

FeatureRenderer Version 5.5 for ArcMap 10

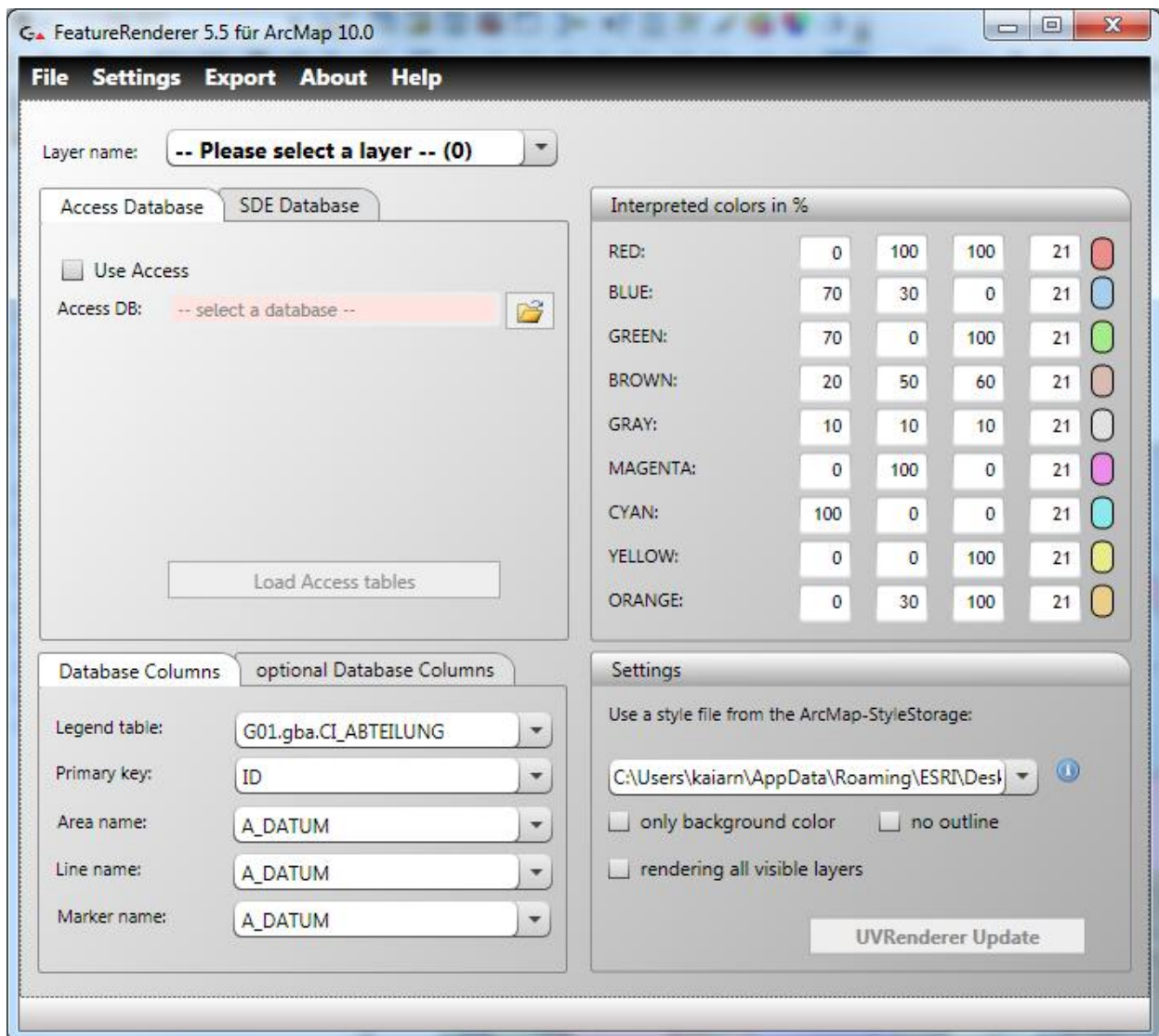
User guide

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1 About the Feature Renderer:

The "feature renderer" program depictses surface, line, or marker symbols on a given layer, according to the entries in the table legend. The requirement is that the symbol names are available in the loaded styles.

