GEOPORTAL PHILIPPINES: LOT PLOTTER MAP APP

SYSTEM USER MANUAL

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

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1 BACKGROUND

The Lot Plotter Map App will provide the general public with a facility to plot online the boundaries of land ownership for simple location verification.

2 HARDWARE/SOFTWARE REQUIREMENTS

Minimum hardware requirements:

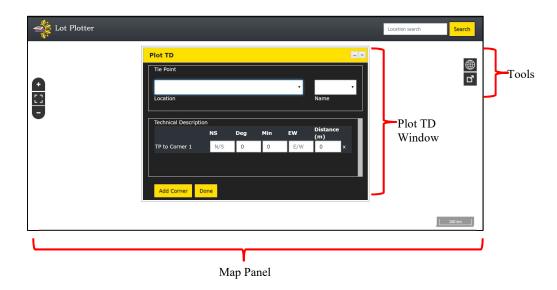
- Operating System: Windows 7 / Windows 8 / Windows 10
- Processor: Intel® CoreTM 2 Duo or AMD AthlonTM 64 X2 5600+
- Video: NVIDIA® GeForce® 7600 GT or ATITM RadeonTM HD 2600 XT or Intel® HD Graphics 3000 or better
- Memory: 2 GB RAM
- Storage: 30 GB available HD space
- Internet: Broadband Internet Connection
- Resolution: 1024X768 minimum display resolution

3 GETTING STARTED

3.1 LAUNCHING THE APPLICATION

- 3.1.1 Open web browser and go to http://www.geoportal.gov.ph. Click the Menu

 → Map Apps → Lot Plotter.
- 3.1.2 The Lot Plotter screen appears.

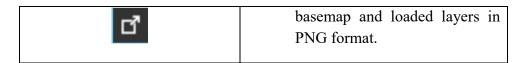


Map Panel

Displays the basemap and lot overlays.

Tools

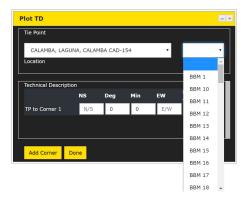
	Zoom in
•	This is used for zooming in to the map.
	Zoom out
-	This is used for zooming out of the map.
	Zoom to Extent
[]	This is used to zoom the map to the whole extent of the Philippines.
	Switch Basemap
	This provides different basemap options to use. Currently available are NAMRIA Basemaps, NAMRIA Ortho Image 2011 and 2013-2014 (for selected areas only), NAMRIA Ortho Rectified Radar Image, Bing Maps, ArcGIS Online, and Open Street Map.
	Location search
Location search Search	This allows the user to go to a certain location on the map.
	Export Map
	This allows exporting of the current map view along with



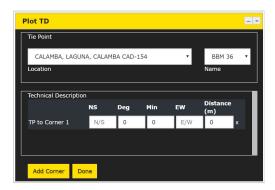
3.2 PLOT TECHNICAL DESCRIPTION

5.2.1. In the **Plot TD** window, select the tie point. Click the Location dropdown to select the Tie Point (TP) location. After selecting the location, the Name dropdown will be populated with the list of TP names.





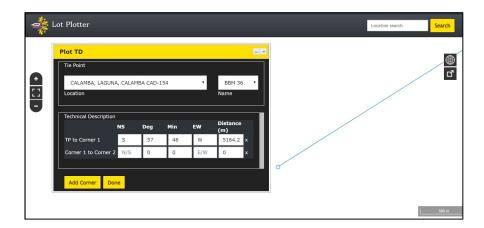
5.2.2. Select an option from the TP Name dropdown.



5.2.3. Encode the bearing and distance for line TP to Corner 1. Click **Add Corner** button.

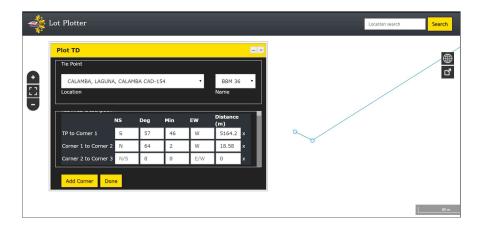


The line from TP to Corner 1 will be drawn and the row Corner 1 to Corner 2 will be added.



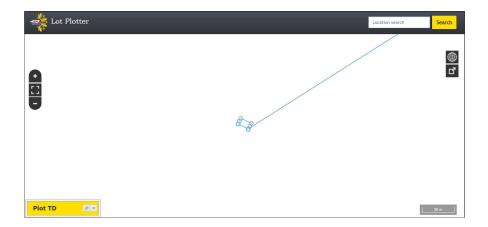
5.2.4. Encode the bearing distance for line Corner 1 to Corner 2. Click **Add Corner** button.

The line for Corner 1 to Corner 2 will be drawn and the row for Corner 2 to Corner 3 will be added.



5.2.5. Continue to add corners as needed. After Encoding all the corners, click the **Done** button.

The **Plot TD** window will be minimized and the technical description will be fully drawn.



3.3 EDIT TECHNICAL DESCRIPTION

3.3.1 Go to the row to be edited and edit the desired values. Click **Done** button to update the display.



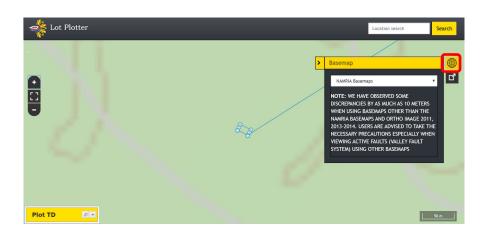
3.4 DELETE CORNER

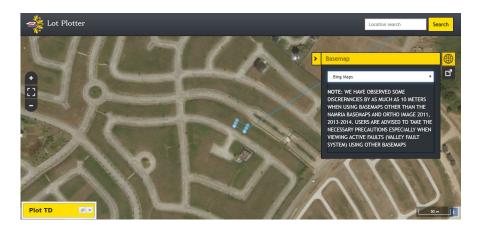
3.4.1 Click the "x" button located at the last column of the row to be deleted.



3.5 SWITCH BASEMAP

3.5.1 Click the **Switch Basemap** button and select the desired basemap.





3.6 EXPORT MAP

3.6.1 Click the **Export Map** button. Current map view will be downloaded in png format.

