



## How to add data (GIS “Shapefiles”) to BioFinder

Note: use this process if you have an existing GIS “Shapefile” with your own data. A shapefile will include several separate files all with the same name but different extensions

community_places.cpg	5/23/2022 4:00 PM	CPG File	1 KB
community_places.dbf	5/23/2022 4:00 PM	DBF File	2 KB
community_places.prj	5/23/2022 4:00 PM	PRJ File	1 KB
community_places.sbn	5/23/2022 4:00 PM	SBN File	1 KB
community_places.sbx	5/23/2022 4:00 PM	SBX File	1 KB
community_places.shp	5/23/2022 4:00 PM	SHP File	5 KB
community_places.shx	5/23/2022 4:00 PM	SHX File	1 KB
community_places.xml	5/23/2022 4:00 PM	XML Document	29 KB

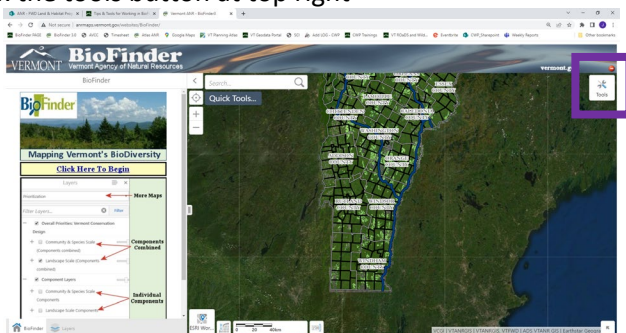
There is a separate process (Not described here) for uploading existing datasets from the Agency of Natural Resources Atlas using the “Layer Catalog”

