Methodology for Creating Land Use Maps for Counties and Municipalities

1. Apply Land use symbology to county layer.
   - Go into Properties of your county layer,
   - Under Symbology tab, click import.
   - Choose a layer that has the Land Use symobology, click ok.
   - In the first Value Field tab, choose LU, click ok.
   - Click apply and OK.
2. Add tl_2010_55_cousub10 layer to show municipalities boundaries.
3. Select all polygons within a municipality.
   - Choose the "Select Features by Rectangle" tool in the toolbox.
   - Click on any polygon in a chosen municipality
   - Go to the Attribute Table in the tl_2010_55_cousub10 layer to see what the name of the municipality is
   - Go to selection tab, then to Select by Location
   - Choose "select features from" in the selection method tab, choose your layer in the Target layers, for Source layer choose tl_2010_55_cousub10, make sure to check the "Use selected features" box, under the Spatial selection method tab, choose "Target layer(s) features are within the Source layer feature"
   - Click apply, then OK
4. Check to make sure all polygons have been selected within the municipality layer.
   - Manually add polygons that were not selected using the "Select Features by Rectangle" tool, make sure to hold shift when selecting features so it adds the new feature to the others
5. Export selected features to a new layer.
   - Right Click on the source county layer, go to data -> export data
   - Name your new layer
   - Add as a new layer
6. Apply land use symbology to the municipality layer.
7. Convert county and all municipality layers to KML, with the county map as a raster and municipalities as vector.