



Welcome to **Mappetizer** Help

Manual - Version 3.0

Mappetizer is a tool to convert your GIS data in an interactive SVG mapping project and then publish it on the Web or on CD-ROM/DVD.

Homepage:

www.mappetizer.de

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Infos about the Demo version

The Demo version is a fully functional version of **Mappetizer**, with no restrictions in lifetime. So you can test all the functions without restrictions. The following differences exist between the Demo version and the registered version:

- you will see an information that you use the demo version each time you export your project.
- the note "DEMO" on the map
- the note "Created with Mappetizer by uismedia" as Author- and Copyright-Information
- the note "Created with Mappetizer by www.uismedia.de" (strings) or "-99999" (numbers) or "1800-01-01" (dates) in the XML attribute files (randomly instead of the correct object data). This will have effects on the correct display of object informations and the attribute table.
- Hyperlinks are randomly replaced by the URI of the homepage of Mappetizer (<http://www.mappetizer.com>).

You are not allowed to remove the note "DEMO" from the map and to remove the letters "Created with Mappetizer by uismedia" from the Author- and Copyright-Information.



Purchase Mappetizer

You have different opportunities to purchase **Mappetizer**

Internet

Purchase **Mappetizer** directly on the **Internet**.

E-Mail

You can reach our Sales Team under the following E-Mail **order@mappetizer.de**.

Phone

Our Sales Team is reachable from Monday to Friday from 9:00 a.m. to 6:00 p.m. under the phone number (+49) (0)8161 / 23 28 70.

Mail

Our address is:
uismedia Lang & Müller
Sales Department
Vimystrasse 1B
D-85354 Freising
Germany



SVG

Scalable Vector Graphics, SVG is a graphics file format and Web development language based on XML. SVG is an open standard and has been developed by the World Wide Web Consortium (W3C). The SVG standard is a W3C Recommendation.



SVG enables developers and designers to create dynamically and on the client side high-quality graphics. SVG files are vector files. This means, for the end user a data driven system that is quickly and easily scalable, zoomable and loads much faster in a web browser.

The SVG standard is developed and supported by all major graphics and software companies and organisations, that are web relevant. As for the future, this circumstance will guarantee a broad support regarding import and export filters, as well as converter and viewer development.

Browsers like Opera, Firefox, Internet Explorer 9 and Safari already support SVG natively. For the Internet Explorer (IE8), the user have to install a free browser plug-in (by **Adobe**) to view SVG documents (see **FAQ - Which browsers are supported by Mappetizer?**).



Web mapping and Web GIS

Web mapping is the process of designing, implementing, generating and delivering maps on the World Wide Web. Those maps can be static (just a single image on a page, only created once) but also interactive. This interactivity means selecting different map data layers to view or zooming into a particular part of the map that you are interested in. All this is done while interacting with the web page and a map image that is repeatedly updated, that is created on demand. They are maintained by a web server and a mapping server/program with the management of the underlying map data.

Web GIS is similar to web mapping but with an emphasis on analysis, processing of geodata and exploratory aspects.

Sophisticated tasks of a GIS can be clipping, overlaying, buffering, conversion tools (raster to polygon, feature to raster), generalization, merging, establishing topological relationships, geocoding, routing, modeling (e.g. analyzing patterns, cluster analysis, geostatistics, hydrological models, neighborhood analyses), 3D and surface analyses and animations.

While many of those GIS tasks may change the geometry of the features as well as the underlying database - and really can be seen as a part of a GIS - there also exists many tasks, which can better be described as an Information GIS. Those tasks can be visualizing data and navigating (already discussed as a part of web mapping) but also more interacting with the map: identifying features on the map, hyperlinking, map tips, measuring distances and areas, selecting features by attributes, creating statistics and having other kind of visualization of data (e.g. graphs, charts and attribute tables including the linking to the features on the map).

Within the wide range of working with GIS we see within those tasks an excellent use of SVG technology.



What is Mappetizer?

Mappetizer is a tool to convert your GIS data in an interactive SVG mapping project and then publish it on the Web or on CD-ROM/DVD. To display your project, you do not need any additional software on your web server. You can look at it with any web browser, which supports SVG natively or with a plugin.

A typical SVG mapping project has several components, like a map, a legend, an overview map, scale bar and might look like in Fig. 1. Beside the display of these components, it also provides different interactivities like identifying features, reporting attribute table, measuring distances. You might have a look on different examples on our homepage <http://www.mappetizer.de>.

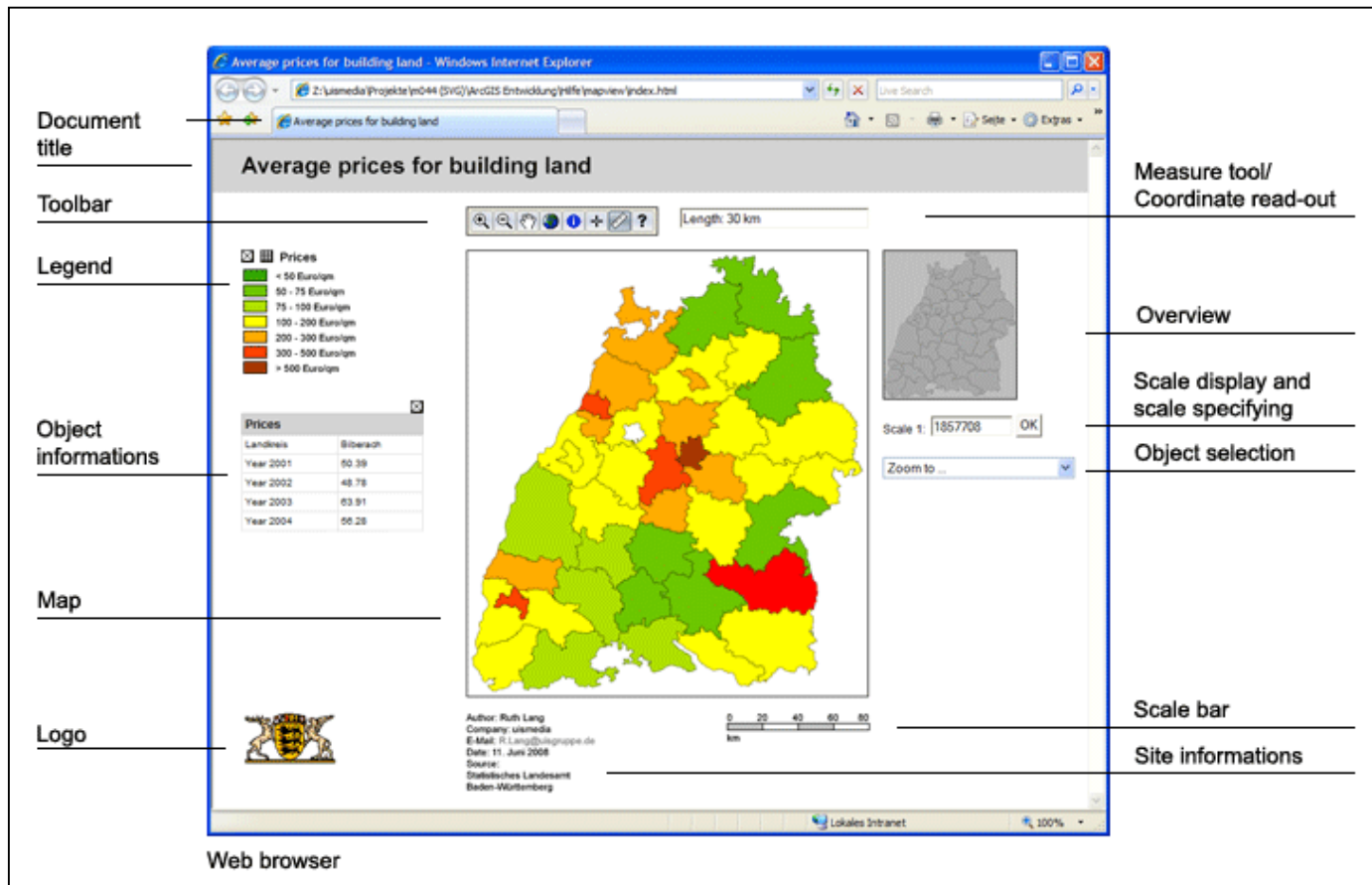


Fig. 1

Range of Application

- Creation of cheap GIS working places
- Cost-saving delivery of GIS-data
- Cost-saving publication of interactive mapping applications on the Internet

Functionalities

- Turn on and off individual layers
- Report object information of layers
- Report attribute table of layers
- Query manager
- Mapscale dependent view of layers
- View the SVG mapping project in an individual scale
- Links for E-Mail and other URL-addresses (internal and external links)
- MapTips
- Scale bar and overview map
- Coordinate Read-out

- Measuring distances
- and more ...

Mappetizer supports vector based feature data and image data. Image data are displayed in GIF, PNG or JPEG format in the Web Browser. All vector based features and all text features are converted into SVG and are infinitely zoomable without losing cartographic quality.



Elements of geographic information

Features - points, lines, and polygons

Geographic features are representations of objects located on the surface of the earth. Geographic features can occur naturally (such as rivers and vegetation), can be constructions (such as roads, pipelines, and buildings), and can be subdivisions of land (such as counties, political divisions, and land parcels).

Geographic features are most commonly represented as points, lines, and polygons (Fig. 1).

Points define discrete locations of geographic features which are - at a given scale - too small to be depicted as lines or areas, such as well locations, telephone poles, or trees. Points can also represent locations such as address locations, GPS coordinates, or mountain peaks.

Lines represent the shape and location of geographic objects which are - at a given scale - too narrow to depict as areas (such as streets and streams). Lines are also used to represent features that have length but no area such as contour lines and administrative boundaries.

Polygons are enclosed areas (many-sided figures) that represent the shape and location of homogeneous features such as states, counties, parcels, soil types, and land use zones.

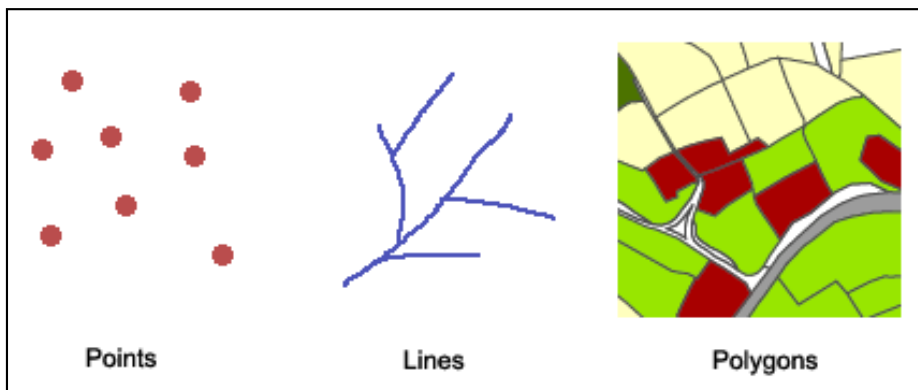


Fig. 1

Attributes

Geographic features include descriptive informations, like:

- Soil maps with different attributes describing the type of soil, e.g. amount of humus, soil texture, geology, productivity
- Streets with their names and their category.

In a GIS, descriptive attributes are organized into tables (Fig. 2), which are based on a series of simple, essential relational database concepts. Key relational concepts include:

- Tables contain rows:
Each record is a row (tuple) in a table.
- Each row has a specific amount of attributes, the columns of the table. Each row would provide a data value for each column.
- All rows in a table have the same columns.
- Each column has a type, such as integer, decimal number, character, date, and so on.
- A unique key is a kind of constraint that ensures that an object occurs in at most one tuple in a given relation. Keys can include more than one attribute. Examples are FIPS codes, parcel no.
- A series of relational functions and operators (SQL) is available to operate on the tables and their data elements.

Key	Attributes				
	Flur-Nr.	Fläche	Bodenart	Entstehung	Bodenzahl
Record	767	10728.17073	sandiger Lehm	Diluvialboeden	48
	764	8631.56037	sandiger Lehm	Diluvialboeden	57
	764	5615.71709	sandiger Lehm	Diluvialboeden	64
	759	17940.37512	st. lehm. Sand	Diluvialboeden	38
	101	989.78838	Lehm	Diluvialboeden	48
	777	1862.30474	sandiger Lehm	Diluvialboeden	58
	186	1581.53138	Lehm	Diluvialboeden	66
	759	10931.6152	st. lehm. Sand	Diluvialboeden	46
	696	1248.34589	Lehm	mittl. Beding.	48
	681	475.39144	sandiger Lehm	Diluvialboeden	46

Fig. 2

Aerial imagery

Aerial imagery is a raster data structure obtained from various sensors carried in satellites and aircraft. Imagery is managed as a raster data type composed of cells organized in a grid of rows and columns. In addition to the map projection, the coordinate system for a raster dataset includes its cell size and a reference coordinate (usually the upper left or lower left corner of the grid).

These properties enable a raster dataset to be described by a series of cell values starting in the upper left row. Each cell location can be automatically located using the reference coordinate, the cell size, and the number of rows and columns.



Fig. 3



Glossary

alias

An alternative name specified for fields, tables, files, or datasets that is more descriptive and user-friendly than the actual name.

attribute

Nonspatial information about a geographic feature in a GIS, usually stored in a table and linked to the feature by a unique identifier. For example, attributes of a river might include its name, length, and sediment load at a gauging station.

attribute table

A database or tabular file containing information about a set of geographic features, usually arranged so that each row represents a feature and each column represents one feature attribute.

distance unit

The unit of measurement for distance, such as feet, miles, meters, and kilometers.

feature

A representation of a real-world object on a map. point feature, polyline feature, Polygon-Feature

point feature

A map feature that has neither length nor area at a given scale, such as a city on a world map or a building on a city map.

polyline feature

A digital map feature that represents a place or thing that has length but not area at a given scale, such as a river on a world map. A polyline feature may have one or more parts.

polygon feature

A map feature that bounds an area at a given scale, such as a country on a world map or a district on a city map.

feature layer

A layer that references a set of feature data. Feature data represents geographic entities as points, lines, and polygons.

field

A column in a table that stores the values for a single attribute.

image data

Data produced by scanning a surface with an optical or electronic device. Examples include remotely sensed data (for example, satellite images), and aerial photographs. An image is stored as a raster dataset of binary or integer values that represent the intensity of reflected light, heat, or other range of values on the electromagnetic spectrum.

label

In cartography, text placed on or near a map feature that describes or identifies it.

layer

The visual representation of a geographic dataset in any digital map environment. Conceptually, a layer is a slice or stratum of the geographic reality in a particular area, and is more or less equivalent to a legend item on a paper map. On a road map, for example, roads, national parks, political boundaries, and rivers might be considered different layers.

legend

The description of the types of features included in a map.

line

On a map, a shape defined by a connected series of unique x,y coordinate pairs. A line may be straight or curved.

map unit

The ground unit of measurement - for example, feet, miles, meters, or kilometers - in which coordinates of spatial data are stored.

metadata

Information that describes the content, quality, condition, origin, and other characteristics of data or other pieces of information. Metadata for spatial data may describe and document its subject matter; how, when, where, and by whom the data was collected; availability and distribution information; its projection, scale, resolution, and accuracy; and its reliability with regard to some standard. Metadata consists of properties and documentation.

point

A geometric element defined by a pair of x,y coordinates.

polygon

On a map, a closed shape defined by a connected sequence of x,y coordinate pairs, where the first and last coordinate pair are the same and all other pairs are unique.

record

A set of related data fields, often a row in a database, containing all the attribute values for a single feature.

scale

The ratio or relationship between a distance or area on a map and the corresponding distance or area on the ground, commonly expressed as a fraction or ratio. A map scale of 1:10,000 means that one unit of measure on the map equals 10,000 of the same unit on the earth. In theory a digital dataset doesn't have a scale, for this the resolution is important, the detail with which a map depicts the location and shape of geographic features.

scale bar

A map element used to graphically represent the scale of a map. A scale bar is typically a line marked like a ruler in units proportional to the map's scale.

symbol

A graphic used to represent a geographic feature or class of features. Symbols can look like what they represent (trees, railroads, houses), or they can be abstract shapes (points, lines, polygons) or characters. Symbols are usually explained in a map legend.

symbolology

The set of conventions, rules, or encoding systems that define how geographic features are represented with symbols on a map. A characteristic of a map feature may influence the size, color, and shape of the symbol used.

unit of measure

A standard quantity used for measurements such as length, area, and height.



System requirements

Free disk space	35 MB
Operating system	Microsoft Windows XP / 2003 / Vista / Windows 7
.NET Framework	.NET Framework 3.5 or newer
Additional Software	Internetbrowser with SVG support

Installation

Before you can use **Mappetizer**, you must install the program on your computer. The setup, which runs under Microsoft Windows, does the following things for you:

- Creates all necessary folders on your hard disc.
- Copies all needed files into the intended folders.
- Creates the **Mappetizer** group in the Start menu.

Start the installation program of Mappetizer. The installation dialog box appears. Follow the directions on the screen to setup the program. During installation you must accept the licence requirements of MapViewSVG. On this screen you can also print out the licence requirements. The installation program now ask you for the installation path. After that all necessary files are copied into the folder you have choosen. If you have administrator rights you can choose whether you want to install the software for you only or for all users. After the installation you can find further informations under the **Mappetizer** group in the Start menu.

In addition to **Mappetizer** the GDAL/OGR software libraries are installed, Licence requirements of **Mappetizer** are not valid for these program.

If you want to uninstall **Mappetizer**, you can do it with the program "Uninstall" under the **Mappetizer** group in the Start menu or you can use "Add/Remove Programs" respectively "Programs and Features" in Control Panel.

.NET Framework

Mappetizer needs Microsoft .Net Framework 3.5 or newer. The Mappetizer installation program looks automatically whether you have already installed the .Net Framework. If the framework is missed, then you are requested to download this software library. The latest version of the .Net Framework can be downloaded from the **Microsoft download page**.

Dojo Toolkit

Mappetizer uses the open source modular JavaScript library Dojo Toolkit (<http://www.dojotoolkit.org>). Specific templates also take use of the Dojo widgets system, which are prepackaged components of JavaScript code, HTML markup and CSS style declarations that can be used to enrich websites with various interactive features that work across browsers. To get access, you have to link in your index.html file to this JavaScript library. By default Mappetizer references a CDN to pull Dojo from there (<http://o.aolcdn.com/dojo/1.4/>).

SVG support

If you use a modern browser then you have no need to install additional software to see your SVG maps in web browser. If you use Microsoft InternetExplorer 8 or older you need the free plugin **Adobe SVGViewer** to see your SVG maps.

