



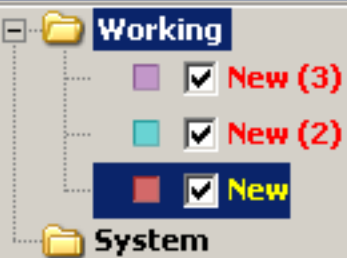
Working
System

- Add A New Layer**
- Open...
- + Load Dataset(s)...
- + Add Datastore Layer...
- Paste Layers
- Remove Selected Categories
- ✓ Set Category Visibility...
- Move Category To Top...
- Move Category One Up...
- Move Category One Down...
- Move Category To Bottom...

Make the layers you will need

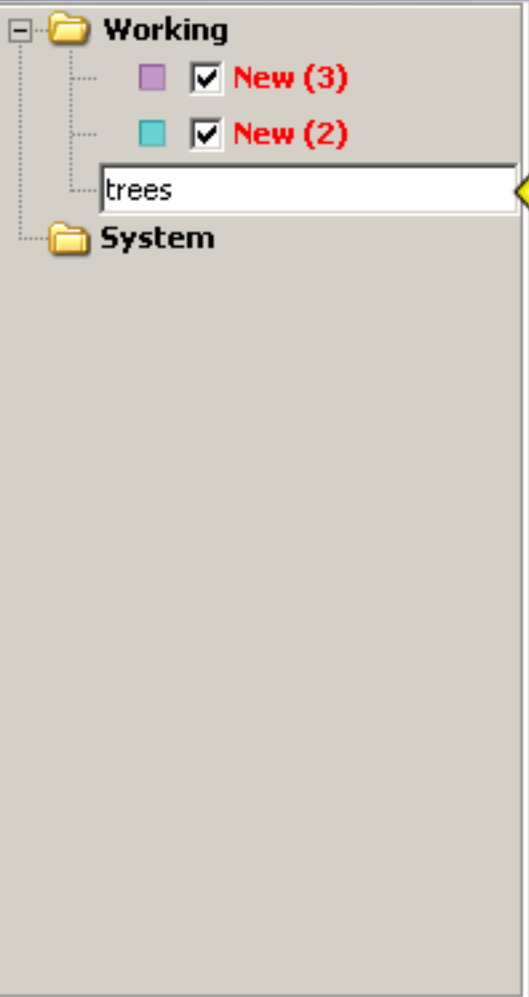


500 m

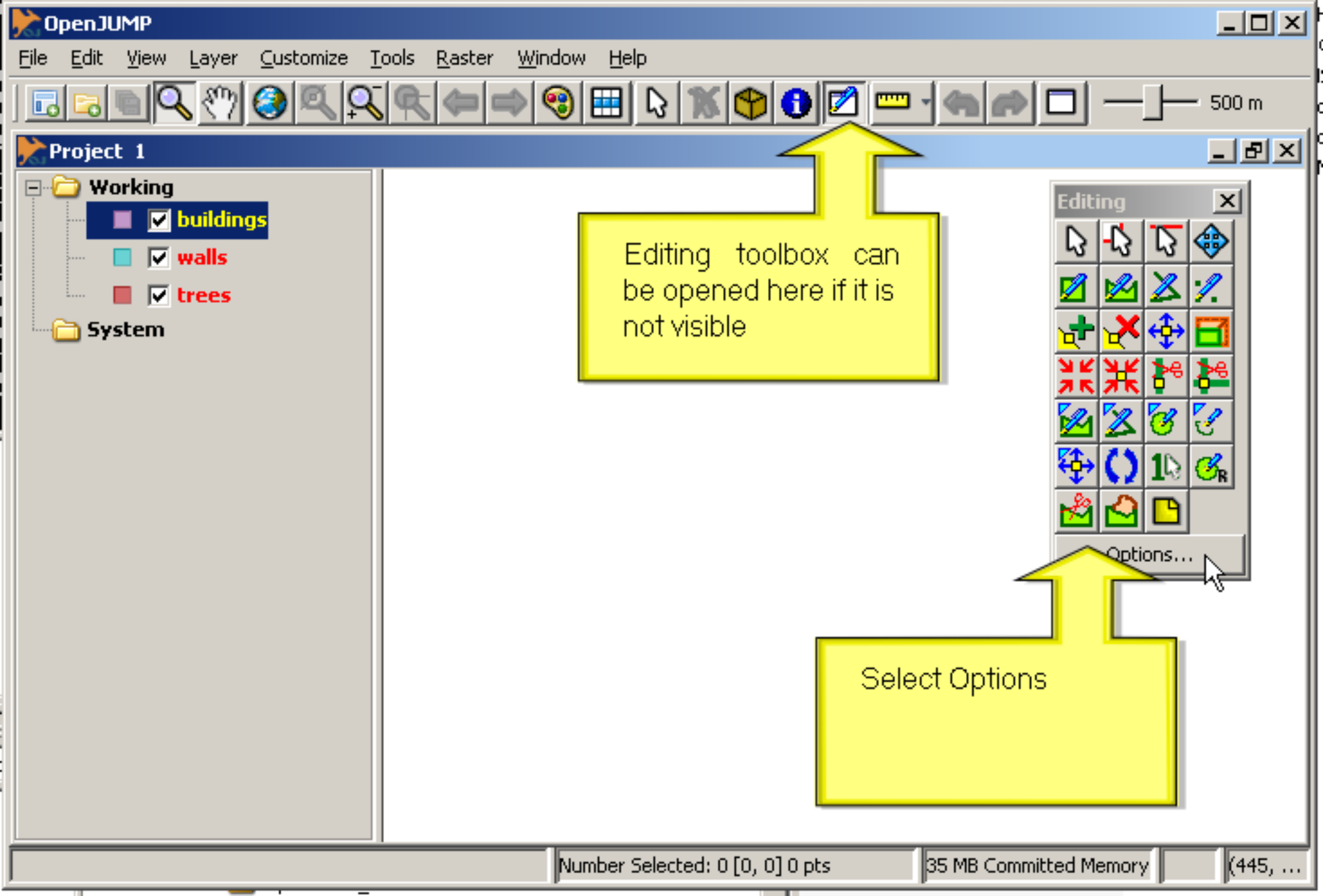




Project 1



Double click and
rename



Editing toolbox can be opened here if it is not visible

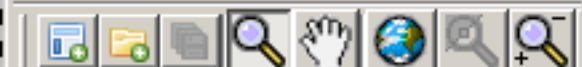
Select Options



Number Selected: 0 [0, 0] 0 pts

