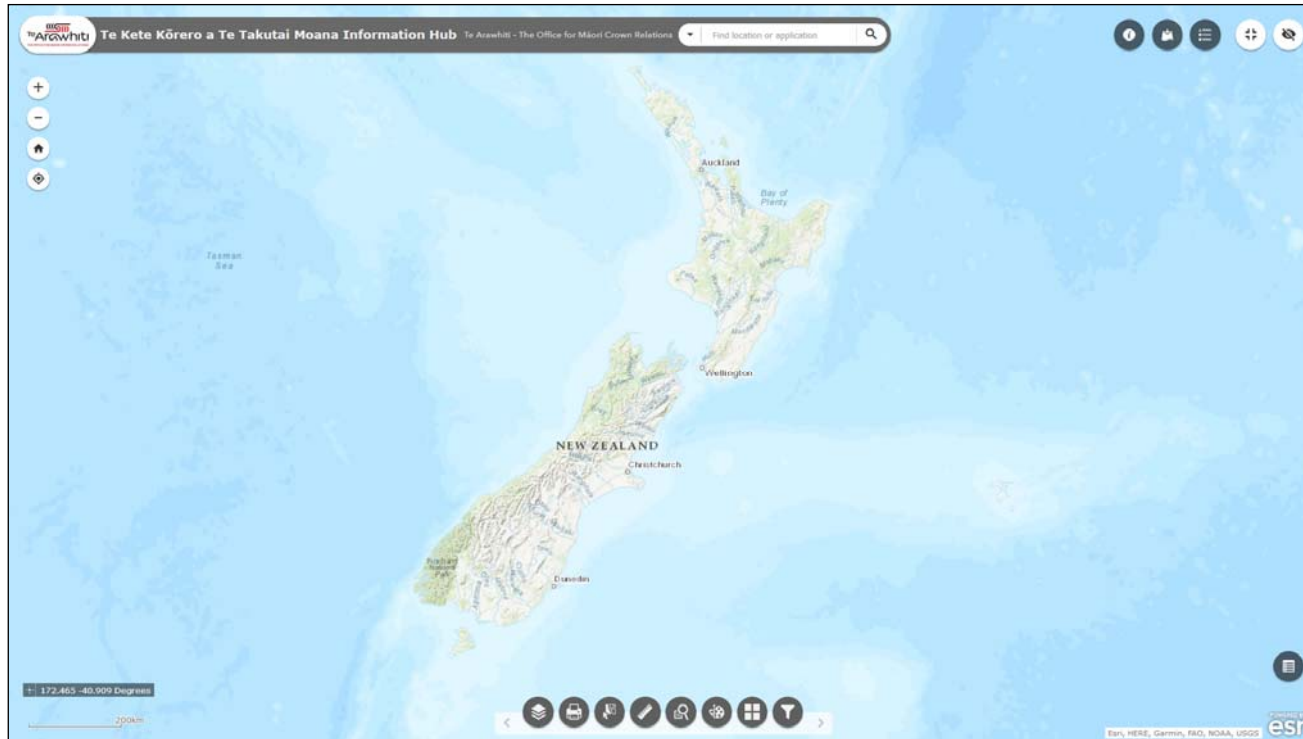


Te Kete Kōrero a Te Takutai Moana



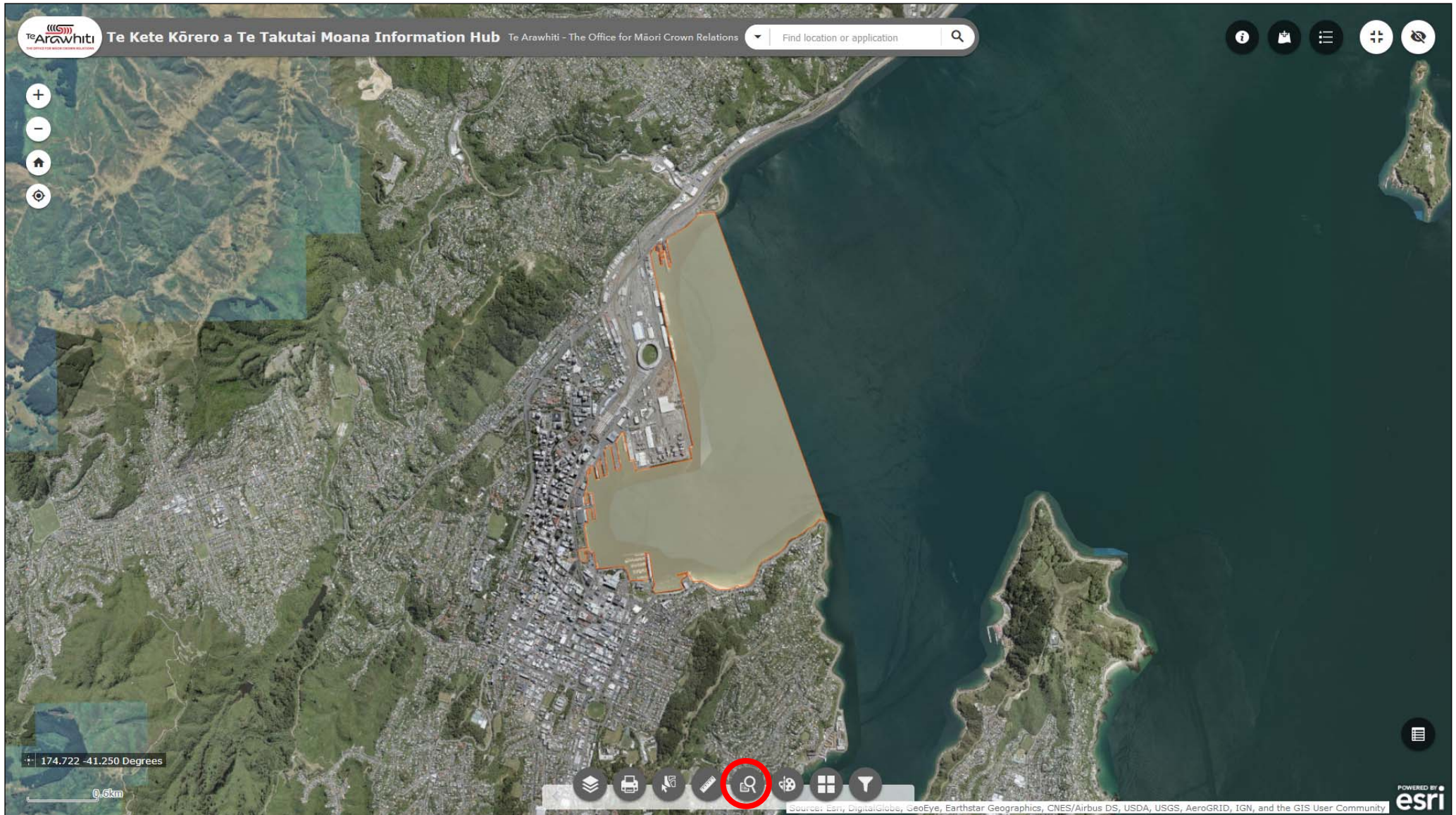
How to Make a Map



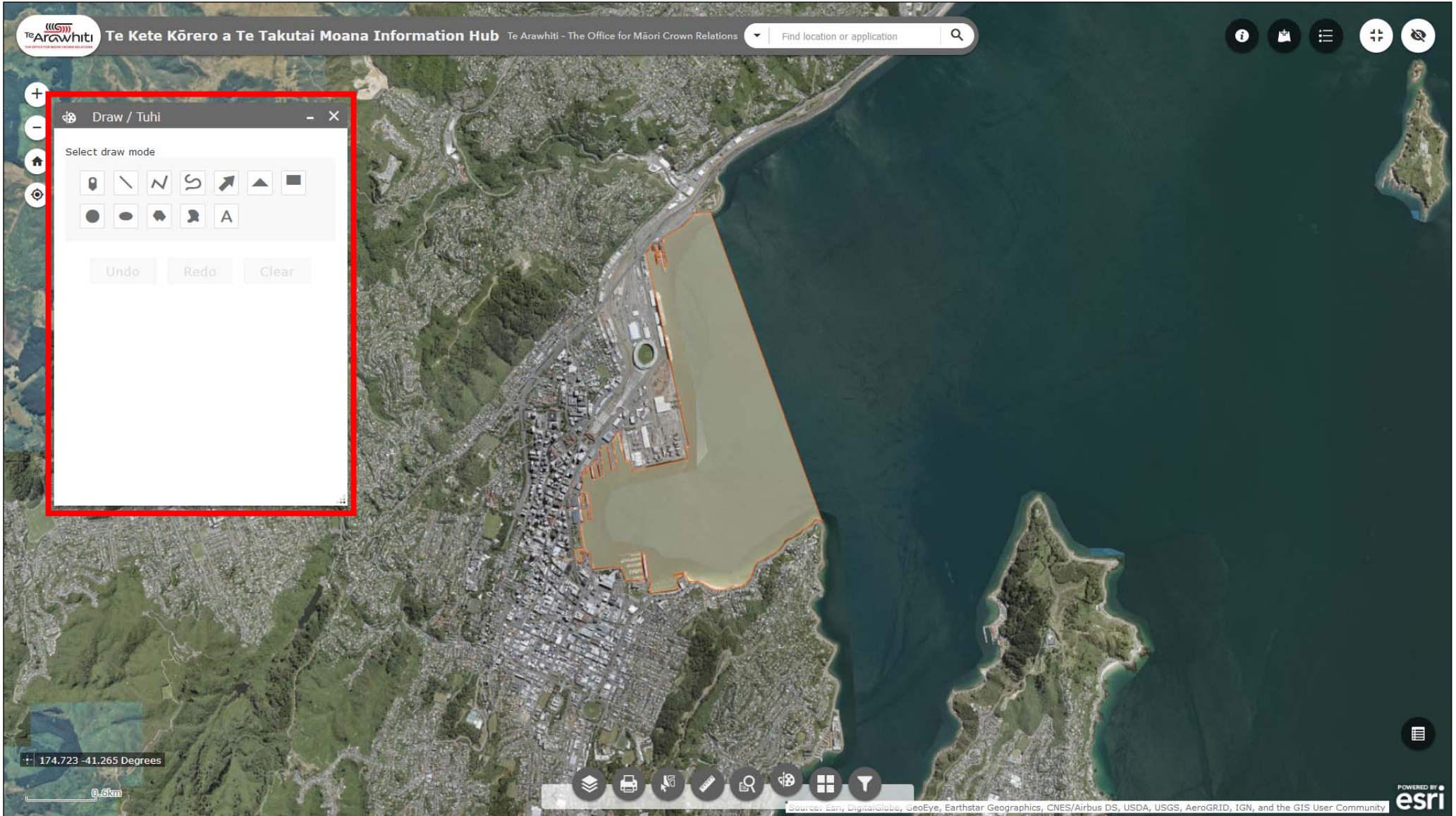
