

# JOHNSON MAPPING SOFTWARE & PLOTTING SEMINARS

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Deed Plotter+ for Windows (by Greenbrier Graphics) & All Topo Maps (by iGage Mapping Co.)  
"Computer Plotting of Legal Descriptions for the Layman ©" Seminar  
"All Topo Maps - General Software Training ©" Seminar

## Basic Tutorial for the new Version 5.60 – Net Deed Plotter

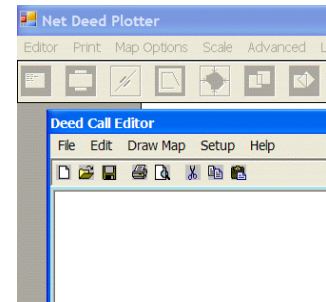
This Tutorial has been provided to help you get going quickly with some "basic" inputs and plots. We will NOT discuss everything in the brief tutorial that the Net Deed Plotter (NDP) can do. The "on-board" HELP files are very robust and you should use them as your primary information source. You would do well, to look at the HELP files and read the "Introduction, Installation and Requirements, and Features and Changes" topics, before proceeding.

Let's load the NDP by clicking on the icon (show here) that was placed on the Desktop during installation. For this TUTORIAL, I'll assume that you have downloaded the 30 Day/Trial copy and have either clicked on the "Evaluate NET Deed Plotter" or Purchased & Activated, see the end of the file for more info.



Net Deed Plotter

Note that it opens directly into the Deed Call Editor, ready for your MANUAL metes and bounds inputs, OR ready for you to "paste" in your description text that you "copied" in from other language. (This is different of the old V4.2 where you needed to Click File, then New, to get started. You still need to do those steps to create a New file after you're already here. ) You will see later that you can "read" metes and bounds text out of text to draw your plots without manual entry via a feature called Deed Conversion.



Following are examples of acceptable manual **inputs (or actions) in BLUE**, of Bearings, Azimuths & Deflections then distances AND Curves in this Deed Call Editor. **Some errors or explanations are in RED**. You need to know that in this Version 5, the Deed Call Editor window is a pure text entry window. You can do all the typical text editing, copy, cut, paste, etc., want. Not until you "draw" does the program know that it is dealing with metes and bounds calls.

### BEARING Entries

- n45.1258e 1234.56** would be the input for North 45°12'58" East for a distance of 1,234.56 feet. Note - only one dot (or period) between the degrees and minutes. The period is NOT a decimal, but a substitute degree symbol. You run the minutes and seconds (if they exist) together. Then, at least one space and the distance. The default distance is assumed FEET, but can be meters, chains, rods (or poles & perches) varas, etc.
- s12.08w 39.95c** would be the entry for 39.95 Chains. Note - Single digit minutes and seconds MUST be preceded with a Zero. 8 minutes 9 seconds or 8' 9" in text = 0809.
- n78e 22.3p** would be for 22.3 poles, rods or perches - use the "p" for all three distances. Note - there is no dot if there are no minutes or seconds.
- n 100** would be for the Cardinal North direction 100 feet. After you draw once, it be replaced with **n0e 100** which is the bearing equivalent of the Cardinal North. Likewise, Cardinal East or **e 250** would be replaced with **n90e 250**. An entry of Cardinal South **s 432.11** would convert to **s0w 432.11** and Cardinal West **w 500** would convert to **s90w 500**.

### AZIMUTH Entries

- 176.2345 456.78m** would be the entry for the AZIMUTH of 176°23'45" a distance of 456.78 Meters. Azimuth entries can be from **00.0001 to 359.5959**. Note: **NO "+" or "-" sign**. The Azimuth direction is effectively a compass bearing.

## DEFLECTION Entries

+34.1917 500 would be the entry for a deflection 34°19'17" for 500 feet to the **Right (+)** from the extension of the previous call. Use the minus sign **(- to the Left -125.4312 500**

## KEYPAD Bearing Entries

With the NumLoc ON, you can use the "+" (plus) and "-" (minus) keys for your ordinal ( N, S, E, W) ends of standard bearing entries.

Note that this resembles a "Azimuth" entry with a "+" or "-" at the front of the line. But, with either a "+" or "-" on both ends of bearing numbers, then it is just another way to enter N, S, E and W, ordinal parts of regular bearing calls.

A "plus" in the first space **BEFORE** the bearing is **North**. A "minus" in the first space **BEFORE** the bearing is **South**. And, a "plus" **AFTER** the bearing is **East**, also a "minus" **AFTER** the bearing is **West**. Note that you **MUST** use both signs or neither or else you get an Azimuth.

Try this. Get in the Deed Call Editor window and input **+45+** (Again, note that there are NO spaces between any of the bearing elements.) Then, when you **press the space bar** to separate the bearing from the distance, the program would change the entry into **n45e**.

You can use any of these combinations: **+Bearing+** = **North East**; **+Bearing-** = **North West**; **-Bearing+** = **South East**; & **-Bearing-** = **South West**; (No Spaces within the bearing).

As before, with the standard bearing entries, remember that there is **ONLY one dot** ( or period in place of the degree symbol ), between Degrees and MinutesSeconds (D.MS) and NO spaces. The MinutesandSeconds get "run together".

Also, please remember for bearings, the Degrees can be **00 up to 90**. But, the Minutes and/or Seconds can only be 00 up to 59, just like time. An entry of **n23.0914e** is okay. But, **n54.00.21w** is **NOT** okay because there are 2 dots. Or, **s67.43 12e** is also **NOT** okay because of the extra space between the 43 minutes and 12 seconds. There are NO spaces inside the bearing and only 1 dot.

If you did have a call that said **n45e** with NO dot and NO minutes or seconds, that is okay. But, IF you ever put in a DOT, it expects to see something else past the **DOT**. So, **n45e** is OK, as would **n45.00e** or **n45.0000e**, but **NOT** just **n45.e**.

