

Using the Shapefile – Network File Manager, Version 1.0

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The Shapefile – Network File Manager allows converting one or more ESRI Shapefiles into network files required for the network-based generator of moving objects.

The Tiger File Manager is a Java2 program; it requires the generator21.jar file. Furthermore, it requires the JTS package (<http://www.vividsolutions.com/jts/jtshome.htm>) and the Geotools 2.0 package (<http://www.geotools.org/>). As an optional argument a standard path can be defined, e.g.:

```
java -classpath .;generator21.jar;geotool2.jar;JTS13.jar  
conversion.ShapeNetworkFileManager C:\\
```

Usage

System / Read Shapefile

Selection and reading of a Shapefile. This command can be repeated several times, if the resulting network file should consist of the content of several Shapefiles. At the first call (after program start or writing of the network files), the two network files with the same base name as the Shapefile are prepared.

The user is asked to choose the class column. This column determines the edge class. If no column is selected, the edge class will be set to 3 for all records. For adapting the mapping, the method `ShapeNetworkFileManager$ShapeLoader.toEdgeClass(Object)` may be modified.

System / Write Network Files

Completes the network files and deletes the network from main memory.

System / Delete Network

Deletes the network from main memory. The prepared network files are not removed; that should be done manually.

Edit / Set Resolution of Network File

The resolution defines the coordinate space of the resulting network files. Default value is 30000. Then, the resulting (integer) x- and y-coordinates are between 0 and 30000.

Edit / Store Shape File

If the menu checkbox is selected, all points of the lines will be stored as nodes of the network. Otherwise (default), only the end points of the lines of the shapefile will be stored.

Source Code

The source code is provided in the directory 'conversion'.