

MARPLOT Tip Book



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MARPLOT search options

There are two main search options in MARPLOT

1. Arrow tool
2. Search menu

Using the Arrow tool to identify objects in a Vulnerable Zone – The easiest way to search for objects in a Vulnerable Zone is to use the search capabilities of the MARPLOT Arrow tool.

Part 1 – set up your Arrow tool to draw a circle

1. Select File> Preferences
2. Select the Tools tab
3. Set Arrow Tool to “circle (from center)”
4. Click OK

Part 2 – do search

1. Place the Arrow tool on the point from which the chemical is being released
2. Click and drag (holding down the mouse button) until the counter at the lower left of the MARPLOT frame reaches the radius of the VZ
3. In the “Select on Layers. . .” list, mark the layers you wish to search
4. Click on “Select” (This will highlight selected map objects within the VZ radius.)

Part 3 – export list of objects to an ASCII file

1. Select File>Export
2. In the “Export” dialog box, click on “selected objects” and “Marplot Simple Point Format”
3. Click on the “Fields” button and select the fields you want to export (object name and layer name are best)
4. Click OK
5. Click the “Export” button
6. Name your file

The ASCII text file created this way identifies all of the objects you searched for within the VZ.

Using The MARPLOT Search Menu to identify objects in a Vulnerable Zone - This time of year, a lot of you are just completing your hazard analyses for Title III compliance. One of the most frustrating aspects of this is the task of documenting what Special Locations are inside the VZ. I don't have a panacea for you but here's a way to cut down on the workload a bit.

Part 1 - set up a search

1. Select the Facility whose Vulnerable Zone you wish to search
2. Click on the Facility's icon so that it is highlighted
3. Select List > Search
4. In the "Search for Objects" field, select "that are within. . ."
5. Next, enter the radius of the Vulnerable Zone
6. Lastly, in the "Layer(s) to search" field, select "Individual layer" and the name of the layer you plan to search, e.g., "CAMEO Day Care Centers."
7. Click on the search button to execute the Search. (This will identify all the objects on the layer.)

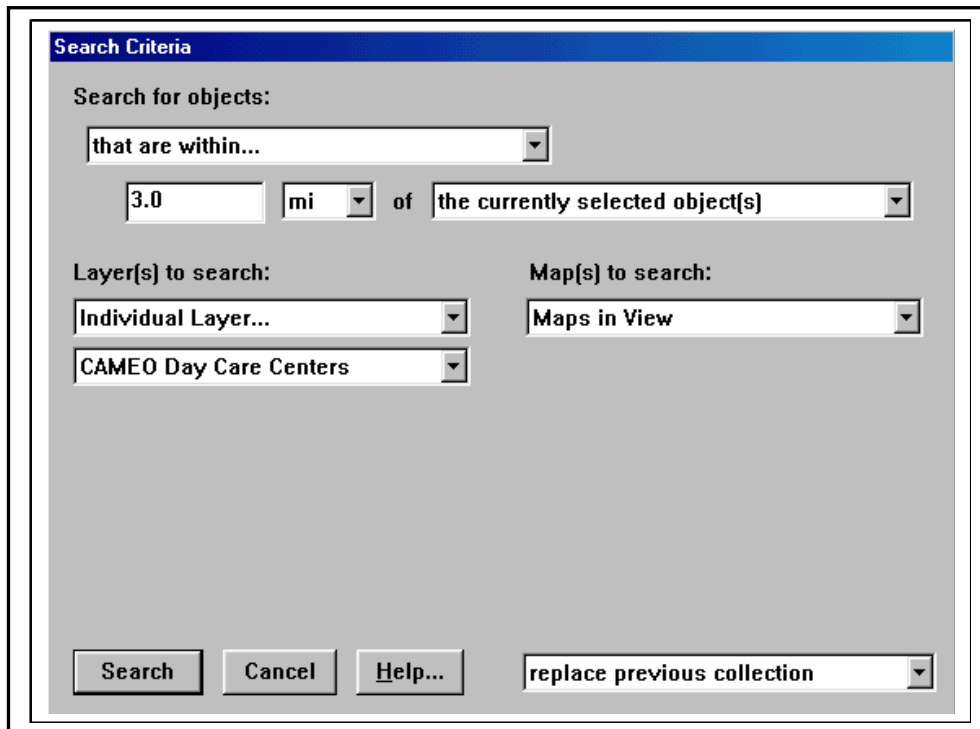


Figure 1. Set the Search Parameters for Your Vulnerable Zone.

