

---

# MapUploader 4

creating your own IMG files

vers 4.89

N Willink      25/6/2014

Latest Revision 17/09/2017

*MapUploader 4*

.....	
Introduction .....	4
Windows 7/10 installation .....	4
What does mapuploader 4 do? .....	4
Automatic .....	4
Manual .....	4
What else do I need? .....	5
Download essential software .....	5
folder .....	7
Checking mkgmap & splitter versions.....	8
Checking for style errors .....	8
Settings .....	9
Set Splitter File Size .....	9
Description & Basecamp name.....	10
Default Map ID.....	10
New FID from.....	10
Monthly Style Backup Check .....	10
Add extra commands .....	10
Possible mkgmap Options .....	11
Creating a map.....	13
1 How to download an osm map .....	13
map directory.....	14
gmapsupp directory .....	14
java memory .....	14
Country .....	15
gmapsupp .....	15
template.args .....	15
Create Map .....	16
Basecamp.....	16
Using Selected Splitter files .....	17
Removing Saved Splitter Files.....	18
TYP files .....	18
Extra Options .....	19
Adding Extra Splitter Files.....	20
Creating Contours .....	20
Profiles.....	23
Removing from Registry.....	24
Style Doctor .....	25
Style Check.....	26
Map with Contour Lines .....	27
Splitter .....	28
max nodes.....	28
max areas.....	28
Using KML & GPX files .....	29
PLEASE NOTE: RECOMMENDATIONS.....	30
Registry Problems .....	30

Errors .....	31
style errors .....	31
memory errors .....	31
Deleting maps .....	31
Archiving maps.....	32
How to reinstall maps .....	32

## Introduction

---

### **Windows 7/10 installation**

Both windows 7 & 10 require administrative rights to save data.

For more details see [www.pinns.co.uk/osm/windowsten.html](http://www.pinns.co.uk/osm/windowsten.html)

*For any issues uploading to Basecamp or Mapsource see Registry Problems (p28)*

### **What does mapuploader 4 do?**

- You can create your own map for your Garmin device using OSM data.
- It provides a GUI for uploading osm maps to Basecamp or your gps. Without a gui you need to be a DOS expert.
- It enables you to generate contours for most parts of the world
- It can check your TYP file against your style files

There are 2 modes:

#### **Automatic**

This requires no knowledge of mkgmap options and commands. Click on an option ,fill in the necessary fields and click the Create Map button.

We recommend this mode.

#### **Manual**

This allows you to load your own script.

In Settings click Advanced then tick 'Use own script'

Specify path of your script file , ie by default it is:

<path> \mapuploader4\scripts/myscript.txt

Click 'Apply Script' button , bottom left .

Please note : **your script is not checked for any errors ,conflicting FIDs or missing entries.**

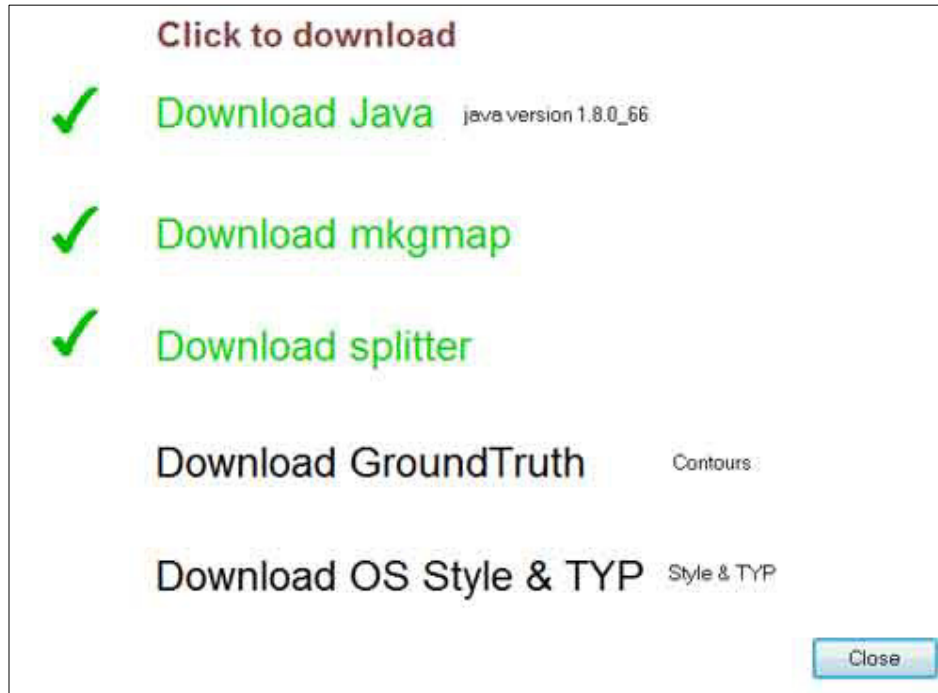
## What else do I need?

---

### Download essential software

From the main menu bar go to Help --> Download Essentials

A green tick means the required item has been installed.



#### 1) **Java**

You need to **download & install java** (free) from <http://www.java.com/en/download/index.jsp>

This is free. More than likely , it has already been installed previously.

## 2) *mkgmap*

Download zipfile containing **mkgmap.jar** (<http://www.mkgmap.org.uk/snapshots/>)

There are various versions; if the latest version causes a problem, download another version.

Name	Date modified	Type
doc	10/06/2014 15:41	File folder
examples	10/06/2014 15:41	File folder
lib	10/06/2014 15:41	File folder
LICENCE	10/06/2014 15:41	File
mkgmap.jar	10/06/2014 15:41	Executable Jar File
README	10/06/2014 15:41	File

Unzip and place in the same folder as mapuploader4.