If you use one of these plugins the first time with Microsft InternetExplorer 6 or higher you will be asked to allow the use of this

ActiveX component. Please allow this to see your SVG map. This message then never comes again.
If you use a html file with SVG locally you see each time the following message

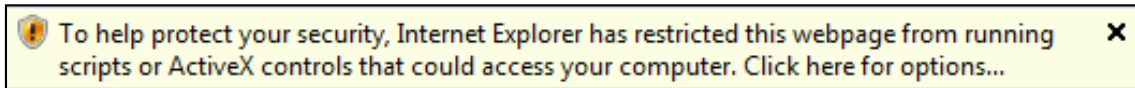


Abb. 1

To prevent this message please do the following:

- Choose menu point Tools->Internet Options
- Use tab Advanced
- Check "Allow active content to run in files on My Computer" under Security options
- Restart the Microsoft Internet Explorer



Licensing

If you do not have licensed the software, you can use **Mappetizer** in **demo mode**.

After purchasing a commercial license you can use the software as a full version without installing the software again. For this purpose choose in the menu bar **Help** and there the menu point "Activate Product..". Enter the path to your license file (mappetizer_lic.bin). You will be informed if licensing was successful.

You can choose between reregister the software or displaying current license informations, if you have already registered **Mappetizer**. You need administrator rights for activating the product, if you have installed **Mappetizer** "For All Users". If you use Microsoft Vista it could be needed that you restart **Mappetizer** with administrator rights (Run as administrator).



Mappetizer

Files which are created in **Mappetizer** are stored on your hard disk. When you save the settings you have made in **Mappetizer**, it will automatically append a file extension (.mpx) to your document name. You can work with an existing .mpx by opening it in Windows. This will start a **Mappetizer** session for that .mpx document.

A **Mappetizer** file document contains all informations, which are necessary to export your data in a SVG mapping project. These are on one hand informations about the layers as well as informations about the SVG project itself.



Working area

The working area includes the **Menu bar**, the **Navigation Pane**, and the **Status bar** (Fig. 1).

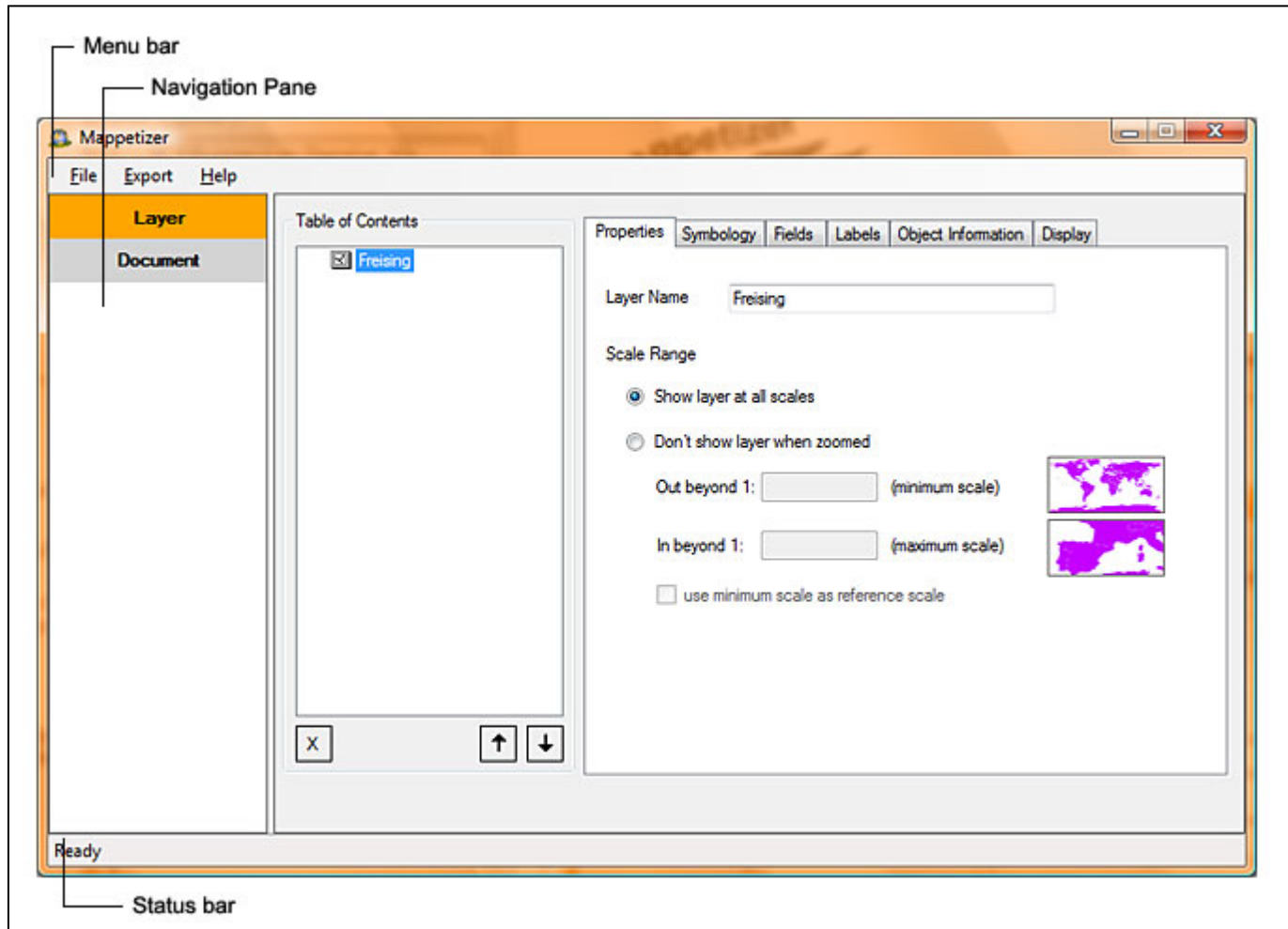


Fig. 1

Menu bar

The menu bar provides different menus like **File**, **Export** and **Help**.

Navigation Pane

The Navigation Pane on the left side in the **Mappetizer**-window consists of two buttons, **Layer** and **Document**. You can easily switch between them by clicking on one of the buttons.

Layer

Geographic information is displayed on a map as layers; each layer represents particular types of features such as cities, lakes, and highways. Layers are listed in the table of contents. Beside the geographic informations, maps also includes symbols and labels. You may set the properties for each layer at this point.

Document

In addition to the layer properties, the SVG project itself has also some properties. You may set at this point the extent of the map, the positioning of the map elements as well as other matters.

Status bar

The Status bar in the lower left corner of the window conveys the progress of an export.



Supported file formats for geographic datasets

DXF

DXF (Drawing Interchange Format) is a CAD data file format developed by Autodesk for enabling data interoperability between AutoCAD and other programs.

ESRI shapefile format

The ESRI Shapefile is a popular geospatial vector data format for geographic information systems software. It is developed and regulated by ESRI as a (mostly) open specification for data interoperability among ESRI and other software products.

Special characters in dBase tables (.dbf) and Shapefiles

It could be that special characters coming from the attribute table, are not displayed correctly in [Mappetizer](#). You can fix this by doing the following:

- create (ASCII) a text document,
- put in the text of your codepage expl 850
- rename the file (same name as shapefile, .cpg as extension)

For displaying text the codepage will be read from the cpg file.

MIF/MID MapInfo Vector Interchange Format

MapInfo Interchange Format is a map and database exporting file format of MapInfo software product.

MapInfo TAB Format

The MapInfo TAB format is a popular geospatial vector data format for geographic information systems software. It is developed and regulated by MapInfo as a proprietary format.

GML (Open Geospatial Consortium's GML Interchange Specification)

The Geography Markup Language (GML) is the XML grammar defined by the Open Geospatial Consortium (OGC) to express geographical features. GML serves as a modeling language for geographic systems as well as an open interchange format for geographic transactions.

GPX

GPX, or GPS Exchange Format is an XML schema designed for transferring GPS data between software applications. The format is open and can be used without the need to pay licence fees.

Raster

Supported formats are TIFF, JPEG, GIF and PNG.



Getting started

1. You can access **Mappetizer** from the Start button on the Windows taskbar.

Starting Mappetizer from the Start menu

1. Click the **Start** button on the Windows taskbar.
2. Point to **Programs**.
3. Point to **Mappetizer**.
4. Click **Mappetizer**.

You can also start **Mappetizer** by opening an existing document. Double-click a document in Windows Explorer to launch **Mappetizer**.

2. After you start **Mappetizer** only **Layer** will be enabled in the Navigation Pane.
Add one or more layers in the **Table of Contents**.
3. Click the **Document** button in the Navigation Pane and set the **Map Unit** of your spatial data.
4. Set the properties, symbology, labels etc. for each **Layer**.
5. Set the properties of your **Document**.
6. Check your settings in the map preview window (needs .NET 3.0).
7. Make an **Export** of your project.
8. **Save** your settings for further exports.
9. **Exit Mappetizer**.



Menu bar

The menu bar provides access to different functions.

File

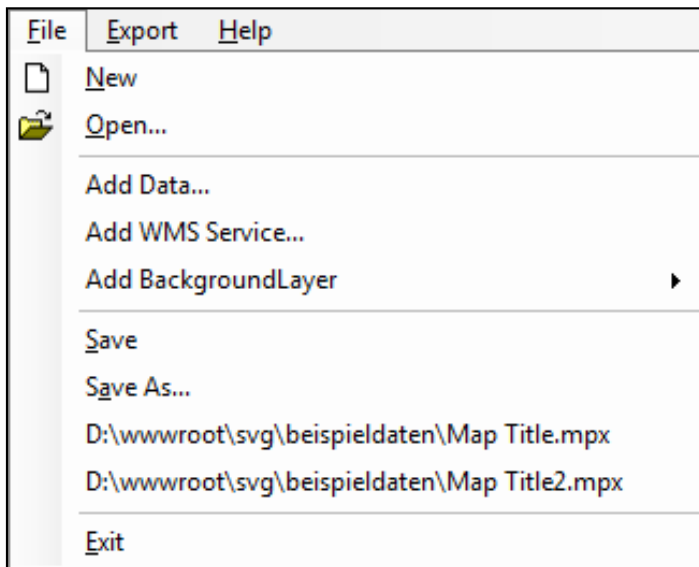


Fig. 1

New

Creates a new **Mappetizer** document.

Open...

Opens an existing **Mappetizer** document.

Add Data...

Add layers to your map, select one or more files (layers) from the file dialog.

Add WMS Service...

Adds a WMS Service to your map.

Add BackgroundLayer

Adds one or more background layers (OpenStreetMap, World Imagery or other WMS Services) to the map.

Save

Saves the current **Mappetizer** document.

Save As...

The Save As command allows you to save your current **Mappetizer** document with a new name or file location. When you use the Save As command, the new Save As document is loaded as the current document in the application.

Exit

Exits **Mappetizer**.

Export

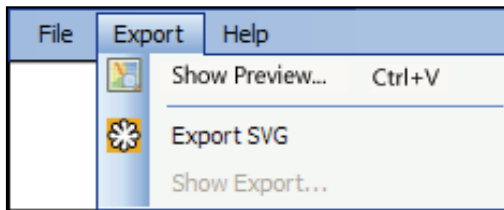


Fig. 2

Show Preview

Shows the project in a preview window (needs .NET 3.0). More information can be found in chapter **Map preview**.

Export SVG...

Creates an interactive SVG mapping project from your data.

Show Export

Opens the web mapping application in the browser.

Help

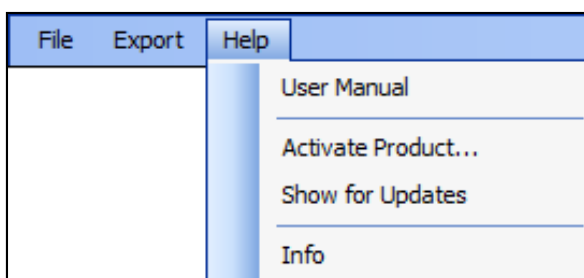


Fig. 3



Layer

Click the **Layer** button in the Navigation Pane to add a layer to your SVG mapping project or to change the properties for the layers.

The **Table of Contents** lists all the layers on the map (Fig. 1), the icon on the left side shows what the features in each layer represent (point, line, polygon or raster). The order of layers within the table of contents determines their drawing order on the map. The layers at the top draw on top of those below them.

Thus, you'll put the layers that form the background of your map at the bottom of the table of contents and the layers to which you want to draw the map reader's attention at the top. A typical map might have an image near the bottom. Next, comes polygon features, followed by line and point features on the top.

Note:

Mappetizer does not project your data. For this only data of the same projection are correctly drawn on each other.



Fig. 1

Adding a layer to a map

1. Click in the **menu bar File** and **Add Data...**
2. Select one or more files (layers) from the file dialog.

When you add a new layer to your map, it will list itself in the table of contents in the order point layer, line layer, polygon layer and raster. When adding a new layer, it will automatically be placed above others of the same type. For example, a new line feature will be placed above other line features.

Add WMS Service

Adds a WMS Service to your map. For correct display your data has to be in the coordinate system of the chosen Web Service.

1. Click in the menu bar **File** and **Add WMS Service...** and type in the name of the Web Service and the layer, e.g. http://imsortho.cr.usgs.gov/WMS_Capabilities/USGS_EDC_Ortho_NAIP_Grid/capabilities_1_3_0.xml?Layers=DOP
2. Select the layer in the table of contents and click the tab **WMSLayer** (Fig. 2).

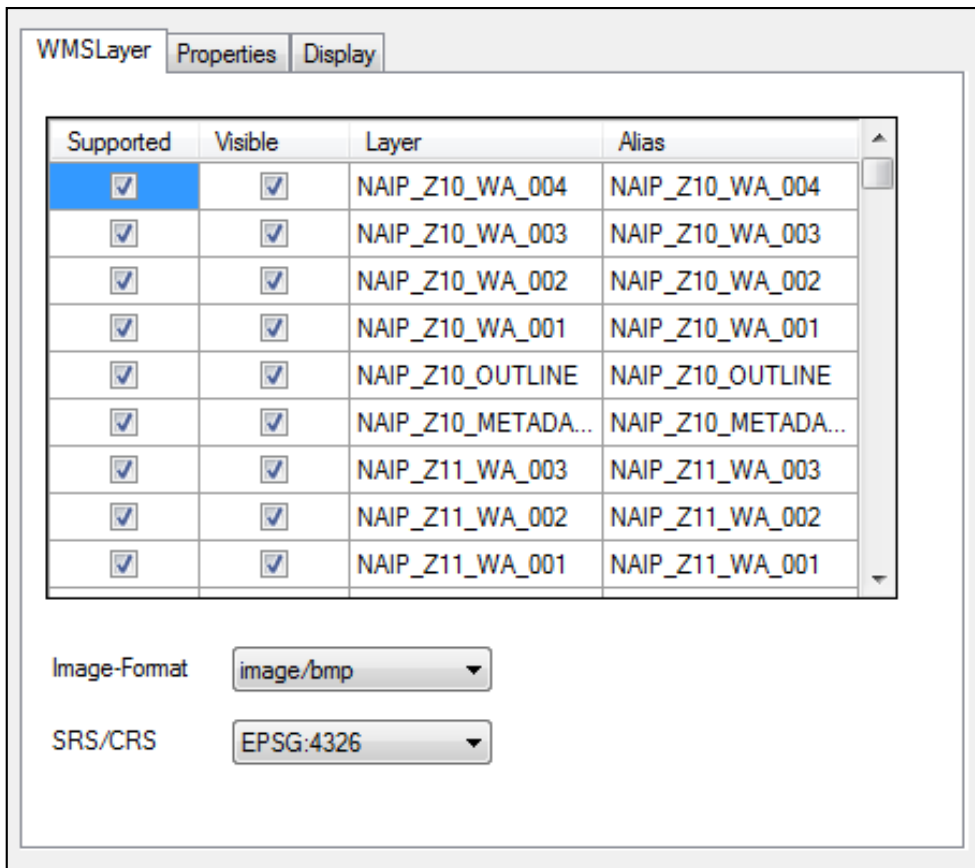


Fig. 2

3. Click on the check box in the **Visible** column, to export the layer (checked) or not (unchecked).
4. Click a name in the **Alias** column and type the layer alias you want if you want to change the default name in the legend.
5. Choose the appropriate **Image-Format** in the drop-down list.
6. Choose the appropriate **SRS/CRS** (coordinate reference system) in the drop-down list.

Add background layers

Fügt ein oder mehrere Layer als Hintergrundlayer hinzu. Über eine Auswahlliste in der Toolbar sind die einzelnen Layer in der Web-Applikation wählbar.

1. Click in the menu bar **File** and **Add BackgroundLayer**.
2. **OpenStreetMap:** Adds **OpenStreetMap** as a background layer. For this your data has to be in the coordinate system "WGS 1984 Web Mercator".
GPX files and data with a projection file WGS 1984 will be converted automatically.
3. **World Imagery:** Adds **World Imagery** as a background layer. For this your data has to be in the coordinate system "WGS 1984 Web Mercator".
GPX files and data with a projection file WGS 1984 will be converted automatically.
4. **WMS Service...:** Adds a WMS Service to your map. Type in the name of the Web Service, e.g. For correct display your data has to be in the coordinate system of the chosen Web Service. Fügt als Hintergrundlayer einen WMS Service hinzu. Geben Sie die entsprechende URL und den Layer an, z.B. <http://www.geodaten.bayern.de/ogc/getogc.cgi?Layers=DOP>
Für eine korrekte Darstellung müssen Ihre Daten im betreffenden Koordinaten-System des jeweiligen WMS-Services vorliegen.

Removing a layer from a map

1. Select the layer you want to remove in the table of contents.
2. Click the **X** button below the list.

How to move a layer to change its drawing order on the map

1. Select the layer you want to move in the table of contents.
2. Click on the up arrow to move the layer further up the list, click on the down arrow to move the layer further down the list.

Layer preview (needs .NET 3.0)

1. Select the layer and click right mouse button.
2. Choose **Show layer preview...** to see the preview of this layer
3. You can also double click on the layer to see the the preview window

Now you can change further properties for your layers, which are subdivide into the following tabs:

Properties

Symbology

Fields

Labels

Object Information

Display



Properties

To change the properties of a layer, select it in the table of contents and click the tab **Properties** (Fig. 1).

Layer name

Displaying layers at certain scales

The screenshot shows the 'Properties' dialog box for a layer named 'cities'. The dialog has several tabs: 'Properties', 'Symbology', 'Fields', 'Labels', 'Object Information', and 'Display'. The 'Properties' tab is active. It contains a 'Layer Name' text box with the value 'cities'. Below this is the 'Scale Range' section, which includes three radio buttons: 'Show layer at all scales' (selected), 'Don't show layer when zoomed', and 'Out beyond 1:'. The 'Out beyond 1:' option has a text box for the minimum scale and a world map thumbnail. The 'In beyond 1:' option has a text box for the maximum scale and a zoomed-in map thumbnail. At the bottom, there is a checkbox for 'use minimum scale as reference scale'.

Fig. 1

Layer name

The name of the layer will be shown in the legend (Fig. 2). To change the name of the layer, type in the name in the text box.

