

# MapDekode

V5.0.x

Reference

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If you find an error, something is not clear formulated, you miss something or you can't read my english,  
send me a e-mail: <mailto:mapdekode@gmx.net>

**Peter**

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## General

Each project (**R&R-v3 and MG-v3 and ...**) in MapSource contain several files:

- **the content file project.TDB**: this file contain the project number and name, the copyright info, an entry for the general map, and an entry for each detail map (with the map name/number, and the size of each map section TRE, LBL, RGN [.NET]).
- **the general (overview) map general.IMG**: this map contain some map elements (points, cities, lines and areas) in a simple form (not very accurate), the definition area for the detail maps (to select a detail map in MapSource for download to the GPS) and a list of the cities for the find function in MapSource.
- **one or more detail maps detail.IMG**: this map contain all map elements in three or more different accuracy's (zones), e.g. in zone 0 the best, in zone 1 the middle and in zone 2 the lowest accuracy.  
R&R and MG's use: for detail map zone 0,1,2,83[,84] and for the general map zone 2,3,4,85,86[,87].

!Only the detail maps are for the GPS unit usable!

The zones 8x include no data (map elements) and are only for organisation.

The zone 2 from the detail map (highest zone with lowest accuracy) have the same accuracy as the zone 2 from the general map (lowest zone with best accuracy for the general map).

World maps use zone 1,2,3,4,5,86 for the detail maps and zone 2,3,4,5,86 for the general map.

- **the keys in the Windows registry**: the name and location of the product content file, the name and location of the general map and the location of the detail maps (all detail maps must be in the same folder).

e.g. **14**=project number for R&R Germany:

HKLM\Software\Garmin\MapSource\Products\14\TDB

"C:\Gps\MapSource\RR\_Germany.tdb"

HKLM\Software\Garmin\MapSource\Products\14\Bmap

"C:\Gps\MapSource\RR\_Germany.img"

HKLM\Software\Garmin\MapSource\Products\14\Loc

"F:\Germany\RR\_Germany"

**MapDekode** use a database for storing the map elements (\*.DBX). The name of this database **must** be **eight** characters, for **detail** maps **eight digits** (**12345678.DBX**) and for the **general** map **eight letters** and/or **digits** (**abcdefghijkl.DBX**)!

The name of the map is the same as the name of the database (**12345678.DBX -> 12345678.IMG**).

For later added functions MapDekode use extra files, the file **FIND-CITY.TXT** for the find city function in MapSource and the file **POI.TXT** to add poi's to a detail map.

If you create the map elements in GPS-Trackmaker®, you can save this direct as MapDekode database and create from this database the map (\*.IMG). With GTM no file POI.txt is needed.

The second method to create a database is to use OZI data (\*.plt and \*.wpt) and the POI.TXT as input.

You can also create a database with a third party program or with a text editor by hand, but be careful!

After creating the detail maps from the detail databases, you can create the general map manually (in the same way as the detail maps but with the other max-zone values), or you can create the database for the general map automatic from the detail \*.DBX (by using the control file **AUTOGENMAP.DAT**, a sample you can find in the sample-project in the SETUP files).

If you have all detail maps and the general map, move they in a new folder, create the project content file (\*.TDB) and register the project in the Windows registry.

Later when you change detail maps, you must update the project content file, because the size of the map sections (TRE, LBL, RGN) is different. If not, you get errors in MapSource when you try to download these maps to the GPS!

After registration, you can start MapSource and select your new project.

## ***Limitations***

MapDekode support only the creation of the IMG format R&R version 3 with the zones 0,1,2,83,84 for the detail maps and zones 2,3,4,85,86 for the general map. The used map sections are TRE (organization of the map), LBL (all texts and labels) and RGN (the map data); the NET section (used in MG with street numbers) is not supported.

MapDekode **can not** read BlueChart or CitySelect because parts of this maps are encrypt.

With the parameter "lowest zone number" (default=0) set to 1 you can create detail maps which fit better to the existing World maps (then you have zone 1,2,3,84,85 for detail and zone 3,4,5,86,87 for a general map). If you use 1 as lowest zone number, don't forget to use the max-zone values 1, 2, 3 (not 0, 1, 2) in the detail maps, and 3, 4, 5 in the general map.

The best resolution of a position is defined by the zone factor ZF (best is ZF=18 means 2,4 meter).

A better accuracy is not possible with **MapSource**.

The reason: Garmin store the coordinates as three byte hex,  $+180^\circ = 0x7FFFFFFF$  and  $-180^\circ = 0x80000000$  but the LSB (the lowest byte) is removed, so the smallest step is  $0x100 \Rightarrow 0,0000214577^\circ \Rightarrow 2,384m$ .

The default ZF for the best zone in a R&R detail map is 17 (4,8 meter) and 11 (305 meter) in the general maps.

The expansion of the maps depends on the zone factor ZF: ZF=18 means a maximum expansion of +/- 0,7° for east-west and north-south, a ZF=17 means +/- 1,4° and a ZF=11 means +/- 90°.

You must consider this before you start a new project, which size of the detail maps with which accuracy you need.

The largest file size of a \*.IMG created with MapDekode depends on the used block size: 512 byte block size gives a maximum of 1 Mbytes of a \*.IMG, 1024 for 2 Mbytes and 2048 of 4 Mbytes. Don't create larger IMG's than 1MB (better 500kB), because MapDekode use a simpler method to create the IMG's than Garmin (not so fast to display).

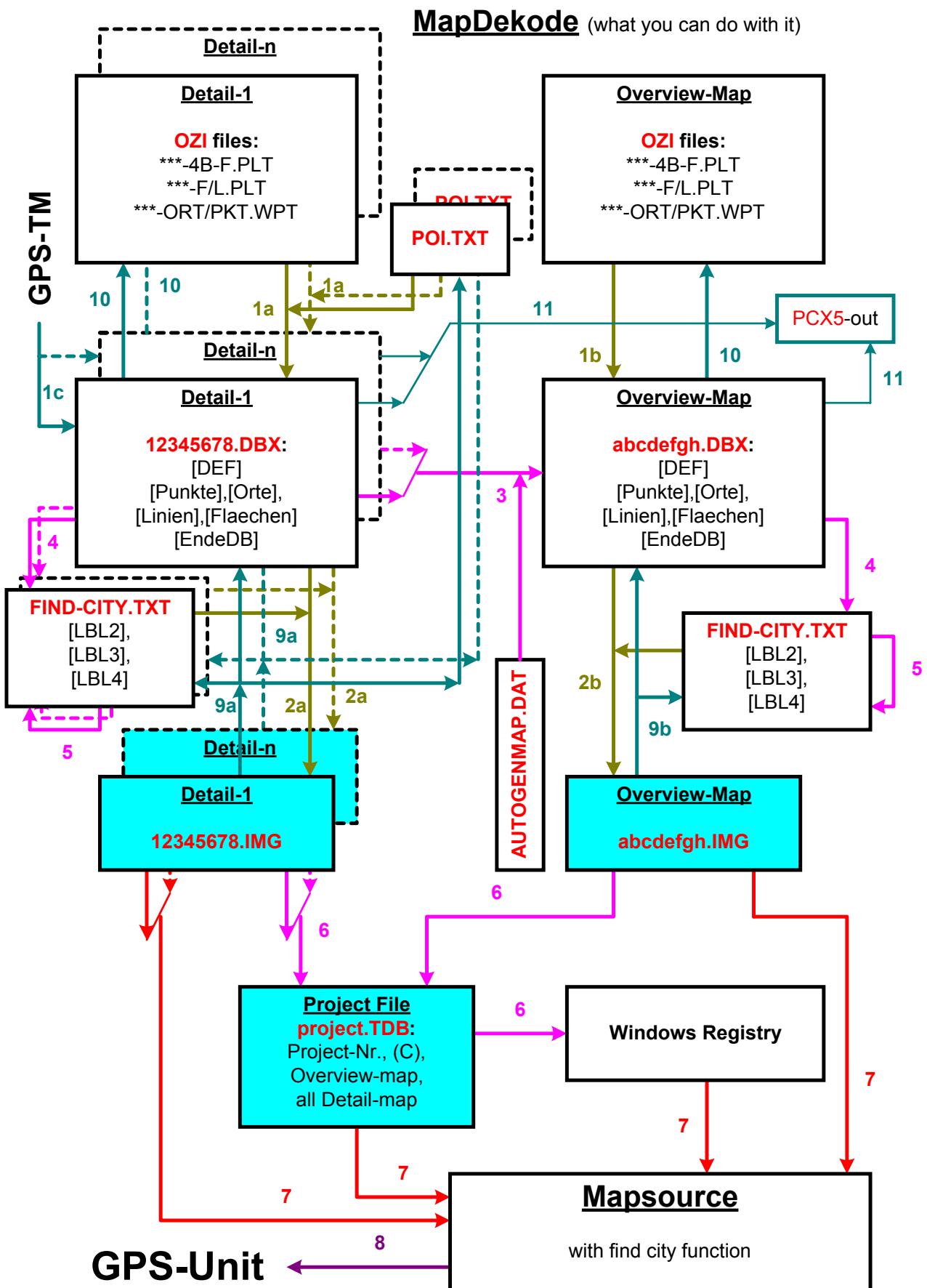
## ***Language support***

Select the language file in the menu **OPTION**. For German select "NONE" and restart MapDekode.

For each MapDekode version you need the adequate version of the msgtext\_xx.dat.

If you edit the file, don't change the order or the number of the rows, change only the text.

# Diagram



# 1 Create a DBX from data

## 1a Create a DBX for a detail map from Ozi data files

Create all Ozi data files in one directory. The minimum is the \*-4B-F.plt with the background area of the map.

Select in MapDekode: "Database / Create DB from &Ozi \*.wpt/\*.plt", then select the path and name of the detail database (**12345678.DBX** must **eight** digits).

If a file **POI.TXT** exist in the folder of the detail \*.DBX, the POI's will include in the DBX.

NOTE: if a point in \*-pkt.wpt have the prefix "**POI:**" in the label, this point will be ignored  
(e.g. 2A012\$**POI**:Mike), this is a rest from: 10 Create the OZI data files from a DBX.

The database will create in the same directory as the Ozi files are.

Use for each detail map a new directory.

## 1b Create the DBX for the general map from Ozi data files

Create all Ozi data files in one directory. The minimum is the \*-4B-F.plt with the background area of the map and for each detail map the reference area (type 4A).

Select in MapDekode: "Database / Create DB from &Ozi \*.wpt/\*.plt", then select the path and name of the general database (**abcdefg.DBX** must **eight** letters/digits).

The database will create in the same directory as the Ozi files are.

Use for the general map a new directory.

## 1c Create a DBX for a detail or general map with GPS-Trackmaker®

Create the map elements in GPS-Trackmaker® (points, lines, areas) and save as MapDekode database (\*.DBX).

A description how you do this in GPS-Trackmaker® you can find at:

[http://www.gpstm.com/eng/dekode\\_eng.htm](http://www.gpstm.com/eng/dekode_eng.htm)

# 2 Create a IMG map from a DBX

## 2a Create a IMG for a detail map from a DBX

Select in MapDekode: "Map create / Detail-map from DB (\*.DBX -> \*.img)", in the parameter window set your parameters and then select the path and name of a detail database (**12345678.DBX** must **eight** digits).

If a file **FIND-CITY.TXT** exist in the folder of the detail \*.DBX, the find function will include (for the GPS).

### Params for IMG construction:

**use old DBn:** default OFF, use this parameter only if you wish **no** automatic creation of the databases for the single zones (with OFF, MapDekode create the files \*.DB0, \*.DB1 and \*.DB2 from the \*.DBX and then from these three files the map \*.IMG).