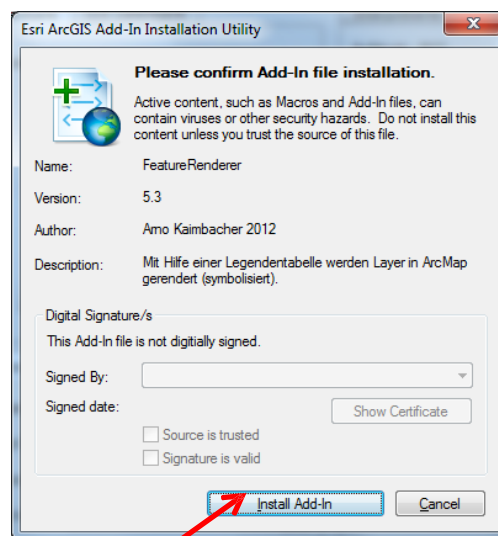
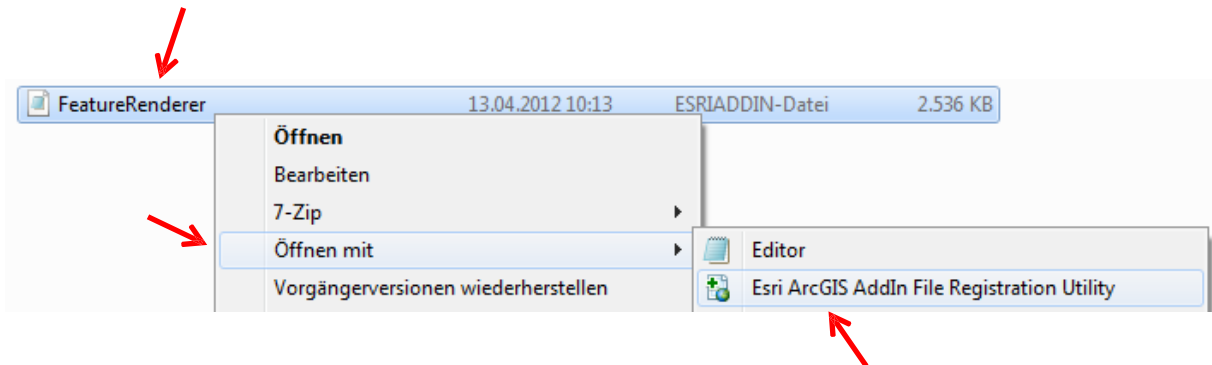


Graphical user interface of the feature renderer 5.5.

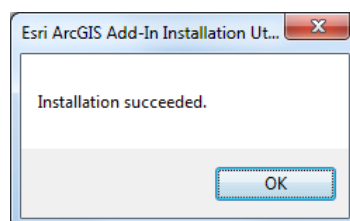
2 Installation:

First of all, it is appropriate to copy all components and program parts (FeatureRenderer.ESRIADDIN, TrueType fonts, geolba.style, test data, etc.) into a local directory. The four TrueType fonts (geolba_simple.ttf, geolba_standard.ttf, geolba_legende.ttf, geolba_struktur.ttf) can be installed in the Windows Control Panel (Control Panel \ All Control Panel items \ fonts) for example. All styles use only these four TrueType fonts (plus Arial).

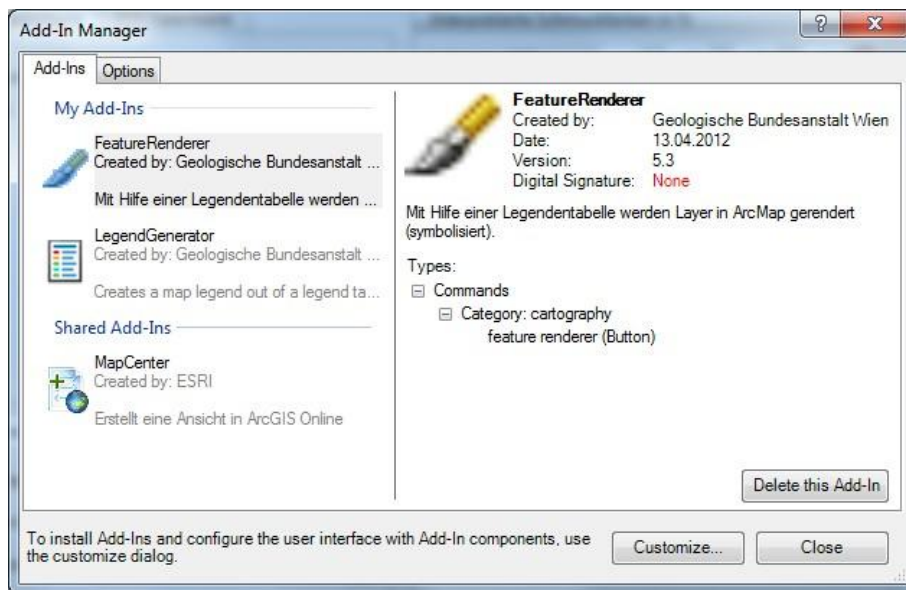
First execute the file "FeatureRenderer.ESRIADDIN" via right-click. (see diagrams below). Alternatively, the renderer can be installed in the ArcMap via "customize"> "customize fashion ..." > in the Categories are selected "cartography" > "feature renderer"> "add from file".