35 MB Committed Memory

(445, ...



Project 1

- Working
 - buildings
 - walls
 - trees
- System

Options

Snap Vertices Tools Selection Style Dataset Skins

Measurement Constraints Snap / Grid View / Edit

Snapping

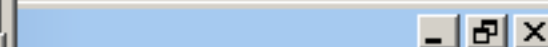
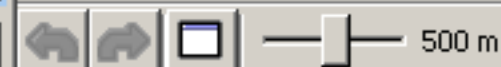
Tolerance: pixels

- Snap to vertices.
- Snap to vertices and lines.
- Snap to grid.

Grid Display

- Show grid. Size: model units
- Show grid as dots.
- Show grid as lines.

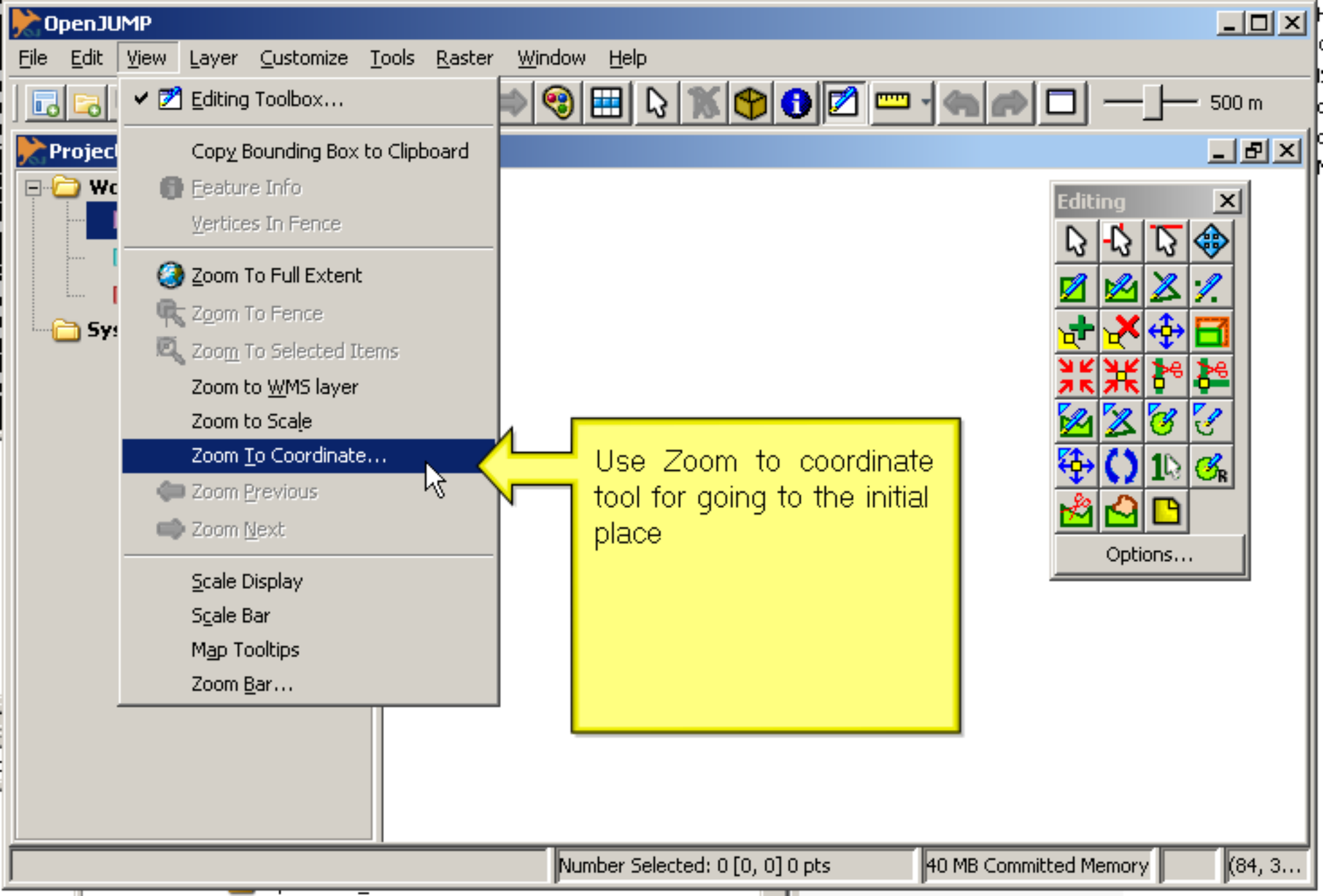
Show a grid with 1
metre spacing



Editing



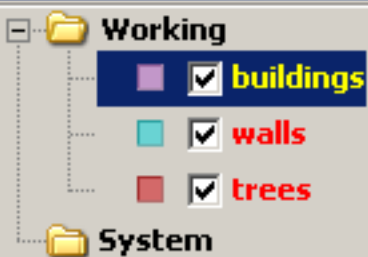
Options...





