



MAPublisher® 9.6 for Adobe Illustrator®

When Map Quality Matters®



Quick Start Guide

Avenza® MAPublisher® 9.6 Quick Start Guide

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MAPublisher 9.6 for Adobe® Illustrator® Quick Start Guide for Windows® and Mac®.

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Welcome

Avenza welcomes you to mapmaking in the 21st century!

Combined with Adobe Illustrator, MAPublisher has revolutionized the art of mapmaking by allowing spatial data to be used to create maps inside a vector graphics program. MAPublisher allows all your cartographic tasks to be performed where they should be done; in a powerful graphics environment.

MAPublisher 9.6 improves on the already powerful tools of previous versions by adding additional file support, additional tools and improvements to existing tools.

This Quick Start Guide assumes that you are familiar with Adobe Illustrator CS6 and newer and have at least a basic understanding of geographic information systems (GIS) terminology and concepts. The exercises in this guide are meant to help you quickly start working with the basics of MAPublisher. Not all MAPublisher tools are explained in this document. To gain a better understanding of all the features and tools MAPublisher has to offer, use this in conjunction with the MAPublisher 9.6 User Guide and MAPublisher 9.6 Tutorial Guide.

By following these tutorials you will learn how to create maps using MAPublisher tools in Adobe Illustrator. This guide covers the steps necessary to build a map and perform fundamental cartographic and GIS tasks. It is recommended to start from the beginning and work your way through the exercises. However, it is also possible to start at any of the exercises.

Quick Start Guide Data

All the exercises in this guide will use GIS data supplied in the MAPublisher installer. After installation, you can find the Quick Start Guide data in the following location on your hard drive:

Windows 7 / 8

C:\Users\Public\Documents\Avenza\MAPublisher 9.6\Quick Start Guide & Data\Quick Start Data

Note: This data can be accessed through the Windows Start menu Avenza program group.

Mac OS X

/Applications/Avenza/MAPublisher 9.6/MAPublisher Tutorials/Quick Start Guide & Data/Quick Start Data

You are encouraged to experiment with your own data to gain additional experience with MAPublisher tools, functions and features.

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1 Getting Started

1.1 Purpose

The purpose of this exercise is to create a simple map of downtown Vancouver, B.C., Canada and to export it as a web map for online presentation. A 600 px by 600 px sized Adobe Illustrator document will be used and optimized to be displayed in a web browser.

The web map will be used to represent restaurants, hotels, and points of interests in downtown Vancouver, and will display information such as their address, phone number, and Web site. In addition, some pictures and logos will be inserted into callouts to catch the interest of readers.

The necessary GIS data (vector and raster), additional information, and web images are included with every installation of MAPublisher. This Quick Start Guide will guide you through a typical MAPublisher work flow of map creation—from data import to final export to web. It can be used as a base to build up your own work flows for cartographic production.

1.2 Know your data

The Quick Start Data folder contains vector, raster, and additional GIS files for use with this guide:

Name (main file)	Format	Type	Description	Coordinate System
\Quick Start Data\Vector Files\Geodetic Data				
Land.shp	Esri Shapefile	Area	Land boundaries	Geodetic WGS84
Parks.shp	Esri Shapefile	Area	Park areas	Geodetic WGS84
River.shp	Esri Shapefile	Line	Rivers	Geodetic WGS84
Water.shp	Esri Shapefile	Area	Water bodies on land	Geodetic WGS84
\Quick Start Data\Vector Files\Projected Data				
Hotels.shp	Esri Shapefile	Point	Hotels	Projected NAD 83 / UTM 10N
Restaurants.shp	Esri Shapefile	Point	Restaurants	Projected NAD 83 / UTM 10N
Neighbourhoods.mif	MapInfo MIF	Point	Neighbourhoods	Projected NAD 83 / UTM 10N
Boundary.mif	MapInfo MIF	Area	Map extent	Projected NAD 83 / UTM 10N
Roads.tab	MapInfo TAB	Line	Road network	Projected NAD 83 / UTM 10N
\Quick Start Data\Raster Files				
VancouverDowntown.tif	GeoTIFF	Raster	Satellite image	Projected NAD 83 / UTM 10N
\Quick Start Data\Additional Files				
PointsOfInterest.csv	Text (CSV)	Attribute	Points of interest	Geodetic WGS84
RoadCategory.dbf	DBF (Excel)	Attribute	Road categories	N/A

The roads, rivers, land, and water information were extracted from the Avenza MAPdata Canada data library and the parks, hotels, restaurants, neighbourhood, and points of interest were manually digitized. The VancouverDowntown.tif image was acquired and georeferenced by Avenza Systems using Geographic Imager for Adobe Photoshop.

Web Images

The two subfolders containing images used during the web tagging process are:

- The *PointsOfInterest* subfolder contains images referred to in attribute fields *image* and *logo_image* of the *PointsOfInterest.csv* table
- The *Restaurants* subfolder contains images referred to in attribute fields *PICTURE1* and *PICTURE2* of *Restaurants.shp* file

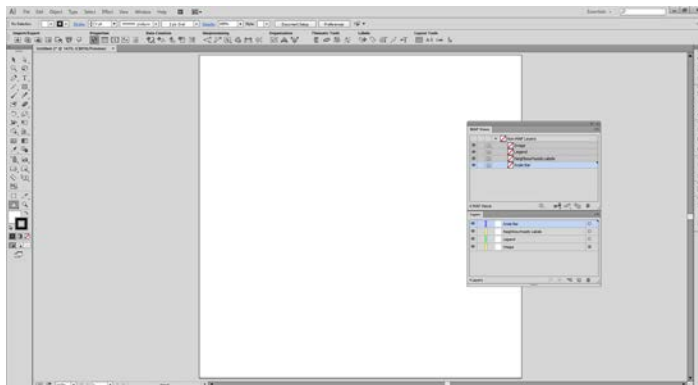
Quick Start Template

The Quick Start Template is an Adobe Illustrator file that contains information and data needed by the user to complete this guide. Included in the template file are three sets of styles that will be used during the styling of the map:

- Graphic styles library (used for line and area features)
- Symbol library (used for symbolizing points)
- Character style library (used for labeling)

Also included in the Quick Start Template are predefined MAP Theme Stylesheets, MAP Selections and layers. If more information on a particular feature of MAPublisher is needed, please refer to the MAPublisher 9.6 User Guide or the MAPublisher 9.6 Tutorial Guide.

1. In Adobe Illustrator, open **Quick Start Template.ait** located in the *Quick Start Guide & Data* folder (the .ait extension is an Adobe Illustrator Template file).




A blank artboard opens with a 600 px by 600 px dimension. The template includes predefined styles, symbols and layers needed to complete the Quick Start exercises. The size of the document here determines the final size of the web map viewed in a browser.

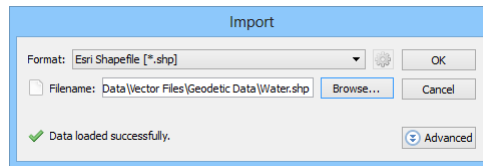
Note: Customize the Adobe Illustrator workspace to make it easier to access the panels. It may look different than the image above if MAPublisher is opened for the first time. Read *Customizing the workspace* in the Adobe Illustrator help guide for more information.

2 Import GIS Vector Data

2.1 Import data

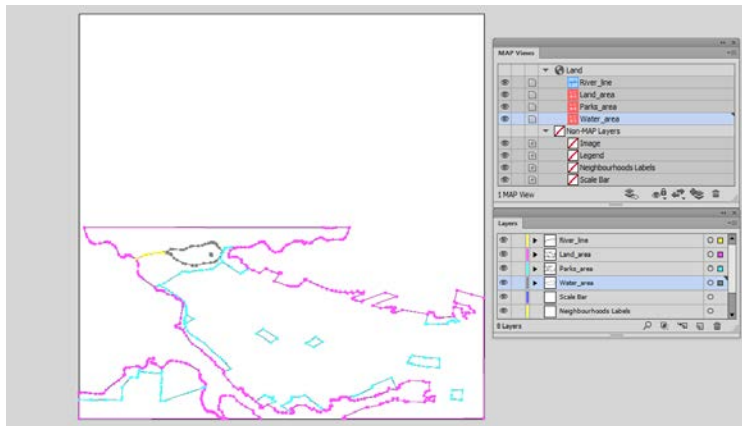
1. From the MAPublisher toolbar, click the **Import** button . Alternatively, from the Adobe Illustrator menu, go to *File > Import Map Data > Import*.
2. Choose **Esri Shapefile** from the Format drop-down list and click the Browse button.
3. Navigate to *\Quick Start Data\Vector Files\Geodetic Data* and select all four files (**Land.shp**, **Parks.shp**, **River.shp** and **Water.shp**) and click Open.


The four files are listed in the Dataset box in the Import dialog box.



The view of the Import dialog box is in Simple mode. To see the coordinate system of the chosen files, click the Advanced button. It displays it as *WGS 84*. This coordinate system information is stored in the shapefile projection format (.prj file). MAPublisher can import multiple files at once using Import as long as the file format and coordinate system are the same. You can switch between Simple and Advanced modes at any time.

4. Click OK to begin




Notice that in the Adobe Illustrator Layers panel, there are four new layers called *River_line*, *Water_area*, *Land_area* and *Parks_area*. In the MAP Views panel , there is a new MAP View also containing the layers.

