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Illustrating The Map

Many different types of illustrations may be added to the map. However, there are two main groups of illustrations- user added illustrations and system auto-labels.

Auto-labels are controlled by toggling either the [Street Labels] or the [Place Labels] menu option. Auto-labels just have two states, on and off.

User added illustrations are each treated as individual objects. As a result they may be added, changed or deleted individually (or as a group). Examples of user illustrations are; Street IDs, User Added Text, Arrows, and Notes.

See Also

Identifying Roads

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Place Labels and Detail

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Moving Around

Although there are many ways to navigate around in KeyMap, the process   is really quite simple. The most basic method of movement is by dragging the vertical or horizontal <u>Scroll Bars</u>. You may also use any of the topics below to change the maps location or orientation:

<u>Map Selection</u>

<u>Prior Map</u>

<u>USA Map</u>

<u>Map Center</u>

<u>Zoom In</u>

<u>Change Scale</u>

<u>Find Street</u>

<u>Find Place</u>

Adding Notes, Text and Arrows

Memo notes may be easily added to any location on any KeyMap. Each memo may contain up to 256 characters. The number of notes which may be added is only limited by the amount of available disk space. To add a note, select either Add Note or simply click on the icon. Then left-click where the note is to be placed at. Notes may be modified or deleted at any time by left-clicking on top of them.

Text is added in much the same fashion as notes. To add text select the Add Text option and left-click where the text is to be placed at. As with all illustrations, changes may be made by left-clicking on top of the existing text.

Arrows may be drawn be selecting the Add Arrow option and clicking once where to start and once again where to end the arrow.

See Also:
Visible
Delete All

Using Overlays

KeyMap's overlay systems allows for very sophisticated interactions between KeyMap and Dbase™ databases. Please refer to the manual for a full explanation of the overlay system.

Shown below is a graphical overview of the Overlay windows:

See Also:

Open Overlay
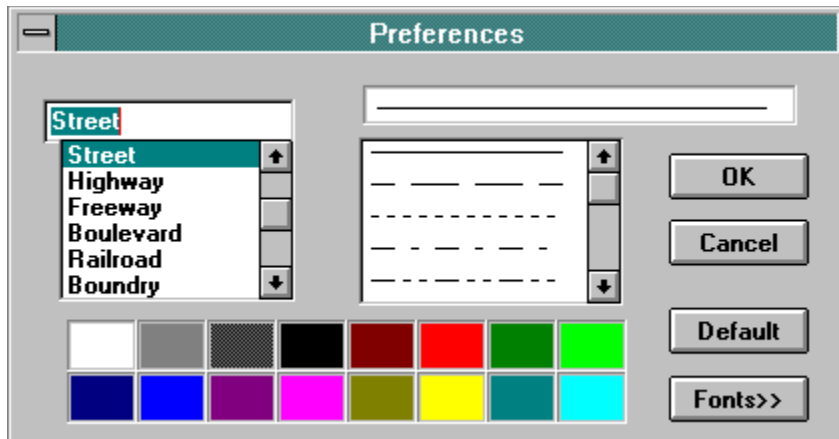Update Overlay
Show Objects
Identify Object

Selecting Map Preferences

The preference option allow for complete customization of colors, line thickness and fonts used throughout KeyMap. Click on the graphic below for specific preference features.

Using the Printer

KeyMap uses standard Windows 3.1 printing methods and dialog boxes. For specific questions regarding printer options, please refer to the Windows documentation under setting-up printers.

See Also:

HardCopy

Show Directions

Making A Route

There a typically five steps to creating a route:

1) Set the Route IQ
2) Plant the start flag on a road with Start Street
3) Plant any intermediate flags on roads with the Intermediate option
4) Plant the end flag on a road with Finish Street
5) Run the route with Create Route

See Also:

> Show Directions
> Auto Scale
> Clear Route

Saving And Restoring Sessions

The session saver allows for "snap-shots" to be taken at any point while working in KeyMap.

When saving a session, select the <u>Save Session </u>menu option and specify a description and a file title that will be associated with the session.

A saved session will store the current screen display, any opened database, as well as the current window size.

There is a special type of session called the StartUp Session. Any session that has the file name **KEYMAP** will be automatically loaded whenever the program is started.

If answering **YES** to the "Save Changes" dialog box when exiting KeyMap, a startup session will be automatically created.

To restore a session, simply select the <u>Open Session</u> menu option.

The Tool Bar

The Tool Bar is a short cut method to select some of the more commonly used functions in KeyMap.

When running KeyMap, pass the mouse cursor over each tool to see a brief description of the tool displayed in the Status Bar.
Press on any of the Tool Bar Icons below for a full description.

