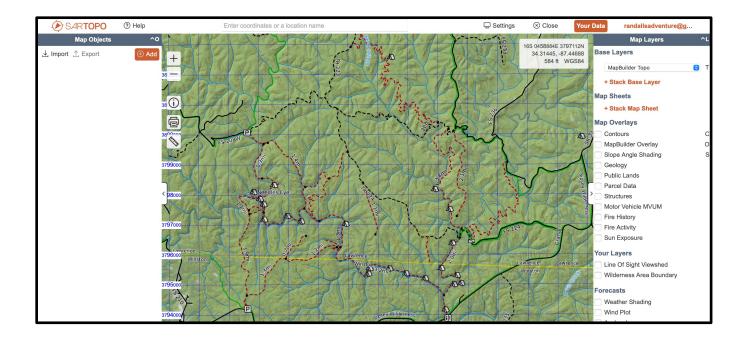


# SarTopo – Web Based



This short presentation describes the basic use of the web-based SarTopo / CalTopo mapping system.

The web-based version integrates seamlessly with the app version.

Note: some features are only available on Pro or Team accounts.

If you already have a login (free account or team account) for the app version, use the same login for the web based version.





#### **Basic Operation**

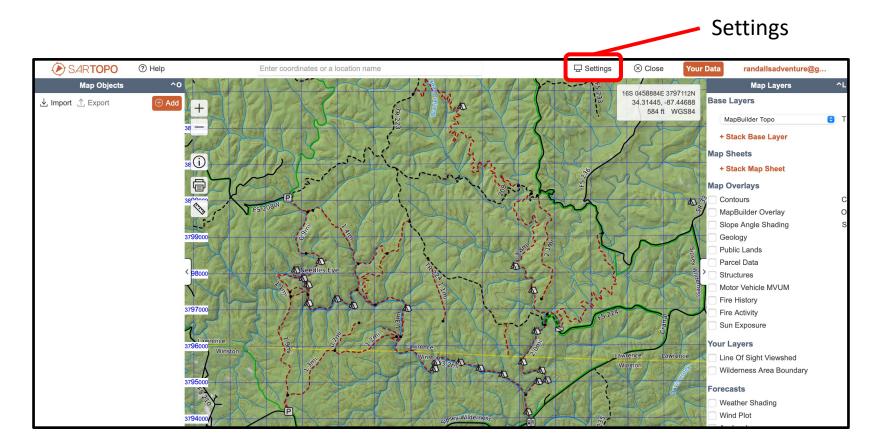
- System Settings
- Understanding Layers / Overlays
- Adding Objects
- Measuring
- Saving Maps
- Creating Assignments
- Creating Folders
- Adding Resources
- Creating 104s
- Sharing Maps
- Importing / Exporting Data







