



# MAPVIEWER

# MapViewer Reference

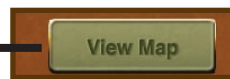
## STARTING UP



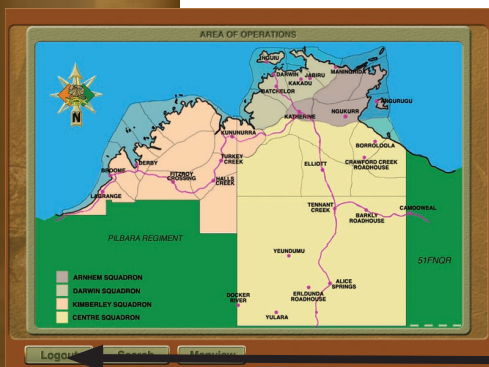
The first screen that you will see when you enter the program is the one shown here on the left.

Access to the Administrator function is restricted to those with an Administrator username and password.

Click the **View Map** button to get access to the MapViewer.



## LOGGING OUT



When you have finished using the program click the **Logout** button found at the bottom left of the screen. This will take you back to the startup screen. You do not need to do anything more. The system will stay on this screen until another user accesses the system or until an administrator shuts down the program.



## MENU BAR



Functions such as Search and Map View are available at any time while using the system. These functions can be found as buttons at the bottom of the screen in an area called the **Menu Bar**.

Depending on the screen that you are currently on, extra buttons may appear on the Menu Bar, but the core functions of **Logout**, **Search**, **AO Map** and **Map View** will always be accessible from this position. The only time one of these buttons will not be visible on the menu bar is if you are already on that screen.



## AO MAP



The Area of Operations Map (AO Map) is a quick and easy way to view any of the maps in your Area of Operation.

Moving the mouse around the map will reveal the names of the 100K map sheets that cover different areas. Clicking the left mouse button on a named area will take you to the Map View section and will load the corresponding 100K map sheet. This will only work for map names that appear in black letters. For example, clicking Fitzroy Crossing on the AO Map will take you to a 1:100,000 map of Fitzroy Crossing. Map names in grey do not have their corresponding 100K map loaded into the system. These names appear on the AO Map for reference purposes only.

The numbers next to the map name represent the 100K map sheet number. The first two digits are Eastings and the last two are Northings. The Eastings will rise in value from west to east, while Northings rise from south to north.

## MAP VIEW



The Map view allows you to scroll around the 100K map sheets covering your Area of Operation. Each map sheet joins to adjacent sheets, allowing you to do a continuous sweep across your AO.

## NAVIGATION OF MAP VIEW

### Map Scroller

Navigation within a map is performed using the **Map Scroller**. This is the large circular button on the lower left of the screen. The Map Scroller allows for full 360 degree map movement.

To use the Map Scroller, click and hold the mouse inside the circle. The view will scroll in the direction of the mouse in relation to the centre of the circle – ie. if the mouse is on the upper left of the circle then the view of the map will pan north-west.

The Map Scroller is sensitive to the distance the mouse pointer is away from the centre of the circle. If you hold the pointer near the centre of the circle, the map will scroll very slowly. If you hold the mouse near the edge of the circle the map will scroll quickly.

This may sound complicated but half a minute's practice will get you very comfortable with the Map Scroller. Note that the speed of scrolling will drop slightly when the map is zoomed out at a high level.

An alternative to the Map Scroller is to click the actual map itself, hold the mouse button down and drag the map around the screen. This works well for short distance scrolling and for careful positioning of the map for situations such as printing the field of view.

### Zoom In / Zoom Out

There are two zoom buttons to the left of the Map Scroller. **Zoom In** will enlarge the map, allowing you to see greater detail in the map. **Zoom Out** will shrink the map, giving a greater overall view of the area.

Zoom the map by clicking on one of the zoom buttons and holding the mouse down, letting go when you are at the desired zoom level. Note that there is a fixed maximum and minimum zoom level.



The system will occasionally need to load in an extra map file if you scroll off the edge of a map. This will temporarily pause the system. Be patient and control will be given back to you in 15 -30 seconds.



### Geographical Location Data

At the top and bottom of the frame holding the map, you will notice some geographical location data. The top frame shows the current UTM (Universal Transverse Mercator) Zone, Easting and Northing location underneath the mouse pointer.

The map number and name at the bottom of the frame displays the 1:100,000 map sheet number and the name of the map currently in view.



### Points Of Interest

Points of Interest (POIs) are locations on the map that define something of particular note, such as a key building, airfield or beach landing position.

