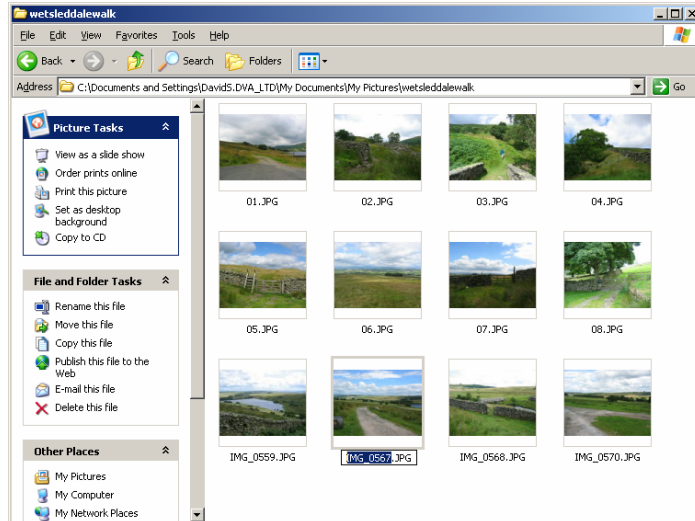
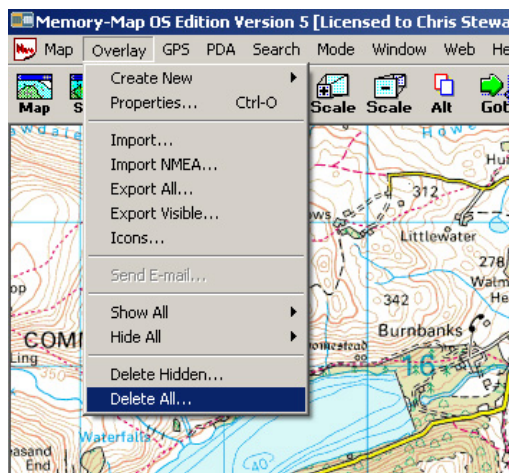


Submit a route to Walkingworld using Memory-Map

Create a new folder on your hard drive in which to place your waypoint photographs and the files you will generate with Memory Map. Start by looking at your map and your photos to decide how many waypoints you are going to have and where they will be placed.



Copy the pictures you need for these waypoints into a new folder. Rename them 01.jpg, 02.jpg and so on. The only other picture in the folder should be the one you have chosen as a general view (this is used to promote the walk on the summary page). Choose the best picture you have and rename it general.jpg. If the best picture is also one of the waypoint pictures, make a copy of it and name it general.jpg.

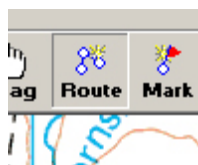


Now open Memory-Map.

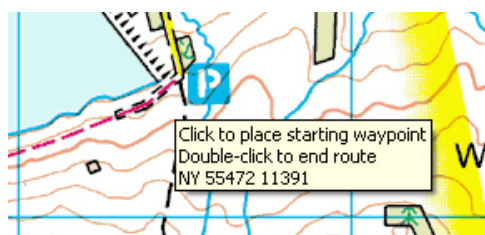
We recommend deleting all existing routes and waypoints. This helps to avoid confusion between waypoints as you deal with them later.

Obviously you should Export any existing routes and waypoints you want to save first so you can retrieve them later.

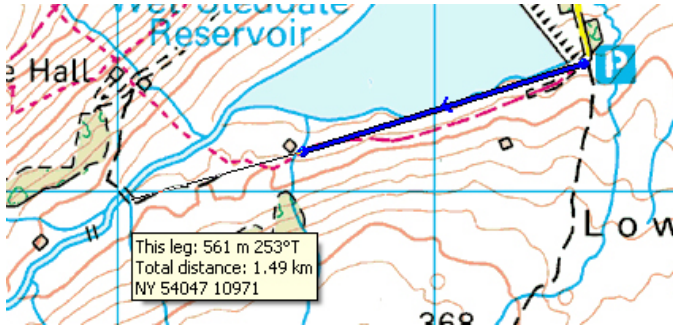
Now find the section of map in which your route lies, either by zooming in from a wider scale map or using the Search/Find Place routine. If you are not looking at the right scale of map, right click anywhere on the map and select 'Maps at Cursor' to choose the right map.



