

Outline for Quickstart template

- I. Overview of this template (guidance for Quickstart author)
 - A. A Quickstart is a specialisation of a Tutorial, as defined by <https://www.divio.com/blog/documentation/>. (We should adopt much of the material from this link). As such, the Quickstart should absorb the same guidelines as provided for a Tutorial. (We should consider that we will have a Tutorial template in our suite of templates.)
 - B. What is the purpose of a Quickstart?
 - C. Why do I need a Quickstart in my documentation set?
 - D. Briefly, what does a Quickstart document look like? (It's a set of numbered steps, but what will the suggested outline of the user doc look like?)
 - E. What sort of information, in general, does it include?
 - F. Examples of good Quickstart guides (online/static)
 - G. Who are you writing for when you write a Quickstart (primary and secondary consumers)?
 - H. What's the prerequisite in terms of level of knowledge or skill needed from the audience? How do we list this in a Quickstart?
 - I. How is a Quickstart different (or the same as) compared to a Getting Started doc?
 - J. Where should one start and what thinking process and structure should one follow (with examples)?
 - K. How to tackle forks in Quickstarts or is it a better practice to have separate Quickstarts for different types of consumers or if they want to accomplish different tasks with a product?
 - L. How do we account for consistency in language so things are interpreted correctly globally (Language Style Guide)?
 - M. How do we define terms to be used in the Quickstart that consumers from outside the industry might not know?
 - N. How much "marketing" or "sales" language/information should a Quickstart have as it might act as a document for potential customers to try/demo the product?
 - O. What does a Quickstart link to?
 - P. What comes next after a Quickstart?
 - Q. Structural considerations
 - 1. How should code snippets be presented?
 - 2. Should you have a screenshot for every major step? (Probably).
 - 3. Should you use labels on screenshots? (Eg: show order of actions with 1, 2, 3 labelling, or use arrows from one box to another, or grey out sections of the display.) Probably do this selectively. Be consistent across docs.

Define the toolchain used, so other maintainers can do the same. Note this adds a significant maintenance overhead.

4. What size should screenshots be? Should it be scaled? Should you reduce image size?
5. What are the best file types for screencasts and screenshots?
6. Should a screenshot include just the relevant textbox or window, or the full desktop. (Probably use the smallest window applicable).
7. Screencasts for complicated workflows?
8. Recommended open source software to use for screenshots, screencasts, video/image editing, etc.
9. How to add annotations to screencasts and screenshots?
10. What license should be applied to docs? (Probably CC-By, with CC-By logo added to the docs template).

R. Maintenance strategy for this Quickstart

1. Ensure your team have sufficient capacity long term to maintain the docs you create.
2. When should this Quickstart be updated?
3. What should trigger a review or update? An update to the software? An update to the operating system version? (eg Windows or MacOS update).
4. What would trigger this document to be deprecated or labelled “deprecated”? Eg: the doc hasn’t been reviewed since last software update. The doc is known to be incorrect.. ...

S. Quality criteria

1. What QA standards will be applied?
2. Who should review?
3. Quickstart will be run end-to-end on XXX systems.
4. Documentation should be viewed in different screen sizes.
5. What review checklist will be used? Review for:
 - a) Technically correct.
 - b) Works on various platforms, low spec and high spec, eg: test for running out of memory.
 - c) Tested for edge conditions.
 - d) Tested for things a user might accidentally get wrong.
 - e) Aligns with writing structure.
 - f) Aligns with style guide.
 - g) Screenshots are up to date.

II. Things that do not belong in the Quickstart

- A. Complete reference entries
- B. Setup info (That deserves its own document or topic.)
- C. Product Overview (That deserves its own document or topic.)
- D. Etc.

III. Prerequisite reading for the end-user

- A. A link to Setup documentation

- B. A link to the Overview of the product
 - C. What this Quickstart will help the reader accomplish
 - D. Where to get tokens or API keys, etc. if needed
- IV. Writing the QuickStart -- what to include, in what order
 - A. Metadata presented to the end-user:
 - 1. This quickstart will teach you how to ...
 - 2. Date of last update
 - 3. Version(s) of software being described.
 - 4. Optional: Estimated running time
 - B. Write a concise set of steps . . .
 - C. Item two
 - D. Item three
 - E. Etc.
- V. Other *general* writing guidelines that apply only to the Quickstart
 - A. Include code code examples and comments for each step
- VI. Links to external examples of Quickstarts that we like
 - A. Example 1: What we like and don't like about it.
 - B. Example 2: What we like and don't like about it.
 - C. Example n: What we like and don't like about it.
- VII. Further reading (Links and bibliographic citations that support this document.)

