INTRODUCTION TO MEMORY MAP

For a guide on how to Install Memory Map and load your base maps:

Click
http://www.bhsaccess.org.uk/dobbin/Memory%20Map%20Installation%20and%20Loading%20Maps.pdf

Getting Started

- This Tutorial will to take you through the basic steps of using Memory Map to produce a digital map of your paths and routes and optionally add marker flags.

- PLEASE follow each section of the tutorial carefully and in full.

This Tutorial assumes you have Memory Map and maps successfully   installed on your PC.

We also strongly recommend you update your copy of Memory Map to be Version 6.1.0 or later.

Section 1 - Memory Map - Drawing Tracks, Routes and Markers.
- Shows you how to draw your ride/route on Memory Map

Section 2 - Memory Map - Saving and Restoring Your Work
- Shows you how to save and restore your work in Memory Map

Section 3 - Memory Map - Overlays Naming and Structures
- Shows you how the Overlay Object Window in Memory Map can be used to organise your work.

1. Drawing Tracks, Routes and Markers.

Introduction:

- Using Memory map it is very easy to plot rides, paths, bridleways etc.
- You can save your work and share you work with others or display it on the web or on other devices System (GIS).
- Memory Map provides two distinct facilities for plotting your routes:
    o Your routes may be plotted as "*Routes*" or "*Tracks*".
    o For our purposes the end result is the same, BUT in plotting and correcting your routes different editing tools are available
    o This tutorial shows you how to plot both *Routes* and *Tracks*
    o Editing routes as you plot them is covered in the main documentation.

1.1 Draw a simple Track

- Click "Draw Track"
- Click on your map at the start of the path you wish to plot.
- Click on a point a little further along the path – a straight line will be drawn to that point
- Click on subsequent points along your path plotting the path in short straight line segments and double click to terminate plotting at the end of you path.

Tips:
- Around curves plot your points closely to follow the curve as accurately as you can.
- If you plot a point in the wrong place, whilst still plotting the track right click and select Operations and Remove Track Point. You can then resume plotting.

1.2 Draw a simple Route

A Route on Memory Map includes the direction of your plot, and in GPS terms is used for navigation. For our purposes Routes and Tracks are equivalent. BUT are drawn slightly differently in Memory Map,

- Click "New Route"
- Click on your map and plot your path exactly as in 1. above.

    Once you have completed plotting a Route:
- you can click on a waypoint vertex and drag it to a new position - Try This.
- you may insert additional waypoints, right click on the route and click Insert Waypoint.

    NOTE: Whether you use a route or track is essentially your choice.

1.3 Plot some Markers

Markers can be used along a path or anywhere on the map to mark a place and optionally give information.

- Click "New Mark"
- Click on your map where you want to position a marker. A default marker will be placed showing a flag symbol.
- Double Click on the Marker to display its properties.
- Name each marker and change the symbol displayed.

1.4 Add Information to your plotted routes and markers.

- Double Clicking on either a Track or Route will display its properties.
- Double Click on the path you have plotted and view the properties box (for that path).
- You will see the "Name" field by default will be "Track" or "Route". You should change this to give your path a name followed by any descriptive text you wish to add.
- Repeat this Process for a marker flag you have added. Note that for markers there is also a Comments Field this may used to hold further information text.

NOTES:

i.   In the properties box you will find you can change other properties eg colour/width of track, and for markers you can change the symbol.

ii.   The default symbols provided on Memory Map are limited for our equestrian access mapping purposes.   Other symbols may be imported. Please see "Memory Map and Web Mapping Tutorial".

iii.   You will also find there is a "Text" icon button on Memory Map. This enables you to display text on your map. However its use is limited as that information can only be displayed on Memory Map.

2. Saving and Restoring Your Work

2.1 Saving Your Work

Each time you close and restart Memory Map your maps and ALL plotted tracks, routes and Marks are automatically preserved and your session will restart as you left it. BUT you should save your work either in whole or in part to secure files on you PC (as you would save your work in any other application.)

- Click "Overlay" (Top line menu) and Click "Export All"
- Select Location (on your PC) and enter a file name for your saved file.

- Click "Save"

ALL your plotted Tracks, Routes and Marks are now saved to a file of your chosen name (eg "All Rides")..
Note: Prior to MM version 6.1.0 by default work is saved to an MMO (* .mmo). An MMO file is a proprietary format Memory Map file (Memory Map Overlay file).
MM version 6.1.0 onwards by default your work will be saved to a gpx file (Section 3).

Note: To Save only parts of your work – see Section 3.

2.2 Restoring Your Work

Once you have saved all your work (step 3.1) try restoring your work from the files you have saved.

- First delete all your current work from Memory Map. Click "Overlay" (Top line menu) and "Click Delete All" and confirm delete.
- Click "Overlay" (Top line menu) and Click "Import"
- Select the file (on your PC) to load Click "Open"

ALL your work saved should be now restored (just a you left it.)

2.3 Saving Your Work for use by Others or for use on Other Devices or the Web.

If you wish your work to be used elsewhere you should always choose to save your file as GPX file. This is the default on MM version 6.1.0 onwards.

Note that .mmo files can only be read by Memory Map Software

3. Overlays Naming and Structures

This optional work sheet shows you how to structure your work on Memory Map in a similar way that you your organise your work on your PC into folders.

This is highly recommended as otherwise you may not know (for example) which plotted track segments belong to a specific ride if you plot more than one ride on Memory Map at a time.

3.1 Overlay Objects Window

When you have plotted Tracks, Routes and Markers (Section 1), you will see that corresponding entries appear in the Overlay Objects window (normally on the left of the screen). Double clicking any object will make the window appear if it is not shown already.

- Look in the Overlay Objects window and note that any tracks you have plotted will have appeared under category "Track", Routes under category "Route" and Markers under Category "Marks".
- Note that each category can be expanded or contracted by clicking + or -, in a similar way to windows file explorer.

3.2 Rename the Categories holding you plotted paths (eg your ride Ride).

Assuming you have plotted a ride (or other set of paths) you should now rename the Category Tracks (or Routes) which contains the paths or ride you have just plotted.
You should geive a meaning full name such as "MyNewRide" or "My Lost Ways" and rename the category Markers as "MyNewRide Waypoints" or as "My Lost Ways Waypoints". (This is the convention we recommend.)

- Click on Category Track (or Route) that contains you ride segments. This will select it (shaded), then click again (rather than double click).
- Type the new name for the category (eg "MyNewRide")
- Repeat by Clicking Marks twice and typing new name (eg "MyNewRide Waypoints).

3.3 Moving newly created Tracks, Routes or Marks into your named categories

It is VERY IMPORTANT TO NOTE that when you add further paths or markers they will always appear under the default categories of Track, Routes or Marks.

Having set up you own named category.

- Plot a new Track or Marker, and note where it appears in the Overlay Window (in one of the default categories)
- Click on and hold on the object (Track, Route or Mark) you have just added and drag it onto the appropriate named category (you created) and release. (Similar to dragging and dropping windows files.)

3.4 Saving only part of your Work

To Save all the objects (tracks, routes waypoints) in a category and below:

- Right Click on a category (in the Overlay Window). Click "Save As", and choose file where to save your work and click "Save".

3.5 Further Organising of Your Work

- Right Click on a category (in the Overlay Window). Click "New Category" and it will create a new category (folder) under the tree you clicked, you can name thgsi as you wish and drag objects to it. You can organise your work as you do in your Windows filestore.