This "keypad entry" methodology works for entries of individual straight lines calls in the Deed Call Editor window, but will NOT work for entries in the Curve Data Entry window, the discussion of which immediately follows.

A word about the accuracy of the calls. When given just **s45e** for 555.66 feet, just put it in that way, **s45e 555.66** While either **s45.00e** or **s45.0000e** are not technically wrong, **they imply a different level of accuracy**. A number with no significant digits like 45, is really any number between 44.50 and 45.49, when rounded to 0 significant digits. But, 45.00 implies an accuracy of the number between 44.995 and 45.005, or half of the last digit. If I'm **not given** minutes or seconds. **I don't add in 00s**. I do, however add a 0 to the front of single digit degrees. Given South 9° East, I will use **s09e**, because it keeps, the dot lined up for easier proof reading.

**SUMMARY ERROR INDICATIONS** (Shows in **RED** when you try to Draw, corrections in **BLUE**) **e100** (needs a space between bearing and distance **e 100**); **50.3406w** (missing a N or S **s50.3406w**); **s375603w** (needs 1 dot as a degree symbol **s37.5603w**) **n45.45.45w** (too many dots, use only 1 **n45.4545w**); **s78.w** (no dot if no minutes or seconds **s78w**); **Curve** (one or more things have these problems in the curve window correct one at a time).

## CURVES Entries

You have two options with Curve entries, use the Curve Data Entry Form or you can free-hand type in the curve elements after the “curve” word is typed in the Deed Call Entry window.

Option A: When you type in the word “curve” into the Deed Call Entry window, then **Press & Hold the “Ctrl”** key, then Press the “Enter” key, this Curve Data Entry Form appears.

It’s just like the form in V4.2, but with the addition of the “Ahead Tangent Direction” and the “Concave” choices.

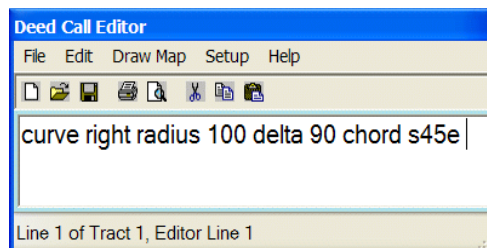
Note here, the “C” was entered in the Curve Direction tile to indicate that the curve language said it was “Concave”. Now, the two right side window choices open.

Look at the very bottom row or Status Bar of this window. For every one of these curve data entries options, some syntax help is found here. In this case when you click “North”, then “Easterly”, the “C” will be replaced with an “L” because this curve is really a curve to the Left.

For example, the description text says: Beginning on a Curve to the Right with a Radius of 100 feet, a Delta (or Central Angle) of 90°, and a Chord Direction of S.45°E., then your input would be as shown and when you clicked on “Accept”, your previous word “curve” entry would be changed to read.

(Beware of abbreviated South as S., etc. The period (or dot) after is part of the abbreviation and NOT a decimal degree. Had you entered S.45 E, you really would have implied South 0°45' East.)

This leads to Curve data input Option B. After you are comfortable with the curve data entry, if you want you can simply type in the curve data. If you do this manual entry, you should use the same order of the data, (curve direction, radius, arc length, delta, chord direction / distance, etc.,) that you see in the Curve Data Entry Form.



The Curve Data Entry Form dialog box contains the following fields and options:

- Curve Direction "L", "R" or "C" ? : C
- Radius at Property Line? : [Empty]
- Arc Length? : [Empty]
- Central Angle (Delta)? : [Empty]
- Chord Direction? : [Empty]
- Chord Distance? : [Empty]
- Tangent Direction? : [Empty]
- Ahead Tangent Direction? : [Empty]
- Radial Direction? : [Empty]
- Concave To: [Dropdown menu with options: North, North East, East, South East, South, South West, West, North West]
- General Direction: [Dropdown menu with options: Northerly, North Easterly, Easterly, South Easterly, Southerly, South Westerly, Westerly, North Westerly]
- Buttons: Accept, Cancel
- Status Bar: Example: If concave northerly, thence easterly. Click "North", then "Easterly".

The Curve Data Entry Form dialog box contains the following fields and options:

- Curve Direction "L", "R" or "C" ? : R
- Radius at Property Line? : 100
- Arc Length? : [Empty]
- Central Angle (Delta)? : 90
- Chord Direction? : s45e
- Chord Distance? : [Empty]
- Tangent Direction? : [Empty]
- Ahead Tangent Direction? : [Empty]
- Radial Direction? : [Empty]
- Buttons: Accept
- Status Bar: Radial bearing points to center of curve (circle). Example: n63.0509w.

You should now look at the HELP File in the “Getting Started – Entering Deed Calls” for more, in depth details. Then, again in the HELP File, “Getting Started – My First Map”, would be a place to go and try the examples given there, to try what you have learned here so far. You could print this “My First Map” HELP file out to get going.

