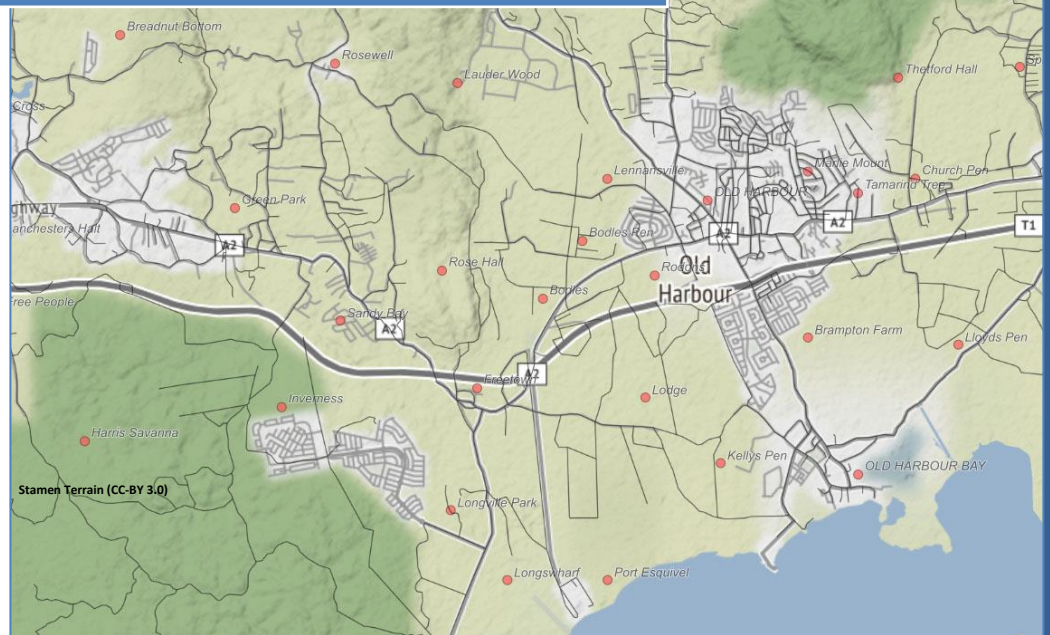


User Manual –Viewer

National Spatial Planning Information Technology (NSPIT) Platform



Submitted to Planning Institute of Jamaica

Project name: Foundations for Competitiveness and Growth

Loan No. 8408_JM

Contract No. FCG/CON/055

Created by
geoSYS – Dresen und Bonte GbR
Pfluegerstr. 56, 12047 Berlin, Germany

<https://www.geosysnet.com>
info@geosysnet.com
Phone +49 30 820 70 657
Fax +49 30 820 70 658

on: 2021-01-05
by: geoSYS
version: 1.1

Table of Contents

List of Figures	4
List of Tables	5
1. Introduction	6
1.1 Highlighting Conventions	6
1.2 Guided Tour	6
1.3 General overview	7
1.4 Registration, Login & Logout	7
1.4.1 Registration	7
1.4.2 Benefits of registration	9
1.4.3 Login	9
1.4.4 Logout	9
1.4.4 Changing account information	10
2. Web Map	10
2.1 Navigation	10
2.2 Changing the basemap	11
3. Activated Layers / Categories	13
3.1. Overview	13
3.2 Adding a layer to the map (Activating a layer)	13
3.3 Changing a layer's opacity / transparency	16
3.4 Showing more information	16
3.5 Changing the layer order	16
3.6 Removing a layer from display	16
4. Personal Layers	16
4.1 Adding vector data	17
4.2 Adding a web service	17
4.3 Example: requesting a WMS/WMTS	17
4.4 Example: requesting a WFS/Esri service	19
5. Tools	19
5.1 Measure tool	19
5.2 Creating buffers (Geoprocessing tool)	20
5.2.1 Creating a buffer	20
5.2.2 Creating multi-ring buffers	21

5.2.3 Creating negative buffers	22
5.2.4 Downloading a buffer	23
5.3 Print tool	24
5.4 Spatial Bookmarks (Login Required)	24
5.5 Drawing (Login Required)	25
5.5.1 Creating a new drawing layer	26
5.5.2 Drawing features	26
5.5.3 Renaming a layer	27
5.5.4 Deleting a layer	28
5.5.5 Zooming to a layer	29
5.5.6 Downloading a layer as a GeoJSON file (.geojson)	29
5.5.7 More information about GeoJSON format	29
5.6 Project Manager (Login Required)	30
5.6.1 Creating (saving) a new project	30
5.6.2 Saving an existing project.....	31
5.6.3 Renaming a project.....	31
5.6.4 Opening a project	31
5.6.5 Deleting a project	32
5.6.6 Exporting a project (.nspit file).....	32
5.6.7 Importing a project.....	33
5.7 Activating and deactivating tools (Login Required)	33
6. Buttons	33
6.1 Requesting a feature's attributes	33
6.2 Searching addresses, places	34
7. Summary.....	35

List of Figures

Figure 1: The NSPIT Viewer with collapsed side panels	7
Figure 2: The Login button	8
Figure 3: The registration interface.....	8
Figure 4: The Login button	9
Figure 5: The Login interface	9
Figure 6: The Logout button	10
Figure 7: Navigating to the User Profile menu	10
Figure 8: The basemap switcher	12
Figure 9: Changing a basemap's opacity	13
Figure 10: The NSPIT table of contents	13
Figure 11: Available categories	14
Figure 12: Expanding a category to see available layers.....	14
Figure 13: Displaying additional layer information	15
Figure 14: Activating a layer	15
Figure 15: Clicking the layer name under Activated Layers	15
Figure 16: Showing more layer options.....	16
Figure 17: Adding a WMS	17
Figure 18: Loading a WMS URL (requesting available layers)	18
Figure 19: Selecting a layer and entering a name	18
Figure 20: Loading the selected layer(s).....	18
Figure 21: The service shows up under Activated Layers	19
Figure 22: Requesting a WFS.....	19
Figure 23: Opening the tools panel	19
Figure 24: Clicking the map to request a coordinate	20
Figure 25: Display of clicked coordinate	20
Figure 26: Geoprocessing toolbar	21
Figure 27: Polygon drawing example	21
Figure 28: Example of a buffered polygon	21
Figure 29: Example of multiple buffers	22
Figure 30: Example of inner buffers	23
Figure 31: Example of buffer tolerance.....	23
Figure 32: The print rectangle (only the area within the rectangle will be part of the final output) ...	24
Figure 33: Newly created bookmark	25
Figure 34: Checking a bookmark to zoom to it	25
Figure 35: Checking a bookmark to delete it	25
Figure 36: Clicking the Polygon button	26
Figure 37: Editable text	26
Figure 38: Activated and highlighted layer	26
Figure 39: Clicked button while layer is activated.....	27
Figure 40: Layer adaptation options	27
Figure 41: Renaming layers	27
Figure 42: Deleting layers.....	28
Figure 43: Confirmation for deleting layers	28
Figure 44: Zoom to activated layer	29

Figure 45: Download an activated layer.....	29
Figure 46: Save project button.....	30
Figure 47: Save project window.....	30
Figure 48: Project Manager.....	31
Figure 49: Update Project	31
Figure 50: Renaming projects.....	31
Figure 51: Opening projects	32
Figure 52: Deleting projects	32
Figure 53: Exporting projects	32
Figure 54: Importing projects.....	33
Figure 55: A clicked feature's attributes	34
Figure 56: Selecting the correct layer when features from multiple layers are detected	34
Figure 57: Entering a search term	34
Figure 58: Mistyping a search term.....	35
Figure 59: Only partially entering a search term.....	35

List of Tables

Table 1: NSPIT Platform Components	6
Table 2: Highlighting Conventions.....	6
Table 3: Navigation Overview	10
Table 4: Delete Layers Options.....	28

1. Introduction

This document is intended to simplify the work with the NSPIT Viewer and provide an easy start for all users. The NSPIT Viewer is the main component of the National Spatial Planning Information Technology (NSPIT) Platform. This document will explain the various features and functions offered by the NSPIT Viewer. An overview of the Platform's components is provided in Table 1.

The NSPIT Viewer can be accessed by clicking the following URL: <https://nspit.licj.org.jm>

Table 1: NSPIT Platform Components

Component	Description
NSPIT Viewer http://nspit.licj.org.jm	A web mapping application that lets you access geospatial data for Jamaica.
NSPIT Data Portal https://data.nspit.licj.org.jm	A web portal that lets you access metadata for datasets that are in the NSPIT Viewer. The portal can also be used to download vector data.
NSPIT Help Portal https://help.nspit.licj.org.jm	A web portal that includes help documentation for anything related to the NSPIT Platform.
NSPIT Metadata Plugin (QGIS)	A QGIS plugin to create and edit metadata that respects the NSPIT Metadata Standard.
NSPIT Metadata Tool (ArcGIS)	An ArcGIS tool to create and edit metadata that respects the NSPIT Metadata Standard.

1.1 Highlighting Conventions

To make reading this document as easy as possible the following conventions were used in the text to highlight different parts of the Platform (Table 2):

Table 2: Highlighting Conventions

Feature	Convention	Examples
Menus, functions, categories	Italics	<i>Activated Layers</i> <i>Login</i> <i>Transportation and Mining</i>
Layers, files	Bold, italics	<i>Airports</i> <i>shops.shp</i> <i>kindergardens.geojson</i>
Buttons* and links	Bold, within square brackets	[More Information] [Update project] [checkbox]

*Not every button is a clickable word. The button name therefore often refers to the text that pops up when you move your mouse over the button. In case the button does not have a popup text it is named after the type of button (e.g. checkbox).

1.2 Guided Tour

When starting the NSPIT Viewer you have the option to be guided through the NSPIT Viewer step by step by using the Guided Tour.

Note: if the Guided Tour popup does not show up automatically, you most likely confirmed the “Do not show this message again.” message. To display the message again, either delete your cookies and reload the page or navigate to *Help* and click the reset link.

1.3 General overview

The NSPIT Viewer (Figure 1) contains three parts:

- a map at the center, and
- panels on the left and right sides of the screen.

The map is always visible but the side panels can be toggled by clicking a button. In addition to these elements there are buttons that are not part of a panel (map navigation, identification of features, etc.).

