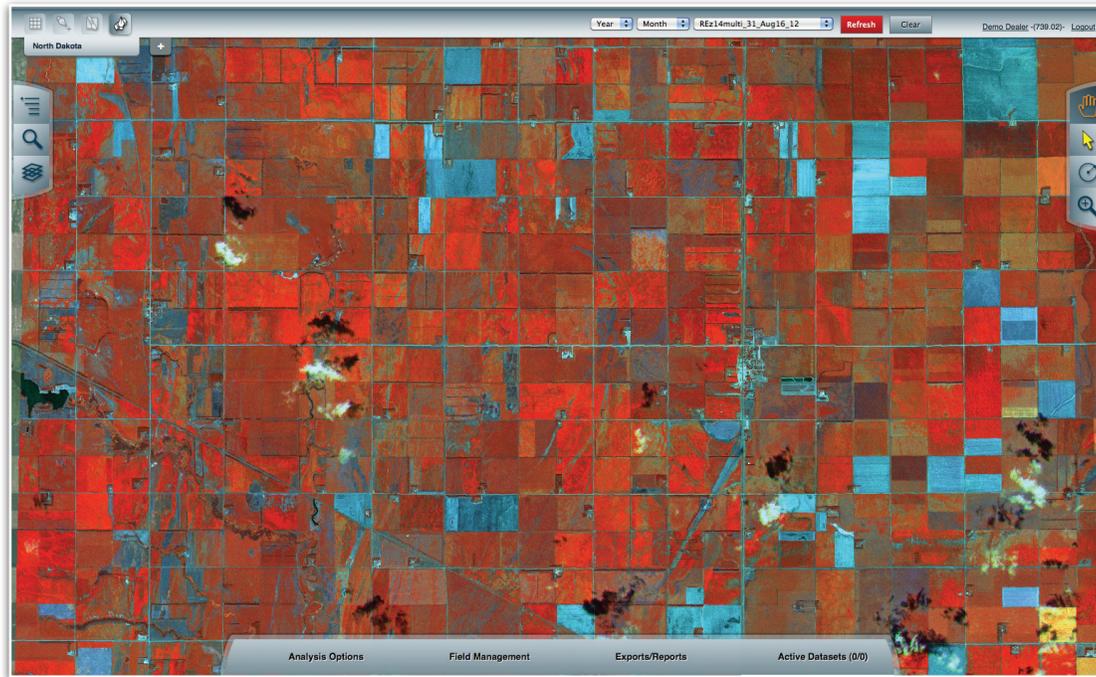




MAPCENTER

ADDENDUM 10.01.12



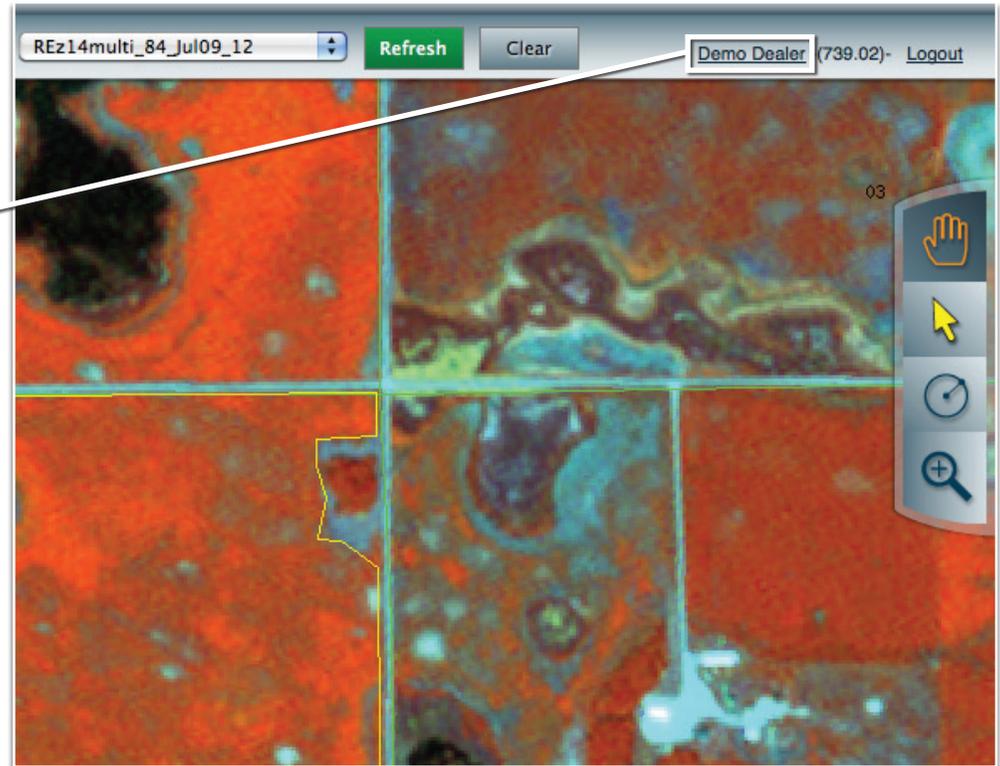
Add Users (pg. 2) | Point-Shape Files (pg. 6)
Multi-Poly Merging (pg. 8) | Grids (pg. 10)

