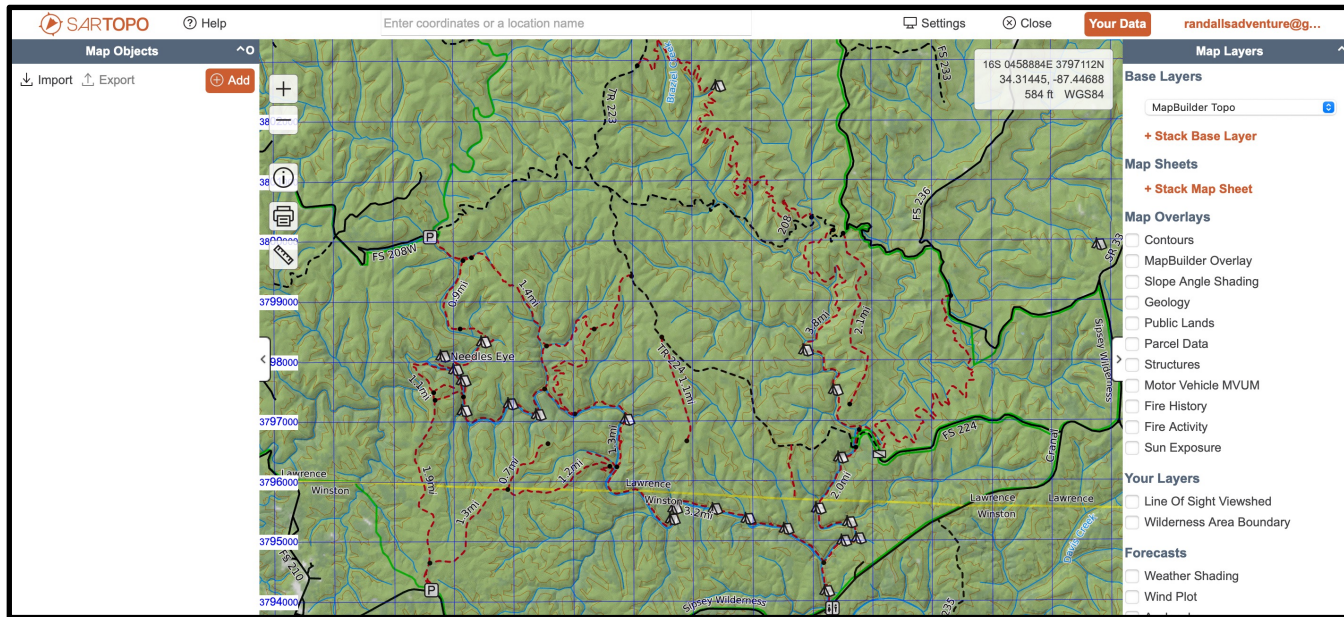




ALABAMA ASSOCIATION OF RESCUE SQUADS

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.





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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





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Common Settings

Settings

A screenshot of the SARTOPO software interface. The main window displays a topographic map with various overlays and a grid. A red box highlights the 'Settings' button in the top right corner of the map area. To the right of the map is a 'Map Layers' panel with several sections: 'Base Layers' (MapBuilder Topo), 'Map Sheets' (+ Stack Map Sheet), 'Map Overlays' (Contours, MapBuilder Overlay, Slope Angle Shading, Geology, Public Lands, Parcel Data, Structures, Motor Vehicle MVUM, Fire History, Fire Activity, Sun Exposure), 'Your Layers' (Line Of Sight Viewshed, Wilderness Area Boundary), and 'Forecasts' (Weather Shading, Wind Plot). The interface also includes a search bar at the top with the text 'Enter coordinates or a location name', a 'Help' icon, and a 'Your Data' section with the email 'randallsadventure@g...'. The map shows a terrain with green and brown colors, blue lines for water, and various labels for roads (e.g., FS 208W, FS 224, FS 226) and locations (e.g., Lawrence, Winston, Needles Eye, Sibley Wilderness).





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Labels / Coordinate System

Settings

Display

Show Labels By Folder

Show UTM/USNG Grid
Intensity: 0 —●— 100

Update URL on Map Move

Default Mode SAR

Coordinates

Datum WGS84

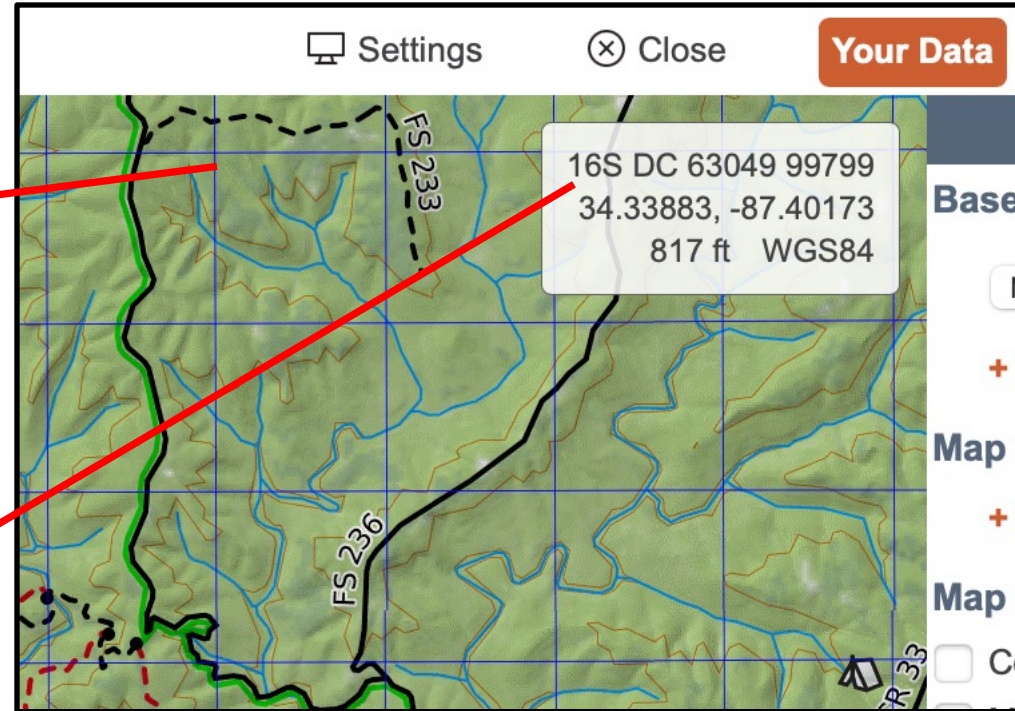
Units Mixed

Coordinate System

USNG (primary)

Degrees (secondary)

Show Position at Cursor



Main map view

Coordinates displayed where the cursor is.

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





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Base Layers

SARTOPO Help Enter coordinates or a location name Settings Close Your Data randallsadventure@g... Map Layers

Map Objects Import Export Add

16S 0458884E 3797112N
34.31445, -87.44688
584 ft WGS84

Base Layers
MapBuilder Topo

+ Stack Base Layer

Map Sheets
+ Stack Map Sheet

Map Overlays
 Contours
 MapBuilder Overlay
 Slope Angle Shading
 Geology
 Public Lands
 Parcel Data
 Structures
 Motor Vehicle MVUM
 Fire History
 Fire Activity
 Sun Exposure

Your Layers
 Line Of Sight Viewshed
 Wilderness Area Boundary

Forecasts
 Weather Shading
 Wind Plot

Base Layers

Your Data randallsadventure@g... Map Layers

Topographic Maps
✓ MapBuilder Topo
MapBuilder Hybrid
Scanned Topos
Forest Service
TF Outdoors

Aerial Imagery
Global Imagery
NAIP
Relief Shading
Shaded Relief

Google Layers
Map
Terrain
Satellite
Hybrid

Street Maps
MapBuilder Roads
OpenStreetMap
OpenCycleMap

Other Maps
Marine Charts
FAA Sectional
Historic

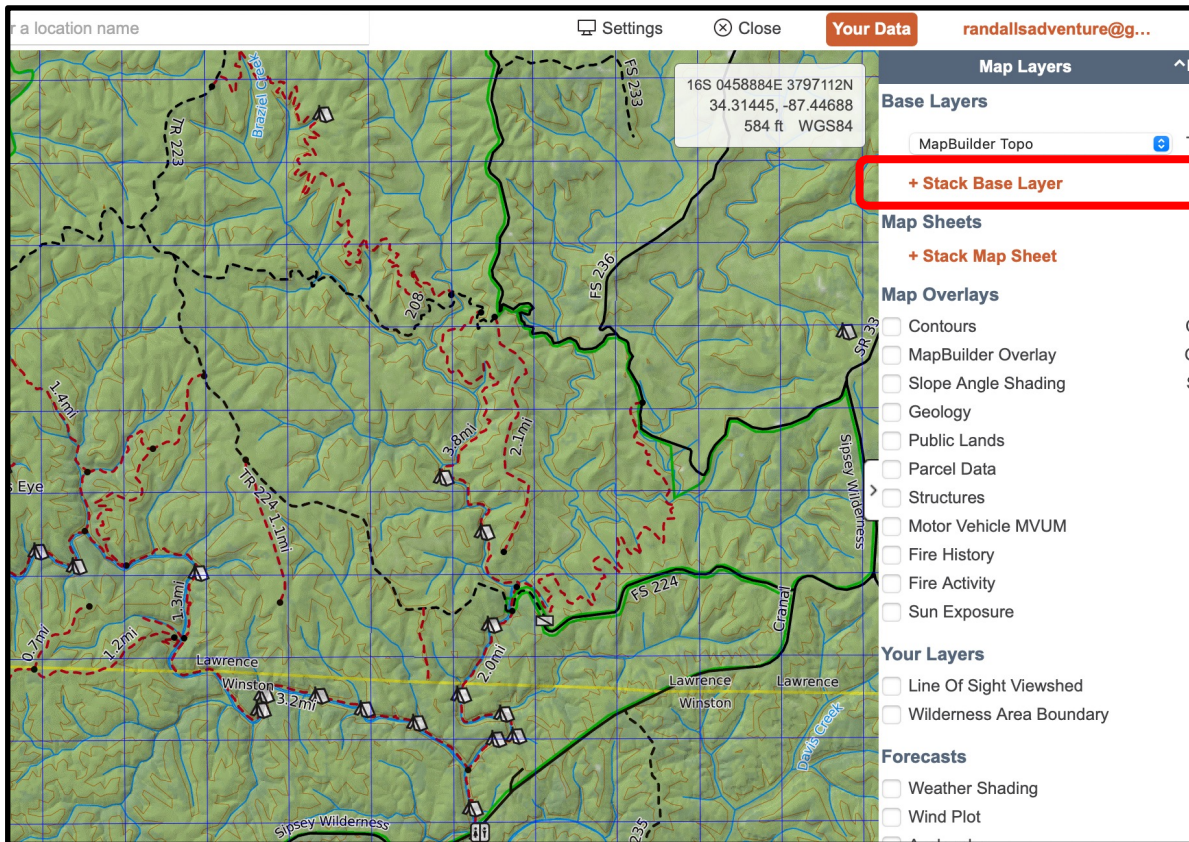
Live Satellites (pro)
Sentinel Weekly
MODIS Daily
GOES Live
GOES Temperature



