

Mapping – Layer & View Management - Help Note

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Introduction

This document explains a few pointers on layer, layer group and view management in Fairport Farm Software mapping software to ensure maximum flexibility and scalability when it comes time to expand your mapping dataset and also to allow greater reporting capabilities.

Software includes:

- PAM QA Plus with Mapping
- UltraCrop with Mapping
- AusVit with Mapping
- gpMapper
- FarmStar Lite

Overview

To ensure the greatest flexibility and scalability in your mapping dataset, there are just a couple of principles that you should try to apply and one or two things that should be kept in mind.

1. Always keep different types of objects that you create on separate layers i.e. paddock boundaries on a paddock boundaries layer and power lines on a power lines layer.
2. Keep different farms in separate layer groups and replicate the layers for each farm
3. Make good use of the views functionality in Fairport Farm Software

Terminology

Object

An object is something that you create in the mapping software with in a layer. This can be a polygon that represents a paddock boundary (you need the polygon to have the area calculated), or a polyline that represents a power line (the polyline has no area, so only lengths are calculated)

Layer

A layer is a way of group similar objects drawn in the mapping software i.e. all of your paddock boundaries for a farm would be created on a common Paddock Boundaries layer

Layer Group

A layer group is a way of grouping layers. For example, we would store all layers for farm 'Kambah' in a layer group called 'Kambah'

View

A view is a way of representing the mapping data that you have created without adding additional mapping data, or replicating it in any way.

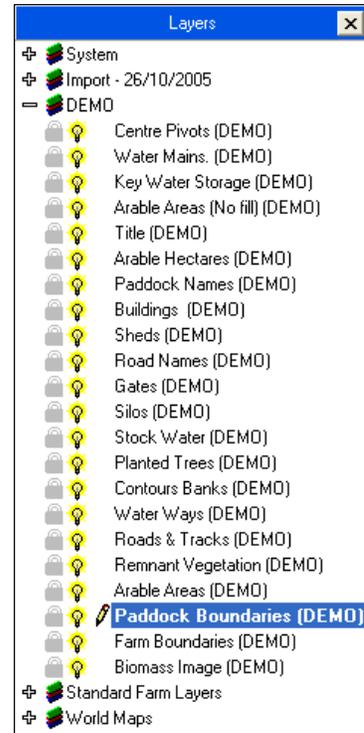
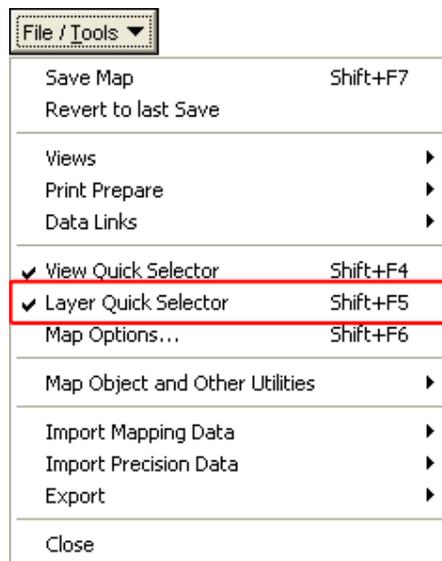
Layer Quick Selector

Turning on the Layer Quick Selector:

Open your mapping section of the software by using the mapping picture button along the top of the software or by pressing the F5 key on your keyboard.

When in the mapping section of your software, you should see the Layer Quick Selector down the left hand side of your screen →

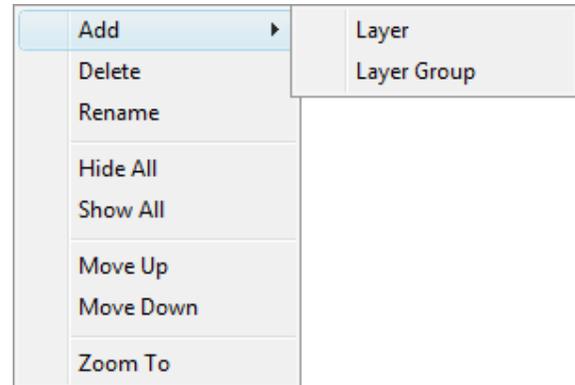
If the Layer Quick Selector is not visible, you can switch it on by selecting the Tools button, then placing a tick next to 'Layer Quick Selector' or when in the mapping section, hold down the SHIFT key and press the F5 button on your keyboard.