How to Make a Map



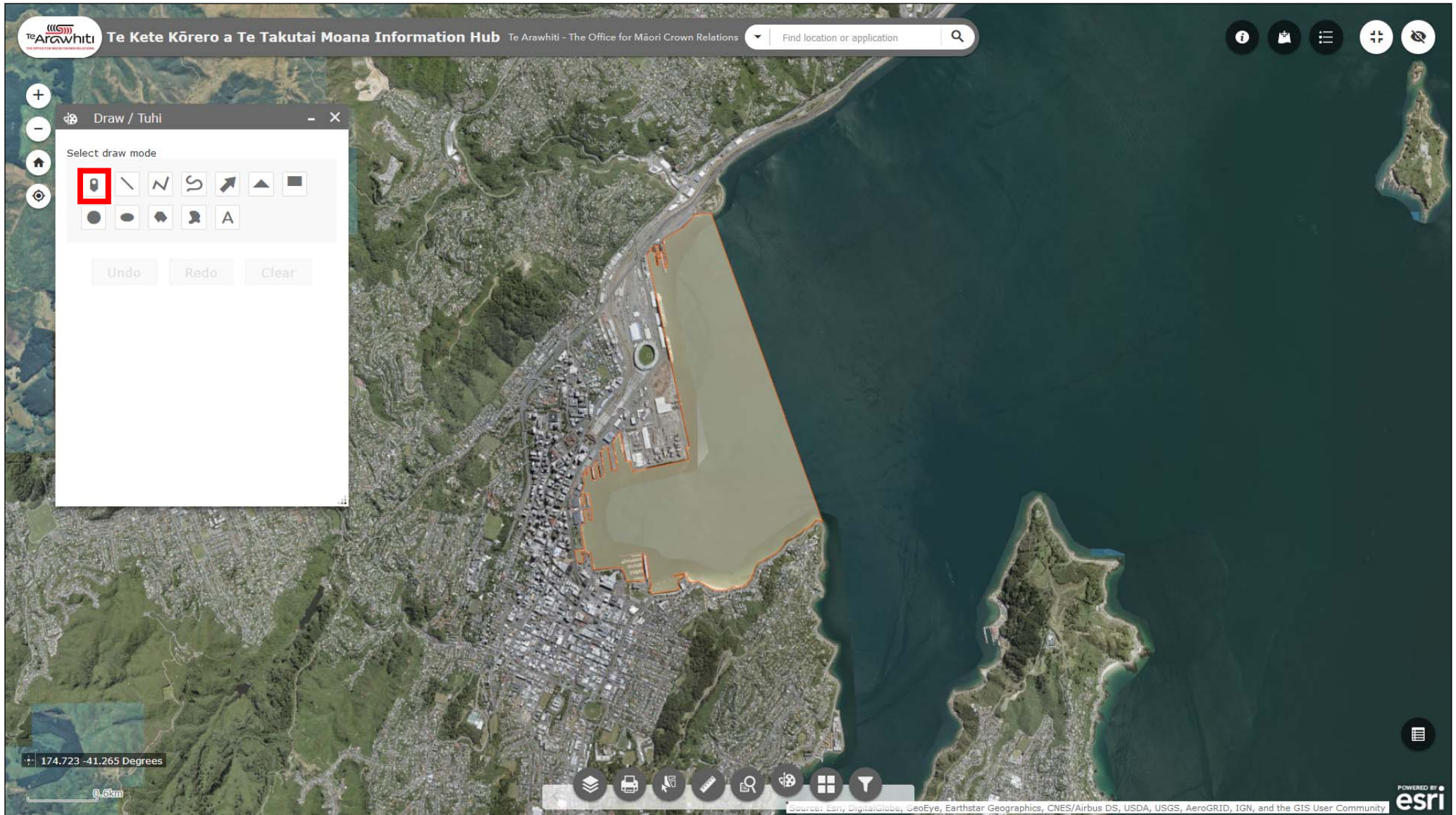
You can use the Draw tool to annotate a map. You can add points, text and even coordinates to add detail to your map.