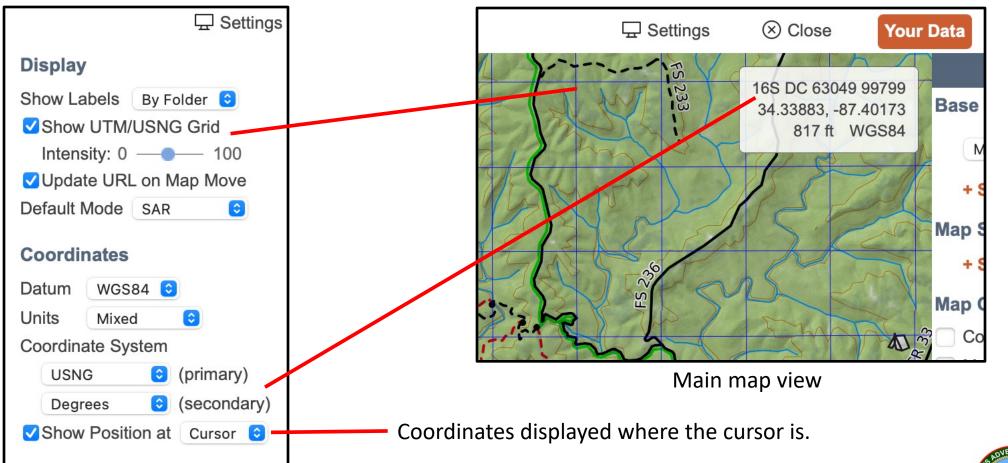
#### **Common Settings**







### Labels / Coordinate System

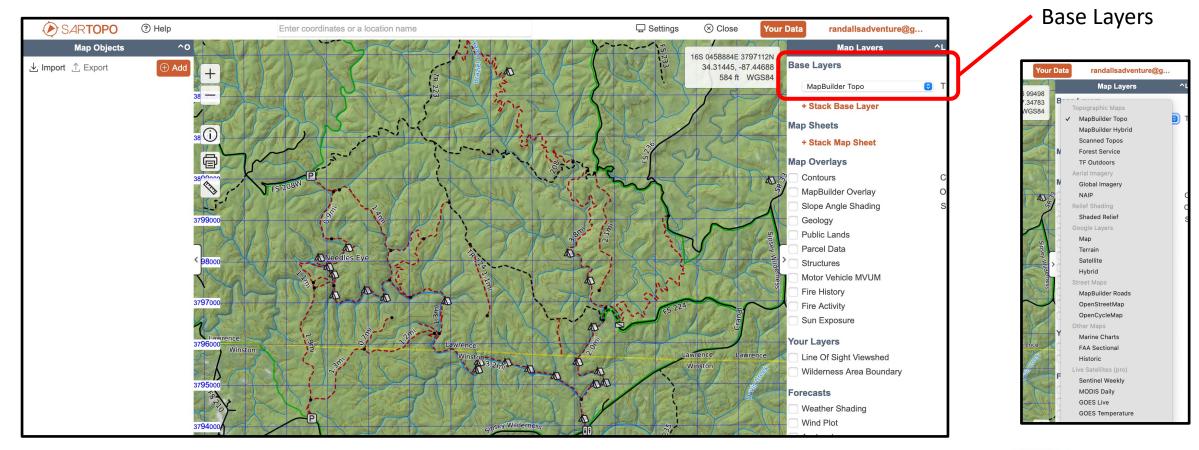


For SAR work in Alabama we use USNG as the primary and Degrees as the secondary with WGS84 datum unless otherwise specified.





