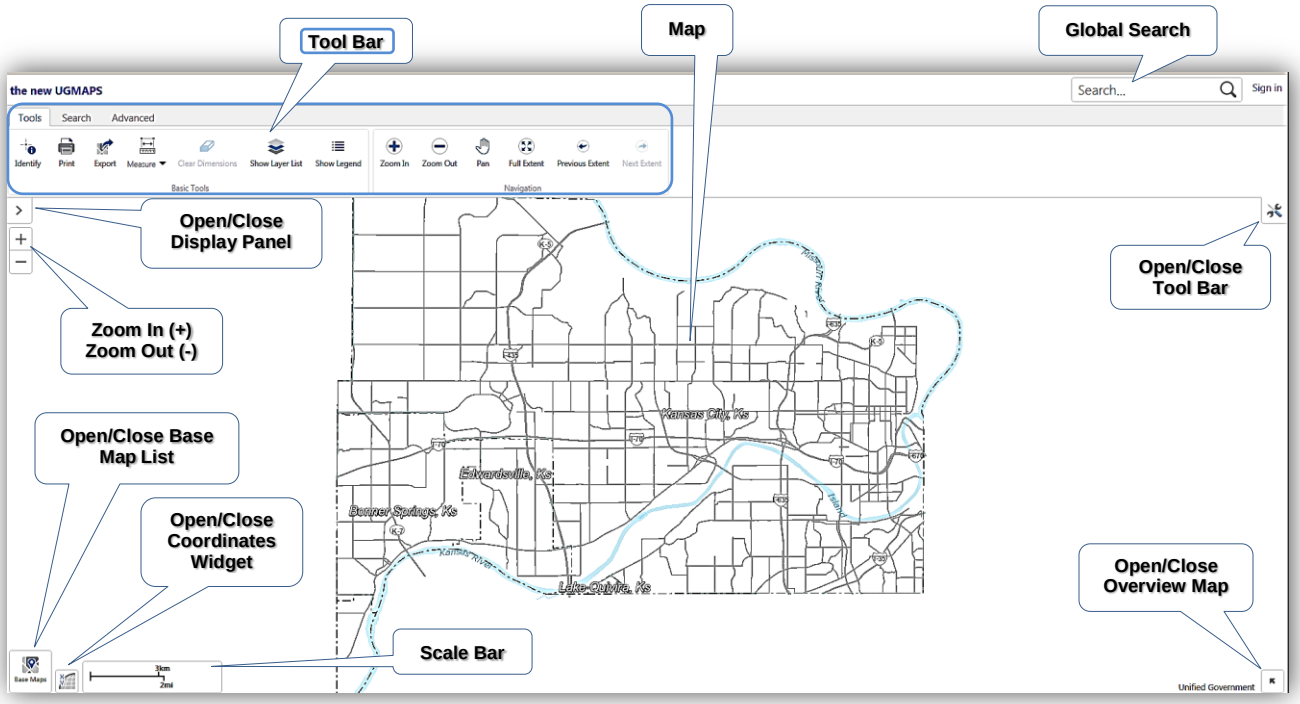
Quick Start Guide: *UG Maps* Viewer

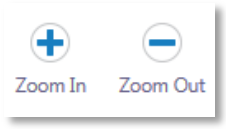
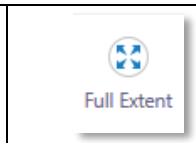
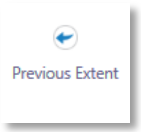
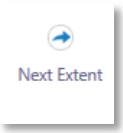
http://uggssapp.ug.unifiedgov.org/gc/?viewer=UGMAPS

Welcome to UG Maps—your web mapper and lightweight GIS tool. If you used the earlier UG Maps version you will welcome this new, clean interface and fresh approach to web maps. You should be able to do everything you did in our old version, plus enjoy new features as well. Here is a short introduction to using UG Maps.