Once you have your search collection, you need to save it.

Part 2 - saving a search collection

1. Once you've run your search collection, click on the "Save Collection" button
2. Select a file name and location to store your search collection file.
3. Click save
4. Repeat the processes in Steps 1 and 2 for as many search collections as you wish to compile. You can recall them later to view or export them. Keeping a list of search collections is a good idea.

(Note: You can search multiple layers at once and save the collection but the collection will not be in order. This approach is slower but it keeps all of the objects of a type, like day care centers, together.)

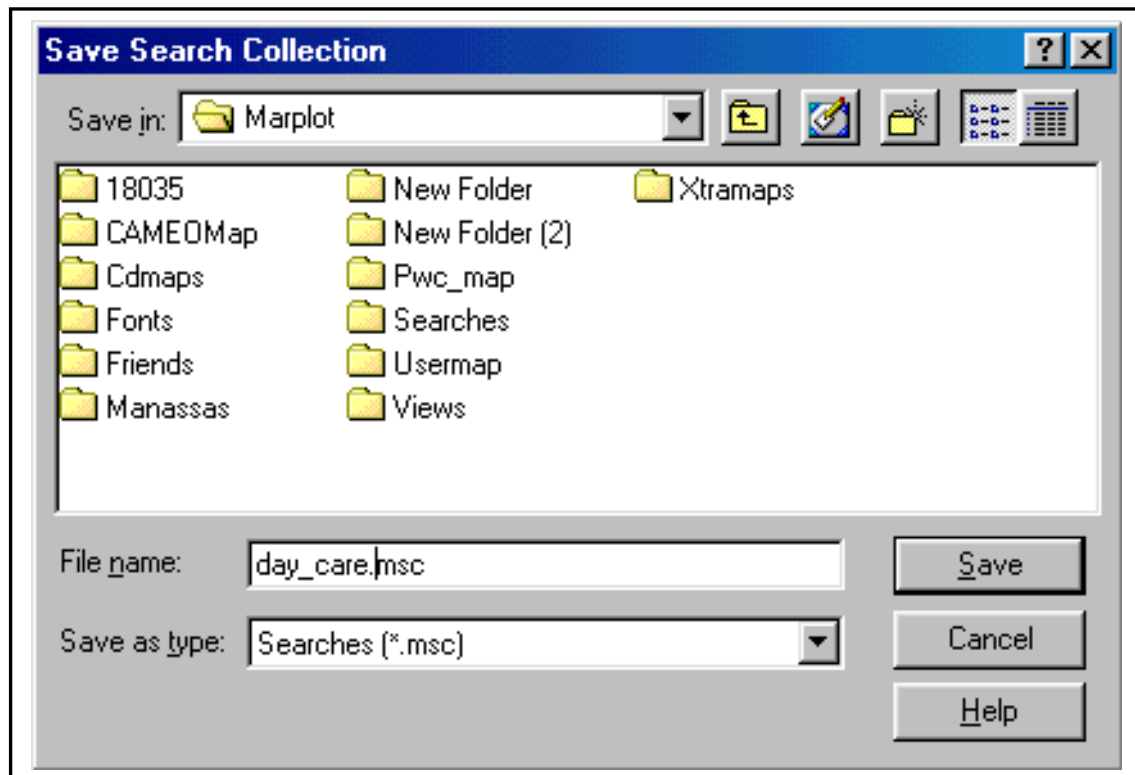


Figure 2. Name and File Your Search Collection.

Here's the time saver: exporting your search collection to a file you can pull up in another program.