add users

ADMIN

When adding a new grower or editing the account information of an existing one, select your name in the upper-right corner of the program.

NOTE: The number to the right marks the current credit balance on your account. If you don't see this number, it is because you do not have permission to purchase imagery.



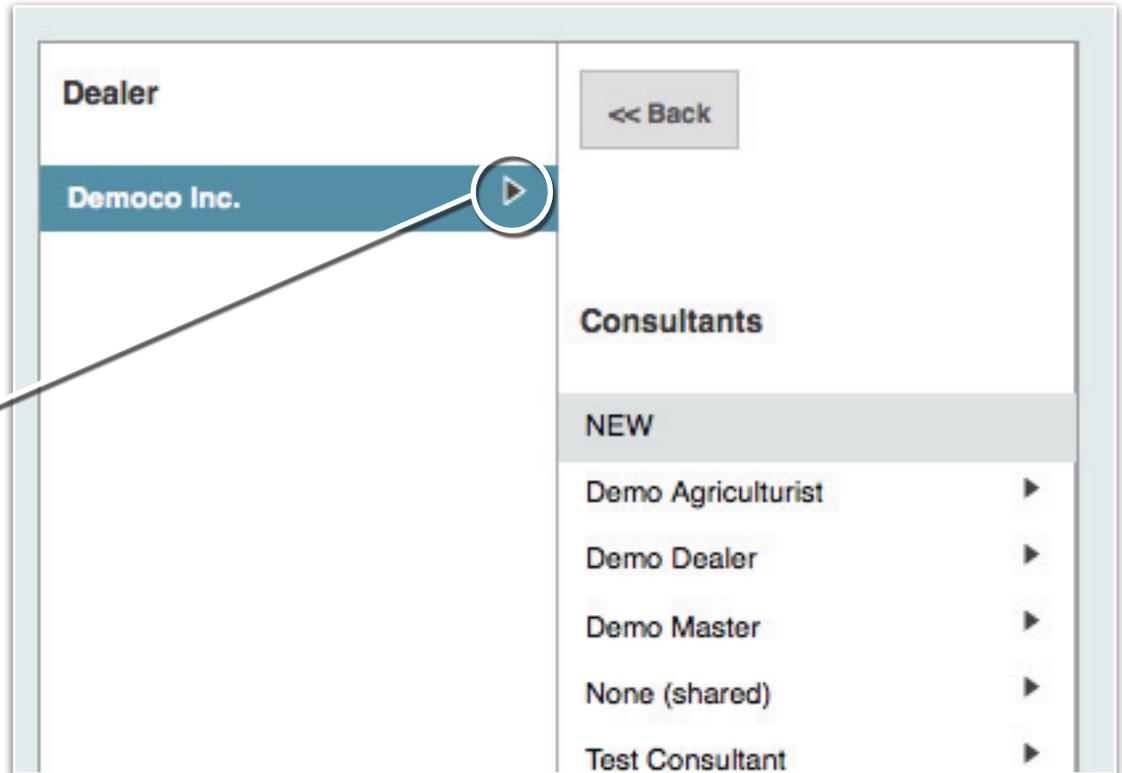
add users

NAVIGATE

The left side of “My Account” panel lists your current user hierarchy.

You may add a new user under any dealer, consultant or grower visible to you.

