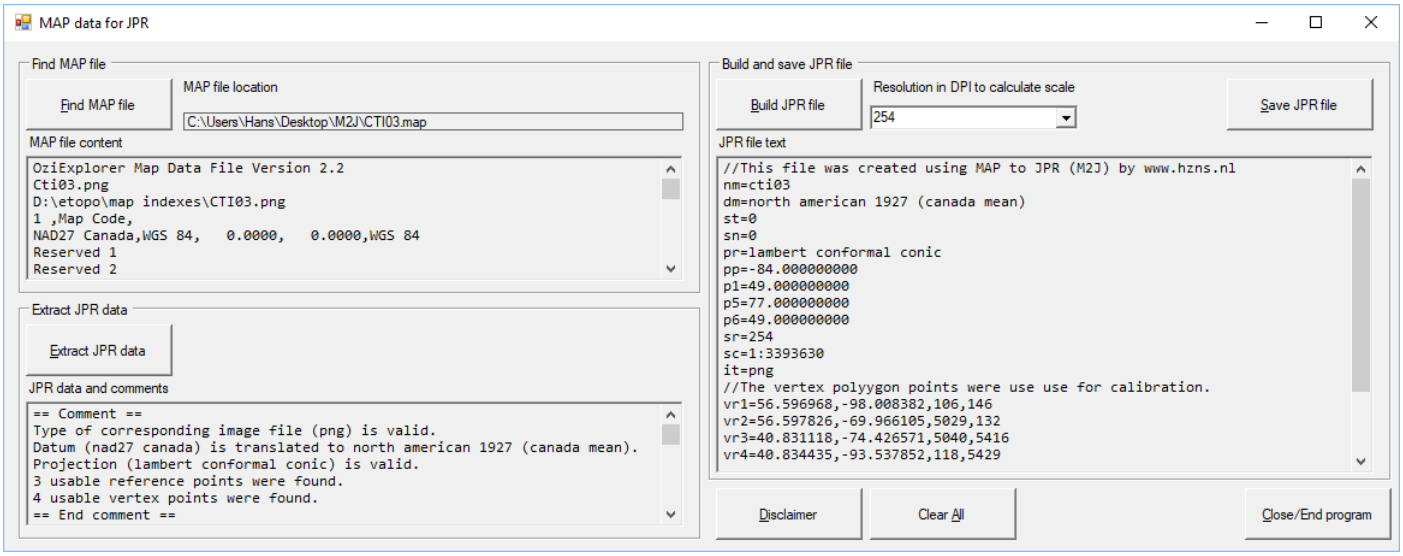
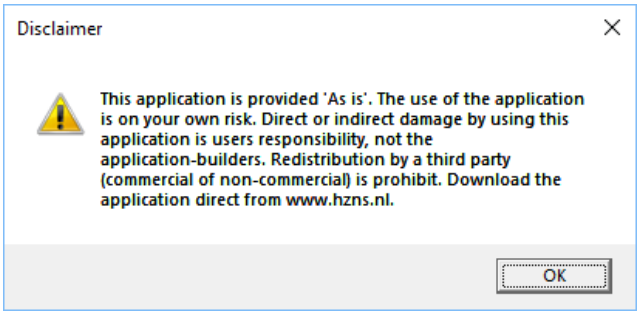
Manual and workflow for MAP data to JPR (M2J)





Version: 0.2 (November 1, 2019)

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Content

Change log

Version	Date	Remarks
0.1	October 1, 2019	Trial version
0.2	November 1, 2019	Initial version, replaces “Documentation MAP to JPR (v0.1)”

Before you start

This workflow will tell you step by step to convert a by OziExplorer created MAP-file into a JPR-file and run this JPR-file with the corresponding image file in Memory-Map. The tools used in this procedure are a pixel orientated graphics program to reduce the color depth of the image (I prefer Paint.Net) and Memory-Map with a proper license to run a third party maps (what we are doing). If you like to use your map on another device using Memory-Map, you need a second license for third party maps. If you want to manipulate the content of the JPR-file you need further more a text editor.

