

# **User Manual**

# **GST Desktop**

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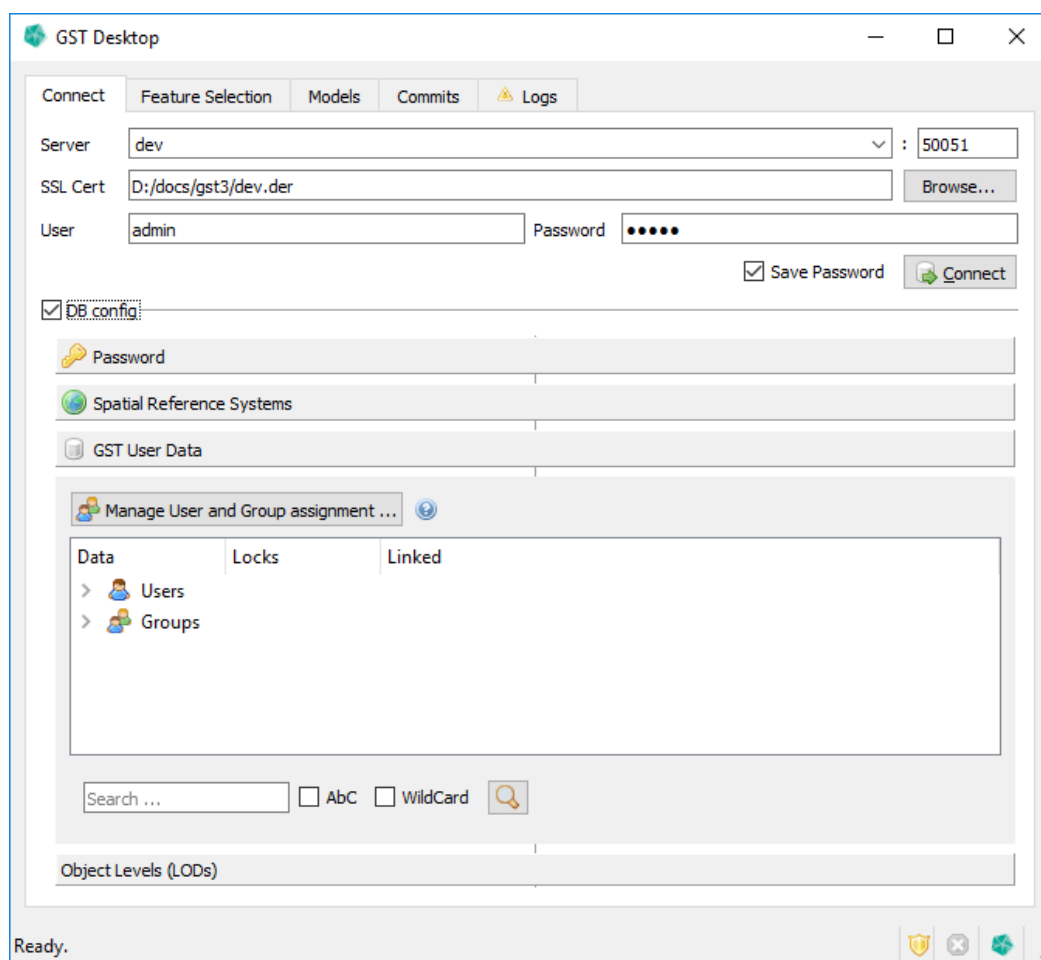
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# 1 DB Config

To get to the DB config menu, first connect to the database with your user credentials. Within the **Connect** tab the database configuration can be found when the ☐ **DB config** is checked.

Figure 1.1  
Within the **Connect** tab the database configuration can be found when the ☐ **DB config** is checked.



The database configuration panel is separated in the following panels.

**Password** ..... page 7

- \* Change the password of the currently connected user

**Spatial Reference** ..... page 8

- \* Create SRS: enter a new Spatial Reference System.
- \* Delete selected SRS: delete the selected Spatial Reference System.

**GST User Data**

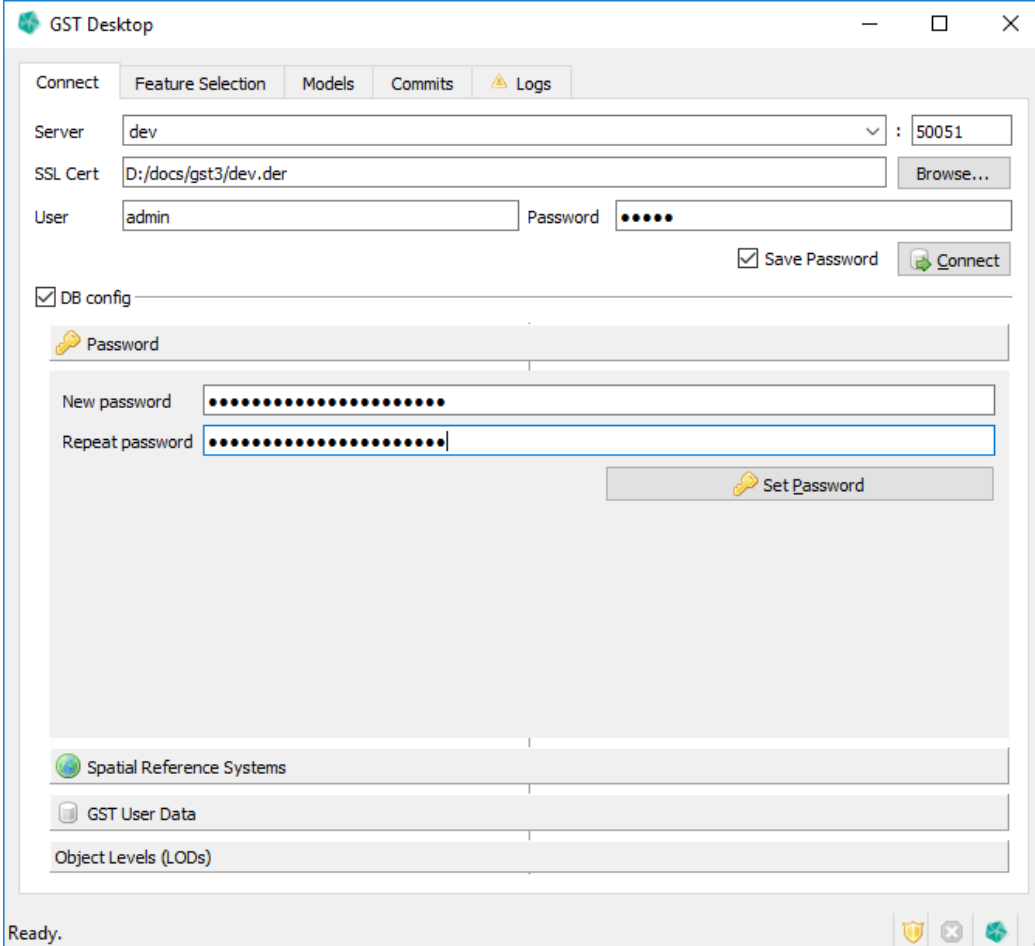
## 1. DB Config

- \* Add, delete users and groups and manage the user assignment to groups page [11](#)
- \* Show data of all users ..... page [18](#)

## 1.1 Change Password

Click the  **Password** field to get to the **Change Password** dialog seen below.

Figure 1.2  
"Change Password"  
dialog



The screenshot shows the 'GST Desktop' application window with the 'Connect' tab selected. The 'DB config' section is expanded, showing a 'Password' field with a key icon. Below it are 'New password' and 'Repeat password' fields, both filled with dots. A 'Set Password' button is visible. The 'Connect' section at the top includes fields for 'Server' (dev), 'SSL Cert' (D:/docs/gst3/dev.der), 'User' (admin), and 'Password' (masked). A 'Connect' button is also present. The status bar at the bottom indicates 'Ready.' and shows several icons.

1. Type in the new password in the first field.
2. Repeat it in the second field.
3. Press the **Set Password** button

### Note

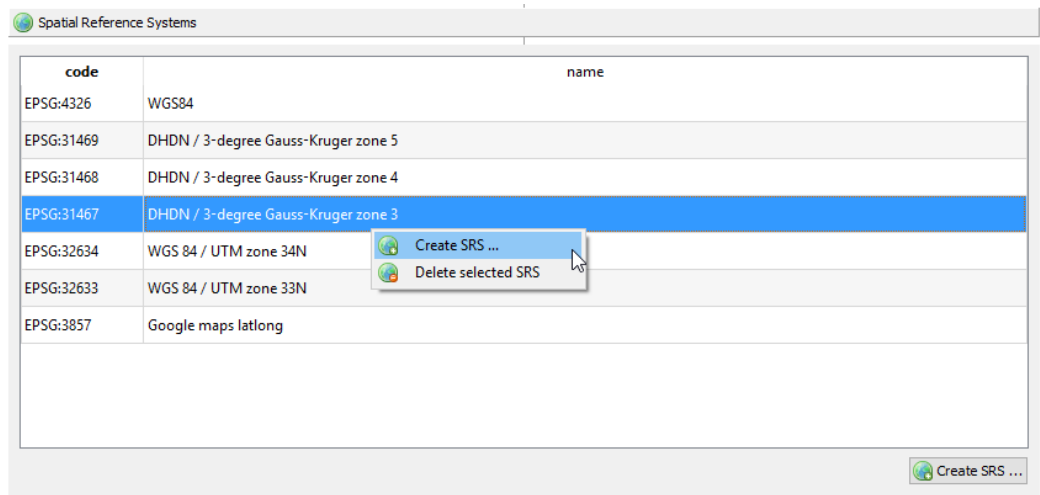
Changing the password requires you to login again with your new user credentials.



1.2 Spatial Reference Systems

Click the  Spatial Reference Systems field to get to the **Spatial Reference Systems** panel.

Figure 1.3  
The context menu  
offers functions to  
manage the SRS in  
the GST Storage  
instance.



Now you can see a list of all available SRS in the database. Click on the list with the RMB to open the context menu with the SRS functions [see Figure 1.3 ].

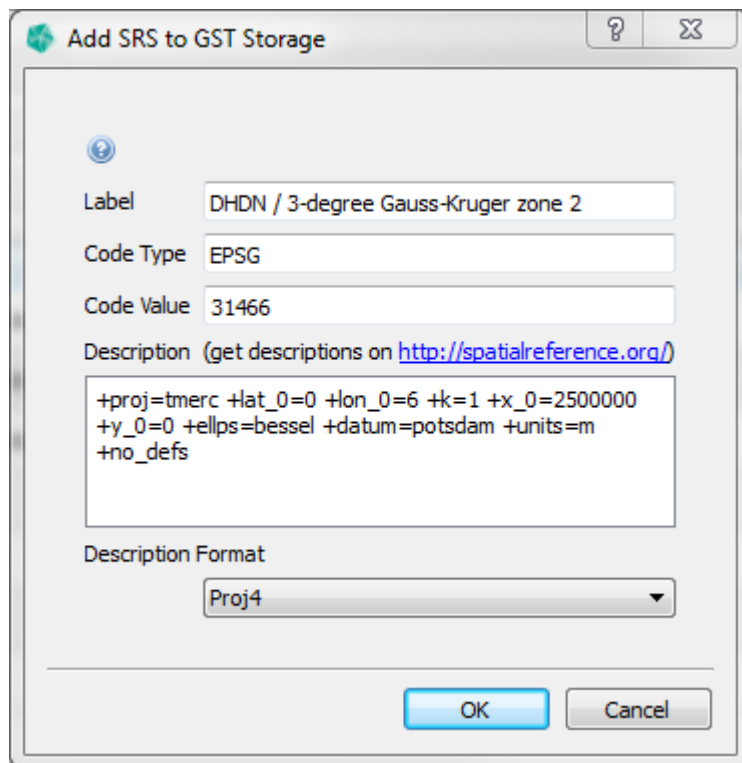
You can

- \*  Create SRS ..... page 9
- \*  Delete SRS ..... page 10

## Create SRS

In the context menu select  **Create SRS** to open the **Create SRS** dialog.

Figure 1.4  
"Create SRS" dialog



**Add SRS to GST Storage**

Label: DHDN / 3-degree Gauss-Kruger zone 2

Code Type: EPSG

Code Value: 31466

Description: (get descriptions on <http://spatialreference.org/>)

+proj=tmerc +lat\_0=0 +lon\_0=6 +k=1 +x\_0=2500000  
+y\_0=0 +ellps=bessel +datum=potsdam +units=m  
+no\_defs

Description Format: Proj4

OK Cancel

1. **Label:** Enter a descriptive identifier for the new SRS.
2. **Code Type:** Enter the system from where the code is from. Most of the time this will be EPSG.
3. **Code Value:** The value of the SRS code from the system mentioned before.
4. **Description:** Enter the description of the SRS in the format you selected in the **Description Format** dropdown list.
5. **Description Format:** Select the format of the description entered above. You can choose between Proj4 and OGC-WKT.

### Note

You can get the description and code value from a website like <http://epsg.io>. Prefer the Proj4 format, if you have the option.

6. After you are done, press

## 1. DB Config

- a) **OK** to add the new SRS.
- b) **Cancel** to abort.

## Delete SRS


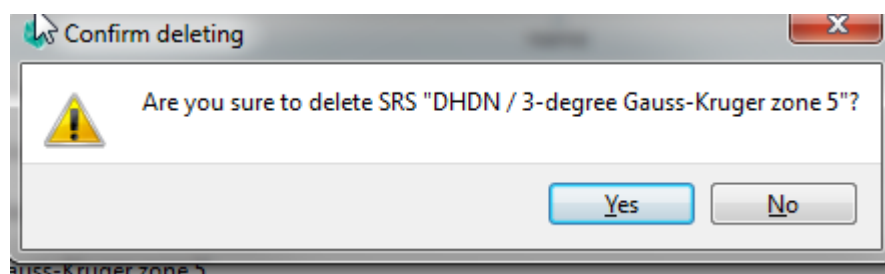
1. Right click the SRS you want to delete.
2. Choose  **Delete selected SRS** from the context menu.
3. The **Confirm SRS deleting** dialog will appear.

Figure 1.5  
Confirm deleting  
dialog

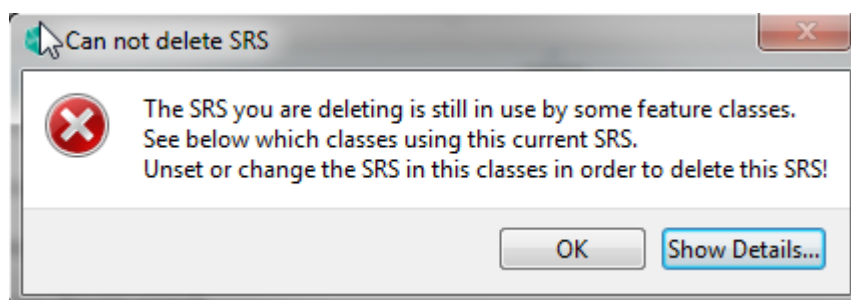


4. Press
  - a) **Yes** to confirm the deletion of the selected element.
  - b) **No** to abort the deletion.

### Note

You can only delete a SRS if it is not referenced by any feature classes anymore.  
Trying to delete a still referenced SRS will cause an error.

Figure 1.6  
SRS still referenced  
dialog



Click **Show Details...** to see which feature classes reference the SRS you wanted to delete.

## 1.3 User Management

The user management in GST consists of users and groups. One user can be a member of multiple groups. A member of a group can see all published data of that group. Uploaded objects that are not specifically made public for a group are set to private and are only visible for the user that uploaded the objects.

### Example:

User Gabi, member of group Reviewers uploads the feature Keuper publicly to group Reviewers. User Heinz, also member of group Reviewers, can now see and use the feature Keuper with his account. User Bernd, not member of group Reviewers, however, cannot see or use the feature Keuper with his account.

### Note

Please note that User and Group management is an administrator task. In order to manage Users and Groups login as GST database administrator to enabled the functions. [They are disabled and non-functional for regular GST users.]

## Quick User/Group creation



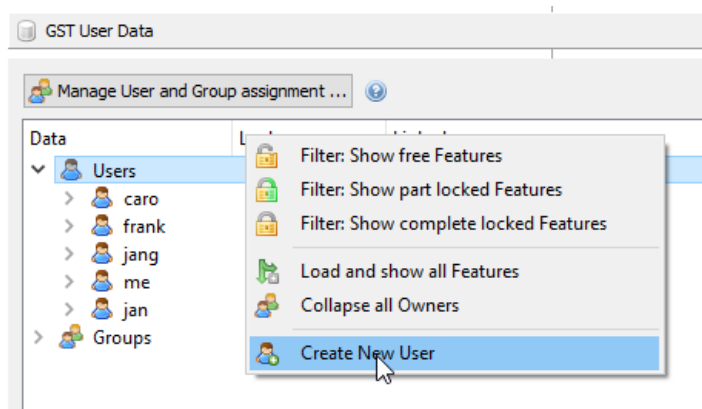

Creating users is very simple. Right click on  **User** to display the GST Data Tree context menu and choose  **Create New User** [see figure 1.7].

Figure 1.7  
Use the context  
menu to quick  
create users

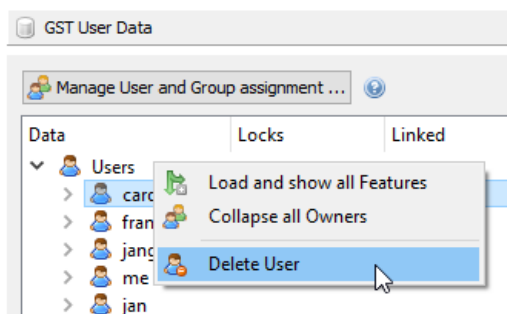


To delete users right click on the user that should be deleted. In the GST Data Tree context menu choose  **Delete User** [see figure 1.8].

Creating and Removing groups works in the same way. As an alternative users and groups can be created in the **Assign Groups to Users** Dialog. See section [User Management](#) on page 12.

## 1. DB Config

Figure 1.8  
Assign Groups to  
Users dialog



## Manage Users and Groups



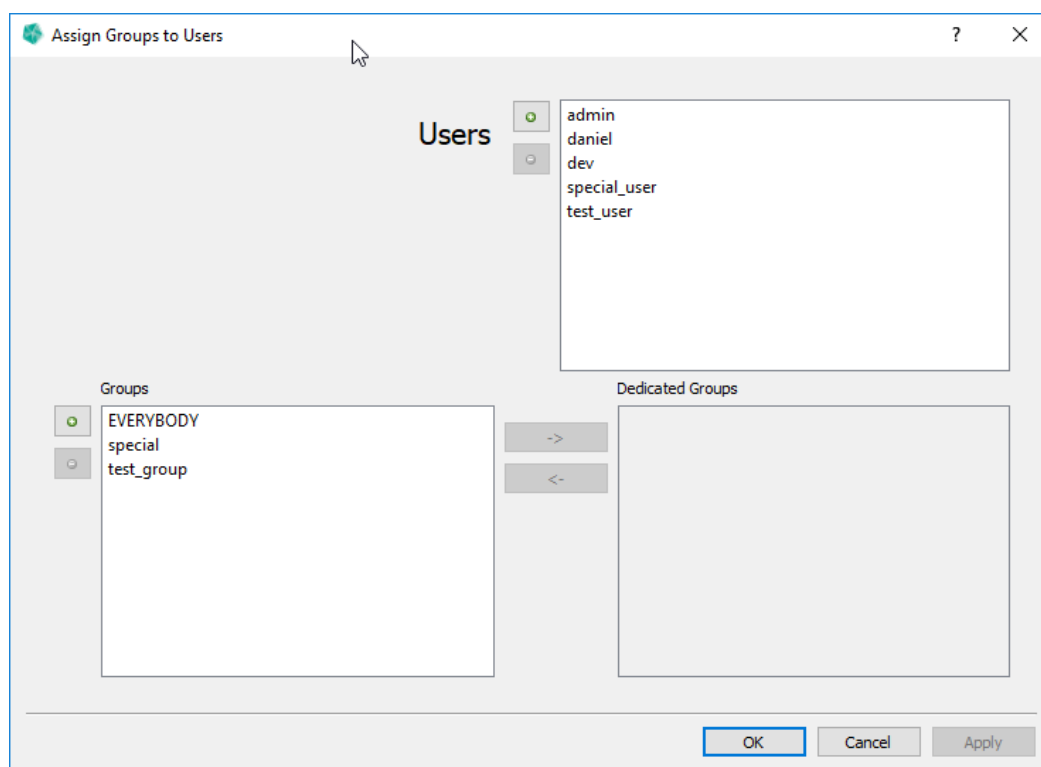
To manage the User and Group assignment (referring the example above), click on the button  **Manage User and Group assignment** in the  **GST User Data** panel (see figure 1.1). Then the **Assign Groups to Users** Dialog will be shown (see figure 1.9)

Figure 1.9  
Assign Groups to  
Users dialog



In this dialog you can

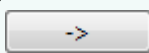
- \* Add and Delete users .....page 14
- \* Add and Delete groups ..... page 15
- \* Assign groups to specific users. ....page 17

### Dialog Setup

In the top right corner you can see **Users**, a list of all GST users. In the bottom left corner is the **Groups** list where all GST groups are shown. Selecting a user from **Users** will show their assigned groups in the **Dedicated Group** list.



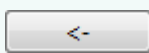
Create button



Assign button



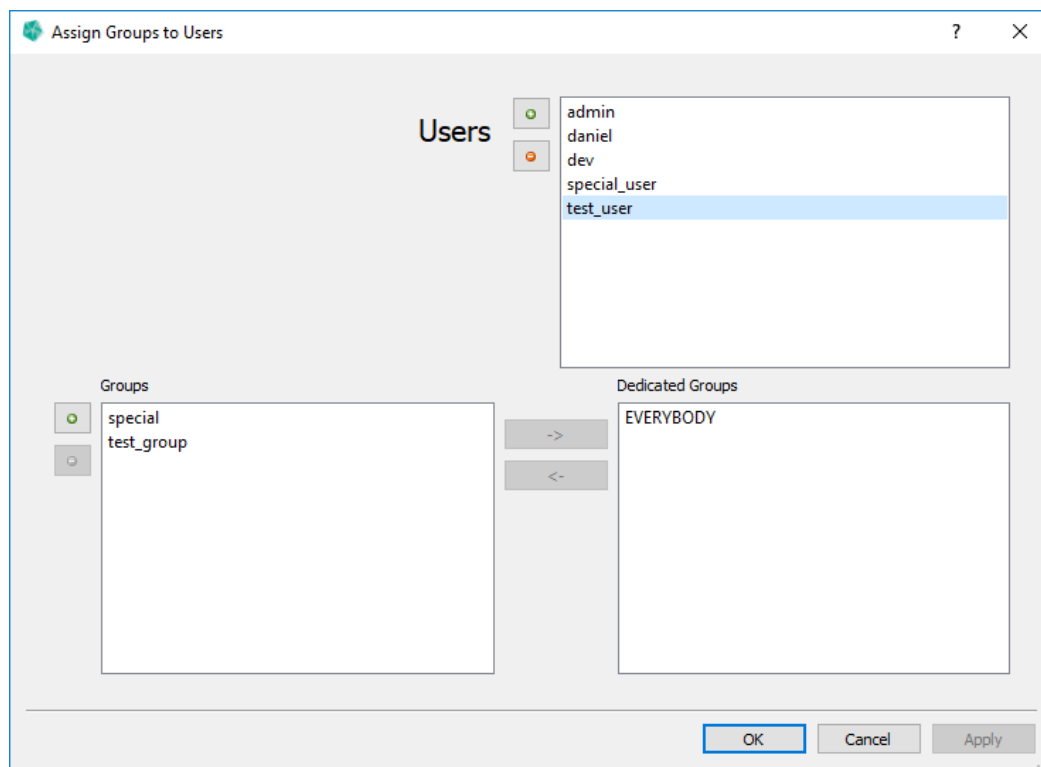
Delete button



Unassign button

## Add / Delete User

Figure 1.10  
Assign Groups to  
Users dialog





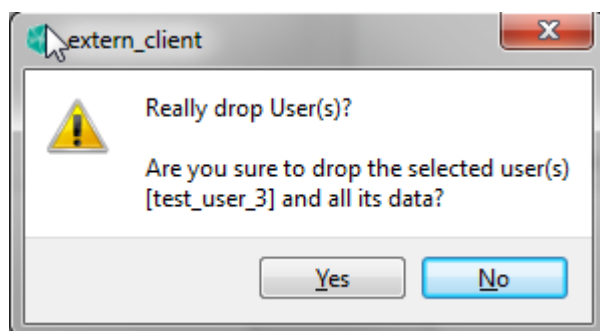
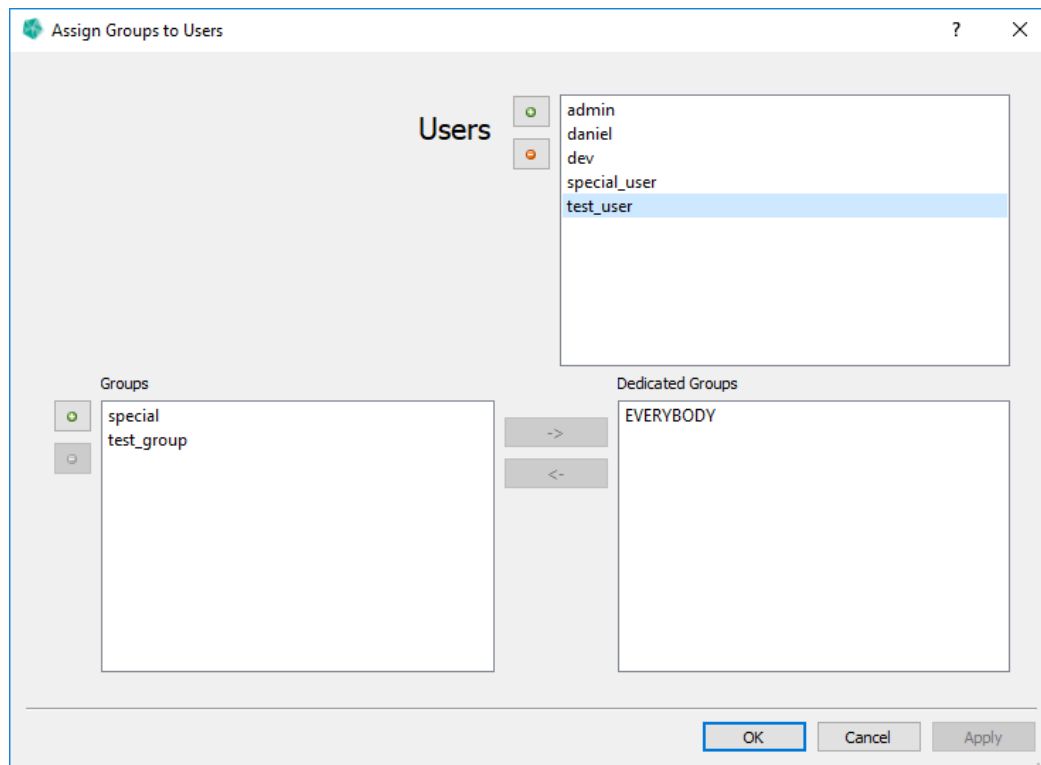
1. Select the user to delete in the **Users** list.
2. Use the  **add** and  **delete** buttons to Add / Delete user.
3. Deleting a user has to be confirmed.


Figure 1.11  
Confirmation dialog




## Add / Delete Group


Figure 1.12  
Assign Groups to  
Users dialog



1. Select any user from the **Users** list.
2. Select the group to delete in the **Groups** list
3. Press the  button.

For creating a group use the  create button and specify the group name in the Dialog that pops up. Continue with assigning users to the created group [see next section].

### Note when deleting groups

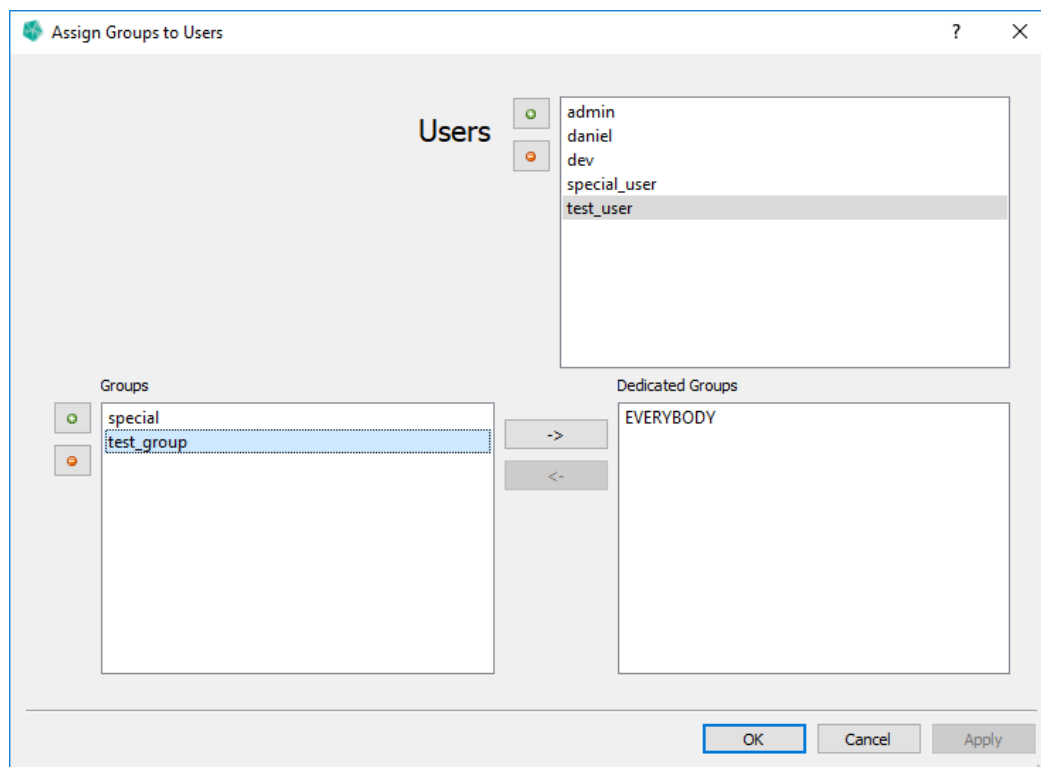
To delete a group, it has to be unassigned from the currently selected user first. If the group to delete is listed on the right **Dedicated Group** list unassign it by clicking the  **unassign** button.


All users being assigned to the group will be automatically unassigned when the group is deleted.



## Assign User to Group

Figure 1.13  
Assign Groups to  
Users dialog



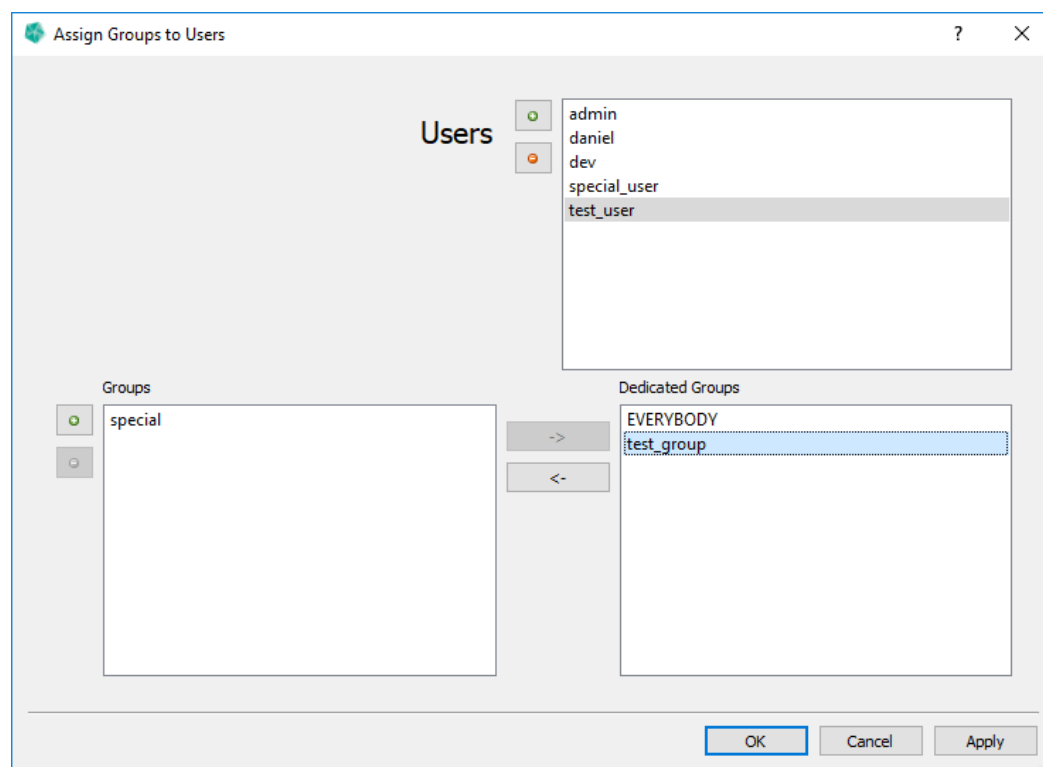
1. Select a user from the **Users** list.
2. Select the group you want to assign to the user from the **Groups** list.
3. Press the  button.
4. Now you should see the selected group in the **Dedicated Groups** list.
5. Press
  - a) **Apply** to confirm your assignment.
  - b) **Cancel** to abort your assignment.


### Note

Do not forget to press the dialog's **Apply** button in order to apply changes in assignment! Selecting a different user will notify you about unapplied changes and ask you to confirm or discard them.

## Unassign Group from User

Figure 1.14  
Assign Groups to  
Users dialog



1. Select a user from the **Users** lists.
2. Select the group you want to unassign from the user from the **Dedicated Groups** list.
3. Press the  button.
4. Now you should see the selected group in the **Groups** list.
5. Press
  - a) **Apply** to confirm your assignment.
  - b) **Cancel** to abort your assignment.

### Note

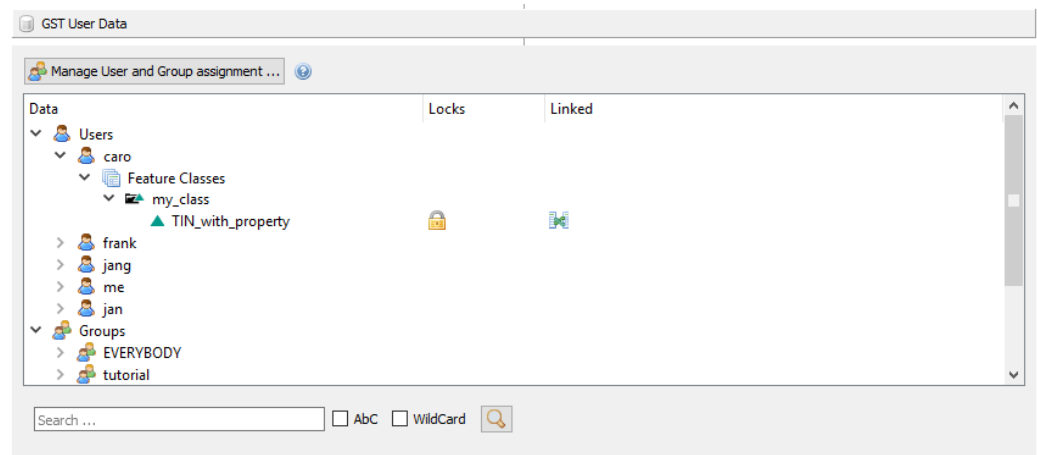
Do not forget to press the dialog's **Apply** button in order to apply changes in assignment! Selecting a different user will notify you about unapplied changes and ask you to confirm or discard them.

## 1.4 User Data Overview

### Note

If you login as GST database admin the GST User Data tree displays all data, all users and all groups. [Also it allows user and group management controls.] If you login as regular GST user the GST User Data tree displays only the data of groups the current user is assigned.

Figure 1.15  
The GST User Data  
tree is located in the  
GST User Data  
panel in the **Connect**  
tab.

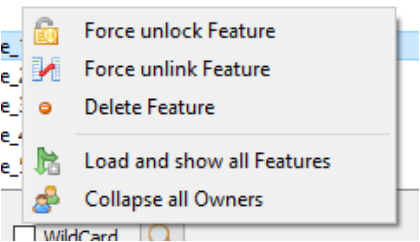


The GST User Data tree [or short GST Data tree] is located in the **GST User Data** panel in the **Connect** tab. Use this widget to browse the data that is assigned to each user. The column **Locks** shows icons for Features that are **locked** or **partly locked**. The column **Linked** shows icons for Features that are **linked** in the Model Management.

### Context Menu

Use right click on a Feature to open the context menu to reach the **main actions** in the GST Data tree [figure 1.16].

Figure 1.16  
GST Data tree  
context menu



**Force unlock Feature** Returns the lock from a Feature without a key file. Only an GST database admin can do this.

## 1. DB Config

 **Force unlink Feature** Removes all Model Management links to that Feature.

- **Delete Feature** If a Feature is not locked and not linked it can be removed with this action. ATTENTION: This operation is not available on GST for Oracle for technical reasons.

 **Load and show all Features** Pre-load all Feature Classes in order to easily browse or to use the search function.

 **Collapse all Owners** Minimize all nodes of the tree and keep only Users and Groups open.

There are more actions supported by the GST Data tree context menu.

By right clicking on the column **Locks** a **filter action** can be activated displaying only items with the given index (see figure 1.17).


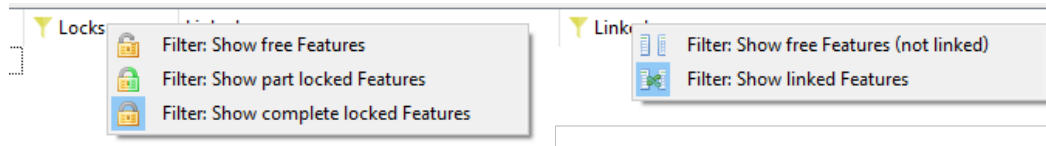
A filter icon  on the column header indicates that a filter is active. Filters can be combined.

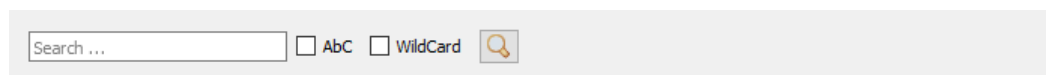
Figure 1.17  
GST Data tree lock  
filter context menu



By right clicking on a User or a Group **user management actions** become available in the context menu. (see section [User Management](#) on page 11).

## Search Bar

Figure 1.18  
Below the GST Data  
tree a search bar  
can be used to  
search content by  
text.



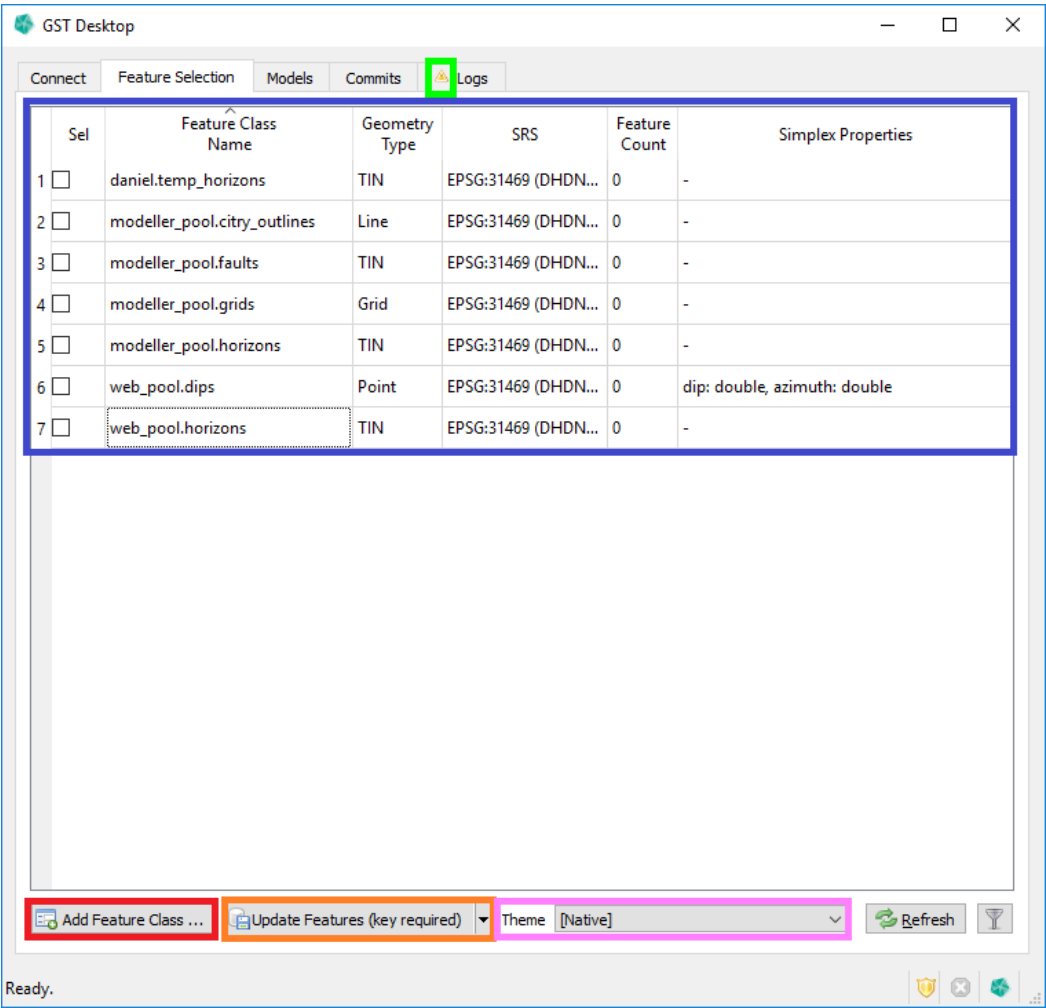
Below the GST Data tree a search bar can be used to search content by text. The search will be done down from the selected item in the tree until the end. If no item matches the search string a message box will pop up. The following options are available.

**AbC** If activated the search will be case sensitive

**WildCard** If activated the search string can include the wild card characters \*, ? or [] a sets of character, e.g. [0-9] for a number between 0 and 9

## 2 Tab: Feature Selection

Figure 2.1  
"Feature Selection"  
tab

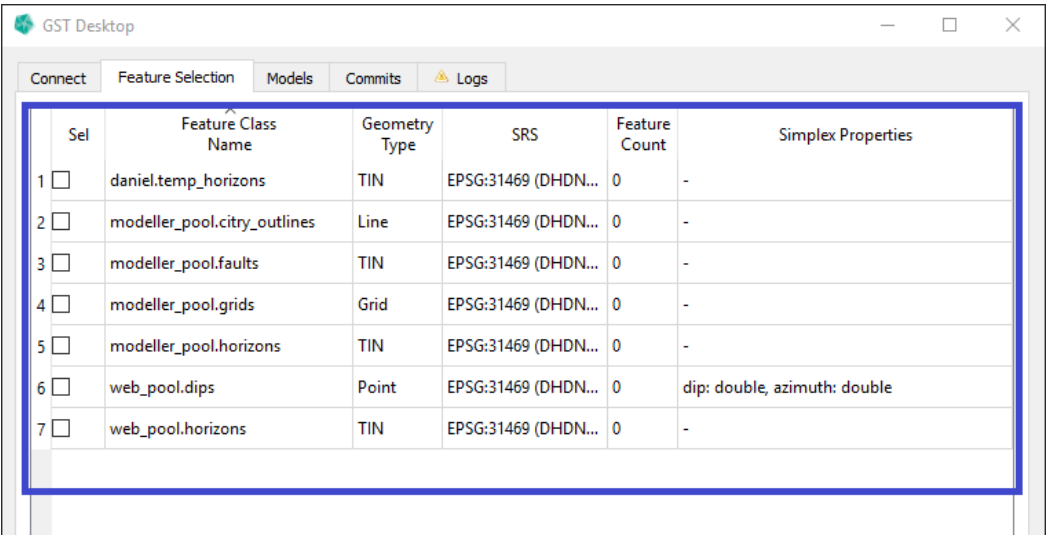


In the **Feature Selection** tab all feature classes are listed [blue]. In this tab you have a set of functionalities listed below. Each item in the following list refers to a paragraph for more information about the function.

- \* Manage the Features and Feature Classes ..... page 21
- \* Open context menu for feature classes (RMB on blue Feature Class list) . page 23
- \* Add new Feature Classes (red) ..... page 29
- \* Upload data (orange) ..... page 48
- \* Manage Themes (pink) ..... page 126

## 2.1 Managing of Features and Feature Classes

Figure 2.2  
Feature Class list



	Sel	Feature Class Name	Geometry Type	SRS	Feature Count	Simplex Properties
1	<input type="checkbox"/>	daniel.temp_horizons	TIN	EPSG:31469 (DHDN...	0	-
2	<input type="checkbox"/>	modeller_pool.city_outlines	Line	EPSG:31469 (DHDN...	0	-
3	<input type="checkbox"/>	modeller_pool.faults	TIN	EPSG:31469 (DHDN...	0	-
4	<input type="checkbox"/>	modeller_pool.grids	Grid	EPSG:31469 (DHDN...	0	-
5	<input type="checkbox"/>	modeller_pool.horizons	TIN	EPSG:31469 (DHDN...	0	-
6	<input type="checkbox"/>	web_pool.dips	Point	EPSG:31469 (DHDN...	0	dip: double, azimuth: double
7	<input type="checkbox"/>	web_pool.horizons	TIN	EPSG:31469 (DHDN...	0	-

The Feature Class list [blue] shows all classes that are available for the currently logged on user. The available classes can be distinguished by name in

- \* Private classes – [<user>.<classname>]
- \* Public classes – [<grouname>\_pool.<classname>]


Private classes are visible for the currently logged on user only. Public classes are visible for all users that are assigned to the current group. [See section [User Management](#) on page 12 how to setup users and groups].

### Note

The checkboxes in the Feature Class list [blue] allow to define a selection.

- ☒ Indicates a selection of the whole class [all features of the class are selected]
- ☐ Indicates a selection of a subset of the class [some features of the class are selected]]

### Filter Feature Class List

You can filter the Feature Class list by clicking the filter button . This will open the **Feature Class Filter** dialog, where you can set one or more filters.


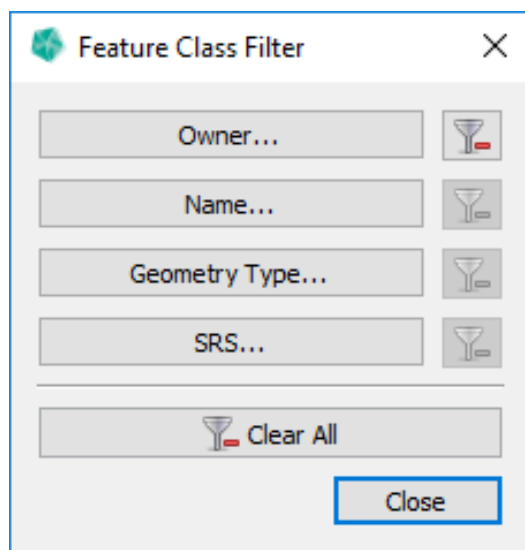
A green background  indicates that there currently is an active filter.

Figure 2.3  
Feature Class Filter  
dialog



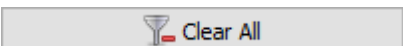
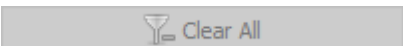


### Available Filters

Show only Feature Classes that...

- \* **Owner...** belong to the selected Owners.
- \* **Name...** match the specified Name query.
- \* **Geometry Type...** have the selected Geometry Types.
- \* **SRS...** have the selected SRS.

