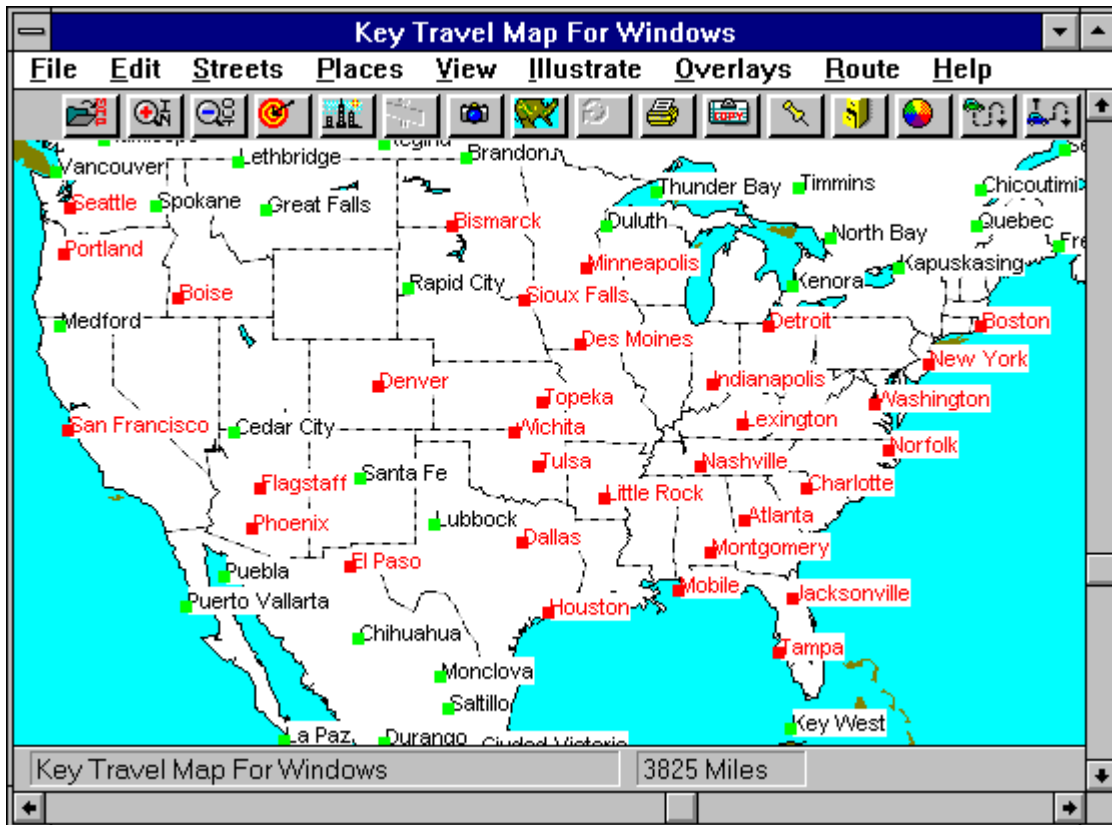


The Key Travel Map for Windows User Interface

The Key Travel Map Window

The Basic User Interface in *Key Travel Map for Windows* consists of two parts: accessing numerous Menu choices, and movement around the map (or screen). Once *Key Travel Map for Windows* is opened, a screen similar to the following is displayed:



The Key Travel Map Window

Movement on the map is achieved by using the *Scroll Bars* at the bottom and on the right side of the screen.

Clicking on the arrows on the right hand *Scroll Bar* causes the map to move up or down. Clicking on the arrows in the *Scroll Bar* at the bottom of the screen moves the map to the right or left.

The amount of movement in the display is controlled by clicking and dragging the mouse pointer in the *Scroll Button* of either *Scroll Bar*.

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The Key Travel Map for Windows Menus

One of *Key Travel Map for Windows*' unique features is the use of *Pull down* Menus and an accompanying *Tool Bar*. The *Pull down Menu* function as they do in most Windows programs: clicking on a Menu item reveals further choices. Click on a particular choice to access it.



The Menu bar

The Tool Bar consists of **18** of the most commonly used commands, providing instant access to each command. These Tools are discussed in this chapter along with the corresponding *Pull Down* Menu.



The Tool Bar

An additional **4** buttons are available to users of monitors operating in Super VGA (*SVGA*) mode. These are as follows:

- The Arrow Tool
- The Distance Line Tool
- The Text Tool
- The Help Tool

All of the *Pull down* Menus are documented in full.

NOTE: For a complete listing of the Tools available in *Key Travel Map for Windows* refer to *Appendix B*.

The Menu Bar

The *Menu Bar* at the top of the screen provides access to all of *Key Travel Map for Windows* commands.

The Menus available are:

File Illustrate
Edit Overlays
Streets Route
Places Help
View

Moving the mouse pointer to one of the keywords in the *Menu Bar* and clicking the left mouse button causes a *Pull down Menu* to be displayed. From the keyboard, Press **ALT** and the **underlined** letter key. In the case of the **F**ile Menu, Press **Alt-F**. This *Pull down Menu* contains all of the commands that can be accessed from the selected menu.

The File Menu

The **File** Menu commences a *Key Travel Map for Windows* session. Selecting the **File** Menu offers the following choices as illustrated below:

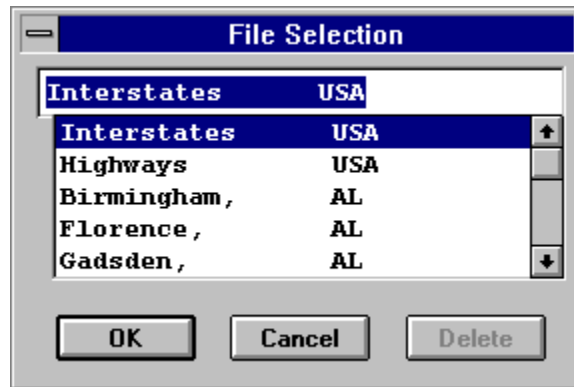


The File Menu

Map Selection

This option enables the *U.S. Highway* maps and any *Key CityMaps* that may be loaded on the hard drive to be accessed.

Key Travel Map CD-ROM for Windows



The Map Selection Dialog box

NOTE: *Key Travel Map for Windows* includes the Hollywood, California *Key CityMap*.

Key CityMap Selection

To open a map, highlight the desired selection and click on **OK** OR use the arrow keys to highlight the selection and Press Enter. The selected map is immediately loaded into *Key Travel Map for Windows*.

NOTE: Throughout *Key Travel Map for Windows*, Pressing ESC achieves the same results as clicking on the *Cancel* button.

A *Key CityMap* which has been loaded onto the hard drive can be opened by clicking the RIGHT mouse button on the *City Name* while in the *USA Map View*. Available *Key CityMaps* are displayed in a different color, depending on the display characteristics of the system.

Since there are many more *Key CityMaps* than can be displayed on the screen while at the USA Map view, it may be necessary to *Zoom in* on an area to expose installed *Key CityMaps*. Consult the *Key CityMap* Catalog for a list of available *Key CityMap* cities.

NOTE: *Key Travel Map for Windows* automatically searches for any *Key CityMaps* already loaded onto the hard drive whenever the highway level maps are shown. As a result, any *Key CityMaps* on the system are displayed in a contrasting color when at the USA Map level.

Key Travel Map CD-ROM for Windows

Map Select Tool

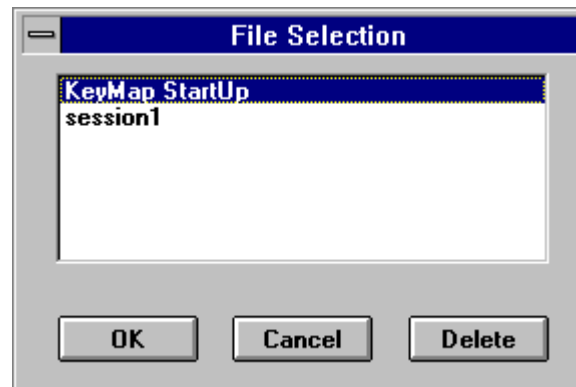
A Map can be selected by clicking on the **Map Tool** in the Tool Bar, which causes the Map Selection Dialog box to be presented. To select a map, highlight it with the mouse and click **OK**.

Any **Key CityMaps** on the hard drive are also available in this Dialog box.

NOTE: Whenever the mouse pointer is on one of the Tools a description of the corresponding command is displayed in the lower left hand corner of the display, just above the horizontal scroll bar.

Open Session ...

The **Open session..** command allows a previous session saved to the hard drive to be retrieved, including any of the operating parameters and conditions during the session.



The Open Session Dialog box

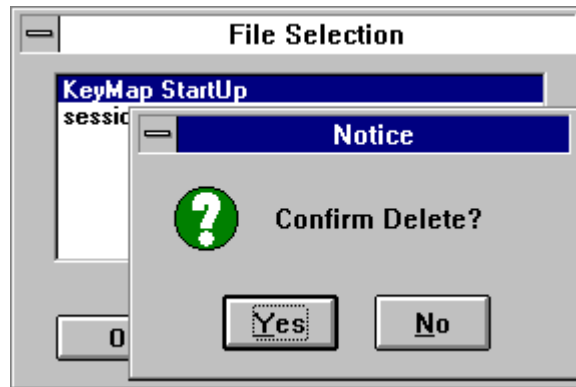
All of the previously saved sessions are listed in The Open Session Dialog box with the **description** to identify the file. To select a particular session, highlight it with the mouse and click **OK OR** use the arrow keys to highlight the desired session and Press Enter.