Adding a Shapefile to display in BioFinder

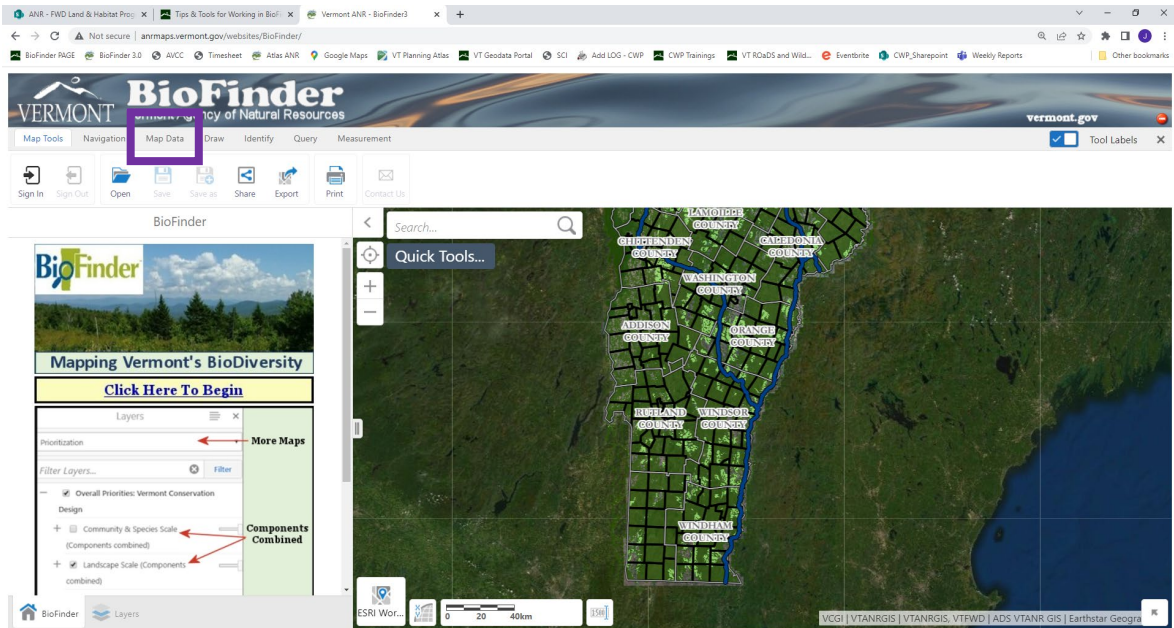
1. Open BioFinder

<http://anrmaps.vermont.gov/websites/BioFinder/>

2. Click the tools button at top right



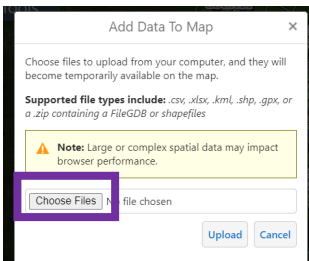
3. Click on Map Data Tab



4. Click the button to Upload Data

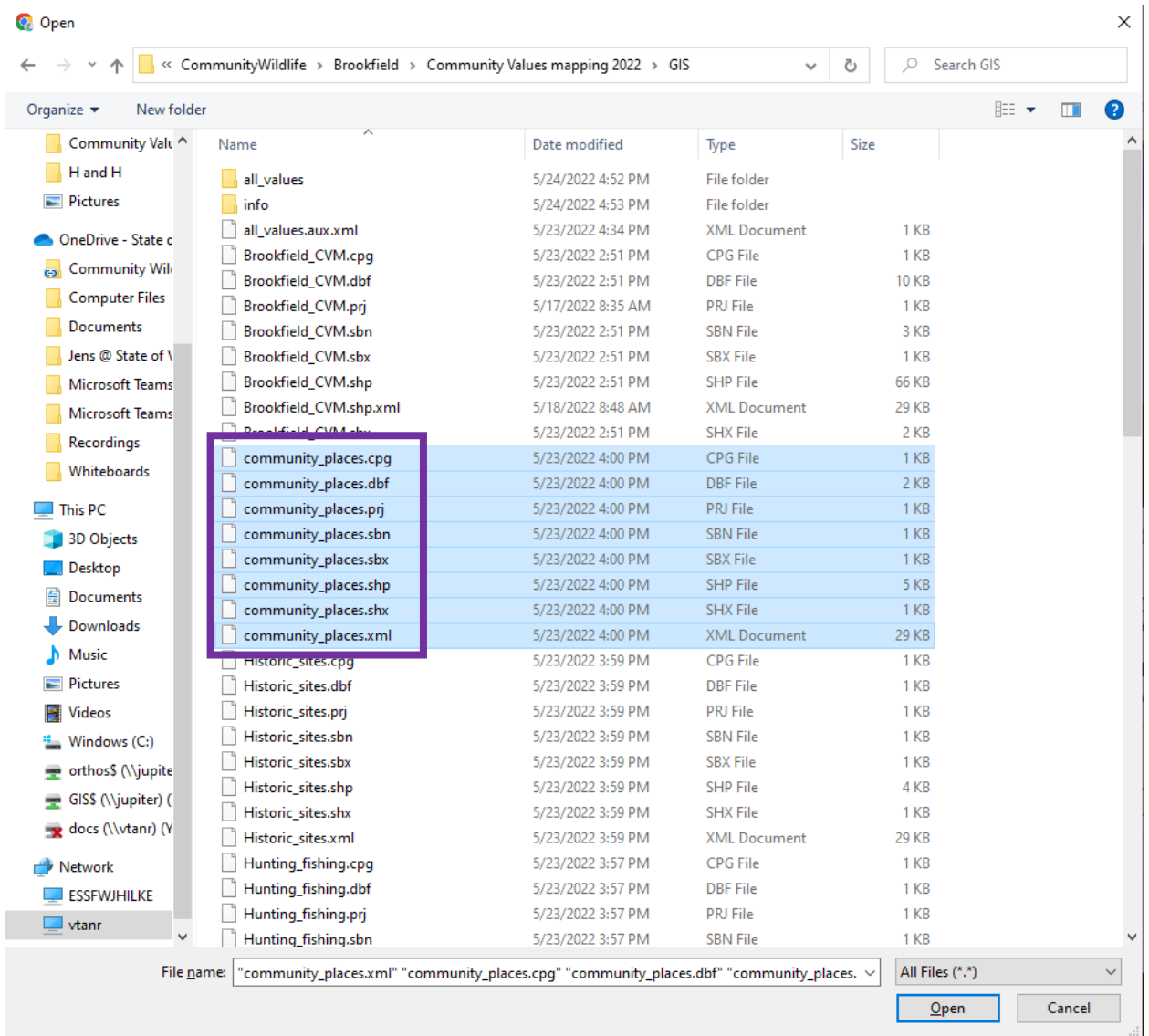


5. Hit Choose Files



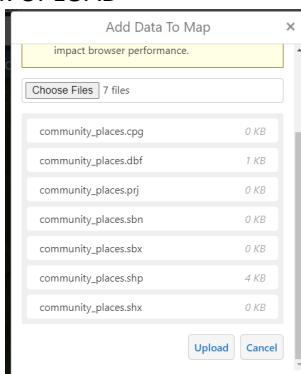
6. Navigate to the files you'd like to upload

You'll need to select ALL THE FILES associated with a particular "Shapefile". Hold the SHIFT key and click on each of them. The click OPEN

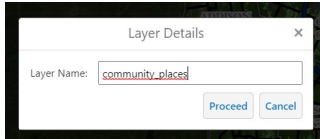


OR you could select an entire zip file, if it contains all the parts of a "Shapefile")

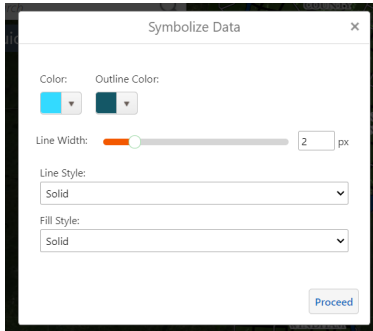
## 7. Click UPLOAD



## 8. Edit the name if you want, then click PROCEED



9. Edit the color & outline color that it will display, then click PROCEED



10. Now it will be added to the map as another layer in BioFinder. You can turn it off/ on, change the transparency and change the colors.