500 m

Project 1



Input



Enter coordinate to zoom to:

OK

Cancel

Editing



Options...



Project 1

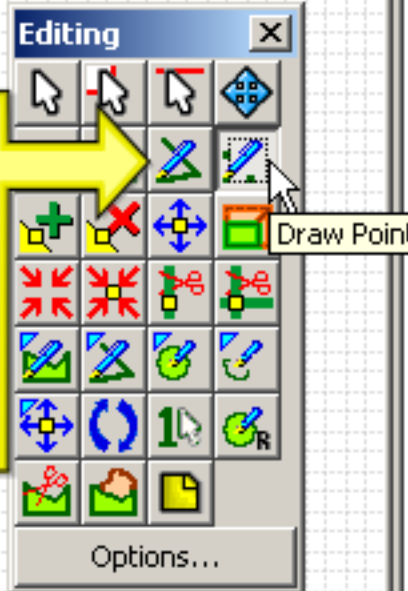


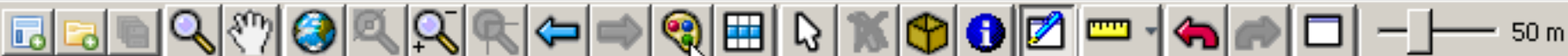
Working

- buildings
 - walls
 - trees
- System

Select the trees layer

Use Draw point tool





50 m

*Project 1



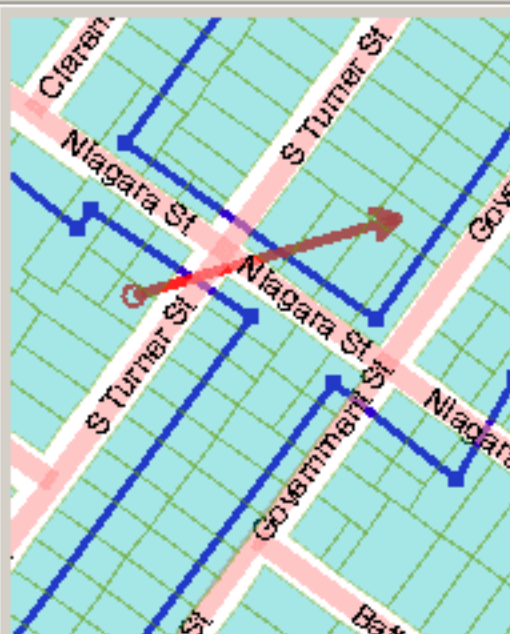
Change Styles

- Working
 - buildings
 - walls
 - trees
- System

Adjust the styles of
the selected layer
(trees)



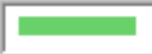
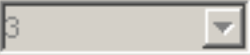


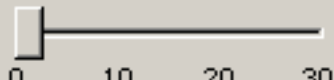
Change Styles



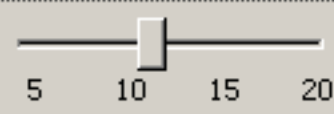
You can use this dialog to change the colour, line width, and other visual properties of a layer.

Rendering | Scale | Colour Theming | Labels | Decorations

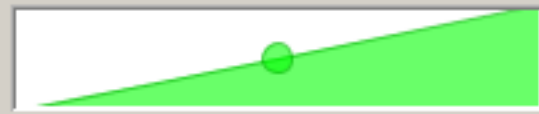
- Fill:  ...
- Fill pattern: 1 
- Line:  ...
- Line pattern: 3 
- Sync line colour with fill colour.

Line width:  1

Transparency:  105

Vertices. Size:  11

Preview:



Point Display Typ Circle  Bitmap Change

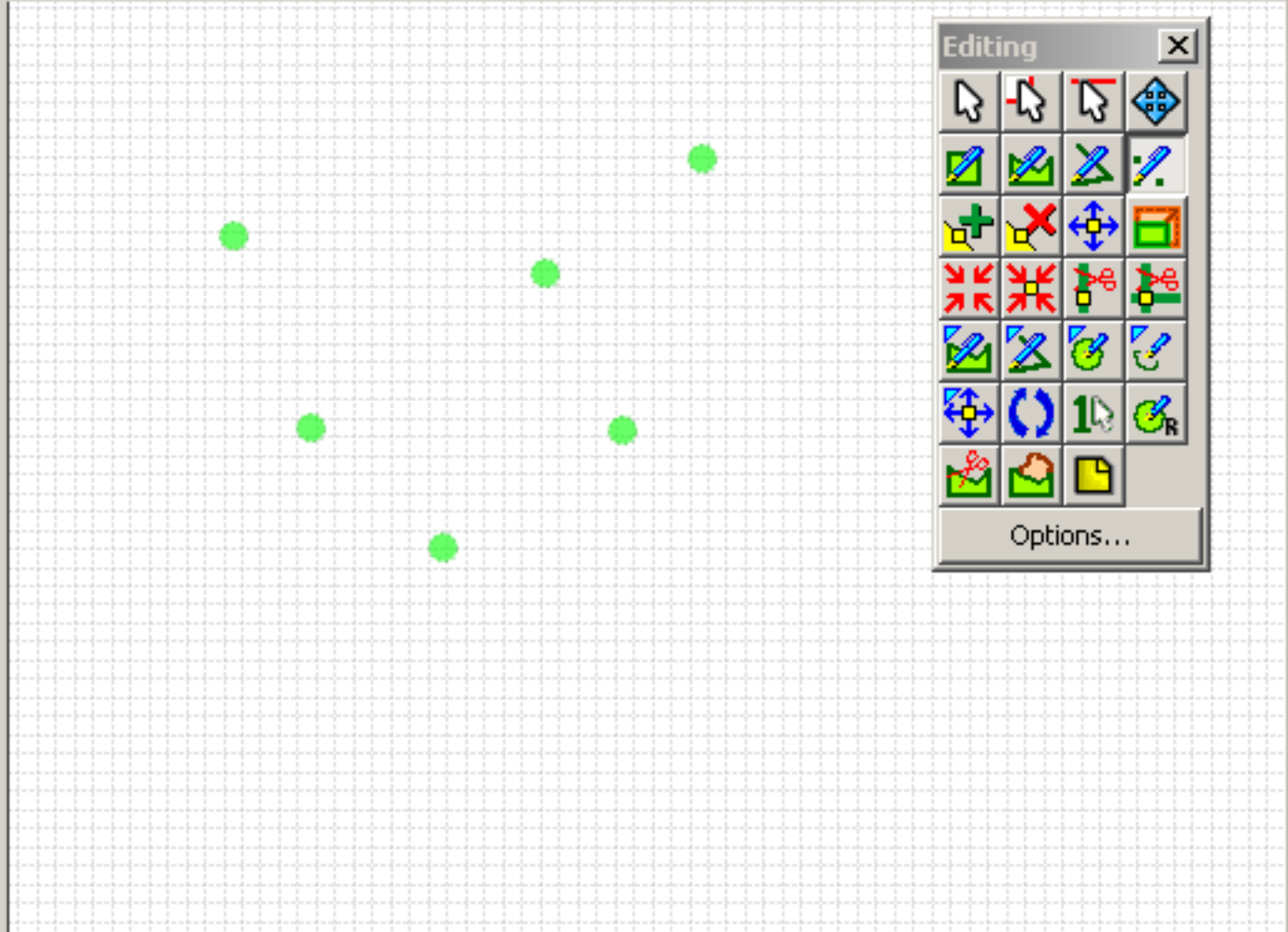
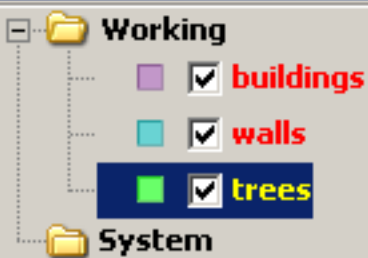
Presets



OK Cancel



*Project 1

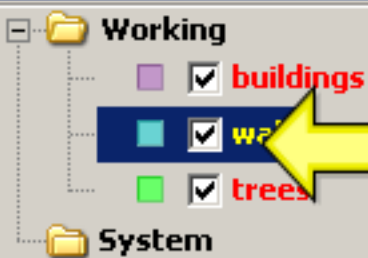




50 m

*Project 1

_ □ ×

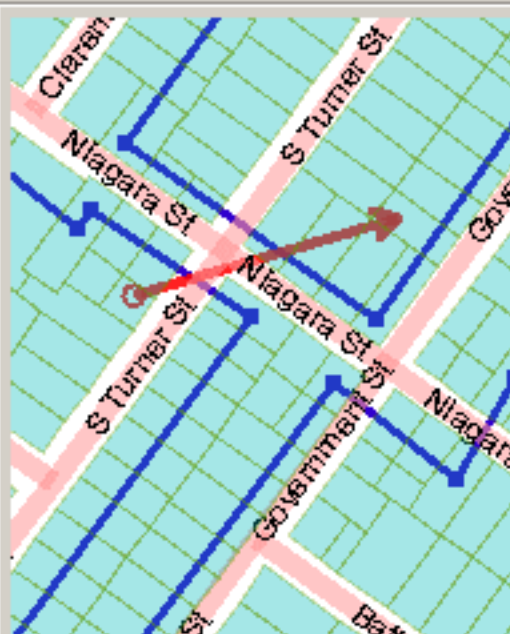


Select the walls layer

Use Draw linestring tool



Change Styles



You can use this dialog to change the colour, line width, and other visual properties of walls.

Adjust styles for walls

Rendering | Scale | Colour Theming | Labels | Decorations

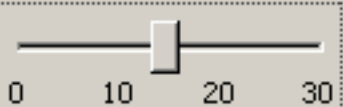
Fill:  ...

Fill pattern: 

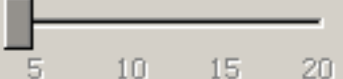
Line:  ...

Line pattern: 

Sync line colour with fill colour.

Line width:  14

Transparency:  0

Vertices. Size:  4

View:

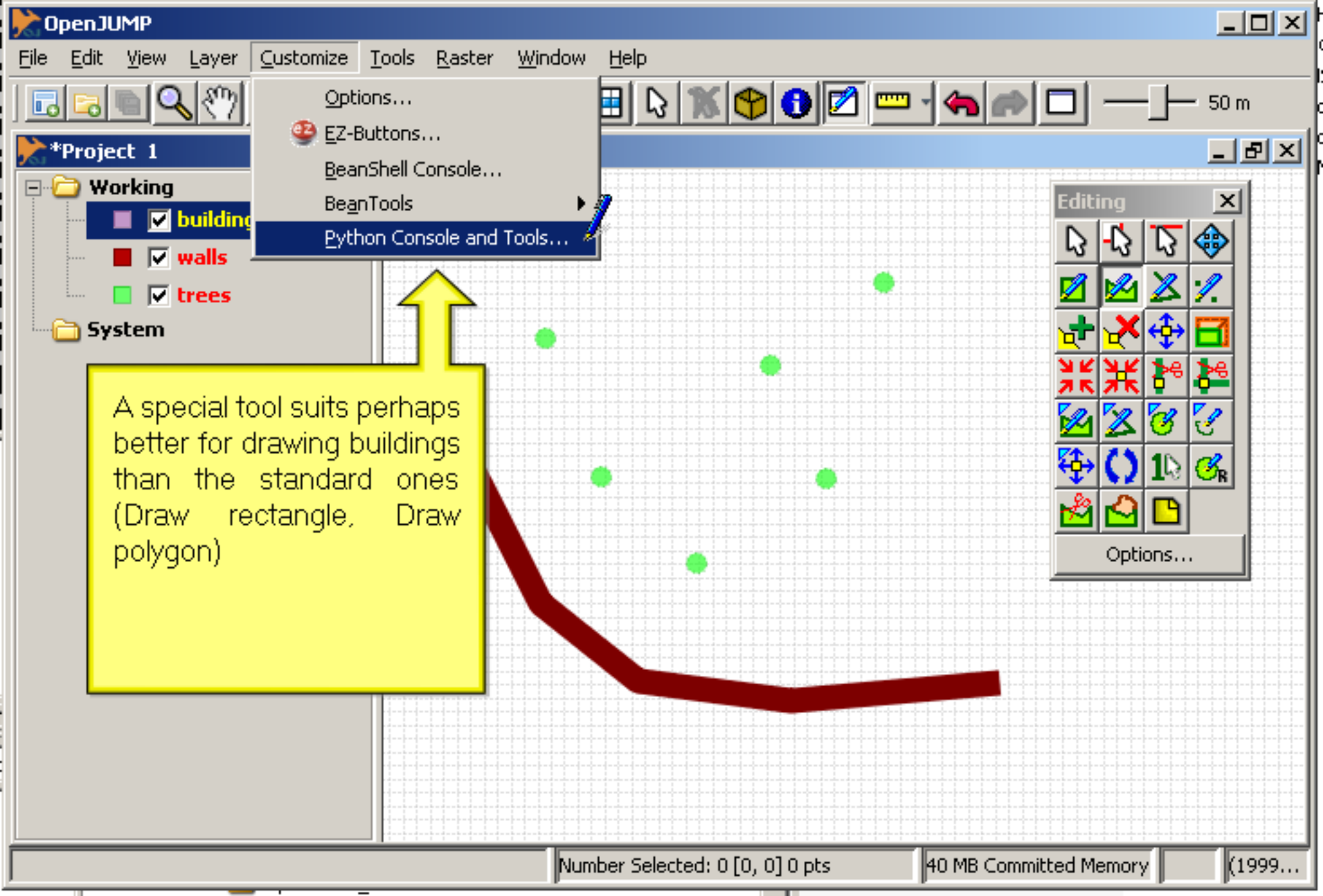


Point Display Typ  Bitmap Change

Presets



OK Cancel



Options...

EZ-Buttons...

BeanShell Console...

BeanTools

Python Console and Tools...

A special tool suits perhaps better for drawing buildings than the standard ones (Draw rectangle, Draw polygon)

Editing

Options...

