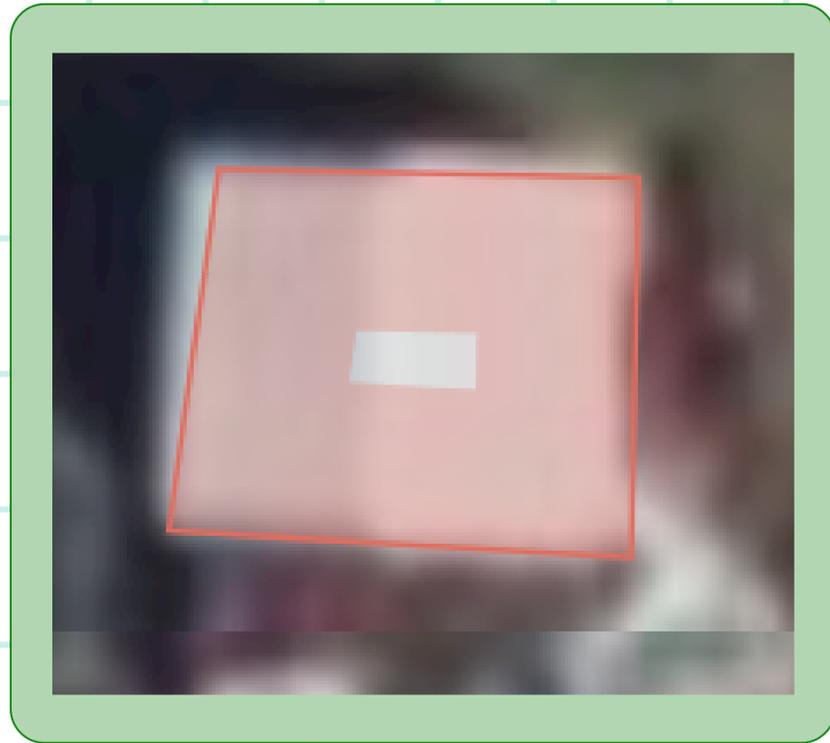
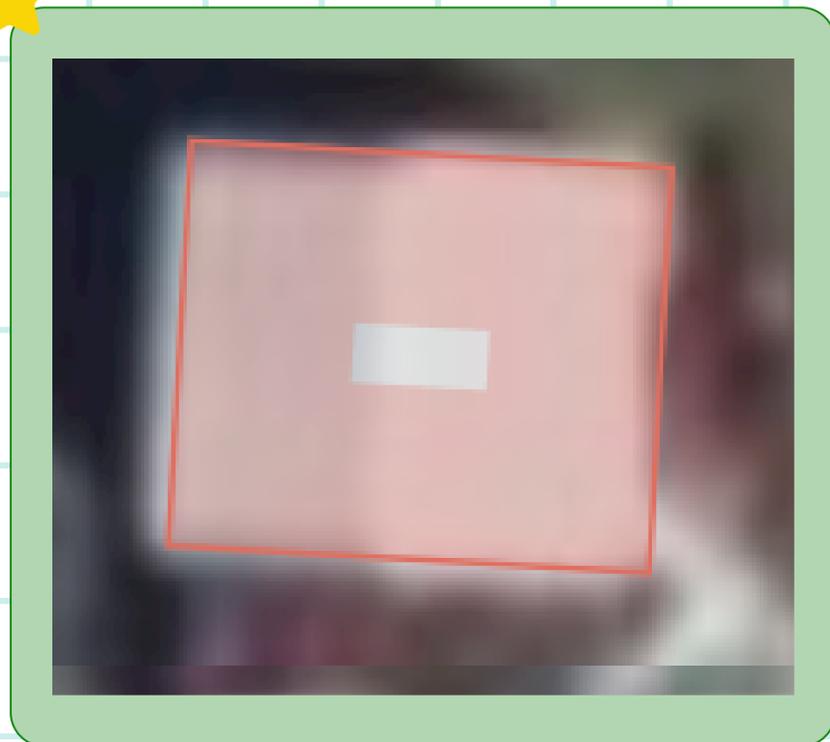


