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Getting to your Start Point

Moving About Maps

Whether you want to print a map, plan a route or just look at a map you have to get the correct area of the country on the screen in a suitable map scale.

There are several ways to do this depending on what you want to do and what information you have available.

drag the map across the screen, switching map types and zooming in/out till you get where you want

use Go to Grid to get to a known set of coordinates

use Find Place to get to a particular place

use View Map to show a particular map

Drag Map

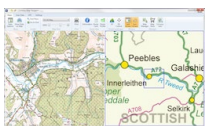
This is the most basic way of moving about maps but it also offers several features to make navigating to a particular location easier.

If you have to move a significant distance on a large scale map this can be tedious and actually seeing where you are going is difficult. You can try zooming out so you see a larger area but this tends to slow down the screen refresh rate as more tiles have to be processed.

It is best to switch to a smaller scale map such as the OS Road map and use this to navigate to the area where you want to be and then switch to the scale you actually want. You can then locate yourself exactly on the large scale map.

Split Screen Synched Maps (Pro version only)

This is a useful feature that allows you to quickly move about on a small scale map but drag a copy of a larger scale map with it so you can see the detail as well. Places that may not show on a road map are there on the large scale map.



The blue box on the small scale map shows coverage of large scale map.

How to use

Click on the Split Screen button] and you will have two map areas

Click on the Synch Screen button, amp areas are now synchronised

Select the OS Road map (or OS GB map) in right hand window

Select the large scale map you want to use in left window

Drag the Road map to where you want to be

Click on the Split Screen button and the large scale map will now fill screen

Go to Grid

The Go to Grid button is the fastest and most accurate way of getting to given a point, but it relies on having a grid reference in the correct format. It has the added bonus that it allows you to drop a waypoint as well as going to that point.

In the UK this will normally be a set of coordinates based on the National Grid and will include a letter pair prefix to define the 100km square. (Other countries have different systems and we cater for the Lambert93 France system and also UTM. If all else fails then there is always the universal Latitude and longitude.)

If the coordinates are supplied by a friend or from an up to date source then they will probably be in this format but older references may have a sheet number (probably a Landranger reference) and that is no use as this is meaningless in OMN.

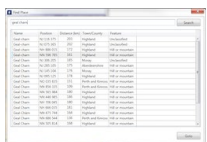
It may come as 6,8 or 10 figure map reference depending on how it was derived. Old ones will be 6 figure but newer ones derived from a GPS or digital map system may be 8 or 10. (OK the last digit in a 10 figure reference is not accurate but it is better than 100m square and assuming it is "something" then you can easily find it.) Truncate or pad with 0's to get the resolution you have chosen for your system.

Find Place

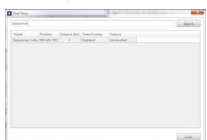
The Find Place button allows you to select from a list of places in the gazetteer. If it is a unique or very obvious name then you can probably find it easily.

If it is a common name then there may be large list and a bit of lateral thinking can help. Rather than search for the obvious look for something that may be unique, or at least less common.

The example I use is the Munro "Geal Charm" situated west of the Drumochter pass. A search on "geal charm" gives this large list and you have to pick the correct one from it.



The trick is to know that if you are going to climb this Geal-charm you will almost certainly start from Balsporran Cottage so search for that.



This gives only one result so you can quickly locate to your start point.

View Map

This could be regarded as the equivalent of the Anquet v06 Goto Map function but has not been implemented in OMN as such. It is hidden away on the My Maps tab of Map Manager.

It is not of much practical use as it takes you to some arbitrary point on the selected map and with a large map (one of the 10 regions) you still have the problem of getting to where you really want to be.

For 1:25,000 sheets or CYO mapping it may seem like a reasonable way to try and get to a known point but some of those are big and the above methods offer a better way of navigating about your maps.

Problems

The big problem is when you are suddenly presented with a white screen.

DO NOT PANIC.

This does not mean there is a problem with your system, just that you do not have mapping **for the location you have gone** to in the **currently selected map type**.

Just got to the Change Map control and select from one of the available map types and you will have mapping again.

If you have used Go To Grid or Find Place then you are taken to the selected point in the **currently selected map type**, there is no check on whether there is valid mapping there.

If you have been dragging yourself over the map or using split screen, especially with larger scale maps, it probably means you have fallen off the edge of your available mapping in that type.

Getting Started with Outdoor Map Navigator

Getting Started with Outdoor Map Navigator

The screen

The screen comprises three permanently visible areas. At the bottom is a Status Bar that shows your current mouse position and altitude in your selected units. At the top are a set of ribbons that provide access to the various functions of Outdoor Map Navigator. The main section in the middle is where you view your maps and user data (waypoints and routes) you create. If you click the Data Explorer button, a fourth pane opens displaying your user data (waypoints and routes etc) in detail. You can learn more about what the buttons do here:

Map ribbon

User Data ribbon

GPS ribbon (requires Advanced Route Planning plug-in)

Settings ribbon

Buying the specialist maps you need

When you first install Outdoor Map Navigator, some free demo maps download automatically. You can download the specialist maps you need for other areas as:

Favourite bundles (recommended for first time users).

Cut your own maps (Ideal for filling in gaps or buying irregular areas of mapping).

Moving around the map

You can move around the map by using the cursor keys to scroll. Alternatively, if you click and hold the left mouse button, the map will move as you move the mouse. You can zoom in and out by use of the Zoom Control on the Maps ribbon.

Changing map type

To change the map type, select the Change Map option on the Maps ribbon. Map types available at your current location are shown on the drop-down list.

Finding places

Select Find Place in the Maps ribbon. Enter a name in the top window and click Search. Highlight your selected name in the lower window and click Go. To go to a grid reference, select Go to Grid in the Maps ribbon.

Placing a waypoint

To place a waypoint on your map right-click with the mouse at the point you want it. Select Add

Waypoint from the list. A waypoint with your default icon is placed on the map at that point. You can change the name and appearance of the waypoint using Data Explorer.

Drawing a route

To start drawing a route, right-click with the mouse at the start point and select Start Route. Create the route by moving the cursor and left-clicking at each change of direction. To draw a continuous curving line, hold down the left mouse button and follow the route with the cursor. Release the button and you revert to the single click and move routine. To end a route, right-click and select End Route. You can name and change the appearance of the route using Data Explorer.

Viewing route information

You can view route information on the screen by selecting Information on the Maps ribbon. To view a Route Profile, select Route Profile on the Maps ribbon.

Data explorer

This is a set of tools that allows you to create, store, and retrieve route and waypoint data and to move items from one location to another. To show (or hide) the Data Explorer, click Data Explorer in the Maps or User Data ribbons.

Printing

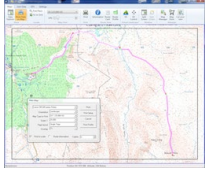
To print a map, select Print on the Maps ribbon. A black box outline shows the area that will be printed on an A4 sheet. You can move the map around to line it up in the box, then press Print. If you cannot see the black box, the print area is larger than the current screen display. To see the black box, zoom out using the Zoom Control on the Maps ribbon.

Printing Maps and Routes

How to Print Maps and Routes

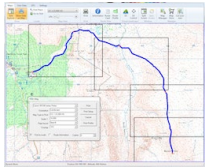
Printing a simple route-marked map

Define a print area and print route-marked or plain maps with ease.



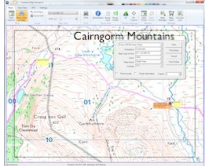
Multi-sheet printing features

The multi-sheet printing features let you print large areas of mapping on overlapping sheets or print a longer route on the fewest possible number of sheets. These features are available in OMN Pro only.



Changing zoom level, scale and map type

Print out any map type accurately to any scale or zoom level and include accompanying route data in your print job. These features are available in OMN Pro only.



Status Bar

The Status Bar is located across the bottom of the screen.



It gives 3 useful pieces of information.

The current position of the mouse on the map in your selected coordinate format. It lets you read off the coordinates of a point on the map or locate the mouse at a particular point you know the coordinates of.

The altitude at the mouse's current location.

The currently selected object in Data Explorer. This can be particularly useful when working with multiple files and routes open as it lets you know where any changes you make are going to occur.

The User Data Ribbon

The "User Data Ribbon" allows access to many of the functions provide by Data Explorer.

Anquet uses the GPS eXchange format (GPX) to store route and waypoint data.

Below is a list of the buttons by group with links to more detailed descriptions.

"Show" Group

This duplicates the functions available on the Maps ribbon.

Data Explorer

Show Data on Map

"Editing" Group

These are standard Windows edit functions. They are also available by mouse right-click in appropriate places.

No further description is provided.

Paste

Cut

Copy

"Insert" Group This is a quick way to add a folder or route to your current file (or folder).

Route

Folder

"User Data Files" Group

Anquet uses a cloud based system to allow you to synchronise user data between client applications. It stores its data on the PC within its own directory structure and then synchronises it with the cloud server.

To allow you to read and write user data for use with other applications an import/export function is provided. This lets you work with normal windows folders.

New](<http://community.anquet.com/entries/20614283-the-new-button>)

Open

Close

Close All

Save

Save As

Manage

Route Sync

Import ADF File

Import GPX File

Export to GPX File

The "Save" Button

Where to find the "Save" button

On the "User Data" ribbon, in the "User Data Files" group, find the "Save" button

Use the "Save" button to...

Save the selected file.

What happens when you click the "Save" button depends on the status of the file.

An Existing File

If the file is one you have already saved at some stage then the file is saved with no further prompts and remains open in Data Explorer.

A "New" File

If the file is one you have just created using using "New" or was created automatically then Save As dialogue window is shown.

Notes.

File Names

Standard Windows file names can used with the exception of the '_' character, this is not allowed.

Using it will give an 'Invalid File Name' message'

Some file names will also have letters capitalised.

These are both changes necessary for the Cloud Sync operation.

ADF Files

There is no option in Outdoor Map Navigator to save you data as an ADF file. You can import ADF files but not create them.

Shortcut Key

CTRL-Shift-S

The "Save As" Button

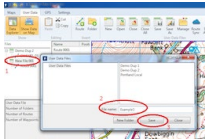
Where to find the "Save As" button

On the "User Data" ribbon, in the "User Data Files" group, find the "Save As" button

Use the "Save As" button to...

Save the selected file with a different name.

Saving the file



Select the file you wish to save in Data Explorer and click the Save As button.

Change the file name or accept the selected default.

Click Save. Your data will be saved in the Anquet file system.

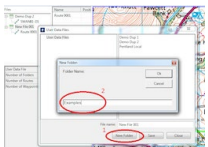
Using Folders to group your routes

If you have lot of routes then you may wish to group them by area or difficulty or some other criteria.

OMN allows you to create folders for your routes.

Note these folders are different from those you can create within a file.

Creating a Folder



To create a folder:

Click the New Folder button. This displays the box to let you name the folder.

Give the folder a suitable name and click OK

Save a file in a folder



Select the folder you wish to save the file in

Give the file a suitable name

Click Save

Notes.

File Names

Standard Windows file names can used with the exception of the '_' character, this is not allowed.

Using it will give an 'Invalid File Name' message'

Some file names will also have letters capitalised.

These are both changes necessary for the Cloud Sync operation.

ADF Files

There is no option in Outdoor Map Navigator to save you data as an ADF file. You can import ADF files but not create them.

Shortcut Key

The "Route Sync" Button

Where to find the "Route Sync" button

On the "User Data" ribbon, in the "User Data Files" group, find the "Sync Routes" button

This button can also be found on the "Manage" window.

Use the "Route Sync" button to...

Synchronise your GPX files with the Cloud Server.

This allows you to share your routes between different devices.

Synchronising

Clicking this button synchronises your local User Data Files with the Anquet Cloud Server.

Any new or updated files on your local machine are copied to the server; any new or updated files on the server are copied to the local machine.

If there is a conflict, i.e. a new or changed file with the same name on the local machine or server, you are asked to indicate how you wish to resolve it; keep local file, keep server file or keep both. If you request keep both then the local file has 'local' added to its name.

The "Route" Button

Where to find the "Route" button

On the "User Data" ribbon, in the "Insert" group, find the "Route" button

Use the "Route" button to...

Insert an empty route into the currently selected GPX file in Data Explorer.

If you have a route selected within the file then the new empty route will be inserted as sub-route.

If you have a folder selected within the file then the new empty route will be inserted in that folder.

Shortcut Key

The "Open" Button

Where to find the "Open" button

On the "User Data" ribbon, in the "User Data Files" group, find the "Open" button

Use the "Open" button to...

Open an existing file in the Anquet file system.

Opening a file

When you click the "Open" button a selection screen is displayed.



Navigate to the folder you want.

Select the file you want from the displayed list.

Click Open The selected file will be opened in Data Explorer.

Shortcut Key

CTRL-Shift-O

The "New" Button

Where to find the "New" button

On the "User Data" ribbon, in the "User Data Files" group, find the "New" button

Use the "New" button to...

Create a new file to hold your waypoint and route information.

Creating a New File

On clicking the New button a new file is created with the default name of "New File 999" where 999 is the next number in a sequence kept by Anquet. The file is not created on your disk at this stage, it is held in memory until you save it.

The default name may be changed when the file is actually saved.

Shortcut Key

CTRL-Shift-D

The Manage Button

Where to find the Manage button

On the "User Data" ribbon, in the "User Data Files" group, find the "Manage" button

Use the Manage button to...

Move or delete your data files within the file system.

When the Manage button is clicked the User Data Files window is displayed.

User Data Files window

The window consist of three sections.

At the bottom are a set of action buttons,

New Folder

Delete

Close The left panel is a treeview of the folder structure within the file system. You can expand or contract the view by clicking on the arrow to the left of the folder name if it contains sub-folders. The right panel is a list of the data files within the selected folder. It does not show folders in this list.



Create a New Folder

Select the folder to contain the new folder in the treeview

Click New Folder button

In the displayed dialogue box enter folder name.

Click OK

Delete a File or Folder

Select Folder in treeview or file in listview.

Click delete Note: the file or folder is deleted without any further prompting.

Move a File

Select the appropriate folder so file is displayed in list view

Left-click on file and hold left mouse key down

Drag the file to the required folder

Release the mouse key

File is moved to new folder.

Only one file may be moved at a time, there is no facility for selecting multiple files.

Notes.

File and Folder Names

Standard Windows file names can be used with the exception of the '_' character, this is not allowed.

Using it will give an 'Invalid File Name' message'

Some file names will also have letters capitalised.

These are both changes necessary for the Cloud Sync operation.

The Import GPX File Button

Where to find the Import GPX File button

On the "User Data" ribbon, in the "User Data Files" group, find the "Import GPX File" button

Use the Import GPX File button to...

Open an existing GPX file from a Windows folder and display it in Data Explorer

Importing a GPX file

When you click the "Import GPX File" button a standard Windows File Open Dialogue screen is displayed. insert screen shot

Navigate to the folder you want, the default is the last folder you used.

Select the GPX file you want from the displayed list.

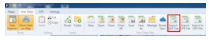
Click Open The selected file will be opened in Data Explorer and when closed will be saved within the Anquet file system.

Shortcut Key

The "Import ADF File" Button

Where to find the "Import ADF File" button

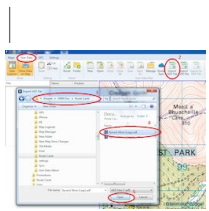
On the "User Data" ribbon, in the "User Data Files" group, find the "Import ADF File" button



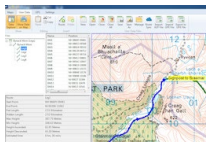
Use the "Import ADF File" button to...

Open an existing ADF file and display it in Data Explorer. For comparability with Anquet Maps v06 the ability to open an ADF file is provided.

Importing an ADF file



| 1 Select User 2 Data ribbon 3 Click Import ADF File button 4 Navigate to required folder 5 Select file 6 Click Open | | ----- | ----- | |



| The selected file will be opened in Data Explorer. |

There is no function to export it again as ADF, only GPX files are written.

Shortcut Key

The "Folder" Button

Where to find the "Folder" button

On the "User Data" ribbon, in the "Insert" group, find the "Folder" button

Use the "Folder" button to...

Insert an empty Folder into the currently selected GPX file in Data Explorer.

If you have a folder selected within the file then the new empty folder will be inserted as sub-folder.

Shortcut Key

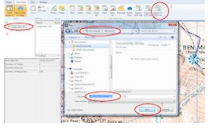
The "Export to GPX File" Button

Where to find the "Export to GPX File" button

On the "User Data" ribbon, in the "User Data Files" group, find the "Export to GPX File" button

Use the "Export to GPX File" button to...

Save you data in GPX format in a folder of your choice



To export a file:

Select the file in Data Explorer

Click the Export to GPX File button

Select the desired folder

Name the file or accept the default

Click the Save button

The Close Button

Where to find the "Close" button

On the "User Data" ribbon, in the "User Data Files" group, find the "Close" button

Use the "Close" button to...

Close the selected file.

What happens when you click the "Close" button depends on the status of the file.

If the file is one you have just created and there is no data in it the file is not saved and the file is effectively 'lost'.

If the data in the file has not been changed since you opened it then it is closed with no further prompts.

If there is new data in the file then you are prompted for how you wish to handle the file.

Cancel takes no further action and the file remains open No closes the file without saving it Yes saves the file but what happens depend on the status of the file

An Existing File

If the file is one you have already saved at some stage then the file is saved with no further prompts and remains open in Data Explorer.

A "New" File

If the file is one you have just created using using "New" or Automatically then the Save As dialogue window is shown.

Notes.

File Names

Standard Windows file names can used with the exception of the '_' character, this is not allowed.

Using it will give an 'Invalid File Name' message'

Some file names will also have letters capitalised.

These are both changes necessary for the Cloud Sync operation.

ADF Files

There is no option in Outdoor Map Navigator to save you data as an ADF file. You can import ADF files but not create them.

Shortcut Key

CTRL-Shift-C

The "Close All" Button

Where to find the "Close All" button

On the "User Data" ribbon, in the "User Data Files" group, find the "Close All" button

Use the "Close All" button to...

Close all the open files in Data Explorer

This is equivalent to clicking the "Close" button for each open file and the action for each file is dependant on its status.

See the "Close" button for details of this.

Note

This function is performed automatically when Outdoor Map Navigator is closed so you are prompted to save any unsaved user data.

Shortcut Key

Managing Your Routes

Managing Your Routes

Several users have asked for an explanation of the structure for storing routes and advice on using it. This article is based on my experience over several years and all versions of Anquet. It is the method I have found best suits me so it may not work for everybody but hopefully the tips I give can be adapted to your particular way of working.

The way you structure your data can also have an effect on the performance of OMN so I mention this where appropriate.

The Hierarchy This is the complete structure:

User Data Files - the top of the data structure, fixed in OMN

Folder (optional) (as in a Windows folder) - you name it and can repeat to as many levels as required
File

Folder (optional) (grouping within a file) - you can repeat to as many levels as required

Route - you can include multiple routes in one file

Sub-route (optional) - you can repeat to as many levels as required

There is some confusion because there are two uses of the word **Folder**.

The first type is basically a folder similar to one created on your disk and allows you to group files together, possibly by area or type of walk.

The second type is within a file and allows you to group routes by some attribute, say day of a multi-day expedition.

It is important to recognise the difference between these as using folders within files rather than files within folders can lead to cluttered screens and performance issues.

