Json Config Editor Documentation

The Json Config Editor displays the Json file in a hierarchical tree structure. Initially, there is only a root node, from which you can add objects, collections or fields.

Node Types

There are three things you can add to the tree:

* Objects: objects are used to hold other objects, collections or fields (e.g. extents). Represented by a folder icon.
* Collections: collections are used to hold objects that share the same structure (e.g. the basemaps collection holds objects that all have the fields: id, url, thumbnail, and showOninit). Represented by an apple basket icon.
* Fields: fields are used to hold a single value, such as a string, boolean, or number (e.g. helpContent stores a string). Represented by an icon that matches its value type (e.g. if a field holds a string, then the icon would display “abc”, if the field holds an integer, the icon would display “123”)

Editing Nodes

You can edit the content of a node by clicking on it and on the right hand side, any properties that it may have can be edited. Note for textboxes, you need to press enter before the change is stored.

Right click menu

You can right click a node to bring up options available for that node, such as copy and delete. The menu options have a tooltip that briefly describes its function (or you can just try it to see what it does).

Saving/Loading the Tree

Remember to save the tree once you're done with it. You can either select an existing file to overwrite or navigate to the folder you want to save and type the name of a new file you want to create (with any name and extension). Then select File->Save, and browse to the file you want to save to. Note in addition to saving the content to the file, another file with the same name as your filename appended by "\_template" will also be created. Do not delete this file! And if you ever move the file you saved, you should also move the "\_template" file to the same location. The content saved to your file will be a valid Json configuration file that can be used for RAMP. The content saved to the "\_template" file is used by the program for saving and loading purposes. In any case, do not modify the content of either file, except using the Json Config Editor.

To load a file for editing, go to File->Load, then select the file you saved to (NOT the "\_template" file! Do not select the “\_template” file during save or load, the program will automatically look for it.).

Editing Mode

Go to Edit->Mode and you will see two modes of editing:

* Full edit: allows you edit all the fields (e.g. Name, Value, Description, Type, etc.).
* Value Edit: only allows you to edit the value of the field. The value edit mode is useful if the structure of the tree has been set up, and you are only changing the values of the field, and you want to prevent accidental changes to the tree structure.

Redo/Undo

You can press Ctrl+Z or Ctrl+Y for undo and redo respectively (or go through the Edit menu). This only reverses changes to the tree structure (i.e. any node addition, deletion, and pasting), it does not reverse changes to field values (e.g. if you changed the name of a node by accident, you'll just have to retype it). The redo and undo can only be performed to a certain depth, the default is 20. You can increase the depth by going to Edit->Settings->Undo/Redo