

Exploring the Functionality of the Parcel Data Search Widget

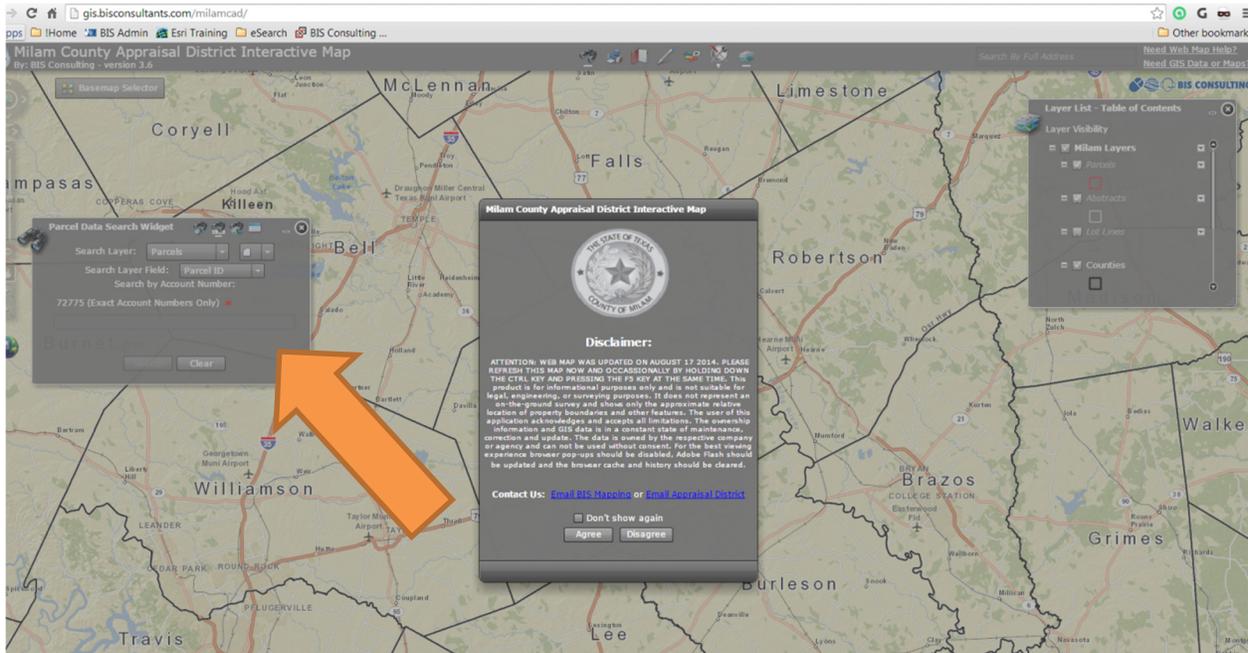
*Getting the Best Use
out of the
Interactive Map*

Table of Contents:

Introduction	1
Text Search	2-3
Graphical Search	4-8
Spatial Search	9-10

Exploring the Functionality of the *Parcel Data Search Widget*

The Parcel Data Search Widget is the “homepage” of a series of tools that can be very useful for an array of applications. This widget is automatically opened when the online interactive map completely loads and the user accepts the pop-up disclaimer.



The Parcel Data Search Widget is a semi-transparent box that can be moved to any location within the map frame. It has four tabs on the upper right corner that represent 3 types of search functions (*Graphical Search*, *Text Search*, *Spatial Search*) and a *Results* page.



