



User Guide

1. Menu:

Admin Tool > Objects & Layers

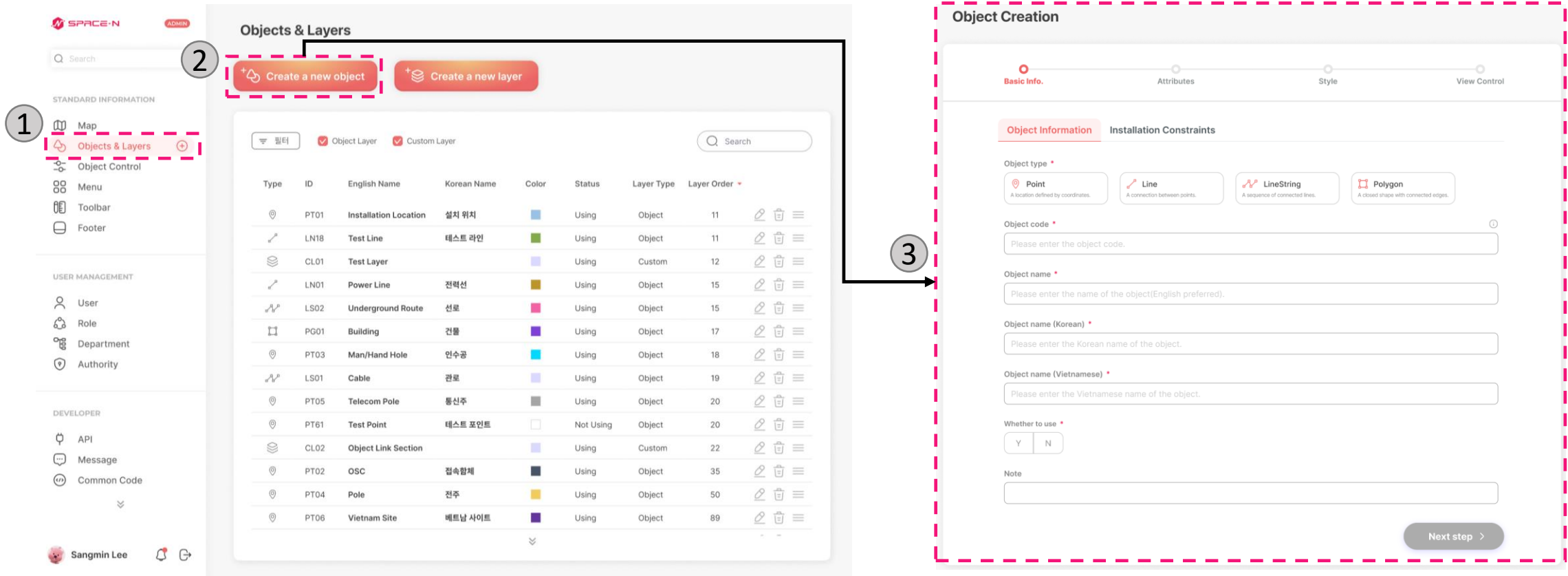
2. Overview:

- Define Object with Object Wizard

(1) Enter Admin Tool > Objects & Layers

(2) Call the Object Wizard

(3) Object Creation



The screenshot illustrates the process of creating a new object in the SPACE-N Admin Tool. It is divided into three numbered steps:

- 1. Menu:** The 'Objects & Layers' menu item in the left sidebar is highlighted with a red dashed box and a circled '1'.
- 2. Overview:** The 'Objects & Layers' page is shown. The 'Create a new object' button is highlighted with a red dashed box and a circled '2'. Below this, a table lists existing objects.
- 3. Object Creation:** The 'Object Creation' wizard is shown, which is also highlighted with a red dashed box and a circled '3'. It contains fields for object type, code, name (in English, Korean, and Vietnamese), and a 'Whether to use' toggle.