The first time **Key Travel Map for Windows** is opened, the only session available is the **Key Travel Map StartUp** Session.

Provided that sessions are saved, the user can continue working from the point left off.

NOTE: Any changes made in a given session are not saved unless a request to save updates is made.

Existing sessions can be deleted from The Open Session Dialog box. To delete a session first highlight it and click **Delete**. Before the deletion is executed The Delete Session Dialog box is presented for the user to confirm the deletion:

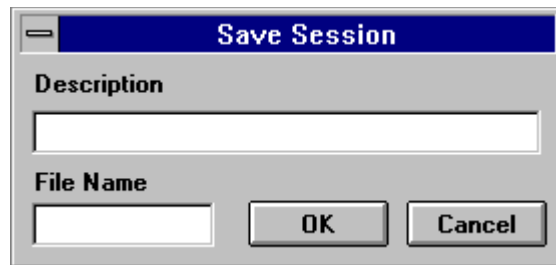


The Delete Session Dialog box

If **Yes** is selected, the session, including its' description and corresponding file, is deleted. If **No** is selected, control is returned to the Open Session Dialog box.

Save Session...

The **Save session..** command is the opposite of the previous command. **Save session..** is used to save a particular session, including any operating parameters and conditions being used. Selecting **Save session..** reveals a Dialog box similar to the following:



The Save Session Dialog box

A session must have a completed **Filename** and **Description** to be saved.

Description

A **Description** is mandatory. The **Description** for any saved session is presented in the Open Session Dialog box. This **Description** can be a maximum of **34** characters and can be used to uniquely label any number of sessions.

Filename

A **Filename** for the saved session **must** be chosen in addition to the description. This **Filename** cannot

Key Travel Map CD-ROM for Windows

exceed **eight** letters in length and must conform to normal DOS characteristics. Refer to the DOS Manual for the file naming procedure.

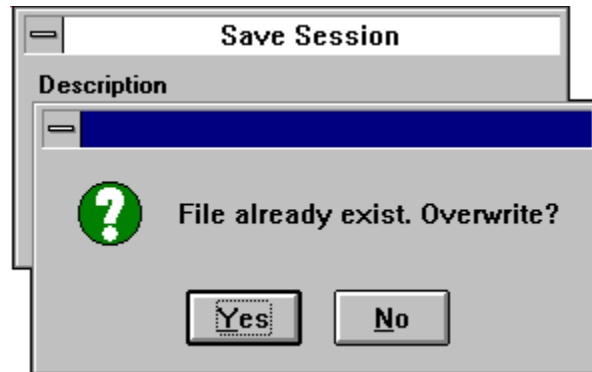
Key Travel Map CD-ROM for Windows

The description is **NOT** a **replacement** for the Filename, merely an addition. It is used to identify any existing session that is to be opened. The session **must** be saved with a unique Filename for **Key Travel Map for Windows** to be able to retrieve it as a unique session.

The same description can be assigned to different filenames, so note carefully both the file currently being saved and its' corresponding description. The description should be one which assists in locating the exact session to be opened.

For example, to save a session with the intention of attempting a number of alternatives, assign a description such as TEST MAP NORTH ROUTE, TEST MAP SOUTH ROUTE, etc., and save the file with a unique name. This method precludes the need to recall the exact filename, due to the fact that the description is more indicative of the session's contents.

While the same description can be assigned to a number of different files, this is not true for the actual files which correspond to a saved session. If an attempt is made to save a session file with a filename already in existence, the following Dialog box is displayed:



Saving a Session to an Existing Filename

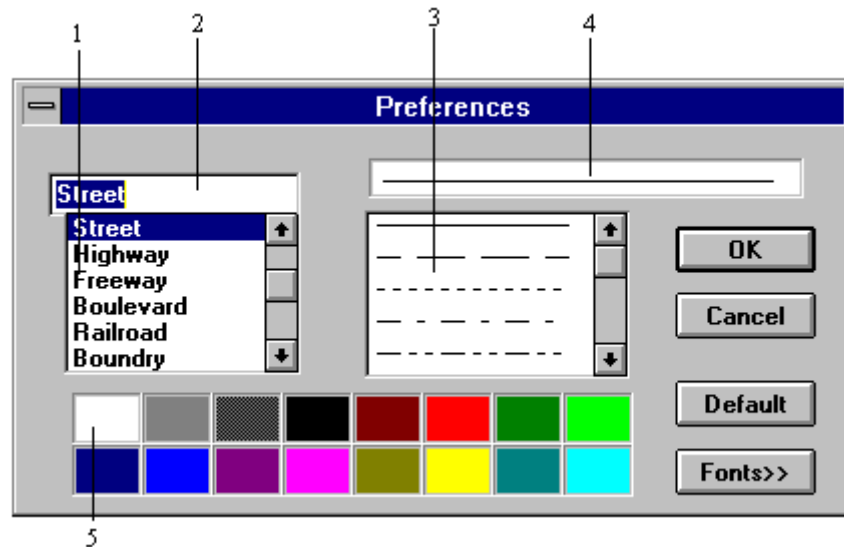
If **Yes** is selected, the existing file is overwritten. If **No** is selected, the program returns the user to the Save Session Dialog box and the filename can be modified.

Save Session Tool

The "Camera" icon represents the **Save Session Tool**. Clicking on this Tool executes the same sequence for saving a session as outlined in the previous section. The procedures and options are identical.

Preferences

The *Preferences* command allows many of *Key Travel Map for Windows*'s operating and display characteristics to be customized. The **Preferences** Menu is divided into five different areas as illustrated below:



The Preferences Dialog box

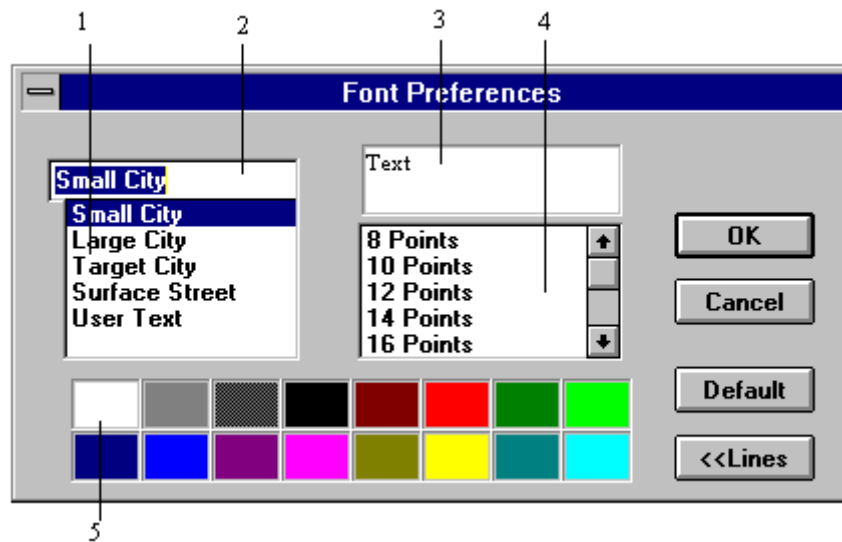
- 1 The *Item Selector box*, where the user selects the particular item to be customized.
- 2 The *Item Indicator box*, which displays the name of the item currently selected.
- 3 The *Line Type Selector*, where the user can select a different type or thickness of line for the selected item.
- 4 The *Sample box*, where any changes made are displayed instantly.
- 5 The *Color Palette*, showing the various colors which may be assigned to various areas of any map.

In addition to the aforementioned, the option of selecting different point sizes for any text to be displayed on the screen is available. This option can be accessed by clicking on the *Fonts>>>>* Button on the right side of the **Preferences** Menu.

Font Selection Dialog Box

When *Fonts>>>>* is selected from the **Preferences** Menu, the Font Selection Dialog box is displayed. In this Dialog box the user can change the display size of any labels, street or city names and any text added to a map. Like the **Preferences** Menu, the Font Selection Dialog box is divided into five areas:

Key Travel Map CD-ROM for Windows



The Font Selection Dialog box

- 1 The *Item Selector box*, where the user can select the particular item to be customized.
- 2 The *Item Indicator box*, which displays the name of the item currently selected.
- 3 The *Font Size Selector box*, where the user can select from a number of different font sizes.
- 4 The *Sample box*, where any changes the user makes are displayed instantly.
The *Color Palette*, showing the various colors which may be assigned to the font size of any selection.

The various changes that can be made to any specific component are listed in the chart below.

| Item | Color | Font Size | Line Type | Line Thickness |
|-------------|-------|-----------|-----------|----------------|
| Canvas | X | | | |
| Water | X | | | |
| Islands | X | | | |
| Street | X | X | X | X |
| Highway | X | X | X | X |
| Freeway | X | X | X | X |
| Boulevard | X | X | X | X |
| Railroad | X | X | X | X |
| Boundary | X | X | X | X |
| Interchange | X | X | X | X |
| Utility | X | X | X | X |
| Geological | X | X | X | X |
| Other | X | X | X | X |
| Small City | X | X | | |
| Large City | X | X | | |
| Target City | X | X | | |

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| | | |
|----------------|---|---|
| Surface Street | X | X |
| User Text | X | X |

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Changes to any of the aforementioned can be made by highlighting an item in the *Item Indicator box*, then scrolling to the desired selection in the appropriate *Selector box*, depending on whether Fonts, Colors or Line Types are being changed.