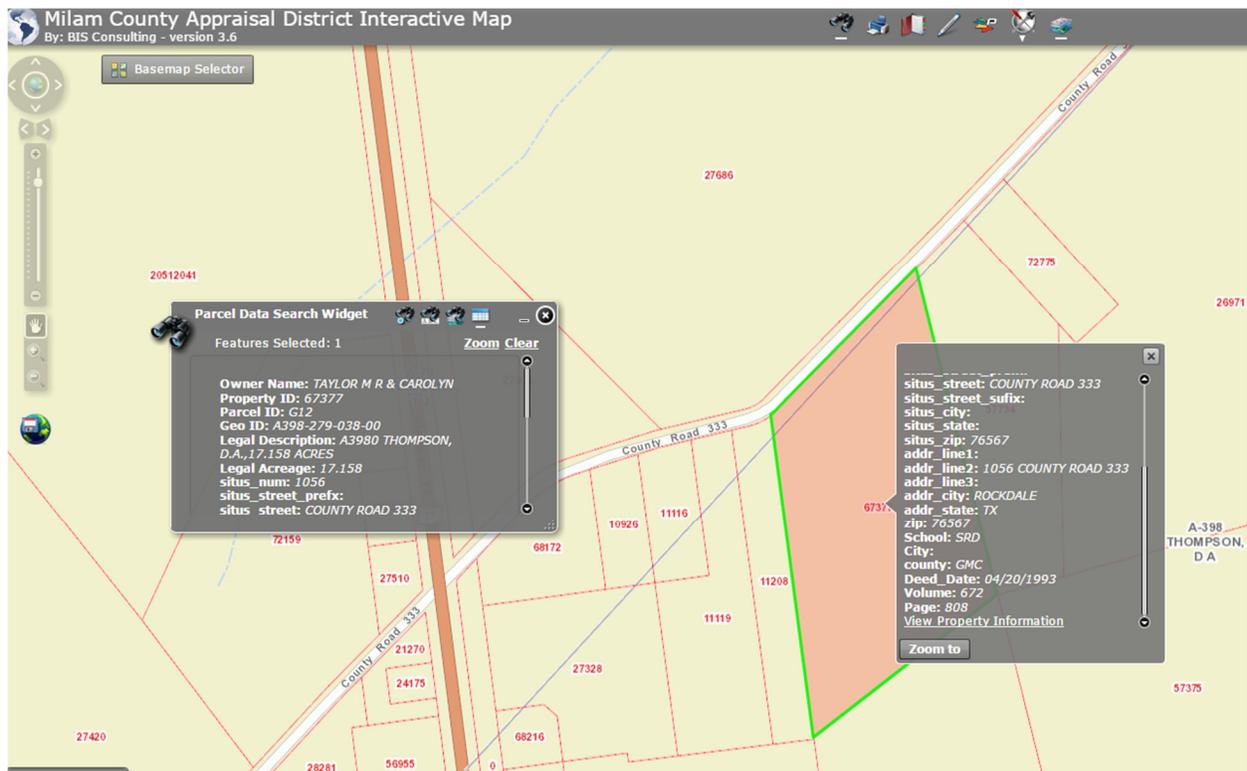
Text Search page



The default mode is **Text Search**. Using three drop-down menus **Text Search** allows the user to search through the separate layers (Parcels, Abstracts, Subdivisions) using either numbers or names (Parcel IDs, Abstract Codes, Subdivision Codes; and Owner Name, Abstract Name, Subdivision Name).

Searching by Parcel ID, Abstract Code, and Subdivision Code allows only a single property at a time to be entered; at this point, the map and widget will do several things:

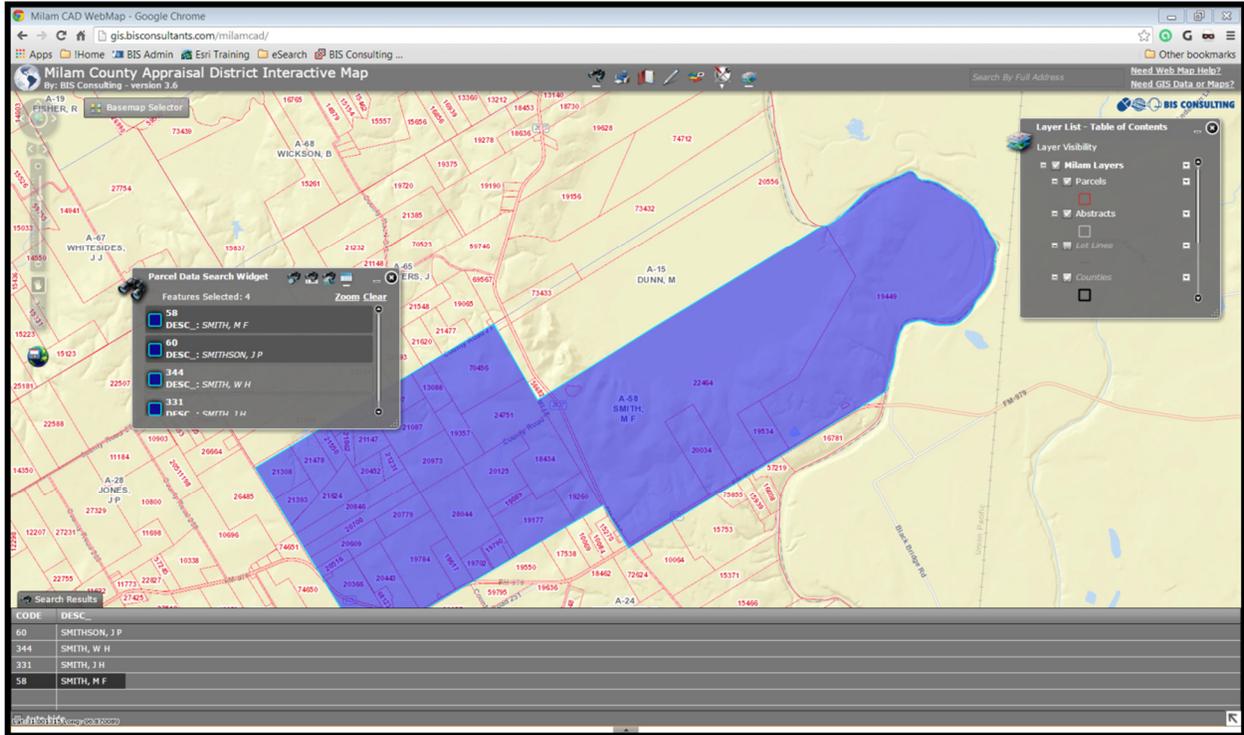
1. the map will automatically zoom to the property's boundaries
2. the Parcel Data Search Widget will change to the **Results** page and display the property information
3. the property will be highlighted in bright green with an orange fill
4. a moveable pop-up box will appear anchored to the property (it can be moved just like the Parcel Data Search Widget); this box displays the same information as the **Results** page.
 - a) There is a **Zoom to** button that will bring you back to the property/abstract/subdivision if you move the map
 - b) There is a hyperlink on the bottom of the data--after scrolling to the very bottom—that will take the user to that property's eSearch page (for parcels only—not subdivisions or abstracts)



Searching by Owner Name, Abstract Name, Subdivision Name allows multiple entries to populate the **Results** page and the **Search Results** table that is located on the bottom of the screen.

(the **Search Results** table is usually hidden—move your mouse near the bottom of the screen to locate it—there is also an option to keep the table on the screen [uncheck the *Auto hide* box on the very bottom left of the table])