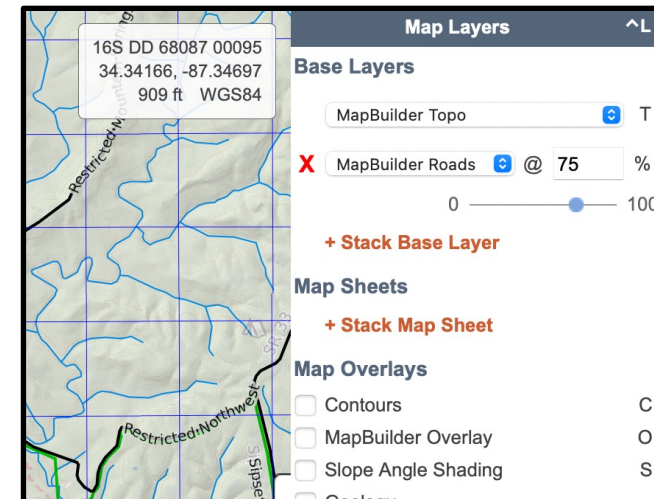


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Stack Base Layers



Stack Base Layers



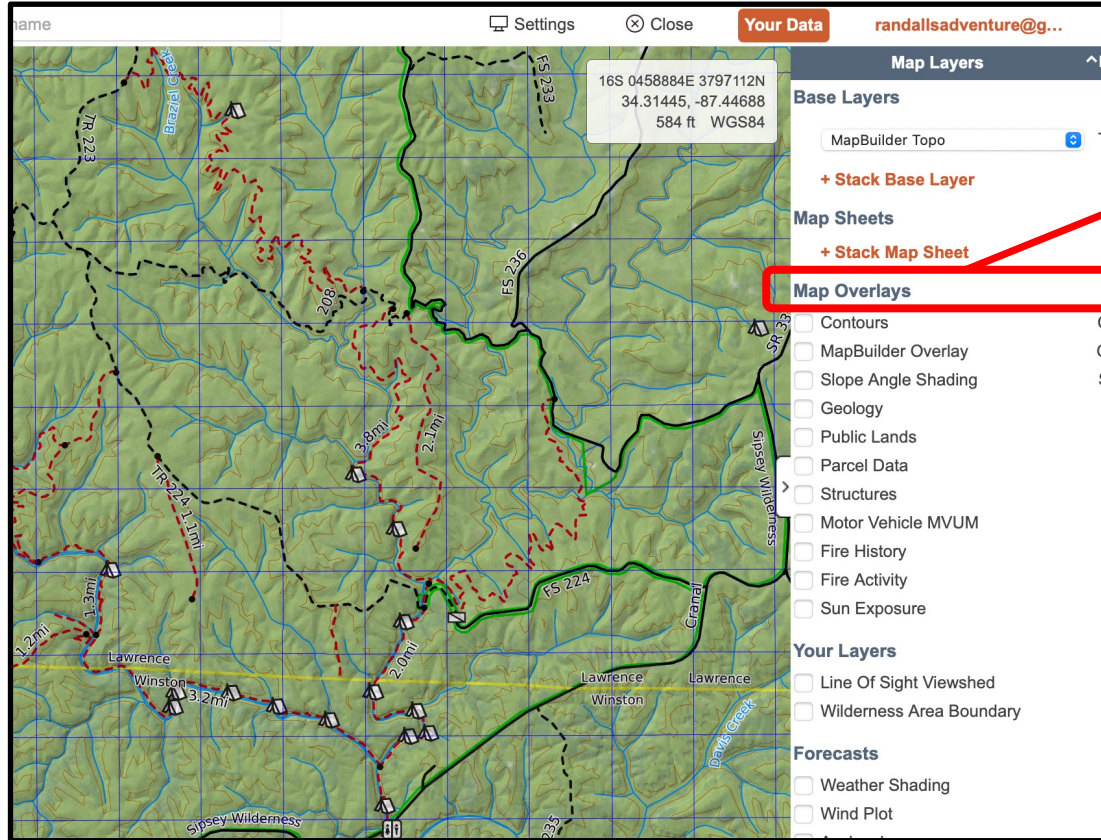
The 0-100 intensity bar will adjust how much you want the stacked layer to be visible.



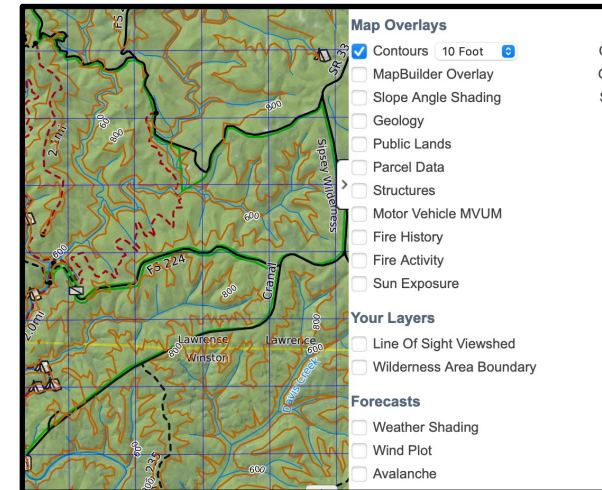


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Overlays



Map Overlays



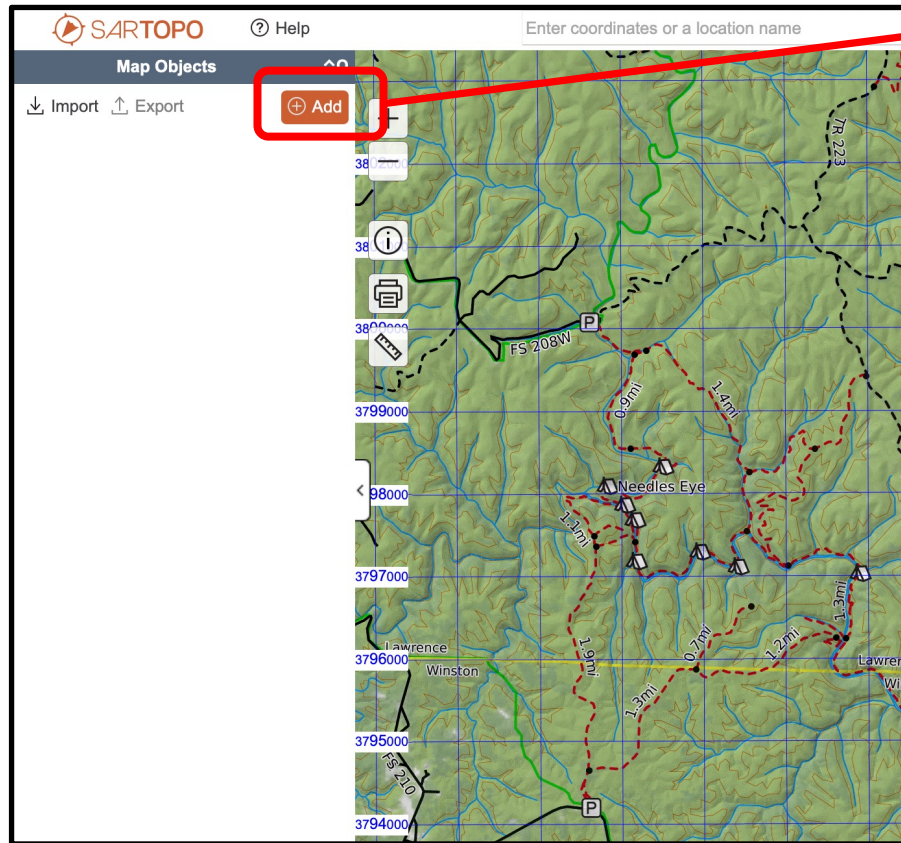
Some overlay features are not available on free accounts.



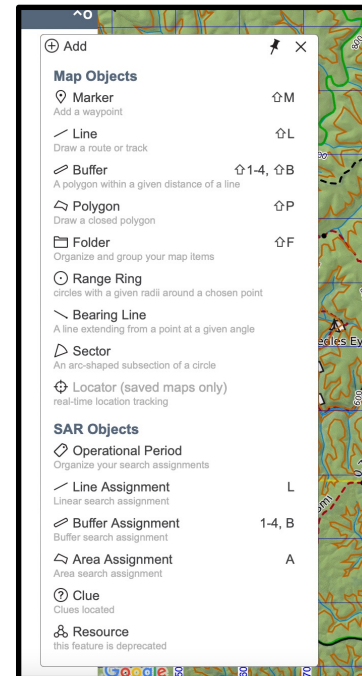


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Adding Objects



Add Objects



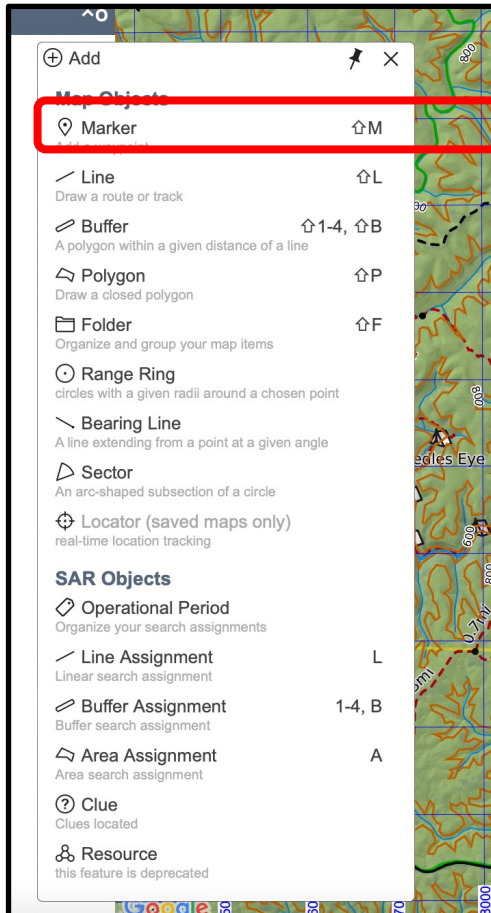
Note: Objects can also be added at the cursor by right clicking then adding the object from the pop up box.