As selections are made, any changes are immediately displayed in the *Sample box*.

Example: To change the WATER color

- Highlight *Water* in the *Item Selector box* while in the first (Lines) Preferences Dialog box.
- Click on the desired color in the *Color Palette*.

The color change is reflected in the *Sample box*.

The areas of the Line Type Selection and Font Type Selection Dialog boxes are described below.

Sample box (The Line Type Selector and The Font Size Selector Dialog boxes)

Any changes made are immediately displayed in the *Sample box*, including Color, Line Type, Thickness and Text Fonts. Various combinations can be experimented with until the required display characteristics are achieved.

Font Size Selector Dialog box

All of the available font sizes are listed here. Scroll up and down the list by clicking on the arrow buttons. Clicking on a particular *Font Size* assigns that *Font Style* to the selected component.

Example:

Click on *Large City* in the *Item Selection box*, scroll down the *Font Size Selector box* by clicking on the arrow buttons, then click on **16** Points. The words *Large City* are displayed in the new font size. A different color can also be assigned to the particular item's font size. This can be useful for identifying different cities and or creating color groups for easy reference.

The Color Palette (both The Line Type Selector and Font Size Selector Dialog box)

The Color Palette shows the **16** different colors that may be assigned to any element of the display. It may be used with *any* item in the *Item Indicator box*.

To select a color move the pointer to the desired color and click on it. An audible click may be heard from the computer (if a speaker is attached) and the color change is reflected in the *Sample box*.

NOTE: There **must** be a contrast between canvas and text. Selecting a white canvas with white text results in an invisible label display.

Line Type (Lines Dialog box)

Various line types are available, from solid to dashed lines to dots. Clicking on the *Line Type Selector* allows rotation through the different available line types, with the line currently selected displayed in the *Sample box*. When the selected *Line Type* is satisfactory, stop clicking and go on to another selection.

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Line Thickness (Lines Dialog box)

Operates in the same way as *Line Type*. Having selected a specific item in the *Preferences box*, click on the the *Line Thickness* selector until the display is adequate.

NOTE: Thickness of a line affects rewrite drawing speed of the display. Thicker lines draw slower on many monitor types. In addition, thicker lines may obscure any thinner lines close to them.

Selector Buttons

The *Selector Buttons* perform the following functions:

OK

Accepts the selected changes and returns the user to the last displayed map. It **does not** save the changes for use in another session. To save the display parameters, save the current session after making any changes from the **Preferences** Menu.

Cancel

Cancels all changes made in the current session and returns the user to the main map.

Default

Cancels any changes (current or previous) and resets the display to the original **Key Travel Map for Windows** parameters.

Font>>>>/<<<<Lines

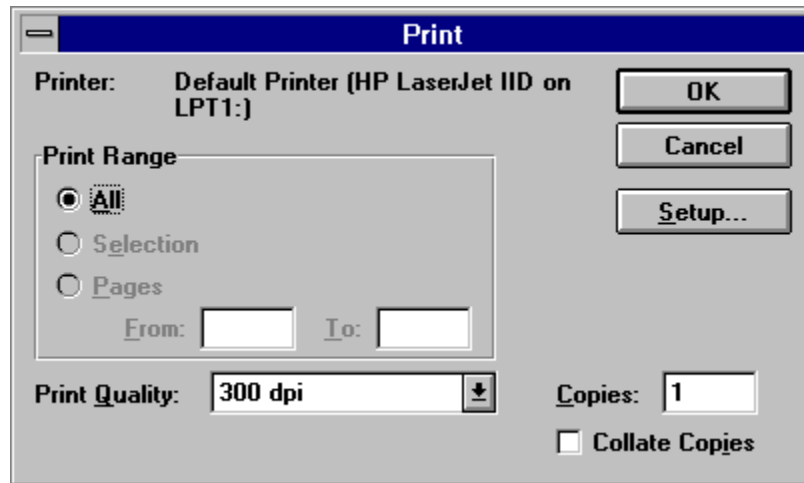
Toggles between the Lines or Fonts Dialog boxes.

The Modify Fonts/Colors/Lines Tool

The *Modify Fonts/Colors/Lines Tool* is the same as selecting Preferences from the **File** Menu.

Hardcopy

This command is used to print the current map displayed to a printer that has already been selected (see Printer setup). When *Hardcopy* is selected, the *Printing a Hardcopy* Dialog box is displayed.



The Printing a Hardcopy Dialog box

Print quality selection can be made as per the printer(s) installed to run with the Windows version. Refer to the Windows Manual for Printer Setup and Option information.

Bear in mind that print density can have a significant effect on both the quality of the hardcopy and the time it takes to print the desired map. The printing speed is mainly dependent on the available hardware and Windows configuration; the amount of RAM available to the system; the capabilities and resources allotted to the Print Manager; the actual installed printer being used and the amount of internal memory. Once again, refer to Windows and Printer documentation to achieve optimum results and printing speed.

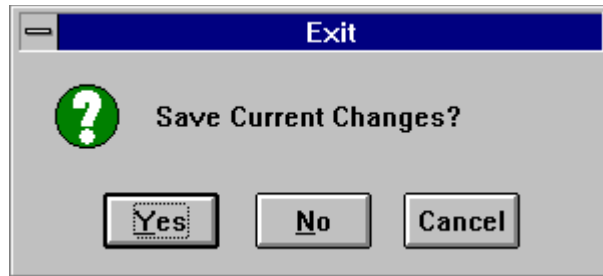
For draft copies print maps at a low density. Such maps may not be of a good quality for final work, but they print faster than high density copies.

The Print the Map Tool

The *Print the Map Tool* initiates the same sequence as selecting Hardcopy from the File Menu. Once the *Print the Map Tool* is clicked, the procedure is identical to that previously described.

Exit

Clicking on *Exit* ends the current session and returns the user to the Program Manager. Before exiting **Key Travel Map for Windows** the following screen is displayed.

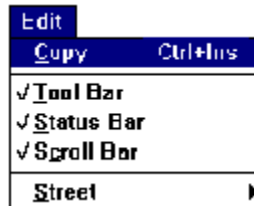


Saving Changes on Exiting

This gives the user an option of saving any changes to the opening parameters of **Key Travel Map for Windows**. Saving current changes automatically creates a **Key Travel Map for Windows Start Up** session.

The Edit Menu

The **Edit** Menu allows work to be copied to the clipboard, display characteristics of certain **Key Travel Map** window tools to be changed, and a currently displayed map to be edited directly, adding or deleting streets. Clicking on the **Edit** Menu in the *Menu Bar* reveals the following menu.



The Edit Menu

Copy

This command transfers the currently displayed map to the Clipboard. Once in the Clipboard, the map can be imported into many other Windows applications. These can include word processing programs, paint programs, etc.

If this command is used be aware that saving a map to the Clipboard overwrites anything else in the Clipboard. To use or manipulate an image in the Clipboard, save it as a file before copying another map to the Clipboard. A Windows manual provides further possibilities and options for items in the Clipboard.

The Copy Tool

The **Copy Tool** displays Copy the Current Map to the Clipboard when the mouse pointer is placed on it. Clicking on this automatically copies the currently displayed map to the Clipboard for use in other programs.

NOTE: The **Copy Tool** does not save work.

There are further selections that are toggles for turning the **Tool Bar**, **Status Bar** and **Scroll Bars** on and off.

Tool Bar

Clicking on this either turns on the **Tool Bar** if it is not displayed, or turns it off if it is displayed on the screen.

Status Bar

The **Status Bar** is just above the Scroll Bar at the bottom of the screen. It displays the current map or the function of the Tools in the Tool Bar. It can be turned off with this command.

Scroll Bars

This command turns the **Scroll Bars** on the right and bottom of the screen on and off.

NOTE: If the Scroll Bars are hidden it is not possible to scroll up, down or sideways.

Street

This Menu selection enters the Street Editor. Clicking on Street changes the display to the one below.



Selecting the Street Editor

Key Travel Map CD-ROM for Windows

Roads on a map can be added, modified or deleted using the Street Editor.

NOTE: The Street Editor physically changes map databases. **Key Travel Map for Windows** should be re-installed if serious mistakes are made e.g. roads inadvertently deleted. The Street Editor does not have an UNDO capability.

Two options are available from the Street Editor: New and Modify.

New

Create and Add new streets to the displayed map.

Modify

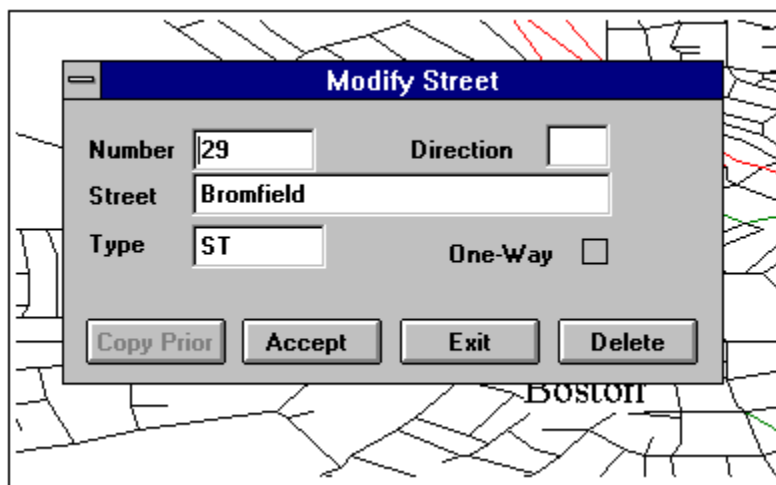
Modify street characteristics: names, direction, etc.

