GEOPORTAL PHILIPPINES: ROUTING MAP APP

SYSTEM USER MANUAL

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

CONTENTS

1   BACKGROUND

This application provides alternate routes with direction from a given point to another. It will also display driving directions. The routes given will not consider traffic conditions.

2   HARDWARE/SOFTWARE REQUIREMENTS
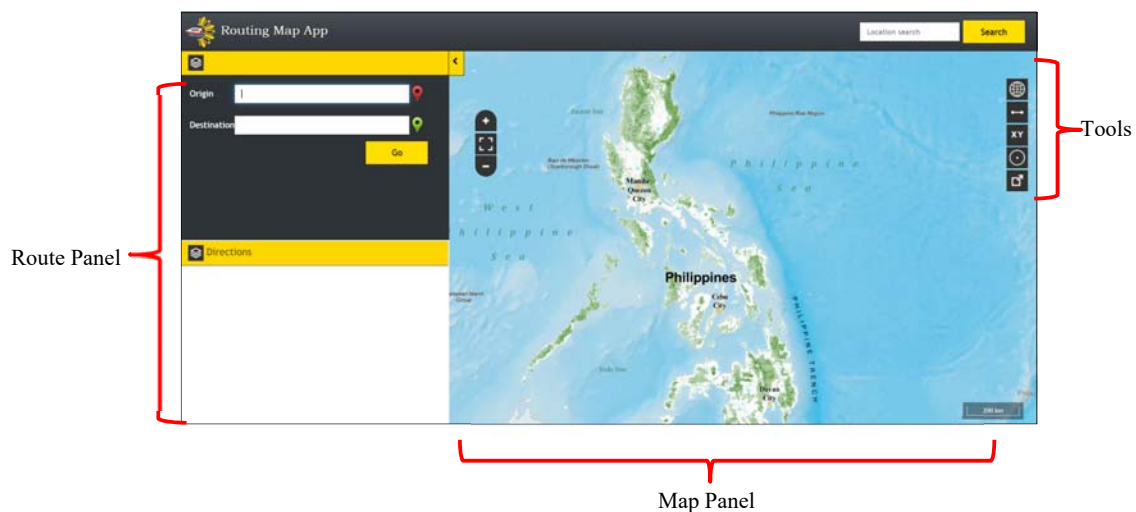
<u>Minimum hardware requirements</u>:

- Operating System: Windows 7 / Windows 8 / Windows 10
- Processor: Intel® Core™ 2 Duo or AMD Athlon™ 64 X2 5600+
- Video: NVIDIA® GeForce® 7600 GT or ATI™ Radeon™ HD 2600 XT or Intel® HD Graphics 3000 or better
- Memory: 2 GB RAM
- Internet: Broadband Internet Connection
- Resolution: 1024X768 minimum display resolution

3   GETTING STARTED

3.1   LAUNCHING THE APPLICATION

3.1.1   Open a web browser and go to **http://www.geoportal.gov.ph**. Click the Menu → Map Apps → Routing.

3.1.2   The Routing Map App screen appears.

Route Panel

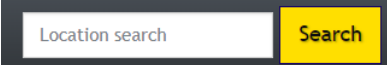The Route panel displays the Origin, Destination and Instructions for the generated route
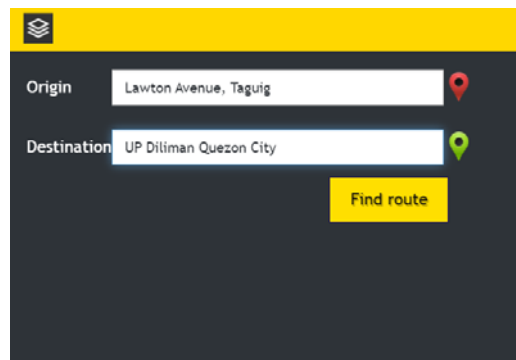
Map Panel

Displays the basemap and layer overlays.

