



City of Roswell, GA



GIS VIEWER USER GUIDE

Updated 5/2024

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This user guide will introduce and outline the various tools available through the City of Roswell's Public GIS Viewer. We hope that you find the GIS Viewer useful, and we welcome any feedback regarding its functionality. This user guide will include information regarding map navigation, interaction with the map/layers, and the use of available widgets.

This guide contains several screen shots of the application. Colored text will indicate a corresponding item in the screenshot below the colored text.

BEFORE GETTING STARTED

The City of Roswell attempts to create, use, and maintain accurate spatial data. However, the City of Roswell does not warrant the accuracy or currency of the data contained herein. All data is provided "as is," with all faults, without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability or fitness for a particular purpose.

The GIS Viewer is designed to be accessible from common and up-to-date web browsers, including mobile devices.

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THE MAP SCREEN

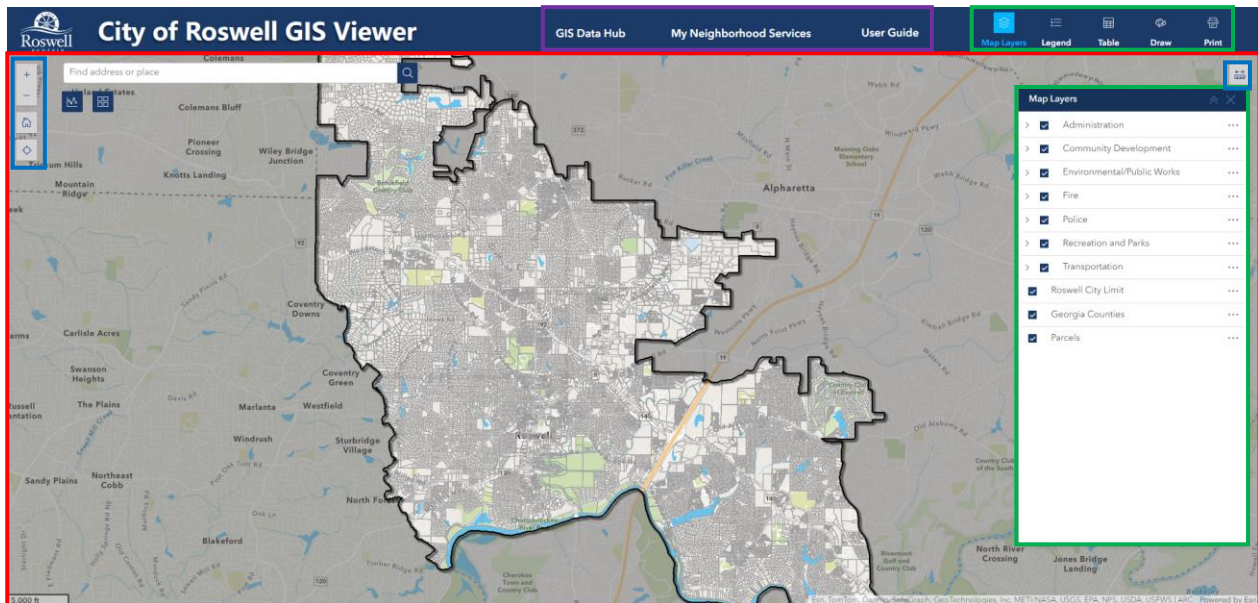
When you arrive at the Roswell GIS Map Viewer, you will be prompted to accept the disclaimer before you can proceed.



After accepting the disclaimer, the pop-up will close, and you will see the City of Roswell GIS Viewer as described below.

Map Layout

The map layout includes four important parts: the **Map**, **Navigation Buttons**, the **Widget Controller**, and the **Header**.



Map

The Map contains the features of the layers that the user can turn on and off. Within the map are options to optimize map exploration. More information on the Map can be found below.

Navigation Buttons

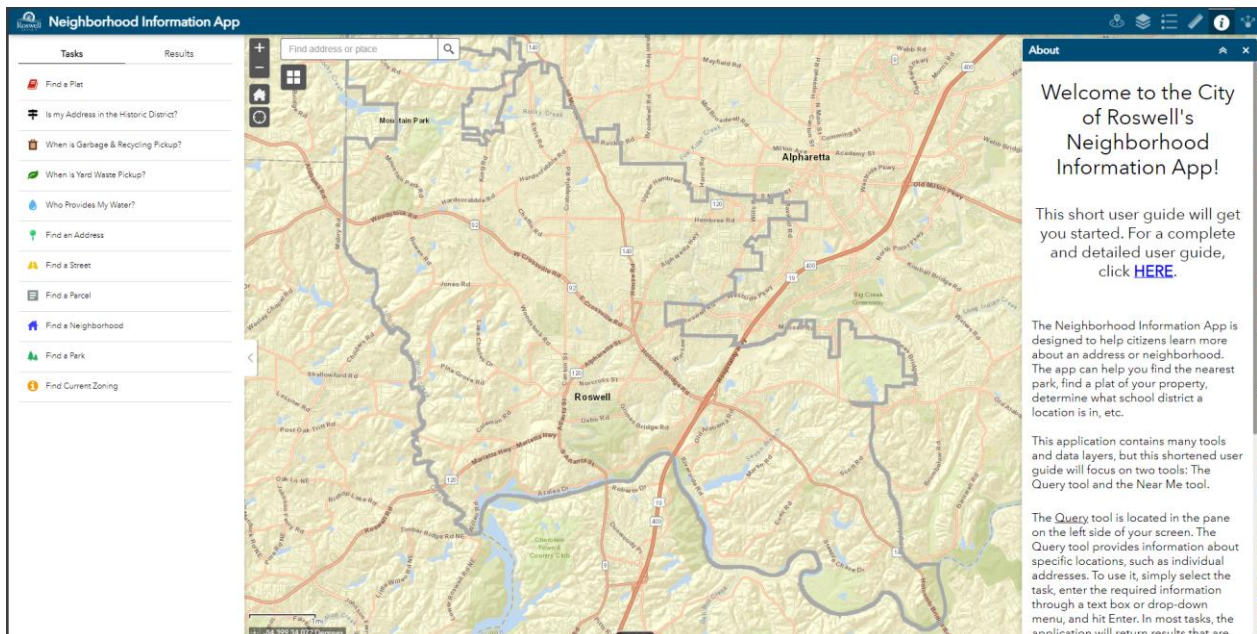
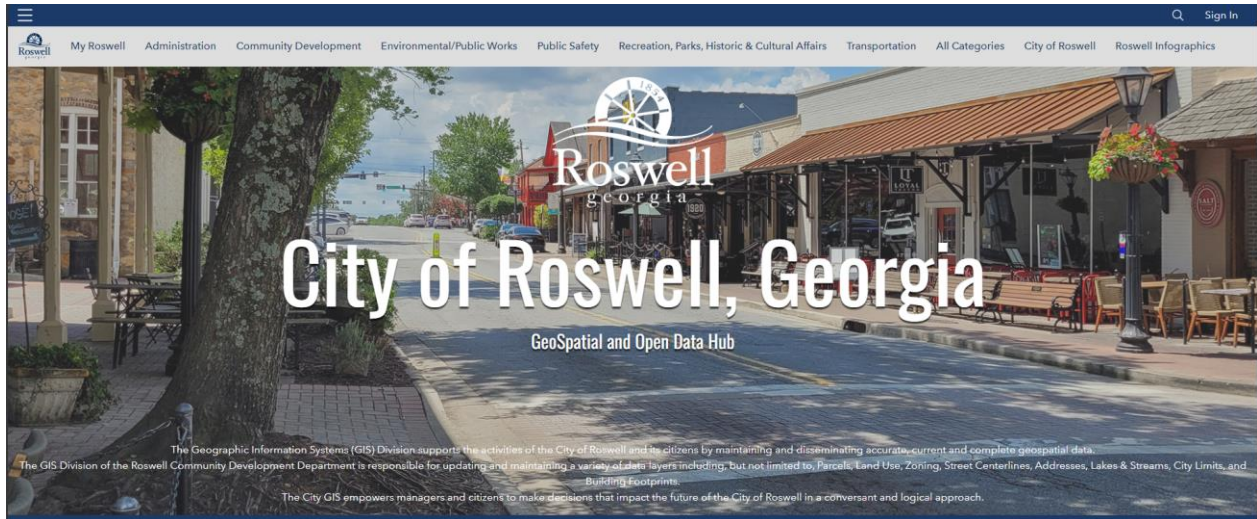
The Navigation Buttons help the user get around within the map, including zooming in/out, finding my location, returning to the default map view, and measuring. More information on the Navigation Buttons can be found below.

Widget Controller

The Widgets are tools built into the map, allowing the user to draw, print, and explore the data. These tools are contained within a Widget Controller, and more on these tools can be found below.

Header

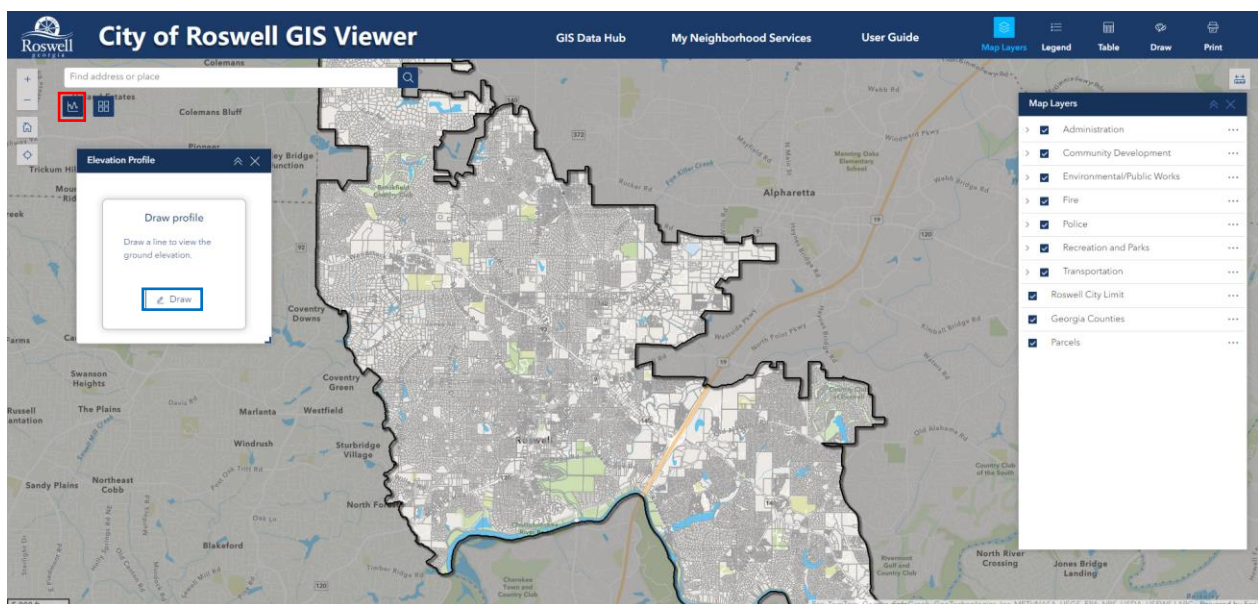
The Header contains links that will lead the user to the following resources: [GIS Data Hub](#), [My Neighborhood Services](#) and this User Guide. These are web resources provided by the City of Roswell to allow an even deeper exploration of the city's data.



