

# **GEOPORTAL PHILIPPINES: TOURISM 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 Tourism Map App displays layers and relevant information about tourist attractions, hotels/lodging inns/resorts, and major transport hubs (from available sources).

# 2 HARDWARE/SOFTWARE REQUIREMENTS

Minimum hardware requirements:

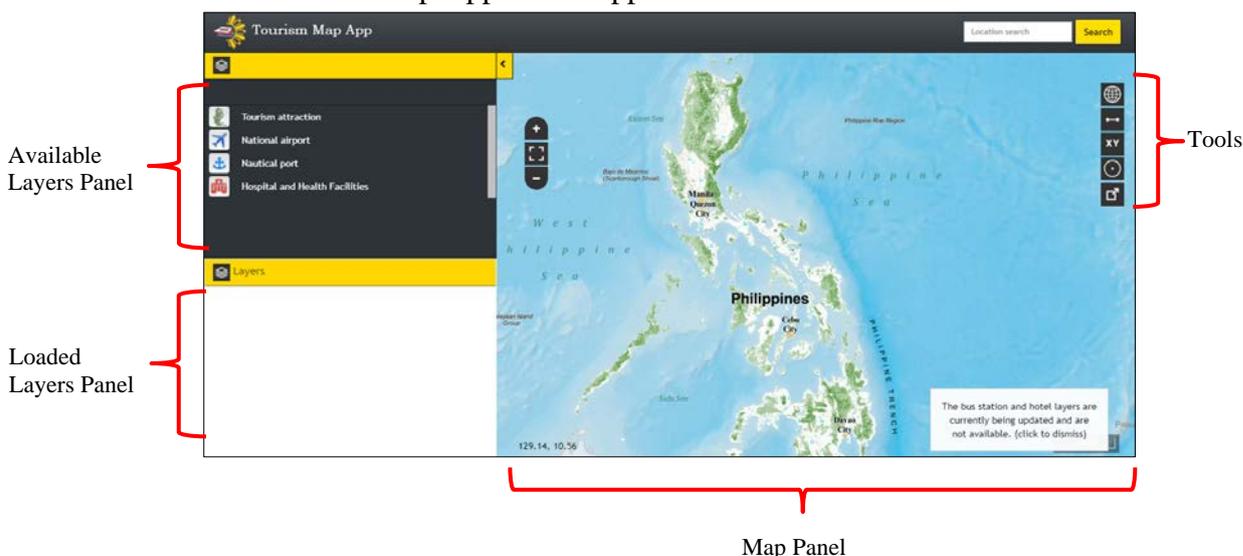
- Operating System: Windows 7 / Windows 8 / Windows 10
- Processor: Intel® Core™ 2 Duo or AMD Athlon™ 64 X2 5600+
- Video: NVIDIA® GeForce® 7600 GT or ATI™ Radeon™ HD 2600 XT or Intel® HD Graphics 3000 or better
- Memory: 2 GB RAM
- Internet: Broadband Internet Connection
- Resolution: 1024X768 minimum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

3.1.2 The Tourism Map App screen appears.



### Available Layers Panel

Displays the layers about tourist attractions, hotels/lodging inns/resorts, and major transport hubs (from available sources).

### Loaded Layers Panel

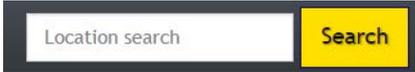
Lists all the layers currently loaded in the map and their corresponding legends.

### Map Panel

Displays the basemap and layer overlays.

