



Release Notes



1Edit

<Commercial-in-confidence>

Version 3.1.0

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1 Introduction

1.1 Release Overview

The purpose of the Release Note is to document installation instructions, new functionality, bugs fixed and any known limitations of the new functionality.

1.2 System Requirements

1.2.1 Operating system

- Windows 10 Professional or Enterprise

1.2.2 Prerequisites

1.2.2.1 Side loading license

Windows 10 does not require a side loading license. However, before installing, every machine must have set the 'Allow all trusted applications to install' Group Policy setting, which your IT department can help you with.

If your IT department doesn't use a group policy, then a machine can be configured to allow side loading by doing the following:

- 1) Open **Settings**.
- 2) Click **Update & Security > For developers**.
- 3) On **Use developer features**, select **Sideload apps** (or **Developer mode**).

1.2.3 Visual C++ Redistributable Packages Prerequisite

Some machines require the free Microsoft Visual C++ 2013 Redistributable Packages to be installed. If the application installs but closes when trying to open a project, then try installing these packages. You can download them by selecting the **vc_redist_x86.exe** file from the following location: <http://www.microsoft.com/en-us/download/details.aspx?id=40784>

1.2.4 Hardware

A machine with an Intel processor, which needs to be either:

- A desktop or laptop computer that has a scroll wheel mouse and a keyboard, optionally a touch screen monitor
- A tablet, touch screen laptop or Toughbook with a touch screen and preferably with a stylus

It is recommended that you have:

- At least 4Gb RAM and 2 processors on your machine or VM.
- A solid-state hard drive for optimum performance.
- A machine with a graphics card or chip that supports Microsoft DirectX 11. This allows raster images up to 16384 maximum width or height to be opened. DirectX 10 supporting chips can be used but only handle raster with a maximum width or height of 8192.
- 1Edit has been tested on inbuilt graphics chips such as the Intel HD Graphics 4000 or Intel UHD Graphics 600 and it performs well, but a dedicated graphics card would provide even better performance. Note that 1Spatial has witnessed **slow performance** of 1Edit map redraw on some **Intel HD graphics 4200** chips, particularly when there is no dedicated graphics memory. There are two workarounds that can be used and applying both will provide the best performance:
 - 1) Workaround 1: From the 1Edit settings, turn on the setting called 'use simpler animations for performance'.
 - 2) Workaround 2: Install the **Microsoft basic display adaptor** (this will be part of your Windows installation) although note that this does not allow external displays to be used such as additional monitors or projectors. To install the Microsoft Basic adaptor, follow these steps if you have an admin login:
 - From the desktop, right mouse button (or press and hold for touch screens) and select **Display Settings**
 - Click on the **Advanced Display Settings** link
 - Click on the **Display adapter properties for Display...** link
 - From the **Adaptor** tab, click on the **Properties** button
 - From the **Driver** tab, click on the **Update Driver...** button
 - Select **Browse my computer for driver software**
 - Select **Let me pick from a list of device drivers on my computer**
 - Select **Microsoft Basic Display Adaptor** and click **Next**
 - The driver will now be installed, restart 1Edit and try again

To revert the process so that you can use external monitors or projectors, follow the steps above but select the other specific adaptor such as **Intel HD Graphics** adaptor, instead of the **Microsoft Basic Display** adaptor.

- Windows 10 can be run on a Virtual Machine

2 Installation Guide

2.1 Install 1Edit

1Edit is a Windows UWP app so you will need to perform the following steps for each Windows user who will be logging in and using 1Edit on the machine:

There is single batch file to install 1Edit. This performs an installation by 'side-loading' the software.

If you have already installed a previous version of 1Edit then this installer will automatically upgrade the 1Edit and retain any existing projects. If your system requires an update to the templates and config files then the install will upgrade them automatically. Do not uninstall the previous version of 1Edit otherwise you will lose existing projects and need to re-deploy the additional configuration files.

- 1) As the user who will run 1Edit, either copy the installation folder to somewhere temporary on the local machine or access it from a mapped network drive (note that security settings usually prevent you from installing directly from the C: drive, so place the installation folder within a sub folder).
- 2) If the folder is zipped up, then unzip it now. You cannot install from a zipped folder.
- 3) Navigate to the folder and double click on **install1Edit.bat**
- 4) 1Edit will install automatically, messages in the window will indicate success or failure.