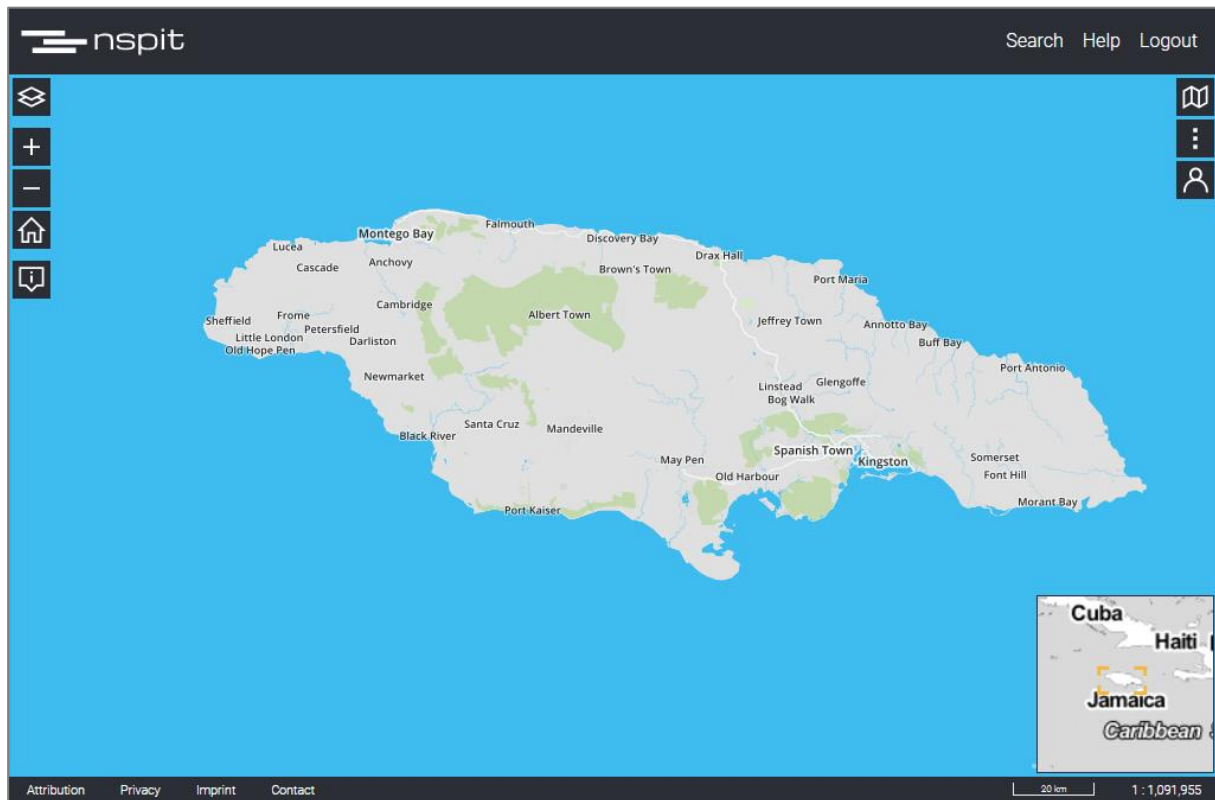


Figure 1: The NSPIT Viewer with collapsed side panels

1.4 Registration, Login & Logout

1.4.1 Registration

Registration is entirely optional, but you can create a NSPIT account to gain access to additional features.

Hint: Registration is completely free.

To create an account, click the **[Login]** button in the upper navigation bar (Figure 2):

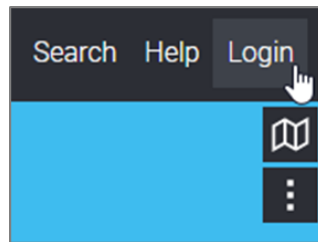


Figure 2: The Login button

In the following popup activate the **[Register]** tab and enter the required information (Figure 3). You will be sent an email to confirm the registration.

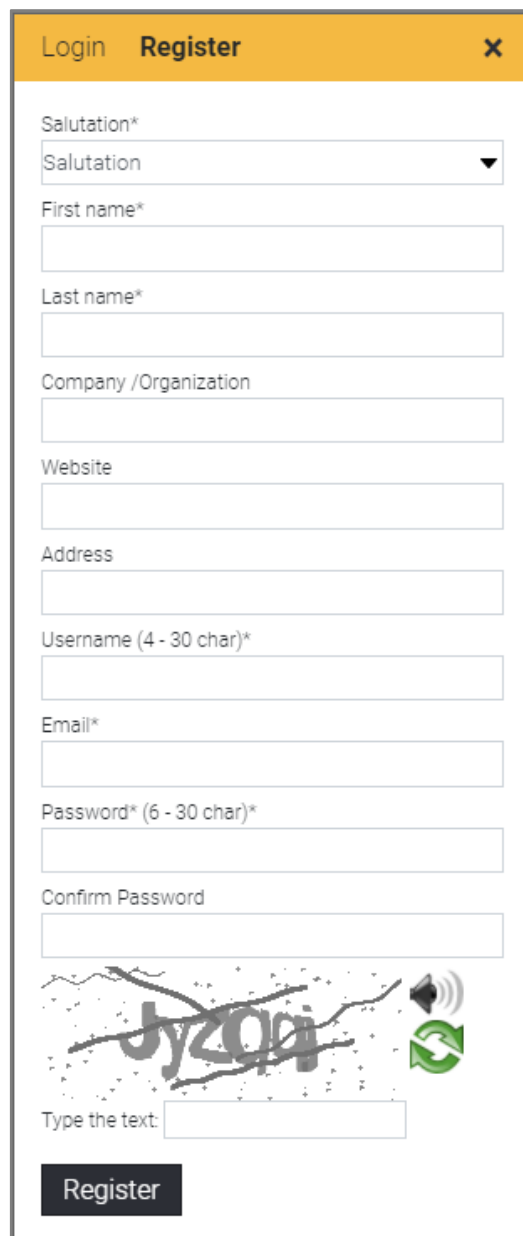


Figure 3 shows a registration interface with the following fields and elements:

- Tab: **Register** (selected)
- Salutation* (dropdown menu)
- First name* (text input)
- Last name* (text input)
- Company /Organization (text input)
- Website (text input)
- Address (text input)
- Username (4 - 30 char)* (text input)
- Email* (text input)
- Password* (6 - 30 char)* (text input)
- Confirm Password (text input)
- CAPTCHA: A graphic with the word "JyzQpi" and a green circular arrow icon.
- Type the text: (text input)
- Register button

Figure 3: The registration interface

1.4.2 Benefits of registration

The following features are only available to registered users:

- Saving and loading projects
- Exporting projects to a file
- Changing and saving settings
- Digitizing features
- Setting and saving spatial bookmarks

1.4.3 Login

Once you have registered to the Platform you can log in at any time.

To log in, click the **[Login]** button (Figure 4) in the upper navigation bar and enter your credentials (Figure 5).

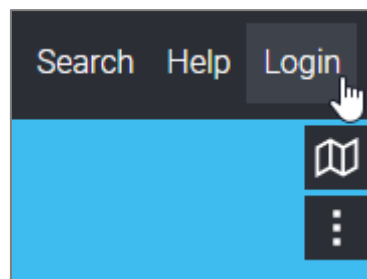


Figure 4: The Login button

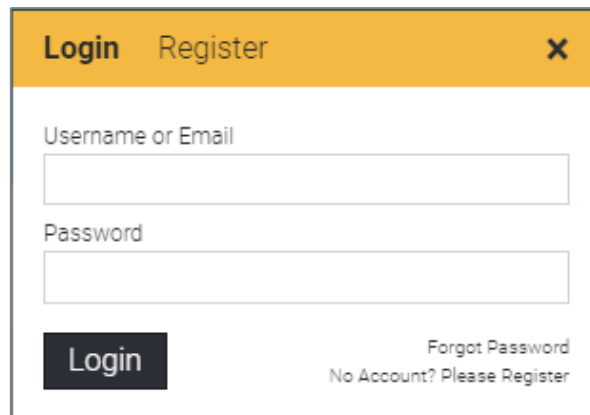
A screenshot of the login interface. It has a yellow header bar with 'Login' and 'Register' tabs, and a close button 'X' on the right. Below the header are two input fields: 'Username or Email' and 'Password'. At the bottom left is a dark blue 'Login' button. At the bottom right are two links: 'Forgot Password' and 'No Account? Please Register'.

Figure 5: The Login interface

1.4.4 Logout

When logged in you can log out by clicking the **[Logout]** button (Figure 6):

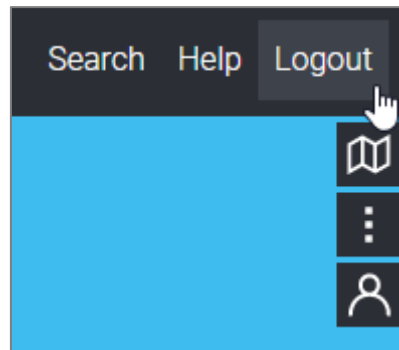


Figure 6: The Logout button

1.4.4 Changing account information

To change the information you entered upon registration, navigate to *User Profile* (Figure 7).

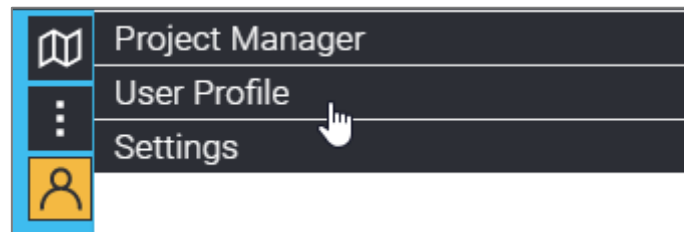


Figure 7: Navigating to the User Profile menu


2. Web Map



At the center of the NSPIT Viewer is a dynamic web map.

2.1 Navigation


The NSPIT Viewer's map offers different ways to move and zoom, as shown in Table 3.

Table 3: Navigation Overview

	Function	Description
	Move the map	Desktop: Hold down the left click and move the mouse. Mobile: Tap the map and hold the tap while moving your finger.
	Zoom in	Desktop: Use the zoom in button or move the mouse wheel forward.

