

**GEOPORTAL PHILIPPINES:  
COMPREHENSIVE LAND USE PLAN  
(CLUP) MAP APP**

**SYSTEM USER MANUAL**

Geospatial System Development Division  
Geospatial Information System Management Branch  
National Mapping and Resource Information Authority

## CONTENTS

<b>1</b>	<b>BACKGROUND</b> .....	<b>1</b>
<b>2</b>	<b>HARDWARE/SOFTWARE REQUIREMENTS</b> .....	<b>1</b>
<b>3</b>	<b>GETTING STARTED</b> .....	<b>1</b>
3.1	LAUNCHING THE APPLICATION .....	1
3.2	HOW TO SELECT/LOAD A LAYER .....	4
4.2.1.	<i>HOW TO VIEW METADATA</i> .....	5
4.2.2.	<i>HOW TO USE LAYER FILTER</i> .....	6
4.2.3.	<i>HOW TO ZOOM IN TO LAYER'S EXTENT</i> .....	10
4.2.4.	<i>HOW TO ZOOM TO LAYER TO MAKE IT VISIBLE</i> .....	11
4.2.5.	<i>HOW TO ADJUST LAYER'S OPACITY</i> .....	12
4.2.6.	<i>HOW TO MOVE ORDER OF LAYER</i> .....	12
4.2.7.	<i>HOW TO ENABLE LAYER DISPLAY</i> .....	13
4.2.8.	<i>HOW TO REMOVE A LAYER</i> .....	14
3.3	HOW TO IDENTIFY A FEATURE .....	15
3.4	HOW TO SWITCH BASEMAP .....	15
3.5	HOW TO USE MEASURE TOOL .....	16
3.6	HOW TO USE GOTO XY TOOL .....	17
3.7	HOW TO USE BUFFER TOOL .....	18
3.8	HOW TO EXPORT MAP .....	20

# 1 BACKGROUND

The CLUP Map App will display geospatial data related to land use planning of LGUs, such as road network, zone classification, urban areas, growth centers, hazard maps, and other relevant maps on a provincial or municipal/city level.

# 2 HARDWARE/SOFTWARE REQUIREMENTS

Minimum hardware requirements:

- Operating System: Windows 7 / Windows 8 / Windows 10
- Processor: Intel® Core™ i3
- Video: NVIDIA® GeForce® 7600 GT or ATI™ Radeon™ HD 2600 XT or Intel® HD Graphics 3000 or better
- Memory: 16 GB RAM
- Storage: 1 TB HDD
- Internet: Broadband Internet Connection
- Resolution: 1024X768 minimum display resolution

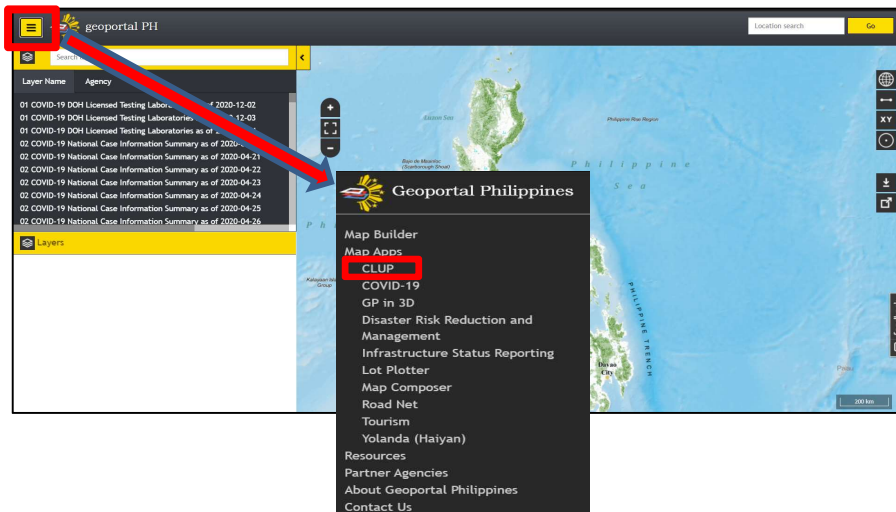
# 3 GETTING STARTED

## 3.1 LAUNCHING THE APPLICATION

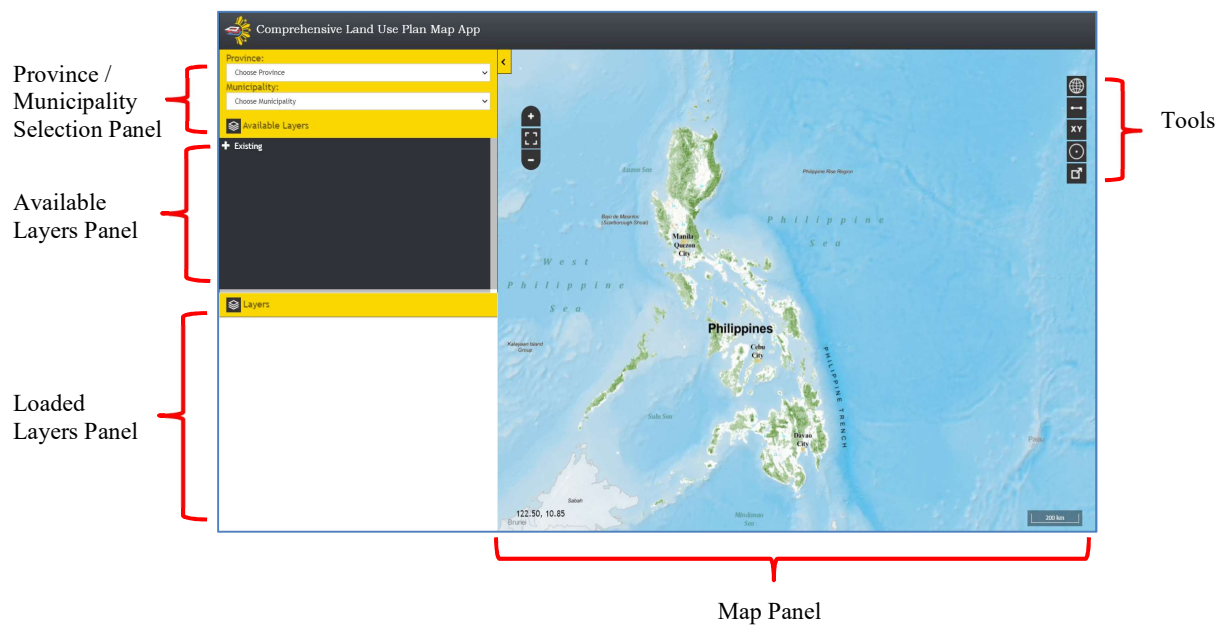
Step 1. Open a web browser and go to <https://www.geoportal.gov.ph>.



Step 2. Click the **Menu**  button and select **CLUP**.



Step 3. The CLUP Map App screen appears.



**Province/Municipality Selection Panel**

Displays the list of Province and Municipality with CLUP layers available.

**Available Layers Panel**

Displays the Province, Municipality, and Existing CLUP layers.


**Loaded Layers Panel**








Lists all the layers currently loaded in the map and their corresponding legends.

**Map Panel**

Displays the basemap and layer overlays.

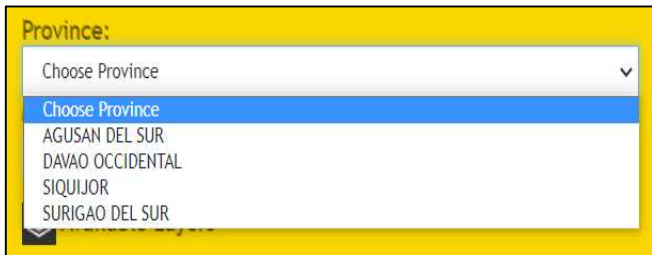
**Tools**

	<p><b>Zoom in</b></p> <p>This is used for zooming-in to the map.</p>
---	--

	<p><b>Zoom out</b></p> <p>This is used for zooming-out of the map.</p>
	<p><b>Zoom to Extent</b></p> <p>This is used to zoom the map to the extent of the Philippines.</p>
	<p><b>Switch Basemap</b></p> <p>This provides different basemap options to use. Currently available are NAMRIA Basemaps, NAMRIA Ortho Image 2011 and 2013-2014 (for selected areas only), NAMRIA Ortho Rectified Radar Image, Bing Maps, ArcGIS Online, and Open Street Map.</p>
	<p><b>Measure tool</b></p> <p>This allows the user to measure the distance or area on the map.</p>
	<p><b>Goto XY tool</b></p> <p>This allows the user to go to a particular location on the map by encoding coordinates.</p>
	<p><b>Buffer tool</b></p> <p>This allows the user to create a buffer from a point, line, circle, or polygon.</p>
	<p><b>Export Map</b></p> <p>This allows exporting of the current map view along with basemap and loaded layers in PNG format.</p>

