DRAWING TOOLS IN THE UDS MAPPER

ACRONYMS USED IN THIS LESSON

Acronym	What It Stands For
UDS	Uniform Data System
URL	Universal Resource Locator

UDS Mapper

DRAWING TOOLS

- The UDS Mapper allows you to customize your maps using points, lines, shapes, and labels

- These are useful when :
  - Adding proposed new service delivery sites or providers that are not included in the UDS Mapper
  - Drawing lines that point to target areas
  - Drawing boxes or polygons around target areas
  - Adding labels for health centers, new service delivery sites, or targeted areas

UDS Mapper

USING THE DRAWING TOOLS

- Click the **Drawing** Tools button (looks like a pencil) in the Tool Kit in the lower left corner of the map

- Choose a color using the **Palette** button at the far left of the drawing tools

  - Palette may appear as a shaded box in some browsers
  - When actively drawing, the shape/line will be red
  - You cannot change the color of an object after you have drawn it
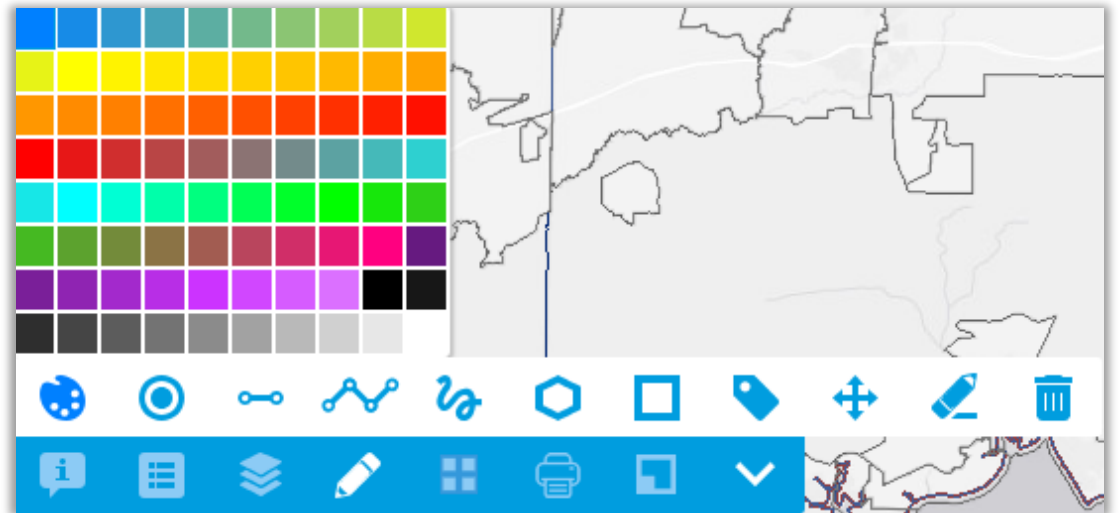
POINTS

1. Click the **Point** button (dot with a circle around it)

2. Click on the map where you would like to place a point

3. Click the **Point** button again to stop drawing
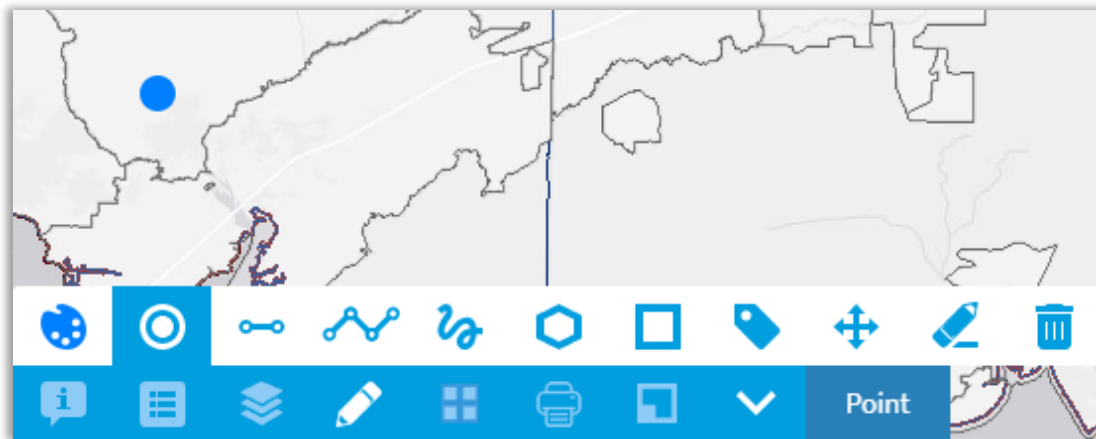
LINES

1. Click the **Line** button (line with circles on ends)

2. Click on the map to begin your line

3. Drag your mouse to draw a straight line

4. Release your mouse button to finish the line
   - This adds a straight line in the direction you have moved your mouse

