Wænd survival guide

Wænd is a web platform for subjective and collaborative spatial publication.

With Wænd you can create your maps from scratch, publish territorial representations from your very personal point of view, and collaborate on existing maps.

The platform is under development, and an alpha version is accessible at http://alpha.waend.com.

Since Waend is still under construction, some parts can be a bit rough, unclear, or even buggy. But it works ! (See http://waend.com for some maps exemples)

This guide will help you to walk the very first steps in it, and we hope it will help you to feel comfortable with this unusual web application.

There are two surprising aspects you will discover :

- While most of the actions can be done by clicking on the menu buttons, the main tool to work on Wænd is a command line. You will have to type the commands. They are listed in the Help section. Try it, it's easy and you won't break anything.

- There is no map background : you will start on a blank page. It's not a bug, but a choice we've made to wide-up the spectrum of what cartography could be. No map background means no influence from us on how a territory should be represented. You can do whatever you want.

Those aspects are quite radical choices and it can be a bit confusing at first, but it keeps the platform very open and flexible, with the least influence possible on your cartographic publications.

We like to say that Wænd is not meant to create a map of the world, but a world of maps.

We hope to see you there !

First, go to: alpha.waend.com/register and create your account
next times, directly: alpha.waend.com/map

login : enter login <email> <password> and ↵
by default your user is numbers + letters
you can change it
enter set name <name> and ↵

click MY CONTEXT
click ADD MAP
enter 1 (group=map)
enter 1 or 2 (private is only visible for you, no link sharable)
enter a name and a description and ↵ (no obligatory but you must do enter ↵)
click on the name of your map
you're in your map!

click ADD LAYER (you need one layer at least)
enter 2
enter a name and a description (no obligatory but you must do enter ↵)
click on the name of your layer
you're in your layer!
you can create as many layers as you want in your map

so, now, you're in your layer, and you can create a feature
there is several types of features but let's start with a simple one
click on DRAW ZONE, make your zone, you have a feature!

there is 3 levels: map, layer, feature
you can move from one level to another by clicking on
the name of your map, layer or feature, on the top left of the window
it's important because it decides on what you act
if you want to change style of all features of one layer, you have to be on that layer,
if you want change the style of one feature, you have to be on that feature

to make a feature, you have two choices
TRACE   DRAW

after, you can put text, graphics, image on that feature

before creating a feature with an image, it's convenient to upload some images. when you create a feature and get an image inside, the image must have been uploaded previously.
by default, the image has no clip and no adjust, but you can modify it
set params.clip
set params.adjust none or fit or cover
let's try!

you can upload some data like rivers, streets, buildings, whatever but only single polygons, single lines, in a geojson format — overpass-turbo.eu is an useful online tool to produce geojson files from openstreetmap.org data, qgis.org is the main cartographic software under free licence, with some abilities to edit geojson files.

in your user, group, layer or feature, you can:
set: set attribute to current element
get: get all attributes from current element
del: delete an attribute
edit is more complicated, by exemple, is:
get <your_key> | edit | set <your_key>
so, get style | edit | set style

style memento :
size units are in meters
color values are html values like :
orange, #FF7F00, "rgb(255, 127, 0)" or "rgba(255, 127, 0, 0.8)"

style shapes :
hatches number : <u>set params.hn 10</u>
hatches step : <u>set params.step 15</u>
hatches rotation : <u>set params.rotation -45</u>
line width : <u>set style.lineWidth 4</u>
line dash : <u>set style.lineDash 2 6</u>

text :
insert text : <u>set params.text <your text></u>
text color : <u>set style.fillStyle orange</u>
font-size : <u>set params.fontsize 45</u>

modify the geometry of a feature : <u>gg | trace | sg</u>
delete a feature : <u>del_feature</u>

you can seek public maps of other users
tape lookup <u><at least 3 letters></u> and ↵
you have a list of maps whose name contains the 3 letters
and go, click on a name and you're in a map of someone
you can see also the user of the map, and his other public maps
click on the user name and LIST MAPS
you can see/click all his maps!

note: if the text is blue, something is charging, so, wait!

the full help is building on <u>alpha.waend.com/documentation/help.html</u>

create

delete

edit

width

add

zone

text

line

step

dash

image

color

polygon

number

hatche·s

rotation

transparent