If your administrator has included in the app package a predefined 1Edit template, config file or sample project then these will automatically get deployed too (see sections below on how administrators can configure these). You can delete the temporary installation folder after the installation.

2.1.1 Troubleshooting the 1Edit installation

Installation fails with a message in the installation window

Check that side-loading is enabled as per section 1.2.2.1. Note that the default local administrator user is not domain joined and does not have side-loading enabled so ensure you are logged in as a 'normal' domain user.

Installation succeeds but the application does not start up ("This app can't open") and the start screen tile subsequently has a cross in the corner

This is usually because there is no side-loading license key. Typically, this means that you should update Windows to version 10.

Application starts up but closes as soon as a project is opened

Install the C++ redistributable on the machine, see *section 1.2.3 Visual C++ Redistributable Packages Prerequisite* for details.

Integrating with 1Spatial Management Suite (1SMS)

To use the 1Edit worklist page and integrate with the 1Spatial Management Suite (1SMS), 1Edit requires a config file to define the location of the 1SMS worklist service. If your administrator has bundled a config file in with the installation, then there is no further step needed. You can check this by looking for a services.xml file in:

C:\Users\

Or by looking at the projects page to see if there is a Worklist button present – this button is only present when a config file is in place.

This file must be called **services.xml**, and must contain the following:

For a 1SMS environment without secure authentication (e.g., when calling from within the same network):

```
<services>
  <environment>Any name here</environment>
  <worklistroot>http://1SMSserver.company.com:port/wf>
</services>
```

For a 1SMS environment with secure OAuth authentication and https:

```
<services>
  <environment>Any name here</environment>
  <worklistroot>https://1SMSserver.company.com:port/wf>
  <oauthserver>https://1SMSserver.company.com:port/wf/mstoken>
</services>
```

You will need to set the URLs as appropriate for your 1Workflow worklist service, which may also have been configured with additional https security in which case the URL starts with https not http. A 1SMS/1Workflow administrator can provide these URLs. The <environment> tag is an optional element which can be used to specify the name to appear at the top of the worklist page to help tell the user which server they are pointing at, for example 'Live Production Data' or 'Test Environment'.

To distribute this file automatically to all users and have it installed for all installations, it can be placed into the config folder within the installation folder. When users install 1Edit, the config file will be automatically put in the right place.

If the config file was not bundled with your installation, then to deploy it, launch 1Edit from the start screen to create the correct folder structure, then drop the services.xml file into the following folder and restart 1Edit:

C:\Users\

Tip: Ensure that 'Hidden Items' is checked in the Windows Explorer View tab, to see the AppData folder

The second part of the configuration for 1SMS involves deploying a template file, which defines the standard schema, styles, rules, and topology setup. Follow the instructions in the next section. You must have created and deployed a template file to use the 1SMS worklist to download and open jobs.

2.2 Deploying a Project Template

A project template defines a standard schema, set of styles, set of validation rules and topology definitions. A template is a useful way of defining a standard configuration into which you can load different data without having to repeatedly load schemas, define styles, configure topology etc. You can optionally use a template when loading GML into 1Edit and you must have a template deployed to download jobs as projects using the 1SMS worklist.

Use 1Edit and follow the 1Edit user guide to create a template. This requires creating a project containing no data but with the correct extents, SRID and schema and optionally one or more styles, zero or more topologies and zero or more validation rules. When the project is saved as a template from the projects page, it is saved as a .ibck (image backup) file. The name of the file does not matter, but it must have a .ibck extension.

You can install this new template from the project page by opening the app bar and selecting 'Import Template', this will allow you to browse to the newly selected template replace a current template with the template you have just saved.

Note that importing a template in this way simply copies it to this folder:

C:\Users\<current_username>\AppData\Local\Packages\1Edit_qw7y987j427n8\LocalState\Templates

To distribute a template file automatically to all users, it can be placed into the Template folder within the installation folder. When users install 1Edit, the template file will be automatically put in the right place.

Tip: If you update the Config or Template files after distribution, then the easiest way to distribute the new versions to all users is to replace the files within the 1Edit installation folder and distribute this folder to all users to re-install. 1Edit will not be updated if the version has not changed, but the new files will be deployed into the right location for each user.

