



living planet BONN 23-27 May 2022

TAKING THE PULSE OF OUR PLANET FROM SPACE









SNAP Community Contributions

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SNAP User Community



We (ESA & SNAP team) are proud of SNAP User Community that has grown under our eyes.

We are happy to invite all SNAP users that developed specific plugins for their needs (or for their company needs) to share them (if possible) with the entire SNAP users community.

We are always at your service on STEP Forum (https://forum.step.esa.int/) with any kind of user support you may need.

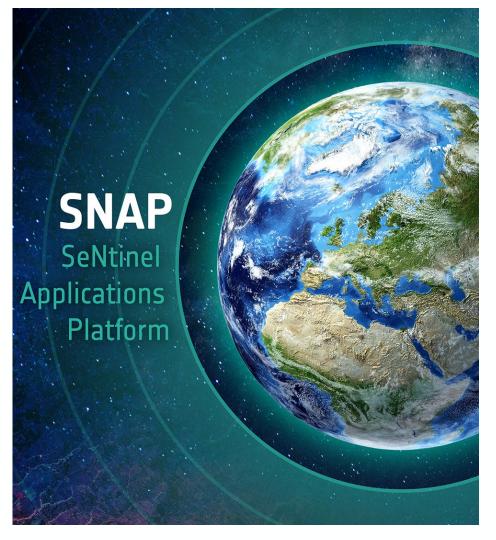
Thank you to share with us all the good & bad about your experience with SNAP!



Agenda



- How to create a new SNAP module using SNAP maven archetypes
- > How to submit the plugin on STEP website
- > How to benefit from the plugin in SNAP



How to create a new SNAP module using SNAP maven archetypes



SNAP source code

The source code is divided into several maven projects (SNAP core & main GUI plus additional toolboxes). Their github locations are below:

https://github.com/senbox-org/snap-engine

https://github.com/senbox-org/snap-desktop

https://github.com/senbox-org/s1tbx

https://github.com/senbox-org/s2tbx

https://github.com/senbox-org/s3tbx

https://github.com/senbox-org/probavbox

https://github.com/senbox-org/smos-box

- Requirements (for starting creating a new SNAP plugin module)
 - build SNAP from sources (SNAP core & main GUI plus additional toolboxes that are needed)
 On SNAP Wiki ("How to build SNAP from sources") there are detailed guidelines:
 https://senbox.atlassian.net/wiki/spaces/SNAP/pages/10879039/How+to+build+SNAP+from+sources
 - build the SNAP Archetypes source code, found under

https://github.com/senbox-org/snap-archetypes

Please check readme for detailed guidelines:

https://github.com/senbox-org/snap-archetypes#readme

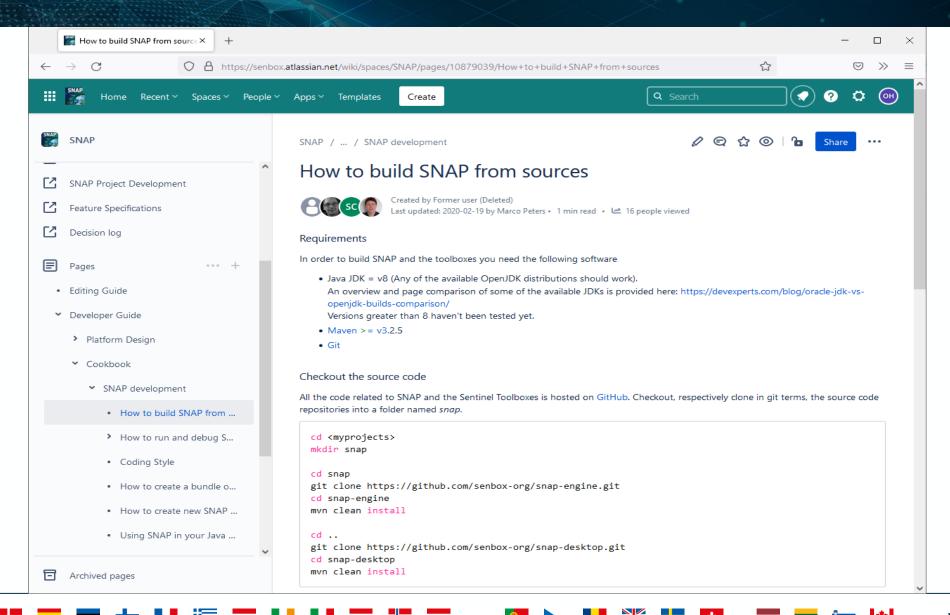
Setting up IntelliJ IDEA

Please check SNAP Wiki ("How to create new SNAP modules using SNAP maven archetypes") for guidelines:

https://senbox.atlassian.net/wiki/spaces/SNAP/pages/1797160961/How+to+create+new+SNAP+modules+using+SNAP+maven+archetypes