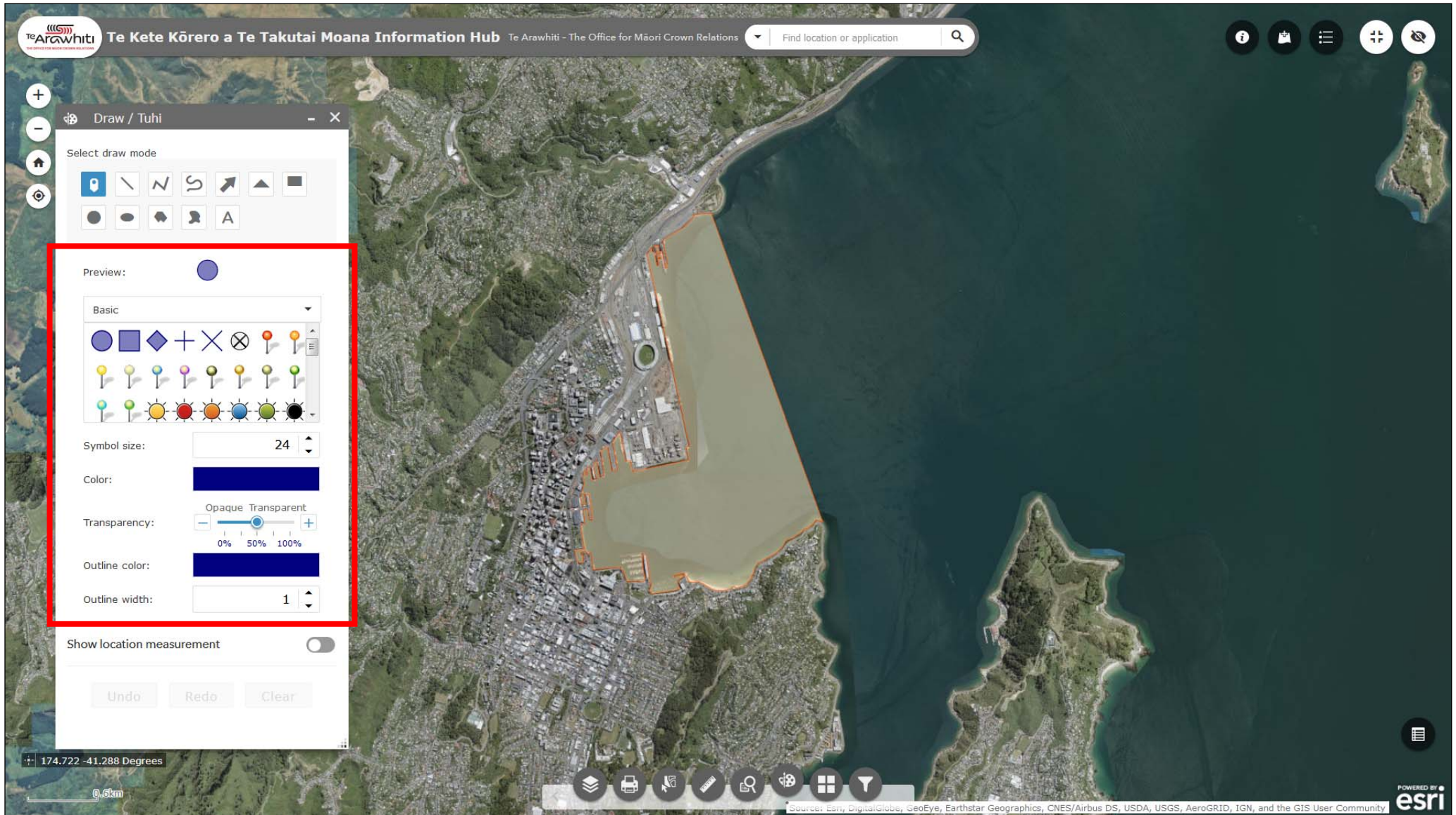
1. When you are ready to start annotating your map open the Draw tool. It's third-from-last at the bottom.



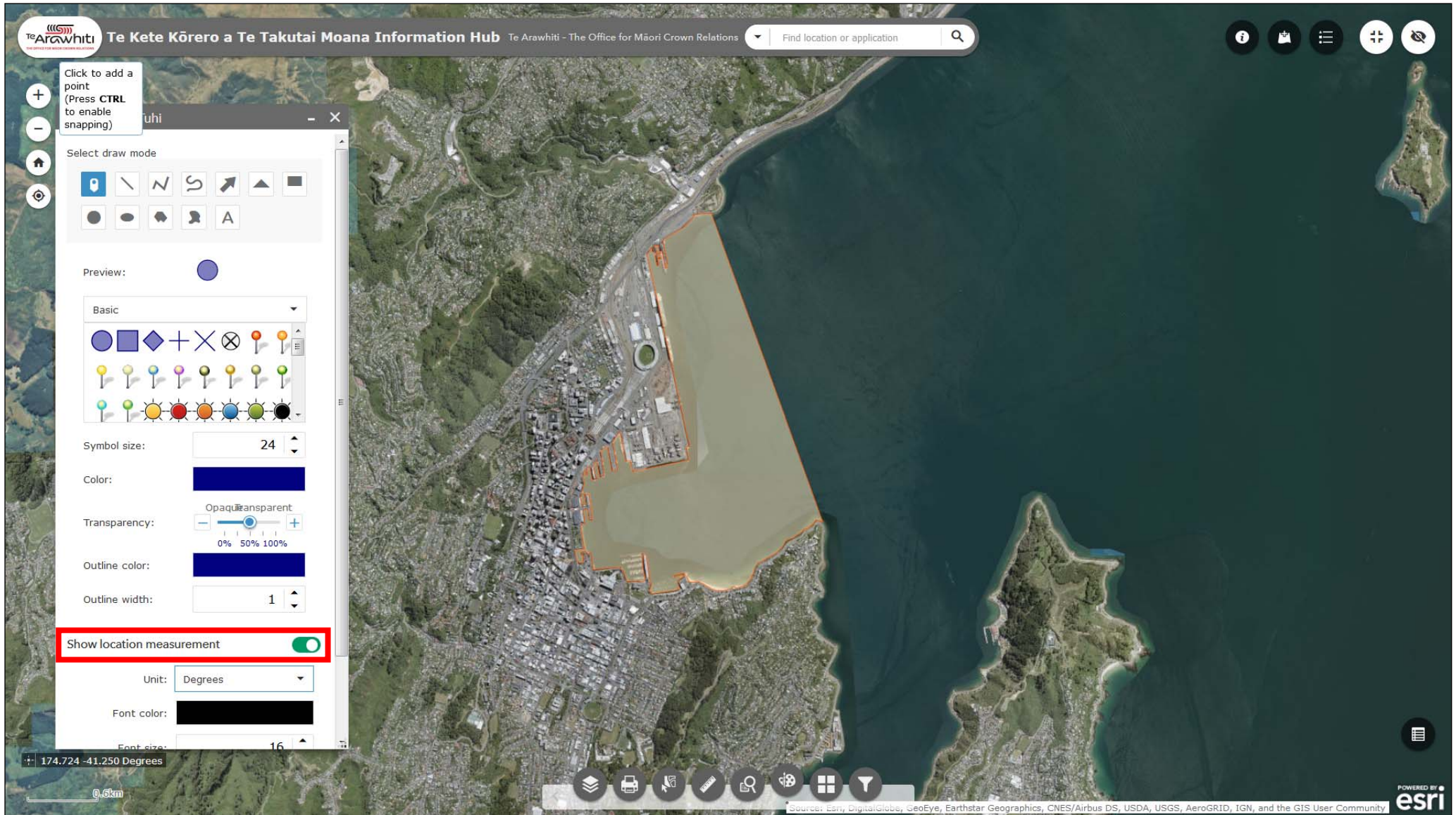
2. The Draw window will open.