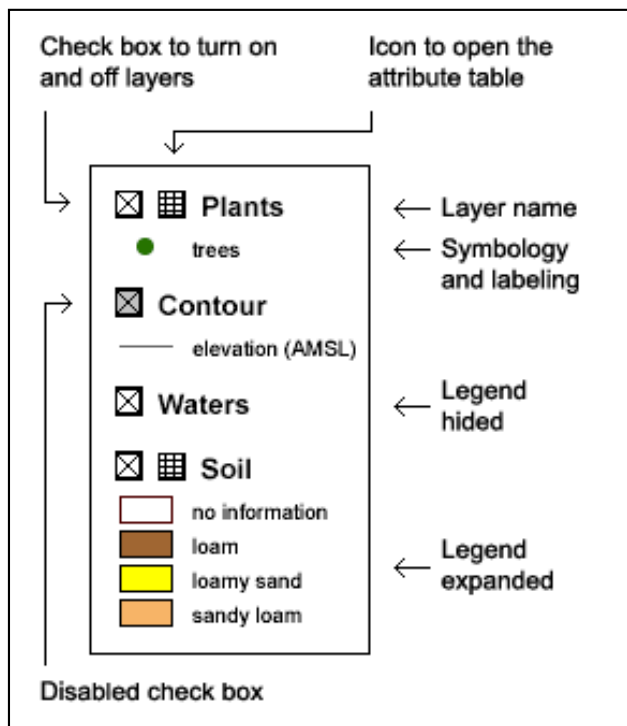


Fig. 2

Displaying layers at certain scales

Layers can be set to automatically display only within the appropriate scale. Whenever the scale of the map is outside the layer's visible scale range, the layer will not draw. The ability to set the scale range for a layer's visibility is useful because you can progressively display more detailed layers as you zoom in on an area. If a layer isn't drawing because it has a visible scale range set, the check box in the legend will be disabled and be grayed out (Fig. 2).

Note:

To define a minimum visible or maximum visible scale for a layer you have to define a **map unit** in your document.

Setting the minimum or maximum visible scale for a layer

1. Click **Don't show layer when zoomed**.
2. Type a **minimum scale** for the layer. If you zoom out beyond this scale, the layer will not be visible.
3. Type a **maximum scale** for the layer. If you zoom in beyond this scale, the layer will not be visible.
4. Check **use minimum scale as reference scale** to apply all symbology size settings to this map scale. If this option is unchecked then all symbol sizes apply to map scale at full extent.

Clearing a layer's visible scale

1. Click **Show layer at all scales**, if you want to clear the minimum and the maximum visible scale, or
2. Clear the entry for the minimum scale and/or the maximum scale.

Symbology

An important decision will be, to determine how your data will be displayed on your map. The informations of a layer - depending on its type - can be symbolized in different ways. Knowing what type of data you have, and what you want to show, will help you determine how to represent your data in your map. If you only want to know where people live, it might be adequate, to use a single symbol to represent cities. Beside this, you may display your layer more complex. A population map, for example, might use different marker sizes to represent different amounts of people. Larger circles could represent cities with larger populations (Fig. 1). When displaying your data, the legend will be tightly linked to your map, as the legend explains the underlying symbology.

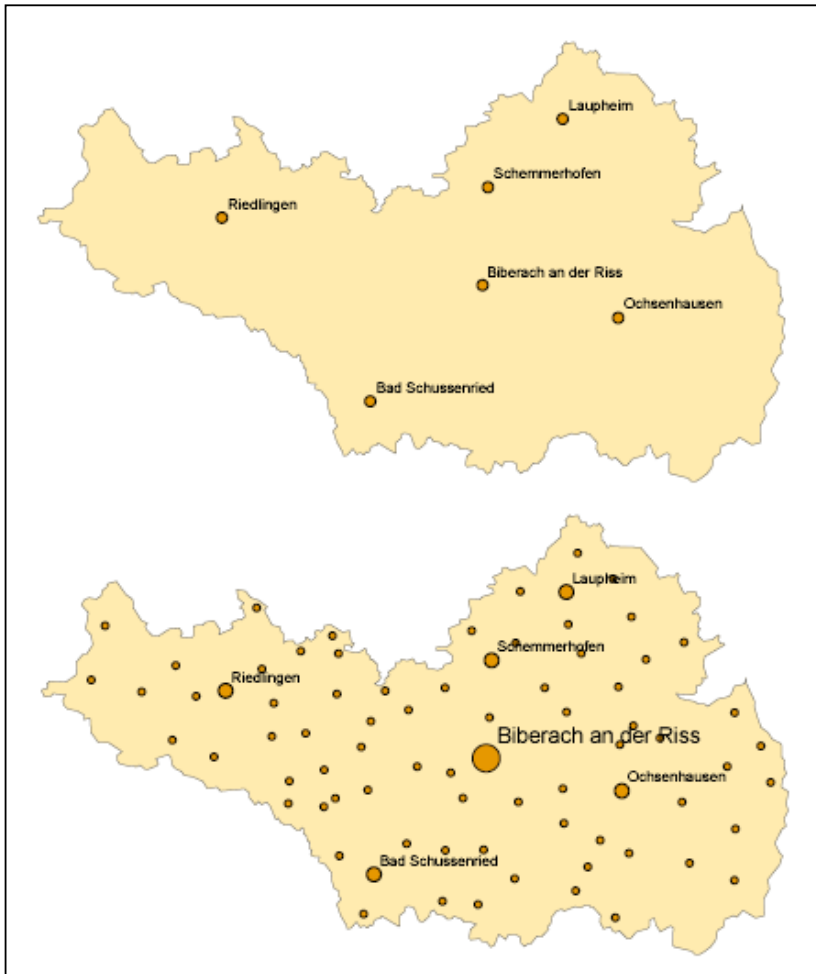


Fig. 1

[Mappetizer](#) allows you different ways to symbolize your data. To change the symbology of a layer, select it in the table of contents and click the tab **Symbology**.

Drawing all features with a single symbol

Drawing features to show categories

Drawing features to show quantities

Drawing all features with a single symbol (legend type Single symbol)

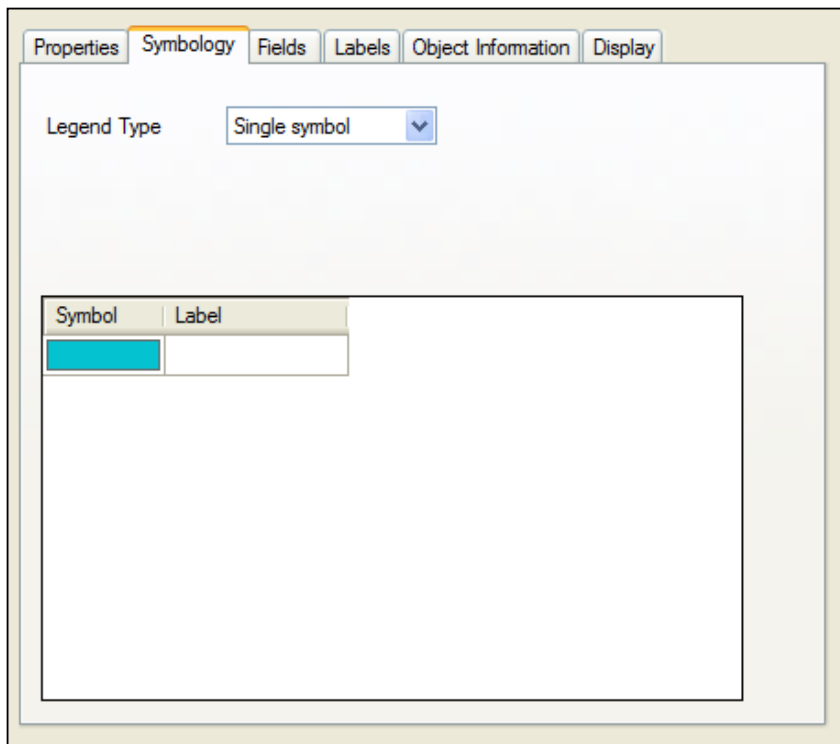


Fig. 2

In this case all features of a layer are drawn with the same symbol (Fig. 3). When you add a new layer, the symbology will be a single symbol by default and there will be no label for the feature (Fig. 2).

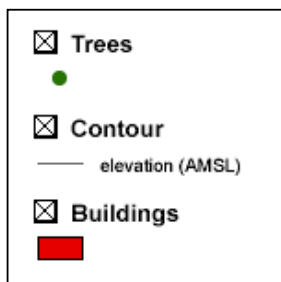


Fig. 3

How to draw a layer using a single symbol

1. Choose **Single symbol** as the legend type in the drop-down list (Fig. 2).
2. Double-click the symbol to change specific properties of the symbol in the symbol dialog box (Fig. 4). Click OK on the symbol dialog box.
3. Type a label for the feature. The label appears next to the symbol in the legend (Fig. 3).

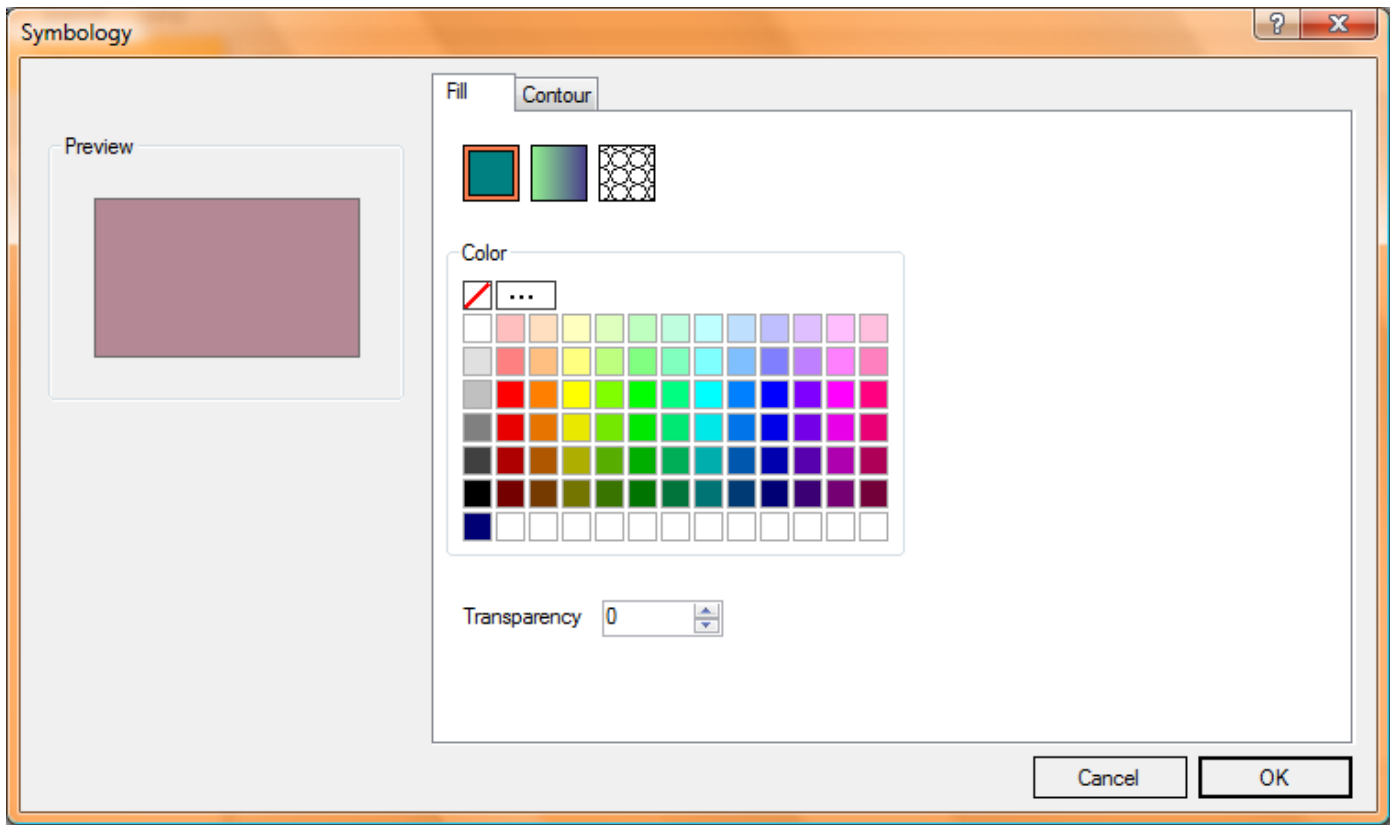


Fig. 4

Drawing features to show categories (legend type Unique values)

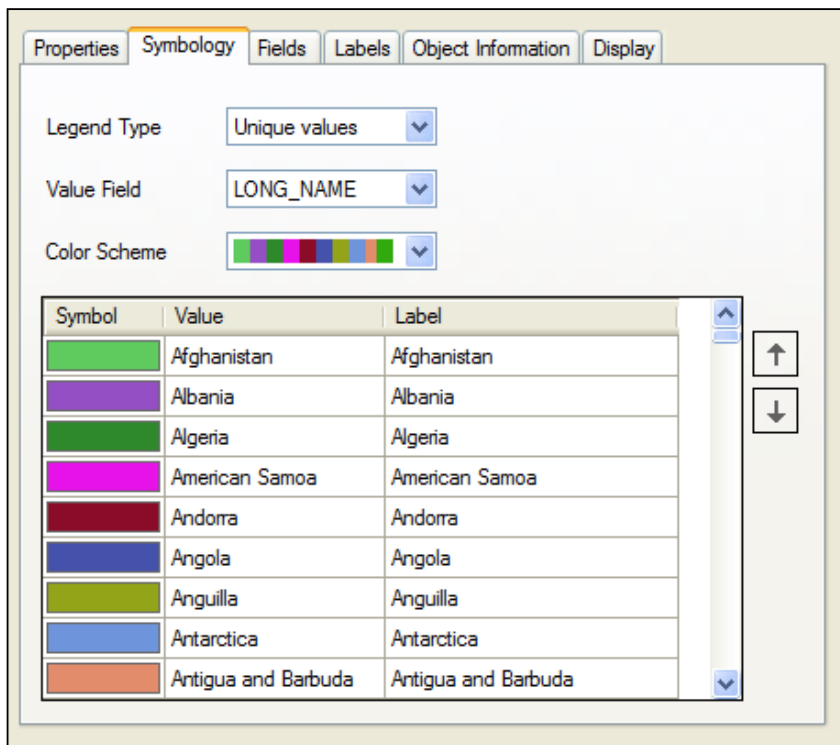


Fig. 5

On a unique values map, you draw features based on an attribute value, or characteristic, that identifies them. For example, on a land-use map, each land-use type (like agriculture, forest, residential) could be drawn with a specific color (Fig. 6).

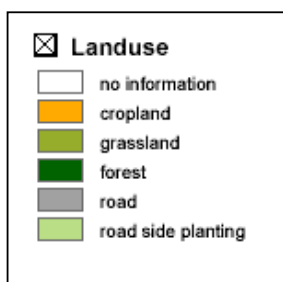


Fig. 6

Drawing a layer showing unique values

1. Choose **Unique values** as the legend type in the drop-down list (Fig. 5).
2. Click the **Value Field** drop-down list and choose the field that contains the values you want to map.
3. Click the **Color Scheme** drop-down list and choose a color scheme.

Changing symbols and labels

1. To change specific properties for all symbols click on the **Symbol** column and open a context menu with right-click. Choose **Properties for all symbols**. Change specific properties of the symbol in the symbol dialog box. Click OK on the symbol dialog box.
2. To change specific symbols, double-click the symbol. Change specific properties of the symbol in the symbol dialog box. Click OK on the symbol dialog box.
3. Click a label in the **Label** column and type the label you want if you want to edit the default label so more descriptive labels appear in your legend.

Sorting the unique values

1. Click the **Value** column and open a context menu with right-click. Click **Reverse Sorting** to reverse the alphanumeric sorting of the entire list of classes.

Ordering unique values

1. Click the value you want to move up or down in the list.
2. Use the up and down arrows to change the position of the value in the list.

Combining two or more categories into one

1. Click the first of the values you want to combine. Hold down the Shift or Ctrl key and click the additional values that you want to combine.
2. Right-click the values and click **Group Values**. The selected values will now be combined into one category.
3. Click the label in the **Label** column and type the label you want if you want a more descriptive label to appear in your legend.

Ungrouping combined categories

1. Click a combined category in the scrolling list.
2. Open the context menu with right-click and choose **Ungroup Values**.
3. Click the label in the **Label** column and type the label you want if you want a more descriptive label to appear in your legend.

Drawing features to show quantities (legend type Graduated colors or Graduated symbols)

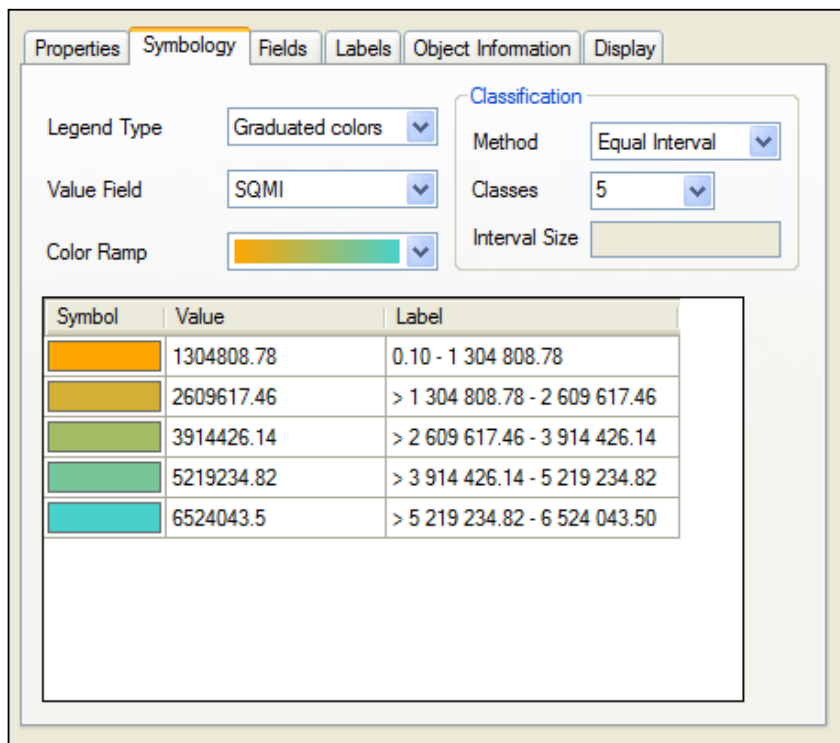


Fig. 7

When you map quantitative data, you can group values into classes using a different symbol for each class (Fig. 8).

