

SW MAPS TEMPLATE BUILDER

User's Manual

The logo for Softwel (P) Ltd. features the word "Softwel" in a stylized, italicized yellow font with a dark red outline, followed by "(P) Ltd." in a smaller, dark red, italicized font. The text is set against a dark red diamond-shaped background.

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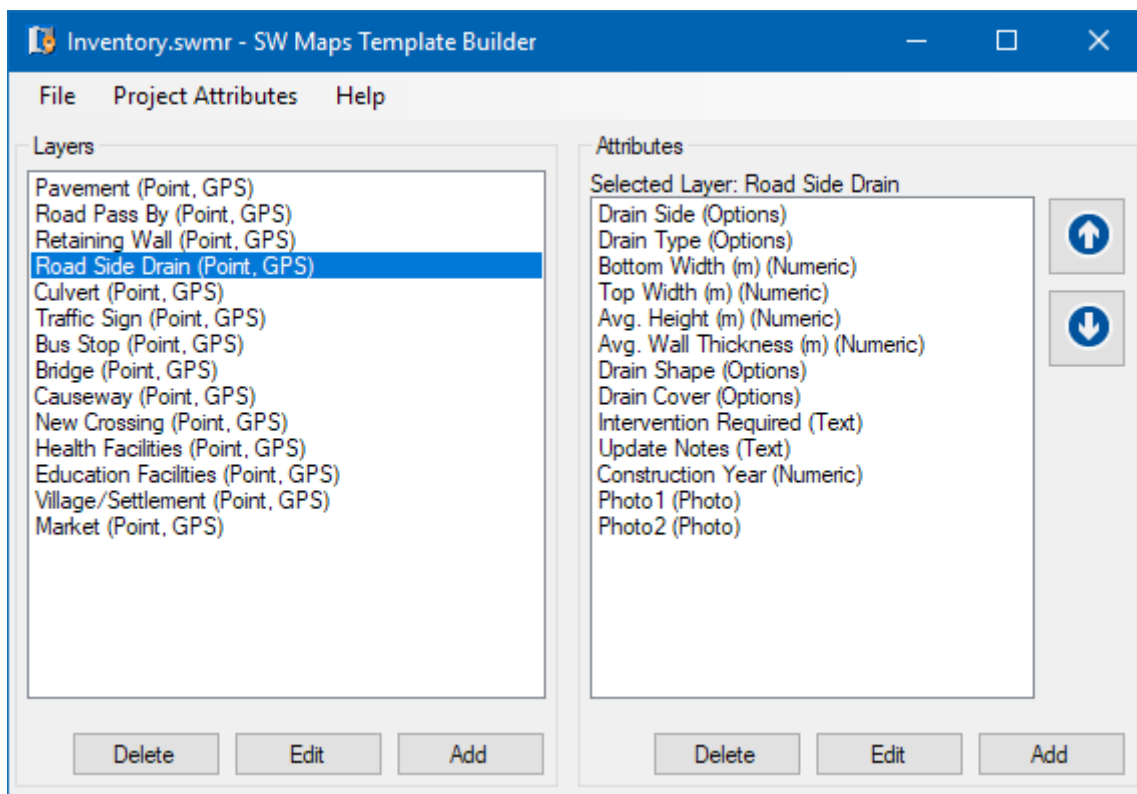
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Introduction

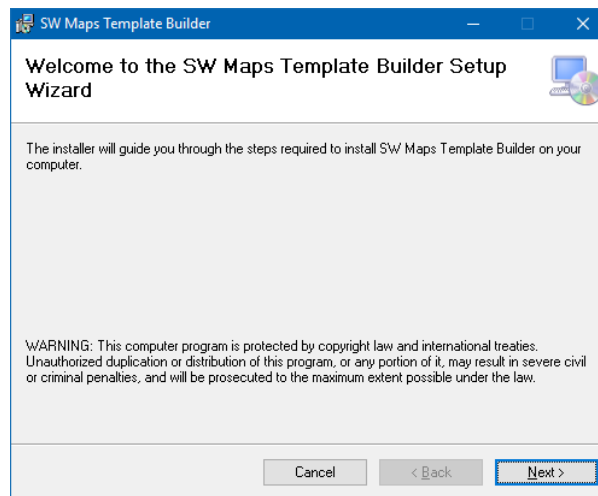
SW Maps template builder is a convenient app for creating templates for use with SW Maps.



