to a non-production WACS server and a reasonable collection of sample content. Since 2010 the WACS developers have made available a small set of sample content through our WACS demonstration site, PinkMetallic.com [<http://www.pinkmetallic.com>] which at the time of writing can be accessed for free. At some future time a small charge may be levied to cover running costs.

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Chapter 2, *First Steps*

Chapter 3, *Site Design*

Chapter 4, *Naming Sets In WACS*

Chapter 5, *Preparing To Create A Model Record*

Chapter 6, **wacsmodelmgr** - *The Wacs Model Manager*

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# Chapter 1. Introduction

## Overview

Welcome to WACS, Web-based Adult Content Server, a free software package for the management of material of an "Adult Nature" (or basically whatever euphemism for porn you prefer). It is web-based and can be used for the management of an existing collection, as a download manager, or as a back-end system for running a commercial adult web site. It is dramatically different from most other image gallery systems in that it understands photo sets and video clips as basic concepts, instead of single photographs. It also includes far more specialised tagging, source, relationship and attribute marking concepts than other more generalised systems. WACS' abilities in the areas of searching and dynamic filtering are really industry-leading in their power and flexibility.

WACS primarily consists of three components: the main WACS web-based user environment, the Application Programming Interface (API) and the collection management tools. The web-based user environment will probably be used directly when WACS is used as a private collection management tool and as a back-office site maintenance tool when it's used commercially. Most commercial web sites will typically use the API to access the WACS infra-structure from their own custom web pages, although there is no reason that they couldn't offer the normal WACS user environment either as an alternative for power users or as their main environment. Whichever of these options you use, the administration tools create and manage the collection then offered via either of these content delivery methods.

## About This Book

This electronic book, the WACS Administration Guide, describes the administrative tools used to manage, catalogue and update collections of digital media (images, videos, etc) maintained within a WACS web site. It provides both a tutorial and a reference document for the various administration applications within the WACS system. The intended audience is WACS web site managers and support staff tasked with maintaining a collection within a WACS system. Some familiarity with WACS at a user level would also be a distinct advantage, and we would strongly recommend working through the companion user guide first - who knows it might give you some ideas about neat extra features you can add to your own site. All documentation for WACS is available both within the distribution and from the WACS Web Site at Sourceforge.net [<http://wacsip.sourceforge.net/>].

It is important to stress that *ALL* of the collection management tools are implemented in Perl and the PHP interface is an optional addition to, not an alternative to, the core Wacs system which is perl based. The php implementation of the WACS system API has always been targeted to php5 and requires a number of additional modules for tasks like database access. The installation guide covers these topics for those people working on platforms and distributions that are not available pre-package from the WACS download area on sourceforge.net.

As the WACS software package is Open Source, we're always looking for contributions; if you create a site design (or prototype for one) which you don't end up using, maybe you would consider donating it to the repository of sample *WACS Skins*. We can always substitute our own artwork into already written web application code.

## About The Examples

For copyright/licensing reasons, the example images feature sets from photoshoots by the main developer of WACS (Beaky) and a friend of his. These sets are now available for viewing and download on our demonstration site PinkMetallic.com [<http://www.pinkmetallic.com/>] which went live in January 2010.

Initially this site will be free to use, but we may introduce a charge at a later date to help us fund the expansion of the content or if changes in regulation require us to use a small financial payment to verify age.

# Chapter 2. First Steps

## User Class

The WACS system has three basic classes of user: viewer, power, or admin. The viewer level of access is the default and provides all the normal functionality described in the WACS User Guide. However as a site manager or support team member, you need a little bit more access than that and the ability to actually make some changes. These are described as roles within the WACS system. You can check your current role by looking at the top part of the Preferences page (**wacspref**) - the screen shot below gives an example of this - the role field here is highlighted showing we're an administrator (admin).

Search			Navigation		
Current Preference Settings For wacs					
Access Type	lease	Lease Expires	Wed Aug 27 11:10:49 2008		
Privilege Level	admin	Authentication Basis	ipv4-192.168.95.10		
Preference Exclusions					
The following types of sets WILL NOT be displayed when you are browsing					
<input checked="" type="checkbox"/> Straight <input type="checkbox"/> Solo <input type="checkbox"/> Toys <input checked="" type="checkbox"/> Backstage <input type="checkbox"/> Masturbation <input checked="" type="checkbox"/> Duplicate <input type="checkbox"/> Clothed <input type="checkbox"/> Interview <input type="checkbox"/> Group Orgy <input type="checkbox"/> Lesbian					
Display Customisation Options					
Use Direct Mode	No	INFO: usedirect causes set icon references to be direct which means the actual set descriptions will be visible in web logs and histories. However, usedirect is a little faster and the icons will redisplay immediately if you're using the Forward and Back buttons on your browser.			
Image Page Style	Framed	INFO: This selects whether images are displayed directly (where your browser can resize them as needed) or in a wrapper page - with the wrapper page you get the next image pre-loaded and can click on the current image to go on to the next image but if the image is bigger than your web browser window, a scrollbar will appear and some of the image will be missing.			
Image Scaling	Resize SlideShow and Paged Display	INFO: WACS includes the ability to resize images downwards to reduce the amount of data transmitted without harming the original images. This is particularly useful when accessing a WACS server on a bandwidth restricted line or from a small laptop screen where a larger image is of no benefit. You can choose from four options: no resizing, resize just for the slideshow, resize in slideshow and paged mode set display, or resize all images. This resizing does not affect any images in downloaded .zip or .tar files - those are kept at the original resolution.			
Image Size	800x600 (Medium)	INFO: Sets the size for the resized image if the setting above (Image Scaling) is set active. Note that this is a guideline size and the actual image size will be whatever is the correct proportions to fit within the specified size.			
Image Quality	75% (Normal Quality)	INFO: Sets the quality of the resized image. Higher qualities will result in better images with fewer artifacts; low quality settings will result in more noticeable artifacts but smaller image files and thus faster download speeds. Again, only applies if Image Scaling is set active above.			
Slide Show Delay	Three Second Wait	INFO: This is the waiting time between images in the slide show. If set to zero, it will move on as soon as the next image is available for display. This number is in seconds.			
<a href="#">Change Settings</a>					
<a href="#">Quit - Return To WACS Main Menu</a>					

The WACS Preferences Screen Showing Admin Role

So what exactly do these two enhanced roles allow you to do? Well, the role of power user allows you to view, modify and delete anyone's saved searches and to update the meta-data associated with any of the sets. It also shows you more of the mechanics underlying the WACS system - you can view download histories, download records and other aspects of how the system is behaving. It's not really about managing the collection so much as being able to offer help and advice to end users and knowing more about what is going on. To make significant changes, import and rename sets, change model details, etc requires full administrator rights - the majority of this guide will deal with those activities and the tools available to help you perform them.

## Authentication Mode

Before you set about changing your role within WACS, you need to first determine how the particular WACS installation you are using handles *authentication*. There are two options available - host based authentication or database authentication. Host based authentication is where access to the WACS system is controlled by the webserver's own operating system user accounts system. This is where all users log into wacs using the same normal username and password which they use to log into the webserver for other purposes. This is most likely to be used on private servers and on free tube style sites where only people performing collection maintenance are even required to log in. Database authentication is where user accounts for WACS are stored within the database itself. This method is most likely to be used on subscription based sites where people have to pay for access. The setting of the authentication mode is determined by the `authmode` variable within the `security` section of the main WACS

configuration file `wacs.cfg`. For a new installation from packages, this will normally default to host based authentication unless the WebHost configuration is chosen.

The nature of the way WACS handles leases and permanent rights is not affected by the authentication method used - once the account is authenticated, the rules set in the lease or permanent access control list is what governs WACS' behaviour.



### Note

Permanent rights based on a fixed IP address and account combination will not be automatically updated. If you are using permanent leases, you will need to separately modify the role entry in the section for that IP address to read either `admin` or `power` to enable the admin modes

## What to do - Host Authentication

If you've read the configuration guide, you will have seen that the main `wacs` configuration file (`wacs.cfg`) in its security section includes two attributes related to these rights: `adminusers` and `powerusers`. This is a comma separated list of those user accounts that should be granted these rights on login; note that the rights are mutually exclusive and that an admin user automatically has all rights of a power user. Access rights to a given user account may be granted in one of two ways: by permanent access rights for the IP address, or by a lease based mechanism based upon logging in first. The Preferences screen above (`wacspref`) also shows you the basis upon which and the IP address to which your access is currently being granted.

## What to do - Database Authentication

Generally things are quite a lot simpler when using database authentication as the WACS user database is usually preloaded with three default accounts :- `root`, `support` and `guest`. Of these `root` has full admin rights, `support` has power user rights and `guest` has normal user access. The default passwords for these accounts are as follows:

Username	Password	Role
root	Svjck981	admin
support	uKiFt126	power
guest	freebie	viewer



### Tip

These default passwords might change in future, for the current value (ie if these don't work), you can check the file `user.xml` in the `populate` directory of the `wacs` distribution.

## Changing Your Role (Leases)

If you logged in at the start of this WACS session, you will be using the lease-based security mechanism - this is the easiest type in which to change your account status to gain access to the administration tools. To make the change, you first need to log out of WACS; this can be done very simply by clicking on the logout link at the top right hand corner of the WACS main menu (aka front page). Once you've logged out you need to edit the main WACS configuration file, usually called `/etc/wacs.d/wacs.cfg` and find `adminusers`. This can be done with any text editor capable of working with XML or plain text files which you are familiar with. Once you've found the `adminusers` entry, simply add your account name to the list, separated from the other entries by a comma if necessary.

In this example we'll add johnd to an existing admin users list that includes the wacs account itself, and two other users called Karl D and Julie K (account names karld and juliek respectively).

Before:

```
<adminusers>wacs,karld,juliek</adminusers>
```

After:

```
<adminusers>wacs,karld,juliek,johnd</adminusers>
```



### Note

In keeping with normal Unix practices we do not allow spaces in user names. Our accounts are of course often the same as the Unix account names; definitely so if we're using *Host Authentication* but still a good idea even if we're not.

Once the account name has been added to this file and the modified file saved, we simply log in again using the normal WACS login page and our user status will have changed. We can then proceed the next major section (the section called “Everything Looks Different”) on how to make use of our new found additional privileges.

The actual current level of access is determined by the role field within the active leases file. If you want to grant extra privilege for only the duration of the current lease, you can do this by directly editing the lease file. The default location of this file is `/var/run/wacs/leases.ac1` and if you call this file up in an editor you just need to find the entry with the correct IP address and username and change the role in that entry from `viewer` to `admin`.

## Changing Your Role (Permanent)

Here we have to deal with a slightly different concept. If you make the changes detailed above, whenever and from wherever you log in, your account will take on the elevated status it has been assigned. This is because whenever you login your right to elevated status is checked for in the configuration file and your access right record for that IP address in the leases file set accordingly. A permanent access right is based upon a particular permanent IP address and doesn't go through this assignment process. It is therefore completely possible for a given person's PC (so long as it has a fixed IP address) to be given administrator access but for that person not to have any elevated access when using their account from other system. In some cases, this may be what you want, although it would preclude that person working from home, etc. Similarly you can also use this mechanism to offer automatic administrator privilege to anyone logged in on the local system itself.

The permanent access rights are controlled by a file called `wacs.ac1` which lives in the same directory as the main Wacs configuration file. This will typically be `/etc/wacs.d`, but might be elsewhere especially if multiple Wacs servers are running on the same web server. If the Wacs install has been done using the packaged versions (.rpm or .deb), a sample entry showing how to do this will be included but commented out in the installed default `wacs.ac1` file. Once uncommented, this looks like this:

### Example 2.1. Sample `wacs.ac1` file giving admin rights to local users

```
<?xml version='1.0' standalone='yes'?>
```

```
<accesslist>
  <ipv4-127.0.0.1>
    <user>wacs</user>
    <type>permanent</type>
    <date></date>
    <role>admin</role>
    <prefexcl>D,B,C,F</prefexcl>
    <usedirect>yes</usedirect>
  </ipv4-127.0.0.1>
</accesslist>
```

Each section of the file is enclosed by a **<ipv4-host\_IP>** and the entries within apply to that host address only. There is one magic entry, **<ipv4-all>** which can be added to disable the access control system entirely. Looking through the fields in each entry, the first one, *user*, gives the user name to attribute accesses from this host to. The second attribute, *type*, is either permanent or lease. If it is permanent, access will always be granted as the specified user to this IP address. If it is lease, access will be granted until the time/date given in this field (in unix seconds since epoch date format). The *role* field defines what level of access this user should be given to make modifications to the database.

In many cases where the site owner is not worried about security or who can access the Wacs system (providing they have access to the machine), uncommenting the entry for `ipv4-127.0.0.1` in the `wacs.cfg` is probably the easiest thing to do. Generally this lets the console user manage the system fully and requires everyone connecting in over the network to have to log in. However this mechanism is a little simple-minded and can be circumvented by someone with some knowledge and a genuine login account on the server.

You can also use the same mechanism to grant permanent access to any other IP address on the internet, including obviously certain machines on your local network. Shown below is a sample file that grants such access to two machines on the local network - in this example `johnd` is an administrator and `billw` is either telephone support or a salesman - he's only a power user!

### Example 2.2. A Sample `wacs.ac1` file for a local office network

```
<?xml version='1.0' standalone='yes'?>
<accesslist>
  <ipv4-192.168.1.15>
    <user>johnd</user>
    <type>permanent</type>
    <date></date>
    <role>admin</role>
    <prefexcl>C,F</prefexcl>
    <usedirect>yes</usedirect>
  </ipv4-192.168.1.15>

  <ipv4-192.168.1.17>
    <user>billw</user>
    <type>permanent</type>
    <date></date>
    <role>power</role>
    <prefexcl>D,B,C,F</prefexcl>
    <usedirect>no</usedirect>
  </ipv4-192.168.1.17>
</accesslist>
```



## Warning

Of course if you're using the IP addresses for this purpose you do need to make sure that they are statically allocated and that each person's PC is always assigned the same address. You wouldn't want billw getting administrator access just because he was the first person to switch on his PC one morning, now would you?

## Everything Looks Different

Once you've sorted out getting your account to have the role of administrator or power user, you can return to the normal wacs system and explore as normal. You will however notice that a few things have changed: the screen shot below shows the thumbs version of the wacs model page as viewed by an administrator.



wacsmphthumbs as seen by an administrator

If you look at the bottom left corner of each set detail tile, you will see a heading *Update:* and below that three links: one of these is to **wacssetmgr** (described in Chapter 9, *wacssetmgr - The Wacs Set Manager*), another is to **wacsinfomgr** (described in Chapter 10, *wacsinfomgr - The Info Manager*) and the third to **wacsiconmgr** (described in Chapter 16, *wacsiconmgr - The WACS Icon Manager*). These three commands provide a convenient web interface to updating most of the information about sets stored in the WACS system.

The first of these, **wacssetmgr** (see also wacssetmgr) is primarily concerned with attributes, ratings and the nature of the content of the set and so the link to it is entitled *rating*. The second of these, **wacsinfomgr** (see also wacsinfomgr) relates more to information about the set itself - it's location, source, special icons and if present a text description of it's content. This link is entitled *info*. The third and final one of these, **wacsiconmgr** (see also wacsiconmgr) relates to the icons used for the sets including the normal thumbnail, the official icon (which is assumed to contain artwork and text) and any additional thumbnails that exist. It includes the ability create new thumbnails for video files.

In addition to the changes to the model page, many other parts of the WACS system will also add extra functionality when your account has administrator status. The front page gains a whole additional *Maintenance* menu, set pages get additional options on the first menu, and so on. We will cover each of these as we cover additional topics in future chapters of this tutorial section of the WACS Administration Manual.

---

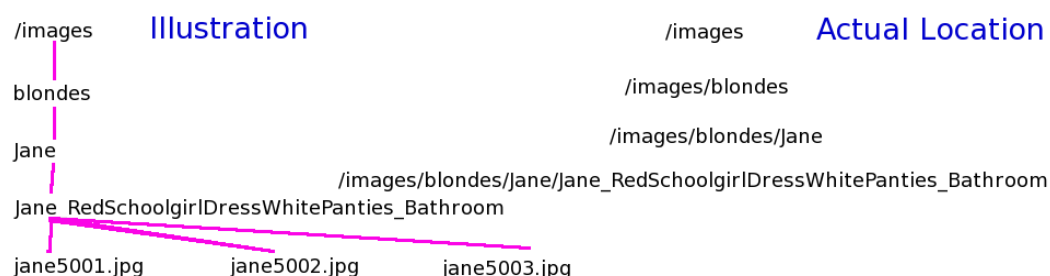
# Chapter 3. Site Design

## Overview: Laying Out Your WACS Site

As you know WACS is designed to allow for the management and presentation of a large collection of adult material, and as with any large collection there needs to be some level of organisation to how it is stored, if you are to be able to get the best results. Although there are many ways to find things within WACS, the actual underlying layout of the site is never obscured from the end user - it is part and parcel of the user experience. It is therefore important to pick a layout that works well for the type of content you intend to hold within the system.

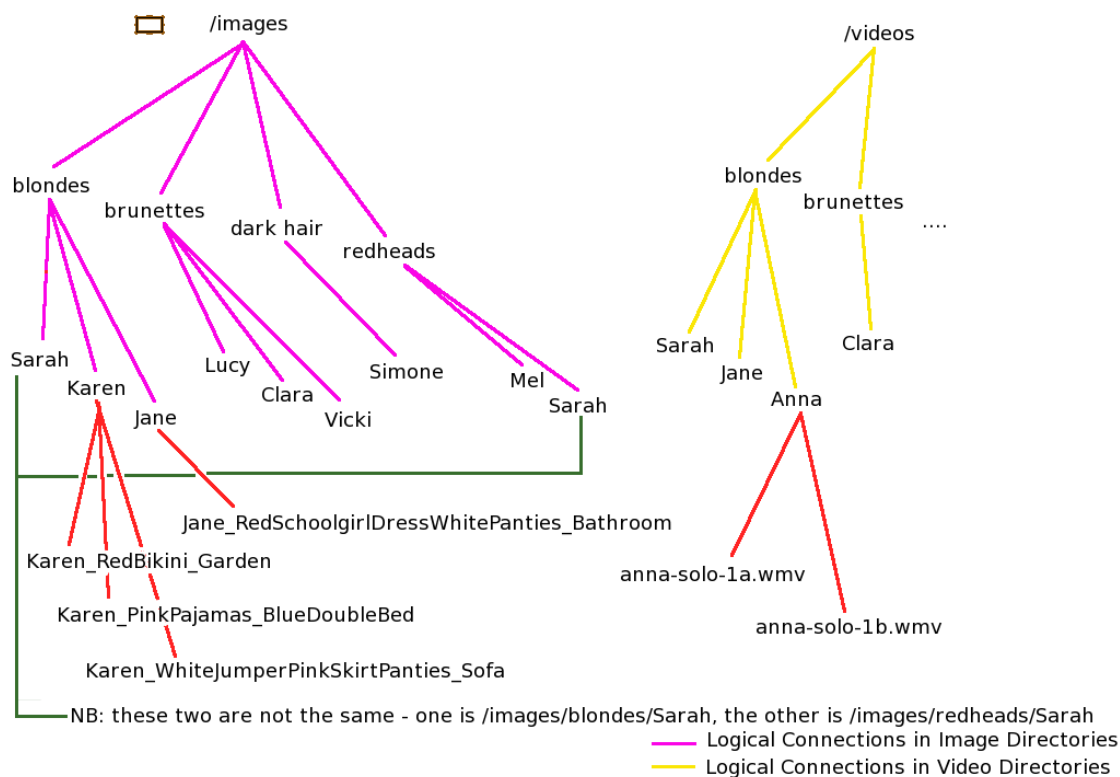
Within the WACS tools, you can pretty much use any layout you wish with directories nested up to arbitrary depths - however WACS will naturally divide them into three sections: the toplevel, the middle bit and the final container. The toplevel directory, known as the *area* is stored in the field of the *sets* table of the database called **sarea** and so is usually known as *sarea*. The middle level directory or directories is known as the *category* and is again usually referred to by it's database field name of *scategory*. The final container is only actually a directory for image sets; for videos it is the actual file name of the video file - since WACS started as a purely image based system, this field is known as *sdirectory*. A number of the WACS tools include appropriate manipulations to split *scategory* into two distinct fields if used, but work fine if you simply leave the second half blank.

There is quite a lot of complexity to how the final component, the *sdirectory* is named which will be discussed in the next chapter, Chapter 4, *Naming Sets In WACS*. For now we're going to look at the various directory heirarchies that WACS can offer up as defaults and why you might wish to select one over another. You are free to use any other heirarchy you like, and we will discuss how that might be appropriate for sites with very specific themes.



In illustrating how the directory tree is laid out, we will use a tree diagramme in the style given above. In the above example, the toplevel tree of the Wacs document area is called */images*, but may in fact be */home/wacs/images* or any other similar pathname that makes sense on your system. Just make sure the correct path is used in the configuration file too. The next level directory is called *blondes*, thus making it *.../images/blondes* and so on down. Note that we will not normally show the actual image files in the subsequent examples that follows, but they should be assumed to be present at the lowest level. Note also that the absence of spaces in the filename, the presence of underscores and the exact capitalisation are both important and significant in WACS.

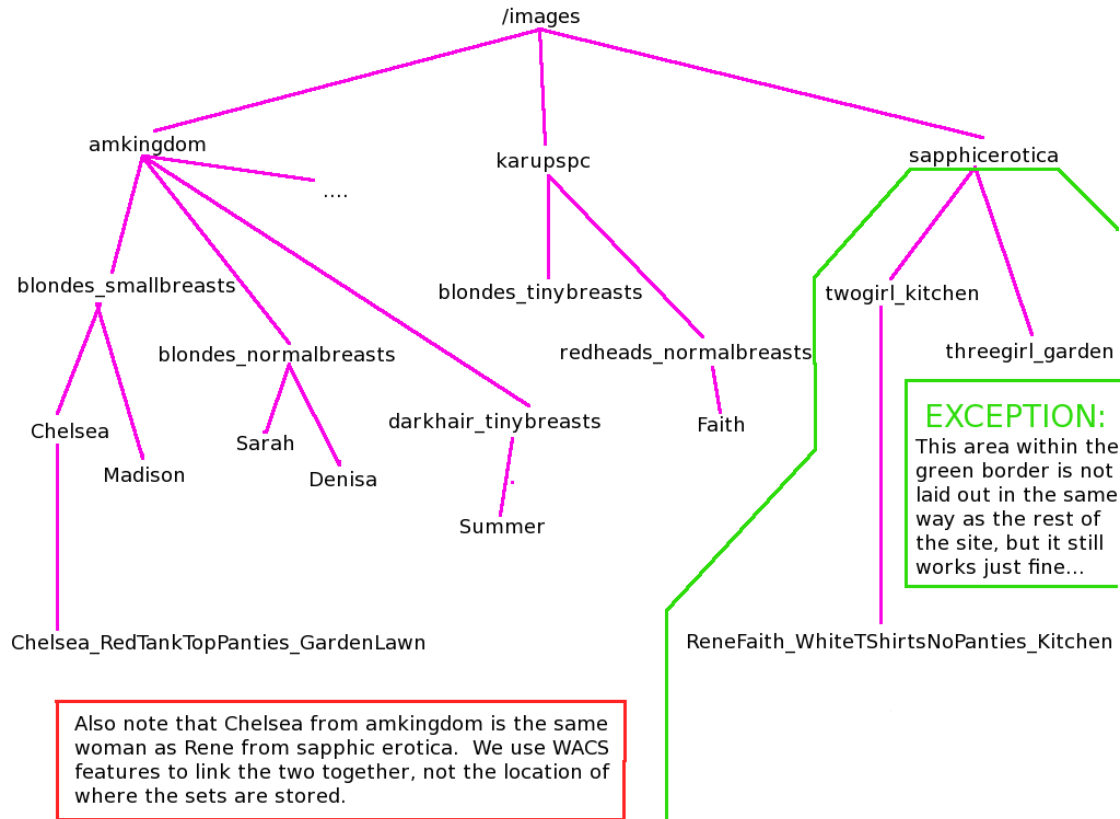
## Simplistic Layout



One of the most simplistic layouts is to simply divide up the models by one key attribute and then by name, as shown in the diagram above. In this case we've chosen to use hair colour, which will probably work reasonably well for most sites featuring Caucasian (white) models and expecting no more than 30 to 50 models in all. In this case the areas will be things like: blonde, brunette, redhead, and dark hair. You'll probably find that the section for blondes is significantly bigger than that for redheads, but that shouldn't be a surprise. Of course, if you're running a site with a particular niche like Oriental or Goth models, you may well find that you need to use a different criteria for the sub-division.

Despite being simple, we'd not particularly recommend laying it out in this way - putting all the sets by a model in a directory named for her isn't really the best approach as you can always find those sets simply by looking at her model page. You also need to consider what you'll do if there are multiple models with the same name - We've seen some of the big sites with over a hundred models called either Maria or Jana!

## Vendor Mode



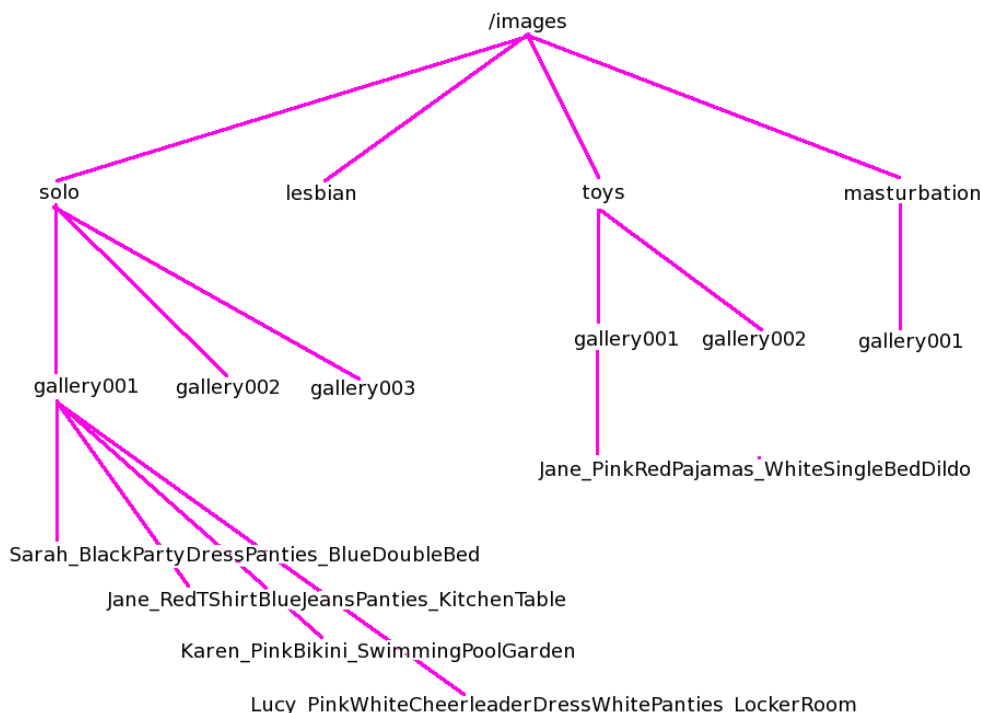
When Wacs was originally developed, it was being used to collect sets by selected models from a number of different subscription web sites and it seemed logical to organise the sets based upon the site from which they had been collected. This diagram represents that layout and this type of layout is still very much supported by setting the `layout->vendormode` attribute in the configuration file to `Y` and the `layout->style` attribute to `modelattr`. Additionally if using this layout, you may wish to use the modified menu configurations described in the AppNotes area.

The cornerstone of this layout structure is that the source site is the highest level grouping (the *sarea*). Underneath that we have combined the model's hair colour and breast size description into a single combined description. Generally this serves to divide each site's directory at this level into between 10 and 20 sub-directories, and even with a very large site (> 2000 models, 30,000 sets) this seems to remain reasonably manageable. Within each of these directories is a separate sub-directory for each model, and therein her set.

There are of course exceptions to this and over to the right hand side of the diagram, marked out by a green box, we have the sapphic erotica area. Since (almost) all their sets feature two or more models, focusing the organisation of material sourced from there on individual models makes much less sense, so in this case we use a completely different layout where we're grouping by number of girls in the set and location in which it happens. While the default system won't guess that much, it's absolutely OK to use a completely different organisation structure as illustrated and it'll all work fine. Notice also that whereas mostly in vendormode we're using two parts to *category*, namely the model attributes bit and then her name (as in `blondes_smallbreasts/Chelsea`), for the sapphic erotica section we're only using a single level sub-directory structure. So long as all of the image folders are at the same level within the sub-directory tree, this works absolutely fine.

In summary, vendormode is a good site architecture, particularly for collectors who are accumulating works featuring their favourite models in a private WACS server. It is not as appropriate for a commercial site or one that is based upon a less collection orientated activity, and that is where our third standard site design comes in....

## Gallery Mode



The final layout that is supported in the defaults mechanisms within Wacs is a gallery layout of the type favoured by a significant number of the existing adult web sites on the internet. That is not to say that these are the only options, they are merely those which are supported by the defaults mechanism within the existing Wacs code. You can easily devise your own layout in most cases Wacs will support it providing a few basic premises are adhered to.

In the gallery layout, the toplevel organisation is by the type of content featured within the set; this means the toplevel will typically be things like: *toys*, *lesbian*, *straight*, *solo*, and *masturbation*. Essentially the top level *sarea* is the same as the standard set type category. The next level down simply consists of the word *gallery* followed by a three digit number within each top level category. As each new set is imported into the Wacs system, it is automatically placed in the gallery with the next available free slot within the appropriate top level category. This method gives the opportunity to view a number of similar sets from a range of models within the same container which seems to be a popular and accessible way of browsing collections. Of course all the sets can have links to the model pages of the models featured.

Of course all the latest sets tend to be in the highest number gallery for each category, and a number of the Wacs tools include configuration options to show the latest first and in some cases limit the number of gallerys shown for speed of display.

## Summary

Wacs provides a lot of flexibility in its support for site layouts but unless you have a particular need for a custom style of your own, you are probably best off using one of the standard styles outlined above. Consider carefully what you choose as it is definitely significant labour to change the layout at a later date, although tools that can do it are provided. Generally it is worth choosing either the vendor mode or gallery mode; the simplistic mode will only really work for sites where you are hosting solely your own content or have a very specific scope of interest which will result in only a very small number of models.

Please see the configuration manual chapter on layout to see how to make the selection of default values match your chosen layout. The configuration variables you will need to tune are `vendormode` and `style`. The next chapter will discuss how the actual container directories are named.

---

# Chapter 4. Naming Sets In WACS

## Goals In Naming Sets

Sets obviously have to be named or numbered in some way. If you want a system like Wacs to be able to search for things, it also needs to be given clues about what the set contains so it can add those details to the database so that there is some information there to be searched for. In Wacs, we use the set name as the way of kickstarting the process. In this chapter we will discuss how this is done and the constraints it places upon us in how we choose the names that we use. It is important to understand however that as with most other aspects of Wacs, this is just a recommended standard that will help streamline the experience. The Wacs system will use the hints provided in these naming conventions if they are followed, but will function OK if they are not. The only constraint is that the name should be a valid name for a directory on the server host file system and a strong recommendation to avoid the use of spaces in directory names - underscores ( \_ ) are much preferred and will be hidden from the end-user by way of being converted to spaces before display.

As you will have hopefully seen through reading the User Guide or through use of an existing Wacs system, it includes a significant number of search and selection features both through the *dynamic filtering* abilities of the model page and through the extensive *search* (aka tagging) system. Essentially you have two ways to provide this information to Wacs at present - the first is to enter it manually through the Chapter 9, *wacssetmgr* - *The Wacs Set Manager* administrative interface, the second is to choose to use certain special words that will be picked up on when you name the set. The most effective results will usually be achieved through these two techniques being used in parallel. (There's actually a third way too, but that's really only for database Gurus...).

## How It Works

Conventionally in Wacs we give sets pretty long names - generally all contemporary operating systems cope just fine with that idea - and those long names impart as much information about the set as we can possibly squeeze into them. What happens is that you describe the set, and that description is used for the directory name in which that set is placed. This is part of our policy to leave your content freely accessible and as usable as possible from outside Wacs as well as within; we *DO NOT* swallow your content. Our naming conventions are totally designed to make other methods of finding files benefit from the effort put into making them work under Wacs.

The standard Wacs format for set naming uses some basic conventions for how the names are assembled. There are considered to be three basic parts to a set name - these are:

1. The Model or Models Names
2. Her/Their Clothing
3. Location and Action Details

Each of these items are divided from the previous one by way of an underscore ( \_ ) character. Wacs will always replace the underscore with either a new line or a space; whatever best suits the way in which the set details are being displayed. Additionally Wacs uses a technique called Camel Text (so called because it has lots of humps in it) to further divide up the description to make it more readable. This is basically done by starting each distinct word with an upper case letter and having the rest of the word in lower case.

<i>Camel-Style Text</i>	<i>How It Will Be Displayed</i>
OneTwoThreeFour	One Two Three Four

Using these basic styles and constructs, we build up a name for the set that is simultaneously suitable for use as a directory name and as a description of it with a fair amount of detail. Putting it all together, we end up with a typical simple directory name looking something like:

`Sarah_RedHalterDressStockingsNoPanties_GardenLawnTowel`

Once we've selected to name a set in this way, a keyword matching process will be applied to that name. Looking at this particular example set name, we will hopefully find that we do know the model Sarah and so will be able import a number of details directly from her model record. Moving on the `NoPanties` phrase adds a set marking attribute called **nopanties**. The `Garden` keyword will cause two mark-ups to happen - a set marking attribute of **outdoors** will be added, as will a location attribute of **Garden**. The `Dress` keyword will cause the general clothing type to be marked as **Smart** as generally such dresses are. Of course if the keyword guesser gets it wrong, you can always correct it manually, but through slightly careful choice of the words we use, we've already determined no less than four things about the set.

Wacs will also add in the details about Sarah herself extracted from her model record, additional information about her such as whether she shaves her pubic hair, whether she has tattoos or piercings and whether she has unusual attributes like exceptionally small breasts or short hair will also be copied across to the set. Of course these change over time, and it is possible to correct these settings manually - we will discuss this later in Chapter 9, *wacssetmgr - The Wacs Set Manager*. The net effect of all this is that we can now search for things like "Show me all the sets with girls with shaven pubic hair and no piercings in smart clothing but no panties in the garden."






Hopefully you will appreciate how much information we've managed to extract from relatively little work on your part by way of carefully selecting the words you choose to use to describe the set. It will obviously take a little bit of time to get familiar with how the keywording system works and what the keywords are. Over the next chapter or so, we'll hope to provide an introduction to the most common keywords and the effects that they have. We'll also take a look at the keyword maintenance system itself and in particular how you can add any additional keywords that you like to use into the list of what the Wacs system makes use of.

## Keyword Scoring

You're probably thinking that surely it can't be that easy and that a keyword scoring system like this is bound to make mistakes. Yes, it is and it does BUT in our experience such mistakes happen rather less than 5% of the time, which means that only maybe one in twenty sets needs manual attention to correct erroneous attributes applied to the set. We often add more, which is reasonably easy to do, but the fundamental point is that the keywording system works quickly and efficiently to build up a surprisingly comprehensive amount of structured information about the set. The level of accuracy is enhanced by a system of keyword scoring.

Each keyword the Wacs system knows about has a record in the **keywords** database, and for each of the possible types of attribute that the Wacs system might derive from it is both a value and a score. Thus if Wacs sees the keyword `Garden`, it notes a 7/10 score for a location of **Garden**, and a 5/10 score for a set attribute of **outdoors**. This means that it's really pretty sure the set is located in a garden, and thinks it's odds-on that it's an outdoor set. There's actually also an explicit exclusion of the phrase `IndoorGarden`, so that the normal attributes added to anything called `Garden` aren't added in the case of `IndoorGarden`.

At the other end of the spectrum, there are some words that have a very light "it just might be" level of binding. An example of this is the word `Denim` which gives a score of only 2/10 for it's assertion that this is a casual clothing style. Similarly the word `armchair` gives a very uncertain binding of just 1/10 that it might be in a lounge - any other location keyword like `bed`, `dining table` or `kitchen` will immediately override that lounge idea. The Wacs developers have actually done quite a lot of work on making the words bind with sensible strengths for the many sets in our testing database and generally the guesses are a lot more accurate than you might expect.

85	Active	country	countryview	Country	4	0	0		5	0	
84	Active	cyc	cycle	Studio	2	Photographic	1	0		0	
97	Active	dancestudio		Studio	3	Dance	3	0		0	
114	Active	denim			0	0	0		Casual	2	
119	Active	denimcatsuit			0	0	0		Smart	2	
157	Active	devil			0	0	0		Fantasy	3	
12	Active	dildo			0	0	0	Toys	4		5
52	Active	diningtable		Dining Room	5	0	0			0	
144	Active	doctorsuniform			0	0	0		Medical	4	
64	Active	doublebed		Bedroom	4	0	0			0	
148	Active	dressinggown			0	0	0		Housewear	2	
122	Active	elegant			0	0	0		Elegant	5	
51	Active	estatecar			0	0	0		6	0	
30	Active	estuary		Country	6	0	0		6	0	
121	Active	eveningdress			0	0	0		Elegant	3	
103	Active	factory		Specialised	3	Commercial	4	0		0	
36	Active	feet	coffeet		0	0	0		4	0	

An example from Wacs Keyword Manager

If you take a carefull look at the above example which is a screenshot taken from the the section called “Keyword Manager”, you will see at the top of the list that the keyword **Country**, so long as it is not merely part of **CountryView**, will cause a score of 4/10 for a location of **Country** and a score of 5/10 for the attributes of **country** and **outdoors**. This is so that the phrase **CountryGarden** will not overrule the location of **Garden** but will also add the **country** attribute mark. The two resulting attributes, **country** and **outdoors** are represented here by their respective icons. You can check the exact attribute words used by editing the entry, but that is a topic for the section called “Keyword Manager” rather than what we have here. The main thing to consider at this point is to have some understanding of how the mechanism works and to be aware of the **wacskeywordmgr** and how to use it to browse the preloaded keywords and what they mean.