My Preferred Structure

User Data Files - the top of the data structure, fixed in OMN

Folder

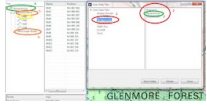
File

Route

Leg - one level of sub-route

This has fewer levels and gives me the control I want. I have tried folders in files but find they give me no advantage over separate files. My routes are either just one list of waypoints or broken into legs, never more than one sub-level as this doesn't work with route cards.

****A Practical Example ****



This example shows:

Folder within my data structure for routes around Glenmore Lodge

The list of files in this folder

The file for Bynack More, the route I am interested in

The opened file in Data Explorer

The route up Bynack More within the file

A second route in the file

A leg within the Bynack More route with its list of waypoints.

Groupings

Use a folder created either when saving a file or using the Manage button to group like routes together. I group mine by the walking group the route is planned for or by area if a personal walk. If you have a specific expedition (like the West Highland Way) in mind then create a folder for that. Only have one 'walk' per file as this gives you better control of what is displayed on map. If you have a lot of walks in the same area and have them all in one file the map can soon become very cluttered.

For a walk I normally have at least two routes; the detailed plan of the walk broken into legs and then a summary of key waypoints for sending to my GPS. In addition there may be escape routes or possible extensions. Putting all these in the one file means you have one point of reference for the walk and closing it removes it from the map.

Performance Issues

The more data you have displayed the more difficult it is to see anything. By having several files with only one walk you can close those you don't want and only have the ones you really want open, thus removing a lot of clutter from the map.

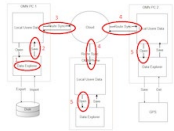
All the data you have overlayed on the map has to be redrawn each time you move the map. Even if not actually on the screen it still has to be processed in case it is. This takes time and if you have a lot of files or files with a lot of routes open then this can slow down the process. Keep files small and only open those you need.

How Route Sync Works

Introduction This article is designed to explain how your route data moves in OMN. I use 'route' as a convenient term as that is what most people will be familiar with but what is really being handled is file that contains the route. This file may contain more than one route or be a list of waypoints.

There are links to other articles that provide more detailed information on particular topics.

Basic Data Flow



Simple Route Transfer

Create a new route in Data Explorer (DE) on PC 1.

Save the route.

Copy the new route to Anquet Cloud by clicking Route Sync.

Copy the new route from Cloud to your second device again by clicking Route Sync.

Open the new route in DE so you can see it.

What is Happening

1. Create Route in Date Explorer

When you create a new route in DE it starts by creating a new file with a default name and then adding the route with a default name.

This information is only in the computers memory until you explicitly save it to disk.

It is the same with changing an existing route, until you actually save it to disk the changes are not permanent.

Within DE you can change the name of the route and other attributes before saving it. Naming the file is part of the Save process.

2. Save the New Route

This can be done using Save / Save As, Close or Close All.

At this point you have the option to change the name of the file to a name that reflects its contents and possibly group it with similar routes in a folder.

The file containing the route will now be saved in the OMN User Data area of your disk and managed so that it can be synchronised with other devices.

3 & 4. Synchronise with Anquet Cloud

When you click Sync Route on a device it connects to Cloud and three or six things happen depending on the type of device.

On all devices OMN looks for

new routes on Cloud and copies them to the Local Data area

changed routes on cloud and copies the new version to the Local Data area

files flagged as deleted and flags the copy in the Local Data area as deleted On OMN PC it also looks for

new routes in the Local Data area and copies them to Cloud

changed routes in the Local Data area and copies them to Cloud

files flagged as deleted in the Local Data and flags them in Cloud as deleted Internally OMN

maintains information about versions of files and most of the time it can work out what to do but

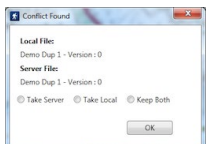
occasionally it finds a conflict it cannot resolve so stops and asks for a decision. See section below on Managing Conflicts.

5. View route on new device

The file containing the route will now be in your Local Data area of the second device. To view it open it in DE.

Managing Conflicts

If you happen to create a file with the same name on two devices independently (or update both copies of a file on different devices) then OMN will not be able to determine which is the master and which the slave. In this situation the operation pauses and asks you for guidance.



In this example the file 'Demo Dup 1' has been created on both computers before any Route Sync takes place. PC1 has then had a Route Sync performed. Performing a Route Sync on PC 2 produces this message.

There are three choices.

Take Server - the file from PC1 overwrites that on PC2 and becomes the definitive version of DemoDup1

Take Local - the file on PC2 is kept and the file in Cloud is updated to this version, thus the file from PC2 is now the definitive version of Demo Dup 1 and will overwrite that on PC1 next time it is synced.

Keep Both - the local file is renamed with _local appended and both copies are kept.

Deleted Routes

Deleting a route using Manager in OMN does not actually remove it from your disk, just flag it as deleted. This is so its deleted status can be passed to the other devices.

When you delete a route on the first computer it will no longer be listed in Manage or Open on that device. It will be listed on other devices until you do a Route Sync, at which point it disappears from Manage and Open on that device.

Finding your OMN Tracklogs in OMN PC

OMN Tracklogs

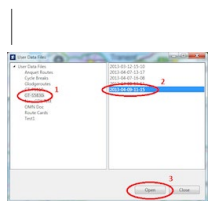
With the release on OMN Android 1.3 and OMN iPhone 1.1 tracklogs can now be recorded on mobile devices. The use of Anquet Cloud allows you to conveniently transfer these to your PC and view them in OMN PC.

Having created your tracklog on your Android or iPhone mobile device, using Route Sync on your device will copy your tracklog to Anquet Cloud. To view the same tracklog on your PC, run a Route Sync on your PC, which will copy the tracklog from Anquet Cloud to your PC.

Then use the Open button to find the required file.

Where the file is found depends on the options you set on your mobile device the tracklog will either appear in the root of your user data with a name of the date and time the file was created or within a folder.

This example shows a tracklog where there is a folder for the device (GT-S5830i) and then the file has a name of the date and time it was created.



| | ----- |

To view a tracklog on your PC map;

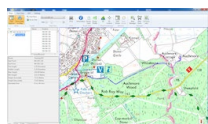
Select the device folder

Select the tracklog you want

Click open

In Data Explorer select the tracklog

Double-click on a waypoint in the list and it will be centred on your map



The "Technical Support" Button

Where to find the "Technical Support" button

On the "Settings" ribbon, in the "Help" group, find the "Technical Support" button

Use the "Technical Support" button to...

Access the support page on the Anquet website.

Clicking this button will open your default internet browser on the Anquet support page.

The Settings Ribbon

Where to find the "Settings" Ribbon

On the ribbon bar find the Settings tab and left-click it. This will display the Settings ribbon in place of your current ribbon.

Use the "Settings" ribbon to...

Get Help on using Anquet Outdoor Map Navigator

Configure your system by setting the options for various functions

Export images

Settings Ribbon

"Help" Group

About

Anquet Help

Technical Support

Map Legend

"Options" Group

Options

"v06 Disk" Group

*Convert v06 Disk

"Export" Group

**Export Image

Options marked with '*' are only available with the v06 PC Map Reader plugin

Options marked with '**' are only available with the Export Image plugin

The "Options" Button

Where to find the Options Button On the "Settings" ribbon, in the "Options" group, find the "Options" button

Use the "Options" button to...

Adjust the settings that control the appearance and behaviour of Outdoor Map Navigator

Option Groups

Units- select metric or imperial Coordinates - choose your coordinate system Default Appearance -

set the default appearance for waypoints and routes that you draw on maps *Appearance- adjust

the way objects look Information Screen - select the data displayed for objects Estimated Time -

adjust the parameters for calculating route times *Route Card - select the template for your route

cards Map Synch - adjust how split screen appears **Virtual Landscape - change the 3D settings

***GPS - set up communication with your GPS My Account - login to Anquet Cloud Account,

choose drive to store maps, Proxy server settings Reset - reset application to defaults

Options marked with a '*' are only available with the Advanced Route Planning plugin option.

Options marked with a '**' are only available with the Advanced Map View plugin option.

Options marked with a '***' are only available with the GPS plugin option.

The "Map Legend" Button

Where to find the "Map Legend" button

On the "Settings" ribbon, in the "Help" group, find the "Map Legend" button

Use the "Map Legend" button to...

Display a list of the symbols used on each type of map and their meaning. Select the map type from the list below.

Two helpful OS sheets on Grid References

National Grid UK

Using the National Grid - we were all children once!

Map Legends

OS 1:25,000

Unique 1:25,000 Symbols

OS 1:50,000

OS Street View - This a link to the full User Guide from OS

OS GroundRanger - There is no published symbol list for the GroundRanger maps. These are very simple maps that do not appear to have any symbols that require interpretation. For road and rail features base your interpretation on the OS 1:50,000 legend

Harvey Superwalker

IGN 1:25,000 - this is the full text of the IGN Scan 25 document as the legend is not consistent across all sections of mapping so it has not been possible to attach only the relevant page(s).

OS Vector Map Local Colour

Isle Of Man

The "Convert v06 Disk" Button

Where to find the Convert v06 Disk Button

On the "Settings" ribbon, in the "v06 Disk" group, find the "Convert v06 Disk" button

Use the "Convert v06 Disk" button to...

Enable you to convert your v06 maps on disk to a downloadable version.

To Convert a Map

Insert the v06 disk into the optical drive

Cancel any auto-start message that appears

Click Convert v06 Disk button

Respond to prompts

Open Map Manager

Click Cloud Sync

Your map will now appear as a download

Download the map

The "Anquet Help" Button

Where to find the "Anquet Help" button

On the "Settings" ribbon, in the "Help" group, find the "Anquet Help" button

Use the "Anquet Help" button to...

Access the help text that describes Outdoor Map Navigator and how to use it.

The "About" Button

Where to find the "About" button

On the "Settings" ribbon, in the "Help" group, find the "About" button

Use the "About" button to...

Show the version of Outdoor Map Navigator software you are using

Click the button and a window appears with details of the program version and other relevant information.



The "Zoom" Control

Where to find the "Zoom" control

On the "Maps" ribbon, in the "Map View" group, find the "Zoom" control

Use the "Zoom" control to...

Control how much of a map you can see at one time, and how large the map detail and graphics will appear on the screen.

Using the Zoom Control.

The Zoom command is one of Anquet Map's most useful viewing tools. The feature is similar to a zoom lens on a camera, enabling you to zoom in for a close look at a particular location, or zoom out for a wider view.

Use the '+' and '-' buttons to incrementally zoom in and out, or use the slider to exactly set the level you want.

The zoom command can be accessed in other ways:

Select keyboard shortcuts Ctrl+I (zoom in) or Ctrl+O (zoom out). Use the scroll wheel on a suitably equipped mouse. The point of focus when you zoom is the middle of your screen, so if you wish to zoom in on a particular feature, position it in the centre of the screen, and you won't 'lose' it as the map scale alters.

You can only zoom out so far. The zoom levels available are determined by the amount of memory you have allocated to the program.

The "Synch Screen" Button

Where to find the "Sync Screen" button

On the "Maps" ribbon, in the "Window" group, find the "Sync Screen" button

Use the "Sync Screen" button to...

Synchronize the two map panes.

This button only works when you are viewing your maps on a Split Screen.

Synchronized mode

The two map panes can be synchronized. To synchronize the panes select Synch Maps on the Map menu or use the icon on the toolbar. When synchronized, the two maps will always be centred on the same location, though different map types can be displayed in the two panes at different scales. The active pane has a highlighted blue border; when the map area is moved the other pane moves automatically. When two flat maps are synchronized at different scales you can choose to display a blue outline on the larger map area showing the area covered in the smaller. Select Options on the Tools menu and click on the Synch tab to switch this feature on or off.

The "Split Screen" Button

Where to find the "Split Screen" button

On the "Maps" ribbon, in the "Window" group, find the "Split Screen" button

Use the "Split Screen" button to...

View two map panes at once.

Split Screen

The Split Screen function allows you to view two map panes at once. The map panes can operate either completely independently of each other or can be synchronized. To switch on Split Screen select Split Screen on the Map menu or use the icon on the toolbar. In Split Screen mode you can move the splitter in the middle of the main window to adjust the relative size of each pane.

Independent mode

To work in one pane or the other click on the chosen pane and the border will be highlighted in blue. While the panes are not synchronized, you can work in your chosen pane, adding data, changing map type, scale and location without affecting the other map pane. One or both panes can be set to view the Virtual Landscape. When one pane is viewing the Virtual Landscape, a marker can be made to appear on the flat map showing the location of the viewpoint in the Virtual Landscape view. This marker can be offset if required to allow more mapping to be seen in the direction of view in the Virtual Landscape.

Synchronized mode

The two map panes can be synchronized. To synchronize the panes select Synch Maps on the Map menu or use the icon on the toolbar. When synchronized, the two maps will always be centred on the same location, though different map types can be displayed in the two panes at different scales. The active pane has a highlighted blue border; when the map area is moved the other pane moves automatically. When two flat maps are synchronized at different scales you can choose to display a blue outline on the larger map area showing the area covered in the smaller. Select Options on the Tools menu and click on the Synch tab to switch this feature on or off.

The "Show Data on Map" Button

Where to find the "User Data" button

On the "Maps" ribbon and the User Data ribbon, in the "Show" group, find the "Show Data on Map" button

Use the "Show Data on Map" button to...

Either show or hide any User Data (Waypoints and Routes) you have created (overlayed) on the map.

This will also control whether this information appears on any maps you may print.

The "Route Profile" Button

Where to find the "Route Profile" button

On the "Maps" ribbon, in the "Route View" group, find the "Route Profile" button

Use the "Route Profile" button to...

Display the profile of the highlighted route in a floating screen in the map window.

The Route Profile Screen

The Route Profile screen changes with the highlighted object, i.e. once the screen is open, the information displayed within it changes to reflect individual routes as you highlight them in turn.

The default setting for the Route Profile box shows a greater vertical exaggeration than the profile would in real life. To reduce the exaggeration, grab the top or bottom bar with the mouse cursor and begin to reduce the height of the profile. At the point where the profile achieves true relative proportion between the two axes, the blue shading beneath the line of the profile turns to pink. As you move the cursor within the profile, a moving dot follows the position of the cursor along the profile. This movement is replicated on the map where a moving red dot follows the route and indicates the corresponding position on the map. The position and altitude of the point beneath the cursor dot are shown in the top right hand corner of the profile box.

Height Data

The profile relies on height data from Anquet Essential Great Britain and Anquet Essential France as appropriate.

If you are not seeing a profile for the selected route then check that as you move your mouse over the map the Altitude shown at the bottom of the screen changes. If it does not or you have an unknown altitude message then use Map Manager to check that the appropriate Essential file has been installed.

The "Route Card" Button

Where to find the "Route Card" button

On the "Maps" ribbon, in the "Route View" group, find the "Route Card" button

The Route Card button is only available with the Advanced Route Planning plug-in option.

Use the "Route Card" button to...

Open up a floating screen with the Route Card for your selected route displayed in the appropriate application.

The Route Card

The Route Card feature creates a display in which your route information is tabulated for ease of review and which can be modified in various ways. The route card can be printed to take out on your walk as an accompaniment to the printed route map.

To view a route card, highlight a route in the map window and click this button. The route card will be displayed.

To change the appearance of the route card select Options in the tools menu and then select Route Card. Several Route Card styles are available in a drop down menu. Select a new style and the Route card will change appearance and content according to the style you have chosen.

For example, the Classic style will provide full route information including the location and height of each waypoint, the bearing to the next waypoint, the distance to the next waypoint, height ascent and estimated time using the formula you have selected to calculate your estimated travelling time.

The style entitled My Route pictures will provide a sequence of thumbnail images that you have assigned to different waypoints.

There are examples of route cards and more information in the Route Cards forum of the User Guide.

Customising your Route Cards

OMN provides the ability to create customised route cards.

The Print button - How to print maps and routes and use the advanced printing features

Where to find the "Print" button

On the "Maps" ribbon, in the "Print" group, find the "Print" button

Use the "Print" button to...

Print maps and routes

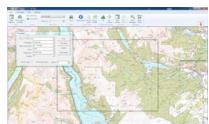
*Print on multiple sheets, arranged in tiles or using the "Best fit" number of sheets

*Print any map accurately to any scale or zoom level

Print the same area or route on different map types

*Adjust the "Overlap" between adjoining printed sheets

The Print Area Box



Depending upon your Zoom and map type settings, you should be able to see a black outline over the map indicating the area that will be printed.

If you can't see the black outlines of the 'print area box', it is because the screen is displaying an area smaller than that which is currently selected to be printed. Either zoom out, or change to a small scale map covering a larger area to see the print area box.

If your printer supports A3 printing and you select A3 paper then the Print Area Box is adjusted to reflect this.

Once you can see the print area box, ensure that the area you wish to print is positioned within it, and select the Print button.

Printing a Map with User Data

Any user data displayed on the screen that falls within the print area will be included on the map.

To print a specific route centred on the map ensure that the route is highlighted on the map before proceeding with print operations. Then select 'Best fit' in the Page layout option (see below). This will centre the route in print area, adding additional print pages if necessary.

The colours for routes will be as they appear on the map so if a route is selected it will appear as a solid blue line unless you have changed the highlight appearance. (see Options)

The Apron or Margins of a Printed Map

At the top of the printout you will find some information which includes the map type printed and the

grid references of the Bottom Left and Top Right extremities of the mapping on the printed page.

*Printing 3D maps in Virtual Landscape Mode

To print a 3D map, first use the 3D map controls to set up the map as you'd like it printed. When you're printing in 3D many options below are disabled.

Drop-Down Menu Options

Printer name ⌵ Choose from the printers connected to your PC.

If you wish, select the Print Setup button and select another printer.

Orientation ⌵ Select the paper orientation that you wish to print to. This option will have precedence over the selection in the Print Setup box.

Map Type to Print ⌵ This doesn't have to be the same as the Map Type you are currently viewing, e.g. you can be viewing a 1:250,000 map, and yet print an area of 1:50,000 map (you will of course need to have the required 1:50,000 map data).

Zoom ⌵ Let's you set the zoom of any map you're printing. If you choose 100%, then for a 1:50,000 map, 2cm on the printout will represent 1Km. If you print at 200% then 4cm will represent 1Km. Many other scales are available.

Page Layout ⌵ If you wish to print a route which extends over more than one A4 page at your chosen output scale you can choose to print on multiple pages. Selecting a set of Tiled pages from the drop down menu will set your route in the middle of the array of map tiles. Select Best Fit to view then print the minimum number of pages to cover your route. You need to have a route highlighted on the map for this feature to operate.

Overlap ⌵ Set the minimum overlap you require between multiple pages that you have created with the Page Layout tools

Tick Boxes

Scale ⌵ If you tick print to scale, the Zoom drop down changes to Scale and you can choose to print your map at a specific scale. The most common map scales are pre-set. If you would prefer another scale, enter it in the scale box.


Route Information ⌵ If you have this option selected and a Route highlighted, the corresponding Route Information will be printed at the top of the printed map.

Buttons

Print ⌵ Starts the print job

Printer set up ⌵ Let's you add and manage printers

Cancel ⌵ Cancels the current print job

Print Profile  Prints the `route-profile` for a selected route. You must have the specific route highlighted for this to work.

Note. Options marked with a '*' are only available with the Advanced Print Plugin option.

The "Map Store" Button

Where to find the "Map Store" button

On the "Maps" ribbon, in the "Manager" group find the "Map Store" button

Use the "Map Store" button to...

Purchase maps by selecting one of the Anquet set of map products.

This connects you to the Anquet Map Store on the web.