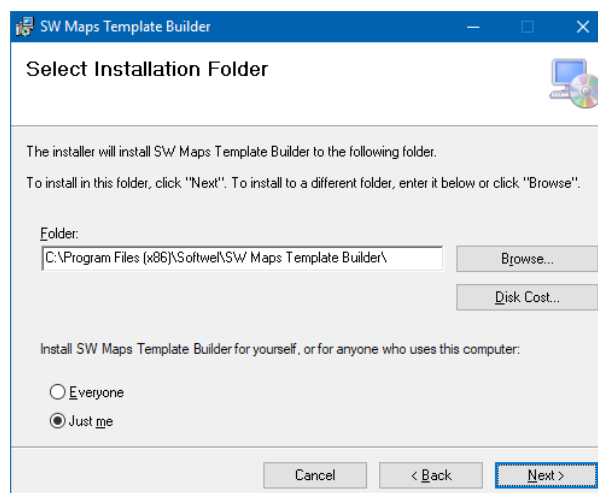
The template builder can be used to create normal (swmt) or read-only (swmr) templates. Read-only templates do not allow the user to add or remove layers and attributes, which makes it suitable for large scale data collection and processing.

Installation

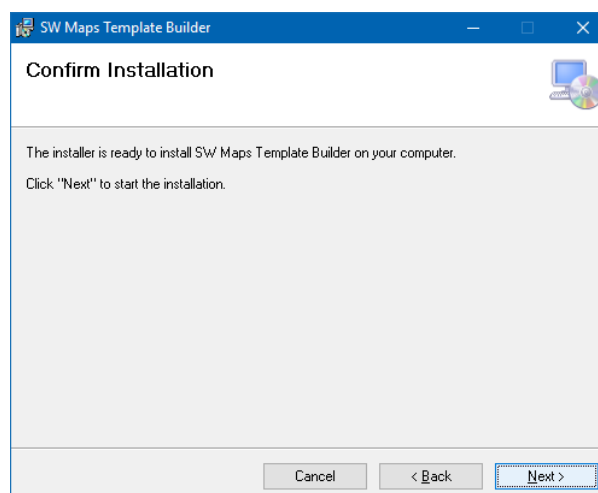
- Run the installer TemplateBuilder.msi



- Click "Next"



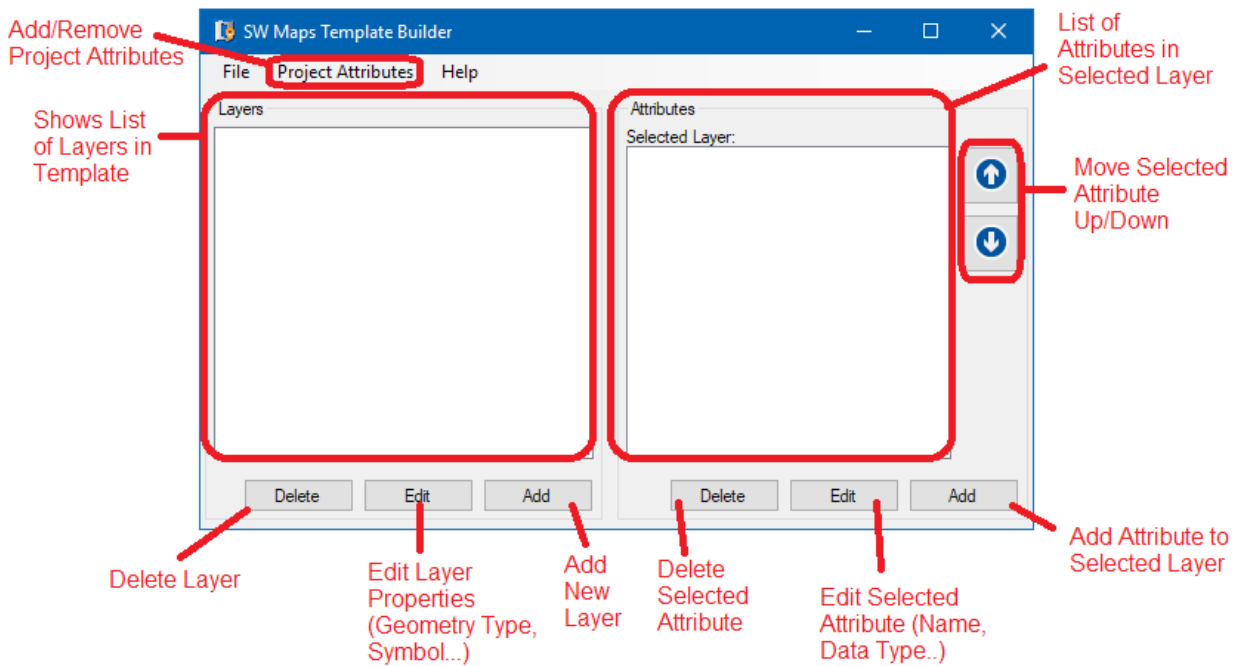
- Change the install destination if required and choose whether to install for all users or the current user only. Click "Next"



