

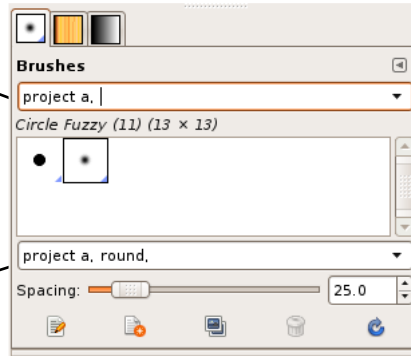
Tagging of Gimp Resources

Quick Introduction

Tagging is a way for a user to take control of Gimp resources: brushes, patterns, palettes, gradients. User should be able to easily organize resource collection according to personal working habits and preferences. Let's see how it works in practice.

Upper tag entry widget is used to query resources which have specific tags. In the screenshot we are only interested in brushes with "project a" tag assigned.

Lower tag entry is used to assign tags to resources. It also displays tags assigned to currently selected resource. Tags are assigned when user confirms her choice by pressing Return key.



Sometimes it is necessary to switch between some tag lists many times. Instead of typing tags each time, recently used tags can be cycled with up and down arrow keys.

When typing tags there is no need to type anything else but tags separated with characters used as separators in sentences - necessary spacing is done automatically.

Navigation and selection

When typing tags, tag entries act as simple text entry boxes. However, when tag is "confirmed" by either typing a separator character (comma, for example), by pressing Return key, etc, they start acting as atomic units.

Pressing backspace selects tag on the left from caret position on the first press and deletes the whole tag on the second press. Delete key acts similarly, but selects tag on the right from caret position.

Clicking anywhere on a tag selects the whole tag. Multiple tags can be selected by dragging selection which includes at least partially tags to select.

Tags can be easily selected with keyboard by using shift + left or right arrow keys. For example, when caret is at the last position, holding shift and pressing left arrow key twice would result in selecting two last tags.

When not clicking inside a tag, but on whitespace area between tags, caret is positioned just before the nearest tag.

project a, simple, round,

Pressing left and right arrow keys navigates between tags.

In order to insert a new tag, just type it and press Return or separator character - whitespace and separators will be added as needed.

Auto completion

Tag entries provide auto-completion for tags. Completion is provided automatically as tags are typed. It works not only at the end of tags list, but anywhere where tags can be inserted.

project

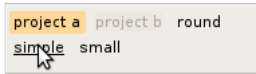
project b

As typing, auto completion suggest completion common to all existing tags. In screenshot, "p" is auto completed to "project" because there are tags "project a" and "project b". Partial completion can be accepted with Right arrow key.

Pressing Tab key cycles all possible completions. In given example, it would offer "project a" and "project b" when pressing repeatedly.

Popup list

Tags can also be selected without using keyboard. Clicking arrow on the corner of tag entry opens popup list.



Clicking tags selects/deselects them. Some tags are insensitive ("project b" in the screenshot), because selecting it would result in an empty list of resources.

Popup list does not close after toggling one tag to allow multiple tag selection. It can be closed by clicking outside the popup list or pressing any key on the keyboard.

There is also a quick selection mode to toggle a single tag. When clicking an arrow which pops up a tag list, the cursor should be dragged on the tag to toggle without releasing the mouse button. When the mouse button is released, the hovered tag is toggled and the popup list is then closed.

Beyond Resource Tagging

There are some additional ideas related to GIMP resource organization. Some of them might be implemented in GIMP in the future.

Multiple resource selection

Currently only one resource (such as a brush) can be selected in a resource list. Therefore, it is difficult to tag multiple resources at once.

Lazy resource loading

Currently GIMP loads all resource files at startup, which takes most of the time at startup. It would be possible to load resources only when needed.

Easy resource package import and export

It would be nice to allow users to share their favorite resources, which could be saved into packages (together with tags assigned to them) and then shared with other users, which could import them.

Integration with online resource sharing communities

There are some websites which allow users to upload their favorite resources in order to share them with others. As there is a way for the application to access such data, it may be possible to integrate such functionality into GIMP.