However before we leave this introductory chapter on keyword scoring we'll just take a quick look at some of the most common keywords that we are likely to want to use frequently.

## Heavily Used Keywords

While we've just taken a look at the mechanism by which the keywords work and how we can examine the definitions and so on, that probably doesn't make you feel ready to use them right away. So we'll take a quick look at some of the most common keywords, what they mean and how they are represented so you can start making use of them as we progress to set unpacking and placement techniques.

Let's look initially at some of the clothing keywords that result in both clothing style and set attribute markups. Note in particular that we've decided that we want to sub-divide uniforms into multiple categories such as medical, hospitality, military and labourer rather than have a generic uniform clothing type. We could easily add a low-priority binding of uniforms to be of a simple clothing type of **Uniform** if all other uniform keywords fail to match. In fact, that sounds like a perfect task to do with the keyword manager when we're reviewing that in a later chapter (the section called “Keyword Manager”).

**Table 4.1. Clothing Related Keywords**

<b>Keyword</b>	<b>Clothing Type</b>	<b>Attribute Name</b>	<b>Attribute Icon</b>
NoPanties		nopanties	
SeeThru		seethru	
Uniform		uniform	
Schoolgirl	Schoolwear	schoolgirl	
Cheerleader	Schoolwear	cheerleader	

Even marking up using just these five icons will actually make quite a difference to what you can and can't search for within your Wacs managed collection. Of course these icons are only a very small proportion of the story; there are at least two other major categories which only affect the location and action section of our naming convention. These are those that show an action and those that show a location.

Starting with an action, we have a number of keywords that help define the type of the set: the keyword **FUCK** indicates a straight sex set, as does the keyword **Blowjob**, while other words like **Dildo** typically indicate a toys set. Do note however that once again the scoring system comes into play and a set that is marked as lesbian and includes the word **dildo** will remain marked as a lesbian set because of the higher score although it'll gain a the **dildo** attribute as well. Other commonly used keywords for the actions include **Anal** for anal sex, **Fisting** and **Piss** for those respective actions.

There are additional attributes for that third part of the name which describe locations rather than actions, these include **Garden** which implies **outdoors**; **Beach**, **River**, **Lake** and **Sea** which imply **outdoors** and **country**.

Hopefully these examples give you somewhere to start when naming your set. Do remember that use of none of this is mandatory - calling something simply "set23" or "Sarah\_Set23" will work just fine. However we feel it would be a shame not to use this feature to help you get started with the mark-up process. Do also remember that you can easily add more attributes not covered by the keyword system using the rating facility aka Chapter 9, *wacssetmgr* - *The Wacs Set Manager*. We will return to this topic in later chapters.



### Note

With WACS 0.9.x it is possible to define your own new attributes with your own icons and meanings. These features will be made accessible via the web interface in a future release -

at the moment they have to be defined in the database itself using SQL. More details on how to do this can be found in Chapter 18, *Customisation*.

## Multiple Sets: Duplicates, Alternatives and Continuations

Before we continue to the actual steps you need to take, we need to cover one more aspect of the theory of sets in Wacs. There are occasions when you end up with more than one physical set of essentially the same thing - that is the same models, scenario and location. Sometimes this can come about for the collector by two different upstream sources supplying the same content. Sometimes you might have reason to offer two or more versions of the same movie, one for high-resolution computer screens, the other for SmartPhones. Whatever the reason, you can and do end up with multiple versions of the same thing and each of these takes the form of a set within the WACS database.

Of course you don't want to show these multiple versions multiple times in new release, search results and model pages as it's confusing to the user and looks pretty untidy. In previous releases of Wacs (prior to Wacs 0.9.0), there was a type of `Duplicate` which simply hid the duplicate set by means of the preference exclusions mechanism within Wacs. This was far from ideal and didn't provide much flexibility in making use of this set if you wanted to. From Wacs 0.9.0 onwards this is handled far more gracefully.

There are a number of components to how the mechanism now works in Wacs 0.9.x and we're going to describe how each of these are expected to work. The first one we'll look at is known as **rank** and relates to a database field called `srnk` within the `sets` database schema.

### About Rank

The concept of rank is that each and every set is now considered to fall into one of three categories (plus undetermined - ie not set yet). These are:

**Table 4.2. Set Ranks**

Name	Char	Description
<i>Primary</i>	P	A standard normal free standing set - image or video
<i>Secondary</i>	S	A duplicate version containing the same (or part of the same) content as another set
<i>Continuation</i>	C	A continuation of another set - a second or subsequent part of a movie sub-divided for easier download, etc



#### Note

If a set has no value for `srnk` it will be treated as if it were a *Primary* set.

So as you can see from this it now becomes fairly simple to hide sets that aren't needed from searches and new release listings while their purpose for being there is reasonably clear. However to make this mechanism useful, there is a further feature that is needed - the ability to tell which set is related in this way.

## Set Relations

With the Rank mechanism above describing each sets role within the larger picture, we need additional information in order to make the necessary connections between related sets. To allow this to happen a number of fields now exist within the database (used from Wacs 0.9.0 onwards) to explain exactly what those relationships are.

The first of these fields is called `sduplicates` and it contains a set number allowing the set ranked as the primary to refer to it's secondary. The secondary set typically refers back to the primary in the same way, but can refer onwards to another alternative secondary set before that refers back to the primary. A number of special calls are available to Wacs Programmers making it easy to follow these links.

The next pair of fields are concerned with continuation sets. For these records it is quite common to have as many as four or five shorter video clips tied together and so we provide links to both the next set (field: `snext`) and the previous set (field: `sprev`).

The final connection mechanism is for alternative media - that is when we have a photo set and a video clip both sharing common attributes. This is probably the most common scenario of all in the adult industry. The field for this is known as `saltmedia`. Normally these just link between the photo set and the video clip with each linking to the other, but you can make a chain if you wish to including details of a DVD release or audio file as well.



### Note

You won't need to worry about these database fields themselves other than to know they exist and why they're there as the collection maintenance tools all know about them in Wacs 0.9.0 and you will be prompted with a pull-down menu of suitable options when you select a Rank that needs them.

The majority of Wacs applications are now aware of these fields and values and make use of them appropriately. No doubt we'll improve things over time but the basic building blocks are there and you can start using them.

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# Chapter 5. Preparing To Create A Model Record

## Introduction

One of the really major aspects of Wacs is it's ability to access sets via a range of methods, one of the most important of which is to be able to look at the work of a specific model. When we're adding new sets, we want to be able to add that set to a model's portfolio and in order to do this, the model has to already exist within the Wacs system. This chapter will outline how we prepare the necessary bits to create a model for the first time. If you want to look at an existing model record for reference, there are currently three model pages provided as XML files within the samples directory of the Wacs distribution. These can be imported into the Wacs system by choosing to load the sample files at initial setup time or later using either the model manager itself or using the command line tool **wacsimport** command which is described in Chapter 12, *Migration Tools*.

## Headshot Image Preparation

As you will have hopefully seen from either using an existing Wacs system, or by reading the User Manual, we do make very heavy use of the model headshot icons throughout the Wacs system, so it is definitely worth spending some time and effort to get them right. We try to have two headshots per model; a large one at approximately 260 by 340 pixels, and a smaller one at *exactly* 120 by 156 pixels. In Wacs terminology the large one is known as the **bigicon** and the smaller one as the **modicon**. In addition to these we also allow for a **bodyimage** icon which is typically 200 by 400 pixels and typically shows the model standing nude to show her general body shape. An final **altimage** is also defined and no specific criteria or size are established for this - this could be a headshot with her name embedded, a close-up of a defining attribute like a tattoo, or anything else you choose to have.



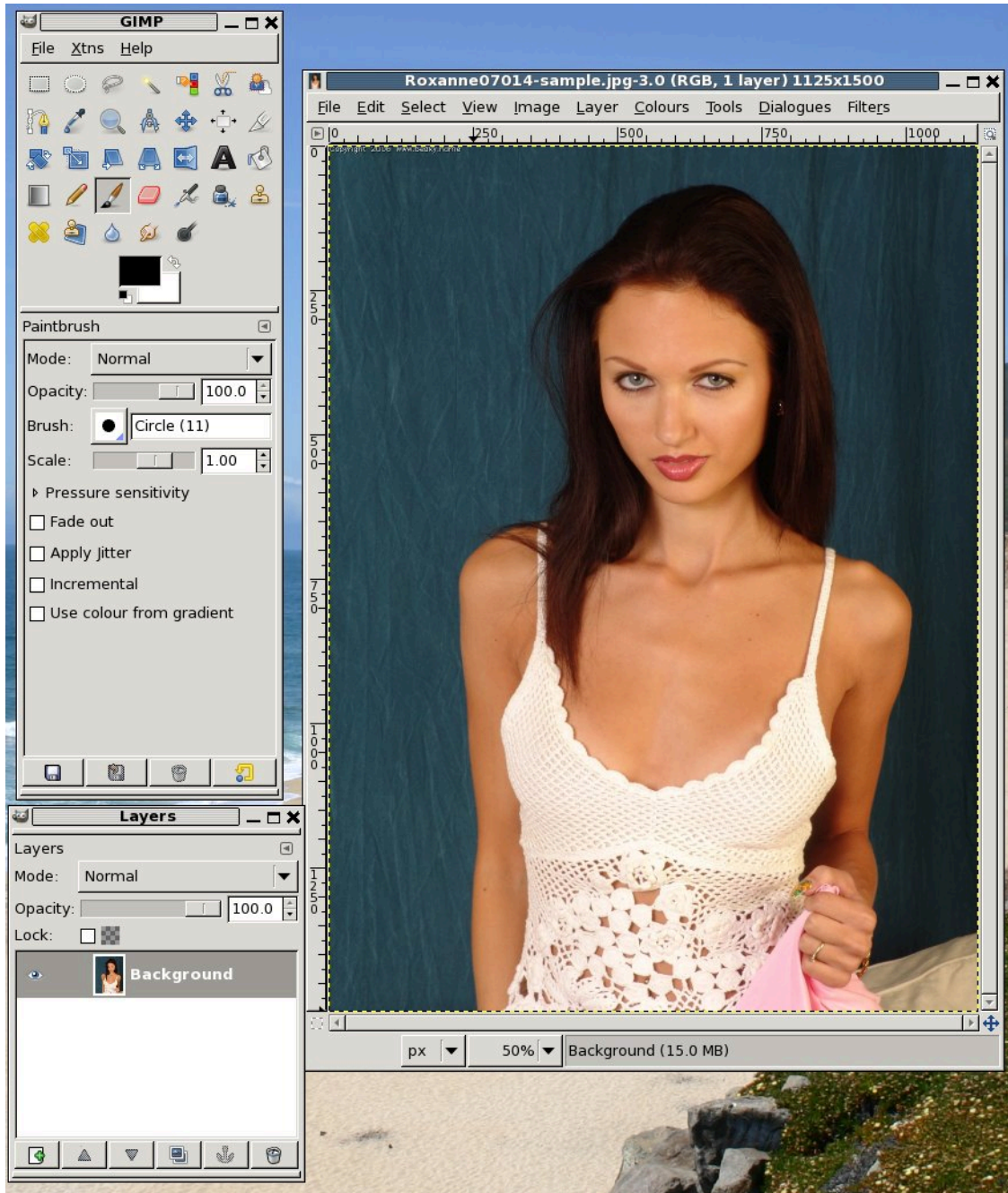
### Note

We've found it is really quite important that at least the smaller size headshot is of a uniform size and shape for all models so that the indexes format nicely and aren't visually ragged. It doesn't have to be this specific dimension, but it's worked well for us and I'd commend to you not to change it without good reason. Similarly you might wish to make the larger one similarly uniform if you think you might use it in your own custom PHP pages or perl applications. Generally we don't use the larger icon except where it's the only one presented, and so that is less of a problem if it varies a little.

The exact location at which the icons are stored within the web server filesystem is specified by the **modbigicons** and **modicons** configuration entries in the **fsloc** section of the Wacs configuration file (**wacs.cfg** ). It is assumed that these will be accessible via the web server without additional authentication, and will be in a location such that adding the value of **siteurl**, either **bigicons** or **modicons** and then the values specified in the appropriate boxes in the Model Manager application will result in the full pathname to the image files for the icons. It should be perfectly possible to use any reasonable type of encoding for these headshots - JPEG, PNG, TIFF and GIF should certainly all be useable.

The best practice is usually to select a good, well-exposed head and shoulders or half-torso shot of the model looking towards the camera, from which to crop and scale the appropriate icons. As model headshots

are often featured in the welcome page to a site and are generally not explicit, they are not covered by the access control system within Wacs. You may choose to let this influence you to select primarily clothed shots of the models for use in the headshots. In the examples below, we'll be looking at doing the scaling and editing using the GIMP image manipulation program, but you can of course use any other appropriate tool that you prefer. We're illustrating just one approach to doing it.



### Tip

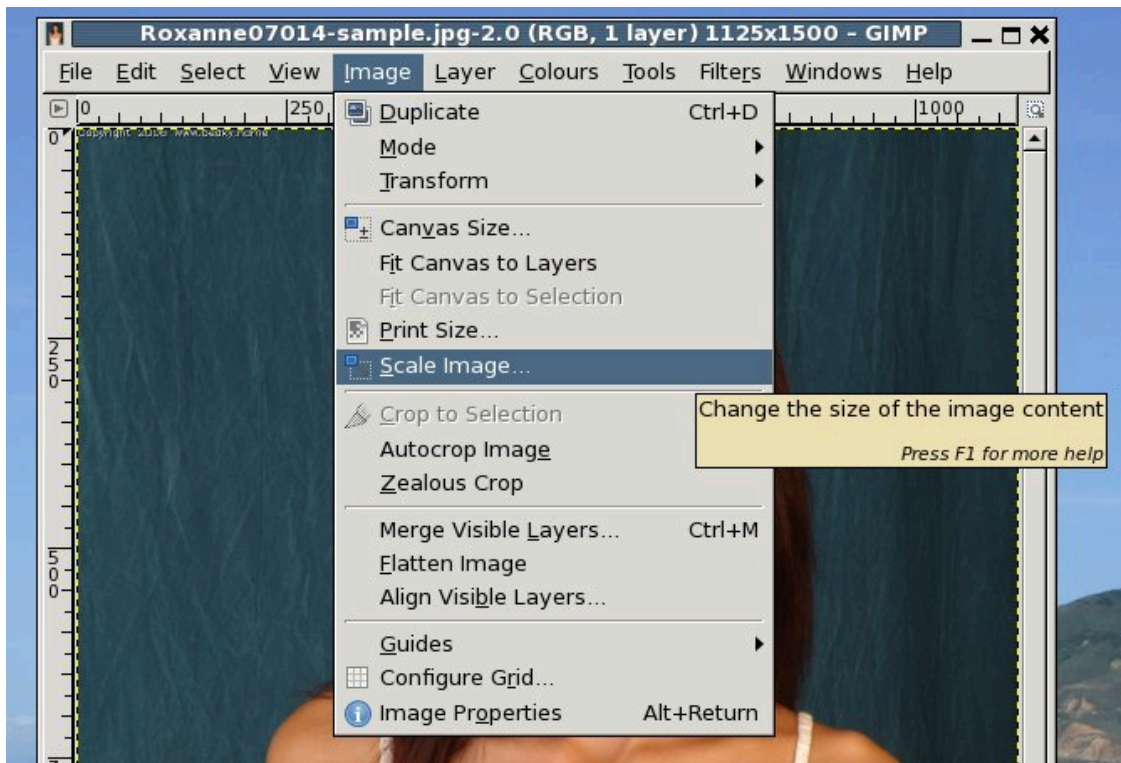
You can do the image editing and resizing anywhere - it doesn't have to be on the server itself - you can use your desktop PC, laptop - whatever you're most comfortable with. You just need to be able to upload the result to the correct directory on the WACS server system whether it's through a networked shared drive, a secure-ftp program or even a USB memory stick. On

a Wacs system installed from either RPM or DEB package releases, the default locations are: `/usr/share/wacs/html/bigicons` for the big icons and `/usr/share/wacs/html/icons` for the smaller ones.

## Making The Big Icon

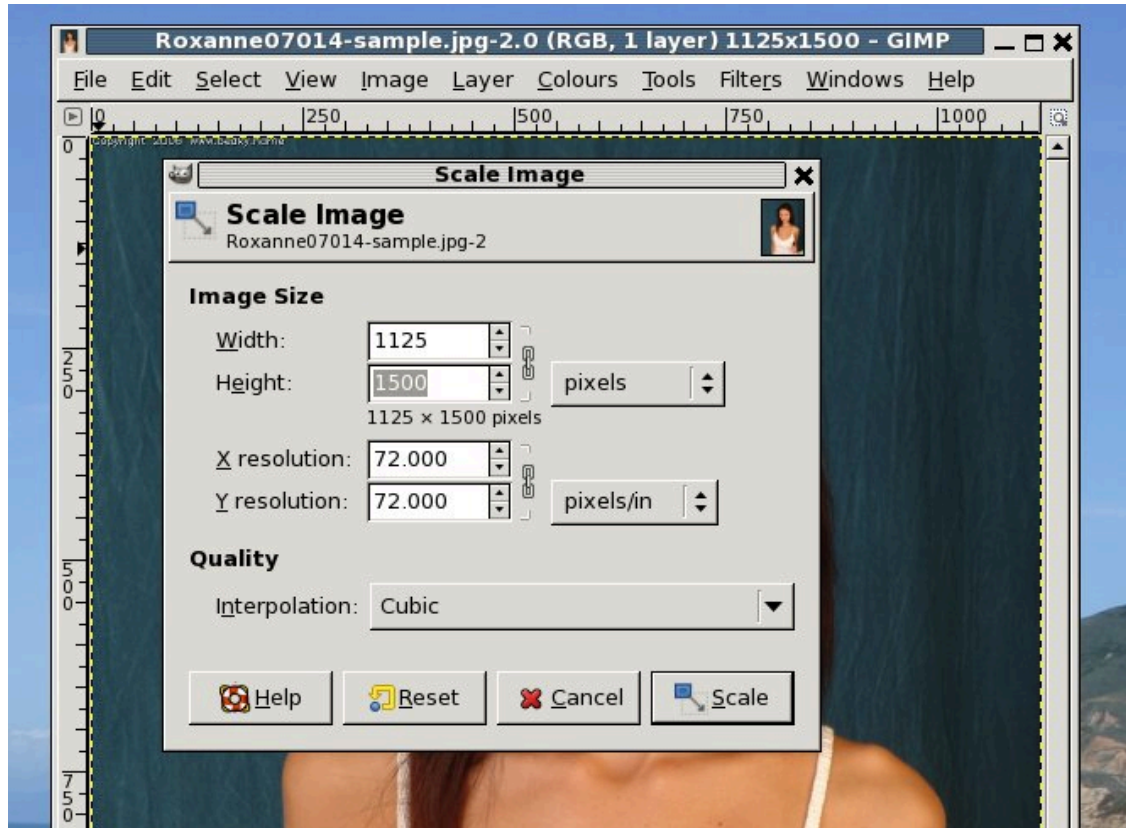
The first step of course is to start up the GIMP, either from the command line or via the Applications->Graphics menu, and then open the image we wish to work on. The screenshot above illustrates how the GIMP should look once you've opened the image; in this case we're using a shot of Roxanne.

Since the image is currently 1125 x 1500 pixels (that information is given in the title bar BTW), we're first going to reduce the size of it so that we have a reasonable chance of getting more than just her eyes and nose in the picture. To do this we call up the scale image tool from the Image menu as shown above.



The first headshot icon we're going to produce is the larger of the two, the one at 260 x 340 pixels. We will then produce the second smaller one by scaling down and/or cropping further that image. Anyway, the key point to bear in mind is that we're aiming for a portrait shaped image of 260 pixels across and 340 pixels tall.

Once you've called up the image scaling tool, the following dialog box opens up and you get the chance to reduce the size somewhat. By exactly how much depends on both the image your working with and the size and style you want for your site. Some sites may prefer a full torso shot either clothed or nude, while others may prefer a simpler head and shoulders style.



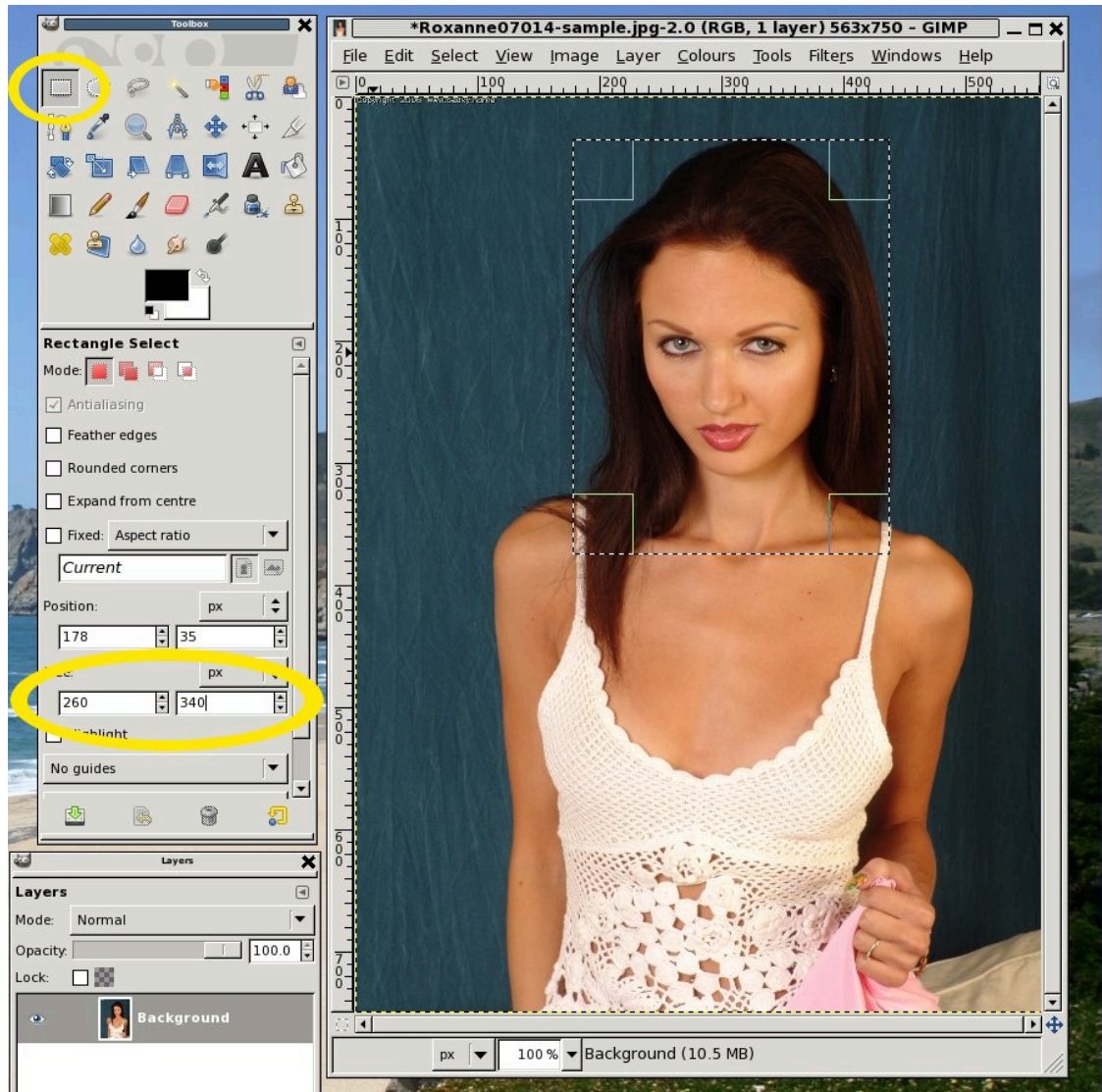
You'll notice that the two image size figures (here 1125 and 1500) are linked together with a chain icon. This means that they will change in union in order to preserve the current shape (aspect ratio) of the image. This is perfect for what we want here, so if we just overtype the 1500 with half that, ie 750 we will shrink the image to half it's current size. At that point we should be in a position where a 260 by 340 selection from it will make a reasonable headshot icon.



## Tip

If the photo we are working with is already more of a headshot than a full torso shot as this one is, we might choose to use a value of 500 to replace the 1500 instead of the 750. This will mean that our 260 x 340 selection from it will comprise a larger proportion of the original image. Bottom line, you may have to try several different values until you find a value that you are comfortable with.

Once you've clicked on the **Scale** button, you will probably find that the image is now smaller than the window - going to View -> Zoom and choosing 1:1 (100%) should make it fill the window again. Simply pressing the 1 key should also have the same effect. The next step is to put Gimp into rectangular selection mode and select the appropriate area of the image.



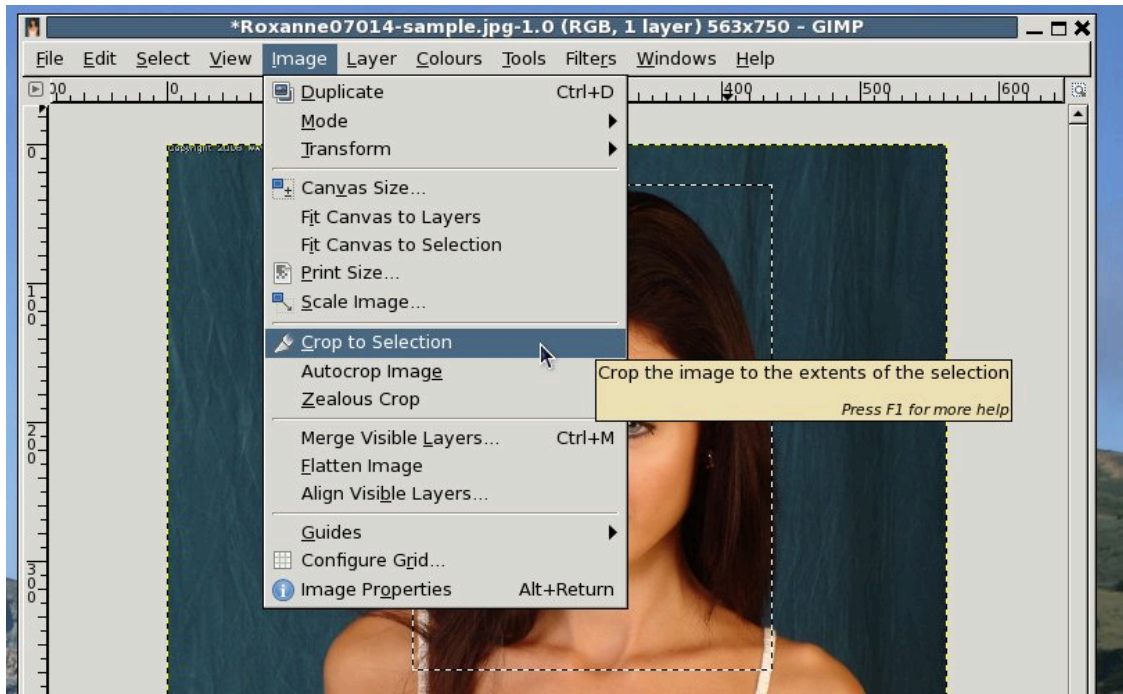
In the top left corner of the screenshot, we've highlighted where you need to click on the rectangular area selection tool. Once you've done this you left-click-and-hold on the top corner of where you want the icon to start and then stretch it to the bottom right hand corner. If you watch the boxes on the lower left side that are also highlighted, these will show you the size of the current selection. The pair of numbers above are the current position and are not relevant to this procedure. Once you have these numbers showing as  $x = 260$  and  $y = 340$ , you can let go of the left mouse button. A further left-click-and-hold within the selected area will allow you to move it around until the best cropping position has been found.



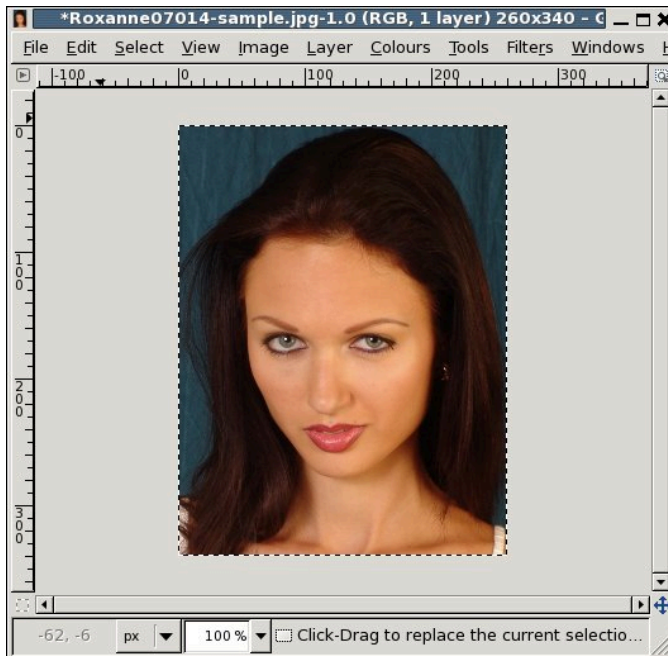
### Tip

You don't have to struggle with the mouse to get the precise sizing right - you can just click in each of the two dimension boxes in turn, type in the desired value and then press return. This will make the wireframe crop box into the desired size and you can then just use the left-click-and-hold to allow you to maneuver it over the image until it's giving you the right sort of headshot.

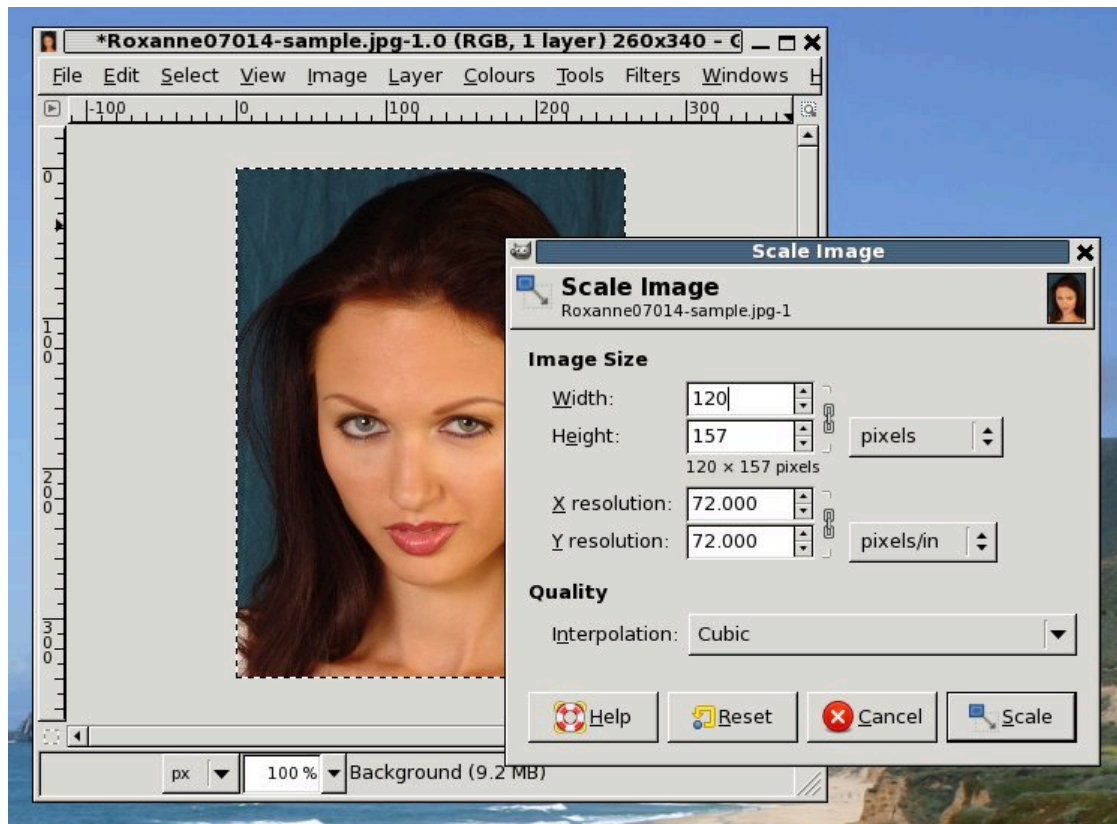
Once you're completely happy with the headshot cropping and the size of the area you're working on, you then need to actually perform the cropping itself. You do this with the **Crop to Selection** option on the Image Menu.



Once this is done, we should be left with our final version of our large size headshot. The file step is then to go to the **File** Menu, choose **Save As...** and give it a suitable name - in this case we've called it Roxanne-big.jpg. The **Save As...** will pop up a dialog box asking for the new name - you should make sure it includes the filename extension as this determines the type of file created. It defaults to the same file type as the image it was derived from.

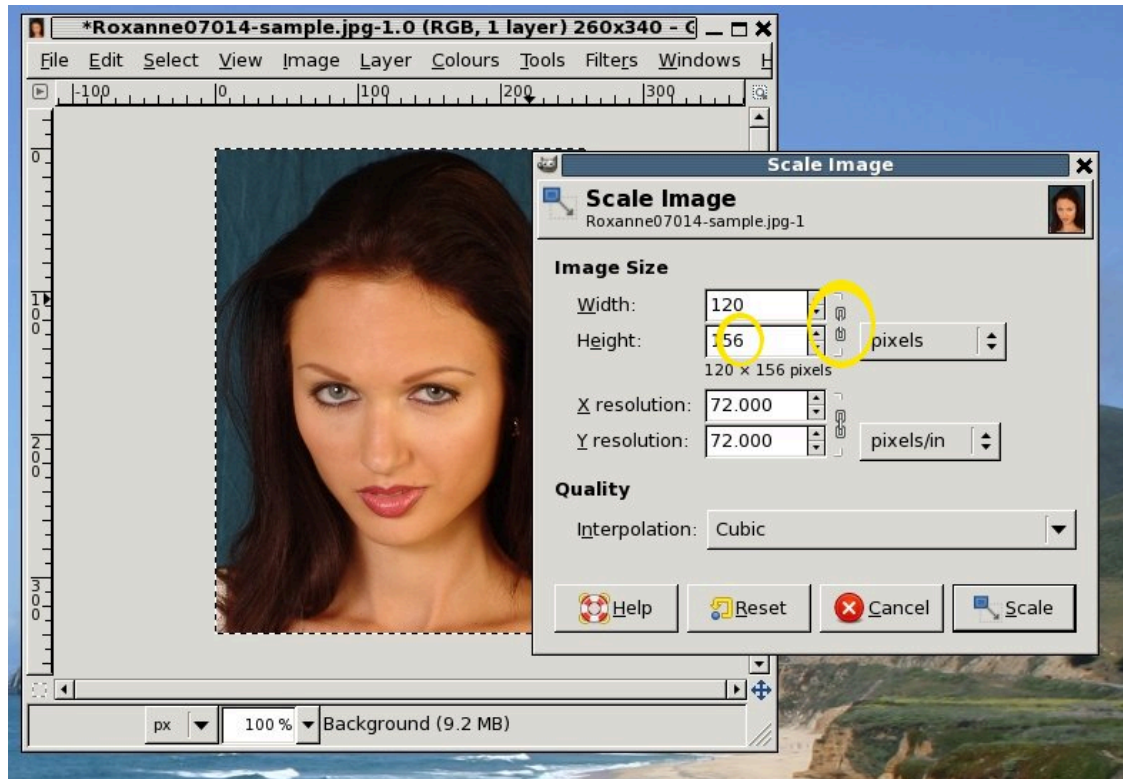


Once you've given it a name and clicked on the **Save** button, you will normally get a second dialog box related to options for the particular type of file you're trying to save. The only one we usually change is the quality, which we would recommend setting to 85% percent for JPEG images. For PNG images, we usually recommend compression level 6. Of course it doesn't really matter what you use, but you want to strike a balance between quality and the size of the file - these headshots will be downloaded a lot as people browse your Wacs site.



## Making The Small Icon

The next step in the process is to produce the small icon at 120 by 156 pixels. The first step in this process is to reduce the icon further in one of the dimensions by using the **Scale Image** option from the **Image** menu. The simplest way to do this is to type one of the desired sizes into the image scaling dialog box as shown above. As you can see, our 260 x 340 icon reduces to 120 x 157 when you specify an x dimension of 120. That's basically within a rounding error of the 120 x 156 value we were looking for - ie just one pixel off. While we want to be careful about distorting the image, changing 157 to 156 is a 0.75% error which is pretty negligible - it's not about to change the whole shape of her face or anything like that.


