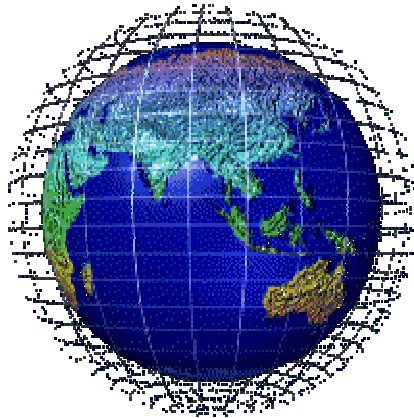


Fairport Technologies International

Welcomes you to



gpMapper

Getting Started Notes



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Features such as...

gpMapper is a blindingly fast mapping system. Developed from the ground up to perform at speed on today's PC's it has many new features not found in other outdated systems.

LAYERS & LAYER MANAGEMENT

- Infinite number of Layers
- Group layers into an infinite number of Layer Groups
- Use drag & drop to reorder Layers and Layer groups
- Use drag & drop to merge Layer contents
- Individual Layer visibility setting
- Layers can be locked to stop accidental adjustment

VIEW MANAGEMENT

Working with maps is all about locating yourself somewhere and looking at the data. With one click gpMapper will get you exactly where you want to be.

gpMapper utilises a 'View' system. Position yourself at the right spot for a map, with only the layers you want visible selected? Save it as a view, Simple. You can have as many views as you want. Skip from Tasmania to Western Australia, Canada to Mexico with a single mouse click. gpMapper knows exactly what data to load to display the view you selected.

MAP OBJECTS

- gpMapper features a full suite of objects that you can add to your map, including Circles, Polygons (or "areas" or "regions"), Rectangles, Lines, Points, Symbols and Text. The print layout also makes other object types such as North Arrows, Scale Bars, Legends and Map Views available which can be sized and relocated.
- 'Filled' objects such as Circles, Polygons and Rectangles can be filled using more than just a hatch pattern. Choose from a wide range of textures and colors for a professional looking map.

DATA MANAGEMENT

- If you've used mapping system before, you know all about loading and saving individual map files. gpMapper bypasses all that by using a live database to store data. This means that all you have to do is tell gpMapper what area of the world you want to look at, and gpMapper automatically loads any data within that area for you.

DATA IMPORT / EXPORT

gpMapper imports data from many sources. Fairport also has a free bureau service which can import any Microstation DGN files.

- | | |
|-------------------|--------------------------------------|
| • MapInfo "MIF" | • AgNav (Picodas) |
| • Autocad "DXF" | • Fugro (South Africa) |
| • Arcview "SHP" | • Rinex FarmTraX "LOG" |
| • Skymapper "SKM" | • Rinex SoilTraX "SXE" |
| • Satloc "ASC" | • Farmstar / Interfarm Maps & Images |

GPS files from sources such as Satloc and Rinex get special treatment. As these files contain information about the path of a boom spray (aerial or ground), the data is interpreted to display an actual coverage map. [Click here to see an example.](#)

gpMapper also has a complete map import/export format which supports layer and layer group import/export. gpMapper even provides the facility to export partial sections of your map.

INSTALLATION

CD Installation:

To install from the CD, please follow these steps:

1. Place your Fairport CD in your CD ROM drive
2. The CD should automatically take you to the welcome screen after a few seconds
3. If this does not happen, click the Start button, choose run and type D:\setup.exe and press enter (providing that your CD Rom drive is D: if not modify as appropriate).
4. Once you are at the welcome screen, click the 'INSTALL PRODUCTS' button to continue.
5. Once at the CD Browser Map screen, select the appropriate software to install, this will start the install wizard.
6. When you come to the screen where you can select a directory to install the software into we recommend you leave it as C:\gpMapper. If you have a C:\gpMapper directory already, none of your existing data will be overwritten, so you may still install to that directory.
7. After the install has completed you will be returned to the Fairport's CD Browser window. Simply click 'MAIN MENU', then 'EXIT', and 'EXIT' again to close the CD Browser.
8. You can now start the installed gpMapper software via the icon on your desktop or by clicking on your start button and then selecting gpMapper from your programs menu.

Internet Installation:

1. Visit Fairport's' website by typing www.fairport.com.au into your browser address bar and click 'Go'
2. Click on the file that you would like to download
3. You will need to 'Save this program to disk' after you select the file
4. Please take note as to where you save the download to on your hard drive. A good idea at this point would be to save the file to your desktop (you can achieve this by clicking the up arrow in the save to dialogue box until you get to the desktop)
5. Once the download has finished, you will need to navigate your way to that file (on your Desktop) and 'double click' on it to run the install.... at this point, you will be asked for a password...
6. Please click on the 'email' link where you selected the download to receive your password via return email.