The **POINTS OF INTEREST** list on the left of the screen will list all POIs within the area covered by the currently loaded map. Note that this list covers a POI scan that extends slightly outside your maximum view, so zooming in tightly on the map means you will not lose the POI information of what was once in view.

This POI list can be filtered by POI category (eg. water crossing, medical facility) to assist in finding very specific types of POIs.

Change the filter by selecting the **TYPE OF POI** from the drop down list immediately above the POI List, or by selecting **All** to leave the list unfiltered.

Although there may be Points of Interest on the map you have currently displayed, these points will remain invisible until they are selected from the POI list.

If you wish to see all the POIs that are in your list, click the **Show listed POI** button which is found just under the POI list. Any POI currently displayed in the list will now show up on the map as a flashing dot (you may need to scroll the map to see them all).

You can stop the flashing effect of **Show listed POI** by either

- clicking the **Hide listed POI** button
- clicking a POI on the map or POI list, or

- by clicking on an empty space on the map.
- To select a POI, simply click its location on the map (use the Show listed POI button if you are unsure of the exact location) or click its name in the POI list. The POI will show up as a solid dot with a label detailing the name of the POI.

If at any time this label covers part of the map you would like to see, you can simply drag the POI label to another location on the screen.

Once a POI is selected, you may choose to get more details about it. This can be done in a number of ways which all result in the same POI information screen, so any method can be used:

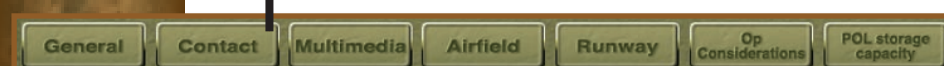
- Select a POI from the map or list, and then click the POI button in the menu bar,
- Double click a POI on the map, or
- Double click a POI in the POINTS OF INTEREST list.

## POI INFORMATION

Each POI can hold a large amount of data.

POIs are categorised into different types and the POI type determines the information stored within the database, ie. airfields have data about runways, bridges may have crossing plans, etc.

All this information is displayed on different information screens.



These screens are accessed via the buttons just above the menu bar at the bottom of the screen.

An example of the information screen types in an airfield.

Every type of POI contains the **General**, **Contact**, and **Multimedia** information screens.

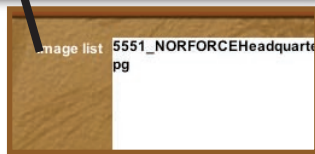
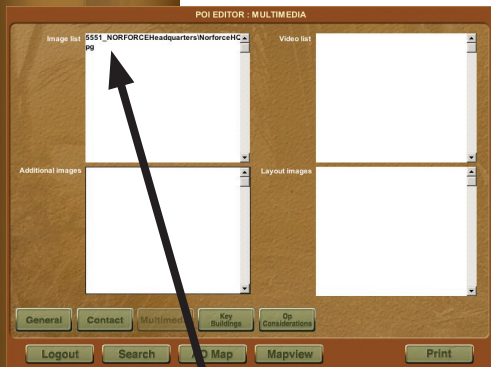
The **General** screen displays the basics about the POI: name, geographic location, short description, etc.

**Contact** shows the owner and contact details of the POI.

**Multimedia** stores the images, diagrams and video related to the POI.

Depending on the type of POI there may be other information screens. The buttons to access these screens will be to the right of the

# MULTIMEDIA



## Multimedia button.

While most information screens are just text and fairly self-explanatory, the Multimedia screen functions slightly differently to the rest.

The top two boxes (**Image list** and **Video list**) are lists of images and videos held within the system. What makes these lists different from the other lists in the database is that the items in these lists are clickable.

Clicking on an image or video name in either list will display an entirely new screen filled with information about that particular image or video. The image or video will be displayed in a small preview window in the upper right corner of the screen.



## Still Images

Clicking on the small thumbnail of the image in the upper right of the screen will enlarge the image to full size. The menu bar will change to give you the options to zoom, rotate and print the image. Zoom and rotate work by clicking and holding the mouse on the button, releasing once the desired zoom/rotation is achieved.

The image can be moved around by clicking and dragging the actual picture inside the frame.

Click the **Close** button to return to the image information screen.

## Video

Clicking the preview video in the top right of the screen will pop up a video window in the centre of your screen. A progress bar will appear underneath the video, allowing you to jump to particular parts of the video by clicking and dragging the mouse along the timeline.



Control buttons for **rewind to beginning**, **stop**, and **play** are in the lower right of the window.

