

You can edit landmark details or delete landmarks.

## Edit Landmark Details

Any properties that you edit on the landmark will be reflected the next time you run a report or alert that uses that landmark.

### ▶ To edit a landmark:

1. From the map, Search Results tab, or Landmarks tab, click the landmark that you want to edit.
2. From the Landmark Card, click **Edit**.
3. The following fields are available to modify:

Field Name	Description
Label	The name of the landmark.
Circle / Polygon	The shape of the landmark.
Color	The color used on the map to denote the landmark.
Lat/Lng	The latitude and longitude coordinates.
Radius	The distance from the center to the perimeter of the landmark.

4. Click **Save**.

## Delete a Landmark

When you delete a landmark, any alerts that use the landmark will be updated to instead use all landmarks.

### ▶ To delete a landmark:

1. From the map, Search Results tab, or Landmarks tab, click the landmark that you want to delete.
2. From the Landmark Card, click **Delete**.
3. In the Delete Landmark pop-up window, click **OK**.

The portal provides two areas for you to edit or delete a landmark: Edit Landmark page (one at a time) or the Mass Update page (multiple).

## Edit a Landmark (One at a Time)

The Edit Landmark page allows you to view and edit the properties of a single landmark. If you want to resize the radius (circle landmarks), edit the lock, change the owner, edit the altitude, or edit the color of more than one landmark at a time, use the Mass Update Landmarks page.

### ► To edit a landmark:

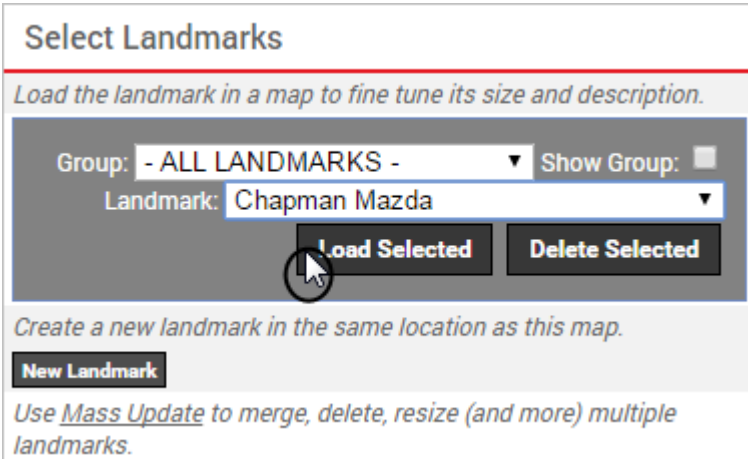
1. From the portal, hover over the **Mapping** menu, click **Edit Landmarks**, and click **Open**.

The Edit Landmarks page opens in a new browser tab.

2. From the Select Landmark box, click the **Landmark** drop-down.

All landmarks within the selected group load within the list. To narrow the list, use the Landmark Group drop-down to filter landmarks by a particular **landmark group**.

3. From the list, click the landmark you want to edit. You may type the first letter of the landmark name to jump within the list.
4. Click **Load Selected**.



The properties for the selected landmark load, and the landmark location is visible on the map.



**Tip!** To view other landmarks on the map within the same landmark group, select the **Show Group** check box.

5. Modify the **landmark properties** as needed. You can change the landmark shape by using the tools in the map area.



6. Click **Submit Changes**.

## Edit a Landmark (Mass Update)

The Mass Update page allows you to view and edit the properties of a multiple landmarks at the same time. The Mass Update page also allows you to merge landmarks. Merging landmarks allows you to resolve possible duplicates. Duplicates may occur if you or another portal user mistakenly created more than one landmark for the same location (latitude/longitude).

### ► To edit multiple landmarks:

1. From the portal, hover over the **Mapping** menu, click **Edit Landmarks**, and click **Open**.
2. From the menu bar on the top of the Edit Landmarks page, click **Mass Update**.

The Mass Update page opens in the same browser tab.

2. Choose from the following filter options:

- **Landmark Type:** Landmark shape (circle or polygon).
- **Search:** Search by landmark name. Use \* as a wild card before or after a string of characters.
- **Min/Max Radius (ft):** Enter a range in feet for the landmark radius (circle landmarks only).
- **Filter by Polygon:** Paste the KML from [Google Earth](#) to isolate landmarks inside of a particular geographic region.
- **Duplicates:** Show only landmarks with duplicate locations.
- **All:** Show all landmarks.
- **Filter by Group:** Show landmarks that belong to a particular [landmark group](#).