* Both the download and upgrade of all PAM products will not affect any existing data, although we do recommend that you backup your data before any new install or upgrade.

* Data will be over written on the handheld computer should PocketPAM be upgraded or re-installed on the handheld unit

Registering gpMapper

If you are installing one of the “stand alone” versions of the Fairport mapping programs... on your first run of the program you will be requested to enter your trading name, address and other details. This information is required by the program before it can operate.

The program needs a serial number entered into it before it is completely "unlocked"... However, you will be able to run the program 20 times. After the 20th run, you will still be able to print a registration form and unlock your program but you can no longer gain access to the program proper.

Each time you run the software before it is registered, you will see a panel indicating the number of runs you have left. You'll also see the Print Rego Form button and the Register button.

A special program registration form must be printed from the program. This form has on it a 15 digit number which Fairport Technologies will use to generate your 9 digit customer serial number. To receive you unlock number, please fax the form to the number printed on it.

By registering, you will help us to know your hardware configuration and you will be entitled to the following benefits:

- Fairport Club membership for six months which entitles you to use our Toll Free 1800 help line and receive free incremental upgrades.
- Information on upgrades or revisions to the software
- Free support "help notes" (which are mailed out from time to time to all registered users).

How can we help you get the best from your software?

Fairport Technologies has the following support strategy. For the first six months you have free access to Fairport's Toll Free help line (Australia only). Thereafter you will be invited to pay a fee for this service. The fee also entitles you to Fairport Club membership which has other benefits like automatic software updates.

What you need to run the Mapping software

It will work with most IBM and compatible computers available today. Although in theory it will operate on any IBM PC that is capable of running Microsoft Windows® 95, 98 or NT, it does require a reasonably powerful computer to run well... but, as a general rule of thumb, if your computer is able to run Microsoft Windows® 95, it is powerful enough to run it. The minimum requirements are :

- A computer with one hard disk a CD ROM drive or one floppy disk drive and 640k of RAM, 16 megabytes of Upper memory and the Windows 95 operating system. We recommend a Pentium processor 150 Mhz or better and 32 Megabytes of RAM or better.
- Screen type : a SVGA screen or better is recommended operating at a resolution of 800 X 600 or better. We recommend that your screen is set to display more than 256 colours. To set your computer to operate with these settings, seek help from your hardware supplier.
- Printer requirements: it will print out on any printer supported by Windows.

What can't I do in the demonstration version?

You can't set up new maps. This means that the only map you can look at and play with is the ones we ship with the demo.

You can't save your data... so all the work you do will be deleted at the end of your runtime. You can't load any new images.

What can I do in the demonstration version?

You can draw objects, add layers, create layer groups... In fact you have full access to all facilities except loading new images.

You should spend time testing the functionality of the software using the demonstration map views... Get familiar with the drawing tools, the navigating and zooming tools. The next chapter will guide you through those tasks.

General tips and Concepts...

We recommend that you read this chapter before leaping into creating your own maps. We also recommend that you familiarise yourself with the following concepts and instructions using the demonstration maps supplied with the software.

When you have mastered these few and simple concepts you are well on your way.

Like all comprehensive and sophisticated software, our mapping programs have several concepts that you need to understand before you really start flying...

A Map Object...

Map objects are:

- **Polygons:** Polygons are closed areas which are defined by individual points that draw on the map. These are used to draw the filled areas such as areas of salt. For polygons you can specify their colour, the pattern of the filled area and the thickness of the border.
- **Lines:** These are used for objects such as Power Lines, Roads and Cables. For lines you can specify the line style, colour and the line thickness.
- **Circles:** Circles are used to represent Circular Production areas, “centre pivot” irrigation systems or whatever you may care to use them for.
- **Rectangles:** Rectangles have a special purpose... for creating print areas. You may also find rectangles useful for another purpose... perhaps other regular shaped objects. Rectangles can be used as representatives of production units (eg. Paddocks, fields, blocks) when connecting to the PAM production recording database.
- **Points:** Use points to represent small objects (single point locations) like soil sample or crop monitoring sites.
- **Symbols:** Use symbols to represent things like gates, buildings, pumps, windmills, air strips, bridges and other man made objects and structures.
- **Text:** Add labels to your map. Labels can be attached to any layer. Labels can be scaled and will grow and shrink as you zoom in and out... or you can make them a fixed size. We'll look at these options in more detail later.

A Layer...