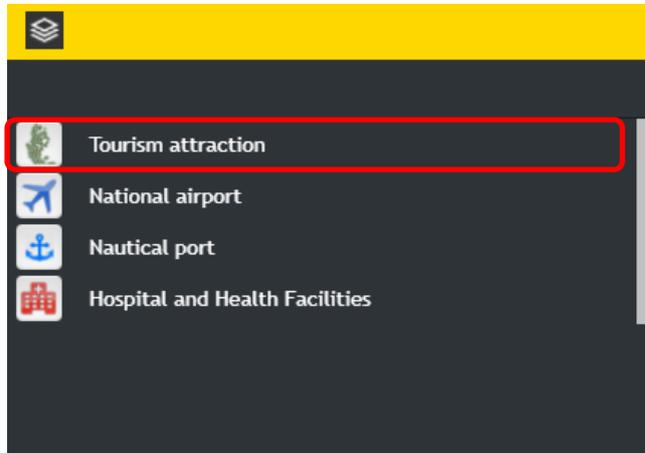
### Tools

	<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 whole 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,</p>

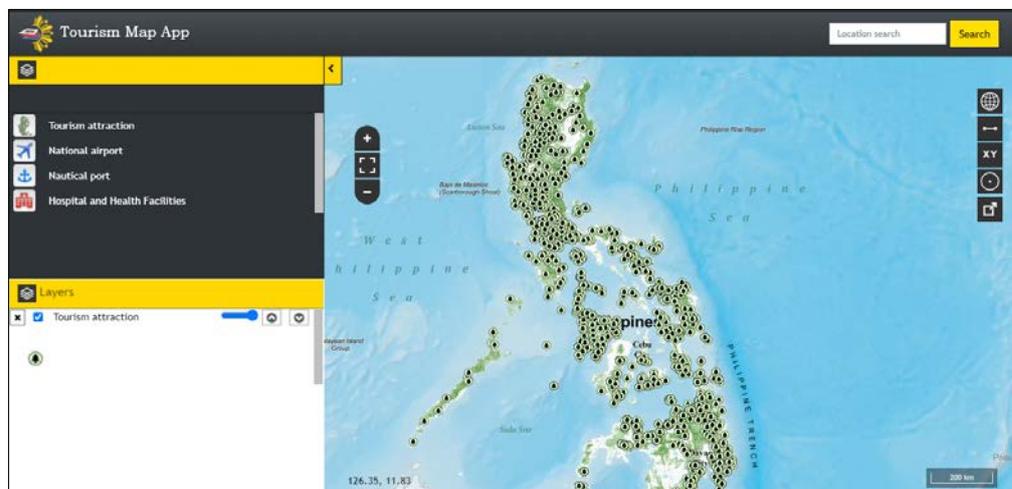
	Bing Maps, ArcGIS Online, and Open Street Map.
	<p><b>Measure tool</b></p> <p>This allows the user to measure distance or area on the map.</p>
	<p><b>Goto XY tool</b></p> <p>This allows the user to go to a particular location on the map by encoding coordinates.</p>
	<p><b>Buffer tool</b></p> <p>This 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>
	<p><b>Location search</b></p> <p>This allows the user to go to a certain location on the map.</p>

### 3.2 SELECT/LOAD A LAYER

3.2.1 In the **Available Layers Panel**, select a layer from the list (multiple layers can be loaded into the map).



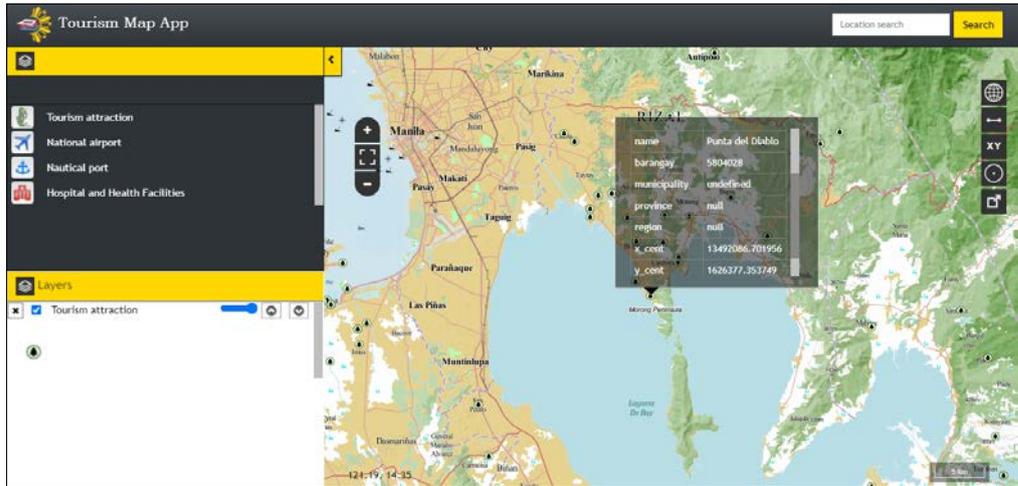
The selected layer will be displayed on the map and will be listed in the **Loaded Layers Panel** with its corresponding legend.



