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## Cube GIS Functionality For FSUTMS Users

Florida Model Task Force  
January 22, 2009  
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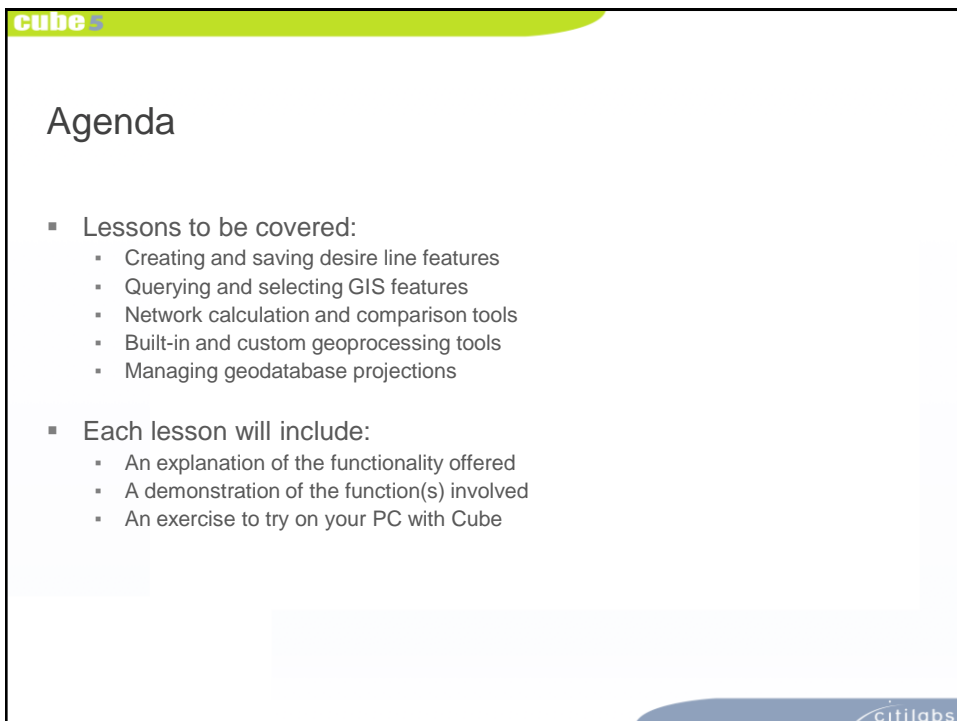
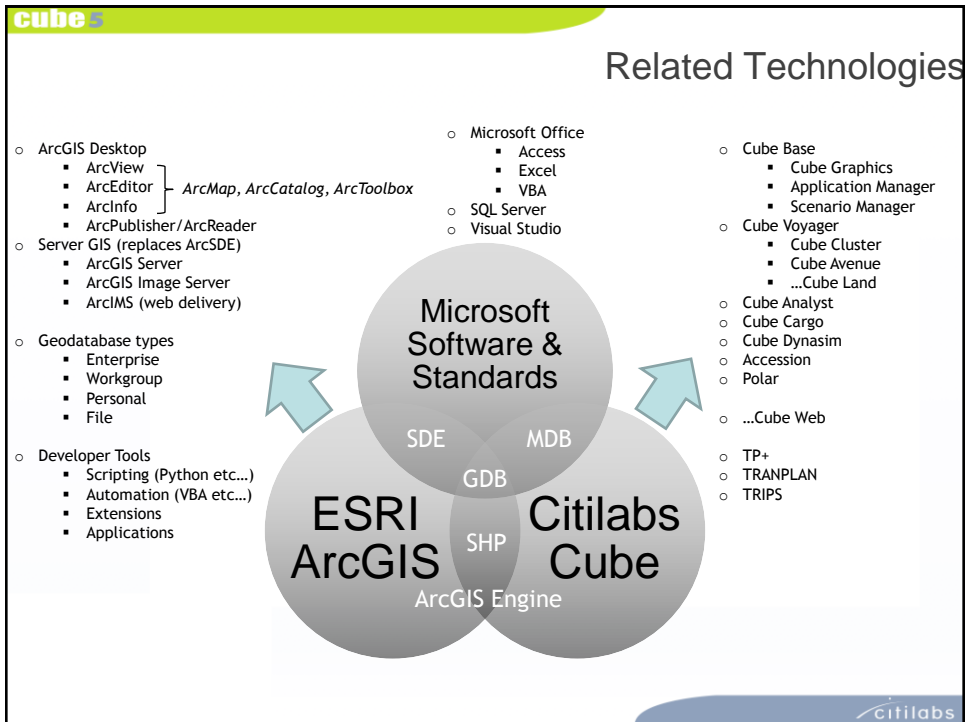
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### Overview

- This half-day training session is specifically designed for advanced users in Florida who are interested in extending the Cube interface to add GIS functionality
- We will show how to “stretch the limits” of the existing functionality by extending the interface with custom tools
- Cube is not as flexible as ArcGIS, but still...

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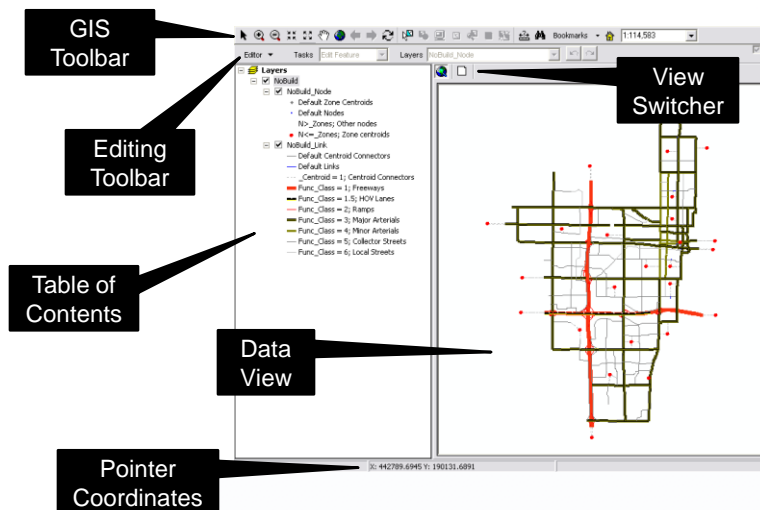
## Getting Started

