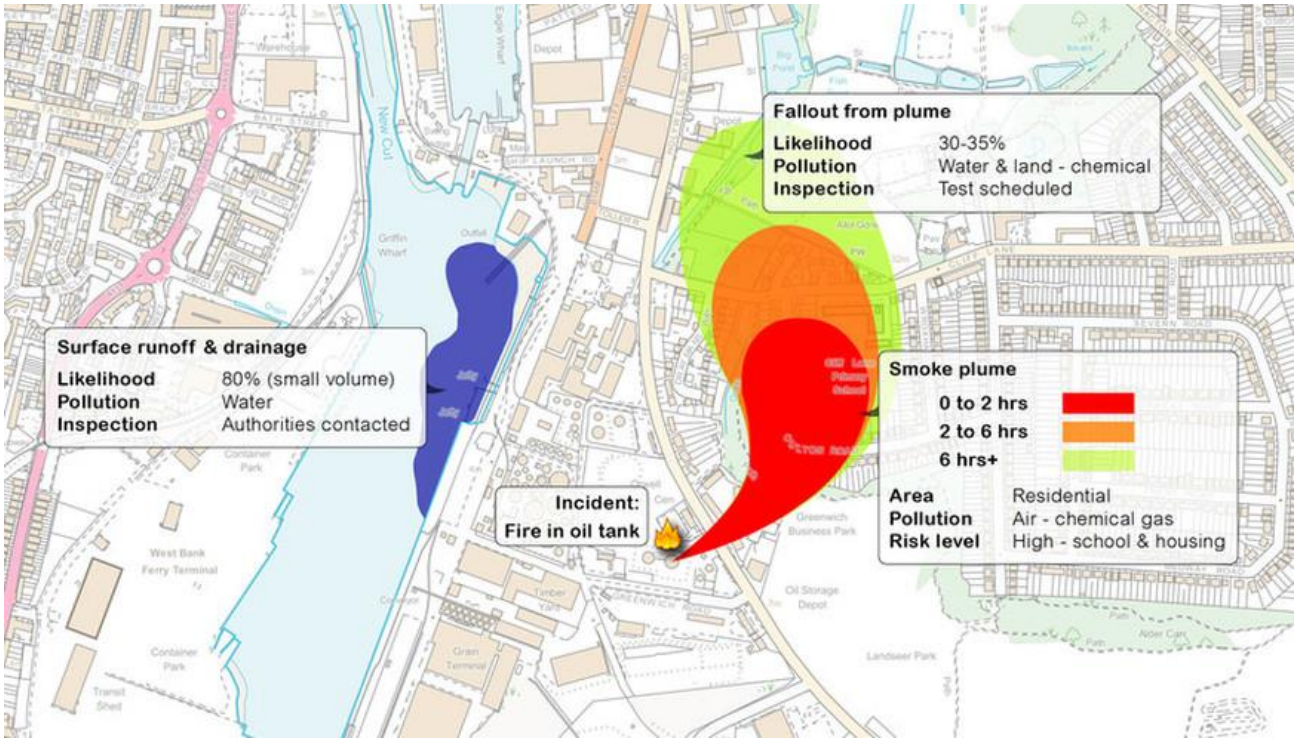

VML Translator

User Guide

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v1.1 – June 2015

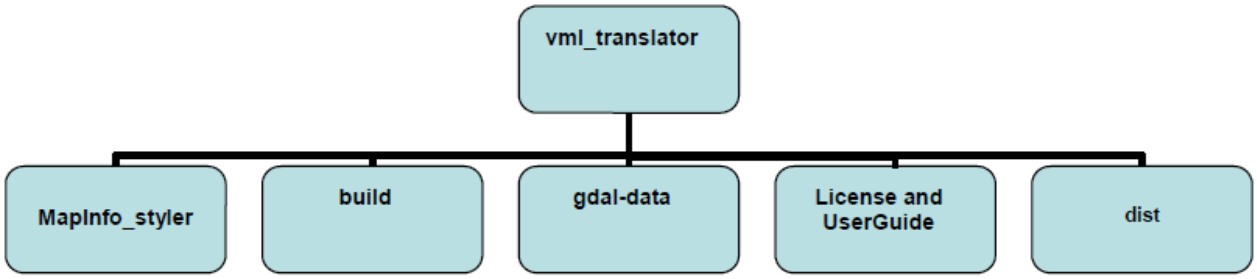
Chapter 1 Introduction

This VML Translator has been produced by Ordnance Survey to enable users to translate VectorMap Local GML into Shape or Tab format.

The translator allows the user to translate .gz files containing GML data into Shape or Tab format; more than one file can be translated at a time.