The workflow contains the following steps

1. Creating the JPR-file for Memory-Map
2. Manipulating the image-file of your map
3. Creating your Memory-Map QCT file

Creating the JPR-file for Memory-Map

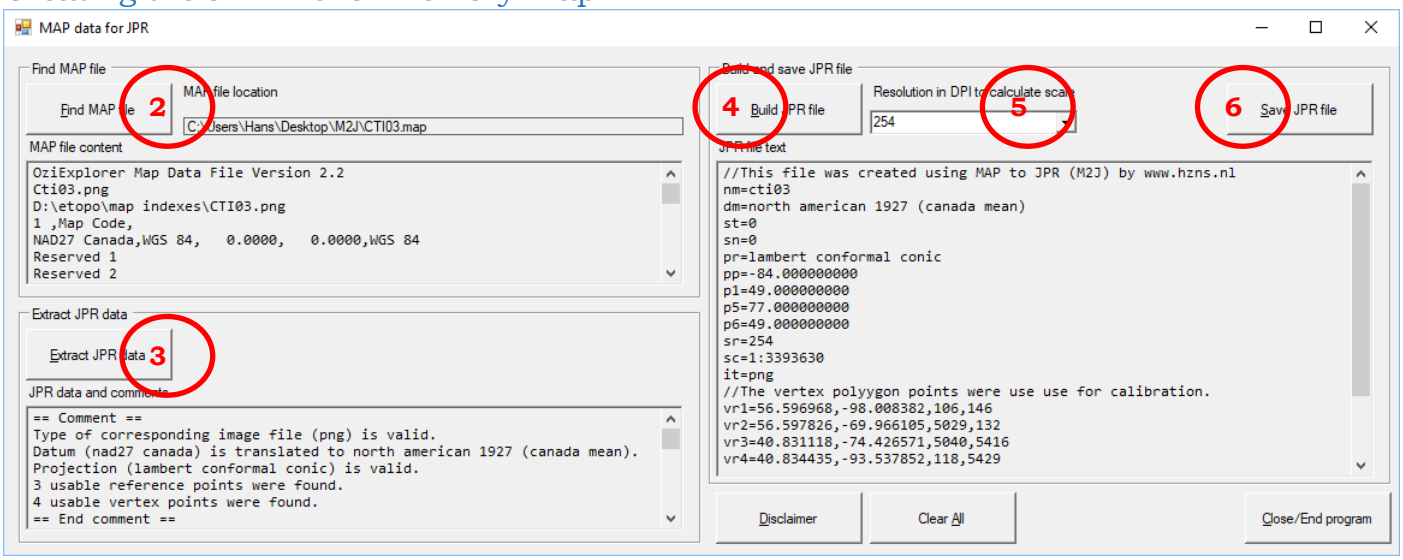

Image1 : M2J screen

1. Open MAP data to JPR (M2J)
2. Select the MAP-file. If a MAP-file is selected the content of the MAP-file will be visible (MAP-file content). If the file doesn't contain georeferenced information the procedure stops (with a warning).
3. Extract the JPR-data. The comment about the extraction and the extracted data will be visible (JPR-data and comments).
4. Build the JPR-file. The content for the JPR-file will be visible (JPR-file text).
5. You can change the resolution of the map. The consequence of this action is a changing scale. The default setting is 254 DPI, which means 100 dot per cm. Changing this setting will not have any effect on the image file.
6. Save the JPR-file. This JPR file will be saved in the same directory as the MAP-file. If the JPR-file already exists, you will be asked to overwrite.

Manipulating the image-file of your map

Most images of maps will come with a 24 bit color depth (16M colors). Memory-Map does not accept this images. The color depth must be reduced to 8 bit (256 colors). You may use any raster graphics program with this functionality. I have good experiences with the programs XnViewMP® and Paint.Net®. Keep in mind that many programs cannot handle large image files (over 10,000 x 10,000 pixels) (Paint.Net does).