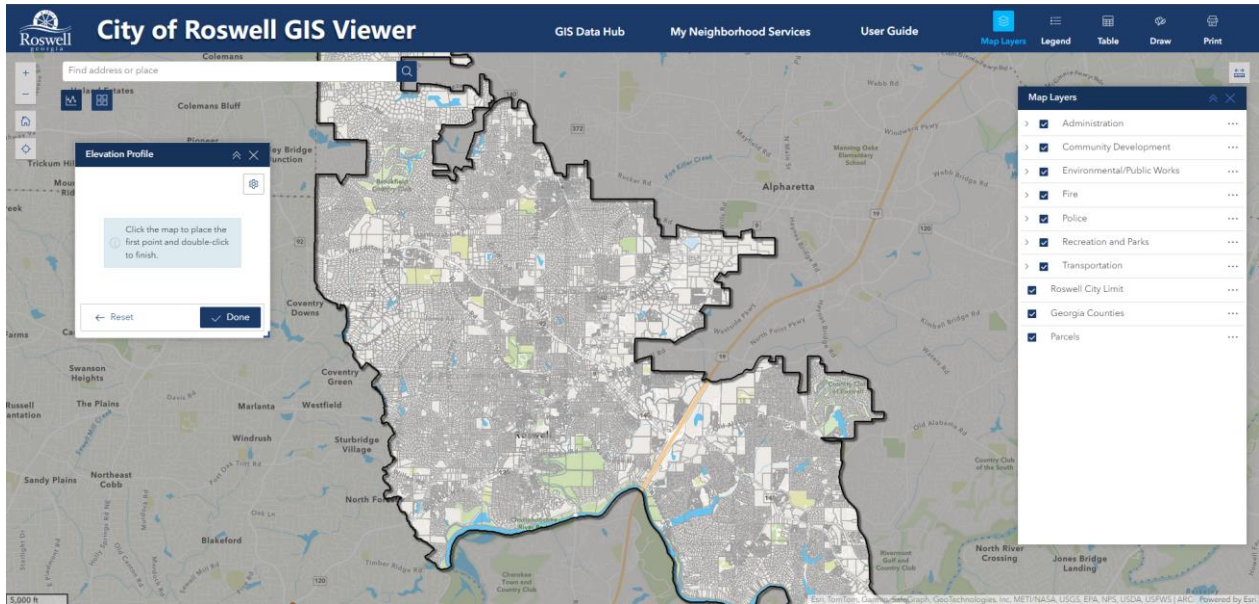
Map

Elevation Profile

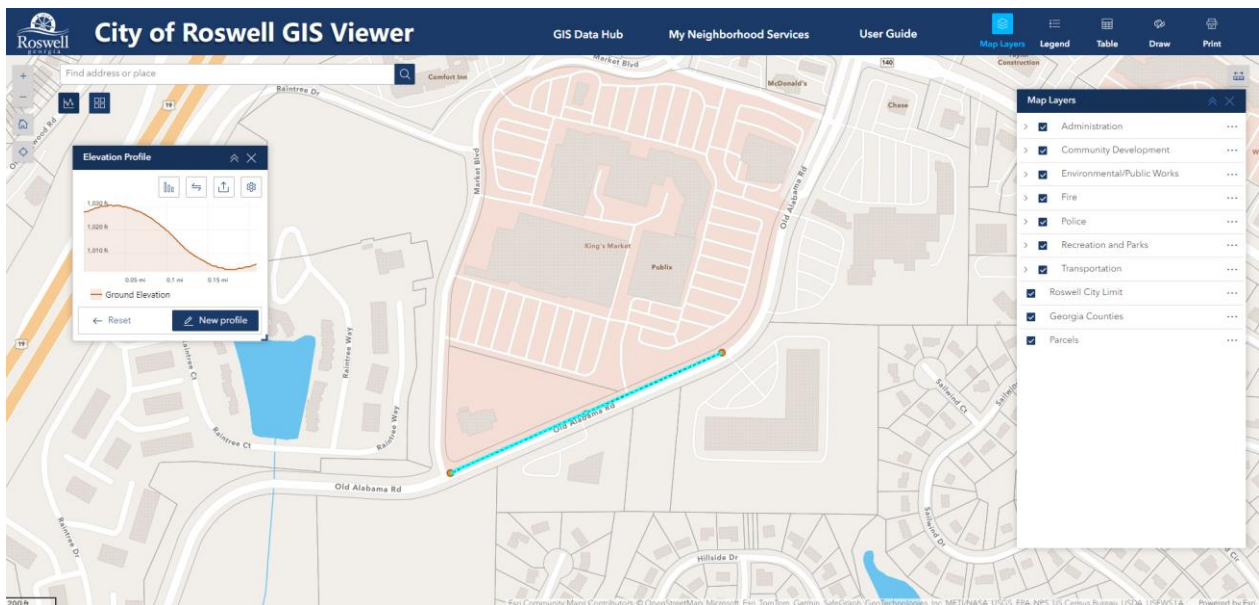
The **Elevation Profile** widget is located in the upper left of the map view, and is represented as a chart icon. This widget will create an elevation profile and provide you with measurements for a user-defined line. Clicking on the Elevation Profile widget button will open the widget for use. When ready to draw your line, click the **Draw** button (pen icon) in the widget box.

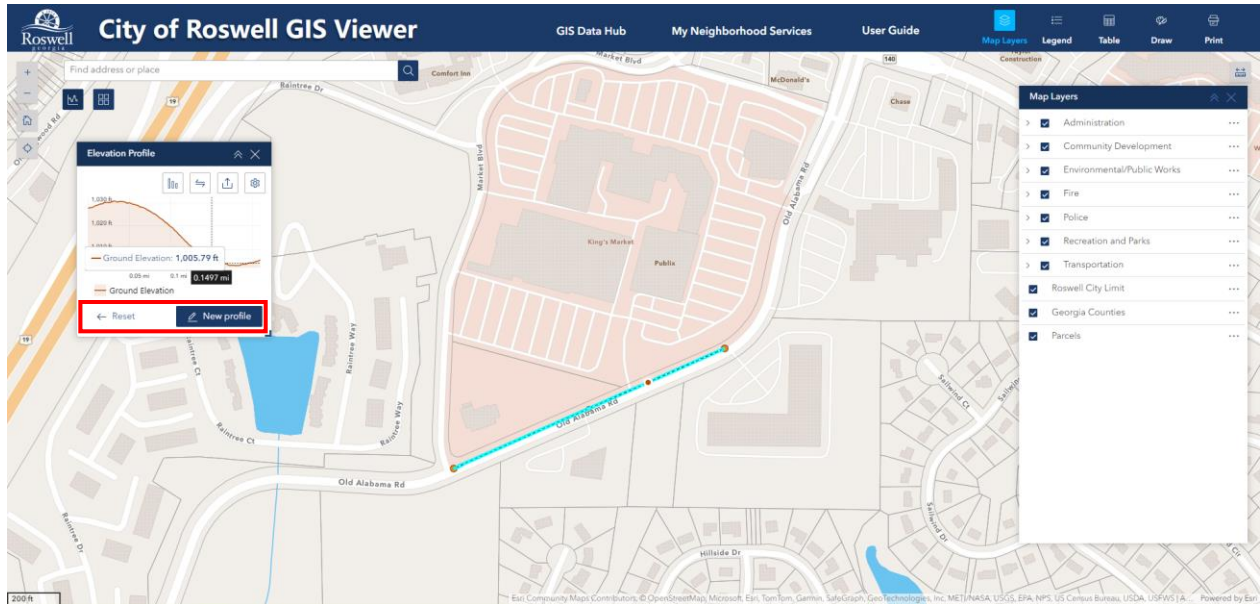


Upon clicking the Draw button, the following prompt will direct the user to begin drawing a line on the map by clicking once. Each subsequent single-click will add a vertex to your line, and double-clicking will finish the line.



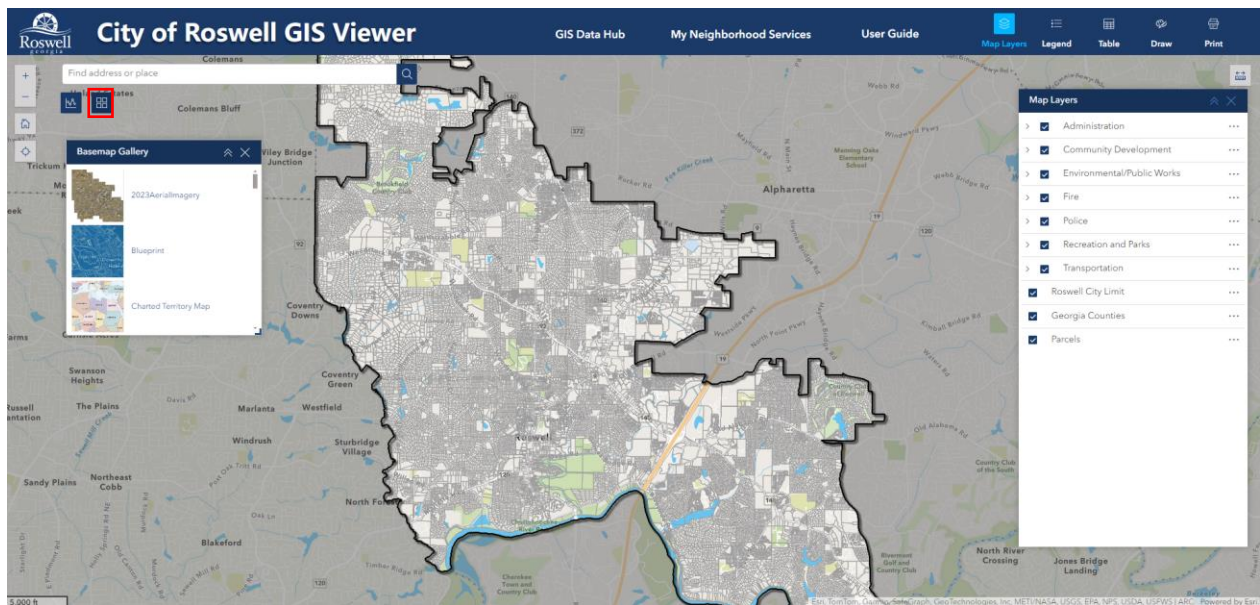
After finishing the line, the Elevation Profile widget will automatically create a chart displaying the change in elevation for the drawn line. Hovering your cursor along the chart will show you the associated location along the line. To clear the drawn line, select **Reset** or **New Profile** from the chart window.