If you wish to manipulate the \*.DB0/1/2 manually (if you like other attributes in the single zones as MapDekode generate automatic) set to ON, then MapDekode use the existing \*.DB0/1/2.

With ON, no changes from the DBX will be included!

**optimize lines:** default ON, reduce the number of points in the polygons (lines, areas) in all zones except in the most detail zone.

**block size:** default 512 byte, if you create maps greater than 1 Mbytes increase it.

**zone factor:** default 17, set the accuracy in the most detail zone and the maximum expansion of the map (17 mean a accuracy of 4,8 meter and a map size of +/- 1,4°). If you need a greater detail map use a lower ZF with a lower accuracy.

**lowest zone number:** default 0, set the zone number of the most detail zone; use 0 for R&R and 1 for World.

If you use the function "auto create a overview DBX from detail DBX" (function 3 in the diagram), **all** detail maps in this project must have the same lowest zone number!

**transparent map:**

this makes the map transparent, like a POI map. The map is always on top (see 13 Tips and tricks)

The IMG will create in the same directory as the DBX.

## ***2b Create the IMG for the general map from a DBX***

Select in MapDekode: "Map create / Overview-map from DB (\*.DBX -> \*.img)", in the parameter window set your parameters and then select the path and name of the general database (**abcdefg.DBX** must **eight** letters/digits).

If a file **FIND-CITY.TXT** exist in the folder of the general \*.DBX, the find function will include (for MapSource).

### **Params for IMG construction:**

**use old DBn:** default OFF, use this parameter only if you wish **no** automatic creation of the databases for the single zones (with OFF, MapDekode create the files \*.DB2, \*.DB3 and \*.DB4 from the \*.DBX and then from these three files the map \*.IMG).

If you wish to manipulate the \*.DB2/3/4 manually (if you like other attributes in the single zones as MapDekode generate automatic) set to ON, then MapDekode use the existing \*.DB2/3/4.

**optimize lines:** default ON, reduce the number of points in the polygons (lines, areas) in all zones except in the most detail zone.

**block size:** default 1024 byte, if you create maps greater than 2 Mbytes increase it.

**zone factor:** default 11, set the accuracy in the most detail zone and the maximum expansion of the map (11 mean a accuracy of 305 meter and a map size of +/- 90°). If you need a greater general map use a lower ZF with a lower accuracy.

**lowest zone number:** default 2, set the zone number of the most detail zone; use 2 for R&R and 3 for World.

The IMG will create in the same directory as the DBX.

## ***2c Create a IMG for a detail map from Ozi data files***

Select in MapDekode: "Map create / Detail-map from Ozi (\*.wpt/\*.plt -> \*.img)"

Same as function **1a + 2a**.

## ***2d Create the IMG for the general map from Ozi data files***

Select in MapDekode: "Map create / Overview-map from Ozi (\*.wpt/\*.plt -> \*.img)"

Same as function **1b + 2b**.

## ***2e Detail maps with POI's***

If you want to add additional information to a point (e.g. address, city, zip code, phone number) you must create a file **POI.TXT** in the same folder as the detail \*.DBX with all the information you like, and a **FIND-CITY.TXT** to see the city in the POI properties (function 4 but for the detail map).

The POI range is 0x2A00 – 0x303F and 0x6400 – 0x663f. But R&R-v4, MG-v3/4/5?, CS-v4/5 use only the range 0x2A00 – 0x303F.

Worldmap use for airports 0x59xx, not 0x2F04. With a GPS-III+ you can see all Points and POI's in the "Nearest" menu (from 0x0100 – 0x663f).

A GPS-V show in the find POI menu only 0x2A00 – 0x303F and 0x6400 – 0x663f! So if you load a Worldmap to a GPS-V, you can't "find" the airports. And if you point to a POI from 0x6400 – 0x663f on the GPS-V map, you can't see the POI information (like address, zip,...). Only in the find menu.

I don't know how other GPS units handle the POI range. If you have new information, tell me.

If you define a POI in the **POI.TXT** you need no entry for this POI in the \*-pkt.wpt.

After creating the **POI.TXT**, create the detail DBX (function **1a**) and then the map (function **2a**).

If you create the DBX with GPS-TM or by hand, you need in [Punkte] a entry with a special label for each POI, but no file **POI.TXT**.

## ***3 Create the DBX for the general map from the detail DBX automatic***

Select in MapDekode: "Database / auto create a overview DBX from detail DBX" and select the path and name of the general database (**abcdefg.DBX** must **eight** letters/digits).

In the folder of the general \*.DBX MapDekode need the control file **AUTOGENMAP.DAT** (see A3).

After this, you can use function **2b** to create a general \*.IMG from the DBX without source data.

## 4 Create/Add the find-city.txt from the general or detail DBX

Select in MapDekode: "[Find city / Create/Extend find-city.txt](#)" and select the path and name of the database (must **eight** letters/digits).

MapDekode create a new **FIND-CITY.TXT** (if no exist) from the \*.DBX, or add all (new) cities, which are in the \*.DBX but not in the existing **FIND-CITY.TXT**, to the **FIND-CITY.TXT**.

All new cities in the **FIND-CITY.TXT** have no link to a region, but a link to the default country (the name of the map from the DBX). If you like the links: new-city – region – country , not the default new-city – default-country , you must edit the **FIND-CITY.TXT** with function **5** or create the **FIND-CITY.TXT** by hand.

## 5 Edit the find-city.txt

Select in MapDekode: "[Find city / Edit find-city.txt](#)" and select the path and name of the **FIND-CITY.TXT**.

Now you see a window with three lists, left the city list, right above the regions and right below the countries. Look at the colors to see which buttons are for which list.

In the city list you see all cities and after the ";" the linked region or country.

Click on a city and you see in the region (after the ";" is the country number) and country list the linked values.

To edit a region or country, click on the button [E] and change the text. After changing the text click on [OK]. Lower and upper case makes no difference.

For regions and countries you can use the control character "[1D]" to separate the full name from the short form (e.g.: Germany[1D]BRD ). The short form is optional.

Use only characters from Appendix

## A9 Character set

You can **not** edit the city names. If you like this, change the name in the source data (OZI or GPS-Trackmaker) and create a new general \*.DBX and then a new **FIND-CITY.TXT**.

The city names in the general \*.DBX and in the **FIND-CITY.TXT** **must be the same**. If you have two cities with the same name, change one of the names (e.g. add a number or a "—" or the region), because MapDekode "see" only the first of this two equal cities and you can't search for the second in MapSource.

To add a region or country click on [+] and enter the name and click on [OK].

If you add a region, select the country which you will link to the new region before you enter the new region.

To change a link from **region1 – country1**, select the region1 (the linked country1 is shown), select the other country2, click on the [E] for the region and click on [OK] without changing the region name.

Now you see the new link **region1 – country2**.

To change a link from **city1 – region1** to **city1 – region2**, select the city1 (the linked region1 is shown), select the region2 and click [update]. Now you see the new link **city1 – region2**.

To change a link from **city1 – region1** to **city1 – country1** (no region), select the city1 (the linked region1 is shown), select the "?" in the region list (the "?" in the country list is shown), select the country1 and click [update]. Now you see the new link **city1 – country1**.

To change a link from **city1 – country1** (default for new automatic added cities) to **city1 – region1** (add region link), select the city1 (the linked country1 is shown), select the region1 and click [update].

Now you see the new link **city1 – region1**.

With this simple **FIND-CITY.TXT** editor you can not delete one of the cities / regions / countries.

After all your changes click on [Save]. Now a new **FIND-CITY.TXT** was written. If you click [Cancel] you lost all your changes.

To stop an region/country name edit, don't use the [Cancel] button! Click on one of the [E] or [+] again (the text is now restored) and then [OK] without change the name.

If you create or edit the **FIND-CITY.TXT** manually, be careful with **unresolved links** (a city or region points on a not existing region or country).

## 6 Create the project file TDB and register the project

Select in MapDekode: "Project".

### Show all registered projects:

If the field "project number" is empty or "\*" press [enter] or [CTRL]+R or select "Registry / Reg-info of project".

You get a list of all projects (only R&R/MG version 3; no version 4, CS, BC).

First column in the list is the project number, second the TDB path and name.

To see the registry entries of on project, double click on a project in the list (you see the TDB name now in the field "Name of TDB" and the project number in the field "Projectnr").

Press [CTRL]+R or select "Registry / Reg-info of project".

The three fields are the three registry keys.

To load the content file of the project (\*.TDB) press [CRTL]+O or select "TDB / Load TDB from file".

The fields: **Projectnr**: the project number (1 to 999)

**Project version**: 203 means map data version 2.03 (increase every time you change the map data)

**Version of TDB format**: the map and TDB format version (MapDekode can create only version 3)

**text for MapSource help**(three times): this text you can see in the MapSource product-info help

**Project name**: Project name in MapSource (for selection)

**Title in MS-Help**: in the MapSource product-info help

**Name of TDB**: full name and path of the TDB file (registry key)

**Overviewmap**: full name and path of the general map \*.IMG file (registry key)

**Path \*.img's**: path of all the detail maps (registry key)

**in the list**: one line for the general map and one line for each detail map.

For detail maps you see in the first column the IMG number, then the country number, the four boundary values and the map name.

### New project:

Supply the fields **Projectnr**, **Project version**, **text for MapSource help**(three times), **Project name**, **Title in MS-Help**, **Name of TDB**, **Overviewmap**, **Path \*.img's**, and add all used detail maps with [CTRL]+A or "Maplist / add Map to list" to the list (you can select up to 100 detail maps at one time; **don't add the general map to the list**).

Now press [CTRL]+S or select "TDB / Save TDB and make Reg-entry". If the TDB already exist, you get a question to overwrite it. If the project is already registered, you get a question to overwrite the registry entries.

### Change a project number:

Enter the old project number, display the registry info (with [CTRL]+R), load the TDB (with [CTRL]+O), change the project number and save it ([CTRL]+S) with overwrite, or create a new TDB with a new project number and delete the unused project number in the registry (see next point).

### Delete a project in the registry:

Enter the project number, display the registry info (with [CTRL]+R) to see if it exist, and delete it with [CTRL]+K or select " Registry / delete project in registry". Only the registry keys are deleted, no files.

**WARNING**: If you register a project, but later you move or delete one of the files of this project, you can't load MapSource !!! In such a case delete the project in the registry or correct the registry entries.

### Add a detail map to a project:

If you add a new detail map to your project, you must create a new general map with the reference area for the new detail map (or you create a new general DBX and IMG automatic with function 3 after extending the **AUTOGENMAP.DAT**) and add the detail map to the TDB.

Enter the project number, display the registry info (with [CTRL]+R), load the existing TDB ([CTRL]+O), add the new detail map with [CTRL]+A or "Maplist / add Map to list" to the list (you can select up to 100 detail maps at one time; **don't add the general map to the list**) and save the TDB with [CTRL]+S (overwrite the existing TDB, to overwrite the registry is not necessary).

### ***Update a project file \*.TDB:***

If you have a updated/larger detail map in your project, you should update the TDB too. If you don't, you get errors in MapSource if you try to download such larger detail maps to the GPS unit.

#### **Update only one detail map in the TDB:**

Enter the project number, display the registry info (with [CTRL]+R), load the existing TDB ([CTRL]+O), select the detail map, which you want to update, in the list. Press [CTRL]+U or select "[TDB / change param of one IMG in TDB](#)". For the selected detail map the map section sizes are now changed.