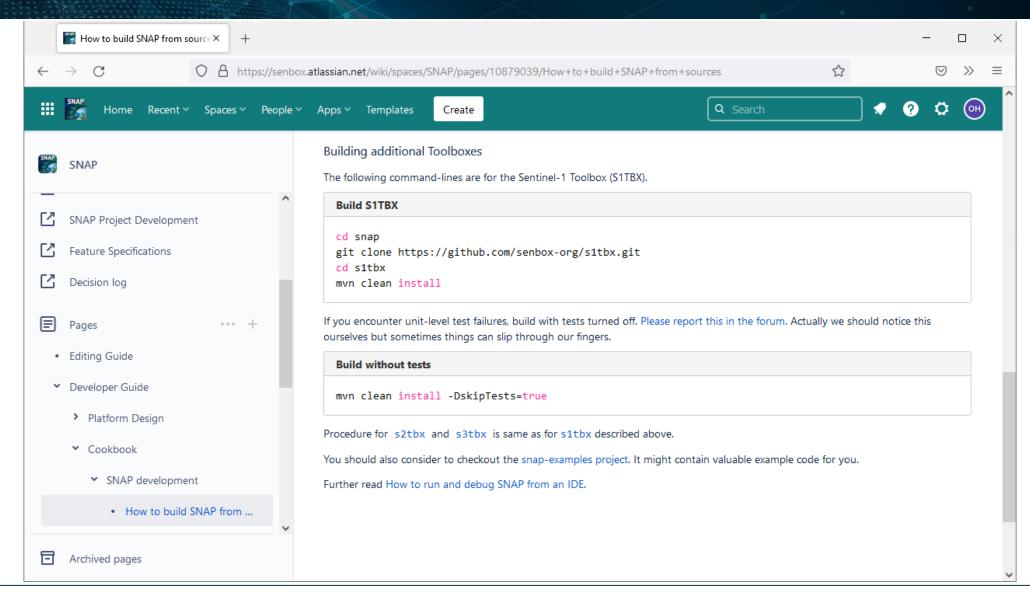
How to build SNAP from sources





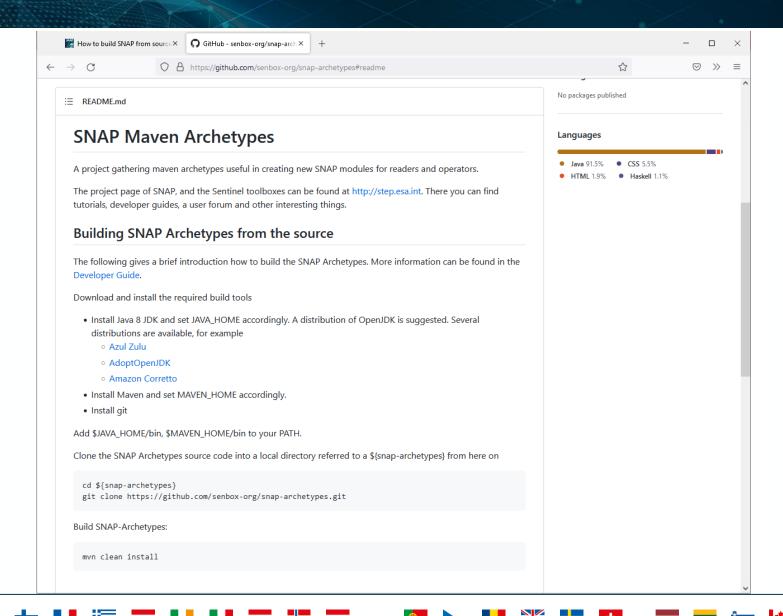
How to build SNAP from sources





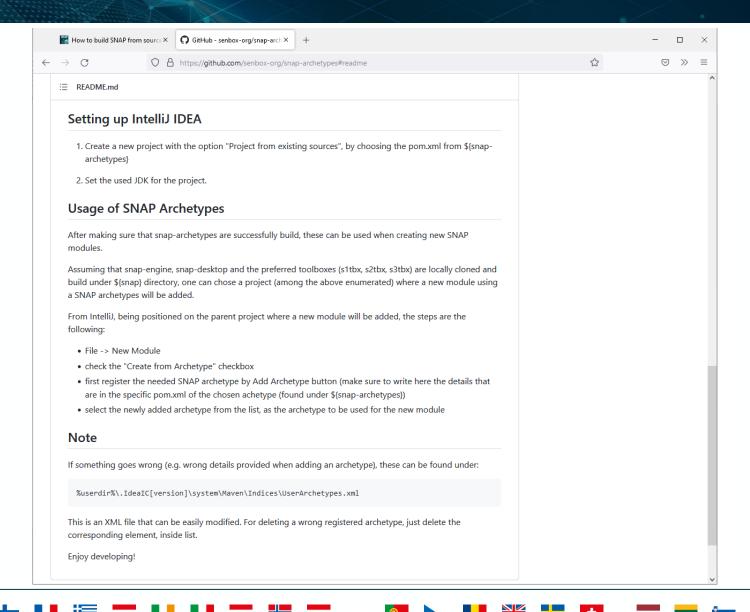
Build SNAP Archetypes source





Build SNAP Archetypes source

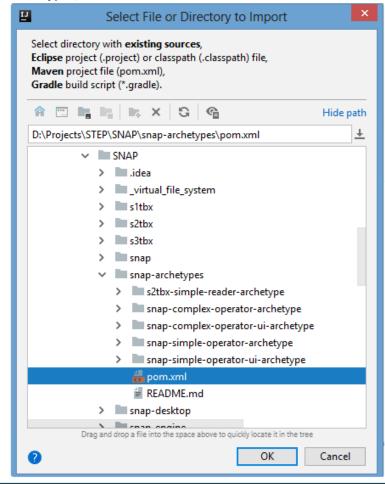






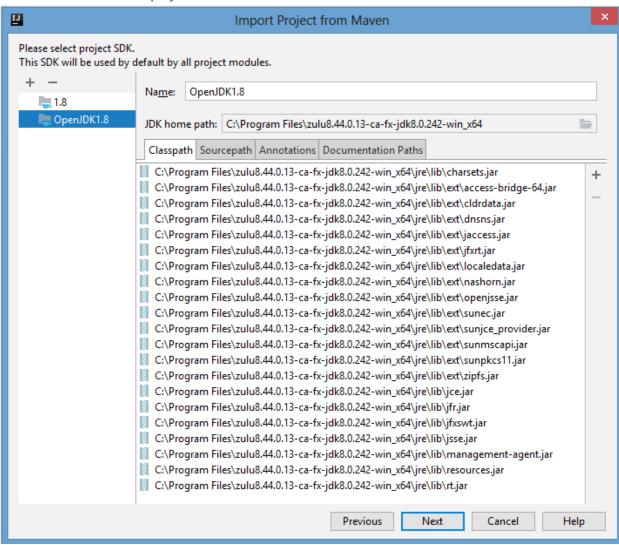
Setting up the IntelliJ IDEA

1. Create a new project with the option "Project from existing sources", by choosing the pom.xml from \${snap-archetypes}





2. Set the used JDK for the project.





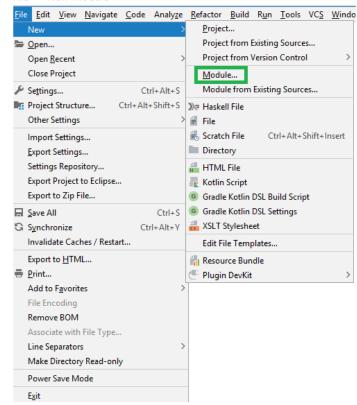
Usage of SNAP Archetypes

After making sure that snap-archetypes are successfully build, these can be used when creating new SNAP modules.

Assuming that snap-engine, snap-desktop and the preferred toolboxes (s1tbx, s2tbx, s3tbx) are locally cloned and build under \${snap} directory, one can chose a project (among the above enumerated) where a new module using a SNAP archetypes will be added.

