

Automatic Naming

TNTserver automatically generates names for server titles, selectable display styles, and the namespace assigned to each atlas. The name generation schemes for styles and namespaces each have their own set of rules. Namespace naming was implemented to satisfy WFS testing requirements and is the atlas name returned for both WMS and WFS GetCapabilities requests. WFS has naming requirements that may not be met by the name of your atlas file but are enforced by the automatic naming. Requirements are that the name start with an underline () or an alphabetic character and that it only contain alphabetic characters, numbers, and underlines (no spaces). The namespace is saved in the *.atl file for each atlas when you click on the Apply button in TNTserver Manager.

A namespace name consists of two parts: a prefix and a unique atlas identifier separated by an underline. Each part is two (prefix) or three (atlas identifier) to five characters in length when automatically generated. The prefix designates the TNTserver. The capital letters in the name of the organization on the Contact panel are used in the first attempt to generate the prefix. For example, MicroImages, Inc. generates the prefix MII. If less than two capitals are found, the first five alphabetic characters (upper or lower) are used. If the Organization field is blank, the information in the Person field is used in the same manner. Generation of the unique atlas identifier starts by looking for capitals in the atlas name shown on the Layer panel. If three capitals are not found, prefix generation looks for the first characters after a space, and if it still falls short of three, will add lower case letters starting from the beginning. For example, the atlas identifier for an atlas named *Lincoln Nebraska* is LNi and for *United States state outlines* is USso. The full namespace name for these two example atlases would be MII_LNi and MII_USso.

You can edit both the namespace prefix and the full namespace name on the Layer panel, but doing so is not advised. Remember if you change the name and are offering a WFS, you should follow the naming rules stated in the first paragraph. Changing the namespace name makes an atlas and its layers unavailable for use by any previously saved web map contexts. The maximum length for a custom prefix is ten characters and the unique atlas identifier can be up to 20 characters (including the prefix).

Styles, such as alternative color maps, use the object description for the name. If no description is available or the description is more than one line, the object name is used for the style name selectable in TNTmap Builder and Viewer. If the description is more than one line, an abstract is generated using the full description and will appear in TNTmap Builder when the cursor hovers over the style name. The style object name and description can be edited using Project File Maintenance in the TNT products. To get these changes to appear in an existing atlas, you need to delete the *.xml files in your atlas folder (for example, C:\Program Files\MicroImages\TNTserver_73\AtlasFolder) with the same name as the atlas and stop and restart TNTserver. If you are not sure of the atlas file name, you can check it on the Layer panel by expanding the Location entry.

The default title for each CGI is the title from the Title panel. If the default title is being used, it is marked as such on the Web panel in TNTserver Manager as shown at the right. The title can be edited if desired by pressing its Edit icon in TNTserver Manager.