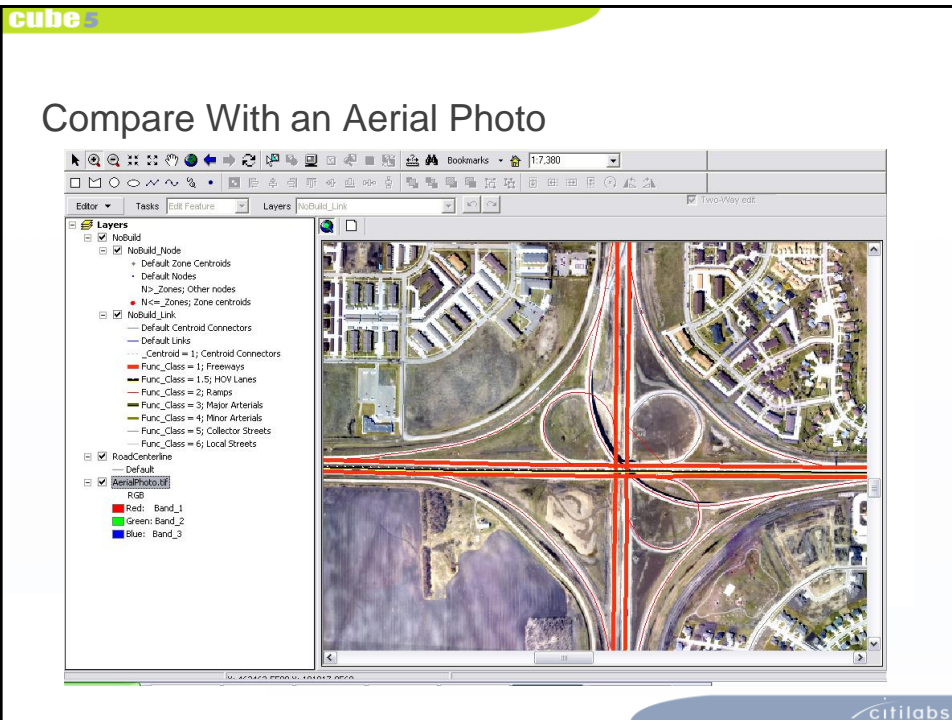
- Open Cube
- Open Cubetown
- Open the input highway network in the GIS window

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## The GIS Window





## Creating a Desire Lines Map

1. Open the output Mode Trips matrix
2. Open the output HW Loads network
3. From the Node menu, select Link to Matrix
4. Double-click on the Available Linkage and click Close
5. Go to Post > Desire Lines
6. Enter M1.T1.Car in Matrix Tables, 1000 in Scale, 5 in Org Exp, 1-25 in Dest Exp, and select 2-way
7. Click on the Display button to view desire lines

Desire Lines

Matrix Table(s):	M1.T1.CAR	Display	Org Exp	5	1-way (O-D)
Scale:	1000	Close	Dest Exp	1-25	2-way
Loc Fld:	N				Non-Directional

Outbound Color

Inbound Color

## Interactive Selection

- Use Select Features tool
- Click on a link or node to select it
- Shift-click on a link to add to selection
- Ctrl-click on a link to add/remove
- Click and drag to select a rectangular area



Field	Range	Mean Value
id	1000 - 10000	
x	100000.000000 - 470000.000000	
y	100000.000000 - 100000.000000	
NODEID		
NAME		
DISTRICT	00 - 100	
PARCELINE	0 - 0	
GEOMETRYSOURCE	1 - 1	



## Network Calculations

- Enter edit mode, select network, and "Link > Compute"
- Simple tool allows you to apply a set of link computations to all or selected network links
- Up to 16 stored sets

**Link Attribute Calculation**

Set: 1.Update distance and walk costs

Name: Update distance and walk costs

Distance=Shape\_Length / 10000  
WalkCost=Distance\*60/2.5

Applies To: All items

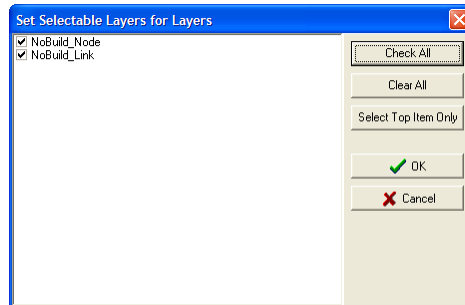
Condition: \_CENTROID=0

Buttons: Apply, Close, Cancel, Save Configuration

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## Making Network Selections (1)

- “Datasets > Set Selectable Layers”

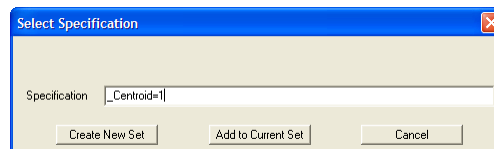


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## Making Network Selections (2)

- “Datasets > Select by Attributes”

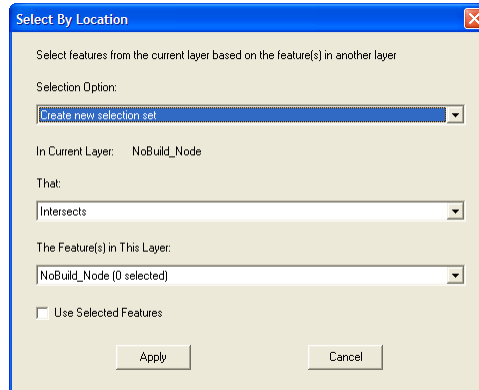


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## Making Network Selections (3)

- “Datasets > Select by Location”

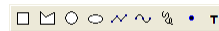


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## Graphical Selections

1. Draw shape on map
2. Select by Graphics



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## Exercise: Reduced Speed Safety Zone

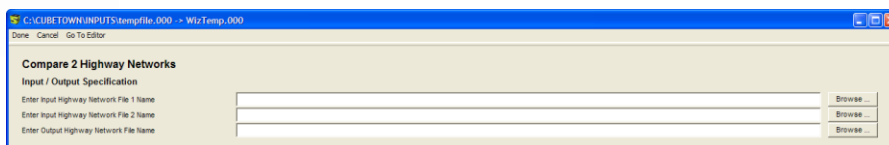
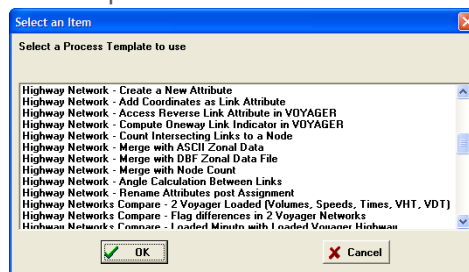
1. Open the input network for an alternative scenario (Build)
2. Start editing input network, make sure that Links are the target layer
3. Select Zone 1 using Select by Attributes
4. Use Select by Location to select all links that are inside of the selected zone
5. Do a link computation on the selected links to reduce their speed by 15%
6. Run both scenarios