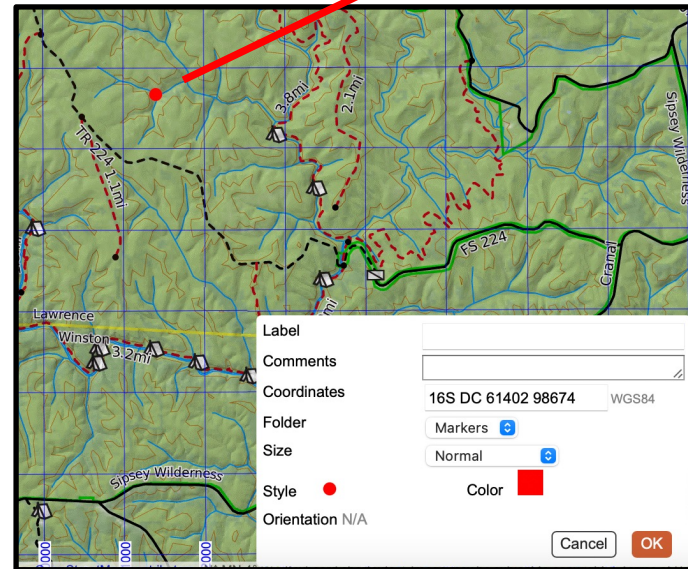


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Adding Objects



Add Marker



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.





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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.

A screenshot of a mapping application's 'Save As' dialog box. The dialog is overlaid on a topographic map showing a route with several waypoints. The 'Save As' window has a title bar with a close button. It contains the following fields and options:

- Map name:** A text input field with the placeholder text 'choose a map name'.
- Mode:** A dropdown menu currently set to 'SAR'.
- Save to your:** A dropdown menu set to 'Your Account' followed by the text 'account'.
- Always show these layers on load, instead of the most-recently-selected active layers**
- Share Your Map** section:
 - Base Permission:**
 - Private - only you can access this map, no exceptions
 - Secret - anyone with an access code below, or who has already bookmarked the map
 - URL - anyone with the map's URL
 - Public - make it easy for other CalTopo users to find this map
 - Tell Us About Your Map:** A large text area for providing a description.
- Buttons:** 'Cancel' and 'Save' buttons are located at the bottom right of the dialog.

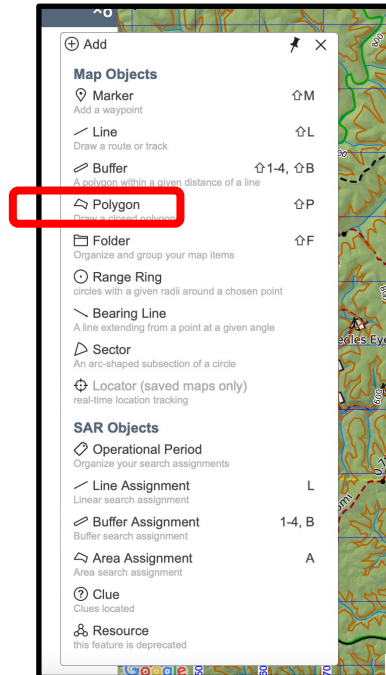
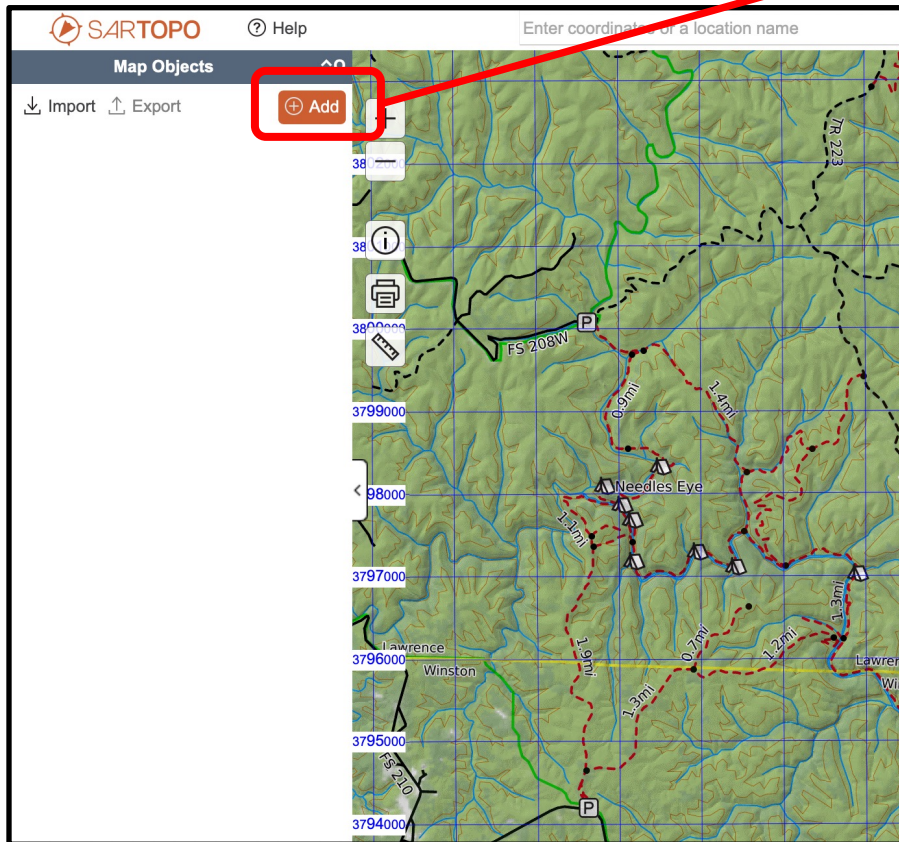




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Building Polygons / Areas

Add



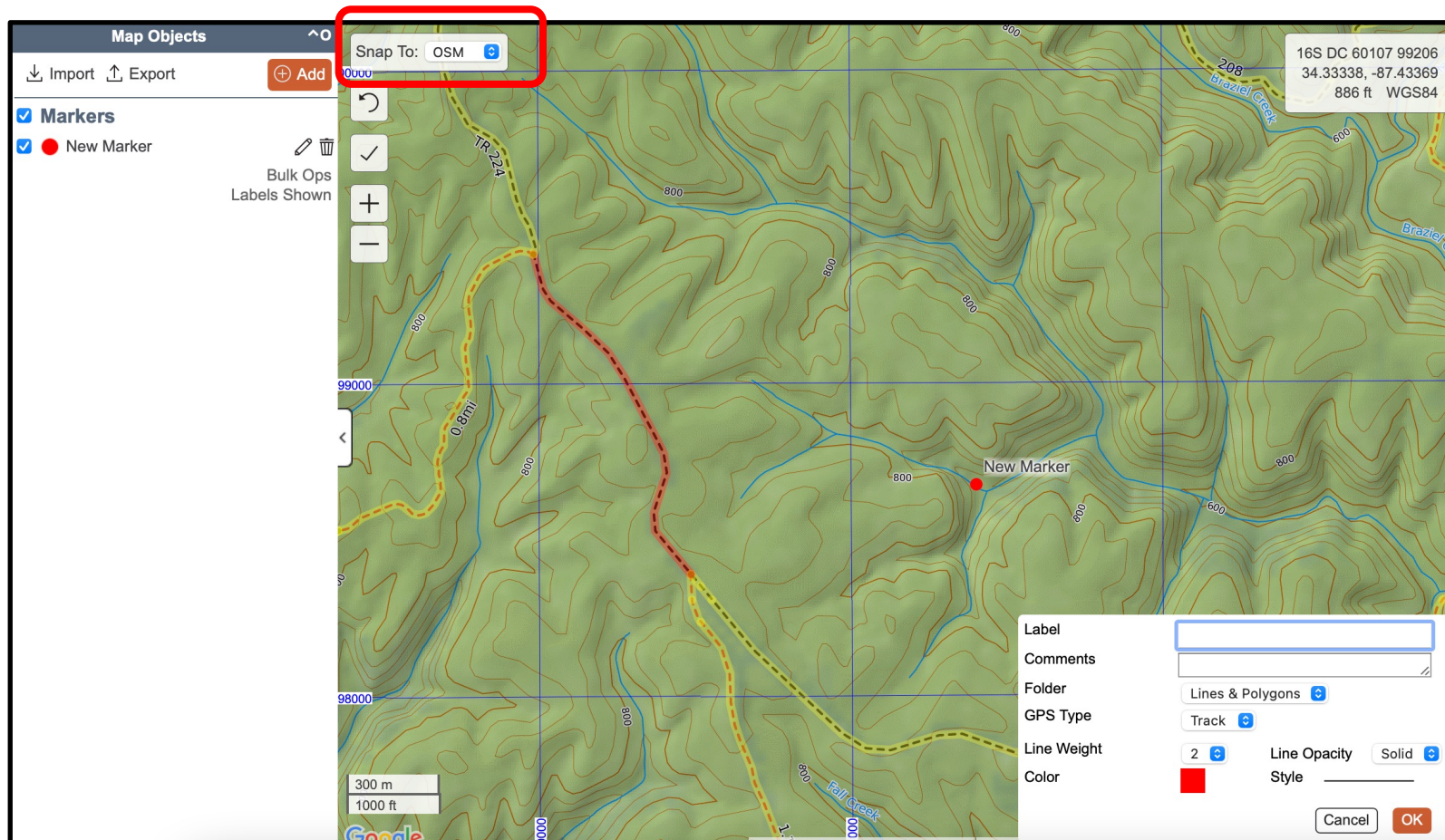
Part of this polygon was made using "snap to" hydro.



