



Community Habitat Mapping App

This is a quick HowTo for using the Community Habitat Mapping application, HabMapper.

DBRC Mapping

Community Habitat Mapping

Please enter a project name ⓘ Set Project

Please input a project name.

© OpenStreetMap contributors.

Streetmap layer
 Satellite image layer
 Drawing Layer

This application is still in beta and as such some input verification is not in place. The idea of this release is to get feedback on the usability of the application which will then be folded back into the next iteration.

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The app can be found at <https://habmapper.com>

The application is very simple to use. The page is made up of four sections.

1. Project name and map area
2. User information
3. Instructions
4. connection Log

Map Area

The map area is made up of the project name input box, the map, the draw button, target note button, and the 'Send Habitat' button.

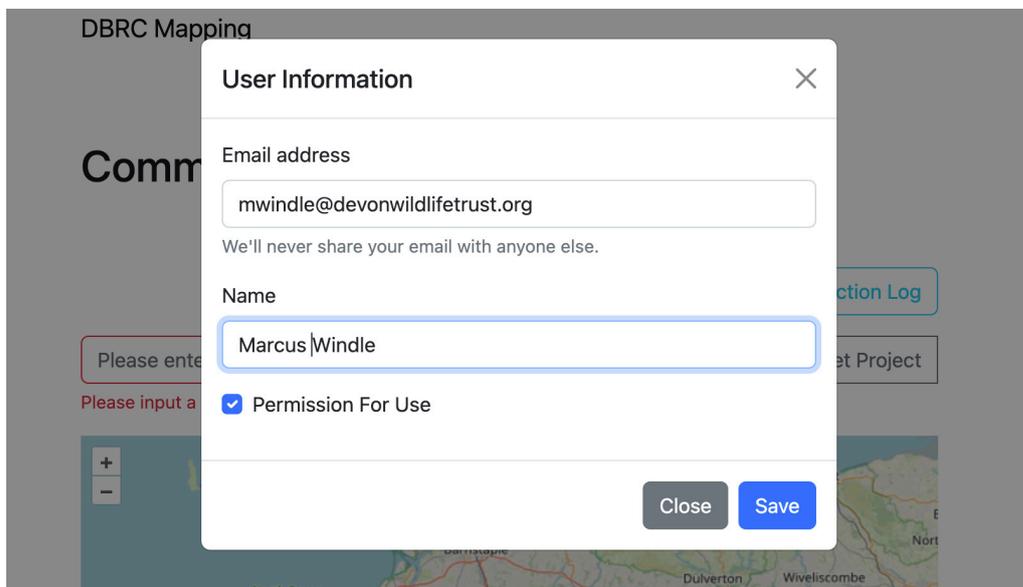
The project name is required and is used to group the drawn polygons. The polygons in turn group selected photos, habitat type and notes.

The map uses a combination of open street maps and OS maps. Open street maps allow the user to zero in on a location with less overhead, while the OS map, bought in at a higher zoom level gives the user more information when they require it.

The draw button toggles drawing mode on and off allowing the user to use a pointing device to draw as well as drive the map.

User Information

The user is required to fill in the User information form the first time they use the application. An email and name as well as permission for use are required to be completed. This information is then saved within the browser for future use.



The screenshot shows a 'User Information' dialog box overlaid on a map interface. The dialog box has a title bar with a close button (X). It contains the following fields and elements:

- Email address:** A text input field containing 'mwindle@devonwildlifetrust.org'. Below it is a small text note: 'We'll never share your email with anyone else.'
- Name:** A text input field containing 'Marcus Windle'.
- Permission For Use:** A checkbox that is checked, with the label 'Permission For Use'.
- Buttons:** At the bottom right, there are two buttons: 'Close' (grey) and 'Save' (blue).

