

Operations Manual for applicant

< Permission to fly / Flight Plan Report >

12. How to prepare a map when preparing your flight path

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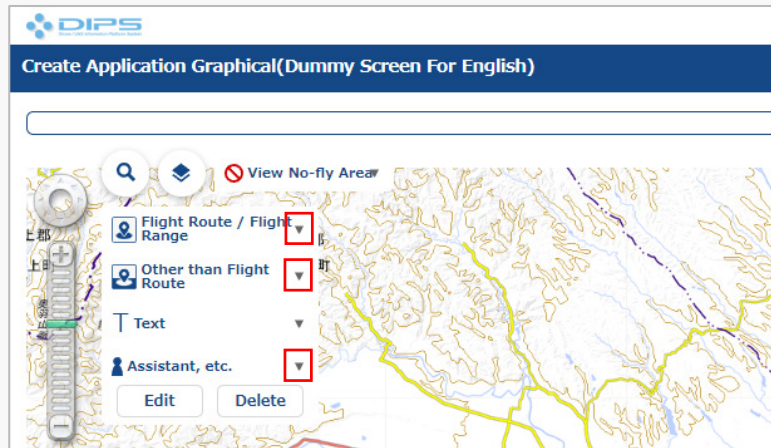
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01.Introduction (for Individuals create map data)

- In the drone information platform system, you can prepare map information for flight permission application and flight plan report.
- The method of creating map data is the same for flight permission application and flight plan report.
- This manual should be used in conjunction with the various operation manuals for flight permission application and flight plan report.

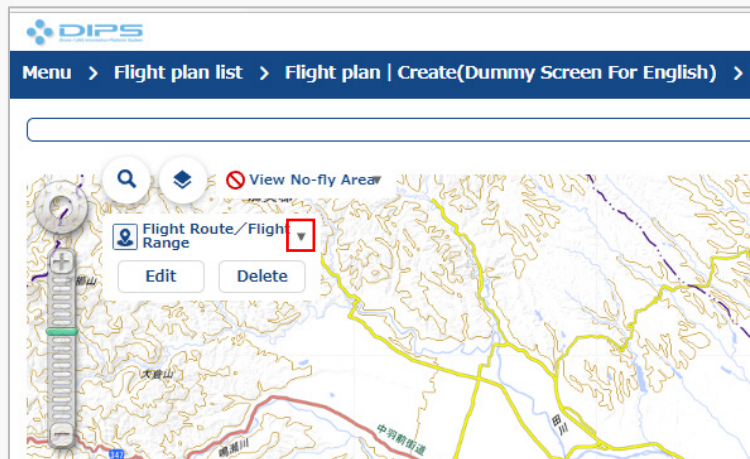
02.Screen transition from “Flight Permit Approval and Flight Plan Notification Screen”

For flight permission application



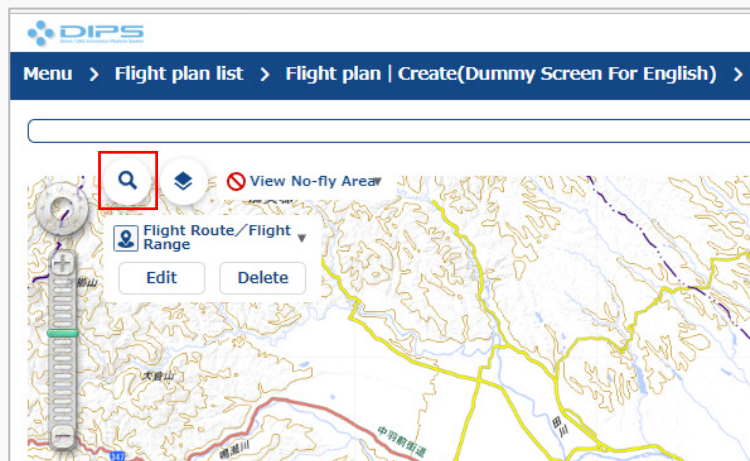
In the “Create Application Graphical” screen, click 「▼」 button of “Flight Route / Flight Range”, “Other than Flight Route”, “Assistant, etc.” and create each map information(shape) .

For flight plan report



In the “Flight plan report” screen, click 「▼」 button of “Flight Route / Flight Range” and create each map information(shape) .

03. Search for a location to create map information

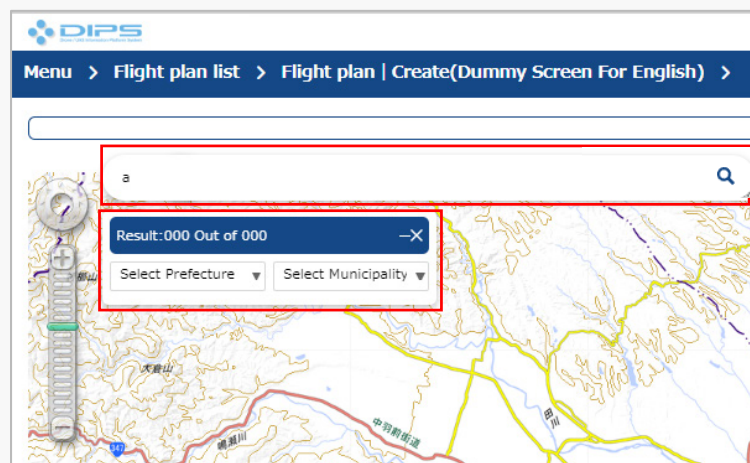


Press the 「」 button to display the text area.

