Support Bulletin

New iFeature Handling

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What means global template and project template?

The iFeature system provides a fast way to organize and access your data collection features.

In version 11, the templates are completely stored in the pdt-file.

Advantage

- There is no need any longer to hand over pdt and template file.
- Changes to the global template does not affect existing projects

Global template:

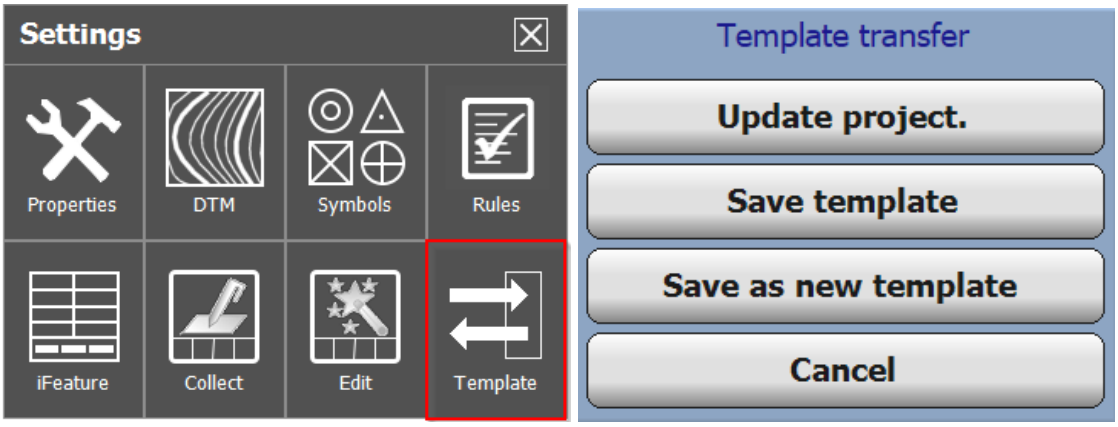
- The global template is used to create a project
- The global template is stored in C:\ProgramData\Trimble\Penmap 11\configfiles
- Changes to the global template are not visible in an existing project any more

Project template:

- The template from project creation is stored in the pdt (styles, layers, groups, GIS-definitions, symbols, GIS search)
- Changes to the template/iFeature in the project (e.g. manually or via import data) are not taken over to the global template
- the project template can be saved as global template

New Template functions

Via **Settings / Template** there are different opportunities to change the template:



Update project: take over changes from the global template to the project

Save template: saves changes, which were done in the project to the global template from project creation.

Save as new template: saves the current template state from the project as global template with an individual name

Cancel: Abort the process

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Update Project

Via **Settings/Template** it's possible to Update the project and take over changes from the global template.

- Changed styles, layers, groups, gis-definitions, symbols are changed in the current project.
- iFeatures are overwritten with the iFeature from the global template
- Elements, which are removed from the global template will remain, if they are used (styles, layers, groups, symbols, gis)
- iFeature changes are valid for new collected elements only. Existing elements will stay like collected (elements retain by e.g. the collected style "P_Street light"). This means that existing elements must not be consistent to the current iFeature.
- If the global template schema contains any GIS definitions which are used in the survey data, but which have had attributes removed, renamed, or their type changed then the update process will not allow these GIS definitions to be replaced.
- If however there are changes to the order of attributes, or new attributes added, these will be accepted.

Limitations

- Existing elements will stay like collected (elements retain by e.g. the collected style "P_Street light")
- not allowed to change type of existing attributes (e.g. change from text to number)
- not allowed to change attribute names
- not allowed to remove attributes
- already existing data columns remain after an update in the table
- radio buttons will be transformed to tree

Save as new template

Via **Settings / Template** it's possible to save the current template state from the project as global template. The default template name is the project name. It's also possible to set an individual one.

With the set name the new template-files are stored at C:\ProgramData\Trimble\Penmap 11\configfiles (see Template in Penmap).

Template in Penmap

The template (e.g. template_<name>.txt) subsists from different parts, which are stored at C:\ProgramData\Trimble\Penmap 11\configfiles:

- Layers, Styles and Groups are stored as lsgpl_<name>.txt
- GIS definition is stored as gis_<name>.xsd
- iFeature is stored at features_<name>.txt
- symbols are stored in symbol_<name>.sdn
- GIS search is stored in gsdef_<name>.txt
- Rules are stored in rules_<name>.txt

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Layers, Styles and Groups

Layer, Styles and Groups are available in the sidebar, on the bottom of the layer view. Just press the small gear button to get into “Edit, Layers, Styles, Groups”.

