

mp2osm

Getting Started	2
Select Target OSM	2
Select parsing options	2
Contours only	2
Loading mp file into mp2osm	2
Stopping the parsing process	3
Parsing Names.....	3
Importing OSM files.....	3
Editing POIs,Polylines and Polygons	3
Relations	3
POIs	4
Polylines.....	10
Polygons.....	13

Getting Started

The easiest program to convert img to mp seems to be GPSMapEdit.
Load an img file into GPSMapEdit **and ensure that the datum is WGS84.**

Save map and an mp file.

Select Target OSM

In textbox next to 'Target' specify name and folder of target osm.

Select parsing options

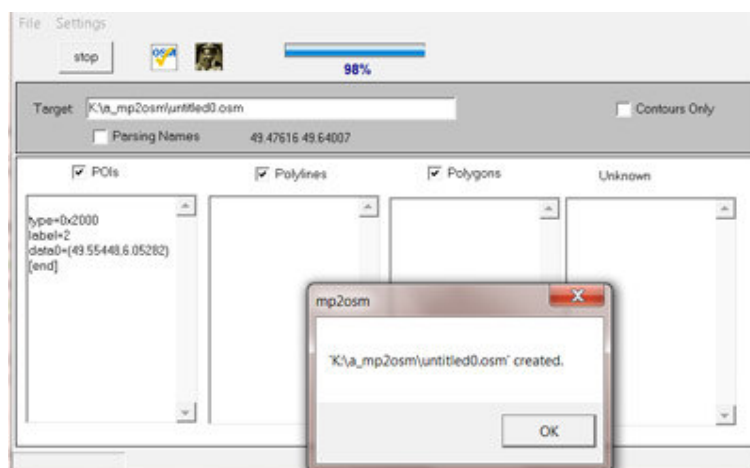
Click on check boxes to select / deselect POIs, Polylines (highways) and Polygons.
By default all are selected. If you want to extract only POIS from your mp file
deselect all checkboxes except for POIs.

Contours only

Some mp files contain contour information; select this option if you wish to parse
only contour data.

Loading mp file into mp2osm

From main menu click file → Open and select an mp file.



Stopping the parsing process

There could be occasions when you want to stop the parsing process; click the stop button **and all current parsed data will be saved.**

Parsing Names

Select this option if your mp files contain French, German or Spanish name references.

Importing OSM files

By design osm files will not be read by JOSM but can be imported into Merkaartor or OSMchecker. Click on desired icon. If it cannot find the exe file it prompts you to locate and select the appropriate exe. All data is saved for future use.

In Merkaartor use Open, **not** Import. Merkaartor can take a while to display the osm data.

Editing POIs, Polylines and Polygons

Make a copy of the csv files before you make any alterations.

Relations

Relations (multipolygons) are not supported and may lead to unexpected results.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

POIs

0x0100	City	#	place
0x0600	City	#	place
0x0650	City	#	place
0x0B00	City	#	place
0x0900	town 900	#	place
0x0800	town	#	place
0x0700	town 700	#	place
0x0A00	town a00	#	place
0x0C00	village	#	place
0x0D00	village	#	place
0x1201	roundabout	#	highway
0x1202	traffic_signals	#	highway
0x1204	water_tower	#	man_made
0x1207	gate	#	barrier
0x1208	gate	#	bollard
0x0E00	City	#	place
0x1100	City	#	place
0x1400	Region	#	place
0x153F	Region	#	place
0x1E00	Region	#	place
0x1E3F	Region	#	place
0x2000-			
0x203F	Exit		
0x210F	Exit	#	highway
0x2100-			
0x213F	Exit	(with	facilities)
0x2200-			
0x223F	Exit	(Restroom)	
0x2300-			
0x233F	Exit	(Convenience	Store)
0x2400-			
0x243F	Exit	(Weight	Station)
0x2500-			
0x253F	Exit	(Toll	Booth)
0x2600-			
0x263F	Exit	(Information)	
0x2700-			
0x273F	Exit		
0x2800	locality		#
0x283F	Region	name	(no
0x2A00	restaurant	(Other)	
0x2A01	restaurant	(American)	
0x2A02	restaurant	(Asian)	
0x2A03	restaurant	(Barbecue)	