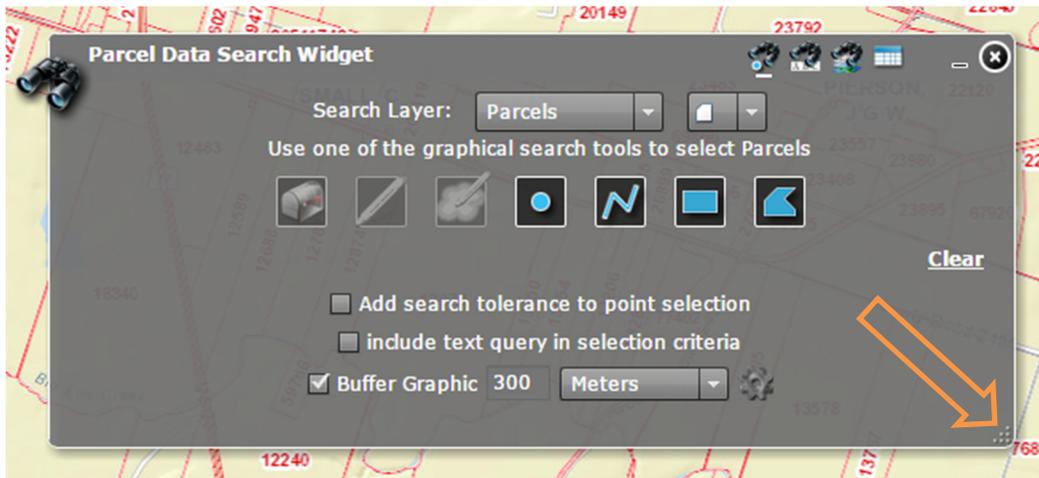
Clicking on any of the entries in the **Results** page or **Search Results** table will automatically zoom to that property, abstract or subdivision.



Graphical Search page



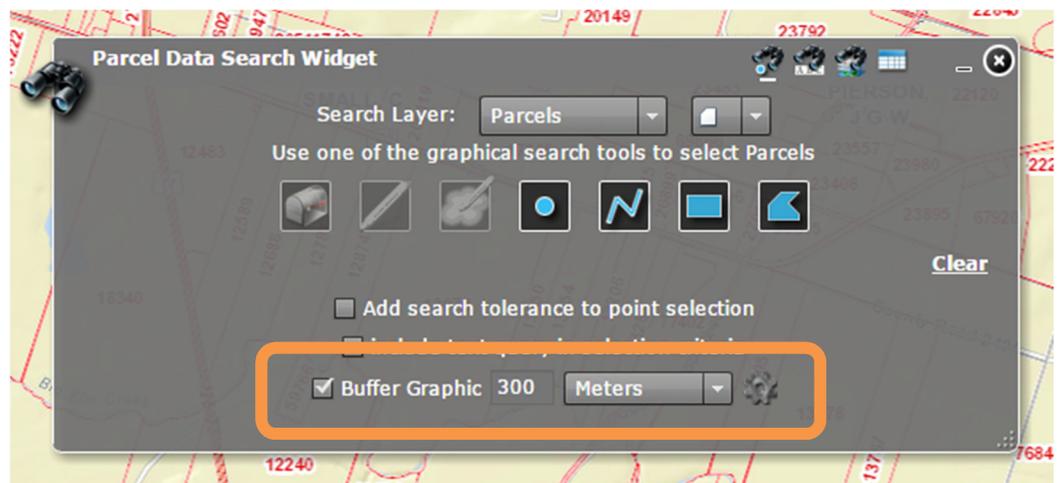
Graphical Search is the left-most set of binoculars at the top of the Parcel Data Search Widget; this page allows the user access to four tools (*Select by Point*, *Select by Line*, *Select by Rectangle*, *Select by Polygon*) and the ability to create a selection *buffer* with various attributes.



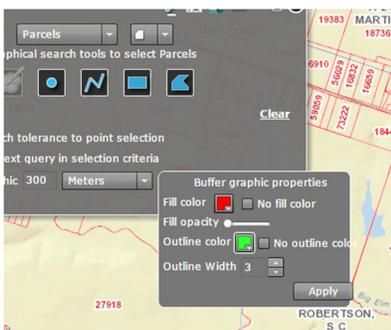
The pop-up box can be re-sized by clicking and dragging the bottom-right edge.

Buffer

A *buffer* is an area that surrounds a point, line, or shape—the buffers created in the interactive map are circular and only their radius can be changed in the options. Since this option can be used to supplement the other tools we will discuss it first.