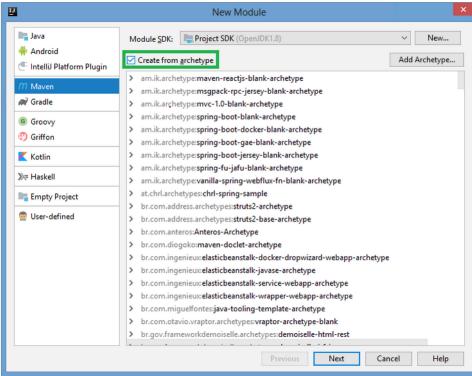
From IntelliJ, being positioned on the parent project where a new module will be added, the steps are the following:

• File -> New Module





• check the "Create from Archetype" checkbox

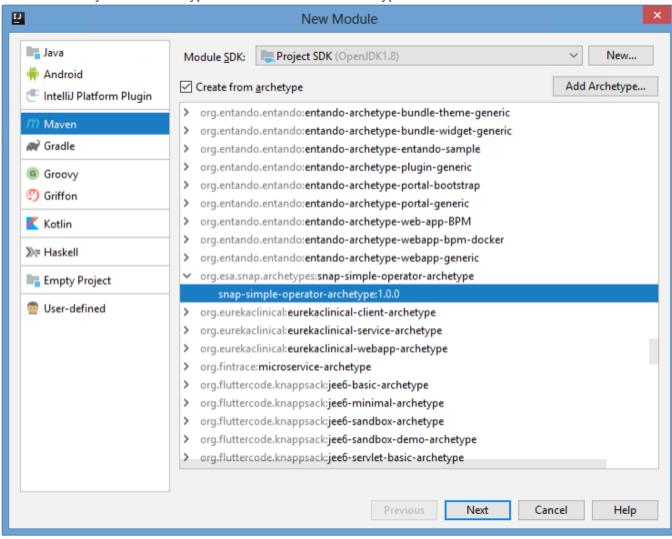


• first register the needed SNAP archetype by Add Archetype button (make sure to write here the details that are in the specific pom.xml of the chosen achetype (found under \${snap-archetypes})



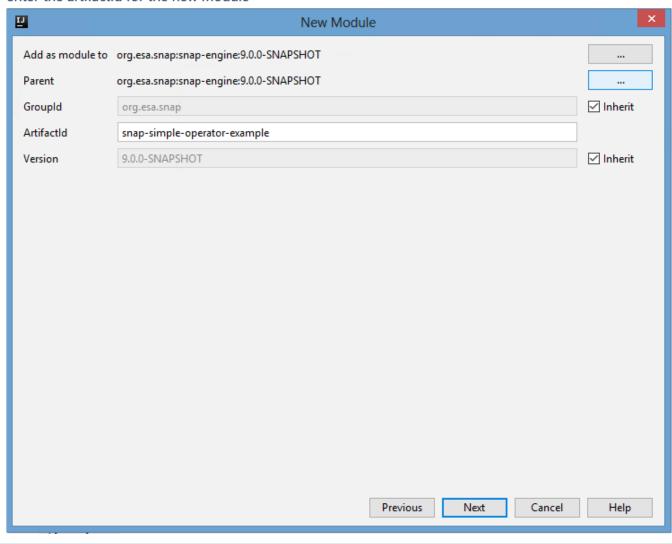


• select the newly added archetype from the list, as the archetype to be used for the new module



