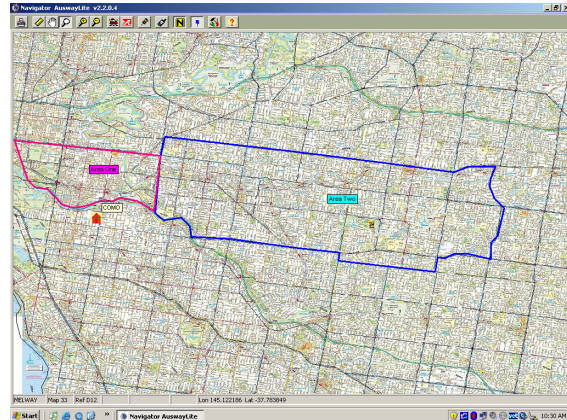


## Navigator AuswayLite – User created Layers.

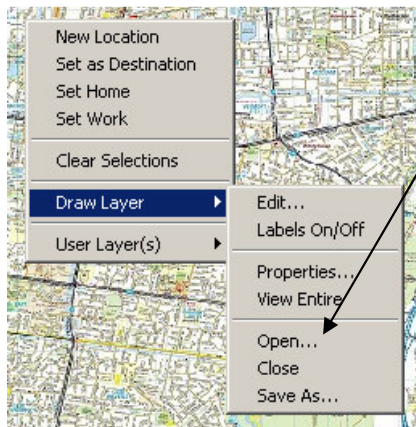
Navigator AuswayLite now has an improved method of creating and displaying new map layers.



Map showing two independent map layers.

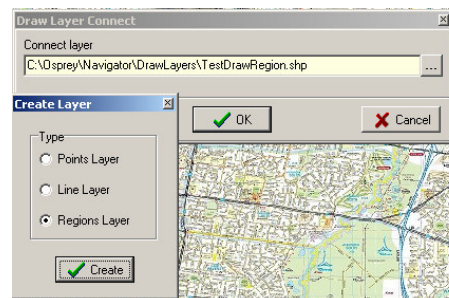
### DRAW LAYERS

To create layers the Right-Click menu will allow access to the DrawLayer menu. [This menu can be disabled for other users if necessary]



'Open' allows the user to access existing shp layers or to create new layers. The Open option allows access to any folder [directory] on the local PC or on the network.

As a layer is created the user need to specify whether that layer will be for Points, Lines or Regions.



Shape Files can only hold one type of object, but can also display labels.

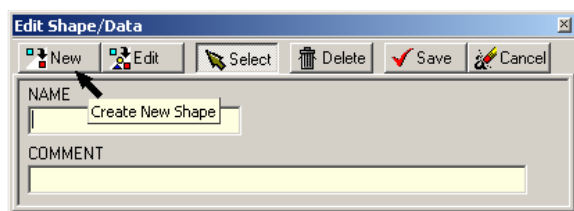
It is recommended that one region layer be created for each area. This will allow individual areas to be shown/hidden. It also allows areas to be coloured differently. If all areas were to be put on the one layer they would all appear together and would all have to be the same colour and style.

Region objects are recommended [rather than lines] as they allow the label to appear at the centre of the region [whereas the label for a line is midway along the line.] Regions will also display the name of the region as a popup beside the mouse pointer when the mouse is moved over the area.

The each of the layers should be named to reflect the particular area name.

### **Editing / Adding Objects to Draw Layers**

Open the appropriate Draw layer. Right Click and choose 'Draw Layer/Edit' The following tool box with appear.



Choose 'New' to create a new shape, then click on the map at an appropriate point. A point, small line segment or diamond shaped region will appear. Click on 'Save'.

This object can now be edited to form the shape you require. Click on the object to select it. Then click 'Edit'. Small numbers will appear at each of the 'nodes' of the object.

You can move an existing node by clicking on it and dragging it to where you want it to be. New nodes can be created by clicking on the map where you want the node to be. Note that for regions the new node will be inserted between the two nodes closest to that point. For lines the new node will be added onto the last node if that is the closest node or inserted between the two nearest nodes. An existing node can be deleted by simply clicking on it. Once you have completed the shape, click on 'Save'. The Name and Comment fields for this object can also be edited.

You can change the display style of the objects on this layer by choosing 'Properties' from the Draw Layer menu. You can change the thickness and the colour of lines, the colour and fill of enclosed area of regions and the colour size and symbol used for points. Click 'Save' after you have made any changes.

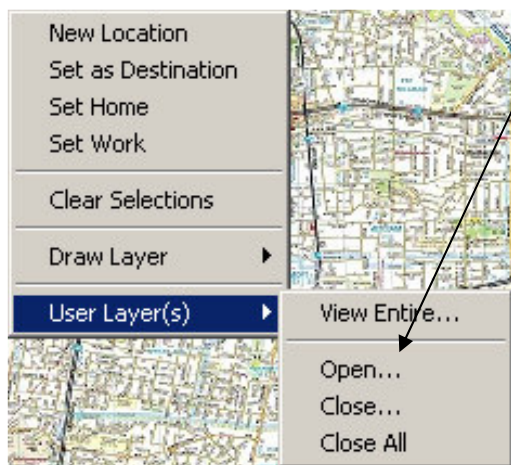
In most cases the enclosed area of regions should be set as transparent or use one of the hatched styles so that the underlying map can be seen through the region. The thickness of boundary lines of regions will normally need to be increased.

The style of the Label for the object can also be modified and the label turned on/off.

Once created layers, should be saved in a master drawing layer folder and a copy saved into a User Layer Folder for access by other users. [Do not save them into the Data folder of Navigator AuswayLite.] When changes are necessary, edit the master version then replace the copy in the User Layer folder with the modified file. [It is not possible to edit a layer which is currently open by another user.]

## **USER LAYERS**

All users will have access to the 'User Layers' menu [again via the right click]



'Open' allows the user to access existing shp layers. The Open option allows access to any folder on the local PC or on a network.

User layers are not able to be edited via this menu.

Map Layers created by other programs can also be displayed as User layers. Layer types which may be used are:

Vector Layers - SHP, MIF, TAB, DXF and DGNs

Image layers - BMP, TIF and JPG

Image files will require a registration file – usually a TAB or RSF file with the same name as image file.

### **Access to User Layers**

Although each user can add / remove user layers individually this process can be automated so that the required layers appear whenever the program is run.