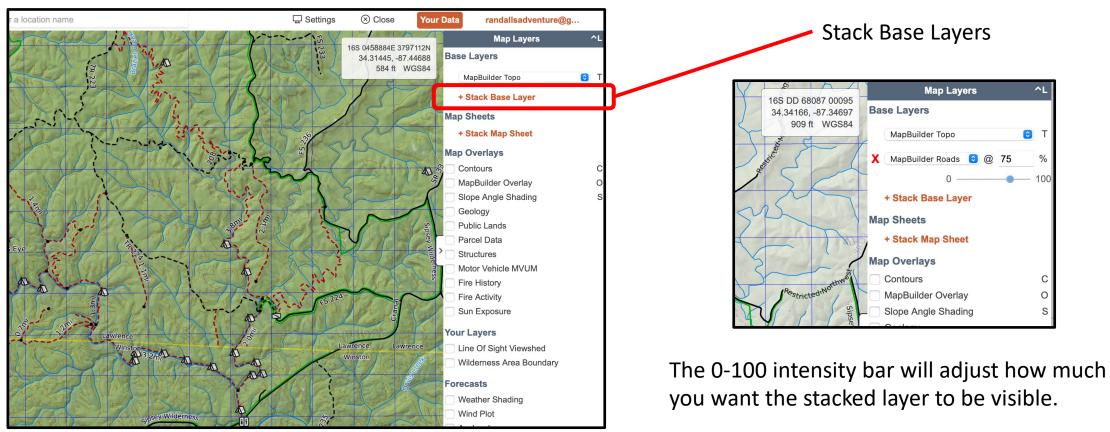
#### **Base Layers**







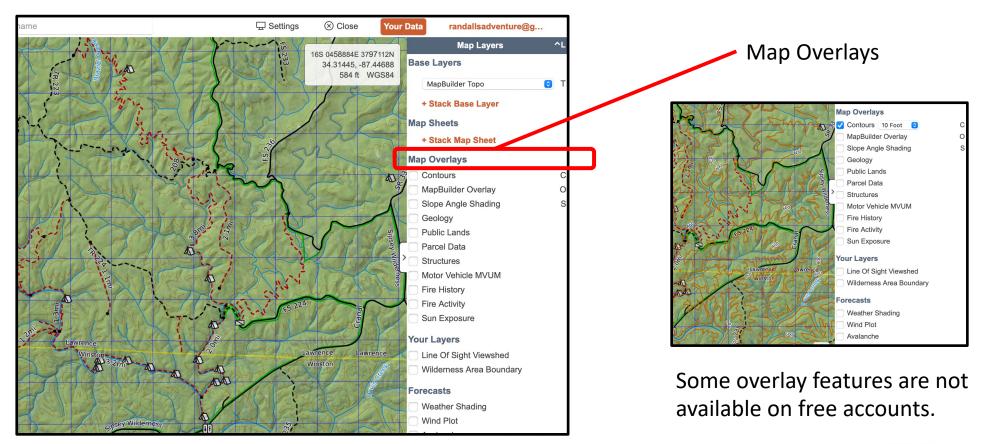
#### **Stack Base Layers**







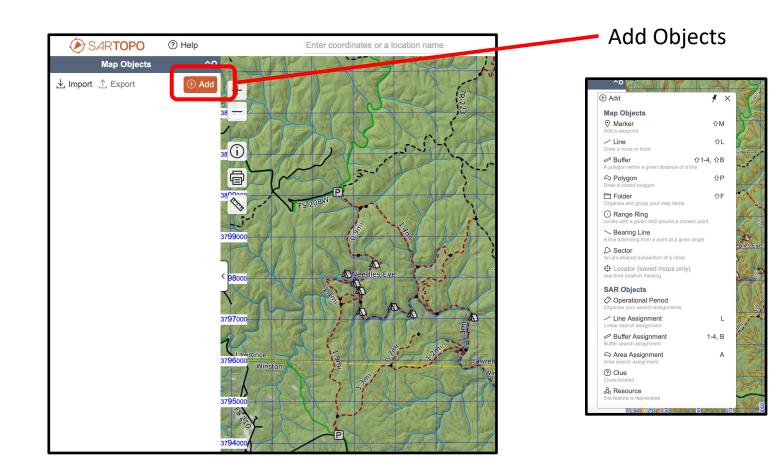
#### **Overlays**







#### **Adding Objects**



Note: Objects can also be added at the cursor by right clicking then adding the object from the pop up box.

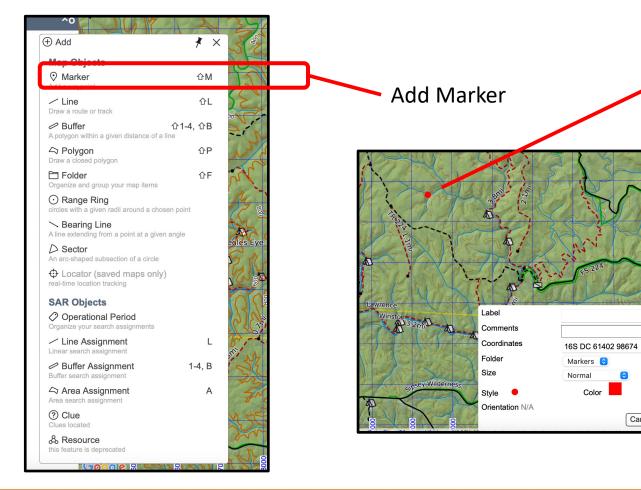




#### **Adding Objects**

WGS84

Cancel



Marker shows up as a red dot on map.

Red marker can be moved in the edit mode by dragging with cursor. Markers and other objects style and color can be changed in the edit box.

Label name and comments can be added.

Coordinates of marker appear in edit box.

Marker can also be moved by changing the coordinates.





#### Saving A Map

Once an object is added to a new or unsaved map, a screen will pop up asking you to name and save the map. Maps must be saved in order for some features to work.

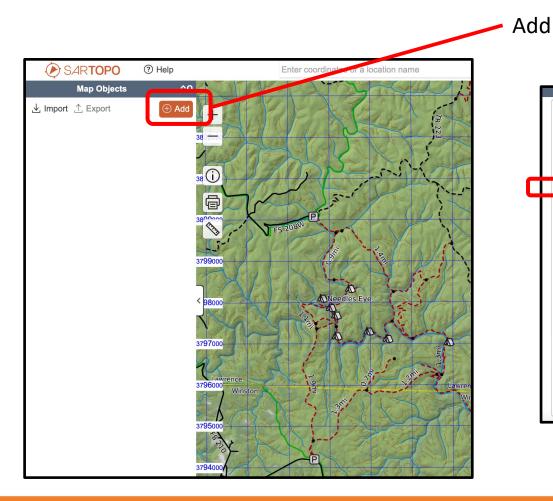
Always save map in SAR mode if you want to have SAR objects (assignments, etc.) enabled.