	Function	Description
		Mobile: Tap the map with two fingers and move the fingers away from each other.
	Zoom out	Desktop: Use the zoom out button or move the mouse wheel backward. Mobile: Tap the map with two fingers and move the fingers towards each other.
	Zoom to full extent	Click the full extent button.
	Zoom to an area	Desktop: Draw a rectangle by holding SHIFT and clicking the map. As long as the click is not released a rectangle is drawn between the clicked location and the mouse's cursor. The rectangle's size is adjusted by moving the mouse's cursor away from (increase) or towards (decrease) the clicked point. Once the mouse button is released the map zooms to the rectangle and the rectangle disappears. Mobile: <i>This function is not supported on mobile as it requires a mouse.</i>

2.2 Changing the basemap

The basemap can be changed by first clicking the **[Basemaps]** button  (right corner of the map under the upper toolbar) and then clicking the basemap to be displayed (Figure 8).

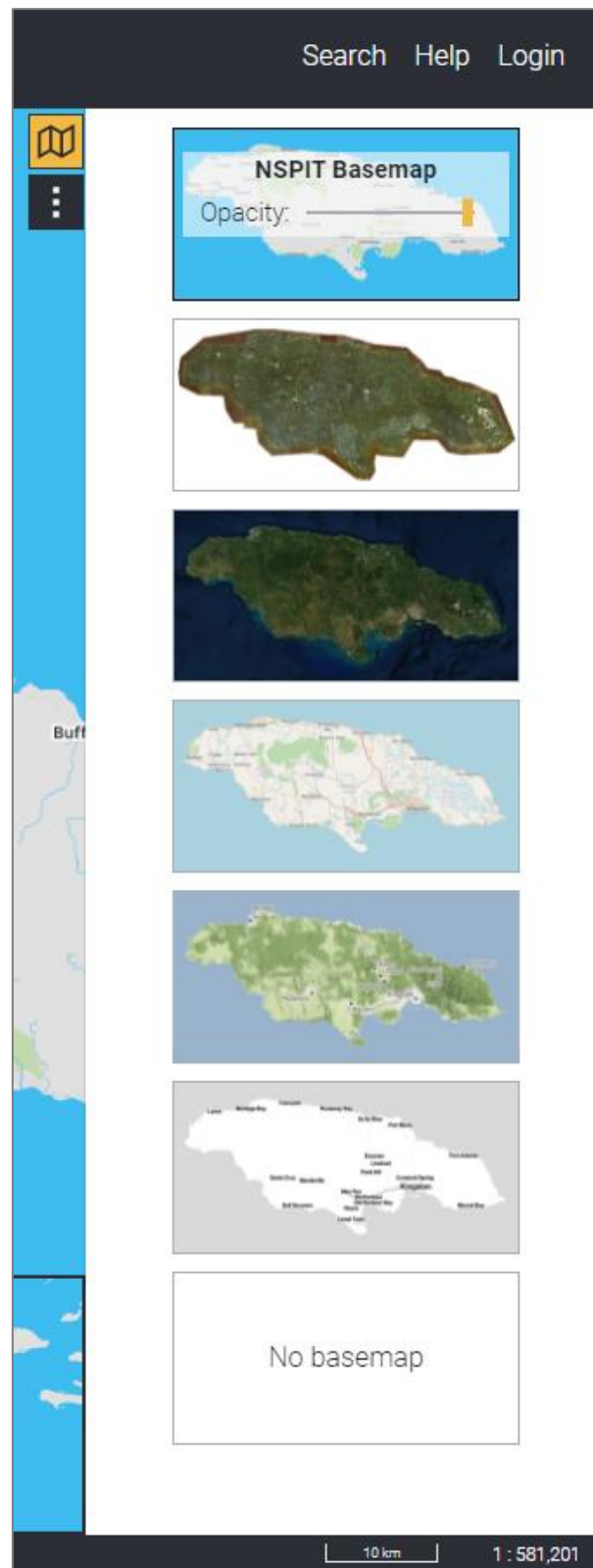


Figure 8: The basemap switcher

When clicked a slider is displayed. The slider's handle can be moved to adjust the basemap's opacity (Figure 9).

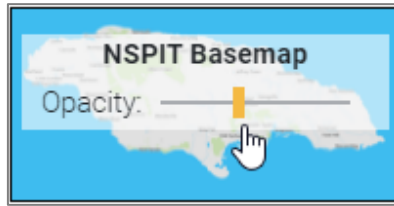


Figure 9: Changing a basemap's opacity

The button **[No basemap]** removes the current basemap and shows a white background.

3. Activated Layers / Categories

3.1. Overview

The Table of Contents (TOC) displays all layers that are available in the NSPIT Viewer. You first have to activate a layer to add it to the current map. By default, no layers are activated (Figure 10).

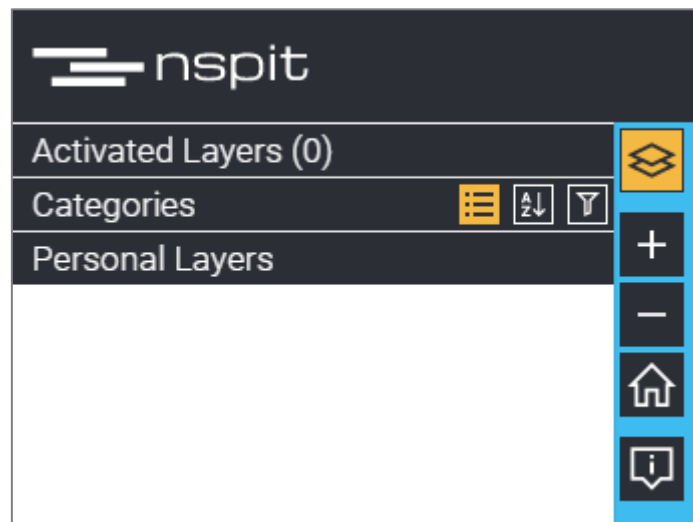


Figure 10: The NSPIT table of contents

3.2 Adding a layer to the map (Activating a layer)

Available layers are shown under *Categories* (Figure 11). Each layer belongs to a category. If the administrator has not assigned the layer to a category yet, it will show up under *Uncategorized*.

Hint: Instead of choosing layers from the *Categories* menu you can also list all available layers alphabetically or search for a layer by name.

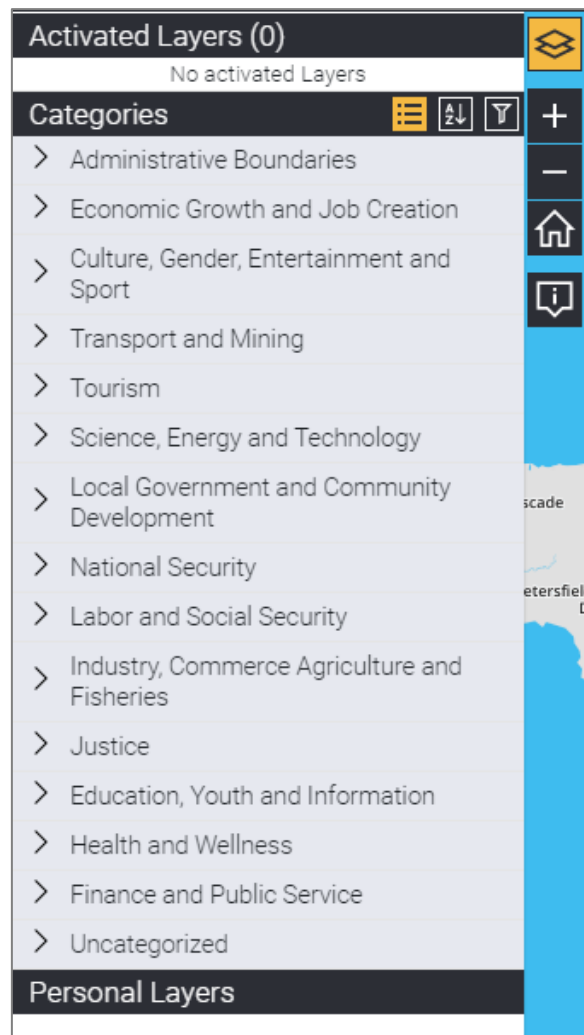


Figure 11: Available categories

To see available layers, first expand a category by clicking its name (Figure 12):

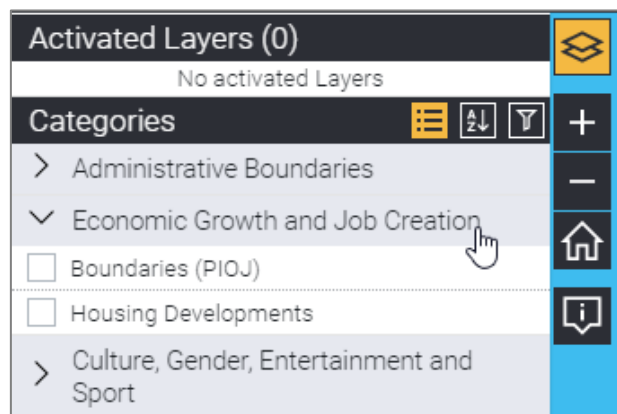


Figure 12: Expanding a category to see available layers

You can then click the layer's name to see additional information (Figure 13):

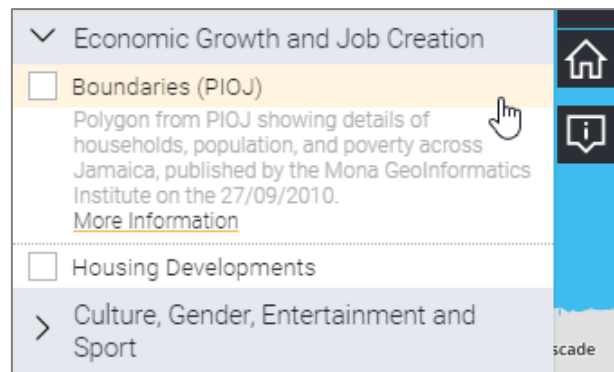


Figure 13: Displaying additional layer information

Hint: Clicking [More Information] opens the NSPIT Metadata Portal and shows the layer's metadata. Click the **[checkbox]** (Figure 14) to add the layer to the map. The layer will then also be shown under *Activated Layers*:

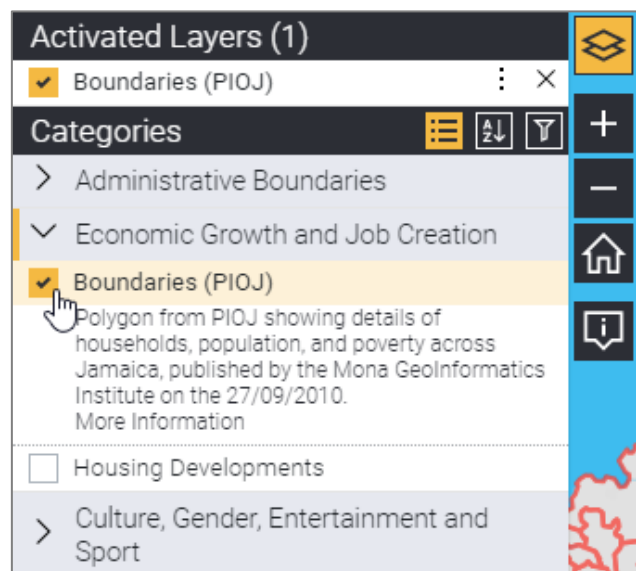


Figure 14: Activating a layer

Under *Activated Layers*, click the layer name (Figure 15) to see more options (Figure 16).