This process has 4 steps

Select the map(s) you want and add to your shopping basket

Pay for them

Receive an email with a token(s) for the product(s)

Redeem the tokens in Map Manager and download the maps.

The Maps Ribbon

Where to find the "Maps Ribbon"

This is the ribbon you see when you start Outdoor Map Navigator. It provides access to most the things you will routinely want to do with your maps.

| Basic version | | ----- | |



|

| Pro version | | ----- | |



|

Using the buttons on the Maps Ribbon you can:

change your map type

change the size of the map

control whether data you have added is shown or not

find you way around the map

change your view of the map

print maps

purchase maps

The Map Manager Button

Where to find the "Map Manager" button

On the "Maps" ribbon, in the "Manager" group, find the "Map Manager" button

Use the "Map Manager" button to...

Connect a PC to your Anquet Account

Check the status of your maps

Add maps to a PC

Remove maps from a PC

Check the progress of downloads

View a Map Redeem a Token Code

1. How to Connect a PC to Your Anquet Account

Click My Maps

Click My Account

Enter the email address and password for your Anquet Account and click Sign In

The status should be displayed as "Logged in" in green

Click Apply and click OK to return to My Maps

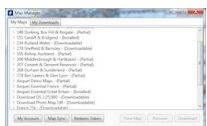
2. How to Check the Status of Your Maps

My Maps is a central record of all the maps on your Anquet Account. It displays any maps you have bought along with the maps we provided for free. Checking the status of a map tells you if a map has been downloaded to the computer or device you are connecting through. The status is shown for bundles as well as individual maps.

2.1 Map Bundle Status

Click My Maps

Find the bundle you wish to check in the list displayed in the My Maps window



These are:

(Installed) this means the map has been successfully downloaded to your PC and you should be able to access it.

(Partial) this means the download has been interrupted and requires restarting. This can be done by selecting the resume button.

(**Downloadable**) - this means this map has been purchased and is now ready for download.

Please highlight the map and select the Download button.

3. How to Add Maps to a PC

Please note, map licences restrict the number of computers or devices an individual map can be installed on at any one time, normally 5 in total. If you have already installed a map on 5 computers or devices, you should first remove it from one of the devices before attempting to re-download it to a 6th. See removing maps.

If you want add a map that you already own to your device or PC here's how you do it.

Click My Maps

Find the map you wish to add in the list displayed in the My Maps window

Click on the triangle next to a map title to expand and show the map data it contains

Click to highlight the specific map data you wish to add or click on the map name above to if you wish to add the whole lot.

Click Download (or Resume if the maps is already partially downloaded)

The map will start to download.

At the bottom right hand corner of your screen (status bar), you can see how your map downloads are progressing. Hover over it and you'll see how many maps are downloading and what percentage of the map has already downloaded.

4. How to Remove Maps from a PC

You may want to remove a map from a PC to free up disk space or to free up one of your permitted installations so you can put the map on another computer or device instead. If you remove a map, it removes it from your PC, but not from your Anquet Account so it's not gone forever and you can add it back at later date if you change your mind.

Click My Maps

Find the map you wish to remove in the list displayed in the My Maps window

Click on the triangle next to a map title to expand and show the map data it contains

Click to highlight the map data you wish to remove and click Remove

Check the Question box that appears as it gives you information about other products that might be affected by the removal.

Click Yes to remove map.

Repeat steps 2-6 for any other maps you want to remove

5. How to control and check the progress of Downloads

The "Information" Button

Where to find the "Information" button

On the "Maps" ribbon, in the "Route View" group, find the "Information" button

Use the "Information" button to...

Open up a floating information box about your selected object.

When you create a route or add a waypoint in Anquet, the system automatically generates some basic statistical information about the item you have created. This information about a highlighted database, folder, route or waypoint is displayed in the bottom pane of Data Explorer by clicking the Info tab in the Information panel.

Alternatively, click on the Information Button and it will appear in a floating information box in the map window. Using this tool enables you to view basic information about your selected feature with the Data Explorer window closed.

The Go to Grid Button

Where to find the "Go to Grid" button

On the "Maps" ribbon, in the "Locate" group, find the "Go to Grid" button

Use the "Go to Grid" button to...

Input a grid reference and then go to that location on the map or add a waypoint at that location.

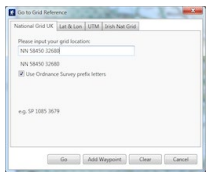
Using Goto Grid Reference

You can use either Latitude and Longitude, Universal Transverse Mercator (UTM) or a National Grid reference (UK or Irish).

Once you have entered the coordinates click on Go to centre the map on that location or Add Waypoint to create a waypoint as well as centring the map.

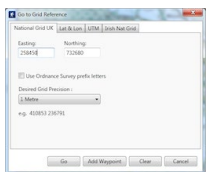
National Grid UK You can use National grid prefix letters or a fully numerical reference.

Using the letter-pair to identify the 100km square the coordinates are entered in a string with spaces separating letter-pair, eastings and northings. The number of digits entered does not have to match the precision specified in the coordinates option.



Without the letter-pair the numbers are entered as easting and northing in the appropriate boxes.

You must also specify the desired grid precision. This will determine the minimum number of digits you must enter in each box before the buttons become active. You may enter more than the specified precision requires and to go to will still work.



Latitude and Longitude

You can input the desired location in several valid formats.

Where decimals are expected you must specify at least one digit

To specify a location south of the equator or west of the meridian put a '-' (minus) in front to the relevant coordinate (except where a N/S E/W are used).

Valid Formats

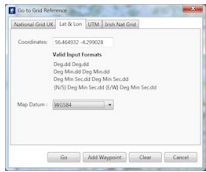
(-)Deg.dd (-)Deg.dd

(-)Deg Min.dd (-)Deg Min.dd

(-)Deg Min Sec.dd (-)Deg Min Sec.dd

N/S Deg Min Sec.dd E/W Deg Min Sec.dd

You can also select the Map Datum between WGS84 (default) and OSGB.

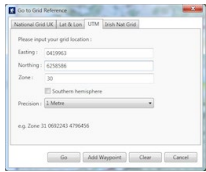


Universal Transverse Mercator (UTM)

Enter the desired Easting, Northing, Zone and whether it is in the southern hemisphere.

The number of digits entered for easting and northing must match the specified precision before the

Go button is enabled.



Irish National Grid

This is not applicable at present as we do not supply Irish maps.

The "Find Place" Button

Where to find the "Find Place" button

On the "Maps" ribbon, in the "Locate" group, find the "Find Place" button

Use the "Find Place" button to...

Find a place where you know the full name

Find a place where you know how it starts

Find a street by its name* **

Find an address by its postcode**

Find a road by its number**

If you have any A-Z maps from Anquet v06 then you can search by street name

About "Find Place"

Finding places on the map is easy with the powerful search facility that allows you to search a list of over 250,000 location names.

Depending on the type of search each item in the list may contain the following information:

Name

Grid reference - Item grid reference, displayed in the format set within the Coordinate Options screen

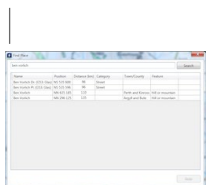
Distance - Distance from the location displayed at the middle of the screen at the time that the Search button was pressed, to the item. Displayed in the units of distance selected in the Unit Options screen.

Category - This is generally for A-Z listings and indicates whether the item is a District or Street.

Town/County - This is generally the abbreviated name of the county where the item is located.

Feature - This is an indication of what the item is.

How to Find a Place Where You Know the Name or How It Starts



| 1. Click Find Place 2. Once the Find Place screen appears, enter the start of the name or the whole name. The more you enter the more exact will be the selection 3. Click Search 4. Once a search has been run, the search result items are listed together with the associated information about them. You can go to the map location for any of the listed items, by double-clicking the appropriate entry, or by highlighting the entry, then clicking the Go button (or pressing the keyboard

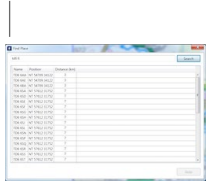
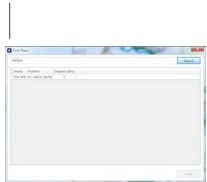
Enter button). 5. Click the Close "X" to close the Find window. || ----- | ----- |

These instructions apply to searches for street names when the appropriate information is available. Note the the gazetteer uses abbreviations for names; Road is Rd, Drive is Dr, Avenue is Av etc.

Postcode Search**

You can enter the postcode with or without the space and in either case.

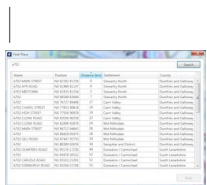
You can also enter the start of a postcode as in a place search and all matching postcodes will be listed.



|| ----- | ----- |

Road Search**

By searching on a road number you can find the places it goes through.

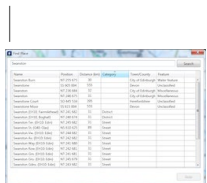
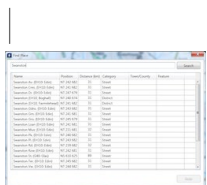


|| ----- |

Sorting the List

It is possible to sort the list of places by one of the columns.

The default is alphabetically by name, but by clicking on a column header that becomes the sort order.



|| ----- | ----- |

The "Data Explorer" Button

Where to find the "Data Explorer" button

On the "Maps" ribbon or the User Data ribbon, in the Show group, find the "Data Explorer" button

Use the "Data Explorer" button to ...

Show or hide the Data Explorer panel on the left of the screen.

For a fuller explanation of Data Explorer and its functions see the Using Data Explorer help.

Shortcut Key

CTRL-D

The "Cut your own" button

Where to find the "Cut your own" button

On the "Maps" ribbon, in the "Manager" group find the "Cut your own" button

Use the "Cut your own" button to...

Purchase maps by defining your own map area. This is only the mapping you choose, there are no supporting data sets or additional maps.

You define your map by selecting tiles of a preset size depending on the map type you are buying.

Details of the tile sizes can be found in the article [Map Tile Credits](#).

There is no limit to how many or how few tiles you select. The selected tiles are highlighted in blue and you can see the coverage and how many tiles it requires.

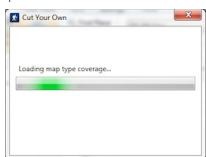
However you must have sufficient credit of the appropriate tiles to actually buy the mapping. See the article on [Map Tile Credits](#) for an explanation of how to buy them.

Using Cut your own (CYO)

It is possible to use any map as the background map for CYO but for convenience we suggest you use the OS GB Overview map.

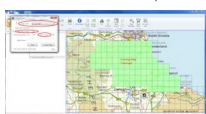
There are two ways to define an area of mapping, either by picking individual tiles or defining a rectangle. You can mix both methods to define the tiles you want.

Since you use the mouse to define an area of mapping you cannot use it drag the map, instead you use the cursor key to move the map.



| When you start CYO a window is shown with the message "Loading user data" and then "Loading map type coverage". This second process can take a significant time depending on how much mapping you have as it is checking your current coverage. | | ----- | ----- |

Once this process is complete the CYO screen is shown.



This shows the map type you are working with(1), the Map Tile Credits (2) you have for that type of map and your existing installed coverage highlighted on the map in light-green.

Before you can create a new map you have to have sufficient Map Tile Credits.

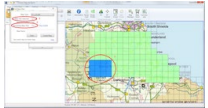
Selected tiles are shown in blue, and clicking a selected tile deselects it.

As the mouse is used to define the area of mapping you want it cannot be used to move the background map, instead you must use the the cursor arrow keys to move the map.

This next section refers to OS maps where there is coverage of the complete country. For Harvey and Historic maps where there is incomplete coverage see the later sections for the differences in defining maps..

Current OS Maps

Select tiles method

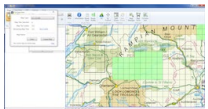


Click on each tile you want to define the mapping you want

Check the number of tiles selected

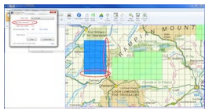
And make sure you have sufficient credit

Define rectangle method



Position mouse at one corner of rectangle

Left-click and hold button dragging mouse to opposite corner

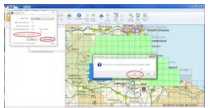


release button and tiles within rectangle will be selected

notice that a count of the tiles used is shown

also that the selection snaps to the nearest grid line

Finalising map

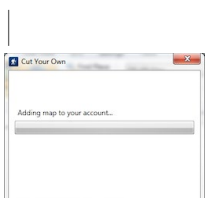


Once you have defined all the tiles you want.

Give the map a suitable name

Click the Create Map button

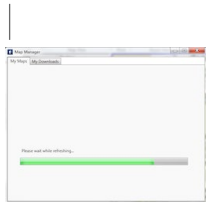
A pop-up screen appears asking if you wish to create map. Click Yes button.



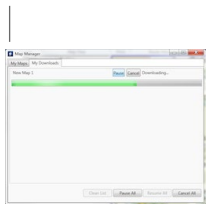
| This pop-up screen then appears telling you the map is being added to your account. || ----- | ---
--- |

Harvey Maps

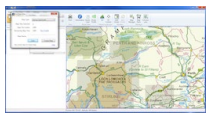
Harvey maps do not cover the whole country, only popular walking areas. When this type of map is selected instead of a grid covering the whole country you get a much smaller grid and only in those areas where mapping is available



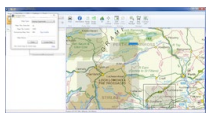
| Followed by the Map Sync screen as your map list is refreshed. || ----- | ----- |



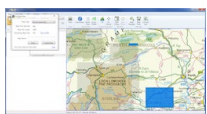
| And then an automatic download of your new map. || ----- | ----- |



You select tiles in exactly the same way as before, by clicking or defining a rectangle.



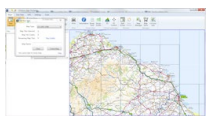
Except in this case if you define the rectangle outside the available tiles only available tiles are actually selected and counted.



Otherwise the process is exactly the same as for current OS maps.

Historic Maps

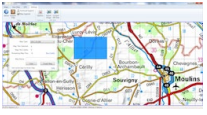
Historic mapping is not available for the whole country. Where it is not available no grid is offered and you cannot therefore select any tiles.



Otherwise the process is exactly the same as for current OS maps.

French IGN Maps

For French maps use the IGN 1:1,000,000 map of France as the background. Select the CYO map type as IGN 1:25,000



Otherwise the process is exactly the same as for current OS maps.

The "Change Map" Drop Down Box

Where to find the "Change Map" drop-down box

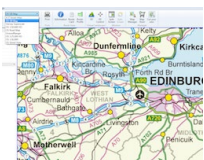
On the "Maps" ribbon, in the "Map View" group, find the "Change Map" control

Use the "Change Map" drop-down box to..

Select the Map Type you wish to view.

Change Map drop-down box

This feature allows you to change to any of the Map Types that are available to you at your current map location.



|| ----- | ----- || This offers a limited selection of mapping as it is far from my home area and I don't have a wide choice of mapping installed. The ubiquitous OS GB and OS Road maps plus the OS 1:50,000 mapping are offered. The IGN map is offered because I have downloaded it and it's coverage actually extends along a large section of the south coast | There is a much wider selection of mapping installed covering the area near where I so the offered list is much larger. The usual OS GB and OS Road maps are there plus a wide range of other OS maps and an A-Z of Edinburgh and Harvey maps. The A-Z and Harvey maps do not cover the whole area but are available in the centre of the screen so they are offered. |

When you select a different map type your location does not change, the screen remains centred on the same coordinates but the map display changes to the new type.

The 3D Controls Button

Where to find the "3D Control" button

On the "Maps" ribbon, in the "Virtual Landscape" Group, find the "3D Control" button.

The Virtual Landscape is only available with the Advanced Map View plugin option.

Use the "3D Control" button to...

control the position of the camera access the 'Fly through controls' capture images of 3D views

(business licence users only)

1. View the Virtual Landscape

You can view the Virtual Landscape^a by clicking the 3D button on the Virtual Landscape group of the Maps ribbon. In split screen mode you can move the splitter in the middle of the main window to adjust the relative size of each pane.

2. The "3D Controls"

Using the mouse cursor, left click on the buttons to move over the Virtual Landscape in the required direction.

It is also possible to navigate over the Virtual Landscape using the keyboard. The following table shows the default keys for navigation. You can also use the mouse to drag the screen around. You do not need to wait for the Virtual Landscape to completely draw before you start moving.

Buttons	Navigation		-----	-----	W	Forward	S	Backward	Q	Move Left	E	Move Right	
A	Rotate left	D	Rotate right	R	Increase height	F	Decrease height	T	Rotate camera up	G	Rotate camera down	Space	Reset camera to horizontal

2. Automatic Route Fly through

To automatically follow a selected route, first highlight the required route in the Anquet map window. In the Virtual Landscape control panel select the Fly through controls tab. You can adjust the speed of flight using the sliding control.

3. Camera

4. Accessing the Virtual Landscape Function and Appearance Controls

Select Options from the Tools menu and click on the Virtual Landscape tab

Controls allows you to change:

flight mode from terrain hugging (where you always stay a fixed height above the ground) to straight line

the speed of movement and rotation when flying over the landscape

the operating speed to match the profile of your PC

the default keyboard keys for operating the flight controls

Appearance allows you to change:

the way in which bearing and altitude is displayed on screen

the direction from which the light can be made to originate, giving a semblance of morning or afternoon light

the sky colour

the height exaggeration

The "3D" Button

Where to find the "3D" Button

On the "Maps" ribbon, in the "Virtual Landscape" group, find the "3D" button

Use the "3D" button to...

Change the map display to a Virtual Landscape

1. Anquet Virtual Landscape

Anquet Virtual Landscape^a provides continuous 3D mapping with no tile edges or gaps. You can view maps from any height, angle or direction and fly over the map in any direction. A split screen view lets you work simultaneously on both map and Virtual Landscape^a and you can even set the system to automatically fly along a route of your choice so you can view the terrain you will be crossing.

2. Controlling the Virtual Landscape

Use the "3D Control" button to access the functions that let you move through this Virtual Landscape

Redeem Token button

Where to find the Redeem Token button

On the "Maps" ribbon, in the "Manager" group, click the "Map Manager" button, find the "Redeem Token" button on the "My Maps" tab

Use the "Redeem Token" button to...

Redeem a Token Code for a Map or Tile Credits purchased via the Anquet Shop.

Any maps will be added to your account in Anquet Cloud for downloading to your suitabel devices.

Tile credits will be added to your account so you can use the Cut Your Own map feature in OMN

PC

Error Messages

"The token xxxx does not exist" - this means the code you have entered has not been recognised.

Check you have entered it correctly and retry. If the problem persists contact support.

"The token xxxx has already been redeemed" - a token only has to be redeemed once, not for each device. The map should appear on your My Maps list ready for download irrespective of which device you redeemed the token on, provided you use the same account email address. If problem persists contact support.

Printing to XPS (or PDF) File

Printing to a File

It is possible to direct your printed output to a file rather than a physical printer.

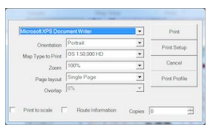
The most common types are XPS, usually using the Microsoft XPS Document Writer or a PDF creator.

The example uses the XPS format but it equally applies to the PDF format.

What To Do

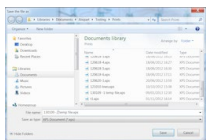
Select Printer

In the Printer dialogue box select "Microsoft XPS Document Writer" as your printer.



Frame map as normal and click Print.

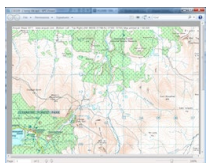
Name File



Save the file in a suitable folder with a recognizable name.

