

The Selection Toolbox

The Selection Toolbox provides tools for selecting and identifying various features on your map. Choose the tool from the list below that will allow you to select your map objects in the easiest and most accurate way. There are a number of Select Feature tools that provide you with different ways of creating collections of map objects, or *selection sets*. Once you have selected features using one of these tools, you can view attribute reports and perform operations on the selected features. (Example: Find Abutters)



Select by Point

Select a single feature with this tool by clicking the map at a particular location.



Select by Polyline

Click the map at one end of the feature to start the polyline. Click again where the line changes direction, and continue clicking until there is one point left. Double-click the last point to complete the polyline and end the selection.



Select by Polygon

Polygons are drawn like polylines. Click the map to draw the polygon, and then double-click to close the polygon and end the selection.



Select by Rectangle

Click and hold the mouse button to mark one corner of the rectangle. Drag the mouse to size your rectangle and release the mouse button when you're done.



Select by Oval

Click the map to start your oval and move the mouse to size it. Click again to complete the oval.



Select by Circle

Click the map to mark the center of the circle. Move the mouse to size the circle and click again to complete it.



Select by Buffer

This tool allows you to specify a buffer distance around a point or area that you draw on the map. All the features on the selected layer that overlap the buffered area will be selected.



Hyperlink

The Hyperlink tool enables you to search for predefined hyperlinks to external data, such as web pages and documents. Select the Hyperlink tool and then click the map to search for links at that location.

The Markup Toolbox

The Markup Toolbox provides tools to add points, lines, areas and text to your map. Each tool has many options for changing the attributes of your markup, such as fill type, color, transparency and line width.

■ Point Markup

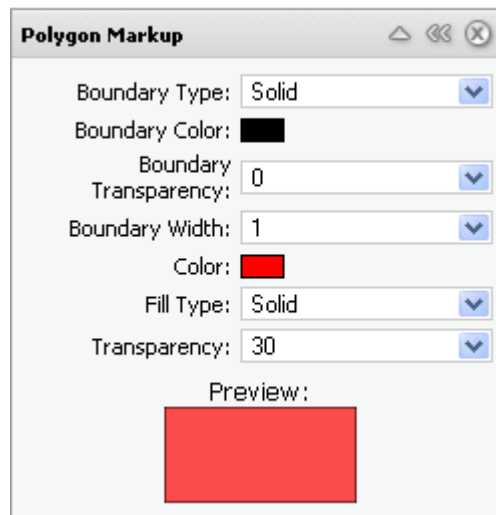
To add points to your map, click the Point Markup tool and then select the attributes of your point in the Point Markup area of the Information panel. Click the map at the desired locations to add points.

↗ Polyline Markup

Use the Polyline Markup tool to draw lines on your map. Select the attributes of your line from the drop-down lists in the Polyline Markup area, then click the map where you want your line to start. Move the mouse to begin drawing and click wherever you want your line to change direction. Double-click to complete your line.

◁ Polygon Markup

To draw a polygon, select the Polygon Markup tool and choose the attributes of your polygon from the Polygon Markup area. Click the map to mark a starting point for your polygon. Next, add at least two more points by clicking the map in the desired locations. Double-click to close the polygon.



▭ Rectangle Markup

To add a rectangle to your map, select the Rectangle Markup tool and choose the attributes in the Rectangle Markup area. Click and hold the mouse button down on the desired location on the map. Drag the mouse to size the rectangle and release the mouse button to complete it.



Oval Markup

Draw an oval on your map using the Oval Markup tool. Select the tool and choose the attributes in the Oval Markup area. Click the map to position the corner of your oval and drag the mouse in any direction until the oval is the desired size. Click again to complete the oval.




