

## MetacatUI - Task #6632

Story # 6716 (Resolved): Production-ready DataONE theme

### Display the Member Node logo in the Metadata View in the DataONE theme

12/16/2014 02:32 PM - Lauren Walker

<b>Status:</b>	Resolved	<b>Start date:</b>	06/01/2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Lauren Walker	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.7.0	<b>Spent time:</b>	0.00 hour
<b>Description</b>			

#### History

##### #1 - 12/16/2014 02:35 PM - Lauren Walker

- Assignee set to Lauren Walker

It might be nice if there was a part of the DataONE API where the logo could be retrieved for each Member Node so the images can be changed independently of the MetacatUI app. Perhaps as part of the /d1/mn MN general information.

##### #2 - 12/16/2014 04:52 PM - Matt Jones

I agree -- I think the node logos and other node metadata should be in the node description document. I have opened a ticket to add a key/value structure to the node descriptions to allow us to dynamically add more (optional) node metadata (see <https://redmine.dataone.org/issues/6711>). If we used a convention for binhexing the logo, they could be uploaded as well to that key/value fields.

##### #3 - 01/21/2015 09:06 AM - Lauren Walker

- Target version changed from 1.7.0 to 1.8.0

##### #4 - 02/26/2015 10:54 AM - Lauren Walker

- Target version changed from 1.8.0 to 1.7.0

Store the MN logos in MetacatUI for now until they can be dynamically retrieved from the DataONE API.

##### #5 - 02/26/2015 11:05 AM - Matt Jones

Logos for all of the existing Member Nodes can be seen online here:

<https://www.dataone.org/current-member-nodes>

And they have URLs like:

<https://www.dataone.org/sites/default/files/member-nodes/logos/DryadLogo.png>

##### #6 - 04/09/2015 09:03 AM - Lauren Walker

- Parent task set to #6716

##### #7 - 06/01/2015 09:21 AM - Lauren Walker

- Status changed from New to Resolved

- Start date set to 06/01/2015

- translation missing: en.field\_remaining\_hours set to 0.0