

Idaho Trails App: Using the Map Layers Widget

Map Layers control gives you the ability to set the visibility of many feature layers of the Idaho Trails app. You have the power to shape the presentation of your map to your liking. Hide any of the 20+ default Map Layers, reveal any of the pre-defined Optional Layers, and even add your own custom layer content such as GPX tracks (see *Add Data* tutorial).

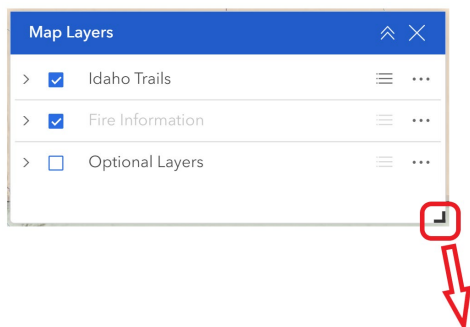
For instance, if you ride an ATV or drive a 50" UTV and do not have need to see motorcycle and non-motorized trails, you can clean up the map presentation for just those trails you want to travel on by turning off the Motorcycle and Non-motorized, Non-mechanized, and E-Bike layers. When you output a map for printing or use offline in a mobile navigation app, only those layers remaining visible on-screen will be included in the resulting GeoPDF map file. Here's how:

PC and Android mobile versions are shown in the following examples. Screen appearance for other cases will be similar.

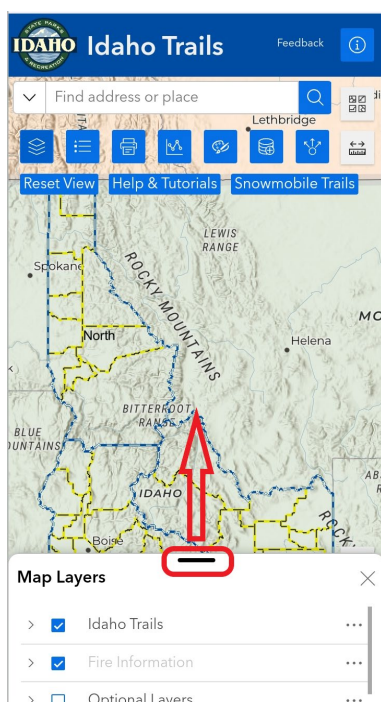
[Starting here](#), after closing the splash screen if displayed, click/tap the first widget button, *Map Layers...*



On a PC, if the menu box is small when displayed for the first time, click-drag the lower right corner to expand it to make room for the menu to grow. You can also click-drag on the blue bar to reposition the menu box on your PC screen to a better location. Your PC browser should remember the re-size setting of the Map Layer widget for future use.



On phones, tap-drag to pull up on the bar to expand the menu view. More menu scrolling may be needed than on a PC.

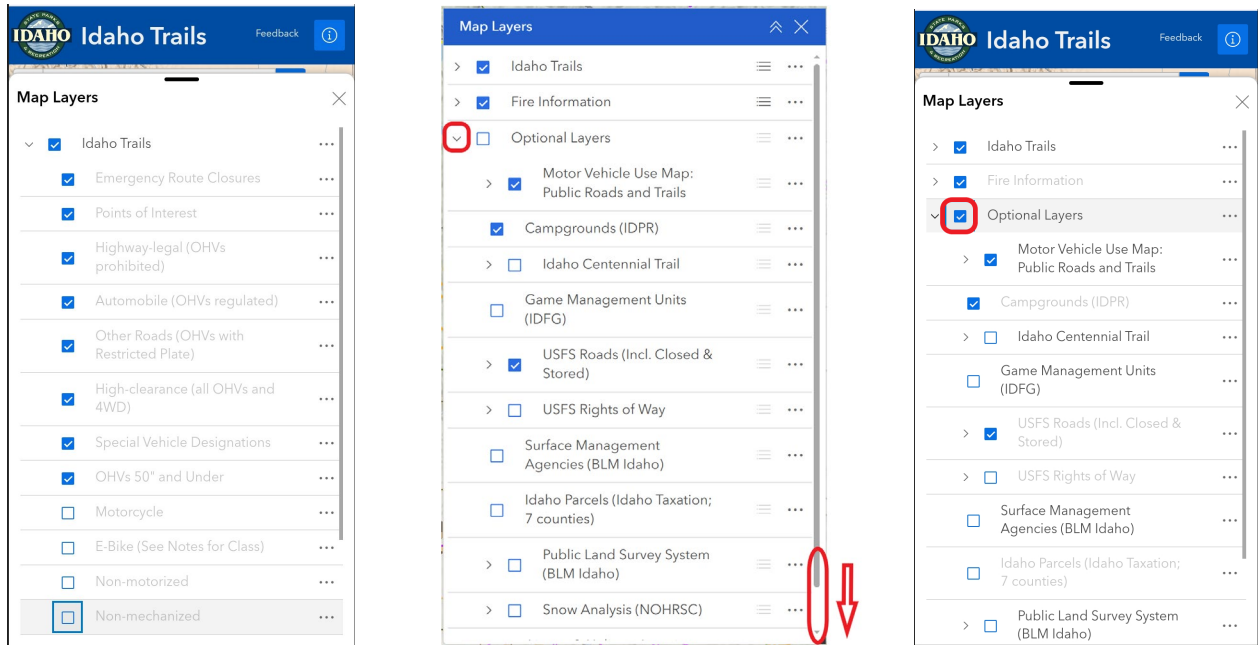


To activate or de-activate visibility of Layer on the map, click or tap on the selection box next to a Layer’s text label.

Click the > symbol next to any menu or sub-menu item to expand the menu to see additional possibilities under the category. A scroll bar indicates there is more to see. On a PC, pull the corner of the menu box longer if needed, or activate the scroll tool to see options further down the menu list.

Experiment with Layer visibility settings to understand the effect of each Layer’s visibility change, such as unchecking sub-layers for trail types you don’t need to see nor include in your print output files.

Upon activating the **Optional Layers** section of *Map Layers* by checking its visibility box, the app-default Optional Layers will render on the screen once you have the screen zoomed in sufficiently. These default layers include: USFS Motor Vehicle Use Map (MVUM), USFS Closed-and-Stored roads, and Campgrounds. (The recommended MVUM view is pre-set to hide sub-layers “Visitor Symbology” and “Status” by default. Visitor Symbology reveals differences in road maintenance level but does not match commonly-understood paper/PDF MVUMs symbology.)



For an example of Optional Layers utility, follow this link <https://arcg.is/vWXea> for a version of the map with MVUM visibility enabled, and the map centered on the border region with Montana and the North Fork Ranger District. This reveals how to add USFS trails not officially covered by the Idaho Trails app but which are interconnected on the ground.

The MVUM Optional Layer also reveals how IDPR can lead USFS with publishing an approved change, such as reroutes IDPR Trail Program staff partner with USFS to implement. Since IDPR can quickly apply a geometry update to its dataset, compared to USFS’s publishing process, you may see a difference between the MVUM’s and IDPR’s symbology rendering, until FS data propagates sometimes up to a year-delayed. Example here: <https://arcg.is/0bXfyO> (Reroute of Trail Cr. Tr046 to a better location to remove a creek crossing, August 2023, awaiting USFS update as of this writing, 6/17/2024.)

At any time that you wish to reset to the default Layers setting in just one click/tap, select **[Reset – View All Layers]** (PC) or **[Reset View]** (mobile).

