


## GIS Configuration

[supportcenter.nc4.com/hc/en-us/articles/217693868-GIS-Configuration](https://supportcenter.nc4.com/hc/en-us/articles/217693868-GIS-Configuration)

### How GIS Configuration Works



Configuration is performed directly on the map while on the map administration window. This window is accessed by navigating to the **Administration >GIS Configuration** option after logging into E Team. Configuration can only be performed by members of the E Team System Admin group or users with the privilege `gis_configuration` (EDITOR). GIS Configuration includes ability to:


#### 1. Define Services and set Map Default options.

- Click on the *Default Options* widget  to open the panel and enter the appropriate data for each item.
  - Measuring Unit
  - Initial Opacity for Layers
  - Initial Refresh Rate for Layers
  - Geocoder Type
  - Geocode Service URL
  - Maximum Geocode Result
  - Geometry Service URL
  - Max Points Per Request
  - Print Service URL
- Click *Save* when done.


#### 2. Add Custom Data Layers and Basemaps.

E Team is delivered with a number of data layers including multiple ESRI and Bing basemaps. You may add your own custom data layers and basemaps. Examples of new data layers can include; Demographics, Hazard Information, News, Weather, etc. The following layer types can be added:


- ArcGIS Server Map Service
- ArcGIS Server Feature Service
- ArcGIS Feature Collection
- KML File
- GeoRSS Feed
- WMS (Web Map Service)
- Web Accessible Image
- WMTS (Web Map Tiled Service)
- CSV Layer
- Click on the *Add Layer* widget  to open the panel.
  - Select the Type of layer being added.
  - Enter the Layer Name.
  - Enter the corresponding Layer URL.
  - Set Cache v. Dynamic
  - Enter height/width parameters - when applicable
  - Enter image bounds and size - when applicable
  - Enter icon - when applicable
  - Click *Validate* to validate your new layer and display projection results - when applicable
  - Click *Add as Basemap* or *Add Layer* as applicable.
    - Add Basemap adds and saves the new basemap, and it becomes available under the Basemap Gallery widget in the Custom Layers section.
    - Add Layer adds the new layer only, it does not save the layer at this time.
      - For non-WMS layers, once you have added the layer:
        - Click the Data Layers  widget.
        - Expand Custom Layers and turn on the newly added layer.

- Edit the data later if/as needed by turning off/on individual layers.
- When done click the Save  option to the right of the top level data layer. The Save action taken here makes the added layer available to all users.
- For WMS layers, once you have added the layer:

### 3. Delete Custom Data Layers.

- Click on the *Data Layers* widget  to open the panel.
- Expand the Custom Layers option.
- Hover/mouseover the data layer listing to be deleted and click on the trash can icon.
- In the confirmation dialog, click *OK* to delete the selected data layer or *Cancel* to close the dialog and retain the data layer.


### 4. Delete Custom Basemaps.

- Click on the *Basemap Gallery* widget  to open the panel.
- Expand the Custom Basemap option.
- Click the "X" in the top right corner of the basemap to be deleted.
- In the confirmation dialog, click *OK* to delete the selected basemap or *Cancel* to close the dialog and retain the basemap.


### 5. Add Bookmarks. Bookmarks are bounding areas on the map. E Team is delivered with Continent, State, and Regional bookmarks. To add your own bookmarks:

- Set the map to the desired extent
  - Click on the *Bookmark* widget  to open the panel.
  - Enter the name of bookmark.
  - Click *Add*.
  - Click *Save*.
- You can add multiple bookmarks prior to saving. The Bookmark panel MUST remain open when saving multiple bookmarks at one time*


### 6. Delete Bookmarks.

- Click on the *Bookmark* widget  to open the panel.
- Select the bookmark to be deleted.
- Click *Delete*.
- Click *OK* to confirm.


### 7. Customize icon usage for E Team reports. E Team is delivered with a default set of icons for each report/report sub-type and status color. Icon customization provides ability to change to another delivered icon or upload and use your own icons.

- Click on the *Custom Icons* widget  to open the panel.
- In *Report Type* select the E Team report from the listing provided.
- In *Sub Report Type* select the sub report when applicable.
- In *Status* select the E Team report status color.
- Select any icon from list, or upload new icon.
- Enter the height and width to be used on the map for a newly uploaded icon. Delivered icons are set to 22 x 22.
- Click *Save*.
- Repeat for each report type and sub report type as needed.

### 8. Set Default Bookmark. To set a default map extent:

- Click on the *Bookmark* widget  to open the panel.
- Select the Bookmark.
- Click *Set As Default*.

### 9. Set Default Basemap. To set the default basemap:

- Click on the *Basemap Gallery* widget  to open the panel.
- Expand the Custom Basemap option.
- Select the basemap.

- Click *Set As Default*.

When you are finished, close the map administration window. All saved bookmarks, base maps, data layers, and icons will be available to all users when the map is launched in standard user mode. Users will be presented with the default basemap and bookmark extent.

**NOTE:** In addition to the configuration tools, the NC4 maps exposes the ESRI Attribute Query widget  on the Administration console to allow for use and feedback to NC4 only.