

## Demonstration Video

### Didger 3 - Part 1

### Introduction

#### PART 1

1. Introduction
2. Plot Window
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1. Welcome to Golden Software's demonstration video for Didger 3 – Part 1. In this demonstration I'll be giving you a brief introduction to Didger.

Didger is our digitizing and coordinate conversion software package. I will not attempt to go over of all the features, but I will try to cover the most important ones. I've opened the sample file called Botswana, which is found in the Didger samples folder, to make it easier to explain some of the features.

2. When you first open Didger, the main Plot Window is displayed in the center of the screen and two managers are open on the left side of the screen. The Plot Window is where all the objects in your Didger project are displayed. You can see polylines, polygons, points, imported bitmaps, text, etc. You can do all your editing and selecting directly within the Plot Window.
3. There are two Managers in Didger: the Layer Manager and the Coordinate Manager. Both managers can be opened and closed by going to View | Managers. If there is a check mark next to the name, that means the manager is open. If there is no check mark, that means the manager is closed. You can open and close a manager by clicking on its name.
  - a. You can organize all your objects in your Didger project by separating components of your project into different layers. For example, you could digitize or import all the city locations on one layer, roads on another layer, and rivers and lakes on a third layer. Layers allow tremendous flexibility in what information you can include in your Didger project and what information you can display in the plot window. Having the Layer Manager to the side of the Plot Window makes accessing the layers simple and easy.
    - i. Everything you import or digitize will be imported or digitized into the active layer. The active layer is denoted by the red triangle to the left of the layer name. In this case, the active layer is called Botswana. To change the active layer, simply click on the layer you want to become active.
    - ii. To add layers, delete layers, rename layers, replicate a layer, or if you want to select all items on a layer, simply right click in the Layer Manager and choose the function you want to do.
    - iii. The layers are listed in the Layer Manager in the order they are drawn on the screen. For example, all objects contained in the lower layers, such as Pans/Deltas, are drawn underneath the objects contained in all the upper layers, such as Game Reserves or National Parks. If you want to change the order of the layers, simply click and drag a layer to its new position.
    - iv. You can choose to make individual layers visible or invisible. A yellow sun shape means the layer is visible, a gray shape means it is invisible. Just click the sun shape to change the color. This allows you to have all the information you want in

one project file, and yet still make many different types of maps, emphasizing exactly what you want, by turning the visibility on and off for different layers.

- v. You can also choose to set a layer to be editable or uneditable. If you have a layer exactly the way you want it and you don't want to accidentally move or delete anything – just make the layer uneditable and you will not be able to select anything on that layer! A green dot means the layer is editable. A red dot means that the layer is uneditable. Just click on the dot to change the color.
  - b. Select an object in the Plot window and the Coordinate Manager will display all the vertex coordinates of the selected object. For now, I selected the boundary outline of Botswana by clicking on it in the plot window. If you are working in a vector project, you can edit the coordinates of any vertex point by double clicking in any cell in the Coordinate Manager and typing in the new coordinates. The selected vertex in the Coordinate Manager will show up as a green dot on the point, polyline, or polygon in the Plot Window. If you choose a different vertex point in the Coordinate Manager, the green dot will move to highlight the selected vertex. Being able to change the coordinates of a particular vertex makes it easy if you want to plot a point, polyline, or polygon at an exact location. If you are in a raster project, you can view the coordinates of the vertices in the Coordinate Manager, but you cannot change them.
4. There's a fourth window that is not shown by default called the Data Attributes View. You can open the Data Attributes View by going to Window | Layouts and then choosing one of the options. I'll choose Data Bottom. This displays the Data Attribute View at the bottom of the Plot Window. The Data Attributes View lists all the objects in the Didger project and gives you information about each object, such as ID information, what layer they are on, point count, perimeter length, and the area and polygon direction (if it is a polygon). You can change the ID of an object by double clicking in the cell and typing in the new ID.
  5. One important concept to understand about Didger is that there are two types of projects: a raster project and a vector project. You can do different things in the different project types.
    - a. For example, a raster project allows you to import and georeference image files, change the projection of the image, and warp the image. You can import images in many different raster formats such as JPG, TIF, GIF, and BMP.
    - b. A vector project allows you to calibrate and digitize from a digitizing tablet, import and overlay vector, data, and georeferenced image files, and mosaic georeferenced image files. You can import many different types of files into vector projects, such as data from Excel spreadsheets or ASCII data files, vector files such as ESRI SHP and E00 files, Autocad DXF files, and MapInfo MIF files, and georeferenced image files such as GeoTIFFs and TIF files with an ESRI TFW World File.

Before you begin using Didger, it is important to understand what type of project you need to be working in. I'm going to go ahead and close this project now so I can prepare for my next demonstration.