

Photo Upload Options for DerbyNet

Capturing and uploading photos of each of your racers and/or their cars can make your derby event extra special. This document describes some of your options for getting those photos to the server.

The Check-In Page

Use A Webcam

The check-in page includes a photos column; clicking on a photo entry brings up a dialog that attempts to use your attached webcam to capture a picture of the racer or their car. Some browsers don't support this feature; those that do often apply security restrictions.

Chrome

Current Chrome browsers only allow camera access for a web site accessed by https, with the exception that http may be used for localhost. (That is, a browser running on the same machine as the web server can access the camera, even if the connection is not secured by https.)

The Chrome browser prompts the user to grant permission to use an attached camera. *In at least some versions of Chrome, you may not notice the prompt*, which may leave you with the impression that photo capture just “doesn't work.” Look carefully along the upper portion of the window!

Safari

Current Safari browsers only allow camera access for web sites accessed by https. The localhost exception described for Chrome does not apply to Safari.

Older versions of Safari don't include support for HTML5 camera access, so it's necessary to use an Adobe Flash plug-in. More recent versions of Safari require a user click before enabling the Adobe Flash plug-in. Once the plug-in runs, you must then grant permission to access the camera.

Upload A Photo

The same dialog used for capturing photos with a webcam also supports uploading a photo obtained by other means. Just drag the photo onto the dialog, or, alternatively, click on the dialog and choose the file to upload.

Note that uploading a file does not perform check-in for the racer; that still has to be accomplished separately.

The Edit Photo Pages

On both the “Edit Racer Photos” page and the “Edit Car Photos” page, there's a “Drop Files Here to Upload” control in the upper left. Drag and drop pictures onto these controls to upload them to the appropriate directory on the server. Once the pictures are uploaded, assign them to a racer by dragging and dropping.

Automated Photo Uploads

The photostand.sh script, found in the extras¹ folder, shows uploading photos from a shell script. (It works with a barcode reader to run a (possibly self-service) car photo station; see <http://www.derbytalk.com/viewtopic.php?f=25&t=8253>.) Some assembly required, of course.

Use a WiFi-enabled Camera

- Eye-Fi (eyefi.com) and others make wifi-enabled camera cards that can be configured to upload pictures as you shoot. Lots of newer cameras are now wifi-enabled as well, and can be used similarly. It may be necessary to run a manufacturer-provided program or app on the server, in order to receive the pictures. Configure this program to deliver the pictures to the appropriate photo directory(ies) on the server.

¹ On Debian or Raspberry Pi, these files are found under /usr/share/derbynet.