- Click "Next" and wait until the installation is complete.

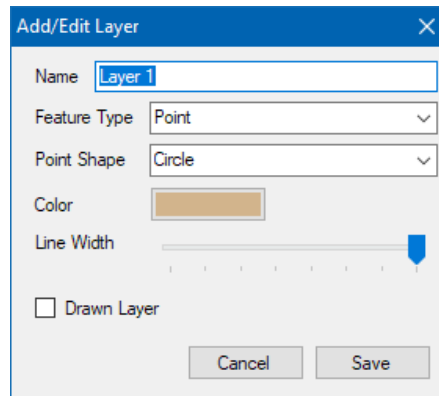
Getting Started

Run SW Maps Template Builder from the desktop or the start menu shortcut.



Adding a Layer

Press the **Add** button under Layers. The following dialog box will open.



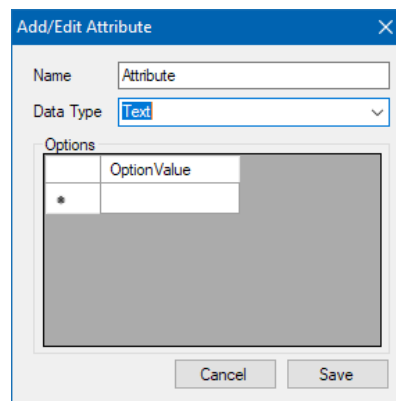
Enter the layer name, select the feature type and define the layer style (point color, line width and point shape)

Check the **Drawn Layer** box to create a drawn feature layer, else the layer will be added as a GPS recorded feature layer.

Press Save to add the layer.

Adding Attributes to Layers

Select the layer to which the attribute is to be added. Press the **Add** button under the attribute list.



	OptionValue
*	

Enter the attribute name and the data type.

If the data type is **Options**, enter the choices for the attribute in the Options grid.

Press **Save** to add the attribute.

Editing Existing Layers and Attributes

To edit a layer, select the layer and press **Edit** button under the layers list.

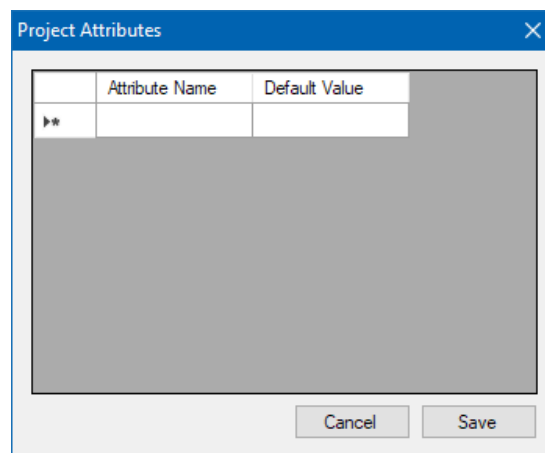
To edit an attribute of a layer, first select the layer. Then select the desired attribute on the attributes list and press the **Edit** button.

Deleting Layers and Attributes

Layers and attributes can be removed from the template by selecting the layer or template in the respective list, and pressing the corresponding **Delete** button.