### 3.2 HOW TO SELECT/LOAD A LAYER

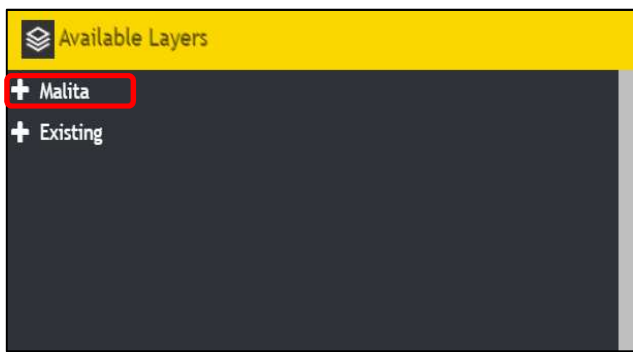
Step 1. In the **Province/Municipality Selection Panel**, select a province by clicking the **Province** dropdown list.



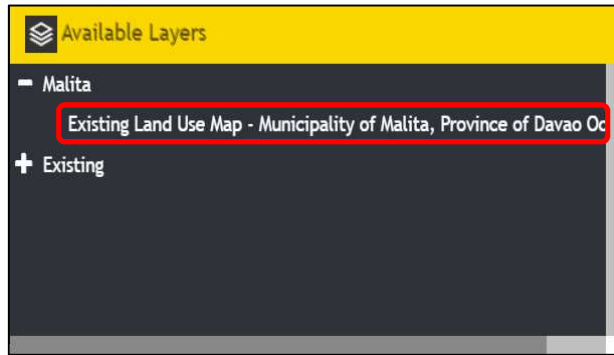
Step 2. In some cases, the available layers are located within each municipality or city. In order to view the layers of a particular city or municipality, click the **Municipality** dropdown list and select a municipality.



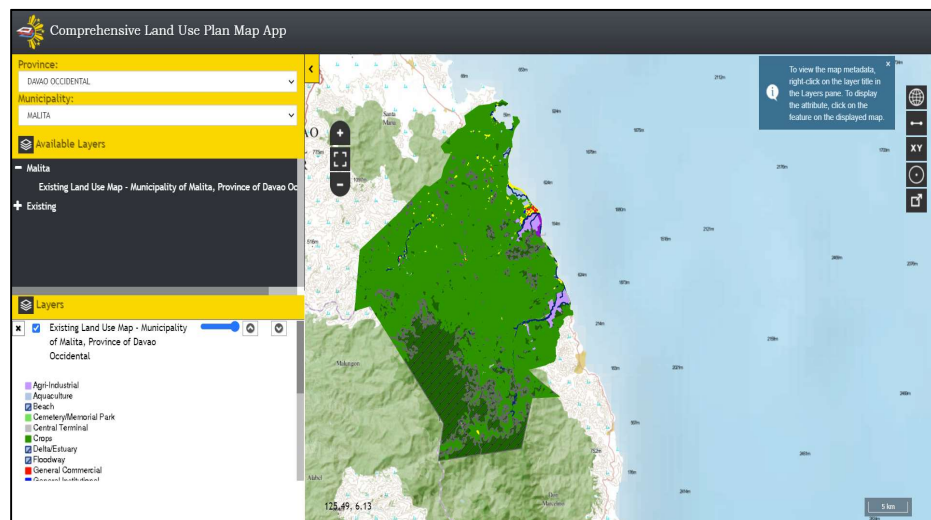
Step 3. In the **Available Layers Panel**, click the + button or the **Province** or **Municipality** label to display the list of available layers.



Step 4. Select/Click a layer from the list (multiple layers can be loaded into the map).

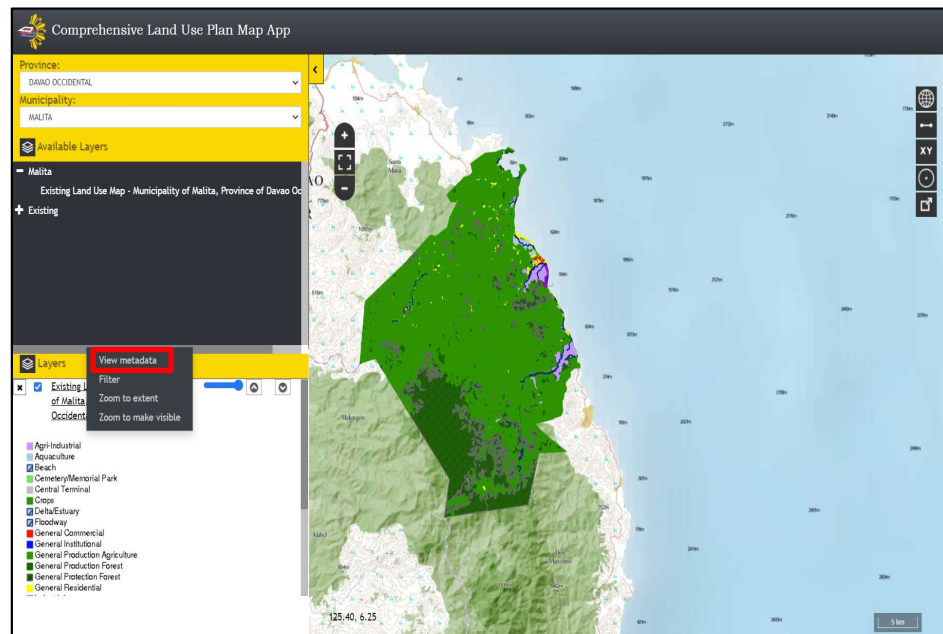


Step 5. The selected layer will be displayed on the map and will be listed in the **Loaded Layers Panel** with its corresponding legend.

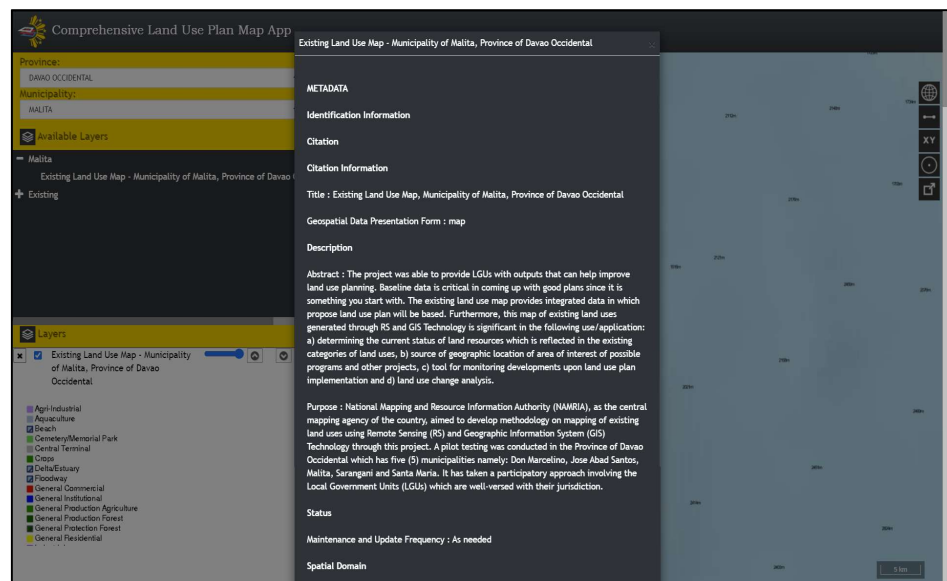


#### 4.2.1. HOW TO VIEW METADATA

Step 1. To view the metadata of a layer, right-click the layer name and select the **View Metadata** label.



