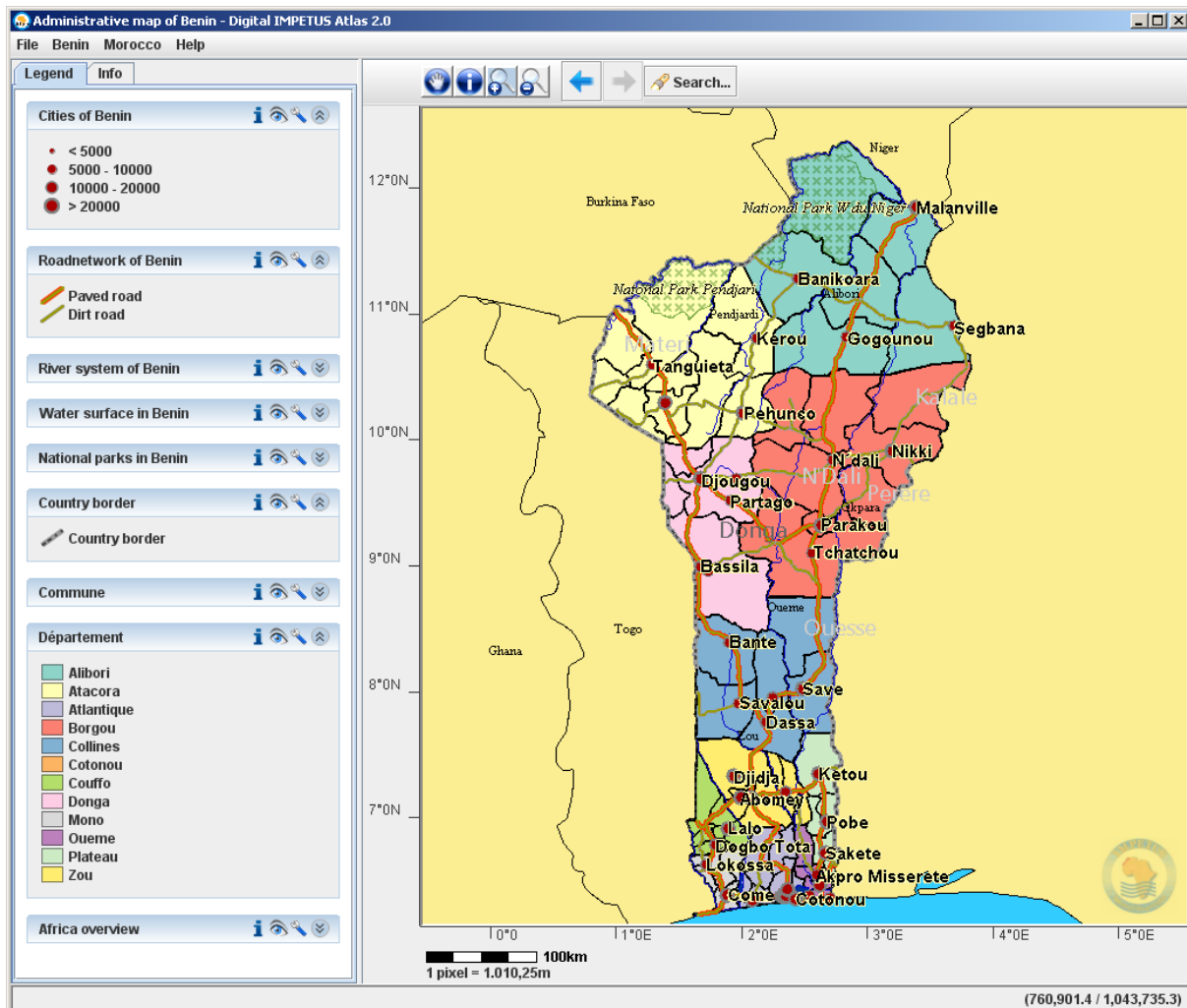# AtlasViewer User Guide

The graphical user interface of the AtlasViewer consists of three components: the *Main menu* at the top, the *Map display* on the right and the *Legend/Info* of the map on the left.

Main menu

The *main menu* comprises the following menu submenus which will be described below in more detail: *File*, thematic maps of *Benin* and *Morocco* and *Help*.

