# MapCreator Tutorial

As an introduction to MapCreator we shall create a map for an **Australian journey**. The map should show the towns we visited and the route covered between the towns should be shown. For each of the towns visited we want to include a photo taken on our trip. The map will be published on our home page, we select a format of 800 x 600 pixels. The creation of this map is divided into the following stages:

1. Create new map

2. Map settings

3. Edit towns

4. Draw in routes

5. Add pictures

6. Label map

Create new map

After starting MapCreator we choose the command **File → New Nap → New Map**
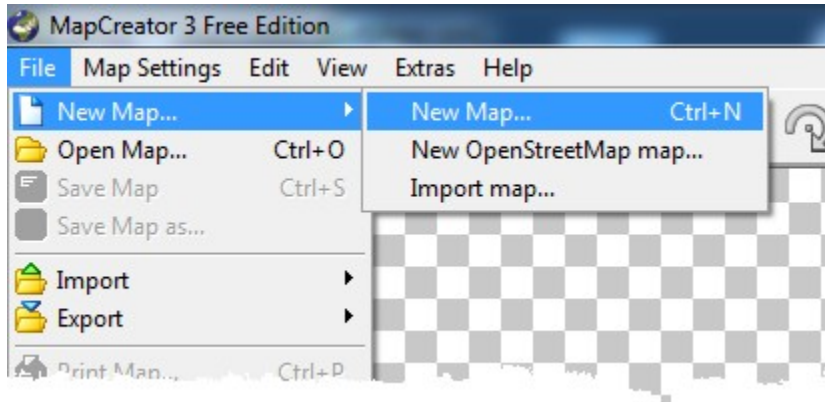
The window **new map** is opened. Here we have to choose three settings, the map extract, the map size and the map type.

1. Set map extract

To choose the appropriate map extract, click on the button **Change.**

The window **map extract templates** is opened. We now choose a suitable model. For the journey to
Australia the template national maps/Australia is suitable. Open the folder **national maps**, click on
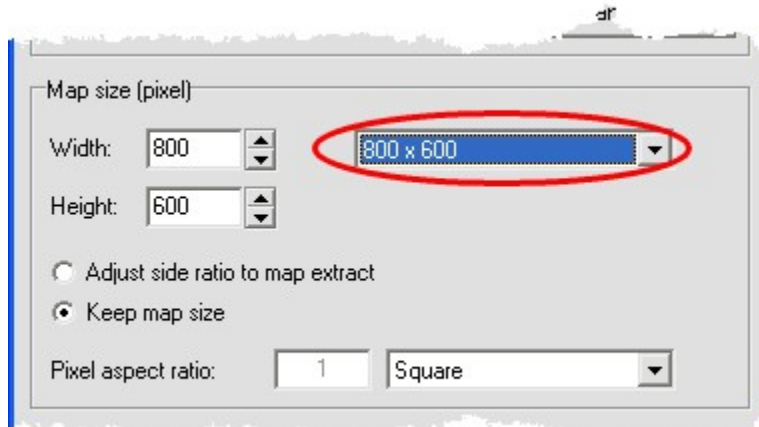**Australia** and then on **OK**.
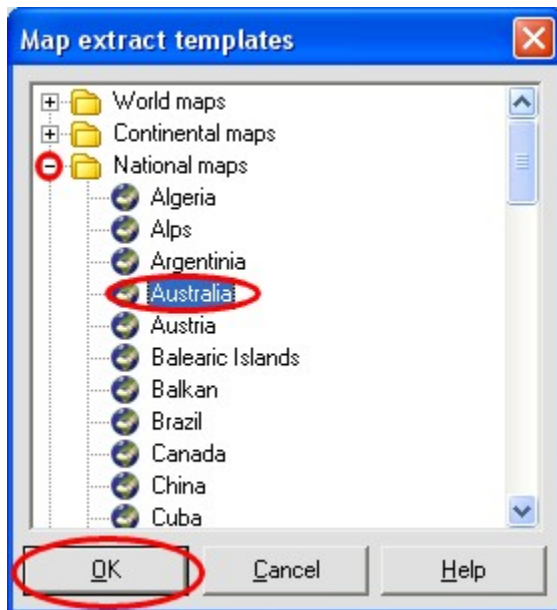
The preview in the window **new map** should now look like this:

2. Set map size

We now set the map size to 800 x 600 pixels. For this choose the entry **800 x 600** in the list field on the right upper side in the section **map size**.
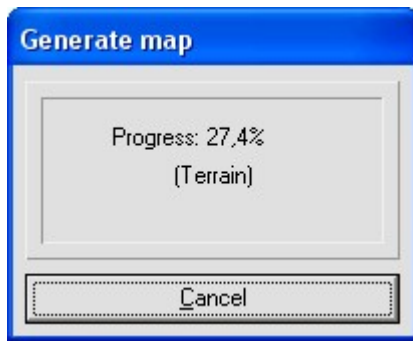

3. Set map type

For the map type here we choose the setting **satellite photo** for **land** and **sea.** In addition we draw in the **towns**. The window **new map** should now look like this:
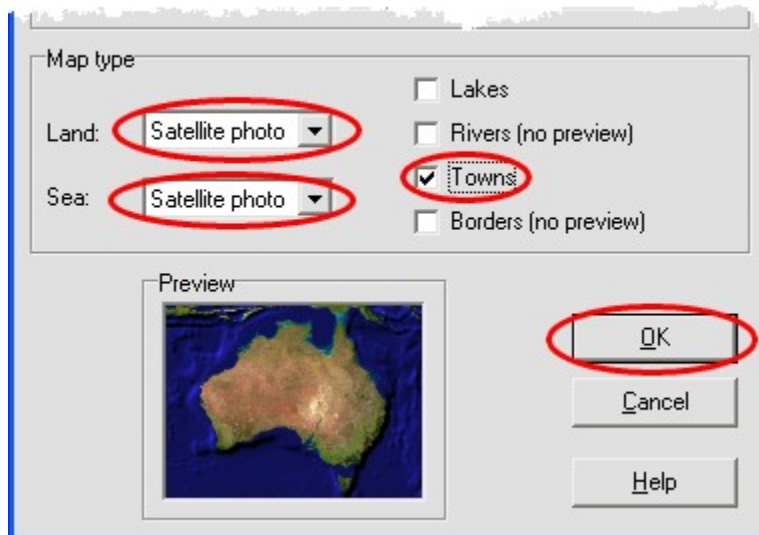
Now click on **OK**. The new map is now being generated. The progress of the map generation is shown in the window **generate map**:

When the map is finished it should look like this:

Map settings

When creating the new map, the map settings can only be made roughly. In this section we will do the fine setting.