Create a route in Memory-Map in the normal way. To do this click the Route button at the top.



Move your cursor to the start point of your walk and click to place the first waypoint.



Move the cursor to the second waypoint and click to place it. Continue to place all the waypoints in this way.

Hint: if you need to scroll the map while you are adding waypoints, use the up, down, left and right keys on the keyboard. If you do this you can continue adding waypoints with the mouse.



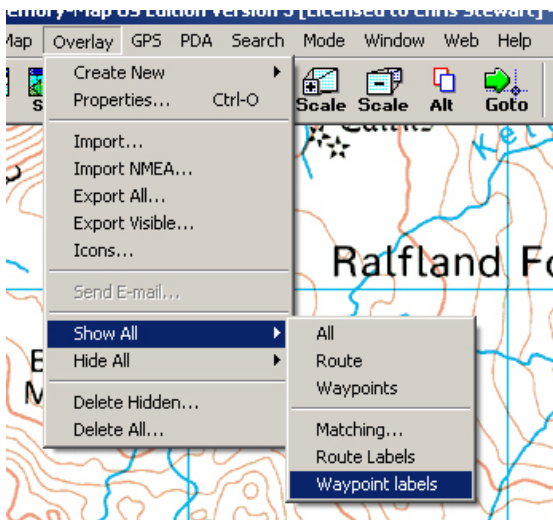
When you get to the final waypoint, double-click on it to finish the route. If it is a circular route you can place the last waypoint and then double-click on the first one to make a complete circle.

Making amendments

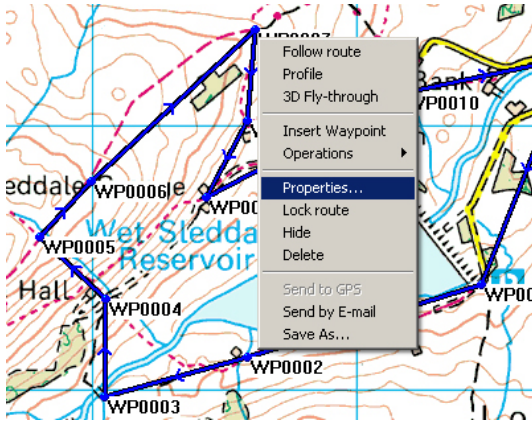
If you need to move a waypoint, click on it and drag it to its new position.

If you need to delete a waypoint, hover directly over it and right-click. Choose Delete Waypoint from the menu.

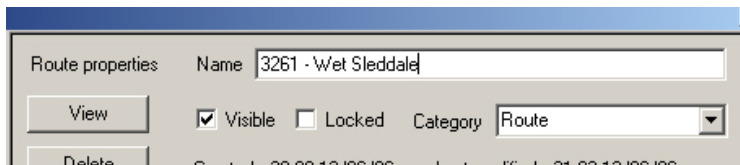
If you need to add a waypoint, hover over the waypoint before the one you need to add, right-click and choose 'Add waypoint after'. A new waypoint appears between the two existing ones which you can drag into place.



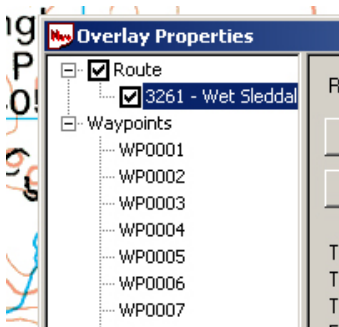
At this point you might find it useful to show the waypoint labels. You can find this option under the Overlay menu.



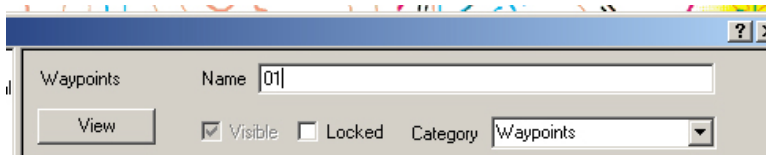
Now click anywhere on the route and then right-click. Select Properties from the menu.