### 3.3 IDENTIFY A FEATURE

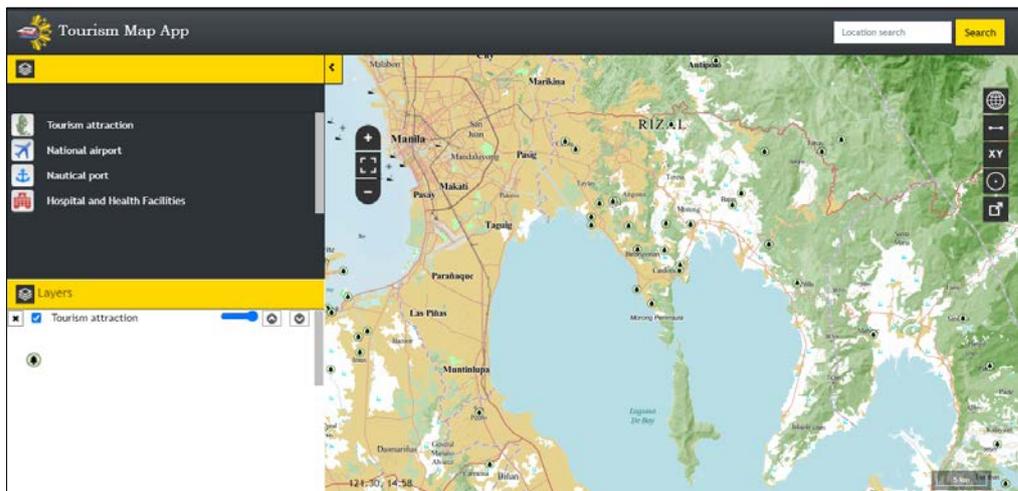
3.3.1 Click on a feature that is displayed on the map.

Displays a popup menu showing the attributes of the selected feature.

