

## MapViewer Version 1.0

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The **MapViewer** enables you to explore underwater structure so that you can determine the best fishing locations. Below are guidelines for using the unique features of the **MapViewer**. After a little practice, you will be manipulating maps like a pro!

### Lake Overview

The **Lake Overview** provides a general view of the lake chosen in **Lake Selection**. The water areas of the map are blue and the land areas are green. The lake map is divided into sections. Each section has an underlying **2D** contour map and **3D** interactive map with additional functions.

Within the **Lake Overview** window, the following functions are available:

#### **Latitude and Longitude**

Each time the cursor comes to rest for 1/2 second, latitude and longitude are displayed for the location indicated by the cursor.

#### **Scrolling**

If necessary, a scroll bar appears on the right side and bottom of the map window to allow viewing of a map larger than the window space. Use the **left** mouse button to move the bar, click in the scroll area or activate the arrows at the ends of the scroll bar.

#### **Other Lake Views from this section**

The **Topographic Map** of the lake is available for viewing via menu selection and tool bar icon. In either case, use the **left** mouse button to select the **topographic map**.

A **2D Contour Map** is available for each section. Point to the section on the **overview map** with the cursor and **double click** the **left** mouse button, or **left** click the tool bar icon.

A **3D Map** is available for each section. Point to the section on the **overview map** with the cursor and **double click** the **right** mouse button, or **left** click the tool bar icon.

### Topographic Map

The **Topographic Map** includes information about the region around the lake that is helpful in planning. It includes roads, Lake Access points, surrounding towns, and more. The topographic map is image enabled so the latitude and longitude will be displayed anywhere the cursor is placed. It is only necessary to allow the cursor to hover over an area. It is not necessary to click any mouse buttons.

You may return to the **Lake Overview** via menu selection and tool bar icon. In either

case, use the **left** mouse button to select the **Lake Overview** map.

### **Latitude and Longitude**

Each time the cursor comes to rest for 1/2 second, latitude and longitude are displayed for the location indicated by the cursor.

### **Zoom**

**Zoom in** and **out** is possible using the tool bar magnifier icons. Point to either icon and press the **left** mouse button to activate zooming. From the initial state, the map will enlarge once and reduce once. A double **left click** on the topographic map will zoom in; a **double right** click will zoom out.

### **Scrolling**

If necessary, a scroll bar appears on the right side and bottom of the map window to allow viewing of a map larger than the window space. Use the **left** mouse button to move the bar, click in the scroll area or activate the arrows at the ends of the scroll bar.

## **2D Contour Map**

The **2D Contour Map** is a color-coded map of the section chosen from the **Lake Overview** map. The color scale is to the right of the map.

A miniature version of the **Lake Overview** appears to the right of the **2D Contour Map** with the currently displayed section highlighted.

### **Latitude and Longitude**

Each time the cursor comes to rest for 1/2 second, latitude and longitude is displayed for the location indicated by the cursor.

### **Zoom**

**Zoom in** and **out** is possible using the tool bar magnifier icons. Point to either icon and press the **left** mouse button to activate zooming. From the initial state, the map will enlarge twice and reduce once. A double **left click** on the **2D** map will zoom in; a double **right click** will zoom out.

### **Scrolling**

If necessary, a scroll bar appears on the right side and bottom of the map window to allow viewing of a map larger than the window space. Use the **left** mouse button to move the bar, click in the scroll area or activate the arrows at the ends of the scroll bar.

## Changing Sections

Movement to other map sections is possible using directional **arrows** on the tool bar. The **2D Map** changes to display the new section and the new section is highlighted on the **Lake Overview**. Point to any of the four **arrow icons** and press the **left** mouse button to activate this movement.

## Other Lake Views from this section

The **Lake Overview** is available for viewing via menu selection and tool bar icon. In either case, use the **left** mouse button to select the **Lake Overview** map.

The **Topographic Map** is available for viewing via menu selection and tool bar icon. In either case, use the **left** mouse button to select the topographic map.

The **3D Map** is available for this section. Use the **3D** tool bar icon.

## 3D Interactive Map

The **3D Map** is interactive. You can make many changes that will provide much more information about the best fishing spots, or any location.

Colors on the **3D** map represent water depths or land elevations.

**3D** map functions include:

- |                     |                                      |
|---------------------|--------------------------------------|
| A. Compass Rose     | H. Reduced Resolution                |
| B. Zoom             | I. 3D Options                        |
| C. Angle of View    | J. Grid                              |
| D. Height above Map | K. Redraw Button                     |
| E. Pool Level       | L. Contour View and Overview Buttons |
| F. Point of View    | M. Menu Bar                          |
| G. Light Control    | N. Tool Bar                          |

Each time the cursor comes to rest on the **3D** map for 1/2 second, latitude and longitude is displayed for the location indicated by the cursor.