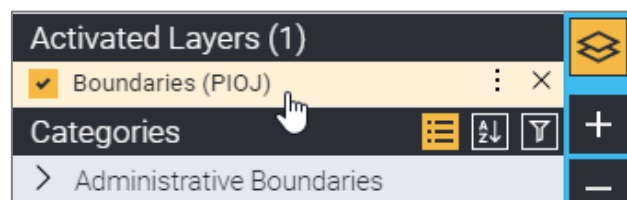


Figure 15: Clicking the layer name under Activated Layers

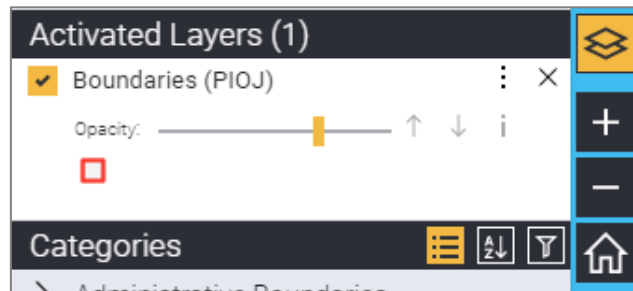



Figure 16: Showing more layer options

3.3 Changing a layer's opacity / transparency

Click the *slider* to move the handle to the clicked position. When moved to the right the layer becomes opaquer (less transparent), when moved to the left the layer becomes less opaque (more transparent).

3.4 Showing more information

Click the **[Info]** button  to show the layer's metadata abstract. To see the full metadata available for the layer, click on the **[More Information]** link. This opens the NSPIT Metadata Portal and shows the layer's metadata.

3.5 Changing the layer order

Once more than one layer has been activated, the order of the displayed layers can be changed. This is especially helpful when layers overlap and you would like to change the rendering order.

Click on the layer's name to see upward and downward pointing arrows.

The upward pointing arrow moves the layer on level upwards and the downward arrow moves the layer on level downwards. The higher the layer in the *Table of Contents* (TOC) the higher the layer in the map (i.e. the topmost layer in the TOC will be rendered on top of all other layers in the map).

3.6 Removing a layer from display

A layer can be removed from display or it can be removed entirely from *Activated Layers*. To remove a layer from being displayed in the map click the **[checkbox]** next to the layer name to remove the checkmark. To remove a layer entirely from the activated layers, click the X button. Removing a layer from *Activated Layers* also removes it from the map.

4. Personal Layers

In addition to NSPIT services that are already included in the NSPIT Viewer you can add your own data. The data can be file-based or it can be added as a web service.

Note: Personal files are uploaded to your browser to be displayed in addition to predefined NSPIT layers. These files are temporary and will disappear once the browser is closed. They:

- are **not** saved in your user profile
- are **not** saved in the NSPIT Platform's central database

- will **not** be visible to other users

Note: If you are an employee of a government agency who would like to share data to be included in the NSPIT Viewer, please contact the National Spatial Data Management Branch (NSDMB).

4.1 Adding vector data

To add file-based vector data expand *Personal Layers* and then click the button **[Load Layer]** and select the file type you would like to add to the viewer. You are then presented with an interface to navigate to a dataset on disk.

You can add data of the following types: GeoJSON, KML, GPX, shapefile, WKT.

Note: shapefiles must be added as a zip file which must include .shp, .dbf and .shx files.

Allowed coordinate systems: EPSG:4326, EPSG:3857, EPSG:2448

4.2 Adding a web service

To add a web service, expand *Personal Layers* and then click **[Load Service]** and select the service type you would like to add to the viewer (Figure 17). You are then prompted to add a URL to the service.

You can add services of the following types: Web Map Service (WMS), Web Map Tile Service (WMTS), Web Feature Service (WFS), Esri Map Service, Esri Feature Service.

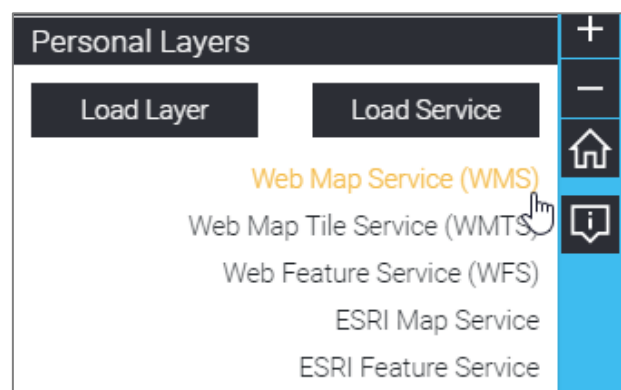


Figure 17: Adding a WMS

Note: For WMS and WMTS services you must first load the base URL. The NSPIT Viewer then requests the service's capabilities and detects available layers.

WFS and Esri services layers are not automatically detected. You must provide the layer name along with the base URL.

4.3 Example: requesting a WMS/WMTS

Step 1: Add a base URL and load it by clicking the button **[Connect to Service]** (Figure 18).

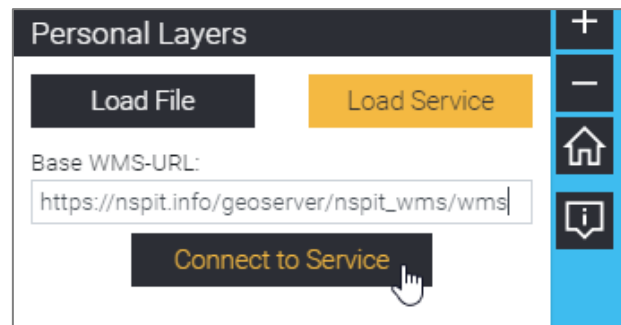


Figure 18: Loading a WMS URL (requesting available layers)

Step 2: Select a layer by checking the **[checkbox]** next to the layer's name and enter a title (the title will appear under *Activated Layers*) (Figure 19).

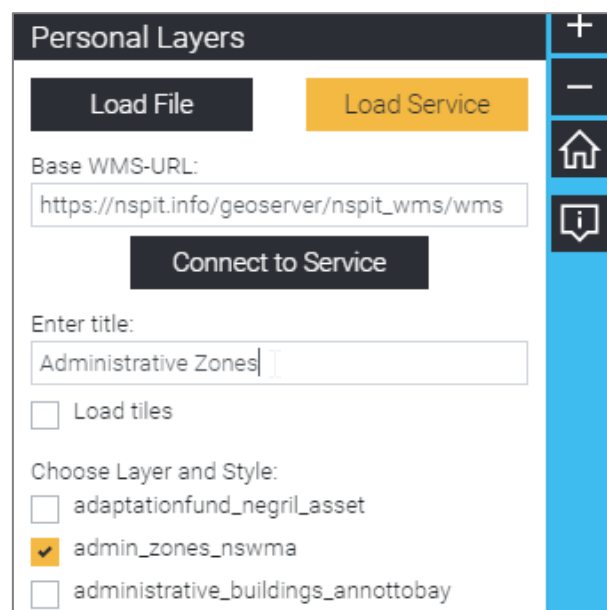


Figure 19: Selecting a layer and entering a name

Step 3: Load the service by clicking the button **[Load Service]**(Figure 20).



Figure 20: Loading the selected layer(s)

The service will then be added to the *Activated Layers* panel under the name you provided. Additionally, it will be shown under *Personal Layers* (Figure 21).

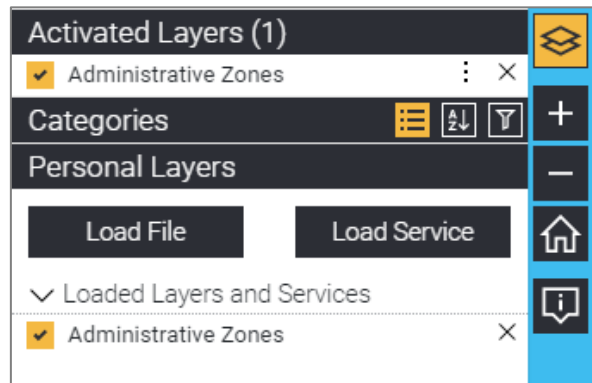


Figure 21: The service shows up under Activated Layers

Hint: In Step 2 you can select multiple layers from the service. They will be grouped and show up as one layer in the NSPIT Viewer.

4.4 Example: requesting a WFS/Esri service

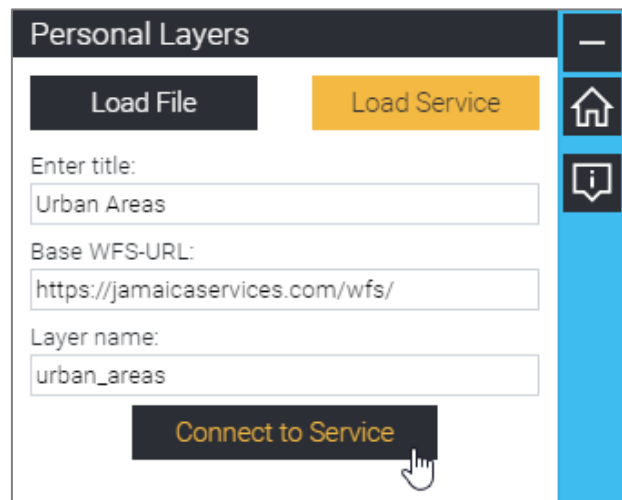



Figure 22: Requesting a WFS

5. Tools

The **[Tools]** button  can be clicked to show the tools side panel (Figure 23).