5. Click the **Line** button again to stop drawing

UDS Mapper
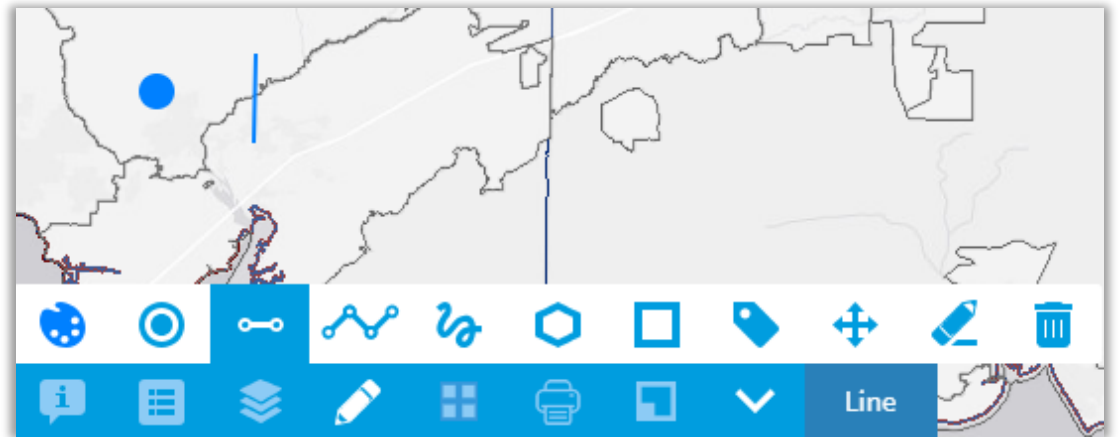
JOINTED LINES

1. Click the **Jointed Line** button (jagged line with circles at each vertex)

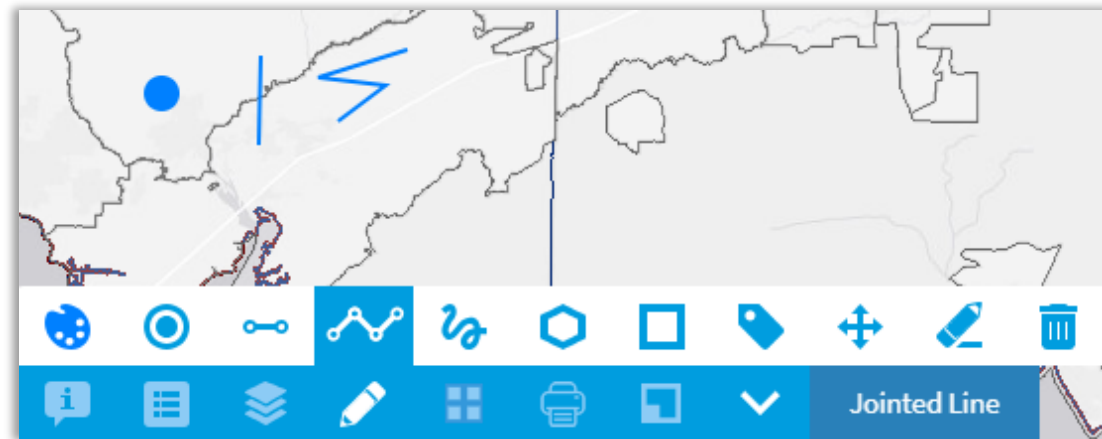2. Click on the map to begin your line

3. Drag your mouse to draw a straight line

4. Click on the map again to create a vertex and drag mouse in a different direction; repeat as necessary

5. Double click on the map to complete the shape
   - This will creates a shape comprised of straight lines connected at angles