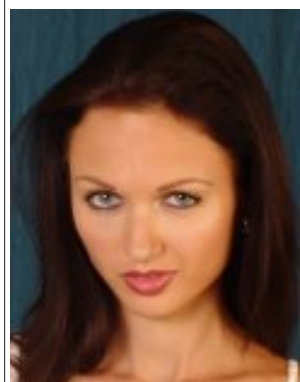


To make this change from 157 to 156 without affecting the 120 value (which is correct), you need to unlink the chain symbol between the two numbers. Then you simply overtype the 7 with a 6 and press the **Scale** button on the dialog box. The image is now scaled suitably and you can proceed to do a **Save As...** to save it, calling it something like `Roxanne-small1.jpg`. You can now quit the gimp - we're basically done with it.

## Icon Placement

The absolute final step is to copy the finished icons into the right place to make use of them. This is fairly dependant on how the relevant Wacs site has been configured, and as mentioned earlier, the definitive answer is the values of `modicons` and `modbigicons` in the **fslos** section of the Wacs configuration file, `wacs.cfg` for the site in question. The convention is to have the files named the same but in different directories, so in the default locations for the packaged versions of Wacs, this would be `/usr/share/wacs/html/icons/Roxanne-1.jpg` for the smaller icon and `/usr/share/wacs/html/bigicons/Roxanne-1.jpg` for the larger icon.

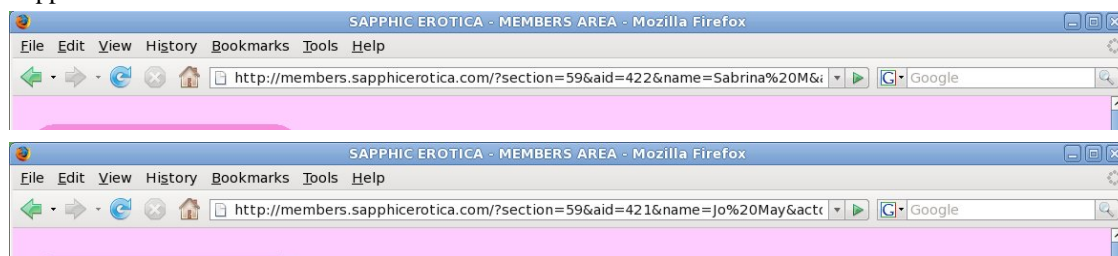
**Table 5.1. Final Example Headshot Icons**

Big (260x340) Icon	Small (120x156) Icon
	

## Determining The Site Id

The other significant step in preparing to create a new model record is determining the ID for that model on a relevant site. While not absolutely essential, it really does help if we have a publicly recognisable *Handle* on who this model actually is. This is perhaps less important if you're running your own site with your own content, but there's still lots to be gained by offering cross links to other sites especially if they offer commissions for referrals. A lot of the WACS tools, particularly those related to migration (see Chapter 12, *Migration Tools*) will find things a lot easier and drop the ball less often if they have these references.

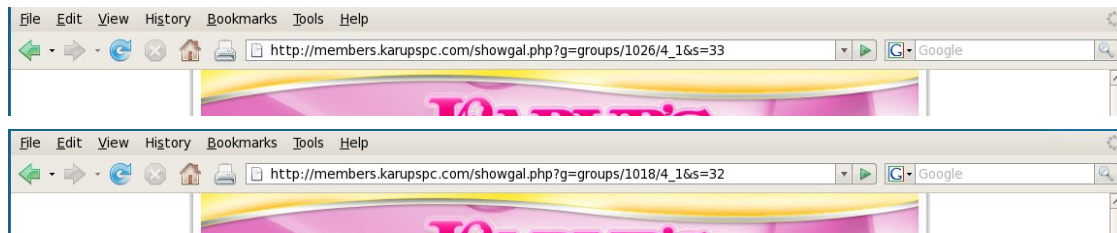
Consider for a moment these two URLs screen shots which are taken from a web browser exploring the Sapphic Erotica site:



What you'll see is that the URL is largely the same, changing only in two places with each different model you select from the model directory on the site. The things that change are the `aid=` and the `name=` values. In other sites, it's quite common for the name to not even be mentioned at all and there simply be a model id number that determines which model should be shown. Often the what you're looking for varies,

it might be `md_id=` on one site, `modelid=` on another and so on but if you look at several of the URLs it should become apparent what is actually changing when you look at different models. Sometimes this can even be a simplified version of her name as it used to be for instance on the Karup's PC site.

Karup's PC has now changed to using purely numeric model numbers and here are the examples for Sabrina and Roxanne from the new KPC site:



What you'll see is that the URL is essentially the same, the bit that is changing is the number between `showgal.php?g=groups/` and the `/4_1&s=32`. We can only really guess at what those two pieces mean, but looking at the number between them as we explore the model index shows that it is only that bit that is changing. This therefore tells us that Sabrina's number is 1026 and Roxanne's number is 1018. This is the bit you want!

From the examples above, we now know that to refer to Sabrina M from Sapphic Erotica, we know her reference there is 422; we also know that her number on Karup's PC is 1026. Similarly if we're referring to Jo May, we know her reference there is 421. All of this information goes into the Identity Map (idmap) table in the database. Each model can have many different IDs across a vast range of sites - usually all we actually need is one solid one in order to be unambiguous as to who we're referring to. Here's the information we actually need to make a site record: site code, site reference number and name on this site.

**Table 5.2. Typical Site Identity Information**

	Sabrina		Roxanne
Site	SE	KPC	KPC
Key	422	1026	1018
Name	Sabrina M	Sabrina	Roxanne

With this information on our model gathered and a nice pair of headshot icons prepared, we're now in a position to move forward and actually look at using the Wacs collection administration software. There have been a lot of concepts to understand in the last three chapters but hopefully it'll give you a clearer idea of what we're trying to achieve going forward. In the next chapter, we look at what you can actually do with model records...

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# Chapter 6. wacsmodelmgr - The Wacs Model Manager

## Introduction

One of the really major aspects of Wacs is it's ability to access sets via a range of methods, one of the most important of which is to be able to look at the work of a specific model. When we're adding new sets, we want to be able to add that set to a model's portfolio and in order to do this, the model has to already exist within the Wacs system. This chapter will look at the model manager application, outline how we create a model for the first time and show you how to update a model record. If you want to look at an example model record for reference, there are currently two model pages provided as XML files within the samples directory of the Wacs distribution. These can be imported into the Wacs system using either the model manager itself or using the command line tool **wacsimport** which is described in Chapter 12, *Migration Tools*.

With a suitable account running in administrator mode, the model manager is the top link (and also the default) on the rightmost menu, **Maintenance**, on the Wacs front page. Note that if you're not offered this menu, but instead see the **Preferences** menu, your account is not currently running in administrator role. Please go back to Chapter 2, *First Steps* for details on roles and how to change them.

**Model Manager: Which Model?**

☒ Model Update ☐ Identity Management

**Specify By Model Number**

Find Model

**Specify By Vendor ID**

ATK Premium  Find Vendor Identity

**Model Name**

Roxanne  Find Model By Name

**Import Model Details From XML File**

Browse... Upload Model XML File

Reset Values

Quit - Return To WACS Main Menu

As you can see, this screen offers quite a few different ways to locate the model you're looking for. The first of these is by simply specifying an existing model already defined on this Wacs installation by model number and then hitting the **Find Model** button. The second allows you to select by a model's identity on a known site - if you remember from the last chapter (the section called "Determining The Site Id") that Sabrina has a key (aka reference number) of 422 on Sapphic Erotica. You would pull down the list of sites, select **Sapphic Erotica**, type in 422 and then click on the **Find Vendor Identity** button. The third option does a name based search and then offers a list of matching models (if any) and is what we're about to use in the next few examples. The fourth option is use in conjunction with the migration tools and will be described in a later chapter (Chapter 12, *Migration Tools*).

Before we look at how to actually create a model, we're going to just quickly examine an existing record - in this case Roxanne's - so you are familiar with the overall layout of the model manager. We start off by entering the name of the model we wish to examine in the box labelled **Model Name**, and then click on the button **Find Model By Name**. When you click on this button, The Wacs Model Manager will attempt to show you the headshots and descriptions of every model known by that name on the current Wacs site. This includes aliases and non-standard names specific to only one site.



## Note

With this particular name, *Roxanne*, it would have probably been more sensible to have searched for the shorter alternative spelling of *Roxan* to just cover the possibility that she is known to this Wacs site but under the shorter version of the name or as Roxanna. We do get the chance to edit the name later.

The screenshot shows the 'Model Manager' interface. At the top, it says 'Model Manager:'. Below that is a search bar with the text 'Find The Models Called Roxanne'. Underneath the search bar, the name 'Roxanne' is displayed above a headshot of a woman. Below the headshot is a link that says 'view 2'. Underneath the link is a description: 'She has a caucasian complexion, long dark hair, green eyes, small breasts (B-cup) and a shaven pussy.' Below the description are two icons: a pink square and a purple square. Below the icons is a radio button labeled '2'. At the bottom of the search results section, there are two buttons: 'Create A New Model: next' and 'Choose This Model'. At the very bottom of the interface, there is a link that says 'Quit - Return To WACS Main Menu'.

In this example we've been given two options - one is to choose existing model number **2** (Roxanne) or **next** - for now we're going to select our existing model number **2**. If we wanted to create a new model, also called Roxanne, we would simply select **next** which allows us to create a new model. If there had been other models with this name, we would have been shown each of their headshots and basic details as well as the option to create a new model.



## Tip

The tick box you need to select is just below the attribute icons - with just a single digit next to it, it may be a little difficult to spot on first viewing. The **view 2** link just below her headshot allows you to view her model page to confirm any details you wish to confirm before selecting her. After visiting it, you can merely push the back button on your web browser to return to this screen.

It's important to understand that it's at this point that we're deciding between updating an existing model and creating a new one. The point here is that before we create a model we want to have confirmed that there is not an existing entry for this model. If we select one of the existing models, Wacs allows us to edit the model record for that model. If we select **next**, we start on the process of creating a new model record.

**Model Manager: 2**

Name: Roxanne Model Number: 2 Flagged?: Favourite Solo Data Quality: Thoroughly Checked Original Source: karupspc.com

Rating: ☐ None ☐ 1-Worst ☐ 2 ☐ 3 ☐ 4 ☒ 5-Best

Hair Colour: Dark Hair Length: Long Breast Size: Small (B-Cup) Pussy: Shaven Eyes: Green Build: Very Slim Race: Caucasian (White) Height: 168 cms Weight: Kgs Vital Stats: 86 cms - 57 cms - 86 cms Age and Year: 19 in 2006 Aliases: Occupation: Hometown: Leicester Country: UK Country Status: Certain - country of origin stated in bio

Big Icon: beaky/Roxanne-1.jpg Standard Icon: beaky/Roxanne-1.jpg

Distinguishing Marks: Contact Details: Notes: Originally from Tashkent, Russia

Solo only including videos.  
8 sets incorporating 1198 images and 1 videos.

**Attributes:**

☐ eyebrowing ☐ piercedclit ☐ young ☐ hairy ☐ pregnant ☐ tinytit ☒ shaven ☒ piercedtit ☐ lipring ☐ trimmed ☐ tattoo ☐ brazilian ☐ boobjob ☐ shorthair

Summarise Changes Undo Changes

This screen contains most of the data that we store for any given model, grouped in hopefully reasonably logical fashion. Along the top we have the basic data; name, rating, source, any special flagging and the data quality indication. On the left we have all of the descriptive data, while to the right we have the two headshot icons and the respective paths to those files. Moving down the page we have descriptive information about the model, and at the bottom a row of icons that can be applied and tick boxes to make those marks. At the very bottom we have the web form buttons and quit link.

Now you have a basic idea of how the model manager works, we're going to move on to how to actually do various tasks using it. The first one being to create a new model record.

## Creating A New Model

So now you've seen a quick overview of the model manager, let's actually do something useful with it. The first thing we're going to do is to actually create a new model record. For this we're going to use Roxanne as an example, making use of the two icons we created in the previous chapter (Chapter 5, *Preparing To Create A Model Record*). If you already have Roxanne defined, there's nothing to stop you using any other model's photo you happen to have lying around to work through this example.

We start off the process as before by going to the main menu and selecting **Model Manager** from the **Maintenance** menu. Once again we enter Roxanne into the model name box and click the **Find Model By Name** button. We get the same choice as before but this time we select **next** as shown:



If you now click on the **Choose This Model** we move on to the next screen which will be a blank template for you to fill in. Initially only two things are filled in -- the name of the model (ie Roxanne) and the pseudo model number of next.

The screenshot shows the 'Model Manager: next' screen. It has a form with various fields for entering model details. At the top, there is a text field for the name 'Roxanne' and a dropdown for 'Model Number' set to 'next'. To the right is a 'Flagged?' dropdown set to 'None'. Below these are 'Rating' (radio buttons for None, 1-Worst, 2, 3, 4, 5-Best) and 'Data Quality' (dropdown for 'Automatically Added, Not Checked'). There is also an 'Original Source' text field. The main body of the form contains fields for physical attributes: Hair Colour, Length, Breast Size, Pussy, Eyes, Build, Race, Height, Weight, Vital Stats, Age and Year, Aliases, Occupation, Hometown, Country, and Country Status. To the right of these are fields for 'Big Icon' and 'Standard Icon', each with a note about dimensions. At the bottom, there is a 'Distinguishing Marks' text field, 'Contact Details', and 'Notes'. A section titled 'Attributes' contains a row of icons for various features: eyebrowing, piercedclit, young, hairy, pregnant, tinytit, shaven, piercedtit, lipring, trimmed, tattoo, brazilian, boobjob, and shorthair. At the very bottom are 'Summarise Changes' and 'Undo Changes' buttons.



## Tip

If you already loaded the sample Roxanne record onto your Wacs test system, you may wish to rename this new record to *Roxanne A* - you can do this easily by just adding the *A* bit on the name field at the top left corner of the model manager screen.



## Note

*What's this about next?* What happens is that when we've finished working with creating this model record and actually save it to the database, `next` will be replaced with the next available model number at that time. This is to try and ensure that on really big sites where two people might be working at once on creating new model records, there is as little a chance as possible of them both competing for the same model number.

## Basic Attributes

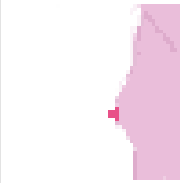
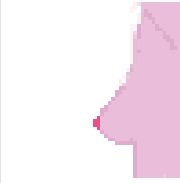
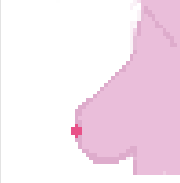

Let's start with the basic model attributes - the colour and length of her hair, the size of her breasts and the way she keeps her pubic hair. These are to be found in a group in the upper left portion of the main model manager screen.

Model Manager: next		
<input type="text" value="Roxanne A"/>	Model Number: next	F
Rating: <input checked="" type="radio"/> None <input type="radio"/> 1-Worst <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5-Best	Data Quality: Automatically Added, Not Checked	Orig
<div>Hair Colour: <input type="text" value="Dark Hair"/> Length: <input type="text" value="Long"/></div> <div>Breast Size: <input type="text" value="Small"/> (<input type="text" value="Unknown"/>)</div> <div>Pussy: <input type="text" value="Shaven"/></div> <div>Eyes: <input type="text" value="Unknown"/></div> <div>Build: <input type="text" value="Unknown"/></div> <div>Race: <input type="text" value="Caucasian (White)"/></div> <div>Height: <input type="text"/> cms Weight: <input type="text"/> Kgs</div> <div>Vital Stats: <input type="text"/> cms - <input type="text"/> cms - <input type="text"/> cms</div> <div>Age and Year: <input type="text"/> in <input type="text"/></div> <div>Aliases: <input type="text"/></div>		
<div>No Big Icon (approx 260x340) Defined</div> <div>Big Icon: <input type="text"/></div> <div>Standard Icon: <input type="text"/></div>		

Hopefully the choices for hair colour and length are reasonably self-explanatory - the key thing to remember here is *Usual*. If she usually has long hair, and then suddenly appears on a couple of sets with a short bob cut, the length should remain long (although you might wish to manually flag those sets with the **shorthair** attribute - how to do this will be covered in Chapter 9, *wacssetmgr - The Wacs Set Manager*). The pubic hair value should only be shaven if her pussy is *completely* shaven; a Brazilian style shave leaves a small tuft of pubic hair above her clit but nothing on either side. Note that this is such a decider for some people that we actually mark up sets wherever we can with an attribute describing the pubic hair style.

The breast size value is much more subjective but our take on it is based upon the probably apocryphal description of how to decide when a young woman needs a bra - simply put "Will a pencil put underneath her breast stay there?". The table below gives our rules of thumb for these values:

**Table 6.1. Breast Size: Our Take**

Value	Icon	Description
Tiny		Rolling the pencil up her chest, the first bump you notice is her nipple... if at all. This should also be marked with the <i>tinytit</i> attribute.
Small		Rolling the pencil up her chest, it stops when it reaches the underside of her breast but probably wouldn't stay there.
Normal		The pencil will stay there, no problem.
Large		Hey Lady, Where's My Pencil?

One final aspect we'd just comment on in this area is that of race - most of these should hopefully be self explanatory except that we have divided up Asian into two using the traditional British descriptions - the word Asian is used for complexions native to the Indian sub-continent while Oriental is used for those from South-East Asia and the Chinese sub-continent. Hopefully this distinction is reasonably obvious.

No Big Icon (approx 260x340) Defined

No Standard Icon (120x156) Defined

Big Icon:

Roxanne-1.jpg

Standard Icon:

Roxanne-1.jpg

The next section we're going to look at is the fields for entering the names of the previously prepared headshot icons. As discussed earlier the files need to be copied into the directories specified for `modicons` and `modbigicons` in the `wacs.cfg` file. You do need to include the file type extension on the end of these filenames. It's perfectly OK to place icons into sub-directories of the model icon directories, and to give the relative pathname including directory path components here.

## wacsmodelmgr - The Wacs Model Manager

Notes:

Attributes:

<input type="checkbox"/> eyebrowing	<input type="checkbox"/> piercedclit	<input type="checkbox"/> young	<input type="checkbox"/> hairy	<input type="checkbox"/> pregnant	<input type="checkbox"/> tinytit	<input checked="" type="checkbox"/> shaven	<input checked="" type="checkbox"/> piercedtit	<input type="checkbox"/> lipring	<input type="checkbox"/> trimmed	<input type="checkbox"/> tattoo	<input type="checkbox"/> brazilian	<input type="checkbox"/> boobjob	<input type="checkbox"/> shorthair
-------------------------------------	--------------------------------------	--------------------------------	--------------------------------	-----------------------------------	----------------------------------	--	--	----------------------------------	----------------------------------	---------------------------------	------------------------------------	----------------------------------	------------------------------------

Finally down the bottom of the model manager main screen, we have the mark-up attributes. These are attributes that apply directly to the model herself and cover such things as pubic hair style, and various types of body modification: tattoos, piercing, breast augmentation, etc. Normally what you specify here will be automatically copied into the attribute marking of all sets she's involved in. That's not to say it isn't possible to remove specific details on a per set basis - it is. Thus if a model gets a tattoo or boobjob later in her modelling career, these can be added to just those later sets. Generally it's a value call as to what is the most common state across the collection you have of her as a whole.

For Roxanne we set just two model attributes - **shaven** because she is in our sets and **piercedtit** because she has a stud through her left breast's nipple. Once we've selected these, we can click on the **Summarise Changes** button and we'll move on to the next model manager screen.

## Inserting Model Records

At this point, since we're creating a new model record, we go through the process of inserting a new record -- that is the database terminology for it. The first screen we see after the main model data entry screen, is the one shown below which summarises what the new model record will look like and shows you the headshot that it's going to use so you can confirm it's all as you expect. Notice that we do actually show you the SQL command we're using at this point. Should anything go wrong and you're seeking help - please cut and paste this SQL statement into the request for help - it will make it much easier for us, or whoever you get your support from, to work on solving the problem.

### Model Manager: next

Creating a new model Roxanne A with the next available model number.

She has a caucasian complexion, long dark hair, small breasts and a shaven pussy.

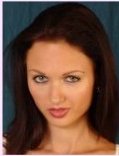
☒ piercedtit ☒ shaven

Insert command is:

```
insert into models(modelno, mname, mhair, mlength, mtissize, mcupsize, meyes, mrace, mattributes, malises, mbuild, mweight, mheight, mvitbust, mvitwaist, mvithips, mdisting, musual, mimage, mbigimage, mstatus, mrating, mpussy, mflag, mcountry, mhometown, mage, mageyear, mcstatus, mcontact, mnotes, moccupation, madded) values('3', 'Roxanne A', 'Dark Hair', 'Long', 'Small', '', 'Caucasian', 'piercedtit shaven', '', '', '', '', '', '', '', '', 'Roxanne-1.jpg', 'Roxanne-1.jpg', 'A', 'O', 'S', '', '', '', '', '', '', '2009-2-26')
```


Do take a careful look over the details given here just to make sure that you haven't made any obvious mistakes, like misspellings or ticking attributes that just don't apply. Once you're happy, click on the **Commit Changes** button and you should see this:

## Model Manager: next



Creating a new model Roxanne A with the next available model number.

She has a caucasian complexion, long dark hair, small breasts and a shaven pussy.



Insert command is:

```
insert into models(modelno, mname, mhair, mlength, mtitsize, mcupsize, meyes, mrace, mattributes, malias, mbuid, mweight, mheight, mwithbust, mwithwaist, mwithhips, mdisting, musual, mimage, mbigimage, mstatus, mrating, mpussy, mflag, mcountry, mhometown, mage, mageyear, mcstatus, mcontact, mnotes, moccupation, madded) values('3', 'Roxanne A', 'Dark Hair', 'Long', 'Small', '', '', 'Caucasian', 'piercedtit shaven', '', '', '', '', '', '', 'Roxanne-1.jpg', 'Roxanne-1.jpg', 'A', 'O', 'S', '', '', '', '', '', '', '', '2009-2-26')
```

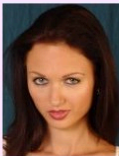
Model Roxanne A created as model no 3.

New ID Map For Roxanne A Model No: 3	
Status: <span>Manually Added</span>	Site: <span>None</span>
Model Key: <input type="text"/>	Alternate: <input type="text"/>
The Key: look at the URL of the model's page - it should have something like model_id=in it - use that.	Alternative: used on a few sites where there are two keys used - mostly leave this blank
Her Name Here: <input type="text" value="Roxanne A"/>	Active: <span>Active</span>
Model's Name: What she's called HERE. Not always the same name as elsewhere.	Active: Normally Active, but can be Not There if we don't have the key yet.
Notes: <input type="text"/>	
<input type="button" value="Add This IDMap"/>	

[Quit - Return To WACS Main Menu](#)


As you can see this confirms that the main model record has been created and immediately prompts you to enter an initial identity. You don't have to do this, you can click on the link over the “created as model no” link or on the **Quit - Return To WACS Main Menu** link at the bottom. The pull down menu allows you to select from the predefined sites. You can add additional sites using the Wacs Vendor Manager (described here: the section called “Vendor Manager”).

## Model Manager: next



Creating a new model Roxanne A with the next available model number.

She has a caucasian complexion, long dark hair, small breasts and a shaven pussy.



Insert command is:

```
insert into models(modelno, mname, mhair, mlength, mtitsize, mcupsize, meyes, mrace, mattributes, malias, mbuid, mweight, mheight, mwithbust, mwithwaist, mwithhips, mdisting, musual, mimage, mbigimage, mstatus, mrating, mpussy, mflag, mcountry, mhometown, mage, mageyear, mcstatus, mcontact, mnotes, moccupation, madded) values('3', 'Roxanne A', 'Dark Hair', 'Long', 'Small', '', '', 'Caucasian', 'piercedtit shaven', '', '', '', '', '', '', 'Roxanne-1.jpg', 'Roxanne-1.jpg', 'A', 'O', 'S', '', '', '', '', '', '', '2009-2-26')
```

Model Roxanne A created as model no 3.

New ID Map For Roxanne A Model No: 3	
Status: <span>Manually Added</span>	Site: <span>Karup's PC</span>
Model Key: <input type="text" value="roxannea"/>	Alternate: <input type="text"/>
The Key: look at the URL of the model's page - it should have something like model_id=in it - use that.	Alternative: used on a few sites where there are two keys used - mostly leave this blank
Her Name Here: <input type="text" value="Roxanne A"/>	Active: <span>Active</span>
Model's Name: What she's called HERE. Not always the same name as elsewhere.	Active: Normally Active, but can be Not There if we don't have the key yet.
Notes: <input type="text"/>	
<input type="button" value="Add This IDMap"/>	


[Quit - Return To WACS Main Menu](#)

Here is a purely fictitious example of an IDmap for a fictitious model called Roxanne A, but hopefully it'll illustrate how we add a new IDmap. We actually only need to add two items over and above the defaults

- the first is the **Site** where we've selected Karup's PC from the pull down list; the second is that her key here is roxannea (which doesn't exist BTW). If we'd been working on Sabrina, we'd have chosen Sapphic Erotica, entered a key value of 422 and added a space and a capital *M* after her name as she is known there as *Sabrina M* instead of just *Sabrina*. Once we've got the necessary information entered into this form, we click on the **Add This IDMap** button and the IDMap should be added to.

**Model Manager: 2**

Adding IDMap entry 30 for Model No 2



Model **Roxanne** now has an IDmap as *Roxanne A* from KPC with key 1018, model number 2. This IDmap is [id#30](#) and you can edit it [here](#).

**Where Next?**

[Roxanne's Normal Model Page \(2\),](#)  
[Roxanne's Detailed Model Page \(2\),](#)  
[Roxanne's Full Details Model Page \(2\) or](#)  
[All Models From KPC](#)

[Quit - Return To WACS Main Menu](#)

This page basically confirms that our new initial IDmap has been added, offers us a link to edit it further and offers us a number of alternative “Where Next?” options. We will look at the ways of editing an IDmap using **wacsidmgr** in a later chapter.

At this point we've basically finished the process of adding a new model to the WACS system - granted it's a little involved, but it is still fairly quick and easy. In addition to adding new model records with the Wacs Model Manager, it is also possible to add new model records using the command-line based **addmodel** facility, although mostly these days that would be used when creating scripts to import models automatically from other systems. More information can on **addmodel** can be found in Chapter 17, *Command Line Tools*.

We have now covered how you create a new model using wacsmodelmgr but that only covers a fraction of what it's capable of. It can also update existing model records, import model records from XML files and add new IDmaps (records of a model's identities on various sites). We'll look at just the updating of existing model records now and cover the rest of these topics in a later chapter (Chapter 15, *More About Model Manager*).

## Amending Model Records

The screenshot shows a web interface titled "Model Manager: Which Model?". At the top, there are two radio buttons: "Model Update" (selected) and "Identity Management". Below this, there are four main sections, each with a colored header and a "Find" button:

- Specify By Model Number** (red header): A text input field and a "Find Model" button.
- Specify By Vendor ID** (green header): A dropdown menu showing "Sapphic Erotica", a text input field with "422", and a "Find Vendor Identity" button.
- Model Name** (blue header): A text input field and a "Find Model By Name" button.
- Import Model Details From XML File** (purple header): A text input field, a "Browse..." button, and an "Upload Model XML File" button.

At the bottom of the form area is a "Reset Values" button. Below the form area, there is a link that says "Quit - Return To WACS Main Menu".

Here we're just illustrating another of the ways to find an existing model through the modelpage front page menu, this time using a site id as the way in - here Sabrina's Sapphic Erotica ID.

As we saw in the previous section, the Wacs model manager is a very effective way of creating new model records, but it also serves to allow you to edit existing model records. When using it for this purpose, we have two choices of how we get to it - we can find the model manager on the **Maintenance Menu** as before, or we can use the **edit model details** link on the right hand side of the masthead of the model page (which is shown only when your role is administrator of course).

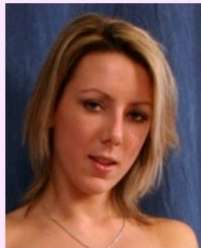
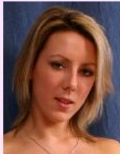


### Note

Since we're using a unique ID, it skips straight from the front ways to find a model page to the detailed model entry without showing us a choice of headshots etc as it did before.

For this example, we've decided that since all of our shots of Sabrina feature her with a Brazilian shaved pussy, as do a fair few of the other sets we have of her, we're going to mark her as being normally Brazilian shaved rather than fully shaved. Do note that her previously marked earlier sets showing a full shave will not be automatically updated - those will remain as they were. Only sets that had no pubic hair related attribute *might* be updated (you'll find out why this is only a might in the chapter on the set manager).

### Model Manager: 1

Sabrina		Model Number: 1	Flagged?: Favourite Solo														
Rating: <input type="radio"/> None <input type="radio"/> 1-Worst <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input checked="" type="radio"/> 5-Best		Data Quality: Normal - Checked	Original Source: amkingdom.com														
Hair Colour: Blonde Length: Shoulder Breast Size: Small (B-Cup) Pussy: Shaven Eyes: Unknown Build: Hairy Race: Shaven Height: 150 cms Weight: 50 Kgs Vital Stats: 81 cms - 56 cms - 81 cms Age and Year: 22 in 2005 Aliases: Occupation: Hometown: Warwickshire Country: UK Country Status: Certain - country of origin stated in bio		  Big Icon: beaky/Sabrina-1.jpg Standard Icon: beaky/Sabrina-1.jpg															
Distinguishing Marks: small heart tattoo on pelvis, butterfly on butt Contact Details: Notes:		Solo only including videos. 5 sets incorporating 789 images.															
<b>Attributes:</b> <table border="1"><tr><td><input checked="" type="checkbox"/> eyebrowing</td><td><input checked="" type="checkbox"/> piercedclit</td><td><input checked="" type="checkbox"/> young</td><td><input checked="" type="checkbox"/> hairy</td><td><input checked="" type="checkbox"/> pregnant</td><td><input checked="" type="checkbox"/> tinytit</td><td><input checked="" type="checkbox"/> shaven</td><td><input checked="" type="checkbox"/> piercedtit</td><td><input checked="" type="checkbox"/> lipring</td><td><input checked="" type="checkbox"/> trimmed</td><td><input checked="" type="checkbox"/> tattoo</td><td><input checked="" type="checkbox"/> brazilian</td><td><input checked="" type="checkbox"/> boobjob</td><td><input checked="" type="checkbox"/> shorthair</td></tr></table> Summarise Changes Undo Changes				<input checked="" type="checkbox"/> eyebrowing	<input checked="" type="checkbox"/> piercedclit	<input checked="" type="checkbox"/> young	<input checked="" type="checkbox"/> hairy	<input checked="" type="checkbox"/> pregnant	<input checked="" type="checkbox"/> tinytit	<input checked="" type="checkbox"/> shaven	<input checked="" type="checkbox"/> piercedtit	<input checked="" type="checkbox"/> lipring	<input checked="" type="checkbox"/> trimmed	<input checked="" type="checkbox"/> tattoo	<input checked="" type="checkbox"/> brazilian	<input checked="" type="checkbox"/> boobjob	<input checked="" type="checkbox"/> shorthair
<input checked="" type="checkbox"/> eyebrowing	<input checked="" type="checkbox"/> piercedclit	<input checked="" type="checkbox"/> young	<input checked="" type="checkbox"/> hairy	<input checked="" type="checkbox"/> pregnant	<input checked="" type="checkbox"/> tinytit	<input checked="" type="checkbox"/> shaven	<input checked="" type="checkbox"/> piercedtit	<input checked="" type="checkbox"/> lipring	<input checked="" type="checkbox"/> trimmed	<input checked="" type="checkbox"/> tattoo	<input checked="" type="checkbox"/> brazilian	<input checked="" type="checkbox"/> boobjob	<input checked="" type="checkbox"/> shorthair				

This particular change needs to be made in two places - the first is her basic description, which is in the top left area of the model page - here we pull down the pussy menu and change **Shaved** to **Brazilian Shaved**. The second is down at the bottom in the attributes section where we need to untick the icon with the razor and brush (for Shaved of course) and instead tick the icon for a Brazilian shave. The other attribute we have for her, namely tattoo, as she has a couple of small ones, remains unchanged. Once we've done that, we click on **Summarise Changes**.

### Model Manager: 1

**Updating existing model Sabrina (model no: 1).**  
mattributes has changed from shaven tattoo to brazilian tattoo  
mpussy has changed from S to B  
**2 fields changed.**  
Commit Changes

Quit - Return To WACS Main Menu

This summarises the changes we're about to make - the first one reveals a little about the internal working of the database as the pussy type is actually represented by a single character that is converted to the textual phrase by WACS. It's therefore changing an S into a B. The second one is a little more transparent as shaven tattoo becomes brazilian tattoo for the attributes value. It's a good plan to check what changes it says it's going to make for anything unexpected, then click on **Commit Changes**.

### Model Manager: 1

Updated existing model Sabrina (model no: 1).
2 fields changed.
Record for 1 updated.

---

Quit - Return To WACS Main Menu

The alterations to Sabrina's model record are now complete. Hopefully that is reasonably straight forward. Now, there are a few more complexities of the model record and it's interaction with the Wacs Model Manager that we need to discuss. There are a couple of pull down menus right at the top of the model manager screen titled **Flagged?** and **Data Quality** that probably need additional explanation. We include the ability within Wacs to have a number of global selections of models which we call favourites. We're sure how they'll be used will vary from site to site, but the default Wacs configuration has six of them. There are:

- **Favourite Solo** - intended to mark those with outstanding solo sets
- **Favourite Cuties** - intended for very pretty models but who are not (mainly) involved in any explicit action
- **Favourite Lesbian** - intended for models who work well in lesbian sets with other models
- **Favourite Straight** - intended for models who have interesting or prolific straight sets
- **Currently Featured Models** - intended either for use by web site developers for highlighting those with active additions or for collectors to mark those they're currently working on actively.
- **Placeholder** - this is basically for a wrong or broken model record - either a fake one created to download from sites without proper model indexing, or one that is simply wrong. It'll work as a normal model record but just won't appear in any Wacs index page.

The second menu, **Data Quality** is primarily to allow one to indicate how much work has been done on the model record - the normal state is either **Automatically Added, Not Checked** or **Manually Added, Not Checked** which is a bit of a hang-over from the early days of Wacs but basically means the data about the model is very raw. Once you've checked her biographical data either from an upstream site, or one of the many resources on the internet, you would probably set it to Normal. If you've either spoken to the model herself, or checked a number of sources thoroughly, then you might choose to select Thoroughly Checked instead. This quality assessment can be searched on if required. The intention is to use it extensively in the Wacs Meta project where we hope to encourage people to exchange model records in Wacs's XML format.

The other field in that area at the top of the screen, **Original Source** merely indicates where we originally found this model's photo sets. A web site owner might choose to put the booking agent or studio used here, but mostly it's assumed to be for collectors.

And so finally we reach the thorny problem of units.... we know this is going to be contentious but we've had to make some decisions and we're happy with why we did. If you're from the USA, you'll probably be spluttering about this; if you're from anywhere else you'll be wondering what the fuss is about!



## Note

All weights and measurements *must be given in metric units*, but don't worry full automatic conversion to imperial (American English) units is performed by the functions in the Wacs APIs used by all the tools. Whether or not these conversions should be applied is determined

by a configuration variable - units in the layout section of the `wacs.cfg`. In a future release, we will add UK English imperial unit conversions and the ability for the user to specify their units of choice.

So why do we insist on metric values? Two reasons :-

1. Firstly, there is no consistent data type for feet and inches which would make writing a database query like “Show me models between 5ft 6ins and 6ft 0ins tall inclusive” a very complex matter. This is likely to cause no end of bugs in search routines that could be very hard to resolve, whereas using metric values the query becomes simply between 167 and 183. There are similar problems with weights where UK English would give the number in stones and pounds, whereas American English would give only pounds so it's not even a consistent set of units within the few countries that use it. And finally there's the fact that vital statistics are given in inches rather than feet and inches - what gives with that?
2. Secondly, it's actually a very small proportion of the world that uses the old imperial english measurements and even there it's on the way out. Schools have taught metric units for many years and the understanding of the imperial units is waning.



### Tip

It's not that hard: take the height in feet, multiply by 12, add the inches figure and then multiply by 2.54 and round to the nearest whole number. Take the vital statistics in inches and multiply by 2.54 and round to the nearest whole number. For weights, take the figure in stones, multiply by 14, add the pounds and then divide by 2.2. For typical models: for heights you should expect a figure between 160 and 187, for weights a number between 50 and 75, and for vital stats figures between 60 and 90. It's quite easy to have a calculator open on your desktop to do the conversions.



### Warning

Please take our advice on this. You really will run into a whole lot of trouble if you try to use imperial units in the database - we know, we tried, it broke (badly).

---

# Chapter 7. wacsunpackmgr - The Unpack Manager

## About Unpacking

Now that we've looked in some detail at the process of creating a model record, we're going to take a look at how to actually add content to a Wacs site. There are a number of ways in which new material can be imported into the system, and we're going to discuss some of them here. One of the key concepts is that the process is divided into three distinct sections:

1. Unpacking - gathering the materials together in one place and checking them over.
2. Placement - deciding where they should go and what they should be called and getting them into the Wacs system.
3. Rating - Rating, cataloguing and marking appropriate attributes

Each of these tasks is actually performed by a separate web application in the Wacs system which are known respectively as `wacsunpackmgr`, `wacsplacemgr` and `wacssetmgr`. In this chapter, we are concentrating on the first of these namely **wacsunpackmgr**. The primary task of **wacsunpackmgr** is to gather together all the materials for the set we're about to create - images, icons, video clips, descriptions; make a few notes on where it came from and which models are involved, and put it in a place where it can be previewed and picked up by the placement manager ( **wacsplacemgr**).