Type	ID	English Name	Korean Name	Color	Status	Layer Type	Layer Order
📍	PT01	Installation Location	설치 위치	Blue	Using	Object	11
📏	LN18	Test Line	테스트 라인	Green	Using	Object	11
📶	CL01	Test Layer		Purple	Using	Custom	12
⚡	LN01	Power Line	전력선	Yellow	Using	Object	15
🚶	LS02	Underground Route	선로	Pink	Using	Object	15
🏠	PG01	Building	건물	Purple	Using	Object	17
👤	PT03	Man/Hand Hole	연수공	Cyan	Using	Object	18
🔌	LS01	Cable	관로	Purple	Using	Object	19
📶	PT05	Telecom Pole	통신주	Grey	Using	Object	20
📍	PT61	Test Point	테스트 포인트	White	Not Using	Object	20
📶	CL02	Object Link Section		Purple	Using	Custom	22
📶	PT02	OSC	접속함체	Dark Blue	Using	Object	35
📶	PT04	Pole	전주	Yellow	Using	Object	50
📶	PT06	Vietnam Site	베트남 사이트	Purple	Using	Object	89

1. Basic Info.

1. Menu: Admin Tool > Objects & Layers > Object Creation - Basic Info.
2. Overview:
 - Select [Object Type] and insert basic information of Object
 - Add constraints when installing Object

Object Creation

Basic Info. Attributes Style View Control

Object Information Installation Constraints

1 Object type *

Point A location defined by coordinates. Line A connection between points. LineString A sequence of connected lines. Polygon A closed shape with connected edges.

2 Object code *

PT10

Object name *

Base Station

Object name (Korean) *

기지국

Object name (Vietnamese) *

Trạm thu phát sóng

Whether to use *

Y N

Note

Next step >

- (1) Select Object Type
- (2) Insert basic information
 - Basic information varies depending on Object Type
- (3) If there are any constraints when installing Object, add them
 - For example, OSC must be within buffer of Pole (where, OSC and Pole are objects)

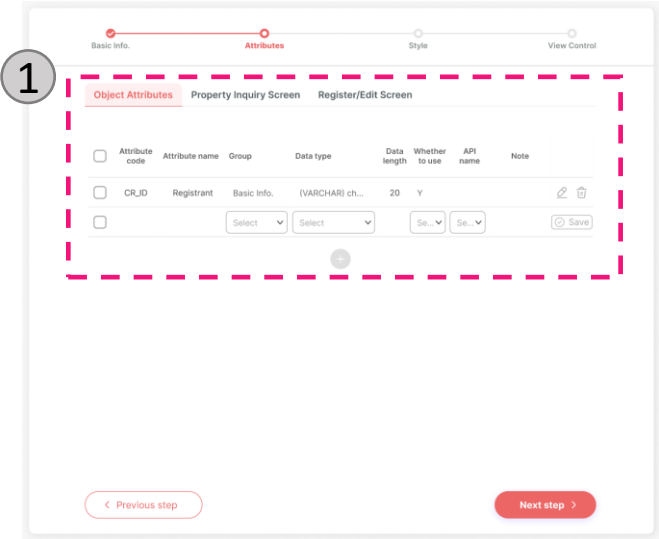
3

Object Information Installation Constraints

	Turn	Target object	Constraints	Configurable buffer(m)	Note
1	☐	Select object			Save

+

- 1. Menu: Admin Tool > Objects & Layers > Object Creation - Attributes
- 2. Overview:
 - define the attributes and evaluate the attributes exposure on the inquiry screen and the creation/modification screen