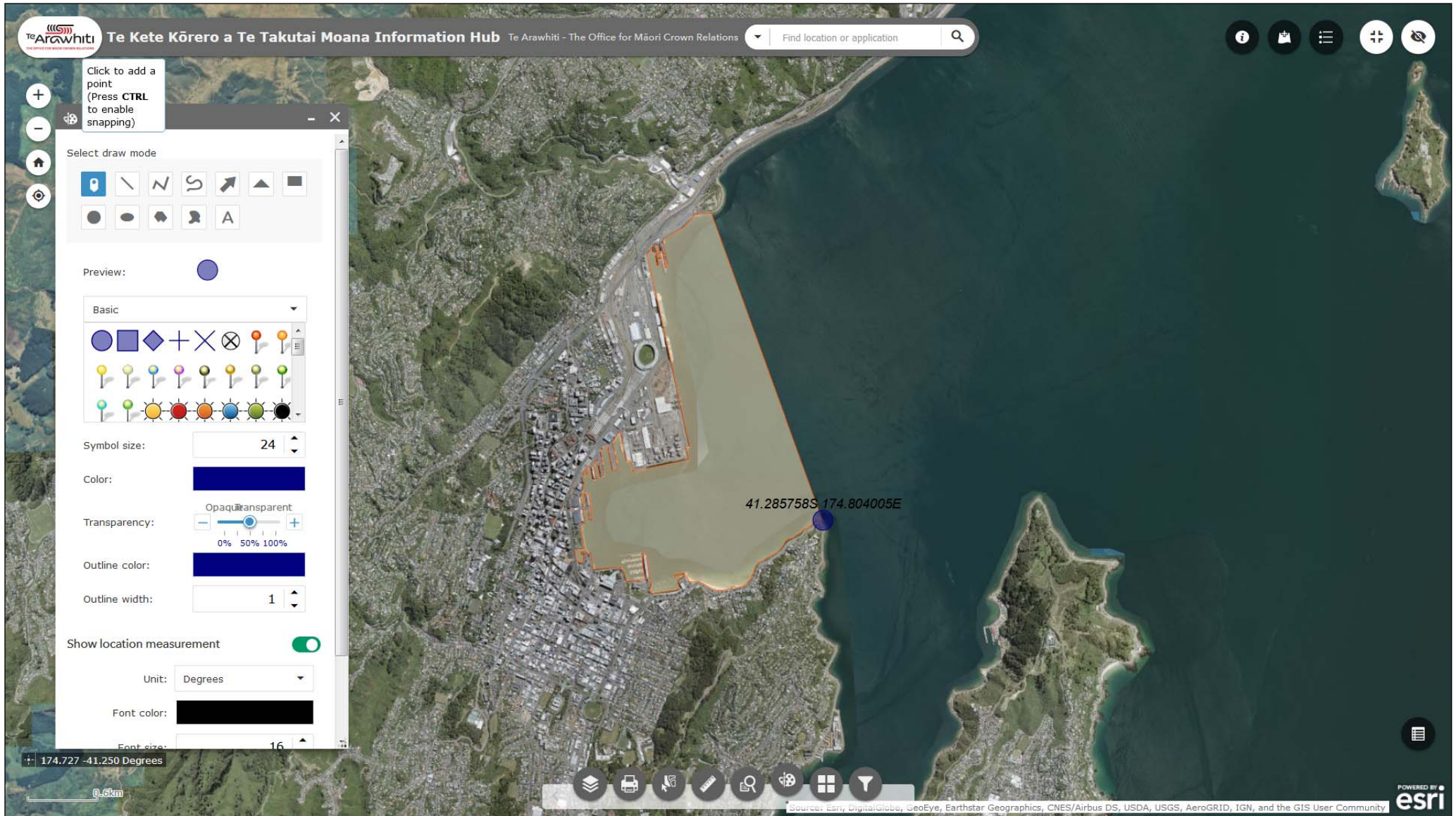
3. First let's create some points. Select the points function from the 'select draw mode' menu, it's the first one.



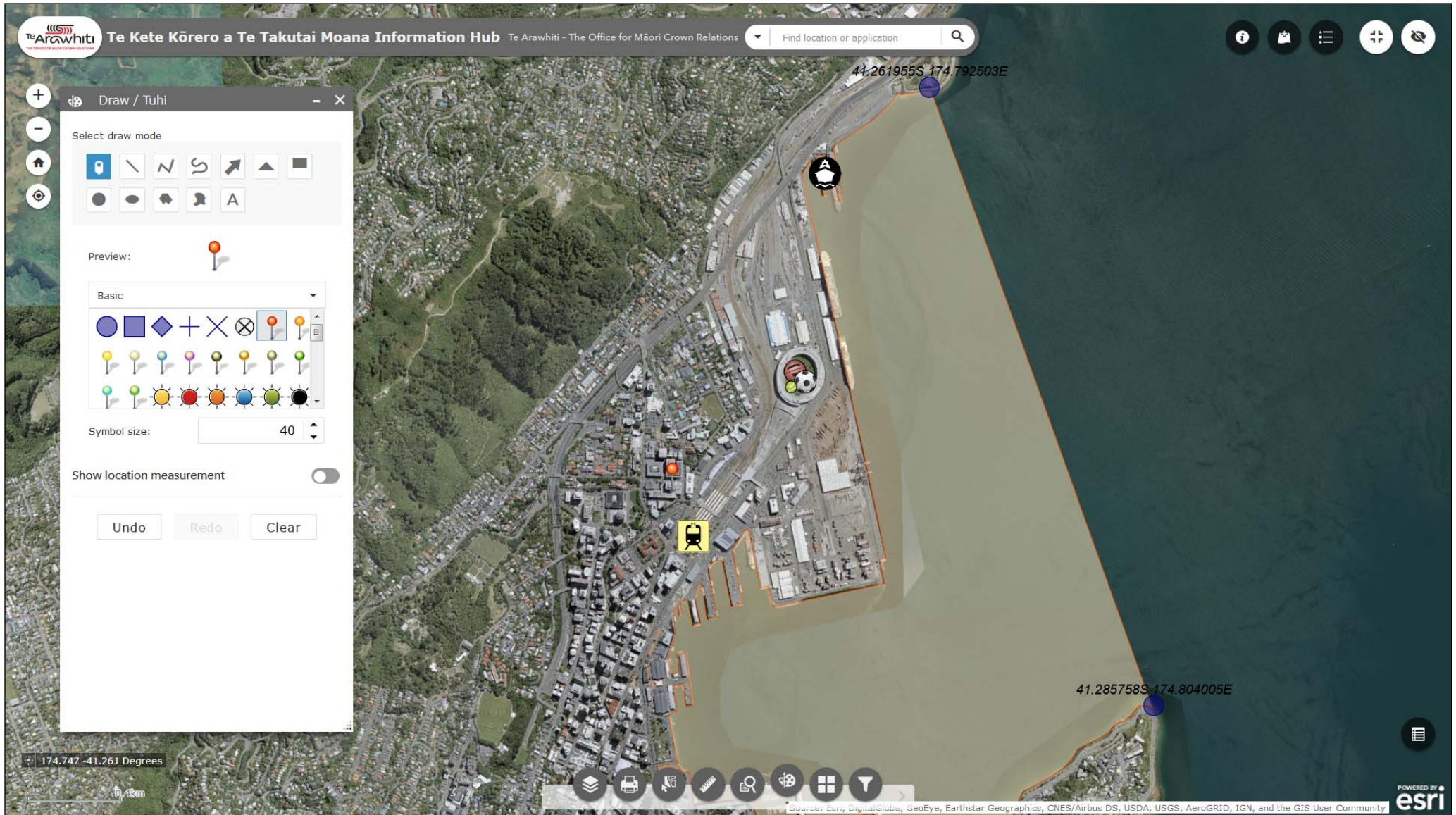
4. You can change the style of point. Many of the more basic styles allow you to change the colour and size.



