

CarryMap

for Windows

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About application

CarryMap for Windows is an application for viewing and working with mobile maps on computers with OS Windows.

System requirements:

- Operation system: Microsoft Windows 8/10/11
- Requisite software: Microsoft .NET Framework 4.5.2+

Supported data formats: CMF2, CMF, MBTILES*****, GPKG (GeoPackage), KML/KMZ, GPX, SHP

Supported types of online mapping services: ArcGIS Service, Web Map Service (WMS)

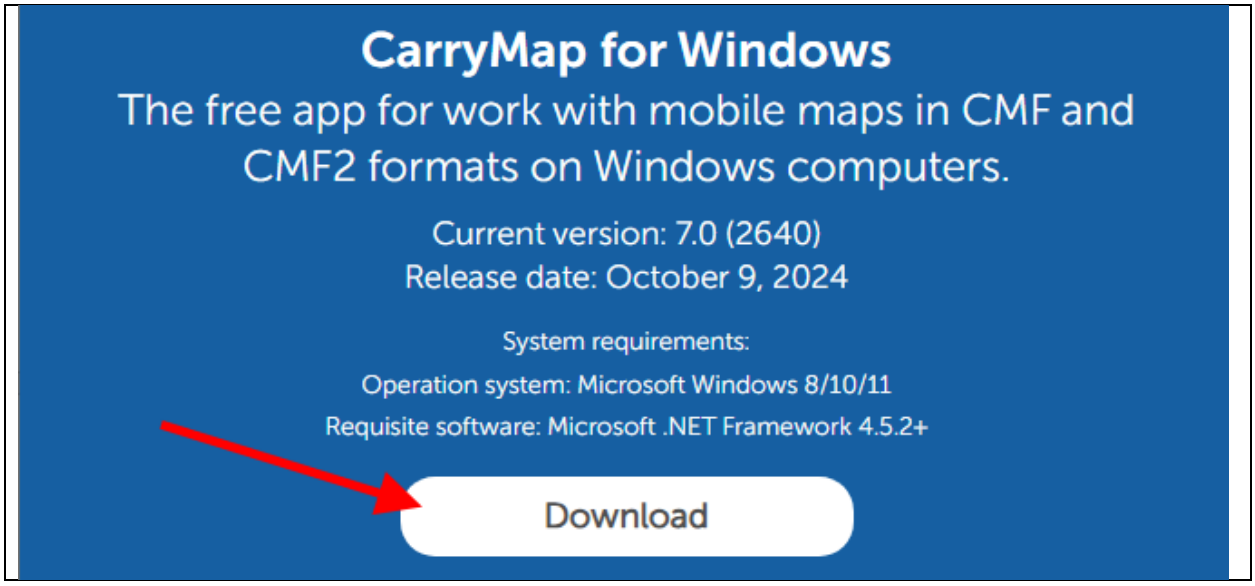
*****Maps in MBTILES format with raster tile type only are supported.

Mobile maps in .CMF2 format are created with CarryMap Builder, an extension to ArcGIS for Desktop. Learn more about CarryMap Builder here.

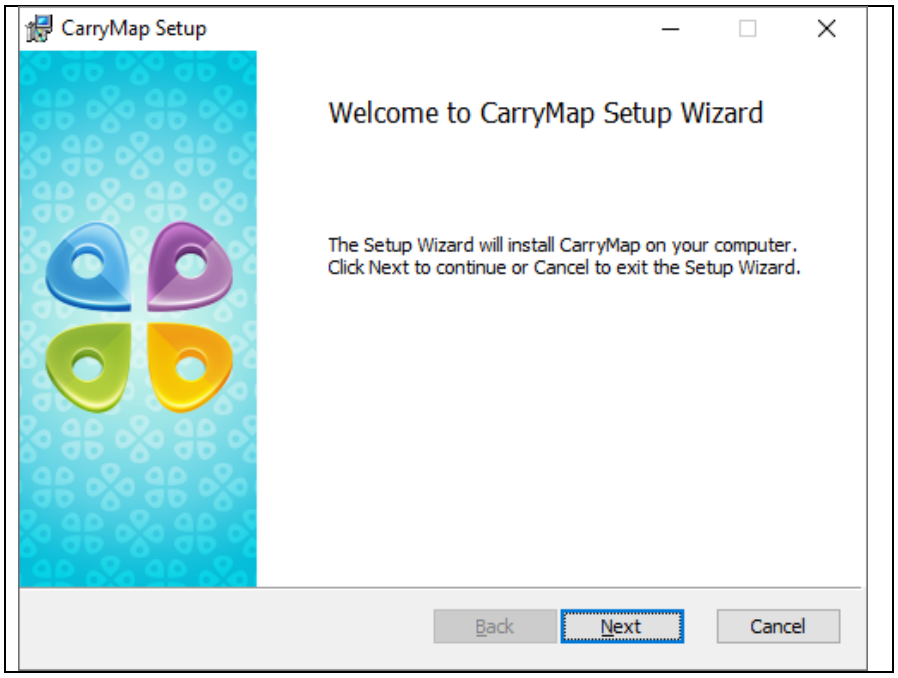
CarryMap app is also available for Android and iOS mobile devices.

Installation

To install CarryMap for Windows, go to link and press *Download* button.



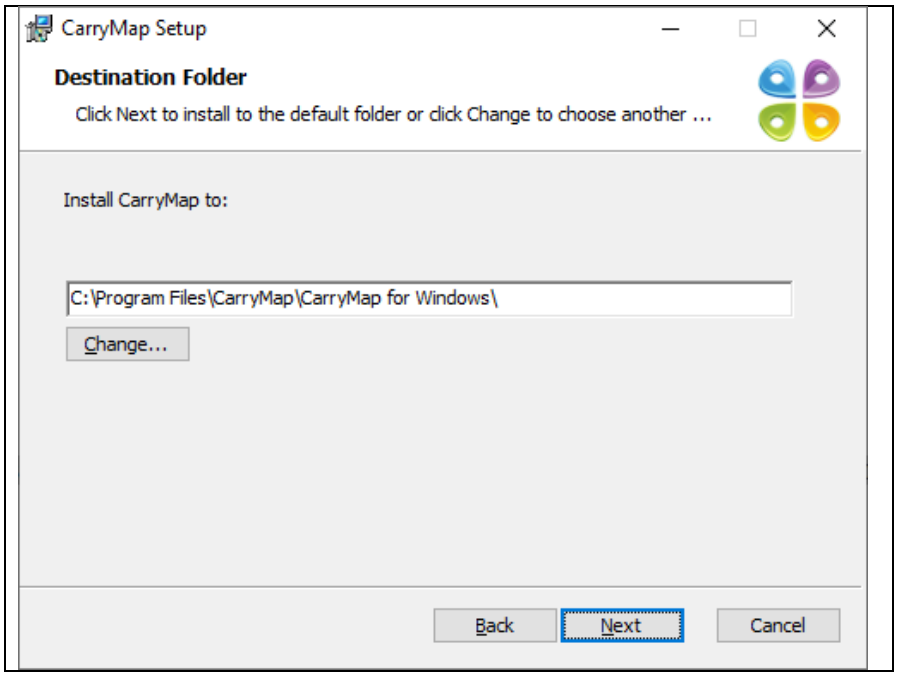
Run the setup file. Press *Next* in the appeared window.



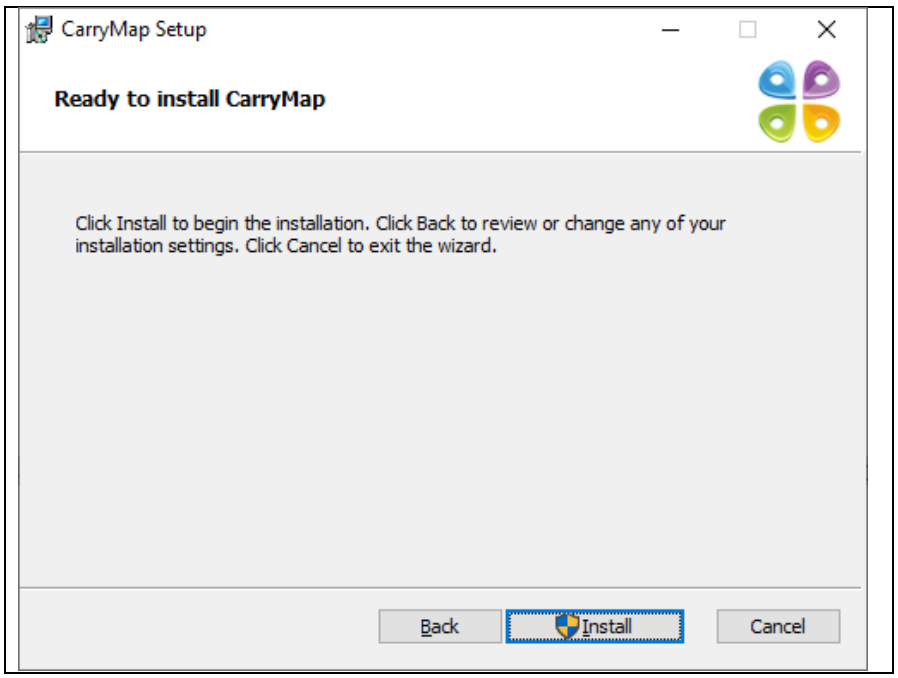
Read the End-user license agreement and check the box accepting its terms, press *Next*.



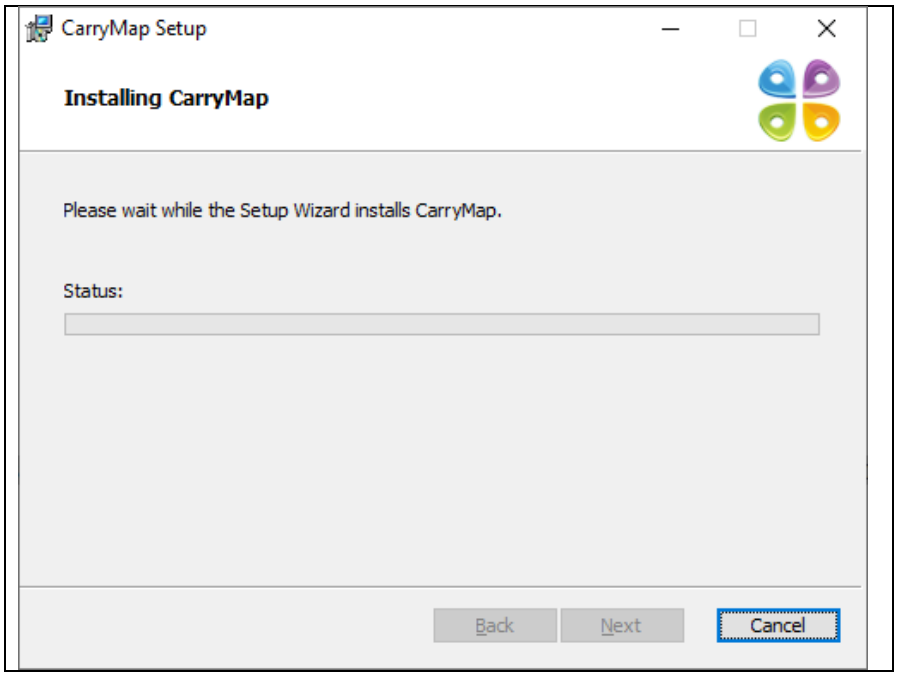
Specify the path to the CarryMap installation file and press *Next*.



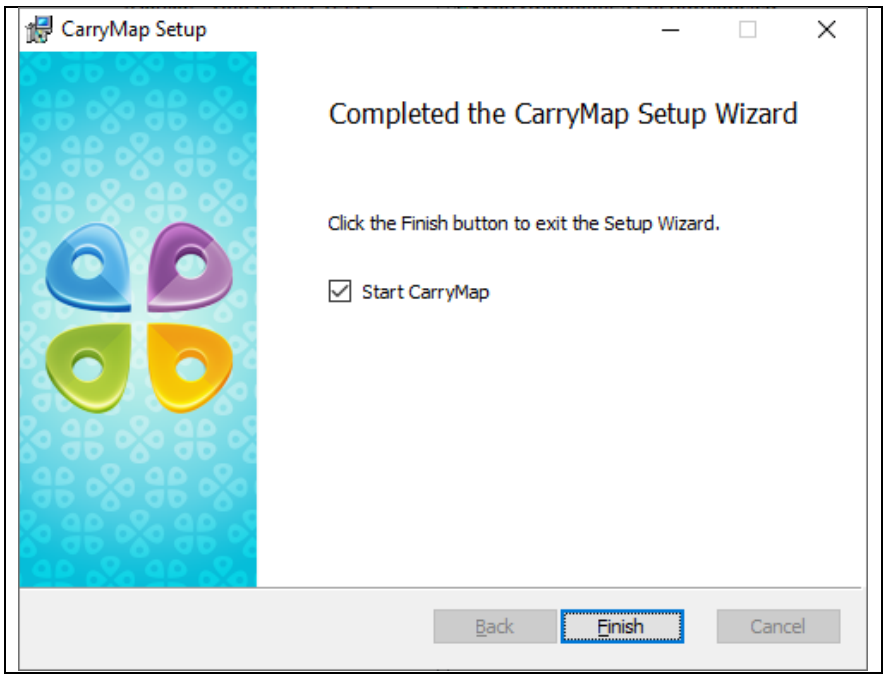
In the appeared window press *Install*.



The process will start.



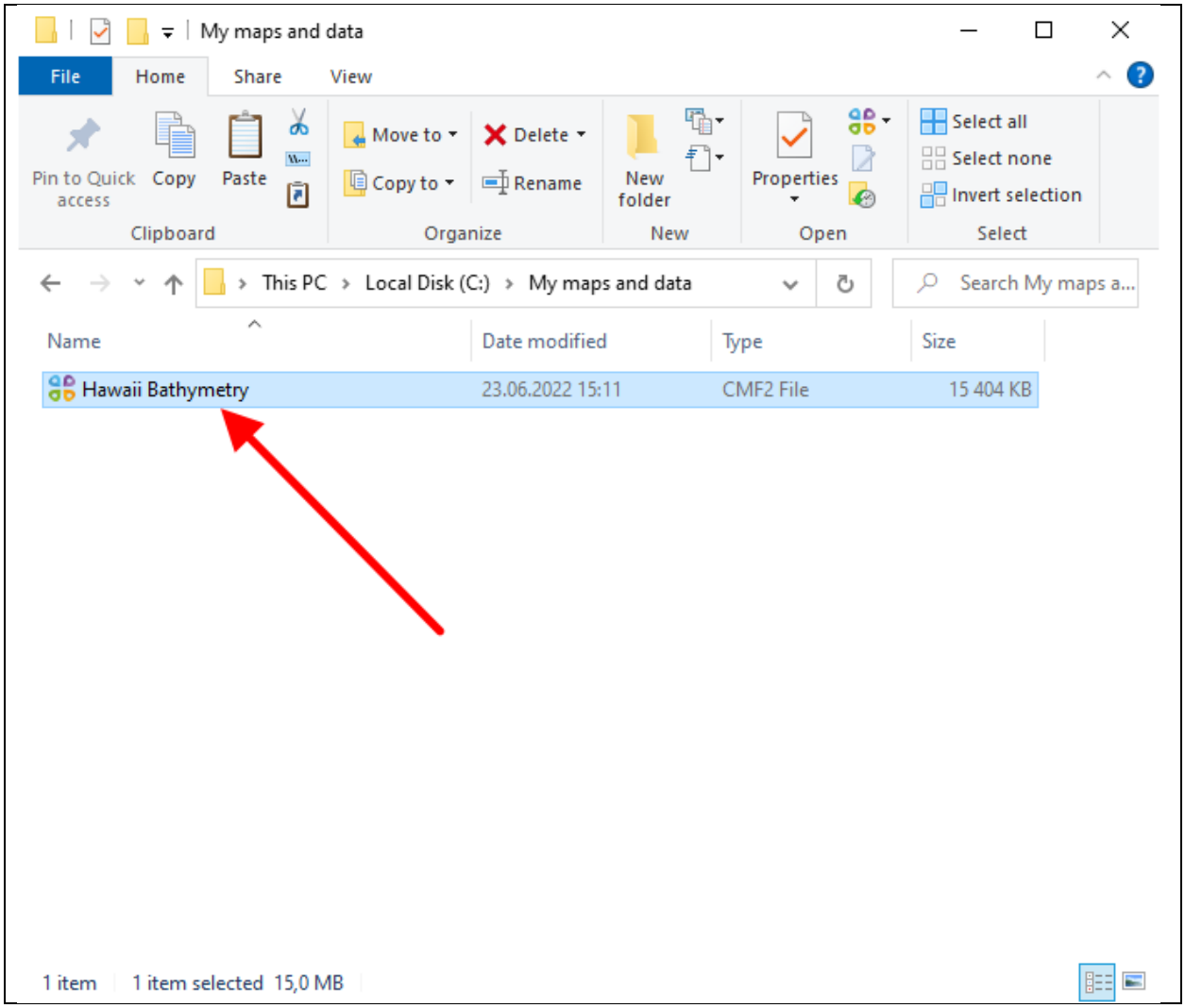
Upon installation completion, the window with appropriate message appears. In this window check the box to launch application after installing and press *Finish*.


CarryMap Setup
Completed the CarryMap Setup Wizard
Click the Finish button to exit the Setup Wizard.
Start CarryMap
Back
Finish
Cancel

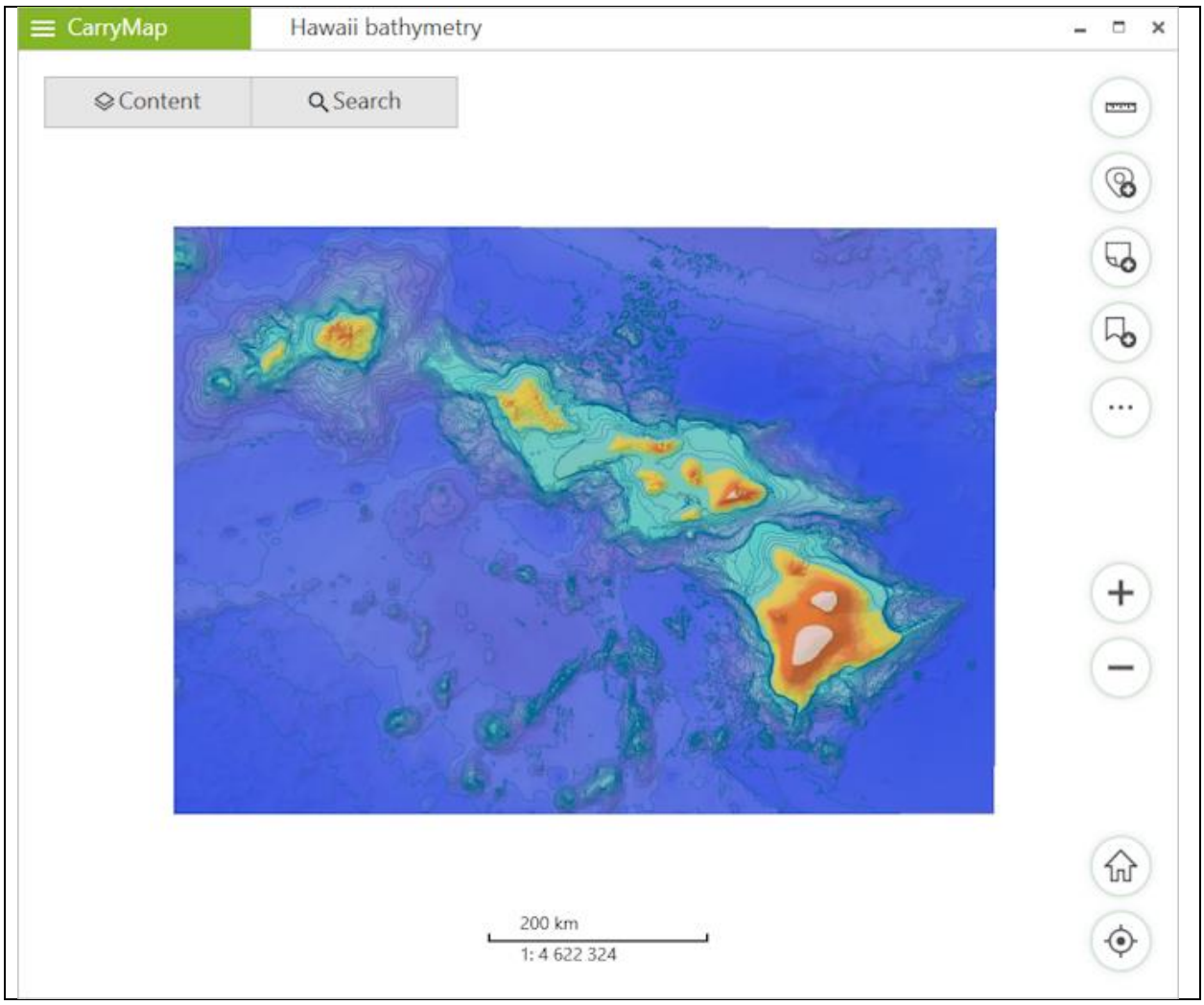
Opening mobile map and creating project

Opening mobile map

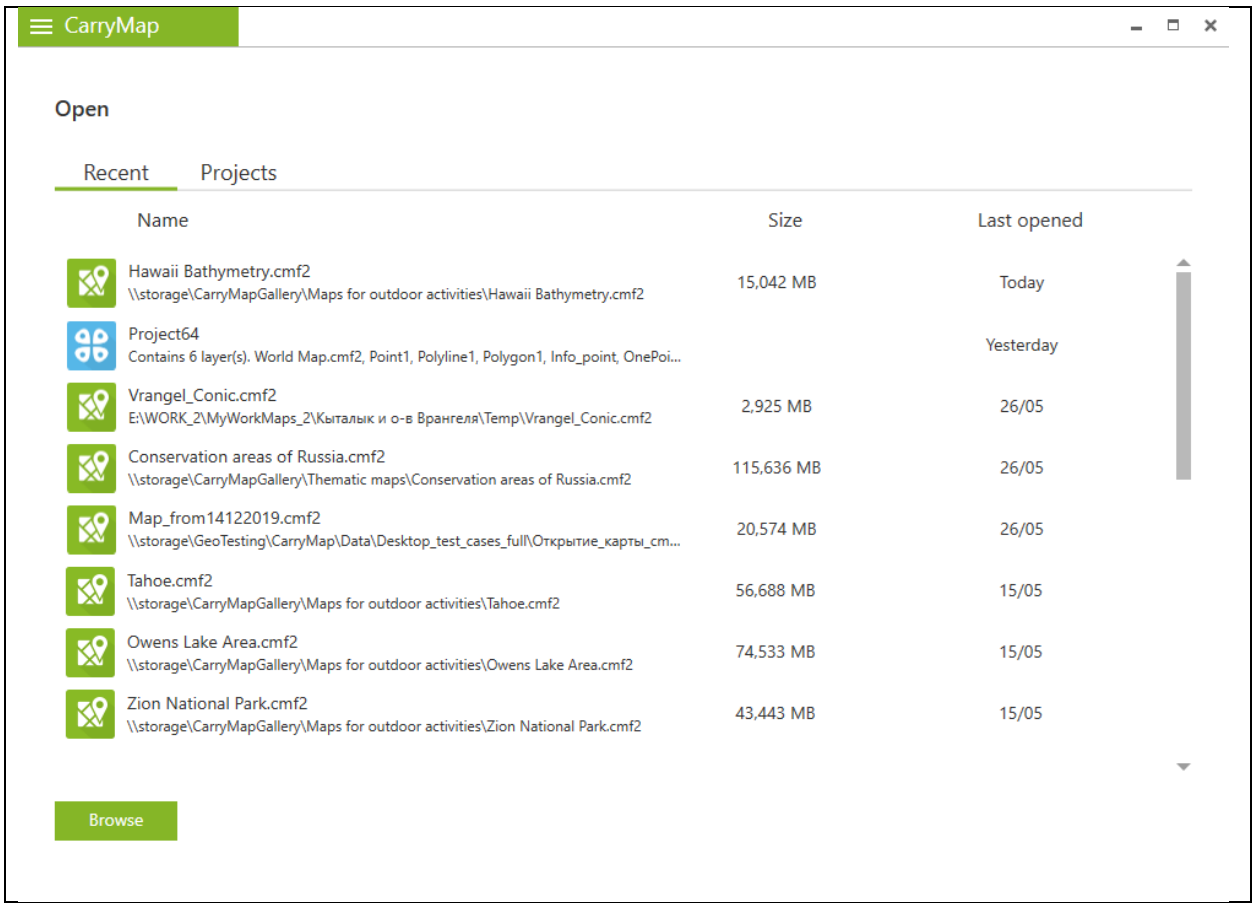
To open mobile map, double-click on the required .CMF2 or .MBTILES file in the explorer.



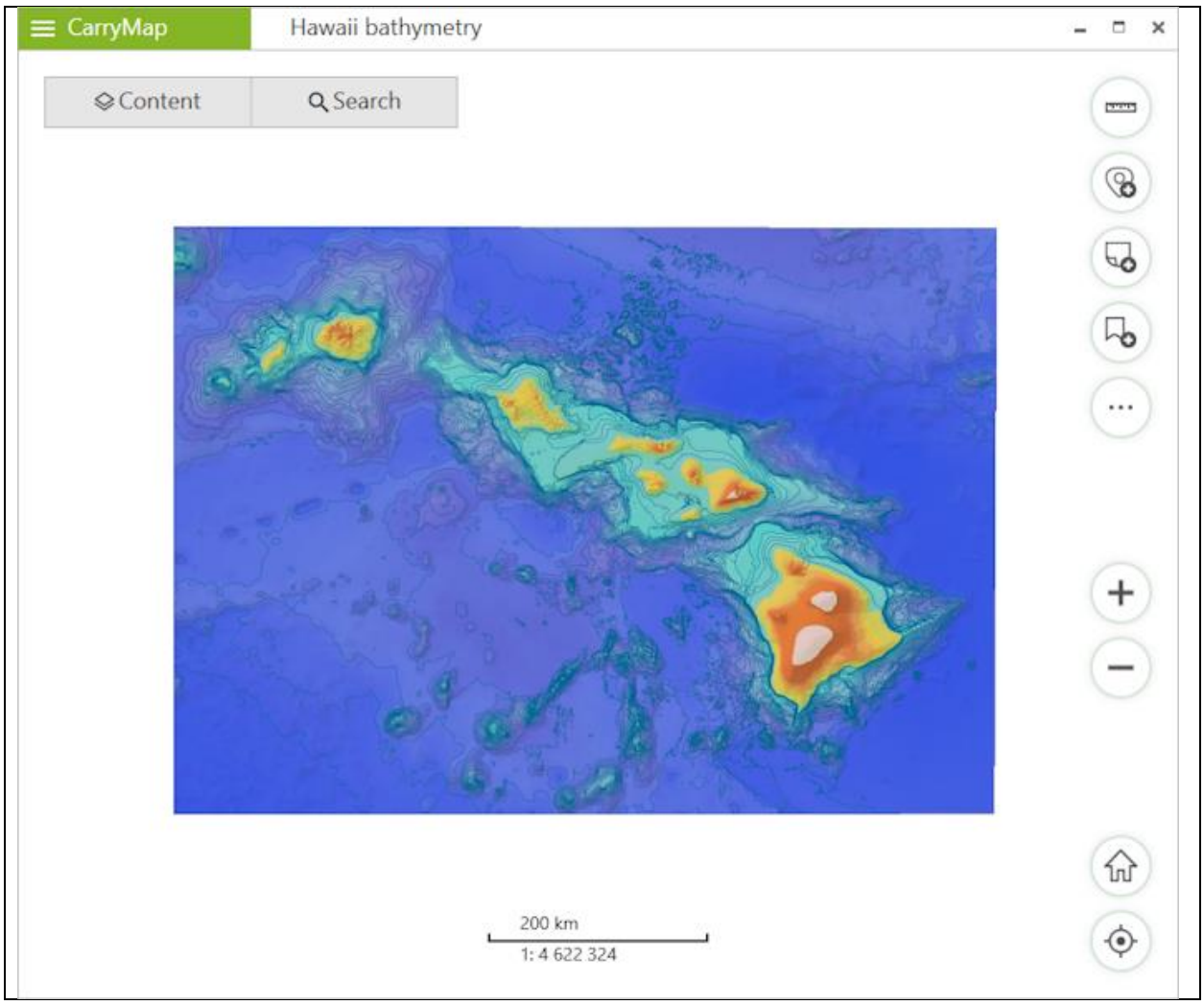
The map will be opened in CarryMap application.



Otherwise, run CarryMap via *Start* menu. In the appeared window select the needed mobile map or project, double-clicking on it.



Selected map/project will be opened in CarryMap application.



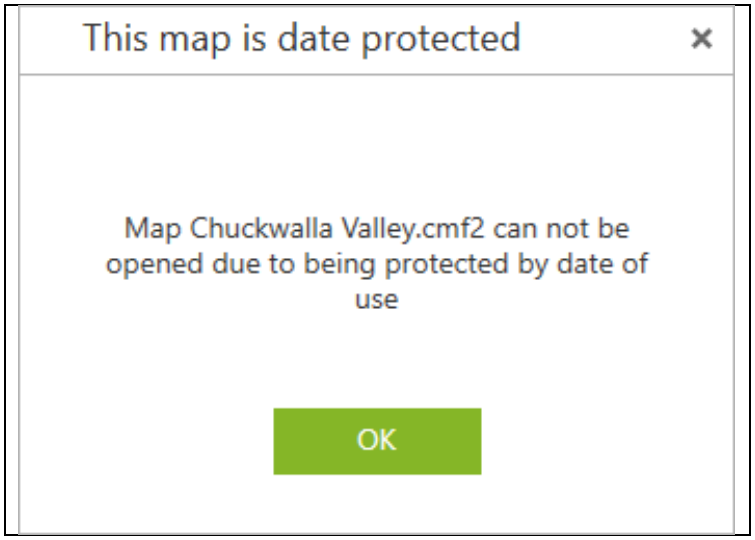
Note that CarryMap app does not allow viewing mobile maps in the old CMF format created with the previous generation of CarryMap 3x extension. That is why when trying to open such old map, the application will automatically convert it to the new CMF2 format.

Working with protected maps

Mobile maps can be accessed without restrictions only if the conditions for opening them correspond to the specified protection methods, otherwise access to the map will be impossible, and the appropriate notification will appear on the screen.

Protection by data of use

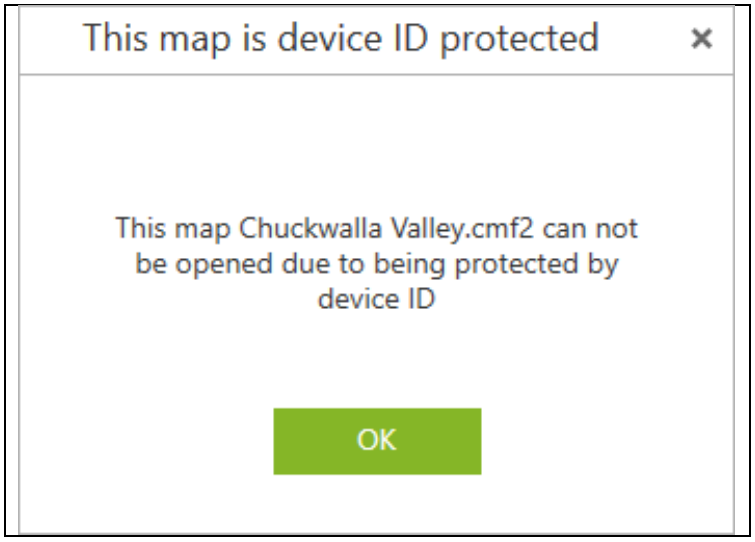
If the mobile map has expired when you try to open it, you will see the corresponding notification and access to such a map will be impossible.



Protection by device ID

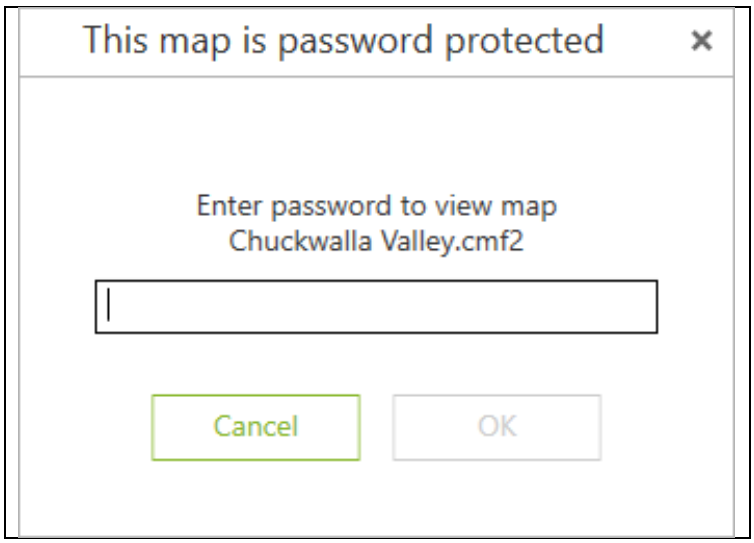
The device ID is a specific number assigned to the device by CarryMap application. The ID of your device can be found in the Application settings.

If access to the mobile map is blocked for the device, then when you try to open such a map, you will see the corresponding notification.

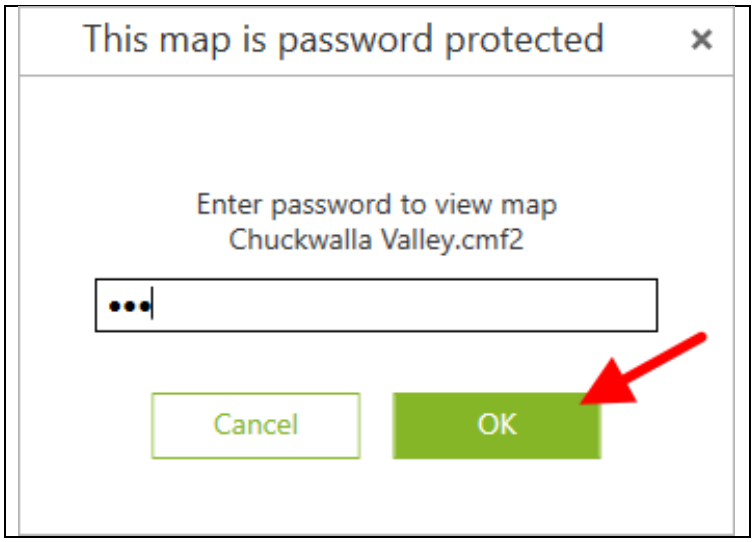


Protection by password

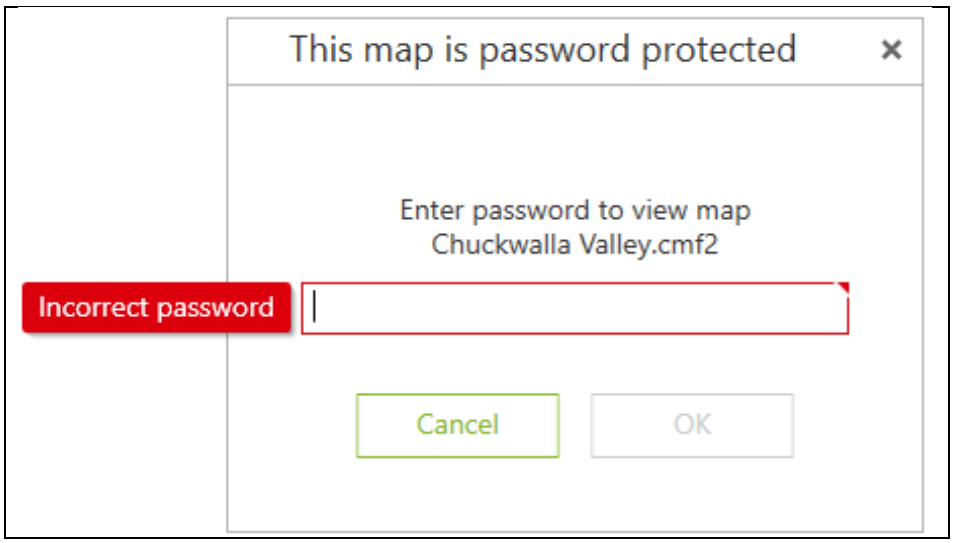
If access to the mobile map is protected by password, then when you try to open such a map, you will see the dialog asking to enter the password.



Enter the password and press *OK*.



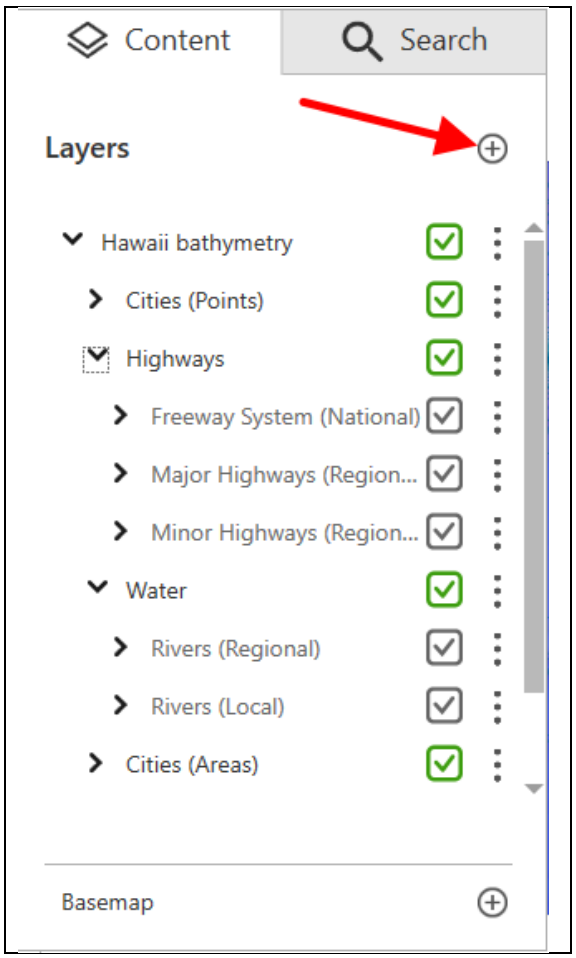
The map will be opened in the application. If the password is incorrect, you will see the appropriate warning message.



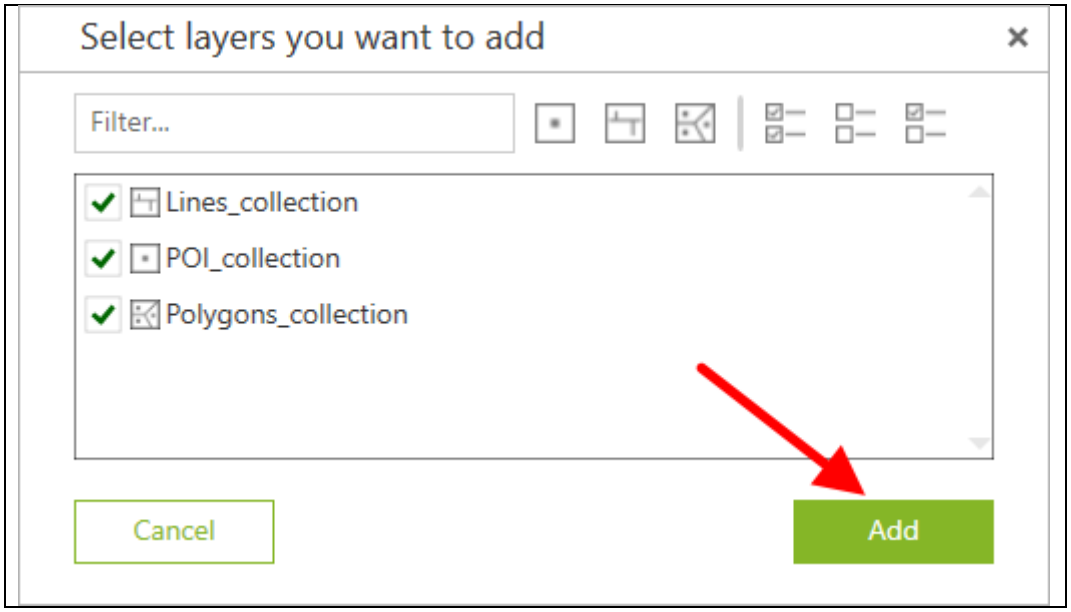
Adding data layers and maps to projects

In terms of CarryMap, projects are sets of maps, data layers, online basemaps and visibility settings. You can create projects by combining several maps or data layers to sets.

To create the project or to open data, press *Add* in the *Content* section and in the appeared window select the map or data layer that needs to be combined with the opened map. You can add maps in .CMF and .CMF2 format or data layers from GeoPackage and KML/KMZ, GPX, SHP files.



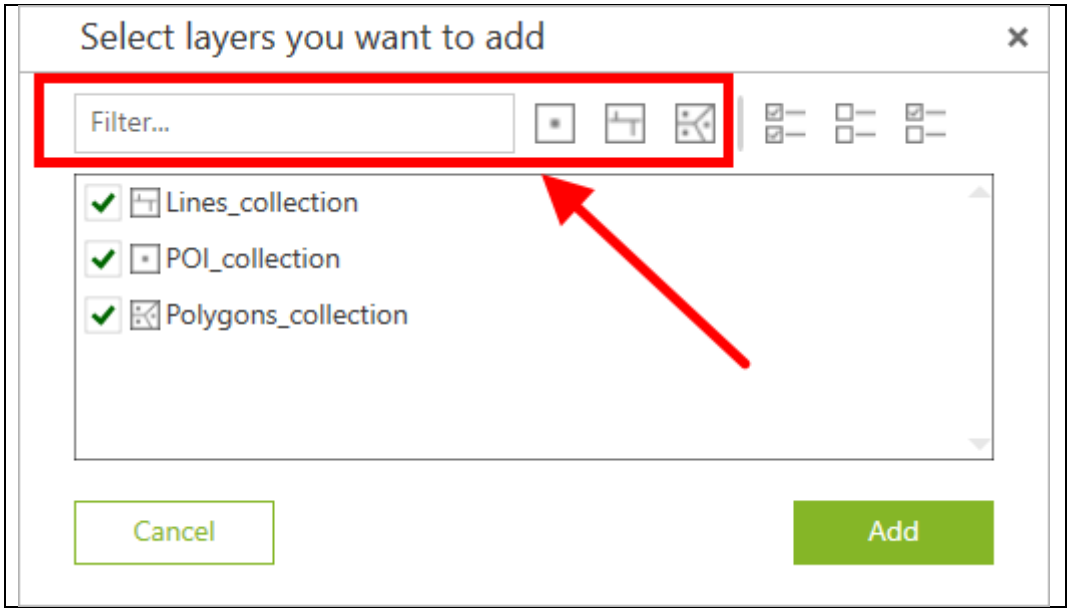
If you want to add data layers from GeoPackage, GPX, KML/KMZ or SHP files, select these layers from the list after selecting the GeoPackage, GPX, KML/KMZ or SHP file. To do so, check the box near the required layers and press *Add*.



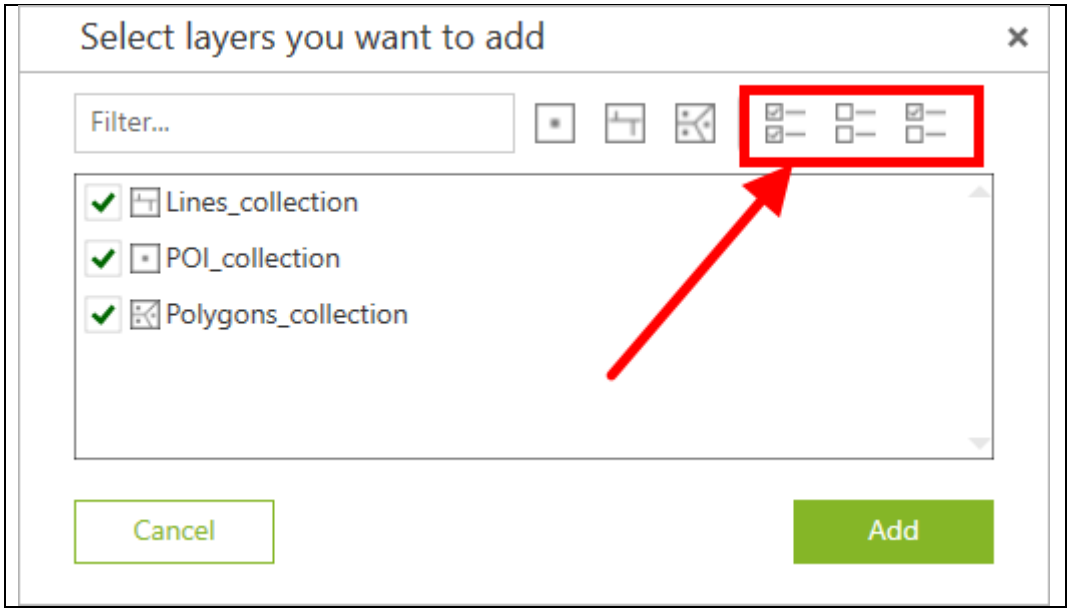
The data layers will be added to the map, and the project will be automatically created.

Use the filters to display only required layers in the list. Following filters are available:

- By name (free text) - only layers containing the entered text string in their names will be shown.
- By geometry and data type - only layers of the selected geometry type will be shown:
  - Points,
  - Polylines,
  - Polygons.



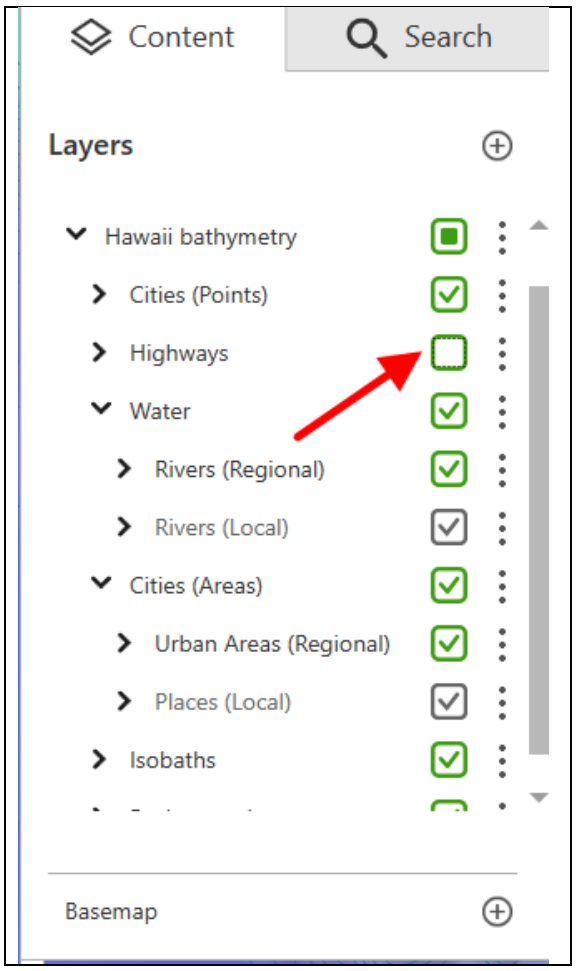
Same way, you can select all layers in the list, unselect all layers and invert current selection.



Working with layers in project

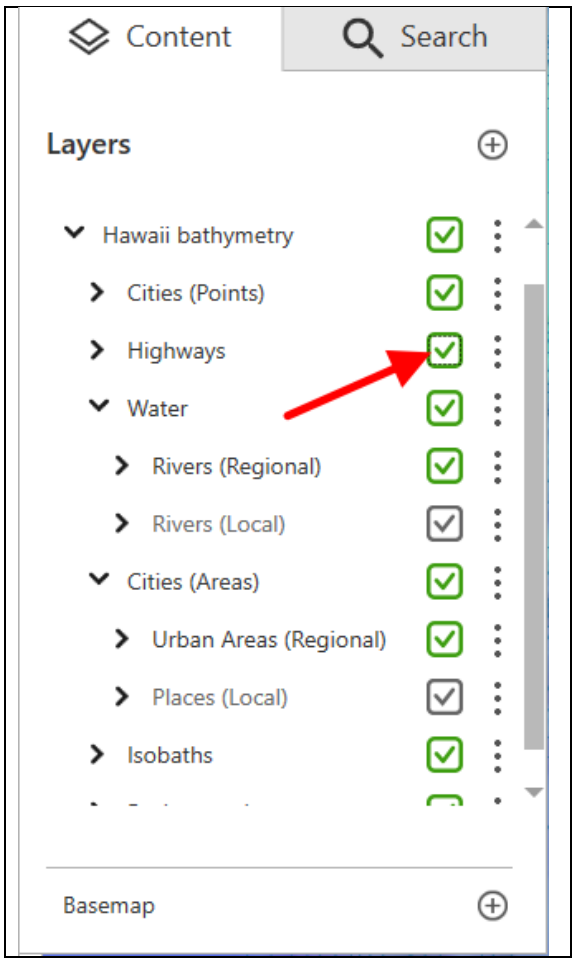
In the project TOC you can manage visibility of data layers and maps.

To turn off visibility of a data or map layer, select one or multiple layers and uncheck the box near the layer.

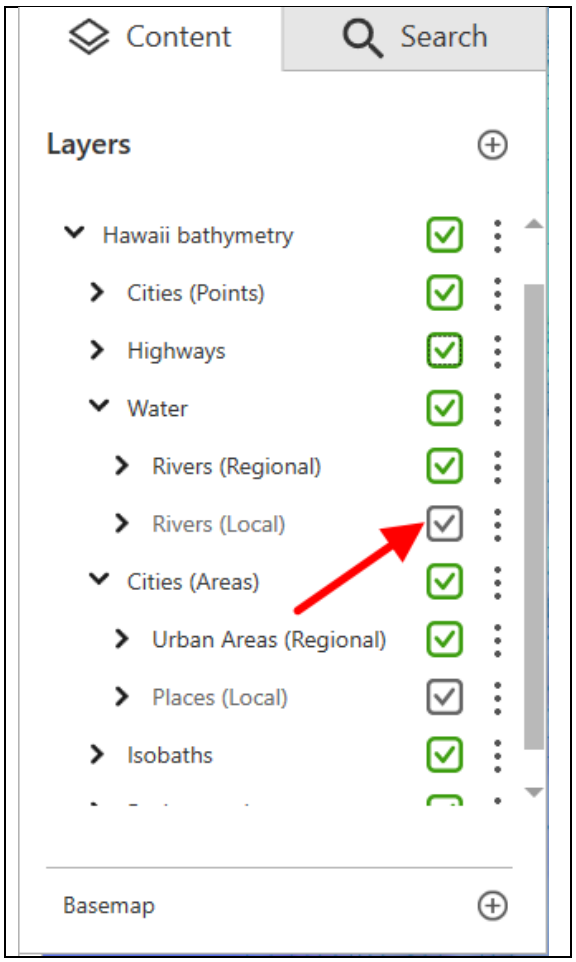


The layers will be hidden on the map.

To turn on visibility of a data or map layer, select one or multiple layers and check the box near the layer.

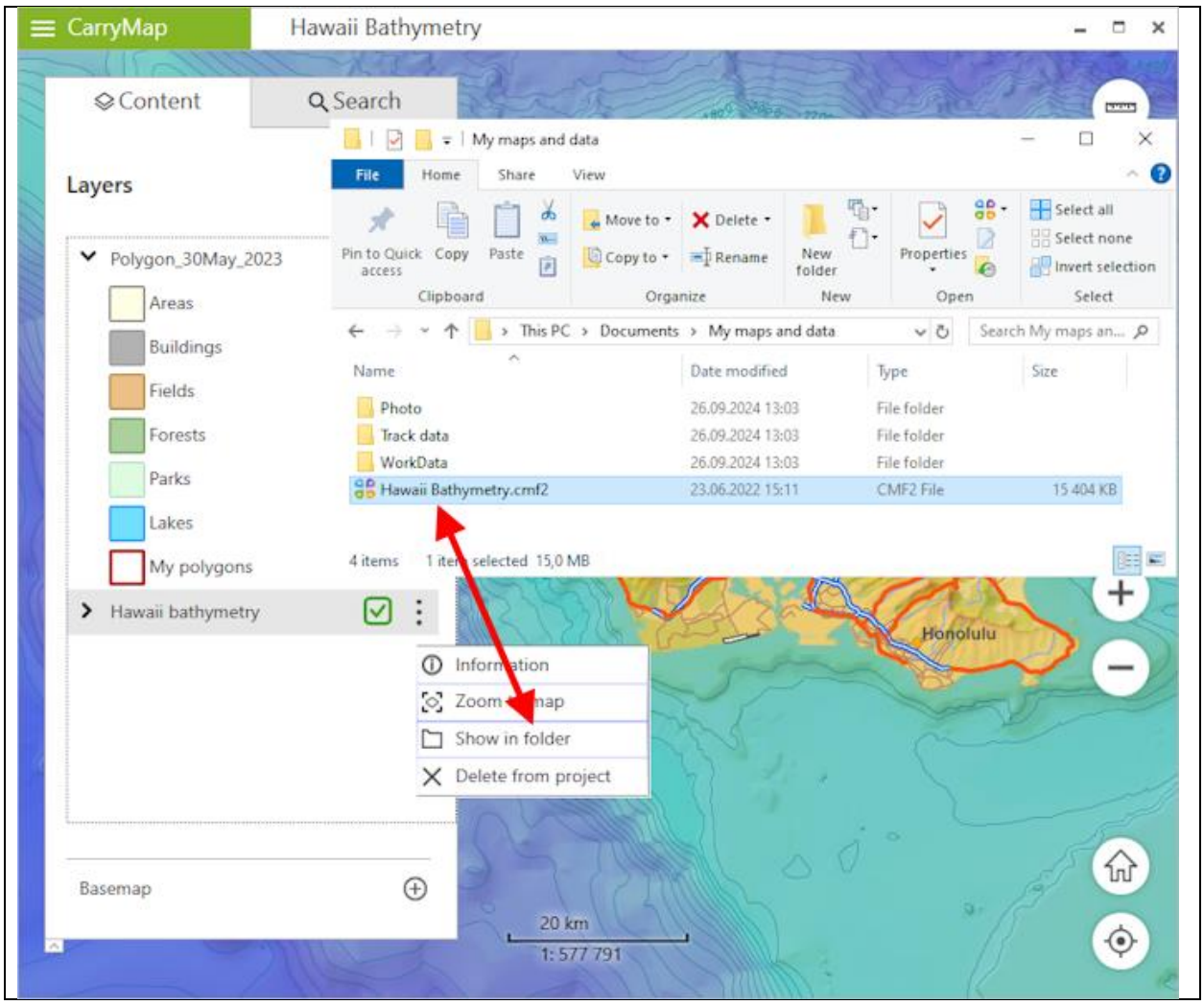


Layers with visibility set for specific scales will be marked with the grey tick in the project TOC.

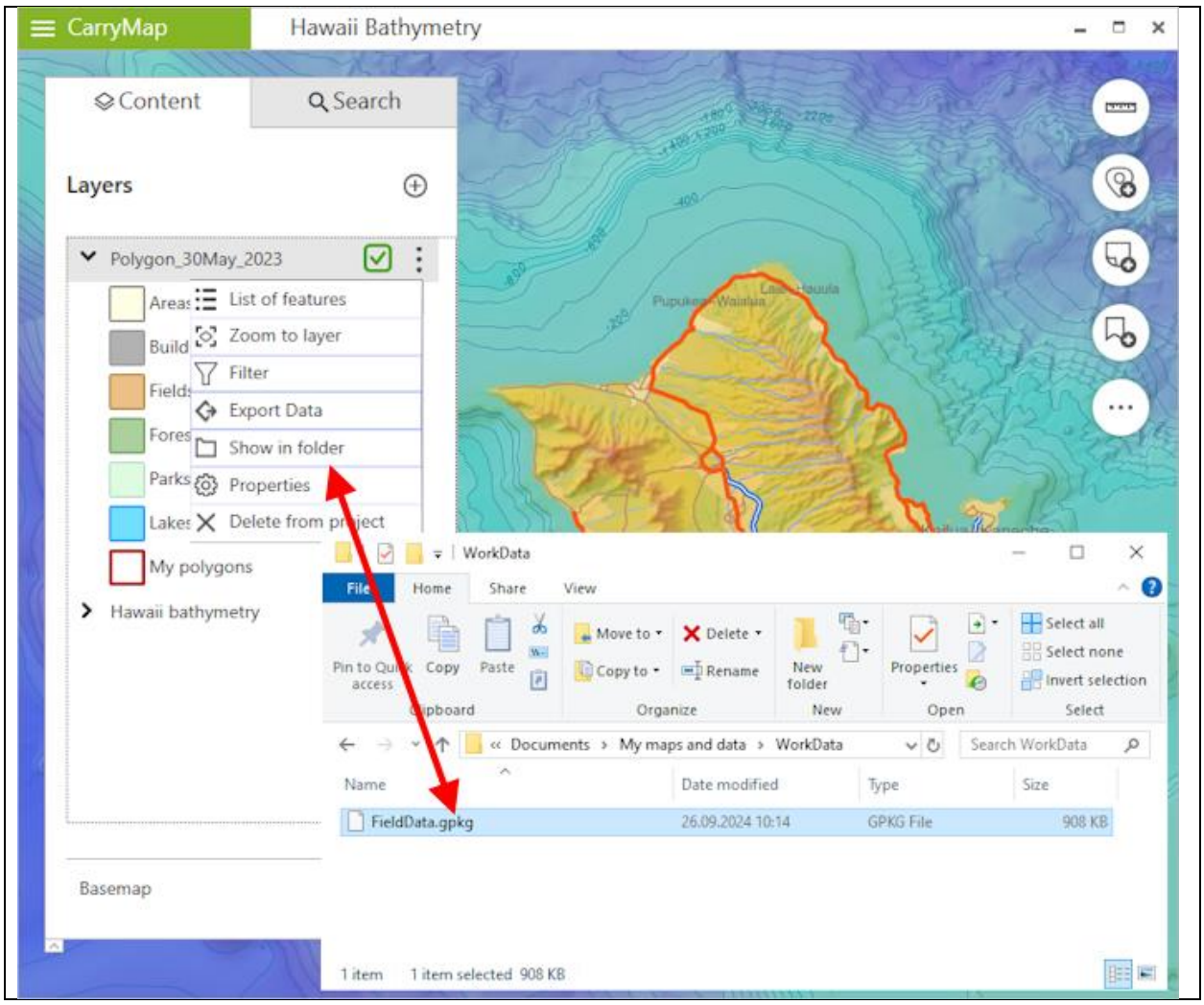


When changing the map scale and falling within visibility scale range, the tick near the layer will become green and the layer will be shown on the map.

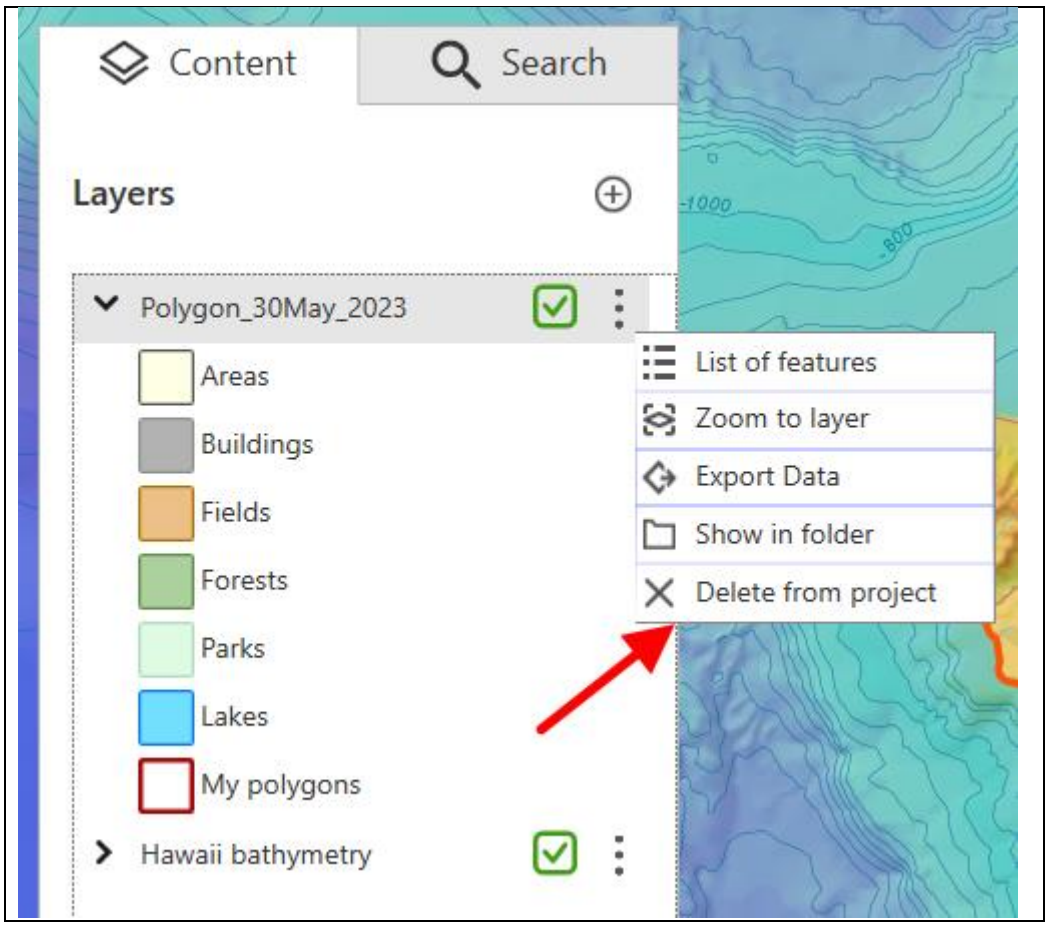
To open the sources of the layers selected in the project TOC in File Explorer window, press the three dots icon near the layer name and select *Show in folder*. For map layers, the folder containing the layers will be opened and the appropriate file will be selected.



