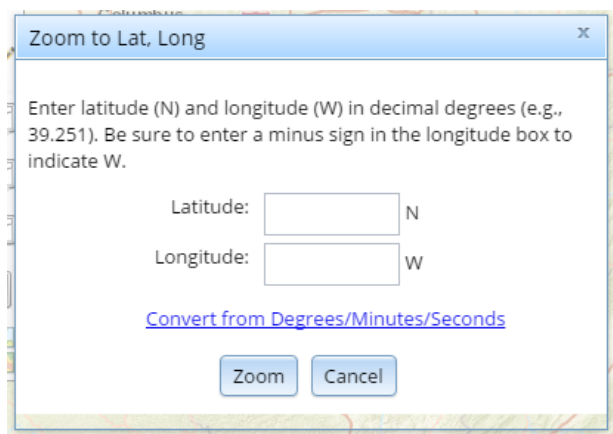


Using the Toolbox



Zoom To (Lat, Long)

Use this if you know the latitude and longitude of the point you want to zoom to. Enter the coordinates in decimal degrees (there is a link to a conversion tool if all you have is degrees/minutes/seconds). Don't forget the minus sign in front of the longitude to indicate "west" rather than "east." The location you selected will appear in the center of the map and will be shown with a blue marker. You can use the Zoom In button to zoom in to the area.



Zoom to Lat, Long

Enter latitude (N) and longitude (W) in decimal degrees (e.g., 39.251). Be sure to enter a minus sign in the longitude box to indicate W.

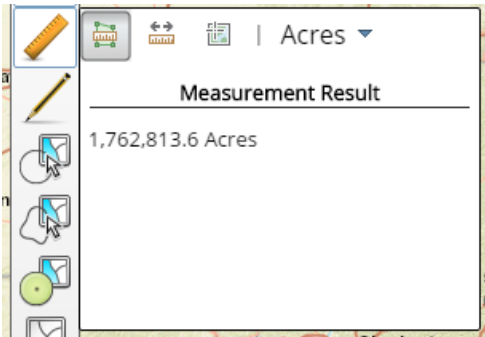
Latitude: N

Longitude: W

[Convert from Degrees/Minutes/Seconds](#)

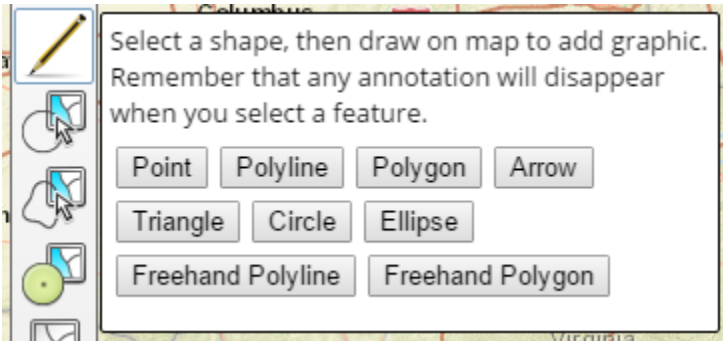
Measure

Use this to measure length or area on the map, or to find a location's latitude/longitude. Select one of the icons at the top of the box, and the dropdown list to change measurement units if you wish. The result will show up in the main body of the box. Click on the tool again to close the box.



Draw

Use this to temporarily annotate the map for printing. Use any one of the tools to draw on the map, then when you are done select the Print button on the map to print out the result.

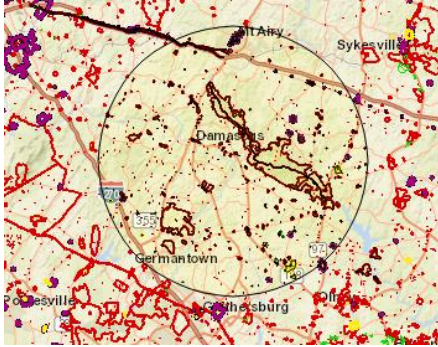


IMPORTANT: Because the annotation takes place on the same layer used for feature selection, make sure that you do not select a feature while you are annotating; selecting a feature will make your drawing annotation disappear. If this happens, you will have to re-draw the annotation. But you can draw multiple annotations (for instance, a circle and an arrow) without losing anything.

Any annotation drawn on the map will be discarded when you close the browser. You can also use the Clear Selection tool to remove any annotation if you make a mistake.

Circle Select

Use this to select features intersecting a circle which you will draw on the map. Change the radius of the circle by holding down the left mouse button as you are drawing.



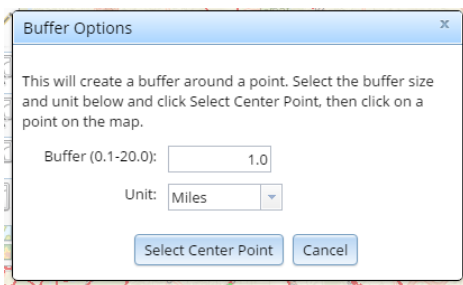
Freehand Select

Use this to draw an irregular polygon; this may be the most useful tool for a typical project area. It may take a little practice to get the area you are interested in. If you make a mistake, either click the Freehand Select icon again or click the Clear Selection button.



Buffer Point Select

Use this if you want to define the exact radius of the circle you draw. Selection units are in miles, kilometers, feet, and meters.



Clear Selection

Use this to remove any polygons or circles that are drawn. It will also clear the results grid in the Map Search pane. Close any info boxes that are no longer needed using the X button at the top right of the box.

Change Basemap

Use this to change the background image that you wish to use to overlay the resources. Select the map you want to use, and then click. The background map will change; this will not affect any of the resources on the various layers. As with the Parcels layer, you probably want to be zoomed in before selecting any of the aerial imagery, as these can take a while to load. Archeologists may want to select USGS Topo Late 20th C rather than USGS Topo Modern, as the former shows more detail (USGS topo map format was changed in the early 2000s to be more generalized).

