

BMLC2GUI

Map Data Files and Configuration:

Note: BMLC2GUI used and tested shape files for Azerbaijan and Afghanistan. These files are not included in this posting. The user is responsible for getting these files or implementing any others. Instructions for implementing shape files are as below. Afghanistan's data was available through this web site <http://www.aims.org.af/>

The BMLC2GUI is using OpenMap as its mapping tool. So, it is capable of doing anything possible in OpenMap ver 4.6.5.

This release uses ESRI Shape files (.shp). The user can add/ remove any shape data file by editing the BMLC2GUI.properties file that exists in the package folder.

The user should follow the following instructions

1. The user should add/remove the name of the layer first. In the BMLC2GUI.properties the user can find the c2ml.layers at line 40.
2. Any layer can be added/ removed an any manner and order.
3. The most important thing is to keep the last two layers as is and always last ([Graticule World](#))

```
#
c2ml.layers= AZswamp AZpipelines AZpowerlines AZrailroads AZroads
AZwater2 AZwater AZlandmarks AZtracks AZtrees AZboundaries
AF_settlements AF_airport airfields AF_health_facilities AF_lakes
AF_district_boundary AF_international_boundary Af_Rivers
AF_irrigated_areas AF_landcover AF_provincial_boundary
AF_watersheds AF_river_region graticule world
```

4. The user should define the required properties such as: Java Class of the Layer, physical file and Location, Color,.....

Example:

```
#
*****
*****
# Afghanistan watersheds
#
*****
```

```

*****
AF_watersheds.class=com.bbn.openmap.layer.shape.ShapeLayer
AF_watersheds.prettyName=AF watersheds
AF_watersheds.shapeFile=C://BMLC2GUI//Afghanistan//watersheds//watershed.shp
AF_watersheds.spatialIndex=data/azer/vmap_area_thin.ssx
AF_watersheds.lineColor=007FFF
AF_watersheds.fillColor=007FFF

```

A cut version from the currently used c2ml.propertyi file is as follows :

```

# *****
# Properties file for BMLC2GUI
# Desc   : The purpose of this file is remove the hard coding of Shape
#         Layers inside the Java Program. The Layers related to any
#         part of the world can be added in this file without modifying
#         the program code.
# Author : Mohammad Ababneh - GMU C4I Center
# Date   : 12/28/2009
# *****

# #####
# These properties define the starting projection of the map.
# These properties are listed in com.bbn.openmap.Environment.java,
# and affect the initialization of the application.
# #####

# Latitude and longitude in decimal degrees
#c2ml.Latitude=41.5f
#c2ml.Longitude=-71f
# Scale: zoom level (1:scale)
#c2ml.Scale=10000000f

# *****
# Layers to be loaded and shown on the map
# *****
# graticule and political layers should be always at the end - for now
# the program will make them initially visible, while the others not.
# to find a better solution later for not finding the suitable put
property

c2ml.components=menuBar fileMenu helpMenu
menuBar.class=com.bbn.openmap.gui.MenuBar
fileMenu.class=com.bbn.openmap.gui.FileMenu
helpMenu.class=com.bbn.openmap.gui.DefaultHelpMenu

# graticule and world should be the last 2

```

```

#   graticule world

#
c2ml.layers= AZswamp AZpipelines AZpowerlines AZrailroads AZroads AZwater2
AZwater AZlandmarks AZtracks AZtrees AZboundaries AF_settlements
AF_airport_airfields AF_health_facilities AF_lakes AF_district_boundary
AF_international_boundary Af_Rivers AF_irrigated_areas AF_landcover
AF_provincial_boundary AF_watersheds AF_river_region graticule world
# AF_cultivated_areas : Didn't work - Unknown Problem
# AF_Roads : Unable to construct the layer in OpenMap (Null)
# *****
# Graticule Layer
# *****
graticule.class=com.bbn.openmap.layer.GraticuleLayer
graticule.prettyName=Graticule

# *****
# World Political Map Layer
# *****
world.class=com.bbn.openmap.layer.shape.ShapeLayer
world.prettyName=Political Solid
world.shapeFile=data/azer/world_adm0.shp
world.spatialIndex=data/azer/vmap_area_thin.ssx
world.lineColor=000000
world.fillColor=BDDE83

# *****
# *****
# Afghanistan Shape Layers
# *****
# *****

# *****
# Afghanistan watersheds
# *****
AF_watersheds.class=com.bbn.openmap.layer.shape.ShapeLayer
AF_watersheds.prettyName=AF watersheds
AF_watersheds.shapeFile=C://BMLC2GUI//Afghanistan//watersheds//watershed.s
hp
AF_watersheds.spatialIndex=data/azer/vmap_area_thin.ssx
AF_watersheds.lineColor=007FFF
AF_watersheds.fillColor=007FFF

# *****
# Afghanistan settlements
# *****
AF_settlements.class=com.bbn.openmap.layer.shape.ShapeLayer
AF_settlements.prettyName=AF settlements
AF_settlements.shapeFile=C://BMLC2GUI//Afghanistan//settlements//07_03_set
tlements.shp
AF_settlements.spatialIndex=data/azer/vmap_area_thin.ssx
AF_settlements.lineColor=777777
AF_settlements.fillColor=ffbde83

#

```

```
# *****
# *****
# Azerbaijan Shape Layers
# *****
# *****

# *****
# Azerbaijan tracks Layer
# *****
AZtracks.class=com.bbn.openmap.layer.shape.ShapeLayer
AZtracks.prettyName=AZ tracks
AZtracks.shapeFile=C://BMLC2GUI//azer//TrackL.shp
AZtracks.spatialIndex=data/azer/vmap_area_thin.ssx
AZtracks.lineColor=777777
AZtracks.fillColor=ffbdde83

# *****
# Azerbaijan trees Layer
# *****
AZtrees.class=com.bbn.openmap.layer.shape.ShapeLayer
AZtrees.prettyName=AZ trees
AZtrees.shapeFile=C://BMLC2GUI//azer//TreesA.shp
AZtrees.spatialIndex=data/azer/vmap_area_thin.ssx
AZtrees.lineColor=000000
AZtrees.fillColor=009040
```