Tools

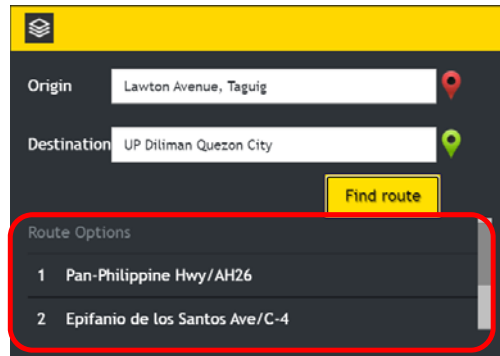|	
	Zoom in This is used for zooming in to the map.
	Zoom out This is used for zooming out of the map.
	Zoom to Extent This is used to zoom the map to the whole extent of the Philippines.
	Switch Basemap This provides different basemap options to use. Currently available are NAMRIA Basemaps, NAMRIA Ortho Image 2011 and 2013-2014 (for selected areas only), NAMRIA Ortho Rectified Radar Image, Bing Maps, ArcGIS Online, and Open Street Map.
	Measure tool This allows the user to measure distance or area on the map.

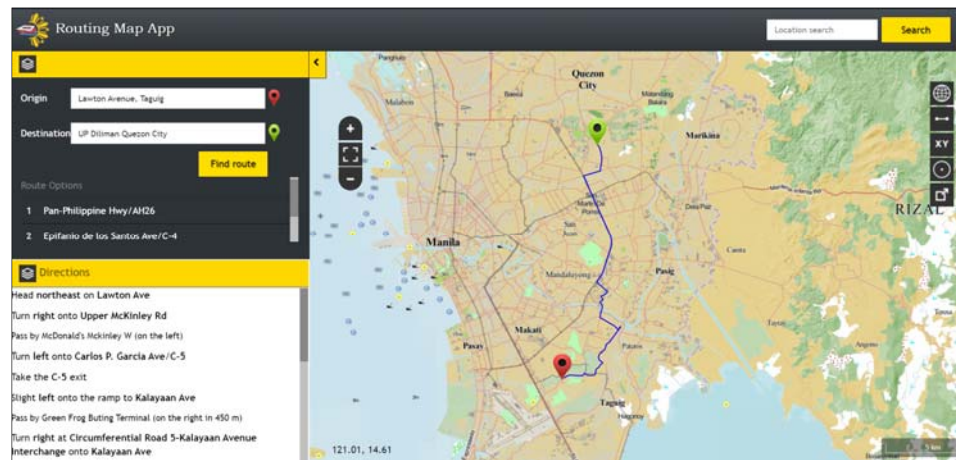|	
XY	**Goto XY tool** This allows the user to go to a particular location on the map by encoding coordinates.
⊙	**Buffer tool** This allows the user to create a buffer from a point, line, circle, or polygon.
Location search · Search	**Location search** This allows the user to go to a certain location on the map.
↗	**Export Map** This allows exporting of the current map view along with basemap and loaded layers in PNG format.

3.2 FIND ROUTE

3.2.1 In the **Route Panel**, Input Origin and Destination address with street and municipality/city (e.g. Lawton Avenue Taguig, UP Diliman Quezon City) on the Route pane.

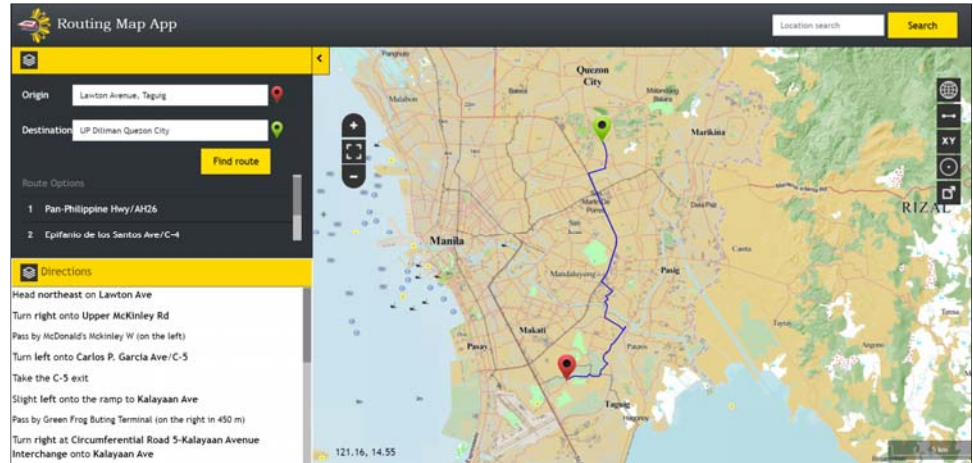3.2.2   Click Find route button. The route options will be displayed.