Main menu File

The user has the following options under the submenu *file*: *Save screenshot*, *Change language* and *Exit*.

Save screenshot

By selecting *Save screenshot* the user can save the screenshot of the displayed part of a map. The user can choose one out of three different screenshots (a map section with legend, a map section with coordinate system and scale, or a map section without further additions) to save in PNG format.

Change language

The user can change the output language at any time with the command *Change language*. In doing so, German, English and French can be chosen.

Exit

By selecting *Exit* the user can end the AtlasViewer. Attention: All changes made by the user will not be saved! After rebooting the original settings will be used.

Main menu Benin and Morocco

Within the menus *Benin* and *Morocco* the user has access to all prepared maps for these countries, classified into *Socio-economic maps* and *Maps of the natural environment*. Each map consists of a combination of single, thematically suitable map layers. The map layers can be also selected individually from the *Thematic layers* and added to the current map.
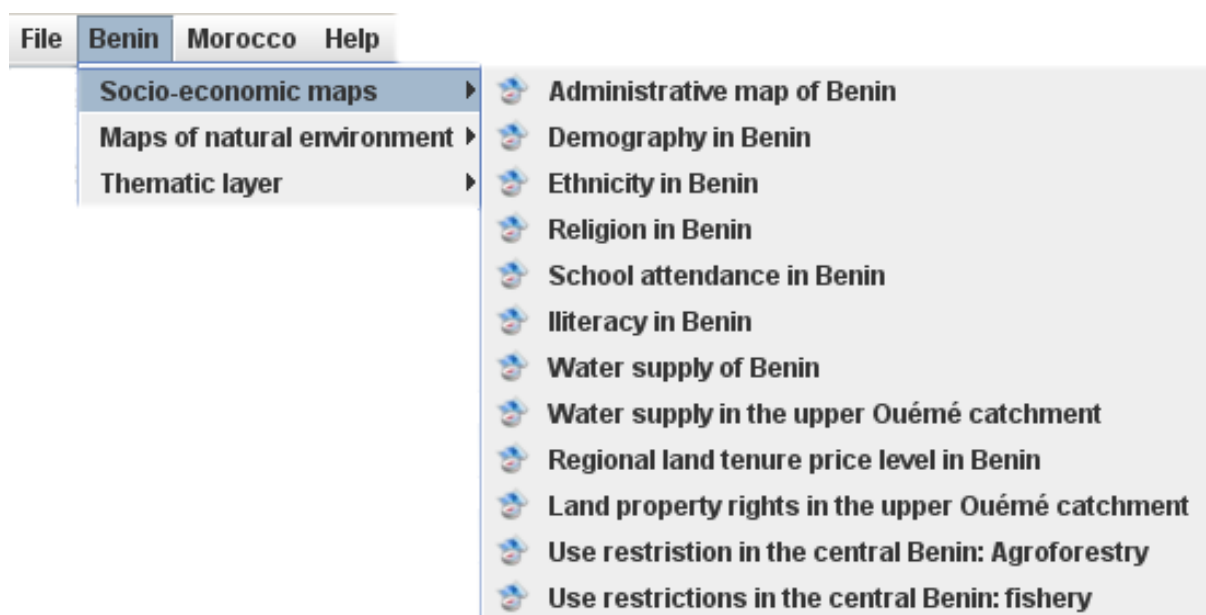
Main menu Help

By choosing the menu *Help* the user can deactivate the default setting *Draw "softer" maps*. In doing so, the maps will be processed without anti-aliasing algorithm which causes a diminishing of the optical quality but a more rapid display of the maps.

The submenu *About IMPETUS digital atlas 2.0* provides main information on the current Atlas version. The *List of authors* contains all contributing authors.
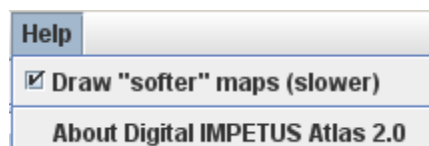
Map display