### Note

In WACS 0.9.2 **wacsunpackmgr** gained a whole new role when unpacking video files - it now generates a number of thumbnails for video sets from which you select the best to represent the set in the **wacsplacemgr** application

Each administrator of the wacs system will be given their own unpack area within the download spool area of the Wacs system. While configurable, this is usually in `/var/spool/wacs/download/unpack/username`, so for instance beaky's unpack directory would be `/var/spool/wacs/download/unpack/beaky`. Having individual areas allows multiple administrators to import content at the same time, and allows people to take a break during the process (to confirm details perhaps) without troubling others. Any given user can only unpack one set at a time however. Each area is divided into a number of directories to aid with handling the different types of source material.

## Working With Image Sets

There are a number of ways of reaching the unpack manager, but the one we will look at first is that used for doing a manual set upload. For this you are assumed to have a zip file containing the images that comprise a single set accessible to your web browser. To reach the unpack manager, you select the option **Import set** from the **Maintenance Menu** on the Wacs Front Page. If you see the **Preferences** menu instead, then your account is not properly enabled for administrative activities - for more information on how to fix this see Chapter 2, *First Steps*.

When you initially get to the unpack manager, you'll see a page like this:

## wacsunpackmgr - The Unpack Manager

The screenshot shows a web form titled "Import Manually Downloaded Set". It is divided into two main sections: "Source" and "Set Details".

**Source Section:**

- Import Method:** Radio buttons for "Upload Zip File" (selected) and "Server Directory".
- Upload Zip File:** A text input field followed by a "Browse..." button.
- Server Directory:** A text input field containing the path "/tmp".

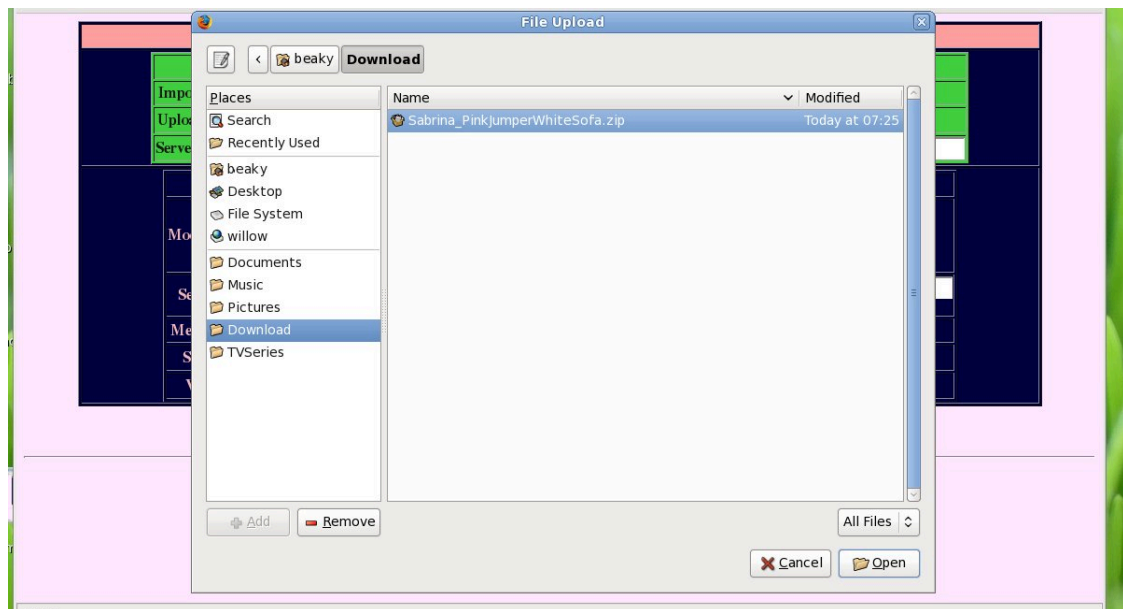
**Set Details Section:**

- Model Name:** A text input field with a placeholder text: "If you recognise her give the name you know her by not what the set gives. If you're not sure of the spelling of her name, use just the start, eg Veron will offer Veronika and Veronica For Lesbian or orgy sets, please give only one name here."
- Set Name:** A text input field with a placeholder text: "something short and snappy that will give you a prompt about the set and it's contents ie Jenny: Yellow Dildo On Kitchen Floor".
- Media Type:** Radio buttons for "Audio File", "DVD Scene", "Image Set" (selected), and "Video Clip".
- Set Flag:** A dropdown menu showing "Solo" and a text input field with a placeholder "what type of set this is".
- Vendor:** A dropdown menu followed by the word "or" and a text input field.

At the bottom of the form are two buttons: "Take Actions" and "Reset Values". Below the form is a link: [Quit - Return To WACS Main Menu](#).

As you can see it offers us the choice of uploading a zip file via the web browser or importing named directory that is visible on the web server. Which of these you use really depends on how your system is laid out - if your Wacs server is on another machine and you're doing the collection administration from a desktop or laptop machine, uploading through the web browser is probably extremely useful. If it's all on the screen attached to your Wacs server, you can merely tell it to fetch the set from the directory by specifying the path.

Moving down below the green box, we have a box for the model's name - note that for a lesbian, threesome or group orgy set this should be only one of the models - the "owner" of the set. Additional models should be added later in the process. We also have a short name for the set, which we'll see used as "the official title" for this set. Next we get to specify the media type and the type of set that it is. Finally we get the choice to specify where it came from, either by pop-up menu of known vendors or by typing it in directly.



This screenshot shows us browsing for the zip file we're going to upload - we got here by specifying **Upload Zip File** as the *Import Method* and by clicking on the **Browse** button at the right hand end of the box entitled *Upload Zip File*. Once we have selected and opened this file, we should see:

## wacsunpackmgr - The Unpack Manager

Import Manually Downloaded Set

Source

Import Method: ☒ Upload Zip File ☐ Server Directory

Upload Zip File: nnedy/users/beaky/Download/Sabrina\_PinkJumperWhiteSofa.zip Browse...

Server Directory: /tmp

Set Details

Model Name: Sabrina  
if you recognise her give the name you know her by not what the set gives.  
If you're not sure of the spelling of her name, use just the start, eg Veron will offer Veronika and Veronica  
For Lesbian or orgy sets, please give only one name here.

Set Name: Pink Jumper White Sofa  
something short and snappy that will give you a prompt about the set and it's contents ie Jenny: Yellow Dildo On Kitchen Floor

Media Type: ☒ Audio File ☒ DVD Scene ☒ Image Set ☐ Video Clip

Set Flag: Solo what type of set this is

Vendor: Other - enter to right or www.beaky.name

Take Actions Reset Values

[Quit - Return To WACS Main Menu](#)

You'll see that we've also filled in the details about the set, we've said the model is *Sabrina*, we've called the set *Pink Jumper White Sofa*, we've specified that it's an *image set* and that it's *Solo* in nature. Finally we've said that it comes from a site that it doesn't already know about called *www.beaky.name* (which it sorta does except it's not actually available there yet...). With these details filled in, we click on **Take Actions** in order to proceed to the next screen.

Import Manually Downloaded Set

Uploading Zip File

Source: Sabrina\_PinkJumperWhiteSofa.zip

Size/Date: 49936161 bytes/Thu Mar 5 07:39:28 2009

Archive Zip File: ☒ keep zip file

Find The Models Called Sabrina

Sabrina



View 1

She has a caucasian complexion, shoulder blonde hair, brown eyes, small breasts (B-cup) and a shaven pussy and can be recognised by small heart tattoo on pelvis, butterfly on butt.

None Of These ☒ Choose This Model

[Quit - Return To WACS Main Menu](#)

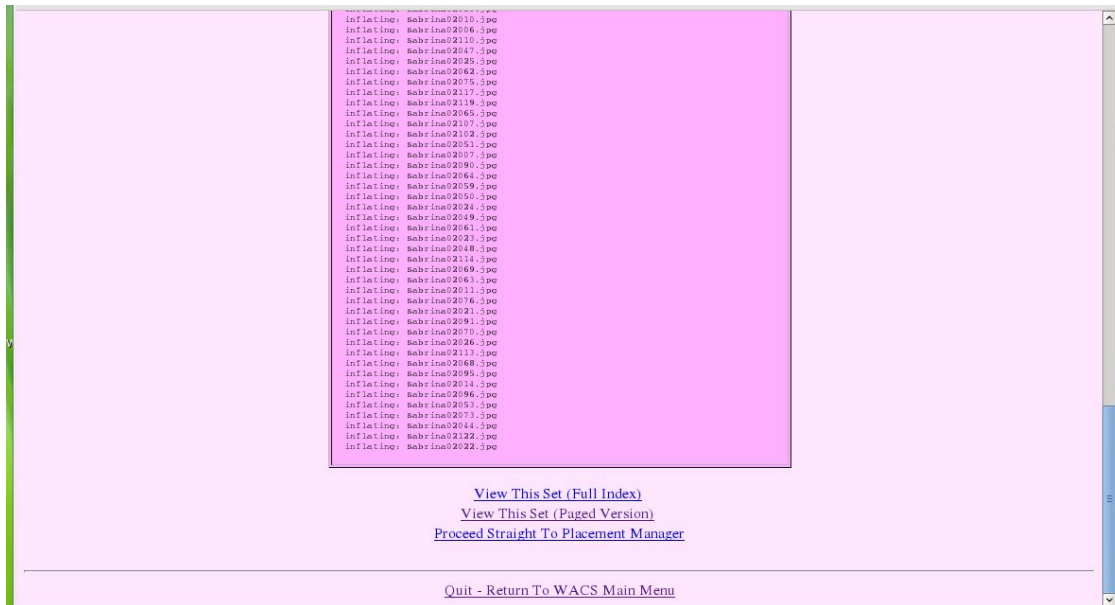
At the top of the next screen, **wacsunpackmgr** has summarised what it has so far. It's told us the name of the zip file it's uploaded, it's size and date created, and offered us an option on whether we want the file archived or not. This bit in the green box is about the set, while the blue box below is about who is in the set.

Here it's taken the name *Sabrina* and searched for it amongst the models and discovered that model number 1 is called *Sabrina* and so it's offering us two choices - accept model number 1 as being the model in this set, or to tell it that it's not model number 1 who features in this set. Had we have had multiple models called *Sabrina*, it would have offered us a choice of all of them or none of the above. Anyway in this case, this is the model we want so we simply click on **Choose This Model** in order to continue.

## wacsunpackmgr - The Unpack Manager

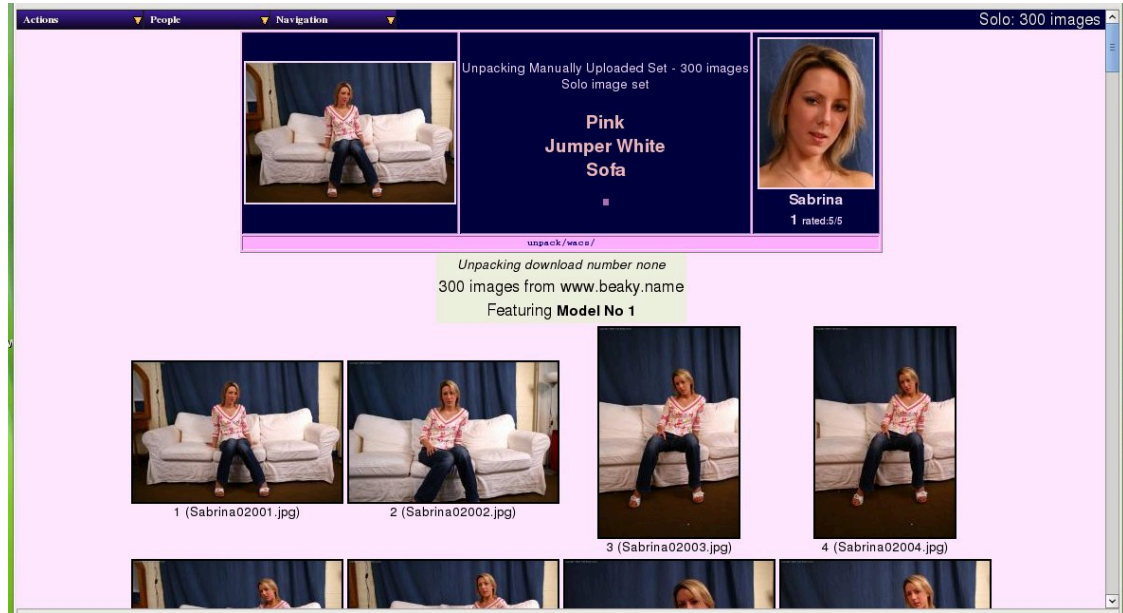


Having duly collected all the necessary information, the Wacs Unpack Manager is finally doing it's namesake activity and actually unpacking the zip file it's been given. We're actually going to show you two screenshots of this page; this one shows the start of the unpacking process, while the second one below shows the bottom of the screen where the unpack process has completed (hopefully successfully...). At this point, all of the unpacked images should be in the unpack directory for this administrator in the download area. There is actually also a hidden file present in that directory called `.unpack` which passes across the information we entered about the set itself, the model featuring in it, and so on.



This is the bottom of the final page of the unpack manager session and shows you the steps you can take next. One thing that we have tried hard to do is to make as many as possible of the standard Wacs collection tools know about a special set called *set 0* which is that particular administrator's current unpack directory contents. This means you can browse it and look at it almost as if it were a normal set. The top two links at the bottom of the unpack manager output take you to the standard set browsing pages in either whole set or paged mode. Below we see the set we've just unpacked in the whole set page.

## wacsunpackmgr - The Unpack Manager

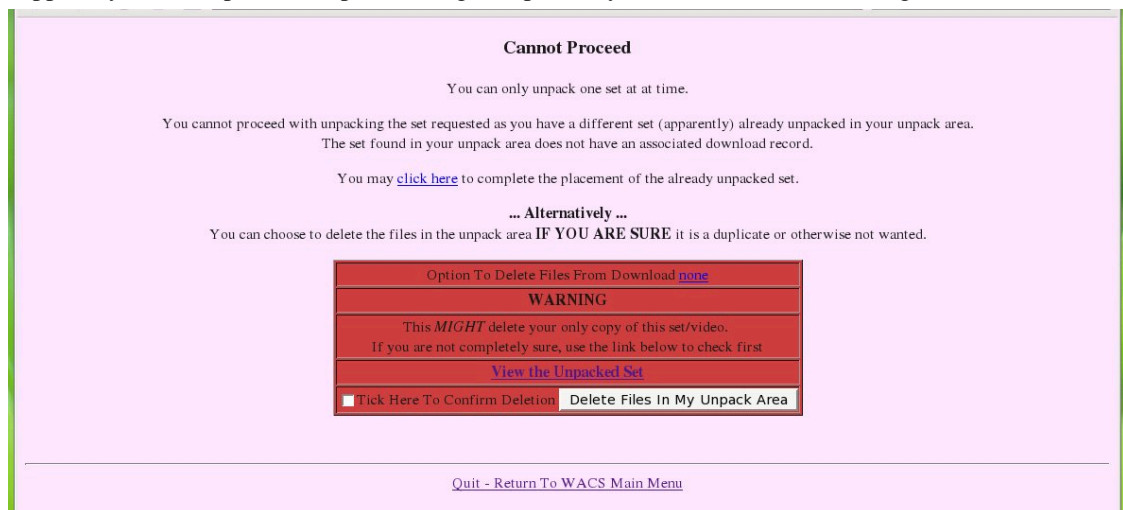


This provides us with the opportunity to browse the set, determine the location, action and clothing that we're going to use in making up our description of this set. Once we've had a good look, we can simply return to the unpack manager's last page and click on the third option to go on to the placement manager.

This completes our initial look at using the unpack manager for image sets; we'll just cover the topics of what happens when you already have an unpacked set and those aspects that are unique to videos and then move on to look at the placement manager in the next chapter. We will encounter the unpack manager again when we look at the download mechanism (See Chapter 14, *The Download System*).

## Already Unpacked Warning

We said earlier that each administrator, ie you, can only unpack one set at a time. Obviously there are times when you forget this or some kind of failure occurs and things are left in a messed up state. If this happens, you can expect the unpack manager to present you with a screen something like this:



## Supported Formats

In Wacs 1.0.0 we added support for two alternative archiving tools for unpacking image sets in addition to the ZIP support that has been there for ages. These new formats are the RAR format often used for multi-archive downloads from Peer-To-Peer technologies and the Linux/Unix TAR (Tape Archive) format. The tar format is supported in both normal uncompressed and standard zip and gzip compressed formats. Which way you import the file has no bearing on how the download is delivered to users; that remains a default of ZIP, even if you imported the set originally from a tar or rar file.

## Working With Videos



### Tip

The way unpack manager works for videos has been massively upgraded over the last few releases starting in Wacs 0.9.2. It now generates a whole lot of extra icons and thumbnails from which you can then select the best to represent the set. Although it's actually the unpack manager that generates all these new icons, you don't actually get to see them until you progress to the placement manager **wacsplacemgr**. If you want to generate the same kind of thumbnails after the event for an existing video set, the icon manager **wacsiconmgr** can do this for you.

The unpack manager works quite similarly when working with video files except in so much that it typically only uses two or three existing files: the main two are the video file itself and the official icon file - the optional third file is a text file containing a description of the set. The rest of the files needed will be generated for you by Wacs. This was a total new feature in Wacs 0.9.2 and has been upgraded in subsequent releases. In automatically generating the main icon for the video, it will typically offer you about 10 screenshots taken automatically from near the start of the video clip. It will typically also offer you some thumbnails taken from various points through the entire duration of the clip - the number offered varies with the actual duration of the video clip. The rules for how many icons are generated and under what circumstances are configurable since wacs release 1.0.1.

If you want a custom icon file and don't like the automatic options you can use a tool like **xine** or **mplayer -vf screenshot** to play the start of the movie and save a suitable screen capture. This file should normally be left at the same dimensions as the video clip as it will be automatically resized down to a more reasonable icon size by Wacs. This file should have a similar name to the movie file itself but with a suitable image file extension rather than the video one. Therefore if your video file is called `Roxanne-KnittedTopWhiteSkirt.wmv`, then the icon for it should be called `Roxanne-KnittedTopWhiteSkirt.jpg`.

## Providing Official Materials: icon, description

It is possible to provide both official icons and text descriptions of sets when importing them via the download mechanism. The download mechanism already has holding areas named after the source site (eg *fittingroom* for fitting-room.com downloads), and these have always contained sub-directories called **videos** and **zips**. To these are added **desc** and **icons** to contain the description text as a `.txt` file and official icon as a `.jpg` or `.png` file as appropriate. As with the previously existing **videos** and **zips** directories, these are expected to contain a directory named `ModelName_modelkey`. Within the **desc** tree, you would expect to find a file named `Roxanne_KnittedTopWhiteSkirt.txt`, and similarly within the **icons** tree, you'd expect to find that `Roxanne-KnittedTopWhiteSkirt.jpg` file mentioned above.

# Chapter 8. wacsplacemgr - The Placement Manager

## The Placement Process



### Tip

There are significant changes to how the placement manager looks for video sets from Wacs 0.9.2. These deal with the inclusion of, and the chance to select the best, icons and thumbnails for the video clip. The basics are exactly the same, but the icons and thumbnails are added.

As we discussed in the previous chapter (Chapter 7, *wacsunpackmgr - The Unpack Manager*), sets can be imported into Wacs in a number of ways and then end up in a holding area for each administrator where they can be viewed, have icons made for them and so on. Once they are ready to be installed into the main Wacs system, another application comes into play called the placement manager. In this chapter we will look at how to use the placement manager to place a set and complete its importation into the Wacs system. As you will have seen, once the unpack manager has done its jobs, it provides links to viewing the set and to the placement manager.

Unpacking Manually Uploaded Set - 300 images  
Solo image set from www.beaky.name

Pink  
Jumper White  
Sofa

Sabrina  
1 rated:95

browse this set (paged)  
or whole set (index)

Model Name(s): Sabrina

Her Clothing:

Location & Action

Set Type: Solo

Destination

solo gallery#NEXT#  
OR expected to be: gallery010

If you want this set added to a tag set, enter the number here:

Confirm Details

Quit - Return To WACS Main Menu

Done

When you initially call up the placement manager for a set, you'll see a web page something like this. The top portion of it is a standard page masthead you will have seen in a number of places around the Wacs system. Since in the unpack manager we both identified the primary model and gave the set a working title, these are displayed here as you might expect. The first group of entries are the various components of the set name - the model's or models' name(s), a description of their clothing, a description of the location and action in the set and the general type of set that it is.

As you will hopefully recall from Chapter 4, *Naming Sets In WACS*, there are a number of special words that will be used in determining extra information on the set. We will cover this topic again in more detail in the section called "Keyword Manager" in Chapter 11, *Other Web Based Tools*. For now you can just

describe the set as best you can and add the mark-up later. As you become familiar with the keywording system you can both tailor it to your needs and get used to what keywords will trigger what markup attributes. While you can use spaces here between words, please do remember to capitalise the first letter of each word of your description.

The lower section of the placement manager form covers where the set is to be placed within the appropriate Wacs media tree and therefore which gallery or models section it will be placed in. Additionally there is the option to add the new set once created to an saved search set (aka tag set). In all cases, the placement manager will try it's best to select reasonable defaults for these values to save you as much typing as possible!

You also have the option of setting the type of the set in case the default isn't appropriate. You'll also have the option of setting it's rank which in most cases is the default of `Primary (Main)`. If you know that you're adding a second half of a video clip for instance, you would set this to `Continuation`, or if you know you're adding an alternative version (second vendor or lower resolution version) then set it to `Alternative (Secondary)`.

The screenshot shows the 'wacsplacemgr' interface. At the top, it says 'Unpacking Manually Uploaded Set - 300 images' and 'Solo image set from www.beaky.name'. The main area is divided into three columns. The left column shows a photo of a woman (Sabrina) sitting on a white sofa. The middle column has the title 'Pink Jumper White Sofa' and a small icon of a person with a heart and the word 'Tattoo'. Below this is a link 'browse this set (paged) or whole set (index)'. The right column shows a portrait of Sabrina with the text 'Sabrina' and 'I rated: 5/5'. Below these columns is a form with the following fields: 'Model Name(s):' with the value 'Sabrina'; 'Her Clothing:' with the value 'Pink Jumper Blue Jeans White Bra Panties'; 'Location & Action' with the value 'White Sofa Blue Curtain'; and 'Set Type:' with a dropdown menu set to 'Solo'. Below this is a 'Destination' section with a dropdown menu set to 'solo', a text field for 'gallery#NEXT#' with the value 'gallery010' and the note 'expected to be: gallery010', and a text field for 'If you want this set added to a tag set, enter the number here:'. At the bottom right of the form is a 'Confirm Details' button. At the very bottom of the page is a link 'Quit - Return To WACS Main Menu'.

In the above screenshot, we've added to the defaulted values by adding `Pink Jumper Blue Jeans White Bra Panties` to the description of Sabrina's clothing, and `White Sofa Blue Curtain` to the location and action sections. The automatic defaults of Sabrina for the model's name and Solo for the set type are fine in this case and thus left unchanged. Similarly the defaults of solo, Primary (Main) and the next available solo gallery slot in gallery010 are also fine in this case. We've decided to leave the saved search (tag) number blank in this case, so it won't be added. Once happy, we click on **Confirm Details** and we move on to the next screen:

## wacsplacemgr - The Placement Manager



Unpacking Manually Uploaded Set - 300 images  
Solo image set from www.beaky.name

**Pink  
Jumper White  
Sofa**



browse this set (paged)  
or whole set (index)



Sabrina  
1 rated: 5/5

Destination		
Area	solo	exists
Category	gallery010	exists
Image Directory	Sabrina_PinkJumperBlueJeansWhiteBraPanties_WhiteSofaBlueCurtain	

[Confirm Placement](#)

[Quit - Return To WACS Main Menu](#)

This screen summarises the details we've entered and shows us the name it's created using the various pieces of information we've given the placement manager. If you're not happy with any of these values, just click on your browsers back key and re-enter. Remember that if you do this, you will then need to click on **Confirm Details** to get it to re-assess the new inputs rather than using the web browsers forward button to return here. If everything is in order, click on **Confirm Placement**.



Unpacking Manually Uploaded Set - 300 images  
Solo image set from www.beaky.name

**Pink  
Jumper White  
Sofa**



browse this set (paged)  
or whole set (index)



Sabrina  
1 rated: 5/5

Icons: Category	gallery010	created
Image Directory	Sabrina_PinkJumperBlueJeansWhiteBraPanties_WhiteSofaBlueCurtain	
Copy Set	Sabrina_PinkJumperBlueJeansWhiteBraPanties_WhiteSofaBlueCurtain	
Desired Mode	<input checked="" type="radio"/> Single Pass (Allows addition of extra models) <input type="radio"/> Dual Pass (Normal)	

[Run Set Indexer \(generate\)](#)

[Quit - Return To WACS Main Menu](#)

At this point the placement manager will attempt to create the new directories and move the files out of your unpack area and into their final destination. If there are problems with file space or permissions, these should be reported here and you'll have various options on how you resolve the problem. In many cases, the simplest approach, if you still have the zip or video file elsewhere is to use the unpack manager to delete the half unpacked set and start again from the beginning. Assuming all goes well with the placement, the files will have been transfered to the Wacs media tree. However, they will not yet be indexed by the Wacs system - that doesn't happen until either the **updateinfo** or **generate** commands have been run and so the placement manager gives you the option to run these right away from the web browser. In most cases, you simply choose **Dual Pass (normal)**. The other option is used for Lesbian, Threesome and Group Orgy sets where you can identify another model featured within the sets. As we don't currently have any lesbian sets we have the rights to show, it's kinda hard to illustrate that at the moment. We hope to resolve this shortly...

Clicking on **Run Set Indexer (generate)** will invoke the command line based updateinfo and generate programs which will create the new set in the database and run the various keyword search schemes to determine as much of the set description attributes (metadata) as it can from the descriptive text you gave.

## wacsplacemgr - The Placement Manager

Unpacking Manually Uploaded Set - 300 images  
Solo image set from www.beaky.name

Pink  
Jumper White  
Sofa



browse this set (paged)  
or whole set (index)



Sabrina  
1 rated/55

Mode	Two Pass - Normal
Directory	solo/gallery010

Running Updateinfo with solo/gallery010

```
New One: Generating defaults.  
Directory is: /home/kennedy/wacs/images/solo/gallery010/Sabrina_PinkJumperBlueJeansWhiteBraPanties_WhiteSofaBlueCurtain  
Done.  
Reading .unpack file in /home/kennedy/wacs/images/solo/gallery010/Sabrina_PinkJumperBlueJeansWhiteBraPanties_WhiteSofaBlueCurtain  
Adding to database - next set in 417  
adddetails_text: chgrp wacs /home/kennedy/wacs/images/solo/gallery010/Sabrina_PinkJumperBlueJeansWhiteBraPanties_WhiteSofaBlueCurtain/.info  
adddetails_text: chgrp wacs /home/kennedy/wacs/images/solo/gallery010/Sabrina_PinkJumperBlueJeansWhiteBraPanties_WhiteSofaBlueCurtain/.info  
COMPLETED: 1 new records inserted, 0 updated.  
1 of the updates had no download record.
```

Running Generate with solo/gallery010

```
Doing only solo/gallery010 subset of the tree  
Generating: VISITING FPM FILE
```

The New Set Page, [Index](#) or [Rate It Now](#)

[Back to model page for 1](#)

[Quit - Return To WACS Main Menu](#)

Done

When you run the set indexers, they will also consider any other sets in the same gallery while they're creating the new set. This ensures that the gallery is freshly *preened* before people are attracted to it by your newly added set!

Once updateinfo and generate have completed their work, you'll be presented with a number of options for the next action. You can rate the set, view it or see it's info page or go back to the model's page. We'd recommend rating it at this point, and clicking on the **Rate It Now** link will take you to the Chapter 9, *wacssetmgr - The Wacs Set Manager*....

55

# Chapter 9. wacssetmgr - The Wacs Set Manager

## Meta Data Manipulation

One of the major features of Wacs is its ability to catalogue and organise a collection and find things again using a wide variety of search criteria. In order to do this effectively, sets need to be marked with appropriate attributes; part of this is done via the keyword system in previous chapters (See Chapter 4, *Naming Sets In WACS* and Chapter 8, *wacsplacmgr - The Placement Manager*). However it is also possible to do a lot more by directly editing the information about the sets - what is known in technical terms as *the meta data*. Wacs has two tools that allow you to directly edit the meta data for sets, the set manager and the info manager. This chapter covers the set manager and the following chapter (Chapter 10, *wacsinfomgr - The Info Manager*) covers the info manager.

The basic distinction between the two is that the set manager handles data about what the set contains, while the information manager handles information about the set itself. The distinction is a little blurred in places, but that's the general rule of thumb.

## What You Can Edit

The screenshot shows the Wacs Set Manager interface for a set named 'Sabrina'. The interface is divided into several sections:

- Masthead:** Displays the set name 'Sabrina', a list of items (Pink Jumper Blue Jeans White Bra Panties White Sofa Blue Curtain), and a small thumbnail image of the set.
- Update Control:** A row of radio buttons for controlling updates: Fully Automatic, Append New, Remove Nothing, Location Only, No Changes - Manual, and Unknown.
- Category Flag:** A row of radio buttons for categorizing the set: Unknown, Backstage, Clothed, Duplicate, Straight, Group Orgy, Interview, Lesbian, Masturbation, Solo, and Toys.
- Ratings:** Three dropdown menus for Overall, Variety, and Tech Quality, all currently set to 'None'.
- Attributes:** A large grid of 48 checkboxes, each with a corresponding icon representing a specific attribute (e.g., anal, blowjob, bondage, boobjob, brazilian, cheerleader, clothed, country, dildo, eyebrowring, feet, fetish, fisting, footjob, fuck, hairy, handsoff, lesbian, lipring, nopanties, nude, outdoors, pantiesfirst, piercedclit, piercedtit, pissing, pregnant, public, pussylick, schoolgirl, seethru, shaven, shorthair, strapon, tattoo, tinytit, transport, trimmed, uniform, visiblecum, weapon, young).
- Photographer:** A dropdown menu currently set to 'None'.
- Location:** A dropdown menu currently set to 'Lounge'.
- Attire:** A dropdown menu currently set to 'Casual'.
- Buttons:** 'Summarise Changes' and 'Reset Values' buttons at the bottom.
- Footer:** A 'Done' button at the very bottom.

Here we have a screen shot of the set manager working on our newly added Sabrina set. There are seven basic parts to the set manager display: the masthead (summary of the set details), Update Control, Set Type, Ratings, Set Attributes, Photographer/Clothing and finally Location. The masthead is common, but the second of these is a bit more complex.

As we saw in the previous chapter, the placement manager runs a command called **updateinfo** which does all of the keyword searches and importation of model attributes to kickstart the attribute marking process. Each time it visits a directory, it will attempt to update the meta data if it can - mostly this is a good thing because if the set name includes a keyword that was not recognised first time (for instance if it's been added since the last run), the new attribute will be added to the set. However, there are occasions when that system doesn't work as desired and it's necessary to be able to override the automatic guessing process. This is done through the **Update Control** flag - there are three commonly used modes - **Fully Automatic** where the attributes are changed automatically to whatever the new keyword scan produces; **Append New, Remove Nothing** where newly added keywords will get their attributes added but none of the previous entries will be removed, and **Location Only** which only allows changes to the media file location details. Of these **Fully Automatic** is the default, **Append New, Remove Nothing** is selected as soon as you add additional attribute information to a set using the set manager; and **Location Only** will not update any of the attributes. You would typically use **Location Only** or **No Changes - Manual** where something was giving a false positive on a keyword search. An example of this was a model called River who's name triggered the `country` and `outdoors` keywords. These flags of course make sense normally, just not in her case.

As we continue down, the next attribute section is the options for the various types of set available - hopefully this is reasonably straight forward and we've discussed it several times before. The next one down is for the ratings - again we've looked at these values before - see the user guide and schema reference section of the programmers guide for more details.

Now we reach the big section - all the possible mark-up attributes for sets. Hopefully all of these are reasonably self-explanatory and again we have discussed these before, particularly in the user guide. The next section has the Photographer and the Attire pull-down menus - the photographer list includes all currently defined photographers. Photographers get incorporated into the Wacs system in two ways; either by being imported from the supplied initialisation XML file when you create the database tables (see the installation manual for more info, and the entry here `photographers.xml`) or by being created using the photographer manager which we will be looking at in a later chapter (the section called "Photographer Manager" in Chapter 11, *Other Web Based Tools*). The attire settings are a little bit more complex as it basically offers you a choice of any the existing options that have already been used. There is of course a slight problem here in that options won't be listed here until they've been used at least once, *BUT* we've done our best to ensure that there is at least one keyword that will match each of our standard wordings for the attire value. If there are new words you want to use you can either:

- add a new keyword using the keyword manager that will give you that attire value you want
- set the attire manually using SQL for the first set after which point it will appear in this menu

An example on how to do this latter option is given in the section called "Adding A New Type Of Attire" in Chapter 19, *Simple Tasks In SQL*. The final values relate to the location and detailed location fields, which again are usually derived from the keywords database. As before you can define new locations by either editing the keywords to add a new one, or by manually adding one entry to the sets database using SQL whereafter it will appear in the pull down menu.

## Doing An Update

The screenshot shows the 'Wacs Set Manager' interface. At the top, it displays 'Set 417 - 131 images'. The main section is titled 'Sabrina' and lists attributes: 'Pink Jumper Blue Jeans White Bra Panties', 'White Sofa Blue Curtain', and 'Pink Jumper White Sofa'. There is a small thumbnail image of a woman sitting on a white sofa. To the right is a larger portrait of the woman, labeled 'Sabrina' and '1 out of 55'.

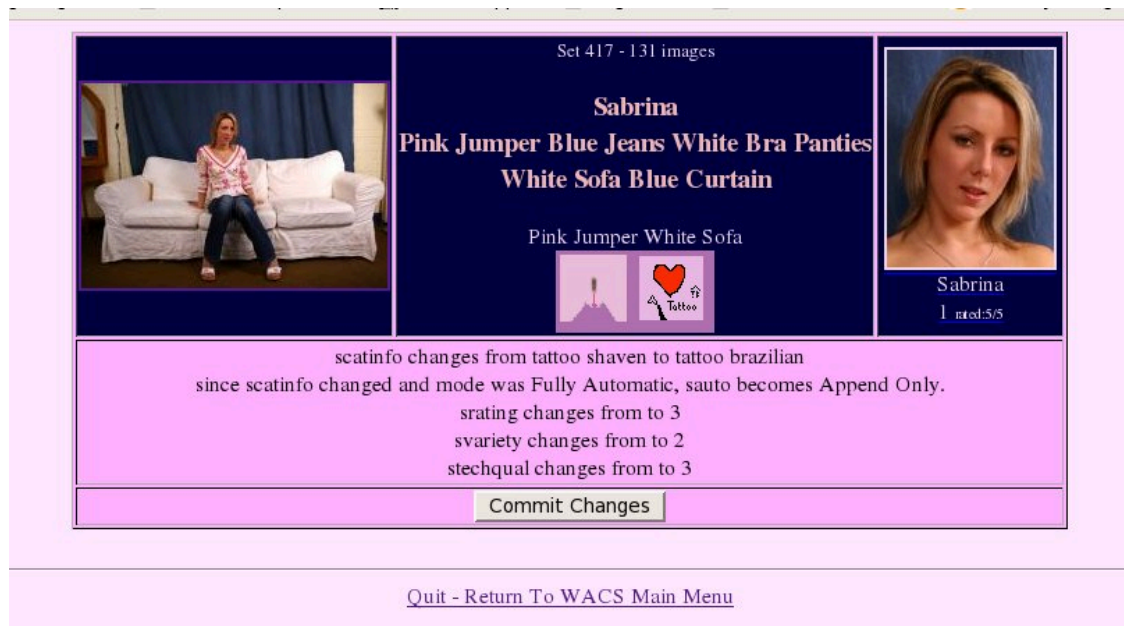
Below the main section are several control panels:

- Update Control:** Includes radio buttons for 'Fully Automatic', 'Append New, Remove Nothing', 'Location Only', 'No Changes - Manual', and 'Unknown'.
- Category Flag:** Includes radio buttons for 'Unknown', 'Backstage', 'Clothed', 'Duplicate', 'Straight', 'Group Orgy', 'Interview', 'Lesbian', 'Masturbation', 'Solo', and 'Toys'.
- Ratings:** Includes dropdown menus for 'Overall' (set to 'Good (3/5)'), 'Variety' (set to 'Cute Twist (2/5)'), and 'Tech Quality' (set to 'Good (3/5)').
- Attributes:** A large grid of 48 checkboxes with corresponding icons. The 'brazilian' attribute is checked, while 'shaven' is unchecked. Other attributes include anal, blowjob, bondage, boobjob, cheerleader, clothed, country, dildo, eyebrowing, feet, fetish, fisting, footjob, fuck, hairy, handsoff, lesbian, lipring, nopanties, nude, outdoors, pantiesfirst, piercedclit, piercedtit, pissing, pregnant, public, pussylick, schoolgirl, seethru, shaven, shorthair, strapon, tattoo, tinytit, transport, trimmed, uniform, visiblecum, weapon, and young.
- Photographer:** A dropdown menu set to 'None'.
- Location:** A dropdown menu set to 'Lounge'.
- Attire:** A dropdown menu set to 'Casual'.