3.2.3   Click a route to select it. The route will be displayed on the Map panel and Instructions on how to travel from the Origin to Destination will be displayed.
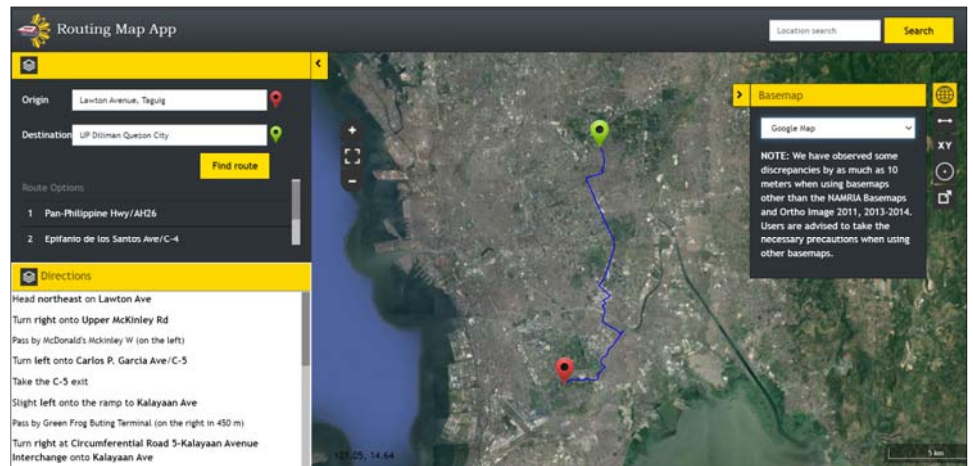

3.3   SWITCH BASEMAP

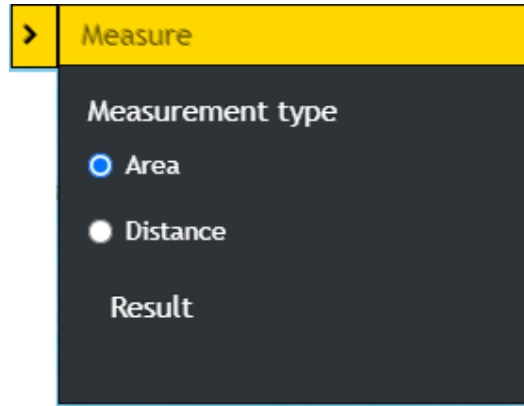3.3.1   Click the **Switch Basemap** icon and select the desired basemap.