## My First Map Example

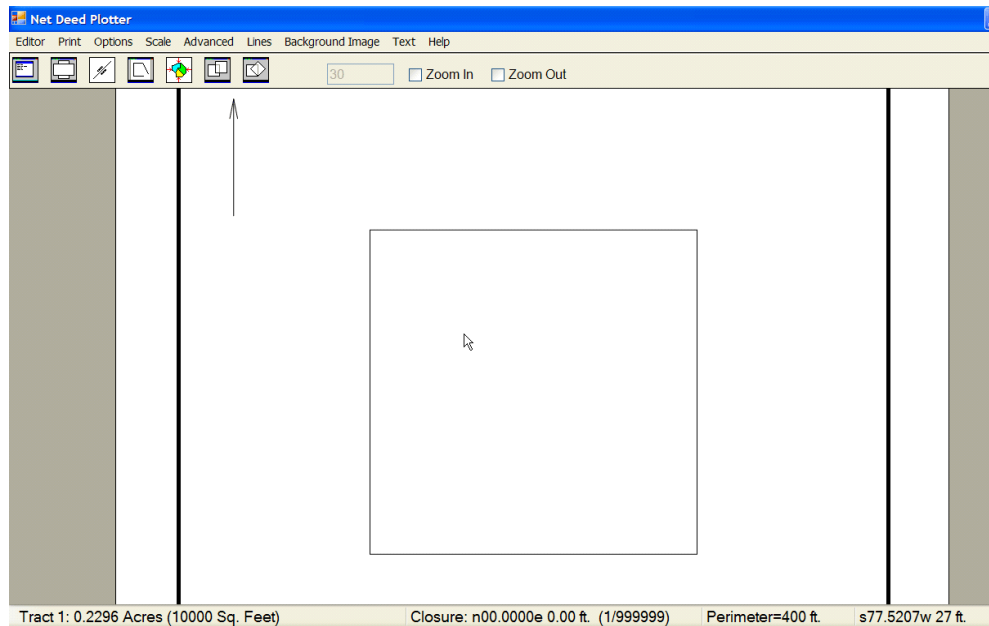
This example is using the bearing equivalents for the Cardinals: North, East, South & West.

n0e 100 (could have been N 100 )  
 n90e 100 (could have been E 100 )  
 s0w 100 (could have been S 100 )  
 s90w 100 (could have been W 100 )

Again, with no stated distance unit, these are assumed to be feet.

You can probably visualize a 10,000 sq. ft. square, being 100 feet on each side.

To now **DRAW** the map, you simply **press the F2 key or Left Click** the mouse button in the empty area, located outside, to the right side of the Deed Call Entry window, or click **Draw Map** in the Deed Call Entry window. Any of the 3 ways, would produce this image.



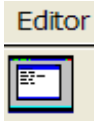
Here's what you should see immediately upon drawing, when you **move the mouse inside the tract**. Note with this Version, the important data about the parcel shows in the "status bar" along the bottom. Most of these data should be understandable, 0.2296 the acres and 10,000 sq.ft., exact closure with no errors and the precision of closure 1/999,999 is effectively one in a million, and the perimeter of 400 feet. You **MUST** to have the cursor inside the parcel to see these data.

The next data, here being s77.5207w 27 feet, just tell me where the cursor currently is in respect to where it was last "left clicked" or "zeroed" out. Yours will be different that what is shown, because you cursor is in a different place, than where mine was. Try it out. **Left Click and see this data block go to "0"**. Now move the cursor away and see the bearing and distance that you've moved since the last "0". Just, left click again to reset this reading. Note that this also works, even if you are outside the parcel, only the parcel data is not displayed IF your cursor is not inside the parcel.

You will now have already noticed that when you click inside the parcel, it turn RED, and is now "active". Since it is "active", let's put the "Deed Calls On Lines", by clicking on the 3rd icon on the 2nd line, shown on the right. As you can see later, this time some of the curve data is showing on the printed lines.



To "Return to Editor" or go back to the Deed Call Editor window, Press Esc, or click on either the word Editor or click on the icon which looks like a small version of the Deed Call Editor.



The Icon with the two pages, just toggles you to Portrait or Landscape for the viewed page.



This is the "Analyze Closure Error icon, that will test for possible typos or transpositions, that when changed will produce a lesser closure error.



The Auto Scale and Center icon, does just that. So that the image fits the page. So, as before to set to your specific scale, either click on "Scale" which puts the cursor in the small window, just left of the "Zoom in", or just click directly into the small scale window and input what ever scale you want.

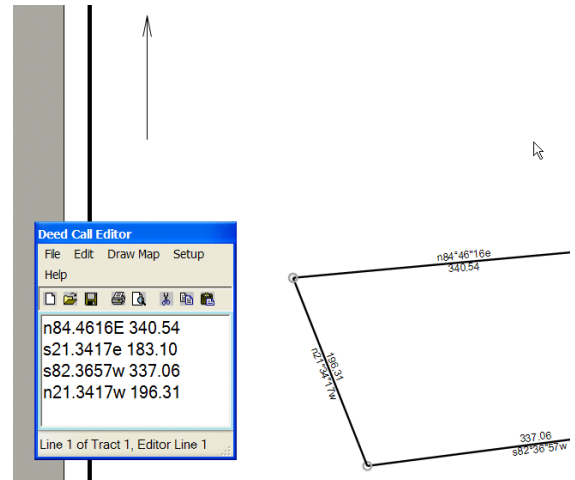


This is the "Move All Tracts" Icon.



Note the relative spacing ( or distance) between the parcel's NW corner in this graphic and also the entries in the Editor.

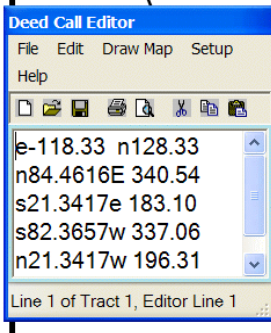
Now when I click on the Icon, the cursor changes to the four headed arrow shown on the left. I moved the cursor to the NW corner, left clicked on it, the held down the cursor while I drug the parcel, nearer the tail of the North arrow.



You now and see the result of the "Move" ( nearer the north arrow tail and some Easting and Northing coordinates, now tell you how far this parcel has been moved. Why is the Easting number a minus ?

Because I moved the parcel to the West and North. There is no West or South in Coordinate systems, but there is a Minus East which equals West and Minus North which would be South.

(Clear the "Move" cursor by pressing Esc a few times.)

