



MapperWrapper Manual

The MapPlace - MapperWrapper Manual



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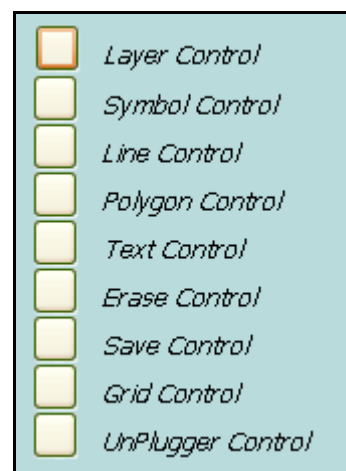
Introduction:

The MapperWrapper is a set of client-side tools to draw on MapPlace maps. The tools allow you to draw lines, polygons, symbols and text on any number of 'redline' layers. You will also be able to select the display attributes for these objects and delete objects. The map file (*.MWF) that contains the new 'redline' layers can be saved on your computer for later use and distribution.

The ability to add features to an existing MapPlace map has been available for several years through the Mapping Tools option. However the markup capability relied on interaction between the MapGuide server and the client's viewer. This capability is important when one wishes to include markups in a corporate database. Using the redline functions in this new version of the MapperWrapper, map additions remain on the client's computer with no interaction with the MapGuide server. The client's markups remain confidential and place no additional load on the server.

The Mapper Wrapper feature 'wraps' a simple set of controls in JavaScript that reside in the right side panel of the MapPlace map. The Mapper Tools give the end-user the ability to:

- add new layers to the map;
- add symbols and adjust size and rotation;
- add linework of any color, width and pattern;
- add polygons of any color, fill pattern and edge characteristics;
- add text of any size, color, font and rotation;
- include descriptive text as labels and/or cursor-over displays;
- delete any selected 'client added' object, or delete layers;
- save the final map file on the client's machine;
- add a grid overlay in UTM or latitude/longitude, with labels;
- view maps off-line using the [UnPlugger Tool](#).



This initial version of the MapperWrapper has a limited number of symbols and patterns included. Later versions will have the capability to select from a wider range of symbols and patterns.

MapperWrapper Installation and Startup:

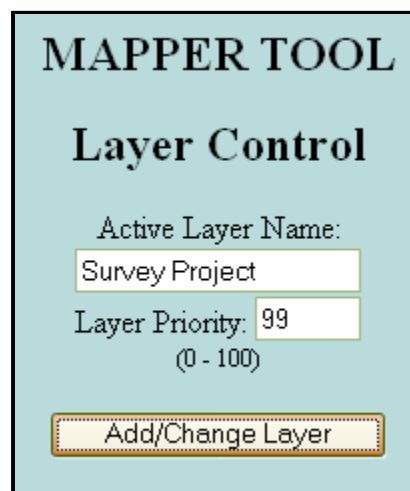
1. Create a new directory on your computer.
2. Copy the MapperWrapper.exe file into the new directory.
3. Double click on the file name to extract the contained files into the directory.
4. The MapGuide Map File (*.mwf) must be named "BaseMap.mwf" and be present in the new directory.
5. To start mapping launch the MapperWrapper.htm file in your browser. You must be connected to the Internet.
6. When you save your work it can have any desired name and be placed in any directory.
7. To reuse an earlier map you must rename it to BaseMap.mwf and place it in a directory where all the MapperWrapper files are present.

HINT: All map objects you create with the Mapper Tools can be used in the same manner as any other map objects on the base layers. You can generate buffers around them or use them for searches.

Layer Control:

The Layer Control is used to add or change Active Layers in the legend on the left side of the map. Layer Priority is used to control the position in the legend, higher number near the top. To add a new layer, enter the Active Layer Name and select Add/Change Layer. The lower window will show the Active Layer. In the example, Survey Project becomes the new active layer in which symbols, lines, polygon or text can be added. Once the layer is created, it can be turned on or off in the legend.

HINT: The Active Layer Name can also be used to reposition or delete layers from the map. Enter the Active Layer Name exactly as it appears in the legend at the left. For example to move Regional Districts down in the legend, enter the name, change the Layer Priority to 5, and click Add/Change Layer. To delete the layer, make it active by entering the Name, click Add/Change Layer, select Erase Control, then DELETE MAPLAYER. The layer can be returned: right-click the map and Reload.