6. Click the **Jointed Line** button again to stop drawing

FREEHAND

1. Click the **Freehand** button (looks like a squiggly line)

2. Click on the map to begin your drawing

3. Drag your mouse to freely draw the line

4. Release your mouse button to complete the line
   - This creates a line that follows the path of your mouse
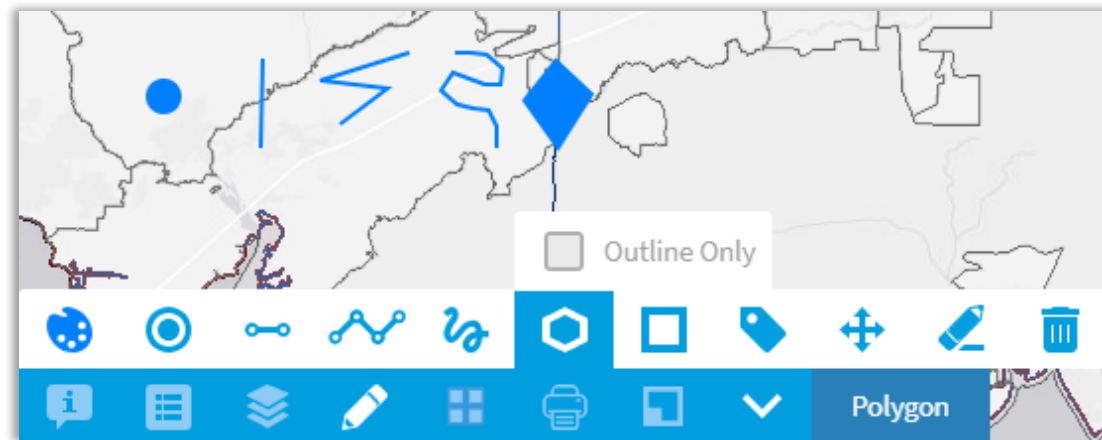
5. Click the **Freehand** button again to stop drawing
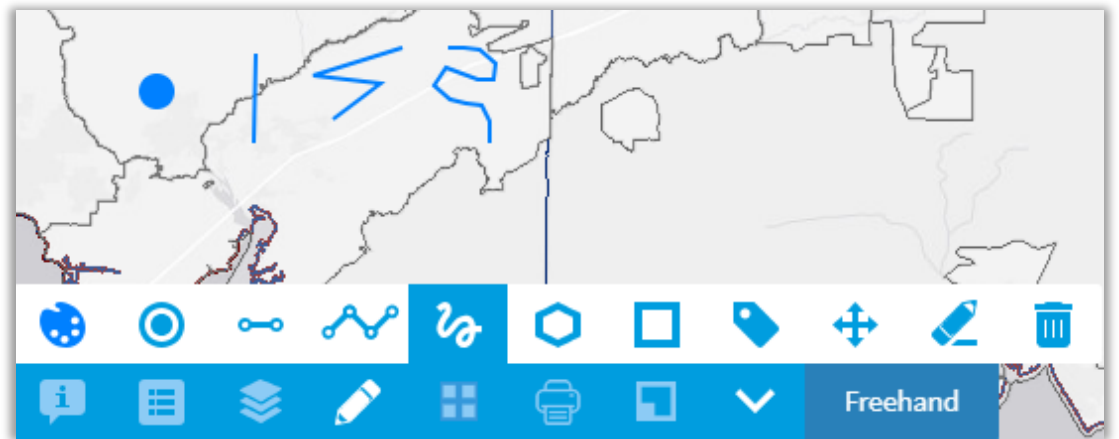
POLYGONS

1. Click the **Polygon** button (looks like a hexagon)

2. If you would like a polygon outline, check **Outline Only**
   - If **Outline Only** is unchecked, you will create an enclosed, shaded shape

3. Click once on the map to place the first point

4. Click again to place each additional polygon point

5. Double click when placing the final point
   - This creates a shape outline or an enclosed, shaded shape

6. Click the **Polygon** button again to stop drawing

RECTANGLES

1. Click the **Rectangle** button (looks like a square)

2. If you would like a rectangle outline, check **Outline Only**
   - If **Outline Only** is unchecked, you will create an enclosed, shaded shape