To navigate, select the arrow to the right of any name. Or to edit, select that name.



add users

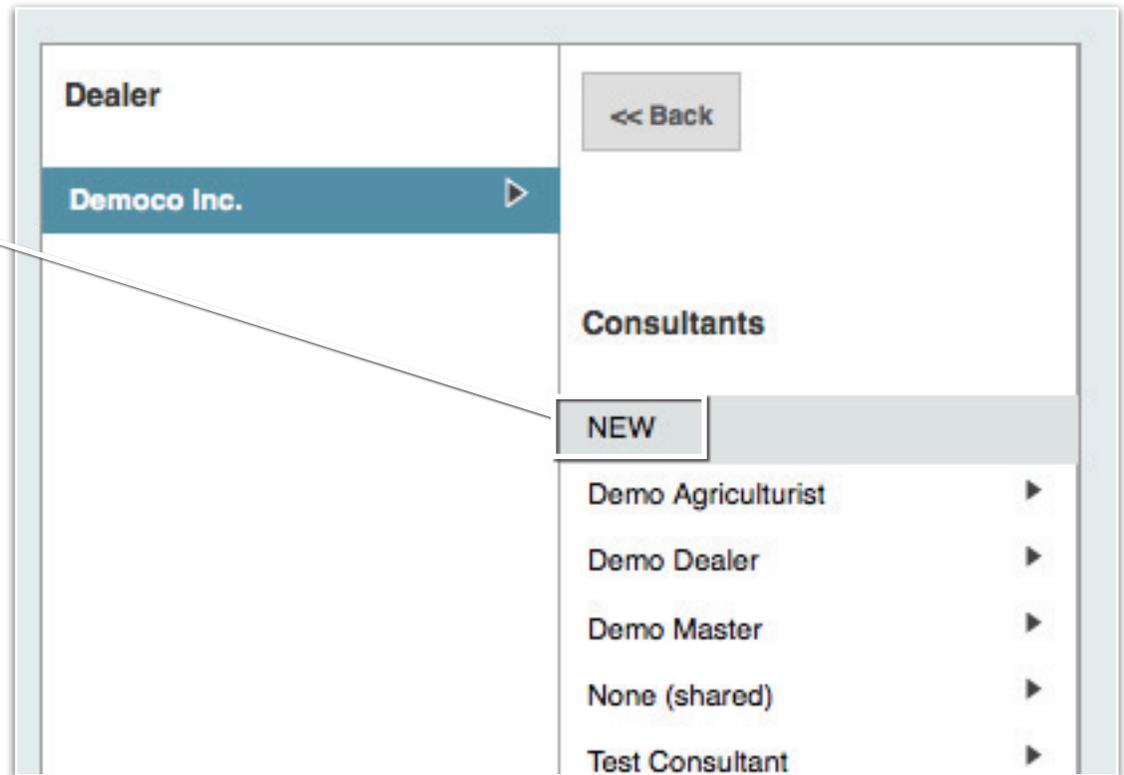
NEW ENTITY

When creating a new entity from any level (dealer, consultant or grower), it is important to note that this does NOT create a new user.

Furthermore, you do NOT need to create a user for every entity in your hierarchy.

Choosing not to add a user to a particular entity level means that you are, more or less, adding a 'folder' to store farms and fields.

You can, at any time, add a user to that entity level. Thus, allowing all the farms and fields you put inside that 'folder' accessible by said user.



add users

NEW USER

Select **NEW** at any level and a blank form will appear.

The screenshot shows a web interface for user management. On the left, a sidebar contains a 'Users' section with a 'NEW' button highlighted in blue. Below it are two user entries: 'Android Grower' and 'Demo Grower'. The main content area is a form for creating a new user. The form fields are as follows:

Login	<input type="text" value="my_username"/>
Password	<input type="text" value="myPassword"/>
User Level	<input type="text" value="Grower"/>
First Name	<input type="text" value="Eldrick"/>
Last Name	<input type="text" value="Johannesberg"/>
Address	<input type="text" value="9631 Laner Dr"/>
Address 2	<input type="text"/>
City	<input type="text" value="Ruralton"/>
State	<input type="text" value="North Dakota"/>
ZIP	<input type="text" value="58109"/>
Phone	<input type="text" value="715-866-1234"/>
Email	<input type="text" value="contact@myemail.com"/>
Disabled	<input type="text" value="No"/>

At the bottom of the form is a 'Create' button.

NOTE: Be sure to fill out every box as **ALL** information is required to successfully create a user.

Also, write down your password and store it in a safe place.

