










# My World GIS Tool and Button Guide: Visualize Mode


## What information is on my data map?

 <b>Arrow Tool</b>	Clicking on the map will highlight the value of the item(s) you clicked on (if any) in all visible Layer Legends
 <b>Get Information Tool</b>	Clicking on the map will display a pop-up window with information about the item you clicked on (if any) in the selected Layer. Also highlights the value of any item(s) selected in any layer that has visible Legends, just as the Arrow tool does.
 <b>Link Tool</b>	If any of the Layers in the Map have links in their data, clicking on the Map with the Link Tool will show a pop-up menu with links associated with any of the items under the cursor. You can select one of the links to open a Web Browser window to display the linked page or picture.

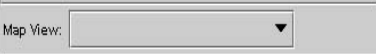
## How do I move around the data map?

 <b>Move Map Tool</b>	Clicking and dragging moves the contents of the map, allowing you to see parts of the map that aren't currently visible.
 <b>Zoom In Tool</b>	Clicking once zooms in on the clicked point. Clicking and dragging draws a rectangle then zooms in on that rectangle when you release the mouse button.
 <b>Zoom Out Tool</b>	Clicking once zooms out and centers on the clicked point. Clicking and dragging draws a rectangle then zooms out and centers the map on the center of the rectangle.
 <b>Re-Center Projection Tool</b>	Some map projections can only display things within a certain distance from their center, and some projections distort shapes in different ways depending on the shapes' position relative to the center of the projection. You can use this tool to change the center of projection and minimize projection-related distortion.
 <b>Zoom to All Button</b>	Adjusts the Map so that all items in every Layer in the Map are visible.
 <b>Zoom to Selected Button</b>	Adjust the Map so that all items in the selected Layer are visible.









## How can I change the map projection?

<b>Projection Menu</b> 	Allows you to select what Map Projection is used to convert three-dimensional geographical coordinates to two-dimensional pictures on your computer screen.
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




## How can I change to a saved Map View?

<b>Map View</b> 	Allows you to switch to a previously saved map view.
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## Layer must be selected for the following buttons to be active

 <b>Show Data Documentation Button</b>	Opens a new window with information about the Layer's data.
 <b>Edit Appearance Button</b>	Opens a new window with controls for changing the appearance of the selected Layer
 <b>Show Table Button</b>	Opens a new window containing the data table of the selected Layer. This button is disabled if the selected Layer has no data table.
 <b>Remove Button</b>	Removes the selected Layer from the map, or deletes the selected Selection.
 <b>Show Histogram Button</b>	Opens a new window displaying a histogram (a bar graph of the number of observations by value) for the data table of the selected Layer. This button is disabled if the selected Layer has no data table.
 <b>Show Statistics Button</b>	Opens a new window displaying statistics for the data table of the selected Layer. This button is disabled if the selected Layer has no data table.
 <b>Get Information Tool</b>	Clicking on the map will display a pop-up window with information about the item you clicked on (if any) in the selected Layer. Also highlights the value of any item(s) selected in any layer that has visible Legends, just as the Arrow tool does.
 <b>Zoom to Selected Button</b>	Adjust the Map so that all items in the selected Layer are visible.

## Layer does not need to be selected

 <b>Pointer Tool</b>	Clicking on an attribute will tell you the exact value of the item(s) in the Numerical Legend display.
 <b>Link Tool</b>	If any of the Layers in the Map have links in their data, clicking on the Map with the Link Tool will show a pop-up menu with links associated with any of the items under the cursor. You can select one of the links to open a Web Browser window to display the linked page or picture.
 <b>Zoom In Tool</b>	Clicking once zooms in on the clicked point. Clicking and dragging draws a rectangle then zooms in on that rectangle when you release the mouse button.
 <b>Zoom Out Tool</b>	Clicking once zooms out and centers on the clicked point. Clicking and dragging draws a rectangle then zooms out and centers the map on the center of the rectangle.
 <b>Move Map Tool</b>	Clicking and dragging moves the contents of the map, allowing you to see parts of the map that aren't currently visible.
 <b>Re-Center Projection Tool</b>	Some map projections can only display things within a certain distance from their center, and some projections distort shapes in different ways depending on the shapes' position relative to the center of the projection. You can use this tool to change the center of projection and minimize projection-related distortion.
 <b>Measurement Tool</b>	Allows you to measure distances on the map. Click once to start measuring. Each click adds a new segment to the measurement line. The length of the current segment and total length of the measurement line are displayed in the bottom left corner of the My World window. Double-click to stop measuring.
 <b>Marquee Selection Tool</b>	Clicking and dragging with this tool will draw a rectangle on the Map. When the mouse is released, My World will create a new Selection containing any features of the selected Layer that are entirely contained by that rectangle. If the Control key is held down, it will also include items that merely intersect the rectangle. If the selected Layer doesn't have any features in the rectangle, or if it has no data table, the tool will have no effect.
 <b>Lasso Selection Tool</b>	Clicking and dragging with this tool will draw a freehand shape on the Map. When the mouse is released, My World will close that shape create a new Selection containing any features of the selected Layer that are entirely contained by that shape. If the Control key is held down, it will also include items that merely intersect the shape. If the selected Layer has no features inside the shape, or if it has no data table, the tool will have no effect.
 <b>Zoom to Previous (Back) Button</b>	Returns the map to its previous location and zoom state. My World saves the last ten locations, so you can go back at most ten times.
 <b>Zoom to Next (Forward) Button</b>	Returns the map to the location and zoom state it was in before the "Back" button was pressed. Not available until the "Back" button has been used at least once.
 <b>Zoom to All Button</b>	Adjusts the Map so that all items in every Layer in the Map are visible.
 <b>Projection: Miller Cylindrical</b>	Allows you to select what Map Projection is used to convert three-dimensional geographical coordinates to two-dimensional pictures on your computer screen.