0x2A04	restaurant	(Chinese)	
0x2A05	restaurant	(Deli/Bakery)	
0x2A06	restaurant	(International)	
0x2A07	fast_food		
0x2A08	restaurant	(Italian)	
0x2A09	restaurant	(Mexican)	
0x2A0A	restaurant	(Pizza)	
0x2A0B	restaurant	(Sea	Food)
0x2A0C	restaurant	(Steak/Grill)	
0x2A0D	restaurant	(Bagel/Donut)	
0x2A0E	restaurant	(Cafe/Diner)	
0x2A0F	restaurant	(French)	
0x2A10	restaurant	(German)	
0x2A11	restaurant	(British	Isles)
0x2B00	Hotel		
0x2B01	motel		
0x2B02	Bed	&	Breakfast inn
0x2B03	caravan_site		
0x2B04	Resort		
0x2C00	attraction		
0x2C01	Amusement	Park	
0x2C02	Museum		
0x2C03	Library		
0x2C04	monument		
0x2C05	School		
0x2C06	Park		
0x2C07	Zoo		
0x2C08	Sport	sparkStadium	(point)
0x2C09	FairConference	(point)	
0x2C0A	Vineyard/Winery	(point)	
0x2C0B	place_of_Worship		
0x2C0C	Hot	Spring	
0x2D01	Theatre		
0x2D02	Pub		
0x2D03	Cinema		
0x2D04	Casino		
0x2D05	Golf		
0x2D06	Ski	Centre	
0x2D07	Bowls		
0x2D08	Ice/Sporting		
0x2D09	Swimming		
0x2D0A	Sports	(point)	
0x2D0B	Sport	Airport	
0x2E01	Department	Store	
0x2E02	Grocery		
0x2E03	General	Merchandiser	
0x2E04	Shopping	Centre	
0x2E05	Pharmacy		
0x2E06	Convenience	Store	
0x2E07	Apparel		
0x2E08	House	and	Garden
0x2E09	Home	Furnishing	

0x2E0a	Special	Retail	
0x2E0b	Computer/Software		
0x2F00	Generic	Service	
0x2F01	Fuel/Gas		
0x2F02	Car_Rental		
0x2F03	Car	Repair	
0x2F04	Airport		
0x2F05	Post_Office		
0x2F06	Bank		
0x2F07	Car	Dealer	(point)
0x2F08	Bus	Station	
0x2F09	Marina		
0x2F0A	Wrecker	Service	
0x2F0B	Parking		
0x2F0C	Toilets		
0x2F0D	Automobile Club		
0x2F0E	Car_Wash		
0x2F0F	Garmin Dealer		
0x2F10	Toilets		
0x2F11	Business	Service	
0x2F12	Communication		
0x2F13	Repair Service		
0x2F14	Social Service		
0x2F15	Utility		
0x2F16	Truck/Lorry	Stop	
0x2F18	recycling		
0x3000	Generic	Emergency/Government	
0x3001	Police		
0x3002	Hospital		
0x3003	townhall		
0x3004	courthouse		
0x3005	Concert hall		
0x3006	Border	Station	(point)
0x3008	fire_station		
0x4000	Golf		
0x403F	Golf		
0x4100-			
0x413F	Fish		
0x4200-			
0x423F	Wreck		
0x4300-			
0x433F	Marina		
0x4400	fuel#	amenity	
0x4500	Restaurant		
0x453F	Restaurant		
0x4600	Bar		
0x463F	Bar		
0x4700	slipway		
0x473F	slipway		
0x4800	Camping		
0x483F	Camping		
0x4900	Park		