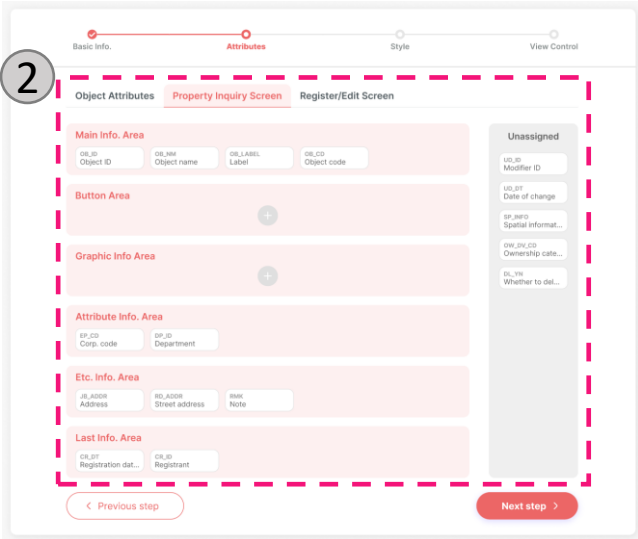
1

Object Attributes | Property Inquiry Screen | Register/Edit Screen

Attribute code	Attribute name	Group	Data type	Data length	Whether to use	API name	Note
CR_ID	Registrant	Basic Info.	(VARCHAR) ch...	20	Y		

Save

- (1) Add a Row using the [+] button and enter all the attributes to be used in the Object.
 - Each attribute can be modified or deleted individually



2

Object Attributes | Property Inquiry Screen | Register/Edit Screen

Main Info. Area

Button Area

Graphic Info Area

Attribute Info. Area

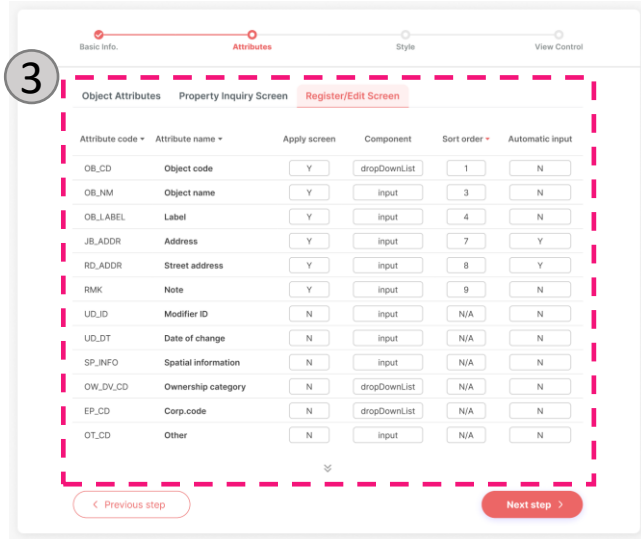
Etc. Info. Area

Last Info. Area

Unassigned

Previous step | Next step

- (2) Assign attributes to be exposed on the object's query screen by area.
 - All attributes are displayed in the Unassigned area and can be placed in the area using Drag & Drop.
 - Button area and Graphic area assign attributes through separate pop-ups.
 - The sorting of attributes is based on the order of attribute cards by area.



3

Object Attributes | Property Inquiry Screen | Register/Edit Screen

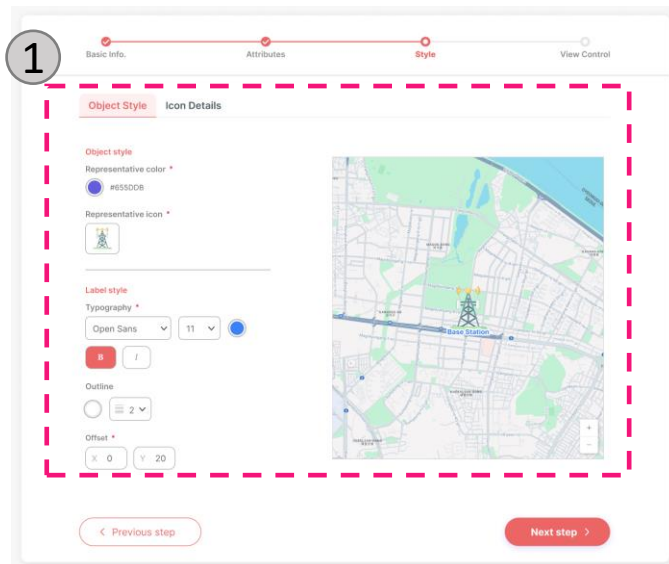
Attribute code	Attribute name	Apply screen	Component	Sort order	Automatic input
OB_CD	Object code	Y	dropDownList	1	N
OB_NM	Object name	Y	input	3	N
OB_LABEL	Label	Y	input	4	N
JB_ADDR	Address	Y	input	7	Y
RD_ADDR	Street address	Y	input	8	Y
RMK	Note	Y	input	9	N
UD_ID	Modifier ID	N	input	N/A	N
UD_DT	Date of change	N	input	N/A	N
SP_INFO	Spatial information	N	input	N/A	N
OW_DV_CD	Ownership category	N	dropDownList	N/A	N
EP_CD	Corp. code	N	dropDownList	N/A	N
OT_CD	Other	N	input	N/A	N

