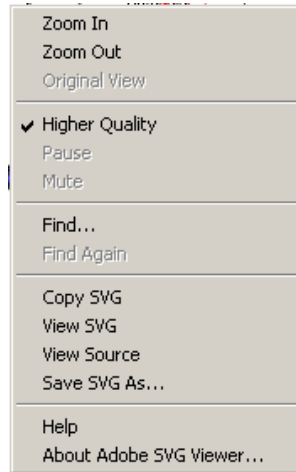


## 5. Map Controls

There are 2 types of map controls: Client Side Controls and Server Driven View Controls.

### 5.1. Client Side Map Controls

When the user has the cursor over the map and single clicks the right mouse button, a pop-up menu of client side map controls is displayed. The commands in the pop-up menu, see Figure 5.1, are delivered with the SVG Viewer control.



*Figure 5.1 - Right mouse click SVG Viewer commands*

The client side controls are effective if the user intends to view various portions of the current map using relatively small variations in display scale. These commands operate only on the SVG map that has already been loaded into the client computer's web browser, and therefore the performance is very fast. However, if a user wants to pan the map view beyond the geographic extents of the current map, or zoom in to a much larger display scale, it becomes necessary to perform a server side map control command. The server side commands turn on and turn off certain features at pre-defined display thresholds to add detail at larger display scales and remove detail at smaller display scales. This improves the aesthetics of the maps and improves the map display performance once the new map has been loaded to the client browser. However, there is a slight time delay for processing and creating the new map on the server.

Some of the important client side controls are described below. To activate these commands, issue a right mouse click over the map to open the menu. Then, move the cursor over the desired command and issue a left mouse click to activate the command.

#### **5.1.1. Zoom In**

From the pop-up menu, choose Zoom In to zoom in (make the graphic larger) on the center of the viewing area. The zoom in factor is 2.0; the graphic is 100% larger each time you choose Zoom In.

#### **5.1.2. Zoom Out**

From the pop-up menu, choose Zoom Out to zoom out (make the graphic smaller) from the center of the viewing area. The zoom out factor is 2.0; the graphic is 50% smaller each time you choose Zoom Out.

### **5.1.3. Higher Quality**

This command adjusts the resolution of the graphics returned to the map window. If the line is unchecked, the map is not as clear, but takes less time to generate.

### **5.1.4. Copy SVG**

To copy the map to the Windows Clipboard:

- From the pop-up menu, choose **Copy SVG**.
- The image may then be pasted into any document or in any program that supports the Paste function.

### **5.1.5. View SVG**

This command will open a new browser window and create a SVG display of only the map. This may be useful if trying to print only the map without legend graphics.

### **5.1.6. View Source**

This command will open a new browser window and display all the computer code used to generate the map. This may be useful if trying to debug a map problem or for developers wanting to leverage the map code.

### **5.1.7. Save SVG As**

This command opens the save dialog to save the current map as an SVG or compressed SVGZ format file.

### **5.1.8. Help**

This command opens a new browser window that contains additional help information about the commands used in the SVG Viewer.

### **5.1.9. About Adobe SVG Viewer**

This command opens a dialog that displays specific version and copyright information from Adobe.

## 5.2. Server Side Map Controls

LoIS delivers a set of server side map manipulation functions. The command icons are located across the top of the map. These commands are similar in function to some of the commands on the pop-up menu. The server driven commands are: Zoom In, Zoom Window, Zoom Out, Pan, Zoom to Extents, Zoom to Select Set, and Zoom Previous.

### 5.2.1. *Zoom In*



The Zoom In command decreases the map display scale by a factor of 2.0. When users click on the Zoom In command, the map is automatically regenerated from the server. You do not need to identify a point about which to zoom; the center of the new display is the same as the original map. Less area is displayed and some features may be turned on or off by the Display Threshold settings.

### 5.2.2. *Zoom Window*



The Zoom Box command is used to view a specific area of the map. To define a new map view, click on the command, then identify the area by issuing a single left mouse button click at the starting corner point of the zoom rectangular window, and then a second left mouse button click at the ending corner point of the rectangular window. The new map is generated and displays features according to the Display Threshold for the area selected.

### 5.2.3. *Zoom Out*



The Zoom Out command increases the map display by a factor of 2.0. When users click on the Zoom Out command, the map is automatically regenerated from the server. You do not need to identify a point about which to zoom; the center of the new display is the same as the original map. Additional area is displayed, but some features may be turned off by the Display Threshold settings.

### 5.2.4. *Pan*



The Pan command shifts the map focus to another area of the Nevada base map without changing the map scale. Pan is used by issuing a single left mouse button click at the point to move, and then issuing a second single left mouse button click where the first point should reside after the map is redrawn. A line appears during the process to show where the first point was clicked relative to the new place it is to exist on the map.

### **5.2.5. Zoom to Extents**



The Zoom to Extents command fits the entire Nevada State boundary area to the map window. Feature display is determined by current legend settings and the Display Thresholds.

### **5.2.6. Zoom to Select Set**



The Zoom to Select Set command fits all the survey monuments identified by a map selection or query filter in the map window.

### **5.2.7. Zoom to Previous**



The Zoom to Previous command recreates the immediately previous map window so that an accidental view manipulation can be "undone". The application only remembers a single previous view. If the button is pressed multiple times, it simply displays the same view again.