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## Compare Two Loaded Networks

- “Run > Process Template”



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## Template Voyager Script

```

;;<<PROCESS TEMPLATE>><<NETWORK>>;
;(Title,note,12,"Compare 2 Highway Networks")>>>
;(note1,note,10,"Input / Output Specification")>>>
;Input Highway Network File 1: (neti1,filename,"Enter Input Highway Network File 1 Name",x,"","Network File (*.net)|*.net")
;Input Highway Network File 2: (neti2,filename,"Enter Input Highway Network File 2 Name",x,"","Network File (*.net)|*.net")
;Output Highway Network File: (neto,filename,"Enter Output Highway Network File Name",x,"","Network File (*.net)|*.net")
;;<<End Parameters>>;

RUN PGM=NETWORK
FILEI LINKI[1] = {linki1}
FILEI LINKI[2] = {linki2}
LOAD1=LI.1.V_1
LOAD2=LI.2.V_1
LOADCHG=(LOAD2-LOAD1)
ABSLDCHG=ABS(LOAD2-LOAD1)
if (load1>0) PRCLDCHG=LOADCHG/LOAD1
CSPD1=LI.1.CSPD_1
CSPD2=LI.2.CSPD_1
CSPDCHG=(CSPD1-CSPD2)
ABSCSPDCHG=ABS(CSPD1-CSPD2)
if (CSPD1>0) PRCCSPDCHG=CSPDCHG/CSPD1
TIME1=LI.1.TIME_1
TIME2=LI.2.TIME_1
TIMECHG=(TIME1-TIME2)
ABSTIMECHG=ABS(TIME1-TIME2)
if (TIME1>0) PRCTIMECHG=TIMECHG/TIME1
VC1=LI.1.VC_1
VC2=LI.2.VC_1
VCCHG=(VC1-VC2)
ABSVCCHG=ABS(VC1-VC2)
if (VC1>0) PRVCCHG=VCCHG/VC1
FILEO NETO = {neto},
INCLUDE=A B LOAD1 LOAD2 LOADCHG ABSLOADCHG PRCLDCHG,
CSPD1 CSPD2 CSPDCHG ABSCSPDCHG PRCCSPDCHG,
TIME1 TIME2 TIMECHG ABSTIMECHG PRCTIMECHG,
VC1 VC2 VCCHG ABSVCCHG PRVCCHG

ENDRUN

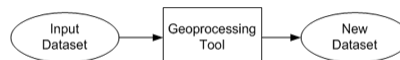
```

## Create Your Own Templates

- Used as “macros” for common operations that can be launched from GIS window or added to models in Application Manager
- Required elements:
  - `;;<<Process Template>>;`
  - `{parameters, options}`
  - `;;<<End Parameters>>;`
  - `RUN PGM... ENDRUN`
- “File > Save Template in User.tpl”

## What is Geoprocessing?

- For all users – both newbies and “old pros”
- Geoprocessing supports the automation of workflows
  - Wrangling herds of data from one format to another
  - Using a sequence of operations to model and analyze complex spatial relationships
- A typical geoprocessing tool performs an operation on an ArcGIS dataset (such as a feature class, raster, or table) and produces a new dataset as the result of the tool.

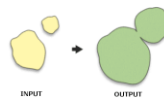


- Each geoprocessing tool performs a small yet essential operation on geographic data. ArcGIS includes hundreds of such geoprocessing tools.

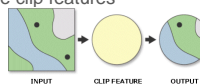
From [http://edndoc.esri.com/arcobjects/9.2/NET/shared/geoprocessing/geoprocessing/what\\_is\\_geoprocessing\\_qst\\_.htm](http://edndoc.esri.com/arcobjects/9.2/NET/shared/geoprocessing/geoprocessing/what_is_geoprocessing_qst_.htm)

## Commonly Used Geoprocessing Analysis Tools

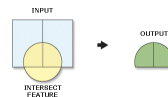
- Buffer



- Clip - Extracts input features that overlay the clip features



- Intersect - Computes a geometric intersection of the Input Features. Features or portions of features which overlap in all layers and/or feature classes will be written to the Output Feature Class.

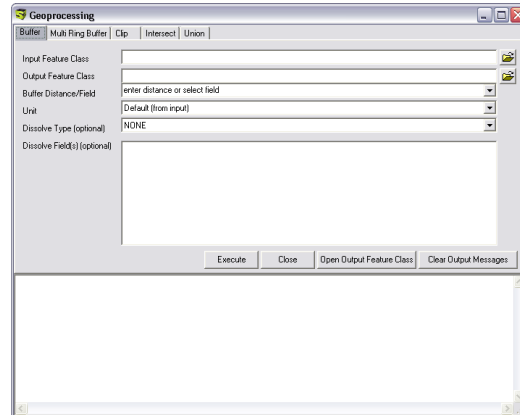


- Union - Computes a geometric intersection of the Input Features. All features will be written to the Output Feature Class with the attributes from the Input Features which it overlaps.



## Geoprocessing Tools in Cube

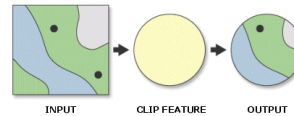
- “Tools > Geoprocessing...”



