

*Demo
prepared by :*



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*WELCOME
to
The Land Use Database :*

Demo-1 : Glossary

You can move through this demo by using the *PgUp* / *PgDn* and *Esc* keys.

Shown is how to use the Glossary Module

Emphasis is put on the following software aspects :

- 1 Start the Module and view the Opening Screens.**
- 2 The structure of Glossaries and their Software Presentation.**
- 3 Add, Edit and Document Glossary Items.**
- 4 The Print, Search, Graft, Delete and Help options.**

Software aspect no.-1 :

- 1 **Start the Module and view the Opening Screens.**
- 2 The structure of Glossaries and their Software Presentation.
- 3 Add, Edit and Document Glossary Items.
- 4 The Print, Search, Graft, Delete and Help options.

Note:

Don't actually run the software;
just look at what is presented to
you through this Demo.

To start the software type **LUSE** in the **C:\LUSE** directory.
Your screen then shows the **Main Menu** of The Land Use Database.



«Select a Module»

Glossary	-	Glossary; Filters; Repair; Backup/Restore
Data Entry	-	Land Use Data; Land Use Classes; Settings
Query	-	Search, Retrieve and Export stored Data
Exit <Esc>	-	Return to the Operating System

You can then select the **Glossary Module** from the **Main Menu** of The Land Use Database.

Main Menu of The Land Use Database.

A **menu** is a **picklist** containing names of items.

You can select **one** item at a time from picklists.

To select a Module, use the **Up** and **Down** arrow keys to highlight the required item, then press **Enter**.

```
«Select a Module»
Glossary - Glossary; Filters; Repair; Backup/Restore
Data Entry - Land Use Data; Land Use Classes; Settings
Query - Search, Retrieve and Export stored Data
Exit <Esc> - Return to the Operating System
```

First of all, the three Parties responsible for this software are shown.

Introduction Screen

This is a Public Domain Software - Developed and Copyright (c) by:

The logo for ITC consists of the letters 'I', 'T', and 'C' in a stylized, blocky, red font. The 'I' and 'T' are solid, while the 'C' is hollow.

International Institute for Aerospace Survey
and Earth Sciences
Department of Land Resource and Urban Sciences
P.O. Box 6, 7500 AA, Enschede
The Netherlands
Software & Conceptual Development

The logo for FAO consists of the letters 'F', 'A', and 'O' in a stylized, blocky, red font. The 'F' and 'A' are solid, while the 'O' is hollow.

Food and Agriculture Organisation
of the United Nations
AGL
Viale delle Terme di Caracalla
Rome, Italy
Initiator & Conceptual Development

The logo for WAW consists of the letters 'W', 'A', and 'W' in a stylized, blocky, red font. The 'W' and 'A' are solid, while the second 'W' is hollow.

Wageningen Agricultural University
Department of Agronomy
P.O. Box 341, 6700 AH, Wageningen
The Netherlands
Conceptual Development

Then either wait some seconds or press any key to go on, then . . .

Introduction Screen

This is a Public Domain Software - Developed and Copyright (c) by:

ITC

Software & Conceptual Development

International Institute for Aerospace Survey
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FAO

Initiator & Conceptual Development

Food and Agriculture Organisation
of the United Nations
AGL
Viale delle Terme di Caracalla
Rome, Italy