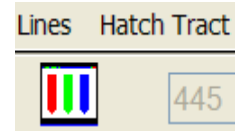


This icon allows you to rotate a parcel around the first corner. +45 would be 45° to the right and -36.1209 would be 36°12'09" to the Left. Be careful with this because I can't get the parcel to come back to the original orientation once rotated. I've reported this to the programmer, who will look at it, and get back to me. I think that he will get it fixed, change the installation file. If in the future, you need the rotation feature, contact me and remind me about this issue and I'll get you a new file.



These three items are related. You first need to click inside the tract to get it to be **Active ( or Red )**, then you can click on the tri-colored icon and select a solid fill color, IF the Hatch Tract is set to NONE. Sounds backwards, but the None is the default solid fill. You have other options for intensity and pattern. You can change the line colors by getting Active, and clicking on Lines.

## Deed Call Editor Menu Options -



Options under the File tab

Simply starts a New file, when you want one. Not necessary first time.

Let's you Browse to what ever folder you want.

Let's you bring multiple files into one to display all at once.

Closes the file, it will ask you to save, if you have not.  
Normal "Save" function, adds the ndp file extension. Do often !!

Normal "Save As" function, to give a file a new name.

Ignore this Delete option.

This Open V4 file, is how you use your other files, created in V4.2 or before. Open the ".des" and save as ".ndp" More later on setting "File Paths" in Setup.

The Preview just shows what you'll get if you Print. Includes file name.

Save

Save As

Delete

Open Version 4 File

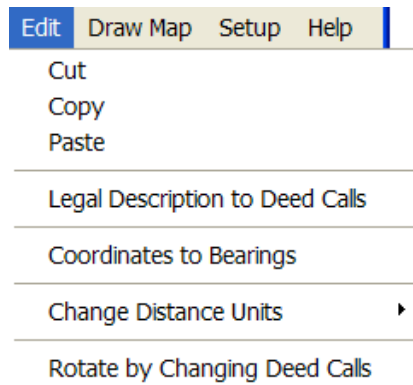
Print Text

Print Text Preview

Exit

Use the Exit to leave the program.

Options under the Edit tab



Cut, Copy Paste, typical Windows commands to a high lighted block of data.

This is where you click to manually convert metes and bounds TEXT that you pasted into the Deed Call Editor, into Deed Plotter abbreviated calls. Read and study the many Deed Conversion Topics in the HELP files. (There is no point in re-inventing the wheel, so I highly suggest that you use these HELP file to become more familiar with this POWERFUL feature. Reading Metes & Bounds descriptions out of text and automatically converting them into an abbreviated, computer input format that the NETDeed Plotter can read and draw is "good stuff".)

Coordinates to Bearing is an advanced topic that most of you will never use. I'll be writing another little file about that some future time, but just not for this Tutorial. Check the HELP files, Entering Coordinates, in the mean time. Briefly, use this to convert sets of Coordinates into metes and bounds calls. Remember that coordinates are corner addresses East (or Minus East for West) and North ( or Minus North for South ) from some 0,0 grid. Bearings (Azimuths or Deflections) are direction and distance calls, telling you what direction and how far apart the coordinate corners are located.

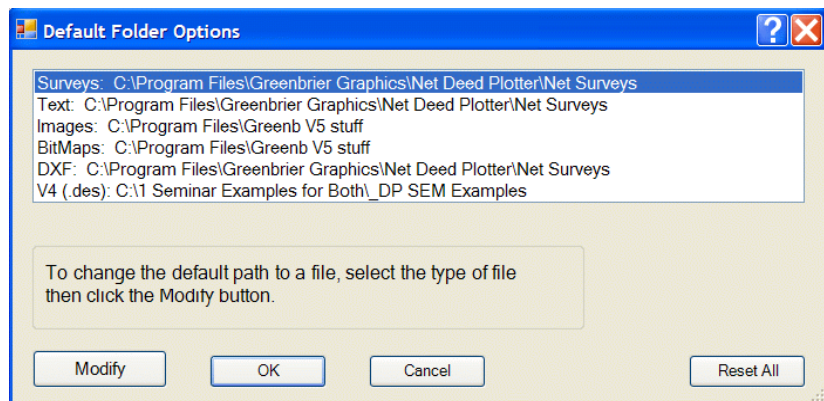
To "Change Distance Units", be in the Deed Call Editor, "hi-lite" complete line(s), then Click the Edit and Change Distance units. Slide out to the arrow to open the available units and select one. **Note that Rods, Poles and Perches are the same 16.5 foot measurement, but all use a "P"**.

“Rotate by Changing Deed Calls” is something that I’ve never used in 20+ years of Deed Plotter support. There are many “Rotation” references in the HELP file to see about this feature. I just don’t use it and am not qualified to talk about it.

Draw Map is just that, by clicking on this is one of the 3 ways to draw the map. Click “Draw Map” on the menu bar, OR Click the mouse in the empty area on the right, OR press the F2 key. ( Do NOT Press and Hold the “F” key, then press “2”, use the F2 function key. )

Setup - there are only two things here. Small Editor, lets you resize the Deed Call Editor window a little, or you grab one of the corners to resize also.

The other option in Setup is the “File Paths”. When you click on it you get the window shown here. You can see that during the original installation, all of the paths were set to the default installation path OR to what ever path you inputted during the installation. During testing and since, I’ve found that “modifying” the path for files can be very useful. As you can see above, I changed my path for the program to find former V4 files, to another folder that was not the default. Here I directed it to the path where I have many old Version 4 “.des” files that I use for the Deed Plotter or “Computer Plotting of Legal Descriptions for the Layman”, seminar. ( Want more info on the seminar ? Then just go to my web site, [www.johnsonmapping.com](http://www.johnsonmapping.com) and click on the Deed Plotter Seminar button on the Home page for locations and dates. Call me if you want to talk about getting a seminar going in or near your Zip Code.)



The smaller icons in this Deed Call Editor window, do the same things as found on the dropdown options.