Map Viewer

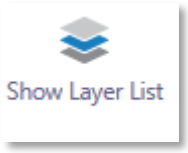
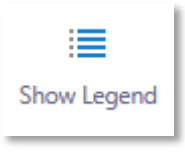
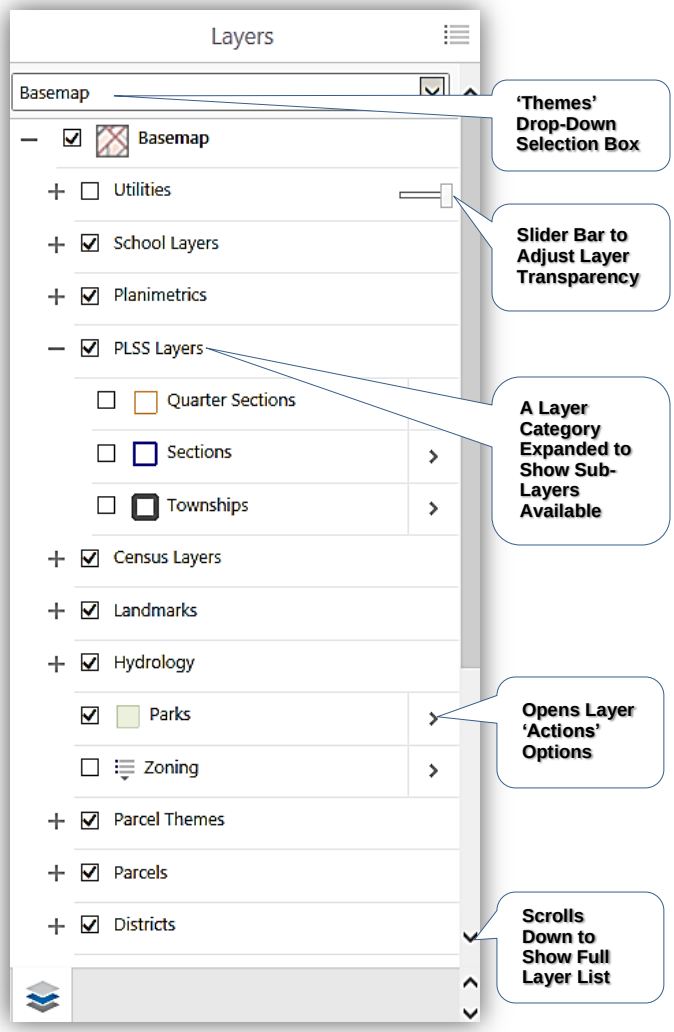
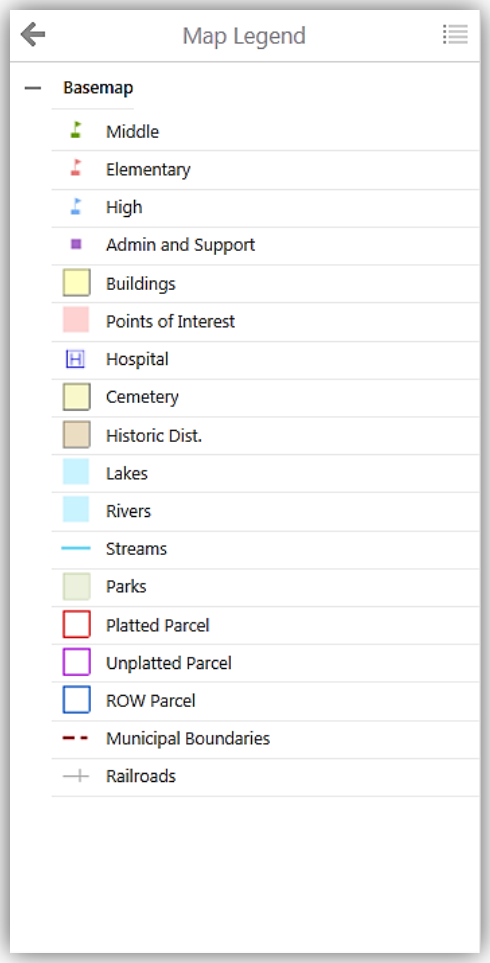


