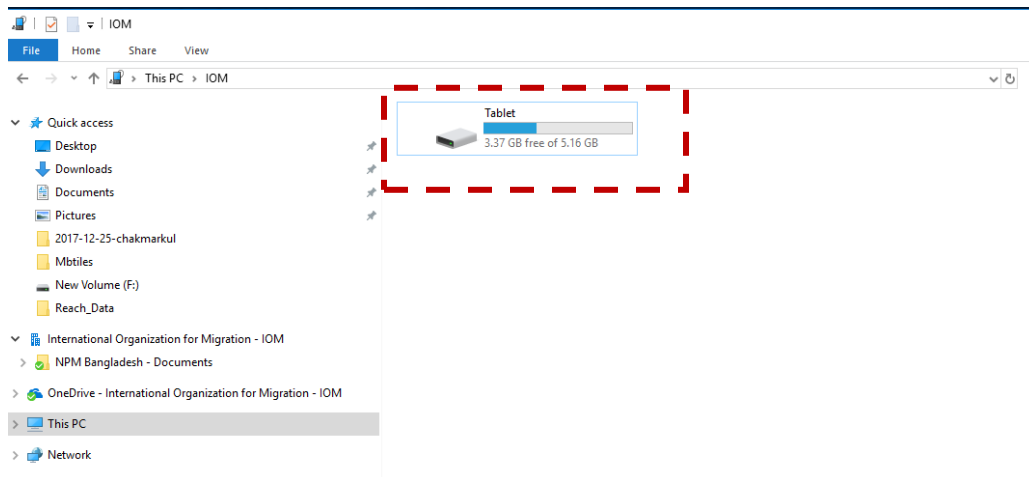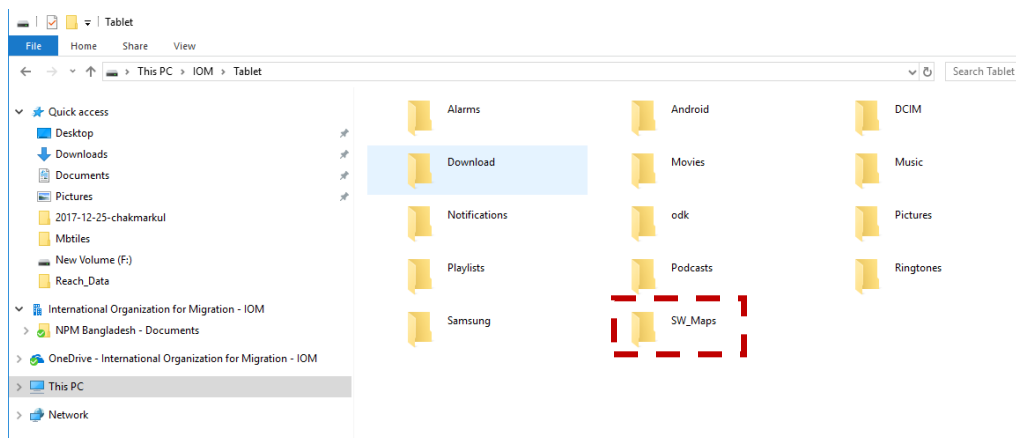# How to copy files from a computer to SWMAPs running on a tablet or other device