1. Set map extract

The map extract is still a little too large, we only want the Australian mainland on the map. For this we click on the tool set map extract (if this has not already been selected).

Position the **cursor** (it has to be crosshairs) on the letter **r** of the town **Semarang.**

Now press the **left mouse button**, keep it pressed and drag the mouse as far to the right hand side at the bottom until the whole of Australia is in the frame.

Then let the mouse button go. The map is now being generated again. The map should now look like this:

If you wish to carry out a fine adjustment of the map edges, then you can use the buttons **Fine adjustment map edge.** In this way you can move the map edges pixel by pixel.
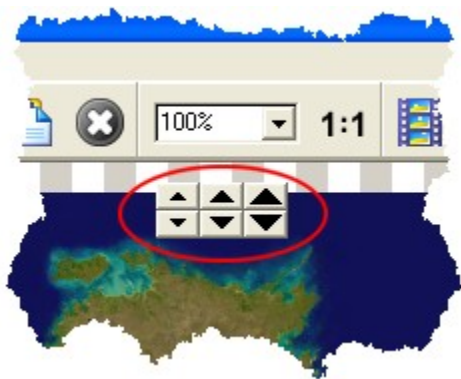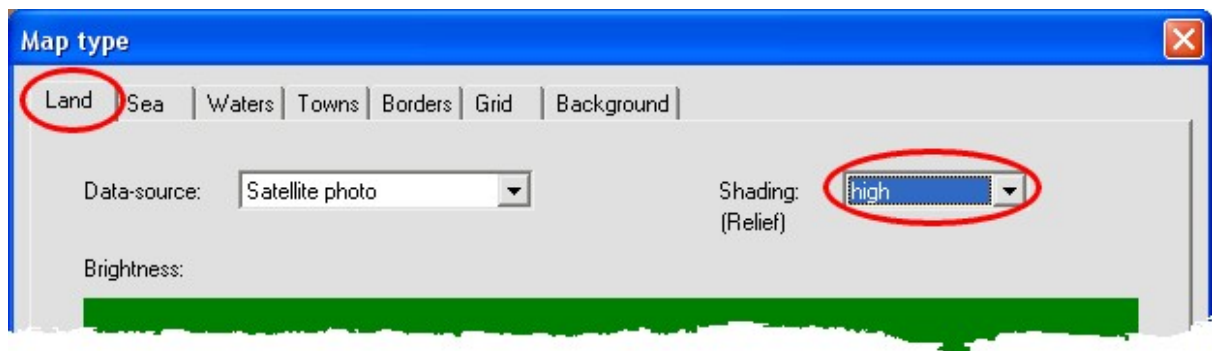

2. Set map type

We now wish to change the representation of the terrain and of the towns. For this click on the button **Set map type** on the standard bar:


On the terrain we wish to emphasize elevations a little more. Select the register **land** and set the value **high** in the list field **shading:**