## Top Line Menu Items -

Editor - available in the draw mode, was already discussed, reopens the Deed Call Editor. (By pressing the Escape key a few times, also get you back to the Deed Call Editor).

Print - also already discussed, but with Printer and Page Setup options, typical Windows stuff.

Map Options - Title Box & Borders options, let you decide how your printed page will look.

Scale - already discussed.

Advanced -

Draw Tract With Mouse - is a great tool for “free hand” sketching or rather snapping on locations on the map that you want a line to follow. Start by selecting the option, then move the cursor to where ever you want and left click. A red color circle will appear. Now continue to move the mouse and left click and a line will follow you around the screen. If you want a closed or nearly closed polygon, return to a point over the initial red circle and left click TWICE. A message will pop up to say that you selected this point twice and did you really mean to do and because you are about to end the line. If so select YES and the red line will turn the default black. Now the great part of this is, if you look in the Deed Call Editor, it was written the calls for the lines that you just snapped around. It starts it at a default of @0, then the next line is an Easting/Northing offset call to your real starting place from the file’s beginning place

### Save As DXF (meters)

For GIS usage, and usually that's some ESRI product, I'll guess that Meters is the correct choice. IF you don't know, ask some one. I do know that in saving Shape Files ( the ESRI file format ) from the All Topo Maps, I format as UTM, UTM-Zone #, Meters and a NAD83 projection.

### Save As DXF (feet)

These "saving" options are here, so that you can export out your files for All Topo Maps usage or other various CAD or GIS use. It is important to know what the measurement unit is in the application where you want to use this file. [For All Topo Maps Usage, you should ALWAYS use Feet.](#)

### Save As BitMap

This is the option to use to capture a graphic of the whole page, then insert that file into your word processor, or any other application where you want it to display. (See an example farther back in this TUTORIAL, to see how this works.)

### Create X,Y Coord. File (Meters)

### Create X,Y Coord. File (Feet)

This is the option is effectively the opposite of the previous "Coordinate to Bearing" function. Use it to convert bearing call into coordinate addresses. If you have a coordinate value as the first line in the Deed Call Editor, then all of the calls will be converted from it. If you don't have a coordinate, then it will convert the calls based on an assumed 0,0 starting coordinate.

### Create Easement (Sorry, I got carried away here, but this is the way I use this feature. I'll step you through an example.)

This is the option for using a center line ( of a baseline with different width on the sides ), to create a uniform width easement parcel. Because the program destroys your original centerline in the process, here's how to do it and have both the Centerline and easement outside showing at same time. I think this is important, because I want to still have the calls of the centerline, because that is what I was given.

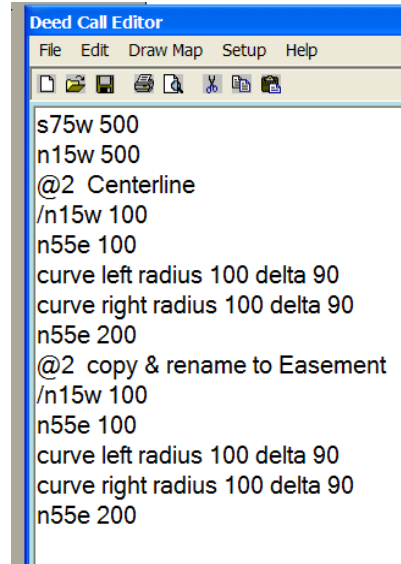
1). There are two line bearings that you need to make, right here at the beginning. You need to know that this process will draw you an easement AND by design, it "squares off" the ends or closes the ends with a line that is 90° from the last call. So, if you need to match the ends to some [other bearings than "square"](#), we need to temporarily put some in and delete them later.

Here, you can see that lines #1 and #2 are the lines that I want to use for the ends, rather than the default "squares". You need to have these available to "snap" on later.

2). Then on Line #3, the @2 tells the program that the centerline language is starting at the beginning of the 2<sup>nd</sup> line above it. Then, some Centerline (CL) language was added.



3). Then I copied Lines 3-8, pasted the centerline and edited the new second @2 line to be read “Easement”. This copy and paste is necessary (mandatory if you want both the easement and CL to show), because the easement feature is about to destroy all of the language up to the the last line with the @ in it to create the easement outside boundary lines.



4). Draw and click inside one of the curves several times until “Selected Tract 3” is found in bottom window.

(On your first click ( inside the angle of the the first two lines), the angle turned RED, or Active and Selected Tract 1 showed up. Now, click inside the first curve, it turns RED, or Active and Selected Tract 2 shows. Left click again and Selected Tract 3 turns RED, or Active. Visually it is hard to tell the difference between #2 and #3, because they ARE the same line, just in the entries window twice. It needs to be in there twice because the pending easement command is going to use the 2<sup>nd</sup> set of calls to create the outside of the easement. )



5). Click “Advanced”

6). Click “Create Easement”