Enter the address or the facility you wish to display in the text area.

The search results corresponding to the search string will be displayed.

When you select a location, the center of the map moves to the selected position.

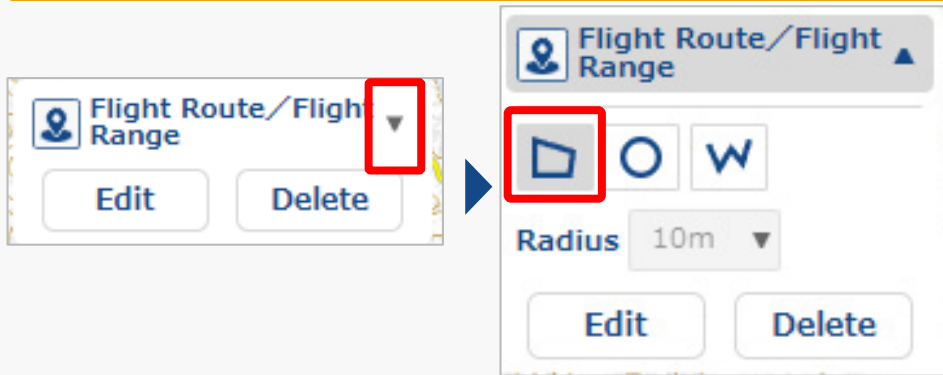


Point

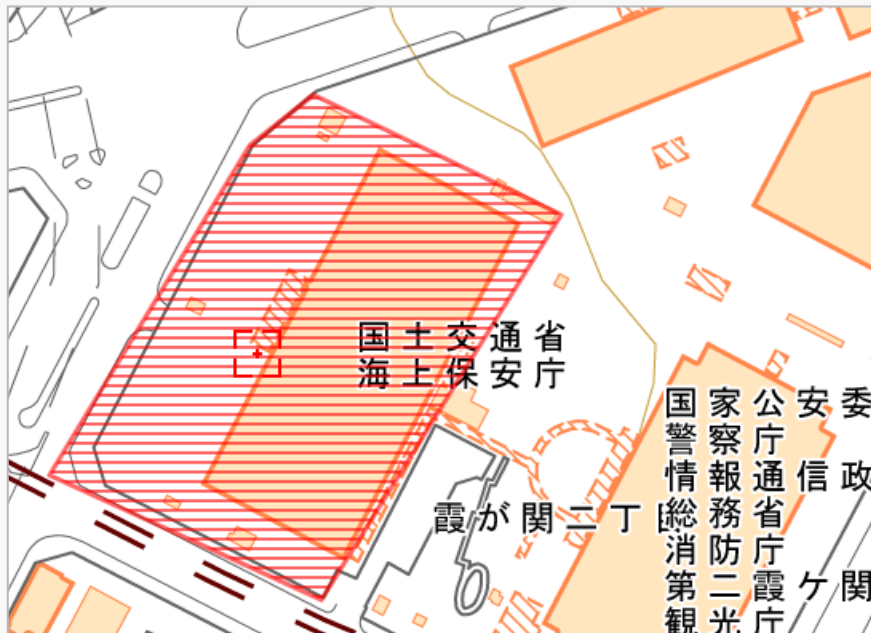
You can also move the map screen by dragging.

04. Draw flight paths and flight ranges on a map (How to draw in polygonal form)

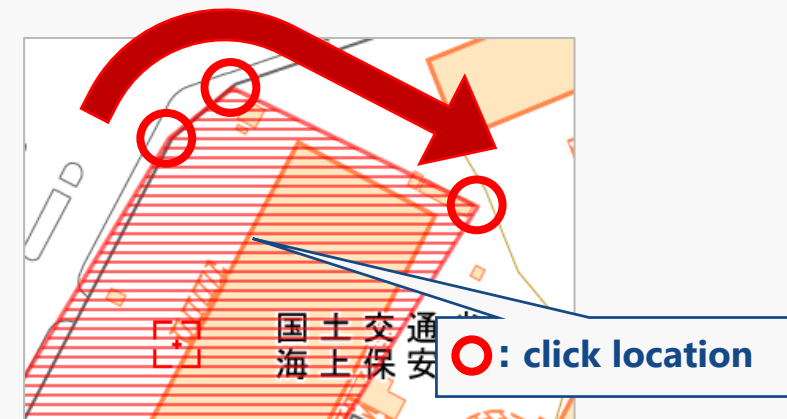
How to draw in polygonal form



Click 「▼」 button to the right of "Flight Route / Flight Range" to open the window for the shape to be drawn. Click on polygon icon.

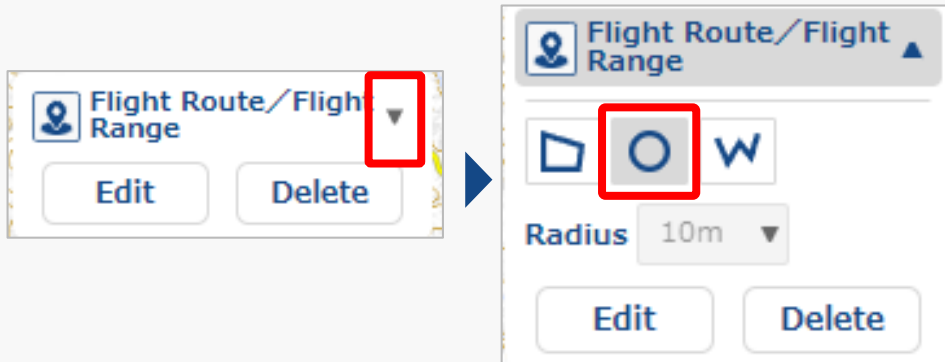


Click on polygon vertexes from the starting point on the map to draw the flight path/range. Double-click at the end of the vertex to determine the flight path/range.