Now we wish to change the representation of the towns. Click on the register **towns.** Then click on the button ⬚ on the right hand side next to the uppermost symbol.
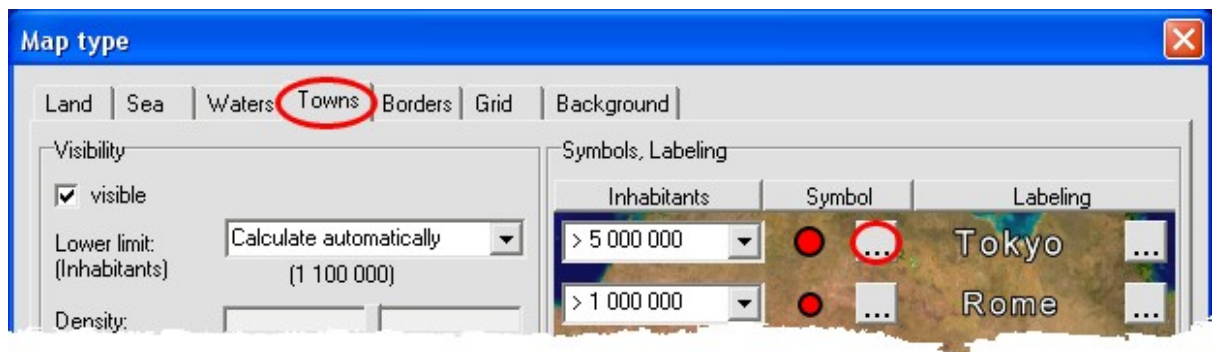
The window **Symbol properties** is opened. We now change the representation of the town symbols. Set **Ball** for **symbol type** and adjust the **shadow distance** to **2.** Then click on the button **Adopt for all towns.**
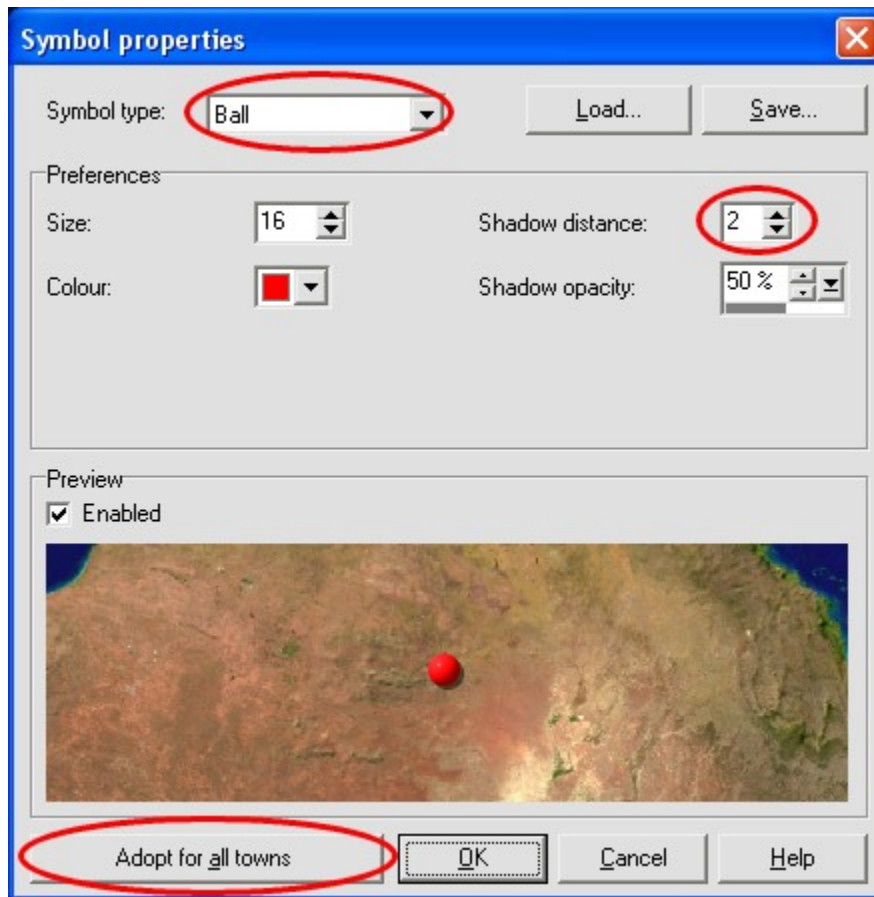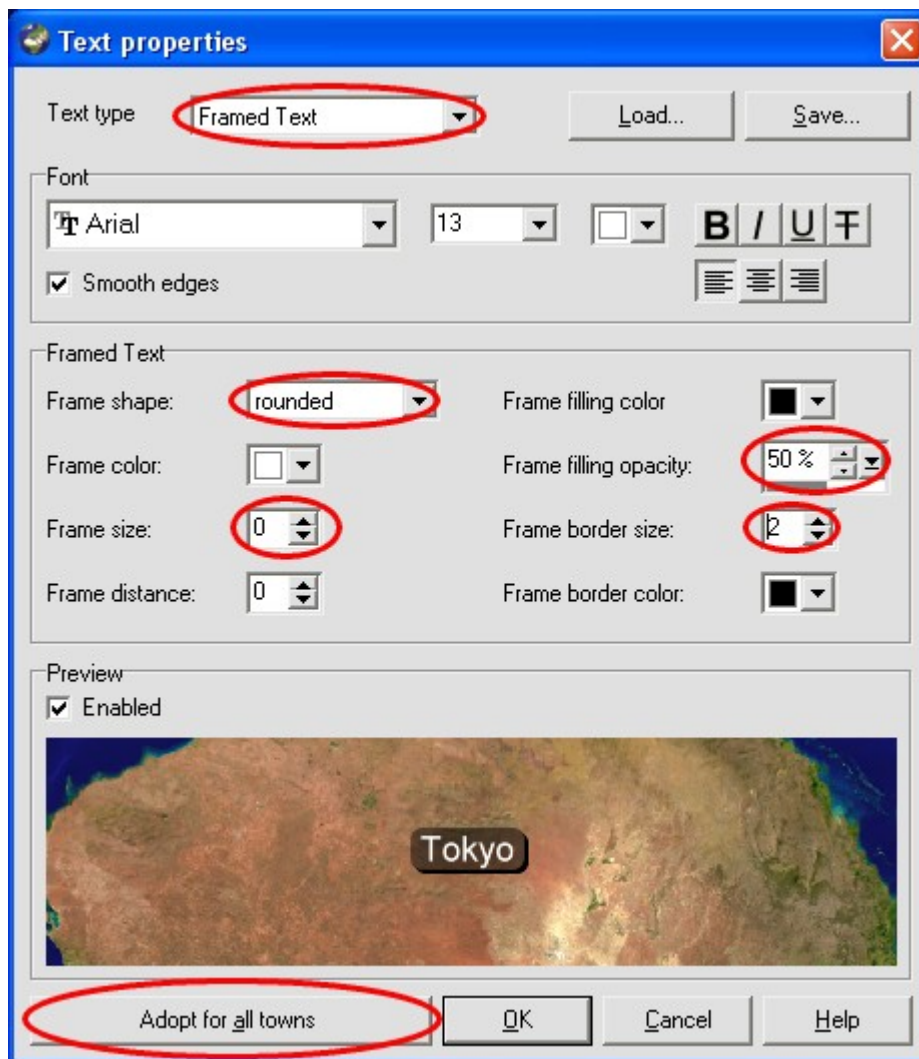

Now we can change the labelling of the towns. Click on the button ... on the right next to the text **Tokyo**..
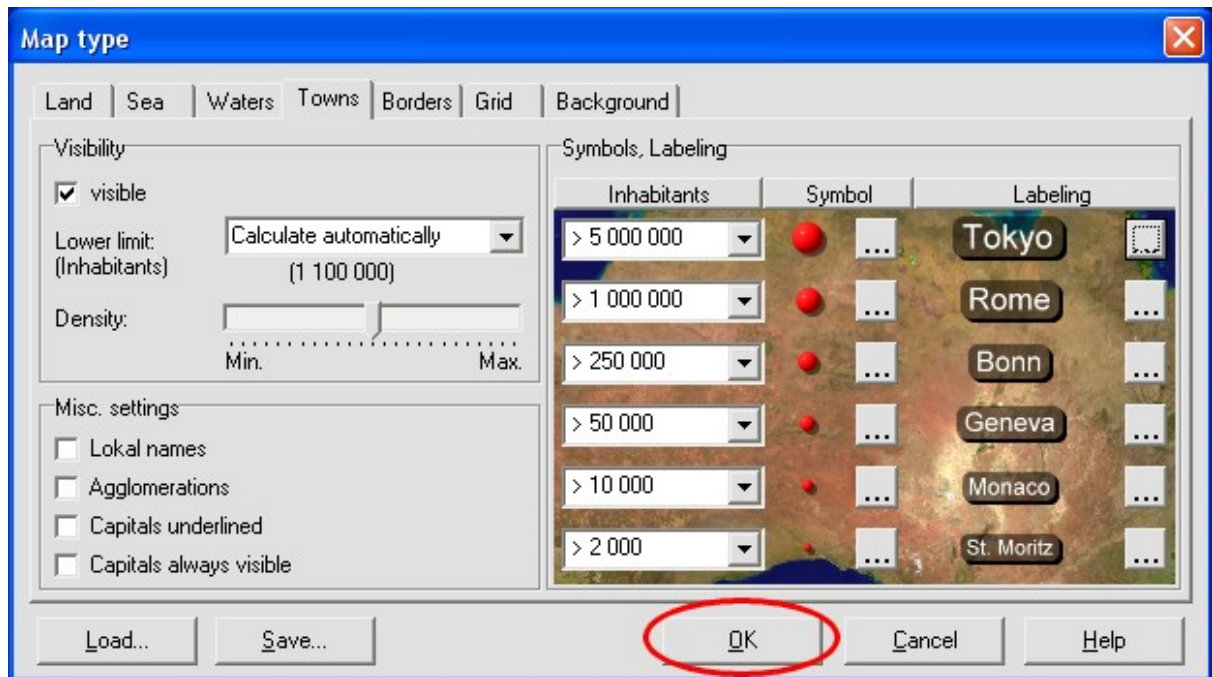
The window **Text properties** is opened. You can set the following values for the text properties:

- **Text type**: Framed text
- **Frame type**: rounded
- **Frame size**: 0
- **Frame filling opacity**: 50%
- **Frame border size**: 2

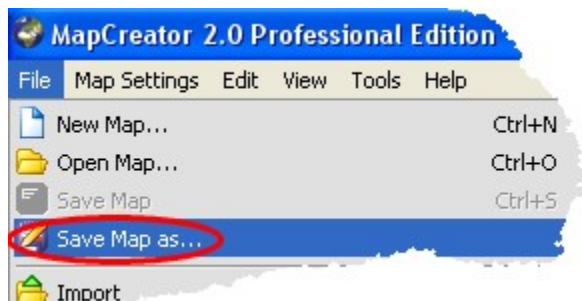Click on the button **Adopt for all towns.**

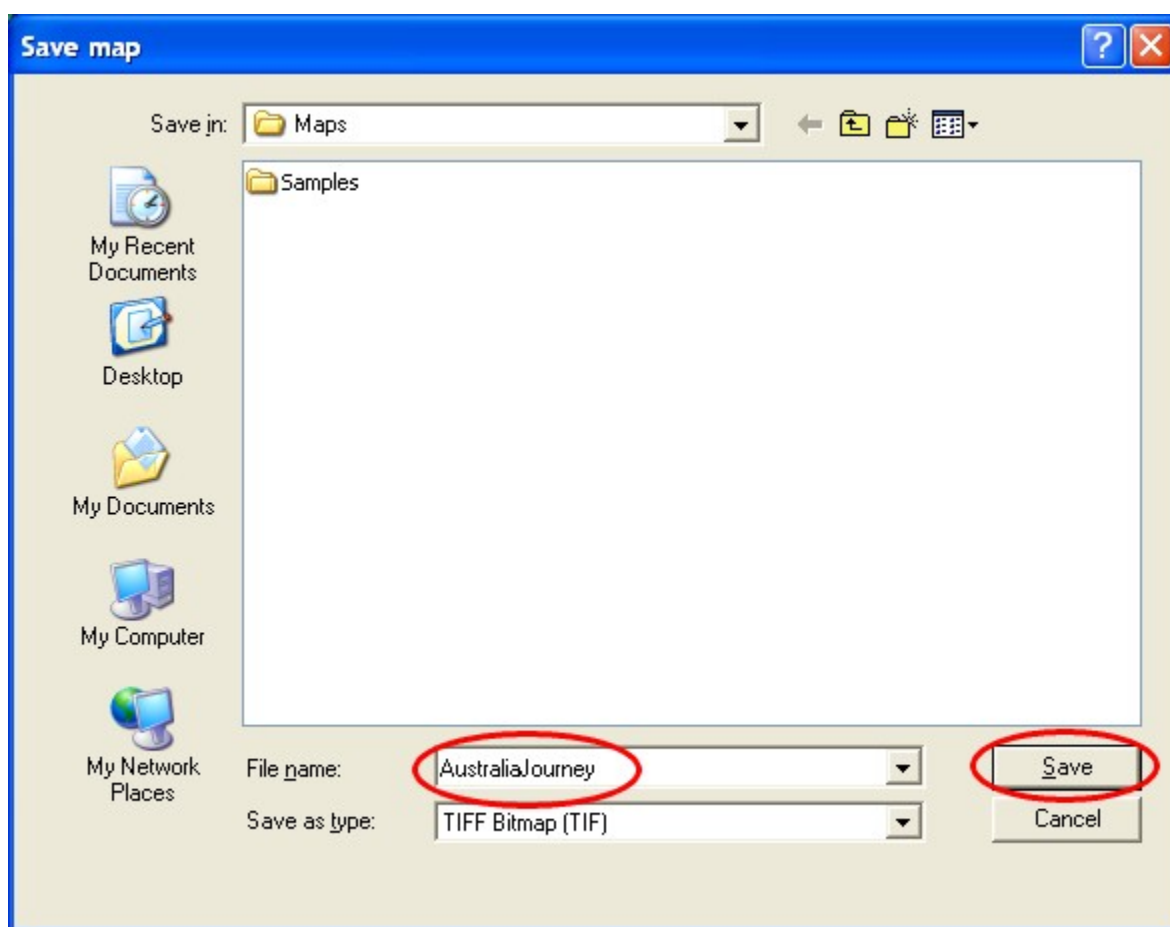The window **map type** should now look like this:

To finish, click on **OK**. The new map is now being generated. The map should now look like this:

To conclude this section, we still have to save the map. Select the menu **File → Save Map as**

For **file name** enter AustraliaJourney and to finish click on **Save**.

Edit towns

We would like to draw in the towns we visited on the map. The towns visited were **Sydney, Townsville**, **Alice Springs** and **Adelaide.** Here we have to delete some towns and add others.