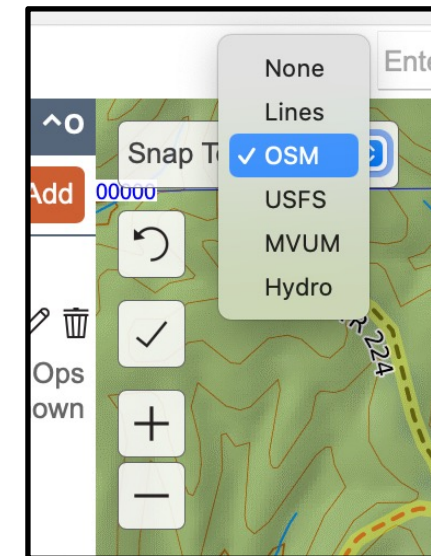


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Using Snap To



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

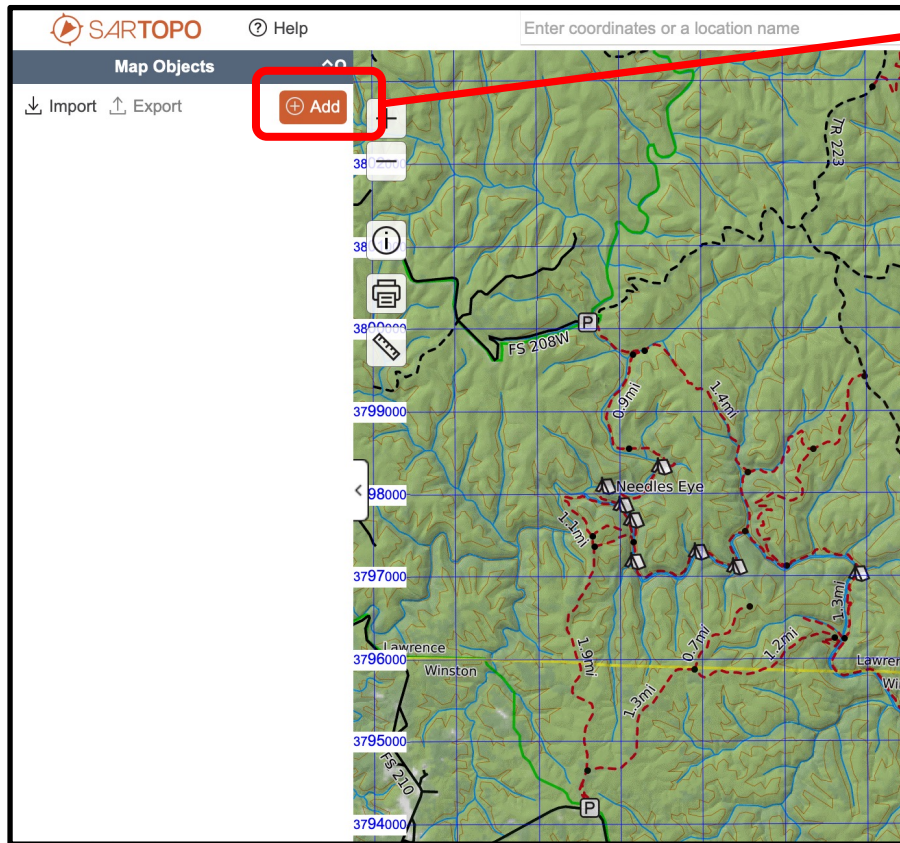




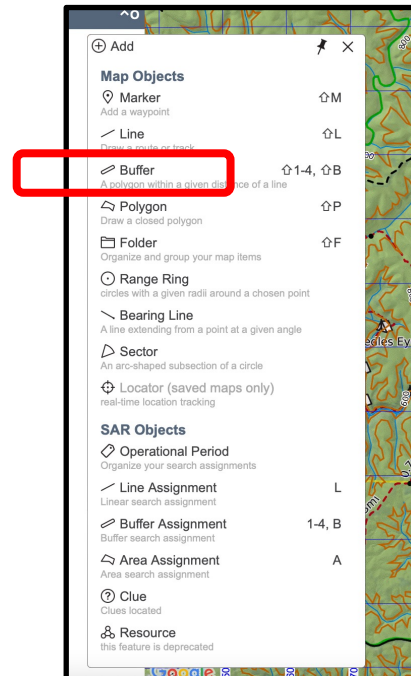
ALABAMA ASSOCIATION OF RESCUE SQUADS

Creating Buffers

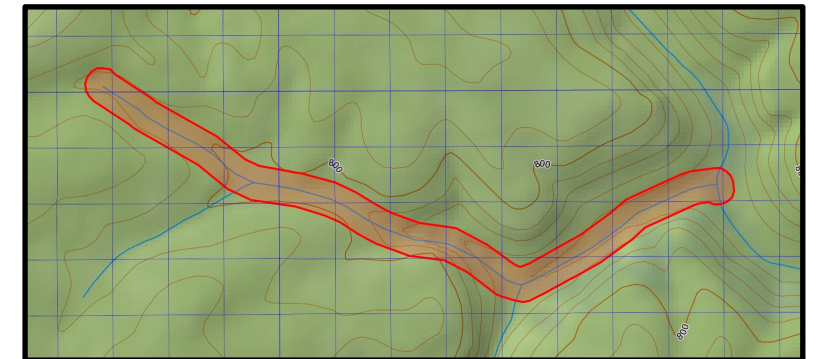
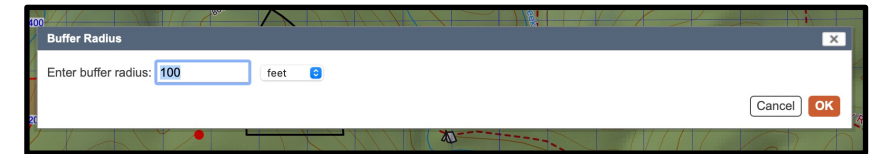
Step 1:



Add



Step 2: Define buffer width from centerline



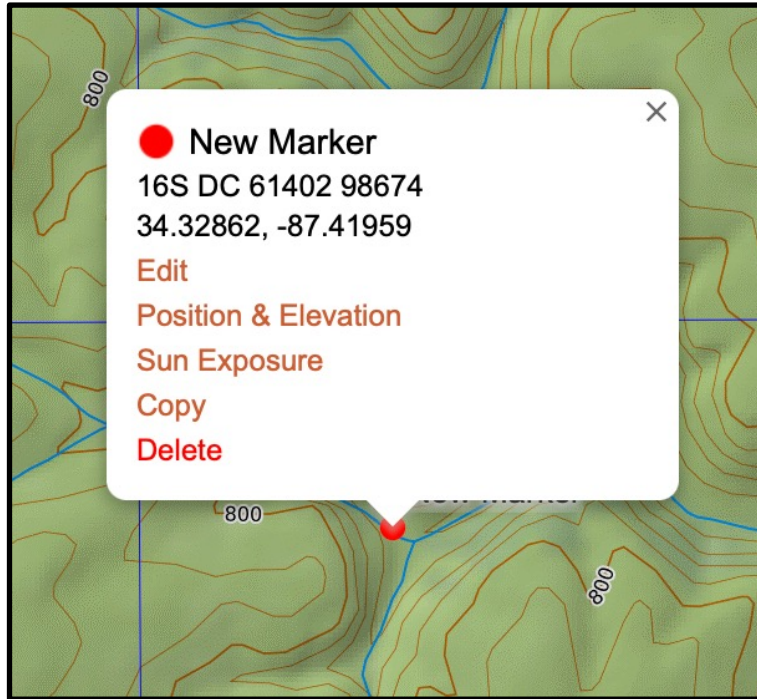
Buffers can be converted to assignments.



