

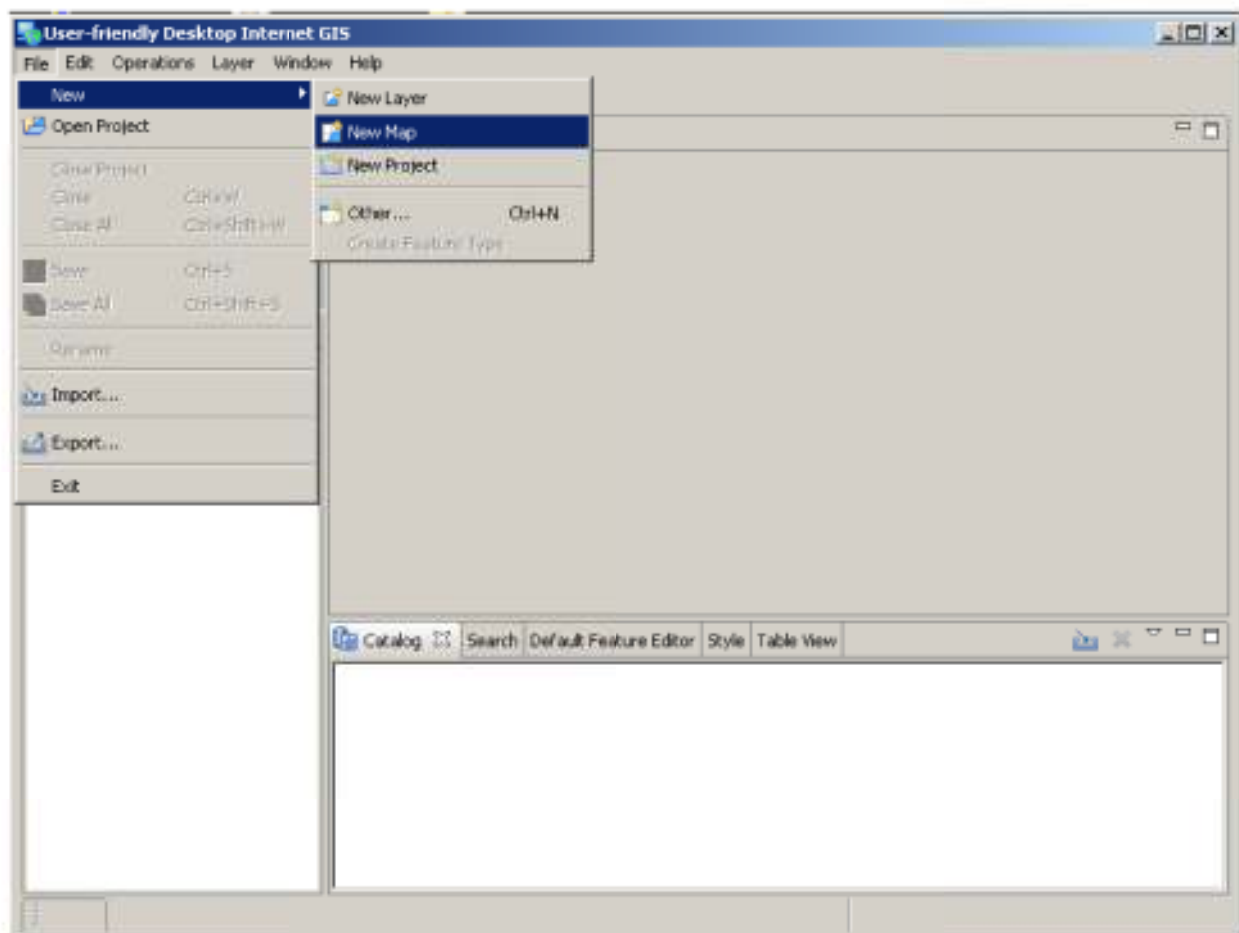
Using the Style Editor

Objective

In this tutorial you will become familiar with creating and editing Styled Layer Descriptor documents with uDig.