A layer is a collection of map objects that you draw or import (eg. Aerial photos). You decide which objects belong together on a layer. A layer can either be on display or not... when a layer is on display, all objects on that layer are on display together. We provide you with a “Layer Manager” and a “Quick Layer Selector” to manage your layers.

A layer can be any one of, and indeed any combination of the following:

“Raster” images or photos (eg. Scanned aerial photos) or satellite images, yield maps, soil type images... any views of the world in a “raster” format!

“Vector” data... lines, circles, polygons, points that someone has drawn using a mouse... These objects represent objects on the earth’s surface... sometimes objects like rivers, lakes, height contour lines (natural features) and sometimes, roads, fences, telephone lines, power lines and other man made features (cadastral data).

Symbols... small icons that represent objects on the earth’s surface... usually man made objects like dams, tanks, buildings,

Layers can be on display or not... It’s a simple mouse click to show or hide a layer.

You can “Lock” a layer... this is a useful feature... it stops you from accidentally editing or deleting an object on a layer. If you want to unlock a layer to enable the editing or deleting of a map object that is just a single mouse click.

How many layers can you have on a map? As many as you want!

So to re-cap... a layer is a collection of map objects that you draw or import (eg. Aerial photos). You decide what objects belong together on a layer. A layer can either be on display or not... when a layer is on display, all objects on that layer are on display together. We provide you with a “Layer Manager” and a “Quick Layer Selector” to manage your layers.

A View...

A view is a set of visible map layers within a defined area. In our case the bounding area is a computer screen. To create a view you use the zooming and panning facilities to zoom in to or out to an area of the map you would like to save as a view. Then decide on the layers you want visible in your view... set the required layers “on”... then save the view using a name that has a relevant meaning. Use File/Save View As... to save your new views.

How many views of your map can you have? As many as you want!

You’ll find views are an extremely useful and powerful feature of the program. Your map can consist of as many views of the world as you like. Let’s just think of it as your complete set of views of the world!

The most complex job you’re going to face is managing your layers. To assist you, we provide you with a Layer Manager. This enables you to

- Create new layers
- Delete unwanted layers
- Rename layers

Change the display order of layers... Generally you’ll want to keep your images (scanned aerial photos etc) on the bottom layer, your vector (drawn) layers stacked on top.

Organise your layers into “Layer Groups”

We also provide a “Layer Quick Selector”... (the Hot Key to see this is F4) this sits on the left side of your screen (when it’s on view) and enables you to quickly hide or show layers,

select layers for editing (ie. Adding more objects to a layer, and editing existing objects) lock or unlock layers (to enable selection with the mouse for editing).

We provide a “View Quick Selector”...(the Hot Key to see this is F5) this also sits on the left side of the screen (when it’s on view) and enables you to quickly move from one view to another.

A Map...

A map is a set of layers of objects that are representations of the earth’s surface... One map can have many (unlimited) views of the world. It can have an unlimited number of farming properties on it with an unlimited number layers.

A Layer Group...

A Layer Group is a collection of layers that you can create and name. They enable you to keep your layers better organised. Layer groups can be added, named, renamed and deleted.

How many layer groups can you have on a map?

As many as you want!

You could have a layer group called “Maps of the world”, another called “Current Farm Layout”, another called “Future plans”.

More on Layers...

As mentioned above, layers can be a combination of object types. Lines, polygons, points, images, labels, circles, rectangles. This is a powerful feature... even your scanned aerial photo belongs to a layer that can also have labels or any other object on it.

When you hide your “Aerial Photo” layer, all objects on that layer are hidden.

So when you create a new layer, you are not required to define an object type for your new layer... because you can have any object type on it!

Each object type on a layer can have its own style...

A object’s style can be defined as one of or a combination of the following (depending on the type of object it is)

line pattern, line colour, line thickness

font, font size, font style, font colour

fill pattern, fill colour

We provide you with a style selector to enable the setting and editing of object styles.

Navigating around the map

Zooming In

There are two ways to zoom in on the map. Zooming in allows you to focus on a smaller area of the map.

Method 1 : We call it “Right Mouse Zooming”

Decide which area of the map you would like to zoom in on... then, move the mouse cursor to the top left corner of that area, hold down the RIGHT mouse button and drag the mouse down to the bottom right corner of the area. You will see the area you have selected outlined on the screen.

Release the RIGHT mouse button and the screen will redraw with the area selected, enlarged to the display area size.

Method 2



Select the “Zoom In” button from the main toolbar. This will enlarge the map by 20%

Zooming Out

Zooming out allows you to see more of the map.

Method 1



Select the “Zoom Out” button from the toolbar. This reduces the zoom by 20%

Method 2

If you want to zoom out to the full scale view the quickest way to do this is to click your left mouse button on the “Reset View” button on the tool bar.