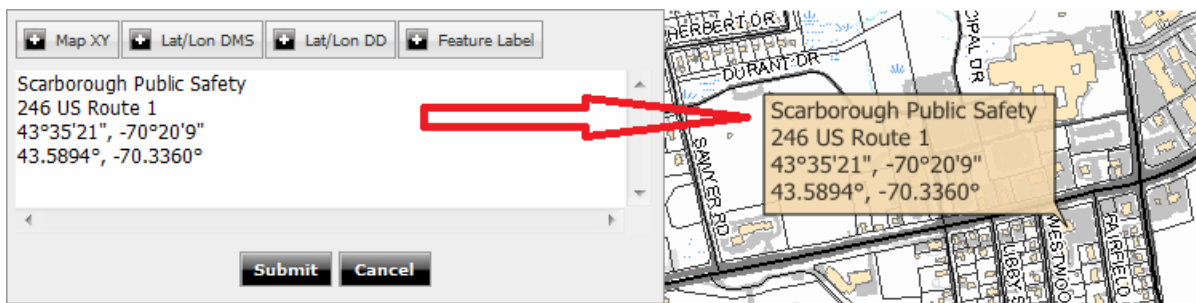
Circle Markup

To create a circle, choose the Circle Markup tool and select attributes in the Oval Markup area. Next, click the map where you want the center of your circle. Move the mouse away from the center to enlarge the circle and back towards the center to shrink it. To complete the circle, click the mouse button again.



Text Markup

The Text Markup tool allows you to place text on the map, optionally contained in a callout. Specify a format for the text and callout using the options in the Text Markup panel and then click the location on the map that you want to place the markup. Type your text in the window that opens. Use the  buttons to insert the location's coordinates or attributes of features that are visible at the markup location.



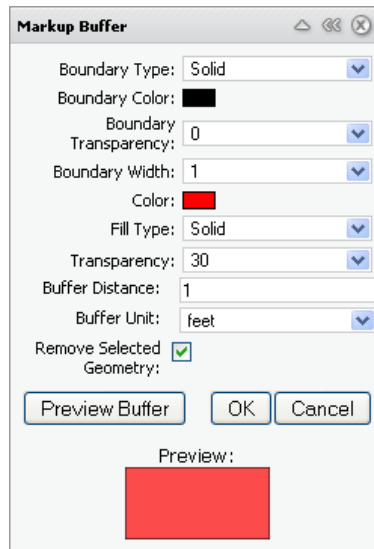
Upload Image

The Image Upload tool allows you to add images to the Markup Layer. Click the Upload Image tool to open the Upload Image to Markup Layer options in the Information panel. Click Browse to select the image file and then click Upload Image. Drag a box on the map where you want the image. The image will automatically be resized to fit the box. The image does not change size when you zoom in and out. To delete the image from the Markup Layer, click the Erase tool in the Markup Toolbox and then click the image. **Tip:** Use the other markup tools to annotate the image.



Buffer Markup

Use the Buffer Markup tool to create buffers around any of your markup, including points and polyline. Click the Buffer Markup tool, and then click the map and drag your mouse to draw a rectangle around any geometries you want to use for creating buffers. Specify the attributes of your buffers (including buffer distance and unit of measurement) in the Markup Buffer panel. You can choose to have the original geometries displayed or removed after the buffer is created by selecting or clearing the Remove Selected Geometry check box in the Markup Buffer panel.



Erase Markup

The Erase Markup tool allows you to selectively delete markup that you have made. To erase markup, select the tool and then click once on any added text or graphic. To erase multiple graphics at once, click and drag the mouse to create a box around added text or graphics. Release the mouse when the box encloses the markup you want to erase. Note that when a portion of a graphic is enclosed within the eraser box, the entire shape is deleted.



Clear All Markup

To quickly erase all of the existing markup from the map, select the Clear All Markup tool. Before the markup is deleted, you will be asked to confirm or cancel the operation.



Extract Markup to Shapefile

The Extract Markup to Shapefile tool saves the shape markup you have drawn on the map to a shapefile. This allows your markup to be displayed in any GIS software that imports shapefiles, such as ArcGIS Desktop. To extract your markup, click the Extract Markup to Shapefile tool. The files that make up your shapefile will be created and combined in a ZIP file, which you will be prompted to download. Click Download and save the file.