When converting a color change can occur (for example, a green or a blue cast). This is a consequence of the (mathematical) method used for converting. Some programs can be adjusted (Search under preferences/settings).

Creating your Memory-Map QCT file

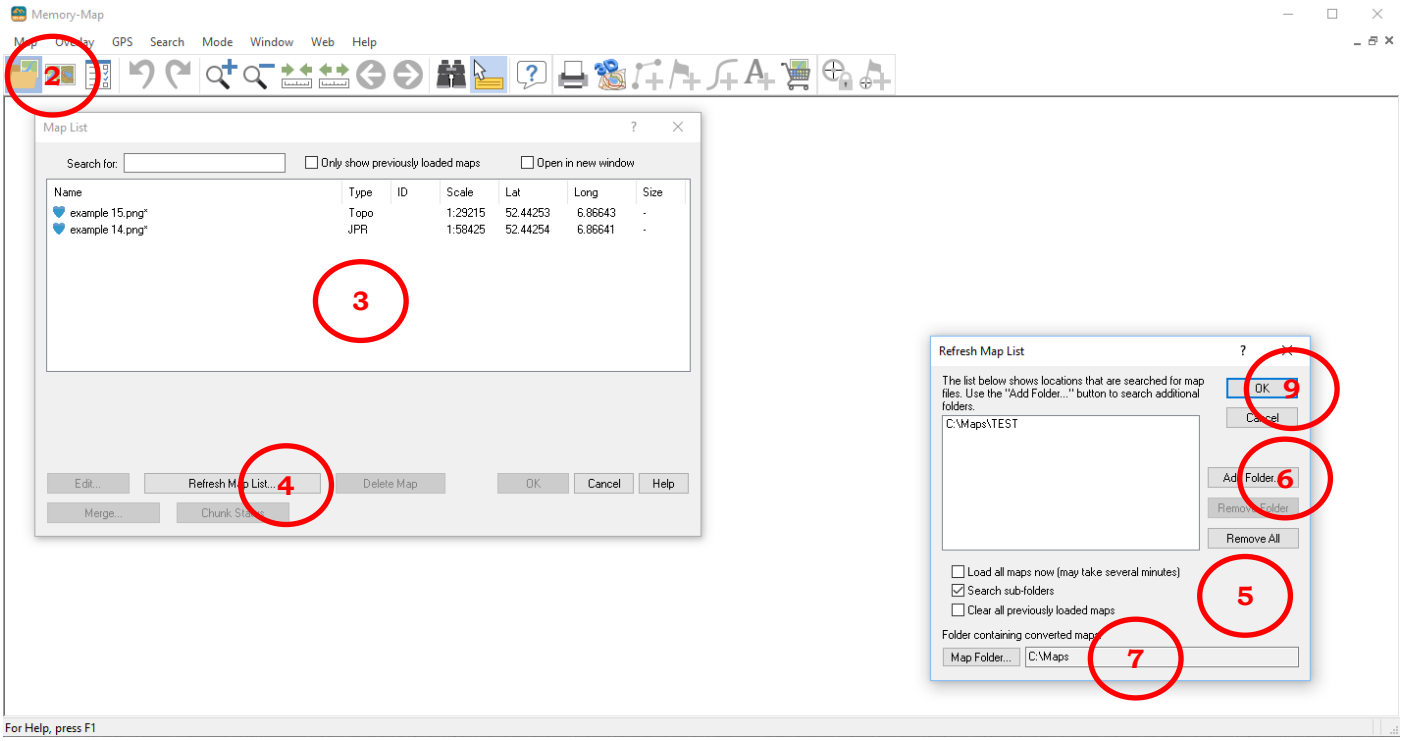

Image 2: Memory-Map 1

1. Open Memory-Map.
2. Open the Map list by using the keyboard combination *CTRL + M* or clicking on the *Map List* icon.
3. The *Map List* window will open.
4. Click on the button *Refresh Map List ....*
5. The *Refresh Map List* window will open.
6. In the upper textbox must be the name of the folder containing your JPR- and PNG-file. In not, add the folder.
7. At the bottom of the window is a textbox *Folder containing converted maps:*. This is the folder where you will find the QCT-file of the map (this is the converted map)
8. all the folders in both textboxes must exists. Otherwise Memory-Map does not work properly.
9. When everything is ready click on the *OK* button.