The Map display illustrates the selected map from the thematic group (in the illustration example: demography in Benin) and when indicated, extended by additional map layers. Next to the map, coordinate grid as well as a scale bar are displayed. In addition, the location of the mouse is shown on the right bottom of the window. The unit corresponds to the coordinate system that is used in the atlas (Benin: 'UTM Zone 31' with the datum 'WGS84', unit 'meter'; Morocco: 'Lambert Conformal Conic IMPETUS Morocco' with the datum 'Merchich', unit 'meter').
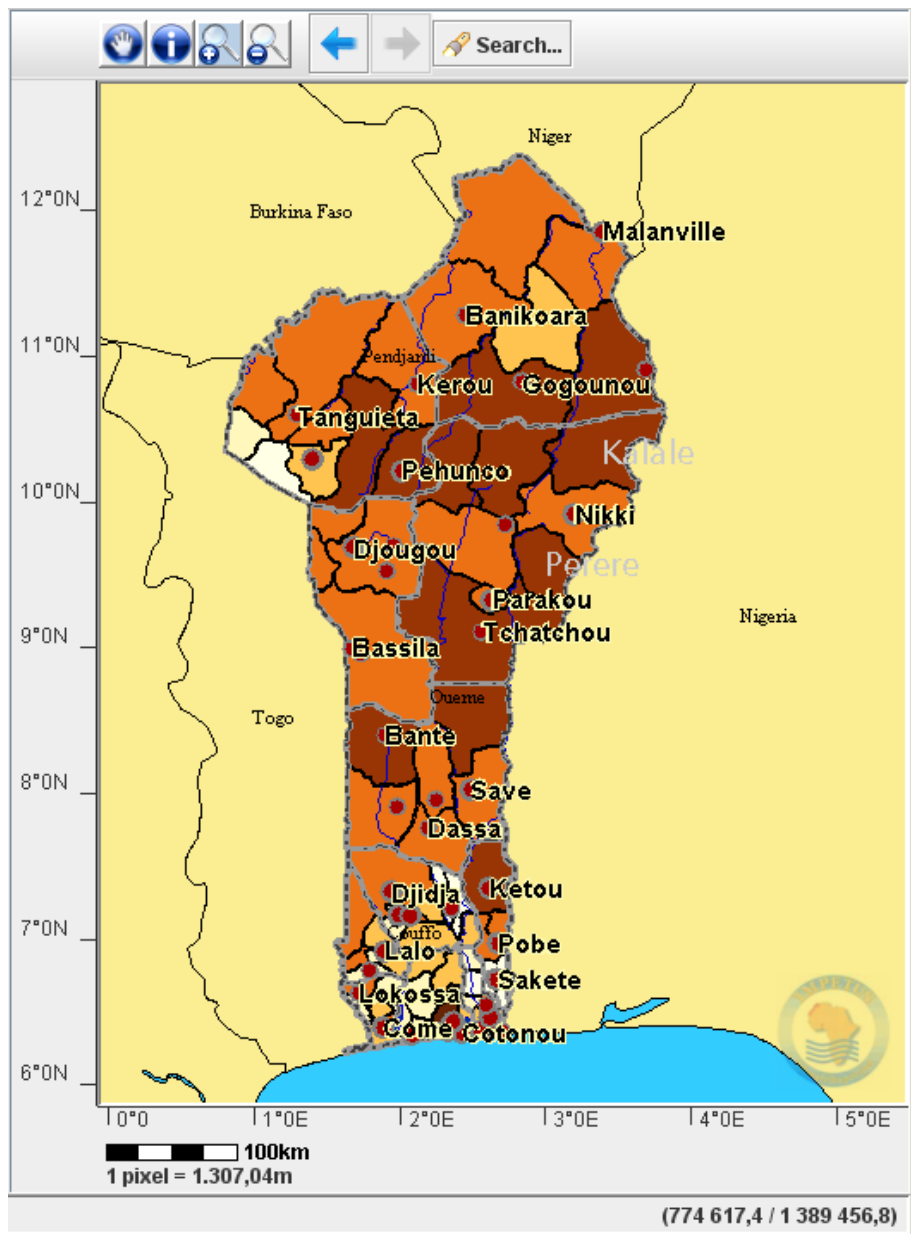
Toolbar

Above the map menu bar there is a toolbar with different functions that can be executed within the map window.

Pan

The *pan* allows the user to shift across the map section by dragging.