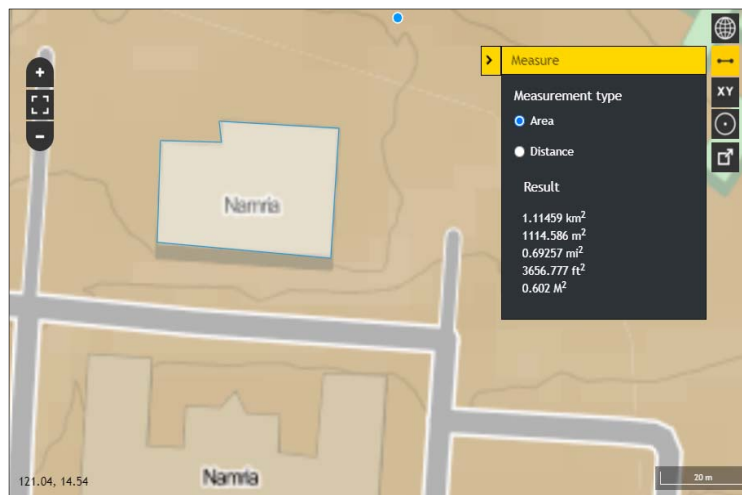The Map Panel will display the selected basemap.
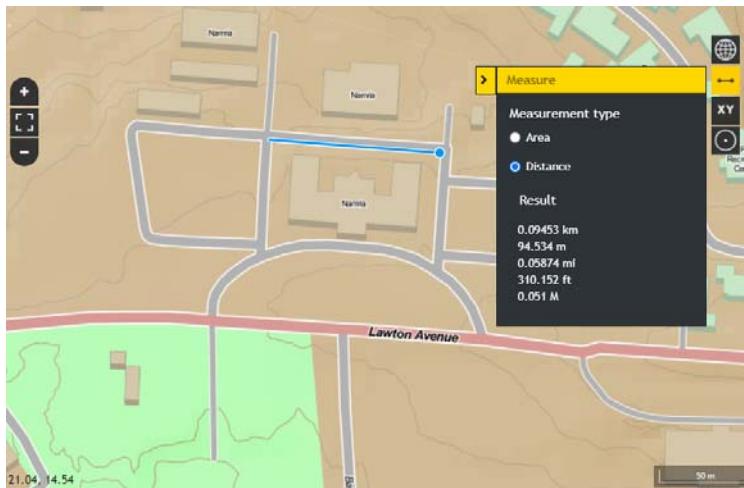

3.4 MEASURE

3.4.1 Click the **Measure** icon.

3.4.2　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.
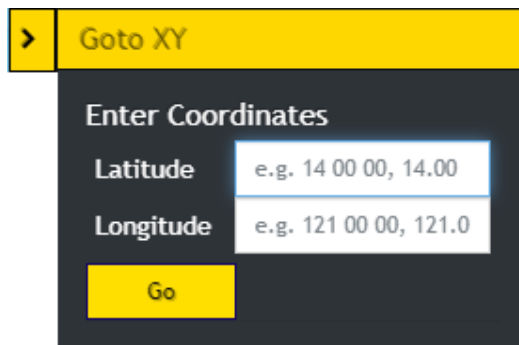
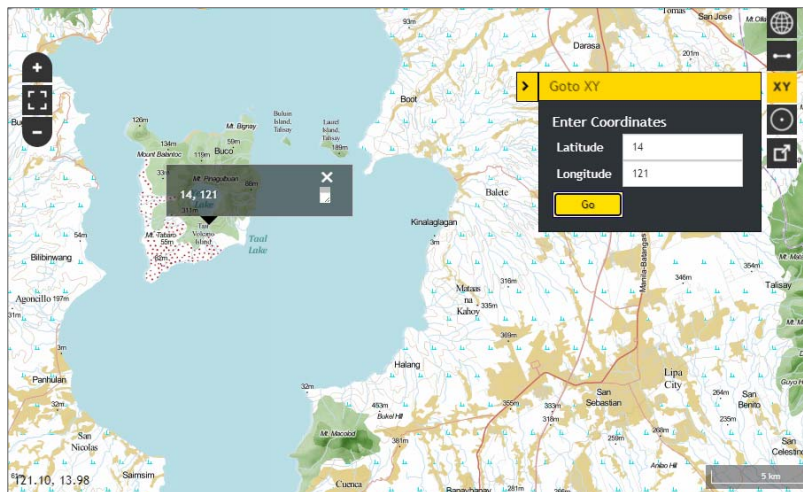The result will be displayed in different units of measure.

3.5   GOTO XY

3.5.1   Click the **Goto XY** ![XY icon] icon. Enter the **Latitude** and **Longitude** of a location and then click the **Go** button.