To see this you must load the TDB again ([CTRL]+O).

#### **Update all detail maps in the TDB:**

Enter the project number, display the registry info (with [CTRL]+R), load the existing TDB ([CTRL]+O), press [CTRL]+S or select "[TDB / Save TDB and make Reg-entry](#)", overwrite the TDB. Now you have a new TDB.

### ***Update only the registry entries:***

Enter the project number, display the registry info (with [CTRL]+R), load the existing TDB ([CTRL]+O), update the fields, press [CTRL]+S or select "[TDB / Save TDB and make Reg-entry](#)", **don't** overwrite the TDB, overwrite the registry.

This is necessary if you move one of the files (\*.TDB, general.IMG or detail.IMG's) to a new folder.

### ***Search a IMG number or name in the project file \*.TDB:***

Load a TDB, enter a search string in the field below and press [CRTL]+F or select "[Maplist / Search line in list](#)". You can see only the first hit.

To load a map from the list, double click on the map name/line (the name will be copied in the main window to the field file name, the **Path \*.img's** must be set), close the project window and press [Load] in the main window.

### ***Output of the map list in a text file***

Load a TDB, and press [CRTL]+L or select "[Maplist / Output map list](#)".

The file name is file.tdb -> file [TDB\\_List.txt](#) (e.g. OLYMPUS1.tdb -> OLYMPUS1 [TDB\\_List.txt](#))

## **7 Load a new project in Mapsource©**

Start MapSource (if you get errors and MapSource close, check the registration of the new project and the project files).

Select in MapSource: "[View / Region / project](#)" and select the zoom and area you like.

## **8 Load detail maps in the GPS**

Same as in all original MapSource projects. Don't use other programs than MapSource, because they don't check the IMG before download!

## **9 Create a DBX from an IMG**

### ***9a Create a DBX form an detail IMG***

Select in MapDekode: "[File / Open \\*.img](#)" or double click the file name field and select a detail \*.IMG.

After IMG loading is finished, select "[Database / Create DB from \\*.img](#)" and select a folder. By default the IMG name is used for the DBX name.

If you create in the [mapdekode.exe](#) folder a empty file with name: "[decfind](#)", in the same folder as the DBX, MapDekode create a [FIND-CITY.TXT](#) from the detail map.

If you create in the [mapdekode.exe](#) folder a empty file with name: "[decpoi](#)", in the same folder as the DBX, MapDekode create a [POI.TXT](#) from the detail map.

### ***9b Create a DBX from an general IMG***

Select in MapDekode: "[File / Open \\*.img](#)" or double click the file name field and select a general \*.IMG.

After IMG loading is finished, select "[Database / Create DB from \\*.img](#)" and select a folder. By default the IMG name is used for the DBX name.

If you create in the **mapdekode.exe** folder a empty file with name: "**decfind**", in the same folder as the DBX, MapDekode create a **FIND-CITY.TXT** from the general map.

If you create in the **mapdekode.exe** folder a empty file with name: "**decpoi**", in the same folder as the DBX, MapDekode create a **POI.TXT** from the general map.

## 10 Create the OZI data files from a DBX

Select in MapDekode: " [Output / OZI Format / Lines or Areas or Cities or Points from DB](#)", select the database.

Lines: for each line type and label you get a Ozi \*.plt file with the name **12345678--type/label-TT-L.plt**  
(12345678: DBX and IMG name; Type/label: if the line have no label the type is used; TT: line type in hex;  
-L.plt: line marker)  
e.g.: **26711682--Arterial\_Road-04-L.plt** (26711682: dbx name; Arterial\_Road: type; 04: line type in hex)

If you create in the **mapdekode.exe** folder a empty file with name: "**name2**" the name is:  
**26711682--L04-Arterial\_Road-L.plt** (sorted by line/area type not by type/label)

All lines/areas with the same label and the same line type come in **one** file.

Areas: same as the lines, not \*-L.plt but \*-F.plt (F=Flächen in german)  
A special area is the **\*-4B-F.plt**, this is the background of the map (type 75 = 0x4B).

Cities: all cities come in the file **12345678-oz-ort.wpt** (e.g.: 26711682-oz-ort.wpt)

Points: all points come in the file **12345678-oz-pkt.wpt** (e.g.: 26711682-oz-pkt.wpt)  
POI's get the prefix "**POI:**" in the label (e.g. 2A012\$**POI:**Mike's)

If you need only the Ozi data from a smaller area than the whole map, create a file with name "**ozioutarea**" in the **mapdekode.exe** folder with one line: e.g.: "**A, 41.51, 39.99, 22.01, 19.99**" (A=marker; 41.51=north; 39.99=south ; 22.01=east; 19.99=west boundary of output area, south and west hemisphere is negative). With this file you get only elements form this area in the Ozi files.

## 11 Create the PCX5 data files from a DBX

Select in MapDekode: " [Output / PCX5 Format / Lines or Areas or Cities or Points from DB](#)", select the database.

Lines: all lines come in the file **12345678-pcx5-li.trk** (e.g.: 26711682-pcx5-li.trk)

Areas: all areas come in the file **12345678-pcx5-fl.trk** (e.g.: 26711682-pcx5-fl.trk)

Cities: all cities come in the file **12345678-pcx5-or.trk** (e.g.: 26711682-pcx5-or.trk)

Points: all points come in the file **12345678-pcx5-pu.trk** (e.g.: 26711682-pcx5-pu.trk)

You can import these files in MapSource.

## 12 Command line interface

Some functions can be used in batch mode too: (you can use only one command for each call)

commands: **/DMO path-**ozi**-data** = create **detail** map from **ozi** data (need param **/ND**)  
**/GMO path-**ozi**-data** = create **general** map from **ozi** data (need param **/NG**)  
**/DMX path+name-DBX** = create **detail** map from **DBX**  
**/GMX path+name-DBX** = create **general** map from **DBX**  
**/FC path+name-DBX** = create **FIND-CITY.txt** from the DBX  
**/ACG path+name-DBX** = create **general DBX** from the detail DBX

parameter: **/ND** 12345678 = IMG number for detail map, from 1 to 99999999 (8 digits)  
**/NG** abcd1234 = IMG name for general map (8 characters)

<b>/BK</b>	nnn = blocksize, 512, 1024 or 2048 (default=512)
<b>/ZF</b>	nn = zone factor, 18 to 11 (default for detail=17, for general=11)
<b>/ZN</b>	nn = min zone number, 0 to 4 (default for detail=0, for general=2) for detail World map use: /zn 1
<b>/TR</b>	transparent map (no additional value)
<b>/LG</b>	autosave of the history to a file

e.g.

C:\Mapdekode\mapdekode.exe /dimo C:\Mapdekode\xx\kavala\_83 /nd 26711683 /zn 1 /tr

C:\Mapdekode\mapdekode.exe /dimx C:\Mapdekode\xx\xanti\_82\26711682.DBX /zf 18 /bk 512

## 13 Tips and tricks

To delete the **status line** in the main window, click with the mouse on it (e.g. to delete the last error).

To open a **history window for the status line**, double click on the status line.

You can save the history to the file "Status\_History.txt" in the folder of the DBX.

If you **use POI's but no Find-city.txt** in a detail map (e.g. to much work, or the default search function on your GPS don't work correct with the find-city function), you can't see the city names in the POI's.

In such a case write the city name with the zip code in the same string, not as city, in the POI.txt:

write "2a03,34.4,15.7,2,bar,5,street,,**5623 city**,555-7894" **not** "2a03,34.4,15.7,2,bar,5,street,**city,5623**,555-7894".

Then you don't need the find-city.txt to see the city name in the POI.

In elements with "**height**" in the **label** (e.g. line 0x20 to 0x25 or point 0x62nn/0x63nn) use only digits, no characters because newer MapSource versions bring errors (except "m", see next point).

Use only **full** numbers, no decimal points (e.g 147 not 146.8)!!!

Since version 4.10.4 you can use **meter values** too, MapDekode convert it for you in feet.

This works for: **lines Type=0x20 – 0x25; points Type=0x62xx and 0x63xx and cities Type=0x62 and 0x63**.

Sample: Land contour L210\$200**m** ; High point 63012\$1483**M** ; High as city entry 632\$572**m** .

With the "**m**" or "**M**" MapDekode convert the number to feet.

If you try to run the **SETUP** to install MapDekode and get the error "**wrong command line parameter**", move the SETUP files in a folder with a short and simple name (e.g. C:\temp\ ) and try again.

### Transparent maps:

with this option you can make maps transparent. This maps then always on top and transparent (like POI maps). You can see and select all elements from both maps (test with GPS-V).

### List of all control files: (in the **mapdekode.exe** folder)

- **decfind** create the FIND-CITX.TXT from a IMG (see 9a and 9b)
- **decpoi** create the POI.TXT from a IMG (see 9a and 9b)
- **name2** change the ozi output file name (see 10)
- **ozioutarea** reduce the ozi output data (see 10)

# Appendix

## A1 Description of the OZI data files

If you use OZI data file as source file for the DBX they must have special names:

All lines: abc123-L.PLT , all areas: abc123-F.PLT , the background area: abc123-4B-F.PLT

All points: abc123-PKT.WPT , all cities: abc123-ORT.WPT

**POI**'s are in the files **POI.TXT**, this is no OZI data file !

abc123 is a valid Windows name, \*.PLT is a OZI track and \*.WPT is a OZI waypoint file.

## Points

You can have more than one point files abc123-PKT.WPT.

Format:

```
OziExplorer Waypoint File Version 1.1
WGS 84
Reserved 2
garmin
1,P580 ,40.638069,24.512879,33605.00000,70,1,6,0,65535,1B0F4$BLZ. (2)W.10S 13M 6SM,0,0,0,
                                         -777,6,0,17
2,P582 ,40.606465,24.774535,33605.00000,70,1,6,0,65535,1B0F3$ ,0,0,0,-777,6,0,17
3,3 ,41.142852,24.780216,37027.69659,15,1,6,0,65535,62011$3839 ,0,1,0,-777,6,0,17
.....
```

MapDekode use only the position and the comment filed (with the control information):

**1B0F4\$BLZ. (2)W.10S 13M 6SM**: **1B0F** = point type in hex (see [A6 Listing of the Point \(POI\) and City types](#)), **always four characters!**  
**4** = max-zone (point is shown in zone 0 – 4 if available)  
**\$** = mark  
**BLZ.(2)W.10S 13M 6SM** = label shown in MapSource / on GPS

**1B0F3\$**: **1B0F** = point type; **3** = max-zone; **\$** = mark; **no label**, the point type is shown

**62011\$3839**: **6201** = point type; **1** = max-zone; **\$** = mark; **special label** (for this point type) **height in feet**  
since v4.10.4 you can use meter: e.g. "62011\$**1170m**"

## Cities

You can have more than one city file abc123-ORT.WPT.

Format:

```
OziExplorer Waypoint File Version 1.1
WGS 84
Reserved 2
garmin
1,x1 ,40.826659,24.704939,36920.56266,15,1,6,0,65535,282$thassopoula ,0,0,0,-777,6,0,17
2,x-KAR2,40.906643,24.709988,33605.00000,15,1,6,0,65535,0D2$NEA KARIA ,0,0,0,-777,6,0,17
3,xANTI ,41.139279,24.887861,33605.00000,13,1,6,0,13158342,032$Xanti ,0,0,0,-777,6,0,17
.....
```

MapDekode use only the position and the comment filed (with the control information):

**282\$thassopoula**: **28** = city type in hex (see [A6 Listing of the Point \(POI\) and City types](#)), **always two characters!**  
**2** = max-zone (city is shown in zone 0 – 2 if available)  
**\$** = mark  
**thassopoula** = label shown in MapSource / on GPS

**032\$Xanti**: **03** = city type; **2** = max-zone; **\$** = mark; **Xanti** = label

## Lines

You can write all lines with the same line type and label in one Ozi abc123-L.PLT.