For GeoPackage layers, the folder containing the appropriate .GPKG file will be opened.

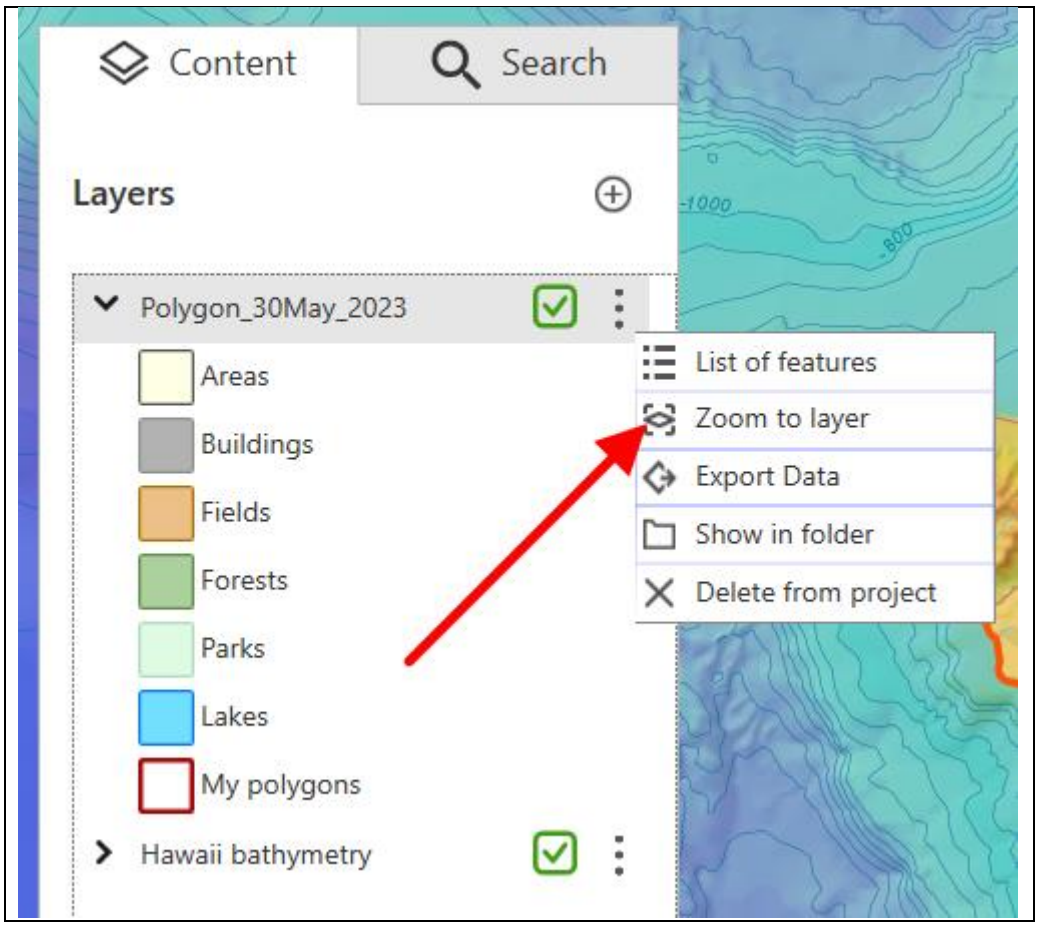


To delete data layers, select one or multiple layers, right-click to expand the layer menu in the table of contents or click the three dots icon near the required layer, and select *Delete from project.*



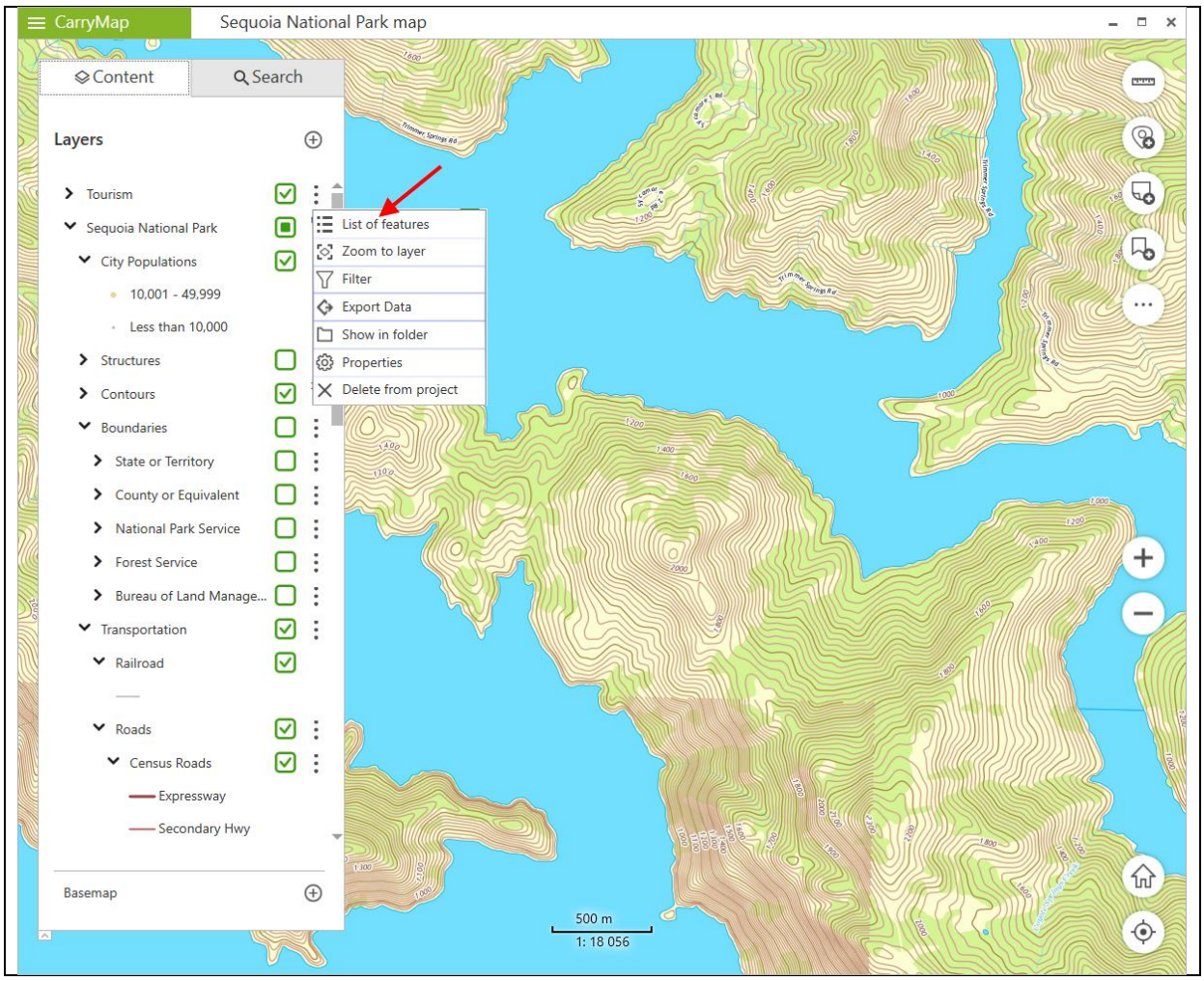
The layer with data will be deleted from the project but not from your computer, so you will be able to add it again, if needed.

In addition, you can zoom to layers on your map. To do this, select one or multiple layers, right-click to expand the layer menu in the table of contents or click the three dots icon near the required layer, and select *Zoom to layer.*

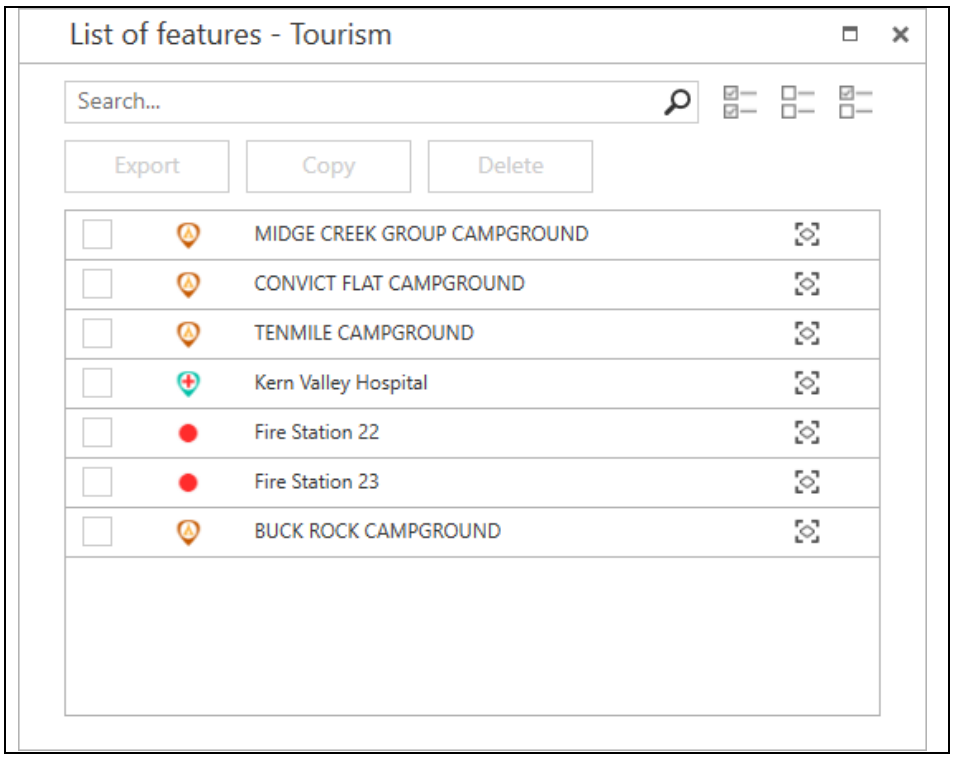


List of layer features

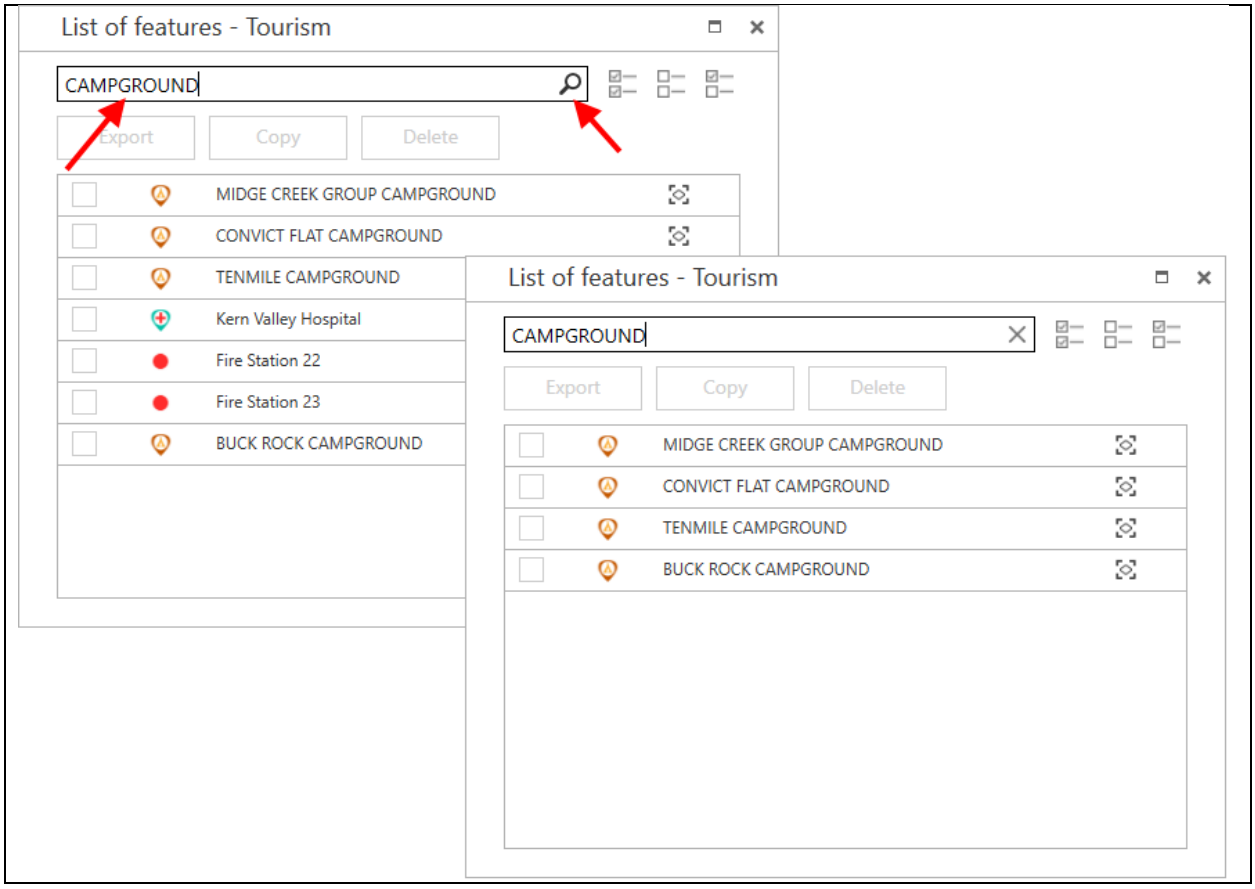
To show list of all features containing in the GeoPackage layer, press the three dots icon near the layer name and select *List of features*.



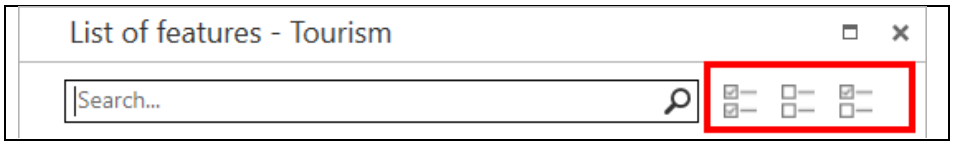
All features from this layer will be shown in the *List of features* window.



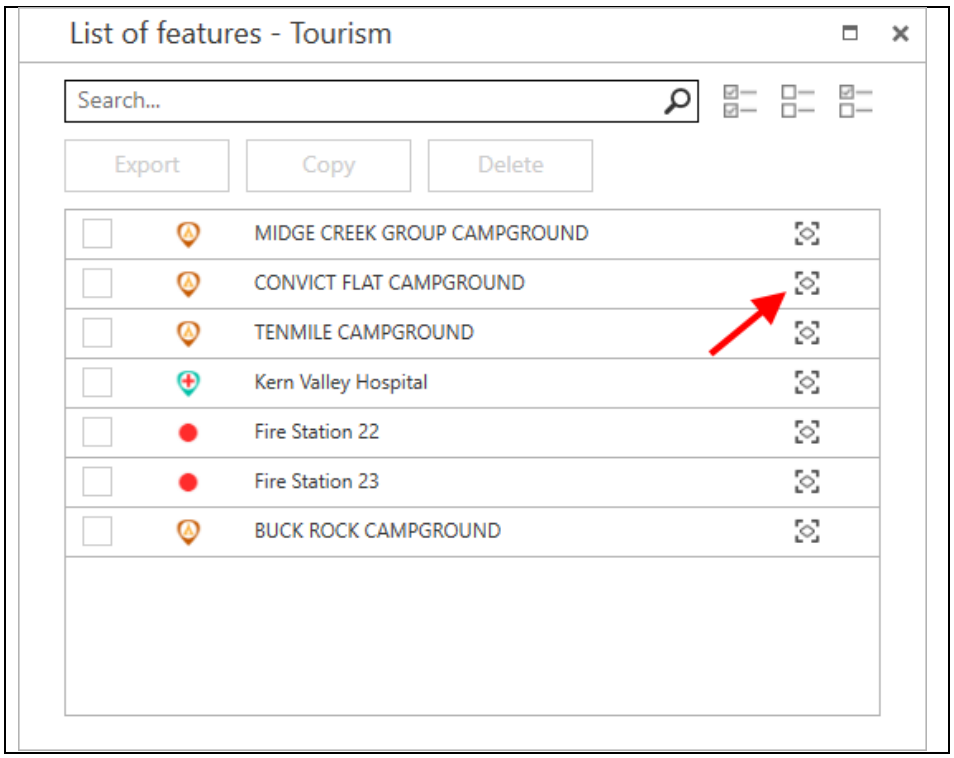
Use the search by name to display only required features in the list.
Enter your search request in the search field and press *Enter* on the keyboard or press the search icon. Only features containing the entered text in their names will be shown in the list.



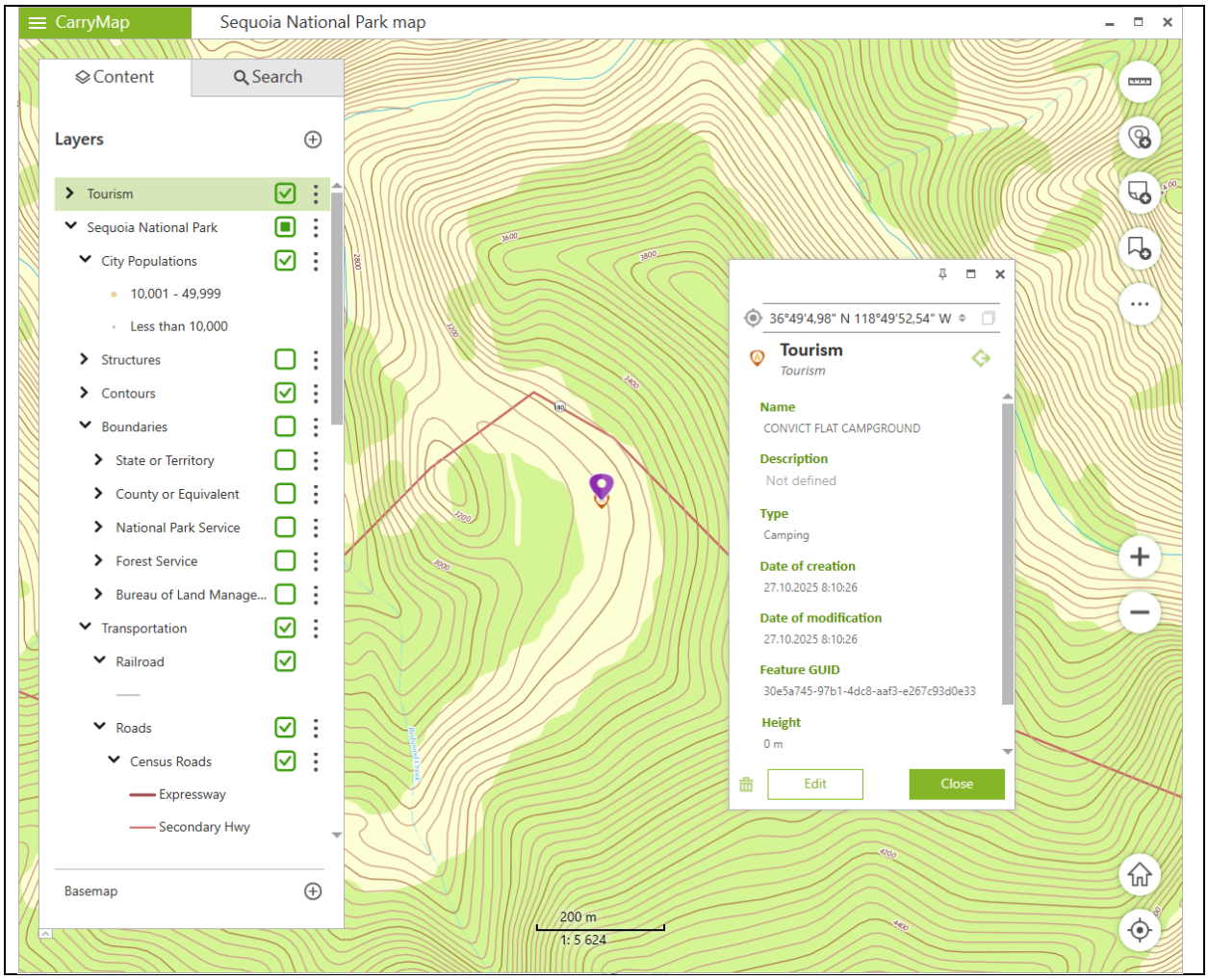
Same way, you can select all features in the list, unselect all features and invert current selection.



To zoom to the feature on the map and to identify it, select feature and press *Show on map* button.



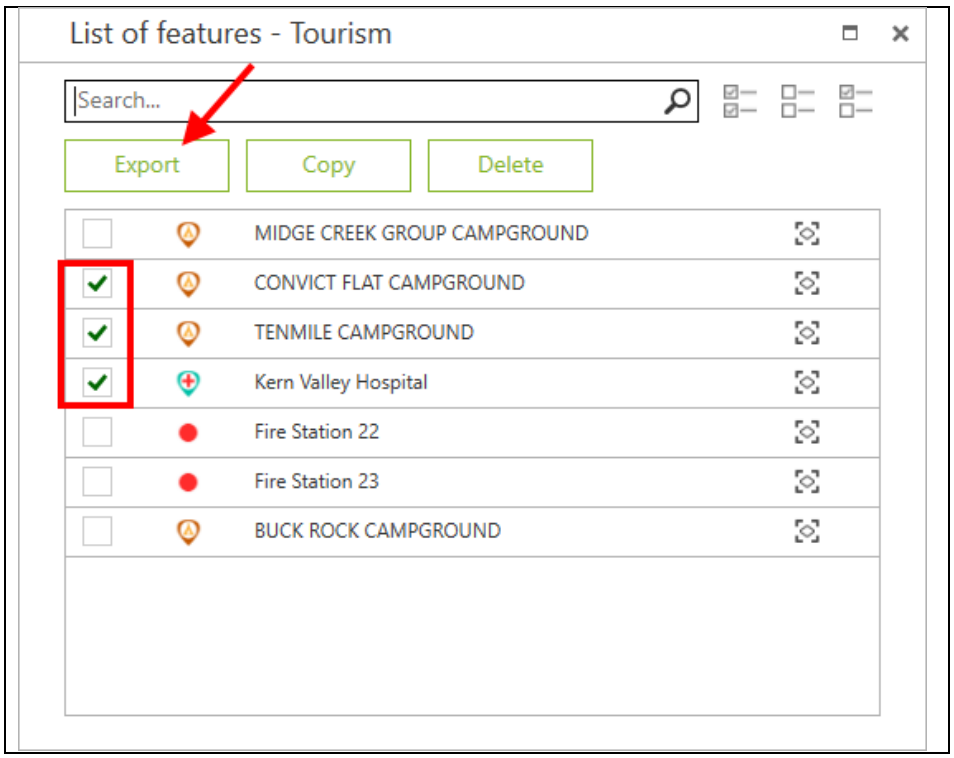
Selected feature will be marked with the pushpin on the map and its identification card will appear.



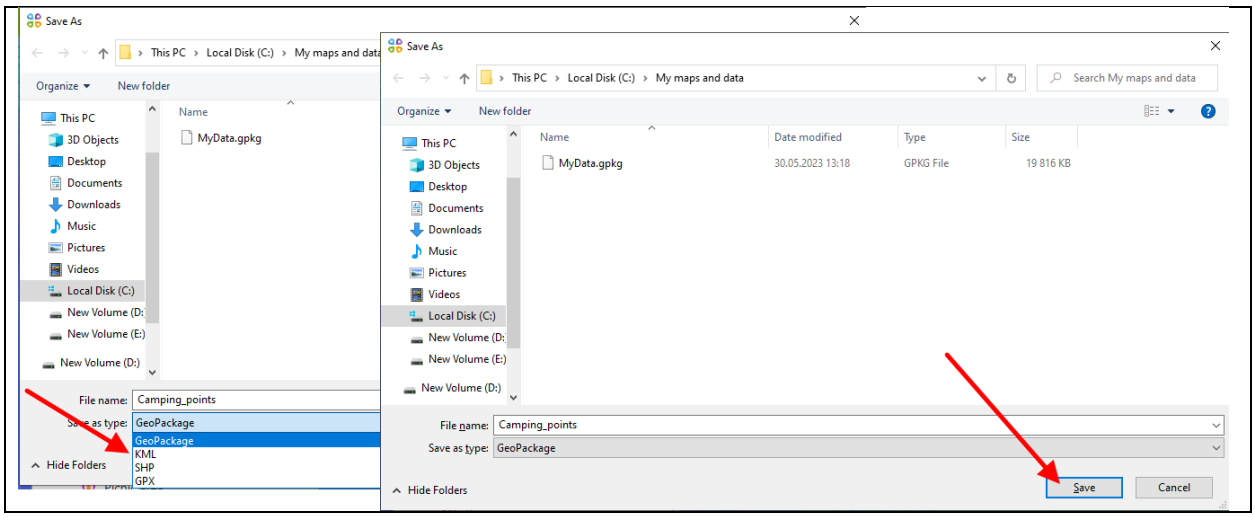
Export features

You can export features to GeoPackage, SHP, KML/KMZ or GPX formats.

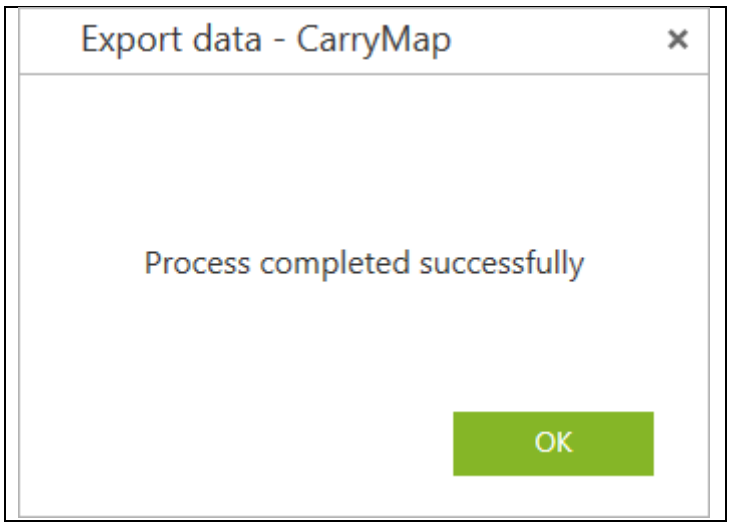
To do this, select one or multiple features and press *Export*.



In the appeared window specify the output file location and name, select the required format and click *Save*.



Upon the process completion you will see the appropriate dialog.

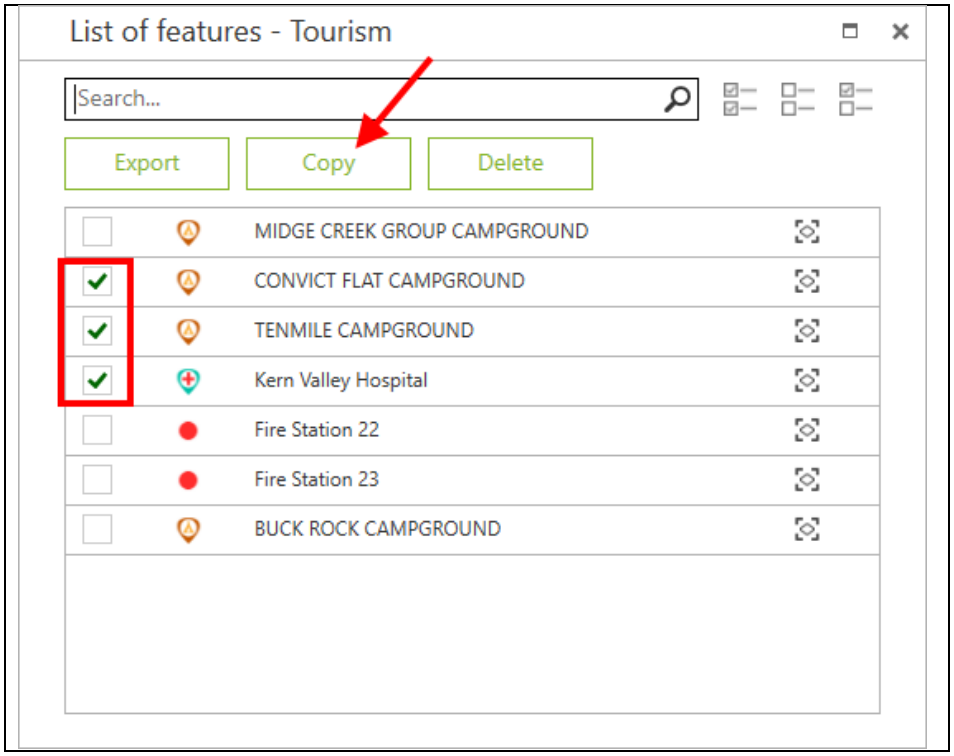


Make sure that the output file has been saved to specified folder.

Copy features

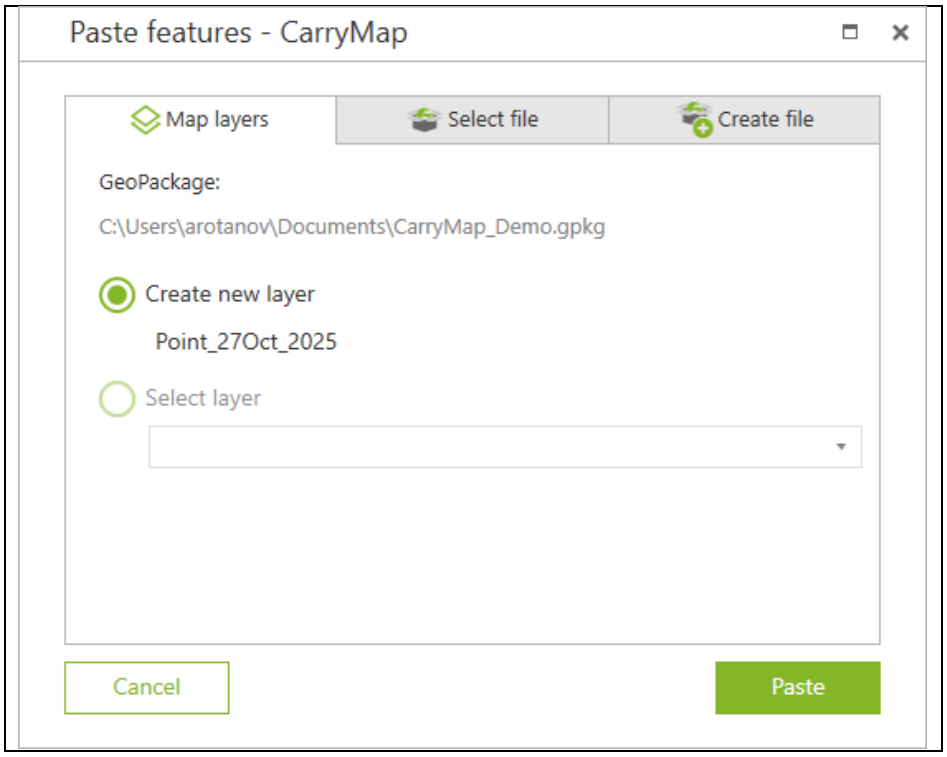
You can copy features to other GeoPackage layers or files.

To do this, select one or multiple features and press *Copy*.

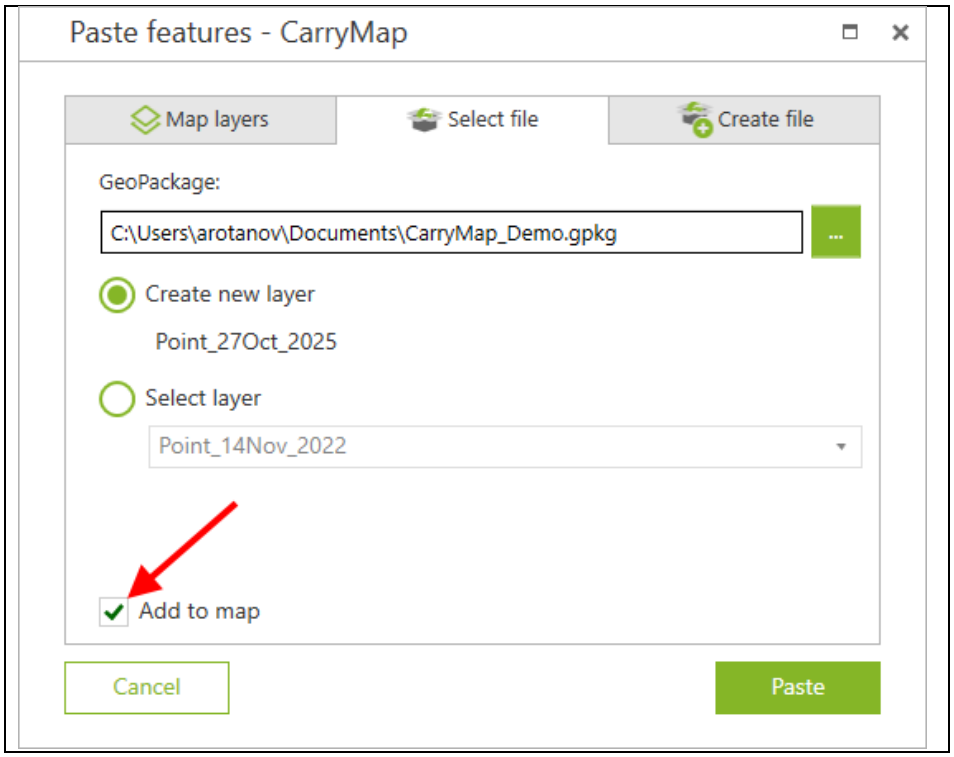


In the appeared window specify the output layer to which you want to copy the selected features.
The output layer for copying features can be specified as following:

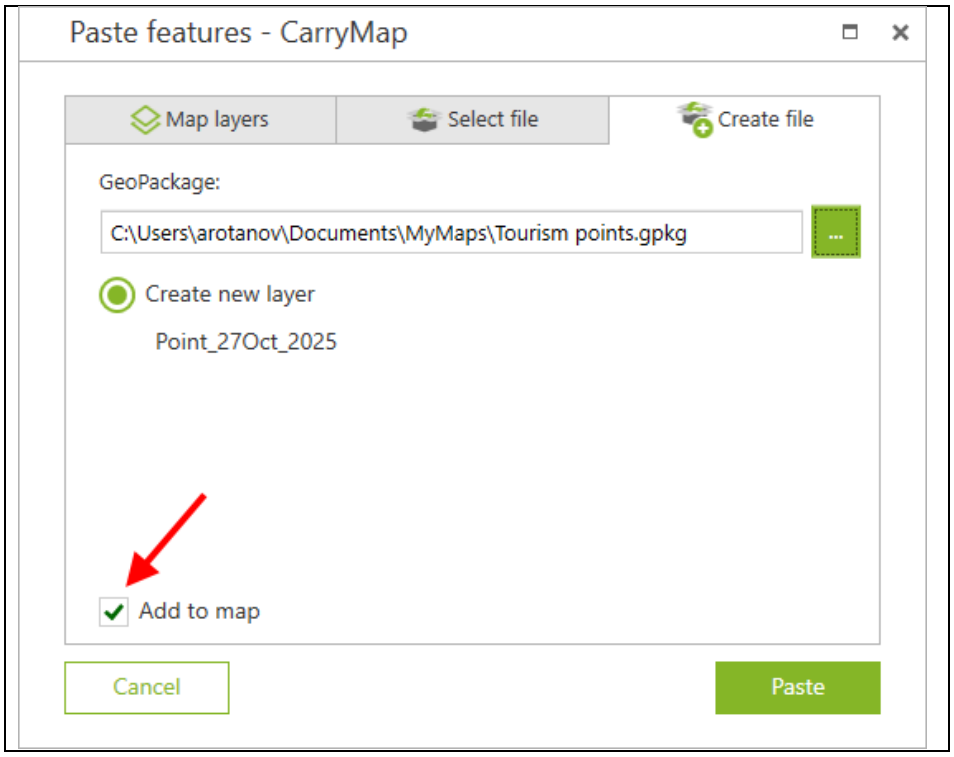
- *Map layers* – copy features to a specified layer added to the current project or create a new layer in the default GeoPackage file.



- *Select file* – copy features to a specified or a new layer in a GeoPackage file selected from disk. To add selected layer to the map, check *Add to map* option.

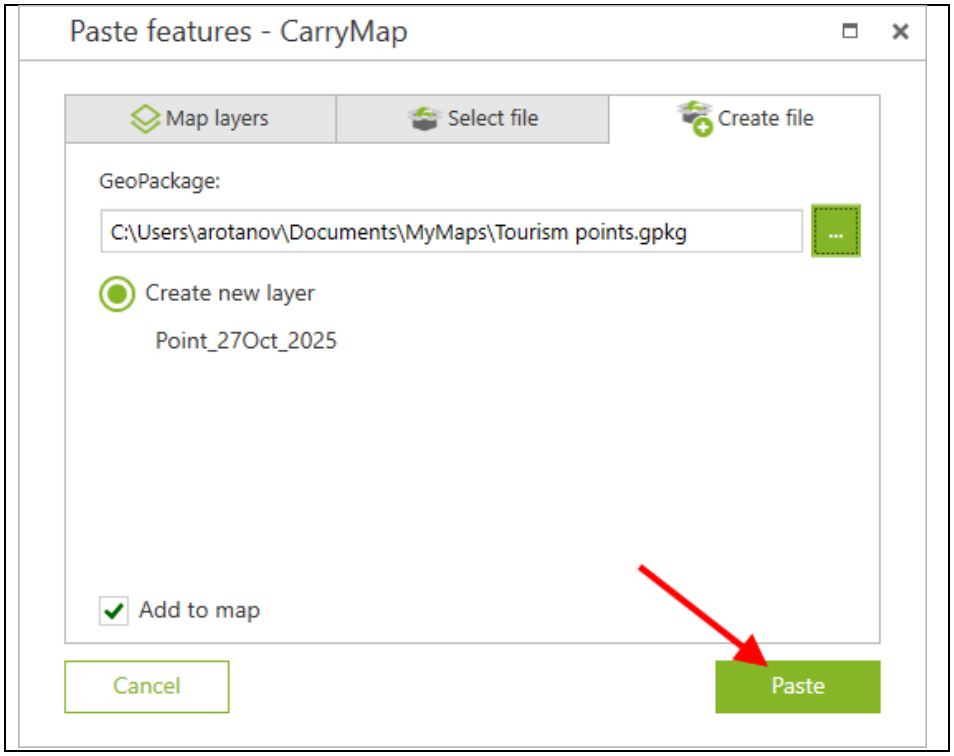


- ***Create file*** – create a layer for copying features in a new GeoPackage file. To add new layer to the map, check *Add to map* option.

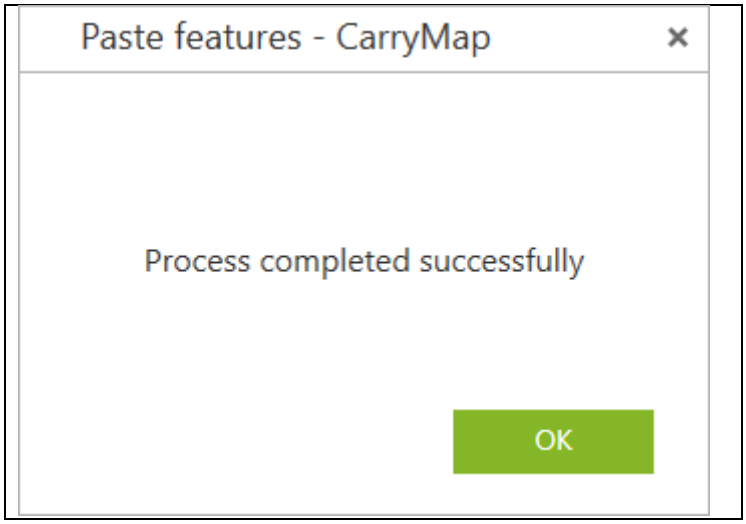


Note that only numbers and Latin letters can be used for the layer name.

After specifying layer press *Paste* button.

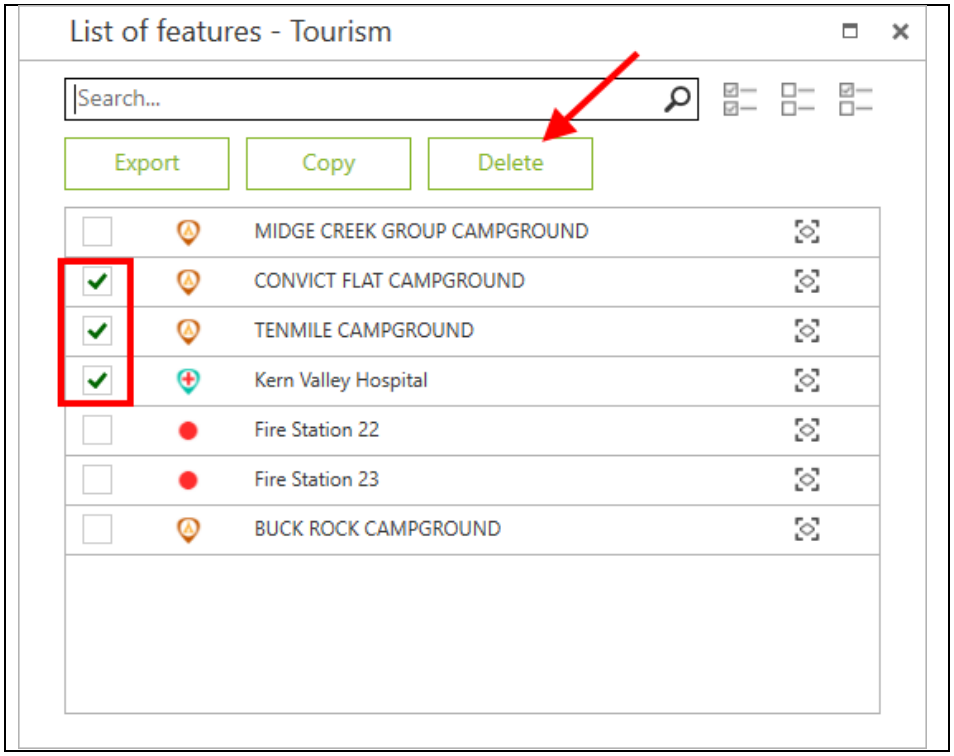


Upon the process completion you will see the appropriate dialog.

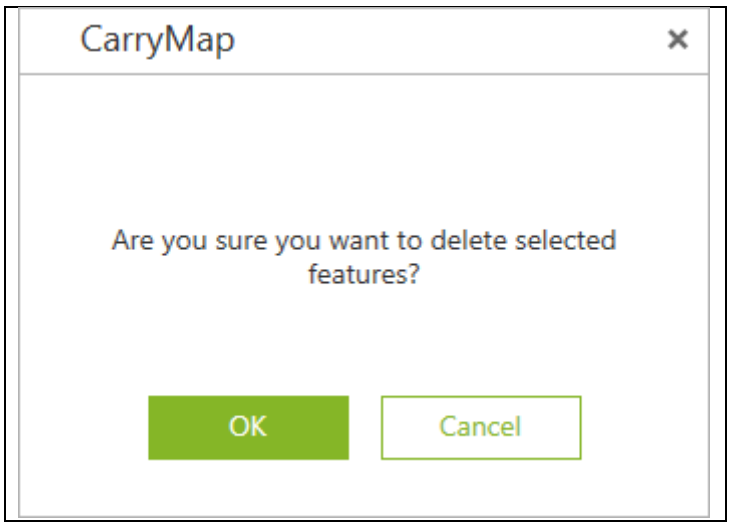


Delete features

To delete features, select one or multiple features in the list and press *Delete*.



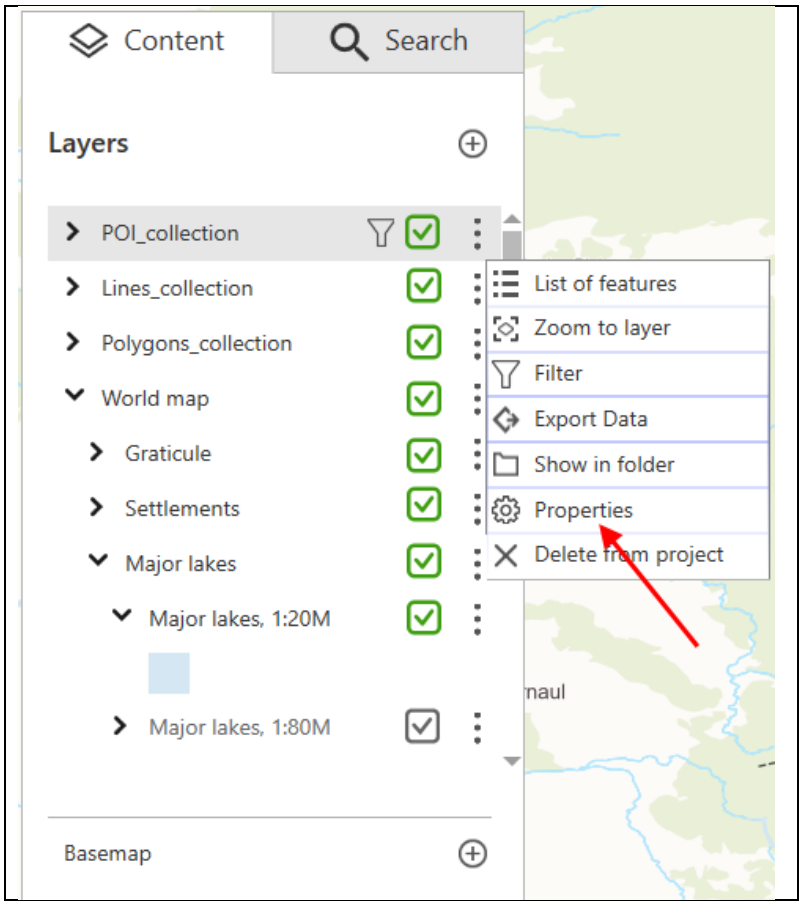
Press *OK* in the appeared window.



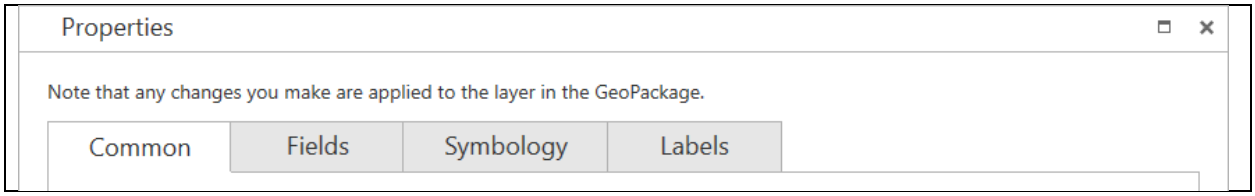
Selected features will be deleted.

Changing layer properties

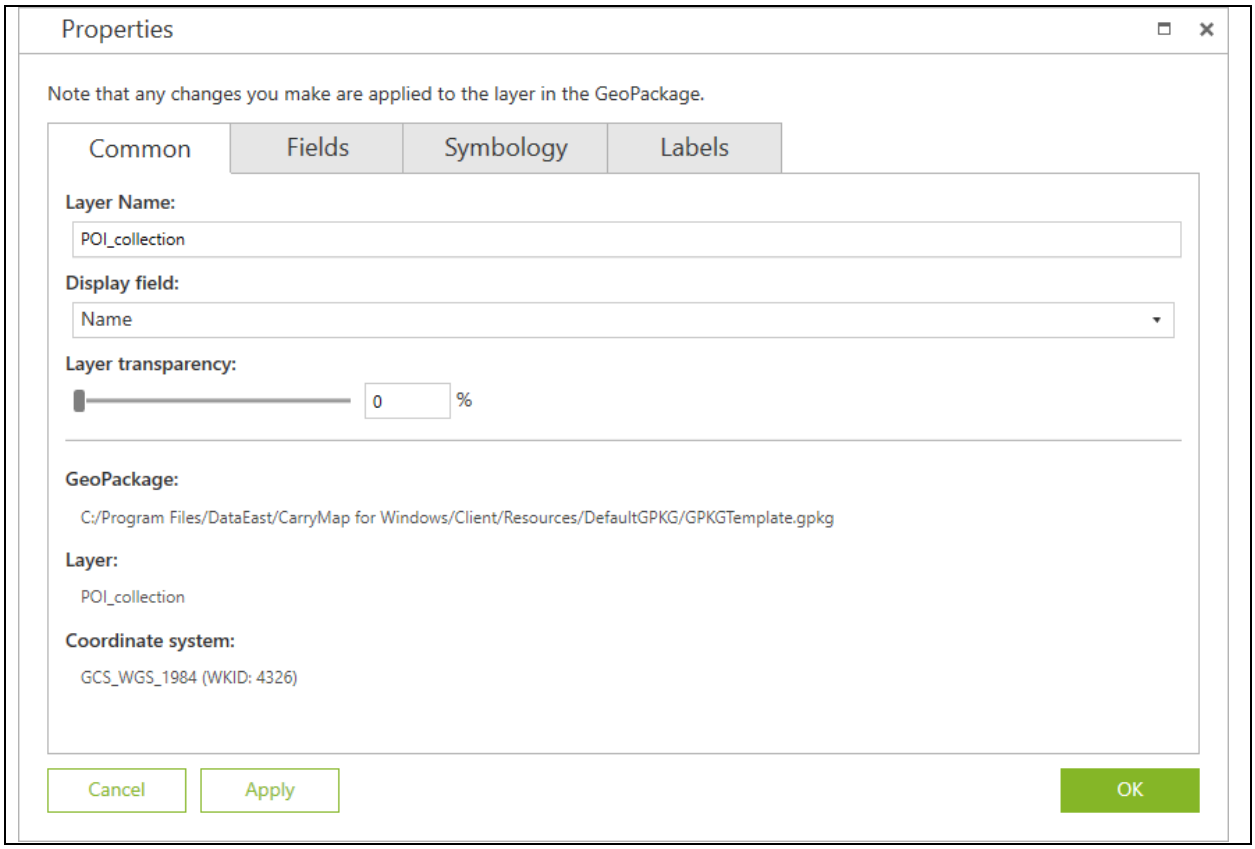
To change the GeoPackage layer properties, expand the layer's menu in the table of contents by clicking the three dots, and select *Properties*.



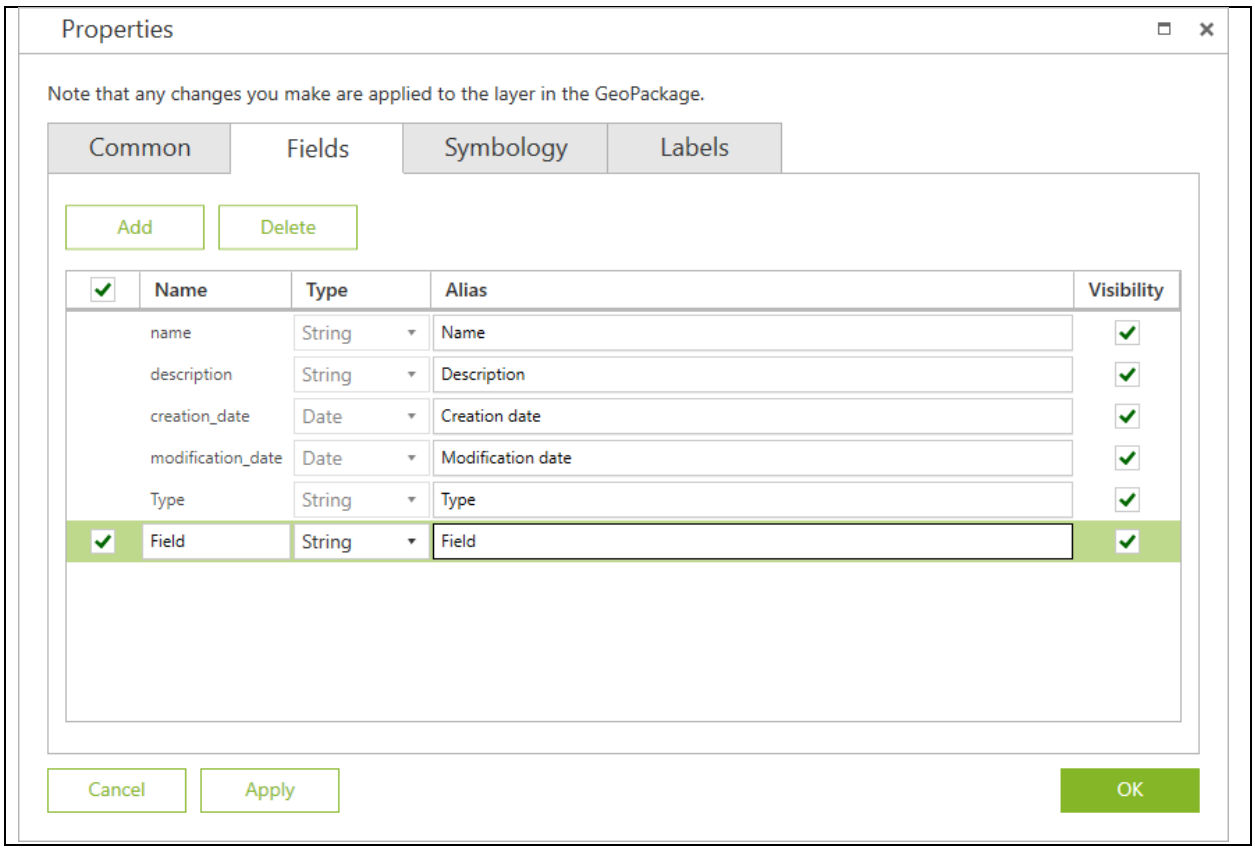
Layer properties window contains the following tabs:



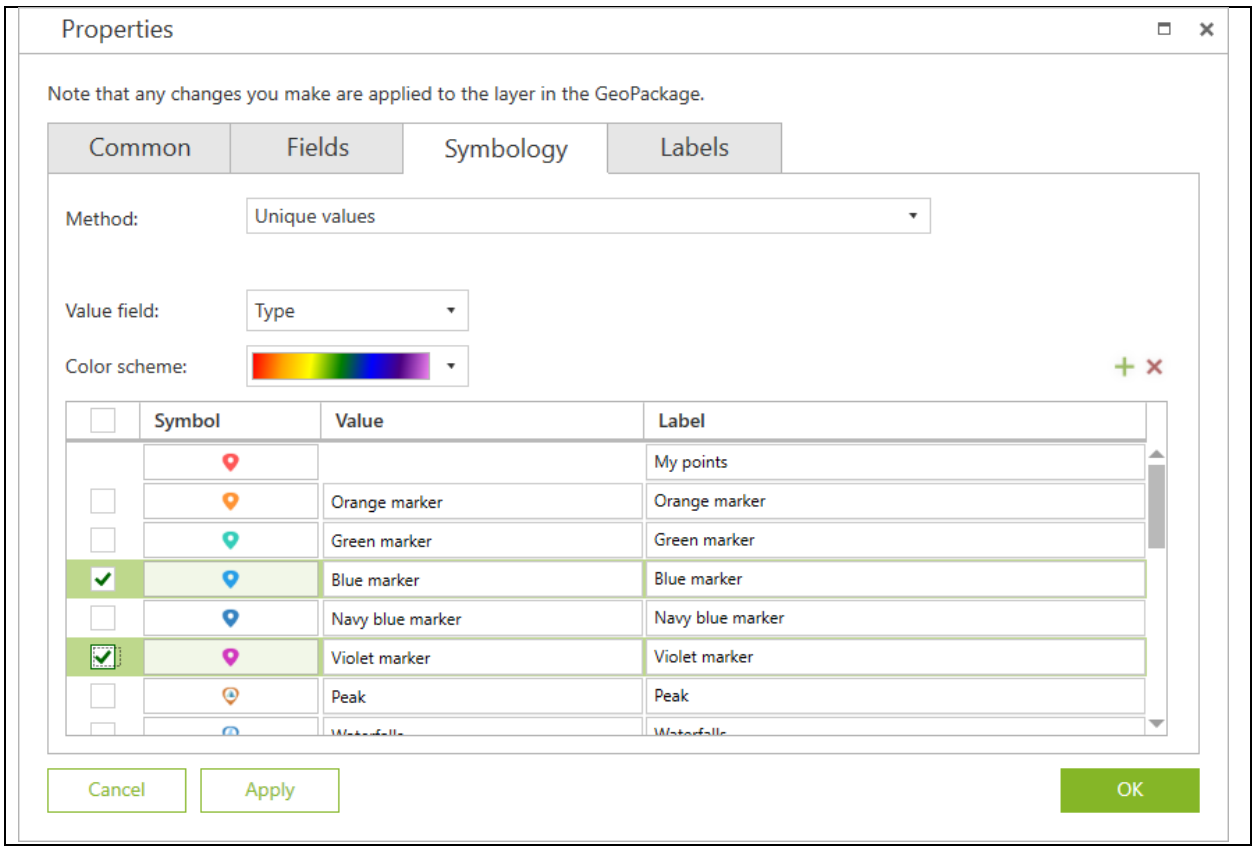
- **Common** - it allows you to define the layer name, specify the display field and set the layer transparency.



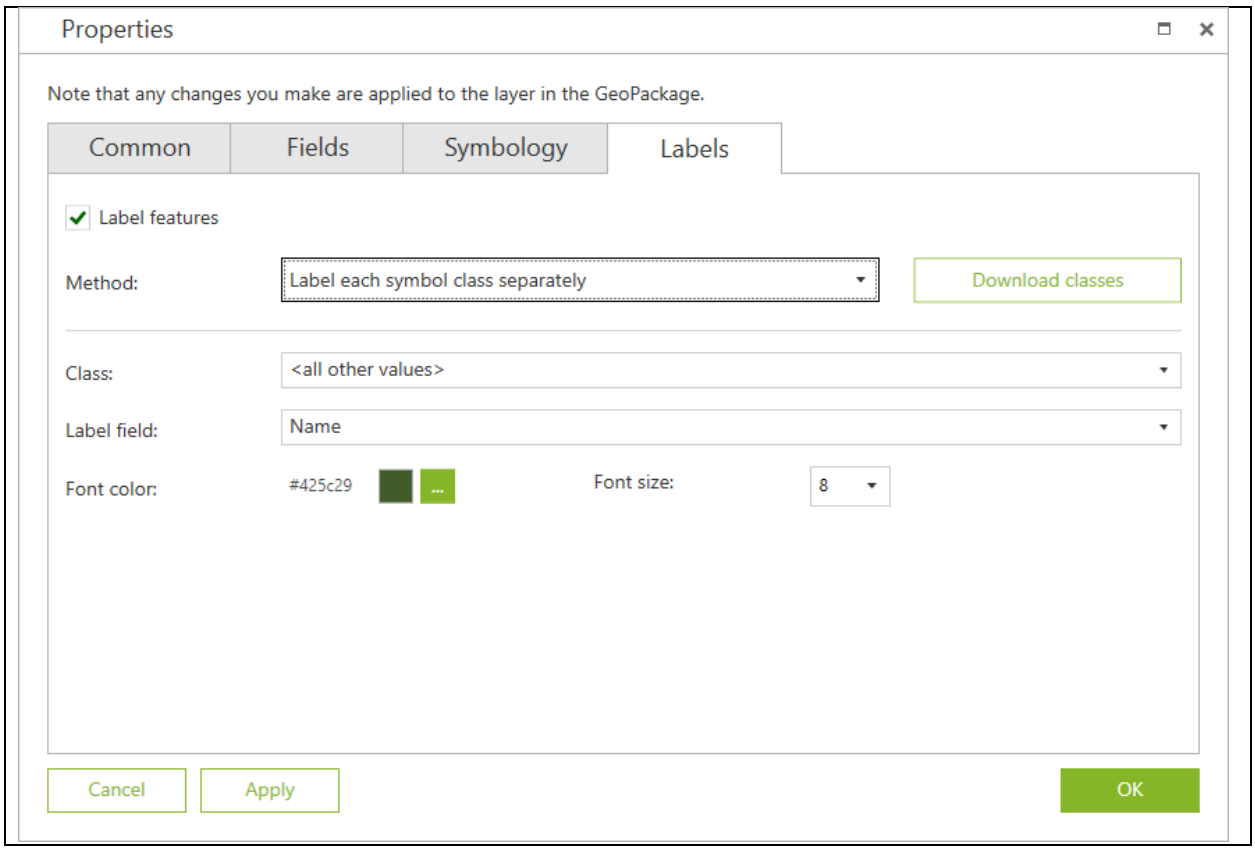
- **Fields** - it is used to create new attribute fields and set their characteristics. Here you can set the name of the new field, select its type, specify aliases for the new and existing fields and set the fields visibility.



- Symbology - here you can find the options for specifying the features symbols and the data display methods. The available display options are: to display all features using a single symbol, to set symbol categories based on unique field values, or to apply graduated symbol coloring based on features values.