The Project Toolbox

The Project Toolbox provides a way for you to save your map session as a project that you can reopen later. Projects save your current extent, selections, layer configuration, markup, and more.





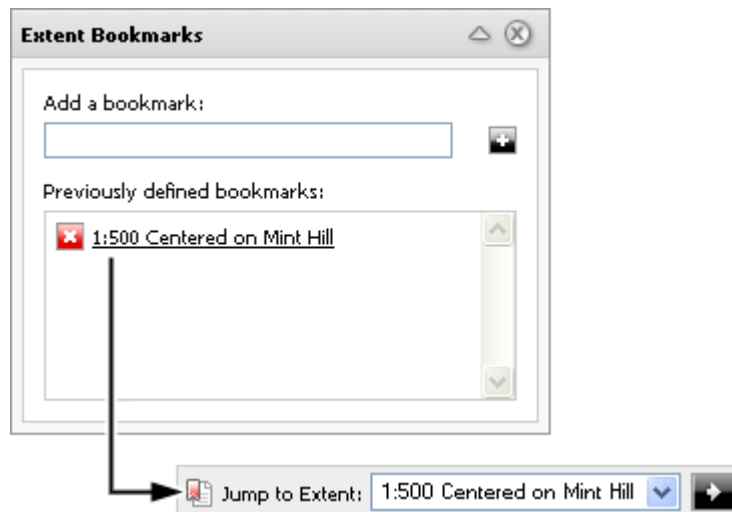
Export Map Image

The Export Map Image tool allows you to open, download or e-mail the current map image, optionally georeferenced. You can select among several image formats and resolutions for the exported image. If you select the Georeferenced option, the image is exported in a ZIP file, combined with a world file containing the image's georeference information.



Extent Bookmarks

The Extent Bookmarks tool allows you to add custom extents to the Jump to Extent box. Click the Launch Extent Bookmarks tool to open the Extent Bookmark panel (Figure 2). Navigate the map to the desired extents, type the name that you want to appear in the Jump to Extent drop-down list, and click Add (). To remove custom extents from the Jump to Extent box, click the Delete Bookmark button () to the left of the extents that you want to remove.





Upload Shapefile

The Upload Shapefile tool allows you to upload a Shapefile to the WebGIS application and have the features presented as a layer within your map. This layer functions the same way as other map layers, allowing you to perform all the same operations (for example, navigating the layer, identifying and selecting features, viewing the legend) as well as save the layer and all associated markup as part of a saved project. To use this function, select the Upload Shapefile tool from the toolbox. In the Upload Shapefile window, fill in the requested information, including the name of the new layer, and the file paths for the four files that define a Shapefile.

Upload Shapefile

This form allows you to upload a Shapefile and add it to the map as a graphics layer. Enter the name of the layer to create, and the locations of the three required Shapefile files: .shp, .shx and .dbf. Optionally enter the location of the .prj file to specify the coordinate system of the Shapefile.

Note: The combined size of the four Shapefile files must not exceed 20480 KB.

Layer Name:


DBF File: Browse...

SHP File: Browse...

SHX File: Browse...

PRJ File: Browse...

Submit

The Symbolize Layer panel will open so you can configure the symbolization if you want. You can reopen this panel at any time by clicking the layer in the Layer List. Once the points are plotted, you can zoom to the layer's extent, perform identify and select operations on the layer, and save the layer to projects. To remove the layer, click the  icon in the Layer List.