View the File

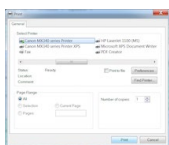
To view the file navigate to it using and double-click it (or open application and open from within that).



The image of the document is displayed.

Printing Map

You can now print this document by clicking File->Print and then selecting the required printer.



Map Tile Credits

What are Map Tile Credits?

Map Tile Credits are what allow you to buy mapping using the Cut Your Own (CYO) tool.

Before you can define and download your own mapping you must have sufficient credits for the area you want. Credits are per map type and the area represented by a credit varies with the map type.

Each credit represents one tile and a tile area varies with the type of map.

Map Type	Tile Size	Area
GroundRanger	10 Km square	100 square Km
Harvey Superscale	1 Km square	1 square Km
OS 1:25,000	5 Km square	25 square Km
OS 1:25,000 HD	5 Km square	25 square Km
OS 1:50,000	10 Km square	100 square Km
OS 1:50,000 HD	10 Km square	100 square Km
Historic	10 Km square	100 square Km
IGN 1:25,000	5 Km square	25 square Km

So what you buy is the entitlement to download a specific area of a particular type of mapping. You can use this at any time and select as many or as few tiles as you want, there is no minimum area, you can download one tile if you like.

Map Status and Actions

The Status shown for maps and map bundle is common across all platforms. The same applies to the actions that can be performed on them.

Status

| Status | Map | Bundle | | ----- | ----- | ----- | | Downloadable | This map is available for download. | All the maps in the bundle are available for download. None are partially downloaded or installed. | | Partial | This map has been partially downloaded. The download was started but was not completed. | One or more maps have been installed or partially downloaded. There are maps that require to be downloaded to complete the set. | | Installed | The map has been completely and is available for viewing. | All the maps in the bundle have been downloaded and are available for viewing |

Available Actions

| Status | Map | Bundle | | ----- | ----- | ----- | | Downloadable | Download | Download | | Partial | Resume Remove | Resume Remove | | Installed | Verify Remove | Remove |

Download

Start the download of the map or map bundle.

If a bundle then the downloads are queued and pending ones started as a previous one finishes. OMN PC allows to two concurrent downloads but the other platforms only allow one.

Resume

If for a map then it continues where it finished last time either due to a failure or being cancelled.

If for a bundle then it queues the maps as for Download. Any maps with a Partial status continue where they finished before.

Verify

This is only available on individual maps. It checks the integrity of the map and will recover any missing parts of the map.

Remove

This removes the map(s) from the current platform only, NOT from your account. The map(s) revert to a status of Downloadable.

Caution: When deleting a map, because of the way some maps are defined it may also delete parts of other maps. If this happens then there will be a warning message that you have to acknowledge, and the status of any effected maps will change to Partial prompting you to re-download the missing

bits using Resume if necessary.

How Much Mapping?

How Much Mapping Do I Get?

A number of people have asked what a "tile" represents and what a typical map would be in terms of tiles.

The size of a tile varies with map type but I have tried to give sensible examples for OS 1:25,000, Historic and Harvey maps, the most popular types in CYO. 1:25,000 and 1:25,000 HD use the same tile sizes so I only show the standard.

As a comparison with numbered Explorer maps a typical sheet is 30 tiles in size.

OS 1:25,000 and 1:25,000 HD



Historic Maps



Harvey Maps

Harvey Superscale maps do not cover the whole country, only popular walking areas so it is possibly more appropriate to talk in terms of "how many tile" for a particular area than "what do I get for x tiles"?

Examples are:

Pentlands 550 tiles

Northumberland NP 729 tiles

Snowdonia 1407 tiles

Dartmoor 1526 tiles

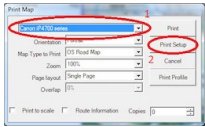
Loch Lomond & Trosachs 3113 tiles

A3 Printing

Printing Maps on A3 Paper

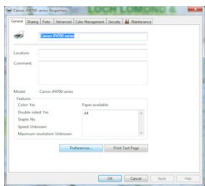
The ability to print at A3 size rather than A4 is controlled by the printer, not OMN. You have to use the printer setting to select A3.

Click the Print button to get the Print window.



select your A3 printer.

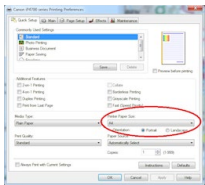
click on the Print Setup button This will display the Printer Properties window.



The printer properties vary depending on the printer manufacturer and model so it not possible to be specific, but somewhere you will be able to specify you are using A3 paper.

Probably you will have to click the Preferences... button to get the printer specific settings to get to the setting you require.

You may even be able to set the default to A3.



When you return to the Print window the rectangle defining the print boundary will be altered to reflect the new sizes.

You can then frame and print your map as normal.

The "Save to GPS" Button

Where to find the "Save to GPS" button

On the "GPS" ribbon, in the "Save Data" group, find the "Save to GPS" button

Use the "Save to GPS" button to...

Save the currently selected object (waypoint, route or GPX database) to your GPS.

To Send data to your GPS

Ensure your GPS is connected, switched on and Outdoor Map Navigator is correctly configured to communicate with your device

Click this button

A screen will be displayed showing communication is taking place with your GPS. When this finishes the screen changes to indicate the success (or failure).

Click "OK".

This option can also be actioned from within Data Explorer or the Map View by right-clicking the object and selecting "Send to GPS" from the drop-down menu.

Error Messages

If the exchange is not successful then an error message will be displayed indicating the reason for the error.

Correct the problem and try again.

Refer to the section GPS Error Resolution for help.

The "Save as Tracklog" Button

Where to find the "Save as Tracklog" button

On the "GPS" ribbon, in the "Save Data" group, find the "Save to GPS" button

Use the "Save as Tracklog" button to...

Send the currently selected route to your GPS as a Tracklog.

Tracklogs are handled differently to routes by GPS devices. This option changes the the format of the route data so that the GPS interprets it as tracklog.

To Send a Tracklog to your GPS

Ensure your GPS is connected, switched on and Outdoor Map Navigator is correctly configured to communicate with your device

Select the route to be sent

Click this button

A screen will be displayed showing communication is taking place with your GPS. When this finishes the screen changes to indicate the success (or failure).

Click "OK"

Error Messages

If the exchange is not successful then an error message will be displayed indicating the reason for the error.

Correct the problem and try again.

Refer to the section GPS Error Resolution for help.

The GPS Ribbon

Where to find the "GPS" Ribbon

On the ribbon bar find the GPS tab and left-click it. This will display the GPS ribbon in place of your current ribbon.

Note. This option is only available with the GPS plug-in that is part of the Pro bundle.

Use the "GPS" ribbon to...

Exchange waypoint, route and track information with your GPS device.

The method of exchange will depend on what type of GPS device you have. See the forum 'OMNfor PC and your Handheld GPS' for determining the type of device you are using and how to set up communications.

Below is an overview of what each of the buttons do along with links to more detailed descriptions.

The "Get Data" buttons change depending on your type of device.

GPS Ribbon

"Get Data" Group

Serial/Serial over USB Get Waypoints

Get Routes

Get Tracklogs

Get GPX File from GPS

USB Device

Get GPX File from GPS

"Save Data" Group

Send to GPS

Save to Tracklog

Other ways to send data to a GPS

While working with waypoints and routes in in Data Explorer it is possible to send the current object (waypoint or route) to the GPS using the mouse right-click.

The "Get Waypoints" Button

Where to find the "Get Waypoints" button

On the "GPS" ribbon, in the "Get Data" group, find the "Get Waypoints" button

Use the "Get Waypoints" button to...

Retrieve a list of waypoints from your GPS device. This only applies to Serial and Serial over USB type devices.

To Retrieve Waypoints from your GPS

Ensure your GPS is connected, switched on and Outdoor Map Navigator is correctly configured to communicate with your device

Click this button

A screen will be displayed showing communication is taking place with your GPS. When this finishes the screen changes to indicate the success (or failure).

Click the "OK" button and all the waypoint information in your GPS will be read into a GPX file named "GPS Import 999" where 999 is an internal sequence number used in naming the file. This GPX file will be displayed in Data Explorer.

Error Messages

If the exchange is not successful then an error message will be displayed indicating the reason for the error.

Correct the problem and try again.

Refer to the section GPS Error Resolution for help.

The "Get Tracklogs" Button

Where to find the "Get Tracklogs" button

On the "GPS" ribbon, in the "Get Data" group, find the "Get Tracklogs" button

Use the "Get Tracklogs" button to...

Retrieve all the tracklogs from your GPS device. This only applies to Serial and Serial over USB type devices.

If using a serial device and retrieving a large tracklog this can take a significant time, please be patient.

To Retrieve Routes from your GPS

Ensure your GPS is connected, switched on and Outdoor Map Navigator is correctly configured to communicate with your device

Click this button

A screen will be displayed showing communication is taking place with your GPS. When this finishes the screen changes to indicate the success (or failure). Tracklogs can take a significant amount of time to transfer if you are using a serial link so be patient.

Click the "OK" button and all the tracklog information in your GPS will be read into a GPX file named "GPS Import 999" where 999 is an internal sequence number used in naming the file. This GPX file will be displayed in Data Explorer.

Error Messages

If the exchange is not successful then an error message will be displayed indicating the reason for the error.

Correct the problem and try again.

Refer to the section GPS Error Resolution for help.

The "Get Routes" Button

Where to find the "Get Routes" button

On the "GPS" ribbon, in the "Get Data" group, find the "Get Routes" button

Use the "Get Routes" button to...

Retrieve all the routes from your GPS device. This only applies to Serial and Serial over USB type devices.

To Retrieve Routes from your GPS

Ensure your GPS is connected, switched on and Outdoor Map Navigator is correctly configured to communicate with your device

Click this button

A screen will be displayed showing communication is taking place with your GPS. When this finishes the screen changes to indicate the success (or failure).

Click the "OK" button and all the route information in your GPS will be read into a GPX file named "GPS Import 999" where 999 is an internal sequence number used in naming the file. This GPX file will be displayed in Data Explorer.

Error Messages

If the exchange is not successful then an error message will be displayed indicating the reason for the error.

Correct the problem and try again.

Refer to the section GPS Error Resolution for help.

The Get GPX File from GPS Button USB Drive Device

Where to find the Get GPX File from GPS button

On the GPS ribbon, in the Get Data group, find the Get GPX File from GPS button

Use the Get GPX File from GPS button to...

Retrieve a GPX file containing waypoint, route and tracklog information from your GPS device. This only applies to USB type devices.

To Retrieve a GPX file from your GPS

Ensure your GPS is connected, switched on and Outdoor Map Navigator is correctly configured to communicate with your device

Click this button

A standard Windows File Open Dialogue screen is displayed

Navigate to the folder you want

Select the GPX file you want from the displayed list

Click Open

The selected file will be opened in Data Explorer.

The "Get GPX File from GPS" Button (serial device)

Where to find the "Get GPX File from GPS" button

On the "GPS" ribbon, in the "Get Data" group, find the "Get GPX File from GPS" button

Use the "Get GPX File from GPS" button to...

Retrieve all the waypoint, route and tracklog information from your GPS device. This only applies to Serial and Serial over USB type devices.

If using a serial device and data includes a large tracklog this can take a significant time, please be patient.

To Retrieve Routes from your GPS

Ensure your GPS is connected, switched on and Outdoor Map Navigator is correctly configured to communicate with your device

Click this button

A screen will be displayed showing communication is taking place with your GPS. When this finishes the screen changes to indicate the success (or failure). Tracklogs can take a significant amount of time to transfer if you are using a serial link so be patient.

Click the "OK" button and all the information in your GPS will be read into a GPX file named "GPS Import 999" where 999 is an internal sequence number used in naming the file. This GPX file will be displayed in Data Explorer.

Error Messages

If the exchange is not successful then an error message will be displayed indicating the reason for the error.

Correct the problem and try again.

Refer to the section GPS Error Resolution for help.

Waypoints

Types of Waypoint

Waypoints come in four flavours. They are all the same within Anquet and always referred to as waypoints but to highlight the purpose they serve they have been given them different names for this description.

Waypoint - this marks a position only, it is not part of a route or track

Textpoint - this is a waypoint that is only there to hold text you wish to overlay on the map, it does not mark a position. Normally the waypoint icon would be hidden.

Routepoint - this is a waypoint that is part of a route. It is created as part of the route creation process and is always within the route.

Trackpoint - this is the same as a routepoint but is not created within Anquet, it is imported from a GPS as part of a Tracklog. Once imported into Anquet a tracklog may be treated as a route for editing purposes.

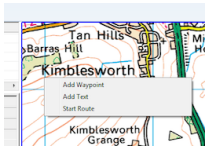
These instructions only cover creating Waypoints and Textpoints, but the section on changing them applies to all types.

Creating a Waypoint

To add an individual waypoint:

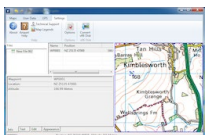
select the File or Folder you wish to store the waypoint in
position your mouse cursor where you want the waypoint
right-click the mouse

from the drop-down menu select Add Waypoint



An icon marking the waypoint will be displayed on the map and the waypoint added to the List View with a name of WPnnn where nnn is the next available waypoint number.

You can grab and drag the waypoint with the mouse if you wish to alter its position. The selected waypoint icon is highlighted with a blue square round it on the map.



Creating a Textpoint

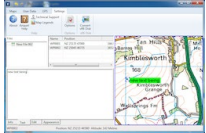
To add text.

select the File or Folder you wish to store the waypoint in
position your mouse cursor where you want the text
right-click the mouse

from the drop-down menu select Add Text

An icon marking the waypoint will be displayed on the map and the waypoint added to the List View with a name of WPnnn where nnn is the next available waypoint number.

The bottom section of Data Explorer will show the Text tab with the words 'Put your text here' highlighted. Start typing and the text on the map will change as you type.



You can grab and drag the waypoint with the mouse if you wish to alter its position. The selected waypoint icon is highlighted with a blue square round it on the map.

The icon for the waypoint is displayed when the text is first added but it is normal to hide this so only the text shows on the map. Refer to the next section for details of how to do this.

Changing a Waypoint

When a waypoint is first created it has the default characteristics defined in Settings->Options->Appearance. You can change any of these for a waypoint once it has been created. This must be done on an individual basis, it is not possible to select multiple waypoints and change them. (The exception is changing all the waypoints on a route.)

To change a Waypoint select it in the Listview of Data Explorer then click the Text, Edit or Appearance tab as required.

The Edit Tab

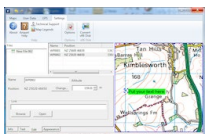
This allows you to:

rename the waypoint

set its absolute position

set its absolute height

create a link to an external file or URL



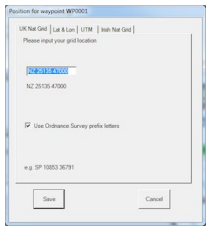
Rename

To change the name of a waypoint use the Name edit box.

Set Position

If you have the exact position of a waypoint and wish to use it you can set it here.

Click the change button and this screen appears which allows you to enter the exact position of a waypoint in the current coordinate system



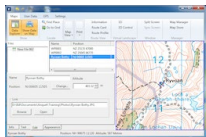
Set Altitude

If you know the correct altitude of a waypoint you can set it here using the edit box and it will be stored against the waypoint.

Create a Link

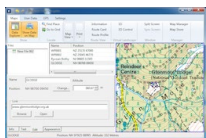
You can create a link to an external file or URL.

You can use the Browse button to select a file using a Windows File Dialogue box, just or type in the URL of a web page.



In this example the waypoint has been renamed and a link to photograph added. Clicking on the Open button opens the file in the default application for the type of file in the link. This could be a photograph, document, presentation, spreadsheet or any other type of file.

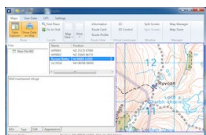
If you specify a web page then your default browse is started and the web page displayed.



The Text Tab

This allows you to add or change information you may wish to keep about a waypoint.

Select the waypoint, click on the Edit tab and enter the text you want.



You can choose to have the text hidden or displayed on the map. See the next section for information on how to do this.

The Appearance Tab

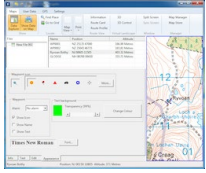
This allows you to

change the waypoint icon

control what information about the waypoint is shown (Icon, name, text)

change the background colour and transparency for the name and text

change to for for name and text



Change the Icon

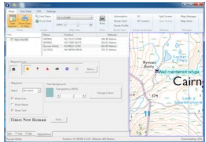
You can change the icon to any of the six shown by clicking on it, or select from a wider range by clicking the More button.

Change What is Shown on Map

The three tick-boxes allow to select what is shown on the map for a waypoint. They are independent of each other so you can choose to have any, all or none show.

In this example the icon has been changed, the background colour changed and the text shown.

The name is not shown as it is already on the map.



Change Text Background

Move the slider to change the transparency of the colour. 100% is solid, 0% is totally transparent.

To change the colour click on the Change colour and select the colour you want. You can choose from one of the Basic Colours or select any one you want from the pallet.

Change the Font

Clicking the Font button allows you to select the font for the text on this waypoint.

The Info Tab

This show a summary of information about the waypoint.

The contents can be changed using Options->Information Screen.

User Text - An Overview

What is User Text?

This is information you can add to objects in Data Explorer. It can be as much or as little as you like; for a waypoint it could be just a brief description of the point, for a route it could be a complete set of instructions for completing it.

Some text is just for your information and has no other use other than to remind you what the object is for. Other text can be overlaid on the map to let you annotate your routes or used in route cards.

What can I do with it?

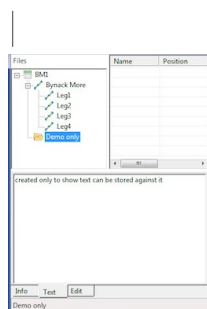
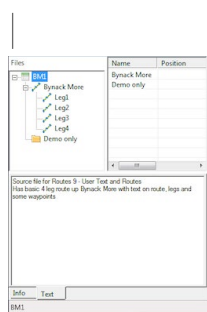
You can add text to any of the four object available in Data Explorer; File, Folder, Route and Waypoint. The following table summarises what you can do with them in terms of use on maps and route cards.

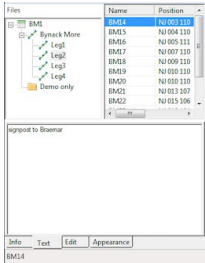
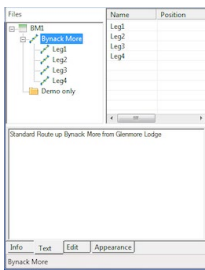
Object	Text Available	Show on Map	Use on Route Card
File	yes	no	no
Folder	yes	no	no
Route	yes	no	yes
Waypoint	yes	yes	yes

The waypoint text is not automatically shown on the map, you have to set the appropriate flag for it to be shown so you can store as much text as you like against a waypoint without it showing on the map.

Adding Text to Objects

To add text select the object in the Files panel of Data Explorer and then select the Text tab at the bottom. Examples of each are given below.



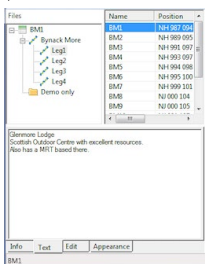
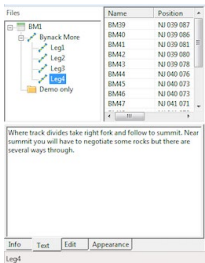


|| ----- | ----- | ----- | ----- || File | Folder | Route | Waypoint |

Note that the selected object is shown at the bottom under the tabs, a useful reminder of what object you are working with as once you start typing the blue highlight disappears.