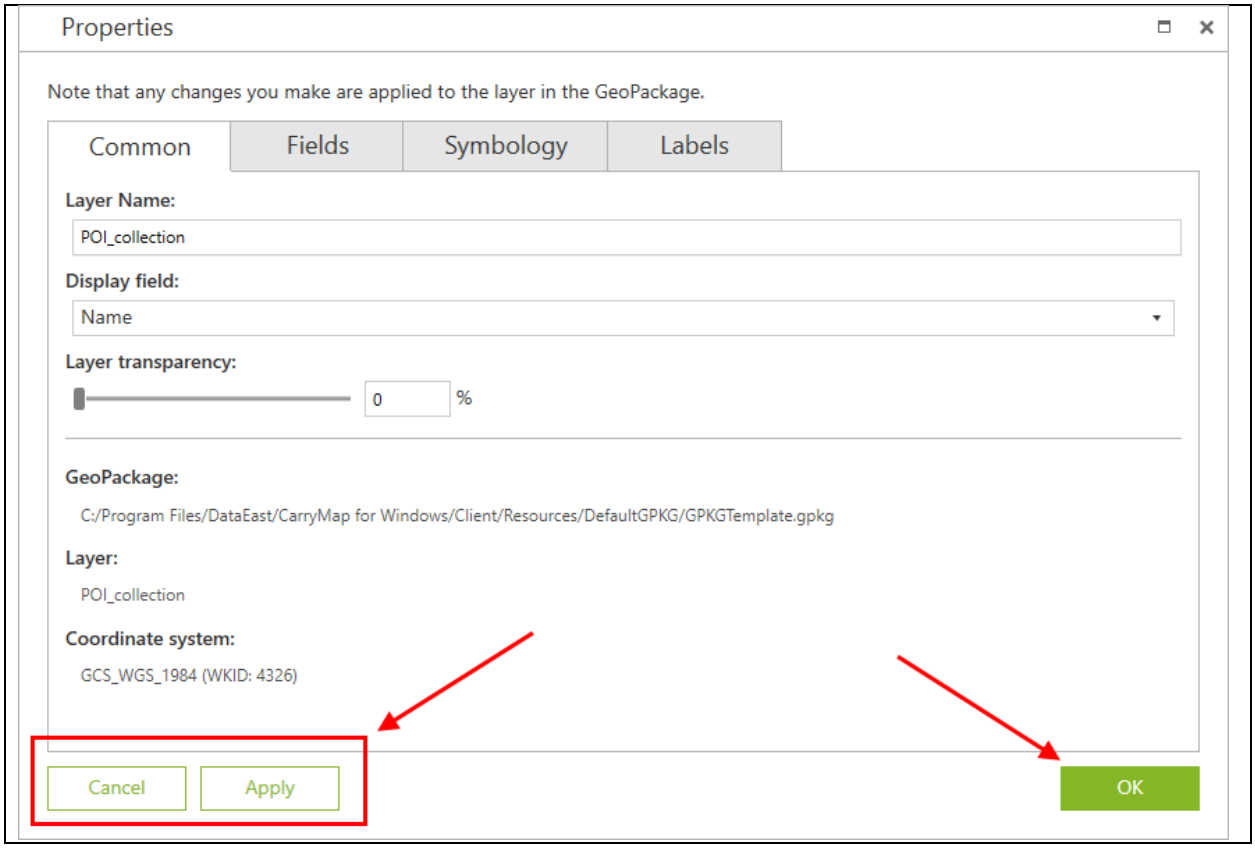
- **Labels** - it allows you to enable layer labels, to select the label field, and to set the label parameters. The layer labels can be created based on the features symbol categories.



To apply made changes and continue working in the *Layer properties* window, click *Apply*. *

To save made changes and return to the map window, click *OK*. *

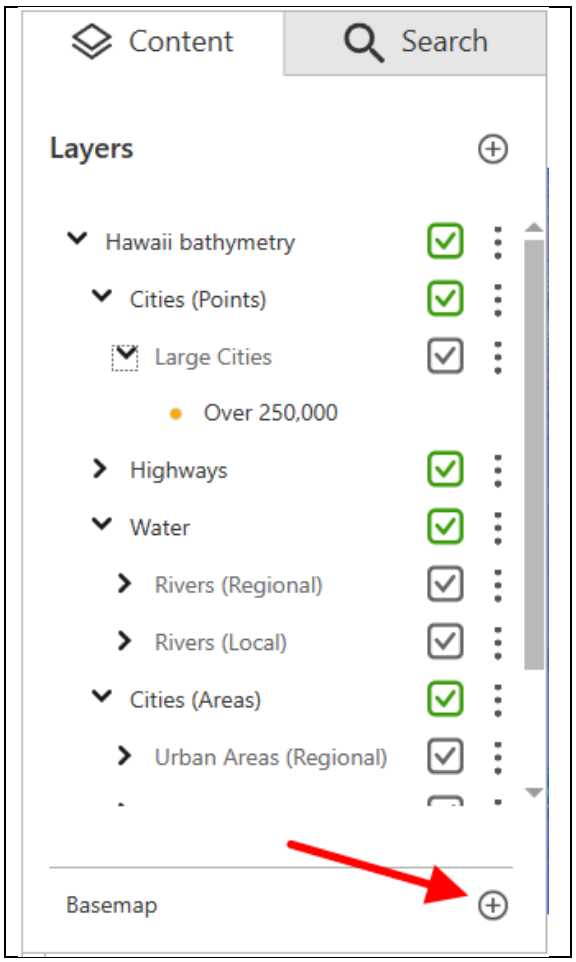
To cancel made changes, click *Cancel*.



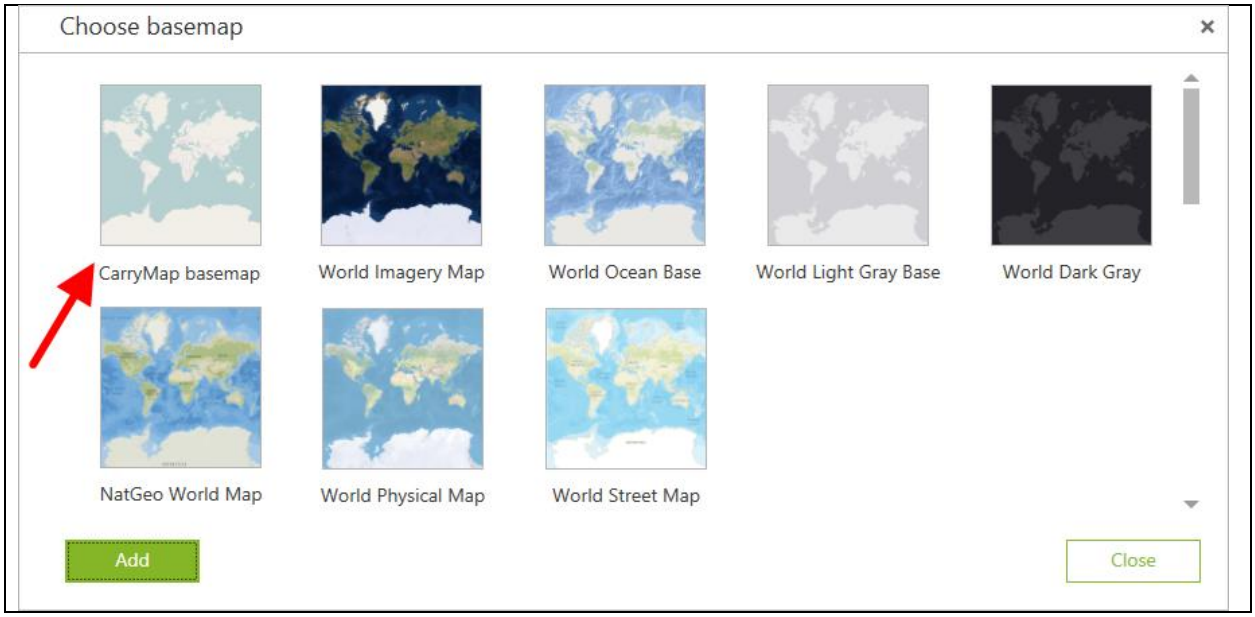
* Please note that any changes you make are applied to the llayer at the level of the GeoPackage file.

Adding online services

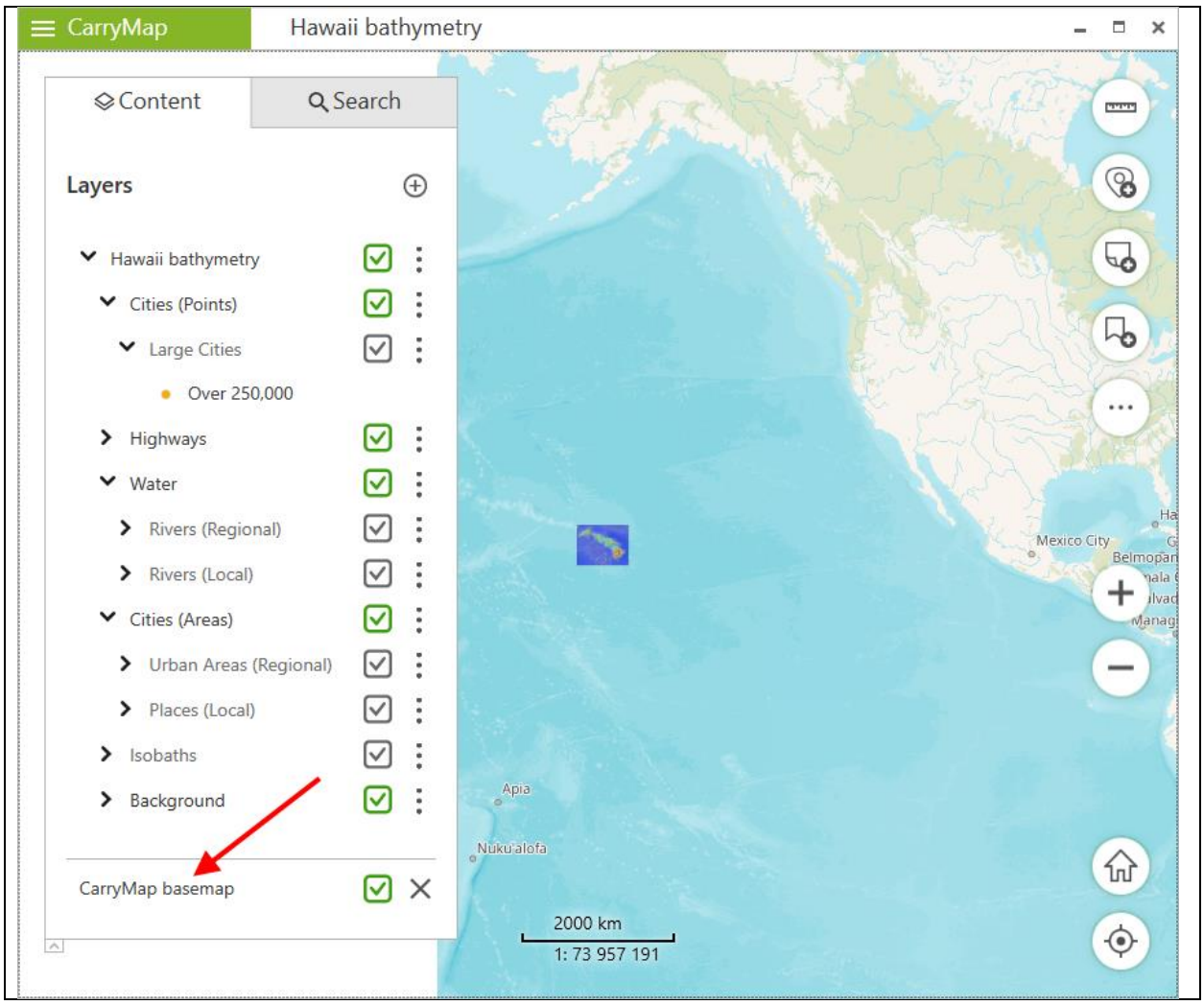
To add basemap from the list of available online services, press *Add*.



In the appeared list of online services select one that needs to be shown as basemap.



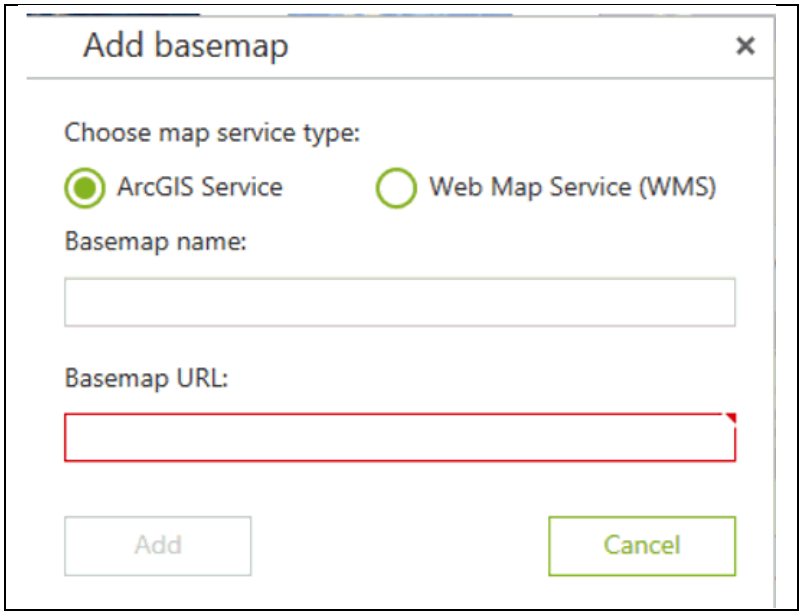
Selected service will be shown in the map window and in the *Content* tab.



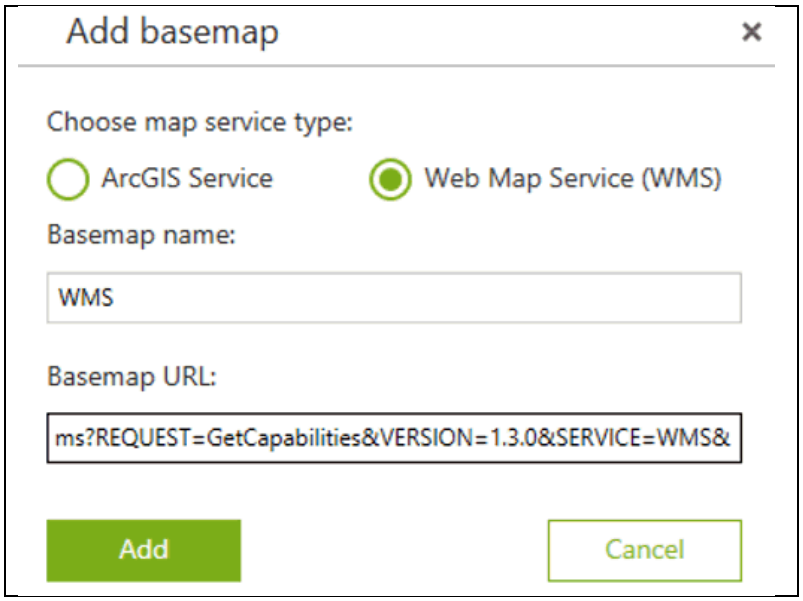
To select the map from ArcGIS or WMS online service as basemap, press *Add*.



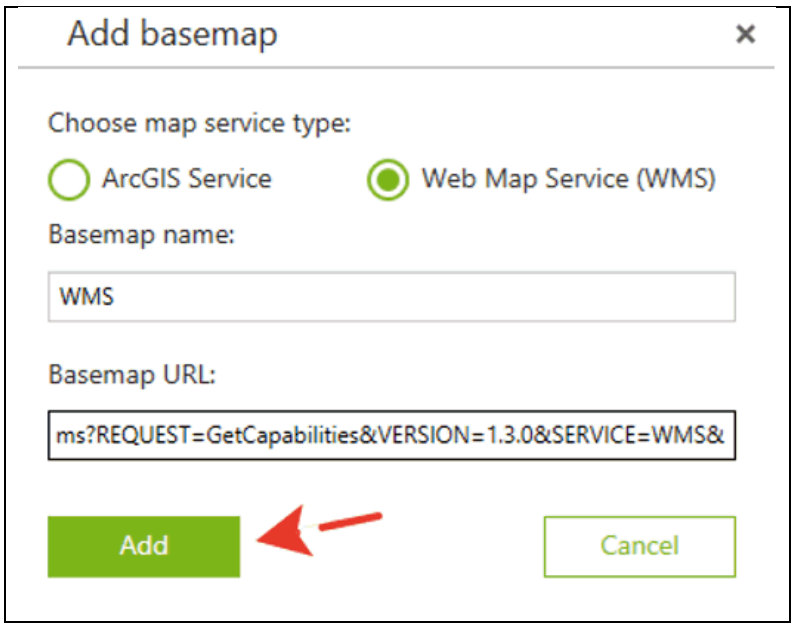
In the appeared window select the type of online map service, either ArcGIS or WMS.



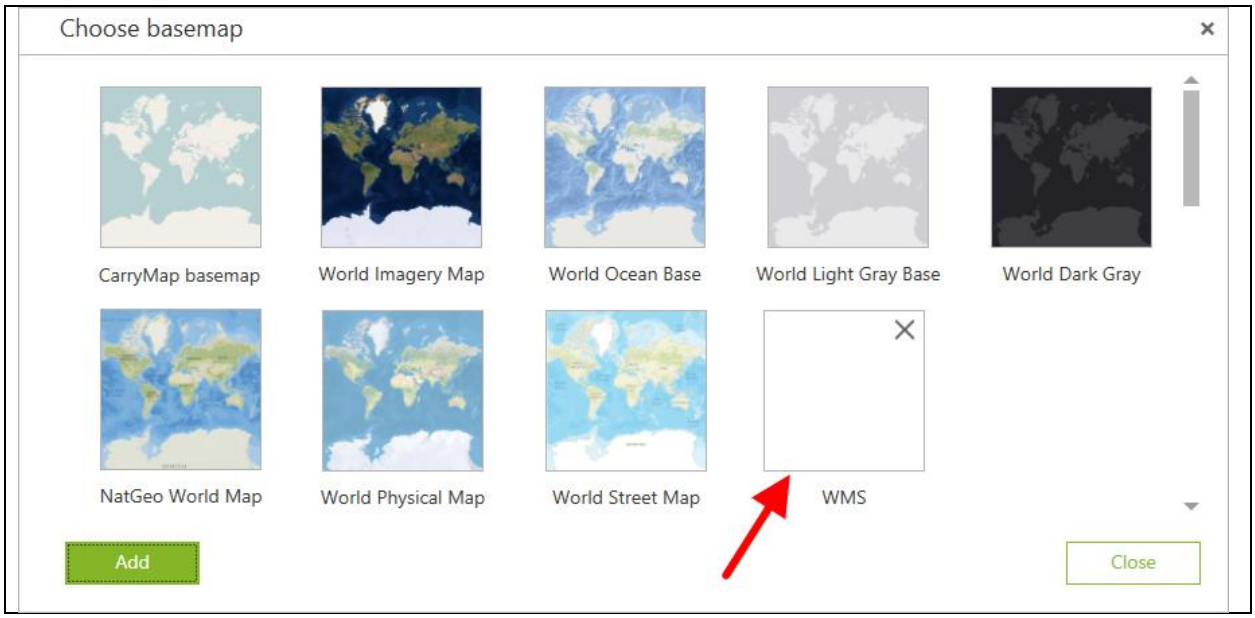
In the *Basemap name* field enter the name that will be shown in the list of online basemaps. In the *Basemap URL* field enter the path to online service.



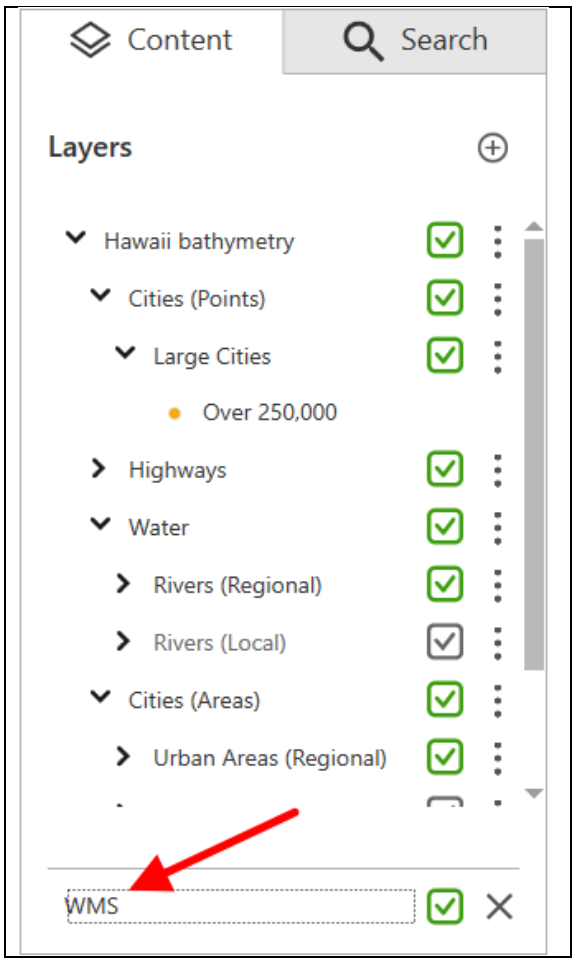
Make sure to fill in all fields and press *Add*.



The added online service will be shown in the list.

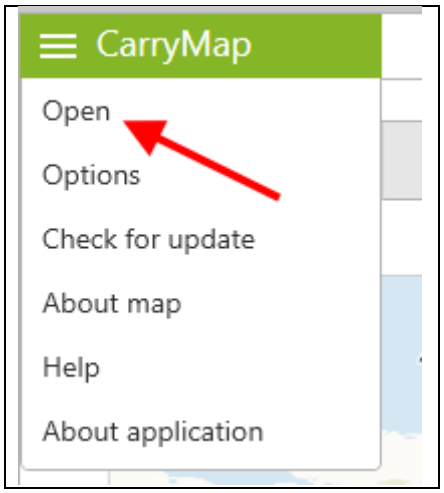


To select map service as online basemap, click on it. The service will be shown on the map and in the *Content* tab of the application.

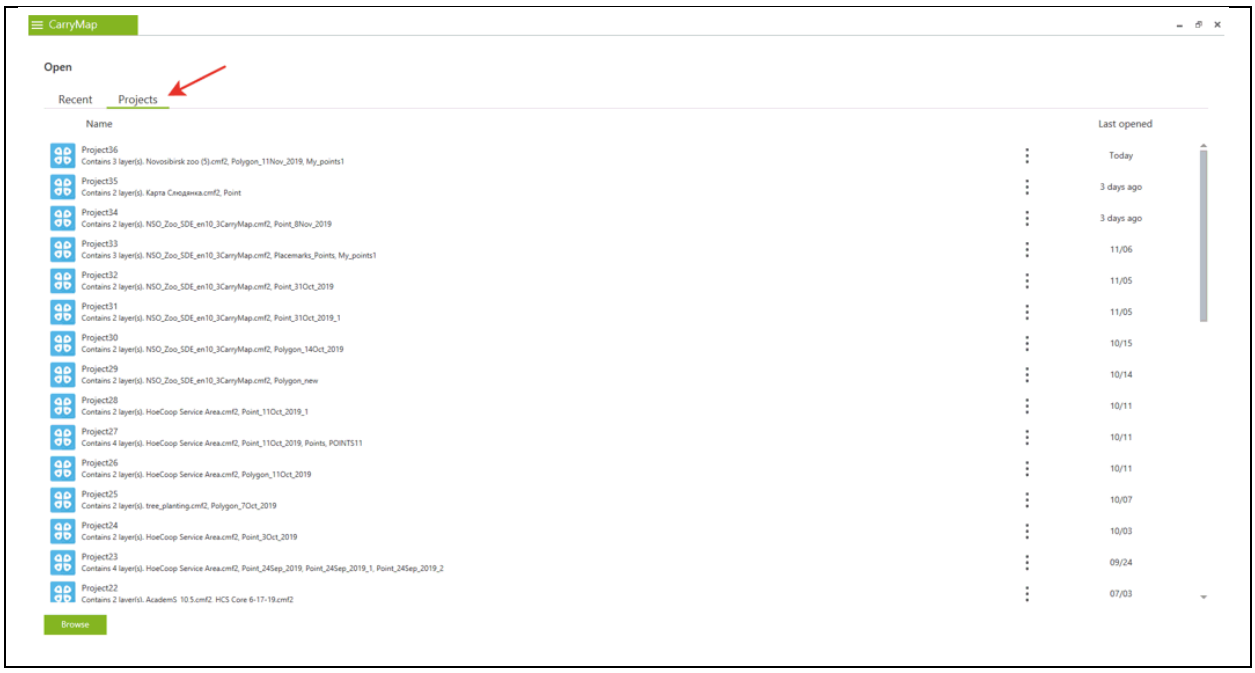


Deleting and renaming projects

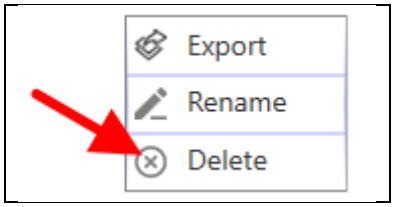
To delete created project, go to *Open* menu item.



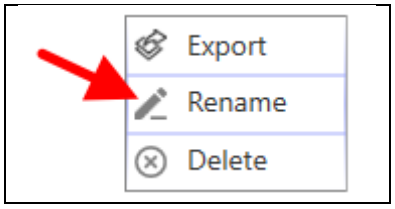
Go to *Projects.*



Press the three dots icon near the project that needs to be deleted and select *Delete.*



To rename the project, press *Rename* button.

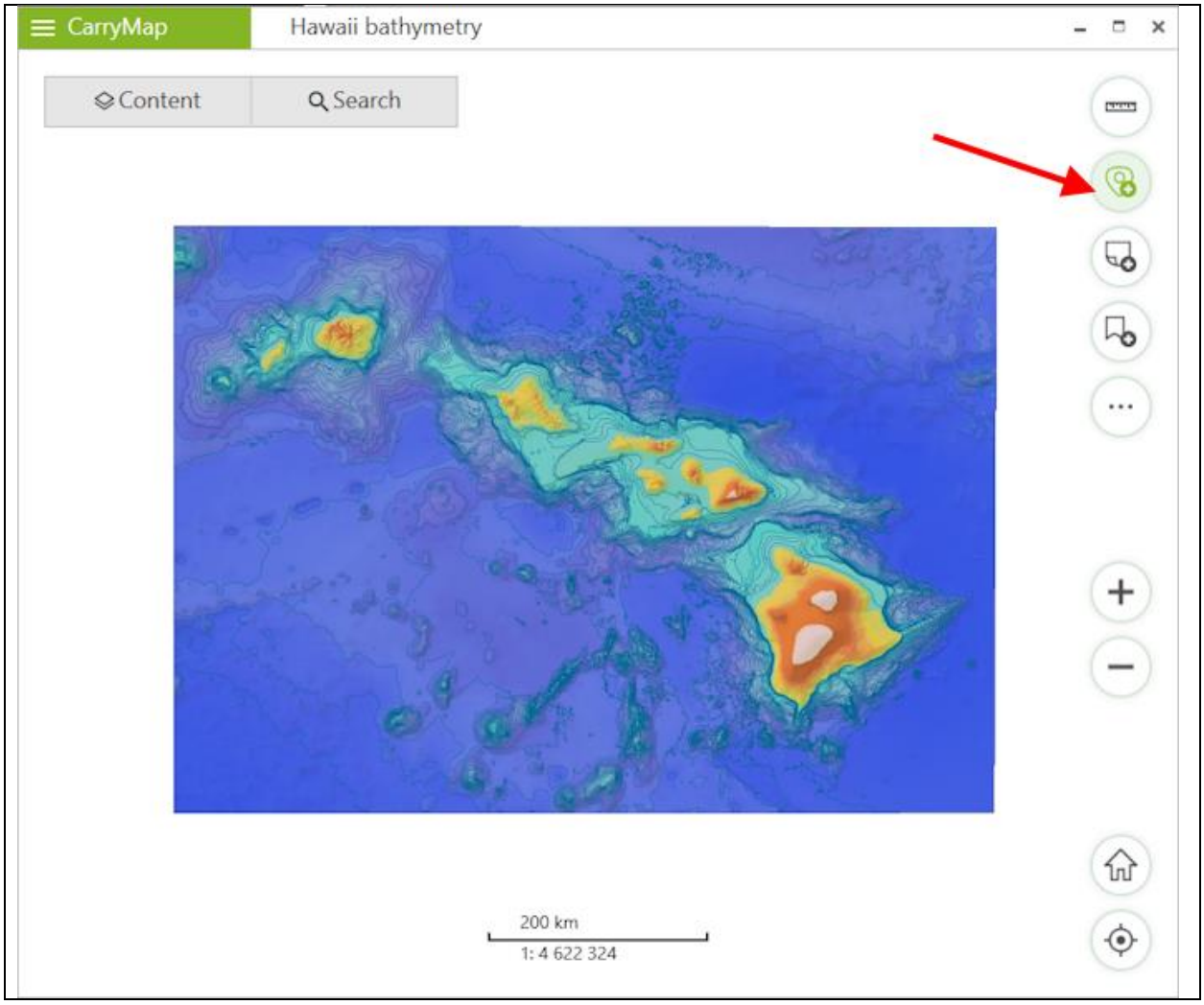


Change the name and press *Enter* on the keyboard. The new project name will be saved.

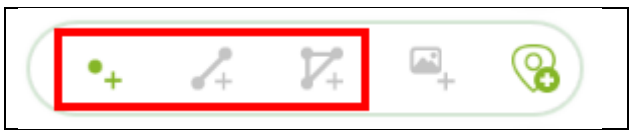
Creating and editing features

Creating features

To create a new feature on map, press *Create feature.*

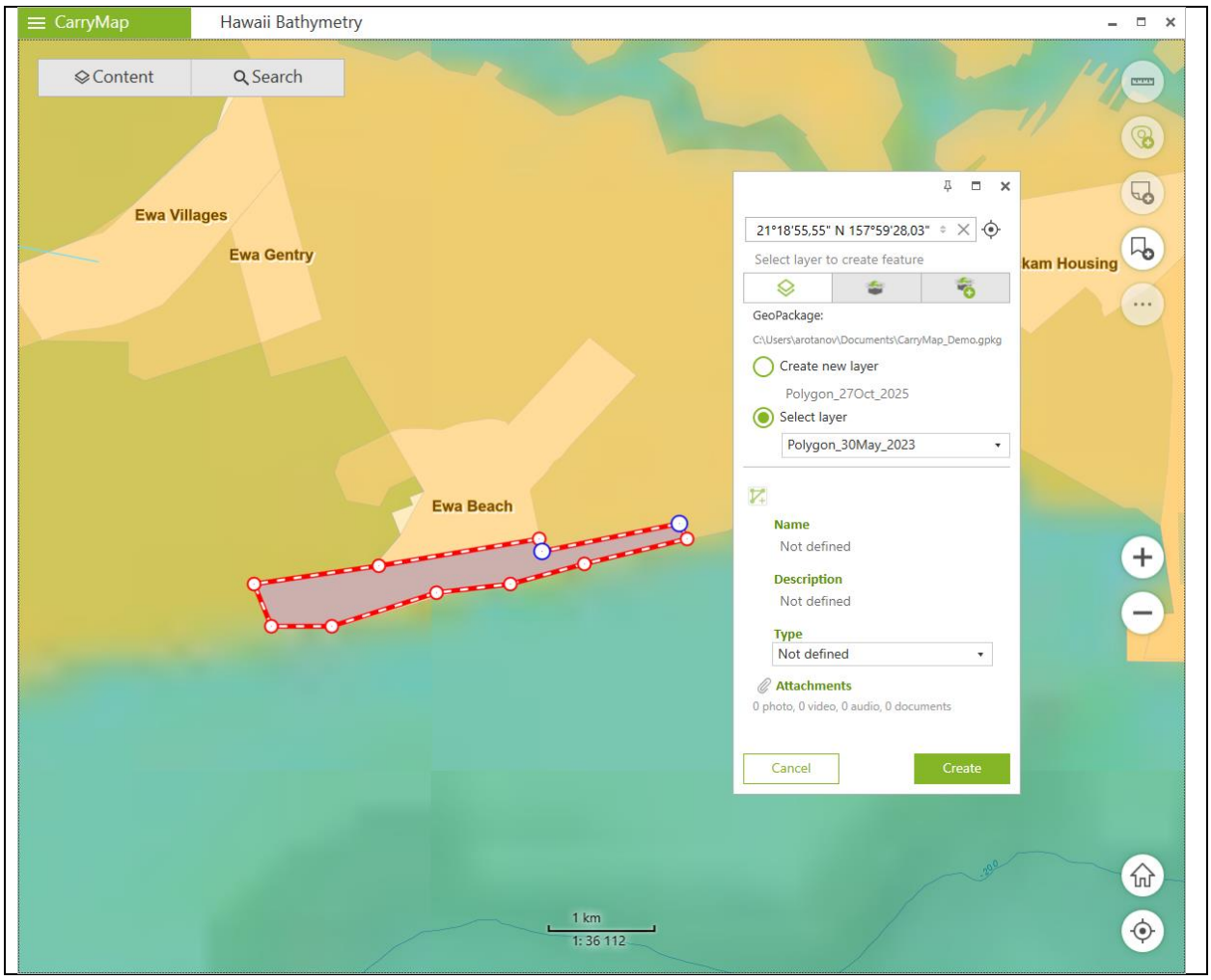


In the appeared panel select the feature type: point, polyline or polygon.



Specify geometry of the created feature on the map.

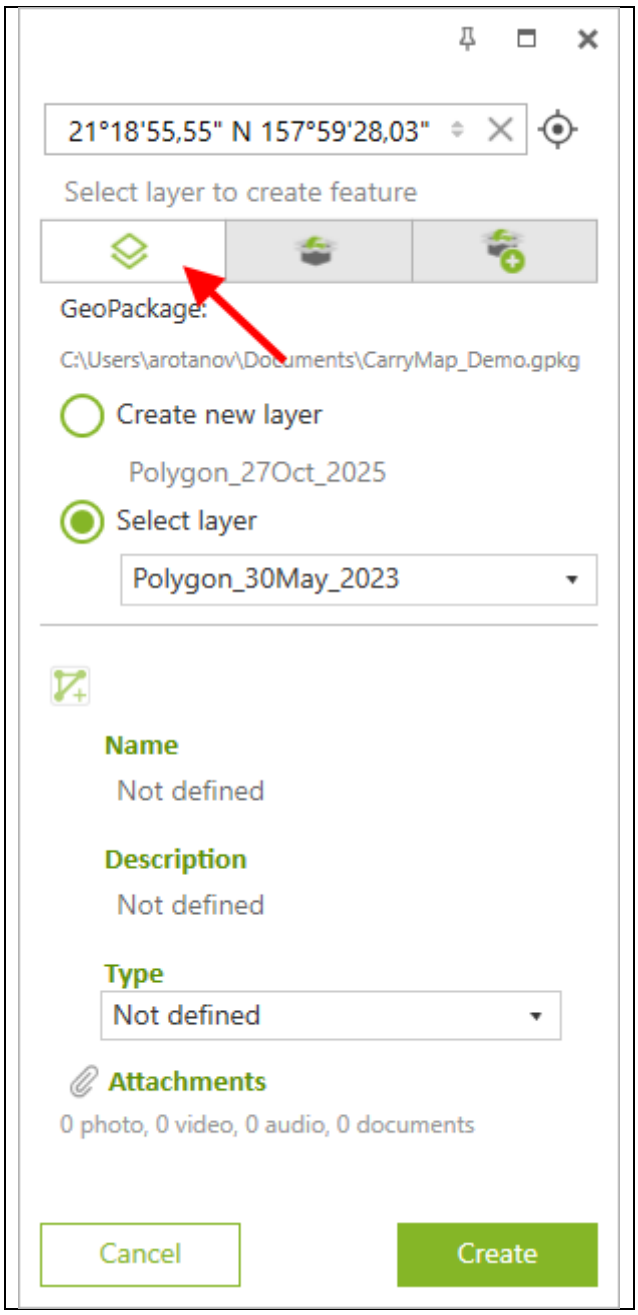
Note that you can select the method of creating polyline and polygon features on the map: with the straight or the freehand line (see Creating features by drawing freehand line section for more detail).



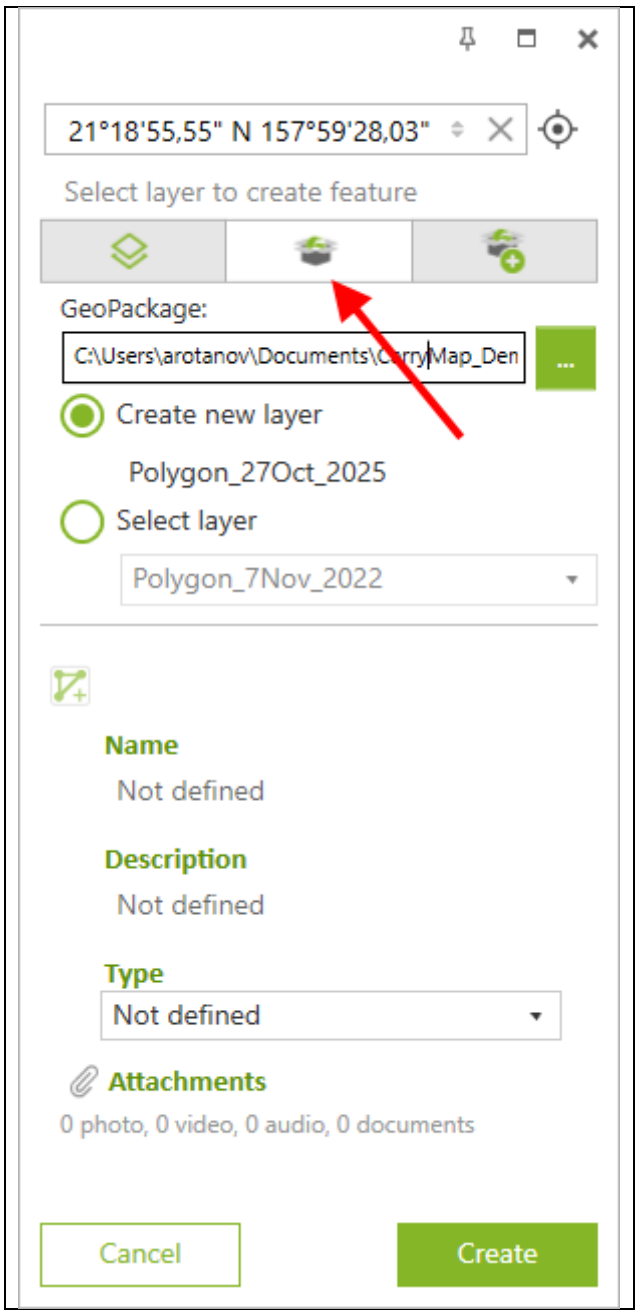
In the appeared dialog select the layer, where to the feature geometry should be saved.

The output layer for copying features can be specified as following:

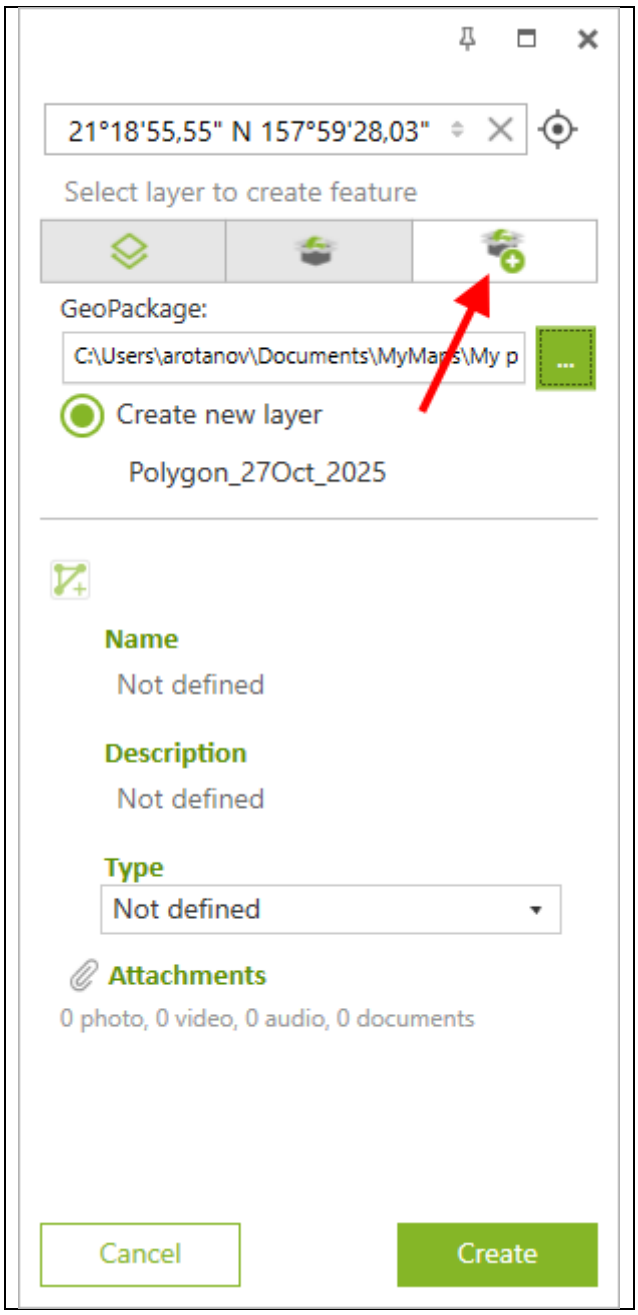
- *Map layers* – create feature to a specified layer added to the current project or create a new layer in the default GeoPackage file.



- ***Select file*** – create feature to a specified or a new layer in a GeoPackage file selected from disk.

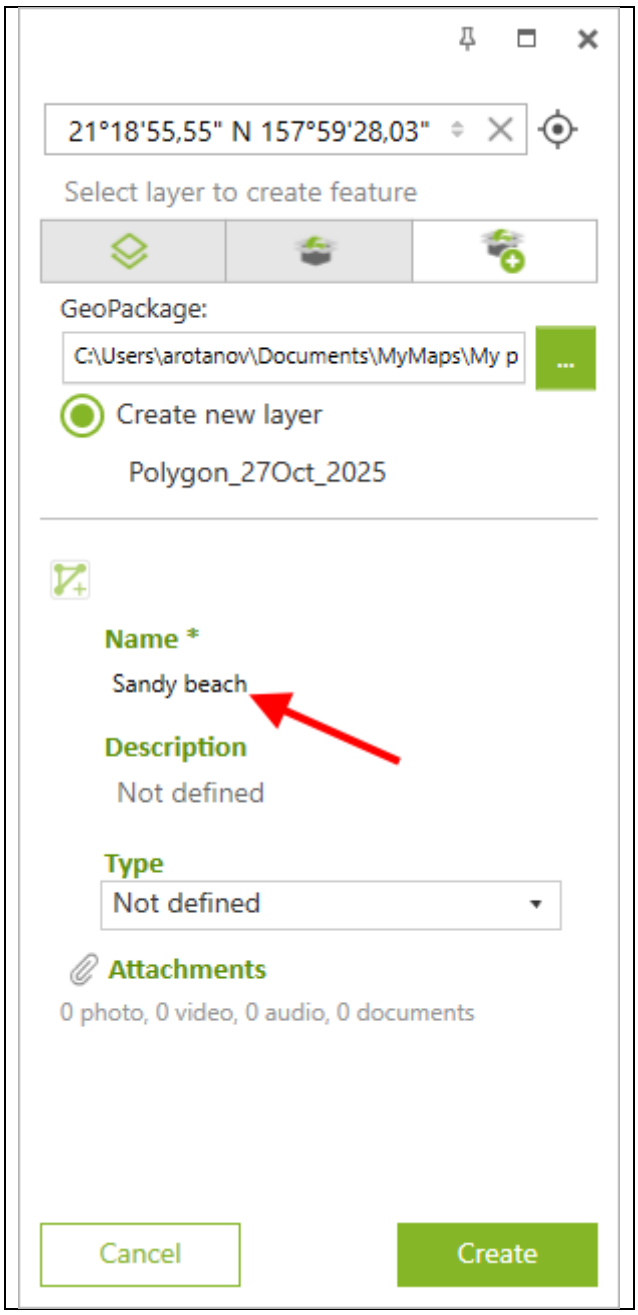


- *Create file* – create a layer to save feature in a new GeoPackage file.

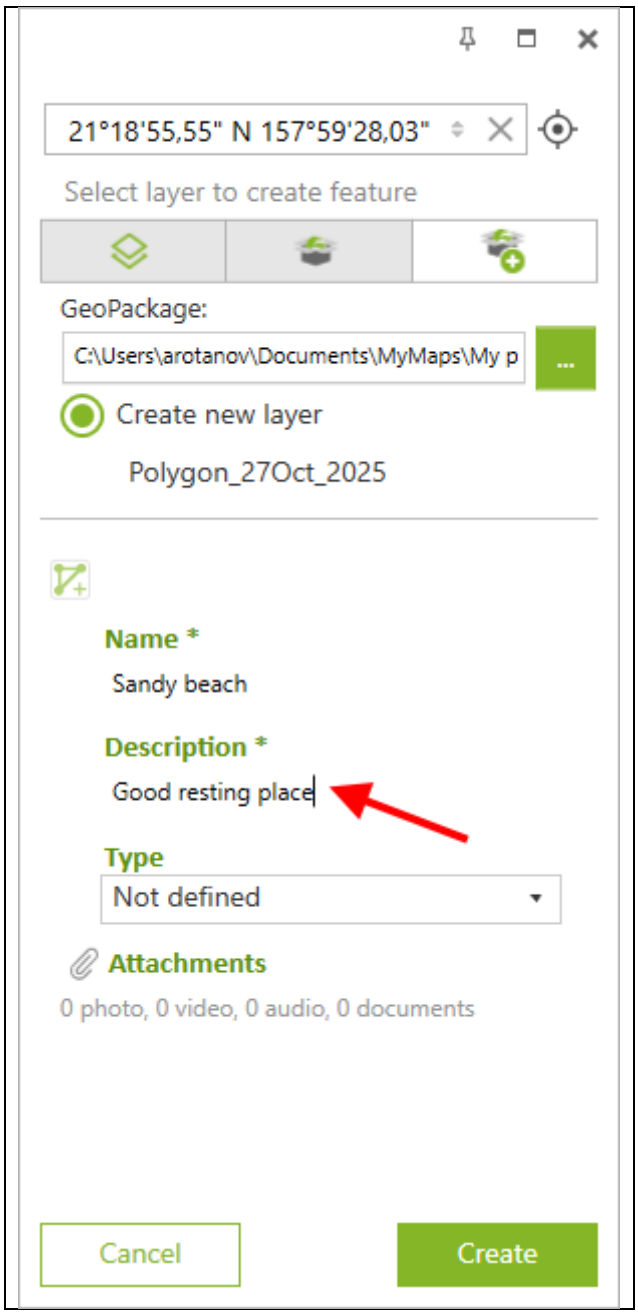


Note that only numbers and Latin letters can be used.

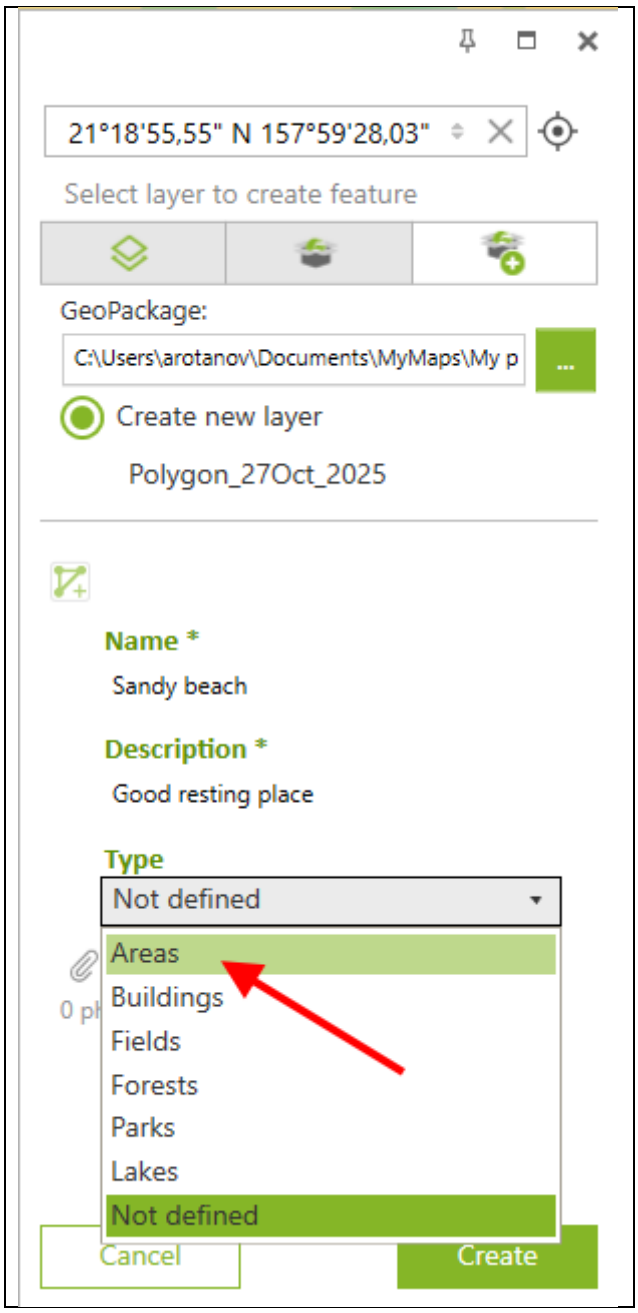
To set name for the new feature, click on the *Name* field. After you enter the name, this field will be marked with an asterisk.



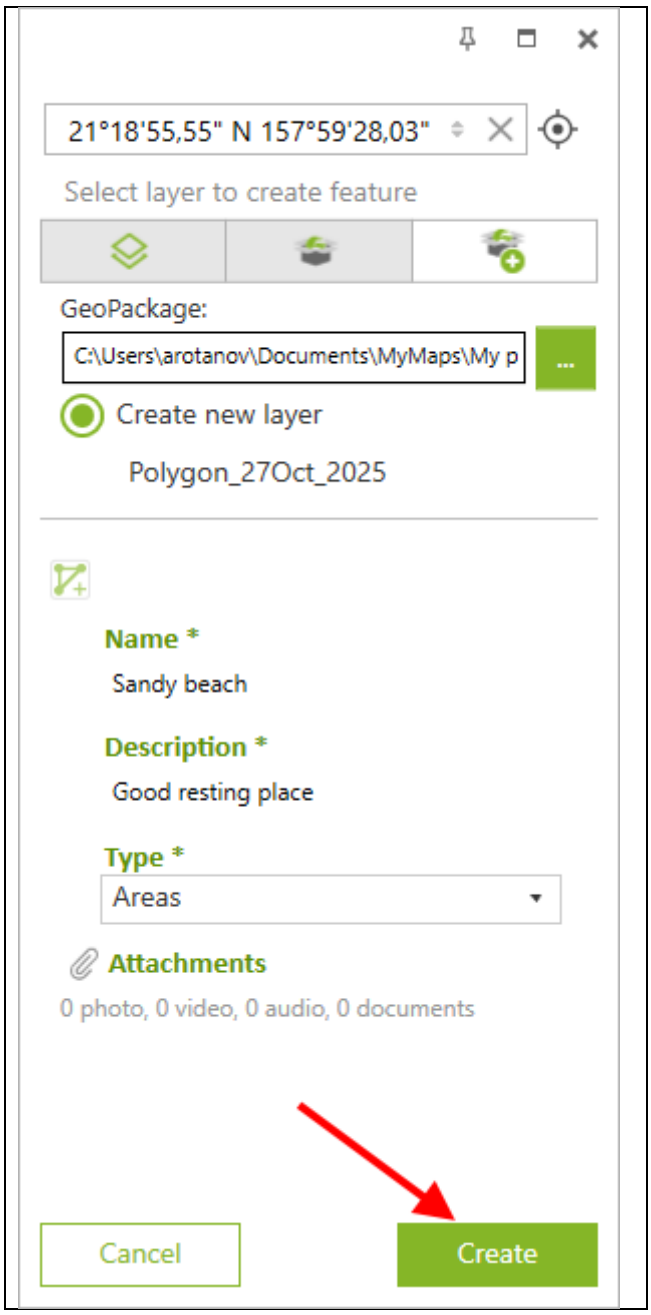
To add description to the new feature, click on the *Description* field and enter the required info.



To set the symbol for the feature, click on the *Type* field and select the category from the list. The feature will be displayed on the map with the selected symbol after the changes are saved.

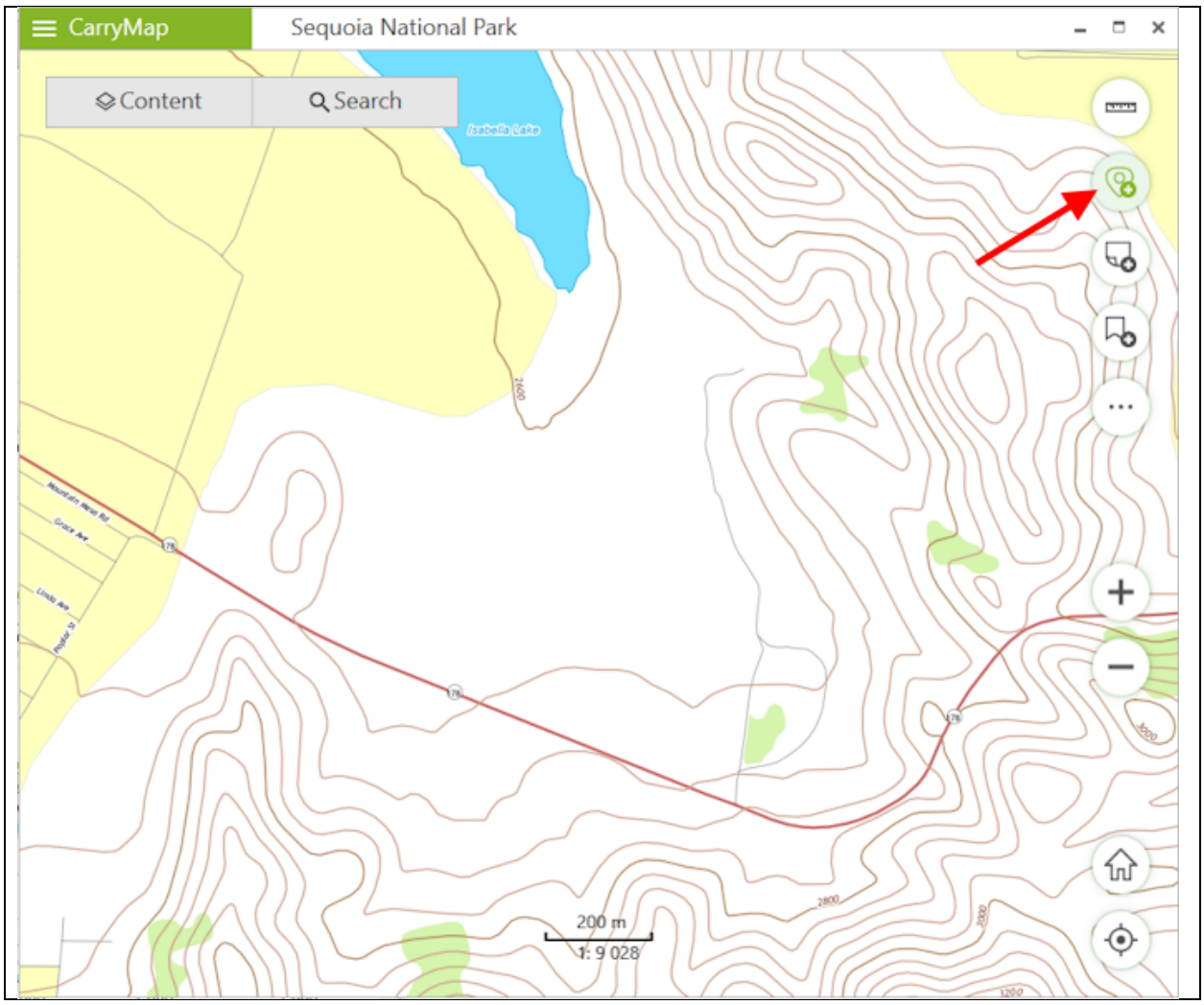


To finish the feature creation process, press *Create*.

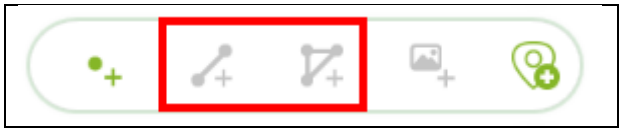


Creating features by drawing freehand line

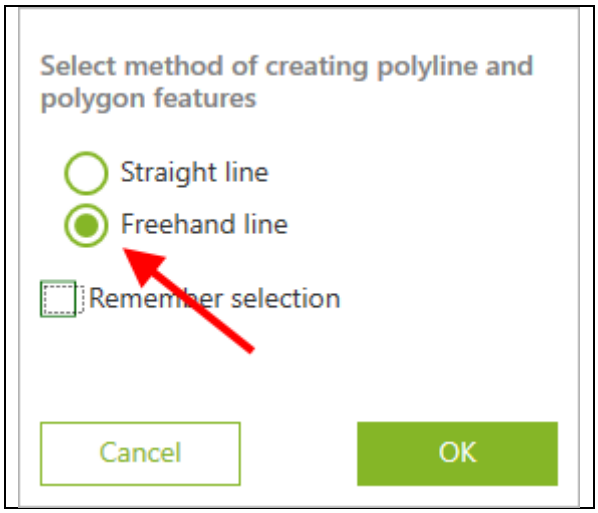
To create a new polyline or polygon feature on the map by drawing the freehand line, press *Create feature*.



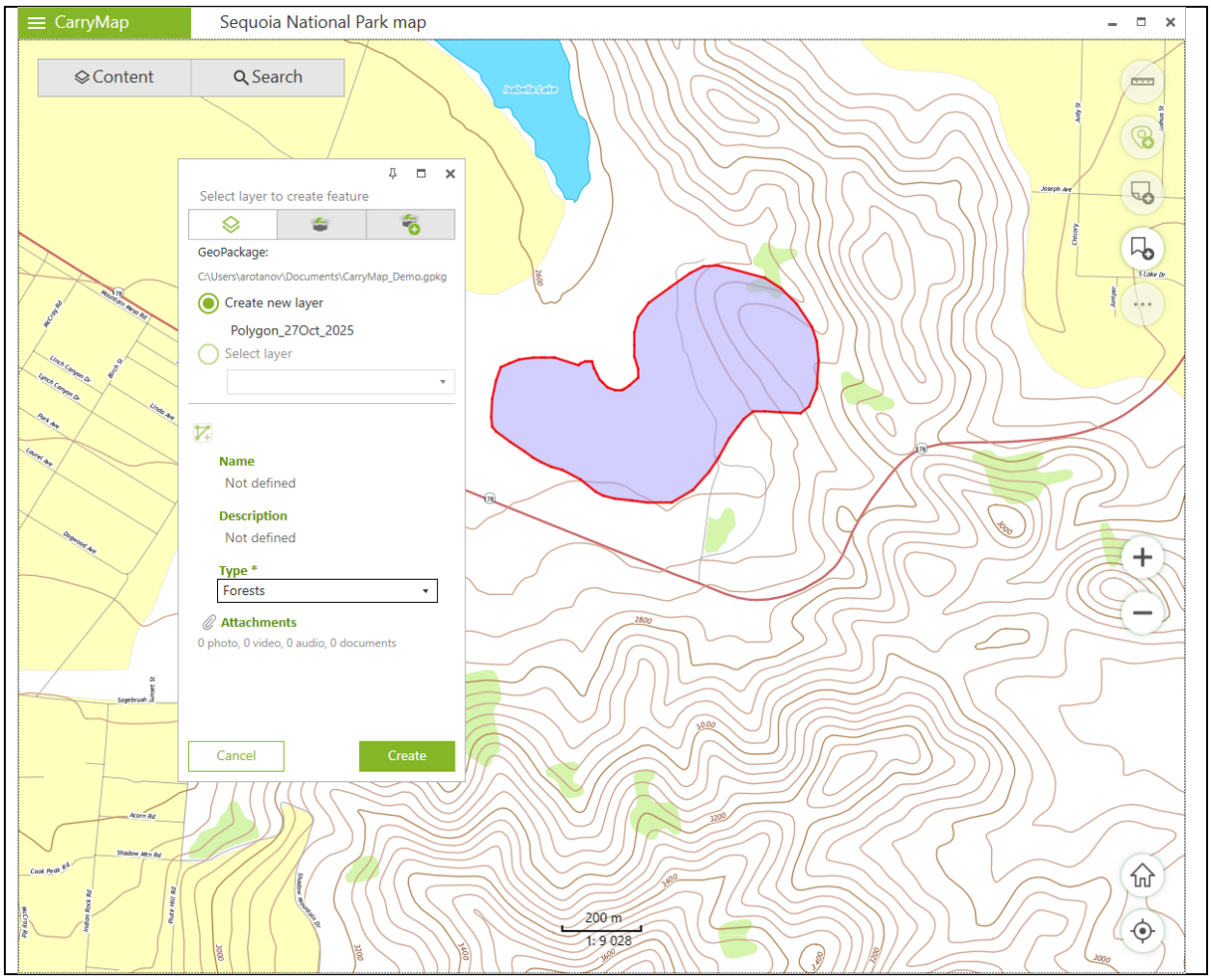
In the appeared panel select the type of created feature: polyline or polygon.



In the appeared window select *Freehand line* and press *OK* button.