MAPPER TOOL

Layer Control

Active Layer Name:

Layer Priority:
 (0 - 100)

To keep track of the colour and style of features you create it is good practice to construct a Legend layer. Simply make a new layer called Legend or something similar, give it a priority of 100 so it will always be the top layer. The first feature you add should be a very large white filled polygon to act as background. Then as you create new map features add each one with a descriptive label to this layer for later reference.

Symbol Control:

The Symbol Control is used to add point data or symbols to the new Active Layer. Once the Symbol Label is entered, adjust the height, rotation angle and type. The Symbol Height will default to an appropriate size for the zoom scale. If zoom is adjusted, reset the default and/or enter a value in metres. The Rotation Angle will rotate clockwise. Select the Symbol Code Name from the drop down list; additional symbols can be added on request. Click on the Add Symbol, then the location on the map with the hand cursor, and the symbol should appear. Subsequent symbols with the same label and settings can be added by activating Add Symbol and left clicking the map. Enter a new Symbol Label to change labels, or the fields to change the symbol attributes.

Symbol Control

Symbol Label:

Symbol Height (in M)

Symbol Rotation Angle

Symbol Code Name

Line Control

Polyline Name:

Line Colour (1-256)
 [Colours](#)

Line Thickness (1-1000+)

Line Style

Line Control:

The Line Control is used to add linework to the new Active Layer. Once the Polyline Name is entered, adjust the line colour, thickness and style. Click on the link to [Colours](#) to see the 256 colours available. Click Add PolyLine and cursor is changed to a polyline tool. Left-click the map for the start of the line, and draw (digitize) the line with subsequent clicks and a double click to complete the line. The line should appear.

Polygon Control:

The Polygon Control is used to add solid or hatched polygons to the new Active Layer. Once the Polygone Name is entered, adjust the edge colour, thickness and style, and the fill colour and style. Click on the link to [Colours](#) to see the 256 colours available. Click Add Polygon and the map cursor is changed to a polygon tool. Left-click the map for the start of the polygon, and draw (digitize) the outline with subsequent clicks and a double click to complete and close the polygon. The polygon should appear.

Polygon Control

Polygon Name:

Edge Colour (1-256)
 [Colours](#)

Edge Thickness (1-1000+)

Edge Style

Fill Colour (1-256)
 [Colours](#)

Fill Style

Text Control

TEXT Name

Text Colour (1-256)
 [Colours](#)

Text Height (in M)

Text Angle

Text Style

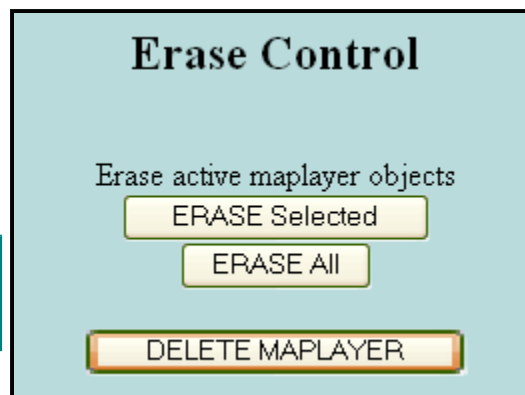
Text Control:

The Text Control is used to add text, such as labels, to the map. Enter the text name, colour, height, angle and style. Click the Add TEXT button then position the hand cursor on the map at the starting point for the text and left click.

Erase Control:

The Erase Control is used to delete active map layer objects and map layers. To delete an individual object, use the select tool to highlight the object and then the ERASE Selected button to remove. To delete multiple objects, select objects with the Shift key, then ERASE Selected. To delete all objects in the active map layer click on ERASE All. The DELETE MAPLAYER button will delete the active layer.

HINT: ERASE All will remove all the objects in a layer; there is no undo function. If you want to temporarily remove objects, toggle the active layer off in the legend.