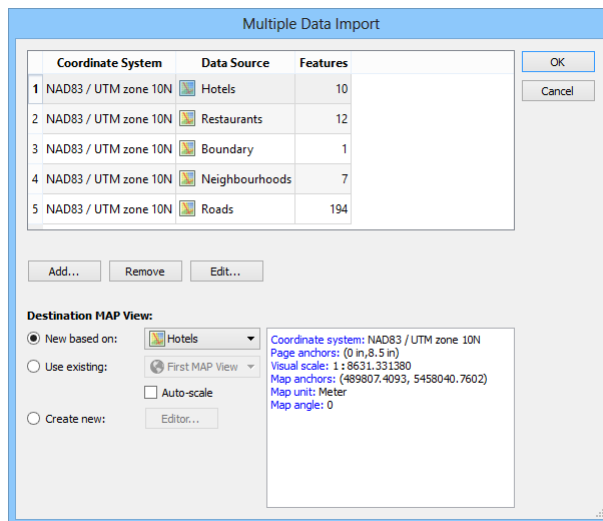
5. In the MAP Views panel, double-click the new MAP View to edit it. Change the name to **First MAP View** and click OK to accept the change and close the MAP View editor dialog box.

2.2 Import data using Multiple Data Import

You'll be adding additional vector data of different formats using Multiple Data Import.

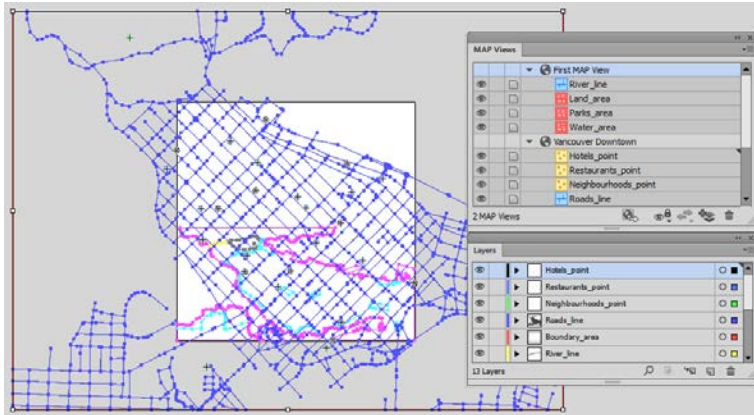
1. From the MAPublisher toolbar, click the **Multiple Data Import** button . Alternatively, in the Adobe Illustrator menu, choose *File > Import Map Data > Multiple Data Import*.
2. Click **Add** to open the Add dialog box and if necessary, choose **Esri Shapefile** from the Format drop-down list. Click Browse, navigate to *\Quick Start Data\Vector Files\Projected Data*, select **Hotels.shp** and **Restaurants.shp**, click Open and then OK.
3. Again, in the Multiple Data Import dialog box, click Add and choose **MapInfo Interchange Format** from the Format drop-down list. Click Browse, select **Boundary.mif** and **Neighbourhoods.mif**, click Open and then OK.
4. Finally, click Add, and choose **MapInfo Table** from the Format drop-down list. Click Browse button to open the data source browser, select **Roads.tab**, click Open and then OK.

The dialog box displays all the data layers are present. MAPublisher automatically detects that the data has a *NAD83 / UTM zone 10N* coordinate system and displays more information about it below.



5. In the Destination MAP View section, leave the *New based on* option as the default and click OK to accept the changes and to close the Multiple Data Import dialog box.

The *New based on* option bases a new destination MAP View on the coordinate system information listed in the drop-down list. The *Use existing* option chooses an existing MAP View as a destination to where this data is placed. We're using the first option in this tutorial to provide you with an example of when multiple MAP Views exist on the same artboard.



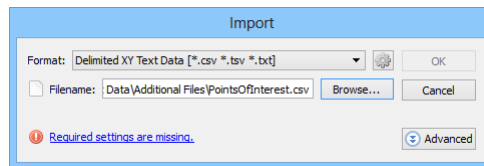
Notice that five new layers are added in the Adobe Illustrator Layers panel: *Hotels_point*, *Boundary_area*, *Neighbourhoods_point*, *Restaurants_point*, and *Roads_line*. You may have to zoom out to see its entirety. In the MAP VIEWS panel, there is a new MAP View (by default called Hotels) containing the added layers.

6. In the **MAP VIEWS** panel, double-click the new MAP View to edit it. Change the name to **Vancouver Downtown**. Click OK to close the MAP View editor dialog box.

The layers in the two MAP VIEWS are not matching because they are based on two different coordinate systems (WGS 84 vs NAD83 / UTM zone 10N) and two different map scales. Tutorial 3 will provide steps to reproject all the layers into the same coordinate system. Next, you'll import more data.

2.3 Import point data

1. From the MAPublisher toolbar, click the **Import** button .
2. Choose **Delimited XY Text Data** from the Format drop-down list. Click the Browse button, navigate to `\Quick Start Data\Additional Files`, select **PointsOfInterest.csv** and click Open. In the Import dialog box, click the Required settings are missing status link.



3. In the Delimited XY Data Settings dialog box, choose **Decimal Degrees (D+[.d*])** in the Format drop-down list.
4. Make sure that the *Use first line as a header* option is checked (because the first line in the text file contains column headings). This option is checked if it is automatically detected.

- Under Coordinate Columns, choose **Longitude: -123.127416** in the Longitude drop-down list. In the Latitude drop-down list, choose **Latitude: 49.299093**.

The screenshot shows the 'Delimited XY Text Data Settings' dialog box. It has a blue title bar and a light gray background. The 'Encoding' dropdown is set to 'Default System Encoding'. The 'Format' dropdown is set to 'Decimal degrees (D+[.d*])'. Below these, there is explanatory text: 'Decimal degrees, with optional direction indicator. Examples: 7.5444W, 54.9777N | -79,44. Notation: items in [] are optional, 'd' means zero or more digits and '+' means one or more digits. Direction can be indicated with '-', 'N', or 'W'.' The 'Coordinate Columns' section has two dropdowns: 'Longitude' set to '-123.127416' and 'Latitude' set to 'Latitude: 49.299093'. A checkbox 'Use first line as a header (detected)' is checked. There is a 'Specify Schema' link and a green checkmark with the text 'Settings are valid.' The 'Display Options' section has a 'Symbol' dropdown set to '[MAPublisher Default Symbol]'. 'OK' and 'Cancel' buttons are in the top right.

Leave the Specify Schema and Display Options as their default. These options allow you to customize the schema for each attribute column and apply a default symbol upon import. More information is available in the MAPublisher 9.6 User Guide.

- Click OK to accept the settings.

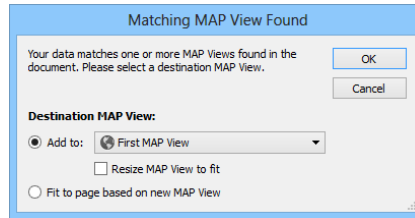
Text files do not hold information about the coordinate system so it must be specified. In this exercise, you're provided with the information that the XY text data uses the same coordinate system as the First MAP View you created earlier.

- If necessary, click the Advanced button. In the Coordinate System section, check the Same As option box and choose **First MAP View** in the drop-down list.

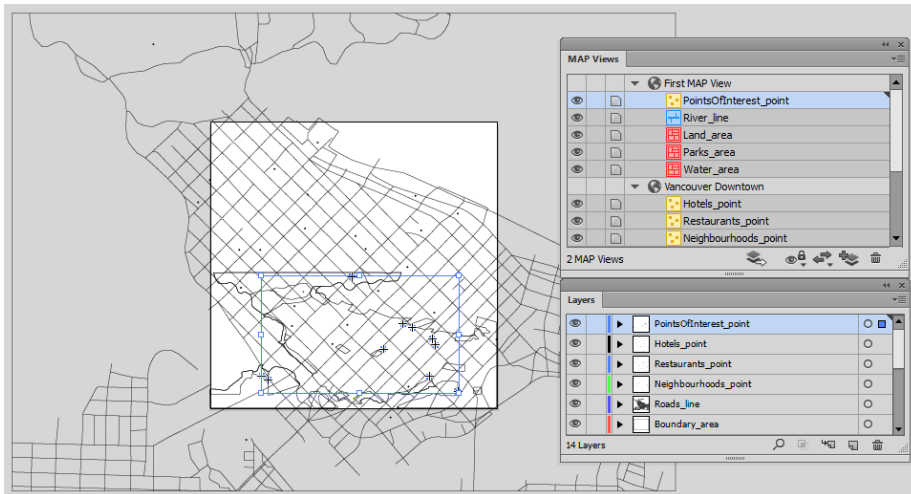
The screenshot shows the 'Simple Import' dialog box. It has a blue title bar and a light gray background. The 'Format' dropdown is set to 'Delimited XY Text Data (*.csv *.tsv *.txt)'. The 'Dataset' dropdown is set to 'Data\Quick Start Data\Additional Files\PointsOfInterest.csv'. The 'Encoding' dropdown is set to 'Unicode, 8-bit (UTF-8)'. The 'Source Coordinate System' section shows 'WGS 84' with a globe icon and a 'From File...' button. A checkbox 'Same as:' is checked, and the dropdown next to it is set to 'First MAP View'. 'Settings...', 'OK', and 'Cancel' buttons are in the top right.

- Click OK to continue with the import.

9. Since the coordinate system was chosen to be the same as First MAP View, select **Add to: First MAP View** under the Destination MAP View area.



