Display of Overlays

Display Order of Overlays

MIMS overlays are drawn on the screen in the order that they are listed in the setup menu. This means that an overlay that is at the bottom of the list may be drawn over when another overlay is displayed.   When it is desirable for a different overlay to be drawn on top, the display order can be changed.

MOVING AN OVERLAY TO THE TOP
1. Click "Setup" from the main MIMS window.
2. Use the up and down arrows to move cursor to the overlay name.
      Example: F:\MIMS\MAP\PACEL.MIM
3. Press F3 to move overlay to top.
4. Press F11 to return to main MIMS window.

MOVING AN OVERLAY FROM THE TOP
1. Click "Setup" from the main MIMS window.
2. Use up and down arrows to move cursor to the destination of top overlay.
3. Press F4 to move overlay at top of list to current position of cursor.
4. Press F11 to return to main MIMS window.

Thus, any overlay can be moved anywhere on the list by first moving it to the top, and then moving it from the top into its desired destination.

Turning Overlays Off and On

Sometimes it is desirable to turn off an overlay for a period of time. This means that the overlay remains on the list of overlays in the setup menu, but is not displayed on the map. If an overlay is turned on, there will be a D for 'Display' to the left of the name of the overlay in the setup menu. If the overlay is turned off, there will be an O for 'Off' to the left of the name of the overlay.

TURNING AN OVERLAY OFF
1. Click "Setup" from the main MIMS window.
2. Use the up and down arrows to move cursor to the overlay name.
3. Press Ctrl-O to turn off overlay.
4. Press F11 to return to main MIMS window.

TURNING AN OVERLAY ON
1. Click "Setup" from the main MIMS window.
2. Use the up and down arrows to move cursor to the overlay name.
3. Press Ctrl-D to turn on overlay.
4. Press F11 to return to main MIMS window.
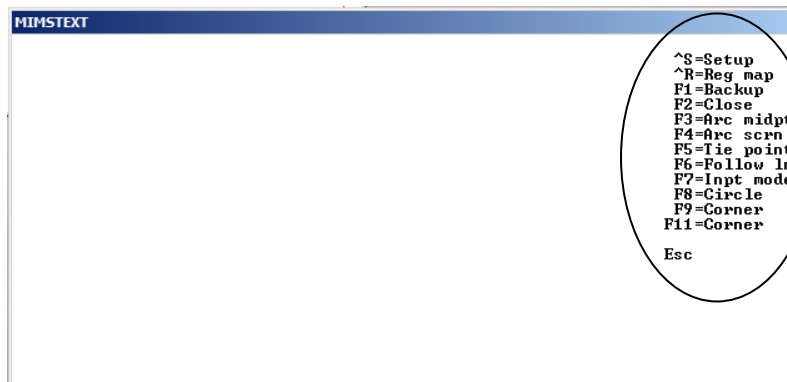
Turning an Overlay on for Editing

In MIMS, only one overlay at a time may be edited.

TO TURN ON AN OVERLAY FOR EDITING
1. Click "Setup" from the main MIMS window.
2. Use the up and down arrows to move cursor to the overlay name.
3. Press Ctrl-E to turn overlay on for editing.
4. Press F11 to return to main MIMS window and make desired changes to overlay.

<u>A note about the keys used</u>

MIMS can be set so that different keys perform different functions, and depending on what the user is doing in MIMS, different keys will perform different functions. To determine which keys are active, and what their current function is, look at the upper-right hand corner of the MIMSTEXT window, as seen in the picture below. This handout includes both the function of the keys needed as it displayed in the MIMSTEXT window, as well as the keys that activate these commands from a standard MIMS set-up. For example, Press <F1=backup> means that most users will be able to hit F1 to get the desired results, but those who have different settings may have to find 'backup' and see which key is connected to it.

II. Editing Polygon Overlays

Polygon overlays are used to map things that are enclosed areas such as property boundaries, sections, and townships. Once a polygon layer is turned on for editing, the commands that are available for editing polygon layers are Create, Modify, Add Bndy, Rem Bndy, Label and Move Pt.

Create- The "Create" command is used for mapping new polygons.

TO CREATE A NEW POLYGON
      1. Click "Create" from the Main MIMS Menu.
      2. Click on corner where polygon is to start.
      3. Click on remaining corner points of polygon.
      4. Click on beginning point.

ADVANCED OPTIONS USING CREATE INCLUDE
Follow line- Follow line is used when a new polygon, or part of a new polygon, shares a common boundary with an already mapped feature. Follow line will look for an existing line that marks the last corner point with the crosshair location and trace this line to the new location.

