

Map Direct Lite

Quick Start Guide: Drawing

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Drawing, Measuring and Analyzing in Map Direct Lite.

Map Direct Lite offers many ways to draw on the map, including points, lines, polygons, arrows, boxes and labels. You can also measure distance and area. The Map Direct Lite Area of Interest Report (MD AIR) allows you to do fast point buffer proximity analysis. However, you can also do much more complicated point, line and polygon buffer analysis by drawing shapes on the map and then the using buffers of those shapes to select features. You can also place a map marker on the map with a name that can be saved along with the map layers and extent as a URL so it can be easily shared with others. All these shapes also appear on the PDF of the map you can create.

*For details about printing the map to PDF and for sharing the map as a URL, please see the [Guide to Sharing](#).

*For details about the Area of Interest Report, please see the [Guide to the Area of Interest Report](#).

*For details about Searching, please see the [Guide to Searching](#).

*For details about Search Results, please see the [Guide to Search Results](#).

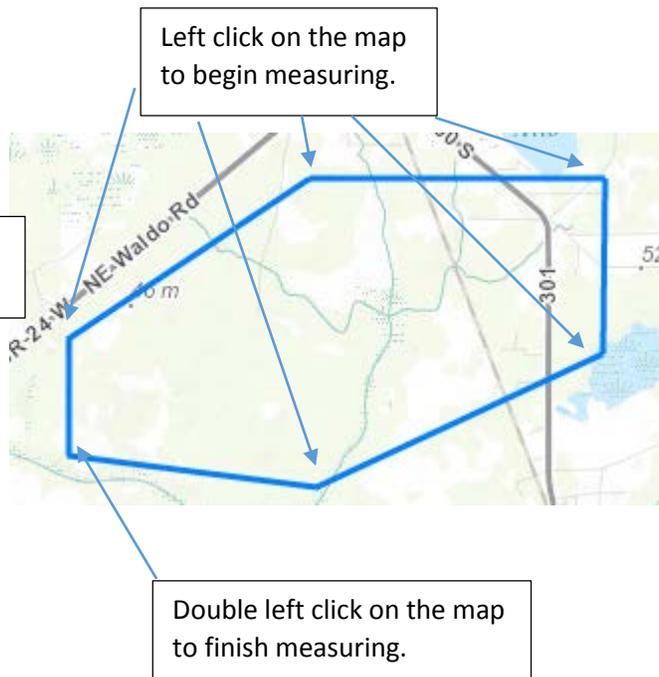
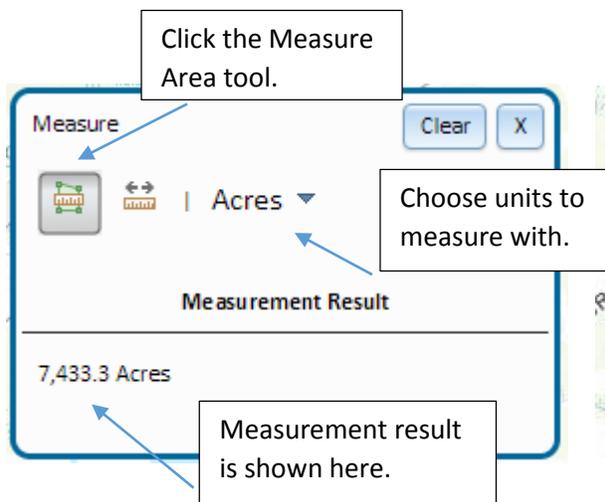
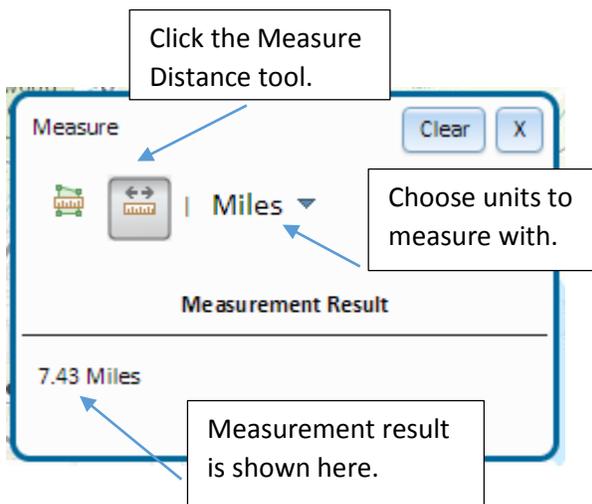
Measure Distance and Area.



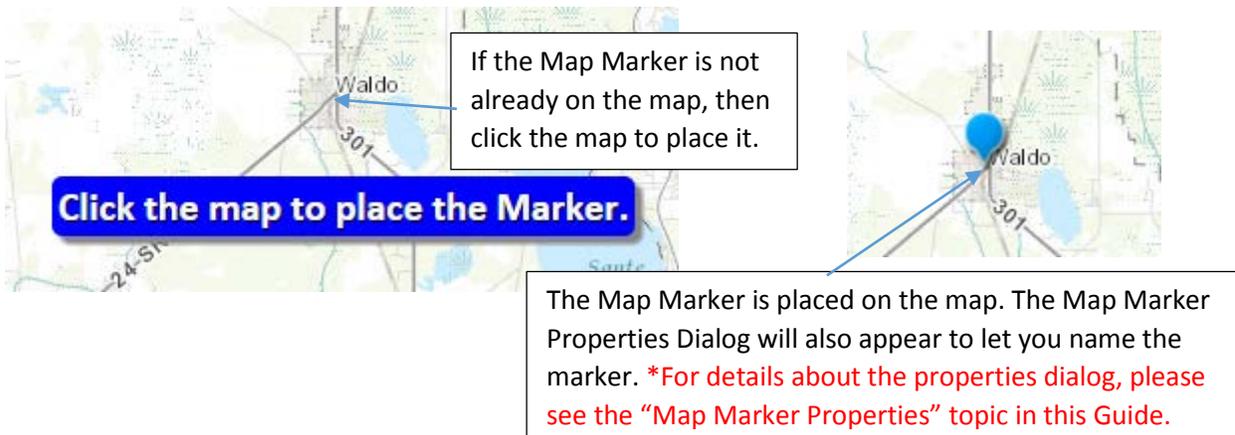
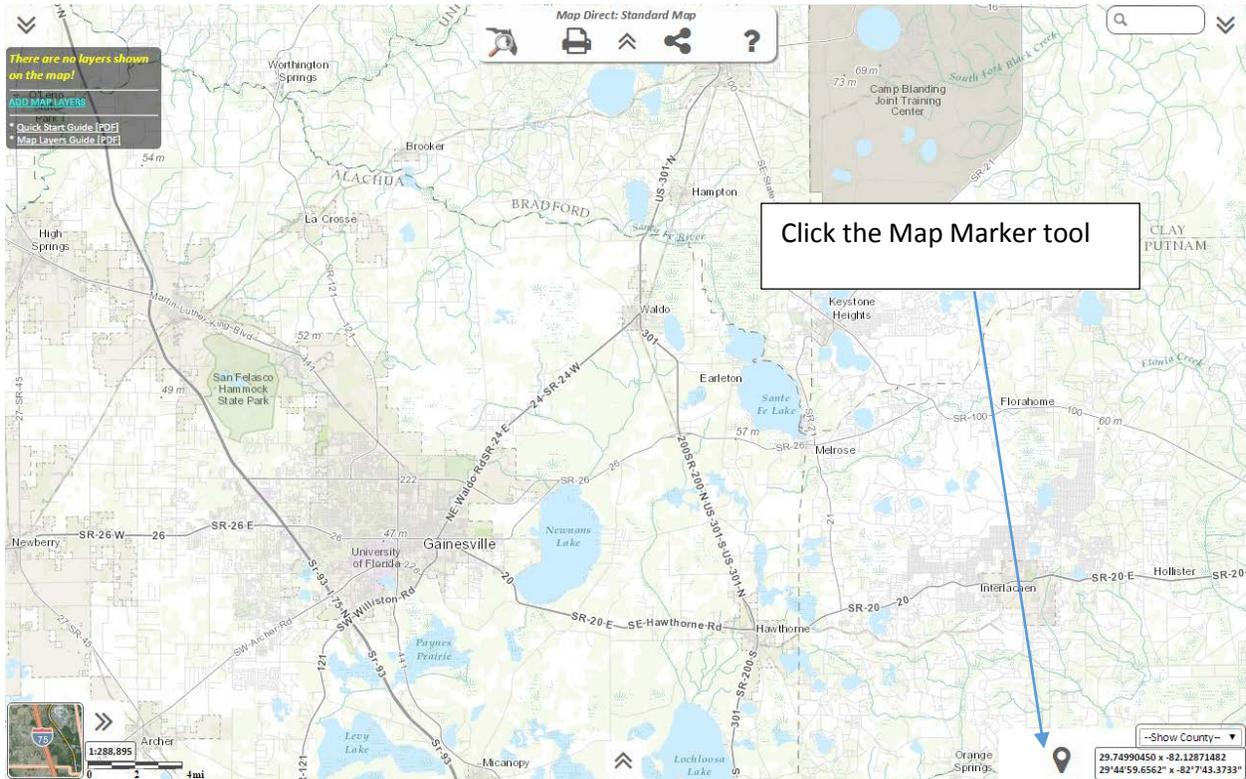
The Measure tool is on the toolbar at the bottom center of the map. Click the chevron at the bottom center of the map to hide and show the toolbar. ***For details about the other tools on this toolbar, please see the Guide to Navigation and the Guide to Searching.**



