

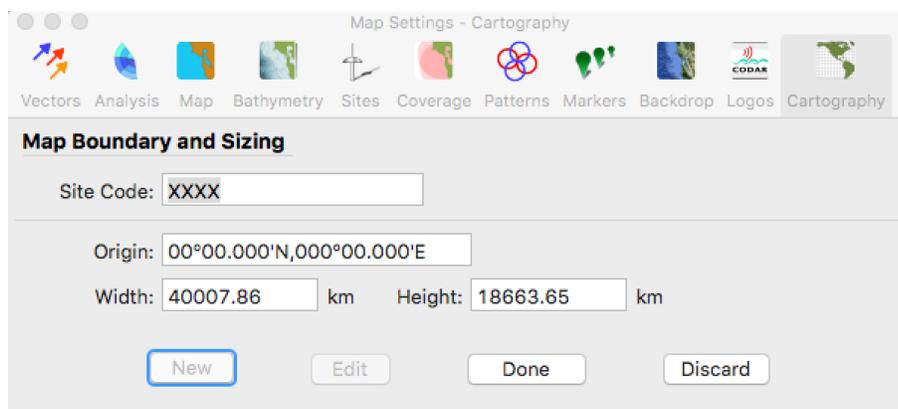
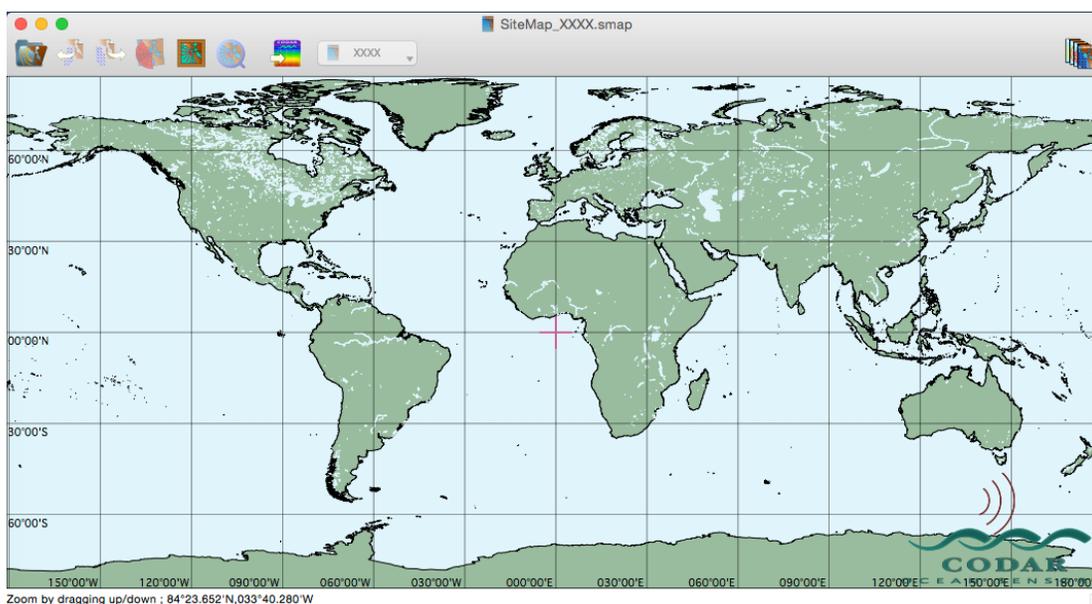
Creating SeaDisplay Site Map