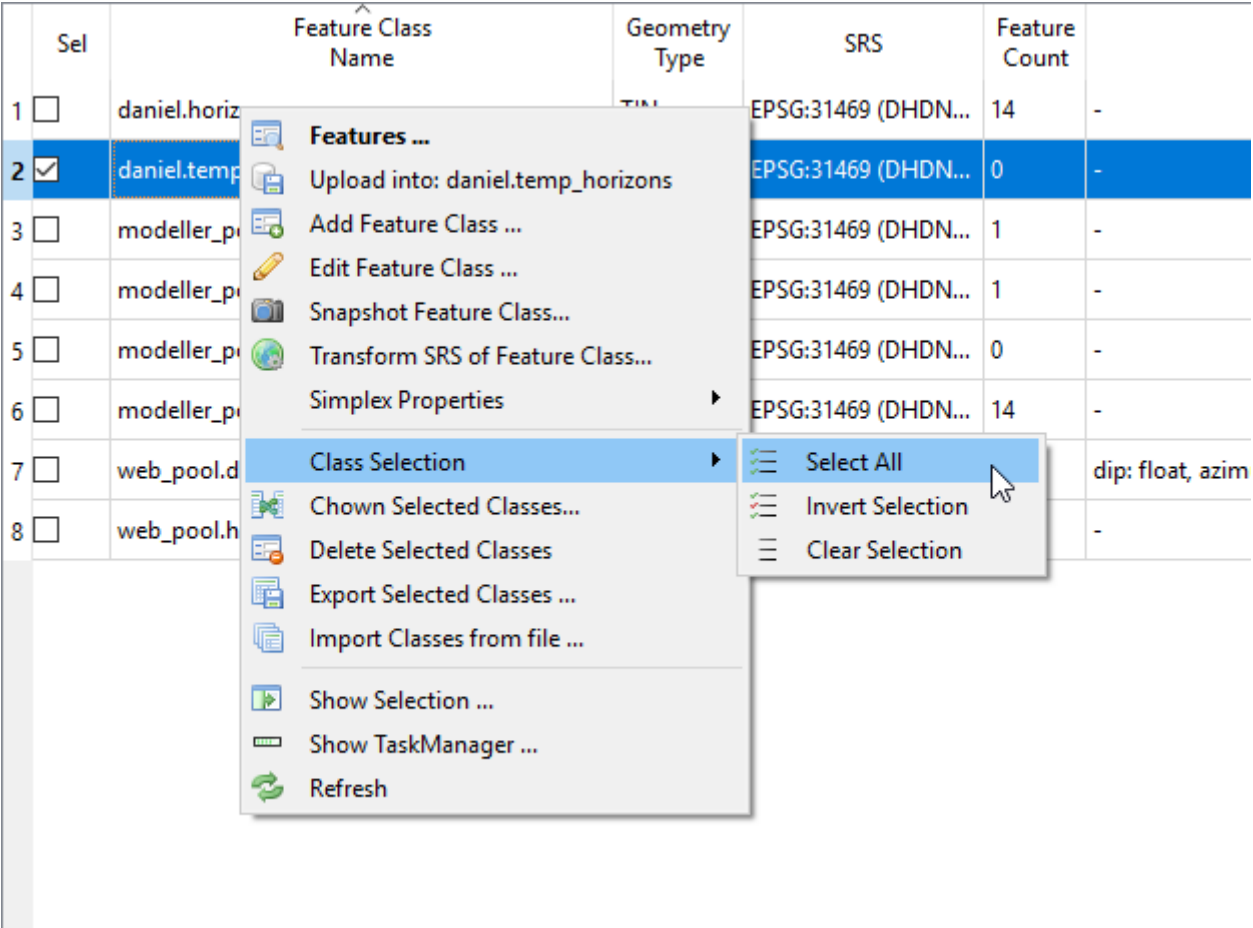
### Filter Dialog buttons

- \*  Indicates this filter is active. Click to clear this filter.
- \*  Indicates this filter is inactive.
- \*  Indicates at least one filter is active. Click to clear all filters.
- \*  Indicates no filter is active.

2.2 Context Menu in Feature Class list

The Feature Class list has a context menu that provides a central list of commands.

Figure 2.4  
Context menu in  
Feature Class list







- Features ...** Show the Features within this class to edit Object Properties, delete Features and more. .... page 25
- Upload into: <classname>** Upload data into the current class. .... page 48
- Add Feature Class ...** Add a new Feature Class .... page 29
- Edit Feature Class ...** Edit the current Feature Class. Editing operations can be changing Feature Class name, adding new Properties, Rename Properties, changing the Spatial Reference System of the Class and more. .... page 37
- Snapshot Feature Class ...** Create a Snapshot of the current Feature Class. .... page 41
- Transform SRS of Feature Class ...** Transform the Spatial Reference System of the current Feature Class. .... page 40




Submenu: **Simplex Properties** Change appearance of Simplex Properties and control visibility for GST Web ..... page [135](#)

Submenu: **Class Selection**


-  **Select All** Selects all Feature Classes and their Features. [Select all data that is available for the current user.]
-  **Invert Selection** Selects all Feature Classes [and their Features], that were unselected, and unselect all Feature Classes [and their Features] that were selected before.
-  **Clear Selection** Unselect every Feature Class.

 **Chown Selected Classes...** Change the owner of all selected classes. [Activates when at least one Feature Class is ☒ **selected.**]

 **Delete Selected Classes** Delete all selected classes. [Activates when at least one Feature Class is ☒ **selected.**]


### Remark when deleting Feature Classes

Deleting Features Classes will delete all Features within this class.

 **Export Selected Classes ...** Write all checked classes into a fcdxml files. [Activates when at least one Feature Class is ☒ **selected.**] ..... page [44](#)

 **Import Classes from file ...** Restore Feature Classes from fcdxml files. .... page [44](#)

 **Show Selection ...** Open the Selection Widget showing all the selected Features that will be processed, e.g. selected for Download ..... page [70](#)

 **Show TaskManager** Shows/Hides the TaskManager. The TaskManager lists all active threaded tasks that are running in the background. Within the TaskManager tasks can be supervised or even canceled.

 **Refresh** Reloads the Feature Classes.

This can be useful if changes in the database were done by an other instance and the current instance of GST Desktop is not up to date.

## 2.3 Browsing Features and changing Object Property Values


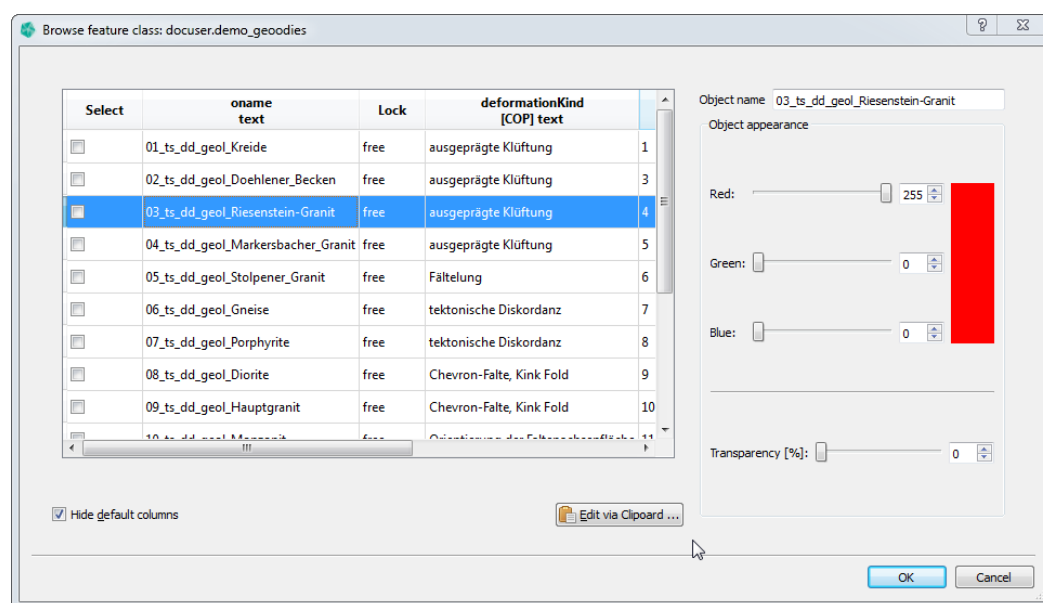
You can browse the features of the class by double clicking on the Feature Class or simply choose the context menu item  **Features** ....

Figure 2.5  
"Browsing features  
of the class" dialog

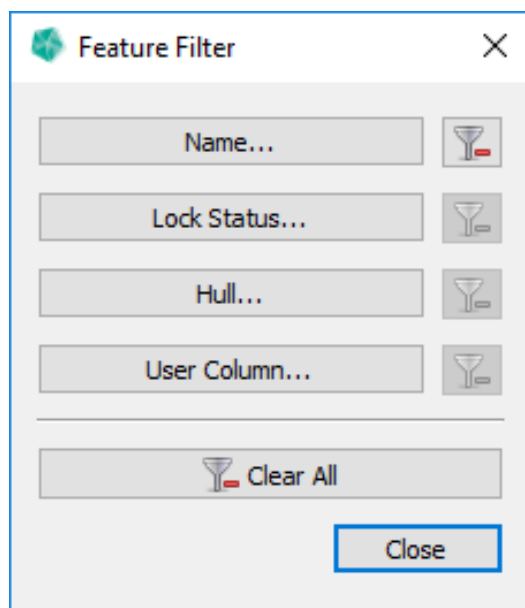


### Filter Feature List

You can filter the Feature list by clicking the filter button . This will open the **Feature Filter** dialog, where you can set one or more filters.

A green background  indicates that there currently is an active filter.

Figure 2.6  
Feature Filter dialog







### Available Filters

Show only Features that...

- \* **Name...** match the Name query.
- \* **Lock Status...** have the selected Lock status [full, partial, free].
- \* **Hull...** have the selected Hull status [yes or no].
- \* **User Column...** match the User Column query.

### Filter Dialog buttons

- \*  Indicates this filter is active. Click to clear this filter.
- \*  Indicates this filter is inactive.
- \*  **Clear All** Indicates at least one filter is active. Click to clear all filters.
- \*  **Clear All** Indicates no filter is active.

## Change Object Property Values

1. To edit a property double click onto the value
  - a) Regular object properties can be edited in free text.

2. Tab: Feature Selection

b) Constrained properties will show a dropdown element with possible values [see Figure 2.7]

Figure 2.7

Edit constrained properties

	Lock	deformationKind [COP] text	
	free	ausgeprägte Klüftung	1
ken	free	ausgeprägte Klüftung	3
anit	free	beobachtete tektonische Brekzie	4
_Granit	free	<NULL>	5
it	free	punktuell beobac...tonische Brekzie	6
	free	ausgeprägte Klüftung	7
	free	tektonische Diskordanz	8
	free	Orientierung der...ltenachsenfläche	
	free	Fältelung	
	free	Darstellung der ...ner Achsenfläche	
	free	Chevron-Falte, Kink Fold	


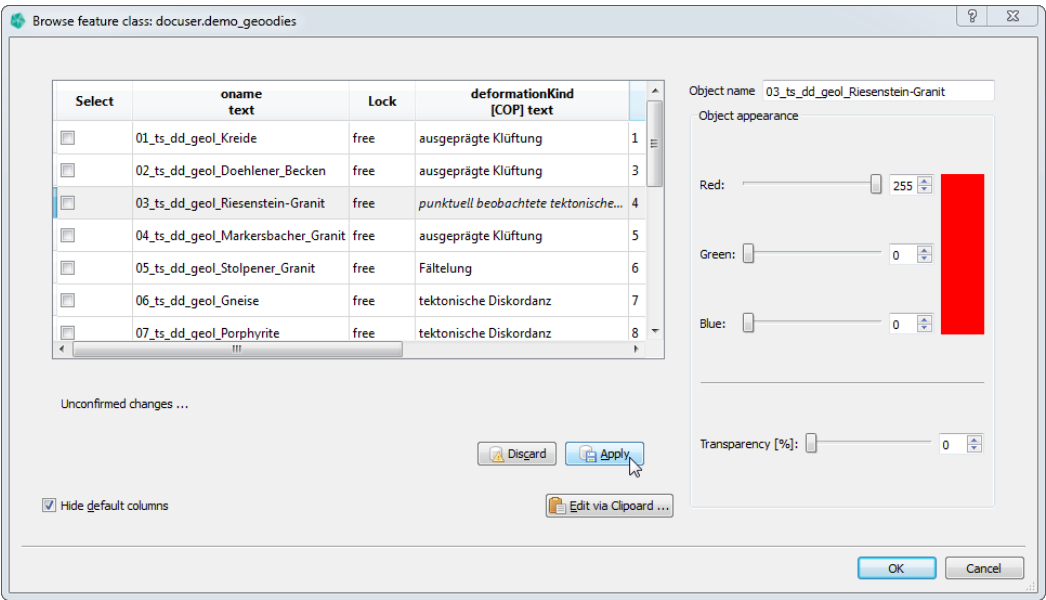
3. Unsaved changes are marked in italic text. Press the  **Apply** button to write changes to the GST Storage instance.

Figure 2.8

Unsaved changes are italic.



Change Object Property Values of multiple Features

You can set Object Property Values of multiple Features to the **same value** by highlighting

## 2. Tab: Feature Selection

the desired Features and then selecting **Change Attribute Values for highlighted Features...** from the context menu. This opens the **Change Attribute Values of multiple Features** dialog.

Figure 2.9  
Change Attribute  
Values for  
highlighted Features

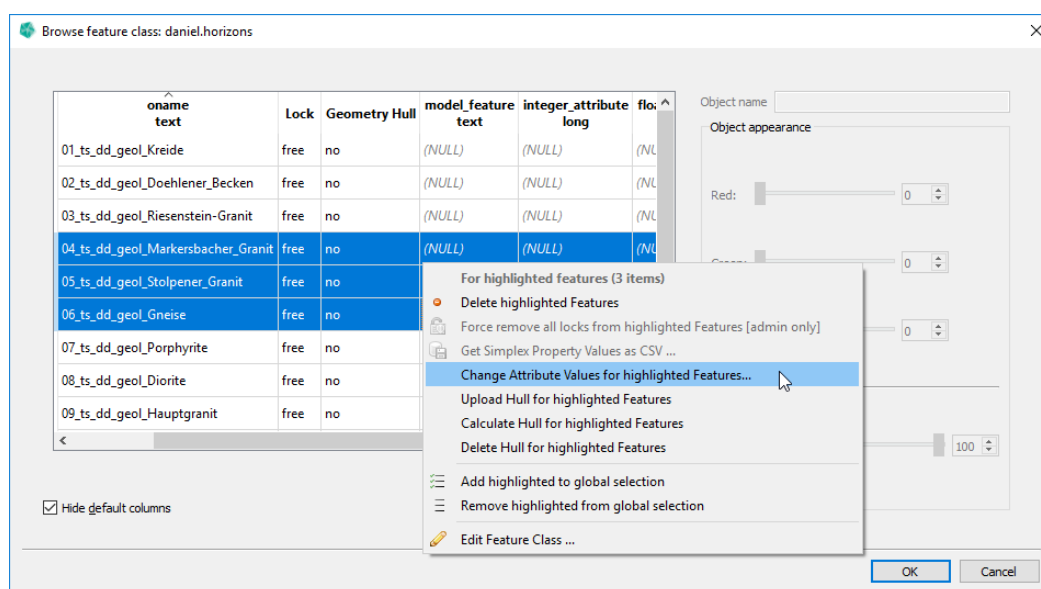
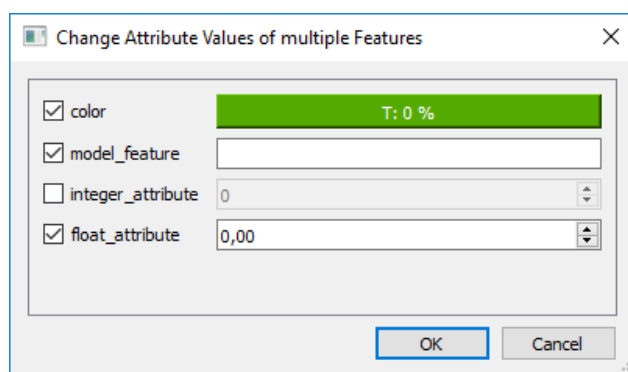


Figure 2.10  
Change Attribute  
Values of multiple  
Features dialog



The dialog presents to you the Object Properties of the Feature Class with corresponding input fields to set their values.

Activate the Object Properties you want to change and input their new values in the corresponding input fields.

Confirm your changes with **Ok**.

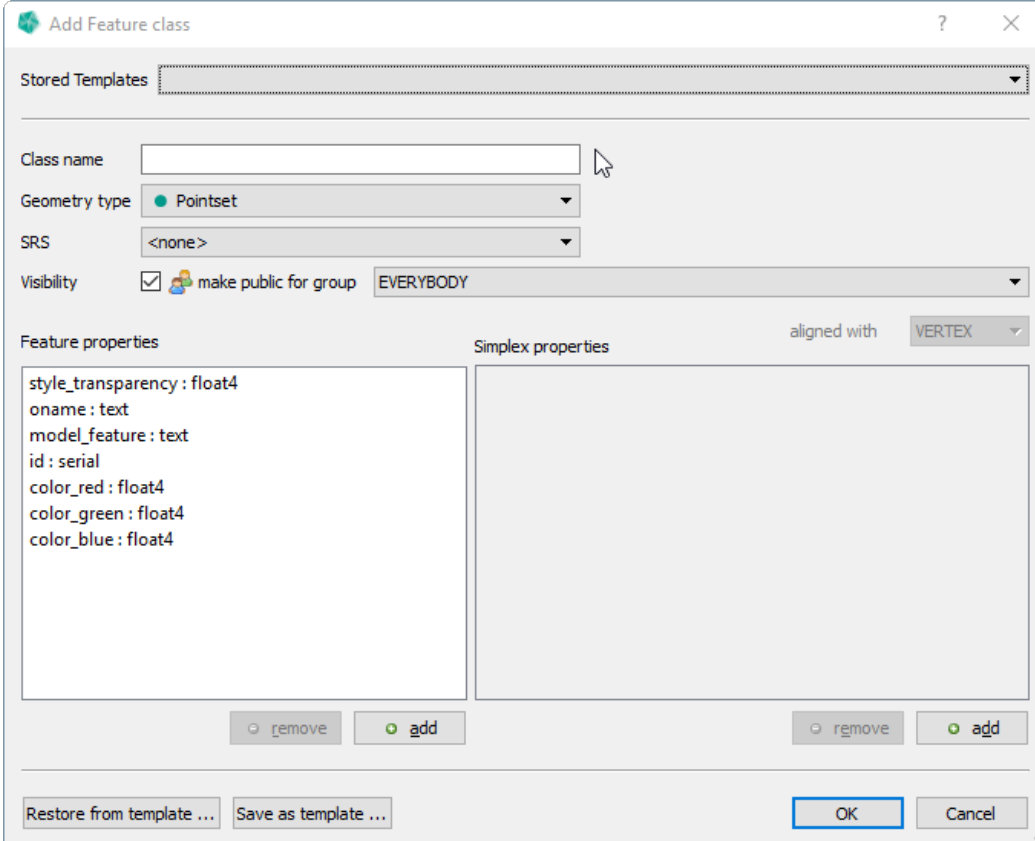
### Note

Only activated Object Properties will change, inactive ones will keep their current value.

## 2.4 Add a new Feature Class

When you click on the button  **Add Feature Class** (using the button or the context menu in the Feature Class List see [Figure 2.4](#) on page 23) the **Add Feature Class** dialog appears.

Figure 2.11  
Add Feature Class  
dialog



Within this dialog you can define a new Feature Class.

### Examples: What is the difference of Feature Properties and Simplex Properties?:

- \* **Feature Properties** (often also called Object Properties) are properties with **one value per object**. Thus an "object name", a "color", an editor etc. are some examples.
- \* **Simplex Properties** are properties with **multiple values per object** that are stored in the geometry internally [e.g. per triangle or per vertex]. Thus "temperature", "copper content", "rock property" etc. are some examples.

A Feature Class is a named database table that can store geometries. A Feature Class resides in a user schema (either a group schema or the current user schema) and stores geometries of a given type and within a specified Spatial Reference System [SRS]. For

geometries stored in a Feature Class a set of Properties can be defined. Each geometry that is later uploaded to that Feature Class shall provide these Properties. If a property is not provided a **No Data** or a **NULL** indicates a missing or not assigned value. The **Add Feature Class** dialog shows on the left side the defined Feature Property and on the right side the Simplex Properties. A set of default [Feature] properties are available for every Feature Class.

- \* **oname** ... Object name of the Feature
- \* **color\_red**, ..., **style\_transparency** ... Object [native] color representation
- \* **id** ... Tables primary key
- \* **model\_feature** ... Free text object assignment [see Infobox]

### Infobox: Property Model\_Feature

With GST 2.11 Themes have gotten a more prominent role. One Theme called **Geology** will be pre installed matching on property **model\_feature**. This property is used to control the assignment of a Feature to a geological setting via a property value. The property value can be matched by a Theme value to change the Feature's appearance [name and color represented in the legend] in GST Web. For more information about Themes please consult chapter [Manage Themes](#) on page 126!

- \* Reading data from Gocad ASCII files the **Gocad Geological\_Feature** will be stored into that Property.

Often used property definitions can be stored in Feature Class template files [**fcdxml** file extension] using the buttons **Save as template ...** resp. **Restore from template ...**. Template files that are stored in the GST Desktop Setup dir are called **Stored Templates**. They are pre installed with GST Desktop installer. By adding fcdxml files into the **templates** folder of your GST Desktop setup directory you can extent the list of stored templates.

Use the buttons  **add** and  **remove** to define custom Feature and Simplex Properties for your Feature Class.

## Add custom Feature and Simplex Properties to a Feature Class

Feature Classes can be extended with custom properties via the **Add Feature Class** Dialog [shown in the chapter above] or via [Edit a Feature Class](#) on page 37.

Figure 2.12  
The Add Property  
Dialog

The screenshot shows the 'Add Property' dialog box. It has a title bar with a question mark icon and a close button (X). The main area contains a 'Name' text input field, a 'Datatype' dropdown menu currently showing 'boolean', and two checkboxes: 'Constrained' and 'Define Alias / Limit Access', both of which are unchecked. At the bottom right, there are 'OK' and 'Cancel' buttons. A mouse cursor is pointing at the 'OK' button.

The following options are supported by the Add Property Dialog.

- \* Add a normal Property .....page 32
- \* Add a constrained Property ..... page 33
- \* Define an Alias with an Access Level restriction ..... page 36

### Definition

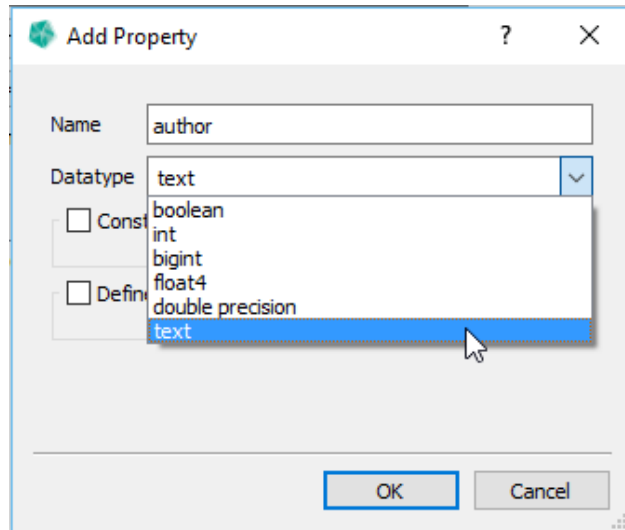
**Normal Properties** are free text or numerical. The user is allowed to set them to any appropriate value.

**Constrained Properties** are foreign key controlled properties. This allows to link values from a column of a third party table to a Property of the Feature Class. The user has the choice to select a value from the list of values of the third party table's column.



## Add a normal property

Figure 2.13  
"Add Property" dialog  
where ☐ **Constrained  
property** checkbox is  
unchecked to setup  
a normal property.



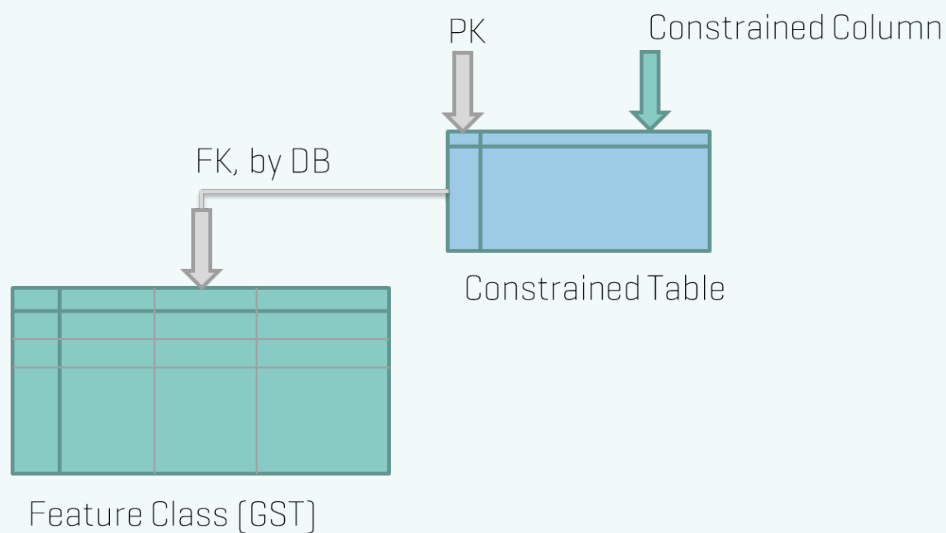
Simply specify a **property name** and a **property data type** to generate a normal property.

## Add a constrained property

### Concept for Constrained Properties

**Constrained Properties** can be useful if you have your own schema including object types. Create a Constrained Property to this table that includes the object type and specify the constrained column in the table so the user can choose one value from the list later on [e.g. see [Figure 2.7](#)].

The constrained column is one column in the linked table that is used to label the values. Within your Feature Class the Primary Key values of the linked table are stored. [Please refer to [https://en.wikipedia.org/wiki/Foreign\\_key](https://en.wikipedia.org/wiki/Foreign_key) for more information about foreign keys.]



#### Requirements for Constrained Properties:

- \* Tables must have a primary key
- \* Users must have reference permission on the primary key column and the constrained column of the constrained table.

To create a constrained property, check the ☒ **Constrained property** check box in the **Add Property** dialog. The dialog will change to the **Add Constrained Property** dialog like below

Figure 2.14  
"Constrained feature  
Property" dialog

The screenshot shows the 'Add Property' dialog box. The 'Name' field is set to 'author'. Under the 'Constrained' section, the 'Constraints Table Name' is 'jang.MY\_COPTABLE', 'use View' is unchecked, 'Constrained Column' is 'MAPCOL1', and 'Foreign key type (on delete)' is 'RESTRICT'. The 'Define Alias / Limit Access' checkbox is also unchecked. The 'OK' and 'Cancel' buttons are at the bottom right.

A Constrained Property connects a Feature Class with a column of a foreign table or view by using a database foreign key. This makes it possible to link values that are stored in third party tables in the database, with Features of a Feature Class.

1. Choose the constraints table by using the **Constraints Table Name** drop down box or by typing in the name in the text field. Typing will be assisted by narrowing auto-complete suggestions.
2. Optional: Choose a view corresponding to a table by checking the ☒ **use View** check box. [see text box **Advanced in Constrained Properties** below]
3. Select the constrained column via the **Constrained Column** textbox or drop down menu.
4. Choose the on delete action.

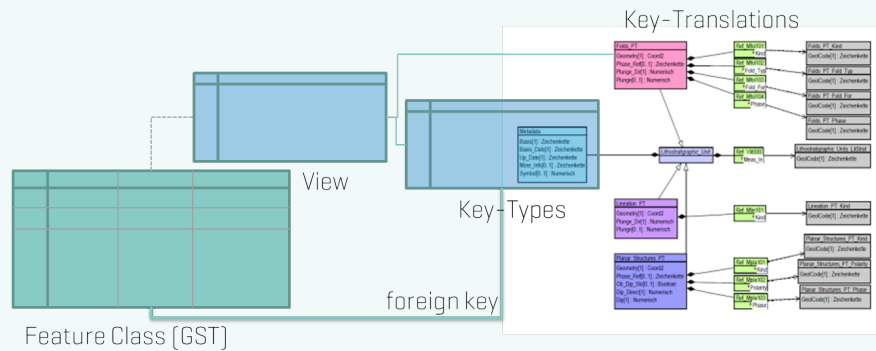
### Note

Since the values of a constrained property are physically in a foreign table, we offer two options to handle what happens, if the data gets changed or deleted in the foreign table.

- **RESTRICT**: The value in the constrained table cannot be deleted as long as there is a reference to it from a feature class table.
- **SET NULL**: The value in the feature class table is set to NULL when a value in the constrained table is deleted

## Advanced in Constrained Properties (using Views)

If your datamodel is more complex and your constrained column is not in the table you want to link (e.g. your datamodel supports multiple languages), **Create a VIEW** (with your favorite SQL tool) that joins the preferred table with the table porting the constrained column.



In the **Add Property dialog** activate the checkbox ☒ **use View** and select the created view. Now the drop down element **Constrained Column** will list the columns of your view instead of the columns of the constrained table.

### Requirements using Views: Constrained Table

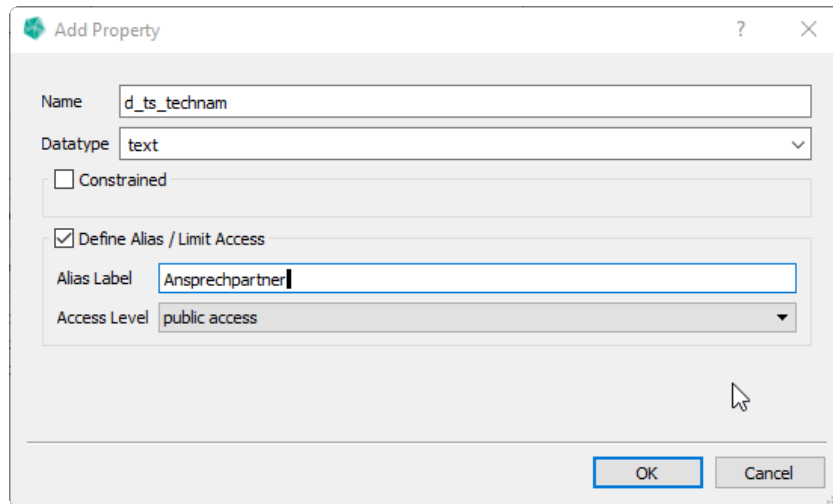
- \* Table must have a primary key
- \* Users must have reference permission on at least the referenced columns (primary key column and constrained column) of the foreign table

### Constrained View

- \* View must contain the complete primary key of the constrained table
- \* The primary key column names must not be aliased

## 2.5 Property Aliases

Figure 2.15  
Define an alias



By activating the checkbox ☒ **Define Alias / Limit Access** in the **Add Property** Dialog [see figure 2.15] a Property Alias can be attached to a property.

**Property Aliases** are used to

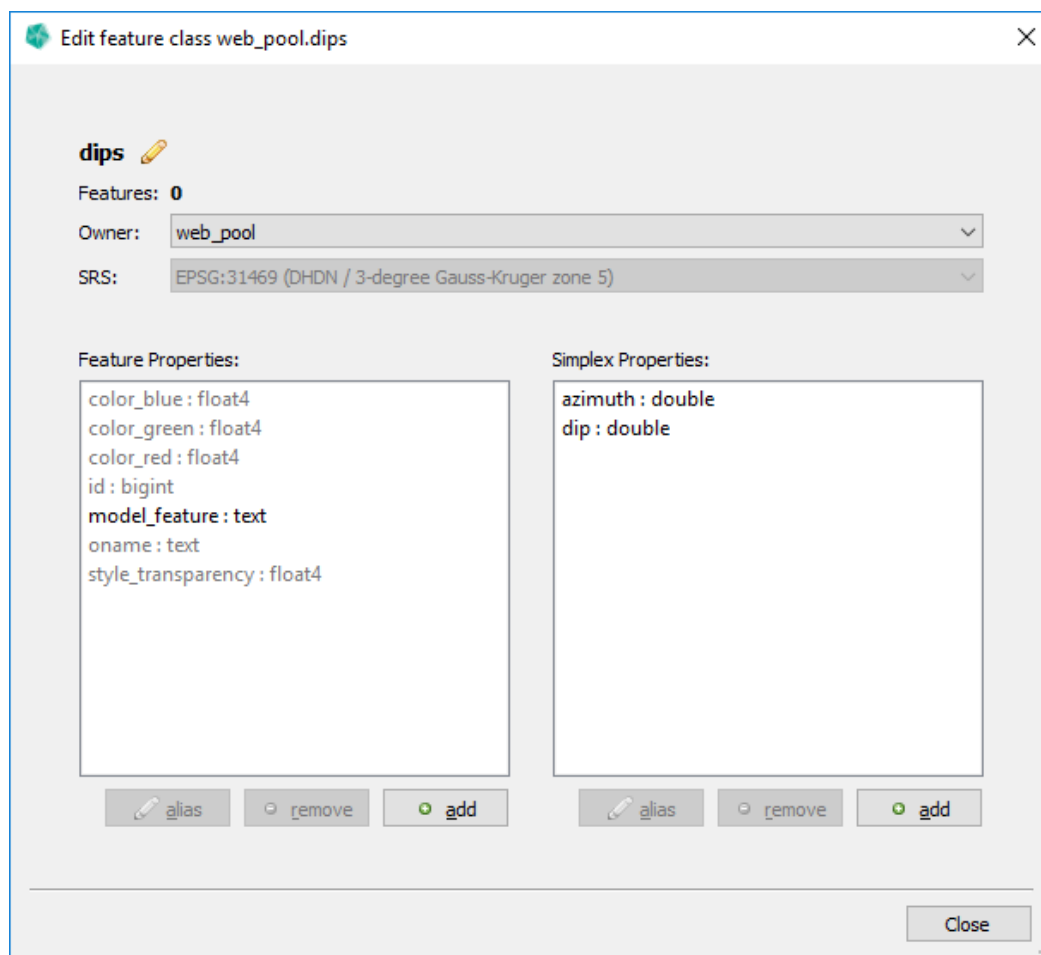
- \* change the way properties are represented in GST Web.
- \* hide and replace the [maybe technical] property names with ones which are more meaningful for users that are not involved in the modeling process.
- \* limit the visibility of properties.

By defining an **Access Level** the visibility of a certain property can be restricted for groups of Web users. Please refer to chapter [Motivation and concept of Themes](#) on page 127 for an explanation about Access Levels.

## 2.6 Edit a Feature Class

To open the **Edit Feature Class Dialog** use the context menu of the Feature Class list [see Figure 2.4 on page 23].

Figure 2.16  
The Edit Feature  
Class dialog



This dialog has the capability to

- \* Change Feature Class name ..... page 38
- \* Change Feature Class owner ..... page 38
- \* Change Class SRS ..... page ??
  - \* Set/Unset SRS [no transformation]
  - \* Change SRS [persistent coordinate transformation]
- \* Add/Remove Object and Simplex Properties or Alias definitions [see previous chapter] ..... page 31

**Note**

When adding Properties to a Feature Class that already is filled with Features, the created Property Values will be assigned with **NULL** values.

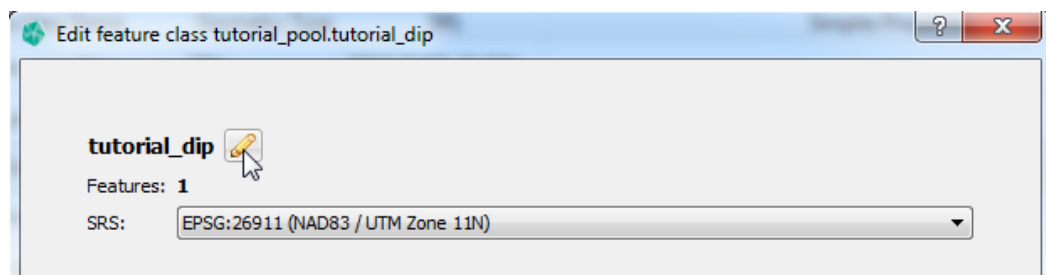
Browse feature class: docuser.demo\_geodties

Select	oname text	Lock	id [PK] long	newproperty float
<input type="checkbox"/>	01_ts_dd_geol_Kreide	free	1	(NULL)
<input type="checkbox"/>	02_ts_dd_geol_Doehleener_Becken	free	3	(NULL)
<input type="checkbox"/>	03_ts_dd_geol_Riesenstein-Granit	free	4	(NULL)

## Rename a Feature Class

Renaming a Feature Class is very simple. In the **Edit Feature Class Dialog** use the  **edit** button to start the editing process.

Figure 2.17  
The edit button is  
right behind the  
Feature Class Name





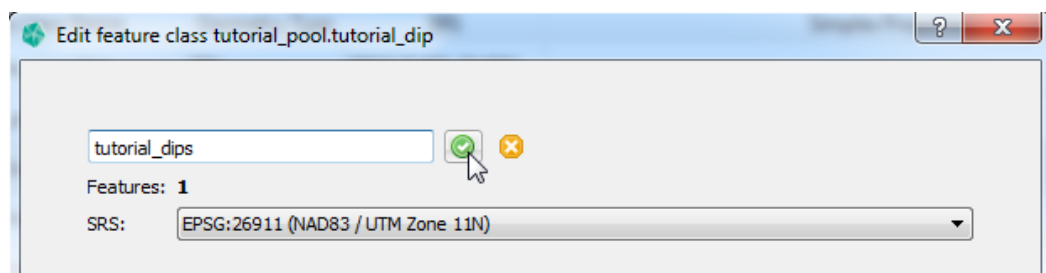
You can make your changes and  **confirm** your changes. This will make the changes persistent.  **cancel** your changes (or simply press ESC key) to discard the edit process.

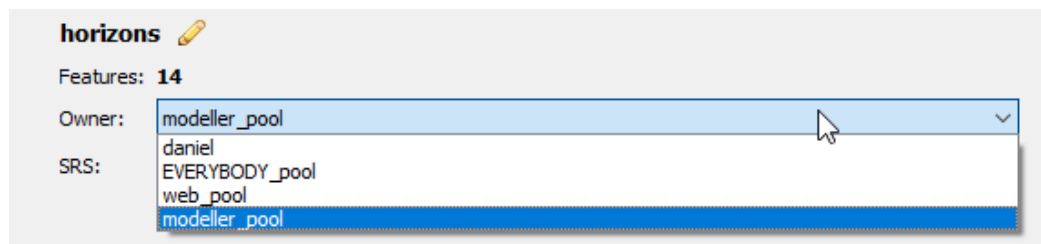
Figure 2.18  
Confirming your  
changes will write  
the new name  
persistent to the  
database



## Change owner of a Feature Class

In the **Edit Feature Class Dialog** use the **Owner** combo box to select the new owner of the Feature Class.

Figure 2.19  
Change owner of  
Feature Class



### Note

The owner change is executed immediately, there is no extra confirmation step.

### Note

The Feature Class name must be unique for a given owner.



## 2.7 Transform Spatial Reference System of Feature Class


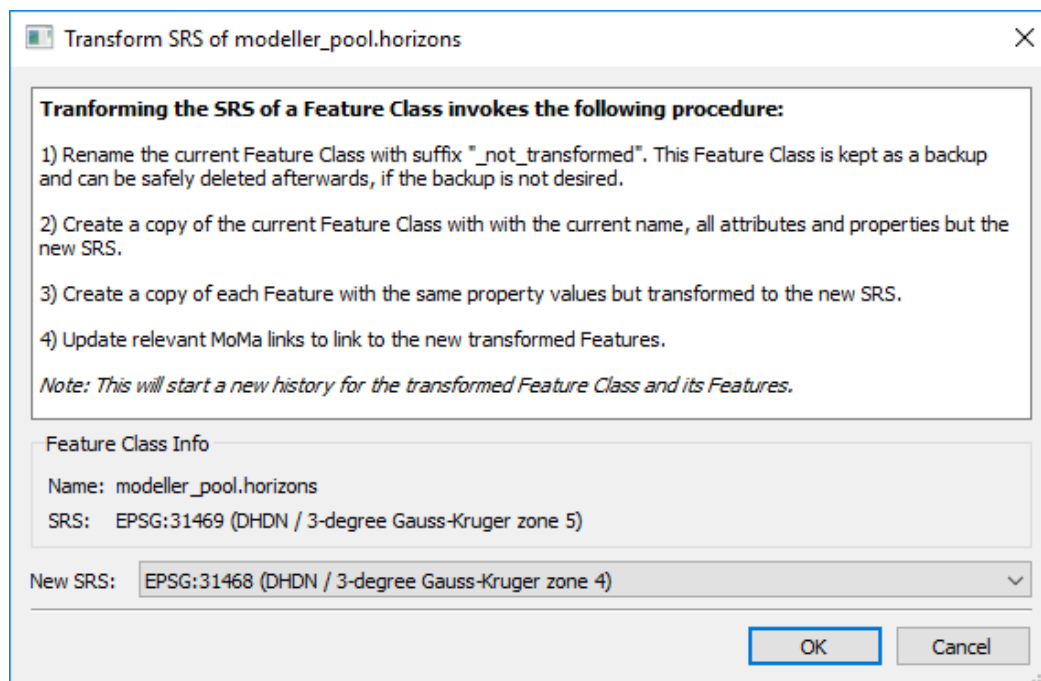
To transform the Spatial Reference System (abbr. SRS henceforth) of a Feature Class, select it in the Feature Class List and choose  **Transform SRS of Feature Class ...** from the context menu. This will open the **Transform SRS of Feature Class** dialog.

Figure 2.20  
Transform SRS of  
Feature Class dialog



This dialog presents you with information about the **Name** of the selected Features Class together with its current **SRS**. It also outlines the procedure for SRS Transformation.

To start transformation procedure, choose a new srs from the **New SRS** combobox and confirm with **OK**.

### SRS Transformation procedure

1. Renames the current Feature Class with suffix "\_not\_transformed". This Feature Class is kept as a backup and can be safely deleted afterwards, if the backup is not desired.
2. Creates a copy of the current Feature Class with the current name, all attributes and properties but the new SRS.
3. Creates a copy of each Feature with the same property values but transformed to the new SRS.
4. Updates relevant MoMa links to link to the new transformed Features.

**Note: This will start a new version history for the transformed Feature Class and its Features.**

## 2.8 Snapshot Feature Class

You can create a Snapshot of a Feature Class. A Snapshot creates a copy with all attributes and properties copied from the original Feature Class and Features.

The Snapshot Feature Class has the following properties:


- \* has the chosen name
- \* is owned by the chosen owner
- \* has the same SRS as the original
- \* has the same Feature Attributes and Feature Properties as the original
- \* has a member attribute "m\_captured\_version" to store the Versions of the original Features
- \* has a Feature copy for each Feature of the original Feature Class

A Feature of the Snapshot Features Class has the following properties:

- \* has the same Feature Attribute values as the original one
- \* has the same Feature Property values as the original one.
- \* has exactly one Version, the one from its creation.
- \* has the correct Version in "m\_captured\_version"[= Version from the original Feature that was copied].

The Snapshot Feature Class is an independent instance. Changes to the Snapshot won't affect the original Feature Class in any way. The same holds for the other direction.

### Create a Snapshot

1. Select  **Snapshot Feature Class ...** in the context menu of a Feature Class. This will open the **Snapshot Owner and Name** dialog.

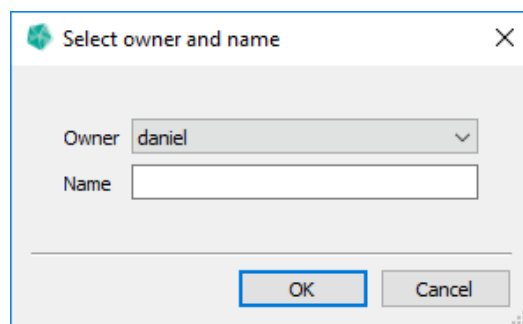


Figure 2.21  
Snapshot Owner and  
Name dialog

## 2. Tab: Feature Selection

2. Select the owner in the **Owner** combo box.
3. Input the name in the **Name** text box.
4. Press **Ok** to accept or **Cancel** to abort.

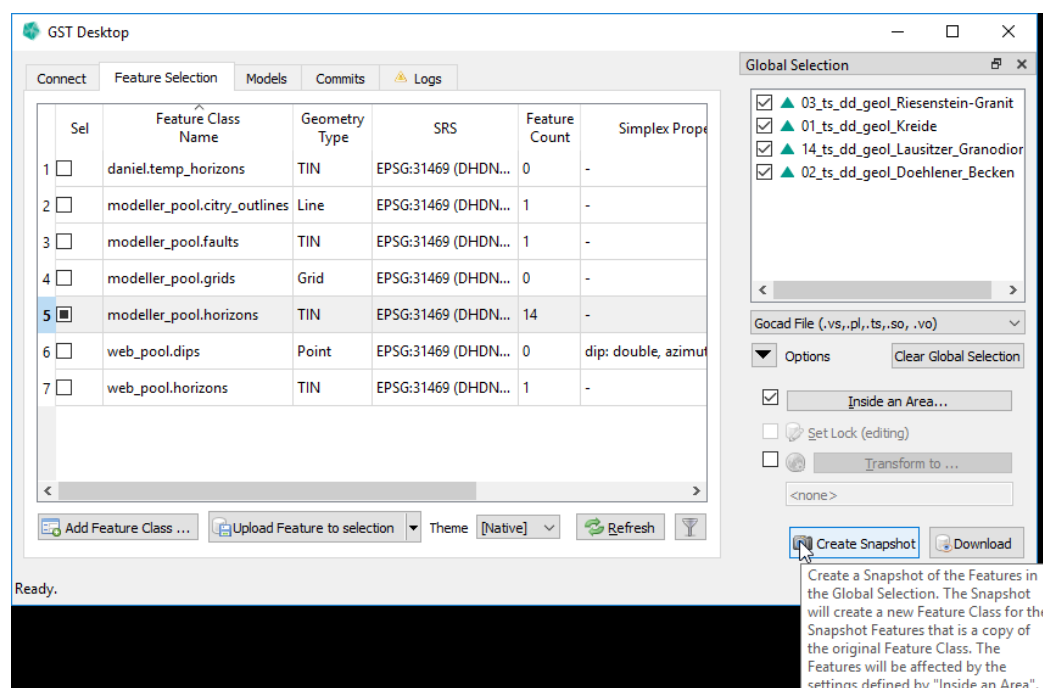
### Note

The Feature Class name must be unique for a given owner.

## Snapshot of Feature Selection

There is also the possibility to create a Snapshot of a subset of Features and limit their spatial extent.

Figure 2.22  
Snapshot Feature  
Selection

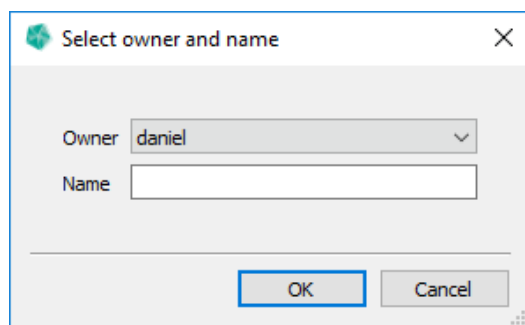


1. Select the subset of Features (see [Browsing Features and changing Object Property Values](#) on page 25).
2. If you want to limit the spatial extent of the Features, use **Inside an Area...** (see [Download inside an Area](#) on page 72). Depending on the settings, some Features might not be accepted by the Selection Area. In this case, a warning with the list of rejected Features will be displayed.