0x493F	Park			
0x4A00	Picnic			
0x4A3F	Picnic			
0x4B00	Hospital			
0x4B3F	Hospital			
0x4C00	Information			
0x4C3F	Information			
0x4D00	Parking			
0x4D3F	Parking			
0x4E00	toilets			
0x4E3F	toilets			
0x4F00-				
0x4F3F	Shower			
0x5000	Drinking Water			
0x503F	Drinking Water			
0x5100	Telephone			
0x513F	Telephone			
0x5200-				
0x523F	Scenic	Area		
0x5300-				
0x533F	Skiing			
0x5400-				
0x543F	Swimming			
0x5500-				
0x553F	Dam			
0x5700	Fire_Station			#
0x5800-				
0x583F	Restricted	Area		
0x5900	Airport			
0x5901	Airport			
0x5902	Airport			
0x5903	Airport			
0x5904	Helipoint			
0x5905	Airport			
0x5D00-				
0x5D3F	DaymarkGreen	Square		
0x5E00-				
0x5E3F	DaymarkRed	Triangle		
0x6100	ruines		#	historical
0x6200	Depth	with	point	one
0x6300	Height	without	point	no
0x6400	Feature			
0x6401	Bridge			
0x6402	Building			
0x6403	Cemetery			
0x6404	place_of_worship			
0x6405	Civil			
0x6406	Crossing			
0x6407	Dam			
0x6408	doctors			
0x6409	Levee			
0x640A	Locale			
0x640B	barracks			
0x640C	Mine			

0x640D	Oil	Field	
0x640E	Park		
0x640F	Post_box		
0x6410	School		
0x6411	Tower		
0x6412	Trail		
0x6413	Tunnel		
0x6414	Drink	water	
0x6415	ruins		??
0x6416	guest_house		??
0x6417	tower		
0x6418	wind_mill		
0x6500	Water	Feature	
0x6501	Arroyo		
0x6502	Sand	Bar	
0x6503	Bay		
0x6505	canal		
0x6506	channel		
0x6507	Cove		
0x6508	Falls		
0x6509	Geyser		
0x650A	Glacier		
0x650B	harbour		
0x650B	island		
0x650D	Lake		
0x650E	Rapids		
0x650F	Reservoir		
0x6511	spring		
0x6512	canal	drain	
0x6513	swamp		
0x6600	Land	Feature	
0x6601	Arch		
0x6602	Area		
0x6603	Basin		
0x6604	Beach		
0x6605	Bench		
0x6606	Cape		
0x6607	Cliff		
0x6608	peak		
0x6609	plain		
0x660A	Forest		
0x660B	Gap		
0x660C	Gut		
0x660D	Isthmus		
0x660E	Lava		
0x660F	Pillar		
0x6610	Plain		
0x6611	Range		
0x6612	Reserve		
0x6613	Ridge		
0x6614	Rock		
0x6615	Slope		

0x6616	peak			
0x6617	Valley			
0x1C00	Unclassified	Obstruction		
0x1C01	Wreck			
0x1C02	Submerged	Wreckdangerous		
0x1C03	Submerged	Wrecknon-dangerous		
0x1C04	Wreckcleared	by	Wire-drag	
0x1C05	Obstructionvisible	at	high	Water
0x1C06	Obstructionawash			
0x1C07	Obstructionsubmerged			
0x1C08	Obstructioncleared	by	Wire-drag	
0x1C09	Rockawash			
0x1C0A	Rocksubmerged	at	low	Water
0x1C0B	Sounding			
0x1D01	Tide	Prediction		
0x0200	N	Buoy		
0x0201	N	Buoy		
0x0202	N	Buoy	with	north
0x0203	N	Buoy	with	south
0x0204	N	Buoy	with	east
0x0205	N	Buoy	with	west
0x0206	N	Beacon		
0x0207	N	Spar	buoy	
0x0208	N	Isolated	danger	buoy
0x0209	N	Port	hand	buoy
0x020a	N	Starboard	hand	buoy
0x020b	N	Special	purpose	buoy
0x020c	N	Safe	water	buoy
0x020d	N	Platform	buoy	
0x020e	N	Beacon	with	north
0x020f	N	Beacon	with	south
0x0210	N	Beacon	with	east
0x0211	N	Beacon	with	west
0x0212	N	Isolated	danger	beacon
0x0213	N	Port	hand	beacon
0x0214	N	Starboard	hand	beacon
0x0215	N	Special	purpose	beacon
0x0216	N	Mooring	buoy	
0x0217	N	Fixed	point	
0x0218	N	Pole		
0x0300	N	Depth	point	
0x0301	N	Depth	point	invisible
0x0302	N	Depth	point	
0x0303	N	Spot	height	
0x0304	N	Building		
0x0305	N	Chimney		
0x0306	N	Church		
0x0307	N	Tanks		
0x0308	N	Tower		
0x0309	N	Rock		
0x030a	N	Triangulation	point	
0x030b	N	Radio	mast	

