

Interactive Map — User Guide

This guide covers how to open, navigate, and use a downloaded interactive map file (.html). No internet connection is required to open the file or view its data, though some features (address search) require internet access.

Opening the Map

Double-click the .html file to open it in your web browser. It works in Chrome, Firefox, Edge, and Safari. No installation is needed — the entire map, including the plume data and any saved pins, is self-contained in that single file.

Navigating the Map

Action	How
Pan	Click and drag
Zoom in / out	Scroll wheel, the + / – buttons (top-left), or pinch on a touchscreen
Zoom to a specific area	Double-click on the map
Reset / fit the plume	Refresh the page — the map re-centers on the plume extent automatically

A scale bar appears in the bottom-right corner for distance reference.

Basemap (Background Layer)

The layers panel is in the bottom-right corner. Under this section you can switch between four background styles:

- **Satellite** — Esri aerial imagery
- **Terrain** — topographic shading with labels
- **Street** — clean street map (CartoDB)
- **Topo** — OpenTopoMap with elevation contours

Overlay Layers

Also in the layers panel, checkboxes let you toggle three overlays on and off independently:

- **Contours** — the concentration plume polygons
- **Source** — the blue dot marking the emission source location
- **Max Value Cell** — a white outlined box showing the grid cell with the highest modeled concentration

Clicking on Features

- Click a **contour polygon** — a popup shows the concentration level (mass/m³)
- Click the **source point** (blue dot) — a popup shows the source name, coordinates, and description
- Click the **Max Value Cell** outline — a popup shows its label and description

Control and Information Panel

This panel contains 4 collapsible options that are described below. Each of them either provide additional information about the map, or give you the ability to control certain features of the map.

Avg / Max Toggle (Combined Maps Only)

If the map contains both Average and Max concentration contours, a toggle button appears in the top-right of the map (above the layers panel). It reads “Showing: Avg | Switch to Max →” or vice versa. Click it to switch between the average dispersion view and the maximum 1-hour impact view. Only one dataset is shown at a time, each with its own legend.

Description

This collapsible panel contains a title and explanatory text about the modeled data. Click the dark header button to expand or collapse it.

Legend

The Legend section displays the color-coded concentration levels shown on the map. Each row pairs a colored swatch with its label, listed from highest concentration at the top to lowest at the bottom. In dual mode, the legend automatically switches between the Average and Maximum datasets when you use the Avg/Max toggle at the top of the panel, always showing the legend for the dataset currently displayed.

Contour Opacity

A **Contour Opacity** panel just below the Legend. Drag its slider from **Transparent** to **Solid** to adjust how strongly the plume polygons are shaded over the basemap — useful for seeing the terrain or streets beneath the plume.

Add Pins to the Map

It lets you mark and label specific locations directly on the map. Pins you add are kept in the map view while it is open, and can be permanently saved into the file using **Save Map** (see below).

Adding a pin by searching

1. Type an address into the **Search address** field. Results appear in a dropdown — click one to pan the map there and place a temporary marker.
2. Edit the text in the **Label the location** field if needed.
3. Click **Save Pin** to make it permanent.

Adding a pin by clicking on the map

1. Click **+ Place Pin on Map** — the cursor changes to a crosshair or a cursor when inside the contoured area.
2. Double click anywhere on the map to drop a temporary marker. The temporary marker is **red**; once saved it turns **blue**.
3. Edit the label if needed.
4. Click **Save Pin** to save it.
5. You can keep clicking to drop more pins without pressing Place Pin again.
6. When finished, click **Done** to exit placement mode.

Viewing and deleting pins

Click any saved pin to open its popup, which shows its label and coordinates. Click **Delete** inside the popup to remove that single pin. To remove every pin at once, click **Clear All** and confirm.

Saving Pins into the File (Save Map)

This is the key feature for sharing pinned maps. After adding one or more pins, update the file name in the text box, click **Save Map** in the Pin Manager. Your browser downloads a **new self-contained .html file** with your pins permanently baked in and an updated file name.

Why this matters: the downloaded file is fully shareable. When you send it to someone else, they see your pins immediately when they open it — on any browser, on any computer, with no extra files and no setup. The map stays fully interactive (zoom, pan, layer switching, opacity) in the saved copy.

Re-sharing works any number of times. Whoever receives the file can add their own pins, click **Save Map** again, and pass it along. Each save preserves all existing pins and adds the new ones, so a map can travel through many hands without losing anything.

Note: the newly saved file is downloaded with “_updated” added to its name, by default, or if you would like to provide a specific file name. It does not overwrite the original; you will have both.

Sharing Tips

- The .html file is fully self-contained — one file, no folder needed.
- It opens offline: the basemap tiles, plume data, and any saved pins are all embedded. Only the address search requires an internet connection.
- To include pins when sharing, click **Save Map** first and send the resulting “_updated” file. Pins are inside that newly saved file, and not the original file.
- For the best experience, open in Google Chrome, safari or Microsoft Edge.
- If the map appears blank when opened directly from a network drive, save a copy to your desktop and open it from there.