# Hands-On: Geopublisher 1

## Requirements:

- Access to the Internet (alternatively the Geopublisher version on the trainings DVD can be used)
- Administrator rights for the computer (only if Java  $\geq$  1.6.0 17 is not already installed)
- Trainings DVD

#### Learn how to:

- Download and Install Geopublisher (and Java if required)
- Create a new atlas
- Import Shapefiles and documents into the data-pool of the atlas
- Make a very simple map from the two Shapefiles
- Put the map and the PDF into the menu of the atlas
- Preview the atlas
- Export the atlas for off-line use

#### **Duration:**

• 30min to 50min (?)

## Steps:

## 1. Install the version 1.3 of Geopublisher

- 1. At the moment the web-page is only available in English and German. Visit the English version: <a href="http://en.geopublishing.org/Geopublisher">http://en.geopublishing.org/Geopublisher</a> or the German version: <a href="http://de.geopublishing.org/Geopublisher">http://de.geopublishing.org/Geopublisher</a>
- 2. In the "Start Geopublisher via JavaWebStart" section, click the green "Start Geopublisher" button for version 1.3 of Geopublisher:



What will happen next, depends on whether you have a Java Plug-in installed and which version of Java Plug-in is installed in your browser. By the time of writing, Geopublisher requires the user to have **Sun Java 1.6.0\_14** installed. Latest available Java 1.6 version is **1.6.0\_17**.

If your Java is too old or you don't have Java installed, you will be redirected to a page where you can download and install the latest Sun Java for free.

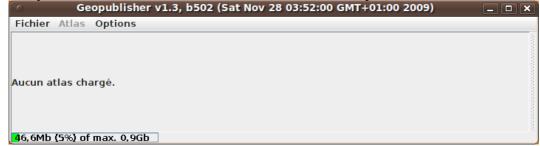
⚠ Linux users should first try to install **sun-java6-plugin** from their software repository system before installing Java manually from the Internet.

3. Because running any application on your computer could potentially harm your system, you will next be asked to trust the application. You should click the check-box saying that you always trust this source in the future. Then press "run".





4. Geopublisher now starts the first time and tells you that there is no atlas loaded.



If you already started Geopublisher before, a dialogue will automatically open and ask you to open an atlas.

5. Before we start using Geopublisher, close it and look at your desktop. You see a Geopublisher icon on your desktop:

From now on, you will not have to visit the web-page again to start Geopublisher. By clicking the icon on your desktop, Geopublisher will start. Note: Clicking the icon while you are on-line will automatically check if a newer version of Geopublisher is available and upgrade your application if needed. This guarantees, that you will always have the best and most-stable version of Geopublisher on your desktop.

#### 2. Create a new atlas

1. Now start Geopublisher and let's **create a new atlas**:



2. Geopublisher will ask you to choose an empty directory to store all the file in. Attention: You have to choose a local folder starting with a drive letter, like  $\underline{C:}$  or  $\underline{X:}$ . You may not choose a network folder like ,,//SERVER//DRIVE/XYZ".

To create a new folder you may use the third icon from the top-right:



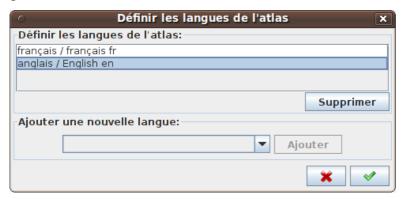
Attention: All files in the folder you choose will be deleted! But: If you folder already contains files, Geopublisher will ask you to reconfirm, that you want to delete all files in the folder. Make sure you do not create an atlas in C:\, or ,,Mis Documents" as it would delete all your files if your would confirm the reaffirming dialogue!

3. For this demo, a folder "my first atlas" has been created. Double-click the folder after creating it an click "Ouvrir" to continue creating a new atlas.



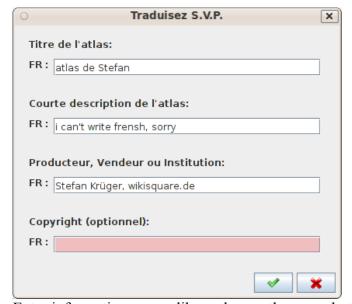
#### 4. Définir les languages de l'atlas

Geopublisher can create multilingual atlases. In the next step, Geopublisher will ask you for the languages you want to support with you atlas. For our first simple atlas we will remove the English language by selecting it and pressing the "Supprimir" button. After that press the green button to continue.