Zooming to Full View



Click this button to revert your zoom to the full view (that is your currently selected view).

Please Note: A view is a set of visible map layers within a defined area. If you have switched any layers “on” that were not originally visible they will be turned “off” by clicking this button.

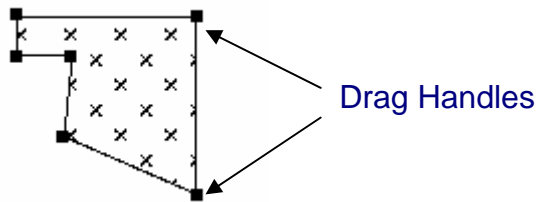
Zooming to a Selected Object



Click this button to zoom to an object that you’ve selected.



How do you select an object?... You make sure you have the “Selector” button down then click on the object (always with the left mouse button). You’ll know when you’ve selected an object... its “Drag Handle(s)” will be on show. You’ll find the “Selector” button will be your most useful button.



Panning

Panning is the name for moving the map about the screen.

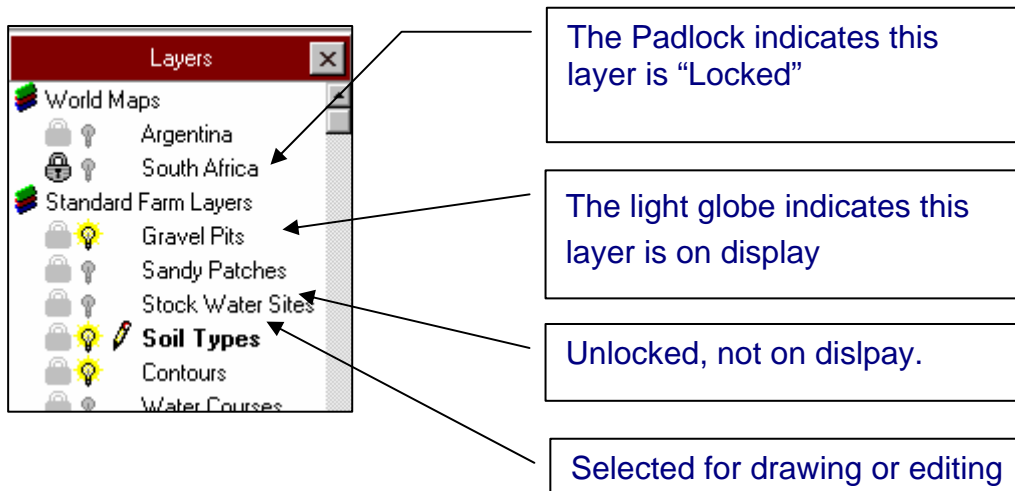
To pan, select the “Drag View” or “Panning” button on the tool bar...



click the left mouse button on the map and holding it down, drag it in whichever direction you like... Notice that the mouse cursor changes to a small Hand shaped object... The map will move with your mouse. The best way to understand this functionality is to experiment with it. You will soon discover how simple it is.

The Layer Quick Selector

Access this list by press F4 or by selecting Show / Layer Quick Select. You'll see the currently available layers listed in their layer groups listed in the order that you can set in the Layer Manager.



So... get into drawing mode by

1. Selecting a layer
2. Clicking on the Drawing Tools button... see on the following page.
3. Then click on the new object type button... and then the "Create Object" button.

There are seven object types you can draw or add.

- **Polygons:** Polygons are closed areas which are defined by individual points that draw on the map. These are used to draw the filled areas such as areas of salt. For polygons you can specify their colour, the pattern of the filled area and the thickness of the border.
- **Lines:** These are used for objects such as Power Lines, Roads and Cables. For lines you can specify the line colour and the line thickness.
- **Circles:** Circles are used to represent Circular Production areas, "centre pivot" irrigation systems or whatever you may care to use them for.
- **Rectangles:** Rectangles have a special purpose... for creating print areas. You may also find rectangles useful for another purpose... perhaps other regular shaped objects. Rectangles can be used as representatives of production units (eg. Paddocks, fields, blocks) when connecting to the PAM production recording database.
- **Points:** Use points to represent small objects (single point locations) like soil sample or crop monitoring sites.
- **Symbols:** Use symbols to represent things like gates, buildings, pumps, windmills and other man made objects and structures.