WAW

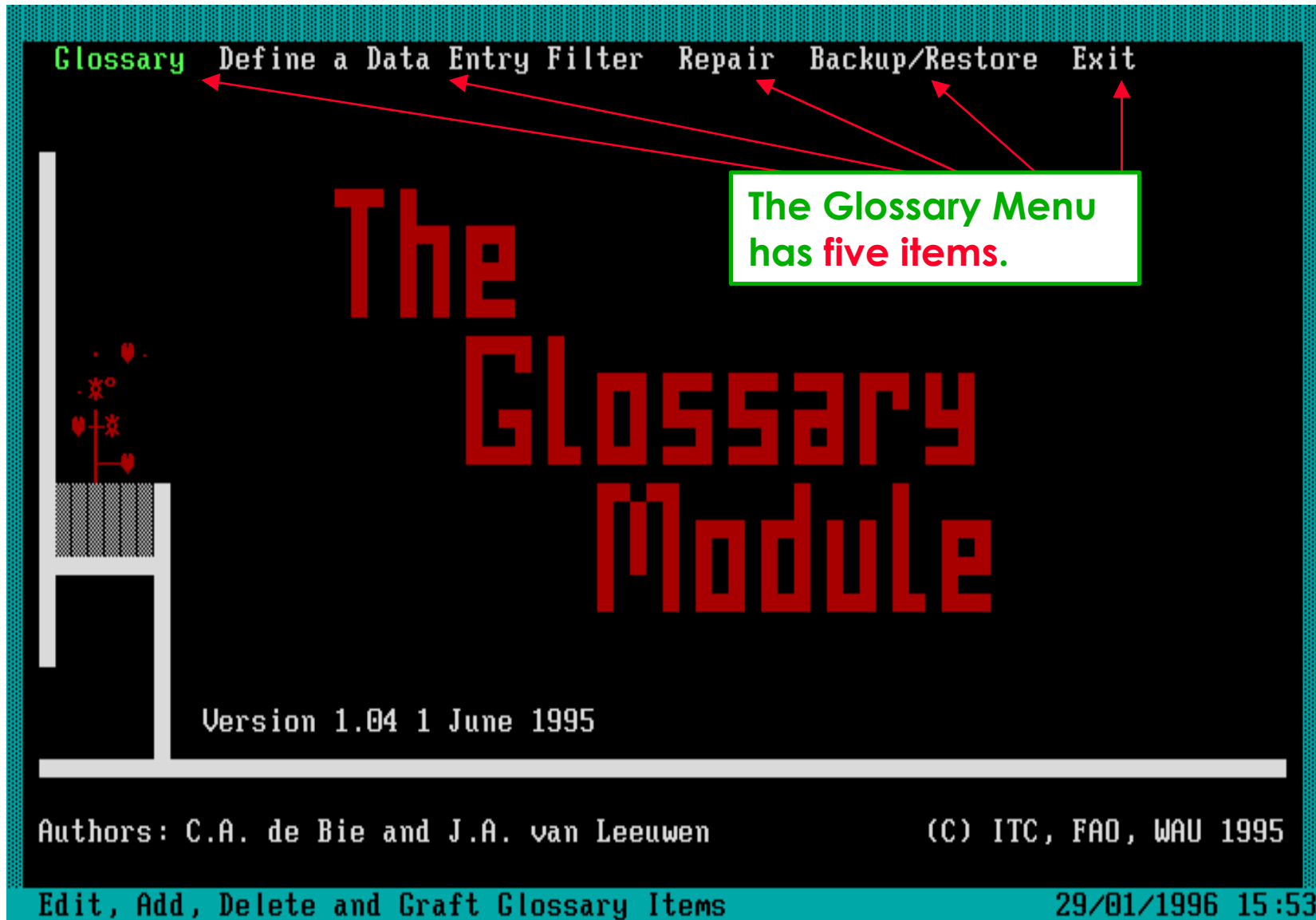
Conceptual Development

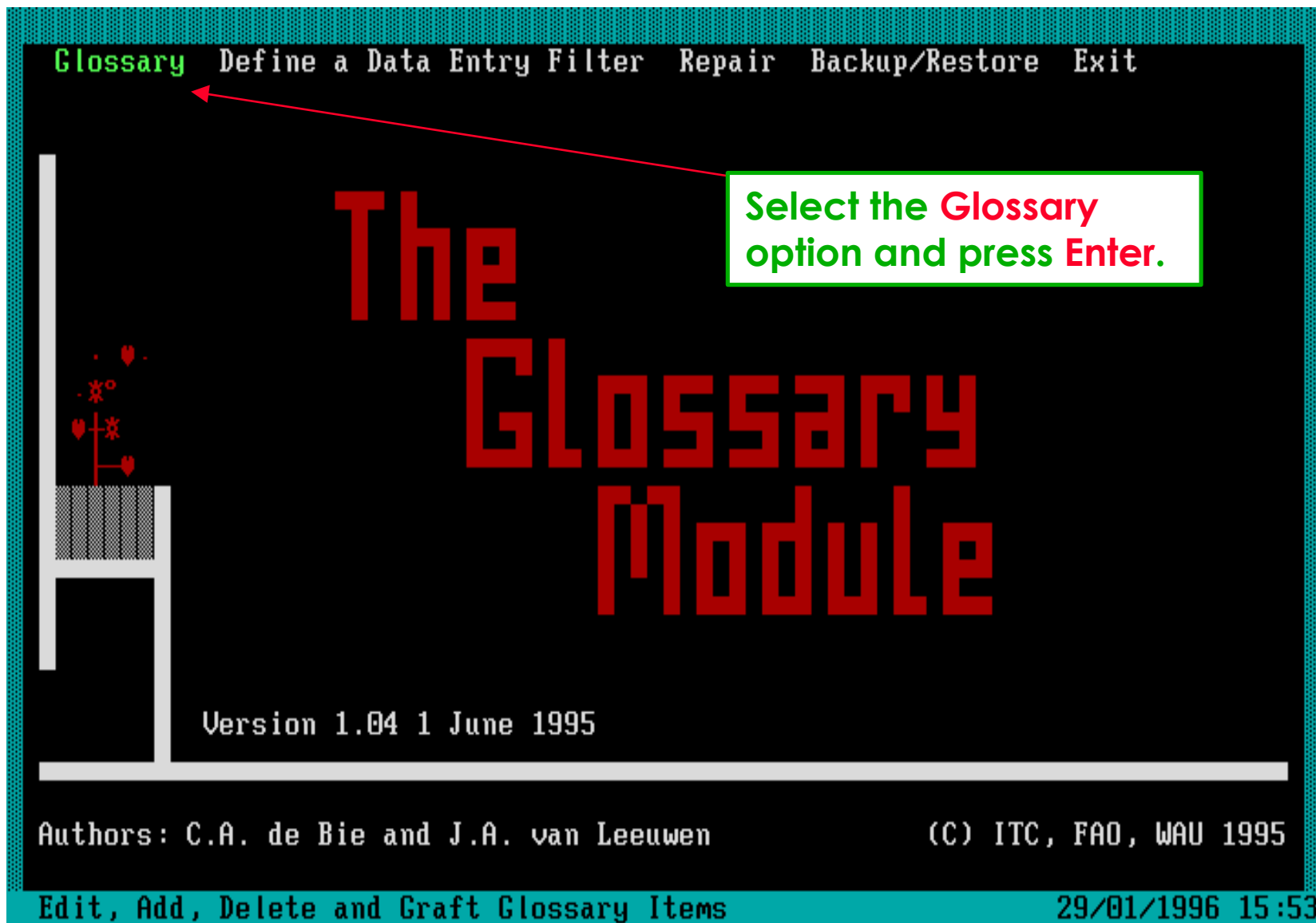
Wageningen Agricultural University
Department of Agronomy
P.O. Box 341, 6700 AH, Wageningen
The Netherlands

The three
Logos :



... the opening screen of the **Glossary Module** will appear.





Select the **Glossary** option to **modify** Glossary Trees and Items.

Software aspect no.-2 :

- 1 Start the Module and view the Opening Screens.
- 2 **The structure of Glossaries and their Software Presentation.**
- 3 Add, Edit and Document Glossary Items.
- 4 The Print, Search, Graft, Delete and Help options.