119.03.1710.UG

Jan 4, 2022



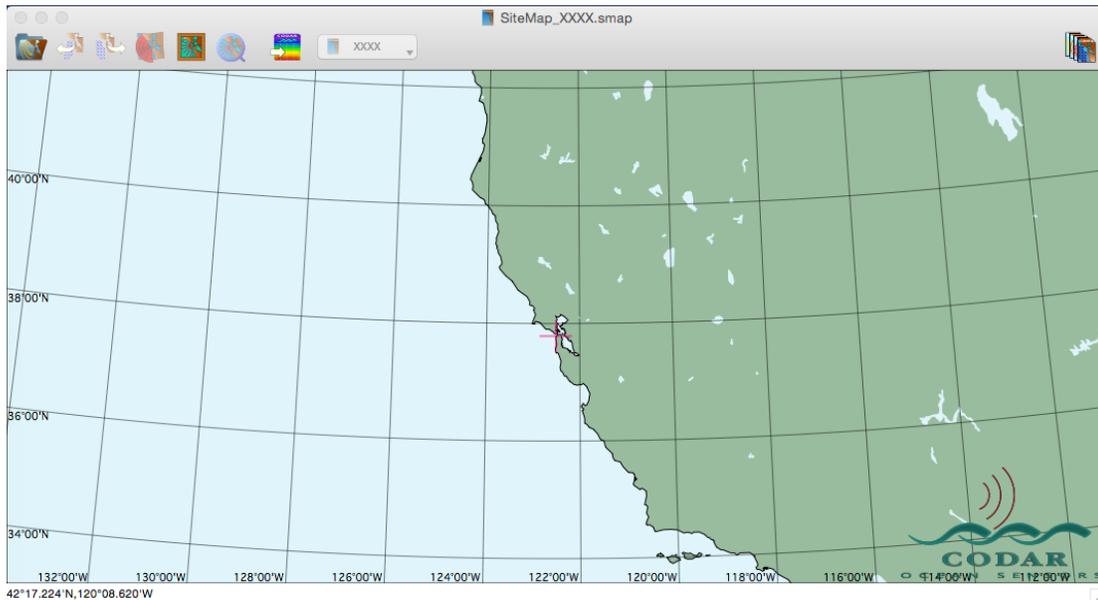
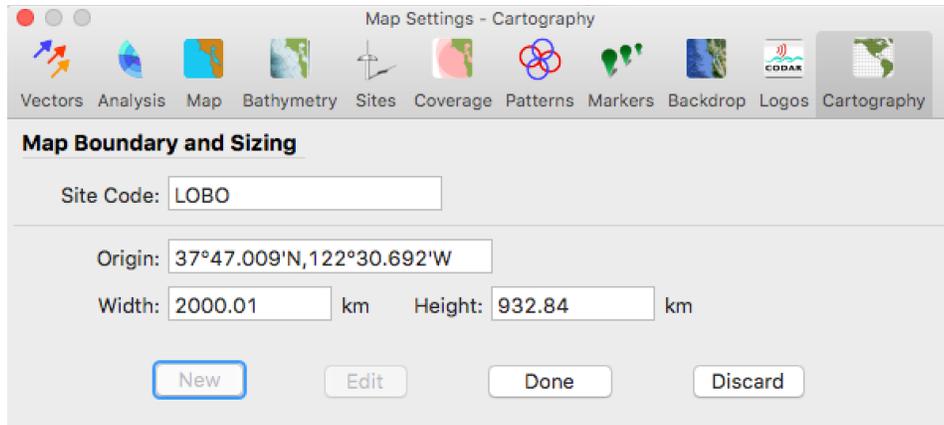
SeaDisplay creates customized site maps to display your data with. Start by opening SeaDisplay. Under the File menu select Create New Map. After a short pause you will see two windows. One is a starter map of the world and the other is the Map Settings window with the Cartography panel showing.



Enter in a four character site code that matches the Radial or Total vector. You can also have alternate maps by adding a “_” followed by more text. SeaDisplay will use the first four characters and the map’s defined sites in order to figure out which map to present. Radial processing will use the site code to look for a site map to automatically flag vectors that fall overland.

The world map, drawn in the classic Mercator style, is just a starting point. The next step is to zoom into your area of interest. There are four different ways you can do this. For a Radial Site it might be easiest to just enter the Site's origin. When you hit return, SeaDisplay will set the Width to 2000 km and Height proportional to match the window height.

For our example, let's use a theoretical site near Lobo rock not far from the Golden Gate Bridge.



You'll notice that the gray graticule lines are now curved because SeaDisplay has switched to use Lambert's Conic Conformal mapping which has distances mostly square. SeaDisplay will try to keep using LCC unless you end up too near the north or south pole where this mapping can no longer work.

You also notice there's a pink cross hair mark in the exact center for reference while in the map edit mode.

You'll now want to zoom in much closer.