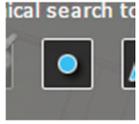


Checking the box left of *Buffer Graphic* will activate the buffer the next time that one of the four search tools is used. Next, the text box to the right of *Buffer Graphic* allows the user to define how large the *buffer* will be. Then, the drop down menu specifies which units to use (Feet, Miles, Meters, Kilometers).



Lastly, the gear to the right of the drop down menu lets the user alter the appearance of the *buffer* (fill color, opacity, outline color, and outline width); however, the buffer will only be visible for a moment and disappears when all the properties are selected.

Select by Point



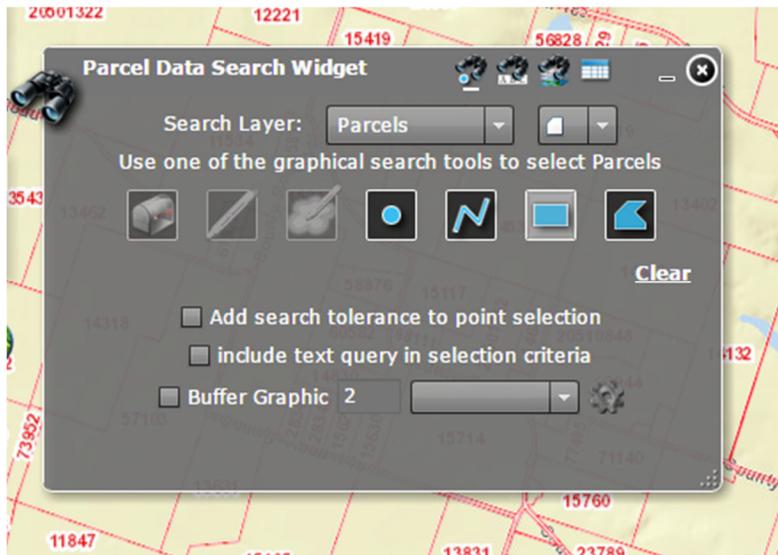
This tool is the easiest of the four in terms of use; simply click the blue circle icon and then click on a spot on the map. If no *buffer* is selected, this tool will select the property beneath it just like any other regular mouse click. With the buffer turned on, all properties that touch **any part** of the *buffer* will be selected.

****For example, this tool could be used to find all properties within a certain circular radius of a school, polling station, or city centre****

The screenshot shows a web-based GIS interface. At the top, there's a search bar and navigation tools. The main area is an interactive map of a city grid. A 'Parcel Data Search Widget' is open, displaying search options and a table of results. The table has columns for Property ID, Parcel ID, Geo ID, Legal Description, Legal Acreage, situs_num, and situs_stree.

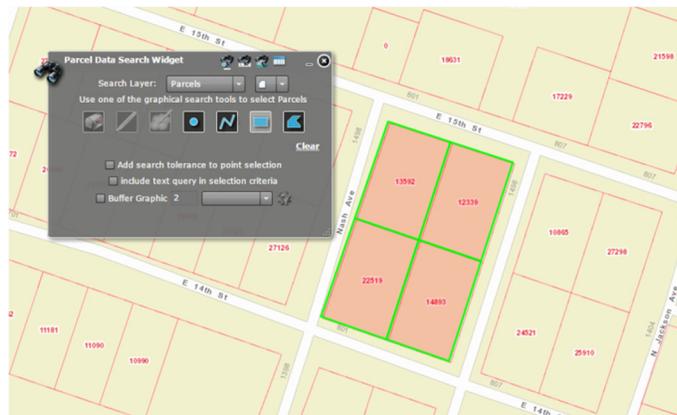
Property ID	Parcel ID	Geo ID	Legal Description	Legal Acreage	situs_num	situs_stree
21137	CCAE9	S15900-00Q-01-01	S15900 ORIGINAL TOWN BLK Q LOT 1 W PT OF		308	
20511587	CCAD8	S12100-009-01-00	S12100 HOOD BLK 9 W PT		806	
12606	CCAD9	S25500-010-11-00	S25500 WEST CAMERON BLK 10 LOT 11,12, & S 1/2 OF 13		408	
21540	CCAD9	S25500-007-01-00	S25500 WEST CAMERON BLK 7 LOT 1-20			