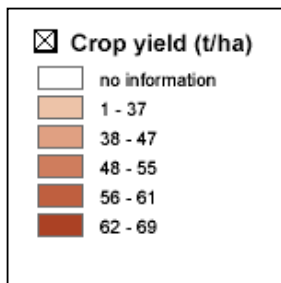


Fig. 8

Methods to classify your data

How you define the class ranges and breaks (the high and low values that bracket each class) will determine which features fall into each class and what the map will look like. The key factors for classifying your data are the classification scheme you use and the number of classes you create.

Equal interval

This classification scheme divides the range of attribute values into equal-sized subranges. For example, if features have attribute values ranging from 0 to 150 and you have three classes, each class represents a range of 50 with class ranges of 0–50, 51–100, and 101–150. This method emphasizes the amount of an attribute value relative to other values. It's best applied to familiar data ranges, such as percentages and temperature. This classification scheme allows you to specify the number of intervals while **Mappetizer** determines where the breaks should be.

Defined interval

This classification method allows you to specify an interval by which to equally divide a range of attribute values. With this scheme, you specify the interval value, **Mappetizer** automatically determines the number of classes based on the interval.

Representing quantity with color or with graduated symbols

1. Choose **Graduated colors** or, if available, **Graduated symbols** as the legend type in the drop-down list (Fig. 7).
Point layers or line layers allow you to choose between Graduated colors and Graduated symbols. While Graduated colors (Fig. 9) visualize the range of values with different colors (usually as a color ramp with two or more colors), Graduated symbols (Fig. 10) displays the different classes with different line or marker sizes.
2. Click the **Value Field** drop-down list and choose the field that contains the quantitative values you want to map.
3. Click the Classification Method drop-down list and choose the classification method you want to use.
Choose **Equal Interval** if you want to divide your attribute values into equal-sized subranges. Click the **Classes** combo box and choose the number of classes or type in the number of classes you wish.
Choose **Defined Interval** if you want to specify an interval by which to equally divide the range of your attribute values. Type in the **Interval size** in the text box.
4. Click the **Color Ramp** drop-down list and choose a color ramp (Graduated colors) or change the **Symbol Size Range** for the smallest and largest symbol (Graduated symbols).

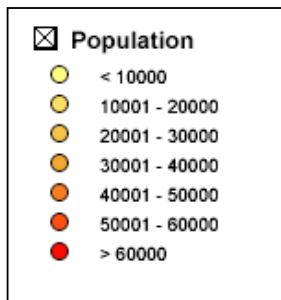


Fig. 9

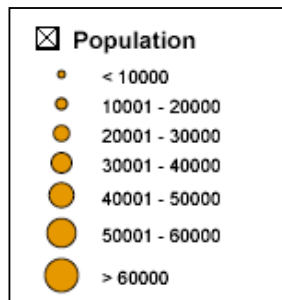


Fig. 10

Changing symbols and labels

1. To change specific properties for all symbols click on the **Symbol** column and open a context menu with right-click. Choose **Properties for all symbols**. Change specific properties of the symbol in the symbol dialog box. Click OK on the symbol dialog box.
2. To change specific symbols, double-click the symbol. Change specific properties of the symbol in the symbol dialog box. Click OK on the symbol dialog box.
3. Click a label in the **Label** column and type the label you want if you want to edit the default label so more descriptive labels appear in your legend.

Sorting the classes

1. Click the **Value** column and open a context menu with right-click. Click **Reverse Sorting** to reverse the sorting of the entire list of classes.



Fields

If you choose the option **Identifying features**, **Query manager** or **Attribute table**, the attributes of your data are exported as XML data and added to your SVG mapping project.

To change the field properties for a layer, select it in the table of contents and click the tab **Fields** (Fig. 1).

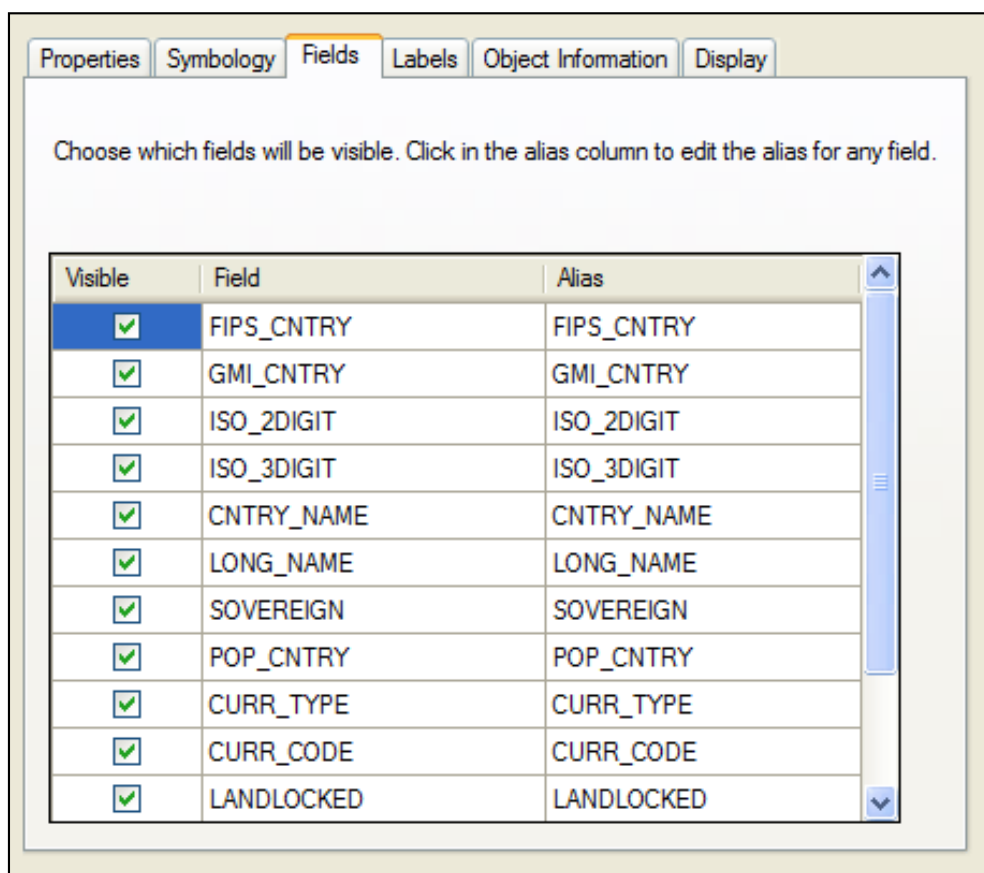


Fig. 1

Changing visibility and aliases for your fields

1. Click on the check box in the **Visible** column, to make a field visible (checked) or not visible (unchecked). If not checked, the field will not be exported and not be shown when using the Identify and attribute table tool.
2. Click a name in the **Alias** column and type the field alias you want if you want to change the default name so more descriptive names appear in your attribute table.



Labels

A label is a text that is automatically positioned and based on a feature attribute. Labels offer the fastest and easiest way to add descriptive text for individual features to your map. For example, you can turn on labeling for a layer of cities to quickly add all the city names to your map.

To change the label properties for a layer, select it in the table of contents and click the tab **Labels** (Fig. 1).

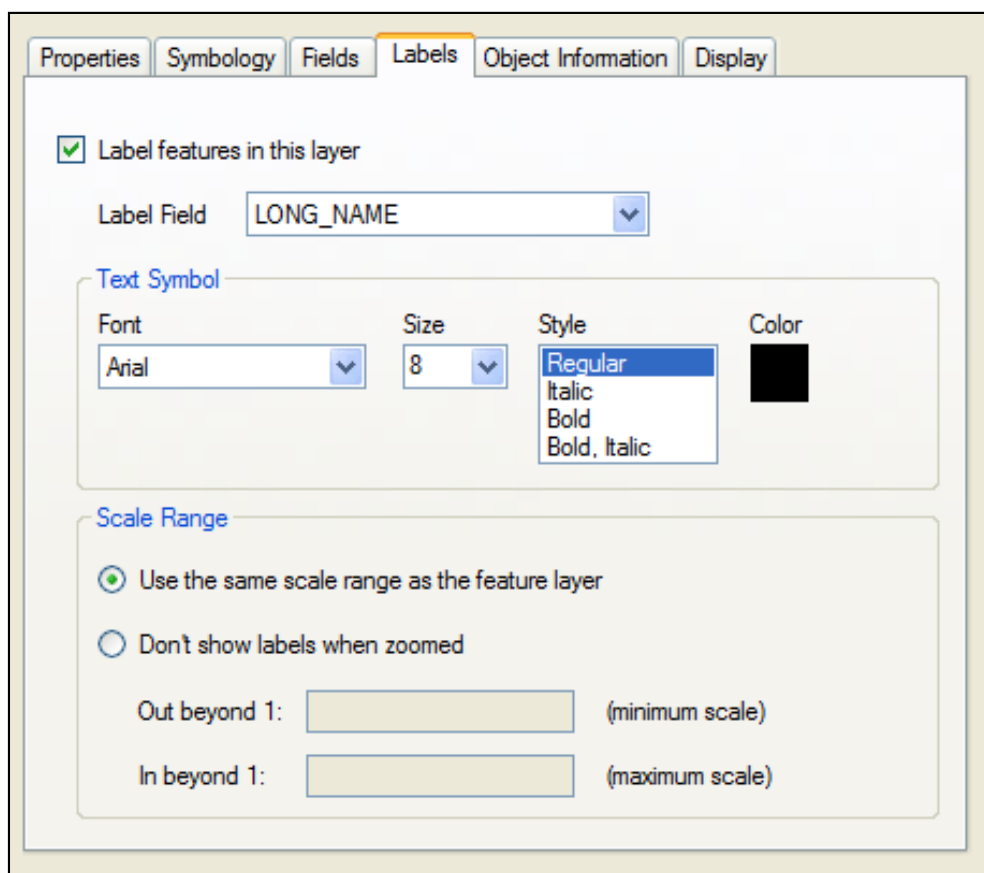


Fig. 1

Adding labels to your layer

1. Click on the check box **Label features in this layer** and check it, if you want to add labels to this layer. Uncheck it, if you don't want to add labels to this layer and ignore any further steps.
2. Click the **Label Field** drop-down list and choose the field that contains the labels you want to map.
3. Define the **Text Symbol**, choose font, size, style and color of your labels.
4. Choose the **Scale Range** for the labeling.

Setting the minimum or maximum visible scale for the labels of a layer

1. Click **Don't show labels when zoomed**.
2. Type a **minimum scale** for the labeling. If you zoom out beyond this scale, the labels will not be visible.
3. Type a **maximum scale** for the labeling. If you zoom in beyond this scale, the labels will not be visible.

Clearing the labels visible scale

1. Click **Use the same scale range as the feature layer**, if you want the same minimum and maximum visible scale as the feature layer, or
2. Clear the entry for the minimum scale and/or the maximum scale.



Object Information

This step allows you to add miscellaneous object informations to the layers of your SVG mapping project. To add the features to a layer, select it in the table of contents, click the tab **Object Information** and check the specific check boxes (Fig. 1).

Identifying features

Hyperlinks

MapTips

Object selection

Attribute table

Query builder

Option	Field
<input checked="" type="checkbox"/> Identifying features	
<input type="checkbox"/> Hyperlinks	NAME
<input checked="" type="checkbox"/> MapTips	NAME
<input type="checkbox"/> Object selection	NAME
<input checked="" type="checkbox"/> Attribute table	
<input checked="" type="checkbox"/> Query builder	

Fig. 1

Identifying features

The Identify tool allows you to see the attributes of your data. If you click with the tool on a feature on your map, the attributes of this object will be showed (Fig. 2).

By customizing which **Fields** are shown and setting field aliases, you can ensure that the Identify tool returns only the most appropriate fields, using field names that are easy to understand.

Landuse	
area	22138.88441
perimeter	587.57888
parcel number	737
landuse	cropland
Soil Value	57
Formation	diluvial soil

Fig. 2

MapTips

MapTips pop up as you pause the mouse pointer over a feature, providing a quick way to see a particular piece of information, like the name of a feature (Fig. 3). Click the **Field** drop-down list and choose the field you want to display as your MapTip.

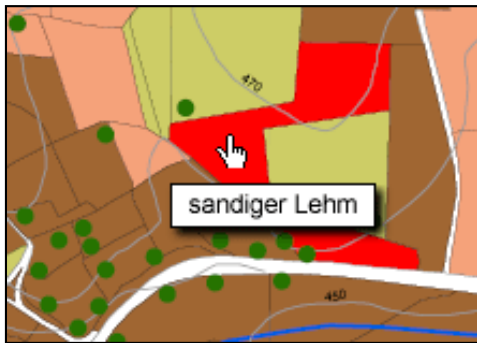


Fig. 3

Hyperlinks

Mappetizer supports hyperlinks within the identify tool, the attribute table or when you click on a feature in the map. The option "Identifying features" and "Hyperlink" cannot be chosen at the same time. Click the **Field** drop-down list and choose the field you want to use for your hyperlinks.

Mappetizer supports WWW or Email links, but also links to all other kind of documents. The field with your hyperlinks may have the following entries:

Hyperlink
http://www.mappetizer.de
http://www.uismedia.de/Quilts;My Quilts
info@uismedia.de
C:\project\example.pdf;Example
map.gif
../project/index.asp?ID=<<station>>
js:myFunction('example.html')

Mappetizer automatically analyses the information of each cell, e.g. external link (<http://www.mappetizer.de>), E-Mail (info@uismedia.de) or a relative link ([../oak.gif](#)). If you have a reference to a local file on your machine (C:\project\example.pdf) this file will be copied in your Mappetizer project and will be linked.

Mappetizer also supports own javascript code, e.g. `js:myFunction('example.html')`. You can add your code to the file "variablen.js" if you like. To show **Mappetizer** that you want to use javascript code, add "js:" in front of the name of the function.

• Automatically generated hyperlinks

Beside hyperlinks which are defined within a specific field, **Mappetizer** also interprets WWW-compatible hyperlinks (e.g. <http://www.uismedia.de>, info@uismedia.de) within the option **Identifying features** or **Attribute table** in all other fields. Relative hyperlinks (within your exported project) or links to local files on your machine are also supported. For this the data set entry has to be for example:

url:myfolder/ruths-steakhouse/profile.pdf
url:myfolder/ginas-cafe/profile.pdf;Profile
url:C:\project\instructions.pdf
url:C:\project\instructions.pdf;Instructions

Links to javascript code is notated like above with js:myFunction('example.html').

After export you have to copy your folder "myfolder" with all subfolders and documents in the **Mappetizer** export folder. References to local files on your machine will be copied automatically.

If you want to use an alternative text for the display of your hyperlinks (within the option **Identifying features** or within the **Attribute table**) please note this text behind a semicolon. By clicking on a feature on the map the first example shows the link to the folder (myfolder/ruths-steakhouse/profile.pdf), the second example uses the text behind the semicolon for display (Fig. 4)

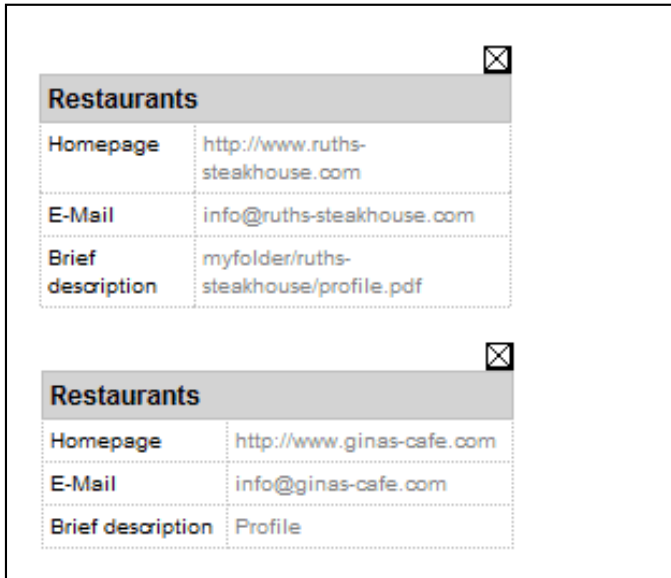


Fig. 4

Object selection

This allows the user to zoom to or highlight the features listed in a dropdown list in your SVG mapping project. Click the **Field** drop-down list and choose the field you want to use for your object selection.

Note: This tool is only available for one layer.

Attribute table

Allows you to add an attribute table for a layer. The table icon will be drawn right of the check box in the legend (Fig. 5). If you click on this icon a new browser window will open with the attributes of your layer (Fig. 6).

By customizing which **Fields** are shown and setting field aliases, you can ensure that the attribute table contains only the most appropriate fields, using field names that are easy to understand.

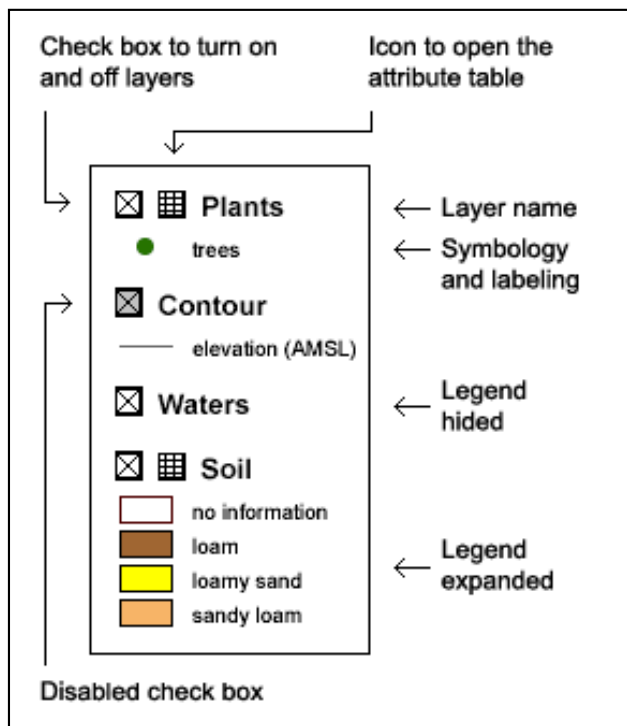


Fig. 5

The screenshot shows a web browser window titled 'Attribute Table - Windows Internet Explorer'. The page content is titled 'Attributes of Soil' and includes an instruction: '(Instruction: Move cursor over the rows to highlight the object on the map. Press the Ctrl-key at the same time to zoom to the object.)'. Below the instruction is a table with the following data:

No.	Area	Parcel Number	Soil Type	Formation
0	10728.17073	767	sandy Loam	diluvial soil
1	8631.56037	764	sandy Loam	diluvial soil
2	5615.71709	764	sandy Loam	diluvial soil
3	17940.37512	759	loamy Sand	diluvial soil
4	989.78838	101	Loam	diluvial soil
5	1862.30474	777	sandy Loam	diluvial soil

Fig. 6

Query builder

The query builder is displayed in a pane of the tab container(Fig. 7).

The user can build the query expression by either clicking on fields, operators, and values, or by typing it in. By clicking the "Select" button, the selected features will be displayed in a new window (Fig. 8). Also the selected features are highlighted in the map. Clicking the "Select and Zoom" button additionally zooms to the selected features.