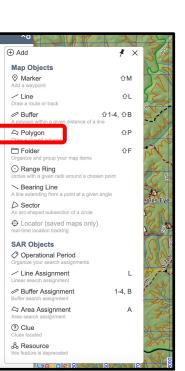
	+ Stack Base Laye
Bulk Ops Labels Shown	Map Sheets
Save As	× Stack Man Sheet
Mao name: choose a map name	
Mode: SAR C	erlay
Save to your Your Account 3 account	nadin
Always show these layers on load, instead of the most-recently-selected active layers	
Share Your Map	
Base Permission:	Tell Us About Your Map
Private - only you can access this map, no exceptions	MV81
<ul> <li>Secret - anyone with an access code below, or who has already bookmarked the map</li> <li>URL - anyone with the map's URL</li> </ul>	
Public - make it easy for other CalTopo users to find this map	
	Cancel
	Inston
	Winston Winston Wilderness Area Bo
95000	Forecasts

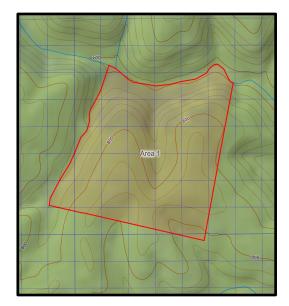




#### **Building Polygons / Areas**







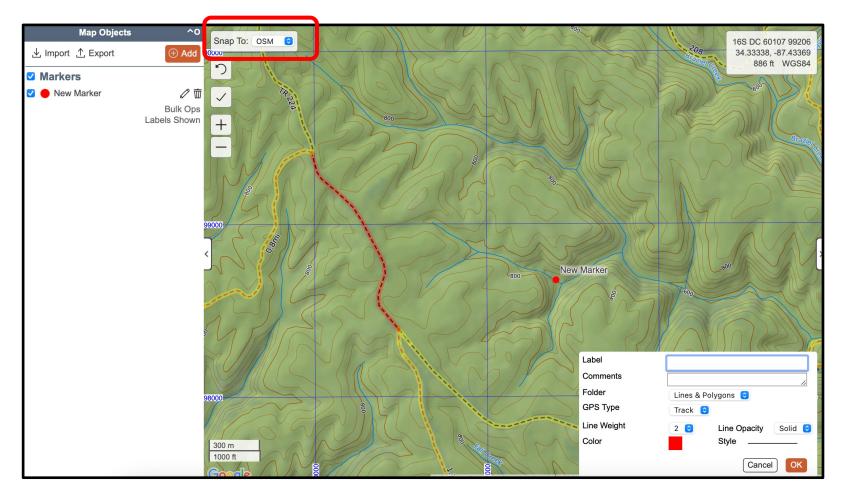
Part of this polygon was made using "snap to" hydro.



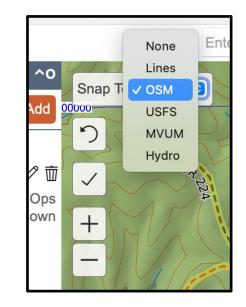




#### **Using Snap To**



Adding lines and other objects with snap-to.

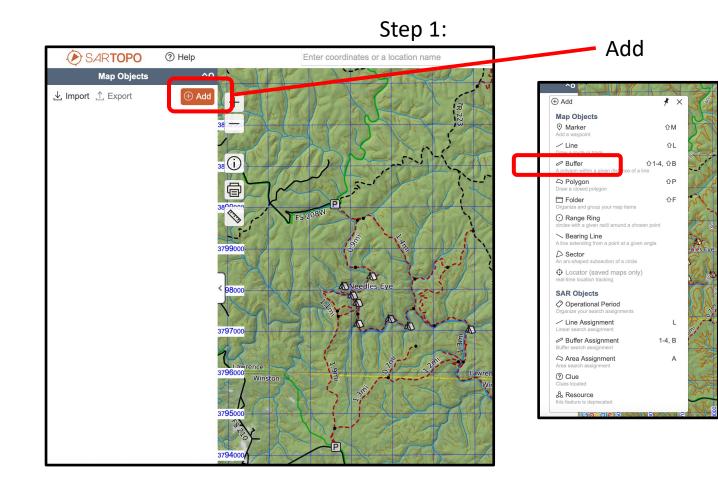


As with adding markers, the style and color, as well as opacity and weight can be manipulated



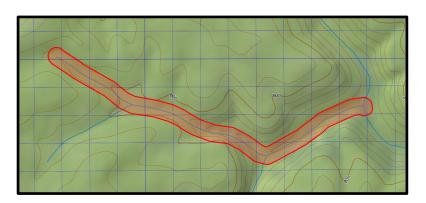


#### **Creating Buffers**



#### Step 2: Define buffer width from centerline

100 Buffer Radius		
Enter buffer radius: 100	feet	
20	Cancel	1 3
		7



Buffers can be can be converted to assignments.