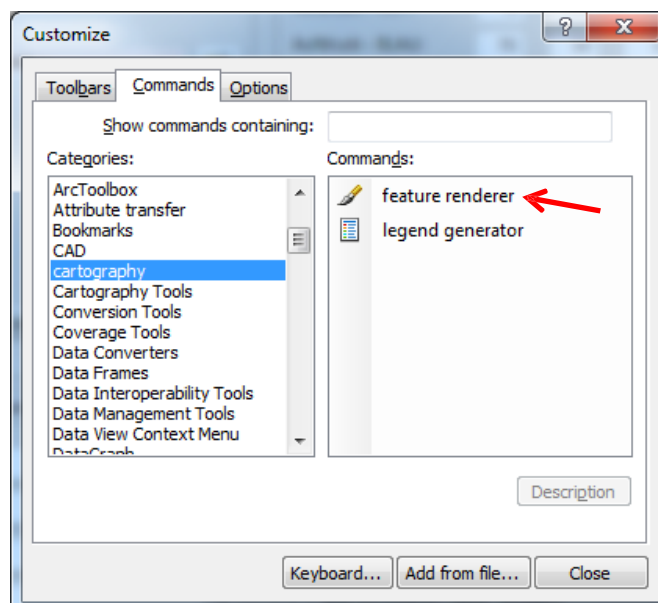
A status message about the successful installation is shown below:



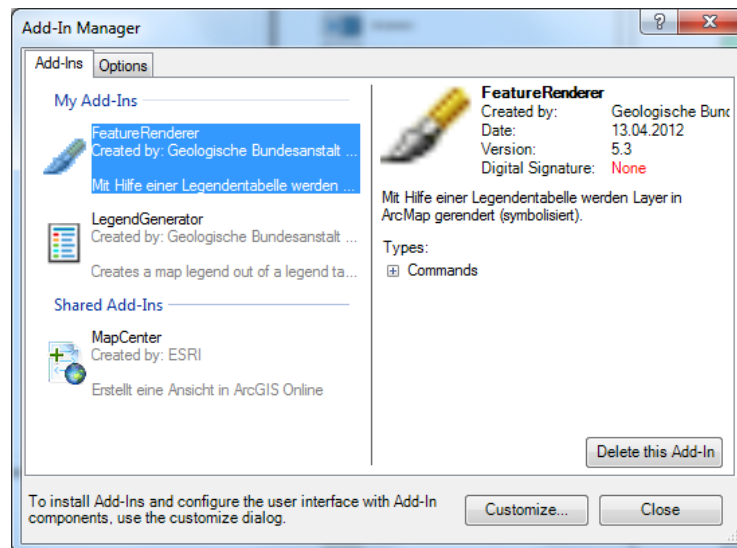
In ArcMap, you can find now informations about the newly installed Addin in the menu item "Customize / Add-In Manager:



Now drag and drop the feature renderer in ArcMap on any place at the toolbar (brush icon) (menu: "Customize / Customize Mode >..." in the tab "commands" > Categories > cartography > "Commands")



