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Using Quest PATHVIEW

An introduction to the
Cairngorms Footpath Project
Database

Version 2.1

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1 ABOUT THIS GUIDE

This guide is to help you use the Cairngorms Footpath Project database. It shows how to input or edit data in the database and to abstract various combinations of data. No prior knowledge of database programmes is expected although a minimal familiarity with Windows and use of PCs is assumed. The guide is for use with a stand-alone version of the database (i.e. on a single PC). Consult your network manager if the programme is to be run with a networked system.

PATHVIEW is the name of the Cairngorms Footpath Project Database. It runs under the **Gupta Quest** relational database programme. **Quest** was adopted by SNH in Autumn 1994 as the standard database package to be networked to all SNH Offices. This guide is an introduction to the use of *PATHVIEW*. For a fuller account of **Quest** see Getting Started and the Users Guide that come with your copy of the programme.



2 ABOUT PATHVIEW

2.1 Overview

PATHVIEW comprises three sets of data on path locations, measurements, and published and unpublished references maps and other information. The data are organised in discrete Tables of similar types of data (such as path measurements) but each table is cross referenced to the others so that combinations of information can be extracted. The datasets can be easily updated and can be interrogated in several different ways.

PATHVIEW can hold data in a wide range of formats and data can be entered from the keyboard, from spreadsheet programmes such as *Microsoft Excel* or from a *Psion* portable computer.

2.2 PATHVIEW Tables

The main Tables in *PATHVIEW* comprise:

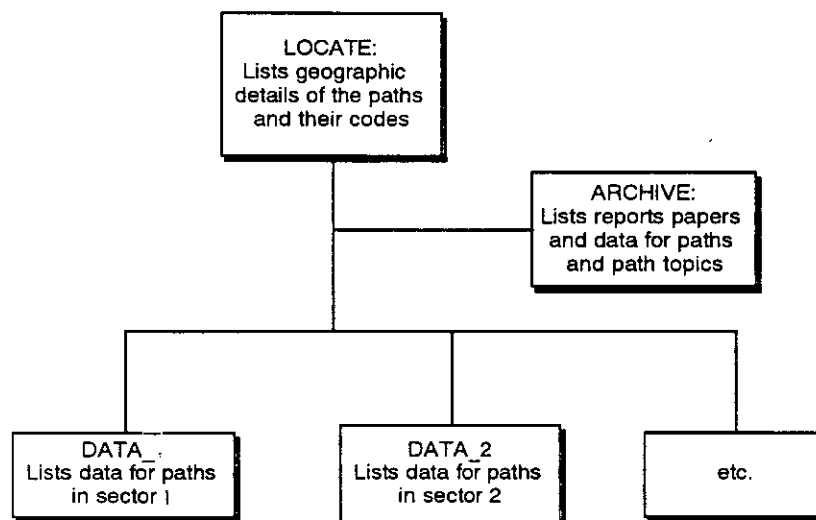
- **LOCATE** : Lists path sectors, individual paths, path codes and general geographic data
- **ARCHIVE** : Summarises available reports, papers and older data sets
- **DATA_\$\$** : Holds data on path measurements for individual paths in Sector \$\$ (where \$\$ is the sector code)