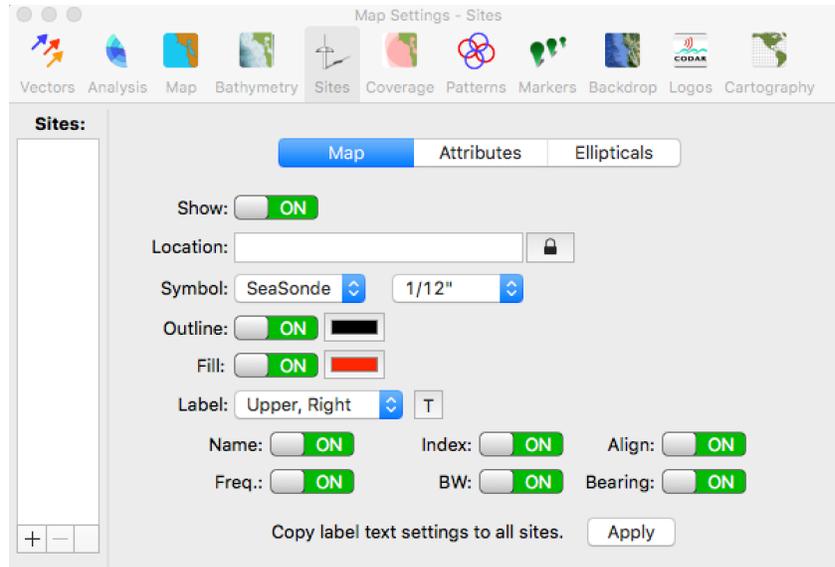
You can zoom in either by:

- using the gestures scroll up (mouse scroll or track pad two fingers.)
 - or by holding down the **<shift>** key and click drag the mouse upwards
 - or by holding down the **<shift>** **<up arrow>** key.
 - or by holding down the **<option>** key and click drag the mouse starting from an upper/left location on the map to a lower/right to select an area to zoom into. As you drag a dash outline shows the area you're selecting. When you let go the mouse button, the map will zoom to that area and the window size will change to match.
- Holding **<shift>** and **<option>** will keep the aspect ratio of the window.

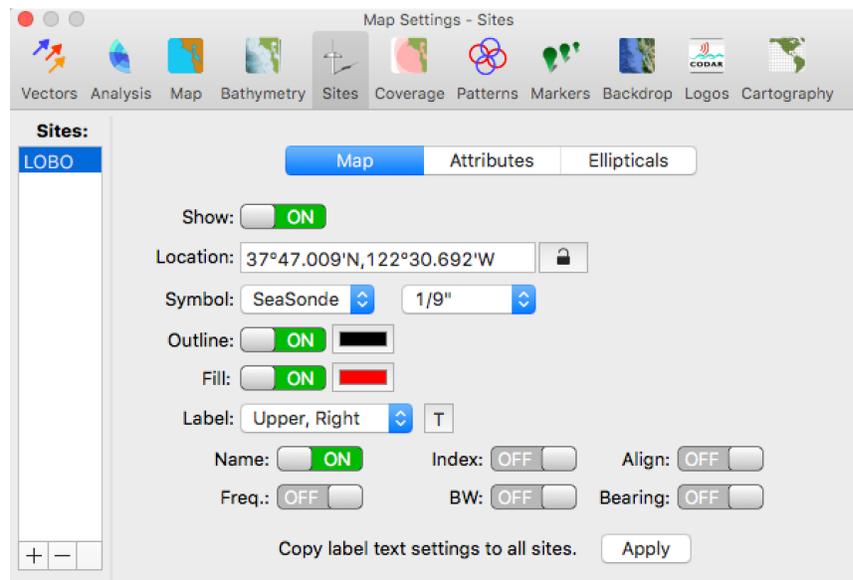
To zoom out, either use gestures scroll down (mouse scroll or track pad two fingers) or hold down the <shift> key and click drag the mouse downwards or use the <shift> <down arrow> key.

To re-center the map click and drag the map in any direction or use the arrow keys.

