



Smallmap Help



This page contains general help and instructions for the Smallmap web client. The instructional videos below are based on the demo installation of Smallmap available here:

<https://demo.smallmap.no>

Smallmap user training documentation is available here:

[Smallmap User Training](#)

Browser compatibility

Smallmap is created for and tested using Google Chrome and Mozilla Firefox. Smallmap should work nicely in all modern browsers, but only Chrome and Firefox support is guaranteed.

Introduction

This video contains instructions for the most basic features of Smallmap. Navigating the map, searching, selecting objects and so on.

[Introduksjon](#)

Print, measure and location functions

Each of these functions are available using their buttons in the upper right hand corner of the screen. The print function lets users store a PNG file of the current map, including selections and drawn objects.

Measure lets users create a line in the map and show its length. The line may have multiple segments, but only the total length is shown. The length is shown in the bottom right corner of the map after the line is finished by double clicking in the map. Remember to turn measuring off

by clicking the button again when you are done, or measure will interfere with selections in the map.

The Follow Location button activates GPS positioning. Once clicked, the map will follow the position reported by the browser. This may be a GPS signal, where available, or a less accurate position derived from the users internet connection.

[Smallmap Print, Measure & GPS](#)

Reporting

The reporting tab lets the user add lines, points, polygons and text to the map and store them for later. Once stored the drawn data is accessible both in Smallmap and in the Smallworld application. Redlining can be found under the Draw tab in the sidebar on the left of the map.

[Reports](#)

Internals

Some objects in Smallworld have inside plant information. These internals can be viewed in Smallmap by selecting an object with an internal world, like a building, and clicking the “Enter World” button in the Details tab.

[Internals](#)

The Details and Related tabs

The attributes of selected objects will show in the Details tab. Some objects have related data. The underground route for example will have each sheath contained in the route as related data. This information can be found on the Related tab, next to the Details tab.

[Details & Related](#)

Layers

The map shown by Smallmap consists of several layers drawn on top of each other. Which layers are available will vary, but you can control which are show in your map by using the Layers tab. You'll find it under the Options tab. There you can turn each layer on or off. Remember that your choices will remain even after the website is refreshed.

[Layers](#)

History

Smallmap keeps track of which objects you interact with. You can find your interactions in the History tab. The History tab shows a list of objects you've looked at, and searches you've made. By making selections in the History tab, you can go to the objects again, or show the results of your previous searches. When you make new searches and selections, they will be added to your list. You can use the Objects tab in your History to show a set of objects all at once. You can manipulate the list by selecting and removing objects from the list using the remove button.

[History](#)

Bookmarks

To help you keep track of the areas of interest to you, Smallmap provides the Bookmarks tab. You'll find bookmarks under the Options tab. In bookmarks you can make your own bookmarks, which will store your current location.

Offline functionality

Smallmap stores map and object data as you use the application. Map tiles are cached and objects are stored when they are selected. These data are stored in the user's own browser and are available offline when necessary. You can also store all the objects shown in the current map by clicking the "Cache area" button under the Options -> Offline tab.

Your browser has limited storage available, so you will not be able to store very large areas, like a whole city. Since the data is stored in the user's browser, clearing the browser cache will remove the stored data. If you switch to another browser or device you will start a new blank session on that device.

[Offline](#)

Designs

Some Smallmap installations have the Designs tab available. Through this tab the user can access information in their Smallworld designs. Once clicked on, the design data will be loaded as a new layer shown in the map.

[Designs](#)

Alternatives

Other Smallmap installations will have the Alternatives tab available. Here the user can access data in the different database alternatives. Once clicked the alternative data will be shown as a new layer in the map.

