

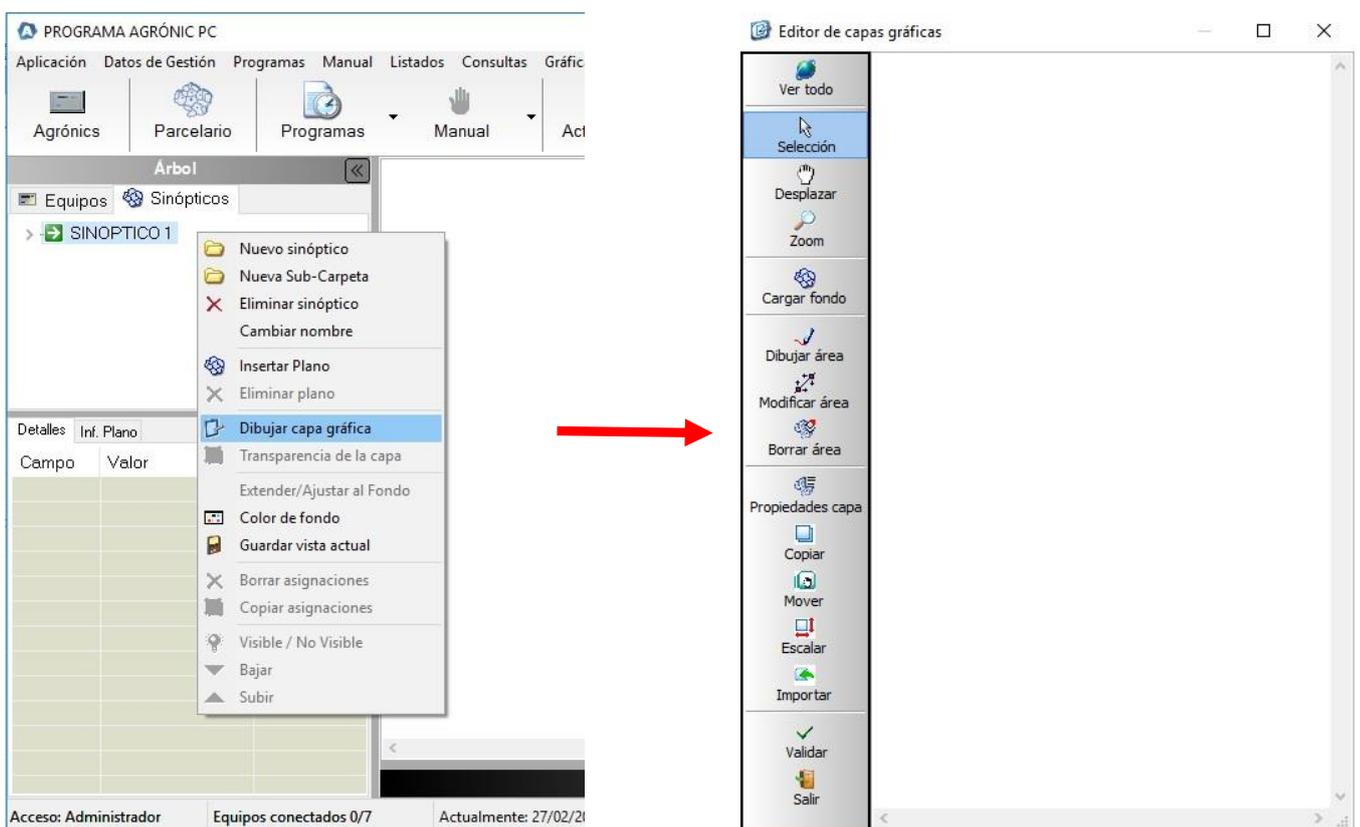
The synoptics are graphic representations of the information. They help to visualize in a fast and intuitive way the state of the programmers and of the irrigation.

Until now, the Agrònic PC synoptics used to be formed by a background plane and another plane in which a series of already defined shapes could be included to represent the information.