After you copy the file your from computer you need to paste it in in SWmaps using the following path:
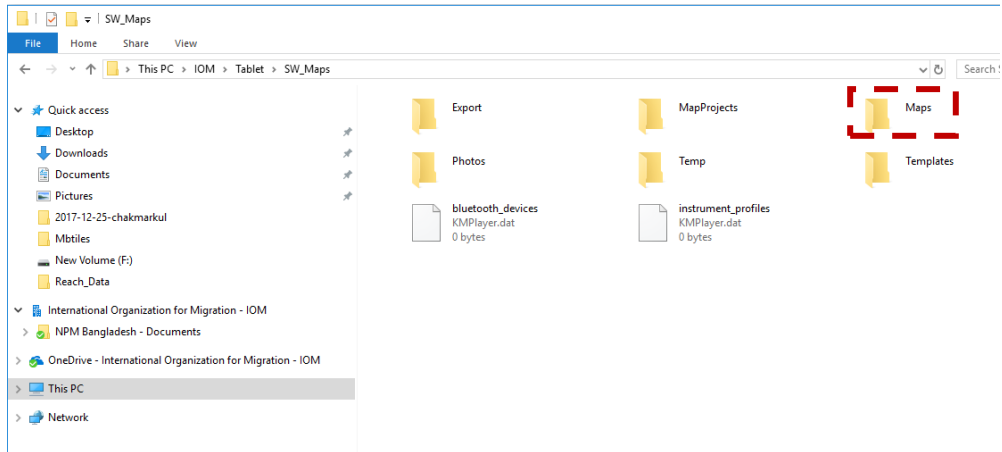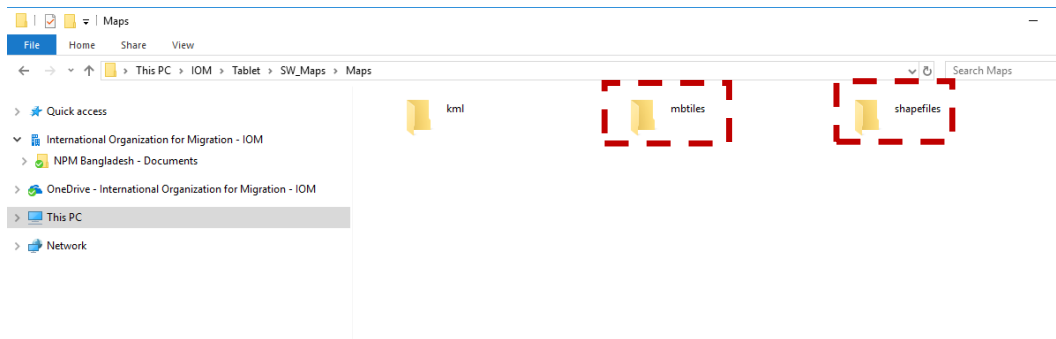
1. Open tablet.

2. Go to the folder **SW_Maps**.

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3. From **SW_Maps**, go to the folder called Maps.

4. Inside Maps folder you can get two folders called mbtiles, and shapefiles.

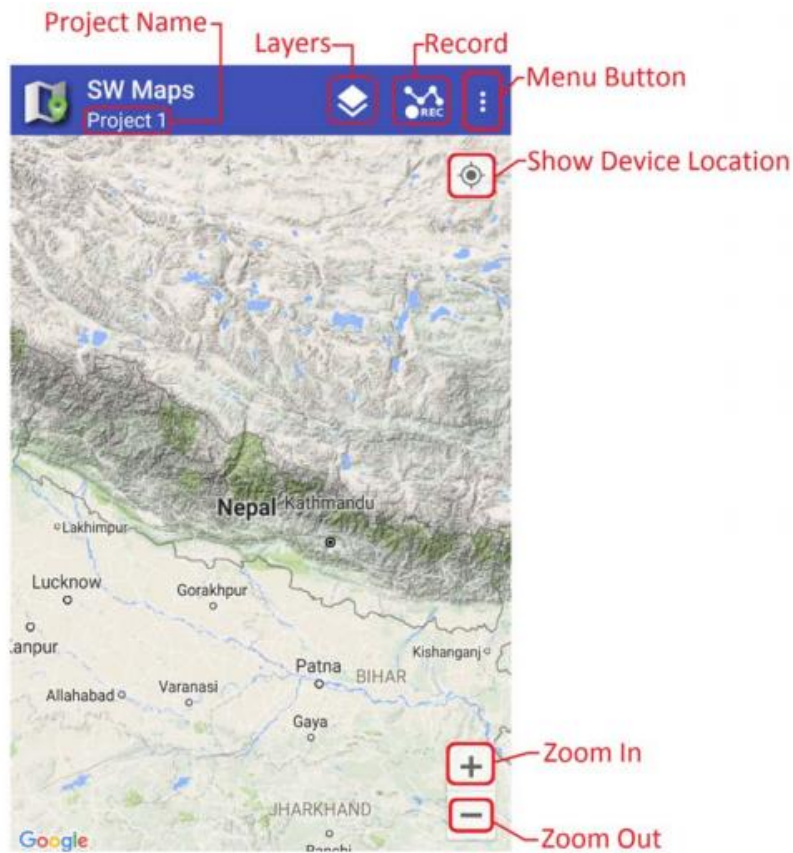5. All mbtites files need to be put in mdtiles folder and shapefiles need to be put in shapefiles folder.

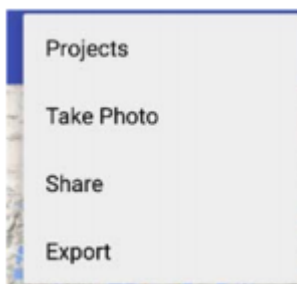Needs and Population Monitoring
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How does the SW Maps User Interface look like?