BEFORE



AFTER



BUILDINGS NOT SQUARED

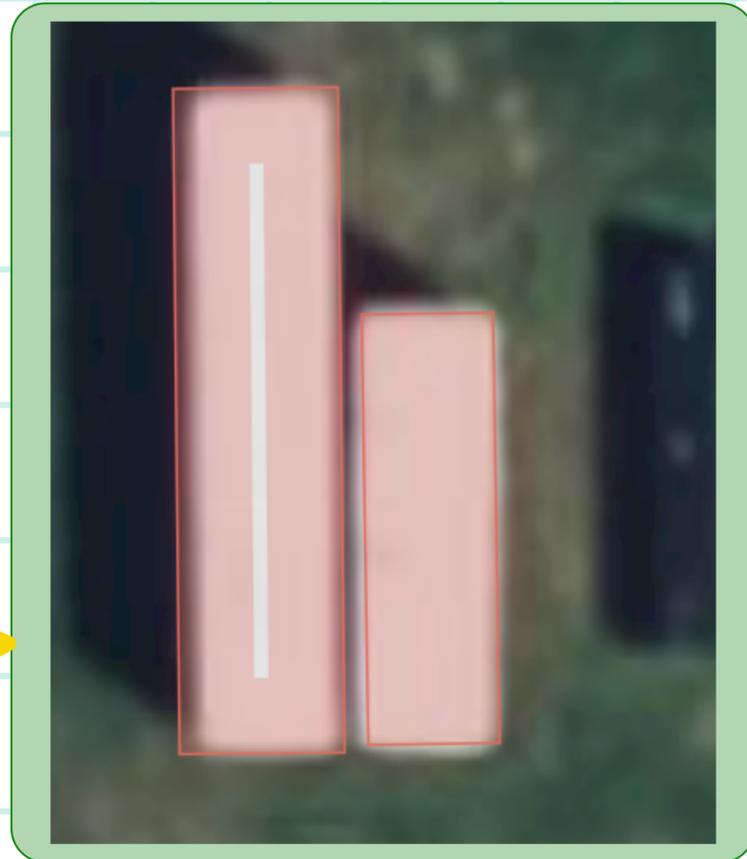
1. SELECT THE UNSQUARED BUILDING.
2. PRESS THE "Q" KEY ON YOUR KEYBOARD TO AUTOMATICALLY SQUARE THE BUILDING CORNERS.
3. ALTERNATIVELY YOU CAN RIGHT CLICK YOUR MOUSE TO OPEN THE TOOLS MENU. SELECT THE "SQUARE" TOOL TO SQUARE YOUR BUILDING CORNERS.



BEFORE



AFTER



TWO BUILDINGS WITH SHARED NODES

1. SELECT THE FEATURES AND DETERMINE WHICH NODE IS CONNECTED TO BOTH. YOU MAY HAVE TO MOVE ONE OF THE FEATURES AROUND TO DETERMINE THIS.
2. SELECT THE SHARED NODE.
3. RIGHT CLICK YOUR MOUSE TO OPEN THE TOOLS MENU, AND SELECT THE "DISCONNECT" TOOL. ALTERNATIVELY, YOU CAN PRESS THE "D" KEY ON YOUR KEYBOARD.
4. READJUST THE BUILDINGS TO MATCH THEIR FOOTPRINTS, AND SQUARE THE CORNERS USING THE "Q" KEY.



BEFORE



AFTER



BUILDINGS NOT MATCHING FOOTPRINT

IF YOU ARE THE ORIGINAL MAPPER, YOU CAN DELETE & REDRAW THIS FEATURE.

IF YOU ARE NOT THE ORIGINAL MAPPER, PROCEED AS FOLLOWS:

1. CLICK ON THIS FEATURE TO SELECT IT. NODES (SMALL WHITE CIRCLES) WILL APPEAR IN EACH CORNER.
2. SELECT THESE NODES AND DRAG THEM TO MATCH THE CORNERS ON THE BUILDING FOOTPRINT.
3. IF YOU NEED TO CREATE EXTRA NODES, SELECT THE TRIANGLE ICON IN THE CENTER OF EACH LINE TO ADD ONE.
4. AFTER THE NODES HAVE BEEN MOVED TO REFLECT THE BUILDING SHAPE, REMEMBER TO SQUARE YOUR BUILDING USING THE "Q" KEY.