## 2. Tab: Feature Selection

3. Press  **Create Snapshot**. This will open the **Snapshot Owner and Name** dialog.

Figure 2.23  
Snapshot owner and  
name



4. Select the owner in the **Owner** combo box.
5. Input the name in the **Name** text box.
6. Press **Ok** to accept or **Cancel** to abort.

The Snapshot created from a Feature Selection has the same properties as specified in [Snapshot Feature Class](#) on page 41.

## 2.9 Import and export Feature Classes (fcdxml files)

GST Desktop offers the possibility to export Feature Classes into files. The Feature Class Detailed Descriptions [metadata about the Feature Class but not geometry data] are packed into an xml file and are written to a **fcdxml** file.

There might be several reasons to export Feature Classes. They typically are ...

- \* ... simply to backup a custom base frame of Feature Classes. Backups are recommended especially if you have an enormous set of Properties and the Feature Class Creation Dialog requires many clicks to reproduce them. This is the main reason why the **Add Feature Class Dialog** offers a button to **Restore from Template** and allows to Setup **Stored Template** Feature Classes [see [Add a new Feature Class](#) on page 29].
- \* ... when moving Feature Classes. This can be either used to copy Feature Classes from one User Space into another, or to restore Feature Classes on a different instance of GST Storage [e.g. from an intern platform to a presentation platform].

### Note

An **fcdxml contains** no geometry information besides the geometry type. The information in a fcdxml is a list of Feature Class Detailed Descriptions that are

- \* The Name of the Feature Class
- \* The Owner [User or Group]
- \* The Spatial Reference System
- \* The Geometry Type
- \* The Object Properties [Constrained and Regular]
- \* The Simplex Properties [Constrained and Regular]
- \* [For Constrained Properties the table name of the Foreign Key target table and the name of the mapped column is stored. Take care that these tables exist when restoring a Feature Class on a different Instance.]

To export a complete Feature Class [including the geometry data] export the Geometries as well, see [Tab: Feature Selection - Downloading data](#) on page 70.

### Export Feature Classes

Feature classes can be easily exported.

1. Select the Feature Classes to export in the Feature Class Table List [in [Figure 2.1](#) on page 20 the [blue box](#)].
2. Use the Context Menu [RMB] in Feature Class Table List and choose the Action **Export selected Classes**

## 2. Tab: Feature Selection

3. Select a file location where you want to store the fcdxml file.

### Tip

Feature Classes can be exported from **Add Feature Class Dialog** as well via the button **Save as template**, see [Add a new Feature Class](#) on page 29.

## Import Feature Classes


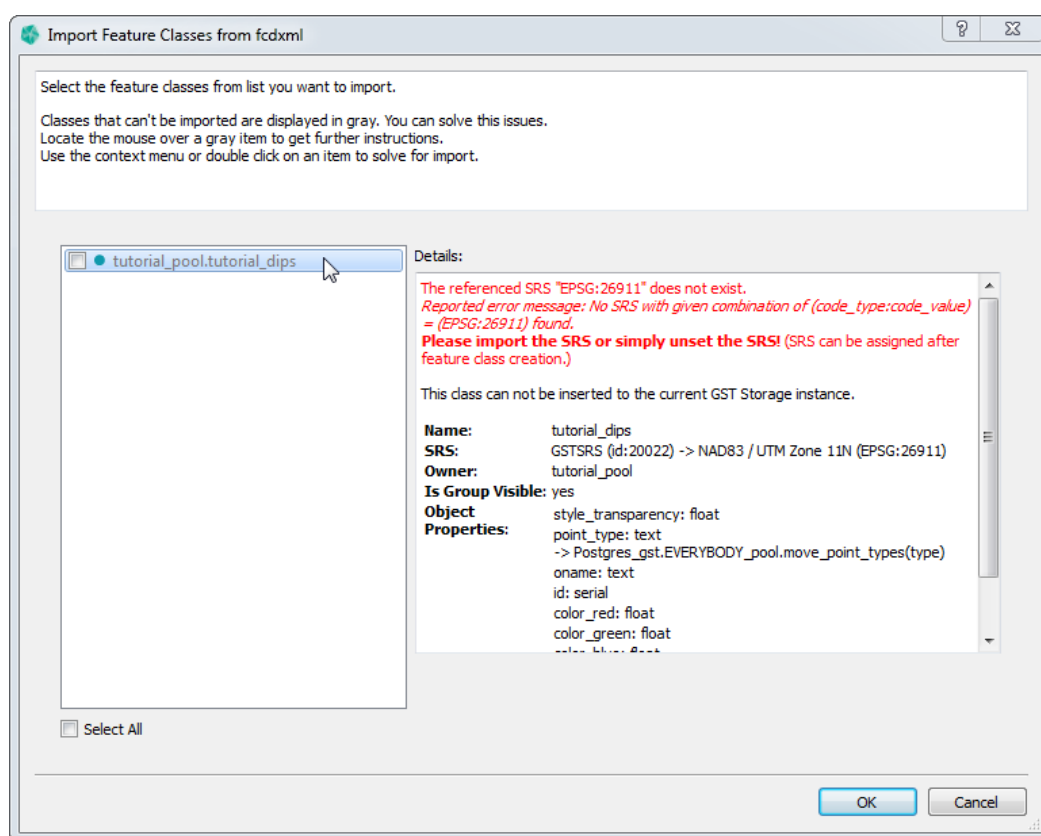
Use the context menu item  **Import Classes from file** to import from fcdxml [see [Figure 2.4](#) on page 23]. Alternatively, the fcdxml can directly be imported via drag'n'drop to GST Desktop.

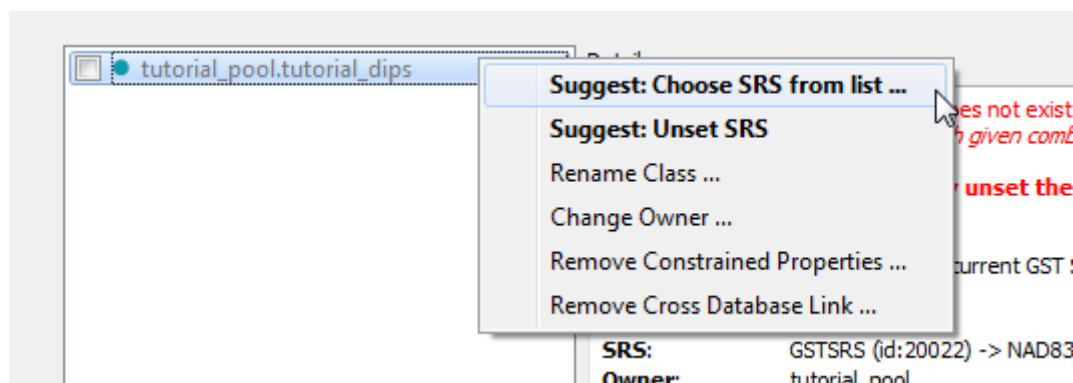
Figure 2.24  
The content of the  
fcdxml is presented  
in the **Feature  
Classes Dialog**.



Select a Feature Class to get detailed information about it. **Inactive or grey items** indicate that conflicts occurred during the import of the Feature Class. **The details about the conflict are shown in the textbox on the right side colored in red.** The bold text gives a possible resolution. The resolution can be applied within this Dialog. Therefore use the context menu (RMB) on the item to show the resolutions. The bold text suggests a possible solution, which can be applied within this dialog. All suggestions will be shown as bold options in the context menu of the item. (You can also reach the suggested solutions by double clicking in a item.)

Figure 2.25

The context menu of each item gives resolution. The suggested resolution is highlighted in bold.



The resolution options are

**Choose SRS from list** If the SRS specified by the fcdxml could not be matched automatically [see note box] with an SRS of the current GST Storage, specify one manually.

**Unset SRS** Sets the SRS to <None>.

Suggestion to recover the SRS: Create the required SRS [see section [Spatial Reference Systems](#) on page 9] and specify the newly created SRS for the Feature Class via editing the Feature Class [see section ?? on page ??]

### Note

When importing Feature Classes from a different instance, the SRS identification can differ. Thus an **SRS automatch** tries to find an SRS with the same **code\_type:code\_value** pair (e.g. EPSG:4326) and will fail if no such SRS exists in the current instance.

**Rename Class** Changes the Feature Class name by user input to prevent name duplicates.

**Change Owner** Sets a different owner from drop down list.

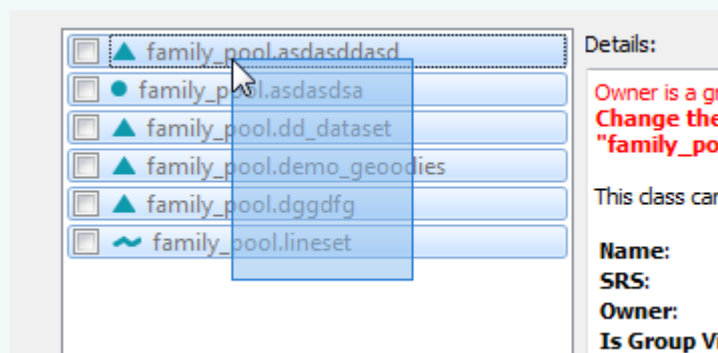
**Remove Constrained Properties** Removes all Constrained Object and Simplex Properties. [useful if e.g. target tables are not available]

**Remove Cross Database Link** Remove the database label from the target table identifiers. [useful when importing fcdxml files that have been exported on a different GST Storage Instance]

## 2. Tab: Feature Selection

### Useful

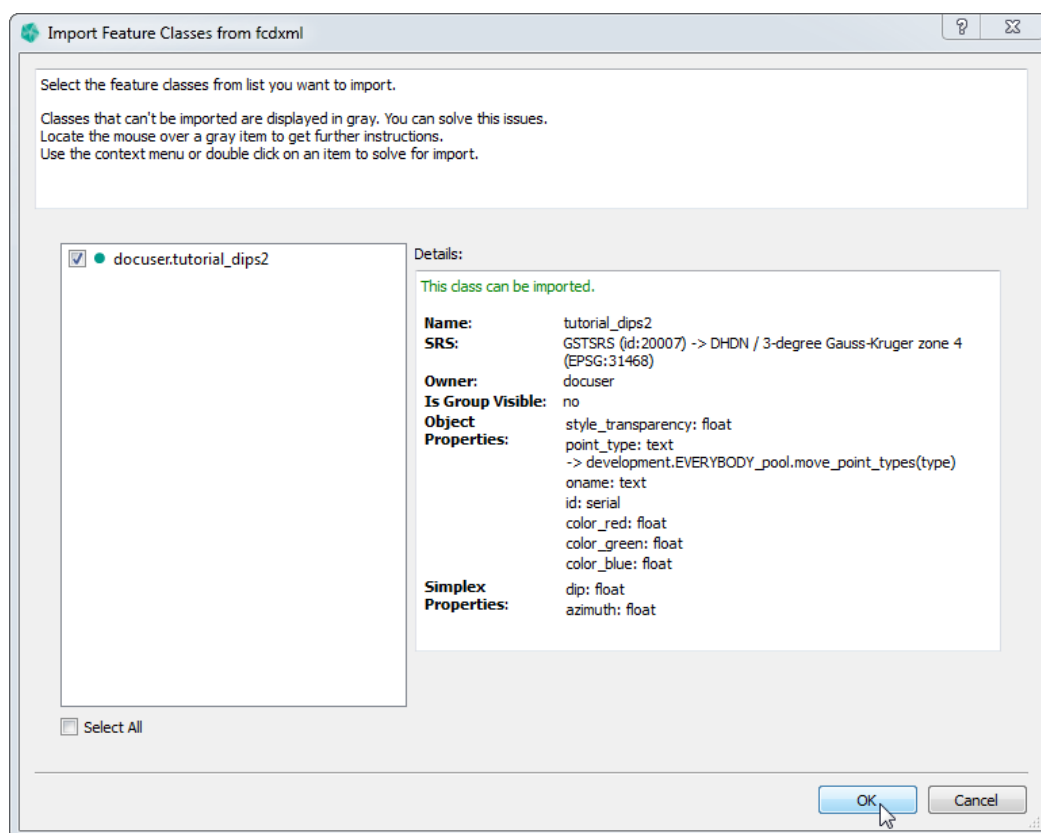
When importing a **large fcdxml** file it can be useful to apply actions to more than one item. To apply a resolution to many items simply select the items to change [press ☐ **Select All** or drag with the mouse a selection rect].



An active item with a **green info text** informs about an importable Feature Class without conflicts. Select the required Feature Classes by clicking on the item checkbox and confirm the Dialog with the **Ok** button.


Figure 2.26

An active item with a **green info text** informs about an importable Feature Class without conflicts.





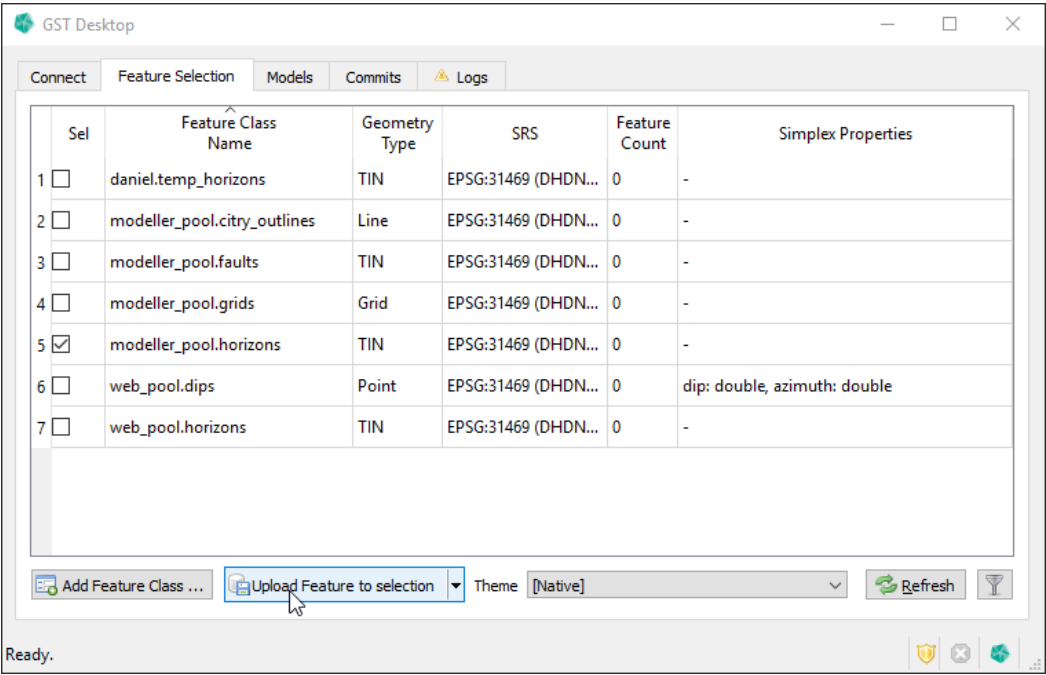
### 3 Tab: Feature Selection - Uploading data



The term **Uploading** has the meaning of adding data to the instance of **GST Storage**. This can be either a simple **upload** (adding new data) or can be an **update** (adding data as a new version of existing data. An update requires a  **lock key** in order to validate the data changes.) To start an upload/update you have two ways:

- 1. Upload data via browsing files [This allows for upload in several Feature Classes in one step.] ..... page 48
- 2. Upload data via Drag'n'Drop ..... page 49

#### 3.1 Upload data [browse files]

Figure 3.1  
Feature selection  
dialog




- 1. Select a target Feature Class. When you have selected a Feature Class in the Feature Class list, the button  **Upload Feature to selection** becomes active.
- 2. Click the  **Upload Feature to selection** button to start the upload into the target class.

**Tip: Uploading same data into several Feature Classes**

If you want to upload the same data into several classes, select more than one class in the list.

### 3. Tab: Feature Selection - Uploading data

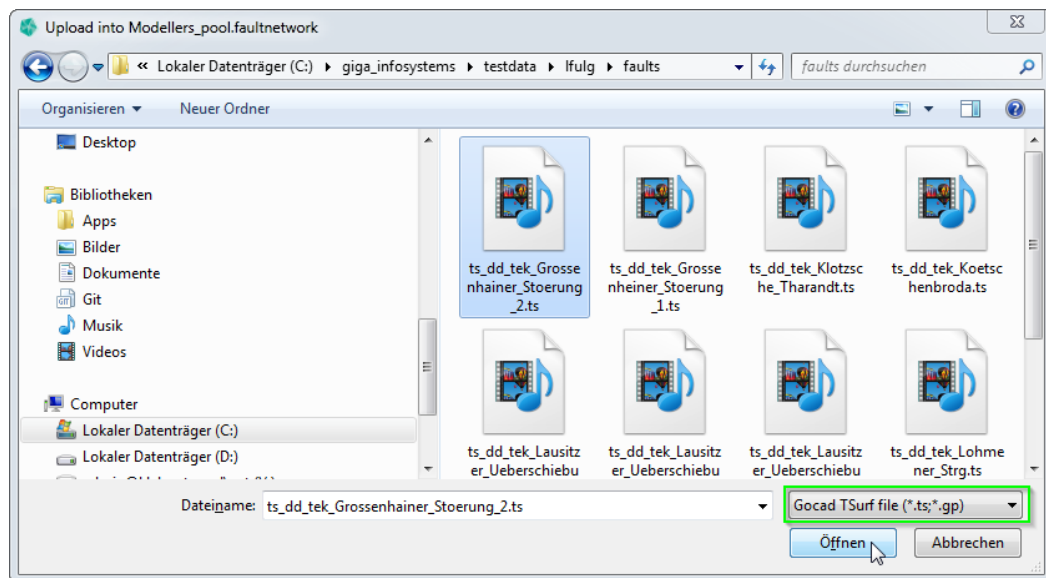
#### Tip: Uploading with context menu

Alternatively you can use the context menu to upload data. For this, click with the RMB on the target Feature Class and choose  **Upload into: ...**

### 3. Select files for uploading in the **Open File dialog** (Figure 3.2)

Figure 3.2



Open File Dialog:  
Browse and select  
the files to upload.  
Please remark the  
file extension filter  
(**green box**) on the  
bottom right to  
control the displayed  
file types.



After the Open File Dialog is confirmed the files are parsed and the **Upload Wizard** (Upload Wizard on page 51) will guide through the upload.

## 3.2 Upload data (Drag'n'Drop)

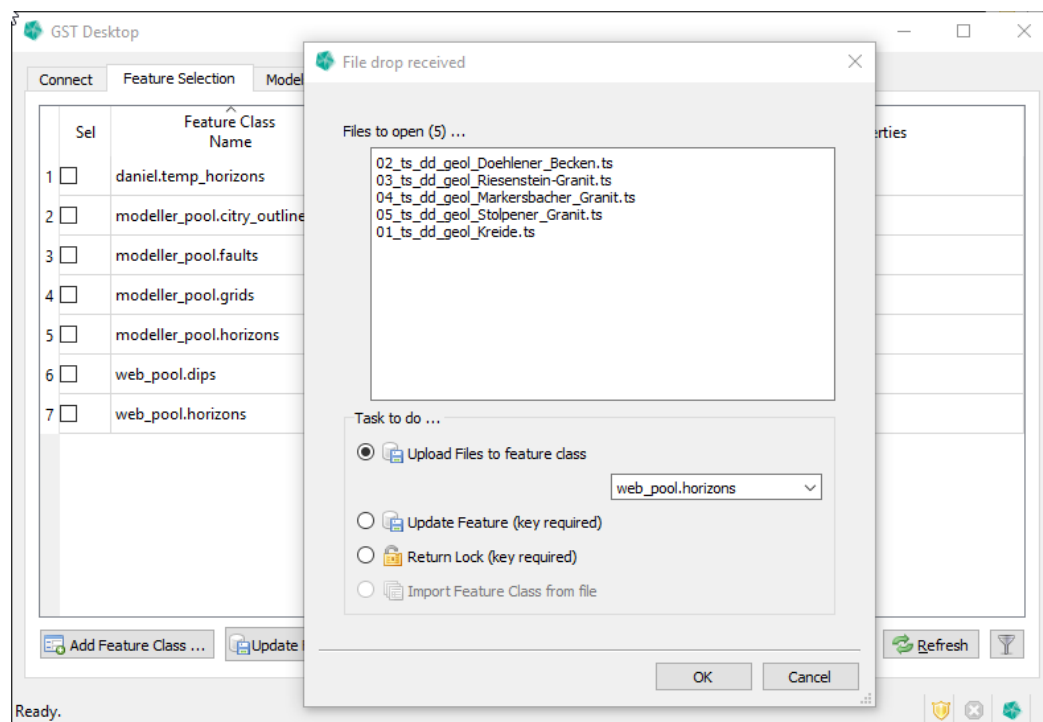
As an alternative to the browse files method, you can drag'n'drop files you want to upload from your file manager onto **GST Desktop**. The following file types are accepted:

- \* **geometry files** (like Gocad ASCII files, Surpac STR/DTM files etc.)
- \* **session or object archive files**. This allows to easy start updates when the archive files are containing a  **lock key**. On the other hand this method can be used to return a  **lock key**.
- \* **fcdxml files** (Feature Class Description files). See [Import and export Feature Classes \(fcdxml files\)](#) on page 44 for more information about recreating Feature Class on other instances of **GST Storage**.

### 3. Tab: Feature Selection - Uploading data

Figure 3.3

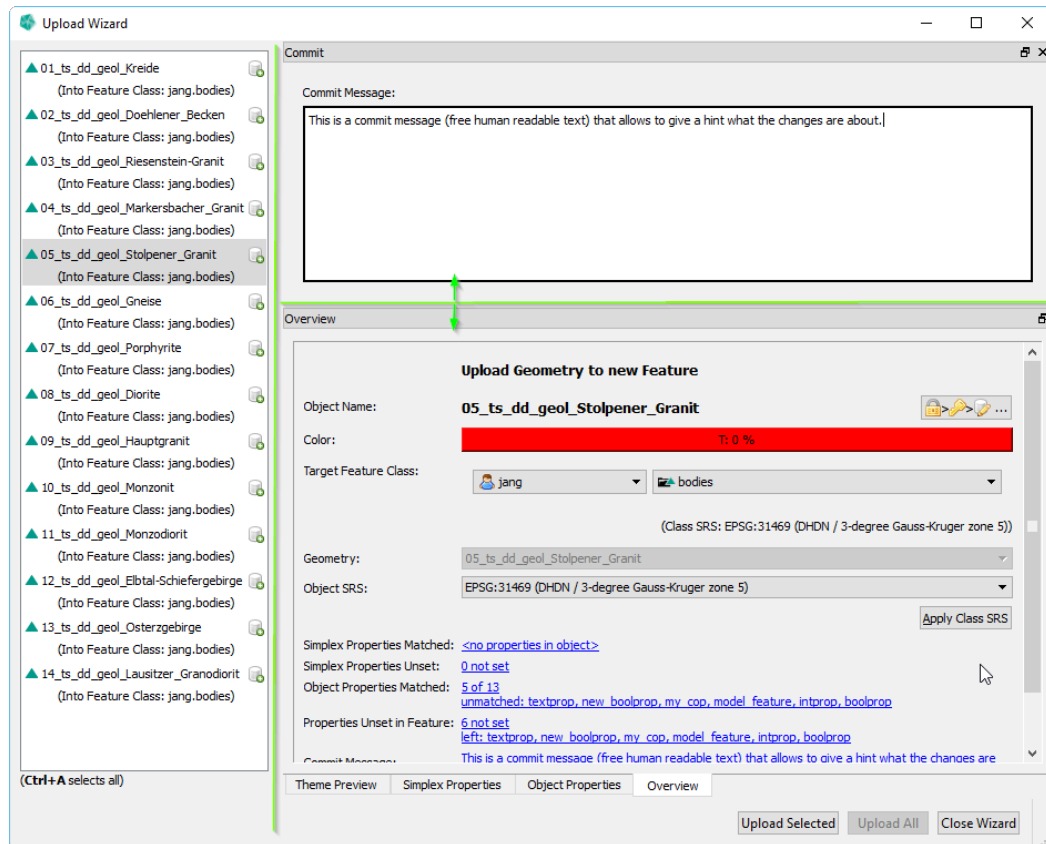
After you drop files on GST Desktop a dialog asks for what action to perform with the files.



After the action was specified a process starts to read the files. The file contents will be presented in the **Upload Wizard**, where the **Target Feature Class**, **Feature Properties**, **Simplex Properties**, **SRS** definition and more can be applied for inserting the data into **GST Storage**.

## 4 Upload Wizard

Figure 4.1  
The UploadWizard.  
Remark the  
realizability [green  
lines in this  
screenshot]



The **Upload Wizard** guides you through the upload process. This Dialog shows the content of the opened and parsed files in the list on the left side. Select one or more items on the left side to show details about the selection on the right side. Remark the tabs [**Simplex Properties**, **Object Properties** and **Overview**] on the bottom. You can perform changes on the selected objects (e.g. change or set object properties, set SRS, etc as explained in the following section).

When all configurations and changes are correct (use the **Overview** section to show all information in one place), use one of the buttons on the bottom of the wizard to start the upload.

- \* **Upload Selected** Uploads the selected object(s). [No more changes can be applied to these objects afterwards.]
- \* **Upload All** Uploads **all** objects. Please verify that the settings for all objects are correct.
- \* **Close Wizard** Closes the Wizard [discards all remaining objects within this Upload

Session].

The tabs as well as the box **Commit** are dockable widgets (see tip below). Their function will be explained in the following pages:

* <b>Commit</b> .....	page 53
* <b>Overview</b> .....	page 54
* <b>Object Properties</b> [for Single Selection on left list] .....	page 62
* <b>Object Properties</b> [for Multi Selection on left list] .....	page 64
* <b>Simplex Properties</b> .....	page 65
* <b>Theme Preview</b> .....	page 67

### Tip: Customize the Upload Wizard


The sections are placed in so called "dockable widgets". These widgets allow resizing, moving and rearranging in order to customize the upload wizard's appearance. You can drag them by clicking on titlebar and place, move or resize the widgets [as known from other applications].

### Tip: Links in overview

A click on a blue highlighted link at the bottom of the **Overview** section brings the corresponding section to the front.

### Tip: Drag'n'Drop

You can add additional archive or geometry files to the active upload sessions by drag'n'dropping them onto the Upload Wizard window.

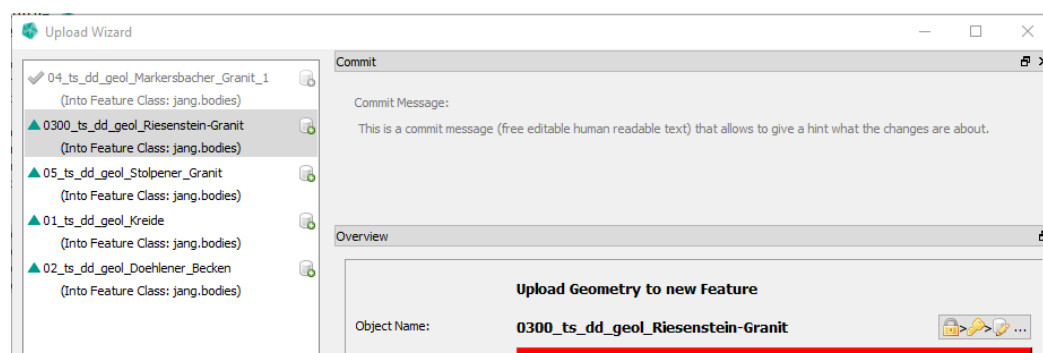
This can be useful when you have added an updated object file but forgot to add the corresponding session archive file [containing the  **lock key**]. Geometries from drag'n'dropped files will be added to the list on the left side.

### 4.1 Section: Commit Message

This text field is mandatory. Give a brief but meaningful hint about what data will be uploaded or are going to be changed and why.

The commit message text is valid for the whole upload process. The commit will be finalized as soon as the first object is transferred to the database. No further changes to the commit message will be possible after that. From this moment the commit message textbox is no longer required and can be **✕ closed**.

Figure 4.2  
The commit message text box becomes unavailable when the first object is committed.



#### Note

The commit message and all assigned Feature changes can be seen by any user in the **Commit Tab** in the **GST Desktop** main tab list, see [Tab: Commits](#) on page 89.

## 4.2 Section: Overview

Figure 4.3


The overview section shows all relevant information in one place and highlights missing input.

The overview section shows all relevant information in one place and highlights missing input [like in figure 4.3 it highlights the missing SRS information for the current object 04\_ts\_dd\_geol\_Markersbacher\_Granit.]

From top to bottom the information and controls are:

**Headline** A text about what will be done [Upload or Updating]


**Object Name** The geometry name as parsed from its file

 **Lock a Feature** Connect a geometry with a Feature in order to update it. [Instantly a lock key will be received.] ..... page 56

**Color** The color of the geometry as parsed from its file. You can click on the color button **T: 0 %** [the label is indicating the transparency channel of the color] to change the color of the Feature.

**Target Feature Class** Shows the target Feature Class for the selected geometry. The target class can be changed by first selecting the owner [left dropdown box] and second the Feature class within the owner's pool [right dropdown box]. Below the two dropdown boxes

is the Feature class SRS.

**Geometry** Shows which geometry will be uploaded. This dropdown box will be enabled for  **Unresolved Items**. Use this box to connect a unresolved item with a geometry. A unresolved item can occur when specifying an archive file for the upload/update but the corresponding geometry file could not be resolved from that archive. This can happen when the filename of the geometry was changed from a third party software or the geometry name has been changed since it was locked. ... page [57](#)


**Object SRS** Use the drop down box to specify the Spatial Reference System of your object's coordinates. The button **Apply Class SRS** sets the SRS to the one set on the target Feature Class. **Please be aware that coordinate transformations due to different SRS can possible cause shifts in the coordinates.** ..... page [60](#)

**Simplex Properties Matched** Shows the number of matched simplex properties from the object. A mouse click highlights the **Simplex Properties** section.

**Simplex Properties Unset** Shows the number of simplex properties defined in the Feature Class that are not present or could not be matched in the current object. Those properties will obtain a NULL value after uploading (indicating a "value is missing"). A mouse click highlights the **Simplex Properties** section.

**Object Properties Matched** Shows the number of matched object properties from the object. A mouse click highlights the **Objects Properties** section.

**Properties Unset in Feature** Shows the number of object properties defined in the Feature Class that are not present or could not be matched in the current object. Those properties will obtain a NULL value. Object properties can be later set or changed in the Feature dialog [see [Browsing Features and changing Object Property Values](#) on page [25](#)]. A mouse click highlights the **Objects Properties** section.

**Commit Message** Displays the commit message. When the **Commit** section has been  closed, a mouse click will reopen the **Commit** section.

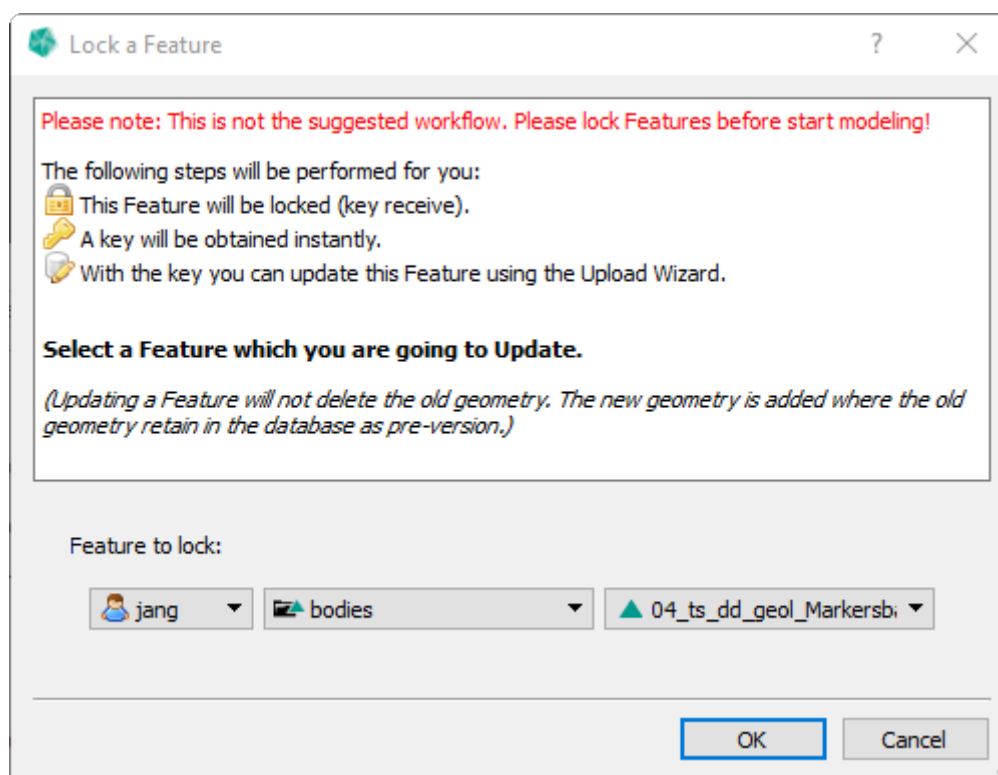


## Lock a Feature in the Upload Wizard

### Important Note

**Locking a Feature in the Upload Wizard is not the suggested workflow. Use it as exception!** It is possible that a user in the meantime starts modeling. To prevent the loss of updates please lock Features before you start to model!

Figure 4.4  
Select a Feature to  
instantly request a  
lock



Locking a feature is only active for items to **upload** (see figure 4.5 left side).

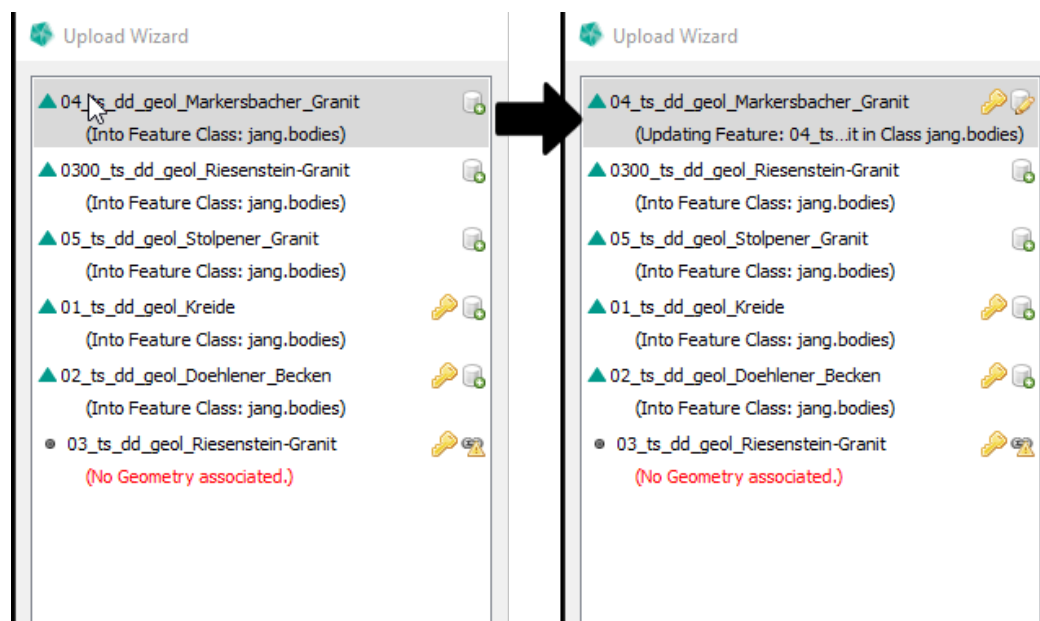
When pressing the button **Lock a Feature** a dialog pops up asking for a Feature to lock. In the three drop down elements first select the owner pool your Feature Class is in. Second select a Feature Class and third select the Feature to lock. When confirming this dialog with the **Ok** button the selected Feature will be requested for a lock. As long as no other user is still locking this Feature a valid **lock key** will be returned from the database and assigned to the current selected geometry. Remark the changed symbol from **upload** to **update** in figure 4.5.

### Important: Disk Space

Updating a Feature will not delete the old geometry. The new geometry will be added with the old geometry retained in the database as pre-version. Extensive usage requires more disk space for your **GST Storage** instance.

Figure 4.5

Lock a Feature is available for new and unassigned geometries. These are indicated as items to **upload**. After locking the item is marked as **update**

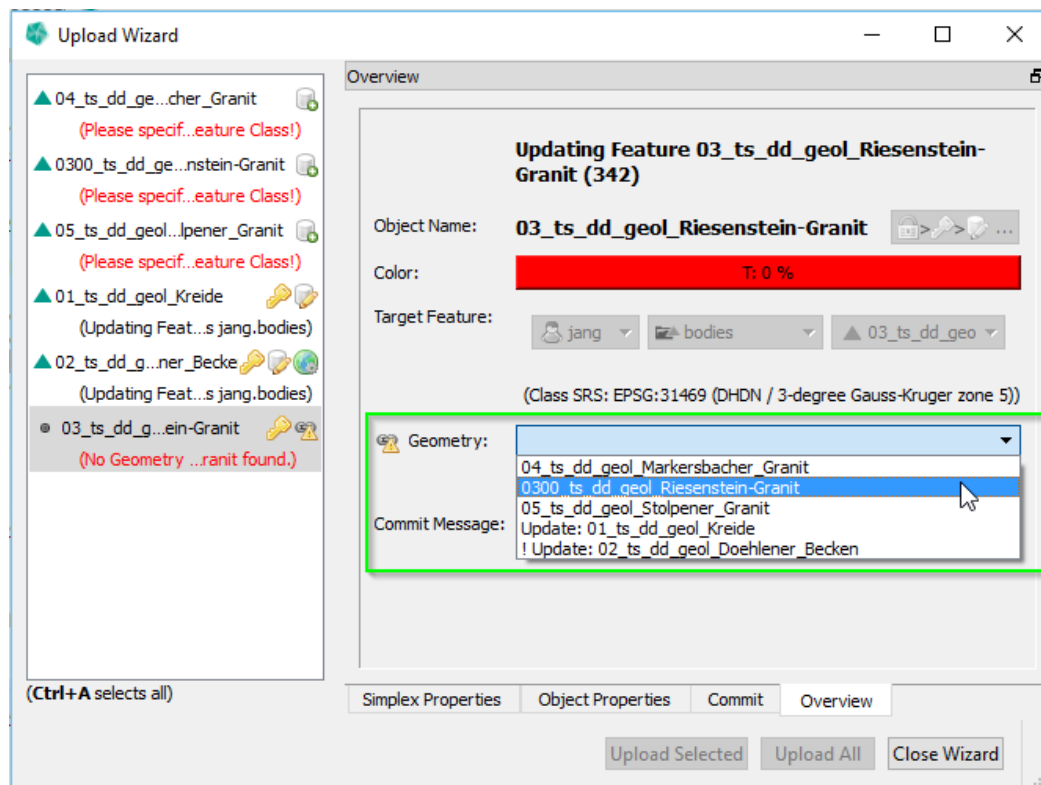


### Link a Geometry to a Unresolved Item






#### 4. Upload Wizard

Figure 4.6

For a **Unresolved Item** select a Geometry from the drop down list in the **Overview** section.



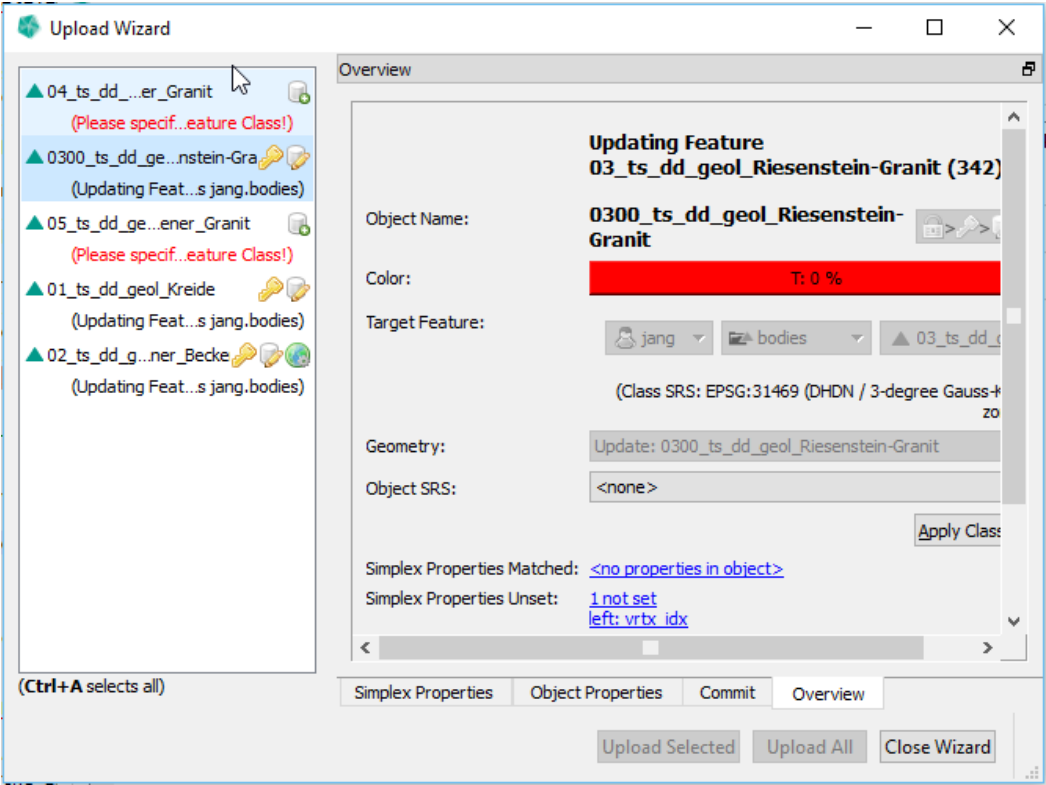
**Given is the following situation:** A user downloaded data from GST in the Gocad file format with a lock in order to edit the data. [See [Locking – Download data for modification](#) on page 76 on how to download data with a lock.] On the hard disk several Gocad object files were written plus a session archive file [containing the lock keys]. The user imported said data into Gocad and started modeling. During this process the user renamed an object and also created some new objects. After the modeling process, the data [the edited objects and the new objects] was loaded back into GST Desktop for a upload/update back into GST. [This can be simply done by drag'n'drop the Gocad files and the archive file onto **GST Desktop**, like stated earlier in this chapter see page 48.]

In situations like the one explained above an object was renamed or the object file name was changed and no longer matches the one referenced by a session archive. As a result the connection from the session archive [containing the  **lock key**] and the object file [containing the Gocad modeling result] is broken. The updated geometry is represented wrongly as a new item to  **upload** in the Upload Wizard list. The entry of the session archive with a broken connection to a geometry file is represented as  **Unresolved Item** in the left list [see figure 4.6]. In order to connect the  **Unresolved Item** with a geometry select the  **Unresolved Item** in the list and choose the geometry in the **Geometry** drop down box [in figure 4.6 highlighted by a [green box](#)].

### Important

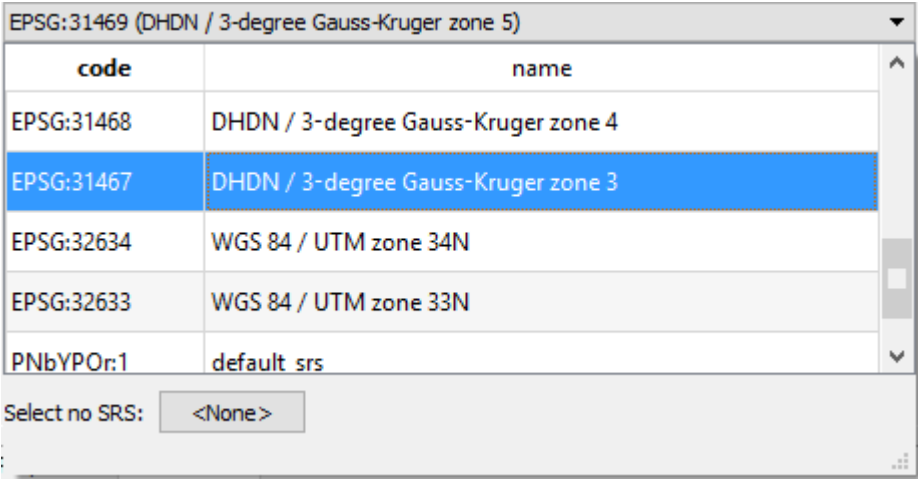
It is required that the geometry to be linked is within this upload wizard session. [This means it should be selected or drag'n'dropped together with the session archive.]

Figure 4.7  
After the link operation is performed the **Unresolved Item** and the geometry to **upload** have been merged.



Specify an Object SRS

Figure 4.8  
SRS drop down box



To specify a Spatial Reference System for an object simply select an SRS from the list. You can type the SRS name or the EPSG code to filter the table.

### Important information about SRS transformations

**Upload Geometry to new Feature**

Object Name: **04\_ts\_dd\_geol\_Markersbacher\_Granit**

Color: **T: 0 %**

Target Feature Class: **jang** / **bodies**


Geometry: **! 04\_ts\_dd\_geol\_Markersbacher\_Granit**

Object SRS: **EPSG:31468 (DHDN / 3-degree Gauss-Kruger zone 4)**

Object coordinates will be transformed. (Reason: Class and object SRS are different.)  
 The transformation can cause some deviation depending on source and target SRS.

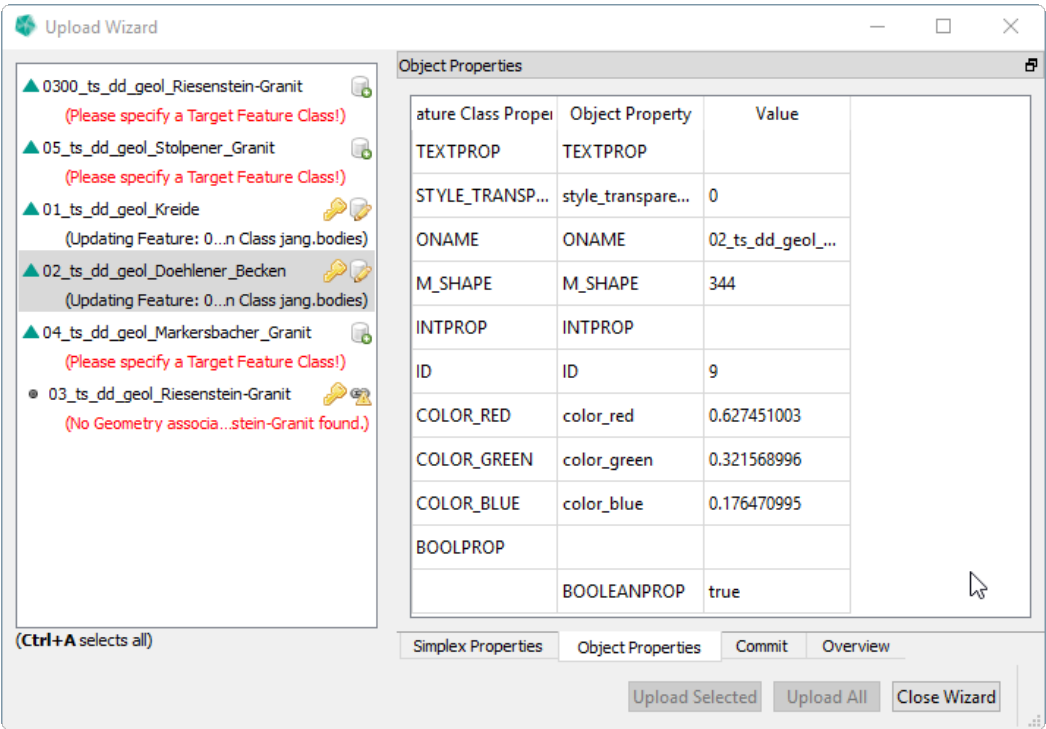
Simplex Properties Unset: [0 not set](#)

[Apply Class SRS](#)

If the chosen object SRS differs from that of the target Feature Class, a coordinate transformation will be performed. An  **transformation icon** in front of **Object SRS** indicates this. Depending on the source SRS [SRS of the object] and the target SRS [SRS of the Feature class] shifts or inaccuracies may occur. These differences may be not constant, depended on the source and target SRS and on the location of the points to be transformed. To minimize this error, take care that your points are inside the valid boundaries of your source SRS and that the target SRS is valid for the expected point location.