To stop the video and return to the video information simply click the **Close window** button.

## OTHER IMAGE LISTS

Other types of image lists in the system are:

SCREEN	POI TYPE	LIST
Multimedia	Any	Layout images
Op considerations	Airfield, Beach landing site, Community, Key building, Mine/Quarry, Road, Water body, Water crossing	Layout images
Road POI	Road	Photos
Crossing plan	Water crossing	Entry/exit plan single image

There are image lists other than the **Image list** and **Video list** in the Multimedia screen. These lists are only links to images. Some of these images function similarly to the Multimedia Image List in that they can be zoomed and rotated; others are displayed at a fixed size.

## MULTIPLE ENTRIES IN INFORMATION SCREENS

Some POI information screens may contain more than one entry for a particular category. For example, an airfield can have more than one runway and a community can have more than one OP Consideration.

If there are multiple pages inside an information screen, two buttons will appear.



The **Previous** and **Next** buttons will appear in the lower right of your screen if the POI contains multiple pages. Click these buttons to go back and forwards through the pages.

## SEARCH

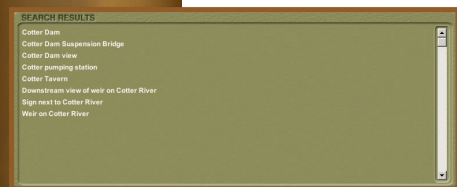
The search function allows you to quickly find and display POIs. The search is limited to information stored within the following fields: -

- Point of Interest Name and Description
- Photo Name and Description
- Video Name and Description

The screen is divided into two major areas



The top of the screen contains the search options. This is where you enter your search keyword and any filtering options to make your search more specific.



The bottom half of the screen contains the results of your search. Click any of the search results to immediately return to the Map View at the exact location of the item you clicked.

POIs with Squadron and Patrol information will have the Squadron and Patrol listed in brackets after the name.

The most basic of searches involves having all three search areas turned on (**POI**, **Photo** and **Video** all have a cross inside them), leaving **Squadron** and **Patrol** blank and typing a keyword into the **Search For** box.

Clicking the **Search** button under the box or pressing Enter on the keyboard will begin the search.

When the system has completed searching for POIs the results will be displayed in the **Search Results** box. Click any of these results to take the Map View to that POI.

The search keyword you type into the **Search for** box does not have to be the full POI name. It does not even have to be a full word. The search function will look for POIs that contain that keyword anywhere in the name. For example, typing **om** into the search can give you **Broome** and **Dombey** in the same result set (providing there are POIs with those names in the system).

## SEARCH OPTIONS

To maximise your search results you should have all three top options selected (a cross will appear in the boxes) and leave the **Squadron** and **Patrol** boxes blank. However, if you know some information about what you are looking for you may be able to narrow down the results with a more specific search.

Use the search options to perform an advanced search. Every time you change the options you will need to re-click the **Search** button to update the results.

POI (name/description)	If this is switched on (marked with a cross) the search function will look at the <b>name</b> and <b>description</b> of every POI in the system to look for a match for the keyword. This is the most common search type.
Photo (name/description)	Switching this on will search the filename and caption of all the images in the system. This is useful for looking for a specific image.
Video (name/description)	Similar to the Photo option, but this will search through the filenames and captions of all the videos.
Squadron	This will filter your search results so that only POIs in your specified Squadron will appear in the results.
Patrol	After selecting a <b>Squadron</b> , you can narrow down the result to a particular patrol area.

# PRINTING

Three different types of information may be printed from the system:

## From the MapView

The **Print Map** button in the Map View will print out the current display in the map window. The printout will list the map name and 100K sheet number, along with the name and location of a POI if one is selected at the time of printing.

The map image printed will be exactly that of the view on the screen, so a zoomed in map will print out the zoomed in area, not the entire map sheet.

## Single Image

An enlarged image from the Multimedia section can be printed when in the enlarged image viewing mode (the mode that allows you to zoom and rotate your image). Click the **Print** button to print out a large copy of the image along with the image caption, filename, date and time taken.

## Entire POI

Clicking the **Print** button on any of the POI information screens will print out the entire set of data for that POI. This includes all the text data and all images (multimedia images, layout pictures and other possible image lists such as Op Consideration layouts and water crossing plans) in the POI.

Printing POIs with many large images will cause a system delay. You will not be able to click any buttons while the system is preparing to print the POI information. If this is the case, a message will be displayed on the screen informing you to wait while the system prepares to print. When the message disappears you will be allowed to continue using the system (even though the printout may still be being printed).