# 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, edited and deleted in **MARIS.**

Landmarks can be used to locate stops, schools, or common destinations. Landmarks can be created for all schools by using an input file created in Buildtxt and by running the utility, uplandmark in EMU.

Basic Landmark Commands

Note: ALL basic commands AND the display/identify commands can be accessed by RT-CLICK anywhere on the display map.
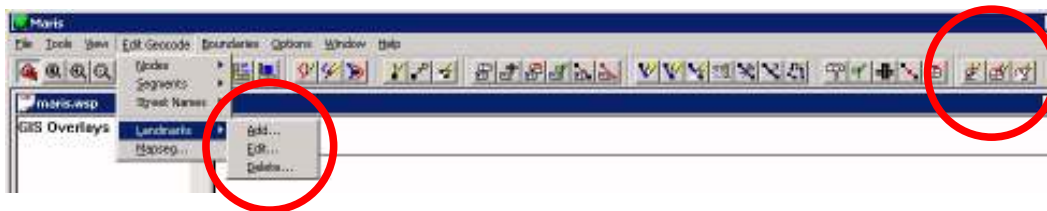
Add… Allows you to add a new landmark to the geocode. Using the Add Landmark feature you can quickly add a landmark to identify schools or stop locations in Edulog.NT

Edit… Allows you to edit an existing landmark in the geocode. If you have a landmark in the wrong location in 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.

\\Timspublic\Ddrive\NCBUSSAFETY Web Site-TIMS Ir_____rbsite\Qrgnt03 Landmarks.doc
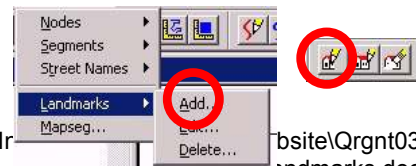
- Type the name of the landmark in the New Landmark Name Field.

- 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. *if you need a landmark type that is not listed contact your project leader*

- 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)
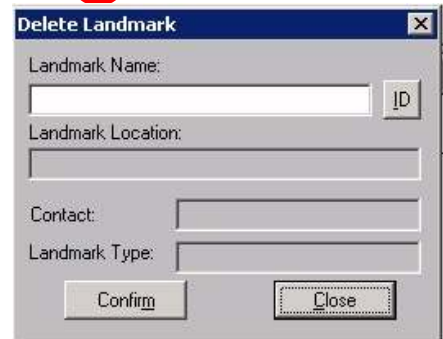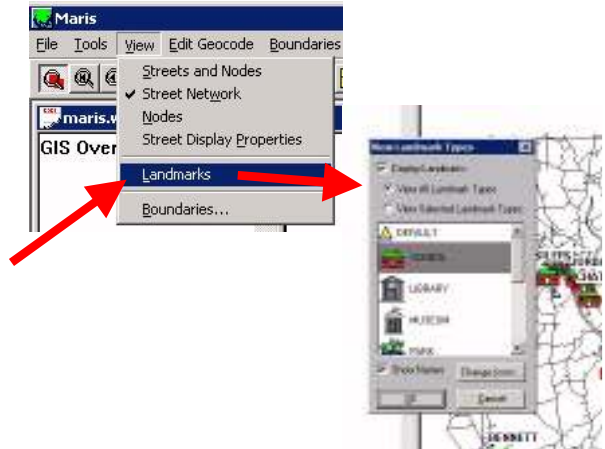
Displaying Landmarks

(MARIS only)

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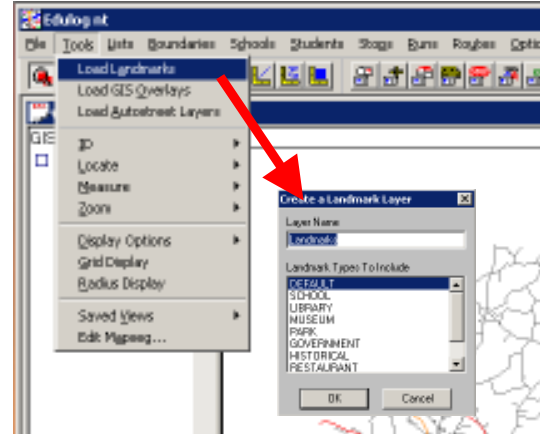
- Select the display Landmarks check box

