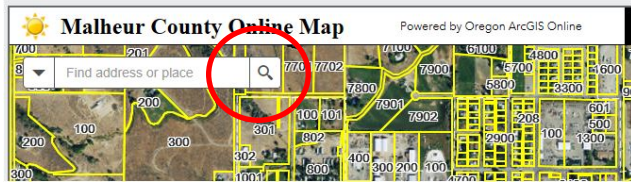


## How to Use Map Widgets:



1. **Search widget.** It enables users to find location address or point of interest. Type in address and choose from the results/suggestions. Click magnifying glass to execute the search.



2. **Basemap Gallery.** Presents a gallery of basemaps and allows you to select one from the gallery as the application basemap.

*Hint: Switch/change basemap to Street or Topographic to show road/street names.*




3. **Select widget.** Enables you to interactively select features on the map and take the action on the selected feature.

Hover over the *Select* button, drag the mouse on the map to make a selection. Press Shift key while dragging the mouse on the map to add selected feature. Press Ctrl while dragging the mouse on the map to remove selected features. Click ellipsis (...) to open Selection Actions drop-down menu. Click *Back* button to return to the main panel, click *Clear* to clear all the selections.



4. **Query widget.** Allows you to retrieve information from the source data by executing a predefined Owner's Name or Reference Number query.

Type in Owner's Name (or Reference Number) in the text box, choose and click on the suggestion. Click *Apply* to run the query. A list will be shown resulting from the query and are highlighted on the map with a symbol . From the *Results* tab, you can take action by double clicking or by clicking on the ellipsis (...) Close the widget or click the double arrow to hide the content.



5. **Zoom slider widget.** Provides an interactive zoom controls in the map display. Click the plus or minus button to zoom in and out on the map.



6. **Home widget.** When the application starts, the Home button is automatically enabled. Clicking it resets the map to the map initial map extent.

Notes:

Clicking any polygon feature on the map will display a descriptive information pop-up window *Identify*. Click on the [More info](#) to direct you to the Assessment Search site and Environmental Health Septic System File.

FileExists (Yes/No) shows if a certain address or parcel have an existing file for septic system.

