SECTION 2

Drawing on the Map

Drawing is one of the primary methods of communication in NICS. When information needs to be transmitted quickly and efficiently, a sketch on the map is often the most effective.

To begin drawing, select the draw icon [DRAW] from the main toolbar to access the draw panel.

Tool		Function	Tips
	📍	Draw Markers	
	T	Draw Label	Select color prior to selecting this tool
	🔄	Rotate	
Draw Shapes	▣	Draw Vector Polygon	Use the down arrow to select an alternate shape
	○	Draw Circle	
	△	Draw Triangle	
	□	Draw Square	
	⬡	Draw Hexagon	
	✏ THIN	Draw Line	Use the down arrow to select line properties
Measure	✏	Measure Distance	Use the down arrow to select measuring options
	▱	Measure Area	

Adding Markers or Symbols

Different Agencies and Organizations use symbology and map markers to indicate different things. The draw marker feature allows you to quickly add your organization's symbology to a map layer. In order to add markers or symbols to a map layer:

1. Select the Draw Marker icon from the Draw panel.

This will display all the available markers that are currently loaded in to NICS.
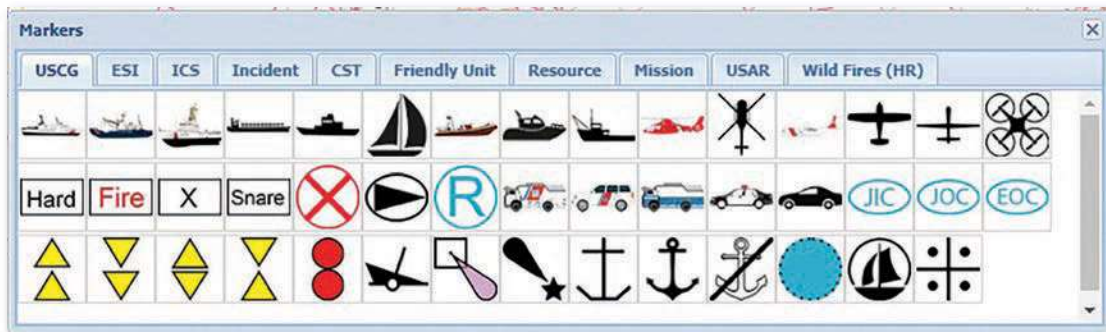
2. Click on a marker to select it and then click anywhere on the map to place it.

You can place an additional Marker on the map by clicking multiple times.

To reset the pointer, click on the HAND tool.

Note: All markers can be rotated on the map layer by using the rotate icon in the Draw Panel. (See Rotate section)

Marker Details

Information about the marker you have placed can be viewed by simply selecting the marker. Once selected, a Feature Detail window will open. You can also select lines, shapes, or labels. These details include: object type, user, last updated, layer number, and comments. Comments may be added using the Edit button. Photos may also be added using the Add Photo option.
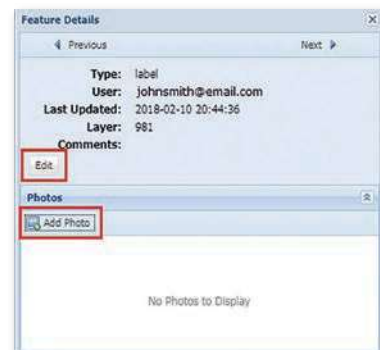
Adding Label

The Label tool enables you to put a text label anywhere on the map.

1. From the Draw panel, click [T] to display the Label window.
2. Type your label text and choose the font size.
3. Click OK.
4. Click the map where you want your text displayed.

Like a marker, you can place the text anywhere on the map. You may also place additional copies of the text on the map by clicking multiple times.

Rotate

Many markers are rotatable after being placed on the map. From the Draw panel, click [⟳], then click on the marker you want to rotate. Use the guide to align your marker accordingly. To reset the pointer, click on the hand tool.

Drawing Shapes

The shapes tool enables you to create a shape with a solid border and translucent center. Use the down arrow below the shapes tool to select the shape you wish to draw: polygon, circle, triangle, square, or hexagon.