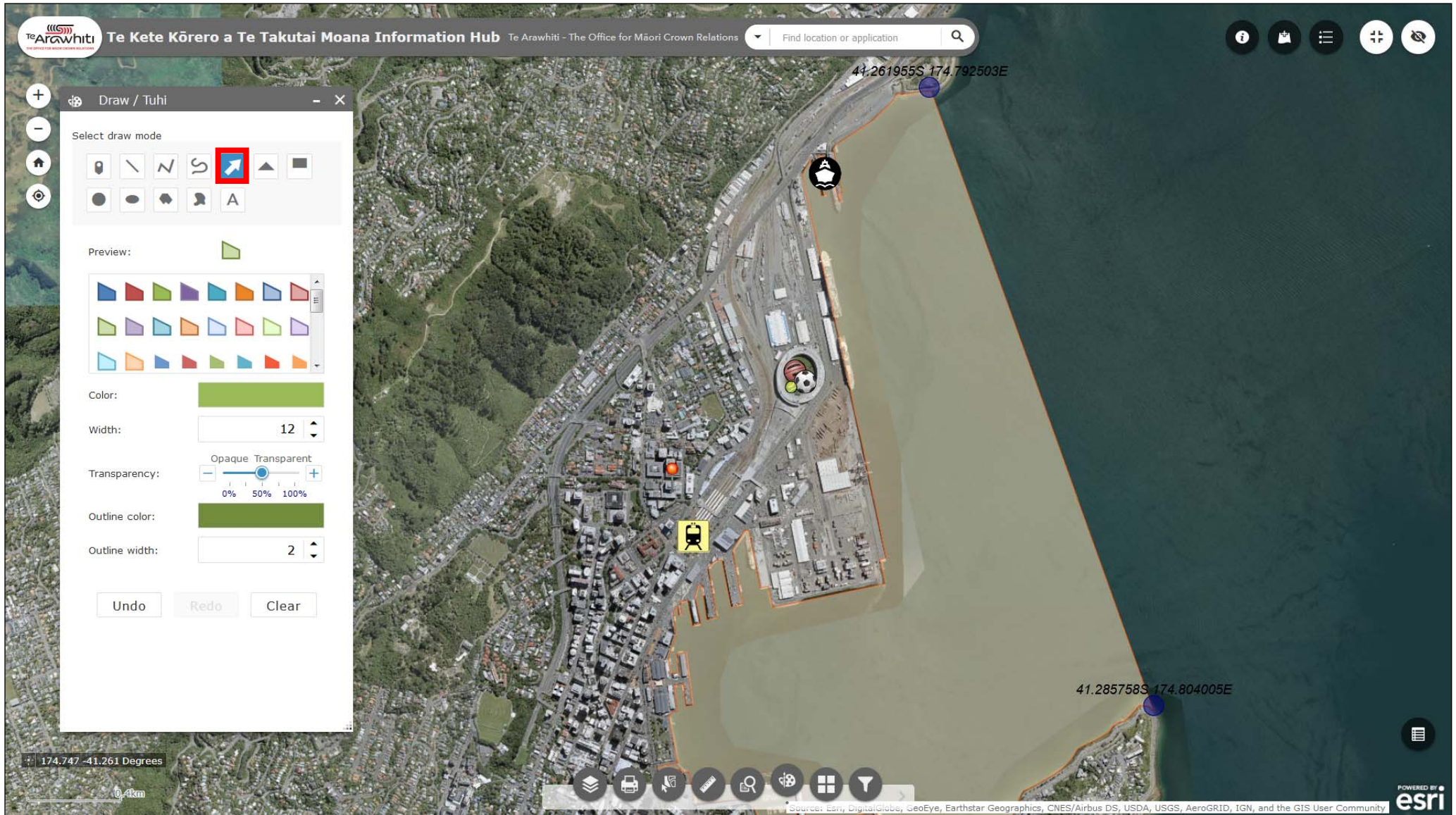
5. Turning the 'show location measurement' slider on will display the coordinates at your point's location.



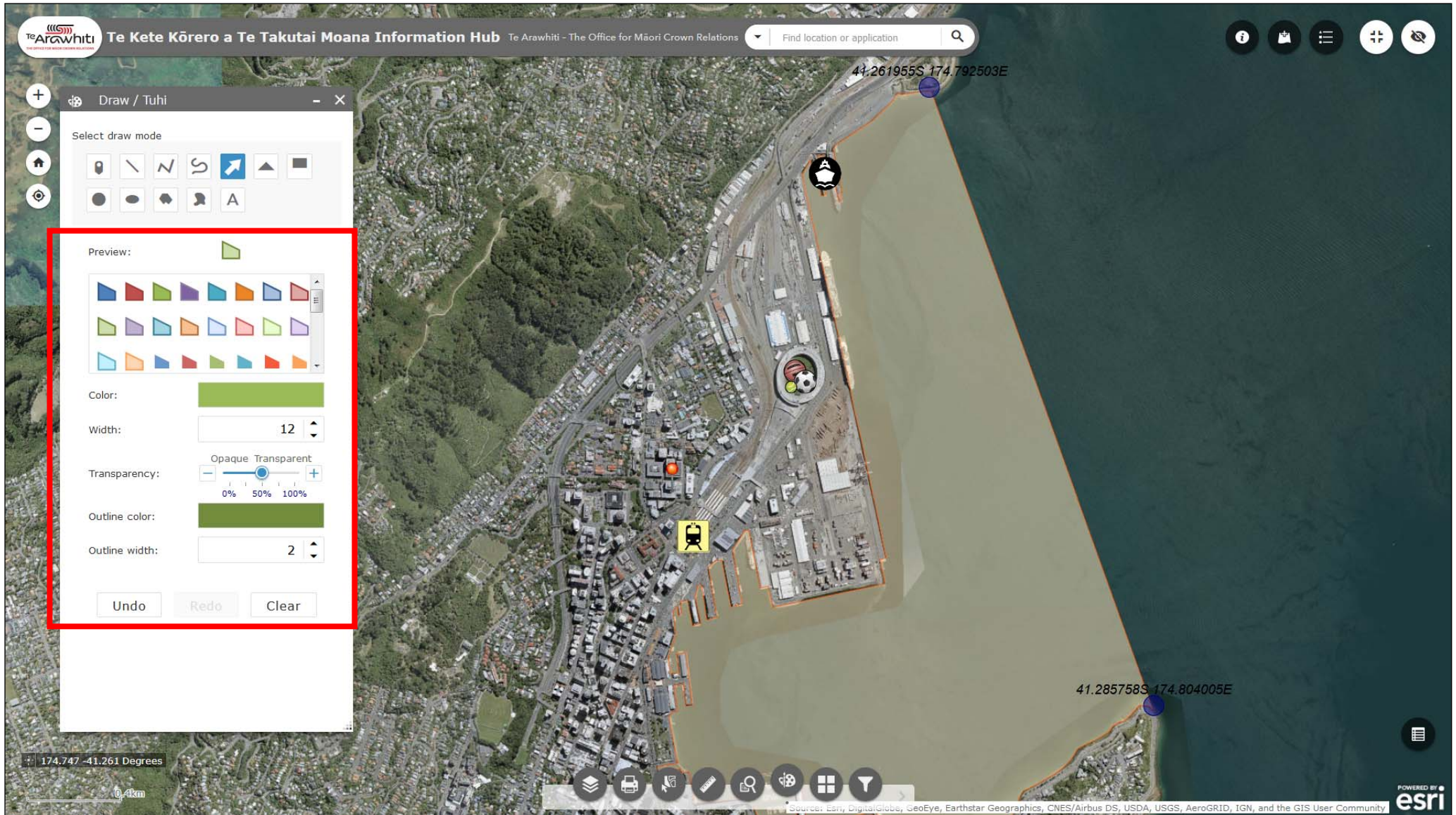
6. To create your point simply click on the map.