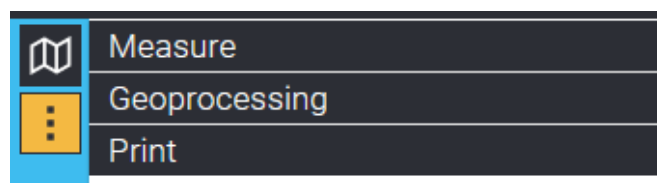



Figure 23: Opening the tools panel

By default, only the *Measure* and *Print* tools are displayed. More tools are available to users who have created an NSPIT account.

5.1 Measure tool

a) Coordinates (degrees, DMS, JAD2001)

Click the **[Get coordinate]** button  and then click on the map (Figure 24). The click's coordinate is displayed in the result window (Figure 25) in degrees, DMS (degrees, minutes, seconds) or JAD2001.

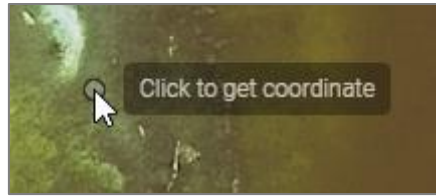


Figure 24: Clicking the map to request a coordinate

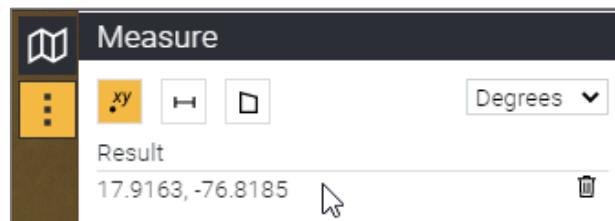


Figure 25: Display of clicked coordinate

b) Lengths (meters, kilometers, miles)

Click the **[Measure line]** button  and draw a line.

Start drawing by left-clicking on the map. Move the mouse and click the map again to set a new vertex. The total length is shown next to the cursor and in the result window. Double click the map to finish the line sketch.

c) Areas (square meters, square kilometers, acres, hectares)

Click the **[Measure area]** button  and draw an area.

Start drawing by left-clicking on the map. Move the mouse and click the map again to set a new vertex. The total area is shown in the center and in the result window. Double click the map to finish the area sketch.

5.2 Creating buffers (Geoprocessing tool)

To generate a buffer, navigate to the *Geoprocessing* menu.

5.2.1 Creating a buffer

First, you must draw a shape that will be buffered.

You can draw a point, a line or a polygon (Figure 26):



Figure 26: Geoprocessing toolbar

Drawing a shape works exactly like in the Draw and Measure tools (Figure 27):



Figure 27: Polygon drawing example

Once the drawing sketch is completed, pick a unit, enter a distance and click the **[Create Buffer]** button. The buffer is then generated and added to the map (Figure 28).

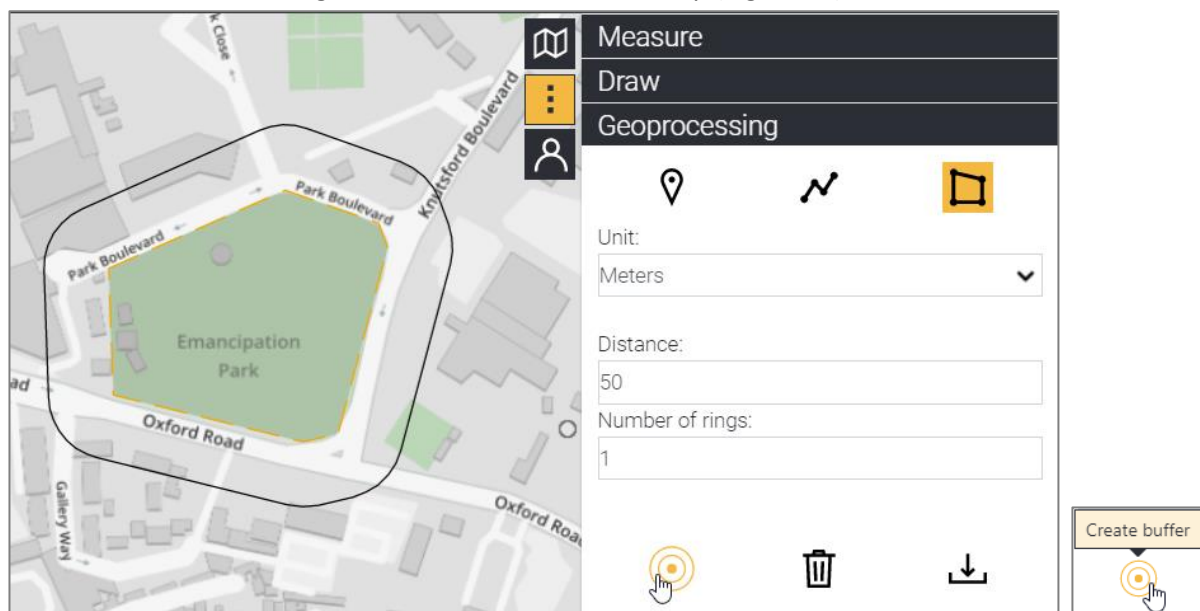


Figure 28: Example of a buffered polygon

5.2.2 Creating multi-ring buffers

By default a simple buffer is created but you can increase the number of rings to create a multi-ring buffer.

In the following example a new ring is created every 50 meters, with 5 rings total (Figure 29):

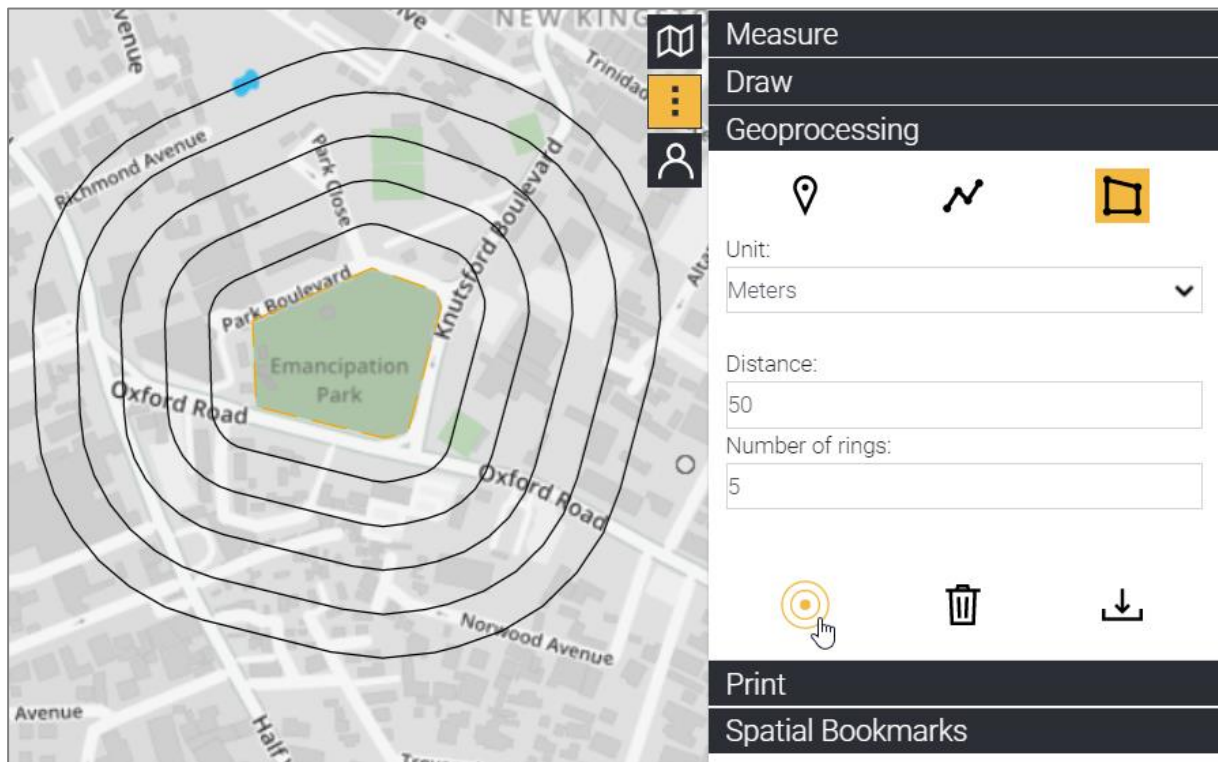


Figure 29: Example of multiple buffers

5.2.3 Creating negative buffers

For polygons you can enter a negative distance. This will create a buffer within the shape's boundaries (Figure 30):

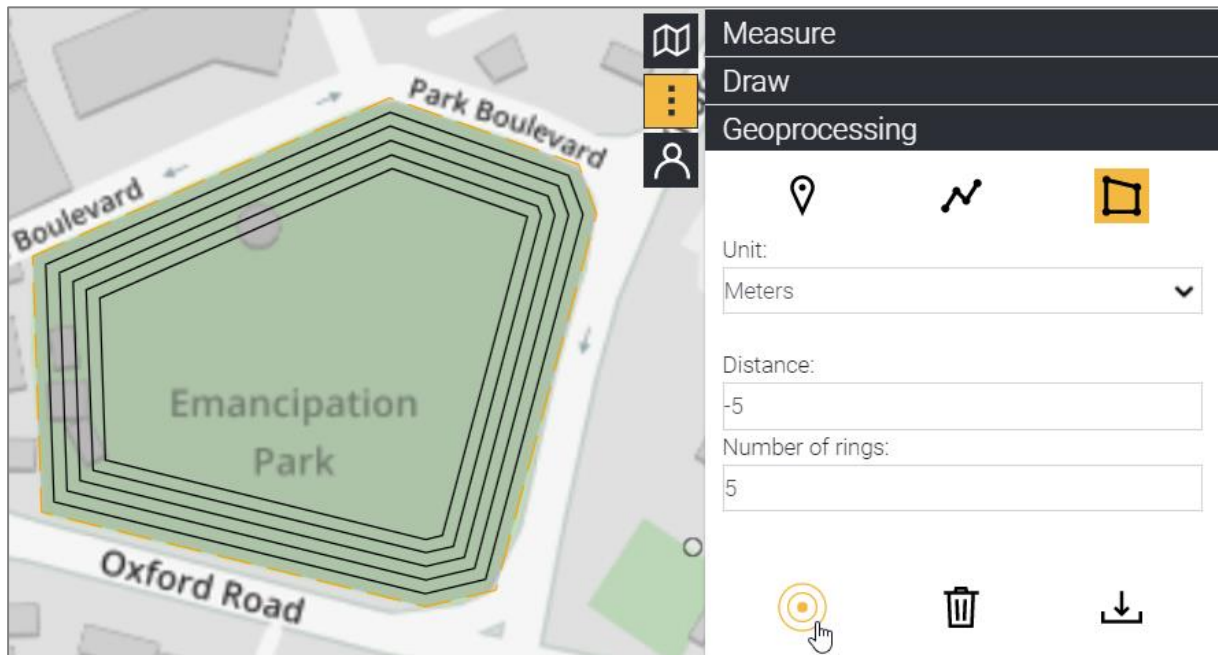


Figure 30: Example of inner buffers

The tool is smart and rejects unrealistic values. For example, if you enter too many inside-rings, the tool will calculate as many as are possible and then stop. In the following case the tool will not render 70 rings (Figure 31):

