

DOBBIN Advanced Features Tutorial

The more advanced features are useful to all users of DOBBIN but are of significant importance to mappers who are using DEFRA Magic Map and do not have a copy of Memory Map.

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1. Basic Principles (GPX files)

The GPX File (GPS Exchange Format) is a file containing your plotted paths and any way markers. It is central to any maps you produce. This is an industry standard format. There are others that serve a similar purpose such as ESRI SHP files.

You plot your routes, paths or rides using:

- i. PC Software such as Memory Map (produces GPX files)
- ii. Web Sites such as DEFRA Magic Map. Magic Map produces "zipped" SHP files which is equally good for our purposes.
- iii. Handheld GPS Devices such as Smartphones. (more useful for plotting whole rides rather than individual paths) Most can produce GPX files.

DOBBIN uploads the GPX file(s) and stores them online. Any zipped SHP files uploaded (or KML) are converted to GPX. Once uploaded you can edit them online (excluding the coordinates of tracks or waypoints). OR if you are using PC software such as Memory Map you can edit your original work regenerate the GPX file and Upload it again to you existing map.

DOBBIN does automatically archive previous versions of your GPX files which you can retrieve if you make a mistake.

At any time you can also download any GPX file to your PC for use on other systems, devices or software for editing or for navigation

2. Editing your Web Map on DOBBIN

Magic Map does NOT provide facilities for specifying symbols or text associated with tracks or points.

Dobbin provides easy to use editing facilities to add notes and symbols to your plotted route. However you cannot edit the plotted tracks themselves or the position of waypoints.

This tutorial shows you how to edit your map on Dobbin to produce a "full specification" map.

2.1 Editing Your Map

You plotted tracks (routes/rides) and waypoints (loaded from Magic Map) will have automatically been converted into a GPX (.gpx) file (stored on the DOBBIN server). This gpx file has already been used to build you map (Introduction to DOBBIN Tutorial).

To edit your map you edit this gpx file (to add text and symbols) and then rebuild your map.

2.2 To Start Editing your GPX file

- Login to Dobbin and Click "Your GPX Files"

- Select the gpx file uploaded to build your map and Click "Edit"
- You will see you have option to edit either Waypoints or Tracks

2.3 To Edit your Waypoint Markers

- Click "Edit Waypoints"
You will then see a list of your waypoints (numbered as they appear in the list)
Each Waypoint can be identified either by Grid Reference or by any Unique Name ID or text it contains (can be seen by clicking the waypoint on your web map).
- Click on the waypoint you wish to edit and you will be taken to the edit screen for that waypoint.
- Choose the Symbol you wish to be displayed
- Add or Edit any text information to the name as required - required – but keep (or modify) the unique id.
- Add further note text to be displayed with the waypoint marker.
- When complete click "Next"
- You can then click Edit Again to edit other Markers and Click "Save Edits" when completed.

2.4 To Edit your Tracks

- Click "Edit Tracks"
You will then see a list of your track segments (numbered as they appear in the list)
Each Track can be identified by any Unique Name ID or text it contains (can be seen by clicking the waypoint on your web map). Select the number of a track to edit and click "Edit Selected Track".
- Add further text information to the name as required – but keep (or modify) the unique id.
- When complete click "Next"
- You can then click Edit Again to edit other Tracks and Click "Save Edits" when completed.

NOTE: The "Overlay/Type" field is only relevant if using Memory Map.

ONCE YOU HAVE EDITED THE GPX FILE YOU MUST REBUILD ANY MAP THAT USES THAT GPX FILE. YOUR EDITS WILL THEN BE INCORPORATED INTO THE NEWLT BUILT MAP.

2.5 Rebuild your Map

- On your main Menu Click "Build a Map"
- Click "Load Selected Map/Project"
- On the next screen select your Map (previously built) and click "Load Selected Map/Project"
The component GPX file(s) of your map (which you may have edited) will automatically be selected for the appropriate layer(s).

- Just Click “Process Files” and this will start to rebuild your map with the edited GPX file(s).
- On the next screen you can edit the Title and Heading for your map before clicking “Produce and Save Map”
- Clicking “View your Map” will then display your updated map.

3. Adding more routes/paths to an existing map.

DOBBIN provides a feature for adding further tracks and markers to a GPX file that you have already uploaded and subsequently the map you have already built.

This is extremely useful if using DEFRA Magic or equivalent web software which in general will only plot one or two tracks at a time.

Using this feature you build up a more complex map in stages and in three Clicks.

- First you must have uploaded a gpx file and created a map using Build a Map.
- You then create a further gpx/zip/kml file on your PC/Mac using web software or using software such as Memory Map.
- Click “Add To Map” (on the main DOBBIN Menu) and select your existing map and click “Load Selected Map/Project”
- On the next screen, choose the existing GPX/zip/kml file on your PC/Mac containing the data you wish to add to your map.
- Click “Add to Map” and your mapping data from this file will be automatically added to the GPX file which you uploaded to Layer1 when you built your first map.

Your GPX file is now updated and your new map built showing the additional data.

- Click “View Your Map” to see your updated map..

Add To Map does give you the option to add text to the tracks/routes/markers/symbol that you upload.

Remember you can further edit your tracks and routes on your map at any time using the edit gpx feature described in 2. above.

You can download the modified gpx file(a) defining your map to your PC at any time see 5. below..

4. Adding IDs to you Paths, and Markers

It is good practice to add unique identifies to your path and marker names. The identifier if present is sequence of characters up to the first space (ie the first word on the line.

IF the first two characters are a number, OR if the first two characters are UPPER CASE the first word of path or marker name is interpreted as an ID.

We recommend an ID format of XXX-NNN or XXXwNNN for markers, where XXX is a meaningful alpha code for the path or marker group, and NNN is a sequence number.

5. Downloading GPX files to your PC

You can Download any of your GPX files to your PC - and with various format options, This is useful for passing to others or restoring your routes to Memory Map.

5.1 To Download a GPX file

- Login to Dobbin and Click "Your GPX Files"
- Select a GPX file to Download and Click "Download"

5.2 Download Options

On the next screen you will have various options. The options are explained on the screen. You can optionally reformat you path and marker IDs
The download by default is optimised for loading onto Memory Map

- Select your options or leave as default
- Click Download

The file will be downloaded to your PC/Mac I the normal location (browser dependent).