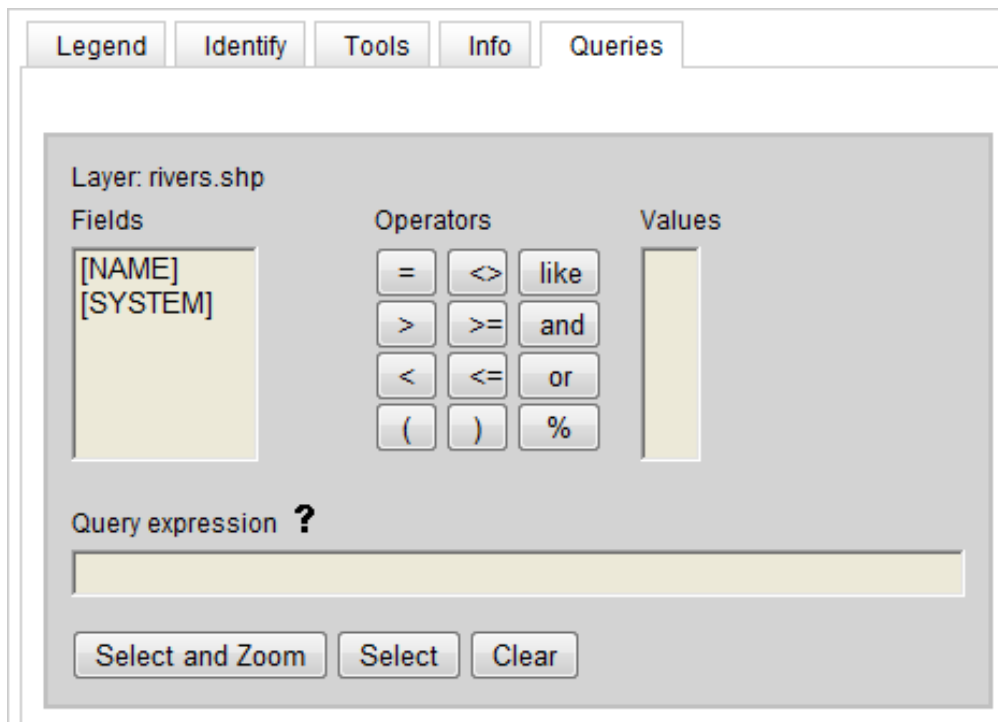


Fig. 7

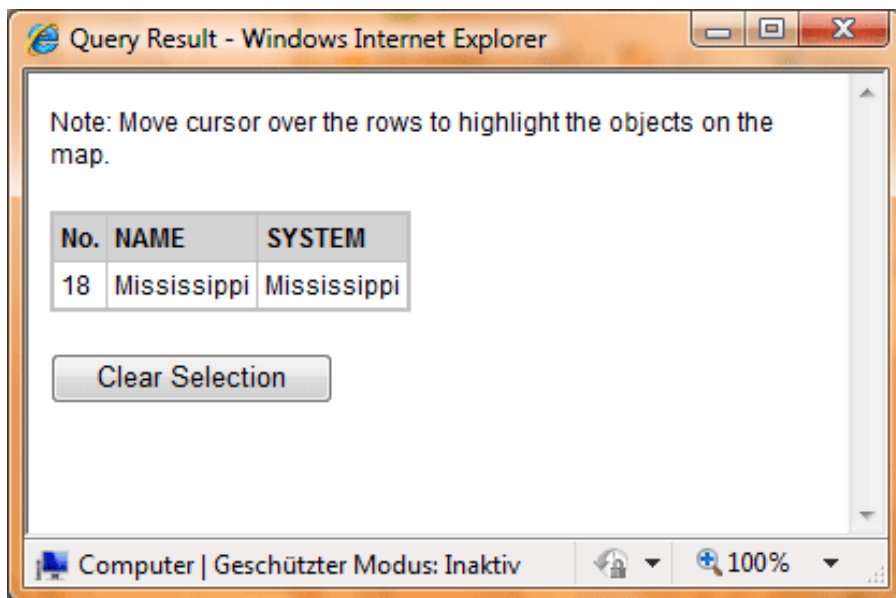


Fig. 8



Display

To change the display properties for a layer, select it in the table of contents, and click the tab **Display** (Fig. 1).

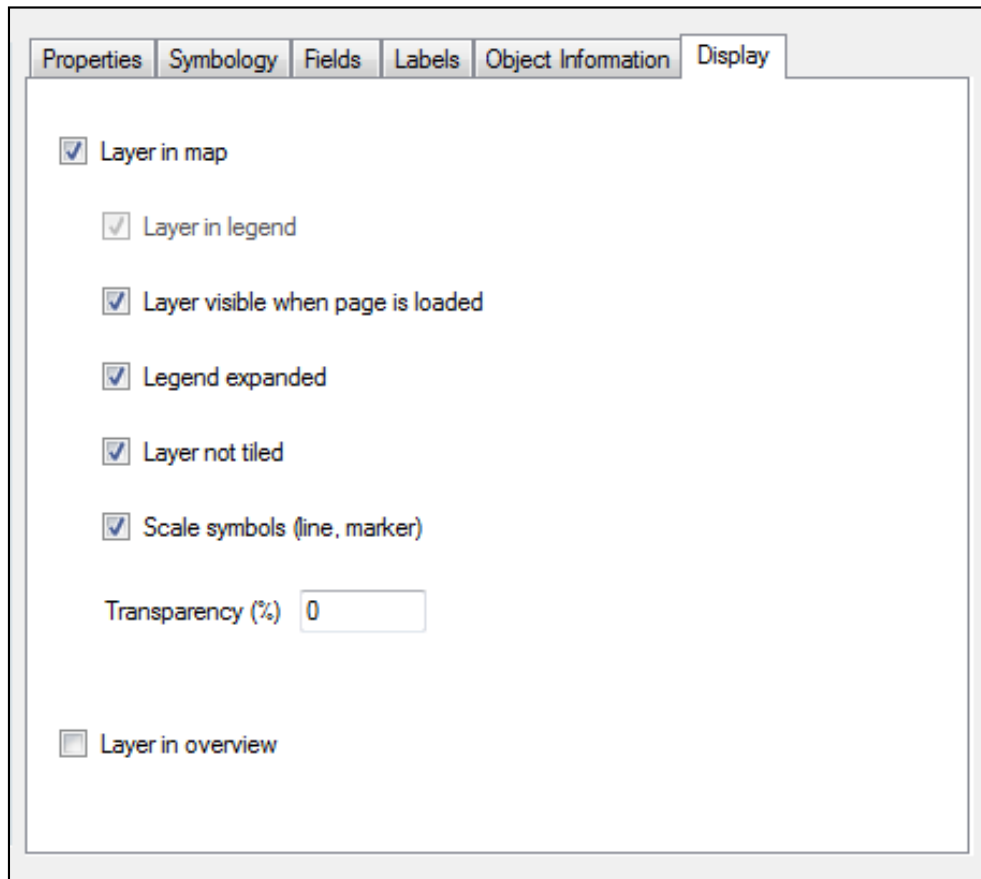


Fig. 1

Layer in map / Layer in overview

For all layers in the table of content you can choose whether they are part of the map and/or part of the overview map. Check or uncheck the specific check boxes.

Hint:

To keep the file sizes as small as possible, we recommend to use only maps with a minor number of geometries as overview maps.

Layer in legend

You may not want a layer to be added to the legend, because it forms mainly the background with less additional information. In this case you can uncheck the checkbox for this layer.

Layer visible when page is loading

You can decide, whether the layer should be visible or invisible when the page is loading the first time in the browser. If the layer is not visible in the beginning, this will decrease initial loading time. The layer will be loaded when the user turns on the layer.

Legend expanded

You may want the layer added to the legend but not to be displayed with all its symbology. Check or uncheck the checkbox to show or hide its symbology in the legend. If a layer's legend is hidden, you will only see the name of the layer and the box to turn the layer on or off (Fig. 2).

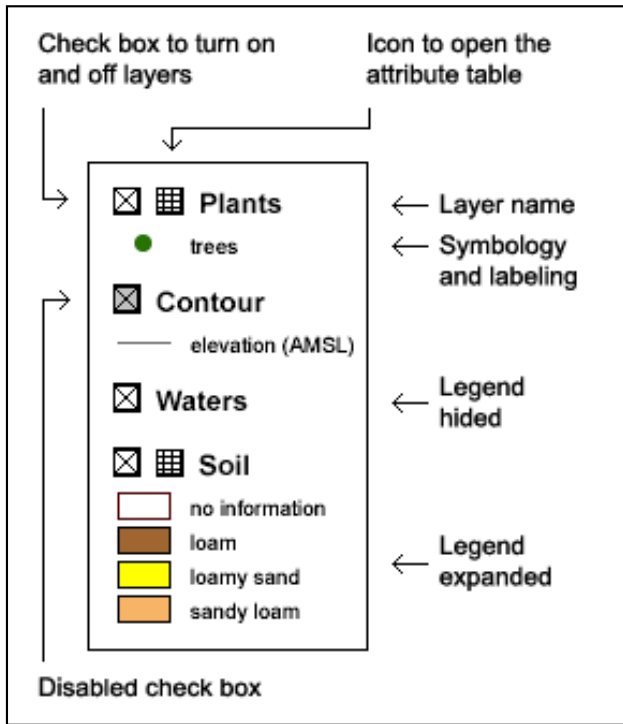


Fig. 2

Layer not tiled

[Mappetizer](#) analyses if it is of use to tile layers and to store them in a separate SVG files. These SVG files will be loaded in the browser the first time when this specific layer/tile gets visible. To load layers this way will decrease initial loading time. If you do not want this behaviour in general you might uncheck the checkbox.

Scale symbols (line, marker)

SVG originally scales lines and text when you zoom in or out. You can turn off this behavior with unchecking the checkbox, so your markers, lines and border lines are not scaled (Fig. 3).

Hint: The turn off of this scaling is managed by Java-Scripting, so use this option sparingly, because zooming will be slowed down. Labeltext, SimpleMarkerSymbols as diamonds or squares are always scaled.

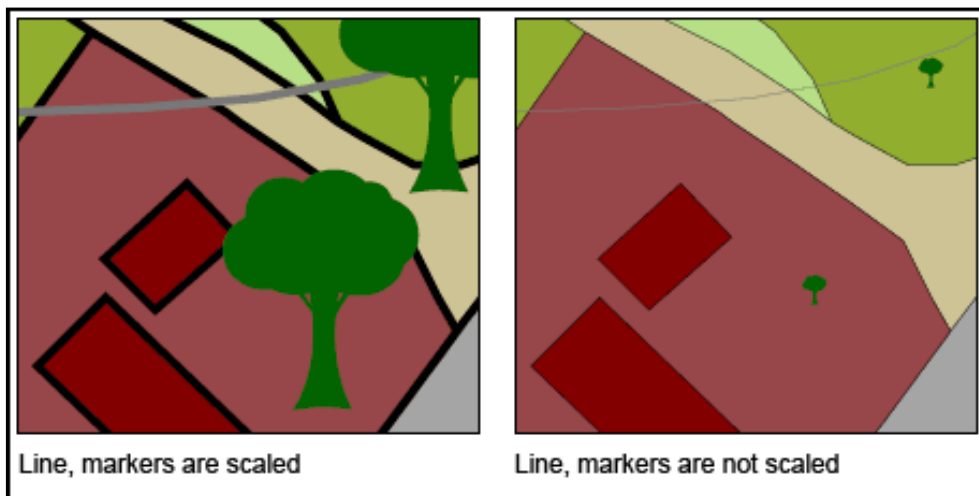


Fig. 3

Transparency

Adding transparency to the top layers allows you to see them while still viewing underlying layers. Type a percentage for the layer's transparency. A transparency of 0% will draw the layer opaque. A transparency of 100% will draw the layer transparently.



Document

In addition to the layer properties, the SVG mapping project itself has also some properties. You may set those properties at this point. The properties are subdivide into the following tabs:

Map

Components

SiteInfo

Layout

Design

Note:

To be able to change the properties of a document, at least one layer has to be listed in the **Table of Contents**.



Map

Units

Map extent

Scale range

Original view

The screenshot shows the 'Map' configuration panel in Mappetizer. It is divided into four main sections:

- Units:** Contains two dropdown menus. 'Map Unit' is set to 'Meters' and 'Display Unit' is also set to 'Meters'.
- Map Extent (Pixels):** Contains two input fields: 'Width' with the value '450' and 'Height' with the value '500'. A checkbox labeled 'Calculate optimal map extent' is checked.
- Scale Range:** Features two radio buttons: 'Allow infinite zooming' (selected) and 'Don't zoom'. Below these are two input fields for 'Out beyond 1: (minimum scale)' and 'In beyond 1: (maximum scale)', each accompanied by a small world map thumbnail.
- Original View:** Includes a small globe icon, a large dark rectangular map area with corner handles, and three input fields for coordinates: 'Bottom coordinate' (5989590.5183), 'Left coordinate' (-189524.6691), and 'Width' (228860.49853).

Fig. 1

Units

If you want to display layers at certain scales, or to add a scale bar to your SVG mapping project, you need informations about the map unit and display unit.

The **Map Units** are the units in which the spatial data are stored. Those informations can be stored with the data source (and therefore you can't change them) or you have to set them manually. Click the Map Units drop-down list and choose the given map unit of your spatial data.

The **Display Unit** can be set independently of the map units. The display units are the units in which distances will be displayed in the SVG mapping project and are used for example by the measure tool, or the default units used by the scale bar. You may choose the most adequate display unit depending on the work you have to do. So you might choose kilometers for a small scale map, meters for a large scale map. If your map unit is set to "UnknownUnits", you can't choose a display unit.

Map extent

The map extent defines the width and the height of the map in your SVG project. The units are pixels. The width to height ratio is determined by your spatial data first. Depending on your data, you might wish to change this ratio, especially if the width of your map

exceeds much the height of your map, or the other way round (Fig. 2 and Fig. 3). In general there will be drawn a border and a small space around the map.

Setting the extent of the map by setting the width or the height

1. Check to box **Calculate optimal map extent** if you want the height **and** the width of your map calculated on the base of your spatial data (Fig. 2).
2. Type either a width or a height for the map. The corresponding value will be set by **Mappetizer**.

Setting the extent of the map by setting the width and the height

1. Uncheck to box **Calculate optimal map extent**.
2. Type a width **and** a height for the map (Fig. 3).

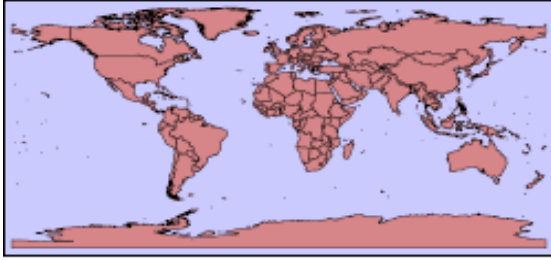


Fig. 2

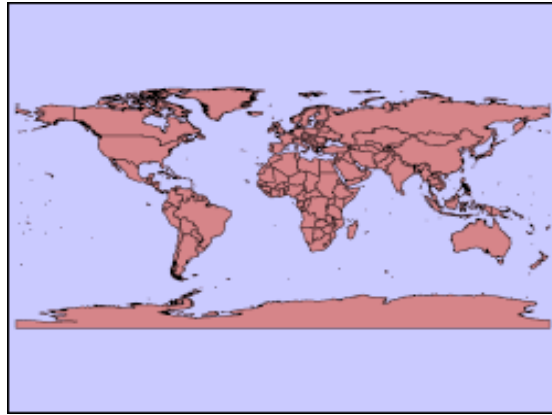


Fig. 3

Scale range

Beside setting a visible scale range for different layers, you may also wish to set a scale range for the whole map. Beyond this the user might not be able to zoom in and/or out.

To set a scale range for the map you have to define a **map unit** for your document. We want to point out, that the results are only correct with a screen resolution of 96 dpi.

Setting the minimum or maximum zoomable scale for the map

1. Click **Don't zoom**.
2. Type a **minimum scale** for the map. You can't zoom out beyond this scale.
3. Type a **maximum scale** for the map. You can't zoom in beyond this scale.

Clearing a map's zoomable scale

1. Click **Allow infinite zooming**, if you want to clear the minimum and the maximum visible scale, or
2. Clear the entry for the minimum scale and/or the maximum scale.

Original view

If you open the SVG mapping project in your browser, the extent of the map will be set to "full extent" (Fig. 4). This means the map shows all the data. But you can also define a zoomed in initial state of your map (Fig. 5).