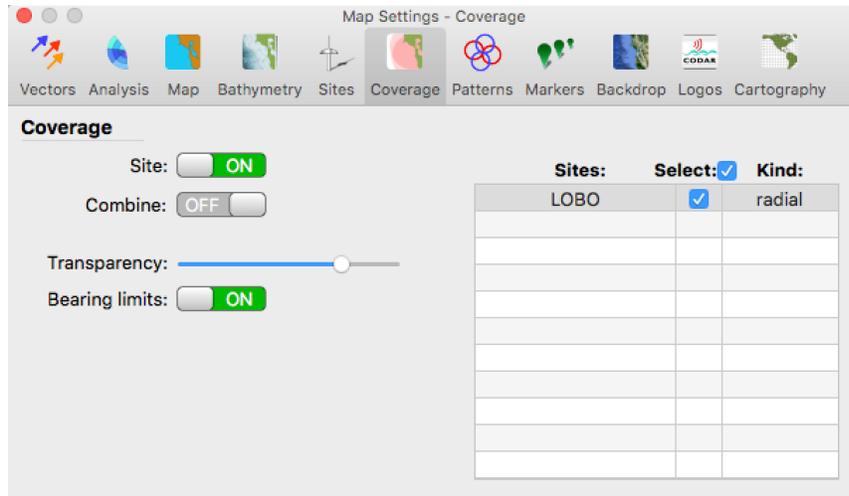
Getting the best area of interest can be a little tricky. To make it easier, you can enable the site coverage display. Click on Map Settings -> Sites. This will temporarily take you out of the Cartography mode. You can go back at anytime by clicking on Map Settings -> Cartography.



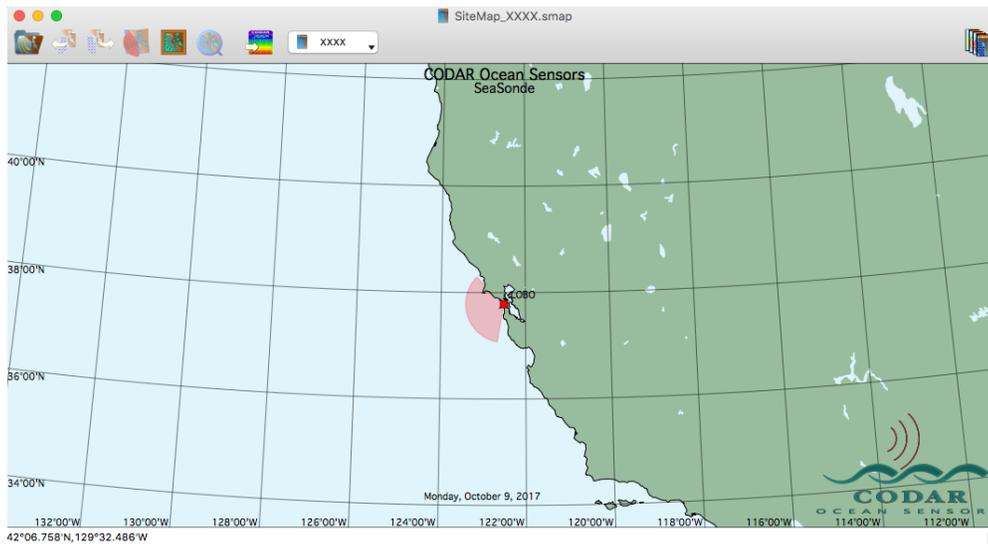
In Map Settings -> Sites, add a new site by clicking the “+” button below the site box on the left near the bottom. It will add a “XXXX” site with the location set to the center of the map. If you’ve moved the map center at all, you’ll want to now enter the actual location or drag the site icon on the map to your desired location. Then double click on the XXXX to rename it to your site.



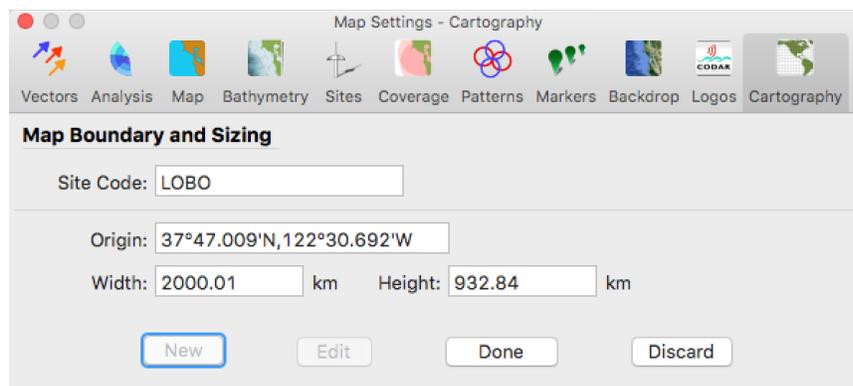
Make sure the checkbox is check marked next to the site name on the right then click on **Site:** slider to turn it ON.