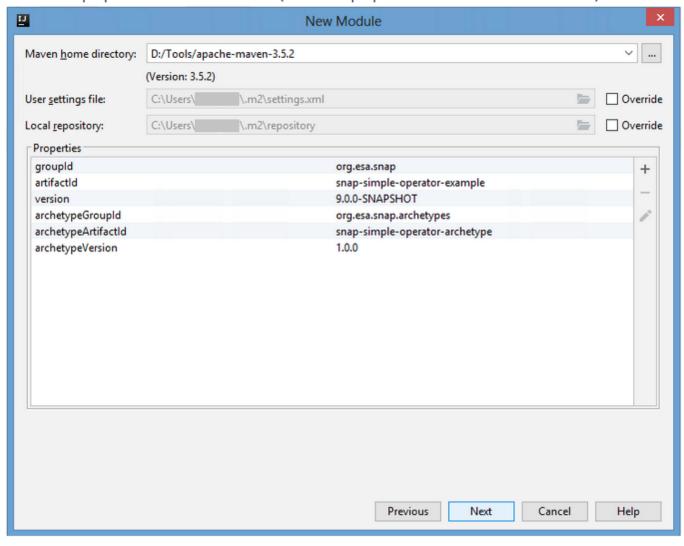


· enter the artifactId for the new module



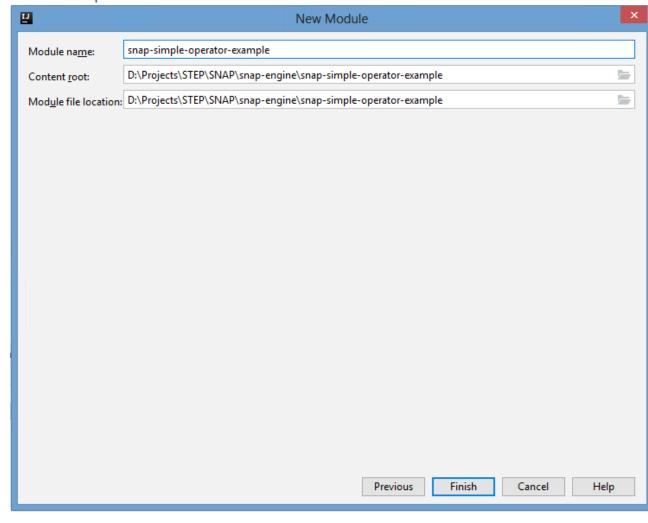


• confirm the properties for the new module (here extra properties can be added when needed)





· finish the setup

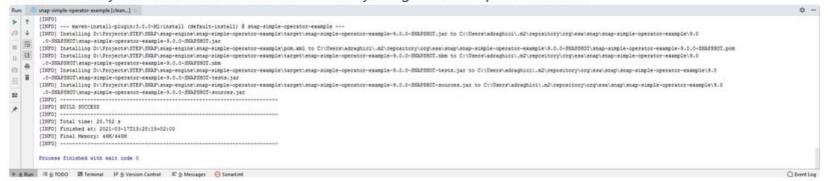




check the log of Intelij IDEA to check if the new module was successfully created.



· build the newly created module to check if correctly integrated with parent module



Implement your own logic into the new module



- Study other similar modules from SNAP
- Always consult SNAP Cookbook (https://senbox.atlassian.net/wiki/spaces/SNAP/pages/24051769/ Cookbook) within SNAP Wiki, where you can find guidelines for coding style, how to create new readers & operators, how to create a product writer, how to add help to a module, etc (see the complete guidelines list on the right)
- Add custom implementation to the new module, according to your needs
- Test your module
- Build the module in order to obtain the final nbm file

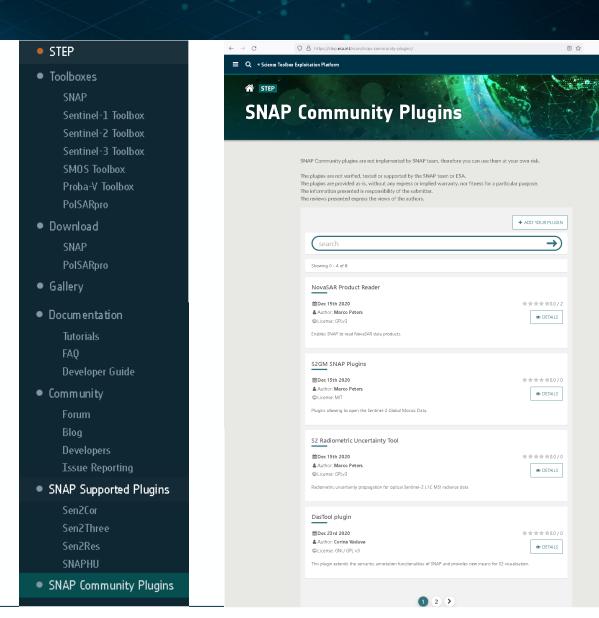
- SNAP development
 - . How to build SNAP from sources
 - How to run and debug SNAP from an IDE
 - · IntelliJ IDEA
 - NetBeans
 - NetBeans Development Introduction
 - Visual Studio Code
 - · Coding Style
 - . How to create a bundle of SNAP jars for the usage on the classpath
 - · How to create new SNAP modules using SNAP maven archetypes
 - Using SNAP in your Java program
- Using SNAP in your Python programs
 - · Configure Python to use the SNAP-Python (snappy) interface
 - How to use the SNAP API from Python
 - Jython Approach
- · SNAP Engine extension development
 - · How to develop an extension module
 - How to add help to a module
 - · How to create a Toolbox for SNAP
 - . How to layout your modules
 - How to create a new product reader
 - How to develop a multi-level source image
 - · How to specify RGB-profiles for a product type
 - . How to run and create a Reader Test
 - · How to create a product writer
 - · How to create a new operator
 - Operator Implementation Guidelines
 - · How to integrate an operator
 - · What to consider when writing an Operator in Python
 - · Using OTB Python API inside SNAP Operator
 - . How to integrate an external tool in SNAP
 - Adding an external module cluster to SNAP
 - How to add an operator to the benchmark list
- SNAP Desktop extension development
 - · How to add an Action
 - . How to add a new Layer Type
 - How to add a Preference Page
 - · How to develop a tool window
 - How to report progress from long-running tasks
 - · How to hook into start-up and shutdown phase