2.3 Finding the right Table

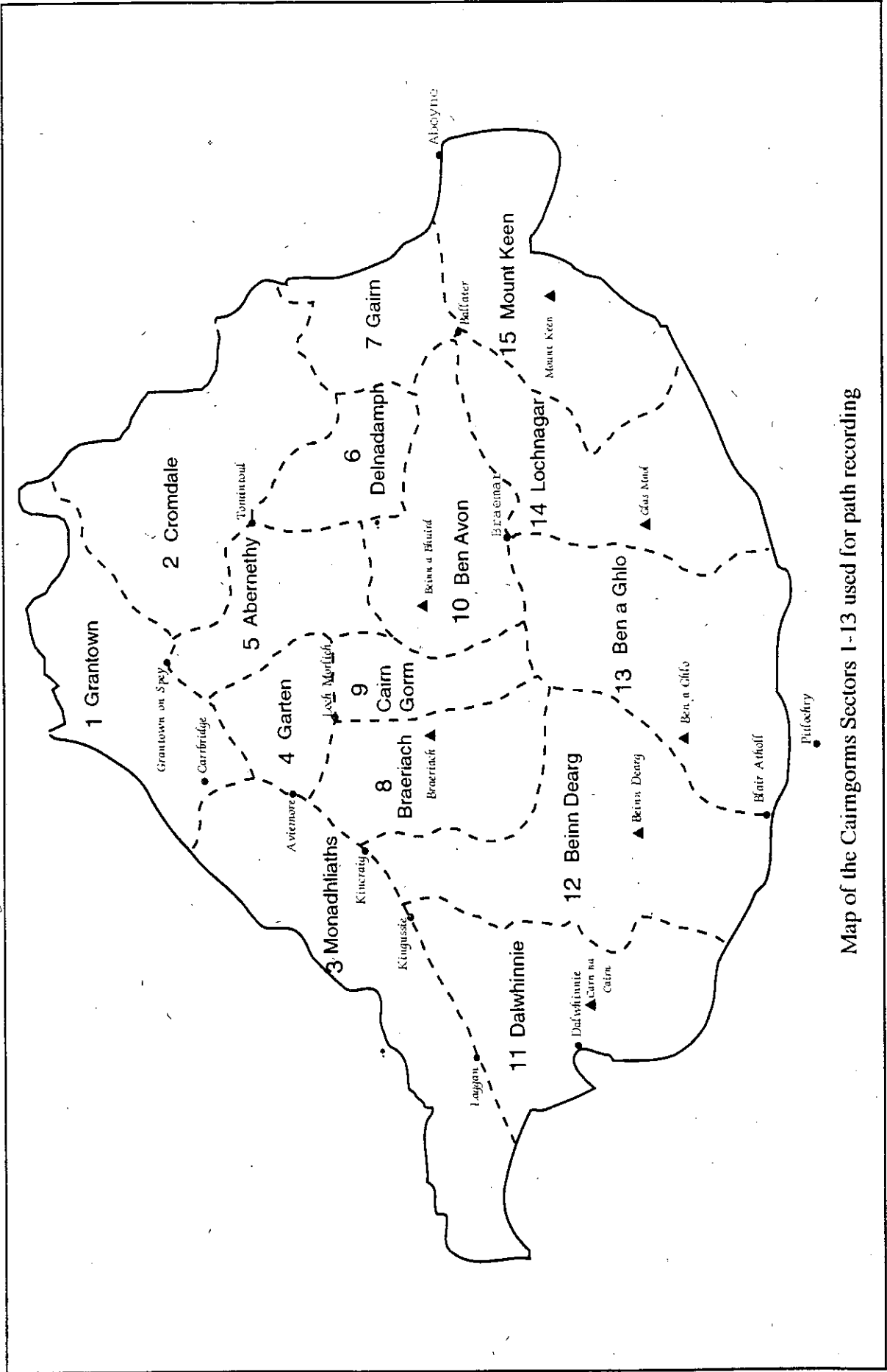
The Tables are organised so as to make it easy to find individual datasets. **LOCATE** serves as an index file which lists Sector and individual path codes as well as geographic details. Once the relevant code has been found this will indicate where to look for reports and other data in **ARCHIVE**, and which **DATA** Table to consult.

Example: - To find the data available for the Ben Vrackie path,

1. Determine which Sector of the Cairngorms which the path occurs from the Map overleaf. Ben Vrackie is in Sector 13.
2. Open **LOCATE** and find a listing of each Sector and all the recorded paths on which data is held. The Ben Vrackie path code is **BV1** and the starting and finishing grid references and other details are provided in **LOCATE**.
3. **ARCHIVE** lists older data and reports and references for all Sectors under the same codes as used in **LOCATE**.
4. Open **DATA_13** to access the data files for path **BV1**.



A selection of data abstraction procedures (Queries) has been included in this guide but the data can also be abstracted in many other ways.

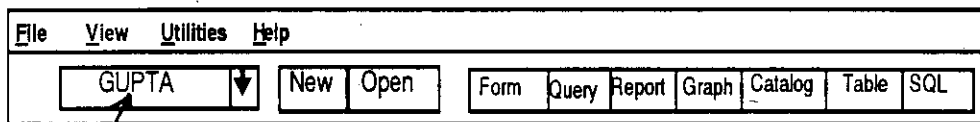


Map of the Cairngorms Sectors 1-13 used for path recording

3 STARTING UP PATHVIEW

Switch on and load **Windows**.