## Writing Geoprocessing Scripts in Voyager

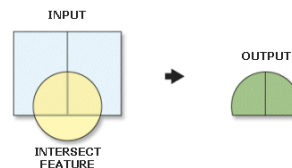
- Still under development
- However, you can begin using the Geoprocessing module “at your own risk”
- Available operations:
  - CLIP
  - INTERSECT
  - UNION
  - BUFFER
  - MULTIBUFFER (unstable)
  - PTACCESS (unstable)
- RUN PGM=GEOPROCESSING
- ...
  - ENDRN

## Geoprocessing: Clip



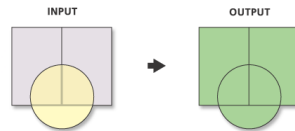
- Extracts input features that overlay the clip features
- Invoke via CLIP command
- Keywords:
  - SHPI – input features to be clipped
  - CLIP1 – features used to clip the input features
  - SHPO – the feature class to be created
  - TOLERANCE (optional) – minimum distance separating all feature coordinates (nodes and vertices) as well as the distance a coordinate can move in X or Y
- Input features of any geometry type, polygon clip features

## Geoprocessing: Intersect



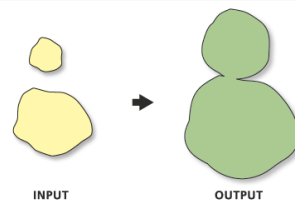
- Computes a geometric intersection of the Input Features. Features or portions of features which overlap in all layers and/or feature classes will be written to the Output Feature Class.
- Invoked via INTERSECT command
- Keywords:
  - SHPI[1],SHPI[2] – Input feature classes (limited to two, any type geometry)
  - RANK[1],RANK[2] (optional) – When the distance between features is less than the tolerance, features with the lower rank will snap to the feature with the higher rank. The highest rank is one.
  - SHPO – The feature class to which the results will be written.
  - JOINATTRIBUTES – Determines which attributes from the Input Features will be transferred to the Output Feature Class: 'ALL' (default), 'NO\_FID', or 'ONLY\_FID'
  - TOLERANCE (optional) – You can set the value to be higher for data that has less coordinate accuracy and lower for datasets with extremely high accuracy.
  - OUTPUTTYPE – Type of intersection: 'INPUT' (min. dimension), 'LINE', 'POINT'

## Geoprocessing: Union



- Computes a geometric intersection of the Input Features. All features will be written to the Output Feature Class with the attributes from the Input Features which it overlaps.
- Invoked via UNION command
- Keywords:
  - SHPI[1],SHPI[2] – the input feature classes or layers (**polygon only**)
  - RANK[1],RANK[2] (optional) – When the distance between features is less than the tolerance, the features with the lower rank will snap to the feature with the higher rank. The highest rank is one.
  - SHPO – The feature class that will contain the results.
  - JOINATTRIBUTES – Determines which attributes from the Input Features will be transferred to the Output Feature Class: 'ALL' (default), 'NO\_FID', or 'ONLY\_FID'
  - TOLERANCE (optional) – You can set the value to be higher for data that has less coordinate accuracy and lower for datasets with extremely high accuracy.
  - GAPS = 'NO\_GAPS' — A feature will be created for the areas in the output that are completely enclosed by polygons. This feature will have blank attributes.

## Geoprocessing: Buffer



- Invoked using BUFFER command
- Keywords:
  - SHPI – The features to be buffered.
  - SHPO – The feature class that will contain the buffer features.
  - DISTANCE – The distance used to create buffer zones around Input Features. Either a value (with units) or a numeric field can be used to provide buffer distances.
  - DISSOLVE – Specifies whether a dissolve will be performed to remove buffer feature overlap: 'NONE' (default), 'ALL', or 'LIST' (dissolves by a given list of fields)
  - DISSOLVEFIELDS – List of field(s) for the dissolve. Buffer polygons that share the same set of values in their Dissolve Field(s) will be dissolved together.
- Negative distances can be used when buffering polygon features, to create buffers on the inside of the polygon features. Using a negative value will shrink the output polygon feature by the distance specified.

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## Example: Dynamic Network Link Area Type Script

```
*del C:\Cubetown\Base\NoBuild_Link_TAZ.SHP
*del C:\Cubetown\Base\NoBuild_Link_TAZ.DBF
*del C:\Cubetown\Base\NoBuild_Link_TAZ.SHX
RUN PGM=GEOPROCESSING
INTERSECT,
SHPI[1]="C:\Cubetown\Inputs\cubetown.mdb\NoBuild_Link",
SHPI[2]="C:\Cubetown\Inputs\cubetown.mdb\taz",
SHPO="C:\Cubetown\Base\NoBuild_Link_TAZ.SHP"
ENDRUN

RUN PGM=NETWORK
FILEI NETI[1]="C:\Cubetown\Inputs\cubetown.mdb\NoBuild"
FILEI LINKI[2]="C:\Cubetown\Base\NoBuild_Link_TAZ.DBF",
COMBINE=T, MIN=AREATYPE
FILEO LINKO="AREA_TYPE.DBF", INCLUDE=A,B,AREATYPE
ENDRUN
```

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## Geoprocessing and Python

- More native geoprocessing functions for Cube Voyager will be added and improved as time goes on
- If something is not available natively you can still do geoprocessing in Cube right away by integrating Python scripts
- Python is free and included with ArcGIS (and hence with Cube 5.0 as well)
- To install go to:
  - ArcEngine92\Python
  - ArcEngine92\PythonWin [optional]

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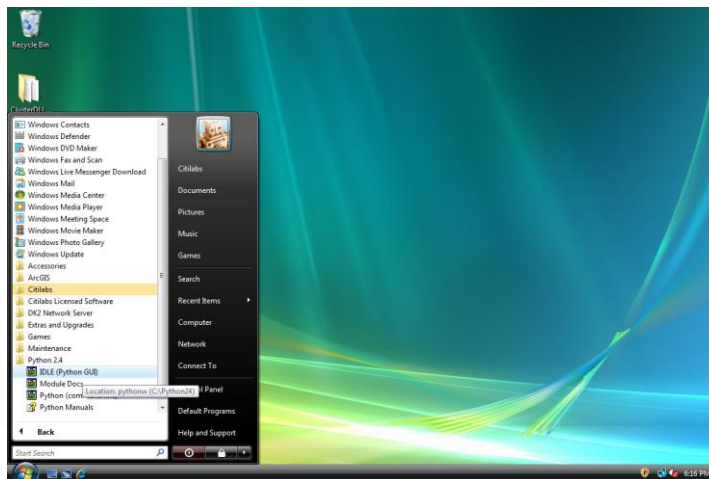
## Writing A Custom Geoprocessing Program For Voyager in Python

- Open the IDLE Python Editor
- Import and Create the Geoprocessor
- Define Command-Line Arguments
- Delete Output If It Already Exists
- Call Geoprocessing Tool
- Print Messages, Warnings, & Errors
- Save as a \*.py file