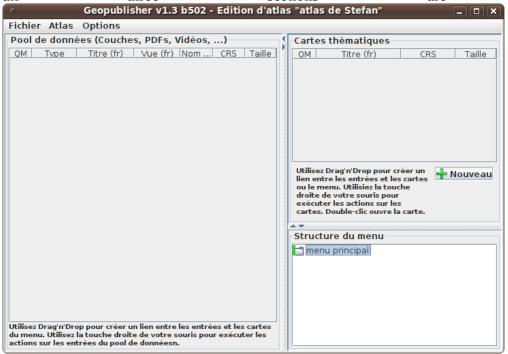
Note: The supported languages of your atlas may be changed later from the *Atlas* menu.

5. In the next dialogue, you are asked to enter general information for your atlas:



Enter information as you like and press the green button to continue.

6. You will now see the **main Geopublisher window**. It is divided into the "Pool de données", "Cartes thématiques" and the "Structure du menu". Because we just created a virgin atlas, all three sections are empty.



## 3. Import data and create a map

### 1. Import data into the data-pool

All data used in your atlas, first has to be imported into the data-pool. This import is done by Drag'n'Drop.

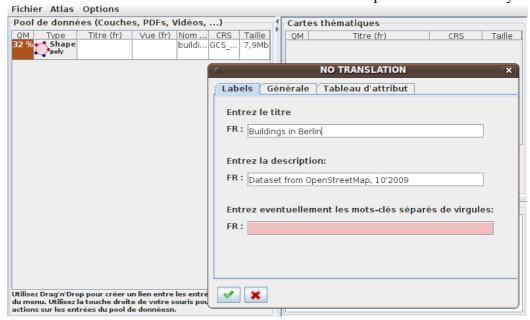
Note: To Drag'n'Drop an icon, you press the left mouse button over an icon, then you move the mouse to the target without releasing the left mouse button. When you cursor is over the target are, you release the left mouse button. To select the data you want to import open an *Explorer* window by pressing **Win+e**. Browse to the data folder on the training DVD: *tutorials/geopublisher-1*. Select the buildings2.shp file and Drag'n'Drop it into the data-pool:



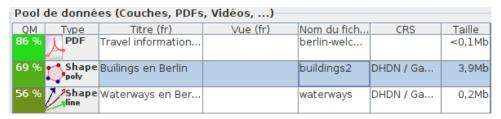
Note: Before you release the left mouse button over the data-pool-area, you should see a little "+" icon on the cursor, indicating that this is a valid area to drop.

#### Hands-On Worksheet "Geopublisher 1" by Stefan Krüger, www.wikisquare.de

2. Geopublisher will now copy all related files belonging to the *builings.shp* Shapefile into the folder you selected to create your atlas in. When copying has finished, a dialogue opens to describe the new data-pool entry:

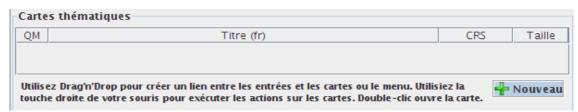


- 3. After describing the new data-pool entry, repeat the last two steps for waterways.shp and berlin-welcomecard\_fr.pdf!
- 4. You now have 3 entries in the data-pool, two layers (Shapefile) and one document (PDF).

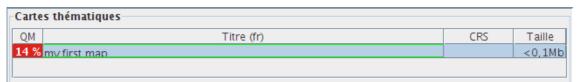


#### 5. Create an empty map

We will now create a new map by clicking the button "Nouveau" in the "Cartes thématiques" section:

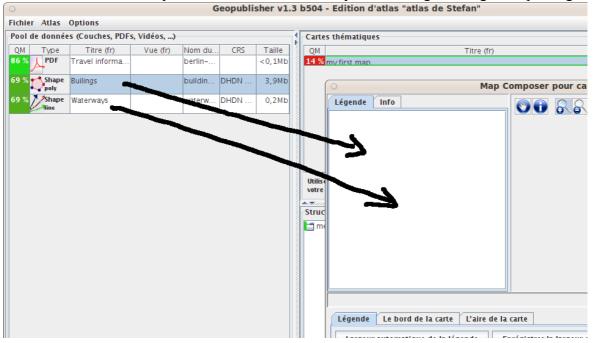


A dialogue will open and ask you to enter descriptive information about the new map. We will call the map "My first map of Berlin" and close the dialogue with the green button. You will see your map in the list of maps:

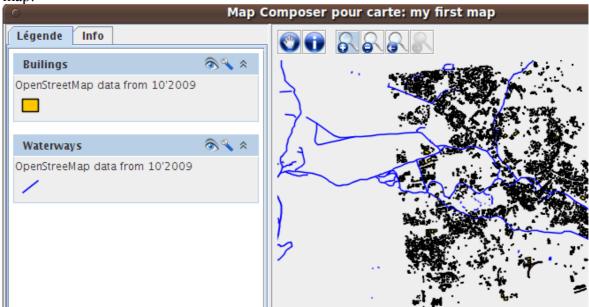


6/12

6. Open the map by double-clicking it. A window called MapComposer will open. The MapComposer is an editable preview of what your map will look like in the atlas. This MapComposer window doesn't show any map, because we first have to add layers first. Add the both layers from the data-pool using Drag'n'Drop again:



7. After the two layers have been added to the map, the MapComposer automatically shows a map:



Now change the order of the layers using Drag'n'Drop: Attention: You have to drop a layer exactly into another layer, not onto the white gaps.

Try to reverse the order of the layers. As a rule of thumb: point layers should be above line layers, line layers above polygons, polygons above rasters.

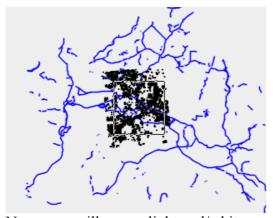
**Question**: Think about where labels should go?

#### 8. Define a maximal map area

Please use the zoom tool to explore your map of Berlin. Zoom out as much as possible! You will see, that Geopublisher is automatically restricting you. By default, Geopublisher restricts the user to zoom out further that the combined bounding-box of all layers. No let's restrict the map area to the centre of Berlin, as the building data is not available for the whole region. Therefore first zoom out as much as possible. Then select to the "L'aure de la carte"-tab and click the button "L'étendue de la carte". You will be asked to "Sélectionner une aire dans la carte avec la souris".



After confirming the dialogue, you have to select an are in the map. Select a part of the map where data of both layers is available:



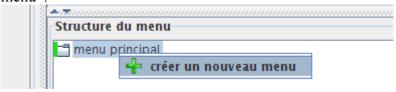
Now you will see a light red/white rectangle in the map that marks the maximum area visible to the user. You can remove the maximum extend by clicking the button "Reset l'étendue de la carte". Please repeat this two times. Try the check-box "Application dans le MapComposer". What does it do?!

After you have set a maximum map area, close the MapComposer with the green button.

#### 4. Define the menu of the atlas

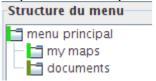
Your simple atlas only has one map. But image atlases with many maps and lot's of additional data. We need a way to structure the data for the end-user. This is done by placing maps and other data into the menu of the atlas:

1. The "Structure du menu" is in the right-bottom section of the main Geopublisher window. For our first atlas, we want to create two menus, our map(s), and one for our documents. Click on the "menu principal" with the right mouse button and select "céer un nouveau menu":

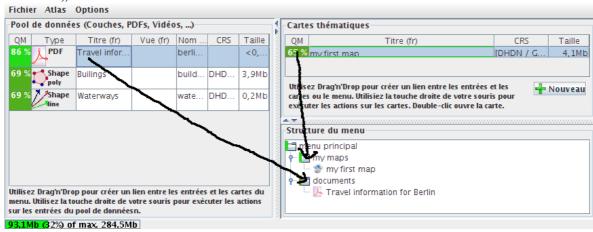


You will be asked to define a title and a description for the menu. The description will appear as a tool-tip in the final atlas, that mean, when the atlas user halts the mouse over the menu entry for more than a second, a little information window will appear with your description.