Note also that the available tabs change depending on the selected object. The appearance tab on waypoint is where you control whether the text is shown on the map or not.

For completeness two other examples are shown; instructions for walking a route and waypoint text that is for information only and unlikely to be displayed on a map.



|| ----- | ----- || Leg Instructions | Waypoint Information |

The Data Explorer Window

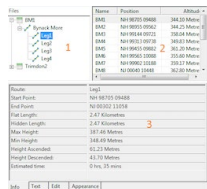
Where to find the "Data Explorer Window"

On the Maps Ribbon or Data Explorer Ribbon in the Show Group find the Data Explorer button.

Clicking this button toggles the display of the Data Explorer Window.

The shortcut key CTRL-D also toggles the display.

The Data Explorer Window



The window consist of three sections.

1 File View

This is in the top left of the window and provides a structured view of the currently open route files and the folders and routes within them.

The view can be expanded or contracted by clicking the '+' or '-' beside each object if it has one.

2 List View

This is the in the top right of the window.and lists the objects (folders, routes and waypoints) within the object selected in the File View.

3 Properties View

This is at the bottom of the windows and contains two, three or four tabs that allow you to view and edit the information about the currently selected object in either the File or List View.

Drop-down Menus

Data Explorer makes extensive use of drop-down menus activated by right-clicking the mouse on an object in the File or List View,

The contents of these menu vary depending on the object.

Routes - An Overview

Routes

Introduction

Rather than try and cram everything about routes into one article I have split it into several. Routes can be as simple or as complex as you like and different users will have different requirements.

I have started with an explanation of what a route is and some simple examples of how easy it is to change the overall appearance of a route. Then go on to cover the basics of creating a route. After that I start to go into the more complex things you can do. Hopefully splitting the articles by topic you will be able to find the bits you want quickly.

This is very much Work-in-Progress so if the link to an article doesn't work it probably means it is not ready yet, not there is a problem. I have tried to list the topics I think need covering for Routes, but if you think any are missing add a comment to this article letting me know.

Many of the things that you can do to routes are controlled by setting in the Options screen and links to these are provided where appropriate.

Routes 9 - User Text and Routes

Getting Started with Text on Routes

User text allows you to annotate your maps with helpful information, this can be about specific waypoints or just floating text with other information you wish to show. The text you can display on the map is only from waypoints.

The text from waypoints and routes is also used in the production of Route Cards.

This article uses a simple route broken into legs to illustrate how the different text fields fit together to enhance OMN and allow you to produce more useful printed maps and route cards.

The Demo Route

This is the popular route up Bynack More. It starts from the end of the road to Glenmore Lodge and then follows forestry tracks or well trodden paths.

It logically breaks into four legs with clear break points so makes it ideal to illustrate the various uses of text.

Creating the Route

I have started by creating a file I have named BM1 and then inserted an empty route Bynack More. I then created the four legs:

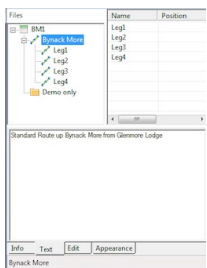
Leg1 - Lodge to signpost

Leg2 - Signpost to footbridge

Leg3 - Footbridge to split from Lairig and Laoigh

Leg4 - Path to summit

Next I used Multi-edit to rename all the waypoints with a BM prefix and in a continuous sequence from 1. I also hid all the waypoints.



Adding Text and Displaying on Map

The next thing to do is decide which waypoints you want to add text to and set them to show the icon and the text.

When you have the same waypoint at the end of one leg and start of the next use the waypoint at the start of the second leg. This is because it is this waypoint that is used to provide text in route

cards.

In this case I have turned on "Show Icon" and "Show Text" for the waypoints at the start of legs 2, 3 and 4. At the same time I have added the text I want to these waypoints.

I have no text for the start and end of the route so I have just turned on the "Show Icon" for the waypoints at the start of Leg1 and end of Leg4.

Tricks with Text

The position of text in relation to a waypoint is always with the waypoint at the top left of the text.

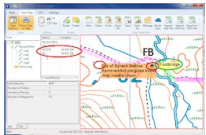
This is not always ideal and while the text cannot be repositioned in relation to the waypoint you can put the text in a different position by separating it from the waypoint.

In this example for Bynack Stables I have created two waypoints, one for the icon (BS) and one for the text (BSTEXT) (3).

BS has the icon turned on, name and text off.

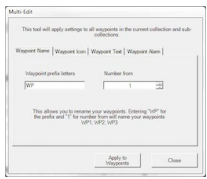
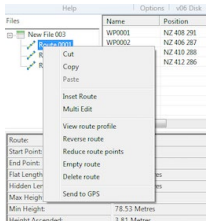
BSTEXT has the icon and name turned off, text on.

The icon and text for the footbridge (4) remain unaltered.



Routes 8 - The Multi-edit Function

Where to find the Multi-edit Function In the Files view of Data Explorer right-click on a route and then click Multi-edit.



Use this option to..

Change settings of all the waypoints in the selected route and any sub-routes (legs).

You can change:

Name. Change prefix and resequence.

Icon and whether it is shown or not.

What information is shown and its appearance.

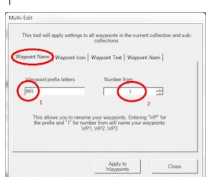
Note: The Waypoint Alarm feature is for future use and is not implemented at present.

Each of the four tabs operates independently and you have to click "Apply to Waypoints" on each screen for the changes to take effect.

Change Waypoint Name

This allows you to change the waypoint names from the default WP0001, WP0002 etc. to a set with a new prefix. This can be very important if sending multiple routes to a GPS as many units cannot handle duplicate waypoint names.

To change the names in a route:

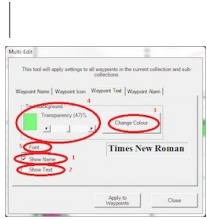


1. This box controls whether waypoint icons are shown or not. 2. This is the icon that will be

used.³You can select from list of your predefined favourites⁴.Or by clicking More select from the full range of available icons ⁵Click "Apply to Waypoints" to action changes. | | ----- | ----- |

Change Waypoint Text Settings

This allows you to control whether additional information about waypoints will be shown and how it will appear.



|1 This box control whether the waypoint names are shown or not.²This box controls whether any text you have entered against waypoints is shown or not.³Clicking this button allow you to change the background colour of the text.⁴This slider allows you to adjust the transparency of the background colour so you can see the detail of the map underneath. If you want a complete transparent background see tips below.⁵Clicking this button allows you to change the properties of the font used for the text⁶.Once complete click "Apply to Waypoints" button to action changes. | | --- --- | ----- |

Hints and Tips

Transparent Background

To get a completely transparent background select Black as the colour (R/G/B=0) and move transparency slider to 0%.

Routes 7 - Changing the Route Appearance

Changing the Route Appearance

Note: some of the functions described in the topic are only available with the Advanced Route Planning plug-in that is part of the Pro bundle.

There are several things that affect the appearance of the appearance of a route.

you can change its colour

change its transparency

change its width

add arrows or ticks

show or hide some or all of the waypoints on it

Defaults

The default setting for route colour and transparency can be set using the Options screen. You can also decide what icon you want for waypoints on the route and whether you want it to be shown or not. Refer to the section on Default Appearance in the Setting ribbon for details of how to do this.

These settings are applied to every route you create and remain with it unless you explicitly change any of them. These defaults are also saved with file so any new routes created in that file get same defaults.

Changing the Route Colour and Transparency

Once you have created a route you can change its colour and transparency using the Appearance tab in Data Explorer.

If you want a completely transparent route see Hints and Tips at bottom of article.

Select the route in Data Explorer

Click on the Appearance tab

Click the Change Colour button

Select your new colour and then click OK

Adjust the slider to get the transparency level you require.



Change the Route Width

This is done using the Appearance screen in the Options button on the Setting ribbon. For a full description of this screen refer to the section on Appearance in the Settings ribbon.

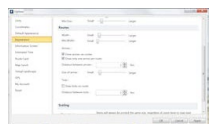
These settings apply to all displayed items and are not saved with the route, any changes you make are reflected immediately and will be the settings used the next time you start OMN.

To change the route width

Click the Options button on the Settings ribbon

Click the Appearance line

On the displayed screen, under the Routes section move the Width slider and click Apply till you achieve the desired result.



Add Arrows and Ticks

These settings are on the same section as the route width settings.

There are two tick-boxes for arrows, one to turn them on and one to limit it to one arrow per route.

You have to tick the 'Draw arrow on routes' for arrows to appear, even if you only want one.

You can adjust the size of the arrow using the slider provided.

You can also set the distance between arrows if you have multiple arrows.

As an alternative to arrows you can have ticks along the route at set intervals. Like arrows you can set the interval but there is no option to change the size of the tick.

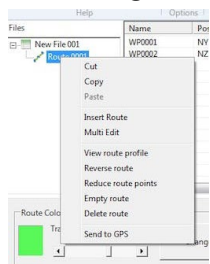
Managing Route Waypoints

It is possible to change the appearance of waypoints on a route as a group. You can rename them, change the icon, show/hide the icon, show/hide the waypoint name and change the appearance of waypoint text.

Whatever you do to the waypoints as a group, you can then go back and change individual waypoint settings.

As an example you could choose to hide all the waypoints on a route and then only show key waypoints with their name.

To change the waypoints on a route you use the 'Multi Edit' feature.



Select the route in Data Explorer

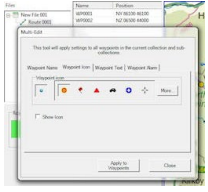
Right-click on it

Select 'Multi Edit'

Select the required tab

Make the changes

Click the Apply button



Hints and Tips

Transparent Route To get a completely transparent route select Black as the colour (R/G/B=0) and move transparency slider to 0%

Routes 6 - Splitting Routes

Routes 6 - Splitting Routes

If you have a long route and want to create a shorter one or break it into two you can use the Split Route function.

Split a Route

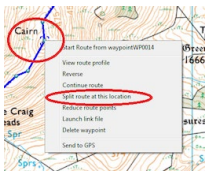
In this example I have a route named Carnethy, and I want to split it at the cairn on Turnhouse Hill. Select the route so it is highlighted on the map and move along it until you reach the waypoint at which you wish to split it, in this case the cairn.

Note While it is normal to split a route at waypoint it is not absolutely necessary, you can split anywhere on the route as new waypoints are inserted at the split (see below).

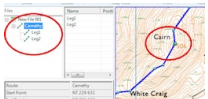
This waypoint (WP0014) will be highlighted in Data Explorer



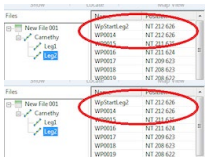
Then right-click at that waypoint on the map and select 'Split route at this location'.



The route in Data Explorer will now show two sub-routes, Leg1 and Leg2, and the waypoint on the map will change.



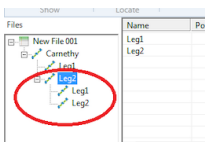
New waypoints are also added at the end of the first leg and start of the second.



Having split the route you can now name each leg, customise its appearance and rename the waypoints using the appropriate options within Data Explorer.

Breaking a Route into more than two legs

It is possible to keep splitting a route but each split takes you down a level so it can get very complicated. Splitting the second leg gives this result:



While what you probably want is this:

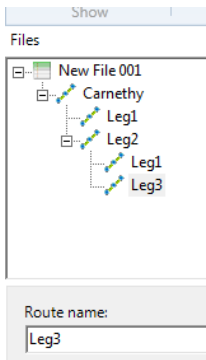


It is obviously possible to do this but unless done carefully you can end up in a mess.

The following instructions are for 3 legs but it can be extended to as many as you like.

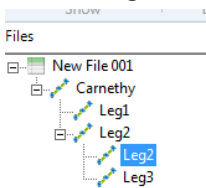
1. Rename Legs

The first step is to rename the legs in the split Leg2 to the the names they will finally have, in this case Leg2 and Leg3. This makes it easier to make sure they end up in the correct order.

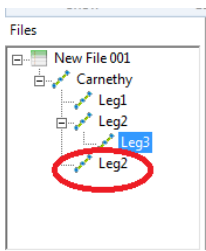


In this case the Leg2 within Leg2 has been renamed to Leg3 as that is what it will finally be.

Then Leg1 within Leg2 is renamed to Leg2.



Now select, left-click and hold the mouse key to drag the renamed Leg2 from within Leg2 to the top route, Carnethy.

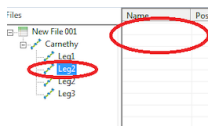


Do not panic when the map looks rather odd, until you are finished you can can get odd lines shooting accross the map.



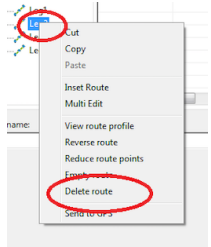
Anquet has a very logical way of processing sub-routes, top to bottom, left to right, and you have to get from the end of one route to the start of the next so it fills in the gaps.

Now repeat the drag process for Leg3 within Leg2 and you end up with the following result

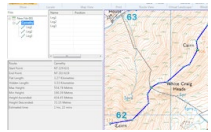


Notice that all the routes are now on the same level. You also have two named Leg2, the original that now contains no sub-routes and the renamed one you want.

The last stage is to delete the now empty original Leg2



and you have the result you want.



Tips

Naming Legs

I have used simple Legn names in this example but it helps to keep things under control if you use descriptive names for the legs and also prefix them with a number.

In this case it could be '1 Turnhouse Hill', '2 To fence' and '3 fence to Carnethy'.

Many Legs

If you want to split a route into more than 3 legs there are a couple of techniques you can use. You can make all the splits so you end up with as many levels as required, name all the legs and then drag them into order. With many levels this can get very messy and confusing so sometimes it is better to only work on two levels. After splitting the last leg into two complete the process of reducing the route to one level again, then split the last leg again and repeat the process as often as required.

Routes 5 - Creating a Route with Legs

Creating a Route with Legs

Introduction

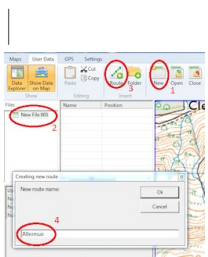
This is the style I use for most of my serious routes. It allows me to break it up into convenient sections so I can estimate the time and effort required for each section and thus plan stops.

By having defined break points in the route it also allows me to conveniently plan for escape routes or extensions without cluttering my map too much.

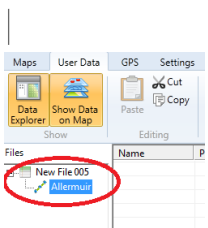
The example I use is a simple 3 leg route, but I show a larger example at the end where I have added an escape route to allow a shortened walk and also a possible extension.

This may not suite everybody but it shows what is possible and how to do it and I hope it sets you thinking how you to adapt OMN to your own requirements

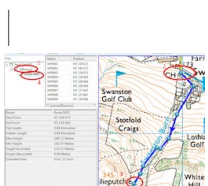
Creating the First Leg



| 1 Click the New button to create a new file
2 This appears in the Files section of Data Explorer
3 Click the Route button to create a new Route within the file. Give the route a suitable name in the pop-up window. | | ----- | ----- |

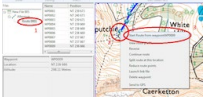


| Click OK and the new route will be created within the file. | | ----- | ----- |



| 1 Select the new route in Data Explorer
2 Go to the start point of the first leg, right-click and start the route as normal
3 proceed to create the route normally to the last point of the first leg, then right-click and end route
4 You will now have this this as a sub-route of the main route | | ----- | ----- |

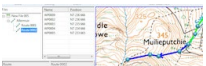
Adding the Second Leg



1 Select the first leg in Data Explorer
 2 Hover over the last point on the route so it is selected
 3 Right-click and select 'Start Route from waypoint...'



1 A new new route will be started at the same level as the first leg
 2 This route will start with last waypoint from the first route
 3 The mouse is now ready to define the rest of the route



Define the rest of the second leg as normal. Note that after the first waypoint (9) they are numbered sequentially from 2



Repeat the process for the third leg. Note that in this case the waypoints start with 5, the last on second leg, and then count from 2 again.

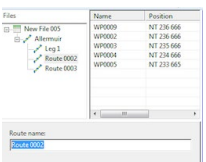
The Complete Route

The above screen-shot show details of the last leg (Route0003). By selecting the overall route (Allermuir) you can get details of the complete route.



Tidying Up

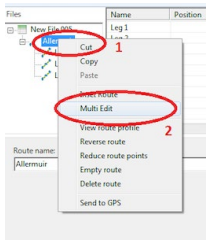
The legs are named Route0001, Route0002 etc and the waypoint numbering is a bit confusing. Use the Edit tab in Data Explorer to rename the legs.



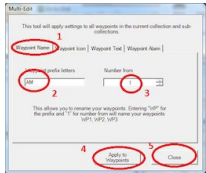
Once you have renamed the legs you can then tidy up the waypoints so the names are sequential from start to finish. I usually change the prefix at this point so each route has a unique set of waypoint names. Many GPS units cannot handle duplicate waypoint names and this can lead to some very confusing situations.

This uses the Multi Edit function which is fully described in another article, but for completeness the

relevant instructions are included here.



| 1 Select the overall route and the right-click the mouse 2 Select the Multi Edit option | | ----- | ----- |



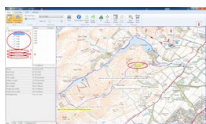
| 1 Make sure you are on the Waypoint Name tab 2 Optionally change the Waypoint prefix letters from WP 3 Optionally change the starting number for waypoints 4 Click Apply to Waypoints 5 Click Close | | ----- | ----- |

The waypoints have now all been renumbered from AM1 to AM21 so there are no duplicate names. Note that while AM9, the end of Leg 1, and AM10, the start of Leg 2, have the same coordinates they are two separate waypoints and have different names.

The naming of waypoints at the start and end of routes and their implications for route cards are covered in detail in another article.

A Real Example

This is the file and map from an actual route.



It shows:

The overall route split into legs

The provision of an escape route

A possible extension

A separate summary route for a GPS

Information text added to map

Routes 4 - Multi-level Routes - An Introduction

Multi-level Routes - An Introduction

How it works

OMN supports the idea of sub-routes, a route can have another route within it. You can repeat this as often as necessary, nesting routes within routes, to as many levels as you like.



In this example the RouteA from New File 001 has been copied and placed at the start of RouteX in New File 002. RouteX then continues with its own set of waypoints. You can see Route A appearing under RouteX in the treeview and its actual position in relation to other waypoints in the listview. This is not a link to the original route, the sub-route is contained entirely within the parent route. If you take a copy of RouteA and place it in RouteX then it is a snapshot of RouteA at that time. Any changes made to RouteA in its original form are not reflected in RouteX.



When drawing the route on the map OMN is very logical, it processes the overall route top-to-bottom, left-to-right. It also assumes that the overall route is continuous so, if the end of one route is not the start of the next, OMN puts the line between them on the map as you have to travel it to complete the route. If you suddenly find odd lines of routes shooting across the screen it is probably that you have two routes logically joined by OMN where the start and end are separated by a significant distance, or possibly they shouldn't be joined at all.

The Benefits There are several benefits of splitting a route into sub-routes or legs.

Any day trip is not usually completed at one go, there are normally at least a lunch stop and possibly a couple of other stops. There may also be other points where a trip may be logically broken for various reasons. Using sub-routes you can get OMN to give you a reasonable estimate of the efforts required for each section.