0x0400	Y	Isolated	danger	
0x0401	Y	Obstruction		
0x0402	Y	Wreck		
0x0403	Y	Exposed	wreck	
0x0404	Y	Well		
0x0405	Y	Foul		
0x0406	Y	Explosive		
0x0407	Y	Fish	haven	
0x0408	Y	Obstruction	that	covers
0x0409	Y	Marine	farm	
0x040a	Y	Dangerous	rock	
0x040b	Y	No	bottom	found
0x040c	Y	Exposed	rock	
0x040d	Y	Dangerous	rock	
0x040e	Y	Underwater	rock	(non-dangerous)
0x040f	Y	Shoal		
0x0500	N	Label	point	
0x0600	N	Centred	label	
0x0700	N	Miscellaneous	point	
0x0701	Y	Recommended	anchorage	
0x0702	N	Pilot	boarding	place
0x0703	N	Yacht	harbour	
0x0704	N	Pile		
0x0705	Y	Anchoring	prohibited	
0x0706	Y	Fishing	prohibited	
0x0707	Y	Precautionary	area	
0x0708	N	Radio	report	point
0x0709	N	Anchorage	berths	
0x070a	N	Rescue	station	
0x070b	N	Fishing	harbour	
0x070c	N	Airport		
0x0801	N	Information		
0x0901	N	Bottom	conditions	
0x0902	N	Fishing	information	
0x0903	N	Facility		
0x011511	N	traffic_calming	#	highway

Polylines

0x01	Major highway-thick	#	highway	
0x02	Principal	highway-thick	#	highway
0x03	Principal	highway-medium	#	highway
0x04	Arterial	Road-medium	#	highway
0x05	Arterial	Road-thick	#	highway
0x06	Road-thin	highway		
0x07	Alley-thick	#	highway	
0x08	ramp	#	highway	

			y			
0x09	Ramp	#	highwa			
			y			
0x0a	Unpaved Road-thin	#	highwa			
	Major highway		y			
0x0b	Connector-thick	#	highwa			
			y			
0x0c	Roundabout	#	highwa			
			y			
0x14	Railroad	#	highwa			
			y			
0x15	Shoreline	#	highwa			
			y			
0x16	Track/Trail	#	highwa			
			y			
0x18	Stream-thin	#	highwa			
			y			
0x19	Time-Zone	#	highwa			
			y			
0x1a	Ferry	#	highwa			
			y			
0x1b	Ferry	#	highwa			
			y			
0x1c	Political	Boundary	#	highway		
0x1d	County	Boundary	#	highway		
0x1e	International	Boundary	#	highway		
			highwa			
0x1f	River	#	y			
0x20	Land	Contour	(thin)	#	highw	
			(mediu		ay	
0x21	Land	Contour	m)	#	highw	
					ay	
0x22	Land	Contour	(thick)	#	highw	
					ay	
0x23	Depth	Contour	(thin)	#	highw	
			(mediu		ay	
0x24	Depth	Contour	m)	#	highw	
					ay	
0x25	Depth	Contour	(thick)	#	highw	
					ay	
0x26	Intermittent	River	#	highway		
0x27	Airport	Runway	#	highway		
			highwa			
0x28	Pipeline	#	y			
0x29	Power	line	#	highway		
0x2a	Marine	Boundary	(no	line)	#	highw
			highwa			ay
0x2b	residential oneway	#	y			
			highwa			
0x36	living_street	#	y			
0x010						
0	Miscellaneous	line	#	highway		
0x010			highwa			
1	Line	#	y			
0x010						
2	Cartographic	line	#	highway		
0x010			highwa			
3	Road	#	y			