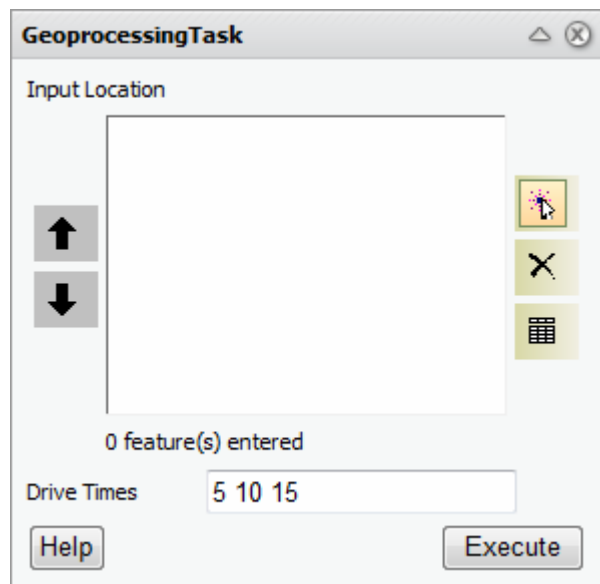




Drive Time Analysis

The Drive Time Analysis tool uses a publicly available geoprocessing service that calculates drive time polygons from an input point or set of points. It produces three polygons to a maximum of 15 minutes drive time for points in Canada and the United States. (This service is hosted by ESRI and powered by ArcGIS Server.)

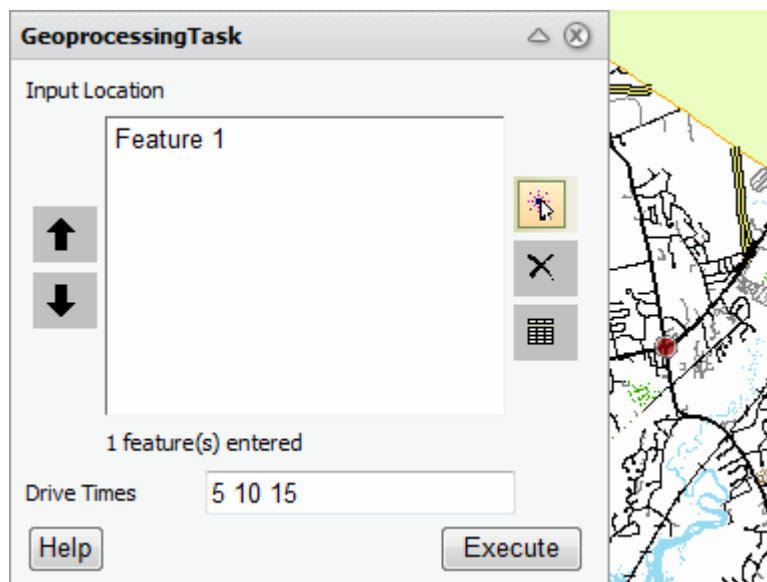
To begin mapping drive times, we must first input the location(s) we want to find drive times for.