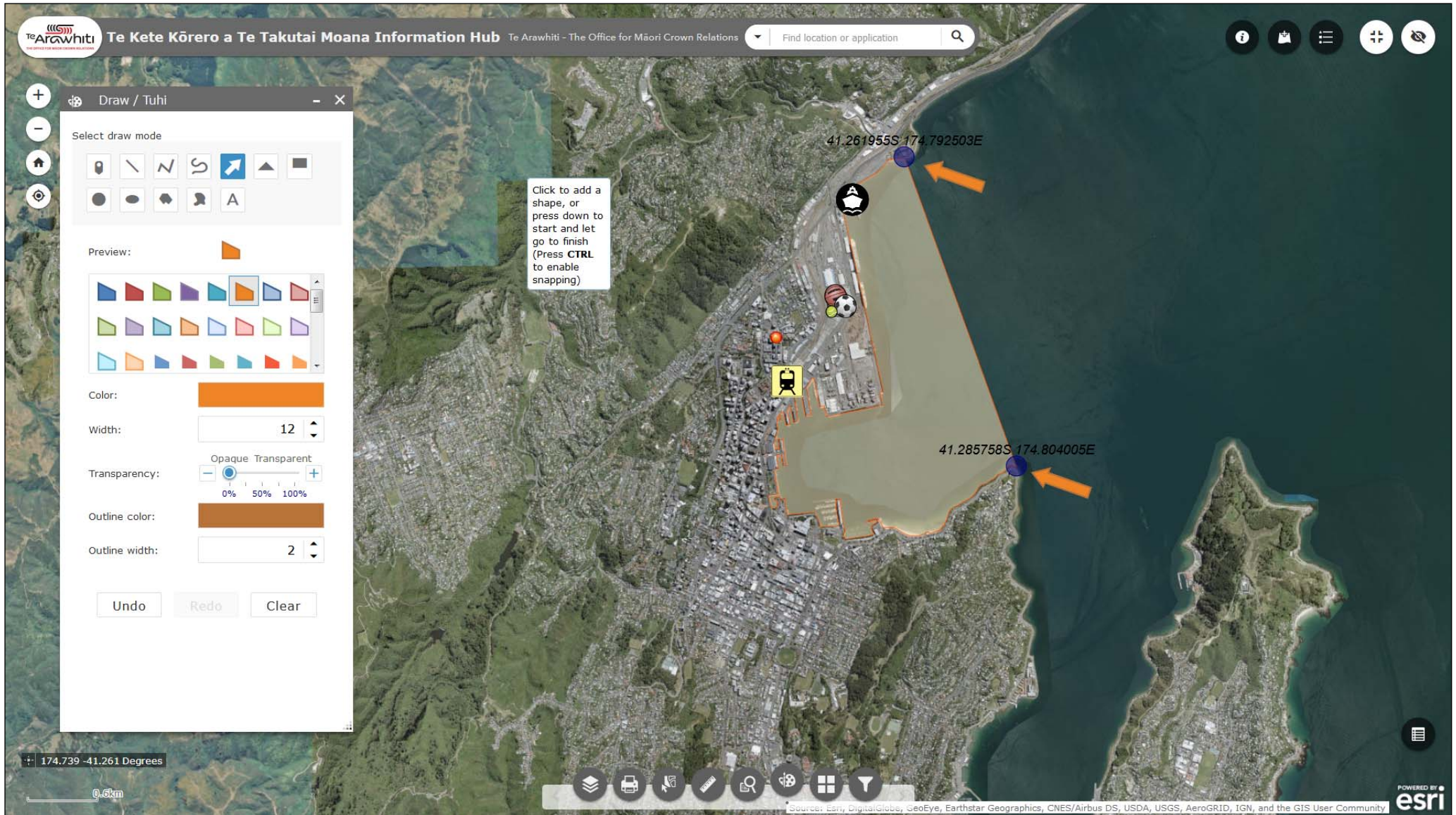
7. You can create multiple points with multiple styles. This can be useful when highlighting a number of different features on a map.