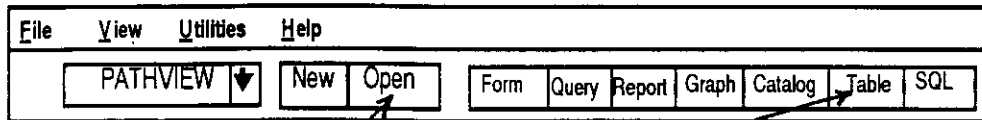
- If **Quest** is on your hard disk you will see the Gupta folder icon. Double click on the icon to open the folder and double click again to open Quest.
- If **Quest** is loaded on your file server, click the **Windows File menu** and highlight **Run**. Type **n:\Gupta\Quest30.exe** to load **Quest** into your machine.
- Check that **PATHVIEW** is indicated in the Database box of the **Quest** main menu. If not, use the adjacent arrow to scan down until it is highlighted.



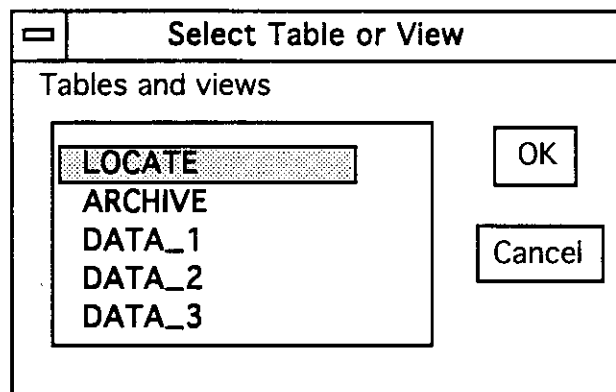
4. TO INPUT OR EDIT DATA

4.1 Opening tables

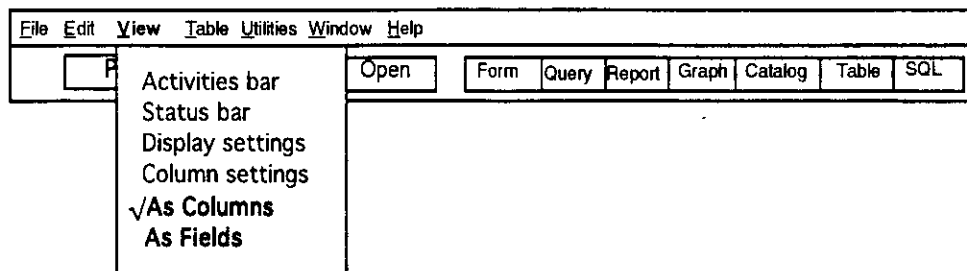
When Quest opens, you should see the primary menu bar:



- Click **Open** and then **Table** to get the Table Selection dialogue box.
- Highlight the Table you wish to use and double click or click **OK**:



The Table should now open and can be edited in either **Column** or **Field** display. To switch between **Column** or **View**, click on **View** in the main menu bar and select **As Columns** or **As Fields**:



You are now ready to browse, input or edit the data in the selected Table. The following instructions use **DATA_13** as an example but the same procedures apply to **LOCATE** and **ARCHIVE**.

4.2 Field data display

This display shows a single row of values (all the data for a single sample point) with each data category or field with its corresponding value in an adjacent box. This is the easiest display to use to enter or edit a single row of data. Scan up and down the fields and enter values by clicking the display buttons shown below:

Table - PATHVIEW: PATH_DATA	
Row 1 of 10	
Path:	BV1
Start:	0
End:	155
Distance:	155
Across:	7
Along:	8

To edit existing data, click on the **Table** menu in the upper menu bar and ensure that the **Edit** option is ticked. If the **Browse** option is ticked instead, you will only be able to inspect the data and not make any changes. Edit data items by placing the cursor in the appropriate data box and change the entry as required. When you have edited the first box you can move down through the boxes by clicking the **Tab** key on your keyboard. Any row number can be selected by using the series of **Select Row** buttons in the lower menu bar.

Most data entries are visible in their respective boxes, except for Comments which are of variable length and not displayed. This type of box appears as **E.....F** if it contains an entry and as **E• •F** if empty. To view or edit the contents double click on the box. The contents can be edited in the usual way. Close the box with the top left **Close Window** button, followed by **Close** in the menu dialogue to return to the main field display.

To insert a new row of data press the **Insert** key on your keyboard to get a display with empty data boxes. The cursor will be flashing in the top box. Key in data for each box and move down the list by pressing the **Tab** key. To enter data in the Comments box it is necessary to double click the box. It is not necessary to put values into every box. Repeat the procedure to enter another row. To close the Table after you have finished editing or entering data, click the top left **Close Window** button, followed by **Close** in the menu dialogue box.