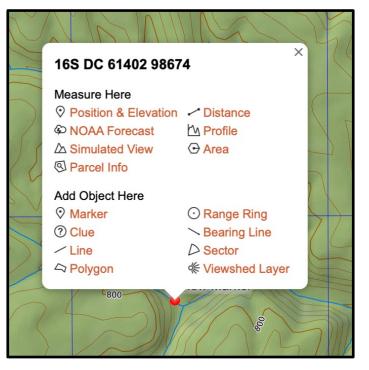




### **Editing / Adding Objects**



Left click on object

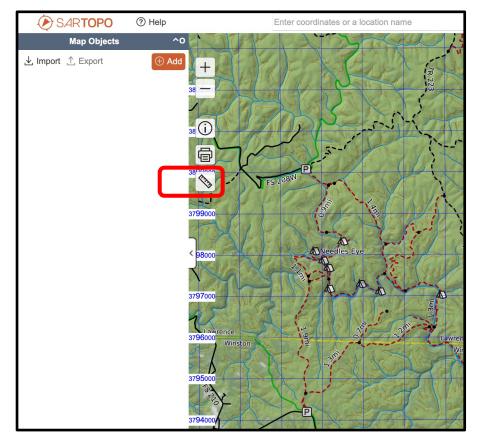


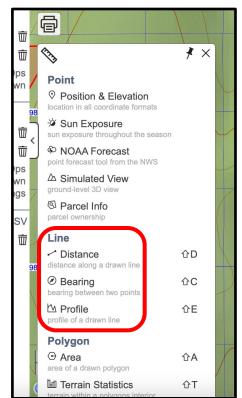
Right click on object



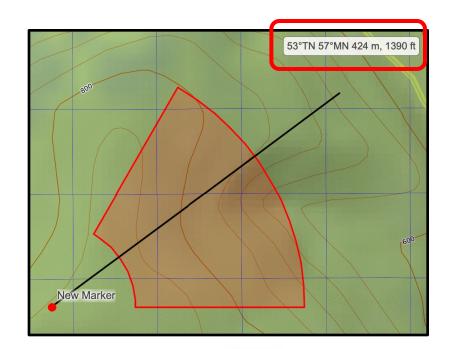


#### Measuring





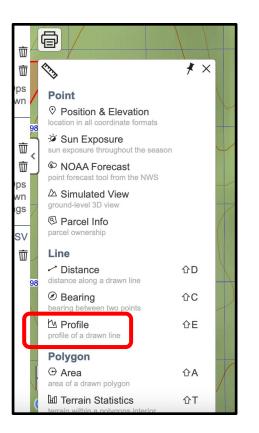
Measuring allows the measurement of distance, bearing and profile. Click where you want to start your measurement and double click where you want to end it.





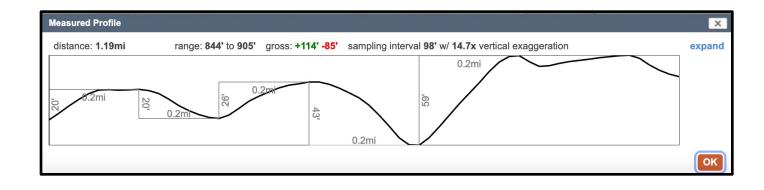


#### **Terrain Profile Measurement**





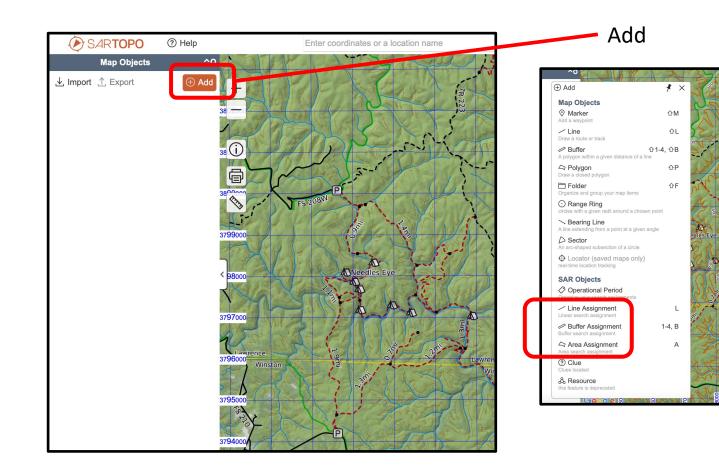
Terrain profile measurements help determine the difficulty of the terrain along a given path. Snap To can be used or a path can be drawn anywhere along the map. Click where you want to start your measurement and double click where you want to end it.