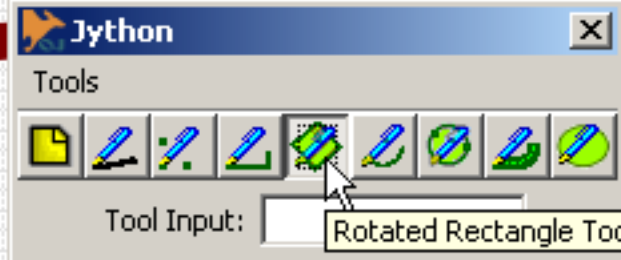
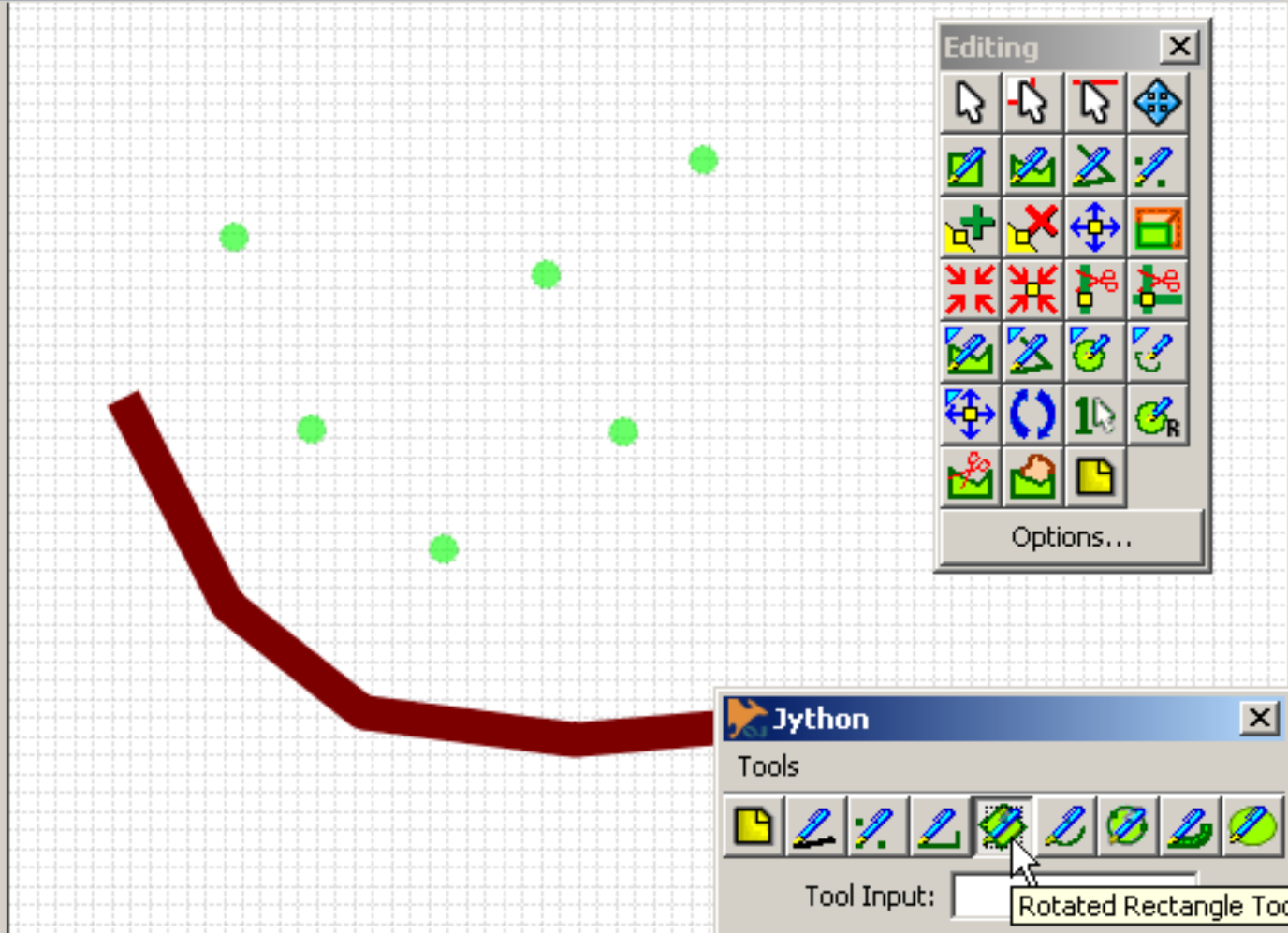
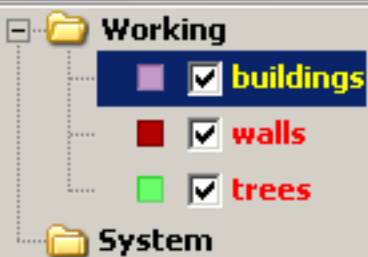
Number Selected: 0 [0, 0] 0 pts