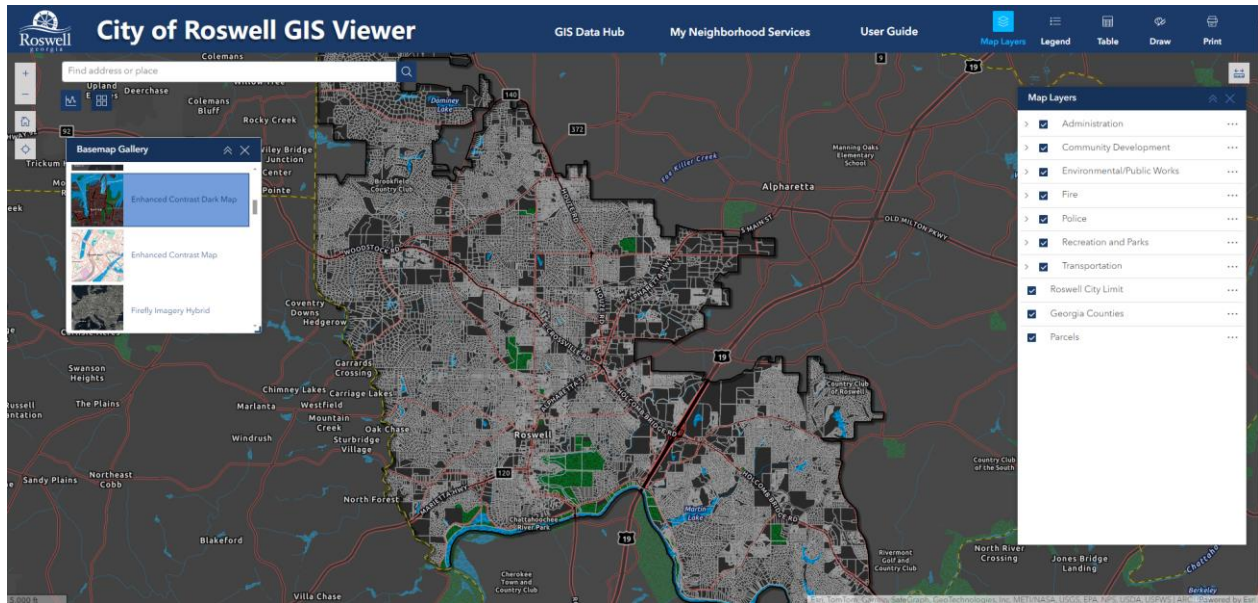


Basemap Gallery

The **Basemap Gallery** widget is represented by a button with four adjacent white squares in the upper left of the map view.



Opening this widget will allow you to instantly toggle between any of the available basemaps. Single-clicking on any of the options will load it into the map. Basemaps can be changed using this method as often as you'd like.

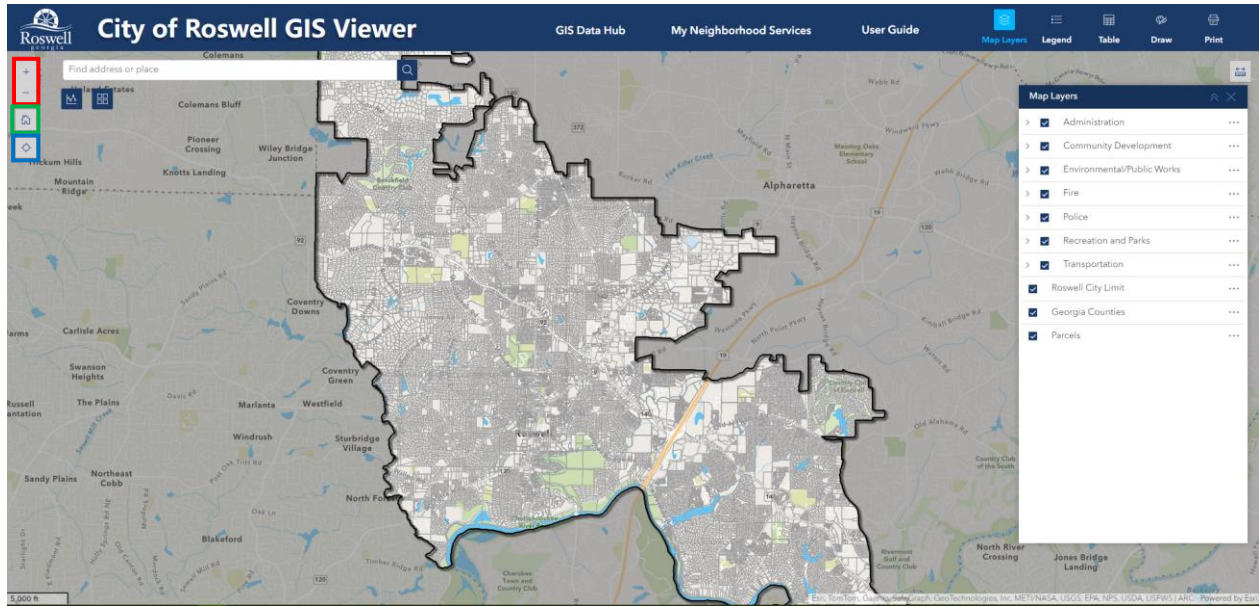


Navigation Buttons

Map navigation in the GIS Viewer is primarily done through a combination of mouse interactions and onscreen buttons. Scrolling forward with the mouse wheel will zoom the map in when using a mouse, while scrolling back with the mouse wheel will zoom the map out. Holding down left-click and dragging the cursor will enable you to pan the map in any direction you choose.

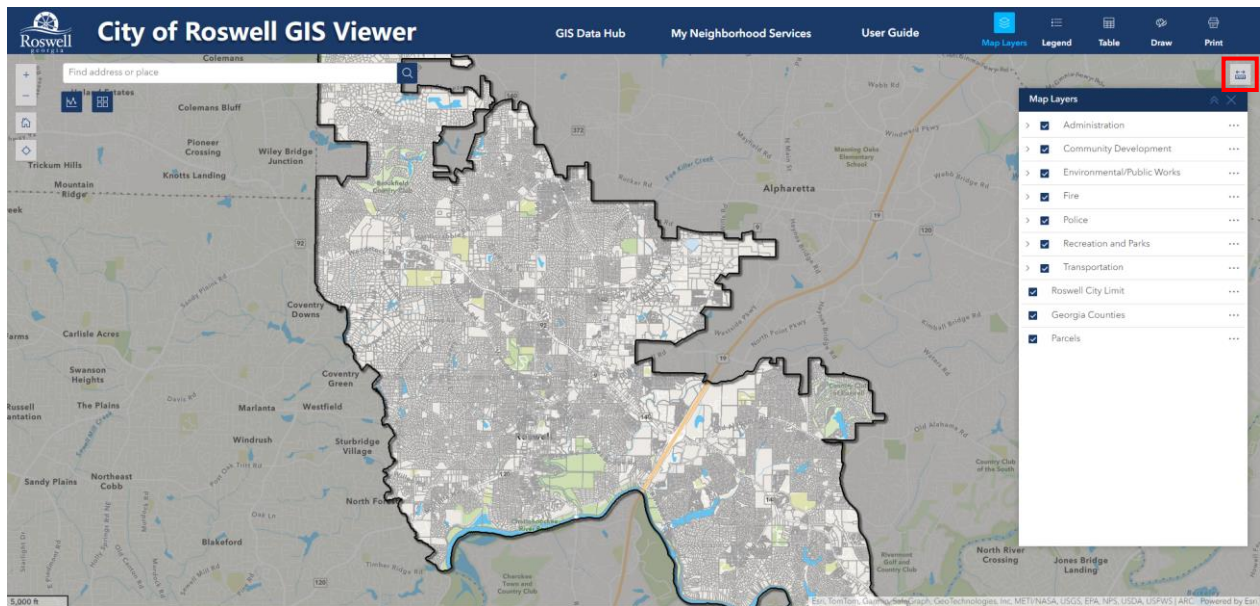
*Tip: Holding down the Shift key and left-click on your mouse simultaneously will allow you to draw a box to more accurately zoom in to a given location.

The on-screen buttons associated with map navigation can be found in the top left of the map view. The top two buttons here, denoted by a **Plus and Minus** sign respectively, will zoom you in and out of the map a preset amount. The **Home Button**, portrayed with a house, will zoom and pan the map back to the default map extent. The final button, represented with a **Crosshair**, will zoom and pan the map to your current location if you have location services activated on your device.

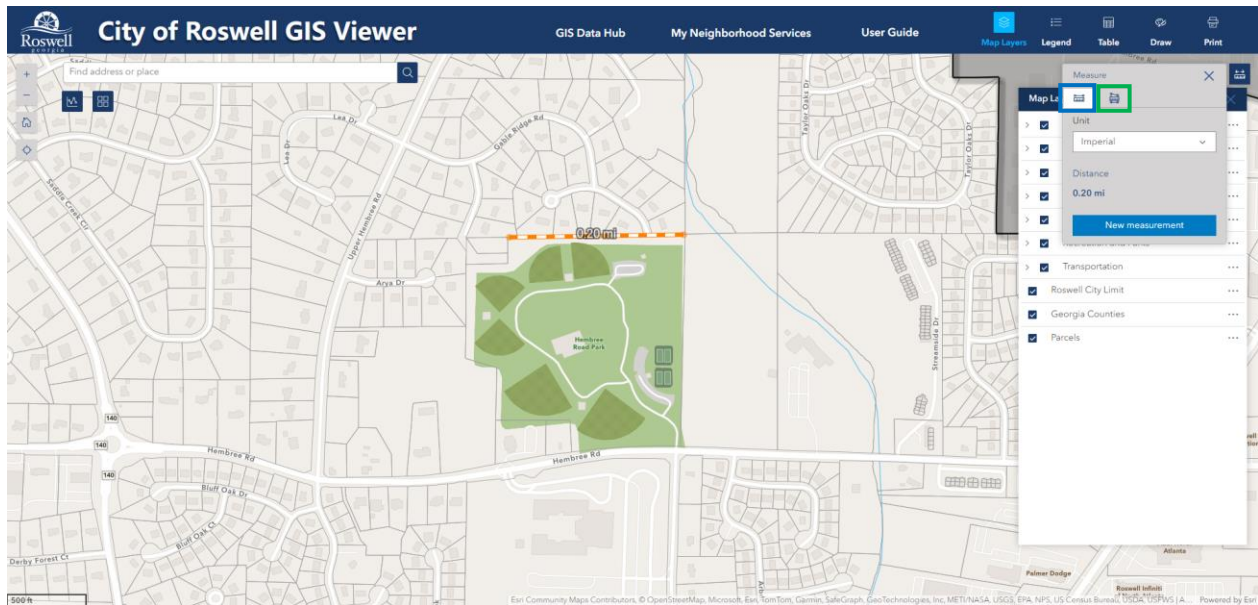


Measure

The **Measure** tool is represented with a ruler icon. This tool will allow you to perform area or distance measurements on the map.