Format:

```
OziExplorer Track Point File Version 2.1
WGS 84
```

```

Altitude is in Feet
Reserved 3
0,3,255,L022$HwE-2 ,0,0,2,8421376
222
40.965440, 24.496120,1, -777,36659.5219560, 13-Mai-00, 12:31:36 ← start first line
40.964270, 24.502770,0, -777,36659.5220370, 13-Mai-00, 12:31:43
40.963980, 24.504380,0, -777,36659.5221181, 13-Mai-00, 12:31:51
40.963720, 24.505750,0, -777,36659.5221991, 13-Mai-00, 12:31:58
40.963170, 24.508900,1, -777,36659.5223958, 13-Mai-00, 12:32:14
40.962640, 24.511920,0, -777,36659.5225926, 13-Mai-00, 12:32:32
40.962370, 24.513380,0, -777,36659.5226968, 13-Mai-00, 12:32:41
40.961920, 24.515850,0, -777,36659.5228704, 13-Mai-00, 12:32:56
40.961710, 24.517600,0, -777,36659.5229861, 13-Mai-00, 12:33:05
.....

```

MapDekode use only the positions and the comment filed (with the control information):

**L022\$HwE-2:** L = line  
**02** = line type in hex (see [A7 Listing of the Line types](#)), **always two characters!**  
**2** = max-zone (line is shown in zone 0 – 2 if available)  
**\$** = mark  
**HwE-2** = label shown in MapSource / on GPS (see [A10 Special characters for roads](#))

## Areas

You can write all areas with the same area type and label in one Ozi abc123-F.PLT.

### Format:

```

OziExplorer Track Point File Version 2.1
WGS 84
Altitude is in Feet
Reserved 3
0,1,12632256,F031$Potos ,0,10,0,12632256
26
40.612161, 24.604066,1, -777,36921.5472388, 30-Jan-01, 13:08:01 ← start first area
40.611588, 24.604664,0, -777,36921.5472388, 30-Jan-01, 13:08:01
40.610672, 24.605036,0, -777,36921.5472388, 30-Jan-01, 13:08:01
40.609355, 24.606381,0, -777,36921.5472388, 30-Jan-01, 13:08:01

```

MapDekode use only the positions and the comment filed (with the control information):

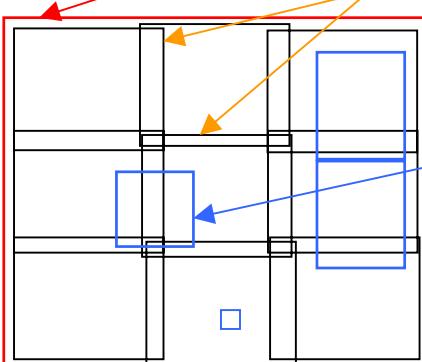
**F031\$Potos:** F = area  
**03** = area type in hex (see [A8 Listing of the Area types](#)), **always two characters!**  
**1** = max-zone (area is shown in zone 0 – 1 if available)  
**\$** = mark  
**Potos** = label shown in MapSource / on GPS

**Attention:** Areas from type **0x4B** and **0x4A** must have the largest zone as **max-zone** (or use always 6).

Areas from type **0x4A** (only for general maps) need a special label: **name-detail[1D]12345678**  
e.g.: **F4A6\$Drama[1D]16711684** where **Drama** is the detail map name and **16711684** is the detail IMG and DBX file name (16711684.DBX and 16711684.IMG). This is need to find the detail maps.

## Special areas for TRE2 definition

The lowest and the middle zone of each map is split in nine equal sub areas (TRE2 areas), in the highest zone the whole map is equal one TRE2 area. If you use more than this default of nine TRE2 areas, the display time on your GPS is shorter but the time to create the map will increase.



If you have in some areas of the map very much data (cities with much roads or points), it can speed up the display time on your GPS if you enclose this area with an extra TRE2 area.

Such an extra TRE2 area is a normal Ozi \*.plt within only one rectangle and with file name **TRE2-abc123.PLT** and the comment is "**TRE2-name**".

The maximum of TRE2 areas in MapDekode is 900.

MapDekode search for the TRE2-\*\*\*.plt files, store the areas in a table and check which elements fit in which TRE2 area.

First MapDekode check for the manual TRE2 areas (created by the user) and only the elements which don't fit in this areas come in the nine default areas.

After map creation you see files **TRE-x.PLT** which are the real used TRE2 areas.

## A2 Description of the DBX Database

The format of the DBX is the same for the detail and the general map. The main difference is the "maximum zone" number of the elements and the expansion of the map.

The area type **0x4A** (reference area of a detail map) must exist only in a general map! To create such an area manually copy the background area (if you use Ozi input data the \*-4B-F.plt) from the detail map to the folder of the general map and modify this file (type 0x4B -> 0x4A and write in the comment "F4A6\$name[1D]12345678").

You can edit this file with a normal text editor.

Format:

```
" [DEF]
"Name=", "16711682.img"
"Text=", "Xanti"
"Max Nord=", 41.24
"Max Sued=", 40.82
"Max Ost =", 25
"Max West=", 24.5
"""

" [Punkte]
"P0020 ", 490513516, 294202778, 25089, 1, "000053", "3402"
"P0101$", 490700013, 290387511, 10755, 1, "400000", "POI0D00000$dionysos$#12$& -
road-1$%Main City$!60123$@0234-79548-648$*"
"P0070F", 488201249, 293737907, 12036, 2, "0000E5", "Airport"
"P0102$", 490761823, 290953382, 11523, 1, "400035", "POI0D00001$cinema$#road-4$% -
Main City$!60123$@"
"""

" [Orte]
"O0080 ", 487081014, 294741403, 40, 2, "00010C", "thassopoula"
"O00802", 488035260, 294801640, 13, 2, "000115", "NEA KARIA"
"O0110 ", 490810716, 296923747, 3, 2, "00011C", "Xanti"
"""

" [Linien]
" L00001", 492023686, 293377929, 20, 2, "000493", "Railroad"
" D00001", -64615, 22513
" D00002", -51027, 31556
    ...
"D00255", -34014, 49643
```

```

"**00005",487256976,292296325,27,2,"000497","kavala-prinos"
"**00001",-248487,297845
"**00002",-20640,20520
"""
"[Flaechen]"
"F00001",486997572,293803943,40,2,"000000","","
"D00001",415073,0
"D00002",0,17824
"D00003",7982,8900
.....
"D00255",0,8912
"F00004",487001569,292296385,75,3,"00011C","xanti"
"D00001",5010795,0
"D00002",0,5965232
"D00003",-5010795,0
"[EndeDB]"

```

Only the strings are enclosed in "", all fields are separated with a comma.

## Section [DEF]

**Name=** String, the name of the **IMG/DBX** file (only comment)  
**Text=** String, the **map name**, used in MapSource  
**Max Nord=** Single, **boundary north** (in decimal degree)  
**Max Sued=** Single, **boundary south** (in decimal degree)  
**Max Ost =** Single, **boundary east** (in decimal degree)  
**Max West=** Single, **boundary west** (in decimal degree)

## Section [Punkte]

one line for each point (POI)

**P0020** String, **wpt name** (e.g. from OZI), six characters start with "P"  
 you can have double name without problems

**490513516** Integer, **north/south** coordinate absolutely decimal  
 North = 490513516 / (2^30/90) = 41.11436795° N      (2^30/90)=11 930 464.71  
 Range from 1073741824 (0x40000000) = 90°N to -1073741824 (0xC0000000) = 90°S

**294202778** Integer, **east/west** coordinate absolutely decimal  
 East = 294202778 / (2^30/90) = 24.65979198° E  
 Range from 2147483647 (0x7FFFFFFF) = 180°E to -2147483648 (0x80000000) = 180°W

**25089** Integer, **point type** decimal (25089 = 0x6201 = altitude point, the label is the value in feet, don't use characters!) Range from 1 to 32767

**1** Integer, **maximum zone** decimal, you can see this point in zone 0 and 1 if you use the zones 0,1 and 2 by default. If you use lowest zone number = 1 (for World maps) when you create the IMG, you have the zones 1,2 and 3 and see this point only in zone 1.

In the DBX for the **general** map you must use 2,3 or 4 as maximum zone (3,4 or 5 for World).

The areas type **0x4B** (background) and **0x4A** (reference for detail maps) **must** have always the highest maximum zone (2 or 3 for detail and 4 or 5 for World), the best is you use for this areas in **all maps** always **6!**  
 Range from 0 to 9

**000053** String, label **offset**, only for MapDekode; If you create a DBX by hand use "FFFFFF"

**3402** String, **label** of the point (in this case of point type = 0x6201 , 3402 is the altitude = 1037m)  
 (for special characters see [A11 Special Codes for labels in MapDekode](#))

## POI's

POI's (point of interest) are normal point entries with a special label (**POI0D00000\$*diony whole line***) and with extra information (facilities, like address, city, zip code, phone number).

**POI0D00000\$*diony whole line***

- "POI" is a **marker**
- "0D" is the **display style** of the address (see [A5 Description of the file \*POI.TXT\*](#)) must be the same in all POI in this DBX
- "00000" is the **poi number** (00000 = first POI, 00001 = second POI, ...)
- "\$" is a **marker**
- "*diony whole line*" is the **name** of the poi with his **end mark**
- "12\$&" is the **house number** with his **end mark**
- "road-1\$%" is the **street name** with his **end mark**
- "Main City\$!" is the **city** with his **end mark**
- "60123\$@!" is **zip code** with his **end mark**
- "0234-79548-648\$\*" is the **phone** number with his **end mark**

You must not use all fields (see second POI sample). The first field should be the name.

The order of the POI entries in the DBX isn't important, but important is the poi number and the name: they must be sorted first, by the first byte of the POI type (e.g. **2Axx**), second by the name.