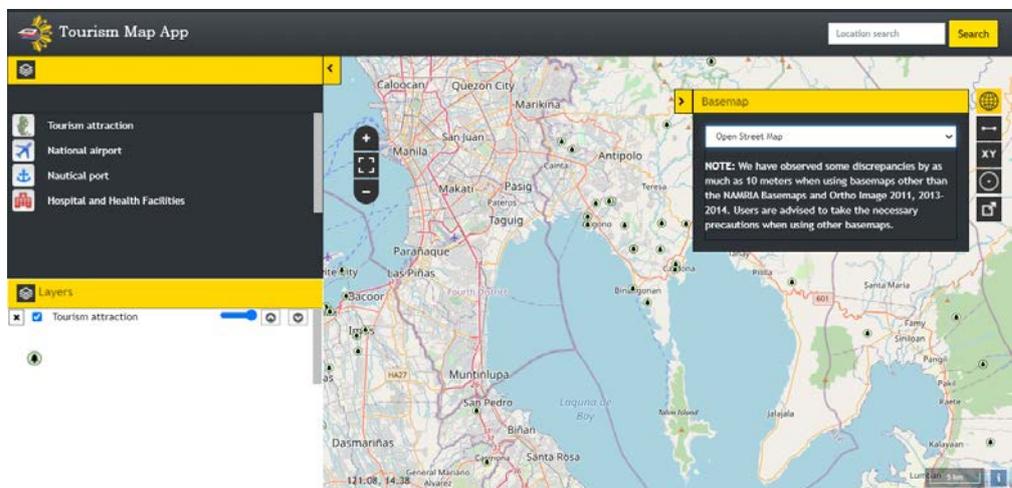


### 3.4 SWITCH BASEMAP

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

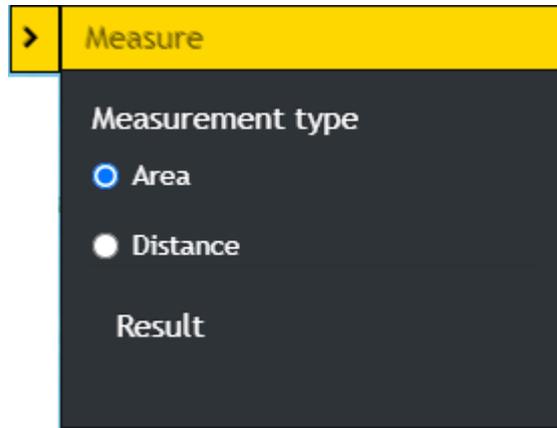


The Map Panel will display the selected basemap.



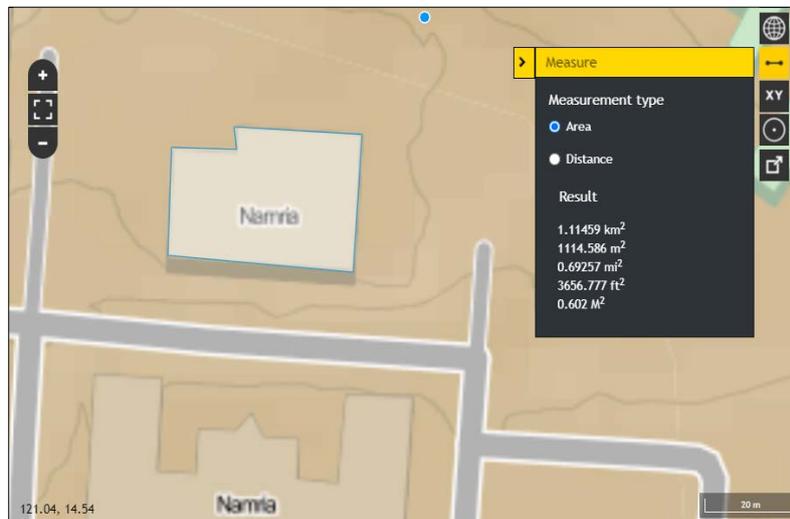
### 3.5 MEASURE

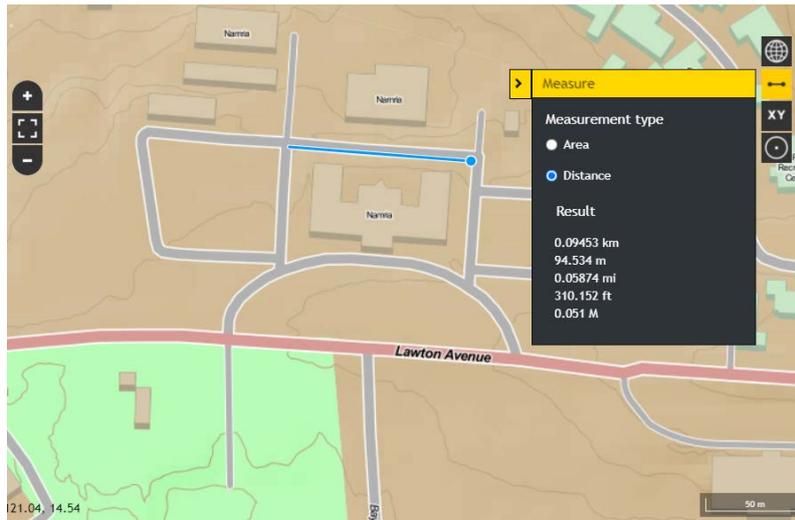
3.5.1 Click the **Measure**  icon.