***Make sure you also include the Lib folder.***

***Because versions get updated fairly regularly is good practice to place all the mkmap folders in one folder - ie mkgmapversions/***

***This also applies to Splitter - see below***

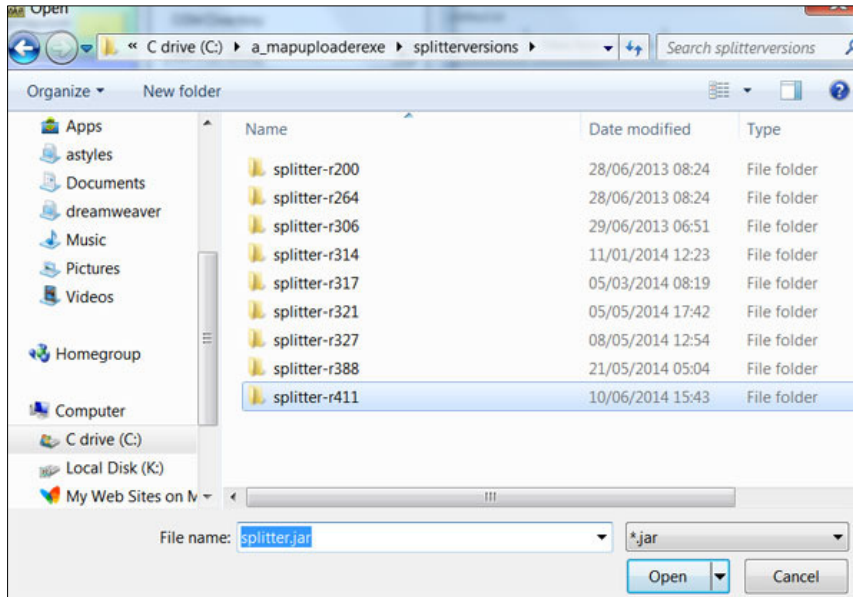
mkgmap-r2748	11/10/2013 18:14	File folder
mkgmap-r2815	04/01/2014 12:00	File folder
mkgmap-r2943	05/01/2014 18:58	File folder
mkgmap-r2977	24/01/2014 18:02	File folder
mkgmap-r2998	03/02/2014 14:56	File folder
mkgmap-r3072	04/03/2014 22:08	File folder
mkgmap-r3089	07/03/2014 06:16	File folder
mkgmap-r3111	14/03/2014 17:51	File folder
mkgmap-r3116	18/03/2014 14:55	File folder
mkgmap-r3132	28/03/2014 08:15	File folder
mkgmap-r3280	22/05/2014 06:08	File folder
mkgmap-r3293	10/06/2014 15:41	File folder

### 3) **Splitter**

Download zipfile containing latest **splitter.jar** (<http://www.mkgmap.org.uk/splitter/>).

This could also be in the same folder as mapuploader4. Its even better to place it in a folder

, ie splitterversions/



mkgmap.jar

This is needed to create your maps - ensure you have the latest update.

splitter.jar is needed if the osm file is too large for mkgmap to handle.

**PLEASE NOTE:** certain mkgmap.jar's and splitter.jar's may give errors when parsing pbf files.

If it does, download an earlier version.

Mapuploader needs to know where your jars are located - Settings --> All Settings see later

### 4) **a style folder**

This folder holds important files, ie lines,points,polygons,relations telling mkgmap how to create its map.

When you download mkgmap you will find a '**default**' style in 'examples\styles' .

**If you do not have any styles then copy the 'default' folder in the styles folder created by mapuploader4 or download our os50 style & TYP file.**

Place all style folders, containing points, lines etc in the subfolder 'styles' located in the same directory containing mapuploader4.exe.

**Reload mapuploader4 then select your file from the drop down combo box.**

If in doubt go Settings--> All Settings

### 5) *a TYP file*

This file adds colour to your map and creates customized pois. You can use any version of **TYPwiz** to create TYP files.

Alternatively, **osmstyle2typ** creates a TYP file for your style, containing all the elements referred to in the style. Download from [pinns.co.uk/osm](http://pinns.co.uk/osm)

You can specify 2 TYP files , one for a gmapsupp and one for Basecamp/Mapsource etc – see Two TYP files.

## *Checking mkgmap & splitter versions*

---

From main menu go Help --> check mkgmap version or check splitter version

## *Checking for style errors*

---

From main menu go Help --> check-styles

This will check your current style.

You must have latest mkgmap (2577+)

It highlights incorrect use of type numbers:ie

'Warning: routable type 0x07 is used for non-routable line with resolution 24. This may break routing. Style file lines, line 211 '

Explanation:

Certain numbers are reserved by Garmin for routing. If you used 0x07 for power lines then this could cause routing problems - more importantly, it is a waste of routing type.

Most reliable types are from 0x1 to 0x13 then 0x15,16 & 17 ( & 1A for ferries).