1. Delete towns

In order to edit map objects, we first have to select the **tool Edit map objects**. Click on the button **Edit map objects** on the tool bar.
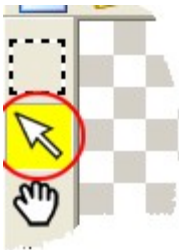
To delete a town we have first have to select it. Click with the mouse on the text **Perth.**

The text object **Perth** has now been selected. After selection of an object, the window with **Object properties** is opened. Since we do not require the window immediately, we downsize it by clicking on the button Roll-up.

The chosen text object **Perth** is now deleted by clicking on the button **Delete** on the **standard bar.**

We do the same for the symbol object of the town **Perth.** Click on the symbol object and carry out the function **Delete.**

Using the same method we can now delete the towns **Melbourne** and **Brisbane.**

2. Add towns

We are now going to add the 2 towns **Townsville** and **Alice Springs.** Select the **tool search for town** on the tool bar.

The window **Search for town** is now opened. In order to find the 2 towns, we first have to lower the population limit to the number from which the search is being made. In the list field **population** set the value **>10,000.**
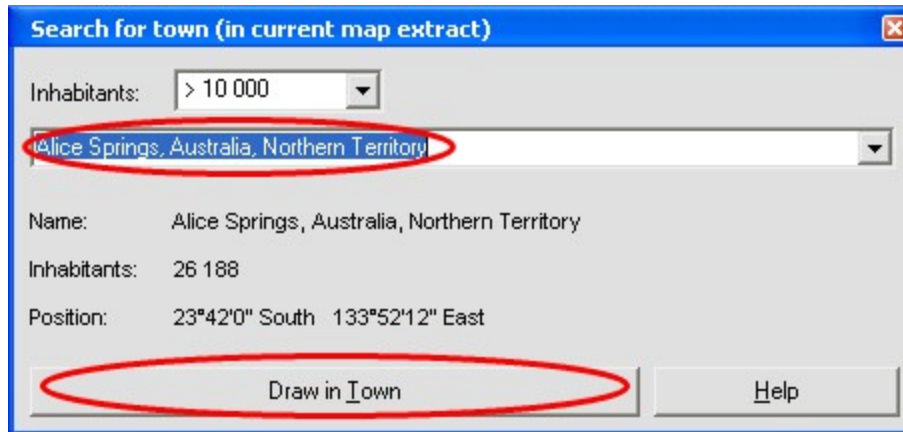
In the list field with towns choose **Alice Springs**.

Now click on the button **Draw in town**, the town will be drawn in. Now choose **Townsville** from the list field, the towns are listed alphabetically. Click on the button **Draw in town** and close with the window **Search for town.**
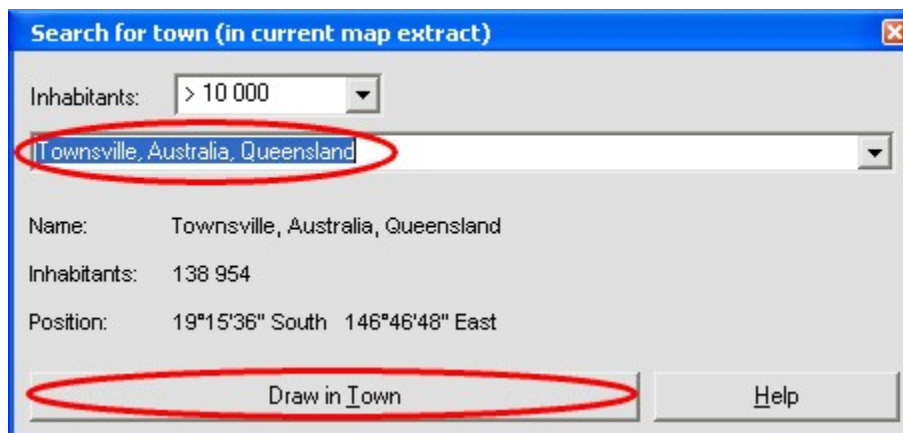
The map should now look something like this:

Draw in routes

We now wish to draw in the **route** which we took on our journey through Australia.

1. Move labels

We travelled the first part of our journey, from **Sydney** to **Townsville,** by ship. To make room for this route we have to move the labels for Sydney and Townsville. Using the left mouse button click on the text object Sydney, keep pressing the mouse button and move the text object underneath the symbol object of Sydney. Then let the mouse button go again.

In the same way you can move the label for Townsville above the symbol object of Townsville.

2. Undo commands

If you are not satisfied with your last edit, then you can undo it. In the following sections especially, when drawing in the routes, this will happen quite often. To undo a command, click on the button **Undo** on the **standard bar.**

3. Add route

We shall now draw in the route from **Sydney** to **Townsville.** Select the **tool Add route** on the tool bar.


A route consists of individual **waypoints**. We shall draw the first waypoint on the right of Sydney in the sea. To do this, using the left mouse button, click on the right next to the symbol for Sydney. We have set the first waypoint. Move the mouse a little further up the coast and by clicking again with the left mouse button, set the second waypoint.
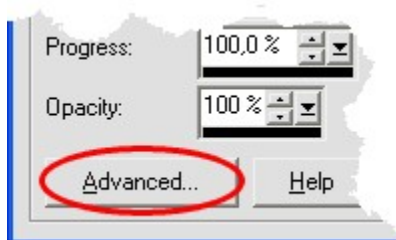
Continue in this way and set further waypoints along the coast to Townsville.
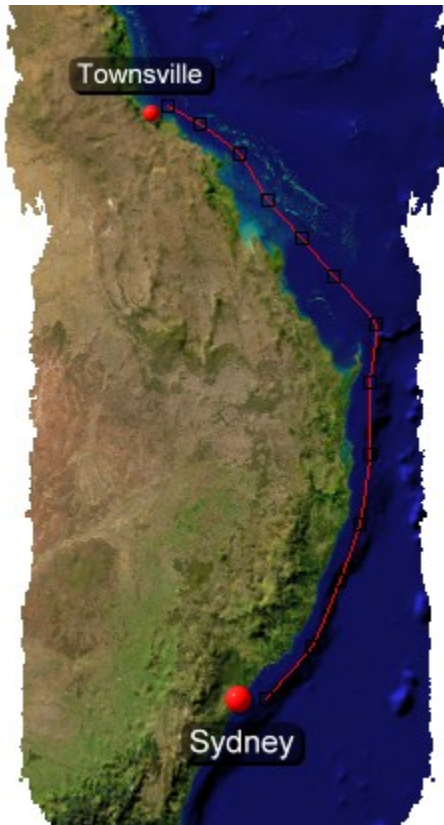

