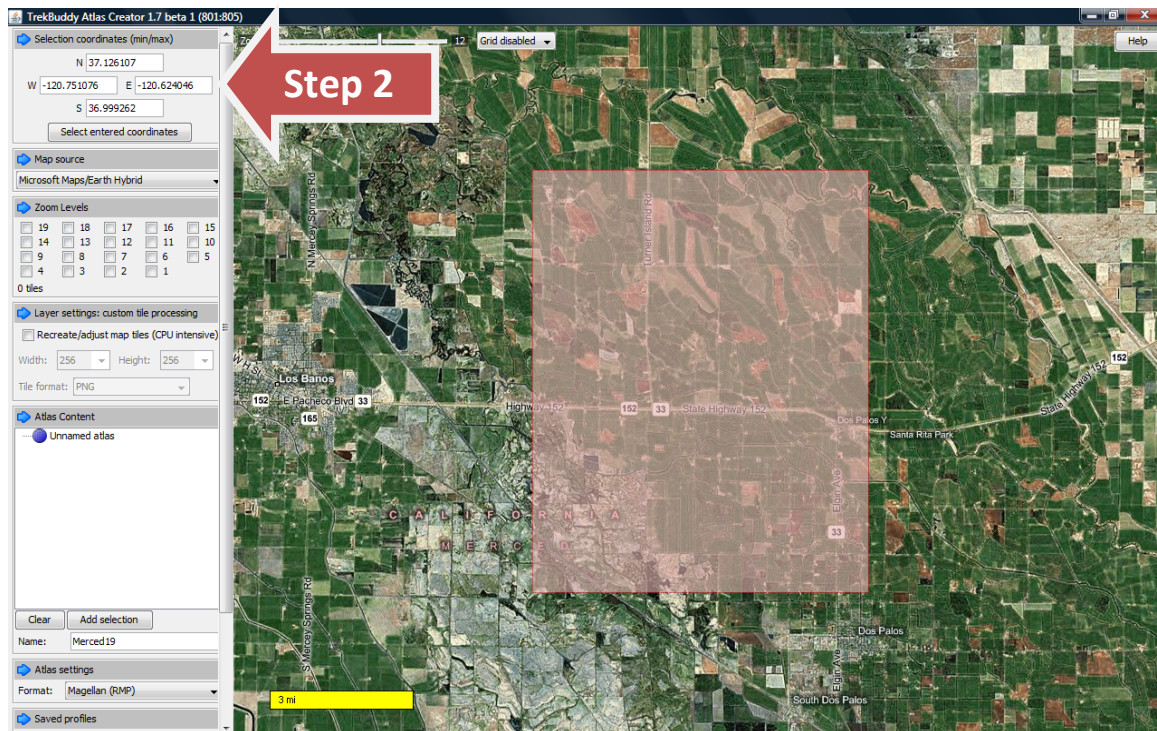
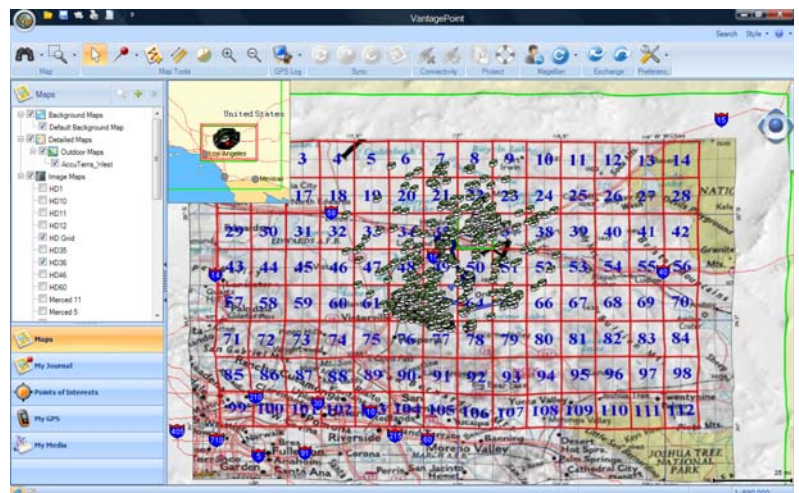


A Guide to Simple and Quick RMP maps with Atlas Creator.