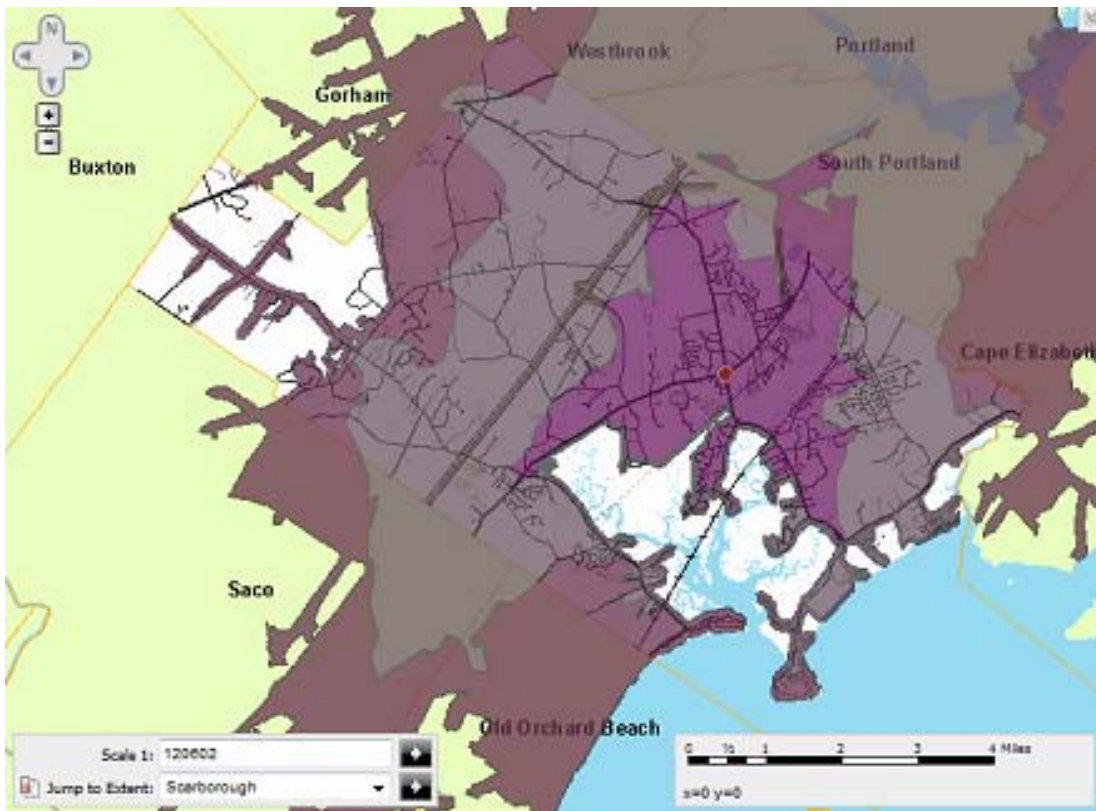
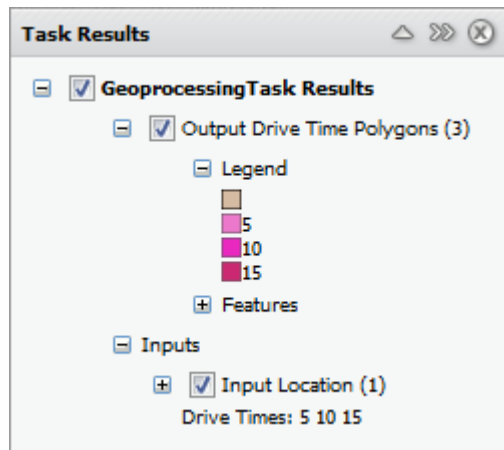
Click on the "Add new feature" button.



The cursor will appear as crosshairs on the map and clicking on the map will add a location feature to the panel.



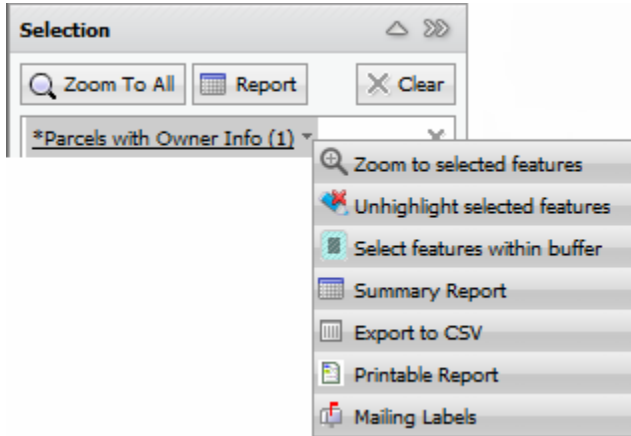
Clicking the Execute button will run the geoprocessing task and calculate the drive time polygons for the location(s). Drive Time results appear in the "Task Results" on the left panel of the page and are drawn on the map.



Selection Summary

The Selection Summary provides tools for interacting with the currently selected features.

Click on an item in the Selection Summary Panel to view available options.



Zoom To Selected Features

Zoom to all the selected features on a particular layer or on all layers.



