

Landmarks-Overview

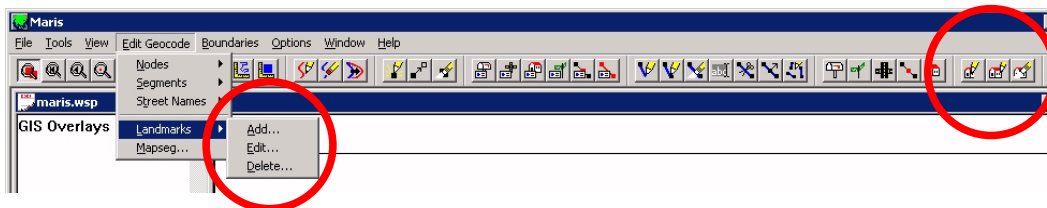
Landmarks are any geographical locations you wish to include in your transportation system. Landmarks are prominent identifying features of the landscape, such as churches, bodies of water, public buildings, or historical points of interest. Landmarks can be displayed and identified in **EdulogNT** and may be created/alterd/deleted in **MARIS**

Landmarks can be used to locate students, stops, schools, or common destinations. Landmarks can be created for all schools using a batch program in EMU (This has not been implemented yet.) You can also Add, Edit, and Delete landmarks using **MARIS**.

(NOTE: SCHOOL Landmarks can be automatically generated by running CreateSchoolLandmarks.BAT in the ELT\EXE\EMU folder. If you are not sure that this file is setup correctly or it is missing, contact your project leader. This option WILL be included in EMU shortly)

Basic Landmark Commands

Note: ALL basic commands AND the display/identify commands can be accessed by RT-CLICK anywhere on the display map.



Add... Allows you to add a new landmark to the geocode. Using the Add Landmark features you can quickly add a landmark to identify student locations or stop locations in TIMS.NT

Edit... Allows you to edit an existing landmark in the geocode. If you have a landmark in the wrong location on your geocode or the name has changed, you can use the Edit Landmark feature to change any information associated with the landmark.

Delete...

Allows you to delete a landmark from the geocode. If you have a landmark that doesn't exist any more or you don't need it in your geocode any longer, you can use Delete Landmark to delete it from your geocode.

ADD Landmarks

(MARIS only)

Choose **Edit Geocode>Landmarks>Add** on the menu bar or by Rt-click on the display map.



- Type the name of the landmark in the New Landmark Name Field.
- Choose ID and use the mouse to identify the location of the landmark on the map display or type in the address of the landmark.
- Type the name of a contact person, if known, in the contact field.
- Use the drop menu to choose the appropriate Landmark Type.
- Choose Confirm to save the new landmark.

EDIT Landmarks

(MARIS only)

Choose **Edit Geocode>Landmarks>Edit** on the menu bar or by Rt-click on the display map.



- Type the name of the landmark in the Landmark Name Field and choose ID to fill in the remaining fields or Choose ID and use the mouse to locate the landmark on the map display.
- Type the new name in the Change Landmark Name to Field.
- Choose ID and use the mouse to identify a new location.
- Type a new contact name in the Contact field.
- Use the drop menu to choose a new Landmark Type.
- Choose Confirm to save the new landmark.

DELETE Landmarks

(MARIS only)

Choose **Edit Geocode>Landmarks>Delete** on the menu bar or by Rt-click on the display map



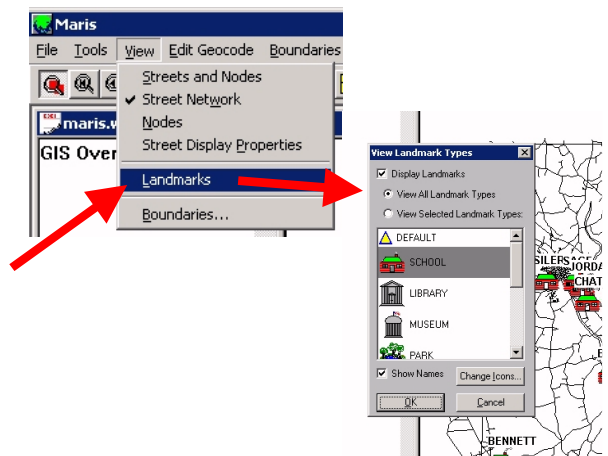
- Choose ID and use the mouse to point to the landmark to be deleted on the map display or type the name of the landmark in the Landmark Name Field.
- Confirm (NOTE: If you currently have the landmarks displayed, you will need to refresh your map display, or the deleted landmark will continue to be displayed)