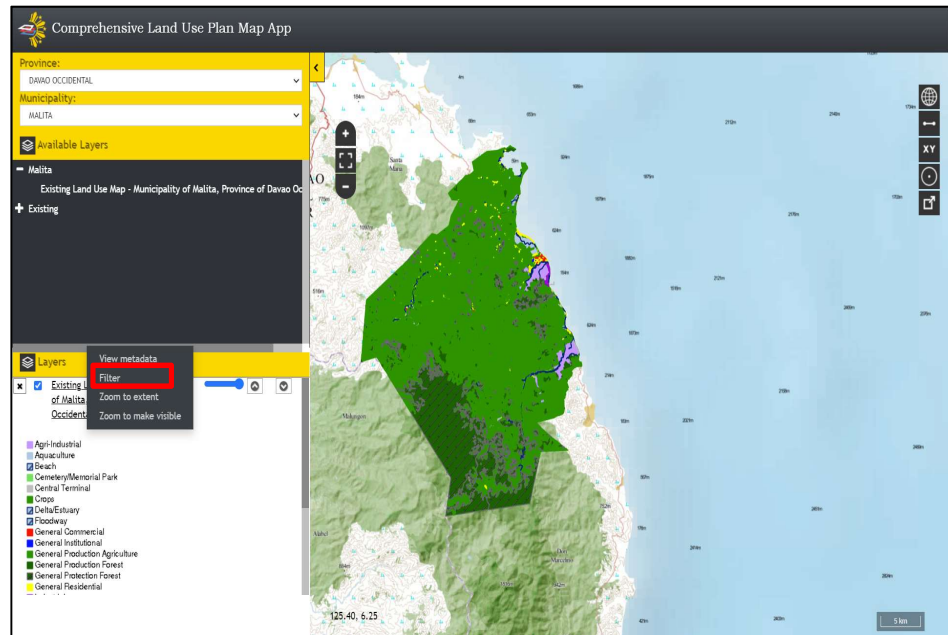
Step 2. A pop-up will appear with the information on the selected layer.



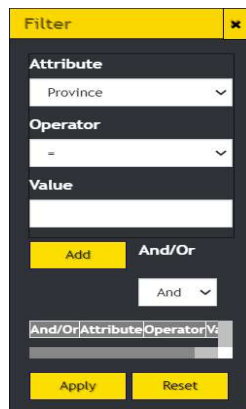
#### 4.2.2. HOW TO USE LAYER FILTER

Step 1. To filter a layer, right-click the layer name and select the **Filter** label.

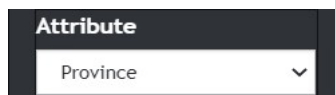




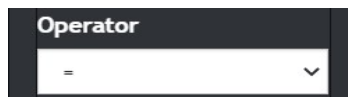
Step 2. A pop-up window will appear on the upper right of the **Map Panel**.



Step 3. Select an **Attribute** in the dropdown list.



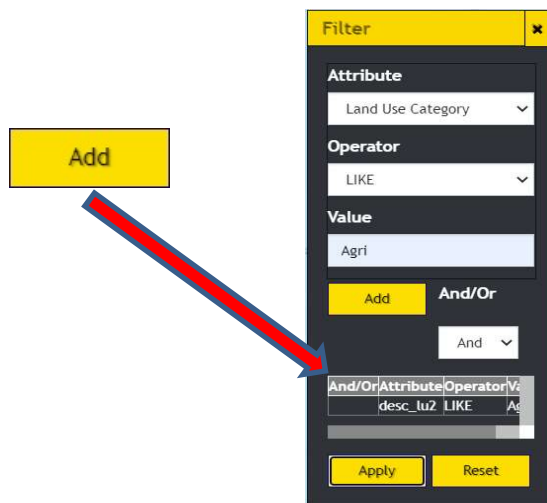
Step 4. Select an **Operator** in the dropdown list.



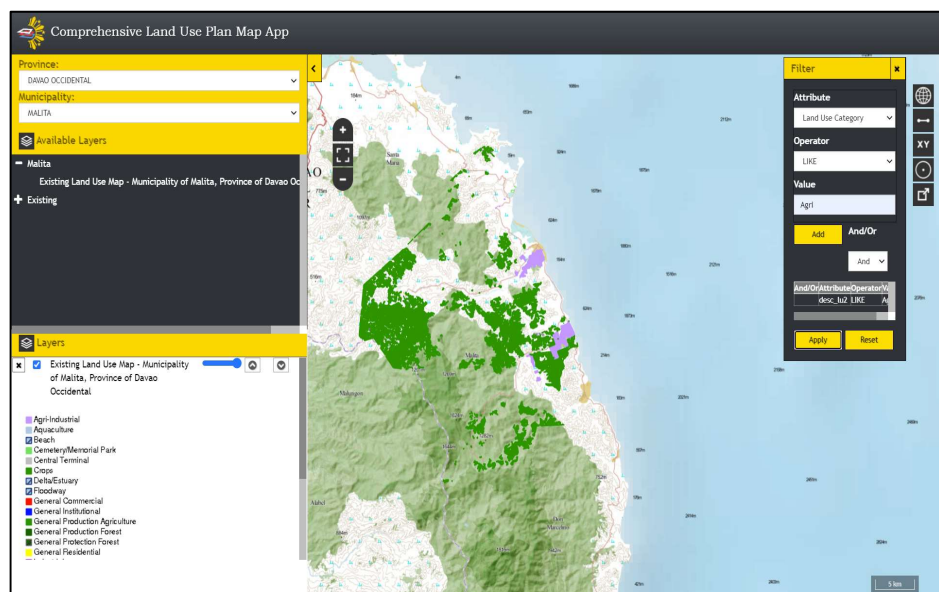
Step 5. Encode a **Value** or a keyword in the textbox.



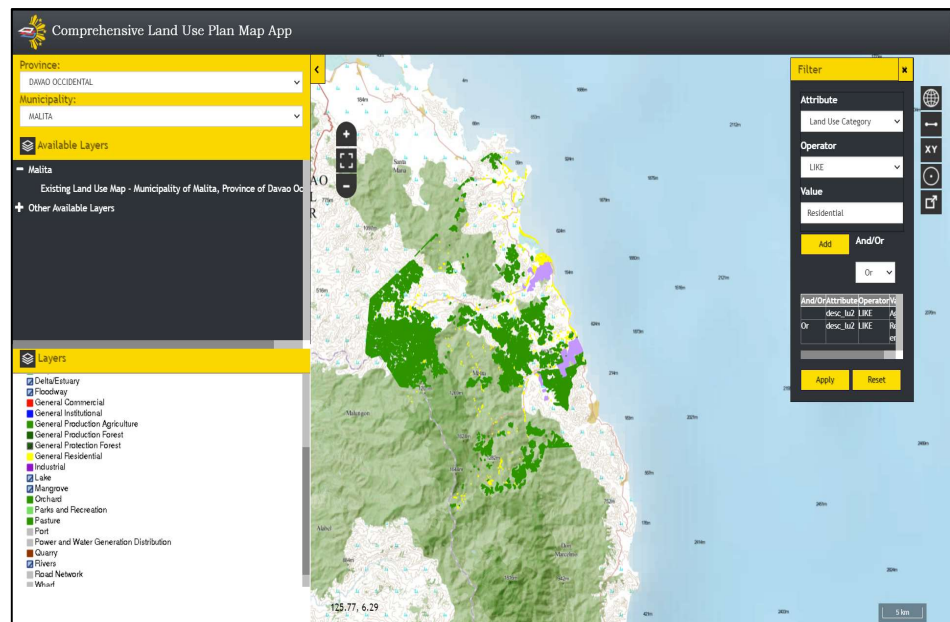
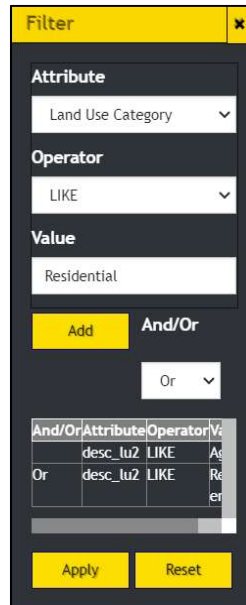
Step 6. Click the **Add** button. The attribute, operator and value will now be displayed in the grid below. Click the **Apply** button to apply it in the layer in the map.