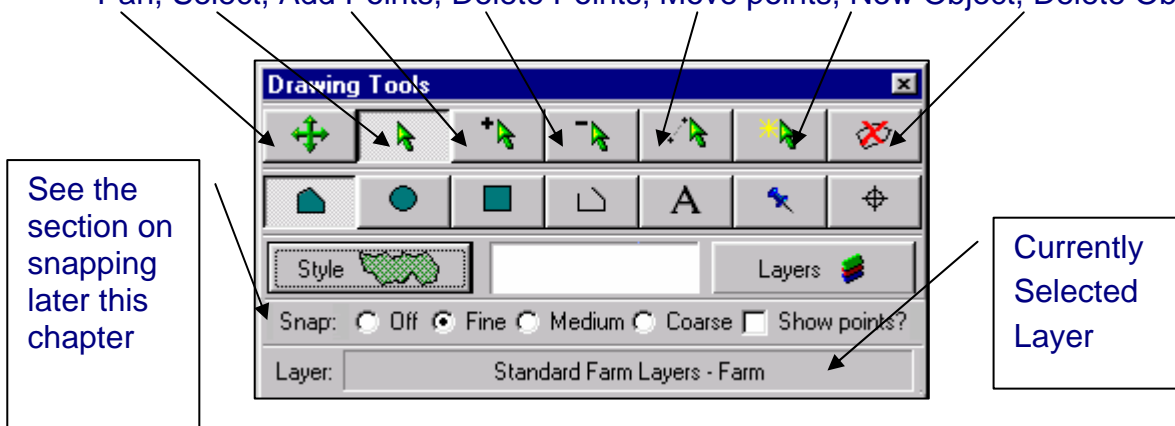
- Text: Add labels to your map. Labels can be attached to any layer. Labels can be scaled and will grow and shrink as you zoom in and out... or you can make them a fixed size. We'll look at these options in more detail later.

The Drawing Toolbar

Firstly you'll see that the drawing toolbar has some familiar buttons. Like the main mapping toolbar, the drawing toolbar has "Panning" and "Selector" buttons... also the "Layer Manager" button.

The first row of buttons:

Pan, Select, Add Points, Delete Points, Move points, New Object, Delete Object



The buttons on the second row are used when you are creating new objects... use them to tell the program the object type you are adding.

From the left: Polygon, Circle, Rectangle, Lines ("Polylines"), Text, Symbols, Points.

Polygons

Drawn by left clicking at a starting point then clicking around the boundary with the left mouse. You'll see the polygon evolving as you proceed. Right mouse click to end.

Circles

Drawn by left clicking the top-left corner then the bottom right.

Rectangles

Drawn by left clicking the top-left corner then the bottom right.

Lines

Drawn by left clicking at a starting point then along the line with the left mouse. Right mouse click to end.

Text

Added by left clicking on the map the position of the text... then type the text into the text editor provided... click "OK" when done.

See Font/Style setting later this chapter.

Symbols

Added by selecting a symbol style using the “Styles” button (see more details later this chapter)... then left click on the map to position the symbol.

Points

Added by clicking on the map with the left mouse. You’ll notice that once you are in add points mode, you’ll remain in that mode... unlike some other add modes which end when you click on the right mouse button.

Finishing drawing an object

When you are drawing a line or a polygon you will reach a point where you need to stop drawing... “the end!”

You’ll notice as you draw a polygon that it will always be closing itself back to your starting point.

How do you tell the program you’re finished?

The “Style” button

This will pop up the object style setting form... if you are adding or editing text, you’ll see a font style and size selection form... if you are adding or editing symbols you’ll see a symbol selector otherwise you see the line and polygon styles form. More on that later.

The Layer Manager

Layer management is potentially a complex task... Keeping your house in order, not letting it get too complicated... You may not get to this situation but if you are using the precision farming module you will most likely get many layers of data in a relatively short time.

Things you can do...

Add, Delete, Rename and Move a Layer Group

Layer groups are there to help you keep your layers in organised groups.

You can move layer groups up and down to put them in a preferred order in your list of layer groups.

Within a layer group you can...