How to submit the plugin on STEP website



@esa

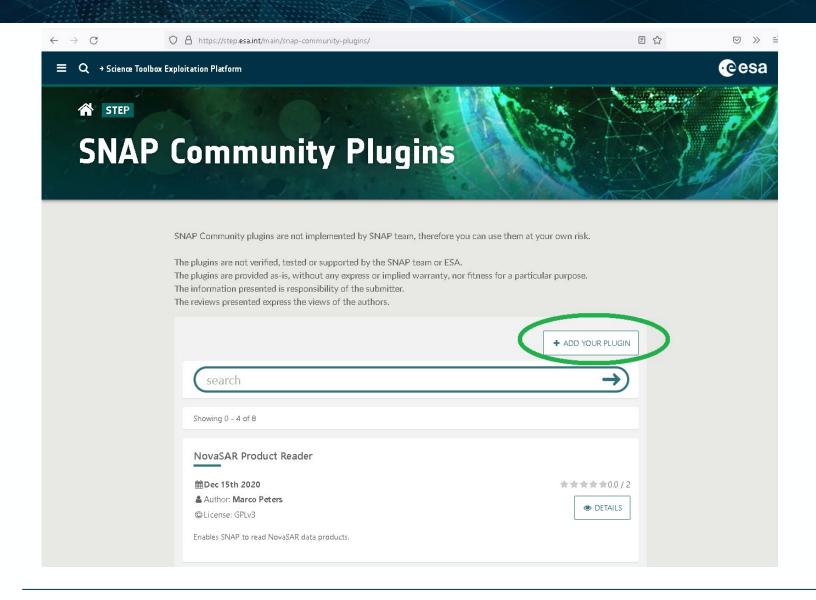
- On STEP website (https://step.esa.int/main/) there is a dedicated menu entry for SNAP Community Plugins
- Many thanks to the users that already contributed and submitted SNAP plugins!



→ THE EUROPEAN SPACE AGENCY

How to submit the plugin on STEP website





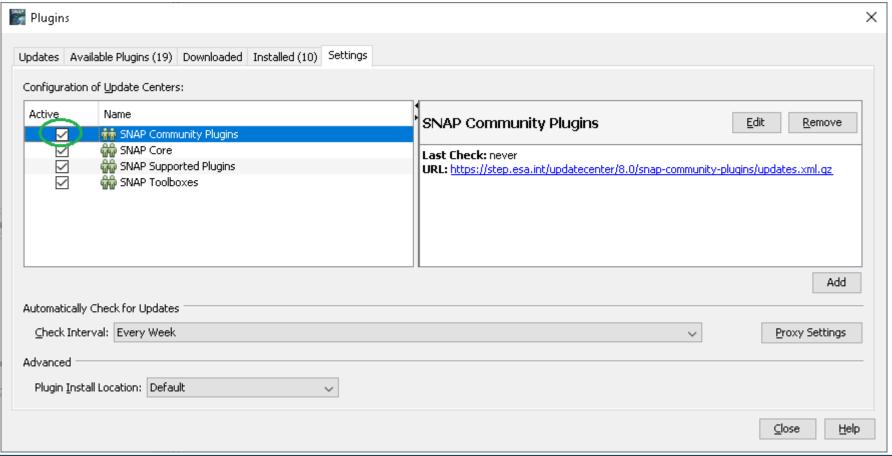
- The "ADD YOUR PLUGIN" button will open a wizard where details about the author (name, email address) must be filled together with the upload of the plugin nbm file
- Once a plugin is submitted, an email is sent to STEP Administrator for review and deployment

How to benefit from the plugin in SNAP



After the deployment made by the administrator, the plugin will appear on STEP website.