Click the Measure button on the toolbar to open the Measuring Panel. Click the "X" to cancel measuring and to close the Measuring Panel.



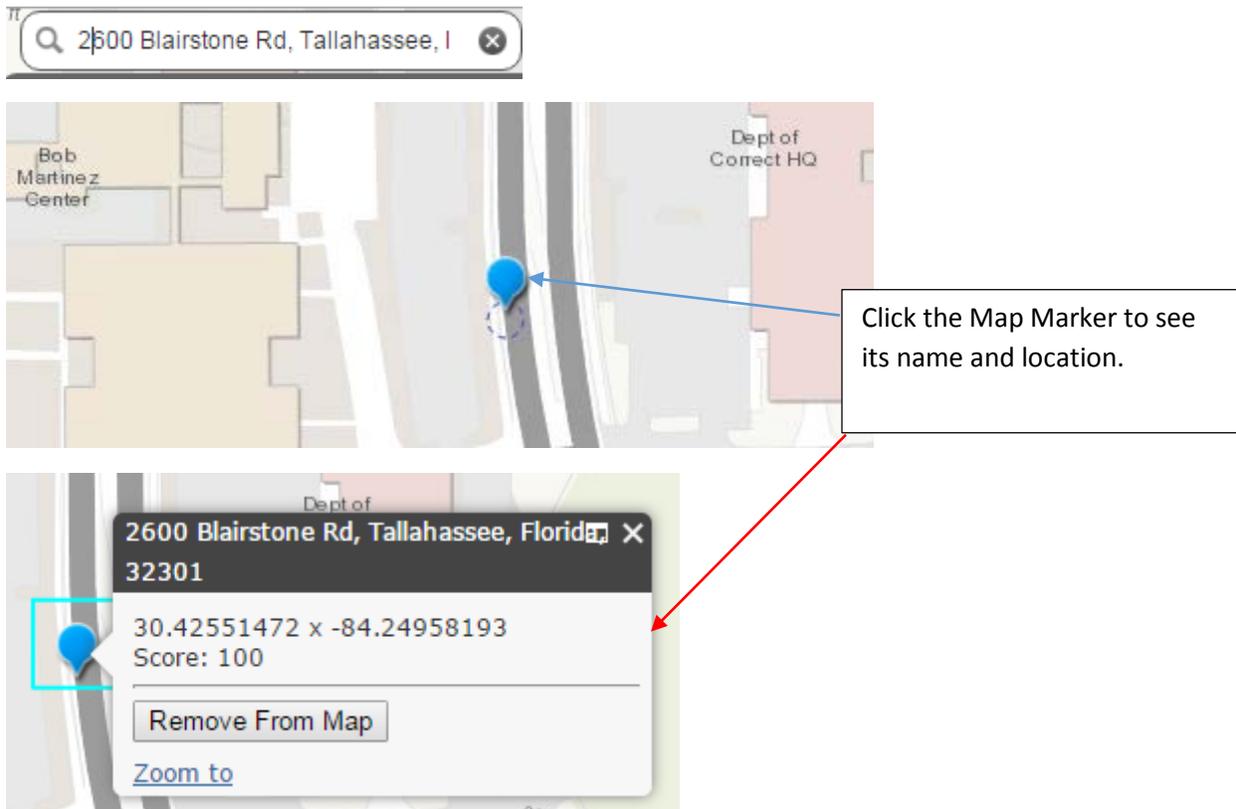
Place the Map Marker by Clicking the Map.



Please note – **if the Map Marker is already on the map**, the Map Marker Properties Dialog will appear immediately, instead of the message asking you to click the map. To place a new Map Marker, first remove the old Map Marker, then do the above steps to place a new Map Marker. *For details about the properties dialog, please see the "Map Marker Properties" topic in this Guide. *For details about removing the Map Marker, please see the "Remove the Map Marker" topic in this Guide.

Place the Map Marker at an Address by Using the Search Box.

Some searches made using the Search box at the upper right of the map will also place the Map Marker at the location of the best match found in the search results. This makes it very quick and easy to find an address and then print the result to a PDF that is automatically titled by the address. Please note that this kind of search will move and rename an existing Map Marker. **For details about searching with the Search Box, please see the Guide to Searching. *For details about printing the map to a PDF, please see the Guide to Sharing.*



HINT: You can also enter latitude/longitude into the search box using one of these two formats:

1. <LONGITUDE>, <LATITUDE> in decimal degree format, such as **"-84.2, 30.42"**.

Please note that longitude is a **negative** value in Florida, and you must use the minus sign or the map will not zoom to Florida. You cannot enter Degree Minute Second format. It must be Decimal Degree format. Please note that the order is LONGITUDE, LATITUDE, and not latitude, longitude.

2. <LATITUDE>N, <LONGITUDE>W in decimal degree format, such as **"84.28W, 30.44N"**.

Please note that the minus sign is **not** used here because the W for West is used instead. There must be **no space** between the numbers and the letters. Please note that the order can be LATITUDE, LONGITUDE in this case since the directions are specified.

Place the Map Marker at a Latitude/Longitude.

Click the Search box at the upper right of the map to open the Find Panel.

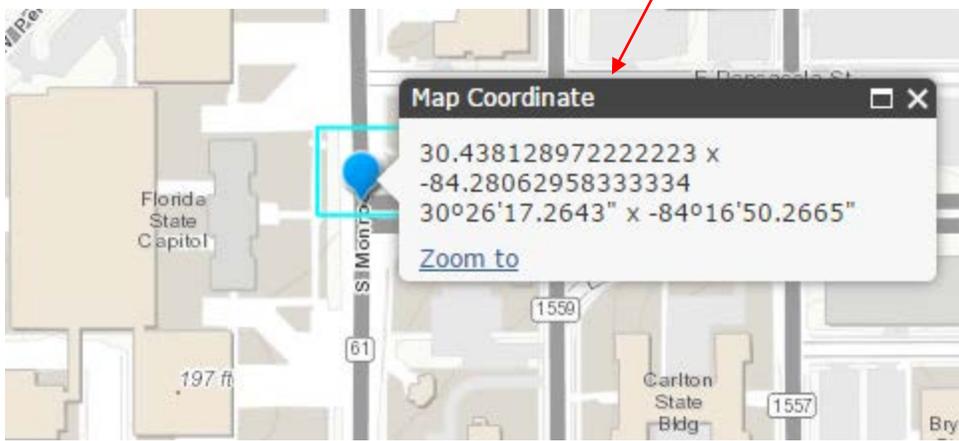
Click the Find Lat/Lon tab.