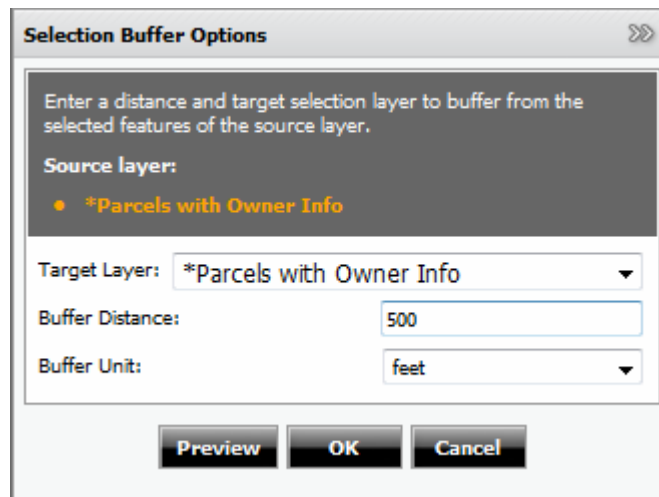
Unhighlight Selected Features

Turn highlighting of selected features on and off.



Select Features Within Buffer

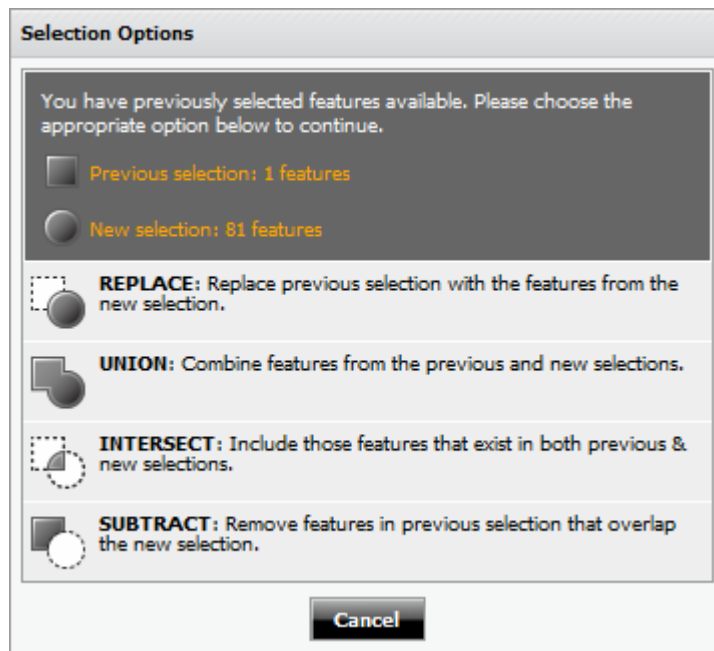
The Select Features Within Buffer option allows you to select features within a buffer distance of the currently selected features. Specify the layer to select from (default is *Parcels with Owner Info) and the size of the buffer. This operation can be used to create an abutters list.



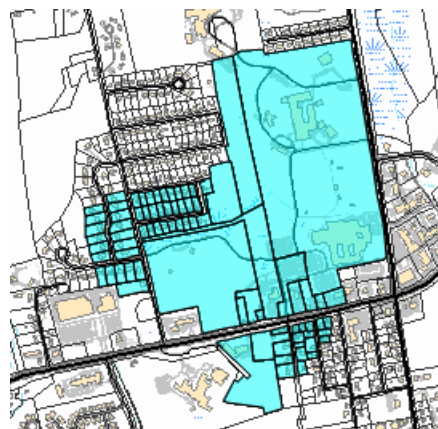
The buffer preview enables you to determine if the size is appropriate before executing the buffer query against the target layer.



Once you click OK, you will need to specify a method for determining the new selection set.



The new selection set will be displayed on the map as well as in the Selection Panel.