3. Click on the map to begin your rectangle

4. Drag your mouse to change the rectangle shape

5. Release your mouse button to complete the rectangle
   - This creates a shape outline or an enclosed, shaded shape

6. Click the **Rectangle** button again to stop drawing
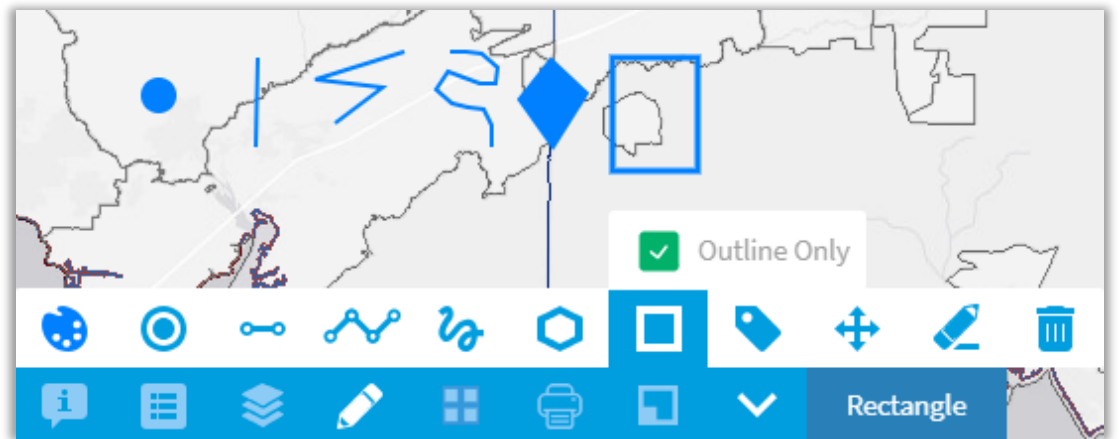
LABELS
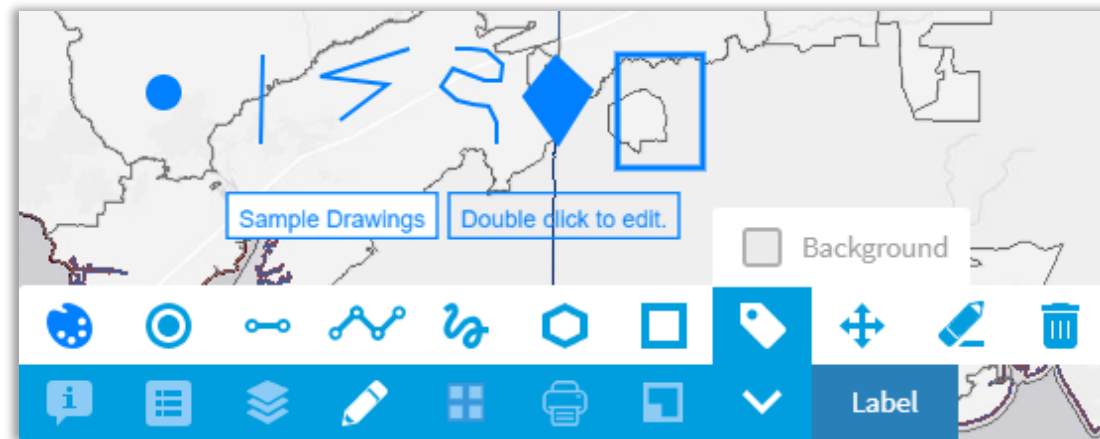
1. Click the **Label** button
   - Check **Background** to add a white background to your labels