Draw a polygon:

1. Click ⬚ , then click the map where you want the first line segment to begin. (Alternatively, holding down the mouse button and dragging across the map causes the shape to automatically adjust to the mouse position.)

2. Release the mouse button to end a line segment.

3. Double-click to end the polygon.

To reset the pointer, click on the hand tool.

Draw a circle:

1. Click ○ , then click the map where you want the center of the circle.

2. Drag the mouse until the circle is the size you need.

3. Click to end the circle creation.

To reset the pointer, click on the hand tool.

Draw a triangle:

1. Click △ , then click the map where you want the center of the triangle.

2. Drag the mouse until the triangle is the size you need.

3. Click to end the triangle creation.

To reset the pointer, click on the hand tool.

Draw a square:

1. Click ▢ , then click the map where you want the center of the square.

2. Drag the mouse until the square is the size you need.

3. click to end the square creation.

To reset the pointer, click on the hand tool.

Draw a hexagon:

1. Click ⬡ , then click the map where you want the center of the hexagon.

2. Drag the mouse until the hexagon is the size you need.

3. Click to end the hexagon creation.

To reset the pointer, click on the hand tool.

Freehand & Update

While drawing, it is possible to free draw by holding down the shift key. You can also select the Freehand icon that opens once you click either the Line tool or the Polygon tool. This feature also works while drawing with the Vector Polygon tool.

Freehand Line

Freehand Line and Polygon

Updating Polygon Shapes:

If you need to update an existing polygon shape, select the icon for the side panel.

1. Scroll the button nav at the top of the side panel by clicking the right arrow button until you see the feature details button.
2. Select the Feature Details button.
3. Select the Polygon feature you want to update.
4. Select the Edit Feature button at the top of the Feature Details panel.

You can now edit the polygon drawing.

The following edits can be made in the Feature Details panel.

- Change or add a description
- Change the stroke color (Outline color)
- Change the fill color
- Change the opacity

Once the polygon has been selected, a popup window with the current details about that feature will open. In this window, you can edit comments and add photos. If you need to add multiple comments to the selected feature, select the New button on the side panel under feature comments. This will allow you to add, view, and edit multiple comments.
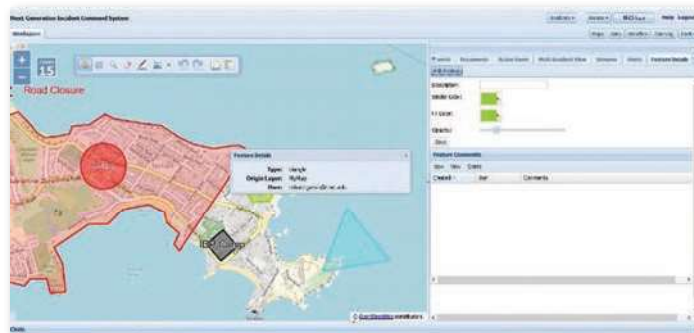
While in the edit features window, you can also edit the shape of a drawn polygon by placing the mouse cursor over the polygon edge. You will see a blue circle appear on the edge of the polygon. You can move the edge to the desired location by clicking the mouse and dragging the cursor to the location you want, then releasing the mouse.
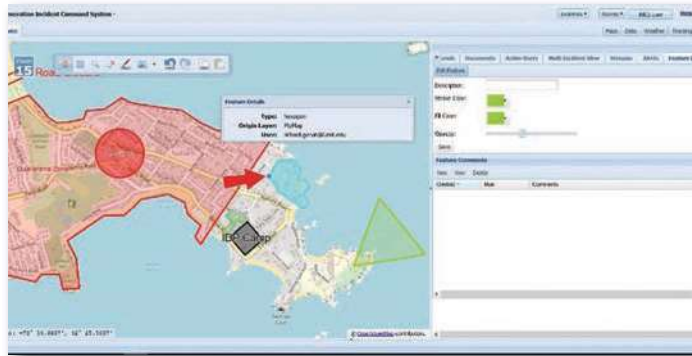
Note: Edit feature works best for editing polygon shapes and drawn polygons. Editing line drawings can be problematic.