Enter coordinates in decimal degree format, or degree-minute-second format.

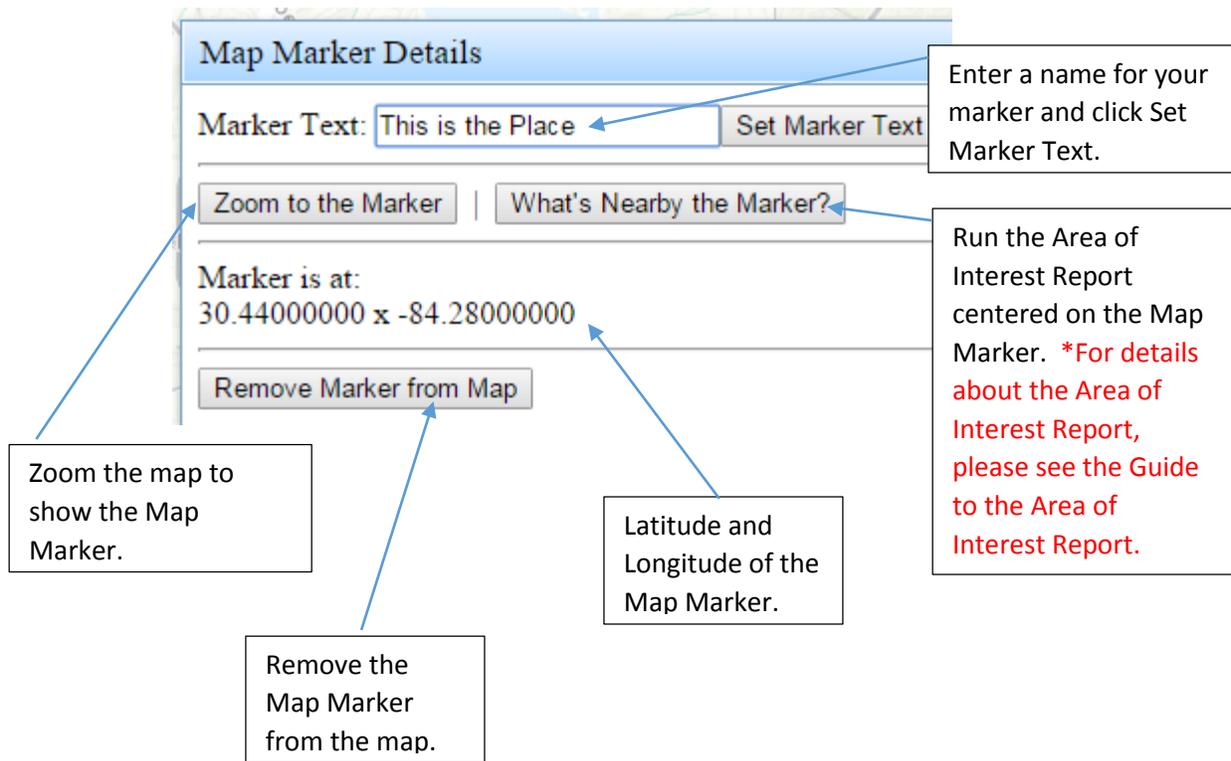
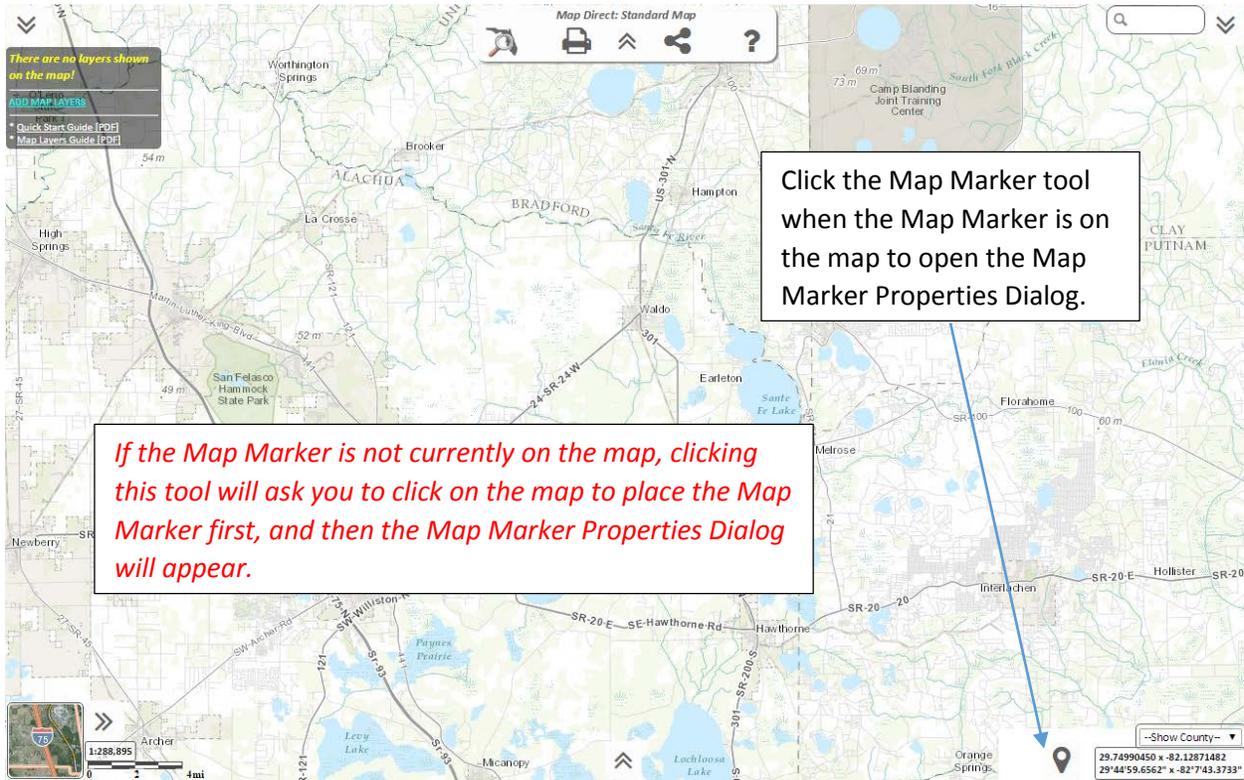
Click Zoom to place the Map Marker and zoom to the location.



Click the Map Marker to see its name and location.



Map Marker Properties.

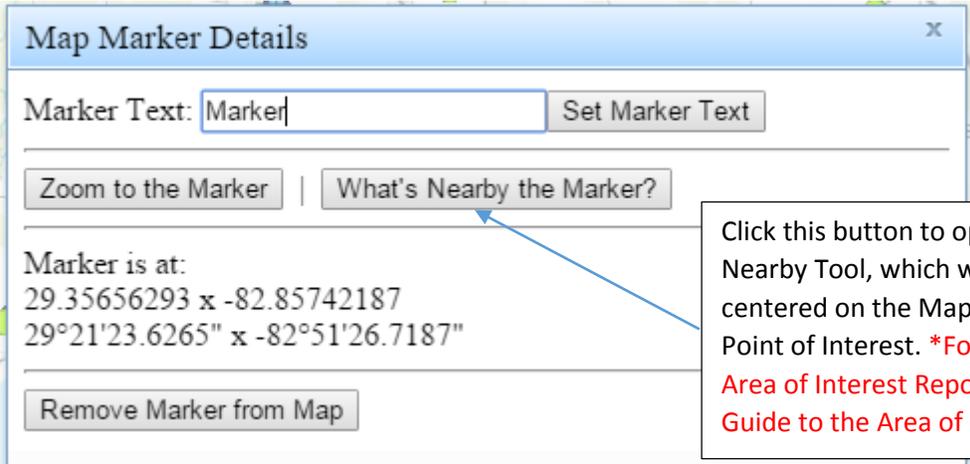


Run the Area of Interest Report from the Map Marker.

