

# Rick's Quick Reference Sheet for importing kml files as TNP "Overlays"

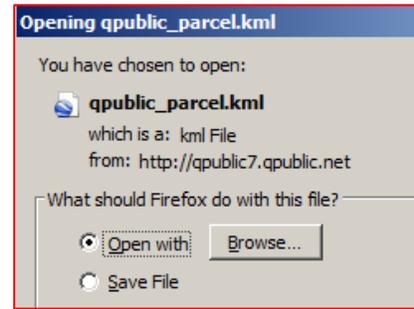
Background:

Both *shapefiles* and *kml* files can be imported; often these files can be obtained from either an Assessor's Office or GIS Department for a county. Often these files are available online at little or no cost

- **Keyhole markup files (kml) are associated with Google Maps and Earth, for example and usually are for one parcel or such.** (kmz files are similar, but are zipped; we are using kml files when we can.)
- A shapefile normally contains information for many parcels or roads or such, often covering the entire county. These files are usually much larger than a kml file.

1. From the County Assessor's website, or other source, select the parcel and then double click on **Google Earth**.

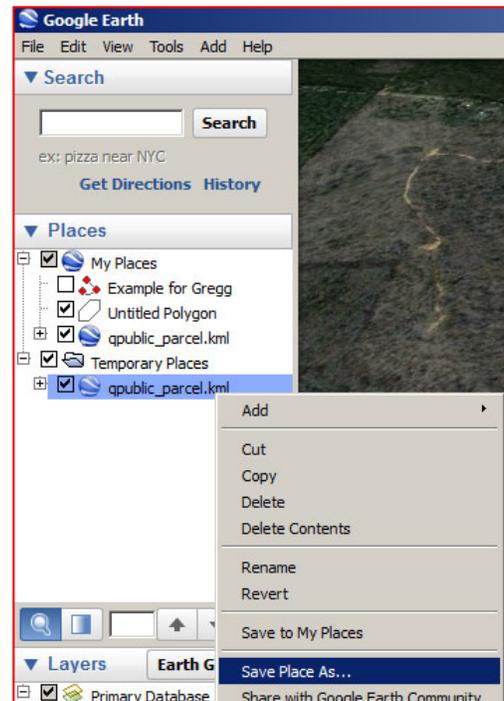
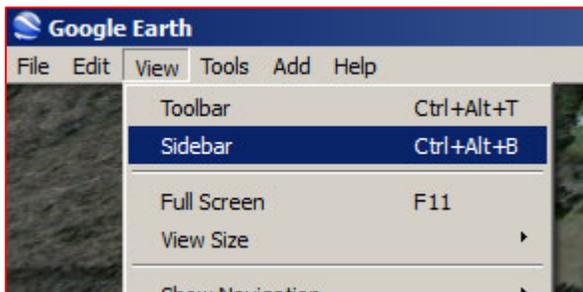
Example below from: <http://goo.gl/5fpHs>