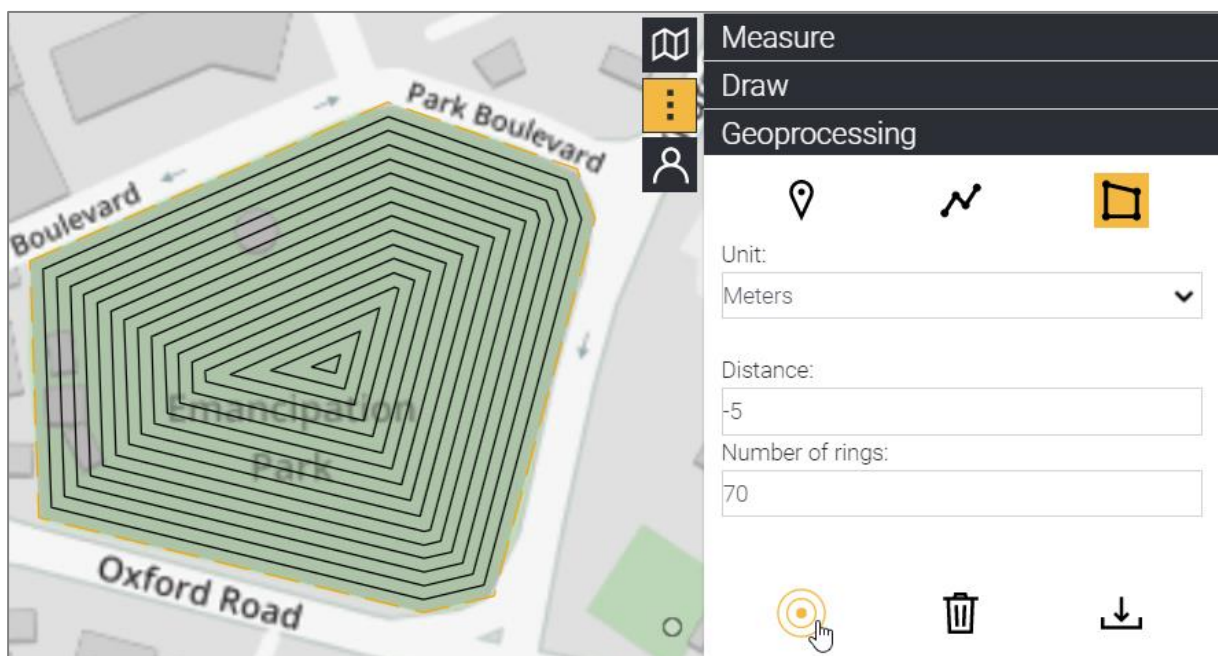


Figure 31: Example of buffer tolerance

5.2.4 Downloading a buffer

↓ Buffers can be downloaded as a GeoJSON file by clicking the **[Download buffer]** button.

5.3 Print tool

The print tool is used to generate a map in PDF format.

Click the print header and then the **[Activate Print]** button.

A gray rectangle is subsequently shown on the map. Anything within the gray rectangle will be part of the final map (Figure 32).

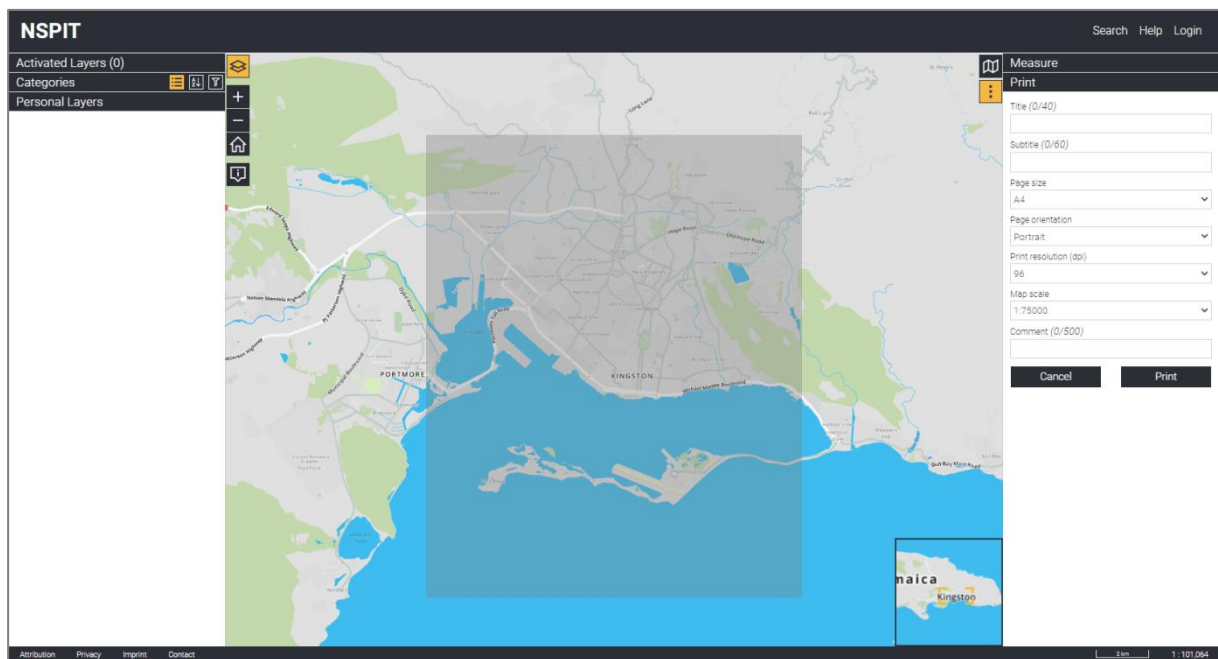


Figure 32: The print rectangle (only the area within the rectangle will be part of the final output)


Move the map or zoom in or out to make sure everything you would like to print is within the rectangle. You can choose from predefined values to change the page size, the orientation (portrait or landscape), the resolution or the scale. Additionally, you can enter text to add a title, subtitle and a comment.

5.4 Spatial Bookmarks (Login Required)

Note: You must log in to use this feature.

A spatial bookmark lets you save a given extent so you can zoom to it after.

Activate the *Spatial Bookmarks* tool by clicking the header.

Click the **[Add new bookmark]** button . The current extent and zoom level is then saved as a bookmark in your profile.

When creating a new bookmark you can optionally enter a name for the bookmark (Figure 33).

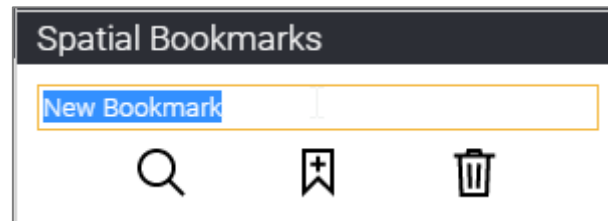


Figure 33: Newly created bookmark

You change the name at any moment by double clicking the bookmark's name.

To zoom to a bookmark, first click the **[checkbox]** next to its name and then click the **[Load bookmark]** button (Figure 34).

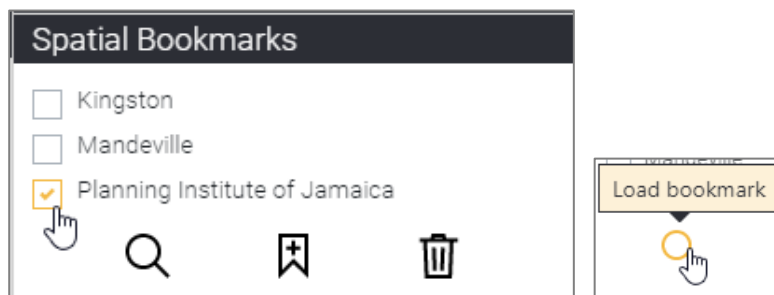


Figure 34: Checking a bookmark to zoom to it

To delete a bookmark, first click the **[checkbox]** next to its name and then click the **[Delete bookmark]** button (Figure 35).

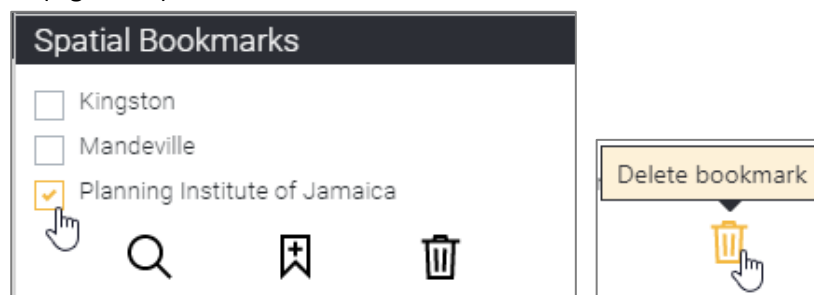


Figure 35: Checking a bookmark to delete it

Note that bookmarks are stored in your user profile and therefore are available across projects; you do not need to create the same bookmarks in multiple projects.

5.5 Drawing (Login Required)

Note: You must log in to use this feature.