Directory Structure

The directory structure of the media is shown below:

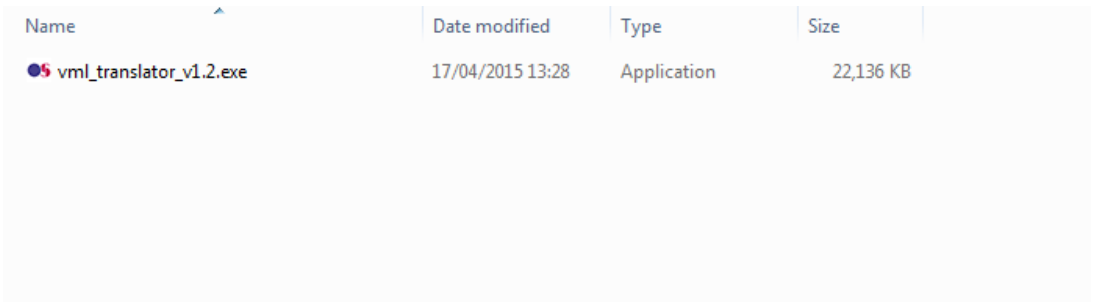


Chapter 2 Getting Started

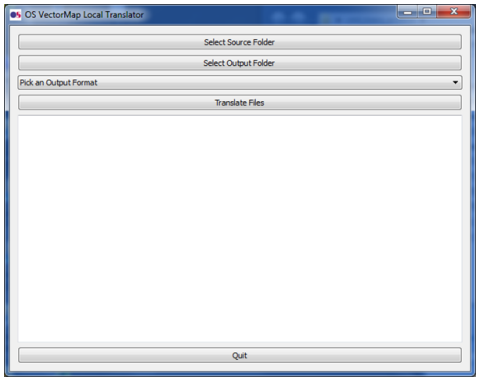
The VML translator will help you to get the most out of OS Vectormap Local (VML) by allowing you to translate the GML format into ESRI Shape or MapInfo Tab format, for use in your favourite desktop GIS. This section will give you step by step instructions to guide you through using the VML translator;

Running the Application

1. To run the application double-click on the vml translator V1.2.exe file; to be found in the dist file

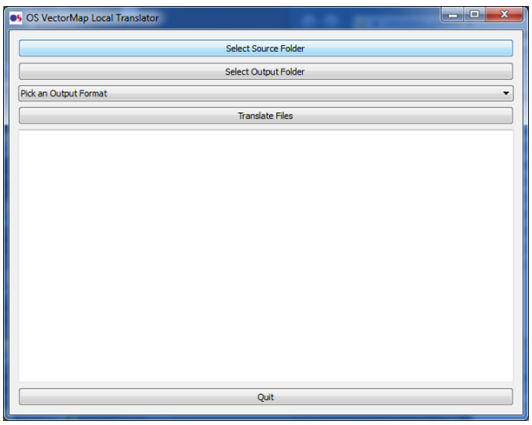


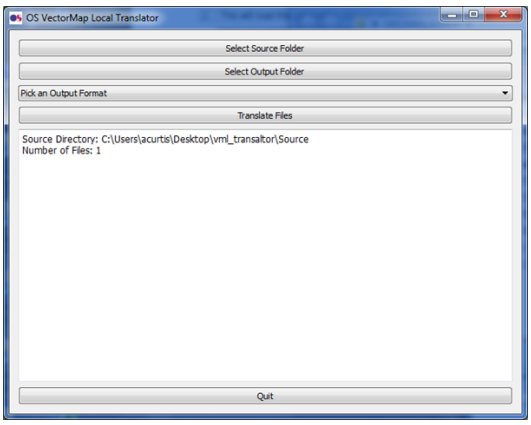
2. This will load the application and you will see the following:



Translating a VML File

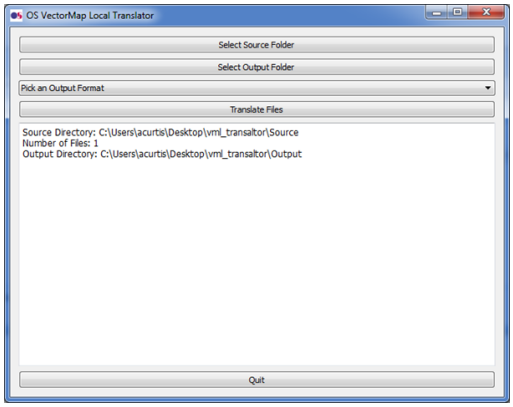
3. Left-click on the Select Source Folder button for the 'Source File(s)' and navigate to your VML GML files (*.gz).
   You can select multiple files using <Shift> or <Ctrl>.



