

Project

THIS FUNCTIONALITY APPLIES TO MOBILE AND WEB VERSION

PROJECT



In APX GIS, **Layers** represent a method of organising element types by function or purpose.



Layers can reduce visual complexity within the map by hiding or displaying information that is not needed at a certain point in time.



A **project** is an established area in which the element types of the fibre optic network are discharged.

Layers and projects are not related in a natural or default way, one way to relate them is by name. For example:

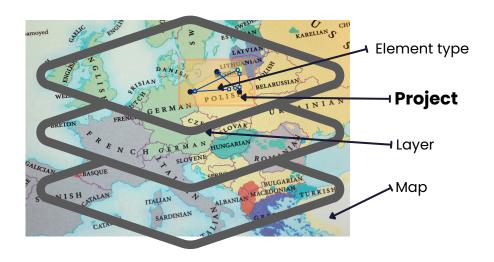
Project: barcelona-north

Layers: barcelona-north-cable, barcelona-north-duct, barcelona-north-splitterbox

PROJECT



GRAPHICAL REPRESENTATION



Project Types:

Area: This is the commonly used type, which allows us to consider that the elements to be mapped are located in an area with a defined shape.

Distribution Line: allows to consider a line on which the network elements will be mapped and is normally used to trace a feeder line from one village to another.

The different project types are defined by the client and can be edited via the menu: "Administration > Codifiers > Project Type".

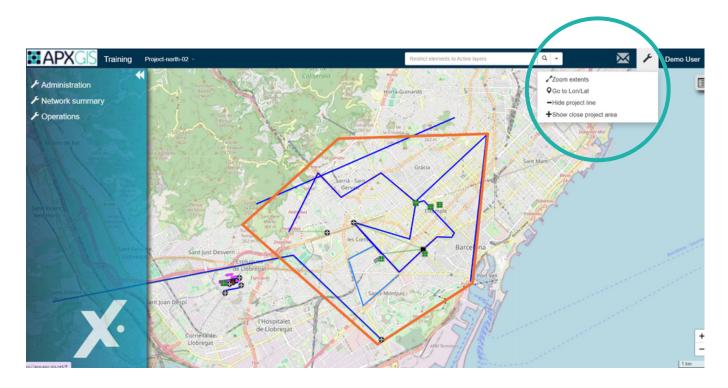
PROJECT



Tools menu:

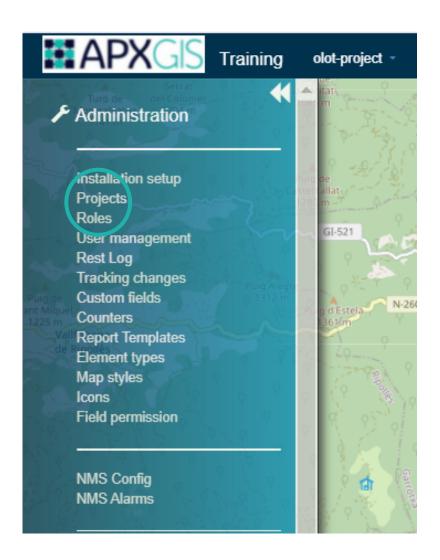
Show / Hide Project line: allows you to see or hide the perimeter line of the project.

Show / Hide close project area: allows you to see or hide the perimeter line of the project(s) around the current project, the system will mark the last one(s) in grey.