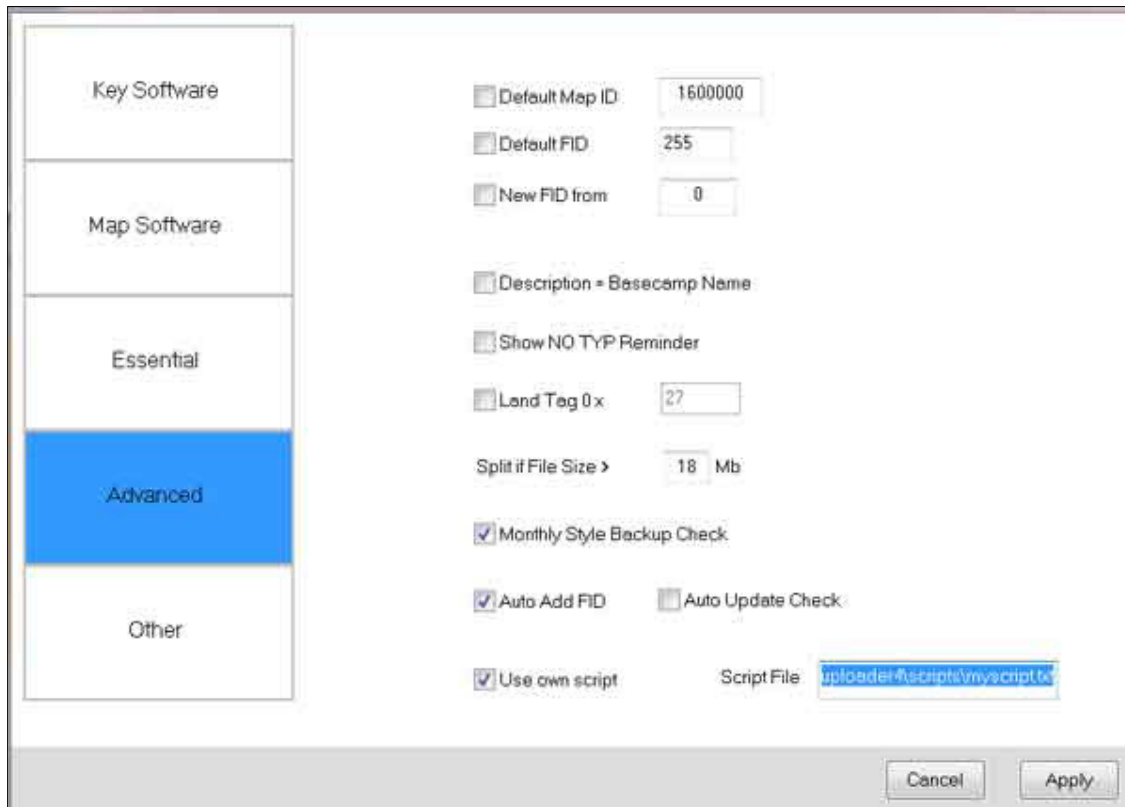
## Settings

---

The program needs you locate your mkgmap.jar and splitter.jar

Go Settings --> All Settings

Click OK to save settings



You can also set locations for

style editor : ie notepad++  
TYPWiz : typ editor  
IMG2TYP : extracting TYPs from img (gmapsupp.img)  
TDB Editor : tdb editor  
Archive Folder



### Set Splitter File Size

Some files do not require splitter - it is even advisable not to use splutter  
The default is 10Mb . Any file size larger will require splitter.

### **Description & Basecamp name**

Clicking this will ensure descriptions are the same as your basecamp name.

### **Default Map ID**

With Mapuploader4.89+ this has been removed from Settings. Instead click the 'lock' icon next to



the map id to unlock or lock it – same applies to the FID  
It is possible to always give your gmapsups the same map IDs - this has advantages on modern gps devices in that all address searches are linked to the same map id.

However, a **word of caution** :

If you have two or more gmapsups with the same map ID , ONLY ONE WILL SHOW in the list of available maps ! Use the Conflict Detector Tool from Tools to check if there is a conflict.

### **New FID from**

As more and more maps are published more FIDs are 'reserved' for official TOPO use. To make sure your files do not clash use this option and set to a higher number.

### **Monthly Style Backup Check**

Tick this option if you want to be reminded monthly about backing up your style(s).

## **Add extra commands**

---

When clicking Create Map or Splitter you may want to include some additional commands

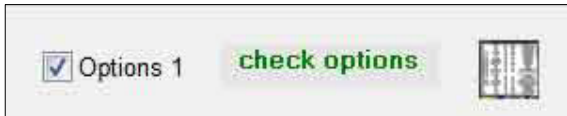
From the main menu Go Options --> mkgmap Options

Or

Click the 'No options' button.



If options are set then text is changed to 'check options'



## ***Possible mkgmap Options***

With **mkgmap** you could put

```
--show-profiles=1
--housenumbers
--pois-to-areas-placement
--link-pois-to-ways
--adjust-turn-headings=1
--process-destination
--process-exits
--precomp-sea=seatile # directory where tiles are kept
```

anything following the # will be ignored

you could also include mp files ie

```
C:\a_mapuploader4\contours\22222222.mp
C:\a_mapuploader4\contours\22222223.mp
C:\a_mapuploader4\contours\22222224.mp
C:\a_mapuploader4\contours\22222225.mp
C:\a_mapuploader4\contours\22222227.mp
C:\a_mapuploader4\contours\22222226.mp
```

In this case mp files are not split but added as separate imgs

under **splitter**:

```
--geonames-file=cities5000.zip
```

any spaces will be ignored.

Each command needs to be on a new line.

For more information about mkgmap options go Help --> Show Mkgmap Options

for splitter go Help --> Show Splitter Options

## TIP

If you are using multiple pbf files refer to them in the **splitter** section : ie