OSGeoLive Quickstart Wiki instructions

Source wiki: https://wiki.osgeo.org/wiki/OSGeoLive_AddProject#Documentation

Application Quick Start

The [Application Quick Start](#) defines detailed steps, with screen shots, for a new user to run one of the application's core functions. It should be able to be run in 5 to 10 minutes.

Try to make use of a friendly, conversational writing style, similar to the way a tutor would talk a class through an example. The quickstarts for [R](#) and [GeoServer](#) do this very well.

Source documentation is written in [RST wiki format](#), is built using sphinx, and is stored here:
https://github.com/OSGeo/OSGeoLive-doc/tree/master/en/quickstart/<application>_quickstart.rst

The reference quickstart, which includes structure guidelines and with tips on how to fill in the quickstart is here:

https://github.com/OSGeo/OSGeoLive-doc/blob/master/en/quickstart/udig_quickstart.rst

In order to reduce disk space, and maintain consistency between applications, we request that all examples make use of the common [#Example_Datasets](#). If the datasets don't cover your requirements, discuss this with us and we may add another suitable common dataset.

Applications are expected to include screen shots for each major step in the quickstart, as per [Screen Shot](#).

Once finished, email live-demo@lists.osgeo.org noting your documentation is ready for review.

Quickstart Review Checklist

- Review latest Quickstart docs at:
<http://ad hoc.osgeo.osuosl.org/livedvd/docs/en/overview/overview.html>
- Run with latest OSGeo-Live Development Release. Download from:
http://wiki.osgeo.org/wiki/Live_GIS_Disc#Downloads
- *Before starting, notify others that you have started reviewing by setting "Quickstart reviewed by:" to "Started:<your name>" in [Status Spreadsheet](#).*
- If you feel confident [updating the .rst documentation](#), then feel free to correct simple errors that you find, and commit back to subversion. (you will need [subversion access](#)).
- Otherwise, report problems in our [Issue Tracker](#) with keywords: *docs 6.5 <application>*, component: *LiveDVD*, milestone:

Someone experienced with the project

- Is the quickstart applicable for the version of the application installed on OSGeo-Live?
- If sample data is used, is it one of the OSGeo-Live datasets?
- Is there a screenshot for each step?
- Where appropriate, have screenshots been labeled (usually with numbers) to link them back to the documentation?
- *Once finished, update Quickstart status to "6.5 Draft" and "Quickstart reviewed by:" to "osgeolive-version <your name>" in [Status Spreadsheet](#).*
- If not already included, add the editor's name to the top of the .rst file:

```
:Author: Your Name
```

QA Tester

- Has the quickstart been run from start to finish?
- How long did the quickstart take to run? (Should be between 5 and 15 minutes)
- Has every step been explained in the quickstart?
- *Once finished, update Quickstart status to "6.5 Reviewed" and "Quickstart reviewed by:" to "osgeolive-version <your name>" in [Status Spreadsheet](#).*
- If not already included, add the testers name to the top of the .rst file:

```
:Reviewer: Your Name
```

Reviewer for readability and consistency

- Would the quickstart be understandable for a novice? Are all technical terms and acronyms explained?
- Is the language clear, and concise?
- Does the first paragraph explain what this Quickstart is going to cover?

- Are there steps for one scenario?
- Does the quickstart include "Things to try" and/or "What next" sections?
- *Once finished, update Quickstart status to "6.5 Final" and "Quickstart reviewed by:" to "osgeolive-version <your name>" in [Status Spreadsheet](#).*
- If not already included, add the reviewer's name to the top of the .rst file:

```
:Reviewer: Your Name
```

Logo

The Project's logo is used in the headers of documentation (like Project Overviews, QuickStarts, Powerpoint presentations etc, and as icons on the OSGeo-Live Desktop. Hence there are a few different requirements for the logo.

Header logo

- Stored here:
https://github.com/OSGeo/OSGeoLive-doc/tree/master/images/project_logos
- Filename should be "logo-<projectname>.png" (apparently PNG is required for PDF docs)
- Should have a transparent background (not white)
- Preferably stored in size 125x125 pixels (for use in Project Overview and QuickStarts)
- For PNGs *please* run a program like [pngcrush](#) or [optipng](#) to reduce the size of the image without degrading quality. Here's an example using `optipng`:

```
optipng -o5 image.png
```

- Preferably also available as SVG, stored as "logo-<projectname>.svg"

Desktop logo

We are still to define the requirements for creating a desktop logo. They will likely include:

- A 32x32-pixel XPM icon for use by the Debian menus
- A 48x48-pixel PNG icon for use by freedesktop.org menus

Screen Shot

Project overviews include an image, which is usually a screen shot, or collage of screen shorts. Quickstarts include screen shots for each significant step.