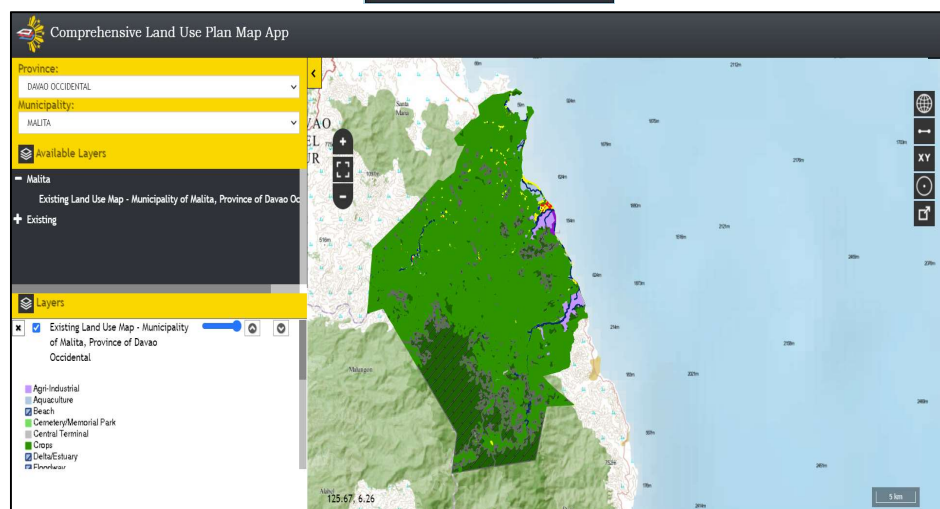
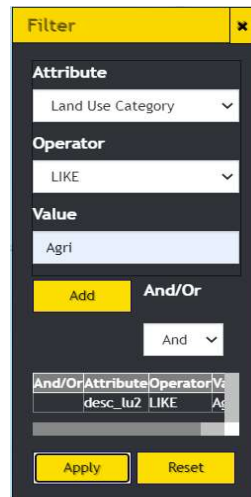
Step 7. The layer in the map will be displayed according to the filtered layer.



Step 8. To add another filter, repeat steps 3 to 5 and select And or Or from the dropdown list and click the **Add** button then click the **Apply** button to apply it in the layer in the map.

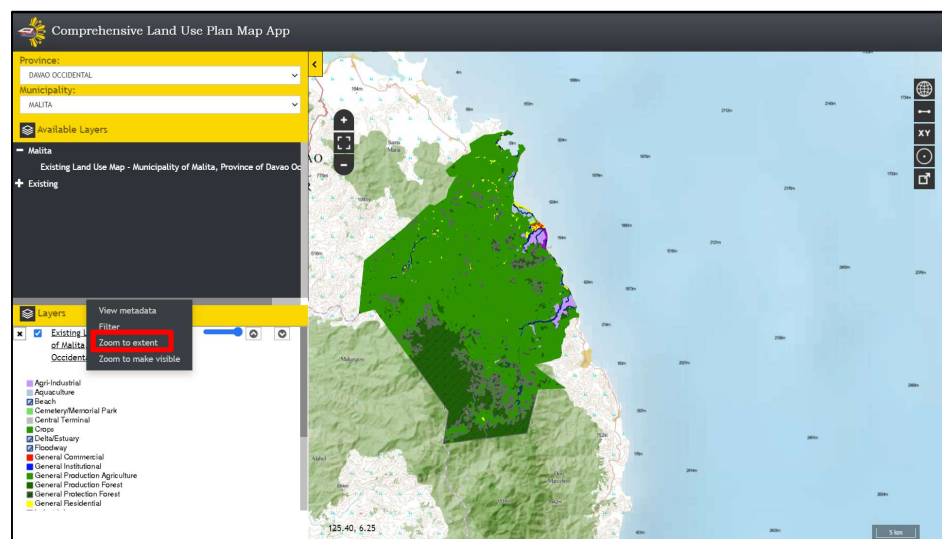


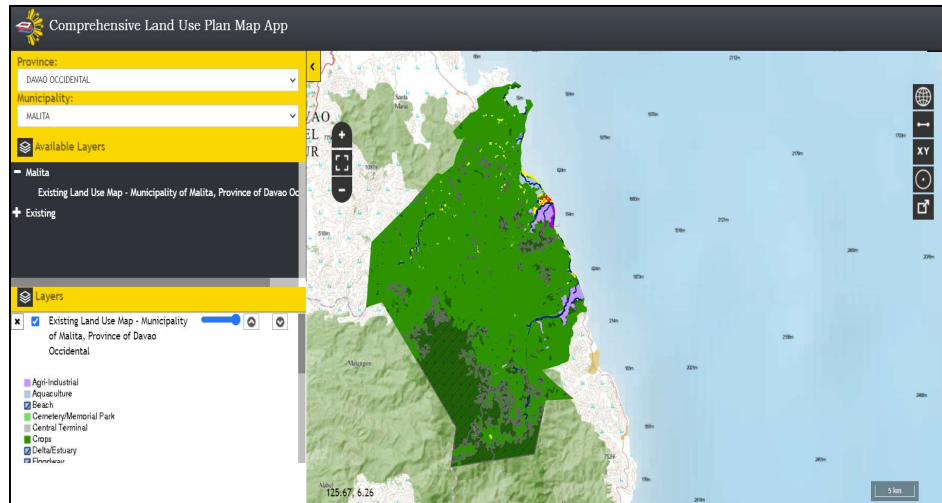
Step 9. Click the **Reset** button to clear the filter conditions from the grid and displays the default layer preview.



### 4.2.3. HOW TO ZOOM IN TO LAYER'S EXTENT

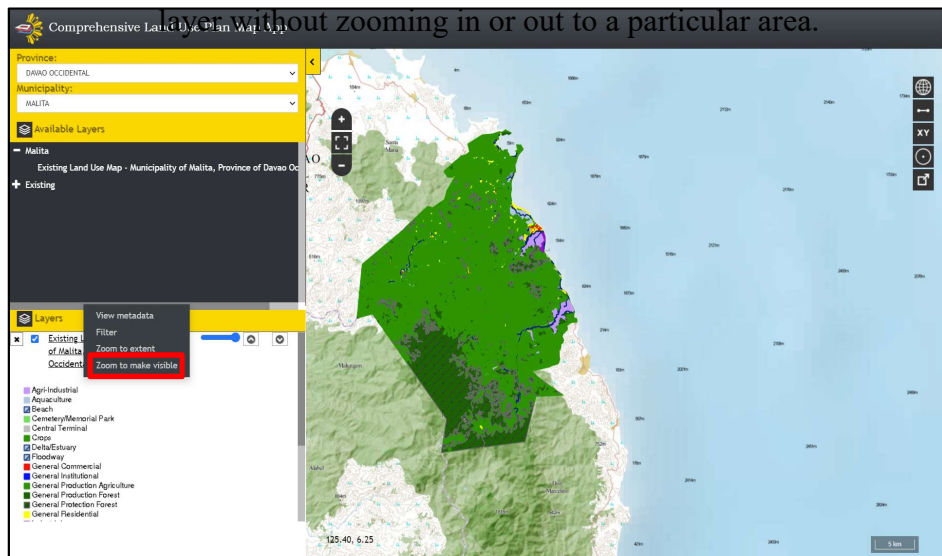
Step 1. To zoom in to the layer's extent, right-click the layer name and select **Zoom to extent** label.