TO USE FOLLOW LINE
      1. Last corner point of mark on map must be on the line you wish to follow.
      2. Place crosshair at point you wish to go to.
      3. Press <F6= Follow ln>

Back up- Back up is used to undo mistakes when mapping new polygons.

TO USE BACK UP
      1. Press <F1=Backup>
      2. Can repeat as many times as necessary to get to last good segment.

Corner- The corner command is comparable to clicking on a corner point when drawing a polygon. It will serve to make a new corner at the point the mouse is pointing to on the screen.

TO USE CORNER
      1. Position crosshair at desired place on screen
      2. Press <F8=Corner>

Close- Close is used to close a polygon. Hitting close will serve to draw a straight line from the current place back to the beginning point of the polygon.

TO USE CLOSE
      1. Press <F2=Close>

Input mode- Input mode is used to input points using coordinate geometry. The most common use of input mode is to input relative locations. Relative locations give a distance and a direction from the current point.

TO USE INPUT MODE TO INPUT RELATIVE LOCATIONS
        1. When using create, press <F7=Inpt mode>
        2. A second window will come up to accept input.
        3. Enter location for next point using one of the following formats:
                {N/S} (angle) {E/W} (distance) { /M/F/R/C/V}   ← most common
                (angle) {N/S} (distance) { /M/F/R/C/V}
                {N/S/E/W} (distance) { /M/F/R/C/V}
                (angle) {R/L} (distance) { /M/F/C/V}

        4. Press <Enter> to move the cursor to point on map where relative location will
             put point.
        5. Press <F9= Corner> to put a new corner point at point.

Tie point- Tie point allows the user to specify a point they want to measure from. A tie point is not a corner point of a polygon, but a reference point for mapping a corner point that is part of the polygon.

TO USE TIE POINT
        1. Position cursor over point to be used as a tie point.
        2. Press <F5=Tie point>.
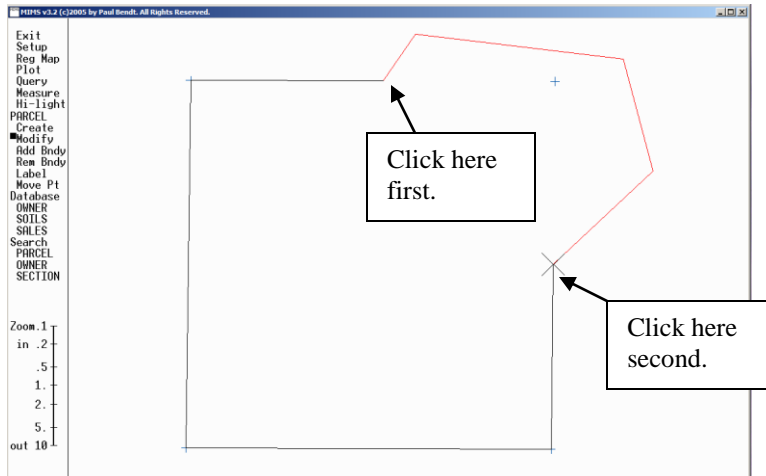   3. Use input mode to enter relative location to next point.

Arc screen, arc midpt, and circle- These commands are available for mapping arcs and circles. For additional information on using these commands, please see our handout on mapping arcs and circles.

Modify- The "Modify" command is used to edit part of an existing polygon that has
        been mapped incorrectly.
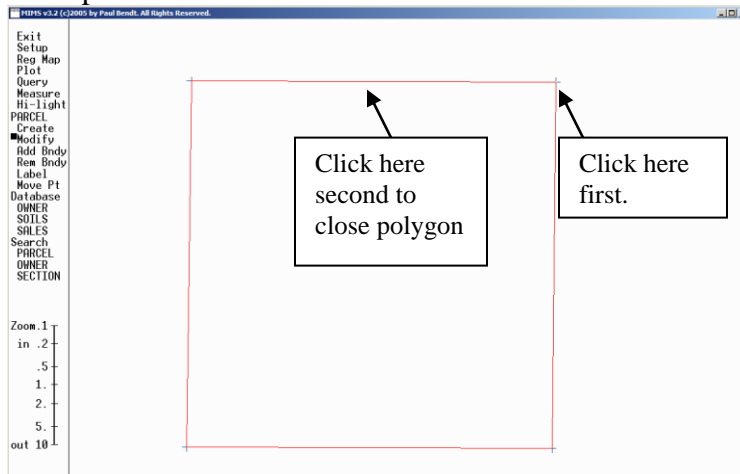
TO MODIFY A POLYGON
        1. Click "Modify" from the Main MIMS Menu.
        2. Identify the part of the polygon that is to be removed.
        3. Click on two points on the polygon that enclose the part of the boundary to be
             removed.