Open Map

Zoom In

Change Scale in Miles

New Center of Map

Search for City

Search for Street

Save a Session

Go to USA Map

Go to Prior Map

Print Out

Copy to Clipboard

Create Note

Open or Create Overlay File

Preferences (Change Colors For Map)

Place Start Point for Route

Place Intermediate Point for Route

Place End Point for Route

Start Router

If running in SuperVGA mode, some extra tools may be available.

Map Selection

This option will scan the KeyMap directory for any KeyCity Maps that have been previously installed.

The Map Selection Box will list all available maps. To open a map, click on the desired map description and press the OK button, or simply double click on the map name.

Maps may also be launched by clicking the RIGHT mouse button on the small box under the installed map name. Installed maps should appear in red.

Open Session

This option allows either restoration or deletion of a previously saved session.

To open a session, hi-light the previously saved session description and press either OK or the ENTER key.

Keep in mind, once a session is deleted, it can not be un-deleted!

See Also:

Saving And Restoring Sessions

Saving A Session

The Session Saver is a powerful feature that saves all elements of a current map view and for future recall. Saving a session may be thought of as placing a book-mark to easily return to the exact spot left.

For example, if   zoomed in on a specific area of a KeyCity Map and certain Database Overlays are open, this state can be saved and restored with just a couple of mouse clicks.

When saving a session, a File Information Box will appear asking for a description and file name that will be assigned to this session. It is very important that meaningful descriptions are used when saving sessions, otherwise there will be difficulty remembering what sessions represent.

 A special type of session may be saved that will be automatically loaded at the start of the program. This startup session is created by entering "KEYMAP" as the File Name field and "KeyMap Start-Up" in the Description field.

 The on the Tool Bar may be used as a shortcut to save sessions.

Printing A HardCopy

High quality maps may be printed by using the hardcopy option. Print options available will depend on the printer drivers installed on the computer. Typically options of choosing print resolutions, number of copies and print orientation though the OPTIONS button will be available.

The Hardcopy window is a standard Windows Print Option Window found universally thought out most Windows applications.

Once the map has begun printing a Progress Window will appear showing the percent complete of the print. At any time the print job may be aborted by pressing the CANCEL button.

Please note, that when using Window's Print Manager, even after the Print Status window disappears, KeyMap may respond very slowly until the Print Manager releases it's resources.

The on the toolbar may be used as a shortcut for printing.

Exit

This is a handy feature that exits the map.

Upon exiting, a prompt will appear asking if changes are to be saved. If the SAVE button is pressed, the next time the map starts, it will return to the exact spot where left off at.

Saving changes is the equivalent to creating a StartUp Session.

See Also:
Save Session

Finding A Street

Streets may be found on any city level detail map. To search for a street, select the "Find Street" option from the STREET menu or click on the button.
Streets may be searched for using either an address or a street intersection.

Try to fill in as much of the information about the street as possible. The NUMBER field in the FIND STREET dialog box represents the nearest block# associated with the street.

Street Labels

This option will toggle the road labels to be automatically plotted or not. The size and color of street labels can be modified using the Preferences option.

Finding A Place

By choosing "Find Place" any one of KeyMap's 60,000+ places may be found. Places may be searched for on partial spellings. States names can be specified by either abbreviations or full (or partial) spellings.

When a place is found, the map will move and be re-drawn to encompass the area around the place.

Place Labels

The "Place Labels" option will toggle the automatic place labels on or off.

There are two classes of place labels in KeyMap-
      1) Large - Places plotted at city level on fairly tight zooms
      2) Small- Places plotted at the national level map or far out city zooms.

Place label attributes may be modified using the <u>Preferences</u> menu option.

Place Detail

Select a level of detail (0 - 16) indicating the number of places to plot on any given map. If no value has been chosen, KeyMap will automatically adjust the level of detail.

Prior Map

Revert back to the previous map view and scale. The Prior Map function will not re-open a close overlay database.

USA Map View

Reset to the default high level USA map view, setting the scale to approximately 3600 miles.

Distance Line

Select the "Distance Line" function under the VIEW menu to calculate the "as the crow flies" distance between two points. Each left-mouse click will anchor the distance line. As the mouse moves the total distance will be displayed in the status bar.

Minimum Detail

When the minimum detail menu item is CHECKED the map is drawn with only major roads. At the national level this will be Interstates only.   At the city level major roads are boulevards, highways, and freeways.   UNCHECK'ing the menu item will restore all roads for the currentmap.

Zoom In

Select the "Zoom In" function under the VIEW menu or click on the tool bar button to activate the zoom in function.

Once the magnify glass cursor appears, left-mouse click on the upper left corner of the area to be zoomed into. Hold down the left mouse button and drag to encompass the area to be zoomed into. Total zoom miles will be displayed in the status bar.

Zooms may not exceed 25 miles at the national level or .25 miles at the city level.

Change Scale

Select the "Change Scale" option under the VIEW menu or click on the tool bar button.