Exporting a Search Collection to an ASCII File

1. Select the Search collection you wish to export:
 - Select "Show Search Collection" on the List pull-down menu
 - Click on the "Load Search Collection" button
 - Select the named search collection you wish to export
 - Click on the "Open" button
2. Select "Export" on the File pull-down menu
3. In the Export dialog box, choose the following settings:
 - Export - Search collection
 - Format - MARPLOT Simple Point Format
4. Click on the "Fields" button
5. In the "Simple Text Export Fields" dialog box, remove checkmarks from all fields except *object name* and *layer name*.
6. Click OK to save your fields selection and return to the Export dialog box

7. Click on the "Export" button
8. Assign a file name and location directory to your export file.

(Note: Export files are ASCII text files and can be opened by a wide variety of outside applications, such as word processing or spreadsheet programs.)

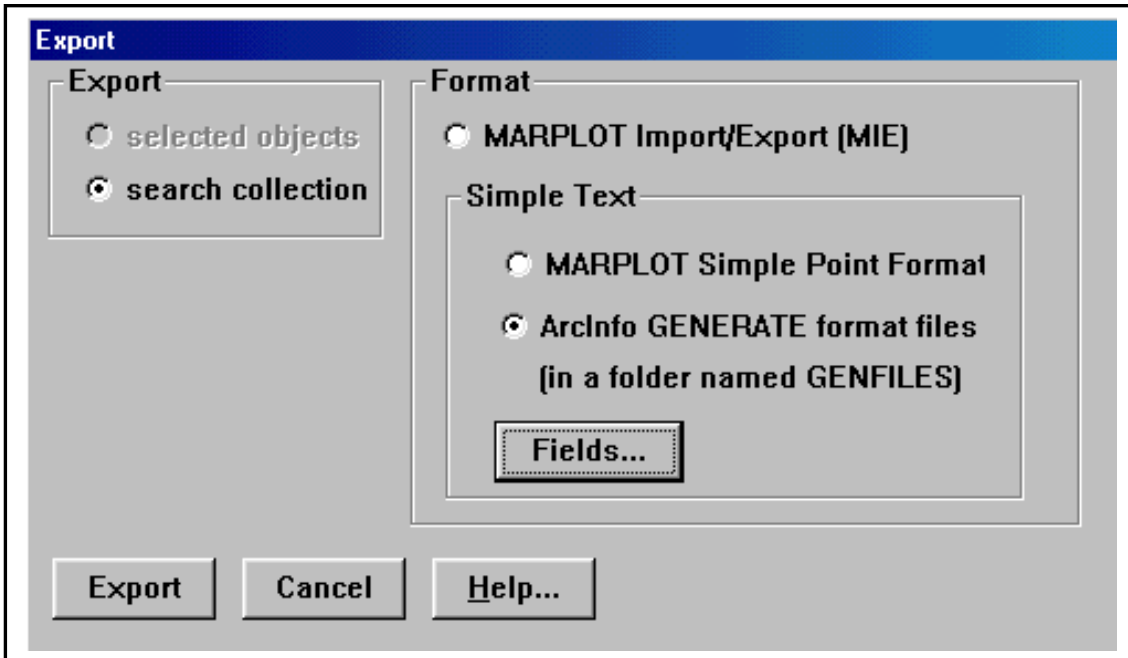


Figure 3. Export Your Search Collection.

A file exported in this way can be imported into another application, e.g. a spreadsheet program for editing and printing. In addition to the object name and layer name, the file will contain the latitude and longitude of the object.

Identifying Facilities that are not Linked to MARPLOT

If you have a lot of records in your CAMEO databases, you may have lost track of which ones are linked to your MARPLOT map.

Other than going through CAMEO record-by-record and testing the links with the "Show on map" option, there really isn't a reliable way to verify that objects have been linked to the map. However, there is an easy way to come close. Here's how:

You can identify Facilities that are not linked to the MARPLOT map by creating and exporting a search collection as shown above with the following exception: In Part 1, use "Search for objects with any name" and the layer name corresponding to the database you wish to check, e.g., CAMEO Facilities. This will return the names of all of the objects on the layer, i.e., everything that has been linked.