As an alternative to clicking the map and running the Area of Interest Report from that point, you can also place the blue Map Marker on the map and then run the Area of Interest Report from that point. This has the advantage of showing where the point of interest is, and also has the advantage of making it easy to go back and run a different report again but at the same location (by just opening the Map Marker Properties Dialog and running the report from there). **For details about the Area of Interest report, please see the Guide to the Area of Interest Report. *For details about placing the Map Marker, please see these topics in this Guide: "Map Marker Properties", "Place the Map Marker at a Latitude/Longitude", "Place the Map Marker at an Address by Using the Search Box" and "Place the Map Marker by Clicking the Map".*



After placing the Map Marker, open the Map Marker properties by clicking the Map Marker button at the lower right of the map.



The screenshot shows a dialog box titled "Map Marker Details" with a close button (X) in the top right corner. The dialog contains the following elements:

- A "Marker Text:" label followed by a text input field containing the word "Marker" and a "Set Marker Text" button.
- A horizontal separator line.
- Two buttons: "Zoom to the Marker" and "What's Nearby the Marker?". A blue arrow points from a text box to the "What's Nearby the Marker?" button.
- Text indicating the marker's location: "Marker is at:" followed by two lines of coordinates: "29.35656293 x -82.85742187" and "29°21'23.6265" x -82°51'26.7187".
- A "Remove Marker from Map" button at the bottom.

Click this button to open the What's Nearby Tool, which will then be centered on the Map Marker as its Point of Interest. **For details about the Area of Interest Report, please see the Guide to the Area of Interest Report.*

Zoom to the Map Marker.



After placing the Map Marker, open the Map Marker properties by clicking the Map Marker button at the lower right of the map.

*For details about placing the Map Marker, please see these topics in this Guide: “Map Marker Properties”, “Place the Map Marker at a Latitude/Longitude”, “Place the Map Marker at an Address by Using the Search Box” and “Place the Map Marker by Clicking the Map”.

The screenshot shows a dialog box titled "Map Marker Details" with a close button (X) in the top right corner. The dialog contains the following elements:

- Marker Text:** A text input field containing the word "Marker" and a "Set Marker Text" button to its right.
- Navigation Buttons:** Two buttons are located below the text field: "Zoom to the Marker" and "What's Nearby the Marker?". A blue arrow points from a callout box to the "Zoom to the Marker" button.
- Marker Location:** The text "Marker is at:" is followed by two lines of coordinates: "29.35656293 x -82.85742187" and "29°21'23.6265" x -82°51'26.7187".
- Remove Marker:** A "Remove Marker from Map" button is located at the bottom of the dialog.

A callout box on the right side of the dialog contains the text: "Click this button to zoom the map to show the Map Marker."

Rename the Map Marker.



After placing the Map Marker, open the Map Marker properties by clicking the Map Marker button at the lower right of the map.

*For details about placing the Map Marker, please see these topics in this Guide: “Map Marker Properties”, “Place the Map Marker at a Latitude/Longitude”, “Place the Map Marker at an Address by Using the Search Box” and “Place the Map Marker by Clicking the Map”.

The screenshot shows a dialog box titled "Map Marker Details" with a close button (X) in the top right corner. The dialog contains the following elements:

- A "Marker Text:" label followed by a text input field containing the word "Marker".
- A "Set Marker Text" button to the right of the text input field.
- A "Zoom to the Marker" button and a "What's Nearby the Marker?" button below the text input field.
- A section titled "Marker is at:" followed by two lines of coordinates: "29.35656293 x -82.85742187" and "29°21'23.6265" x -82°51'26.7187".
- A "Remove Marker from Map" button at the bottom.

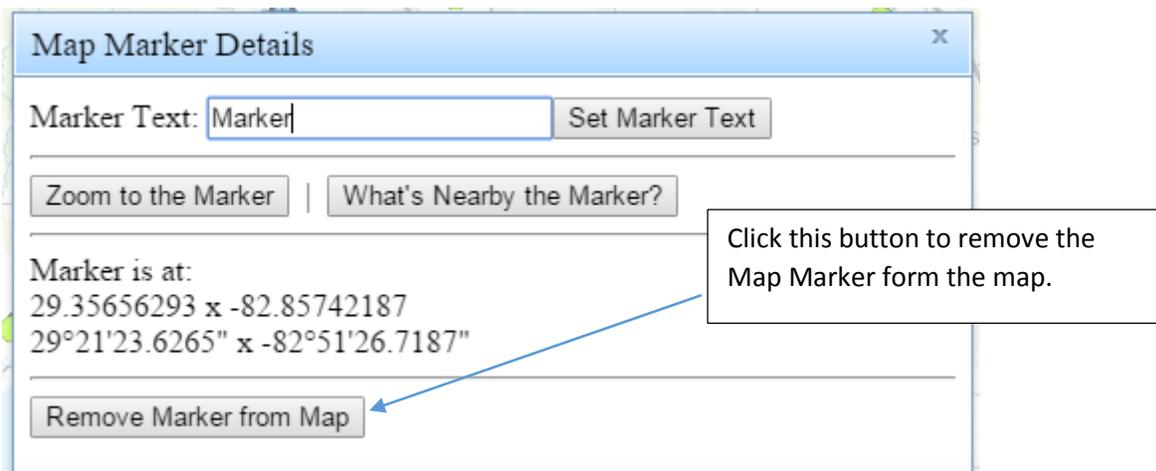
A callout box with a black border and white background is positioned to the right of the dialog. It contains the text: "Enter a new name for the marker in the text box, and then click Set Marker Text to rename the Map Marker." Two blue arrows point from the callout box to the text input field and the "Set Marker Text" button.

Remove the Map Marker.



After placing the Map Marker, open the Map Marker properties by clicking the Map Marker button at the lower right of the map.

*For details about placing the Map Marker, please see these topics in this Guide: “Map Marker Properties”, “Place the Map Marker at a Latitude/Longitude”, “Place the Map Marker at an Address by Using the Search Box” and “Place the Map Marker by Clicking the Map”.



Plot Latitude/Longitude Coordinates on the Map.

Click in the Search Box to open the Find Tool Panel.

Click the Find Lat/Lon Tab if not already highlighted

Enter Decimal Degree Coordinates here.

Click Plot to plot the coordinate on the map as a Point shape.

Enter Degree Minute Second

Click Plot to plot the coordinate on the map as a Point shape.

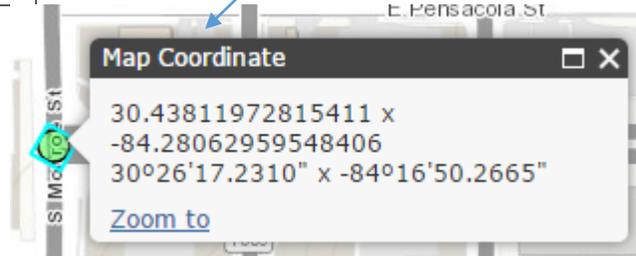
Enter a name for the point.

Name for this point?
Map Coordinate

The map zooms to the coordinate and places a Point shape at that point. The point can also be edited to change its size, style or color using the usual shape editing tools.

***For details concerning Point shapes, please see the "Draw a Shape on the Map" topic in this Guide. Also see the other topics in this Guide relating to editing Shapes.**

If you click on the Point shape, you will see the name of the point and its coordinates in decimal degrees and in degree-minute-second formats.



The Drawing Panel.