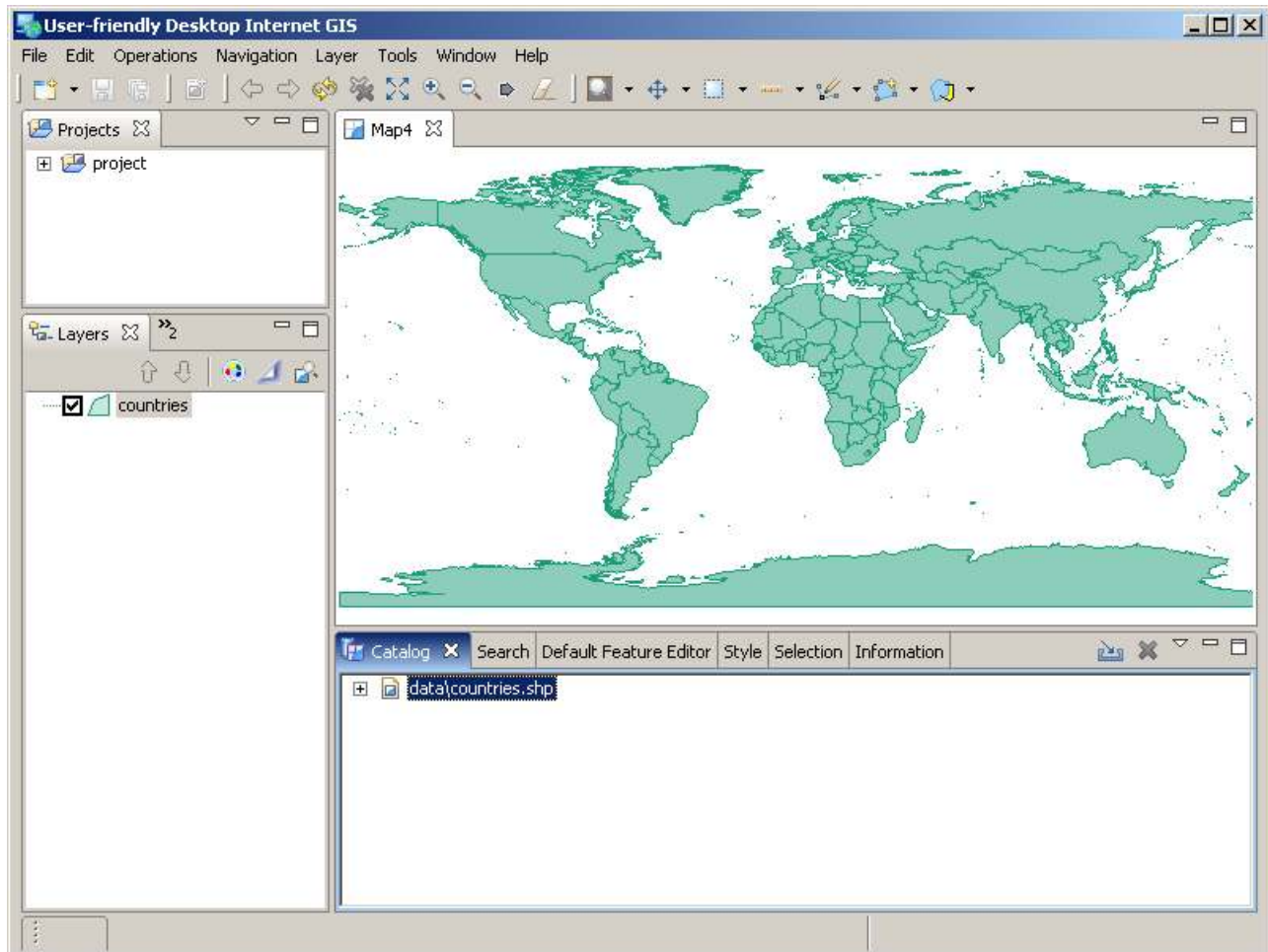
Creating a New Map

1. Start uDig.
2. Create a new map by selecting **File > New > Map** from the main menu.



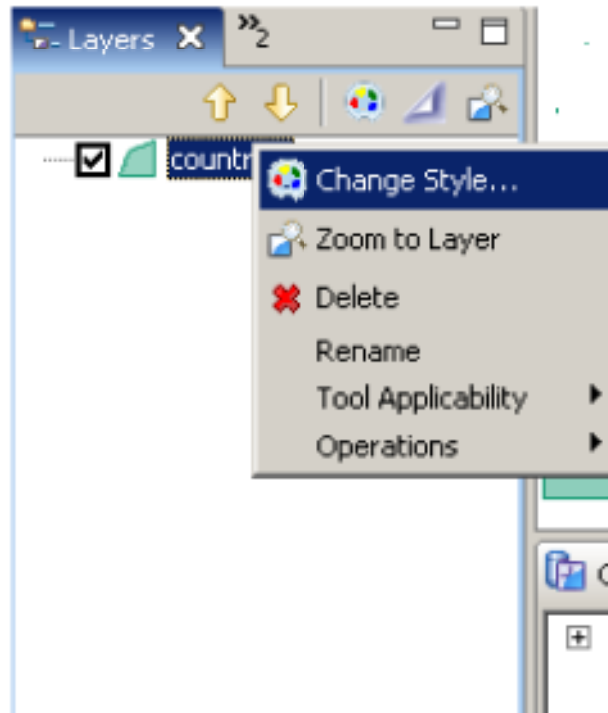
3. Using for file explorer, navigate to the directory named `data` located in the same directory as this tutorial.