By following the steps in the previous section, you prepare and save a search collection. The only additional thing you need to do is can open the Search Collection file and print the contents. Compare the facilities listed in this document with those shown in the CAMEO Facilities module. Any facility that is not on the list from MARPLOT has not been linked to the map.

Creating special layers with Import/Export

Lets say you want to make a stripped-down version of the MARPLOT Roads layer showing only the streets that comprised a pre-planned evacuation route. You could create a new map layer carefully trace over the streets that the evacuation route would follow or you could use this simple technique to get a precise layout of the route:

- The first step is to create an equivalent, temporary layer (call it temp_roads, for example)
- Set the display characteristics of the new layer to a contrasting color so you can tell them apart
- Open both layers (Roads and roads_temp)
- Select the objects on the Roads layer and move them to the roads_temp layer
- When you have everything you want on the new layer, export it to an MIE file
- Move all the objects from roads_temp back to the Roads layer and lock it
- Delete roads_temp
- Import the MIE file (this will re-create the roads_temp layer with only the feaqtures you want
- Rename roads_temp

This gives you all of the roads you want in their correct positions. You can edit the display characteristics to give the objects on the layer the look you want.

Inserting Bitmap Images

Here is a way to add local features to your MARPLOT map. Check the "Insert picture object" option on the Edit pull-down menu. This feature allows you to insert a Windows bitmap image into your MARPLOT map and assign scale to the image. That means that the picture will shrink or grow as you zoom in or out on your map. It becomes part of the map you see on the screen.

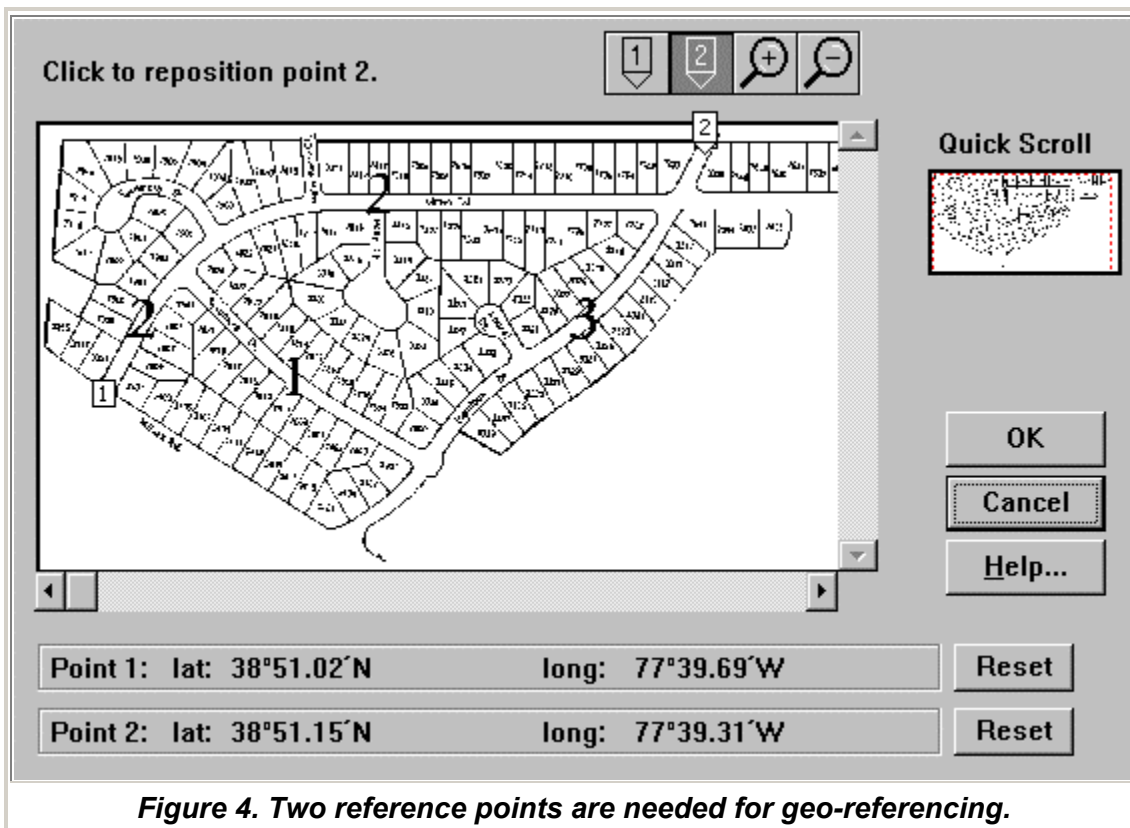
I am not going to spell out the steps for adding a picture object; it would take entirely too much space. Besides, the use of picture objects is described very well in Section 5.5 in your MARPLOT User Guide.