Add, Delete, Rename and Move a Layer

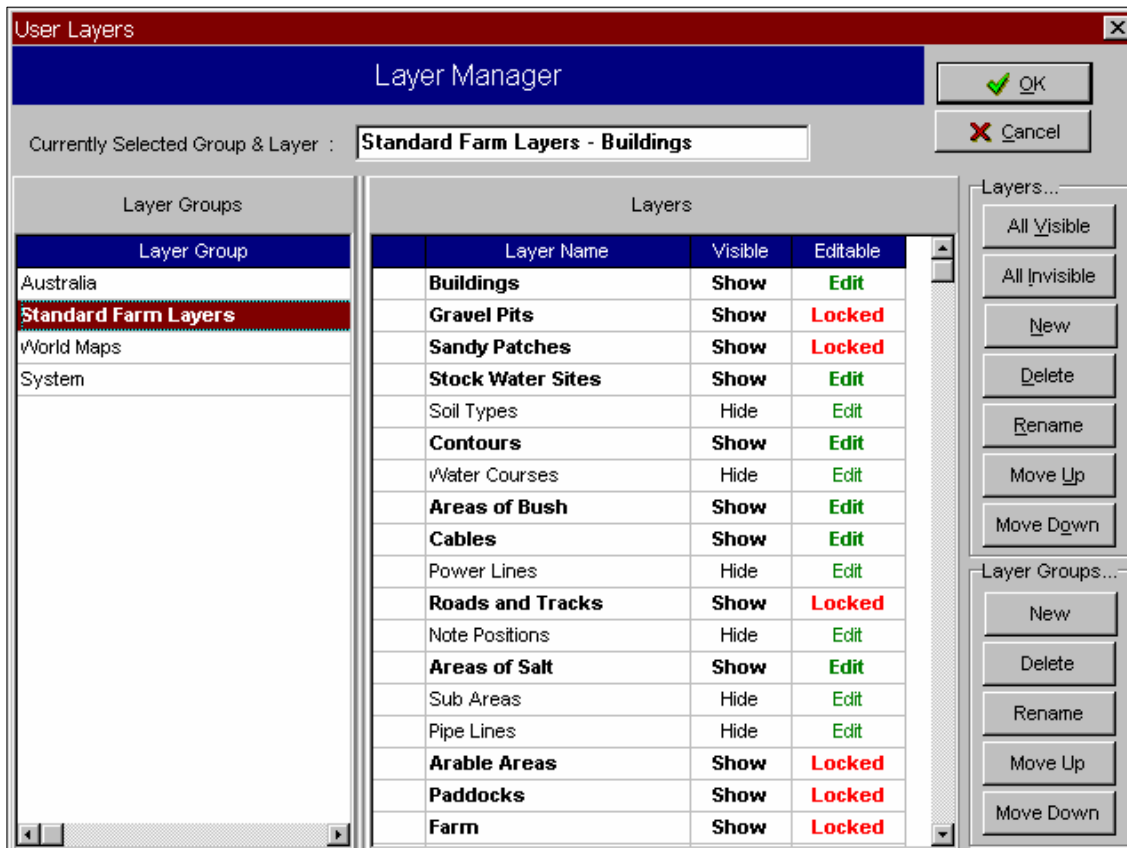
Each time you need to create a layer for your map you must create it here in the layer manager.

Once a new layer has been created its name will appear on your Layer Quick Selector.

You should decide the “Stack Order” of your new layer. Do you want it on top of all other layers? Do you want underneath all other layers? If it’s an aerial photo you most likely do.

Please Note: You can either use your left mouse to drag and drop the layer names to change the stack order of your layers or you can select the layer name then use the Move up, Move down buttons.

Some layers in the PAM Mapping Modules are “Fixed layers”... these can not be deleted but instead, all objects on those layers can be deleted simply by selecting “Delete” in the Layer Manager.



The columns “Visible” and “Editable” are self explanatory. They work in the same way as the light globe icon (on/off) and the padlock (locked/unlocked) icon on the Layer Quick Selector.

Layer groups and Layers are created here in the Layer Manager. Layer and Layer Group “Stack Order” is altered using the “Move Up” and “Move Down” buttons (or by dragging and dropping the layer names). The Show/Hide status and the Locked/Unlocked status can also be set here.

Photos and images - how do we get them?

An image can be any type of scanned photo, scanned topographical map or satellite image. At this stage the program requires that the image be in the form of a Windows Bitmap.

Aerial photography

Many people will have at some stage purchased an aerial photograph of their property. The ideal size of photograph for each property is the size of half an A4 page.

The photograph will need to be scanned to create an image file that can be copied to the appropriate directory on your computer... or you can have it on a CD. Fairport Technologies can arrange for this process to be done if you are unable to locate a scanner. Your image needs to be in the form of a Windows Bitmap file - "BMP" file. Modern computer screens can display images which can be made up of 16 to 16 million colours! This software is designed to work with images that are 256 colours or better. If you can get your images scanned with 256 colours or better, then do so.

Some state mapping departments can provide your images on a disk for you. If you are not sure, contact your local mapping or lands department and enquire. You will most likely need to provide as much information as you can regarding your location. Section or Location numbers, Longitude and Latitude co-ordinates or Easting and Northing co-ordinates, distance and direction from your nearest town and a rough "mud map" of your property would all be very useful in helping the authorities locate your photo or image.