4. From the new directory, drag the file `countries.shp` onto the **Map Editor**.



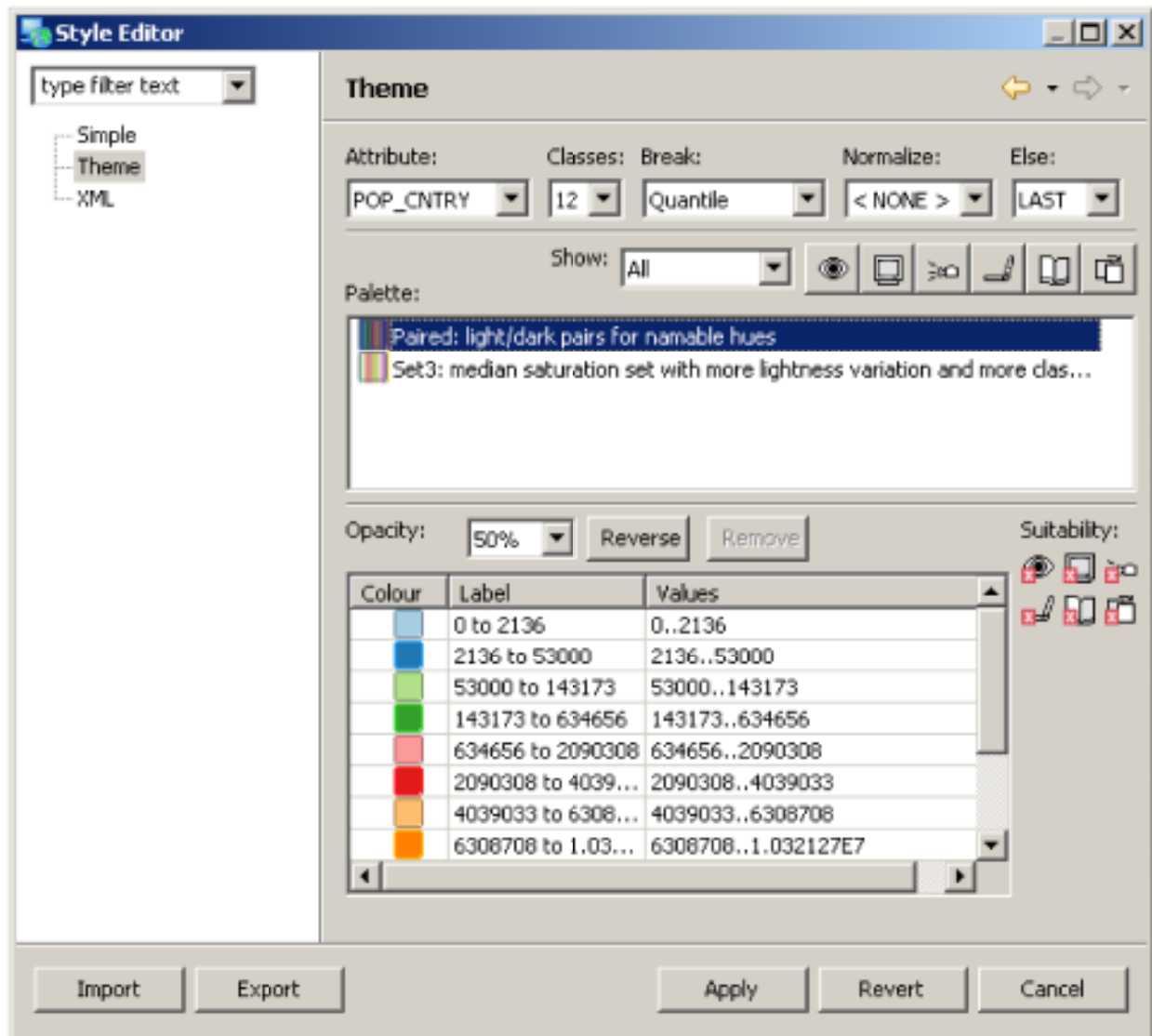
Changing Styles

1. Right-click on **countries** layer in the **Layers** view and select **Change Style**.



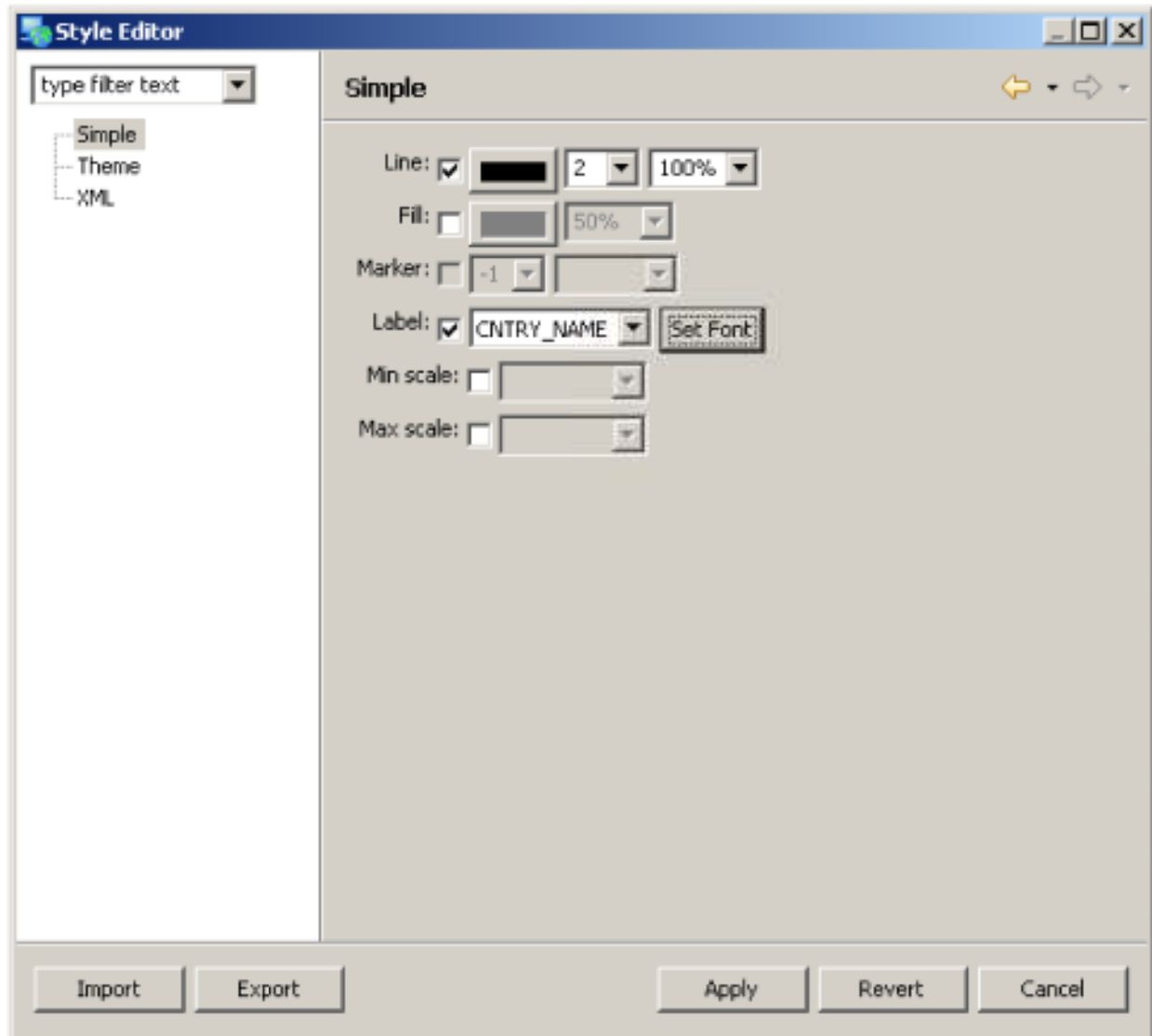
2. In the **Style Editor** dialog, select **Theme** on the left hand side of the dialog.

3. On the **Theme** panel:
 1. Select **POP_CNTRY** from the drop down list labeled **Attribute**.
 2. Select **12** from the drop down list labeled **Classes**.
 3. Select **Paired** from the list labeled **Palette**.



4. Click **Apply**.

4. In the **Style Editor** dialog select **Simple**.
5. On the **Simple** panel:
 1. Change **Line Color** to *black*.
 2. Change **Line Opacity** to *25%*.
 3. Change **Line Width** to *2*.
 4. Turn off **Fill**.



5. Click **Apply**.

6. In the **Style Editor** dialog select **XML**.
7. Scroll to the bottom of the XML Document and **remove** the following element from the **sld:Fill** element.

```
<sld:CssParameter name="fill-opacity">  
  <ogc:Literal>1.0</ogc:Literal>  
</sld:CssParameter>
```

8. Add the following XML element after the **sld:Fill** element:

```
<sld:Halo>  
  <sld:Radius>  
    <ogc:Literal>2</ogc:Literal>  
  </sld:Radius>  
  <sld:Fill>  
    <sld:CssParameter name="fill">  
      <ogc:Literal>#FFFFFF</ogc:Literal>  
    </sld:CssParameter>  
    <sld:CssParameter name="fill-opacity">  
      <ogc:Literal>0.5</ogc:Literal>  
    </sld:CssParameter>  
  </sld:Fill>  
</sld:Halo>
```

9. Click **Validate** to ensure the SLD document is valid.
10. Click **Apply** and then **Close**.
11. Add more files to the map. Experiment with with using the style editor to change the layer styles.