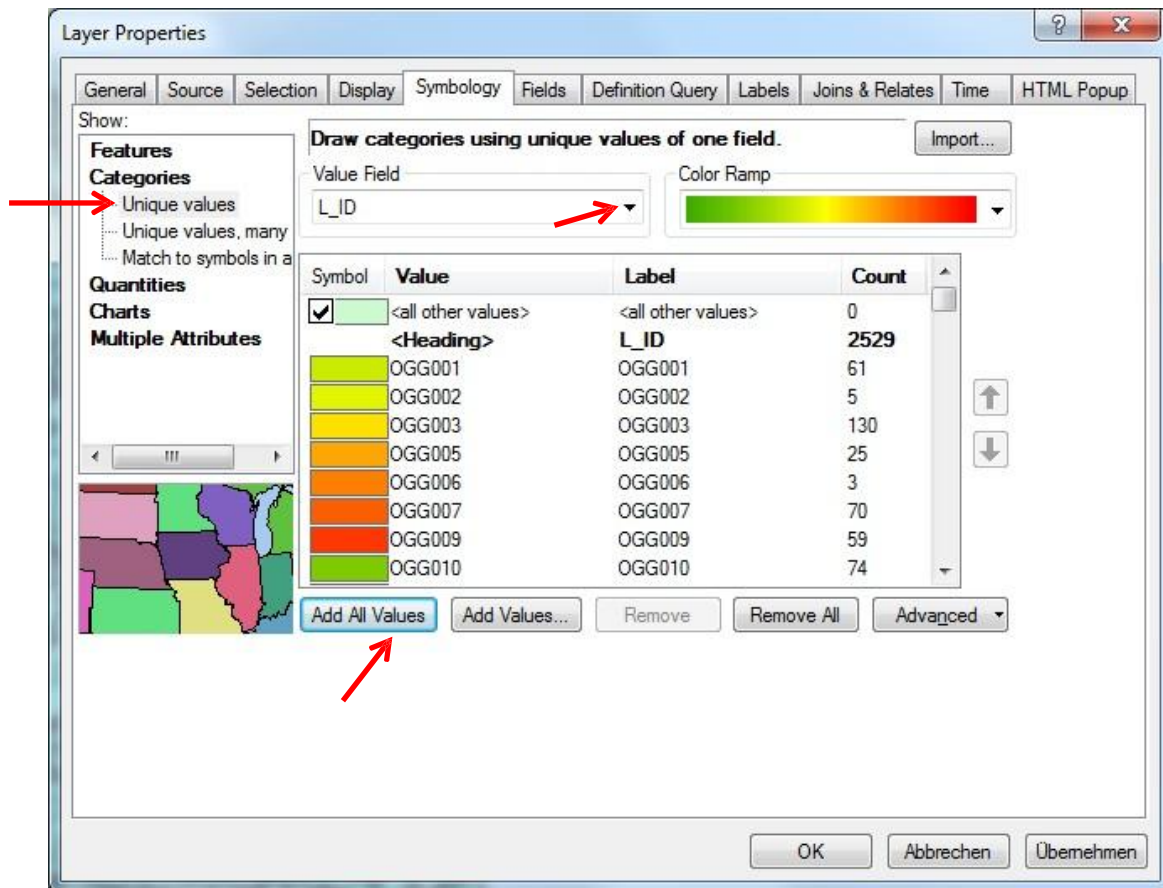
If you run an update of the "FeatureRenderer", it is advisable to delete the installed addin. You simply have to select the menu "Customize> AddIn Manager", select the installed AddIn and press the button "Delete this add-in".



Afterwards just execute the new executable file esiAddIn.

2.1 The Renderer-Settings of the Layer

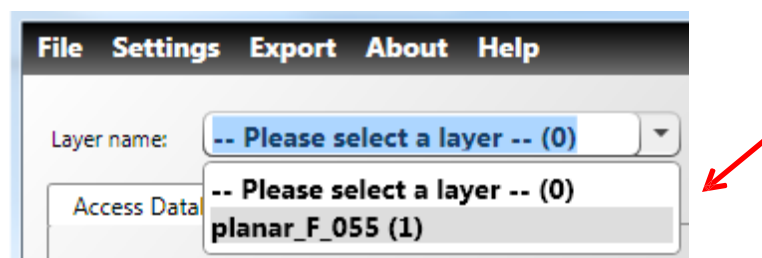
To use the program, a "feature layer" must be loaded in the project. In the layer properties of each layer choose the "unique value renderer" (see illustration below) and all values of the reference field ("Value Field" - in the example below it is the L-ID) will be added to the legend table by using the button "AddAllValues".