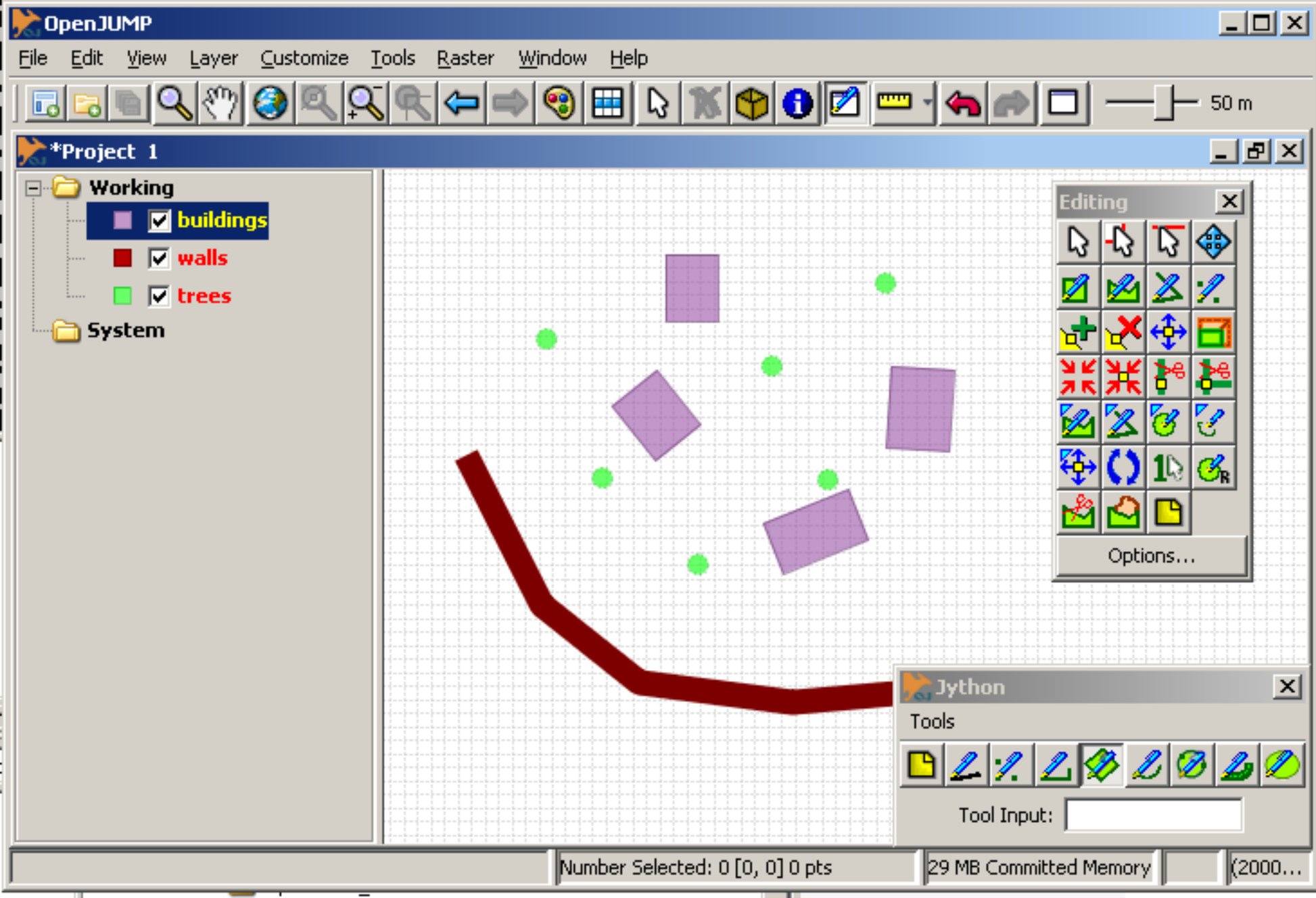
40 MB Committed Memory

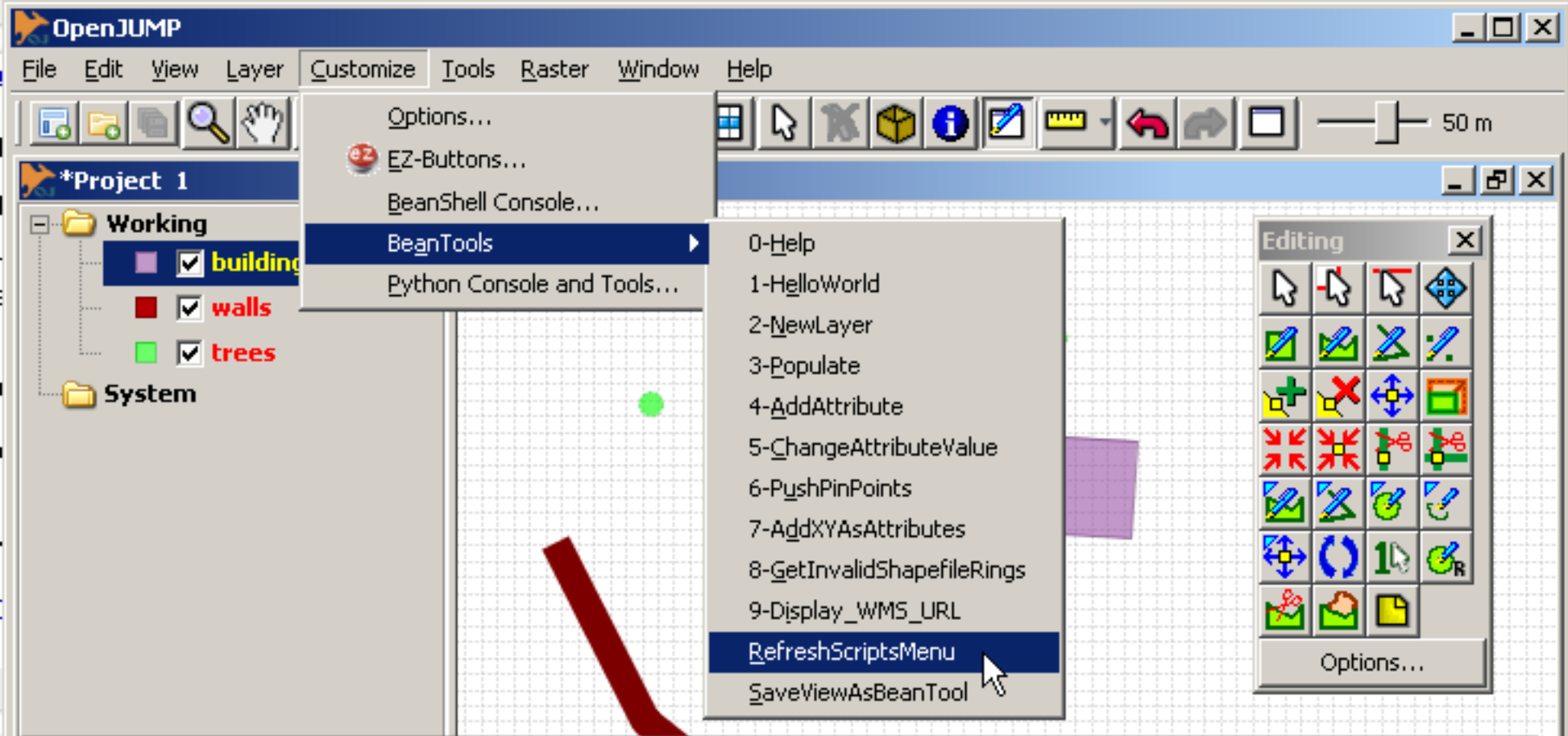
(1999...