Once the Measure tool is activated, two modes of measurement will be available through their respective buttons (**Distance** and **Area**) within the tool.



Once you have selected the mode of measurement, area or distance, the unit of measurement option will become available through a dropdown list to the right. When you have the mode and unit of measurement selected, interact with the map by clicking on the desired locations to add vertices and draw your line or polygon to be measured. Double-clicking will complete your shape. As you're drawing the shape to be measured, the Measurement Results will dynamically update in the selected unit.

- Note: Clicking either the Area or Distance buttons after a shape has been drawn will clear the current measurement.

Widget Controller

This describes the Widgets or tools contained in the Widget Controller and how to use them. The following widgets are described:

- **Map Layers**
- **Legend**
- **Draw**
- **Print**
- **Table**

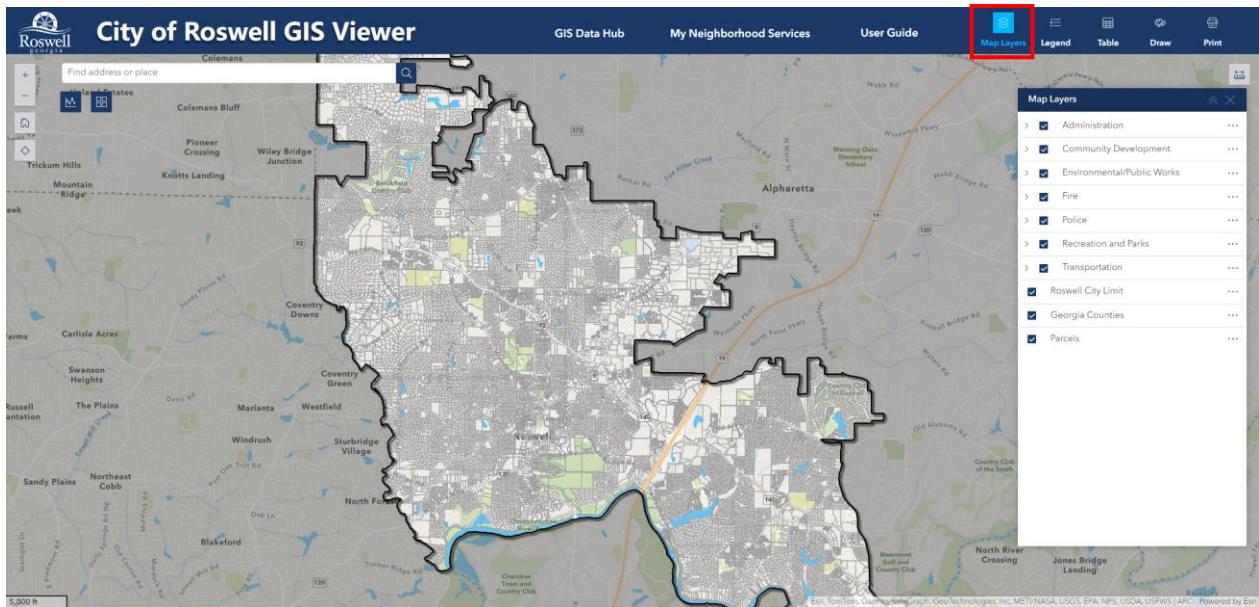
Map Layers Widget

The Map Layers contains the numerous individual layers that the user can turn on and off. The layers are currently grouped by City Department: Administration, Community Development, Environmental / Public Works, Fire, Police, Recreation & Parks, and Transportation.

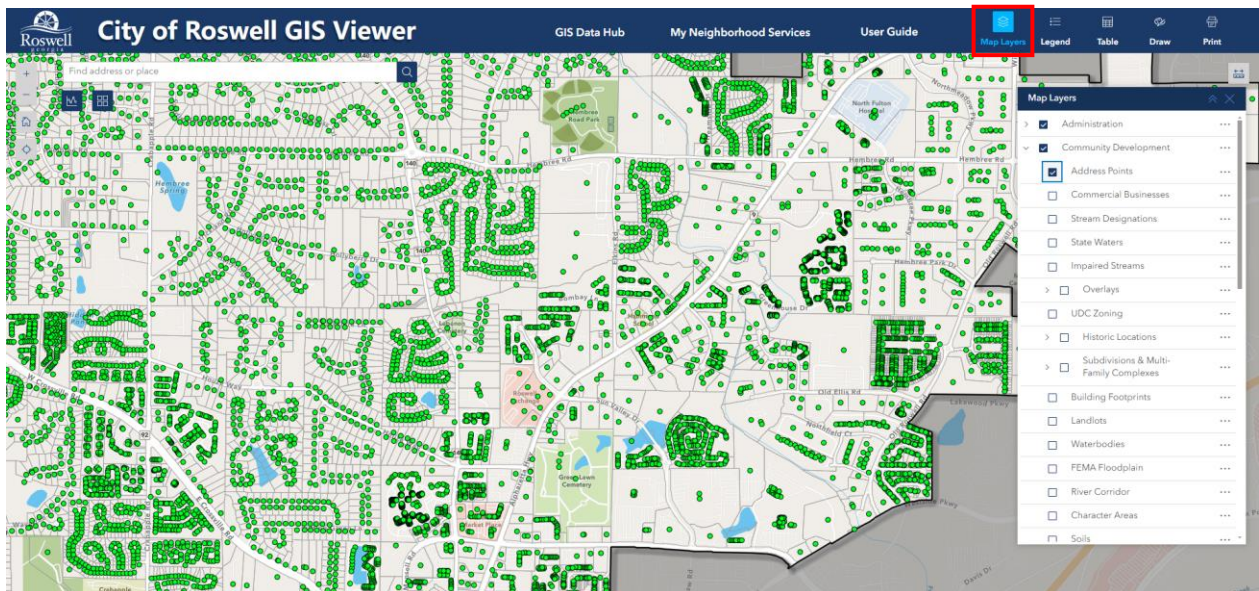
Once the desired layers are turned on, the map can be interacted with to view attributes associated with individual features. These attributes appear in the form of a popup box that opens adjacent to a feature when it is clicked on in the map frame.

- Note: Occasionally features will overlap each other on the map, in which case more than one popup will become accessible from a single click. If this occurs, arrows will appear at the top of the popup box allowing you to cycle through all of the possible popups.

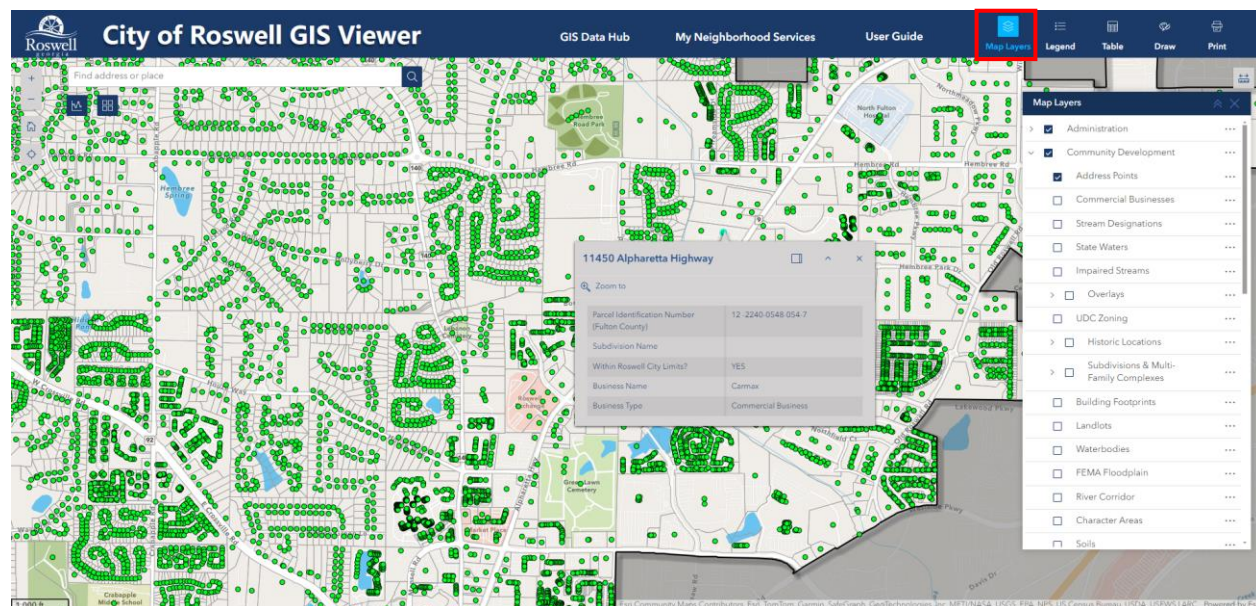
Only certain layers are set to turn on by default when the map is initially opened. Additional layers can be turned on through the **Map Layers** widget. This particular widget is the first icon within the Widget controller, and looks like a stack of squares. By default, this widget should already be open when the GIS Viewer is accessed. If it is not, select it to view and access available map layers.



With the Layer List widget expanded to show you the full contents of the widget, you will be able to see all of the available map layers. Layers can be turned on/off by checking/unchecking the box to the left of the layer name. Clicking the arrow to the left of the layer name will allow you to expand the layer categories for a more detailed list. As previously mentioned, these layers are organized by City Department, and a full list can be found later in this document.