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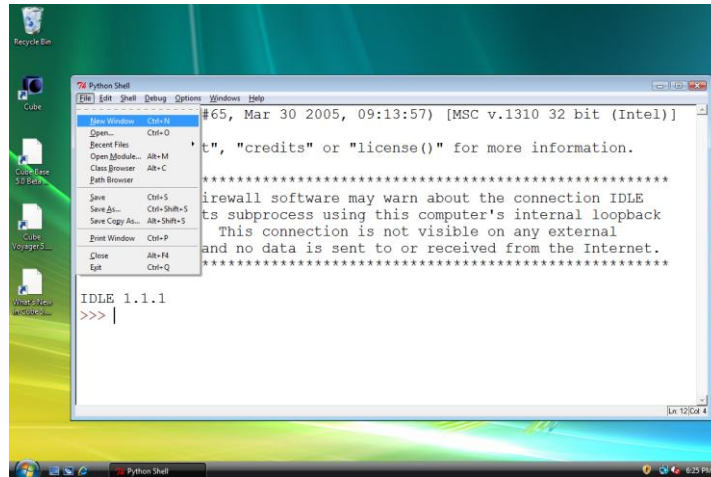
## Open the IDLE Python Editor



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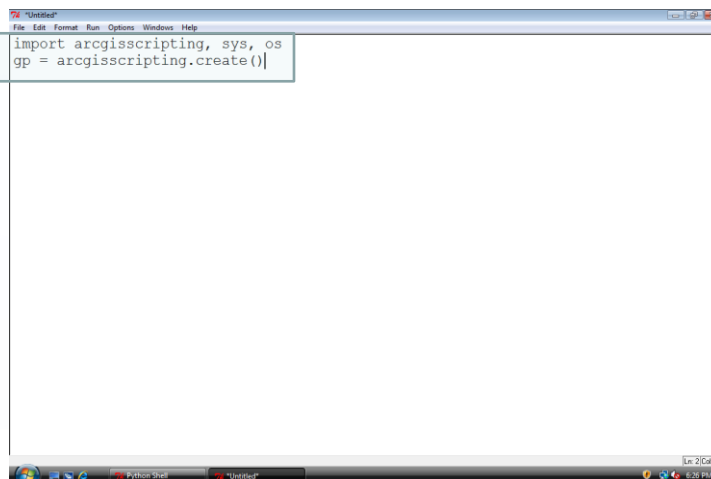
## Open a New File



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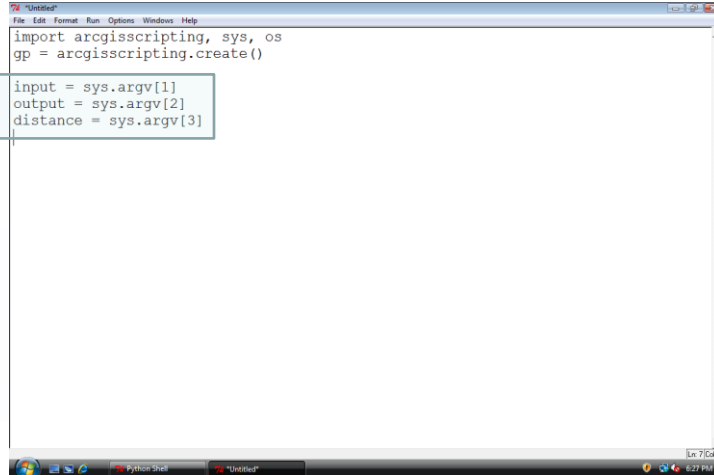
## Import and Create the Geoprocessor



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## Define Command-Line Arguments



The screenshot shows a Python script in a text editor. The script imports `arcgisscripting`, `sys`, and `os`, then creates a `gp` object. It then defines three command-line arguments: `input`, `output`, and `distance`, each assigned to a corresponding element in `sys.argv`. A blue box highlights the argument definitions.

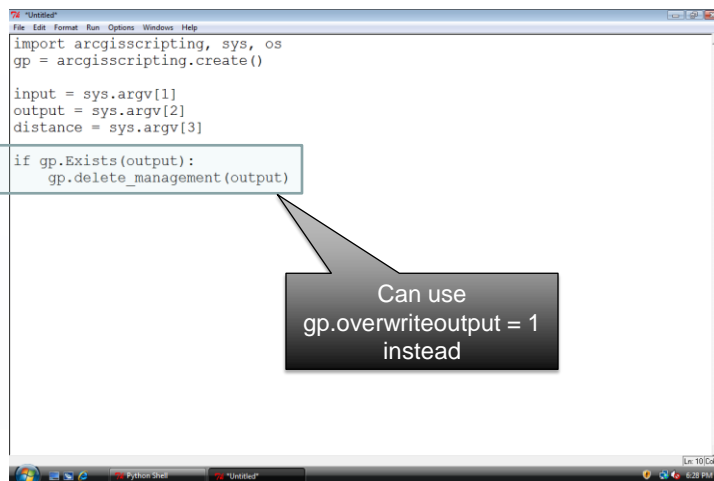
```
import arcgisscripting, sys, os
gp = arcgisscripting.create()

input = sys.argv[1]
output = sys.argv[2]
distance = sys.argv[3]
```

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## Delete Output If It Already Exists



The screenshot shows the same Python script as the previous slide, but with an additional `if` statement that checks if the output file exists and deletes it if it does. A blue box highlights this new code. A callout box points to the `gp.delete_management(output)` line, suggesting an alternative method.

```
import arcgisscripting, sys, os
gp = arcgisscripting.create()

input = sys.argv[1]
output = sys.argv[2]
distance = sys.argv[3]

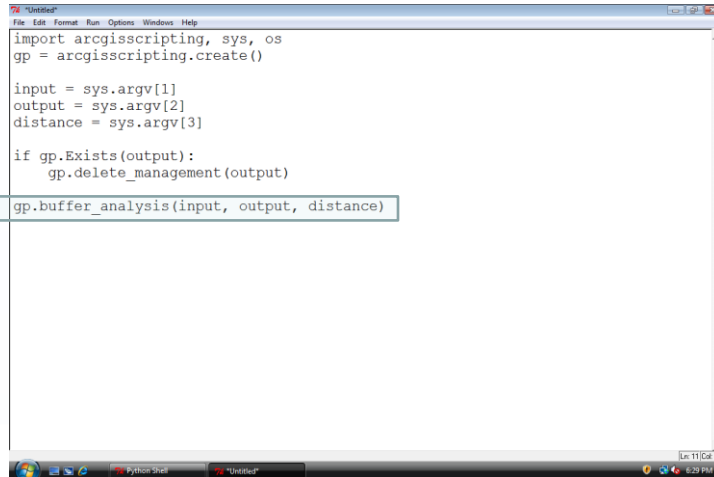
if gp.Exists(output):
    gp.delete_management(output)
```