At the bottom of the interface are two buttons: 'Summarise Changes' and 'Reset Values'.

We're going to look at using the set manager to make an update or two to our newly added set of Sabrina on the white sofa. We're going to rate it and modify the attributes to reflect the fact that Sabrina has a Brazilian shaved pussy rather than fully shaven in this set. To do this we select the three ratings - for overall we've chosen **3 - Good**, for variety **2 - Cute Twist** as there's a couple of neat moments when she's sitting up on the back of the sofa and **3 - Good** for technical quality as it's taken in a well equipped studio with a range of camera angles.

Having selected our ratings choices from the pull down menus, unchecked the tick box next to **shaven** and ticked the box next to **brazilian**, we're ready to make the change so we click on **Summarise Changes**.



Here we see the summary of the changes we're proposing to make, along with an additional indication that because we're made a manual change which would not be picked up by an automatic rebuild, the set's update method has been altered from **Fully Automatic** to **Append New, Remove Nothing**. If we then click on **Commit Changes** we come to the final screen where it confirms the updates made.



As you can see here, it has now updated the database entry for this set with these changes. It then offers us a selection of links to things with might wish to do next, including updating the information for this set which takes us to the Wacs Information Manager and the topic of the next chapter...



## Note

There are other links here allowing you to view the set again, add another model to it and to add it to a connection. We'll cover these topics in later chapters.

# Chapter 10. wacsinfomgr - The Info Manager

## Managing Additional Information

In the previous chapter we looked at **wacssetmgr** (See Chapter 9, *wacssetmgr - The Wacs Set Manager*) and how it is used for changing set type, assigning ratings and attributes, and for selecting the attire and location attributes for a set. This however doesn't begin to cover all the information we need to hold about the set and you might have noticed that it didn't include any way to rename or move a set. There is a second web application that handles all of that and since it relates to information about "a set" as opposed to what is featured within the set, we call it the Set Information Manager or **wacsinfomgr**.

Set 2 - 131 Images by BK1  
Solo image set

Sabrina  
Pink Jumper Blue Jeans White Bra Lacy Panties  
White Sofa Blue Curtain  
Sabrina: Casual Sofa

Sabrina  
1 rated 5/5

Model Name(s): Sabrina

Her Clothing: Pink Jumper Blue Jeans White Bra Lacy Panties

Location & Action: White Sofa Blue Curtain

Title/Directory Relationship: ☒ are the same Sabrina\_PinkJumperBlueJeansWhiteBraLacyPanties\_WhiteSofaBlueCurtain

File System Location Of Image Set: babes OR gallery001 /

Official Set Icon

Additional Set Icons

Official Title: Sabrina: Casual Sofa Released: DD-MON-YYYY

Source: original Foundry: www.pinkmetallic.com

Burnt-in logo: Yes 18 USC 2257 Production Date: DD-MON-YYYY Decl Method: Use Photographer Address

Description: Sabrina strips out of her comfortable casual clothes with starting with her pretty soft pink jumper and shows us her lovely shapely body.

Image Parameters: No of Images: 131 Index Images: 0

Summarise Changes Reset Values




Quit - Return To WACS Main Menu

The set information manager also features the standard masthead just so we know what we're talking about. Below that it has five boxed areas of information. The first of these returns to the three components of a set title - the models, the clothing, the location and action - plus an indication of the actual location (or filename in the case of a video) - there is also a tick box to indicate if the two are directly related to each other. For image sets it is likely that they will be, for videos much less so as the video file name is often a lot shorter. When the tick box is ticked, changes made to the description will be automatically changed in the directory/ filename box. If you try and change both independantly, have the box ticked and don't make them the same, you'll get an error message. Generally just change the description and **wacsinfomgr** should do the right thing.

The second box section (the grey one) covers the actual location within the media tree of the set and any official and additional icons attached to it. Changing the settings in here will cause a relocation of the set itself if that makes sense. The third box (the green one) covers the official name of the set, where it came from and how we got hold of it, and allows us to flag it as having a burnt-in logo and provide details of how to derive the 18 USC 2257 declaration for those people required to provide it by US law. It also now provides the ability to set the 18 USC 2257 production date and the date of release.

The fourth box (the red one) allows you to edit the long form text description of the set - this is entirely optional but its presence is indicated by a small information *i* symbol on the model page and image list pages and it is shown in full on the set info page where it has been used. The final box (the blue one) allows editing of the image count details for image files and the duration and aspect ratio for movie files.

## Example Of Using wacsinfomgr

		Set 2 - 131 images by BKL Solo image set <b>Sabrina</b> Pink Jumper Blue Jeans White Bra Lacy Panties White Sofa Blue Curtain Sabrina: Casual Sofa 		 Sabrina 1 rated 5/5	
<b>Model Name(s):</b> Sabrina					
<b>Her Clothing:</b> Pink Jumper Blue Jeans White Bra Lacy Panties					
<b>Location &amp; Action</b> White Sofa Blue Curtain					
<b>Title/Directory Relationship</b> <input checked="" type="checkbox"/> are the same Sabrina_PinkJumperBlueJeansWhiteBraLacyPanties_WhiteSofaBlueCurtain					
<b>File System Location Of Image Set</b> <div>         babes <input type="text"/> OR <input type="text"/>          gallery001 <input type="text"/> / <input type="text"/> </div>					
<b>Official Set Icon</b> babes/gallery001/Sabrina_PinkJumperWhiteSofa.jpg					
<b>Additional Set Icons</b> <input type="text"/>					
<b>Official Title</b> Sabrina: Casual Sofa <span style="float: right;">Released: 07-Dec-2009</span>					
<b>Source</b> original <b>Foundry</b> www.pinkmetallic.com					
<b>Burnt-in logo</b> Yes <b>18 USC 2257</b> Production Date: 12-Aug-2006 <b>Decl Method:</b> Use Photographer Address					
<b>Description</b> Sabrina strips out of her comfortable casual clothes with starting with her pretty soft pink jumper and shows us her lovely shapely body.		<b>Image Parameters</b> No of Images 131 Index Images 0			
Summarise Changes Reset Values					
<a href="#">Quit - Return To WACS Main Menu</a>					

Here we're just going to walk through a simple example of using the **wacsinfomgr** to modify a few details of our Sabrina set on the white sofa. We're going to do three things: set the production date to 12-Aug-2006, set the release date to 07-Dec-2009 and add an official icon at solo/gallery010/Sabrina\_PinkJumperWhiteSofa.jpg. The first step is to enter these values into the screen as shown above and then click on the **Summarise Changes** button.

		Set 2 - 131 images by BKL Solo image set <b>Sabrina</b> Pink Jumper Blue Jeans White Bra Lacy Panties White Sofa Blue Curtain Sabrina: Casual Sofa 		 Sabrina 1 rated 5/5	
The release date is now set to: 07-Dec-2009 sproddate set to: 12-Aug-2006 The official icon is now set to: babes/gallery001/Sabrina_PinkJumperWhiteSofa.jpg					
Commit Changes					
<a href="#">Quit - Return To WACS Main Menu</a>					

At this point we get the usual confirmation summary letting us know what **wacsinfomgr** is about to change. As usual, check it over and when happy click on **Commit Changes** button. As before to correct a value use you web browser's back key, but do make sure you use the **Summarise Changes** button to return to the confirmation screen with the revised values.

	<p>Set 2 - 131 images by BKI Solo image set</p> <p><b>Sabrina</b> Pink Jumper Blue Jeans White Bra Lacy Panties White Sofa Blue Curtain</p> <p>Sabrina: Casual Sofa</p> 	 <p>Sabrina 1 rated: 5/5</p>
<p>The release date is now set to: 07-Dec-2009 sproddate set to: 12-Aug-2006 The official icon is now set to: babes/gallery001/Sabrina_PinkJumperWhiteSofa.jpg Set 2 updated successfully.</p>		
<p>Set 2 updated successfully. View set information page for set 2, paged view or whole set. Update ratings and attributes for set 2 Other Options: Add association to set 2 or run Connections Manager for 2.</p>		
<p>featuring: Sabrina</p>		

Quit - Return To WACS Main Menu

Here we see the confirmation of the changes made and the confirmation that they have been saved to the database. If set moves were involved here you would see the move process taking place and the generate command being re-run to re-index the new set, generate a new thumbnail and re-scan the titles for newly added keywords. As usual, a range of links to other related options are offered on completion of the update.



## Note

With release 0.8.6 we believe we've now fixed the outstanding issues with the automatic relocation of icons when their location is changed. If you find a bug in this area, please report it.

---

# Chapter 11. Other Web Based Tools

In the last two chapters we have been looking at **wacssetmgr** and **wacsinfomgr** and how they can be used to update and modify key parts of the Wacs database for sets. In addition to the high profile database tables for sets and models, there are a number of other database tables that affect the operation of a Wacs system. Many of these have their own tools for administering and updating them - in this chapter we will provide a quick overview of those tools.

## What's Available

In this chapter, we're going to be looking at the following tools:

Application	Table	Notes
<b>wacsaddassoc</b>	assoc	Adds a new ad-hoc link between a model and a set (image or video).
<b>wacsconnmgr</b>	conn	Adds a set (or a model) to a connection - a way of keeping collections of sets together, often uniting those of a similar theme to each other.
<b>wacskeywordmgr</b>	keyword	Updates the keyword to attributes, attire and location associations
<b>wacsvendmgr</b>	vendor	Updates details of source sites, cross-link sites, etc.
<b>wacsphotmgr</b>	photographer	Updates the list of known photographers

All of these tools are listed on the **Maintenance Menu** which appears on the Wacs front page when your account has the status of administrator (see Chapter 2, *First Steps*). The Add Association (**wacsaddassoc**) and Add To Connection (**wacsconnmgr**) commands are also offered on the Administrators version of the Actions menu on all set pages and on the completion pages of both **wacssetmgr** and **wacsinfomgr**. In these cases the set number is automatically passed across and you only need to provide the other parts of the information needed.

## Association Manager

The **wacsaddassoc** command allows the addition of an arbitrary association between a model and a set. Normally adding the set to the WACS system links it in with a model, so most often this command is used to add additional participant links to a set (image set or video clip) of a lesbian encounter or a group orgy. It can also be used to add links at a later time to a set that was initially created without a model link.

As you can see from the above screen shot, **wacsaddassoc** allows you to use three methods to select the set and three methods to select the model. The choices for selecting the set are:

- Enter it's set number
- Choose from a pull-down list of recently added image sets
- Choose from a pull-down list of recently added video clips

Similar choices are available for models with options of:

- Enter the Model number
- Choose from a pull-down list of recently added models
- Search for a model by name

Once you've made your choices, and remembered to click on the corresponding radio button to show which choice you're making, click on the **Summarise Changes** button to see confirmation of the selected model and set as shown below.

If they association you're trying to add already exists, you will be warned about it at this point - otherwise you'll be able to click on **Commit Changes** to perform the addition of this association. Since we don't have any lesbian sets yet in our demonstration site, the change we're showing doesn't actually make any sense on the sets we're showing, but it demonstrates how the **wacsaddassoc** application works.



This is the confirmation screen you will see once the association has been successfully added.

## Connections Manager

This is the second of the web based administration tools we'll be looking at in this chapter. Use of this one is entirely optional - they're intended for content promotion, highlighting and blog commentary activities by allowing a group of sets to be grouped together. We think connections are a useful extension to the WACS system and are very similar in operation to saved searches except that they are exclusively managed by the system managers and are permanent. Where a set is a member of a connection, this will be highlighted wherever that set is shown in an index. The normal way is to use them to tie sets featuring totally different models together around a common theme.



This shows choosing the Add xx To A Connection menu option in the Actions menu from the set page in administrator mode. This calls **wacsconnmgr** passing it *set24* which it will then work on.

Select A Section Heading For A New Connection Or Append To Extend An Existing One		
<input checked="" type="radio"/> <b>Common Element:</b> one thing in common	<input type="radio"/> <b>Other:</b> any other reason	<input type="radio"/> <b>Scenario:</b> the whole concept/scenario 1: Warrior Women (3) append to 1
<input type="radio"/> <b>Style:</b> a common style of set or model	<input type="radio"/> <b>Surroundings:</b> a common setting/surroundings	<input type="radio"/> <b>Theme:</b> a common theme to all members 2: Adventures Of A White Sofa (5) append to 2
<input type="button" value="Work On Selected Connection"/> <input type="button" value="Reset Values"/>		

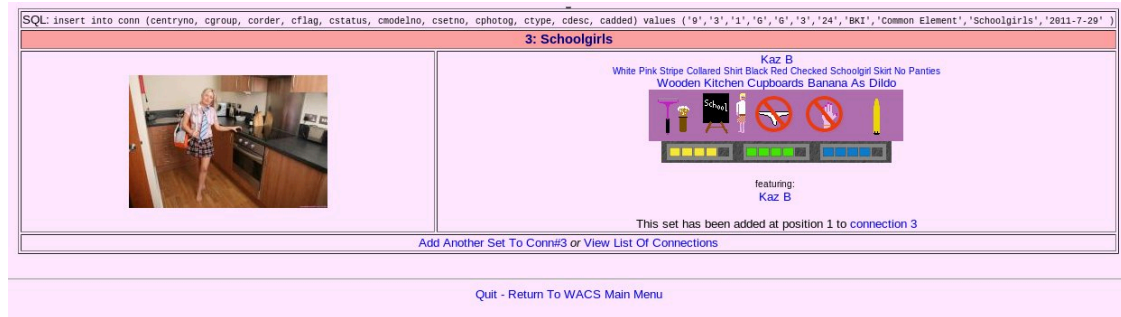
[Quit - Return To WACS Main Menu](#)

Here we choose Common Element as the nature of the connection we're creating as we're going for *Schoolgirls* as the theme for this connection. If other connections had been defined already, each one would be listed under it's category with it's basic details (number, name, number of sets) along with a button to select it. When we select an existing connection, **wacsconnmgr** and it already knows the *target*, it'll jump straight to the confirmation page below. Once you've either selected an existing connection or clicked on the button in the title bar to create a new one of that type, it's then a click on the button marked **Work On This Connection** and we get the next screen below:

Creating A New Connection Of Type Common Element	
New Connection Number Is 3	
Connection Description	Schoolgirls
Connection Type	Gallery
Please Select A Set:	
<input checked="" type="radio"/> <b>Specify Set By Number</b> Set Number: 24	
<input type="radio"/> <b>Recently Added Image Sets</b> Choose One: KazB SeeThruChainBikiniAmazonBlackLeatherStrandsSkirt WhiteCycSword (29-Solo)	
<input type="radio"/> <b>Recently Added Video Clips</b> Choose One: ▼	
Please Select A Model:	
<input checked="" type="radio"/> <b>Specify Model By Number</b> Model Number: 0	
<input type="radio"/> <b>Recently Added Models</b> Recently Added: ▼	
<input type="radio"/> <b>Search By Name</b> Search For:	
<input type="button" value="Add This Set To Connection"/> <input type="button" value="Reset Values"/>	

[Quit - Return To WACS Main Menu](#)

Here we've already got the set number of 24 already filled in, so we just need to give it a description. In this case we're calling this connection simply *Schoolgirls* so we type that in. Then click on **Add This Set To Connection** and you should get this confirmation page.



## Keyword Manager

The third of the web based administration tools we're going to look at in this section is the keyword manager. This allows the examination of the pre-defined keywords that are loaded into the Wacs system during database creation along with the editing of entries, creation of new entries and even the deletion of ones you don't want. We discussed the basic concept behind this in Chapter 4, *Naming Sets In WACS* along with some examples of how it works.

85	Active	<b>country</b>	countryview	Country	4	0	0		5	0	
84	Active	<b>cyc</b>	cycle	Studio	2	Photographic	1	0		0	
97	Active	<b>dancestudio</b>		Studio	3	Dance	3	0		0	
114	Active	<b>denim</b>			0		0	0		Casual	2
119	Active	<b>denimcatsuit</b>			0		0	0		Smart	2
157	Active	<b>devil</b>			0		0	0		Fantasy	3
12	Active	<b>dildo</b>			0		0	Toys	4		5
52	Active	<b>diningtable</b>		Dining Room	5		0	0			0
144	Active	<b>doctorsuniform</b>			0		0	0		Medical	4
64	Active	<b>doublebed</b>		Bedroom	4		0	0			0
148	Active	<b>dressinggown</b>			0		0	0		Housewear	2
122	Active	<b>elegant</b>			0		0	0		Elegant	5
51	Active	<b>estatecar</b>			0		0	0		6	0
30	Active	<b>estuary</b>		Country	6		0	0		6	0
121	Active	<b>eveningdress</b>			0		0	0		Elegant	3
103	Active	<b>factory</b>		Specialised	3	Commercial	4	0			0
36	Active	<b>feet</b>	coffeet		0		0	0		4	0

## Vendor Manager

The vendor manager is a very simplistic update program that is basically used to add and update new sites so that they can be referred to in download records and identity maps. Typically we give each site a short name, usually all in capitals by which we can refer to it. A number of example records are added as part of the database initialisation process. As you create new vendor entries, we would very much appreciate your sending them to us for inclusion in future Wacs releases.

# Vendor

Please Select A Vendor

Add A New Vendor Record
ATK Galleria <a href="http://www.amkingdom.com">http://www.amkingdom.com</a>
<b>ATK Exotics <a href="http://www.atkexotics.com">http://www.atkexotics.com</a></b>
ATK Premium <a href="http://www.atkpremium.com">http://www.atkpremium.com</a>
Add A New Vendor Record
FemJoy <a href="http://www.femjoy.com">http://www.femjoy.com</a>
Karup`s Hometown Amateurs <a href="http://www.karupsha.com">http://www.karupsha.com</a>
Karup`s PC <a href="http://www.karupspc.com">http://www.karupspc.com</a>
Sapphic Erotica <a href="http://www.sapphicerotica.com">http://www.sapphicerotica.com</a>
WacsDemo

The first screen of vendor manager shown here merely lets you choose between modifying the existing entries, or adding a new entry of your own. In the example, we're selecting ATE otherwise known as *ATK Exotics*. Once we've selected this option, we click on the **Submit Query** button and see this screen:

## Vendor ATE

Name:	ATK Exotics		Short Name:	atkexotics						
Region:	North America: USA And Canada		Country:	USA						
Web URL:	<a href="http://www.atkexotics.com">http://www.atkexotics.com</a>									
Rating (General):	4 out of 5		Rating (Technical):	3 out of 5						
18 USC 2257 Declaration:	Custodian of Records: E. Nielsen Kingdom WWW Operations, Inc. 3550 S Tamiami Trail Sarasota, FL 34239 USA Tel: 941-365-4527									
Status:	Currently Operational:	Yes	Include In Index:	Yes	Currently Subscribed:	No				
Subscribed Until:	<input type="text"/> <a href="#">SIGN UP NOW and support Wives without any cost to you!</a>									
Username:	<input type="text"/>		Password:	<input type="text"/>						
Id Technique (images):	2		(videos):	2						
Exclusion Words:	<input type="text"/>									
Auto-Usability:	Directory:	No	Model Page:	Yes	Bio:	Yes	Videos:	Yes	# pages of index:	0
Models	<input type="text"/>									
Directory URL	<input type="text"/>									
Model Page URL	<a href="http://www.atkexotics.com/navdata/index.php?pagetype=model&amp;site=exotics&amp;md_num=#ALT#">http://www.atkexotics.com/navdata/index.php?pagetype=model&amp;site=exotics&amp;md_num=#ALT#</a>									
Model Biography URL	<a href="http://search.atkingdom.com/data.php?site=exotics&amp;md_num=#ALT#">http://search.atkingdom.com/data.php?site=exotics&amp;md_num=#ALT#</a>									
Model Videos URL	<a href="http://search.atkingdom.com/movies.php?site=exotics&amp;md_num=#ALT#">http://search.atkingdom.com/movies.php?site=exotics&amp;md_num=#ALT#</a>									
Auto-Usability:	Video:	No	Image Set:	Yes	Alt Page:	Yes				
Set:										

Done

As you can see, this is a pretty long and complex screenform which includes a lot of fields. The vast majority of them are related to the automatic download system and consist of templates to help it recognise the various different types of link you're likely to find on a site and how to interpret them to find various

things like biographies, photosets and video clips. For simply using this for identification purposes, the vast majority of these fields are simply not needed and can be left blank.

### Vendor ATE

Name: ATK Exotics	Short Name: atkexotics
Region: North America: USA And Canada	Country: USA
Web URL: <a href="http://www.atkexotics.com">http://www.atkexotics.com</a>	
Rating (General): 4 out of 5	Rating (Technical): 3 out of 5
18 USC 2257 Declaration: Custodian of Records: E. Nielsen Kingdom WWW Operations, Inc. 3550 S Tamiami Trail Sarasota, FL 34239 USA Tel: 941-365-4527	
Status: Currently Operational: Yes	Include In Index: Yes
Currently Subscribed: Yes	
Subscribed Until: 2009-05-03	<a href="#">sign up now and support Wacs without any cost to you!</a>
Username: wacsbeaky	Password: *****
Id Technique (images): 2	(videos): 2
Exclusion Words:	
Auto-Usability: Directory: No Model Page: Yes Bio: Yes Videos: Yes # pages of index: 0	
Model Directory URL:	
Model Page URL: <a href="http://www.atkexotics.com/navdata/index.php?pagetype=model&amp;site=exotics&amp;md_num=#ALT#">http://www.atkexotics.com/navdata/index.php?pagetype=model&amp;site=exotics&amp;md_num=#ALT#</a>	
Model Biography URL: <a href="http://search.atkingdom.com/data.php?site=exotics&amp;md_num=#ALT#">http://search.atkingdom.com/data.php?site=exotics&amp;md_num=#ALT#</a>	
Model Videos URL: <a href="http://search.atkingdom.com/movies.php?site=exotics&amp;md_num=#ALT#">http://search.atkingdom.com/movies.php?site=exotics&amp;md_num=#ALT#</a>	
Auto-Usability: Video: No Image Set: Yes Alt Page: Yes	

Done

As with most of the other web applications, we're just going to walk through the process involved in making a change so that you're familiar with the dialog and flow of using this tool. In this case, we're telling Wacs that we have an active subscription to this site, what our username and (fictitious) password are, and when the current subscription period will end. This will basically enable the download system to log into this site and update it's information on the models we have that we have told it come from this site.



### Note

The download system is in desperate need of a re-write and will be receiving significant attention in the near future. Do expect aspects of this interface to change significantly.

Model Videos URL	<a href="http://search.atkingdom.com/movies.php?site=exotics&amp;md_num=#ALT#">http://search.atkingdom.com/movies.php?site=exotics&amp;md_num=#ALT#</a>
Auto-Usability: Sets	Video: No Image Set: Yes Alt Page: Yes
Video Page URL	
Image Set Page URL	<a href="http://www.atkexotics.com/navdata/index.php?site=exotics&amp;pagetype=series&amp;set_id=#SETKEY#">http://www.atkexotics.com/navdata/index.php?site=exotics&amp;pagetype=series&amp;set_id=#SETKEY#</a>
Image Set Alt URL	<a href="http://www.atkexotics.com/navdata/sets/#SETKEY#/exotics_zips.html">http://www.atkexotics.com/navdata/sets/#SETKEY#/exotics_zips.html</a>
Image Set Server URL	<a href="http://www.atkexotics.com">http://www.atkexotics.com</a>
Video File Server URL	<a href="http://www.atkexotics.com">http://www.atkexotics.com</a>
Multiple Files per:	image set: Yes video clip: No
Notes:	

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Done

This screenshot shows the lower half of the same form including the **Update Database** button. Note that this is one of the few applications that doesn't seek confirmation of it's changes first - it just goes ahead and makes them anyway.



And this screen shot shows you the confirmation that the changes you requested have been made.

## Photographer Manager

The aspect of determining the photographer who took a set is one of the more tricky subjects which Wacs seeks to tackle. Outside of the AT Kingdom group (AMK, ATE, ATKP and so one) and a few sites that pride themselves on their photographic prowess (like Met-Art and Femjoy) or are specific to a single photographer (like EuroNudes), relatively few other sites explicitly identify the photographer which is a huge shame. Those of us with significant exposure to what is out there will however come to recognise the style and favourite locations of certain photographers to the point of being able to make educated guesses as to who took the photos. One of our hopes for the future projects in exchange of Wacs meta information is that we can share these guesses and thus provide photographer cross references across a number of sites. We preload a small number of photographer details into the Wacs database, mostly those where we have made a positive identification of their work on more than one web site.

Here our worked example is looking at the work of Sean Ryan, aka Sweet Photography, who is prolific, very recognisable in his style and standard wardrobe and very good (in our opinion). Beaky also particularly likes his taste in models!

# Photographer

Please Select A Photographer

SWE: Sweet Photography (Sean Ryan) Europe	▼
ART: Art Keep North America	
Add A New Photographer Record	
BMB: BMB/Wanton Photography North America	
DFR: Denys DeFrancesco Europe	
FPH: Fred (FPH) Europe	
HBM: HBM North America	
JAN: Jan Vels Europe	
JKP: JKP (Jameel Kawaja) North America	
MAR: Marco P North America	
MAX: Max Candy Europe	
RDH: Solo Photography Europe	
RUT: Russ T Europe	
SWE: Sweet Photography (Sean Ryan) Europe	
TMZ: Thomas Mizzoni North America	
TOB: Tobe Garrett (Toby) North America	

As usual we select the desired subject from the pulldown menu and click on **Submit Query** in order to retrieve the record. In absense of any better scheme, we've choosen to adopt the scheme used by the ATK sites of using an appropriate group of three initials in capitals to identify photographers.

### Photographer SWE

Name: Sweet Photography (Sean Ryan)	Aliases: <input type="text"/>
Gender: Male <input type="text"/>	Usual Site: <input type="text"/>
Address: <input type="text"/>	
Email Address: <input type="text"/>	
Web URL: <input type="text"/>	
Region: Europe <input type="text"/>	Country: Czech Republic
Location: Prague	Style Desc: <input type="text"/>
Rating (Quality): 5: Excellent <input type="text"/> out of 5	Rating (Hardness): 3: Normal Adult <input type="text"/> out of 5
Activities: Solo: Yes <input type="text"/> Toys: Yes <input type="text"/> Lesbian: Yes <input type="text"/> Straight: Yes <input type="text"/> Group: No <input type="text"/> Fetish: No <input type="text"/>	
Uses: Digital: Occasionally <input type="text"/> Film: Occasionally <input type="text"/> Video: Occasionally <input type="text"/> HD Video: Occasionally <input type="text"/>	
Camera: <input type="text"/>	Camera Notes: <input type="text"/>
Comments: <input type="text"/>	
Notes: <input type="text"/>	
Biography: <input type="text"/>	

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As you can see, we've included quite a lot of information about the photographer allowing us to build a fairly detailed biography page at some later date should the opportunity arise. Again only a small amount of this data is actively used at the present time, and so long as the abbreviated code and name is present, it should work fine.

---

# Chapter 12. Migration Tools

## About Migration

Collecting data about sets and models is an interesting activity and something that Wacs is designed to support as well as it possibly can, but there are limits to what can be done completely in isolation. It has long been in our plans to offer a way of exchanging data about models and sets between systems and one of the basic enabling steps is to allow the export and import of both model and set data. Additionally in the commercial arena, it is useful to be able to move sets between different servers for a range of reasons related to deployment, scaling and upgrade planning.

To facilitate the moving of sets between different Wacs installations we have developed a number of representations of the Wacs database records in the XML (eXtensible Markup Language) format. There are two main formats - the one that represents model data and the one that represents set data. Each of these include extensive cross-referencing features using both identity maps (see ???) and download records. In all cases, for the best results import the model information first and then the set information. In addition further tools are available to allow the transport of saved searches and connections.

## wacsexport - Exporting Model Details

The creation of the Wacs Model XML files is the task of the **wacsexport** command. This is currently only available as a command line application, although in the future we plan to include an XML download option somewhere in the Wacs system. To export a model's data as XML, you basically just run **wacsexport** followed by the model number. Thus if you want model number 18 exported, you would type:

```
% wacsexport 18  
%
```

This will create an XML file in the current directory called the model's name, a hyphen and then the model number. If Sabrina is model no 18 on your Wacs server, then a file called `Sabrina-18.xml` will have been created.

**wacsexport** accepts only one modifier argument which is `--noimages` which instructs it not to include any images in the output. Normally it will include both headshot icons within the XML file. This option is to remove any copyrighted images for which you do not have re-distribution rights for prior to posting to the internet, etc.

The XML file contains details of a specific model including her model record, head shot icon in both normal and big forms if available, idmap records and the download records for all her sets that have a known source. This file has the binary data (typically both of the headshot icons) encoded in base 64 so that it can be safely emailed, cut-and-pasted, etc.

## wacsimport - Importing Model Details

There are currently two ways to import Wacs Model XML files into a Wacs site - you can either use the **wacsimport** command or the web-based **Upload A Model XML File** option of the model manager. Both systems will do their best to avoid duplication by checking first if any of the identity maps of the model detailed in the XML file are already present in the importing Wacs server. If it is a new model that Wacs installation has not seen before, it will proceed to create the new model's record adding headshot icons and download records as appropriate. To use the **wacsimport** on our sample Sabrina file, use:

```
% wacsimport Sabrina-18.xml
Keyless ID map for JAFN
%
```

The error message above indicates that one of the Identity entries we were importing was incomplete and therefore merely a place marker that we can't use for positive identification. Generally such messages are purely informational and can be safely ignored so long as there is at least one other ID map that can serve for identification purposes. The assumption here is that if the model is recorded by one site as being a certain ID on a remote site, any new information about her should be loaded onto the record of a model who has a reference to being the same ID on the same named remote site. So, if the XML file says Sarah is “sar001” on site AMK, “55” on site XYZ and “12789” on site TVW and we have a model who is “sar001” on AMK, that model's records will be updated with extra ID mappings as “55” on site XYZ and “12789” on site TVW.



### Warning

By default, a brand new model number will be issued on the new system unless **wacsimport** determines that the same model already exists there, quite possibly under another model number. If you are not sure of your ID maps being comprehensive, it's probably best to check for the model in the alphabetical index beforehand.



### Note

At the moment (Wacs 0.8.6 release), both the **wacsmodelmgr** and **wacsimport** applications have relatively little ability to add additional information to an existing model's record by importing an XML file from elsewhere. This aspect is being actively worked on and will improve in coming releases. At present the model manager in Identity Management mode can import additional identities (IDmaps) and download records - please see Chapter 15, *More About Model Manager* for details.

## wacsxmlout - Exporting Set Details

In parallel with the **wacsexport/wacsimport** commands for the exchange of model data between Wacs installations, there are corresponding commands called **wacsxmlout** and **wacsxmlin** for the exchange of set data. It is important to realise that unlike the model XML file exchangers, these do not carry anything more than the information and icons. The actual set contents themselves must be transferred separately. It is quite possible to send someone just the Wacs Set XML file and for them to combine it with a zip file downloaded off a subscription web site using their own credentials on that site.

To use wacsxmlout, you call it much as before this time using just the set number for the what you want exported - thus to export set **417**, you would use:

```
% wacsxmlout 417
%
```

This will create a file called `set417.xml` in the current directory. In addition to import it, you will need a suitable zip file with a matching name; for set **417** this would be something like `set417.zip`, or `set417.wmv` or `set417.mpg` if it's a movie clip. These names should match what it's saved as when you download it from a Wacs installation. This command does imbed an icon of the set inside the XML file unless it is told not to using the `--noimages` option.

## wacsxmlin - Importing Set Details

This is by far the most complex of the Wacs XML commands as it has the most work to do. This command basically reads the Wacs XML file it is given, tries to find the matching zip or movie file, unpacks it, chooses a location for it, moves it there and adds its details to the database. At its simplest you use it as follows:

```
% wacsxmlin set417.xml
Destination Area: solo
Category: gallery010
%
```

It additionally supports two extra command line options, `--clone` which says put it exactly where the XML file says it came from and is ideal for copying content between in-house and production internet web servers. The other one is `--default` which merely does whatever the default answer would be on this site. For a site with gallery layout, this should pretty much do the right thing.



### Note

Unfortunately the mechanism incorporated into **wacsxmlin** for handling the import of connections between sets in WACS 0.9.0 release is rather simplistic and will only cope with sets that have matching download records. However **wacsxmlout** does export the necessary new information when creating a version 2 format file and support for reading that information will be included in a future release.

## wacsselectout - Exporting Selections

Just as we can export model and set information, there is also a tool for exporting selections such as saved searches and connections. This tool is called **wacsselectout** as it exports selections. It can handle both selections and connections - simply prefix the number you give with `c` for connections and `t` for saved searches (aka tag sets).

```
% wacsselectout c3
%
```

If you export connection 3 for instance, a file will be created in the current directory called `conn3.xml`. If you export a saved search 3, a file will be created called `tag3.xml`.



### Warning

At present there is only one way to use a WACS selection XML file and that is to use the **wacsselectin** utility. This is very simplistic and ignores any sets in the selection that are not present on the importing server.

## wacsselectin - Importing Selections

The **wacsselectin** utility is new in Wacs 0.8.6 and is rather simplistic. It reads the selection XML file and recreates the entries in it that refer to sets or models that the destination WACS server currently has installed. It ignores - but not necessarily silently - any entries in the file that refer to sets it doesn't have. In future versions it will hopefully create download records and maybe even models to facilitate the more thorough process of adding the entries it needs. Using **wacsselectin** is simple enough:

```
% wacsselin conn30.xml  
%
```

The above command will import all entries from connection 30 as saved in an XML selection file of a connection into the connections area of the current WACS server. It will be allocated the next available connection number, unless the command line option `--clone` is specified in which case it will be the connection number as specified by the XML file.

---

# Chapter 13. When Using Wacs For Hosting

## Overview

When you are using Wacs to host an adult web site, certain issues come more to the fore than they do when you're just using it for collection management. In this chapter we're going to be looking at some of those issues and the tools available within Wacs to address them.

The first issue we're going to look at is that of the benefits of creating self referential download records for sets unique to your own site (or sites) and how that aids in site management. We'll also take a look at the `wacsdnreg` command that simplifies creating these records. The second issue we'll look at is that of content caching and the associated cache management tasks.

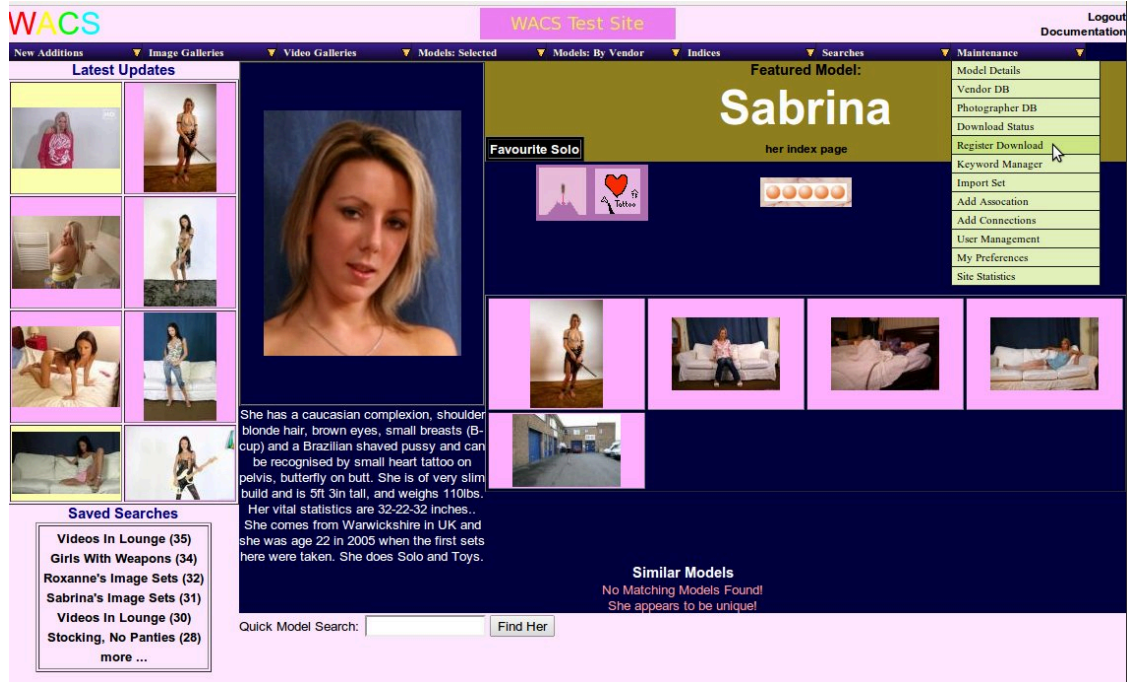
## Self Referential Download Records

As you may have seen mentioned in other parts of the documentation about Wacs, in addition to storing information about sets and models, we also keep information about the existence of photo sets and video clips even if we do not currently have copies of those sets. These are referred to as download records, although when considered in the context of a hosting site they are perhaps better termed as being existence records. While the Wacs system will work in isolation, creating download records for your own sets hosted on a Wacs server will actually prove quite useful. These records effectively provide an absolute definition of a set and form the cornerstone of identifying it when moving it between systems and making reloadable backups.