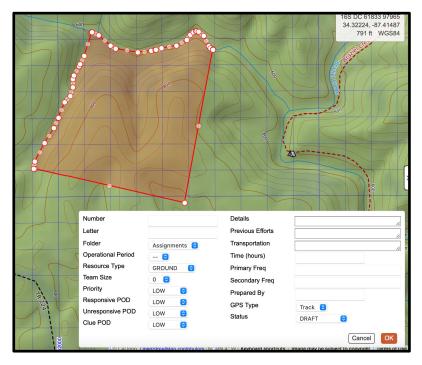






#### **Creating / Adding Assignments**



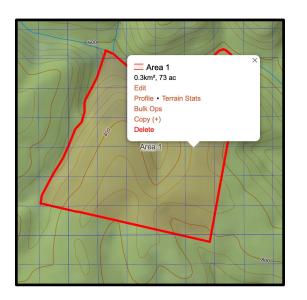


Information added in this box shows up on the printed SAR 104 sheet.





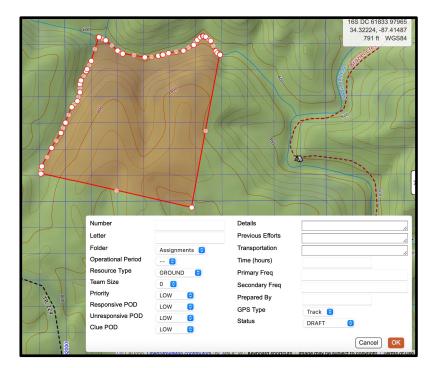
#### **Converting To Assignments**



Step 1 Left click on object and choose Copy(+)

💻 Area 1 0.3km<sup>2</sup>, 73 ac Edit Profile • Terrain Stats Bulk Ops Copy (-) Copy as Line · Copy as Buffer Copy as Polygon Copy as Line Assignment · Copy as Buffer Assignment Copy as Area Assignment Copy as Track Convert to Line · Convert to Buffer · Convert to Line Assignment Convert to Buffer Assignment Convert to Area Assignment Convert to Track Delete Area

Step 2 Choose copy as area assignment or convert to area assignment



Step 3 Fill in all pertinent information





#### **Range Rings**

Step 1: Right click on point, marker, feature or anywhere on the map. Select Range Ring.

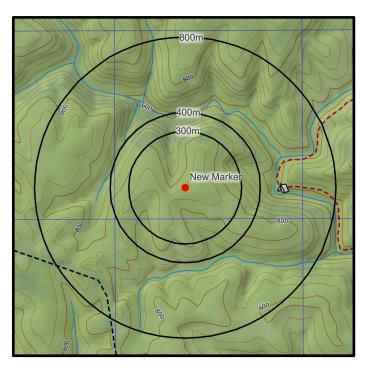


Range rings are often added at the PLS or LKP based on Lost Person Behavior statistics.

Range rings, like other objects, can be converted to assignments.

Step 2: Add radius distance of range rings. Separate by a comma for more than one ring.





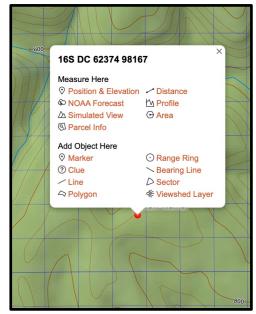




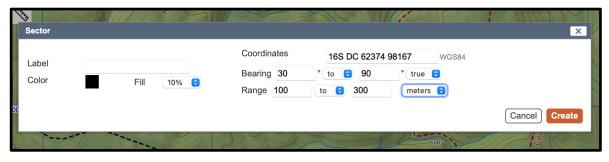


#### **Adding Sectors**

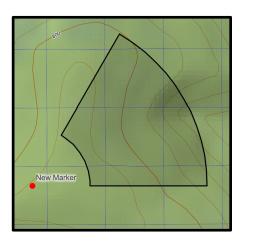
Step 1: Right click on point, marker, feature or anywhere on the map. Select Sector.