4.3 Section: Object Properties

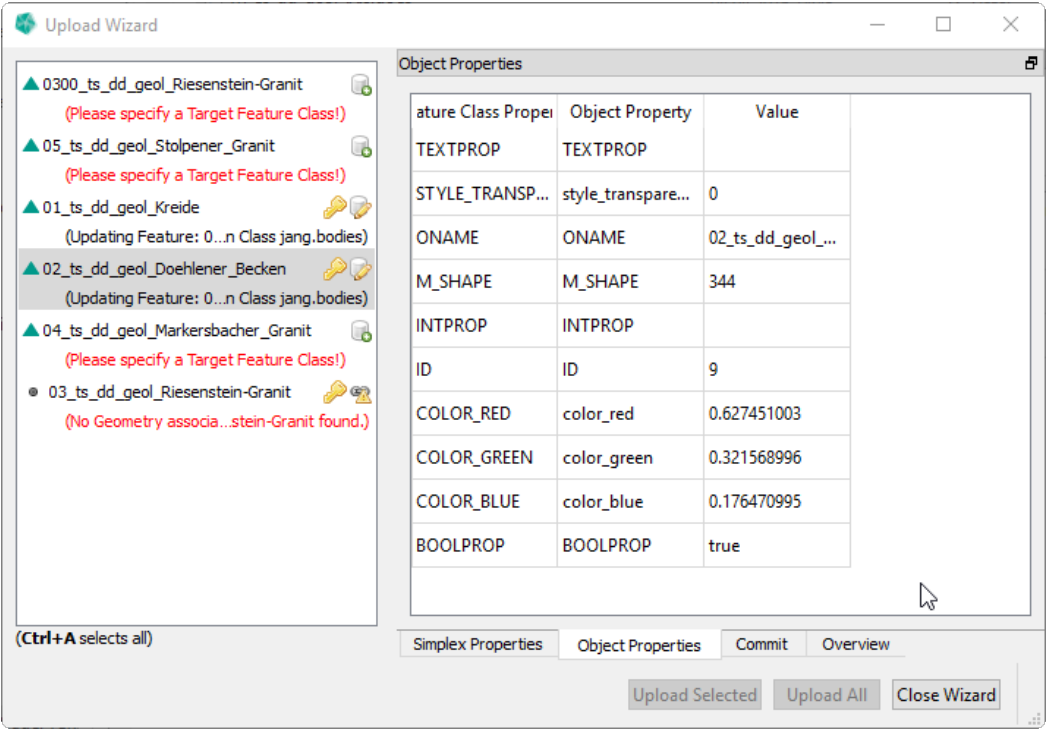
Figure 4.9  
Table listing the object properties and values found from the file next to the object properties present in the Feature Class.



In the section **Object Properties** all parsed properties [from the object file being selected in the left list] are represented in column **Object Property**. The **Feature Class Properties** are under the column with the same name. If the names of the properties matches between both, they have values next to each other in one row [see **ONAME** in figure 4.9]. If a property from the file could not be matched with one of the target Feature Class **Feature Class Property** will be blank. Accordingly, if a property of the Feature Class was not found in the file, **Object Property** will be blank. [see property **BOOLEANPROP** resp. **BOOLPROP** in figure 4.9]. In order to match the properties simply rename the object property to be equal to the Feature Class Property. [Editing of the table cell depends on your OS. Typically this is done via a double click into the cell.] Change the name and press enter. When the names are matching the two columns will be merged [see figure 4.10].

You can also edit the **Values** or add missing ones before the upload. In order to change a **Value** for several objects, select them in the left list [see the next section 4.3].

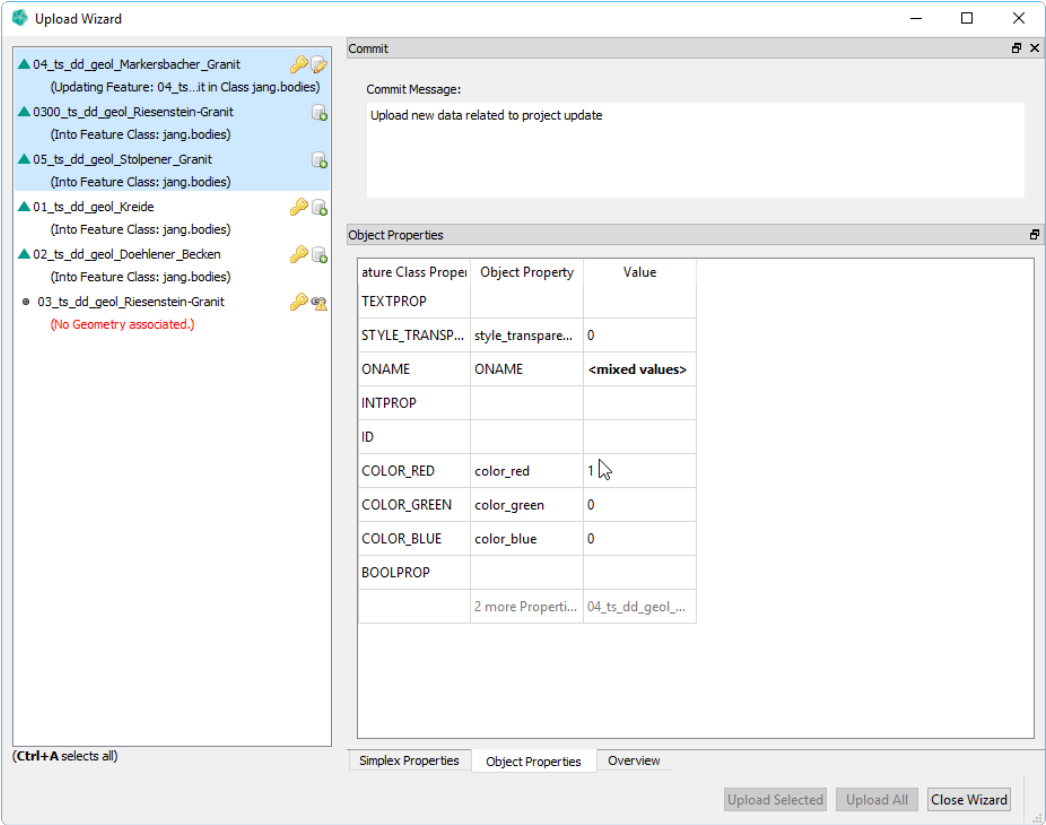
Figure 4.10  
To match properties  
rename the object  
property. Compare  
Property **BOOLPROP**  
with figure 4.9





Multi Selection / Set Property Values in bulk

Figure 4.11  
Multiselection of  
object items in the  
Upload Wizzard




In order to set property values for several object, simply select multiple objects in the left list. [For this, drag a selection box over the list or use the Ctrl-key + mouse click.] The table in section **Object Properties** will list all common properties and indicates unique ones in the last column. To change object values for several objects edit the value in column **Value**.

## 4.4 Section: Simplex Properties

Figure 4.12  
Simplex Properties  
section after a file  
was parsed.



The **Simplex Properties** section shows the simplex properties found in the file on the left and the ones of the Feature Class on the right. If the names of the properties are equal GST tries to match them automatically. You can force this by clicking on the  **automatch** button.


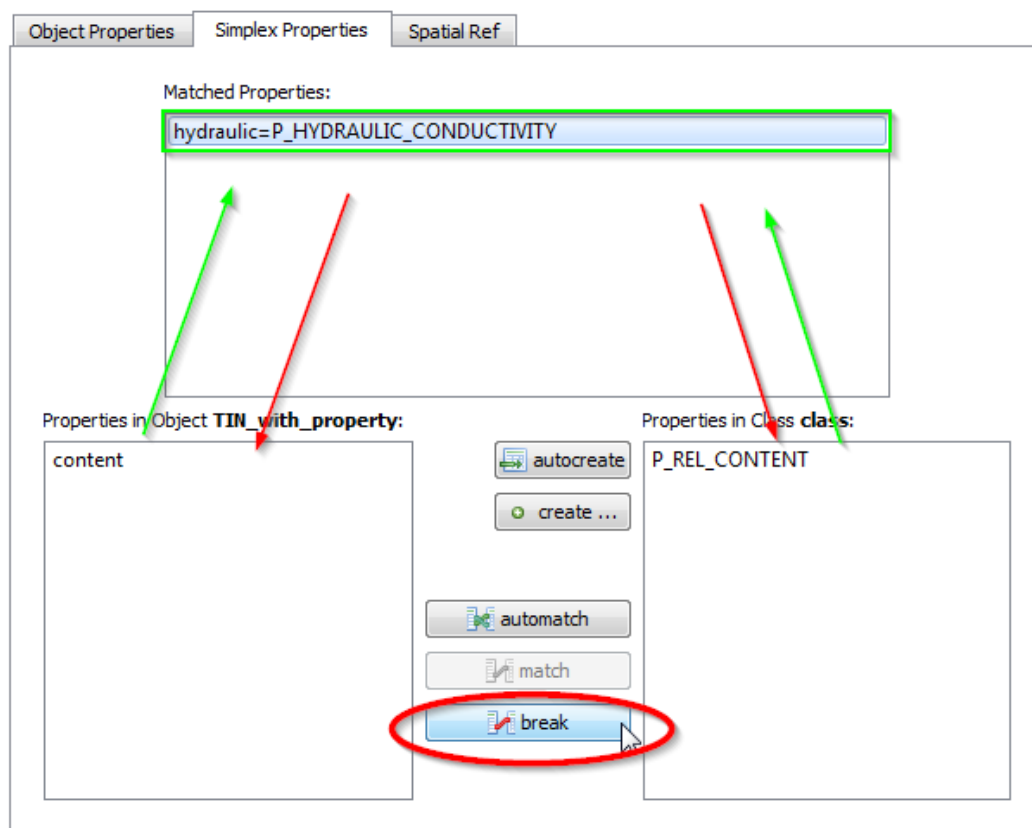



If properties are not matched automatically you can do it manually. To do so, select the simplex property from the file in the left list and the corresponding simplex property of the Feature Class on the right and click the  **match** button [see [green circle](#)].

Figure 4.13  
Simplex Properties  
section after a  
manual match.



The match is symbolized in the list on top of the screen, where the two properties are connected with an equal sign ["="]. You can undo the match by clicking the  **break** button [red circle].

To store simplex properties of the file that are not present in the Feature Class, you have to add them to the Feature Class first.

1. The  **autocreate** button automatically creates a simplex property in the Feature Class on the database for each simplex property from the list on the left.
2. The  **create ...** button allows you to create a new simplex property in the Feature Class on the database. You will be asked for its name and type.

### Note


Creating a new simplex property in a Feature Classes will also create it for every existing Feature of that class. This also means that, for existing Features, the value for this property will be set to NULL [meaning value is missing].

## 4.5 Section: Theme Preview

The dockable section **Theme Preview** shows how the current selected object will be represented in the different Themes that are available on the current GST instance.

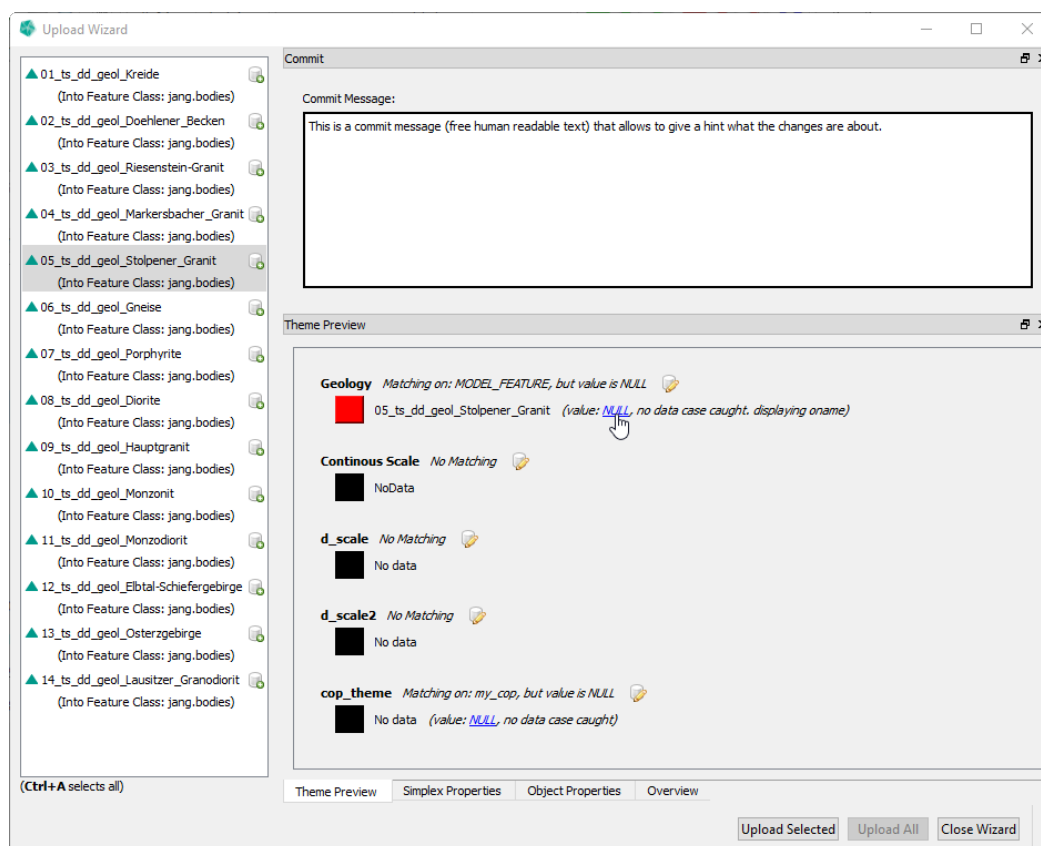
### Note

This chapter requires some basic knowledge about Themes. If you are not familiar with them, please consult the chapter [Manage Themes](#) on page 126 and then continue reading!

If no Object Properties are supplied all Themes will interpret the Feature within the No Data case -- see figure 4.14. [In this example the Theme "Geology" will display the no data case with the native color.] In order to change the Theme definition you can use the quick link button  to open the **Theme Editor** for that Theme. [The Editor will be explained in chapter [Manage Themes](#) on page 126].

The object value causing the match is displayed as blue link. [In this case [NULL](#) matches the no data case].

Figure 4.14  
If no Object  
Properties are  
supplied all Themes  
will interpret the  
Feature within the  
No Data case.

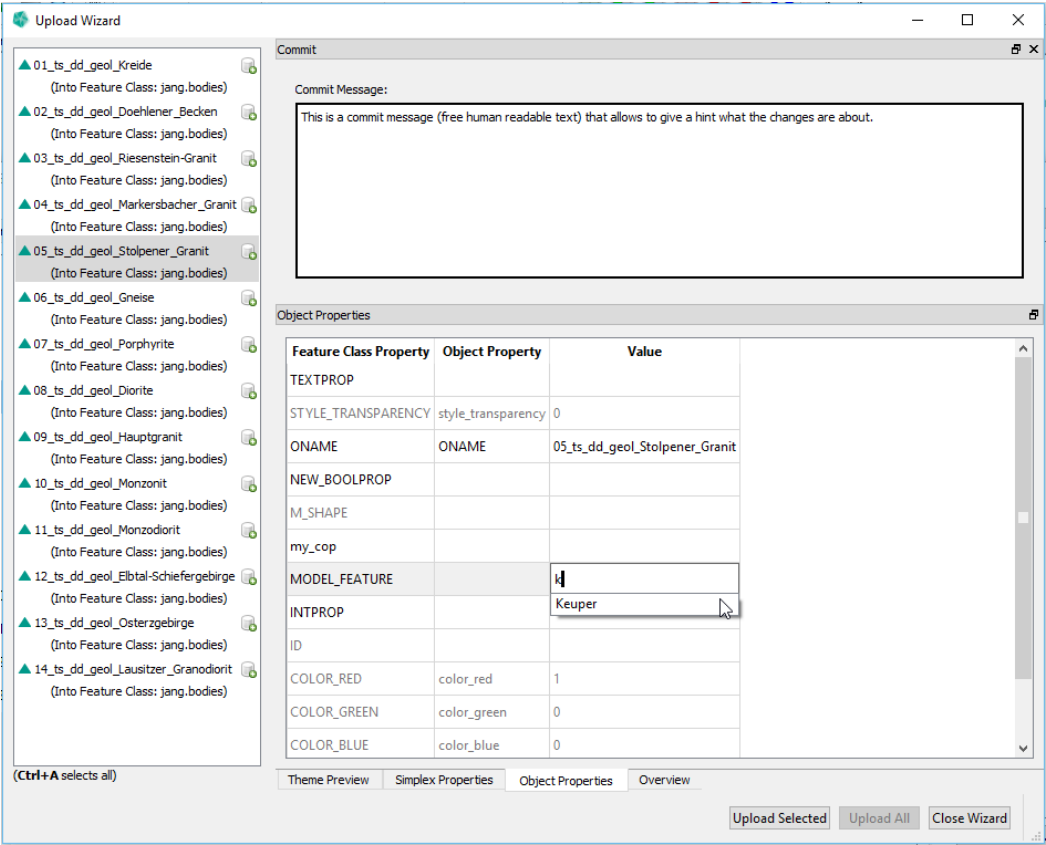


Clicking on the link will forward to the **Object Properties** section and will highlight the matched

4. Upload Wizard

property. While typing, the values that are available in the Theme, will be suggested in a list [please refer to figure 4.15].

Figure 4.15  
While typing, the values that are available in the Theme will be suggested in a list

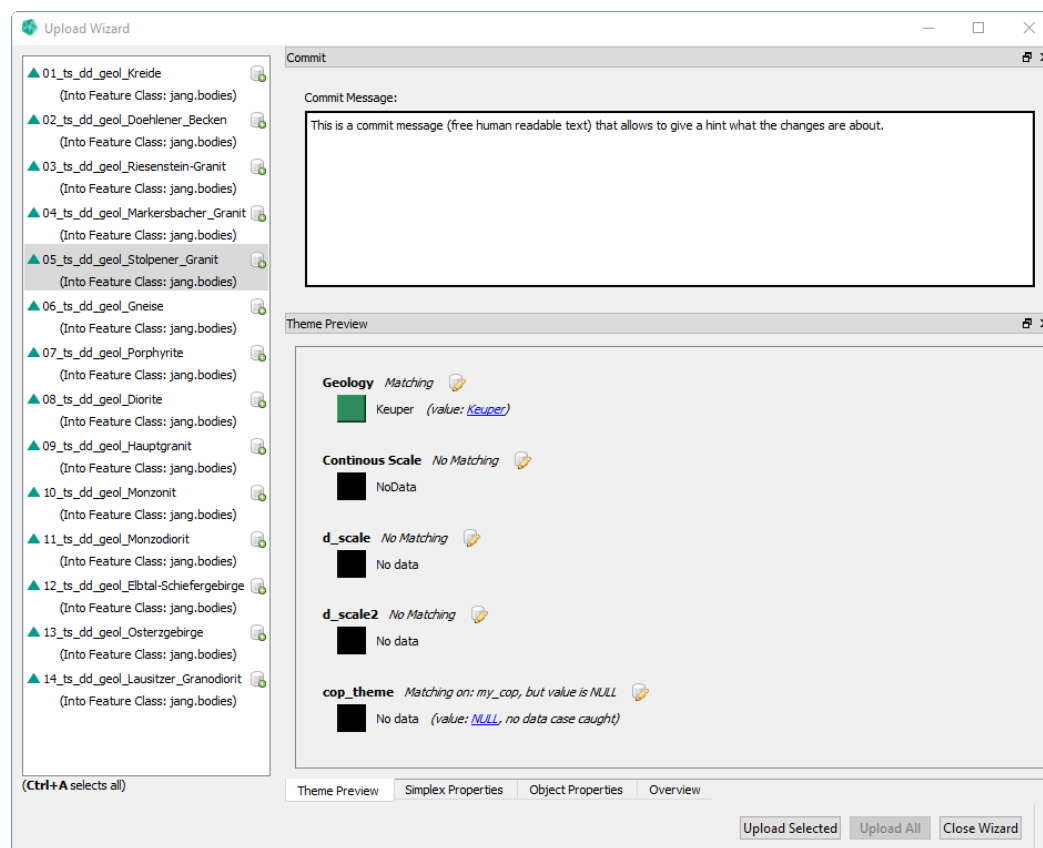


If you enter a property value that is covered by a Theme the **Theme Preview** section shows the object interpreted [and gives a hint which value causes that].

## 4. Upload Wizard

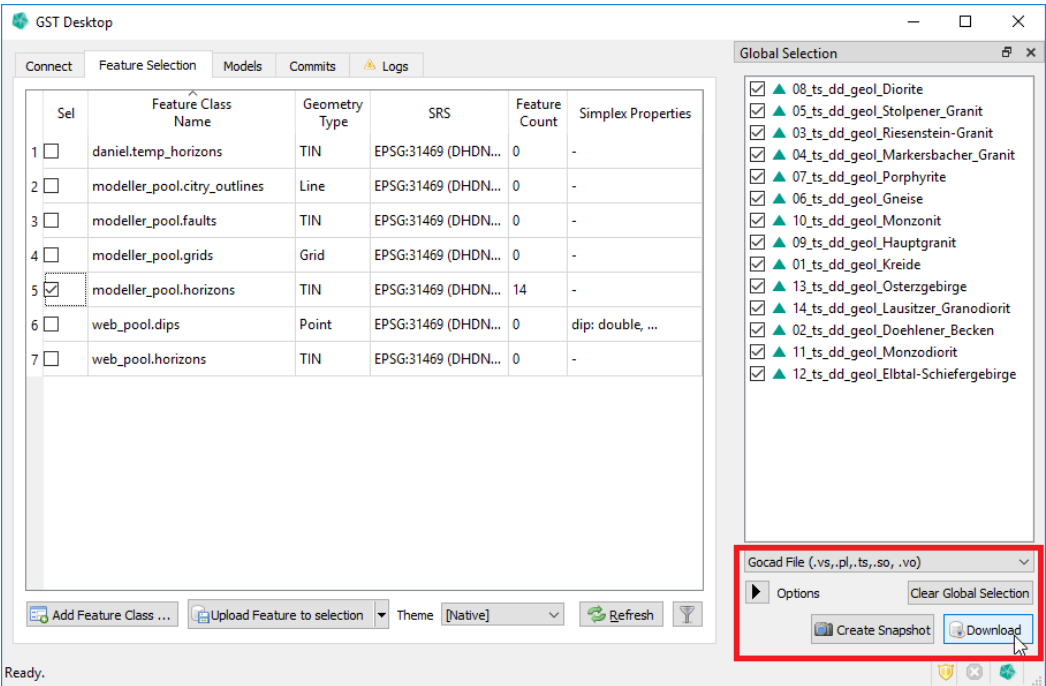
Figure 4.16

If you enter a property value that is covered by a Theme the **Theme Preview** section shows the object interpreted.



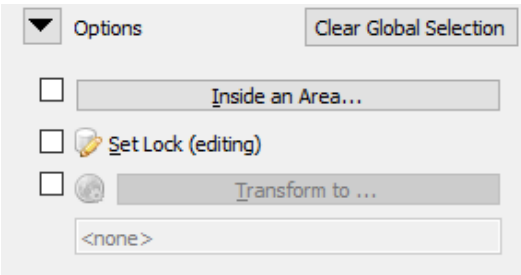
## 5 Tab: Feature Selection - Downloading data

Figure 5.1  
Global Selection  
dialog




- \* **Clear Glocal Selection** Empties the Global Selection.
- \* **Create Snapshot** Create a Snapshot of the Features in the Global Selection. See [Snapshot Feature Class](#) on page 42.
- \* **Download** Download the Features in the Global Selection. The following sections go into more detail.

Figure 5.2  
Download Options



- \* Inside an Area... page 72.
- \* Set Lock (editing) page 76.
- \* Transform to... page 80.

## 5.1 Simple Download

1. In order to download data, select features or feature classes in the Tab **Feature Selection** that you want to download. [The **Selection** widget is shown, listing all data that will be downloaded.]
2. Choose a file format
3. Press the button  **Download** in order to download all selected features from feature classes.
4. In the following GST Desktop asks for a location where downloaded content shall be written to.



## 5.2 Download inside an Area

You can restrict the spatial extent of Features you want to download. GST supports an axis aligned Box or a Polygon.

To enter the required data, press the **Inside an Area...** button in Download Options. This opens the following dialog.

Figure 5.3  
Select inside an area  
dialog

**Select inside an area**

**Define the spatial extension you want to select!**

Selection Area

☒ Box ☐ Polygon

Box

	min	max
x	5395783	5416502
y	5659238	5670945
z	-900000	900000

use bbox

SRS

EPSG:31469 (DHDN / 3-degree Gauss-Kruger zone 5) ▼

use same

Load Threshold

☒ Intersected ☐ Contained

Load Mode

☒ Partial ☐ Full

Lock extension

Border Size: 100,00

compute

☒ Remember settings OK Cancel

- \* Selection Area [green box] .....page 73
- \* SRS [orange box] ..... page 74
- \* Load Threshold and Load Mode [blue box] ..... page 74
- \* Lock Extension [pink box] ..... page 75

## Selection Area

The Selection Area can be defined as axis aligned Box or as Polygon.

### Box

A Box can be specified by entering the minimum and maximum coordinate of the x, y and z axis of the Box.

The **use bbox** button will calculate the Box of all selected Features.

Figure 5.4  
Selection Area - Box

The screenshot shows a dialog box titled "Selection Area". It has two radio buttons: "Box" (which is selected) and "Polygon". Below the radio buttons is a section labeled "Box" containing a table with three rows for x, y, and z coordinates. The table has two columns: "min" and "max". The values are: x (5395783, 5416502), y (5659238, 5670945), and z (-999999999999, 999999999999). Below the table is a button labeled "use bbox".

	min	max
x	5395783	5416502
y	5659238	5670945
z	-999999999999	999999999999

### Polygon

A Polygon can be specified from a file or from an existing Line Feature in GST.

- \* From File. Use the **Browse...** button to select the file. GST currently supports the file formats Gocad pline [\*.pline] and ESRI Shapefile [\*.shp].
- \* From Feature. Select the desired Line Feature from the combo box.

Figure 5.5  
Selection Area -  
Polygon from File

The screenshot shows the 'Selection Area' dialog box with the 'Polygon' radio button selected. Under the 'Polygon' section, the 'From File' radio button is selected. A text field contains the path 'C:/Users/randmaniac/polygon.pl', and a 'Browse ...' button is to its right.

Figure 5.6  
Selection Area -  
Polygon from  
Feature

The screenshot shows the 'Selection Area' dialog box with the 'Polygon' radio button selected. Under the 'Polygon' section, the 'From Feature' radio button is selected. A dropdown menu shows the selected feature 'modeller\_pool.city\_outlines.Test\_polgygon'.

## SRS

Here you need to specify the SRS of the Selection Area. The **use same** button will use the SRS of the Feature Selection.

Figure 5.7  
Selection Area - SRS

The screenshot shows the 'SRS' dialog box. A dropdown menu displays 'EPSG:31469 (DHDN / 3-degree Gauss-Kruger zone 5)'. A 'use same' button is located at the bottom right.

## Load Threshold and Load Mode

These options let you specify when a Feature is accepted by the Selection Area and how an accepted Feature is loaded.

### Load Threshold

Load Threshold defines when a Feature is accepted by the Selection Area.

- \* **Intersected** Any Feature that intersects with the Selection Area will be accepted.

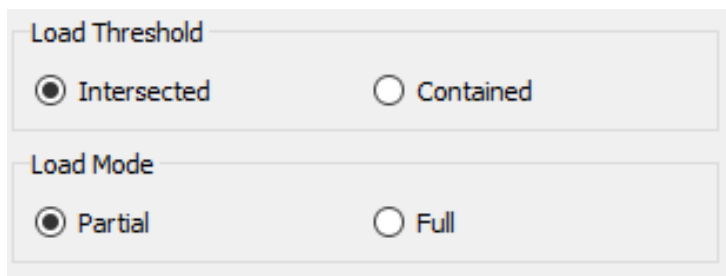
- \* **Contained** Only Features completely inside the Selection Area will be accepted.

### Load Mode

Load Mode defines how an accepted Feature is loaded.

- \* **Partial** Only the part of the Feature inside the Selection Area will be loaded.
- \* **Full** The complete Feature will be loaded.

Figure 5.8  
Selection Area - SRS



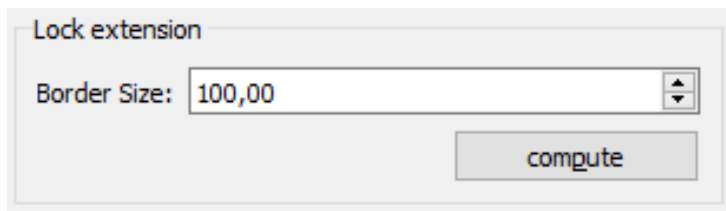
The screenshot shows a dialog box titled "Selection Area - SRS". It contains two sections. The first section, "Load Threshold", has two radio buttons: "Intersected" (which is selected) and "Contained". The second section, "Load Mode", also has two radio buttons: "Partial" (which is selected) and "Full".

### Lock Extension

Here you can specify the safe area border size when using a checkout for modification inside an area. If you don't intend to lock the Feature, you can leave this entry as is.

See [Locking - Download data for modification](#) on page 76 for more information.

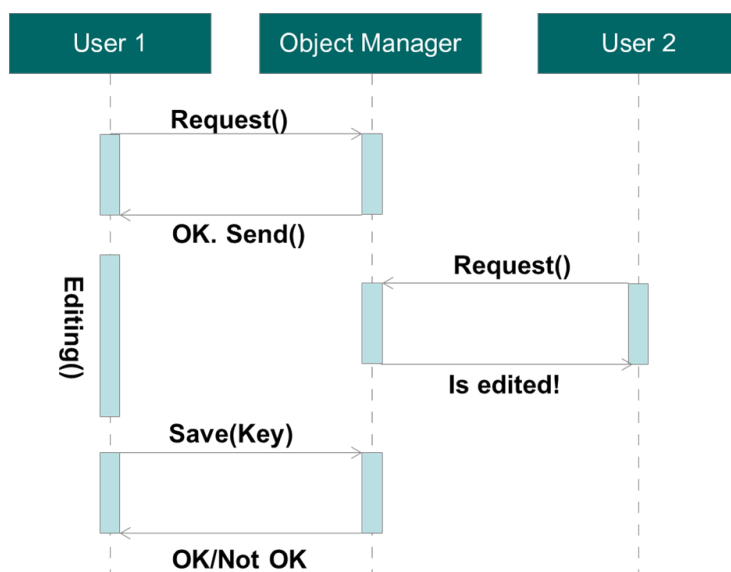
Figure 5.9  
Selection Area - SRS



The screenshot shows a dialog box titled "Lock extension". It contains a text input field labeled "Border Size:" with the value "100,00". To the right of the input field is a small up/down arrow button. Below the input field is a button labeled "compute".

### 5.3 Locking – Download data for modification

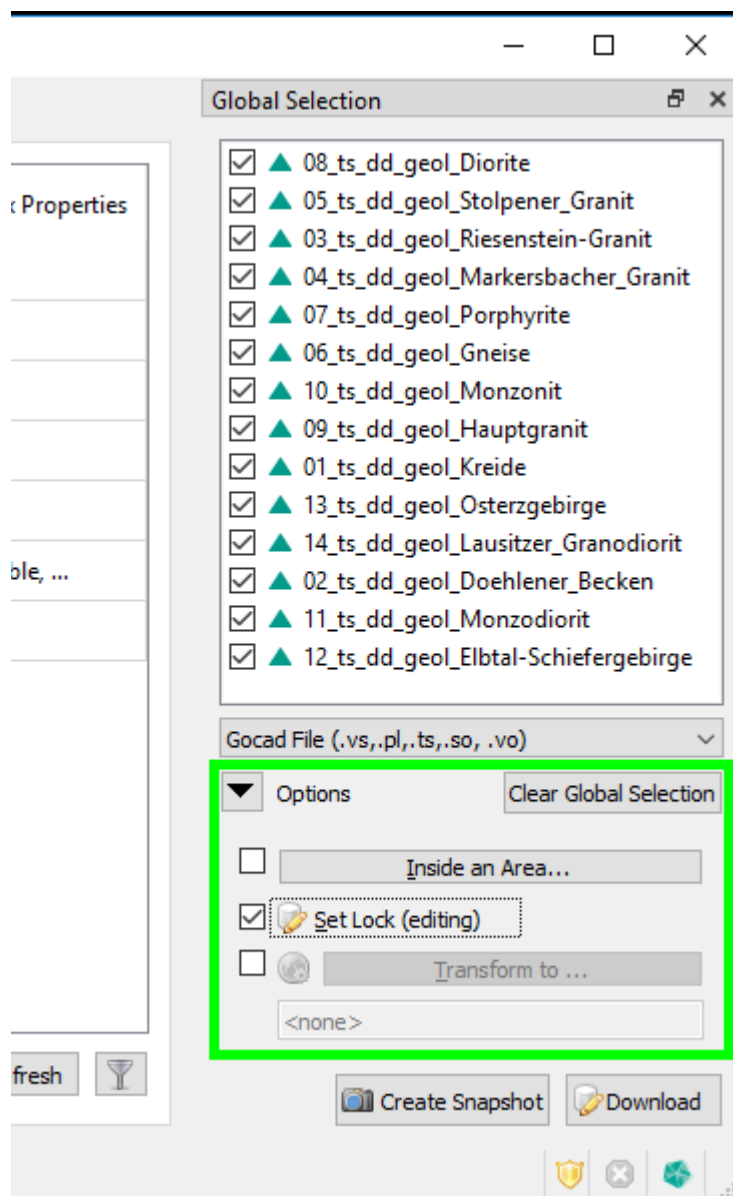
Figure 5.10  
Changing data  
requires a lock key



If you want to modify data it is recommended to request the geometry together with a lock key [check out]. Thus no other user can modify the data until you finished your modification and update the geometry later [check in].

1. To request a lock key for a download use the **Options** list in the **Selection** Widget [see [green](#) box].

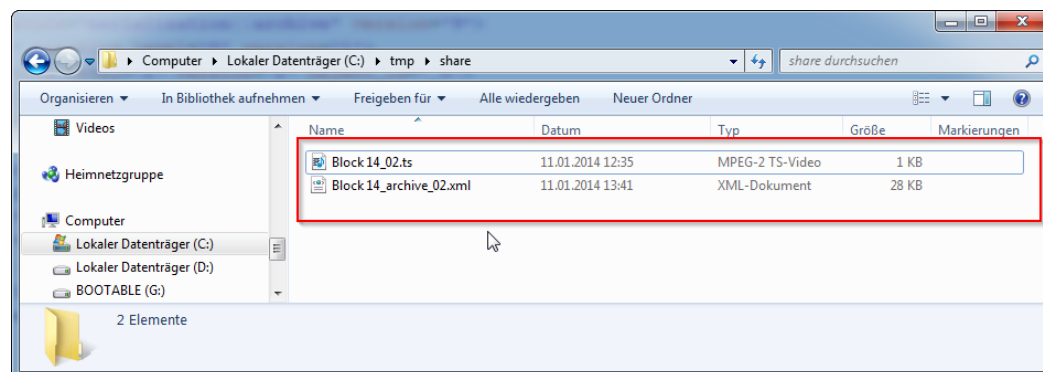
Figure 5.11  
Activation of the  
checkbox "Set Lock  
(editing)"



2. Activate the checkbox **Set Lock (editing)** in the menu. In order to verify the download type (with/without lock), the button icon changes to the database symbol with a pen if you are requesting a lock.
3. Choose a file format and press the **Download** button to start!
4. In the following GST Desktop asks for a location where downloaded content shall be written to.

## Downloaded files

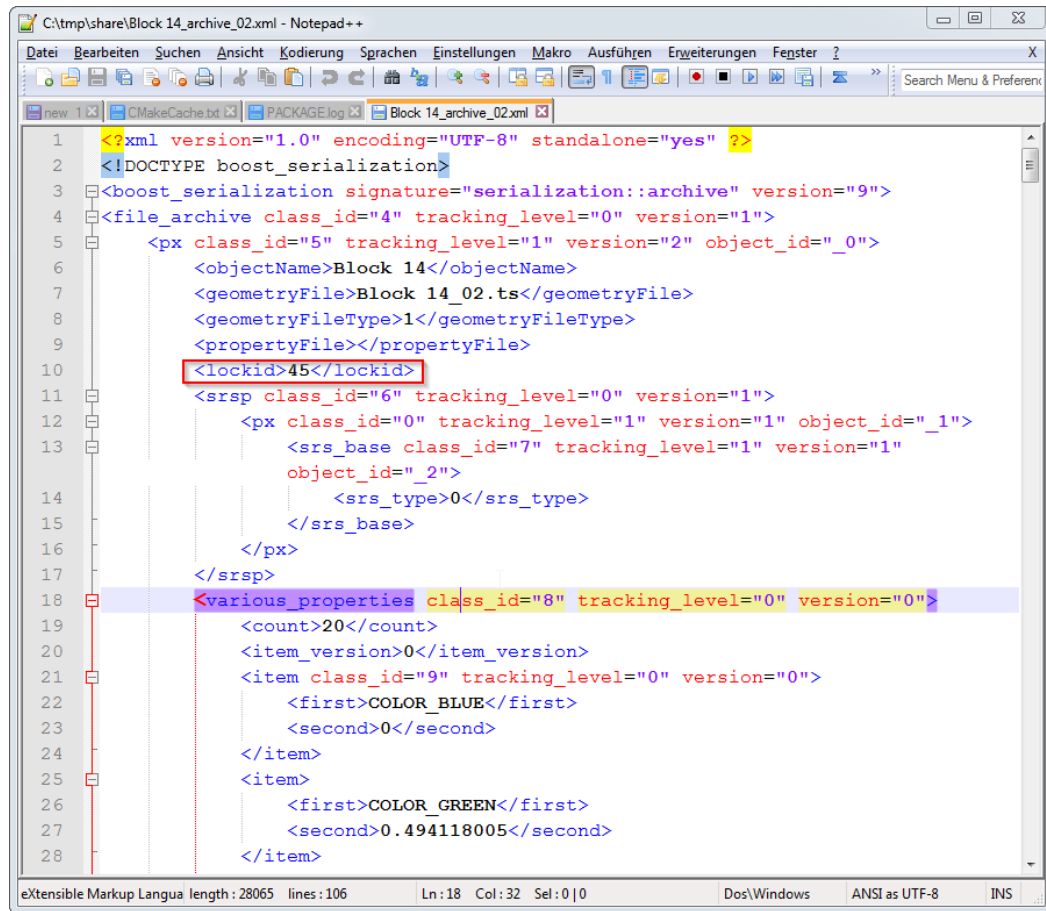
Figure 5.12  
Downloaded files



When navigating to the download folder you had selected for the download you will see your requested file (in this example Block14\_02.ts) and an additional file with the xml extension. This file is the GST archive file. It includes diverse information about the download e.g. all associated files, object name, SRS, lock id etc. Object properties are also stored in order to reconstruct them if the specified file format does not support object properties. If you downloaded the geometry with a lock request the GST archive file stores the lock id, which will be needed if you are going to check in your data again.

You can open the xml file with any text editor.

Figure 5.13  
Opened XML file



In this sample request we got the lock id 45.

In the XML tag **<various\_properties>** all object properties and their values are stored.

You can modify the property values [text inside the tag **<second>...</second>**] if your modelling software does support you with a GUI for this. **But never change the structure of the GST archive file!** This may corrupts the serialization process and disable the possibility to check in your data again.

#### Note

When checking in data [upload data with GST Desktop] the object properties are being read from GST archive with a lower priority then the object file exported by your software. If a property value was not found in the object file, GST Desktop uses the value of the archive file.



## 5.4 Spatial Reference System Transformation


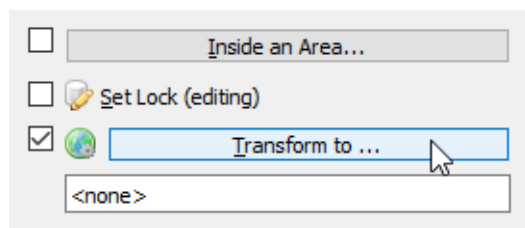
When downloading Features you have the option to set the Spatial Reference System [SRS henceforth] of the output. If you leave the  **Transform to...** option disabled or set to **<none>**, all Features will be downloaded in their current SRS. If you enable this option and set a specific SRS, all downloaded Features will be transformed (if required) into that SRS.

Figure 5.14  
Set the output SRS  
for download




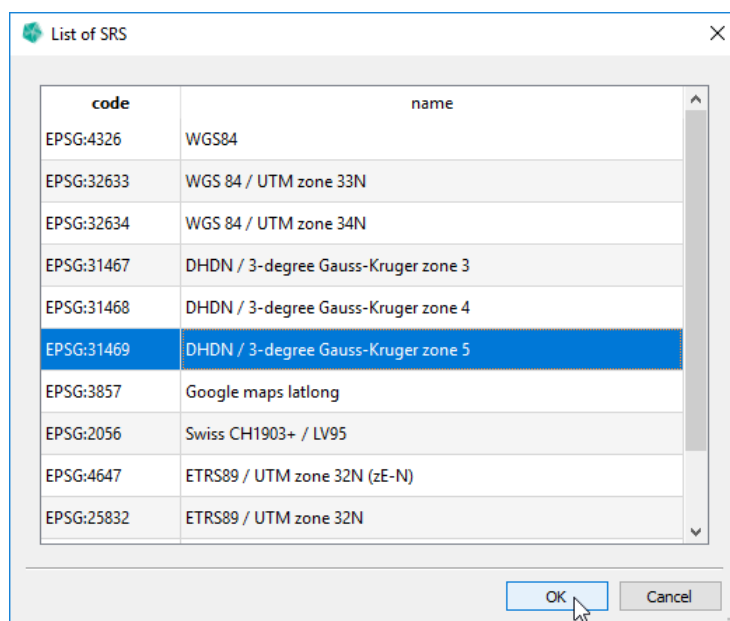
To select an output SRS, enable the  **Transform to...** and click on the button. This will open a dialog with a list of available SRS.

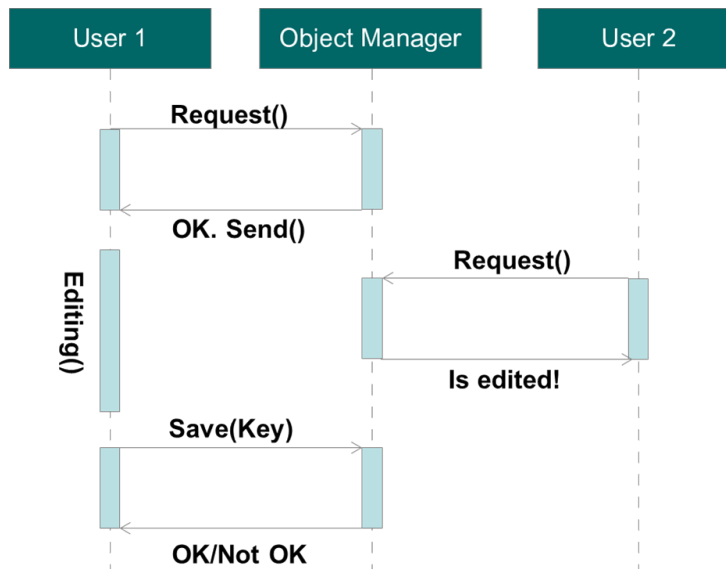
Figure 5.15  
Select SRS Dialog



Select the desired SRS from the list by double-clicking the entry or by selecting the entry and confirming with **OK**.

## 6 Tab: Feature Selection - Unlocking

Figure 6.1  
Changing data  
requires a lock key



When you are modifying data, the data is locked for other users. They can view the data, but are not allowed to request a lock, unless you unlock the data. Unlocking can be done:

- \* When updating features. [Normal update. Therefore select the GST archive when uploading the modified geometry.] ..... page [81](#)
- \* Unlock a feature without updating them. [E.g. if you stopped modelling work and do not want to save.] .....page [83](#)
- \* Force to remove all locks from a geometry. [E.g. if the lock id is getting lost or the person who gains the lock has forgotten to check in] .....page [87](#)

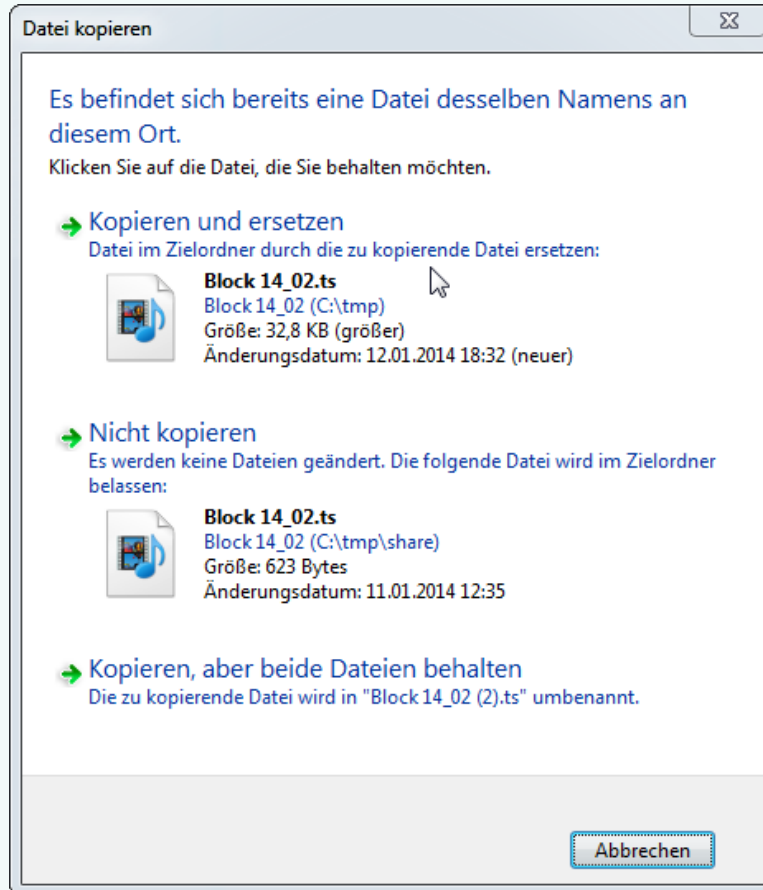
### 6.1 Unlock: Updating a Feature

If you have done your modelling work using a downloaded file, please export the model from your modelling environment. [Consult the manual of your modelling software on how to do this.]

1. Copy the file into the folder where you originally downloaded the file to. The GST archive file should be in this folder
2. Replace the old download object file.

