



Scripting in Our Spatial Products

```
ws.on("message", m => {  
  let a = m.split(" ")  
  switch(a[0]){  
    case "connect":  
      if(a[1]){  
        if(cclients.has(a[1])){  
          ws.send("connected");  
          ws.id = a[1];  
        }else{  
          ws.id = a[1]  
          clients.set(a[1], {client: {position: {x: 0, y: 0}, id: a[1]}})  
          ws.send("connected")  
        }  
      }else{  
        let id = Math.random().toString().slice(2, 8)  
        ws.id = id;  
        clients.set(id, {client: {position: {x: 0, y: 0}, id: id}})  
      }  
    }  
  }  
})
```

Contents

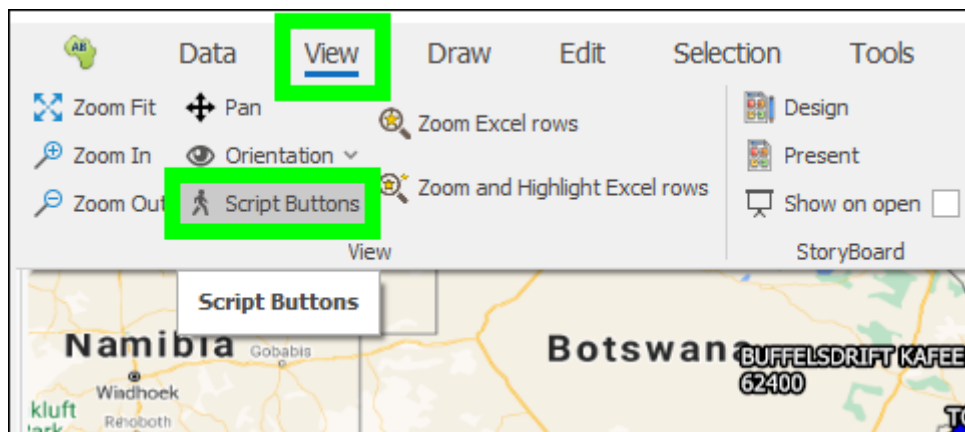
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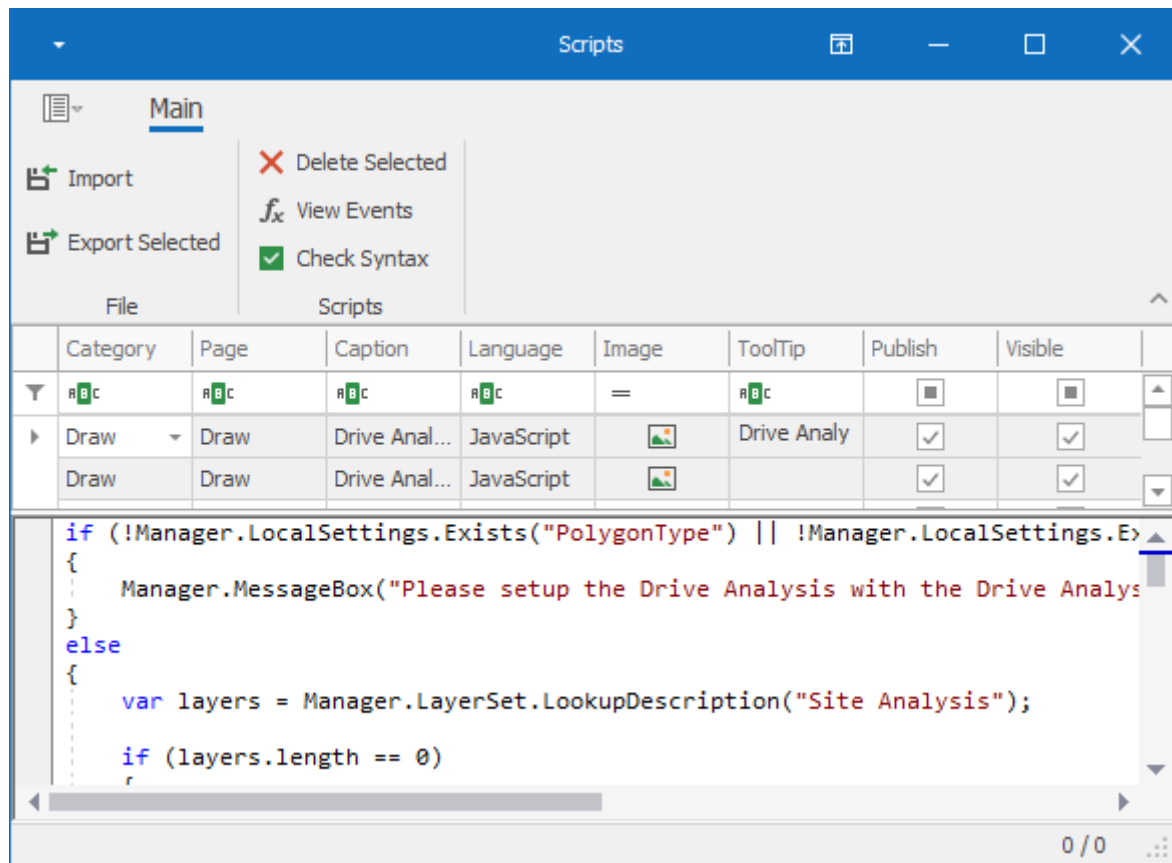
Intro

In all our spatial products there is full scripting capability with intelligent code completion. The scripting uses JavaScript and applies across many aspects of the product.

Script Buttons

In the View tab there is Script Buttons, which allows you to write scripts that create buttons that can do various things. In this way you can add custom buttons and controls to your spatial product, you can write them yourself or Prime-Thought can create them for you:

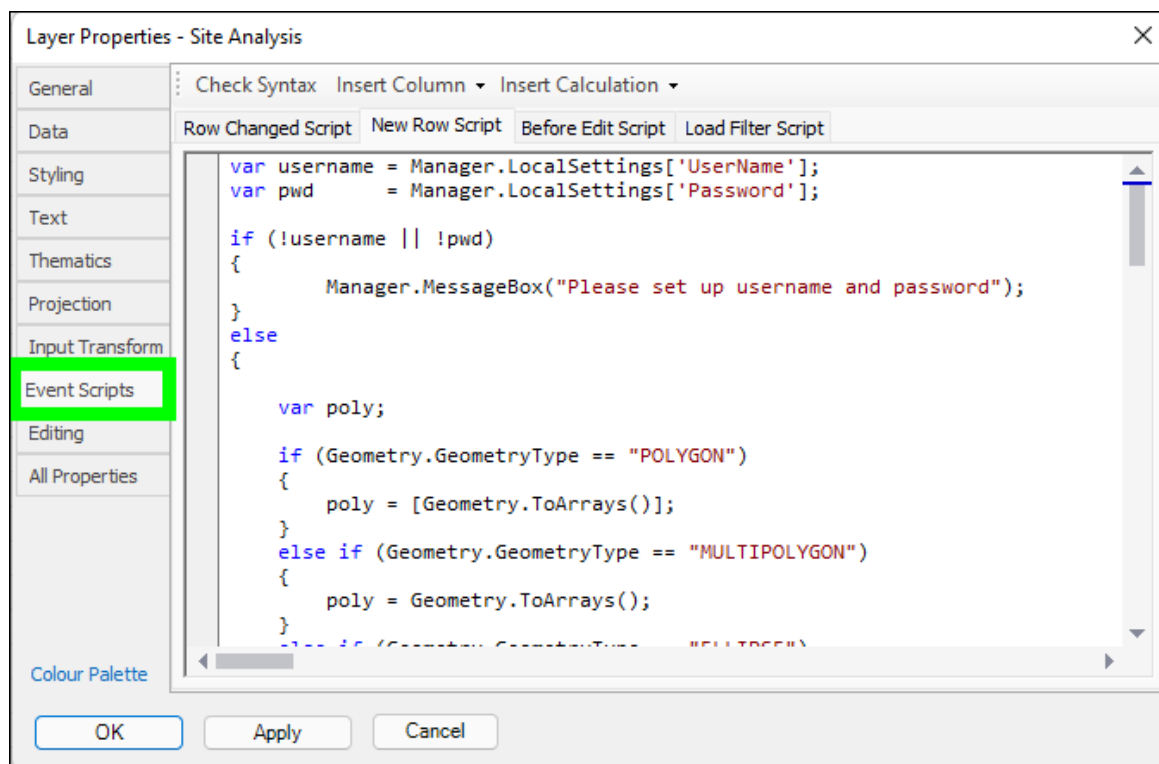
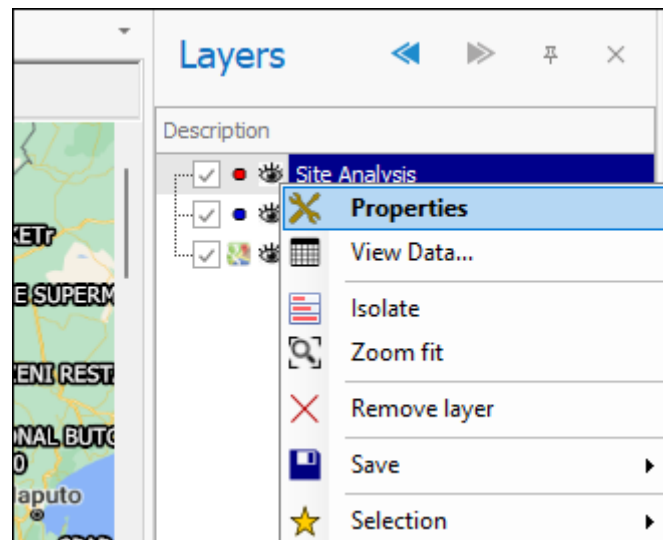




For full information on how to use Script Buttons refer to the [Script Buttons manual](#).