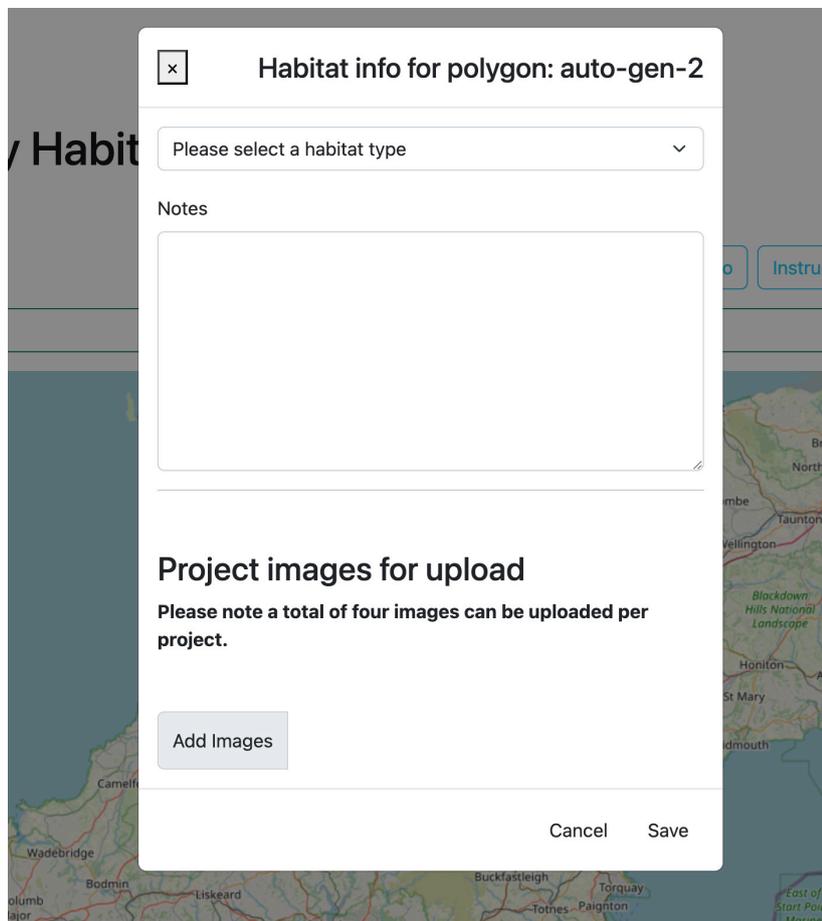
The background shows a map with labels like 'North Devon', 'Dulverton', and 'Wiveliscombe'. There are also some partially visible text elements like 'DBRC Mapping', 'Comm', 'Please enter', 'Please input a', 'ction Log', and 'et Project'.

The 'Send Habitat' button does what it says. It sends the polygon and its attached data to the server.

Using the application

1. Fill in Project name.
2. Find the location on the map and zoom in to the required resolution
3. Click the Draw button, button title will change to 'Scroll'
4. Place your pointer on the map. If you are using a house hold down the left button. If you are using a stylus or finger keep the pointing device on the screen. As soon as you lift the mouse button or the pointing device the map will close the polygon and show the 'habitat info' dialog box. This takes some getting used to but it does get easier with use. If you make a mistake click Cancel at the bottom of the dialog box, and box and polygon will disappear.

The 'Habitat info' dialog box is where you will input any information you wish to attach to the polygon you have just drawn. At the moment all you have is a habitat drop down input, filled with UKHab level 3 habitats, as well as a notes section and button to attach images to the polygon. I see this section being filled out as we receive feedback from the team.