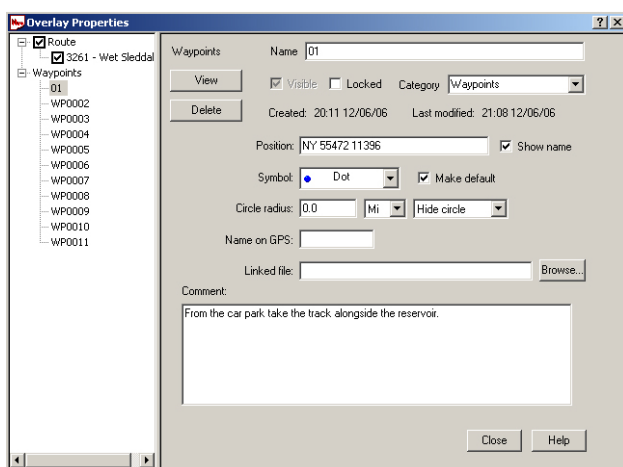
The Overlay Properties box pops up. Using the left-hand menu select the route (if you deleted all existing overlays at the start it will be the only one). Rename it with the Walkingworld ID number and, if you wish, your name for the walk.



Click on Waypoints in the left-hand menu to open up the list of waypoints.



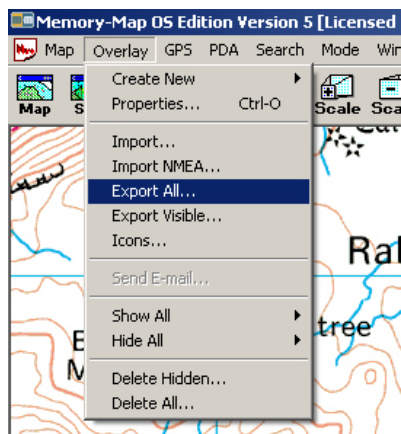
Click on the first waypoint. This brings up all the properties for that waypoint. First rename it as 01.



Type the instruction for the waypoint into the Comments box (if you have prepared these earlier in a word processing program just copy them in).

Do not press Enter as you are typing to create separate paragraphs. If you copy and paste please remove any hard returns.

That's the first waypoint done. Now select the second waypoint from the list on the left and repeat the process for all the waypoints.



Once you are happy with the route instructions, close the Properties box to return to the main map screen of Memory-Map.

From the Overlay menu select Export All, assuming you have just the prepared route in your overlays

If you have more you will have to hide all the others and then choose Export Visible instead.

Leave the export format as Memory-Map Overlay file (*.mmo). Call the file by the walk ID number and save it into the folder with the waypoint pictures. Zip up this folder and email it to us, or copy it onto a CD and put it in the post.

Advanced Technique using GPS

If you have a GPS it's well worth using it to record Marks where you take your navigational photos. On many models, this is done by pressing the 'Mark' button at the time you take your photo. When you get back home, import the Marks and your Track into Memory-Map and use the Track and your Marks to guide you when you input the route.

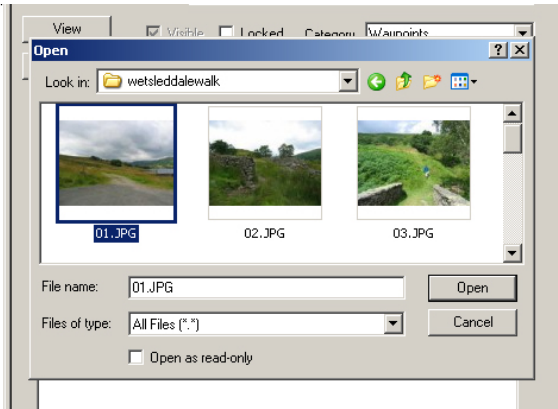
As you make up your route in Memory-Map you can click on the Marks and incorporate them into the route. When you have finished your Route, go to Overlays | Properties and drag the Marks one by one to the Waypoints category to ensure consistency (Hint: if Waypoints don't appear as a category make a dummy route on the map and delete it and its waypoints once you have moved your Marks). Then continue through the route making process described above, clicking directly on your waypoints as you build the route.