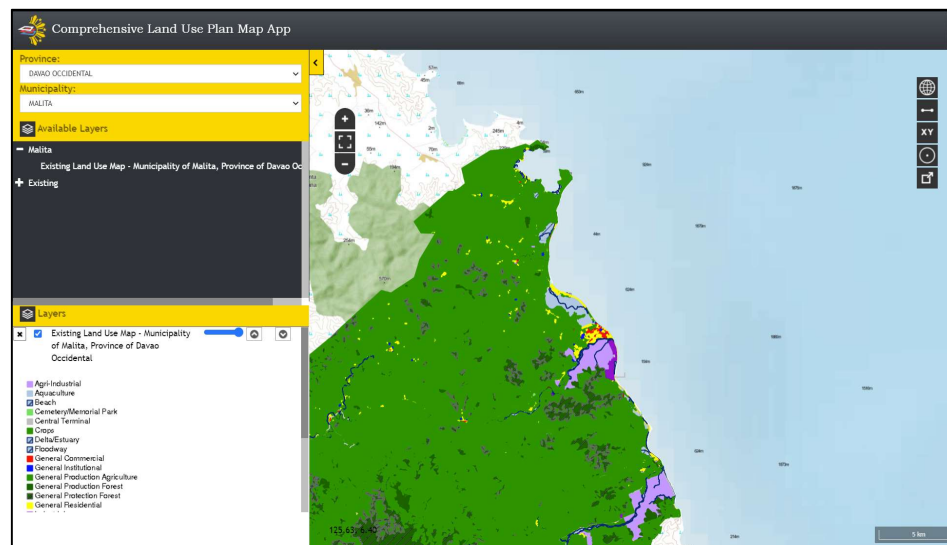





#### 4.2.4. HOW TO ZOOM TO LAYER TO MAKE IT VISIBLE

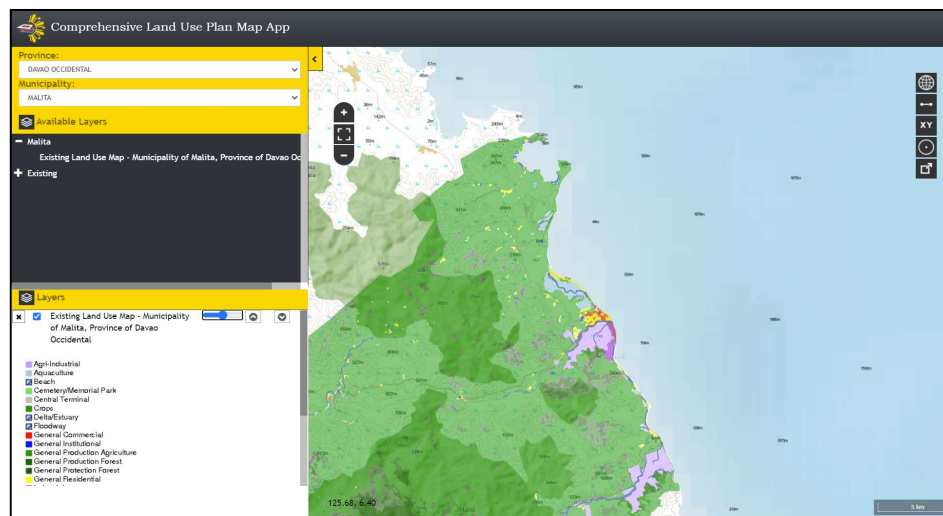
Step 1. To zoom a layer to make it visible, right-click the layer name and select **Zoom to make visible**. This is usually used when the map panel displays a full extent of the Philippine map or when there are many layers loaded and looking for a particular







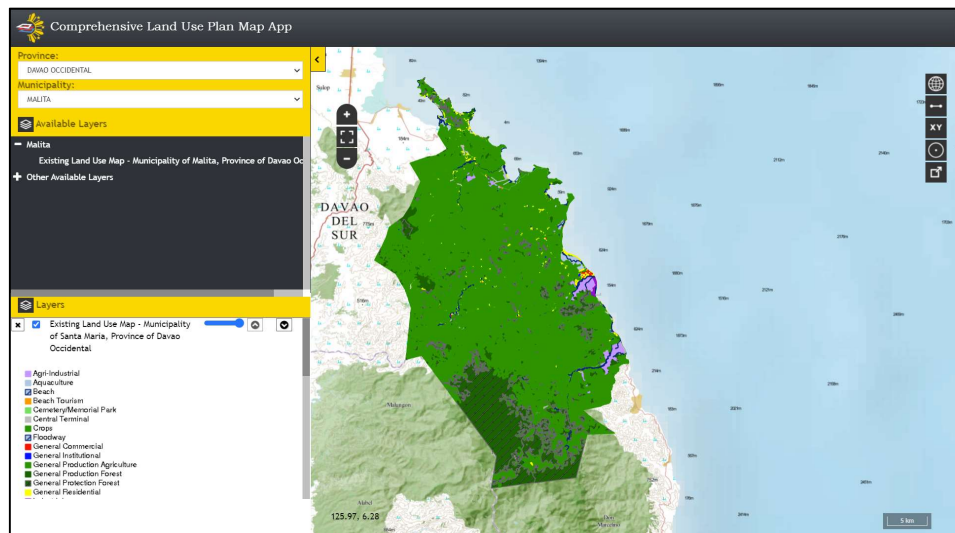
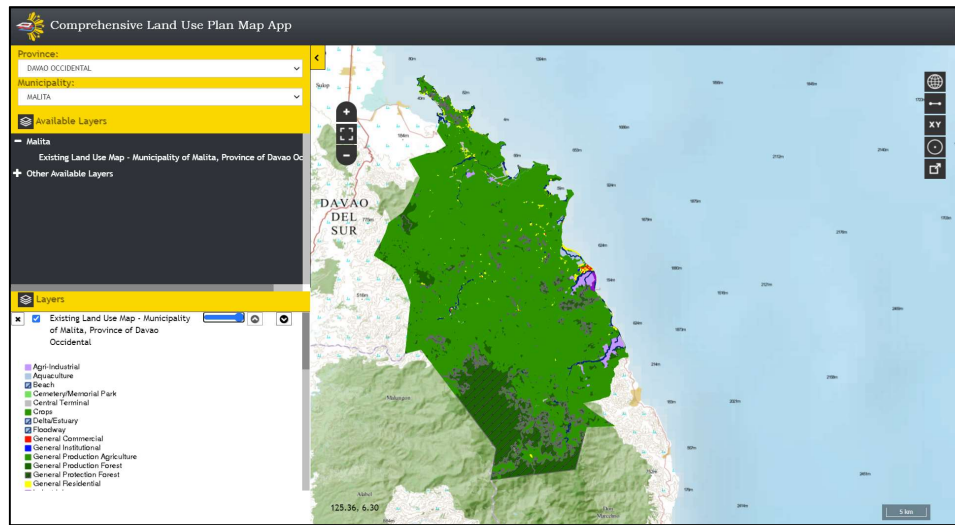
#### 4.2.5. HOW TO ADJUST LAYER'S OPACITY

Step 1. To adjust the layer's opacity, slide the opacity slider  beside the layer name to the desired transparency.



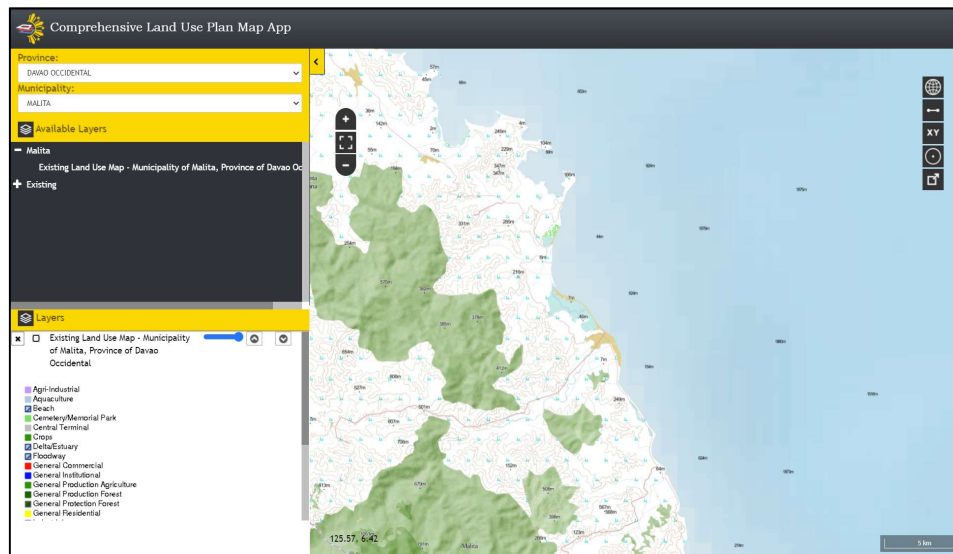
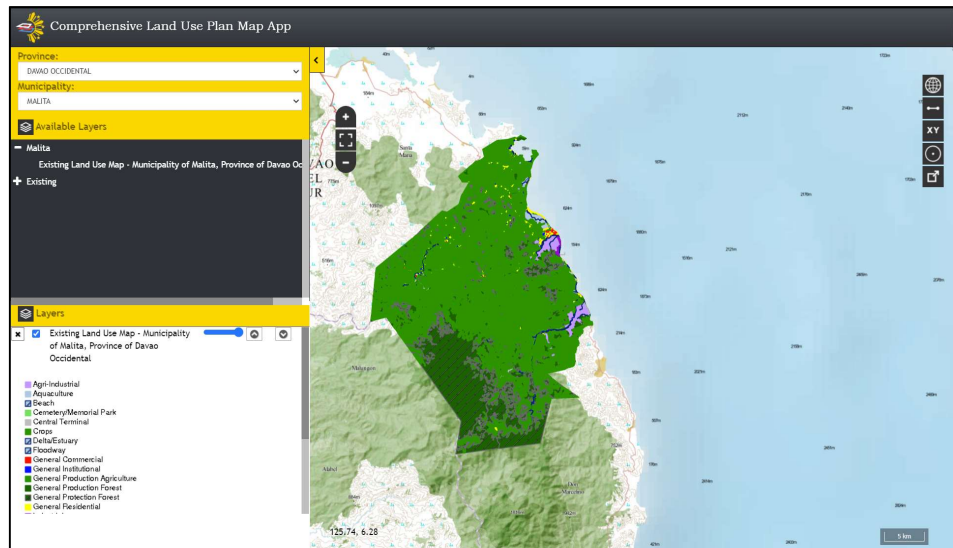
#### 4.2.6. HOW TO MOVE ORDER OF LAYER

Step 1. To move up and down the layer's position, click the up  or down  button beside the layer's opacity slider.