The Draw tool is on the toolbar at the bottom center of the map. Click the chevron at the bottom center of the map to hide and show the toolbar. ***For details about the other tools on this toolbar, please see the Guide to Navigation and the Guide to Searching.**

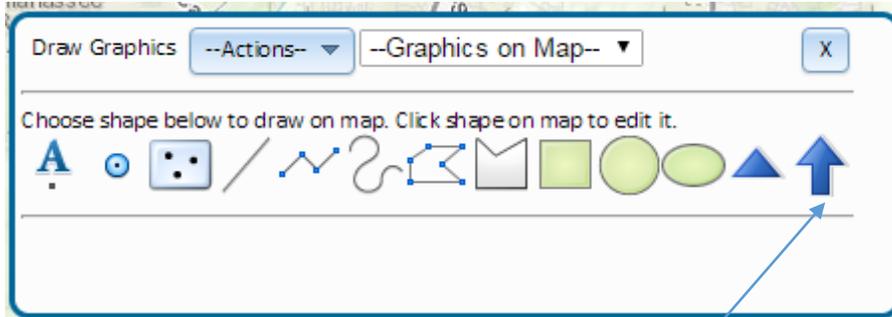


Click the Draw button on the toolbar to open the Drawing Panel and enter Drawing Mode. **While in Drawing Mode, you will not be able to identify features on the map by clicking on the map. Instead, that will select shapes you have drawn.** Click the “X” to cancel drawing mode and close the Drawing Panel, which allows you to click the map again to identify features. To select shapes you have drawn, click the Draw tool again to enter Drawing Mode.

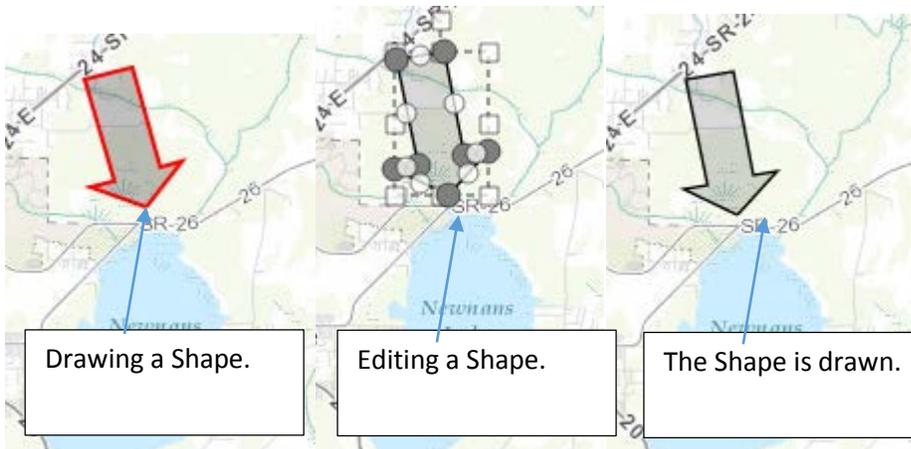
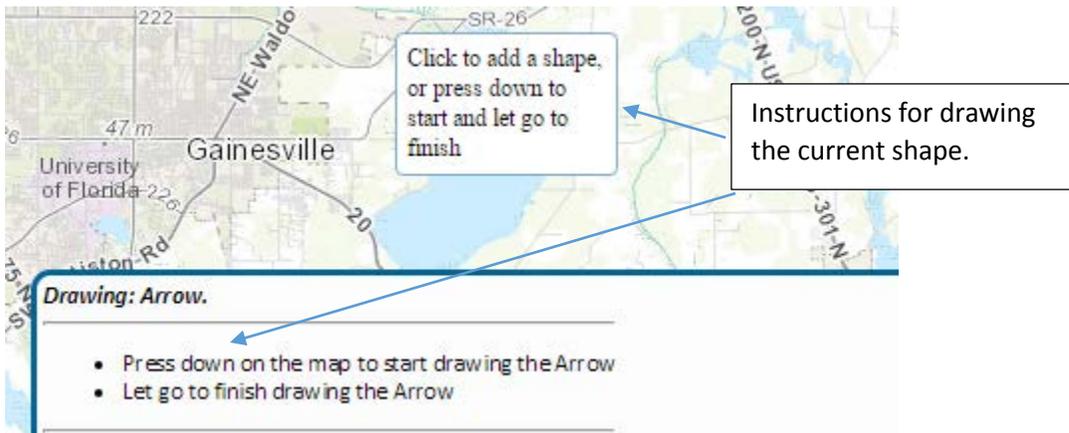
The screenshot shows the Drawing Panel interface. At the top, there are two dropdown menus: "--Actions--" and "--Graphics on Map--", followed by a close button "X". Below this is a row of icons representing different drawing shapes: a point, a circle, a square, a line, a path, a closed polygon, a rectangle, a circle, an oval, a triangle, and an arrow. A callout box points to the top right area, stating "Some actions you can take are here." Another callout box points to the right side of the panel, stating "Select shapes you have drawn here." A third callout box points to the shape icons, stating "This is the Shape palette. Click a shape to draw it on the map. Each shape is drawn in a different way, but instructions are shown as you draw."

Draw a Shape on the Map.

There are a variety of shapes available that you can draw on the map. To draw a shape, first open the Drawing Panel. ***For details about how to do this, please see the "Drawing Panel" topic in this Guide.**



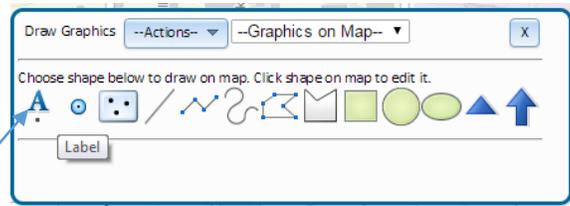
Choose a shape from the Shape Palette to begin drawing it on the map. Each shape uses a different way of drawing, but instructions are shown as you draw.



Add a Label to the Map.

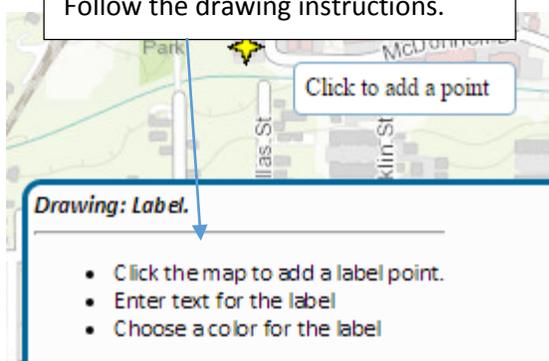
You can add labels to the map in a variety of colors and sizes.

First, open the Drawing Panel. **For details about how to do this, please see the "Draw a Shape" topic in this Guide.*

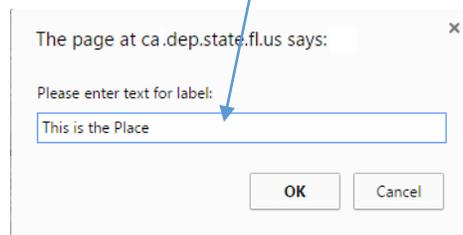


Choose the Label Tool.

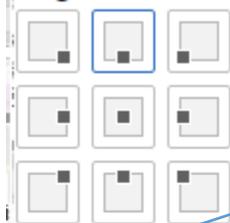
Follow the drawing instructions.



Name the label.



Alignment



Choose label color and alignment relative to the click point.

Color



Click "Done" to complete placing the label.



The label appears on the map.



Edit a Shape.

Once you draw a shape, you can select it by clicking it while in Drawing Mode. You can reposition, resize, rotate and reorder the shapes, as well as changing their color, size and style. You can also copy, cut and paste shapes. You can even buffer the shapes and use them to select features on the map. **For details about Drawing Mode, please see the "Drawing Panel" topic in this Guide.*

Editing a Shape. You can edit a shape whenever it is selected. A shape is selected as soon as it is drawn, or by clicking it in Drawing Mode, or choosing it in the "Graphics on Map" drop down list.

The Editing toolbar appears when editing a shape.

Click "Done" to stop editing this shape.

Editing Arrow.
Click the Map or the Done button to stop editing this shape.

Click buttons to edit the shape. **Please see other topics in this Guide for details.*

You can drag the shape to move it somewhere else by grabbing it on the body of the shape and moving the mouse around. Be sure NOT to mouse down on the various anchor handles when you want to drag the shape.

Drag the inline gray anchors to insert new vertices.