With the utility *creation of graphic layers*, anyone is allowed to create a layer of figures drawn by himself and then be able to make each figure represent the information he wants.

Therefore, you can create as many layers as you want and the figures do not have to have a specific shape, but each one can create the shapes you want, as long as they are closed shapes (areas).

To create a new graphic layer, click on the right button of the mouse on the name of the synoptic and choose the option *Draw graphic layer* from the menu that appears.



Adjust the size of the images to the current screen, so that they are all visible.

Allows the selection of a specific area for handling.

Move the whole image following the movement of the mouse. It has the same effect as the scroll bars.

It allows to show with more or less detail a specific area of the image.



Allows you to load an image as a background so that it can serve as a guide when drawing the desired shapes and that fit the desired. If an image has already been loaded, the new image replaces the existing image. The background drawing that is going to be used as background in the synoptic is usually loaded. The system, by default, loads the last drawing that was used.



It allows to create new figures. Creation starts by pressing this button and ends when you press it again.

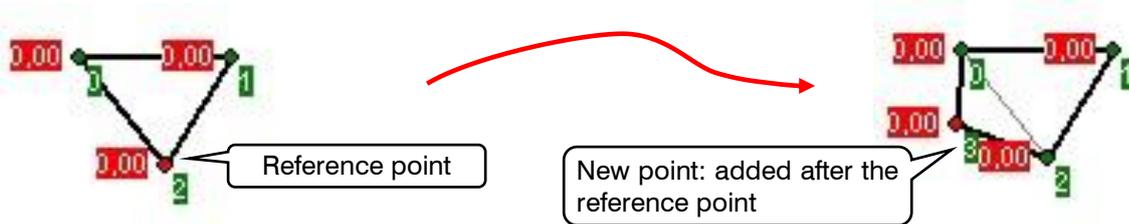
It allows to modify an existing figure. First the figure to be modified must be selected and then press this button. The modification continues until this button is pressed again.

Delete the selected shape. First the shape must be selected and then press this button.

When selecting a shape, its outline is shown in red, unlike unselected shapes that show its outline in black.

To draw a shape simply click on the desired point and a point of the shape is automatically created. It can be observed that the points are numbered and that there is always a red dot: that is the point of reference, and any action that is made will be in reference to that point. To select the reference point you must press the button on it. The actions that can be carried out are:

- Add a point  
The new point is added following the reference point.



- Modify a point  
To modify the location of the reference point, press the left button on it and, without leaving it, move the mouse to the desired position.



- Delete a point  
The point to erase will always be the reference point. To erase it, just press the left mouse button on it. The reference point is automatically changed to the point before deletion.

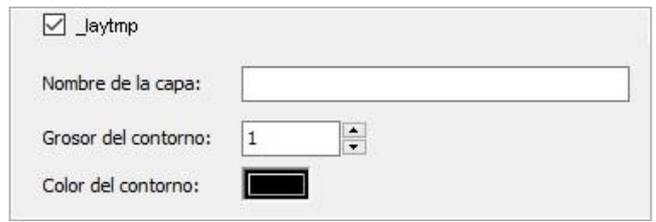


As can be seen in the images, the system always shows a closed shape, an area, since it only allows this type of shapes. It can also be observed that, when a change is made, the system shows both the resulting shape and the existing shape.

It should be borne in mind that when starting to modify a shape, the reference point is always the last, that is, the largest number.



When the button is pressed, a dialog box appears that allows you to alter the properties of the layer that is being created. In particular, you can change the name of the layer, the color of the contour of the shapes and the thickness of the contour. If the button is pressed again, the dialog box disappears, but the configured options remain.



The name given to the layer will be the one that will appear in the synoptic tree.



Makes a copy of the selected shape.

Move the selected shape following the movement of the mouse. To finish, press the left mouse button in the desired position.

It allows to change the size of the shape without altering its basic structure. When pressing this button, the selected shape is inside a box where a series of points are shown. Dragging any of these points in or out produces the scaling of the shape. To finish the action, press the button again.