Info

By selecting *Info* additional information/attributes are displayed in the map window. When choosing one object in the map, a window with additional information /attributes opens. The information can be numbers (like the total population of a city in the illustration below), but also pictures or diagrams. Furthermore, the coordinates of the location are shown.
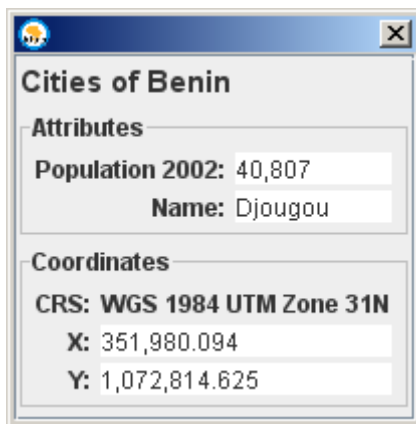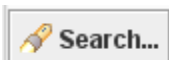

Zoom In/Out

The *Zoom In/Out* allows the user to zoom in and out on the map by clicking a point or dragging a box.

Arrows

The two *arrows* are used to go back or forward to the previous extent of the map.

Search

Clicking on *Search* a new window opens.

The user can search for terms of the attribute table (e.g. place name). If the search word occurs several times in the map, a list of available entries is opened with information in which folder they can be found. By clicking on one of the entries, the atlas zooms on the selection in the map.
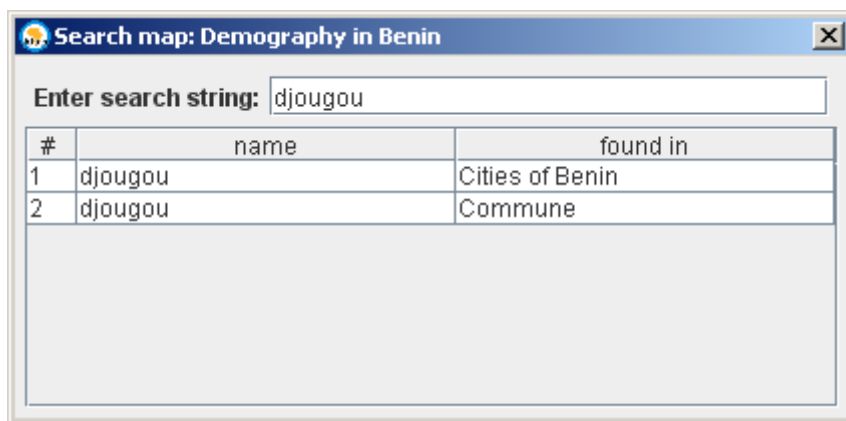
Legend / Informations

Info

Info contents the abstract of the shown map. This summary corresponds to the printed English version of the IMPETUS Atlas Benin or Morocco. The complete article is displayed by the link *click here for the complete article* as PDF in a separate window. To visualize the file, a PDF viewer must be installed on the computer.

Legend

The legend manages order and visualization of each map layer within the current map display. The illustration of the layers is the same as within the legend (from top to bottom). The order of a map layer can be modified with the mouse by 'Drag and Drop'.

