



# Top Map Toolbar

## New Map Window



**Zoom to World** - Zooms you out to the full extent of all the layers that are open.



**Zoom to Rectangle** - Zooms you into the rectangle you have drawn on the map.



**Zoom In** – Re-centers the image to where ever you "Left Click" and Zooms in on that area ("Right Click" to turn off tool)



**Zoom Out** – Re-centers the image to where ever you "Left Click" and Zooms out on that area ("Right Click" to turn off tool)



**Move** - "Left Click", hold down and drag on the map and when you release the "Left Mouse Button" to move the image ("Right Click" to turn off tool)



**Tape Measure** - Allows you find distances and heading by left clicking around your screen.



**Print** - Takes you directly to the "Print Map" print function.



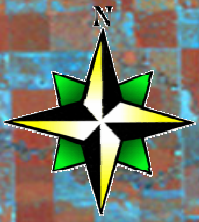
**Select Only Point** - Allows you select Points from an object, more importantly allows you select Points out of multiple shape type objects.



**Select Only Line** - Allows you select Lines from an object, more importantly allows you select Lines out of multiple shape type objects.



**Select Only Polygon** - Allows you select Polygons from an object, more importantly allows you select Polygons out of multiple shape type objects.



# Top Map Toolbar

## New Map Window



**Select Mode: Replace** - Sets the mode of selection to add a single object for all the select tools, allowing you to select a single item



**Select Mode: Add** - Sets the mode of selection to add multiple objects for all the select tools, allowing you add multiple selections



**Select Mode: Subtract** - Sets the mode of selection to remove multiple objects for all the select tools, allowing you to remove multiple selections



**Clear Selection** - Clears all the selected items.



**Select With Click** - Allows you to select a single item in the active layer, must choose the "Select With Click" button for every object.



**Select By Rectangle** - Allows you select multiple Points, Lines and Polygons by drawing a Rectangle around them or intersecting with object.



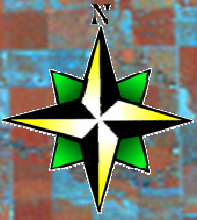
**Select By Polygon** - Allows you select multiple Points, Lines and Polygons by drawing a Polygon around them or intersecting with object.



**Save Selected Objects to New Layer** - Once you have selected your Points, Lines and Polygons from a layer, you can "Save" these items to a newly named layer.



**Multi Layer Map Math** - Opens a new page in which you can write scripts to perform different functions and apply algorithms on your selected layers.



# Layer Toolbar

## Surfaces Toolbar



**Remove Layer or Unload Layer** - Removes the selected layer from the map (does not DELETE layer). You can turn it on again later.



**Zoom To Layer** - Zooms you to the extents of the selected layer.



**Bring to Front** - Moves the selected layer to be the front of all layers.



**Send to Back** - Moves the selected layer to the back of all layers.



**Save Changes** - Allows you quickly save any changes you have made to the selected layer.



**Layer Visibility On/Off** - Turns the visibility of the layer on and off.



**Change Color Theme** - Allows you to quickly change the color pallet used on selected layer.



**Thematic Color** - Opens a new window which will allow you to change color themes, adjust number of zones, view statistics of the image, and adjust zone sizes automatically or manually.



**Smoothing Filter** - Combines pixels of the image creating a smoother image.



**Fill Filter** - Fills null values in and around the image by stretching or copying the value of the nearest pixel



**Trim End Values** - Allows you remove values above or below a given value (making all the removed values equal to the trim value), you can also "delete" values above or below a given value in an image creating holes in the image which need to be filled.



**Surface Properties** - Will give you layer information on what ever area you "Double Click" on



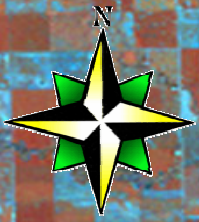
**Crop Rasters to Selected Polygon** - To use this tool YOU MUST FIRST SELECT A POLYGON. Once the polygon is selected, and you have reselected the surface layer you want to cut to, this button will remove all the image outside of the selected polygon. (Don't forget to SAVE)



**Reduce Boundary Effect** - Will go around the field looking in 50 feet and stretching the highest value perpendicular out to the field boundary.

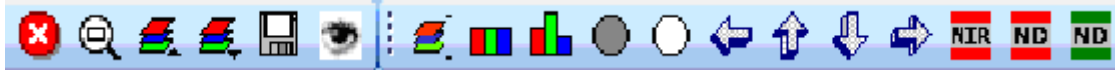


**Intra-Layer Math** - Allows you to run simple mathematical functions on the active layer.



# Bottom Layer Toolbar

## Multi-Band Image Toolbar



**Remove Layer or Unload Layer** - Removes the selected layer from the map (does not DELETE layer). You can turn it on again later.



**Zoom To Layer** - Zooms you to the extents of the selected layer.



**Bring to Front** - Moves the selected layer to be the front of all layers.



**Send to Back** - Moves the selected layer to the back of all layers.



**Save Changes** - Allows you quickly save any changes you have made to the selected layer.



**Layer Visibility On/Off** - Turns the visibility of the layer on and off.



**Multi-Band Layer Display** - Select which bands of light and what order they are displayed.



**Equalize Image Display** - Lighten or equalizes the bands of light being displayed.



**Reset Color Adjustment** - Move the color bands back to their original settings.



**Darken** - Adjusts the brightness of the displayed image darker.



**Brighten** - Adjusts the brightness of the displayed image brighter.



**Move Image** - Moves the active image in the direction of the arrow.



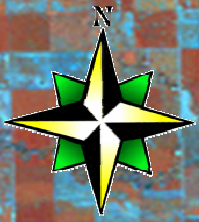
**Extract NIR Surface** - Extracts the selected multi-band image using the Near Infra-Red spectrum of light.



**Extract Red NDVI Surface** - Extracts the selected multi-band image using the Near Infra-Red combined with the Red spectrum of light.



**Extract Green NDVI Surface** - Extracts the selected multi-band image using the Near Infra-Red combined with the Green spectrum of light.



# Bottom Layer Toolbar

## Drawings Toolbar



**Remove Layer** - Removes the selected layer from the map. You can turn it on again later.



**Zoom To Layer** - Zooms you to the extents of the selected layer.



**Bring to Front** - Moves the selected layer to be the front of all layers.



**Send to Back** - Moves the selected layer to the back of all layers.



**Save Changes** - Allows you quickly save any changes you have made to the selected layer.



**Layer Visibility On/Off** - Turns the visibility of the layer on and off.



**Change Draw Style** - Allows you to change the line and point attributes (color, sizes and fill).



**Thematic Draw Settings** - Opens a new window which will allow you to change color themes, adjust number of color ranges, view statistics of the color ranges, and fill and size the points and lines.



**Change Label Settings** - Allows you to view data from the objects data table in the viewing window as a label, also able to adjust size, font and color of labels.



**Draw New Object** - Once selected you may draw a polygon, line or point (left clicking to draw and right clicking to end lines and polygons).



**Draw a Circle** - Once selected you left click and hold down in the center of your object and drag to your desired diameter and release to create a circle polygon.



**Show Table** - Displays SHP file table for editing. Any changes must be saved.



**Drawing Properties** - By double clicking on an object you will be able to view the properties of that item.



**Delete Selected Objects** - Once you have selected an object of this layer, this will delete the selected objects. You must save these changes to make this permanent.