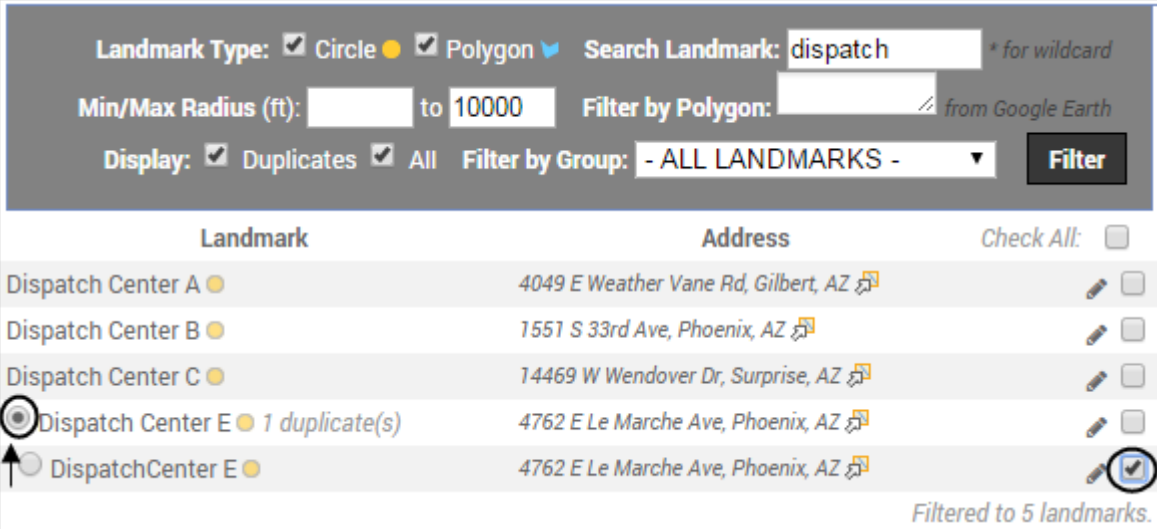
3. Click **Filter**.

The vehicle list shows only the vehicles that match your filter criteria.

4. Choose a mass update action. The following options are available:

- **Delete:** Delete checked landmarks. Cannot un-delete.
- **Merge:** Merge checked landmarks (in the same duplicate-set) into the selected (radio button) landmark. For each duplicate set, the checked landmark(s) without the radio button selected will be deleted. If a deleted landmark was included in any landmark groups, the kept landmark will be added to those group(s) automatically. In the following example, DispatchCenter E (no space) will be deleted; Dispatch Center E (space) will be kept and will assume any groups to which DispatchCenter E (no space) belonged.

Link: <https://help.gpsinsight.com/docs/about-landmarks/editing-a-landmark/> Last Updated: June 24th, 2016



The screenshot shows a search and filter interface for landmarks. At the top, there are controls for 'Landmark Type' (Circle and Polygon), a search bar with 'dispatch' entered, and a 'Filter by Polygon' field. Below these are 'Display' options for 'Duplicates' and 'All', and a 'Filter by Group' dropdown set to '- ALL LANDMARKS -'. A 'Filter' button is on the right. The main area is a table with columns for 'Landmark', 'Address', and 'Check All:'. Five landmarks are listed, all with addresses in Phoenix, AZ. The first four are 'Dispatch Center A', 'B', 'C', and 'E', each with a yellow circle icon and a 'Check All' checkbox. The fifth is 'DispatchCenter E' with a yellow circle icon and a checked 'Check All' checkbox. A mouse cursor is pointing at the first 'Dispatch Center E' row. At the bottom right, it says 'Filtered to 5 landmarks.'

Landmark	Address	Check All:
Dispatch Center A ●	4049 E Weather Vane Rd, Gilbert, AZ	<input type="checkbox"/>
Dispatch Center B ●	1551 S 33rd Ave, Phoenix, AZ	<input type="checkbox"/>
Dispatch Center C ●	14469 W Wendover Dr, Surprise, AZ	<input type="checkbox"/>
Dispatch Center E ● 1 duplicate(s)	4762 E Le Marche Ave, Phoenix, AZ	<input type="checkbox"/>
DispatchCenter E ●	4762 E Le Marche Ave, Phoenix, AZ	<input checked="" type="checkbox"/>

- **Resize:** Set, increase, or decrease the radius of checked. Circle landmarks only. Examples: 700, -5%, +20ft, 1.25km
- **Lock:** Lock this landmark from editing by other users.
- **Owner:** Change the owner of a landmark
- **Altitude:** Set the altitude value (Unspecified, Low, Medium, High). This value determines how tall the landmark appears in **3D mapping**.
- **Color:** Set the color for the selected landmark area.