Here is an example of how you can use this feature. Suppose there is a new subdivision that has been constructed in your community. You have a scanned image file of the subdivision and want to add it to your map. There are two options open to you. You can add the image and use it "as is" as part of your map or you can use it as a template to add objects to your "real" map layers.

Option 1. The simplest way to use a bitmap image in MARPLOT is to insert it as a picture object and use it as though it were part of the map. To do this, you first must make a layer for your picture object. Next, insert your object in the proper place on the map as described in your MARPLOT manual.

To ensure that the picture winds up in the right place, you need to have two reference points that are common to the bitmap image and to your MARPLOT map. You need to give MARPLOT the coordinates of one point and either the distance to the second or the coordinates of the second. These might be two intersections or two sets of latitudinal/longitudinal coordinates. Or, you also can use the distance from one point to another.

By default, the new layer will be placed at the top of your layer list. Map layers are displayed in the order in which they appear on the layer list, so the object you have inserted will appear on top of other map features. This can be awkward if the picture object covers up map features that you want to see. To avoid this, move the picture layer to the bottom of your layer list. All you have to do is highlight the layer on the layer list, click the "Move" button and select "bottom." If the picture layer is at the bottom of the layer list, all of the other layers will be displayed on top of it. That means you can use the bitmap image as a backdrop for other mapping activities. (See Figure 4.)



Option 2. Your second option is to enter the bitmap image, as in Option 1, and use it as a template for adding new MARPLOT map objects. In other words, you can trace over

the features and add features like roads to MARPLOT map layers. Instructions for editing roads can be found in Section 5.4 of your MARPLOT manual. (See Figure 5.)