Enter a value in miles to change the map scale to.

Due to the curvature of the earth, the new scale will have a +/-.05 margin of error on the scale change.

Map Center

Select "Map Center" from the VIEW menu or press the button on the tool bar. Once the cursor changes to the "target", left-click on the spot of the map to become the new center. To cancel the map center operation, press the ESCAPE key.

Map Center is a handy function to move diagonally on the map.

Add Text

Select the "Add Text" option under the ILLUSTRATE menu to place text anywhere on the visible map. Once the option is selected, the cursor will change to the I-Beam. At this point, left-click on the spot to add the text.

Any added text may be modified or deleted by left-clicking on top of it. Attributes of the text may be modified prior to adding by choosing the **USER TEXT** selection in <u>Preferences</u>

Draw Arrow

Select the "Draw Arrow" option under the ILLUSTRATE menu to place an arrow anywhere on the visible map. Once the option is selected, left-click on the spot to anchor the tail of the arrow, left-click again on the spot for the arrow head to be placed.

Any added arrows may be modified or deleted by left-clicking on top of it. Attributes of the arrows may be modified prior to adding by choosing the **OTHER** selection in Preferences

Open Overlay

Select "Open Overlay" from the OVERLAYS menu or press on the ![icon] tool bar button. This function will allow the creation of a new Dbase™ database or open an existing one.
The name of the opened database will be displayed in the status bar.

See Using Overlays for more detail.

Update Overlay

Select" Update Overlay" from the OVERLAYS menu to modify an already opened overlay database.

See <u>Using Overlays</u> for more detail.

Show Objects

Objects which have been plotted from the Overlay Update window, may be suppressed from showing by toggling the "Show Objects" menu option.

See <u>Using Overlays</u> for more detail.

Identify Object

Objects which have been plotted from the Overlay Update window, may be identified in full detail by choosing the "Identify Object" option under the OVERLAYS menu.

Once the function has been selected, left-click on the icon to be identified. If an object is found, the information will be loaded into the Overlay Update window.

See <u>Using Overlays</u> for more detail.

Close Overlay

Close an opened overlay database.

See <u>Using Overlays</u> for more detail.

Start Street - Route

Select "Start Street" under the ROUTE menu or click on the tool bar button. Once the cursor changes to a flag, left-click on the street designated to be the beginning point of a route.

Click the OK button to confirm using the street as the route point. Once OK is pressed a green start flag should be planted on the road.

Press ESCAPE to abort setting the start street. If a mistake is made and the wrong road is selected, simple re-select another road segment to be the new start point.

Finish Street - Route

Select "Finish Street" under the ROUTE menu or click on the {bmc\map300\routeend.bmp} tool bar button. Once the cursor changes to a flag, left-click on the street designated to be the end point of a route.

Click the OK button to confirm using the street as the route point. Once OK is pressed a red end flag should be planted on the road.

Press ESCAPE to abort setting the start street. If a mistake is made and the wrong road is selected, simple re-select another road segment to be the new end point.

Intermediate - Route

 Select "Intermediate" under the ROUTE menu or click on the
tool bar button. Once the cursor changes to a flag, left-click on
the street designated to be the intermediate point of a route. Up to 10 intermediate points
may be selected.

Click the OK button to confirm using the street as the route point. Once OK is pressed a
blue INT flag should be planted on the road.

Press ESCAPE to abort setting the start street. If a mistake is made and the wrong road is
 selected, the route must be run and then cleared using <u>Clear Route</u>

Create Route

Once a route start and end point have been defined, select "Create Route" from the ROUTE menu or press the tool bar button to compute a route.

The route will be computed based on the settings defined in Route IQ. If Auto Scale has been selected, the screen will automatically re-draw to fit to the route.

Show Directions

After a route has been run via <u>Create Route</u>, text based driving instruction may be viewed or printed out by selecting "Show Directions"   under the ROUTE menu.

Clear Route

Select "Clear Route" from the ROUTE menu to reset a previously created route. Once clear route has been selected, the route path will no longer be printed.

Auto Scale

Auto scale will rescale the map so the entire route fits on the screen.   Auto scale is activated when the menu item is CHECKED.

Copy to Clipboard

This feature copies the current map to the Windows clipboard.
From the ClipBoard the image can be pasted into other applications.

The tool bar button may be used as a shortcut.

Delete All Illustrations

This menu item will clear out all the user illustrations.   USE WITH CAUTION.   The illustrations can not be recovered.

Identify Road

To Identify a road, just click on the road segment.   A dialog box will appear with the road information.   Pressing OK will label the road.   CANCEL will release the dialog box.

Make Illustrations Visible

When this menu item is checked all user illustrations are shown on the map.   Unchecking the menu item will hide these illustrations.