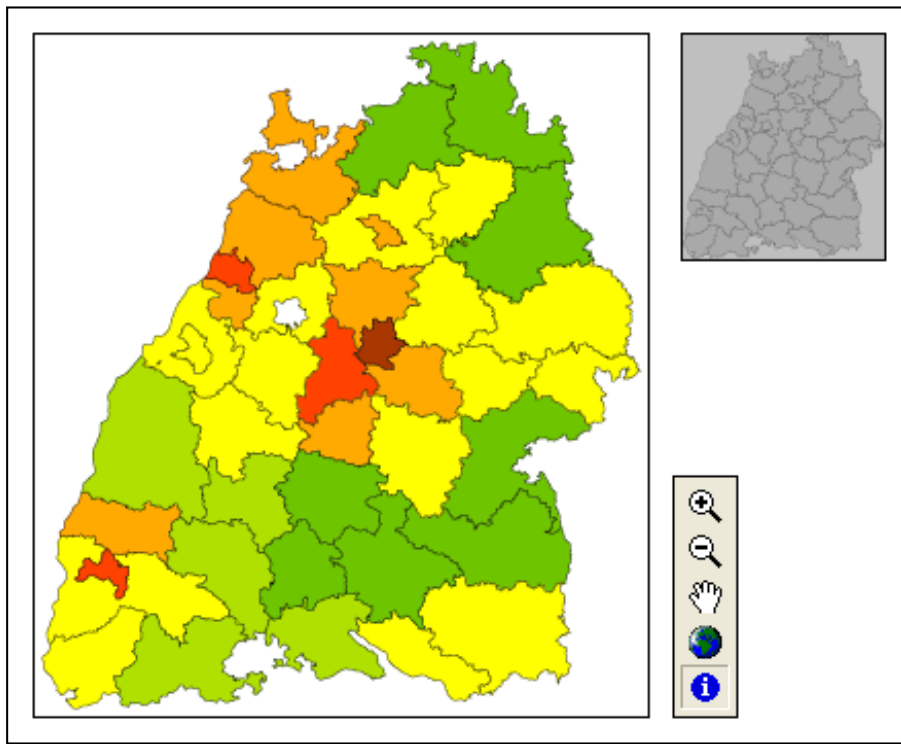


Fig. 4

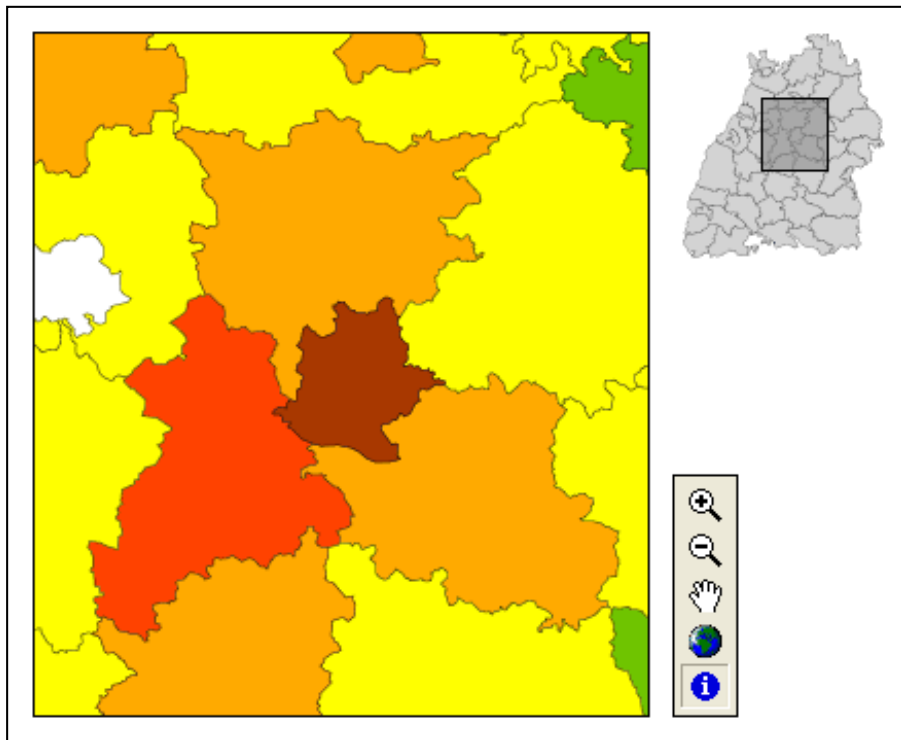


Fig. 5

Mappetizer shows the extent of your spatial data with a green rectangle, the extent of the whole map in the SVG project is visualized with a black border (plus the small space between map and border). So in the beginning you might have a schematic representation like in Fig. 6 or Fig. 7, depending on your calculation of the map extent.

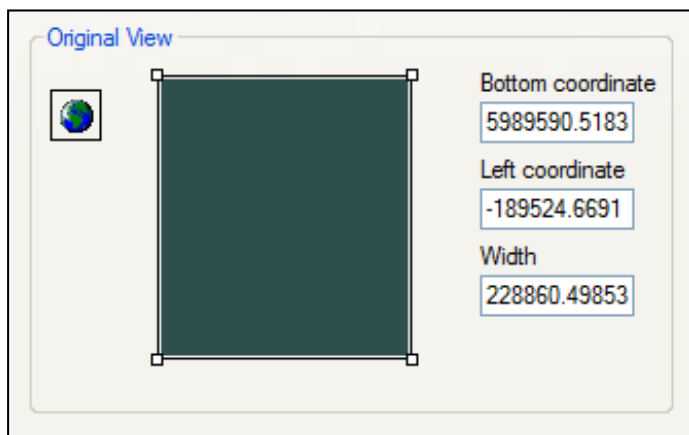


Fig. 6

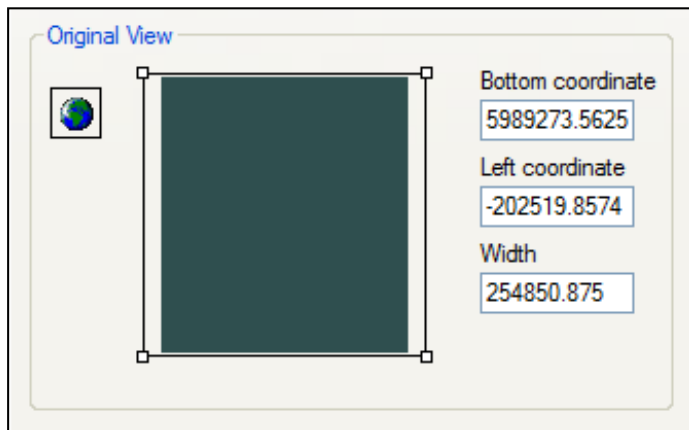


Fig. 7

Setting a zoomed in map extent (Fig. 8)

1. Catch hold of one of the four corners and move it until the desired extent.
2. Move the rectangle to its place.

or

1. Type the **Width** of the extent (in map units)
2. Type the coordinates of the lower left point (**Bottom coordinate** and **Left coordinate**).

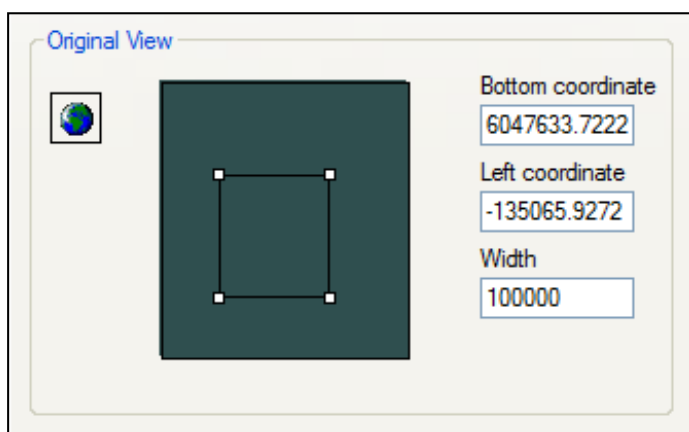



Fig. 8

Clearing the zoomed in map extent

1. Click the  button to return back to the full extent of your spatial data.

Define map extent interactively in a map preview window (needs .NET 3.0)

1. Right click inside the green rectangle. Choose **Define map extent...** from context menu. A preview window with all layers will be shown. You also see a semi transparent red rectangle which represents the current extent (Fig. 9). You can double click on the green rectangle too, to open the preview window.
2. Catch hold of one of the four corners and move it to change the size of the extent. Move the rectangle to change place.

3. Click on the button on the lower right side of the preview window to use the new extent. The button also close the window.

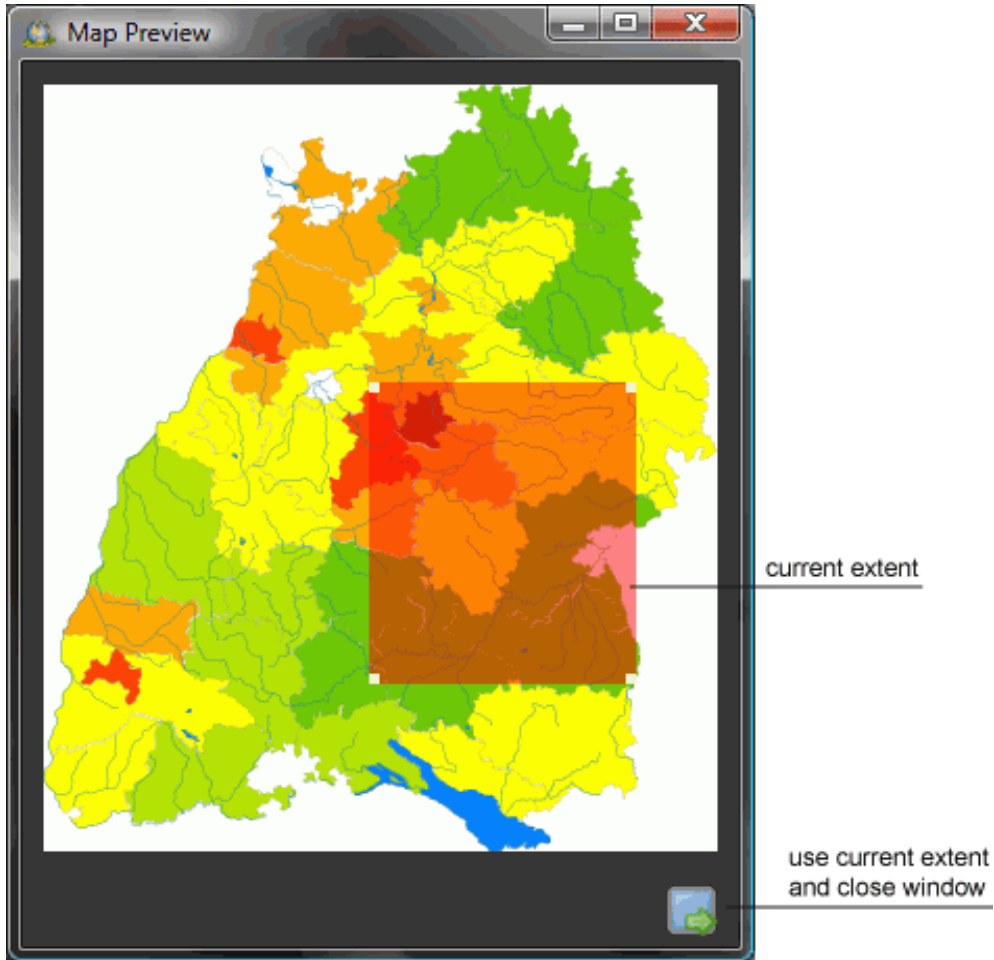


Abb. 9



Components

Click on the checkboxes to check or uncheck the different components of your SVG mapping project (Fig. 1).

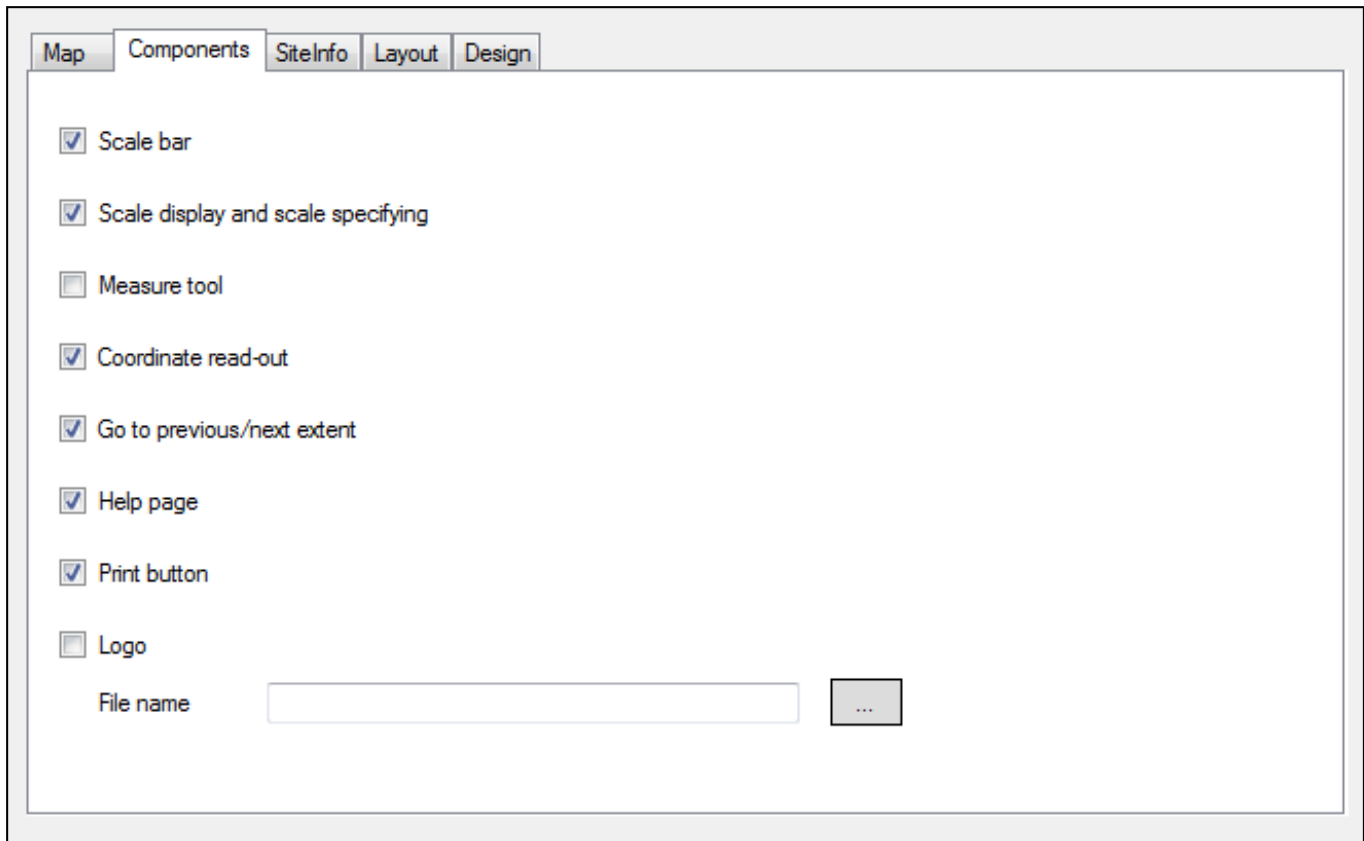


Fig. 1

Scale bar

Adds a scale bar to your SVG project. This option needs information about the **Display Unit** and is not available for the Map Unit "decimal degrees".

Scale display and scale specifying

This allows you to see and to specify the scale of the map by typing in a value in the map scale box. This option needs information about the **Map Units**.

Note:

We want to point out, that the results are only correct with a screen resolution of 96 dpi.

Measure tool

The Measure tool lets you draw on the map to measure lines. When you click the Measure tool a text box appears where the measurements will be displayed. This option needs information about the **Display Unit** and is not available for the Map Unit "decimal degrees".

Coordinate read-out

This allows you to read the coordinates, when you move the mouse over the map. The coordinates are displayed in a text box. This option needs information about the **Map Units**.

Go to previous/next extent

Allows the user to go back to the previous or to your next extent.

Help page

Creates a help page (Fig. 2) for the user, which can be opened by click on the help icon.

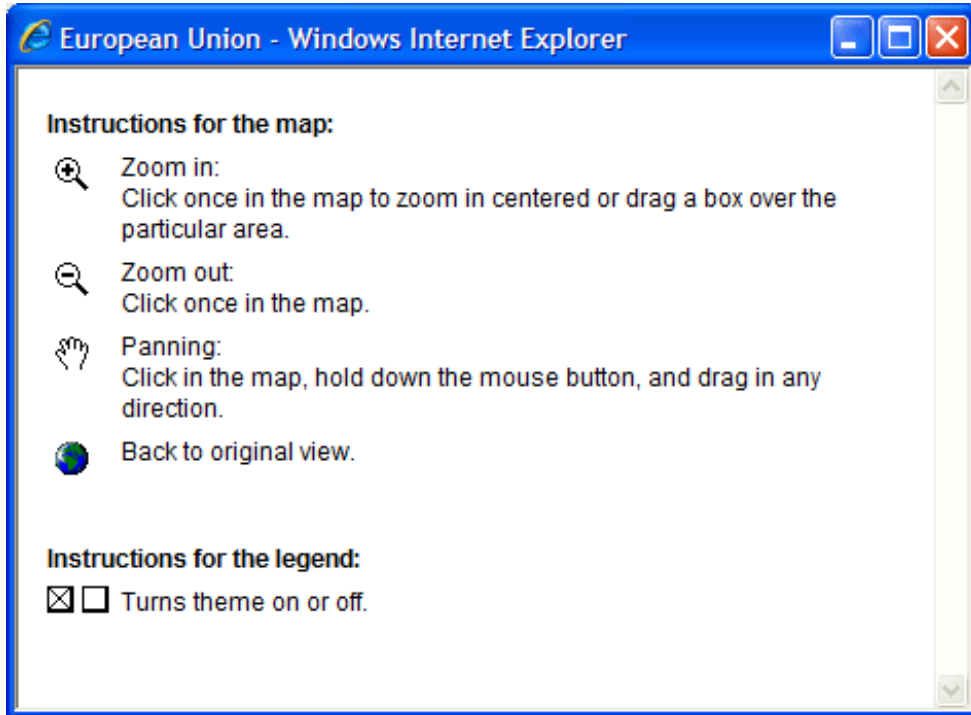


Fig. 2

Print button

The print button allows you to print directly a page. The function is equivalent to the printing option of the browser.

Logo

If you like to add a logo on your page (GIF, JPEG or PNG File), type in the path name of your logo file in the text box, or choose it with the dialog window. If the path name is valid, the checkbox will be checked automatically.



SiteInfo

The screenshot shows a web interface with a tabbed menu at the top containing 'Map', 'Components', 'SiteInfo', 'Layout', and 'Design'. The 'SiteInfo' tab is active. Below the menu, there are five input fields: 'Document Title' with the value 'Our world', 'Comment' (an empty text area), 'Author' with the value 'Ruth Lang', 'E-mail' with the value 'info@uismedia.de', and 'Date' with the value '14.12.2010'.

Fig. 1

In addition to the document title, you may add further informations to your SVG mapping project. They will be added directly on the page (Fig. 2).

Document Title

The document title will be placed on top of the map and also be used as the title of the browsers' document (Fig. 2). Type a **Document Title** in the text box (Fig. 1).