Now we can decide what the route should look like. Enlarge the window **Object properties**. Click on the button **Roll-down**.
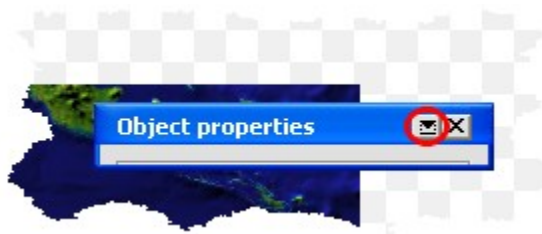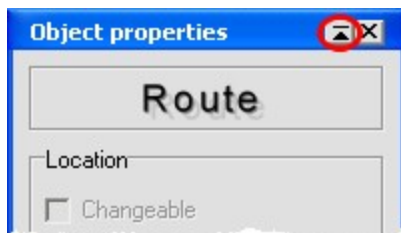

To process the **route properties**, in the window **Object properties** click on the button **Advanced**.

The window for processing the route properties will be opened. Set the value for **border width** on **1**, at **End** choose the **Arrow form** and set the **Distance** to **2.** Then click on **OK**.
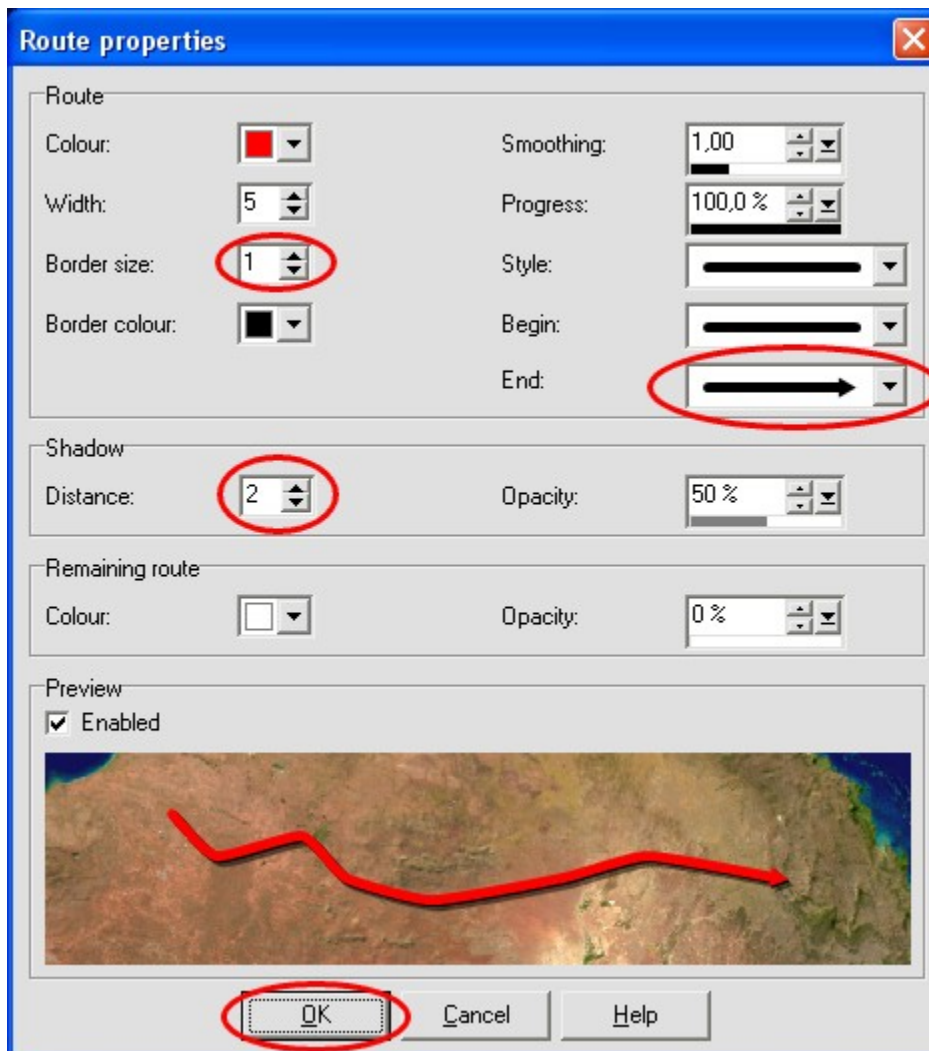
Downsize the window **Object properties** by clicking on the button **Roll-up.**

To have a look at the route, we change to the **tool edit map objects**.

The route should now look more or less like this:

4. Edit route

We are not quite satisfied with the track of the route, we are going to work on it a bit more. Select the **tool Edit route.**

We move the **waypoints** now until we are satisfied with the way the route runs. To move one waypoint, using the **left mouse button** click on the waypoint, hold the mouse button pressed and drag the mouse to the desired position. You can also move a waypoint using the keyboard. Click on a waypoint, which is then highlighted in white. Using the **arrow keys** you can now move the waypoint by one pixel respectively; this is very suitable for fine adjustments.

To have a look at the route we now change again to the **tool Edit map objects**.