**Note**

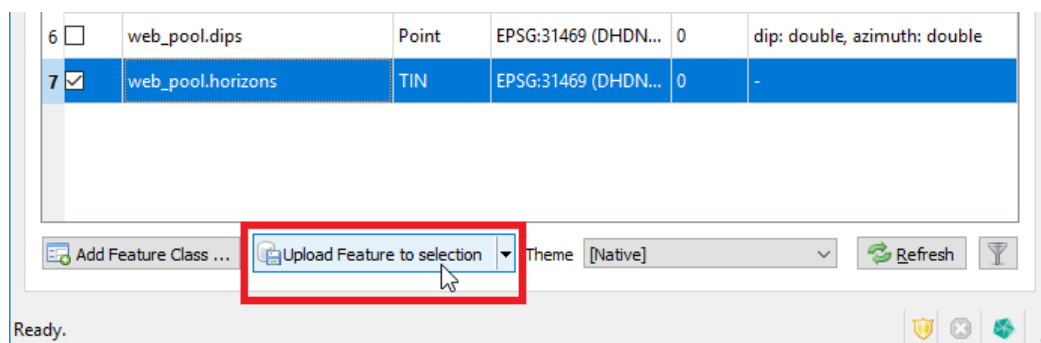
Alternatively you can copy the GST archive file to the location where you exported your updated model.



Take care that the new file has the same name as the old downloaded file. [Of course with new content].

3. Do a normal update process by selecting a target class and pressing the **Upload Feature to selection** button.

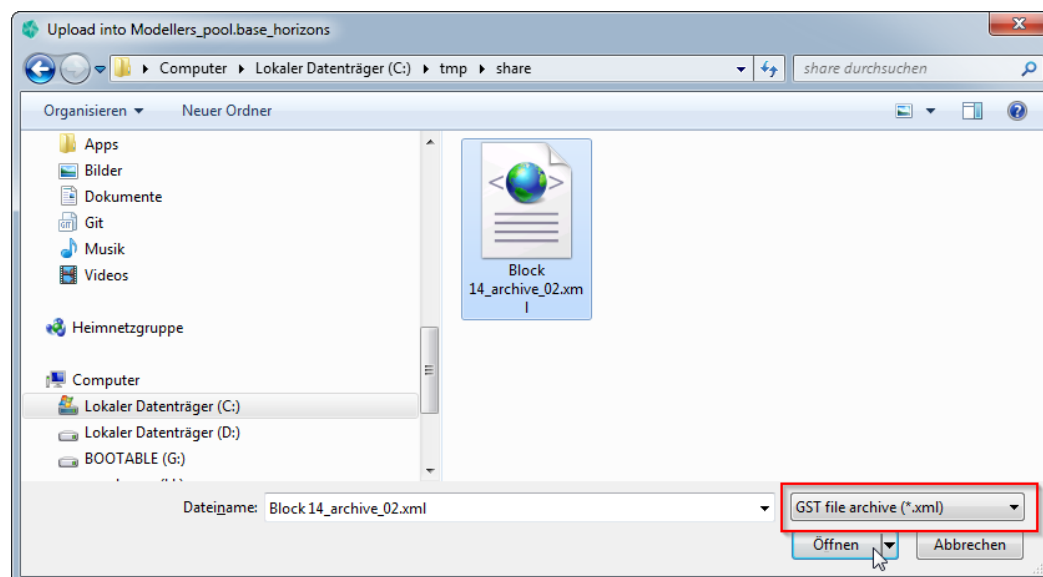
Figure 6.2  
Pressing the  
 **Upload Feature to selection** button



## 6. Tab: Feature Selection - Unlocking

3. When selecting a file to upload select the GST archive file! [Remark to set the extension filter to **GST file archive (\*.xml)**]

Figure 6.3  
Setting extension  
filter to "GST file  
archive (\*.xml) "




Continue as known with the upload process setting a commit message, property matching etc. [How to upload: see section [Tab: Feature Selection - Uploading data](#) on page 48]

## 6.2 Unlock a Feature without Updating

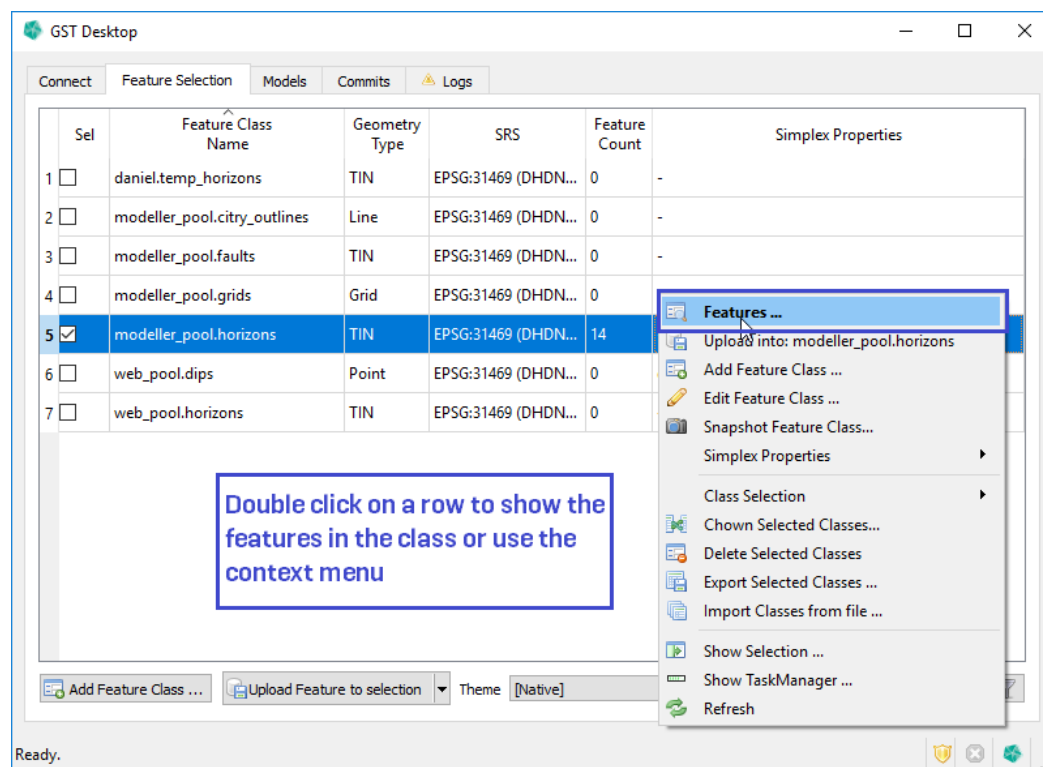
If you lost your GST archive file, you have also lost your lock id. The lock id is required to unlock a geometry. Only an administrator can unlock a geometry without a key / without the GST archive file [This is shown later in this section.]

If you do not have lost your GST archive but want to unlock the geometry (e.g. you didn't have changed the geometry and it is time to go home for today ;- ) ]:

1. Browse to the feature class for the geometry to unlock.
2. Therefore double click on a row in the Tab **Feature Selection** or use the context menu item  **Features ...**].

## 6. Tab: Feature Selection - Unlocking

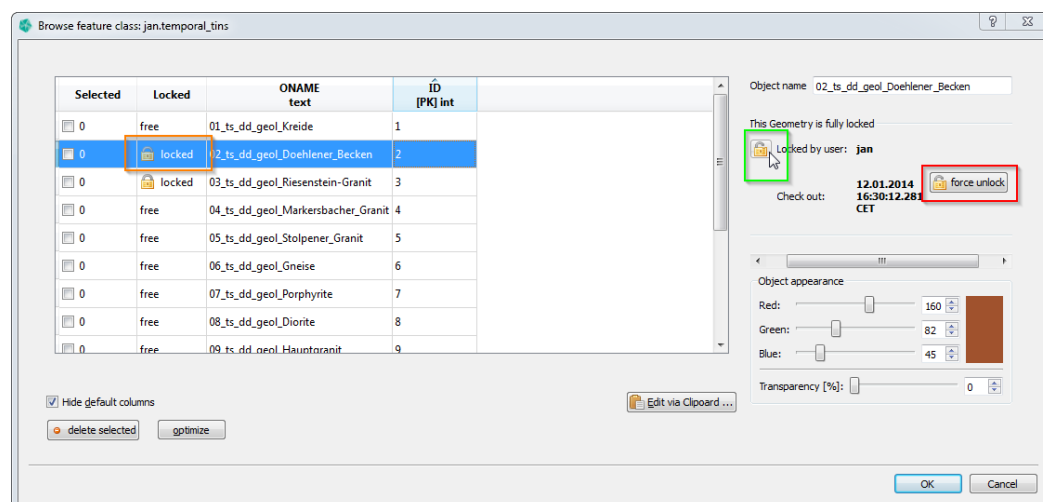
Figure 6.4  
Showing the  
features in the class



In the list of the features for the current class the locked features are indicated by a lock symbol [orange]. If you select a feature additional information about the lock are displayed on the right, e.g.

- \* What kind of lock is it?
- \* Who has locked it?
- \* When was it locked?

Figure 6.5  
Unlocking a feature



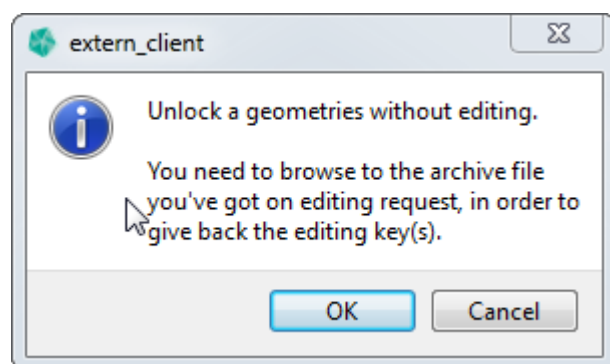
## 6. Tab: Feature Selection - Unlocking

For unlocking you have two possibilities:

1. Unlock with the archive file [green]
2. Force the unlock [red] – only an administrator can do this

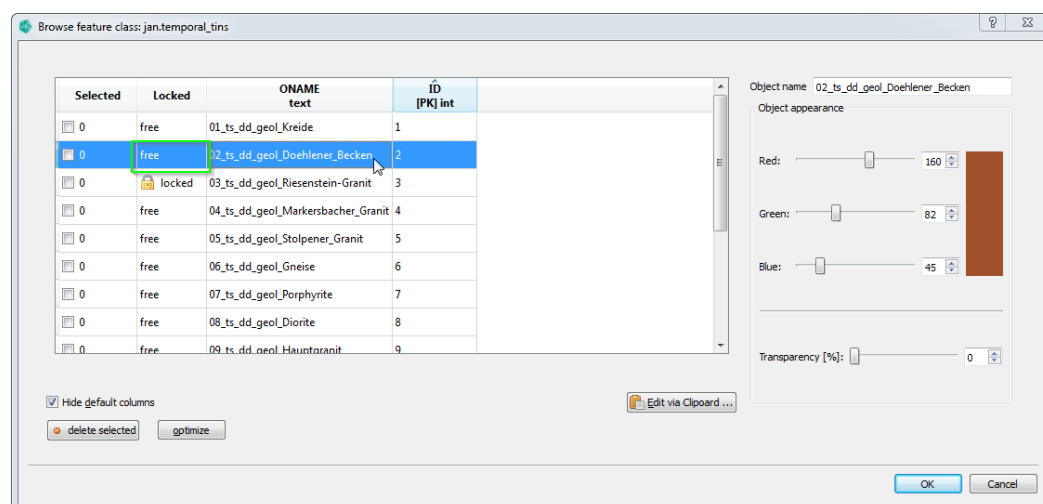
If you click on the lock symbol in front of your user name [green], you are asked to browse to the GST archive file which you have obtained when locking the geometry (see section [Locking – Download data for modification](#) on page 76).

Figure 6.6  
Unlocking a Feature  
dialog



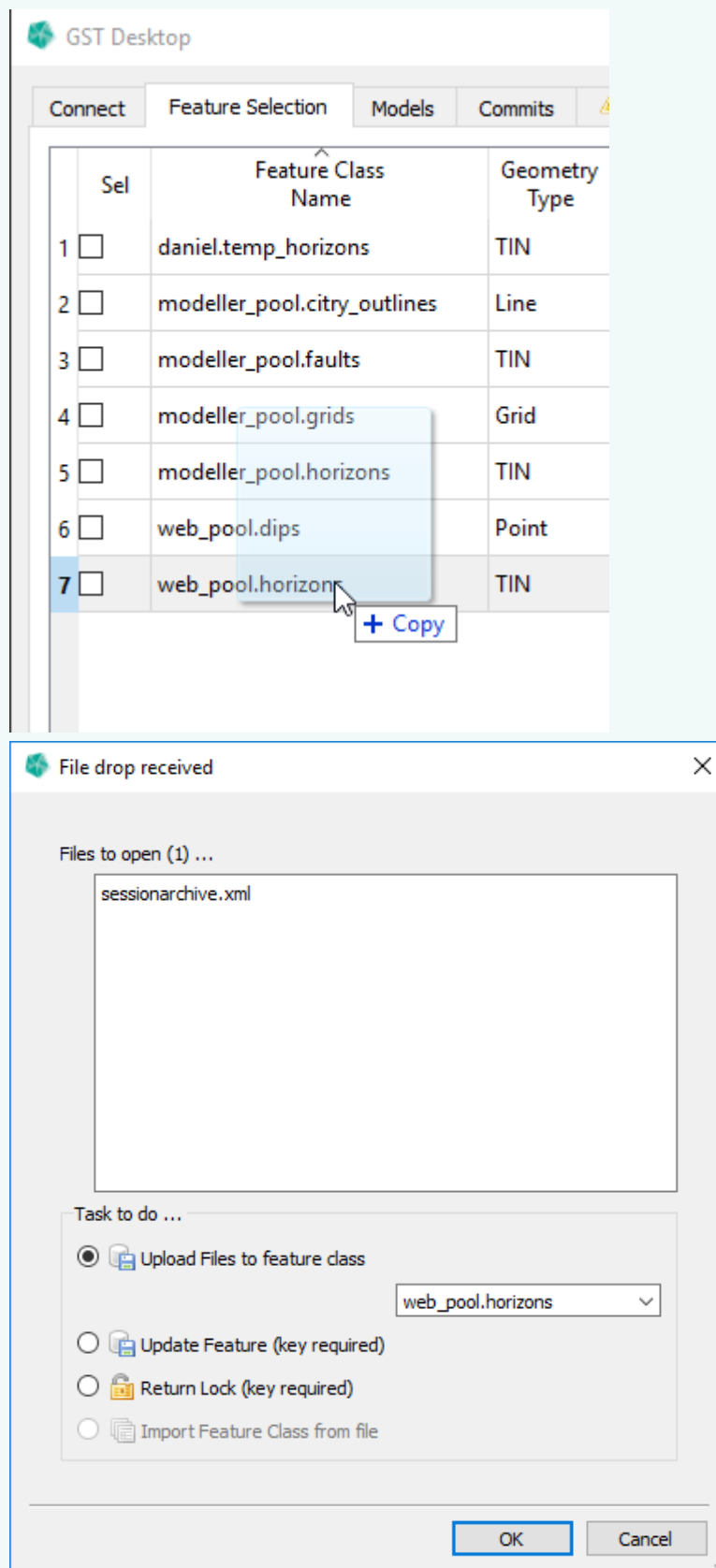
When you have selected the archive file and the lock id is valid for this lock, the geometry will be unlocked/is free for editing by others.

Figure 6.7  
Unlocked feature



## Note

You can also return a lock by drag'n'drop the GST archive file from your file browser into GST Desktop.

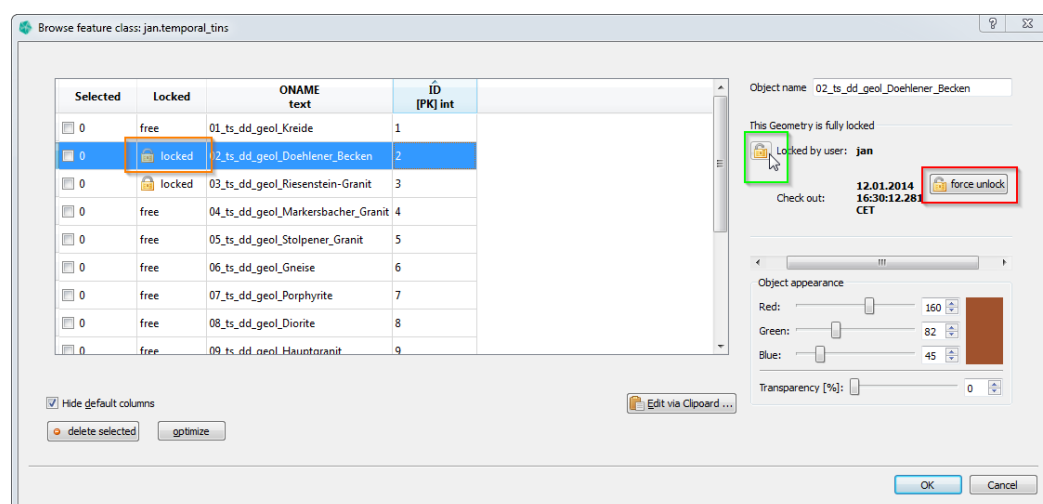


### 6.3 Unlock a Feature without a GST archive file

If you have lost the archive file or the user who has locked it is not present (and you are sure he is not working on the locked geometry) you can unlock the geometry. For this you will need the account details of a privileged user (administrator account).

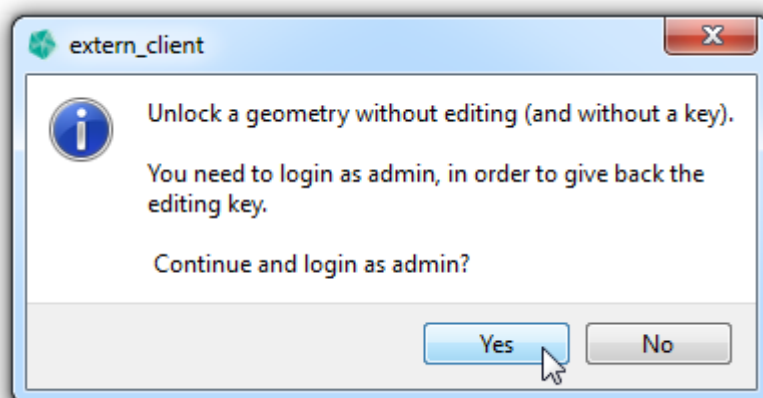
1. Browse to the Feature class where the geometry which you want to unlock resides.

Figure 6.8  
Browsing to the  
feature class



2. Click on the force unlock button (red)

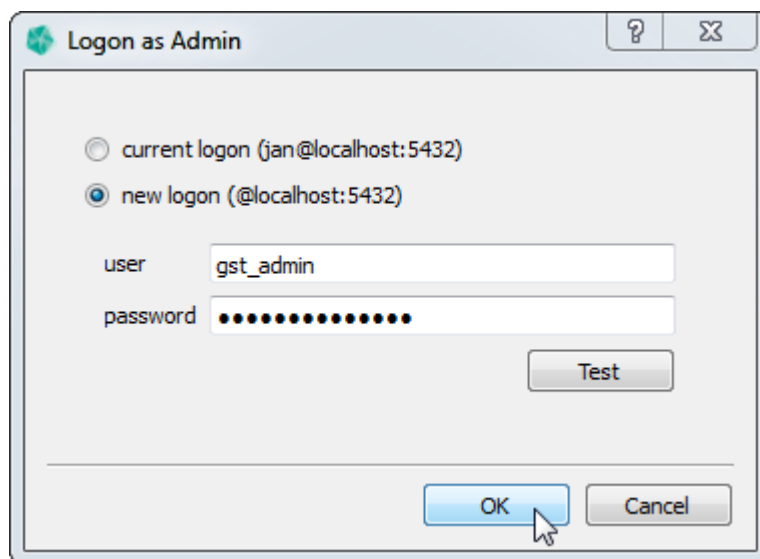
Figure 6.9  
Confirmation dialog



3. Enter the administrator account details. (If you do not know this information, tell your project administrator about your plan. He may help you.)

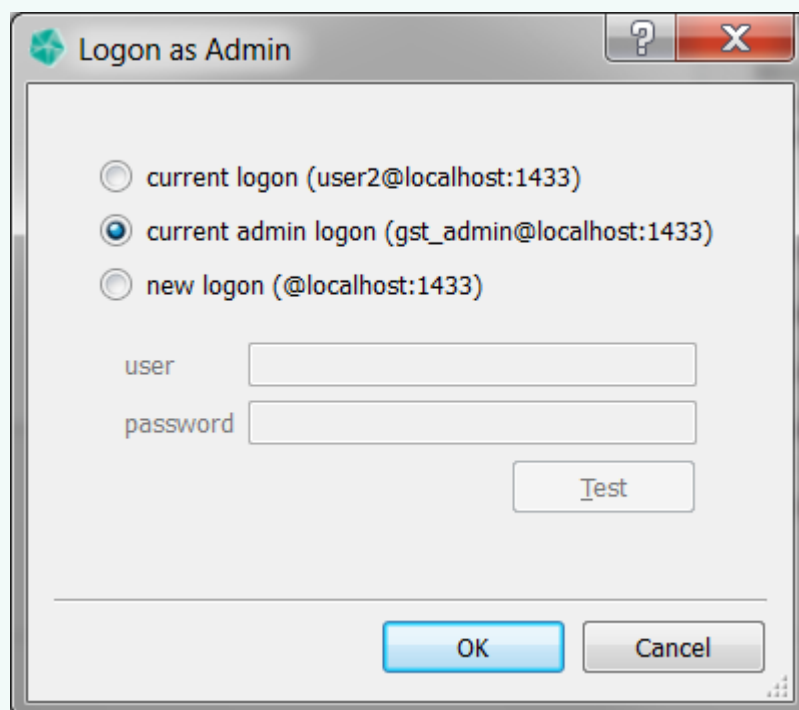


Figure 6.10  
Logon as admin



### Note

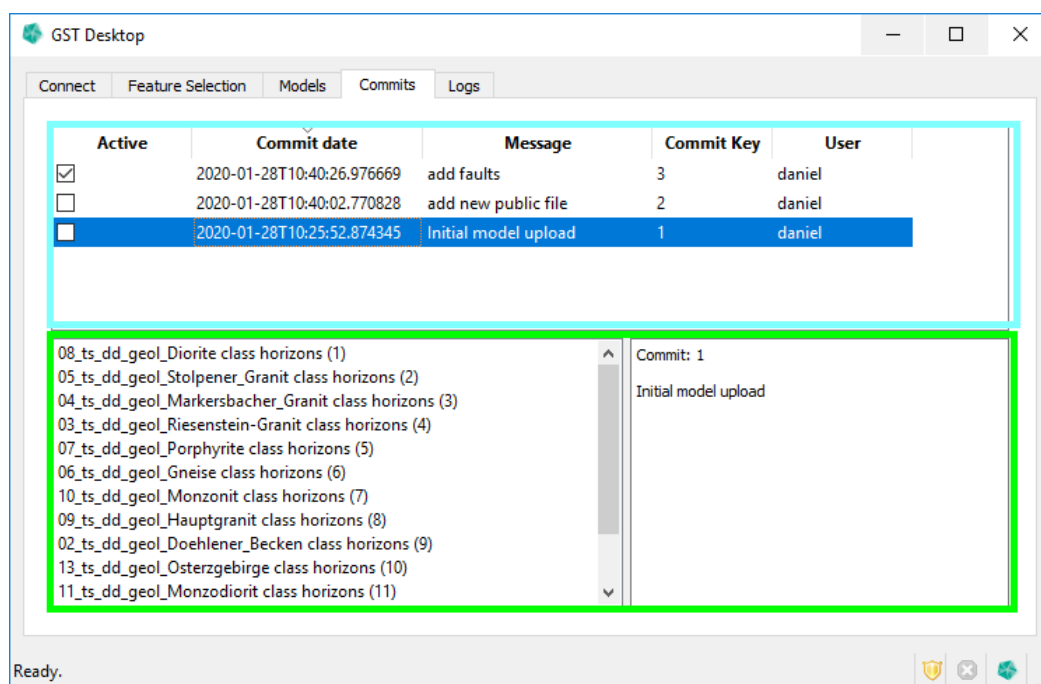
If you already are logged on as an administrator in this session, you can use the existing admin account to force unlock:



You are done and the geometry is unlocked.

## 7 Tab: Commits

Figure 7.1  
Tab "Commits"



The Tab **Commits** lists the progress of uploads and updates of geometries. The Tab is divided into commit list [turquoise] and the commit details below [green].

The commit list shows the following columns:

- \* **Active:** Indicating the current active commit. When you download data in Tab **Feature Selection**, data of the active commit is downloaded.
- \* **Commit date:** The commit date column shows the timestamp the commit was done.
- \* **Message:** The first line of the message is shown here.
- \* **Commit Key:** The commit key is a unique reference for the commit.
- \* **User:** Shows who has made the commit.

When selecting a commit in the commit list you get the commit details in the lower part of the window.

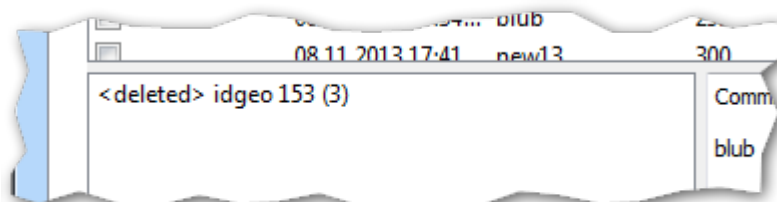
- \* On the left side the geometries affected by the commit are listed in the following form  

`<feature name> class <feature class name> [<geometry version>]`
- \* On the right side the commit message is displayed

## 7. Tab: Commits

If a geometry gets deleted it gets deleted from commit history too and cannot be restored. In such a case the geometry in the commit details is listed as follows:

Figure 7.2  
Geometry in commit  
details



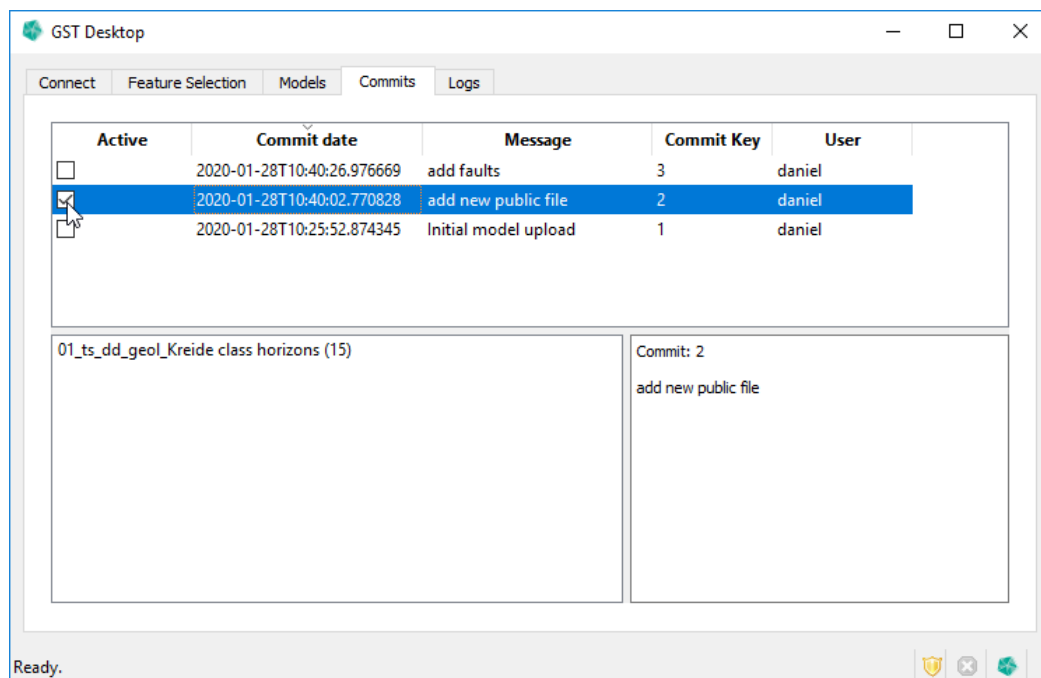
This indicates a geometry that was involved in the commit, but does not exist in the current instance of GST Storage. Its latest version was version 3.

### 7.1 Active Commit

At default the current active commit is always the latest commit. Thus if you download data you always get the latest version of your data.

In order to step back in history, e.g. if you want to reproduce an older state of your data, you need to change the active commit to the timestamp you want to reproduce. Therefore double click on the commit.

Figure 7.3  
Double Click to  
change the active  
commit

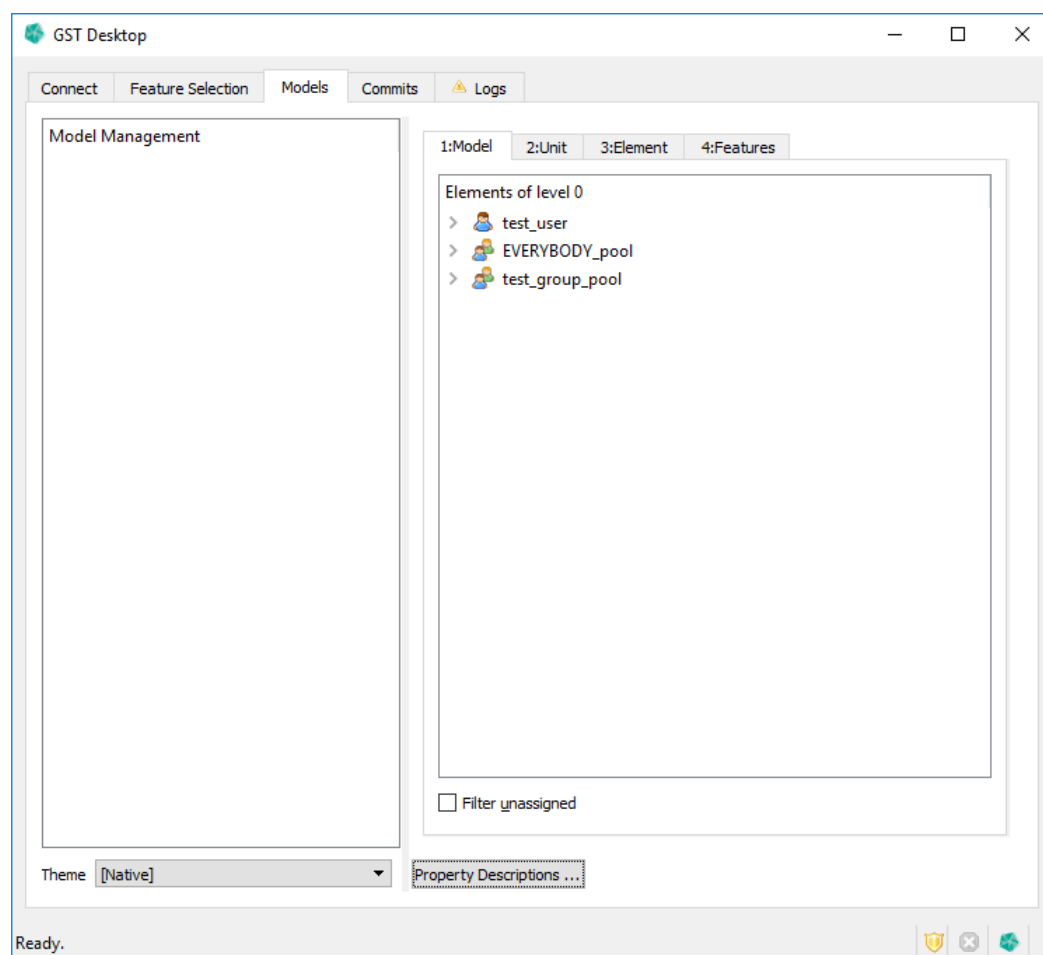


To download the data in the active commit, continue downloading in Tab: **Feature Selection**.

## 8 Tab: Models [Model Management]

The **Model Management** can be found under the **Models** tab.

Figure 8.1  
"Models" tab

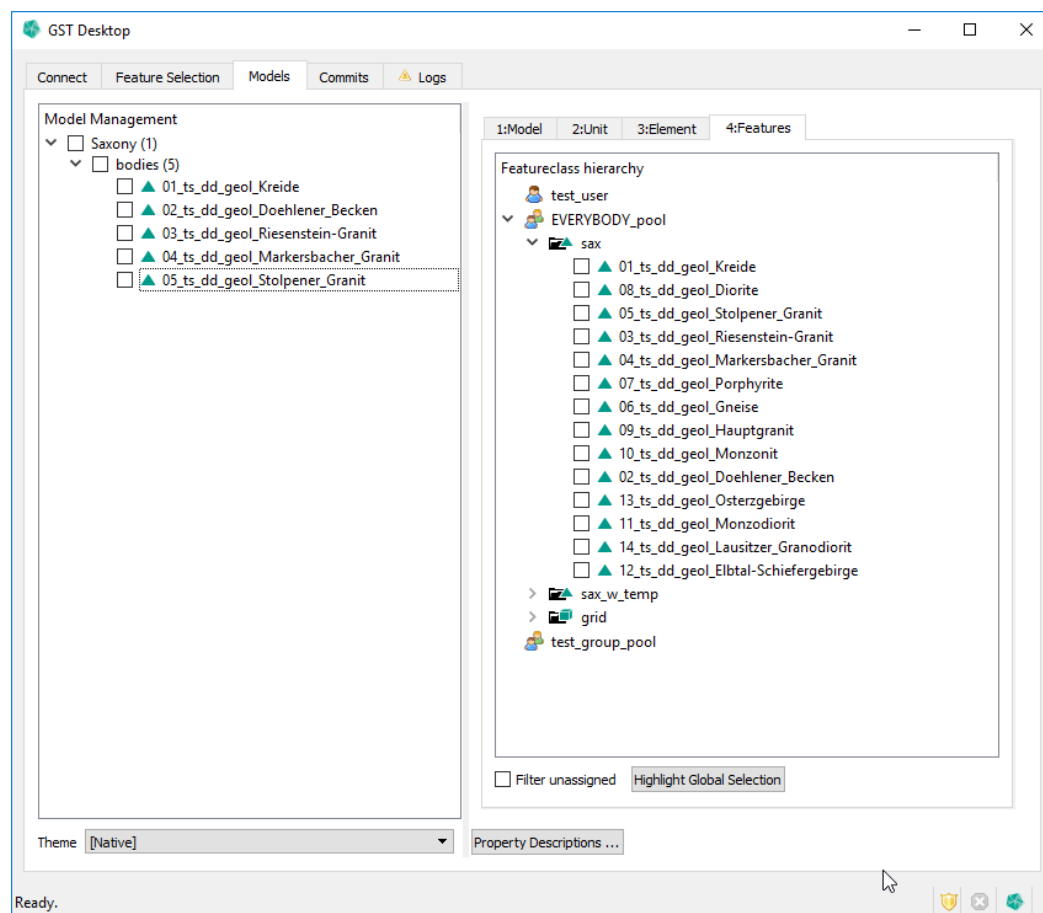


The above picture shows what the Model Management dialog looks like in an empty state.

Model Management [MoMa abbreviated] is a way to arrange and view your features in a file-structure-like tree view. A MoMa tree consists of Elements and Features. Each Element is associated to a specific level [or depth] of the tree. Features can be linked to any level of the tree, but for the top level [you need to have at least one Element to link a Feature to]. The number and names of levels are defined during the installation of GST.

## 8. Tab: Models [Model Management]

Figure 8.2  
Populated Model  
Maganegement tree



Here you can see a populated MoMa tree, just so you get an idea what it could look like.

A short overview of MoMa features [explained in more detail below]:

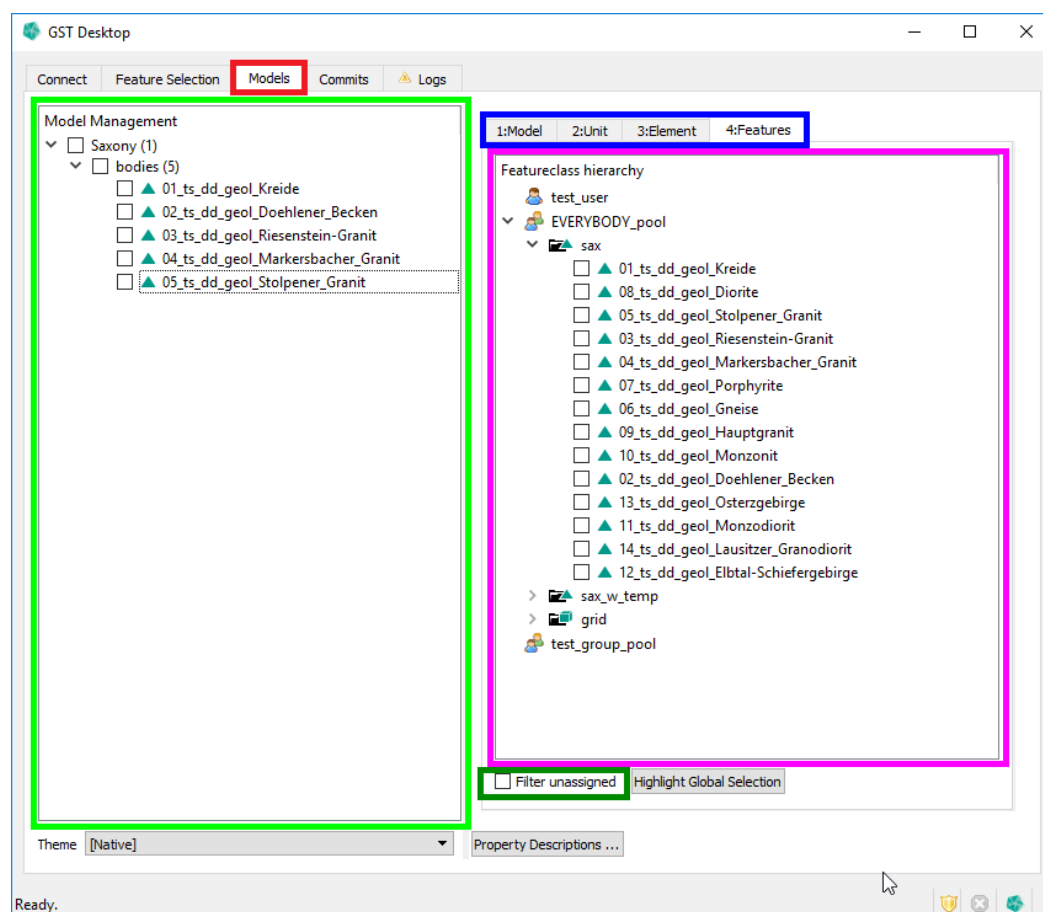
- \* Arrange your features in predefined structures [e.g. you have three levels, models, units and elements. Models could be something like model of Saxony. Units could be some subparts of the model like a specific region let's say the city of Freiberg. Finally elements could be more modelling specific parts like faults or mineshafts. This is just an example, you can define this on your own.
- \* The MoMa tree conforms to the GST user system. Meaning users can only see that part of the tree they have created themselves or was published to a group for which they have access to.
- \* Download all features linked in a subtree.

### Some definitions

1. If we talk about child and parent node, we mean that a child is directly below the parent in the context of the tree hierarchy. A child also can be a parent in another context. E.g. Unit1 is the child of Model1 in the above picture, but it is at the same time the parent of Element1.
2. A subtree consists of a part of the tree, starting with a parent and all of its children and grandchildren. The subtree starting with Element2 would be: Element2 and test\_freature1-2.
3. An Element in the following pages is a placeholder for one type of node [e.g. Model, Unit or Element]. If you see the word Element in the following pages, you can replace it with Model or Unit and the functionally explained will remain the same.

## 8.1 Explanation of the Models Tab

Figure 8.3  
Explanation of the  
Models Tab



\* **Models Tab:** Get to MoMa by selecting the **Models** tab.

- \* **Tree View:** The left pane will show the MoMa tree.
- \* **Node View:** The right pane will show the different elements or features that can be put into the tree. The elements are divided by their owning user and/or group.

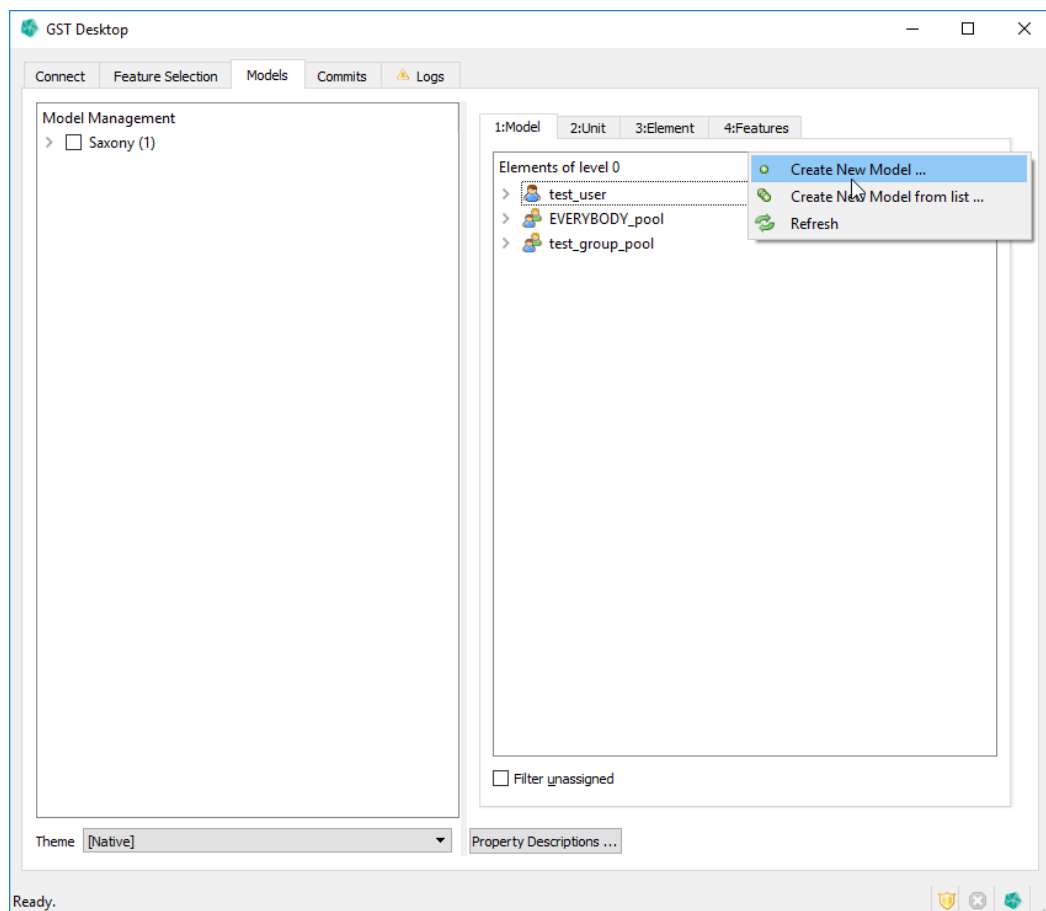
The features are also divided by their owning user and/or group and further by their feature class. Symbols: User Group

- \* **Models Tab Bar:** With the tab bar above the **Node View** you can select the level of the elements shown in the **Node View**. The last tab will show the features, as seen in the picture.
- \* **Filter unassigned Checkbox:** If you activate the checkbox, the Node View will only show those elements or features that are not yet assigned in the tree.

## 8.2 Element Creation, Deletion and Assignment

### Create a new MoMa Tree Element

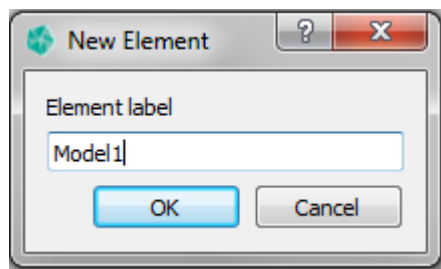
Figure 8.4  
Create a new MoMa  
Tree Element



## 8. Tab: Models [Model Management]

1. Select the level of the new element by clicking the appropriate tab from the [Models Tab Bar](#).
2. Decide if the new element should be private to your user or public to one of the groups you user is in.
3. Right click one user or group and click on the **Create New Element** entry from the context menu.

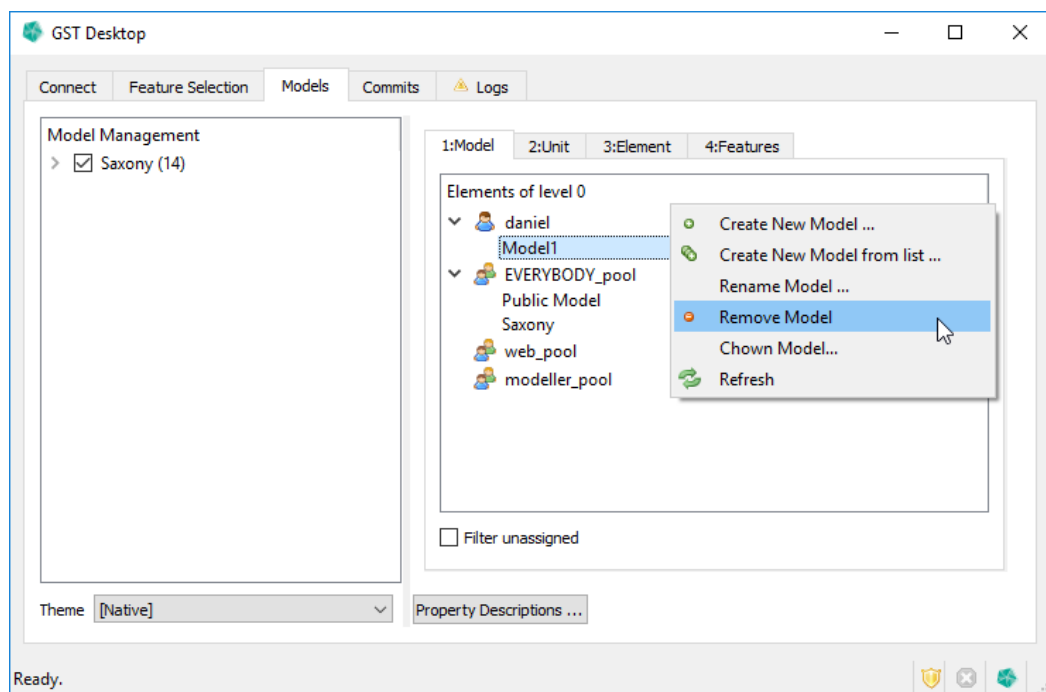
Figure 8.5  
"New Element"  
Dialog



4. In the **New Element** Dialog type in the name of the new element.
5. Press
  - a) **OK** to confirm the Element creation.
  - b) **Cancel** to abort the Element creation.

## Delete an Element

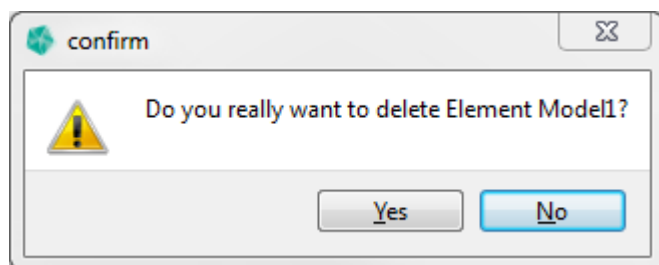
Figure 8.6  
Remove Modell





1. Right click on the element you want to delete inside the **Node View**.
2. Click on the **Remove Element** entry from the context menu.
3. You will be presented with the **Confirm Element deletion** dialog.

