1 OVERVIEW OF THIS QUICK GUIDE FOR RENDERING IMAGES

This document will provide data sources and data recipients with the information to dynamically render images hosted at 1WorldSync, according to your own specifications.

When accessing 1WorldSync-hosted images, the URL can be modified by the user in order to perform operations such as scale, crop, and rotate images. These functions may be useful if you want to display the most up-to-date version of an image (using the URL supplied by the information provider), but render the image according to your own specifications (e.g., to fit within your website pages).

2 HOW ARE IMAGES COMMUNICATED

As part of the product information supported by 1WorldSync, one component of synchronized data is Digital Assets. Digital Assets include content such as product images, videos, warranty documents, and safety data sheets, and are accessed by / hosted at a URL. For example, the URL **https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,100,y,100/** renders the 1WorldSync logo:

A supplier publishes the URL alongside all the other product information via the GDSN publication process. The Digital Asset information is then available via the GDSN (XML) or via the 1WorldSync APIs (JSON).

GDSN CIN XML sample;

```
<tradeItemExternalInformation>
    <fileName>MyImage.jpg</fileName>
    <fileFormatName>jpg</fileFormatName>
    <uniformResourceIdentifier>https://dam.catalog.1worldsync.com/im/dwn/1WS-5756/</uniformResourceIdentifier>
    <fileEffectiveEndDateTime>2015-04-29T00:00:00</fileEffectiveEndDateTime>
    <fileEffectiveStartDateTime>2008-04-29T00:00:00</fileEffectiveStartDateTime>
    <typeOfInformation>PRODUCT_IMAGE</typeOfInformation>
</tradeItemExternalInformation>
```

Product Fetch JSON sample:

```
referencedFileHeader": [
        {
          "referencedFileTypeCode": {
            "value": "PRODUCT_IMAGE",
            "valueDefinition": "referencedFileTypeCodeDefinition"
          },
          "uniformResourceIdentifier": " https://dam.catalog.1worldsync.com/im/dwn/1WS-5756/",
          "fileEffectiveStartDateTime": "2008-04-29T00:00:00",
          "fileName": " MyImage.jpg "
        }
]
```

Which Images can be Dynamically Rendered?
In order for a digital asset to render according to the specifications in this document, the asset must (1) be an image and (2) be hosted at 1WorldSync:

1. Image: GDSN attribute "Type Of Information" = "PRODUCT_IMAGE"
2. Hosted at 1WorldSync: Domain in the URL is 1WorldSync:
   - Production: https://dam.catalog.1worldsync.com/....
   - Pre-Production: https://dam.preprod.catalog.1worldsync.com/....

3 HOW TO RENDER IMAGES

The full URI for 1WorldSync hosted assets will use the following convention
https://dam.catalog.1worldsync.com/im/dwn/1WS-9994/
(where "1WS-9994" is an ID that will be unique for each 1WorldSync-hosted asset).

This URI provided in GDSN and in the APIs will always be a download URI, meaning that when the user access the URI, the user will be asked to download (open or save) the asset.

To render the asset, the URI must be changed to:
https://dam.catalog.1worldsync.com/im/img/1WS-9994/s,x,200,y,200/

If your site or system requires that a file name be used. The following format can also be used to generate the same image as above

https://dam.catalog.1worldsync.com/im/img/1WS-9994/s,x,200,y,200/1WS-9994.jpg

Adding a ".jpg" or ".gif" to the end of the unique 1Worldsync ID and append it to the end of the URL.

> The URI must be changed to the /img/ pattern in order to dynamically render.

4 ADDITIONAL OPTIONS FOR RENDERING IMAGES

4.1 Scaling an Image

The image can be rescaled from its original size. When rendering an image, this is a mandatory parameter. In the below example, the image is rendered at a 200x200 specification.

URL parameter: /s,x,200,y,200/
Where:
S = Scale
X = x-size (in pixels)
Y = y-size (in pixels)
Example:

https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,200,y,200/	https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,100,y,100/

4.2 Rotate an Image

	Rotates an image around its geometrical center. The dimensions of the resulting image may vary from the originating, so that it remains within the same x, y scale. **URL: /r,a,45/** Where: r = Rotate a = angle **Example:** **https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,100,y,100/r,a,45/**

4.3 Flip / Mirror an Image

	Vertical or horizontal flip of the image. **URL: /m,d,v/** Where: m = Mirror d = direction. "v" for vertical flip and "h" for horizontal flip. **Example:** **https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,100,y,100/m,d,v/**

4.4 Change the File Type

	Changes the file type by which the image renders. PNG and JPG are the valid types. **URL: /f,p/or /f,j/** Where: f = file type. "p" for a PNG file and "J for a JPG file **Example:** **https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,100,y,100/f,p/**

4.5   Crop an Image

	Used to render only a specified area of the image. Note that cropping will alter the dimension of the image. **URL: c,x,10,y,10,w,75,h,75/** Where: c = crop x = Pixel x-coordinate of upper left corner of the desired rectangular cut y = Pixel y-coordinate of upper left corner of the desired rectangular cut w = Width in pixel of the desired rectangular cut h = Height in pixel of the desired rectangular cut **Example:** **https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,100,y,100/c,x,10,y,10,w,75,h,75/**

4.6   Round Corners

	URL: /rc,w,50,h,50/cl/ Where: rc = round corners. w = width. (Describes the diameter of the horizontally applied round operation. Must be an integer.) h = height. (Describes the diameter of the horizontally applied round operation. Must be an integer.) cl = clip **Example:** **https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,100,y,100/rc,w,50,h,50,cl/**

4.7 Put an Image in a Box

Place the Image within a box.

URL: /bo,w,300,h,300,b,f60,p,cc/
Where:
bo = box
w = width in pixels
h = height in pixels
b (optional) = background color (hex-RGB)
p (optional) = position (tl, tc, tr, cl, cc, cr, bl, bc, br)
where tl = top left, tc = top center…)

Example:
https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,100,y,100/bo,w,200,h,200,b,f60,p,cc/

4.8 Add text to an image

Superimpose text on the image. The desired text is pixelated in the image.

Where
t= text command
t= text value ("test")
c (optional) = color (hex-RGB)
p (optional) = position (tl, tc, tr, cl, cc, cr, bl, bc, br)
xx (optional) = offset-x (pixel)
oy (optional) = offset-y (pixel)
fs (optiona) = font-size
r (optional) = rotate (degree)
s (optional) = stroke (text outline color in hex-RGB)

Example:
https://dam.preprod.catalog.1worldsync.com/im/img/1WS-9994/s,x,100,y,100/t,t,test,c,f60,p,tl,ox,20,oy,30,fs,30,r,35,s,fff/

5 CONTACT US

In case you face any problem, please reach our Customer Support at
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