Modify Street

There are four steps to modifying an existing street:

- Activate the Modify Street Dialog box
- Click the LEFT mouse button on the street to be changed
- Enter the required changes
- Accept the changes

When the Modify option is selected, the Modify Street Dialog box is displayed, with all of the fields blank. Click the LEFT mouse button on the street to be modified, and the Modify Street Dialog box displays the characteristics of the selected street.



The Modify Street Dialog box

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To affect a change, simply enter the new information.

The Modify Street Dialog box contains the following command buttons:

Copy Prior

Copies the previously accepted street information into the Modify Street Dialog box. This is useful for changing a long stretch of road. For example, using Copy Prior to change I-405 to San Diego Freeway will only require typing the name once.

Accept

Save the current information to disk.

Exit

Closes and exits the Modify Street Dialog box.

Delete

Removes a selected street. This operation is permanent.

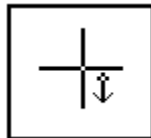
One-Way

Denotes a one way street. Clicking twice on this button toggles the direction.

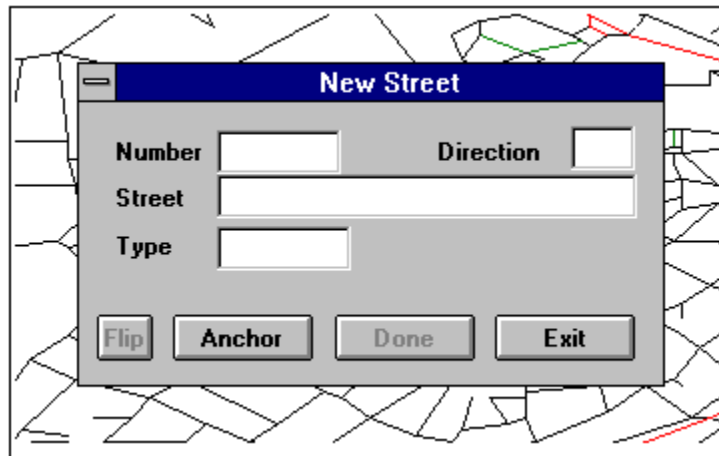
New

Creating a Street

New streets are created as extensions of existing streets. To create a new street, select the New command in the Street Editor and the New Street Dialog box is displayed. Click on the anchor and the cursor will change to the following figure:



To create a new street, Anchor on to an existing street. To anchor a new street, click on the street to be anchored to. The New Street Dialog box is regenerated with the characteristics of the selected street.



New Street Dialog box

Make any required changes to the information in the New Street Dialog box and click the LEFT mouse button at the point of the screen where the street will end.

The New Street Dialog box contains the following buttons:

Flip

Changes the side of the street to be anchored to.

Anchor

Initiates the anchoring procedure as previously outlined

Done

Saves everything drawn up to the last click of the mouse button.

Type Field

Enter Street, Blvd., Hwy, Frwy, etc. This must be a valid type.

The Streets Menu

The **Streets** Menu is used for locating specific streets and roads. The **Streets** Menu is accessed by clicking on **Streets** in the **Menu Bar**, or by Pressing **Alt-S**.



The Streets menu

There are three options in the **Streets** Menu:

- Find Street...
- Minimum Detail
- Street Labels

Find Street..

This command is used to pinpoint a specific location, street or highway in a **Key CityMap**. After invoking the *Find Street..* command, **Key Travel Map for Windows** displays the following Dialog box.



The Find Street Dialog box

A location can be found by entering the following information:

Number

Enter a Street Number (optional).

Street

The **Name** of the Street.

Direction

The **direction** of the Street (e.g., North (N), South (S), etc.). This entry is optional.

Key Travel Map CD-ROM for Windows

Type

The **Street type** may be entered in abbreviated form (optional):

| | | |
|-----------|---|-----|
| Street | = | St |
| Highway | = | Hwy |
| Boulevard | = | Bld |

Cross Street

Enter the Name of a Street which **intersects** the street to be located.

After the above information has been entered the user has the option to Search for the location or cancel the procedure. Clicking on **Search** in the Search Street Dialog box produces a listing of possible addresses as follows:



The Locate Street Dialog box

Any unspecified entries are ignored. If a street type is not specified, then **type** is not used to find the street. Once the listing of possible addresses is displayed the user has the following options: cancel the procedure, go to one of the displayed listings, or return to the Search Mode.

Go To

Highlighting one of the addresses and clicking on **Go To** causes the selection to be displayed near the center of the screen. In addition, the selected address has a "map pin" within the selected city block to identify it. Refer to the following figure.



Find Street - The Go To Command

The other two available commands in the **Streets** Menu are *Minimum Detail* and *Street Labels*.

Minimum Detail

Key Travel Map CD-ROM for Windows

Selecting **Minimum Detail** removes all streets other than Highways, Freeways and major Boulevards. The default colors for these roadways are **red**, **green** and **blue**. **Minimum Detail** is active when a check mark is displayed next to the item in the Menu listing. Clicking on this command toggles the display between Minimum and Default level detail.

NOTE: This command can also be used at the **State** or **National level**. Outside a City map, the **Minimum Detail** command displays only Freeways and Highways.

Street Labels

Clicking on **Street Labels** turns the default level of street names on and off in the City Display. When this command is invoked every third or fourth roadway is labeled. This prevents the display from appearing overly cluttered. For enhanced performance, streets should not be labeled unless the **Zoom** is set to approximately a two mile area.

Labeling a Street

In many cases the default level of street names may not be sufficient to create a route or locate a desired location. The option to add any street names however is also available. Any segment of any street can be easily labeled by clicking the LEFT mouse button on the desired city block. When a city block or road segment is selected in this manner, an information box similar to the following is displayed.

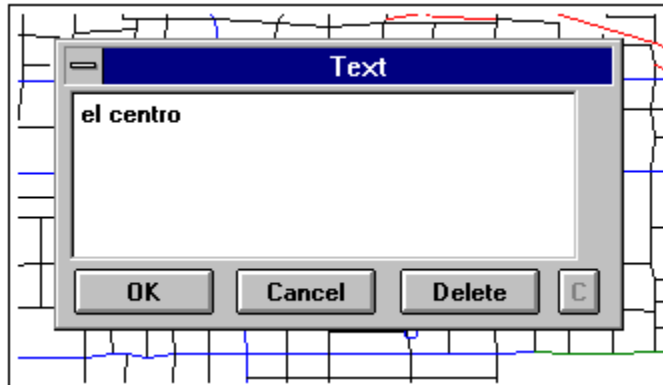


Street Information Dialog box

When satisfied with the selected information click on **OK** to label the street . If the street name is not to be placed on the map, select **Cancel**.

NOTE: Any street names remain on the map until they are deleted as described in the following section. Take care not to obscure the map when labelling streets.

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Removing a Street Name

Removing a Street Name

In a similar fashion, any street label can be removed from the display. To remove a street name click the LEFT mouse button on the street block where the name is displayed. The previous figure is displayed. The displayed street name can be removed by clicking on **Delete** in the Dialog box. This sequence can also be used to modify or verify street names. To change a street name enter the change in the **Text box** as in the previous display, then click **OK**. Selecting **OK** then returns the user to the map display, while **Cancel** effects no changes.

The Places Menu

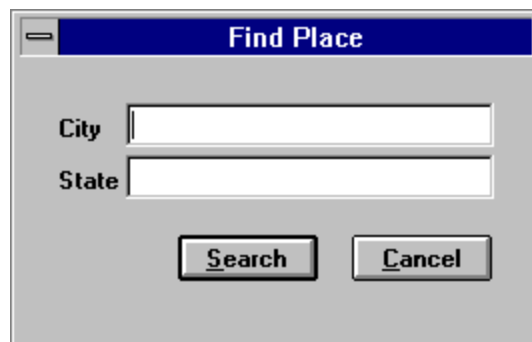
The **Places** Menu works in much the same way as the **Streets** Menu, but is used primarily to locate towns and cities on the **State** or **National (U.S.A.)** map. Clicking on the **Places** Menu reveals the following commands.



The Places Menu

Find Place...

Activating the **Find Place..** option in the **Places** Menu displays The Find Place Dialog box.

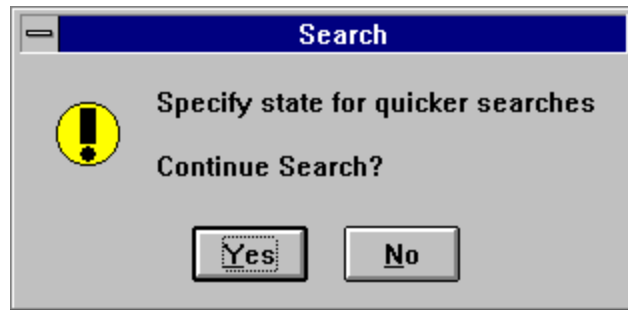


The Find Place Dialog Box

To pinpoint a location, enter both the City and State, or simply the City name. The search is affected in two ways:

- If only the City Name is entered, **Key Travel Map for Windows** searches **all** states for a corresponding match. The following Dialog box is displayed.