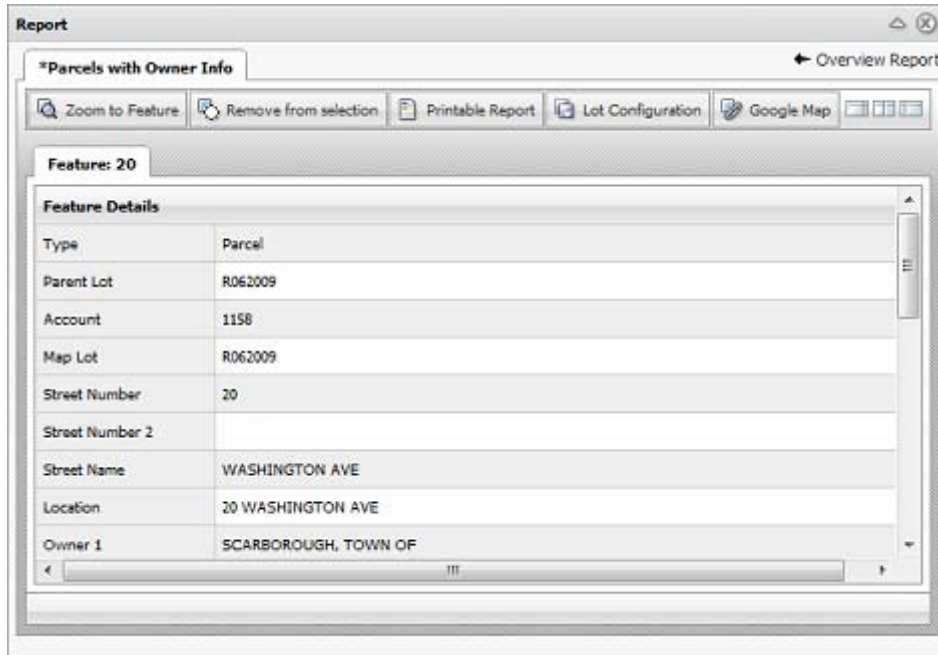




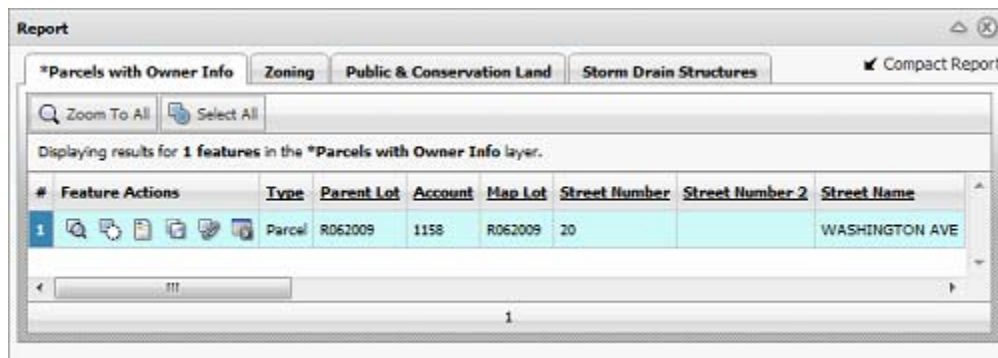
Summary Report

The Summary Report has three views of the data: Overview, Compact, and Detail.

The Detail Report displays a single spatial feature in a floating panel.



The Overview Report displays the list of all reported features, including linked data, in a floating panel.



The Compact Report displays the list of all reported features, without linked data, in a compact format that is docked in the sidebar.





Export To CSV


Save the data in a CSV file. Once downloaded, the file can be opened by Microsoft Excel, or any other CSV file editor.



Printable Report

Print-ready report that shows the assessing information for the selected parcels. (This custom report is only available for the *Parcels with Owner Info layer.)

Town of Scarborough, Maine Parcel Report		Map/Lot Number R062009
Parcel Information		
Account Number:	118	Report generated: 12/20/09 11:09:14 AM
Parcel Type:	Parcel	
Map/Lot Number:	R062009	
Parcel Lot:	R062009	
Parcel Location:	20 WASHINGTON AVE	
Owner 1:	SCARBOROUGH TOWN OF	
Owner 2:		
Reference:		
Owner Address 1:		
Owner Address 2:	P O BOX 260	
Owner City:	SCARBOROUGH	
Owner State:	ME	
Owner Zip:	04070	
Book Page Date:	E1204P0100012207	
Acres:	15	
Square Foot Living Area:	0	
Land Value:	204,700.00	
Building Value:	12,205,790.00	
Total Value:	12,410,490.00	
Exemptions:	12,410,490.00	
Taxable Value:	0.00	
Last Sale Date:	E11011997	
Last Sale Price:	\$1,600,000.00	
Year Built:	0	



Parcel highlighted in blue

This map is a non-printable data output from an Internet mapping site and is for reference only. Data levels that appear on this map may or may not be accurate, current, or up-to-date.