The SW Maps user interface has the following components
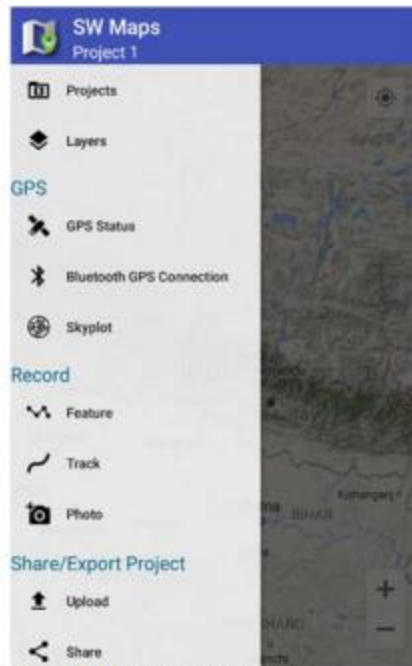

The SW Maps app screen

Pressing the menu button will reveal more common actions.

The Navigation Drawer

Swiping the app screen from left to right will open the Navigation Drawer, which can be used to access all the features of SW Maps. The navigation drawer contains a scrollable list of actions.

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The SW Maps Navigation Drawer

The navigation drawer has the following options:

1. Project: Opens the Projects sidebar for creating, opening or deleting projects.

2. Layers: Opens the Layers sidebar for adding, editing and deleting layers.

3. GPS

    a. GPS Status: Opens a sidebar showing GPS status.
    b. Bluetooth GPS Connection: Press this button to connect to Bluetooth GPS receivers.
    c. Skyplot: Shows the GPS satellite skyplot.

4. Record

    a. Feature: Opens the Record Feature sidebar for recording features.
    b. Track: Opens the Record Track sidebar for recording tracks.
    c. Photo: Loads the camera application for quickly taking a photo.

5. Share/Export Project

    a. Upload: Upload the project to an FTP server.
    b. Share: Share project as kml or shapefiles.
    c. Export: Export project as kml or shapefiles.

6. Templates

    a. Share Project Template: Share the project as a template.
    b. Export Project Template: Export the project as a template.

7. Other

    a. Compass: Opens a compass to show the current bearing.

    b. Preferences: Opens the app preferences.

    c. About

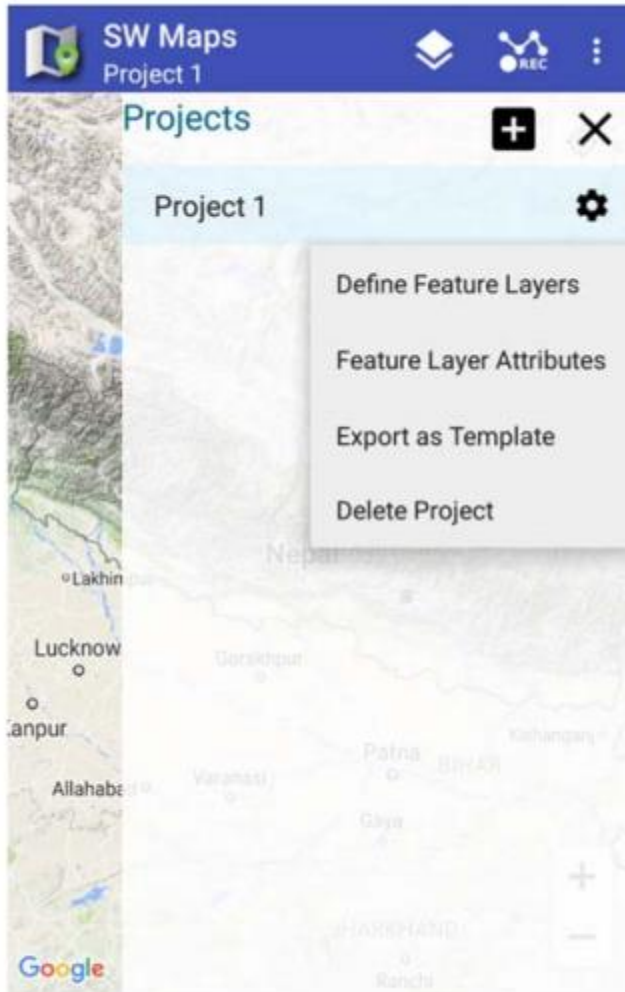**Button Symbols Used in SW Maps**

SW Maps uses different button icons to symbolize the actions performed by the button. Commonly used icons, along with their description, are shown below