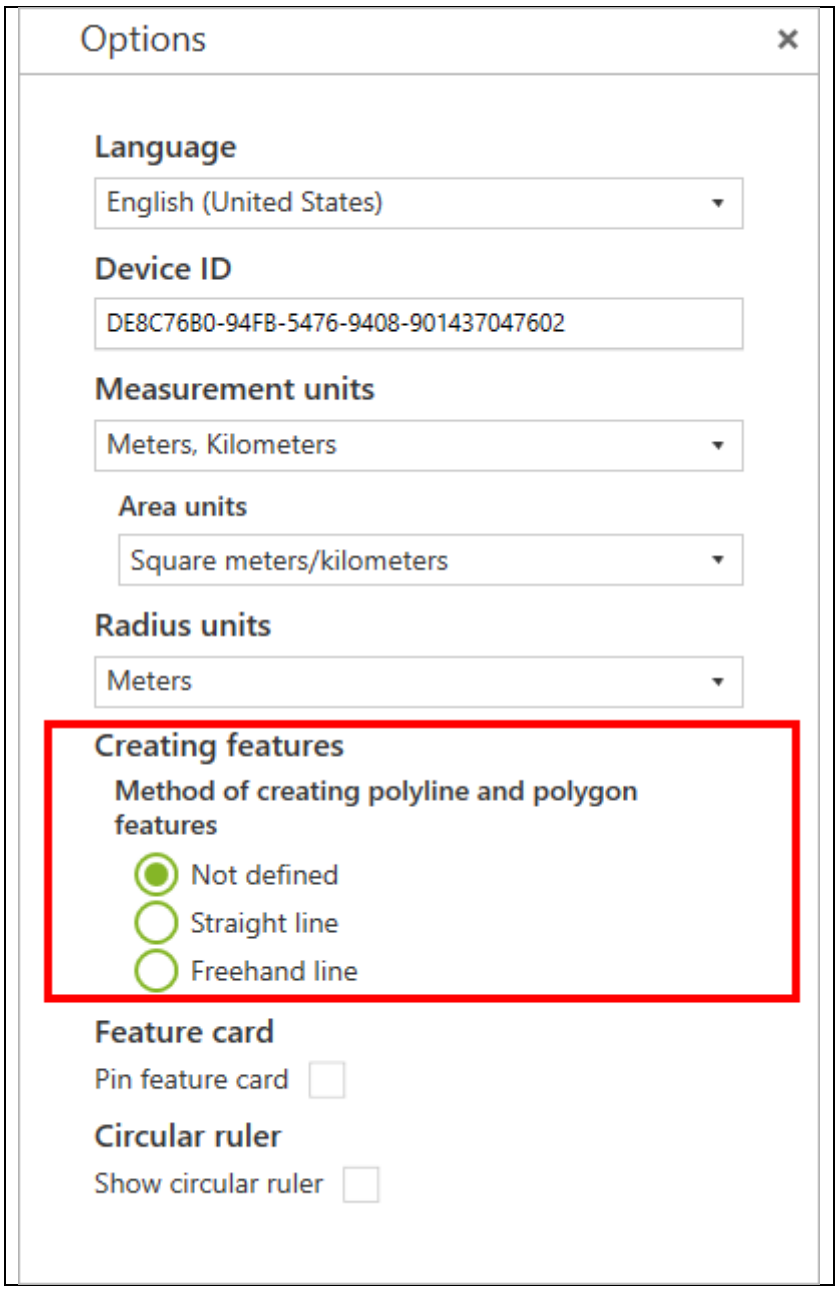
Draw the feature on the map.



To finish the feature creation process, press *Create*.

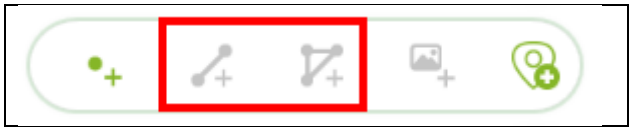
To change the method of creating polyline or polygon features, go to Application settings. In the *Method of creating polyline and polygon features* select:

- Not defined;
- Straight line;
- Freehand line.



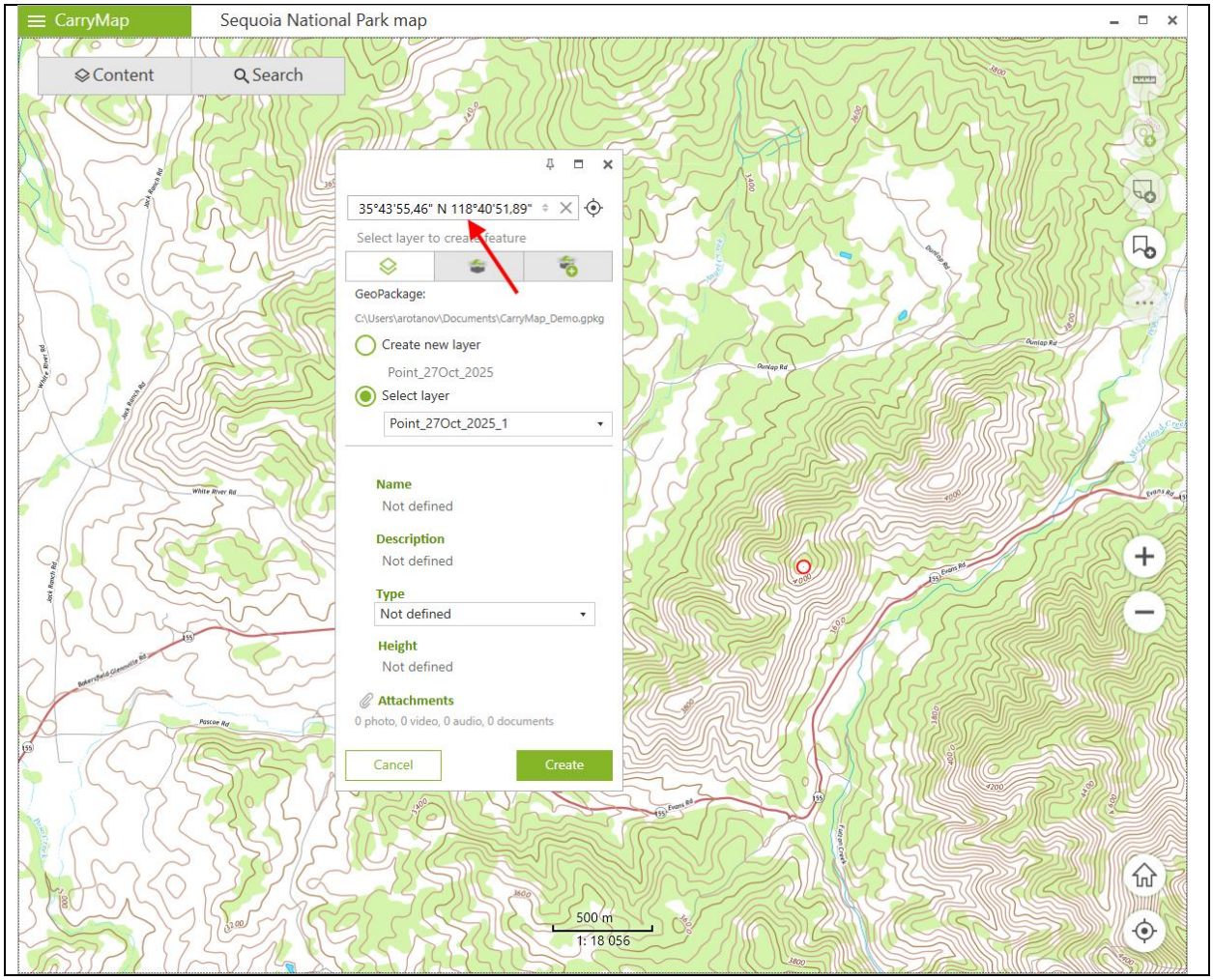
Creating features by coordinates

To create feature by coordinates, being in the feature creation mode go to the input coordinates line in the feature identification card (see Creating features section for more detail).

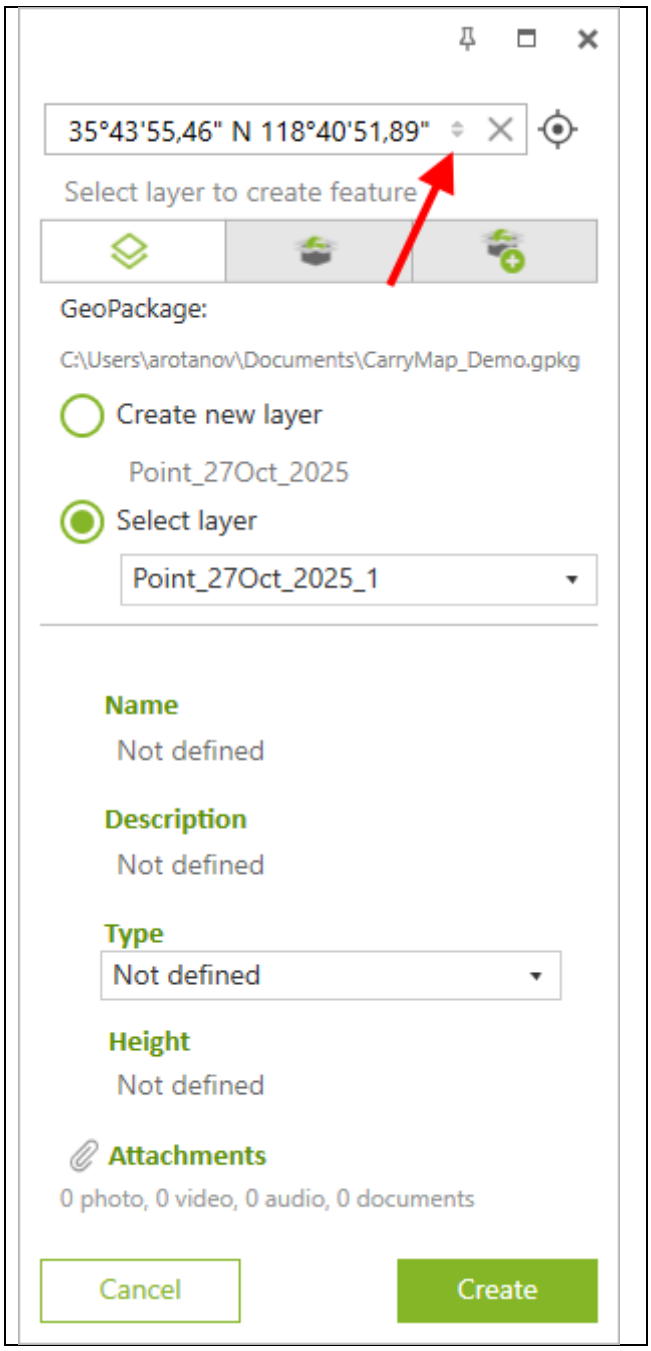


Note that the input coordinates line is not available in the feature identification card while creating polyline or polygon features by drawing the freehand line (see Creating features by drawing freehand line section for more detail).

To add the feature vertex by coordinates, go to the input coordinates line and enter the coordinate value.



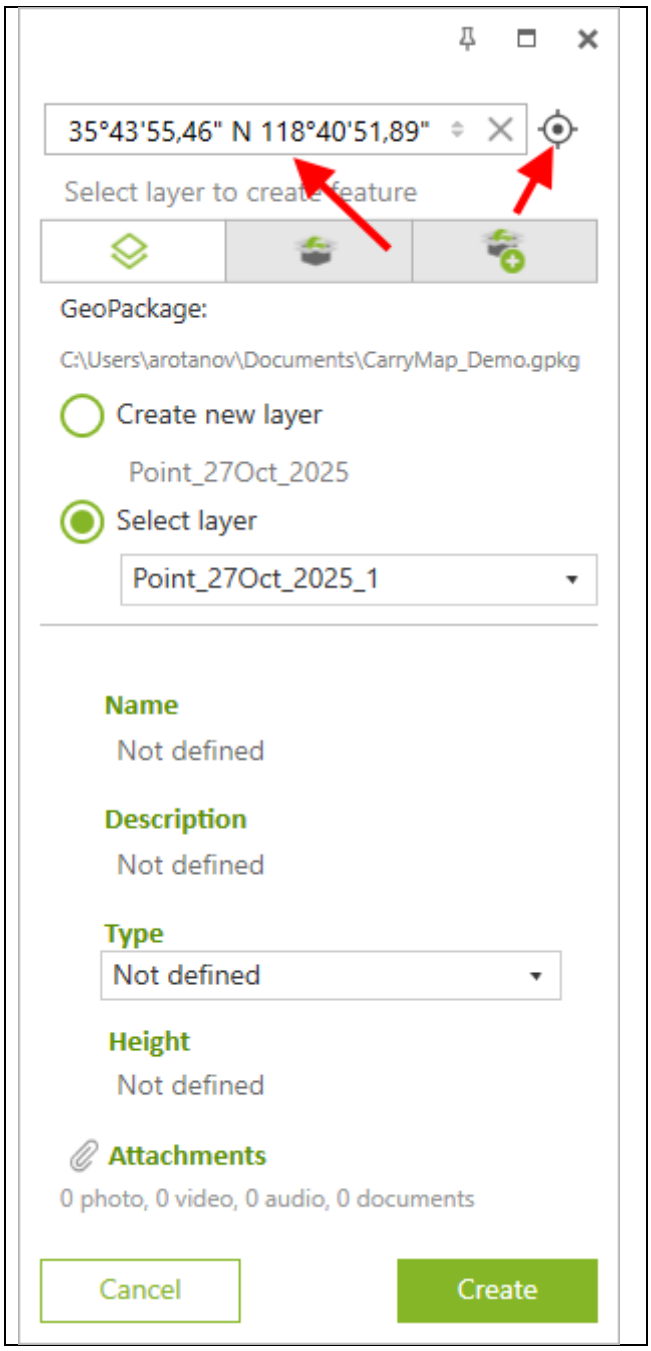
You can change the coordinates format, if needed. To do so, press *Switch* button in the input coordinates line.



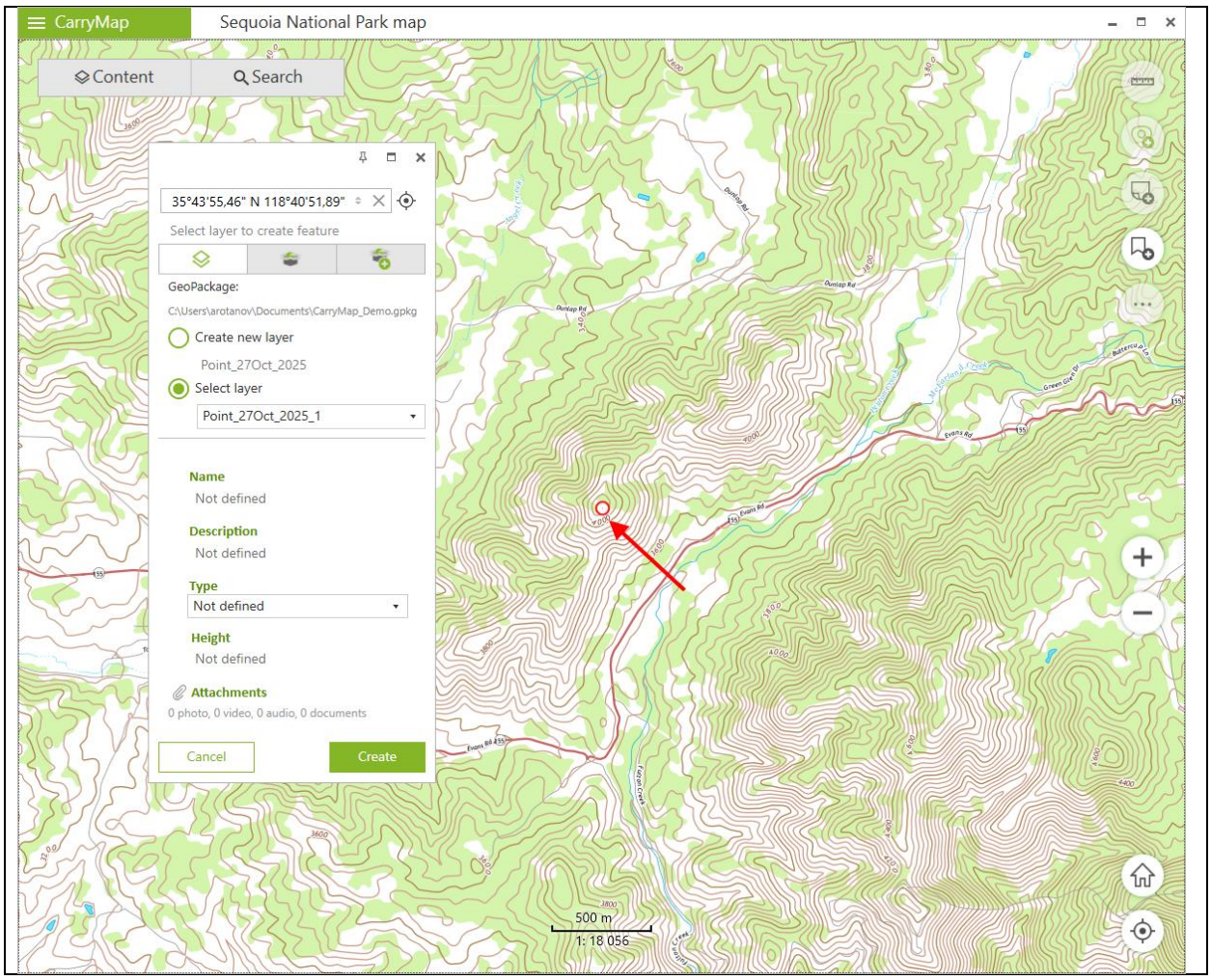
Available coordinate formats are as following:

- Degrees-minutes-seconds (DMS);
- Decimal degrees (DD).

Enter the required coordinates and press *Go to* button or *Enter* on the keyboard.



The point with the specified coordinates will be added on the map.



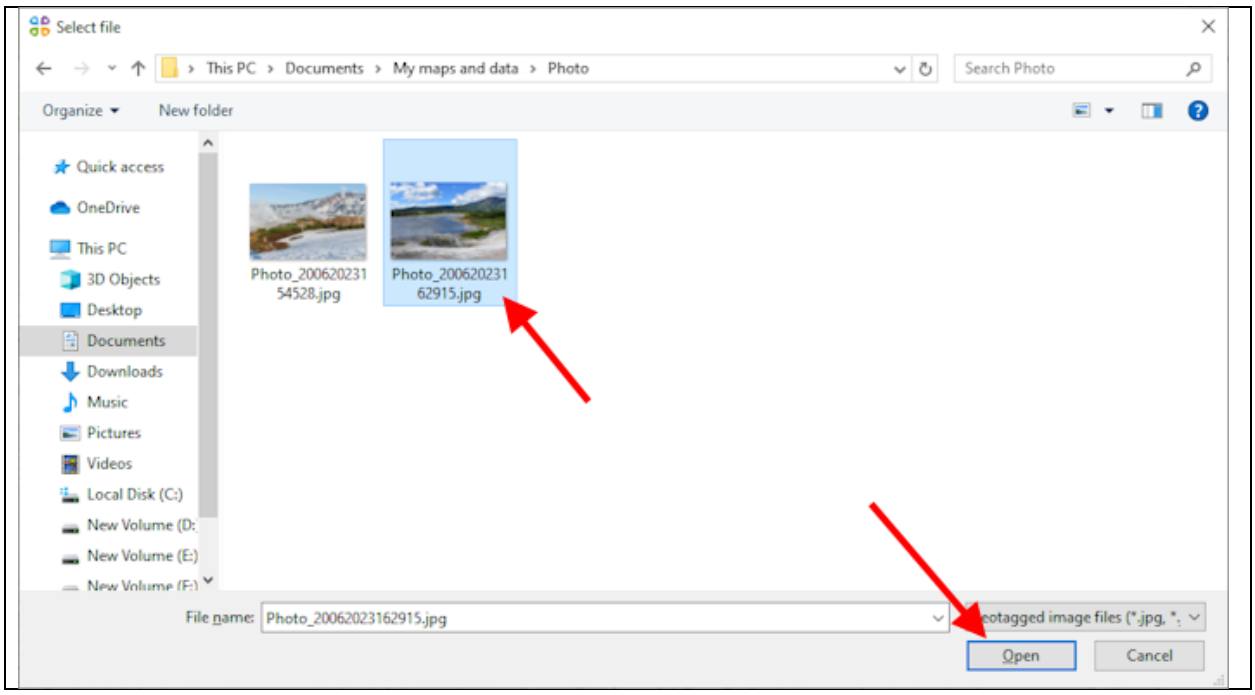
To finish the feature creation process, press *Create*.

Creating point feature by photo

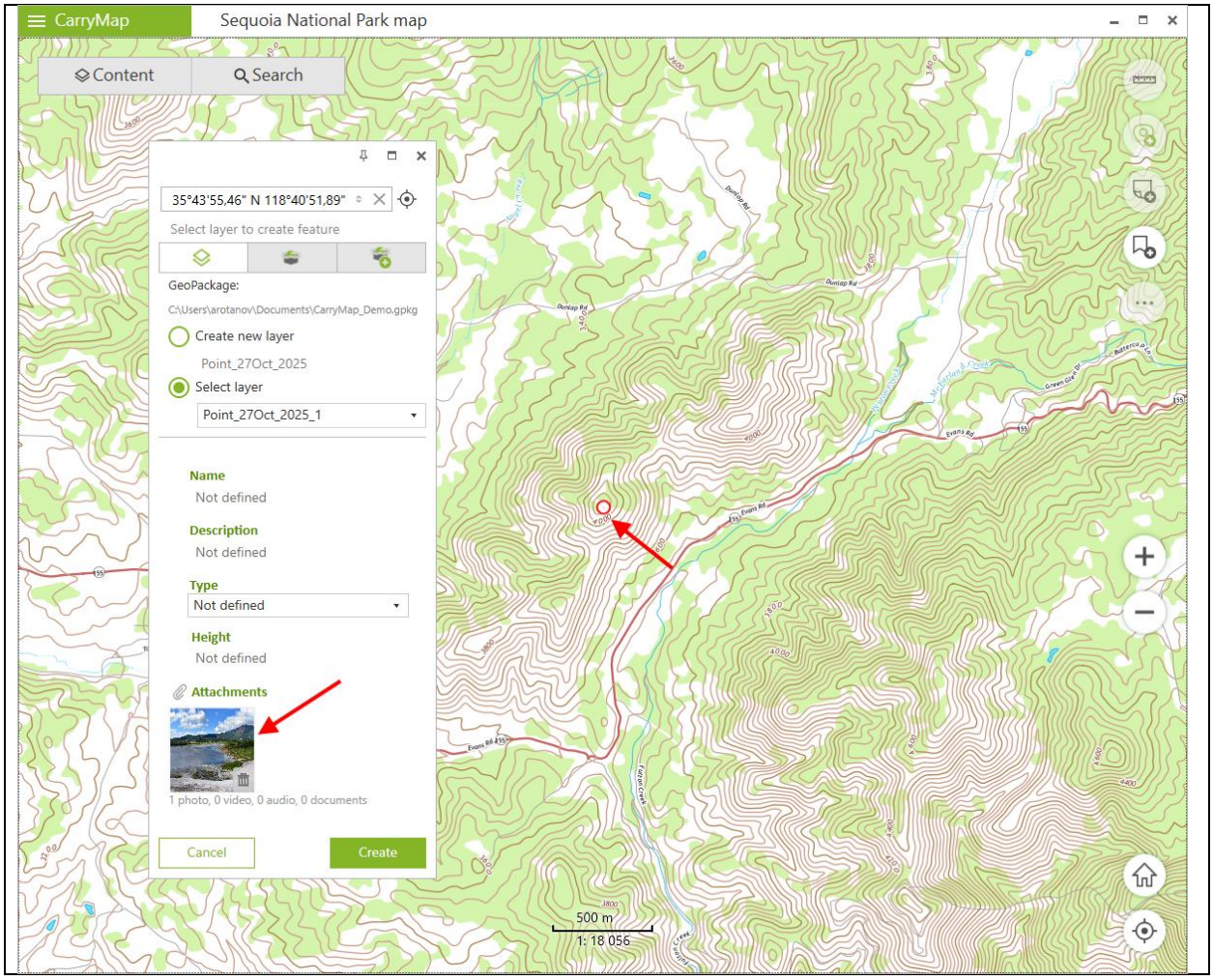
To create a new point feature by photo, press *Create feature* button and in the appeared panel select *Create point by photo*.



In the appeared window select the required photo and press *Open*.



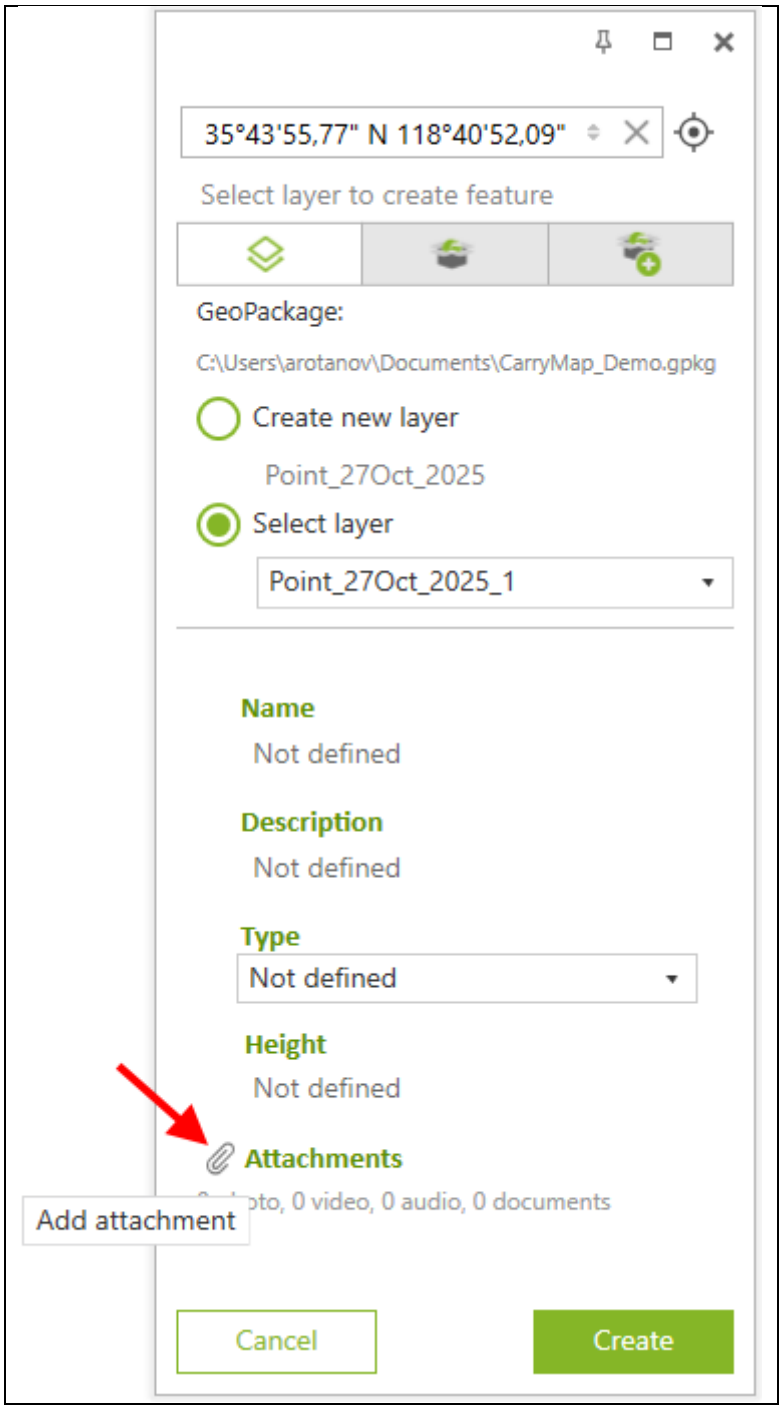
The coordinates of the selected photo will be used to create the point on your map and the photo will be added to the point as the attachment (see Adding attachments to features section for more detail).



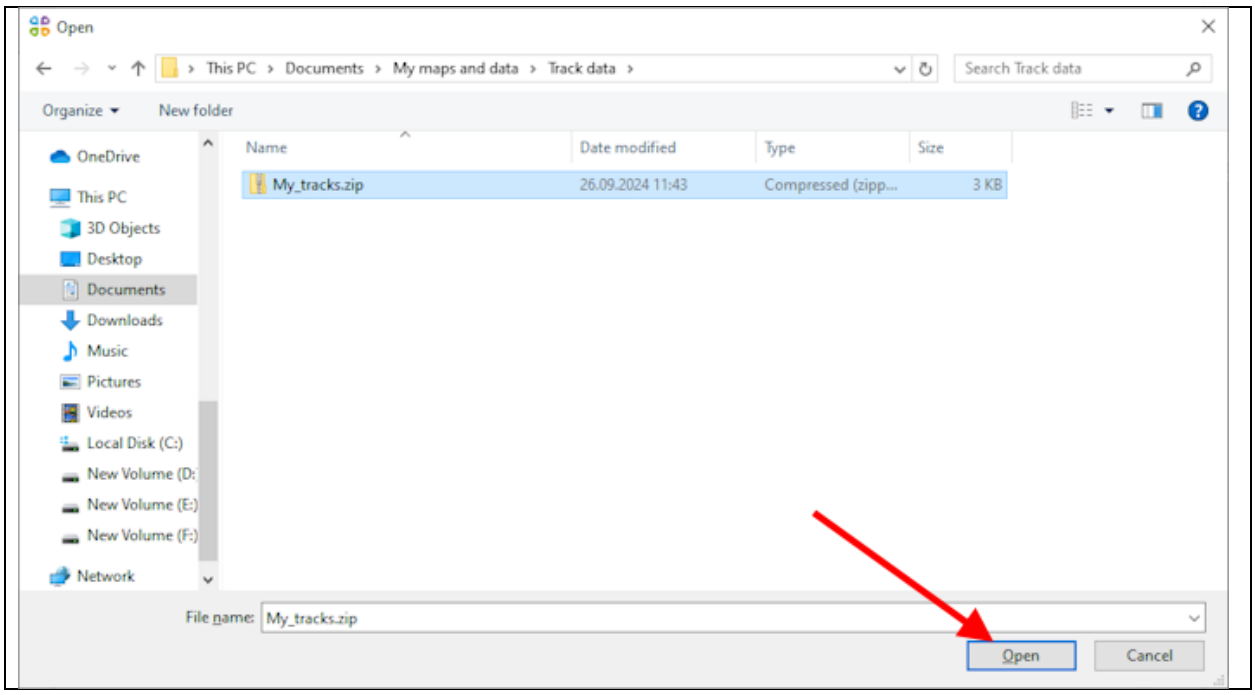
To finish the feature creation process, press *Create*.

Adding attachments to features

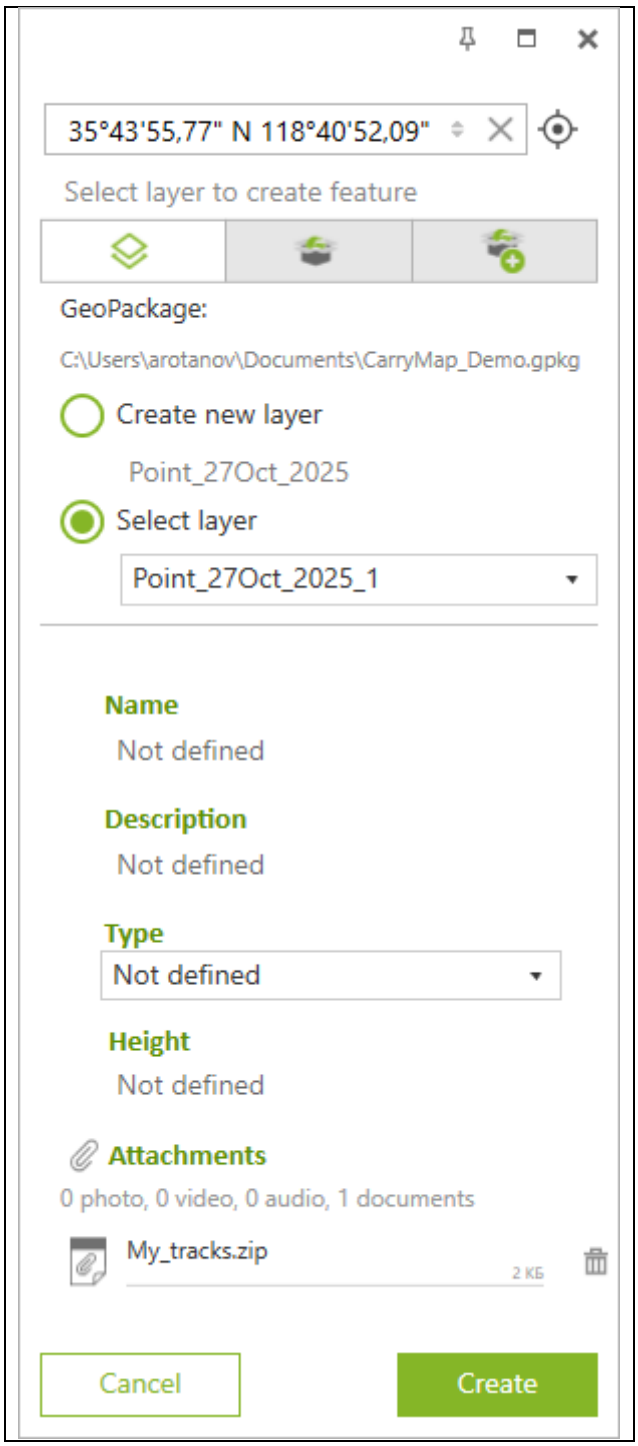
You can add attachments in jpeg, png, doc, pdf, txt, mp3, avi and other formats to your GeoPackage features.
To add attachment to feature, click on this feature on your map. In the appeared identification card press *Add attachment* button.



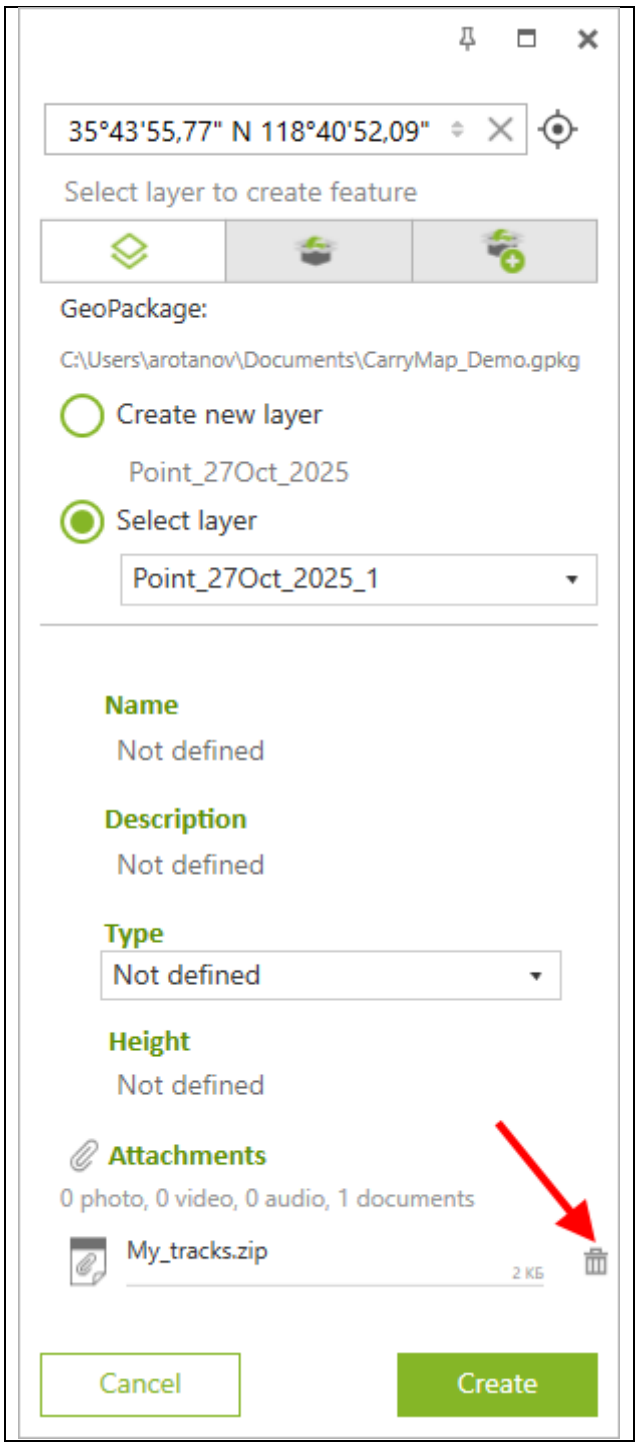
In the appeared window select the file that needs to be attached and press *Open*.



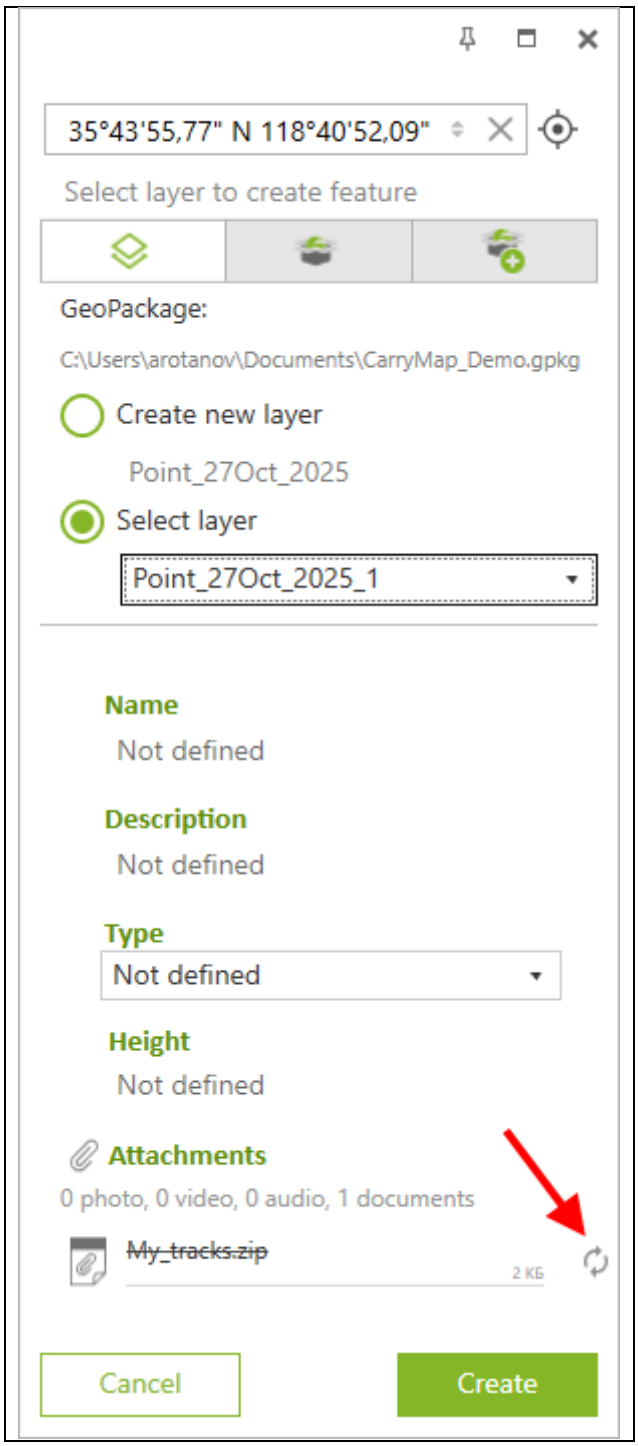
The file will be attached to the feature.



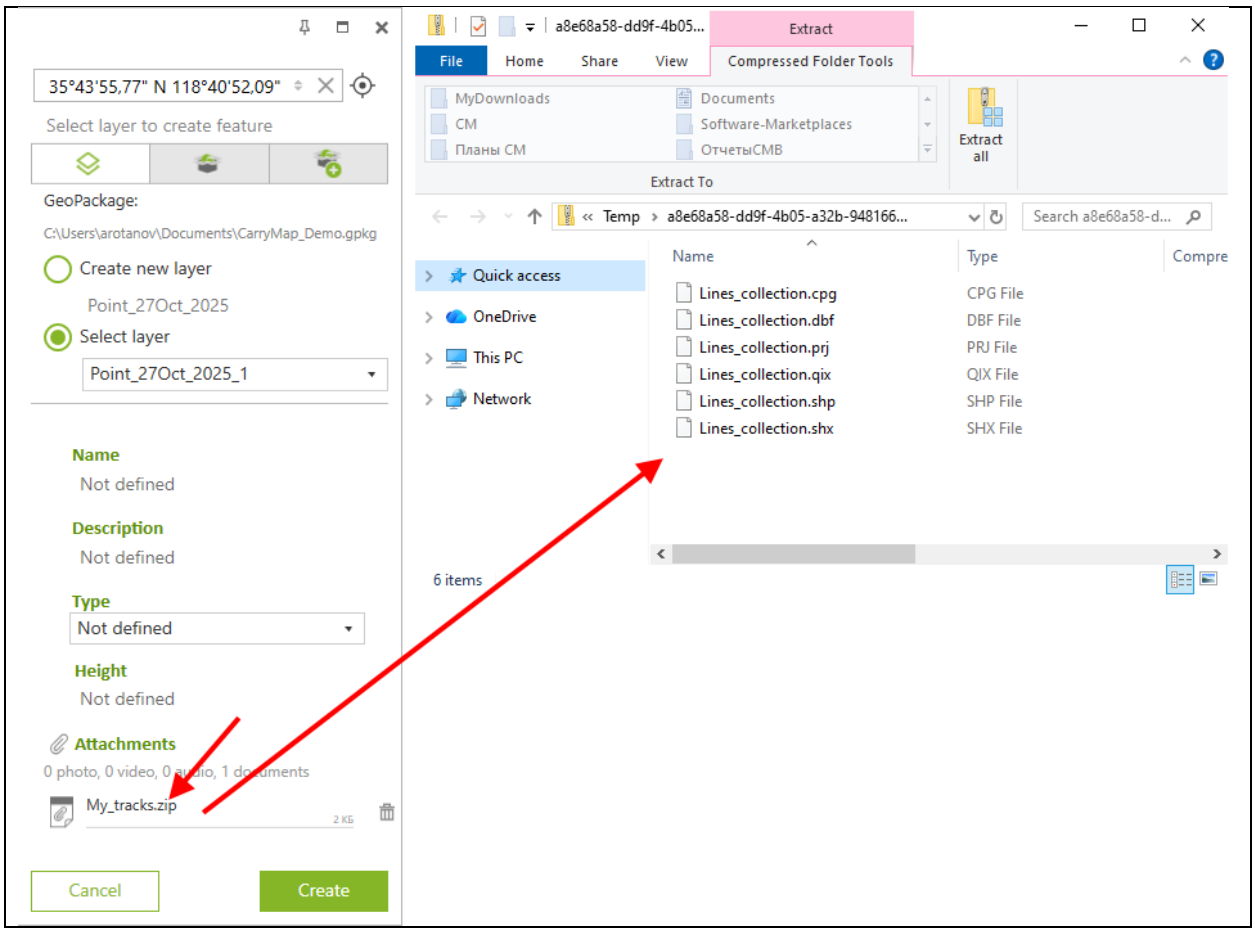
To delete added attachment, enable the feature editing mode and press *Delete* button.



The attachment will be deleted but until the feature editing process is not finished you can undo deletion by pressing *Restore attachment* button.



To view the file added to feature as attachment, click on the required file name in the list.

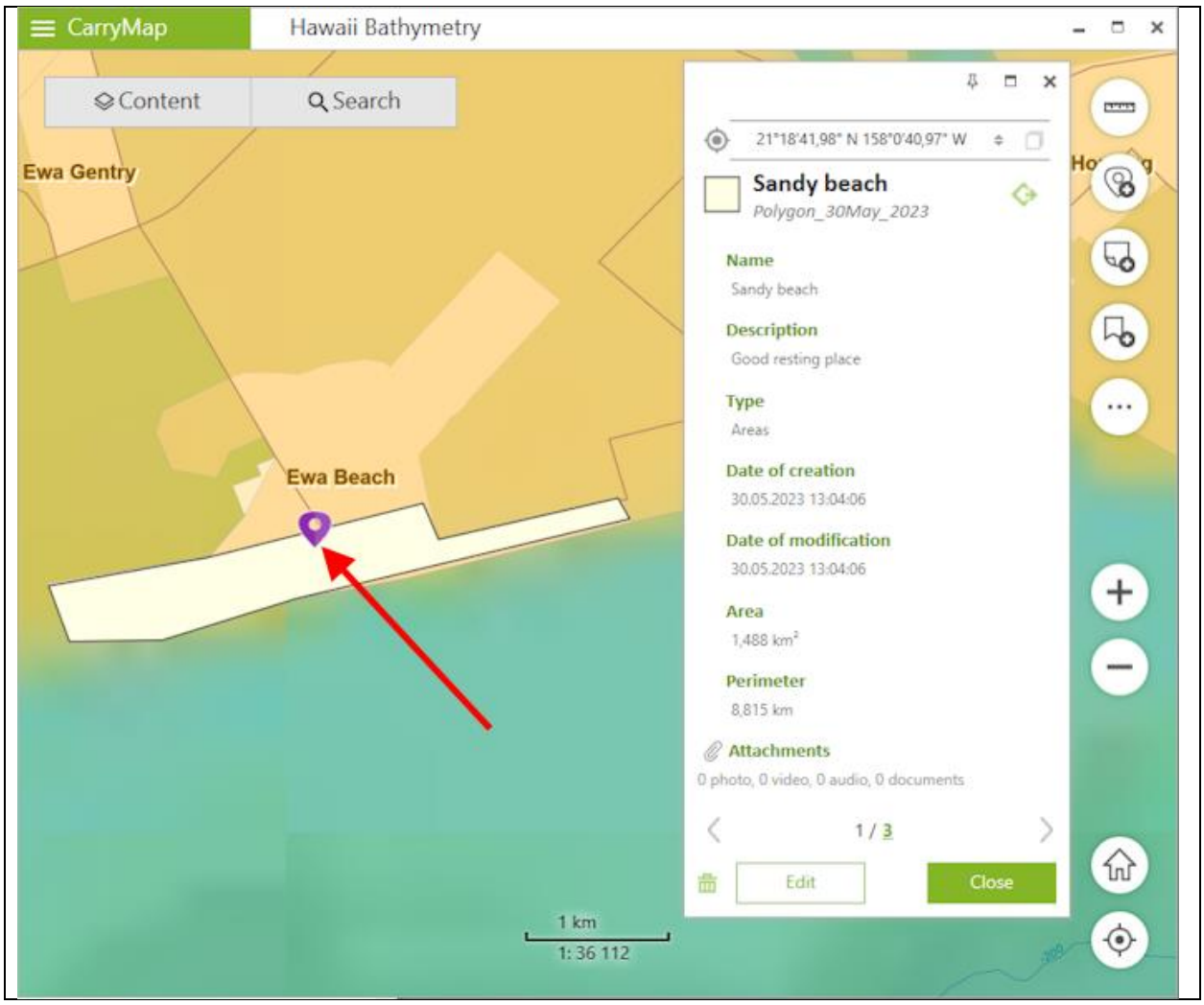


Note!

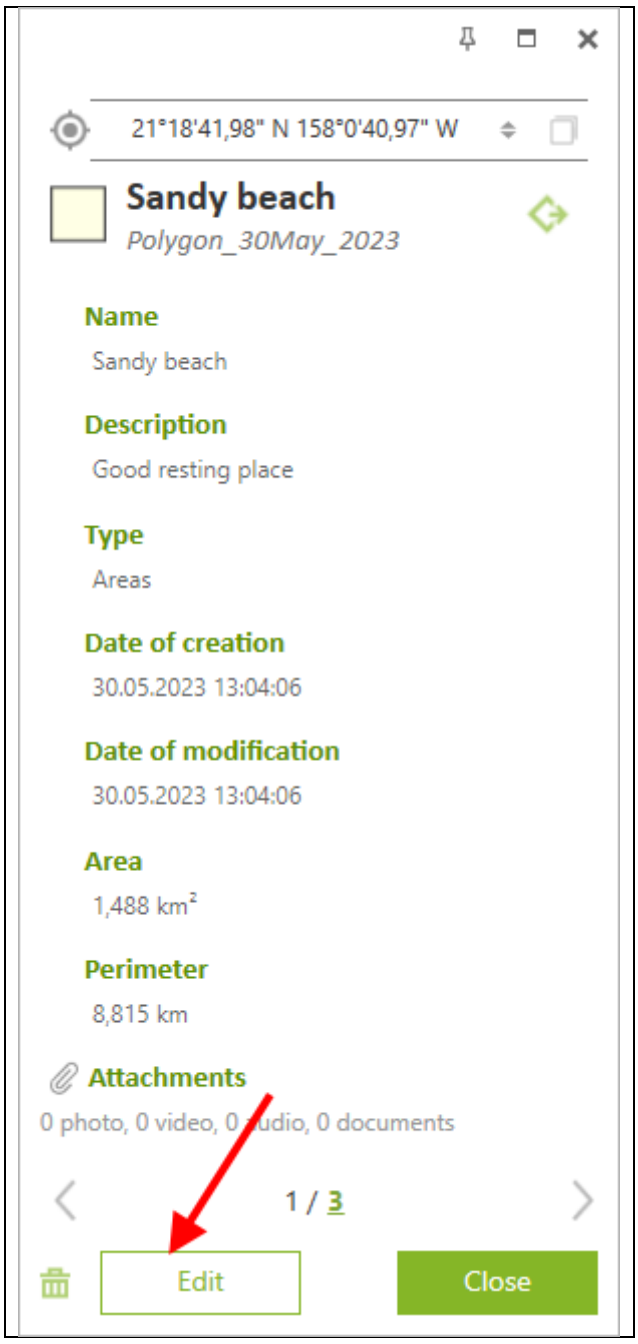
By importing GeoPackage file to ArcGIS using the CarryMap Builder Import GeoPackage tool all added attachments are also imported to ArcGIS.

Editing and deleting features

To edit created GeoPackage feature, click on it. It will be marked with the pushpin and its card will be opened.

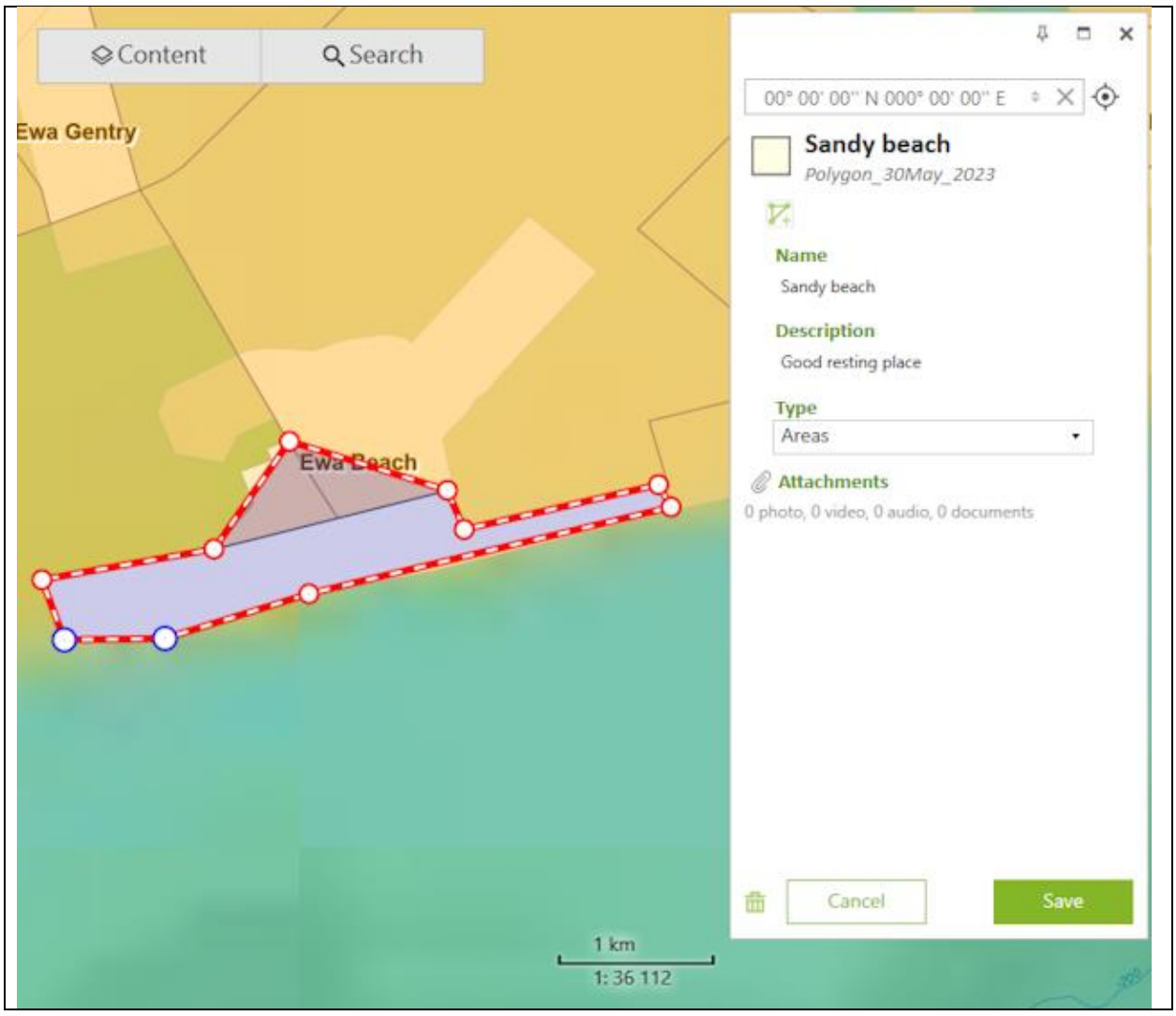


To start editing feature, press *Edit.*

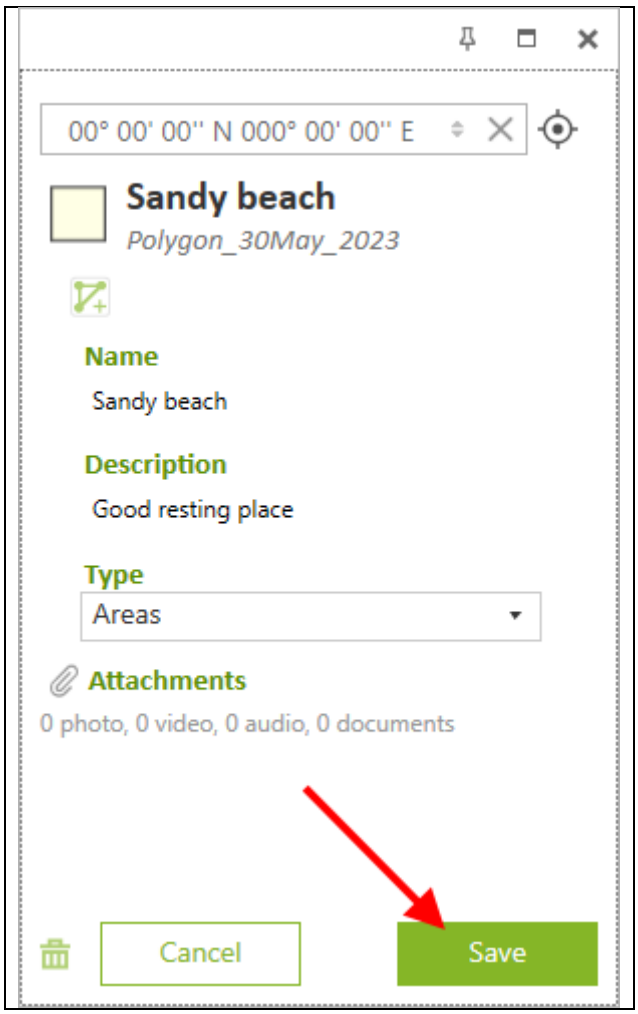


In the editing mode you can change feature geometry:

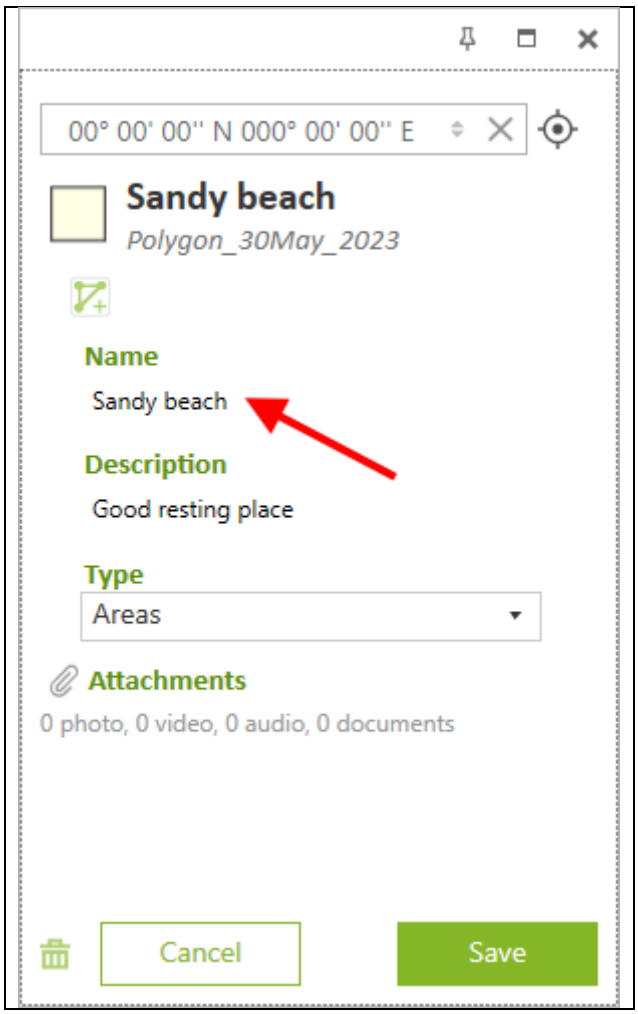
- To delete the point, click on it.
- To add the new point, click on the required place of the map.
- To replace the point, select it on the map, then hold and drag it to the needed place.



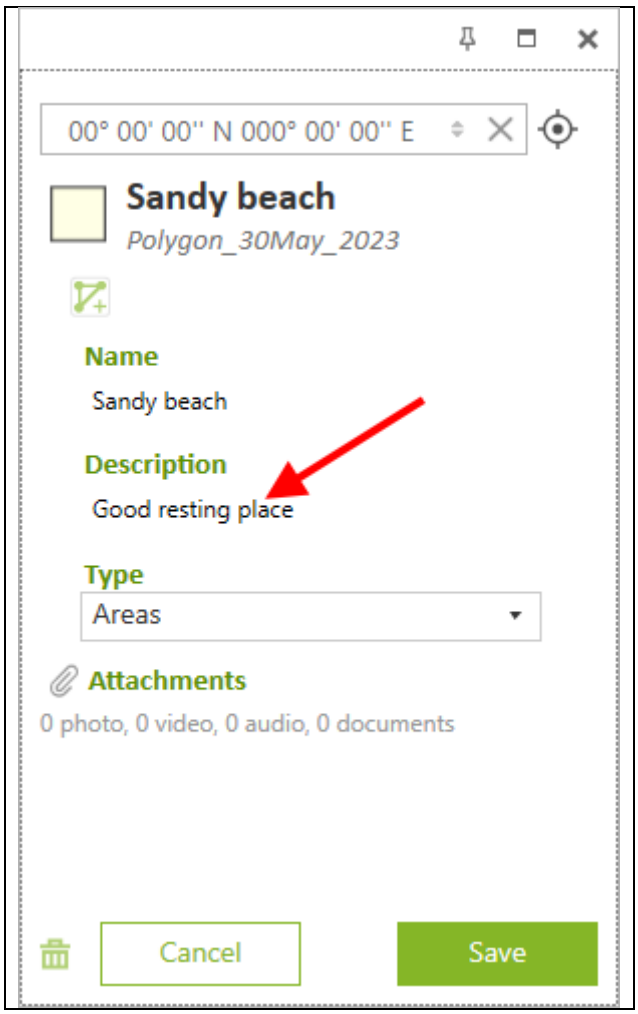
To save made changes, press *Save*.



In the editing mode you can also change name and description of feature. To change feature name, press *Edit* in the feature card and click on the *Name* field.

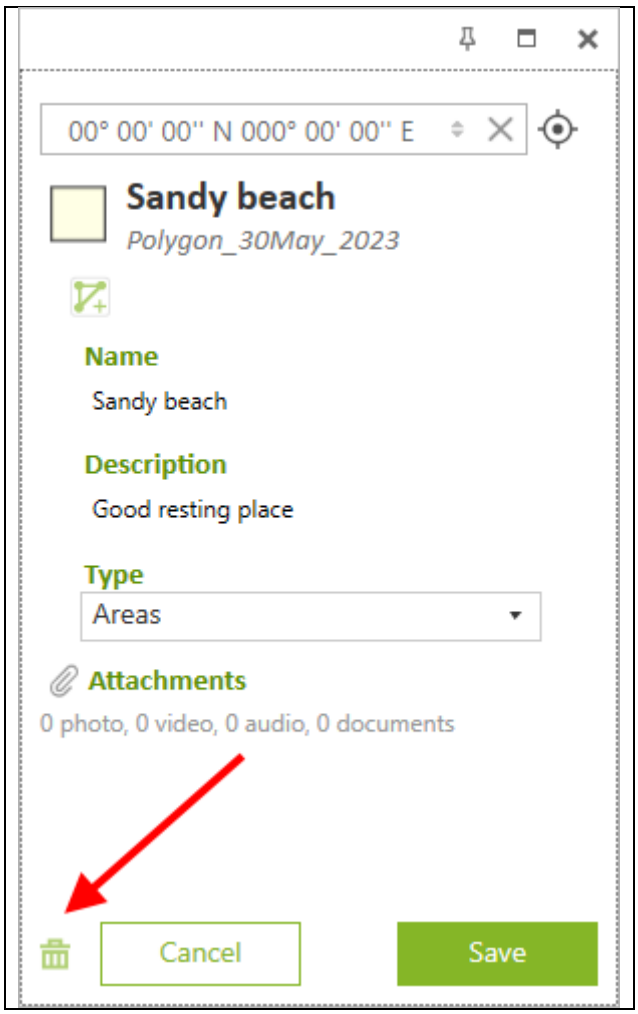


Enter the new name and press *Save.*
To change feature description, press *Edit* in the feature card and click on the *Description* field.

