

## Project Maps for Memory-Map (M4MM)

### Annex D2: Quick Start for Mobac MAP data to JPR (Mob2J)

Mob2J is a program which extracts the calibration data from OziExplorer MAP-files created with the Mobile Atlas Creator (Mobac) to build a JPR calibration file to use with Memory-Map or Fugawi. The current version is an experimental one.

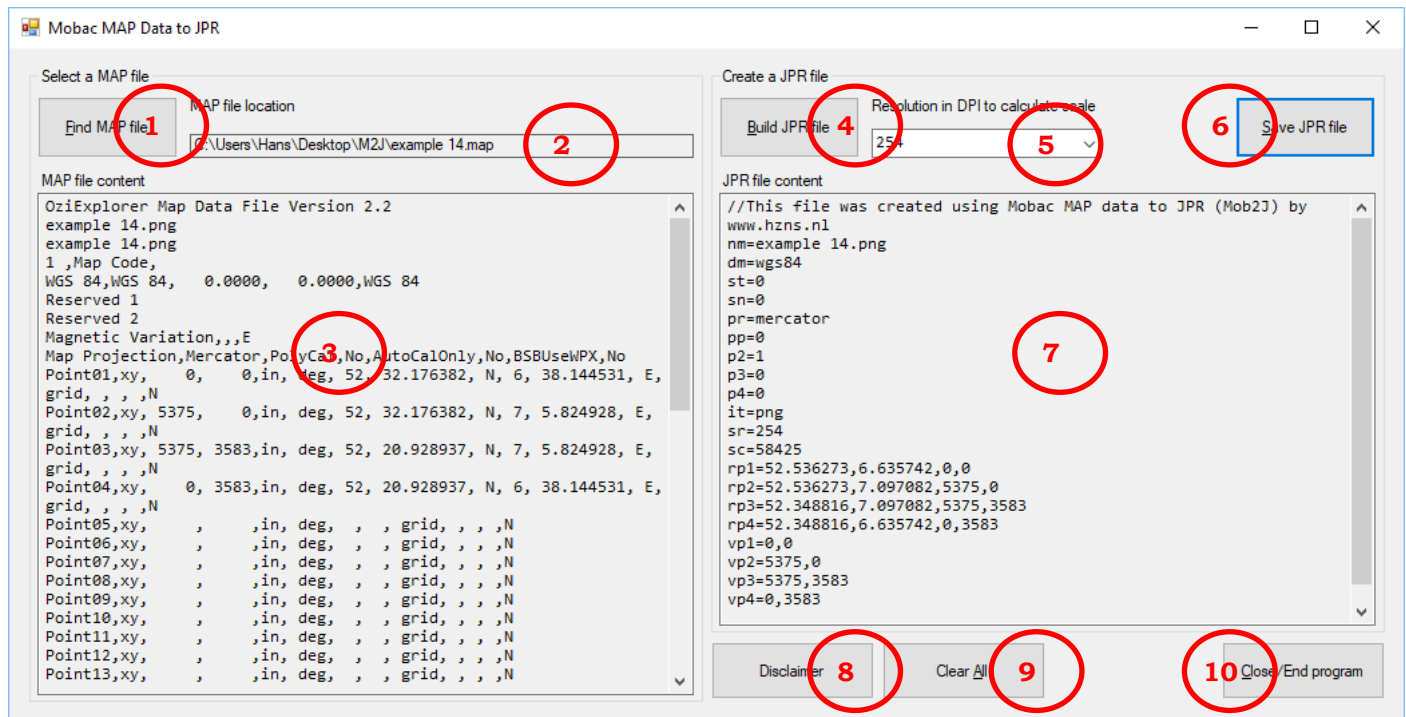
A good practice to prepare your map for Memory-Map is:

1. Create with Mobac your map (PNG-file and MAP-file)
2. Convert your MAP-file to a JPR-file.
3. Convert your PNG-file to a color depth of 256 colors (8 bit).
4. Edit, if necessary, the names of JPR- and image file (must be the same) and edit, if necessary, the content of your JPR-File.
5. Load the map into Memory-Map.

You will find more details in “Manual and workflow for Mobac MAP-data to JPR (v0.2)”

With Paint.Net (<https://www.getpaint.net/index.html>) you can easily convert a PNG-file to a color depth of 256 colors (for example: save as > PNG > 8 bit). Of course other tools can do the same.

Disclaimer: This application is provided 'As is'. The use of the application is on your own risk. Direct or indirect damage by using this application is users responsibility/risk, not the application-builders. Redistribution by a third party (commercial or non-commercial) is prohibit. Download the application direct from <https://hzns.nl>.



1. Button to select the MAP-file to be converted.
2. Location of the MAP-file.
3. Content of the MAP-file.
4. Button to build the content for the JPR-file.
5. Combo box to select or change the resolution of the image (in dot per inch).
6. Button to save the content as a JPR file (same name and location as the PDF/TIFF file, just with the extension 'jpr'.
7. The content for the for the JPR file.
8. Button to show the disclaimer.
9. Button to clear all data except the Resolution.
10. Button to end the program.