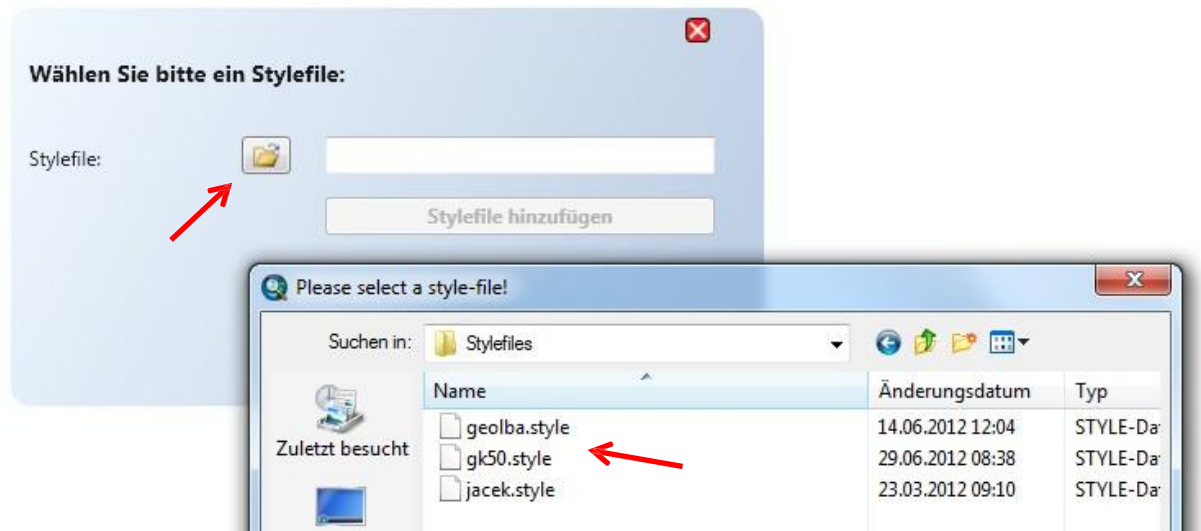
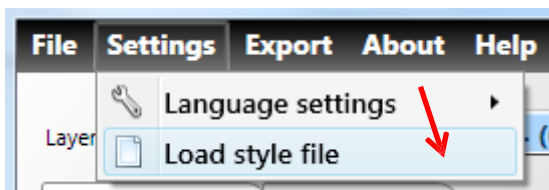
With the manual pre-selection in the "unique value renderer" of the layer legend entries can be excluded from rendering.

3 Description of the program parameters using the test data set:

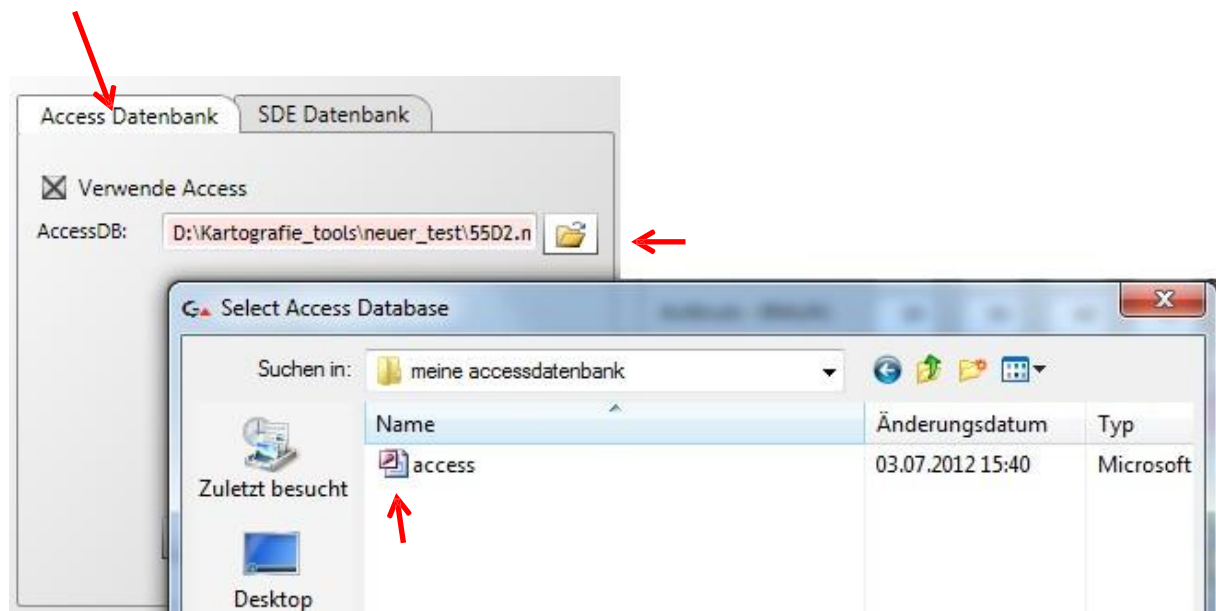
The desired layer is selectable now in the combobox of the user interface of the "FeatureRenderer" (top left).