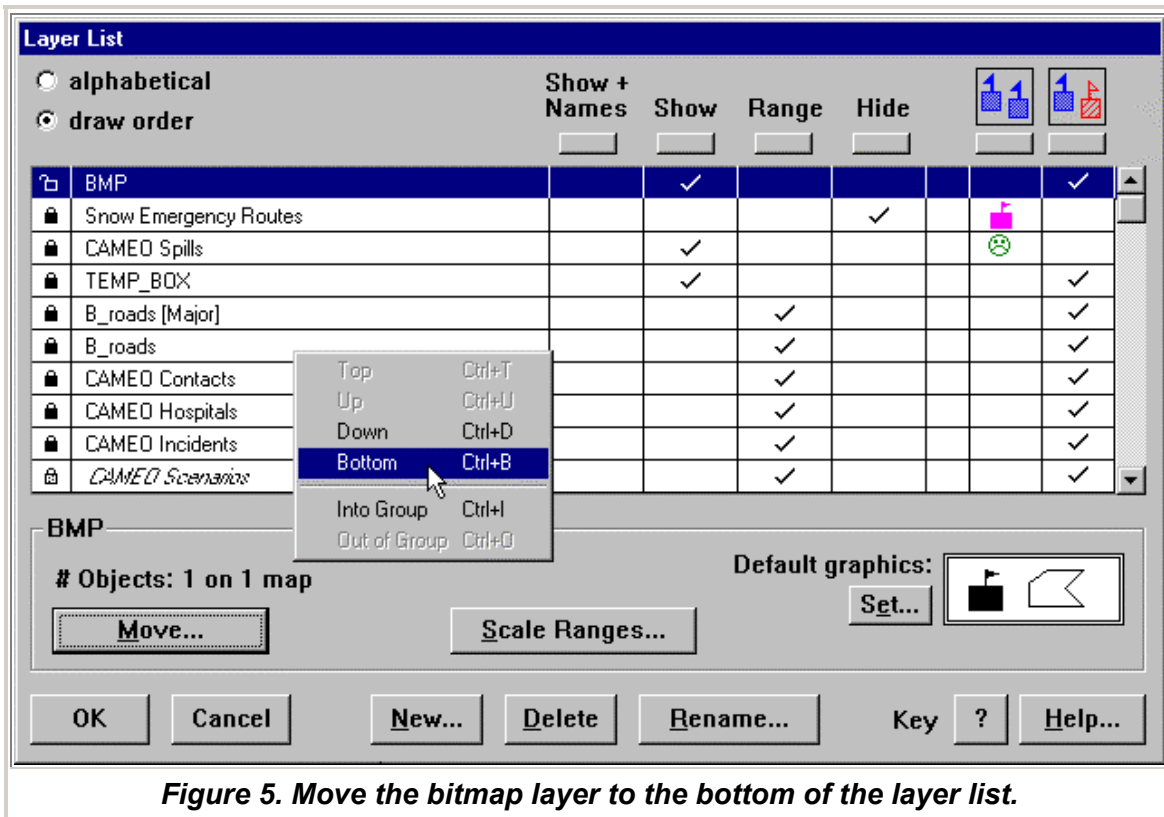


Figure 5. Move the bitmap layer to the bottom of the layer list.

Next, hide the bitmap image and view the result. To do this, go to the layer list (on the List pull-down menu) and put a check mark in the Hide column next to the layer with your bitmap image.

Options for Saving MARPLOT Screen Images

Experienced MARPLOT users often develop detailed information displays on their maps. Scenario-specific map displays of things like Vulnerable Zone analyses can convey a lot of information but can also take a long time to set up. Making them in advance and storing them in MARPLOT layers can save time but can also increase map clutter. Saving bitmap images using the "Save as Picture" option on the File pull-down menu is no solution. The images cannot be recovered and edited when changes occur.

Here's a way to save information in MARPLOT for later recall and modification.

Create a new layer for the MARPLOT map objects you plan to create - This tip involves use of the MARPLOT Import/Export option to save data. At the end of the process, you will export all of the objects on this layer.

Starting from the main MARPLOT screen:

- Select "Layer List" on the List pull-down menu
- Click on the "New" button
- Enter the name of your new layer, e.g. "Green Valley Chlorine VZ"
- Set your layer's display characteristics (optional)
- Save and return to the main MARPLOT screen
- Draw your scenario-specific objects and annotations