The Glossary consists of 23 independent Glossary Trees.

```
«Glossary Trees»
Administrative Areas    ?»
Classifiers: Context   ?»
Classifiers: Oper.Sequence ?»
Data Units             ?»
Gender & Age Classes   ?»
Implement Origins      ?»
Implements             ?»
Info Sources           ?»
Infrastructures        ?»
Labour Origins         ?»
Material Input Origins ?»
Material Inputs        ?»
Material Relocations   ?»
Observation Names     ?»
Operation Names        ?»
Power Sources          ?»
Product Destinations   ?»
Products/Benefits/Materials ?»
Projects               ?»
Quality Classes        ?»
Skills                 ?»↓
«23»↓
```

Each shown item
represents one
Glossary Tree.

The layout of Common Screen Elements.

The screenshot shows a terminal window with a list of screen elements. The list is titled «Glossary Trees» and contains 23 items, each followed by a «?» symbol. The items are: Administrative Areas, Classifiers: Context, Classifiers: Oper.Sequence, Data Units, Gender & Age Classes, Implement Origins, Implements, Info Sources, Infrastructures, Labour Origins, Material Input Origins, Material Inputs, Material Relocations, Observation Names, Operation Names, Power Sources, Product Destinations, Products/Benefits/Materials, Projects, Quality Classes, and Skills. The list is enclosed in a cyan border. At the bottom of the list is «23» with a cursor. Below the list is a grey bar with the text F1=Help F3=Print. To the right of the list is a yellow box titled «Screen Elements :» containing three callout boxes: «The Picklist titled : Glossary Trees.», «Key List with optional F-Keys», and «Information Bar (presently empty)». Red arrows point from the callout boxes to the corresponding elements in the terminal window.

Screen Element	Symbol
Administrative Areas	«?»
Classifiers: Context	«?»
Classifiers: Oper.Sequence	«?»
Data Units	«?»
Gender & Age Classes	«?»
Implement Origins	«?»
Implements	«?»
Info Sources	«?»
Infrastructures	«?»
Labour Origins	«?»
Material Input Origins	«?»
Material Inputs	«?»
Material Relocations	«?»
Observation Names	«?»
Operation Names	«?»
Power Sources	«?»
Product Destinations	«?»
Products/Benefits/Materials	«?»
Projects	«?»
Quality Classes	«?»
Skills	«?»↓

«23»↓

F1=Help F3=Print

Screen Elements :

- The Picklist titled : Glossary Trees.
- Key List with optional F-Keys
- Information Bar (presently empty)

The layout of Picklists.

«Glossary Trees»	
Administrative Areas	?»
Classifiers: Context	?»
Classifiers: Oper.Sequence	?»
Data Units	?»
Gender & Age Classes	?»
Implement Origins	?»
Implements	?»
Info Sources	?»
Infrastructures	?»
Labour Origins	?»
Material Input Origins	?»
Material Inputs	?»
Material Relocations	?»
Observation Names	?»
Operation Names	?»
Power Sources	?»
Product Destinations	?»
Products/Benefits/Materials	?»
Projects	?»
Quality Classes	?»
Skills	?»↓
	23↓

Scroll Bar showing the position where you are located in the Picklist.

The » sign indicates that picklist items are present at the next level.

The ? sign indicates that item specific Help is available; to see it press F1.

This number shows the number of items that are present in the current Picklist.

Each Glossary Tree consists of a hierarchy of Glossary Items.

«Glossary Trees»				
A «Administrative Areas»				
C «Africa»				
C «Botswana»				
D «Central»				
G «Palapye»				
I «Ratholo»				
I 20		5	Seru lapye	3
I 24		10	Maipaafela	3
I 28	Co	15	Mafhoko	4
Lab 32	Iv	20	Rakeswela	2
Mat 36	Ca	25	Bolelantlokwe	1
Mat 40	Ca	30	Boratapula	1
Mat 44	Dj	35	Metsimasweu	4
Obs 48	Al	40	Sekgarapane	3
Ope 52	Eg	45	Mabolobolo	1
Pow 56	We	50	Mmamhatane	2
Pro 60	Et	55	Mokgalwana	1
Pro 64	Ga	60	Chikoding	1
Pro 68	Gh	65	Makobane	1
Qua 72	Ga	70	Moduane	2
Ski 76	Gu	75	Maiphitlhwane	1

«15»

Hierarchy of glossary items going from general to specific.

This number indicates how often each item is used within the database

Codes of used items can not be changed !!

When you select **Serulapye**, an empty Picklist will appear.

«Glossary Trees»				
A	«Administrative Areas»			
C	«Africa»			
C	«Botswana»			
D	«Central»			
G	«Palapye»			
I	«Ratholo»			
I	20	5	Serulapye	3
I	24	10	Maipaafela	3
I	28	Co	15 Mafhoko	4
Lab	32	Iv	20 Rakeswela	2
Mat	36	Ca	25 Bolelantlokwe	1
Mat	40	Ca	30 Boratapula	1
Mat	44	Dj	35 Metsimasweu	4
Obs	48	Al	40 Sekgarapane	3
Ope	52	Eg	45 Mabolobolo	1
Pow	56	We	50 Mmamhatane	2
Pro	60	Et	55 Mokgalwana	1
Pro	64	Ga	60 Chikoding	1
Pro	68	Gh	65 Makobane	1
Qua	72	Ga	70 Moduane	2
Ski	76	Gu	75 Maiphitlhwane	1
				«15»

F1=Help F3=Print F4=Search F8=Craft F10=Edit Enter=Select Ins=Add Del=Delete

When you select **Serulapye**, an empty Picklist will appear.

The screenshot shows a menu system with a tree structure. The selected item is 'Serulapye'. An empty picklist is visible on the right, and a red arrow points to it with the text 'Empty Picklist'. The number of items in the picklist is zero.