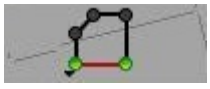
- Define layers
- Styles, e.g. assign a symbol to a pointstyle or define the color for a linestyle
- Define groups to sort the layers to get a better overview in the sidebar and turn on/off a whole group

GIS definition

The GIS definition can be imported for example from a shape-file. Edit the GIS-definition is possible with the DatabaseEditor, which is part of the Penmap installation.

iFeature

You capture features with the "iFeature". Here you can select point, lines or objects.

1. In the **Home** screen, tap **Collect** to switch to the **Data application** screen.
2. Tap **iFeature**. The **Add feature** screen appears.
3. Tap and hold to add additional iFeatures to the list.
4. The "green" object is active, you can always change the object, lines can be continued anytime.
5. Snap, Free Node, measurements and calculations can be combined free.
6. Lines must be completed. To complete a line, tap  .
7. To generate a line as an arc, tap and hold  .
8. To measure with a sensor, click on the "Sensor symbol".

Edit iFeature

The iFeature can be accessed via **Settings / iFeature**. The iFeature defines an element, with Layer, Styles, GIS. Let’s have a look to the iFeature tree

- Feature name =Tree
- Page= Vegetation, the page is to sort the features
- GIS=Tree, the gis definition includes the attributes e.g. we have a table Tree, which has the attribute species, height, healthy…
- Graphic element= Symbol 1pt, there are symbols, with one or two point definition or just “Points”
- Layer = Tree, via the layer you can show/hide elements
- Style=P_Tree, defines how the point is drawn

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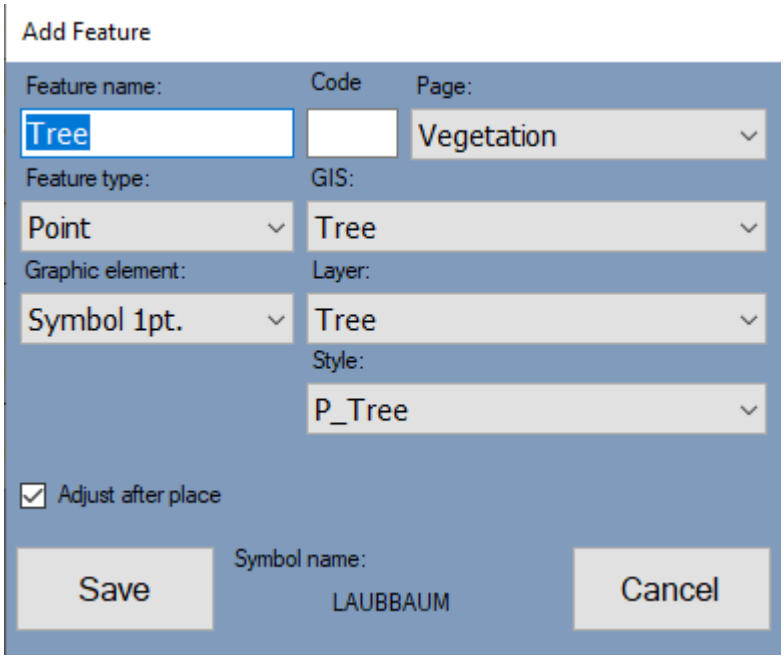

How to create an iFeature?

The easiest way to create a new template is using some import data like dxf/dwg or shp. But let's start step by step

Create an iFeature from scratch

1. Create a new project with [blank template]
2. Go to the sidebar >> Layers and open the "Edit Layers Styles Groups" via the gear button at the bottom
   a. Add some Layers, Pointstyles, Linestyles
   b. Check
3. Open the iFeature via Settings / iFeature
   a. Add some iFeatures see Edit iFeature
   b. Check

Use import data to create a template

Import of data can help to create an iFeature.

Using dxf/dwg

1. Create a new project with [blank template]
2. **Workspace / Import DWG**
3. Choose a file to import from.
4. Select the Layers, which should be imported (default all) and then tap **Import**

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a. Layers are imported directly to the Layers
b. Blocks are imported to Pointstyles with symbols
c. Linestyles are imported to Linestyle with the set color as solid line

5. Set up your iFeature system via **Settings / iFeature**
6. Save the new template to use it for new projects (**Settings / Template / Save as new template**)

Note: *attributes and hatches are not supported*

Using shape

1. Create a new project with [blank template]
2. **Workspace / Import SHP**
3. Check the units and then tab **Import**
   a. each dataset creates a layer
   b. each dataset creates a gis table
   c. each point feature creates a point style with “mediumcross” symbol and a random color
   d. each line feature creates a linestyle with a random color and a solid line style
   e. each area feature creates an area fill style with a random color
4. Set up your iFeature system via **Settings / Template**
5. Save the new template to use it for new projects (**Settings / iFeature / Save as new template**)

Use Import data to extend an iFeature

Existing templates are extended if some data is imported. If there is an incoming element, which does not exist in the current template it is added to the project template.

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