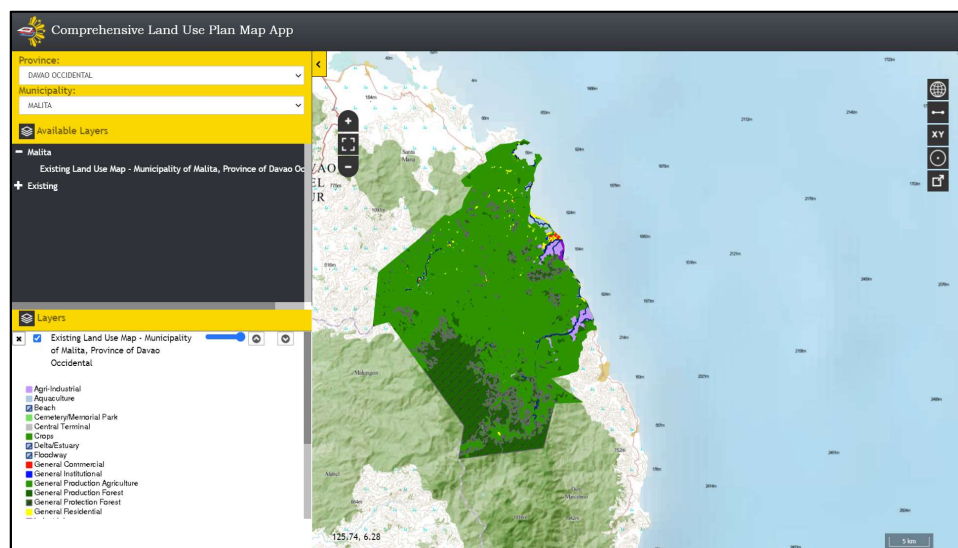
#### 4.2.7. HOW TO ENABLE LAYER DISPLAY

Step 1. To enable or disable a layer in the display, click the check box  before the layer's name.

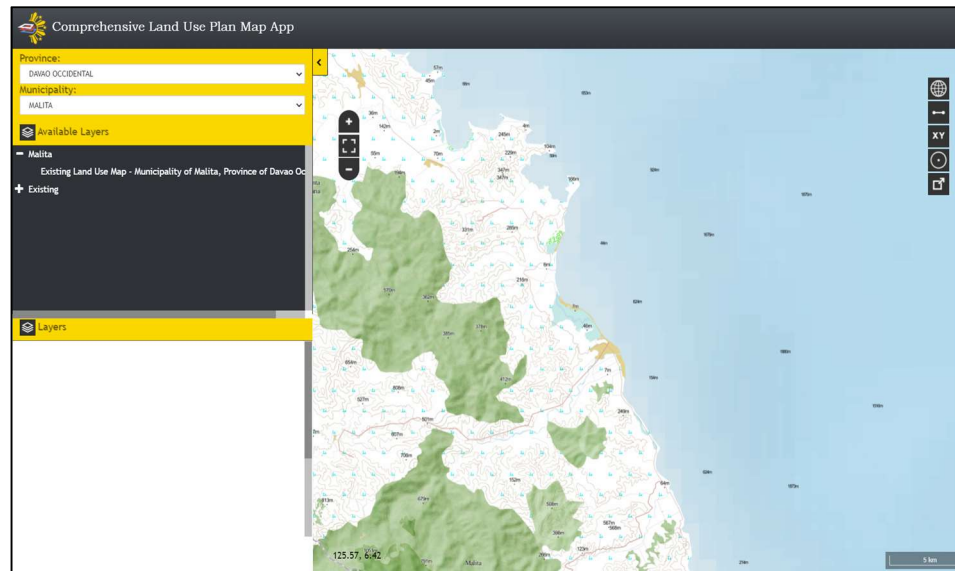


#### 4.2.8. HOW TO REMOVE A LAYER

Step 1. To remove a layer in the list and in the display, click the  button before the enable/disable check box and layer name.

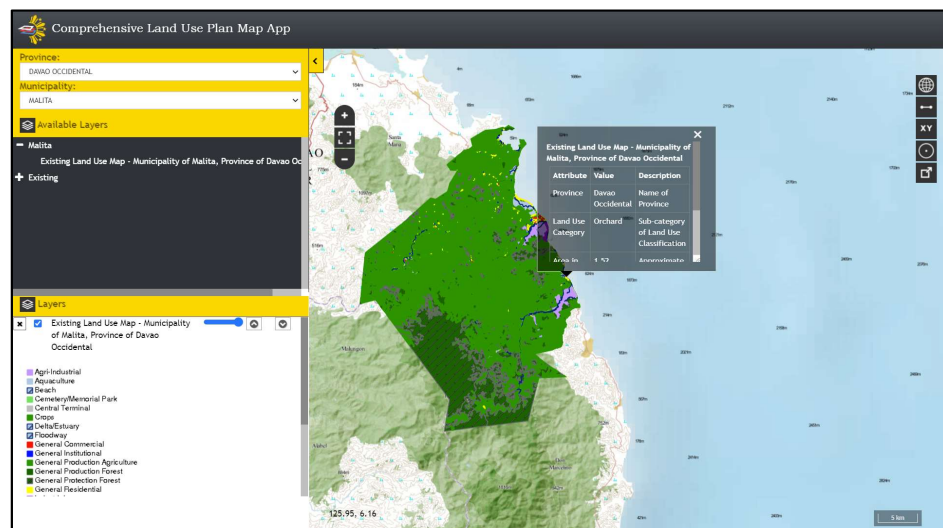






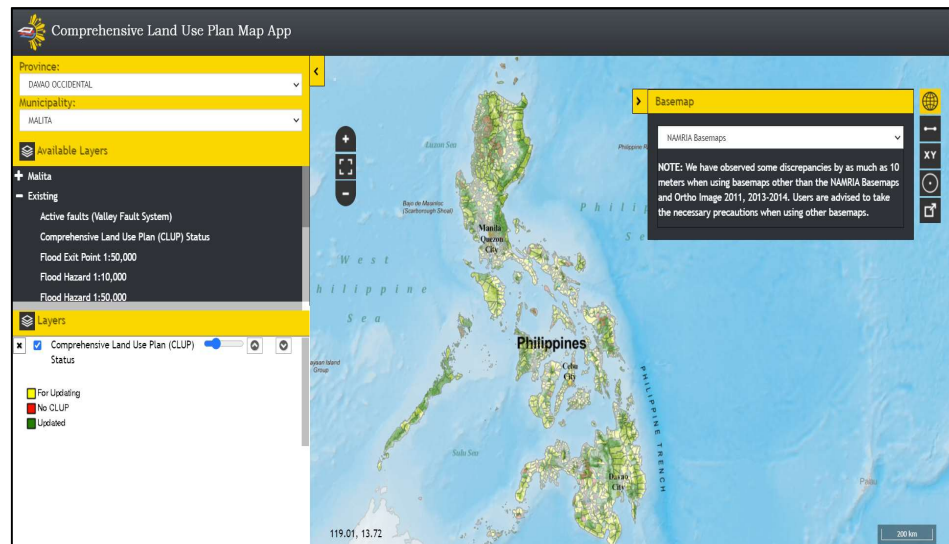
### 3.3 HOW TO IDENTIFY A FEATURE

Step 1. Click on a feature that is displayed on the map. Displays a popup menu showing the attributes of the selected feature.

