

Populating XMP using E4X

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This document is the one used for the development of JavaScript & E4X script that can be used to add entries into the XML structure of XMP.

The techniques concentrate in three areas: Setting the **Copyright Status**, **Copyright Notice**, and the **Copyright Info URL**. Obviously, other elements of the XMP can be addressed.

One acquires the metadata using `this.metadata`, which returns a string, and converts it to XML via the `XML` constructor. E4X is then used to add the appropriate elements to the XMP Data, then we save back to the document by converting the XML to a string using the `toXMLString()` method, then assigning this string to `this.metadata`.

Procedure: Enter data in one or more of the fields below, then click the Update XMP button. The underlying JavaScript will update the XMP data structure. To view the changes, click the View Metadata button to obtain the Document Properties dialog box. If needed, select the Description tab and then click the Advanced Metadata button to view the document metadata. You may close out all dialogs and repeat the procedure.

Copyright Status:

Copyright Notice:

Copyright Info URL:

These techniques can be used to develop a batch sequence to populate the copyright fields of the metadata for a collection of documents.