



**Weave**

Business Integration Framework

# **Weave System Administrator Guide Excerpt Feb 2022**

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## Weave Glossary

Weaving your way through the world of commonly used terms ...

The terms below are used in the Weave Documentation Wiki and are explained here as they apply to Weave software.

A to L ...
<a href="#">Acetate</a>
<a href="#">ACL</a>
<a href="#">Active Layer</a>
<a href="#">Attribute</a>
<a href="#">BIRT</a>
<a href="#">Bundle</a>
<a href="#">CDATA</a>
<a href="#">Client</a>
<a href="#">Context Menu</a>
<a href="#">Database Engine</a>
<a href="#">Data Definition</a>
<a href="#">Data Grid</a>
<a href="#">Entity</a>
<a href="#">Indexing</a>
<a href="#">Jetty</a>
<a href="#">Last Stable Release</a>
<a href="#">Long Term Support Release</a>

M to Z ...
<a href="#">Map Engine</a>
<a href="#">Map Layers</a>
<a href="#">Namespace</a>
<a href="#">Quick Search</a>
<a href="#">Redline</a>
<a href="#">Report</a>
<a href="#">Selection</a>
<a href="#">Server</a>
<a href="#">Spatial Engine</a>
<a href="#">Table of Contents</a>
<a href="#">XML Attribute</a>
<a href="#">XML Element</a>
<a href="#">XML Tag</a>

### Acetate:

Any graphic drawn on top of the map served up by the [Map Engine](#), which includes the [Redline](#) graphics and could also be things like graticules.

### ACL:

Access Control List (ACL) provides restrictions on who can access a particular configuration item.

When a process initiated by the user attempts to access a restricted item (which is anything with an ACL attached) the groups that the user belongs are checked against the ACL to determine if the user should be given access to the item.

### Active Layer:

This is the layer that will be used for searches from the *Search Panel* and selections from the *Selection Tools*. The Active Layer does not affect the [Quick Search](#) function.

### Attribute:

Non-spatial information about a geographic feature, usually stored in a table and linked to the feature by a unique identifier. For example, attributes of a river might include its name, length, managing authority, etc.

### BIRT:

Business Intelligence and Reporting Tools (BIRT) is third party software used for the creation of [Reports](#) in Weave. It is developed as a free and open source project as part of the [Eclipse Foundation](#) ([www.eclipse.org/birt](http://www.eclipse.org/birt)).

### Bundle:

Small packets of code that together make up the Weave system.

### CDATA:

An XML construct that ensures that the section defined by the CDATA statement is interpreted as text data only and not as markup.

## Client:

The Weave interface or application that users access and see on their browser. The Client relies on the [Server](#) for its resources and processing power. The Client is the "requester" of the service, while the [Server](#) is the "provider" of the service.

## Context Menu:

A sub-menu that offers a limited set of options on the Weave graphical user interface (GUI). It appears when the user undertakes a right-click mouse operation in the *Map Window* or the [Table of Contents / Map Layers](#). It provides shortcuts for actions the user might want to take.

## Data Definition:

A set of data that the Weave server can use in various ways, for example to provide a list of values for the user when entering data, or as a table to display textual data about a selected entity, anywhere that Weave needs some textual data it will retrieve it via a Data Definition.

The Data Definition itself is just a container for a data connection, the Data Definition provides an id and a container for a data connection and it is the data connection that describes the source of the underlying data and how that data is obtained.

## Data Grid:

The window that shows you the [Attributes](#) of the features that have been selected through any of the Searching tools. Also known as just the *Grid*.

## Database Engine:

The interface between Weave and the data sources, it allows Weave to use SQL to query the database for information.

## Entity:

A basic reference to an item that can be searched and reported on within Weave.

## Indexing:

A process of creating indexes of spatial and or non spatial data. These indexes may then be used within Weave for very fast searching. The user typically makes use of the fast searching capability by typing unstructured text into an input field that has been configured to appear on the Weave [Client](#).

## Jetty:

The default HTTP web server installed with Weave. It is developed as a free and open source project as part of the [Eclipse Foundation](#).

## Last Stable Release:

The Last Stable Release is the version of Weave that has all the latest enhancements and bug fixes. This is in contrast to a Weave Pre-release version which could be seen as "unstable" and likely to change before it's released, and therefore not supported.