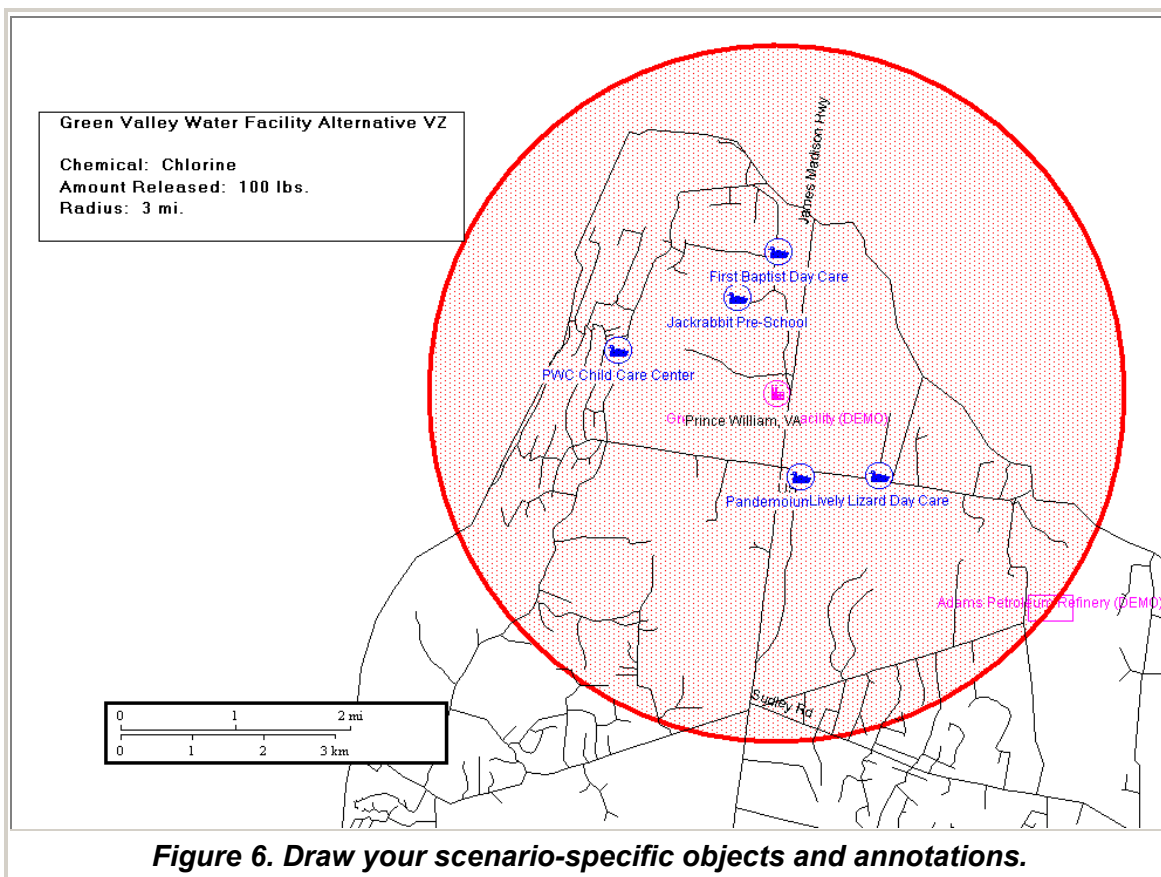


Figure 6. Draw your scenario-specific objects and annotations.

- Use "Save as Picture" on the File pull-down menu to create a bitmap image (optional)
- Save your work

Use the Search and Export functions to save all of the objects on your scenario-specific layer – Exporting all of the objects on the

With your new layer displayed search for and export the objects you want to save:

- Select "Search" on the List pull-down menu
- Set up a search for "Objects with any name" on you new layer