While creating an atlas, several individual maps can be applied to one map layer. In this case, the different maps are displayed as tabs or scrollbar (if there are more than three maps). The user can select the desired map through clicking on the associated layer name.
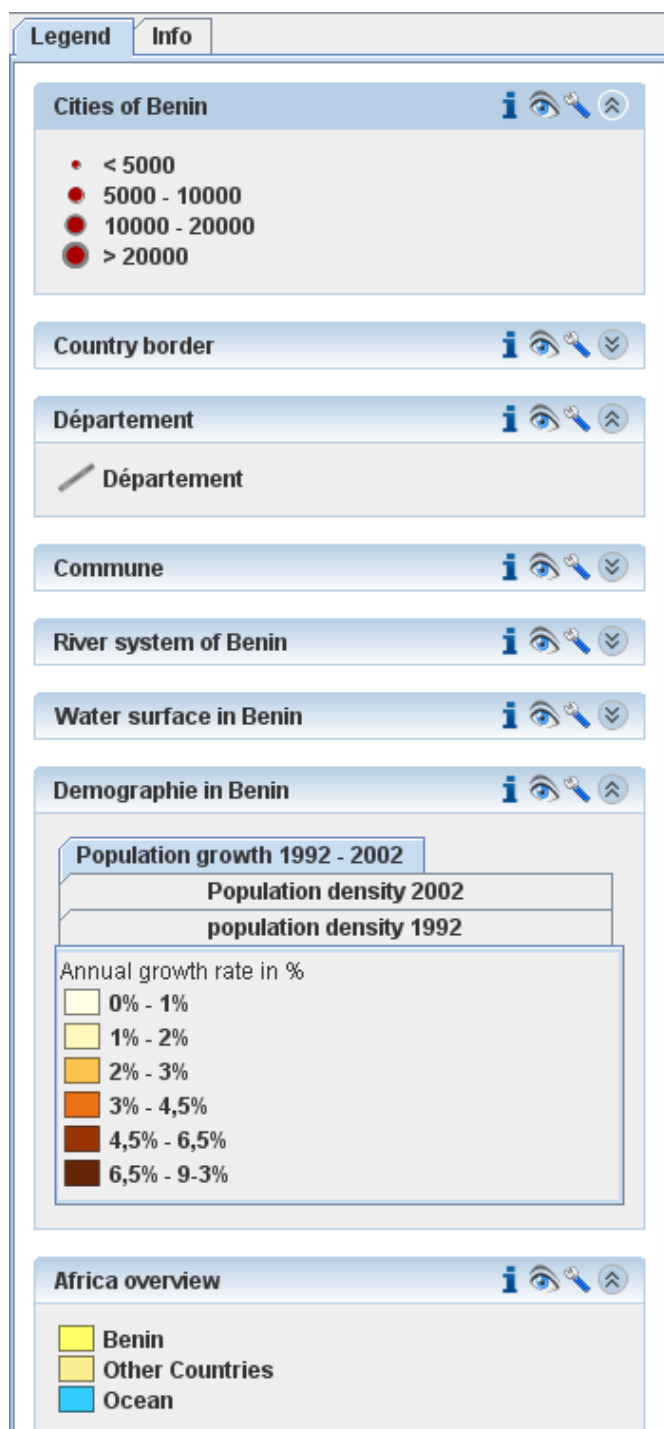
Taskbar of a map layer

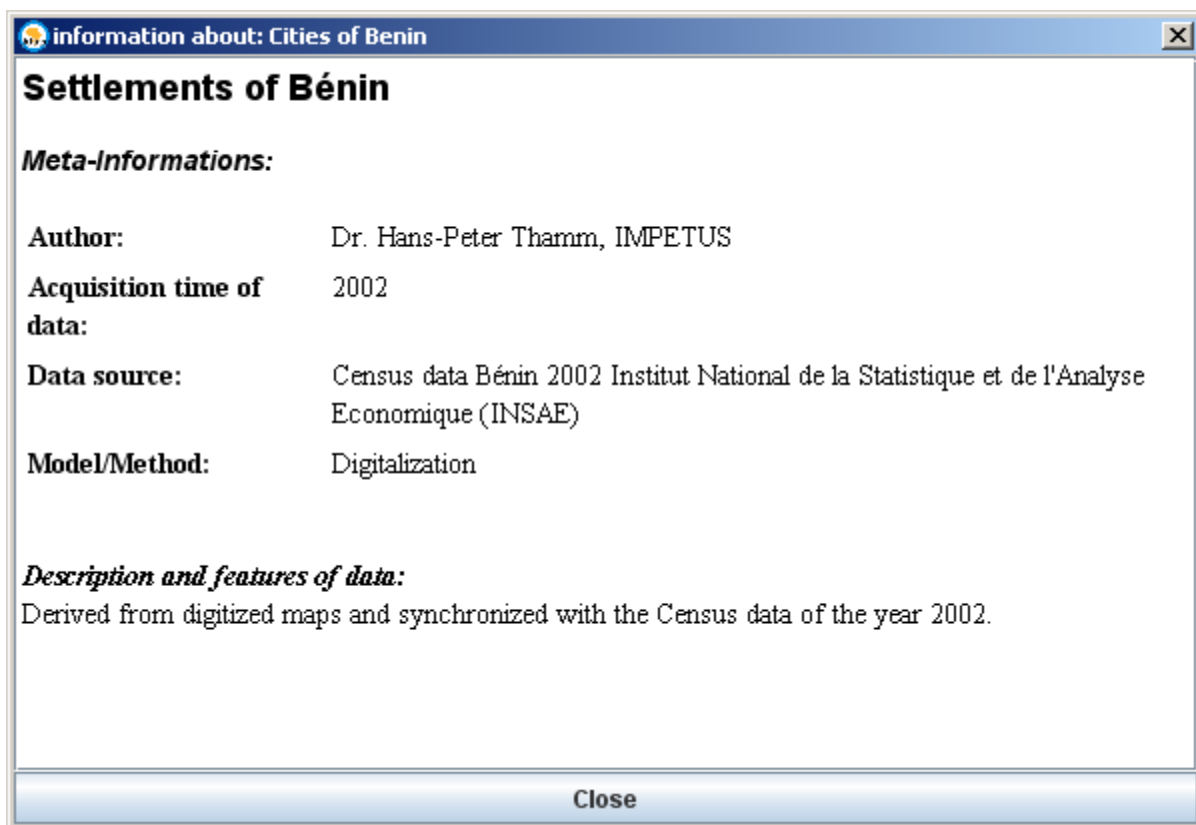Every map layer consists of a *taskbar* with the following functions: *Info*, *eye*, *tools* (with additional functions) and *show legend*.