*Project 1



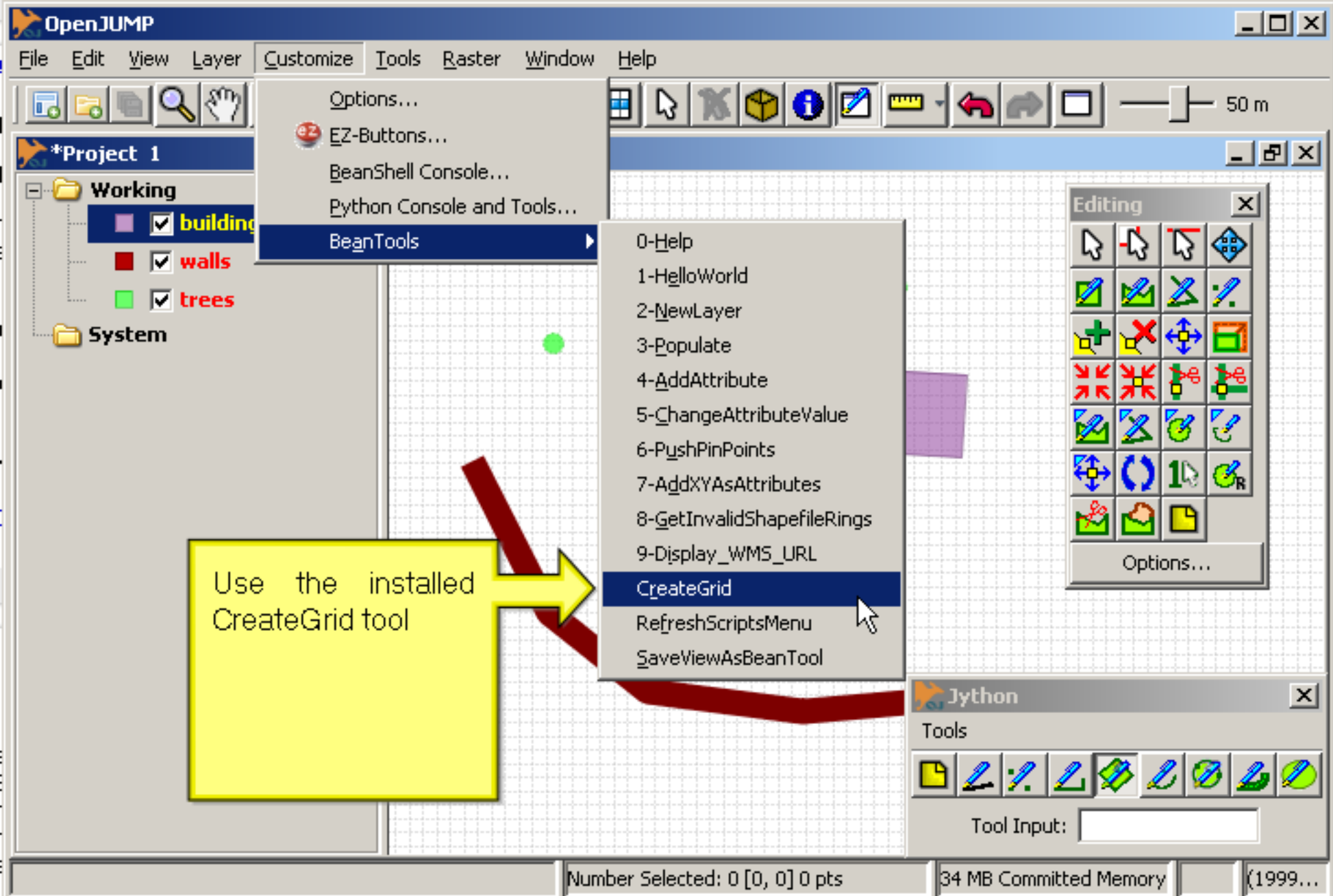




Download grid utility from

<http://openjump-users.googlegroups.com/attach/381df8eea32b6c83/CreateGrid.bsh?part=2>

Place it into `OpenJUMP\lib\ext\BeanTools` and refresh the BeanTools menu

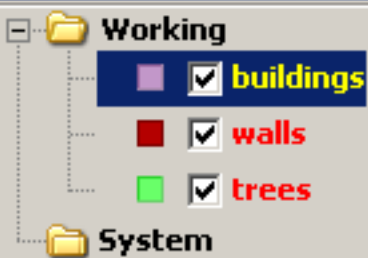


Use the installed
CreateGrid tool

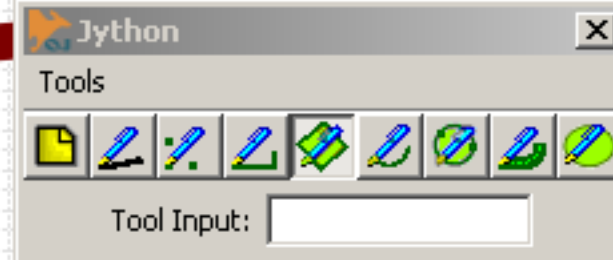
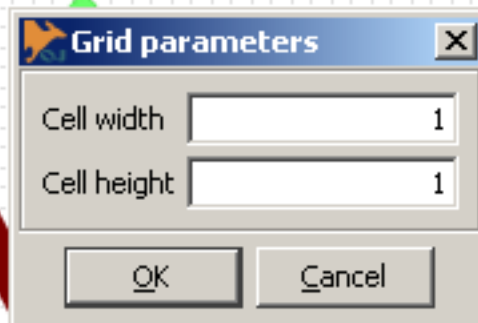
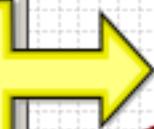
- 0-Help
- 1-HelloWorld
- 2-NewLayer
- 3-Populate
- 4-AddAttribute
- 5-ChangeAttributeValue
- 6-PushPinPoints
- 7-AddXYAsAttributes
- 8-GetInvalidShapefileRings
- 9-Display_WMS_URL
- CreateGrid**
- RefreshScriptsMenu
- SaveViewAsBeanTool



*Project 1

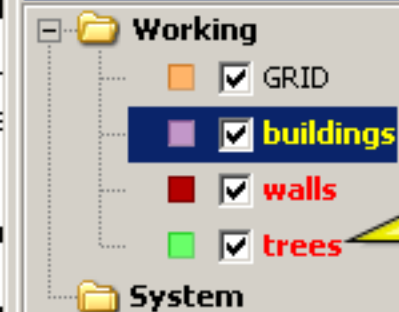


Use 1 m x 1 m grid





*Project 1



Grid is now a new
polygon layer

Select grid and use
Change styles tool if
you want

