

INTRODUCTION TO DEFRA MAGIC MAP

DEFRA Magic Map is an excellent web site for viewing a variety of maps and overlaid as required with land designations including Common Land and Open Access.

<http://magic.defra.gov.uk/MagicMap.aspx>

The web site also provides an excellent tool for plotting tracks and markers on the maps and importantly enables you to download the plotted tracks/markers to your PC. The tracks/markers are downloaded in a standard GIS format (SHP file set) compacted into a single ZIP file. (GIS stands for Graphical Information System). This technical information is given here only for your information.

For our (British Horse Society) purposes we use your downloaded file to reproduce/store your plotted paths on other maps including the web.

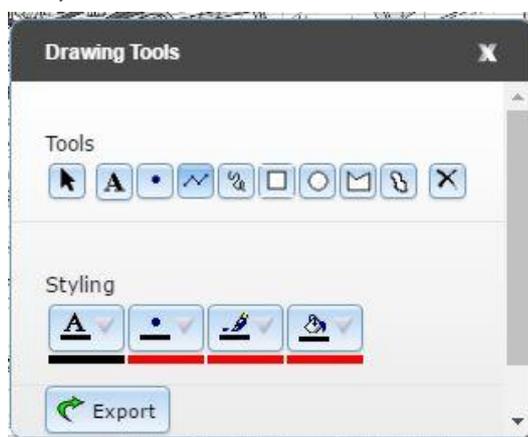
Getting Started

1. Displaying a Map

- Click <http://www.magic.gov.uk/MagicMap.aspx>
- Enter and select the Place you want to display (you can also choose to enter coordinates)
- You will find the place will displayed on OS 10,000 map by default.
- You can choose 25k (or other) by pull down menu top right. You can adjust map displays using the sliders on the left window.
- Note the land use and access designations in the left window which you can expand and display by ticking appropriate boxes.

2. Drawing Tools

To open the Drawing Tools Window, Click "Drawing Tools" icon (top of screen, left).



- You will note that the "Tools Bar" has a number of drawing tools available.
- The main ones for our purposes are "Line" and "Point".
- We do not recommend you use the freehand line option.
- The other options of drawing enclosed areas are of no relevance for our purposes.

For help see

http://www.magic.gov.uk/Help_text.htm#DrawingTools

3. Drawing a Simple Track or Path

- In the Drawing Tools Window, select "Line"
- Click on your map at the start of the path you wish to plot.
- Click on a point a little further along the path – a straight line will be drawn to that point
- Click on subsequent points along your path plotting the path in short straight line segments and double click to terminate plotting at the end of you path.

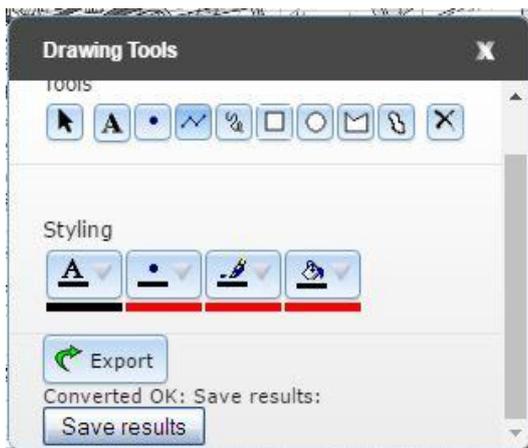
Tips:

- Around curves plot your points closely to follow the curve as accurately as you can.
- You can Click the Arrow on the tool bar (edit) and select the track to edit. Drag vertices to adjust the plotted track.
- You can delete a whole track by selecting the track as above and pressing "Delete" on your keyboard.

4. Adding Point Markers to your Map.

- In the Drawing Tools Window, select "Point"
- Click on your map to place a point marker.

5. Saving your plotted paths to your PC or Mac



In the Drawing Tools Window Click "Export".

- Scroll down (in the Drawing Tools Window) to see and Click "Save Results".
- You will be prompted for location and file name to store the results on your PC.
- Click "Save" and your results will be saved in a Zip file on your PC.
- Once on your PC you can use it yourself or email it to others.

Notes:

- The Zip file contains .shp (Shape files) that can be imported to many GIS systems - and NOW including Dobbin/Ridemaps/Project2026. Dobbin/Ridemaps/Project2026 accepts the zip file directly, it must not be unpacked. But the zip must only include lines and points (three or six files in the zip.)
- You cannot restore saved results back onto Magic Map.
- Only Lines and Points can be imported onto Dobbin/Ridemaps/Project2026. Other features are only of relevance if you want to print a map directly from Magic Map.
- You cannot annotate your tracks or waypoints or choose symbols on Magic Map.

VERY IMPORTANT NOTE: On Apple Mac the Safari Browser currently (July16) does NOT support saving your plots to your Mac. The "Save Results" button does not appear. You need to use Chrome or FireFox browsers instead.