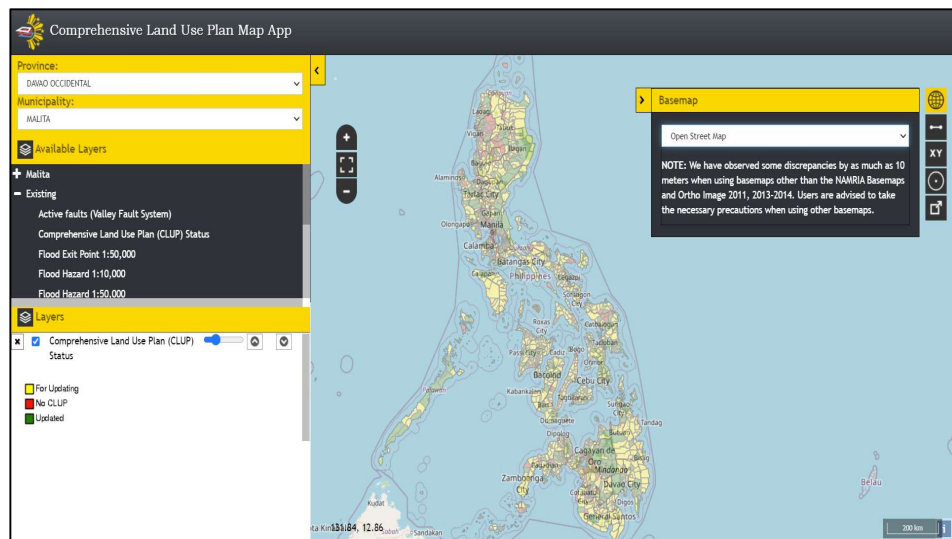


### 3.4 HOW TO SWITCH BASEMAP

Step 1. Click the **Switch Basemap**  button and select the desired basemap.

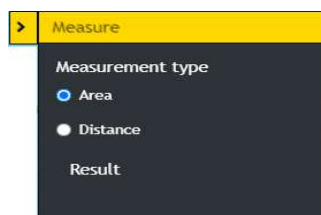


Step 2. The Map Panel will display the selected basemap.



### 3.5 HOW TO USE MEASURE TOOL

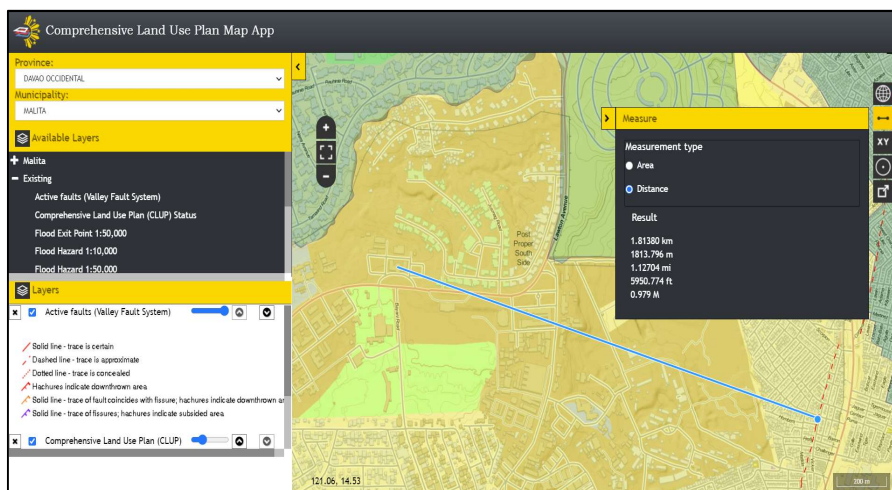
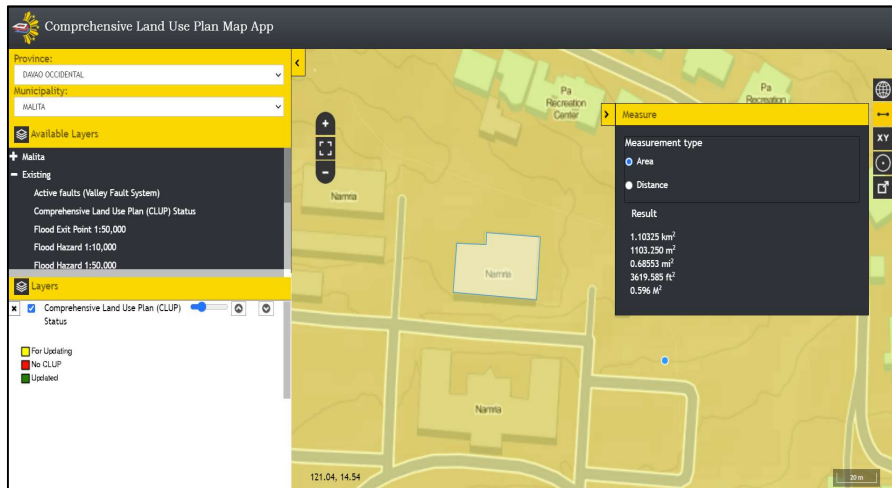
Step 1. Click the **Measure**  button.




Step 2. Measure an area by clicking on a starting point, trace or draw polygon by clicking on the corners of the shape you want to measure, and double-clicking

to end. For Distance, click on a starting point and double click on the ending point.

The result will be displayed in different units of measure.

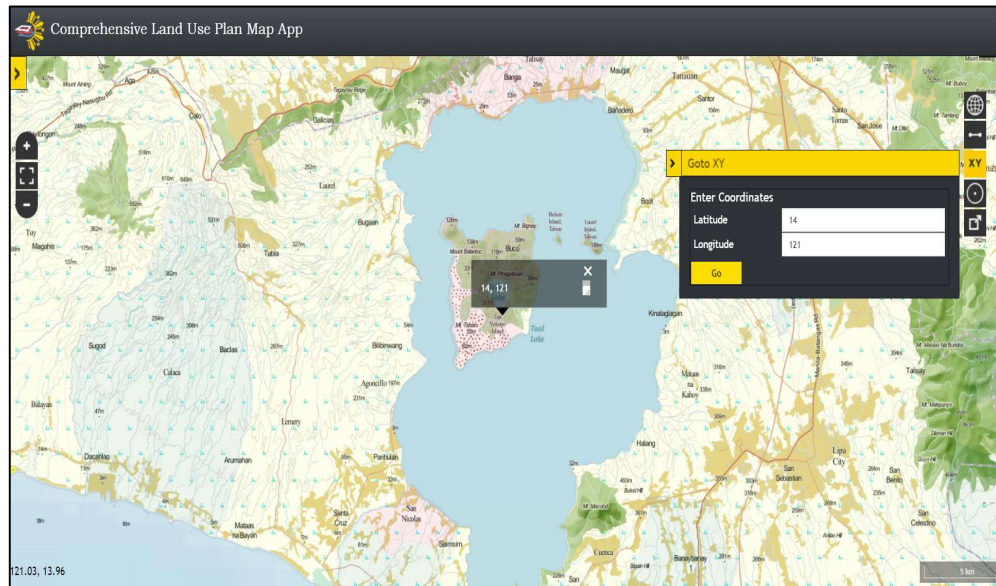


### 3.6 HOW TO USE GOTO XY TOOL

Step 1. Click the **Goto XY**  button. Encode the **Latitude** and **Longitude** of a location and then click the **Go** button.

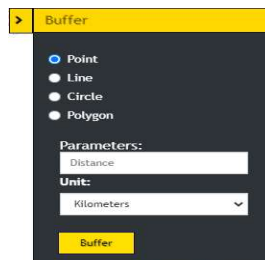


Step 2. The map will zoom in to the location and will display a popup showing the Longitude and Latitude.