Info

The user obtains metadata about the map layer by selecting *Info*. The metadata contains details about the authors and the data used for map creation.
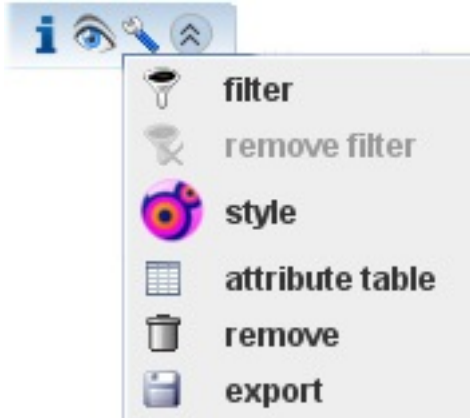

Eye

Under the submenu *Eye*, the user can decide whether this map layer should be exposed in the map display or not.

Tools

Tools contain specific layer functions like *filter, remove filter, style, attribute table* and *remove*. For some layers the *export* of this data set is also given.

Filter

The *filter* allows reducing the displayed map content according to defined rules. The filter is individually defined and applied in the *filter window*. After the use of a filter, only the filtered objects will be visualised.

Filter Window

In the *attribute table* all possible variables of the layer on which a filter can be based are displayed (including property). The filter can be defined below *Rule*: through a double click on a variable, it is taken in the formula field. Now the user chooses the wished operator from the list of *Operators*. It is up to the user to define its own operator or one of the list. Finally, a value or a range of values must be defined. The value can be a name (file type: string) or a number (file types: Integer, double, long). If the filter is based on names, it must be put in inverted comma ('…').

After defining a filter, the user can check the validity of the rule.

If the filter is correct, the preview image as well as the table will change. If there is any error in the filter, an error message will appear and the preview image will disappear (and also the table in the current version). Thus, the rule must be adjusted. If the filter is correct, it can be applied by clicking on *Apply*.

Filter by attribute: Demographie in Benin

Attributes:

Variable	Type	Name	Description	Unit
NAME	String	Name		
FI_sqkm	Integer	Area		km²
TOT1992	Long	Population 19...		
TOT2002	Long	Population 20...		

Rule:

$TOT2002>=40000

Operators:

Test filter

Name	Area	Population ...	Population ...	Growth rate
Malanville	3188	67387	101628	4.194
Banikoara	4416	104038	152028	3.866
Kandi	3457	73138	95206	2.672
Segbana	4445	32271	52639	5.015
Gogounou	4812	50045	80013	4.804
Kerou	3702	42491	62632	3.956
Kouande	3264	50379	80261	4.767
Materi	1727	58516	83721	3.647
Pehunco	1996	33833	55082	4.995
Cobli	869	38382	46660	1.972

Ok   **Cancel**   **Apply**

Remove filter

The user can eliminate a filter by choosing *remove filter*.