Draw Line

The Line tool creates a new line wherever you draw on the map.

Use the down arrow under the Line tool to select line options (i.e., thin, medium, thick, or dashed).

Click the map where you want the first line segment to begin. Drag the cursor until the line is the desired length. Release the mouse button to end a line segment, then double-click to end the line creation. To reset the pointer, click on the Hand tool.

Drawing Freehand:

Once you have selected the line option (thin, medium, thick, or dashed) select the freehand button on the Draw panel, this will allow you to freehand draw lines and polygons.

Click and hold down the mouse and draw. Once you're finished drawing, release the mouse to end the line segment or polygon.

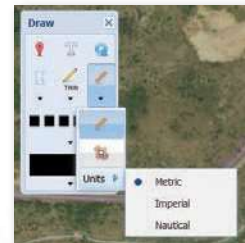To reset the pointer, click on the Hand tool.

Measure

The measurement tool can be used to measure distance or area. In addition, the unit of measure (i.e., Imperial, Metric, or Nautical) can be selected.

Measure Distance:

1. Click ✏️ , then click the map where you want the first line segment to begin.

2. Drag the cursor until the desired length.

The distance will appear as the line segment is drawn.

If you need to find the distance of a winding road or border, you can use the Freehand button at the bottom of the Draw panel. This works in the same way as the Freehand Drawing tool.

Measure Area:

1. Click 🔲 , then click the map where you want the first line segment to begin. (Alternatively, holding down the mouse button and dragging across the map causes the shape to automatically adjust to the mouse position.)

2. Area is shown as cursor is dragged across the map.

3. Release the mouse button to end a line segment, then double-click to end the area.

To reset the pointer and the area, click on the Hand tool.
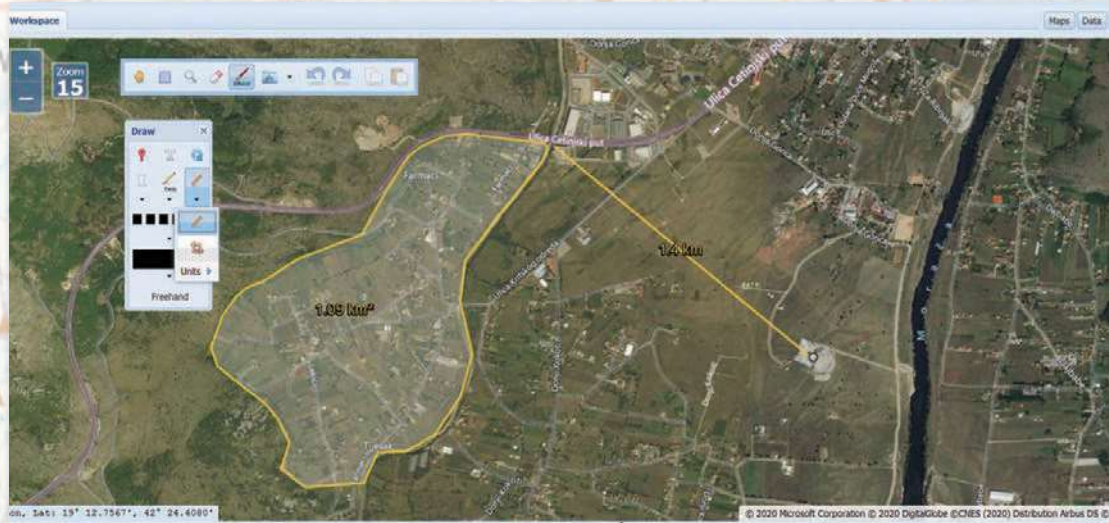
Note: The search cone radius Azimuth and delta will need to be entered before you click on the draw button.

2. Once you are satisfied with the Search Cone, click Add to Room.

Deleting Objects

All drawn polygons, lines, markers, labels, and shapes can be removed from a room as easily as they were added. Simply select the eraser tool from the main tool bar and then click on the object you wish to remove from the map or draw a bounding box around all of the features to be deleted.

A dialog box will open asking you to confirm that you wish to delete the select object from the room. Click Yes to delete or Cancel to return to the map without deleting the selected object.