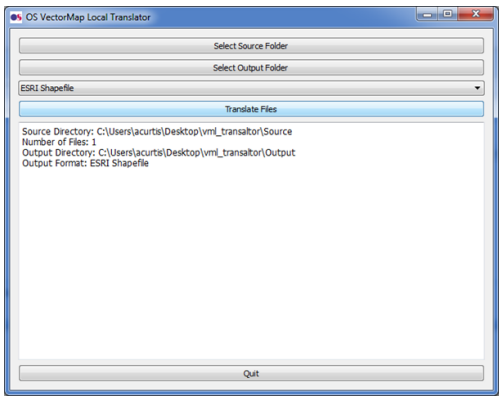


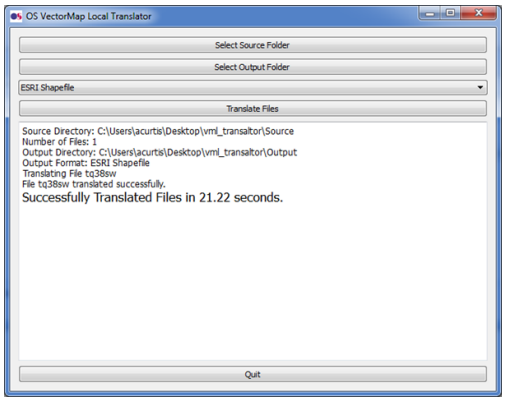
4. Next you will choose where you want to store the files. Left-click on the browse button for the 'Select Output Folder' and navigate to the folder that you want the output stored.

N.B. it is important to store data in the supplied '**MapInfo_styler->Output'** folder if creating MapInfo tab to later apply the styling; this is in the folder

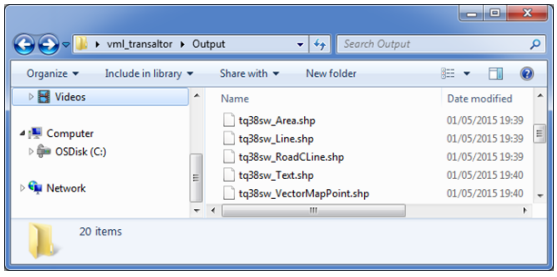


5. Ensure the correct output format is selected and click 'Translate'.





6. When the translation is complete the progress bar status will change to 'Successfully Translated Files'.The output folder will now contain five different feature classes (.shp or .tab) for each .gml or .gz file selected:
   - VectorMapPoint
   - Line
   - Area
   - Text
   - RoadCLine



Chapter 3 Styling

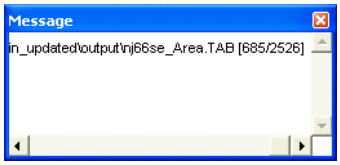
ESRI Shapefile

ESRI Layer files and QGIS QML files have been provided for styling the translated shapefiles. These can be found in the OS VectorMap Local stylesheets repository on GitHub. Either fork down or download them and navigate to the directory that matches your data format (in this case 'ESRI Shapefile stylesheets'), stylesheet format and style preference.

MapInfo Tab

An MBX file has been included which will create styled Tab files for use in MapInfo.

1. Ensure that all of the tab files which you have created are stored in the **MapInfo_styler->Output** directory.
2. Navigate to the **MapInfo_styler** directory.
3. Run filelist.bat, this will create a filelist.txt which will create a list of files for the styler to use.
4. Open the MapInfo application and run styletab.mbx, using **tools->run .mbx**.
5. The MapBasic application will iterate each feature and apply the style which has been defined in *vmlStyle_lookup.TAB*. Styling can take some time to apply.

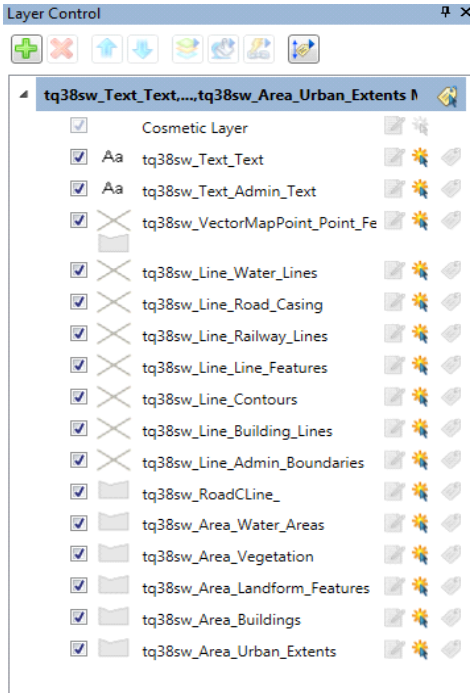


Progress is displayed in MapInfo when styles are being applied area, line, roadcline, text and points; when complete the following message will be displayed.