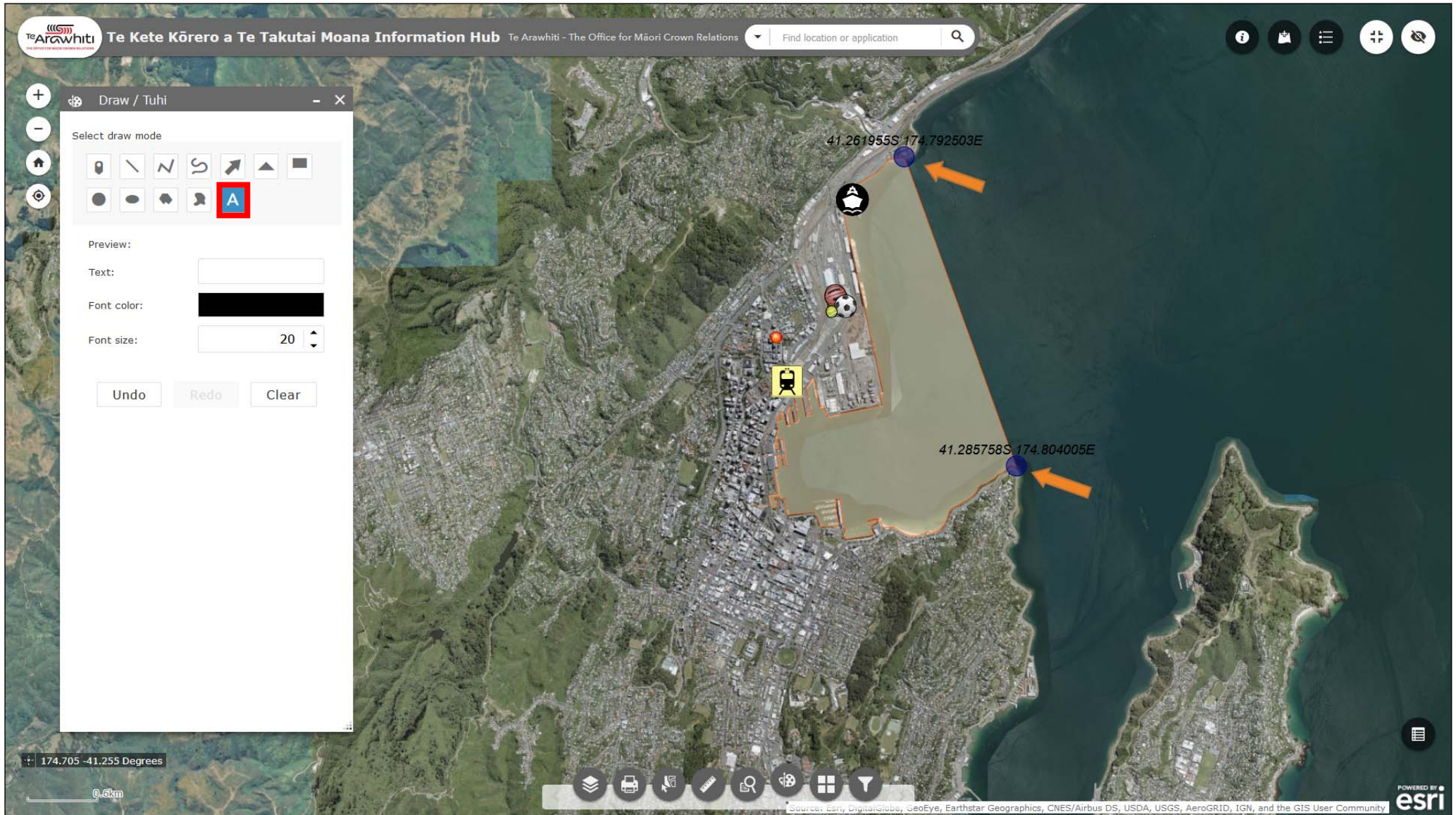
8. You can add arrows using the arrow draw mode. It's the fifth one along.



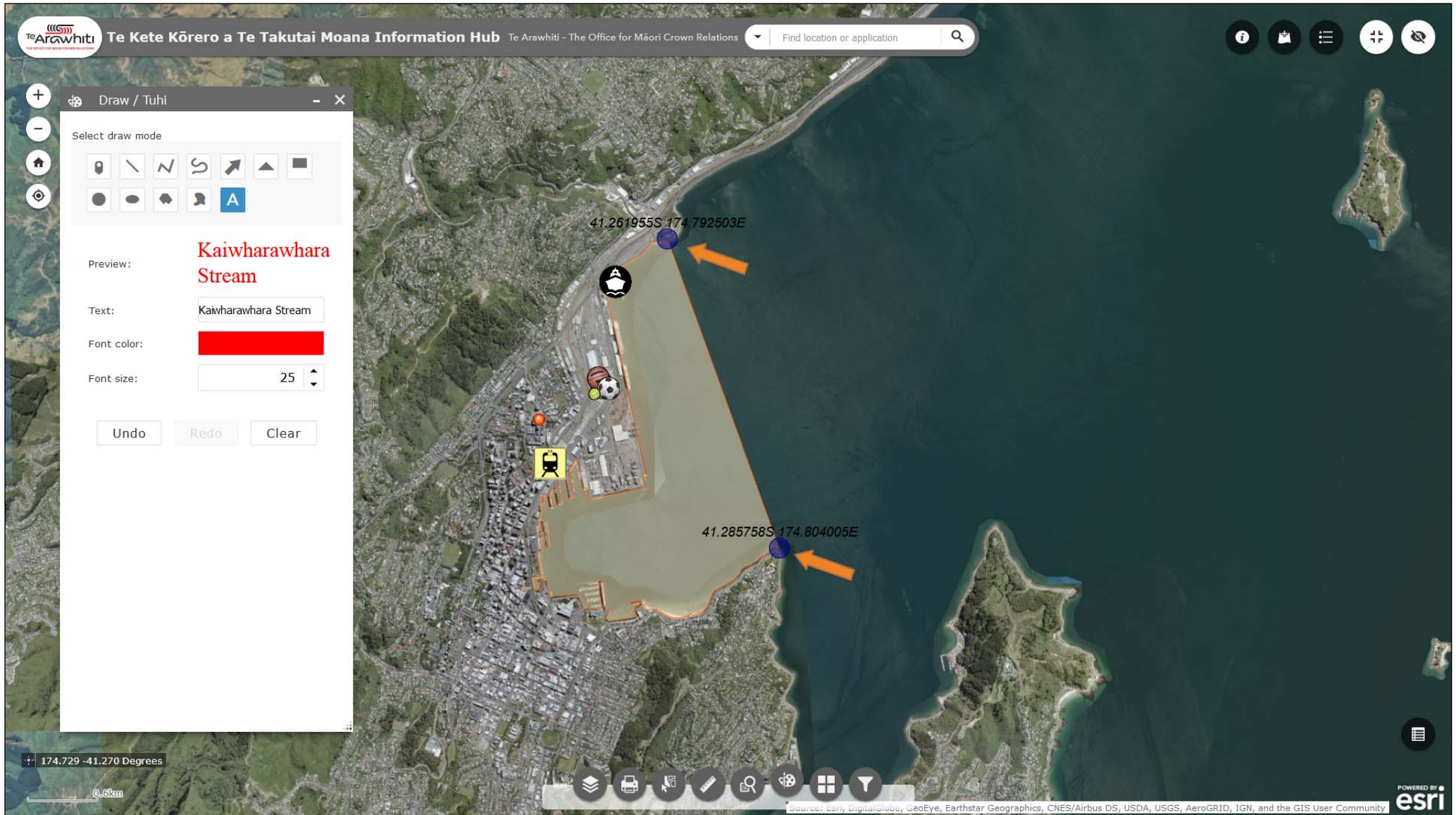
9. As with points you can alter the style and colour of the arrow.



11. To draw your arrow click and hold on the map. Use your mouse to alter the size and direction of your arrow. When finished release the mouse button.