10. Click OK to add the points of interest to the First MAP View.



In the Adobe Illustrator Layers panel, a new layer called **PointsOfInterest_point** is added. It is also contained in the First MAP View in the MAP Views panel. You'll reproject the data from the First MAP View to the Vancouver Downtown MAP View in the next tutorial.

11. Save the document as **Vancouver Downtown.ai** to the Quick Start Guide & Data directory. Leave all save options as the default.

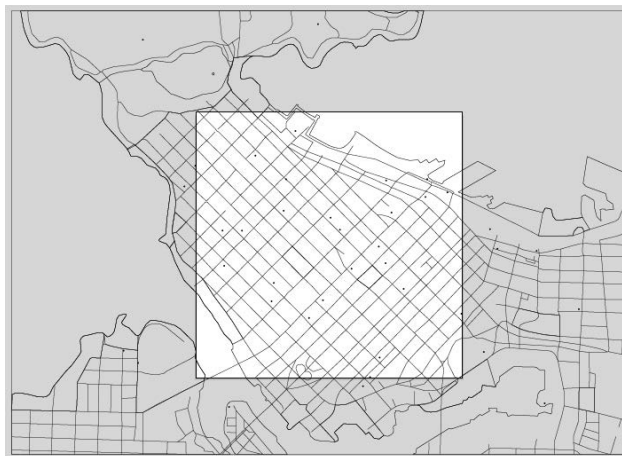
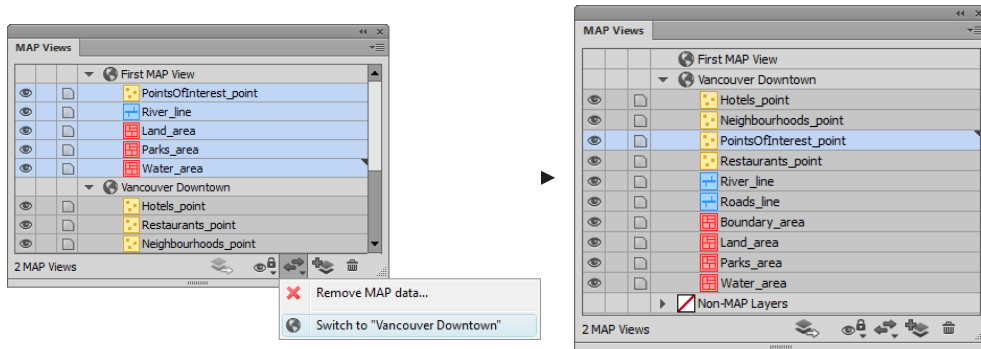
3 Reproject and scale

Continue working with your map or open *Vancouver Downtown 3.ai*.

3.1 Reproject all layers to NAD83 / UTM Zone 10N

1. In the MAP Views panel, select all the layers contained in First MAP View (*Land_area*, *Parks_area*, *PointsOfInterest_point*, *River_line* and *Water_area*).
2. Click the Switch MAP View button at the bottom of the MAP Views panel and click Switch to “Vancouver Downtown”.

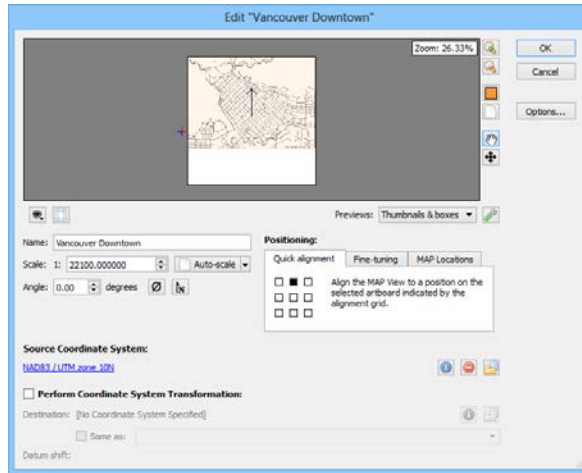
All layers are moved into the other MAP View, *Vancouver Downtown*. In the process of switching, the data is transformed to the *NAD83 / UTM zone 10N* coordinate system. All the data is now in the same coordinate system and aligns correctly.



3. In the MAP Views panel, select First MAP View and click the Delete button on the lower right corner to remove it (this MAP View is not needed for the remainder of the exercise).

3.2 Scale and edit MAP View

1. In the MAP Views panel, double-click the **Vancouver Downtown** MAP View.
2. In the MAP View editor dialog box, choose **Thumbnails & Boxes** in the Preview drop-down list to see a preview of the map document.
3. In the Scale box, type **22100** to achieve a scale of 1:22,100.
4. In the Quick alignment tab, click the top-center position in the page alignment grid.



5. Click OK to accept the settings and close the MAP View editor dialog box.


The layers are scaled and centered to fit the top of the page. The chosen scale is appropriate to fit the data within the artboard. It needs a few more datasets that you'll add in the next section.

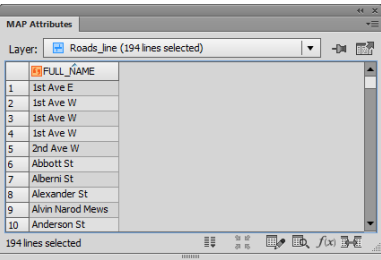
6. If necessary, save your Adobe Illustrator file.





4 Join Table to MAP Attributes

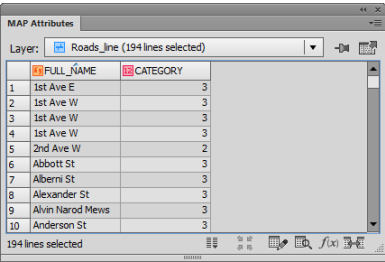
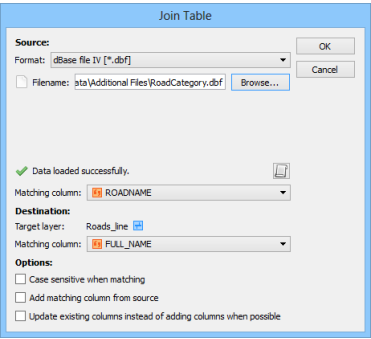
Continue working with your map or open *Vancouver Downtown 4.ai*.

1. In the Adobe Illustrator Layers panel, click the target button (circle to the right of the layer name) to select all art on the Roads_line layer.
2. From the MAPublisher toolbar, click the **MAP Attributes** button . Alternatively, choose *Window > MAPublisher > MAP Attributes*. In the panel, click the FULL_NAME column title to sort it.



There is only one attribute column called *FULL_NAME*. The  icon beside the column name designates it as a String attribute type. Scroll down the table to see the other entries.

3. With the Roads_line artwork still selected, click the Join Table button .
4. In the Join Table dialog box, click Browse and navigate to *\Quick Start Data\Additional Files*, select **RoadCategory.dbf**, and click OK. Then choose the following settings (keeping all other options as default):
 - Source Matching Column: **ROADNAME**
 - Destination Matching Column: **FULL_NAME**



Note: In order to successfully join a table, both the MAP Layer and the data table must share at least one common attribute column with matching values.

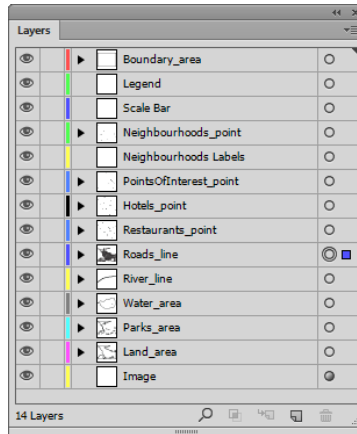
5. Make sure the dialog box matches above and click OK. Notice that a new attributes called CATEGORY is added to the Roads_line table. If necessary, sort the columns to see the same results above.
6. If necessary, save your Adobe Illustrator file.

5 Styling and MAP Themes

Continue working with your map or open *Vancouver Downtown 5.ai*.

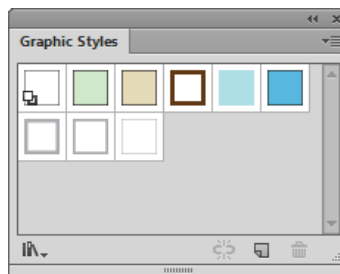
5.1 Organize layers

1. Rearrange the layer order in the Adobe Illustrator Layers panel as follows (click and drag the layers in the panel):



5.2 Apply graphic styles to areas manually


1. In the Adobe Illustrator main menu, choose *Window > Graphic Styles* to open the Graphic Styles panel.

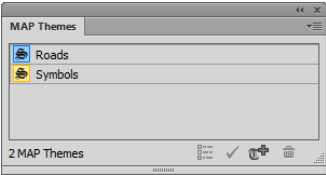


2. In the Adobe Illustrator Layers panel, select all art on the *Boundary_area* layer by clicking the target button.
3. Click the **Boundary** graphic style to apply it to all selected art on *Boundary_area* (hover over the graphic style thumbnail to see the name of it).
4. Select all art on the *Water_area* layer and apply the **Lake** graphic style.
5. Select all art on the *Parks_area* layer and apply the **Parks** graphic style.
6. Select all art on the *Land_area* layer and apply the **Land** graphic style.

Also notice the three additional graphic styles for the roads called Roads-Cat1, Roads-Cat2 and Roads-Cat3.