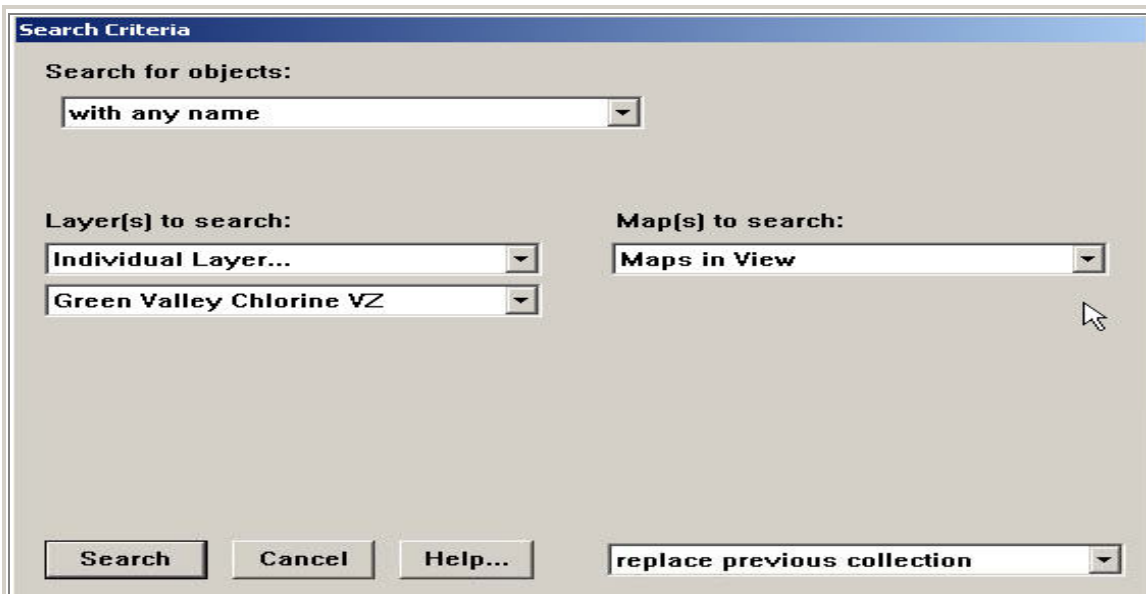


Figure 7. Set up a search for “Objects with any name” on you new layer.

- Execute the search
- When the found set is appears, select “Show all on map” (all objects will be highlighted)
- Select “Export” on the File pull-down menu
- Choose “Selected objects” and MARPLOT Import/Export (MIE)

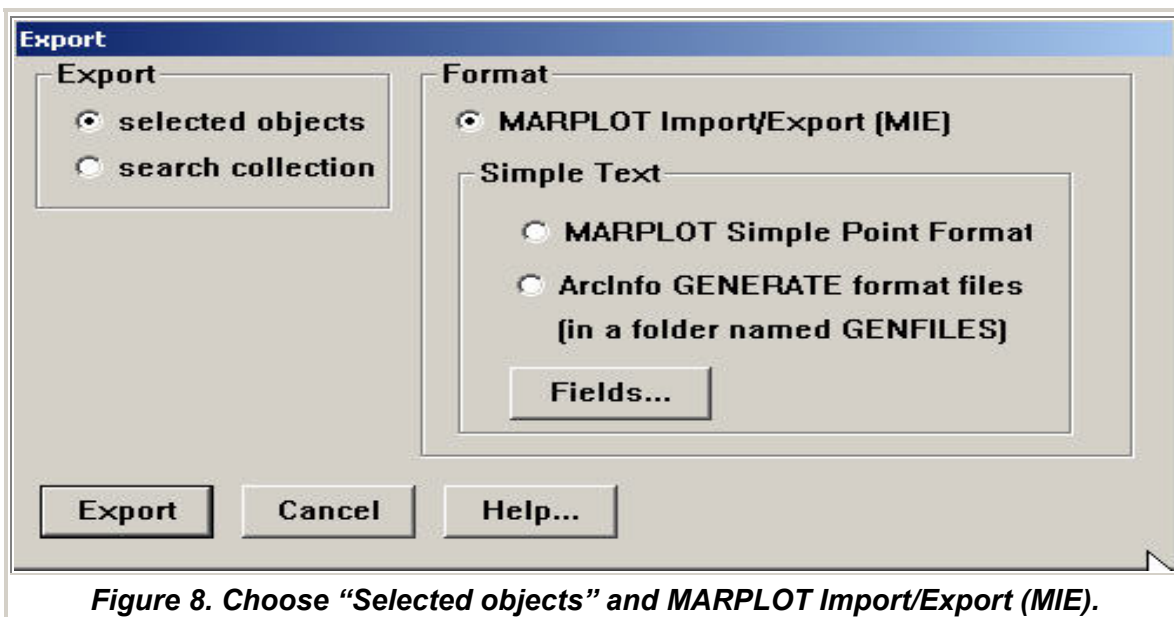


Figure 8. Choose “Selected objects” and MARPLOT Import/Export (MIE).

- Click on the “Export” button
- Assign an appropriate name to your export file, e.g., Green Valley VZ.mie

Now that you have exported all of the objects on your layer, you can delete the layer itself. The layer can be recreated at any time by re-importing the file.