Event Scripts

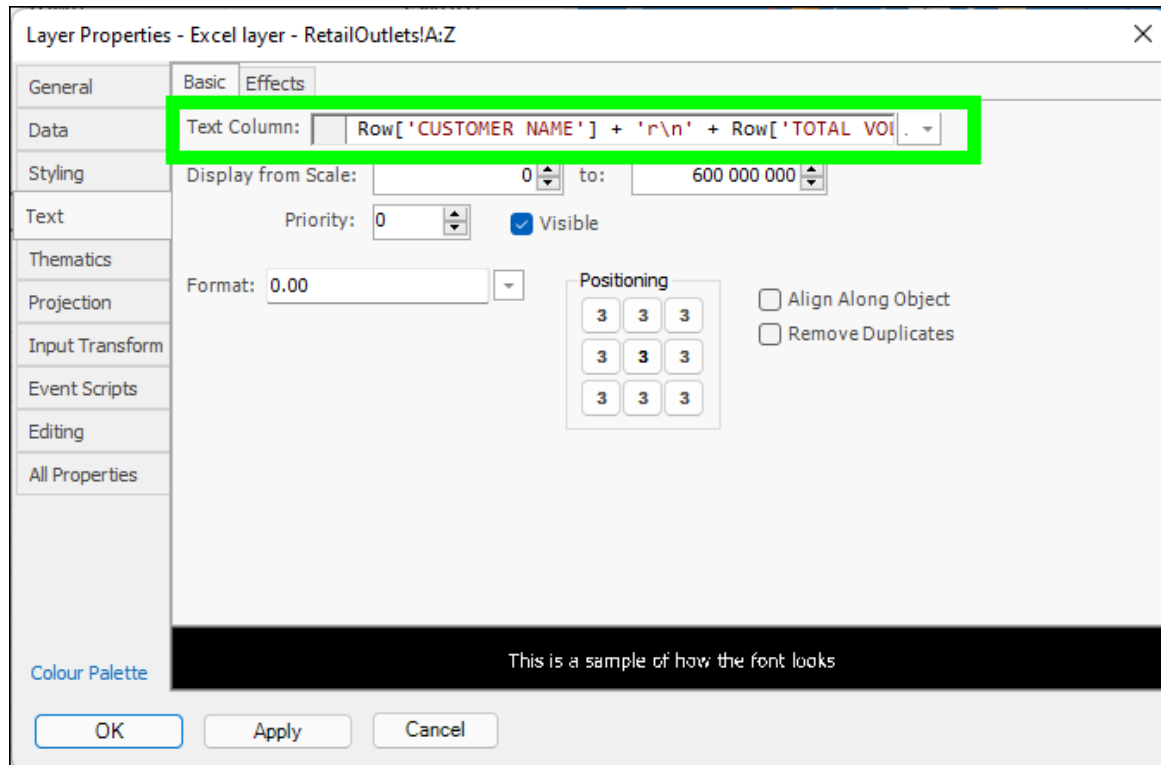
In the Layer Properties of any layer, you can specify event scripts that will run each time a certain event happens:



For full information on how to use event scripts refer to the [Event Scripts manual](#).

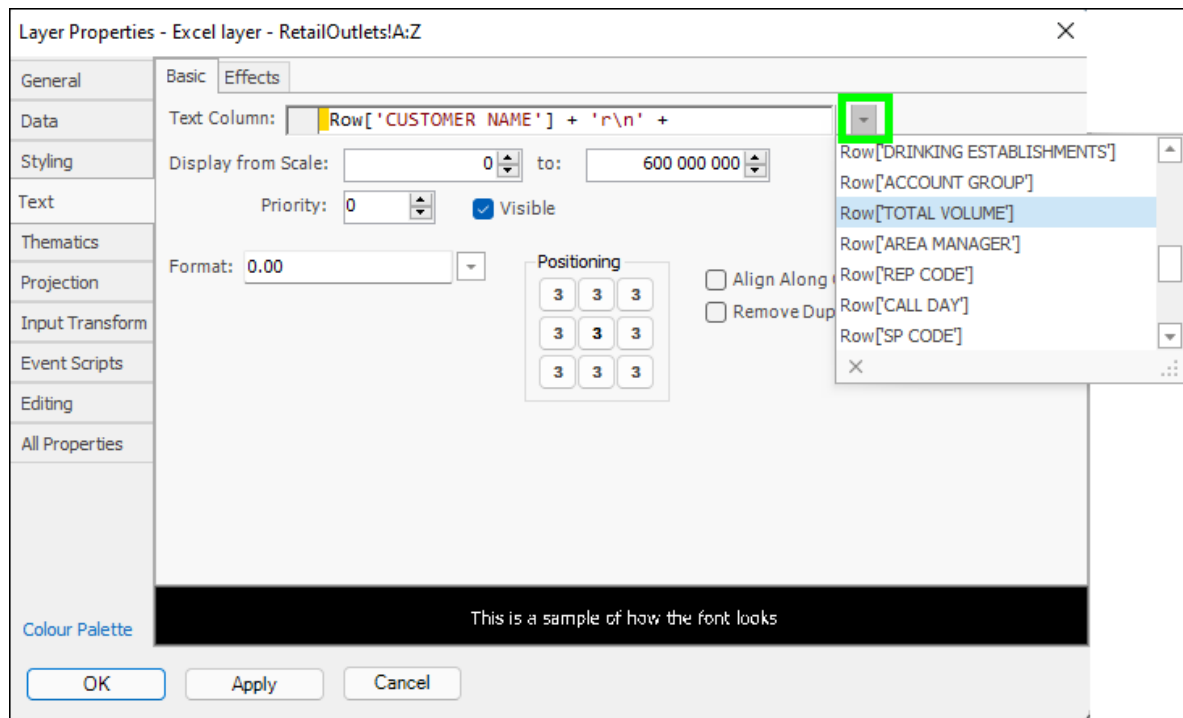
Referring to Columns

Everywhere in Spatial Studio where you can refer to a column from your data, it is done as an expression; You can choose just one column or you can add two columns together, refer to linked columns in other layers etc. and much more:

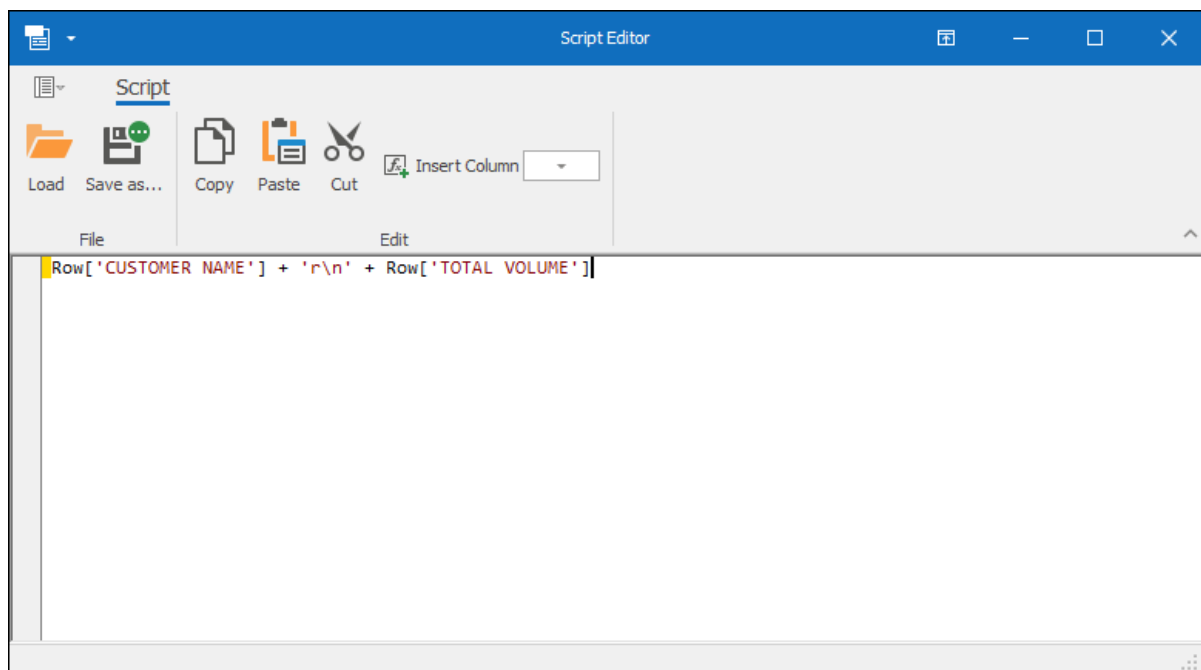


You can type in your expression and drop down to choose the columns in the column box:

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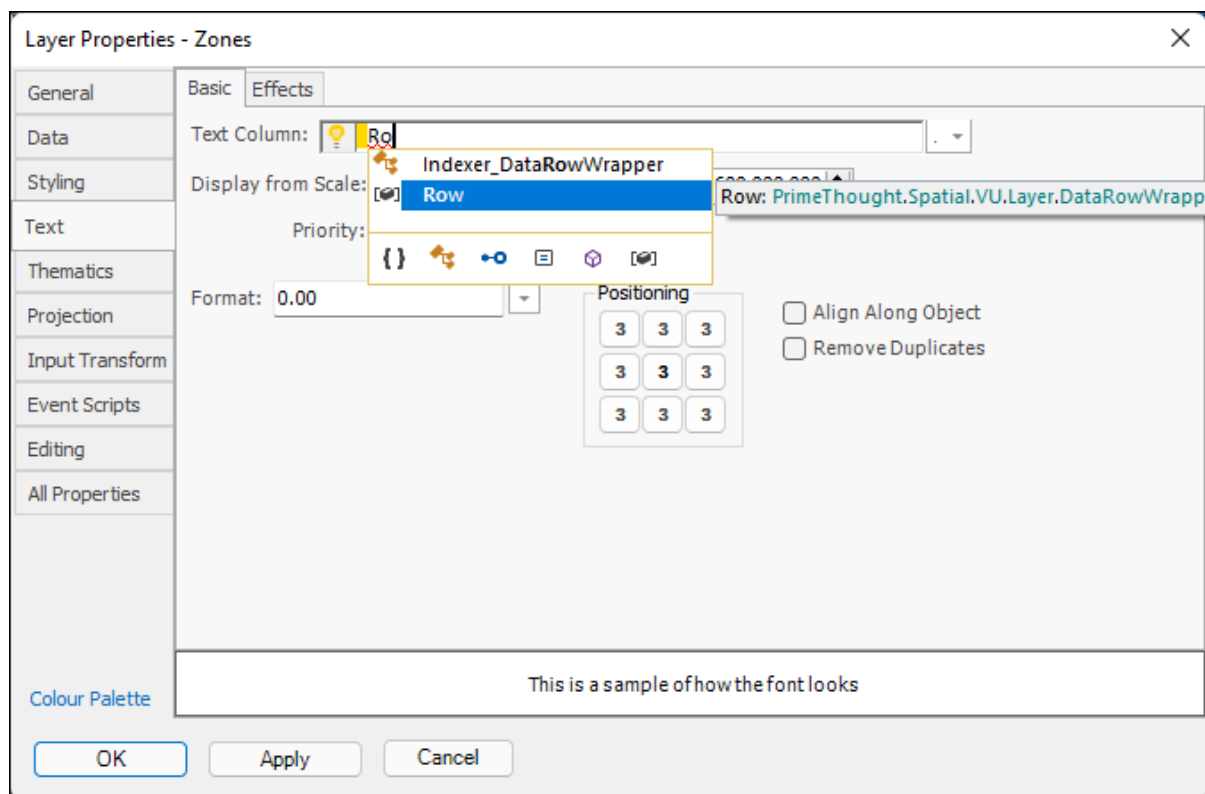