Image Resolution

Resolution refers to the clarity of the scanned image when displayed on your computer screen. The higher the resolution (the more "dots per inch"), the clearer the image. Also the higher the resolution of the image, the larger the image file size, the slower it takes to display on your screen. There is always a trade-off between image resolution and display time.

If you have access to a scanner, it would be handy to have two images created from your aerial photography - one at a high resolution to obtain a clearer image when zooming in, and one with a lower resolution for looking at the full scale view.

When ordering your scanned image, the rule(s) of thumb for scanning resolution are :

- Windows Bitmap file format (BMP), 256 colours or more.
- The larger the scanned image, the longer it will take to display on your screen, however we recommend you have your images scanned at 150 dpi. Or more.
- If possible ask the image supplier to write down for you, the TOP-LEFT Corner and BOTTOM-RIGHT Corner geo-locations (co-ordinates) of your property boundary and also supply a photocopy of the exact location of those co-ordinates. The co-ordinates can be in longitude and latitude or in "XY" (UTM) co-ordinates (in Australia these are called "AMG" or Australian Map Grid co-ordinates).

Accuracy of aerial photography

As you are probably aware, aerial photographs can be inaccurate in terms of their representation of the earth's surface. Due to aircraft movement and to the lens error of the camera used, aerial photographs can be "out" by tens of metres. There is a process known as rectification that can be carried out to correct the errors. Using the editing facilities within the program you can shrink and stretch the images in either length or breadth.

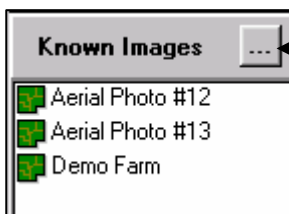
Satellite imagery

Satellite images can be used as your basic underlying image for drawing your paddocks. While satellite imagery is relatively accurate compared to aerial photography in terms of its "geo-location" the resolution of the images make it difficult to see the smaller features. The most readily available satellite imagery is "Landsat TM" which has 30m X 30m pixels (dots). "SPOT" imagery, which may also be available for your area, has 20m X 20m pixels (that's 0.04 Ha in a dot).

Installing or Importing an aerial photo or other image

The following steps will guide you through the process
In gpMapper:

Click File / Import / Aerial Photo or Bitmap
You will then see the image preview window...

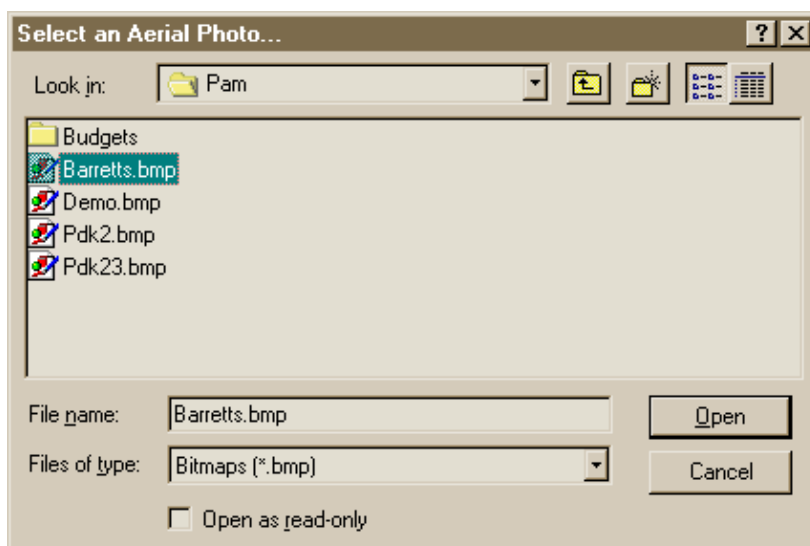


Click this button to :
Show, delete and rename an image
or to set the viewing method of the
image list

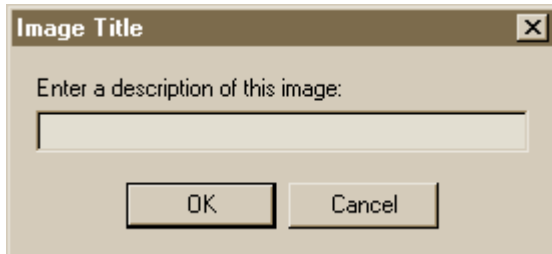
Click Select image...

Select Image ...

Now, using the file location dialog,



find your image either on your hard disk or on a CD, floppy disk or wherever it is located. When you have selected the image file (as shown above), click Open. You will see this box...



Enter a meaningful description for your image...
eg. "Newlands Farm Photo"
Now the image is registered in the "Known Images" list...