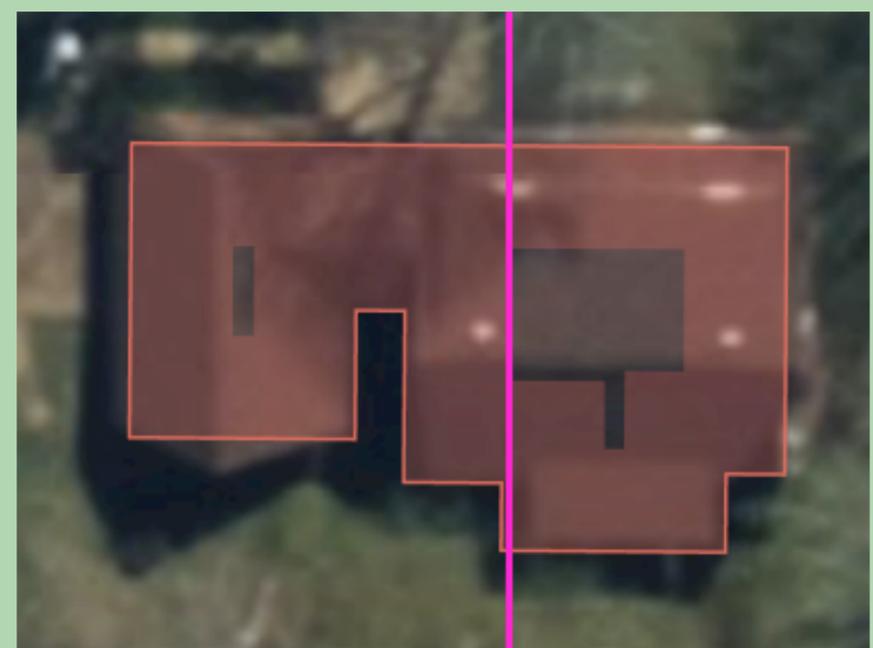




BEFORE



AFTER



NOT MAPPING BUILDING ACROSS THE PINK LINE

IF YOU ARE THE ORIGINAL MAPPER, YOU CAN DELETE & REDRAW THIS FEATURE.

IF YOU ARE NOT THE ORIGINAL MAPPER, PROCEED AS FOLLOWS:

1. CLICK ON THIS FEATURE TO SELECT IT. NODES WILL APPEAR IN EACH CORNER.
2. SELECT NODES AND DRAG THEM TO MATCH THE CORNERS ON THE BUILDING FOOTPRINT.
3. IF YOU NEED TO CREATE EXTRA NODES, SELECT THE TRIANGLE ICON IN THE CENTER OF EACH LINE TO ADD ONE.
4. AFTER THE NODES HAVE BEEN MOVED, REMEMBER TO SQUARE YOUR BUILDING USING THE "Q" KEY.



BEFORE



AFTER



DUPLICATE BUILDINGS



IF YOU ARE THE ORIGINAL MAPPER, DELETE THE FEATURE.
IF YOU ARE NOT THE ORIGINAL MAPPER, PROCEED AS
FOLLOWS:

IF THERE ARE UNMAPPED BUILDINGS IN YOUR TASK
SQUARE

1. SELECT THE DUPLICATE FEATURE AND RIGHT CLICK TO OPEN THE TOOL MENU. SELECT THE "MOVE" TOOL.
2. MOVE THE DUPLICATE ONTO AN UNMAPPED BUILDING AND RESIZE IT TO FIT THE BUILDING FOOTPRINT. REMEMBER TO SQUARE THE CORNERS USING THE "Q" KEY.

IF THERE ARE ABSOLUTELY NO UNMAPPED FEATURES IN
YOUR TASK SQUARE, DELETE THE DUPLICATE FEATURE.

