

Intelligence

GeoStore

Define Your AOI
User Guide



AIRBUS

Tutorial Overview

Skills To Be Acquired

The following points will be explained in detail in this User Guide

- ✓ Knowledge of an AOI width, height and area constraints in GeoStore
- ✓ Draw an AOI with the point, line, box and polygon tools
- ✓ Upload and rename an AOI from a shapefile, a KML/KMZ file or a WKT file
- ✓ Modify an AOI
- ✓ Switch between several AOIs
- ✓ Delete an AOI and clear all AOIs
- ✓ Export an AOI
- ✓ Rename an AOI

Useful Related User Guides

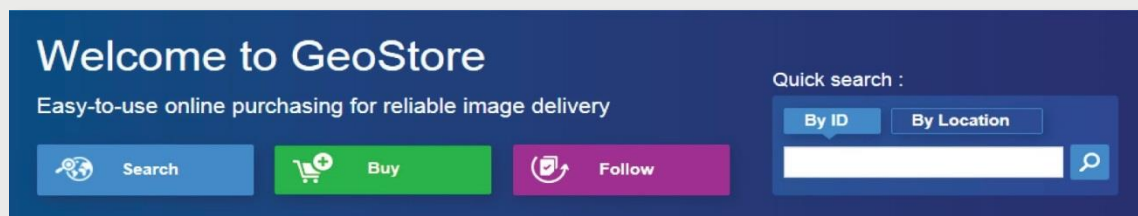
You may want to learn more about the use of GeoStore. Please check the following User Guides to enhance your GeoStore experience!

- [How To Search For Archives Products](#)
- [How To Search For Off-The-Shelf Products](#)
- [Multiple Polygons](#)
- [Create And Manage Projects And Alertes](#)

Any questions? Please check our [FAQ section](#) from the GeoStore homepage

Go To The Map

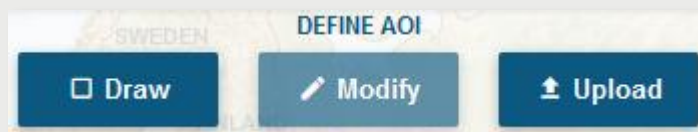
Go to www.geostore.com in your web browser. We recommend Mozilla Firefox or Google Chrome: check for [supported versions](#) below the Questions and answers section.






- Click on  **Search** from the GeoStore home page if you just need an overview of the archive products
- Or
- Click on  **Buy** from the GeoStore home page if you plan to order archive products, then ...
- Click on  **Login** and enter your e-mail address and password

Locate The Define AOI Tools

Go to the **DEFINE AOI** tools on the upper side of the map



- Click on  **Draw** to draw polygons with different tools. The coordinates of the pointer are displayed (in longitude and latitude) on the bottom right corner of the map as well as the width and height of your AOI
AOI width:210 km, AOI height:116 km Coordinates: 1.44, 43.33
- Click on  **Modify** to modify vertices of existing polygons. This tool can't be selected unless you have already drawn a polygon
- Click on  **Upload** to import polygons from a Shapefile or a Kml/Kmz. You may want to check for the [supported projections](#) in the Help & Support section

Once you create or upload polygons, a search will be automatically launched with your latest search filters. This search is done for the selected polygon only.

Any questions? Please check our [FAQ section](#) from the GeoStore homepage



Best Practices To Define An AOI

Please check the table below before defining your AOI if you already know the product you need.

By default your AOI must meet the minimum area of 5 sq km, otherwise no results will be displayed during a search.

A minimum area will however be invoiced according to the product.

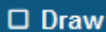
Tasking	ONE DAY	ONE NOW	ONE PLAN	ONE SERIES
Sensor	Pléiades	SPOT 6/7	Pléiades	SPOT 6/7
Minimum area invoiced (sq km)	100	500	100	500
Min AOI area (sq km)	25	100	5	5
Max AOI area (sq km)	800	7 200	-	-
Max AOI height (km)	40	120	10 000	10 000
Max AOI width (km)	18.9	50	10 000	10 000

Optical Products	Pléiades	SPOT 6/7	SPOT 1-5
Minimum area invoiced (sq km)	25	100	1 000
Min AOI width (km)	2	2	2
TerraSAR-X Products	Staring Spotlight	Spotlight	High Resolution Spotlight
Minimum area invoiced (sq km)	14.8	100	50
Min AOI width (km)	3.7	10	5
Min AOI height (km)	4	10	10
TerraSAR-X Products	StripMap	ScanSAR	Wide ScanSAR
Minimum area invoiced (sq km)	900	15 000	54 000
Min AOI width (km)	30	100	200
Min AOI height (km)	30	150	270