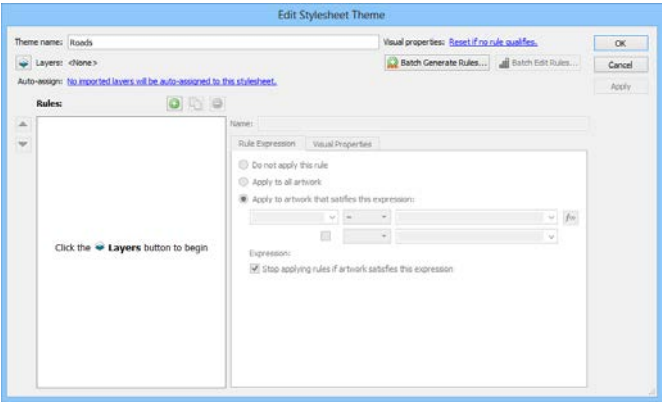
5.3 Apply Stylesheet MAP Theme to line layer

1. From the MAPublisher toolbar, click the **MAP Themes** button .

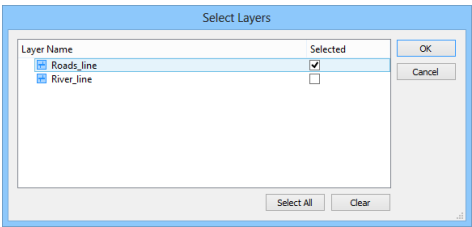


The Quick Start template file contains two existing Stylesheet MAP Themes: *Roads* and *Symbols*. These themes were created for your convenience, but they do not contain any rules yet to style the map. You'll create some rules to style the Roads and Symbols layers. For more information on creating and using MAP Themes, refer to the MAPublisher Tutorial Guide or the MAPublisher User Guide.

2. In the MAP Themes panel, double-click the **Roads** Stylesheet MAP Theme.

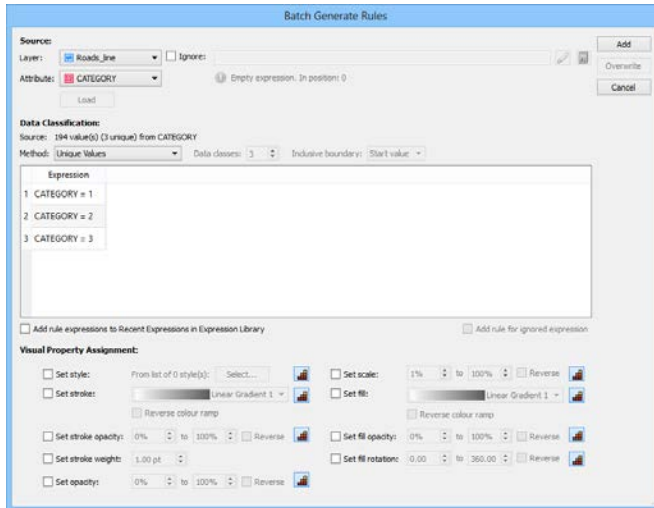


3. Click the Layers button to add the Roads Layer so rules can be generated for it. In the Select Layers dialog box, click the check box for the Roads layer and click OK.



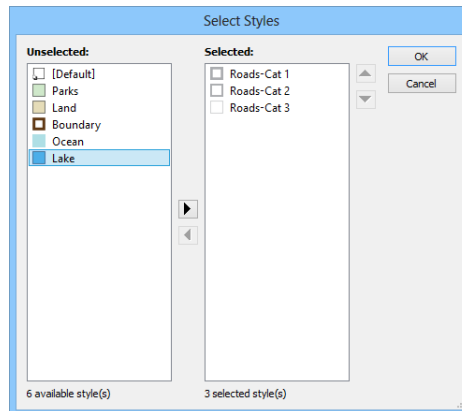
Notice that the Layer status lists the Roads layer. You'll now have to add generate rules for it.

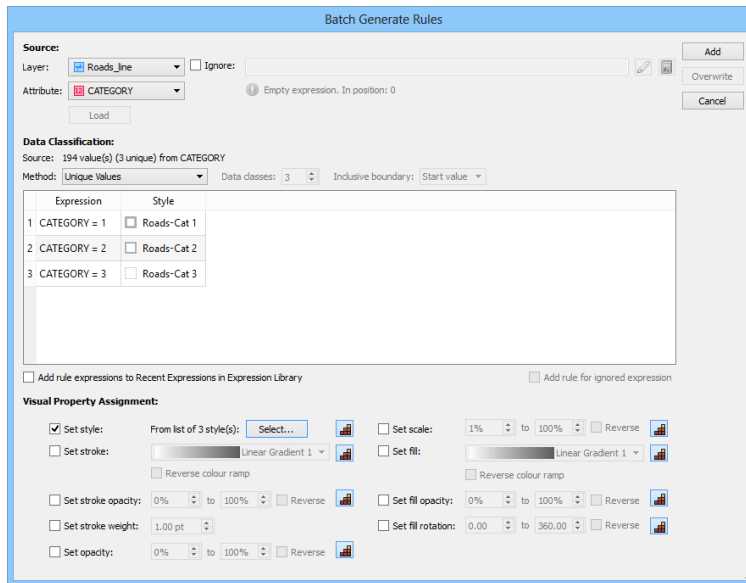
4. Click the Batch Generate Rules button.
5. In the Batch Generate Rules dialog box, choose CATEGORY from the Attribute drop-down list and click the Load button. Under Data Classification, choose Unique Values from the Method drop-down list.



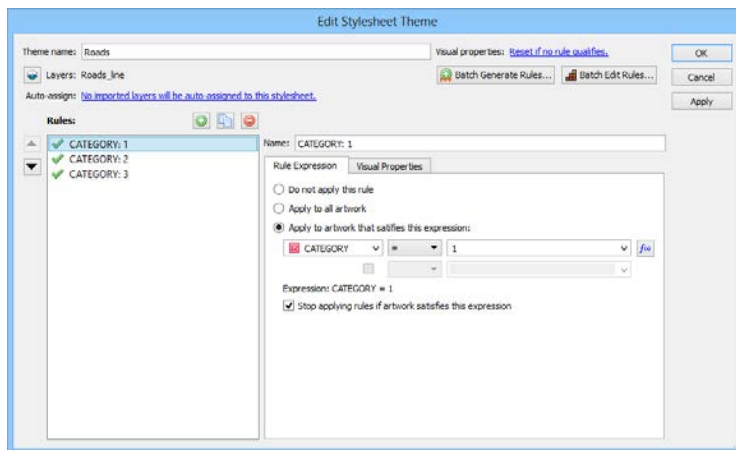
Notice that there are three categories for roads. The three graphic styles for roads, as seen in the previous exercise, can be assigned to these rules.

6. Under Visual Property Assignment, click the Set style check box, then click the Select button.
7. In the Select Styles dialog box, select **Roads-Cat1** and click the right-arrow button to move it into the Selected column. Repeat for **Roads-Cat2** and **Roads-Cat3**. Then click OK.





8. The styles have been successfully assigned to each rule. Click Add.



9. The new rules are now listed. Click a rule to see its expression and visual property.

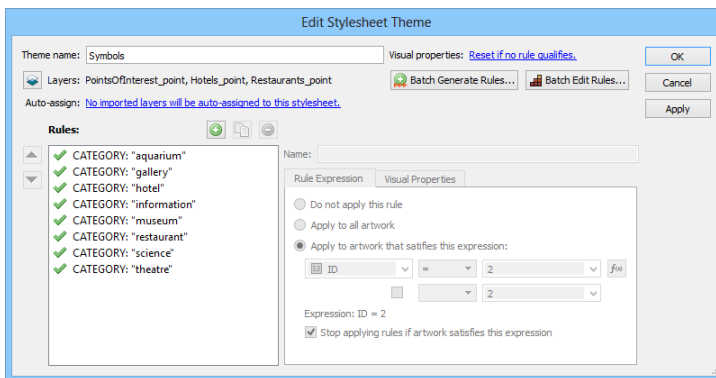
10. Click Apply to apply the rules to the map.

The road lines styled properly according to the rules defined in the MAP Themes.



5.4 Apply Stylesheet MAP Theme to point layers

1. In the MAP Themes panel, double-click the **Symbols** Stylesheet MAP Theme.
2. Click the Layers button and click the Selected check boxes for the PointsOfInterest_point, Hotels_point, and Restaurants_point layers. Then click OK.

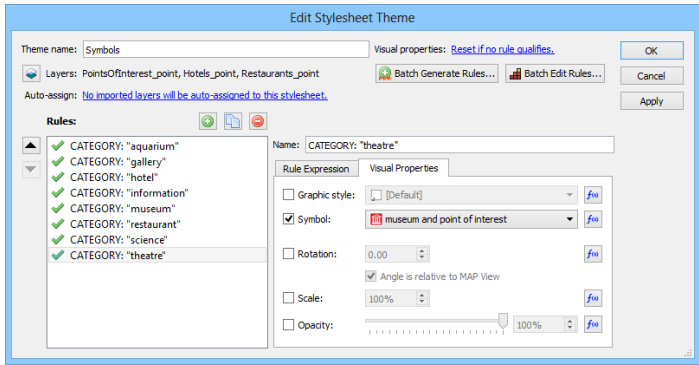


In the Edit Stylesheet Theme, the expression and symbol styles are all defined.