«Glossary Trees»					
A	«Administrative Areas»				
C	«Africa»				
C	«Botswana»				
D	«Central»				
G	«Palapye»				
I	«Ratholo»				
I	20				
I	24				«0»
I	28	Co	15	Mafhoko	4
Lab	32	Iv	20	Rakeswela	2
Mat	36	Ca	25	Bolelantlokwe	1
Mat	40	Ca	30	Boratapula	1
Mat	44	Dj	35	Metsimasweu	4
Obs	48	Al	40	Sekgarapane	3
Ope	52	Eg	45	Mabolobolo	1
Pow	56	We	50	Mmamhatane	2
Pro	60	Et	55	Mokgalwana	1
Pro	64	Ga	60	Chikoding	1
Pro	68	Gh	65	Makobane	1
Qua	72	Ga	70	Moduane	2
Ski	76	Gu	75	Maiphitlhwane	1
					«15»

Empty Picklist

The no. of items in the Picklist is zero

Software aspect no.-3 :

- 1 Start the Module and view the Opening Screens.
- 2 The structure of Glossaries and their Software Presentation.
- 3 **Add, Edit and Document Glossary Items.**
- 4 The Print, Search, Graft, Delete and Help options.

New items can be added by pressing **Insert (=Add key)**, or . . .

The screenshot shows a terminal window with a hierarchical tree structure of administrative areas. The tree is displayed in a monospaced font with cyan highlights. The root node is «Glossary Trees». Below it are «Administrative Areas», «Africa», «Botswana», «Central», «Palapye», «Ratholo», and «Serulapye». The «Serulapye» node is highlighted in cyan. A red arrow points to the «Serulapye» node with the text "The place to insert an item." Below the tree is a list of administrative areas with their corresponding codes and names. The list is as follows:

Code	Name	Count
Co 15	Mafhoko	4
Iv 20	Rakeswela	2
Ca 25	Bolelantlokwe	1
Ca 30	Boratapula	1
Dj 35	Metsimasweu	4
Al 40	Sekgarapane	3
Eg 45	Mabolobolo	1
We 50	Mmamhatane	2
Et 55	Mokgalwana	1
Ga 60	Chikoding	1
Gh 65	Makobane	1
Ga 70	Moduane	2
Gu 75	Maiphitlhwane	1

The status bar at the bottom of the terminal window shows "F1=Help Ins=Add". A red arrow points to the "Ins=Add" text with the text "The Ins key is shown in the Key List."

... existing items can be edited by pressing F10 (= Edit key).

«Glossary Trees»					
A	«Administrative Areas»				
C	«Africa»				
C	«Botswana»				
D	«Central»				
G	«Palapye»				
I	«Ratholo»				
I	20	5	Serulapye		3
I	24	10	Maipaafela		3
I	28	Co	15	Mafhoko	4
Lab	32	Iv	20	Rakeswela	2
Mat	36	Ca	25	Bolelantlokwe	1
Mat	40	Ca	30	Boratapula	1
Mat	44	Dj	35	Metsimasweu	4
Obs	48	Al	40	Sekgarapane	3
Ope	52	Eg	45	Mabolobolo	1
Pow	56	We	50	Mmamhatane	2
Pro	60	Et	55	Mokgalwana	1
Pro	64	Ga	60	Chikoding	1
Pro	68	Gh	65	Makobane	1
Qua	72	Ga	70	Moduane	2
Ski	76	Gu	75	Maiphitlhwane	1
					«15»

The selected item to edit.

The F10 key is shown in the Key List.

F1=Help F3=Print F4=Search F8=Graft F10=Edit Enter=Select Ins=Add Del=Delete

Now the **Insert** key is pressed to add a new Info Source.

```
«Glossary Trees»
A «Info Sources»
C «Collected in the Plot»
C 5 through Estimation
D 10 through Interview
G 15 through Measurement
I «3»
Implements ?»
Info Sources ?»
Infrastructures ?»
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
«Add Item for Collected in the Plot»
Code : 0
Name :
Comments :
```

An Edit Screen containing three fields to specify.

The unique Code of this Item

F1=Help F8=Calc F10=Save

The layout of Edit Screens.

The screenshot shows a terminal window with a menu of options. The option 'Collected in the Plot' is selected and highlighted in cyan. Below it, a list of items is shown with their codes and collection methods. The 'Info Sources' option is highlighted in green. Below the menu, a list of menu items is shown, each followed by a prompt '?>'. The 'Add Item for Collected in the Plot' option is selected and highlighted in cyan. Below this, a form is shown with fields for 'Code', 'Name', and 'Comments'. The 'Code' field contains the value '0'. The 'Name' and 'Comments' fields are empty. At the bottom of the terminal, there is a status bar with the text 'The unique Code of this Item' and 'F1=Help F8=Calc F10=Save'.

```
«Glossary Trees»
A «Info Sources»
C «Collected in the Plot»
C 5 through Estimation
D 10 through Interview
G 15 through Measurement
I «3»
Implements ?>
Info Sources ?>
Infrastructures ?>
Labour Origins ?>
Material Input Origins ?>
Material Inputs ?>
Material Relocations ?>
Observation Names ?>
Operation Names ?>
Power Sources ?>
Product Destinations ?>
«Add Item for Collected in the Plot»
Code : 0
Name :
Comments :
The unique Code of this Item
F1=Help F8=Calc F10=Save
```

The title of the Edit Screen.

The prompt of one edit Field.

The edit space to specify the Field.

Information on the Field.

```
«Glossary Trees»
A «Info Sources»
C «Collected in the Plot»
C 5 through Estimation
D 10 through Interview
G 15 through Measurement
I «3»
Implements ?»
Info Sources ?»
Infrastructures ?»
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
«Add Item for Collected in the Plot»
Code : 0
Name :
Comments :
The unique Code of this Item
F1=Help F8=Calc F10=Save
```

Type a number (1-240).
Type any text for Name and Comments.