In many cases as a content provider, you may wish to use these records to allow you to have a private development system where you prepare content prior to uploading it to the production server. For instance, if you upload the *download records* for upcoming new release sets for the next few weeks, you can automate the daily set release mechanism using the `wacsxmlin` command which can be run using unattended timed execution.

## Creating Download Records

The main tool for creating these *download records* is a web application called **wacsdnreg** which was introduced in Wacs 0.9.1 and is available from Maintenance menu of the Main Menu when viewed by an account with administrator rights.



Selecting **wacsdnreg** from the Main Menu (admin)

You do need to start this process with a reasonable idea of both the current highest set number you have and the order in which you wish to add the new records. In this example based on our demonstration site [www.pinkmetallic.com](http://www.pinkmetallic.com), we're going to be adding a new photo set by Kaz B in our Rock Star series. The last set added was the SD version of her "Disco Diva" movie which was set number 32. The **wacsdnreg** will default to offering you the next available set number, ie 33, but you can override this. You will want to do this if you KNOW that the content you're working on now is not going to be the next set to be released. It is your responsibility to keep the set numbers and the corresponding download records in step and the download records will not serve their correct purpose if they fall out of step.

### New Download Registration

**Download Record**  
No 160 (provisional)

**Model Name/Number**  
Kaz B (Long Blonde hair, #3, PMET)

**Site**  
PinkMetallic.com

**Set Type Flag**  
☐ Backstage ☐ Clothed ☐ Duplicate ☐ Straight ☐ Group Orgy ☐ Interview ☐ Lesbian ☐ Masturbation ☒ Solo ☐ Toys

**Initial Status**  
☐ Deferred ☐ Failed - Retry ☒ Incomplete ☐ Invision - proto-R ☐ Pending - Ready To Unpack ☐ Relationship Entry ☐ Successful ☐ Not Yet Attempted

**Model#**

**Set Media** ☐ Audio File ☒ Image Set ☐ DVD Scene ☐ Video Clip

**wacsdnreg** model and site details screen

The **wacsdnreg** application will default to showing you the model with the most recently added download record, and in the pull down menu offer you up to 25 other models with recently added records. There is also an option to use the model number specified in the model number entry box to the right if you're adding the first download record for a new model. Make sure you have added an *idmap* entry for the model on your site first, but this can easily be achieved using the **wacsmodelmgr** application's ID management mode. (See Chapter 6, *wacsmodelmgr* - The Wacs Model Manager for more info).

New Download Registration

Download Record No

160 (provisional)

Model Name/Number

Kaz B (#3)

Site

PinkMetallic.com

Set Type Flag

Solo

Initial Status

Not Yet Attempted

Model Key

3

Set Name

Kaz B (3) Set 33

Download URL

Archive Name

Notes

Set Media

Image Set

Set Key

33

Create This Record

wacsdnreg default set details

As you'll see from the above, the defaults aren't particularly imaginative but are serviceable. You do need to specify the archive file and ideally the URL as well. Here we're changing three things - we're changing the set name to *Kaz B - Hot Rock Chick*, we're specifying the download URL and we're giving the name of the zip file. For any wacs site, the download URL will take the form of *sitename* followed by */cgi-bin/wacs/wacszip/set* and then the set number (in this case 33) and the desired extension (in this case *.zip*). The zip file name is used far more in Wacs 0.9.1 and is better handled and more used that it used to be. It's definitely worth specifying as something sensible

New Download Registration

Download Record No

160 (provisional)

Model Name/Number

Kaz B (#3)

Site

PinkMetallic.com

Set Type Flag

Solo

Initial Status

Not Yet Attempted

Model Key

3

Set Name

Kaz B - Hot Rock Chick

Download URL

www.pinkmetallic.com/cgi-bin/wacs/wacszip/set33.zip

Archive Name

KazB\_HotRockChick.zup

Notes

Set Media

Image Set

Set Key

33

Create This Record

The Completed Set Details

Finally you submit the form and get a result page like this one. The next step is to proceed to the model page and either connect this download record with an existing set, or unpack the media files for this new set. If you want to see a summary of the recently created download records independently of the models, you can do that using the **wacsdnlist** webapp which is also linked to from the Maintenance menu of the main menu when logged in as an admin account.

New Download Registration

Download Record No

160 (provisional)

Model Name/Number

Kaz B (#3)

Site

PinkMetallic.com

Set Type Flag

Solo

Initial Status

Not Yet Attempted

SQL: insert into download ( downloadno, dmodelno, dtype, dstatus, dsite, dkey, dsetkey, dsetname, dsetflag, dnotes, durl, darchive, dadded) values('160','3','I','U','PMET','3','33','Kaz B - Hot Rock Chick','S','','www.pinkmetallic.com/cgi-bin/wacs/wacszip/set33.zip','KazB\_HotRockChick.zup','2012-11-16')

Record Successfully Added.

Continue to Kaz B's Full Details Model Page (3) or All Models From PMET

The Confirmation Of The New Download Record

While it may seem odd to have this set of download records for your own content, it has actually proven to be very useful should the need arise to merge the contents of two sites, or should you need to redo the content of a site for things such as customers demanding higher resolution photo sets.

# Content Caching Mechanisms

As we were seeking to develop WACS 0.9.1, we decided to confront one of the ongoing dilemmas inherent in the dual use scenario we've always had for WACS. Are we an archive tool for collectors or a content management system for web site developers? Generally on the download side of things we'd stuck to our original model as an archive tool, avoiding duplication of data at a cost of greater processor activity and content delivery delays when downloads were requested. With the new tools and features of Wacs 0.9.1, we now provide a choice where none existed before. You can now *choose* to cache content for quicker and more accurate downloads, and in doing so improve the download experience at the cost of using significantly more disc space.

This emphasis on *choice* is important as we have not changed the defaults at all - we've just made new tools available to provide an option that didn't exist before. You need to use the tools to create and manage your content cache if you wish to reap the benefits.

## How The Caching Works

The main changes to allow for content and thumbnail caching involve configuring values for the content cache areas within the WACS configuration file. If these values have non-empty values, they will be checked for the existence of a cache prior to falling back to using the conventional cgi-bin program normally used by WACS.

The login and logout programs will update the .htaccess files in the appropriate toplevel of the content cache tree. There can be up to three areas in here: `images`, `videos` and `thumbnails` depending upon the configuration. The simplest of these is the `thumbnails` which is automatically used if the **server** configuration section attribute `serverurl` is set to a suitable value. If no cached version of the thumbnail is available, the **wacsthumb** application will create one for the next time. Use of these depends on your application making use of the `thumblink` WACS API function when you add a thumbnail to your page.

For image sets, the caching process works a little differently - *Nothing* is automatically cached - you have to manually decide to cache a given set using the the section called "The **wacscachectl** command" command. This command will create a suitable `.zip` file for the set on demand.

```
% wacscachectl --create 123  
[ ... ]  
%
```

At the simplest level, it works in much the same way for standard videos except that generally the stored video clip is exactly what we want to present to the user (no need to make a zip file) and so in this case the **wacscachectl** command will create an appropriate symbolic link to the video file within the stored video tree. The system does however provide for rather more complex features if required, but you do not need to use them if you don't want to.



### Note

We've started using the long-present but thus far unused `sdownload` field in the set record for the name of the download file for the set. The new **wacsdnreg** command allows you to specify this when creating the download record, or if the material has been downloaded from another site the name used there will be preserved. The name can be set on older records and changed using the Set Information Manager app (**wacsinfomgr**).

A recent change to the Wacs Placement Manager (**wacsplacemgr**) has added a tick box that invokes **wacscachectl** with the appropriate options for a video file from the web interface when desired. This will be improved and expanded in future releases, but it has already made the process of creating a download cache much simpler.

## The More Complex Features Of Caching

A lot of commercial sites out there have got into the habit of dividing up their videos into multiple parts in order to keep the download sizes more manageable. The same occasionally also happens for image sets, particularly amongst those sites who offer particularly high resolution images for download. When a set has been marked up with continuation parts, a whole new aspect of the content cache comes into play.

The WACS content cache system includes the concept of having both *raw* and *cooked* versions of the same set available. In a video, the *cooked* version of the primary set would be a compilation of all the parts, while the *raw* version would be just that - the unchanged first part of the video itself. In many of the standard WACS apps, this distinction is understood and the link to the video clip is appropriate to the context in which it is presented. The main links go to the *cooked* compilation of all the parts, while the numbered parts would link to the *raw* versions of the respective videos.

Where a video is multipart, the **wacscachectl** command will look in your process area for the necessary compilation video. Your process area is adjacent to the unpack area used in the unpacking and placement of photo set and video files within the download area on your server. The WACS system includes a tool to make the appropriate compilation video called **wacsvidcomb** for WACS VIDEO COMBiner. We'll discuss this tool a little further in a moment, but let's just review what we have so far in the caching system.

Let's start with the very simple case of a zip file for a single self-contained photo set:

### Example 13.1. Layout of Cache Files

```
set123/  
    Sarah_Set01_RedDress.zip
```

Next let's consider a simple video clip that is fully self contained - here the symbolic link points to the real video file `sarah124-solo-1a.wmv` within the main /video area but we have used the `sdownload` field to rename the downloaded file:

```
set124/  
    Sarah_Movie01_PinkBikini.wmv  
    -> /video/blondes/Sarah/sarah124-solo-1a.wmv
```

For our third example, we've got a much more complex scenario where this set number is the first part of a three part movie of which we have made a compilation using the **wacsvidcomb** application. Here we have both raw and cooked versions:

```
set125/  
    cooked/  
        SarahAndJane_Movie01_KitchenCuties.wmv  
    raw/  
        SarahAndJane_Movie01-part1.wmv  
    -> /video/blondes/Sarah/sarah-jane-gg1-1a.wmv
```

## Using wacsvidcomb to make compilations

The **wacsvidcomb** command retrieves data from the Wacs set record and uses it to create the compilation video by way of the **mencoder** application that is part of the Linux **mplayer** video player project. Before the **wacsvidcomb** program is used, it's a good idea to check that it's **mplayer** companion can find all the necessary codecs to play the types of video files you plan on converting. They share a common architecture and codec library, so it is a good indication.

At it's simplest level, **wacsvidcomb** can simply make the compilation using the clips that make up the video sequence as recorded in the database. You must give it the set number of the Primary (first) video in the sequence in order to work. It will produce the resulting compilation, often in better than real time, and place it in your process area within the WACS download directory structure - exactly where a subsequent run of **wacscachectl** on the same set number would look.

However many of these multipart videos feature 18USC2257 declaration slates on the front of each part of the video that would make an annoying and unnecessary interruption on the compilation video. To this end there is a field within the sets database called **sskipfr** for *skip frame*. You can now set this value for video files using the **wacsinfomgr** as from WACS 0.9.1. Unfortunately it's not quite as simple as you might hope due to the way in which movie files on computers are constructed.

If the movie were uncompressed (which would make it HUGE), then you would specify the number of frames to skip, so if it was a 30 frame per second video, and the slate lasted six seconds, you would put a value of 180 into **sskipfr**. Simple enough. However it's very rarely that easy and the majority of video compression algorithms start from a special complete frame called an I-frame and then follow it with only the modifications to it. The cut can only be made at one of these I-frames and so the counting is based on the number of I-frames rather than the number of actual frames.

Unfortunately compression systems vary wildly in how frequently they force an I-frame; some every second, some every two seconds and some (like WMV) only on a major scene change. Generally the skip feature of **mencoder** counts in I-frames and trial and error is the only real way to find the correct value to put into the **sskipfr** value for any given video clip. Of course you can always do the edit manually with any one of a multitude of video editing applications and place the result into your process directory for **wacscachectl** to collect when creating the content cache for the set.

## A Few Final Words About Hosting

When using WACS to host commercial content, do please consider the requirements of the US law 18 USC 2257 to do with holding records proving the ages of the models featured on your site. Please make sure that your declarations make sense - as of Wacs 0.9.1, there is a sample commercial site declaration but it has to be enabled by modifying the source code of the **wacsusc2257** command in the directory called **retrieval** of the source tree or in the install location on your server (usually **/usr/share/wacs/cgi-bin** if you've installed using packages). Look for the following line in this program:

```
$declmode='P'; # private server
```

and change it to:

```
$declmode='C'; # commercial server
```

In addition to this, you should pay attention to the declaration source pulldown and production date fields which can be updated using **wacsinfomgr** for each set.

Please do also remember that commercial support, training, consultancy and customisation services for WACS are available from Bevttec Communications Ltd at [www.bevteccom.co.uk](http://www.bevteccom.co.uk).

---

# Chapter 14. The Download System

## Overview

One of the significant features of Wacs is its ability to do automatic downloads of sets from a number of subscription web sites. The same mechanisms can also serve to do automatic updating of internet-facing production web sites from in-house content preparation systems when used in a commercial context.

The download system works on the basis of using the template details contained in the vendor database (see the section called “Vendor Manager” in Chapter 11, *Other Web Based Tools*), filling them in with a model's details from the Identity Map (IDMap) and firing off a web request for her model page to the remote web site. With the model page retrieved, the HTML of the web page is then parsed looking for links which match the template for either video or image set links on that site. Once matching links are found, they are added to a list of known sets for that model (download records). Additionally in due course we hope to promote the exchange of download records between people on the internet, so that they can find more sets by their favourite models. From a commercial web site owner's viewpoint, they can use the IDmap and vendor templating system to link to other web sites gaining a commission for referrals from the other site.

Once a download record has been created for a specific set on a specific site, Wacs includes an automatic download tool that can use a quiet time of night to go fetch those sets from the remote server. Once collected from the remote site, the wacs model page and download list will show their presence and allow you to unpack them using the unpack and placement manager much as described earlier for normal sets. The integration of the download mechanism allows additional clues such as set type and photographer to be extracted from the information given by the upstream site.

## The Changing Face Of Downloads

Over the time we've been developing Wacs, things have moved on and website owners have become very concerned about the issue of *site scrapping* - the sucking of all the content off their site by automated downloaders. This not only causes huge additional bandwidth usage and server load, but in some cases costs them real money if they have to pay for the bandwidth used from their servers. As content providers ourselves, we understand their pain, but at the same time having started out as merely avid collectors, we really want to know that we have everything we can get by the models we're interested in.

After initial private experiments with fully automatic downloading, we fairly rapidly progressed to a viewpoint of providing tools that focused only on pre-defined models because the automatic tools were both against the terms and conditions of most sites and because the quantity of material was simply too much to cope with. The public versions of Wacs have always been based on the idea of creating a model definition for those models you like and working from there.

Some recent developments have made it even harder to do automatic downloading with various techniques including extensive use of short-lived cookies and image capture challenges being used. Additionally our usual web browser of choice, **firefox** has given up on storing its current cookie collection in a readable text file making it even harder to recover those vital cookies. As a result, starting with Wacs version 0.8.4, we've started a new policy of using web pages with links on as a way of guiding you through the download process. These give you links to what needs downloading next but including the human element to ensure the challenges and other tricks are seen and answered. The older command line based tools are still there and will remain usable for those sites that do not impose additional restrictions beyond username and password requests.

The topic of how the download mechanism is initially set up is rather too complex to discuss here and we would direct you to the Wacs developers list at our sourceforge site [<http://wacsip.sourceforge.net/>]

for more information and discussion on this. For now we're just going to give a brief overview of how the mechanism can be used.

# Components Of The Download System

## chkmodel

The **chkmodel** takes a single argument, a model number and proceeds to look at all the IDmaps for that model - for each IDmap, it checks if it knows a username and password for the relevant site and if it does, downloaded the relevant model page from the site. It then checks through that model page for the image set and video clip links, and adds any new ones it finds to the collection of download records for that model. Depending upon what it finds, it will update the models IDmap to show when it was last checked and when it last found a new set for that model. This way those models with an actively growing portfolio are checked more regularly than those who are no longer working and producing new sets.

The **chkmodel** is also capable of working on a saved web page in an off-line mode for those web sites whose pages are marked as unusable (ie the `vmpaguse` field in the vendor database entry for that site is set to N for no). Here it will look through the model index page seeking links to set pages and recording the details of what it finds that it did not already know about - in most cases this will probably be an incomplete (download status X) download record. The model's record for that site will be updated to show that it was last checked on the day on which the model index page it processed was saved to disc. The additional details needed can be added using the **wacsdnlframe** web app at a later time (see **wacsdnlframe** for more information).



### Note

The enhancements to **chkmodel** to allow it to use saved files well were added at Wacs release 0.8.4; additional work to make the naming of saved files easier is expected to be added at a later release.

To save a page for **chkmodel** to read, it needs to go in a very specific directory - the `modelpage-cache` directory of the site directory in the download area. In a default package installation, and for a site called *wacsdemo*, this would be: `/var/spool/wacs/download/wacsdemo/modelpage-cache/`. The file then needs to be called a very specific name - the first part is the site code (for *wacsdemo* this might be *WACSD*), then a hyphen (-), then the model's key (model number/reference on that site) such as 123, and then another hyphen (-) and finally her model number on this Wacs installation such as 345. Thus the page would need to be saved as *WACSD-123-345* for this model.

You would then run **chkmodel** 345 to scan that saved page for new sets. Any icons found in *WACSD-123-345\_files* would also be transferred to the model's icon directory in `icons` in the site download directory (eg `/var/spool/wacs/download/wacsdemo/`). This naming convention is a little cumbersome and exposes more of Wacs's internal workings than is strictly desirable, and we do plan on addressing that in a future release. Right now we want to get the technology available to people who want to use it on sites where automatic download is not supported.

## refresh

The **refresh** command is designed to be run by a nightly automatic job (aka **crontab** and calls **chkmodel** with the appropriate arguments to check a specific number of models each night. It limits itself to just a few so as to not be a "bad citizen" and outstay it's welcome. Refresh does actually use some fairly carefully designed metrics to optimise the way it looks for models, biasing it's checks towards those who are receiving regular updates and within those selecting those that have gone longest since the last check. It is generally pretty thorough in what it does.

## getarc

The **getarc** command completes the picture by actually downloading the sets previously highlighted by the combination of **refresh** and **chkmodel**. Once getarc has obtained the necessary zip archive or movie file, it marks the set as pending at which point it can be unpacked using the standard Wacs unpack and placement tools invoked from either the download list or the model page (full version).

Again it is normally expected that **getarc** will be run at a quiet time of night by the **crontab** timed execution system.

## wacsdnlnext

The **wacsdnlnext** web app is designed to assist you and guide you through downloading sets from those sites where getarc is not suitable for use. Detailed instructions on using it can be found in the reference section, wacsdnlnext.



### Warning

We do plan to overhaul the download system in the relatively near future to better cope with cookies and other techniques that sites use to ensure their security. We also currently invoke the command line based web download tool, **wget** for all downloads and feel it would be better if it did the work internally using the web download library for perl (LWP). Doing this should also improve the portability of Wacs to other platforms because expecting Unix/Linux command line semantics in this is a significant problem on other platforms, especially Windows.

## Wacs Download manager

### Download 83

<p><b>Download Number</b> 83</p> <p><b>Model Number</b> 4</p> <p><b>Type</b> Image Set</p> <p><b>Model Key</b> roxanne</p> <p><b>Set Name</b> Roxanne Set 314mb</p> <p><b>Notes</b></p> <p><b>Archive</b> roxanne1.zip</p> <p><b>Signature</b></p>	<p><b>Source Site</b> KPC</p> <p><b>Set Number</b></p> <p><b>Status</b> Not Yet Attempted</p> <p><b>Set Key</b> 314mb</p> <p><b>URL</b> <a href="http://www.karupspc.com/members/collect5aaa21/morebabes/album314mb/roxanne1.zip">http://www.karupspc.com/members/collect5aaa21/morebabes/album314mb/roxanne1.zip</a></p> <p><b>Pulled Size</b></p>
--	---

---

**Resolution** ☐ Failed - Retry ☐ Successful ☐ Incomplete ☒ No Change ☐ Pending - Ready To Unpack ☐ Error ☐ Deferred ☐ Relationship Entry ☐ Liasion - proto-R

**Set Record** None: No Change

**Archive Name** roxanne1.zip **Set Type** None

The Wacs Download Manager, **wacsdnlmgr** allows the resolution of some of the most common problems with download records. It's primary purpose is to allow manual changes to the status and set associations of download records. If you find a record you've downloaded has a broken zip file, you can use the download manager to list that download as **Failed** so it gets re-downloaded at some point in the future. If you have both models in a lesbian set having a download record in their own right for the set, you can use the download manager to mark the second download record as either successfully resolved or as a relationship entry. This usually depends on which model's name comes first - if the model upon the strength of whose record we unpacked it is the first model mentioned, the other(s) is a relationship entry; if not, both are

marked as being successful. It can also mark a set as being in error if the model featured in it is patently not the model to whom it has been attributed.

The easiest way to access it is via either the link on the download number on the detailed form of the model page, or on the entry in the download list. The first option via the model page only works while the download record is marked as unresolved (ie not **Successful**, **Relationship Entry** or **Error**.) To access a model record that is considered resolved, administrators will find a link on the download number listed in the details in the set info page.

## Configuring Automatic Download

As we've discussed, one of the significant features of Wacs is it's ability to monitor subscription web sites for updates to your favourite models, and while these tasks can be done manually "on-demand", they can also be automated in conjunction with your operating system's timed execution facilities. For this to work of course, you do need to make sure that you've added your account details for each site that you want monitored into the vendor database using **wacsvendmgr**. You also need to make sure that each model's identity on that site has been entered as well; this can be done using the Identity Management mode of the **wacsmodelmgr** which will be discussed in the next chapter (See Chapter 15, *More About Model Manager*).

## Defining Sites

If you're using a pre-defined site record for the Vendor site you wish to download from, you should have an easy time; just enable the site, add your password, and then add a few model details using the Wacs Model Manager and it should all start working. If you're creating a new Vendor site description, it can be rather more difficult.

The first thing you need to understand is how to set the Image and Video download id types to the correct values (vidtimg and vidtvid in the vendor schema - see section 3 of the programming manual). The actions take place in two places - first the chkmodel script must actually find the desired zip or video file name and create a download record requesting it be fetched. Second, the getarc script must actually perform the necessary retrieval and saving actions. The following table details how the various values currently work:

Type	Value	Description
Image Sets	<i>1</i>	Default - just get the URL specified in the download record modulo the addition of the specified image server URL if the download record URL doesn't start with <code>http://</code>
Video Clips	<i>1</i>	Default - just get the URL specified in the download record modulo the addition of the specified video server URL if the download record URL doesn't start with <code>http://</code>

Alternative values you may see invoke custom code designed for specific sites only which are not expected to be applicable to more general use. These typically include work-arounds such as re-navigating the lead-in web pages as the final target URLs are liable to change, or guess that given a certain stem such as `jennifer1.zip`, additional zip files in this set will be called `jennifer2.zip`, `jennifer3.zip` and so on.

## Using cron For Unattended Download

On Linux, MacOS X and other Unix like systems, the automatic execution system is known as **cron** and it's operation is managed by a somewhat cryptic program also called **crontab**. Normally **cron** will be running

already since it is used by the operating system itself for housekeeping. It is important to understand that **crontab** does not "wake up" a machine that is switched off or suspended, and so setting to run an overnight job when you turn it off each evening as you go to bed will not prove useful because the job will never run. If the machine is left on, as most servers probably will be, a time in the early hours of the morning will probably be fine; if the machine is normally switched off overnight, choose a time when the machine has a good chance of being switched on. The tasks will run in the background and will not affect other users of the system particularly.

To make use of the automatic download feature, you need to enable two more programs to run at a suitable time: **refresh** and **getarc**. **refresh** scans registered models and checks for updates; **getarc** fetches a number of the updates that **refresh** has found. To enable the automatic scanning feature, you need to open a terminal window as a suitable Wacs administrator user and type:

```
% crontab -e
```

and add the following line to the crontab file:

```
22 0 * * * /usr/local/bin/refresh
```



### Tip

Crontab usually calls up the **vi** editor - you can recognise this by a tilde (~) symbol repeated all the way down the left hand side of the screen. This editor is a bit cryptic if you don't know it, but basically you need to press the lower case letter **o**, type the line above, press **Enter**, then press **Escape** and then type **:wq**. That should get the job done.

This will cause the **refresh** command to run at twenty-two minutes past midnight each day. Note that by default **refresh** will only check those models the Wacs system currently considers to be "Active", ie those who have been found to have new sets within the last three months or so. An additional option to **refresh**, **-a** allows it to scan all models, including those marked as dormant. It is recommended to run this occasionally so that it will double check the dormant models at a much slower rate; you might wish for instance to check dormant models twice a week, and to do this you would add a second crontab entry of:

```
42 0 * * 2,5 /usr/local/bin/refresh -a
```

Once **refresh** has been run, any newly discovered sets will be registered in the WACS system - they can be examined using the Download list **wacsdnllist** or are listed per-model in the detailed model page **wacsmodelpage**. In order for them to be downloaded automatically you will also have to invoke the **getarc** command at some suitable point - I choose 6:45 in the morning. To set this up, you add the following to the crontab in the same way as above:

```
45 6 * * * /usr/local/bin/getarc
```

The **cron** command when it runs will automatically email you with the details of what happened for each of the commands you've set it up to run in the **crontab** file.

---

# Chapter 15. More About Model Manager

## Additional features

When we previously looked at the Wacs Model Manager back in Chapter 6, *wacsmodelmgr* - *The Wacs Model Manager*, we were concentrating primarily on it's features related to creating and amending model records. It is actually capable of quite a bit more than this, particularly in the areas of IDmap and download record handling. In the section called “*wacsimport* - Importing Model Details” in Chapter 12, *Migration Tools* we mentioned in passing that the model manager can also handle the importation of model XML files. In this chapter we're going to look at those additional features and at the roadmap of where the development of the model manager application is going.

A key thing to realise is that the Wacs model manager is still the subject of pretty active development and is likely to see significant improvements over the next couple of Wacs releases. To this end, and to help clarify why we're covering only some features and not what might appear to be obvious others, we've tried to lay out what the current state of play is. The table below gives some indication of what works now and what is expected to work in the near future.

**Table 15.1. Current and Planned Features in Model Manager**

Feature	In 0.9.2?	Description/Notes
Add New IDMaps	Yes	Use Identity Management Mode
Edit/Disable IDMaps	Links to <i>wacsidmgr</i>	New in Wacs 0.9.2
Import New Model From XML	Yes	Use Model Update Mode
Update Model Details From XML	No	Planned for future release
Add new IDmaps From XML	Yes	Use Identity Management Mode
Add new download records from XML	Yes	Use Identity Management Mode
Update IDmaps from XML	No	Planned for future release
Update download records from XML	No	Planned for future release
Update Web Site Owner Info	No	There are some currently inaccessible fields in the model database for use by Web Site owners in relation to models. This function will allow use of these fields.

## Importing XML files in wacsmodelmgr

The Wacs model manager can handle the XML files created by the *wacsexport* command, but initially only to a limited extent. If you consider the state of play as regards any given model and an XML file containing her details, you can see that there are five obvious states:

1. The model doesn't exist on our Wacs system
2. The model does exist and the XML file has additional information
3. The model does exist and the XML file has less information than we do

4. The model does exist and the XML file has *conflicting* information to what we have
5. The model exists and the information is the same.

As of Wacs 0.8.3, the first of these is implemented in full - upload a Wacs model XML file and if the model isn't known, her record will be created. The third of these isn't really a problem for us although it might be nice to contribute back whatever additional information it is we know. The fifth of these is also relatively easy as the model manager just loads up the relevant model's record to say "Hey, we know her, and here's her details". It is the second and fourth options that require more work and do not currently work as you might expect in Wacs 0.8.3 - at present if the model is known to Wacs, her record will simply be shown but no indication will be given of differences. The second will be the next part to receive attention so that any field that is empty in our Wacs database will be filled in by values from the XML file.

Now that we've defined the terms of reference and you have some idea of what will work and what does not, let's just look at the steps involved in importing a new model record from the XML file.

## Model Manager: Which Model?

☒ Model Update   ☐ Identity Management

**Specify By Model Number**  
 Find Model

**Specify By Vendor ID**  

ATK Premium ▼

Find Vendor Identity

**Model Name**  
 Find Model By Name

**Import Model Details From XML File**  

Browse...
Upload Model XML File

Reset Values

**Quit - Return To WACS Main Menu**

It is quite a simple process to browse to wherever the XML file you want to load is, choose it and then click on the **Upload Model XML File** button. Do remember that the sample files we're using here can be found in `/usr/share/wacs/samples/models` on versions of Wacs installed by package, and in the `samples` directory of the unpacked tarball if installing from that.



### Warning

The model manager XML import system uses existing IDmaps as a way of determining if it already has the model concerned in its database. If you have a number of models with no IDmaps set, it could easily import a model twice. If in doubt, check your model directory before importing the XML file.

### Model Manager: XML Upload

<input type="text" value="Roxanne"/>		Model Number: <input type="text" value="next"/>	Flagged?: <input type="text" value="Favourite Solo"/>
Rating: <input type="radio"/> None <input type="radio"/> 1-Worst <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input checked="" type="radio"/> 5-Best		Data Quality: <input type="text" value="Thoroughly Checked"/>	Original Source: <input type="text" value="karupspc.com"/>
Hair Colour: <input type="text" value="Dark Hair"/> Length: <input type="text" value="Long"/> Breast Size: <input type="text" value="Small"/> ( <input type="text" value="B-Cup"/> ) Pussy: <input type="text" value="Shaven"/> Eyes: <input type="text" value="Green"/> Build: <input type="text" value="Very Slim"/> Race: <input type="text" value="Caucasian (White)"/> Height: <input type="text" value="168"/> cms Weight: <input type="text"/> Kgs Vital Stats: <input type="text" value="86"/> cms - <input type="text" value="57"/> cms - <input type="text" value="86"/> cms Age and Year: <input type="text" value="19"/> in <input type="text" value="2006"/> Aliases: <input type="text"/> Occupation: <input type="text"/> Hometown: <input type="text" value="Leicester"/> Country: <input type="text" value="UK"/> Country Status: <input type="text" value="Certain - country of origin stated in bio"/>		<div style="display: flex; justify-content: space-around;"> </div> <div style="margin-top: 5px;">             Big Icon: <input type="text" value="beaky/Roxanne-1.jpg"/>              Standard Icon: <input type="text" value="beaky/Roxanne-1.jpg"/> </div>	
Distinguishing Marks: <input type="text"/> Contact Details: <input type="text"/> Notes: <input type="text" value="Originally from Tashkent, Russia"/>			
<div style="text-align: center;"> <b>Attributes:</b> </div> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="display: flex; gap: 5px;"> <div><input type="checkbox"/> </div> <div><input type="checkbox"/> </div> <div><input type="checkbox"/> </div> <div><input type="checkbox"/> </div> <div><input type="checkbox"/> </div> </div> <div style="display: flex; gap: 5px;"> <div><input type="checkbox"/> </div> <div><input checked="" type="checkbox"/> </div> <div><input checked="" type="checkbox"/> </div> <div><input type="checkbox"/> </div> <div><input type="checkbox"/> </div> <div><input type="checkbox"/> </div> <div><input type="checkbox"/> </div> <div><input type="checkbox"/> </div> <div><input type="checkbox"/> </div> </div> </div> <div style="text-align: center; margin-top: 5px;"> <input type="button" value="Summarise Changes"/> <input type="button" value="Undo Changes"/> </div>			
Quit - Return To WACS Main Menu			


Here we see all the information from the XML file filled into the normal model update screen as we've seen before with the usual **Summarise Changes** button included. The only sign that this is an XML import is the title at the top of the screen (although hopefully that is screamingly obvious!). As usual, check it over, particularly looking at the model attributes which could be different on your system than on that which created the XML file in the first place. It's quite possible to change any of the values you disagree with here before creating the record. Once you're happy, just click on the **Summarise Changes** button to proceed.

### Model Manager: next

<div style="display: flex; align-items: center;"> <div style="margin-left: 10px;"> <p style="color: blue; font-weight: bold;">Creating a new model Roxanne with the next available model number.</p> <p style="color: blue; font-weight: bold;">She has a caucasian complexion, long dark hair, green eyes, small breasts (B-cup) and a shaven pussy.</p> </div> </div> <div style="text-align: center; margin-top: 10px;"> </div>	
<div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p style="color: blue; font-weight: bold; margin: 0;">Insert command is:</p> <pre style="font-family: monospace; font-size: 0.9em; margin: 0;">insert into models(modelno, mname, mhair, mlength, mtsizsize, mcupsize, meyes, mrace, mattributes, malias, mbuild, mweight, mheight, mvitbust, mvitwaist, mvithips, mdisting, musual, mimage, mbigimage, mstatus, mrating, mpussy, mflag, mcountry, mhometown, mage, mageyear, mcstatus, mcontact, mnotes, moccupation, madded) values('4', 'Roxanne', 'Dark Hair', 'Long', 'Small', 'B', 'Green', 'Caucasian', 'piercedtit shaven', '', 'V', '', '168', '86', '57', '86', '', 'karupspc.com', 'beaky/Roxanne-1.jpg', 'beaky/Roxanne-1.jpg', 'G', 'S', 'S', 'S', 'UK', 'Leicester', '19', '2006', 'C', '', 'Originally from Tashkent, Russia', '', '2009-3-12')</pre> </div> <div style="text-align: center; margin-top: 5px;"> <input type="button" value="Commit Changes"/> </div>	
Quit - Return To WACS Main Menu	



We now see the summary of the information that the model manager is about to use in creating this record including the actual SQL it has written to do the deed itself. So long as you're happy with that, just go ahead and click on the **Commit Changes** button.

### Model Manager: next



Creating a new model Roxanne with the next available model number.


She has a caucasian complexion, long dark hair, green eyes, small breasts (B-cup) and a shaven pussy.



Insert command is:

```
insert into models(modelno, mname, mhair, mlength, mtsizsize, mcupsize, meyes, mrace, mattributes, malises, mbuid, mweight, mheight, mvitbust, mvitwaist, mvithips, mdisting, musual, mimage, mbigimage, mstatus, mrating, mpussy, mflag, mcountry, rhometown, mage, mageyear, mcstatus, mcontact, mnotes, moccupation, madded) values('4', 'Roxanne', 'Dark Hair', 'Long', 'Small', 'B', 'Green', 'Caucasian', 'piercedtit shaven', '', 'V', '', '168', '86', '57', '86', '', 'karupspc.com', 'beaky/roxanne-1.jpg', 'beaky/roxanne-1.jpg', 'G', 'S', 'S', 'S', 'UK', 'Leicester', '19', '2006', 'C', '', 'Originally from Tashkent, Russia', '', '2009-3-12')
```

Model Roxanne created as model no 4.



Adding IDMap entry 9 for Model No 4

Model **Roxanne** now has an IDmap as *Roxanne* from KPC with key *roxanne*, model number **4**.

Where Next?

Roxanne's Normal Model Page (4),  
Roxanne's Detailed Model Page (4) or  
All Models From KPC

13 new download records imported.  
[click here to see Roxanne's updated model page](#)

Quit - Return To WACS Main Menu

This is the final screen of the XML Upload conversation and as you can see it's fairly busy. The top bit relates to the actual creation of the model record itself and is the repeat of what happened before modulo any changes that have happened since (like someone else creating another model record in which case the model number we get will have changed). The next bit shows that we've added an identity map entry, in this case for KPC (Karup's PC), and the final piece mentions that it has also imported thirteen download records for this model. That is a part of the model manager code that is unique to the XML import feature - it can also be used to import new IDmaps and download records for an existing model but we'll discuss that feature in the next section.

## Identity Management Mode

You may have noticed that on the model manager's front screen there are a pair of radio buttons right at the top - these are marked **Model Update** and **Identity Management**. Everything we've done so far has been in **Model Update** mode, so now we're going to look at **Identity Management**. As you have probably guessed from it's name, it focuses primarily on the issues of Identity Maps and their related download records.

## Manually Adding An IDmap

The first example we're going to work through is simply to add a new IDmap to an existing model, in this case Sabrina and we're going to simply record that she is model no *1* on our demonstration site (called WACSD aka WACSDemo).

## Model Manager: Which Model?

Model Update

Identity Management

Specify By Model Number

1Find Model

Specify By Vendor ID

ATK PremiumFind Vendor Identity

Model Name

Find Model By Name

Import Model Details From XML File

Browse...Upload Model XML File

Reset Values

Quit - Return To WACS Main Menu

The first steps as shown above are simply to select the **Identity Management** radio button and type in the desired model number as before. All you then need to do is click on **Find Model** and you go straight to the IDmap page.

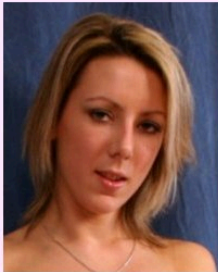


### Note


For **Identity Management** mode the first three ways of finding the model work as you might expect from **Model Update** mode. The final one, uploading an XML file, doesn't do the same things at all and we'll cover that later in this chapter.

## Model Manager: 1

### Sabrina



She has a caucasian complexion, shoulder blonde hair, brown eyes, small breasts (B-cup) and a Brazilian shaved pussy and can be recognised by small heart tattoo on pelvis, butterfly on butt.