## Compass Rose

The **Compass Rose** includes the small **2D contour map** at the upper right of the **MapView** window. The small **red dot** indicates the location that you are viewing **from**, that is, the observer's location. The two lines originating from the **red dot** indicate your **angle of view** and the **compass bearing** of the view. Imagine standing and looking in a certain direction. The **red dot** tells you where you are standing; the **angle of view** lines displays what is ahead of you. The default opening 3D view has the red dot position at the bottom of the viewer with the field of view opening from south to north.

**Note:** when changes are made to the observer's position and compass bearing, the **3D** map changes to reflect the new territory depicted by the **red dot/angle of view** combination. Practice making changes as described below and observe the **2D** and **3D** map views to establish the relationship.

**Change the location** of the **red dot** by pointing to a location on the **2D** map with the

mouse cursor and pressing the **left** mouse button.

**Change (rotate) the compass bearing** in any of the following three ways:

- 1) Point to new location on the **2D** view and press the **right** mouse button,
- 2) Point anywhere in the blue circle or on the white arrows (N, S, E, & W) and press the **right** mouse button, *or*
- 3) Use the **slide bar** at the bottom of the **3D** map.

The slide bar works with the **left** mouse button. The bar represents a circle of 360°, with the slide initially centered at 0°. Capture it with the mouse cursor and pull it right or left, changes will take place relative to the amount you move right or left from 0°. Click in the slide area, and change will take place by 10°. Click on the arrows at either end, and changes will occur 1° at a time.

## **Zoom**

You may **zoom** into the **3D** map by using your **right** and **left** mouse buttons. In each case, point and click a location on the **3D** map that you would like to move closer to or away from. That location will be centered when the operation is complete.

**Zoom-in** by pressing the **left** mouse button once. Your choice of location will move 1/10 the distance toward you. **Zoom-in** faster by pressing the **shift key**, along with the **left** mouse button. Your choice of location will move ½ the distance toward you.

**Zoom-out** by pressing the **right** mouse button once. Your choice of location will move 1/10 the distance away from you. **Zoom-out** faster by pressing the **shift key**, along with the **right** mouse button. Your choice of location will move ½ the distance away from you.

## **Angle of View**

The **Angle of View** represents the way you “see” what is in between the black lines originating from the **observer’s position (red dot)**.

You can rotate the **Angle of View** in any of three ways by using the slide bar on the bottom of the **3D** map.

- 1) Grab the slider with your **left** mouse button and pull it along the slide bar. Release the left mouse button, and the **Angle of View** will change.
- 2) Point anyplace inside the slide bar area and click with the **left** mouse button and the **Angle of View** will change.
- 3) Point to the arrows on either end of the slide area and click with the **left** mouse button. The longer you hold down the mouse button, the more change will take place.

You can also **right click** anywhere on the small **2D** contour map and the **angle of view** will rotate in that direction, relative to the observer’s position (red dot).

## ***Height above Map***

We've taken the water out of the lake so that you can see the underlying structure. The ***Height above Map*** represents the distance between you and any point on the ***3D*** map. Imagine that you are hovering over a location. Now you can "swim" along a lake bottom, just like a fish!

You may change the ***Height above Map*** in two ways:

- 1) ***Highlight*** the number in the ***U/D*** (up/down) box with your ***left*** mouse button. Type in a new number (range is 1 to 9,999) and press the ***return key*** or click on the ***redraw*** button.
- 2) ***Point*** to the ***U/D*** buttons. Using the ***left*** mouse button, click the up or down arrows. The ***Height above Map*** will automatically increment by 50 feet.

After adjusting the ***Height above Map*** you may find that you will need to adjust your ***Elevation Angle*** to help you gain better perspective on the map. This is the scroll bar alongside the right side of the ***3D*** map. This slider works similar to the bottom scroll bar. The slider adjusts the ***elevation angle of view*** of you, the observer. Very simply, imagine yourself looking straight out, and then looking upward or downward. This is the angle controlled by the right scroll bar control in the ***3D*** view.

## ***Pool Level***

***Pool Level*** allows you to change the depth of the water in the lake. For example, in the spring, run-off may cause the water level to rise, while during summer, drought may cause the water level to drop. Note how the water level rises and falls on the ***3D*** map when you have made changes to the ***Pool Level***. The pool level default of zero (0) is the "normal" pool level, which corresponds to the pool level value provided just underneath the control box, which is expressed in true feet above mean sea level.

You may change the ***Pool Level*** in two ways:

- 1) ***Select*** the number in the box with your ***left*** mouse button. Type in a new number (range is -200 to 200) and press the ***return key*** or click on the ***redraw*** button.
- 2) ***Point*** to the up or down arrow button. Using the ***left*** mouse button, click the button. The number will continue to change as long as you press the mouse button. Press the ***return key*** or click on the ***redraw*** button.