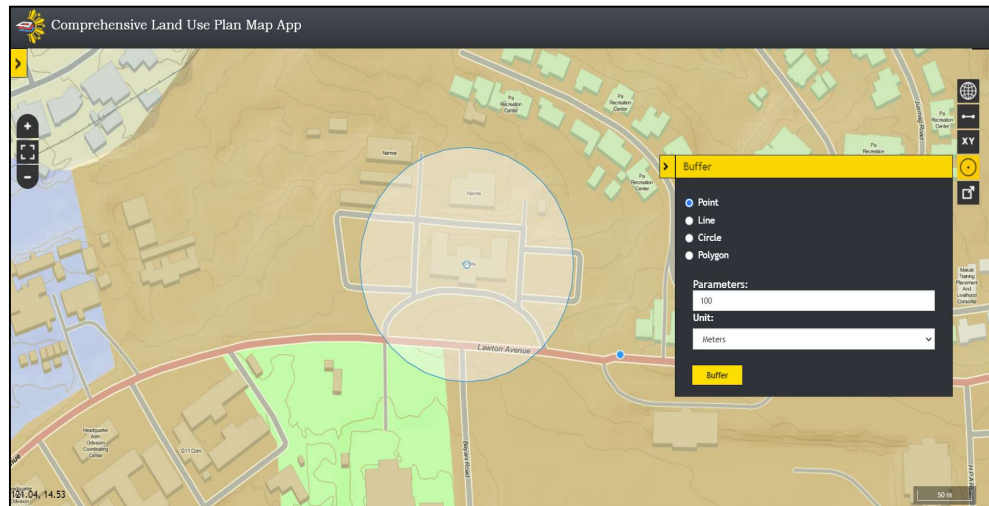


### 3.7 HOW TO USE BUFFER TOOL

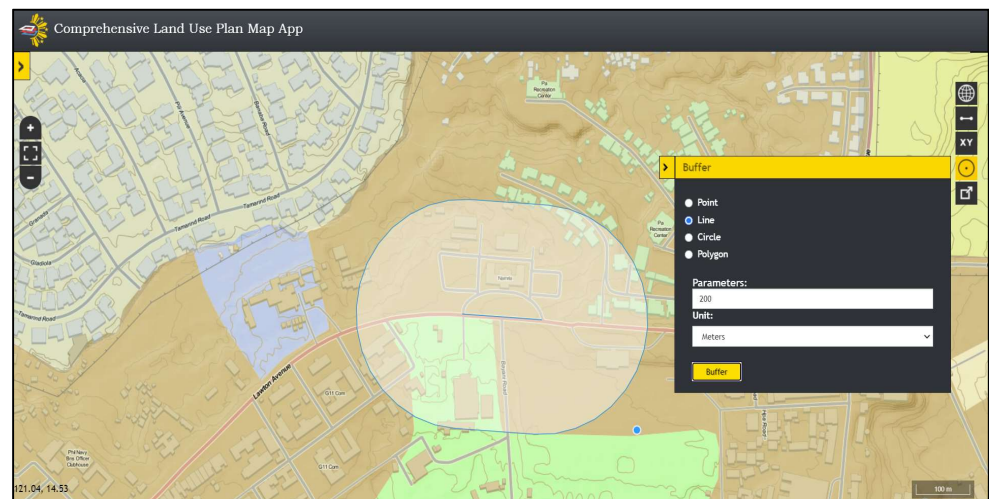
Step 1. Click the **Buffer**  button.



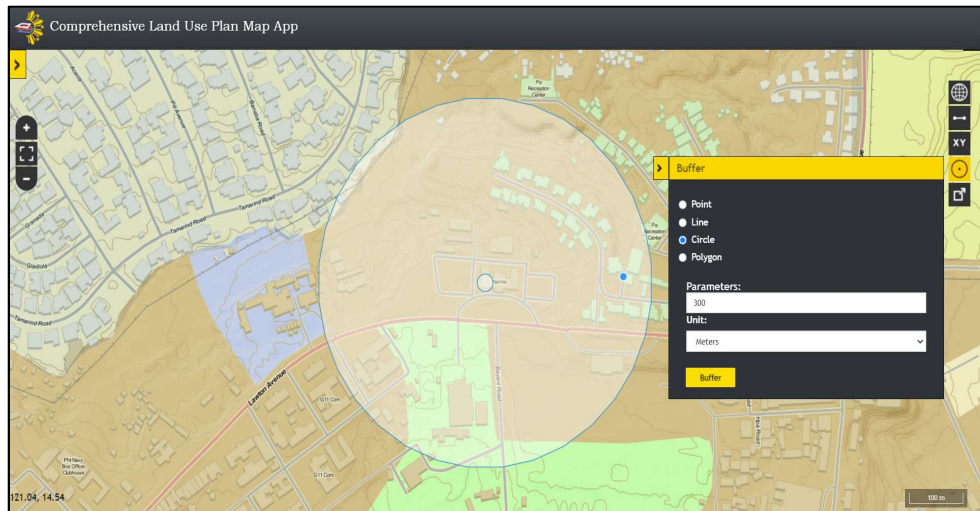
Step 2. To create a buffer around a point, select the **Point** option. Click a point on the map. Enter the desired buffer parameters (distance and unit). Click the **Buffer** button. A zone around the point measured in the specified distance will be created.



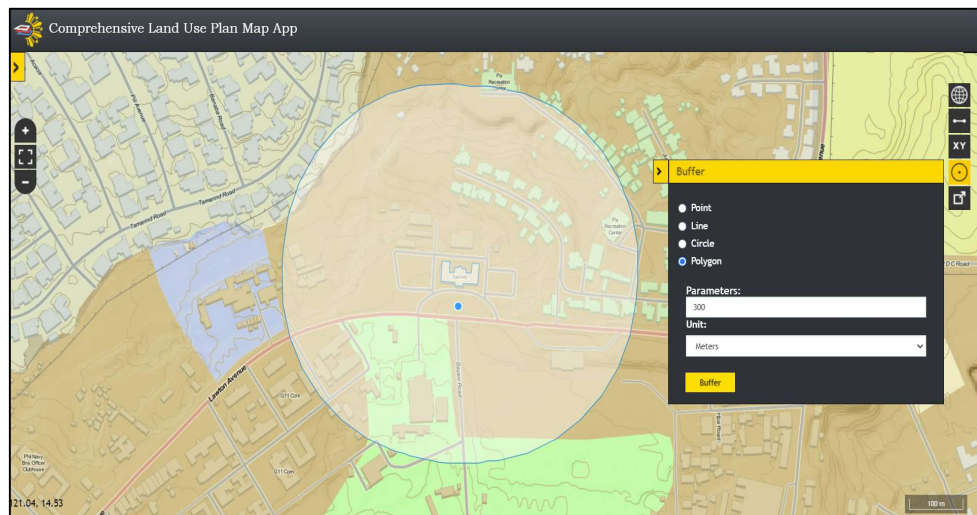
Step 3. To create a buffer around a line, select the **Line** option. Click a starting point and double click on the ending point to create a line on the map. Enter the desired buffer parameters (distance and unit). Click the **Buffer** button. A zone around the line measured in the specified distance will be created.




Step 4. To create a buffer around a circle, select the **Circle** option. Click a point as the center of the circle and drag outward until the desired size of the circle is reached. Enter the desired buffer parameters (distance and unit). Click the **Buffer** button. A zone around the circle measured in the specified distance will be created.

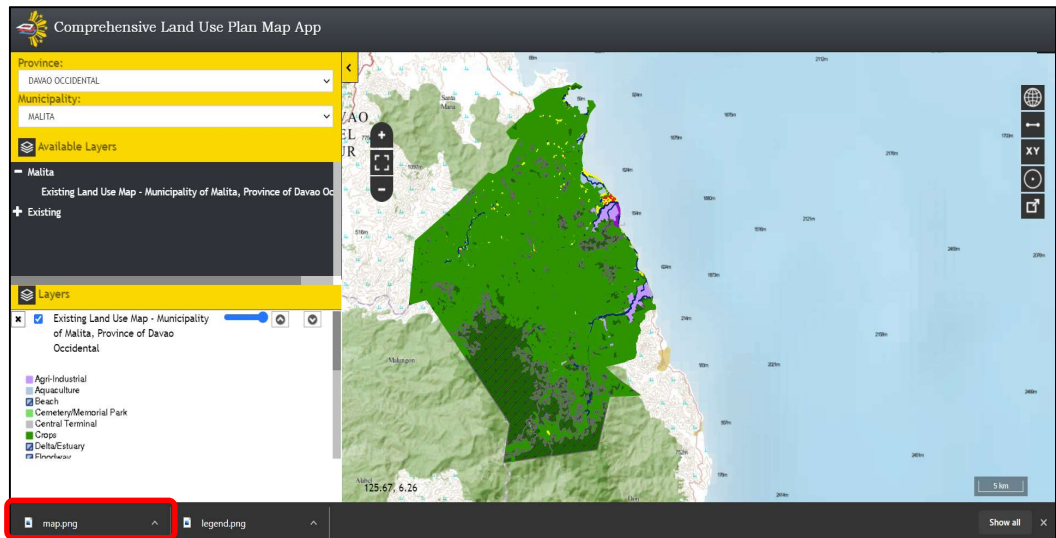


Step 5. To create a buffer around a polygon, select the **Polygon** option. Trace or draw polygon by clicking on the corners of the shape you want to measure. Enter the desired buffer parameters (distance and unit). Click the **Buffer** button. A zone around the polygon measured in the specified distance will be created.



### 3.8 HOW TO EXPORT MAP

Step 1. Click the **Export Map**  button. The current map view will be downloaded in PNG format.



Step 2. The current map view along with basemap and loaded layers will be exported in PNG format.