## Section [Orte]

one line for each city (for details see [Section \[Punkte\]](#))

**000802** String, **wpt name** (e.g. from OZI), six characters start with "O" not zero  
you can have double name without problems

**488035260** Integer, **north/ south** coordinate absolutely decimal = 40.90664294° N

**294801640** Integer, **east/ west** coordinate absolutely decimal = 24.70998801° E

**13** Integer, **city type** decimal, Range from 1 to 127

**2** Integer, **maximum zone** decimal, you can see this city in zone 0,1 and 2

**000115** String, label **offset**, only for MapDekode; If you create a DBX by hand use "FFFFFF"

**NEA KARIA** String, **label** of the city (for special characters see [A11 Special Codes for labels in MapDekode](#))

## Section [Linien]

one line for the first point of the polygon and one line for each delta point (1 up to 255)  
(for details see [Section \[Punkte\]](#))

**L00001** String, **line name**, six characters start with "L"  
you can have double name without problems

**492023686** Integer, **north/ south** coordinate absolutely decimal = 41.24094894° N

**293377929** Integer, **east/ west** coordinate absolutely decimal = 24.59065394° E

**20** Integer, **line type** decimal, Range from 1 to 63

**2** Integer, **maximum zone** decimal, you can see this line in zone 0,1 and 2

**000493** String, label **offset**, only for MapDekode; If you create a DBX by hand use "FFFFFF"

**Railroad** String, **label** of the line (for special characters see [A11 Special Codes for labels in MapDekode](#))  
For lines type 32 to 37 (0x20 to 0x25 = land / depth contour) this is the altitude in feet

**D00001** String, **delta point**, six characters start with "D" from 1 to 255

**-64615** Integer, **north/ south** coordinate relative decimal  
South = -64615 / (2^30/90) = 0.005415966°S  
Range depends on the used zone factor (maximum map size): e.g.: ZF = 17 is +/- 1.4° size  
So range is +/- 16702650 = +/- 1.4°

**22513** Integer, **east/ west** coordinate relative decimal  
East = 22513 / (2^30/90) = 0.002138474°E  
Range depends on the used zone factor (maximum map size): e.g.: ZF = 17 is +/- 1.4° size  
So range is +/- 16702650 = +/- 1.4°

## Section [Flaechen]

one line for the first point of the polygon and one line for each delta point (1 up to 255)  
(for details see Section [Punkte])

**F00001** String, **area** name, six characters start with "F"  
you can have double name without problems

**486997572** Integer, **north/ south** coordinate absolutely decimal = 40.81966493° N

**293803943** Integer, **east/ west** coordinate absolutely decimal = 24.62636202° E

**40** Integer, **area type** decimal, Range from 1 to 127

**2** Integer, **maximum zone** decimal, you can see this line in zone 0,1 and 2

**000000** String, label **offset**, only for MapDekode; If you create a DBX by hand use "FFFFFF"

" "  
String, **label** of the area (for special characters see A11 Special Codes for labels in MapDekode)

For area type 75 (0x4B) this is the **map name**

For area type 74 (0x4A) this is the **reference** to the **detail** map: "name-detail[1D]12345678" and 12345678 is the detail map file name!

**D00001** String, **delta** point, six characters start with "D" from 1 to 255

**415073** Integer, **north/ south** coordinate relative decimal  
South = 415073 / (2^30/90) = 0.034791016°N  
Range depends on the used zone factor (maximum map size): e.g.: ZF = 17 is +/- 1.4° size  
So range is +/- 16702650 = +/- 1.4°

**0** Integer, **east/ west** coordinate relative decimal  
East = 0 / (2^30/90) = 0.0°E  
Range depends on the used zone factor (maximum map size): e.g.: ZF = 17 is +/- 1.4° size  
So range is +/- 16702650 = +/- 1.4°

The minimum in a DBX database is the full section [DEF], the section [Flaechen] with the background (type 75) and the end mark [EndeDB].

## A3 Description of the control file AUTOGENMAP.DAT

If you want to use the function "Database / auto create a overview DBX from detail DBX" MapDekode need the file **AUTOGENMAP.DAT** in the same folder as the general DBX. You must create it by hand.

This file tells MapDekode which detail maps and which elements from this should be used for the new general DBX. A sample of the **AUTOGENMAP.DAT** file you can find in the sample project in the third SETUP file of MapDekode.

Format:

```
[DEF]
MINZONEU, 2
MINZONED, 0
```

NAME, Nord-ost-GR

[FILEIN]  
C:\Mapdekode\Thassos\kavala\_83\16711683.dbx  
C:\Mapdekode\Thassos\drama\_84\16711684.dbx  
.....

[Punkte]  
16FF,1  
17FF,1  
2F04,2  
.....

[Orte]  
1,2  
2,2  
.....

[Linien]  
1,2  
2,2  
.....

[Flaechen]  
1,2  
2,2  
.....

[Ende]

In section [DEF]:

**MINZONEU** is the **lowest zone** number which you want to use for the **general** map (use 2 for R&R and 3 for World), range from 0 to 4. Use this value as **lowest zone** when you create the IMG.

**MINZONED** is the **lowest zone** number which you use in the **detail** maps (must be the same in all detail maps). For R&R use 0, for World 1. Use this value as **lowest zone** when you create the maps.

**NAME** this name is used as "TEXT" in the general DBX and as map name in the background area type 75 (0x4B) for the general DBX.

In section [FILEIN] there are the **full path and filenames** of all the used DBX from the **detail maps**.

In section [Punkte], for each point type is a entry possible:

**16FF,1** means: points from type 1600 – 16FF will used from the detail DBX and get the max-zone **3** in the general DBX (if you have **MINZONEU,2** in the [DEF] -> **2 + 1 = 3**).

**2F04,2** means: points from type 2F04 will used from the detail DBX and get the max-zone **4** in the general DBX (**2 + 2 = 4**)

In section [Orte],[Linien] and [Flaechen], for each element type is a entry possible, same as in [Punkte]:

**2,0** means: element type 2 will used DBX and get the max-zone **2** in the general DBX (**2 + 0 = 2**)

**Attention:** all element types are in HEX

**Attention:** MapDekode works as follows: 1.) read all [DEF] in all detail DBX and build the new [DEF] for the general DBX (new boundary, Text in the DBX = NAME from the **AUTOGENMAP.TXT**)

2.) read point by point in the first detail DBX, check if the max-zone of the point is equal or greater as the largest zone from the detail map -> if not, read next point; if yes use this point and continue (if you use for the detail maps zone 0,1 and 2, then 0 is the lowest zone (**MINZONED, 0** in [DEF] from the

**AUTOGENMAP.TXT**) in the detail map and 2 is the largest zone. For a World detail 1 is the lowest and 3 is the highest zone).

3.) check if for this point type exist an entry in the **AUTOGENDMAP.TXT**, if not, read next point; if yes add the **MINZONU** and the **entry value** and write the point with the **new max-zone** to the general DBX.

4.) do this for all elements in all detail DBX.

#### **A4 Description of the file FIND-CITY.TXT**

In the **FIND-CITY.TXT** you have the links between the cities [a region] and a country.

MapDekode need these links to include the find city function in the general maps for MapSource.

You can also create and include such a file for the detail maps, then you can search on the GPS for these cities (test only with my GPSIII+).

You can edit this file with MapDekode or with a normal text editor.

Format:

**[LBL2]**

```
1, COUNTRY-A [1D] CTA  
2, COUNTRY-B
```

**[LBL3]**

```
1, REGION1 [1D] REG1, 1  
2, REGION3, 2  
3, REGION2 [1D] REG2, 1
```

**[LBL4]**

```
A CITY1, 2  
B CITY2, 3  
C CITY4, C1  
D CITY5, 1  
E CITY3, C2
```

In LBL2 you have all countries with their number.

In LBL3 you have all regions with their number and after the name the link to the country.

Regions and countries can have after the name and "[1D]" a short name form.

In LBL4 you have all cities, **alphabetic sorted**, with the link to a region or to a country.

**The spelling of the city names must be the same as in the DBX (and the source data).**

If you open the find window in MapSource you see (for this sample):

City	State	Country
A_City1	Region3	Country-B
B_City2	Reg2	CTA
C_City4		CTA
D_City5	Reg1	CTA
E_City3		Country-B

#### **A5 Description of the file POI.TXT**

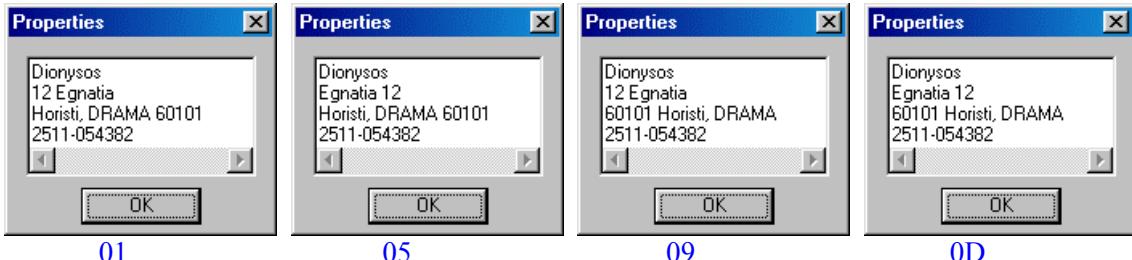
In the **POI.TXT** you can define all points with additional information. The file must be in the same folder as the corresponding detail DBX. You must create this file by hand. If you work with GTM you don't need this file, because you can include the POI's direct in GTM.

Format:

**[DEF], 0D**

```
2a01, 41.1312, 24.3412, 1, dionysos, 12, egnatia, HORISTI, 60101, 2511-054382  
2b01, 42.1234, 24.5678, 2, hotel xy,,, kavala,, 511-28517
```

In [DEF] the display method is defined (**01, 05, 09** or **0D**). It decide the position of the house number and zip code.



This value is for all POI's in the detail map.

**2a01** String, point type in hex (see [A6 Listing of the Point \(POI\) and City types](#)), **always four characters!**  
Only point type 2Axx to 30xx and 64xx to 66xx are valid POI's (e.g. for "airport" use 2F04 not 590x).

**41.1312** Single, north coordinate (decimal degree), same as in a Ozi source file

**24.3412** Single, east coordinate (decimal degree), same as in a Ozi source file

**1** Integer, max-zone (point is shown in zone 0 and 1 if available), same as in a DBX or Ozi source file

**dionysos** String, the label of the POI, normal label (see [A11 Special Codes for labels in MapDekode](#))

**12** String, the house number, digits and letters allowed (e.g. 125A or 1A/3).

some special house numbers:

12- 3 → 12 # 3	12-43 → 12 FL 3
12-03 → 12 # 3	12-53 → 12 RM 3
12-13 → 12 APT 3	12-63 → 12 STE 3
12-23 → 12 BLDG 3	12-73 → 12 UNIT 3
12-33 → 12 DEPT 3	

**egnatia** String, street name (see [A11 Special Codes for labels in MapDekode](#))

**HORISTI** String, city, if not exist in the **FIND-CITY.TXT** you can't see it in the properties in MapSource. If defined in the **FIND-CITY.TXT** you see after the city name the region.

**60101** String, zip code, digits and letters allowed.

**2511-054382** String, phone number, only digits and "-" are allowed.

The label, the house number, the street name, the zip code and the phone number are optional.