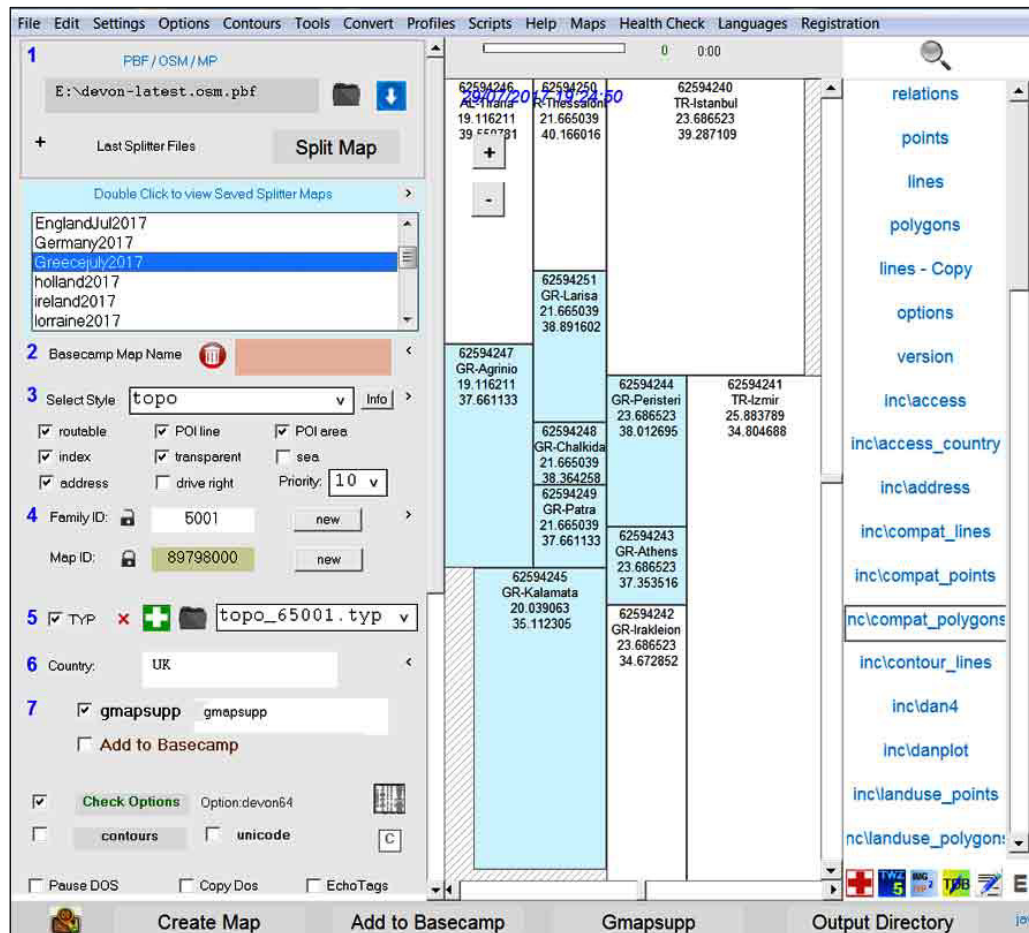
```
--geonames-file=cities5000.zip  
K:\osmosis\bin\england.osm.pbf  
K:\osmosis\bin\wales.osm.pbf  
K:\osmosis\bin\scotland.osm.pbf
```

Click Splitter and your (3) pbfs will be split.

Next, click Create Map and

## Creating a map

### 1 How to download an osm map



We suggest you download a reasonably small country first , for example Luxembourg

Download from [geofabrik.de](http://geofabrik.de) , ie

Click Tools --> Download from Geofabrik

<http://download.geofabrik.de/openstreetmap/europe/luxembourg.osm.pbf>

Once downloaded there is no need to 'unzip' it as mkgmap will do this automatically ( the lib folder contains the relevant library).

Click on the grey folder button to load the osm file.

## map directory

By default this is set to c:\garmin\maps ; all mapsource maps are placed in a subfolder located at c:\garmin\maps. Registry problems often occur when the map directory is set differently .

So , if you call your map '**my\_country**' the files will be located in :

**c:\garmin\maps\my\_country**

*You can access this directory by clicking the '?' button*

## gmapsupp directory

All gmapsupps can be found in a subfolder \gmapsupp located in the same folder as mapuploader4.exe. . Click the Locate Gmapsupp button.

## java memory

By default this is set to 1024 , ie java -Xmx1024m -ea -jar  
Just change the numbers in the 'memory' box.

**1a** set FID of map , bit like a serial number - typ files require the same FID.  
set priority of map , only useful if you have multiple maps.

**2** Make sure you have selected your style, ie 'default' or any other style.  
Tick all the options you need:

- routable            this makes your map routable but depends on your style
- index              this allows for searches
- transparent       this makes the map transparent
- address            this enables address searches depending on your style
- POI line           this creates POIs for lines depending on style
- POI area           this creates a POI for polygons depending on style
- sea                 this creates sea polygons - some flooding may occur
- drive right        tick this if you drive on the right in your country
- Unicode            tick this to add unicode characters to your map but see below !

You can download our os50 style which also includes a matching typ file,os50.typ

**3** IF you have ticked upload to Basecamp then you need to provide the name as seen in Basecamp. In our example, tick 'upload to Basecamp and give it a name, ie luxembourg

You can leave the overview name blank . This name is used to define your folder

4 point to your TYP file

You can download the TYP default.typ to match the default style You can download the TYP default.typ to match the default style

5 Add a description related to the map ;

This gets used when creating a gmapsupp - see below

## Country

Enter the name of your country. Useful when you have ticked 'address'.

## gmapsupp

Tick this if you want to bypass Basecamp and create a gmapsupp which can be copied to your gps.

You can give the gmapsupp a different name. When created click the 'Locate Gmapsupp' button.

Please note:

For those with fairly modern gps devices it is possible to obtain 2 descriptions for your map, viewable when you select a map :

Description 1 (large) - name of gmapsupp

Description 2 (small) - your description

Give your gmapsupp a name like : Map of Luxembourg

This will create 'Map of Luxembourg.img' when you click locate gmapsupp.

## template.args

Tick this if you have split the osm using splitter - see below

## Unicode

When you click the Unicode option mkgmap creates a map with labels showing Unicode characters, ie Greek, Arabic, Chinese, Russian etc

IMPORTANT NOTE !

Selecting this option could create maps which are incompatible with your GPS device, particularly if you have a fairly new device.

There are no problems with older devices, Basecamp or Mapsource

## Create Map

---

Finally, click Create Map. A bar chart gives some indication of progress made . The last file contains address information if this address option has been set. As it takes data from all the img files, the more imgs to longer it takes.

