# Taylor County Hazus ArcGISViewer for Flex (Flash-based) Maps User Guide

Map Overview



Coordinates and Scale are displayed in the lower left corner of the map.

## **Basemaps & Layers**

#### Basemaps

Left-click the Basemap button then left-click a basemap from the gallery to change the background map. Basemaps include Aerial photography from basemaps provided by ESRI.



### Layers

Left-Click the More... button to view the available layers. Check the box next to the layer to turn it off or on. Click the arrow to the left of the layer to expand\collapse the layer and turn sublayers off\on. Click the arrow to right of the layer to display a menu that will allow you to move the layer up or down in the list, adjust its transparency, zoom to the layer, and view its description.



## **Map Navigation**

With a standard PC mouse, you can use the left button and wheel for most navigation tasks. Use the wheel to zoom in and out. Click and hold the left mouse button to pan around the map. Double left-click to zoom in.

The Navigation control can also be used to navigate the map. Left-click the Globe in the center to return to full extent. To pan, use any of the arrows surrounding the globe or left-click the hand. To zoom, use the slider control or + and – buttons. The arrows between the Zoom slider and Full Extent\Pan area allow you to switch between extents.



**<u>Popups</u>** - Left-click on a feature to display more info.



## Map Widgets (Tools)

The five widgets, Draw, Print, Layer List, Legend, and Identify Widget, are included in this map.



#### **Draw widget**

Draw simple graphics and text onto the map display. It provides basic sketching and redlining functionality for the ArcGIS Viewer for Flex application. For example, to snap a node to a node of another feature, press the *Ctrl* key to enable snapping. It also provides some measurement capability by displaying measurement values (if activated) for drawn features: lengths for lines, and areas and perimeters for polygons. It contains nine feature creation tools. From left to right, they are as follows: point,polyline,freehand line,rectangle,circle,ellipse,polygon,freehand polygon, and text.



- 1. Select a feature creation tool by clicking it. When the feature creation tool is selected, its icon displays with a yellow highlight. Once a tool is selected, specific feature properties for that particular tool appear in the widget. Feature properties vary for different types of features:
  - point
  - lines (includes polyline and freehand line)
  - polygons (includes rectangle, circle, ellipse, polygon, and freehand polygon)
  - text



	• • • • • • • • • • • • • • • • • •
Fill Color 📃 Style Solid 👻	Text B I U
Alpha 0.5 +	Font Arial 🔻
Outline Color 📃 Width 1 🔹	Color 📃 Size 20 🐥
Show Measurements	
Area Units Square kil 👻 Distance Units Kilometers 👻	Text
Polygon;	

- 1. Before creating a new feature, users have the option customize the feature properties for the feature they create. Note that line and polygon features also support measurement values, which must be activated by checking the Show Measurements check box (see circled area in screen captures above).
- 2. To add a new feature, click the map at the desired location and define the feature extent, then double-click to finish the feature. In the case of the text tool, the text string needs to be specified in the Text input box first, then click the map to place the text.

#### <u>Print</u>

Left-click the Print widget. Title and Author are optional fields. Choose a layout template and\or format or accept the defaults. The "printout" will open in a new browser window, from which it can be printed or saved. Popups will need to be enabled or allowed for the site for this to function properly. If you wish for the printout to be at a different scale, check the box and enter a scale. Click Print when you have the settings you want.

#### Layout templates paper sizes\descriptions

A3 - 11.7 × 16.5 inches A4 - 8.3 × 11.7 inches Letter ANSI A - 8 x 11 inches Tabloid ANSI B - 11 x 17 inches MAP\_ONLY – No Legend, scale etc is printed.



#### **Formats**

PDF – Portable Document Format (Download Adobe Reader) PNG32 – 32 bit image format. Higher quality, higher file size PNG8 – 8 bit image format. Lower quality, lower file size. Good for logos JPG – image format, best suited for photos. Does not work well on line drawings or lettering GIF – image format, supports only 256 colors. Good for simple line drawings, lettering EPS – Encapsulated PostScript file. Can contain any combo of text, graphics, and images <u>SVG</u> – Scalable Vector Graphics

SVGZ - compressed SVG file

#### Layer widget

Allows you to turn map layer on and off, adjust transparency, and re-order layers within the map.



#### Layer widget

Allows you to turn map layer on and off, adjust transparency, and re-order layers within the map



#### Identify widget

Allows the user to choose any point in the flood inundation area, and find out what the Hazus software has calculated the depth to be, in that area, in the event of a 500 or 100 year flood scenario.



To use the identify widget, first highlight the identify widget pictured above by clicking on it. You will know it is active when the window below opens and the icon in the top center of the Map viewer has a yellow highlight beneath it. Click on the small circle like in the window below to turn on the tool

Identify Widget	📑 🕐 i	🛛
Use the Identify W inundation areas fi flood event	/idget to find water depth rom either the 100 year o (Pixel Depth =depth in fe	within the r 500 year et):
Identify	/ From All Layers 🔫	
		<u>Clear</u>
		<u>ا</u> ر یا
-		

Click on any portion of the active Flood Event (100 or 500 Year Flood Event from your Layer List), to see the water depth in a given area, as depicted near the village of Gilman in the photo below. The results will be given as a pixel value. This pixel value is the depth, in feet, that Hazus has calculated above ground (or normal water level) for a 100 year or 500 year flood scenario.