Displaying Landmarks

(MARIS only)

Choose **View>Landmarks** on the menu bar or by Rt-click on the display map.

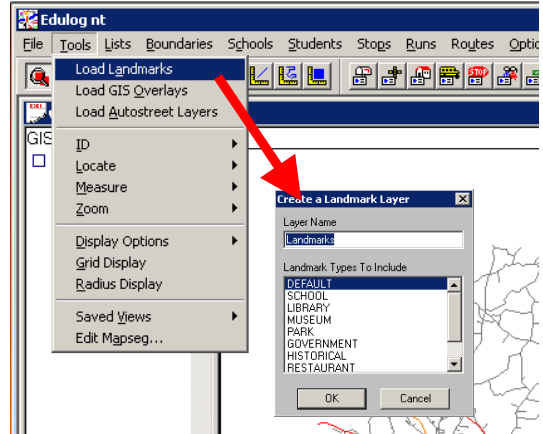
- Select the display Landmarks check box
- Choose View **All Landmark Types** check box.
- or
- Choose View **Selected Landmark Types** and highlight the landmarks you want.
- Choose "OK"



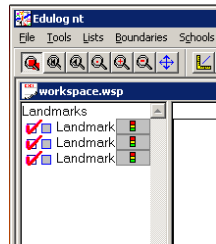
Displaying Landmarks

(EdulogNT only)

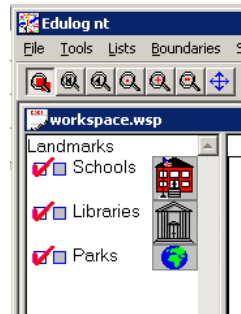
EdulogNT allows you to load the landmarks as layers.



Each landmark type (schools, museums, etc.) will be loaded as a separate layer



You will need to Left-click on each layer name 'Landmark' and rename it to a more descriptive name and, if desired, click on each of the default icons and select a different icon for each layer.

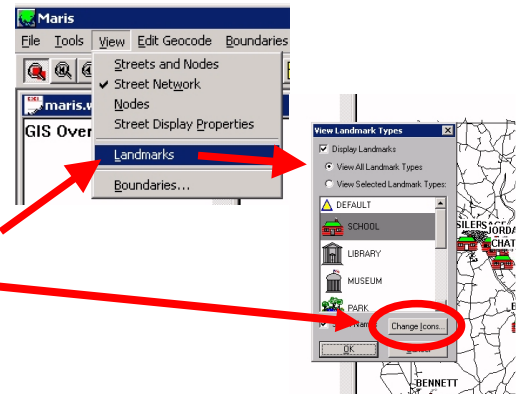



Changing Landmarks Display

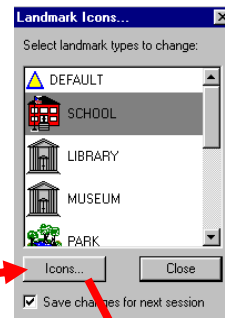
(MARIS only)


Choose **View>Landmarks** on the menu bar or by Rt-click on the display map.

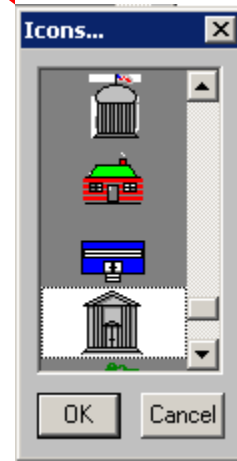
- Choose Change Icons on the View Landmark Types dialog box.



