Duke Geonode

Sign up

Users
Currently, the only way to sign up is through invitation. Current users of the site (or those interested in being added to the site) contact tts-geonode-admin@duke.edu to request a person is sent an invitation to the site. In this email, make sure to include the first and last name and email of the person that you want to invite and why they should be invited. Also specify whether you want the person added to any existing or new groups.

Once you have contacted tts-geonode-admin@duke.edu, you will receive an email titled, “Create an account on Geonode Pilot”.

Create an account on Geonode Pilot

duke.geonode@gmail.com
to me

You have been invited to sign up at Geonode Pilot.

http://geoportal.trinity.duke.edu/account/signup/?code=1b0d6611-45b0-47ad-a2b5-8bd41284e1dc

Click on the link inside the email and create and confirm a password in the form. The username for signing into Geonode will be displayed to you in that form. You cannot change your username, but you can change the email associated with your account.
If you forget your username or password, please go to http://geoportal.trinity.duke.edu/account/password/reset/.

Groups
Contact tts-geonode-admin@duke.edu to create a group. You will need to provide a name for the group, usernames to be added to the group, and whether each user will be a manager or member of the group.

As soon as a group is created, it will appear as an option when adding group permissions on layers and maps.

Sign In

To sign in to Duke’s Geonode application, go to http://geoportal.trinity.duke.edu and click the link in the upper right of the home page.
This will pop up a window for you to enter your username and password. Click on the “Sign In” button when you are finished.

You will remain on the home screen, but now you will see the number of layers and maps that your user has permission to view. Most likely you will now be able to view more layers and maps.

Layers

You view layers by clicking on one of the links in the highlighted areas of the home screen below.
After clicking on one of the links, you will be brought to the “Explore Layers” page. Click on the title or thumbnail of any layer to be taken to more information about it.

Upload layers
To upload a layer with Geonode, you must be a registered user. To get to the upload interface, click the “Upload Layers” button in the upper right of the “Explore Layers” page or the Add layers button in the bottom left of the homepage.
Add permissions to Uploaded Files
You can add permissions, before or after the file is uploaded. If you choose the former, uncheck the all box and start typing the name of user(s) or group(s) that you want to give permissions. Click on the questions in each box to expand the box and add permissions.

Make sure to change all needed permissions by toggling headings for each box.
You do not need to add information about what type of file you are uploading. Geonode will grab that information from the file extensions. To upload a file, drag it onto the pane in Geonode or use the “Choose Files” button.

Upload Shapefile

When uploading a shapefile, if you don’t have all the needed files, Geonode will alert you to the missing file(s) and stop you from uploading.
**Upload Raster**

Uploading a raster file has one extra step. Once the upload is complete click on the “Layer Info” to go to the layer display page.

Then select the “Edit Layer” button and click the manage button under “Styles”.

Finally, double click on the Default Raster style to move it from the left column to the right column and hit the “Update Available Styles” button.
This will now allow users with the correct permissions to download the file in raster formats, like GeoTiff.

**Edit Style and Metadata (and add permissions after upload)**

Setting permissions after the upload, allow you to also add any metadata or styling to the layer from the same page.
To edit styles and metadata you follow similar steps as if you are managing a layer’s styles.

Go to the layer’s display page and click the “Edit Layer” button. To adjust the style of a layer click “Edit” under the “Styles” column.

This will bring up a small dialogue box where you can edit all parts of a layer's symbology, including opacity.

**NOTE:** Raster files cannot be edited in the Geonode interface. To make changes to raster files, you must download them, edit them in your local GIS client, and re-upload them to Geonode.

Follow the same steps for editing metadata, except select “Edit” under the “Metadata” column.
Download a file

You cannot download a file unless you have the correct permissions to do so.

Downloading a file is easy. Just go to the layer's display page and click the “Download Layer”. Then select the file type you want to download.

Remove Layer or Map

You can remove any data by going to that data's display layer and clicking the edit button. Click “Remove”, then “Yes, I am sure”.
Create Maps

There is one really important thing to remember about creating maps. Make sure to give a map the same permission you give the layers that are displayed in them. Otherwise, you will get ugly file missing tiles in your map when people without the correct permissions to view the layers look at the map.

You can create maps by clicking on any of the map creation buttons on the home page, layer or map display pages, or explore layers or maps pages. Hitting a map creation button will bring up a layer (if you came from a layer display page) or layers (if you came from a map display page). If you came from the home page, there will be no layers included.

Change base maps by selecting a different radio box to the left, and add layers by clicking on the plus symbol then the “Add layers” link in the upper right.
Once you are done adding layers, you can publish the map by going back to the upper right and selecting “Map” then “Publish Map”.

You will then be prompted to add a title and abstract for the map. Once you hit “save”, you will be given an embed code that you can stick right into your own website. The map will also be stored for viewing in Geonode.

**NOTE:** Don’t put these maps on your public website unless all the layers contained on that map are public. Otherwise your viewers will see missing file icons on the map because they don’t have permission to view the layer(s).

To edit, download, or set permissions on the map, select the correct button on the right of the screen on the map display page.
More about Geonode

For more user instructions, please check out the Geonode user workshop, http://geonode.readthedocs.org/en/latest/tutorials/users/.