If you want to see several rows of data at once switch to **Column** display.

4.3 Column data display

This display shows the Table data laid out in vertical columns and horizontal rows. Because there are too many columns and rows to fit the screen you may need to use the appropriate **Move Display** buttons in the corners of the box in order to see columns or rows that are out of view.

PATH	START	END	DISTANCE	ACROSS	ALONG	ROUGHNESS	PUDDLES	SCOUR	
BV1	202	254	52	6	17	1-2	0	1	

To edit data first ensure that the **Edit** option is selected from the Table menu in the upper menu bar. The alternative **Browse** option will only allow you to inspect the data, without making any changes.

Select a data box to be edited with the cursor and click once. Then edit values in the usual way. To edit the Comments box double click on the box as described in in 4.2 above. Use the **Tab** key on the keyboard to move to the next box, or use the cursor.

To insert a new row select **Insert row** from the Table menu in the upper menu bar or use the **Insert** key on your Keyboard.

A new row bounded above and below by a darker line will appear in the centre of the display. Data can be inserted as in the **Field** display, by entering values and moving to the next box by pressing the Tab key.

5 INPUTTING DATA TO PATHVIEW FROM A Psion PORTABLE COMPUTER

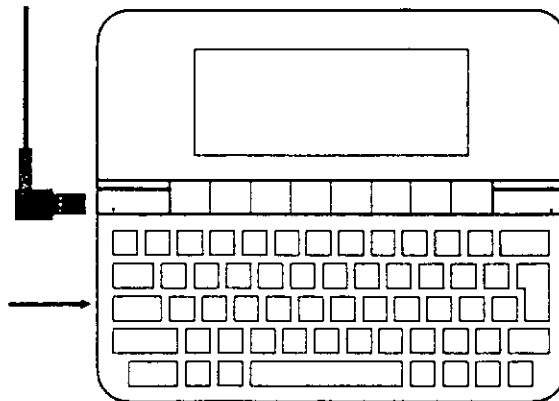
5.1 Field data collection

A programme to record path data has been produced by SNH for the Psion3 computer, based on a similar programme used on the Pennine Way by T. Philpin. Data are entered in a fixed sequence and stored in the Computer until downloaded into a PC. The Psion has the advantage over manual recording that Transferring the data to Pathview requires no further punching in of data, saving time and possible loss of accuracy through transcription errors.

5.2 Connecting the Psion to a PC using MCLINK.

The Psion can be connected directly into the Serial 1 port of a PC using a 3 Link cable supplied by Psion. The PC also needs to be loaded with the software programme **MCLINK**. This is a clumsy bit of software that may cause you some grief. The following instructions are intended to minimise the suffering

3 link cable to Series 3 port



The stages are as follows:

1. Plug the Psion into a mains adapter as the link to a PC drains the battery rapidly.
2. Connect the 3 Link cable to the socket on the left side of the Psion (see above).

3. Switch on PC.

- Enter login name
- Enter password name You should then see **C:\>**
- Type **CD\MCLINK** You should then see **C\MCLINK**
- Type **MCLINK**. You should then see an obscure DOS dialogue:

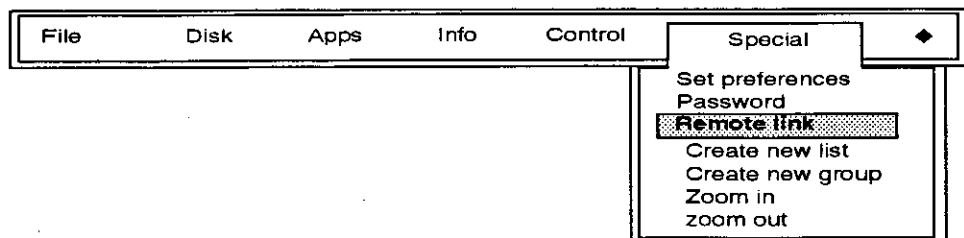
Link Status			
Channel	Owner	Received (K)	Transmitted (K)
1	Mclink	0	0