Click **Create** to add a new user to your account.

point-shape files

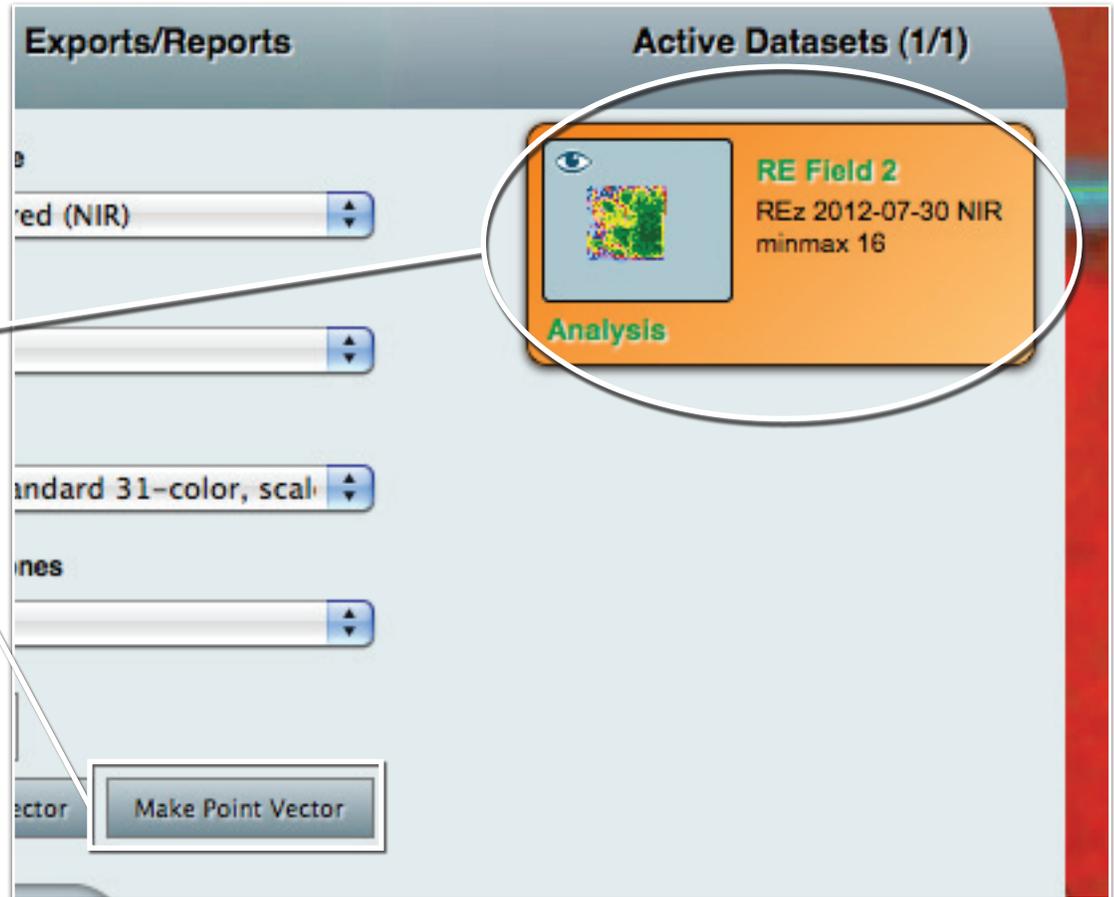
CREATE

In addition to creating a polygon-based shape file, you may now follow the same procedure to create a point-based shape file.

First, choose the analysis of interest from the active datasets you've loaded onto the map.

Then, left click the **'Make Point Vector'** button.

NOTE: Depending on the size of the file and your connection speed, this may take a minute or two.



point-shape files EXPORT

After the file is created, it will be added to the **'Active Datasets'** list and shown on the map.

Because you're working with a vector file, you must select **'Vectors'** from the sub-tabs to export.

First, Select the **'Point'** file of interest from the **'Active Datasets'** list.

Then, Choose the appropriate Datum for export.
(**NAD 83 or WGS 84**).

After the file has been exported, a link will appear for you to download to your computer or device.

The screenshot shows a software interface for exporting data. On the left, there are two dropdown menus: 'Export Format' set to 'ESRI Shapefile*' and 'Output Projection' set to 'Lat/long NAD83'. Below these are 'Export' and 'Clear List' buttons. A list of datasets is shown, with 'REz 2012-07-30 NIR minmax 16' highlighted. On the right, a legend table shows 8 zones with corresponding color swatches. At the bottom, there are three tabs: 'Simple Rasters', 'Attributed Rasters', and 'Vect'.

Zone	Zone_count
1	
2	
3	
4	
5	
6	
7	
8	

multi-polygons ADDING

The process of merging polygons is the same, whether you draw them in Mapcenter or import them from a Shapefile.