Symbol	Description
➕	This icon is used for buttons that are used to add items, such as layers and projects.
🗑	This icon is used for buttons which delete items such as layers, attribute definitions, features, tracks and photos.
⚙	This icon is used for buttons which change some settings or shows additional options.
✎	This icon is used for buttons which allow editing a value.
✕	This icon is used in the close button of sidebars.
📍	This icon is used in the **Record Point** button when recording features.
◁	The icon used in buttons which share items.
🠪	The icon used in buttons which exports items.
↻	This icon is used in refresh buttons.
✓	This icon is used in buttons next to textboxes that save or update a value.
💾	This icon is used in save buttons.

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How to open a project in SW Map?

The Projects sidebar can be opened using the ▣ Projects button on the navigation drawer.

The Projects Sidebar

To create a new project, follow the steps below.

1. Press the ➕ button to open the Create Project dialog.

Create Project

Create a project to save layers, points and photos

Project Name

CREATE

2. Enter the name of the new project and press Create. The following dialog will then appear.

Create Project

Import feature layers and attribute fields from templates, or other projects. A blank project may also be created.

IMPORT TEMPLATE

IMPORT FROM ANOTHER PROJECT

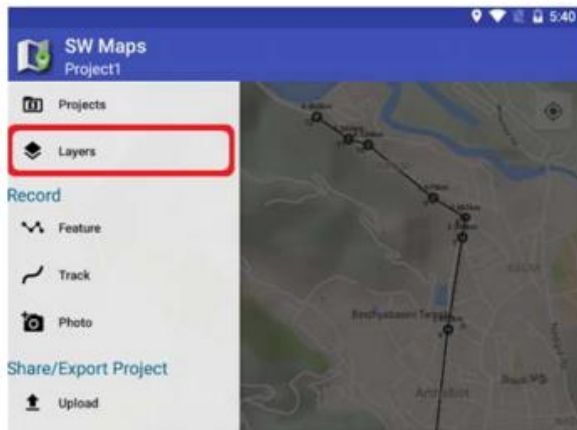CREATE BLANK PROJECT

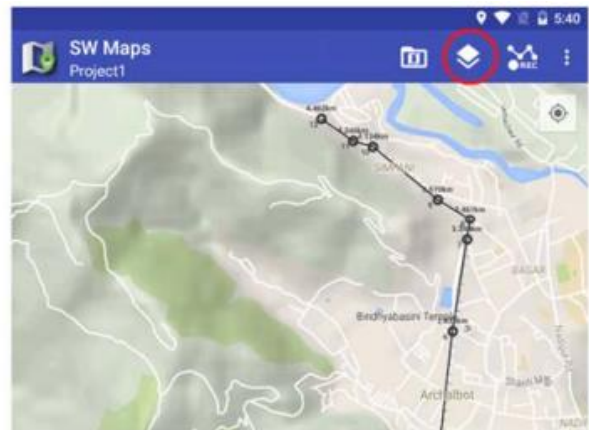Press CREATE BLANK PROJECT to creat a new project.

How to add new layer

Layer settings can be accessed using the Layers sidebar, which can be accessed from the menu or the navigation drawer.

Accessing the Layers Sidebar

To add layers, press the ⊞ button. In the menu that follows, select the desired layer type.
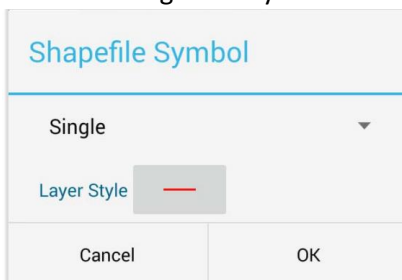
Tiles: To add an MBTiles layer, select Tiles in the dropdown menu of the   button. In the dialog that follows, enter the layer name, and select the file from the list of available files.

Shapefiles: To add a shapefile layer, use the following steps:

Press the ⊞ button and select Shapefile in the dropdown menu.
In the Add Shapefile Layer dialog, enter the layer name and select the file from the list of available files. You can change the layer color using the follow dialog box

Shapefile Symbol Dialog

This dialog box can be brought up at any time to change the shapefile layer symbol by pressing ⚙ the button on the selected layer in the layer list.

Note: Please do not open too many layers at the same time, it will slow down the working process. Only open those files that are needed for working.

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