

Demonstration Video

MapViewer - Part 1

Introduction

PART 3

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1. Introduction

Welcome to Golden Software's training video for MapViewer 7 – Part 1. MapViewer 7 is a mapping and spatial analysis tool that allows you to easily produce publication-quality thematic maps. This demonstration video will cover the basic functions of the managers windows.

2. Managers

I have opened the sample file Prism.gsm, which is found in the MapViewer samples folder. There are 7 Manager windows in MapViewer 7 that accompany the main plot window; the Layer manager, the inset manager, the Property Inspector, the Coordinate Manager, the Data Manager, the Object Manager, and the Territory Manager. To display the Managers click **View | Managers**. If there is a check mark present next to the manager, then that particular Manager is visible. If there is not a check mark next to the manager, then that manager will not be visible. For example, if I click the box next to the Object Manager it disappears. If I click it again, it re-appears.

Managers can be resized and moved anywhere within the MapViewer screen

- a. Resizing a manager can be done by selecting the edge of a manager, represented by two parallel bars, and dragging down or up, and right or left.
- b. Moving a manager can be done by selecting the manager and moving, or dragging, it to a new location
 - i. A manager can be floating and located anywhere on the screen; or docked in a set location represented by the outline of a gray rectangle. There are several docking locations within the MapViewer screen
 - ii. You can also make your manager a tabbed manager by selecting the manager and dragging it to a tab location at the bottom of

another manager. This is an easy way to make the User Interface have a customized look.

- iii. If you would like to reset the Managers to their default positions click **View | Reset Docking Windows**, click OK in the pop up screen that tells you need to close
- iv. MapViewer to reset the managers, close MapViewer, and restart the program

3. About each Manager



- a. I am now going to discuss what the different managers can do, once again to make things easier I'm going to open the sample file Prism.gsm.
- b. To open this file click **File | Open**, select the Samples folder in the MapViewer 7 directory, and load the file Prism.gsm. The Prism.gsm file, and the other files in the Sample folder, are provided with any installation of MapViewer and are located in the installation directory or same directory where you saved MapViewer during installation.

4. The Layer Manager

- a. The first manager I'm going to discuss is the **Layer Manager**, which contains information about the map layers. The layers can be selected, arranged, and made active in the Layer Manager. Changes made in the Layer Manager are reflected in the main plot window.
- b. An active layer is represented by a red triangle and the yellow light bulb indicates if that layer is visible. Clicking on the bulb changes it from on to off and when it's off the layer is not visible.
- c. Clicking on the lock symbol changes the layer from unlocked to locked. A locked layer cannot be modified.
- d. The symbol next to the lock represents the type of map that is on that particular layer, In this case you can see this example includes 2 Base Maps, a Hatch Map, and a Prism Map.
If you want to add a layer, click the button New Layer. I am going to add a square to the new layer.
- e. Layers can be repositioned by clicking on the Move Forward or Move Backward buttons. Repositioning layers will determine which objects are shown or drawn on top of other objects.
- f. You can delete a layer by selecting the layer and clicking the button Delete Selected Layers

5. The Object Manager displays a list of the all the objects on the active layer.

- a. The objects can be selected, arranged, and edited in the Object Manager.

- b. Each row in the list consists of an icon indicating the type of object and a text label for the object. All objects also have a light bulb icon that indicates if the object is visible. A yellow light bulb  indicates that the object is visible and a gray light bulb  indicates that the object is not visible. To change the visibility of an object, click on the light bulb.
 - c. To change the display order of the objects with the mouse, select an object and drag it to a new position in the list above or below an object. The pointer changes to a black arrow if the object can be moved to the pointer location or a black circle with a diagonal line if the object cannot be moved to the indicated location.
 - d. To edit information for an object select the object and double-click in the *PID*, *SID/Text*, *Attribute 1*, or *Attribute 2* boxes.
 - e. The IDs and Attributes are used to describe the map objects
 - f. The Vertices, length, and Area boxes cannot be edited.

6. **The Property Inspector** allows you to edit the properties of a selected object or groups of objects.
 - a. To use the property inspector select an object or group of objects in the map and scroll up and down in the inspector to see the different modifications you can make to that object.
 - b. The Object Descriptions, Line Properties, and Fill Patterns can be adjusted as needed.
 - c. I'm going to modify the Fill Properties for the base rectangle object by first making the rectangle layer active in the Layer Manager, selecting the rectangle object in the Object Manager, and changing the fill color to black in the Property Inspector, I will then click Apply to see the changes.
 - d. When the *Auto Update* box is checked, MapViewer makes changes to the object properties as you edit them in the Property Inspector. I'm now going to select the text object and change the text color by first making the Text layer active in the Layer Manager, select the text object in the Object Manager, and change the text color in the Property Inspector, as you can see the changes now will be automatically updated.

7. **Closing**

That concludes the introduction to MapViewer 7. I am now going to close MapViewer and save the project file by using File | Save. If you ever have any problems or questions using **MapViewer 7**, please contact us.

 - a. Tech Support Phone: 303-279-1021 (M-F 8-5 MST)
 - b. Email us at mapviewer@goldensoftware.com
 - c. Thank you for watching this demonstration and have a great day.