0x010						
4	Clearing	line	#	highway		
0x010						
5	Contour	line	#	highway		
0x010						
6	Overhead	cable	#	highway		
0x010			highwa			
7	Bridge	#	y			
0x010						
8	Recommended	route	#	highway		
0x010						
9	Chart	border	#	highway		
0x030						
0	Depth	contour	#	highway		
0x030					highw	
1	Depth	contour	value	#	ay	
0x030					highw	
7	Intertidal	zone	border	#	ay	
0x040						
0	Obstruction	line	#	highway		
0x040						
1	Submarine	cable	#	highway		
0x040						
2	Submarine	pipeline	#	highway		
0x040						
3	Pile	barrier	#	highway		
0x040						
4	Fishing	stakes	#	highway		
0x040					highw	
5	Supply	pipeline	area	#	ay	
0x040					highw	
6	Submarine	cable	area	#	ay	
0x040						
7	Dumping	ground	#	highway		
0x040					highw	
8	Explosive	dumping	ground	#	ay	
0x040						
9	Danger	line	#	highway		
0x040						
a	Overhead	cable	#	highway		
0x040		constructi				
b	Submerged	on	#	highway		
0x040			highwa			
c	Pier/jetty	#	y			
0x050			highwa			
0	Restriction	#	y			
0x050						
1	Anchoring	prohibited	#	highway		
0x050						
2	Fishing	prohibited	#	highway		
0x050						
3	Prohibited	area	#	highway		
0x050					highw	
4	Military	practice	area	#	ay	
0x050				prohibite		highw
5	Anchoring	and	fishing	d	#	ay
0x050				reservati		highw
6	Limit	of	nature	on	#	ay
0x050						
7	Restricted	area	#	highway		

0x0508	Minefield	#	highway					
0x0600	Miscellaneous	line	#	highway				
0x0601	Cartographic	line	#	highway				
0x0602	Traffic	separation	line	#	highway			
0x0603	International	maritime	boundary	#	highway			
0x0604	Straight	territorial	sea	baseline	#	highway		
0x0605	Seaward	limit	of	territorial	sea	#	highway	
0x0606	Anchorage	area	#	highway				
0x0607	Quarantine	anchorage	area	#	highway			
0x0608	Fishery	zone	#	highway				
0x0609	Swept	area	#	highway				
0x060a	Traffic	separation	zone	#	highway			
0x060b	Limit	of	exclusive	economic	zone	#	highway	
0x060c	Established	direction	of	traffic	flow	#	highway	
0x060d	Recommended	direction	of	traffic	flow	#	highway	
0x060e	Harbour	limit	#	highway				
0x060f	Inadequately	surveyed	area	#	highway			
0x0610	Inshore	traffic	zone	#	highway			
0x0611	Limit	of	traffic	lane	#	highway		
0x0701	River	channel	#	highway				
0x0702	Submerged	object	#	highway				
0x0706	Chart	boundary	#	highway				

Polygons

0x03	City		#	landuse
0x04	Military		#	military
0x05	parking		#	amenity
0x06	Parking		#	amenity
0x07	Airport		#	aeroway
0x08	Shopping	Centre	#	amenity
0x09	Marina		#	amenity
0x0a	University		#	amenity
0x0b	Hospital		#	amenity
0x0c	Industrial		#	landuse