Mailing Labels

Print-ready mailing labels for the selected parcels. (This custom report is only available for the *Parcels with Owner Info layer.)

THAYER DEVELOPMENT LLC 27 HOLDEN ST SOUTH PORTLAND ME 04108	GREEN, DAVID C & KIMBLEY J 108 BEECH RIDGE RD SCARBOROUGH ME 04074	GRANT, GLENN RUSCHKE, DOMINA 48 ORISKANY RD SCARBOROUGH ME 04074
TEML, DALE L 130 BEECH RIDGE RD SCARBOROUGH ME 04074	TEML, JOHN HENRY & SALLY 112 BEECH RIDGE RD SCARBOROUGH ME 04074	TEML, ALVIN & HARLENE 130 BEECH RIDGE RD SCARBOROUGH ME 04074
TEML, ALVIN F ARLEY, HEIDI J T 130 BEECH RIDGE RD SCARBOROUGH ME 04074	CALDWELL, JEFFREY A CALDWELL, LISA M 148 BEECH RIDGE RD SCARBOROUGH ME 04074	HOBBS, VIVIAN K 144 BEECH RIDGE RD SCARBOROUGH ME 04074
ONORATO, WILLIAM ONORATO, JULIE 140 BEECH RIDGE RD SCARBOROUGH ME 04074	TODDICO, MARTIN & NANCY 148 BEECH RIDGE RD SCARBOROUGH ME 04074	BRAGDON, CAROLE M 150 BEECH RIDGE RD SCARBOROUGH ME 04074
SUNSET RIDGE SUBDIVISION HOMEOWNERS ASSOCIATION 1348 PORTLAND RD #2 SACO ME 04072	BRITTON, JAMES L BRITTON, DEKILAS F 7 GRAPESVINE LN SCARBOROUGH ME 04074	BANHOEY, WILLIAM BANHOEY, JILL D 4 GRAPESVINE LN SCARBOROUGH ME 04074
SHARPE, JOHN C SHARPE, ANGLEE A 6 GRAPESVINE LN SCARBOROUGH ME 04074	WILLIAMS, MARK S WILLIAMS, CAROLYN 5 GRAPESVINE LN SCARBOROUGH ME 04074	EGGERLEY, RODDIT E & MADRA 6 GRAPESVINE LN SCARBOROUGH ME 04074
WARREN DEVELOPMENT 180 WARREN AVE PORTLAND ME 04103	BRINHAM, BRIAN 109 BLMWOOD AVE WESTERROCK ME 04092	BROWN, BREWEN J 4 FRIENDSHIP LN SCARBOROUGH ME 04074
HANE, JOHN J HANE, LEAH ANNE 180 HOLMES RD SCARBOROUGH ME 04074	GREEN, DAVID C GREEN, KIMBLEY J 108 BEECH RIDGE RD SCARBOROUGH ME 04074	ASSOUSIAN, DWAN M ASSOUSIAN, PENNY S & WHITNEY 6 FRIENDSHIP LN SCARBOROUGH ME 04074
COTE, DEME J PO BOX 7123 SCARBOROUGH ME 04071	STOLTENBERG, VIRGINIA A STOLTENBERG, JOHN HENRY 143 BEECH RIDGE RD SCARBOROUGH ME 04074	BATON, ROBERT G & MARTHA 140 BEECH RIDGE RD SCARBOROUGH ME 04074
CHANDY, KENT III & JOAN L 149 BEECH RIDGE RD SCARBOROUGH ME 04074	FOLLIS, ARTHUR COOLE 378 LANGLEY SHORES DR ACTON ME 04001	PREDE, DAVID E & HELEN R 111 BEECH RIDGE RD SCARBOROUGH ME 04074