If you have a library of shorter routes then you can copy them into other routes to create longer routes without the effort of recreating existing sections.

Creating a route with only one sub-level, what I call legs, fits in very nicely with the Route Card system available in OMN.

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Routes 3 - Moving Waypoints, Extending and Reversing Routes

Routes 3 - Moving Waypoints, Extending and Reversing Routes

Add, Delete, Move Waypoints

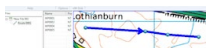
You can add, delete or move waypoints after a route has been created.

To add a waypoint, select the route with the cursor and then position the cursor at the point where you want to add the waypoint. Left click, and a waypoint will be positioned on the route.

To delete a waypoint, select the route with the cursor then let the cursor hover over the chosen waypoint. When you can see that the waypoint in question has been highlighted, press Delete on the keyboard and the waypoint will disappear.



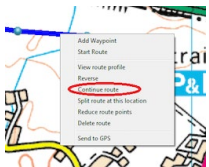
The route will then re-position itself, creating a straight line between the pair of waypoints that have been made adjacent through this action.



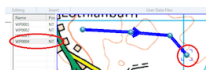
To move a waypoint, select the route with the cursor then let the cursor hover over the chosen waypoint. When you can see that the waypoint in question has been highlighted, left-click the mouse and drag the waypoint to the new position.

Extending a Route

To continue a route, highlight the route, right-click and select 'Continue route'.

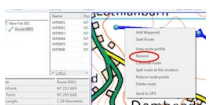


The cursor will pick up the waypoint at which the route had previously ended and you can continue the route.



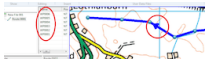
Reverse a Route

To reverse a route, right-click and select Reverse.



The route will reverse itself.

The order of waypoints in the route will be reversed and if you have an arrow option on these will also be reversed.



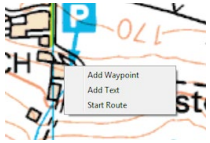
Routes 2 - Creating and Naming

Routes

Creating a Route

Move your mouse cursor to the desired start point

Right-click the mouse and select Start Route

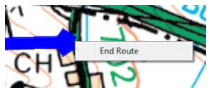


Create the route by moving the cursor and left-clicking at each change of direction. To draw a continuous curving line, hold down the left mouse button and follow the route with the cursor.

Release the button and you revert to the single click and move routine.

If you are about to go off the edge of the map then use the cursor keys to move the map.

To end a route, right-click and select End Route

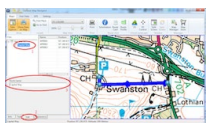


If you have Data Explorer (DE) open you will see the route being created and the waypoints being added.



Naming a Route

The default route name is in the form Routennnn, nnnn being a sequential number one on from the last used. This is not very helpful so you will probably want to give it a sensible name.



To do this:

select the route in DE

click the Edit tab at the bottom of DE

This bring up a text box that allows you to rename the route

Saving the Route

The route is saved in a data file. A data file may contain more than one route.

To save the file:



Select the route in DE

Click on Save As (or Save) button

Give the file a suitable name and click Save Using the Close or Close All buttons produce similar effects.

Routes 1 - What is a Route?

Routes

A route is basically a list of waypoints in the order you wish to visit them. It can contain as many or a few waypoints as you wish.

Routes with many waypoints tend to define a trip in detail, following every twist and turn, giving a reasonable estimate of the distance and effort to complete it.

Routes with only a few waypoints are more likely a summary with only key points along the way marked.

What you choose to use depends on;

your style of navigation

what you want printed maps to look like

what information you want OMN to provide

Examples

Below are 3 examples of the same route produced for different purposes showing the difference in information available and appearance.

They are all of classic route up Bynack More.

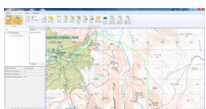
The first only includes the key waypoints along the route



This second example has more waypoints so you can get a reasonable approximation of the length and ascent involved, and therefore an idea of the time.



This third example is intended for printing. I have chosen to hide most of the waypoints, only marking those at key points. The route appearance has been changed to make it broader and semi-transparent so the detail underneath can be seen. It has also been de-selected so it no longer appears highlighted and has its own colour shown.



Joining Routes

Joining Routes

It is not possible to actually join two routes in to one but a similar effect can be achieved using sub-routes

There are two ways to do this;

add one route as part of another route

create a route consisting of legs Both these actions can be carried out using existing routes or when creating new routes.

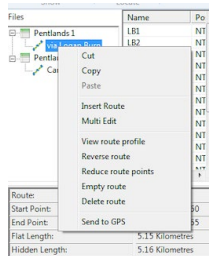
Note: In these examples I use the right-click drop-down menu but the same effect can be achieved using the Editing and Insert groups on the Maps ribbon

Adding an Existing Route to another Existing Route



This example shows two files each with a route in it. We wish to combine the two into one circular route by adding the route via Logan Burn to the end of route Carnethy Hill.

To do this right-click on Via Logan Burn and click Copy.



Then right-click on the route Carnethy Hill and select paste (shortcut Shift-Insert). This will copy the first route as a sub-route of the second route.



You can now close the file Pentlands 1 and you are left with the route Carnethy Hill now comprising the complete route.



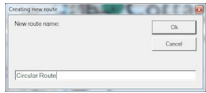
The information box at the bottom of Data Explorer now shows the information for the combined route.

It is possible to see the information for the sub-route via Logan Burn by selecting it, but not now for the first part on its own as it now includes the sub-route.

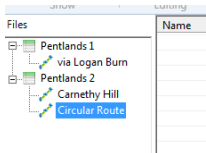
Creating a Legged Route from Two Existing Routes

In this case you do not add one route onto the end of another route, you create a new route and make the two existing routes sub-routes of that.

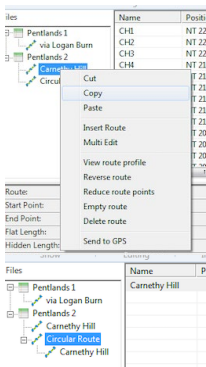
Using the above example you start by creating a new empty route Circular Route within Pentlands 2. To do this right-click on the folder and select Insert Route and a box will pop up asking you to name the route.



Name the route and click OK. An empty route is inserted into the file.



Now copy the route Carnethy Hill and paste In to Circular Route.



Repeat for the via Logan Burn route and you have your new route.



Close the Penlands 1 file and delete the original Carnethy Hill route from Pentlands 2 and you have nice clear route consisting of 2 legs.

You can now look at information for the whole route or just one leg. The example shows the first leg selected so details of that are shown in the Information tab of Data Explorer.



Data Explorer (Overview)

Data Explorer

What is Data Explorer?

There are two types of data in Anquet Maps:

The map data that you buy to cover the areas you interested in. This is copyright and fixed, you cannot change it, you can only view it.

User data that you add over the maps that allow you to make the package work for you.

Data Explorer is the tool that Anquet provides to allow you to effectively manage your user data. It is a set of data management tools which allows you to create, store and retrieve route and waypoint data. The system is based on creating and holding a set of files which have a hierarchical order of folders and routes within which all of your Anquet data is stored and managed.

Once you have started adding waypoints and routes you can create folders and files in which to store them. Files, Folders and Routes can be arranged in whatever order you require and can be changed at will at any time. You can, for example have a file for routes in the Lake District, and in the file create folders for different trips in which the routes for each trip will be filed.

When you add waypoints and routes to your map they are graphically represented on the map view, but to use them most effectively you also need the tools provided in Data Explorer. This allows you to change their appearance, rename them, add descriptive text and may other functions. These are described in detail in the relevant sections.

There are two main parts to Data Explorer, the User Data Ribbon and the Data Explorer Window.

The User Data Ribbon allows you Create, Open, Save or Close files containing your user data. It also allows you to insert Folders and Routes into a GPX file.

The Data Explorer Window allows you to view your data in a structured format and add, change or delete it.

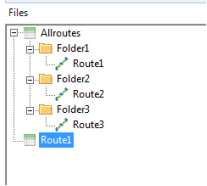
Copying or moving routes between files

Introduction

If you have multiple routes in one file and wish to separate them into different files these instructions should help.

The example shows folders being used inside a file but the same technique applies without them. In the example the routes are copied so you retain the originals. You can drag the routes to their new location if you do not want to retain the originals.

Copying the Routes



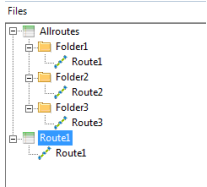
In this example there is one file with 3 folders, each holding one route.

The intention is to put a copy of each route in its own file.

To move the routes:

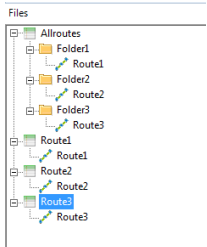
Open the original route file in Data Explorer. AllRoutes in the example.

Create a new file for the first route and name it appropriately (Save As). You now have 3 files with routes than can be opened individually as required.



Copy Route1 in Folder1 . Right-click, Copy or CTRL-C

Paste the route in the file Route1 . Shift-Insert.



Repeat for Route2 and Route3

How Up to Date is Our OS Mapping?

The answer from our side is "As up to date as we can practically make it".

We get updated mapping from the OS on a regular basis and our aim is to process it into our format and make it available on our servers as soon as practically possible so anybody buying a map gets the latest data we have.

It is worth pointing out that when you buy a map by download it is like buying a paper map or a disk, it is a snapshot of the mapping available at the time of purchase. If you have to download the map again for any reason, even years later, you still get the original mapping data, not updated mapping.

The real question is probably "How up to date is the OS mapping?"

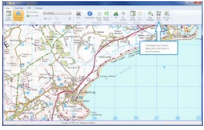
The OS update a lot of data, but not everything on every release. They update their mapping on a cycle which we are not privy to so we don't know what has changed and when.

There will almost certainly be changes in any significant area of mapping but possibly not in your immediate vicinity and that is what you will notice. The new bypass may not have filtered through the OS update cycle so it will not appear on any OS maps yet and hence not on ours.

How to download plug-ins and upgrade packages

How to Download Plug-ins

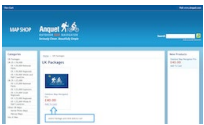
Step 1: Launch Outdoor Map Navigator for PC and open the Map Store



Step 2: Select the UK Packages



Step 3: Add to basket and confirm



Step 4: Complete secure payment



You can pay by credit/debit card or use one of the approved on-line payment methods.

How to download favourite map bundles

How to download Favourite Map Bundles

Convenient pre-defined map bundles for popular areas

Favourite Map Bundles are sets of maps that create a product, and are given a set price. So for instance, OS 1:25,000 Lake District National Park bundle includes Ordnance Survey 1:25,000 map data, height data, find place information and road mapping covering the area of the National Park.

Huge choice including everything you see in the web shop

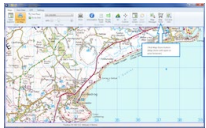
There are over a thousand Favourite Map Bundles to choose from including all the map titles listed in our web shop and a few more besides. So if you have found a map title you like the look of on our website you can download it as a Favourite Map Bundle using your Anquet software.

Download your map using the free Anquet software

If you are new to Anquet, first, you'll need to download and install OMN for PC, the free app for your PC.

Then follow the instructions below.

Step 1: Launch Outdoor Map Navigator for PC and open the Map Stor



Step 2: Select the map range



Step 3: Select map and add to basket



Step 4: Complete secure payment

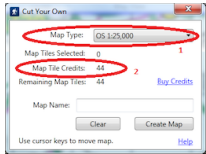


You can pay by credit/debit card or use one of the approved on-line payment methods.

How Many Tile Credits Do I Have Left?

Checking Your Tile Credits

You can check how many tile credits you have left for each map type using the CYO button. Once the system has processed your current data the Cut Your Own screen is displayed.



1. Select the map type you are interested in from the drop-down list
2. Your available tile credits are shown

You can cycle through each map type in turn and see what credits you have available. Each time you change the map there will be a slight delay as your coverage is re-calculated.

Selecting Colour and Transparency

Setting Colour and Transparency Overview This is a common option available in several places. It allow you to set the colour and transparency of route or text background.

There are two levels, Standard and Advanced.

Standard allow you to choose from a range of fixed colours. They are solid and there is no option to change the transparency.

Advanced allows you to set any colour in the available pallet and also the transparency.

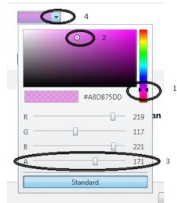
Standard Colour



To select a colour from the Available or Standard range just click on the colour. It will be applied and the window will close.

Clicking the Advanced button on this screen display the Advanced colour selection screen.

Advanced Colour



Select the basic colour using the slider control Adjust the hue by moving the target icon to get the desired result Move the slider left to make the colour more transparent Click on the original entry arrow to exit window If you note the numbers for R(ed),G(reen),B(lue) and A(for transparency) you can easily recreate the colour again.

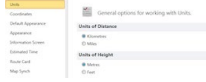
Hints and Tips Transparent Background and Route To get a completely transparent background or route select Black as the colour (R/G/B=0) and set transparency (A) to 0.

Option Units

Use this option to determine whether you work in metric or statute units for distance and height.

The choices are Kilometres or Miles for distance and Metres or Feet for height.

The options can be chosen separately, so you can have distance in Kilometres and height in feet.



Option Route Card

Where to find the Route Card Options Screen On the "Settings" ribbon, in the "Options" group, click on the "Options" button. Find the "Route Card" option on this screen

This selection is only available with the Advanced Route Planning option.

Use this option to... Select your Route Card style that you want to display or print. Select the style of your choice from the drop down menu.

Option Map Synch

Use this option to control the behaviour when working with Synchronised maps on Split Screen Flat Maps. When working with two maps of different scales the map showing a larger area will normally have a rectangle showing the area covered by the other map. This will change as you zoom each map in or out or change scale.

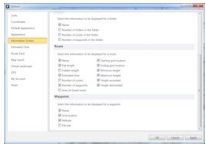
You can turn this off by un-checking the box in this option.

Option Information Screen

Where to find the Information Screen Options Screen On the "Settings" ribbon, in the "Options" group, click on the "Options" button. Find the "Information Screen" option on this screen Use this option to... Select the data fields that will be displayed on the Info tab in Data Explorer and on the Information screen from the Maps ribbon.

There are four sets of data fields, the content depending on the object selected. The available objects are:

User Data File Folder (within a User Data File) Route Waypoint In each case all fields are optional except the Name.



Option Estimated Time

Where to find the Estimated Time Options Screen On the "Settings" ribbon, in the "Options" group, click on the "Options" button. Find the "Estimated Time" option on this screen

Use this option to... Change the parameters used to calculate the estimated time for a route.

Scope The current profile is applied to all routes as they are displayed, changing the profile will change the timing for each route shown.

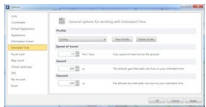
They are not stored with route.

Setting Parameters The calculation is based on Naismith's Rule which says 'Allow 1 hour for every 3 miles (5 km) forward, plus 1 hour for every 2000 feet (600 metres) of ascent'.

Outdoor Map Navigator allows you to have different profiles and set you own timings. There a number of standard profiles provided but you can modify the values and add more profiles if you wish.

There is also an option to modify the time based on descent. This is of particular interest to cyclists.

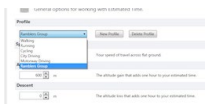
To decrease the time for a descent put in a negative value.



Adding a New Profile Click on the New Profile button and you will be prompted for a profile name.

Once you have done this you can edit the parameters as for any other profile.

Selecting a Profile



Profiles are selected from a drop-down list. Having selected a profile click apply

Option Default Appearance

Where to find the Default Appearance Options Screen On the "Settings" ribbon, in the "Options" group, click on the "Options" button. Find the "Default Appearance" option on this screen

Use this option to... Set the default appearance of waypoints, routes and text that you draw on the map. Once the object has been created you can change them individually from within Data Explorer.

Scope These settings are applied when an object is first created. If you change any setting they only apply to new objects, it has no effect on objects already created.

Waypoints You can set the default icon for waypoints not part of a route and control what information about it is displayed.

Icon The current icon is shown with a Choose button beside it. Click on the button and a complete set of icons is displayed. Click on the icon you wish to use and click Select. This now becomes your new default.

Show Name This tick box determines whether the waypoint name is displayed on the map or not. It is displayed to the right of the icon. You can select the default background colour and font using the Text setting. (see below).

Show Text This tick box determines whether any text you have added to the waypoint using the Text tab is displayed on the map. The same font and background colour as the name are used.

Routes You can set the default colour and transparency of the line used to draw a route on the map.

You can also set the same defaults for waypoints that form a route as for those not part of route.

Route Colour The current default and transparency are shown. Clicking on the down arrow beside it opens a window that allows you to choose from a selection of standard colours.

The Advanced button allows you to pick from a complete palette of colours and to set the transparency of the line showing the route.

Route Waypoints These settings are exactly the same as for non-route waypoints.

Text You can set the default font and background colour for waypoint information, name or text, displayed on the map.

Font The current default font is shown. Clicking the Font button displays a window that lets you change the usual font properties.

Background Colour The current default and transparency are shown. Clicking on the down arrow beside it opens a window that allows you to choose from a selection of standard colours.

The Advanced button allows you pick from a complete pallet of colours and to set the transparency of the line showing the route.

Option Coordinates

Use this option to select the coordinate system you wish to use for referring to objects on your maps.

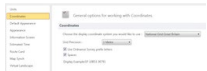
Available Systems National Grid Great Britain UTM Lambert93 France National Grid Ireland Latitude / Longitude This is the first choice you have to make and after that other options are offered depending on your selection.

National Grid Great Britain (BNG) There are 3 options with this system.

The grid precision determines how many figures are given in a map reference. The default is the standard 6 figure reference (100m precision) but you can select up to 10 figure reference (1m precision), or as low as just a 100Km square.

The BNG is arranged into 100km squares and the square is normally referenced by a letter pair so this is the default. You can turn this option off and the coordinates will then be a distance relative to the BNG origin.

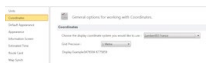
The last option allows you to remove the spaces when specifying a location. It removes all space whether you are using the letter pair or not.



Universal Transverse Mercator (UTM) Coordinate System There is only one option for this system, the Grid Precision. This can range from 100Km to 1 metre. The default is 100m.



Lambert93 France There is only one option for this system, the Grid Precision. This can range from 100Km to 1 metre. The default is 100m



National Grid Ireland There are 3 options with this system.

The grid precision determines how many figures are given in a map reference. The default is the standard 6 figure reference (100m precision) but you can select up to 10 figure reference (1m precision), or as low as just a 100Km square.

The grid is arranged into 100km squares and the square is normally referenced by a letter pair so this is the default. You can turn this option off and the coordinates will then be a distance relative to the BNG origin.

The last option allows you to remove the spaces when specifying a location. It removes all space whether you are using the letter pair or not.



Latitude / Longitude Coordinates are displayed in degrees, minutes, seconds.

In this system you have to choose the datum you wish to use for for the coordinates.



Option "Appearance"

Where to find the Appearance Options Screen On the "Settings" ribbon, in the "Options" group, click on the "Options" button. Find the "Appearance" option on this screen

This selection is only available with the Advanced Route Planning plug-in.

Use this option to... Change the way different features appear in Outdoor Map Navigator.

Scope These settings are applied to all items currently displayed on your map. They are not stored as part of your route data but as an application wide setting.

If you open an old route it will be displayed using the current settings, not those that applied when it was last saved.

