Kaua’i Recreation Map Documentation

Last Updated: 12/14/2017

**For Future Releases**

MAP: Received feedback that users might like a “cities and towns” layer showing city population, popular things to do, resort locations, etc.

MAP: Expand attribute data for bodysurfing sites

WEBSITE/LINKS: Add in links to popular retailers, outfitters, etc.

WEBSITE/GALLERY: Link back to full-size images or portfolios

MAP: Add in feature toggle ability, basemap switch

**Documentation**

The map itself is fairly simple: seven layers laid on top of a Stamen basemap. There are two polygon layers (state parks and coral reefs); four polyline layers (major highways, dirt roads, rivers, and hiking trails); and three point layers (waterfalls, dive sites, and bodysurfing sites). The layers called first in the code are symbolized first. The last layers to be called are symbolized on top of the others. Each layer uses code to identify the feature, then to query the attribute table and return relevant data.

**State Parks Layer (Hawaii State Government GIS Clearinghouse)**

This is one of the best-developed layers on the webmap, and ideally what the rest of the map could look like with some work. It is set to render below all the other layers. Clicking on any of the state parks features brings up an info box with the feature name (field “name”); a brief synopsis (field “About”); and a photograph of the site (field “PhotoPath”), the last of which is done by entering an HTML string in the attribute data under “PhotoPath” to set up a <div> and insert an image from the /image folder.

The data source is: Data/Parks\_Mod.js.

**Trail Layer (Na Ala Hele Trails, Hawaii State Government GIS Clearinghouse)**

In terms of information, this layer retrieves the most data from the attribute table. 8 different fields are retrieved: Name (field “Trailname”), Length (field “LENGTH\_MI”), Difficulty (field “STANDARD”), Climate (field “CLIMATE”), Hazards (field “HAZARDS”), Trail start point (field “START\_PT”), trail end point (field “END\_PT”), and any comments (field “COMMENTS”).

The data source is: Data/Trails\_Kalalau.js.

**Highways Layer (Hawaii State Government GIS Clearinghouse)**

This is a simple display layer. One field is retrieved: Road name (field “A1\_FULLNM”).

The data source is: Data/MajorHwys\_1111.js.

**4WD/Dirt Road Layer (Hawaii State Government GIS Clearinghouse)**

5 different fields are retrieved: Name (field “Trailname”), Length (field “LENGTH\_MI”), Climate (field “CLIMATE”), Hazards (field “HAZARDS”), and any comments (field “COMMENTS”).

The data source is: Data/4WDTrails.js.

**Bodysurfing Layer (Hawaii State Government GIS Clearinghouse)**

This layer has potential for expansion. We would have loved to see average wave height; photographs; and even live conditions. Unfortunately, time limitations kept us from achieving this.

Currently, 1 field is retrieved: Name (field “NAME”).

The data source is: “Data/bodysurfing.js”.

**Rivers Layer (Hawaii State Government GIS Clearinghouse)**

This is a simple display layer. One field is retrieved: River name (field “STREAM\_NAM”).

The data source is: Data/Major\_Rivers\_1111.js.

**Waterfalls (Hawaii State Government GIS Clearinghouse)**

This is a simple display layer. No fields are retrieved.

The data source is: Data/Waterfalls.js.

**Campsites (Digitized by Sophia Bogner)**

This is currently a simple display layer. No fields are retrieved. In future releases, adding campground names and per-night costs, as well as available amenities, would be an excellent step.

The data source is: Data/Camping.js.

**Dive Sites (Digitized by Derek Ichien)**

This is a full-fledged layer, complete with custom icons (defined by “SetIconImage” function) and photographs. Five fields are retrieved: Site Name (field “Name”), Depth range (field “DepthRange”), Level of Difficulty (field “Difficulty”), Notes (field “Notes”), and Photo Path (field “PhotoPath”). As before, photos are added by entering an HTML string in the attribute data under “PhotoPath” to set up a <div> and insert an image from the /image folder.

The data source is: Data/DiveSites1.js.