When ready, press F10 to save the Item.

Moving between the three Fields can be done with the Arrow Keys.

Some Glossary Trees have **more** than three Edit Fields.

Exception ...
Implements

```
«Glossary Trees»
A «Implements»
C «Human Powered (Hand tools)»
C «for Crop handling»
D 5 Planting Stick 7
G 7 Staking stick 1
I 10 Seed Bag 3
I 15 Sythe 0
I 20 Knife 37 »
Inf 25 Sickle / (Grass) Cutter 38
Labou 30 Pushweeder 0
Mater 35 Hay fork / Rake 2
Mater 40 Winnowing fork
Mater 45 Pitch fork
Obser 50 Pruning scissor
Opera 55 Handsheller
Power 60 Axe

«Add Item for for Crop handling»
Code : 0
Name :
Species/Service : No link to Species possible
Comments :
```

Implements can be made of Plant or Animal materials.

Press Enter to get a Picklist to define an optional link with the Species/Service Glossary tree.

The unique Code of this Item

F1=Help F8=Calc F10=Save

Exception . . .
Implements

```
«Glossary Trees»
A «Implements»
C 5 Human Powered (Hand tools)      0 »
C 10 Mechanically Powered           0 »
D 15 Animals used as Power Source   283
G 20 Powered by other Equipment     0 »
I 25 Recreational Equipment         0 »
I 30 For Plant Support              0 »
I                                     «6»

Infrastructures      ?»
Labour Origins       ?»
Material Input Origins ?»
Material Inputs      ?»
Material Relocations ?»
Observation Names   ?»
Operation Names      ?»
Power Sources        ?»

«Edit Item for Implements»
Code      :
Name      : No link to Species possible
Species/Service : Link to Animals
Comments  : Link to Plants
                                     «3»
```

Specify if Species may be linked to this Glossary Item in the Data Entry Module
F1=Help

Through a Picklist,
three Options are
made available to
specify the Link.

Select an option and press Enter.

As with Implements, **Inputs** can be linked to species.

Exception . . .
Inputs

«Glossary Trees»		
C «Material Inputs»		
D «Planting Materials»		
G 5 Seed		563
I 10 Seedlings		34 »
I 15 Cuttings		4
I 20 Slips		0
I 25 Tubers		0
L		«5»
M 40 Medicines, Vaccines, Dips		0 »
M 45 Biocides		0 »
M 50 Water		60 »
O 55 Energy/Fuel		0 »
O 60 Small consumables		0 »
P 65 Building materials		0 »
P		«13»

Also **Inputs** can originate from Plants or Animals, e.g. manure.

Products/Benefits/Materials ?»

«Edit Item for Planting Materials»

Code : 5 (Item is used)
Name : Seed
Species/Service : Link to Species specified for the LUS
Comments : -

Specify if Species may be linked to this Glossary Item in the Data Entry Module
F1=Help F10=Save Enter=Select

As with Implements, **Inputs** can be linked to species.

Exception . . .
Inputs

```
«Glossary Trees»
C «Material Inputs»
D «Planting Materials»
G 5 Seed 563
I 10 Seedlings 34 »
I 15 Cuttings 4
I 20 Slips 0
I 25 Tubers 0
L «5»
M 40 Medicines, Vaccines, Dips 0 »
M 45 Biocides
M 50 Water
O 55 Energy/Fuel
O 60 Small consumables
P 65 Building materials
```

Through a Picklist, five Options are made available to specify the Link.

Products/Benefits/Mater

«Edit Item for Planting

```
Code : Link to Animals
Name : Link to Plants
Species/Service → Link to Animals and Plants
Comments : Link to Species specified for the LUS
```

«5»

Specify if Species may be linked to this Glossary Item in the Data Entry Module

F1=Help

When defining locations of plots or farmsteads, they must be located within the presently specified rectangle.

Exception . . .
Admin.Areas

```
«Glossary Trees»
A «Administrative Areas»
C 5 Africa
C 10 Asia
D 15 Australasia; SW-Pacific
G 20 Europe
I 25 North,Centr America; W Indies
I 30 Near-East
I 35 S-America
I
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
«Edit Item for Administrative Areas»
Code : 5 (Item is used)
Name : Africa
Lower Left Coord. : South 45° 0' 0" West 30° 0' 0" [Degrees]
Upper Right Coord. : North 38° 0' 0" East 60° 0' 0" [Degrees]
Comments : -
```

Administrative Areas can be placed within rectangles defined by coordinates.

The unique Name of this Item

F1=Help F10=Save

Exception . . .
Data Units

```
«Glossary Trees»
A «Data Units»
C «Areas (Square Measures)»
C «Metric System»
D 5 Square Millimeter (mm²) 0.000001000 0
G 10 Square Centimeter (cm²) 0.000100000 0
I 15 Square Decimeter (dm²) 0.010000000 0
I 20 Square Meter (m²) 1.000000000 ← 14
I 30 25 Are (100m²) 100.000000000 0
I 35 30 Hectare (ha) 10000.000000000 155
L 40 35 Square Kilometer (km²) 1000000.000000000 0
M 45 «7»
M 50 Rates;Density (Weight/Volume) 0 »
M 55 Rates;Growth (Length/Time)
O 65 Currency
```

Data Units can be converted if a conversion factor is defined.

```
Power Sources ?»
«Edit Item for Metric System»
Code : 5
Name : Square Millimeter (mm²)
Conversion Factor : 0.000001000
Comments :
```

The unique Code of this Item
F1=Help F8=Calc F10=Save

Square Meter is selected to carry conversion factor 1.000000000.

Species are defined by three fields.