        Example: Here, the black line is the part of the polygon we wish to keep. The red
        line is the part of the polygon we wish to change.

Exit
Setup
Reg Map
Plot
Query
Measure
Hi-light
PARCEL
Create
◾Modify
Add Bndy
Rem Bndy
Label
Move Pt
Database
OWNER
SOILS
SALES
Search
PARCEL
OWNER
SECTION

Zoom.1
in .2
.5
1.
2.
5.
out 10

Click here
first.

Click here
second.

4. Draw new part of polygon.

Example:

Exit
Setup
Reg Map
Plot
Query
Measure
Hi-light
PARCEL
Create
◾Modify
Add Bndy
Rem Bndy
Label
Move Pt
Database
OWNER
SOILS
SALES
Search
PARCEL
OWNER
SECTION

Zoom.1
in .2
.5
1.
2.
5.
out 10

Click here
second to
close polygon

Click here
first.

Add Bndy- "Add Bndy" is a special command. It is intended for use in two situations. One, when somebody owns a tract of land with a donut hole taken out of it, and two, when there is a property that includes two (or more) separated tracts of land. Both these cases lead to a scenario where a single polygon on the map needs two boundaries instead of only one to map it. In this case, the "Add Bndy" command is used.

TO ADD A BOUNDARY
     1. Click "Add Bndy" from the Main MIMS Menu.
     2. Click on the polygon that the boundary is to be added to. (For example, if trying to draw in a donut hole, click on the donut.)
     3. Map new boundary as if creating a new polygon.

Rem Bndy- The "Rem Bndy" command is used to entirely remove a polygon that does not belong on the map.

TO REMOVE A POLYGON
1. Click "Rem Bndy" from the Main MIMS Menu.
2. Click on the polygon that is to be removed.
If MIMS is set to confirm removal of polygons a confirmation screen will appear.
If this happens perform steps 3 and 4.
3. Use the down arrow to hi-light name of polygon to be removed.
4. Press Enter to confirm removal of polygon.

Label- The "Label" command can be used to label polygons.

TO LABEL A FEATURE
1. Click "Label" from the Main MIMS Menu.
2. Click on the polygon that is to be labeled.
3. Enter label information in MIMSTEXT window.
4. Press F11 to save label information and return to Main window.

Move Pt. –The "Move Pt" command is used when an existing polygon on the map has a corner point that is in the wrong spot.

TO MOVE CORNER POINT OF POLYGON
1. Click "Move Pt" from the Main MIMS Menu.
2. Click on the corner point that is to be moved.
3. Click on the spot where the corner point belongs.

III. Editing Line Overlays

Note: This includes only the commands that are different from mapping polygons. The main differences involve the fact that a polygon MUST be a closed shape. A feature mapped on a line layer does not have this restriction, and may even include gaps.

Create- The "Create" command is used for mapping new lines.

TO CREATE A NEW LINE
      1. Click "Create" from the Main MIMS Menu.
      2. Click on the point where the line is to start.
      3. Continue mapping line.
      4. Hit '<F2=End>' to mark the end of the line.

ADVANCED OPTIONS USING CREATE
Gap- The "Gap" command can be used to map a line that is a single feature with a gap in it, for example, if two parts of the same street are not connected.

TO CREATE A GAP
    1. Map the line up to the gap.
    2. Place the mouse over the spot where the next line segment starts, and press <F9=Gap>.
    3. Continue mapping the line.

Extend- The "Extend" command is used to extend an existing line.

TO USE THE EXTEND COMMAND
    1. When editing a line layer, click "Extend".
    2. Click on the endpoint of the line to extend.
    3. Map the extension.

Remove- The "Remove" command is used to remove all or part of a line.

TO USE THE REMOVE COMMAND
    1. When editing a line layer, click "Remove".
    2. Click on the beginning and end points of the section you would like to remove.

IV. Editing Point Overlays

Note: This includes only the commands that are different from mapping polygons and lines. The main difference with point overlays is that all features are a single point meaning there is no need to define an endpoint to a line or close a polygon.

Create- The "Create" command is used for mapping new points.

TO CREATE A NEW POINT
> 1. Click "Create" from the Main MIMS Menu.
> 2. Click on the point where the point is to go.

Move- The "Move" command is used to move a point. This is better than using remove and create to move a point, since it keeps the labels attached.

TO MOVE A POINT
> 1. Click 'Move'.
> 2. Click on the point to move.
> 3. Click on the spot to move it to.

Remove- The "Remove" command is used to delete a point.

TO REMOVE A POINT
> 1. Click "Remove".
> 2. Click on the point to delete.
> 3. Depending on how MIMS is set-up, you may need to confirm that you wish to delete the point.