

## Demonstration Video

### MapViewer 7 - Part 2

### Creating Simple Maps

#### PART 1

1. Introduction
2. Creating a Base Map
3. Creating a Pin Map
4. Using Toolbars
5. Conclusion

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1. Welcome to Golden Software's training video for MapViewer 7 – Part 2. MapViewer 7 is a mapping and spatial analysis tool that allows to easily you to produce publication-quality thematic maps. This demonstration will cover two basic topics in MapViewer: how to create simple maps and how to create a customized toolbar

As shown in the introductory MapViewer 7 video, MapViewer includes a main Plot Window, represented by a single window where maps are created and displayed; and 7 manager windows where information and properties of the maps can be displayed and edited. In the following demonstration, I will show examples of how the Managers and Main Plot Window work together through creation of a few simple maps.

There are 3 different categories of maps that can be created in MapViewer: Base maps, Pin Maps, and Thematic maps

- a. Thematic maps can then be broken down into 13 types including hatch maps, contour maps, density maps, and flow maps; which will be detailed in upcoming MapViewer videos. Base Maps and Pin Maps will be discussed in this demonstration.
2. A Base Map is designed to display areas or polygons, curves or lines, and point locations without requiring a link to a tabular dataset. Base maps are created for reference purposes, simply to show the spatial location of features. Base Maps also provide the basic framework for the other types of maps MapViewer is capable of creating.
    - a. I am going to demonstrate how to create a base map by first clicking **Map | Base Map** and navigating to and loading the file Co2000.gsb; which is found in the sample folder that is provided with the installation of MapViewer.
    - b. In the Import Options dialog, I will leave all the parameters as the default settings and click *OK*.
    - c. As you can see, a basic map of the counties in Colorado is created in the Main Plot Window.
    - d. If I drag the cursor over the map the Latitude and Longitude coordinates will be displayed at the bottom of the MapViewer screen
    - e. Properties of the Base Map can be edited by selecting some or all of the map objects from the Object Manager and altering their properties in the Property Inspector. For example I will select all of the Colorado counties by using the **Edit | Select All** command; Change the fill pattern to solid; change the fill color to grey, and change the line color to white. Resulting in a colored Base Map of the Colorado Counties, which can be saved using the **File | Save** command.
  3. Pin maps show point locations on a Base Map similar to placing push-pins on a paper map.
    - a. I am going to demonstrate how to create a new Pin Map of the major US cities by first clicking **File | New**, selecting Map and clicking *OK*.

- b. To give the new Pin Map some spatial reference, such as a US States Base map, I will load the file US48LL.gsb as a Base Map, using the **Map | Base Map** command and navigating to the file in the Samples directory.
        - c. To create the Pin Map, I will start off by creating a new layer, then clicking **Map | Pin Map** and navigating to and loading the file USCITY.xls, which is found in the MapViewer samples folder.
        - d. In the Pin Map dialog I will verify that the Coordinate locating method is the method selected from the drop-down menu, I will verify that the PID is assigned to Column A: Cities, the X coordinate is assigned to Column B: longitude, and the Y coordinate to Column C: Latitude. I will Click OK.
          - i. When the Pin Map of the cities is created the default symbols are set to the default cross, to change the symbol to a dot, I will click **Edit | Select All**, which selects all the point objects in the *Object Manager*, and I will change the symbol by clicking it in the Property Inspector and picking a different symbol from the Default Symbols list. Make sure the Auto Update box is checked to see the map update automatically in the Main Plot Window.
          - ii. To display the labels for the cities on the map, I will add the PID, or the Primary Identifier, by clicking **Edit | Select all**, and from the Property Inspector I will change the Show ID Field from no to yes by clicking in the box.
          - iii. To make the City names display larger and more readable, I will click **Edit | Select all** one last time and change the point size to 15 for the text and select Yes next to the Bold option.
          - iv. At this point if you wanted to save the Pin Map you have created, you can do so by using the **File | Save** command
      4. I am now going to briefly discuss MapViewer's toolbars.
        - a. The toolbars are displayed at the top of the screen and have many features. Each of the 8 toolbars contains a particular set of features. For example, the Standard toolbar has options for opening and saving, importing, and exporting files, where as the Drawing toolbar has options for adding objects to a map like polygons or text.
        - b. To view the toolbars click **View | Toolbars**. A check mark is displayed next to the toolbars that are currently visible.
        - c. If you hold the pointer over any tool button on the toolbar it will display the function of that button.
        - d. **MapViewer** toolbars can be docked to any side of the Main Plot Window or they can be displayed as a floating window. To dock the toolbar in a new location, click the "grip" bar along the edge of the toolbar, hold the left mouse button, and then drag the toolbar to a new location. Drag the toolbar away from a window edge or hold down the CTRL key while dragging, to display the toolbar anywhere on the screen as a floating toolbar. Alternatively, you can also double-click the toolbar to display it as a floating window. To quickly dock a floating toolbar, double-click on the title bar.
        - e. You can also customize the toolbars by clicking **Tools | Customize** and going to the Toolbars tab.
        - f. In the Customize dialog you can simply drag and drop tools into new toolbars or you can create your own toolbar and drag tools that you want into it.
        - g. If you don't like the way the toolbars look after you customized there locations, you can click Reset All in the Customize dialog to reset the tools to their default locations.
    5. That concludes this Demonstration for MapViewer 7. I am now going to close MapViewer and choose not to save any of the files I produced. If you ever have any problems or questions using **MapViewer 7**, please contact us.
      - a. Tech Support Phone: 303-279-1021 (M-F 8-5 MST)
      - b. Email us at [mapviewer@goldensoftware.com](mailto:mapviewer@goldensoftware.com)
      - c. Thank you for watching this demonstration and have a great day.