2.3 Install any sample projects

If you have been provided with a sample 1Edit project as part of an install package, these projects will be copied to the projects folder automatically during installation.

If you have upgraded from a previous release of 1Edit with the projects already in place, then there is no need to perform the manual steps described below.

Manually copying the project files is only needed to move a project from one deployment to another:

- 1) Ensure that the target 1Edit has been started at least once as this creates a Projects file into which the data can be copied.
- 2) Open an Explorer window and copy the provided data folder to
C:\Users\<current_username>\AppData\Local\Packages\1Spatial.1Edit_y9kp27q9aegam\Local State\Projects
- 3) Ensure that the Project is unzipped and in a single folder within this Projects folder and that it contains a number of sub folders such as backup and bat.
- 4) Return to the 1Edit project page and press the refresh button if the project is not visible

2.4 Test 1Edit

- 1) From the start menu select 1Edit to launch the app
- 2) Click on a project tile to open an existing project, or click New Project or Load Pack to create a new project from GML
- 3) If 1Edit closes instead of displaying the project data then you may need to install the free Microsoft Visual C++ runtime redistributable, see section 1) for details.

Tip: You can open the app bars by:

On Windows 10

With tablet mode enabled:

- *By swiping down from the top of the screen (swiping up from bottom of the screen is not supported)*
- *By right clicking with a mouse or stylus*

With tablet mode not enabled

- *By right clicking with a mouse or stylus*
- *By selecting ... at the right hand side of the upper and lower application frame*

2.5 Access the help

The help is available from this URL

<http://www.1spatial.com/documentation/1edit/>

You can also access the help from within the application itself in one of three ways:

- Press **F1** when the 1Edit main map page is currently in focus
- Within the applications main map view, open the app bar and select the help button, or Settings... and then Help

3 Release details

1Edit version 3.1.0 is a full product release. New functionality in this version includes:

- Support for multipart polygons
- Better handling and new validation functions for Heights
- Locally attached feature photos, including geotagging metadata
- Enhanced styling, including:
 - bitmap fills
 - dashed lines
 - preview font changes
- Ability to configure that some layers are not editable
- Ability to define the ordering of attributes within the attribute panel
- Improved rendering performance especially for thematic mapping

Incompatibility Note

Projects created with previous versions of 1Edit may be incompatible with this version. Therefore, we advise you to delete your projects and recreate them in the new version after upgrade.

Please contact 1Spatial support for further information on impact.

3.1 New functionality

New functionality in 1Edit version 3.1.0 since the last main release 2.7.0.3

3.1.0	
AMALGAM-808	Improve performance of Thematic mapping
PRIS-1481	Handle complex (multi-part) geometries
PRIS-2838	Add 'max_height' built-in validation function
PRIS-2838	Add 'min_height' built-in validation function
PRIS-4073	Text Layer style preview to show font changes.
PRIS-4273	Allow vertex z values to be updated in a single operation
PRIS-4358	Show metadata of Job when open in 1Edit
PRIS-4395	Support styles with dashed lines
PRIS-4781	Support styles with bitmap fill patterns
PRIS-4882	Add support for having different rasters on each layer
PRIS-4884	Add support for multi-line text fields
PRIS-4502	Enable Height Value Input when reshaping or appending to an existing feature
PRIS-4313	Enable the selection of a template when opening a job from the 1Edit Worklist
PRIS-4512	Height of a secondary geometry should be captured from primary geometry
PRIS-4544	Add built-in validation function to get max difference between heights of adjacent vertices - New Abs Builtin Function - New Segments Builtin Function - New Height Builtin Function
PRIS-4779	Support non-editable classes
PRIS-4840	Support classes that are editable but cannot have features created or deleted

3.1.0	
PRIS-4787	Ability to capture and store photos locally
PRIS-4794	Set attribute ordering to that defined in schema
PRIS-4788	Support GG04 GPS Antenna
PRIS-4822	Automatically unpack raster backdrops to project
PRIS-4830	Geolocation tagging of captured photographs
PRIS-4837	Added feedback when GPS point captured
PRIS-4850	Enhance GPS Status page & add support for timeout when ZenoConnect disconnects
PRIS-4885	Allow attribute codelists to be defined in a file within a data package