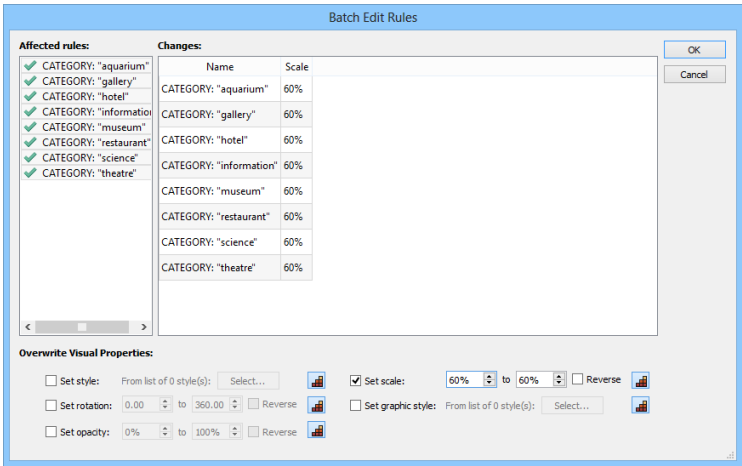
3. Click each rule to see its expression and visual properties.

Notice how the science and theatre categories have the incorrect symbol assigned to them.

4. Correct the errors and choose the appropriate symbol for the science and theatre categories. Assign the science category the **science centre** symbol and the theatre category the **museum and point of interest** symbol.

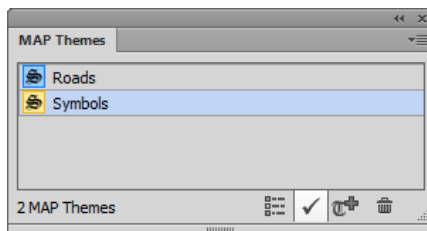


- The three point layers used above can be used in a single Stylesheet MAP Theme because they share an identical attribute structure. You'll also edit all the rules at the same time to change the visual scale.
5. Click the Batch Edit Rules button. In the Batch Edit Rules dialog box, click the check box beside Set scale and type **60%** into **both** boxes. Hint: set the scale in the box on the right before the left. Click OK.



6. In the Edit Stylesheet Theme dialog box, notice that the scale for each rule is now set to 60%. Click OK to confirm the edits.

7. In the MAP Themes panel, click Symbols to select it, then click the Apply MAP Theme button.



The symbols are applied to the point layers according to the settings in the *Symbols* stylesheet MAP Theme.

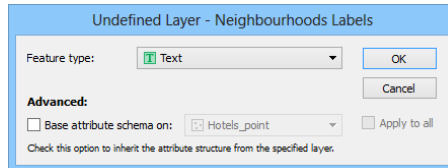



8. If necessary, save your Adobe Illustrator file.

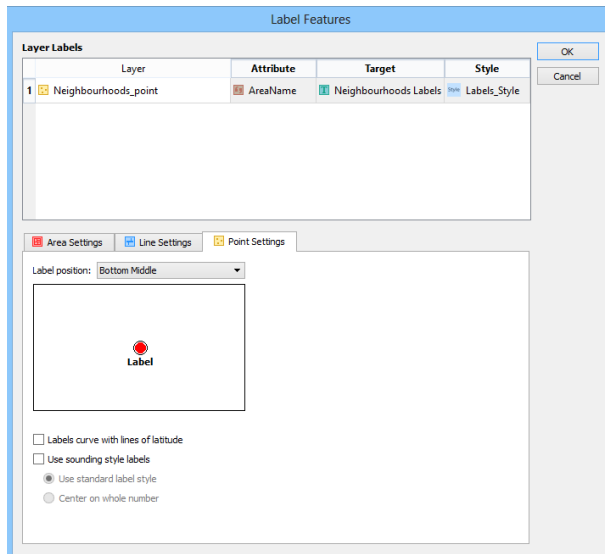
6 Labeling

Continue working with your map or open *Vancouver Downtown 6.ai*.

1. In the MAP Views panel, under [Non-MAP layers], click and drag the *Neighbourhood Labels* layer to the *Vancouver Downtown* MAP View.
2. In the Undefined Layer dialog box that appears, specify the MAP layer Feature type to **Text**, and click OK.

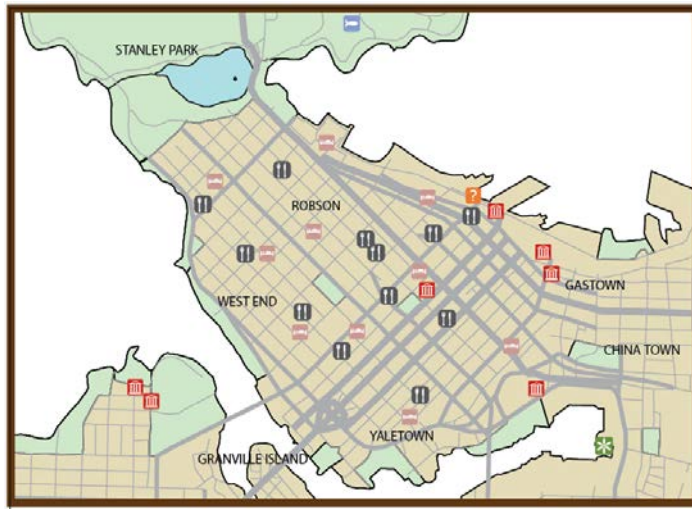


3. In the Adobe Illustrator Layers panel, click the target button next to the *Neighbourhoods_point* layer title to select all the art on that layer.
4. From the MAPublisher toolbar, click the **Label Features** button .
5. In the Attribute column drop-down list, choose **AreaName**. In the Target column, choose **Neighbourhoods Labels**, and in the Style column, choose **Labels_Style**.
6. In the Point Settings tab, choose **Bottom Middle** in the Label position drop-down list and click OK.



7. In the Adobe Illustrator Layers panel, turn off or delete the *Neighbourhoods_point* layer as it will not be needed for the rest of the exercise.

The text from the *AreaName* attribute of the *Neighbourhoods_point* layer is placed on the map, in the text layer Neighbourhood Labels.

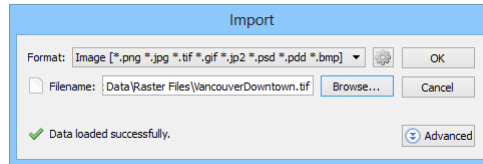


8. If necessary, save your Adobe Illustrator file.

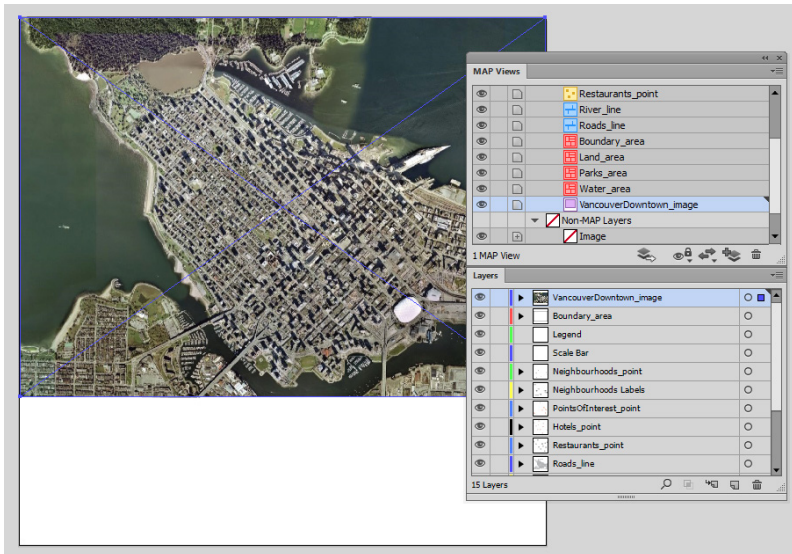
7 Import GIS Raster Data

Continue working with your map or open *Vancouver Downtown 7.ai*.

1. From the MAPublisher toolbar, click the Import button. Choose **Image** in the Format drop-down list and click the Browse button. Navigate to \Quick Start Data\Raster Files, select **VancouverDowntown.tif** and click Open.



2. Click OK to import the image. In the Matching MAP View Found dialog box, make sure the Add to: Vancouver Downtown MAP View is chosen and click OK.

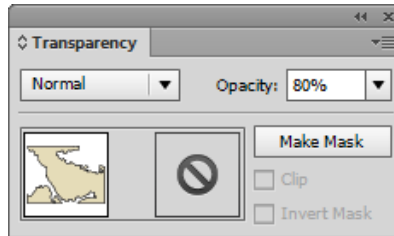


The image gets placed on the artboard. If it is at the top of the top of the list and hides all the other layers, use the following step to reorder the layer.

3. In the Layers panel, click and drag the VancouverDowntown_image layer to the bottom of the list.

You'll add some transparency to the Land layer so that the raster can still be seen.

4. Select all objects on the Land_area layer. Open the Transparency panel and change the opacity to **80%**.



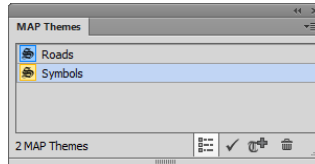
5. If necessary, save your Adobe Illustrator file.