Continue with the route editing until you are satisfied with its appearance. The route should now look something like this:

5. Additional routes

In the same way you can now draw in a route from **Townsville** to **Alice Springs** and a route from **Alice Springs** to **Adelaide**. The map could then look something like this:
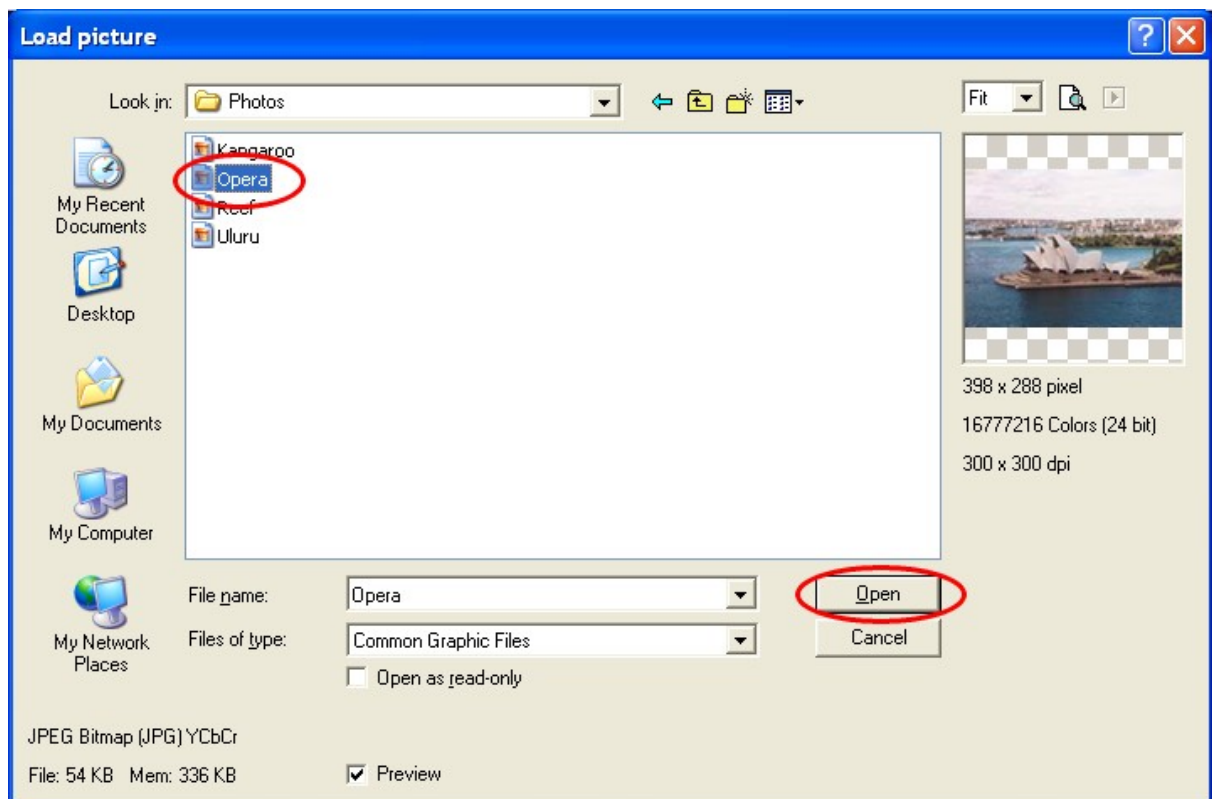
Add pictures

We would like to add a photo taken at each of the towns visited. Then we want to position all objects in a neat way.

1. Add pictures

Choose the tool Add picture from the tool bar.

Click with the left mouse button at a point near Sydney. A window opens for selection of a picture file. Select **Opera** in the MapCreator directory **Pictures\Photos** and then click on **Open.**
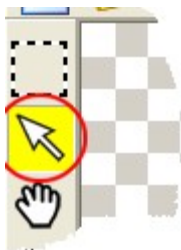
The picture has now been added at the place you clicked on before. Repeat this procedure for **Townsville** (picture-file **Reef**), **Alice Springs** (picture-file **Uluru**) and **Adelaide** (picture-file **Kangaroo**). The map could now look something like this:

2. Change picture size

The photos are a little too large. To change the size of the photo, we change to the **tool edit map objects.**

To change the **picture size**, click on one of the pictures using the left mouse button. Move the cursor to one of the corner points of the picture marked in black. Click on this corner point using the left mouse button, keep the mouse button pressed down and move the mouse until you have reduced the picture size by about one third.


Reduce the other pictures by about a third too.

3. Add picture frame

Now we can give the photos a frame. This can be done for all photos simultaneously. Keeping the shift key pressed, click with the left mouse button on the four photos. Now all four photos should have been selected. To edit the object properties, we enlarge the window **object properties**. For this click on the button **Roll down**.

To edit the **picture properties** click on the button **Advanced** in the window **object properties.**
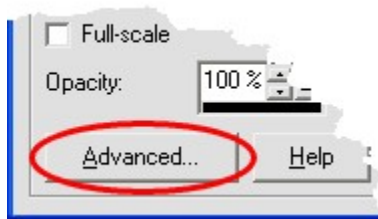
The window for editing the picture properties opens. Set the value for **border size** on **2**, and set the **shade distance** on **2.** Then click on **OK**.
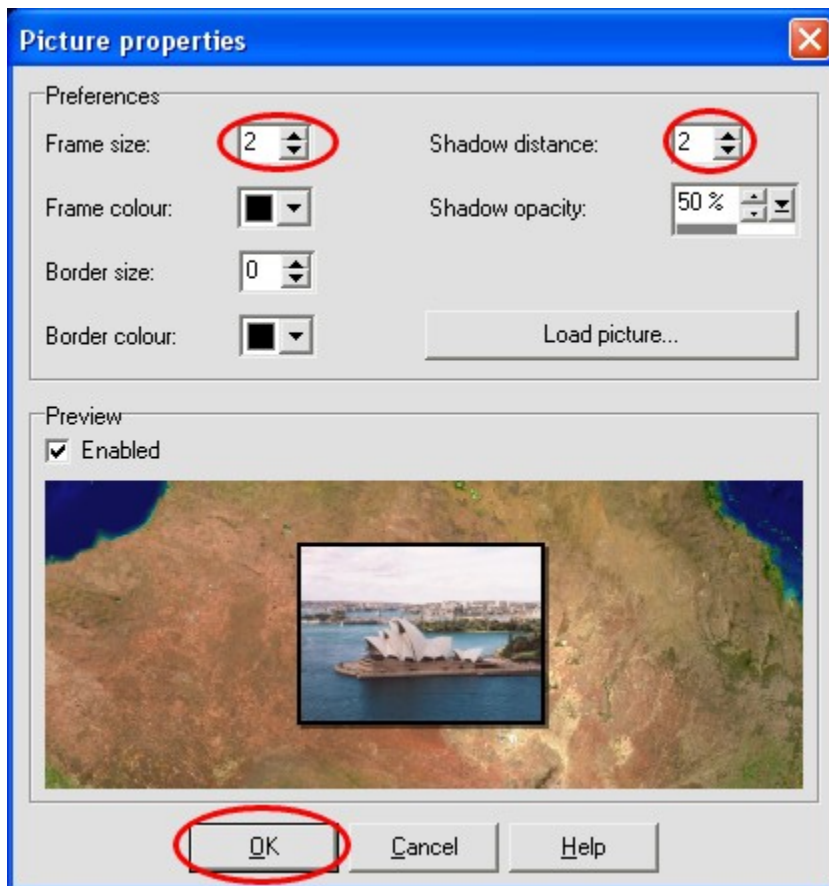
The pictures should now all have a frame.

