

Hint which we present this month comes in handy to all of our companies, which have their own fixed points of interest in the form of layers.

Layers Import

Layers allow us to add some additional layers of visual data to the existing map like for example points of gas stations, motels, different areas etc. (Figure 6-8). You can add layer in CSV or SHP (SHP file needs to be packed together with PRJ file) format. In addition, application also allows us to load predefined POIs from the server.

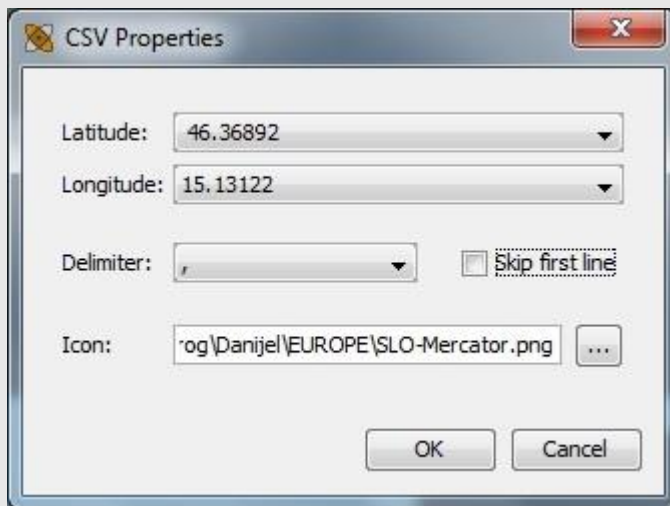
Importing layer into Map window

To import layers first you need to open **Maps** window by selecting **Window > Spatial Data > Maps** option in menu bar and then right-click on desired map where you choose one of following options in pop-up menu.



- Open SHP – by selecting this option you open a window where you select a file in SHP format. In this format you can also load various areas.
- Load POI – by selecting this option you load predefined list of POIs (points of interest) that are based on each company settings.

- Open CSV – by selecting this option you open a window where you select a file in CSV format. After you opened a file another window opens where you determine the correct attributes for latitude, longitude, delimiter that separates the data and check skip first line option if you have attributes description in first line. You can also choose icon that will be used for showing layers points which is completely optional.



Inside **Map** window you then have next options for managing imported layers. You access them by simply right-clicking on the layer.

- Delete – delete layer from the map
- Move Up – moves layer one level higher
- Move Down – moves layer one level lower
- Zoom selected – zooms selected layer on the map
- Import Layer – by selecting this option you import selected layer in the Layers window

Importing Layers into Layers Window

To import layer into the **Layers** window (Figure 6-9) you need to right-click on already imported layer in **Map** window and select **Import Layer** option in pop-up menu. Imported layer in Layer window retains all display settings as they were set in **Map** window. You can also import layer directly to the **Layers** window by using Import CSV () and Import SHP () buttons.

Layers Window

To open **Layers** window select **Window > Spatial Data > Layers** option in menu bar. This window (Figure 6-9) serves as a collector of imported layers. In **Maps** window (**Window > Spatial Data > Maps**) the layers are bonded to one map and disappear after restart of application while the layers in the **Layers** window always remain and can be used on any map.



Delete Layers

If you want to delete the layer from the **Layers** window you need to simply right-click on desired layer and select **Delete** option in pop-up menu.

Zoom Selected

To zoom on layer you need to right-click on it and then select **Zoom selected** option in pop-up menu.

Layer Objects

To open **Layers objects** window you need to select **Window > Spatial Data > Layers** option in menu bar. Window show us all object of any selected layer. Objects usually represent a locations or areas. All objects are displayed in tabular mode with all the attributes of selected layer.

Importing Objects

Main task of this window is to enable you to import individual objects in the form of areas into [Areas](#) window or in the form of locations into [Locations](#) window. You do that simply by right-clicking on one of the selected (you can import more at once) object and then select **Import objects** option in pop-up menu (Figure 6-10). In which window they get imported (**Location** or **Areas**) depends on imported objects type. You can see imported object in their corresponding box where you can adjust their map view.

The screenshot shows a window titled "Layer objects" with a table containing 5 columns: "the_geom", "1", "2", "3", and "4". The table lists several "Point" objects with their respective coordinates and phone numbers. A context menu is open over the third row, showing "Zoom Selected" and "Import objects" options.

| the_geom | 1 | 2 | 3 | 4 |
|----------|--------|--|----------------------|-------------------|
| Point | Hervis | SLO-Celje | Mariborska cesta 100 | +386 (3) 490-3560 |
| Point | Hervis | SLO-Murska Sobota (nakupovalni center BTC) | Nemcavci 1 | +386 (2) 534-1270 |
| Point | Hervis | SLO-Maribor | Pobreska 18 | +386 (2) 320-3980 |
| Point | Hervis | SLO-Jesnice | Fuzinska cesta 8 | +386 (4) 583-6628 |
| Point | Hervis | SLO-Kranj | Zoisova 1 | +386 (4) 236-8450 |
| Point | Hervis | SLO-Velenje | Salek 112 | +386 (3) 898-7470 |

Selected objects

On the map all the selected objects also gets marked. If it goes for locations type objects that got imported through CSV format import without selecting the corresponding icon or SHP import then they get marked yellow on the map. If it goes for CSV imported objects with selected icon then when selected the icon of this objects gets bigger.