Highlighting Changes the colour that depicts a route when it is highlighted and the colour of the line surrounding a highlighted waypoint.

The width of the highlight is the same as for a route. Details of how to change that are given below.

Waypoints Use the upper slide bar to change the size of all waypoints displayed on the map. Use the lower slide bar to determine the minimum size below which a waypoint will not be reduced, regardless of the level of reduction of the mapping

Routes Use the upper slide bar to change the width of all routes displayed on the map.

Use the lower slide bar to determine the minimum width below which a route will not be reduced, regardless of the level of reduction of the mapping.

Add arrows to routes; determine their design and size and set the distance between them.

Add ticks to routes and set the distance between them

Scaling Choose between having no scaling and scaling.

No Scaling Items will always be printed the same size, regardless of zoom level or map type being viewed.

Scale The size of an item will stay constant on the map, and therefore will alter with the zoom level being viewed.

GPS Option Screen

Where to find the GPS Options Screen On the "Settings" ribbon, in the "Options" group, click on the "Options" button. Find the "GPS" option on this screen

Use the GPS Options to... Set up how Outdoor Map Navigator communicates with your GPS.

About GPS Devices Hand-held GPS devices now basically come in two flavours.

Serial Devices - 'traditional' units like the Garmin eTrex that use a serial link and proprietary protocol to communicate
GPX Devices - modern units like the Oregon and Montana that use the GPX format to store data and appear as external drives (like a memory stick) for communication. The requirements for communicating with these devices are significantly different. Apart from the different method of communicating the biggest difference is the way data is stored in the device.

Serial Devices The device is the database, there is only one table of waypoints, one table of routes and one set of tracks. Everything you send goes into this area and its size is limited by the device. If you send duplicate data it will overwrite what is already there.

Similarly when you read data from the device all the data comes from this one area.

Older devices use a proprietary lead and are obviously serial. Later devices use a mini-USB connector but are still serial.

GPX Devices These units can store their data in GPS eXchange format files (GPX) and are normally capable of having more than one of these files so there can be multiple databases. You have to select the one you want to work with and where it is located. This may vary from model to model so you have to check the manual to find out where data is stored.

When connected to the PC via a mini-USB lead they appear as an external disk drive.

GPS Settings Connection Select the option appropriate to your device.

If you choose one of the serial options the you will be prompted for the device type as the communications protocol is manufacturer dependant.

Device Choose the appropriate manufacturer from the drop-down list.

Serial port If you chose Serial as the connection typ you have to specify the communications port the device is connected to.

USB If you chose USB disk device then you are prompted for the drive and folder the GPS device uses for its GPX files.

Route Cards 1.1 - An Introduction

Route Card Sub-system

The Route Card function offers a powerful tool for creating additional documentation to support printed maps. It is possible to include descriptive text of waypoints on a map but this tends to clutter it up. Also there is no provision for including text about the route itself. A route card lets you put a description of the route and any significant waypoints, with photographs if desired, in a convenient format.

There is a set of default templates offered but if these do not exactly meet your requirements it is possible to create your own. This forum tries to describe how to do this.

How to Use This Guide

This document assumes you are familiar with technology you want to use to produce Route Cards. It is designed to show you how to use the Route Card system to achieve what you want, not to teach you anything about the technology you are using.

Route Cards 1.2 - How it Works

How it Works

Anquet generates route cards by reading the template file and outputting a temporary file that is a copy of the input file except where tag data is encountered. Tags are links that allow access to information within the details of a route, each of which has a specific name.

Tag data is signified by enclosing the tag name in `@@` symbols i.e. `@tag_name@` and when one of these is found in the template one of two things happens.

If it is route or waypoint information the appropriate value from the database is output.

If it is a flow control tag then Anquet positions itself within the route according to the tag before processing the next input data.

This may involve setting up a loop to process multiple sets of data like waypoints or jumping to a specific point.

Template Route Card



Note that any white space characters like spaces, tabs cr/lf are output exactly as input so if the `@root_loop@` and `@way_name@` were on separate lines the result would be double spaced. Also font control such italic, bold etc. is copied from the `@tag@`.

A detail description of the flow control tags and how to use them is given in the reference section of this document.

Route Cards 1.3 - The Example Route

Introduction

To illustrate the use of Route Cards a simple route is used. This is a real route in the Cairngorms.

I have created two versions of the route:

a simple single level route with the bare minimum of waypoints to illustrate the basics of route cards.

a version with legs to show how route cards works with a 2-level route Text has been added to some waypoints and routes.

The attached files contain the routes as used in this section of the User Guide.

Simple Route

| Name | Position | Text | | ----- | ----- | ----- | | BM1 | NH 98702 09460 | Glenmore Lodge | |
BM2 | NJ 00311 11054 | Signpost to Braemar | | BM3 | NJ 02136 10493 | Bridge | | BM4 | NJ
03923 08691 | Track Split | | BM5 | NJ 04179 06327 | Summit of Bynack More |

Route Text Route from Glenmore Lodge to Bynack More via Ryvoan Pass and Lairig an Laoigh

Route Cards 1.4 - Route Card Types

Route Card Types

Broadly these fall into four categories, text, list based, web and now XML.

Web based output is .html for browser use. I suspect that many who would have used html will now use XML and CSS or XSTL to format the output.

Text based output is .rtf (Rich Text Format) for use with Word Processors or Text Editors.

List based output is .csv (Comma Separated Variable) for use in Spreadsheets or custom applications. This offers a very good way of producing customised export files.

XML was originally associated with the web but is now finding use in many different applications.

Although there is no sample XML template, the route card system produces 'good' XML output. Part of the customisation of the Anquet is the selection of the template to be used for route cards from a list of available files. Depending on which template you select and what defaults you have set to handle each file type Anquet behaves differently.

If you have selected a text (.rtf) template then once the route card has been created an editing window opens up to allow you to make any changes to the text before saving it.

For web (.html) templates the result is displayed in your default browser. This is a temporary file so if you want to do more than view or print it you have to manually save it. The saved file can be edited using any suitable HTML editor.

For .csv templates the result is displayed in the default application for this file type, probably Excel or one of its derivatives. Again it is a temporary file so you have to manually save it for further use.

For XML it depends how sophisticated you are how the output is displayed. Also what your default application for handling XML files is. In a normal browser raw XML will display as tree structure. If you include style references then this will probably be used to format the output.

The User Guide concentrates on text (.rtf) examples as most users will at least have WordPad as a useable editor. There is a section on CSV output, but XML and HTML are not covered in detail as they are more specialised and it is assumed anyone using them will be familiar with the technology.

Route Cards 2.1 - Variable's Name Tags

Route Card Variables Tags

The first two tables describe the data available for inclusion in route cards, their tag name and their source. Most are either derived from the application (e.g. waypoint location and height) or calculated (distances and timings). Only where there is likely to be confusion is any additional information given.

Table 1. Route Tags

Name	Description	Source
route_name	Name of route	Database (default or user defined)
route_dist_flat	Total route flat distance	Calculated
route_dist_hidden	Total route hidden distance	Calculated
route_time	Total route time based on given Naismith's parameters	Calculated
route_ascent	Total route ascent	Calculated
route_descent	Total route descent	Calculated
route_max_height	Maximum height on route	Derived from route
route_min_height	Minimum height on route	Derived from route
route_text	Description of route	User input on route
route_profile	Not used at present	
route_timing_details	Naismith's rule values	From options->
route_misc_details	Magnetic variation	From options->
leg_name	Name of sub-route (leg) on route	Database (default or user defined)
leg_text	Descriptive text of sub-route (leg) on route	User input on sub-route

Table 2. Waypoint Tags

Name	Description	Source
way_name	Waypoint name	Database (default or user defined)
way_location	Grid reference	Derived from mapping
way_icon	File name of icon	Database (default or user defined)
way_text	Description of waypoint or other information	User input
way_height	Height of waypoint	Derived from mapping
way_link	File name of link	User input
way_thumb	Temporary .PNG file created from image file	Created if link file is image
way_next_name	Name of next waypoint	Database (default or user defined)
way_dist_flat_next	Distance from current to next waypoint	Calculated
way_dist_hidden_next	Distance from current to next waypoint allowing for ascent and descent	Calculated
way_bearing_next	Bearing from current to next waypoint (includes allowance for magnetic variation)	Calculated
way_ascent_next	Total ascent between current and next waypoint	Calculated
way_descent_next	Total descent between current and next waypoint	Calculated
way_time_next	Estimated time to travel between current and next waypoint using timing from tools->options->estimated time	Calculated
way_current_num	Current waypoint number in list	Derived
way_next_num	Next waypoint number	Derived

Table 3. Flow Control

way_num_n	Position selection at waypoint n	-----	-----	way_last	Position selection at last waypoint		
route_loop	route_end	Used to mark control block for looping through route. Basic selection that includes entire route	route_loop_at_n	Used to start route at other than first waypoint. \hat{n} is starting waypoint number	route_end_at_m	Used to mark end control block for looping round part of route where end waypoint is known. \hat{m} is last waypoint to be included.	
route_end_before_last_m	Used to mark end control block for looping round part of route where list stops before end waypoint. \hat{m} is waypoint to stop before, i.e. is not included in list.	if_file_start	if_file_end	Used to delimit control block where an external file is being processed from link field on waypoint. If waypoint has a link then this section of text/tags will be included, otherwise it is ignored.	if_img_start	if_img_end	Used to delimit start and end of image file. Normally used within $\hat{if_file_start} \text{ } \hat{if_file_end}$ block as it comes from link on waypoint.

Route Cards 2.2 - Flow Control

Flow Control in Anquet Route Cards

Flow Control in Detail

There are three categories of flow control tag; direct positioning, loop control and external file handling.

External file handling is described in a separate article.

Direct Positioning

way_num_n positions the list at waypoint n so that details of a specific waypoint may be output.

way_last obviously positions at the last waypoint

| Template|OverviewFlowcontrolDirectpositioningway_num_way_last

@way_num_2@@way_name@@way_location@@way_last@@way_name@@way_location@endoflist|

| ----- | ----- | | Result | OverviewFlow control Ⓟ Direct positioningway_num_way_last BM2 NJ

00311 11054BM5 NJ 04179 06327end of list |

Loop Control

A route will consist of several waypoints so a method is required to loop through these and output details for each one. All waypoints may not require the same output so there is flexibility to start and stop the loop process at other than the first or last waypoint.

Basic Control Loop

The basic loop control is:

@route_loop@

....

@route_end@

This loops through the complete route handling every waypoint the same way.

Ending Loop Early If the last waypoint is to be handled differently, then the loop is modified to:

@route_loop@

..

@route_end_before_last_1@

@way_last@....

Starting and Stopping at other points It is possible to start and end the loop at specific waypoints:

@route_loop_at_2

....

@route_end_at_4

This would miss out the start and end waypoints in the example.

Route Card Examples

These are examples of Route Cards using the templates provided. They are all based on the route used in the Route Card forum so you can see how the different types appear.

The application creates a temporary file in the format dictated by the Route Card option in settings.

This file is then opened and displayed by your default program for that file file type.

Typically this will be Wordpad or Word for .rtf files, your default browser for .html files and Excel for .csv files.

You can then edit and save the result if you wish. If you do not save it then the result is lost as the temporary file is deleted when no longer required.

Classic - Rich Text File (rtf) format

```
Overview
0801-0802-0803-0804-0805
Route from Glenmore Lodge to Sprack Mine via Ruman Pass and Lallyan
Lallyan
ASCZ LOCATION HEIGHT BRGNG DBST
0801 NY 08719 0801 363.83 m
0802-0803 40° 2.26 Km 103.3 m
0804
0805 NY 08101 0106 304.62 m
0806-0807 110° 1.81 Km 83.9 m
0808
0809 NY 08178 0801 426.87 m
0810-0811 130° 2.54 Km 103.8 m
0812
0813 NY 03022 0801 775.79 m
0814-0815 170° 2.36 Km 388.7 m
0816
0817 NY 04775 0802 1274.46 m
0818-0819 160° 3.09 Km 582.7 m 0427-040
Total Spg 8.89 Km 582.7 m 0427-040
Est Time 3.8 Km/hr 450 m ascent adds 1hr
Magentic variation 4°
```

```
Overview
0801-0802-0803-0804-0805
Route from Glenmore Lodge to Sprack Mine via Ruman Pass and Lallyan
Lallyan
ASCZ LOCATION HEIGHT BRGNG DBST
0801 NY 08009 0801 262.37 m
0802-0803 40° 2.19 Km 62.2 m
0804
0805 NY 08206 0106 383.26 m
0806-0807 110° 2.14 Km 73.8 m
0808
0809 NY 08157 0106 426.37 m
0810-0811 130° 2.53 Km 103.8 m
0812
0813 NY 03019 0801 770.23 m
0814-0815 170° 2.41 Km 393.5 m
0816
0817 NY 04717 0106 1273.84 m
0818-0819 160° 3.09 Km 582.7 m 0427-040
Total Spg 8.89 Km 582.7 m 0427-040
Est Time 3.8 Km/hr 450 m ascent adds 1hr
Magentic variation 4°
```

|| ----- | ----- | | Simple Route | Route with Legs|

Classic - Web HTML format

```
Overview
0801-0802-0803-0804-0805
Route from Glenmore Lodge to Sprack Mine via Ruman Pass and Lallyan
Lallyan
ASCZ LOCATION HEIGHT BRGNG DBST ASCT EST TIME
0801 NY 08719 0801 363.83 m
0802-0803 40° 2.26 Km 103.3 m 00:58:01
0804
0805 NY 08101 0106 304.62 m
0806-0807 110° 1.81 Km 83.9 m 00:40:00
0808
0809 NY 08178 0801 426.87 m
0810-0811 130° 2.54 Km 103.8 m 01:26:01
0812
0813 NY 03022 0801 775.79 m
0814-0815 170° 2.36 Km 388.7 m 01:25:01
0816
0817 NY 04775 0802 1274.46 m
0818-0819 160° 3.09 Km 582.7 m 04:27:00
Total Spg 8.89 Km 582.7 m 04:27:00
Est Time 3.8 Km/hr 450 m ascent adds 1hr
Magentic variation 4°
```


Using Serial Communications to Transfer Data

Using Serial Communications to Transfer Data

The GPS ribbon has the following buttons



Sending Data

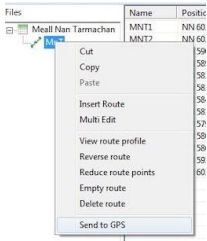
With the exception of a route converted to a tracklog all data is sent the same way.

Select the data to be sent in Data Explorer. This can be a File, Route or Waypoint.

Click 'Send to GPS' on the GPS ribbon

A message is displayed on completion of the transfer

Click OK Alternatively you can right-click on the selection and then click 'Send to GPS' on the drop-down menu.



Sending a Route as a Tracklog

It is possible to convert a route to a tracklog so that is stored as such within the GPS.

Select the route to be converted in Data Explorer

Click 'Send as Tracklog' on the GPS ribbon

A message is displayed on completion of the transfer

Click OK This option will only be available when a route is selected.

Getting Data

It is possible to choose what type of data to extract from the GPS.

This may be either

the current list of waypoints

the current routes

the current tracklogs (both active and archived)

all current data in the GPS

To retrieve the data

click on the appropriate button on the GPS ribbon.

A message is displayed on completion of the transfer

Click OK

Using a Satmap with OMN

Using a Satmap with OMN

Unfortunately it is not possible to communicate directly with a Satmap using OMN.

The protocol used by Satmap to transfer data (maps and routes) to and from the device is proprietary and as far as I know it has not been published.

The software we use to handle GPS communications (GPSTBabel) supports many formats but Satmap is not one of them.

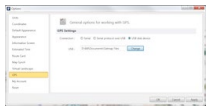
There is, however, a way to exchange route (and tracklog) information with a Satmap using the GPX file format. You then use Satmap's own PC package (SatSYNC) to handle the interface between the GPX file and the device.

Creating a GPX File from OMN

Omn has an 'Export to GPX File' option on the User Data ribbon but this produces file that contains all the Anquet extensions to the GPX format and these mean nothing to SatSYNC.

It is better to take the file created when you send GPX data to a GPS as this does not include Anquet extensions, only the basic GPX elements.

To do this set up your system as if you were using a GPS that acts as USB Mass-storage device, but point to a folder on your hard disk that you will use for the GPX files for SatSYNC.



Now when you send the route or file to the GPS it will create a GPX file in this folder. This can then be read by SatSYNC and the data sent to the Satmap device.

Getting Data from a Satmap In the same way as you used SatSYNC to send data to the Satmap you can use it to retrieve data and then output it in GPX format to the same folder as above. You can the 'get' this information as if from a GPS and read it into OMN.

This operation is covered in the above article.

Using a GPS with OMN (Introduction)

Introduction to Using a GPS with OMN

Limitations

This article is written for Garmin devices but the general concept applies to other manufacturers. The known exception is Satmap whose products do not have a published serial protocol or support the GPX format.

Garmin GPS devices now basically have two different methods of handling data transfer. Older devices used a serial connection to the PC and a proprietary protocol to transfer data. Newer devices appear as an external drive on the PC and can use the GPS eXchange (GPX) file format to store data. Some devices appear to support both methods.

The documentation supplied with the device is not always the most helpful so this article is designed to help you determine which type of device you have and how to transfer routes and waypoints to and from it. This guide is not infallible but in most cases will give you the information you require.

Physical Connection

Depending on the age of the device it will either have a mini-USB socket (as on cameras etc.) or a proprietary socket. For Garmin it is either a flat 4-pin connection or, on really old devices, a round 4-pin connection.

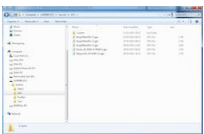
Special Connector



If you have one of these odd connections then you are using a serial device.

Mini-USB Connection

If your device has a mini-USB connection the best thing is to try it as USB mass-storage device. Plug in in your GPS and see how your PC reacts. It may detect it as a new device and load drivers for it. Accept the defaults and when it finishes open Windows (file) Explorer and see if your GPS is reported as an external disk drive.

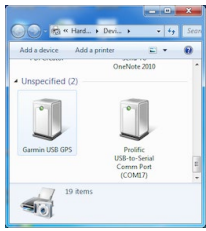


In this case the Garmin GPS has been detected as external drive O:. Please refer to the section on USB Mass-storage Device Setup.

If it does not appear as an external drive then it is probably using the serial protocol, but via a USB

connection rather than a COM port.

If you are running Microsoft Windows 7 then you can check if the GPS is actually connected using Start->Devices and Printers. The GPS should appear in the Unspecified section.



Please refer to the section on Serial over USB Setup.

USB Mass-storage Device Setup

USB Disk Drive

This means that your GPS acts as an external disk drive and will allow reading and writing of GPX files on it. All you have to do is determine the folder on the device that is used for this. For Garmin devices it is normally `\garmin\gpx` but check the documentation for your device.

Options->GPS settings

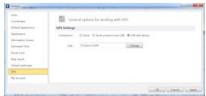
Your settings will be:

Connection \rightarrow USB disk device

USB \rightarrow X:[folder] where

X \rightarrow drive letter for device

[folder] \rightarrow folder for GPX files



When you connect your GPS the drive letter may change from last time depending on what other devices are connected. It is advisable to check each time you connect.

Also some manufacturers (Magellan) use different folders for different types of data so you may have to change settings depending on whether you are handling Routes or Tracks.

Please now refer to the section on Transferring Data to a Mass-storage Device.