Figure 8.7  
Confirm deletion



4. Press
  - a) **Ok** to confirm the Element deletion.
  - b) **Cancel** to abort the Element deletion.

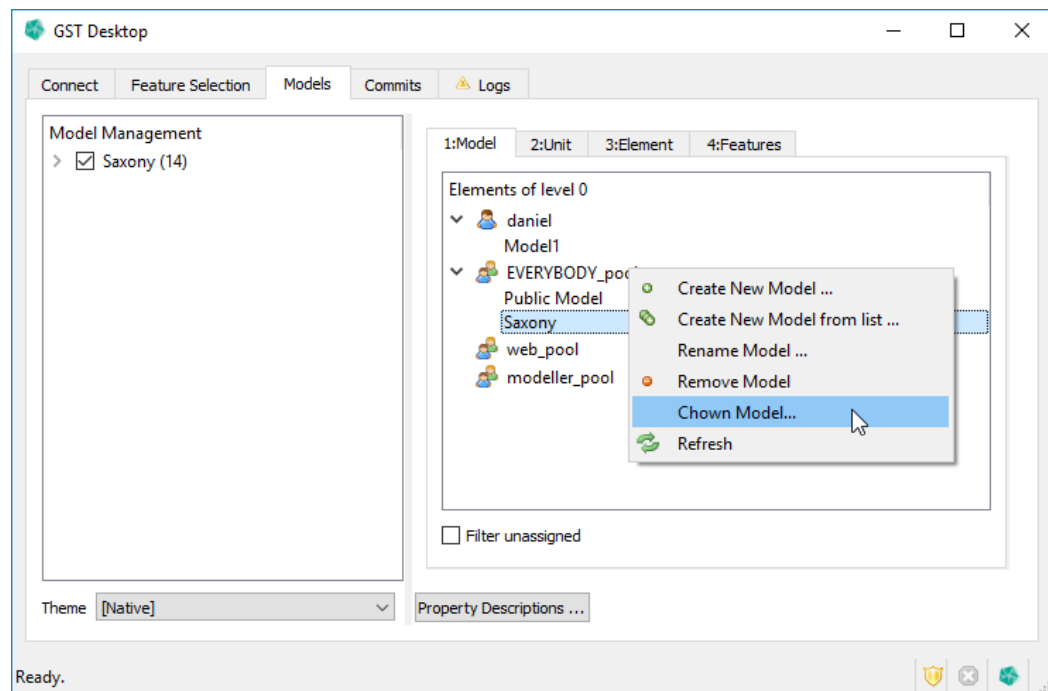
### Restriction for deleting an Element

You can only delete an element that is not assigned anywhere in the MoMa tree. For example if you want to delete an element from a public group and the element is not assigned in the tree visible to you, but the deletion fails anyway. Why? Because the element was still assigned in the private part of the tree from another user of the public group. If the deletion fails, view the log for information about which user still has the element in their tree.

## Change the owner of an Element

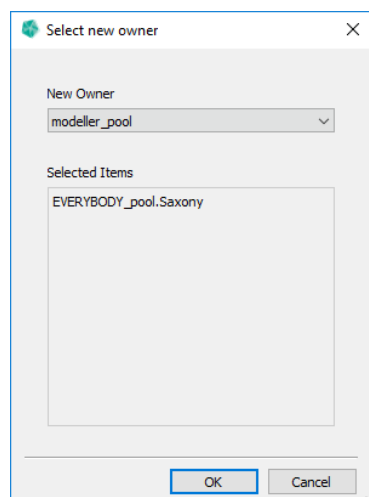
The following steps explain how you can change the owner of an Element. You can also change the owner of multiple Elements at once.

Figure 8.8  
Change owner of  
Model



1. Right click on the element you want to change inside the **Node View**.
2. Click on the **Chown Element...** entry from the context menu.
3. You will be presented with the **Select new owner** dialog.

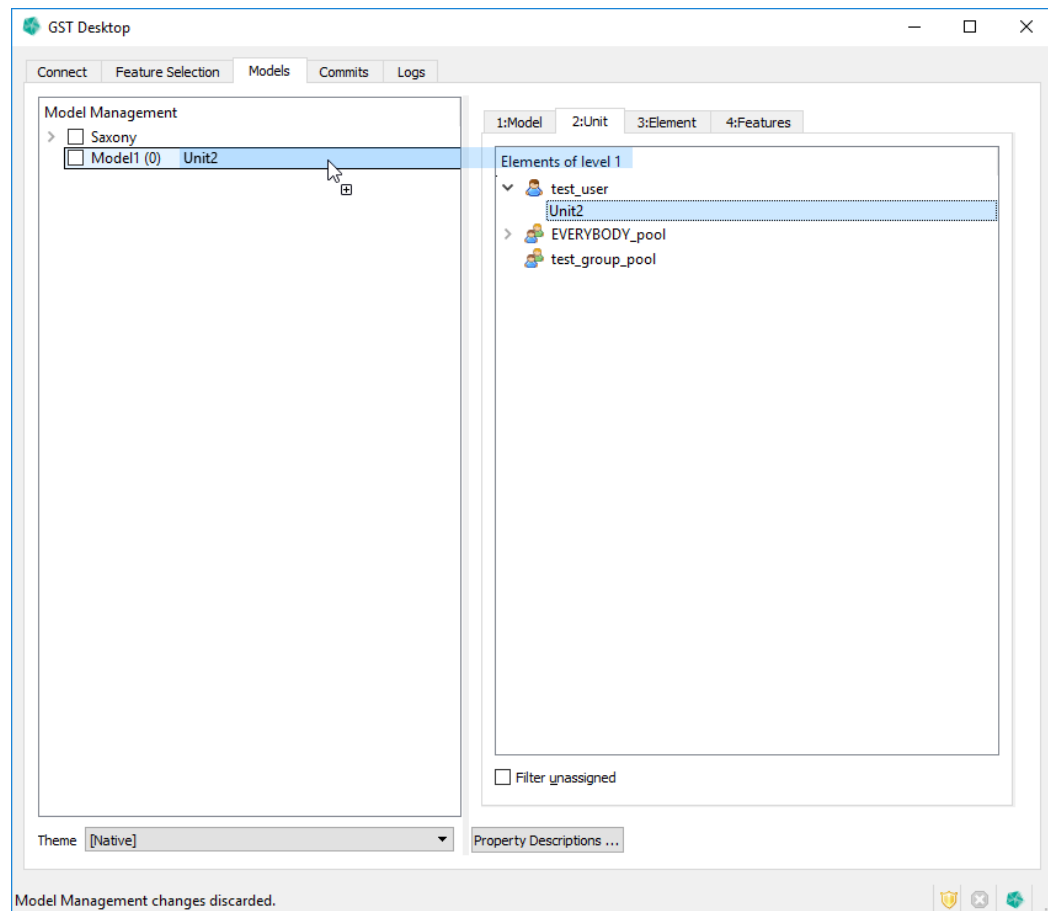
Figure 8.9  
Select new owner



4. Here you can select the new owner. Press **Ok** to confirm, **Cancel** to abort.

## Assign Element or Feature to the tree

Figure 8.10  
Assign Element



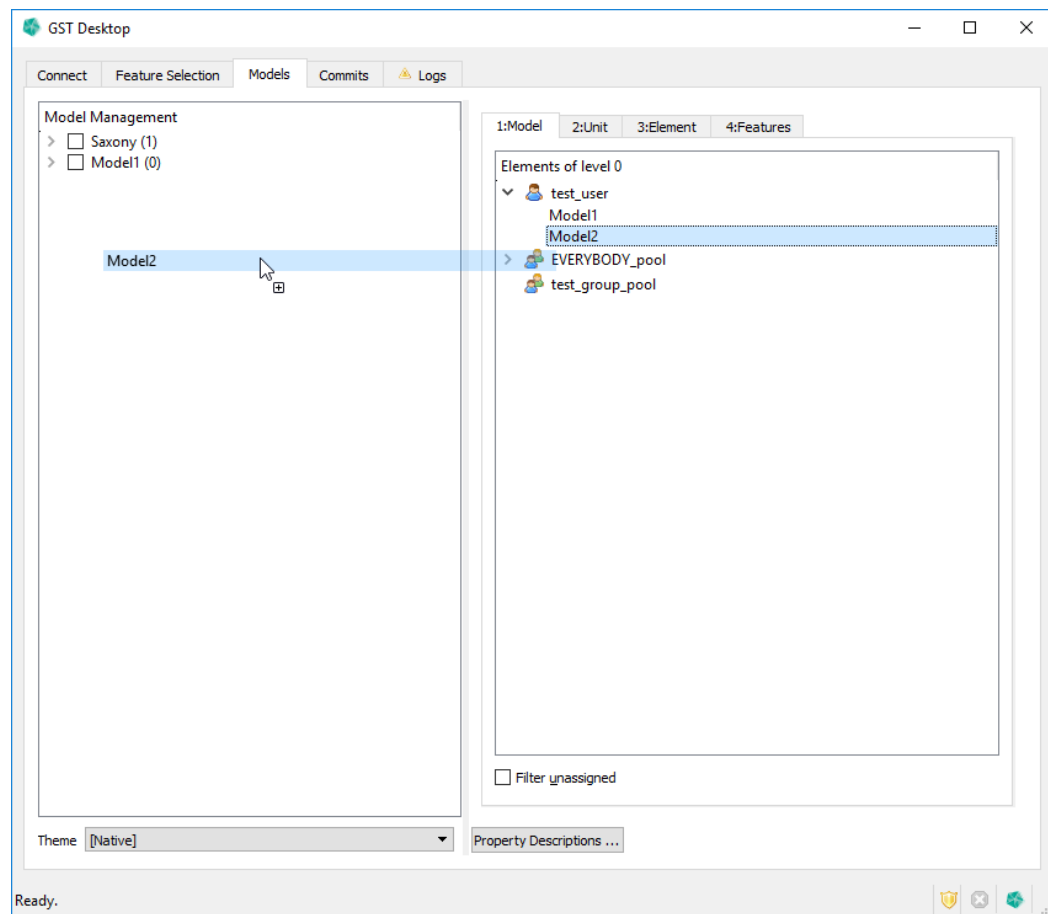
### Restriction for Elements

Elements are restricted in the level [depth] at which they can be assigned to in tree. Elements of the first level can only be assigned as top elements of the tree; The ones from the second level can only be assigned directly to a top element, etc. These restrictions do not apply for features.

### Restriction for Features

Features cannot be at the top [root] level and can't have child nodes.

Figure 8.11  
Assign Element as  
top element



To assign an element at the top level:

1. Drag it from the **Node View** to the **Tree View**
2. Drop it on an empty space in the tree view.

To assign an element or feature to another element of the appropriate level

1. Drag it from the **Node View** to the **Tree View**
2. Drop it on the element you want to have it assigned to.

### Note

You cannot assign anything to a feature.

### Reorder MoMa nodes [since 3.2.0]

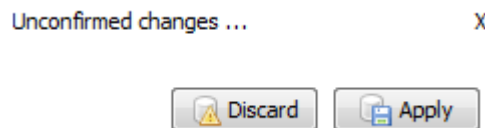
You can drop an element between, above or below existing elements of the same level to set its position to that place.

You can reorder sibling nodes by drag and drop.

### Save the changes

After you have successfully assigned the element or feature with one of the above methods you should see it slightly greyed out in the tree. You also should see the **Unconfirmed changes** dialog on the bottom of the Tree View.

Figure 8.12  
"Unconfirmed changes" dialog

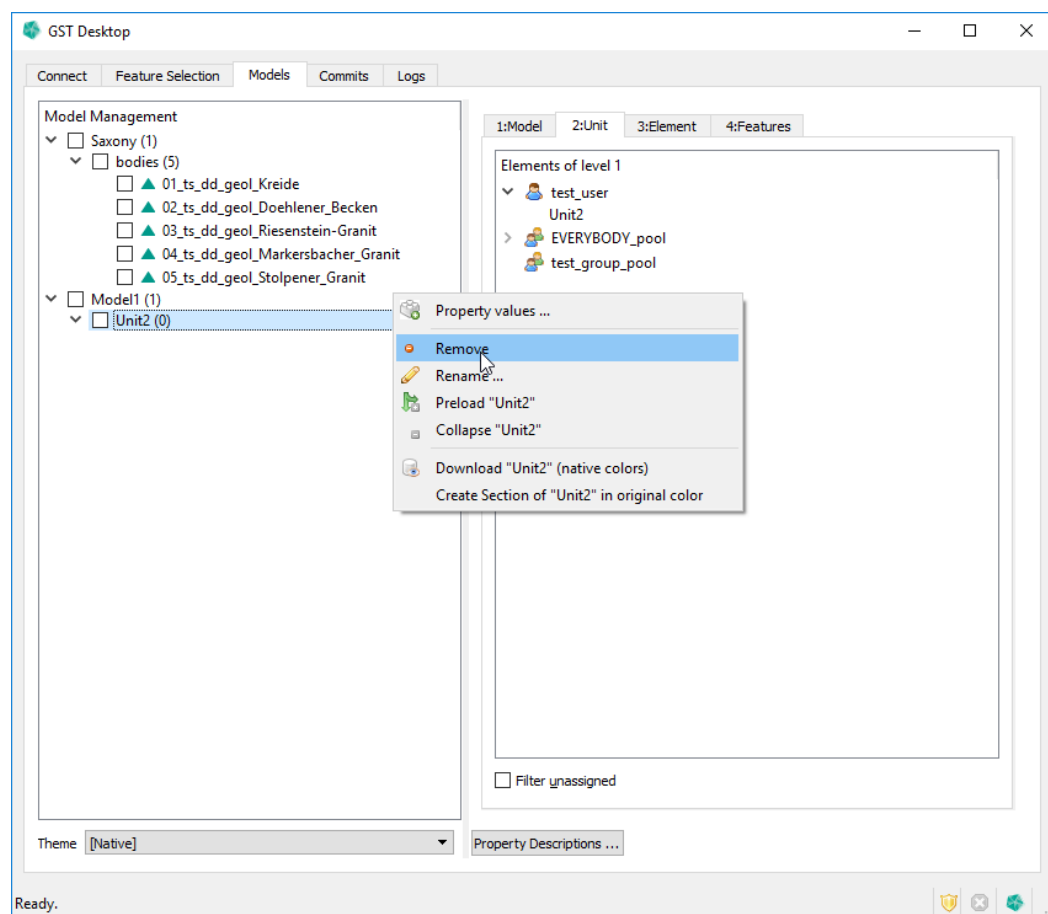



3. Press

- a) **Apply** to confirm the assignment.
- b) **Discard** to reject the assignment.

## Unassign Element or Feature from the tree

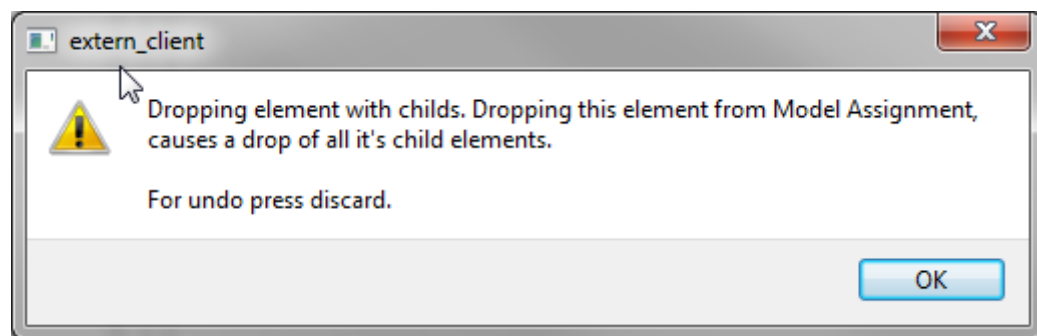
Figure 8.13  
Unassign element



1. Right click the element or feature you want to unassign from the tree
2. Choose the  **Remove** entry from the context menu.

You can also do this for a whole subtree by right clicking the top most element of the subtree instead. This will produce following warning:

Figure 8.14  
Warning dialog



3. Press ok, you can still discard this in the step.

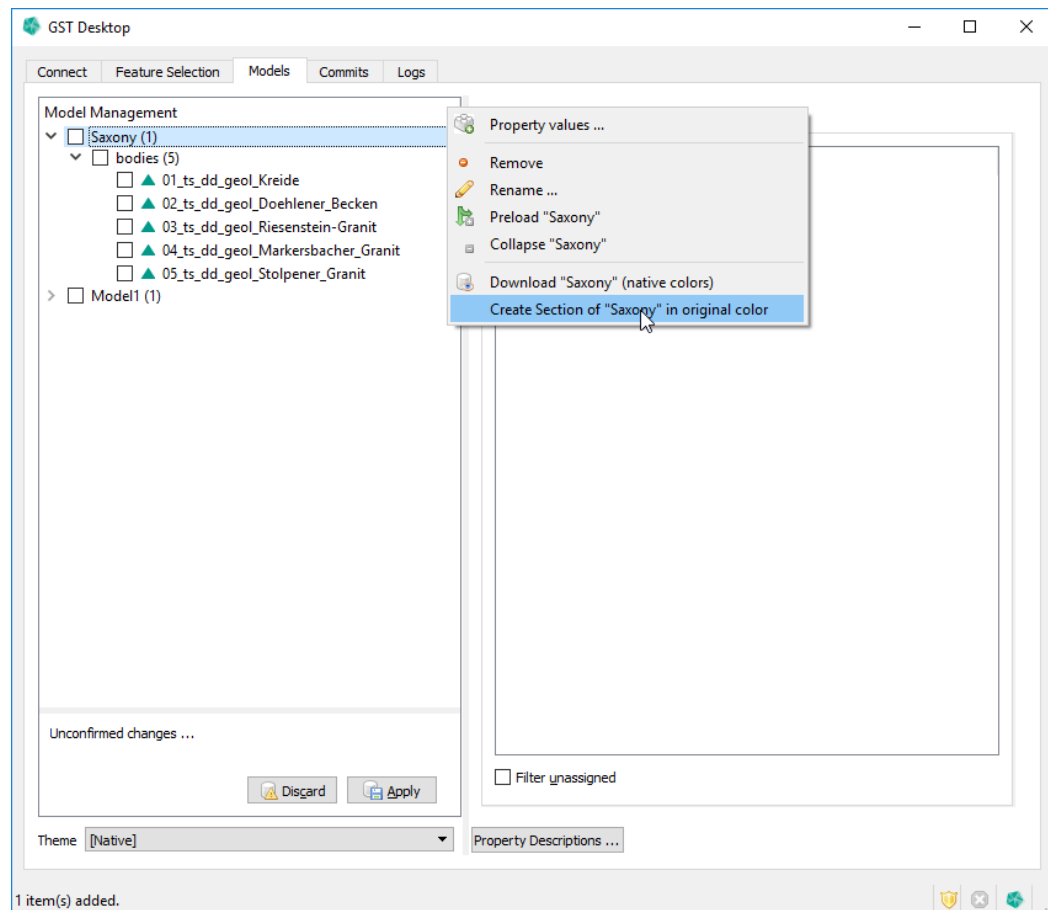
After you applied one of the above methods to unassign an element or a feature from the tree you should see the discarded element(s) or feature(s) slightly grayed out in the tree.

4. Confirm or discard the changes as above with "assign Element or Feature to the tree".

## 9 Tab: Models [GST Sections]

### 9.1 Initiate a Section

Figure 9.1  
Initiate a section



1. Choose a tree element you want to intersect.
2. Right click the element .
3. Select **Create Slice of <element\_name>**

This will open the **Section Image Designer** Dialog.

## 9.2 Section Image Designer

The **Section Image Designer** Dialog helps you constructing section through models. Here you can set all parameters, design sections with the parameters to deploy your section service.

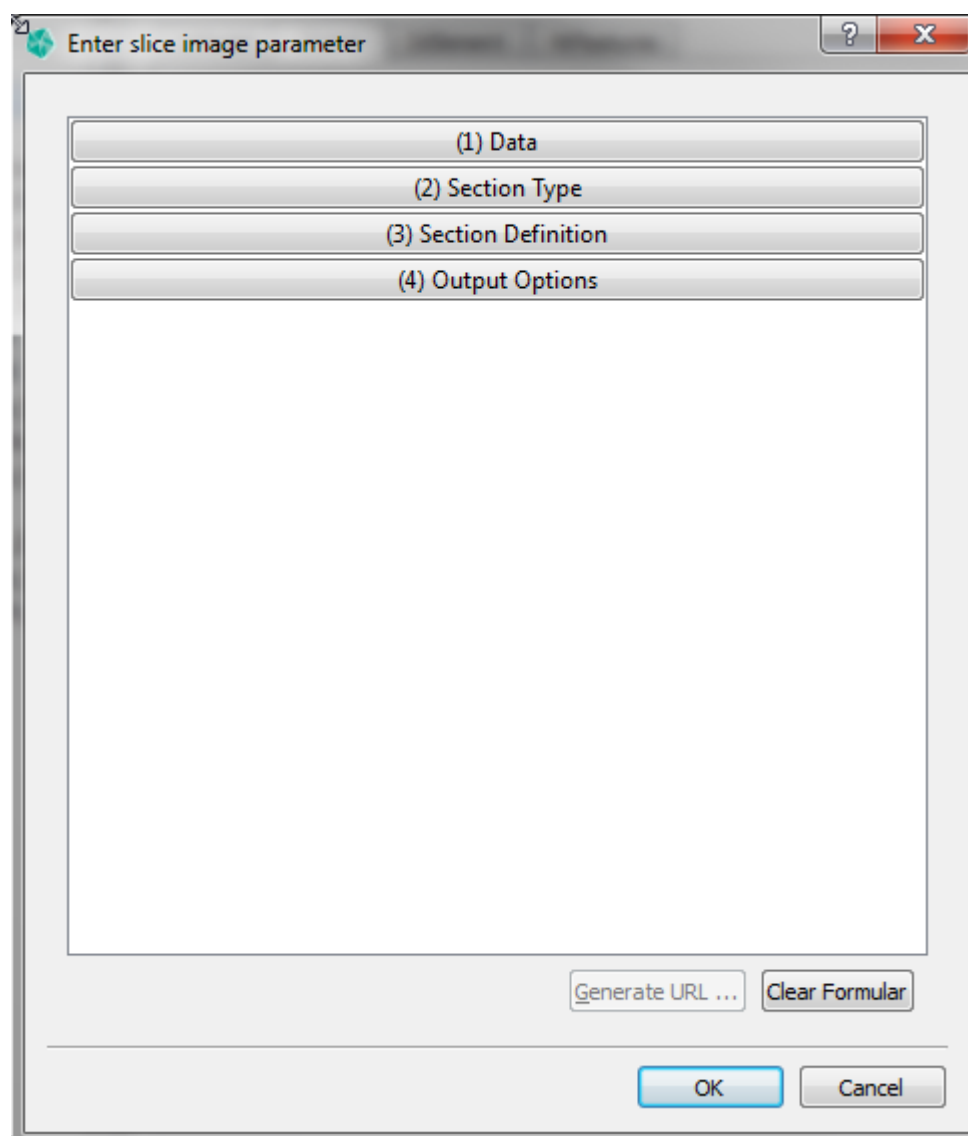
### Section Image Designer

The dialog helps to

- \* Generate a Borehole, a Section or a Map output of a Model
- \* Design an URL to use the GST Section Module in third party services. Refer to page [122](#) how to setup an URL.

### Overview

Figure 9.2  
Section Image  
Designer dialog after  
first entrance





## 9. Tab: Models [GST Sections]

1. Click on one of the four tabs to expand the respective section.
2. Click again to collapse each section.

The four sections are:

- \* Data [Choose between native, interpreted and property colors.] . . . . . page 105
- \* Section Type [ Choose between virtual borehole, virtual section, virtual map] page 107
- \* Section Definition . . . . . page 108
  - \* Define borehole point . . . . . page 109
  - \* section line . . . . . page 110
  - \* map area . . . . . page 111
- \* Output Options . . . . . page 113
  - \* Define output location of result image.
  - \* Define output image scale.
  - \* Define template file input location.

## [1] Data tab

Figure 9.3  
Data tab

On the data tab you see in the **Model Management Key** textbox the key of the selected element.

1. Choose the color type for the intersection.
  - a) **Native Feature Colors** :  
generates the intersection with the native feature colors.
  - b) **Model Management Colors** :  
generates the intersection with the interpreted colors. The **Interpretation** label shows the active interpretation.
  - c) **Simplex Property Colors** :

generates the intersection with color from a simplex property value. The specific colors can be defined via a color map. **Simplex Property** lists the available simplex property name for the features resolved by the given Model Management Key above. [Of course the available simplex properties depend on the feature classes the features belong to.] With the help of the **Edit Colormaps** Button you can create, modify or delete colormap that are available in your GST Storage instance.

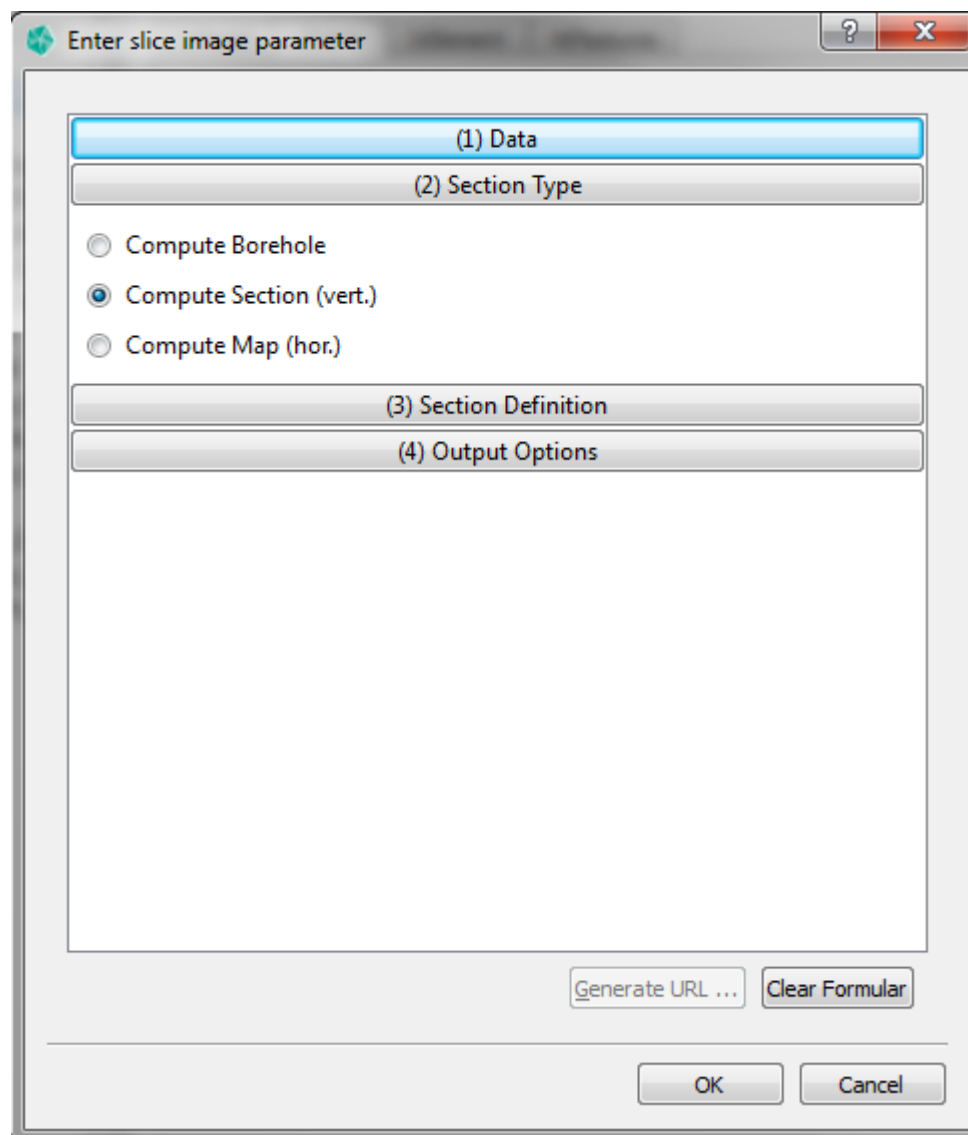
The dropdown box **Color Map** lists all in your GST Storage instance available Colormaps [created or modified by **Edit Colormaps...**]. Choose one from the list that is used for the Slice colouring.

#### Note

Features without interpretation will be skipped if you are choosing the **Model Management Colors**.

## [2] Section Type tab

Figure 9.4  
Section Type tab



1. Choose the section type for the intersection. The choice changes the layout of the **Section Definition** tab.
  - a) **Compute Borehole** :  
computes a virtual borehole image.
  - b) **Compute Section (vert.)** :  
computes a virtual section image.
  - c) **Compute Map (hor.)** :  
computes a virtual map image.

### [3] Section Definition tab

Figure 9.5  
Common  
parameters in  
Section Defintion  
tab

**Enter slice image parameter**

(1) Data

(2) Section Type

(3) Section Definition

☒ Define Point P1 [x, y] 5.40369e+6 5.66765e+6

☐ Read from file Select point file! Browse ...

Spatial Reference <none>

☒ Inclined

Dip [angle deg] 90,00

Azimut [angle deg] 0,00

☐ Start z [depth] start depth (0)

☐ End z [depth] end depth (model depth)

(4) Output Options

Generate URL ... Clear Formular

OK Cancel

Independently of the choice in the **Section Type** tab the **Section Definition** tab has some **common elements**.

1. If you want to read from a geometry file with point data for a borehole or line data for a section select **Read from file**. This file has to be in one of the valid input formats of GST. E.g. a gocad .pl file with line data.
2. Select the SRS of the input by using the **Spatial Reference** drop down menu [optional]. All features will be transformed to this SRS if they have a different SRS.

**Note**

If no SRS is selected no SRS transformation will be performed while the section generation. This make sense only if all features beyond your selected Model item are in same SRS.

**[3] Section Definition tab for Boreholes**

Figure 9.6  
Section Definition  
tab for computing  
boreholes

**Enter slice image parameter**

(1) Data

(2) Section Type

(3) Section Definition

☒ Define Point P1 [x, y] 5.40369e+6 5.66765e+6

☐ Read from file Select point file! Browse ...

Spatial Reference <none>

☒ Inclined

Dip [angle deg] 90,00

Azimut [angle deg] 0,00

☐ Start z [depth] start depth (0)

☐ End z [depth] end depth (model depth)

(4) Output Options

Generate URL ... Clear Formular

OK Cancel

If **Compute Borehole** is chosen in the Section Type tab some specific elements need to be set:

1. Define the Cartesian x and y coordinate of the borehole point or choose the com-

mon element **Read from file**.

2. Define the Dip and Azimut angle to define an inclined borehole
3. If specified a **Start z** it will cut of from the generated path from the model top to the given depth.
4. If specified a **End z** it will cut of from the generated path below the given depth [measured from Model top].

### [3] Section Definition tab for Vertical Sections

Figure 9.7  
Section Definition  
tab for computing a  
section

**Enter slice image parameter**

(1) Data

(2) Section Type

(3) Section Definition

☒ Define Line

P1 [x, y] 5.40369e+6 5.66765e+6

P2 [x, y] easting northing

☐ Read from file Select line file! Browse ...

Spatial Reference <none>

☐ z Range [zmin] minmal displayed z values (mo...

☐ z Range [zmax] maximal displayed z values (m...

☐ Project Points [distance from section] maximum projection distance (0)

(4) Output Options

Generate URL ... Clear Formular

OK Cancel

If **Compute Section** is choosen in the Section Type tab some specific elements need to be

set:

1. Define the Cartesian x and y coordinate for the start and end point of the section line under **Define Line**.
2. Define the min and max coordinate of the height- [z-] axis [optional] by selecting **z Range [zmin]** and **z Range [zmax]**.
3. Define a distance for points on plane projection [optional] by selecting **Project Points**. All points that have an orthogonal distance that is smaller than the input distance will be projected onto the intersection image.

### [3] Section Definition tab for Map generation

Figure 9.8  
Section Definition  
tab for computing a  
map

**Enter slice image parameter**

(1) Data

(2) Section Type

(3) Section Definition

☒ Define Map

P1 [x, y] 5.40369e+6 5.66765e+6

P2 [x, y] easting northing

Side

Width Map width

Depth Map depth

☐ Read from file Select file! Browse ...

Spatial Reference <none>

(4) Output Options

Generate URL ... Clear Formular

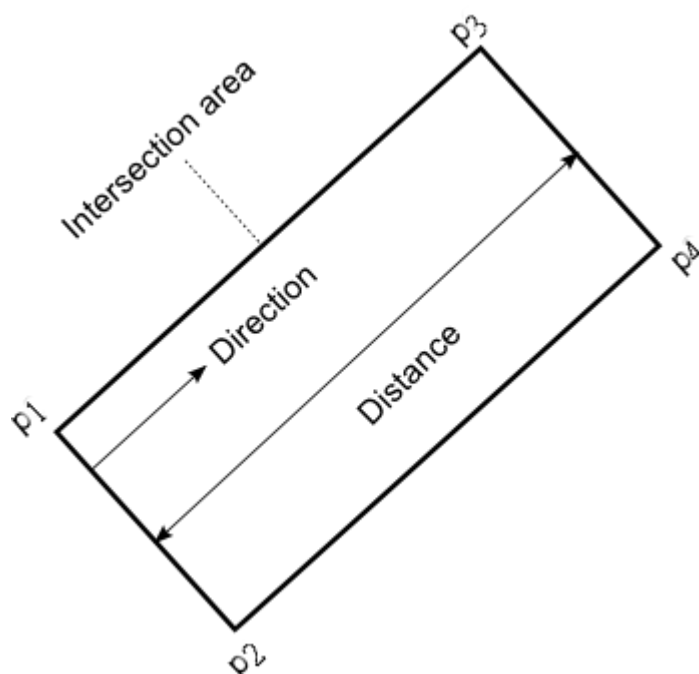
OK Cancel



If **Compute Map** is chosen in the Section Type tab some specific elements need to be set:

1. Define the Cartesian x and y coordinate for the start and end point of section line under **Define Map**.
2. Define the side to which the area extends, seen from the line defined before by using the **Side** drop down menu.
3. Define how far the area extends from the line defined above in the **Width** textbox.
4. Define the starting height [z] of the map area **Depth** textbox.

Figure 9.9  
Map definition with  
the parameters **P1**,  
**P2**, direction [=Side],  
distance [=Width].



#### [4] Output Options tab

Figure 9.10  
Output Options tab

**Enter slice image parameter**

(1) Data  
(2) Section Type  
(3) Section Definition  
(4) Output Options

Output location: C:\tmp\out **Browse ...**

Output format: SVG

DPI: 150

Section Template: tersection/borehole\_template\_example.svg **Browse ...**

Legend Template: /intersection/legend\_template\_example.svg **Browse ...**

Additional Parameters: (Optional) Select JSON parameter file! **Browse ...**

☒ Compute best Scale  
☐ Set fixed Scale: 1 : 50000

**Generate URL ...** **Clear Formular**

**OK** **Cancel**

1. Set output location for the generated intersection image. Using the **Browse ...** button for selecting the location.
2. Set output image format of the generated intersection image by using the **Output format** drop down menu.

#### Requesting SHP format / Additional Parameters

Additional information about the shape file format, files and information that are generated can be found on [Additional JSON Parameters](#) on page 168.

3. Set the location of the intersection template file. Using the **Browse ...** button for selecting the location.
4. Chose the scale by:
  - a) selecting **Compute best scale and exaggeration** to set the scale automatically so that the image fits the template.
  - b) selecting **Set fixed Scale** to chose own values for the scale. First change the scale for the width in the **Scale** box. Second set fixed **Vert. exaggeration** to changes the scale for the height. This is "height scale" = "width scale" \* "vertical exaggeration".

#### Note

Setting a specified scale or exaggeration value might cause the image to grow outside of the boundaries defined in the template file. See the [Section Template File](#) on page 121 for more information.

# 10 Section Template File

Template files are used to customize the Section output. They can be used to control the following:

- \* Template allows to layout the output. This means in the template **area placeholders** can define the location where at runtime the section output and legend output will be written to. Additionally the template allows to place static content onto the section output, e.g. your company logo or a disclaimer text.  
See subsection [Section Template File](#) on page 116.
- \* In the template **text placeholders** can be defined. They are replaced on section generation runtime. They can be used e.g. to print the current date and model information like the displayed scale.  
See subsection [Section Template File](#) on page 120.
- \* In the template parameters can be defined to control the output (like setting font size in the generated [area] content).  
See subsection [Section Template File](#) on page 121

Figure 10.1  
Example of a user  
defined template  
file, modified from  
the template  
skeleton.



**Note**

Sample Template files are located in GST Desktop setup directory **GiGa infosystem-s/GST Desktop/templates**

## Template Structure and Area Placeholders

Figure 10.2  
Skeleton file opened  
in a text editor

```

1  <?xml version="1.0" encoding="UTF-8"?>
2  <svg xmlns="http://www.w3.org/2000/svg"
3      version="1.1"
4      width="297mm"
5      height="210mm"
6      viewBox="0 0 297 210">
7      <rect
8          x="10"
9          y="10"
10         width="175"
11         height="175"
12         fill="rgb(0,255,0) "
13         stroke-width="0.05"
14         stroke="rgb(0,0,0) "
15         id="G1G4_isec" />
16      <rect
17          x="200"
18          y="10"
19          width="70"
20          height="120"
21          fill="rgb(255,0,0) "
22          stroke-width="0.05"
23          stroke="rgb(0,0,0) "
24          id="G1G4_legend" />
25      <text
26          x="20"
27          y="200"
28          fill="#000000"
29          font-size="3.5"
30          font-family="Sans"
31          id="G1G4_params">
32          grow=ul
33      </text>
34  </svg>

```

To understand the template structure we open the template file in a text editor. The template is a regular SVG xml file that has several predefined <rect> and <text> tags with well-defined id values that behave like placeholders or input parameters for the section

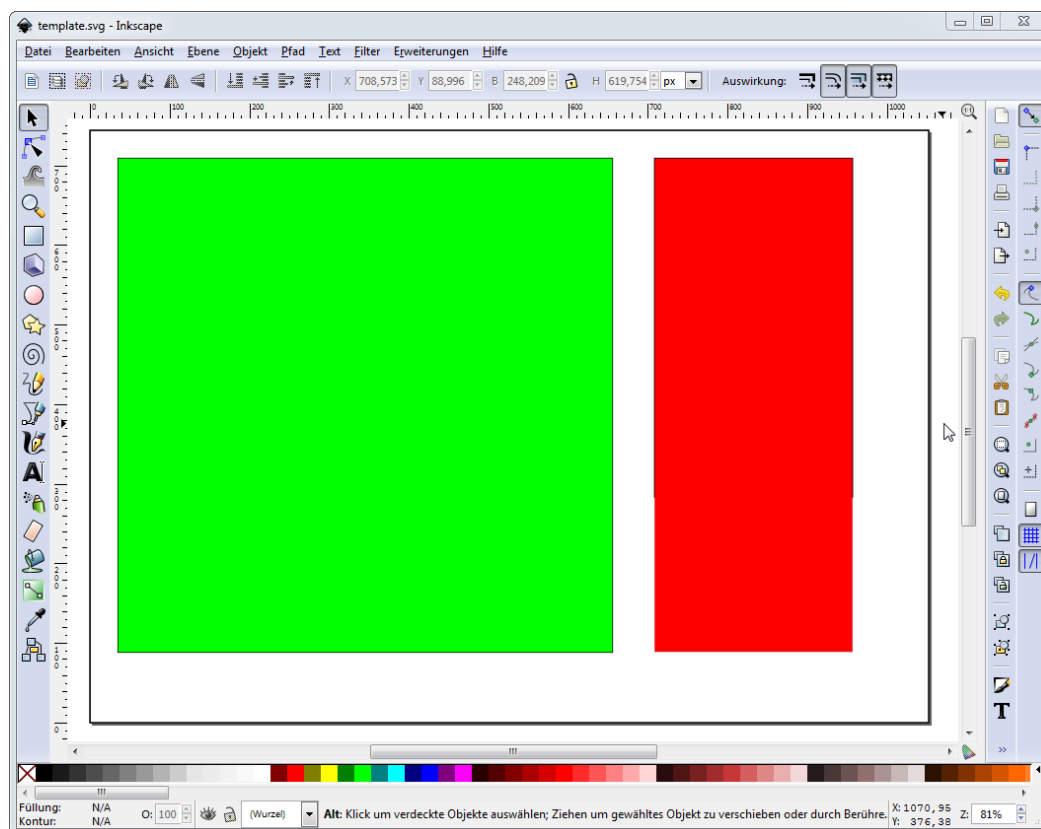
output. The template file can be customized to your liking [e.g. adding additional elements, moving/resizing the existing boxes, etc.].

You can add items to your template as you like [e.g. adding: disclaimer texts, copyright information, icons, your Cooperate Design elements etc.].

### Note

Usually you don't need to open a template with a text editor. Use a SVG-editor of your choice to edit the template skeleton. We recommend Inkscape (<http://www.inkscape.org>) as a free open source SVG-editor allowing users to browse the structure of the SVG with the build-in xml editor.

Figure 10.3  
Skeleton file opened  
with a SVG-editor  
(here Inkscape)



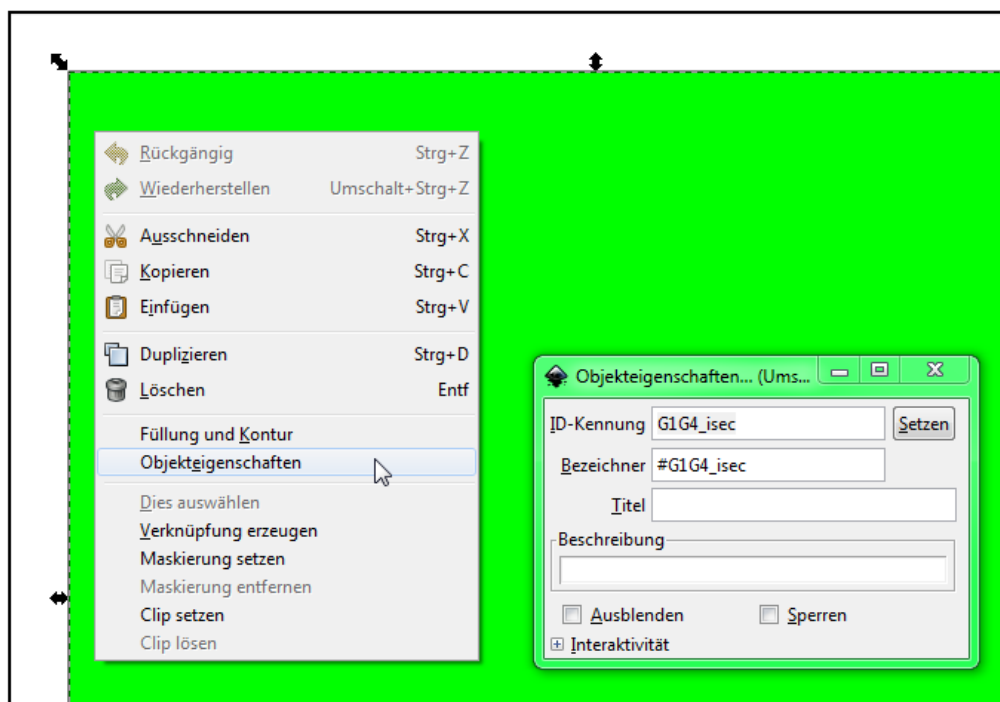
The simplest template consists of one or two **placeholder parts**. A placeholder part is referenced by its xml-tag **id** [as shown in the section above you can browse them with any text editor]. If you are using Inkscape you can browse the **id** of an object using the context menu -> "Object Properties".

**Tip**

You should almost never need to change those ids by hand. In addition, it is known that some editors do not allow users to change the tags **id**'s.

We recommend to use the template skeletons provided by GST Desktop Setup and modify them to your needs using your favorite SVG editor.

Figure 10.4  
Display object ids  
with Inkscape



The basic placeholders are:

- \* **G1G4\_isec** The green box represents the area where the intersection image will be placed. The size of this area will also determine the size of the intersection image. This box is mandatory and the intersection will exit with an error if it is not present. The color of the box has no usage [it is just for easy visual identification beside the id.]
- \* **G1G4\_legend** [Optional] The red box represents the area where the intersection legend will be placed. As with the green box, the area also determines the size of the legend.
- \* **G1G4\_params\_json** [Optional] Advanced output parameters that are controlling the section and legend generation
- \* **G1G4\_overview** [Optional] A placeholder of an overview map. The map will show the current location/section on an WMS map. [Note: The overview map replacement is

available only by the Section generation on GST Web.])

You can move the placeholders around and resize them according to your needs. You can also place more elements into the template like a disclaimer text, an author/ownership text, your logo etc. There are also a set of placeholder strings available to make these additional [static] elements more flexible and enrich them with more information about the section [e.g. time/date of creation, Scale information etc.]. Please consult section [Section Template File](#) on page 121 to get a detailed list about the available placeholder strings.

### Note

There is a restriction for the minimum size of a placeholder box. This is dependent on the overall document size. For an A4 document as example, a box needs to have a minimum of 50mm in width and height. See [Intersection Template detailed information](#) on page 150 for further information.

The maximum size of any box cannot exceed the size of the document.

If you overlap boxes or move them out of the document area, the content of those boxes will also be overdrawn or be outside the document area in the final image.

### Note

In some cases the **G1G1\_isec** box can "grow". This will happen if a user requests a section or borehole to be in a certain scale (see [parameter scale](#) on page 113 resp [parameter scale at the URL parameters](#) on page 172). This requires to display the section or borehole in a certain scale that might enlarge the **G1G1\_isec** placeholder box. See [parameter grow](#) on page 120 to control in which direction the **G1G1\_isec** can grow.



## Text placeholders

---

Any of these parameters present in a text field will be replaced by the mentioned value in the final image.

- \* **G1G4\_date**

- \* Will be replaced by the current date.
- \* Format: "dd.mm.yyyy".
- \* Example: "20.03.2014".

- \* **G1G4\_xScale**

- \* Will be replaced by the width scale.
- \* Format: "1 : xxxxxx".
- \* Example: "1 : 20000".

- \* **G1G4\_yScale**

- \* Will be replaced by the height scale.
- \* Format: "1 : yyyyyy".
- \* Example: "1 : 3000".

- \* **G1G4\_title**

- \* Will be replaced by a custom title. passed as parameter

## JSON parameters

---

The parameter textbox is identified by `id=G1G4_params_json`. The textbox will be removed from output image. All text in that box requires the JSON format.

**Example:**

Sample `G1G4_params_json` content:

```
{
    "unit ":" px ",
    "dpi ":300 ,
    "borehole-image-width ":800 ,
    "borehole-image-height ":600
}
```

Please refer to [the Appendix](#) on page 154 for a list of all parameters and their behavior.

**Tip**

You can also pass this parameters as JSON string as a parameter called **additionalParameters** by the **Section Image Designer** Dialog and the **URL Assistant** Dialog. If values are duplicated the values in **additionalParameters** will overwrite the values specified in `G1G4_params_json`.

If a parameter is defined neither in `G1G4_params_json` nor in **additionalParameters** a default value will be calculated. [Please refer to [the appendix](#) on page 154 about the default values].

## 10.1 Deploying Sections/Boreholes as a Service

### System prerequisites

This function requires GST Web in order to deploy services.

You can deploy sections as a service. This enables third party applications to request sections or boreholes by GST as done by GST Desktop. You can setup a section service in GST Desktop, where you define parameters that can be configured by the third party service. So the third party service functions a graphical interface or simply as parameter input service where the output is generated by the GST section service.