Once the desired layers are turned on, the map can be interacted with to view attributes associated with individual features. These attributes appear in the form of a popup box that opens adjacent to a feature when it is clicked on in the map frame.



Legend Widget

The **Legend** widget is located just to the right of the Map Layers widget. This widget can be activated by simply clicking on its icon, which is denoted by a triangle, square, and circle adjacent to three horizontal lines. The Legend widget will dynamically provide you the symbology associated with every layer that is currently toggled on.

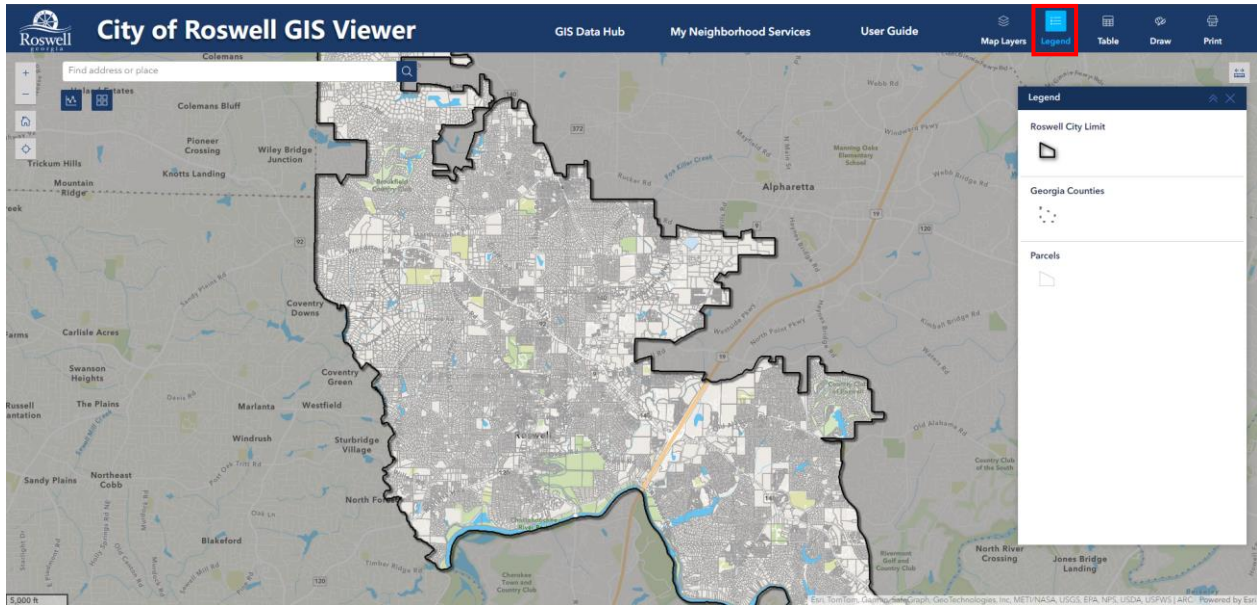
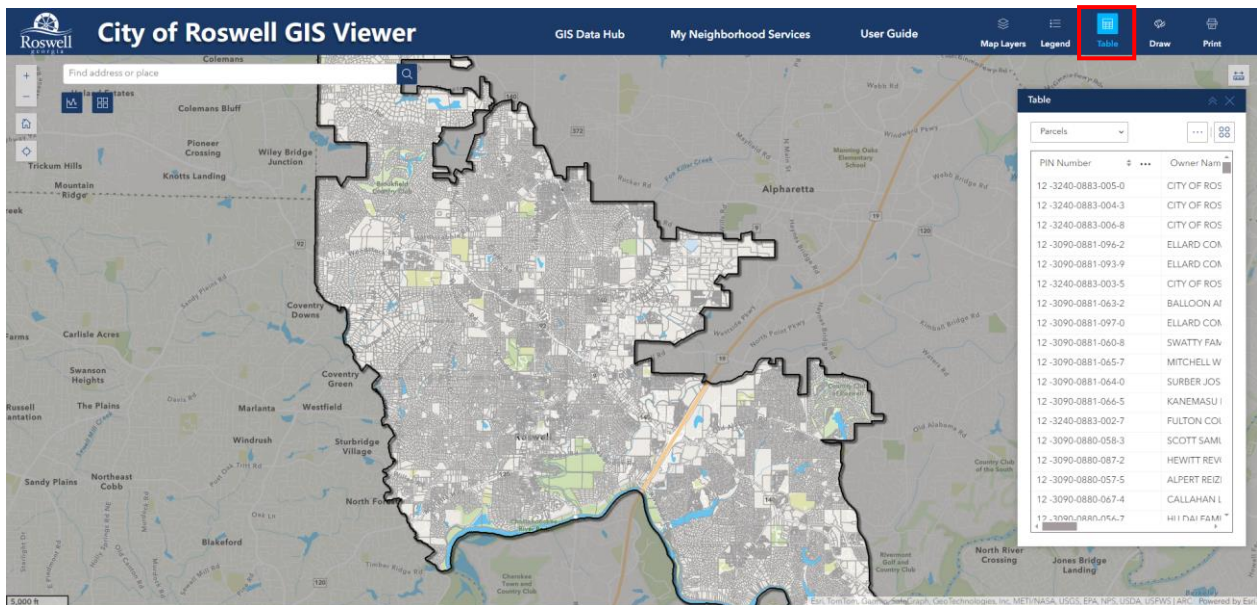
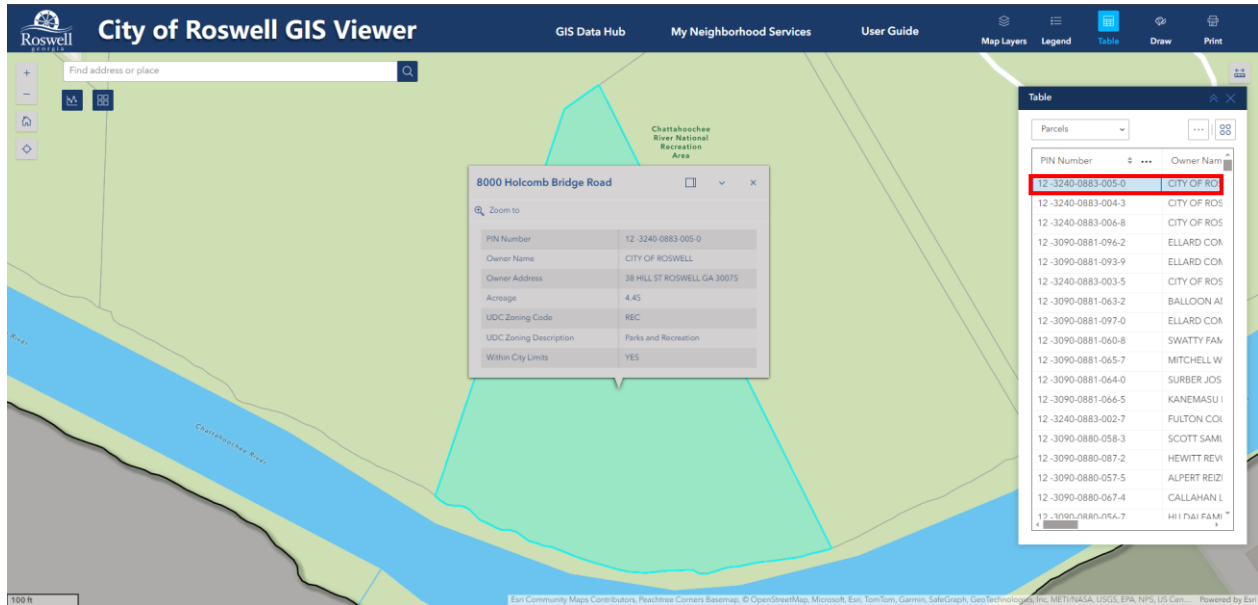


Table Widget

The **Table** widget displays interactive attribute tables for certain map layers. View which map layers have accompanying attribute tables by using the dropdown bar.



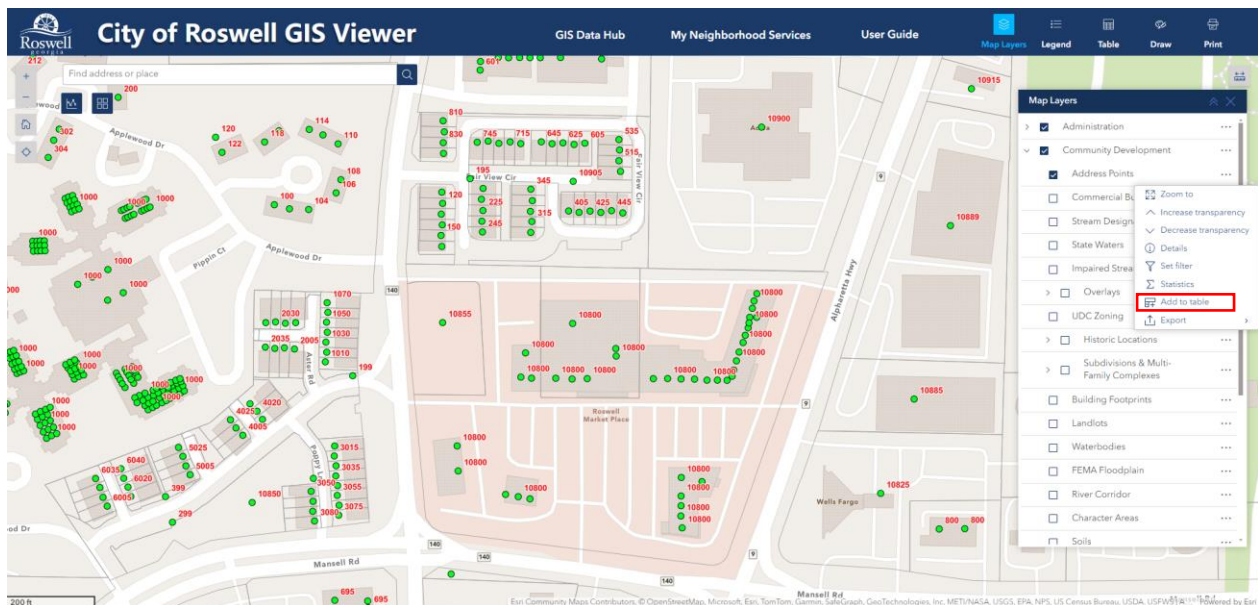
Clicking on a table entry will prompt the map to zoom or pan to the selected feature.