Command

\$ _

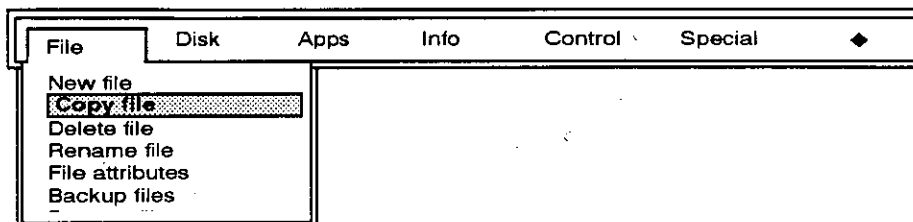
4. Switch on the Psion then:

- Press **System**. You should see a series of icons
- Press **Menu**. You should see a dialogue box:

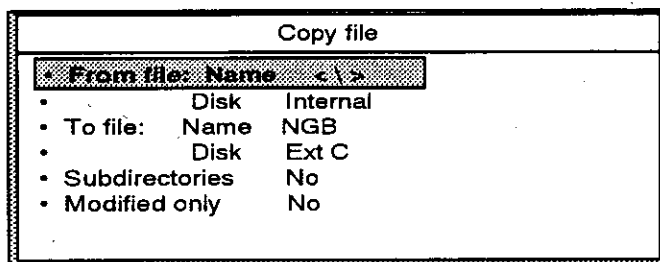


- Press **U L** then switch to **ON** with the **Æ** key.
- Press **ENTER** to return to the main icon menu

- Highlight the **SURVEY** icon, then press **MENU**.
- Select **File** from the dialogue and highlight **COPY FILE**:



- Press **ENTER**. You should then see a further dialogue for selecting the file to transfer to the PC:



- Highlight **FROM FILE**. press **TAB** to see a selection of available files for transfer. Select **SURVEY**. Press **ENTER** and then move down the dialogue with the arrow buttons.
- Highlight **TO FILE** and name the new file (e.g. NGB).
- Highlight **DISK** and move to **EXT. C** by means of the arrow buttons on the Psion.
- Press enter. The file should now be copied from the file **SURVEY** on the Psion to a new file on the PC in the **MCLINK** directory called NGB. The **MCLINK** dialogue should also show the transfer by registering a number of files received and transmitted in channel 2.
- To close **MCLINK** type **EXIT**.

The new file can now be read from the **MCLINK** directory into Microsoft Excel and then into **PATHVIEW**.

5.3 Transferring data from a Psion using WinLink

This programme is much more user friendly than **MCLINK**.

- Load the programme onto the PC. It is a Windows programme and opens directly from a Windows icon.
- Connect the Psion as instructed in 5.2 above.
- Open **Winlink** by clicking its icon. You should see a window that lists the available files in the Psion and the contents of the Directories of the PC.
- The files from the Psion can be transferred directly from the Psion to the PC by highlighting them and pressing the transfer arrows.
- For further information see the **Winlink** manual, which is quite easy to follow.

6 TRANSFERRING TABLES OR DATA TO ANOTHER USER

Tables can be saved in DBF format onto a floppy disk then loaded into another machine running **Quest**. The following notes are intended to guide the creation of a new database on another machine using the tables from *PATHVIEW*.

6.1 Saving Tables

- Select Table to be saved by clicking on the **Table** button in the main **Quest** menu and then highlight the table in the **Select Table** dialogue box.
- From the **Edit** dialogue box highlight **Copy to**. You should then see a **Copy data to file** window.
- Place a disk in Drive A.
- In the Drive dialogue of the **Copy to file** window select **Drive A**.
- Press **OK**. **Quest** should now copy the complete file, including column format information and any data in the file, to the floppy. A file named ARCHIVE will be saved as ARCHIVE.DBF

6.2 Creating a new database

- Click **Utilities** in the main **Quest** menu bar. Highlight **Database** followed by **Create**. You should now see a small **Create Database** window.
- Type in a name for the new database. Press **OK**. If you check the main menu bar you should find that the database is now listed in the database names Box immediately to the right of the coins icon.

6.3 Importing tables from a floppy disk

- Click on **Catalogue** in the main **Quest** menu bar, then highlight **Create** and **Table**. You should get a **Create Table** window.
- Do not type in a name but click on **From**. This should give you a larger **Create Table** window. Click on **File**, then **Files**.

- A further window named **Import Table** should now appear. Highlight **Drive A** in the appropriate box. Then highlight the table you wish to import in the **File name** box. Press **OK**. If you then get back to the previous **Create table** box press **OK** again. **Quest** should then import the table into your new database. Check by clicking on the **Table** button to see the list of available tables.

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