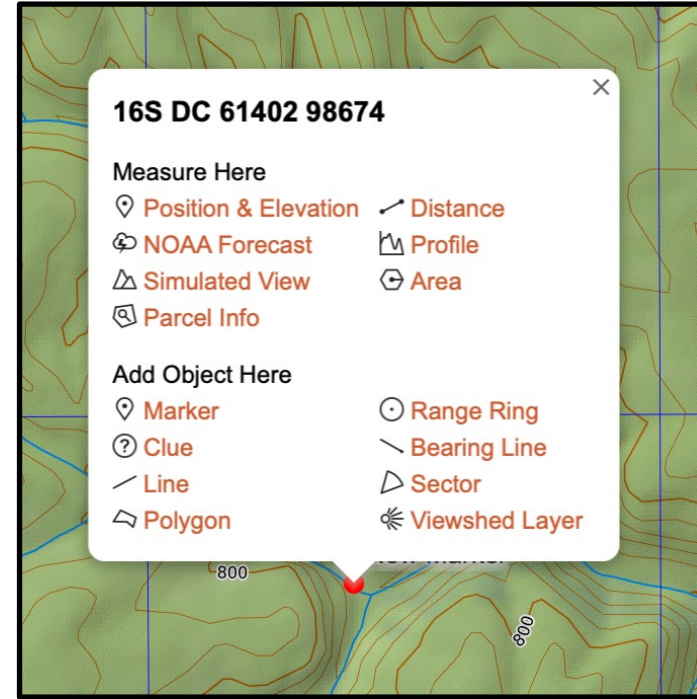


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Editing / Adding Objects



Left click on object



Right click on object

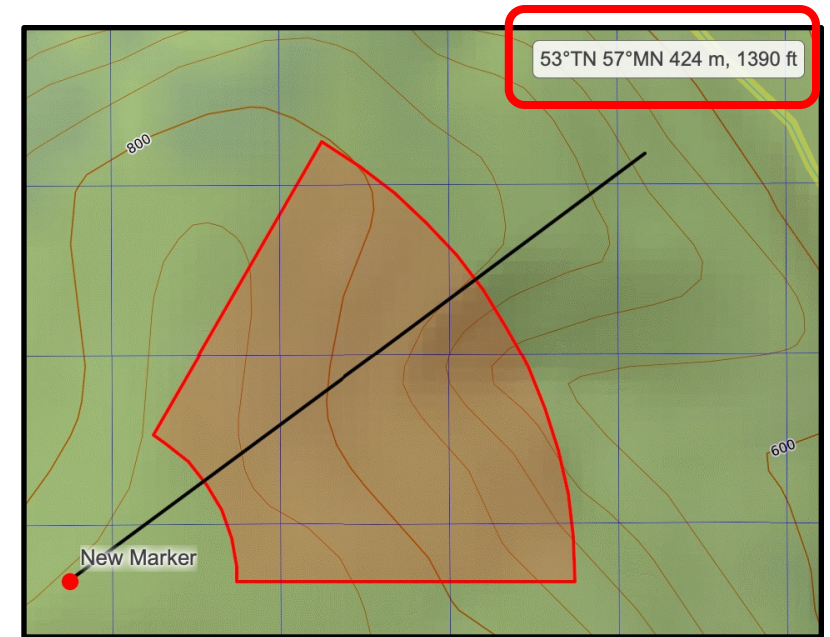
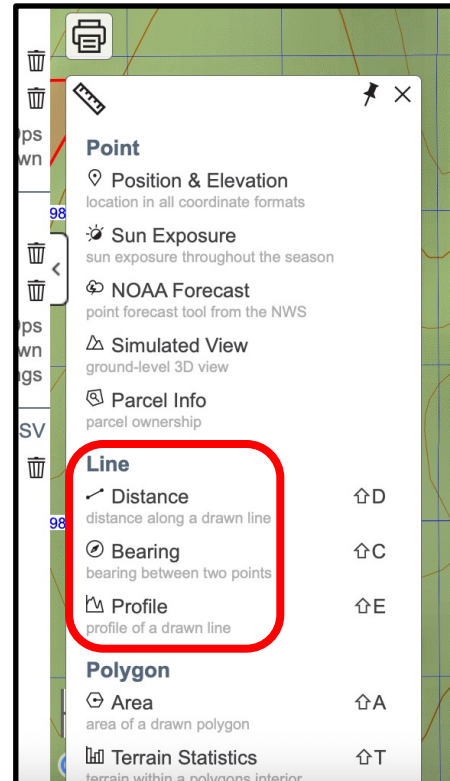
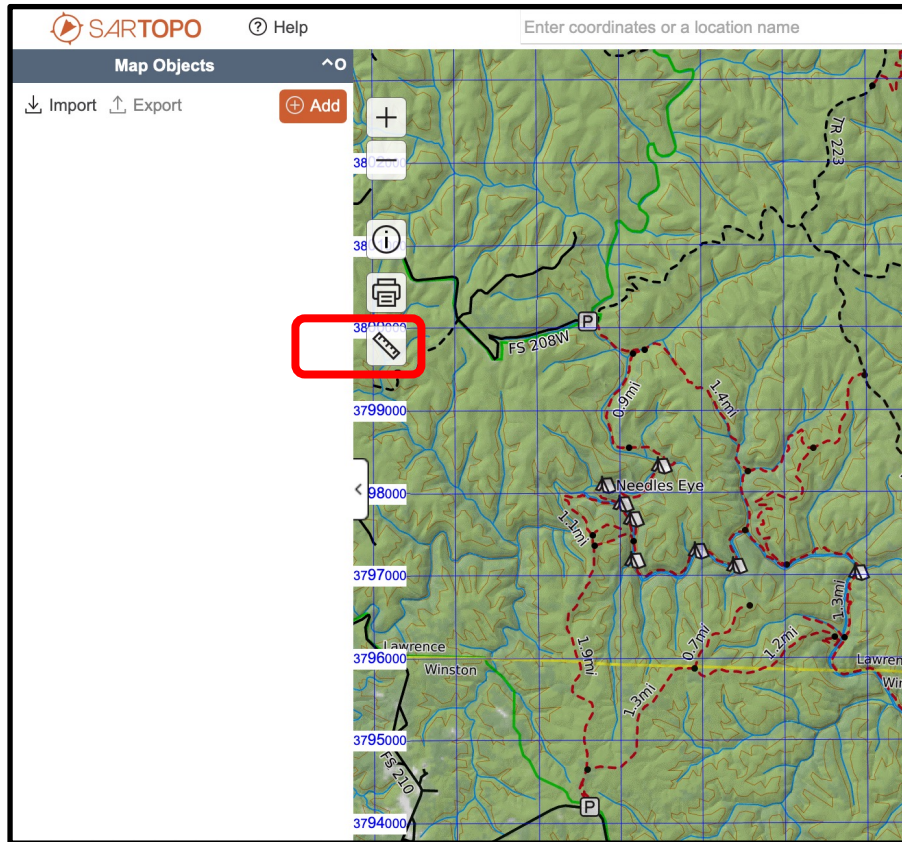




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Measuring

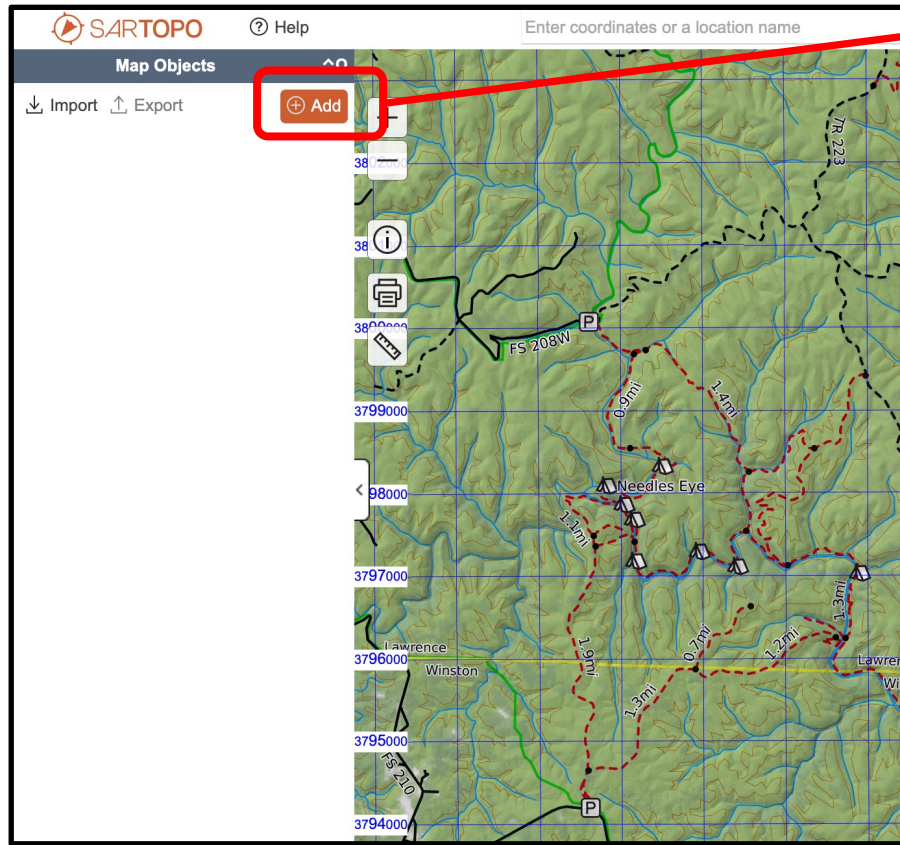
Measuring allows the measurement of distance, bearing and profile. Click where you want to start your measurement and double click where you want to end it.



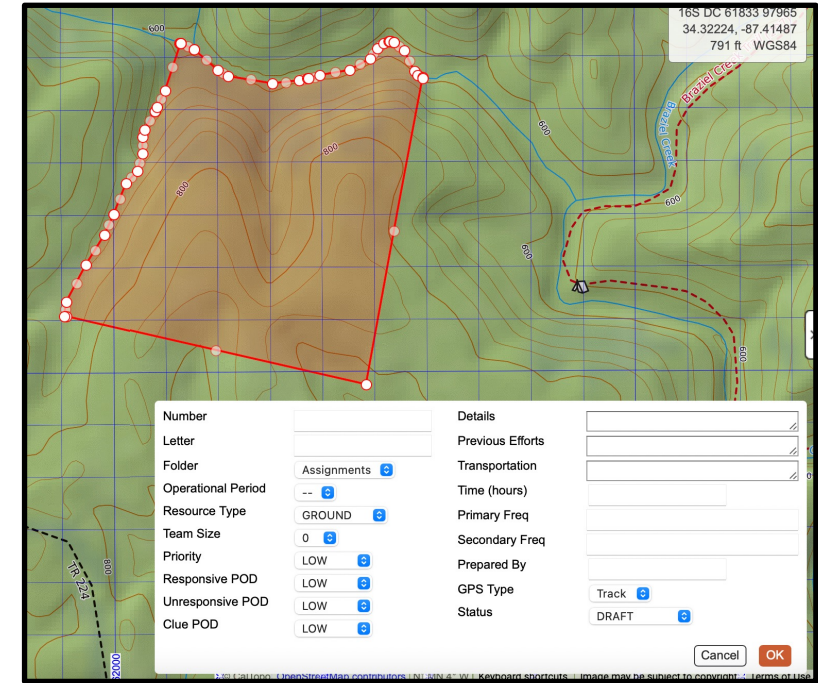
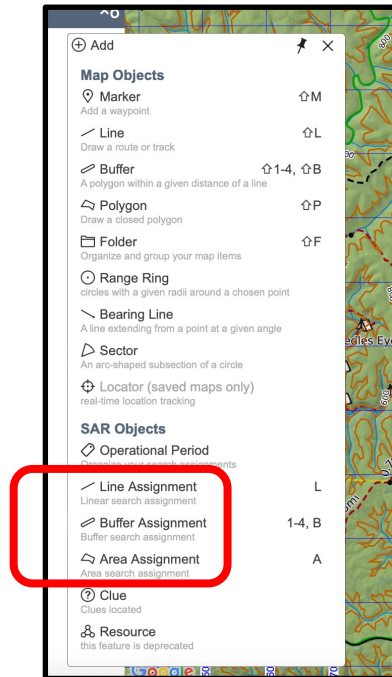


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Creating / Adding Assignments



