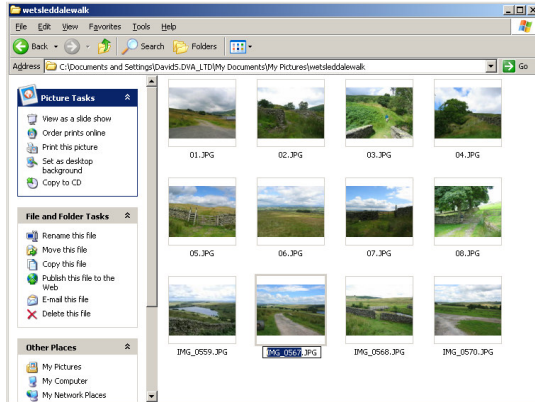
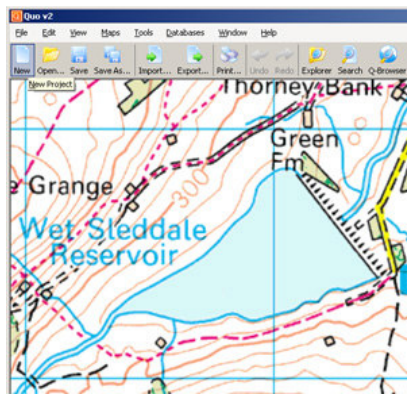


Submit a route to Walkingworld using Quo

Create a new folder on your hard drive in which to place your waypoint photographs and the files you will generate with Quo. 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.

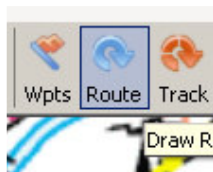


Now open Quo.

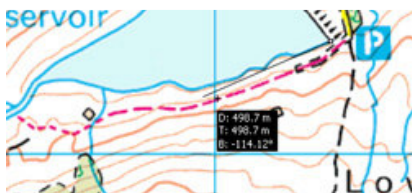
Start a new Project. This helps to avoid confusion between waypoints as you deal with them later.

Obviously you should Save any existing Projects so you can retrieve them later.

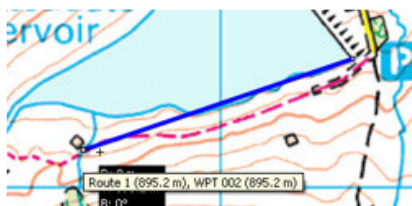
Now find the section of map in which your route lies, either by zooming in from a wider scale map or using the Search routine.



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

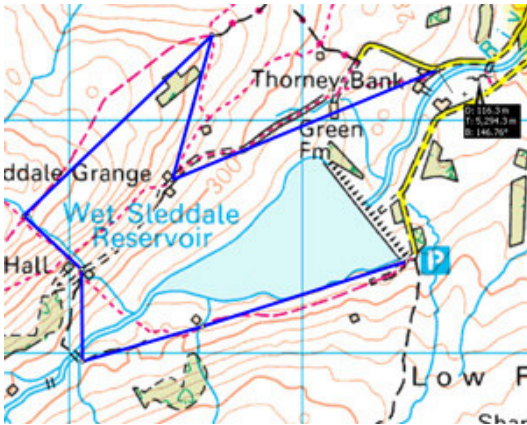


Move your cursor to the start point of your walk and click to place the first waypoint.



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, right-click and move the map.



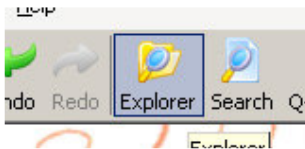
When you get to the final waypoint, right-click on it and choose 'End Route Here' to finish the route.

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 Point 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.



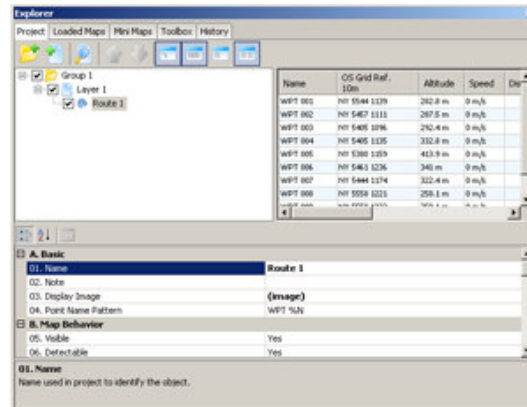
Now click the Explorer button in the main menu. Click the Project tab and open up the layers to enable you to click Route 1. You will see all the waypoints in a listing on the right hand side.

In the bottom part of the Project tab there are a series of settings for the whole route.

The first option is the name of the route, which you can change to the Walkingworld ID we have given you.

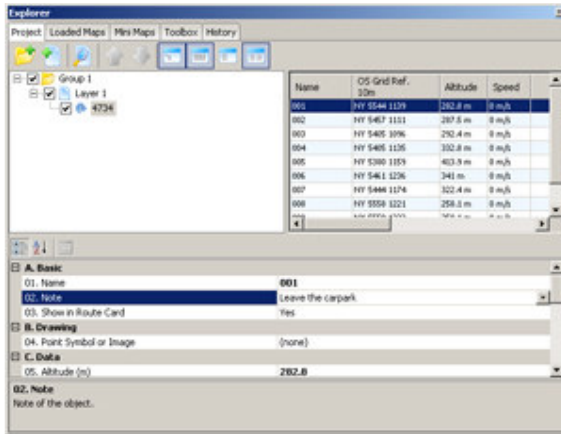
Under '04.Point Name Pattern' edit 'WPT %N' to just '%N'

Scroll down to '12.Show Labels' and change the setting from None to Point Name.



Name	OS Grid Ref. 10m	Altitude
001	NY 5544 1179	262.8
002	NY 5467 1111	267.5
003	NY 5405 1096	292.4
004	NY 5405 1135	332.8
005	NY 5380 1259	413.9
006	NY 5461 1236	341 m
007	NY 5444 1174	322.4

Now click on the first waypoint (called 001) in the waypoint listing.

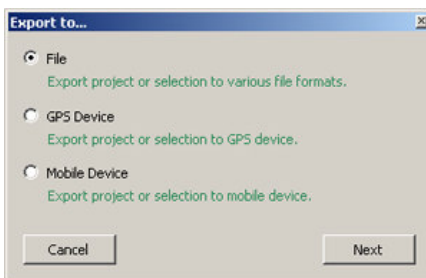


This brings up the properties for that waypoint.

The second option in the properties (under 'Basic') is 'Note'. Type in your instruction for getting from waypoint 1 to waypoint 2.

Ideally write it all on one line. You can cut and paste into the field if you have pre-prepared your instructions.

When you have finished just click on waypoint 2 and continue the process all through the waypoints.



Once you are happy with the route instructions, close the Explorer box to return to the main map screen of Quo. If you wish right-click on the route and select Create Route Card to review your work.

From the main menu click the Export button, and choose to export a File. Under the export file formats choose GPX XML 1.1.

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 Quo and use the Track and your Marks to guide you when you input the route.

As you make up your route in Quo you can click on the Marks and incorporate them into the route. 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. If you do this save the Project as a Quo Project and send us the file.