Site Ref	Key	Alternative Key	Name	Notes (in this IDmap)	Current Status	Last Checked	Last Changed
AMK	sab001	3108	Sabrina		Dormant	2007-02-16	2005-12-05
JAFN			Sabrina		Active	2005-01-24	2005-01-24
KPC	sabrina_8)		Sabrina		Active	2007-04-30	2007-04-03
SE	422		Sabrina M	New ID Since Site Redesign	Active	2008-10-17	2008-10-15
SE	97		Sabrina M		Gone	2007-03-13	2005-05-29
TF	1584		Sabrina		Active	2005-07-23	2005-07-23

#### New ID Map For Sabrina Model No: 1

Status: Manually Added

Model Key:

The Key: look at the URL of the model's page - it should have something like `model_id=in` it - use that.

Her Name Here:

Model's Name: What she's called HERE. Not always the same name as elsewhere.

Notes:

Site: None

Alternate:

Alternative: used on a few sites where there are two keys used - mostly leave this blank

Active: Active

Active: Normally Active, but can be Not There if we don't have the key yet.

[Add This IDMap](#)

This is the list of existing IDmaps for Sabrina and as you can see she has quite a few! Of particular interest, and I know we've mentioned this before is that she has two on Sapphic Erotica (SE) and as you can see from the notes, the id changed after they did a site redesign. At the bottom of the screen, you see the web form we can use to add an additional entry. Something which we're now going to do:

SE	97		Sabrina M		Gone	2007-03-13	2005-05-29
TF	1584		Sabrina		Active	2005-07-23	2005-07-23

#### New ID Map For Sabrina Model No: 1

Status: Manually Added

Model Key:

The Key: look at the URL of the model's page - it should have something like `model_id=in` it - use that.

Her Name Here:

Model's Name: What she's called HERE. Not always the same name as elsewhere.

Notes:

Site: WacsDemo

Alternate:

Alternative: used on a few sites where there are two keys used - mostly leave this blank

Active: Active


Active: Normally Active, but can be Not There if we don't have the key yet.

[Add This IDMap](#)

[Quit - Return To WACS Main Menu](#)

This is simply a case of choosing the WACS Demo site from the pull-down menu and working out and adding in the model number or reference on that site as the key. If the site you want to add isn't in the list, it can be quickly and easily added using the Wacs Vendor Manager (described in the section called "Vendor Manager" in Chapter 11, *Other Web Based Tools*). Once entered, you just click on **Add Idmap** and you should see the following screen in confirmation:

## Model Manager: 1





Adding IDMap entry 10 for Model No 1	
	Model <b>Sabrina</b> now has an IDmap as <i>Sabrina</i> from WACSD with key 1, model number 1.
<b>Where Next?</b> Sabrina's Normal Model Page (1), Sabrina's Detailed Model Page (1) or All Models From WACSD	

Quit - Return To WACS Main Menu

We now have a new application for managing IDmaps and various links are provided in the Model Manager that link to it.

## The WACS ID Manager

If you click on any one of the links to a given ID map in either the model manager or in the main full details modelpage, you can expect to arrive at the WACS ID Manager app **wacsidmgr**. This application allows you do manipulate the ID map - updating information on when it was last checked and changed, changing the key (if it has no associated download records) or marking it as obsolete (Gone) to permit the addition of a new current identity. As you will see in this example, it warns us when we are not allowed to modify certain aspects of the identity because of data integrity issues with download records that refer to it.

	<h1 style="margin: 0;">Roxanne</h1> <p style="font-size: small;">She has a caucasian complexion, long dark hair, green eyes, small breasts and a shaven pussy. She is of very slim build.</p>	  Our Ref No: 2  <a href="#">edit model details</a> <a href="#">ids</a>
Editing ID Map For Roxanne at KPC Model No: 2		
Status: <span>Manually Added</span> <span style="float: right;">Site: <span>Karup's PC</span></span> <small>The site, model key and alternate key fields cannot be changed without affecting a number of associated download records. You must decide what to do with these records as well if you wish to change any of these three values (see below)</small>		
Model Key: <span>1018</span> <span style="float: right;">Alternate: <span></span></span> <small>The Key: look at the URL of the model's page - it should have something like model_1_id=in it - use that.</small>		
Her Name Here: <span>Roxanne A</span> <span style="float: right;">Active: <span>Active</span></span> <small>Model's Name: What she's called HERE. Not always the same name as elsewhere.</small>		
Last Checked: <span>0000-00-00</span> <span style="float: right;"> <input checked="" type="radio"/> Unchanged <input type="radio"/> Today <input type="radio"/> Other Specify: <span>2016-4-15</span> </span> Last Changed: <span>0000-00-00</span> <span style="float: right;"> <input checked="" type="radio"/> Unchanged <input type="radio"/> Today <input type="radio"/> Other Specify: <span>2016-4-15</span> </span>		
Notes: <span></span>		
13 associated download records found. <small>Since download records exist for this model ID (Roxanne - #2) on this site (Karup's PC) you cannot simply change the Site, Model Key and Alternate Key values. If these details were at one time correct, it would be normal to change the Active status to Gone and create a new ID using the model manager for any new records you wish to add.</small>		
<span>Summarise Changes</span> <span>Reset Values</span>		

This application gives access to updating the changed and checked dates on a model's ID map for the first time. Previously only the automatic download **chkmodel** application could do this but as we've moved away from automatic downloading, this has become very necessary in maintaining reasonable data. You will notice it cautions against changing certain fields because of associated records. The normal procedure

is to mark a previous ID map as "Gone" and create a new ID for the same site but with the new details when a model has been renumbered by an upstream site.

## Importing IDs From XML

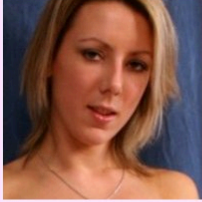
We mentioned earlier that using an XML file in **Identity Management** mode was rather different from doing so in **Model Update** mode. For the purposes of this little demonstration, we've deleted all the download entries for Karup's PC (KPC) and the IDmap from Sabrina's records.

**Model Manager: Which Model?**


<input type="radio"/> Model Update <input checked="" type="radio"/> Identity Management	
<div style="border: 1px solid red; padding: 2px; display: inline-block;"><b>Specify By Model Number</b></div> <div style="margin-top: 5px; display: flex; align-items: center;"><input style="width: 100%;" type="text"/><div style="margin-left: 5px; border: 1px solid gray; padding: 2px 5px;">Find Model</div></div>	
<div style="border: 1px solid green; padding: 2px; display: inline-block;"><b>Specify By Vendor ID</b></div> <div style="margin-top: 5px; display: flex; align-items: center;"><div style="border: 1px solid gray; padding: 2px; flex: 1;">ATK Premium ▼</div><div style="margin-left: 5px; border: 1px solid gray; padding: 2px 5px;">Find Vendor Identity</div></div>	
<div style="border: 1px solid blue; padding: 2px; display: inline-block;"><b>Model Name</b></div> <div style="margin-top: 5px; display: flex; align-items: center;"><input style="width: 100%;" type="text"/><div style="margin-left: 5px; border: 1px solid gray; padding: 2px 5px;">Find Model By Name</div></div>	
<div style="border: 1px solid magenta; padding: 2px; display: inline-block;"><b>Import Model Details From XML File</b></div> <div style="margin-top: 5px; display: flex; align-items: center;"><div style="border: 1px solid gray; padding: 2px; flex: 1;">/usr/share/wacs/samples/models/Sabrina-18.xml</div><div style="margin-left: 5px; border: 1px solid gray; padding: 2px 5px;">Browse...</div><div style="margin-left: 5px; border: 1px solid gray; padding: 2px 5px;">Upload Model XML File</div></div>	
<div style="border: 1px solid gray; padding: 2px 10px;">Reset Values</div>	

**Quit - Return To WACS Main Menu**

We're then going to proceed to import the supplied sample XML file (usually `/usr/share/wacs/samples/models/Sabrina-18.xml`) in **Identity Management** mode and you'll see what it does. The first step of course is to select **Identity Management**, browse for the XML file and click on **Upload Model XML File**.




She has a caucasian complexion, shoulder blonde hair, brown eyes, small breasts (B-cup) and a Brazilian shaved pussy and can be recognised by small heart tattoo on pelvis, butterfly on butt.



Site Ref	Key	Alternative Key	Name	Notes (in this IDmap)	Current Status	Last Checked	Last Changed
AMK	sab001	3108	Sabrina		Dormant	2007-02-16	2005-12-05
JAFN			Sabrina		Active	2005-01-24	2005-01-24
SE	422		Sabrina M	New ID Since Site Redesign	Active	2008-10-17	2008-10-15
SE	97		Sabrina M		Gone	2007-03-13	2005-05-29
TF	1584		Sabrina		Active	2005-07-23	2005-07-23
WACSD	1		Sabrina		Active	0000-00-00	0000-00-00

Adding IDMap entry 11 for Model No 1



Model **Sabrina** now has an IDmap as *Sabrina* from KPC with key `sabrina_(8)`, model number 1.

**Where Next?**

[Sabrina's Normal Model Page \(1\)](#),  
[Sabrina's Detailed Model Page \(1\)](#) or  
[All Models From KPC](#)

**9 new download records imported.**  
[click here to see Sabrina's updated model page](#)

Quit - Return To WACS Main Menu

As you can see, the model manager has found our record for Sabrina, and realised that we're missing the KPC identity and added it. Additionally it has discovered that the XML files has some extra download records it didn't have and has added those too.



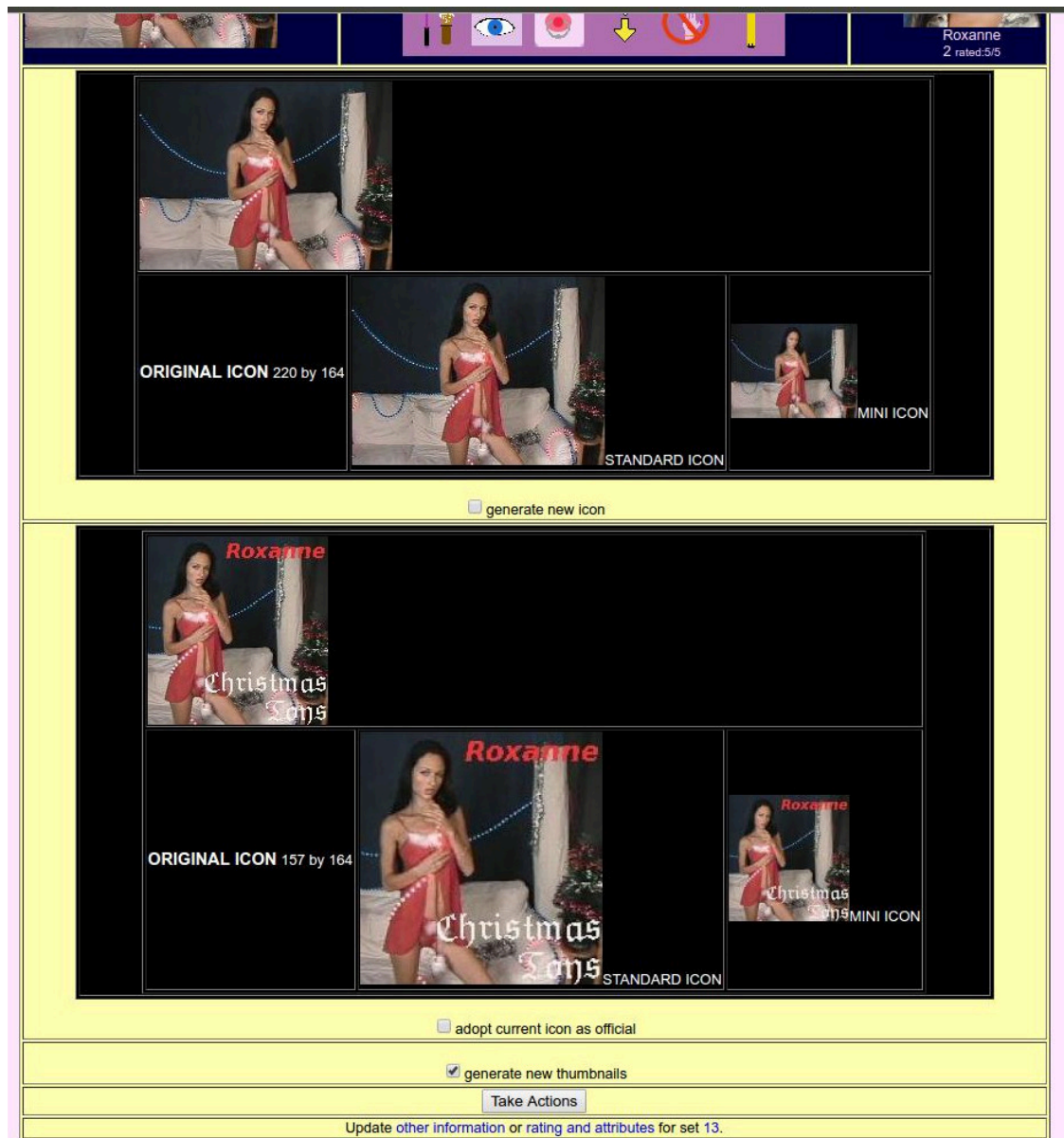
### Note

This trick only works correctly because Sabrina still has other uniquely identifiable (ie complete) IDmaps which can be used to associate her with the IDmaps from the XML file. That is we have some IDmaps that are common ground and indicate the link between our model Sabrina and the model detailed in the XML file.

# Chapter 16. wacsiconmgr - The WACS Icon Manager

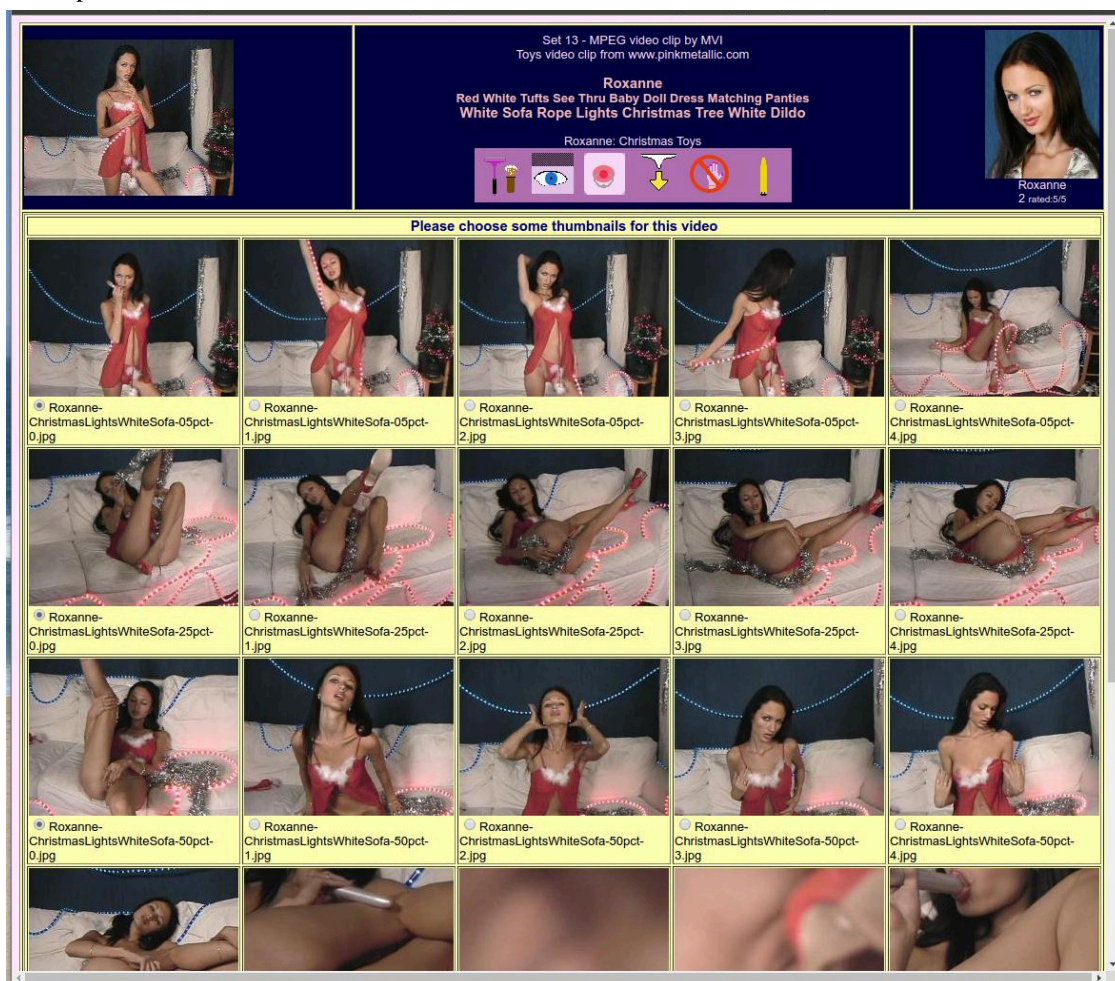
## Introduction

With the release of Wacs 0.9.2 we have finally addressed one of the most serious shortcomings of the WACS web system - the lack of web-based tools to manage video clips. At the forefront of these changes is a new app called **wacsiconmgr**. If we follow a link to it, we are presented with a page that shows what we already have for that set, and what can be updated:



As you can see we already have a normal icon and an official icon for this video set but we have no thumbnails showing the contents of the video. We've therefor ticked the "generate new thumbnails" box

and when we click on "Take Actions", a range will be created for us to select from as those icons that best represent this video.



Here you see five possible icons for each suggested thumbnail position within the set. You simply click the button next to the one you prefer for each position - they are typically taken a few seconds apart at certain points through the movie - here we're looking at 5%, 25%, 50%, 75% and 95% providing five thumbnail images depicting the video clip. Once you've selected the ones you like, you can just click "Select These" and they will be copied to the set's thumbnail area and the database updated to point to them. The final page shows us what we have chosen:

wacsiconmgr - The  
WACS Icon Manager



We hope you'll agree this is a very useful new feature and helps address WACS's previous issues with handling video files. In keeping with our normal modus operandi, it is designed to be very configurable and we haven't got round to writing the tools to access that configurability with this first release of the technology!

---

# Chapter 17. Command Line Tools

## Overview

The Wacs system has actually been around quite a few years now and in the earlier releases almost all the collection administration was performed using command line tools. While we've been busy developing new web-based tools since the Wacs 0.7.x release series, the old command line tools are most definitely still there and perfectly functional. In a few cases (**wacsupdinfo**, **wacsdelset**) they are the only way of doing a specific obscure task; in others they may simply be useful building blocks for your use of Wacs. For instance, the **addmodel** script might be useful in writing a migration script from your previous storage method.



### Note

**wacsupdinfo** and **wacsdelset** were known as **updateinfo** and **delset** in releases prior to 0.9.2. Same purpose and code however.

In this chapter, we're going to look at what exists and what they can do for you... there are still a few tasks for which they are the only way to do certain things. Firstly, let's summarise what is available:

**Table 17.1. Command Line Tools**

Command	Web Equiv	Description
<b>addmodel</b>	<b>wacsmodelmgr</b>	Creates a new model record
<b>addassoc</b>	<b>wacsaddassoc</b>	Associates a model with a pre-existing set
<b>wacsdelset</b>	None	Deletes a set from the Wacs database (formerly <b>delset</b> )
<b>wacsgenimg</b>	<b>wacsplacemgr</b> and <b>wacsinfomgr</b>	Creates new icons from the image sets, then runs <b>wacsupdinfo</b> (see below - formerly known as <b>generate</b> and <b>updateinfo</b> respectively)
<b>wacsgenvid</b>	<b>wacsplacemgr</b> and <b>wacsinfomgr</b>	Creates new video sets and updates existing ones (actually used directly by the web-based tools)
<b>wacsupdinfo</b>	<b>wacsplacemgr</b>	Creates new image sets and updates existing ones (actually used directly by the web-based tools) - formerly known as <b>updateinfo</b>
<b>wacsupdstat</b>	None	Updates the statistics in each model's records based on the sets she's associated with and optionally creates blog entries about recent updates- should be run nightly (formerly known as <b>updatestats</b> )
<b>wacsblogctl</b>	None	Manages blog entries - dumps them out to HTML files, loads them in from simple HTML files
<b>wacsvidcomb</b>	None	Makes video compilations from multipart videos.
<b>wacscachectl</b>	None	Creates appropriate cache entries for a set - video or image - if the video requires a compilation, use <b>wacsvidcomb</b> first.

We're going to split these command line applications down into two categories - those that handle data manipulation and those that perform processing tasks that require no other intervention. The

**addmodel**, **addassoc** and **wacsdelset** commands fall into the former category; **wacsgenimg**, **wacsgenvid**, **wacsupinfo** and **wacsupdstat** into the latter.

# Data Manipulation

## The addmodel Command



### Note

Unless you're using this from a script or similar, you will find that using the model manager (see Chapter 6, *wacsmodelmgr* - *The Wacs Model Manager*) is a much better idea. Almost all models created using **addmodel** will require additional work afterwards.

The **addmodel** script is a command line interface to creating models (and actually IDmaps as well). It takes the form of the command **addmodel** itself followed by a row of space separated **name=value** pairs. A simple example session with **addmodel** would look like this:

```
% addmodel name=Sarah hair=Redhead length=Normal titsize=Small pussy=Sh
aven attributes=shaven image=Sarah-1.jpg
Sarah is not known
Name: Sarah
Hair Colour: Redhead
Hair Length: Normal
Titsize: Small
Attributes: shaven
Pussy: S
Aliases:
Usual Source:
Image: Sarah-1.jpg
Source:
RefNo:
OK to add (x for exclude) ? (y/n/x): y
Model number is 1
SQL: insert into models (modelno, mname, mhair, mlength, mtitsize,
mattributes, malias, musual, mimage, mstatus, mflag, mpussy, madded)
values( '1', 'Sarah' , 'Redhead', 'Normal', 'Small', '', '', '', '', 'A', 'N',
'S', '9-OCT-2006')
%
```

It is worth noting that this program calls the GNOME "eog" Unix/ Linux image viewer to display the model icon, but could easily be changed to run **display**, **xv** or some other image viewer. The variable *imgviewer* at the top of the program controls this. It is not critical if it's not present or can't make a connection to an X-server. In most cases, **addmodel** will actually prompt for the major items of data if they are missing from the command line. It currently prompts for hair colour, length, titsize, pussy and attributes. If a source is specified but no usual, it will default it (in most cases).

At this point, it's probably worth visiting the Newly Added Models section of your WACS web site to check that Sarah has indeed appeared as intended. The following table lays out the names that **addmodel** recognises along with the legal values for each one - neither name or value is case sensitive except for the model name that is expected to be naturally capitalised, any value that contains a space should be enclosed in double quotes:

**Table 17.2. Attribute Names And Legal Values In addmodel**

Name	Legal Values
<i>hair</i>	blonde, brunette, redhead, dark
<i>length</i>	short, shoulder, normal, long
<i>titsize</i>	tiny, small, normal, large
<i>attributes</i>	<i>any valid attribute keyword or space separated list of keywords</i>
<i>pussy</i>	hairy, trimmed, brazilian, shaven
<i>aliases</i>	<i>any name or comma separated list of names</i>
<i>usual</i>	<i>site name of where her sets were first found</i>
<i>image</i>	<i>pathname to her headshot file</i> - the same name will be checked for in both bigicon and normal icon areas; if present in the bigicon area, it will be set as well. The value given here will be set for the normal icon even if the file doesn't currently exist.
<i>source</i>	SE, ATKP, AW, JAFN, AMK, TF, IFG, ATE, KPC, KHA
<i>refno</i>	<i>the primary model key on this site</i>
<i>altref</i>	<i>the alternate model key on this site</i>

So long as you specify both a source site and a *refno* , the appropriate IDmap will be added too. Here is a more complex example of using **addmodel**:

```
% addmodel name=Erika hair=Brunette length=Long titsize=Tiny pussy=Shaven
attributes='shaven tinytit tattoo' refno=eri046 altref=12475 source=AMK
usual=amkingdom.com image=amkingdom/Erika-1.jpg
[ ... ]
%
```

If we just review the extra entries used here, we'll see that the setting of *attributes* adds some extra information to aid searching by models - in this case, her unusual attributes that differ from what is "normal" are that she has exceptionally small breasts, a completely shaven pussy and a few tattoos.

The next keyword *refno* normal contains her model number at the source site; usually this is just a simple number. However in the case of the AMKingdom web site, there is a corporate wide "identity" which takes the form of three letters and then three numbers; in her case eri for Erika and 046 which we assume means she's the 46th model added with the first three letters of eri. Some of the other AMK group sites, such as ATK Premium navigate using the corporate id as the "model key", but the AMKingdom site (aka ATK Galeria) uses an older system based on a numeric reference. This is the *altref* specified here. We have also encountered a system (now thankfully gone from the site concerned) where the video index used a different model key from the image sets index. Generally having the dual key support available in the IDmaps just adds to the flexibility of the system. The *source* parameter gives us the "domain" in which these keys apply. In this case we're setting it to "AMK" for AMKingdom.com (which is now known as ATK Galleria but we've stuck with the old abbreviation). With these three specified, we'll be adding a record in the idmap table as well, mapping Erika with our model number 2075 to being "Erika" from AMKingdom.com with corporate id eri046 and model key 12475. Additional id mappings (for instance Erika also appears on ATExotics) can be easily added using the **Identity Management** feature in the model manager or can be added manually using SQL.

The next name *usual* merely makes a comment in the models table of where we usually find this model, in practice this usually means where we first found her! (This is defaulted to whatever source is set to if

not specified.) The final attribute *image* specifies an icon for her (conventionally resized to 120x156) and in this case the icons have been subdivided by source site, so her icon appears in the amkingdom sub-directory. It also checks for the same name of file existing in the bigicons directory, and if it does, that is added too.

## The addassoc Command

The **addassoc** command provides a way of manually adding an association between a model and a set. To use **addassoc** you need to be in the directory where the set directory itself is located - so if you're trying to connect a model called Sarah to a set in a gallery called *nudity/gallery003* you would need to do the following:

```
% cd /home/wacs/images/nudity/gallery003
% addassoc Sarah Sarah_*
1. Sarah with Long Redhead hair and Small tits - model number=1
Name: Sarah
Hair Colour: Redhead
Hair Length: Long
Titsize: Small
Attributes:
Aliases:
Usual Source:
Image: Sarah-1.jpg
RefNo: 1
Continue (y/n)? y
DB record found: setno 1, title: Sarah PinkDressNoPanties GardenBenchDildo
Added association between Sarah (1) and set 1
%
```



### Tip

A set has to be known by WACS before you can associate it with any model, so in most cases the **wacsgenimg** command discussed below needs to have been run first.

If you now click on the link on Sarah's image or name on the Newly Added Models list, you should see her model-thumbs page with the new photoset featured on it. You might also wish edit the sets details using the set manager or to re-run the **wacsupinfo** command to import any of the model's attributes (shaven, tattoo, etc) into the set details as well.

## The wacsdelset Command

**wacsdelset** is passed a single argument of a directory name (which is assumed to contain an image set known to Wacs) or video file name and proceeds to delete the database records related to it in the correct order. Once complete it moves the files into the "delset\_trash" directory of the download directory where they can be checked one more time before the files themselves are erased.

```
% cd /home/wacs/images/nudity/gallery003
% wacsdelset Sarah_PinkDressNoPanties_GardenBenchDildo
Set Number 14 to be deleted.
```

```
The set in Sarah_PinkDressNoPanties_GardenBenchDildo has been deregistered from Wacs.
The contents has been placed in /var/spool/wacs/download/delset_trash.
You may wish to check them and then remove them.
%
```

## Processing Applications

In earlier chapters as we looked into the way that the web interface functions, you may well have assumed that the set inserting process in Wacs was very rigid and structured. We were trying to give you that impression because it is the best way to work but it is absolutely not the case at all! Wacs will actually index pretty much anything you throw at it - the basic ground rules are that there need to be a number of directories and in each directory there are a number of recognisable image files. The only real rule is that where there are directories containing images, all the directories there should contain images - there should not be a mix of directories containing just images and those containing sub-directories at the lowest level.

What the two image set processing applications (**wacsgenimg** and **wacsupdinfo**) actually do is to look at an existing filesystem structure and try their best to digest the content into metadata and insert it into the database. The **wacsgenimg** actually calls **wacsupdinfo** with the values it was called with, so they are effectively the same. It's just that **wacsupdinfo** doesn't create icons.

## The wacsgenimg Command (formerly generate)

Running **wacsgenimg** is actually very simple, to import a tree of file directories (say /home/wacs/images/redheads/smalltits/Sarah) you just do:

```
% wacsgenimg redheads/smalltits/Sarah
[...]
COMPLETED: 12 new records inserted, 7 updated.
Calling make_index() with redheads/smalltits/Sarah
%
```

In this example, **wacsgenimg** discovered 19 directories containing image files in the directory specified, 7 of which it already knew about and 12 of which were new to it. This is normally detected by the presence of a hidden file called `.info` which gives the basic set number information for each set within each directory. When the web interface is used, the **Wacs placement manager** (see Chapter 8, *wacsplacemgr - The Placement Manager*) creates a file in the directory called `.unpack` which **wacsupdinfo** uses to gain clues about the model featured, the download record “satisfied” by this set and so on. If this file is found, **wacsupdinfo** reads it and uses the values contained therein - if not, it tries a few other heuristics to determine what it's looking at and if all else fails just simply creates a new set without any model or download associations.

These heuristics vary by source site but basically resolve around looking for an “unsatisfied” download record with a known filename stem that matches the files found in the directory being considered. When it finds such a match, it will retrieve additional information like model number, set type, source site and photographer from the download record and merge that information with what it can determine from the name of the directory and the model's attributes. The download record will be marked as having been successful and will disappear from the model's detailed page. This method really only works when the image file names are long and quite structured in their naming but this is the case for a surprisingly large number of sites.

If a set is added without any associations, it can quite simply be used without any model associations or you can manually add the associations using the appropriate `addassoc` command. As mentioned in connection with the discussion of set naming, certain keywords are recognised within the directory name and used to define various special attributes in the default metadata for the set. Generate can recursively scan from the top of the images tree (or from any point on the sub-tree), but probably best avoided if you have a large number of directories in the system.

## The **wacsgenvid** Command (formerly **genvideo**)

The **wacsgenvid** command performs much the same functions as the combination of **wacsgenimg** and **wacsupdinfo** for the importation of video clips into the Wacs system. It actually also includes aspects of the **wacsupdinfo** program but re-written for the video context. However the video naming convention is often a lot simpler and what metadata there is in inferred from the download record as very little information can be gleaned from the name of the file itself. In the case of videos, the `.unpack` mechanism used by the Wacs Placement Manager (see Chapter 8, **wacsplacemgr** - *The Placement Manager* provides the best way of getting metadata about video sets into Wacs.



### Note

Although the relative pathnames appear the same, **wacsgenvid** operates in a parallel space under the videos tree in the file system. Additionally icons are automatically referred to by the same pathname but in the `vidicons` directory. Therefore for `sarah01.mpg` in `videos/redheads/smallbreasts/Sarah`, you would place the corresponding icon file as `sarah01.jpg` in `vidicons/redheads/smallbreasts/Sarah`.

## The **wacsupdinfo** Command (formerly **updateinfo**)

**wacsupdinfo** is actually what does most of the hardwork for **wacsgenimg** including all of the database interactions. If called via **wacsgenimg**, the icons will be made first - if called directly, no icon manipulations will be undertaken. When the placement manager wants to do two passes of the **wacsupdinfo** process (in order to merge in model attributes and add additional models), it normally uses the direct **wacsupdinfo** first and only generates the icons on the second pass through (using **wacsgenimg** instead).

## The **wacsvidcomb** Command

The **wacsvidcomb** is only really used for one specific type of set - a video set that was split into several smaller files for downloading. This command allows you to create a combined, cached copy of the multiple files as a single full length video clip. It only applies to video clips and can only be used when the various clips have been correctly marked up with the **wacssetmgr** (Wacs Set Manager web app) as being a primary and then continuation files. Additionally the download name for the set has to be specified - this is not the same as the name of the video file within the Wacs video files tree (although it can be if you wish).

With these pre-requisites done, the **wacsvidcomb** command is executed with the set number of the primary set. This will create a video of the whole video in your process directory of the unpack area. Where possible, the skip frame value will be used to try and remove any unwanted conformance slates from the later video clips. Note that the value used here is that of the `sskipfr` field of the sets data table. When MPlayer's mencoder is the conversion utility used (current default for Linux), the skip frame value is considered to be the number of i-Frames to be skipped. Many of the conformance slates are a single i-Frame sequence

prepended onto the video, therefore a value of 1 is sufficient for a full removal. Obviously the exact rules for each source have to be determined by experimentation.

Once **wacsvidcomb** has successfully run, you will need to also run the **wascachectl** command to relocate the compilation movie from your process directory into the appropriate place in the web tree.

## The wascachectl Command

The **wascachectl** command is responsible for managing the caches in the web tree for wacs sets. This only comes into effect when the *UseDirect* option is enabled, but it allows the direct downloading of video or zip files from the webserver bypassing the slower and less flexible **wacszip** system. Where a video set is a single file, this will create a symbolic link in the web tree; where it is a compilation, it will site the file created by **wacsvidcomb** in the appropriate place and create the necessary links to make use of it in preference to the raw version.

The normal invocation of this command is:

```
wascachectl --create setno
```

## Automatic Collection Maintenance Tools

These tools are designed to be run automatically, typically on a nightly basis, to keep parts of the system up to date. The main task at present is to keep model statistics up to date, and this is the job of **wacsupdstat**.

### The wacsupdstat Command (formerly updatestats)

The **wacsupdstat** command is there to ensure that a model's record is kept up to date with respect to the sets she is associated with. This is done because the model record actually keeps some basic statistics about the sets, number of images and video clips and types of activity featured in those sets in order to better describe the model and her activities (on camera). Of course, much of this information is ultimately derived from the sets she features in; for instance, if she features in a lesbian set, the assumption is that she does lesbian scenes on camera! Obviously examining every set each time a model page is loaded is unlikely to be very practical, so the schema design has this data cached within the model record.

Generally **wacsupdstat** needs to be run after each time updates are made to the Wacs collection, but in practice it's probably easier to simply configure it to run once per day. To do this we once again make use of the **cron** timed execution facility (described in the section called “Configuring Automatic Download” of Chapter 14, *The Download System*). In this example, it is being set to run at just after midnight (modulo the advice above about making sure the machine will be likely to be switched on at that time):

```
% crontab -e
```

and add the following line to the entry:

```
15 0 * * * /usr/bin/wacsupdstat
```

In Wacs 0.8.6, **wacsupdstat** (back then called *updatestats*) was upgraded to produce a summary on the standard output of what has changed. It mentions who has new sets, new types of sets and what totals

they've now reached - this is a nice management summary for the in-house team. In fact, we decided it was so useful that it should be possible to share it with the wider user community. As a result in WACS 0.9.0 onwards there's a new blogging feature in WACS and the first thing to make use of it is none other than **wacsupdstat**.

The blogging feature is not enabled by default, but if you add the line: `<updatestats>blog:notes</updatestats>` to the layout section of the main wacs configuration file each time updatestats is run (and finds changes of course), it will post its update report as a blog entry as well as emailing it to the WACS site administrator.

## The wacsblogctl Command

With the addition of the blogging feature in **wacsupdstat** in Wacs 0.9.0, facilities were needed to manage the blog entries which would otherwise grow rapidly. Additionally the user interface to reading the automatic blog entries created by **wacsupdstat** also provides for feature articles as well as simple blogs. There also needed to be a way to create these. This is all provided by the new **wacsblogctl** command.

**wacsblogctl** supports three main modes of operation in the initial version in Wacs 0.9.0 - `--dump` for exporting blog entries, `--load` for creating them from an HTML file and `--purge` to clean out old entries from the blog database. The `--dump` operation takes one more argument, the record number of the first record of the blog - the blog entry will be written to a file called `blog-B-12.html` where blog entry no 12 is a standard (B-type) blog entry.

The second operation, `--load` needs at least one more argument, the file name to read. It can also take `--feature` or `--article` which specifies it's an article and increases its active life to three months instead of just one. A corresponding `--blog` specifies it's a standard blog entry (the default for now). You can also specify an author with the `--author=` option. The file that you load is a very simple HTML page and can be created with any standard HTML editor/composer of your choice. The first line up to a `>p<` paragraph break mark is assumed to be the title. The rest of the document is considered to be the body of the blog. If you include references to standard WACS icons (probably via dragging and dropping in your HTML editor), they will be condensed into the more portable `#WACSMTHU#` style substitution variables before being stored into the database.

To help clarify this, take a look at this example blog entry HTML document:

### Example 17.1. Sample Feature Article HTML Document

```
<html>
<head>
<title>Output of my HTML editor</title>
</head>
<body>
<b>Teen Beach Babes</b> by John
<p>
Join our gorgeous model
<a href="#WACSMTHU#/23">Sarah</a> and all her friends down on
the beach peeling off their colourful bikinis so their lovely bodies feel
the warmth of the sun all over.
Come over to <a href="#WACSILIST#/cgroup=12"> for our best seaside
sunshine fun!
</body>
</html>
```

You note we've used the `#WACSIMG#` method here, but you could just as easily drag and drop images and links from an open web browser (assuming your editor supports that) instead - just make sure you've switched *OFF* **usedirect** mode in the Preferences program first. Now assuming you've called this file `beach.html`, you would use the following to make it into a feature blog article:

```
wacsblogctl --load --feature --author=John beach.html
```

The final operation, `--purge` simply deletes those standard blog entries that are now pasted their expiry date. If you also want to delete old feature articles, then add `--all` after the `--purge` command.