Add



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





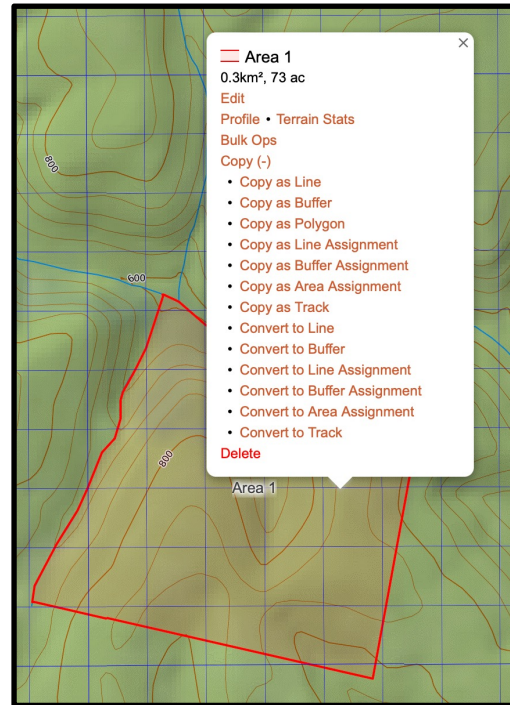
ALABAMA ASSOCIATION OF RESCUE SQUADS

Converting To Assignments



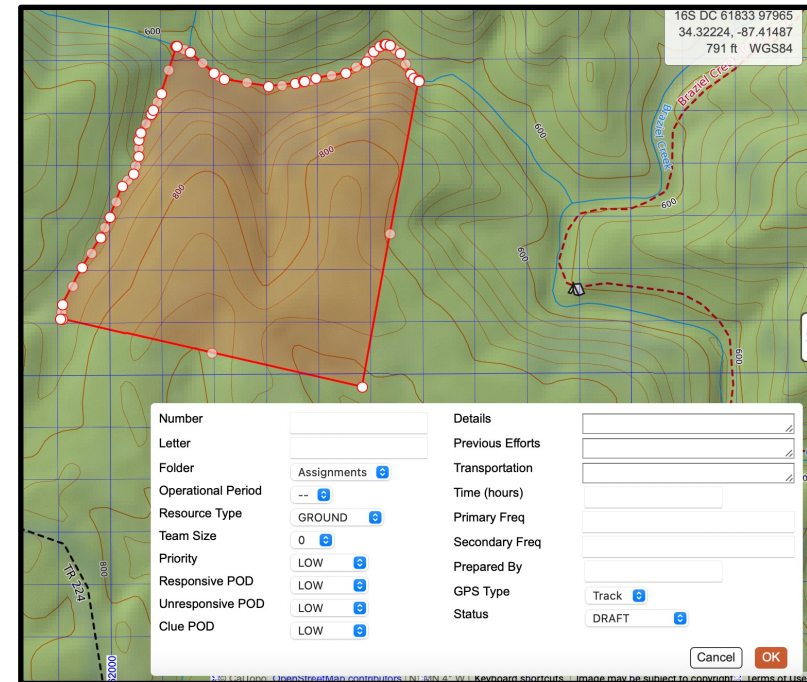
Step 1

Left click on object and choose Copy(+)



Step 2

Choose copy as area assignment or convert to area assignment



Step 3

Fill in all pertinent information

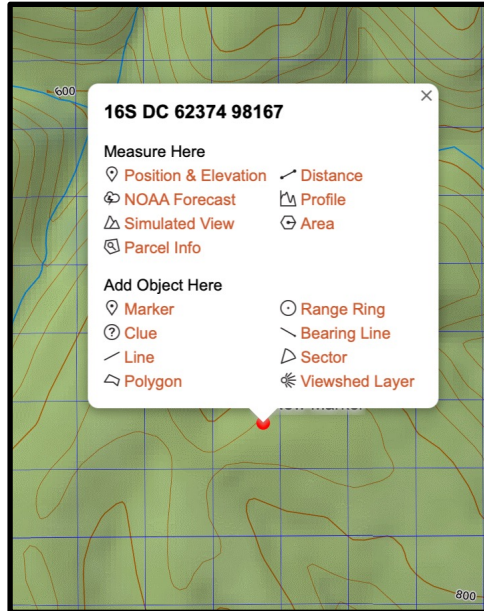




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Range Rings

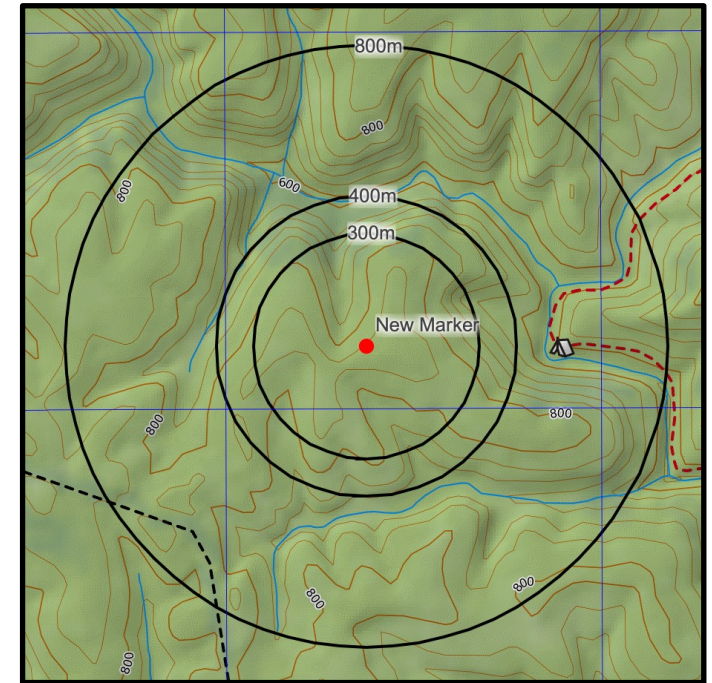
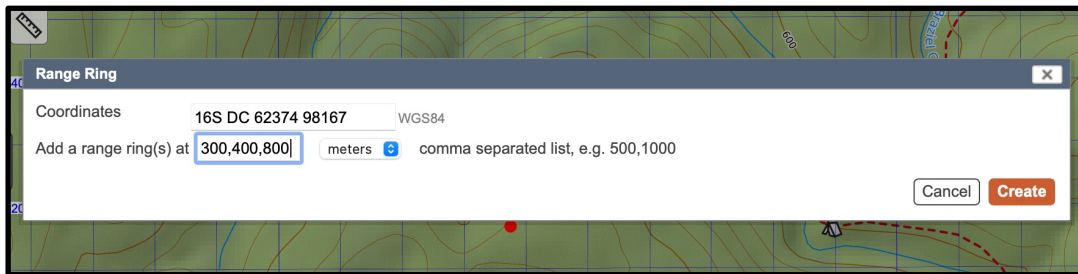
Step 1:
Right click on point, marker, feature or anywhere on the map. Select Range Ring.



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.



Result

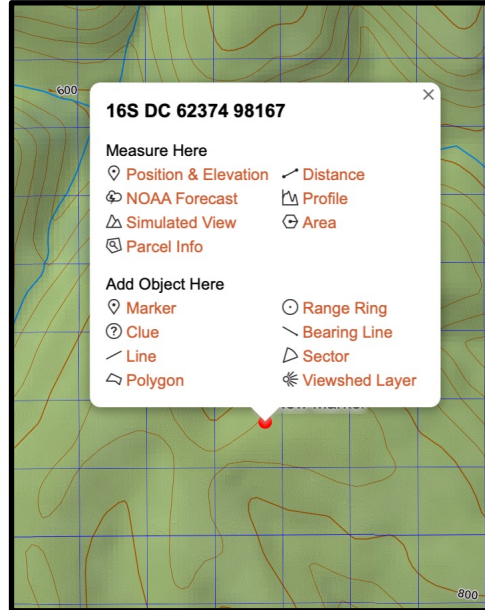




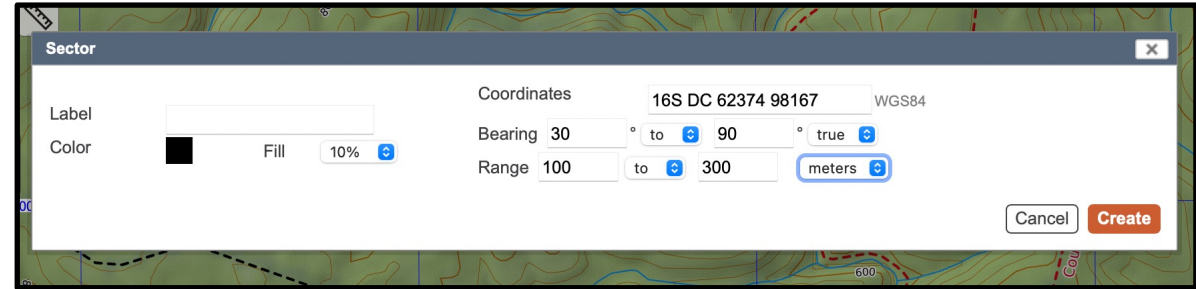
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Adding Sectors

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



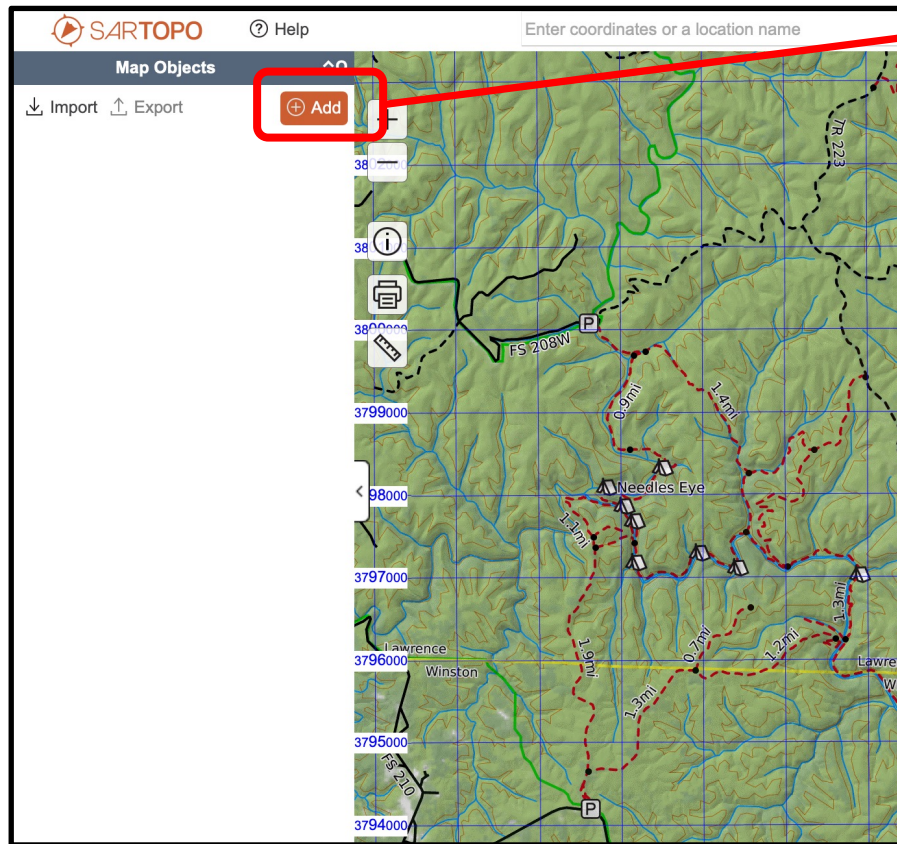
Resulting sector from 30 degrees to 90 degrees starting at 100 meters from starting point and going to 300 meters from starting point