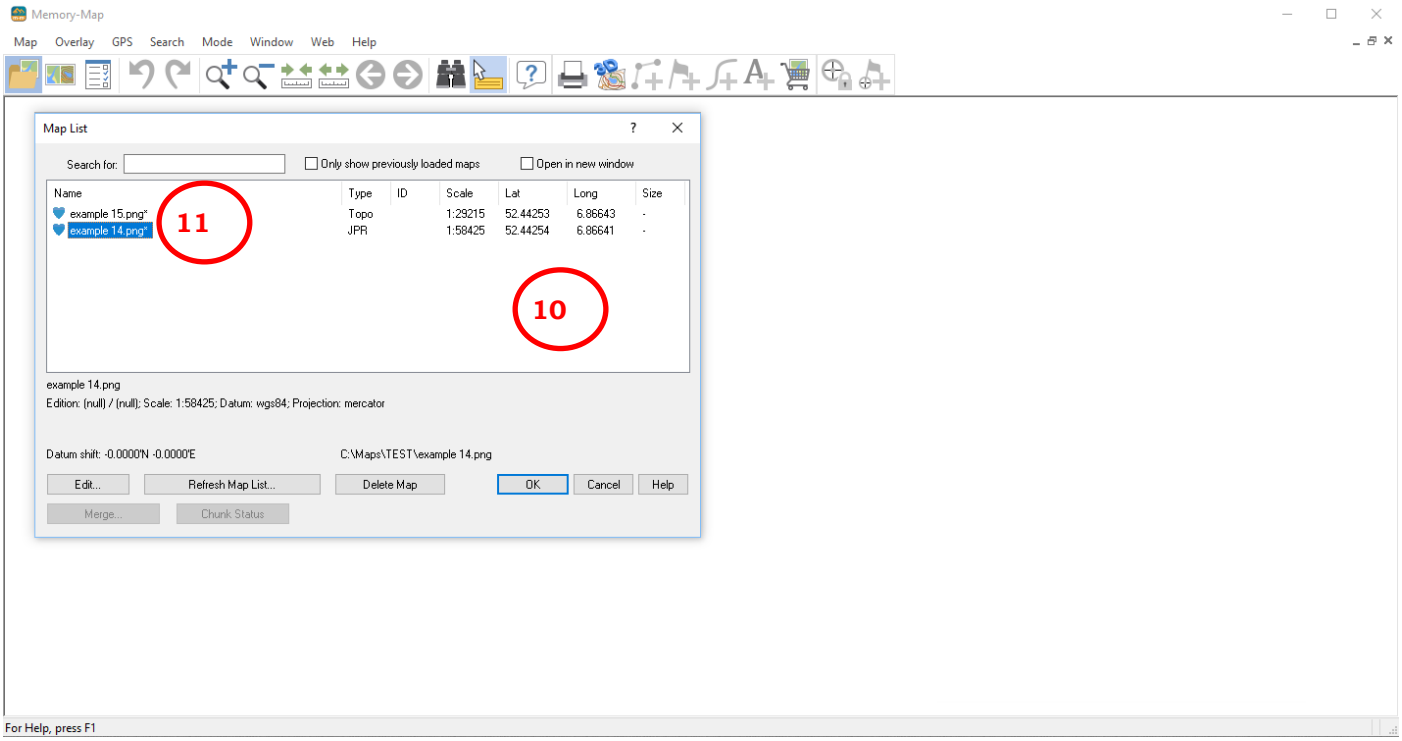

Image 3: Memory-Map 2

10. The *Refresh Map List* window will close and the*Map List Window* will become active again. You will see the name of your new map (with an asterix). May be you must scroll.
11. Select this map by double clicking on the name.
12. The Map List Window will disappear and the map will be loaded in the main windows of Memory-Map.
13. The last action is testing the calibration of your new map. Pick three or more point on your map read the coordinates and verify them using an independent source (for example GISsurfer). Work with a split screen is most convenience; half Memory-Map and half GISserver