8 Legend and Scale Bar

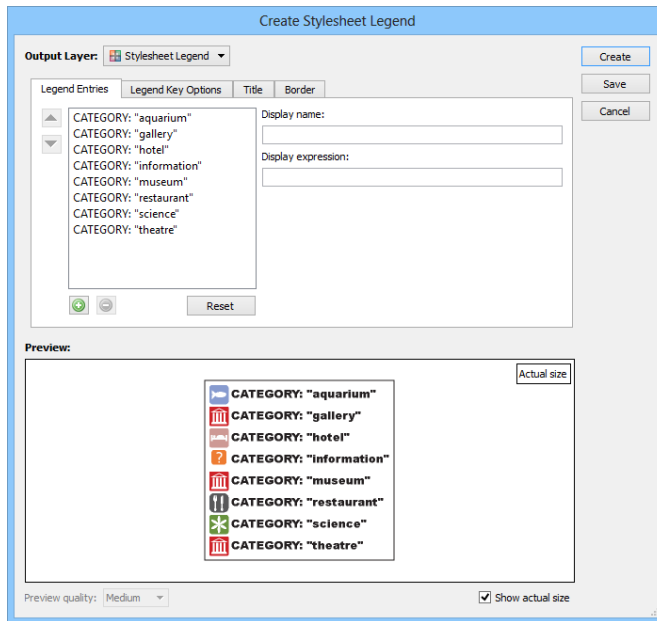
Continue working with your map or open *Vancouver Downtown 8.ai*.

8.1 Create a legend

1. In the MAP Views panel, under Non-MAP layers, click and drag the *Legend* layer to the *Vancouver Downtown* MAP View. In the Undefined Layer dialog box that appears, set the MAP layer Feature Type to **Legend** and click OK.
2. In the MAP Themes panel, select *Symbols* and click the Create MAP Theme Legend button at the bottom.



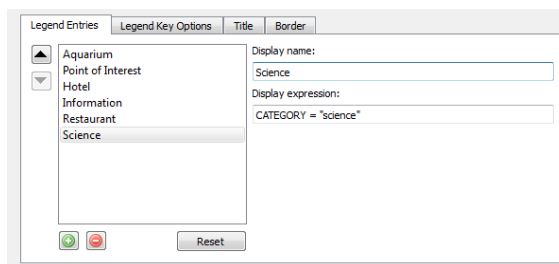
3. A message states there are no legend entries in the stylesheet and asks if you want to create a default legend. Click Create default legend. The Create Stylesheet Legend dialog box opens.



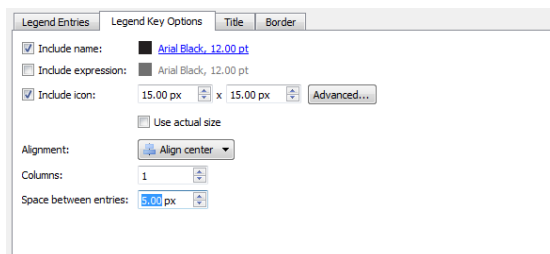
The Create Stylesheet Legend dialog box appears. A preview shows what the legend may look like. You'll change several options to make a better looking legend.

Since the "theatre", "museum" and "gallery" have the same symbol to represent it, you'll remove two of them and leave only one to represent them as a point of interest.

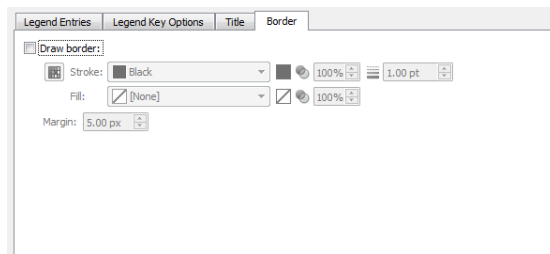
- In the Legend Entries tab, select CATEGORY: "museum" in the entries list and click the Remove button. Also, remove the CATEGORY: "theatre" entry.
- Change the display name of each entry in the Display name box. Select the CATEGORY: "gallery" entry and rename it to **Point of Interest**. Rename the remaining entries like so:



- In the Legend Key Options tab, change the size of the icon to **15.00 px** by **15.00 px**. Change the Space between entries to **5.00 px**



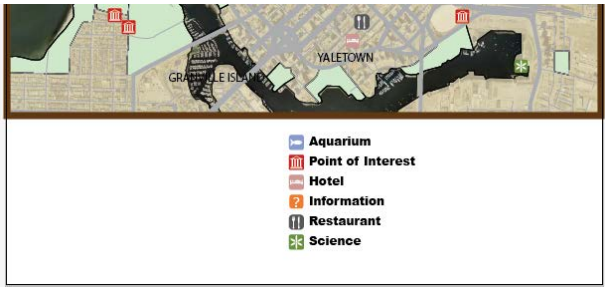
- In the Border tab, click the Draw border option to uncheck it.



- Click the Create button to finish and place the legend on the document.

By default, the legend is positioned at the centre of the map on the Legend layer.

9. Position the legend to the white space beneath the map.



Note: The icons and text in the legend are grouped together.

8.2 Create a scale bar

- 1. In the MAP Views panel, under Non-MAP layers, click and drag the *Scale Bar* layer to the *Vancouver Downtown* MAP View. In the Undefined Layer dialog box that appears, set the MAP layer Feature Type to **Legend** and click OK.
- 2. With the *Scale Bar* layer selected, click the **Scale Bar** button on the MAPublisher toolbar. In the Scale Bar dialog box, expand the Advanced section and make sure your settings match the following and click OK.

Scale Bar

Style: Simple

Actual size

OK

Cancel

Preview quality: Medium

Show actual size

Intervals

Labels

Units:

Meter

Interval:

200

Maintain relative size

Unused

Meter

600

Maintain relative size

Number of labeled intervals:

5

Number of horizontal lines:

0

Number of intervals to subdivide:

0

Number of sub-intervals:

2

Apply locale formatting to numbers (e.g. thousand separators) in interval labels

Add interval left of '0'

Height:

4.00 px

Appearance:

1 pt Black / White

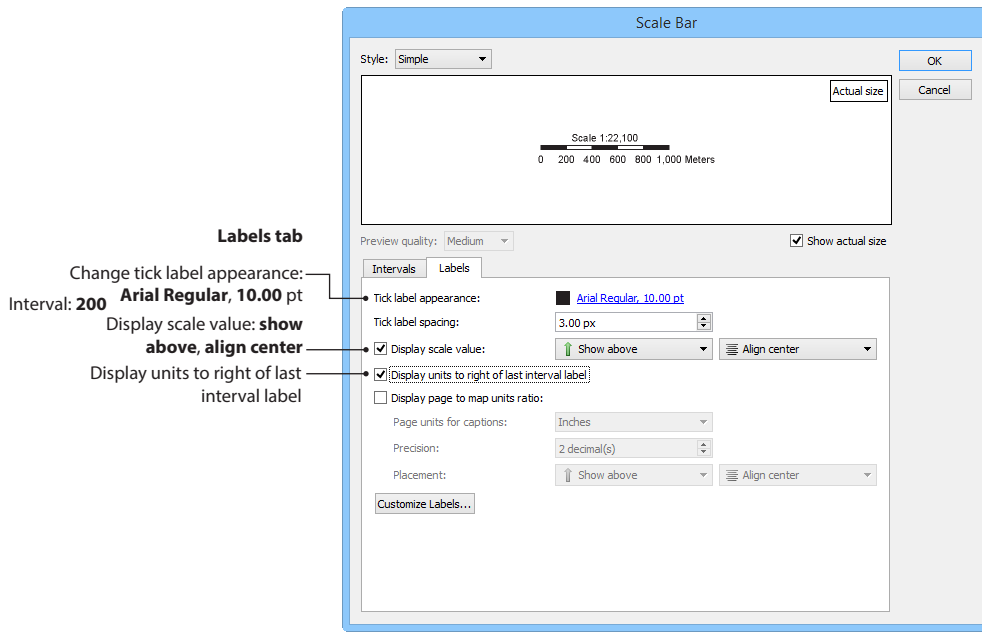
Intervals tab

Interval: 200

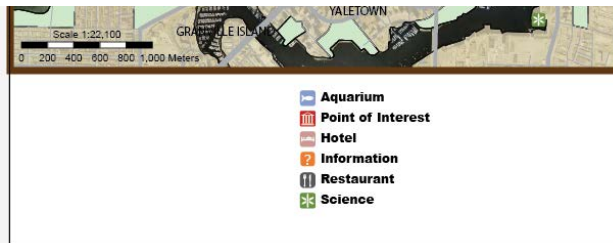
Number of labeled intervals: 5

Height: 4.00 px

Alternative color: White



3. Move the scale bar to the lower left corner of the map extent.



Note: Another way to change the height of the scale bar is select the scale bar and increase or reduce the size of the bounding box around the object. The horizontal scale can also be changed this way and will modify the bar increments automatically according to the width.



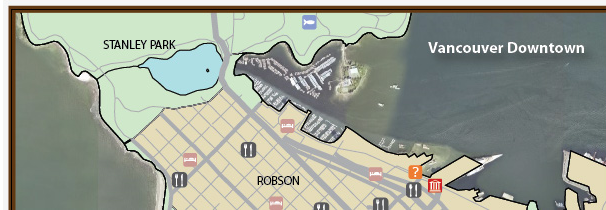
4. If necessary, save your Adobe Illustrator file.