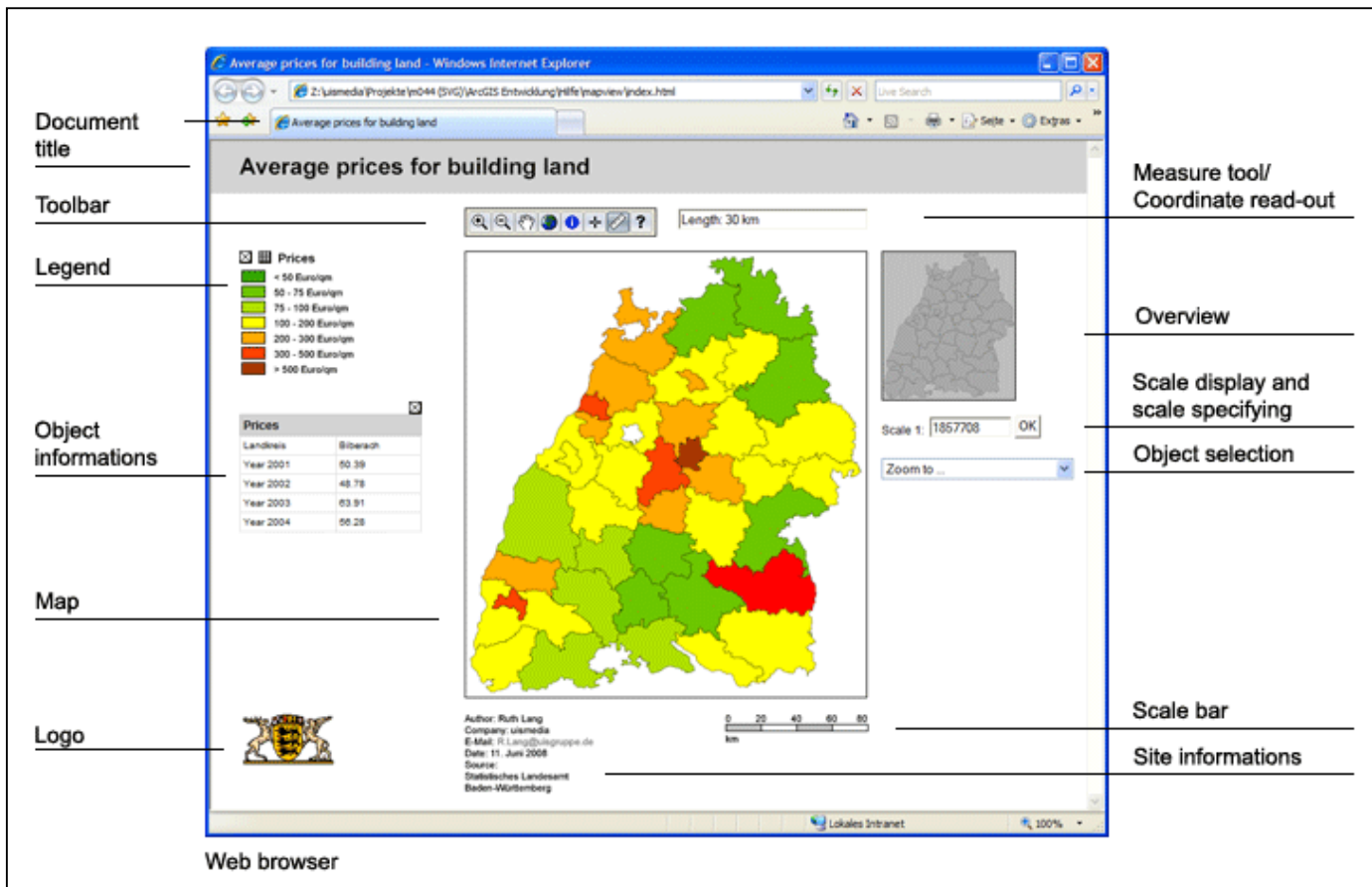


Fig. 2

Further Informations

You can adopt the programs choice (if available), change it, or delete it, if you don't need a certain kind of information at all.

Comment

Type in your comments, if you want those to be added to your SVG mapping project. Carriage returns will be factored in.

Author

Type in your name or the name of your company.

E-Mail

Type in your e-mail address, it will be added as an e-mail link to your SVG mapping project. Multiple e-mail addresses have to be separated with a semicolon.

Date

Take over the Date of today or type in another date.

Layout

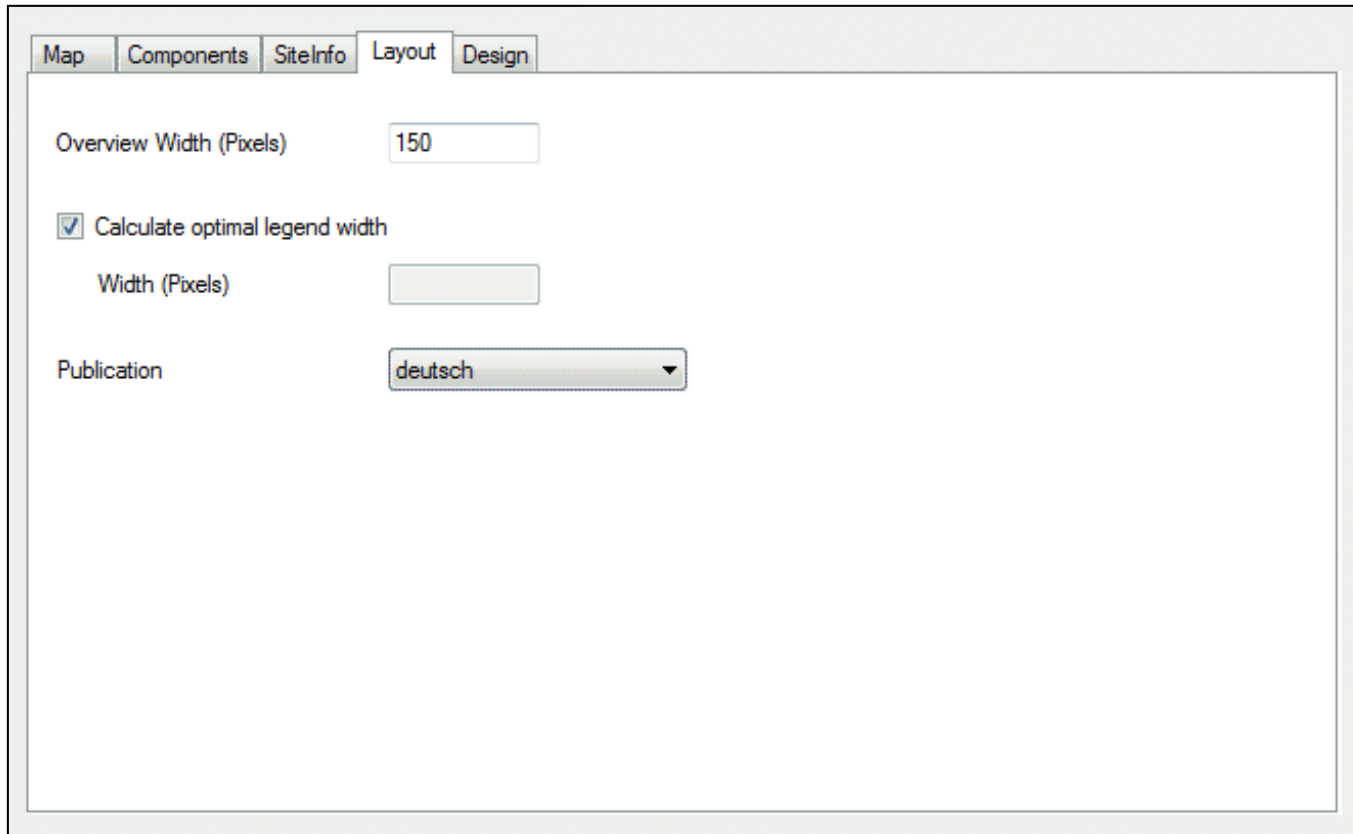


Abb. 1

Overview width

Type in the width of the overview map. This option is only available, if there is at least one layer marked as a **Layer in overview**.

Legend width

Mappetizer automatically calculates the width of your legend, depending on the text width of your labels. Because the text width has to be estimated, the result of this option may not be to your satisfaction. For this you can also assign a fixed legend width.

Setting the legend width by Mappetizer

1. Check the checkbox **Calculate optimal legend width**.

Setting the legend width manually

1. Uncheck the checkbox **Calculate optimal legend width**.
2. Type in the value in the text box. The units are pixels.

Publication

Choose the language you want to publish your SVG project.



Design

Color scheme

Selection color

Text font

The screenshot shows the 'Design' tab of the Mappetizer application. It contains three rows of settings:

- Color Scheme:** A dropdown menu currently set to 'white' and a button labeled 'Add/Edit Color Scheme'.
- Selection Color:** A dropdown menu currently set to 'red' and a button labeled 'Add/Edit Selection Color'.
- Text Font:** A dropdown menu currently set to 'Arial,Helvetica,sans-serif'.

Fig. 1

Color scheme

Click the **Color Scheme** drop-down list and choose one of the given color schemes for your SVG project. With the help of the Color Manager (button **Add/Edit Color scheme**) you can change given color schemes, add new, or delete existing color schemes (Fig. 2).

Hint: Your changes will be stored in the file designmanagement.xml and all further exports may be affected by your changes.

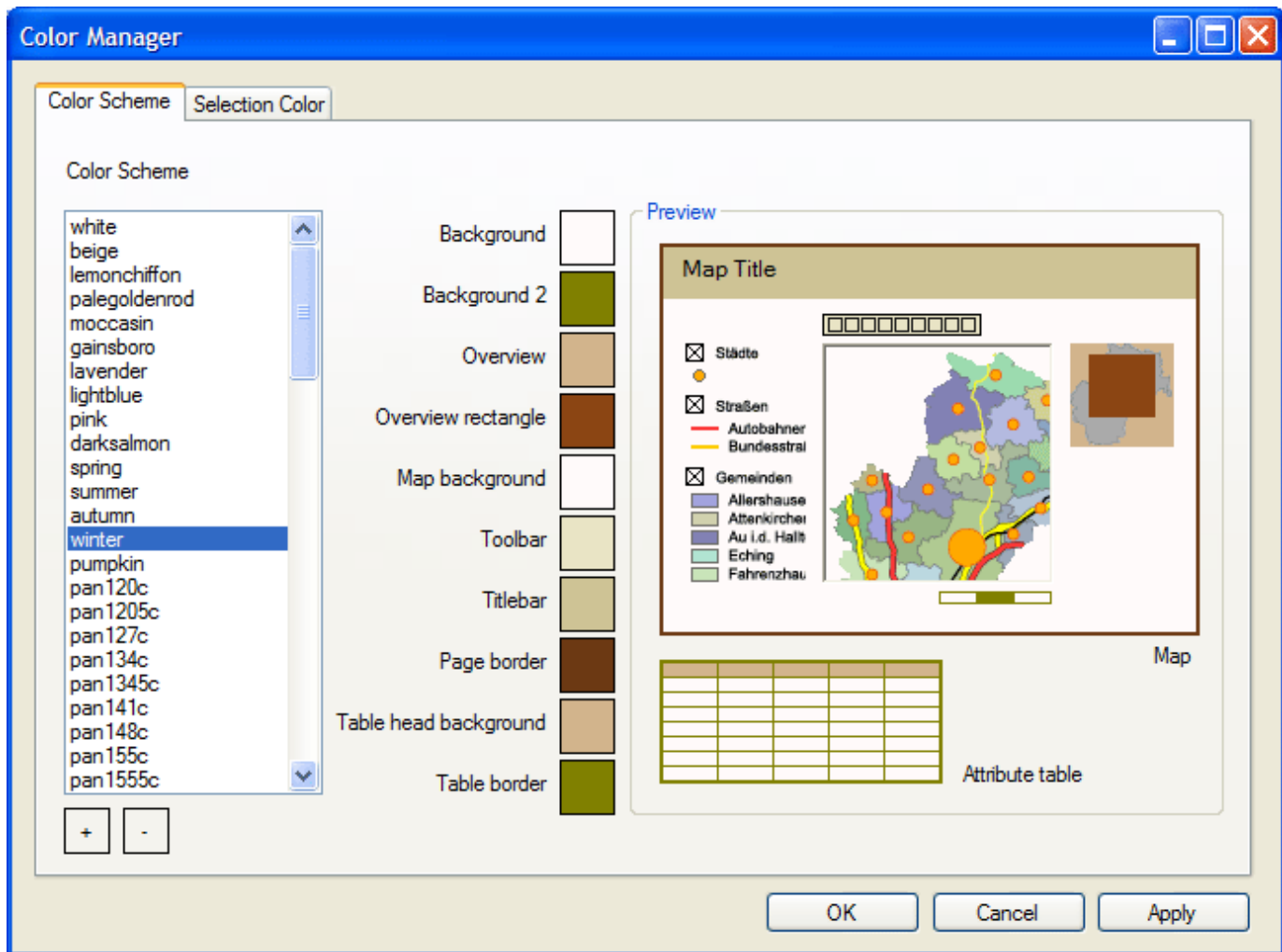


Fig. 2

Changing the colors of a color scheme

1. Select the color scheme you want to change the colors.
2. Change the colors of the components by clicking on the colored buttons.
3. Choose a color from the color dialog. Click **OK**.
4. Press button **Apply** to save your changes without closing the dialog.
OK will save your changes and close the dialog, **Cancel** will close the dialog without saving your changes.

Adding a new color scheme

1. Click on the + button below the list
2. Type in a name for the new color scheme.
3. Change the colors of the components by clicking on the colored buttons.
 Tip: The default colors of the new added color scheme are taken over from the pre-selected color scheme before you pressed the + button.
4. Press button **Apply** to save your changes without closing the dialog.
OK will save your changes and close the dialog, **Cancel** will close the dialog without saving your changes.

Changing the name of a color scheme

1. Double-click the color scheme you want to change the name.
2. Type in the name for the color scheme.
3. Press button **Apply** to save your changes without closing the dialog.
OK will save your changes and close the dialog, **Cancel** will close the dialog without saving your changes.

Removing a color scheme

1. Select the color scheme you want to remove from the list.
2. Click the - button below the list.
3. Press button **Apply** to save your changes without closing the dialog.
OK will save your changes and close the dialog, **Cancel** will close the dialog without saving your changes.

Selection color

This color will be seen, when a MapTip is activated or to highlight the particular feature when the attributes will be seen. Click the **Selection Color** drop-down list and choose one of the given selection colors for your SVG project. Further colors can be added to the drop-down list within the Color Manager (button **Add/Edit Selection Color**) (Fig. 3).

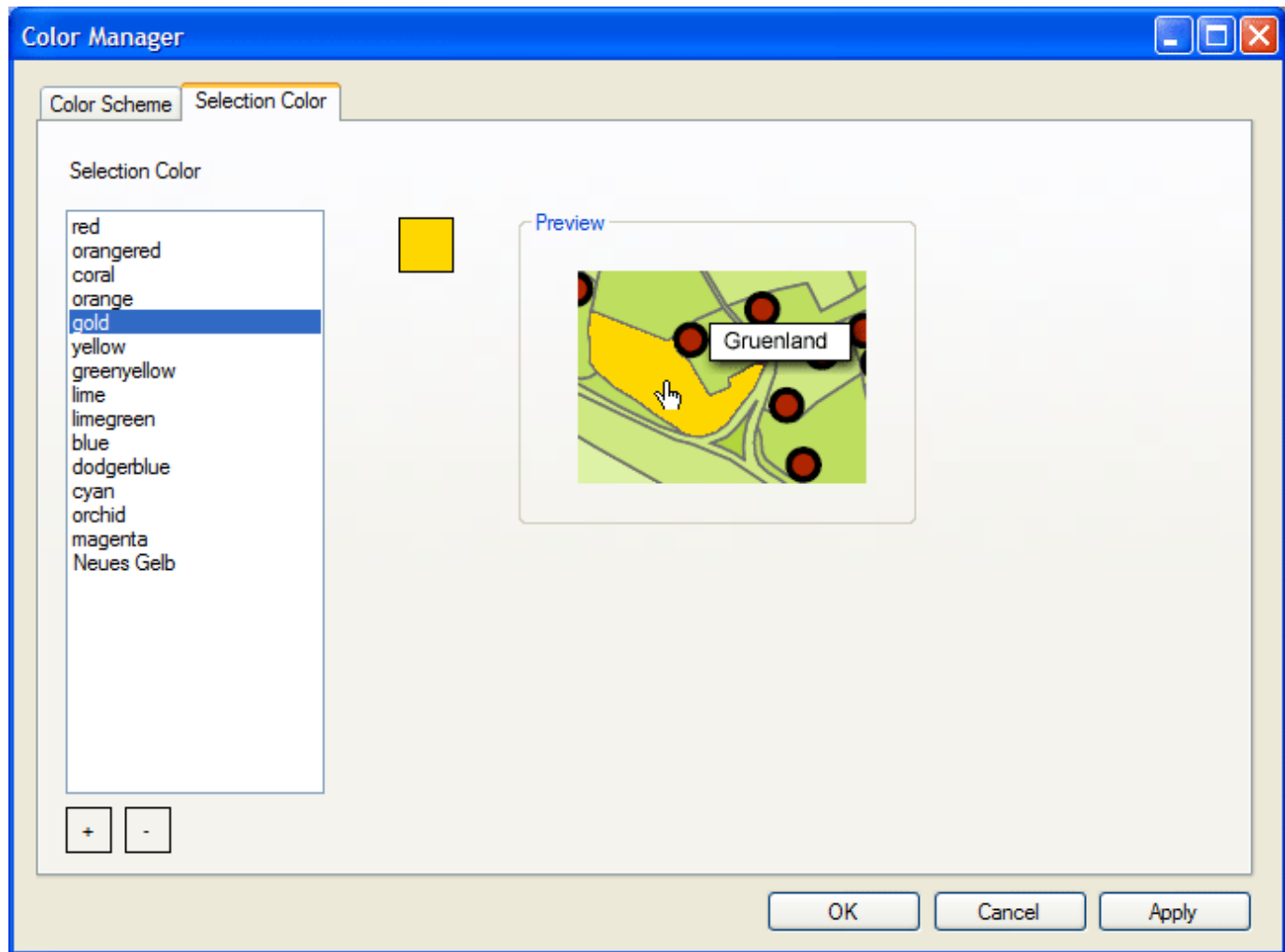


Fig. 3

Changing the colors of a selection color

1. Click the selection color you want to change the colors.
2. Click the colored button.
3. Choose a color from the color dialog. Click **OK**.
4. Press button **Apply** to save your changes without closing the dialog.
OK will save your changes and close the dialog, **Cancel** will close the dialog without saving your changes.

Adding a new selection color

1. Click on the + button below the list
2. Type in a name for the new selection color.
3. Change the color of the selection color by clicking on the colored button.
4. Press button **Apply** to save your changes without closing the dialog.
OK will save your changes and close the dialog, **Cancel** will close the dialog without saving your changes.

Changing the name of a selection color

1. Double-click the selection color you want to change the name.
2. Type in the name for the selection color.
3. Press button **Apply** to save your changes without closing the dialog.
OK will save your changes and close the dialog, **Cancel** will close the dialog without saving your changes.

Removing a selection color

1. Select the selection color you want to remove from the list.
2. Click the - button below the list.
3. Press button **Apply** to save your changes without closing the dialog.
OK will save your changes and close the dialog, **Cancel** will close the dialog without saving your changes.

Text font

This font will be used for all text in the SVG mapping project, like in the legend, the help text, the title, and the site informations. The display in the browser depends on the fonts which are installed on the system. So it is considered reasonable only to differentiate between a serif (e.g. Times) and a non serif (e.g. Arial) font.

Click the **Text Font** drop-down list and choose one of the text fonts. You can add more fonts to the list by editing the file `designmanagement.xml`, see [Add fonts](#).