Navigation

				
Zoom In- Click on *Zoom In* button then click on map and drag to draw rectangle for zoom extent. **Zoom Out**- Click on *Zoom Out* button then click on map and drag to draw rectangle for centering zoom out.	**Panning—** Click on *Pan* button then click on map and drag it around	**Full Extent—** Click on *Full Extent* button to zoom out to full countywide view	**Previous Extent—** Click on *Previous Extent* button to go backward to previous extent view	**Next Extent—** Click on *Next Extent* button to go 'forward' to a later extent view when you are stepped back to an even earlier view extent (by using *Previous Extent* tool)
Tips: > Zoom in by double-tapping anywhere in map with mouse. > Mouse center wheel should also work to zoom in (roll it forward) or out (roll it towards you). Note: These tips work only when navigation tools are not active, or 'sticky'. See tips at right.	***Tips:*** Panning is also possible by holding down left mouse key. This works only when other zoom button tools are not active.	***Tips:*** Navigation tools stay active (sticky) until you click another tool or function. **You can 'turn off' a sticky navigation tool by clicking on its button again.**		

Displaying Map Layers

Map (data) layers can be displayed as a layer list (allows toggling layers on/off map display), or displayed as a static symbol Legend. Either Layer List or Legend display mode can be accessed from Toolbar by clicking on appropriate tool button:

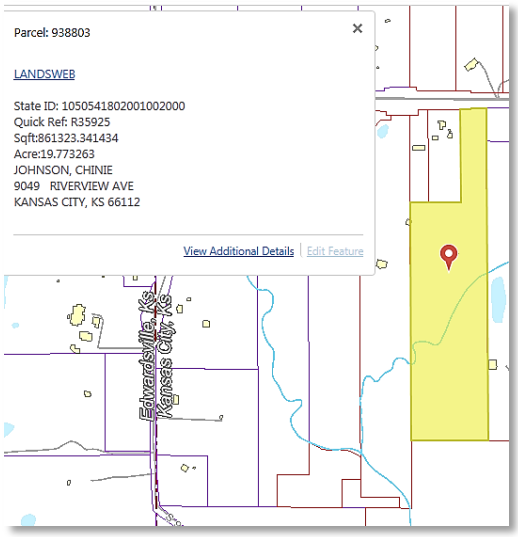
<table>
<tr><td> 
</td><td> 
</td></tr>
<tr><td>• Shows data layers in list format. Layers can be checked on or off with a click in check boxes.
• Click on '+' next to layer category name to expand it (or collapse it) and see what sub-layers it contains.
• Drop-down selection box at top of layer list has specific layer 'Themes' for viewing. Options include Flood Hazards and Zoning.</td><td>• Shows data layers in map as a symbol Legend.
• Contents in Legend are only those layers that are Checked On for display in Layer List.</td></tr>
<tr><td> 
</td><td> 
</td></tr>
</table>

Basic Tools and Widgets

<table>
<tr>
<td>
</td>
<td>
</td>
<td>
</td>
<td>
</td>
</tr>
<tr>
<td>Identify- Click on Identify button and then on a map feature to find out more.

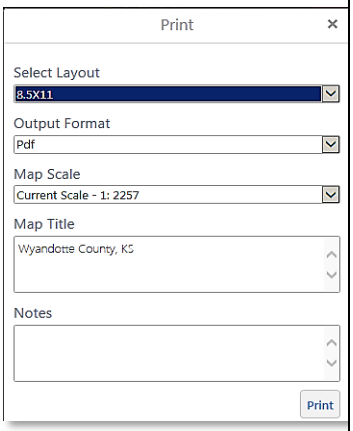
By default Identify tool selects parcel features to report information. It places a Pushpin symbol on selected feature and provides basic parcel information in display panel at left side of map.

If you click on Pushpin symbol a Map Tip appears (see below).

Identify Results and Map Tip Shown on Map</td>
<td>Print— Click on Print button to create a PDF file of your current map view suitable for sending to a printer.

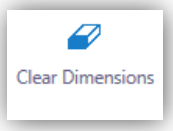
A dialog box pops up with settings, including selecting print paper size. There are other entry boxes used to enter text for custom ‘Map Title’ and ‘Notes’ fields to be printed in map report.

Map Print Dialog Box</td>
<td>Export— Click on Export button to save a screen shot of your current map view. A dialog box provides a drop-down menu of ‘save file as’ options using popular image formats.</td>
<td>Measure — Click on Measure button to perform a simple linear distance measurement on map by drawing a line. Measured distance is expressed as linear feet.

Stop drawing a measuring line by double-tapping the map.