---

# Chapter 18. Customisation

## Introduction

In this chapter we look at how you can customise the attributes and keywords system to add new searchable attributes into the WACS system. The system comes preloaded with a number of general attributes, but it is relatively easy to add new ones to the WACS system. In due course we may add a web app to make this task even easier, but for now it has to be done at a command line level.

The preloaded attributes are to be found in the XML file called `attrib.xml` in the `populate` directory of the WACS distribution. These attributes are imported into the WACS system when it is initially set up using the **wacspop** command and we can actually use this same mechanism to import our own customisations. Alternatively we could manually create new records direct in the WACS database using SQL. However we recommend the approach of creating an XML file to feed into the **wacspop** as this improves the data validation and provides a portable way to make this change to a number of installations. You could also send us the XML file and associated artwork for possible inclusion in future WACS releases.

## Creating The XML File

For the example we're going to create a new attribute called *hogtied* for extreme bondage with suspension or similar scenarios. Of course this is not an attribute you'd expect to need in a conventional site which is why it is not part of the normal WACS attributes system. It is therefore perfect to illustrate the flexibility and customisability of the WACS system.

As a general guideline we suggest that custom added attributes be given entry numbers of 500 or higher. If working on multiple sites, only some of which use these attributes, it's worth keeping the entry numbers unique. Let's start with the basic bones of our XML extra attributes file - we'll call the file `oursite-  
attrib.xml`:

```
<?xml version="1.0" standalone='yes'?>
<attrib>
  <coreschema>attrib</coreschema>
  <version>WACS_POPULATE_VERSION_2</version>
  <revisiondate>22-APR-2016</revisiondate>
  <entry501>
    <atkeyword>hogtied</atkeyword>
    <atsource>C</atsource>
    <atshortdesc>rope bondage and suspension</atshortdesc>
    <atlongdesc>extreme rope bondage and suspension</atlongdesc>
    <aticon>icon3-501.png</aticon>
    <atgroup>objects</atgroup>
  </entry501>
</attrib>
```

Aside from the various bits of XML preamble which are just standard and what **wacspop** uses to determine which table this belongs to and the entry number to assign to it, we have six main fields here. The *atkeyword* defines the keyword for this attribute, *atsource* defines this as a custom extension ( `C`, and the *atshortdesc* and *atlongdesc* provide a definition of this attribute. The *aticon* defines the name of the associated icon for this attribute which by convention begins with "icon3-" and is in the PNG format. You will obviously need to create your own artwork for your new attribute. The *atgroup*

parameter just helps group the attribute - in this case object because a thing (the hogtying ropes) really define the set. Other attributes within the object group are strapon, weapon, transport, bondage and fetish.

The above entry is highly simplified, and while it could be added to the database would have no effect as it stands because WACS would not know what to do with it. So we need to add some extra lines that start providing that information:

```
<atsource>C</atsource>
<atrecognise>Y</atrecognise>
<atallowadd>Y</atallowadd>
<atdisplay>Y</atdisplay>
<atshortdesc>rope bondage and suspension</atshortdesc>
```

This little group copes with how the attribute marking tools will deal with this new attribute. *atrecognise* basically says whether it should be allowed to remain as an attribute or throw an error when it's encountered. This could be set to N to force the removal of an old attribute the next time the set is edited. *atallowadd* controls whether you are allowed to add this attribute to a set through **wacssetmgr** or through keyword scoring. It is possible to add something that is not displayed, and this is where the final one comes in - if *atdisplay* is set to N you can add attributes without them being visible to users on the live system. This can be very useful when marking content up prior to launching a new feature.

This is still not the complete story because although we've dealt with the rules of how WACS handles the attribute, we have not told it when it can use it and how.

## How to set the Usage rules

Continuing to write the XML for our new example attribute, hogtied, we need to define to WACS how and when it should be used. So we need to add more fields to our XML entry:

```
<atgroup>objects</atgroup>
<atvalidset>Y</atvalidset>
<atvalidmodel>N</atvalidmodel>
<atvalidother>N</atvalidother>
<atmarkset>Y</atmarkset>
<atmarkmodel>N</atmarkmodel>
<atmarkother>N</atmarkother>
<atsetsearch>Y</atsetsearch>
<atmodsearch>N</atmodsearch>
<atcombsearch>N</atcombsearch>
<atothsearch>N</atothsearch>
</entry501>
```

So the first three values: *atvalidset*, *atvalidmodel* and *atvalidother* control what types of entity these can be applied to. Certain attributes like tattooing, shaven pussies and flat chestedness can apply equally to both sets and to the models. Things like toys and surroundings are really only applicable to sets. In this case, hogtied applies to the set exclusively and so only *atvalidset* is set to Y and the rest set to No. The meaning of "other" is yet to be defined so the default for now is No for that.

The next set of three control what this type can be marked on - thus if *atmarkset* is Y then **wacssetmgr** will offer it as a markable attribute for sets. If *atmarkmodel* is Y then **wacsmodelmgr** will offer it as a markable attribute for models. In this case, it's exclusively a set attribute and so only *atmarkset* is set to Y.

The final four control how you may search for it - they are respectively as a set attribute, a model attribute, as an attribute on a combined search that covers sets and models together and as an "other" attribute. The decision on the combined attribute is up to you - generally the combined screen rapidly becomes cluttered and it's best to only include those criteria for sets that will match a large proportion of the sets in the collection. If say a quarter of the sets featured hogtied models, then you might want to set this so that users could select just hogtied redheads. Otherwise you probably don't want to.

There is a similar set of four values for "detailed" searches which may well be supported in a future release of wacs - they are the corresponding *atsetdetail*, *atmoddetail*, *atcombdetail* and *atothdetail*. It's probably as well to set these too.

## The Completed XML file

And so we get to the completed XML file for our hogtied attribute which looks like this:

```
<?xml version="1.0" standalone='yes'?>
<attrib>
  <coreschema>attrib</coreschema>
  <version>WACS_POPULATE_VERSION_2</version>
  <revisiondate>22-APR-2016</revisiondate>
  <entry501>
    <atkeyword>hogtied</atkeyword>
    <atsource>C</atsource>
    <atrecognise>Y</atrecognise>
    <atallowadd>Y</atallowadd>
    <atdisplay>Y</atdisplay>
    <atshortdesc>rope bondage and suspension<atshortdesc>
    <atlongdesc>extreme rope bondage and suspension<atlongdesc>
    <aticon>icon3-501.png<aticon>
    <atgroup>objects<atgroup>
    <atvalidset>Y</atvalidset>
    <atvalidmodel>N</atvalidmodel>
    <atvalidother>N</atvalidother>
    <atmarkset>Y</atmarkset>
    <atmarkmodel>N</atmarkmodel>
    <atmarkother>N</atmarkother>
    <atsetsearch>Y</atsetsearch>
    <atmodsearch>N</atmodsearch>
    <atcombsearch>N</atcombsearch>
    <atothsearch>N</atothsearch>
    <atsetdetail>Y</atsetdetail>
    <atmoddetail>N</atmoddetail>
    <atcombdetail>N</atcombdetail>
    <atothdetail>N</atothdetail>
  </entry501>
</attrib>
```

Finally you save this into a file and run the **wacspop** command passing this filename eg `oursite-attrib.xml` to it. A copy of this file can be found in the WACS distribution samples directory.

---

# Chapter 19. Simple Tasks In SQL

## What is SQL?

SQL stands for *Structured Query Language* and provides a command line interface to the majority of database packages available on the market today. It supposedly uses plain English language phrases but in reality is so tightly structured that you have to know the precise style and format of the requests you wish to pass to it.

Each database package provides a command line SQL interpreter which can be used to interact with the database directly. Most of the time you will not need to use it, but having some basic familiarity with it can help in solving some fairly intractable problems, so it is worth getting an idea as to how to use it.

**Table 19.1. SQL Command line interpreters**

Database	Command	Typical Usage
Oracle	sqlplus	sqlplus wacs/password
MySQL	mysql	mysql -u wacs -p

In general they will give you a prompt something like `SQL>` and will expect each query to be completed with a semi-colon (`:`) at which point they will execute what you have given them. At the end of the session, typing `quit;` to the `SQL>` prompt will usually log you out again. There are a lot of differences in the way you edit and recall existing queries, but these basic steps are the same for all major database packages.

## Example Tasks in SQL

Here are a few examples of simple tasks that you can carry out using the SQL interface.

### Adding A New Type Of Attire

As we discussed back in the chapter on the Wacs Set Manager (Chapter 9, *wacssetmgr - The Wacs Set Manager*), there is a potential catch 22 scenario when trying to mark a set as featuring a particular type of attire. This is that the pulldown menu will only offer you types of attire that have been previously used in another set. The usual way of dealing with this is to add a new keyword that will match that word and therefore create the new category of attire for you. If for some reason you didn't want to do this, you can use SQL to create a new attire entry that will appear in the pulldown menu.

For example, maybe you have a thing for ripped denim jeans and want to add a new attire category of **Ripped Jeans** to the possible options. You've just added a set which features ripped jeans and it's set number **14**. The SQL command you would need to update set 14 to this new attire would be:

#### Example 19.1. Using SQL to set Attire

```
SQL> update sets set sattire = 'Ripped Jeans'
      2 where setno = 14;

1 record updated.
SQL> commit;
```

```
Commit complete.  
SQL> quit
```

Once this has been done for set 14, **Ripped Jeans** will appear in the pull-down menu in the set manager for subsequent usage.

## Creating A Video Download Record

If you want to be able to move a record sensibly between different hosts via the migration tools, it really does need some kind of download record to uniquely identify it. As we've already seen back in the section called "Self Referential Download Records" there is now (as of Wacs 0.9.1) a web app to simplify this process, but it's still worth reviewing how we might do the same thing manually. It is a fairly simple matter to create a new download record for this purpose using SQL. The first step is to find out what the highest currently used download number is which can be done with this query:

```
sql> select max(downloadno) from download;  
  
2672  
  
1 row selected;  
sql>
```

With this duly determined, add one to the value (in this case 2672 becomes 2673) and use that in the SQL query you create. You will also need the related model number, which for the purposes of this illustration will be 2249 for a model called Sarah. The next value is XYZ which is the site id for an imaginary site called XYZ. The next value "V" is the value for the type of the file - V is for Video Clip, I is for image set. The next value is the set key which is the number obtained from the URL from the originating web site if possible or if not using the name of the video file itself as here. We then give it a name and repeat the name of the video file as the "archive" that this download record is expected to deliver.

```
sql> insert into download (downloadno, dmodelno, dsite, dtype, dsetkey,  
    > dsetname, darchive)  
    > values( 2673,2249,'XYZ','V','sarah04.mpg',  
    > 'Sarah - Pink Dress - Garden Bench','sarah04.mpg');  
  
1 row added.  
sql> commit;  
  
commit complete.  
sql> quit
```



### Tip

There is of course a web app for doing this! It's called **wacsdnlreg** and is available on the Maintenance menu of the front page when in administrator mode as Register Download.

---

# Chapter 20. Using SQL: Advanced Topics

## Introduction

In this chapter, we're once again going to venture into directly manipulating the database underlying the Wacs system using the SQL Structured Query Language. Before you start in on this, it's important to have had a good look at the Schema Reference section of the Wacs Programming Manual, even if you're not a programmer, as this will give you a good idea of what information the database does actually store. Of particular utility is the list of what the assumed values are for certain key fields as this should help you avoid upsetting the web-based WACS tools and applications written using the Perl and PHP APIs.

We're going to try and introduce these topics by working through a few examples of tasks you might wish to perform that are not currently covered by web based tools. While in due course there may well be tools that can do these things, it does never-the-less show how you can “step outside the box” within the WACS system.

## Merging Models

One scenario that we do encounter from time to time on our large scale test system is where we discover after the event that two models we have listed separately in the database are actually one and the same girl. After making absolutely sure that we are talking about the same person (and hopefully making a note in the **Distinguishing Marks** field in the model record about how we confirmed that), we need to make it clear in our own minds what we're going to do.

This involves making a decision on which of the two model records we're actually going to keep and then checking the one that we intend to delete for any pertinent information, such as biographical data, which is not contained within the record we intend to keep. We can of course easily use the Model Manager (see Chapter 6, *wacsmodelmgr* - *The Wacs Model Manager*) to do this.

In the example we're going to work with we've discovered that Dianne from Sapphic Erotica who is our model number 163 is also Lena from ATK Galleria who is our model number 2474. We've taken the decision to retain her lower model number of 163 and delete the new addition, namely 2474. We've already copied across the extra biographical information that we had on the “Lena” record, and in fact we decided that we preferred the headshot we had of her from ATK Galleria and so modified that too. These are all very simple to do using the Model Manager, so we'll not cover the exact steps taken again here.

The first step we're going to take is to move the identity record for Lena over to Dianne so that future references to Lena on ATK Galleria automatically summon up Dianne's record. We do this with the following SQL command:

```
SQL> update idmap set imodelno = 163 where imodelno = 2474;
```

```
1 row updated.
```

```
SQL>
```

For the next step we're going to change the sets that we have marked as having Lena in to being marked as having Dianne in. This is actually quite easy to do because Wacs doesn't depend on the name that we have

in a set record in anyway - it's merely a matter of convenience. Even after Lena's records have become Dianne's, there is no problem with her still being called Lena there. In someways that is desirable because it retains the connection with what she was called on the site where those sets came from. In other ways, it's very confusing as in "Who is this Lena girl who keeps appearing in Dianne's sets?". We'd definitely recommend adding the name Lena to Dianne's aliases list in the model record because the top of the model page will then say about Dianne "Sometimes also known as Lena". If you want to change the title of the set, you can easily do this with the Info Manager (see the section called "Managing Additional Information"). As a byproduct of changing the name using the Info Manager, the other fields in the set database that have model info in them will also be updated.

```
SQL> update assoc set amodelno = 163 where amodelno = 2474;
```

11 rows updated.

```
SQL>
```

While these two updates have changed most of the user visible entries, there are actually three more changes we could have to make. There are in fact five database tables that make reference to model numbers and all of them do need to be updated to match each other. These are:

**Table 20.1. Tables That Reference Model Numbers**

Table Name	Description
<b>idmap</b>	Identity Map - record of who she is on what site
<b>assoc</b>	Associations - which model appears in which sets
<b>download</b>	Download - records of where sets came from (establishes set identity)
<b>tag</b>	Tag - a member of a search set (ie that one of the searches found her)
<b>conn</b>	Connections - that she features in one of the connection collections

This is where you have to know your database. The last thing you want to do is to leave a record lying around referring to something that no longer exists - that's extremely bad practice and is almost bound to cause some web application to fall over. Most databases simply won't let you do this - it's known as *enforcing referential integrity* - but unfortunately MySQL 5 in its standard form is not one of them. This means you could easily delete a model who still has some download records or tags (individual elements of a search) still attached to them. Allowing this to happen is just storing up horrors for later.

As a general rule, it's best to try and change the model numbers in each and every database table that *might* contain them and just accept that in some cases there may well be nothing to do. An update that does nothing is really not a problem to any SQL version we've ever encountered. So we proceed with the next three steps on the basis that it's quite possible that they'll do nothing. Just understand that it's better to execute commands that often seem to do nothing than to end up with the chaos caused by connections left hanging. If you know your database well, and know it reliably enforces referential integrity, then you could skip those you know have no entries in them *but we don't recommend this*.

So we reach the third step, that where we move the download records, and remembering that these are an identification of which set is which in a portable way even when we have no plans to use the download system. In fact, it's good practice for commercial sites to allocate download records to their own sets to ease future server-to-server migrations and the like. Anyway, here is the SQL we need for this:

```
SQL> update download set dmodelno = 163 where dmodelno = 2474;
```

14 rows updated.

SQL>

Now on to the fourth and fifth steps, which we'll do together which are most likely not to find anything, updating the tag and connections records:

```
SQL> update tag set tmodelno = 163 where tmodelno = 2474;
```

4 rows updated.

```
SQL> update conn set cmodelno = 163 where cmodelno = 2474;
```

0 rows updated.

SQL>

So as you can see, in the above example it turned out that we did actually have Lena tagged in no less than four different saved searches, so it's just as well we updated them. The final step is to delete the old model record and complete the model merge process. It's good practice to include a commit at the end of the process - on a good relational database like Oracle, none of the other steps will have actually have been done to the database itself until that final commit is done. The beauty of this is that all of the actions will be taken at exactly the same time and no one browsing the Wacs site at the time will find a half-moved state - the change will literally happen in an instant despite the fact that we've been checking and composing the queries for probably a couple of minutes at least - quite possibly longer if you're reading this document at the same time. The alternative to using commit is to type **rollback**; which will undo all the changes. Unfortunately in MySQL 5 the commit and rollback functions, while present, don't work quite as they should. We can only hope that they will improve with time and further development.

```
SQL> delete from models where modelno = 2474;
```

1 row deleted.

```
SQL> commit;
```

Commit complete.

```
SQL> quit
```

So there we are. The two model records for SE's Dianne and ATK's Lena are now one and the same and we have a better quality entry for this lovely Ukrainian blonde in our database. All in all a good result.

---

# Part II. WACS Admin Tools Reference

This is the reference manual for the WACS Administration tools which provides an overview of what each tool does and details of the options it accepts via the invocation URL.

Chapter 21, *Collection Management*

Chapter 22, *Lookup Data Management*

Chapter 23, *Utilities Reference*

Chapter 24, *Database Population Tools*

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# Chapter 21. Collection Management

## Web Based Tools

- wacsmodelmgr - Wacs model manager
- wacssetmgr - Wacs set manager
- wacsinfomgr - Wacs info manager
- wacsiconmgr - Wacs icon manager
- wacsvidmgr - Wacs video manager
- wacsidmgr - Wacs ID manager
- wacsunpackmgr - Wacs unpack manager
- wacsplacemgr - Wacs placement manager
- wacsaddassoc - Wacs association manager
- wacsconnmgr - Wacs connection manager

### wacsmodelmgr - Wacs model manager

This web application is designed to duplicate the text-based addmodel script and additionally provide a tool for updating model records and identity maps (jobs that previously had to be done directly in SQL). If you have administrator role defined for your account (see the section called “User Class”) it will appear on the Maintenance menu of the front page and as a link from each model's index page. When used from the model index page, it updates the model's details - used from the Maintenance menu it can add new models and idmaps as well as modifying existing model's records.

When called from the maintenance menu (or directly) it offers you two modes - *Model Update* or *Identity Management* - and three ways of finding the model to work on - by model number, by site and their id on that site or by name. If you choose name, both the main name and aliases in the models schema and the per-site idmap name will be searched and a selection of headshots and details of models with a similar name offered. You are also given the option to create a new model (if in Model Update mode - you can't create an IDmap for a model that doesn't exist!). This will allow you to create a new model or add a new idmap to an existing model. In the Wacs 0.9.2 release, it is now possible to edit existing IDmaps as well as model details; you can also enter directly into ID management mode for a specific model by using **id=modelno** in the URL.

### wacssetmgr - Wacs set manager

The Wacs Set Manager, **wacssetmgr** allows the updating of set attributes through a web-based GUI. You get to it by clicking on the "rating" link on the model pages - this link is only offered to users in the administrator list. It can alternatively be invoked directly with the set number in the URL, for instance to

edit details for set 12345, you'd give the URL ending with **wacssetmgr/12345**. This presents a startforward web form through which you make your changes, click **Summarise Changes** and you'll see a list of what you've changed; if happy with it, click on **Commit Changes** to make those changes in the database.

## wacsinfomgr - Wacs info manager

The Wacs Info Manager, **wacsinfomgr** is effectively a partner for the Wacs Set Manager that provides for editing the more nuts and bolts fields within the sets table. One of it's major features is the ability to rename and relocate sets, but it covers several other areas including official and additional icons, textual descriptions and USC 2257 attribution management. It is invoked simply using the set number as a parameter in the URL, so to edit set no 12345 you give a URL ending with **wacsinfomgr/12345**.

## wacsiconmgr Wacs Icon manager

The Wacs Icon Manager, **wacsiconmgr** is similar to the **wacssetmgr** and **wacsinfomgr** in that it focuses on managing a single set. In this case, it's focus is on the icons related to the set itself - the standard icon, the official icon, and any supplied additional icons. It is typically invoked with **wacsiconmgr/12345**.

## wacsvidmgr Wacs Video manager

The Wacs Video Manager, **wacsvidmgr** manages various versions, compilations and transcodings of video files. It is designed to show the links created by wascachectl and to generate downscaled, combined or transcoded versions of video clips.

## wacsidmgr - Wacs ID manager

The Wacs ID Manager, **wacsidmgr** works with the **wacsmodelmgr** to allow the updating and editing of IDs - the links between models and sites. Adding new ones is the province of the Model Manager, but all other alternations are done using the **wacsidmgr**. It is typically invoked with **wacsidmgr/id123** where 123 is the ID reference number for the link between a model and a specific site.

## wacsunpackmgr - Wacs unpack manager

The Wacs Unpack Manager, **wacsunpackmgr** is used to unpack downloaded zip or video files so that they can be examined, described and imported into the Wacs system. This can be done by one of three methods: taking a downloaded set from the Wacs download area, by uploading a zip or video file through a web browser, or by copying it from a specified directory on the Wacs server itself.

## wacsplacemgr - Wacs placement manager

The Wacs Placement Manager, **wacsplacemgr** is used to place the unpacked set into the wacs image or video clips archive, naming it appropriately for it's content. The name you give it is then scanned for keywords which are used to make an initial first guess at the appropriate attributes to mark the set up with. These can be modified and improved using the **wacssetmgr** - Wacs Set Manager at a later time.

## **wacsaddassoc - Wacs association manager**

The Wacs Association Manager, **wacsaddassoc** is used to add new associations between models and sets. Its functionality is almost identical to the text-based **addassoc** utility but is somewhat easier to use being web-based. **wacsaddassoc** offers you three choices for the method of selecting the target set - a specified set number, a pull-down list of recently added image sets and a pull-down list of recently added video clips. Similarly it offers you three ways to select the model to be associated with the set: by specifying her model number, by selecting from a list of recently added models, or by searching for her by name.

## **wacsconnmgr - Wacs connection manager**

Newly introduced in WACS 0.8.5, the **wacsconnmgr** provides a long needed interface to creating and adding to connections. The initial version is somewhat simplistic but never-the-less allows connection sets to be created quickly and easily. It is very similar in operation to **wacsaddassoc** in offering you a number of pull-down menus to select from recently added sets or models. It also provides for direct entry of set numbers and model numbers.

---

# Chapter 22. Lookup Data Management

## Web Based Tools

- wacsvendmgr- Wacs Vendor Manager
- wacsphotmgr- Wacs Photographer Manager
- wacskeywordmgr- Wacs Keyword Manager
- wacsusermgr- Wacs User Manager
- wacsuserlist- Wacs User List
- wacsdnlmgr- Wacs Download Manager
- wacsdnlreg- Wacs Download Registration
- wacsdnllist- Wacs Download Status List
- wacsdnlframe- Wacs Download Frame
- wacsdnlnext- Wacs Download Next Prompter

### wacsvendmgr - Wacs Vendor Manager

The Wacs Vendor Manager, **wacsvendmgr** is used in the maintenance of the vendor database which is used by some of the model and set display pages to profer a link back to the original site and heavily in the download infrastructure. It can display, update or create new vendor records in the vendor database. When first invoked, it will offer a choice of vendor sites which have been preloaded into the system using the the console tool vendor table population command, vendors.xml. A number of sample vendor records are distributed in the XML file, vendors.xml which is read by the the section called “The **wacspop** command” command. This is typically done automatically by the **easyinstall** command when WACS is installed, or manually if the RPM packages were used.

The *Add A New Vendor* option gives a simplified form for the basic details; once created the record should be modified to add whatever extra information is also known. Please contribute details for any good quality sites you know of to the authors to be included in a future version.

Please note that the URLs stored in the vendor database include a number of keywords sandwiched by hash (#) symbols which are substituted for by WACS before calling the described page. The current recognised keywords are:

**Table 22.1. Substitution List For Vendor URLs**

String	Data Source	Description
<b>#NAME#</b>	iname from idmap	The model's name on this site
<b>#KEY#</b>	ikey from idmap	The key for this model on this site (ie model no or reference)

String	Data Source	Description
#ALT#	ialtkey from idmap	The alternative key for sites like atkexotics and atkgalleria that use two keys.
#SETKEY#	dsetkey from download	The relevant set's key or reference number.
#SESSIONKEY#	unique number for sessions	some sites use Dynamic DNS to give a unique short-lived URL for set retrieval - this allows that URL to be passed downwards.
#MODELNO#	the WACS model number	designed for site prototyping and other purposes where the site may be self-referencial.
#SETNO#	the WACS set number	designed for site prototyping and other purposes where the site may be self-referencial.

## wacsphotmgr - Wacs Photographer Manager

The Wacs Photographer Manager, **wacsphotmgr** is used in the maintenance of the photographer database which is used by many of the model and set display pages to profer to work by the same photographer. It can display, update or create new photographer records in the photographer database. When first invoked, it will offer a choice of existing defined photographers, and an option to add a new one. As with vendors, there is a corresponding command line utility called `photographers.xml` which will import the provided `photographers.xml` sample collection.

## wacskeywordmgr - Wacs Keyword Manager

The Wacs Keyword Manager, **wacskeywordmgr** is used for viewing, adding and amending keyword look-up rules used by the **updateinfo** command in determining the automatic values for a named set. It does not take any URL arguments, you merely scroll through the list presented, tick the adjacent tick box and then click on **Edit** or **Delete**. To add a new keyword, simply click on **Add**. Scores for each attribute that is inferred from the keyword start at 1 for least likely up to 9 for most likely. To investigate how a given set of attributes produced the result it did, set the debug level for `tool_updateinfo` to something like 5 and the score card used will be displayed.

## wacsusermgr - Wacs User Account Manager



### Note

This is new in WACS 0.8.5 - it is not available in previous releases

WACS has two options for how to authenticate users for access to the collection - *hostauth* which authenticates users by asking the web server host itself and *database* which uses the user database table within the Wacs database itself. The usual default for Wacs has been to use the **hostauth** method which works well for both small systems with local users and for bigger systems with distributed authentication like NIS, LDAP or even Active Directory. Where this is not so useful is for commercial sites where all you want your users to access is the WACS-managed collection and nothing else. Here the extra overhead of maintaining a second independant authentication mechanism is a positive boon for security and demarcation.

The **wacsusermgr** webapp by default creates new users with the next available userid, but if passed a user id on the URL will allow you to edit an existing userid. With this application you can manage user accounts and access rights with reasonable ease.



### Tip

What you will notice about wacsusermgr is that some of the functionality is not available - these pieces handle aspects such as address and contact info, automatic sign-up, renewals and referral commissions. The WACS developers do want to see some return on their work and felt the best way to do this was to offer an added value product for the really serious commercial sites and felt the absense of these kind of features was no great loss to the regular free software community - the system is fully functional without it. As a result, a commercial add-on package including the plug-in for wacsusermgr, auto sign-up and customer relationship management features called *WacsPro* is available through Bevttec Communications Ltd [<http://www.bevteccom.com/>]. All the relevant data structures we use *are* distributed as part of the standard Wacs distribution, so you are at liberty to write your own plug-ins if you wish to. The Wacs developers will even accept and welcome contributions back into the Wacs source tree in this area if people wish to submit them.

## wacsuserlist - Wacs User Database Account List



### Note

This is new in WACS 0.8.5 - it is not available in previous releases

This is a straightforward index of the current user accounts along with a link to allow you to edit each of them using wacsusermgr. **wacsuserlist** is a bit simplistic and has no search features but should be very usable up to about a hundred users or so. A more advanced version with search, auto-reminder and data analysis features is part of the *WacsPro* toolkit available as a commercial add on from Bevttec Communications Ltd [<http://www.bevteccom.com/>].

## wacsdnlmgr - Wacs Download Manager

The Wacs Download Manager, **wacsdnlmgr** allows the resolution of some of the most common problems with download records. To invoke the download manager for download record 1234, call wacsdnlmgr with wacsdnlmgr/download1234.html. The wacsmodelpage will automatically link to this page for users with role "admin" in the access control lists.

## wacsdnlreg - Wacs Download Registration

This command, introduced in WACS 0.9.1, makes it much easier to create a new set download record. This can either be used to create an identity record which helps with moving sets between installations, or simply to make it easier to unpack sets downloaded from a site that can't be automatically parsed.

## wacsdnllist - Wacs Download Status List

This gives an overview of the current state of the download activity over the last two weeks. It's primarily informational although it does link to the download manager to allow modification of the download records.



## Note

Both **wacsdnlframe** and **wacsdnlnext** are new in Wacs 0.8.4 and are not available in previous releases.

## wacsdnlframe - Wacs Download Frame

For some web sites, due to their security measures, it is not possible to perform an automatic download. For these sites, it is possible to have the Wacs download system parse a saved version of the model's index page to compare the set numbers the system knows about with the new version of the page to see if any new sets have been added. If there are new ones found, in most cases the information found is incomplete - mostly it is missing the actual URL (Web Address) for the downloadable zip or movie file - making the download record incomplete. The **wacsdnlframe** web application splits the web page into two halves - the top half has some input fields; the bottom half has the relevant set page from the site displayed in it.

To make use of **wacsdnlframe** you find the link to the zip or movie file, do a right mouse click on the link and choose **Copy Link Location**. You then move up to the input field in the top half of the page, and simply paste the saved URL into it. You then click on the "Complete Download Record" button and the URL for the set is saved into it's download record and the status updated to show that it is now a complete record and usable for a download.

## wacsdnlnext - Wacs Download Next Prompter

The **wacsdnlnext** command provides a web-based alternative to the standard command line download tool **getarc** by creating a web page containing currently pending downloads. It gives both where a set should be saved and a link to each set to be downloaded. It also provides a tick box which can be ticked when each set has been downloaded - it will then check for the presence of the downloaded files and if they're present, mark the download record as pending unpacking.

The recommended sequence for using **wacsdnlnext** is to select the full pathname where the file should be saved, copy it into the paste buffer, then right click on the link on the archive name and choose **Save Link As** - in the dialog box that pops up, you then paste the destination directory from the paste buffer. Finally you tick the **done** box once the download is complete. Once you've done all the downloads you intend to in this batch, you can click on the **Update To Do List** button at the bottom and the ticked downloads will be checked and if present and of a reasonable size, their download records will be updated to indicate that they have been downloaded.



## Tip

There is no problem with downloading out of sequence. You can do all the images first for instance and then leave the videos running while you do something else. Just tick the ones you've done and **wacsdnlnext** will do the rest.

---

# Chapter 23. Utilities Reference

## Command Line Tools

These tools provide access to some of the newer features in WACS, notably the blogging feature and the content caching features. At present they have no web-based equivalents although this will probably change in a future version of WACS.

### The **wacsblogctl** command

Since WACS 0.9.0, there has been a very simplistic blogging system built into WACS. The main use of it so far has been for the **updatestats** tool to post an article detailing the latest updates but highlighted in a model-centric rather than set-centric way. This behaviour is optional and is configured through the standard wacs configuration file. It is also possible to use the blogging system for other content of a more editorial nature.

It is this more editorial material and getting it into the WACS blogging system that the **wacsblogctl** application is primarily concerned with. You are expected to prepare the material within a normal HTML editor of your choice and then save the resulting article. It is this file that **wacsblogctl** processes and turns into a new blog article. The **wacsblogctl** supports modes of `--load`, `--dump`, `--purge` and `--help`.

When you are composing a blog entry, the first line of your simplistic HTML page will become the title up to the first paragraph break mark, ie `<p>`. All the subsequent text will be the body of the blog entry. You can use all normal HTML directives including tables, font settings, etc and you can include links to wacs apps and icons. You can either give the full URL with any `<img src=` or `<a href=` tags you wish to add e.g. `http://myserver.example.com/cgi-bin/wacs/wacsimg/mini343.jpg` or you can specify it with the standard wacs configuration and menu file notation of `#WACSIMG#/mini343.jpg`.

For more information on how to use this, please see the section called “The **wacsblogctl** Command”.

### The **wacsvidcomb** command

**wacsvidcomb** which is discussed in some detail in the the section called “Content Caching Mechanisms” section of the chapter on Chapter 13, *When Using Wacs For Hosting* provides a database driven simplistic video editor/encoder that creates edited compilation videos from segmented video clips appropriately marked up within the Wacs database.

### The **wacscachectl** command

The **wacscachectl** takes a mode and set number as an argument and prepares cached content for that set within the WACS content caching mechanism introduced in WACS 0.9.1. At present only `--create` is accepted as a mode, and a set number as the argument. For video files, the *cooked* compilation file if needed is expected to have already been created using **wacsvidcomb**. Please see the section on content caching in Chapter 13, *When Using Wacs For Hosting* for more information

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# Chapter 24. Database Population Tools

## Command Line Tools

The task of the database population tool, **wacspop** is to read the XML files which come as part of the distribution and use the contents of those files to populate some of the database tables with some sensible initial values. At present it will create any new records that have not been previously seen but will not update existing records in any way.



### Note

The **wacspop** was new in WACS 0.8.6 and replaced three previous separate commands - **vendpop**, **photpop** and **keywordpop**. It is not 100% compatible with the older files as they had insufficient data in them for a single combined loading program. It is easy enough to convert the files, see the section called “Updating XML Files For **wacspop**” below.

## The wacspop command

There are currently five XML file types that understood by the **wacspop** command and they are:

- vendors.xml- Vendor database initial load
- photographers.xml- Photographer database initial load
- keywords.xml- Keyword database initial load
- attrib.xml- Attributes database initial load
- users.xml- Users database initial load

## vendors.xml - Vendor database initial load

Here **wacspop** reads the vendors.xml file and populates the vendors table with some useful example site (aka vendor) description records. These provide examples on how to configure the automatic download system as embodied in the chkmodel and getarc programmes, and should be directly usable for any of the sites listed as soon as you add an appropriate username, password and subscription expiry date and set the subscription active.

## photographers.xml - Photographer database initial load

Here **wacspop** reads the photographer.xml file and populates the photographer table with some useful example records. These will typically be photographers whose work has been encountered on a number of different websites and who have a “corporate” presence on the web. An initial selection of the most active circa 2011 is included in the XML file.

## keywords.xml - Keyword database initial load

Here **wacspop** reads the keywords.xml file and populates the keyword table with some example keyword settings and priorities. There are about one hundred and fifty entries in the distributed file, which should provide some ideas on how the system works. Basically each keyword has entries for attributes, attire, locations and set types that it may provide clues to - each one of these is scored. The trick is to set the scores such that the presence of a sofa implies it's in a lounge, unless something else which binds stronger is also there. So if a photographer drags a sofa out into a garden for a given shoot, the "Garden" means Garden, Outside and takes preference over the "Sofa" means lounge rule. Take a look at Chapter 4, *Naming Sets In WACS* for more information and also use the **wacskeywordmgr** to have a look at the definitions we have already created for you.

## attrib.xml - Attributes database initial load

This is new one for Wacs 0.9.0 as the attributes table wasn't actually used in any previous release. One of the major changes in Wacs 0.9.0 is that the attributes mechanism is now entirely within the database (apart from some fallback code to keep old programs functioning). This file provides the initial load for all the standard attributes and their icons, a couple of new basic ones and a bunch of so-called new extended ones. As a result of this, it now becomes possible to add new attributes at will while other attributes can be recognised but not used if you so desire.

Unfortunately although we do plan to add a GUI tool to allow editing of the attributes database soon, it wasn't one of the priorities for the WACS 0.9.0 release and so isn't in this release. However if you read the details on the `attrib` schema in the Programming Manual and have basic familiarity with SQL, it's not that hard to add your own new definitions. This should be a marked improvement over the previous versions where adding new attributes involved editing the WACS module source code itself. This is also discussed in significant detail in the Chapter 18, *Customisation* chapter.



### Note

If you loaded the sample data included with the earlier Wacs 0.8.6 release, you may want to delete that entirely as the final versions are somewhat different from those in the pre-release. If you haven't made any changes, the SQL command: `delete from attrib;` followed by a `commit;` and running **wacspop** with the Wacs 0.9.0 file will fix this.

## users.xml - users database initial load

This simple XML file creates three basic user accounts: `root`, `support` and `guest` to allow the initial setup of a WACS system that wishes to use database authentication of users. Please make sure you change the passwords on all three accounts once you have the WACS system operational. Anyone looking at the WACS code will know what these initial passwords are!

They are currently: `root - Svjck981`, `support - uKiFt126` and `guest - freebie`. Leave them unchanged at your peril!

## Updating XML Files For wacspop

With the introduction of **wacspop** the file format of the XML populate files has changed slightly. This is simply down to the need for the file to identify which schema it relates to and is done in the format of the other WACS XML files. The following attributes need to be added:

**Table 24.1. New XML Elements For wacspop**

Variable	Value	Comments
<i>coreschema</i>	vendor	Schema name
<i>version</i>	WACS_POPULATE_VERSION_1 or WACS_POPULATE_VERSION_2	Will be 2 for Wacs 0.9.x onwards, but the tools all cope with both versions 1 and 2 so use the version number that matches the database schema you're using.
<i>revisiondata</i>	09-APR-2011	Date data last updated

At the simplest level, to convert an existing XML populate data file for the vendor database to work with **wacspop**, you edit the file to add these three lines just after the <vendors> line at the top of the file:

```
<coreschema>vendor</coreschema>
<version>WACS_POPULATE_VERSION_1</version>
<revisiondate>30-JUL-2011</revsiondate>
```

---

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