Select by Rectangle



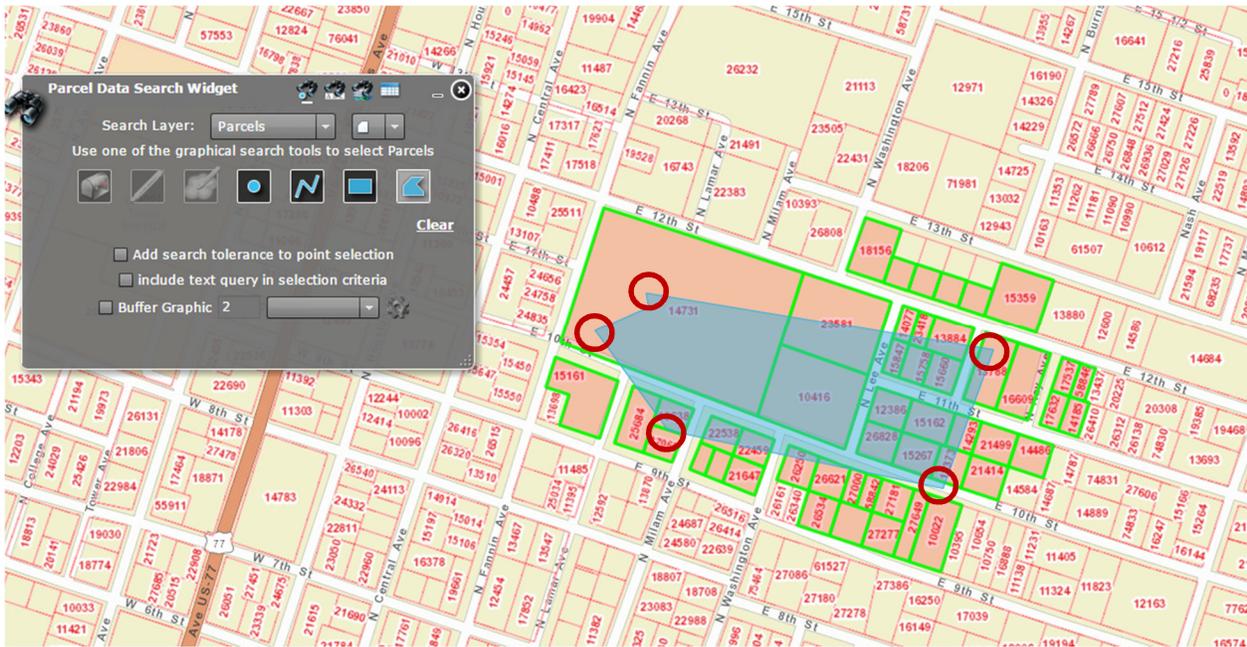
This tool is fairly simple to use; click the rectangle icon then click (and HOLD) a spot on map—slowly drag your mouse from the starting point and you will see a transparent blue rectangle created in the space between the anchor point and the current location of the mouse. To complete the square, simply release the mouse button. Any areas that have some portion within the square will be highlighted.

