Introduction
Learn how to use the M.App Reader, a lightweight browser-based client, for your image display.

Software
- M.App Reader

Data
- Various raster images

Transcript

Thank you for watching this Hexagon Geospatial eTraining module: View Imagery Using M.App Reader.

You will begin by viewing a world map in the M.App Reader. Then, you will open M.App Chest from within M.App Reader to bring in a second image, an image of Hong Kong to overlay on your world map. You can view and manipulate both of these images with M.App Reader.

With the M.App Reader open and displaying the world map, you will first zoom in on the map and then pan to the Hong Kong area.

1. At the lower-left corner of the screen, click the Plus-sign button to zoom in by a factor of two.
2. Click the same button to zoom in again, and then click the Minus-sign button to zoom back out by a factor of two.
3. Using your mouse, pan to the Hong Kong area on the map. Then, zoom in on this area by rolling your mouse wheel forward.

At the top-right corner of the screen, there are tabs that provide access to different functionality provided by the M.App Reader. The first tab is the Content tab. This panel is a list of all the working data that you can currently view with M.App Reader. You will open M.App Chest to publish an image to M.App Reader.

4. Click the Content tab at the top-right corner of the screen.
5. On the Content panel that displays, click Open M.App Chest.

The M.App Chest application opens, and a list of folders are displayed.

6. On the list of folders, click the GeoTIFF folder to see its contents.
7. Select the GeoTIFF_Kowloon.tif file by clicking the box, and then open the Properties panel on the left to see the properties of this file.
You’ll now publish this image to WMS and WMTS so that it can be displayed on the map.

8. Click the Publish button in the Properties tab to open the Publish Image window.

9. Make sure WMS and WMTS are both selected, and then click Publish to publish the image.

10. You can monitor the progress by opening the Tasks panel.

11. When the image has been published, click to Preview the image.

12. Open the Properties panel again.

13. With the image still selected, click the Add and Close button to add this image to M.App Reader and to close M.App Chest.

14. Verify that the image has been added to the Content list in the M.App Reader.

Now you will view the image that you just published in your map, by using the Layers tab.

15. Click the Layers tab.

Layers are displayed with the topmost layer at the top of the list. The list represents the order in which the layers are stacked in the map. You can change the order by left clicking a layer and dragging it up or down in the order. When you release the mouse button, the layers are rearranged and the map is updated.

16. Zoom in the image on the map.

Layers are initially visible, but you can show or hide layers.

17. Click the middle icon to hide the image, and then click it again turn its display back on.

18. Click the rightmost icon for the image. A slider opens that is used for controlling the opacity of the image.

19. Grab the slider and slide it to the middle to decrease the opacity of the image, making it more transparent so that you can see the Open Street Map beneath it.

20. Make the image completely opaque again by dragging the slider all the way to the right.

21. Delete the Open Street Map from the map by clicking the X icon.

Removing a layer from the panel removes it from the map, but it does not remove the data from the Content tab of M.App Reader or delete the data.

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