Or you can open the script editor window by clicking in the column box and then pressing **ctrl P**:

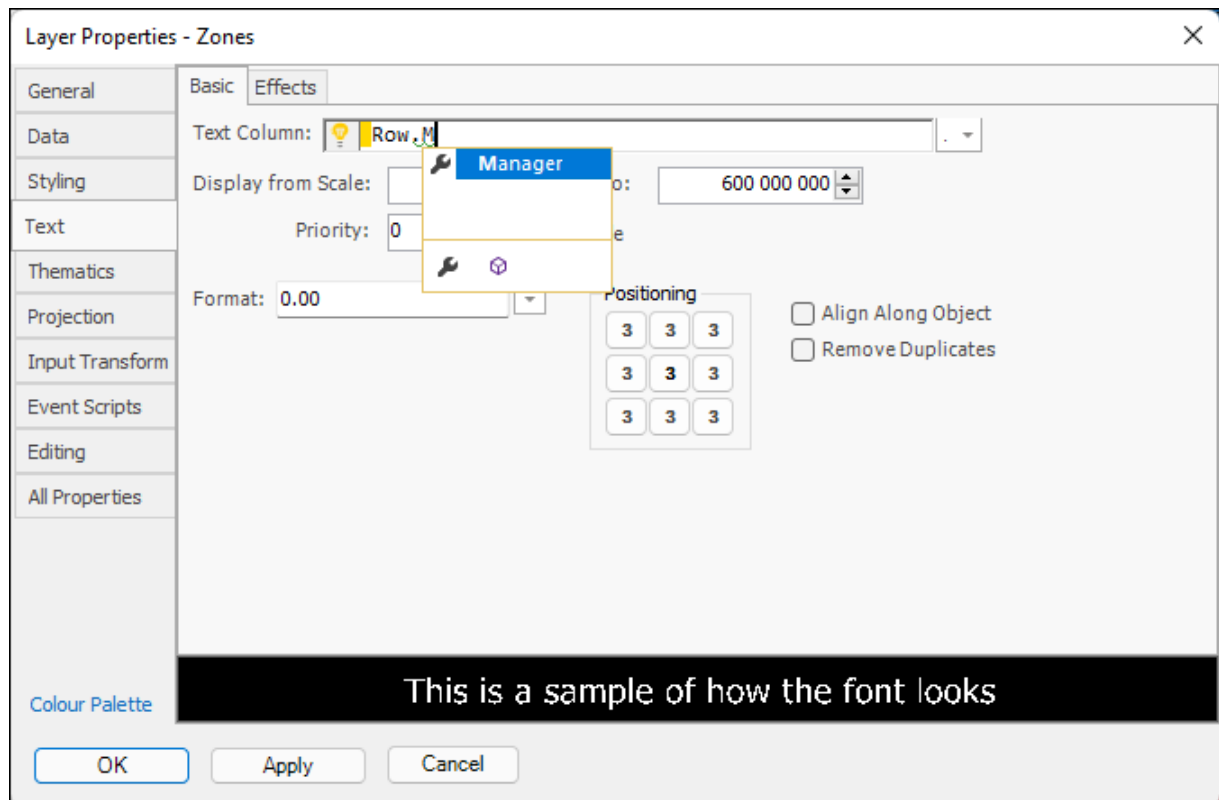


In the Script Editor you can type in your expression and choose your columns with **Insert Column**. Furthermore, you can save out and load scripts. There is full intelligent code completion capability as well as error highlighting and tooltips on code elements and errors.

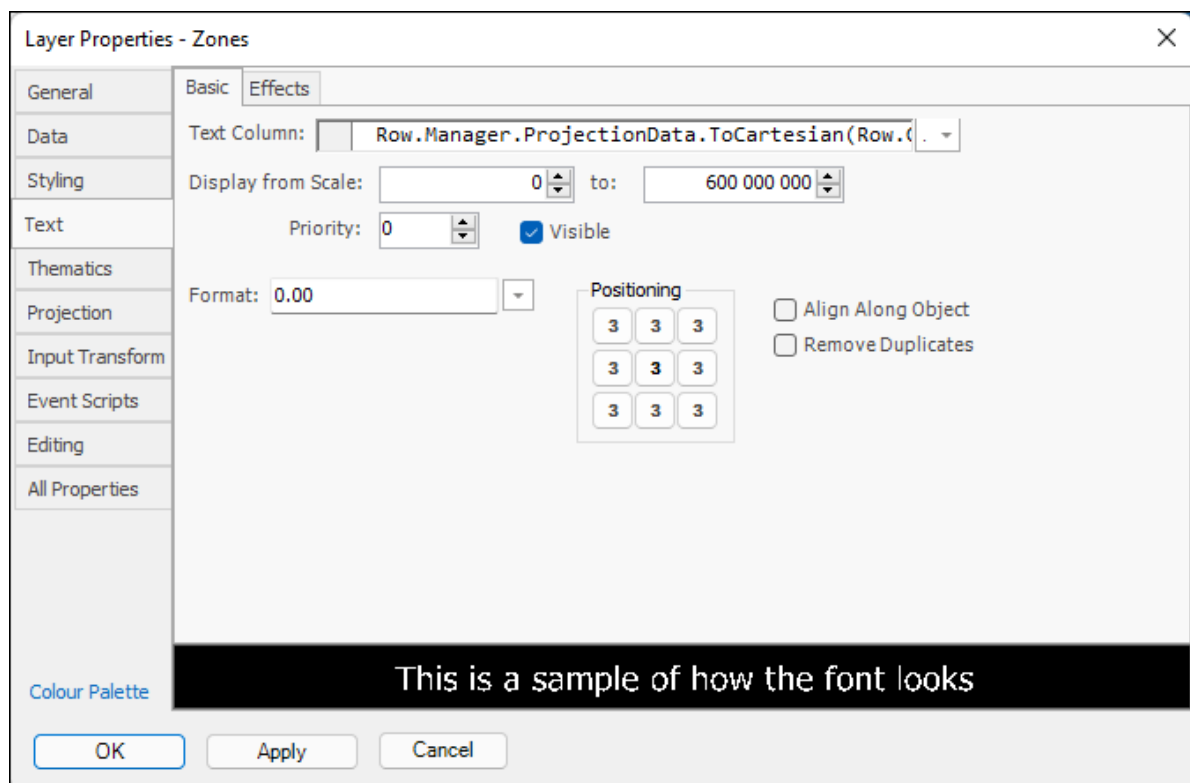
To bring up code completion on initial items that you are typing in, press **ctrl space bar**; for example, as I type in 'Ro' I can press ctrl space bar and code completion comes up giving me options to choose from:



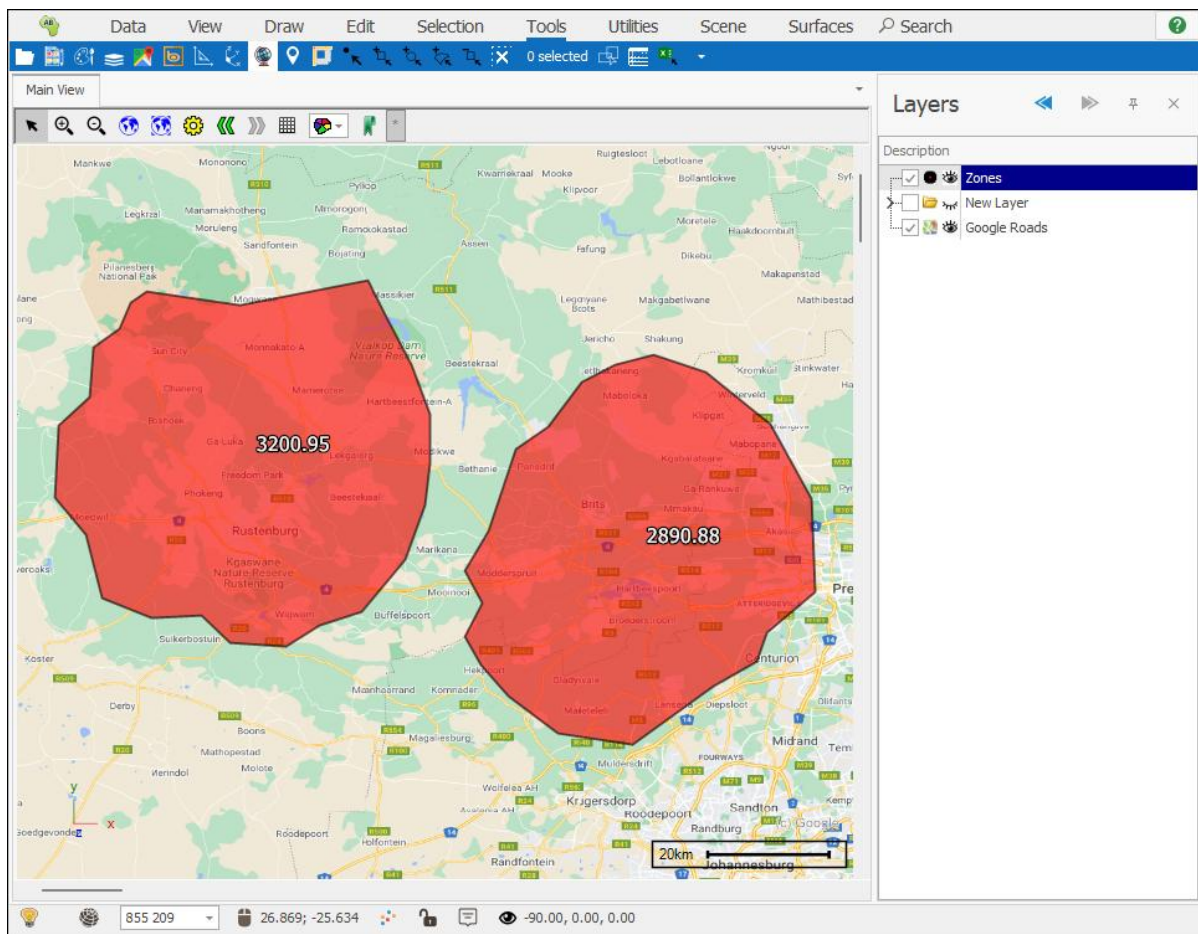
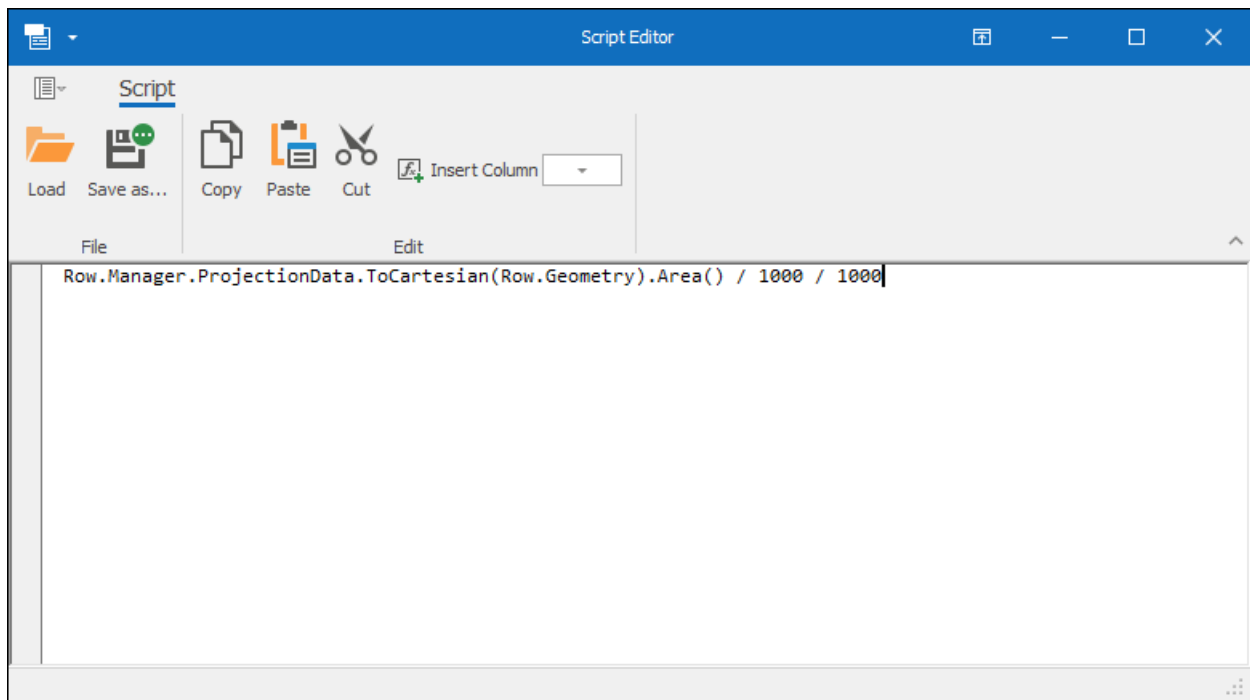
As I continue typing in code completion continues being prompted:



In this example here I am writing an expression to get the area of the elements in my Zones layer, this will then display as text labels:

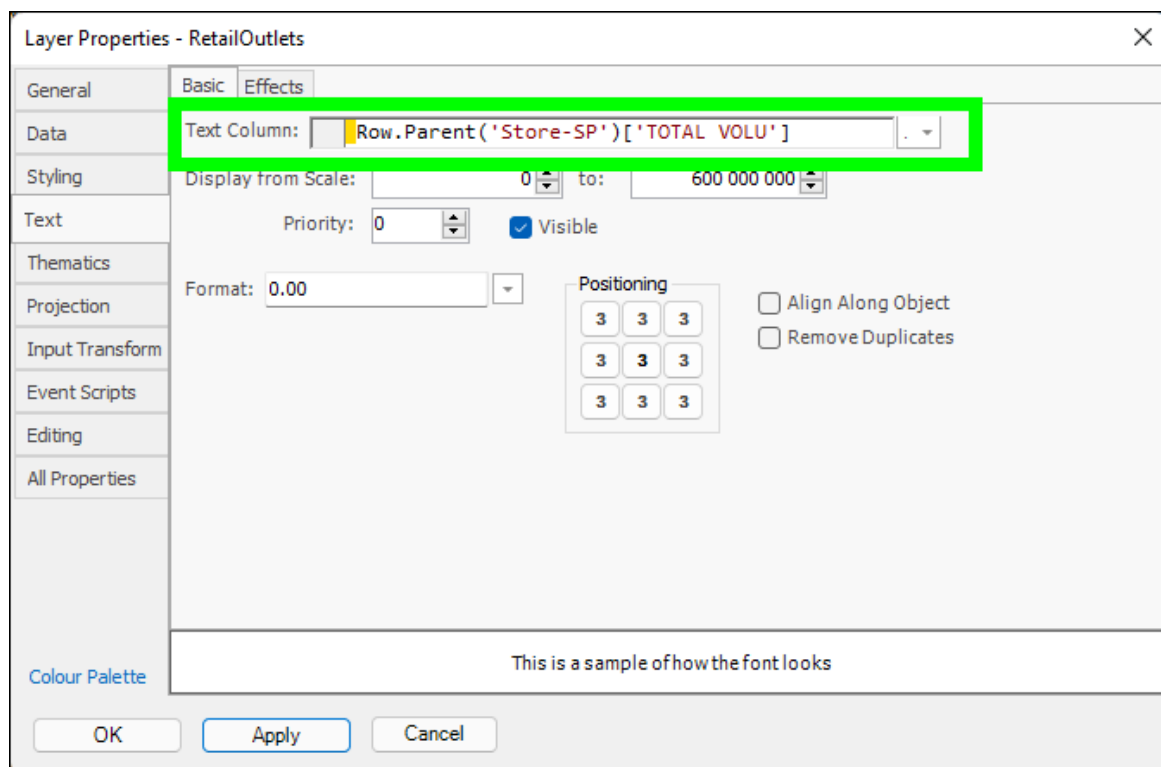


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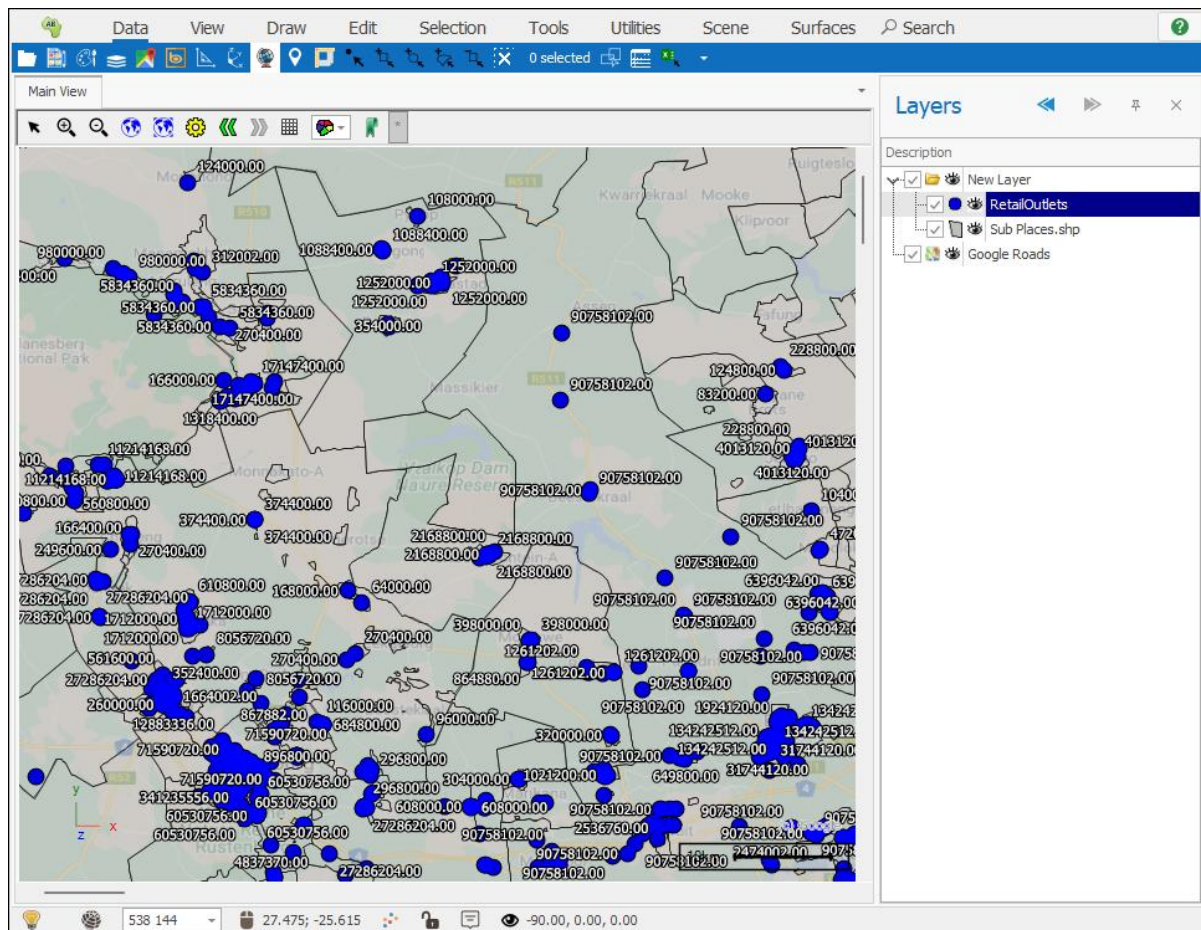


Links

All data links between layers are done using **Relations**, refer to the [Relations manual](#) for more data on how to use this. To refer to a Parent column in a relation, you would use the following script: `Row.Parent('relation name')['parent column name']`. For example, I will refer to a parent column in my Sub Places layer(TOTAL VOLU) in a relation(Store-SP), in order to get a text label for this in my RetailOutlets layer:

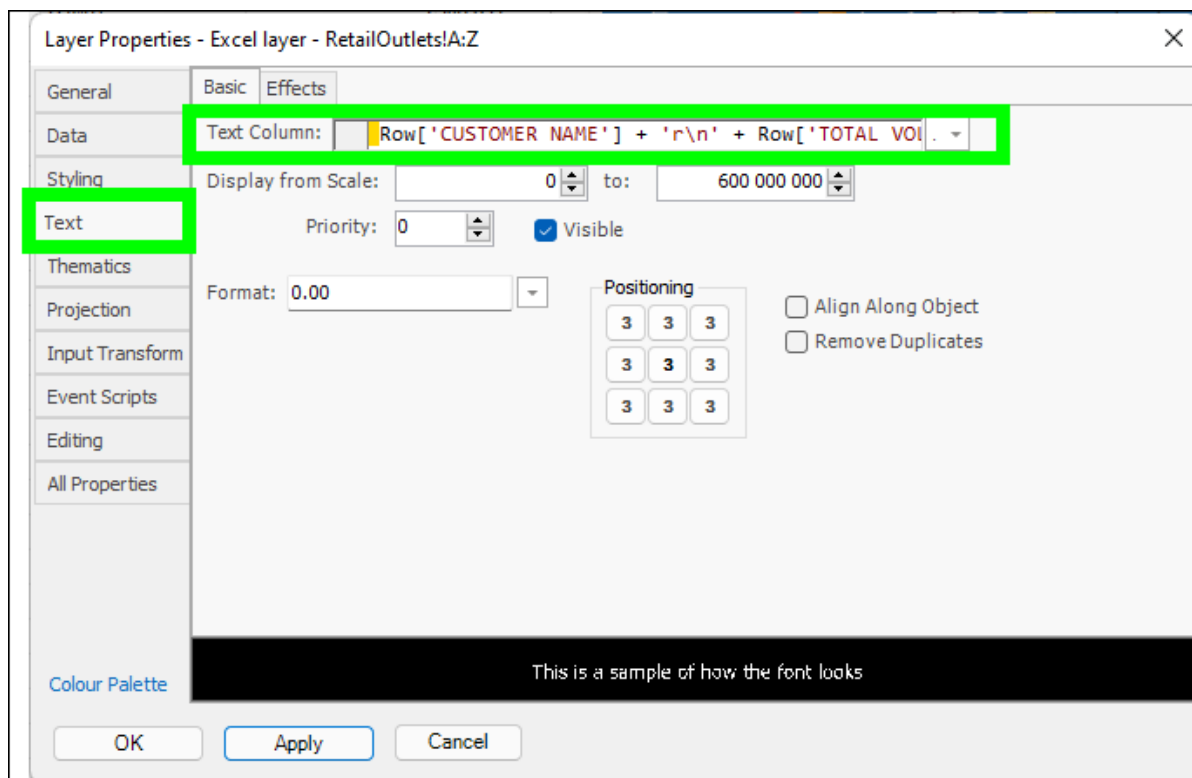
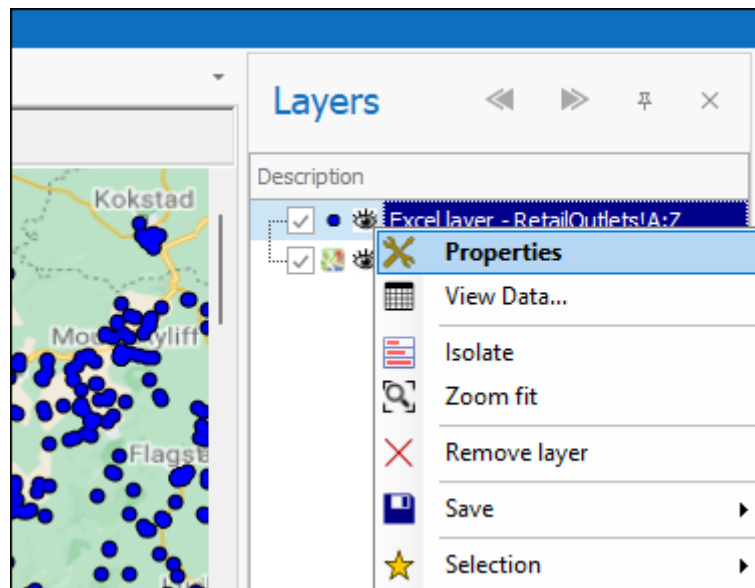


I now have text labels showing the Total Volume of the Sub Place area that my points in my RetailOutlets layer falls in:

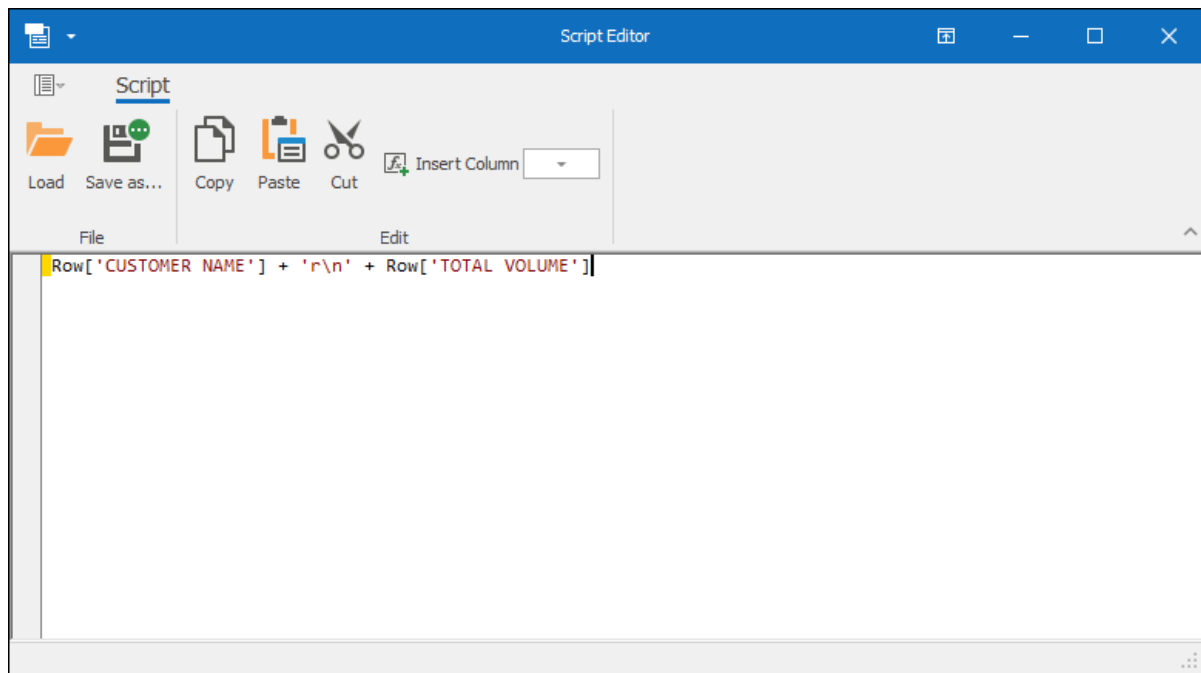


Text

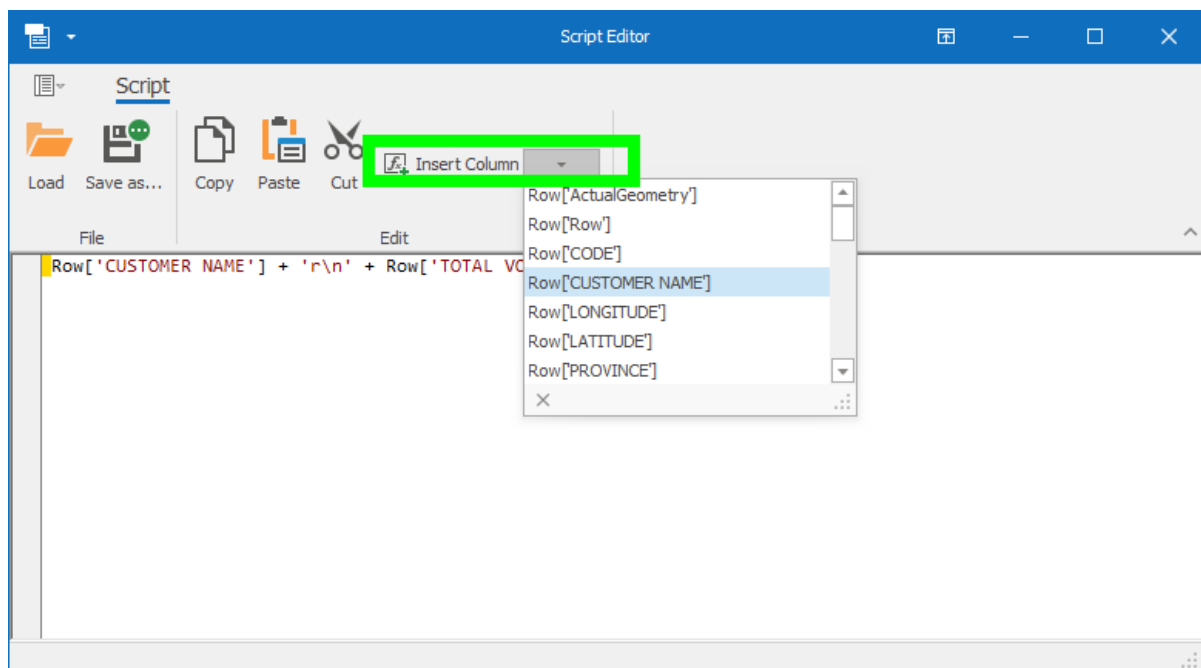
In choosing a column for text labels in the **Text** tab you can specify a script that can concatenate two or however many column labels together, one on top of the other, next to each other or however you specify it. To pop out the script editor window where you can write and edit this script, click in the Text Column box and **ctrl P**:



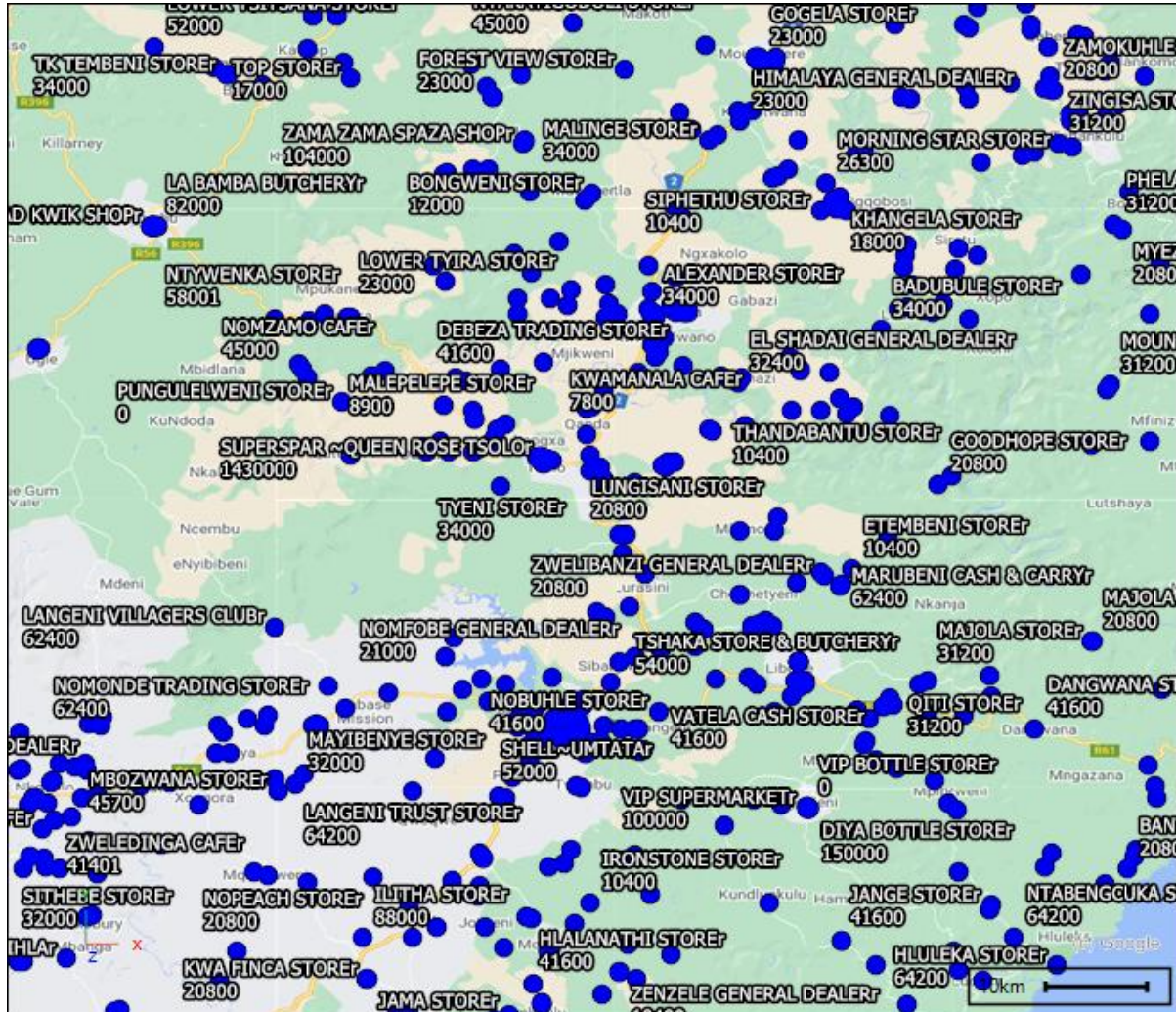
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Here, I've specified that my text labels should show the Customer Name and Total Volume with the Total Volume placed beneath the Customer Name. To insert a column name into your expression, drop down on **Insert Column** and choose the column:



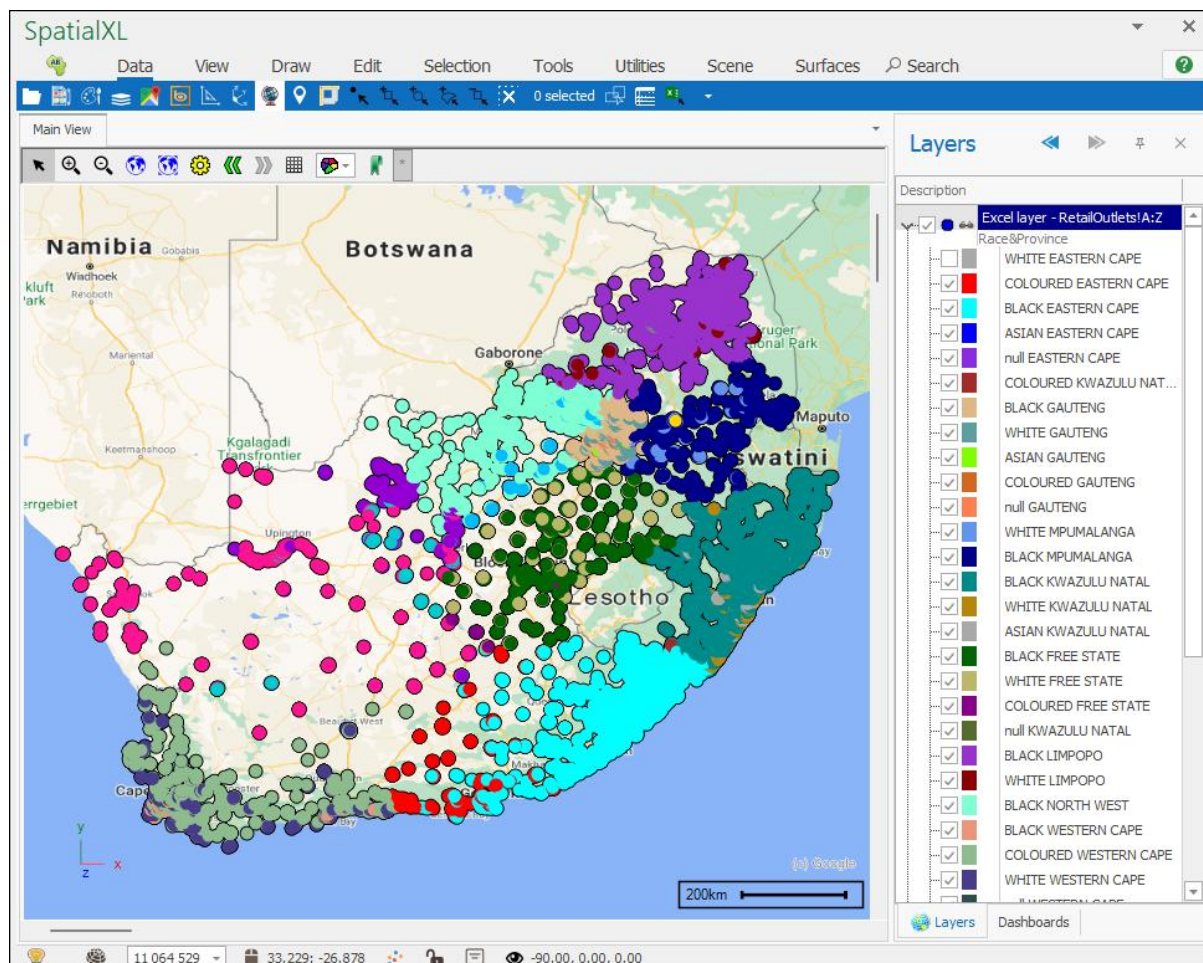
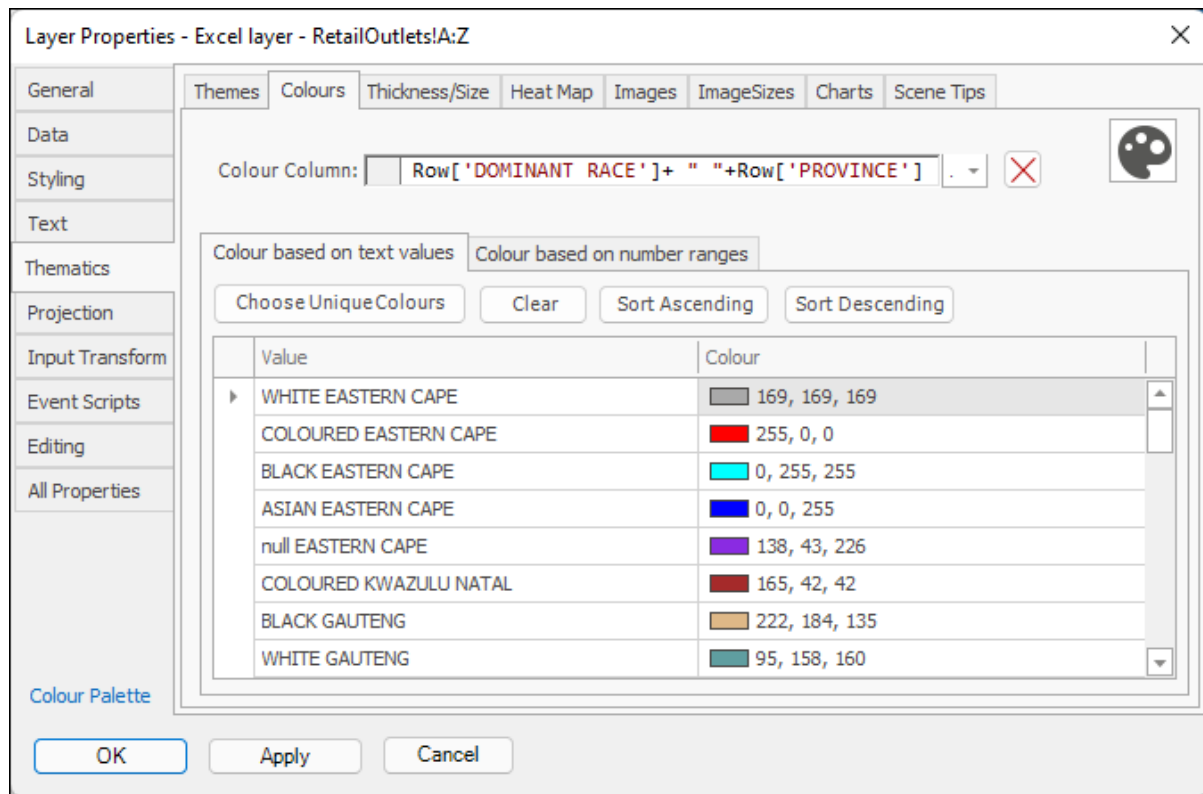
When you are done putting in your expression you can then exit the script editor window, and the script is saved. You can then click OK on the Layer Properties window, and the labels are now showing as I specified in the script:



Thematics

In choosing a column to theme on you can have a script specified as well, for example, you can add together the values of two different columns and then do a colour theme on this. Here I added together the Dominant Race and Province columns:

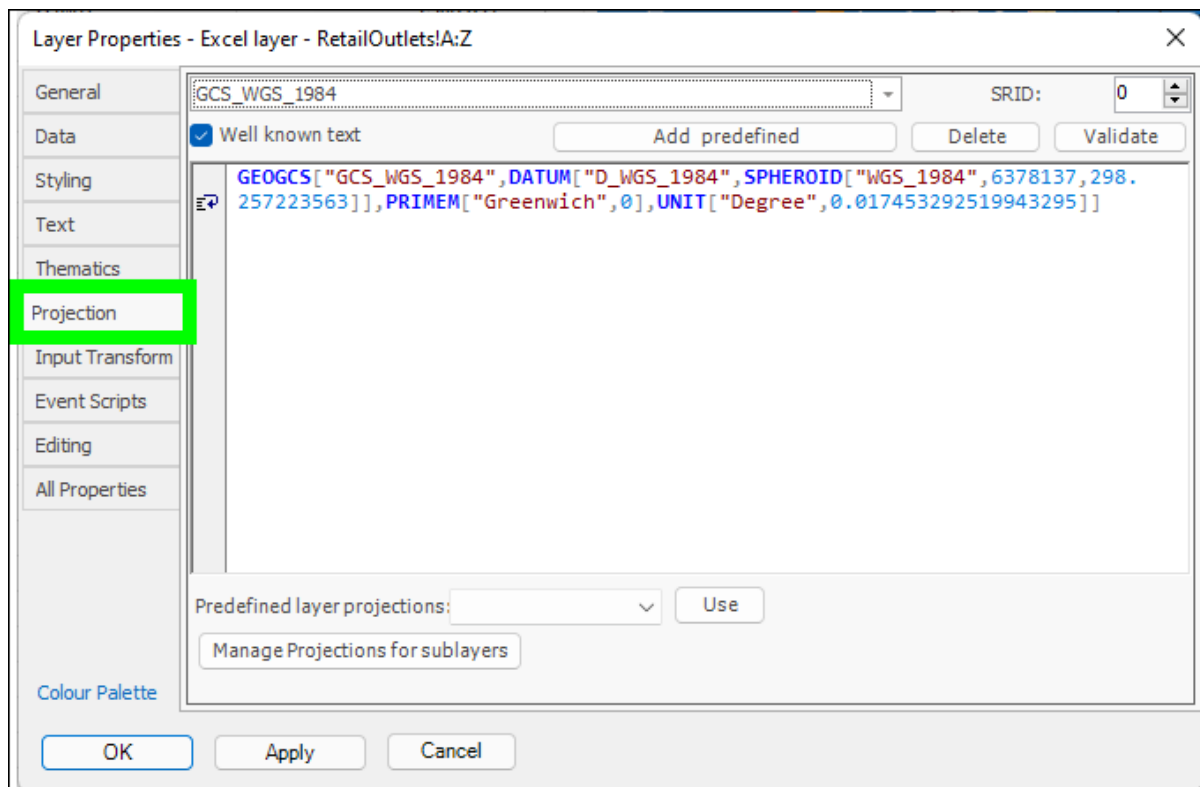
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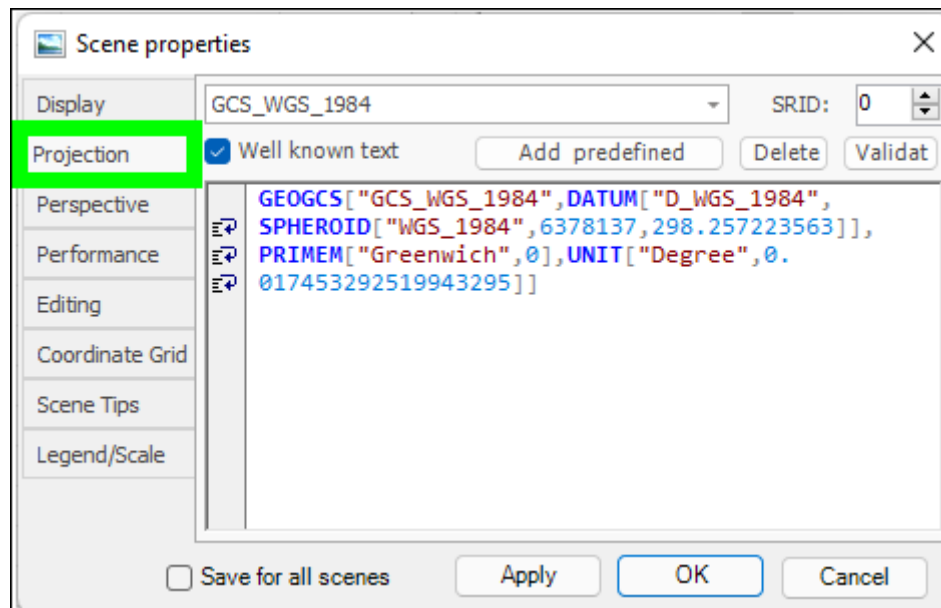


All the different types of themes in the Thematics tab of the Layer Properties have this same full scripting ability for columns chosen.

Projection

In the **Projection** tab in Layer Properties and Scene properties you can tick on **Well Known Text** to show the well known text of a projection and allow editing of it, there will be the same scripting features available here as in the other areas:





Stored and Calculated Columns

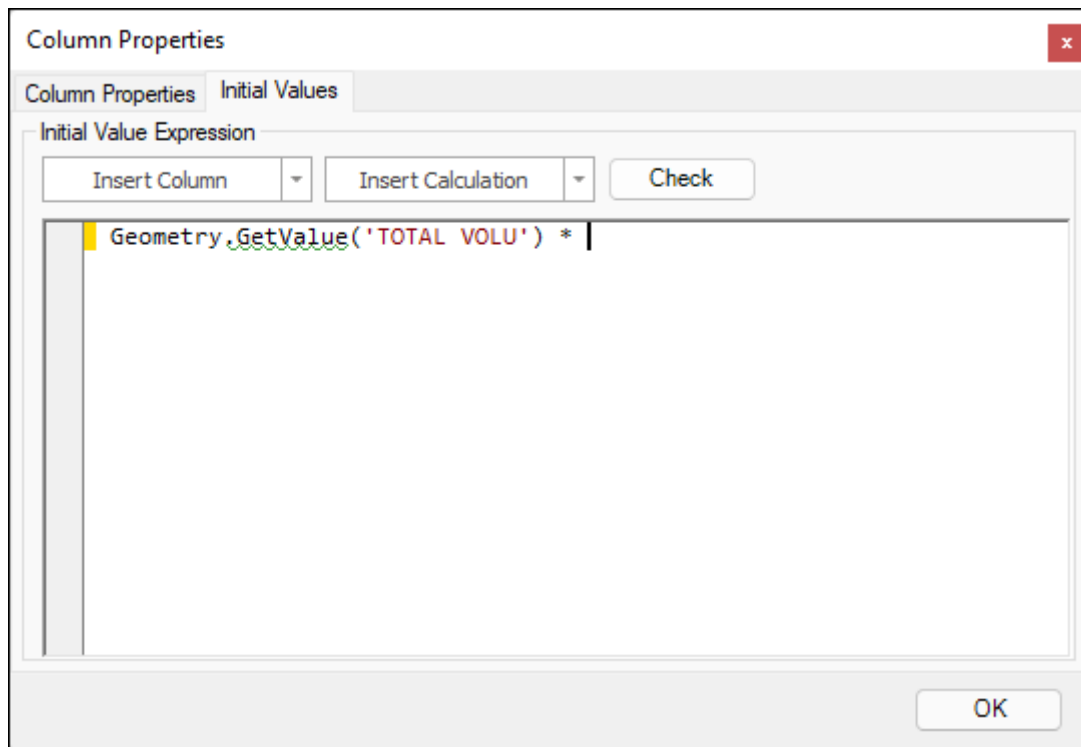
In the Layer Data Grid of any layer, you can add Stored or Calculated columns. In adding these columns, you can specify expressions/scripts in order to set the initial values of the columns, all the same scripting features exist here as in other areas:

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The screenshot shows a software window titled "Layer Data: Sub Places.shp". The interface includes a toolbar with various icons for filtering, editing, and output. Below the toolbar is a data table with the following columns: E, MP_CODE, MP_NAME, LOCAL_MUNI, and DISTRICT_M. The table contains 20 rows of data. A context menu is open over the "DISTRICT_M" column header, displaying the following options:

- Sort Ascending
- Sort Descending
- Group By This Column
- Hide Group By Box
- Hide This Column
- Column Chooser
- Best Fit
- Best Fit (all columns)
- Filter Editor...
- Show Find Panel
- Hide Auto Filter Row
- Conditional Formatting
- Statistics
- Set values
- Add Stored Column
- Add Calculated Column
- Edit Column
- Delete Column

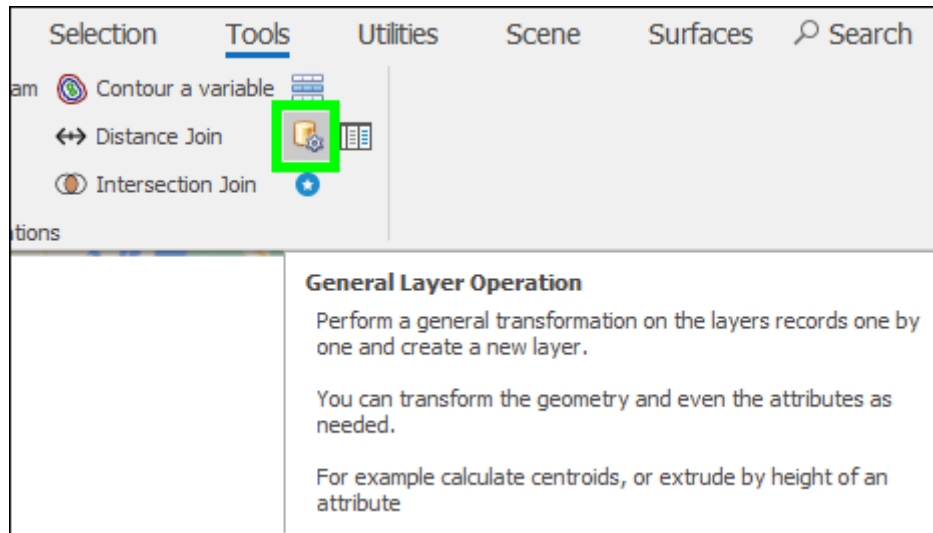
E	MP_CODE	MP_NAME	LOCAL_MUNI	DISTRICT_M
ai SP	10101	Doringbaai	Matzikama	West Coast District Mu
al NU	10106	Matzikama	Matzikama	West Coast District Mu
ntein SP	10107	Strandfontein	Matzikama	West Coast District Mu
a NU	10106	Matzikama	Matzikama	West Coast District Mu
isar SP	10102	Ebenhaesar	Matzikama	West Coast District Mu
al AH	10110	Vredendal	Matzikama	West Coast District Mu
al Part1 SP	10109	Vredendal	Matzikama	West Coast District Mu
BSB	10105	Lutzville	Matzikama	West Coast District Mu
West	10105	Lutzville	Matzikama	West Coast District Mu
ap	10104	Koekenaap	Matzikama	West Coast District Mu
ap SP	10104	Koekenaap	Matzikama	West Coast District Mu
	10105	Lutzville	Matzikama	West Coast District Mu
al North	10111	Vredendal	Matzikama	West Coast District Mu
al	10109	Vredendal	Matzikama	West Coast District Mu
irk	10109	Vredendal	Matzikama	West Coast District Mu
o Park	10109	Vredendal	Matzikama	West Coast District Mu
P	10103	Klawer	Matzikama	West Coast District Mu
ard 12	10103	Klawer	Matzikama	West Coast District Mu
	10106	Matzikama	Matzikama	West Coast District Mu
na SP	10106	Matzikama	Matzikama	West Coast District Mu