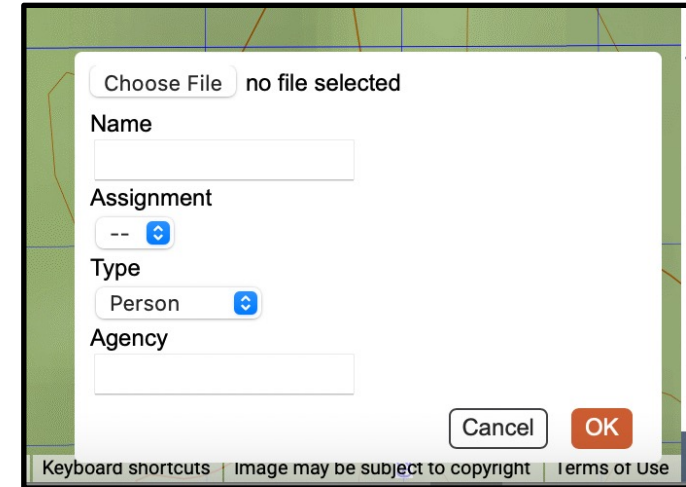
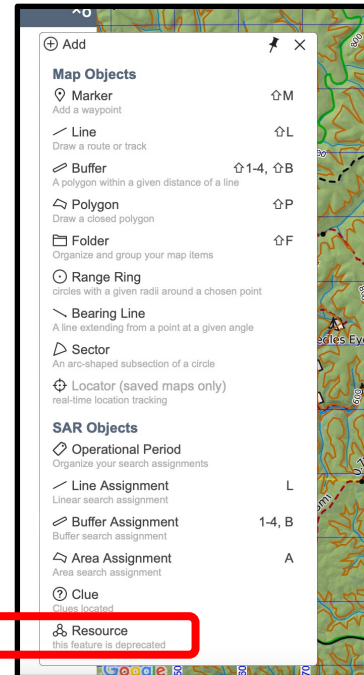


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Adding Resources



Add



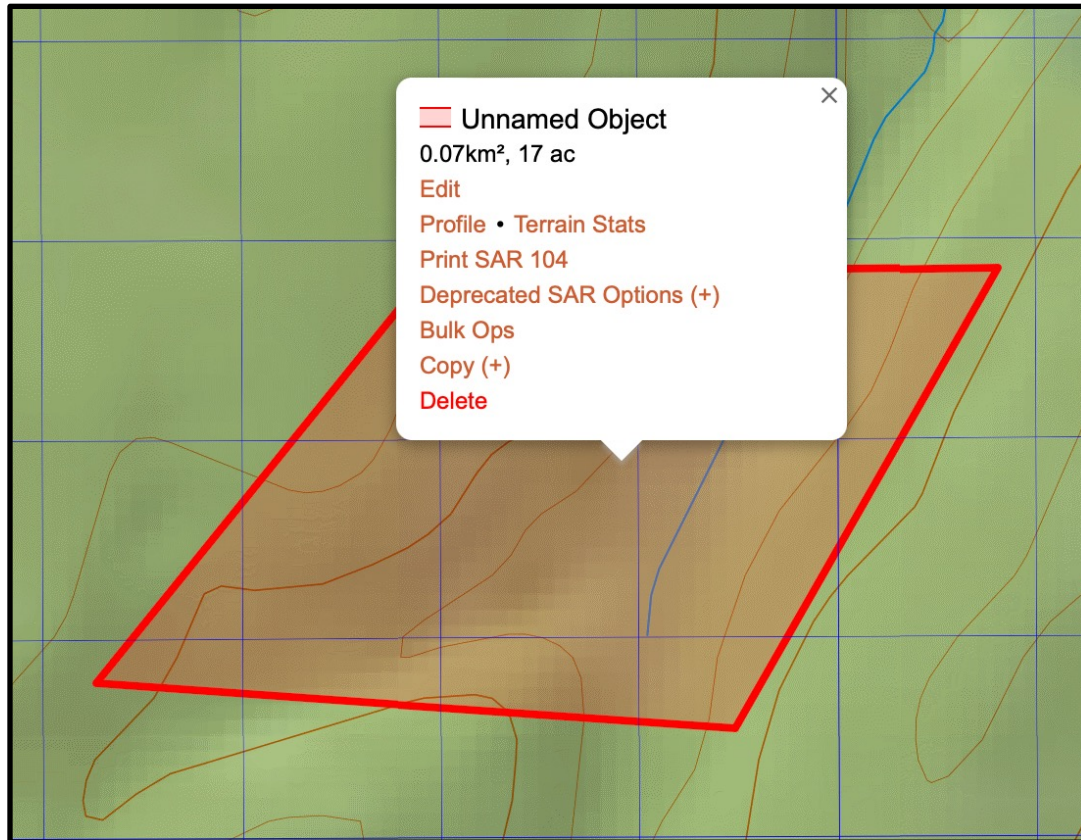
Resources can be added as they arrive on scene and assigned later, or immediately assigned to current assignments. Assignment must be created before resources can be added to an assignment. Created assignments will appear in the drop down tab.





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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.

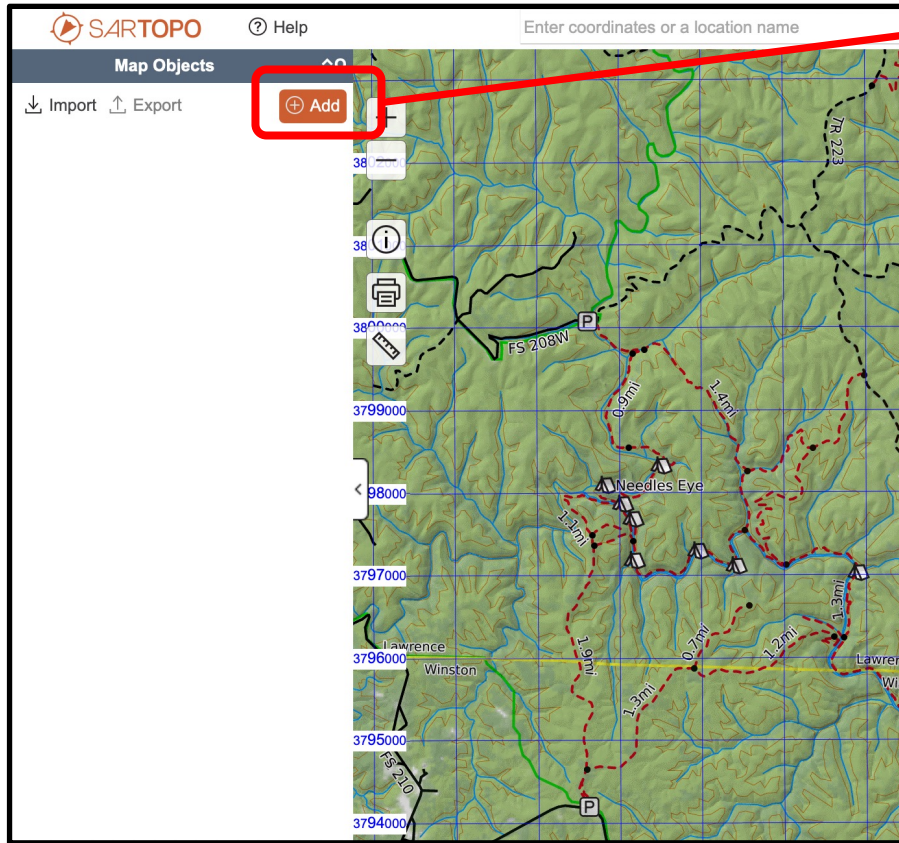
PDF is fillable so extra information can be added.



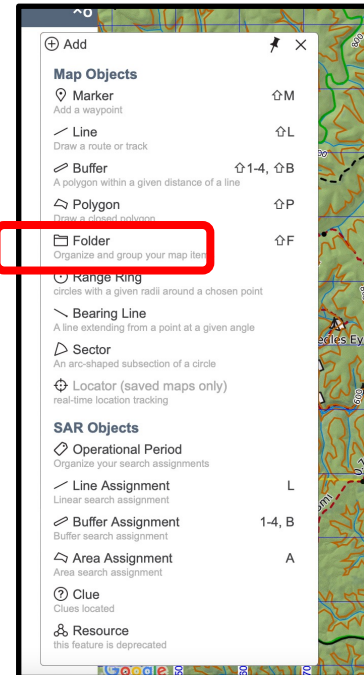


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Adding folders



Add



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.