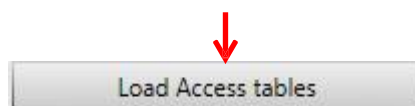
Load the settings in the above menu above to select the desired style file.



In following example the default Sytlefile "geolba.style" is used. The next step is now to open the appropriate table legend within the programm (either through an Access database or else an SDE database). In the following example, the Access test database is "access" was selected:



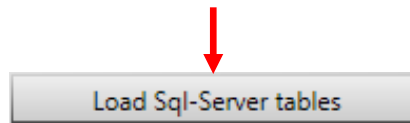
After that, the Access tables must be loaded:



In the following example, a SDE-database is (G01) selected:

In the following example, a SDE-database is (G01) selected – with the option “Direct connect (the connection to the database is established directly, no middleware is needed!!

After that, the SDE tables must be loaded:

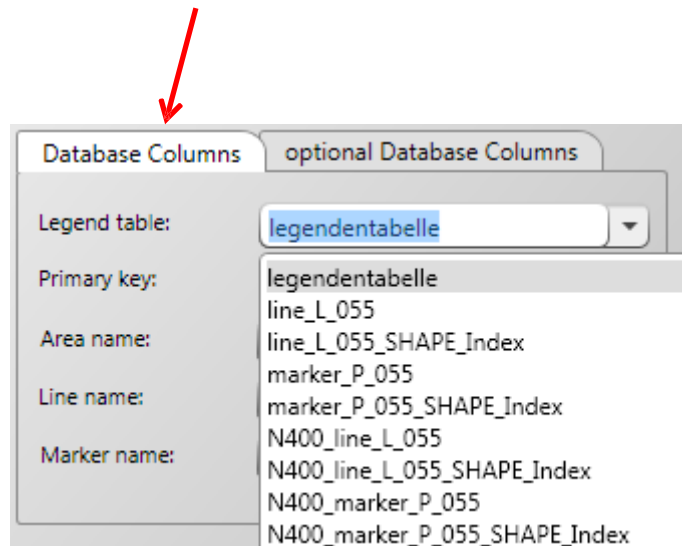


After selecting the data source, the combo boxes for the table columns are populated automatically. In the combo box for the table the appropriate legend table can be selected. To combine the values of the legend with the loaded table "feature Layer", the column which is used as rendering-column from the "UniqueValueRenderer" must be specified in the second ComboBox that column "(in this case it is the" GBANR "). Depending on the type of geometry of the "feature layer" the combo boxes "desktop icon name", "line symbol name" or "point symbol name" must be defined. Because the test data set is a polygon data set, the area symbol column "FSYMBOL" must be defined (in this case, the combo boxes "line symbol name" and "marker symbol name" can stay blank).



After activating the button "UVRenderer update" , the "Feature Layer," will be rendered according to the rules of the legend table.

If you run the program, the entries in the "Unique Value Renderer" for which there are no corresponding entries in the legend table, will get marked with the standard (marker) Error icon (Err) marks (no matter whether they are dealing with marker lines or surfaces). Afterwards it is possible to redefine these values by the functions "removeValue" and "AddValue" in the "Unique Value Renderer".












4 Additional functions:

In this section some additional features of the "FeatureRenderer" are described by which the rendering results can be affected.