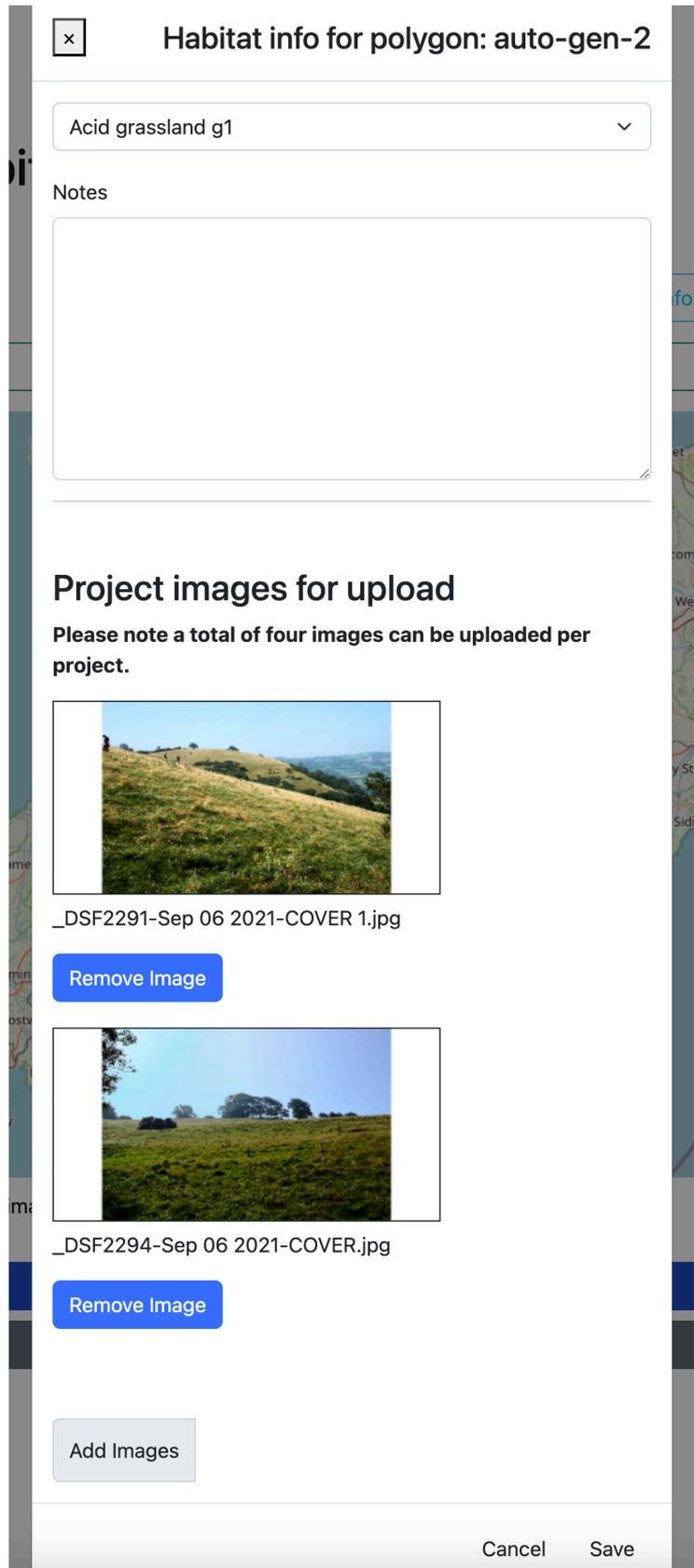


Screenshot 3

5. To add an image click the 'Add Images' button. There is a notice stating that only four images in total may be uploaded. This is not enforced at the moment. The area above the button is used to list all images added for this project. For example, you draw a polygon then in the resulting habitat info box you add an image then save. You draw a second polygon resulting in another habitat info box opening with the first image listed in the image section. Adding another image will add the image to the list for the project.

Even though the images are listed together the app knows what polygon each photograph is associated with in the project.

Also on upload the app reduces each image to 60% of its original size.



Clicking save writes the information to the polygon, closes the dialog box and adds an information box to the page, showing poly id , project, and attached images.

Polygon Id: auto-gen-2 Hatherleigh

Attached Images:

DJI_0002.JPG,_DSF2291-Sep 06 2021-COVER 1.jpg,_DSF2294-Sep 06 2021-COVER.jpg

Edit Delete

Send Habitats

- 6 Click on 'Send Habitat' button to send the data to the server. Hopefully you should see the upload success dialog box.