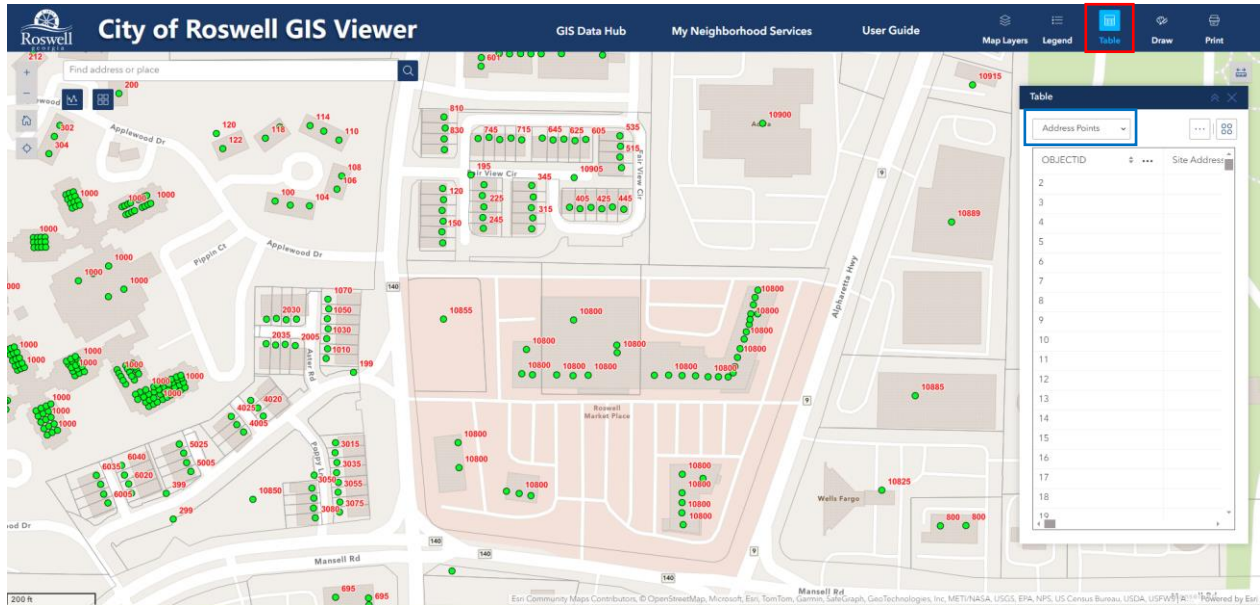
You can sort tables by one or multiple fields and by ascending or descending order.

Additionally, you can add attribute tables for individual map layers from the Map Layers widget.

Within the Map Layers widget, click on the three dots to the right of your desired layer. This will prompt a pop-up of options. Clicking **Add to table** will add the attribute table of the selected layer to the Table widget.

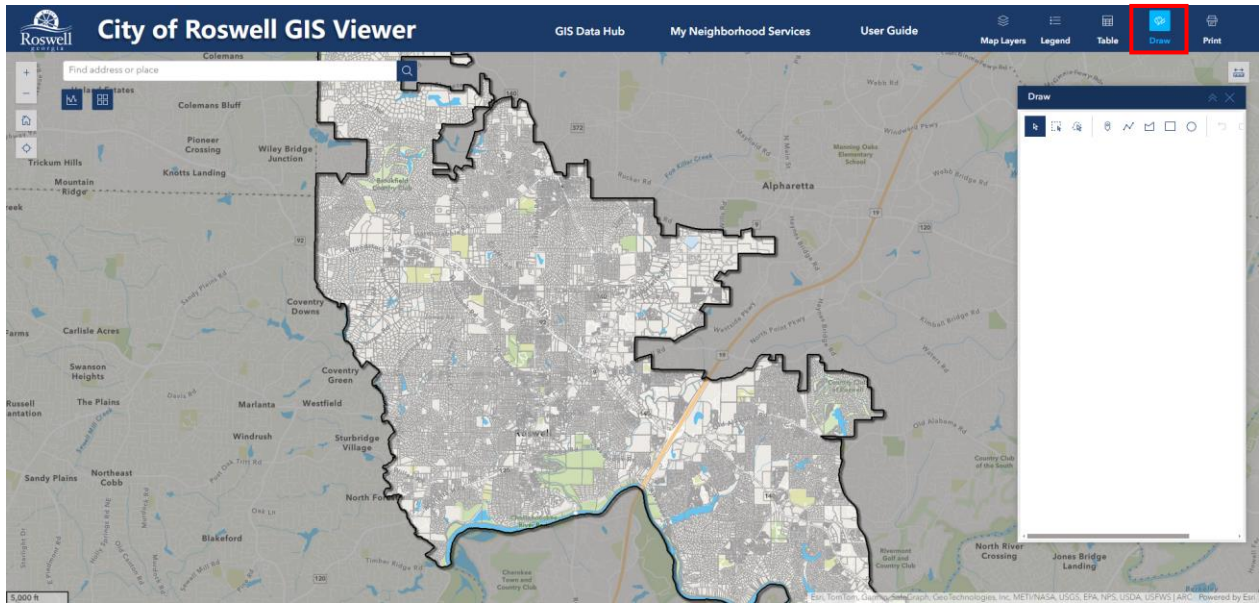


Maneuvering back to the **Table** widget, select the **dropdown** within the Table window to find the attribute table of your previously selected layer.

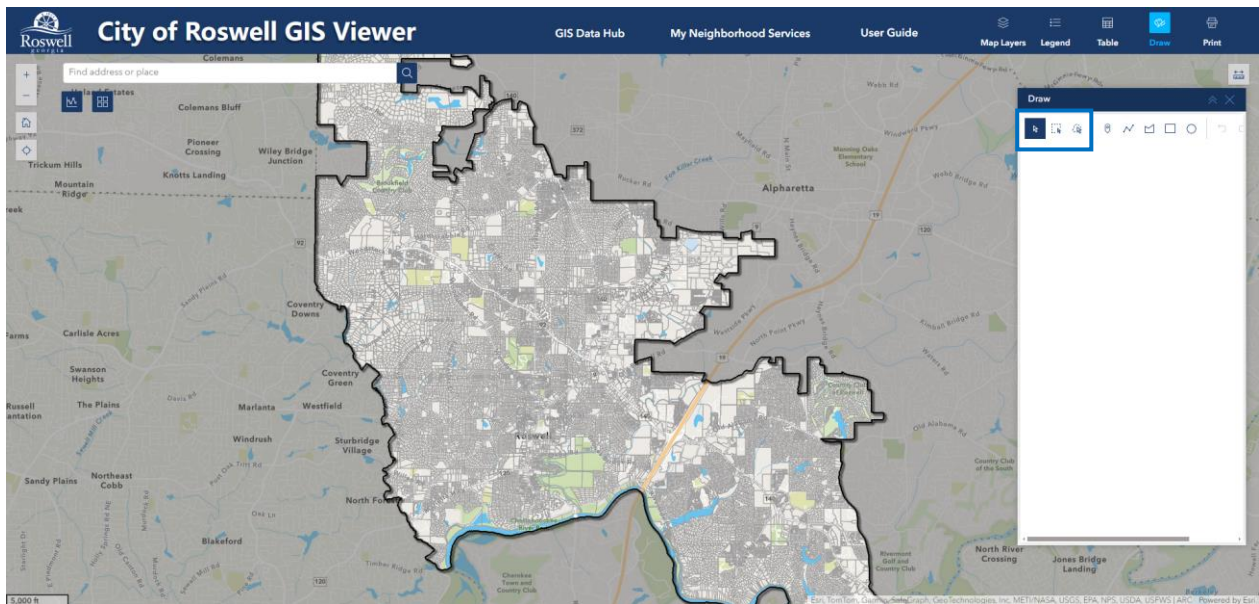


Draw Widget

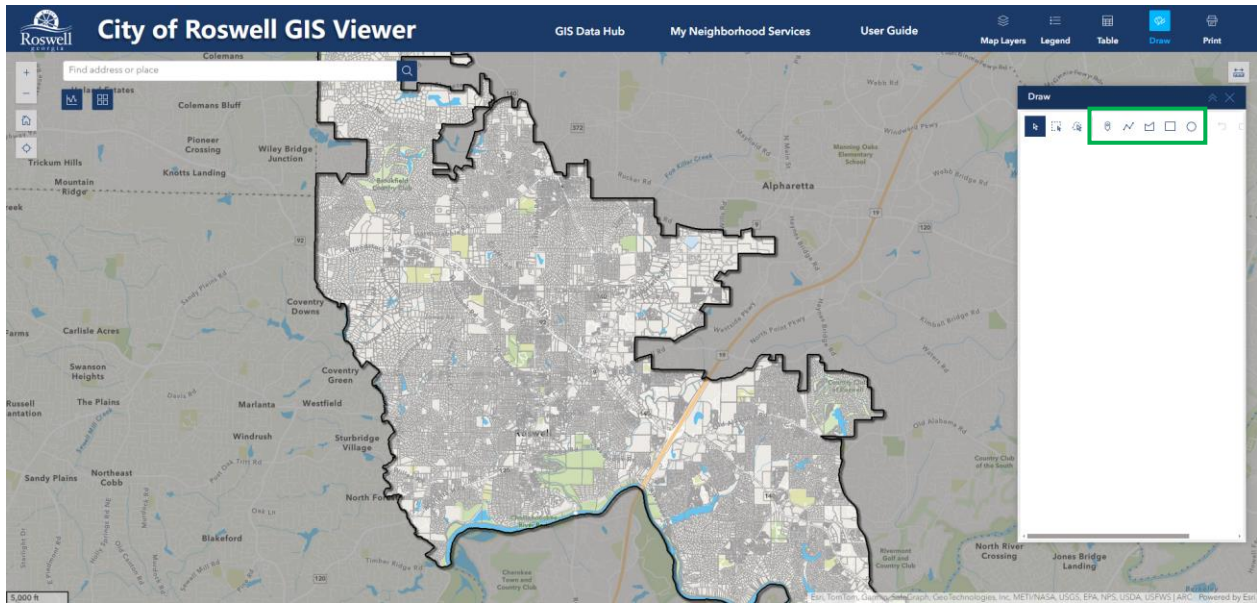
The **Draw** widget is the fourth widget available from the widget controller, and is represented by a paintbrush and palette. This widget will allow you to temporarily mark up your version of the City of Roswell GIS Viewer with a variety of shapes and texts.