05. Draw flight paths and flight ranges on a map (How to draw in a circle)

How to draw in a circle



Click 「▼」 button to the right of "Flight Route / Flight Range" to open the window for the shape to be drawn. Click on circle icon.

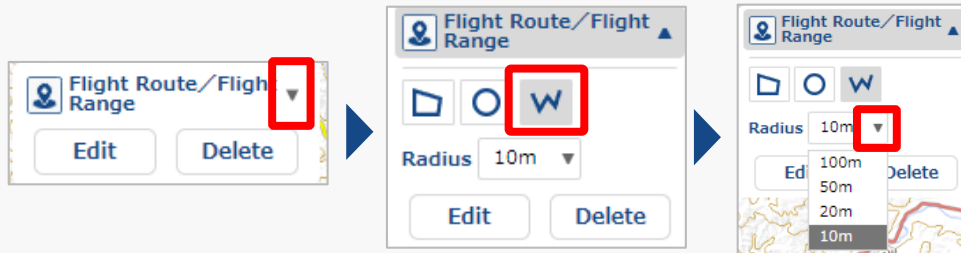


Click on the circle center on the map, drag to widen the area and draw the prohibited area. Click again at the radius you want to create to determine the flight path/range.



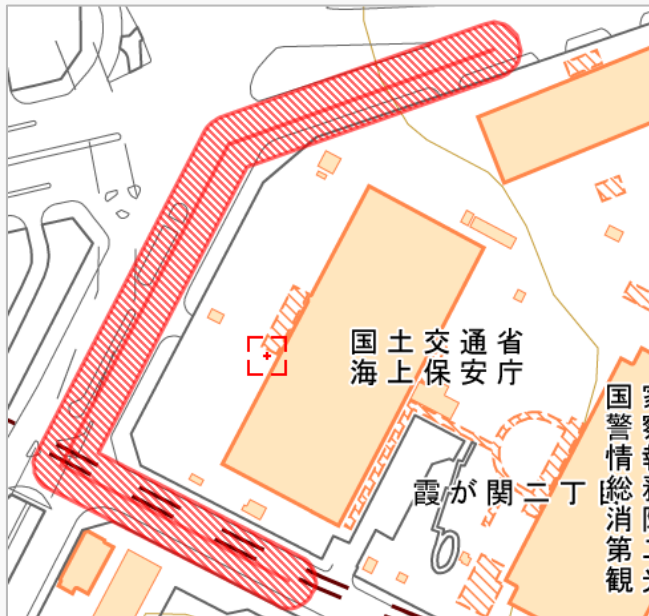
06. Draw flight paths and flight ranges on a map (How to draw with buffer lines)

How to draw with buffer lines



Click 「▼」 button to the right of "Flight Route / Flight Range" to open the window for the shape to be drawn. Click on buffer lines icon.

Click 「▼」 button to the right of "radius" to open the window for the shape to be drawn. Select the radius you want to draw.



Click on points from the starting point on the map to draw the flight path/range. Double-click at the end point to determine the flight path/range.

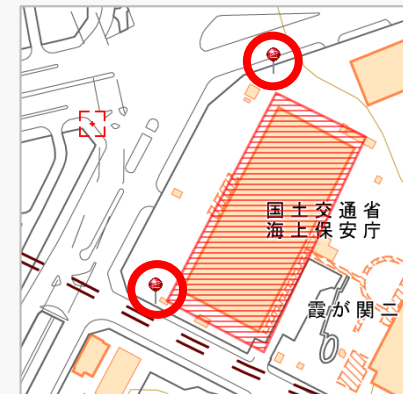
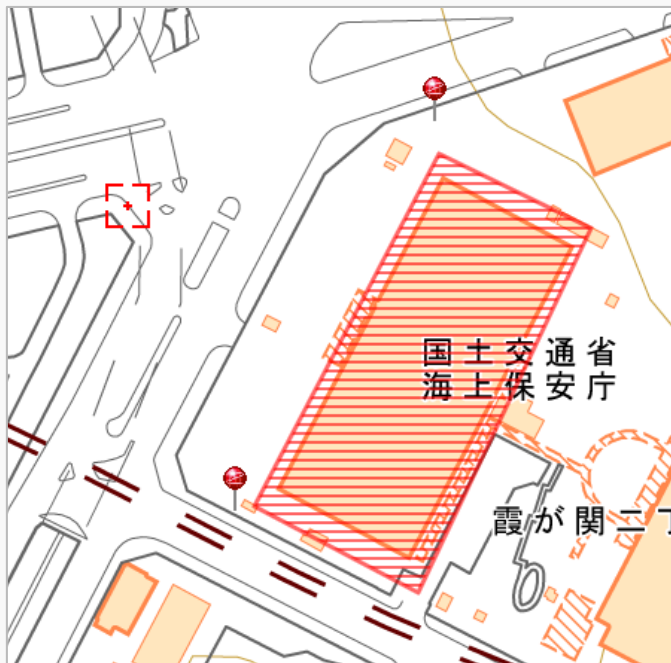


07.How to draw assistants

To draw assistants on the map



Click 「▼」 button to the right of "Assistant, etc.", click on the point to place a assistant on the map. The assistant is displayed with an 「📍」 icon.



