Interface Controls

In this tutorial we will learn about the various controls used to navigate the map and the side panel within Voter Mapping.

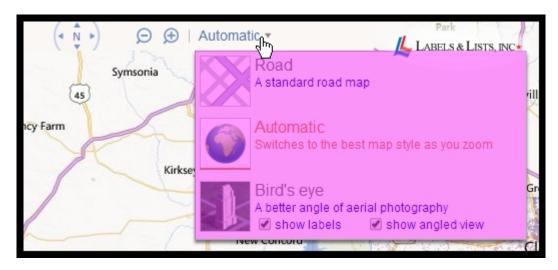
Map Type

The Map Type determines what kind of map is on display. The default map type is Automatic.

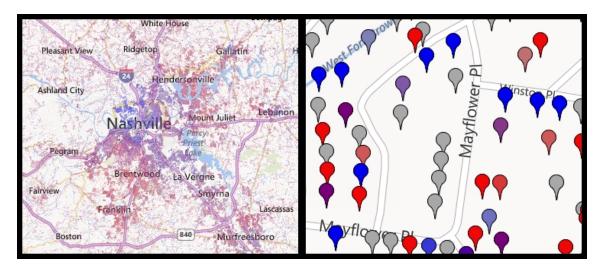
1. Go to the map controls bar at the top left of the screen.



2. Hover over "Automatic" and a drop down menu will appear.

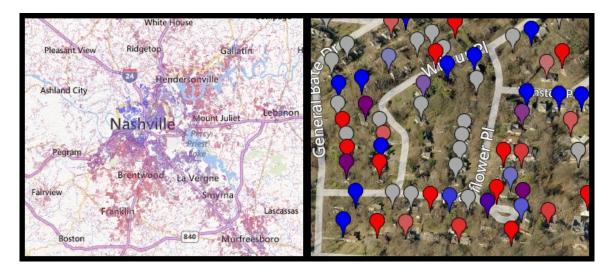


- 3. You will have three map types to choose from:
 - a. **Road:** This map type displays roads, rivers, and simple topographic features like a standard map.

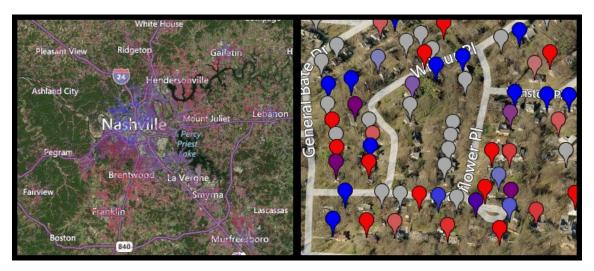


b. **Automatic:** The map type will change to and from Road and Bird's Eye depending on the zoom setting. When you are close up, it will show a satellite image, and when you are far away it will show

the standard road map.



c. **Bird's Eye:** The map will display as satellite images. When you zoom all the way in, the camera angle shifts so that you are looking down at a slight angle.

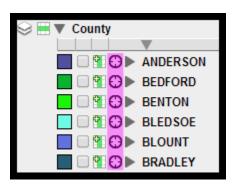


Navigating the Map

1. Using the magnifying glass, or your mouse wheel, you are able to zoom in and out of the map.



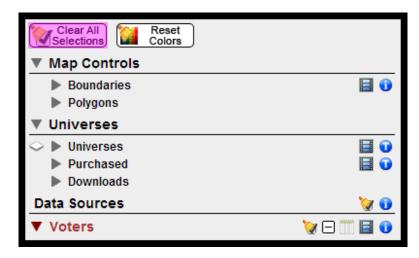
- 2. With the compass rose, or by clicking and dragging on the map, you can change your maps field of view.
- 3. When in Bird's Eye View with the "show angled view" option enabled, there will be two arrows on either side of the compass rose. These will allow you to rotate the maps view by 90 degrees left or right.
- 4. You can also jump to a specific area of the map, such as a county or the location of a universe. To do this, locate the area you want to jump to in the side panel and click the Target icon next to it. The map will jump to that location at an appropriate zoom level.



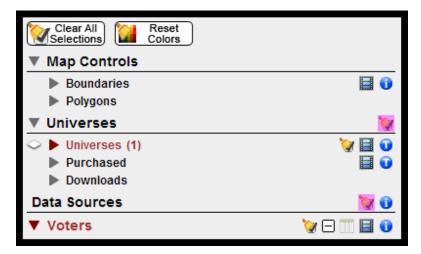
Clear All Selections

Clicking check boxes will filter down the number of voters you are selecting, but what if you want to remove all your selections? There is a faster way then unchecking all those boxes again.

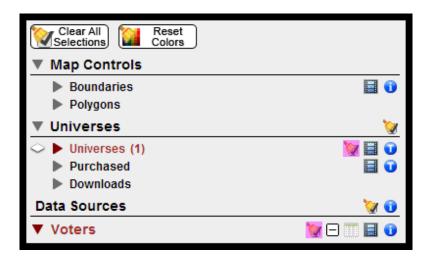
1. In the side panel locate the Clear All Selections button. This button, once pressed, will deactivate all selections.



2. If you want to remove all selections for a single section, click on the small broom icon for that section.



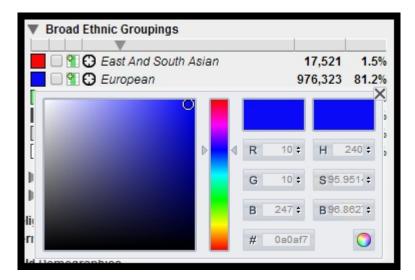
3. If you want to remove all selections for a specific branch, click the broom icon for that branch.



Change and Reset Colors

For each filter, boundary, and universe one can change the color for that item. These color changes will be saved after navigating away from Voter Mapping, but can all be quickly reset to their defaults when desired.

1. To change a color find the filter you want to change and click the color box for that filter.



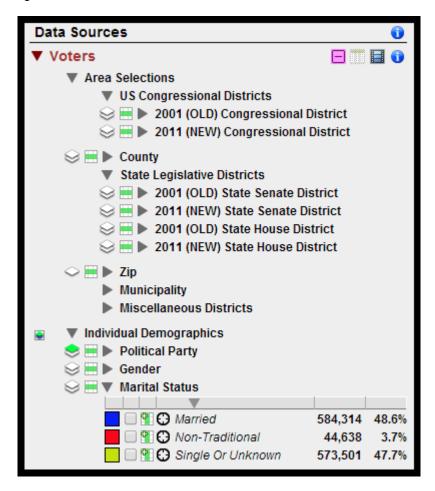
2. You can now change the color with the grid and spectrum, or if you have a specific color in mind and know its code, you can enter in it's RGB, Hex, or HSB code to change it that way. Clicking on the color wheel in the bottom left will set the newly chosen color.



3. Clicking on the Reset Colors button will revert all colors back to their defaults. This will not affect Boundary colors.

Collapse All Branches

Having a large number of branches can make it difficult to navigate through the filter tree. There is a button to quickly close them all again.



Sorting Branches

When given a list of filters you can choose how they are sorted.



Click on one of the sections to have the table sort by that section. Click the arrow to flip it up or down, an upward pointing arrow will reverse the sort order (i.e. sort 5 reversed will sort numerically, with the lowest number on top).

- 1. Sorts by color, according to the visible spectrum.
- 2. Sorts selected filters alphanumerically.
- 3. Sorts filters added to the spreadsheet alphanumerically.4. The default sort, sorts filters alphanumerically.
- 5. Sorts filters numerically.
- 6. Sorts filters numerically, the filter with the highest percentage is on top.