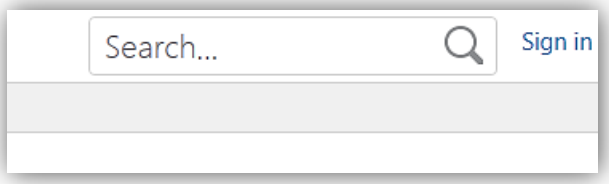
Use Clear Dimensions tool button to remove measurement lines from map.

 
</td>
</tr>
</table>

Search

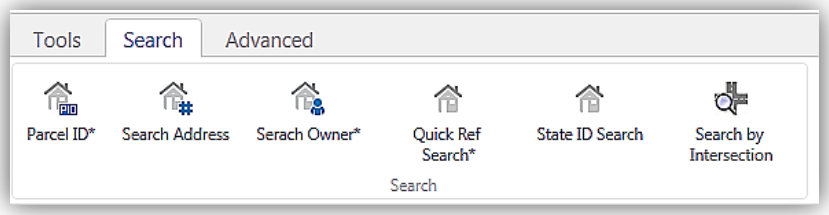
UG Maps provides several methods to search for map data attributes.

Global Search is the simplest way to find something. Enter text into global search box at upper right corner of UG Maps viewer. It has a ‘Search …’ text watermark in box. This is where you type in keyword or complete text for searching.



Global Search Box

Global Search is currently limited to: **Parcel ID Number (PIN)**, **Owner Name**, **QuickRef Number**, **Street Address** (from street centerline file), and **Park**, **Cemetery**, or **School** names. There are more search options in ‘Search’ tab contents on Toolbar. This will be discussed next.



Search Tab and Tools

Search Tab on Toolbar (above illustration) contains tool buttons for performing common search methods:

Parcel ID—In dialog panel that appears, enter a 6-digit parcel ID (PIN). After a few digits are entered, a list of suggested PIN numbers appear in a drop-down list—you can pick a suitable PIN from list, or simply enter entire PIN. Then click 'Search' button to get a result.

Search Address—In dialog panel that appears, enter address info in input boxes provided: *Numb* is street address number, *Dir* is street direction (e.g. N, S, E, W), *Street* is street name itself, and *Sufx* is street type, such as Ave, St, etc. Then click 'Search' button to get a result.

Search Owner—In dialog panel that appears, enter property owner's name in LAST NAME, FIRST NAME format. After a few characters are entered a list of suggested owner names appear in a drop-down list—you can pick a suitable name from list, or simply enter entire owner name. Then click 'Search' button to get a result.

Quick Ref—In dialog panel that appears, enter Appraiser Quick Ref number. After a few characters are entered, a list of suggested items appear in a drop-down list—you can pick a suitable item from list, or simply enter an entire Quick Ref number. Then click 'Search' button to get a result.

State ID—In dialog panel that appears, enter State ID number. After a few digits are entered, a list of suggested State ID numbers appear in a drop-down list—you can pick a suitable number from list, or simply enter an entire State ID number. Then click 'Search' button to get a result.

Intersection—In dialog panel that appears, enter street names in *Street* and *CrossStreet* boxes. Then click 'Search' button to get a result on the map.

Miscellaneous Tips

Base Map Tool provides an easy way to select a Base Map to display. A Base Map is a reference image used as backdrop for map layers. Currently aerial ortho images of various years are selectable as base maps. They can be accessed through 'Base Maps' icon button in lower left corner of map viewer. Click on button to reveal a selection pick list of available base maps.

More Useful Tips for Users

- Maximize your browser window and set browser View option to 100% zoom level for best map viewer experience.
- If you use a keyboard number pad to enter digits in search dialogs, make sure mouse cursor is positioned in search dialog panel and not in map area (this prevents number keys, i.e. directional arrow keys, from moving map around instead of inputting numbers in search boxes).
- A primitive change detection method is possible by turning on two aerial photo base maps in layer list, and adjusting the transparency of one aerial layer to see the other aerial image underneath it. Another tip: Building footprints (in layer list) are updated with 2014 aerial photography and can be useful to compare current vs. older building conditions (as displayed in an earlier vintage aerial layer).
- UG Maps will function adequately on most mobile devices.
- *Advanced* tab on Toolbar has additional measuring tools and also freehand drawing tools. Drawings cannot be saved to UG Maps Viewer, but a snapshot of your edits can be saved to an image file using *Export* tool (it's found on *basic* Toolbar).