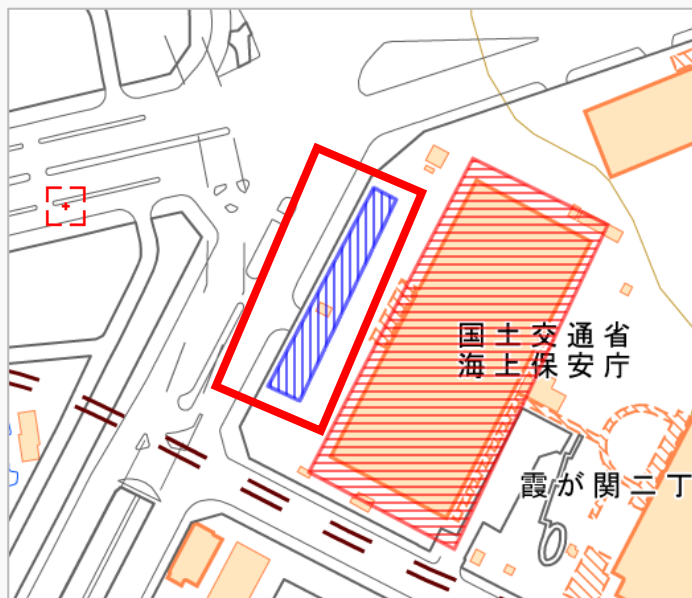
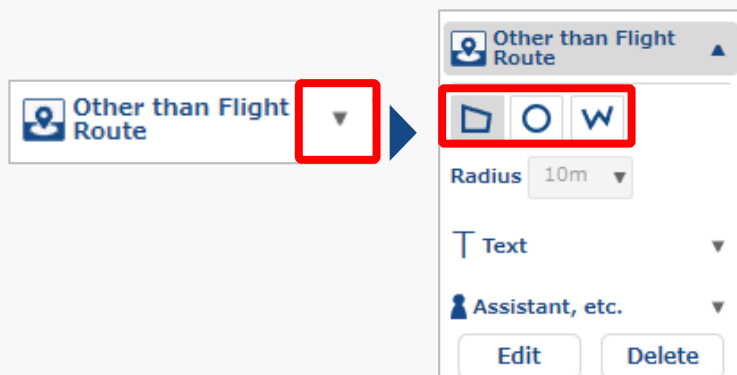
○ : click location

Caution!

- When flying over an event venues, etc., please draw the position of the assistant so that he/she can be identified.

08. How to draw artificial objects such as spectator seats

To draw artificial objects such as spectator seats on the map



Click 「▼」 button to the right of "Other than Flight Route" to open the window for the shape to be drawn. Click on the icon you want to draw.

For information on how to draw each shape, see [p.12-5~p.12-7](#)

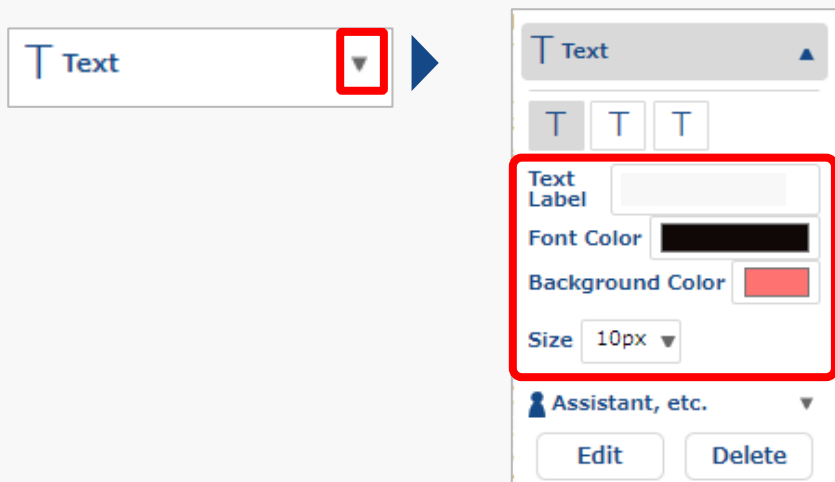
Artificial objects such as spectator seats are drawn within the blue shaded area.

Caution!

- When flying over an event venues, please draw artificial objects to show the location of spectators, etc., and make it clear that the route does not fly over third parties

09. How to create text

To create text on the map



To add information in text to an assistant or artifact objects on the map, Click 「▼」 button to the right of text and enter the information.

Change text color, background color, and size as needed.

Click on the location on the map to place the text.