Status Bar

The status bar Is at the bottom of the map and gives information on the map.   This information includes diameter of map in miles,   tool bar explanations, and current Overlays open.

UnChecking the "Status Bar" option from the EDIT menu will hide the status bar.

Scroll Bars

Scroll bars allow movement around the map in a similar fashion as used in most Windows applications.

UnChecking the "Scroll Bars" option from the EDIT menu will hide the scroll bars.

New Streets

New streets allows streets to be permanently added to the existing map.

Due to the involvement of this process, please see the KeyMap manual for more information.

NOTE -- Use with caution, this function will modify the road database.

Modify Streets

"Modify Streets" allows for permanent changes to be made to current roads.   Changes may include;

        Setting One-Way designators,
        Modifying the road class,
        Or simply deleteing the street all together.

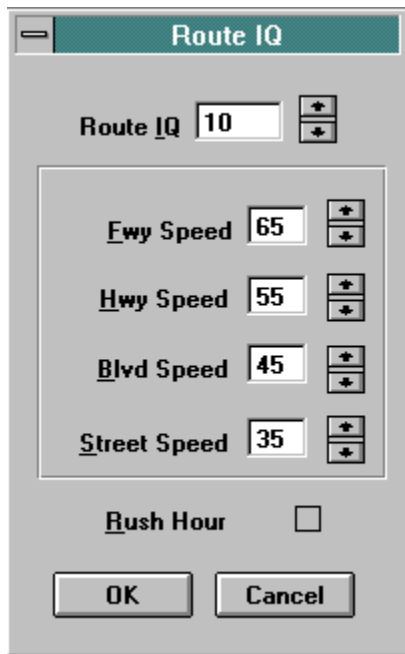Due to the involvement   of this process, please see the KeyMap manual for more information.

NOTE -- Use with caution, this function will modify the road database.

Route IQ

Below is a graphical summary of the Route IQ window.
Click on the various areas of the graphic below
for individual descriptions.

The line color and the background
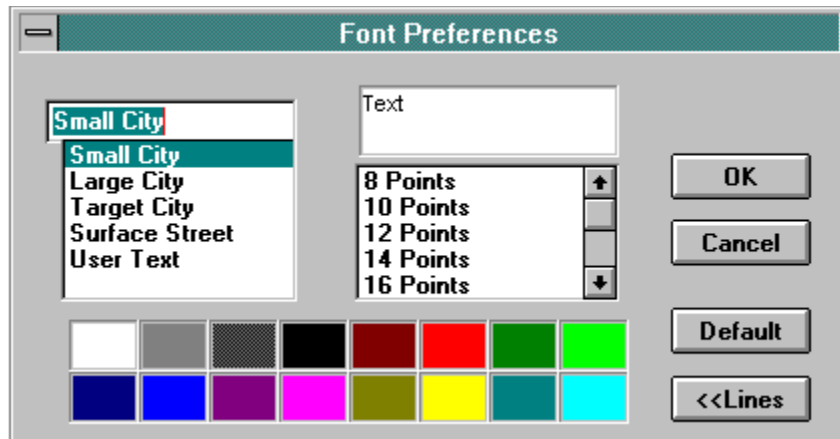color of the current selection.
If "Canvas", "Water" or "Island" is selected
then the background color is effected.

The thickness and pattern to be used
in drawing road or geography segments.

Used to select the street type to modify.

Font Preferences

Click on the various areas of the graphic below
for individual descriptions.

Select colors from palette to be
used for the area fill, road or font.

Restores line and fill colors
to the factory default.

Cancels changes to lines and fonts and exits preference window.

Confirm and save all preference changes.
Updates to BOTH Preference windows
will be saved.

Restores font sizes and colors
to the factory default.

Shows what the text color and size will look like.

The background is set by the canvas color.

Selects the "point size" for the font.

Selects the object font to be changed.

These "speed" values allow for
changing the priorities of the router.
The higher the speed, the more appealing
a road will be to the router.

The higher the router IQ, the better
the route generated.   However, a higher
IQ may have a time penalty.

When checked, the router will
not be heavily attracted to Freeway class
roads (at city level only).

A "GROUP" is common catagory
used to clump similar records
together. For example, under the
group FISH there might be records
 for TROUT, CATFISH, GOLDFISH, etc.

These fields contain specific information for the given GROUP.

Select a standard Windows ICON
(.ICO format) to be assoicated
with the record.

Along with other information, general
comments may be entered in this box.

Find a specific record in the database.
To narrow the search, enter a valid
GROUPname (Case IS important).

Add a new record to the database.

Update an exiting record
in the database.

Associate a physical location on
the map to the current record.

Delete a record from the database.

Plot all records based on the current GROUP selection. If no group is specified, all records will be plotted.

Clear the update window.

Move to the next record.

Move to the previous record.

Closes the update dialog box without closing the overlay.