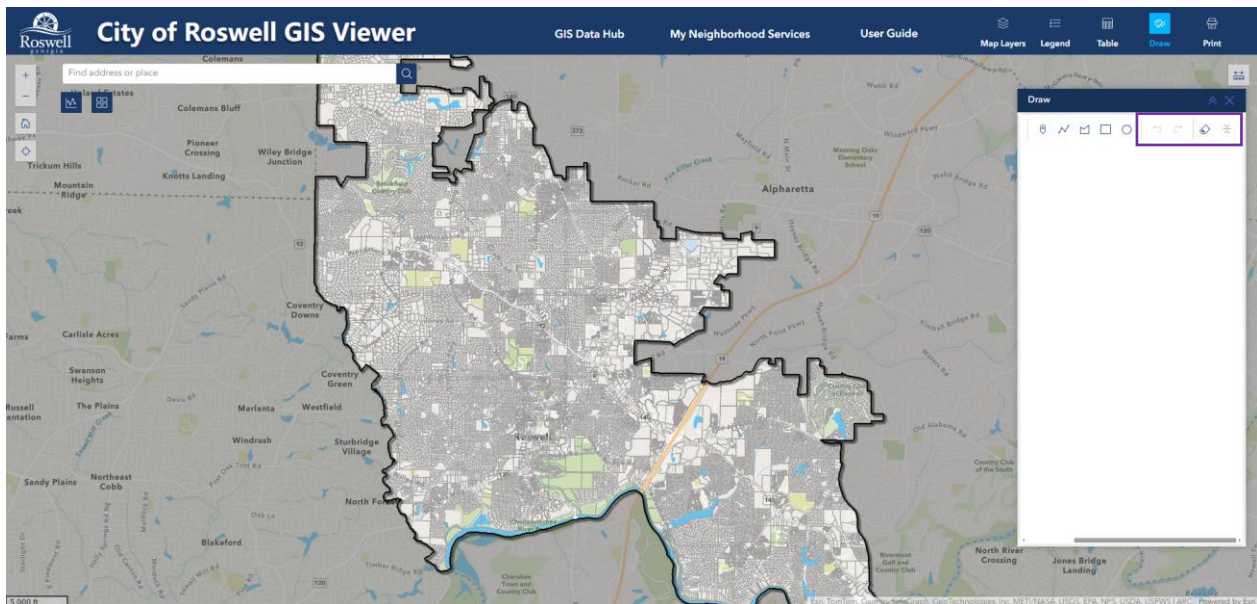
The **first three tools**, all containing a cursor icon, will allow you to select around the map.



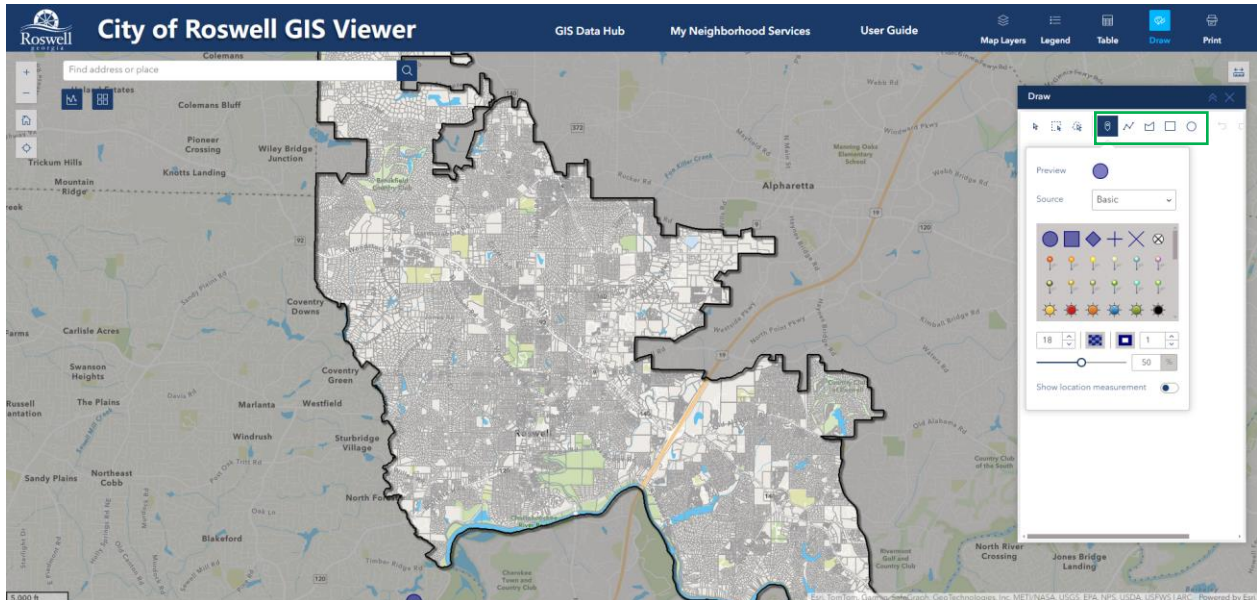
The **next tools**, ranging from points to lines to polygons, will allow you to mark up the map.



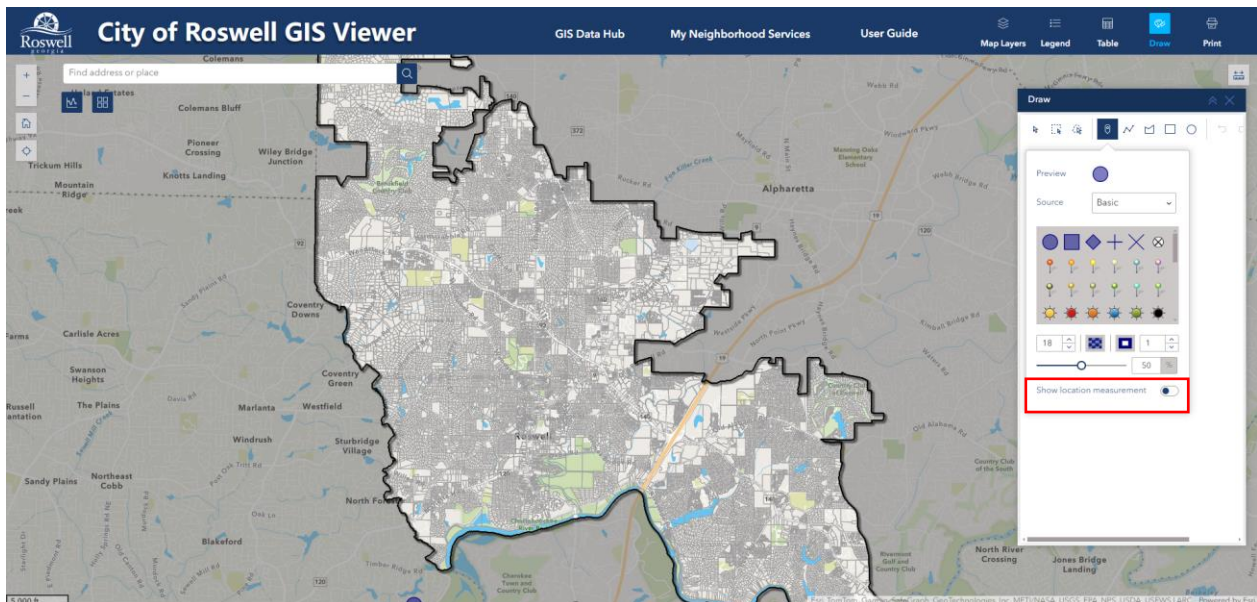
The last three tools are buttons for **Undo** drawing, **Redo** drawing, and **Clear all drawings**.



To use the Draw widget, first select the desired shape or tool you wish to use from the **middle draw options**. Hovering over any of the options provides a tooltip for what that option will provide, and a different option can be selected in the same manner if necessary. Once the shape or tool choice is made, additional options will become available to further define the look and feel of your chosen shape or text.



At the bottom of the Draw widget, specifically once an initial shape has been selected, there is an option to allow you to **Show Length or Location Measurements** for your drawings. If this is toggled on, options for units of measurement will become available. The type of measurement will depend on the drawing shape or tool chosen previously.

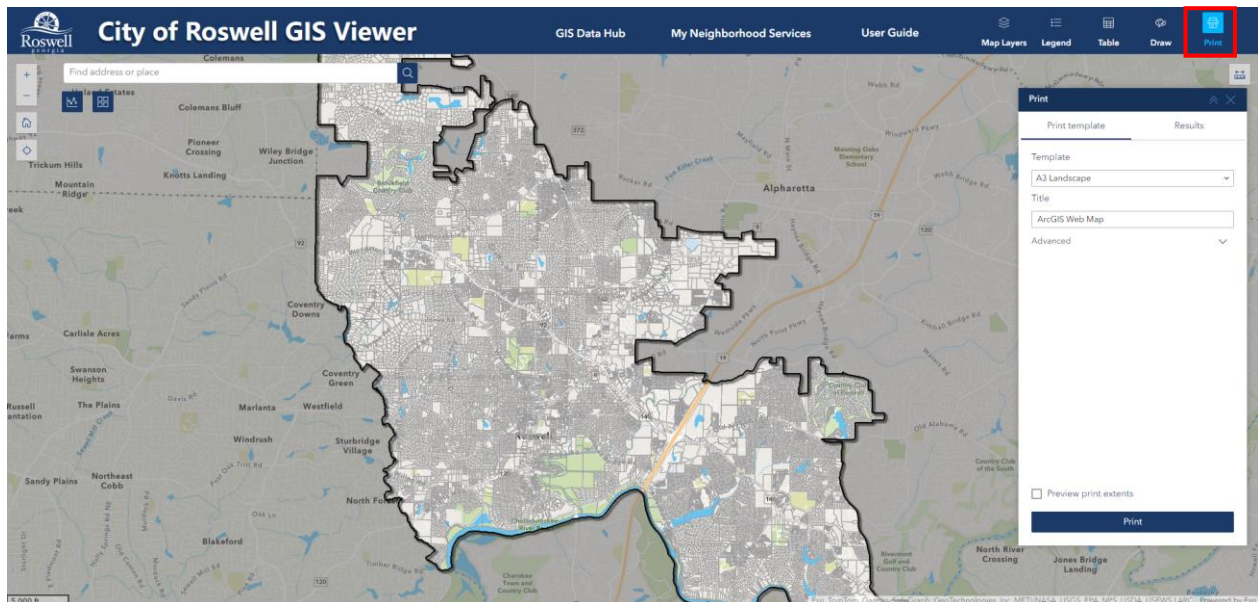


Once you have configured how your shape or text will look, interact with the map by clicking in the desired location to draw or place your shape on the map. For the majority of shapes,

particularly lines and polygons, double-clicking will complete your shape. Keep in mind that the Undo, Redo, and Clear buttons are available if you do not get the desired results on the first attempt.