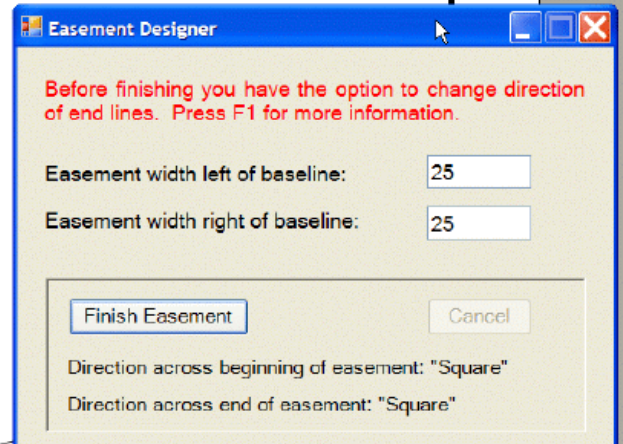
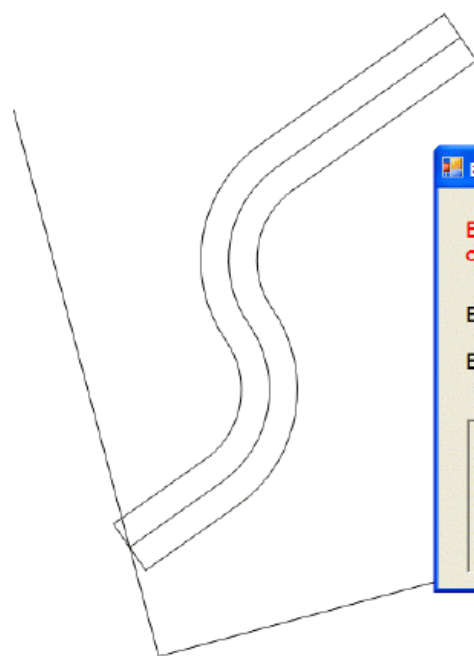
**NOTE - IMPORTANT**

Input your Left and Right widths

carefully, with only the numbers & NO SPACES after each. Use the TAB key to move out of these window tiles.

7). Click “Create Easement” again in this window, to create the basic easement with default “squared off” ends.

If the drawing you get is what you wanted (with square ends), you’re done and click “Finish Easement.”



BUT, wait !! If you would like to change the orientation of the ends of the easement to fit some other boundary like an adjoiner's land, then you first must sense and click on the beginning point of the easement.

The secret into getting the program to find the correct corner is to make the correct Tract Active or RED colored.

8). So **Click inside the Easement, 3 times, until it turns RED**, then move the arrow cursor toward the beginning end of the easement. When it senses (or finds) that point the cursor will turn into a HAND cursor and the message will appear in the bottom left corner about which Corner of which Tract it has found.

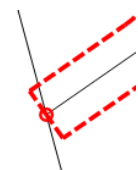
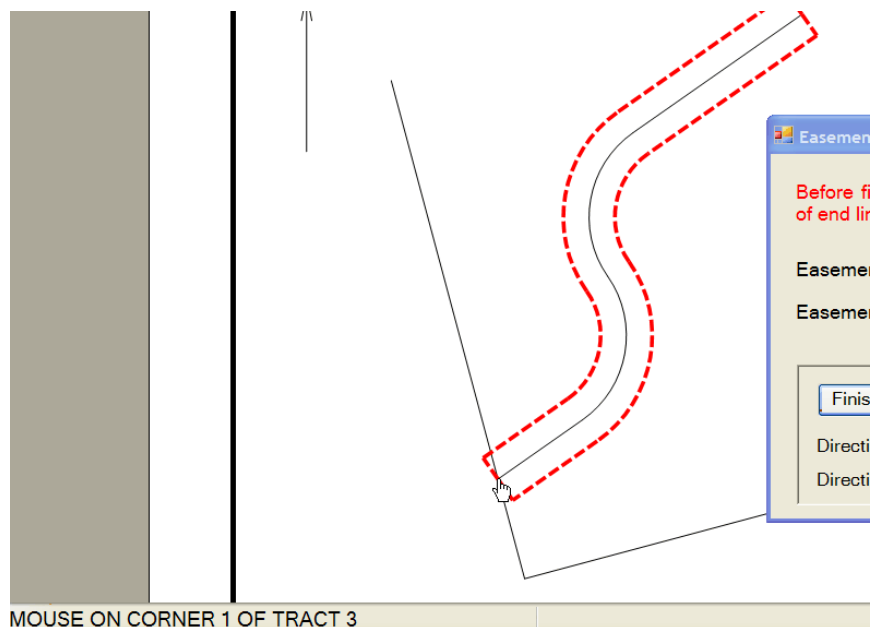
9). Now **Left Click** and a **RED** circle should appear on that “sensed” place.

10). Now **press the Escape key** to release the “active” status of the easement, but the **RED** Circle stays.

Note in the graphic at the top of the page, that the phrase “Direction across the beginning of easement: “Square” is found, which is the design default. But, if you wanted different bearing on the closure lines, you had to put them in at the beginning for you to use now, which we did. When we're done, we'll go back to the beginning of the file and delete the first 3 lines (including the first @2 call), and edit the other @2 to @0. So, having decided to match lines other than “squares”, is the reason you put them in early.

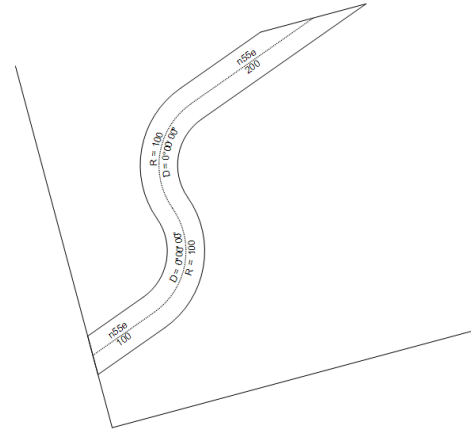
Let's say you wanted the beginning end to match up with the N15W call which was at the beginning of the file and therefore drew the line as shown.

Also, say you wanted the line across the far end of the easement to be parallel with the N75 East line that is also showing in the bottom the drawing. The bearing for those two lines were placed at the beginning of the inputs, just for this next step, where we now “sense” a line that you want to match and then that bearing will jump into where the word “square” currently is. You need to do it for both ends. (Again, when you are done with the “match line”, you'll want to delete them.)



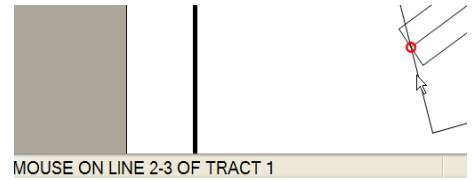
So to review to this point, after making the Easement Tract Active, sensing the beginning point, selecting it by Left clicking on it and the dot appears, then pressing Esc to make tract not active, we are ready to sense the “match” line.