9 Export to Web

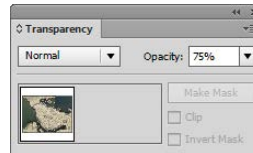
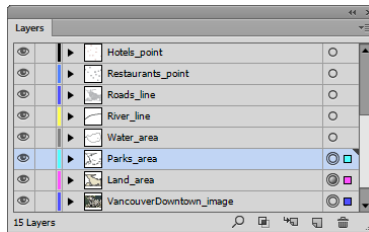
Continue working with your map or open *Vancouver Downtown 9.ai*.

9.1 Finalize map

1. In the Adobe Illustrator Layers panel, select the *Legend* layer.
2. Using the Type tool, type **Vancouver Downtown** and move it to the upper right corner of the map. Use a white color and larger font or choose the **Title_Style** from the Character Styles panel. Optionally, add a drop shadow to the text (choose *Effect > Stylize > Drop Shadow*) to make it stand out.



3. Select all art on the **Land_area**, **Parks_area**, and **Image** layers (Ctrl+click on PC and Cmd+click on Mac) using the target buttons. Open the Transparency panel (choose *Window > Transparency*) and change the opacity to **75%** for all three layers.




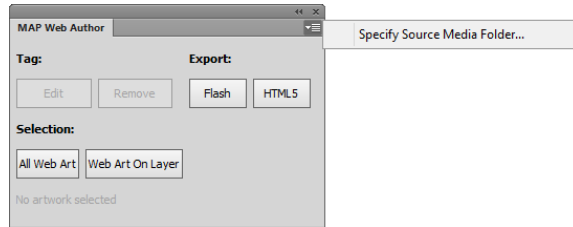
4. Select all art on the **Hotels_point**, **Restaurants_point** and **PointsOfInterest_point** layers and open the MAP Attributes panel to review the attributes schema of each. Use the Layer drop-down list to switch between selected layers. Become familiar with the attribute structure before exporting to a Web map.

	HOTEL_NAME	ADDRESS	CITY	PROVINCE	TELEPHONE	WEBSITE	CATEGORY
1	Opus Hotel	322 Davie St	Vancouver	BC	(604) 642-6787	www.opushotel...	hotel
2	Sunset Inn & Suit...	1111 Burnaby St	Vancouver	BC	(604) 688-2474	www.sunsetinn.c...	hotel
3	Sandman Hotel V...	180 Georgia St...	Vancouver	BC	(604) 681-2211	www.sandmanho...	hotel
4	Pendrell Suites H...	1419 Pendrell Str...	Vancouver	BC	(604) 609-2770		hotel
5	Bayshore The W...	1601 Bayshore D...	Vancouver	BC	(604) 691-6936	www.starwoodh...	hotel
6	The Barclay Hous...	1351 Barclay Str...	Vancouver	BC	(604) 605-1351	www.barcdayhou...	hotel
7	Renaissance Van...	1133 West Hast...	Vancouver	BC	(604) 689-9211	www.marriot.com	hotel
8	Sheraton Vancou...	1088 Burrard Str...	Vancouver	BC	(604) 331-1000	www.starwoodh...	hotel
9	Fairmont Hotel	900 West Georgi...	Vancouver	BC	(604) 684-3131	www.fairmont.com	hotel
10	Coast Plaza Hote...	1763 Comox Street	Vancouver	BC	(800) 716-6199	www.coasthotels...	hotel

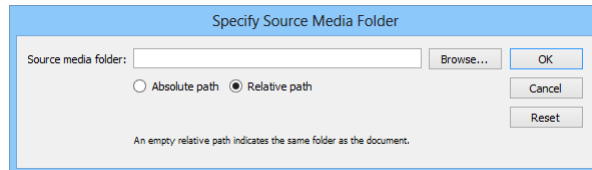
9.2 Using MAP Web Author

The MAP Web Author panel provides access to create and edit web tagged content and export your document to a web map. First, you'll create callouts for the Hotel points layer, then for the Restaurants and Points of Interest layers.

1. In the MAPublisher toolbar, click the **MAP Web Author** button .
2. From the panel option menu, choose Specify Source Media Folder.

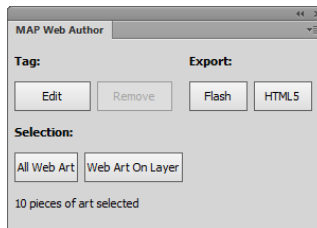


3. In the Specify Source Media Folder dialog box, select the Relative Path option, browse to the directory *Quick Start Guide & Data*, and click OK.



Note: An empty relative path indicates the same folder as the document.

4. In the Adobe Illustrator Layers panel, select all the points on the *Hotels_point* layer.
5. In the MAP Web Author panel, click the Edit button.



6. In the Edit Web Tag dialog box, change the title to `%HOTEL_NAME%`.

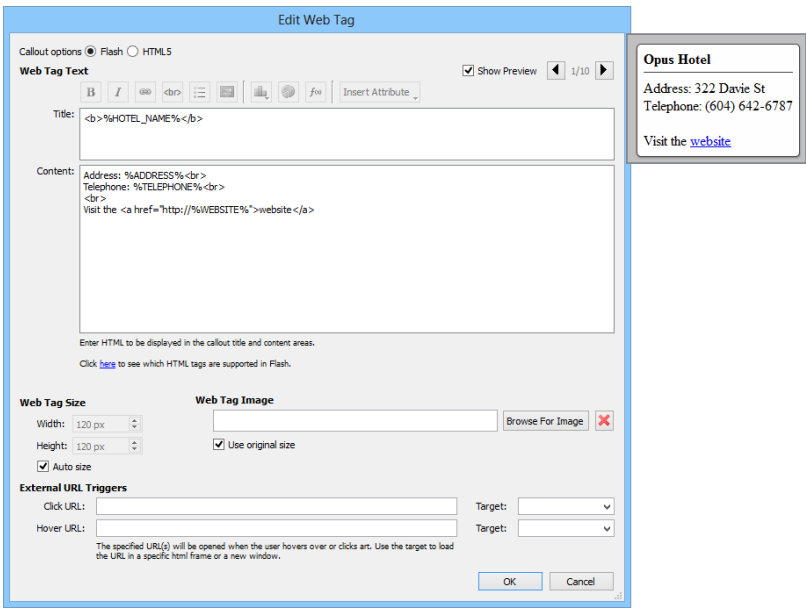
Note: Alternatively, copy the text from the **Web Author Formatting.txt** file (located in `\Quick Start Guide & Data\Quick Start Data\Additional Files`).

If necessary, click the Show Preview option. It displays a preview of the web tag (callout). The Auto Size option that automatically resizes the callout to fit content is also enabled by default.

7. Type (or copy from *Web Author Formatting.txt*) the following text content for the callout:

```
Address: %ADDRESS%<br>
Tel ephone: %TELEPHONE%<br>
<br>
Visit the <a href="http: // %WEBSI TE%">websi te</a>
```

This text is comprised of HTML and references to the attribute table for the specific layer. For example, text between % signs refer to attribute names and `
` indicates a line break. The results of this formatting can be seen in the Callout Preview window. For more information, refer to chapter 15 of the MAPublisher User Guide.



Attribute column information may also be added using the `<insert attribute>` drop-down list in the Web Tag Dialog dialog box. This essentially adds attributes (e.g. `%ADDRESS%`) as variable which ensure that any changes to the information will still populate the Web tags.

8. Make sure the dialog box matches the one above and click OK.

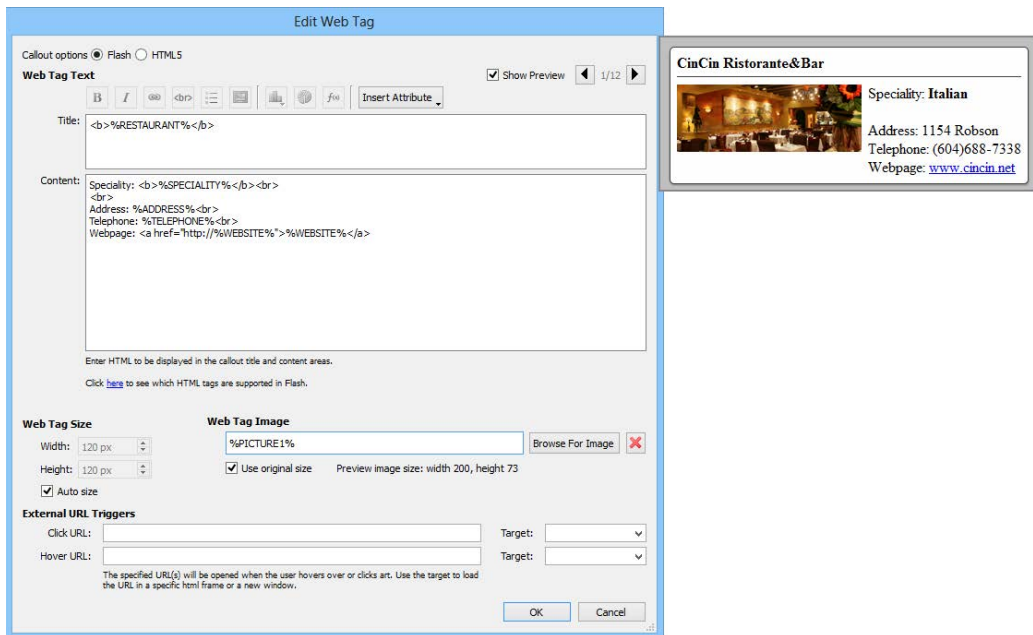
Now create callouts for the restaurant points layer.