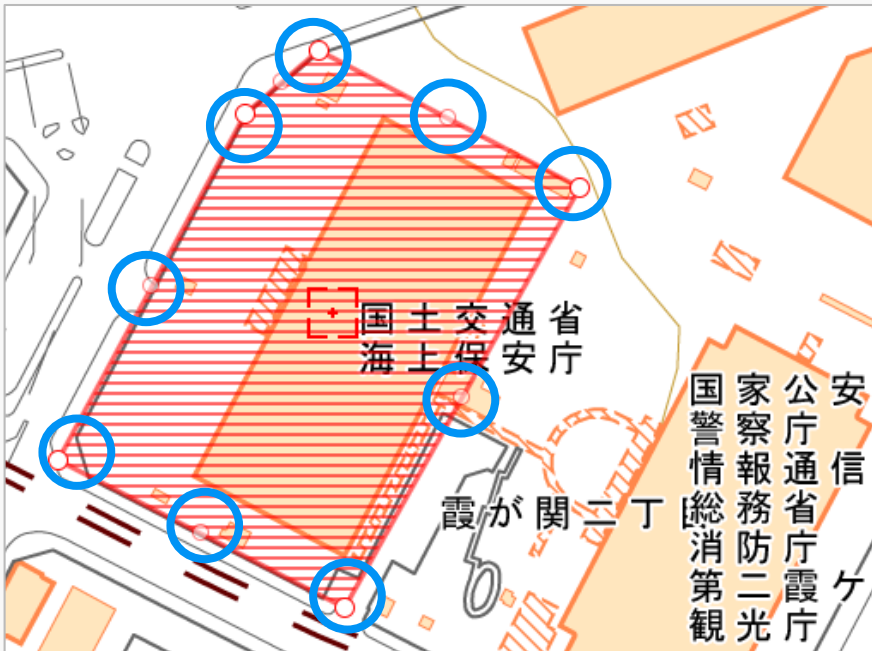


10. How to edit flight path/range (for polygons) (1/2)

How to edit flight path/range (for polygons)



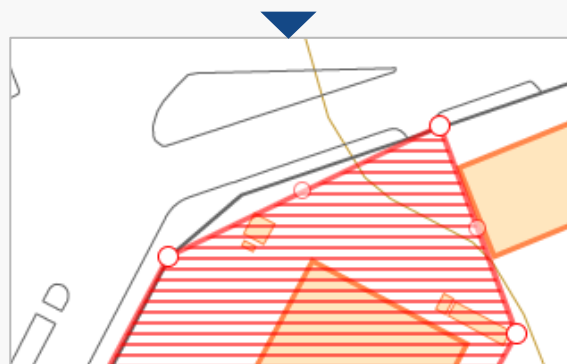
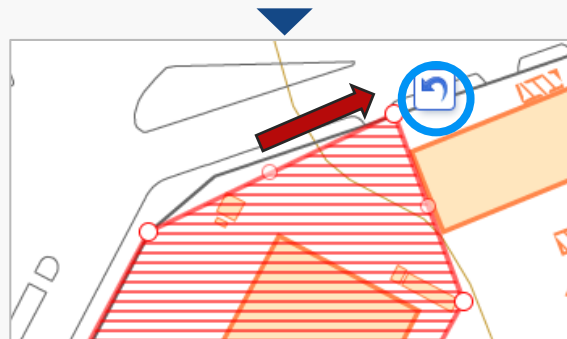
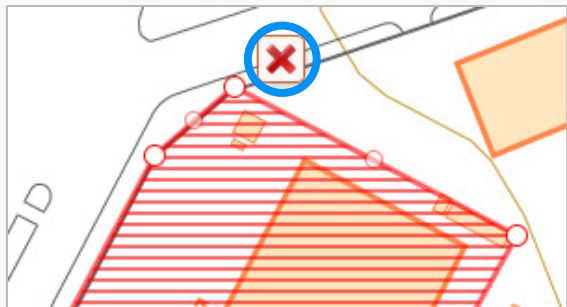
In the "Flight Route / Flight Range" screen, click "Edit" button to change the status to that shown on the left, and the flight path/range can be edited.



With editing enabled, click on the flight path/range (red shaded line) and a red circle will appear at each point. Click on the red circle you want to edit.

10. How to edit flight path/range (for polygons) (2/2)

How to edit flight path/range (for polygons)



Click on the red circle you want to edit. To delete the selected point, press 「×」.

If you want to change the range without deleting, change the range while clicking the red circle. Once you have moved the red circle to the location you want to change, release the click. If you want to undo the change, press the "arrow" in the blue circle on the left. The drawing returns to the state before the change.

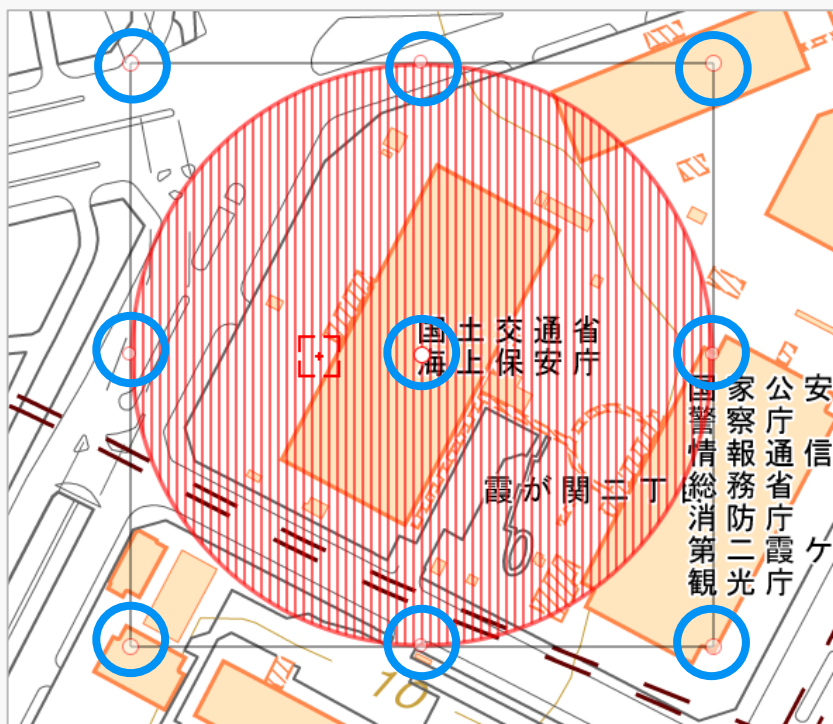
After all points have been deleted or changed, click on the map outside of the flight path/range or a red circle. The "arrow", 「×」 icons and the red circle will disappear as shown on the left, and the edited flight path/range will be fixed.

