

# OpenJUMP

## View Manager

(2021-04-12 Michaël Michaud)

### History :

**1.0.0** : adaptation to OpenJUMP 2

**0.3.4** : code cleaning

**0.3.3** : can now save view with themin on different attribute types

**0.3.2** : fix a bug preventing the change of the bottom view

**0.3** : add new button with dedicated icons to replace or move a view ni the viewset

**0.2** : replace combobox by a traditional menu and toolbar to « create/open/save/save as » a viewset. Add persistence of Vertex and ColorTheming Styles.

**0.1** : initial version

## 1 Introduction

The ViewManager is used to save a set of different legends applicable to a map. To use it, go to Plugin > ViewManager.

In this extension,

- a **view** means one or several styles applicable to one, several or all of the project layers.
- a **viewSet** is a set of several view saved in an xml file and accessible from the viewManager. Applying a particular view to the current project will replace the style of all the layers which name matches one of the view by the style defined by this view.

Without this tool, one can easily save styles associated to a project layers (just save the project), but it is not possible

- to save several styles for a single layer or
- to associate one style to different datasets

To add a new View to the current ViewSet, just modify your styles, and when you're happy with the new legend, add it to the ViewSet. Don't forget to save the ViewSet to a file before leaving.

ViewSet is saved in an xml file which has been designed to be easily editable without using OpenJUMP user interface.

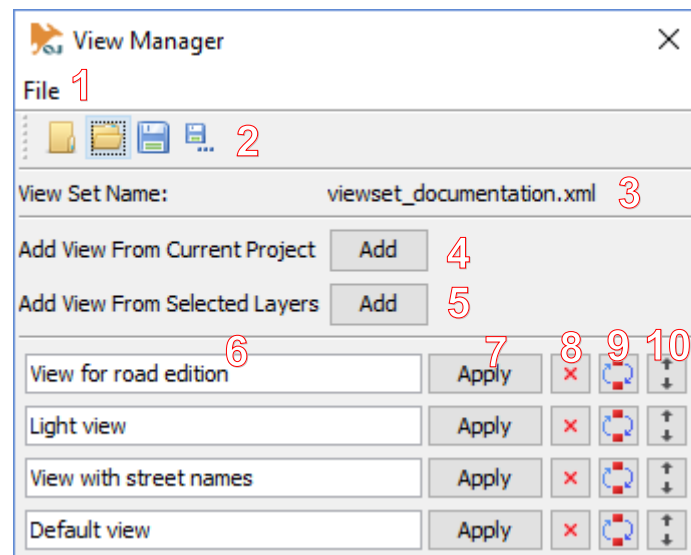
When you have several views in a ViewSet, applying a view to the current project will change the whole legend.

Now let's see how you can reuse one style for layers with slightly different names. You create a style designed for « road » layer, but then, you want to apply it to « main\_road », to « road\_washington » or to « road\_new\_york »,... To do that, just use glob in your layer name before saving the viewset (ex. \*road\*), or you can use regular expressions between '/' (ex. /.\*road.\*). If you don't want to change layer names in your project, you can also edit the xml

with a text editor and change layer names by hand.

Of course, to apply a ColorTheming style or a Label style, attribute used by the style must be present in the layer schema.

## 2 Features



**1 et 2 – Menu et toolbar have the same 4 commands :**

- **New** : create a new ViewSet
- **Open** : open an existing viewSet from a file. A viewset file is an xml file. Its default repository is lib/ext/views.
- **Save** : save the last modifications of a viewset already saved on disk.
- **Save as** : save a viewset in a file

**3 – View Set name** : an un-saved viewset has its **name in red**. If the viewset in memory is the same as the viewset saved in file, the name appears in black.

**4 – Add View From Current Project** : add a view made of all the styles defined in the current project. Adding a view will add a line in the bottom panel. Give an appropriate name to the view.

**5 – Add view from selected layers** : same as previous command except only the styles of selected layers are included in the view. Other layers should remain unchanged when such a view is applied to a project.

**6 – View names** : in the bottom panel, each view of the viewset has a name which is editable.

**7 – Apply** : a button to apply the view (a set of styles) to the current project.

**8 – Remove** : remove the view from the viewset

**9 – Replace** : replace a view definition by the current project (the set of styles used in the current project) or by selected layers of the project.

**10 – Move** : move views up or down in the viewset.