Save Control:

The Save Control is used to save a copy of the map to your harddrive. The map will be saved with the annotations and various layers turned on. To save the map, enter a location and file name, and click Save It!. The directory must exist. The save will be confirmed with 'Map Has been Saved!'

Each map should be saved with a unique file name or the earlier map of the same name will be overwritten. See [UnPluggger Control](#) below on use to view the map off-line.

HINT: When saving your work map file use a name that is descriptive of the map's contents. This map file may then be viewed with your browser. The file can be emailed to a colleague for viewing with their browser as long as they have a MapGuide Viewer installed. If you want to add additional material to the map it must be renamed to "BaseMap.mwf" and placed in a directory with the MapperWrapper programs.



Grid Control:

The Grid Control is used to add a UTM or Latitude/Longitude grid, with or without labels. Mark the grid position with lines or tick marks; set the label size in meters; and choose the colour for the lines and labels. The Get Grid Estimate will provide an approximate grid for the scale of the map. The spacing and lines can then be rounded off. Use the Build and Clear grid buttons to experiment with different grid overlays. There is occasionally a rounding off issue associated with labels.

HINTS: Use the Latitude/Longitude coordinate system for BC Albers projected maps and the Map Coordinate System (MCS) for UTM projected maps.

Use labels without lines or tick marks for small scale map (province view) and an existing grid such as the

1:50K NTS map outlines.

If you adjust the scale slightly smaller (right-click, zoom scale), the labels at the edge of the map will come into view.

MCS: The Map Coordinate System is the system of coordinates associated with the current map projection in the map window. The units are those associated with the projection, for example, if the map is in geographic or BC Albers projection the coordinates are in degrees, if it is in UTM projection the coordinates are in metres.

The cursor location coordinates may be turned off and on or switched between Map Coordinate System and Latitude/Longitude values by going to the Pop-up Menu > About > Preferences and picking the preferred system.

Grid Overlay

Coordinate System

☒ Map Coordinate System [\(MCS?\)](#)
☐ Latitude and Longitude

Tick Marks or Lines

☒ Lines ☐ Tick Marks ☐ None

Line Labels

☒ On ☐ Off

Label Size M

Colour (1-256)

[Colours](#)

East-West Lines

Spacing(N): South Line:

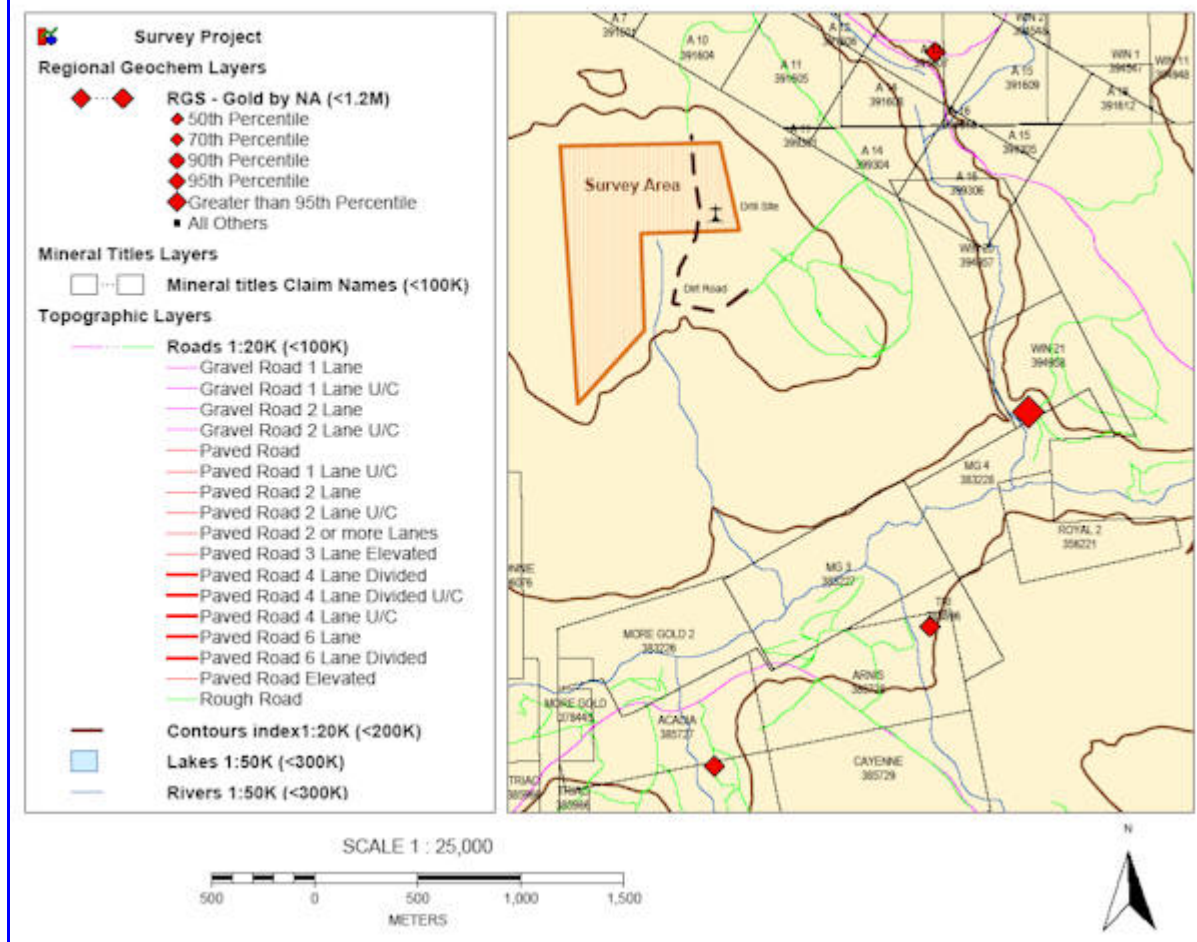
North-South Lines

Spacing(W): West Line:

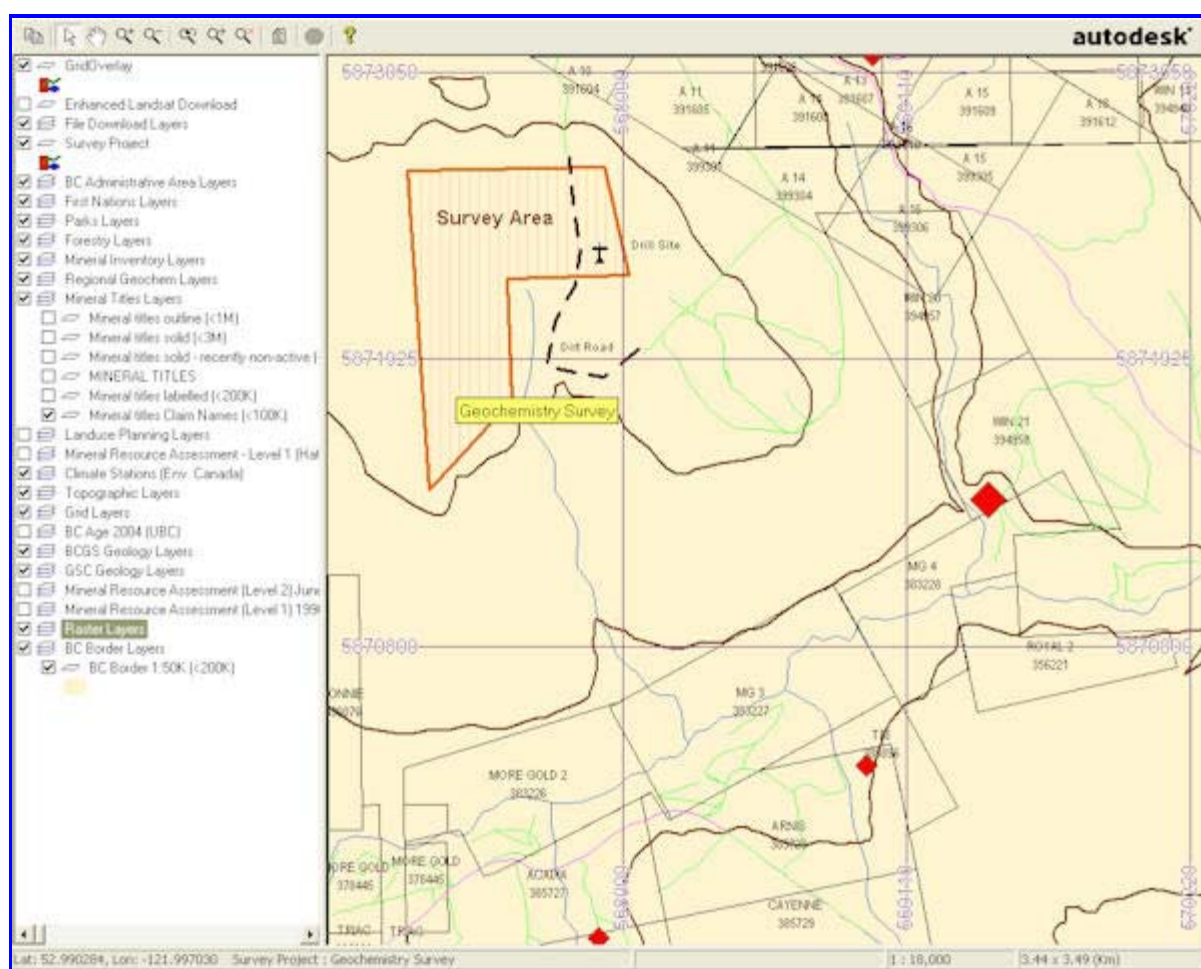
Sample Maps:

The first map was created with some of the examples above. In the Page Setup (right-click the map) the scale was specified at 1:25,000, the print was sent to Adobe PDF and the Graphic Select or Snapshot tool was used to capture the image. The size and appearance of the legend can be controlled by double-clicking or right-clicking the layer label to expand or collapse the legend details. The second map is a screen capture of the map with the Grid Overlay.

MapperWrapper BaseMap



Example of annotated map (click on image to enlarge)



Example of map with grid overlay (click on image to enlarge)

UnPlugger Control:

UnPlugger is used to create a map that can be used without an active Internet connection. An example would be a project map, embedded with a limited number of data themes, such as LandSat, topography, hydrology, roads, MINFILE and geology. The resulting map may be used with the MapperWrapper Tools or opened in an Internet browser with the MapGuide viewer installed.

Zoom into the area of interest and turn on all required layers. Only those layers which have been turned on will be available for viewing when disconnected from the Internet. Certain functions requiring Internet access will not be available, such as reports and Zoom Goto, when working off-line. These functions and all other layers will be available when the Internet connection is restored. Only the map area that is within the map window will be available for viewing. To cover a large area at a given scale several 'UnPlugged' maps may be produced.

When the desired area is exposed in the map window and all required layers have been turned on 'Lock Down' the map's characteristics. When satisfied that the map contains all the required features and covers the required area, click on the 'Create Map' button. It will appear in a new window and can then be saved to a local directory. **The generation of a new map will take several minutes so please wait until the map has appeared before interacting with the new window.**

NOTE: The UnPlugger is not included with the off-line version of MapperWrapper as it needs to be linked to the Internet to build the maps. However you can view maps off-line that were created with the UnPlugger Tool. The UnPlugger Tools is associated with a map with over 400 layers. **Users are cautioned to create simple maps for efficiencies.** There will be a delay as the server reads and writes the XML version of the map.

UnPlugger Save Control:

This window should be used only for saving the associated *UnPlugged* map to a local storage device. Each map should be saved with a unique file name or the earlier map of the same name will be overwritten. Once saved, the map may be used with the MapperWrapper Tools to create user layers and data or may simply be opened with a browser that has the MapGuide viewer installed. To work with the MapperWrapper Tools the map must be renamed to BaseMap.mwf and sit in the same directory as the MapperWrapper Tools.

To save the map, enter a location and file name, and click Save It!. The directory must exist. The save will be confirmed with 'Map Has been Saved!' See [MapperWrapper Installation and Startup](#) above on how to view the map off-line.

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*From notes by Ward Kilby, May 17, 2004 as part of a BC Yukon Chamber of Mines 2003 funded 'Rocks to Riches' program to develop [MapPlace Client-mapping Tools](#).
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