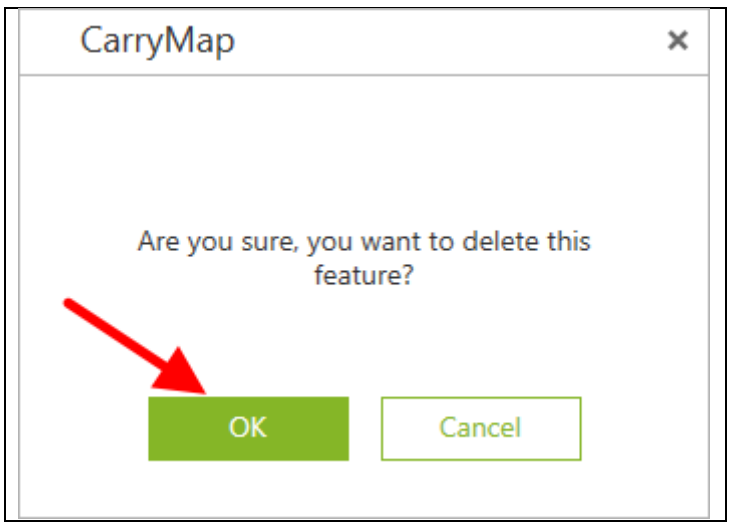


Enter the info and press *Save.*

To delete feature, select it on the map and press *Delete* in the appeared feature card.



Press *OK*. The feature will be deleted.



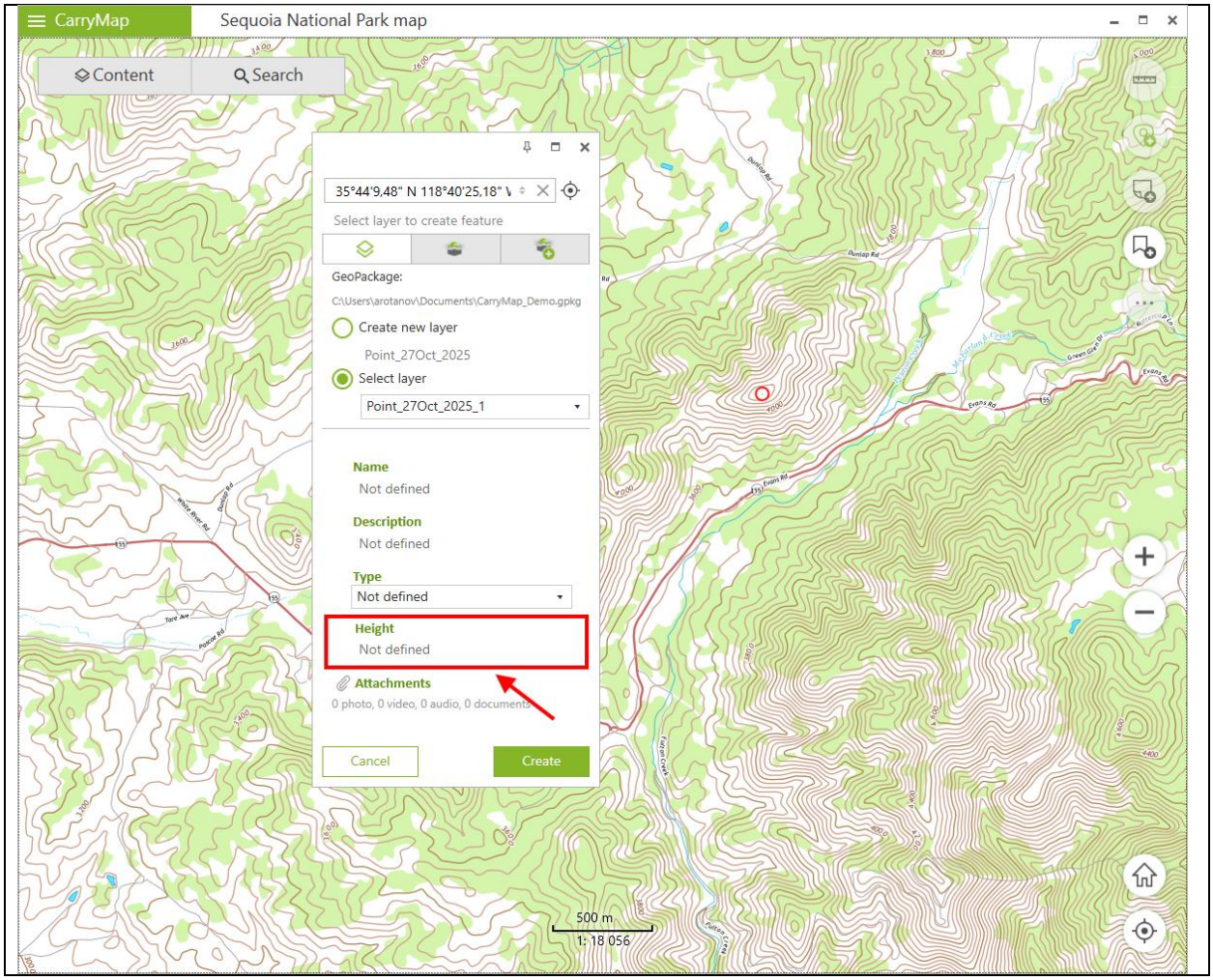
Adding and viewing Z coordinates

Adding Z coordinates to point features

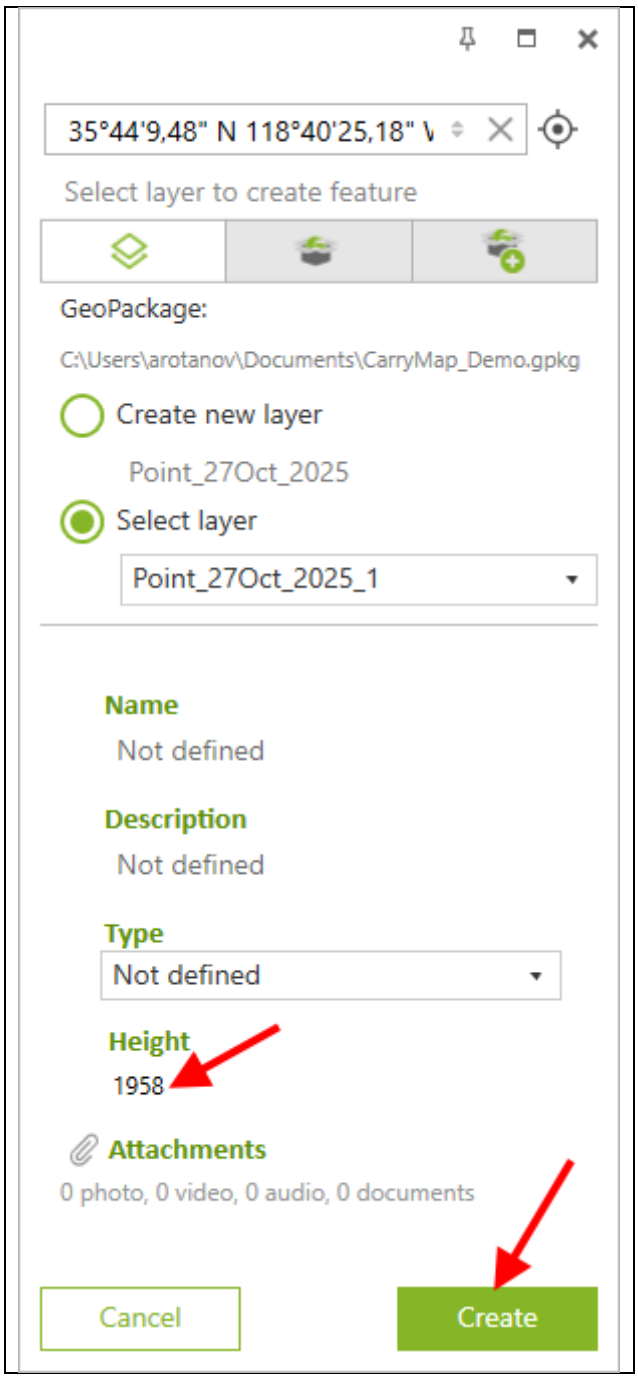
Adding Z coordinates (height) to point features is available when creating and editing features on the map.

Note that adding and editing the Z coordinate values of point features is only available in GeoPackage layers that support storing information about the height of features.

To add or edit Z coordinate value of a point feature, during the process of creating or editing feature go to the value entry line in the *Height* field of the feature identification card.



Enter the required value and press *Create* or *Save* button.



Viewing Z coordinates of point features

Information about Z coordinate of GeoPackage point features is displayed in the additional virtual field *Height* in the feature identification card.

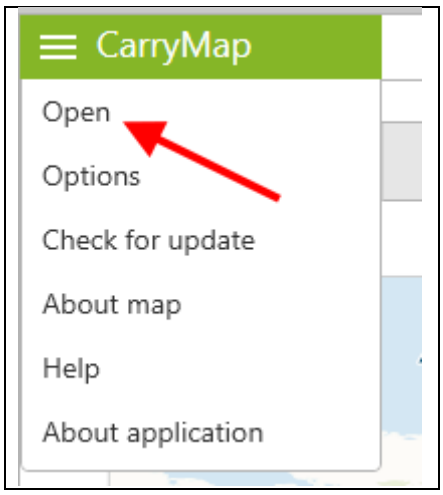


The units selected in the Application settings are used as the measurement units.

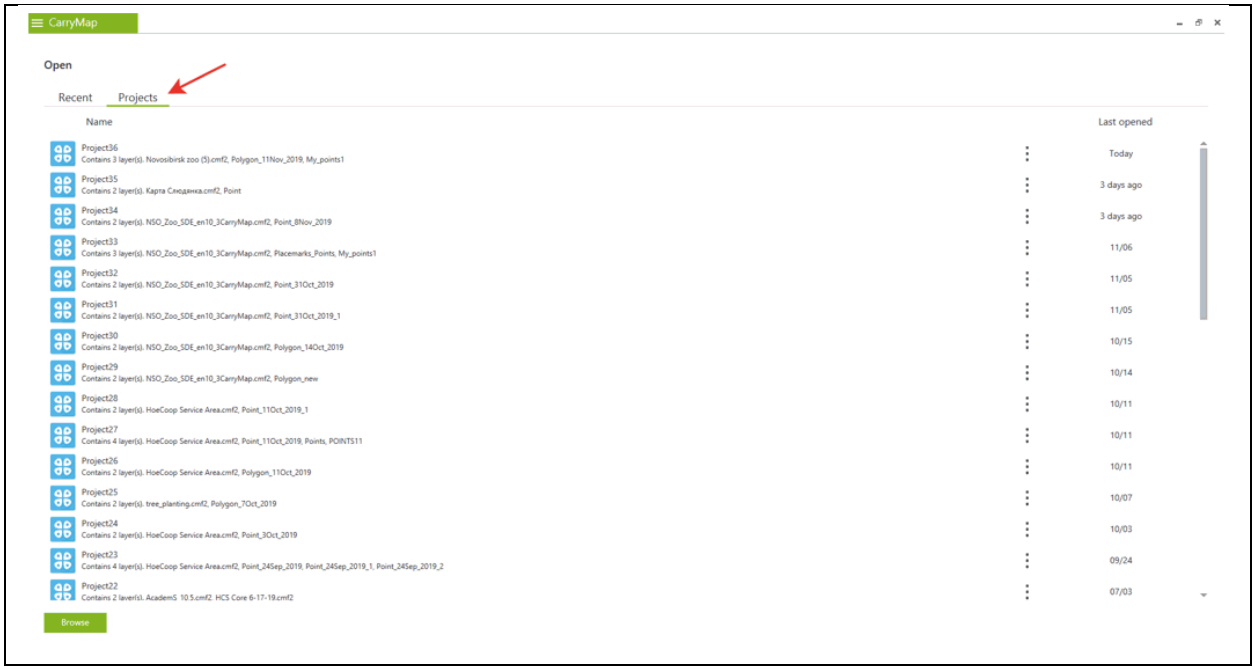
Data exchange

Export project

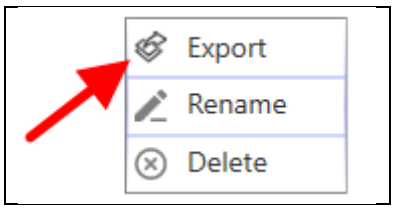
You can export a set of project layers to a common archive file .CMPRJ. To do so, go to the *Open* menu item.



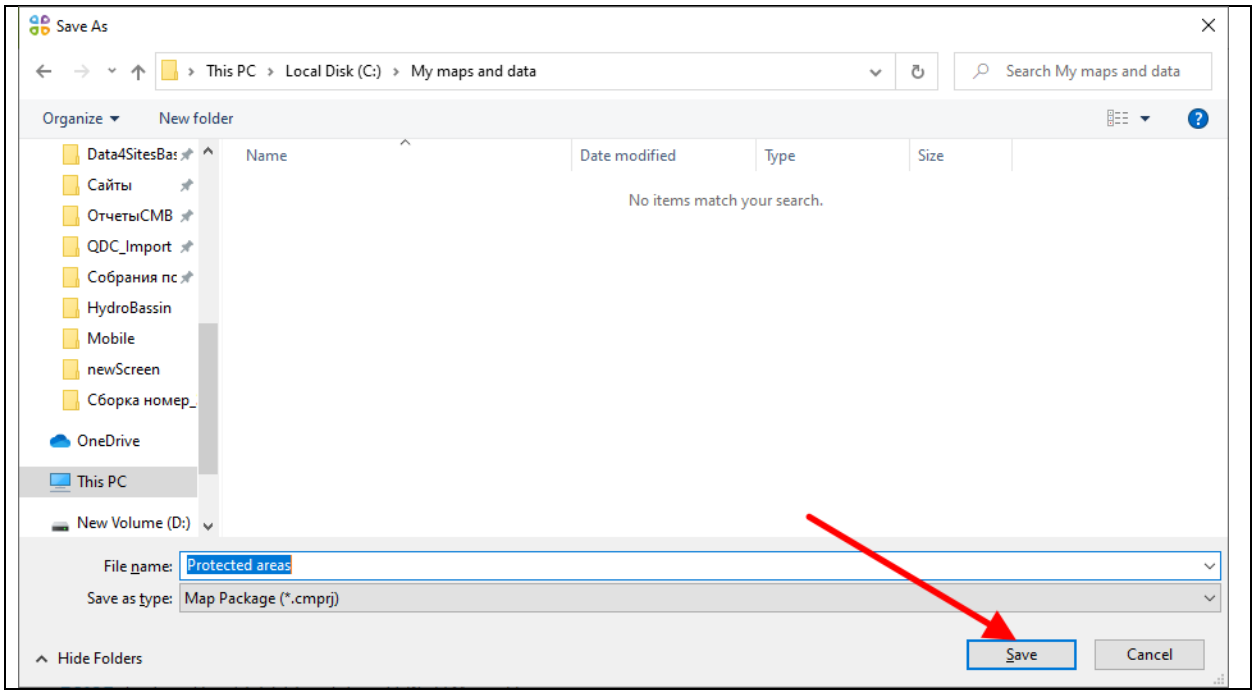
Go to *Projects.*



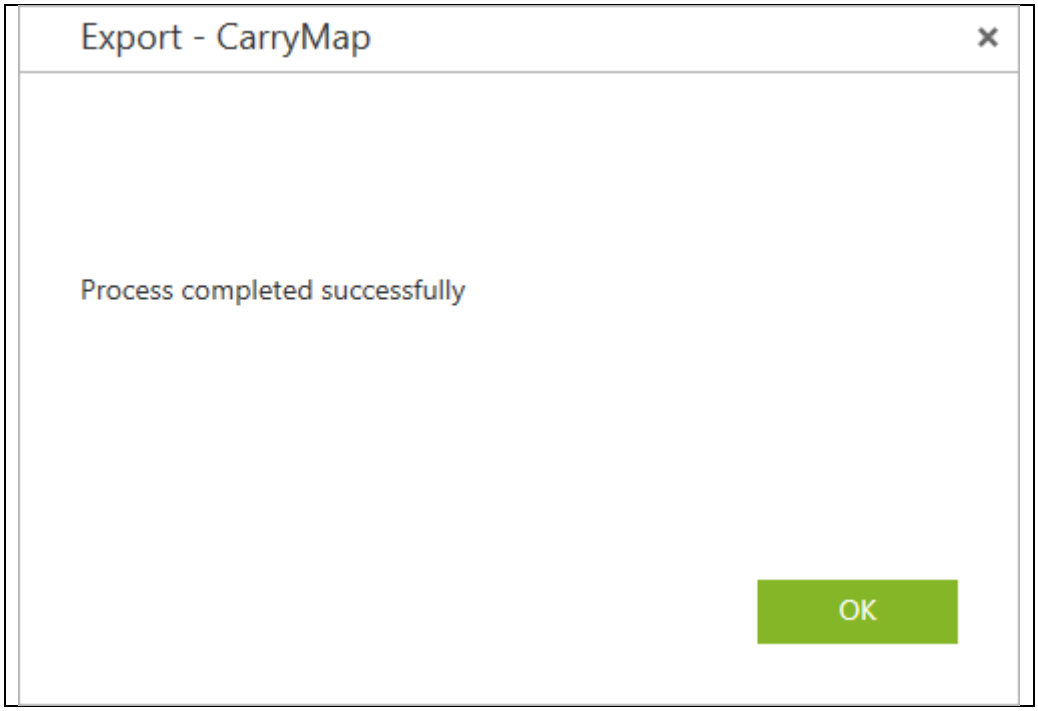
Press the three dots icon near the project that needs to be exported and select *Export*.



In the appeared window specify the output file location and name and click *Save*.



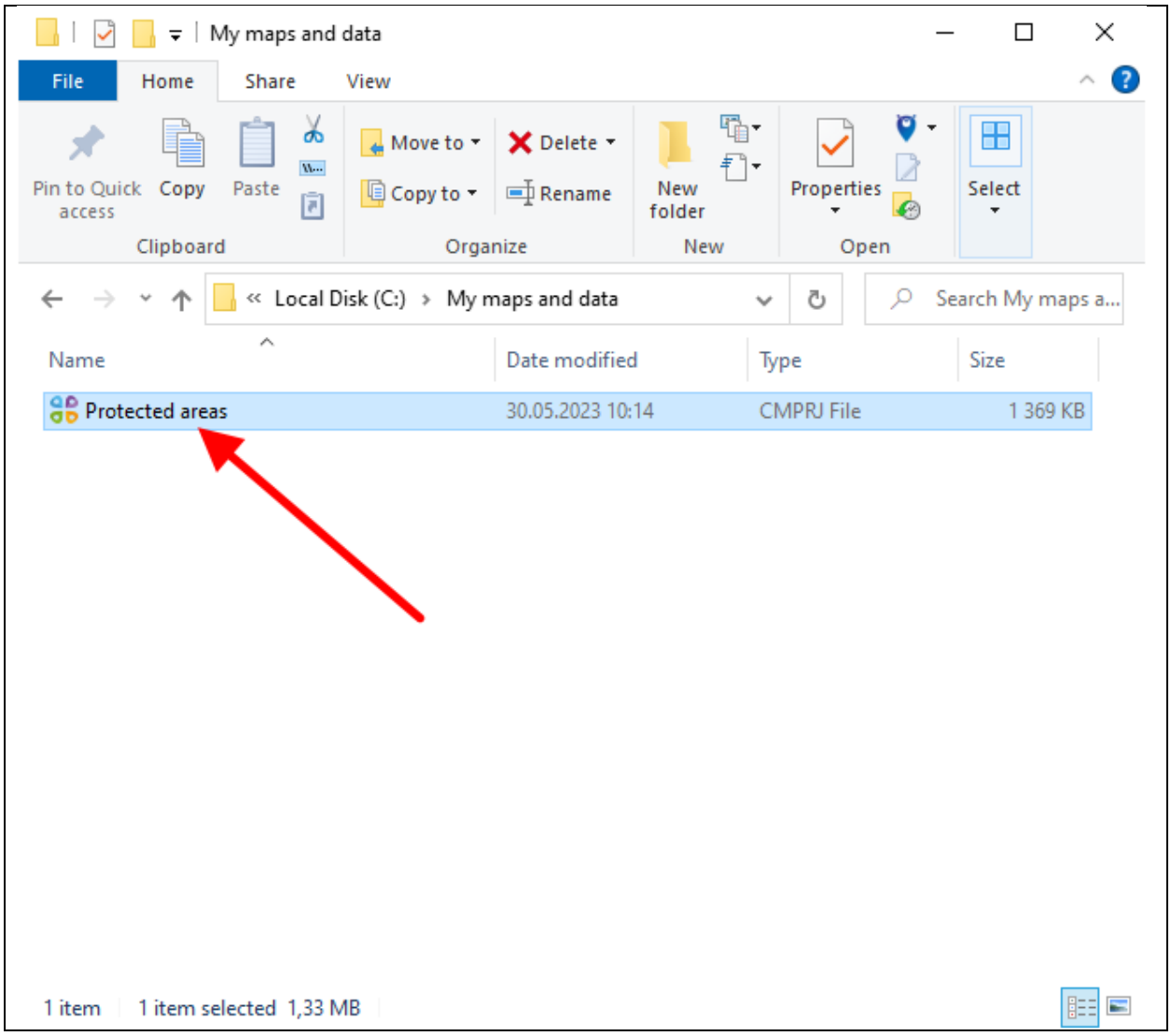
Upon the process completion you will see the appropriate dialog.



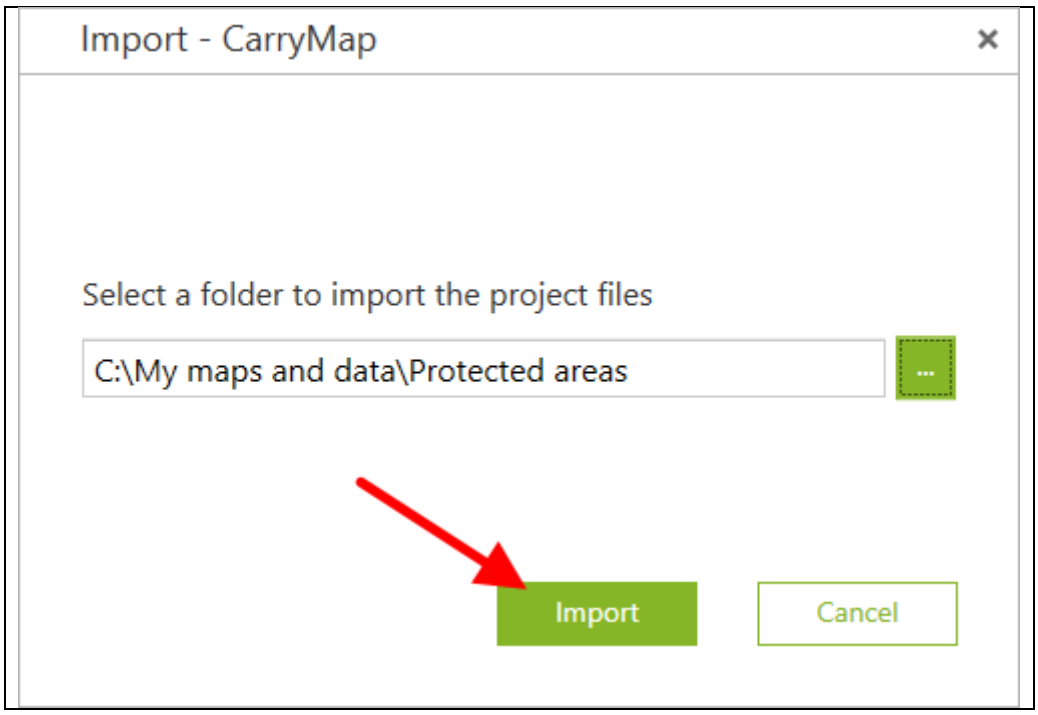
Make sure that the output file has been saved to specified folder.

Import project

To open the project archive file created with CarryMap app, double-click on the required .CMPRJ file in the explorer.



In the appeared window specify the output folder location for importing project files and click *Import*.

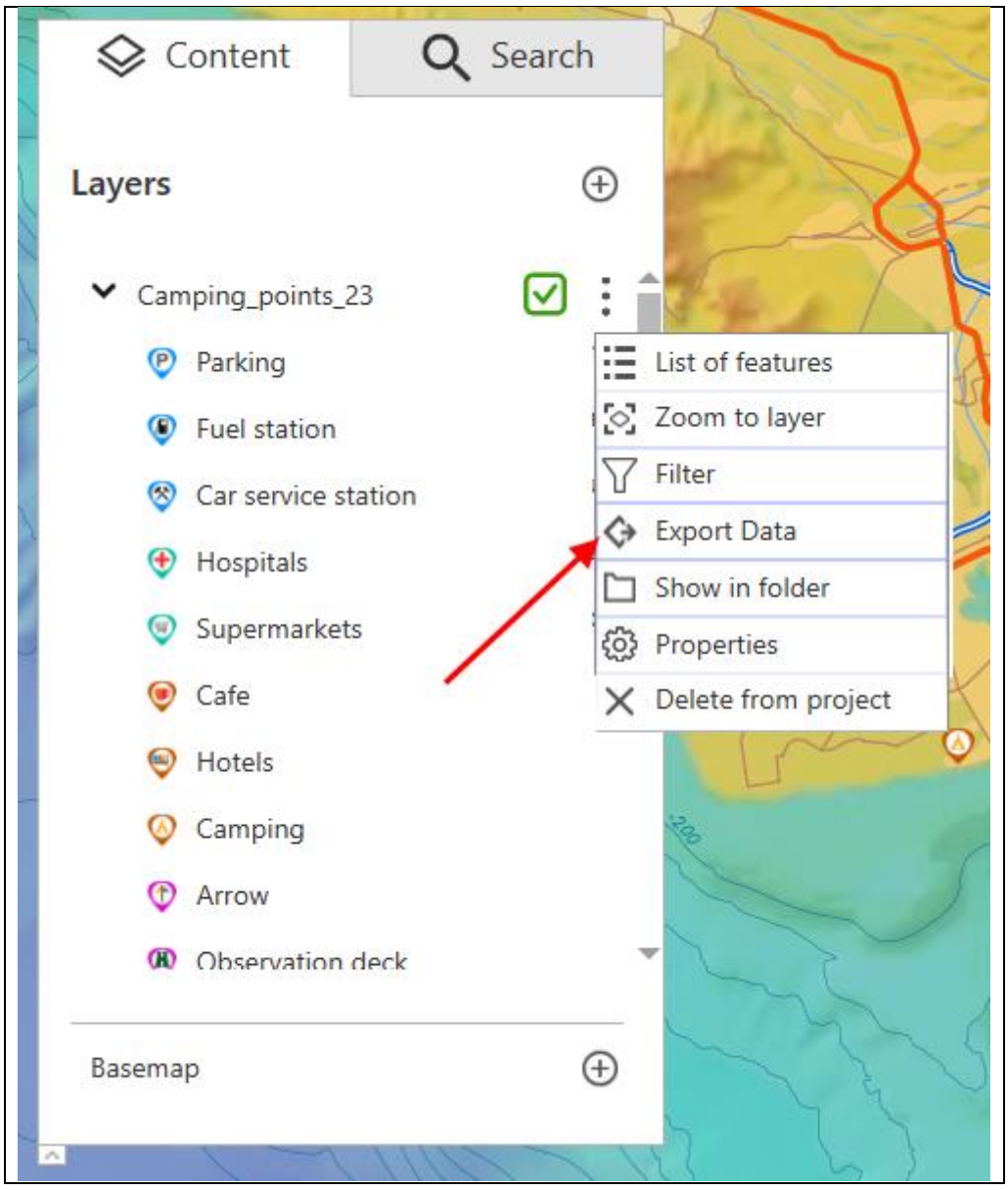


The project will be automatically opened upon the process completion.

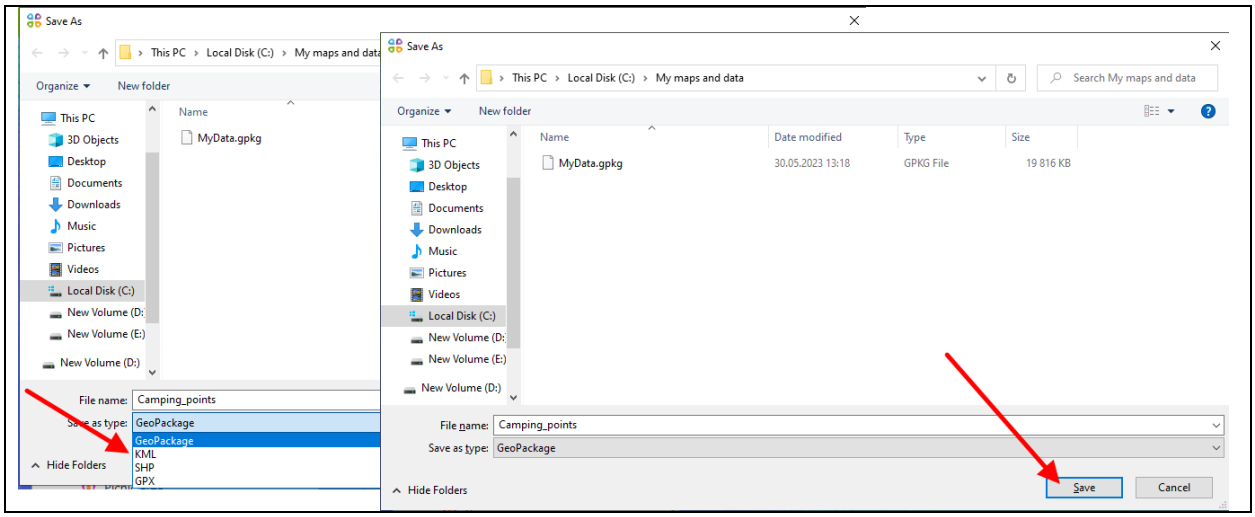
Export layers and features

You can export GeoPackage layers to GeoPackage, SHP, KML/KMZ or GPX formats.

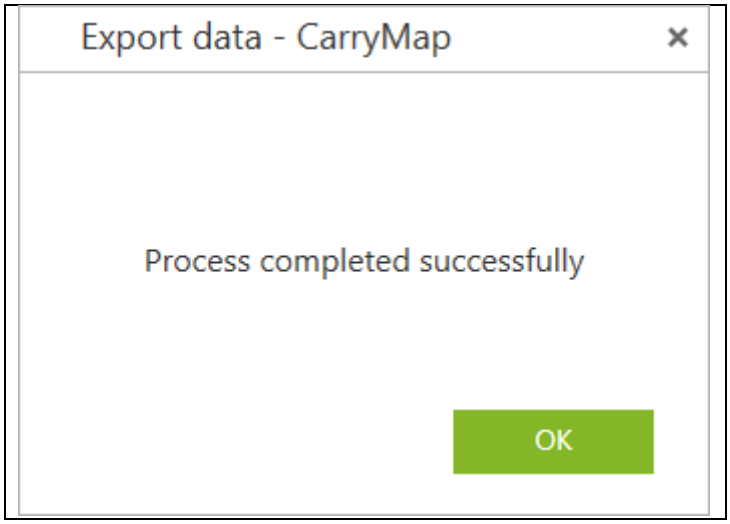
To do this, select one or multiple GeoPackage layers, right-click to expand the layer menu in the table of contents or click the three dots icon near the required layer, and select *Export Data*.



In the appeared window specify the output file location and name, select the required format and click *Save*.

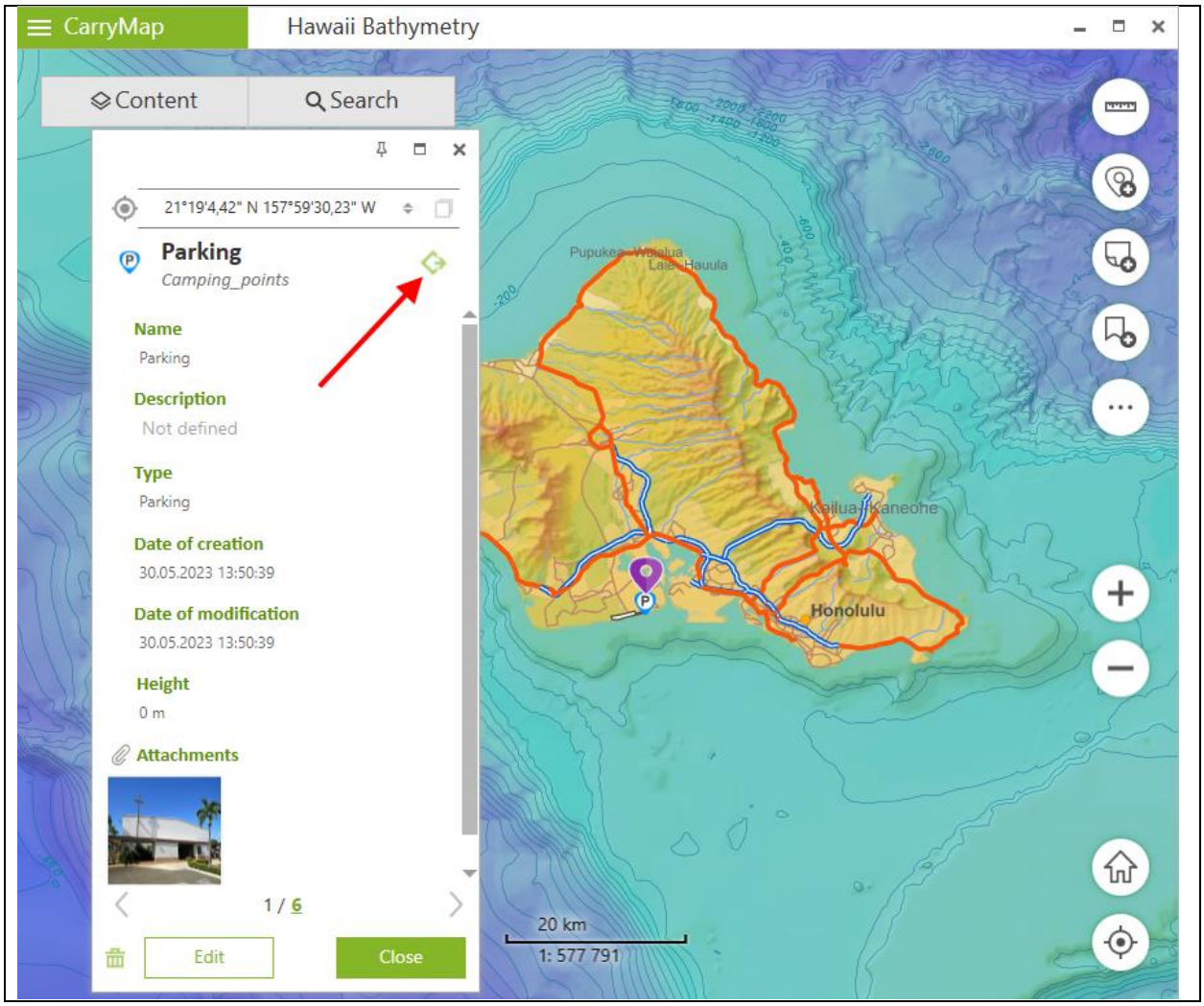


Upon the process completion you will see the appropriate dialog.

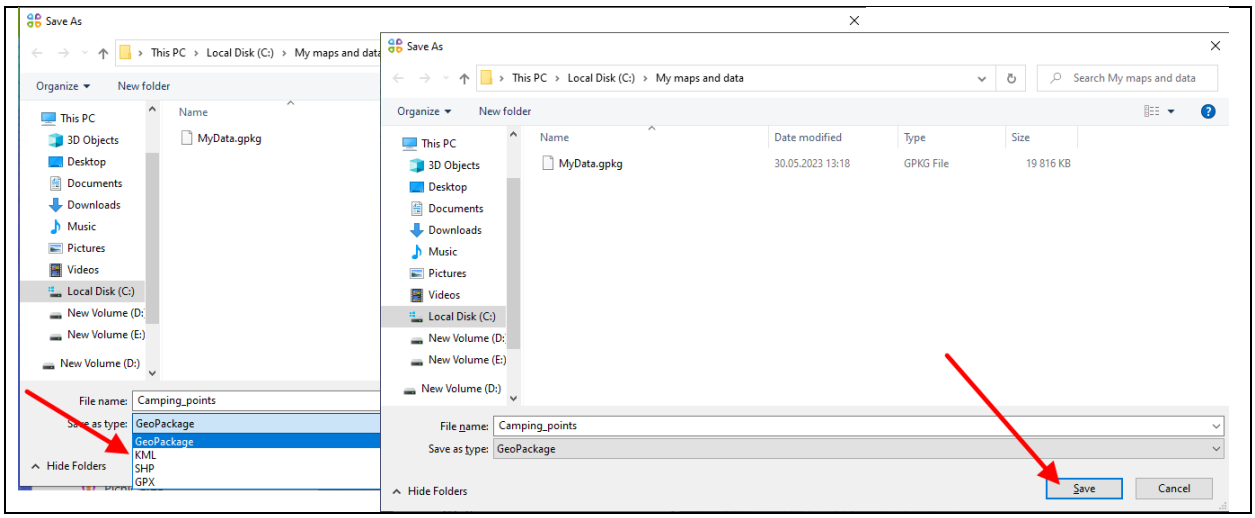


Make sure that the output file has been saved to specified folder.

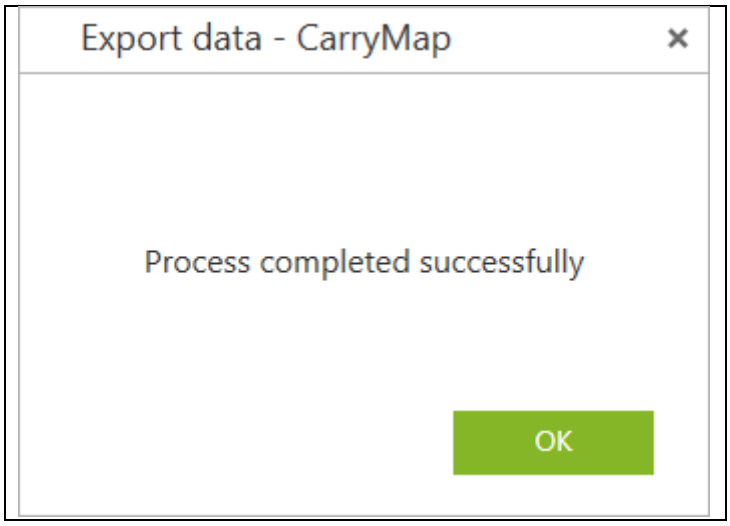
In addition, you can export a single feature from the GeoPackage layer, to do this, click on this feature and click *Export* in the appeared identification card.



In the appeared window specify the output file location and name, select the required format and click *Save*.



Upon the process completion you will see the appropriate dialog.

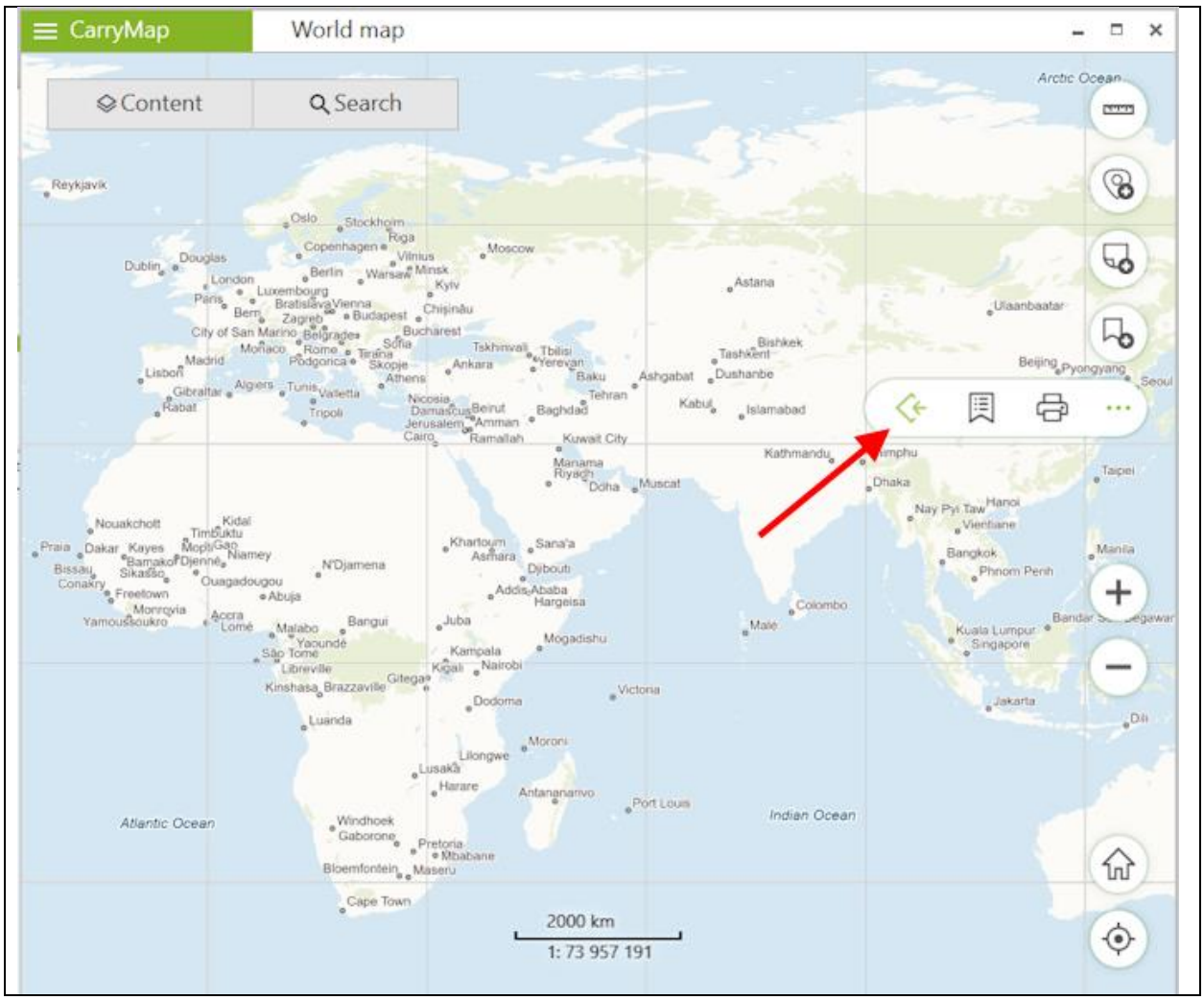


Make sure that the output file has been saved to specified folder.

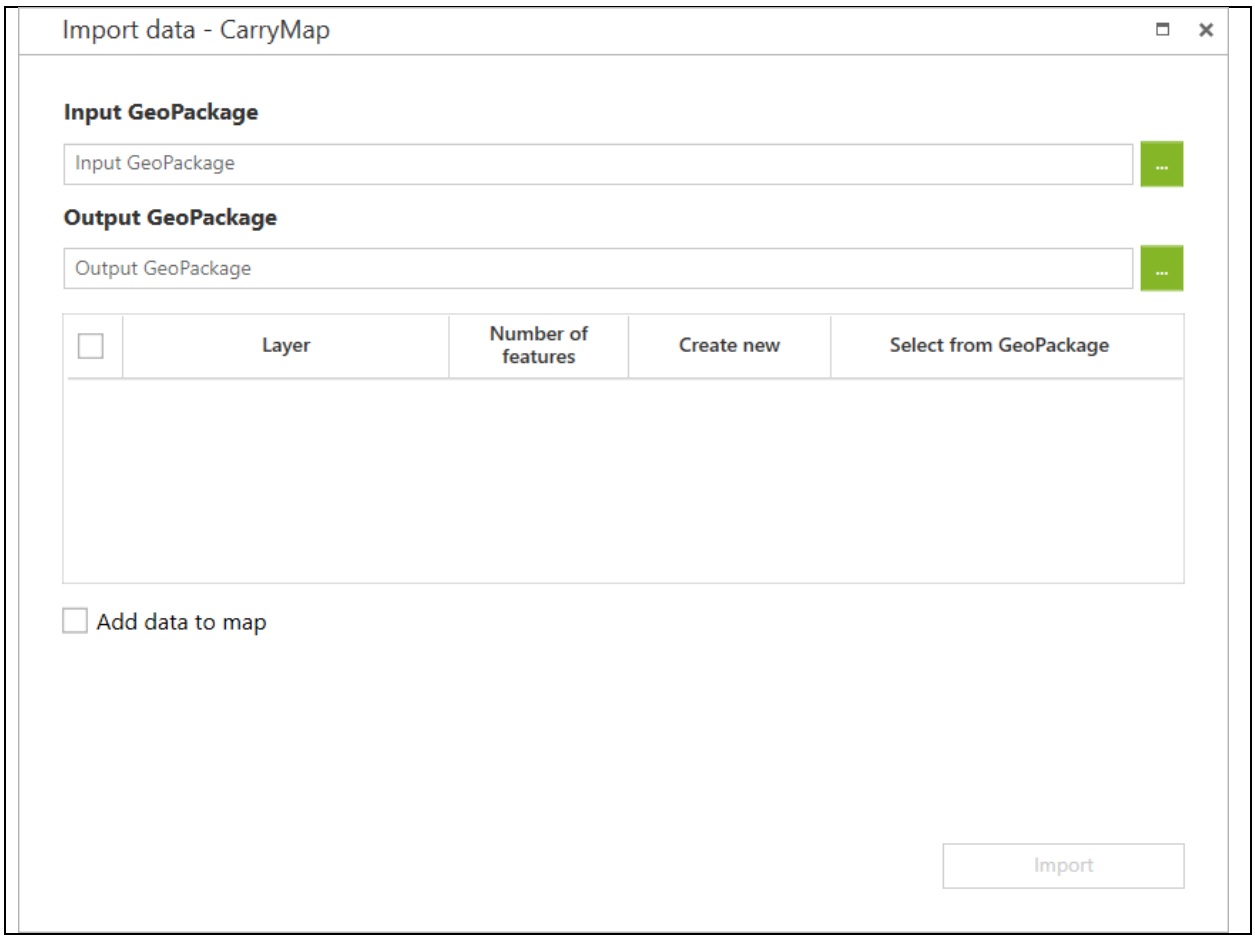
Importing layers and features

The GeoPackage layer data can be imported to an existing GeoPackage file.

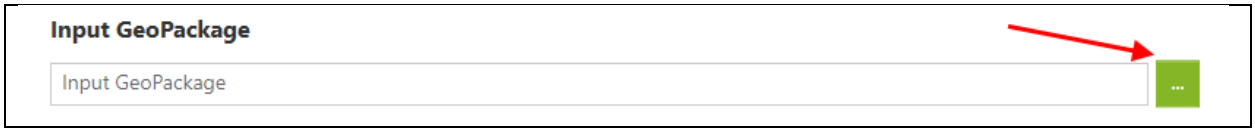
To import a GeoPackage file, press *Tools* button and in the appeared panel select *Import data*.



The *Import data* tool window will appear.

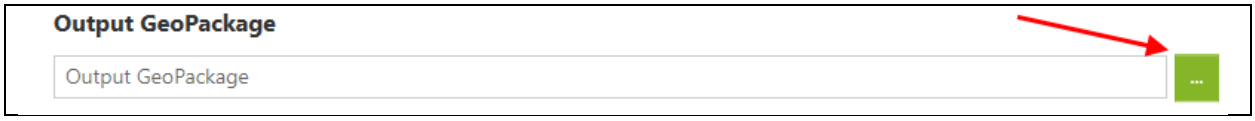


In the *Input GeoPackage* section press *Browse* button and select the required GeoPackage file.

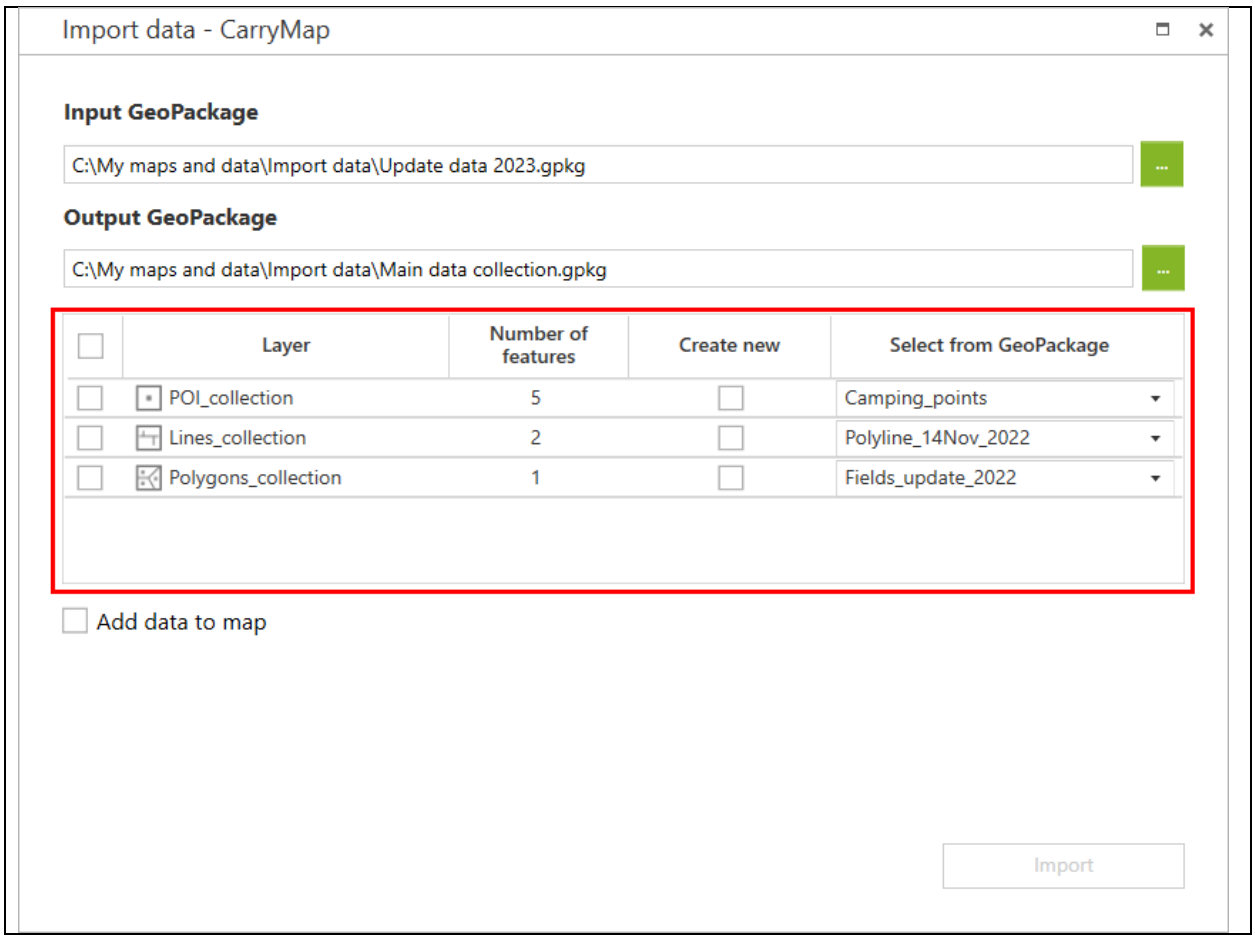


Now select the output GeoPackage file.

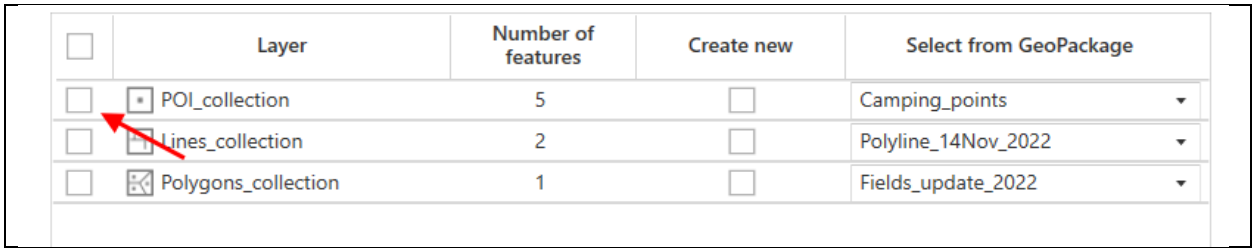
To do so, in the *Output GeoPackage* section press *Browse* button and select the required file.



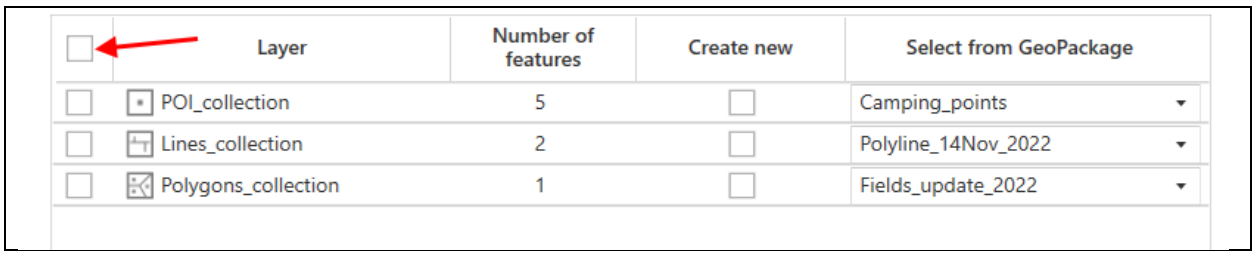
Now you need to select layers for import from the input GeoPackage file. The layers will be displayed in the window.



Check the boxes near the layers that need to be selected.

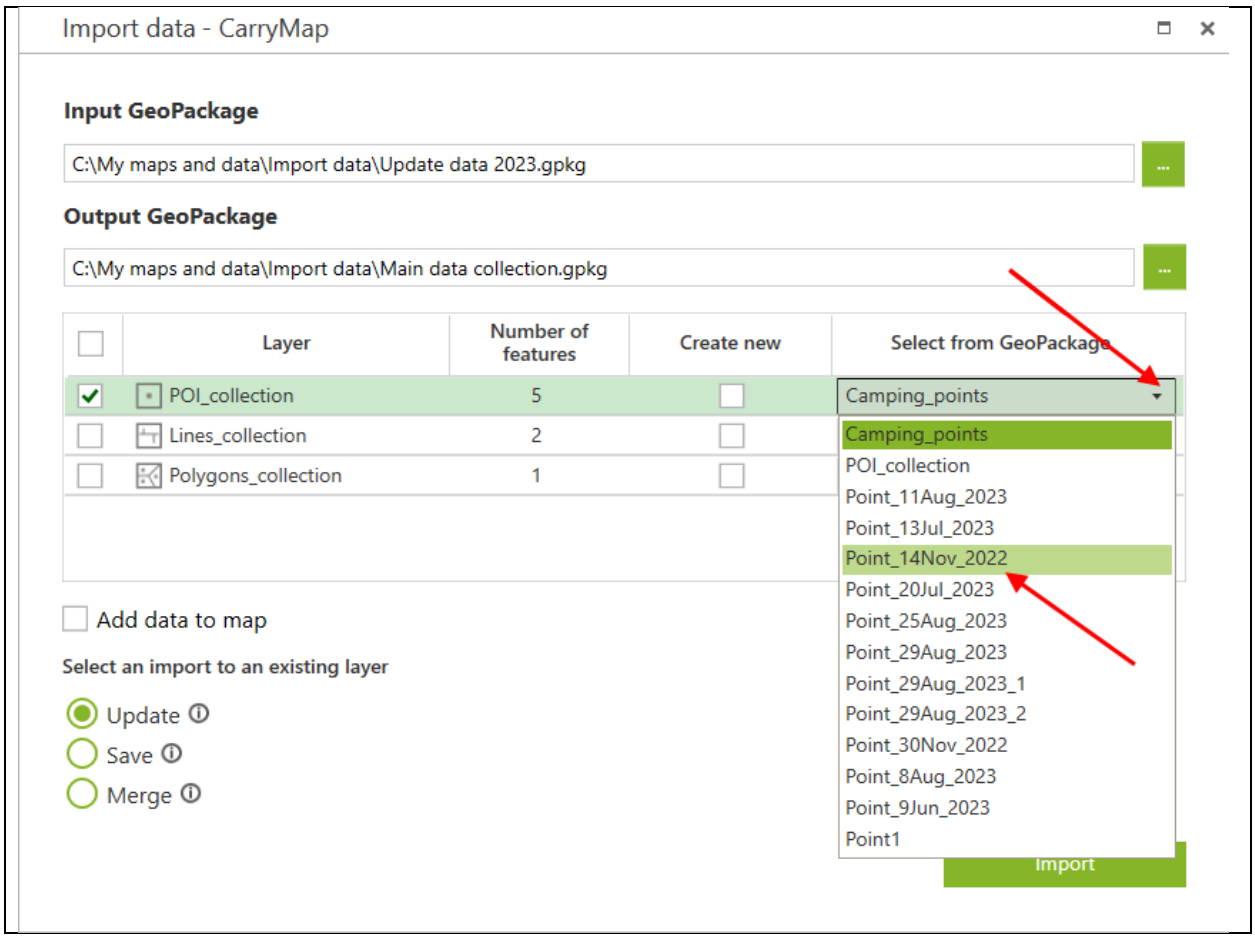


To select all layers at a time, check *Select all* option.

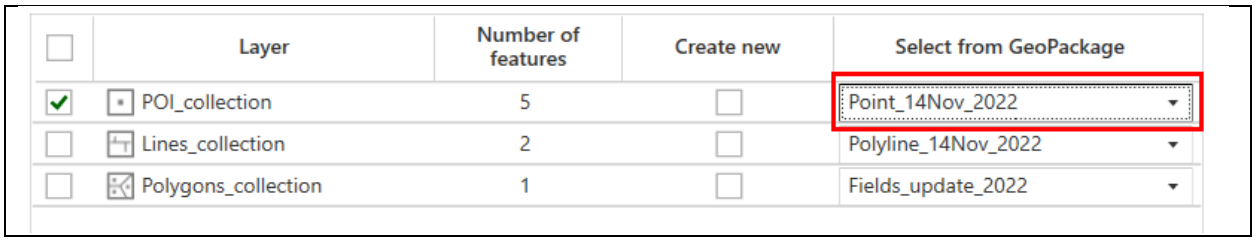


Now select layers for importing from the output GeoPackage file or create the new layers.

To import layer to the previously created layer of the GeoPackage file, check the box near the layer and select the required layer from the drop-down list.

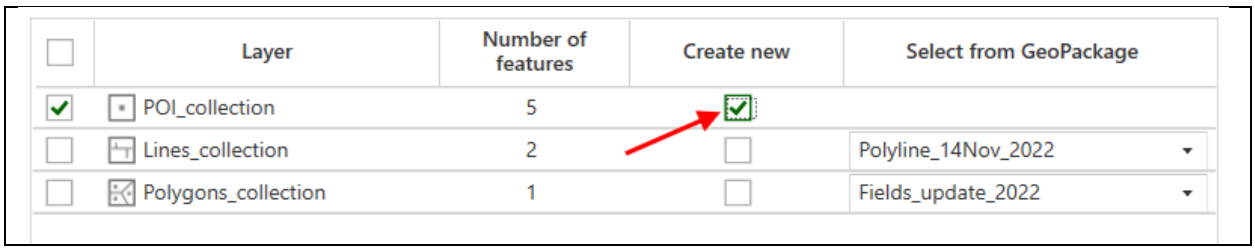


The selected layer will be shown in the layer string.



Please note that attribute table of the output layers, where to import will be done, will be changed according to the attribute table of the imported GeoPackage files.

To import GeoPackage layer to the new layer, check the box near this layer.



The layer with the name of the input GeoPackage layer will be saved in the output GeoPackage file.

To add imported data to the current map, check *Add data to map* option.

