

# Demonstration Video

## Surfer – Part 3

### Contour Labels, Post Maps, and Overlaying Maps.

#### PART 1

1. Introduction
2. Contour labels
3. Post Maps
4. Overlay maps

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1. In this part I will demonstrate how to change Contour Labels, add Post Maps and Overlaying maps.
  2. To start go to File | New, and select Plot Document and click OK
    - a. Now go to Map | Contour Map | New Contour Map. Select Tutorws.grd and click on Open.
    - b. To show the map better I will Zoom the map so that it fits in the window by going to View | Fit To Window
    - c. To edit the contour labels start by right clicking on the contour map and selecting Edit Contour Labels. Labels can be added, deleted, and moved while editing contour labels.
    - d. To add a label click on the contour line that you wish to label while holding the Ctrl key on the keyboard. A plus sign will appear underneath the black cursor.
    - e. To delete a label select the label and press the Delete key on the keyboard.
    - f. To move a label select the label and drag it to the new location, the label will follow the contour line automatically.
    - g. Make changes to contour labels after all other changes to the contour map, since other changes eliminate the custom labels.
    - h. You can zoom in or out on an area of the map by either clicking on the double arrow magnifying glass and dragging it up or down to or by selecting the + or – magnifying glass and clicking on the area you wish to zoom.
  3. I will now discuss Post Maps. Post Maps are points placed on a map that can be labeled with data and placed over another map, to show data distribution and information about specific points.
    - a. To create a post map first go to Map | Post Map | New Post Map
    - b. The open window will pop up, navigate to the file you wish, select the file, and click on open.
    - c. The post map will be placed over the contour map automatically. The map can be moved by clicking on the map and dragging it off of the other map.

- d. Open the Post Map properties by right clicking on Post in the Object Manager and selecting Properties.
  - e. The General properties tab is open when you first open the properties dialog. In this tab you can change the worksheet columns, and the Symbol settings for the points on the Post Map.
  - f. To change the symbol click on the picture of the symbol and select the new one from the window.
  - g. To change the size of the symbol use the up or down arrows next to fixed size in the symbol size box or click on the number and type in the new size.
  - h. I will now click on the labels tab to discuss post map labels. The labels tab allows you to label the points on the post map and change the properties of the labels.
  - i. The Worksheet Column For Labels pull down bar allows you to select which column of data is used to generate the labels. I will select Column C: Elevation
  - j. The position of the label can be changed by selecting the Position Relative To Symbol pull down bar and selecting the new position you wish.
  - k. The format button allows you to change the way the numbers are displayed including the number format, the number of significant digits. The Compact option displays the labels in either fixed or exponential fashion, whichever requires fewer digits. Enter the maximum number of digits to display in the Significant Digits box.
  - l. When the settings on the properties window are the way you want them click on ok to make the changes
4. Notice the two maps are separate maps and can be moved apart from each other by clicking and dragging one of the maps in any direction.
    - a. The maps can be combined by using the overlay function. Overlay combines the two maps into one map with the same scale.
    - b. First go to Edit | Select All to select all the maps
    - c. Now go to Map | Overlay Maps
    - d. After you overlay the maps you can still edit the properties of the individual maps by right clicking the map name in the Object Manager and selecting properties.
    - e. To break apart an overlay select the map in the project manager and go to Map | Break Apart Overlay.
5. This concludes part 3 of the Surfer demonstration video. Part 4 will demonstrate how to create Surface Maps, and Wireframe maps.