

SHORT USER MANUAL

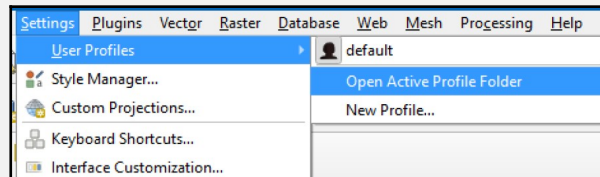
BlueM.QGISInterface

for version 1.1



INSTALLATION & SYSTEM REQUIREMENTS

The plugin requires QGIS 3.16.11 (LTR) or higher; Windows 10 is recommended.
It is not yet part of the QGIS Plugin repository, therefore it must be installed manually:



- Open active profile folder (see above).
- From there, navigate to the subfolder `python\plugins` (create the folder if it does not exist).
- Download or clone the files from <https://github.com/bluemodel/BlueM.QGISInterface>
- Extract or copy the folder `BlueM.QGISInterface` to the QGIS plugins folder.
- Rename the folder `BlueM.QGISInterface` to `BlueMQGISInterface` (no dots allowed).
- Restart QGIS and go to "Plugins" – "Manage and Install Plugins...".
- Go to tab "Installed" and tick the box in front of "BlueM.QGISInterface"; then "Close".
 - ➔ The plugin is now part of your QGIS toolbar (as BlueM icon).

HOW TO EXPORT BLUEM-FILES

- Open the plugin by clicking on the BlueM icon.
- Decide which BlueM.Sim files you want to create and select a source layer for those filetypes in the corresponding combo box (only *Vector* and *NoGeometry* possible).
- Decide how you want to match the fields of the layer attribute table to the attributes needed for the BlueM.Sim file:
 - ❖ Check "by name" if the attributes should match automatically by their names
 - ❖ Check "manually" if you want to match the attributes yourself:
 - This will open a second window, where you can select the layer field names for every file attribute manually (the buttons down left may help you with this).
 - You can save your matches for this filetype with a click on "OK".
- Enter a valid export path in the field at the bottom and press "Export".
 - ➔ The plugin will now export all files where a match-button is checked.

OTHER TOOLS

- Adapt existing layers to better suit the requirements of BlueM-files
- Or create new GeoPackage layers for that purpose
- Export attribute definitions for all BlueM-files as a CSV
- Generate a new layer with SYS-data from element-layers

GOOD TO KNOW

- The settings in the "..."-tab are worth a look and self-explanatory.
- Sometimes QGIS has trouble identifying the first row of an attribute table of an Excel file as the field names (it calls them "Field1", etc.); the plugin can correct that:

If the plugin detects this, it shows a button in the "manually"-window to correct the issue.
(At the moment this creates a doubling of the first row in the Excel source file.)

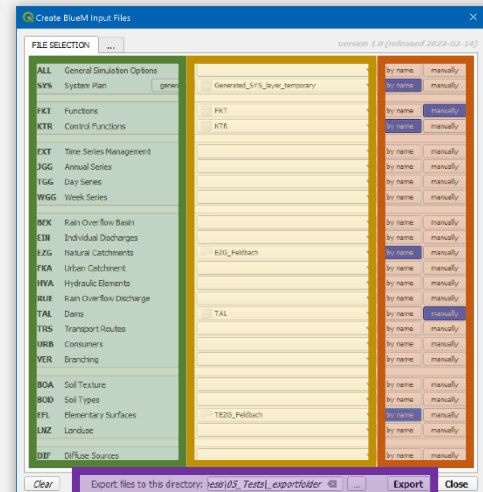
- If a string or float is to long for its target cell, the plugin will shorten/round them.
If an integer is to long or the value does not match the required data type, it will be replaced with the replacement character you selected (default = "").
You can find information about these and other value changes in each file or the export log.

USER INTERFACE OVERVIEW

The user interface of the plugin consists of 3 parts:

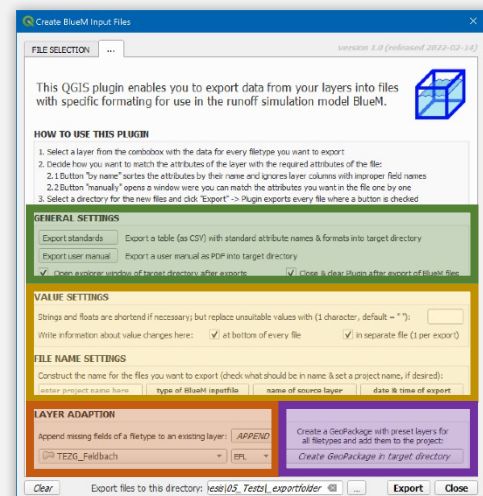
1 Selection for BlueM Export

all 23 BlueM-files and generate-SYS-button
layer selection for all filetypes
the buttons to match their attributes
define export path and start export



2 Settings and other tools

export standards & user manual
and general options
decide where the export information should be saved and define names for exported files
adapt an existing layer to a filetype
create a GeoPackage with layers for all filetypes



3 Manual attribute matching

example of filetype
information about file & layer
select matches one by one
helpful tools