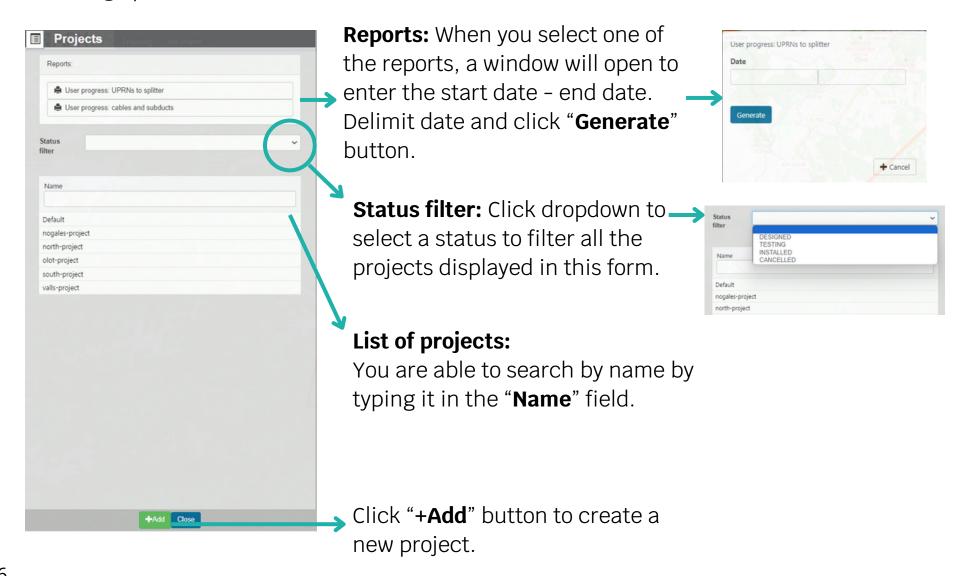


1. To create or add a new project follow the path: **Administration > Projects**



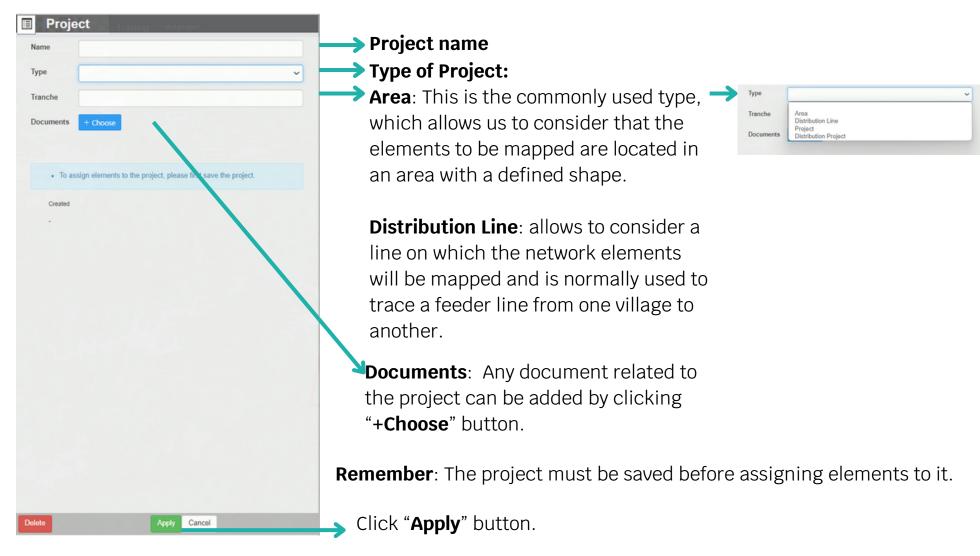


2. "**Projects**" window (form) will open and a list of projects created will display and the following options are available:



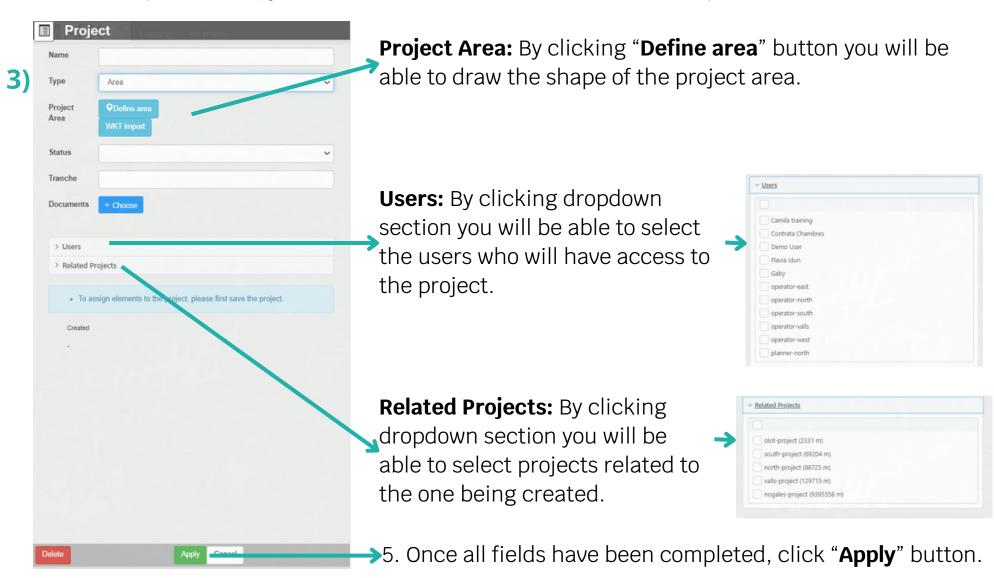


3. "**Project**" window (form) will open, here the general data of the project must be entered:





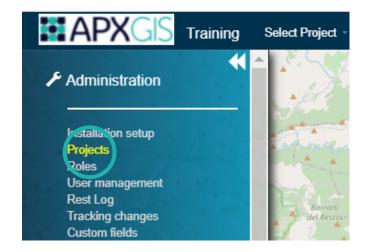
4. When project's "**Type**" is defined, the following sections are displayed:





- 1. Select the project to be updated by doing the following:
 - a. Follow the path **Administration > Projects**

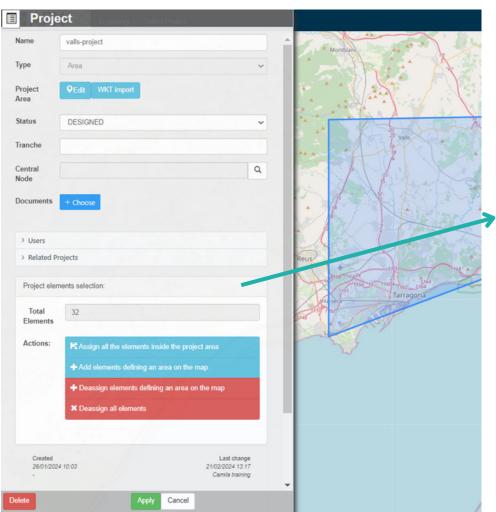
b. Click the name of the project. In this example "valls-project" was selected.



	ports:
6	User progress: UPRNs to splitter
6	User progress: cables and subducts
Statu	\$
ilitei	
Nan	ne
Defa	ult
noga	les-project
north	n-project
olot-	project
sout	n-project
valls-	projec



2. You can change the project data from this window:



- Name
- Status
- Tranche
- Documents
- Users
- Related projects

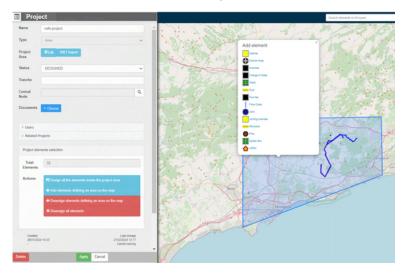
In the "**Project elements selection**" section, four buttons are displayed:

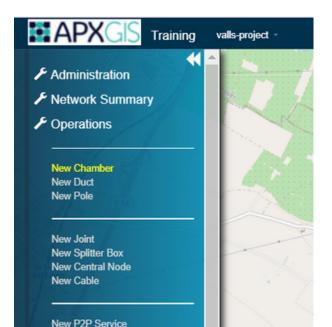
- · Assign all elements inside the project area
- Add elements defining an area on the map
- Deassign elements defining an area in the map
- Deassign all elements

When you select one of these buttons, detailed step-by-step instructions will show you how to execute the action.



1. To add elements to a project:

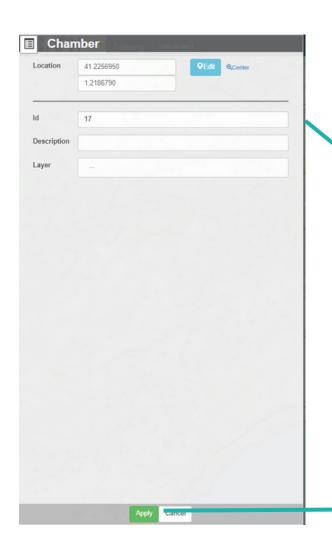




- a. A good practice is to select the project first, follow the menu: **Administration > Projects** and select the project.
 - "Project" window (form) will open and the project area on the map will be shown.
- b. Position the cursor on the map, at the point where you want to locate the element and right click.
- c. Select the element type from the "**element**" pop up.
- d. Another way to add elements to a project is going through the menu:

Operations > New (Element type)





e. "Element" window (form) will be displayed.

When any element type is created, similar form will open and it will have 3 important fields that represent the basic information of the element and must be filled in:

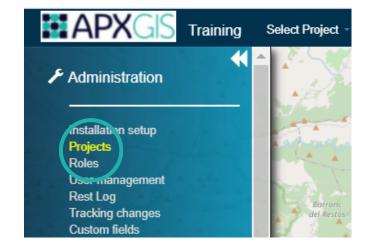
- **ID** a unique id that can be assigned manually or the programme asigns one If it has been configured in advanced a counter and assigned to the element type.
 - **Description** it is recommended to have
 - Layer select the layer or layers in which the element will be assigned

f. Click "Apply" button.

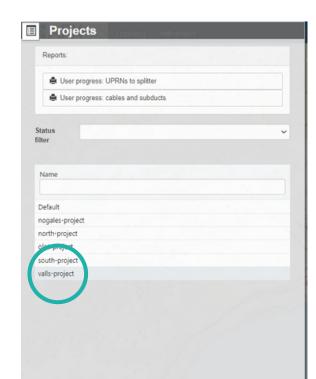
PROJECT - DELETE



- 1. To delete a project:
 - a. Follow the menu: **Administration > Projects**



b. "**Projects**" window will be displayed, select the project.



PROJECT - DELETE



c. **Project**" window will be displayed, click "**Delete**" button.

