SW MAPS TEMPLATE BUILDER

User's Manual



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Introduction

SW Maps template builder is a convenient app for creating templates for use with SW Maps.

🚺 Inventory.swmr - SW Maps Template Builder	-		×
File Project Attributes Help			
Layers Pavement (Point, GPS) Road Pass By (Point, GPS) Retaining Wall (Point, GPS) Road Side Drain (Point, GPS) Culvert (Point, GPS) Traffic Sign (Point, GPS) Bus Stop (Point, GPS) Bridge (Point, GPS) Causeway (Point, GPS) New Crossing (Point, GPS) Health Facilities (Point, GPS) Education Facilities (Point, GPS) Village/Settlement (Point, GPS) Market (Point, GPS)	Attributes Selected Layer: Road Side Drain Drain Side (Options) Drain Type (Options) Bottom Width (m) (Numeric) Top Width (m) (Numeric) Avg. Height (m) (Numeric) Avg. Wall Thickness (m) (Numeric) Drain Shape (Options) Drain Cover (Options) Intervention Required (Text) Update Notes (Text) Construction Year (Numeric) Photo1 (Photo) Photo2 (Photo)		0
Delete Edit Add	Delete Edit	1	Add

The template builder can be used to create normal (swmt) or read-only (swmr) templates. Read-only templates do not allow the user to add or remove layers and attributes, which makes it suitable for large scale data collection and processing.

Installation

• Run the installer TemplateBuilder.msi



• Click "Next"

😽 SW Maps Template Builder	-	
Select Installation Folder		
The installer will install SW Maps Template Builder to the following fold	er.	
To install in this folder, click "Next". To install to a different folder, enter	r it below o	r click "Browse".
Eolder: C:\Program Files (x86)\Softwel\SW Maps Template Builder\		B <u>r</u> owse Disk Cost
Install SW Maps Template Builder for yourself, or for anyone who us	es this com	iputer:
● Just <u>m</u> e		
Cancel	<u>B</u> ack	<u>N</u> ext>

• Change the install destination if required and choose whether to install for all users or the current user only. Click "Next"

🙀 SW Maps Template Builder	-		×
Confirm Installation			5
The installer is ready to install SW Maps Template Builder on your computer.			
Click "Next" to start the installation.			
Cancel < <u>B</u> ack		1	lext>

• Click "Next" and wait until the installation is complete.

Getting Started

Run SW Maps Template Builder from the desktop or the start menu shortcut.



Adding a Layer

Press the Add button unde	r Layers. The	following dialog	box will open.
---------------------------	---------------	------------------	----------------

Add/Edit Layer		×
Name Layer	1	
Feature Type	Point	~
Point Shape	Circle	~
Color		
Line Width		
Drawn Lay	er	
	Cancel Save	

Enter the layer name, select the feature type and define the layer style (point color, line width and point shape)

Check the **Drawn Layer** box to create a drawn feature layer, else the layer will be added as a GPS recorded feature layer.

Press Save to add the layer.

Adding Attributes to Layers

Select the layer to which the attribute is to be added. Press the **Add** button under the attribute list.

Add	/Edit At	ttribute X	
Na	ame	Attribute	
Da	ata Type	· Text ∽	
	Options		
		OptionValue	
L			
		Cancel Save	

Enter the attribute name and the data type.

If the data type is **Options**, enter the choices for the attribute in the Options grid.

Press **Save** to add the attribute.

Editing Existing Layers and Attributes

To edit a layer, select the layer and press Edit button under the layers list.

To edit an attribute of a layer, first select the layer. Then select the desired attribute on the attributes list and press the **Edit** button.

Deleting Layers and Attributes

Layers and attributes can be removed from the template by selecting the layer or template in the respective list, and pressing the corresponding **Delete** button.

Project Attributes

To add, modify or remove project attributes, click **Project Attributes** on the top menu bar.

Pı	Project Attributes X					
		Attribute Name	Defect Value			
		Attribute Name	Derault value			
	**					
			Cancel	Save		

In the table, enter the name of attribute under the **Attribute Name** column and the default value for the attribute under the **Default Value** column.

Click **Save** to save the list of project attributes, or **Cancel** to discard all changes.

Saving and Opening Templates

To save the template, click the **File->Save** menu.

To save as a new template, click **File->Save As**.

To open an existing template for editing, click **File->Open**.

🚺 S	W Maps Template	e Build	er	
File	Project Attribu	ites	Help	
	New			
	Open			
	Save			
	Save As			
	Exit			
_				

Select whether to save as a template (swmt) or a read-only template (swmr).

Then, press Save.

🚯 Save As					×
← → × ↑ 📙 → This PC → Desktop → SW Maps			5 V	Search SW Maps	٩
Organize 🔻 New folder					 ?
Fictures A Name	Date modified	Туре	Size		
🝐 Google Drive 🖈	No items mate	ch your search.			
🐔 OneDrive					
💻 This PC					
E Desktop					
Documents					
🖶 Downloads					
Music					
Pictures					
Videos					
Local Disk (C:)					
Local Disk (D:)					
·					
File name: Template1					\sim
Save as type SW Maps Template (*.swmt)					~
SW Maps Template (*.swmt) SW Maps Readonly Template (*.swmr)					
∧ Hide Folders					

Installing Templates in SW Maps

To install and use the templates prepared using the template builder in SW Maps, follow the steps below.

- Copy the swmt or swmr file saved by the template builder to the SW Maps/Templates folder on the device storage of the phone or tablet.
- 2. Open SW Maps and create a new project. Enter the project name and press **Create**.

Create Project

Create a project to save layers, points and photos

Project Name

CREATE

3. Press Import Template.

Create Project Import feature layers and attribute fields from templates, or other projects. A blank project may also be created.

IMPORT TEMPLATE

IMPORT FROM ANOTHER PROJECT

CREATE BLANK PROJECT

4. Select the template file copied earlier, then press Load.



Sample Template

LOAD