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Search Alert - No State Specified

This alert notifies the user that when no state has been specified, **Key Travel Map for Windows** searches through **all** the states for a matching place name, and this may take several minutes (depending on the operating speed of the computer).

- If **both** the *City Name* and the *State* are entered, **Key Travel Map for Windows** searches for a match only in the requested state.

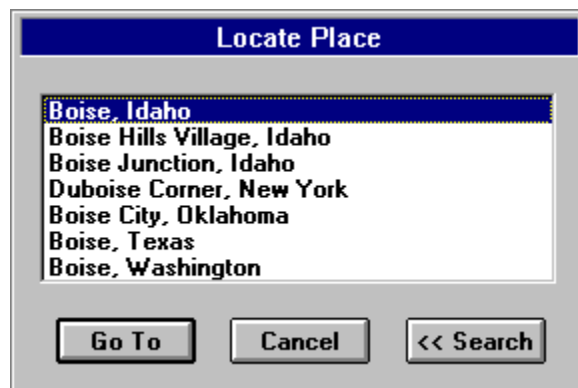
When the search is restricted to a location within the boundaries of one state, the response is practically instantaneous.

The search itself produces matches to the Name entered and also approximates the spelling of the request.

Example:

If a search for BOIS is entered, IDAHO, **Key Travel Map for Windows** returns four possibilities, all of which contain bois in the name. If the request is spelled **BOSE**, IDAHO, **Key Travel Map for Windows** will not find any matches (No match for BOSE).

Upon finding one or several matches, the following Dialog box is displayed:



The Locate Place Dialog box

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Cancel

Selecting *Cancel* returns the user to the currently displayed map.

Key Travel Map CD-ROM for Windows

Go To

Selecting **Go To** after highlighting a choice in the listing redraws the map with the pinpointed location at its' center. The target city is labeled in a contrasting color (the default is **red** on color VGA display). If there is more than one location (see the example above), simply highlight the desired City or Town, then click on **Go To**.

<<<<Search

Selecting <<<<**Search** returns the user to the initial Find Place Dialog box, where another search can be executed.

The Search/Go To A Place Tool

Clicking on the **Search/Go To A Place Tool** in the **Tool Bar** initiates the **Find Place** sequence. The procedure is identical as that described in the previous section.

Set Detail

The **Set Detail** feature allows the display to be customized by increasing or decreasing the number of cities and towns that are displayed on the map. Invoking this command produces The Place Detail Dialog box.



The Place Detail Dialog box

The detail level can be set from **0** to **16**, and the selected level determines **which** places are displayed on the current map. Essentially, the higher the detail level is set, the smaller the towns that are displayed. At the highest detail level **16**, ALL cities and towns within the displayed area are labeled on the map. In any heavily populated area, with the detail level at **16** there are usually far too many city labels to conveniently read the map.

The best thing to do is to experiment with the various settings to establish the level of labels to be displayed in any given area.

There are three elements to keep in mind:

- The **Zoom** level at which the user is operating.
- The area which is being displayed, whether it is a sparsely populated area like Montana, or a dense megalopolis like the New York City area.

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- The defined intentions in working with the display.

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If an attempt is being made to map a route in a densely populated area, a large number of labels may obscure the required routes and highways. Define what is to be done with the displayed area before setting a high level of place labels.

If a high level of detail is obscuring the map, change the number to a lower setting and the map is automatically regenerated reflecting the new level of detail.

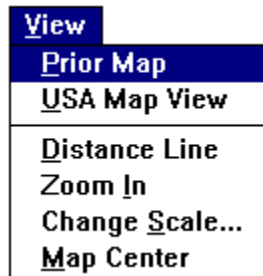
Place Labels...

This command turns the currently displayed labels **On** and **Off** at the *State* or *USA View*. This convenient feature is used to display **only** streets or roads without place labels which could overwrite certain roads.

This command also works at the City level. When *Place labels* are turned off, any city name within a City map are not displayed.

The View Menu

This command changes the display characteristics of *Key Travel Map for Windows*, enlarging or reducing the map displayed in the viewing area. The **View** Menu contains the following options.



The View Menu

Prior map

This command returns the user to the map displayed immediately before the current display. The *Prior Map* command acts like a toggle switch between the current display and the previous one allowing the user to go back and forth.

Example:

The user has a current display (**Display 1**) with default labels and decides to add labels by setting the detail level to 1 (*see Set Detail*). *Now the user has a map with more labels.*

A map that has had only labels added is not considered a "new" map, therefore the *Prior Map* command is **not** available. Once views have been changed (**Display 2**), *zooming* in on an area, for example, then the *Prior Map* command returns the user to the Previous Display (**Display 1**), and the changes made (using the *Set Detail* Command) are still activated.

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Further changes can be made to either Displays 1 and 2. Toggling back and forth carries the changes to the active display.

USA Map View

This command returns the display to the opening USA map level and the detail level is reset to zero.

Distance Line

The **Distance Line** allows the user to anchor a line at a particular point on the map and extend it to another point. The distance between the two points is displayed in the center of the **Status Bar** at the bottom of the screen.

The **Distance Line** feature is a toggle and is either **on** or **off**. The feature is active if there is a check mark beside it in the **Pull down Menu**. To toggle it **off**, select the **View Menu** and click on the **Distance Line** option with the LEFT mouse button. While the **Distance Line** is active there are no other Menu choices available. The **Distance Line Tool** is available to users with monitors operating in **SVGA** mode.

Zoom In...

This command is used to increase the display area of a specific portion of a map.

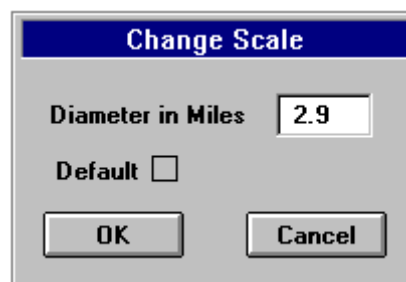
Selecting **Zoom In...** turns the cursor into a small magnifying glass.

The **Zoom area** is extended to the right and down from the starting point. Place the cursor so that the area to be zoomed in on starts as a LEFT hand corner of a "box". Click the LEFT mouse button and "drag" the magnifying glass down and to the right. Moving the mouse causes a **Zoom box** to grow with the selected point as its' upper left corner. The **Zoom box** outlines the area which is displayed on the screen. When the area covered is satisfactory, click the LEFT mouse button once again and the map is redrawn with the boxed area filling in the screen. The **Zoom In...** command can be used consecutively, but the minimum area which can be displayed is **35 miles** at the State level, and **1 mile** at the Street level map. See the notes at the end of this section regarding the **Zoom Tools**.

Change Scale

The **Change Scale** feature allows the user to specify exactly, in miles, the coverage in the map display. When a map is first opened, whether it is the **U.S.A.** map or the **Hollywood** map (or any other **Key CityMaps** installed), the **Distance box** on the **Status Bar** displays the coverage, or scale, of the map in miles. In the **U.S.A.** map this figure is **3,825 miles**. In the **Hollywood** map it is **1.6 miles**. This figure can be changed, altering the zoom amount or "scale" of the map, relative to the display area.

When the **Change Scale** feature is selected, The Change Scale Dialog box is displayed.



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The Change Scale Dialog box

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To alter the setting displayed in The Change Scale Dialog box, type in a new number.

The minimum settings are:

| | |
|---------------------|----------|
| City Level | 1 mile |
| U.S.A. Level | 35 miles |

If an attempt is made to enter a figure smaller than those listed above a "beep" is sounded from the computer.

The maximum settings are:

| | |
|---------------------|------------|
| City Level | 100 miles |
| U.S.A. Level | 5500 miles |

This is a very useful feature in combination with the *Prior Map* command. The user can skip back and forth between two different settings to get a good overview of any complex routing.

The Zoom Tools

There are two zoom tools in the Tool Bar:

- The *Zoom In* Tool
- The *Zoom Out* Tool

The Zoom In Tool

This Tool works exactly like the *Zoom In* feature in the **View** Menu.

The Zoom Out/Change the Scale Tool

This Tool is the shortcut for the *Change Scale* feature in the **View** Menu.

Both of these tools work in exactly the same way as their corresponding Menu features.

Map Center

The Map Center feature is a unique command that allows the user to automatically redraw the map with a selected point as the new center of the map.

To use this feature click on *Map Center* in the **View** Menu and the cursor turns into a Bull's eye. Place the new cursor over the point designated the new center of the map and click the LEFT Mouse Button. This feature works at both the City and U.S.A. level, but the Menu feature in the **View** Menu is not available when the full U.S.A. map is displayed.

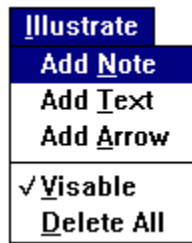
The Map Center Tool

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The fourth tool from the left in the *Tool Bar* functions in the same way as the Map Center feature. Click on the Tool and position the bull's eye on the place to be made the center of the new map.

The Illustrate Menu

The **Illustrate** Menu allows the user to add Notes, Text and Arrows to highlight work further. In addition, it can turn the display of added notes and text on or off, including deleting any added items. The **Illustrate** Menu permits the following choices.



The Illustrate Menu

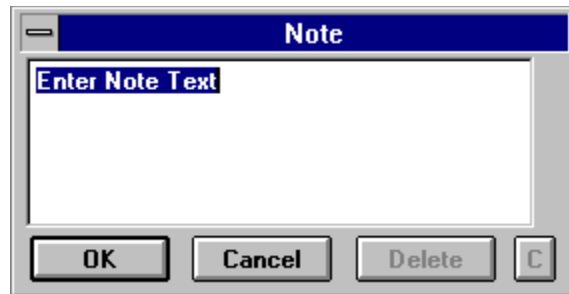
Add Note

The **Add Note** feature allows a Note to be placed on the map in much the same manner as a Note is pinned on a bulletin board with a thumb tack.