If it can't find mkgmap.jar then go Settings --> All Settings and locate mkgmap.jar

If it can't find the style then check if you have place 'default' in the mapuploader4\styles folder.

After a 30 scs the Upload to Basecamp button will turn green

Click Yes, if you want it to be uploaded to Basecamp.

It has created a luxembourg subfolder in your map directory containing all the essential files, including a copy of your typ file, if specified, with the correct FID.

### Basecamp

Click the little basecamp button to load basecamp - locate the program in Settings --> All Settings.

Basecamp should be found in :

c:\Program Files (x86) /Garmin/Basecamp

or

c:\Program Files/Garmin/Basecamp

---





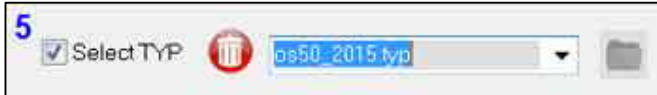
## ***Removing Saved Splitter Files***

From the main menu go File → Delete Selected Arg files.

Select the group you want to delete and click 'Delete'.

## ***TYP files***

---



Original TYP file is used for Gmapsupps  
***only IF the Basecamp/Mapsource option  
has been ticked***

## Extra Options

If the 'Include Options' checkbox is ticked the + sign is coloured green else it is red.

Place one # in front of the a line to ignore the line

Place ## at the beginning of the line to indicate end of list - ie any lines after ## will be ignored.

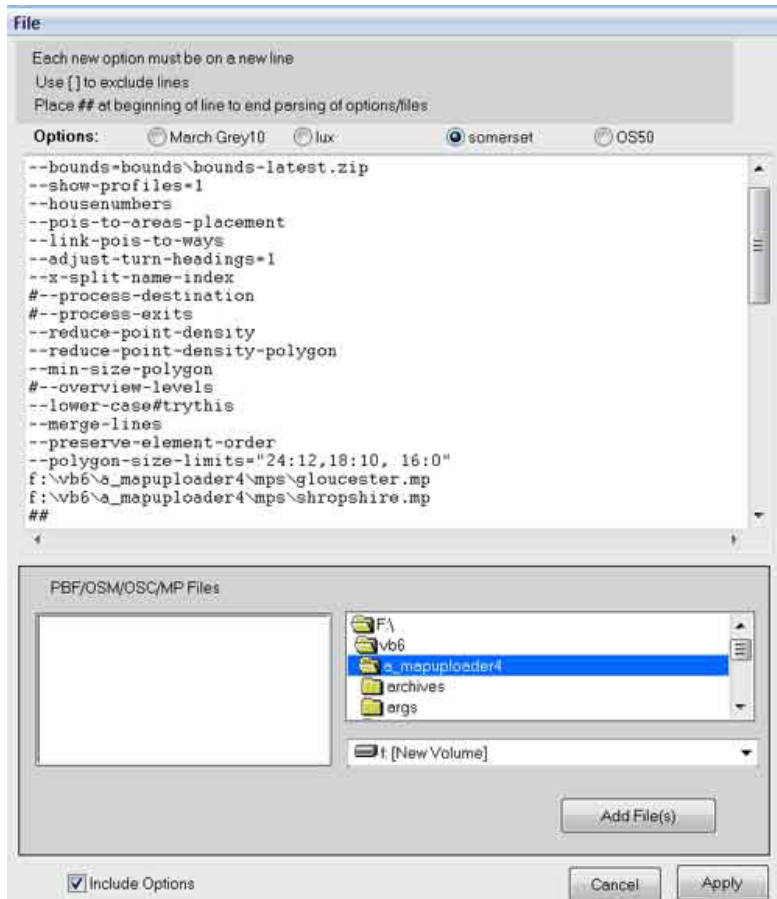
Use [ ] to exclude code within brackets ie

```
[
F:\vb6\mapuploader4\mps\SS_Building.mp
F:\vb6\mapuploader4\mps\SS_Buildingline.mp
F:\vb6\mapuploader4\mps\SS_Buildingline_.mp
]
```

'[ ' Bracket must be at the beginning of a line and ']' at the end or on a new line.

Click Apply to apply your changes.

You can add extra osm files or contour files (.mp) created using our Create Contours option from the main menu bar - see Creating Contours.



## Adding Extra Splitter Files

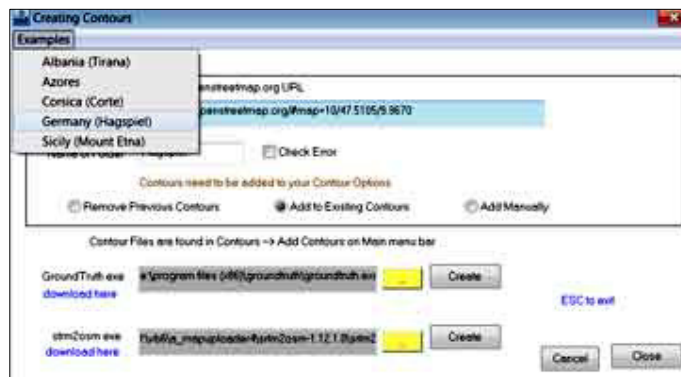
To include a selection of splitter files select your archive from the green combo box and click 'Select Individual Files'.

This might come in handy if you always want to include extra maps in addition to the current (split) maps

## Creating Contours

From the main menu bar click Contours --> Create Contours

**PLEASE NOTE SINCE 2017 both ground truth and str2osm use an incorrect url to obtain their heights. Unless new versions are available you will not be able to create contours!**



There are two options

- GroundTruth ( feet only)
- Str2osm (feet and metres but slow and produces larger files)

### Download latest version.

Both programs need to be downloaded and do not come with mapuploader4.

Click on the blue 'download here' label to launch the download page.

Click on the yellow button to save the path.