Previous step | Next step

- (1) Defines the attributes exposed when creating/modifying an instance of an Object.

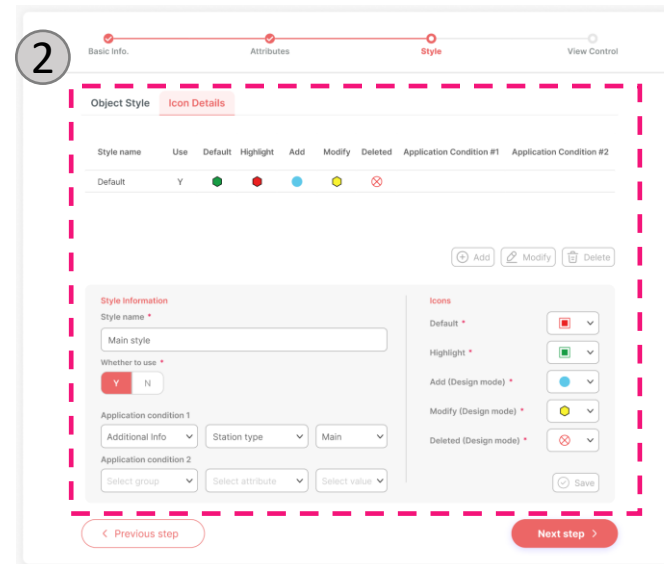
3. Style

1. Menu: Admin Tool > Objects & Layers > Object Creation - Styles
2. Overview:
 - Specifies the style of an Object and evaluates it in a Map.



(1) Styling Object.

- For Point objects, you must also specify the Label style.
- Check the style on the map.



(2) Specifies the style details of an object.

- Detailed style specifications for icons, lines/linestrings, and polygons based on object attribute conditions.
- Click the [Add] button to specify property conditions and object styles.

Style name	Use	Default	Highlight	Add	Modify	Deleted	Application Condition #1	Application Condition #2
Default	Y							
Main style	Y						Station type = Main	
Sub style	Y						Station type = Sub	

4. View Control

- 1. Menu: Admin Tool > Objects & Layers > Object Creation – View Control
- 2. Overview:
 - Performs evaluation on the view of an Object.

1

Basic Info. Attributes Style View Control

Order & Zoom Object Control

Layer order *
30

Object inquiry minimum zoom *
18

Name search minimum zoom *
18

Installation Location	11
Test Line	11
Test Layer	12
Power Line	15
Underground Route	15
Building	17
Man/Hand Hole	18
Cable	19
Telecom Pole	20
Test Point	20
Object Link Section	22
Base Station	30
OSC	35
Pole	50
Vietnam Site	89
Gas Pipe	95
Gas Valve	98
Network Route Layer	210

< Previous step

Next step >

- (1) Specify the Layer order of the Object – The order of the Layer is important information for the display order of the Object by specifying the z-index of the Layer.
- Specifies the minimum and maximum zoom levels at which the object can be displayed.

2

Basic Info. Attributes Style View Control

Order & Zoom Object Control

Object management name (English) *
Base Station

Object management name (Korean) *
기지국

Object management name (Vietnamese) *
Trạm thu phát sóng

Sort Order *
11

Object control type *
Object on/off

Attribute
Name Value

Whether to use *
Y N

< Previous step

Complete >

- (2) Create a list of object adjustments based on the condition of whether the properties of each object are On/Off.