First, make sure your draw tools are selected and all the polygons you are working with are loaded in Mapcenter.

NOTE: When you are using the drawing tools (or any other tool-set), you are unable to move the map. This is to ensure the highest accuracy when adding information to the system.



multi-polygons SAVING

In this example, there are two adjacently drawn boundaries.

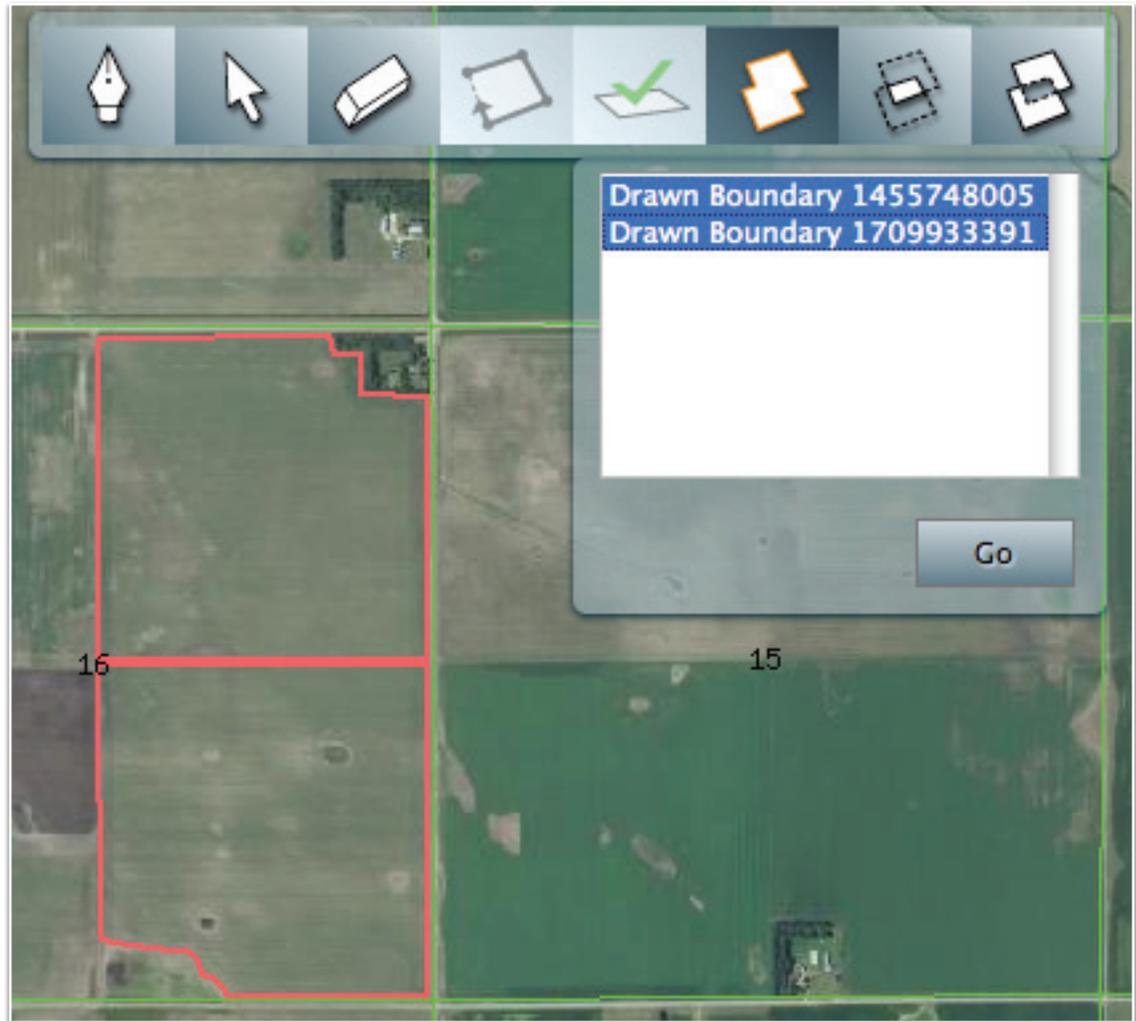
NOTE: The last three tools of the toolbox are all merging tools. The icons represent how the polygons are handled.

After selecting the type of merge you prefer, a drop down appears.

The list contains all polygons drawn or imported. Select from the list the preferred polygons to merge and 'Go'. (**Shift + Click** to select)

Now that a new boundary exists, you may save, name and add it to your farm of choice.