11). Now by moving the arrow cursor slightly away from the dot and on the desired match line, the message in the bottom, left corner now tells you that it has sense that desired “match” line. (See the “Mouse on Line 2-3 of Tract 1”, message above.)



12). So now, when you **Left Click**, you will see that “match line” bearing has jumped into the “Easement Designer” box and replaced the first “Square”.

Now, just repeat the process outlined above, to get a “match” to close the far end.



13). **Click inside** to make easement Tract 3 Active or RED.

14). **Move the arrow cursor** to the far end of the easement, sense for that point ( cursor change to the hand ).

15). **Left click** to mark that “sensed” end.

16). **Press Esc** to release the Active status of easement.

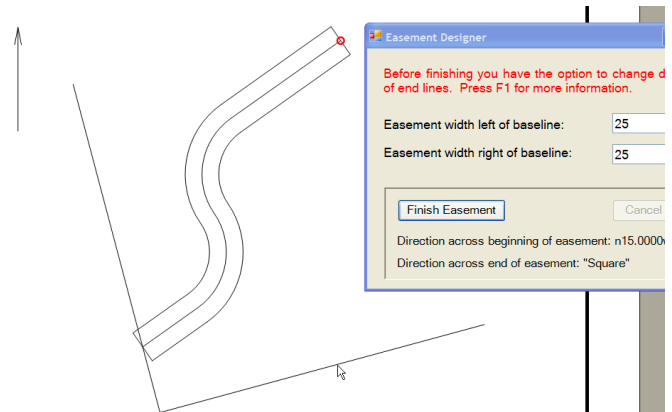
Direction across beginning of easement: n15.0000w  
 Direction across end of easement: "Square"

17). **Move the cursor** to the bottom to sense the match line for this end.

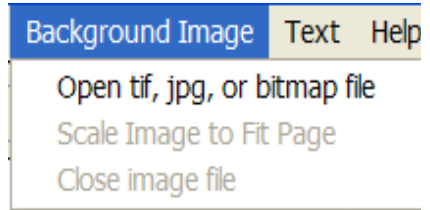
18). **Left Click** the bearing of that far end of the easement “match line” and the n75.0000e should load in the box as the “Direction across end of easement”.

19). Now when you **Click “Finish Easement”**. It Draws the easement with the changed ends to match what ever lines you selected.

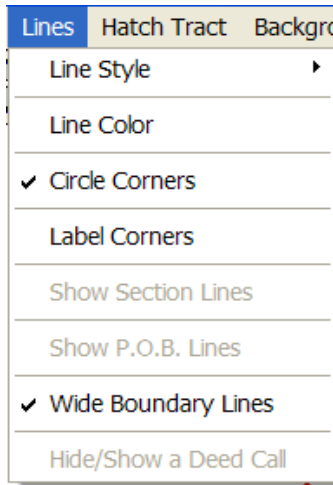
So, here is what the easement with centerline looks like with the changed ends, and I changed the line pattern on the centerline and put the “deed calls” on the lines. I prefer to do this process this way because, it saves the integrity of the centerline description and that was language I was given to work with. And, it also shows the outside edges of the easement at the same time.



(At this point, you will probably want to go back (Click on Editor or Press ESC once or twice), to the “Deed Call Editor” and delete the first three lines that help the lines used for the bearings on the end closures AND the @2 Centerline language. **BUT BEWARE, you MUST** edit the next @2 ..Easement to be @0 .. Easement, since the original @0 reference was just deleted or it will fail to draw the easement with the centerline inside. )



**LINE FEATURE EDITING**



- Make your parcel **Active or Red**, then click Line Style, slight right and pick one. Same with the color, make Active, click Line Color and pick it off the palette.
- Circle Corners is defaulted OFF, make the parcel active and click.
- By adding a semi-colon after the bearing then some text, that text will show on the map at the corner, with this option checked.
- If your description contains a PLS call ( i,e, /sw,1,1s,1w ) on the 1<sup>st</sup> line, you can turn the “perfect section” grid behind the parcel.
- If you have “offset” calls to the POB that you’ve hidden, you can make them still show with this option.
- There are two choices of the line width of the parcels.
- If you have put the calls on the line, but want to hide a specific call, Left Click on the beginning of the line a red circle appears, click Lines, and this “Hide/Show a Deed Call” will be available to use.

Hatch Tract - I already discussed this earlier.

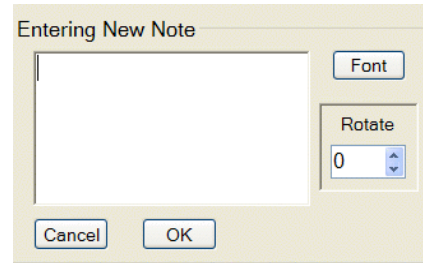
You are now able to place a graphic image in the background, where ever you get it. Please note that if you’re using a geo-referenced file like a TIF, you also need the associated TWF. The TIF is a graphics image, the TFW is the “Tran World File”, that give the image it’s geo-referencing. There is more help in the HELP files in the Creating TFW and JGWs for JPGs if you need it. You can also use a Google Earth image AFTER it has been scaled using the Google Earth World File tool that is available on my web site as a “freebee” download.

After you get the image in place, the other option will be available to rescale to fit page and Close the image behind your Deed Plotter parcel, if you now longer want it.

### ENTERING TEXT

Do **NOT** do this until you have **ALL** parcels in place and scale to what you want. Why?, because the text does not scale up and down as you add more parcels and the scale automatically changes.