2. Click once on the map to place your label

3. Double click into the placeholder text **Double click to edit**

4. Enter text

5. Press Enter on your keyboard to complete the label

6. Click the **Label** button again to stop drawing

UDS Mapper

MOVING DRAWINGS

1. Click the **Move** button (crossed arrows)

2. In the map, double click on the drawing or label you want to move

3. Hold down your mouse button

4. Drag the object to desired location

5. Release your mouse button to place the object in desired location

6. Click the **Move** button again to stop moving
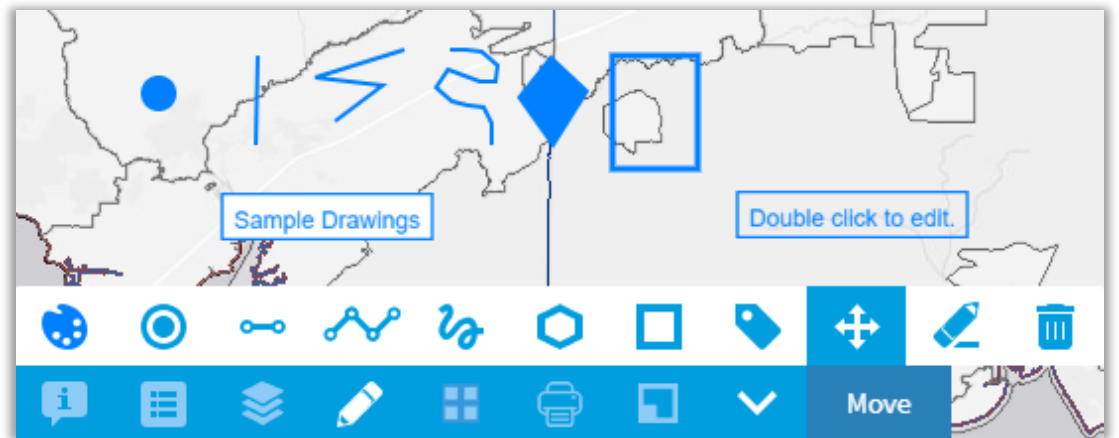
ERASE DRAWINGS
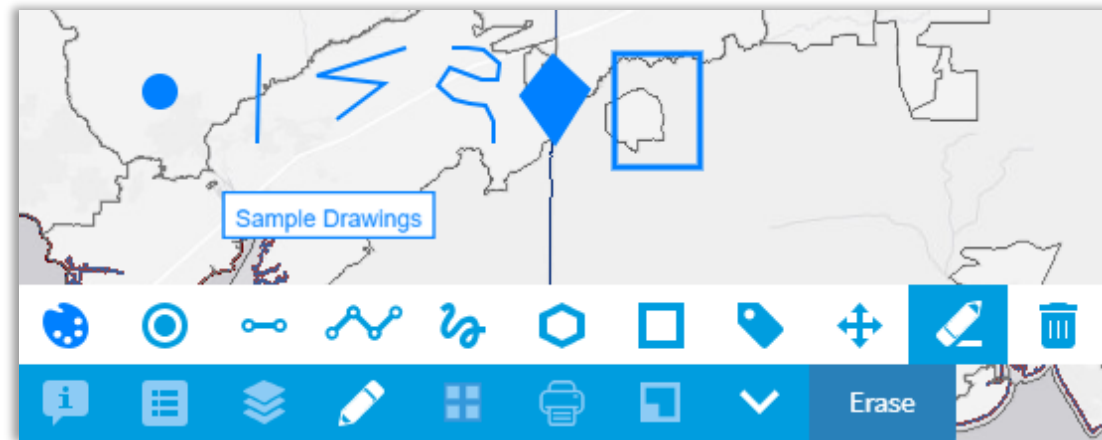
1. Click the **Erase** button (pencil with downward-facing eraser)

2. Click on the drawing or label you want to erase

3. Click the **Erase** button again to stop erasing

4. To erase all drawings, click the **trash can** button

UDS Mapper

SAVE MY DRAWINGS TO WORK ON LATER

- Click the **Share** tool (looks like an open triangle with circles at each point) under the Locator tools on the left side of the screen
  - This creates a URL that you can copy and save in a document
- Click the **clipboard** icon to the right of the URL to copy the URL, then paste it into a Word or other document
- To return to this map with these drawings, click the saved URL
- If you make changes, generate a new URL
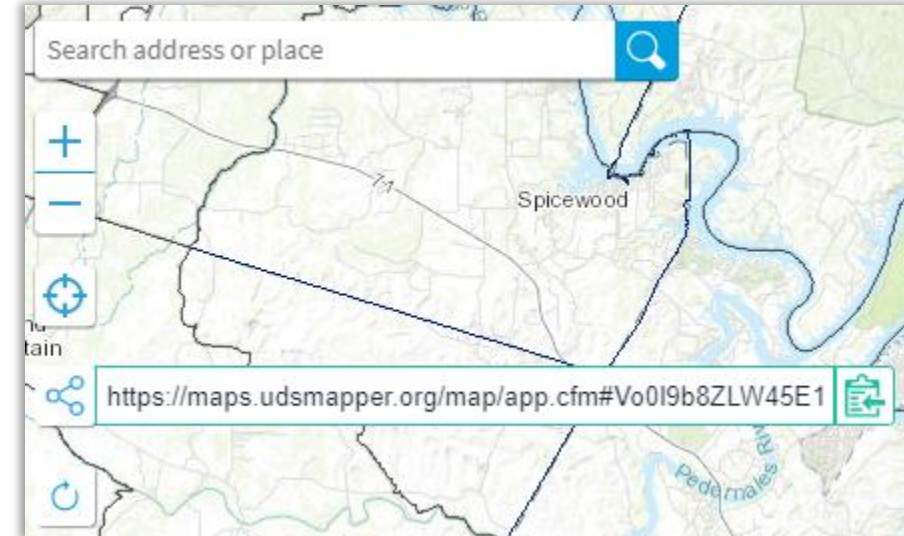
END OF LESSON

Proceed to the next lesson to continue learning how to use the UDS Mapper

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ACKNOWLEDGEMENTS

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