Template

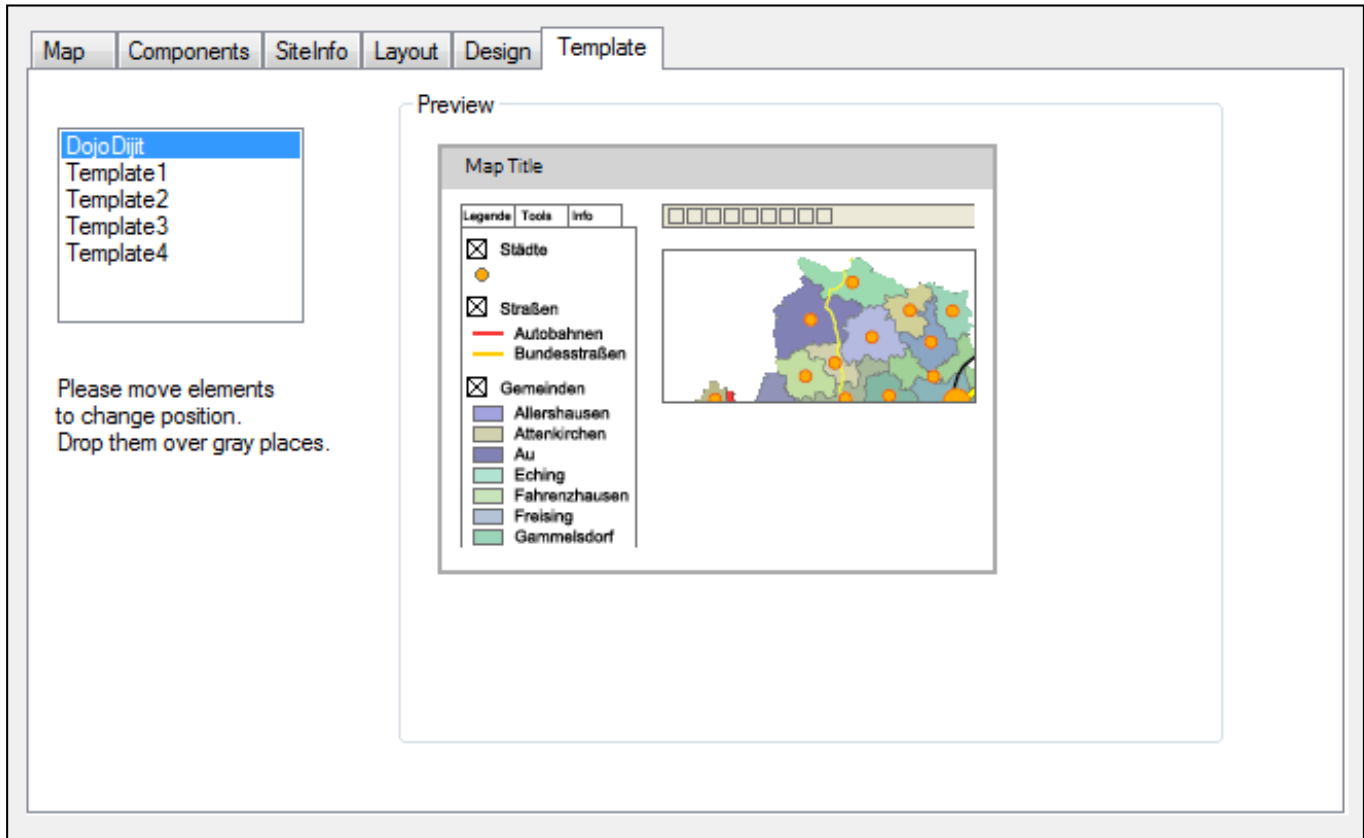


Fig. 1

Setting the layout for your SVG mapping project

1. Choose the template you like. The positions of the different components like the map, the legend, the scale bar, the overview, etc. will be shown in the preview (Fig. 2).
2. To change the position of the components, click on the object, hold down the mouse button and drag it to the designated position. All possible areas will be shown with blue color.
3. As soon as the rectangle will change to orange color (Fig. 3), you can drop your element. Release the mouse button.
4. The template **Dojo-Dijit** uses Dojo Widgets (menus, tabs etc.) of Dojo Toolkits, the elements of this template can't be moved.

Preview

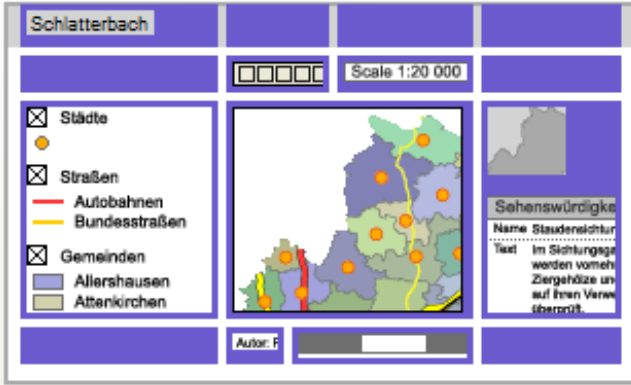


Fig. 2

Preview

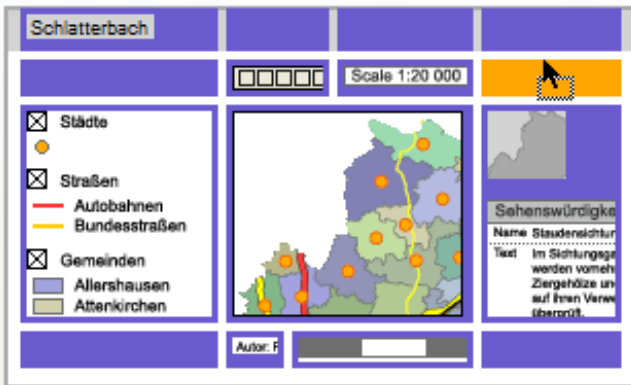


Fig. 3



Map preview

With **Mappetizer** you can check your layer settings in a preview window (Fig. 1) before starting the export. To open the preview window choose the menu entry **Show preview...** under the menu title **Export**.

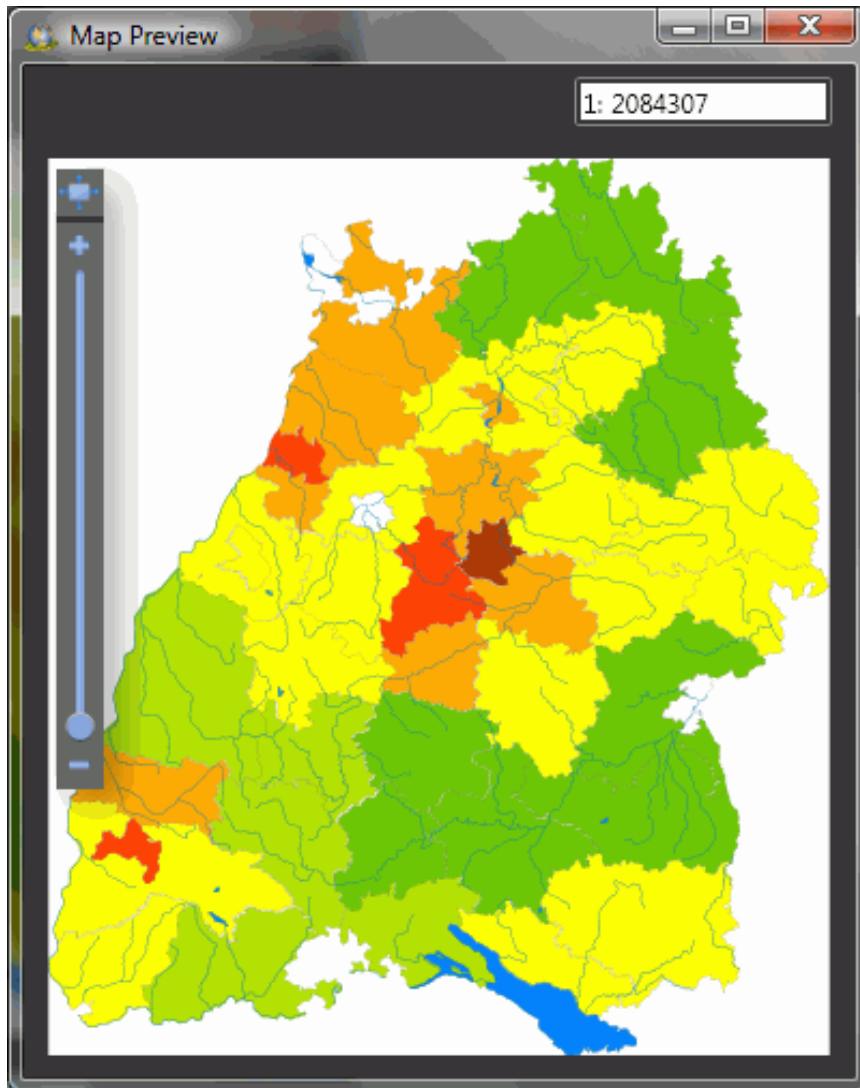


Fig. 1

The preview window has a navigation control which is situated on the upper left side of the window. There is also a text box with the current map scale (This text box is only visible when using metric map units). The following project settings can be visualized:

1. Scale range of the map
2. Extent of the original view
3. Scale range of the layer
4. Reference scale of the layer
5. Symbology of the layer
6. Labeling of the Layer

Navigation possibilities

Using navigation control

1. Use the zoom slider to zoom in or out. The zooming range is defined by the defined map scale range (see chapter **Scale range**)
2. The button on top of the slider bring you back to the full extent.

Using Text box for the map scale

1. Fill in the new map scale. The range for the map scale is defined by the defined map scale range (see chapter **Scale range**)

other navigation possibilities

1. Panning: Click in the map, hold down the mouse button, and drag in any direction.
2. Zoom in: Hold down Ctrl key, click in the map and drag a box over the particular area.
3. Use mouse wheel to zoom in and out.



Publishing your SVG project on the Internet

To implement your SVG mapping project in the structure of your homepage, just copy the folder, which has created by **Mappetizer** (Fig. 1), to the corresponding place on your web server and create a link to the file "index.html" in this folder. Do not move, change or delete the subfolders or the files in the subfolders, which **Mappetizer** has created.

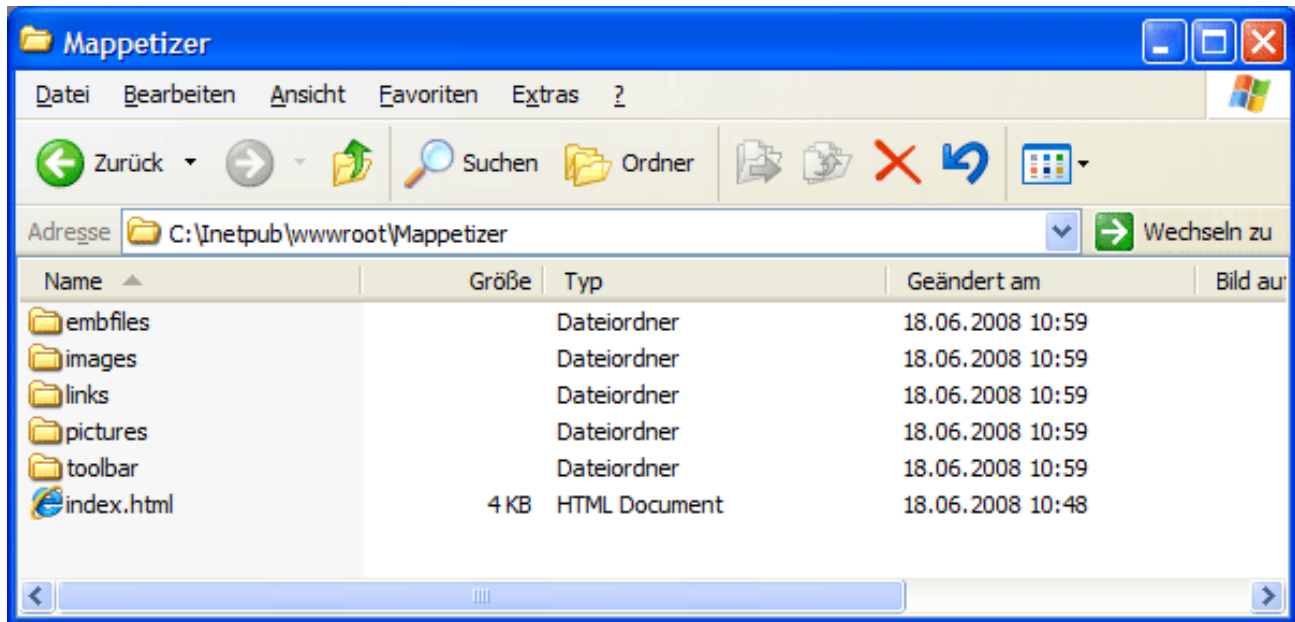


Fig. 1



Changing the Layout

If you want to change the layout, you can customize the **index.html** file. If you want to change the size of your map, the color of the HTML-files or to add or delete several functions of your SVG project (e.g. legend, mapscale, overview map) always do this with a new export, otherwise there will be no guarantee of correct functionalities.

Changing the Size of the Attribute Table Window

To change the size of the attribute table window, please open the file **legend.svg** in the folder **embfiles**. Go to the line, where the function **showTable** is defined:

```
function showTable(layer,sortField) {  
parent.mv_showTable(layer,sortField,"ASC","width=700,height=500,top=50, left=50, toolbar=no, menubar=no, location=no,  
hotkeys=no, resizable=yes, scrollbars=yes, dependent=yes, status=no");  
}
```

Change in the line "parent.showWindow(layer," the attributes "width" resp. "height". The values are pixels and define the size of the popup window.



Adding your own Scripts

To add further functionalities you can write your own scripts and add them to your SVG project. You can write down your scripts in the file `variablen.js` or in a separate file. For this just link in the `index.html` to your script file with the line:

```
<script src="embfiles/myFunction.js" language="JavaScript" type="text/javascript" charset="iso-8859-1"></script>
```

Please be aware, that your scripts might be delete or overwritten when you export your view again. So, save your ideas in a separate file and copy them again in your project.

You are also able to use internal functions. The following functions might be of use for you:

- Global Object **mv_Doc**

<code>mv_Doc.HiColor</code>	Highlight-Color
-----------------------------	-----------------

- Global Object **mv_Map**

<code>mv_Map.getMapviewX(realValue)</code>	On performance reasons all coordinates are transformed on the upper left corner. With the help of these two functions you can transform real coordinates in Mappetizer -specific X/Y-coordinates.
<code>mv_Map.getMapviewY(realValue)</code>	

-

Function **mv_zoomToExtent(xMin,xMax,yMin,yMax,zoomBorder)**

With this function you can zoom to a specific extent of your SVG mapping project. The coordinates are **Mappetizer**-specific X/Y coordinates. So you may have to translate your real coordinates with the functions above. The parameter `zoomBorder` allows you to set an additional space (value in pixel) around the specific extent. The scale, scale bar, the scale dependent visibility of the layers, and the positioning of the overview rectangle will be set automatically within this function.

- Function **mv_alert(myText)**

Gives out text in a dialog window.

Function **mv_userInit**

You find the function `mv_userInit()` in the file `variables.js`. This function is called on loading and you can use it for your own purposes. For example if you want to zoom in to a certain extent while loading, pass your coordinates with the URL like:

```
http://myURL/mapview/index.html?4457851,4458272,5374027,5373689
(input: left, right, top, bottom)
```

In the function `mv_userInit` add in the following lines:

```
if(window.location.search.length > 0) {
  var theArray = window.location.search.substr(1,window.location.search.length).split(",");
  if (theArray.length == 4) {
    mv_zoomToExtent(mv_Map.getMapviewX(theArray[0]),mv_Map.getMapviewX
```

```
(theArray[1]),mv_Map.getMapviewY(theArray[2]),mv_Map.getMapviewY(theArray[3]),20);  
    }  
}
```



Adding/Customizing a publication language

Mappetizer supports different publication languages for **Export**. You can add more publication languages or change different text modules in your language. For this you must edit the language.xml file. All further exports will be affected by your changes. The file have to be saved as unicode. Be aware that in certain circumstances special characters like double quotes can't be used. This may lead that the page can't be load in the browser.

The file language.xml is located in the program folder of **Mappetizer**. If you want to make user specific changes or do not have write access on this folder, you can also copy or move this file to your personal folder **application data** in the folder **uismedia\Mappetizer** (usually C:\Documents and Settings\YOUR NAME\application data\uismedia\Mappetizer). If there is a file language.xml in your personal folder, the information of this file will be taken over. If not, the informations of the file in the program folder will be used.

Changing a text module

1. Open the file language.xml in your **Mappetizer** program folder or in your personal folder **application data**.
2. Change the respective text modules.
3. Save your changes.

Adding a publication language

1. Open the file language.xml in your **Mappetizer** program folder or in your personal folder **application data**.
2. Add a new node to the node <FontFamilies> with the specific language (**de** for the German, **en** for the English version of **Mappetizer**). The language codes are available on the Internet <http://www.loc.gov/standards/iso639-2/>.

```
<de lang="da">dänisch</de>  
<en lang="da">Danish</en>
```

Add for each text module the translation, like:

```
<Author lang="da">Forfatter</Author>
```

3. Save your changes.



Adding fonts

If you want to use additional fonts for your language, you can add them in the file `designmanagement.xml`. Add a new node to the node `<FontFamilies>`:

```
<FontFamily name="Times New Roman',Times,serif">'Times New Roman',Times,serif</FontFamily>
```

If you use fonts with blanks in the name, please quote them with single quotes. You can use several alternative fonts separated by comma. Be aware, that those fonts have to be installed on the system of the user. These fonts are then available in the export wizard, see **Text font**.

The file `designmanagement.xml` is located in the program folder of **Mappetizer**. If you want to make user specific changes or do not have write access on this folder you can also copy or move this file to your personal folder **application data** in the folder **uismedia** **\Mappetizer** (usually `C:\Documents and Settings\YOUR NAME\application data\uismedia\Mappetizer\`). If there is a file `designmanagement.xml` in your personal folder the information of this file will be taken over. If not, the informations of the file in the program folder will be used.



Technical support

You can contact uismedia's Technical Support Center for technical assistance by telephone, fax, or e-mail during our normal business hours, Monday through Friday, excluding uismedia holidays.

Before you call uismedia for technical support, you should be at your computer running your **Mappetizer** software. Be prepared to give the following information:

- The operating system you use
- The exact wording of any messages that appeared on your screen
- What happened and what you were doing when the problem occurred
- What you tried to solve the problem

Technical Support Center

Phone: (+49) (0)8161 / 23 28 70

Fax: (+49) (0)8161 / 23 28 74

E-mail: support@mappetizer.de

Hours: 9:00 a.m. to 6:00 p.m. German time, Monday through Friday, except uismedia holidays



Accessing Mappetizer on the Internet

For the latest news about **Mappetizer** software and services, getting answers to the most frequently asked questions, and viewing other technical reference materials, visit our homepage at <http://www.mappetizer.de>. These online services are available for you 24/7.

Support Knowledge Base on the World Wide Web

The Knowledge Base provides answers to the most frequently asked questions regarding the use of **Mappetizer**. The documents in the Knowledge Base are derived from the information that uismedia Technical Support analysts use when assisting users. You may use the full text search tool or the browse mode to find the document you need. To access this information, point your browser to <http://www.mappetizer.de/en/support/>.

Please note that these self-help support features are not official channels to uismedia Technical Support. To contact Technical Support see **Technical Support**.