- Screen shots can be taken using [Shutter](#) (on linux) or [Greenshot](#) (on windows).
- Screen shots should be taken from a 1024x768 display, and should be created in PNG format. (Apparently PNG is required for PDF documentation.)
- Images are to be stored here:
<https://github.com/OSGeo/OSGeoLive-doc/tree/master/images/screenshots/1024x768>

- For Quickstarts, consider marking up the image to explain the current steps. Eg: Add circled numbers: 1, 2, 3 or draw an oval around buttons being described. This is very easy to do using the "Edit" tab in the Shutter program, which provides these drawing icons to add. Tutorials augmented with detailed and pertinent images make it easy for the reader to follow what is going on. Extra time spent on an image pays off big in comprehension (you need more than just a course screen dump). Lines, numbering, highlights, boxes and annotations all help direct a user's focus to those areas which are important.
- Screenshots with large areas of constant color (menus, etc.) should be in PNG format, screenshots containing large areas of imagery (satellite images, shaded relief DEMs, etc.) should be in JPEG format.
- For PNGs *please* run a program like [pngcrush](#) to reduce the size of the image without degrading quality.

OSGeoLive Exemplar Quickstart

Source:

https://raw.githubusercontent.com/OSGeo/OSGeoLive-doc/master/doc/quickstart/udig_quickstart.rst

:Author: OSGeoLive

:Author: Jody Garnett

:Author: Frank Gasdorf

:Version: osgeolive5.0draft

:License: Creative Commons Attribution-ShareAlike 3.0 Unported (CC BY-SA 3.0)

:Thanks: udig-devel list

:Reviewer: Cameron Shorter, Jirotech

@LOGO_udig@

@OSGEO_KIND_udig@

@NAME_udig@ Quickstart

.. Writing Tip:

First sentence defines what the application does.

You may also need to include a sentence of two describing the domain.

Eg: For a Business Intelligence application, you should describe what Business Intelligence is.

uDig (User Friendly Internet Desktop GIS), is a GIS Desktop client for

editing and viewing Geospatial data.

.. Writing Tip:

Describe what will be covered in this Quick Start.

This Quick Start describes how to:

- * load a map layers from a shapefile and `Web Map Service (WMS)
- <<http://www.opengeospatial.org/standards/wms>>`__
- * use the standard map tools
- * apply colour to map features using styling

.. contents:: Contents

start uDig

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.. Writing Tip:

Describe steps to start the application

This should include a graphic of the pull-down list, with a red circle around the application menu option.

#. A hash numbers instructions. There should be only one instruction per hash.

.. TBD: Add menu graphic to this uDig Quickstart

#. Choose |osgeolive-appmenupath-udig| from menu

#. The application will take a few moments to start up

.. image:: /images/projects/udig/udig_Quickstart1Splash.png

:scale: 70 %

.. Writing Tip:

For images, use a scale of 50% from a 1024x768 display (preferred) or 70% from a 800x600 display.

Images should be stored here:

<https://github.com/OSGeo/OSGeoLive-doc/tree/master/images/projects/1024x768/>

If you have any difficulties, or are running uDig please review the Running uDig reference page.

Welcome View

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#. When you start up uDig for the first time the Welcome view takes up the entire display. This screen

has links to tutorials, documentation and the project website.

#. Click the arrow labelled Workbench in the upper right corner, to reveal the contents of the uDig workbench.

.. image:: /images/projects/udig/udig_welcome.png
:scale: 70 %

You can return to the Welcome view at any time by selecting the :menuselection:`Help --> Welcome` from the menu bar.

Workbench

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The Workbench window offers multiple Editors (each showing a Map) and supporting Views (offering information about the current Map).

.. image:: /images/projects/udig/udig_workbench.png
:scale: 70 %

Shown above is a typical uDig session with the

- #. Layers view (1),
- #. Projects view (2),
- #. Catalog view (3) and
- #. Map editor (4).

These views will be described further as we demonstrate their use.

Files

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To start out with we are going to load some of the sample data included on the DVD.