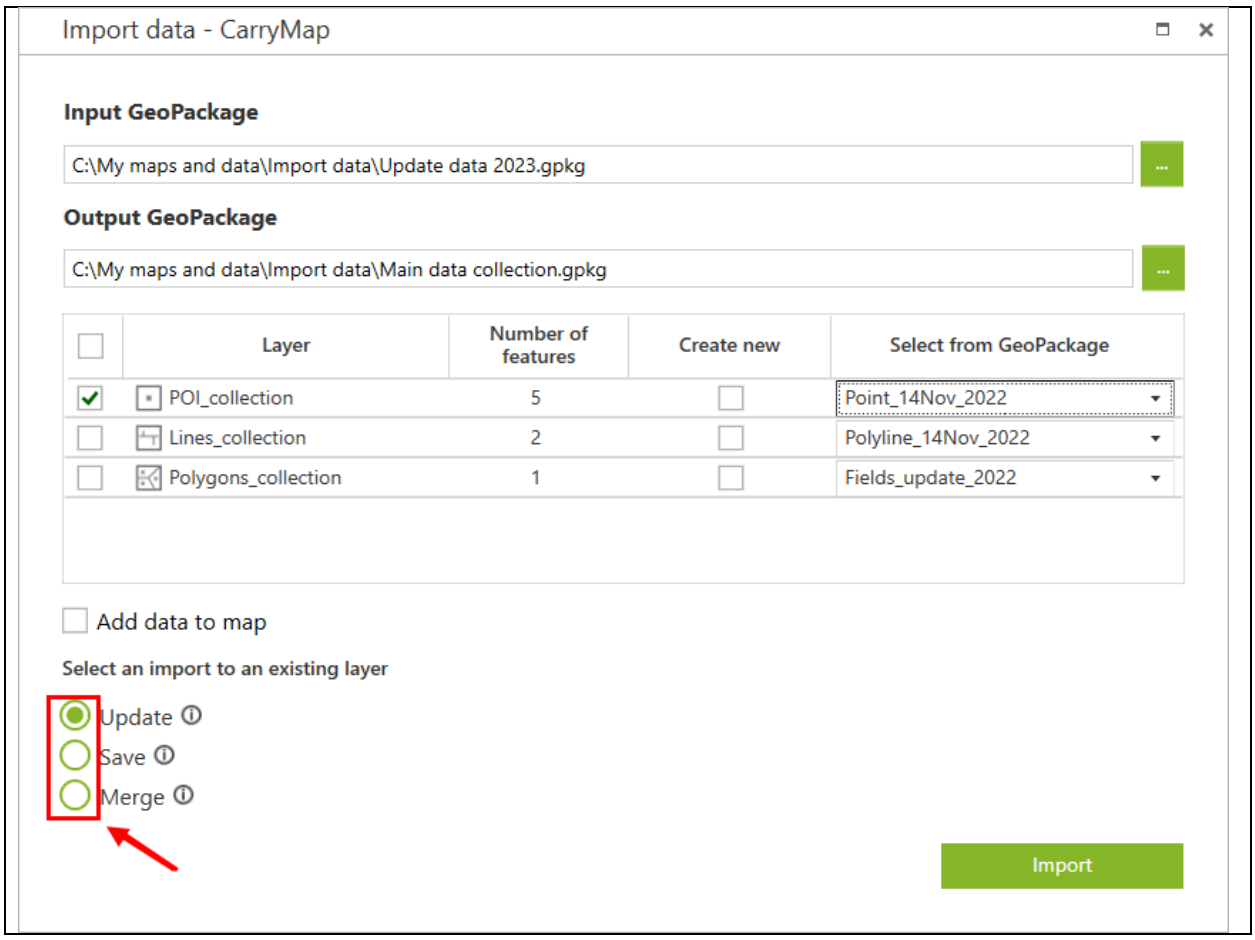
Upon the tool work completion all selected layers will be added to the current project.

Import to the existing layer can be done using the following importing options:

- ***Update*** - only changed and new features are imported. Note that by using this option, the data fields *feature_guid* (Feature GUID) and *modification_date* (Modification date) must be filled in.
- ***Save*** – all features are imported and the source features in the selected layer of the output GeoPackage file are deleted.
- ***Merge*** – all features are imported and the source features in the selected layer of the output GeoPackage file are saved.

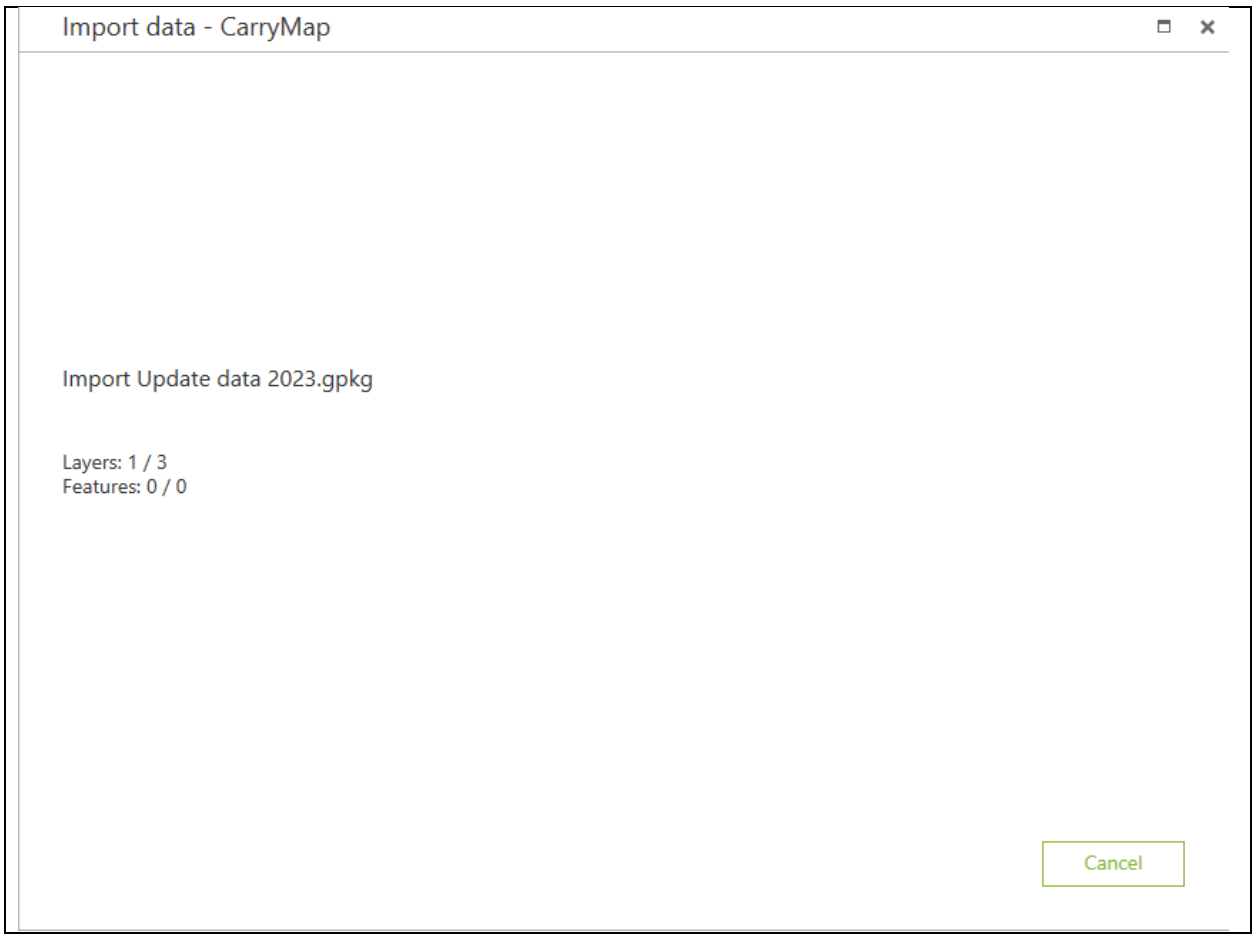
By default, the *Update* option is used for importing GeoPackage files.

To change the import option, check the box near the needed option.



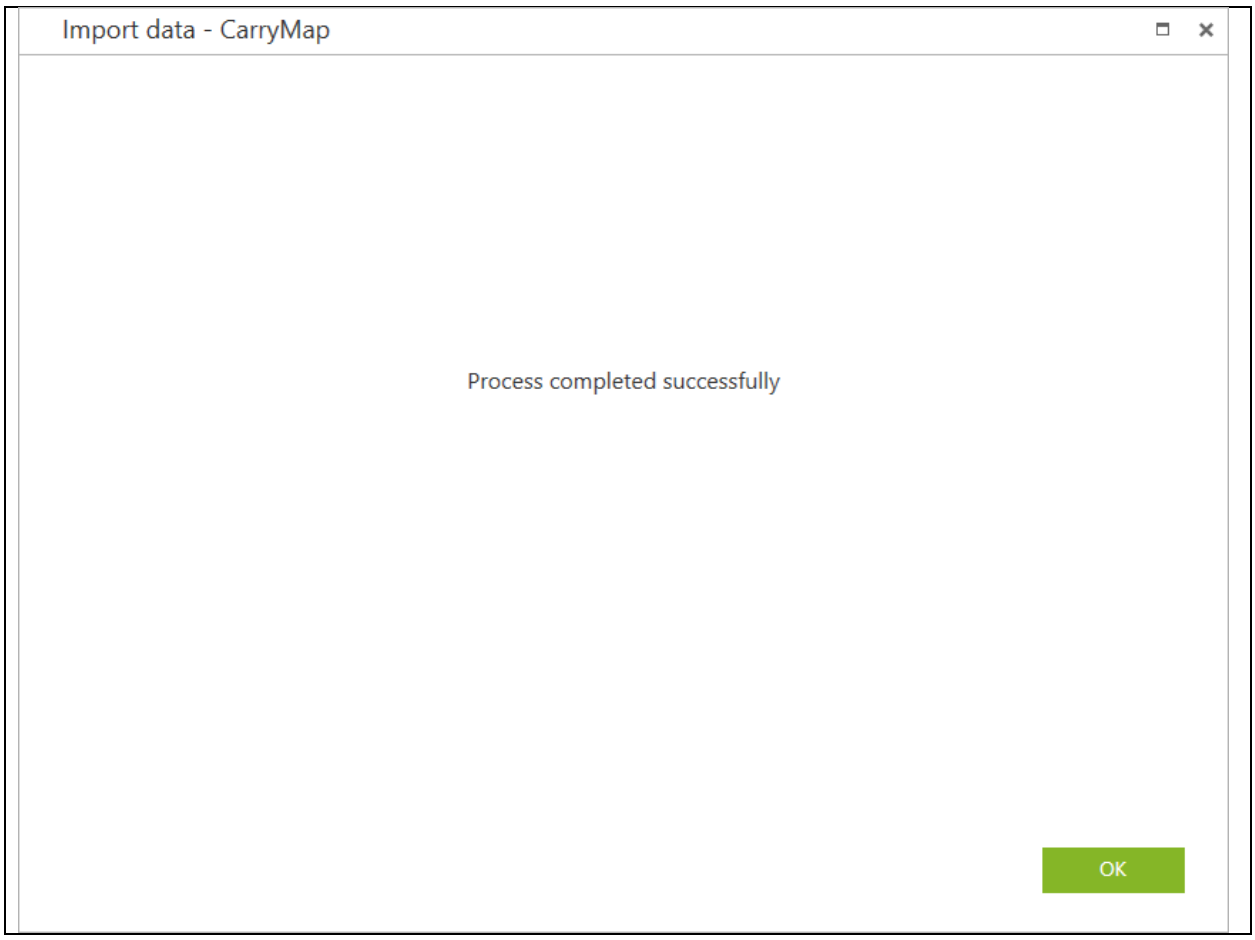
After making all importing settings press *Import* button.

The *Import from GeoPackage* window will open.



To cancel importing process, press *Cancel* button.

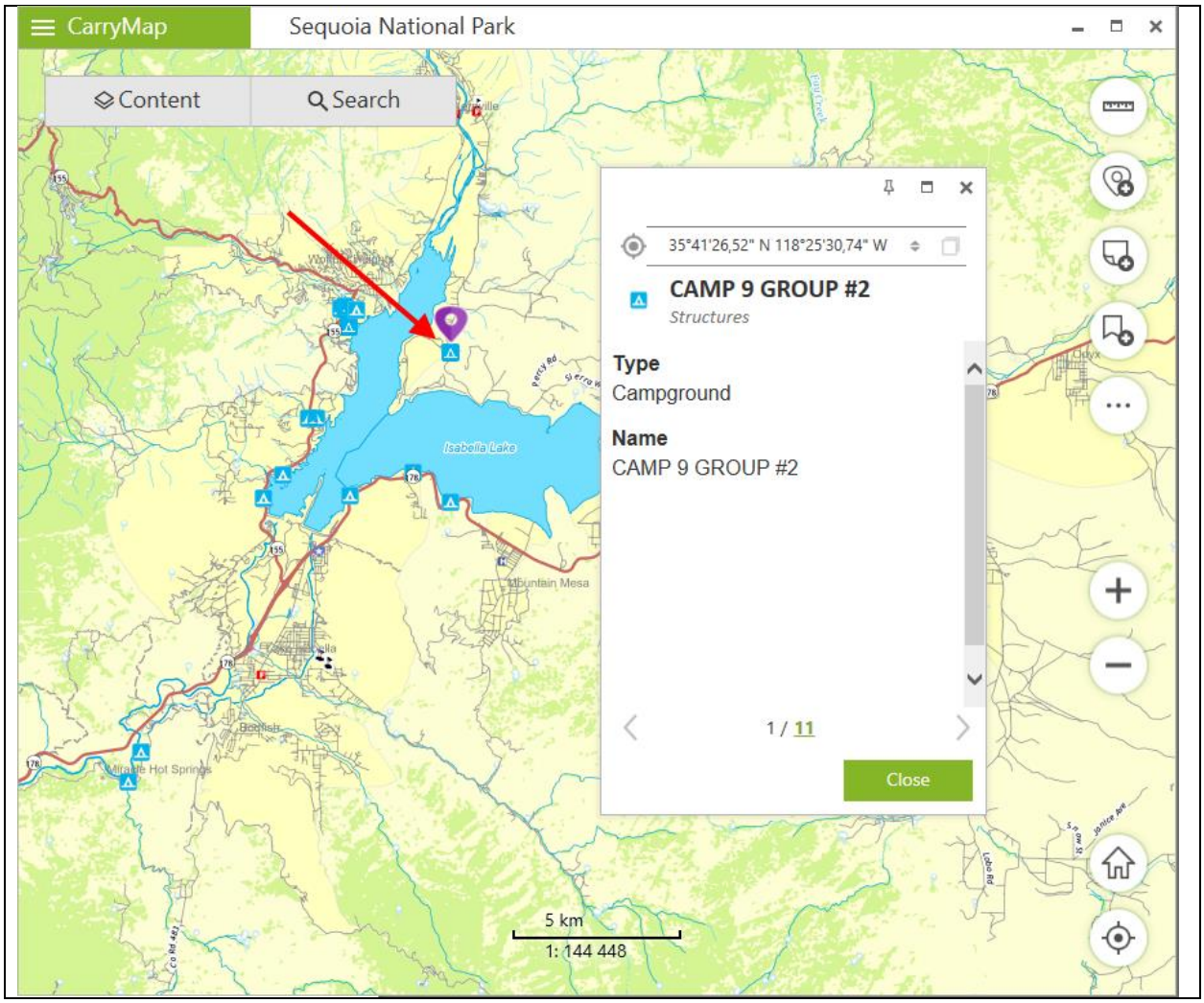
Upon import completion, the corresponding message will appear.


Import data - CarryMap
Process completed successfully
OK

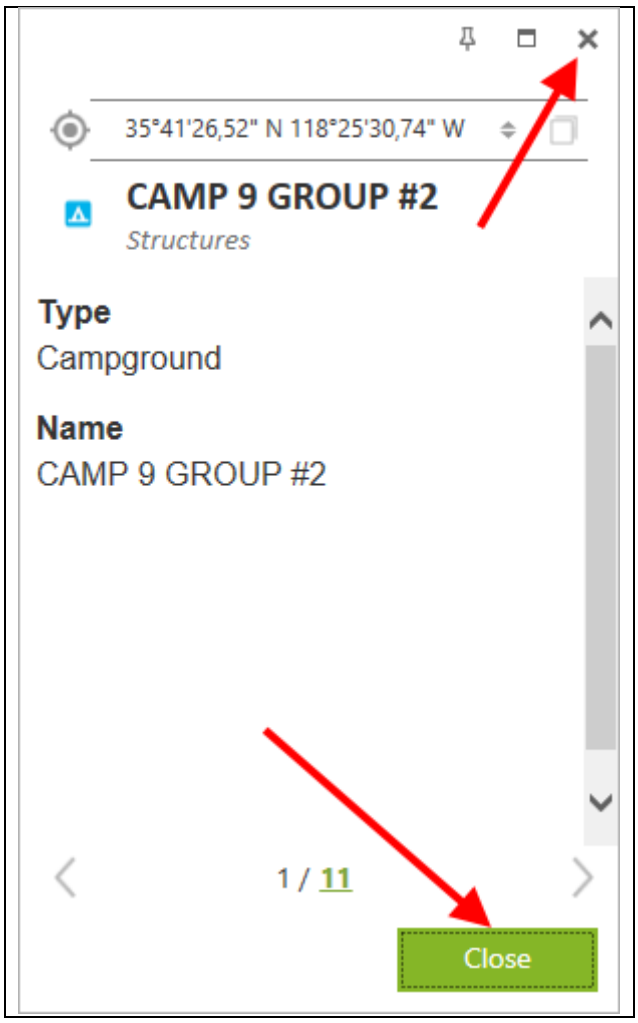
Additional functions

Identifying map data

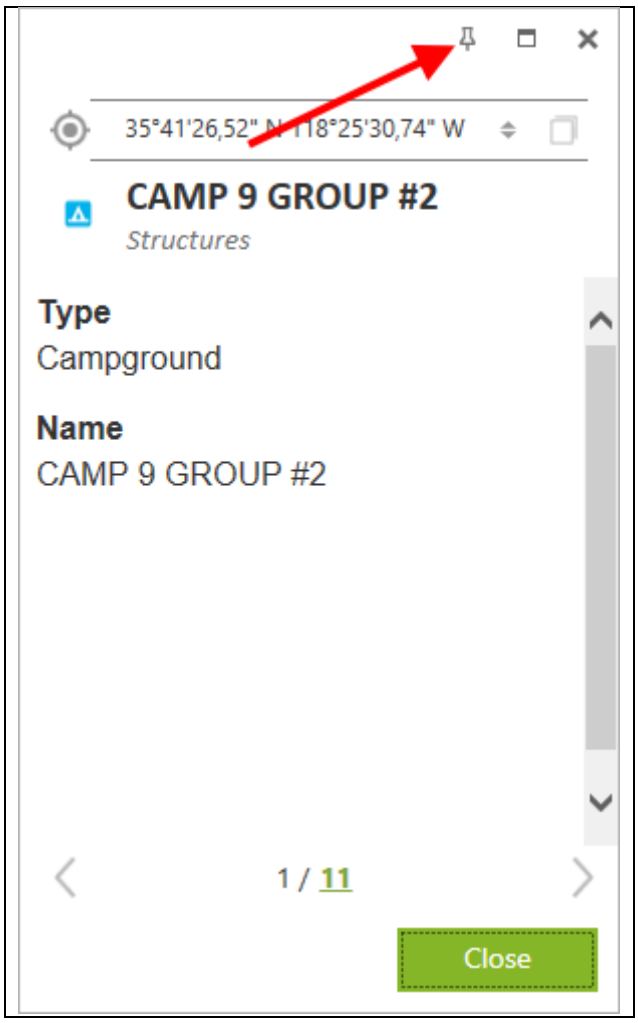
To view information about specific feature from the dataset or the map, click on this feature, it will be marked with the pushpin and its identification card with all information will be opened.



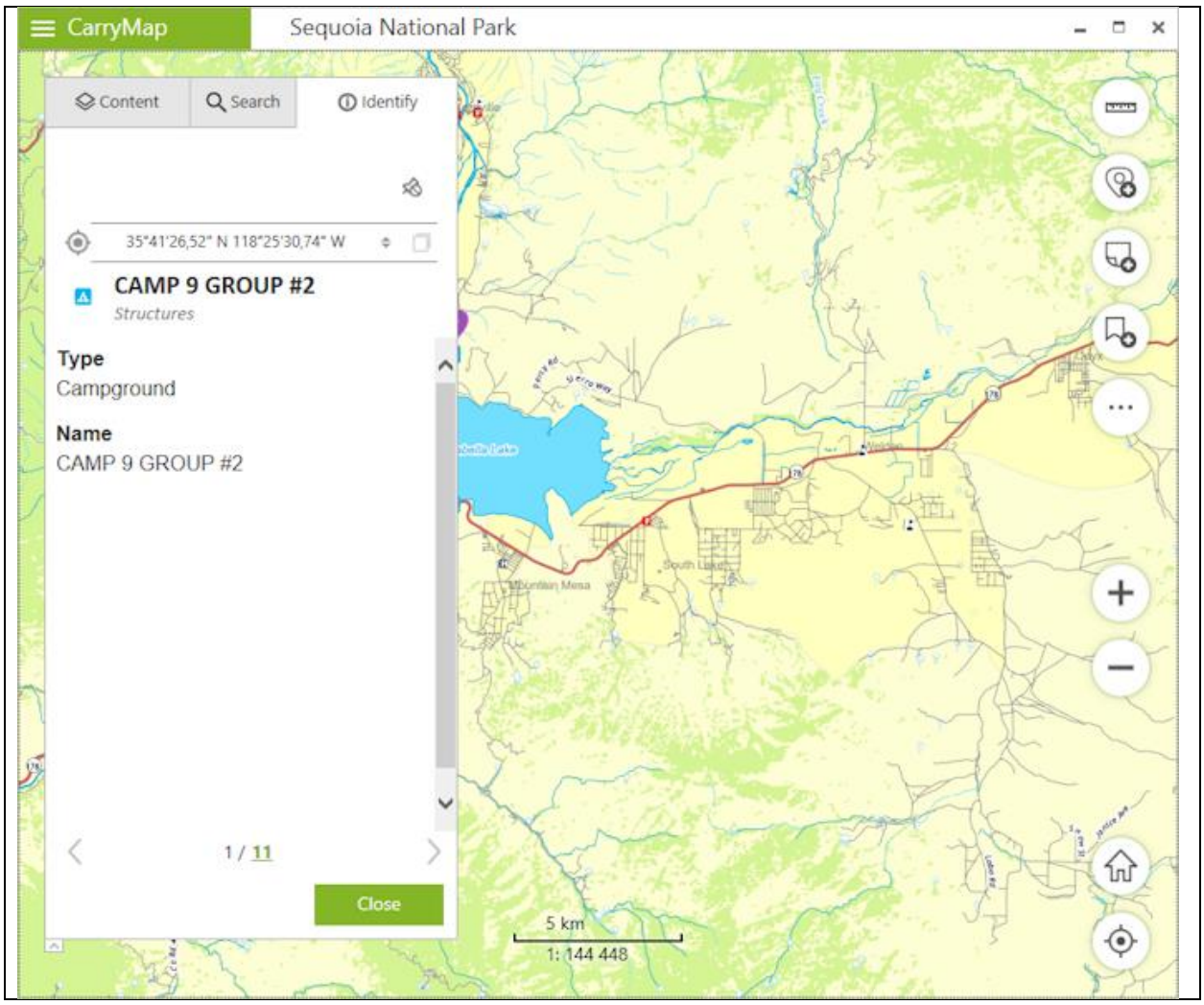
To close the identification card, press *Close* button or cross icon in the upper right corner.



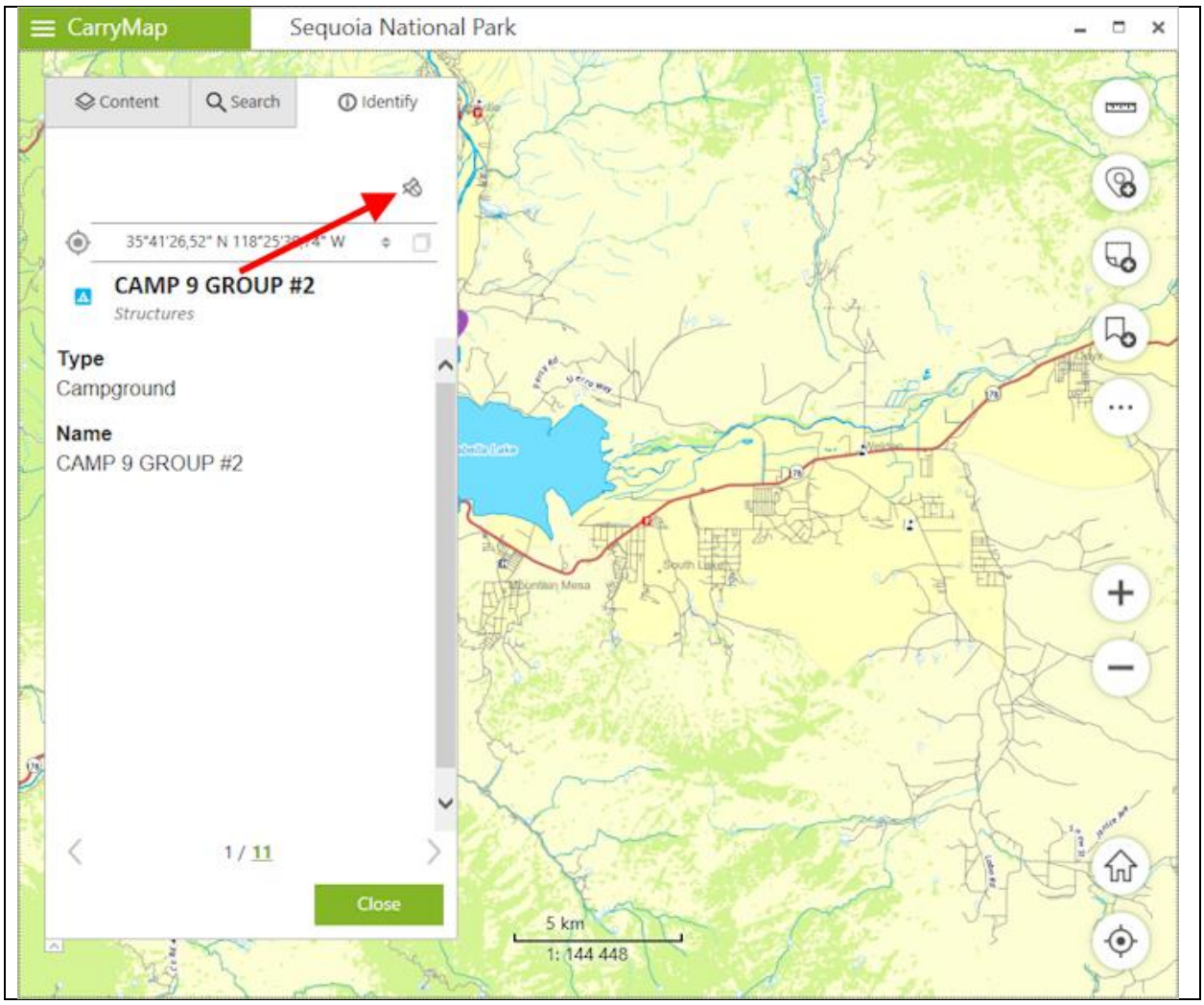
To pin the identification card, press *Pin* icon in the upper right corner.



The identification card will be opened in the *Identification* tab

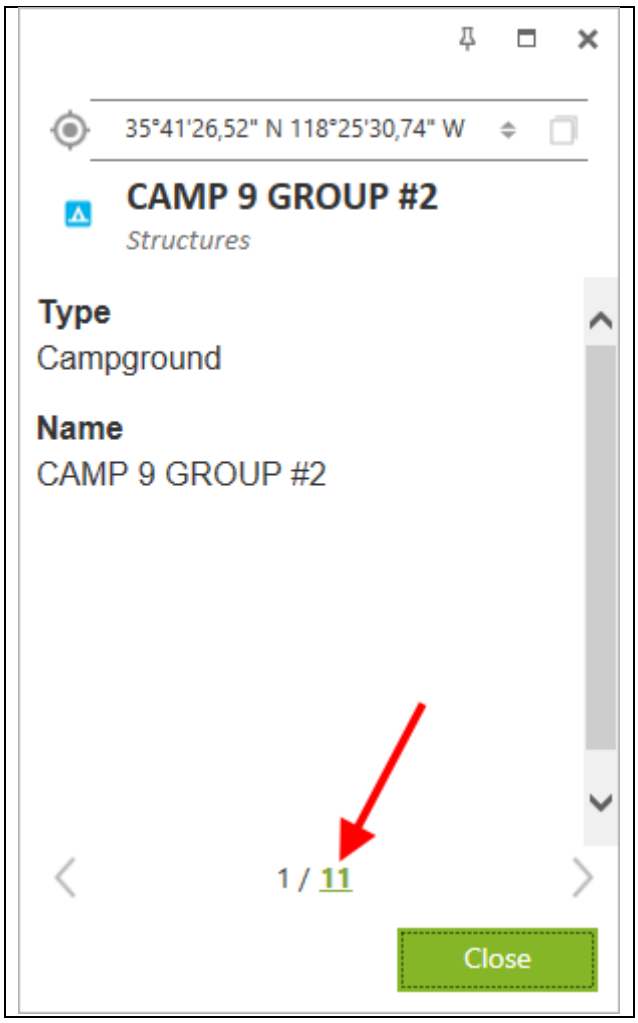


To unpin the identification card, press *Unpin* icon

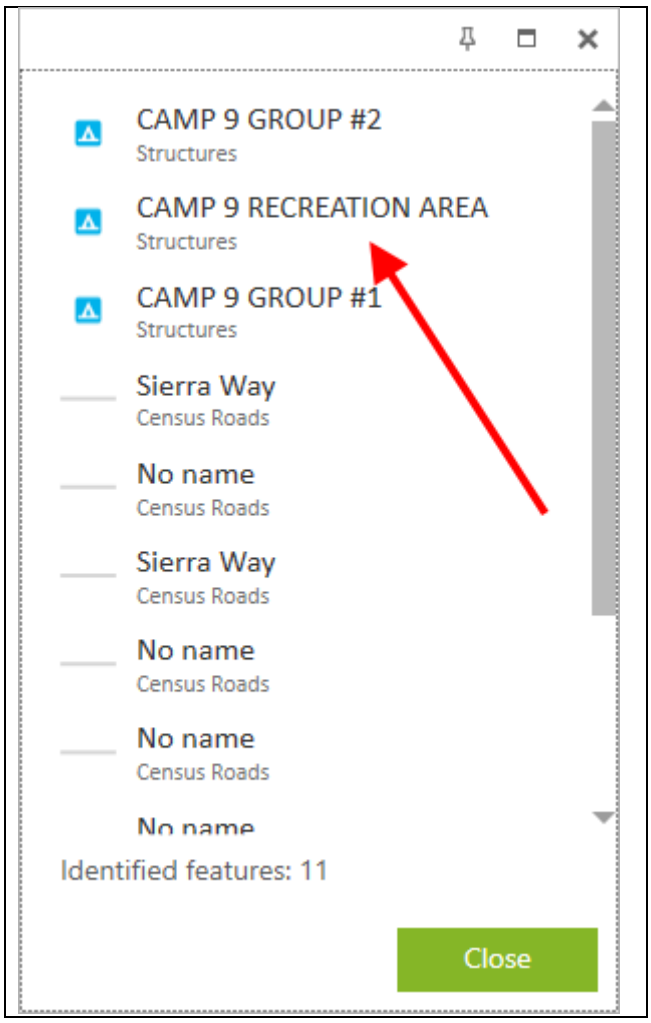


The identification card will be opened near the selected feature.

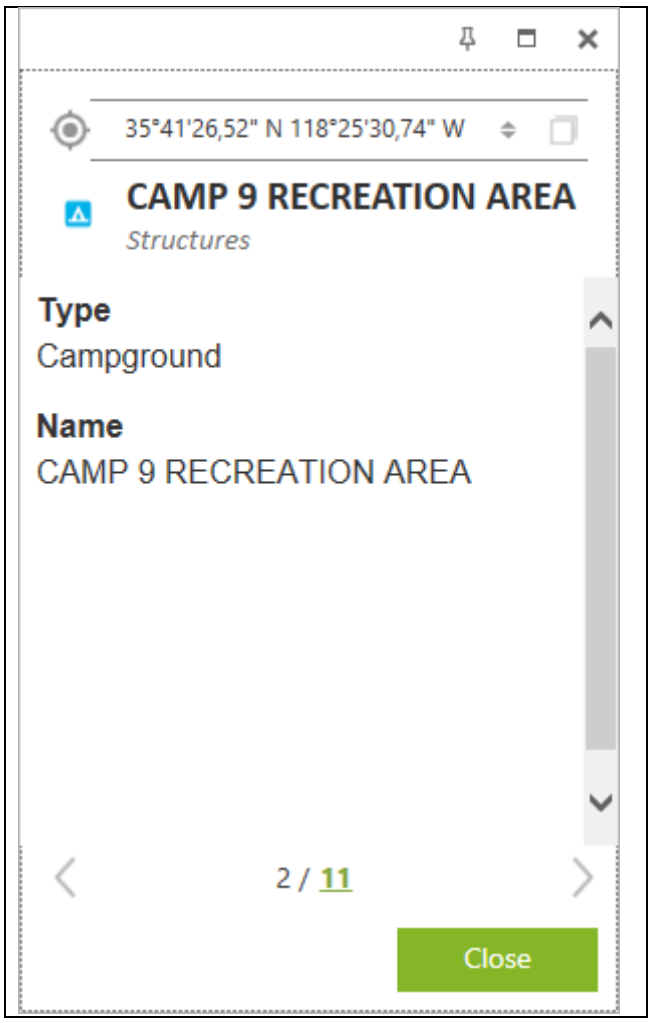
To view all features fallen to the click area on the map, press the number in the identification card showing their total quantity.



The list of features will be shown. To open identification card of one of the features and to show it on the map, click on this feature.



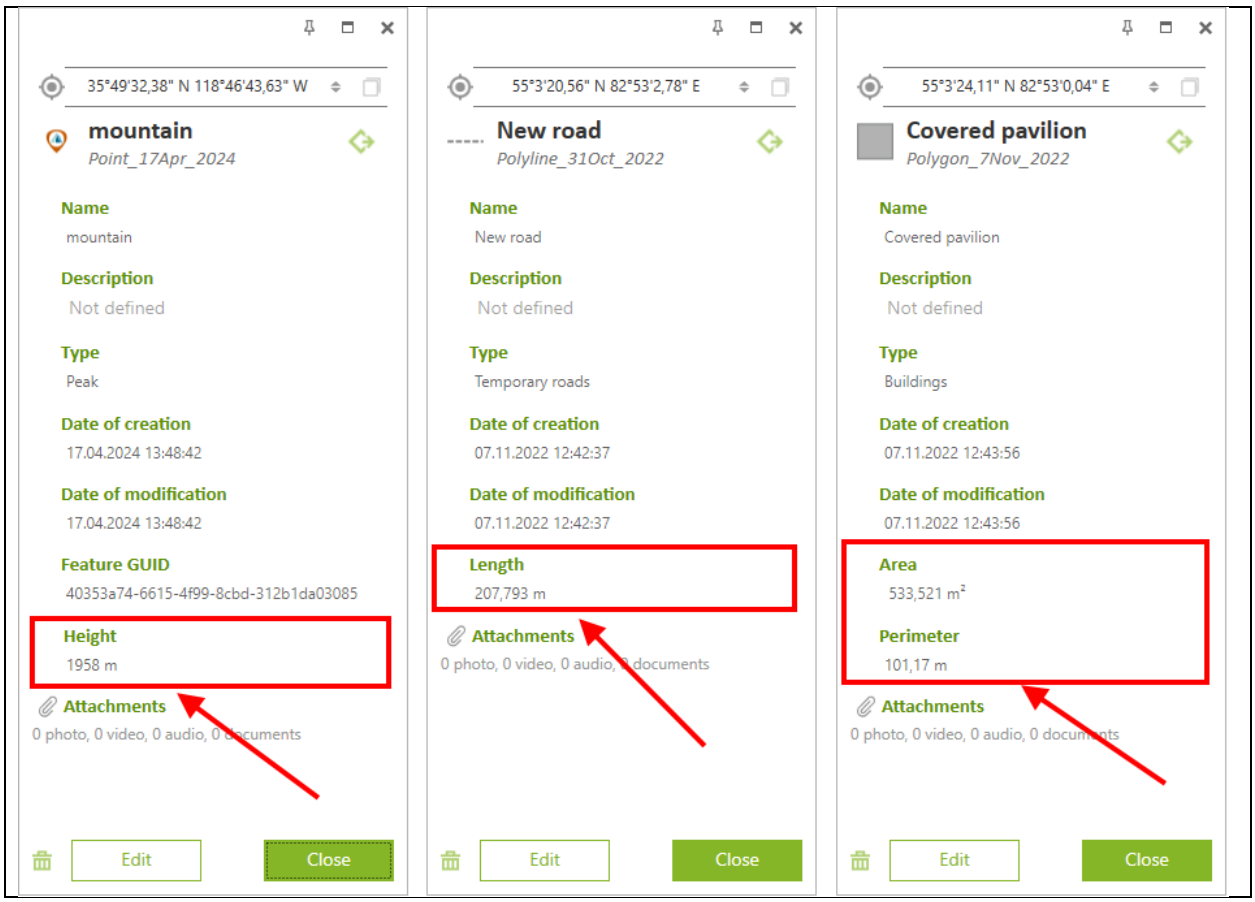
It will be marked with the pushpin on the map and its identification card will be opened near.



For your convenience, the additional virtual fields with geometry information are now displayed in the identification cards of GeoPackage features:

- *Height* - for point features*,
- *Length* - for polyline features,
- *Area and Perimeter* - for polygon features.

The units selected in the Application settings are used as the measurement units.

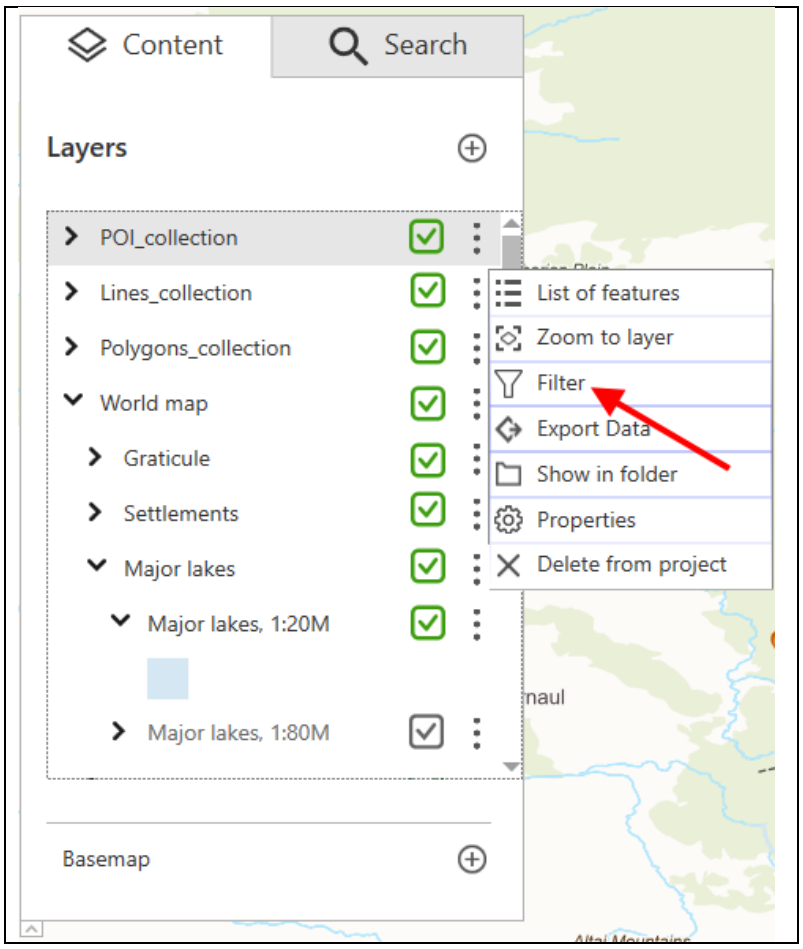


* Note that adding and editing the Z coordinate values of point features is only available in GeoPackage layers that support storing information about the height of features.

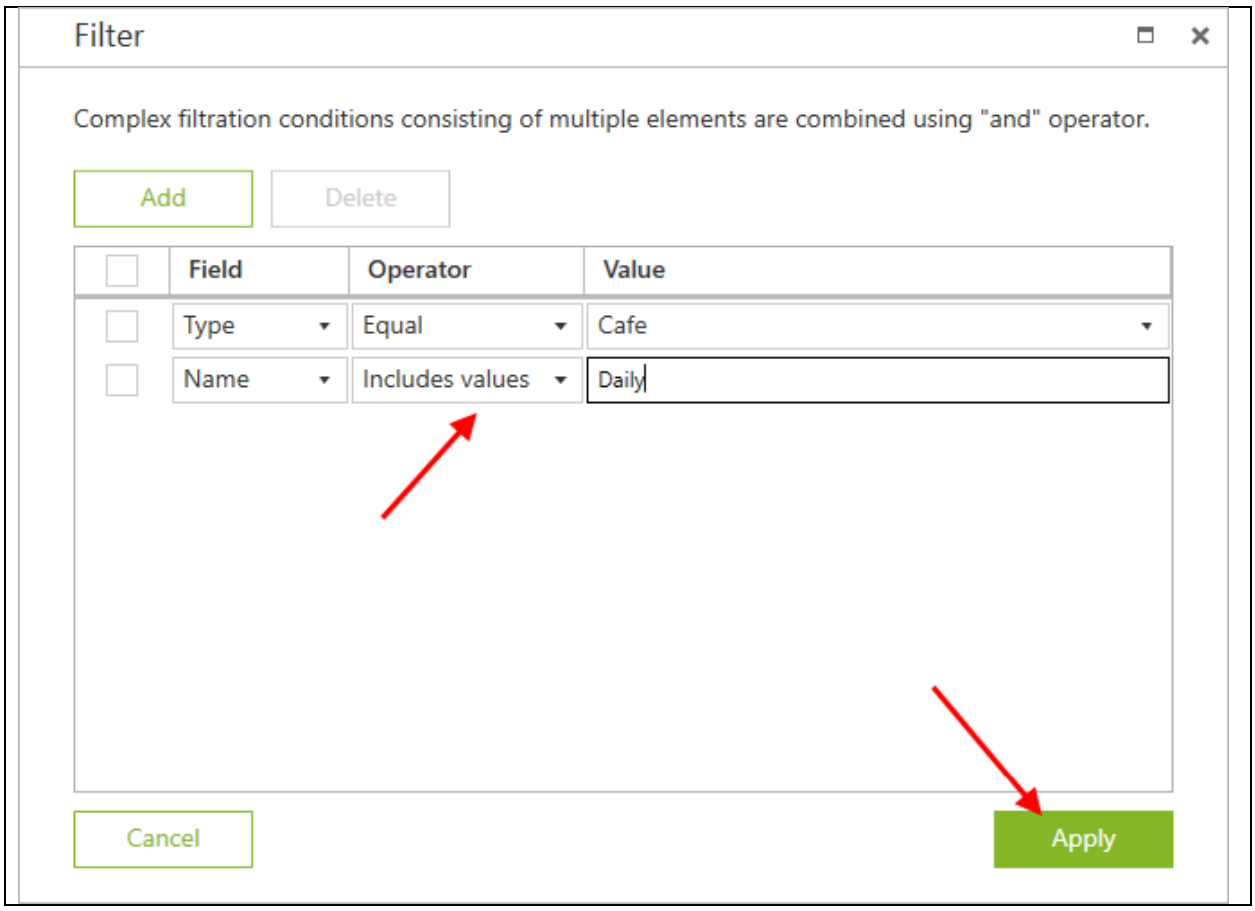
Filter features

The features in GeoPackage layers can be filtered based on one or multiple parameters.

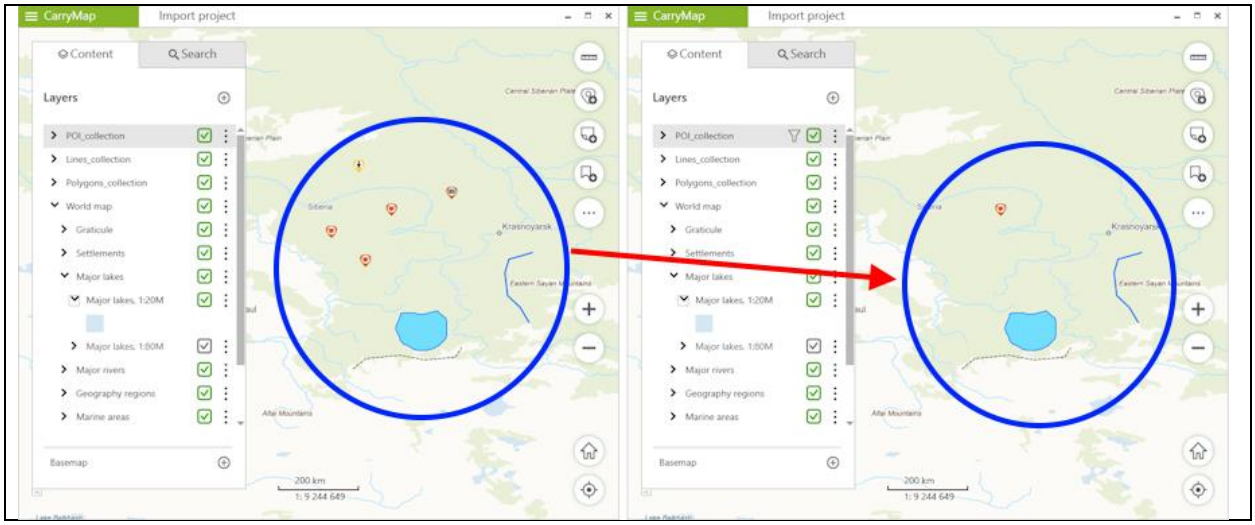
To do this, expand the layer's menu in the table of contents by clicking the three dots and select *Filter*.



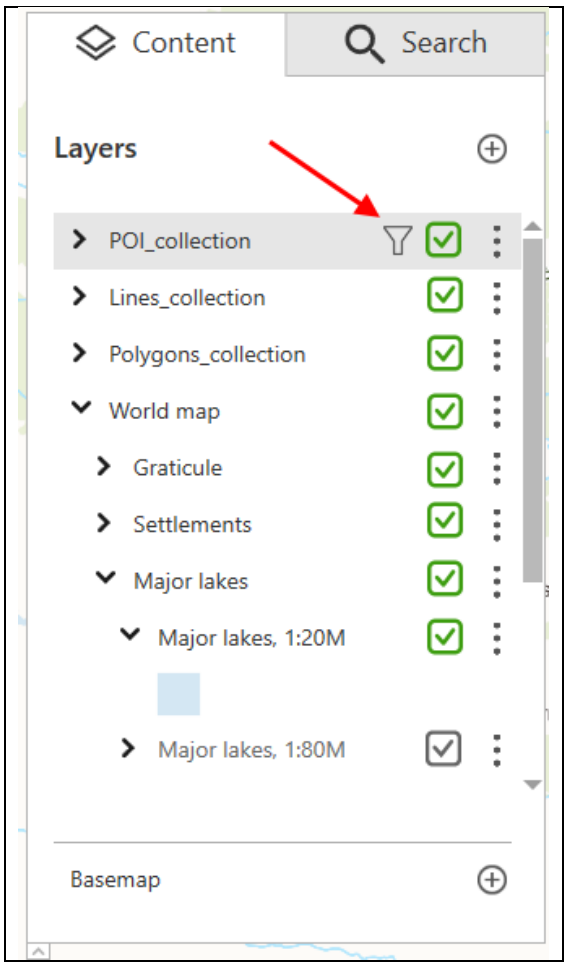
In the appeared window specify the necessary filtration parameters and click *Apply*.
*



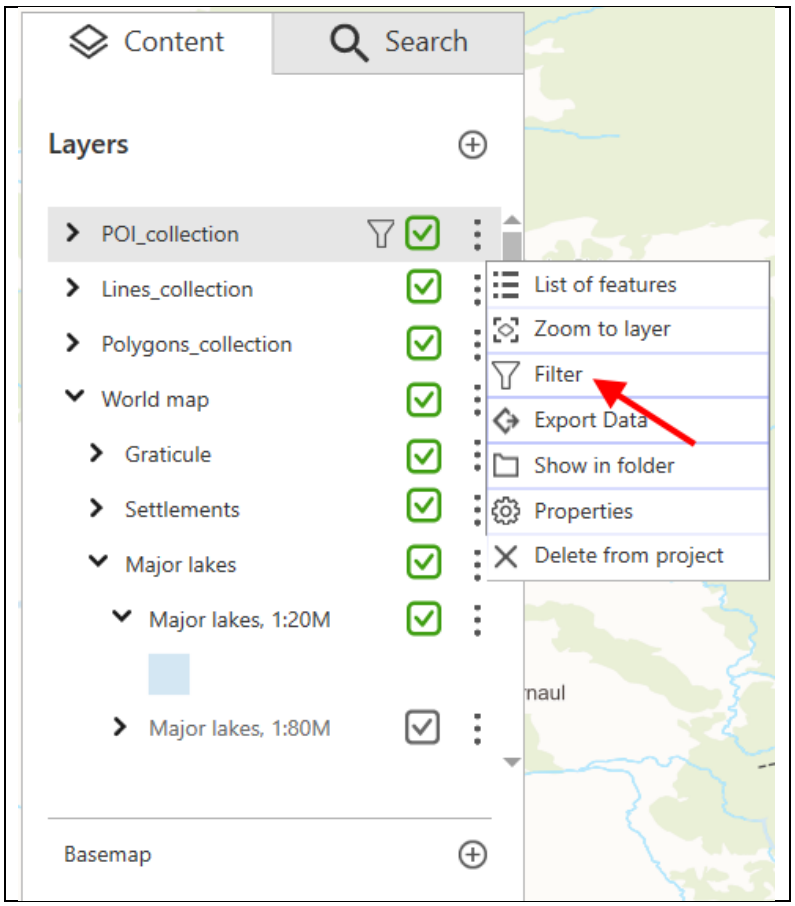
The features in the selected layer will be filtered based on specified parameters. The map will display only those layer features that match the filtration conditions.



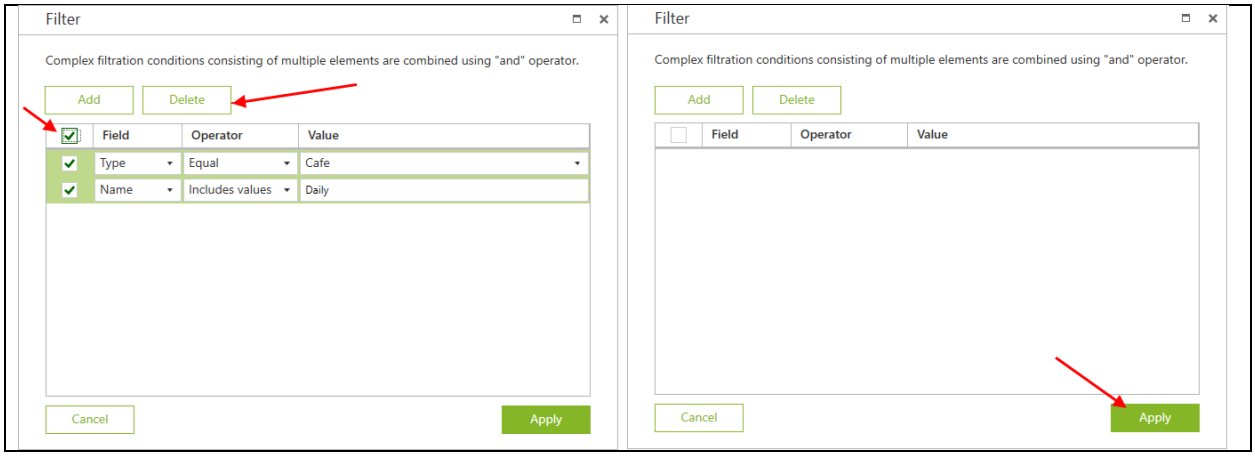
The layers to which the filtration has been applied, will be marked with a special symbol in the table of contents.



To reset the features filtration conditions specified for the layer, expand the layer's menu in the table of contents by clicking the three dots and select *Filter*.



Select and remove all specified filters in the list and click *Apply*.



*** Please note** that the specified filtration conditions are applied to the features of the selected layer based on the padding rule. If there are multiple filter conditions, they are combined using the logical operator "and".

Searching for features

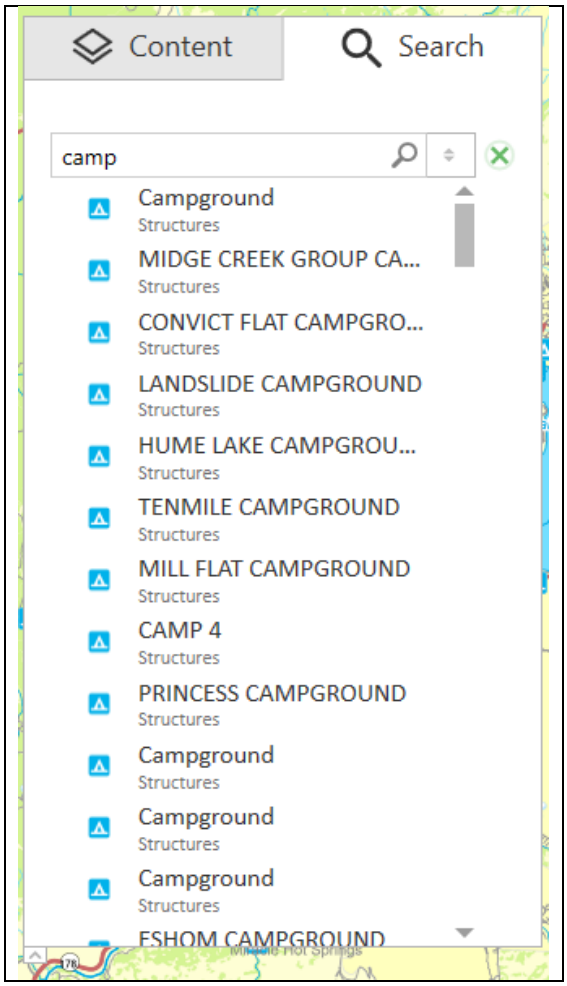
To search for features or to go to specific coordinates on the map, select *Search* tab in the upper left corner.



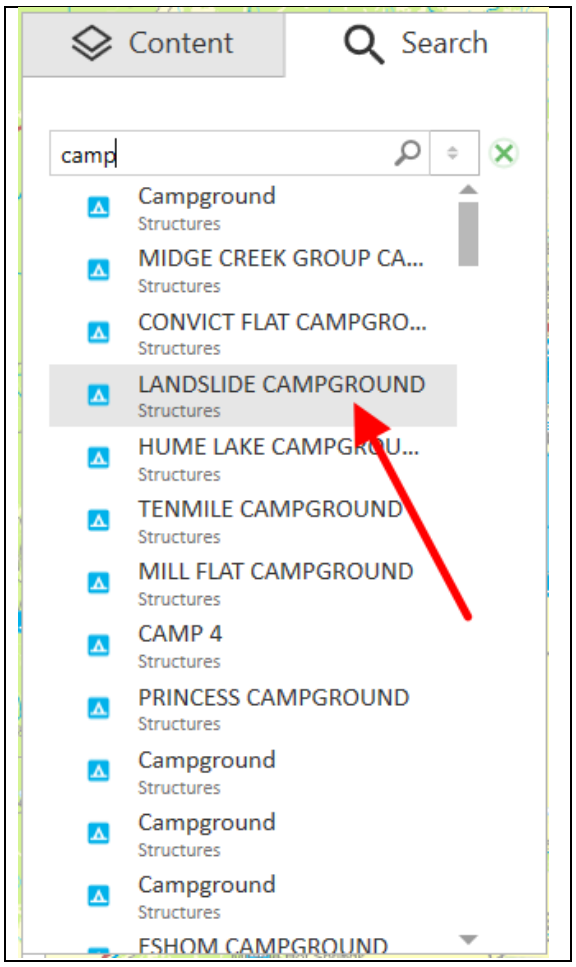
Enter your search request in the search field



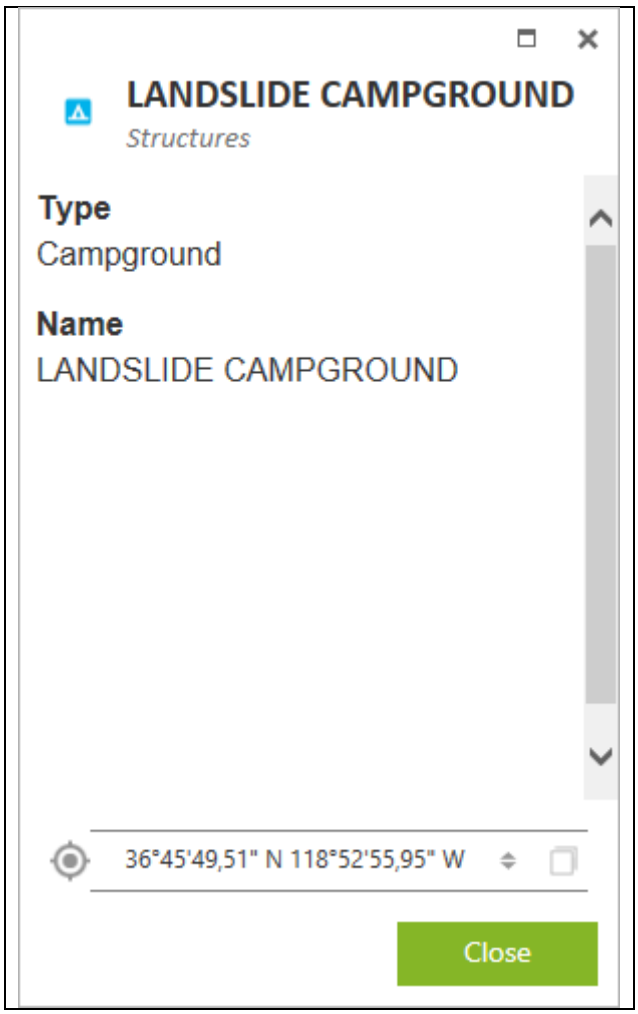
and press *Enter* on the keyboard or press the search icon. The search results will be shown in the *Search* window.



To zoom to the feature on the map and to identify it, select this feature clicking on it in the search results list.



Selected feature will be marked with the pushpin on the map and its identification card will be shown near.



To perform accurate search, enter the '!' sign in the beginning of your search query. Unlike with simple search, with the accurate search option you can search not only for the separate word, but also for the whole phrase. This new option will simplify searching through big arrays of numerical and text data.

To go to coordinates, press *Switch* button in the search field.

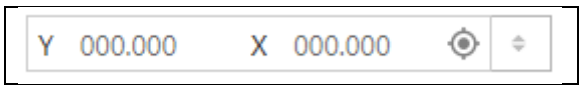


The field for entering coordinates in DMS format will appear.



Enter the coordinates values and press *Search* . The entered coordinates will be marked on the map with the pushpin icon .

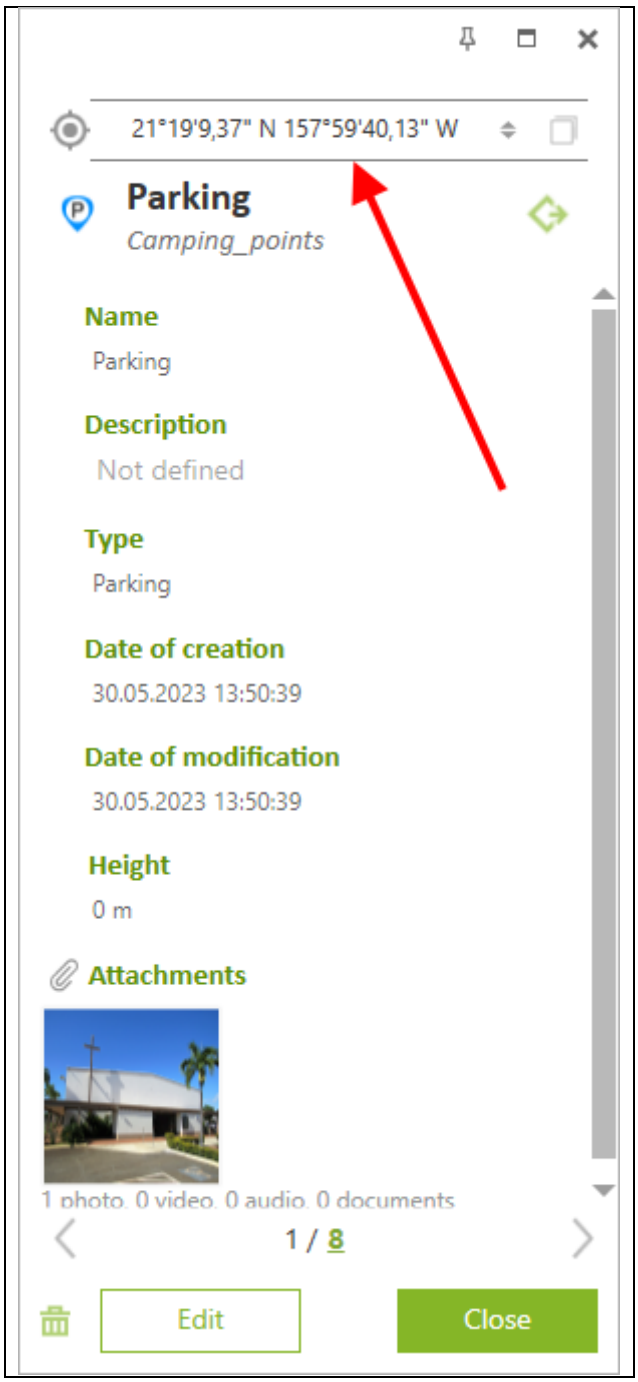
To go to coordinates in DD format, press *Switch* button in the search field again.



Enter Y (latitude) and X (longitude) coordinates and press *Search* . The entered coordinates will be marked on the map with the pushpin icon .

Changing coordinates format

Coordinates format of features can be modified, to do so, select the required feature and in the appeared card click on the field with coordinates and enter the needed format.

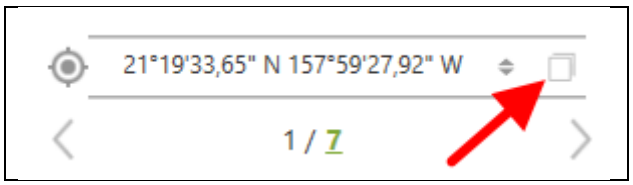


Note that selected coordinates format will be saved for the current project.