6. Click OK.
7. The data held in the **MapInfo_styler->Output** folder will now contain styled tab files. To give the user greater control over the draw order of the various features, the tab files are now split up into the following:
   <tile>_Area_Buildings
   <tile>_Area_Landform_features
   <tile>_Area_Vegetation
   <tile>_Area_Water_features
   <tile>_Line_Admin_boundaries
   <tile>_Line_Building_outlines
   <tile>_Line_Contours
   <tile>_Line_Important_building_outlines
   <tile>_Line_Other_lines
   <tile>_Line_Railway_lines
   <tile>_Line_Road_casing

<tile>_Line_Water_lines
<tile>_RoadCLine_
<tile>_Text_Admin_names
<tile>_Text_Building_names
<tile>_Text_Contour_labels
<tile>_Text_General_text
<tile>_Text_Important_building_names
<tile>_Text_Road_names
<tile>_Text_Water_text
<tile>_VectorMapPoint_Other_points
<tile>_VectorMapPoint_Water_points

8. When data is loaded better styling is achieved by moving <tile>_Area_Urban_extents as illustrated below.



N.B The styling applied is optimised for use in MapInfo v11.0, but compatible with v 7.0 onward. However vegetation symbology and sand symbols are not visible in MapInfo v7.0.

Additionally colour fills (such as woods) will differ in MapInfo v7.0.

Additional Information

The MapBasic routine converts the VectorMapPoint and Text features into scaled/orientated polyline and text objects respectively; which means that they will be displayed at the correct size regardless of the map zoom level.

The RoadCLine polylines are converted into buffered regions (again for scaling purposes). A MapInfo query file is also generated (called *<tile>_RoadCLine_.TAB*) which enables the buffered roads to be drawn in the correct hierarchy (i.e. Motorways above A Roads; A Roads above B Roads; etc.)

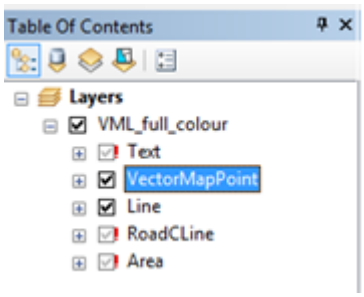
Modifying the Style

If required, the styles can be modified by opening *vmlStyle_lookup.TAB* in MapInfo; making the layer editable; and using the point/line/region/text style menu option to symbolise the feature appropriately.

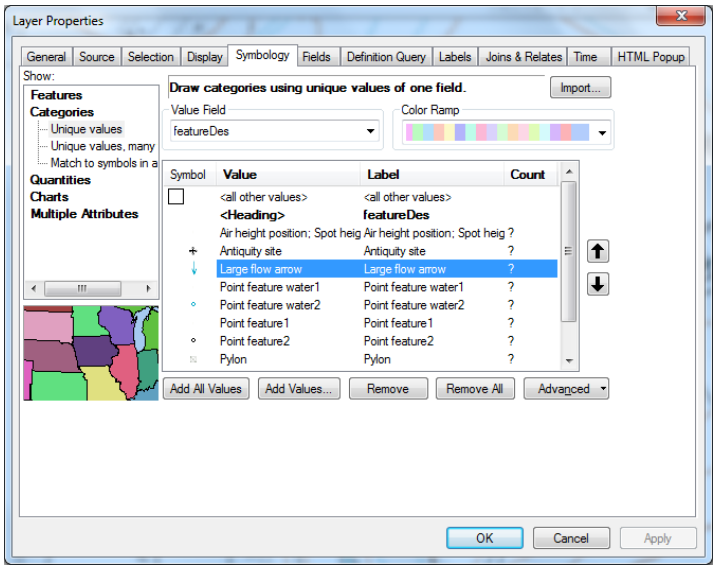
Chapter 4 Flow Arrows Corrective Action

Rotation and flow arrow correction will be automatically applied by the stylesheets. Alternatively follow the instructions below to correct flow arrow directions.

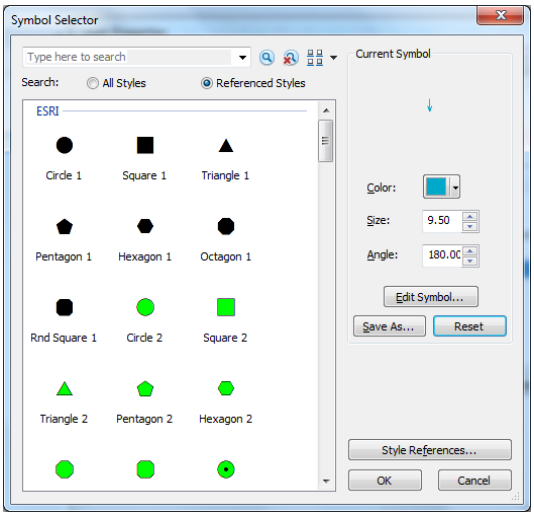
1. Double click VectorMapPoint



2. Navigate to the Symbology tab and double click on large flow arrows.



3. Apply 180 to Angle and click ok



4. Repeat this exercise with standard flow arrows this will correct rotation on angles so water is flowing the correct way.