Can use  
`gp.overwriteoutput = 1`  
instead

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## Call Geoprocessing Analysis Tool



```
File Edit Format Run Options Windows Help
import arcpy, sys, os
gp = arcpy.ArcGIScripting.create()

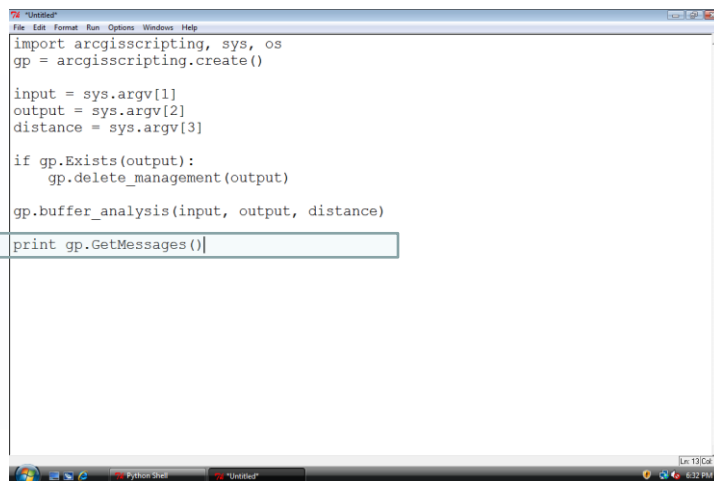
input = sys.argv[1]
output = sys.argv[2]
distance = sys.argv[3]

if gp.Exists(output):
    gp.delete_management(output)
gp.buffer_analysis(input, output, distance)
```

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## Print Messages, Warnings and Errors



```
File Edit Format Run Options Windows Help
import arcpy, sys, os
gp = arcpy.ArcGIScripting.create()

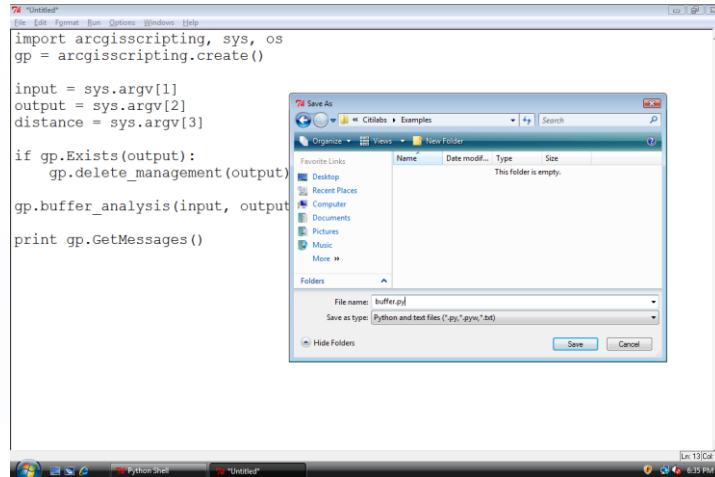
input = sys.argv[1]
output = sys.argv[2]
distance = sys.argv[3]

if gp.Exists(output):
    gp.delete_management(output)
gp.buffer_analysis(input, output, distance)
print gp.GetMessages()
```

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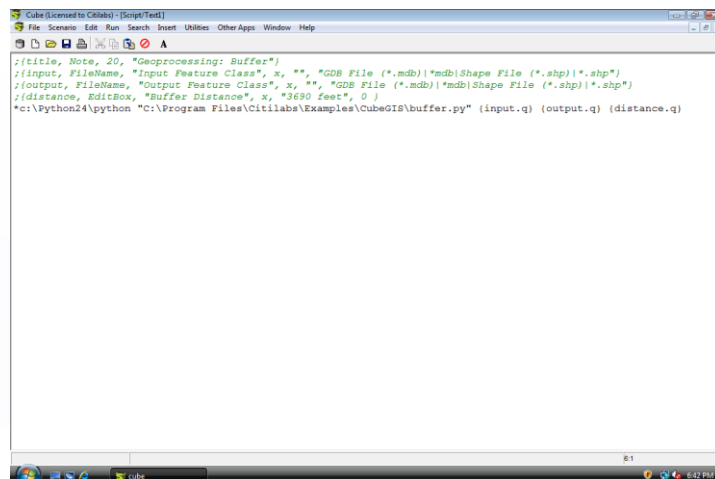
## Save to a \*.py File



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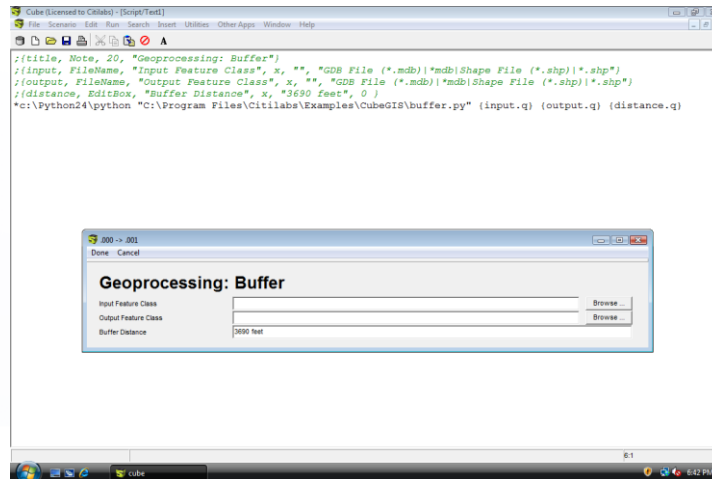
## Calling Python From Voyager



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## Hit F9 to Run Macro Processor



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## Making a Geoprocessing User Program

- User programs must have a DLL, BAT, or COM filename extension
- We can write a batch file that calls the python script we wrote earlier with arguments
- E.g. Buffer.bat:
  - c:\Python24\python
  - "C:\Program Files\Citilabs\Examples\CubeGIS\buffer.py" %1 %3 %4 > %2 2>&1