2. Repeat the last step and create a second menu for documents also:



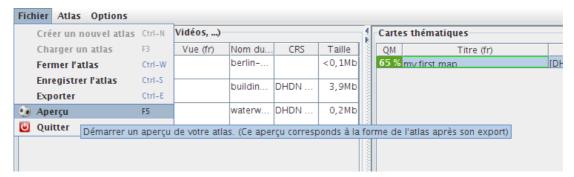
3. Now we will use Drag'n'Drop to associate the map with the "my maps" menu, and the PDF with the "documents" menu:



Congratulations! You have now configured all basic parts needed to publish your atlas!

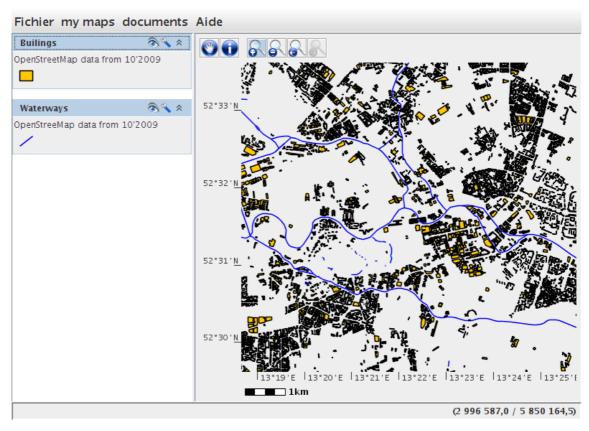
## 5. Preview and export the atlas

1. When an atlas is being exported, all data is compressed and put into a format that can be started from a CD or the Internet. This process takes some time, so to just see what you atlas looks like, Geopublisher can show you a preview of it without exporting first.



The atlas preview can by started by pressing **F5** or selecting "Aperçu" from the "Fichier" menu.

If you start a preview, while another preview is still open, the older preview will automatically be closed. There is never more than one open preview at a time. Note: The preview does not automatically adapt to changes made in Geopublisher while the preview is open. You have to start a new preview after you made changes to the atlas. Press F5 now and enjoy the atlas you just created:



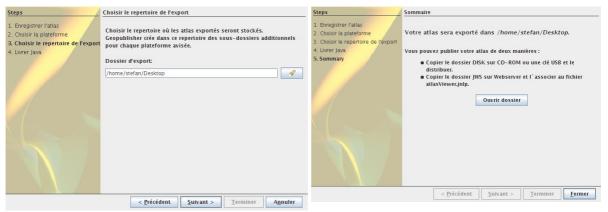
See that the menu contains your entries. Legend and map show the layers as you ordered them, and the map starts in the region that you defined as the maximum extend.

#### 2. Export the atlas

If you are satisfied with the preview of your atlas, its time to export the atlas as a standalone application that you can pass on. Close the preview and choose "Exporter" from the "Fichier" menu. The export wizard will open and should be self-explaining. For our example we choose to export only the off-line version.



When choosing the export folder, do not chose the same folder where you store the atlas. For now, you may just choose your Desktop or "Eigene Dateien".



When the export is done, you are offered to open the export folder. You will find a folder called *DISK* there. Geopublisher exports the off-line atlas always into a folder called *DISK*, the on-line atlas is exported into a folder called JWS. You are free to rename these folders later.

#### 3. Start the atlas

You can now close Geopublisher and start the exported atlas from the DISK folder. On windows the easiest way is to double-click the *atlas.exe* file. If the folder is burned onto a CD, the atlas.exe will automatically start when the CD is inserted. (unless *autostart* has been disabled on that computer).

Congratulations! You have created your first atlas.

## What have you learned!?

You have learned how to install Geopublisher and create a new atlas. You learned how to import geodata and documents into the data-pool. You learned how to combine layers to a simple map and how to associate the maps and documents with the menu structure. You also learned about the preview and how to export your atlas.

Hands-On Worksheet "Geopublisher 1" by Stefan Krüger, www.wikisquare.de

#### Task:

- 1. Import the Shapefiles *african\_countries* and *african\_poi* into the data-pool.
- 2. Create a new map called "My country" and insert the two new layers there.
- 3. Restrict the map extends to your country (Benin or Morocco)
- 4. Associate your new map with the "maps" menu.
- 5. Preview your atlas, and switch the maps via the menu
- 6. NEW: Define your second map as the start map by right-clicking on the map in the list of thematic maps and select "Sélectionner comme carte de démarrage".
- 7. Preview and export your atlas for off-line use.