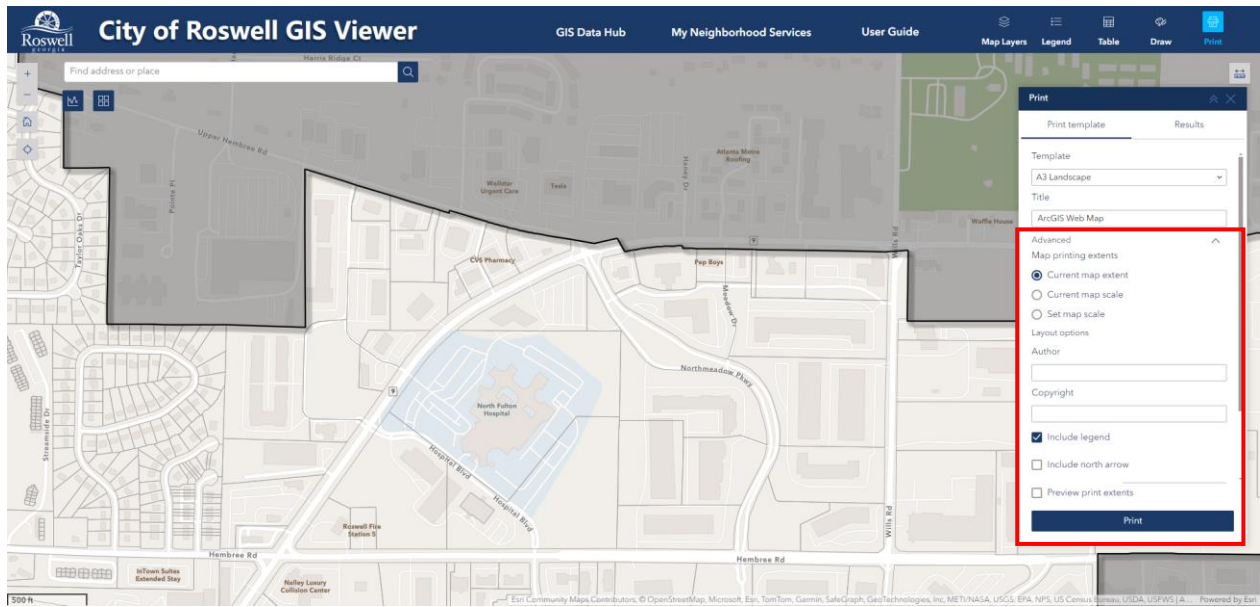
Print Widget

The **Print** is the last widget within the Widget Controller. This widget will allow you to save the map view in various file formats for printing or sharing.

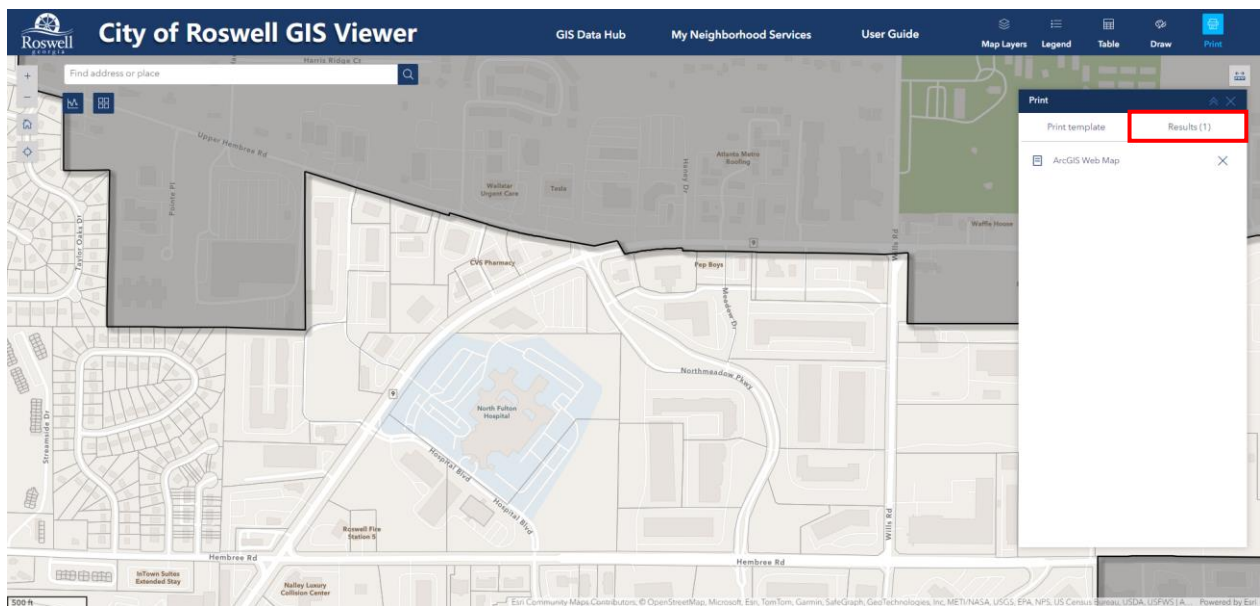


With the Print widget activated, ensure that you are zoomed into the area that you want to print in the map view. Options are available from within the Print widget for landscape or portrait orientation and for output title. Select the option from the dropdown list that meets your requirements.

Advanced settings can be accessed and modified using the associated button. When you are satisfied with the content represented in the map view, your map title, and settings, select the **Print** button at the bottom of the Print widget.



The Print widget will run through the create print process, and outputs will appear in the **Results** tab within the Print Widget.



To open the output of the print operation, simply select it from the list. Doing so will open the file and allow you to save the file to your computer and share with others.

LAYER LIST

Below is a list of the layers currently in the Roswell GIS Viewer, along with a brief description. For information on using the layers, please see above.

- Roswell City Limit – Legal/jurisdictional/municipal boundaries of Roswell
- Georgia Counties – County boundaries of Georgia
- Parcels – Delineated property boundaries

Administration

- City-Owned Facilities – Cell Phone Towers on City property
- Polling Places – Voting Locations
- GPS Monuments – Known locations established by the County to aid in survey
- Public Schools – Elementary, Middle, and High Schools
- Roswell Zip Codes – Zip Codes within Roswell City Limits
- Voting Precincts – Voting jurisdictions
- Census Tracts – 2020 Census Tracts in Roswell
- 2020 Census Block Groups – 2020 Census Block Groups in Roswell

Community Development

- Address Points – Property addresses
- Commercial Businesses – Registered non-residential businesses
- Streams Designations – Intermittent and Perennial streams
- State Waters – Jurisdictional waters
- Impaired Streams – Streams not meeting established pollution standards
- Overlays
 - Opportunity Zone – Roswell Opportunity Zone
 - Downtown Development District – Roswell Downtown Development District
 - River Corridor – Planning River Corridor area
 - Restaurant District – Roswell Restaurant District
- UDC Zoning – Roswell zoning
- Historic Locations
 - Historic Site – Recognized historic site
 - Historic Cemeteries – Recognized historic cemetery
 - Historic District – NRHP Historic District
- Subdivisions & Multi-Family Complexes
 - Multi Family Complexes – Apartments or similar residential development
 - Subdivisions – Named subdivisions
 - Subdivision Phases – Sub-phases of subdivision developments
- Building Footprints
- Landlots – Georgia public land system landlot
- Waterbodies – NHP water body
- FEMA Floodplain – FEMA 100-year floodplain
- Character Areas – Planning Character Areas
- Soils – USGS soil type

Environmental / Public Works

- Marked Catch Basins – Catch basins with updated signage
- CIP's – Environmental / Public Works Capital Improvement Projects
- Sanitation & Recycling Routes – Garbage / recycling pickup routes & schedule
- Yard Waste Routes – Yard debris pickup routes & schedule
- Streams Designations – Intermittent and Perennial streams
- State Waters – Jurisdictional waters
- Impaired Streams – Streams not meeting established pollution standards
- Roswell Water Service Area – Public water provided by the City of Roswell
- NWI Wetlands – NWI recognized wetland areas
- Waterbodies – NHP water body
- FEMA Flood Zones – FEMA 100-year floodplain
- Watersheds – Combination of watershed basins in Roswell
- Big Creek Basin – Watershed of Big Creek
- Chattahoochee River Basin – Watershed of Chattahoochee
- Etowah River Basin – Watershed of Etowah River
- Johns Creek Basin – Watershed of Johns Creek
- Little River Basin – Watershed of Little River

Fire

- Fire Stations – Roswell Fire Stations
- Fire Hydrants – Fire Hydrants within Roswell City Limits
- Warning Sirens – Public alert sirens
- Fire Boundaries – Fire response districts

Police

- Emergency Call Boxes – Roswell Police Emergency Call Boxes
- Law Boundaries – Roswell Police Law Boundaries

Recreation and Parks

- Park Facilities
 - Bicycle Racks – Park-owned bicycle racks
 - Boat Ramps – Park-owned boat ramps
 - Grills – Park-owned grills
 - Outdoor Exercise Equipment – Park-owned outdoor exercise equipment
 - Playground Equipment – Park-owned playground equipment
 - Shade Structure – Park-owned shade structures
 - Disc Golf Courses – Park-owned disc golf facilities
 - Trails – Roswell trails
 - Buildings – Park-owned buildings
 - Courts – Park-owned sports courts
 - Docks – Park-owned docks
 - Dog Parks – Park-owned dog parks

- o Fields – Park-owned sports fields
- o Playground Area – Park-owned playgrounds
- o Pools – Park-owned pools
- o Shelters – Park-owned shelters
- o Spraygrounds – Park-owned spraygrounds
- Historic Markers – Recognized historic site
- Historic Cemeteries – Recognized historic cemetery
- Roswell Parks – Roswell public parks

Transportation

- Signs – Roswell Signs
- Signals – Signalized intersections
- MARTA Bus Stops – MARTA bus stop locations
- Projects
 - o Cone Zone Projects – Roswell DOT Cone Zone Project
 - o Cone Zone Current Construction – Roswell DOT Cone Zone Construction
 - o CIP's – Roswell DOT Capital Improvement Projects
 - o TSPLOST – Roswell TSPLOST Projects
- Bridge Points – Bridge locations
- Average Daily Traffic Counts – Roswell Traffic Counts
- Bike Facilities – Bike lanes
- MARTA Bus Routes – MARTA bus route locations
- Sidewalks – Sidewalk locations
- School Zones – Roswell School Zones
- Trails – Roswell trails
- Street Speed Limits – Speed limits of roads in Roswell
- Road Centerlines – Lane centerlines of roads in Roswell