

WAZOWSKI VISION release 0912

aka fuscofusion

New features:

- File menu that lets you open, close, build, and save projects.
- Interactively load image files and place them in the world (jpg and sgi)
- Interactively load multiple state files.
- Input data pins (and save them to a CSV file. – not completed)
- Save and clear an auto-start project
- Floating tool palette
- Stand alone “Daily Report” converter into CSV files (SigEventCollectTest.exe) (did not release a version of the filter program that will read the csv files yet)
- Displays the Lat/Lon and MGRS coordinates of the mouse cursor in the lower right of the window at all times.

Note: When used with the old configuration file (command line argument) this will work identically as the last version (with the addition of the lat lon displays)...You can still load projects and maps (and reposition and save-with the project) the position of the maps. You will not be able to interact with the maps loaded from the old config file.

The most useful way to use this now is to use the new project setup for maps and state file locations with the last version of the filter program.

This version will support the same setup file(s) that the last version did (for backward compatibility) but has a new data file structure that you should not have to create or edit by hand (you may for a while as not all the features are in place).

The old program took a command line argument when it was started
SigMapApp.exe setupFiles/masterSetup2.DGC

This caused it to read the setup file “setupFiles/masterSetup2.DGC”

The setup file intern referenced other files to do things like set up maps and specify input state files. These features will still work if you want to run the program that way.

Alternatively you can use the file menu to open, close, build, and save projects that have similar and improved capabilities.

Floating tool palette:



L-mouse+drag

The tool palette currently as 5 buttons and currently only 3 are functioning:

Hand tool: This is the default tool. It allows you to navigate around the screen. The hot keys for this mode are:

- Moves your view of the world.
- M-mouse+drag or (F1+drag – not complete)
- Rotates your view of the world.
- R-mouse+drag
- Scale your view of the world.
- Ctrl-R-mouse+drag
- Scale the size of your pins.
- Shift-R-mouse+drag
- Scale the world and the pins together.
- Caps Loc -R-mouse+drag
- Scale the world and the pins together (don't have to hold the shift key)



Map tool: It allows you to position an image on the screen. The hot keys for this mode are:

- L-mouse+drag
- Moves the currently selected map image.
- M-mouse+drag or (F1+drag – not complete)
- Rotates the currently selected map image.
- R-mouse+drag
- Scale the currently selected map image.
- R-mouse+drag
- Scale the currently selected map image.
- L-mouse+a
- Sets the ALPHA for the selected map image.
- Ctrl-R-mouse+clickdrag
- Selects a map to edit (it will blink, and allow you to pick the next one under it if there are more than one image where you click). The selected image will have a red border around it.
- Shift-R-mouse+drag
- MOVE the corner of the currently selected image.
- Caps Loc -R-mouse+drag
- MOVE the corner of the currently selected image. (Don't have to hold the shift key)



Hand tool: It allows you to place pins into the world. And to select those pins that are already placed. In the near future you will be able to add data that will be written to a csv file. The hot keys for this mode are:

Ctrl-R-mouse

Places a pin at the world coordinates of the cursor.

Shift-R-mouse

Selects an existing pin (will not select pins that are being drawn as a result of a state file)

The format of a project file is as follows:

```
BEGIN CSV_group
  fileName
  fileName
  fileName
END
BEGIN FILTER_group
  filterName setupFile
  filterName setupFile
END
BEGIN LOCAL_STATE_group
  fileName
  fileName
  fileName
END
BEGIN REMOTE_STATE_group
  hostName    port    fileName
  hostName    port    fileName
  hostName    port    fileName
END
BEGIN MAP_group
  fileName    <alphaFileName>
  fileName
  fileName
END
```

The file tree in the zip file is as follows:

```
mike1.mpr
SigEventCollectTest.exe      (this is the stand alone report to csv translator)
SigMapApp.autoStart
SigMapApp.exe
SigMapApp.view
csvFiles/converted.csv
maps/bagdad_better.jpg
maps/bagdad_better.mapSetUp
maps/georefl.jpg
maps/georefl.mapSetUp
```

maps/NoGeoDataYetgeoref1.jpg
maps/world.jpg
maps/world.mapSetUp
scrapeFiles/scraped-sigevents.txt
stateData/stateFile_i2.txt

The menu tree is as follows (not every element is working):

```
file
  load
    project
    input streams
      local
      remote
    map
    map set
    data set csv
  new
    project
    input streams
      local
      remote
    filter
    data set csv
  save
    project
    map
    data set csv
  save as
    project
    map
    map set
    data set csv
  set auto start project
  clear auto start project
  close
  exit
edit
  input streams
    local
    remote
  unload
    map
    data set csv
    filter
  start
    data set csv
    filter
  pause
    data set csv
    filter
view
  display tool palette
  hide tool palette
  live data
```

```
data set csv
help
overview
tool palette
map placement
data set csv
    entering data
    saving data sets
about simgraphics
about mindtel
about mapapp
```