4.1 Spotcolors

Any readjustments of colors can be made by use of the spot color (cyan = first column, second column = Magenta, Yellow = third column, black = fourth column). For example, 21% coverage means for further processing in the pre-press "overprinting"

Interpreted colors in %

RED:	0	100	100	21	
BLUE:	70	30	0	21	
GREEN:	70	0	100	21	
BROWN:	20	50	60	21	
GRAY:	10	10	10	21	
MAGENTA:	0	100	0	21	
CYAN:	100	0	0	21	
YELLOW:	0	0	100	21	
ORANGE:	0	30	100	21	


4.2 "No Outline" and "Only Background colors"

In the case of overlapping shapes the option "no outline" can be activated to render (painting the layer). For rendering only with the background color (no pattern) a separate check box can be selected (e.g. for the transfer of an ink layout for any other GIS – programmes which define any patterns in a another way, eg. ArcView 3.1-projects):

☐ only background color ☐ no outline

4.3 Combination of legend text

If each legend should get an individual legend text instead of a rendering-value, an adjustment can set in the tab "optional table columns". Since the combination of a feature – ID with a legend text is required frequently, you can combine two column legends with each other (separated by a configurable delimiter). In the new version of the "feature renderer" it is also possible to use separate headings.



Database Columns optional Database Columns

☒ change legend text

Text separator:

Part 1:

Part 2:

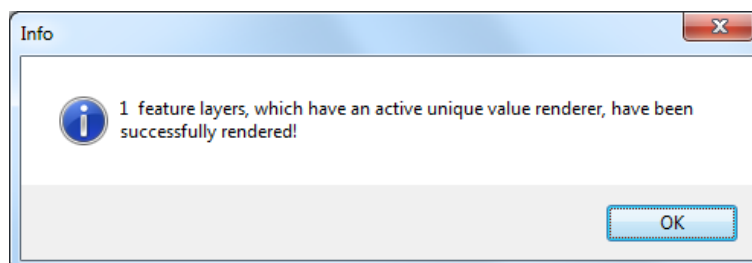
☐ Optionally use another heading

Heading:

Example of a result:

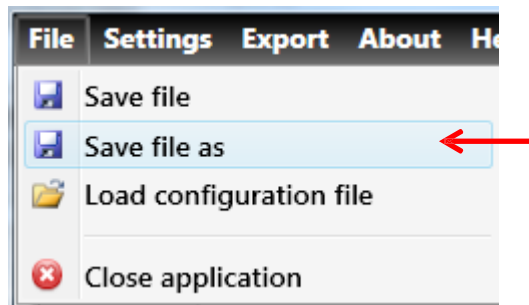
- QUARTÄRE SEDIMENTE UND FORMEN
- OGG001 - Anthropogene Ablagerung (Anschüttung, Verfüllung, Halde, etc.)
 - OGG002 - Künstlich verändertes Gelände (Auswahl)
 - OGG003 - Bach- oder Flussablagerung, Austufe größerer Gerinne, in kleinen Ge
 - OGG005 - Vernässung, Anmoor, Niedermoor
 - OGG006 - Sinterkalk
 - OGG007 - Schwemmfächer, Murenkegel
 - OGG009 - Hangschutt, Verwitterungslehm und -schutt in situ, Solifluktsions- un
 - OGG010 - Hangschutt, Schuttkegel
 - OGG012 - Blockschutt, Felssturzmaterial
 - OGG014 - Rutschmasse
 - OGG015 - Instabiler Hangbereich mit Rutsch Tendenz auf jeweiligem Gesteinsun
 - OGG017 - Solifluktsions- und Flächenspülungs sediment, untergeordnet Löss und
 - OGG018 - Löss, untergeordnet Lösslehm (Silt, feinsandig, lokal mit Kristallinbru
 - OGG019 - Höherer Terrassenkies bei Rabenstein, Meinburg und Aigelsbach (?Ri
 - OGG020 - Hochterrasse (Riss)
 - OGG021 - Jüngerer Deckenschotter (Mindel)
 - OGG022 - Älterer Deckenschotter (Günz)
 - OGG023 - Kiesschleier im Niveau des Älteren Deckenschotter, z.T. hangabwärt
 - OGG024 - Felsterrassen an den Flanken des Pielachtales im Niveau des Älteren
 - OGG025 - Kies aus Material der Flysch- und Klippenzone (ehemaliger Schwemn
 - OGG026 - Kiesschleier (Reliktschotter aus Material der Flysch- und Klippenzone
 - OGG027 - Kies, fluviatil, in vier verschiedenen, hohen Niveaus (Vorkommen im
 - OGG117 - Murschuttdecke an der Flysch/Molassegrenze östlich von Kilb
 - OGG144 - Lehmiges Sediment, polygenetisch, z.T. auch Löss
 - OGG145 - Löss und Lösslehm über Kies des Älteren und Jüngeren Deckenschott
- MOLASSE
- OGG028 - Robulus-Schlier (siltreicher Mergel, feinsandig, z.T. mit Sandsteinlage
 - OGG029 - Prinzersdorf-Formation (Fein- bis Mittelsand, wechsellagernd mit silt
 - OGG030 - Mauer-Formation (kristalline Megabrekzie, Kies- und Sandpakete, z.T
 - OGG031 - "Hall-Formation" (siltreicher Mergel, feinsandig, mit Sandsteinlagen,
 - OGG032 - Älterer Schlier (dunkler, siltreicher Tonmergel mit Einschaltungen von
 - OGG033 - "Linz-Melk-Formation" (Fein-, Mittel- und Grobsand, z.T.kiesig, mass
 - OGG035 - Pielach-Formation (schwarzer und bunter Ton, z.T. als Matrix von Kri
 - OGG037 - Rogatsboden-Formation (Tonmergel, geschichtet, grau, mit fein- bis