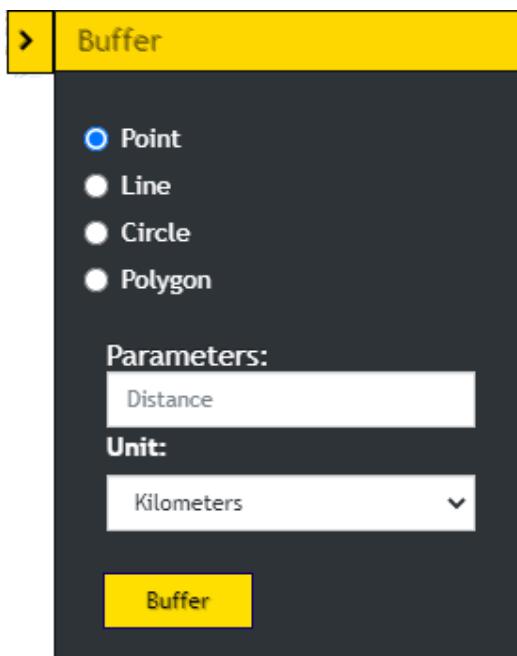The map will zoom in to the location and will display a popup showing the Longitude and Latitude.
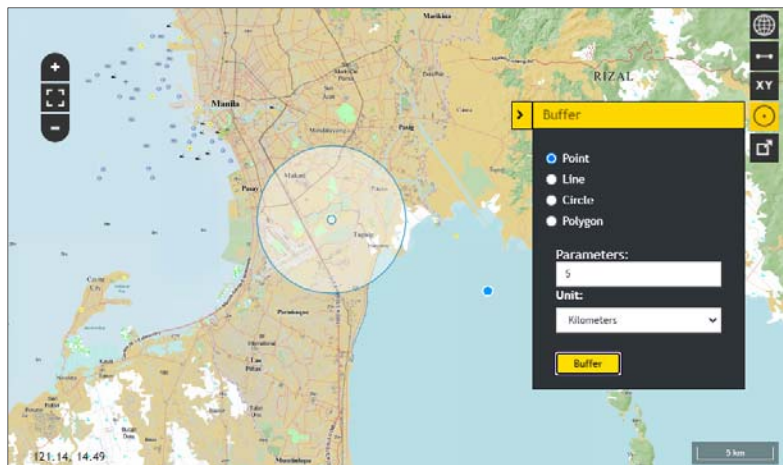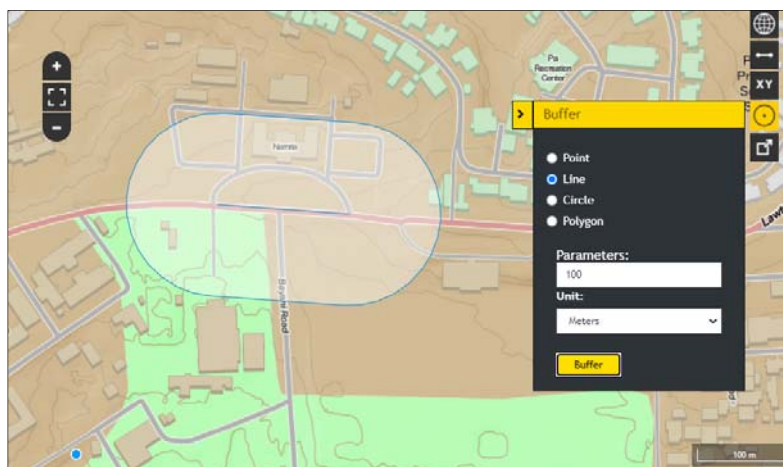
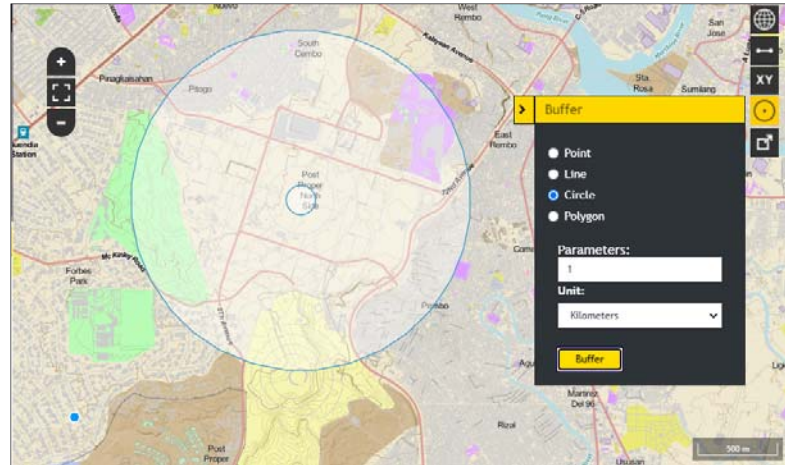## 3.6 BUFFER