0x0d	Reservation				#	natural
0x0e	Airport	Runway			#	aeroway
0x13	Man	made	area		#	man_made
0x14	National	park			#	leisure
0x15	National	park			#	leisure
0x16	National	park			#	leisure
0x17	City	Park			#	leisure
0x18	Golf				#	leisure
0x19	Sport				#	leisure
0x1a	Cemetery				#	landuse
0x1e	State	Park			#	leisure
0x1f	State	Park			#	leisure
0x27	???				#	???
0x28	Ocean				#	natural
0x3b	Blue-Unknown				#	natural
0x32	Sea				#	natural
0x36	place_of_worship				#	amenity
0x3b	Blue-Unknown				#	natural
0x3c	Lake				#	natural
0x3d	Lake				#	natural
0x3e	Lake				#	natural
0x3f	Lake				#	natural
0x40	Lake				#	natural
0x41	Lake				#	natural
0x42	Lake				#	natural
0x43	Lake				#	natural
0x44	Lake				#	natural
0x45	Blue-Unknown				#	natural
0x46	River				#	natural
0x47	River				#	natural
0x48	River				#	natural
0x49	River				#	natural
0x4b	Background				#	#
0x4c	Intermittent	River/Lake			#	#
0x4d	Glacier				#	#
0x4e	Orchard	or	plantation		#	landuse
0x4f	Scrub				#	natural
0x50	Woods				#	natural
0x51	Wetland				#	natural
0x52	Tundra				#	natural
0x53	Flats				#	natural
0x0100	Land	-	white		#	natural
0x0101	Land	-	non-urban		#	natural
0x0102	Land	-	urban		#	natural
0x0103	Chart	exclusion	area		#	#
0x0104	Chart	background			#	#
0x0105	Bridge				#	man_made
0x0300	Depth	area	-	white	#	#
0x0301	Intertidal	zone			#	#
0x0302	Depth	area	-	blue	#	#
0x0303	Depth	area	-	blue	#	#
0x0304	Depth	area	-	blue	#	#

0x0305	Depth	area	-	blue	#	#
0x0306	Depth	area	-	blue	#	#
0x0307	Depth	area	-	white	#	#
0x0400	Obstruction	(invisible)			#	#
0x0401	Submarine	cable	(invisible)		#	#
0x0402	Submarine	pipeline	(invisible)		#	#
0x0403	Pile	barrier	(invisible)		#	#
0x0404	Fishing	stakes	(invisible)		#	#
0x0405	Supply	pipeline	area/line	(invisible)	#	#
0x0406	Submarine	cable	area/line	(invisible)	#	#
0x0407	Dumping	ground	(invisible)		#	#
0x0408	Explosive	dumping	ground	(invisible)	#	#
0x0409	Danger	line	(invisible)		#	#
0x040a	Overhead	cable	(invisible)		#	#
0x040b	Submerged	construction	(invisible)		#	#
0x040c	Pier/jetty	(invisible)			#	man_made
0x0500	Restriction	area/line	(invisible)		#	#
0x0501	Anchoring	prohibited	(invisible)		#	#
0x0502	Fishing	prohibited	(invisible)		#	#
0x0503	Prohibited	area	(invisible)		#	#
0x0504	Military	practice	area	(invisible)	#	military
0x0505	Anchoring	and	fishing	prohibited	#	#
0x0506	Limit	of	nature	reservation	#	#
0x0507	Restricted	area	(invisible)		#	#
0x0508	Minefield	(invisible)			#	#
0x0600	Miscellaneous	area			#	#
0x0601	Cartographic	area			#	#
0x0602	Traffic	separation	area		#	#
0x0603	International	maritime	boundary		#	#
0x0604	Straight	territorial	sea	baseline	#	#
0x0605	Seaward	limit	of	territorial	#	#
0x0606	Anchorage	area			#	#
0x0607	Quarantine	anchorage	area		#	#
0x0608	Fishery	zone			#	#
0x0609	Swept	area			#	#
0x060a	Traffic	separation	zone		#	#
0x060b	Limit	of	exclusive	economic	#	#
0x060c	Established	direction	of	traffic	#	#
0x0701	Fishing	area			#	#
0x0702	Restricted	area			#	#
0x0703	Anchorage	area			#	#
0x0704	Fishing	Hot	Spots	chart	#	#