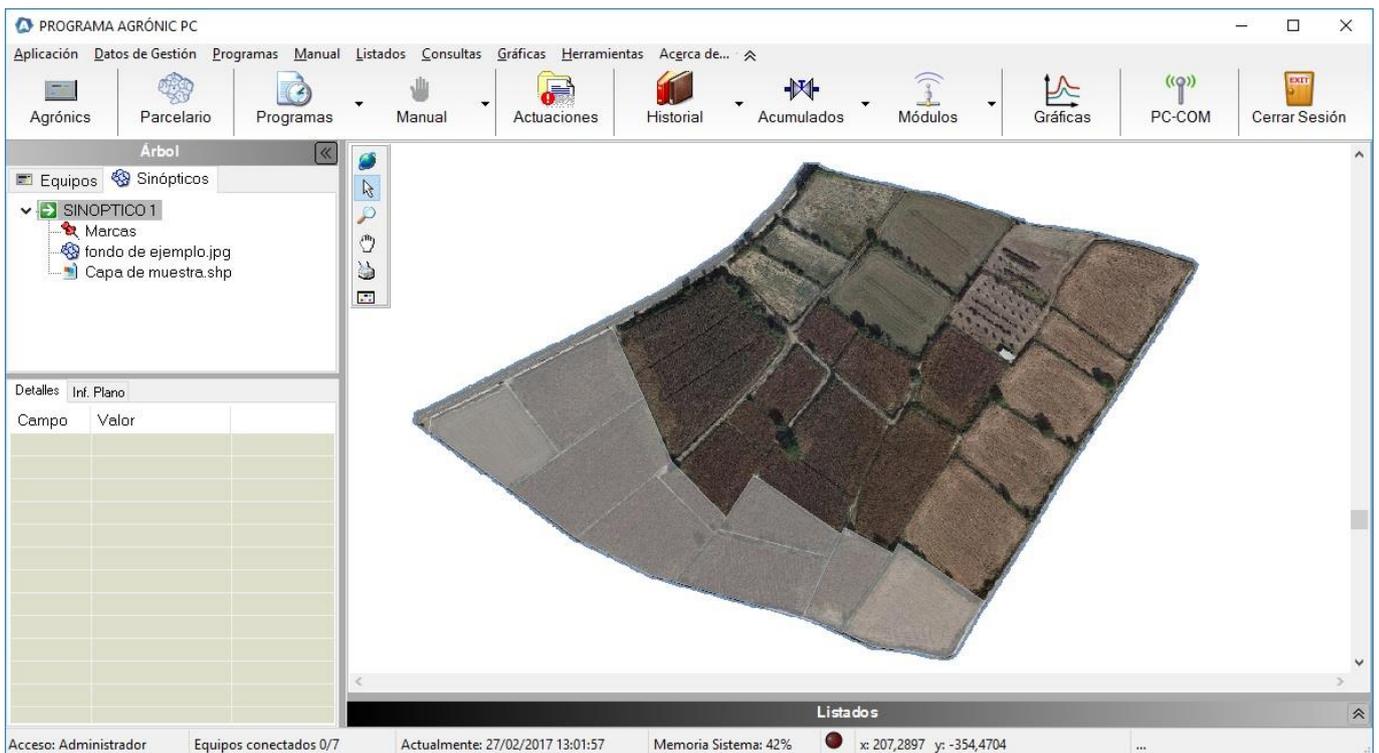
It is possible that you have already created shapes that you want to use in this new layer. With this button the existing shapes in the file that is selected to the current layer are copied.



After editing the layer, this button saves the changes and updates the synoptic. If the layer is new, a new node with the name of the created layer appears in the synoptic.

Finalize the edition without saving the changes made. The synoptic is as it was before the edition.

The following figure shows a synoptic where the layer *fondo de ejemplo.jpg* has been placed as background. This plane does not have areas that can graphically represent the parcels, so the graphic layer *Capa de muestra.shp* has been created where some areas that represent the parcels have been created.



To modify an existing layer, right-click on the layer you want to modify. In the menu that appears select the option *Edit graphic layer*.

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