Style

The visual representation of the map layer can be changed with *style*. Different possibilities of modification are thereby available (e.g. modification of colour, of number or frontiers of classes). In addition, the user can visualise or change a description of the objects within the map display under *Labels*.
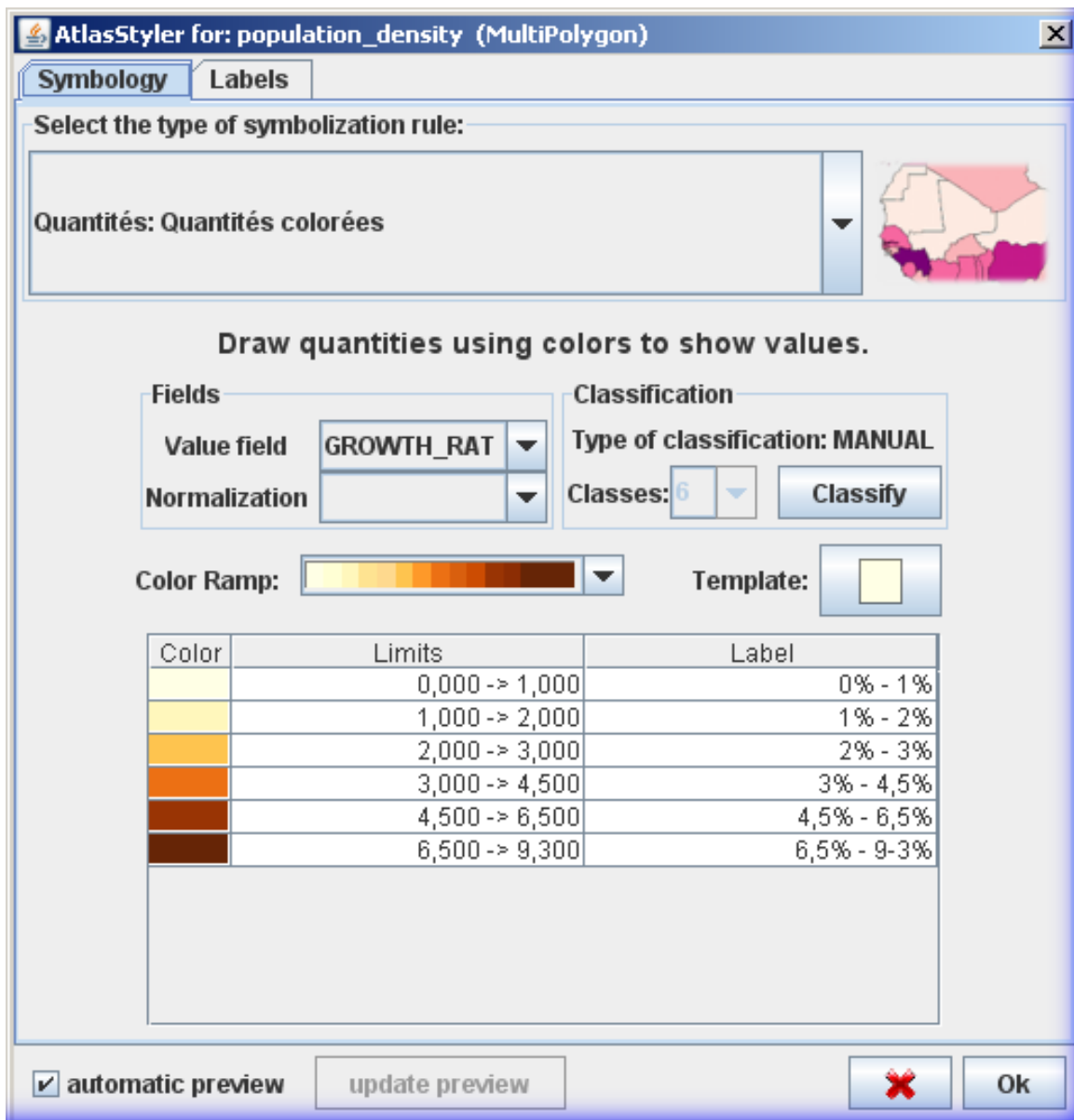
A detailed description of all functions of the AtlasStyler can be found in the AtlasStyler User Guide (see: http://www.geopublishing.org/AtlasStyler_Handbuch on German only).

Attribute table

The *attribute table* contains all attributes of the map layer that are shown or can be edited.

Remove

The submenu *Remove* deletes the map layer of the current map display.

Show legend

If the user deactivates 'show legend', the legend of map layer disappears. The layer, however, remains visible in the map window.