The POI's must be **sorted by the first byte of the point type** (start with 0x2A) **and then by the label**:

```
2A04,...,Ariadni,....
2A01,...,Boston,....
2B04,...,Axyz,....
2B01,...,Cxyz,....
```

#### **A6 Listing of the Point (POI) and City types**

all values in Hex, for **cities** use only the **first byte** (e.g.: 0x06 not 0x0600)

From 0100 Up to 0600	<b>large City</b> name (Point, big)
From 0700 , 0800	<b>medium City</b> name (Point, middle)
From 0900 Up to 0E00	<b>small City</b> name (Point)
From 0C00 , 0D00	<b>small Town</b> name (Point)

From 1200 Up to 123F **Marine Service**  
 From 1400 Up to 153F **Country** name (no Point, big)  
 From 1E00 Up to 1E3F **State** name (no Point, middle)  
 From 1F00 Up to 1F3F **County** name (no Point, middle)  
 From 20xx **Exit**(xx in Exit: 2^0=food; 2^1=fuel; 2^2=lodging; 2^3=truck stop; 2^4=medical)  
 From 21xx **Exit(with facilities)**  
 From 22xx **Exit(Restroom)**  
 From 23xx **Exit(Convenience Store)**  
 From 24xx **Exit(Weight Station)**  
 From 25xx **Exit(Tollbooth Booth)**  
 From 26xx **Exit(Information)**  
 From 27xx **Exit**(small point)  
 From 2800 Up to 283F **Island name** (no Point, small)  
 From 2A00 **Dining**(Other)  
 From 2A01 **Dining(American)**  
 From 2A02 **Dining(Asian)**  
 From 2A03 **Dining(Barbecue)**  
 From 2A04 **Dining(Chinese)**  
 From 2A05 **Dining(Deli/Bakery)**  
 From 2A06 **Dining(International)**  
 From 2A07 **Fast Food**  
 From 2A08 **Dining(Italian)**  
 From 2A09 **Dining(Mexican)**  
 From 2A0A **Dining(Pizza)**  
 From 2A0B **Dining(Sea Food)**  
 From 2A0C **Dining(Steak/Grill)**  
 From 2A0D **Dining(Bagel/Donut)**  
 From 2A0E **Dining(Cafe/Diner)**  
 From 2A0F **Dining(French)**  
 From 2A10 **Dining(German)**  
 From 2A11 **Dining(British Isles)**  
 From 2A12 **Specialty Food Products**  
 From 2B00 **Lodging**(Other)  
 From 2B01 **Hotel/Motel**  
 From 2B02 **Bed & Breakfast in**  
 From 2B03 **Camping/RV-Park**  
 From 2B04 **Resort**  
 From 2C00 **Attraction**  
 From 2C01 **Amusement Park**  
 From 2C02 **Museum/Historical**  
 From 2C03 **Libraries**  
 From 2C04 **Land Mark**  
 From 2C05 **School**  
 From 2C06 **Park**  
 From 2C07 **Zoo**  
 From 2C08 **Arena, Stadium**(point)  
 From 2C09 **Fair, Conference**(point)  
 From 2C0A **Wine restaurant**(point)  
 From 2C0B **Place of Worship**  
 From 2C0C **Hot Spring**  
 From 2D00 **Entertainment**  
 From 2D01 **Theater**  
 From 2D02 **Bar**  
 From 2D03 **Movie**  
 From 2D04 **Casino**  
 From 2D05 **Golf**  
 From 2D06 **Skiing Center**  
 From 2D07 **Bowling**  
 From 2D08 **Ice/Sporting**  
 From 2D09 **Swimming**  
 From 2D0A **Sports**(point)  
 From 2D0B **Public Sport Airport**  
 From 2E00 **Shopping**  
 From 2E01 **Department Store**  
 From 2E02 **Grocery**  
 From 2E03 **General Merchandiser**  
 From 2E04 **Shopping Center**  
 From 2E05 **Pharmacy**

From	2E06	<b>Convenience Store</b>
From	2E07	<b>Apparel</b>
From	2E08	<b>House &amp; Garden</b>
From	2E09	<b>Home Furnisher</b>
From	2E0A	<b>Specialty Retail</b>
From	2E0B	<b>Computer/Software</b>
From	2F00	<b>Generic Service</b>
From	2F01	<b>Fuel/Gas</b>
From	2F02	<b>Car Rental</b>
From	2F03	<b>Car Repair</b>
From	2F04	<b>Airport</b>
From	2F05	<b>Post Office</b>
From	2F06	<b>Bank</b>
From	2F07	<b>Car Dealer</b> (point)
From	2F08	<b>Bus Station</b>
From	2F09	<b>Marina</b>
From	2F0A	<b>Wrecker Service</b>
From	2F0B	<b>Parking</b>
From	2F0C	<b>Restroom/Tourist Information</b>
From	2F0D	<b>Automobile Club</b>
From	2F0E	<b>Car Wash</b>
From	2F0F	<b>"G" GARMIN Dealer</b>
From	2F10	<b>Personal Service</b>
From	2F11	<b>Business Service</b>
From	2F12	<b>Communications</b>
From	2F13	<b>Repair Service</b>
From	2F14	<b>Social Service</b>
From	2F15	<b>Utility</b>
From	2F16	<b>Truck Stop</b>
From	2F17	<b>Transit Service</b>
From	3000	<b>generic Emergency/Government</b>
From	3001	<b>Police Station</b>
From	3002	<b>Hospital</b>
From	3003	<b>Government</b> (point)
From	3004	<b>Justice</b>
From	3005	<b>Concert hall</b> (point)
From	3006	<b>Border Station</b> (point)
From	3007	<b>Government Office</b>
From	3008	<b>Fire Department</b>
From	4000	Up to 403F <b>Golf</b>
From	4100	Up to 413F <b>Fishing Spot</b>
From	4200	Up to 423F <b>Wreck</b>
From	4300	Up to 433F <b>Marina</b>
From	4400	Up to 443F <b>Gas</b>
From	4500	Up to 453F <b>Restaurant</b>
From	4600	Up to 463F <b>Bar</b>
From	4700	Up to 473F <b>Boat Ramp</b>
From	4800	Up to 483F <b>Camping</b>
From	4900	Up to 493F <b>Park</b>
From	4A00	Up to 4A3F <b>Picnic Area</b>
From	4B00	Up to 4B3F <b>First Aid</b>
From	4C00	Up to 4C3F <b>Information</b>
From	4D00	Up to 4D3F <b>Parking</b>
From	4E00	Up to 4E3F <b>Restroom</b>
From	4F00	Up to 4F3F <b>Shower</b>
From	5000	Up to 503F <b>Drinking Water</b>
From	5100	Up to 513F <b>Telephone</b>
From	5200	Up to 523F <b>Scenic Area</b>
From	5300	Up to 533F <b>Skiing</b>
From	5400	Up to 543F <b>Swimming</b>
From	5500	Up to 553F <b>Dam</b>
From	5600	Up to 563F <b>Controlled Area</b>
From	5700	Up to 573F <b>Danger Area</b>
From	5800	Up to 583F <b>restricted Area</b>
From	5900	<b>Airport</b> (Other)
From	5901	<b>large Airport</b>
From	5902	<b>medium Airport</b>
From	5903	<b>small Airport</b>

From	5904	<b>Heliport</b>
From	5905	Up to 593F <b>Airport</b>
From	5A00	Up to 5A3F <b>Mile Marker</b>
From	5B00	Up to 5B3F <b>Bell</b>
From	5C00	Up to 5C3F <b>Diving Area</b>
From	5D00	Up to 5D3F <b>Daymark, Green Square</b>
From	5E00	Up to 5E3F <b>Daymark, Red Triangle</b>
From	5F00	Up to 5F3F <b>Point of Interest</b>
From	6000	Up to 603F <b>Horn</b>
From	6100	Up to 613F <b>House</b>
From	62xx	<b>Depth</b> without point in feet or meter (62012\$147m)
From	63xx	<b>Height</b> with point in meter or feet (62012\$482)
From	6400	<b>Manmade Feature</b>
From	6401	<b>Bridge</b>
From	6402	<b>Building</b>
From	6403	<b>Cemetery</b>
From	6404	<b>Church</b>
From	6405	<b>Civil</b>
From	6406	<b>Crossing</b>
From	6407	<b>Dam</b>
From	6408	<b>Hospital</b>
From	6409	<b>Levee</b>
From	640A	<b>Locale</b>
From	640B	<b>Military</b>
From	640C	<b>Mine</b>
From	640D	<b>Oil Field</b>
From	640E	<b>Park</b>
From	640F	<b>Post</b>
From	6410	<b>School</b>
From	6411	<b>Tower</b>
From	6412	<b>Trail</b>
From	6413	<b>Tunnel</b>
From	6414	<b>Drink water</b>
From	6415	<b>Ghost Town</b>
From	6416	<b>Subdivision</b>
From	6500	<b>Water Feature</b>
From	6501	<b>Arroyo</b>
From	6502	<b>Sand Bar</b>
From	6503	<b>Bay</b>
From	6504	<b>Bend</b>
From	6505	<b>Canal</b>
From	6506	<b>Channel</b>
From	6507	<b>Cove</b>
From	6508	<b>Falls</b>
From	6509	<b>Geyser</b>
From	650A	<b>Glacier</b>
From	650B	<b>Harbor</b>
From	650C	<b>Island</b>
From	650D	<b>Lake</b>
From	650E	<b>Rapids</b>
From	650F	<b>Reservoir</b>
From	6510	<b>Sea</b>
From	6511	<b>Spring</b>
From	6512	<b>Stream</b>
From	6513	<b>Swamp</b>
From	6600	<b>Land Feature</b>
From	6601	<b>Arch</b>
From	6602	<b>Area</b>
From	6603	<b>Basin</b>
From	6604	<b>Beach</b>
From	6605	<b>Bench</b>
From	6606	<b>Cape</b>
From	6607	<b>Cliff</b>
From	6608	<b>Crater</b>
From	6609	<b>Flat</b>
From	660A	<b>Forest</b>
From	660B	<b>Gap</b>
From	660C	<b>Gut</b>

```

From 660D Isthmus
From 660E Lava
From 660F Pillar
From 6610 Plain
From 6611 Range
From 6612 Reserve
From 6613 Ridge
From 6614 Rock
From 6615 Slope
From 6616 Summit
From 6617 Valley
From 6618 Woods
From 6E00 Up to 6F3F Navaid
From 7000 Up to 703F Danger Area
From 7100 Up to 713F Navaid
*****  

'Nautical 1601 to 1D01
From 1B01, 1A01, 1901, 1801, 1701, 1601 Fog Horn
From 1B02, 1A02, 1902, 1802, 1702, 1602 Radio Beacon
From 1B03, 1A03, 1903, 1803, 1703, 1603 Racon
From 1B04, 1A04, 1904, 1804, 1704, 1604 Daybeacon, red Triangle
From 1B05, 1A05, 1905, 1805, 1705, 1605 Daybeacon, green Square
From 1B06, 1A06, 1906, 1806, 1706, 1606 Daybeacon, white Diamond
From 1B07, 1A07, 1907, 1807, 1707, 1607 unlit Navaid, white
From 1B08, 1A08, 1908, 1808, 1708, 1608 unlit Navaid, red
From 1B09, 1A09, 1909, 1809, 1709, 1609 unlit Navaid, green
From 1B0A, 1A0A, 190A, 180A, 170A, 160A unlit Navaid, black
From 1B0B, 1A0B, 190B, 180B, 170B, 160B unlit Navaid, yellow or amber
From 1B0C, 1A0C, 190C, 180C, 170C, 160C unlit Navaid, orange
From 1B0D, 1A0D, 190D, 180D, 170D, 160D unlit Navaid, multi colored
From 1B0E, 1A0E, 190E, 180E, 170E, 160E Navaid, unknown
From 1B0F, 1A0F, 190F, 180F, 170F, 160F lighted Navaid, white
From 1B10, 1A10, 1910, 1810, 1710, 1610 lighted Navaid, red
From 1B11, 1A11, 1911, 1811, 1711, 1611 lighted Navaid, green
From 1B12, 1A12, 1912, 1812, 1712, 1612 lighted Navaid, yellow or amber
From 1B13, 1A13, 1913, 1813, 1713, 1613 lighted Navaid, orange
From 1B14, 1A14, 1914, 1814, 1714, 1614 lighted Navaid, violet
From 1B15, 1A15, 1915, 1815, 1715, 1615 lighted Navaid, blue
From 1B16, 1A16, 1916, 1816, 1716, 1616 lighted Navaid, multi colored
From 1C00 unclassified Obstruction
From 1C01 Wreck
From 1C02 submerged Wreck, dangerous
From 1C03 submerged Wreck, non-dangerous
From 1C04 Wreck, cleared by Wire-drag
From 1C05 Obstruction, visible at high Water
From 1C06 Obstruction, awash
From 1C07 Obstruction, submerged
From 1C08 Obstruction, cleared by Wire-drag
From 1C09 Rock, awash
From 1C0A Rock, submerged at low Water
From 1C0B Sounding
From 1C0C Airplane
(From 1Dxx Tide Prediction) not supported in MapDekode