The next step is geo-locating the image. Note that some images are "pre-geo-located". For example, Old Interfarm and Farmstar images and those exported from ER Mapper all import with their geo-location information.

Geo-locating your image

You will need to have the co-ordinates of at least two points on your image. This mapping software uses either "AMG" (Northings and Eastings) or Longitude and Latitude (WGS 84 or GDA 2000) values for geo-locating. Be sure to ask your image provider for at least two points in one of these formats.

If you know the location of two points on your image:

Click on the "Digitise Points" button.

The steps are:

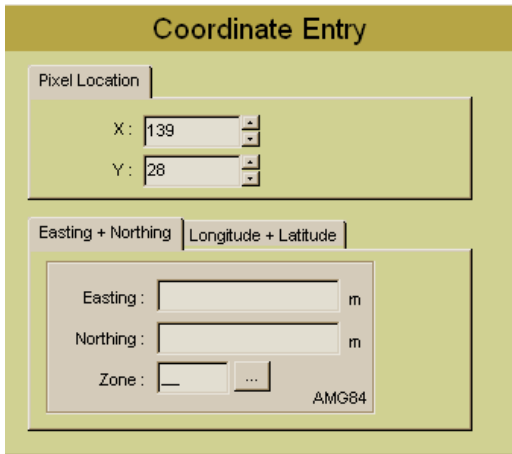
Carefully locate the two points with the known co-ordinates on the image.

Please Note: When choosing two points, be sure to use points that are as diagonally opposite each other as you can.

Ideally... Top Left and Bottom Right or Top Right and Bottom Left corners.

Not doing this may cause undesirable results and distortion.

1. Click on the first point with your left mouse button then a special dialog appears... enter the northing and easting value (or longitude and latitude) for that point. You can use the “Zoom” buttons to assist you in this process if required... or use your right



mouse zooming capability (ie. Lets assume you want to zoom into a specific area of your image... Click your right mouse on the top-left corner of that area... now holding down your right mouse button, drag the mouse to the bottom right hand corner of that area... now let the mouse button up)

2. Now click your left mouse on your second point and enter those co-ordinates in the space provided. If you have made a mistake and want to abort, click on the “Abort” button.

3. When you have done that, click on “Save”.

4. Now, if the program calculates that your image is not accurate, you will warned.

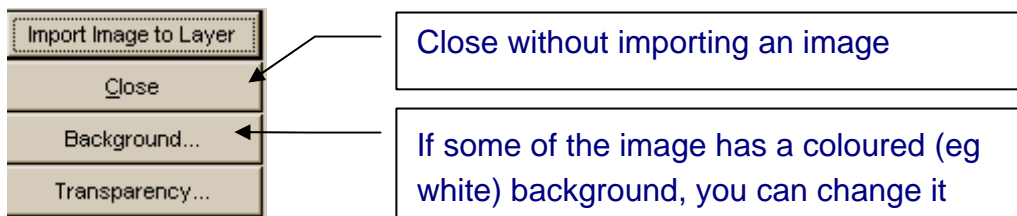
Please Note: When choosing two points, be sure to use points that are as diagonally opposite each other as you can. Not doing this may cause additional errors and distortion.

If you make a mistake entering the co-ordinates for a point, you can choose “Abort” or “Start Again”... depending on the circumstances.

If your image needs to be rotated to align it North-South, the program will perform that task for you.

When you have your image geo-located, click on “Import Image to Layer”.

You are then asked to nominate a layer for your image... Yes! An image is placed on a layer... You can have as many images for your map as you like. Each image can either be placed on its own layer.



The program will display the Layer Manager for you to select your chosen layer for this new image. Notice that the “Aerial Photos” layer is auto-selected.

Layers can be stacked in your chosen order when displaying them on your screen... Obviously it would be wise to have one of your images (usually the main aerial photo) as the base layer of all your map layers.

So remember... You can have any number of background images for your map and each of those images can be put on their own layer... and those layers can be stacked on top of each other in your preferred stack order.

Available Software

- ❖ PAM QA Plus
 - PAM QA plus with Mapping
 - MultiClient
 - Data Merging
 - Individual Animal Recording (IAR)
 - Precision Mapping features

- ❖ FarmStar Lite

- ❖ gpMapper

- ❖ PocketPAM
 - Palm OS
 - Pocket PC

- ❖ SmartMap

- ❖ MAX (Machinery and Vehicle Management)

- ❖ AirTracker

- ❖ UltraCrop
 - UltraCrop with Mapping
 - MultiClient
 - Data Merging
 - Individual Animal Recording (IAR)
 - Precision Mapping features
 - VitSpec (Viticulture Specific)

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