Features

Right Click Menu Options

By right clicking within the Layer Quick Selector, you will get a menu like this →



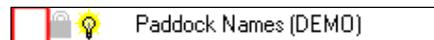
Running through these menu options:

- **Add:**
 - **Layer:** This will add a new layer to the Layer Group that was right clicked on
 - **Layer Group:** This will add a new layer group.
- **Delete:** This will delete either the layer or the layer group that you have right clicked on
- **Rename:** This will enable you to rename the layer or layer group that you have right clicked on
- **Hide All:** This will make all layers invisible in the layer group that you have right clicked on
- **Show All:** This will make all layers visible in the layer group that you have right clicked on
- **Move up:** This option will move the layer that you have right clicked on up one in the order of the layers within the layer group. The hierarchy of the layers is very important as this determines what is visible 'first'. For example if you have a layer of paddock names below the layer that contains all of your paddock name labels, when it comes time to creating map reports you will not see the paddock name labels as they will be below the solid filled paddock boundaries.
- **Move Down:** This option will move the layer that you have right clicked on down one in the order of the layers within the layer group. The importance of this option is the same as moving the layers up.
- **Zoom To:** When selected this option will show on the same screen all of the objects that reside on the layer that was right clicked on.

Further to this functionality, we can also modify attributes of the layers right here on the Layer Quick selector:

Moving Layers/Layer Groups

To move a layer within the same layer group, or to another layer group simply click and hold your left mouse button down to the left of the lock icon for the layer you wish to move (see the red square in the image) →



Or, to move a layer group click and hold your left mouse button down on the layer group icon →

Then drag the layer or layer group to preferred position (you will notice that the icon changes). Let go of the mouse button and the job's finished.

Locking Layers

To lock a layer for edit ability, simply click on the lock icon to the left of the layer you wish to lock/unlock. Locked:  Unlocked: 

Show/Hide Layers

To show or hide a layer, simply click on the light bulb icon to the left of the layer you wish to show/hide. Visible:  Invisible: 

View Quick Selector

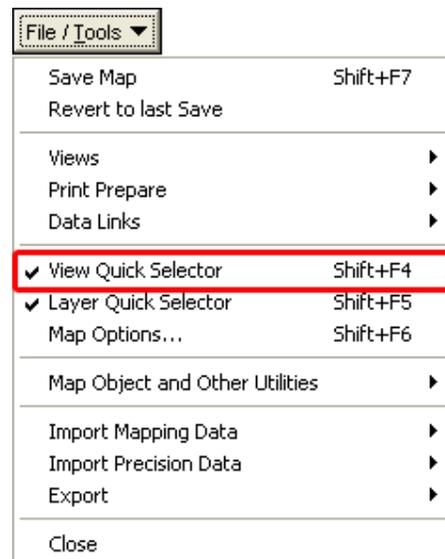
Turning on the View Quick Selector:

Open your mapping section of the software by using the mapping picture button along the top of the software or by pressing the F5 key on your keyboard.

When in the mapping section of your software, you should see the View Quick Selector down the left hand side of your screen →



If the View Quick Selector is not visible, you can switch it on by selecting the Tools button, then placing a tick next to 'View Quick Selector' or when in the mapping section, hold down the SHIFT key and press the F4 button on your keyboard.



Features

Using the View quick selector is the easiest and most convenient way of managing how you view your mapping data in the mapping section and throughout the rest of your Fairport Farm Software like creating sub areas during a farming activity or creating map reports.

A view will store several things:

- Which part of the world you are looking at and how much of it
- Whether layers are visible or not
- Whether or not layers are locked for editing (great for aerial photography)
- The order of layers within layer groups
- The order of layer groups
- Whether or not layer groups are expanded or not

Right Click Menu Options

- **Open View:** This option will show the saved view
- **Update View:** This option will update the current view with any changes that have been made in layer quick selector.
- **Save View As:** This option will allow you to save you current view by popping up a dialog that allows you to enter a name for the new view.
- **Delete View:** This option deletes the current view, there is no confirmation dialog, so use only if you really want to delete the view.

Open View...	Shift+F8
Update View	Shift+F9
Save View As...	Shift+F10
Delete View	
Save Map Data	Shift+F7

With this in mind we might run through an example:

Say if you have 2 farms, or one farm split by a distance, you could have 2 layer groups, one containing the layers for each farm.

We would ensure that there are at least 2 views of the mapping data, one for each farm (or part thereof).

To setup or first view, we would:

1. Zoom into the first farm (or part of).
2. Next we would ensure that the layer group for this farm is right at the top of the layer quick selector and expanded (click the '+' symbol next to the layer group)
3. Move the layers up and down until you are happy with the ordering of the layers
4. Make the layers that we wish to visible by clicking the light bulb  and making sure it is on next to the layers, or making the layers invisible for the layers we don't wish to see by turning the light bulb off 
5. Lock the layers we want to be un-editable by clicking on the lock for those layers , or ensuring the lock is off for those layers we want to be editable 
6. Then by using the right click menu in the
7. Right click in the View Quick selector and select the 'Save View As...' menu option

From here on in, to get back to what we have just set up, simply click the new view and there it is. Views also show up in the add activity wizard and in the map report section of the software.