Currently the [Long Term Support Release](#) is 2.5.15. If there are any bug fixes they are applied to the Last Stable Release and the Long Term Support Release. If there are enhancements, they are only applied to the Last Stable Release.

## Long Term Support Release:

A Long Term Support Release is a version of Weave that will be supported for a longer than normal time. It is a release for customers who have a stable production system and do not need or want to be updating their system all the time.

Our newest Long Term Support Release is 2.5.15. If there are any bug fixes then they are applied to the Last Stable Release and the Long Term Support Release. Please be aware that if there are enhancements, they are only applied to the [Last Stable Release](#).

## Map Engine:

The interface between Weave and map data sources. It is used to communicate with the underlying mapping interfaces supported by the organisation's mapping software. A Map Engine asks the mapping software to generate a map of a particular size (in pixels), at a particular location (in metres, feet, degrees, etc.) and certain [Map Layers](#) turned on. Weave may use one, or multiple Map Engines concurrently.

## Map Layers:

List of layers available for display in the Map Window. Map Layers are also known as the [Table of Contents](#).

## Namespace:

A method of organising objects of various kinds, so that these objects may be referred to by name. The Weave configuration file uses namespaces to provide flexibility in the configuration. Rather than having a single pre-defined configuration format the Weave server uses plugins to process different parts of the configuration file and the namespaces are used to indicate to the server which plugins should be used to process which parts.

## Quick Search:

A tool that searches across a range of layers for a match against entered criteria. The layers that are used in this search are a sub-set of all the layers that can be queried. The Quick Search function is independent of the [Active Layer](#).

## Redline:

Any graphic drawn on the Map Window by the user, this can be points, lines, polygons or text.

## Report:

A single or multi-page file in PDF or HTML format that can be saved and printed by the user which contains a map in a well presented format, including marginalia (legend, north arrow, production information (including authorship), scale, title, etc.). It can also contain aspatial data ([Attributes](#)) about the features shown on the map (e.g. property address, owner name, zoning, etc.).

Reports are created using [BIRT](#).

## Selection:

A number of features that meet a certain criteria either because of their location or their [Attributes](#). These features are chosen using spatial or aspatial tools and will be highlighted in the Map Window.

## Server:

Weave is implemented as a [Client/Server](#) system with the core of Weave running on a server. The Server side component of Weave is written in the Java programming language.

## Spatial Engine:

The interface between Weave and spatial data sources, it is used to communicate with the underlying spatial database to request geometry and undertake spatial operations (e.g. buffer, intersect, etc.) **however it does not do any rendering of maps**. It is a data store that provides the information needed to create maps and execute spatial functions.

## Table of Contents:

List of layers available for display in the Map Window. The Table of Contents is also know as the [Map Layers](#).

## XML Attribute:

An XML construct that describes an [XML Element](#), or provides additional information about an [XML Element](#) and is always given as a name and value pair. An XML Attribute can only have a single value and can only be used once on each XML Element.

In the example below (from a Weave configuration file), `id`, `layer`, `label` and `checked` are XML Attributes:

```
<entry id='l_mapengine.main_counciltrees' layer='counciltrees'
label='Council Trees' checked='false' />
```

## XML Element:

Everything from (including) the start [XML Tag](#) to (including) the element's end [XML Tag](#).

In the example below (from a Weave configuration file), everything between the `<` and `>` signs is the XML Element:

```
<entry id='l_mapengine.main_counciltrees' layer='counciltrees'
label='Council Trees' checked='false' />
```

## XML Tag:

An XML construct that begins with `<` and ends with `>`. Some XML Tags have a start and end tag while others are simple one word tags. Some examples of XML Tag syntax are:

- `<tag attribute='value'></tag>`
- `<tag attribute='value' />`
- `<tag>value</tag>`
- `<tag/>`

In the examples below (from various Weave configuration files), `entry`, `item`, `units` and `dynamic` are XML Tags:

```
<entry id='l_mapengine.main_counciltrees' layer='counciltrees'  
label='Council Trees' checked='false' />
```

```
<item>|</item>
```

```
<units>m</units>
```

```
<dynamic/>
```