Off-the-shelf Products	Elevation30	WorldDEM	SPOTMaps
Minimum area invoiced (sq km)	500	500	250
Min AOI width (km)	2	2	2

Any questions? Please check our [FAQ section](#) from the GeoStore homepage

Draw An AOI With The Point Tool

Click on  **Draw** in the “**DEFINE AOI**” block menu

Select  **Point** and click on  to reveal the buffer option

Select the buffer you want to apply to the point

Click on the map at your AOI location, the buffer function will automatically create a squared polygon of the specified buffer around your point

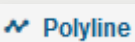

Ensure that your AOI meets the minimum required area of 5 sq km.

Be aware that a minimum area will be invoiced according to the product as described in the [table on page 3](#)



Draw An AOI With The Polyline Tool

Click on  **Draw** in the “**DEFINE AOI**” block menu

Select  **Polyline** and click on  to reveal the buffer option

Select the buffer to apply to the polyline (the default buffer is set to 5 km)


Click on the map to initiate your polyline creation
Finish your construction by a double click
The buffer function will automatically transform polylines into polygons by expanding both side of the polylines according to the buffer


Ensure that your AOI meets the minimum required area of 5 sq km.
Be aware that a minimum area will be invoiced according to the product as described in the [table on page 3](#)



Any questions? Please check our [FAQ section](#) from the GeoStore homepage

Draw An AOI With The Box Tool

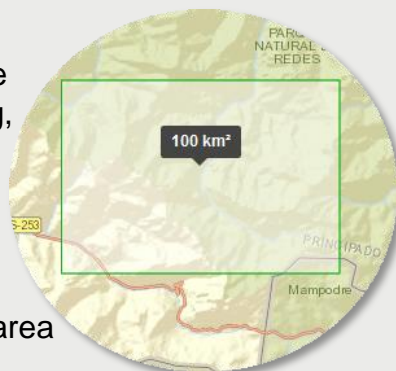
Click on  **Draw** in the “**DEFINE AOI**” block menu

Select  **Box** and make a first click on the map


Once you have done that first click you can pan the map wherever you need with a click and drag, zoom in and out with a mouse scroll


Click on the map a second time to finish the box

Ensure that your AOI meets the minimum allowed area of 5 sq km. Be aware that a minimum area will be invoiced according to the product as described in the [table on page 3](#)



Draw An AOI With The Polygon Tool

Click on  **Draw** in the “**DEFINE AOI**” block menu

Select  **Polygon** and make a first click on the map

Click on the map to initiate your polygon construction. You can pan the map wherever you need with a click and drag, zoom in and out with a mouse scroll

Double click to finish your polygon construction, the first and last vertex you created will be automatically linked

Ensure that your AOI meets the minimum required area of 5 sq km. Be aware that a minimum area will be invoiced according to the product as described in the [table on page 3](#)




Any questions? Please check our [FAQ section](#) from the GeoStore homepage



Draw An AOI With The “Coordinates” Tool

Click on

 Draw

in the “**DEFINE AOI**” block menu

Select

 Coordinates

and select “Center point” or “Corner coordinates”

SPECIFY YOUR AOI

Center point

Corner Coordinates

Enter a Latitude and a Longitude

Center point

Decimal

Sexagesimal

Latitude

Latitude

Hour ° Minut ' Seconc " N/S

Longitude

Longitude

Hour ° Minut ' Seconc " W/E

Dimensions

Square



Rectangle

Length

 Km

Area

 Km²

Reset

Cancel


Ok

This tool will automatically draw an AOI (square or rectangle) around this center point or according to the upper left corner and lower right corner coordinates if you chose “Corner coordinates”.

Any questions? Please check our [FAQ section](#) from the GeoStore homepage

Upload Polygons

Click on

 Upload

to import one or more AOI into GeoStore. You can upload as many polygons as you want

Please ensure your file meets the requirements listed below before upload

Upload Requirements	
File Format	ESRI Shape File (select the .shp et .prj files) , Google Earth Kml/Kmz, WKT
File Type	Polygon, Multipolygon
Allowed projection and coordinate systems	Check for supported projections in the FAQ section
Minimum area	5 sq km but a minimum area will be invoiced according to the product (please check the table on page 3)
Geometry and topology constraints	Polygons must be gap free and not self-intersecting

Select the file format and click on

 Upload

then select the file to upload

IMPORT DATA


ID

WKT

KML / KMZ

SHP

Click on the browse button to import your txt file or enter directly the WKT in the area below.