- Highlight the landmark you want to change. 



- Choose Icons. 
Use the scroll bar to find the icon you want. Keep in mind that you want landmarks that might be displayed together to look very different.
- Choose OK.
- Choose Close on the landmark Icons dialog box.
- Choose Ok on the View Landmark Types dialog box.

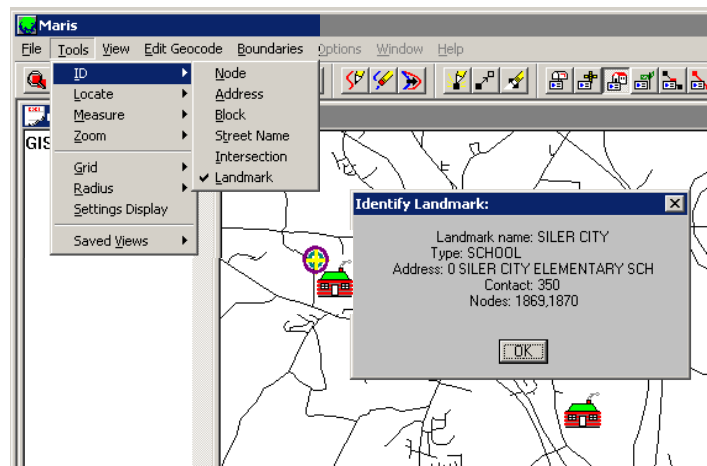


IDENTIFY Landmarks

(MARIS And Edulog.NT)

Choose **Tools>ID>Landmark** on the menu bar or by Rt-click on the display map.

- Point to the landmark location and Left-Click. Note that you may need to zoom in on the location if there are several landmarks close together.

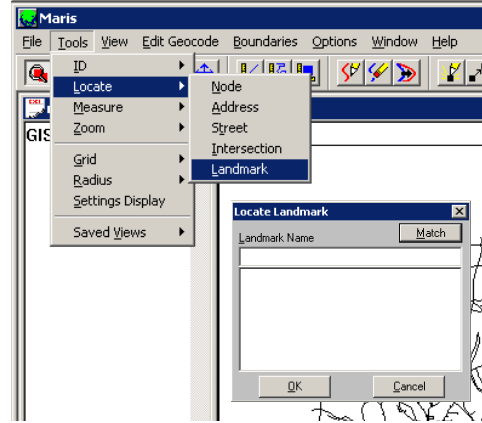


LOCATE Landmarks

(MARIS And Edulog.NT)

Choose **Tools>Locate>Landmark** on the menu bar or by Rt-click on the display map.

- Type in a partial name.
- Select **Match** and select the desired landmark from the list. The landmark will now be displayed. Be sure that your map window covers the area that you expect the landmark to be in or it will not be seen in the active area.

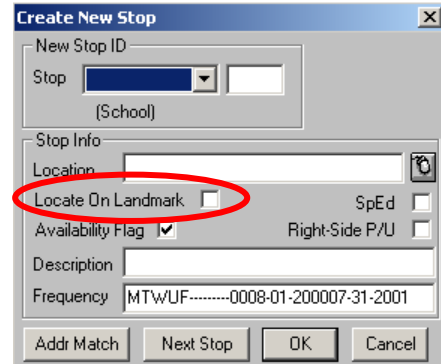


An Example of using Landmarks

(Edulog.NT)

Create a stop at a school landmark

- Tools>Load Landmarks, select SCHOOLS
- Stops>Graphical>Create
- Select 'Locate on Landmark'
- Select the mouse icon beside the Location line
- Point to the desired landmark icon on the display map and the stop will be created at that landmark



Note that not all landmarks will be on a node like schools are and if you wish to locate a stop at the nearest node location to a non-node landmark, you can put < then the entire name of the landmark in the location field. Then choose the Addr Match button (if available) or press {TAB} on your keyboard to automatically select the nearest node.