Lab 3: Let's Do it Again.

The purpose of this lab is to reaffirm what you did in the previous lab. Therefore I want you to start from scratch and write a new script that is similar to what you did in lab 2. The script for this lab will be run when a project opens. It will make a list of all of the view documents in the project, and allow the user to choose one view. That view will then be opened and made the active document. I will expect your script to be fully documented, as in the previous lab.

In this lab I am not going to spell things out quite as clearly as I did in the first lab. However, I'll try to give you a few hints in the text below.

You can get the project file that I want you to use for this lab on the J: drive in the root directory. It is called Lab3.prj.

You will need to begin, as you did in lab 2, using the av key word to access the application. You will have to get the project from the application, and then get a list of documents from the project. Since there are several types of documents in ArcView (views, layouts, tables, scripts… etc.) you will need to create a list of only the view documents. You can do this in a number of ways. One possible approach would be to create a new list, loop through all the documents, and (in the loop) use an if... then statement to add all view documents to the new list. Alternatively, you delete all non-view documents from your list.

Using either approach, you will need to find out what class of document each document in the list is. To do this, get the class from the document, and get the class name from the class. Remember that all classes inherit from the obj class, and this is the type of thing that you would want to do with any object (this should help you in finding the proper syntax for your requests).

One you have you list of views, display it in a message box that allows the user to select only one view. The view that is selected then needs to be opened and set active. However, remember that ArcView does this by working with windows (not directly with views). Use the object model to determine the relationship between the window class and the view class, and then figure out how to get the window that is associated with your view. Once you’ve done this, then you can open the window and set it active.

Remember to do your error handling so that the script will not crash if the user cancels the message box.

The last thing you will need to do for this lab is set the script to run as a default when the project starts up. You can do this by activating the project: properties option from the pull-down menu, and then typing the name of your script in the StartUp: box (see left). I named my script “Startup Script” but you can call yours whatever you want (as long as it is not the default name).