9. In the Adobe Illustrator Layers panel, select all the points on the *Restaurants_point* layer.
10. In the MAP Web Author panel, click the Edit button.
11. In the Edit Web Tag dialog box, change the title to `%RESTAURANT%`.
12. Type in (or copy from *Web Author Formatting.txt*) the following text content for the callout:

```
Special i ty: <b>%SPECIALI TY%</b><br>
<br>
Address: %ADDRESS%<br>
Tel ephone: %TELEPHONE%<br>
Webpage: <a href="http://%WEBSI TE%">%WEBSI TE%</a>
```

13. Click the Web Tag Image box then click the Insert Attribute drop-down list and click `%PI CTURE1%`.

Note: Images can be added to callouts that are referenced in the attribute table (done in this exercise) or done manually from any location. Use the preview arrow buttons to rotate through the callouts.



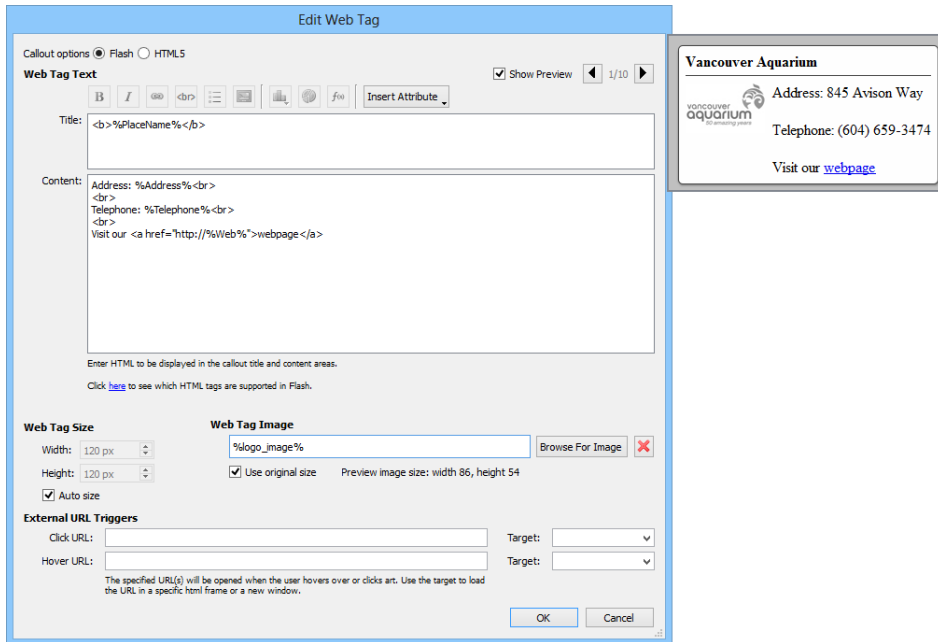
14. Make sure the dialog box matches the one above and click OK.

Now create callouts for the points of interest point layer.

15. In the Adobe Illustrator Layers panel, select all the points on the *PointsOfInterest_point* layer.
16. In the MAP Web Author panel, click the Edit button.
17. In the Edit Web Tag dialog box, change the title to `%PlaceName%`.
18. Type in (or copy from *Web Author Formatting.txt*) the following text content for the callout:

```
Address: %Address%<br>
<br>
Telephone: %Telephone%<br>
<br>
Visit our <a href="http://%Web%">webpage</a>
```

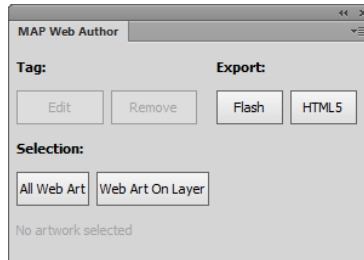
19. Click Web Tag Image Image box, then click the Insert Attribute drop-down list and click `%logo_image%`.



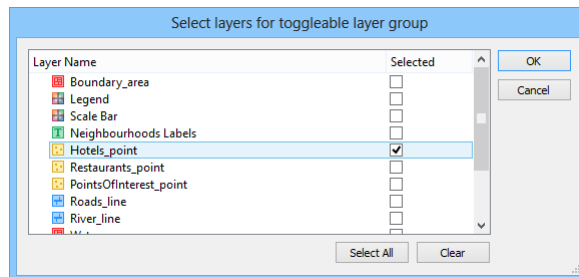
20. Make sure the dialog box matches the one above and click OK.
21. If necessary, save your Adobe Illustrator file.

9.3 Export to Web

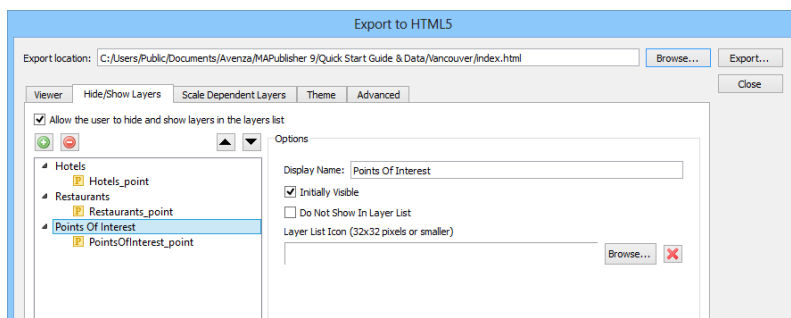
1. In the MAP Web Author panel, under the Export section, click the HTML5 button.



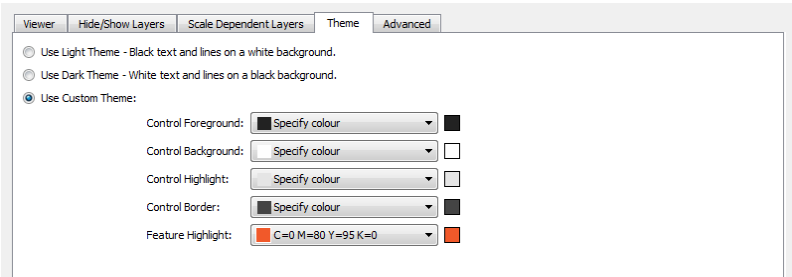
2. Beside the Export location box, click the Browse button, navigate to *Quick Start Guide & Data* and create a new folder called **Vancouver**, type **index.html** as the file name and click Save.
3. Click the Hide/Show Layers tab and click the *Allow users to hide and show layers in the viewer* check box to enable its settings.
4. Click the Add button. Locate the **Hotels_point** layer and click its check box in the Selected column. Click OK.



5. Click the **Hotels_point** group and change the name to **Hotels** in the Display Name box.
6. Repeat the process for **Restaurants_point** and **PointsOfInterest_point** and change the display name appropriately. When prompted, create a new group for each layer.



7. Click the Theme tab and click the Use Custom Theme option. Choose an orange color (C=0, M=80, Y=95, K=0) from the Feature Highlight drop-down list.



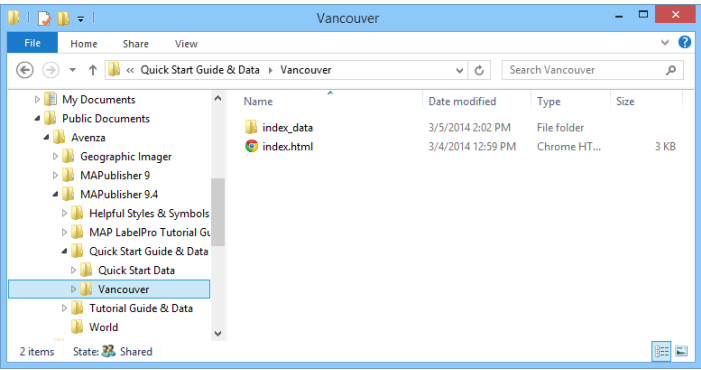
Optionally, click the Viewer Style and Viewer Settings tab to view all the settings and options that can be potentially changed. However, for this tutorial, leave them at the default settings.

8. Click Export.



The Web Export Log dialog box shows the results of the export.

9. Click the Export Folder link at the top of the dialog box to open the file browser.



10. Open **index.html** in a web browser (such as Internet Explorer, Google Chrome, Mozilla Firefox or Safari).



Navigate the map using the mouse to pan and the zoom buttons and slider on the left hand side. Click the symbols to see the web tag callouts that you created. In the layers list, toggle on and off the layers you specified during export. The overview map can be used to navigate the map when zoomed in to the main map. All of the navigation tools and surrounding map elements, like the overview map and search box, can be customized further.

Conclusion

Experiment on your own with the MAP Web Author Flash export. For in-depth information on MAP Web Author, see chapter 15 of the MAPublisher 9.6 User Guide and the MAPublisher 9.6 Tutorial Guide. These documents are installed with MAPublisher and can also be downloaded from <http://www.avenza.com/documentation>.

To quickly create a geospatial PDF of the Vancouver downtown map, return to Adobe Illustrator and click the Export Geospatial PDF button on the MAPublisher toolbar. You can find more information about geospatial PDF in the chapter 17 of the MAPublisher 9.6 User Guide and MAPublisher 9.6 Tutorial Guide.

Congratulations, you have completed the Quick Start Guide. From here, you can look at more detailed and advanced exercises in the MAPublisher 9.6 Tutorial Guide, get in-depth information about features and tools in the MAPublisher 9.6 User Guide and tips and tricks from the Avenza Resources blog and user forum on [avenza.com](http://www.avenza.com).