You can use the NSPIT Viewer to draw new features. The following drawing types are available:

- Point
- Line
- Polygon
- Text

5.5.1 Creating a new drawing layer

To create a new drawing layer, click one of the following buttons (Figure 36):

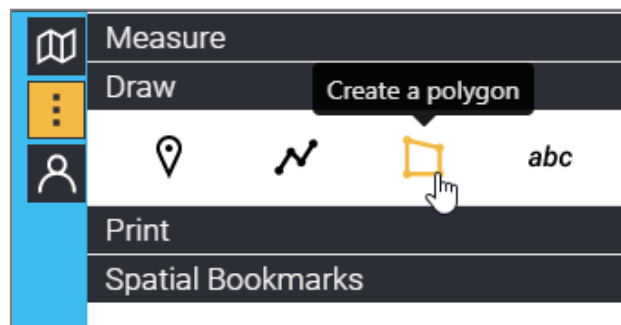


Figure 36: Clicking the Polygon button

When clicked a new layer is created and saved in your project. The new layer is named *New Layer*, but you can rename it by double clicking it.

When double-clicked the text becomes editable (Figure 37):

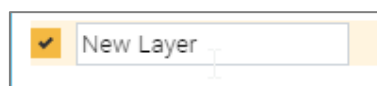


Figure 37: Editable text

5.5.2 Drawing features

You can add the following to the map:

- Points
- Lines
- Areas
- Text

Each layer can save all of these four types. Unlike in typical GIS software there is no need to create separate layers for separate geometries!

a) To add a feature to a layer, first highlight the layer by clicking its name. When clicked the layer is shown in bold and is highlighted in gold (Figure 38):

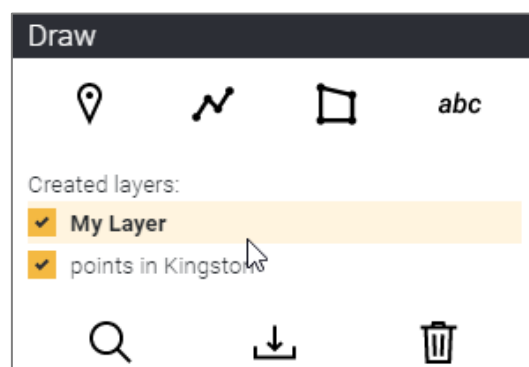


Figure 38: Activated and highlighted layer

b) Next, click one of the drawing icons, such as the **[Create a polygon]** (Figure 39):

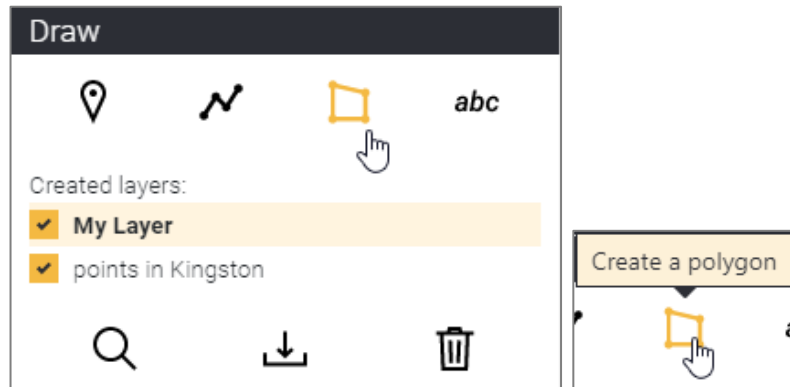


Figure 39: Clicked button while layer is activated

c) Once the icon is clicked you will be able to adjust its appearance (color, and opacity) (Figure 40):

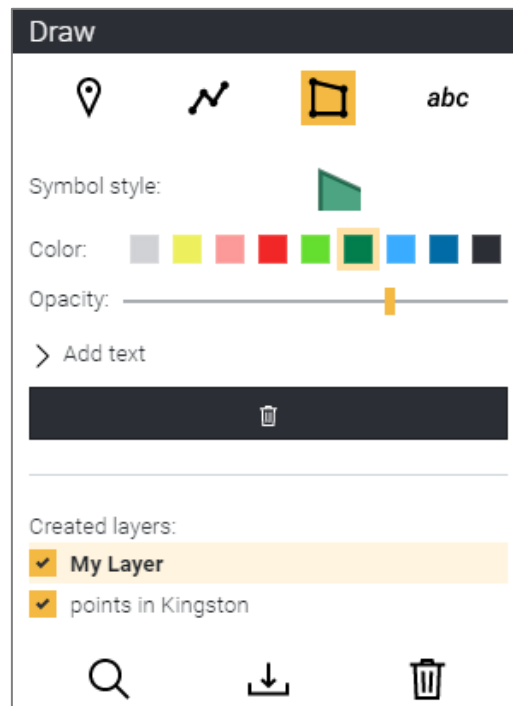


Figure 40: Layer adaptation options

d) Then you can start drawing.

5.5.3 Renaming a layer

To rename a layer, double click it. When double-clicked the text becomes editable (Figure 41):

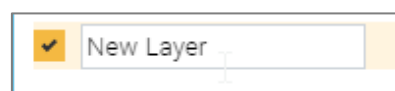


Figure 41: Renaming layers

5.5.4 Deleting a layer

To delete a layer, first click the **[checkbox]** next to its name and then click the **[Remove selected layers]** button (Figure 42):

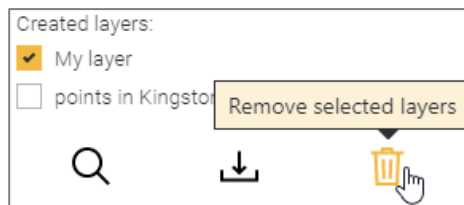


Figure 42: Deleting layers

You will be prompted to confirm whether you truly want to delete the layer (Figure 43, Table 4):

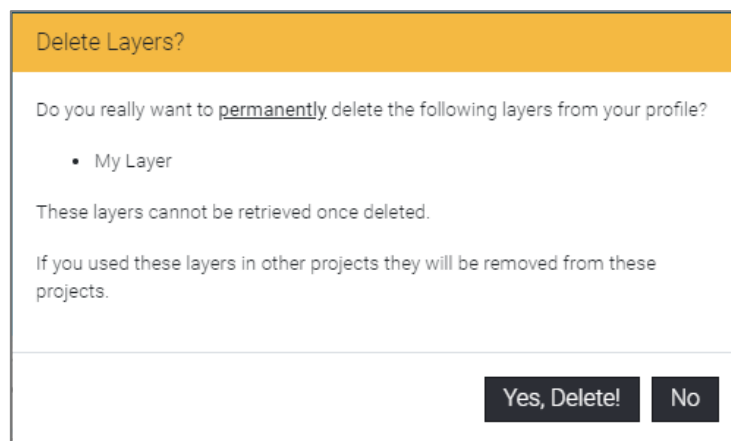


Figure 43: Confirmation for deleting layers

Table 4: Delete Layers Options

Option	Description
[Yes, Delete!]	Removes the layer from display and permanently deletes it from your account.
[No]	Closes the menu without removing or deleting the layer.

5.5.5 Zooming to a layer

To zoom to a layer, click the **[checkbox]** next to its name and click the **[Zoom to selected layers]** button (Figure 44):

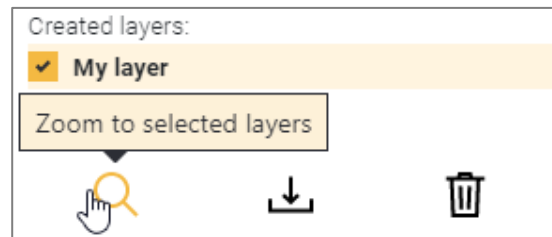


Figure 44: Zoom to activated layer

5.5.6 Downloading a layer as a GeoJSON file (.geojson)

To download a layer, click the **[checkbox]** next to its name and click the **[Export selected layers]** button (Figure 45):

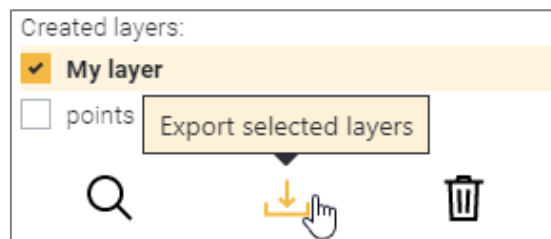


Figure 45: Download an activated layer

This will create a GeoJSON feature collection and write it to a **.geojson** file.

5.5.7 More information about GeoJSON format

GeoJSON is an open standard and the most commonly used vector format in web mapping. However, it is not only used in web mapping. It is also widely supported in desktop GIS. Simply drag and drop a GeoJSON file to QGIS or ArcGIS and you will see that loading it is no problem!

GeoJSON is text-based, meaning that you can open it in any text editor. Unlike other formats, such as shapefiles, you do not need special GIS software to read it.

Why GeoJSON was chosen as the main format in the NSPIT Platform:

- It is the main web mapping format (in other words: GeoJSON is for web mapping what to many the shapefile is in desktop GIS)
- Every browser can read it (no plugins are required)
- Every browser can write it (no plugins or server-side components are required)
- It can be read by major GIS software (QGIS, ArcGIS)
- It can be converted to any other vector format

To find out more about the GeoJSON format's inner structure, have a look at the official specification: <https://geojson.org>

5.6 Project Manager (Login Required)

Note: You must log in to use this feature.

You can save projects to save a specific state of the viewer. This includes the map's extent, zoom level, settings and activated layers. Projects are saved in your user profile.

5.6.1 Creating (saving) a new project

Navigate to the Project Manager and click **[Save current view as project]** (Figure 46).

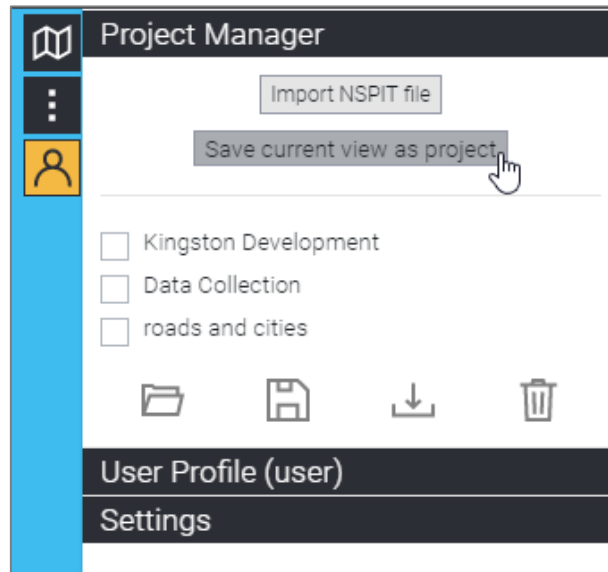


Figure 46: Save project button

A popup is displayed that asks you to enter a name. Note that a name must be entered for a project to be saved (Figure 47).