Copy an Openstreetmap.org url from anywhere in the world with zoom levels >6

ie

<http://www.openstreetmap.org/#map=11/50.4864/-3.5837>

and paste it into the lightblue text box .

Next , specify the folder name , ie Albania - this means all the contours are created in this folder, ie

<your path>\contours\albania

There are 3 options :

- New List
- Add to Existing Contours
- Add Manually

New list will REPLACE your contour list (brown) with a new one - it does not delete the mp files!

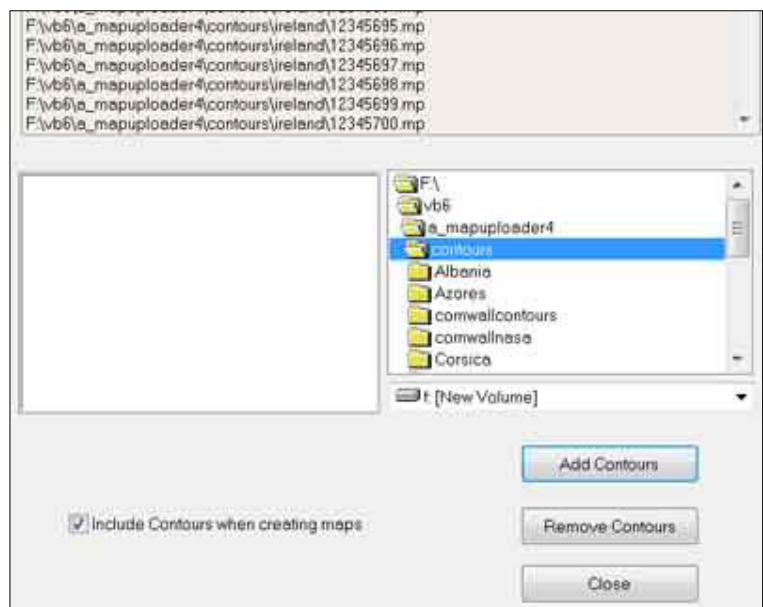
Add to existing Contours - this will add to the existing mp files found in the list

Add Manually - Click the Contours Option button and search for your folder, ie Albania.

Double click on the files you want to import

Mapuploader comes with several examples

- Albania
- Azores
- Corsica
- Hagspiel Germany
- Sicily



Click on anyone of them and the required url will be pasted into the light blue box

Click Create

You can download the osm map of Sicily and Hagspiel from our mapuploader4 webpage.

**Note:**

Groundtruth produces small mp files and quickly, too. Unfortunately mkgmap cannot convert the metric data into feet – even if Groundtruth is programmed to convert data to feet Garmins metric conversions are not rounded to the nearest ten/hundred.

Strm2osm is a great piece of software which *methodically* converts NASA's height data into osm, from 10 m to 800+m depending on the area. This may take some time, a very long time.

We have also tuned strm2osm to produce more accurate results.

We suggest you experiment with OSM zoom levels around 9.

## Profiles

Profiles can be useful if you are creating maps with different styles and TYP files.

Right Click on Labels & Select

	Select Style	Select TYP	Select Option	MAP ID	FID	SET
<input checked="" type="radio"/>	topo	topo_65001.typ	devon64	89798000	5001	+
<input type="radio"/>	feb2017	grey652017n.typ	seprtGrey10	11111111	142	+
<input type="radio"/>	os50curroct	os50_2017_65001.typ	OS50	22222222		+
<input type="radio"/>	topo	topo_65001.typ	somerset	33333333		+
<input type="radio"/>	topo	topo_65001.typ	no contours	44444444		+
<input type="radio"/>	topo	topo_65001.typ	cornwall	55555555		+
<input type="radio"/>	topo	topo_65001.typ	lux	66666666	456	+
<input type="radio"/>	topo	Topo OSM.TYP	somerset	77777777		
<input type="radio"/>	default	mapnik65001.typ	seprtGrey10	88888888	142	

☐ No Profile   ☐ Use Current Settings

Click on an option and then click Apply to select your option. The option is show on the main windows title bar.

Create a profile by RIGHT clicking and select style,TYP file or Option.  
Enter values for Map IDs or FIDs

<input checked="" type="checkbox"/> routable	<input checked="" type="checkbox"/> POI line	<input checked="" type="checkbox"/> POI area
<input checked="" type="checkbox"/> index	<input checked="" type="checkbox"/> transparent	<input type="checkbox"/> sea
<input checked="" type="checkbox"/> address	<input type="checkbox"/> drive right	Priority: 10 v

Tick 'Use Current Settings' then apply IF you like to include your current settings like routable etc.

It also includes map description ,name of country and the lock value for map ids and fids

## Removing from Registry

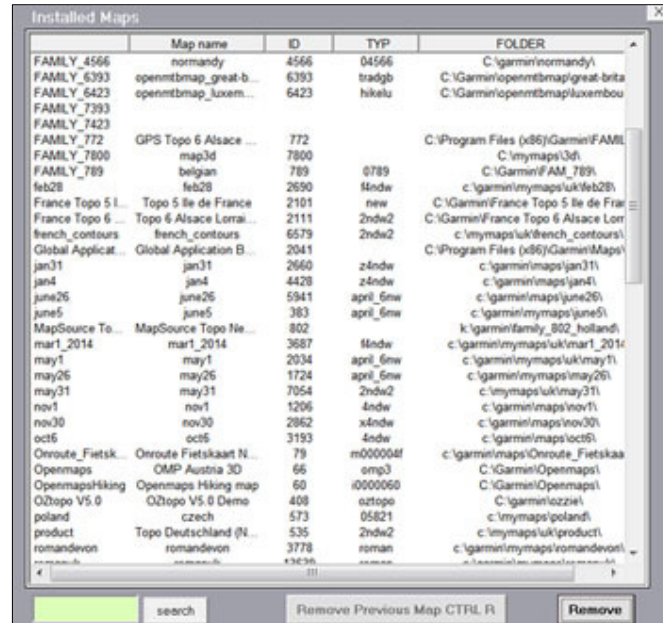
From main menu go --> Registry

Double click on an entry.