11. You can add text by selecting the text draw mode. It's the last one.



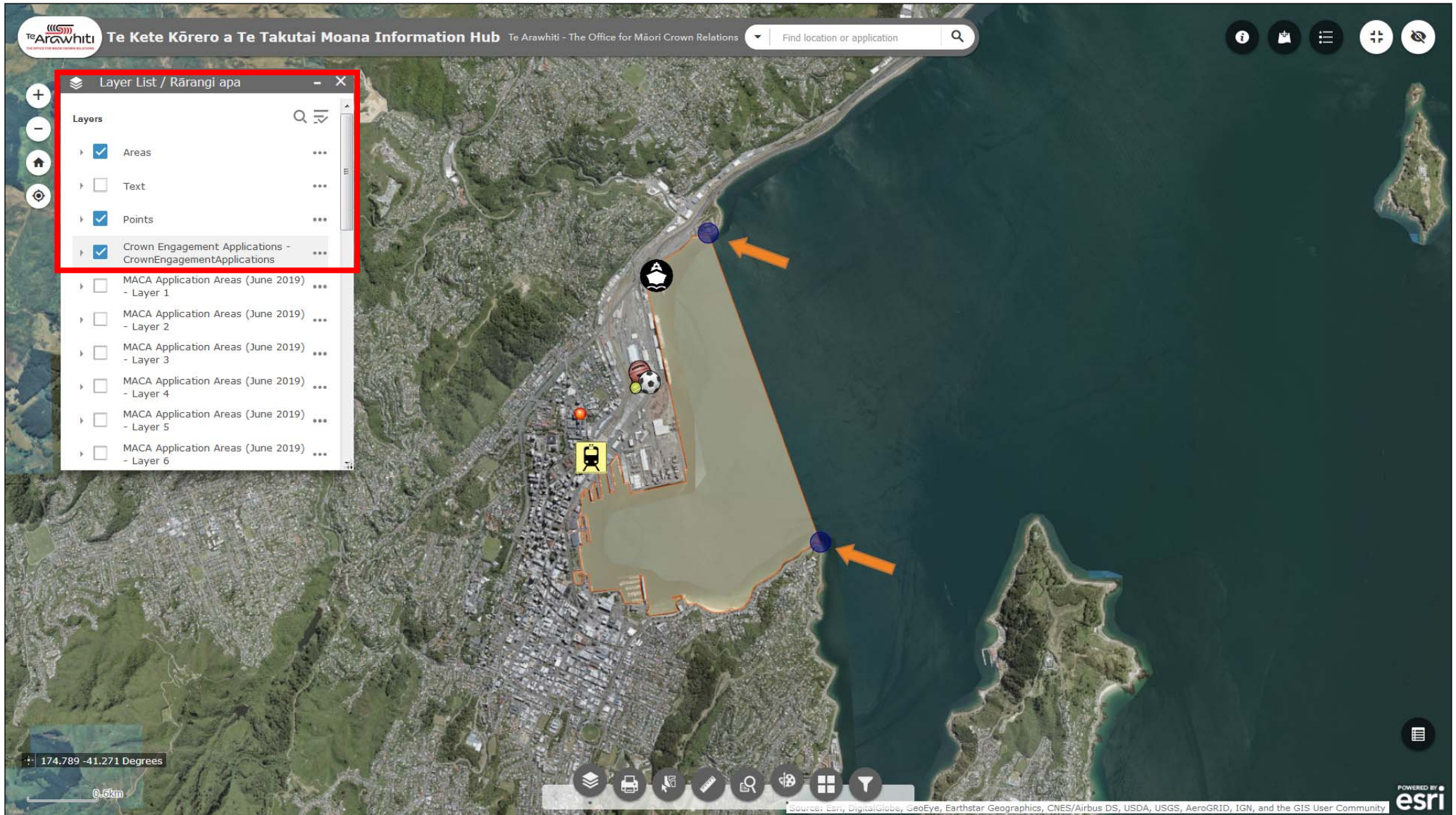
12. Enter your text into the box. You can also alter the colour and size.



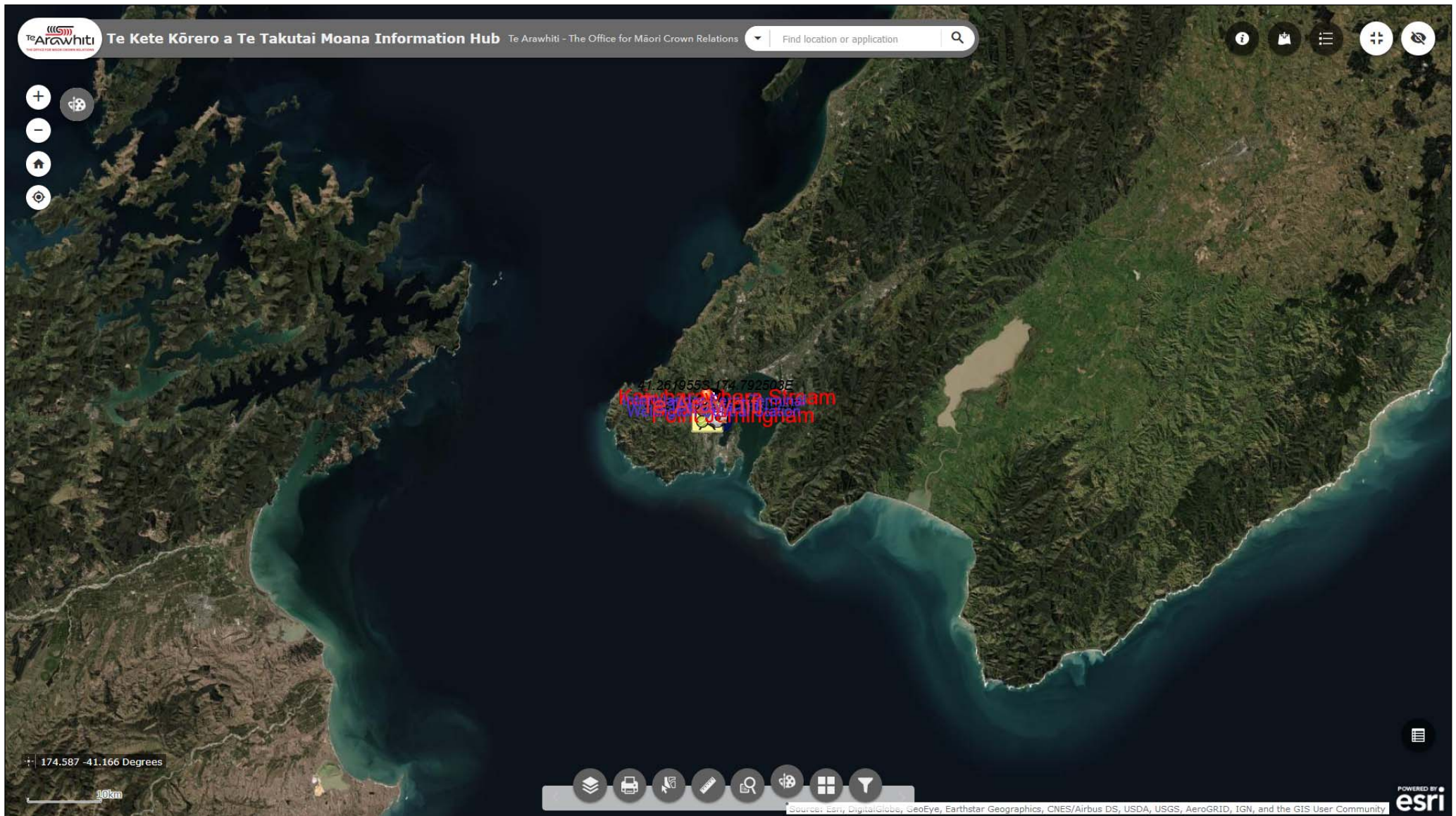
13. Click on the map to add your text. As with the other draw modes you can do this multiple times.



14. You can undo your last annotation, or clear all annotations using the buttons at the bottom of the Draw window.



15. Anything you add to the map using the Draw tool will appear in the Layer List. Here you can toggle your annotations on and off.



16. Please be aware that any annotations you make will not scale up or down as you zoom your map in or out. To avoid this issue it is best to decide what zoom level you want to use before making any annotations.