As with other objects, Sectors can be converted to assignments by left clicking on the sector and choosing "Copy(+)"



Step 2: Fill in the parameters of the sector

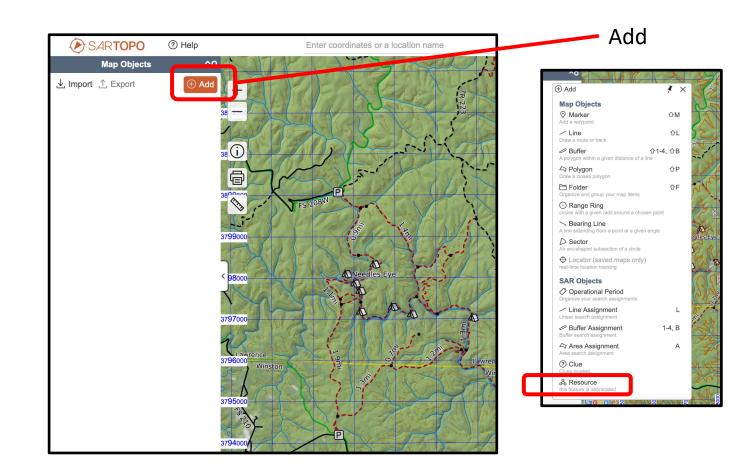


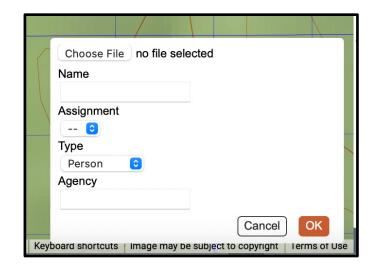
Resulting sector from 30 degrees to 90 degrees starting at 100 meters from starting point and going to 300 meters from starting point





#### **Adding Resources**



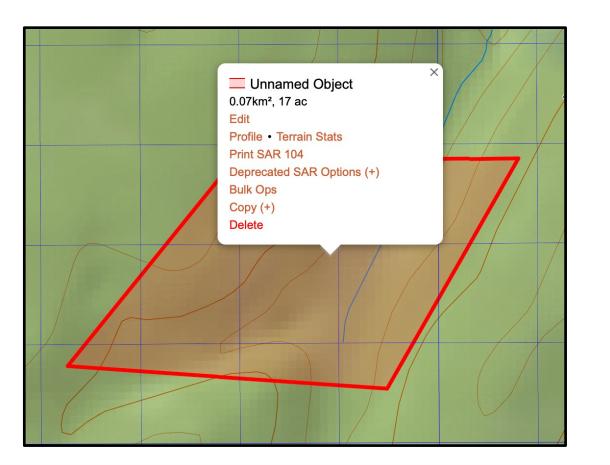


Resources can be added as they arrive on scene and assigned later, or immediately assigned to current assignments. Assignment must be created before resources can be added to an assignment. Created assignments will appear in the drop down tab.





#### Printing 104s



Left click on assignment.

Click "Print SAR 104"

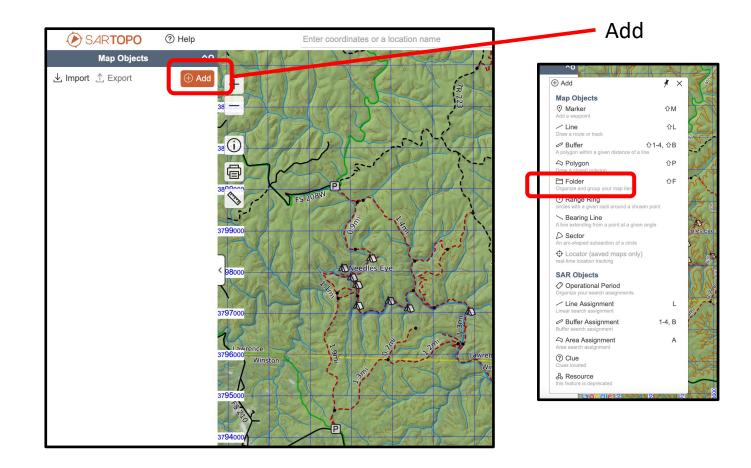
PDF will come up in a separate window with all the information you created when you made the assignment, along with the resources assigned to that assignment.

PDF is fillable so extra information can be added.





