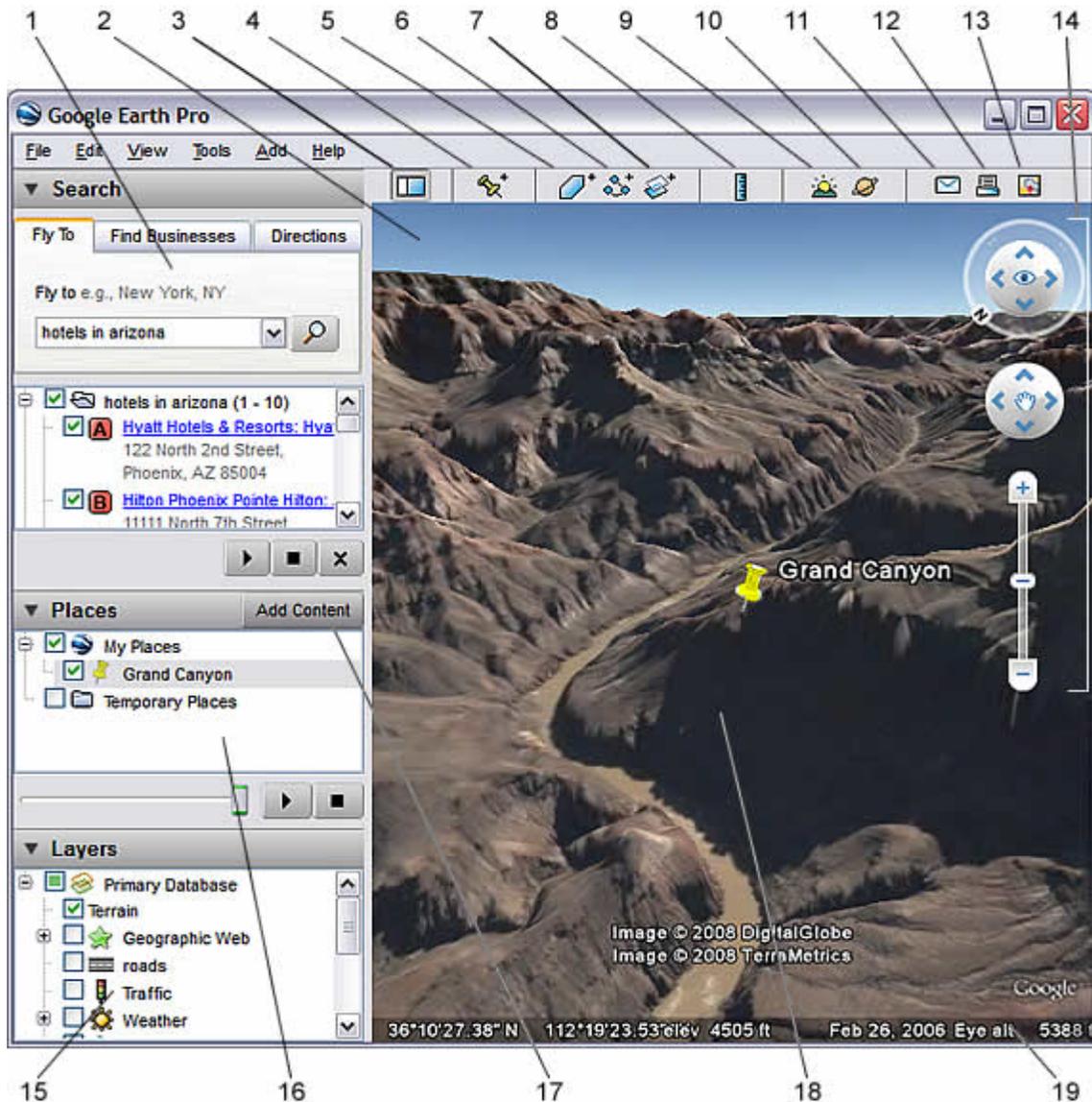## Getting to Know Google Earth

The following diagram describes some of the features available in the main window of Google Earth:

1. **Search panel** - Use this to find places and directions and manage search results. Google Earth EC may display additional tabs here.

2. **3D Viewer** - View the globe and its terrain in this window.

3. **Toolbar buttons** - See below.

4. **Navigation controls** - Use these to zoom, look and move around (see below).

5. **Layers panel** - Use this to display points of interest.

6. **Places panel** - Use this to locate, save, organize and revisit placemarks.

