

Landmarks created in the portal can be exported into a KMZ file for display within **3D Google Earth**. Keyhole Markup Language (KML) is an XML notation for expressing geographic annotation and visualization from Google Earth. When you run a 3D map from the portal, a new .kml file is downloaded to your computer and automatically loaded within Google Earth (represented by its own node in your “Temporary Places”). This node structure allows you to toggle on/off different places (.kml files), layered within the same Google Earth window. Google Earth saves places as KMZ files, which are zipped KML files with a .kmz extension.

## Export a Landmark

You can export an individual landmark or all landmarks.

### To export a landmark:

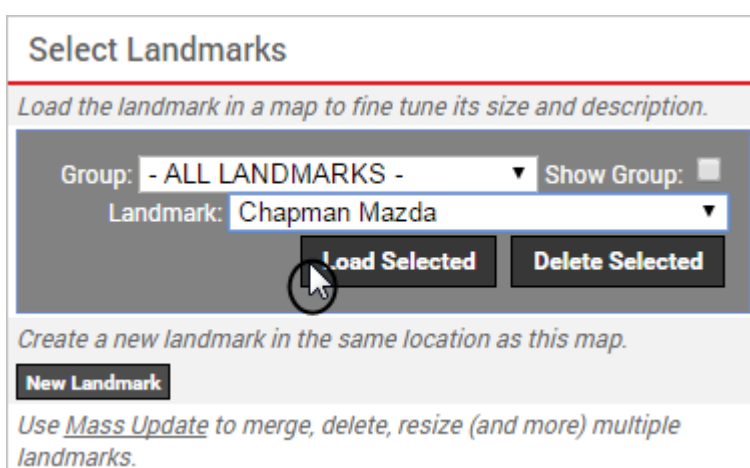
1. From the portal, hover over the **Mapping** menu, click **Edit Landmarks**, and click **Open**.

The Edit Landmarks page opens in a new browser tab.

1. From the Select Landmark box, click the **Landmark** drop-down.

All landmarks within the selected group load within the list. To narrow the list, use the Landmark Group drop-down to filter landmarks by a particular **landmark group**.

1. From the list, click the landmark you want to edit. You may type the first letter of the landmark name to jump within the list.
2. Click **Load Selected**.



The properties for the selected landmark load, and the landmark location is visible on the map.

1. From the map, click the Export Landmark button ().

A link to the exported .kmz file appears in your browser’s download bar. You can also launch it from your

computer's Downloads folder.

1. Double-click to open the file in Google Earth.

## **To export all landmarks:**

1. From the portal, hover over the **Mapping** menu, click **3D Download**, and click **Landmark Map**.

A link to the exported .kmz file appears in your browser's download bar. You can also launch it from your computer's Downloads folder.

1. Double-click to open the file in Google Earth.