

# Using SVG Tilesets in Geomashups

SVG geometric tilesets that you create in the Export Geometric Tileset process can be used as overlays in geomashups in the Google Maps and Open Layers web mapping platforms. SVG geometric tilesets can reproduce complex styles from vector points, lines, and polygons as well as text labels, all of which are then displayed in your browser with standard graphic effects such as anti-aliasing for a high-quality rendering. Geomashups using SVG tilesets can also include clickable legends that are dynamically created directly from the SVG tiles as well as pop-in info windows showing attribute information for the map elements. The combination of information content, cartographic presentation, and efficient display afforded by SVG geometric tilesets makes them a superior choice for tiled map data in comparison to KML geometric tilesets or standard (raster) web tilesets in Google Maps and Open Layers geomashups (see the Technical Guide entitled *Tilesets: SVG Geometric Structure*).

You can add SVG geometric tilesets to the Overlays panel of the Assemble Geomashup process from either a local drive or from a remote location on the web (see the illustration above right). When you add the tileset, a Custom Settings window opens automatically to allow you to optionally specify limits on the size of info windows and to specify legend options.

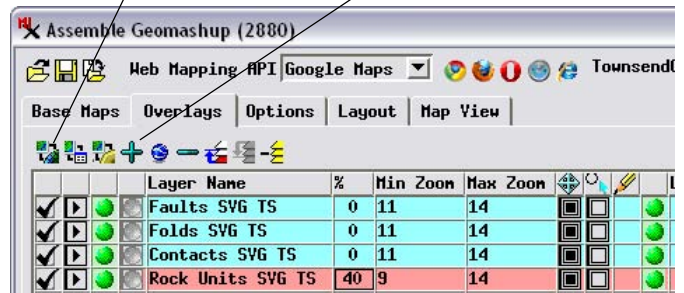
## Control of InfoWindow Size

When you create an SVG geometric tileset from a vector object, any attribute information that you have set to show in the source vector's element DataTip is transferred to the equivalent elements in the SVG files in the tileset. In a Google Maps or Open Layers geomashup, left-clicking on an element in the overlay opens an info window showing the associated attribute information. The Custom Settings window in the Assemble Geomashup process allows you to set limits on the size of the info window that appears in the browser (minimum width, maximum width, and maximum height). If the info window content exceeds the maximum width and height you have set, scroll bars appear automatically in the info window to enable the entire contents to be viewed.

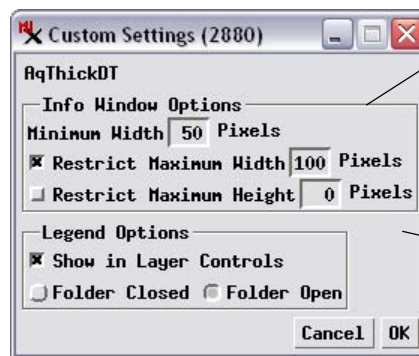
## Legend Options

To enable a geomashup legend for an SVG geometric tileset, in the Custom Settings dialog turn on the toggle button labeled *Show in Layer Controls* in the Legend Options. The resulting legend is part of the geomashup layer controls and shows a style sample for each unique attribute as well as the attribute value. The legend attributes are read from the *name* property of the SVG elements, which are set in the SVG tiles based on the element DataTip setting in the source vector object. Thus in order to produce a useful legend in the geomashup, the source vector object should have element styles set by attribute and the DataTip should reference the same attribute (see the TechGuide entitled *Geomedia Publishing: Legends for Geomashup Geometric Layers* for more information).

Add Remote Tileset or KML      Add Overlay



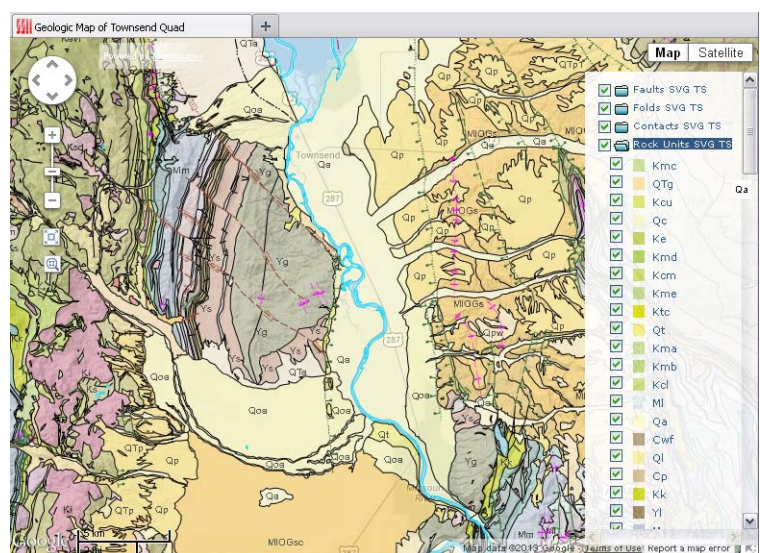
To add an SVG geometric tileset to the geomashup use the controls on the Overlays panel. Use the *Add Remote Tileset or KML* icon button to add an SVG tileset from a web location, and the *Add Overlay* button to add an SVG tileset from a local drive.



Size settings for the pop-in info window that shows DataTip information for map elements in Google Maps and Open Layers.

Options to show a clickable legend for the layer in layer controls of the geomashup.

A geometric layer's legend in a geomashup can be opened or closed by left-clicking on a folder icon next to the layer name (see illustration below). The Legend Options in the Custom Settings window in Assemble Geomashup allow you to choose whether the legend folder is initially open or closed.



A geomashup of SVG geometric tilesets presenting elements of a geologic map, including rock unit polygons, unit contacts, fold lines, and fault lines. A legend for the Rock Units layer shows the polygon fill color and unit abbreviation for each rock unit.