Available coordinates format representations:

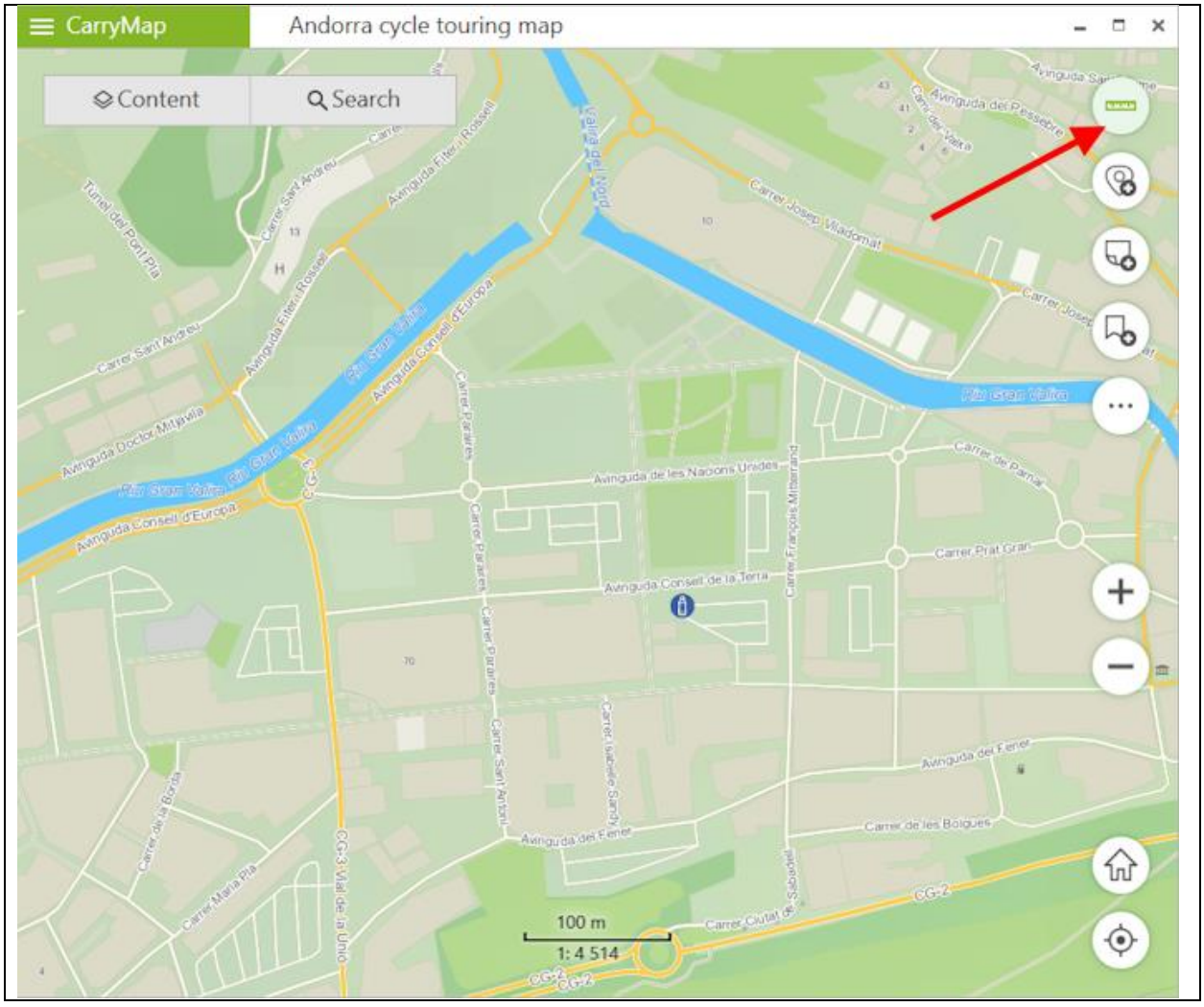
- DMS
- DD

To copy feature coordinates, press *Copy coordinates.*



Measuring on the map

To measure on the map, tap the *Measurements* button.



If you want to measure distance, tap *Measure distance* icon.



If you want to measure area, tap *Measure area* icon, accordingly.



If you want to measure geographic azimuth, tap *Measure azimuth* icon.

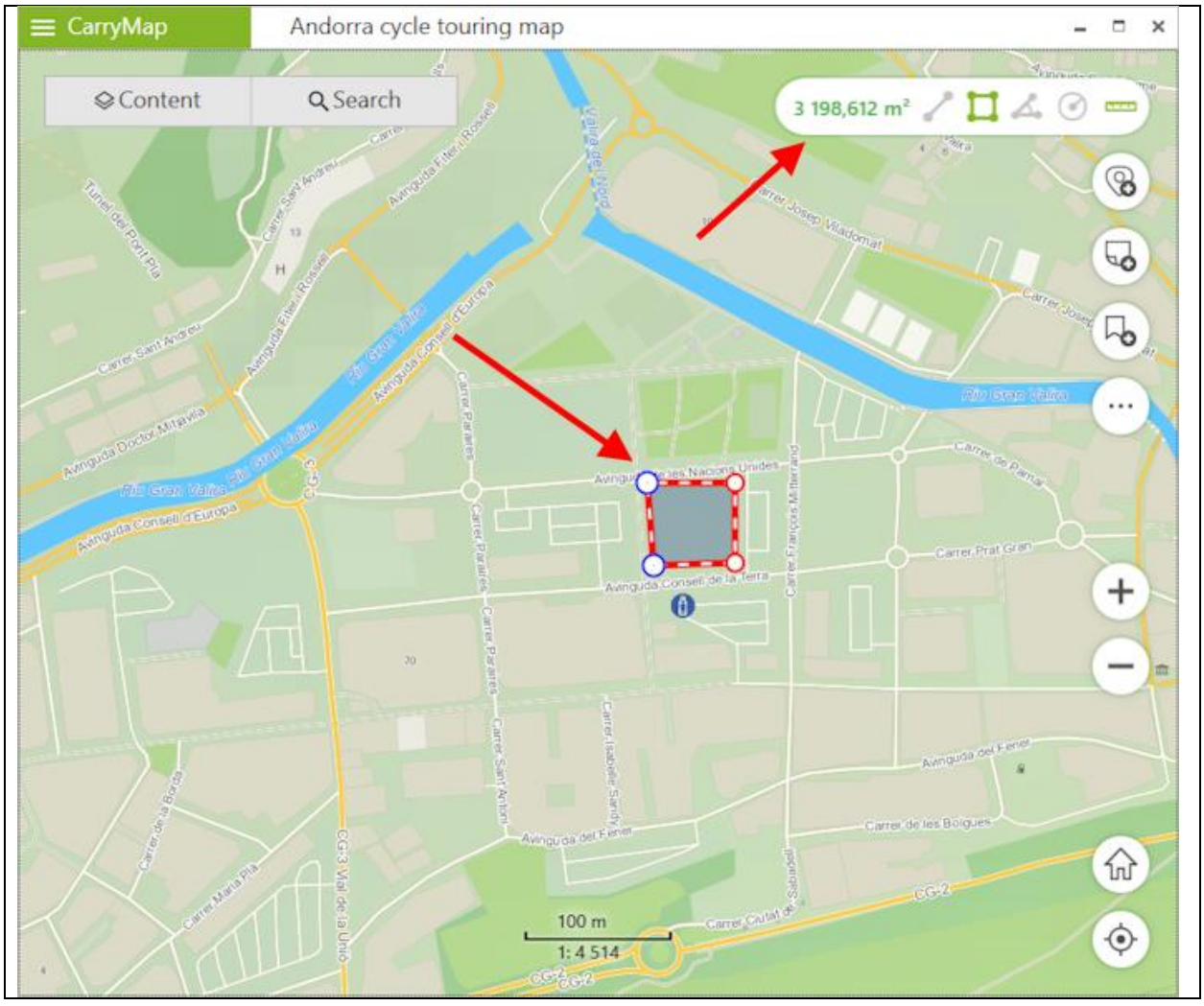


If you want to measure radius of a circle, tap *Measure radius* icon.



Measuring distance and area

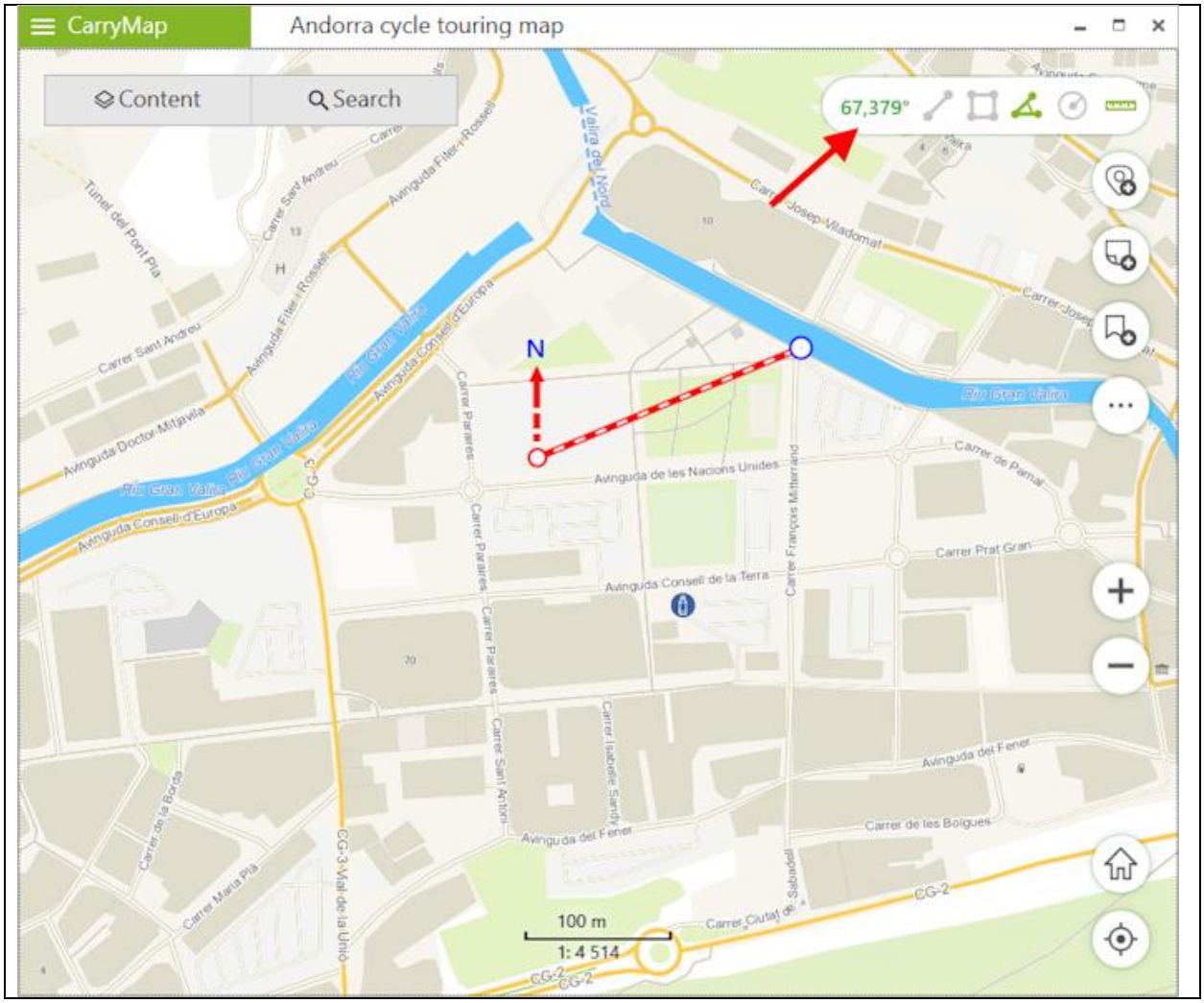
To start measurement, sequentially tap the map adding points.
The calculated distance or area will be shown in the upper part of the measurement window.



To delete the needless point, tap it again.

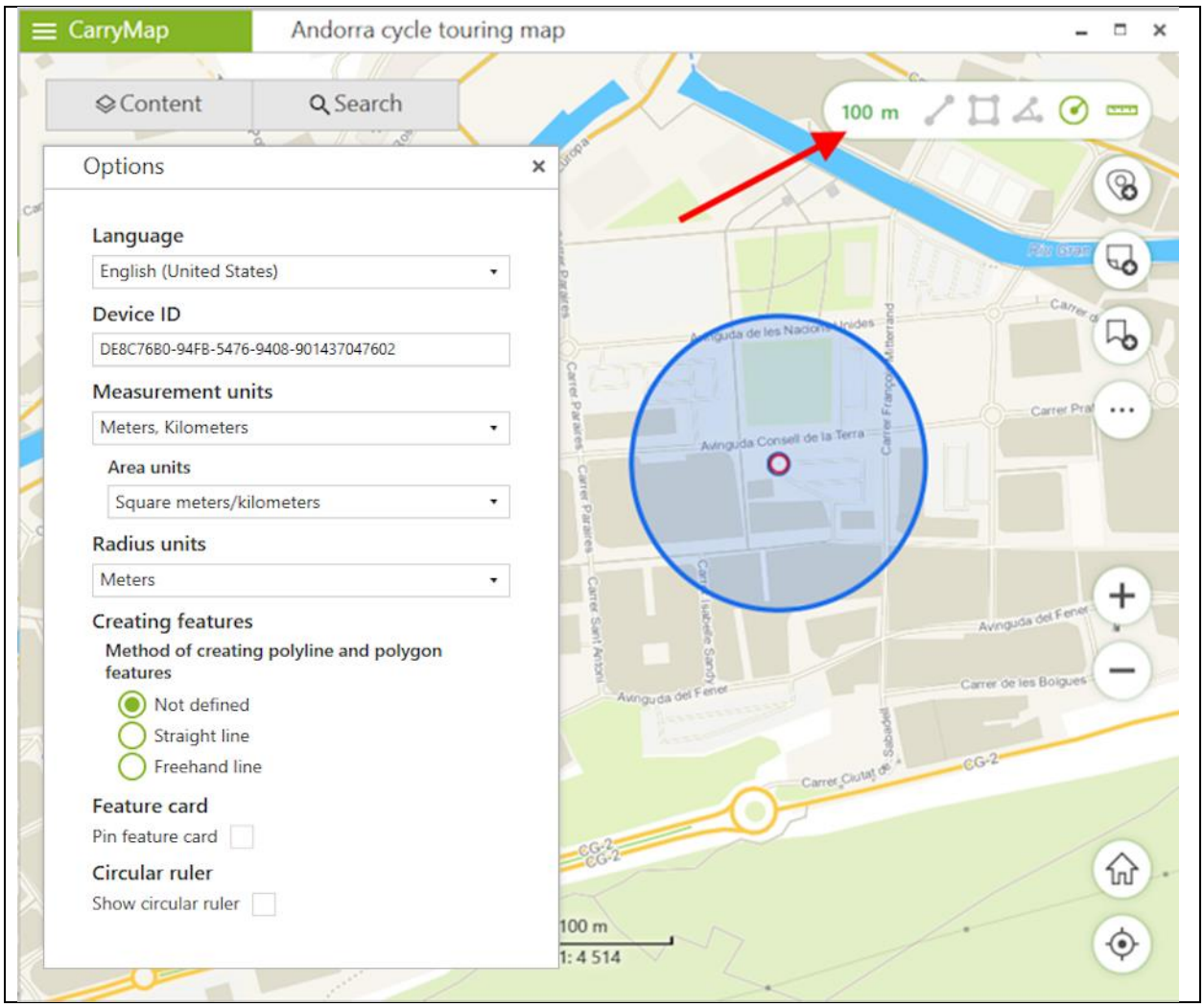
Measuring the geographic azimuth

To start measurement, sequentially add two points on the map.
The calculated value will be shown in the measurement window.



Measuring the radius of a circle

To start measurement, add a point on the map and enter the radius value in the measurement window.



To change measurement units for distance, areas or circle radius, go to Application settings. In the Measure units section select the required units:

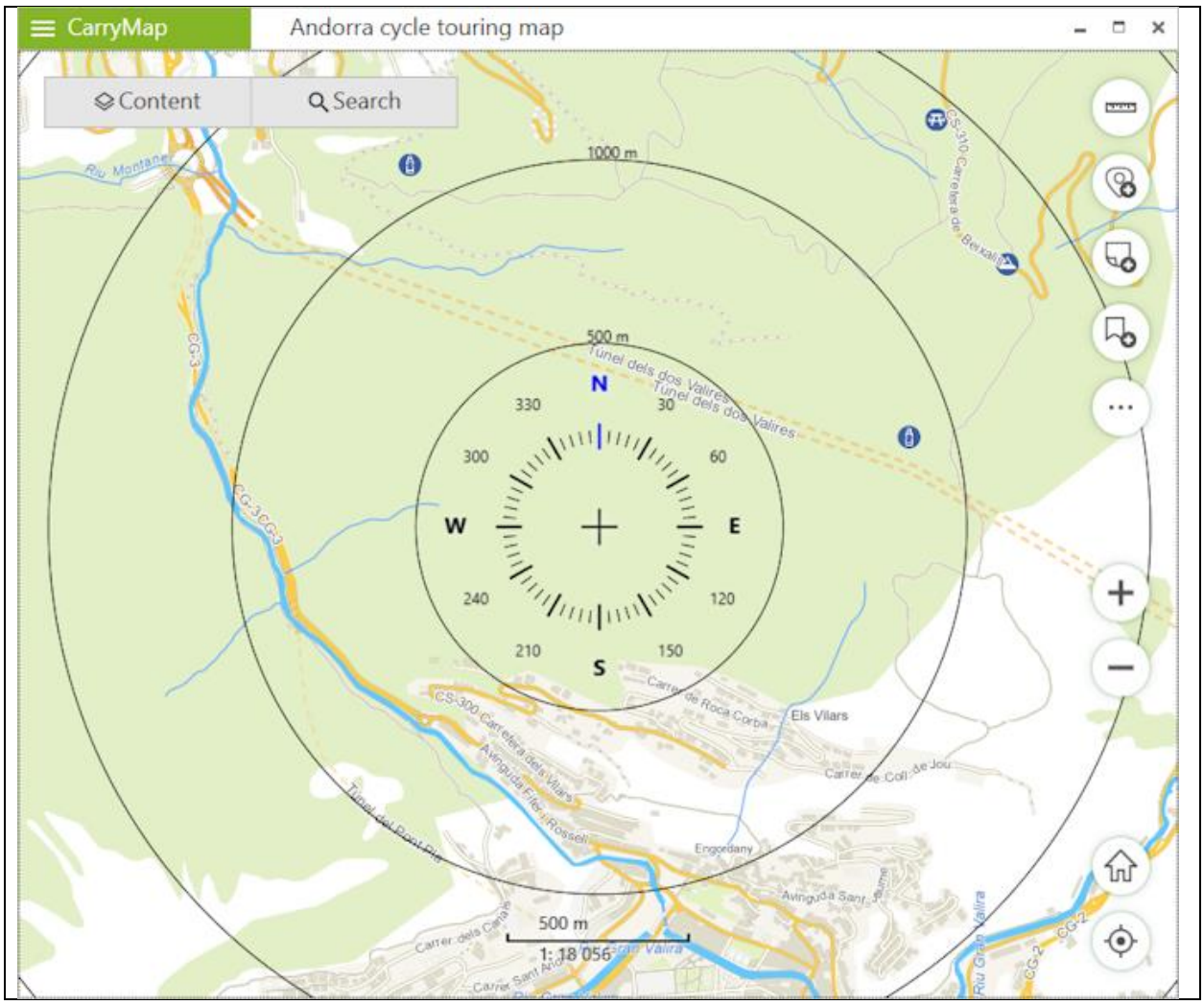
- Metric system (meters, kilometers):
  - Area units:
    - Square meters/kilometers,
    - Hectares;
- British system (feet, miles, acres).

Circular ruler

The circle ruler is used to determine distances and directions on a map in real time.

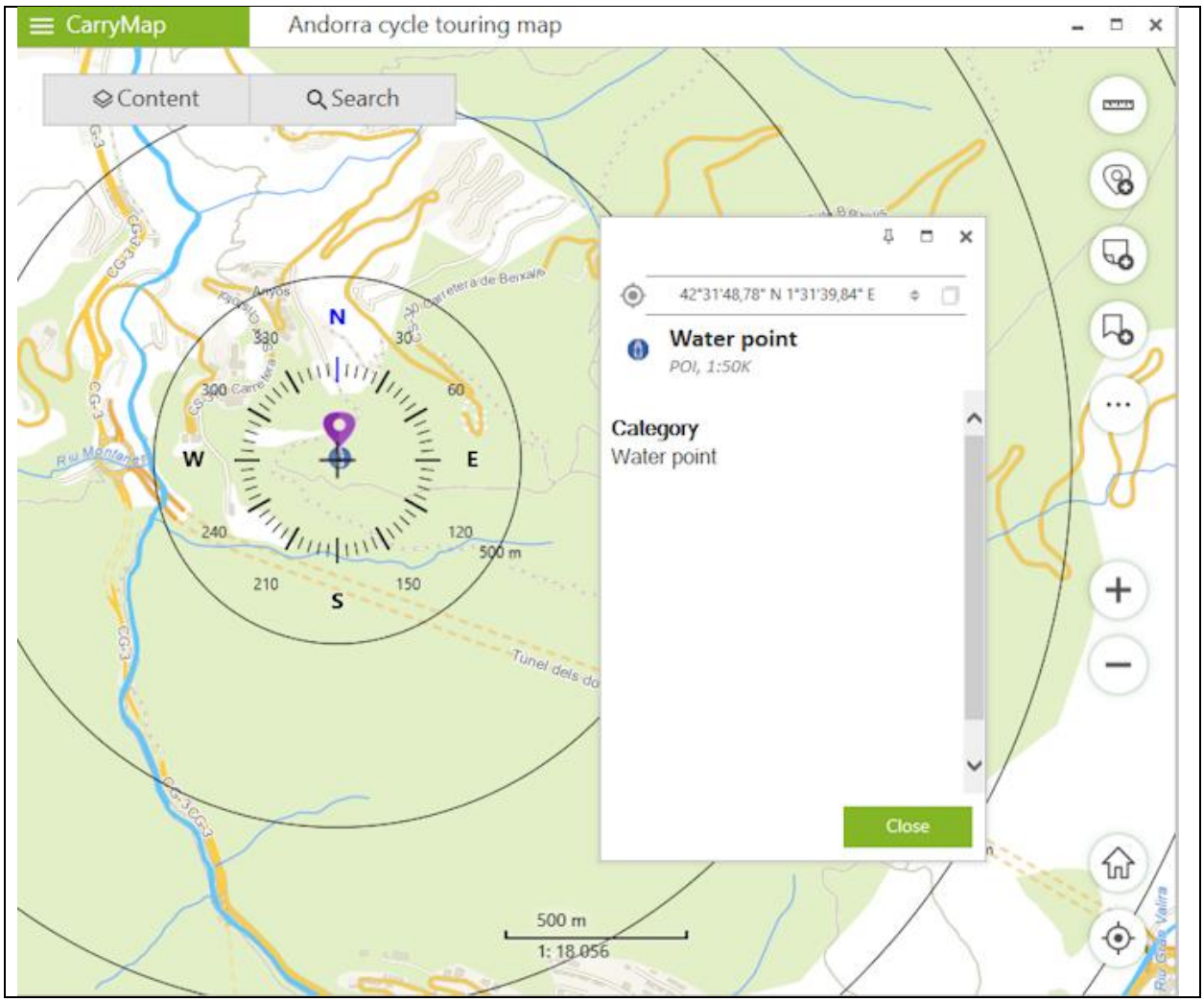
The circular ruler consists of:

- Limbus used to determine direction of the sides of the horizon on the map;
- Set of circular zones showing the distance from the center of the screen. *

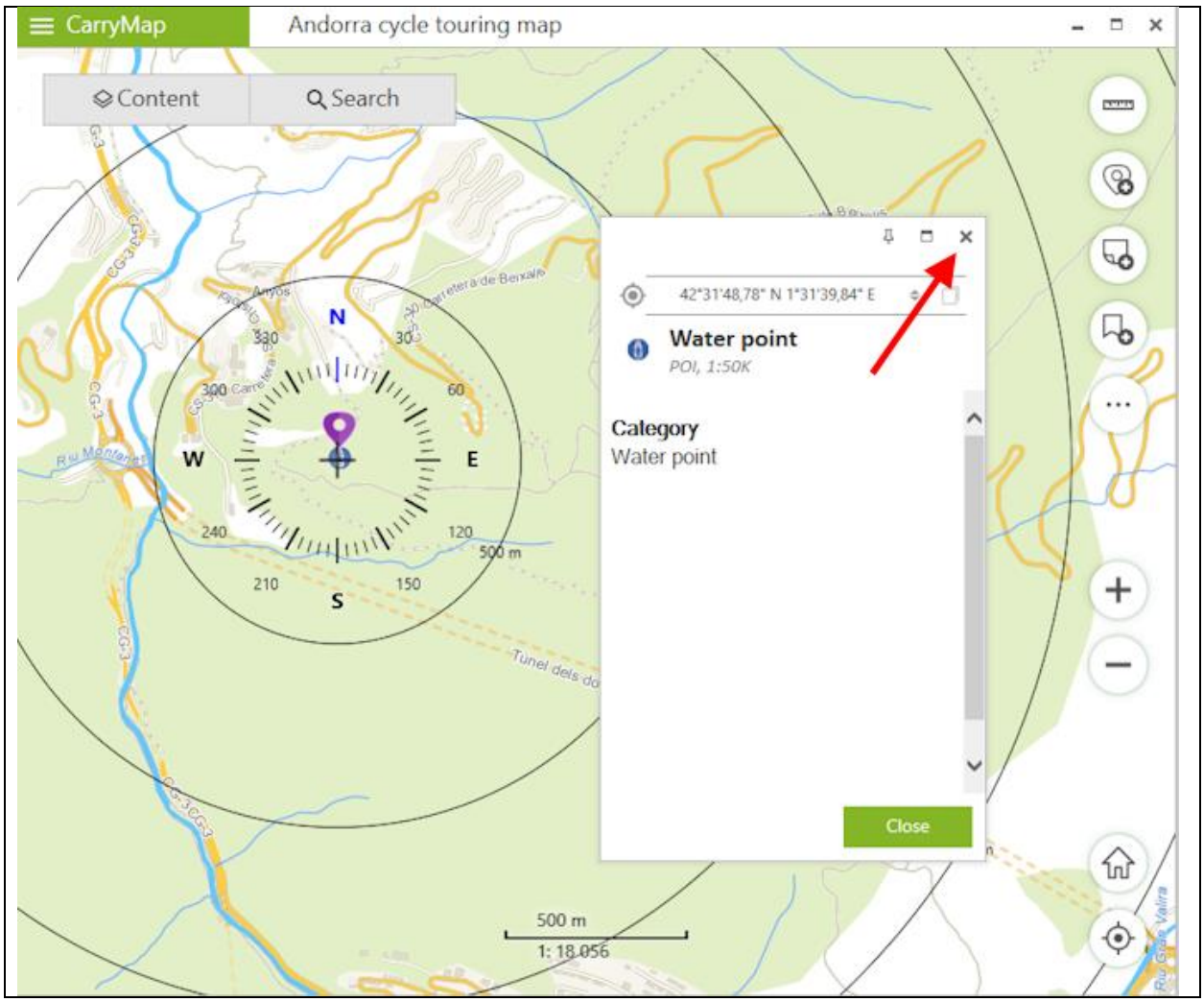


*** Please note** that the zones sizes are calculated automatically depending on the map scale. The distances are displayed in the units specified in the Application settings section.

The elements of the circular ruler are linked to the identification pushpin. When objects are identified, the map automatically positions to the identification pushpin, and the center of the circular ruler does not change its position when map is panned, or map scale is changed.

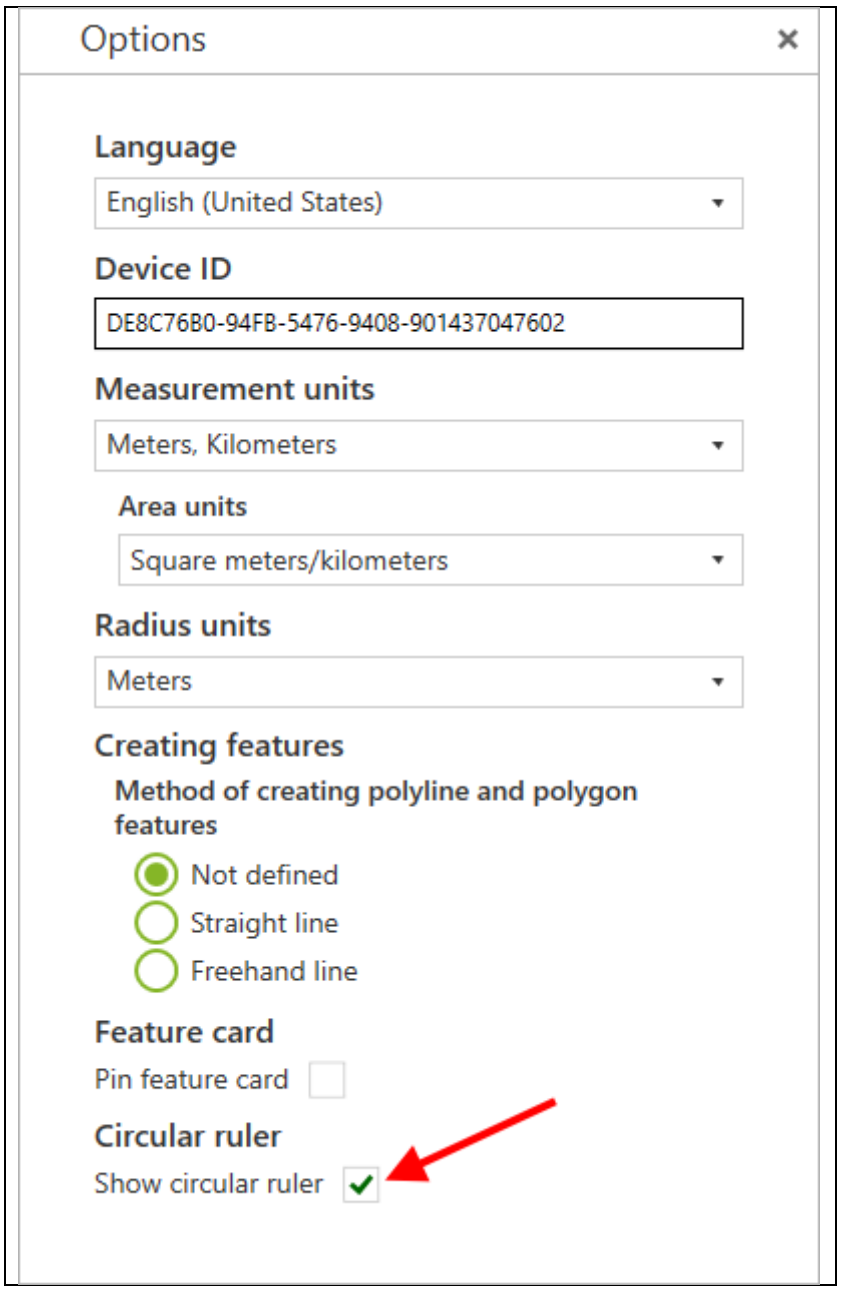


To display the circular ruler in the center of the screen again, close the identification card.



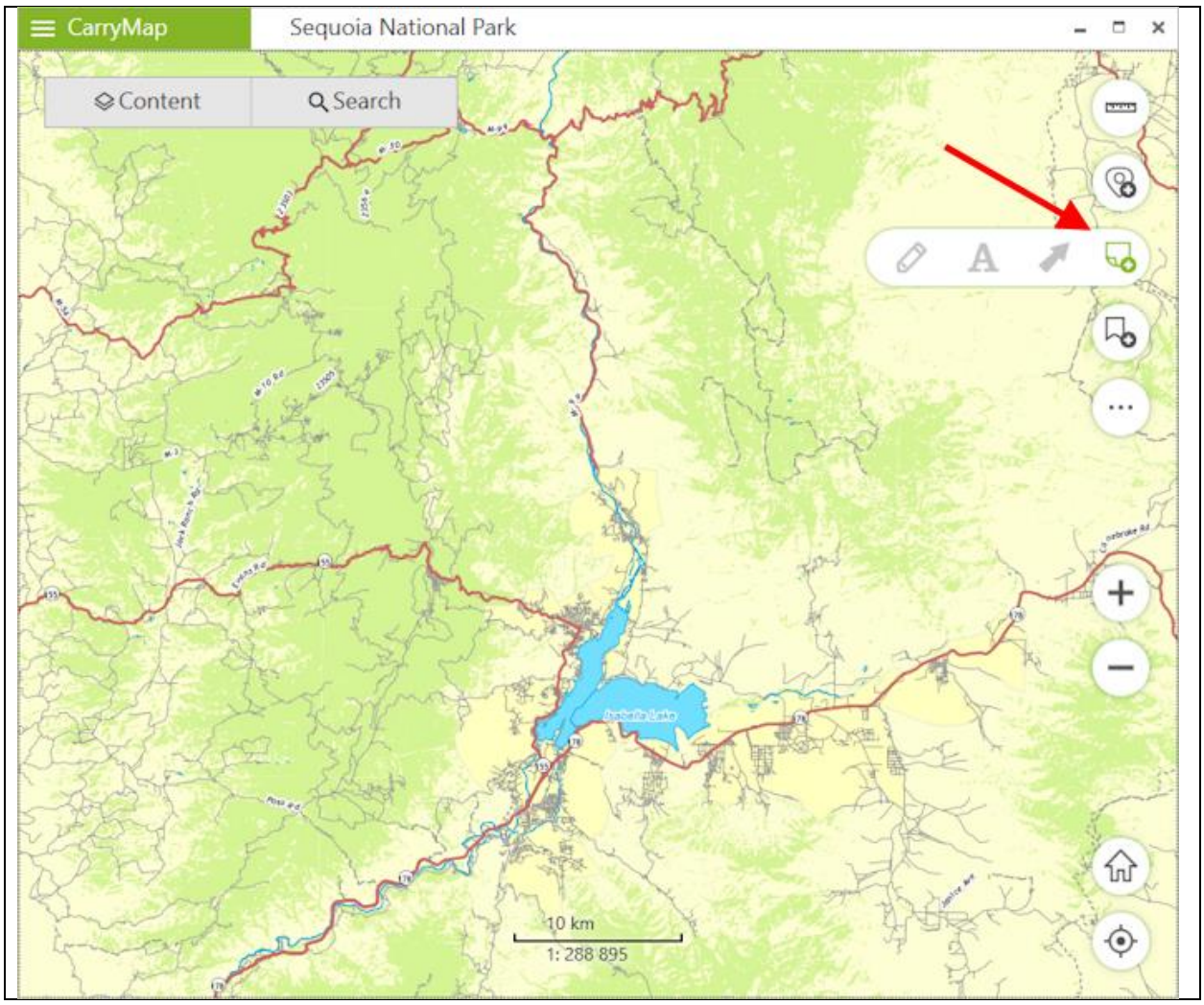
The display of the circular ruler in the map is disabled by default.

To enable the display of the circular ruler in the map, go to Application settings section and in **Circular ruler** section select *Show circular ruler*.

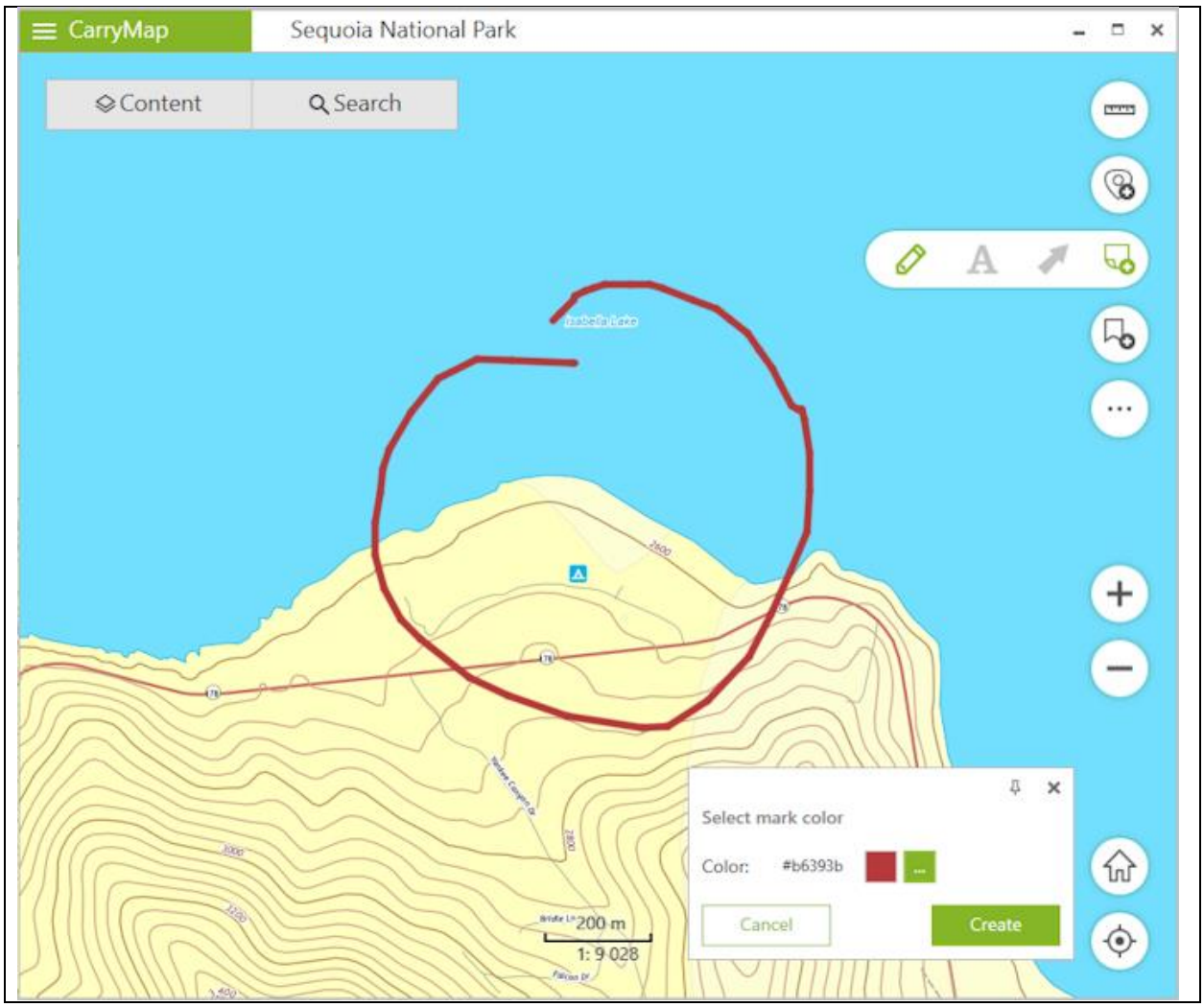


Creating marks

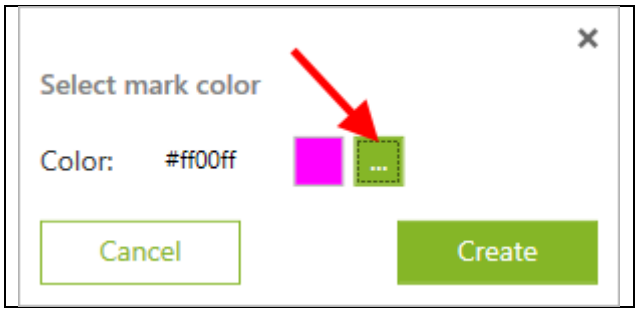
To create the graphic mark on your map as a text, custom shape or arrow, press *Create mark* button and select the note type.



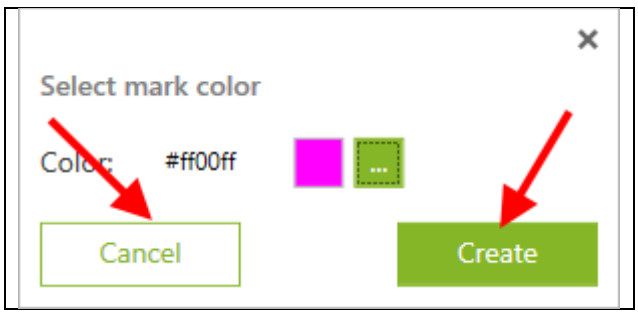
To create the mark as the custom shape, press button.
Draw the required shape on the map.



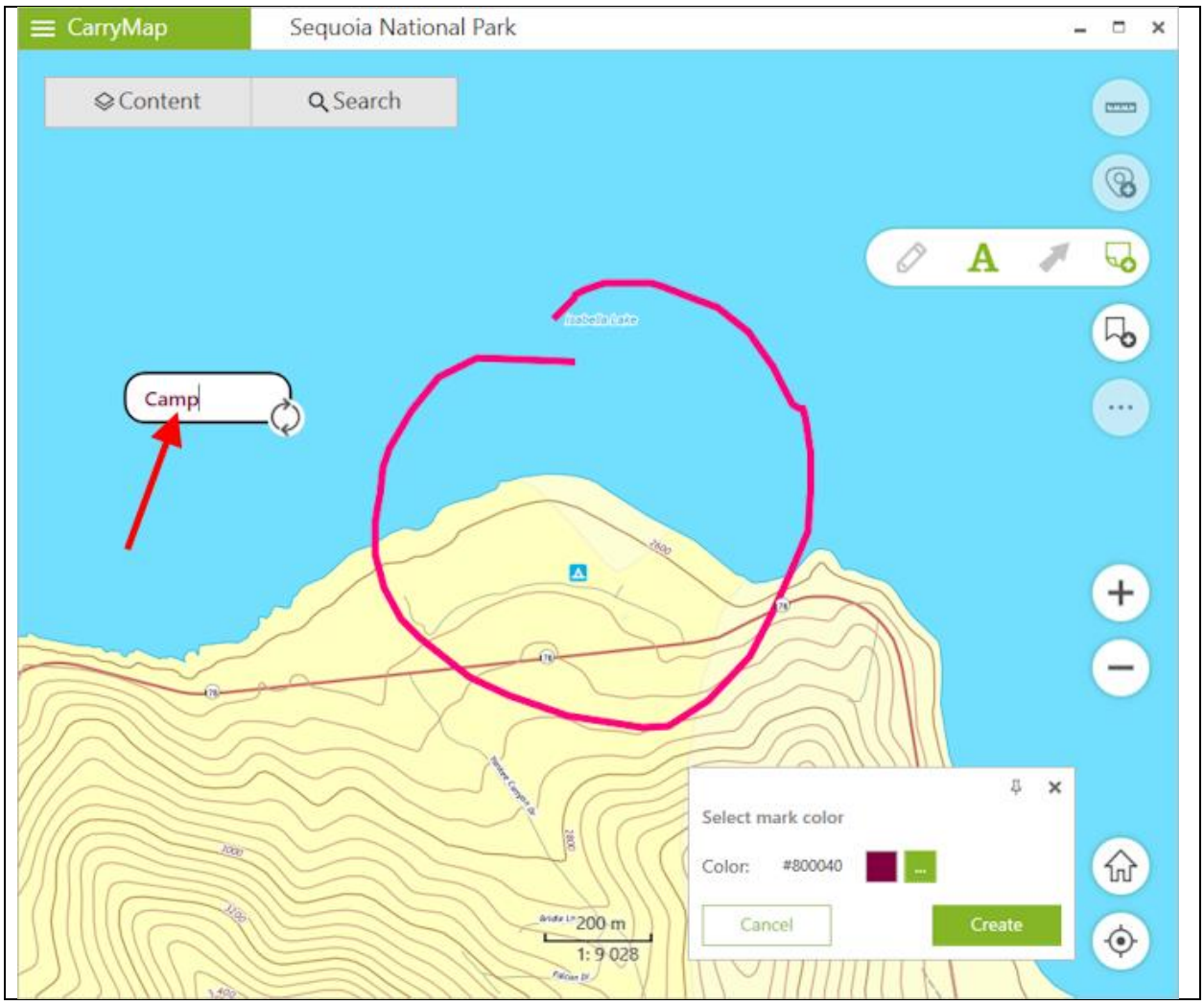
To change the mark color, select the required color from the provided list.



To create the mark, press *Create*. To cancel creating the mark, press *Cancel*.

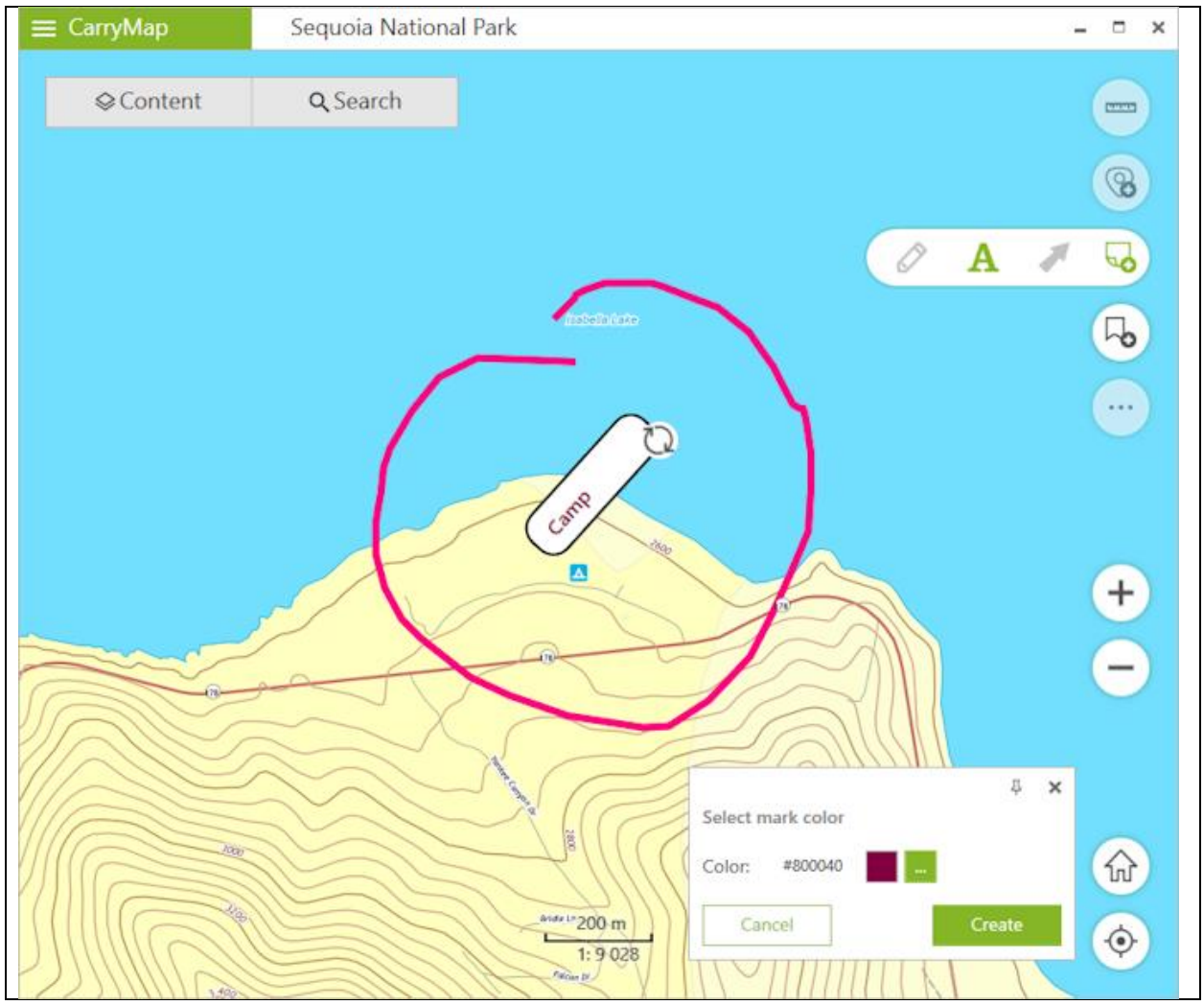


To create the text mark on the map, press **A** button.
In the appeared field enter the text.

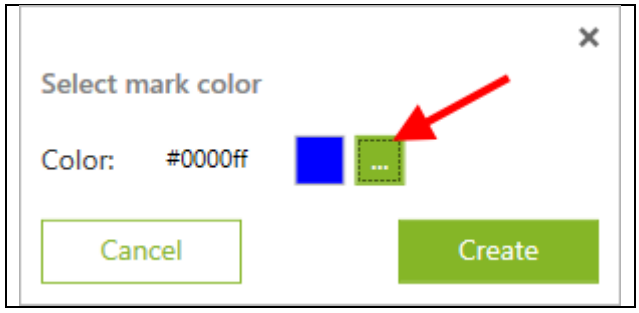


To change location of the text mark, long tap the note and drag it to the new place on the map.

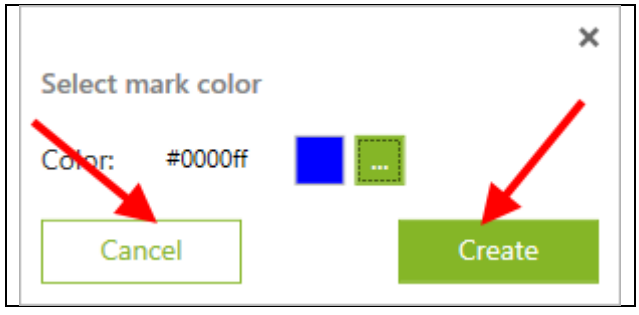
To change the text mark direction, hold the button and rotate it as needed.



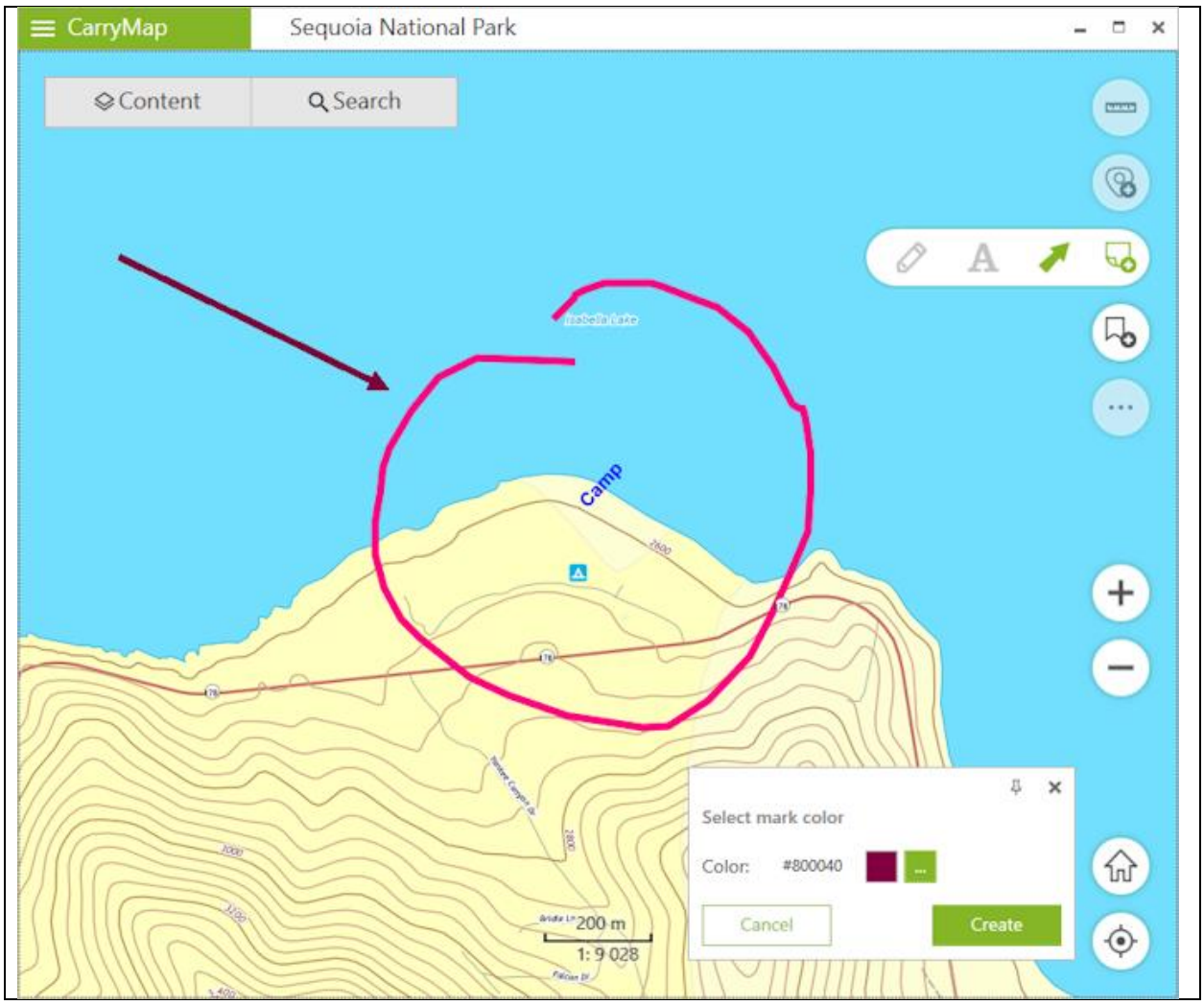
To change the mark color, select the required color from the provided list.



To create the mark, press *Create*. To cancel creating the mark, press *Cancel*.

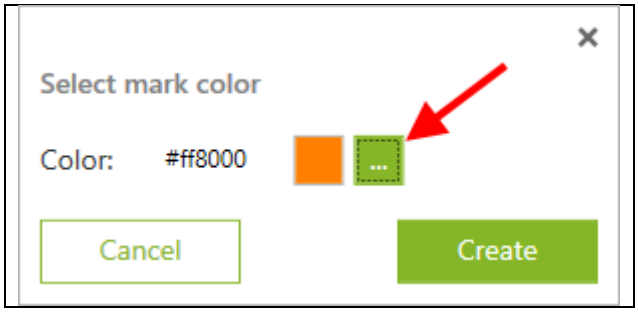


To create the mark as the arrow, press button.
Now draw the arrow on the map, specifying the start and end point of the arrow.

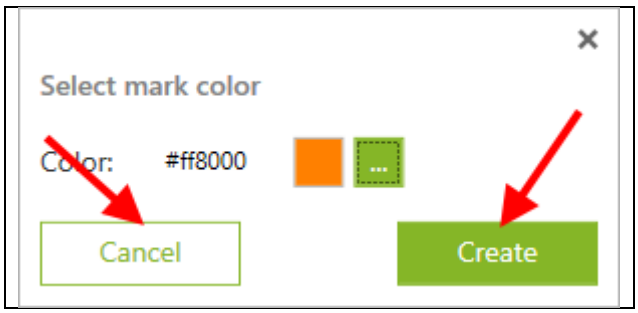


To change location of the arrow, specify the start and the end point of the arrow again, and the previously created arrow will be deleted.

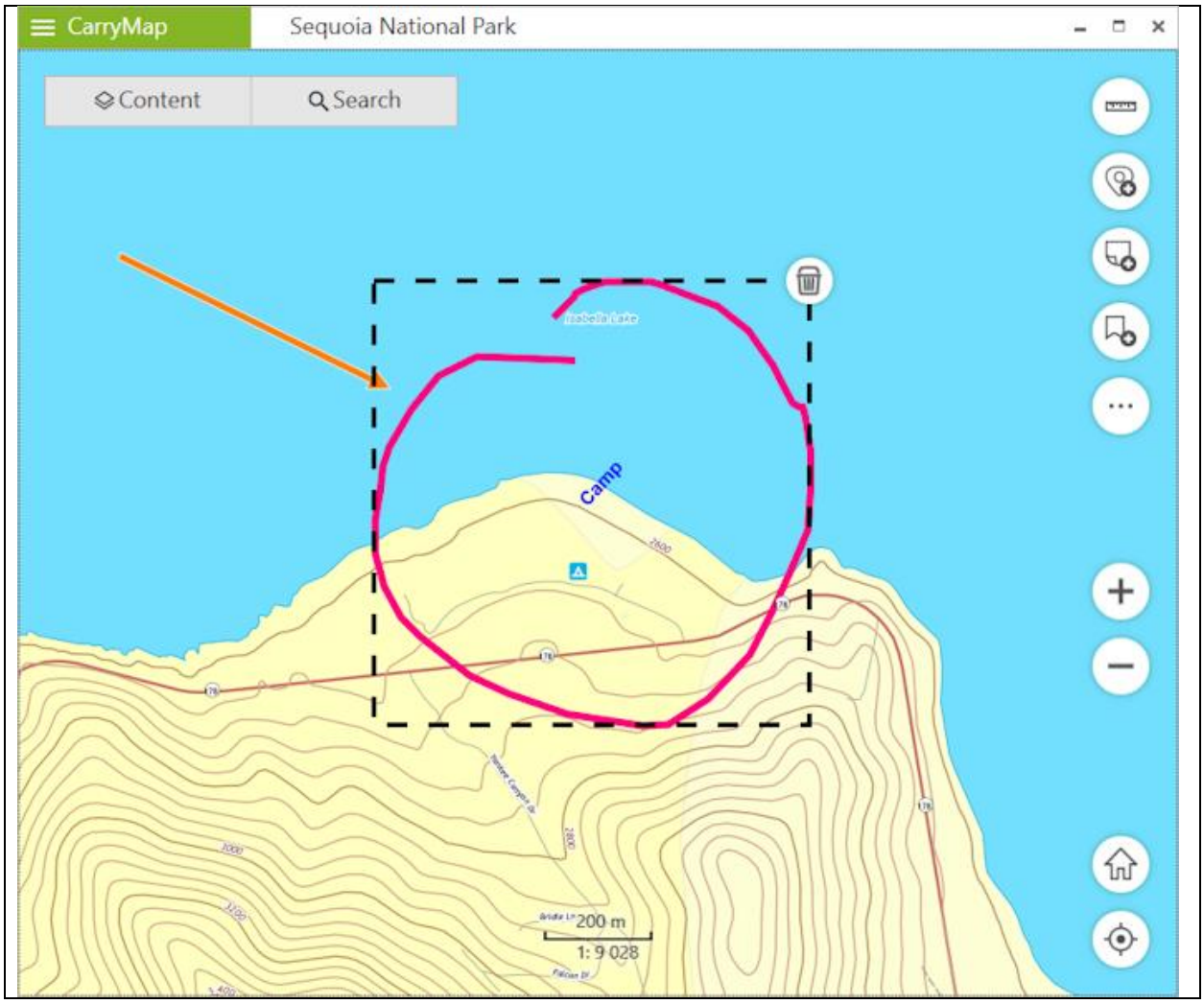
To change the mark color, select the required color from the provided list.



To create the mark, press *Create*. To cancel creating the mark, press *Cancel*.

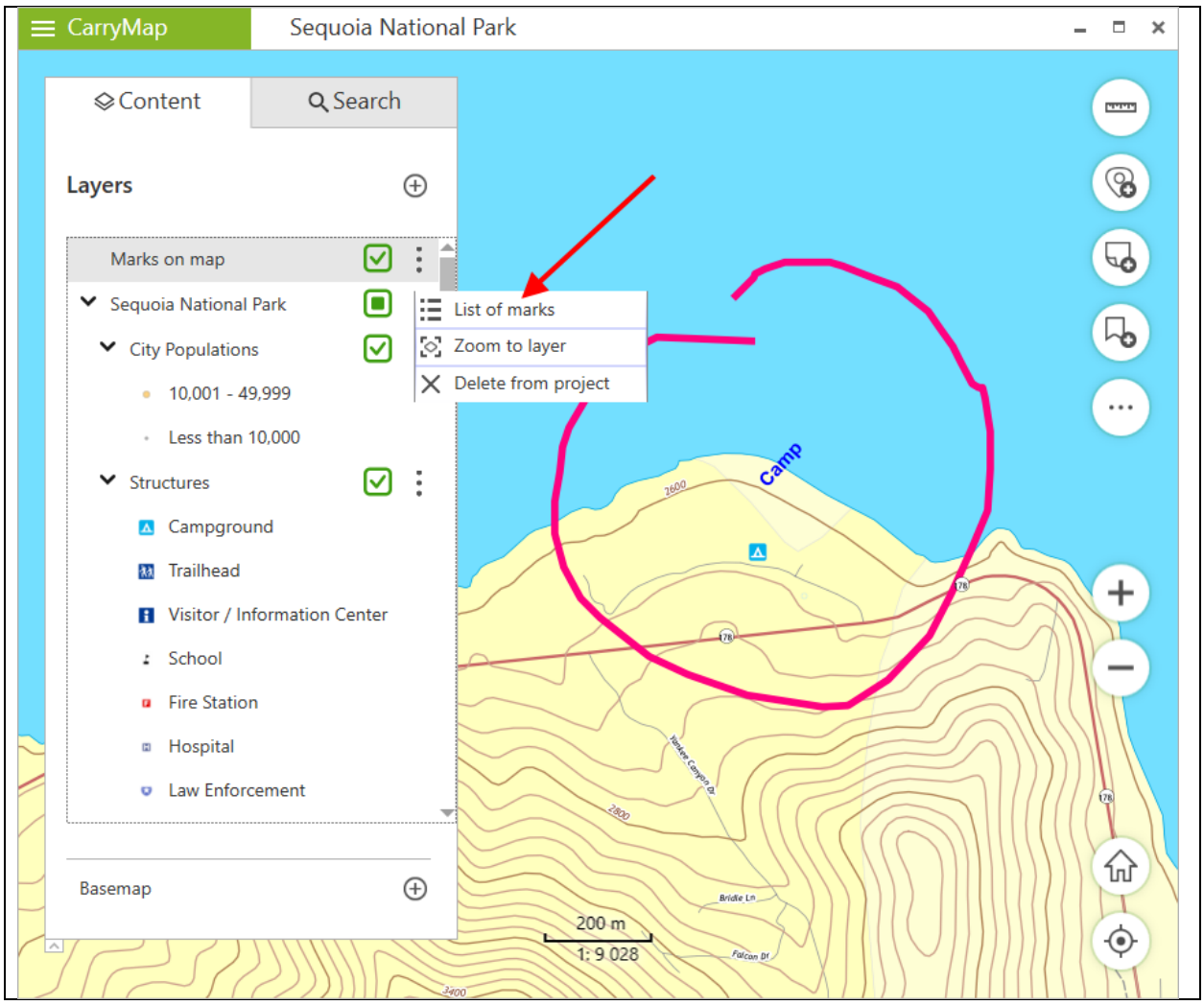


To delete the mark, right-click it on the map.