7. **Add Content** - Click this to import exciting content from the KML Gallery

8. **Status bar** - View coordinate, elevation, imagery date and streaming status here.

9. **Overview map** - Use this for an additional perspective of the Earth.

Creating Folders

You can create folders and move other folders, placemarks, or shapes to them. To create a folder:

1. Right-click on a folder in the Places panel.
2. Select *Add > Folder* from the pop-up menu. The folder you right-clicked on is automatically set as the container for the new folder.

Once the *New Folder* dialog box appears, you can set the following fields:

- **Name**
- **Description** - Enter a description for the folder. For example, you might enter text that gives a general description of all the placemarks in the folder. See Writing Descriptions.
- **Style/Color** - Once you have other icons within the new folder (or its subfolders) the *Style/Color* tab is available. You can use this feature to apply label and icon styles universally across all items within the folder. See Editing Places and Folders for more information.
- **View** - See Setting the View for details. Once you set a view for a folder, double-clicking on the folder repositions the 3D viewer to the position you have chosen. Setting a view for a folder is useful when you want to create a viewing angle to encompass all the items contained by the folder.

Add a new placemark to any spot in the viewer.

1. Position the 3D viewer to contain the spot you want to placemark. Consider zooming into the best viewing level for the desired location. Choose any one of the following methods:

   o Select *Placemark* from the *Add* Menu.
   o Click the Placemark icon on the toolbar menu at the the top of the screen

   The *New Placemark* dialog box appears and a *New Placemark* icon is centered in the viewer inside a flashing yellow square. Position the placemark. To do this, position the cursor on the placemark until the cursor changes to a pointing finger and drag it to the desired location. The cursor changes to a finger pointing icon to indicate that you can move the placemark.

   Set the following properties for the new placemark:

   o **Name** for the placemark
   o **Description**, including HTML text (see Writing Descriptions)
   o **Style, Color** - Choose a color, scale (size) and opacity for the placemark icon
   o **View** - Choose a position for the placemark. For explanation of terms in this tab, mouse over each field. Click *Snapshot current view* to apply the current view (altitude and camera angle) to this placemark.
   o **Altitude** - Choose the height of the placemark as it appears over terrain with a numeric value or the slider. Choose *Extend to ground* to show the placemark attached to a line anchored to the ground.
   o **(Icon)** - Click the icon for the placemark (top right corner of the dialog box) to choose an alternate icon.

2. Click **OK** to apply the information you entered in the placemark dialog box.

Setting Tour Options

You can control touring behavior, as described below. To access these settings, click Tools > Options.

When you are creating a tour from a folder in the places panel, use these settings:

- **Time between features** - Use this setting to control how fast the viewer flies to each stop a the tour you create from a folder. Keep in mind that setting the tour to a high speed requires that your cache contain all imagery, or else the earth, road, and placemark imagery will not be streamed quickly enough to keep up with the tour.
- **Wait at features** - Use this to set the desired pause time for each stop in the tour.
- o **Fly along lines** - Check this to make your tour follow a path (if available).
- o **Show balloons when waiting at features** - Check this to display balloons at each placemark when the tour pauses.

When you are creating a tour that follows a line (path), use these settings:

- **Camera tilt angle** - Use this to set the angle of the view displayed when following a line
- **Camera range** - Use this to determine how much of the earth (example 10,000 meters) is displayed in the tour
- **Speed** - Use this to set the speed of the tour

Use the *Ruler* window (*Tools* menu) or click to measure length, area, and circumference as follows:

1. Position the imagery you want to measure within the 3D viewer and make sure you are viewing the earth from top-down (type U) and with terrain turned off for best accuracy. Measuring is calculated using the lat/lon coordinates from point to point and does not consider elevation.
2. From the Tools menu, select Ruler. The Ruler dialog box appears. Consider moving the dialog box to a region of your screen that doesn't obstruct the 3D viewer.
3. Choose the type of shape you want to measure with. All versions of Google Earth can measure with Line or Path. Google Earth PRO users can also measure using a polygon or circle.
4. Choose the unit of measure for length, perimeter, area, radius, or circumference, as applicable. See the table below for a list of supported units of measure.
5. Click in the 3D viewer to set the beginning point for your shape and continue clicking until the line, path, or shape measures the desired region. (For circle, click in the center and drag out to define the circle.)

   A red dot indicates the beginning point of your shape, and a yellow line connects to it as you move the mouse. Each additional click adds a new line to the shape, depending upon the tool you chose. The total units for the shape are defined in the Ruler dialog box, and you can choose other units of measure for the existing shape.