If you have a complete track for the route, use this for your distance and time estimates as these will be much more accurate than the points you clicked on your map. Please check the imported Track on your map for continuity, as some models of GPS lose contact with satellites through leafy woods. If you do have a good track please include it in your export as it may help us if we have queries later.

Optional Route Card

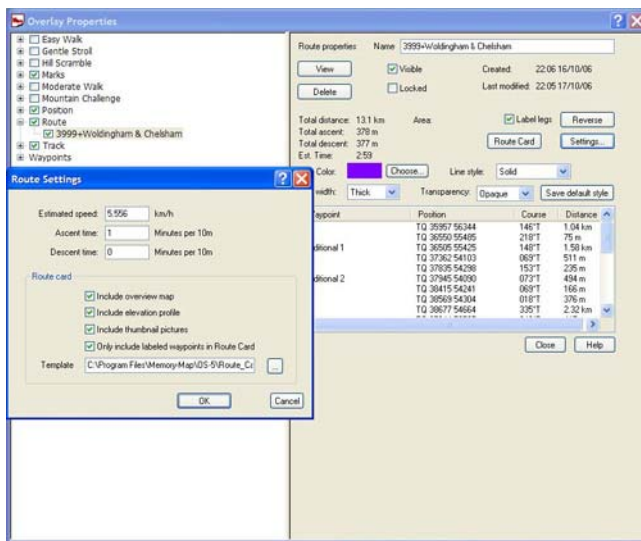
If you would like to see your route with the pictures laid out in a route card, use the following method. The advantage of doing this is that you can see the route instructions with the pictures side by side, more or less as they will appear in the final walk on Walkingworld.

First open up the Properties for the route and click to view all the waypoints. Select the first waypoint.



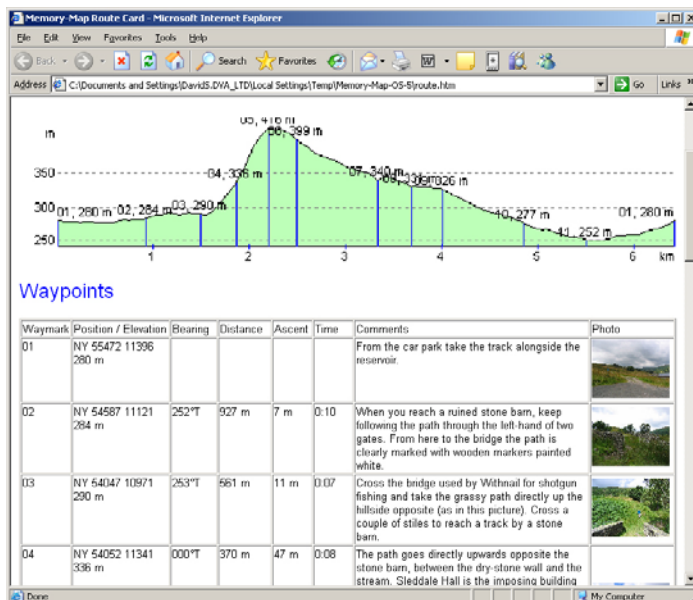
Now click the Browse button by the Linked File field. Find the picture for the first waypoint, and click Open.

Note: this allocates a link to the picture but doesn't import the picture into Memory-Map, so don't move the folder with the pictures afterwards.



When all the waypoints are complete, click again on the route in the left-hand menu to bring up its properties. Click the Settings button. The Route Settings box pops up. Click the button with three dots to the right of the Template field.

Browse to find the Walkingworld template we have sent you (it is called Walkingworld_template.htm). You may want to save it in the default route templates folder for Memory-Map. Find the template, click Open and then OK on the Route Settings box.



Now click the Route Card button. The route card opens in your web browser. You can see all the instructions you have written and the photo for each waymark. This allows you to check the walk thoroughly before sending it to us.

Hint: the route card gives a lot of information which you may like to use in your instructions. For instance it shows bearings from one waymark to the next, the route distance, total ascent and descent and estimated time. You should bear in mind that the distance and time may be considerably underestimated because of the straight lines plotted between waypoints. You should use your own records (or even better a GPS track) to work out more accurate figures.