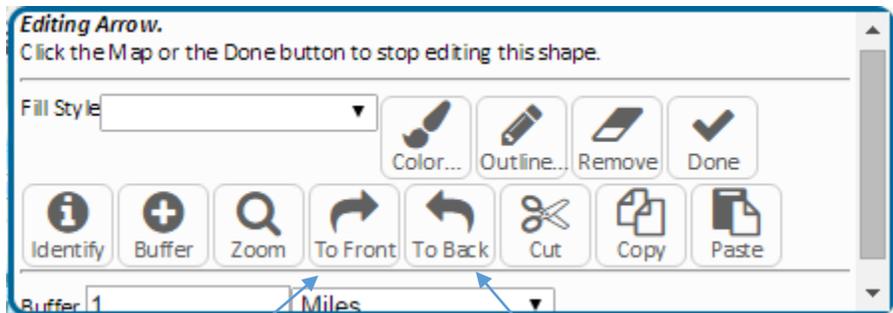
Drag the top anchor to rotate the shape.

Drag the side anchors to resize the shape.

Drag the inline white anchors to move the individual vertices.

Move a Shape to the Front or Back.

*First, select a shape. *For details about how to select a shape, please see the "Edit a Shape" topic in this Guide.*

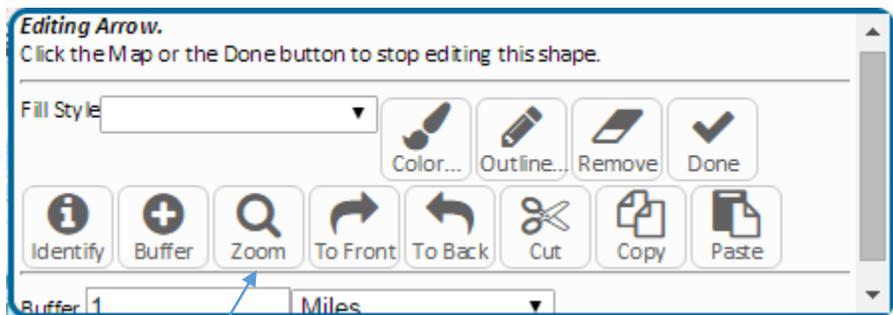


Click "To Front" to bring the selected shape to the front so it draws on top of all others.

Click "To Back" to send the selected shape to the back so it draws beneath all others.

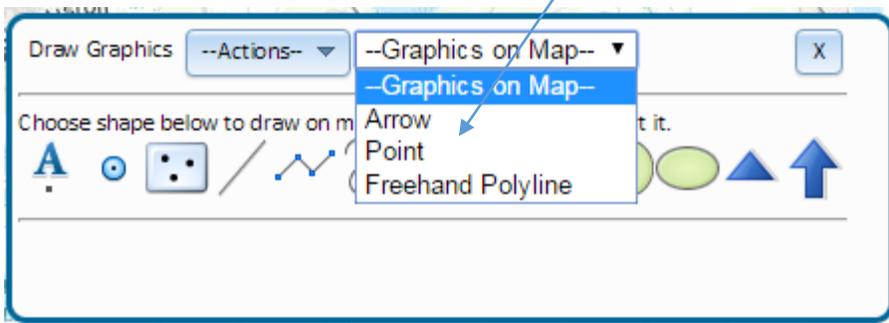
Zoom to a Shape.

*First, select a shape. *For details about how to select a shape, please see the "Edit a Shape" topic in this Guide.*



Click "Zoom" to zoom the map to show the selected shape.

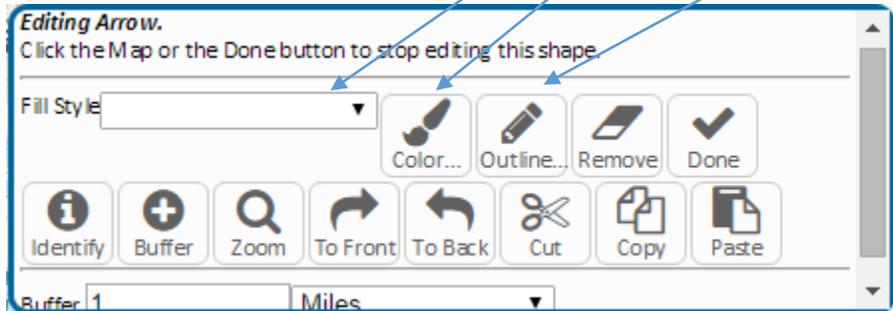
You can also zoom to a shape and select it at the same time by choosing it in the "Graphics on Map" drop down list shown on the main Drawing Panel (when no shapes are selected).



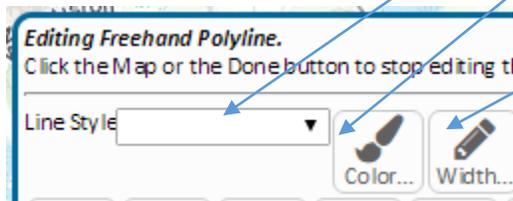
Change the Color, Size or Style of a Shape.

First, select a shape. **For details about how to select a shape, please see the "Edit a Shape" topic in this Guide.*

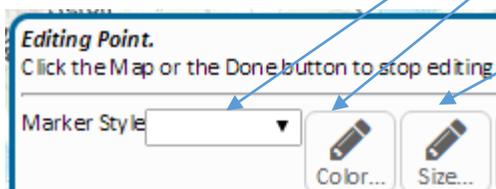
For polygons, you can change the Fill Style, Color and Outline Width.



For lines, you can change the Line Style, Color and Line Width.



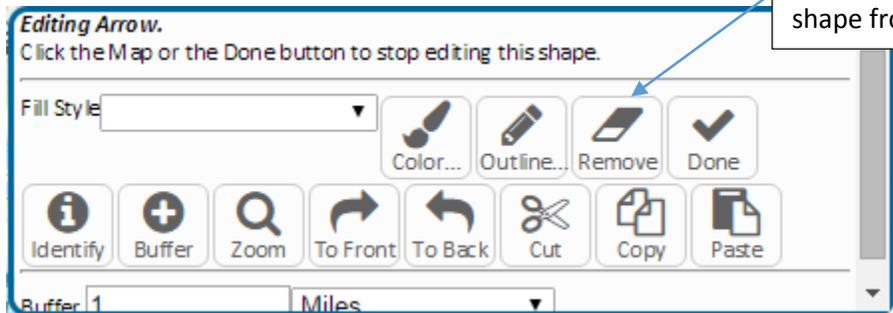
For points, you can change the Marker Style, Color and Marker Size.



Remove a Shape from the Map.

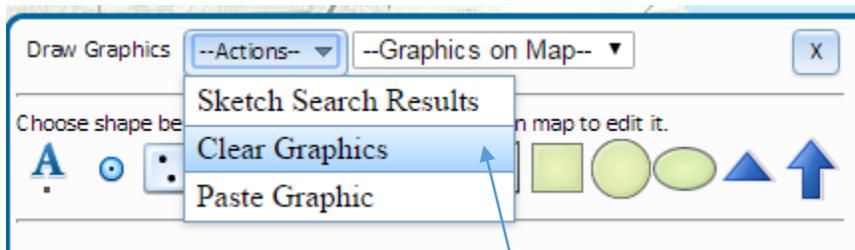
*First, select a shape. *For details about how to select a shape, please see the "Edit a Shape" topic in this Guide.*

Click "Remove" to remove the selected shape from the map.



Remove All the Shapes from the Map.

*First, show the Drawing Panel. *For details about how to do this, please see the "Drawing Panel" topic in this Guide.*



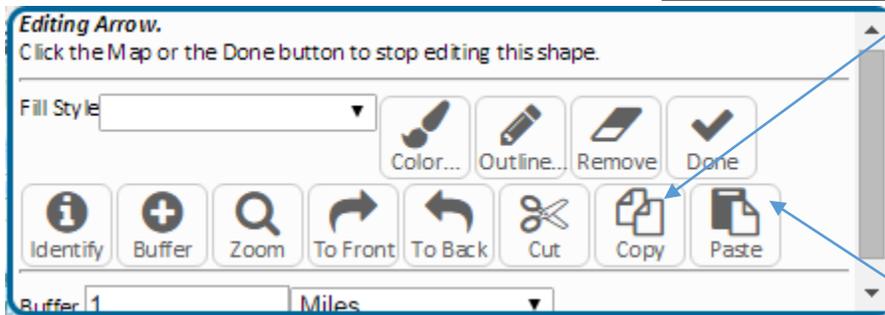
Choose the "Clear Graphics" option in the "Actions" drop down list on the main Drawing Panel (when no shape is selected) to remove ALL shapes from the map at once.

