

# SDL | PORTAL

## Getting Started

July - 2015

Welcome to SDL Portal. The first step is to set up a user account. To do so, please follow these steps:

Click either the Sign Up button or Create an account. Doing so will display the following dialog:

### Create your Account

Email

User Name

Password

First Name

Last Name

Select Your Town

Note: You can change your town from your Account page at any time.

By signing up, you accept Spatial Data Logic's [Terms of Use](#) and [Privacy policy](#).

Create Account

Forgot password? [Reset it here](#)  
Existing User? [Sign in here](#)

Email – valid email address to be associated with your user account

User Name – your user id (note: no spaces should be used)

Password – the password you desire to be used.

First Name – Your First Name


Last Name – Your Last Name

Select Your Town – This is the town you wish to be associated with. (Note: you can change this from your account page after setting up your account.)

After populating the information, you will receive an email validation to the email address you provided. Be sure to check your spam folder if you have not received this email within 5 minutes of submitting your account.

With your account activated, you may now access the SDL Portal and begin using the program. We recommend that you utilize the municipal website to gain access to the SDL Portal for that specific town, by doing so this will take you directly to their city portal information. You can alternatively go to [www.sdlportal.com](http://www.sdlportal.com) and then log in.

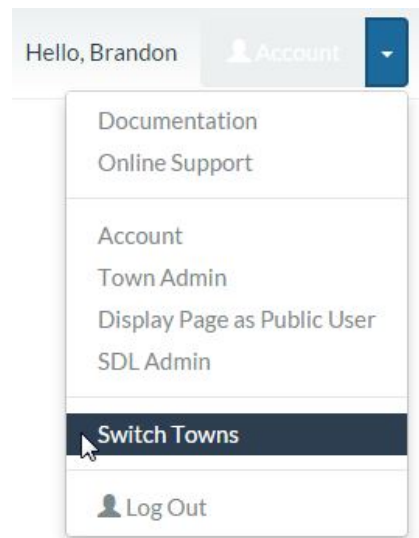
Sign In to the SDL Portal



Sign In as an SDL User[Forgot password?](#)

[Create an account](#)

Once logged into the SDL Portal website you can select the down arrow next to the Account button and select the municipality you wish to search on.



This will now display the Home page for the municipality you selected. Use Search to look up information, Requests to create or submit an application, and Maps to browse the map to locate your property manually.