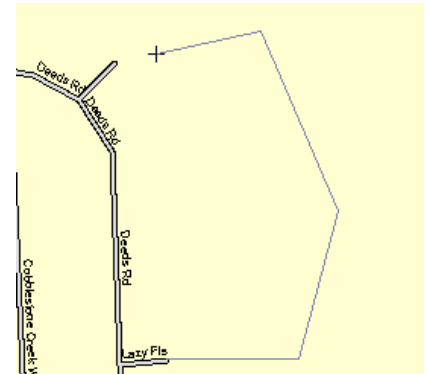
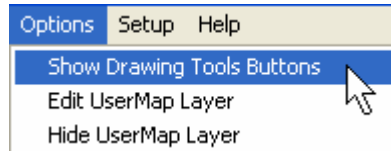



Requirements: MapPro v9.x


Have you ever viewed a map in a new development or rural area and wished you could draw in the missing streets? Well you can very easily using the MapPro Drawing Tools. Just follow these steps:

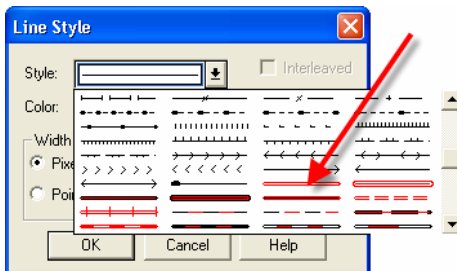
1. Go to the pull-down menu at the top of MapPro and select **Options>Show Drawing Tools Buttons**.
2. You should now see the drawing toolbar.



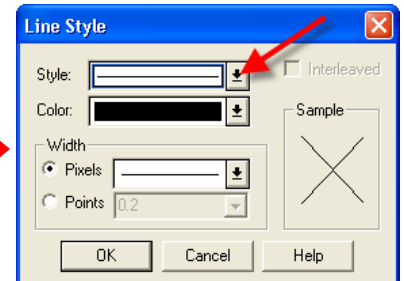
● SET LINE STYLE


3. First define the line style to look similar to the other streets so click on the 1st button  for **Set Line Style**.

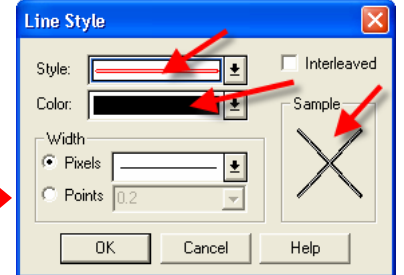
4. On the right side of the **Style** field, click on the pull-down arrow. 



5. Scroll down and select the 1st red line.




6. In the **Line Style** window, you will notice the **Style** field is the red line you selected BUT the **Color** field and **Sample** are black. Click **OK**. 




● USERMAP LAYER


7. You want the new street to be there anytime you view a map in this location, so you need to add the street in what is called the **USERMAP LAYER**, which is your own private layer we created just for you. Notice in the lower-left corner of the screen it currently says, "**Editing: Cosmetic Layer**," which is the **DEFAULT**. Anything drawn on the cosmetic layer will only be on that specific report or file. Anything you do in the **UserMap Layer** will **ALWAYS** be there.

● DRAW LINE

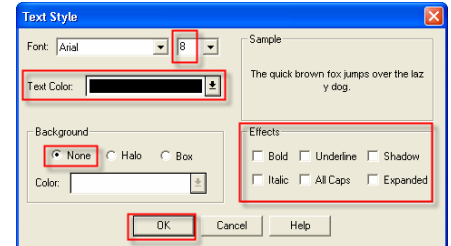
8. Zoom in the map if needed. On the drawing toolbar, click the 2nd button  **Draw Polyline**.
9. Place your cursor (which is now a '+' cross hair) on the map where you would like to start your new street and click once.
10. Move your mouse and you will see a rubber band line between the starting point and your cursor.
11. If you click your mouse **ONCE** anywhere, this will create a new point on your street. You can continue moving and clicking your mouse and even make curved streets. When you are ready, click **TWICE** to finish and draw the street. Whatever you draw is saved instantly.

12. If you don't like the street, go to the toolbar, click the **Select Objects** button , click on your street (it will then highlight), press the DELETE key on your keyboard and try again. It's that easy.

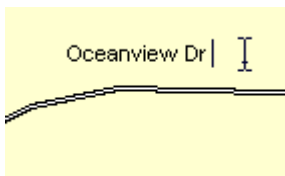
● ADD TEXT

13. Now that you have a street drawn, let's add some text. To add a name to your street, go to the drawing toolbar and click the **Set Text Style** button 

14. Set font size to Arial **8**, Text Color to **Black**, background to **None**, NO Effects then click **OK**.




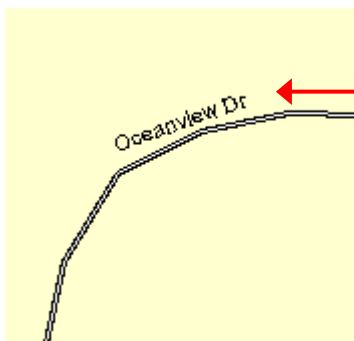
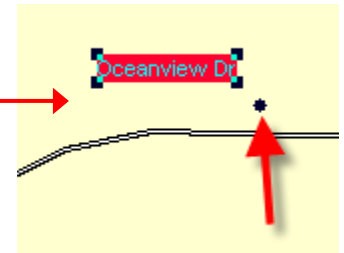
15. Now click the **Add Text** button  and click on the map near your new street.



16. Type in your new street name (for this example, we'll use **Oceanview Dr**).



17. Click the **Select** button  and click on your new street name to highlight the text.

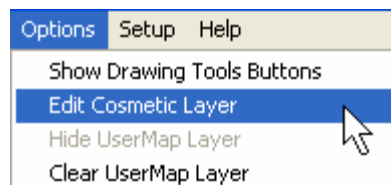
18. With the text highlighted, you will see a small black star  in the lower-right corner. If you click on the star, you can drag and rotate the text. Click directly on the text to drag and reposition.



19. Try to position the text right next to your street.

20. To get a final look at your work, click the **Unselect Objects** button  on the toolbar.

21. Click on  to add more streets and  to add more text. When you are finished adding streets in the UserMap Layer, go to the pull-down menu and select **Options>Edit Cosmetic Layer**.



The next time you view a map in this area, you will be able to move your property arrows and actually see the streets. You can edit the UserMap Layer at any time and whatever you draw is saved instantly.

Enjoy drawing.