You are given 2 options:

- 1) remove from registry
- 2) delete all files in the folder

Caution: files can not be undeleted.





## Style Doctor

Mapuploader4 reads TYP files and matches the existence of its elements with those included in your styles.

### TYP and Style file


- It highlights any highways, polygons & pois which are used in your style file but NOT in your TYP file.
- It reads the draworders of your polygons and checks it for transparency - polygons with transparency and a draworder <2 may not appear correctly!
- Creates a printable report
- It reads all files, even those include in an 'INC' folder. List is show on top header.


Draworder Min : Any polygon is highlighted if it has a draworder below the minimum set.

jan2014

☒ Polygons  
☐ Lines  
☐ Points

TYP: april\_5nw.TYP  
Polygon: 88  
Line: -  
Poi: -  
Draworder Min 2

 Check TYP & Style

 Check Style

Road ClassPlaces

ResolutionLevels

mkgmap:Name

addset

#

Custom Reports  

Search

Check

polygon : -line : -point : -

see typesLine TYPESPOI TYPES

Comment	Filename	include: a) inc/address
POLYGONS REPORT		
Not in TYP	Polygons	13004 building=* & mkgmap:country=LUX
Not in TYP	Polygons	02300 landuse=allotments
Not in TYP	Polygons	1360F landuse=allotments
Not in TYP	Polygons	13610 landuse=allotments
Not in TYP	Polygons	00600 (landuse=wood   natural=wood)
Not in TYP	Polygons	11503 landuse=forest & wood=coniferous
Not in TYP	Polygons	11505 landuse=forest & (wood=mixed   wood=yes)
Not in TYP	Polygons	11500 landuse=forest
Not in TYP	Polygons	01300 landuse=paddock
Not in TYP	Polygons	04E00 landuse=orchard
Not in TYP	Polygons	00300 sport=soccer
Not in TYP	Polygons	11700 sport=soccer
Not in TYP	Polygons	11701 sport=soccer
Not in TYP	Polygons	00100 sport=cricket
Not in TYP	Polygons	01E00 leisure=park
Not in TYP	Polygons	01900 leisure=pitch
Not in TYP	Polygons	01000 tourism=camp_site
Not in TYP	Polygons	01100 tourism=*
Not in TYP	Polygons	03C00 natural=water   natural=lake   (waterway=c
Not in TYP	Polygons	13406 landuse=* & landuse!=farm & landuse!=farml
Not in TYP	Polygons	13509 natural=sea
FOUND IN TYP FILE BUT		
NOT in STYLE	Polygons	00500 (2) dog training
No draworder	Polygon	0x02700 land for sea only
NOT in STYLE	Polygons	03000 (4) land (transparent)
NOT in STYLE	Polygons	03200 (5) prison
NOT in STYLE	Polygons	04500 (1) sea
NOT in STYLE	Polygons	04A00 (4)
NOT in STYLE	Polygons	04B00 (4)
NOT in STYLE	Polygons	10208 (2) park (transparent)
NOT in STYLE	Polygons	10209 (2) pitch
NOT in STYLE	Polygons	10500 (4) brownfield (transparent)
NOT in STYLE	Polygons	10507 (5) travellers
NOT in STYLE	Polygons	11000 (2) natural sand

## ***Style Check***

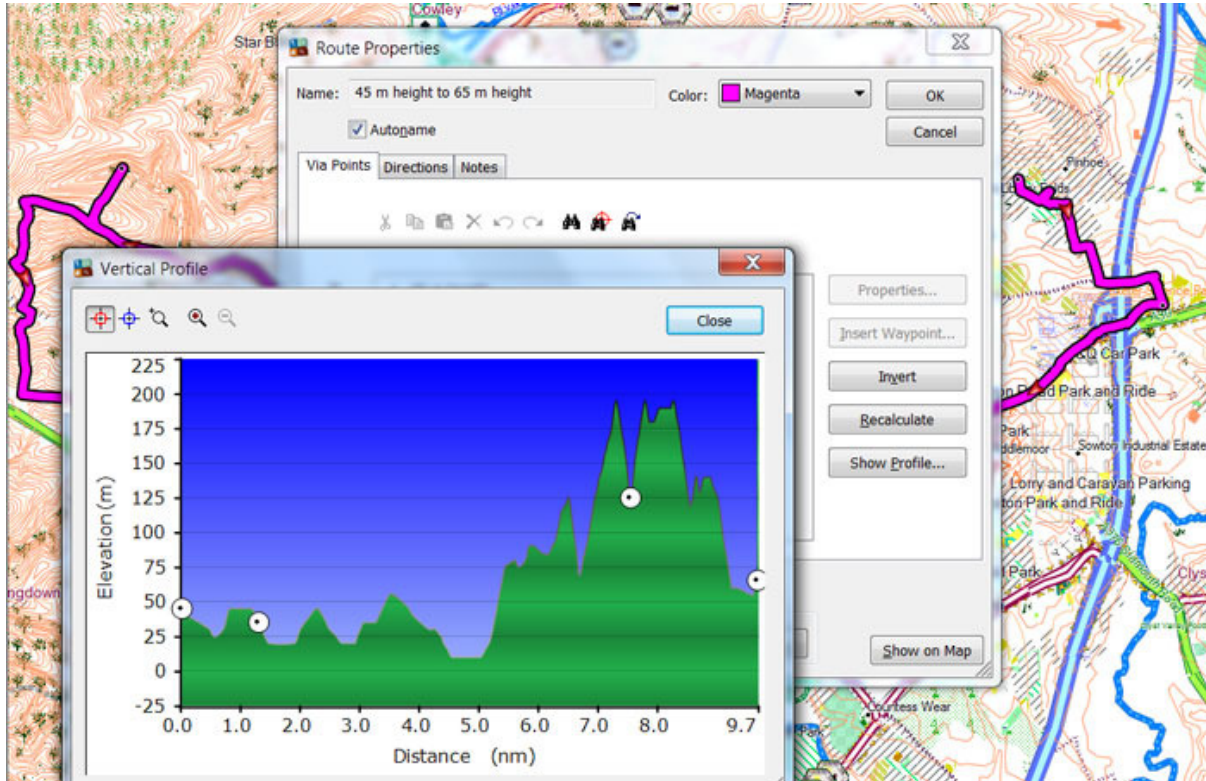
- Road Class -As far as possible it checks for any possible routing problems
- Places - Creates a list of all references to place=
- Resolution - Creates a list of sorted resolutions
- Levels - Creates a list of sorted Levels
- mkgmap - Creates a list of any reference to mkgmap:
- name - creates a list of any reference to name
- add - creates a list of any reference to 'add'
- set - creates a list of any reference to 'set'