*****This tool is useful for quickly selecting all the properties in a block*****

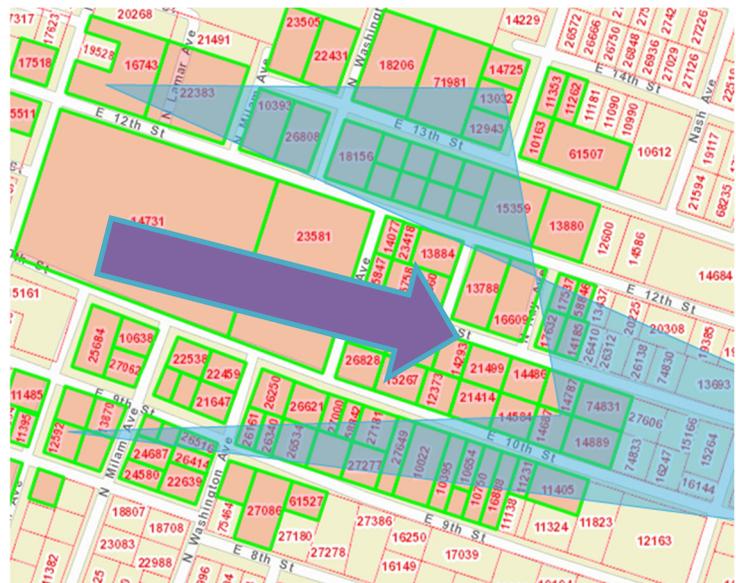


Select by Polygon

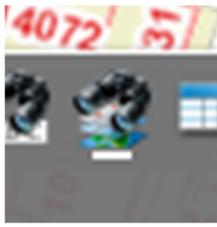
The *Select by Polygon* tool works in a manner similar to the *Select by Line* tool; the first click creates an anchor—and each subsequent click creates an additional anchor that becomes the corners of whatever shape the user is trying to create. Also, dragging the polygon across itself creates an empty space, which can be used to exclude certain properties from your selection. Finishing the polygon only requires clicking the mouse twice.



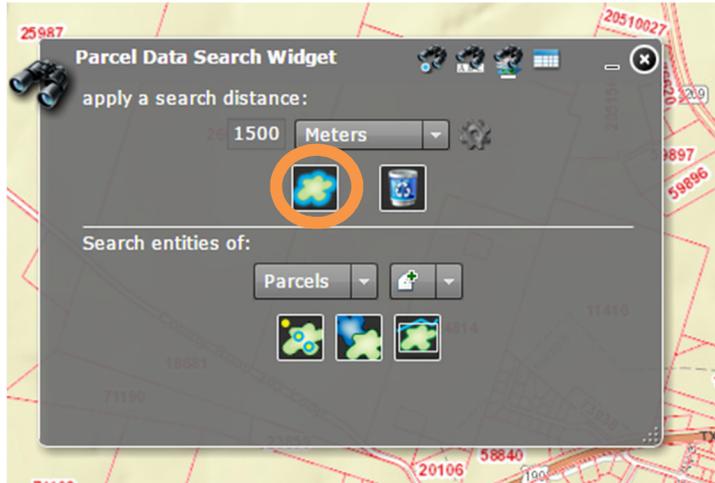
Selecting properties by drawing a polygon is the most precise way to select properties/abstracts/subdivisions if you already know ahead of time which ones that you're looking for.



Spatial Search page



Spatial Search is the right-most set of binoculars on the Parcel Data Search Widget; it is used after you have already made a selection of any single or multiple properties/abstracts/subdivisions by any of the methods referenced above.



The **Spatial Search** page allows the user to create a *buffer* around previously selected properties.

1. Type in the number of units in the text box
2. Select the type of units in the drop down menu
3. The gear icon can be used to change the physical appearance of the *buffer*