Exception ...
Species

«Glossary Trees»			
«Species/Services»			
«Plants »			
«Pulses »			
5	Groundnut / Peanut	Arachis hypogaea L.	56 » ↑
10		Archidendron pauciflorum (Benth.) Nie	0?
15	Pigeon/Angola Pea / Red gram	Cajanus cajan (L.) Millspaugh	0?
20		Castanospermum australe A. Cunningham	0
25	Chick Pea / Gram	Cicer arietinum L.	0
30	Soya Bean / Soya / Soybeans	Glycine max (L.) Merrill	0 »
35		Lablab purpu	0
40	Sweet Pea	Lathyrus odo	
45	Grass Pea	Lathyrus sat	
50	Lentil	Lens culinar	
55		Millettia da	
60		Mucuna aterrima (Piper & Tracy) Merri	0

Species can be specified
in taxonomic and
common terms.

«Edit Item for Pulses »

Code	:	15
Common Name	:	Pigeon/Angola Pea / Red gram
Latin Name	:	Cajanus cajan (L.) Millspaugh
Family	:	Leguminosae
Comments	:	Old Synonyms:

The unique Code of this Item

F1=Help F8=Calc F10=Save

The **Classifiers** trees contain at the **first level** (user defined) independent main trees (branches).

Exception . . .
Classifiers

Main
Classifiers

Modifiers

«Glossary Trees»			
A «Classifiers: Oper.Sequence»			
C 10	↑	Crop Production	0?» ↑
C 15		Livestock Production	0?»
		Extraction/Collection/Grazing	0?»
		Conservation	0?»
I 30		Settlement and Related Uses	0 »
I 35	↓	Recreation and Tourism	0 »
I 45	↑	∅ Labour Intensity	0 »
I 50		∅ Cultivation Factor	0 »
L 55		∅ Power Source for Tillage	0 »
M 60		∅ Weeding	0 »
M 65		∅ Control of Pests	0 »
M 70		∅ Control of Diseases	0 »
		∅ Erosion Control Structures	0 »
		∅ Drainage Structures	0 »
P 90		∅ Irrigation Structures	0 »
P 100		∅ Water Applied	0 »
P 101		∅ Quality of Water Applied	0 »
P 104		∅ Chemical Fertilizers Applied	0 »
Q 105		∅ Organic Manures Applied	0 »
S 109	↓	∅ Herbicides Applied	0 » ↓
			«21» ↓

From **each** branch **one** item may be selected in order to define one single Land Use Class.

Note:
The other glossary trees are later used to select only **one** item at a time.

An example follows . . .

Classifiers :

Screen of the Data Entry Module !!

```
«A-Priori Land Use Classification Systems»
«FAO-Test»
  1 Single Cropping of Cereals                75  ↑
  2 Sequential Double Cropping of Cereals-Cereals    3
  3 Sequential Double Cropping Cereals-Vegetables    9
«Add/Edit an A-Priori Land Use Class»
—Operation Sequence Classifiers—
- 1: Crop Production, » -
- 2: Livestock Production, » -
- 3: Extraction/Collection/Grazing, » -
- 4: Conservation, » -
- 5: S «∅ Irrigation Structures»
- 6: R N «Present»
- 7: ∅ P With Standing Water (Paddy)
- 8: ∅ — Without Standing Water
- 9: ∅ P
- 10: ∅ Weeding, » -
- 11: ∅ Control of Pests, » -
- 12: ∅ Control of Diseases, » -
- 13: ∅ Erosion Control Structures, » -
- 14: ∅ Drainage Structures, » -
- 15: ∅ Irrigation Structures, » -

F1=Help F3=Print F4=Search F6=Unspecified Enter=Select
```

To define a Land Use Class, from each branch one item can be selected.

Note:
Available classifiers can be used or not used as required.

Each first level item in Classifiers has become a field.

Any glossary item can be documented through **Comments**.

The screenshot shows a terminal window with a glossary. The main list contains items with their IDs, common names, Latin names, and codes. A 'Free text' window is open for item 40, 'Sweet Old Synonyms:'. The 'Edit Item' menu is visible on the left, with 'Comments' highlighted. A callout box points to the 'Free text' window with the text 'Example of a Free Text Window.'.

ID	Common Name	Latin Name	Code
5	Groundnut / Peanut	Arachis hypogaea L.	56 » ↑
10		Archidendron pauciflorum (Benth.) Nie	0?
15	Pigeon/Angola Pea / Red gram	Cajanus cajan (L.) Millspaugh	0?
20		Castanospermum australe A. Cunningham	0
25	Chick Pea / Gram	Cicer arietinum L.	0
30	Soya Bean / Soya / Soybeans	Glycine max (L.) Merrill	0 »
35			0?
40	Sweet Old Synonyms:		0
45	Gras		0
50	Lent	Cajanus indicus Sprengel	0?
55			erl. 0?
60			Merri 0

«Free text»
Sweet Old Synonyms:
Gras
Lent Cajanus indicus Sprengel
erl. 0?
Merri 0

«Edit Item»
Code
Common N
Latin Na
Family
Comments

Example of a Free Text Window.

Add detailed Item Description or Definition. Can be viewed as HELP (Press F1).
F1=Help F10=Save

Software aspect no.-4 :

- 1 Start the Module and view the Opening Screens.
- 2 The structure of Glossaries and their Software Presentation.
- 3 Add, Edit and Document Glossary Items.
- 4 **The Print, Search, Graft, Delete and Help options.**

option:

Print

```
«Glossary Trees»
A «Info Sources»
C 5 Collected in the Plot 0 »
C 10 Collected from Documents 0
D 15 Inferred Information 0
G 20 Aggregated Information 0
I «4»
Implements ?»
Info Sources ?»
Infrastructures ?»
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
Products/Benefits/Materials ?»
Projects ?»
Quality Classes ?»
Skills ?»↓
«23»↓
```

Items / branches / trees
can be **printed**.

Select an item and
press **F3** (=Print).