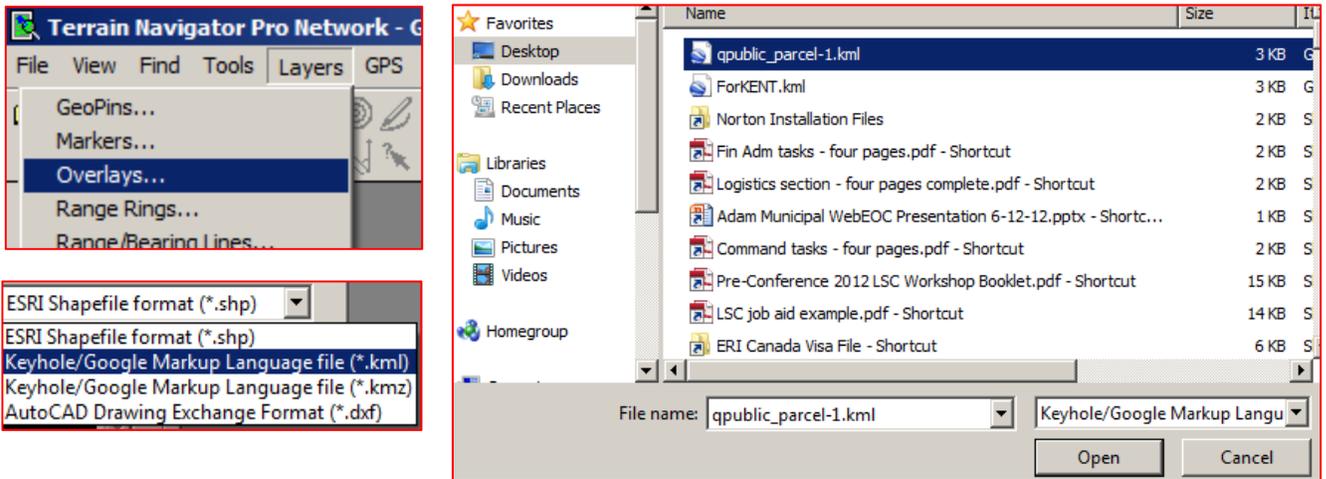
2. You now have two choices; the most direct is to **Save File** to your desktop or somewhere easy to find on your computer. If you do this, then you are ready to import to TNP. (Go directly to "step 4".)

If you choose the **Open with** option, then Google Earth will open and you will need to do "step 3".

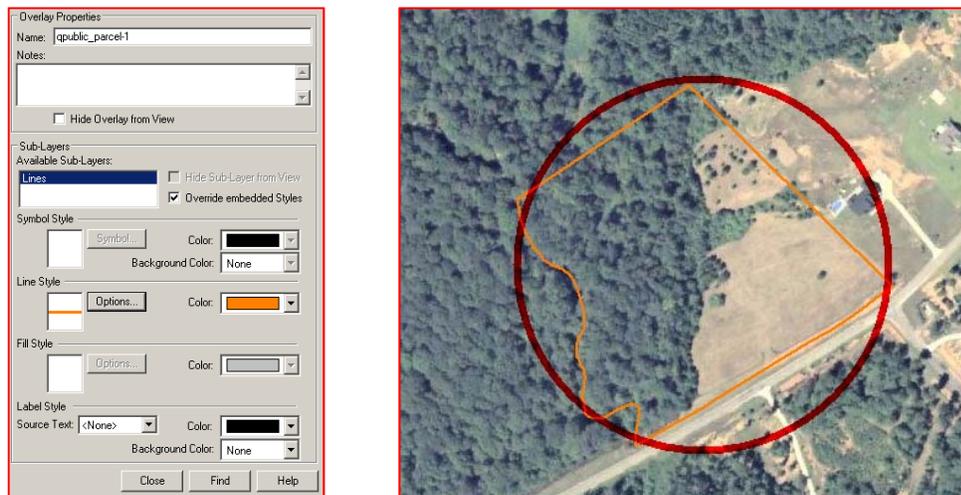
3. If you opened to Google Earth, first make sure the Sidebar is visible, by click on the **View** pull-down menu and selecting **Sidebar**. Next, confirm your parcel under **Temporary Places** is highlighted; if not, select it. Then right click on it and select Save Place As. Save the file to your desktop or somewhere easy to find on your computer.



4. Open or go to TNP and from the **Layers** pull-down menu, choose **Overlays**. Navigate to where you stored the file and change the file type by clicking on the down arrow to **...(\*.kml)** and then you will see the file listed in that directory. Then select that file.



5. You can elect to **Override embedded Styles** in order to make the overlay lines more visible if you like. Then, hit **Find** and you will see the overlay on the map. If you don't have a map open, TNP will open with 1:24,000 Topo, otherwise it will open in the map type you have open. (You can delete the **red find circle** by clicking anywhere on its perimeter.)



6. Lastly, to get the most from this overlay, convert it to a track or route, as you prefer. (You can then delete the overlay (from **Layers** → **Overlays**) to speed up TNP, if you like.)