Project Attributes

To add, modify or remove project attributes, click **Project Attributes** on the top menu bar.



	Attribute Name	Default Value
▶*		

Cancel Save

In the table, enter the name of attribute under the **Attribute Name** column and the default value for the attribute under the **Default Value** column.

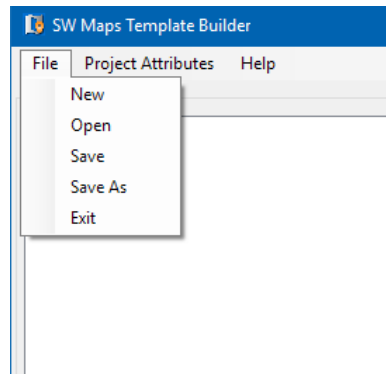
Click **Save** to save the list of project attributes, or **Cancel** to discard all changes.

Saving and Opening Templates

To save the template, click the **File->Save** menu.

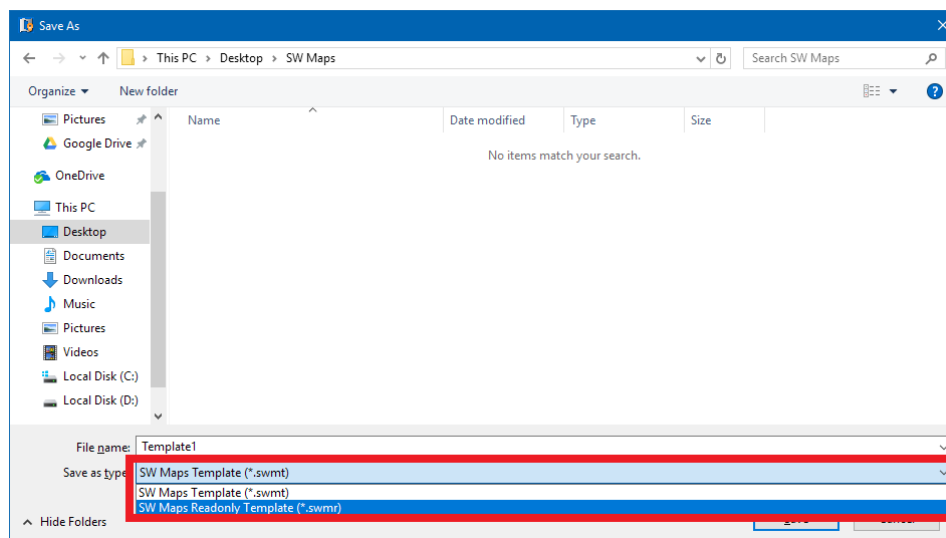
To save as a new template, click **File->Save As**.

To open an existing template for editing, click **File->Open**.



Select whether to save as a template (swmt) or a read-only template (swmr).

Then, press **Save**.



Installing Templates in SW Maps

To install and use the templates prepared using the template builder in SW Maps, follow the steps below.

1. Copy the swmt or swmr file saved by the template builder to the SW_Maps/Templates folder on the device storage of the phone or tablet.
2. Open SW Maps and create a new project. Enter the project name and press **Create**.

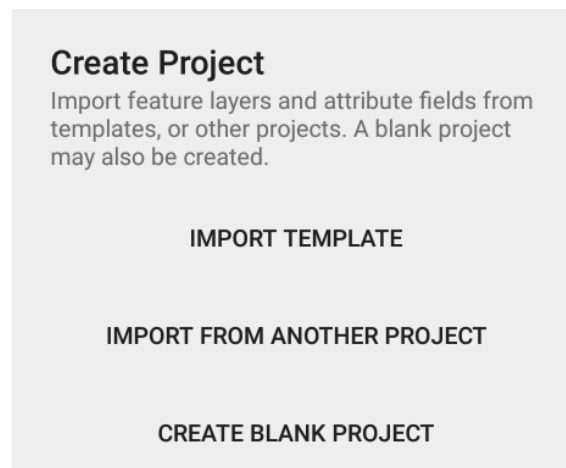
Create Project

Create a project to save layers, points and photos

Project Name _____

CREATE

3. Press **Import Template**.



4. Select the template file copied earlier, then press **Load**.

Sample Template

LOAD