```

## A7 Listing of the Line types

all values in Hex

```

01=Major HWY (blue [255] thickly)
02=Principal HWY (red [255] thickly)
03=Principal HWY (red [255] means)
04=Arterial Road (black [0] means)
05=Arterial Road (black [0] thinly)
06=Road (gray [64] thinly)
07=Alley (gray [64] thinly)
08=09=Ramp (gray [128] thickly)
0A=Unpaved Road (gray [64] thinly)
0B=Major HWY Connector (gray [64] thickly)

```

```

0C=Roundabaut (black [0] thinly)
14=Railroad (black [0] thinly)
15=Shoreline (black [0] thinly)
16=Trail (black [0] thinly)
18=Straem (blue [63.152.255] thinly)
19=Time-Zone (Boundary (black [192] means)
1A=1B=Ferry (black [0] thinly)
1C=Political Boundary (gray [192] means)
1D=Conty Boundary (gray [192] means)
1E=Intl. Boundary (gray [192] means)
1F=River (blue [63,152,255] thinly)
20=Land Contour (thinly) Height in feet or meter (201$200m)
21=Land Contour (means) Height ...
22=Land Contour (thickly) Height ...
23=Depth Contour (thinly) Depth ...
24=Depth Contour (means) Depth ...
25=Depth Contour (thickly) Depth in meter or feet (251$656)
26=Intermittend River (blue [63,152,255] thinly)
27=Airport Runway (black [0] thinly)
28=Pipeline (black [0] thinly)
29=Powerline (black [0] thinly)
2A=Marine Boundary (none line)
2B=Marine Hazard (none line)

```

## **A8 Listing of the Area types**

all values in Hex

```

01=02=03=City (gray [230])
04=military (white[255])
05=parking lot (white[255])
06=parking garage (white[255])
07=Airport (white[255])
08=shoping center (white[255])
09=marina (white[255])
0A=University (white[255])
0B=Hospital (white[255])
0C=Industrial (white[255])
0D=Reservation (white[255])
0E=Airport Runway (gray[128]) (not GPSIII+)
14-16=Nationalpark (Gr)
17=city park (Gr)
18=golf (Gr)
19=sport (Gr)
1A=Cemetary (Gr)
1E,1F,20=State park (Gr)
28=Ocean (blue)
29,3B,45=blue-Unknown
32=sea (blue)
3C-44=Lake (blue)
41=small Lake (blue)
46-49=River (blue)
4A=Definition area for detail map, only in the general map available, in the
      text field: name-detail-map[1D]069nnnnn
4B=Backgroundarea
4C=Intermittent River/sheet (blue)
4D=Glaciers (blue)
4E=Orchard
4F=Scrub
50=woods
51=wetland
52=Tundra
53=Flat
54=Area

```

## A9 Character set for labels

0 – 9 shown as 0 - 9

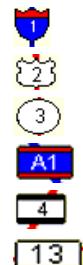
A – Z and a - z shown as A – Z

[1B]a – [1B]z shown as a - z

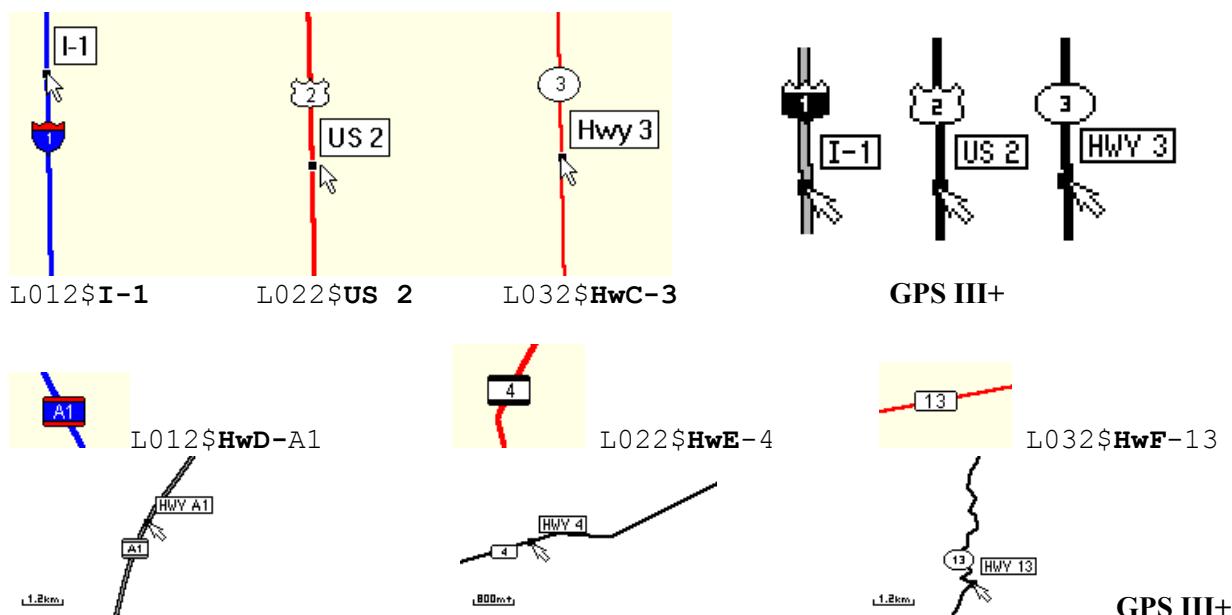
@ ! # \$ % & () \* + , - . / : ; < = > ? [ \ ] ^ \_ shown as @ ! # \$ % & () \* + , - . / : ; < = > ? [ \ ] ^ \_

## A10 Special characters for roads

"I-"	Interstate Highway	(name: only digits)
"US "	US-Road	(name: only digits)
"HwC-"	Highway character oval	(name: only digits)
"HwD-"	Highway - big symbol	(name: letters and digits)
"HwE-"	Main Road - middle symbol	(name: letters and digits)
"HwF-"	Road - small symbol	(name: letters and digits)



Next we see an example of how the label of a highway is visualized in the MapSource when the track has the following description:



## A11 Special Codes for labels in MapDekode

These special codes can be used anywhere in a label:

"[1B]n" n will displayed on the GPS as minuscule e.g. r[1B]i[1B]v[1B]e[1B]r -> River

">" code=155 (0x9B) word separator, you see the **second** word e.g. Rue d'Italy -> ITALY  
 "<" code=139 (0x8B) -||-, you see the **first** word e.g. BAHNHOF<STRASSE -> BAHNHOF

if you drag the cursor on the object you see RUE D'ITALY / BAHNHOFSTRASSE

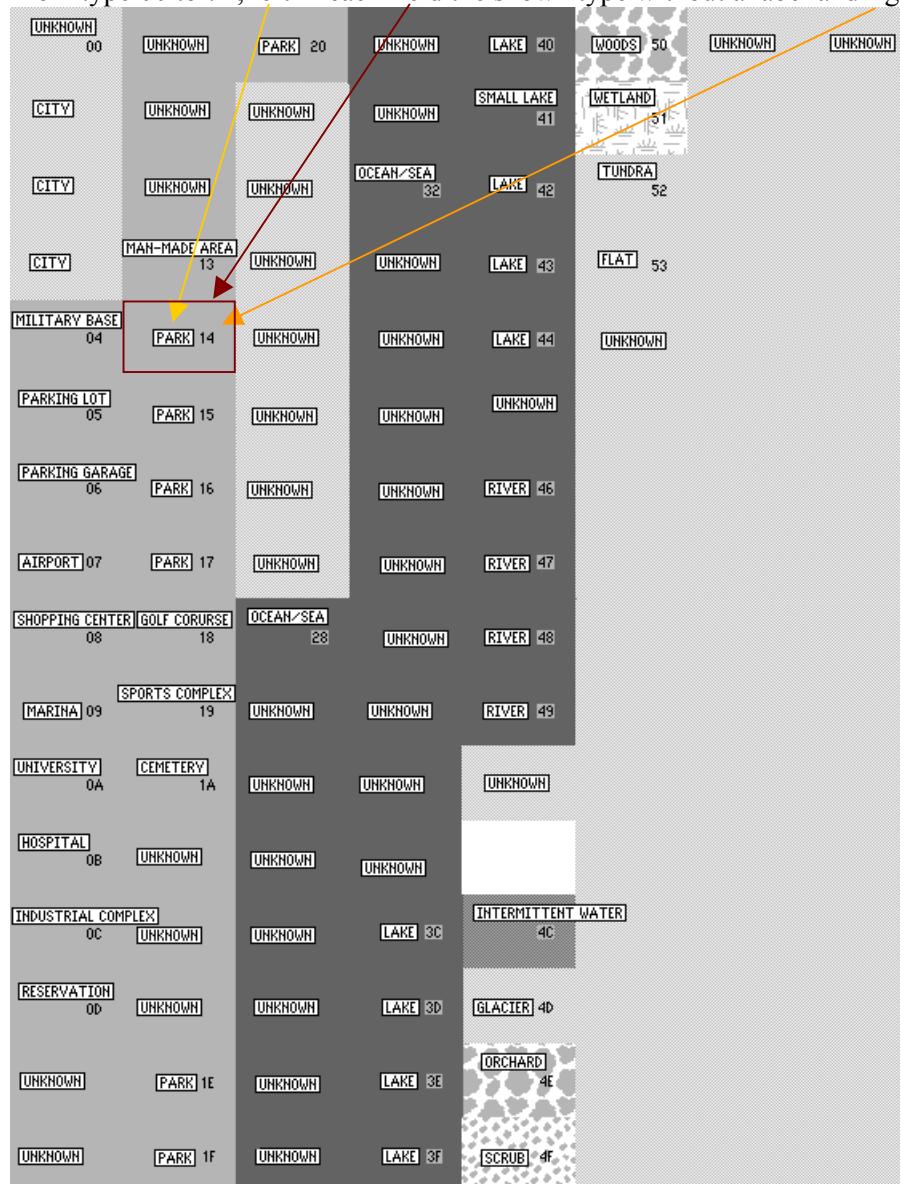
"»" code=187 (0xBB) -||-, you see the **second** word e.g. CALLE»MAYOR -> MAYOR  
 "«" code=171 (0xAB) -||-, you see the **first** word e.g. ALTE«STRASSE -> ALTE

if you drag the cursor on the object you see CALLE|MAYOR / ALTE|STRASSE

It depends also on the zoom level whether you see only a part of the name or the whole name.

## A12 Picture how the GPSIII+ display the areas

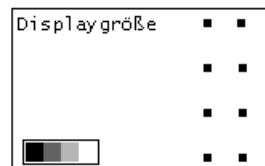
From type 00 to 7F, left in each field the shown type without a label and right the type as label.



### A13 Picture how the GPSIII+ display the cities

From type 00 to 7F, left in each city the symbol without a label and right the symbol with label.

GPS III+ V2.05		
.. OF	1F	3F
.. 0E	1E	3E
.. 0D	1D	3D
.. 0C	□ □	3C
.. 0B		3B
.. 0A		3A
.. 09		39
.. 08	28	38
.. 07	27	37
.. 06	2 2	36
.. 05	15 ④ ④	35
.. 04	14 ④ ④	34
.. 03	13 B B	33
.. 02	12 ④ ④	32
.. 01	11 21	31
.. 00	10 20	30



Display size and gray scale of the GPSIII+

### A14 Picture how the GPSIII+ display the lines

From type 00 to 2B, left over land without a label and right over the sea with label.