3.2 Issues and Bugs fixed

3.1.0	
PRIS-2301	Zoom Extents should zoom to the extent of the actual data (not to the template extents)
PRIS-4497	'Failed to find height for plan vertex' error when merging features.
PRIS-4273	Inserting a vertex by dragging a ghost vertex on a large polygon can result in a calculated z value = 0
PRIS-4350	Support larger raster images by internally subdividing them
PRIS-4506	Cloning a feature with z values results in incorrectly "calculated" z values in the resulting feature
PRIS-4540	Moving a feature with existing vertex Z values changes the Z values
PRIS-4771	Error running local validation with rule containing "within a distance of"
PRIS-4837	Fixed Lag with GPS tracking
PRIS-4847	Negative areas for some polygons
PRIS-4849	Long delay at end of move
PRIS-4909	Make check boxes for binary attributes more visible

Please note the above list does not include any customer specific project related issues and bugs fixed.

3.3 Known Issues and Unresolved Bugs

There are a number of known issues with multipart polygons which is currently being worked on. For avoidance of issues, please refrain from using this version with multipart polygon data, until 1Spatial provide an update and new maintenance release.

Known issues, including those carried forward from previous versions:

3.1.0	
PRIS-546	Reshaping a polygon does not work when the reshape line is in the wrong direction for the ring.
PRIS-734	Digitise circle creates closed line not area
PRIS-2496	Cannot delete a project after a template has been built from it without restarting 1Edit
PRIS-2537, PRIS-3324	When 1Edit is suspended and resumed, previous local validation failures are no longer highlighted
PRIS-2969	Passwords with + or % characters fail when logging into 1Edit worklist
PRIS-3200	Manual Traverse - Keyboard pops up when creating baseline. Workaround is to close the class selector list first
PRIS-3226	Local Validation does not revalidate features adjacent to a deleted feature so lone deleted features do not cause revalidation.
PRIS-3278	Topology bookmarks are not being updated when doing bulk topology structuring
PRIS-3287	Undo/Redo does not trigger on-the-fly revalidation for the affected features
PRIS-3304	1Edit cannot be suspended while creating a project. Do not switch away from 1Edit when creating a new project (either when opening a job in the worklist or creating a new project from GML) or the project creation will fail.
PRIS-3436	Infinite loop when doing 'create from union of selection' when in repeat mode and with 'deselect after editing' setting turned off
PRIS-3719	When using WMTS and the 'use simpler animations for performance' setting on, zooming appears to jump one level too far and then jump back
PRIS-3767	Managing references - de-select causes references to be removed
PRIS-3792	1Edit freezes when forcing zoom to extents while WMTS map redraw is still in progress
PRIS-3797	Preview the adjusted tie out distance in prorata causes an error in the application when the baseline contains duplicate points
PRIS-3801	Crash if suspending while waiting for a large feature edit to complete
PRIS-3922	Reflex methods do not fire on the feature at the 'other end' of a reference. This means that changing the references will not change the metadata for those referenced features. Workaround is that if you need to change feature references, then select the features that have the reference metadata and make the updates to those features.
PRIS-3994	Deleting a hole may leave an out-of-date highlight until the next redraw
PRIS-4067	Windows 10: Null_On_Unset reflexes are not triggered if global parameter sets the source to null
PRIS-4800	split - unable to select part to keep when splitting a multi part poly with 2 parts
PRIS-4803	Split multi part polygon is not working consistently
PRIS-4805	Very large polygon stops application responding to edits
PRIS-4815	Change class does not work for a feature with a multi part polygon geometry
PRIS-4880	Reflex Methods and Global Parameters typo doesn't reset null on target
PRIS-4881	Camera being used by another application needs better warning message and results in 1Edit error: Hardware MFT failed to start streaming due to lack of hardware resources. Add better warning message.
PRIS-4912	1Edit not receiving data from GS14 with new firmware and Captivate

PRIS-4914	Increase / Decrease / Set Vertex Heights does not work for a single part of a multi-part polygon
PRIS-4916	Adding a jpg file as a Raster layer and re-opening project crashes 1Edit
PRIS-4917	Importing a TIF raster and with a TFW transformation file causes an error and corrupts the project