On the map, the thumb tack is visible (if desired), but the Note is not visible until it is viewed.

When **Add Note** is selected from the **Illustrate** Menu,

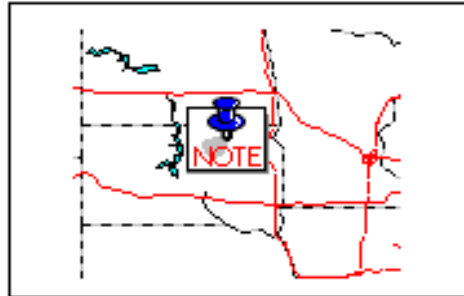
The only indication of a Note is the appearance of a "map pin" in the display. Choose the location of the note, then click the LEFT mouse button. A Note Dialog box is displayed. The contents of the Note are typed into this Dialog box. When the Note Text has been entered, click on **OK**. Click on **Cancel** if the Note is not to be added.



Adding a Note (2) - Typing in the Note

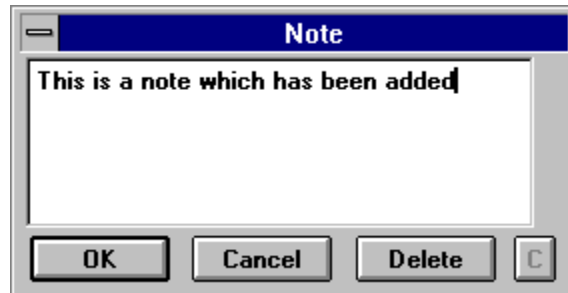
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The display changes to one similar to the following illustration.



Adding A Note (3) - the Note on the Map

To edit or remove the Note, click the thumb tack, which displays the Edit Note Dialog box:



The Edit Note Dialog box

Here, the contents of the note can be edited or deleted from the display (and from the map). Either change the contents and click **OK**, or remove it by clicking **Delete**. A Note can also be placed by using the **Note Tool** in the **Tool Bar**.

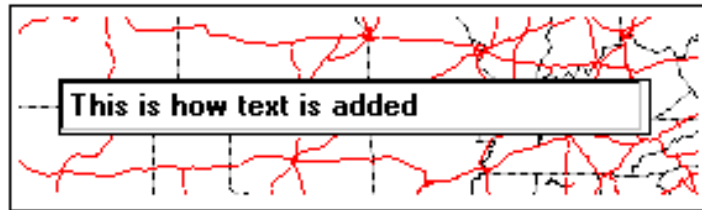
The Note Tool

The **Note Tool** initiates the same sequence as would be performed in placing a note from the **Illustrate Menu**.

Add Text

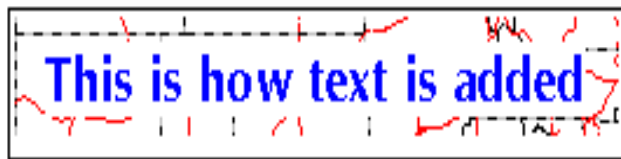
The **Add Text** command is used for adding text to any map on display. Clicking on **Add Text** causes the cursor to turn into an "I" beam. Move the cursor to the place where the text is designated to appear and click the LEFT mouse button. The Enter Text Dialog box is displayed.

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Adding Text (1)

Enter the desired text in the Adding Text Dialog box and Press **Enter**. The box disappears and the text is displayed at the point where the cursor was placed. The text takes on the attributes selected in the **Preferences** Menu: Color and Point Size.

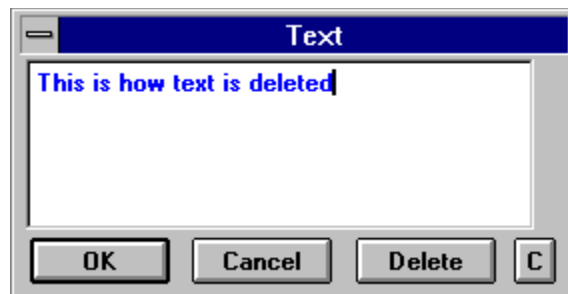


Adding Text (2) - Text Added and Placed

To change the text placement prior to Pressing **Enter**, abort the text placement procedure by Pressing **ESC**. If color or point size are changed from the **Preferences** Menu several different kinds of text can be displayed on the map.

Users with monitors operating in SVGA mode can utilize *The Text Tool* to perform functions similar to the *Add Text* command.

To alter or delete text, follow the same procedure as for adding and deleting notes. Click on the text and the Text Editing Dialog box is displayed.

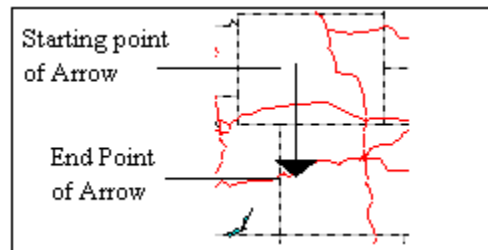


The Text Editing Dialog box

Here, the text can be modified by overtyping or adding some text, or deleted by clicking *Delete*. Click on *Cancel* to abort and control will be returned to the map display.

Add Arrow

Arrows can be added to assist in finding specific locations on the maps. To add an arrow click on the **Add Arrow** feature in the **Illustrate** Menu. The cursor is turned into cross hairs. Place the cross hairs **at the start point for the arrow**. When the cursor is moved after clicking, a **red** or an **orange** line follows the cursor path. Stretch the line to the desired point and click the LEFT mouse button once again. The results should be similar to the following illustration.



Adding Arrows

As with the text earlier, the arrow has the color attributes assigned to it from the **Preferences** Menu. To delete the arrow, click the LEFT mouse button **on the head of the arrow**. Upon doing so, the following Dialog box is displayed.



The Removing Arrows Dialog box

Users with monitors operating in **SVGA** mode can utilize **The Arrow Tool** to perform functions similar to the **Add Arrow** command.

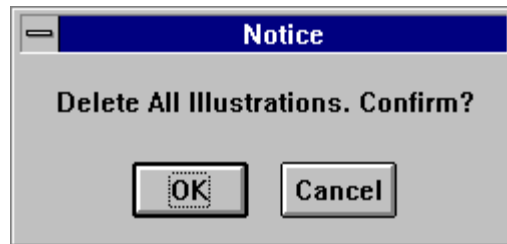
To remove the arrow, click on **Delete**. To do nothing, click **OK** or **Cancel**.

Visible

The fourth choice in the **Illustrate** Menu, **Visible**, is a toggle switch that turns any of the additions, Text, Notes and Arrows, on or off. Such additions are visible when a check mark appears beside the item in the **Illustrate** Menu.

Delete All

If a number of Notes, Arrows and Text are placed on the map and it becomes cluttered, remove all the additions by using the **Delete All** feature in the **Illustrate** Menu. Clicking on **Delete All** presents the following Dialog box:



Illustrate Menu - Delete all Illustrations

This Dialog box allows the user to instantly remove **all** illustrations added to the map; Notes, Text and Arrows.

Clicking **OK** removes the illustrations. Clicking on **Cancel** aborts the command and returns control to the map.

The Overlay Menu Part 1

The **Overlay** Menu is one of the most powerful features of **Key Travel Map for Windows**. This command functions at both the U.S.A. and City level and allows an icon on the map with an address to be located for easy reference. This address can be a street address (at the City Level), or a notation near a location like a city at the U.S.A. Level display.

The basic procedure for using the **Overlays** is as follows:

- An address is selected and noted.
- A description is added to the address.
- An icon is selected for the address.

Once this procedure is followed, the **Overlay** can be used on top of a map to note the selections easily by displaying the associated icons. A number of icons are provided in the **Key Travel Map for Windows** program which should easily satisfy any requirements.

NOTE: Any **Overlay** File that is created and saved is in reality a **dBase III** compatible file which can be modified in any program that supports dBase III files as long as formats and index requirements are met.

It is very important that the actual structure of the **Overlay** File is not modified in any way. A DBF Database and several index files (NDX) are created. If the NDX files are changed or deleted or the field structure of the **Overlay** File is altered, unpredictable results could occur.

The **Overlay** Menu is accessed by clicking on **Overlays** in the **Menu Bar**. The **Overlay** Menu drops down

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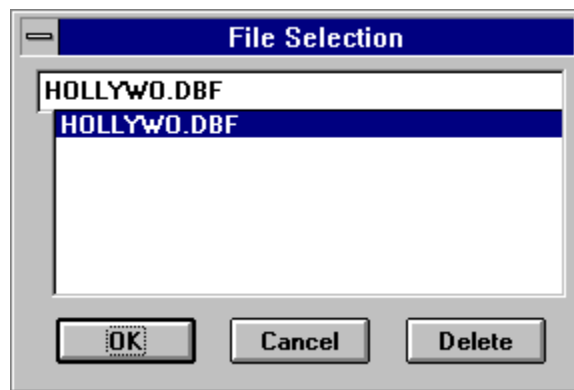
as shown in the following diagram.