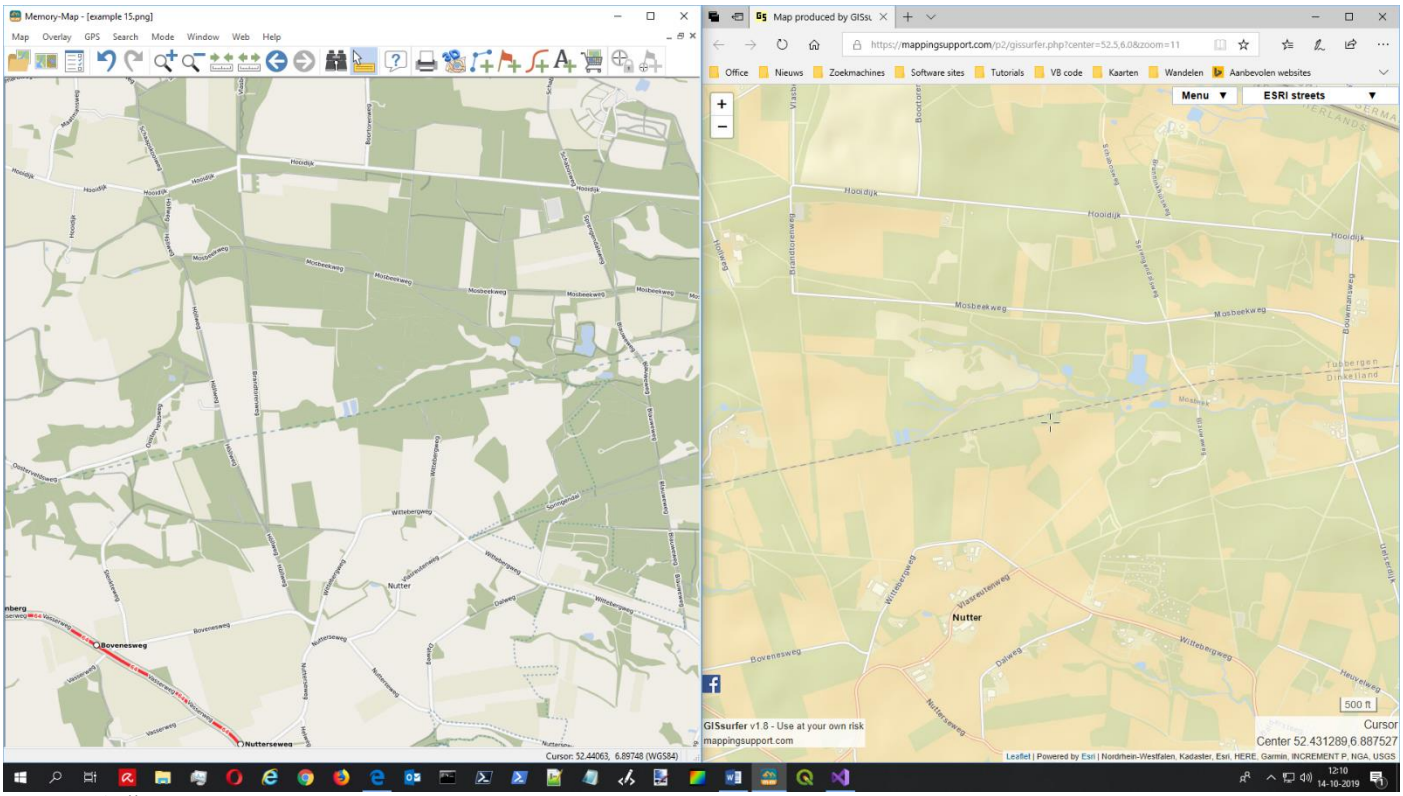

Image 4: Split sceen

The other buttons

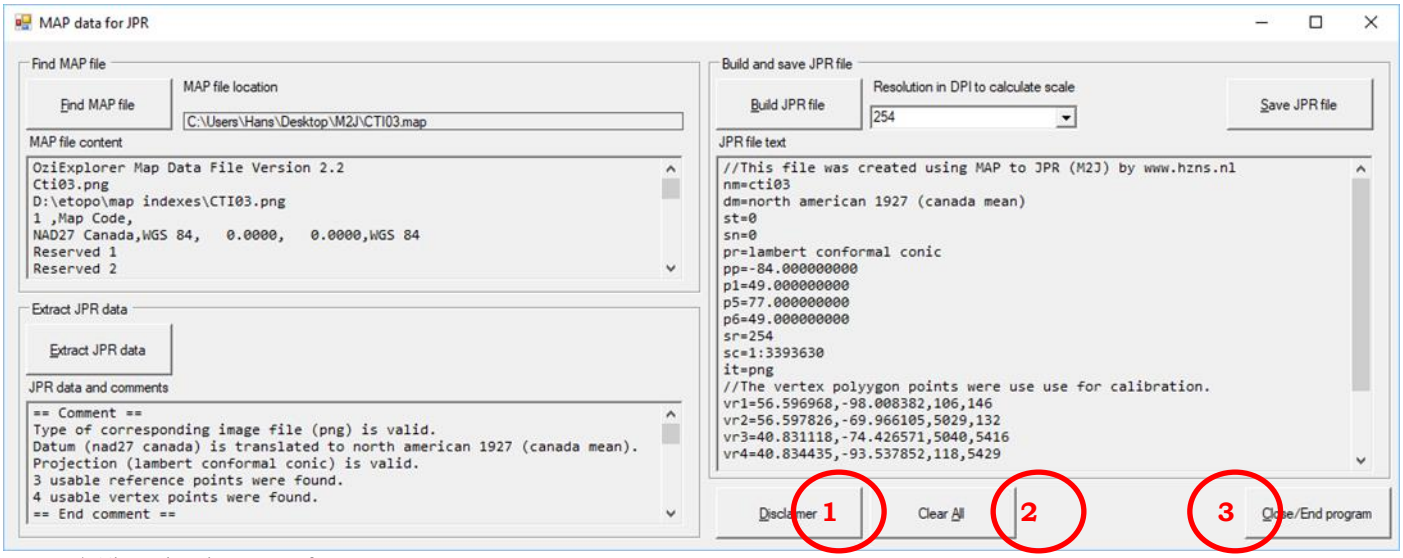

Image 5: The other buttons of MJ

In the workflow were three buttons not mentioned. First the *Disclaimer* button. Hitting this button it shows you the disclaimer for the application. Second the *Clear All* button. With this button all the data in the screen will whipped clean except the (chosen) resolution. This is helpful in case you create more than one JPR file. Third one is the *Close/End program* button. The application will close using this button.

About editing the file names and the JPR-file content.

If you want to edit the files names of your image file, keep in mind you must change the name of your JPR-file too. Except the extension the names of both files must be the same.

You can always edit the content of the JPR-file with a simple text editor (like Windows Notepad). I do not advise you to remove any line. Editing the line `nm=` can be useful. This variable represents the name of the map shown in the *Map List* screen (image 4). A more appealing name with a geographical and/or a scale indication can be useful. Another suggestion is adding a copy write statement. This statement will be shown on prints made by Memory-Map and is, in most cases, a formal and surely a polite obligation. An example: `cr=© OpenStreetMap contributors, CC-BY-SA`.

The changing of file names and/or editing of content of the JPR-file must be done before step “Creating your Memory-Map QCT file”.