Copy, Cut and Paste a Shape.

You can quickly duplicate shapes you have drawn by copying and pasting them. ***Please note that the Map Direct Lite Drawing Clipboard is not the Windows System Clipboard, so you cannot paste the shape into other applications, and your Windows System Clipboard will not be altered or read by this process.**

First, select a shape. ***For details about how to select a shape, please see the "Edit a Shape" topic in this Guide.**

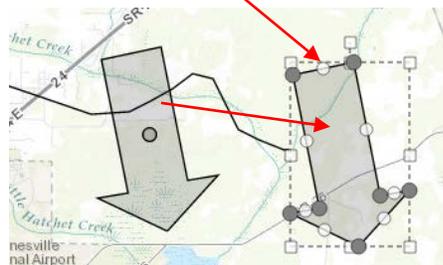
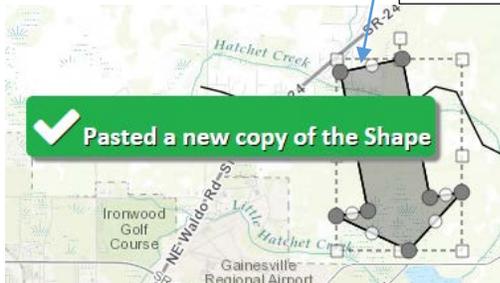
Click "Copy" to copy the shape to the Drawing Clipboard.



Click "Paste" to paste a copy of the shape on the map.

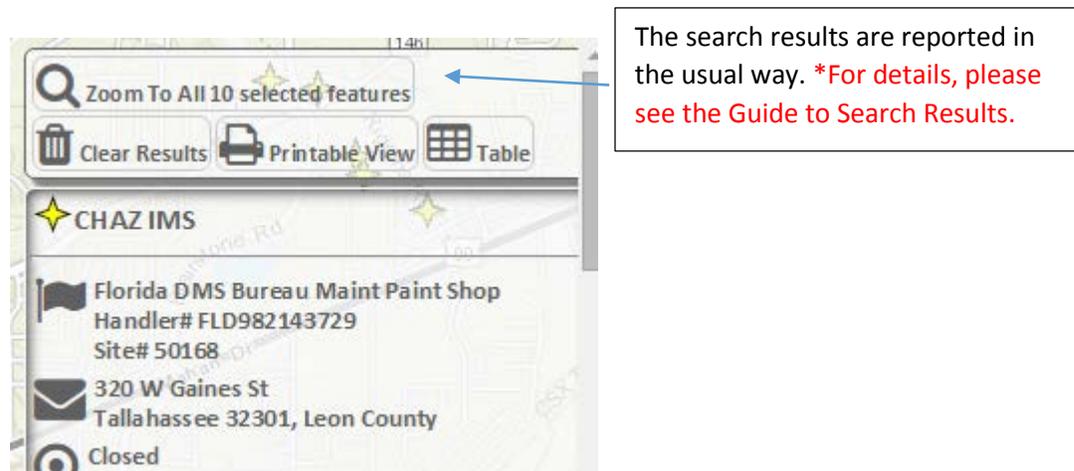
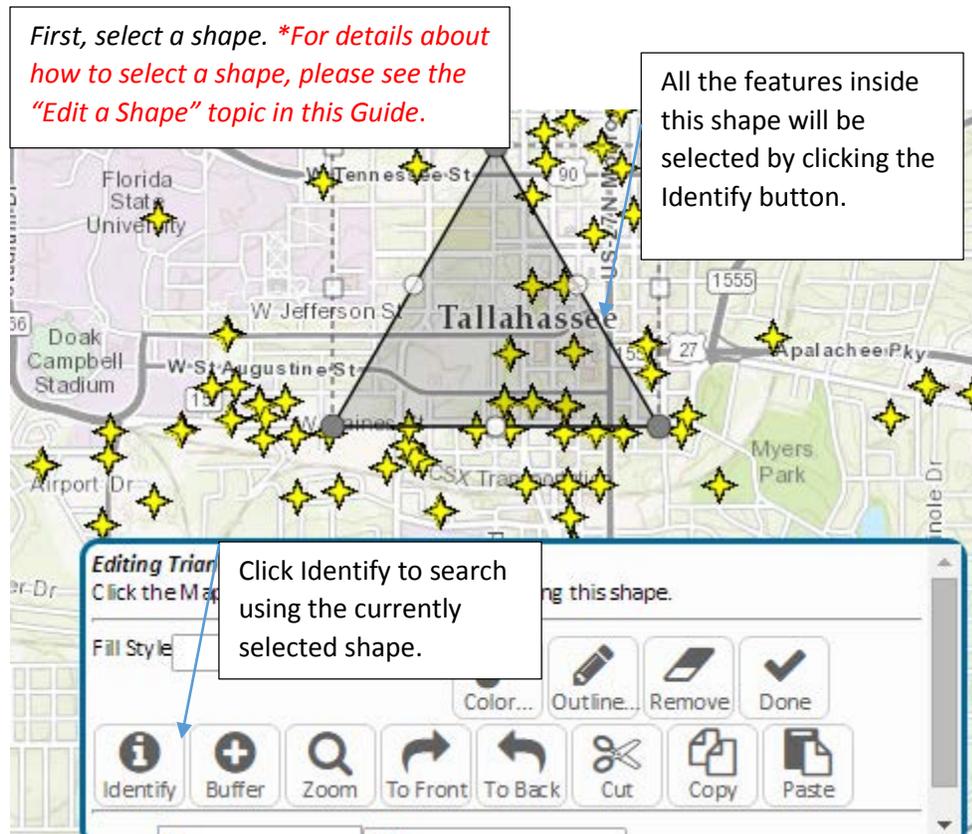


The new shape is directly on top of the old shape. Drag it somewhere else to see it clearly.



Search the Map with a Shape.

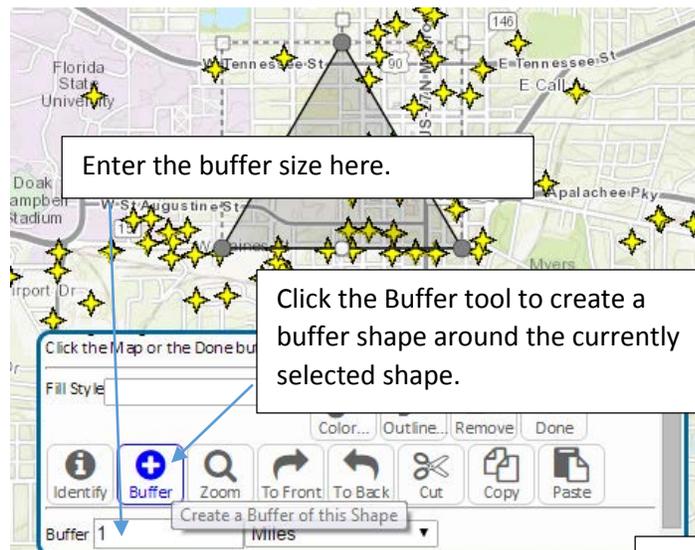
You can use any shape you have drawn on the map (including buffers of other shapes) to do a search against all visible features on the map. A useful technique to do fast buffer analysis is to create a buffer shape of a certain size, and then to drag it around to different places on the map and use it to search in each place. **For details about creating a buffer shape, please see the “Create a Buffer of a Shape” topic in this Guide.*



Create a Buffer of a Shape.