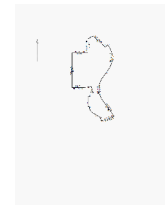
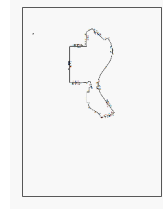
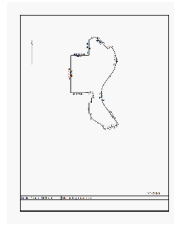
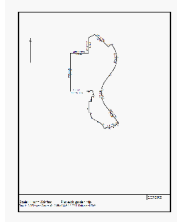
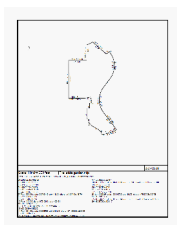
When you click Text, this “Entering New Note” window appears. Input what you want, change Font, etc., then OK.



To move font around on the screen, is a one time left click and HOLD, then drag. When you initially left click on it, it turns **RED**, you do need to **continue to HOLD**, then drag. If you clicked and it turned **RED** and you released, then relicked, you can't move it. Left click somewhere else on the screen to get rid of the **RED** and start over.

### EXPORTING THE IMAGE OUT, TO PASTE INTO VARIOUS OTHER APPLICATIONS

After you SAVE the file and want to export to use in a word processor file, you have 5 choices of what the graphics will look like. Click Map Options, Title Box and Border Options. With each choice down the list you get fewer options. Below shows what the saved image would look like with the different options.



Title Box (TB)  
Border (Br)  
Tract Data (TD)  
Deed Calls (DC)

Title Box  
Border  
Tract Data  
no DC

Title Box  
Border  
no TD  
no DC

no TB  
Border  
no TD  
no DC

no TB  
no Br  
no TD  
no DC

After you've selected which one looks the way you want, Click Advanced, Click “Copy Map to Clipboard as Bitmap”. Go to a application you want and paste in with a “Ctrl V”.

As stated in the first paragraph, this program will do more than what I talked about in this TUTORIAL. If you give this Net Deed Plotter a little learning time, it WILL be a very useful tool.



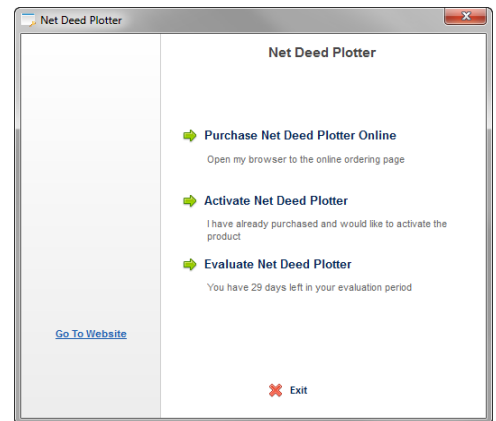
## REGISTRATION & UNLOCKING for Normal PAID Use

To get going, you'll need to load the 30 day Demo/Trial copy of the NET Deed Plotter. On the Home page of my web site, [www.johnsonmapping.com](http://www.johnsonmapping.com) you'll see the word: "NET Deed Plotter" on the left side, which is a link to that download window.

When you get on the NET Deed Plotter page, down some on the left side, you'll see a light Blue star. There is a link immediately below the star to download the 30 day Demo/Trial copy. Get click on the link, fill out the 5 box form, which is delivered to me, so I know who has downloaded it. When you continue, it will walk you through the installation, just answer the questions with a YES or NEXT, Accept the licensing and click "Complete" on the type of installation question. You will soon get a Finish message and you're ready to go.

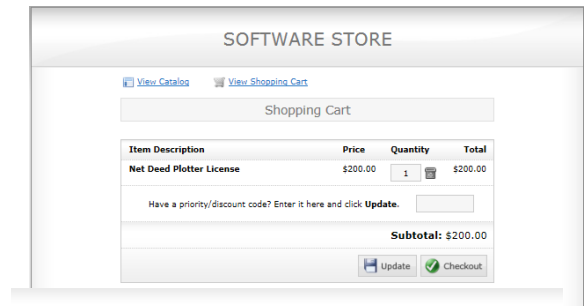
When it first opens it will stop at this box. EVERY time you open the program, it will stop here, until either the trial period ends or it is paid for and unlocked.

For your trial period, just click on the "Evaluate NET Deed Plotter", and it will go on. Note here that this installation was installed 1 day ago, because when first installed, it says "30 days left."



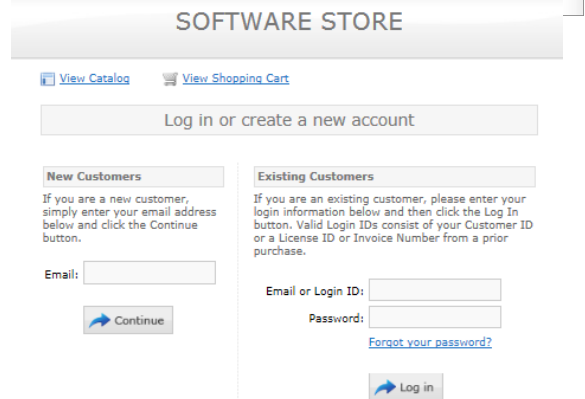
If you decide to purchase, click on the first link, and that will take you to this "software store" page.

If you just want to buy one copy, you would just click on the checkout.



Then this window allows you to Create a New Account, IF you are a new customer to this Version, or Login, IF you've already signed up.

This Creating a New Account, allows you to put in your eMail, etc. and in another window you select a Password. So in the future, IF you want to buy additional copies, or if you've changed computers and forgot your unlocking code which is generated by this process, you will be able to Login with eMail, etc., or other identifying codes), that you'll set up in the process and retrieve your unlocking code.



The instructions to finish are clear enough to get you going and GOOD LUCK, with you plotter of Metes and Bounds legal descriptions.