 Upload

Cancel

Ok

You can either paste the WKT coordinates or upload a text file containing the coordinates. You can as well upload a list of ID through this menu

Any questions? Please check our [FAQ section](#) from the GeoStore homepage

Upload polygon names directly in the map

Click on **Upload** and select **KML / KMZ** for KML/KMZ file or **SHP** for Shapefiles

If you are uploading a Shapefile, make sure to select all the related file types (.shp .dbf .shx .prj) by maintaining the SHIFT or CTRL key while clicking. Then click on the switch button to select “Yes”, choose the field name to import and click on “OK” to start the upload. Note that if you are uploading a KML/KMZ file, only the “Name” attribute will be selectable.

Rename Polygons


Click on the default name of your polygon and enter a new name in the box

Click on **Ok** to validate your modifications

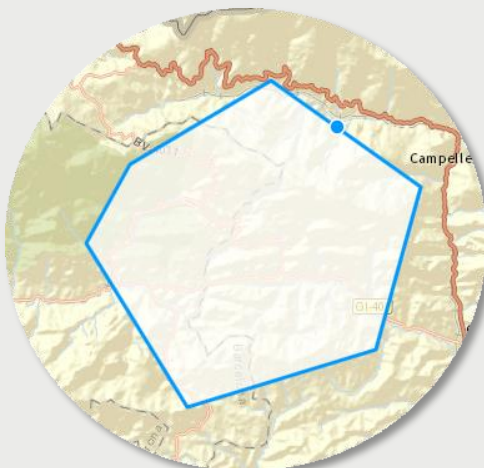
Any questions? Please check our [FAQ section](#) from the GeoStore homepage

Modify Polygons

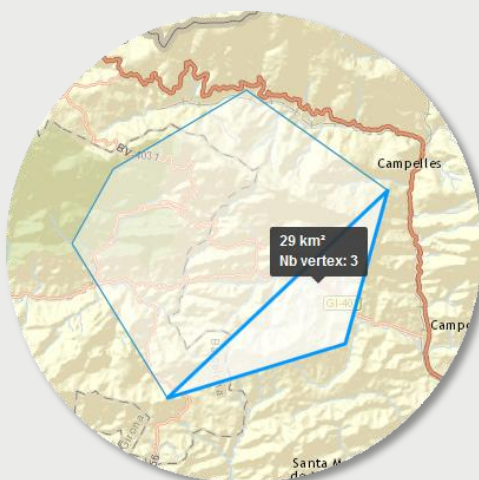
Click on

 **Modify**

to edit your polygon and make its footprint turn blue so you can easily identify it.



Add a vertex by clicking on the footprint, you will see a blue dot appear, then you can drag it to the specified location or you can move existing vertices.



Remove a vertex by clicking on it, your new polygon construction is then displayed over the old one.

Click on

Accept

to validate your modification

Click on a polygon to modify it.

Cancel

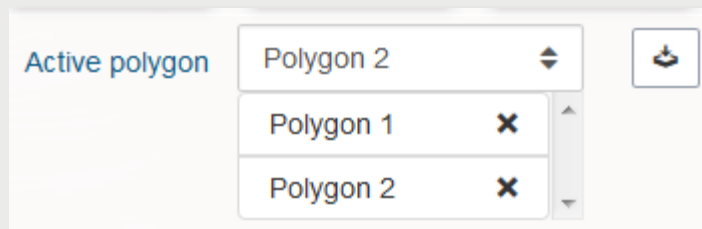
Accept

Any questions? Please check our [FAQ section](#) from the GeoStore homepage

Switch Between Polygons

If you have uploaded several polygons you may want to select or modify only one in the list. To do so you have to make this polygon the active polygon

Go to the **DEFINE AOI** tools and locate the active polygon list



Scroll down the active polygon list by clicking on the arrows

Pass the mouse over a polygon name to change it to light orange on the map. This function enables you to readily identify and locate your polygon

Click on a polygon name to make it the active polygon and to zoom on its location. This function enables you to switch between the different polygons. **Every time you switch polygon, a new search is launched** taking into account the current active polygon with your latest entered filters (products and criteria).

Export Polygons

Export your active polygon in KML by clicking on next to the polygon list

Delete Polygons

Delete a polygon by clicking on the next to the polygon name in the active polygon list. **As you cannot undo this operation, we recommend you to use this function with care**

Clear Every Polygon In The Map

Click on Draw to scroll down the menu

Then

Click on Clear at the bottom of the list to erase every polygon on the map

As you cannot undo this operation, use this function with care

Any questions? Please check our [FAQ section](#) from the GeoStore homepage