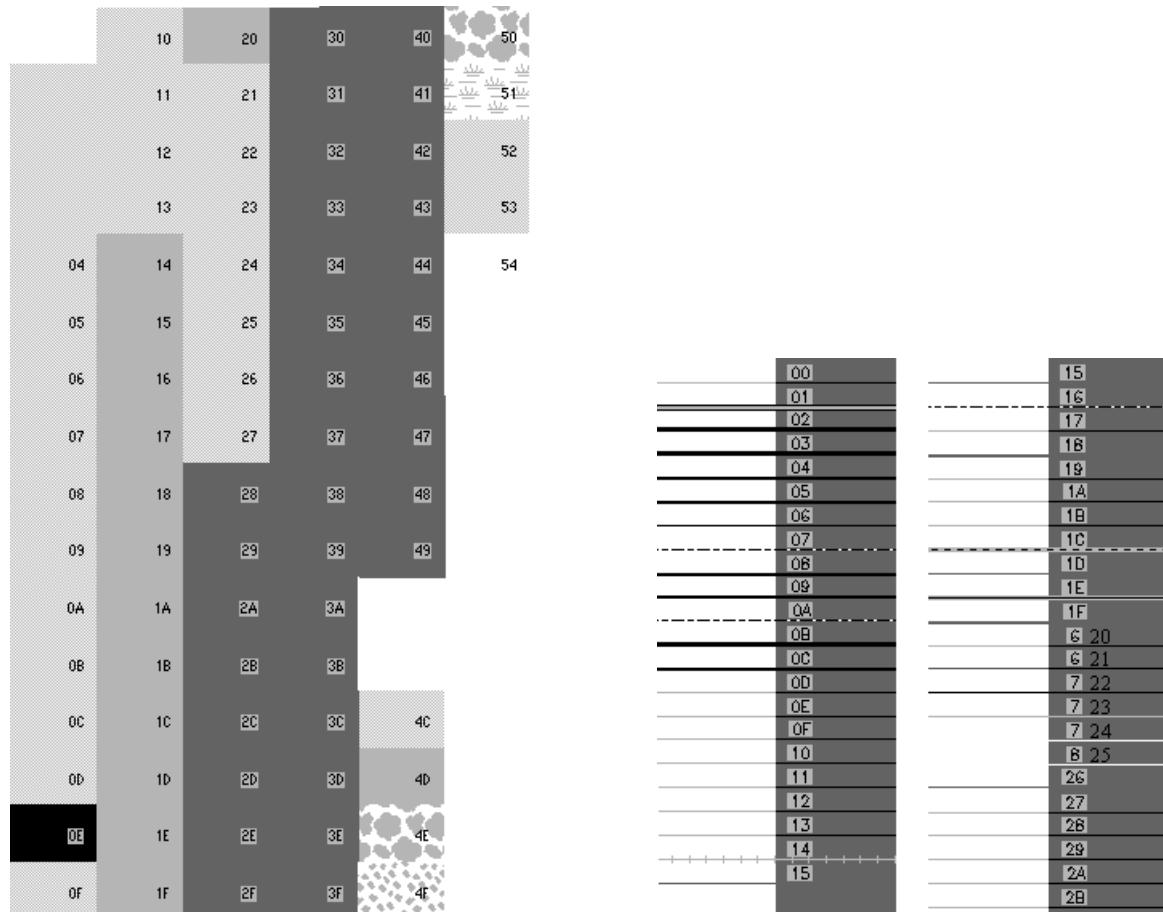
Linientypen des GPS III+	
Über Land	Über Wasser
Road 00	
Road 01	
Road 02	
Road 03	
Road 04	
Road 05	
Road 06	
Alley 07	
Ramp 08	
Ramp 09	
Unpaved Road 0A	
Road 0B	
Roundabout 0C	
Unknown 0D	
Unknown 0E	
Unknown 0F	
Unknown 10	
Unknown 11	
Unknown 12	
Unknown 13	
Railroad 14	
Unknown 15	
Über Land	
Trail 16	
Unknown 17	
Stream 18	
Unknown 19	
Ferry 1A	
Ferry 1B	
St/Prv Border 1C	
County Border 1D	
Intl Border 1E	
River 1F	
Contour Line 6 20	
Contour Line 6 21	
Contour Line 7 22	
Contour Line 7 23	
Contour Line 7 24	
Contour Line 8 25	
Intermittent Stream 26	
Runway 27	
Pipeline 28	
Powerline 29	
Unknown 2A	
Unknown 2B	

Graustufen:

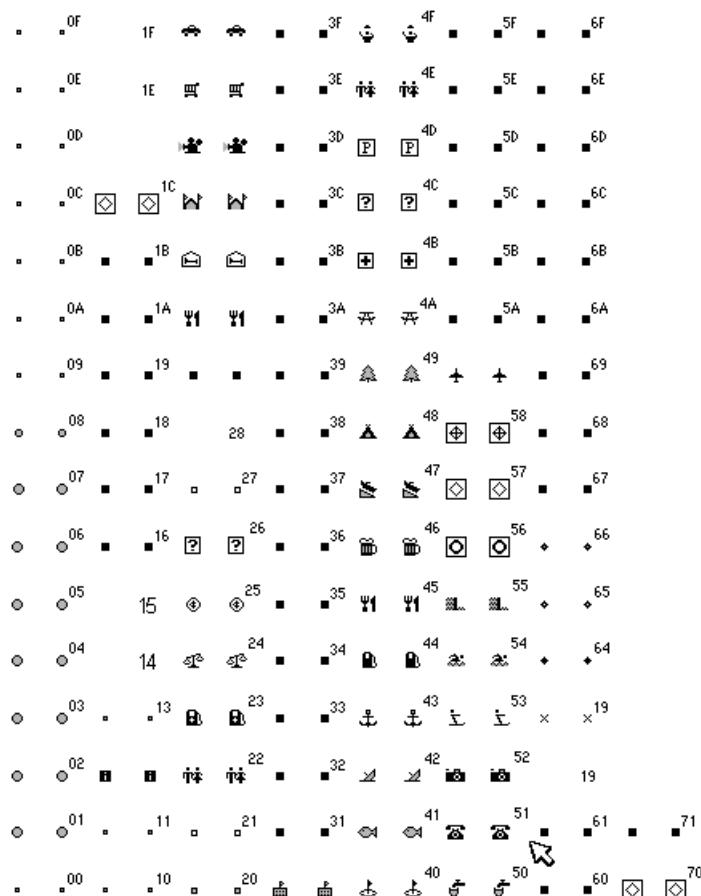


The line type 1A and 1B (ferry) you can't see over the sea ☺ this is a software bug in the GPSIII+. I have made a patch for the versions 2.05 and 2.06 (only GPSIII+) to show the ferry as railroad so that you can see it. If somebody need this patched version send me a e-mail.

### A15 Picture how the GPSV display the areas and lines



### A16 Picture how the GPSV display the cities



### **A17 Picture how the GPSV display points**

Points 16xx - 1Cxx Navaid's	Points 2Axx - 30xx = POI Range	Points 64xx - 66xx
◆ 1616 ◆ 1716 ◆ 1816 ◆ 1916 ◆ 1A16 ◆ 1B16 ◆ 1C16	xx17 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◆ 6418 ◆ 6518 ◆ 6618
● 1615 ● 1715 ● 1815 ● 1915 ● 1A15 ● 1B15 ● 1C15	xx16 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◆ 6416 ◆ 6516 ◆ 6616
▼ 1614 ▼ 1714 ▼ 1814 ▼ 1914 ▼ 1A14 ▼ 1B14 ▼ 1C14	xx15 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◆ 6415 ◆ 6515 ◆ 6615
○ 1613 ○ 1713 ○ 1813 ○ 1913 ○ 1A13 ○ 1B13 ○ 1C13	xx14 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◆ 6414 ◆ 6514 ◆ 6614
▽ 1612 ▽ 1712 ▽ 1812 ▽ 1912 ▽ 1A12 ▽ 1B12 ▽ 1C12	xx13 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◆ 6413 ◆ 6513 ◆ 6613
◎ 1611 ◎ 1711 ◎ 1811 ◎ 1911 ◎ 1A11 ◎ 1B11 ◎ 1C11	xx11 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◆ 6411 ◆ 6511 ◆ 6611
● 1610 ● 1710 ● 1810 ● 1910 ● 1A10 ● 1B10 ● 1C10	xx10 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◆ 6410 ◆ 6510 ◆ 6610
■ 160F ■ 170F ■ 180F ■ 190F ■ 1A0F ■ 1B0F ■ 1C0F	xx0F ♀ ◆ ◆ ◆ ◆ ◆ ◆ G	■ 640F ◆ 650F ◆ 660F
■ 160E ■ 170E ■ 180E ■ 190E ■ 1A0E ■ 1B0E ■ 1C0E	xx0E ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	■ 640E ◆ 650E ◆ 660E
◆ 160D ◆ 170D ◆ 180D ◆ 190D ◆ 1A0D ◆ 1B0D ◆ 1C0D	xx0D ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◆ 640D ◆ 650D ◆ 660D
○ 160C ○ 170C ○ 180C ○ 190C ○ 1A0C ○ 1B0C ○ 1C0C	xx0C ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	○ 640C ◆ 650C ◆ 660C
▽ 160B ▽ 170B ▽ 180B ▽ 190B ▽ 1A0B ▽ 1B0B ▽ 1C0B	xx0B ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	▽ 640B ◆ 650B ◆ 660B
● 160A ● 170A ● 180A ● 190A ● 1A0A ● 1B0A ● 1C0A	xx0A ◎ ◆ ◆ ◆ ◆ ◆ ◆	● 640A ◆ 650A ◆ 660A
◎ 1609 ◎ 1709 ◎ 1809 ◎ 1909 ◎ 1A09 ◎ 1B09 ◎ 1C09	xx09 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◎ 6409 ◆ 6509 ◆ 6609
● 1608 ● 1708 ● 1808 ● 1908 ● 1A08 ● 1B08 ● 1C08	xx08 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	● 6408 ◆ 6508 ◆ 6608
■ 1607 ■ 1707 ■ 1807 ■ 1907 ■ 1A07 ■ 1B07 ■ 1C07	xx07 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	■ 6407 ◆ 6507 ◆ 6607
■ 1606 ■ 1706 ■ 1806 ■ 1906 ■ 1A06 ■ 1B06 ■ 1C06	xx06 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	■ 6406 ◆ 6506 ◆ 6606
◎ 1605 ◎ 1705 ◎ 1805 ◎ 1905 ◎ 1A05 ◎ 1B05 ◎ 1C05	xx05 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	◎ 6405 ◆ 6505 ◆ 6605
● 1604 ● 1704 ● 1804 ● 1904 ● 1A04 ● 1B04 ● 1C04	xx04 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	● 6404 ◆ 6504 ◆ 6604
※ 1603 ※ 1703 ※ 1803 ※ 1903 ※ 1A03 ※ 1B03 ※ 1C03	xx03 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	※ 6403 ◆ 6503 ◆ 6603
※ 1602 ※ 1702 ※ 1802 ※ 1902 ※ 1A02 ※ 1B02 ※ 1C02	xx02 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	※ 6402 ◆ 6502 ◆ 6602
■ 1601 ■ 1701 ■ 1801 ■ 1901 ■ 1A01 ■ 1B01 ■ 1C01	xx01 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	■ 6401 ◆ 6501 ◆ 6601
■ 1600 ■ 1700 ■ 1800 ■ 1900 ■ 1A00 ■ 1B00 ■ 1C00	xx00 ♀ ◆ ◆ ◆ ◆ ◆ ◆ ◆	■ 6400 ◆ 6500 ◆ 6600
	2A 2B 2C 2D 2E 2F 30	