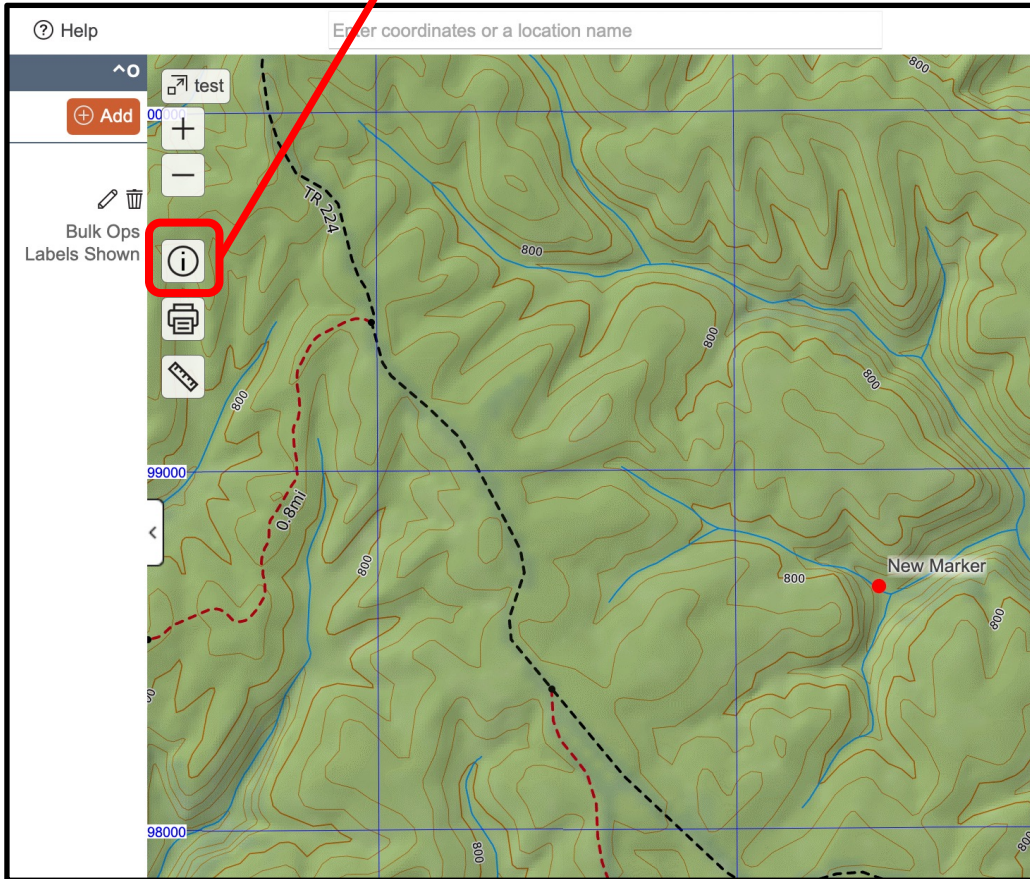




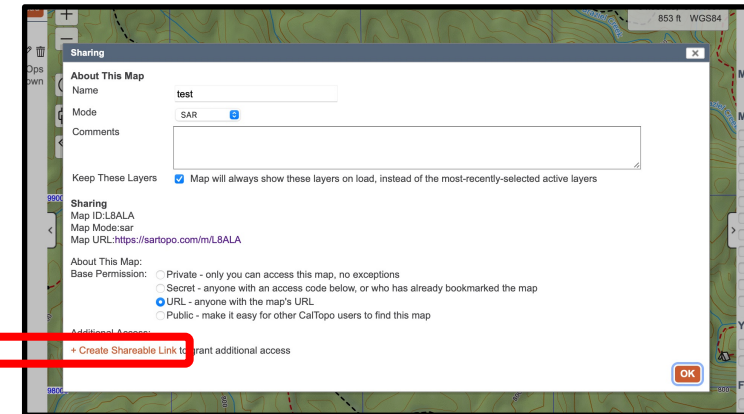
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Sharing The Map (map must be saved to share)

Step 1:



Step 2:



Step 3:



Step 4:



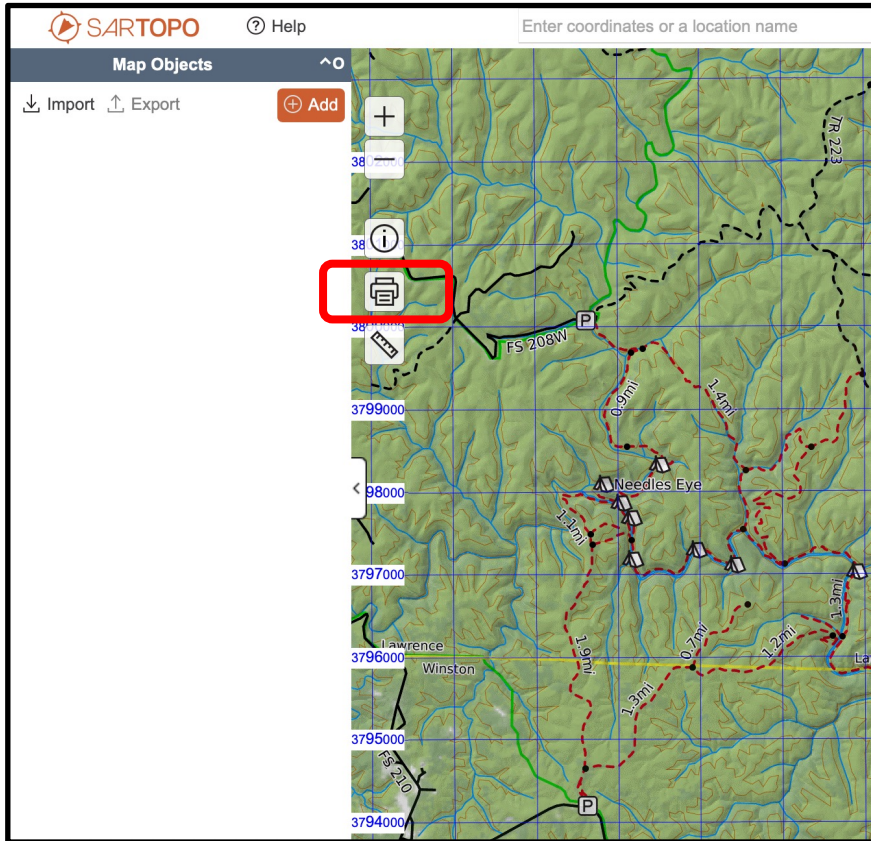
Share by link or QR code.





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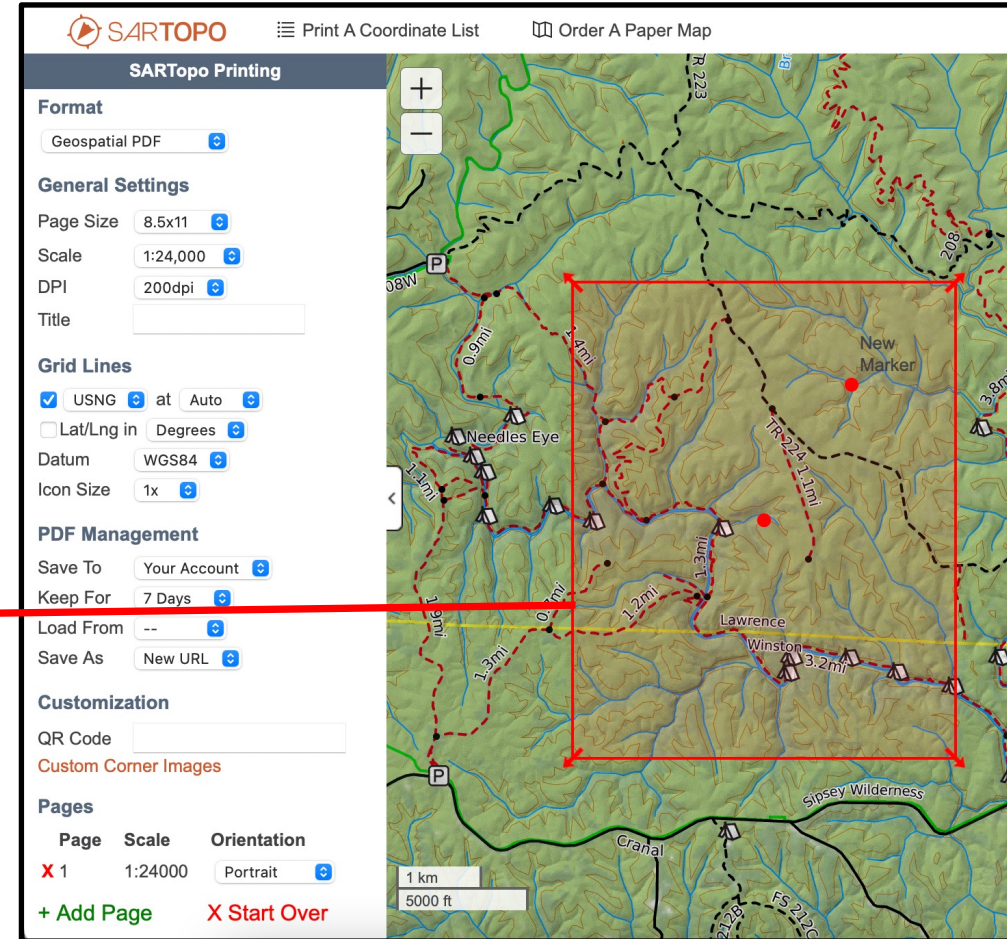
Printing A Map



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.

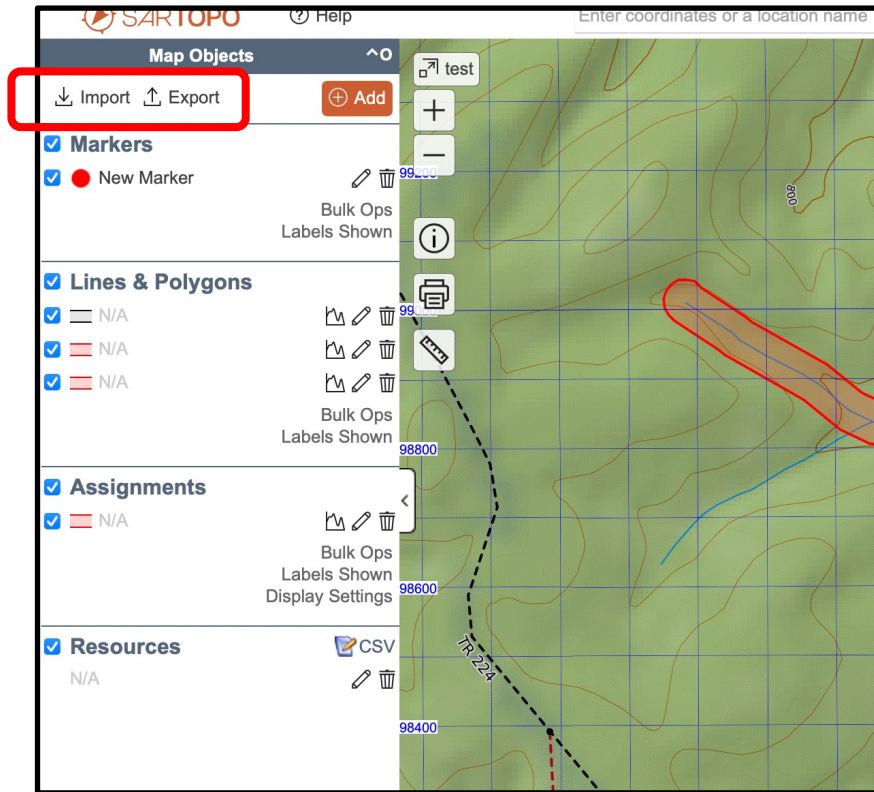
PDF will open in a new window ready for print.





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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.





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Getting Started With SarTopo For Mission Management