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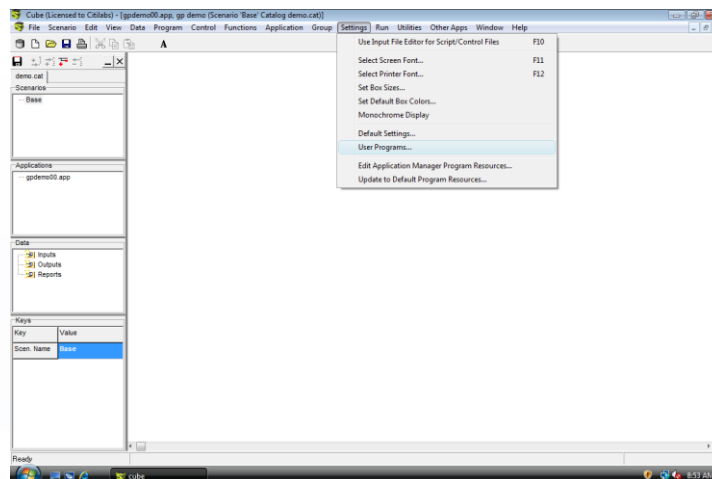
## Adding the User Program in Cube

- Open Catalog and Application
- Add New User Program
- Set Up “Program” Tab
- Set Up Input Files
- Set Up Output Files
- Add Keys to Command Line
- Add User Program To Layout
- Connect Applications & Link to Data

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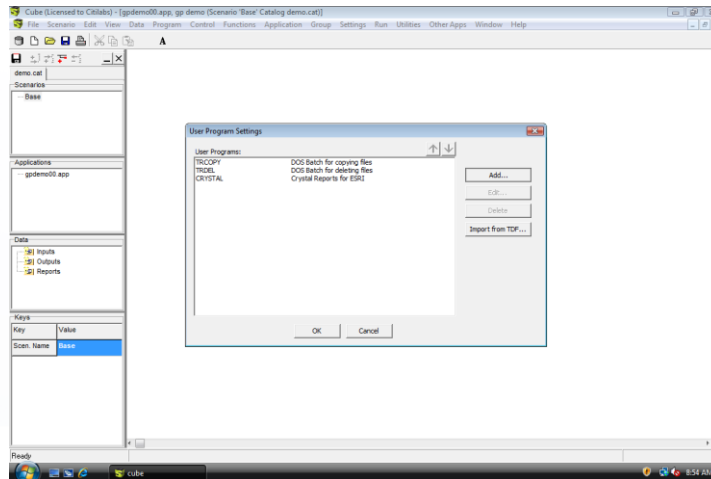
## Open Catalog and Application



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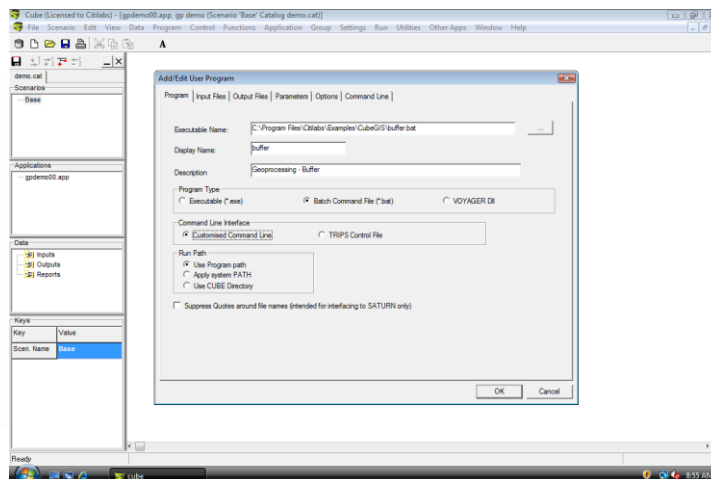
## Add New User Program



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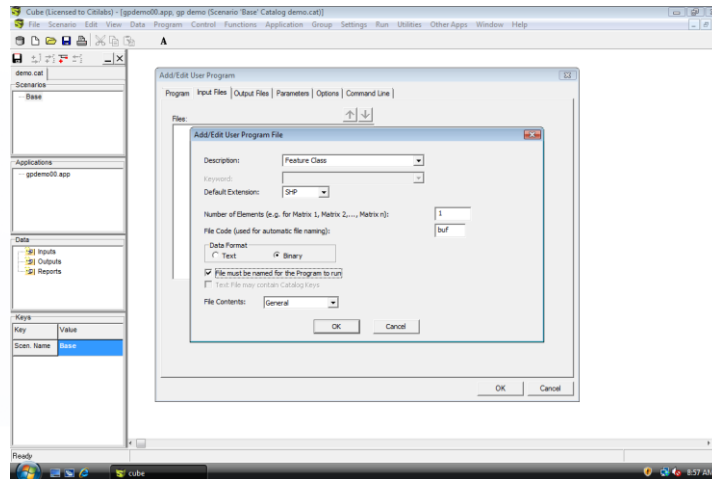
## Set Up "Program" Tab



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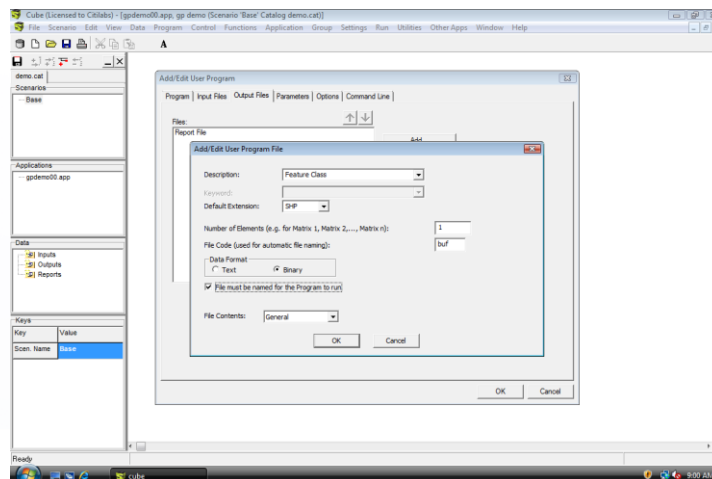
## Set Up Input Files