Step 1 – Download and install Trek buddy Atlas Creator V1.7 Beta and make sure that you also have Java Runtime libraries installed on your computer.

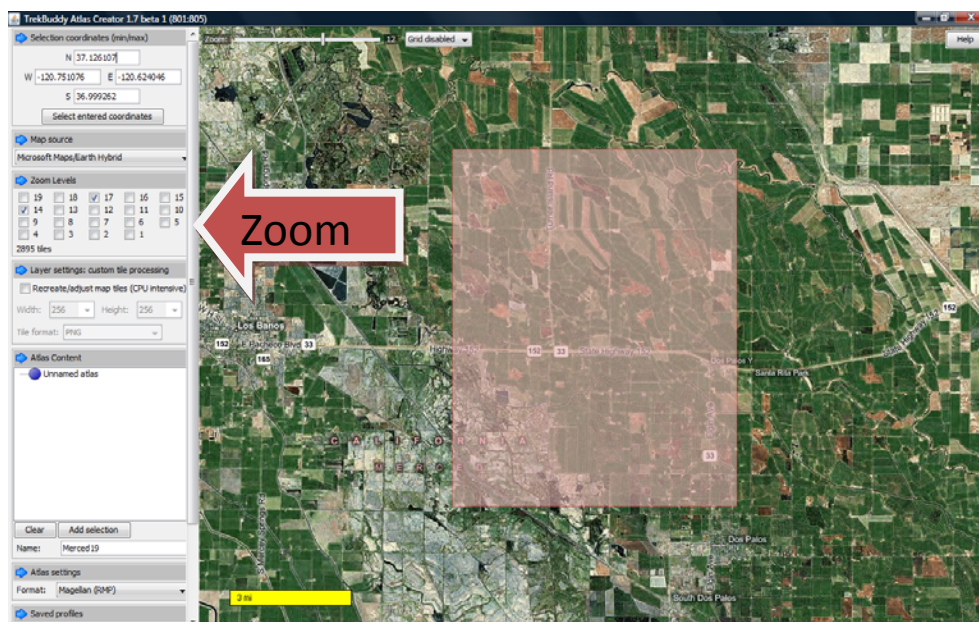
Step 2 – You can move around on the map to select the area you want to map while adjusting the Zoom Levels on the preview map, however, I do not recommend selecting your map area this way. I recommend manually setting the map area in the “Selection Coordinates” area at the upper right portion of the screen. This allows you to be more precise so that when you want to make bordering maps you can do it in a way that is consistent. Normally I make my maps .1 to .2 degrees wide and .1 to .2 degrees tall using Zoom Levels of 17 & 14 and I lay them out in a grid before building the maps. This allows me to cover larger areas of land that possible in 1 file. Since the Triton is limited to a 4GB SD card and because I don’t want to have to be continuously making maps, nor do I want to over burden the processor on the Triton with oversized maps – I try to keep them to around



150MB in file size. This allows me to load the maps I need before going out, but still cover very, very large areas. The largest set of maps I have made so far cover the High Desert (Mojave Desert) area here in Southern California which cover about 6,100 sq miles. In the sample grid shown I used .166 degrees for height and width, however, I always add .001 degrees in all directions in order to add overlap to my maps, preventing lines between them.

Added Note: Using multiple smaller maps also allows you to select the maps you need in VantagePoint in order to keep it running faster as well.

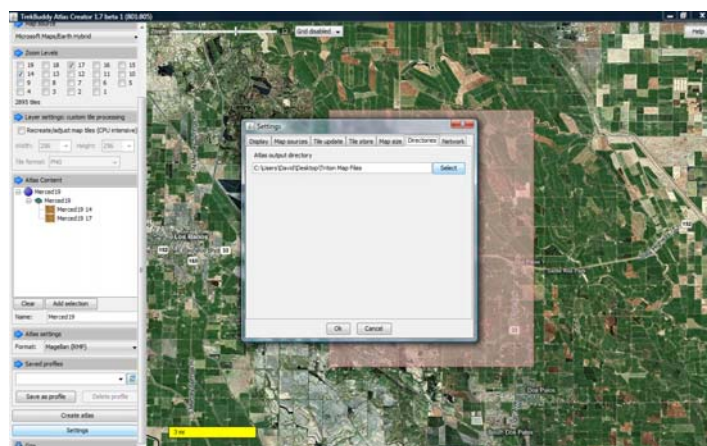
Step 3 – Selecting Map Zoom Levels. I normally use zoom levels 17 & 14. Although this will not allow