Zoom Selected Objects

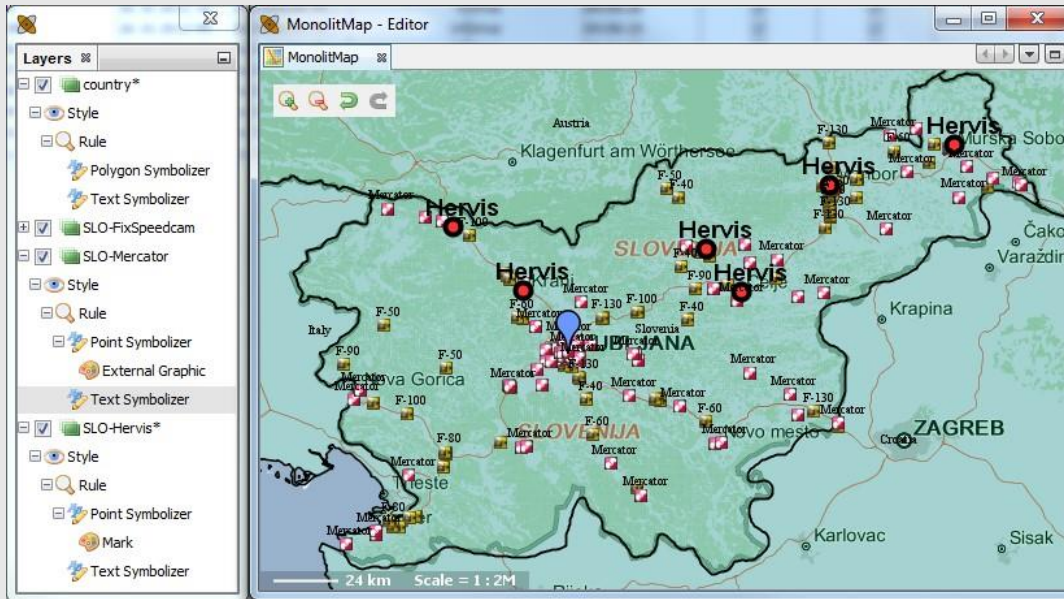
You can zoom on the objects on the map the same way as on most others elements so that you right-click on one of selected objects and then select **Zoom Selected** option in pop-up menu.

Layer Map View

Similar to other elements within application you can even in this case in various ways influence on the display of layers on the map. If you want to hide or show layers you can do it easily by checking the checkboxes to set layers as visible or uncheck them to set them as hidden. For each layer you can click on plus to access to the additional and advance visual settings of individual layer **Style** (Figure 6-11) in both **Layers** and **Maps** window.

Display Settings

When you click on plus on each layer you access to additional settings of that layer. To change these settings you need to right click on them and then select **Properties** option. A new window opens containing all of the additional options for that layer which you can tweak.



- Rule – here you set zoom interval when layer should show up. By default it set from zero to infinity.
 - Max Zoom – upper zoom limit when the layer is still visible
 - Min Zoom – lower zoom limit when the layer is still visible
- Point Symbolizer – this option is seen only if layer is displaying the locations or points and contains display settings for them
 - Gap
 - Opacity – you set percentage of opacity here
 - Rotation – you set rotation angle for shapes and icons that represent the location/point
 - Size – you set the size of icons or shapes that represent the locations/point
- Mark - this option appears only as sub option of Point Symbolizer if you use shapes for displaying location
 - Stroke – you can set shape border in this section
 - Width – border width
 - Color – border color
 - Opacity – you set border opacity here
 - Fill – you set shape fill in this section
 - Color – you set fill color here
 - Opacity – you set fill opacity here

- External Graphic – this option appears only as sub option of Point Symbolizer if you set the icon for displaying locations
 - File – you can change icon used for displaying here and it also show us current path of image.
 - Polygon Symbolizer – this option is seen only if layer is displaying areas and contains display settings for them
 - Stroke – you can set areas border in this section
 - Width – border width
 - Color – border color
 - Opacity – you set border opacity here
 - Fill – you set areas fill in this section
 - Color – you set fill color here
 - Opacity – you set fill opacity here
 - Text symbolize – setting for label of points and polygons
 - Properties
 - Label – here you select which attribute should be displayed in the label
 - Font
 - Size – here you set the size of the labels font
 - Style – here you set the style of the labels (italic, bold)
 - Weight – here you set font weight
 - Family – here you set font family of the label (Calibri, Arial, etc.)
 - Fill – label fill settings
 - Color – here you set color of the labels
 - Opacity – here you set transparency of label
1. At each layer where the changes were sensed the asterisk (*) appears next to layer title. Asterisk disappears after changes are saved.
 2. For your application to be able to remember the changes of settings for each layer you need to click **Save All** button in toolbar before closing the application, otherwise an application warns you about unsaved changes and gives you last chance to save the changes or discard them.

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