3.6.1 Click the **Buffer** ⊙ icon.

3.6.2 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.
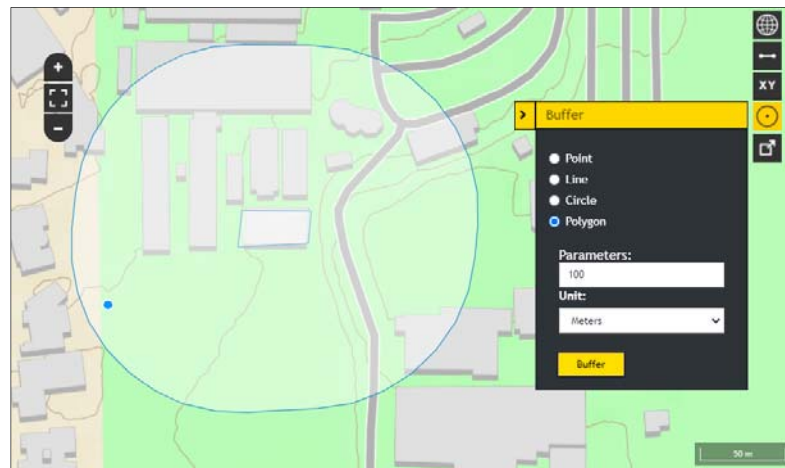
3.6.3   To create a buffer around a line, select the **Line** option. Click a starting point and double click on the ending point to create a line on the map. Enter the desired buffer parameters (distance and unit). Click the **Buffer** button. A zone around the line measured in the specified distance will be created.

3.6.4   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.
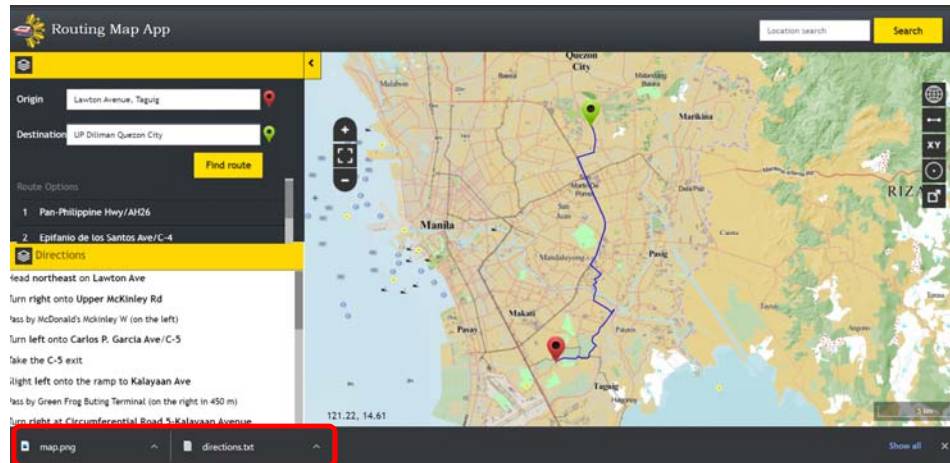
3.6.5   To create a buffer around a polygon, select the **Polygon** option. Trace or draw polygon by clicking on the corners of the shape you want to measure. Enter the desired buffer parameters (distance and unit). Click the **Buffer** button. A zone around the polygon measured in the specified distance will be created.

3.7 EXPORT MAP

3.7.1   Click the **Export Map** icon.

The current map view and route directions will be downloaded.