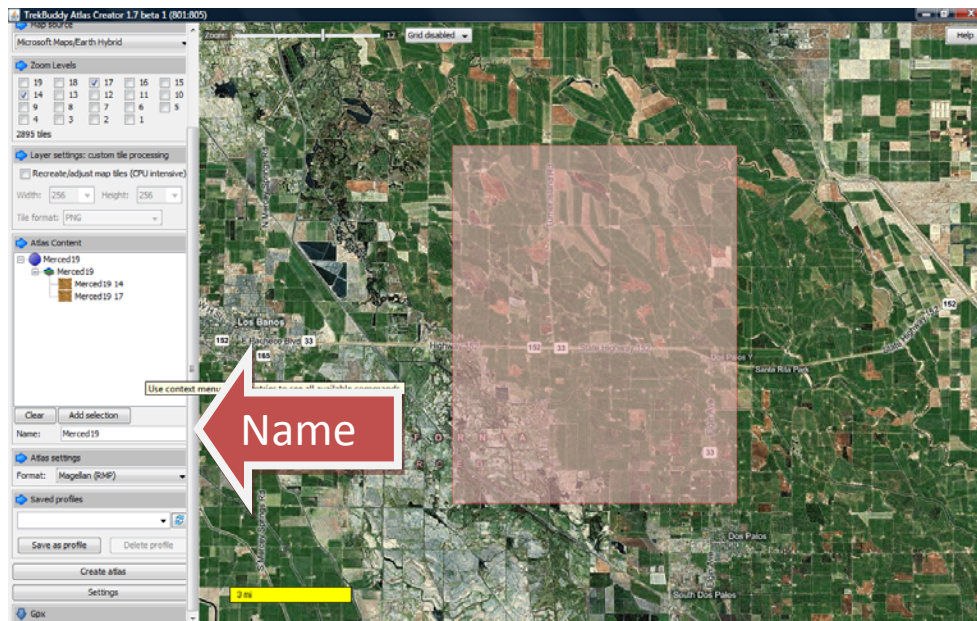
you to see your satellite maps in the more distant zoom levels on the Triton, it will give you good quality images down to the 100ft level. Personally, I prefer the TOPO maps while in the more distant zoom levels on the Triton and, therefore, this works great for me. Also, I use either an

AccuTerra or a TOPO 3D USA as my basemap, instead of the standard map that comes with the Triton. If you have an AccuTerra or TOPO imi files that you want to use as a basemap, just change the file extension to mgi and then load it into VantagePoint, then you can load it into the internal memory (Size Permitting) or the SD Card, your preference and then select it as your basemap on the Triton. This way it is easier to switch between the two, because you only have to “Turn Off” the satemap on the Triton to see the TOPO, instead of having to scroll to one and then the other to select between them.

Step 4 - Select Your Output Directory. This step is simple. Go down to “Settings” on the right side of the screen to bring up the “Settings Dialog Box”, then goto the Directories tab and enter your preferred destination directory.



Step 5 – Selecting a Name for Your Map. Once you have selected an output directory the next step is



selecting a name for your map. Start by entering the name in the “Name” field under “Atlas Content”. Once you entered the name then press the “Clear” button, this will cause the name to appear in the content list.

After the name is listed in the content window

and you have selected the coordinates you desire and the zoom levels you want, press “Add selection”, which will add the current selection to the Atlas Content window.

Final Step – One you have selected your coordinates, selected your zoom levels, set the output directory and set the name your file, then just click on “Create Atlas” and let the program go to work.

Notes: Atlas Creator has a couple of known issues, one of which is a maximum file size. If this error occurs, you will have to select a smaller area. Another known issue is a “heap memory size” error, however, this can be changed by editing the “Start.cmd” in the Atlas Creator directory.

@Echo off

REM This file will start the TrekBuddy Atlas Creator with custom memory settings for
REM the JVM. With the below settings the heap size (Available memory for the application)
REM will range up to 512 megabyte.

start javaw.exe -Xms64M -Xmx1536M -jar TrekBuddy_Atlas_Creator.jar

Good Luck, I hope you have fun with this.

David