11. How to edit flight path/range (for circles) (1/2)

How to edit flight path/range (for circles)



In the "Flight Route / Flight Range" screen, click "Edit" button to change the status to that shown on the left, and the flight path/range can be edited.

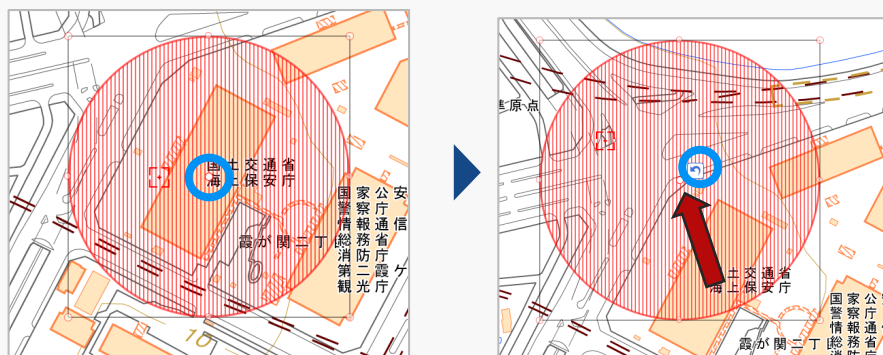


With editing enabled, click on the flight path/range (red shaded line) and a red circle will appear at each point.

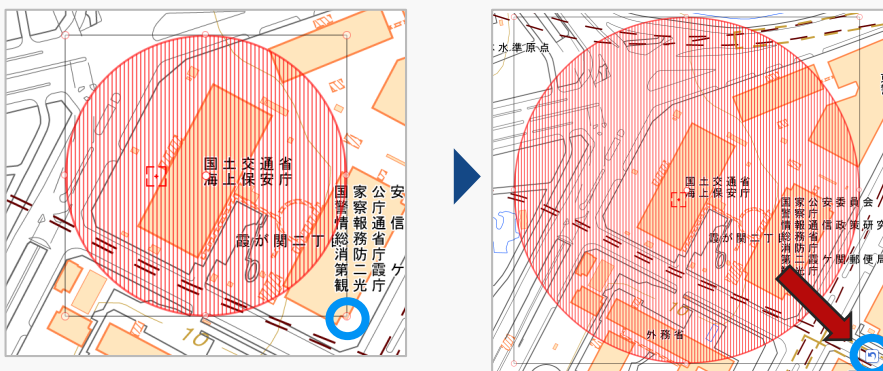
11. How to edit flight path/range (for circles) (2/2)

How to edit flight path/range (for circles)

To move it



To be enlarged or reduced



Slide the circle in the direction you want to move it while clicking the red circle displayed in the center of the circle and release the click. If you want to undo the change, press the "arrow" in the blue circle on the left. The drawing returns to the state before the change.

While clicking on the red circle displayed outside the circle, slide it in the direction to be enlarged or reduced.

Release the click when you have slid it to the place you want to zoom in or out. If you want to undo the change, press the "arrow" in the blue circle on the left. The drawing returns to the state before the change.

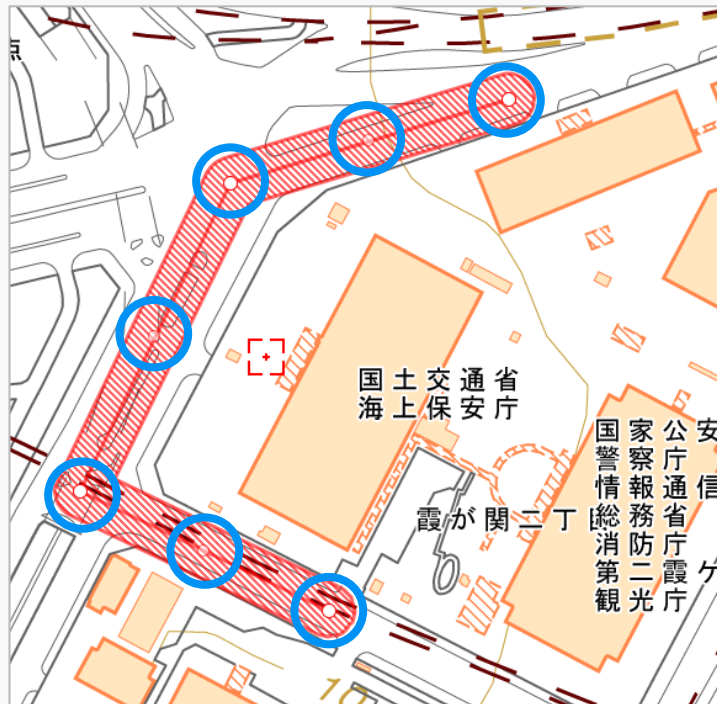
After moving/zooming in/out, if you click on the map outside of the flight path/range, the "arrow" and red circle will disappear and the edited flight path/range will be fixed.