- Choose **View All Landmark Types**

  or

- Choose **View Selected Landmark Types** and highlight the landmarks you want.
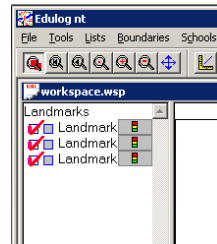
- Choose "OK"
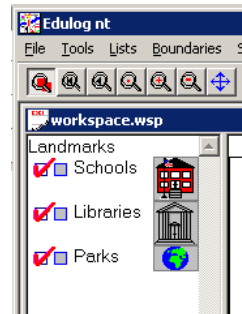
Displaying Landmarks
(EdulogNT only)

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.
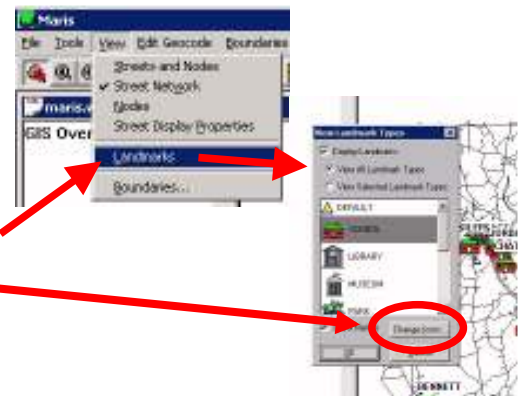

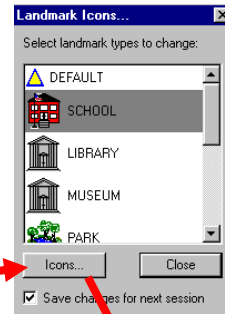# Changing Landmarks Display
(MARIS only)

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

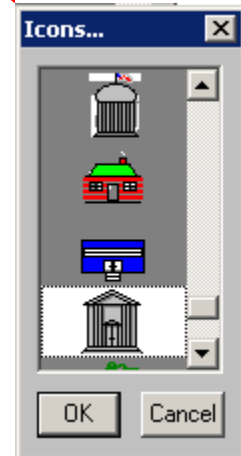- Choose **Change Icons** on the View Landmark Types dialog box.

- 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.

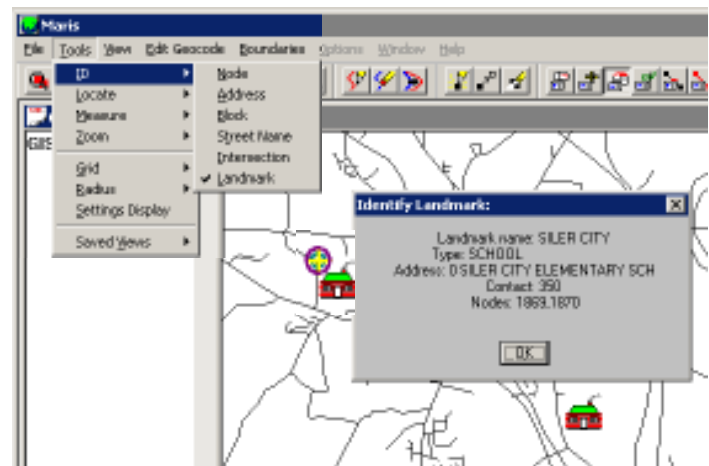- Choose Ok on the View Landmark Types dialog box.

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.
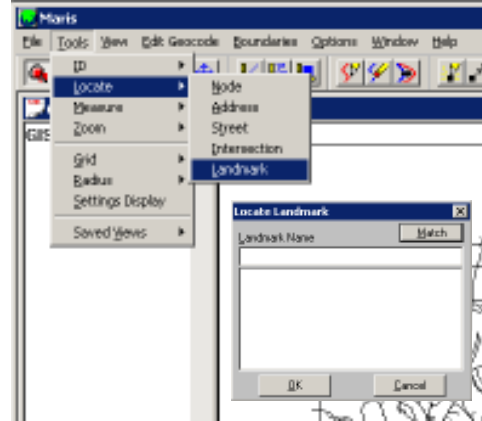
LOCATE Landmarks
(MARIS And Edulog.NT)

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

- Toosl>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