

Save map settings

If you are working with standard thematic maps (choroplethic maps), you have the possibility to save your map settings. (Does not work with custom tables.) This allows you to store the current input data and layout of your map in a file which you can save to your local filesystem. At any later time and on any computer you can restore your thematic map with the help of this file. You can also pass on map settings files to colleagues so that they can take a look at your map without having to know which settings you chose.



You can save your map settings from the map preview window. Simply click the "Save map settings" button which is located right below the "Create map" button next to the map preview. You are then prompted to save an XML file to your local filesystem. Do not edit this file because it will become invalid due to a built-in checksum mechanism.

To bring back saved map settings to your screen, go to the start page of CentropeSTATISTICS (the one which is loaded on CentropeSTATISTICS startup or after you pressed the home button in the top area of the CentropeSTATISTICS window).

	CentropeSTATISTICS - Load Map Settings - Google Chrome map.centropemap.org/wmscs/cstat_loadmap.php
Select a table from the menu tree ? (click on folder to open or close): Population numbers Population indicators	Load Map Settings Datei auswählen Keine ausgewählt OK Cancel
 Population projection Citizenship Migration Education Economy, labour market Buildings Land use Latest updated tables (Apr 2020) NUTS 3 datasets Custom Table Explanation Mark creation possible Map creation possible 	You will then be prompted to select a file from your local filesystem. The file will be uploaded to the CentropeMAP server and checked for integrity. If the integrity check fails, an error message will be displayed: "This is no valid CentropeSTATISTICS file." If the integrity check succeeds, you are forwarded directly to the map preview.
Load map settings ? Save custom table ? Load custom table ? Load chart options ?	