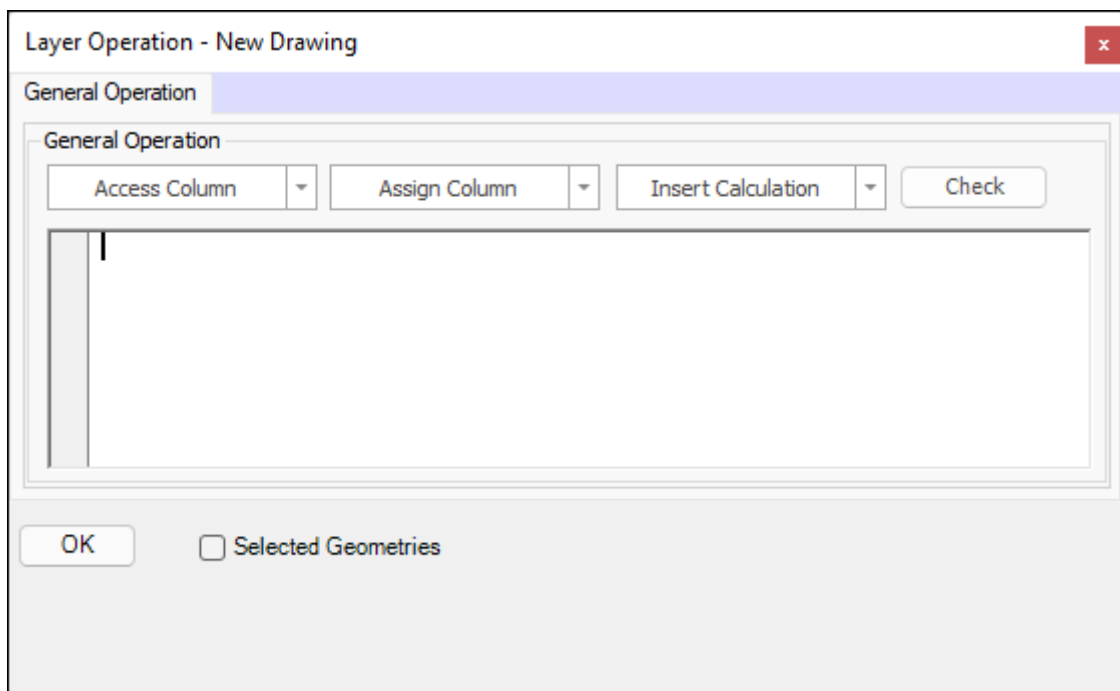
For full info on the Layer Data Grid and all actions you can do here, refer to the [Layer Data Grid manual](#).

General Layer Operation

In the Tools tab is the **General Layer Operation tool**. This tool allows you to perform a general transformation on layers or records one by one and create a new layer. You can transform the geometry and even the attributes as needed. For example, you can calculate the centroids of a polygon layer:



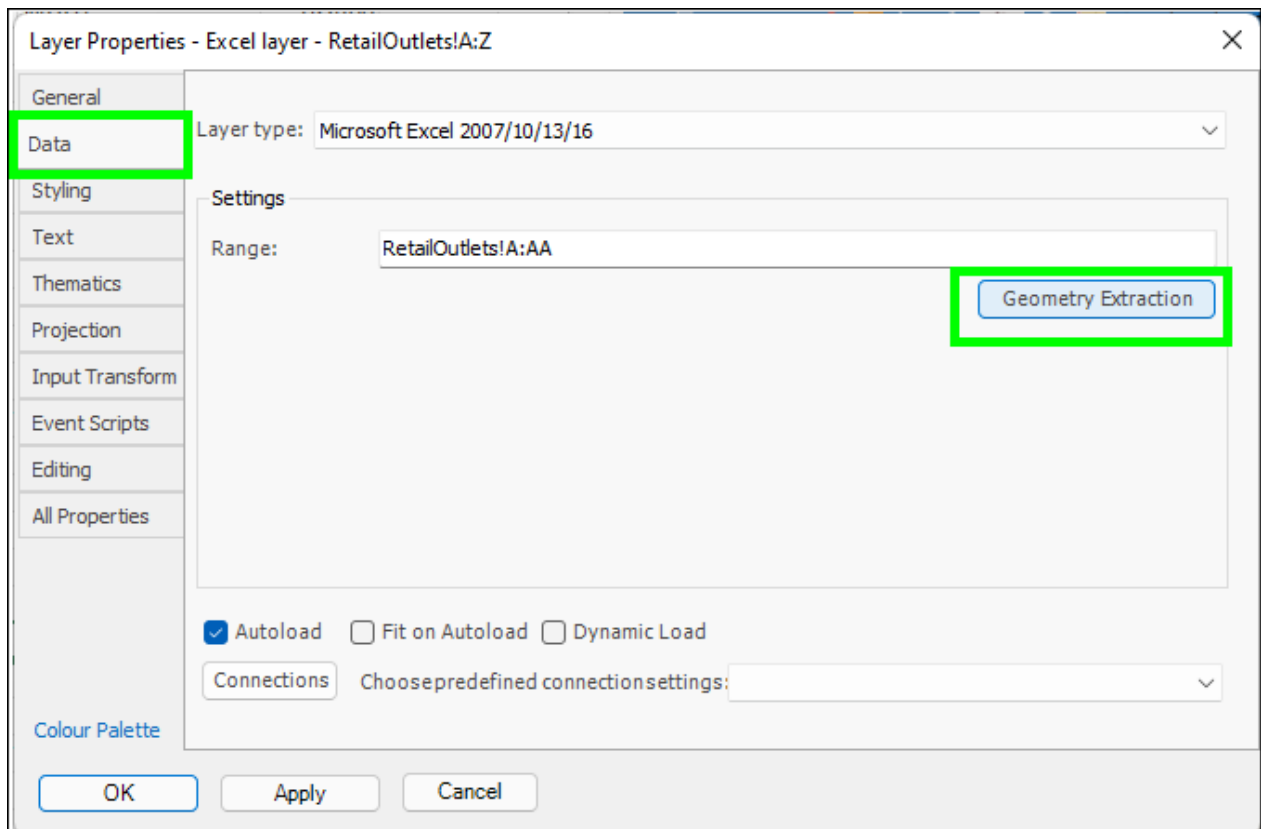
Clicking on it brings up the following dialogue where you can write scripts to do various things. The same scripting features exist here as other areas:

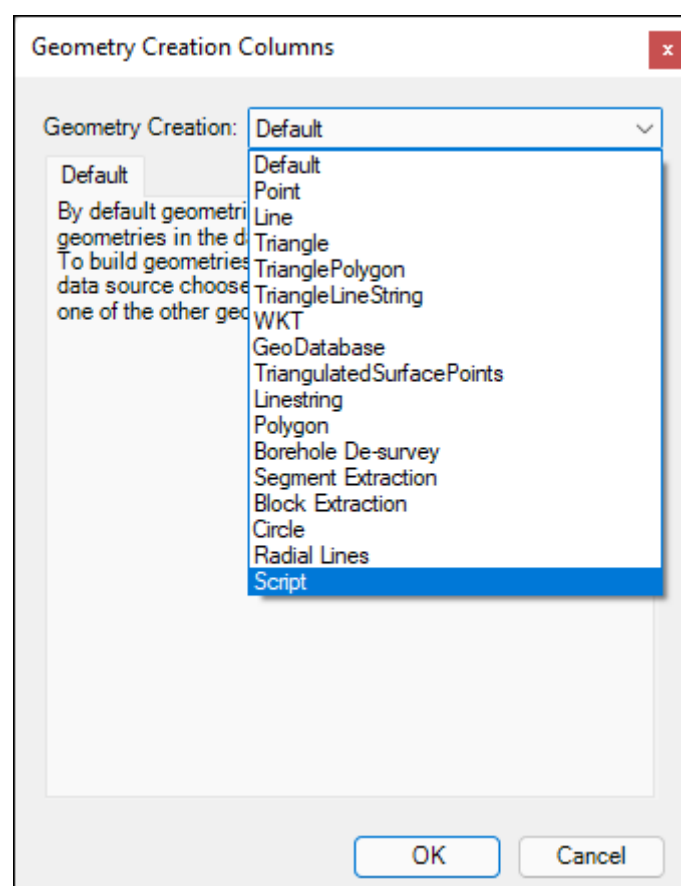


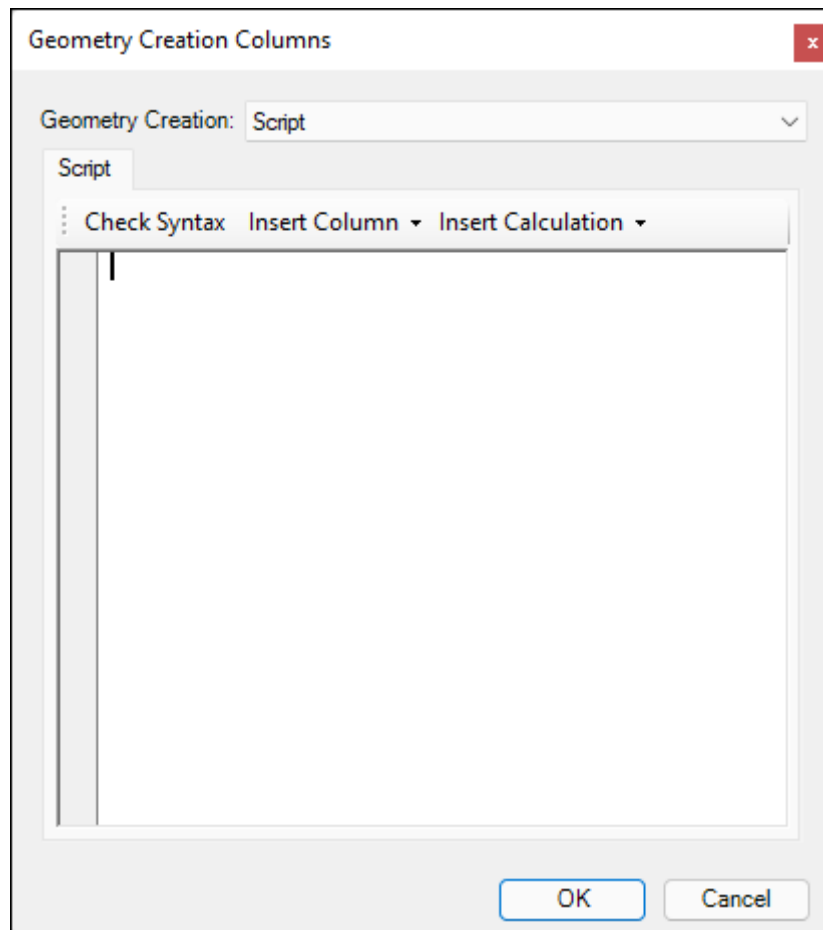
For full information on how the General Layer Operation tool works, refer to the [General Layer Operation guide](#).

Geometry Extraction

In the Layer Properties of layers, in the Data tab, you can specify Geometry Extractions for that layer; this says how to extract the geometric data of the layer and display it on the scene. There are many different types of Geometry Extractions you can do, one of these methods is **Script**. Here you can write a script specifying how the data should be extracted. This scripting dialogue contains the same scripting features as other areas:







In addition, you can check the syntax of your script with **Check Syntax** button; you can insert a column from your data to refer to in the script with **Insert Column**; and you can insert some predefined calculations into your script with **Insert Calculation** button.

For an example of using the **Script** method of Geometry Extraction, refer to the [*3D Capability in 2D Maps guide*](#).

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