3.5.2 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.

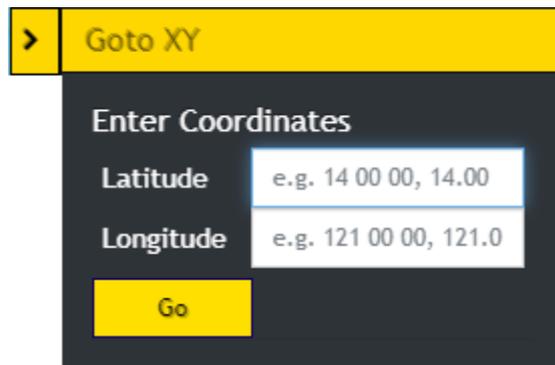
The result will be displayed in different units of measure.



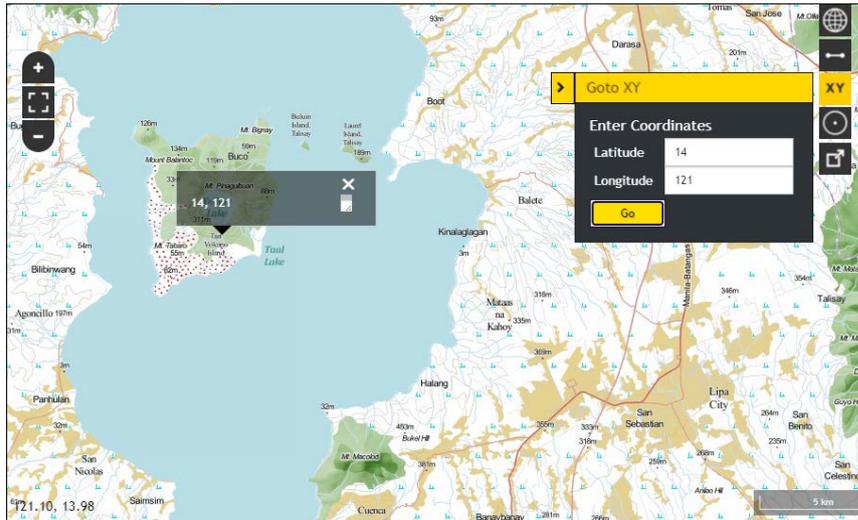


### 3.6 GOTO XY

3.6.1 Click the **Goto XY**  icon. Enter the **Latitude** and **Longitude** of a location and then click the **Go** button.

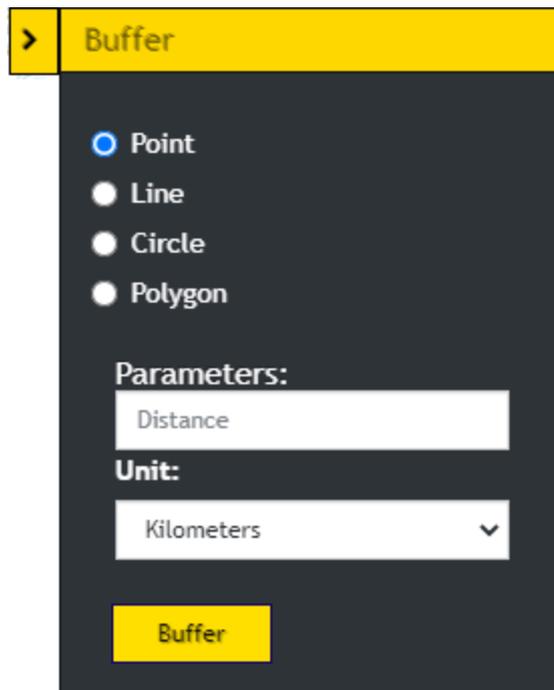


The map will zoom in to the location and will display a popup showing the Longitude and Latitude.