F1=Help F3=Print F4=Search F8=Graft F10=Edit Enter=Select Ins=Add Del=Delete

Three options are available to define **which** glossary items to print.

```
«Glossary Trees»
A «Info Sources»
C 5 Collected in the Plot 0 »
C 10 Collected from Documents 0
D 15 Inferred Information 0
G 20 Aggregated Information 0
I «4»
Implements ?»
Info Sources ?»
Infrastructures ?»
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
«Info Sources»
All Items without related Information at lower Levels
Highlighted Item and related Information at lower Levels
All Items of all Levels of this Glossary Tree «3»
```

Select an option from the shown Picklist and press Enter.

Several options are available to define **where** to print the items.

```
«Glossary Trees»
A «Info Sources»
C 5 Collected in the Plot 0 »
C 10 Collected from Documents 0
D 15 Inferred Information 0
G 20 Aggregated Information 0
I «4»
Implements ?»
Info Sources ?»
Infrastructures ?»
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
«Select Output Device for Info Sources ?»»
Screen
New File
Append to File
Printer 1
Printer 2
«5»
```

Select an option from the shown Picklist and press Enter.

Example of a print to the screen.

```
INFO SOURCES                                ?>
Date: 29/01/1996 Time: 16:08:21

Info Sources
-----
Code   Name
-----
005    Collected in the Plot
010    Collected from Documents
015    Inferred Information
020    Aggregated Information

*** END OF INFO SOURCES                        ?> ***
```

Press **Escape** to return to the screen where **F3 (=Print)** was pressed.

F1=Help Esc=Exit

option:

Search

```
«Glossary Trees»
A «Administrative Areas»
C 5 Africa
C 10 Asia
D 15 Australasia; SW-Pacific
G 20 Europe
I 25 North,Centr America; W Indies
I 30 Near-East
I 35 S-America
I
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product De
Products/E
Projects
Quality Classes ?»
Skills ?»↓
«23»↓

F1=Help F3=Print F4=Search F8=Craft F10=Edit Enter=Select Ins=Add Del=Delete
```

One or all glossary trees
can be searched for text.

Specify which text to search and where to search.

```
«Glossary Trees»
A «Administrative Areas»
C 5 Africa
C 10 Asia
D 15 Australasia; SW-Pacific
G 20 Europe
I 25 North,Centr America; W Indies
I 30 Near-East
I 35 S-America
I
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
«Text to search»
Search Text : zim
Search all 23 Trees : No
Search Help Screens : No
```

Enter the required text and define the options from the shown Edit Screen and press **F10** (=Start Search).

Enter text to search for in the current Glossary Tree
F1=Help F10=Start Search

Several options are available to define **where** to print the found items.

```
«Glossary Trees»
A «Administrative Areas»
C 5 Africa
C 10 Asia
D 15 Australasia; SW-Pacific
G 20 Europe
I 25 North,Centr America; W Indies
I 30 Near-East
I 35 S-America
I
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
«Select Output Device for found Occurrences»
Screen
New File
Append to File
Printer 1
Printer 2
«5»

F1=Help Enter=Select
```

Select an option from the shown Picklist and press Enter.

Example of a print to the screen of found glossary items.

```
FOUND OCCURRENCES
Date: 29/01/1996 Time: 16:09:55

Occurrences of "zim" in Administrative Areas

005 Africa
  224 Zimbabwe

*** END OF FOUND OCCURRENCES ***
```

Press **Escape** to return to
the screen where **F4**
(=Search) was pressed.

F1=Help Esc=Exit

option:

Graft

«Glossary Trees»			
A	«Administrative Areas»		
C	«Europe»		
C	85	Ireland	0
D	90	Iceland	0
G	95	Italy	0 »
I	100	Liechtenstein	0
I	105	Luxembourg	0
I	110	Monaco	0
I	115	Malta	0
Lab	120	Netherlands, The	0?»
Mat	125	Norway	0
Mat	130	Poland	0
Mat	135	Portugal	0
Obs	140	Romania	0
Ope	145	Sweden	0
Pow	150	Svalbard + Jan Mayen	0
Pro	155	San Marino	0
Pro	160	USSR (old)	0
Pro	165	Turkey	0
Qua	170	Vatican Ci	0
Ski	175	Yugoslavia (old)	0

Items or branches can be grafted to any other position within the same glossary tree.

F1=Help F3=Print F4=Search F8=Graft F10>Edit Enter=Select Ins=Add Del=Delete

Since grafting is a delicate affair, make sure you have a **Backup** of all your data and glossary files !!!

```
«Glossary Trees»
A «Administrative Areas»
C «Europe»
C 85 Ireland
D 90 Iceland
G 95 Italy
I 100 Liechtenstein
I 105 Luxembourg
I 110 Monaco
I 115 Malta
Lab 120 Netherlands, The
Mat 125 Norway
Mat 130 Poland
Mat 135 Portugal
Obs 140 Romania
Ope 145 Sweden
Pow 150 Svalbard + Jan Mayen
```

Select **which** item or branch to graft and press **F8** (=Graft).
A message is then displayed.

If during the grafting procedure a power failure occurs, your datafiles will be permanently corrupted. ALL your datafiles will thus be lost. (Sorry!)

Please make first a COMPLETE BACKUP; use the "Backup/Restore" option in the Main Menu of the Glossary Module

<Press <Enter>

F1=Help

```
«Glossary Trees»
A «Administrative Areas»
C «Europe»
C 85 Ireland
D 90 Iceland
G 95 Italy
I 100 Liechtenstein
I 105 Luxembourg
I 110 Monaco
I 115 Malta
Lab 120G :Netherlands, The
Mat 125 Norway
Mat 130 Poland
Mat 135 Portugal
Obs 140 Romania
Ope 145 Sweden
Pow 150 Svalbard + Jan Mayen
Pro 155 San Marino
Pro 160 USSR (old)
Pro 165 Turkey
Qua 170 Vatican City State
Ski 175 Yugoslavia (old)

«35»

F1=Help F8=New Position
```

After taking note of the message, press **Enter**.
Then the selected item is marked as being grafted.