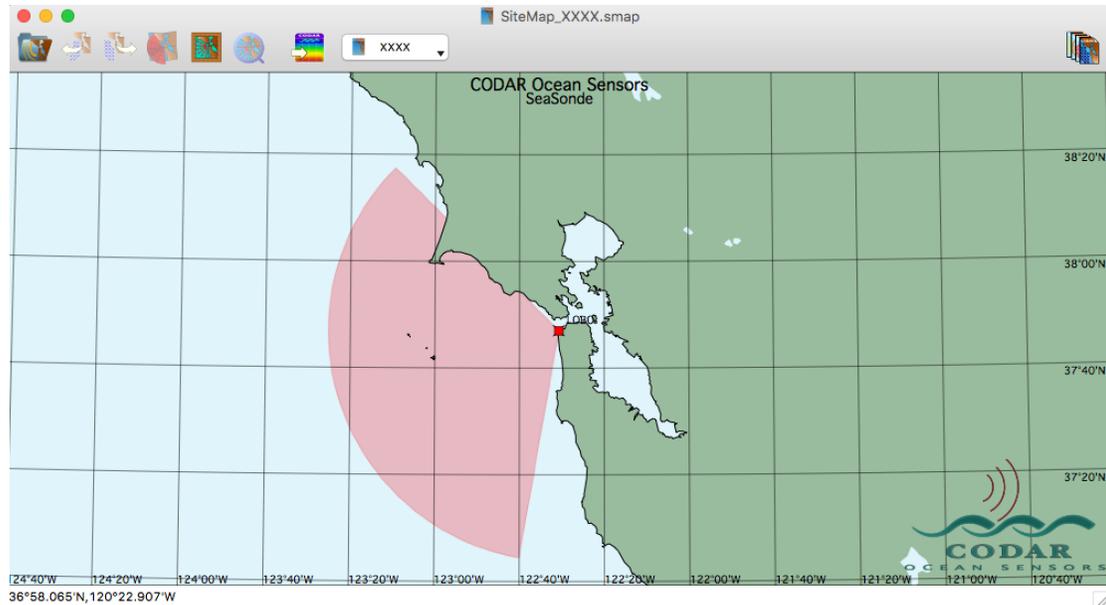
The map will show the expected coverage area for the site as a pinkish overlay.



Click Map Settings -> Cartography so that you can now zoom in until the coverage area fills the window.



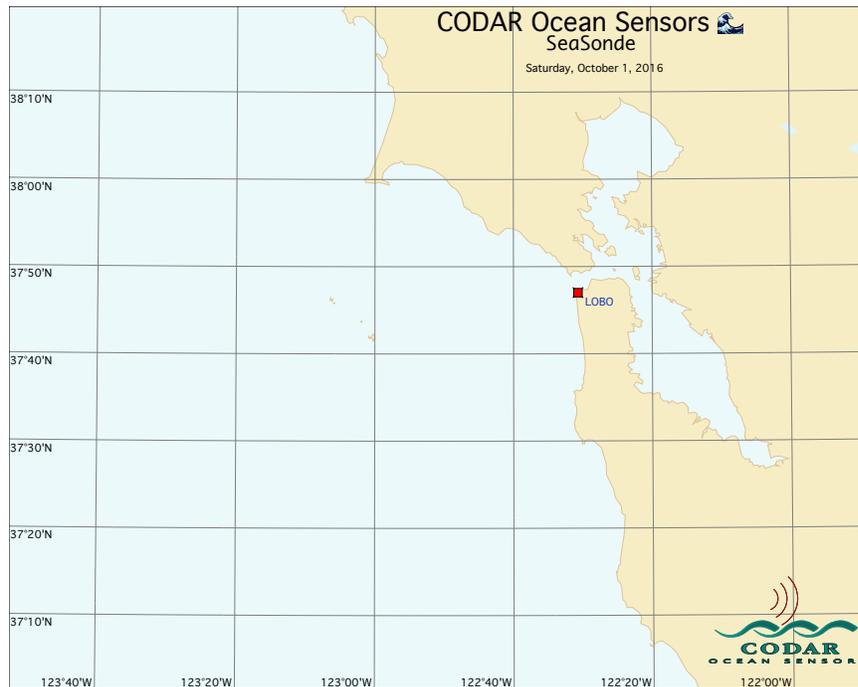
Use the zoom in methods previously mentioned to fill the map with the coverage area. Also, re-size the window by dragging any window edge to the preferred size.