Transferring Data to a Mass-Storage Device

Transferring Data to a Mass-Storage Device

The GPS ribbon has the following buttons



Sending Data

With the exception of a route converted to a tracklog all data is sent the same way.

Select the data to be sent in Data Explorer. This can be a File, Route or Waypoint.

Click 'Send to GPS' on the GPS ribbon

A message is displayed on completion of the transfer

Click OK

A GPX file with your data named Anq1MMM1yyy-n.gpx is placed on the device in the folder specified in the Options->GPS screen.

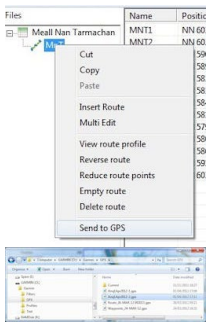
Where:

MMM is the month (Jan, Feb, Mar, Apr)

yyy is the year

n is a sequence number within the month.

Alternatively you can right-click on the item and select 'Send to GPS'.



The result of sending two files to the GPS

Sending a Route as a Tracklog

It is possible to convert a route to a tracklog so that is stored as such within the GPS.

Select the route to be converted in Data Explorer

Click 'Send as Tracklog' on the GPS ribbon

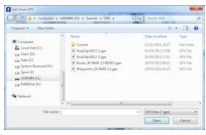
A message is displayed on completion of the transfer

Click OK

This option will only be available when a route is selected.

Getting Data

Clicking on the "Get GPX File from GPS" button display a File Dialogue box to allow you to choose the data you wish to read into OMN.



In this example the two files starting Anq1... are files copied to the GPS from OMN.

Files starting Route_ contain routes created on the GPS.

File starting Waypoints_ contain a list of waypoints.

Files starting Track_ contain any archived tracklogs.

To retrieve a file:

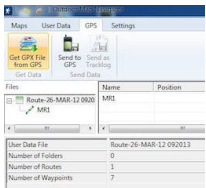
Click on "Get GPX File from GPS" button

Select required file in File Dialogue box

Click "Open"

File will be opened in Data Explorer with original name ** ** Garmin use an '_' in some file name.

This is an illegal character in OMN file name so it is automatically converted to a '_'.



The "Current" Folder

The Current folder has a file current.gpx that is created when the device switches to mass-storage mode and holds the current working contents of the GPS. This is where to look for any tracklogs that have not been archived.

Garmin Serial Connection Setup

Garmin Serial Connection

You will require a special lead with a Garmin flat or round 4-pin connector at one end and either a DB-9 or USB connector at the other. Whichever type you have it will end up as COM port on the PC.



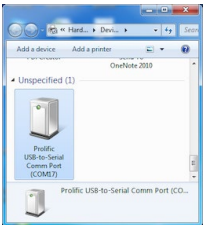
This shows a Garmin flat 4-pin connector with a DB-9 connection at the other end and an adaptor cable to enable it to be used on a PC without a serial port. It is now more common to buy a cable with just the Garmin 4-pin connector at one end and a USB plug at the other.

If you have a DB-9 plug connected to a socket on your PC it will probably be COM1.

If you have a USB plug, or a serial to USB adaptor, then the COM port number could be anything from 3 upwards. In this case you will also have a driver disk supplied that you will have to install to make the USB connection emulate a serial port.

Determining the COM Port Number

If you are running Microsoft Windows 7 (or later?) then you can quickly find the COM port using Start->Devices and Printers. The Adapter should be listed under Unspecified.



If you do not have this option then the most reliable way of doing this is to use the Device Manager screen.

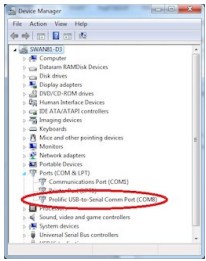
Because of the many different versions of Windows and the display options it is impossible to give exact instructions for getting to this screen but basically:

Start Control Panel

Look for an option that mentions System and eventually System on its own

Then look for Device Manager

Select this option and you will get a screen similar to this



Expand the list of Ports (COM & LPT)

Look for the serial port you are using

In the above example I am using COM8 via a USB-to-Serial Adapter rather than the default COM1 on the motherboard

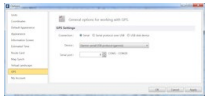
Options->GPS settings

Your setting will be:

Connection - Serial

Device ID - Garmin serial/USB protocol (garmin) (or whoever your manufacturer is)

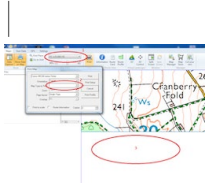
Serial port ID number from above



Why don't I see my current map scale when I select Print?

Symptoms

Typically you are looking at a 1:25,000 map but when you click the Print button there is no map type shown.

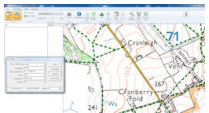


1. 1:25,000 map being viewed 2. no map type shown in Print box 3. large area of white screen

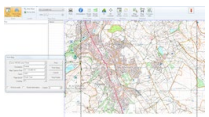
Explanation What happens is the map type displayed and the choice in the drop-down box in the Print screen is determined by what mapping is available at your current location. Where you are at the edge of your available mapping then OMN may decide that the type of map is not available even though you can see part of it on the screen.

Once the determination of available mapping has been made moving the map will not change this.

Solution Move the map so that the screen is completely filled with the map. This will ensure that the required map type is offered.



Now you can zoom out so you can see the rectangle defining the print area and frame the map.



Testing GPS serial comms via GPSTBabel (Garmin only)

Testing GPS Communications These instructions enable you to test the connection to your Garmin GPS independently of OMN.

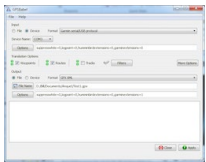
They only apply to serial or 'serial over USB' devices, not to modem devices that appear as an external disk drive.

OMN uses GPSTBabel for communications with your GPS. It is possible to run this application independently of OMN via its own GUI.

Installing GPSTBabel Go to the GPSTBabel website (www.gpsbabel.org) to download the application.

Run this file to install GPSTBabel.

Testing receive from device



The above settings should be used.

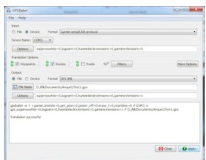
The Device Name on the Input section will vary depending on your computer. Only available COM ports will be offered in the drop-down list plus usb:. Choose the one appropriate to your connection.

The Output file can be anything you like.

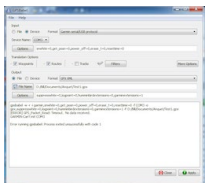
Click on Apply and transfer should take place. There will be a progress window while the transfer is actually happening and then the result is displayed.

Results

Successful transfer



Failed transfer. In this case there was no GPS connected (switched off or just not there).

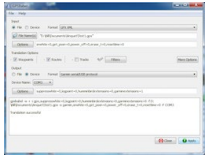


Viewing the resulting file

The received gpx file can be viewed in OMN using the Import GPX File option on the User Data ribbon.

For the technically minded it can also be viewed using a suitable XML editor. Personally I use XML Notepad 2007 but there are plenty of other choices including some specifically for GPX files.

Testing sending to the GPS This is similar to the receive.



Importing MS Excel data

Importing Microsoft Excel Data via GPX

It is not possible to import Excel data directly into OMN but if it is converted to gpx format than it can be readily imported.

This is relatively easy for a list of waypoints but not so easy for routes or tracks.

These instruction only cover waypoints.

Installing GPSBabel

Go to the GPSBabel website (www.gpsbabel.org) to download the application.

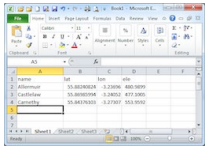
Run this file to install GPSBabel.

Your Data File

Your waypoint data needs to be in the correct format. Check the GPSBabel documentation for the available formats of csv data. http://www.gpsbabel.org/html/doc-development/fmt_csv.html

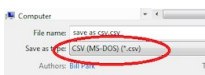
Excel allows you to save its output in csv format rather than its own format. You want a simple output with just a line for each waypoint. A text editor can be used to check the resulting file looks correct.

Sample Excel data



name	lon	lat	alt
Altitude	55.88280238	-1.23876	480.5000
Coordinate	55.88280238	-1.23876	472.0000
Coordinate	55.88270000	-1.23900	555.0000

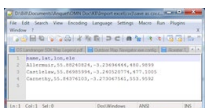
Saving the data



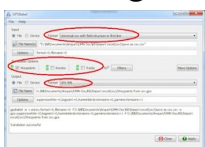
The important point is to select the correct file format.

Click OK on the messages that follow. These only warn you that the file is a very simple one and all the Excel formatting is being lost.

The resulting file



Running GPSBabel

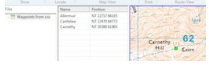


The points to notice are:

the input format - this means the heading line defines the input structure.

http://www.gpsbabel.org/html/doc-development/fmt_unicsv.html you are only translating waypoints
the output format is GPX XML This GPX file can now be imported in OMN

Imported file



How to remove the Beta version of Outdoor Map Navigator

If you were part of the Beta group for Outdoor Map Navigator, as a precaution it's best to remove the files associated with the Beta software before installing the release version.

There have been several iterations of this application so this document aims to cover all variations. You may therefore find that some instructions do not apply to you as the files and folders may not exist on your computer. In other words, if you can't find some of the files, that we refer to, that's OK.

1. Remove the application

Use 'Start->Control Panel->Programs and Features' to display a list of the installed programs.

(Vista and 7) Add/Remove Programs on XP.

Remove any of the following that appear in the list;

Anquet Maps v12

Anquet Outdoor Map Navigator

Outdoor Map Navigator

2. Remove Map Data

Locate and remove the folder C:\Anquet Map Data v12.

This is the default location. If you opted to move it then locate the folder you moved it to and remove that.

3. Remove Program Data

Locate the folder C:\ProgramData. This may be a hidden folder, in which case type Windows Start Key-R the enter %programdata% and hit Return.

Locate and remove any of the following folders that appear in the list;

Anquet Maps v12

Anquet Outdoor Map Navigator

Outdoor Map Navigator This is the default location. If you have moved your data from C: using the option on the My Account tab then you will have to look under ProgramData on that drive to remove these folders.

4. Remove other files and folders

These will be located in the My Document/Documents folder depending on your version of Windows.

Locate and remove any of the following folders that appear in that folder;

Anquet Outdoor Map Navigator

Outdoor Map Navigator

Locate the folder "Anquet Maps Database". Look for any files that have a 12 or v12 in them and are .ini or a .config in their name. Also an RD text file with 12 in it.

The above is probably "over the top" but it means you can install the release version of Outdoor Map Navigator, certain that there is nothing left from the beta version that might cause issues.

How to convert Anquet v06 disks to Outdoor Map Navigator downloads

Procedure for converting v06 disks

Which disks can I convert?

The disk must be registered to the account you are logged into Outdoor Map Navigator with. If it's not, you'll need to unregister and re-register it by logging into the web site here:

Any v06 maps bought in 2012 can be converted to Outdoor Map Navigator compatible downloads right away.

To convert maps on disk before 2012, you'll first need the v06 Map Reader plug-in which is part of OMN Pro.

How to convert a v06 disk

Insert the CD and stop any auto install. On the Settings Ribbon in Outdoor Map Navigator, click the Convert V06 button. You might get a series of prompts, if the disk is not registered or you need the v06 PC Map Reader Plug-in for instance. You should get a message saying the disk has been converted. Repeat 1-4 for all the disks you'd like to convert.

How to download a converted disk

On the Maps Ribbon, click Map Manager

In Map Manager, click Sync with Cloud

Find the map title

Click + to expand and see the data on the map title

Click to highlight the data you'd like to download

Click download

Click the download tab in Map Manager and you can see the maps downloading.

When complete, click View Map

How can I see my Anquet v06 Maps in Outdoor Map Navigator

Any v06 maps bought after 2012 can be converted to Outdoor Map Navigator compatible downloads right away.

To convert maps purchased before 2012, you'll first need the v06 Map Reader plug-in or v06 Early Bird Pro Upgrade.

Outdoor Map Navigator maps are in a different format to v06 maps so you'll need to download them again.

How to download your maps in Outdoor Map Navigator

On the Maps Ribbon, click Map Manager

In Map Manager, click Sync with Cloud

Find the map title

Click + to expand and see the data on the map title

Click to highlight the data you'd like to download

Click download

Click the download tab in Map Manager and you can see the maps downloading.

When complete, click View Map If your v06 maps were purchased on disk, they'll need to be converted to Outdoor Map Navigator compatible downloads.

The disk must be registered to the account you are logged into Outdoor Map Navigator with. If it's not, you'll need to unregister and re-register the disk by logging into the website here:

<https://www.anquet.com/login.aspx>

How to convert a v06 disk

Insert the CD and stop any auto install.

On the Settings Ribbon in Outdoor Map Navigator, click the Convert V06 button

You might get a series of prompts, if the disk is not registered or you need the v06 PC Map Reader Plug-in for instance.

You should get a message saying the disk has been converted.

Repeat 1-4 for all the disks you'd like to convert.

Now the maps are available as downloads. To download, follow the download instructions above.

Emailing GPX Routes

One of our users has made us aware of a problem you may experience if trying to email routes in GPX format. He has also very kindly supplied the solution.

The Problem

James was trying to exchange route files exported from OMN in GPX format with his friends, also OMN users, by attaching them to emails. They were finding that often the received route file would not open.

Without getting into too much detail the problem was that in the process of sending the route file, which is basically a text file, the mail client was changing its format. Because of the way these files are structured it made it unreadable by OMN as a GPX file.

This appears to have been caused by the Thunderbird mail client but it may not be the only culprit. The ## Solution Zip the route file before sending it. This will prevent the mail client from changing the file format.

Deleting Routes and Tracklogs from Mobile Devices

Deleting Tracklogs

At present there is no provision to create, edit or delete files on the mobile platforms. Any changes must be made on OMN PC and the Route Synced back to the mobile device.

A tracklog is just a special example of a route and is held in its own file.

To delete a track file so that it no longer appears in the list of files on the device do the following;

Close the file on the mobile device

Perform a route sync on the mobile device

Perform a route sync on OMN PC

Find the required tracklog on OMN PC

Use the Manage button to delete the file

Perform a route sync on OMN PC

Perform a route sync on the mobile device

When you tap Open on the mobile device and go to the tracklog folders the file will no longer be listed.

Controlling How Waypoints and Routes Appear in OMN

The Appearance of Objects

There are two sets of parameters that control how an object (waypoint or route) appears in OMN.

System Properties

These are applied to all objects when they are displayed and changing them affects all displayed objects.

They are not remembered with the object so next time you display it the current settings are used.

(Size, width etc.)

Object Properties

These are set when the object is created and remain fixed unless explicitly changed for that object (colour, text, icon etc.)

System Properties

These are mainly concerned with the size of an object. They are only controllable in the Pro version of OMN using the Appearance option, in the basic version you have to accept the defaults.

The parameters you can change are:

Highlighting - you can change the highlight colour from deep blue to any colour and transparency you like in the same way as you control route colour.

Waypoint Size - you can change the size of the waypoint icon to something you find convenient to view. With Scaling on the size of icon will change as you zoom in and out to try and match the map. If you zoom out too far then the icon may become too small to show on the screen so the second slider lets you set a minimum size for the icon so it will always show no matter how far you zoom out.

Route Size - this is the width of the route. You can leave it as a line or make it broader. As with waypoint size it will change as you zoom and you can again set a minimum size.

Route "Extras" - this allows you to control whether you have arrows or ticks on the route and the spacing between them.

Scaling - this controls whether the size of an object changes as you zoom or stays fixed.

All these settings are remembered from one session to the next so if you open an old route file it will appear with these latest settings, not what you had when you created or last viewed it.

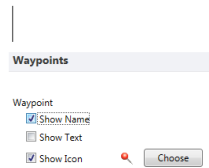
Object Properties

When an object is created it receives a default set of properties and these stay with the object

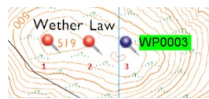
unless you explicitly change them. There are defaults you can set so objects appear the way you want them when created, but once the object has been created changing the defaults will not affect an object.

These default properties can be set on the Default Appearance option. When you first create an object in a new file all these defaults are saved with the file so any subsequent object created inherit the same defaults. This means that changing the defaults will only affect objects created in new files, not those in existing files.

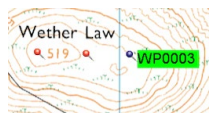
Example:



| Waypoint settings in Default Appearance | | ----- | ----- | |



| 3 Waypoints created. Waypoints 1 and 2 have default settings. Waypoint 3 has changed icon and Show Name turned on. Icon size is exaggerated. Note all are same size. | |



| Waypoint icons a more sensible size. Slider in Appearance has been moved down. Again note all icons are same size. |

Changing the Appearance of Tracklogs

Block Edit of Tracklog

If you transfer a tracklog to the PC and change it in any way then a new version may be saved on the PC. This will have the default icon of the green square for each waypoint. The next route sync will save this updated version to the cloud and it will eventually end up on your mobile device.

If you open the tracklog it will have all these big blocks rather than a clean line.

To fix this you have to edit the tracklog on the PC and then transfer it back to your mobile.

On the PC select the tracklog in Data Explorer.

Right-click and select Multi Edit.

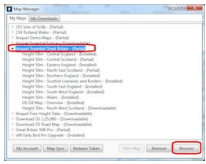
In the Multi-Edit window select the Waypoint Icon tab.

Untick the Show Icon and click Apply.

Save the tracklog and sync back to the phone.

Now you will only get the line with all the waypoints hidden.

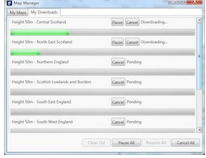
(Alternatively you could select another icon, say a small ball if that works for you.)



| 1Select the Anquet Essential Great Britain bundle2Click Resume (or Download) button | | ----- | ---
--- |

The files will start to download. The complete set will be put in the download list but any that are "Installed" will not be re-downloaded, they will merely be verified and only downloaded if necessary.

You can track the progress on the Download tab.



Once complete all you height data should be there.

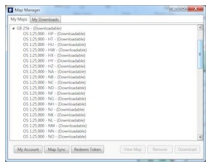
Downloading Whole Country Map Bundles

Whole Country Map Bundles

Anquet has moved away from the 10 large regional maps for these bundles to maps based the 100km squares used by the Ordnance Survey.

This means there are now over 50 maps in each set but they are smaller so each downloads quicker and you have more control over the space used by the maps, particularly on mobile platforms where space may be limited. You need only download the sections you want rather than a whole region.

Selecting the Map



Clicking the arrow beside the map bundle expands the list of individual maps within it. In this case you are now presented with a list of maps identified by a pair of letters. These correspond to the letters used by the OS to define the 100km square when giving a grid reference.

Once you have made your selection downloading is exactly as with any other bundle.

Converting v06 Maps and Routes

How to Convert v06 Maps and Routes

How to convert a v06 disk

Any v06 maps bought after 2012 can be converted to Outdoor Map Navigator compatible downloads right away.

To convert maps purchased before 2012, you'll first need the v06 Map Reader plug-in or v06 Early Bird Pro Upgrade.

The disk must be registered to the account you are logged into Outdoor Map Navigator with. I



How to download your maps in OMN

Outdoor Map Navigator maps are in a different format to Anquet v06 maps so you'll need to download them again. If the maps were bought in 2012 or later, you can download them right away. If your maps were bought before 2012, you'll first need the v06 Map Reader plug-in or v06 Early Bird Pro Upgrade.



How to import v06 route data into OMN Anquet v06 route data is stored as ADF files. The import ADF file feature in OMN lets you import your v06 route data easily.