12. How to edit flight path/range (for buffer lines) (1/2)

How to edit flight path/range (for buffer lines)



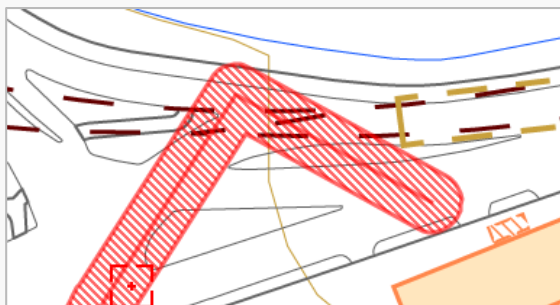
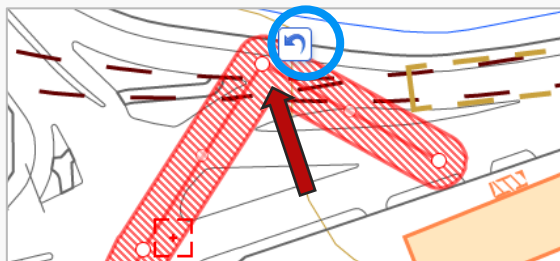
In the "Flight Route / Flight Range" screen, click "Edit" button to change the status to that shown on the left, and the flight path/range can be edited.



With editing enabled, click on the flight path/range (red shaded line) and a red circle will appear at each point. Click on the red circle you want to edit.

12. How to edit flight path/range (for buffer lines) (2/2)

How to edit flight path/range (for buffer lines)



Click on the red circle you want to edit.

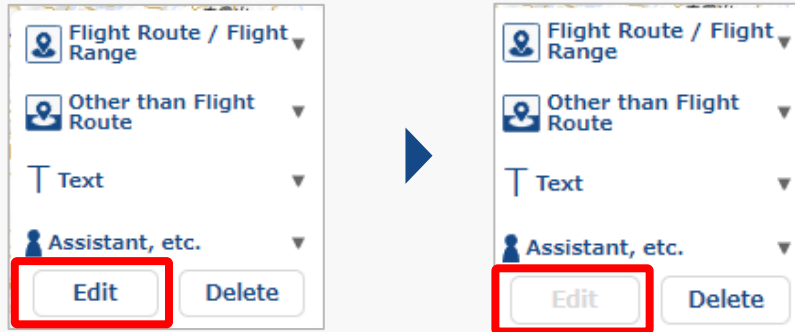
To delete the selected point, press 「×」.

If you want to change the range without deleting, change the range while clicking the red circle. Once you have moved the red circle to the location you want to change, release the click. If you want to undo the change, press the "arrow" in the blue circle on the left. The drawing returns to the state before the change.

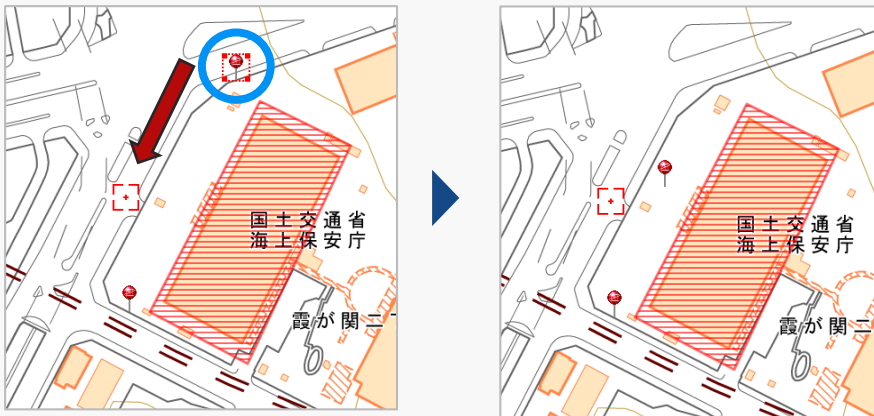
After all points have been deleted or changed, click on the map outside of the flight path/range or a red circle. The "arrow", 「×」 icons and the red circle will disappear as shown on the left, and the edited flight path/range will be fixed.

13. How to edit assistants

To edit an assistant



In the screen, click "Edit" button to change the status to that shown on the left, and assistants can be edited.



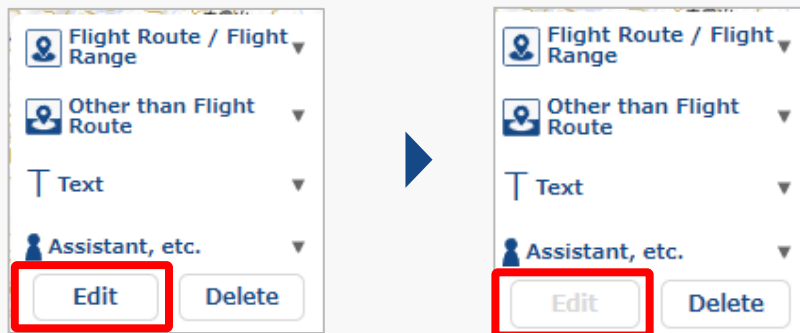
With editing enabled, click on the assistant and a red frame will appear around it. Click and drag to the location where you want to move it.

Caution!

- When flying over an event venues, etc., please draw the position of the assistant so that he/she can be identified.