After successful rendering, the following output window appears:



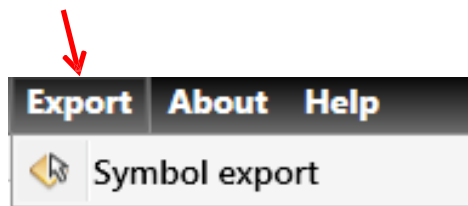
4.4 Storage of the settings in a project file

All settings which are used to render a layer can be saved or loaded for initialization in an XML configuration file. For this purpose the "File" menu is available (see below). By using "Save file" or "Save file as", the user input can be stored in a project file.

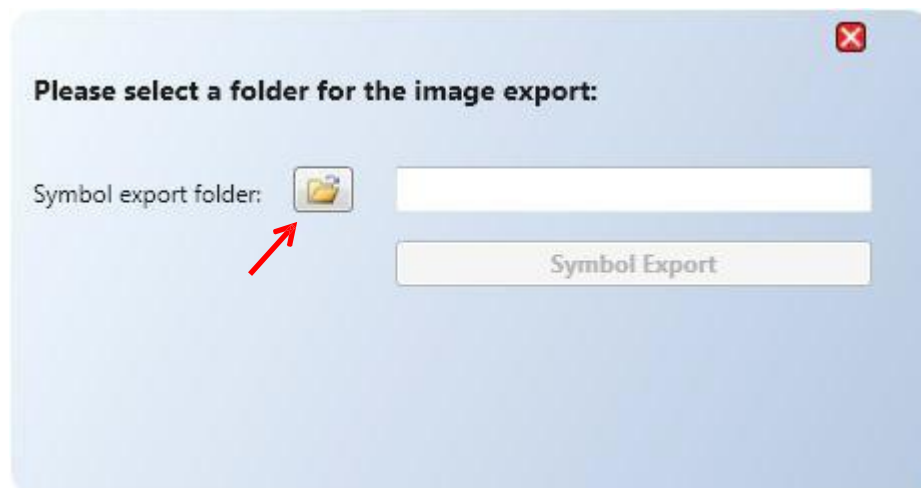


4.5 Export of the layer files and the Legend pictures

The rendered layers can be either stored as ESRI layer files (*. Lyr), or The legend entries of the rendered layers can be stored as images on the file system. For this function the menu "Export" is available:

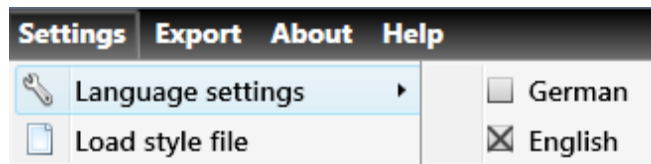


The menu item "Export icon" opens a window where the user can define a folder in which the legends-images can be stored. The button "symbol export" (Figure below) is not active until the user has specified an existing directory:



4.6 Further settings

In the menu "Settings", the user can switch the language between English and German. In the menu item "load Stylefile" appears a dialog in which you can select an ESRI-style file, The style file subsequently will be added to the "ESRI-style storage".



5 License, Copyright, disclaimer

The ArcMap line extensions "Legend Generator" and "rendering" are available for free use in common with True Type fonts and styles as download on: [ArcGIS arcscripts.esri.com](http://ArcGIS.arcscripts.esri.com) (search term: geological map legend). They all are available to the public.

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