#### **Adding folders**



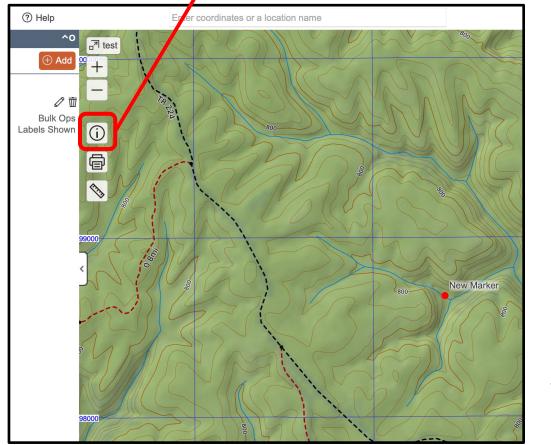
Use folders to organize the objects you create. This makes it quick to declutter a map without deleting anything from the map.

Objects can be added to or moved to other folders by left clicking on the object, then edit, then editing the folder location.

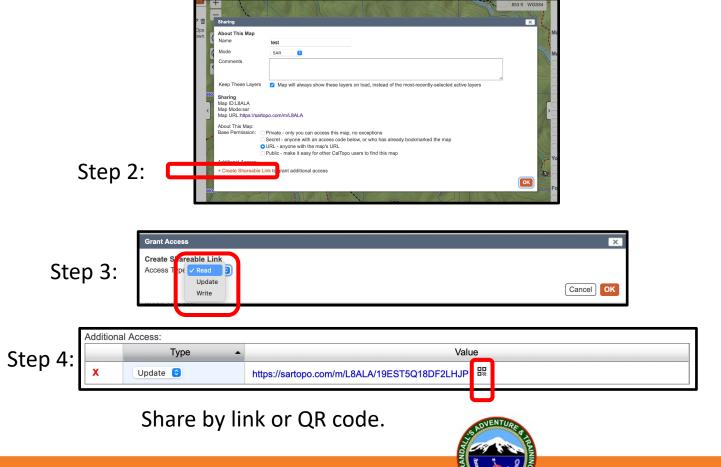




#### Sharing The Map (map must be saved to share)

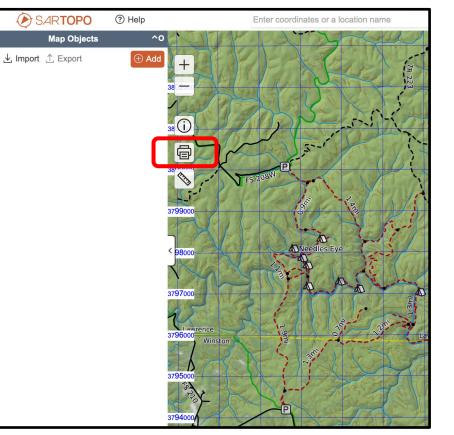


Step 1:





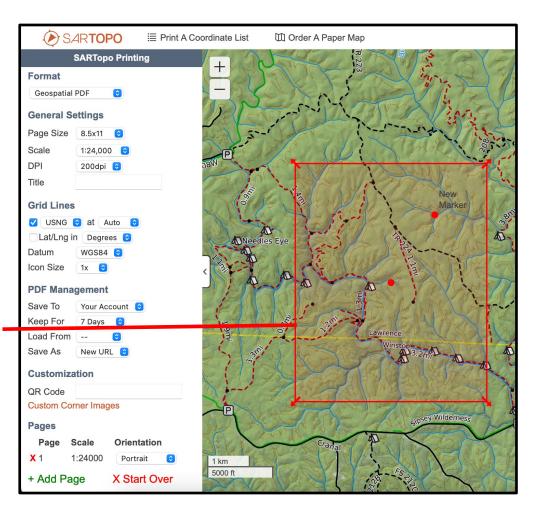
### **Printing A Map**



Configure your print general settings.

Red border is print area. Red dot in center is map center. Move the printed area by dragging the red dot.

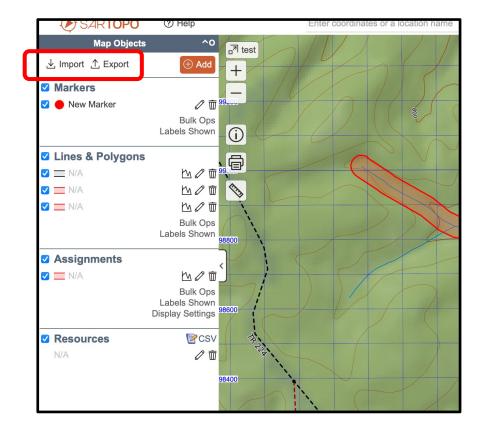
PDF will open in a new window ready for print.







### Import / Export





Choose file to import. Check or uncheck data to be transferred.

Choose file type to export. Check or uncheck data to be transferred.







Mission Management Training Video



SarTopo for Incident Response Course