Now move to the Picklist where the branch must be placed.

As example, say that The Netherlands has become a Continent.

```
«Glossary Trees»
A «Administrative Areas»
C 5 Africa
C 10 Asia
D 15 Australasia; SW-Pacific
G 20 Europe
I 25 North,Centr America; W Indies
I 30 Near-East
I 35 S-America
I
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Region Groups ?»
Skills ?»↓
«23»↓

F1=Help F8=New Position
```

Press F8 once more to indicate that the branch belongs within the above Picklist.

Then provide a **new code** for The Netherlands, and . . .

```
«Glossary Trees»
A «Administrative Areas»
C 5 Africa
C 10 Asia
D 15 Australasia; SW-Pacific
G 20 Europe
I 25 North,Centr America; W Indies
I 30 Near-East
I 35 S-America
I
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
Products/Benefits/Materials ?»
«Graft "Netherlands, The" as sub-division of "Administrative Areas"»
Old Code_ID : 020;120;
New Code_ID : 40
F1=Help F8=Calc F10=Save
```

Enter in the Edit Screen the new code and press **F10** (=Save) to actually start the grafting.

... see the easily obtained grafting results.

```
«Glossary Trees»
A «Administrative Areas»
C 5 Africa 0 »
C 10 Asia 0 »
D 15 Australasia; SW-Pacific 0 »
G 20 Europe 0 »
I 25 North,Centr America; W Indies 0 »
I 30 Near-East 0 »
I 35 S-America 0 »
I 40 Netherlands, The 0?»
L «8»

Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
Products/Benefits/Materials ?»
Projects ?»
Quality Classes ?»
Skills ?»↓
«23»↓
```

F1=Help F3=Print F4=Search F8=Craft F10=Edit Enter=Select Ins=Add Del=Delete

option:

Delete

```
«Glossary Trees»
A «Administrative Areas»
C 5 Africa 0 »
C 10 Asia 0 »
D 15 Australasia; SW-Pacific 0 »
G 20 Europe 0 »
I 25 North,Centr America; W Indies 0 »
I 30 Near-East 0 »
I 35 S-America 0 »
I 40 Netherlands, The 0?»
L «8»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
Products/Benefits/Materials ?»
Projects ?»
Quality Classes ?»
Skills ?»↓
«23»↓
```

You can only delete items and branches of which no items were used in the database.

Note that you will now permanently delete the item or branch.

```
«Glossary Trees»
A «Administrative Areas»
C «Europe»
C 85 Ireland
D 90 Iceland
G 95 Italy
I 100 Liechtenstein
I 105 Luxembourg
I 110 Monaco
I 115 Malta
Lab 120 Netherlands, The
Mat 125 Norway
Mat 130 Poland
Mat 135 Portugal
Obs 140 Romania
Ope 145 Sweden
Pow 150 Svalbard + Jan Mayen
Pro 155 San Marino
Pro 160 USSR (old)
«Delete Item?»
Yes
No
«2»
```

Select an option from the shown Picklist and press Enter.

F1=Help

option:

Help

```
«Glossary Trees»
C «Tenancy Arrangements»
D «Owned or Owner-Like Possession»
G 5 Owned 0
I 10 Owner-Like Possession 0?
I «2»
I 25 Other forms of Tenures 0?
I «5»
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
Products/Benefits/Materials ?»
Projects ?»
«23»
F1=Help F3=Print F4=Search F8=Craft F10=Edit Enter=Select Ins=Add Del=Delete
```

The ? sign indicates that item specific Help is available.

Item specific, topic specific and general help can be seen by pressing F1 (=Help) repeatedly.

An example of item specific help.

«Owned or Owner-Like Possession, Owner-Like Possession»

Common types include:

- a: land operated under perpetual lease or hereditary tenure and under a long-term lease, usually ranging from 30-99 years, with a nominal rent;
- b: land operated peacefully and without interruption for a time period such as 30 years by the holder without legal ownership title or long-term lease or payment of rent;
- c: the system under which a rent-free plot or tribal, ejidal or other communal land is received and retained as long as it is kept under cultivation by recipient's personal labour and that of household members but which cannot be sold or mortgaged.

```

«Glossary Trees»
C «Tenancy Arrangements»
D «Owned or Owner-Like Possession»
G 5 Owned 0
I 10 Owner-Like Possession 0?
I «2»
I 25 Other forms of Tenures 0?»
I «5»

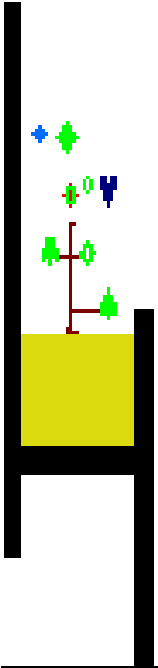
Labour Origins ?»
Material Input Origins ?»
Material Inputs ?»
Material Relocations ?»
Observation Names ?»
Operation Names ?»
Power Sources ?»
Product Destinations ?»
Products/Benefits/Materials ?»
Projects ?»
Quality Classes ?»
Skills ?»
Species/Services ?»
Tenancy Arrangements ?»
«23»J

```

F1=Help F3=Print F4=Search F8=Graft F10=Edit Enter=Select Ins=Add Del=Delete

All available Key Actions are explained now. Press **Escape** many times and . . .

... you will be back to the **Main Menu** of The Land Use Database.



The Land Use Database

«Select a Module»

Glossary	-	Glossary; Filters; Repair; Backup/Restore
Data Entry	-	Land Use Data; Land Use Classes; Settings
Query	-	Search, Retrieve and Export stored Data
Exit <Esc>	-	Return to the Operating System



The Land Use Database

End of Demo 1..... Thank YOU