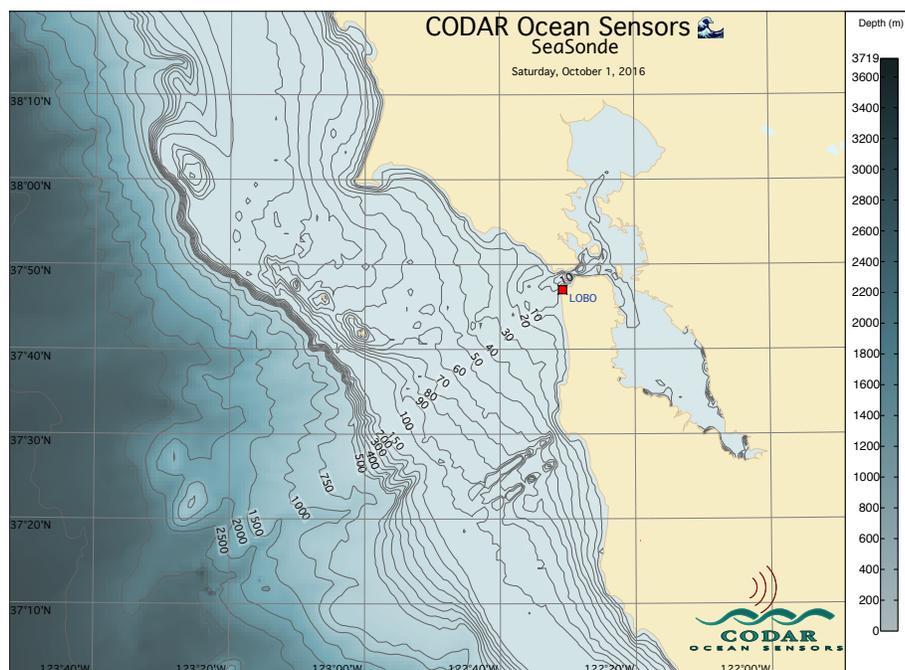
Once you've got the map view and window size to where you like them, go back to Map Settings -> Coverage and turn **OFF** the **Site:** switch, because typically you won't want to plot coverage with your current vectors. Go back to Map Settings -> Cartography and click the **Save** button. This will save the map as SiteMap_LOBO.smap in the SiteDefinitions folder and exit the Cartography mode. If there's already a site map with this name there, it will ask to replace it and move the existing one to the Previous folder.

If you want revise your map's view after saving, you can edit it again by going to the File menu Modify Map item or to the Cartography panel, where you can click the **Edit** button. If you change the site code name, the **Save** button will change to a **Save As**.

The Cartography mode is only for adjusting the map coastline view. At anytime you can edit all the other map elements including coverage and bathymetry. Click on the Map Settings -> Map, where you can hide or show any element. You can also adjust the map land, water, coastline colors as well as all text fonts and colors ("T" buttons). Note, that you can also enter unicode into the title and subtitle using cut/paste or the emoji & symbols window under the Edit menu. To edit other map elements like coverage and bathymetry, Select Map -> Coverage and Map Settings -> Bathymetry, respectively.



If you have the GEBCO database installed, it's simple to add bathymetry, if desired.



Revision History

Final Nov 11, 2016

First Revision Oct 9, 2017 - Cartography replaces Map Editing

Second Revision Jan 4, 2022 - R21 minor changes

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