



Methodology

In cartography you can distinguish three main processes:

- 1- Data collection
- 2- Map compilation
- 3- Map publications.

I suggest two methods of working during the creation of one map:

Method 1

In stage 1 (data collection) you survey, record and digitise things. In this stage you are not interested in how it looks on screen AT ALL.

Muddle with handy helpful style sets with exaggerated colours or line thickness.

In this stage I suggest you save you live layer every jolly 5 minutes, but every time increase its version number:

North Farm Fields-01.dra
North Farm Fields-02.dra
North Farm Fields-03.dra
etc.

A 'save live layer' **MUST** be followed by a "Save Project".

So:

SAVE LAYER (with increased version number) followed by **SAVE PROJECT**.

This is vital! If you do use version numbers than you must as an automated routine also get into the habit of saving your project after every time you save a live layer. If you fail to do it, the next time you open up that project it will show your work, but you will be working in an old version of the file.....

Things will go wrong, but with this method you do not lose too much work.

The project name can be overwritten with the same name time and again.

Method 2

Only in stage 2 (Map Compilation), when everything is settled, you start building up your proper 'final' project. Linking data, re-routing layers to read specific style sets etc etc.

All files are now in their proper folders, with proper names (and you should at this stage abandon version numbers: -rename- them away, or start overwriting the last version number -see below)

Save your project in the final definitive scale and with all components ready to be printed.

Now: inevitably you will see things that need a final tweak at this stage. (Shift a text a tat to the left, tweak a colour, move a line bit...., all to get the best possible print.)

Copy the relevant layer into the live layer and do your final tweak.

- save it now with the same name (abandoning the version numbering, or overwriting the last number)
- clear the project (**without saving**) (because the sequence of layers is now "out" since you copied the odd one into the live layer and thus it ends on top of the pile and loses any data link or link to external style file)
- fire up the project again and it opens up as before in all its "final" glory