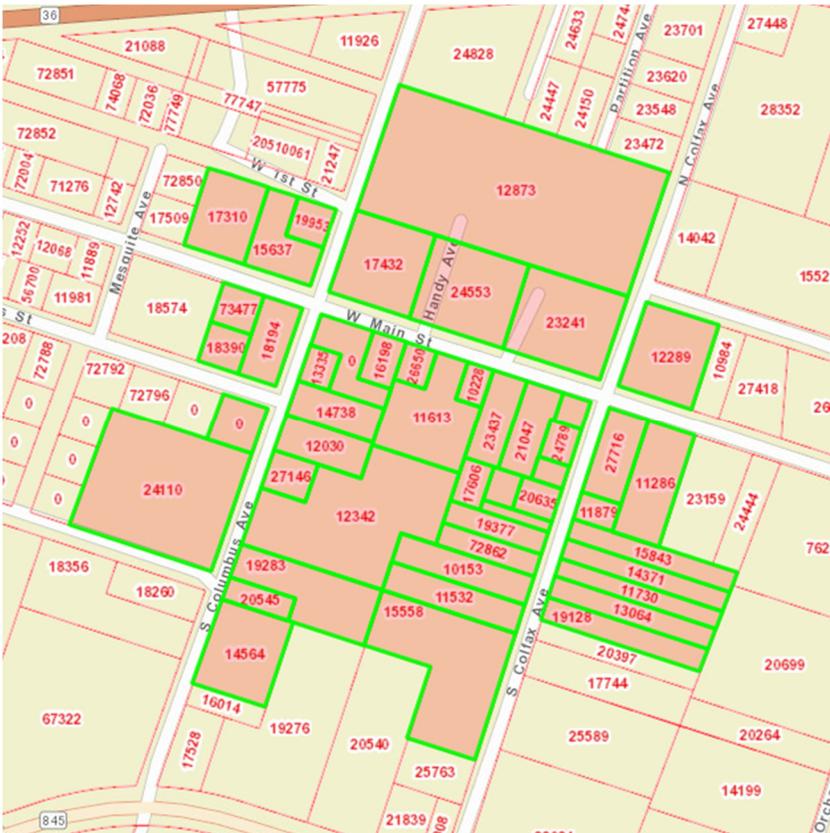
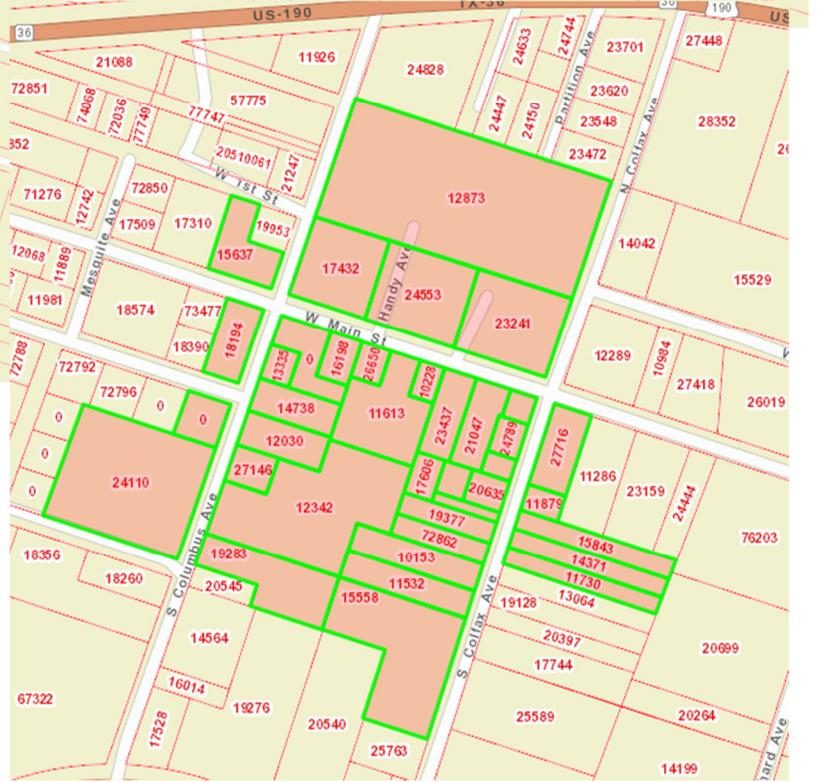
Once the options for the buffer have been selected click the *Apply Buffer* button. A new buffer will be created; however, no properties within that buffer will be selected until you click on one of the three bottom icons (entirely contained in, intersected by, intersected by envelope of).



This is an “*entirely contained in*” selection; notice that only properties that were completely within the buffer have been selected



This is an “*intersected by*” selection; notice that any parcel that touched any part of the buffer has been selected.



Finally, “*intersect by envelope*” will select all the properties that touch the buffer itself plus any adjacent properties.