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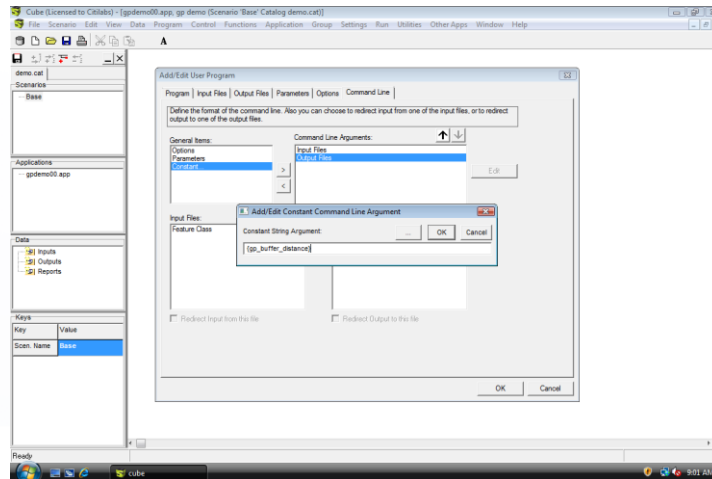
## Set Up Output Files



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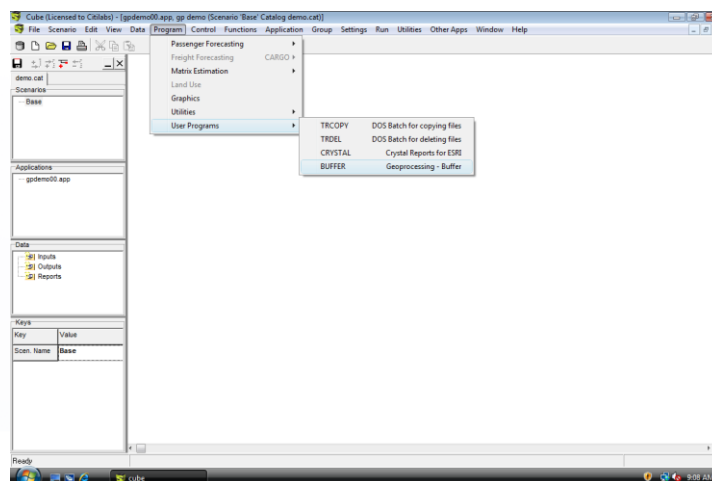
## Add Key to Command Line



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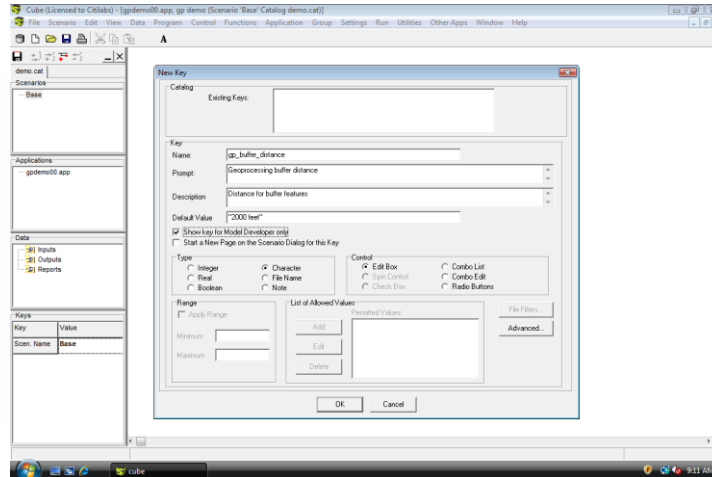
## Add User Program to Layout



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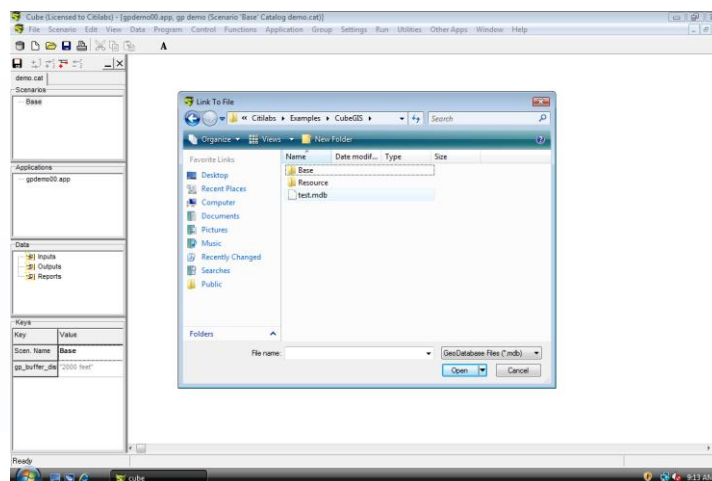
## Add Geoprocessing Catalog Key



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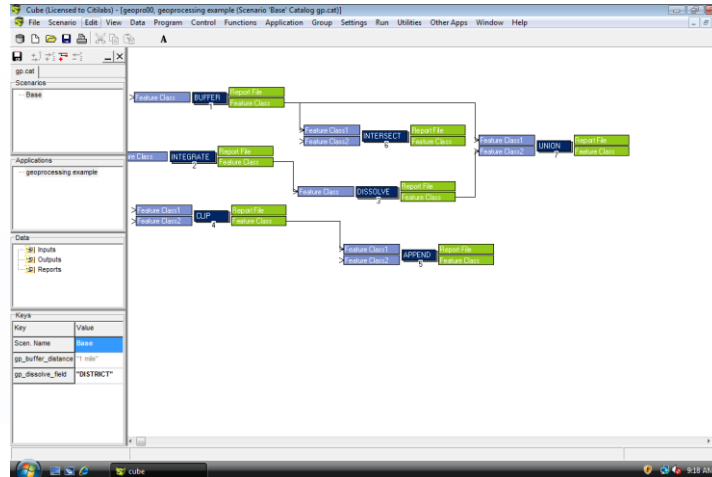
## Link to MDB File



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## Connect Geoprocesses Together



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## Recommended On-Line Reading

- ESRI ArcGIS Documentation (<http://webhelp.esri.com/arcgisdesktop/9.2>):
  - [What Is Geoprocessing?](#)
  - [An Overview of Commonly Used Tools](#)
  - [Writing Python Scripts](#)
- Python Documentation (<http://python.org>):
  - [Beginner's Guide](#)
  - [Tutorial](#)
  - [Library Reference](#)

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## Exercise: Creating a Custom Projection Tool

- FDOT staff have expressed a desire for a simplified projection tool that provides only a limited set of FL-specific options.
  - This can be implemented using the tools discussed in today's webinar...
1. Create Python script to project a dataset
  2. Create Cube Voyager script to call Python and supply desired parameters
  3. Save as User Template and Run Process Template to use "on the fly"
  4. Use Python script with user program to call within Application Manager flowchart