#. Choose :menuselection:`Layer --> Add` from the menu bar to open up the ****Add Data**** wizard

#. Select ****Files**** from the list of data sources

#. Press :guilabel:`Next` to open up a file dialog

#. The OSGeoLive DVD contains sample data in:

* :file:`~/data` (a short cut to :file:`~usr/local/share/data`)

#. Select the following file from the :file:`~natural\_earth2` folder:

* :file:`~ne\_10m\_admin\_0\_countries.shp`

#. Press :guilabel:`Open`

* A new Map editor will be opened based on the contents of your shapefile. The default name and projection of the Map has been taken from your shapefile.

* You can see the ****Catalog view**** has been updated with an entry for :file:`~ne\_10m\_admin\_0\_countries.shp`. This view is used to track the use of resources by the uDig application.

* The ****Layers**** view shows a single layer is displayed on this map. This view is used to change the order and appearance of information in your Map.

* The ****Projects**** view has been updated to show that your map is stored in `projects > ne 10m admin 0 countries`.

You can have multiple projects open at a time, each project can have several maps.

#. Open up the :file:`~/data/natural\_earth2/` folder on the desktop

#. Drag :file:`~HYP\_50M\_SR\_W.tif` onto the Map Editor, a new layer is added to to the map.

#. You can see the order the layers are drawn in the layer view. Right now the `HYP\_50M\_SR\_W` layer is drawn on top of the `ne 10m admin 0 countries` layer.

#. Select the `HYP\_50M\_SR\_W` layer in the catalog view and drag it to the bottom of the list

.. image:: /images/projects/udig/udig_QuickstartCountriesMap.png
:scale: 70 %

.. Writing Tip:

Notes are used to provide descriptions and background information without getting in the way of instructions. Notes will likely be rendered in the margin in some printed formats.

.. note::

One of the most common questions asked when uDig is considered for an organization is how much memory

the application uses. Unlike most GIS applications uDig can get by with a fixed amount of memory. The

above shapefile is not loaded into memory, we have a policy of keeping data on disk and drawing data

like this shapefile onto the screen as needed.

.. Writing Tip:

Tips are used to provide extra useful information, and will likely be rendered in the margin in some printed formats.

.. tip:: You can also drag and drop shapefiles directly into the uDig application!

Map

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You can control where in the world the Map Editor is looking by using the navigation tools in the tool bar along the top of the screen.

#. The |ZOOM| Zoom tool is available by default

.. |ZOOM| image:: /images/projects/udig/udig_zoom_mode.png

* Use the zoom tool by drawing a box using the left mouse button around the area of the world you wish to see.

* To zoom out draw a box with the right mouse button. The current map extents will be located within the box you draw.

#. The |PAN| Pan tool can be used to scroll around your map with out changing scale.

.. |PAN| image:: /images/projects/udig/udig_pan_mode.png

#. There are also several navigation buttons that can be used at any time:

* |SHOWALL| Show All, can be used to return to the full extents at any time

.. |SHOWALL| image:: /images/projects/udig/udig_zoom_extent_co.png

* |ZOOM_IN| Zoom In and |ZOOM_OUT| Zoom Out can be used to change the scale by a fixed amount.

.. |ZOOM_IN| image:: /images/projects/udig/udig_zoom_in_co.png

.. |ZOOM_OUT| image:: /images/projects/udig/udig_zoom_out_co.png

* You can use Navigation Back |BNAV| and Forward |FNAV| in the menu bar to cycle through previously visited locations.

.. |BNAV| image:: /images/projects/udig/udig_backward_nav.png

.. |FNAV| image:: /images/projects/udig/udig_forward_nav.png

.. tip:: Most tools allow you to Pan by holding the center button and control the scale using the scroll wheel.

Web Map Server

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One of the reasons to use an application like uDig is to access all the great free geospatial information available on the web. This section covers the use of Web Map Servers which make available layers of information that you can mix into your own maps.

.. note:: If you are not connected to the Internet run |osgeolive-appmenupath-geoserver| for a local WMS. The script will open a page with a "Service Capabilities" section and two links for WMS Services you can drag into your empty map.

.. tip:: You can copy a WMS URL (e.g. for `WMS 1.1.1`_) from right panel of `GeoServer Welcome page`_ and "paste" it either on the **Map** view or the **Layers** view. A wizard shows you the layers you can add to the **Map**. You can also connect to Web Map Servers using the **Add Data** (:menuselection:`Layer --> Add...`) Wizard and paste WMS URL right there.