4. Moving objects

The photos and the town labels are not yet in the right position. To make more room, we again reduce the window **object properties**. Click on the button **Roll-up**.
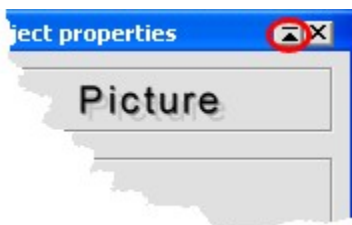
To **move an object**, click on it with the left mouse button and keep the mouse button pressed down and move the mouse until the object is in the desired position. Move the pictures and town labels until you are satisfied with the layout. The map could now look something like this:

Label map

We finally add a **title** to the map.
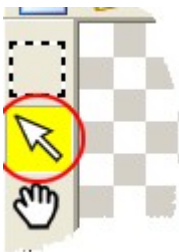
1. Label map

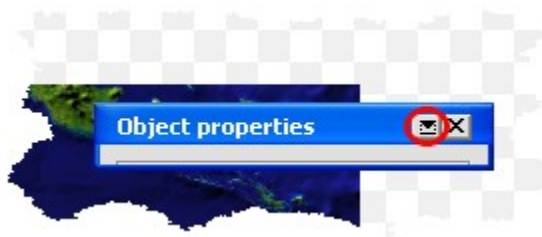To add more text to the map we use the **tool Add text.**

Click with the left mouse button in the still free area of the map. The window for entering text will open. Type in the text shown below and click **OK.**
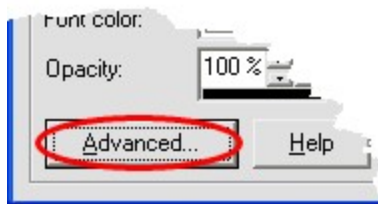

Change to the **tool Edit map objects**.

Click on the text you have just typed in and enlarge the window **Object properties**. To do this, click on the button **Roll-down**.


To edit the **Text properties**, click on the button **Advanced** in the window **Object properties.**

The window **Text properties** is opened. Now set the following values for the **Text properties**:

- **Text type:** Framed text
- **Text size:** 20
- **Text colour:** black
- **Text justification:** centred
- **Frame type:** rounded
- **Frame colour:** black
- **Frame width:** 2
- **Frame distance:** 5
- **Frame fill-in colour:** white
- **Frame border width:** 2

Then click on **OK.**
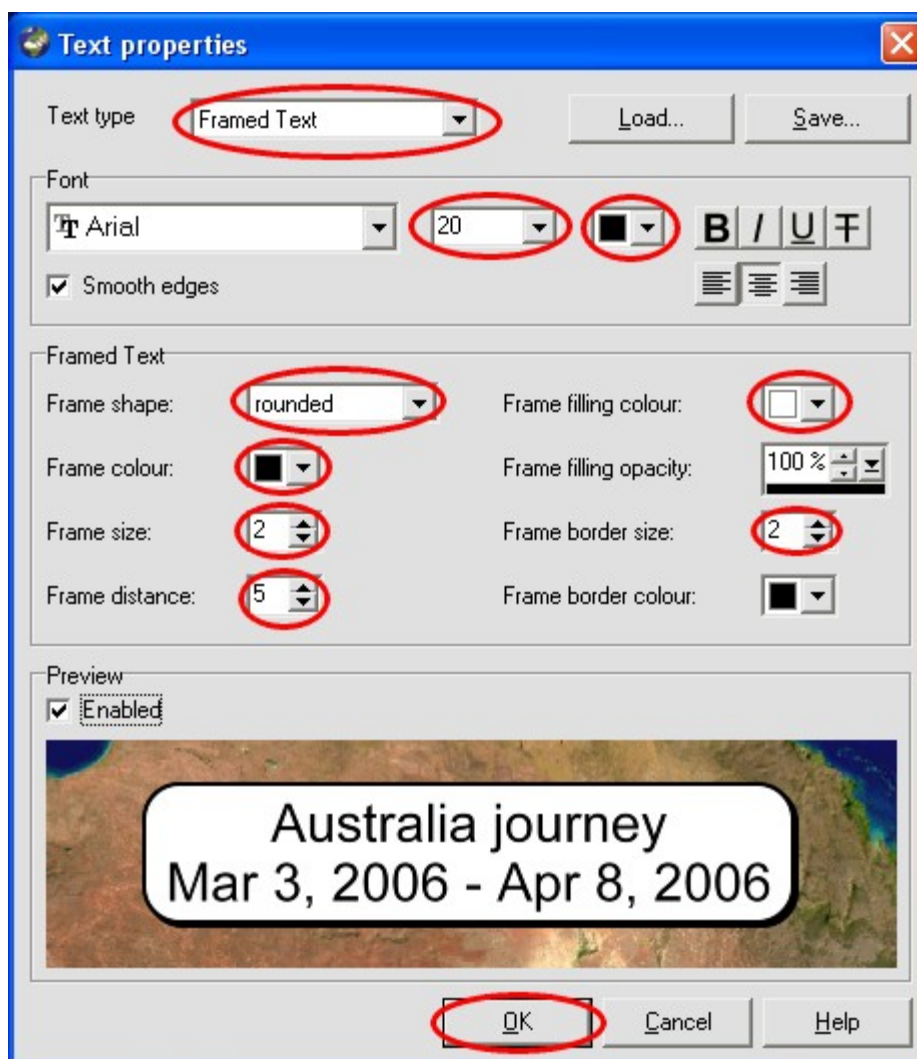
Now move the text to a suitable position. The map could now look something like this:

2. Save map

Finally we have to save the map. Click on the button **Save** on the standard bar.