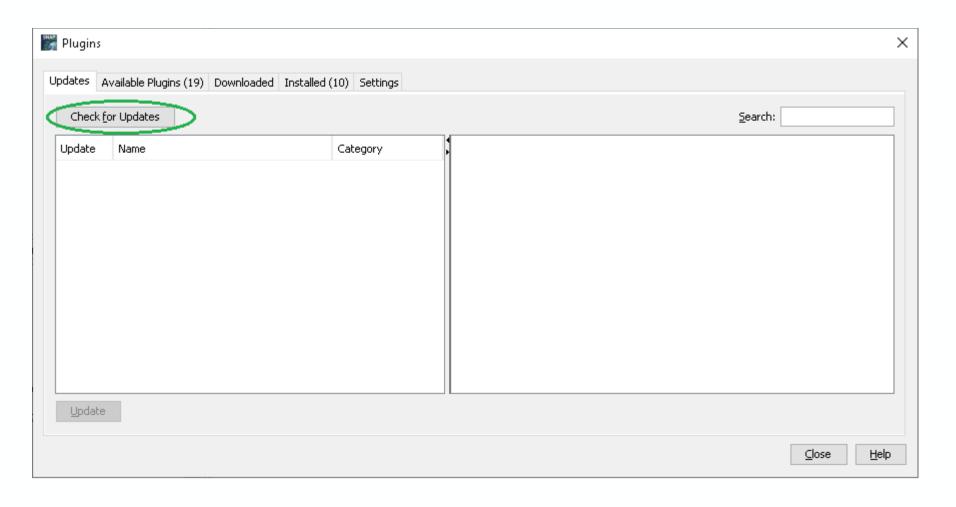
From SNAP GUI, go to Tools -> Plugins -> Settings and enable the "SNAP Community Plugins" Update Center (which is disabled by default)



How to benefit from the plugin in SNAP



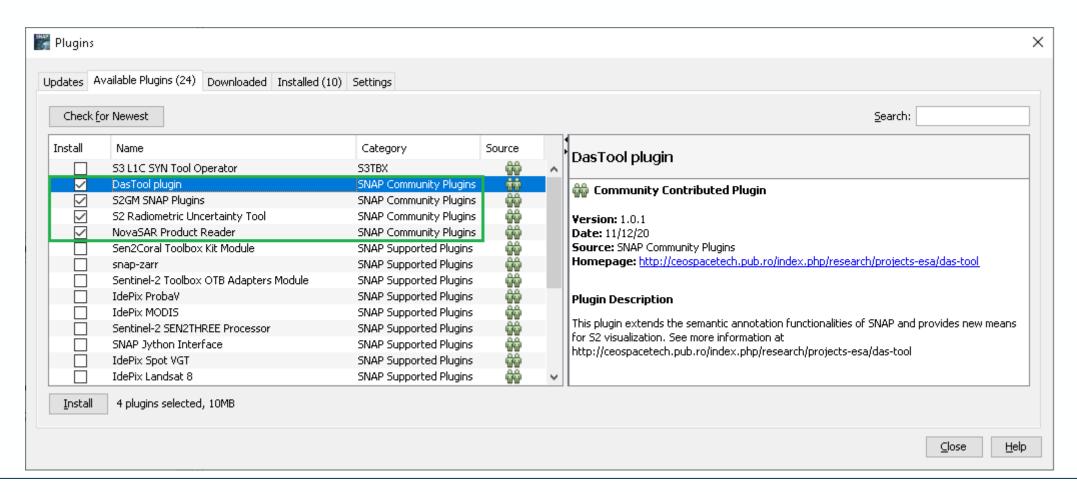
Then go to Plugins -> Updates and click "Check for Updates" button:



How to benefit from the plugin in SNAP



The SNAP Community Plugins will appear in Plugins -> Available Plugins, from where the desired plugins can be installed.





THANK YOU!







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SNAP User Survey

We would love to have your feedback on SNAP. Please scan the QR code and take the survey, or alternatively type the link https://bit.ly/3MRAh9d

Thank you!