GISwater

PROTOCOL DOCUMENT		**E-13.3**
Mapzones Vdefault and its relation with the elements		05/08/2020

GOALS

Know the different ways of taking a default value that exist when establishing a *mapzone* to a network element, whether it is a new element or whether it already exists.

DESCRIPTION

In **Giswater** there are different areas of the map (*mapzones*) that are very important layers of information to group the elements based on their location and/or characteristics. In addition to knowing what each one is for, it is important to know how their values are filled in, many times filled in automatically to avoid possible errors in the data.

There is a **hierarchy** that is followed when filling in these values, which will be used if the requirements can be met. If not, it will go to the following rule:

1. **RELATION TO OTHER ELEMENTS** (only for **arc**, **connec** and **gully**) – For these element types, the values that already have their relations will always prevail as values of the *mapzones*:

     ▪ **arc**: value of its node_1 and node_2. In case these are not equal (border zones between *mapzones*) it will only be applied in case a node has *mapzone= 0(undefined)*. Then the non-0 will be used.
     ▪ **connec/gully**: value of your arc_id (if you have it).

2. **DEFAULT VALUE** – If we have a default value for a *mapzone* in our configuration (per user), it will be used for the elements we insert. Usually these defaults are **disabled** and are not displayed in the plugin's *'Config'* tool, but can be enabled by changing the value of isenabled to **TRUE** in **audit_cat_param_user** for:

    ▪ expl_vdefault
    ▪ dma_vdefault
    ▪ sector_vdefault
    ▪ presszone_vdefault
    ▪ municipality_vdefault

3. **GEOMETRY** – If the *mapzone* has no value yet, then its geometry prevails. The value of the *mapzone* within which the element is located will be used.

    In case it is not inside any or more than one *mapzone* (since these can overlap in some spaces), the section closest to the point where the element is being inserted will be searched and its *mapzone* will be used. The maximum distance that can be reached to find a related arc is defined by the *proximity_buffer* variable in the *config_param_system* table.

REVIEWS

Action	User	Date
Created	Albert Bofill	07/04/2020
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