GST Desktop helps you with an URL Generation Assistant to generate an URL that can be used by the third party service. The generated URL contains a set of placeholder (well defined strings to search) that can be replaced by the third party service in order to push parameter values from that service.

#### Example:

The third party service is a map application. You want to put a function onto your map application where the user can pick virtual boreholes through the 3D model stored in GST. You want to set the location of the virtual borehole by your map application anything else should be generated by GST. For this concept GST Desktop provides you with an Assistant.

The Assistant of GST generates a KVP-Style URL with placeholders. Your application needs to replace the placeholder in order to change e.g. the location of a virtual borehole. See [the following section](#) on page 123 on how to do this.

#### Example:

A KVP-Styled URL looks like this:

```
http://somehost/pathToGSTWeb/createBorhole.php?key1=
#VALUEPLACEHOLDER1#&key=value2
```

#VALUEPLACEHOLDER1# is a placeholder that should be replaced by the third party service, e.g. your map application.

### Howto: Deploy a service

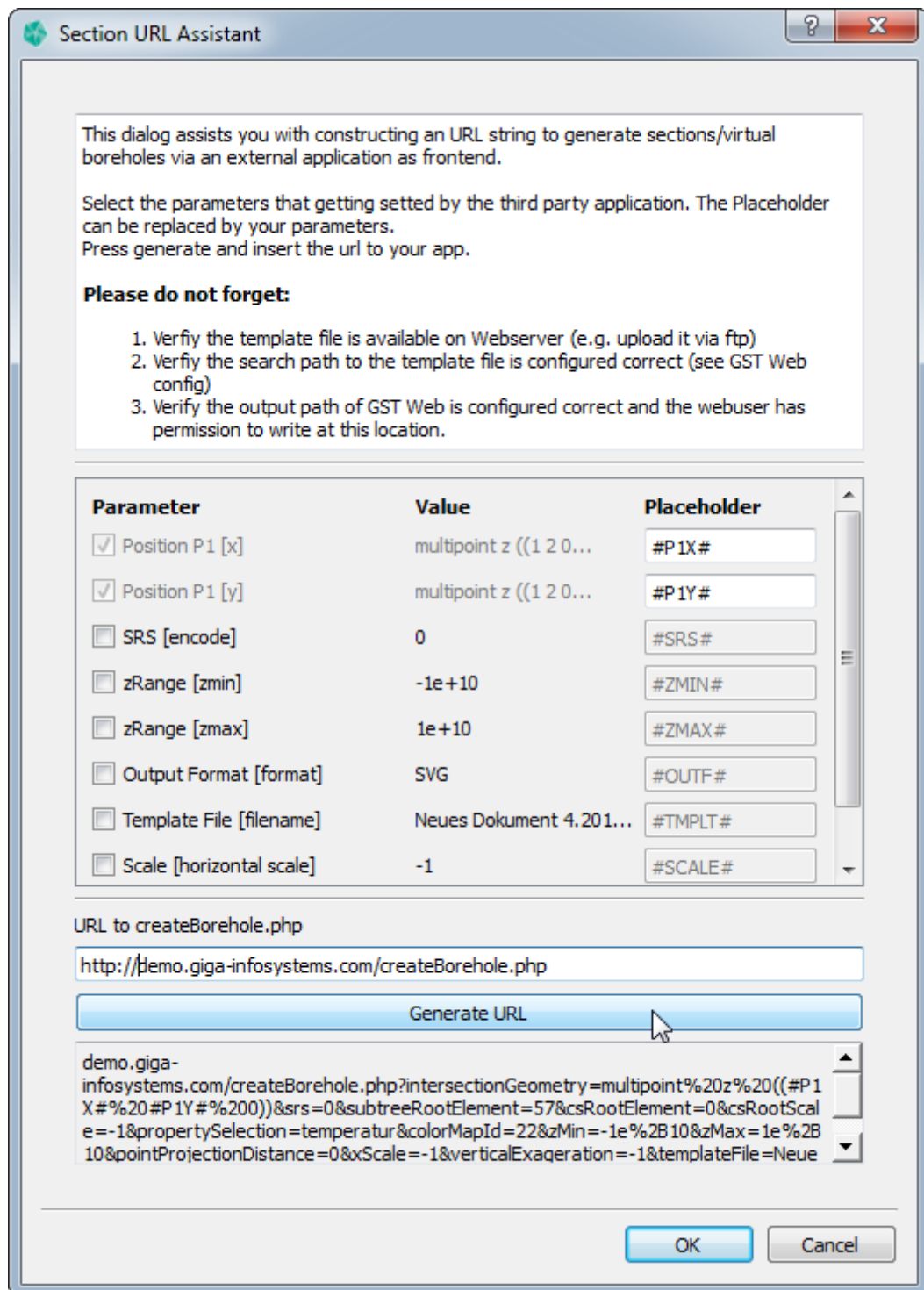
Use GST Desktop to design a section request. It's explained in the [sections above](#) on page 102 how to generate Sections.

Once the section / the borehole fits your requirements and you want to deploy the section as a service press the **Generate URL** button at the bottom of the **Section Image Designer** Dialog.

Figure 10.5  
Section Image  
Designer

1. Press the **Generate URL** Button to open the Section URL Assistant.

Figure 10.6  
Section URL  
Assistant



The Section Assistant shows up all configurable parameters.

An activated checkbox on the left marks a parameter to be defined by the third party service.

Unchecked parameters are defined by the GST Desktop and getting hard coded into the

## 10. Section Template File

URL [as you set them in Section Image Designer].

The position of the section / borehole is always a parameter that is defined with placeholders.

1. Change the placeholder string on the right if you want to.
2. Enter the URL stump to createBorehole.php of your GST Web Instance
3. Press
  - a) **Generate URL** to generate the URL.
  - b) **Cancel** to abort.
4. To deploy the section service, copy the generated URL to the third party service administrator. The third party service should replace the placeholders by the desired values in order to generate an output.
5. Please verify that the template file you specify is available for GST Web [temporal path of GST Web, see var.inc.php]!

### Note

A list of all section parameters is available in [Appendix](#) on page 172

# 11 Manage Themes

## 11.1 Motivation and concept of Themes

**Themes** are intended to visualize and group geomodels based on their [object] properties and display a group name instead of the technical object names. In GST Web the geomodels will be colored and represented in that group when a Theme is activated. GST Web allows to setup a default theme that is displayed at the startup.

### Relevance of Themes

A Theme can be understood as an implementation of a **generalized legend**. Based on object properties a Feature will be interpreted to be part of something. A generalized legend could be a litho-stratigraphic view, a hydraulic view or a [thermal] potential view for a example.  
Of course generalized legends can differ in context. That is why multiple Themes can be created.

A theme consists of

- \* A **Theme label** - a human readable text, like a headline
- \* A **Property Name Match** pattern - defines a connection from an Object Property to a Theme. .... page 127
- \* A **Access Level** - the Theme visibility on GST Web .....page 127
- \* A **Theme type** - depending on the Property Data type the definition how property values are represented in the Legend ..... page 128 ff
- \* A **No data** handling - how the value "no data" is handled and which values shall be ignored in the Theme ..... page 128

Figure 11.1  
Theme Editor

Headline

Theme Match

Visibility in GST Web

Theme Type / Theme definition

No Data handling

Order	Label	Value	Color
0	Granit	Granit	T: 0 %
1	Diorite	Diorite	T: 0 %
2	Nicht Zugeord...	na	T: 0 %

## Match pattern

One Theme can be assigned to Features from different Feature Classes having slightly different Property names [e.g. when features are used in Model Trees each feature can be integrated from a different Feature Class]. Therefore a **match pattern** is a **semicolon ";"** **separated** list supporting **"?" [wildcard]** and **"\*" [kleene]** operators and doing a **case insensitive** comparison.

### Example:

Feature Properties

- \* Temperature
- \* Temp
- \* temp

} matched by **temp;temperature**  
[also matched by **temp\***]

## Theme visibility on GST Web / Access Levels



Within **GST Web** each Web user can be assigned to an Access Level. [Please consult the **GST Web User manual** for a howto.] They are used to filter content for specific users. Access Levels that are installed by default are:

- \* **public**
- \* **partner**
- \* **private**

Access Levels are hierarchical [from bottom to top in the list above], thus the most restricted level is **public**. Users assigned to that level can see content assigned to that level only. The level **partner** includes all content that is available for **partner** AND **public**, and so on.

Themes can be assigned to an Access Level in order to restrict the occurrence of Themes for specific users.

### Note

Themes that have an Access Level **higher than public** are only visible for web users that are assigned to that level [or higher]. By default the public login is mapped to a web user that is assigned to the Access Level **public**. Thus, Themes set to the Access Level **partner** or **private** are not accessible for the public login.

## Theme types

---

Depending on the datatype of the property GST distinguishes between two Theme types.

- \* **Continuous type** for continuous datatypes like integer, float or double
- \* **Discrete type** for discrete datatypes like integer, text and boolean

Please continue with chapter [Define Themes](#) on page [130](#) for more information about **Continuous type** and **Discrete type**.

## No Data handling

---

The lower part of the Dialog handles how the no data case will be displayed.

A no data value is either

- \* the NULL value or
- \* a value depending on the Theme type
  - \* outside the defined interval [for continuous Themes]

## 11. Manage Themes

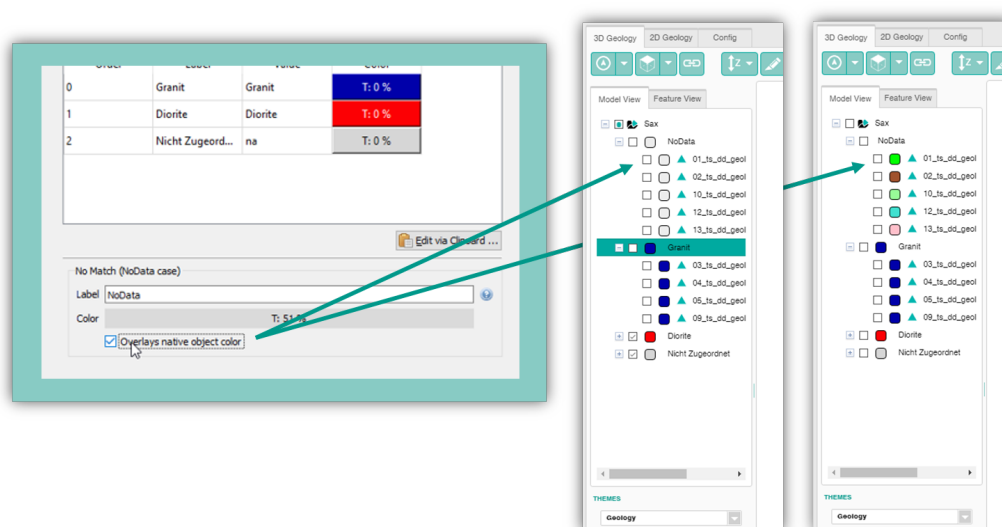
- \* a value that is not matched with the table [for discrete Themes]

Simply define a label that will occur in the legend for the no data interpreted objects. [Useful terms here are: "no data", "not defined", "not interpreted", "other", ...].

Defining a color will show all no data interpreted objects in that color [e.g. black, grey or semi transparent].

If the checkbox **Overlays object color** is activated, this color will be ignored and the objects are displayed in their native defined colors [see [Browsing Features and changing Object Property Values](#) on page 25].

Figure 11.2  
**Overlays object color**  
controls how the no  
data interpreted  
objects will be  
displayed in GST  
Web



## 11. Manage Themes

Figure 11.3  
GST Web with  
regular object color  
[Default Theme]

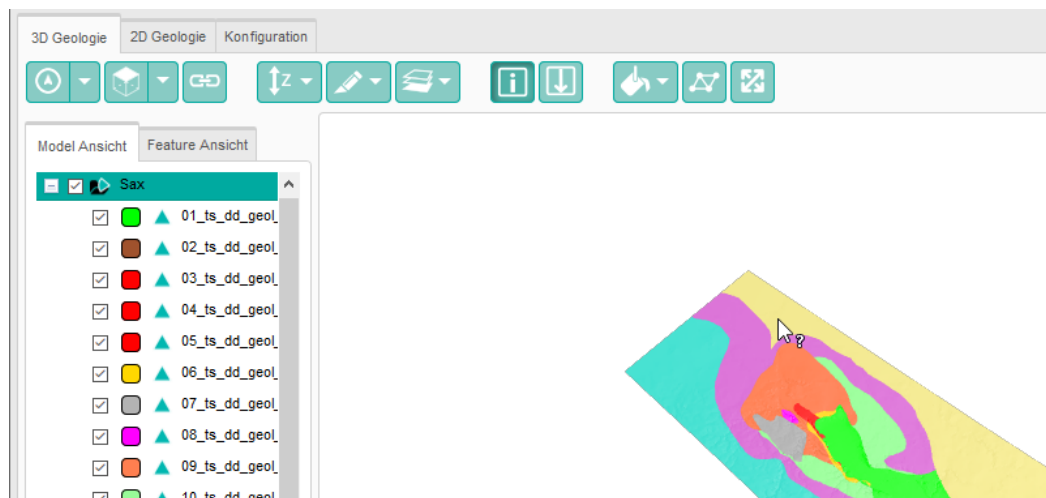
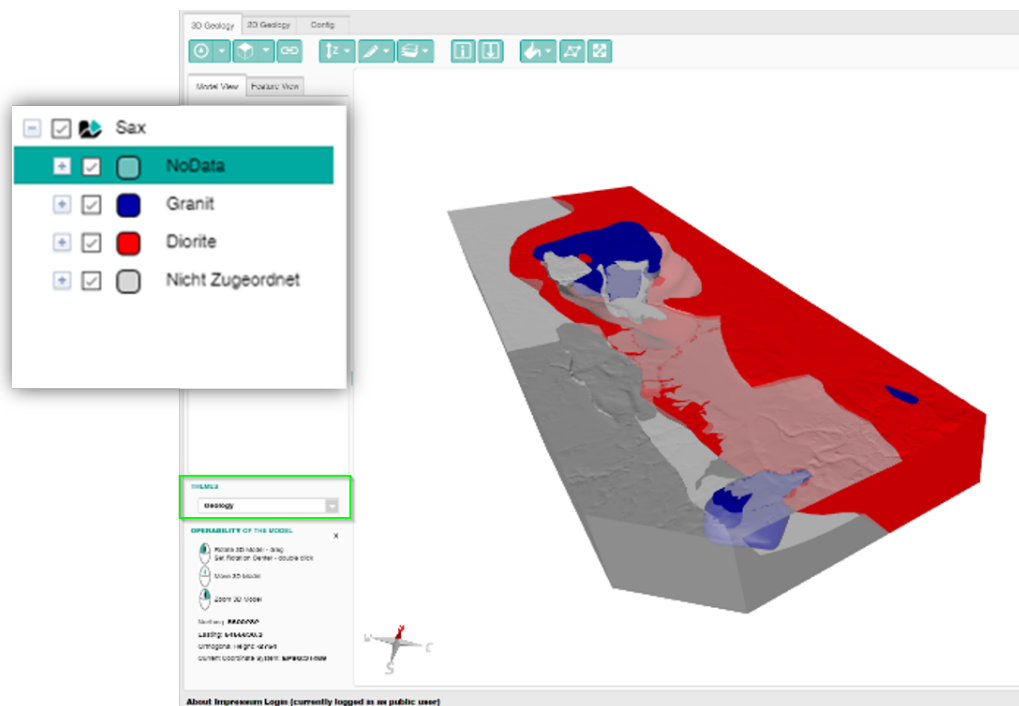


Figure 11.4  
GST Web with Theme  
color. The user can  
switch the current  
theme with the drop  
down menu in the  
lower left. The  
default displayed  
Theme can be  
configured within  
GST Web  
administrative page.



## 11.2 Define Themes

Themes have a prominent appearance in GST Desktop. They are accessible within the tabs **Feature Selection** and **Model** [see Figure 11.5].

The first time GST Desktop is started the Default Theme is selected which means, no Theme is used. The objects are displayed in their object colors.

Hovering the mouse over the Theme dropdown element enables the control buttons

## 11. Manage Themes




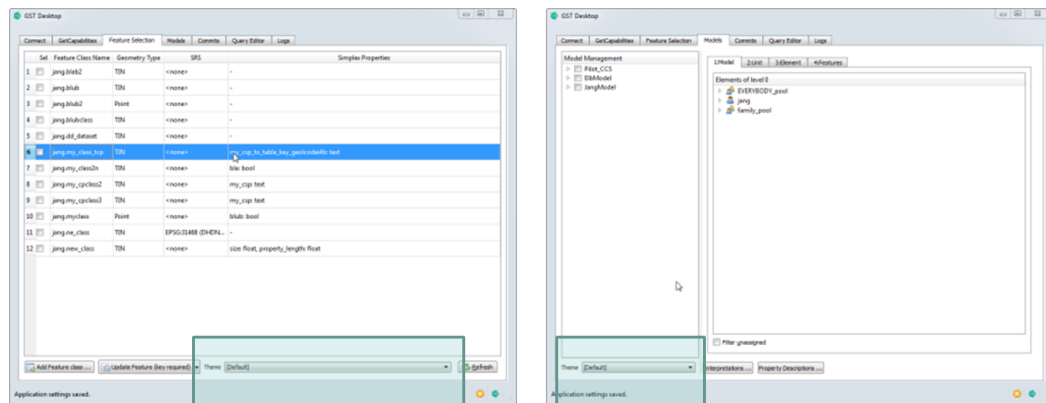
- \*  **add**
- \*  **remove** [not available for Default Theme]
- \*  **edit** [not available for Default Theme]

Figure 11.5  
The Theme  
dropdown element  
has a prominent  
position in GST  
Desktop



## Definition of a Continuous Theme

Figure 11.6  
Concept of a  
Continuous Theme



For continuous property values the values might range from the full real number space [depending on the property datatype]. Within Continuous Themes the full range is delimited into intervals. Each interval is defined by it's right border and the left neighbored interval border. [As a result the intervals are in mathematic terms left open and right closed, that is depicted in Figure 11.6 with the black square brackets.]

### Within GST Desktop


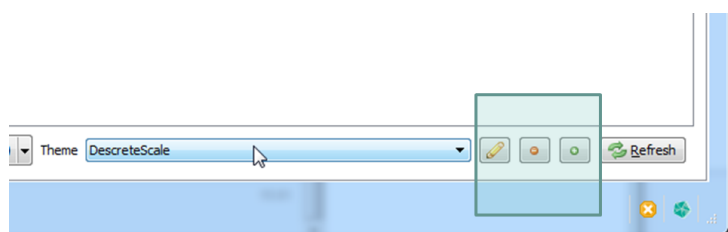
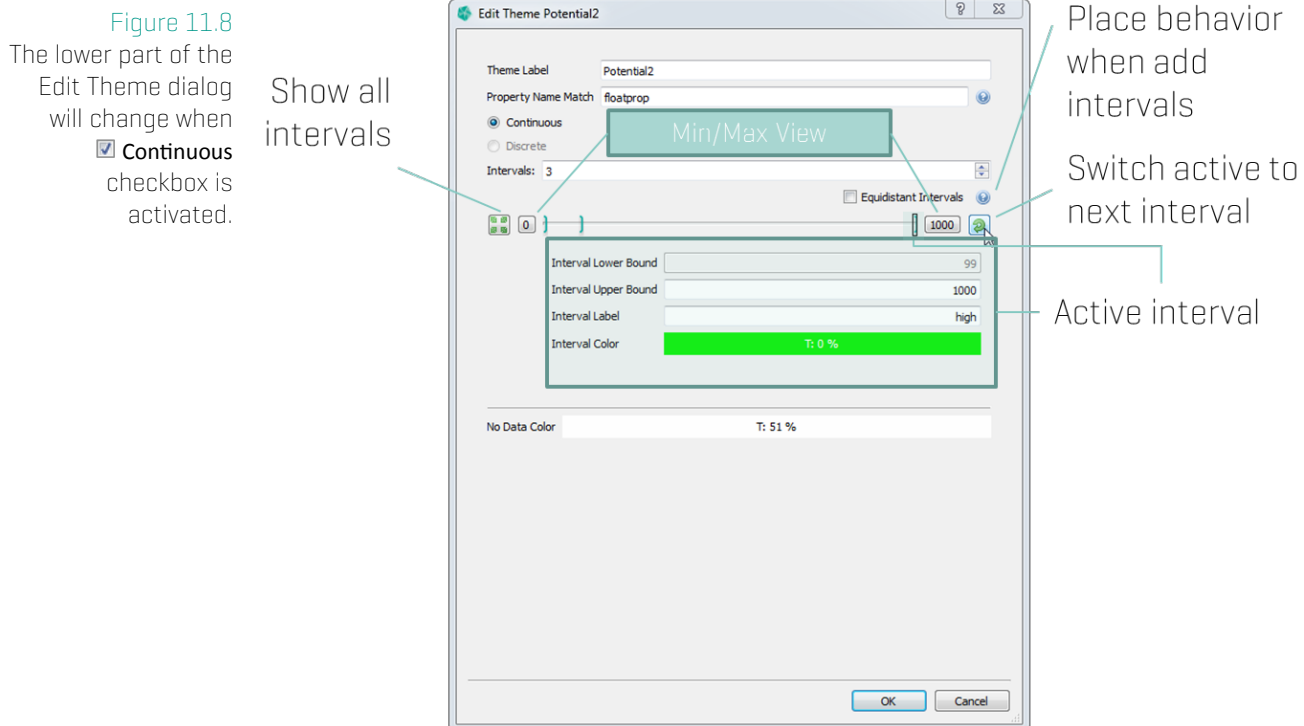
Within GST Desktop create a Continuous Theme by hovering over the Theme dropdown element with the mouse and pressing the  **add** button.

Figure 11.7  
Hovering the Theme  
dropdown menu will  
show the control  
buttons



## 11. Manage Themes

In the **Edit Theme dialog** type in a **Theme label** and a **Property Name Match** and select the radio button **Continuous** to create a Continuous Theme. This will change the lower part of the Dialog [compare [Figure 11.8](#) and [Figure 11.10](#)].



Place new interval handles by increasing the **Intervals** spinbox [in [Figure 11.8](#) it is set to 3]. The way intervals are placed can be controlled by the checkbox ☒ **Equidistant Intervals** [see Note box below for additional information]. Drag intervals with the mouse to change the interval border or activate a handle by clicking the **switch** button. The current active handle is highlighted by a small box []. The interval border [**Interval Upper Bound**], the **Interval Label** and the **Interval Color** can be set below the slider for the current activated handle. Set the **No Data Color** for all Theme Interpretation left from the lowest and right from the highest interval [see [Figure 11.6](#)]

The Min/Max View buttons allow to zoom on the slider [changing visible range]. They do not change any interval value so they can be changed without care. Use the **reset zoom** to undo and view all handles. [Note that the Min/Max View buttons will change their labels to the visible range.]

### Equidistant Intervals

**Checked** When new Intervals are added [incrementing Spinbox value above] the Interval handles are placed in equal distances on the multislider. This means existing intervals will change their values in order to form equidistant intervals.

**Unchecked** Non Equidistant Intervals are always inserted in the last Interval. No Existing Interval is changed.

## Definition of a Discrete Theme

Figure 11.9  
Concept of a  
Discrete Theme

	rtype	
	5	← sediment
	6	← metamorphite
	7	← volcanic

Discrete Themes are 1:1 mappings from Property Values to Theme Value, label and Color. They can be used to group data or visualize geocodes.

### Within GST Desktop


Within GST Desktop create a Discrete Theme by hovering over the Theme dropdown element with the mouse and pressing the  **add** button. In the **Edit Theme Dialog** select the radio button **Discrete** to create a Discrete Theme.

Figure 11.10  
Discrete Themes in  
Edit Theme Dialog

List of Quantums, the  
mapped value, the  
accociated label and  
color

Theme Label

Geology

Property Name Match

Model\_Feature

Access Level

public access

Continuous

Discrete

Quantums

3

Order	Label	Value	Color
0	Granit	Granit	T: 0 %
1	Diorite	Diorite	T: 0 %
2	Nicht Zugeord...	na	T: 0 %

Edit via Clipboard ...

No Match (NoData case)

Label

NoData

Color

T: 51 %

Overlays native object color

OK

Cancel

Number of  
discrete mappings  
[Quantums]

Useful to copy in  
multiple  
quantums e.g.  
via Excel

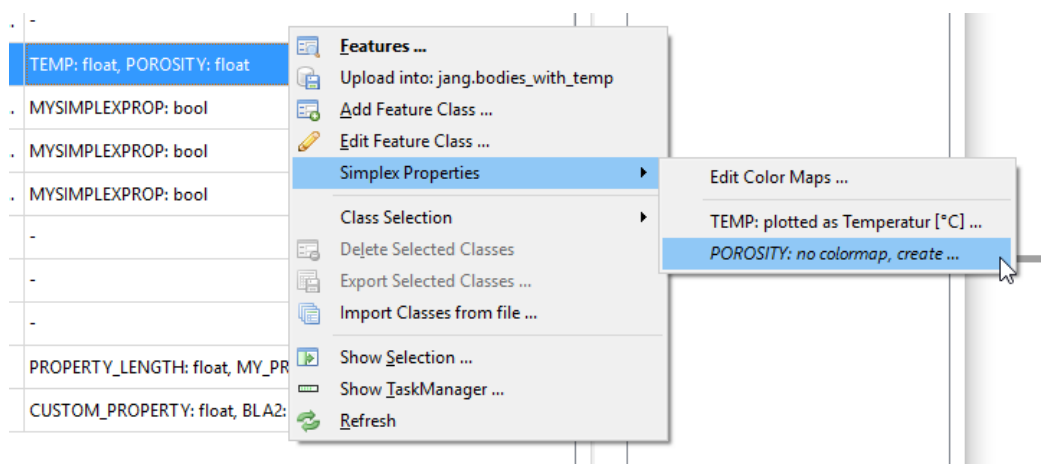
The table below the **Quantums** spinbox represents the mapping. The column **Value** represents the Property Value that will be mapped to the **Label** and **Color**. **Order** can be used to control the order of the Theme Interpretations, e.g. a legend.

## 12 Manage Simplex Property Color Maps

The context menu of a Feature Class shows all Simplex Properties assigned to that Feature Class. Simplex Properties which are not connected to any Color Map are displayed in italic font.

Figure 12.1

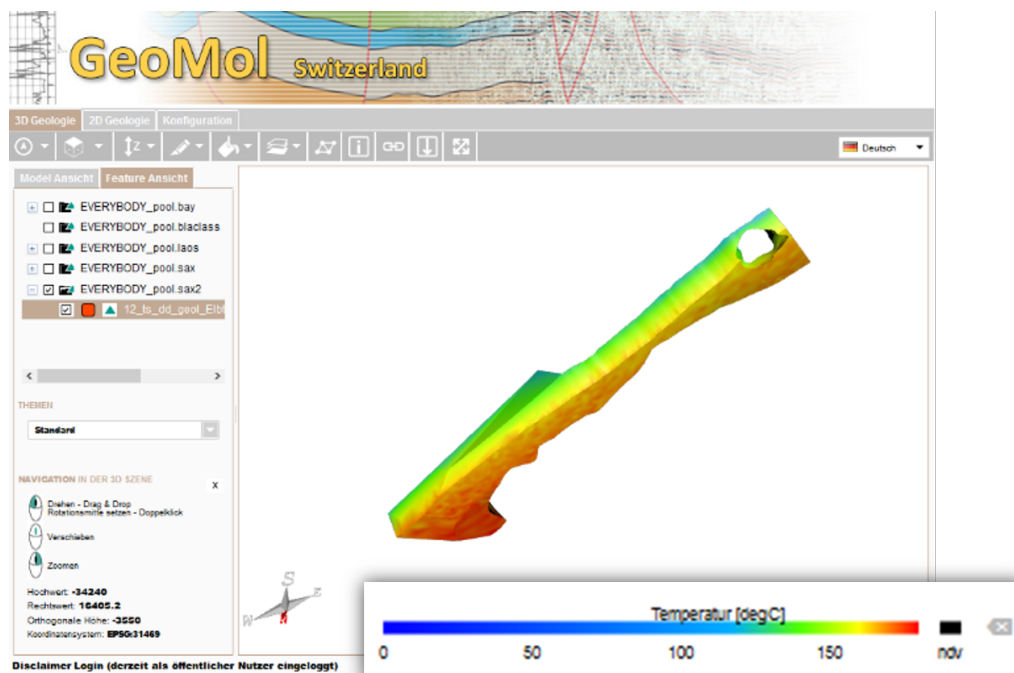
The context menu of a Feature Class shows all Simplex Properties assigned to that Feature Class. Simplex Properties which are not connected to any Color Map are displayed in italic.



Simplex Properties are used to color code Simplex Property values in the 3D scene of **GST Web**. This can be customized by defining Color Maps. A legend allows the user to trace back a color to a value.

Figure 12.2

Color Maps are used to color code Simplex Property values in the 3D scene of GST Web. A legend allows the user to trace back a color to a value.





## 12.1 Create or edit a Continuous Color Map

In order to create a Continuous Color Map, click on a non assigned Continuous Simplex Property with type float (printed in *italic font*), see figure 12.1. (To edit an existing Color Map click an assigned Simplex Property, printed in non italic font.) The Color Map Editor opens up (figure 12.3), where the **Property Name Match** is adjusted to connect the Color Map with the Simplex Property specified before.

Figure 12.3  
Create or edit a  
Continuous Color  
Map

**Edit Colormaps**

Color Map Label: Prosperity

Property Name Match: orprosperity

Access Level: Public

Prototype: rgbMap

Lower Bound: 10

Upper Bound: 50

Segments: 4 ☐ Interpolate mid values

Color	Value
Green	10
Yellow	23.3333
Red	36.6667
Blue	50

Unconfirmed changes ...

Discard Apply

Remove Discrete Continuous

No Data Color: ☐ Transparent for Grids

Close

Within the Color Map Editor you define how the Simplex Property is going to be visualized in GST Web. The following controls are available to define the Color Map. A legend **Preview** is available at the bottom of the Color Map Editor.

**Color Map Label** defines the label or name of the Color Map (displayed next to the legend in GST Web).

**Property Name Match** defines the Simplex Properties this Color Map is connected to. Analogue to Themes this match string supports a semicolon separated list, \* and ? operator in order to match multiple Simplex Properties differing in name. Please refer to the example box in subsection **Match pattern** of chapter **Motivation and concept of Themes** on page 127 for an example of match patterns!

**Access Level** defines the level of GST Web users this Color Map is visible to. Please refer to subsection **Access Levels** of chapter [Motivation and concept of Themes](#) on page [127](#) for an explanation about Access Levels!



**Prototype** has some predefined color schemes. Helps to auto fill the table with color value pairs.

**Lower Bound, Upper Bound** helps to auto fill the table. Type in numbers and check the checkbox **Interpolate mid values** in order to fill the table in a quick and easy way.

**Segments** defines the number of color value pairs of the Color Map.

**No Data Color** defines the color used for no data values [NULL values].

**Transparent for Grids** If active, no data values [NULL values] for Grid Geometries will be visualized transparently. This affects the presentation in GST-Web and Intersections. Otherwise, the **No Data Color** applies.

Press  **Apply** to save your changes.  **Discard** will discard your changes and not save anything.

### 12.2 Create or edit a Discrete Color Map

In order to create a Discrete Color Map, click on a non assigned Simplex Property with a discrete type bool, integer or text [printed in italic font], see figure [12.1](#). [To edit an existing Color Map click an assigned Simplex Property, printed in non italic font.] The Color Map Editor opens up [figure [12.4](#)], where the **Property Name Match** is adjusted to connect the Color Map with the Simplex Property specified before.

## 12. Manage Simplex Property Color Maps

Figure 12.4  
Create or edit a  
Discrete Color Map

Color	Value	Label	Order
Green	1	Kreide	0
Red	2	Granit	1
Yellow	3	Gneise	2
Magenta	4	Diorite	3

### Explanation of the general input fields

**Color Map Label** defines the label or name of the Color Map [displayed next to the legend in GST Web].

**Property Name Match** defines the Simplex Properties this Color Map is connected to. Analogue to Themes this match string supports a semicolon separated lists, \* and ? operator in order to match multiple Simplex Properties differing in name. Please refer to the example box in subsection **Match pattern** of chapter *Motivation and concept of Themes* on page 127 for an example of match patterns!



**Access Level** defines the level of GST Web users this Color Map is visible to. Please refer to subsection **Access Levels** of chapter *Motivation and concept of Themes* on page 127 for an explanation about Access Levels!

**No Data Color** defines the color used for no data values [NULL values].

**Transparent for Grids** If active, no data values [NULL values] for Grid Geometries will be visualized transparently. This affects the presentation in GST-Web and Intersections. Otherwise, the **No Data Color** applies.

### Explanation of the entries


- **Color** The display color of the mapped value.
- **Value** The mapped value. A Simplex Property value must match this to be mapped to this entry.
- **Label** The display name of the mapped value.
- **Order** Order of entries, for example in a legend.



Press  **Apply** to save your changes.  **Discard** will discard your changes and not save anything.

### 12.3 Manage Color Maps

In order to manage Color Maps click **Edit Color Maps ...** in the Feature Class context menu [figure 12.1].

Here you can create new Color Maps or edit and delete existing ones.

To edit or remove a Color Map, select it on the left side in the Color Map Editor [figure 12.3]. Use the button  **Remove** to remove the selected Color Map.

To create a Discrete Color Map use the button  **Discrete**. To create a Continuous Color Map use  **Continuous**. The **Property Name Match** is empty and requires to match with a Simplex Property Name in order to be connected with a Simplex Property.

## 13 Member Properties

Within GST Desktop it is possible to define **Member Properties**. Member Properties are indicated by an *m\_* prefix in their property name. Commonly Member Properties are used to link external data files with geometry objects.

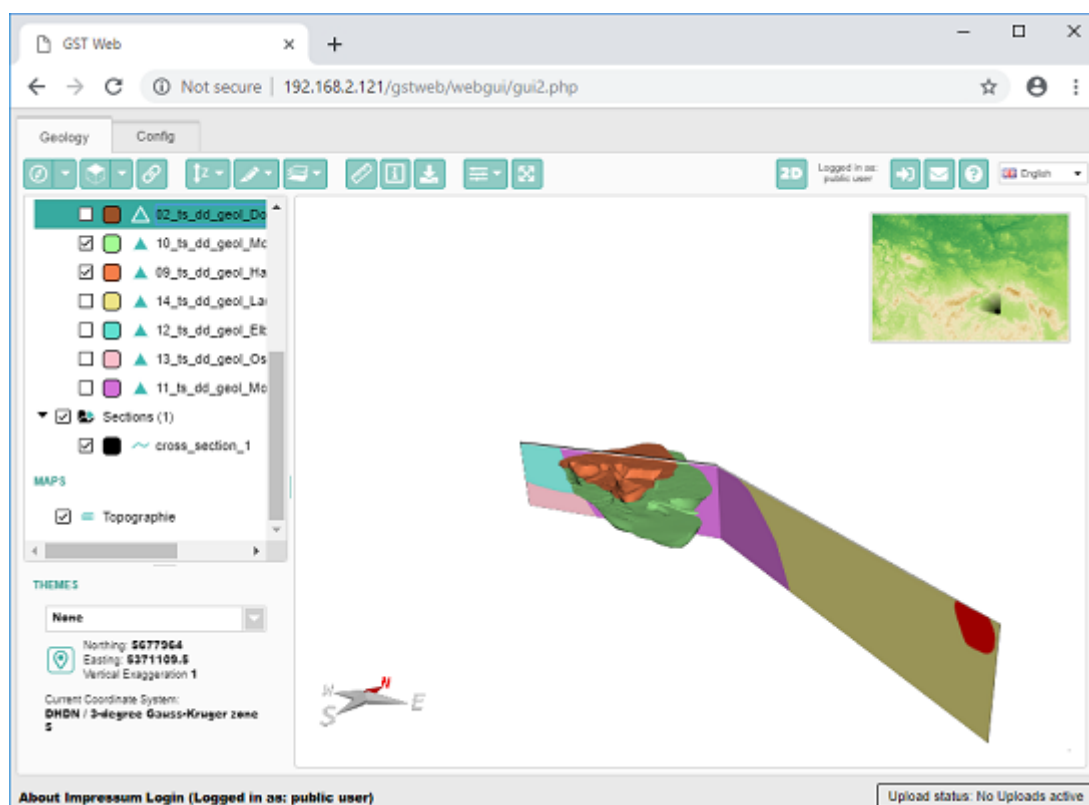
Supported Member Properties are

- \* Textured Lines ..... page 140
- \* Linked Files ..... page 144
- \* Feature Alias ..... page 144

### 13.1 Textured Lines

Textured lines enable the visualization of images within the 3D scene of GST-Web. They can be any image file like a section scan or a seismic image.

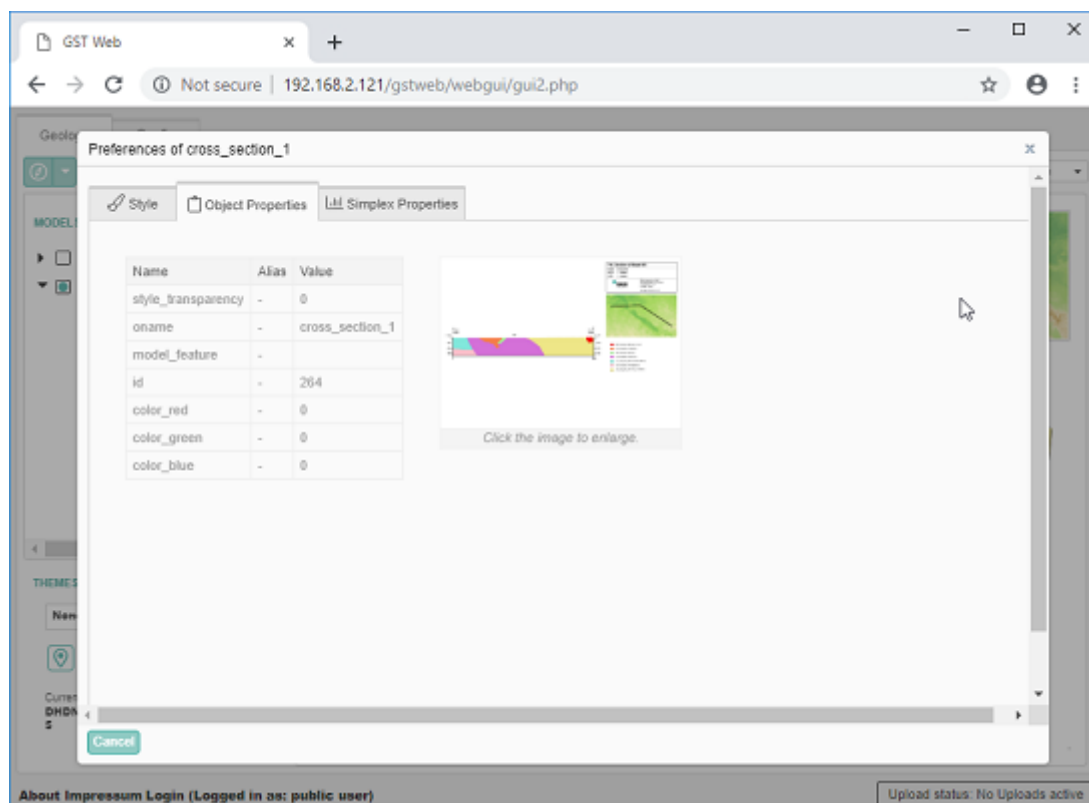
Figure 13.1  
A cross section  
image in the  
GST-Web 3D scene.



The Textured Line image can be seen and downloaded in the Properties window.

### 13. Member Properties

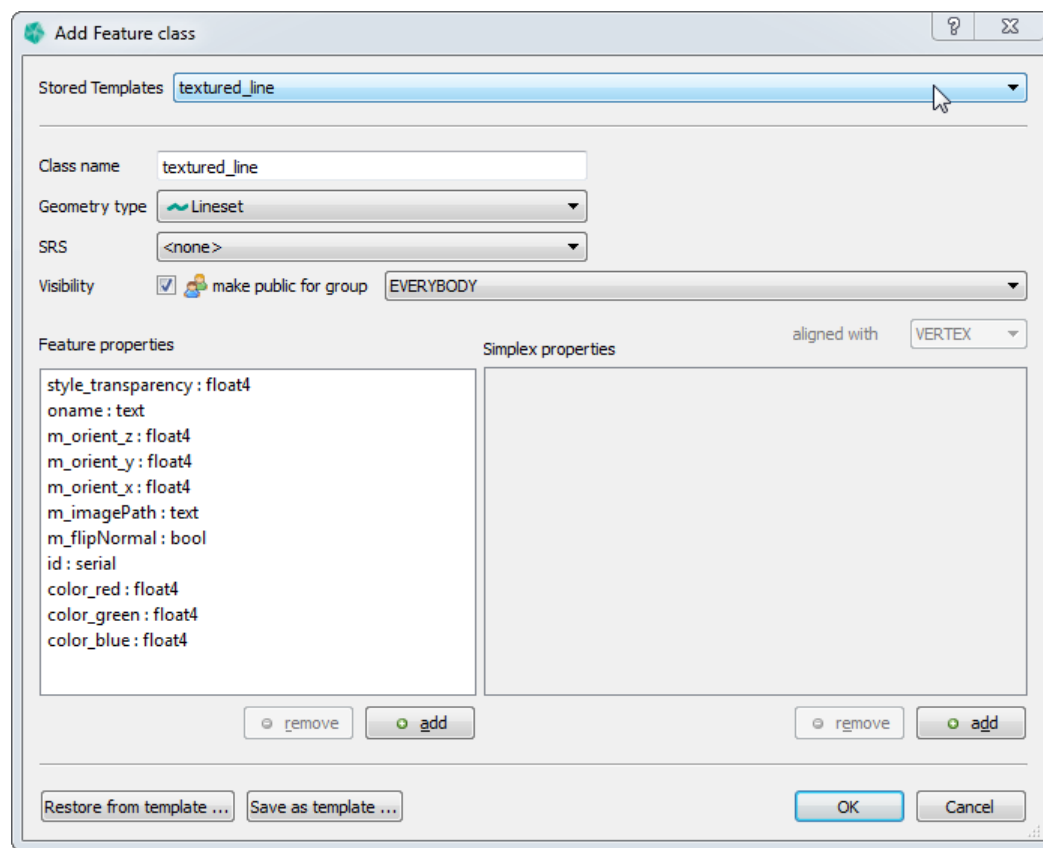
Figure 13.2  
Properties window  
with cross section  
image.



## Add a Textured Line to GST

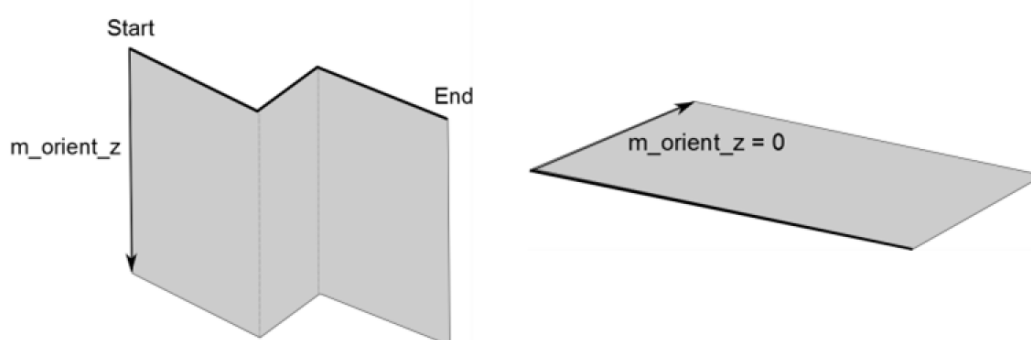
In order to add a Textured Line to GST a Feature Class needs to be of type **Lineset** and have some special Member Properties. To simplify the creation, use the **Stored Templates** drop-down element in the **Add Feature Class** dialog [see figure 13.4]. Adjust the name and add additional properties as required.

Figure 13.3  
Using Stored  
Templates



## Special Member Properties for Textured Lines

Figure 13.4  
The orient vector.



- \* **m\_orient\_x** -- x component of the surface orientation. Set to 0 for a vertical image.
- \* **m\_orient\_y** -- y component of the surface orientation. Set to 0 for a vertical image.
- \* **m\_orient\_z** -- z component of the surface orientation. Set to the height of the image. A negative value places the image below the line string, a positive one above.

- \* **m\_imagePath** -- The image filename. Images have to be placed onto the GST-Web instance. Place them in **Client Data**, either directly or in a subdirectory. The filename is relative as seen from **Client Data**.
- \* **m\_flipNormal** Controls whether the image texture will be flipped / mirrored. If **false** the first point of the input line string is aligned with the upper left corner of the image. If **true** the first point of the line string is aligned with the upper right corner of the image.

The width of the image in the 3D scene is equal to the length of the line string. The height to the length of the orient vector.

You can set these values like any object property, either during the upload [see [Section: Object Properties](#) on page 62] or later in the Feature Class view [see [Browsing Features and changing Object Property Values](#) on page 25].

## Crop image with offset JSON

---

To only show part of the input image in the 3D scene, place a JSON config file next to the image in the **Client Data** directory. The config file must have same name as the input image with **.json** as file extension. The structure of the offset JSON is as follows.

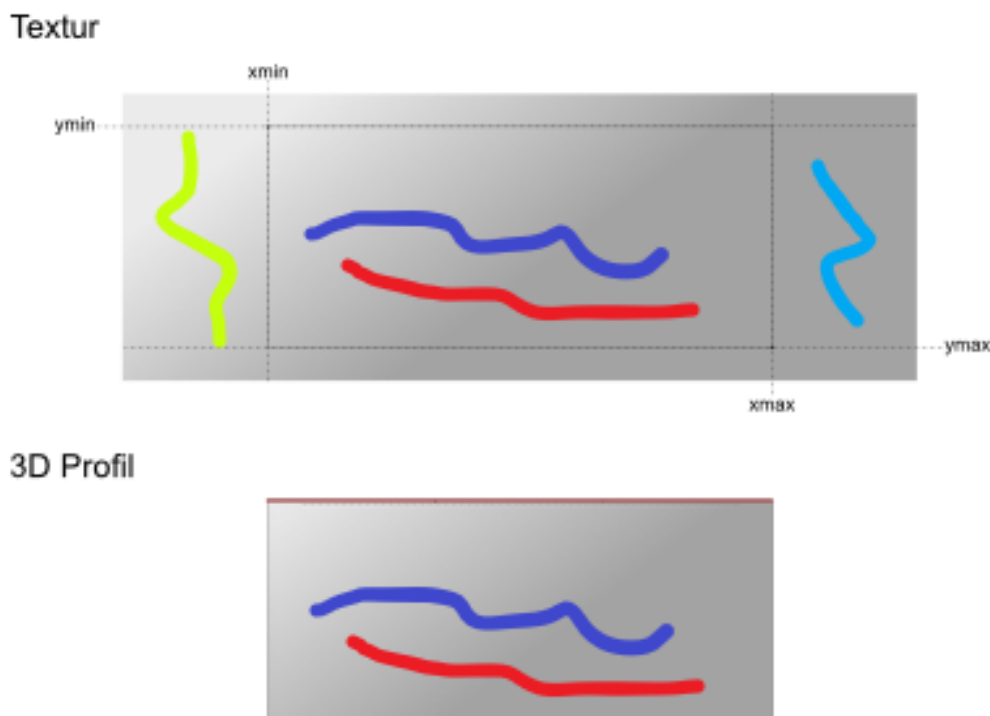
```
{
  "xmin": 10,
  "ymin": 10,
  "xmax": 610,
  "ymax": 410,
  "width": 800,
  "height": 600
}
```

(**xmin**, **ymin**) define the upper left, (**xmax**, **ymax**) the lower right point of the cropped image. **width** and **height** have to be set to the values of the input image (before cropping). Values are in pixels and all are mandatory.