## Map with Contour Lines

---

If you have included contour lines then Basecamp can show profiles of routes. However, it needs to be told by having flag set in the tdb file.

To do this you need to include : `--show-profiles=1`



If you are using the autocreate option then add the above command to mkgmap :

Settings --> Extra Options

Notice the Show Profile button is enabled.

## Splitter

---

Use the yellow << button to load the osm.pbf file and click the blue Splitter button.

If it can't find splitter go Settings --> All Settings and locate splitter.

### max nodes

Splitter splits large osm.pbf files into smaller ones. Depending on your PC and the country you may need to reduce the number of max nodes to say 800 000 for countries which are densely plotted.

Max Nodes	1600000
Max Areas	255

### max areas

Again, if splitter throws errors, reduce this number.

Splitter creates new osm.pbf files and a template.args file for mkgmap.

You do not need to know anything about this file.

Once created you can now create your new map BUT click the Template.args button as well.

**Creating maps from large osms can take up to 20+ minutes!**

## Using KML & GPX files

---

You can use gpx or kml files as part of your OSM maps.

Mapuploader4 comes with two tools to convert routes/highways found in gpx or kml files to a file type understood by mkgmap, ie .mp

Tools → Convert KML to MP

Tools → Convert GPX to MP

Files are created in  
<mapuploader4> \mps  
folder

Uses:

Many public  
footpaths/streams are  
available as gpx or kml  
and can be added to your  
map without having to be  
plotted in Openstreetmap

The tool allows for 2  
different types.



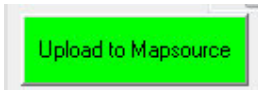
Above an example of official footpaths (striped yellow red 0x100f05) being added to a map as an mp file.

Google: public rights of way kml etc

Google : prow kml (UK only)

.

## PLEASE NOTE: RECOMMENDATIONS



The Upload to Basecamp button or Locate gmapsupp will appear **GREEN** when all necessary files have been created. This only happens if you do not exit *mapuploader4*

Even if you exit *mapuploader4* and load it again you can always check if the files have been produced by clicking Upload to Basecamp or Locate gmapsupp buttons.

Some pbf files are large and when split using splitter mkgmap is sometimes struggling to create the address files for Basecamp

## Registry Problems

---

In W10 (not surprisingly!) you may encounter a problem uploading your maps to the registry .

- 1) Ensure you run mapuploader as administrator
- 2) Make sure your map target directory is **c:\garmin\maps** ( see Settings→Essential )

The quickest fix is to download and install our free Devon Map as this will provide the necessary privileges for all future uploads. You can always uninstall the map afterwards.

Download map at:

[www.pinns.co.uk/devon/devonmap.html](http://www.pinns.co.uk/devon/devonmap.html)

## *Errors*

---

mkgmap is notoriously vague about errors

there are 3 types of errors

- 1) errors in style files
- 2) error caused by lack of memory
- 3) errors because of wrong version of mkgmap or splitter

### **style errors**

Generally, there is some indication as to where the error is located.

To see the error more clearly click the Pause DOS option bottom left.

### **memory errors**

Reduce the memory value as mentioned before or locate the run.bat file by clicking the 'Locate run.bat' button and dbl click it outside mapuploader.

## *Deleting maps*

---

Go Registry to locate the map you wish to remove from Mapsource/Basecamp

Please note: this only removes it from the registry. The subfolder containing the files is not deleted, but there is an option to do so.

---

## *Archiving maps*

---

You can only archive non TOPO maps.

From the main menu go Maps → Archive Garmin Map Products

Select a map and click Archive button.

By default maps are moved to [mapuploader4 path]\archived

This can be altered in Settings → Essential .

### ***How to reinstall maps***

You normally click on a .reg file to reinstall maps. However, since maps are now in a different folder the original .reg file cannot be used unless you move all files to the original folder – the .reg file gives a clue as to where they were originally.

There are 2 options

- 1) move files to original folder and click on original .reg file – we recommend this option
- 2) double click on \_new.reg . This will reinstall your maps ; however, they are now pointing to your archives folder and therefore cannot be 're-archived'



Contours, 19, 20, 21  
errors, 7, 28, 31  
FID, 14  
geofabrik, 13  
gmapsupp, 15  
java memory, 14  
map directory, 14  
max areas, 28  
max nodes, 28  
memory, 31

***mkgmap.jar***, 6, 7, 16  
***os50***, 7  
osm.pbf, 13, 28  
overview name, 14  
POI area, 14  
POI line, 14  
Splitter, 6, 7, 9, 10, 11, 12, 17, 20, 28  
style, 7, 8, 14, 16, 31  
template.args, 15, 28  
***TYPwiz3***, 8