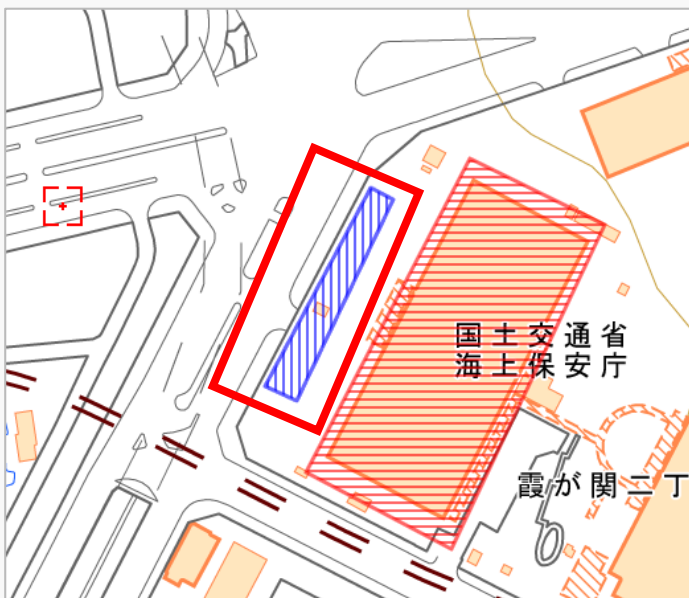
14. How to edit artificial objects such as spectator seats

To edit artificial objects such as spectator seats



In the screen, click "Edit" button to change the status to that shown on the left, and artificial objects such as spectator seats can be edited.

For information on how to draw each shape, see [p.12-11~p.12-16](#).

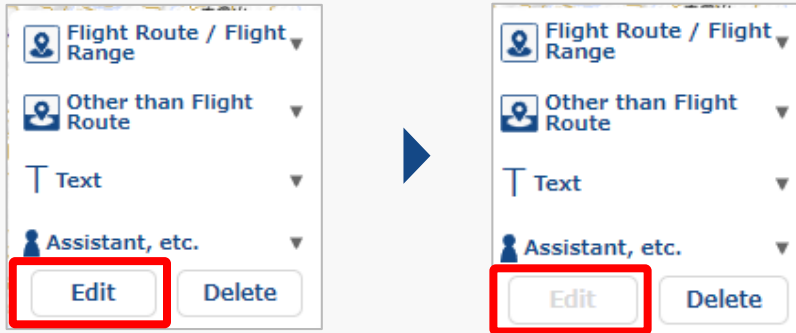


Caution!

- When flying over an event venues, please draw artificial objects to show the location of spectators, etc., and make it clear that the route does not fly over third parties

15. How to edit text

To edit text



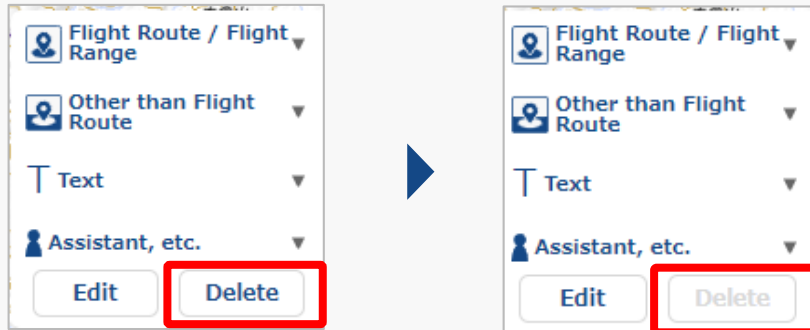
In the screen, click "Edit" button to change the status to that shown on the left, and text can be edited.



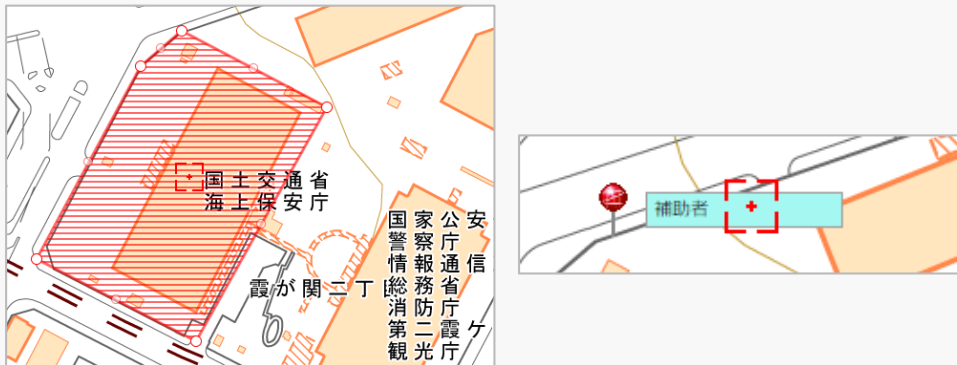
With editing enabled, click on the text and a red frame will appear around it. Click and drag to the location where you want to move it.

16. How to delete a shape or object

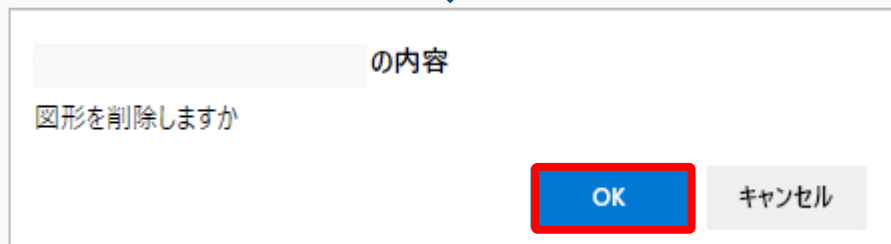
To delete a shape or object



In the screen, click "delete" button to change the status to that shown on the left, and a shape or object can be deletable.



Click the shape or object you want to delete.



A message confirming the deletion appears. Click "OK" to complete the deletion.