With the values above, the input image of size **800x600** will be cropped to a image starting from pixel (10, 10) with a size of **600x400**.



Figure 13.5  
Cropping example



## 13.2 Linked Files

Linked files are displayed as hyperlinks in GST Web when the Property Page is being displayed [see figure 13.2]. To define a Linked File, you need to define a Member Property with the prefix **m\_path\_** to a custom property name, e.g. **m\_path\_PdfDoc** displays a hyperlink in GST Web next to the label **PdfDoc**. Like textured lines the value of this property can be set during uploading an object [see [Section: Object Properties](#) on page 62] or later in the Feature Class view [see [Browsing Features and changing Object Property Values](#) on page 25].

The value of the **m\_path\_** Member Property should be a relative path that is accessible from the server that is running GST Web. The easiest way to do so is to upload your files to a location into GST Web. This location can be set in the GST Web Admin interface with the parameter **Path to Textures**. Please consult the GST Web documentation for further information.

## 13.3 Feature Alias

Feature Alias can be used as an alternative display name for Features in GST Web and Intersections.

### Motivation

The Feature name stored in GST is often rather technical [for example **06\_ts\_dd\_geol\_Gneise**]. For a general audience, like a public GST Web instance, a simpler name [for this example **Gneise**] may be preferable.

If a Feature has the Alias Member Property and its value is not empty, GST Web and Intersection will use this value in places where a Feature name is displayed. In all other cases the standard Feature name is used.

To enable this for a given Feature Class, add a Member Property with the name **m\_alias** and type **text** [see [Edit a Feature Class](#) on page 37].

The value of this property can be set when uploading an object [see [Section: Object Properties](#) on page 62] or later in the Feature view [see [Browsing Features and changing Object Property Values](#) on page 25].

# 14 File Formats

- \* ISATIS ASCII [Grids] ..... page 147

## 14.1 ISATIS ASCII Format (Grids)

### How to Create the ISATIS ASCII File

---

To create the file in ISATIS so that GST can read it, you need to use the following settings:

- Coordinates Mode: "Do Not Store Coordinates"
- CSV Output: "yes"
- Save a Description Header: "yes"
- Comment Leader: '#'
- Output Grid Sorting: "+X +Y +Z"
- Values Separator: Can be set freely
- Decimal Symbol: Can be set freely

To make sure that GST can detect that you want to upload an ISATIS ASCII file, the file extension has to be **.hd** as in **mygrid.hd**.

#### Troubleshooting

- Check that you have used the correct settings as described above
- Check that your file has a '.hd' file extension (e.g. mygrid.hd)

## Supported ISATIS parts

---

As input, GST currently supports the following parts of the ISATIS file:

- structure [Geometry information]
  - sorting=+X +Y +Z
  - x0, y0, z0 [Origin]
  - dx, dy, dz [Grid length per direction]
  - nx, ny, nz [Cell count per direction]
  - theta, phi, psi [Rotation per axis]
- field [Property information]
  - name
  - type
  - f\_type
  - ffff [nodata value]
- type mappings [ISATIS => GST]
  - type = numeric and f\_type = Integer => integer
  - type = numeric and f\_type != Integer => double
  - type = alpha [f\_type ignored] => text

GST ignores [means skips and doesn't store] the following:

- structure: x\_unit, y\_unit, z\_unit
- field: unit, comment, f\_length, f\_digits, description

GST will fail for any of the following conditions:

- structure != grid
- sorting != +X +Y +Z
- Required settings not as described at the start
- File extension != '.hd'

## Example ISATIS ASCII File

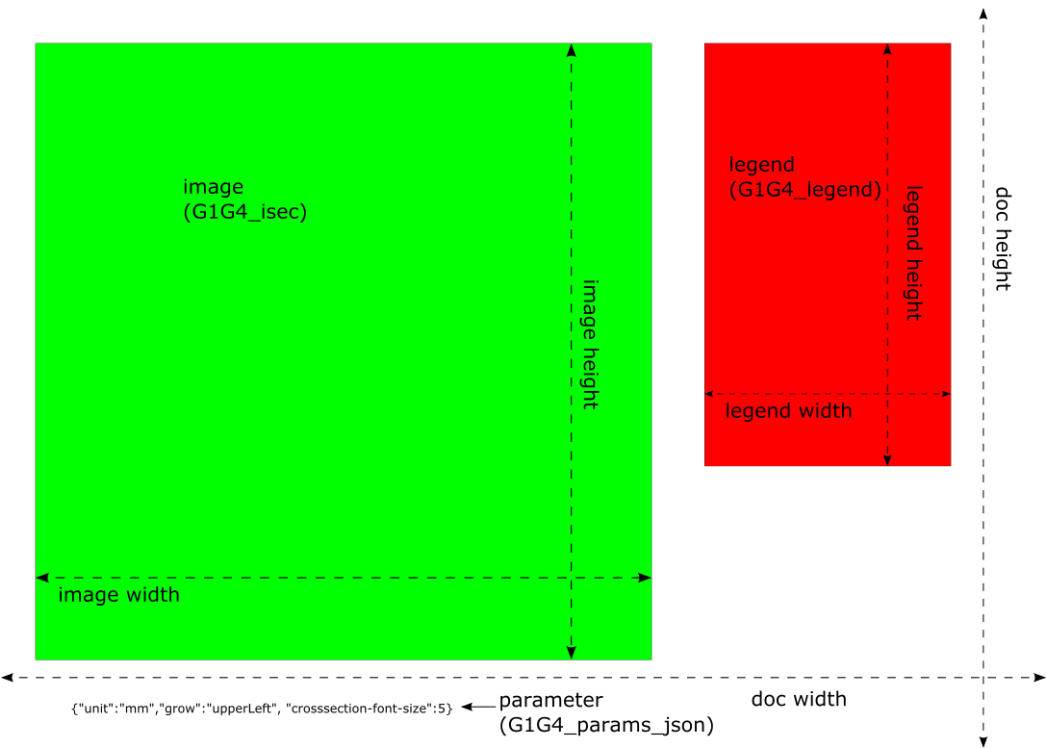
---

```
#
# FILE SAVING: Directory: 03_Grids  File: Grid_Temp_01
#
# structure=grid, x_unit="m", y_unit="m", z_unit="m";
#           sorting=+X +Y +Z ;
#           x0=2496915.06 , y0=1090415.06 , z0= -9500.00 ;
#           dx=  5000.00 , dy=  5000.00 , dz=  1000.00 ;
#           nx=        2 , ny=        2 , nz=        2 ;
#           theta=    30 , phi=        0 , psi=        0
#
# csv_file=Y, csv_separator=",", csv_decimal_symbol="."
# nskip=1
# field=1, type=numeric, name="Temp", bitlength=32;
#           ffff="-9999", unit="C";
#           f_type=Decimal, f_length=10, f_digits=2;
#           description="Creation Date: Oct 31 2017   14:39:25"
#
Temp
220.23
196.36
196.36
161.94
161.94
139.78
121.43
99.94
```

# A Intersection Template detailed information

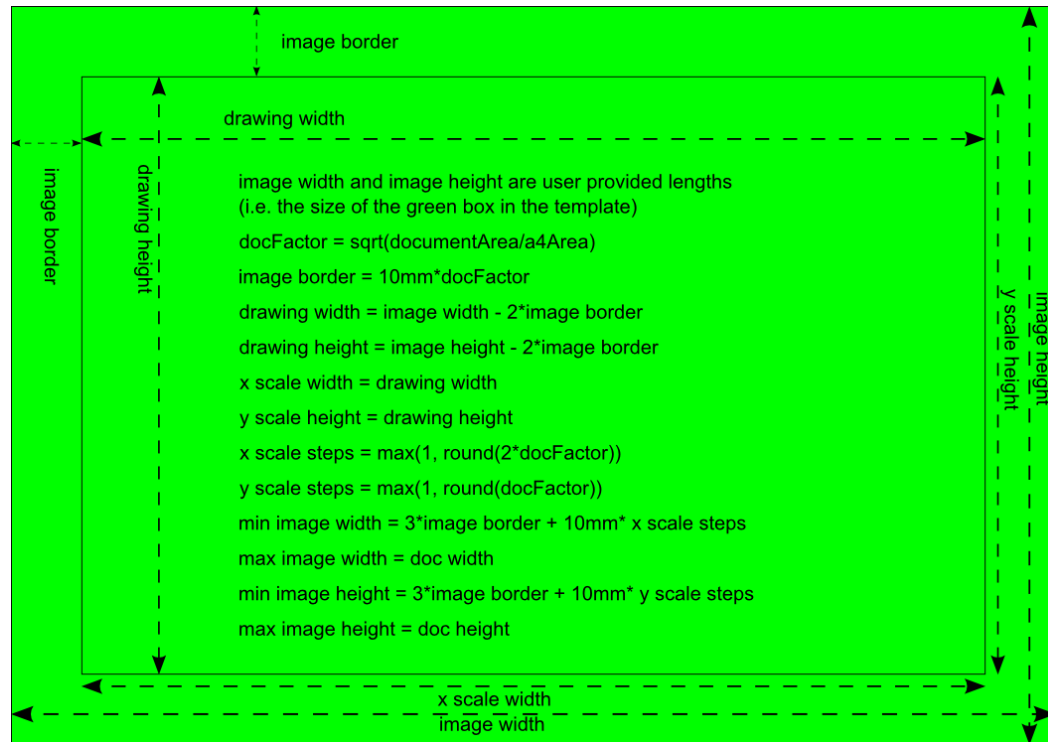
## A.1 Overview

Figure A.1  
Overview over the  
template with some  
parameters  
explained



## A.2 Image details

Figure A.2  
Detailed parameter  
explanation to the  
intersection image  
box





## A.3 Legend details

Figure A.3  
Detailed parameter  
explanation to the  
legend box

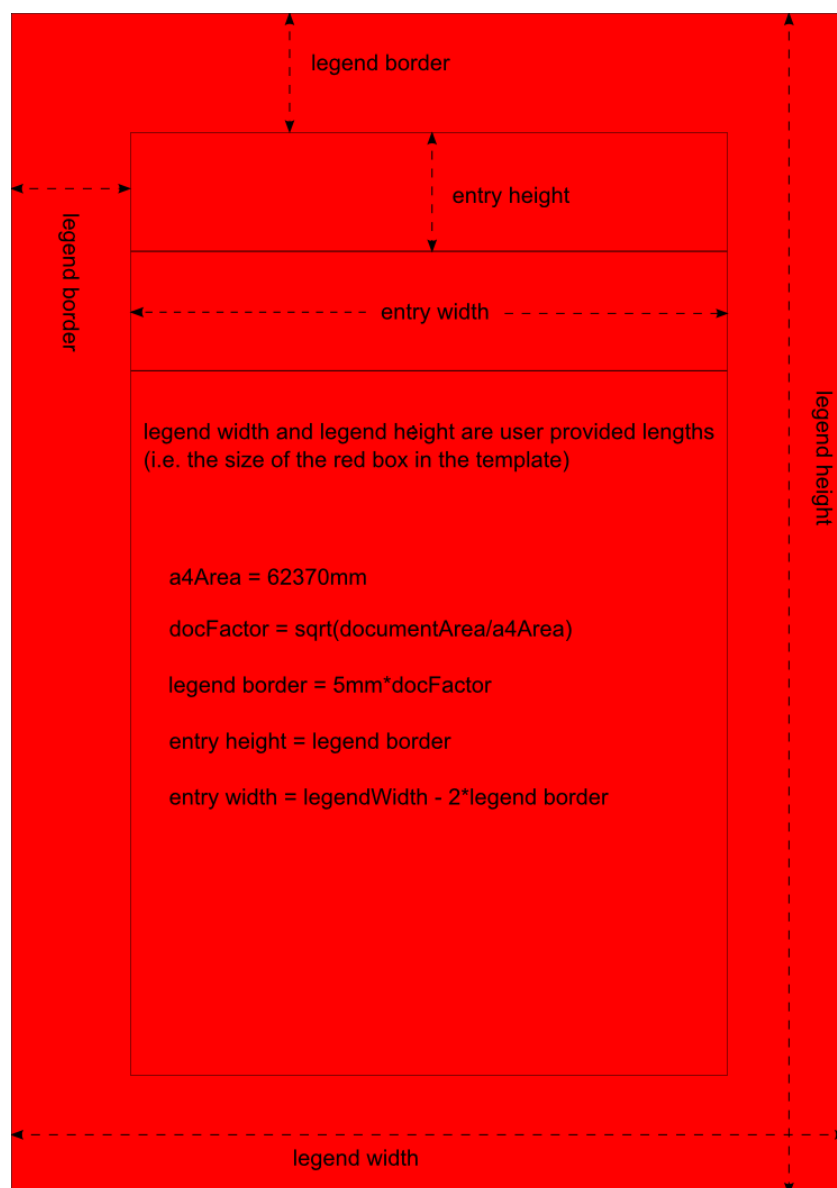
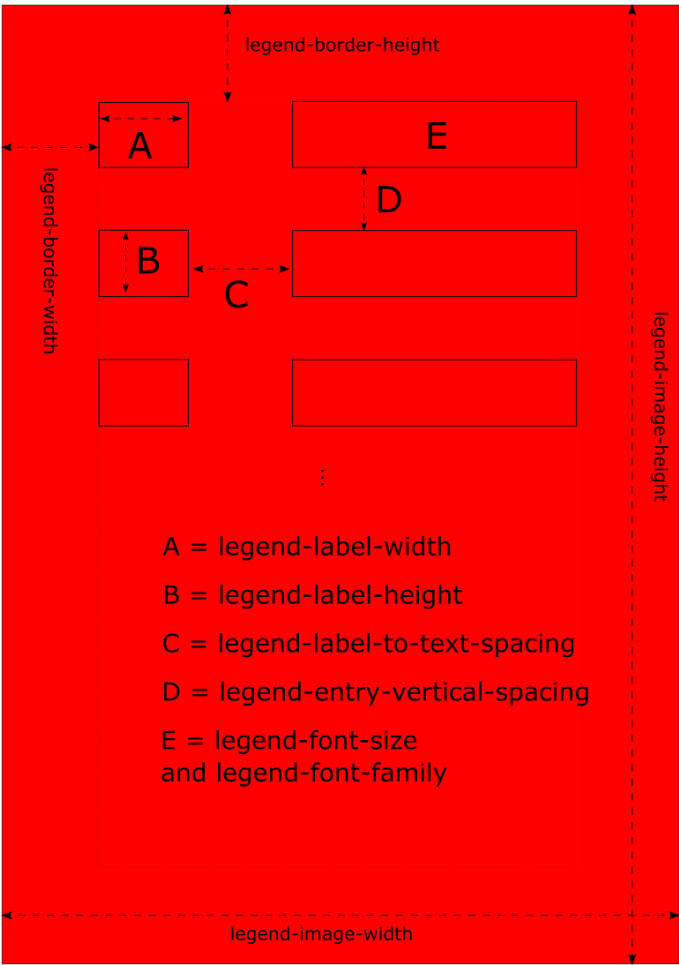


Figure A.4  
json parameter  
explanation



## A.4 Additional JSON Parameters

Passing parameters in the Template text box **G1G4\_params\_json** or as **additionalParameters** to the **URL** or **Slice Parameter Dialog** in GST Desktop allows you to customize the section output.

### Example:

Parameters are necessarily encoded in JSON format, e.g.

```
{
  "unit ":" px ",
  "dpi ":300 ,
  "borehole-image-width ":800 ,
  "borehole-image-height ":600
}
```

Below a complete list of parameters

### General JSON Parameters

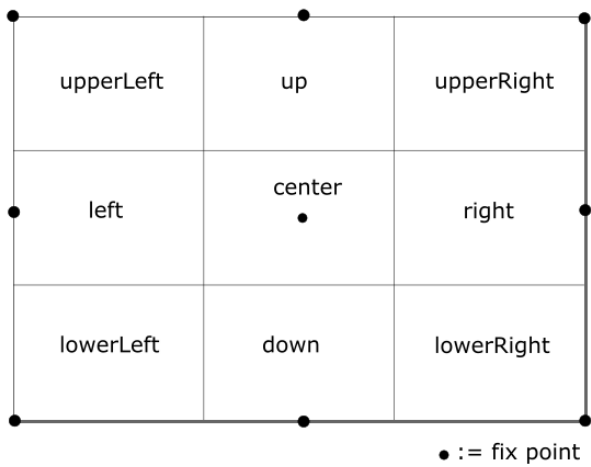
Parameter	Possible Values / Hints	Default value
<b>unit</b>	String Used to transform length properties in the json_params <ul style="list-style-type: none"> <li>* "px" [Pixels], if set requires <b>dpi</b></li> <li>* "mm" [Millimeter]</li> <li>* "cm" [Centimeter]</li> </ul>	Required
	<b>Hint</b> It is a good idea to specify "mm" or "cm" when using a template. Use "px" when generate a section without templates just using JSON. [URL Parameter <b>templateFile</b> and <b>legendTemplate</b> are optional]. <a href="#">Section Template File</a> on page 115	

## A. Intersection Template detailed information

Parameter	Possible Values / Hints	Default value
<b>dpi</b>	<p>Integer</p> <p>Controls the resolution of the output image.</p> <ul style="list-style-type: none"> <li>* If the output format is a pixel format [e.g. png] this parameter is required.</li> <li>* If the output format is a vector format [e.g. svg] this parameter is required if <b>unit</b> is <b>px</b>.</li> <li>* If the output format is a vector format [e.g. svg] this parameter is ignored if <b>unit</b> is not <b>px</b>.</li> </ul>	300
<b>grow</b>	<p>String</p> <p>Direction of growing. [Keeps the opposite corner of G1G4_isec fixed.]. Possible values:</p> <ul style="list-style-type: none"> <li>* "upperRight"</li> <li>* "upperLeft"</li> <li>* "lowerRight"</li> <li>* "lowerLeft"</li> <li>* "none" [deny growing.]</li> </ul> <p>This parameter has no effect when generating a section with a template.</p>	"none"
<b>image-align</b>	<p>String</p> <p>Override the alignment of the intersection image in the G1G4_isec box. Possible values (please also refer to figure A.5):</p> <ul style="list-style-type: none"> <li>* "upperRight"</li> <li>* "up"</li> <li>* "upperLeft"</li> <li>* "left"</li> <li>* "center"</li> <li>* "right"</li> <li>* "lowerLeft"</li> <li>* "down"</li> <li>* "lowerRight"</li> </ul> <p>See Figure A.5 below this table.</p>	<p>The opposite side of <b>grow</b>. [If <b>grow</b> is set to "none" then <b>image-align</b> defaults to "center".]</p>

A. Intersection Template detailed information

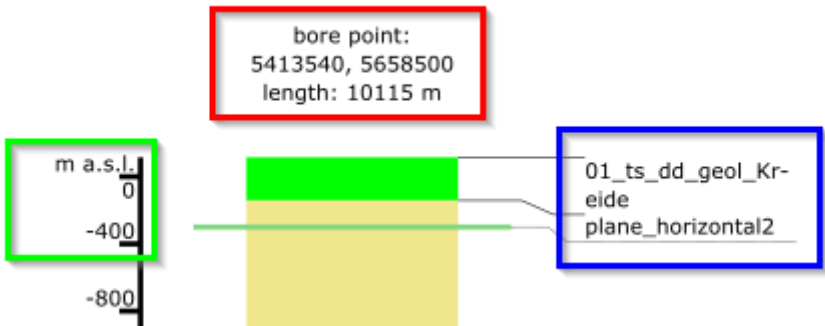
Figure A.5  
Alignment values for  
**image-align**



Within the following sections parameters are dependent on the Intersection type. These parameters are indicated by the prefixes

- \* **borehole-...** .....page 158
- \* **crossection-...** .....page 162
- \* **mapsection-...** .....page 165
- \* **legend-...** .....page 166

Figure A.6  
Font identifiers for  
**font-size** and  
**font-family**



\_\_\_-font-size, \_\_\_-font-family borehole-font-size, borehole-font-family, crossection-font-size, mapsection-font-size

ont-size, \_\_\_-scale-font-family borehole-y-scale-font-size, borehole-y-scale-font-family, crossection, mapsection

borehole-label-area-font-size

### Important for font-family

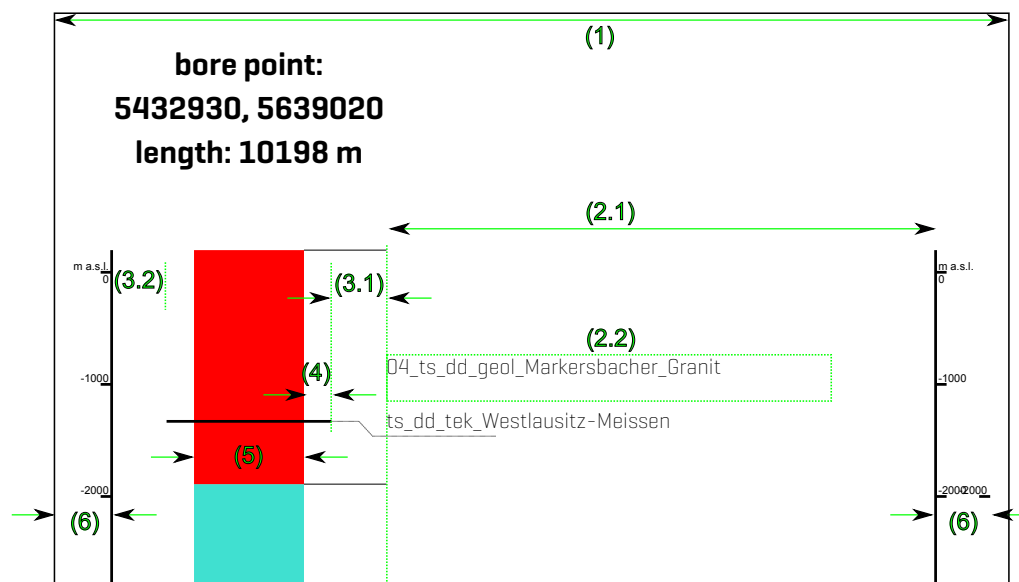
Please note for **font-family** values, that this font is **required to be installed on the rendering machine**. The rendering machine is the machine displaying the SVG Section output (or even renders PNG or PDF from SVG if the Section was requested in one of these formats).

#### Example:

In most infrastructures the rendering machine is **GST Desktop** (if the section is requested via GST Desktop) and/or **GST Web** (if section is requested via GST Web). The font is not required on the machine running GST Storage.

## Borehole JSON Parameters

Figure A.7  
Borehole pillar and  
labeling



The numbers are referenced in the table below.

Parameter	Possible Values / Hints	Default value
[1] <b>borehole-image-width</b>	Double Width of <b>g1g4_isec</b> image [see Figure A.2] in specified <b>unit</b> . Value is required if no template is specified.	If not specified: width of the <b>g1g4_isec</b> box
<b>borehole-image-height</b>	Double Height of <b>g1g4_isec</b> image in specified <b>unit</b> . Value is required if no template is specified.	If not specified: height of the <b>g1g4_isec</b> box
	<b>Hint</b> Specify <b>borehole-image-width</b> and <b>borehole-image-height</b> only for requests without a template [see Section Template File on page 115]. The image size is given by the template <b>g1g4_isec</b> box size.	
<b>borehole-font-size</b>	Double Info text [Text in red box, see Figure A.6] font size in specified unit.	Relative to image size

## A. Intersection Template detailed information

Parameter	Possible Values / Hints	Default value
<b>borehole-font-family</b>	String Info text Font family name. [Text in red box, see Figure A.6]	"Verdana"
<b>borehole-y-scale-reference-marker</b>	String Defines a reference marker for the y-scale. This value is added after the unit [currently always "m"] above the y-scale. E.g. for a reference marker "a.s.l." it would say "m a.s.l." or for "NN" it would say "m NN". This value is only used if "borehole-y-scale-height-reference"="masl".	"a.s.l."
<b>borehole-y-scale-height-reference</b>	String or Double Defines y-scale reference points <ul style="list-style-type: none"> <li>* "masl", z zero refers to z coordinates (and negative values downwards)</li> <li>* "depth", z zero refers to borepoint (and positive values downwards)</li> <li>* Double Value: analog to "depth" but z zero refers to given z coordinate. This is useful if you do not have a DEM in your data.</li> </ul> (depth or masl are specified at the scale top, see Figure A.6 text in the green box)	"masl"
<b>borehole-y-scale-mode</b>	String Defines on which side the y-scale should be drawn. <ul style="list-style-type: none"> <li>* "none" (hide scale)</li> <li>* "left"</li> <li>* "right"</li> <li>* "both"</li> </ul>	"left"
<b>borehole-y-scale-step-length</b>	Double Defines distance of the ticks of the y-scale in z units [typical: meter]. [In Figure A.6 this value is 400, see green box] <b>Note:</b> This value is currently ignored if a template file is used for the intersection.	Relative to image size and font size avoiding crossing fonts



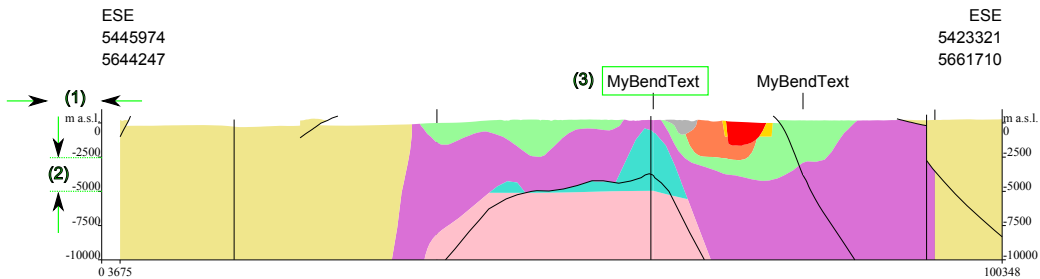
## A. Intersection Template detailed information

Parameter	Possible Values / Hints	Default value
<b>borehole-y-scale-font-size</b>	Double Scale text font size in specified unit. [green text in Figure A.6]	Relative to image size
<b>borehole-y-scale-font-family</b>	String Scale text font family. [green text in Figure A.6]	"Verdana"
[6] <b>borehole-y-scale-width</b>	Double Margin left of the left scale and right of the right scale that is reserved for the scale labeling. Increase this value if your scale labels are drawn out of the image bounds [not enough space for labeling].	Relative to image size
[4] <b>borehole-pillar-line-overlap</b>	Double When crossing fault objects or other non BREP models, the output in the borehole is a line. The line overlap is the distance this line is painted out of the borehole pillar [4].	Relative to image size
[5] <b>borehole-pillar-width</b>	Double Thickness of the borehole pillar [when bore path is filled]. The full space reserved for the borehole visualisation is the <b>borehole-pillar-width</b> [5] + <b>borehole-pillar-line-overlap</b> [4]	Relative to image size
[3.1] <b>borehole-pillar-margin-right</b>	Double Distance between line-overlap from borehole pillar [4] and the labeling text. Within this distance the marker line from the object in the pillar to the label text is drawn. Do not make it too small. A good idea is to use $\frac{1}{2}$ to $\frac{1}{3}$ of the pillar-width.	Relative to image size
[3.2] <b>borehole-pillar-margin-left</b>	Double Distance between line-overlap from borehole pillar [4] to the left scale axis in specified <b>unit</b> .	Relative to image size

Parameter	Possible Values / Hints	Default value
<b>borehole-label-area-enabled</b>	Boolean <ul style="list-style-type: none"> <li>* <b>true</b> enable labeling area</li> <li>* <b>false</b> disable labeling area (all borehole-label-area parameters will be ignored)</li> </ul>	<b>true</b>
[2.1] <b>borehole-label-area-width</b>	Double Width of the borehole label area in specified <b>unit</b> . This is the space used for labeling texts. Do not make it too small (depending on your label length).	Relative to image size
	<b>Hint</b> Enabling the right scale ( <b>borehole-y-scale-mode:both</b> ) will help to visualize the <b>borehole-label-area-width</b> .	
	<b>Important</b> Changing this parameter can cause labeling text being drawn out of image bounds. Check the <b>borehole-label-area-word-wrap-threshold</b> to break labeling lines.	
[2.2] <b>borehole-label-area-word-wrap-threshold</b>	Integer Number of character when a label line will be broken (into a new line).	20
	<b>Hint</b> This highly depends on the <b>borehole-label-font-family</b> and <b>borehole-label-font-size</b> and can not be computed on the time of image creation automatic. It is always a good idea to proceed in the following order: [1] Set font family and font size [2] "play" a bit with this parameter to fit in the <b>borehole-label-area-width</b> .	
<b>borehole-label-area-font-size</b>	Double Label area font size in specified <b>unit</b> .	Relative to image size
<b>borehole-label-area-font-family</b>	String Label area font family.	Relative to image size
<b>borehole-draw-header-info</b>	Boolean Specifies whether or not to draw the header info	<b>true</b>

Cross section JSON Parameters

Figure A.8  
Crosssection  
labeling



Parameter	Possible Values / Hints	Default value
<b>crossection-image-width</b>	Double Width of image in specified <b>unit</b> .	Relative to im- age size
<b>crossection-image-height</b>	Double Height of image in specified <b>unit</b> .	Relative to im- age size
	<b>Hint</b> Specify <b>crossection-image-width</b> and <b>crossection-image-height</b> only for requests without a template [see <a href="#">Section Template File</a> on page 115]. The image size is given by the template <b>g1g4_isec</b> box size.	
<b>crossection-font-size</b>	Double Info text font size in specified <b>unit</b> .	Relative to im- age size
<b>crossection-font-family</b>	String Info text Font family name.	"Verdana"
<b>crossection-y-scale-reference-marker</b>	String Defines a reference marker for the y-scale. This value is added after the unit [currently always "m"] above the y-scale. E.g. for a reference marker "a.s.l." it would say "m a.s.l." or for "NN" it would say "m NN". This value is only used if "crossection-y-scale-height-reference"="masl".	"a.s.l."

## A. Intersection Template detailed information

Parameter	Possible Values / Hints	Default value
<b>crosssection-y-scale-mode</b>	String Defines on which side the y-scale should be drawn. <ul style="list-style-type: none"> <li>* "none"</li> <li>* "left"</li> <li>* "right"</li> <li>* "both"</li> </ul>	"both"
[1] <b>crosssection-y-scale-width</b>	Double Margin left of the left scale and right of the right scale that is reserved for the scale labeling. Increase this value if your scale labels are drawn out of the image bounds (not enough space for labeling).	Relative to image size
[2] <b>crosssection-y-scale-step-length</b>	Double Defines distance of the ticks of the y-scale in z units (typical: meter). <b>Note:</b> This value is currently ignored if a template file is used for the intersection.	Relative to image size
<b>crosssection-scale-font-size</b>	Double Scale text font size in specified <b>unit</b> .	Relative to image size
<b>crosssection-scale-font-family</b>	String Scale text font family.	"Verdana"
[3] <b>crosssection-bend-marker-text</b>	String Defines the text used on Bend in Section markers for multi segment cross sections.	"Bend"
<b>crosssection-y-scale-width</b>	Double Width reserved for y-scale. [This can be used to circumvent y-scale entry text getting cut off at the image border.]	Relative to image size

#### A. Intersection Template detailed information

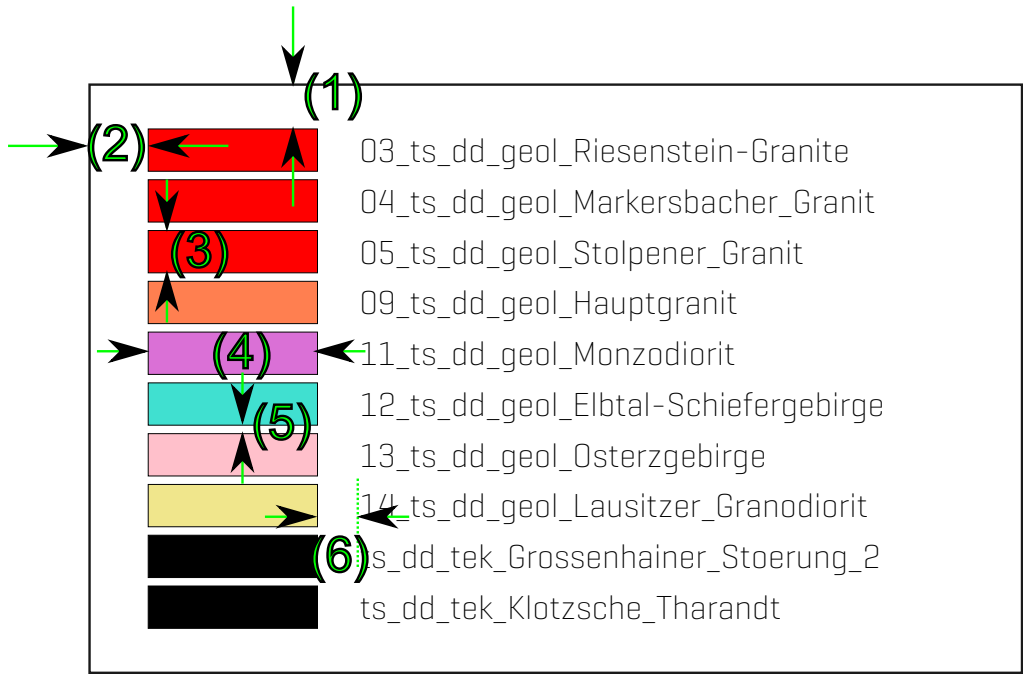
Parameter	Possible Values / Hints	Default value
<b>crosssection-draw-header-info</b>	Boolean Specifies whether or not to draw the header info	true

## Map section JSON Parameters

Parameter	Possible Values / Hints	Default value
<b>mapsection-image-width</b>	Double Width of image in specified unit.	Relative to image size
<b>mapsection-image-height</b>	Double Height of image in specified unit.	Relative to image size
<b>mapsection-font-size</b>	Double Info text font size in specified unit.	Relative to image size
<b>mapsection-font-family</b>	String Info text Font family name.	"Verdana"
<b>mapsection-scale-font-size</b>	Double Scale text font size in specified unit.	Relative to image size
<b>mapsection-height-reference-marker</b>	String Defines a reference marker for the height value in the info text. This value is added after the unit [currently always "m"]. E.g. for a reference marker "a.s.l." it would say "height: 1000 m a.s.l." or for "NN" it would say "height: 1000 m NN".	"a.s.l."
<b>mapsection-scale-font-family</b>	String Scale text font family.	"Verdana"
<b>mapsection-y-scale-width</b>	Double Width reserved for y-scale. [This can be used to circumvent y-scale entry text getting cut off at the image border.]	Relative to image size
<b>mapsection-draw-outline</b>	Boolean Specifies whether or not to draw the selection rectangle outline in the resulting image.	false
<b>mapsection-draw-header-info</b>	Boolean Specifies whether or not to draw the header info	true

Legend JSON Parameters

Figure A.9  
Legend distances



Parameter	Possible Values / Hints	Default value
<b>legend-image-width</b>	Double Width of legend image in specified unit.	Relative to image size
<b>legend-image-height</b>	Double Height of legend image in specified unit.	Relative to image size
<b>legend-font-size</b>	Double Legend text font size in specified unit.	Relative to image size
<b>legend-font-family</b>	String Legend text font family.	"Verdana"
[1] <b>legend-border-height</b>	Double Border height of legend in specified unit.	Relative to image size
[2] <b>legend-border-width</b>	Double Border width of legend in specified unit.	Relative to image size

## A. Intersection Template detailed information

Parameter	Possible Values / Hints	Default value
[3] <b>legend-label-height</b>	Double Entry label height of legend in specified unit.	Relative to image size
[4] <b>legend-label-width</b>	Double Entry label width of legend in specified unit.	Relative to image size
[5] <b>legend-entry-vertical-spacing</b>	Double Vertical spacing between legend entries in specified unit.	Relative to image size
[6] <b>legend-label-to-text-spacing</b>	Double Horizontal spacing between legend label and legend entry text in specified unit.	Relative to image size
<b>legend-word-wrap-threshold</b>	Integer Number of characters after which an entry will be split up into multiple lines.	unlimited



## Shape JSON Parameters

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When requesting a section in shapefile format (see [Section Image Designer](#) on page 113) the section output will be written into a SHP, DBF, SHX and PRJ file and will be compressed into one ZIP file.

The generated shapefile contains one SHP Feature per intersected GST Feature. The attributes in the generated shape file are:

- \* **title** The user entered title for the section
- \* **exaggeration** The specified (or computed) exaggeration
- \* **orig** The GST oname column (that is original object name in GST)
- \* **alias** The object alias name (that is currently equal to oname)
- \* **date** A time stamp of the shapefile generation
- \* **model** The model name (top level element in Model Management) the Feature is assigned to. If the Feature is assigned in multiple models, the shapefile Feature output is duplicated (one per model). Please refer to [Tab: Models \(Model Management\)](#) on page 91 for more information about Model Management.

Depending on the type of the intersected geometries (whether its of type point, line, triangle etc) and the section type (whether its a virtual borehole, a vertical/horizontal section) the type of section result can differ.

Example: Generating a vertical section and cutting a GST Multiline object will create in a point representing the intersection of the line object by the section plane. Cutting different geometries will generate different types section result geometries. On the other side Features of only one geometry type can be represented by one shapefile. This is the reason why a section can result in up to 3 shapefiles (all zipped together), representing the different section result types.

- \* **points** Representing all 1D intersection results (line intersected by a plane, or surface intersected by virtual borehole)
- \* **lines** Representing all (open) 2D intersection results (surface intersected by a plane)
- \* **polygons** Representing all (closed) 2D intersection results (volume is intersected by a plane)

The shapefile file names and shapefile attributes can be customized by **Shape JSON Parameters** listed in the following table.

## A. Intersection Template detailed information

Parameter	Possible Values / Hints	Default value
<ul style="list-style-type: none"> <li>* <b>title-column-name</b></li> <li>* <b>exaggeration-column-name</b></li> <li>* <b>orig-column-name</b></li> <li>* <b>alias-column-name</b></li> <li>* <b>date-column-name</b></li> <li>* <b>model-column-name</b></li> </ul>	<p>String</p> <p>Custom name of the shapefile attribute <b>title</b>, <b>exaggeration</b>, <b>orig</b>, <b>alias</b>, <b>date</b>, <b>model</b></p>	<p>title, exaggeration, orig, alias, date, model</p>
<ul style="list-style-type: none"> <li>* <b>points-file-name</b></li> <li>* <b>lines-file-name</b></li> <li>* <b>polygons-file-name</b></li> </ul>	<p>String</p> <p>Custom shapefile file name for the generated shape results of type Multipoint, Multiline, Multipolygon</p>	<p>points, lines, polygons</p>

Parameter	Possible Values / Hints	Default value
<b>bavaria-options</b>	<p>JSON object</p> <p>When this JSON object is set (not NULL), then a set of files are generated to the regular section result shapefile as follows:</p> <ul style="list-style-type: none"> <li>* <b>profileline</b> A line shapefile representing the location of the generated section (equal to section location input)</li> <li>* <b>bendpoint</b> A line shapefile representing the bend points as vertical lines (in profile coordinates)</li> <li>* <b>verticalline</b> A line shapefile with two vertical line object representing the profile start and endpoint (in profile coordinates)</li> <li>* <b>horizontalline</b> A line shapefile with one horizontal line representing the NN horizon (in profile coordinates)</li> </ul> <p>The JSON object is the union of JSON string attributes below:</p>	NULL
<ul style="list-style-type: none"> <li>* <b>profileline-file-name</b></li> <li>* <b>bendpoint-file-name</b></li> <li>* <b>verticalline-file-name</b></li> <li>* <b>horizontalline-file-name</b></li> </ul>	<p>String</p> <p>Custom shapefile file name for the generated shape results listed in <b>bavaria-options</b></p>	profileline, bendpoint, verticalline, horizontalline

## A.5 Template Placeholder Values

The following table specifies the available placeholder values in a intersection template. During the final construction of the intersection image, each instance of texts defined in the column Placeholder will be replaced by its defined value.

**Note:** Empty values will remove the placeholder.

If you want to use any of these values, just put them as text somewhere in your template, be sure to check for the correct spelling. Any surrounding elements and text remain untouched by the placeholder replacement.

Placeholder	Explanation
<b>G1G4_xScale</b>	The horizontal scale. Format "1 : X"
<b>G1G4_yScale</b>	The vertical scale. Format "1 : X"
<b>G1G4_date</b>	The date during creation of the intersection image
<b>G1G4_title</b>	The title provided during the intersection request
<b>G1G4_borehole_path_length</b>	The length of the borehole path
<b>G1G4_borehole_start_x</b>	The x coordinate of the start point
<b>G1G4_borehole_start_y</b>	The y coordinate of the start point
<b>G1G4_crosssection_start_x</b>	The x coordinate of the start point
<b>G1G4_crosssection_start_y</b>	The y coordinate of the start point
<b>G1G4_crosssection_end_x</b>	The x coordinate of the end point
<b>G1G4_crosssection_end_y</b>	The y coordinate of the end point
<b>G1G4_mapsection_height</b>	The height value of the map section result [unit-less]
<b>G1G4_scalebar</b>	A scale bar to be drawn

## A.6 URL Parameters

### The List of Parameters for a vertical borehole

Parameter	Possible Values / Hints	Example Values
<b>p1x</b> <b>p1y</b> <b>p1z</b>	Double Northing [Y], Easting [X] and Height [Z] of the bore point	11.425781
<b>srs</b>	String The spatial reference system of the input geometry for the section. If no SRS is given [value: 0], no transformation is performed. It data is kept as is. 1st Character: Description Encoding 2nd Character until Ende: description Valid description encodings: <ul style="list-style-type: none"> <li>* 0 -&gt; No Transformation</li> <li>* 1 -&gt; Registered GST SRS</li> <li>* 2 -&gt; WKT encoding</li> <li>* 3 -&gt; PROJ4 encoding</li> </ul> <b>Remark that for URL's the paramters must be encoded.</b>	One of the following encodings: <ul style="list-style-type: none"> <li>* <b>0</b> [for "no transformation"]</li> <li>* <b>1199</b> [for "GST SRS with id 199"]</li> <li>* <b>2GEOGCS%5B%22WGS+84%22%2C DATUM%5B%22WGS_1984%22%2C SPHEROID%5B%22WGS+84%22%2C 6378137%2C 298.257223563%2C AUTHORITY%5B%22EPSG%22%2C %227030%22%5D%5D%2C AUTHORITY%5B%22EPSG%22%2C %226326%22%5D%5D%2C PRIMEM%5B%22Greenwich%22%2C0%2C AUTHORITY%5B%22EPSG%22%2C %228901%22%5D%5D%2C UNIT%5B%22degree%22%2C 0.01745329251994328%2C AUTHORITY%5B%22EPSG%22%2C %229122%22%5D%5D%2C AUTHORITY%5B%22EPSG%22%2C %224326%22%5D%5D</b></li> <li>* <b>3%2Bproj%3Dlonglat +%2Bellps%3DWGS84 +%2Bdatum%3DWGS84 +%2Bno_defs</b></li> </ul>

## A. Intersection Template detailed information

Parameter	Possible Values / Hints	Example Values
<b>projectZ</b>	Bool If true: p1z will be set to the highest z-value at the [p1x,p1y] coordinates. Supplied p1z will be ignored. If false: p1z will be used.	true
<b>maxBore-Depth</b>	Float Depth of the bore hole. Default/Maximum: the greatest depth at the coordinates.	1500.50
<b>scale</b>	Float Fixed [horizontal] scale value. A negative value is coded as "compute best" [scale is getting computed to fit the templates width best]	<ul style="list-style-type: none"> <li>* -1 [for "compute best"]</li> <li>* 50000 [for "1:50000"]</li> </ul>
<b>inclined</b>	Bool Has to be false to get a vertical borehole	false [for vertical]
<b>template-File</b>	String Filename of the template file used to generate output [Take care this file is available in GST Webs temporal directory]	hydrotmpl.svg
<b>legend-Template-File</b>	String A separate legend template file. Overwrites legend parameters already defined in the standard templateFile.	hydrotmpl_legend.svg

## A. Intersection Template detailed information

Parameter	Possible Values / Hints	Example Values
<b>outputType</b>	String Valid Values: <ul style="list-style-type: none"> <li>* SVG</li> <li>* PNG</li> <li>* PDF</li> </ul>	SVG
<b>dpi</b>	Integer Only used for outputType=PNG. Sets the DPI for the output image.	300
<b>title</b>	String Title of the image	"My image"
<b>additional-Parameters</b>	JSON encoded String Additional output parameters [advanced]. Overwrites all parameters set in the template files.	{ "borehole-font-size":5 }
<b>asJSON</b>	Bool Defines if the output should be JSON or directly an image, then set to false	false (for direct image, PDF, SHP) output]

**The List of Parameters for a vertical an inclined borehole**

Parameter	Possible Values / Hints	Example Values
<b>p1x</b> <b>p1y</b> <b>p1z</b>	Double Northing [Y], Easting [X] and Height [Z] of the bore point	11.425781
<b>inclined</b>	Bool Has to be false to get a vertical borehole	true [for inclined]
<b>dip</b>	Float Between 0 and 90 degree	45
<b>azimuth</b>	Float Between 0 and 360 degree	145
<b>srs,</b> <b>projectZ,</b> <b>maxBore-Depth,</b> <b>scale,</b> <b>template-File,</b> <b>legend-Template-File,</b> <b>outputType,</b> <b>dpi,</b> <b>asJSON,</b> <b>title,</b> <b>additional-Parameters</b>	same as on previous parameter list on page <a href="#">172</a>	



**The List of Parameters for a vertical section**

Parameter	Possible Values / Hints	Example Values
<b>p1x</b> <b>p1y</b> <b>p1z</b>	Double Northing [Y], Easting [X] and Height [Z] of the bore point	11.425781
<b>zmin</b> <b>zmax</b>	Double Sets the highest/lowest z-value of the section. Note: These values are restricted by the bounding box of all selected features.	5000.55
<b>xscale</b>	Float Fixed [horizontal] scale value. A negative value is coded as "compute best" [scale is getting computed to fit the templates width best]	<ul style="list-style-type: none"> <li>* -1 [for "compute best"]</li> <li>* 50000 [for "1:50000"]</li> </ul>
<b>vertical-Exaggeration</b>	Float Exaggeration of section height [y]	1
<b>point-Projection-Distance</b>	Float Points with this or smaller distance will be projected onto the section.	500
<b>srs,</b> <b>template-File,</b> <b>legend-Template-File,</b> <b>outputType,</b> <b>dpi,</b> <b>asJSON,</b> <b>title,</b> <b>additional-Parameters</b>	same as on previous parameter list on page <a href="#">172</a>	

**The List of Parameters for a horizontal/map section**

Parameter	Possible Values / Hints	Example Values
<b>p1x</b> <b>p1y</b> <b>p1z</b>	Double Northing [Y], Easting [X] and Height [Z] of the bore point	11.425781
<b>direction</b>	Text Left or Right Direction of area referenced from the area line.	left
<b>boxWidth</b>	Float Width of the intersection area.	50000
<b>depth</b>	Double Height of the intersection area	334.54
<b>srs,</b> <b>scale,</b> <b>templateFile,</b> <b>legendTemplate-</b> <b>File,</b> <b>outputType,</b> <b>dpi,</b> <b>asJSON,</b> <b>title,</b> <b>additionalPara-</b> <b>meters</b>	same as on previous parameter list on page 172	