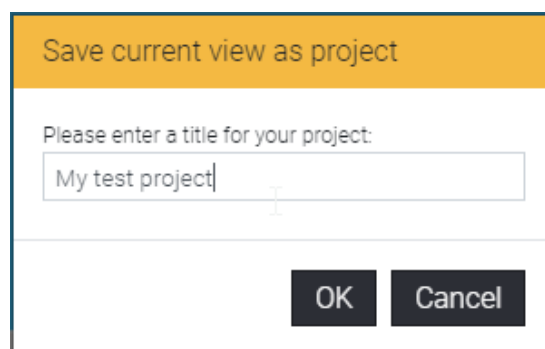


Figure 47: Save project window

The project then shows up in the Project Manager (Figure 48):

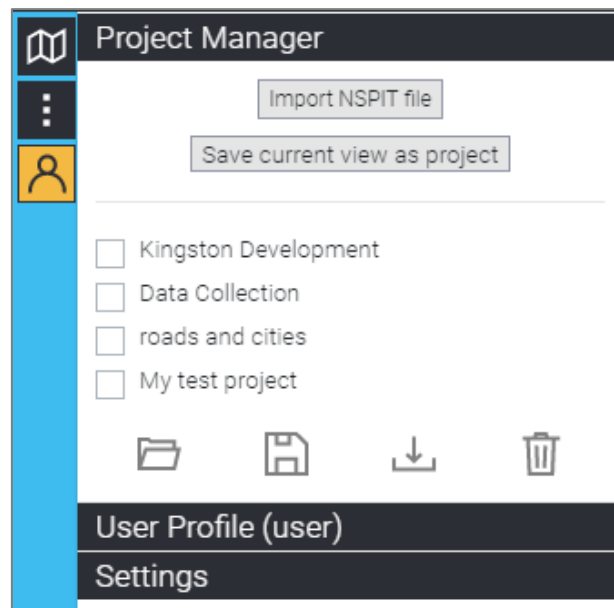


Figure 48: Project Manager

5.6.2 Saving an existing project

To save a project that already exists, first click the **[checkbox]** next to the project's name in the Project Manager and then click the **[Update project]** button (Figure 49):

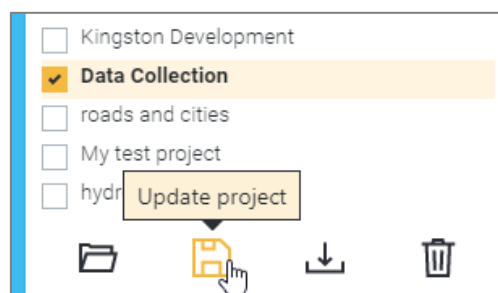


Figure 49: Update Project

5.6.3 Renaming a project

To rename a project, double click its name and adjust the text (Figure 50).

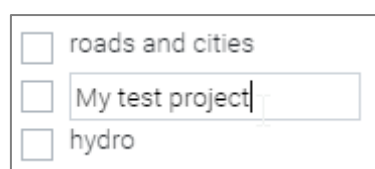


Figure 50: Renaming projects

5.6.4 Opening a project

To open a project, click the **[checkbox]** next to its name and click the **[Open project]** button (Figure 51):

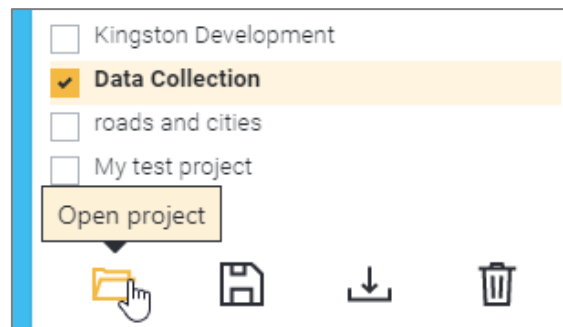


Figure 51: Opening projects

5.6.5 Deleting a project

To delete a project, click the **[checkbox]** next to its name and click the **[Delete project]** button (Figure 52):

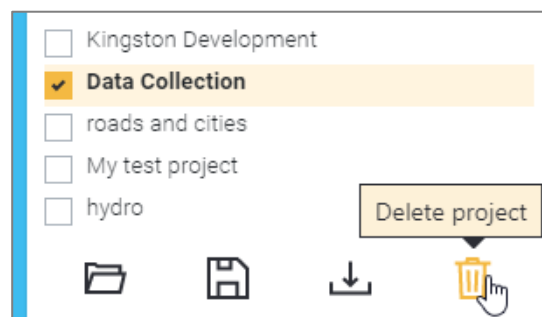


Figure 52: Deleting projects

5.6.6 Exporting a project (.nspit file)

To download a project, click the **[checkbox]** next to its name and click the **[Export project (.nspit)]** button (Figure 53):

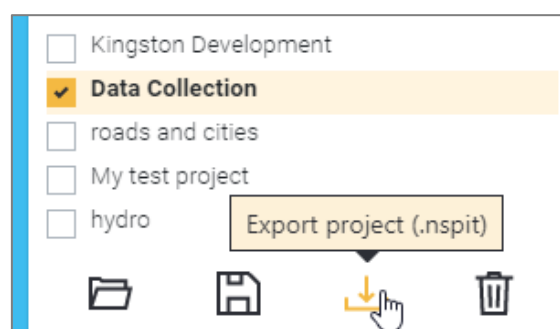


Figure 53: Exporting projects

NSPIT projects are saved as **.nspit** files. The **.nspit** format is text-based and human readable. **.nspit** files include the following information in JSON format:

- Date and time the file was generated
- Project name

- Map center
- Map zoom level
- Activated tools
- Activated basemap
- Activated overlays

5.6.7 Importing a project

.nspit files can be imported using the **[Import NSPIT file]** button (Figure 54).

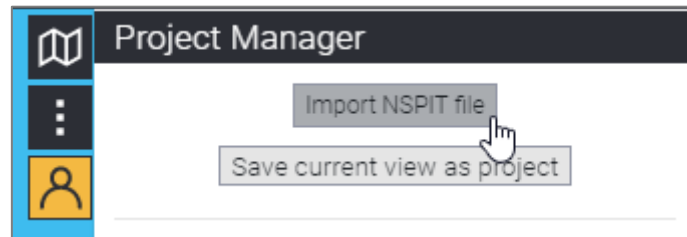


Figure 54: Importing projects

5.7 Activating and deactivating tools (Login Required)


Note: You must log in to use this feature.

Expand the Settings menu to add or remove various tools and navigation controls from display. Toggle the **[checkbox]** next to a tool's name to add or remove a control.

Hint: The settings are not automatically saved, but when you save a project the current settings are saved in that project. Therefore, you can have different settings in different projects.

6. Buttons

6.1 Requesting a feature's attributes

To request the attributes of a layer's feature you first activate the **[Identify]** tool  and then click on the feature. The attributes are then presented in a popup (Figure 55):

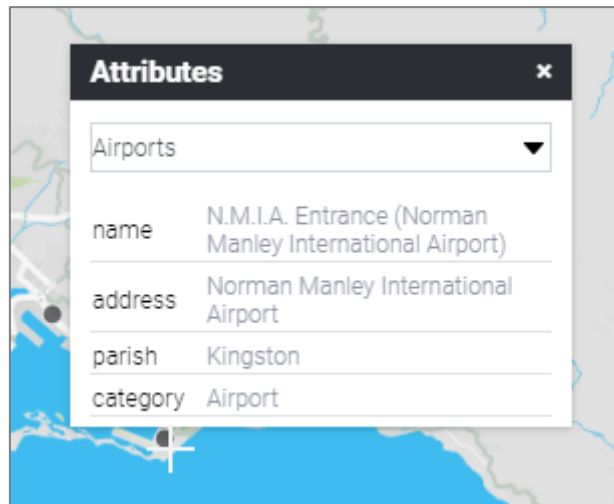


Figure 55: A clicked feature's attributes

Note that the clicked layer name is presented in a dropdown. In some cases, features from multiple layers overlap. If this happens you can switch to the correct layer in the dropdown (Figure 56):

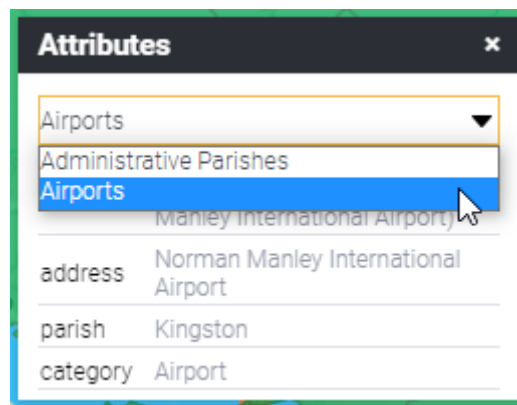


Figure 56: Selecting the correct layer when features from multiple layers are detected

6.2 Searching addresses, places

Activate the search input field by clicking Search in the upper navigation bar. Type in a search word and then click the **[Search]** button (magnifying glass). You will then be provided with search results. You can click a result to zoom to it on the map (Figure 57).

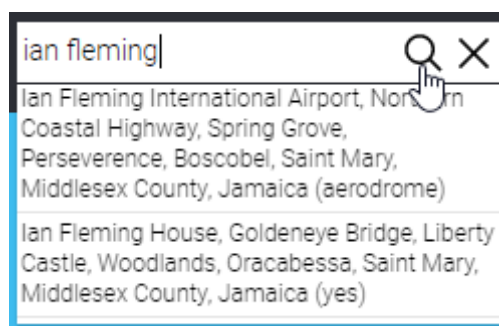


Figure 57: Entering a search term

Hint: Remember to refine your queries and to watch out for typos or missing spaces. Sometimes queries that are minimally different might not return any results (Figures 58, 59):



Figure 58: Mistyping a search term



Figure 59: Only partially entering a search term

7. Summary

This concludes the NSPIT Viewer Manual. You should now be familiar with:

- creating an account and logging in
- navigating and changing basemaps
- finding a place
- activating layers (loading NSPIT data)
- exploring attributes of NSPIT layers
- loading personal data (files, services)
- creating, renaming, deleting, drawing, downloading shapes
- creating, renaming, saving, deleting, downloading projects
- creating, renaming, deleting and zooming to bookmarks
- measuring points, lines, areas
- creating and downloading buffer, including a multiple ring buffer
- exporting a map to a PDF