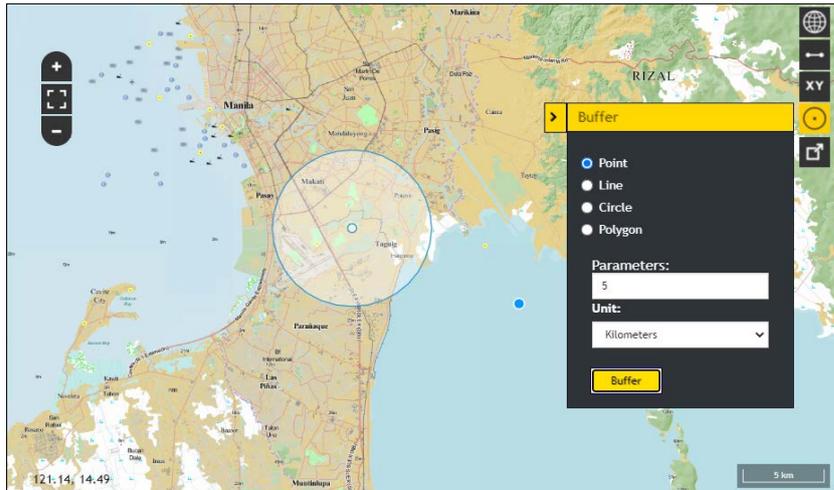


### 3.7 BUFFER

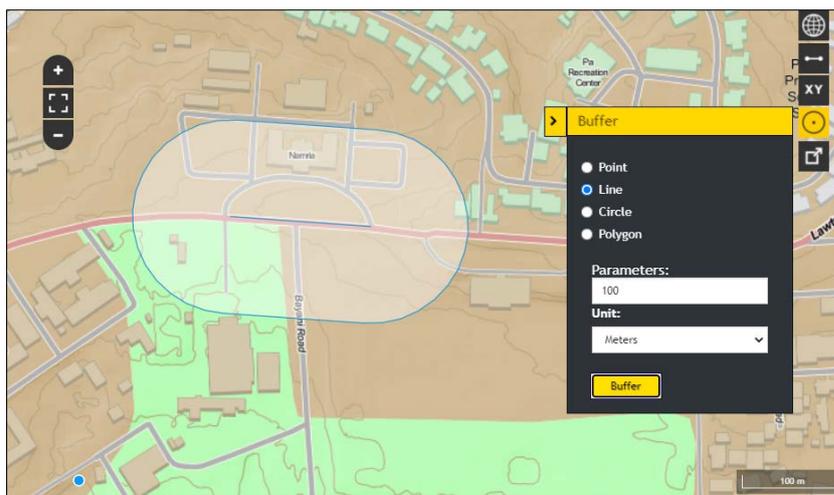
3.7.1 Click the **Buffer**  icon.



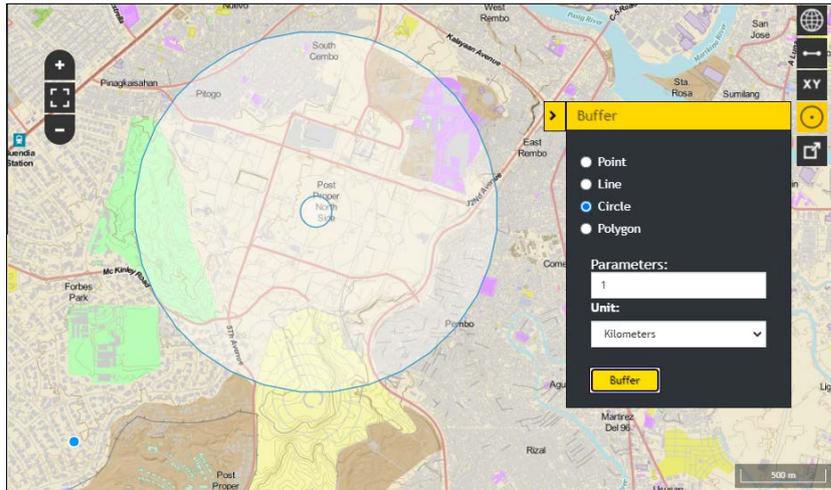
3.7.2 To create a buffer around a point, select the **Point** option. Click a point on the map. Enter the desired buffer parameters (distance and unit). Click the **Buffer** button. A zone around the point measured in the specified distance will be created.