## ***Additional Information***

There is additional information in the text below the ***Compass Rose***. Make a ***change*** on the ***Compass Rose*** and note how Latitude, Longitude, Depth/Elevation, and Heading change. Depth will appear if the red dot is over water. Elevation will appear if the red dot is over land.

## ***Light Control***

A ***slide bar*** that ranges from ***Dusk to Noon to Dawn*** manipulates light control. Use the ***left*** mouse button to move the slide or point to a location in the slide and click with the

**left** mouse button. Either way, you will see areas on the **3D** map growing lighter or darker representing shadows cast by changes in the position of the sun. Sometimes these changes are easiest to see when viewing the **Gray Map** (see 3D Options) with **Height above Map** set at 100 to 200 feet.

### **Reduced Resolution**

**Reduced resolution** allows you to **increase or decrease** the resolution of the **3D** map. A reduced resolution results in the use of somewhat less information in the display of the 3D map. There is NO loss of critical information. What you do get is greater speed whenever you are manipulating the map.

**Higher resolution** gives you more detail, especially with respect to structure details and color gradients for water depths. Use the **higher resolution** when it would be useful to you to have greater detail about the lake bottom structure.

### **3D Options**

**3D Options** allows you to choose a number of ways to view the **3D** map. Try the following combinations by selecting the appropriate buttons with the **left** mouse buttons. Watch the **3D** map to see what changes take place.

Smooth Fill/Gray Map/Grid lines <i>enabled</i> .
Smooth Fill/Color/Grid lines <i>enabled</i> .
Smooth Fill/Filled Lake/Grid lines <i>enabled</i> .
Smooth Fill/Gray Map/Grid lines <i>disabled</i> .
Smooth Fill/Color Map/Grid lines <i>disabled</i> .
Smooth Fill/Filled Lake/Grid lines <i>disabled</i> .
Wire Frame/Gray Map

Wire Frame/Color
Wire Frame/Filled Lake

## **Grid**

You may choose to **enable or disable** the **grid** that appears on the **3D** map. Just click the box with the **left** mouse button to make this change.

You may also change the **spacing** between the grid lines. This can be achieved in two ways:

- 1) **Select** the number in the box with your **left** mouse button. Type in a new number (range is 1 to 10) and press the **return key** or click on the **redraw** button.
- 2) **Point** to the up or down arrow button. Using the **left** mouse button, click the button. The number will continue to change as long as you press the mouse button. Then, press the **return key** or click on the **redraw** button.

## **Contour View and Overview Buttons**

The **Contour View** button takes you to the **2D Contour** map for the section you are currently viewing.

The **Overview** button takes you to the **Lake Overview** map for the current lake.

## **Menu Bar**

### 1) File

Print - print the 3D map

Print Preview [currently disabled, reserved for future use]

Print Setup - prepare for printing

Exit the Map Viewer to return to the Bass Professor

### 2) Edit

Undo [currently disabled, reserved for future use]

Cut [currently disabled, reserved for future use]

Copy [currently disabled, reserved for future use]

Paste [currently disabled, reserved for future use]

### 3) View

**Toolbar** enables and disables the toolbar at the top.

**Status** enables and disables the status bar at the bottom.

**Decimal Minutes in Lat/Long** enables and disables the display of latitude and longitude

in either degrees, minutes, seconds [95° 25' 15"], or degrees, minutes in decimal format [95° 25.250°].

*Lake Overview* displays the full lake overview for the selected lake.

*Topographic Overview* displays the full topographic map for the selected lake.

*2D Contour* displays the 2D map for the selected section.

*Interactive 3D* displays the 3D map for the selected section [currently disabled, reserved for future use].

*Reset 3D View* resets the 3D Map back to initial settings.

**NOTE:** You will not be able to make a direct return to the 3D map. You must again point to the section on the Lake Overview, select the 2D Contour, then return to the 3D map.

#### 4) Help

Help brings up the About Map Viewer.

### ***Tool Bar***

*Print* prints the 3D map.

*About* brings up the Map Viewer About screen.

*Lake Overview* displays the full lake overview for the selected lake.

*Topographic Overview* displays the full topographic map for the selected lake.

*2D Contour* displays the 2D map for the selected section.

*Interactive 3D* displays the 3D map for the selected section [currently disabled, reserved for future use].

*Reset 3D View (?)* resets the 3D Map back to initial settings.

Directional Arrows [Moves up or down, or left and right between adjacent views].

Zoom In [currently disabled, reserved for future use]

Zoom Out [currently disabled, reserved for future use]