IMPORTANT! When importing a shapefile, be sure to group your polygons BEFORE saving them to a farm.



custom grids CREATE

A new toolset added to the Mapcenter top console is the Grid Creation tool (top-left of app).

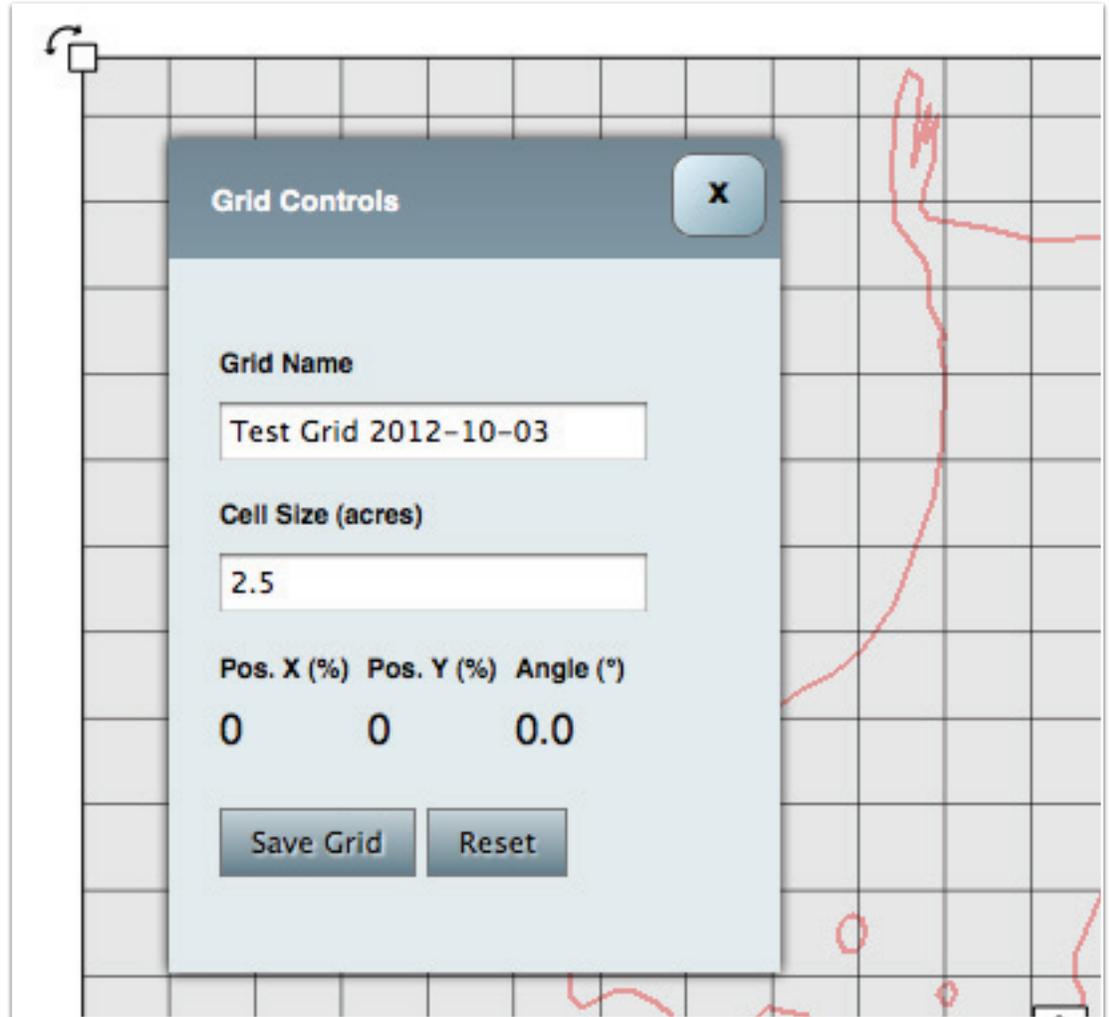


This tool requires that only one field be selected to create a grid.

Once you've selected a field and selected the grid tool icon, a **draggable** 'Grid Controls' panel will appear.

Mapcenter gives you the option to: **Rotate** (left-click on any corner of the grid), **move** (left-click center of grid) and **customize grid square size**.

'**Save Grid**' when you're done.



NOTE: You may attribute and export this file in the '**Vectors**' sub-tab of Exports/Reports.