.. _GeoServer Welcome page: <http://localhost:8082/geoserver/web>

.. _WMS 1.1.1:

<http://localhost:8082/geoserver/ows?service=wms&version=1.1.1&request=GetCapabilities>

#. Select :menuselection:`File --> New --> New Map` from the menu bar

#. Change to the **Web** view, click on the tab next to the **Catalog** view to reveal the **Web** view.

.. image:: /images/projects/udig/udig_WebViewClick.png
:scale: 50 %

#. Click on the link WMS\`dm solutions`_ link

.. _dm solutions:

http://www2.dmsolutions.ca/cgi-bin/mswms_gmap?Service=WMS&VERSION=1.1.0&REQUEST=GetCapabilities

#. From the Resource Selection page we are going to choose the following layers:

- * Elevation/Bathymetry
- * Parks
- * Cities

.. image:: /images/projects/udig/udig_AddWMSLayers.png
:scale: 70 %

#. Press :guilabel:`Finish` to add these layers to your map

.. image:: /images/projects/udig/udig_WMSMap.png
:scale: 70 %

#. Use the |ZOOM| Zoom Tool to move closer to one of the Parks

#. Switch to the |INFO| Info Tool and click on one the parks to learn more about it

.. |INFO| image:: /images/projects/udig/udig_info_mode.png

.. tip:: You can switch between the zoom and info tools by pressing `Z` and `I` on the keyboard.

Style

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#. Select the `project > ne 10m admin 0 countries`, you can double click to open this Map, or Right Click and choose Open Map

#. Select the countries layer in the Layer view

#. Open up the **Style Editor** by right clicking on `ne 10m admin 0 countries` layer and choosing :guilabel:`Change Style`

#. We are going to change a few things about how countries are displayed

* Line: Click :guilabel:`Border`, click on the Color button and change the color to BLACK

* Fill: On Tab :guilabel:`Fill` uncheck the box :guilabel:`enable/disable fill` to turn off fill

* Label: On Tab :guilabel:`Labels` check the box :guilabel:`enable/disable labeling`, and choose the attribute **NAME** from the list of attributes

.. image:: /images/projects/udig/udig_StyleEditor.png
:scale: 70 %

#. Press :guilabel:`Apply` to see what this looks like on your Map, the **Layer** view will also be updated
to reflect the current style

#. When you are happy with the result you can press :guilabel:`Close` to dismiss the dialog

.. note:: Some files include style settings. The Style definition can be found in files with the :file:`\*.sld` extension. The name itself should be equal to the file containing the data. If such a `Styled Layer Description (SLD) <<http://www.opengeospatial.org/standards/sld>>` file exists, the style will be applied automatically.

Sometimes it is a bit hard to see what is going on with layer providing much details. To get focused on the task you like to work on, you can choose :menuselection:`Map --> Mylar` from the menu bar. Using the **Layer** view select different layers in turn to see the effect. You can turn off this effect at any time using :menuselection:`Map --> Mylar` from the menu bar.

.. image:: /images/projects/udig/udig_MapMylar.png
:scale: 70 %

.. Writing tip

The final heading should provide pointers to further tutorials, documentation or further things to try.
Present a list of ideas for people to try out. Start off very specific with something most people can do based on the materials as presented. Continue on with a challenge that involves a small bit of research (it is recommended that research be limited to something that can be found in documentation packaged on OSGeoLive, as users might not be connected to the Internet.

Things to Try

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Here are some additional challenges for you to try:

- #. Try viewing your own GIS map layers, or try adding a layer from a `Web Feature Service (WFS) <<http://www.opengeospatial.org/standards/wfs>>` ____
- #. Try styling the WFS layer.

What Next?

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.. Writing tip

Provide links to further tutorials and other documentation.

This is only the first step on the road to using uDig. There is a lot more great material (and ability) left for you to discover in our **walkthrough** documents.

* Walkthrough 1

Try out the use of :doc:`PostGIS <../overview/postgis\_overview>`, extract data from a Web Feature Server and explore the use of **Themes** with our powerful `Color Brewer` technology.

:file:`/usr/local/share/udig/udig-docs/uDigWalkthrough 1.pdf`

* Walkthrough 2 - Learn how to create shapefiles and use the Edit tools to manipulate feature data, covers the installation of :doc:`GeoServer <../overview/geoserver\_overview>` and editing with a Web Feature Server.

Available on <http://udig.refractions.net/>