The Overlays Menu

Opening, Creating and Deleting Overlays

The only option that is available in the **Overlays** Menu at the beginning of a new session is **Open** (an existing Overlay). The remainder of the menu options are "grayed out." When the Open selection is clicked in the **Overlays** Menu, the following Dialog box is presented:



The Open Overlay Dialog box

The existing Overlays are listed in the Dialog box, and there are three choices: **OK**, **Cancel**, **Delete**.

Opening an Overlay

To open an existing Overlay highlight with the mouse pointer and click on **OK**. Click on **Cancel** to abort.

Creating a New Overlay

Type in a unique replacement name to replace the item above the list of existing Overlays.

To accept the new name and allow **Key Travel Map for Windows** to create the Overlay, click on **OK**.

NOTE: The new Overlay Filename **must** conform to normal DOS conventions (up to a maximum of **8** letters). **Key Travel Map for Windows** automatically supplies the DBF pointers and indexing requirements for the new file.

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Once a Filename has been entered, the new **Overlay** File is created and automatically opened, permitting the user to enter data that can be saved within this **Overlay** File. At this point, the Overlay Input Dialog box is displayed. The Overlay Input Dialog box is discussed at length later in this chapter.

Deleting an Overlay

The last option in the Open Overlay Dialog box is that of Deleting an existing Overlay. An Overlay need not be open in order to be deleted. Click **Delete**, and the Delete Confirmation Alert is displayed. If **Yes** is selected, the highlighted Overlay is deleted. Selecting **No** clears the Alert. To return to the map display, click on **Cancel**.

The Overlay Tool

The **Overlay Tool** can also be used to Open or Create Overlays. Click on the small Filing Cabinet in the Tool Bar and follow the same procedure as previously outlined.

The Overlay Input Dialog box

Once an **Overlay** File is opened (or created), data can be entered into it using the Overlay Input Dialog box. Immediately on opening an existing or **New** Overlay, the following is displayed.

The screenshot shows a dialog box titled "Overlay: HOLLYWO.DBF". It features a series of input fields on the left: "Group:" with a small text box, "Name:" with a larger text box, "Street:" with a larger text box, "City:" with a larger text box, "State:" with a small text box, "Zip:" with a small text box, and "Phone:" with a small text box. Below these is a "Comments:" label followed by a large multi-line text area. To the right of the input fields are several buttons: "Find", "Add", "Update", "Delete", "Geocode", "Plot", "Clear", and "Hide". There are also navigation arrows (up, down, left, right) and a small square checkbox.

The Overlay Input Dialog box

The Overlay Input Dialog box contains the areas where relevant information can be entered.

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GROUP

This is a mandatory field and **MUST** be filled in. This can serve as a heading for a number of like entries such as restaurants, parks, theaters, friends, customer types, etc.

NAME

This is also a mandatory field and **MUST** be filled in. Enter the name of the particular location. It could be a restaurant, park, etc.

NOTE: *Key Travel Map for Windows* lists entries in an **Overlay** File alphabetically, so the **GROUP** field should be a heading if there are a number of similar entries. Also, these entries are case-sensitive, and any entry will NOT default to CAPITALS. Airport is not equivalent to AIRPORT.

SYMBOL

This is where an icon is selected to **Geocode** the particular entry. There are many icons supplied with **Key Travel Map for Windows**; their selection is discussed in greater detail in the following section. The rest of the fields in the Overlay Input Dialog box are optional, but their use facilitates finding specific locations.

STREET

Enter the relevant part of the street address.

CITY

If an **Overlay** File extends beyond a particular city, the user can further identify an entry by listing the city where it would be found.

STATE

The state where the entry is located.

ZIP CODE

The Zip code.

PHONE

The telephone number (including Area Code) can be entered here.

COMMENT

There is sufficient room to enter a five line description to assist the user in pinpointing the entry.

These fields are completed for any new entry, whether in an Existing or a New Overlay File. When working with an existing **Overlay** File, these fields can be scanned for information when any entry is retrieved.

On the right side of the Overlay Input Dialog box are the commands which can be utilized when an **Overlay** File is open. With these commands the user can **Find**, **Add**, **Delete** and **Update** records; **Select**

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Icons, **Geocode** a specific entry, **Plot** all of the Icons onto the map or **Hide** the Overlay Input Dialog box and return to the currently displayed map. The available commands in the Overlay Input Dialog box are shown on the right.

NOTE: All of the commands are not always available.

The Overlay Input Dialog box Commands

Find

This command is used to **Find** any entry already in an **Overlay** File (or to check for an entry's existence). Clicking on **Find** displays a listing of all the records currently in the active **Overlay** File. The listing displays the GROUP and NAME information that has been listed. If the required item is not visible, scroll down by clicking on the arrows in the slide bars to the right of the listing.

To display the information on a specific item, highlight it with the mouse or arrow keys and click on **OK** OR Press Enter. The item's information is instantly displayed.

The screenshot shows a dialog box titled "Overlay: HOLLYWO.DBF". It features several input fields for data entry: "Group:", "Name:", "Street:", "City:", "State:", "Zip:", and "Phone:". There is also a "Comments:" field with a vertical scroll bar. On the right side of the dialog, there is a vertical column of buttons: "Find", "Add", "Update", "Delete", "Geocode", "Plot", "Clear", and "Hide". Above the "Find" button, there are two small arrows (up and down) and a small square checkbox. Below the "Clear" button, there are two larger arrows (left and right) and a scroll bar.

Displaying a Selected Record

Once an item has been **Found** and its' information is displayed, this information can be modified by moving to the desired field and overwriting the existing information.

NOTE: Any changes that are made to an entry are not effective unless the **Update** button is clicked.

Add

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This command is used to **Add** a record to the current **Overlay** File. Once information is entered into the various fields as listed in the previous pages, the entry can be saved to the current **Overlay** File by clicking on **Add**.

NOTE: If **Add** is not clicked, the record will **NOT** be added to the **Overlay** File. In order for an entry to be valid and added to the current **Overlay** File, the **GROUP** and **NAME** fields **must** be filled in.

Delete

This command is the opposite of Add. The **Delete** button erases the currently displayed **Entry** or **Item** from the **Overlay** File. This process is irreversible, so be certain before deleting a record.

Update

This command saves any changes made to an existing record.

NOTE: This button **MUST** be clicked in order to save changes.

Icon

The two icon buttons can be used to scroll through the display of twenty available icons. The Up arrow scrolls in a forward direction and the Down arrow scrolls backwards through the listing. The icon is associated with the appropriate entry when the Input Data has been updated.

Geocode

Once an Icon is selected when modifying or adding a record, the **Geocode** button allows the user to place it on a map. Once a record has been **Added** to an Overlay, the Overlay Input Dialog box is cleared for another entry.

By using the **Find** button an item can be brought into the Input Dialog box and clicking on **Geocode** returns the user to the currently displayed map.

Once at the map level, the selected icon for the currently active record can be placed anywhere on the map.

NOTE: Because the **Geocode** button permits an icon to be placed **ANYWHERE** on the map, note **WHERE** the Icon should be placed. The usual procedure is to locate the address of the entry if it isn't known (by using the Identify Street or Find Street/Intersection command), then enter it in the Overlay Input Dialog box.

Plot

This button plots the information specified in the Group and Name fields.

Clear

This button clears the fields in the Overlay Input Dialog box so another entry can be entered or modified. Remember to use the **Add** or **Update** commands where necessary before clicking on this button, otherwise desired information is not saved.

Hide

This button exits the Overlay Input Dialog box and returns the user to the previously displayed map.

NOTE: The Overlay remains open until Closed with the *Close..* command in the **Overlay** Menu (see below).

The Arrow Buttons (<<<< and >>>>)

These two buttons can be used instead of the *Find* command if a specific record is not being searched for. They are very useful for browsing through the list of records. Use <<<< to scroll through the listing in reverse order, while >>>> scrolls forwards.

The Overlay MenuPart 2

Once an Overlay has been opened, all the **Overlay** Menu commands are accessible. In addition, when *Geocode*, *Plot* or *Exit* have been invoked, the following commands are now available:

- Update..
- Hide>Show) objects
- Identify object..
- Close..

NOTE: These commands are grayed out until an **Overlay** File is opened.

Update..

This command causes the Overlay Input Dialog box to be displayed, allowing the user to modify or add records to the current Overlay.

Hide Objects..

This command is available after an Overlay has been opened and the objects placed on the map using the *Plot* command. Invoking this command causes the map to be redrawn **WITHOUT** the object icons being displayed.

Show Objects..

This is functionally opposite to the *Hide Objects* command. Invoking this command displays previously visible objects (already Geocoded and associated to objects in the current Overlay) to be placed on their correct locations on the current map display.

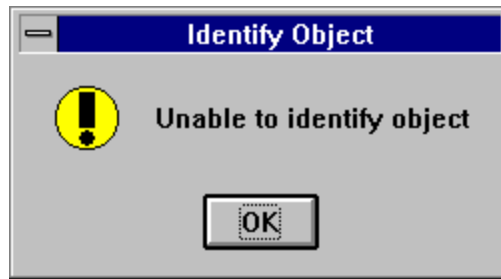
This command operates at both the *U.S.A.* and City levels. If the user opens an Overlay containing a number of objects (records) which belong to a city display while the National map is being displayed, these Icons are **stacked** on top of one another at the city's location.

Identify Objects..

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This command is used to identify a particular icon by displaying the information associated with the icon. Select this command by clicking on it in the **Overlay** Menu. Click on the Icon and the information is displayed in the same manner as the *Find* command.