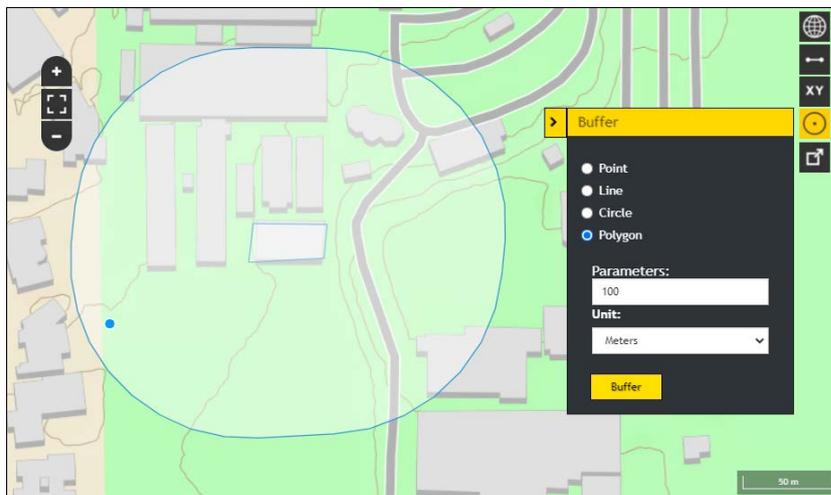
- 3.7.3 To create a buffer around a line, select the **Line** option. Click a starting point and double click on the ending point to create a line on the map. Enter the desired buffer parameters (distance and unit). Click the **Buffer** button. A zone around the line measured in the specified distance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



- 3.7.4 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.

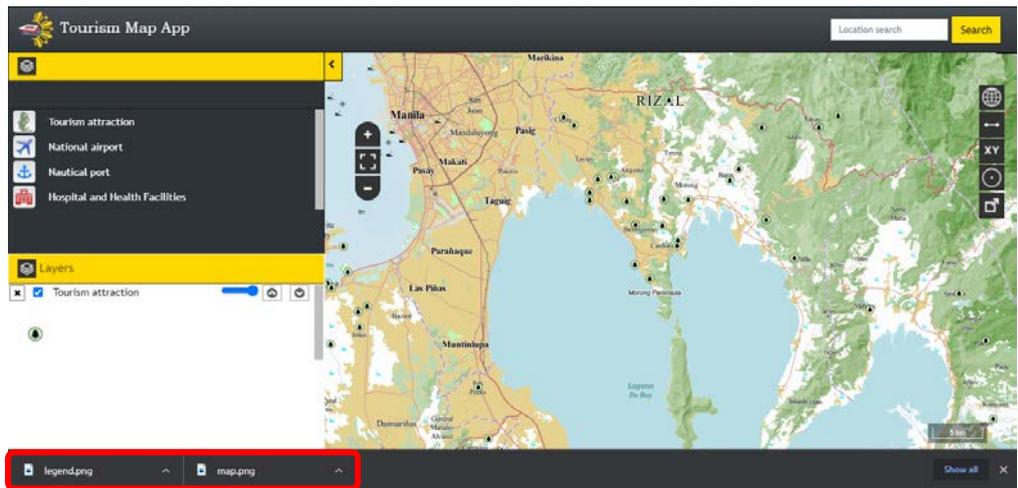


3.7.5 To create a buffer around a polygon, select the **Polygon** option. Trace or draw polygon by clicking on the corners of the shape you want to measure. Enter the desired buffer parameters (distance and unit). Click the **Buffer** button. A zone around the polygon measured in the specified distance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



### 3.8 EXPORT MAP

3.8.1 Click the **Export Map**  icon. The current map view will be downloaded in PNG format.



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