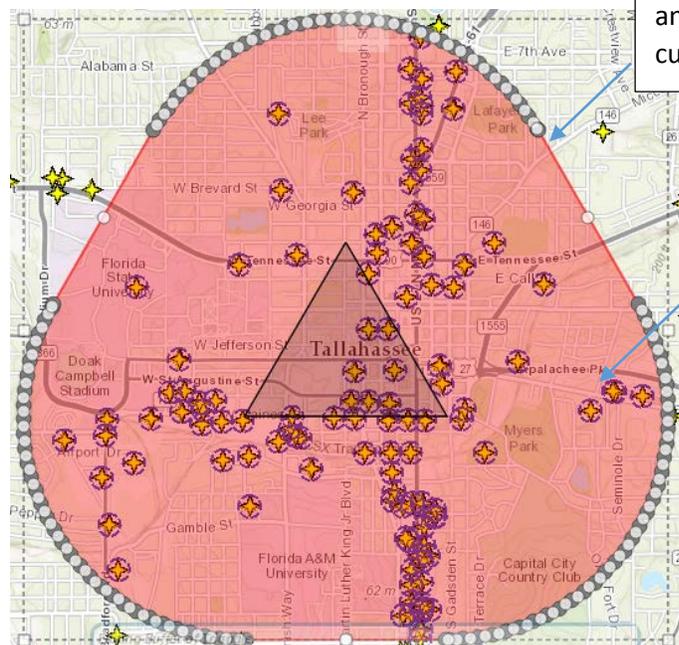
You can create a buffer shape for any shape you have drawn on the map, even a previously created buffer. You can then use the buffer shapes to search the map, which effectively finds places that are within a certain distance of the shape that was buffered. If you just need to do a simple point buffer, just left click on the map and use the “What’s Nearby” tool to run the Area of Interest Report. **For details about the Area of Interest Report, please see the Guide to the Area of Interest Report.*

*First, select a shape. *For details about how to select a shape, please see the “Edit a Shape” topic in this Guide.*



Click the Buffer tool to create a buffer shape around the currently selected shape.

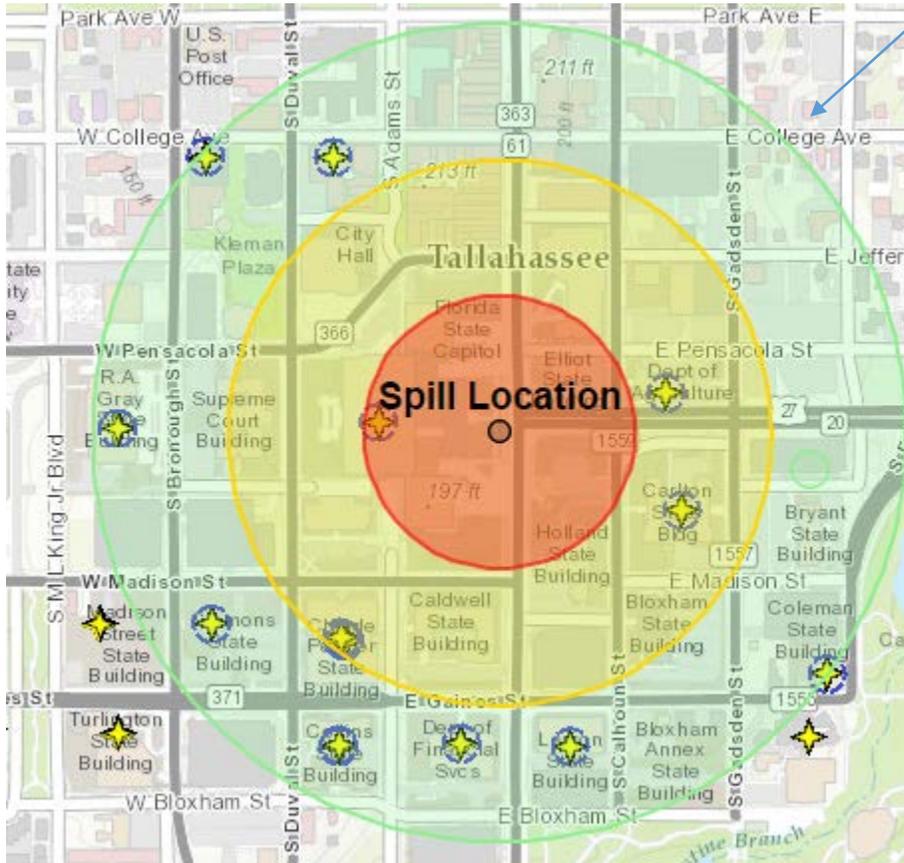
The buffer shape is created and becomes the new currently selected shape.



All the places inside the buffer shape are selected automatically.

Create Nested Buffers.

Many kinds of advanced buffering are possible using the Drawing Tools. For instance, you can draw a point on the map, and then create 3 nested buffers, each a different size, and each represented by a different color to visually depict features that fall within a telescoping set of critical distances around a point of interest.



This example was made very easily by first drawing the point, then creating 3 buffer shapes around the point: a red one at 500 feet, a yellow one at 1000 feet, and a green one at 1500 feet. A label was then added to the point. The buffers are ordered from back to front as green, yellow, and then red on top. A search was then run using the green buffer.

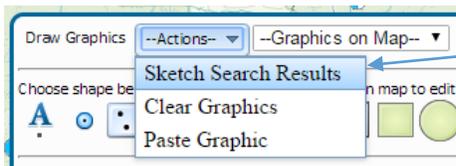
***For details about how to do this, please see these topics in this Guide: “Draw a Shape on the Map”, “Create a Buffer of a Shape”, “Change the Color, Size or Style of a Shape”, “Move a Shape to the Front or Back”, “Add a Label to the Map”, “Search the Map with a Shape”.**

Sketch the Search Results.

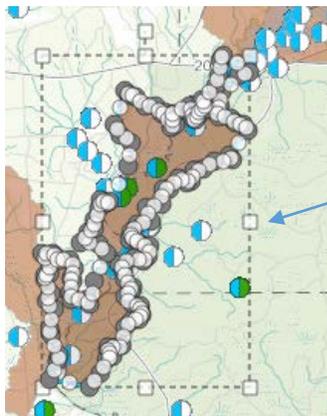
You can select a set of features on the map, and then sketch them using shapes. This allows you to do a number of useful things with the resulting shapes. You can change the color and style of the shapes and put special labels on them in order to make a special PDF of a region. You can use the shapes to select other features, or buffer the shapes to find out what's nearby them. You can turn the original layer off so only the sketched shapes remain, thus creating an ad-hoc filter of sorts.



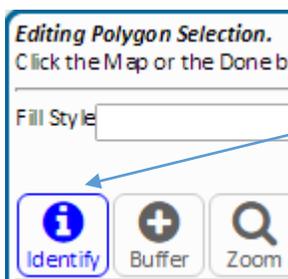
Select a feature. Here, we selected a Verified Impaired WBID region. ***For details about how to search the map, please see the Guide to Searching.**



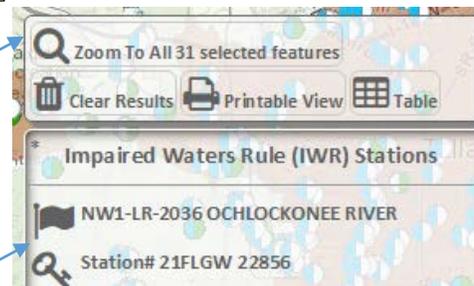
Choose "Sketch Search Results" to create shapes representing the current selection.



Now you can symbolize, or search or buffer using this shape that represents the selected feature. ***Please note that performance may be slow if you do this for a large selection, or for polygons with many vertices.** The Chrome browser tends to perform best at this kind of operation.



Here, we clicked Identify on the Editing Panel to identify all features within the polygon, which corresponds to all the features within the original feature selected.



Print the Map.

You can print the map to a PDF. The PDF will use the name of the Map Marker as the default title of the PDF. The PDF will include all the drawings and the Map Marker.

**For details about how to print the map to PDF, please see the [Guide to Sharing](#).*