Once the information associated with the Icon is displayed, it may be modified as discussed in the *Update* and *Add* commands. If an icon is missed, the following is displayed.



Object not found

Click on **OK** to return to the map display.

Close..

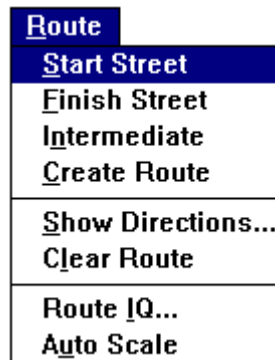
This command is used to Close an open Overlay. Once an Overlay is closed the user may proceed with any **Key Travel Map** operations.

NOTE: If problems occur, try deleting the .NDX files (they will be re-built automatically).

The Route Menu

The **Route** Menu contains all of the commands for planning and defining a route between any two points. In addition, intermediate points or stops can be programmed. This is achieved by clicking on the Starting, Intermediate and Finishing points, which allow **Key Travel Map for Windows** to create the desired route. Once the route is defined, detailed directions can be printed to facilitate following the route.

The **Route** Menu is accessed by clicking on **Route** in the *Menu Bar*.



The Route menu

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Initially, the only commands that can be invoked are:

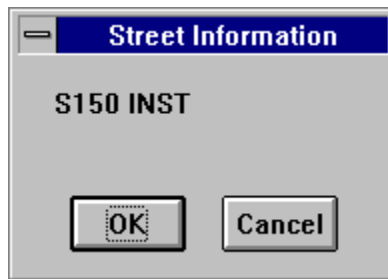
- Start Street...
- Finish Street...
- Intermediate...
- Route IQ
- Auto Scale

Start Street..

This is the starting point of the route, whether at the National (State) or City Level.

Click on **Start Street..** and the **Route** Menu disappears and the cursor turns into a **Checked Flag**. Position the cursor on the **Starting Point** and click the LEFT Mouse Button.

When the **Starting Point** is selected, a display similar to the following is displayed, showing the Street selected.



The Street Information Dialog box

Clicking on **OK** creates the Starting point of the route. The display is similar to the figure shown above:

NOTE: At both the National (State) and City Level, it is the **STREET** that is selected as a Starting Point. Using Streets or Street segments allows more flexibility over using place names.

Intermediate...

Once the Starting Point has been selected, the **Intermediate..** command can be accessed. This is used to select stops along the way or to restrict the eventual route to a specific direction. See the **NOTE** regarding Intermediate Points at the end of this section.

Any Intermediate Points are routed **IN THE ORDER THEY ARE SELECTED**, so it is important to consider the order in which to proceed along the route. Be sure that the cursor is placed on a **STREET** or **ROAD** when selecting an Intermediate Point.

If a series of chosen **Intermediate Points** cause the route to double back the eventual route may become more complex than intended.

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Finish Street...

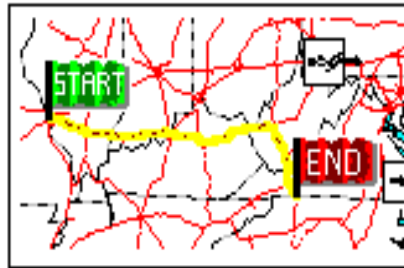
Once the the **Start Point** has been selected, the **Finish Street...** becomes available. This is used after all Intermediate Points have been selected, to finalize the route (select the Find Street Tool to locate the **End Point**).

Simply click on **Finish Street...**, then position the cursor on the street (an intersection may be selected) where the route ends and click the LEFT mouse button. The route selection has been completed and the route can be created.

NOTE: The **Find Street..** Menu option of the **Streets** Menu may be used to locate the Finish Street. If that street is off the screen **Key Travel Map for Windows** locates it using the normal **Find street..** procedure. Select it using the Route/Finish Street.. option. **Both points need not be on the current screen to perform routing.**

Create Route

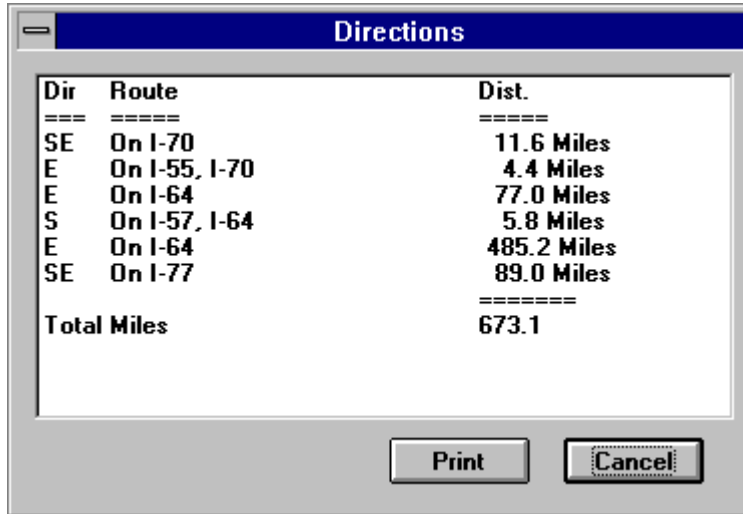
Clicking on **Create route** inputs the selected information into **Key Travel Map for Windows** and draws the route. A small square box is displayed, which can be used to move around the points selected on the monitor and after a few seconds the route is presented as a series of small squares or diamonds with the route itself outlined in a contrasting color as shown below:



The Created Route

Show Directions

The *Show Directions* command can be accessed once the Route has been created. This is a detailed written series of directions that can be printed and used as driving instructions. It is displayed as shown below.



Show Directions Dialog box

The distance (miles) between each point where a turn must be made is shown. By clicking on the *Scroll Buttons* to the **right** of the Show Directions Dialog box the remainder of the route is displayed as well as the total mileage. These directions can be printed by clicking on the *Print button*.

Route IQ

The *Route IQ* settings tell *Key Travel Map for Windows* whether to expand the routing possibilities within certain parameters.

It permits the following to be changed:

- Search Depth
- Freeway MPH
- Highway MPH
- Blvd. MPH
- Street MPH
- Rush Hour

The default *Route IQ* setting is **10**, which is usually optimum at the City (or Street) Level. Changing this setting allows *Key Travel Map for Windows* to consider different possibilities in creating a route.

If the *Route IQ* is set to a higher number, *Key Travel Map for Windows* checks the route furthest away from the most direct route (which may not be the most convenient or sensible route) in order to facilitate getting from Point A to Point B. A *smart* route takes longer to create than one with a lower number in

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Route IQ.

Example:

With the setting at **10**, **Key Travel Map for Windows** may ignore the possibility of using a Freeway in order to continue the route because the Freeway is two or three miles away. If the **Route IQ** is set to **30** or **40**, **Key Travel Map for Windows** may decide that using the Freeway will ultimately cut down on the mileage or travel time of the projected route. It is as if **Increasing** the **Route IQ** broadens the area which **Key Travel Map for Windows** should use to create the route.

Freeway MPH

Here the default setting is **65**. **Key Travel Map for Windows** takes into consideration the speed and accessibility of a Freeway in plotting the route. (see **Rush Hour** near the end of this section).

Highway MPH

Functions in the same manner as Freeway MPH.

Blvd. MPH

Functions in the same manner as Freeway MPH.

Street MPH

As noted in the above items.

NOTE: If the user is aware that certain streets and freeways have different speed limits or average travel speeds, this information allows **Key Travel Map for Windows** to consider the use or rejection of certain streets or highways in creating an optimum route.

Rush Hour

Key Travel Map for Windows considers the existence of Rush Hour as a time when Freeways are slow and Street traffic moves faster. If the **Rush Hour** button is clicked upon (putting an X beside **Rush Hour**), **Key Travel Map for Windows** may ignore nearby Freeways as it is aware that it is ultimately quicker and more convenient to use adjacent streets rather than the Freeway.

The **Route IQ** is especially useful at the City (or Street) Level. When all the factors listed above are taken into consideration, the **Route IQ** will either use or ignore Freeways, take roads which have been listed as having higher speed limits, making its' performance both flexible and more useful.

A good experiment is to change some of the parameters and then map the same route and compare the results.

Auto Scale

This feature automatically displays the entire created route on the map, even if the Start and Finish Points are both off the current display. **Auto Scale** automatically readjusts the scale of the display in order to display a map where the entire route is visible.

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Acting as a toggle (on/off), *Auto Scale* is active when a check mark appears beside it in the Menu.

In order for *Auto Scale* to operate, it must be selected *before* the route is created.

The Routing Tools

Start Street

Clicking on this tool initiates the *Start Street* sequence for plotting a route.

Intermediate (select a Via road)

This tool works in the same way as the *Intermediate Command* in the **Route** Menu.

Finish Street

This tool is used to locate the *Finish Point* in a projected route.

Create Route

This tool creates the route after all points (including *Start* and *Finish Points*) have been selected.

If *Auto Scale* has been selected, any route created with this tool activates the Auto Scale Route Display.

Help

Key Travel Map for Windows on line Help is accessed by clicking on *Help* in the Menu Bar. Its' operation is consistent with all Windows operations.



The Help Menu

Contents

Selecting *Contents* displays a listing of topics.

To get help on a particular topic, click on the main index entry and another screen presents more possible choices. Clicking on an item displays the relevant Help screen.

Search

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Selecting ***Search*** in the **Help** Menu presents a screen where a specific word or phrase can be entered to find help on that and related items.

For more information on Windows On line Help, refer to a Windows Manual.