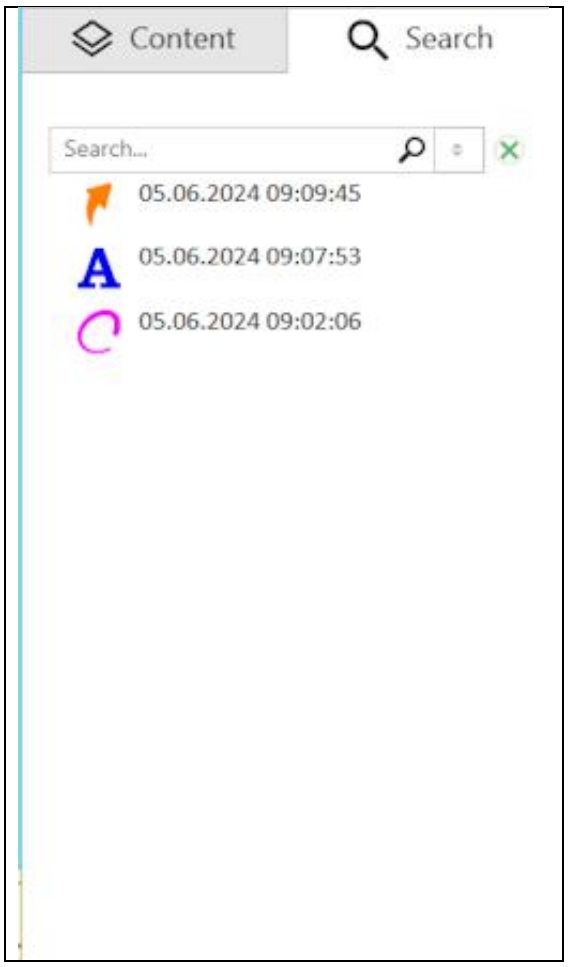


Then press  button and the mark will be deleted.

To show list of all marks, press the three dots icon near the *Marks on map* layer name and select *List of marks*.

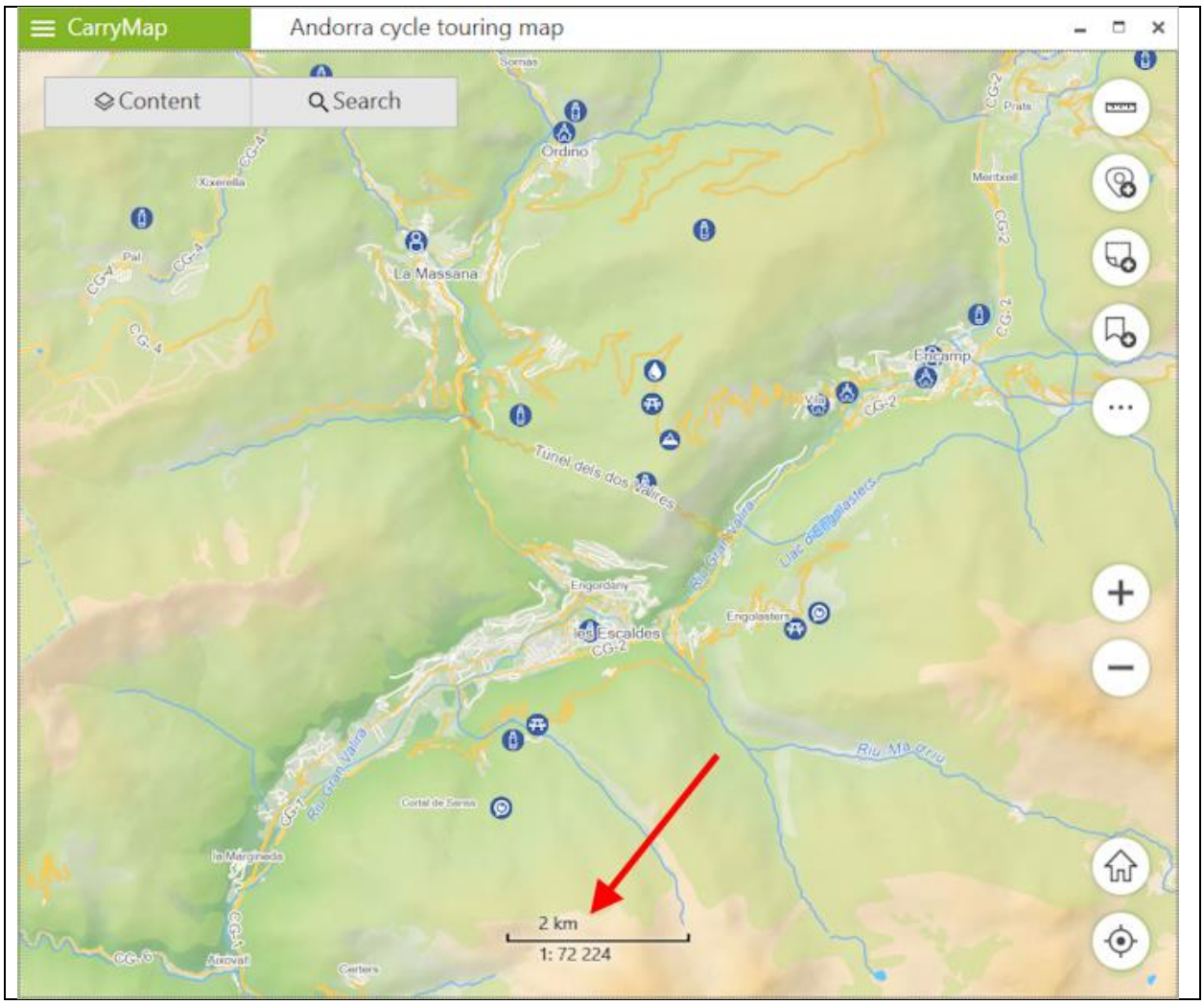


All objects from this layer will be shown in the *Search* tab.

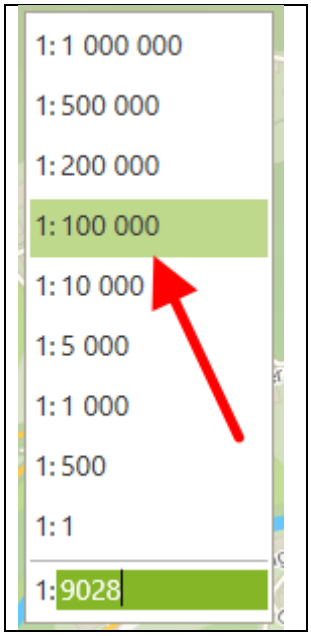


Zooming to specified scale

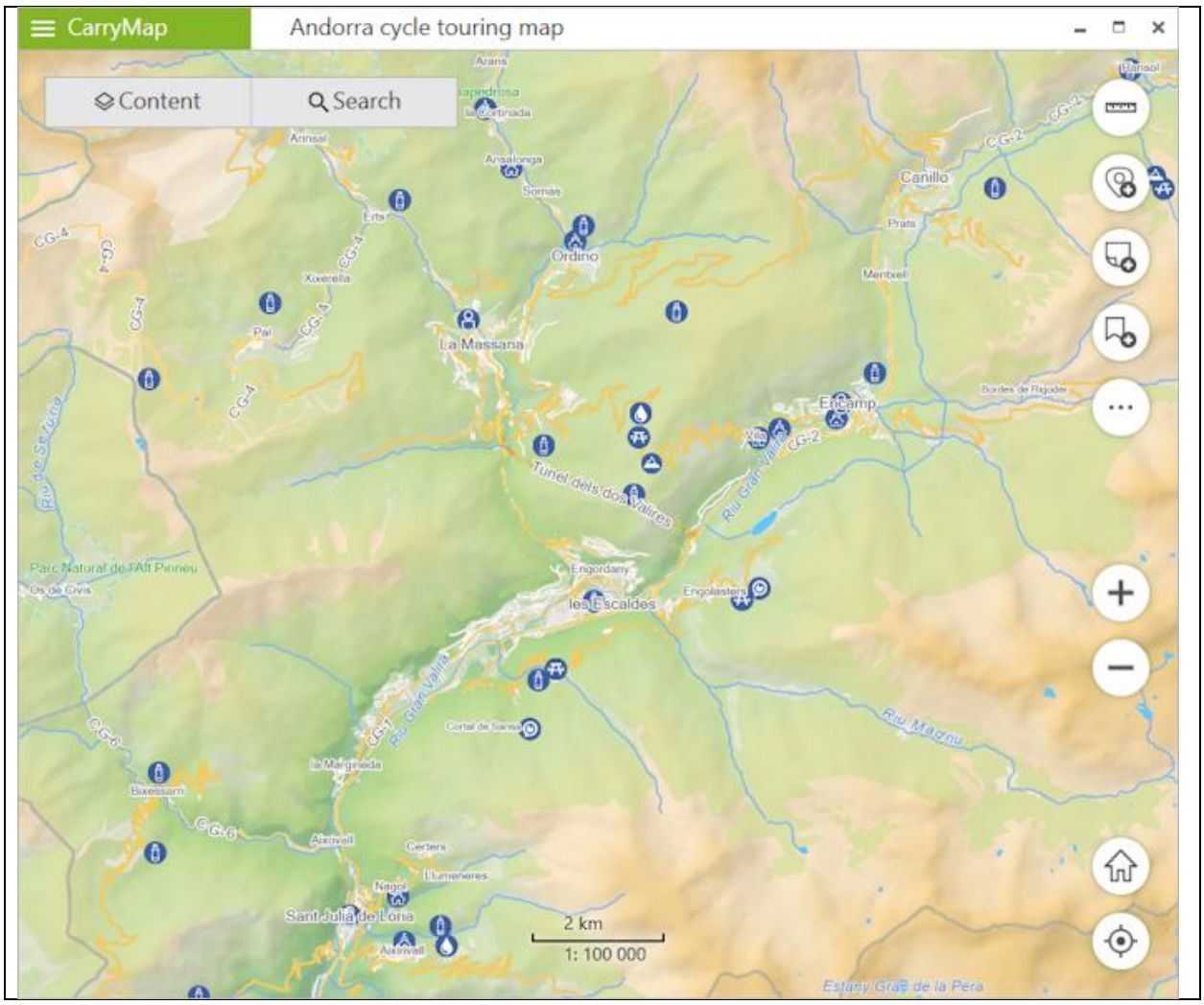
To zoom to specific map scale, click on the scale bar.



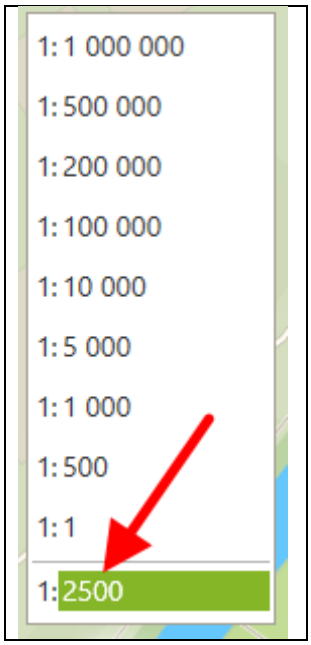
In the appeared window select the scale value from the list.



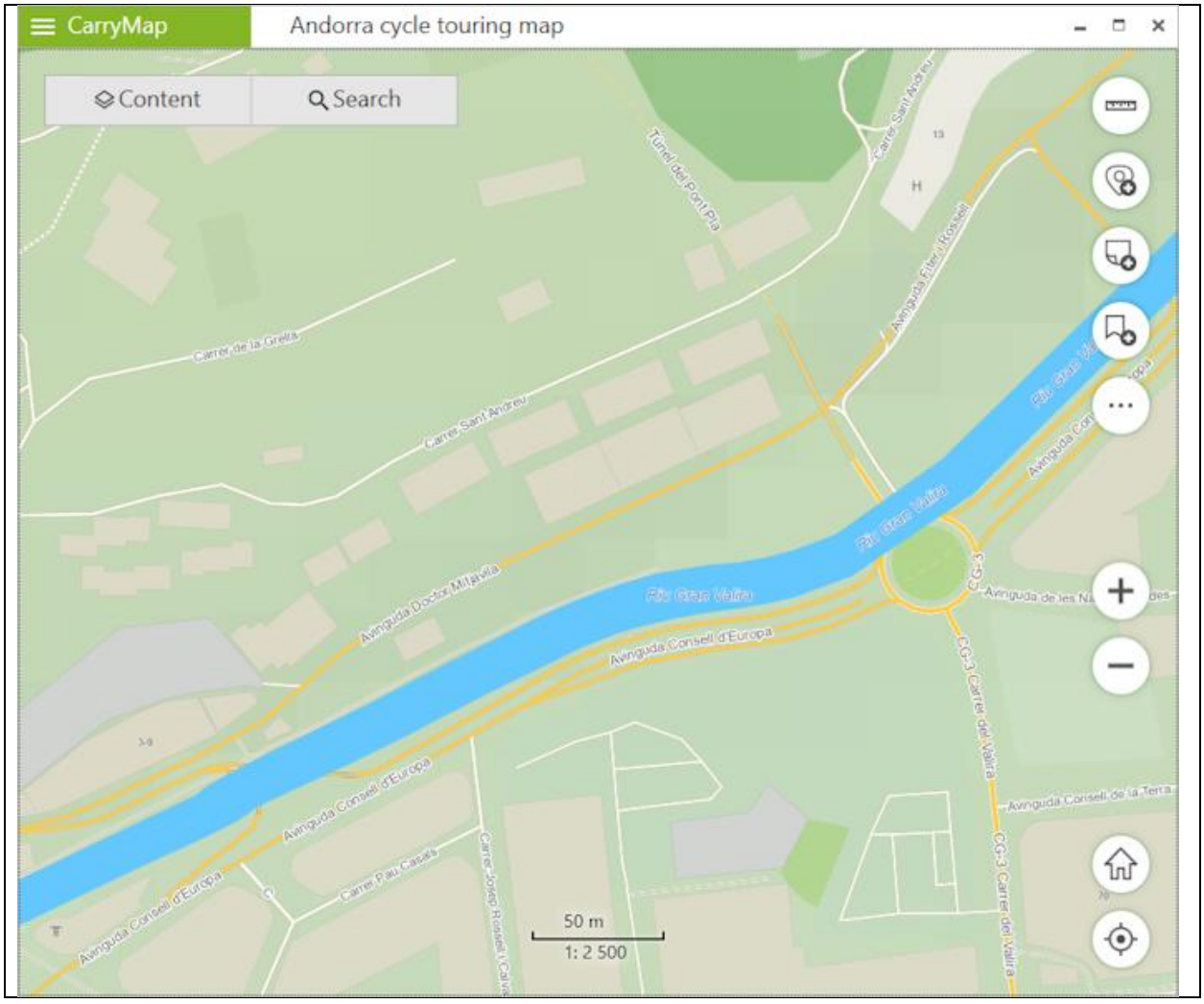
The map will be displayed in the selected scale.



To add your own scale value, click on the scale input line.
Enter the value and press *Enter* on the keyboard.

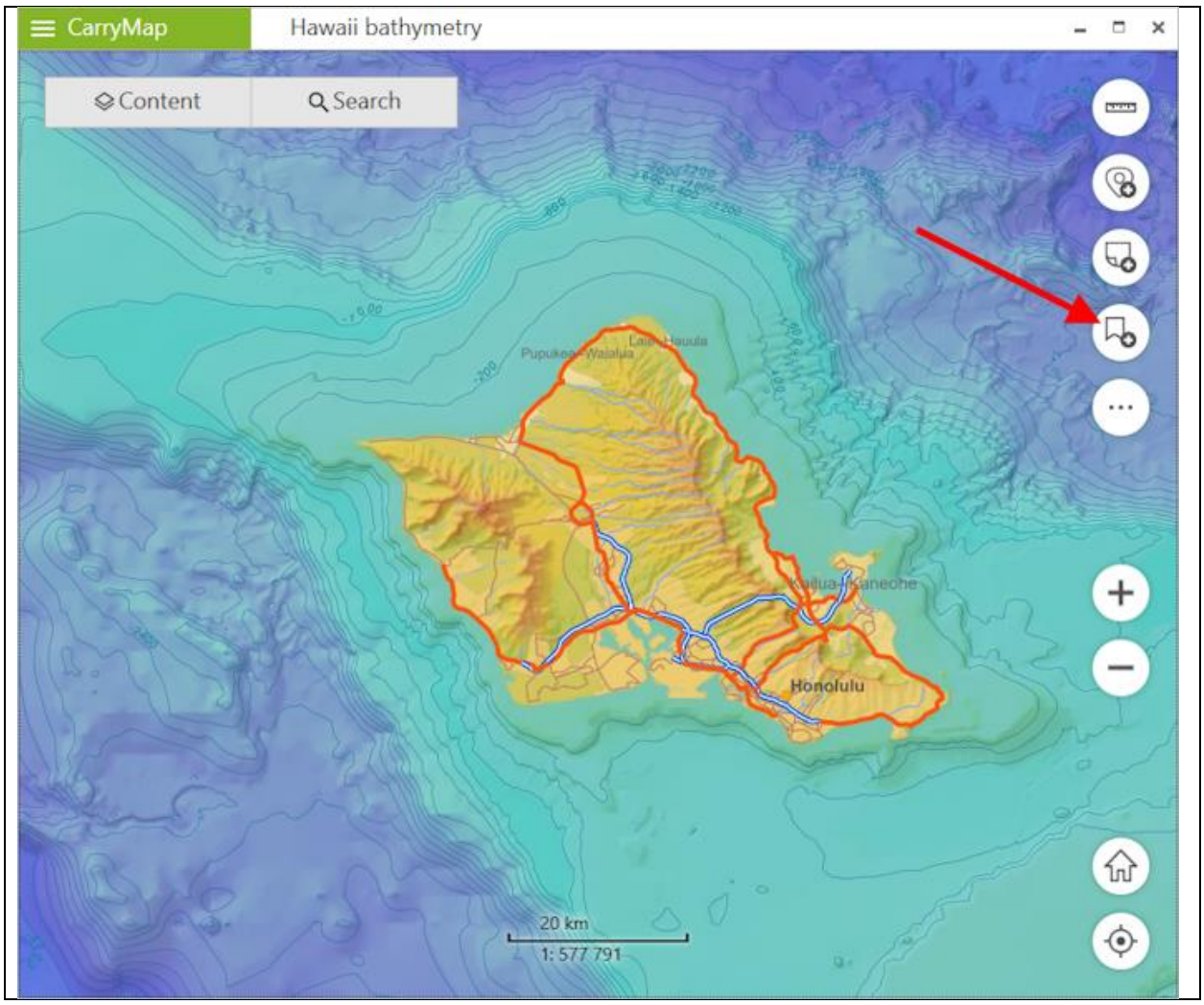


The map will be displayed in the specified scale.

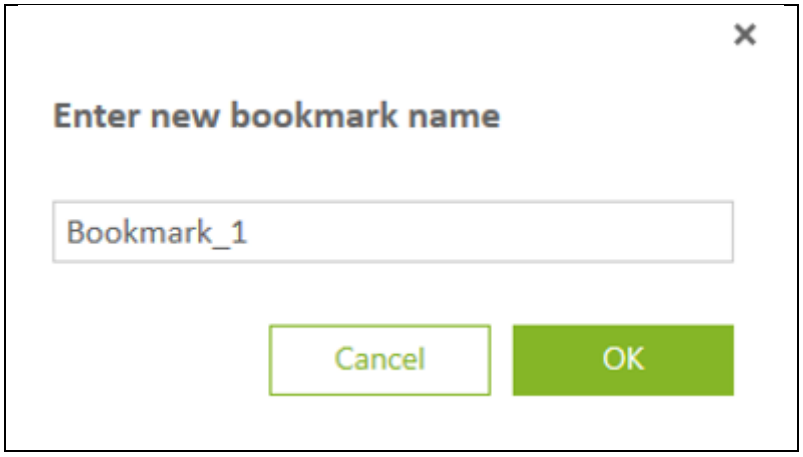


Creating bookmarks on map

The bookmarks are provided for storing selected map areas and data for quicker access. To create the bookmark, set the required map extent boundaries, go to map window and press *Create bookmark* button.

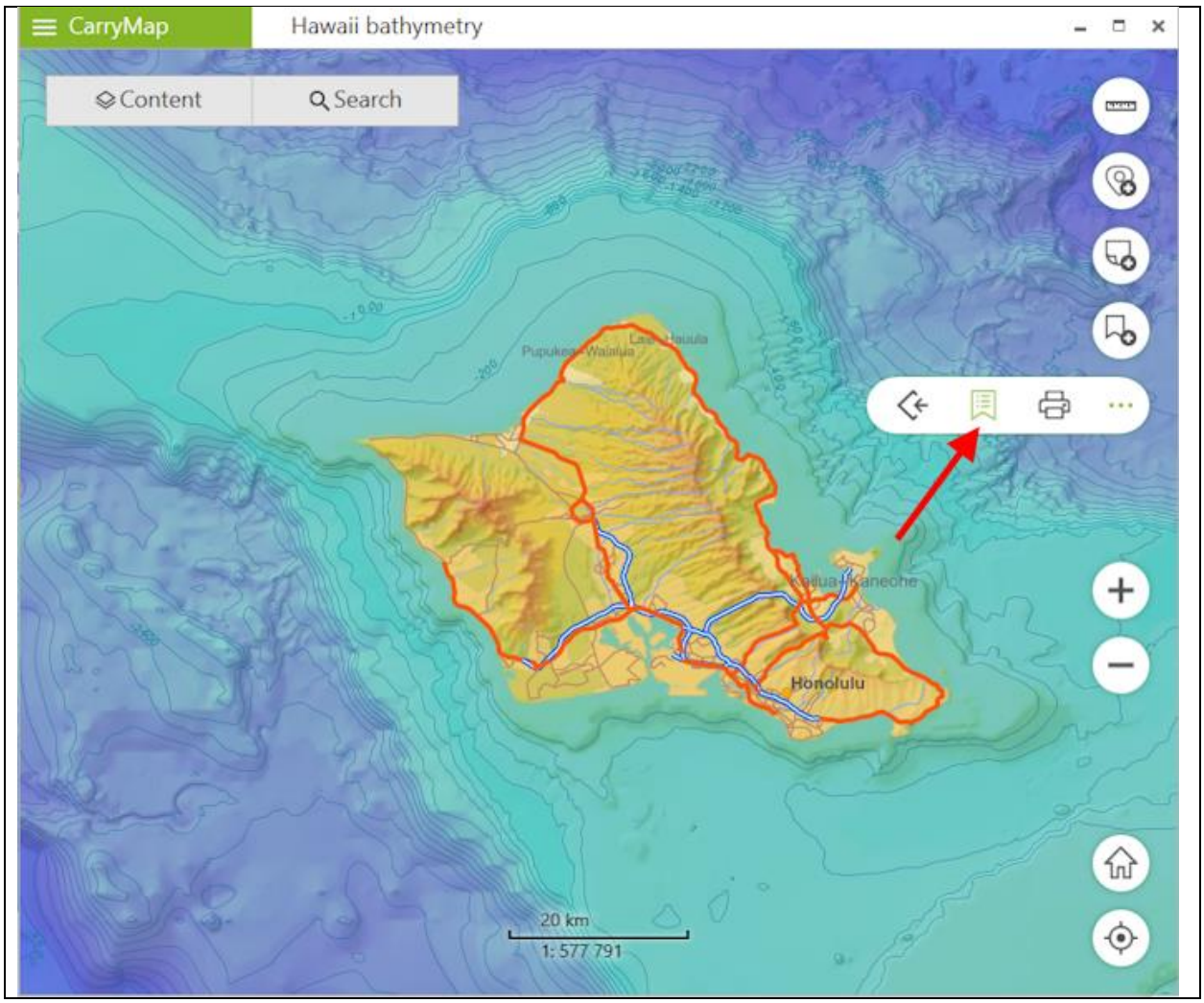


In the appeared window enter the bookmark name or leave the default one.

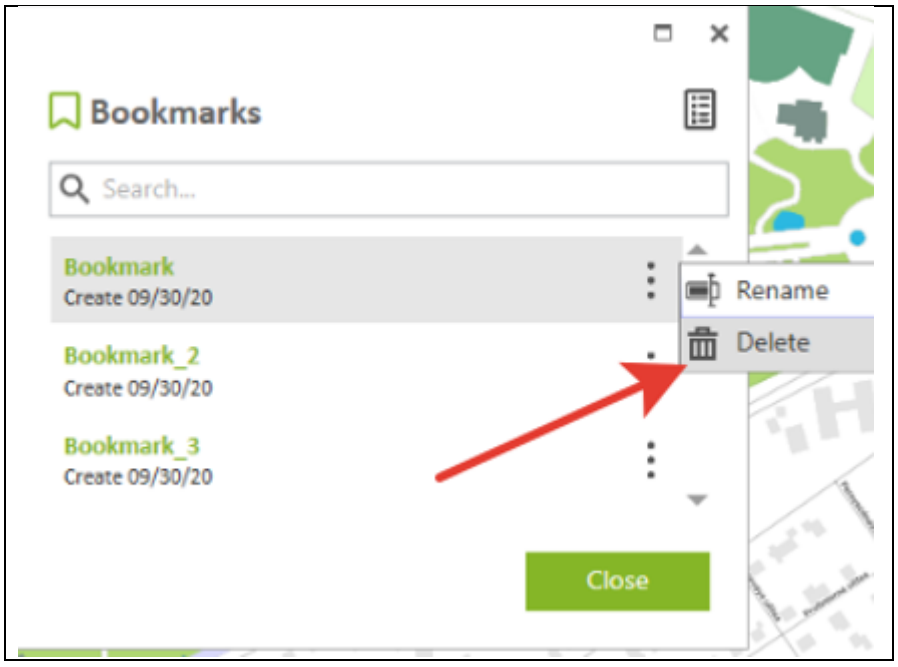


To save the created bookmark, press *OK*.

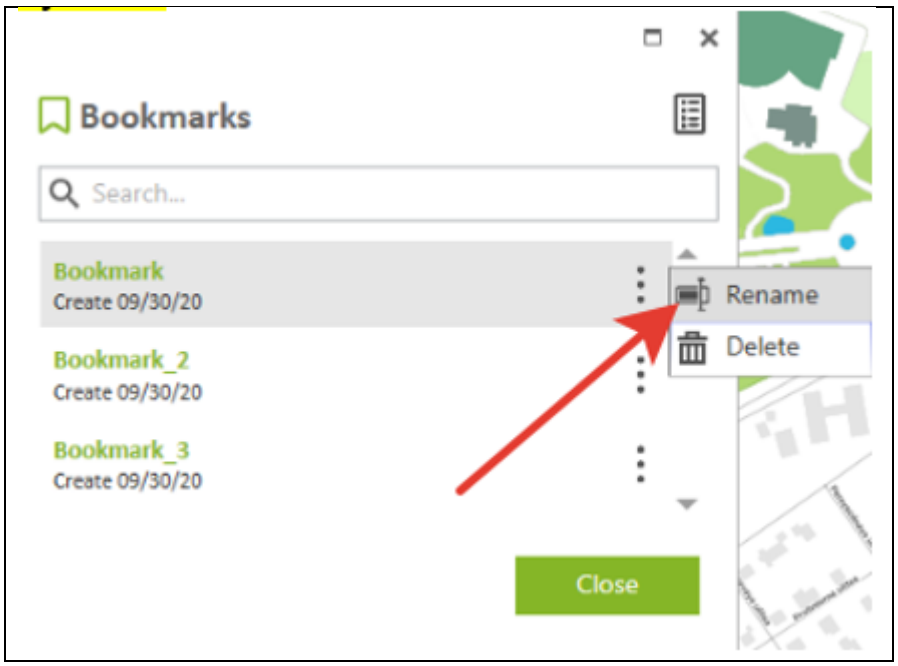
To view the created bookmarks, press *Tools* button and in the appeared panel select *Bookmarks*.



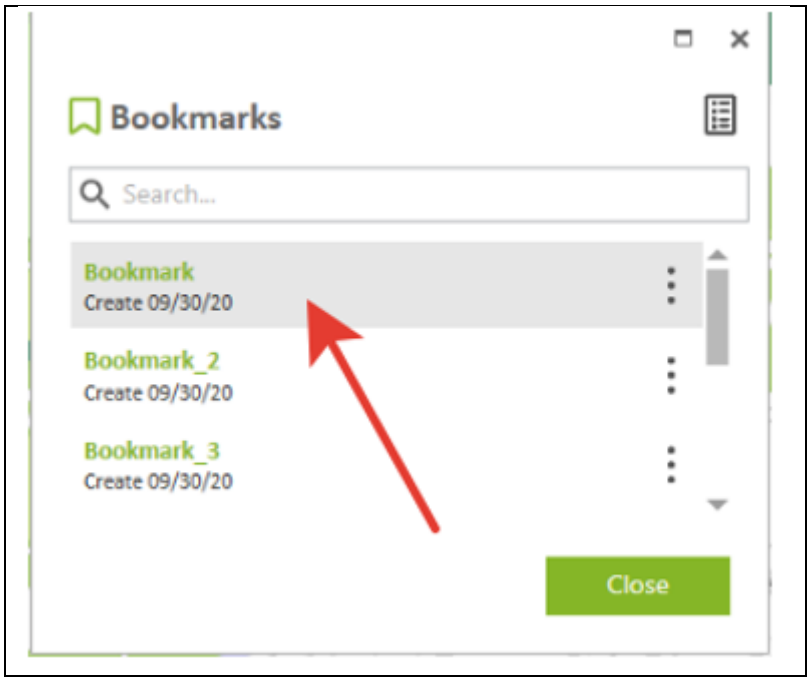
To delete the bookmark, press three dots icon and select *Delete*.



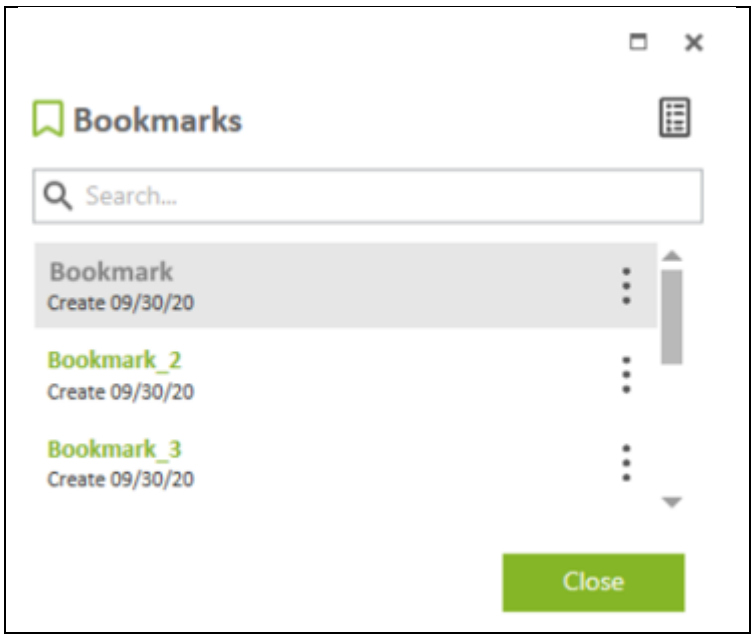
To rename the created bookmark, press *Rename*, enter the new name and press Enter on the keyboard.



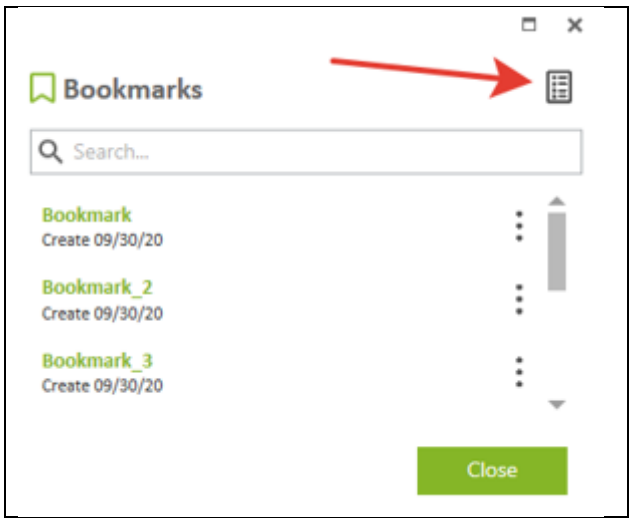
To open the map saved as the bookmark, click on the required name in the bookmarks list.



If the created bookmark does not get to the current map extent borders, it will be highlighted with grey color and you will not be able to view it.

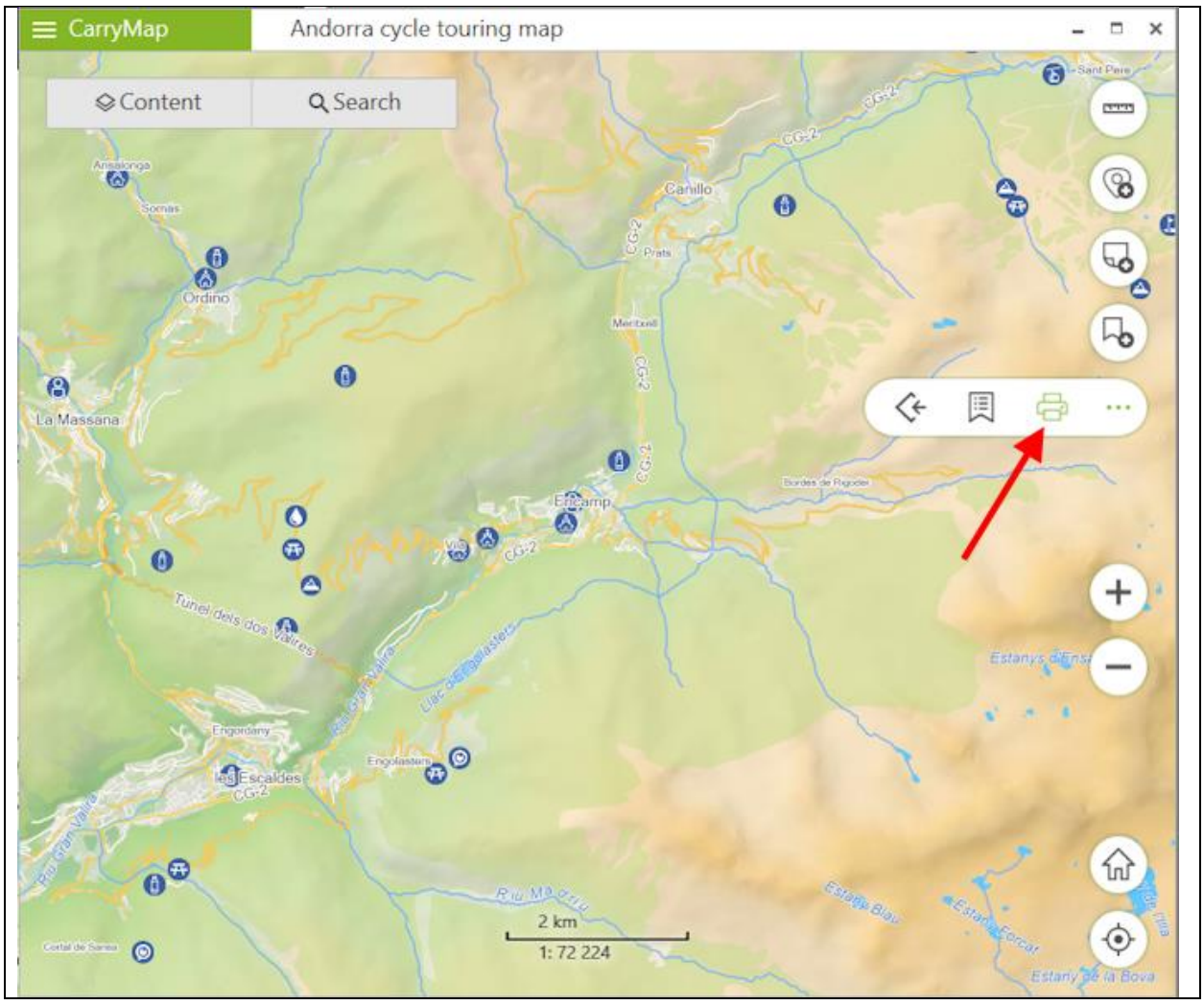


To show all active bookmarks for the current map, press *Show active bookmarks* button.

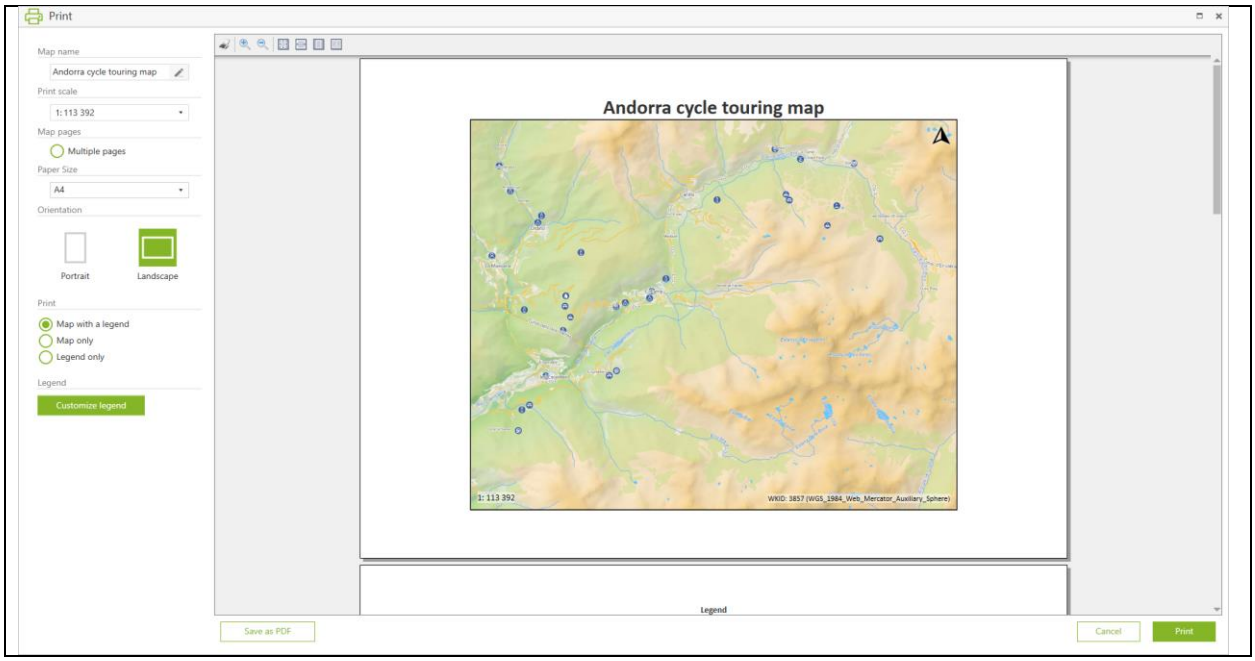


Printing map

To print map opened in CarryMap application, press *Tools* button and select *Print map* in the appeared panel.



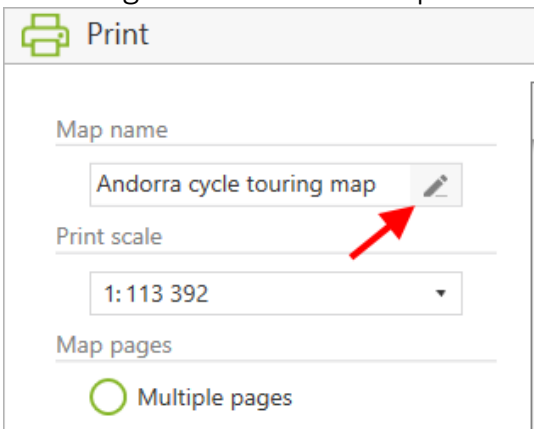
The window with printing settings will appear.



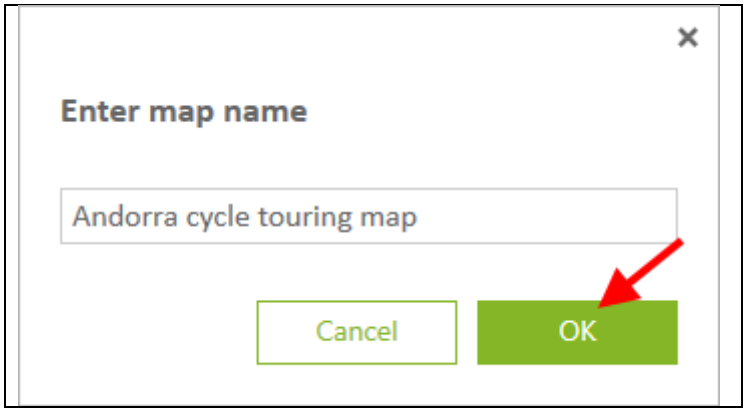
Note that the map area currently shown in the app window will be printed.

Map name

To change the name of the printed map, click the *Rename* button.

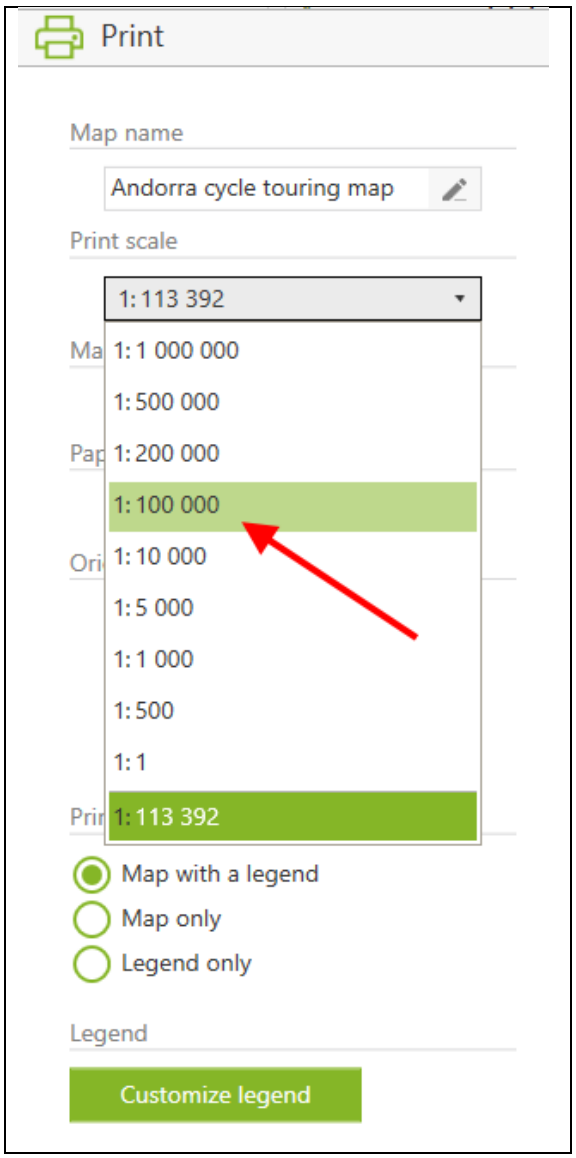


Change the name of the map and click *OK*.

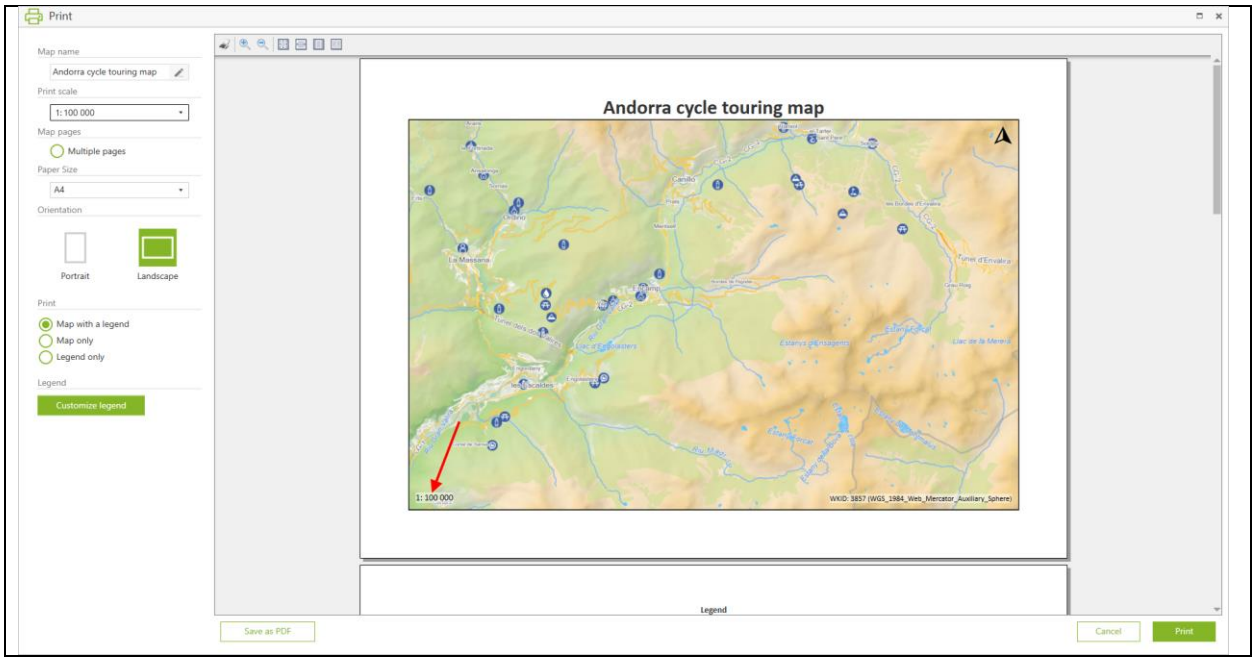


Print scale

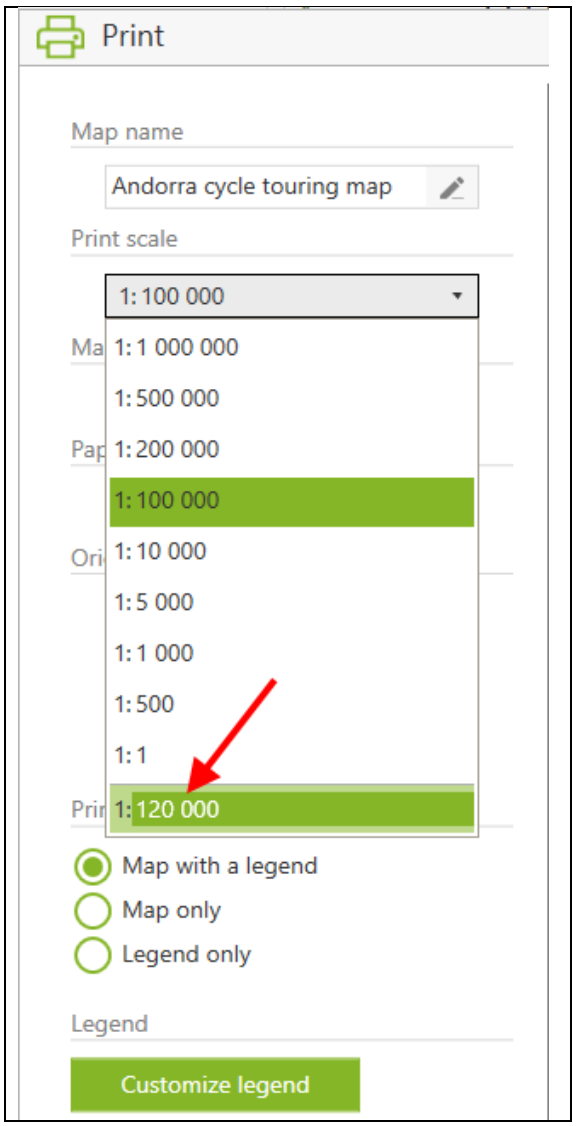
To set the required scale of the printed map, click *Print scale* and select the scale value from the list.



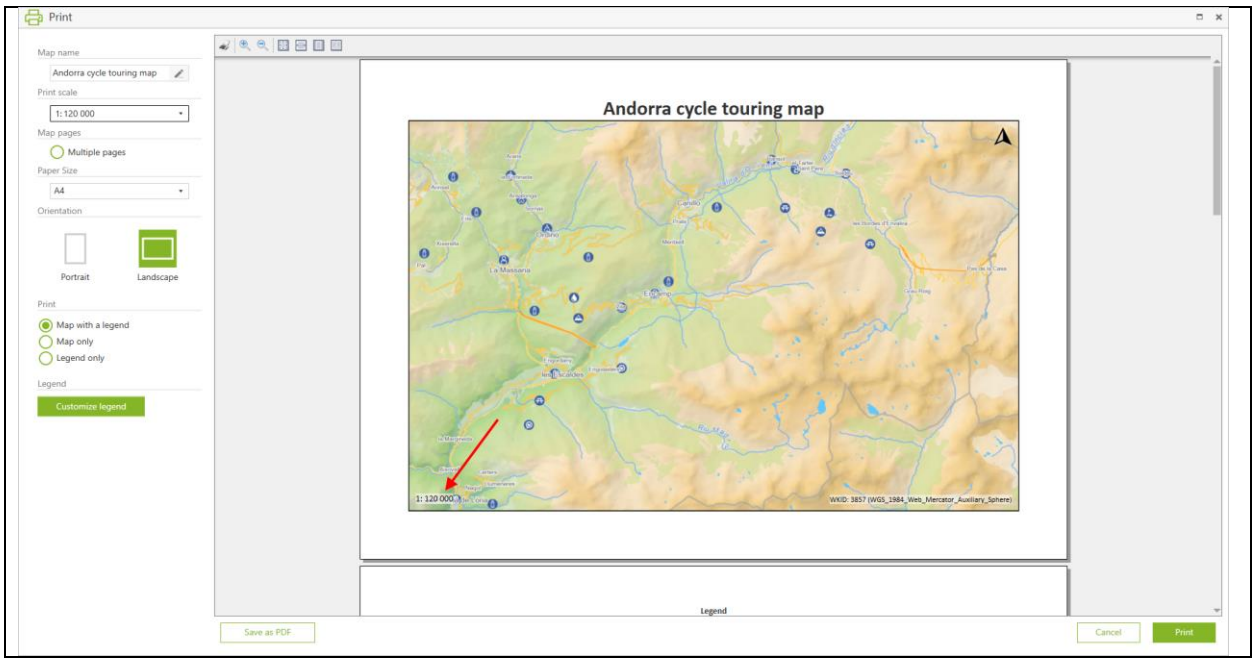
The map will be displayed in the selected scale.



To add your own scale value, click on the scale input line.
Enter the value and press *Enter* on the keyboard.

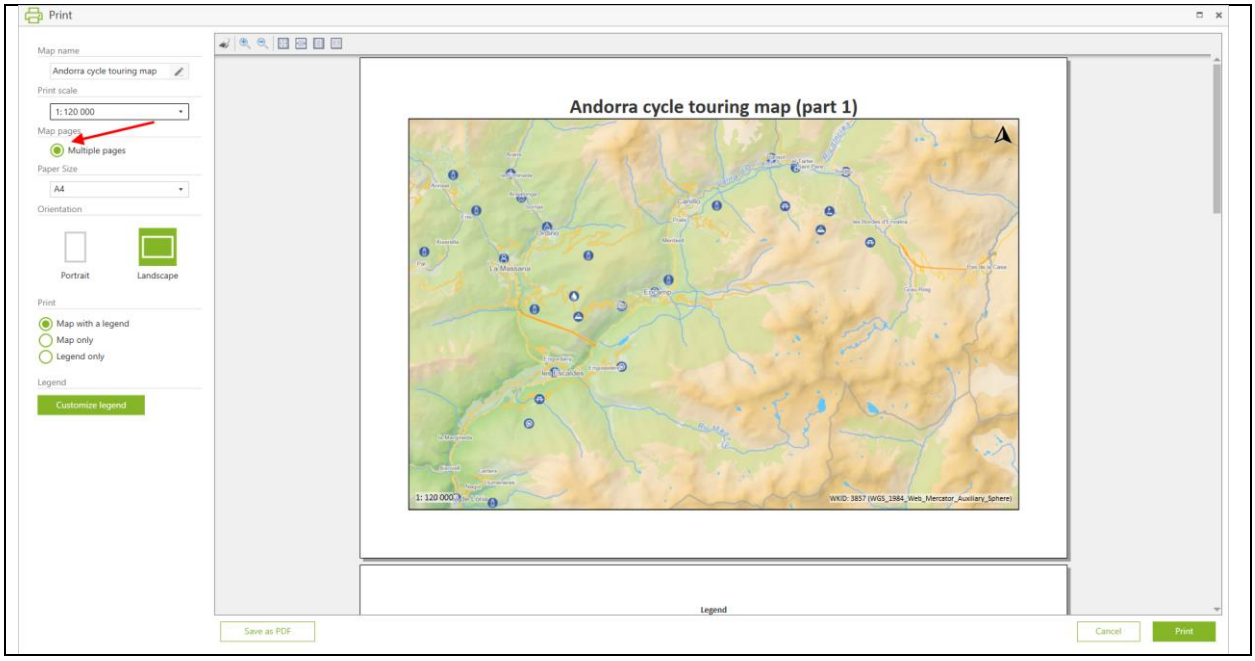


The map will be displayed in the specified scale.



Map pages

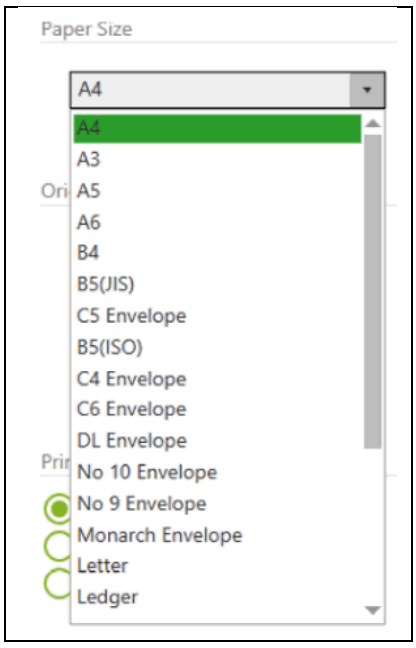
You can place your map on a specified number of pages. To do so, select the *Multiple pages* option.



Note that the number of pages is determined automatically based on the current map area and the printed map scale, which is set in the *Print scale* option.

Paper size

Press *Paper size* and select the required paper format for printed map from the drop-down list.



Orientation

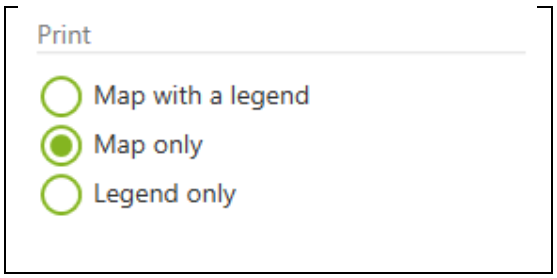
To set the sheet orientation, select *Portrait* or *Landscape* in the *Orientation* section.



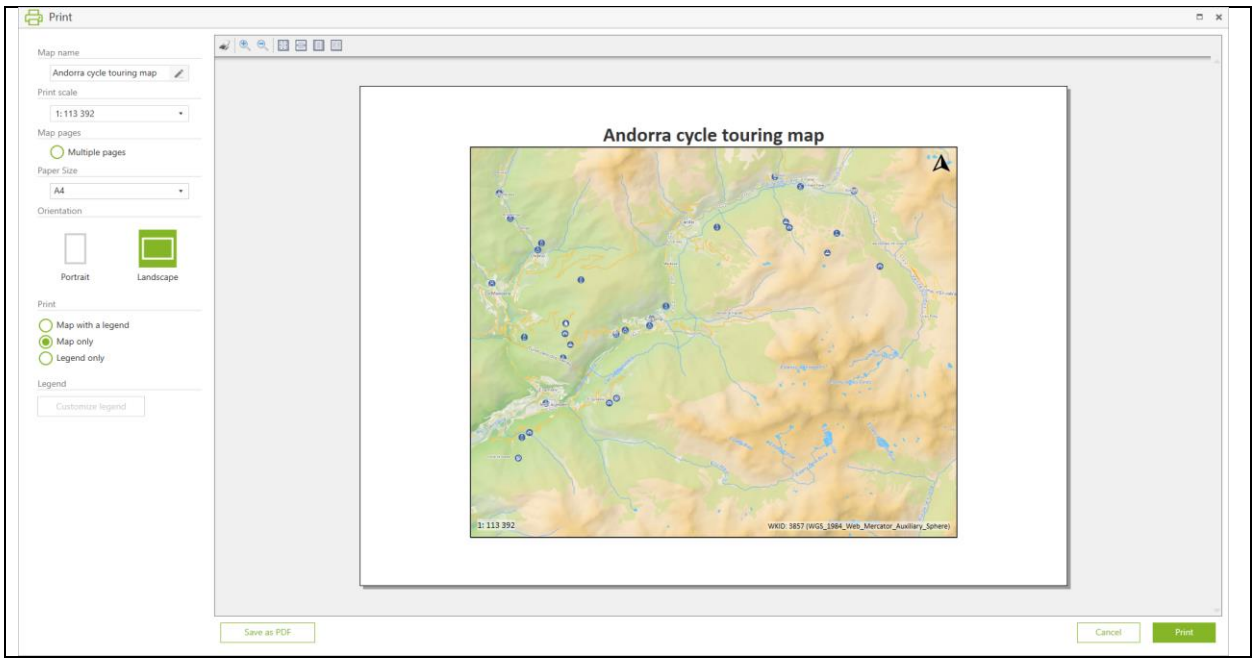
Map legend

By default, the map will be printed with the legend, but you can select other printing options.

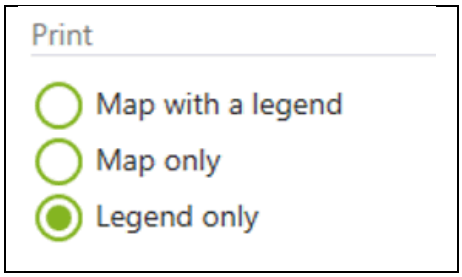
To print your map without legend, select *Map only* in the *Print* section.



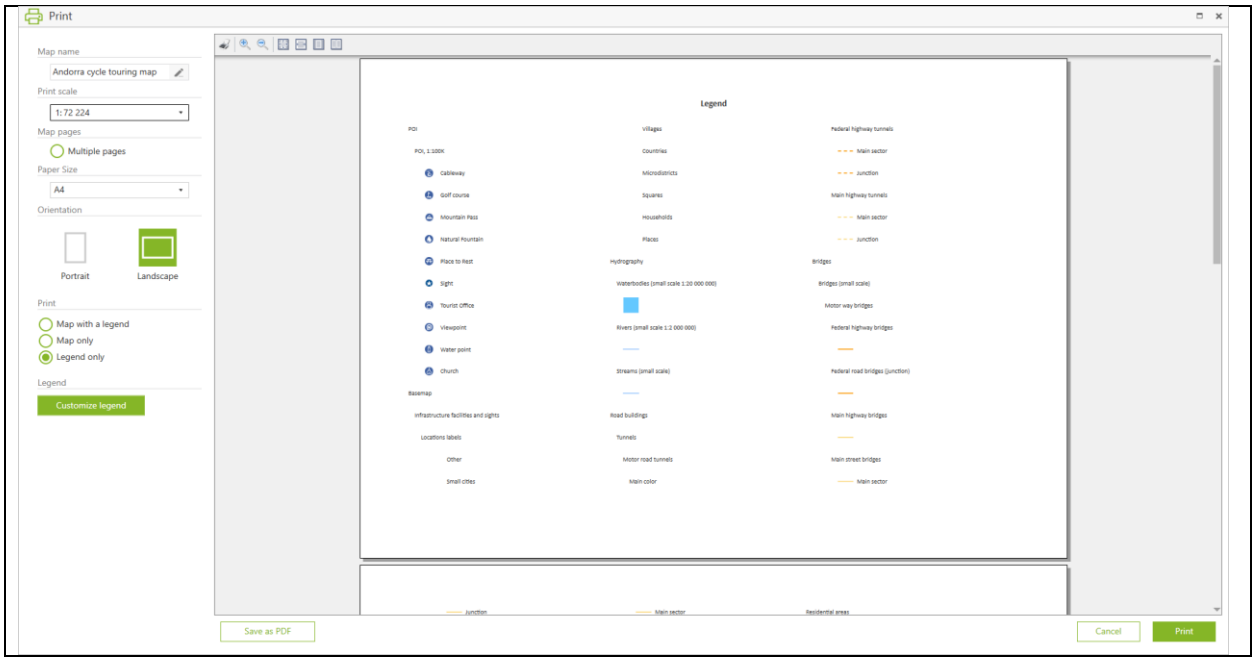
In the preview window the map without legend will be shown.



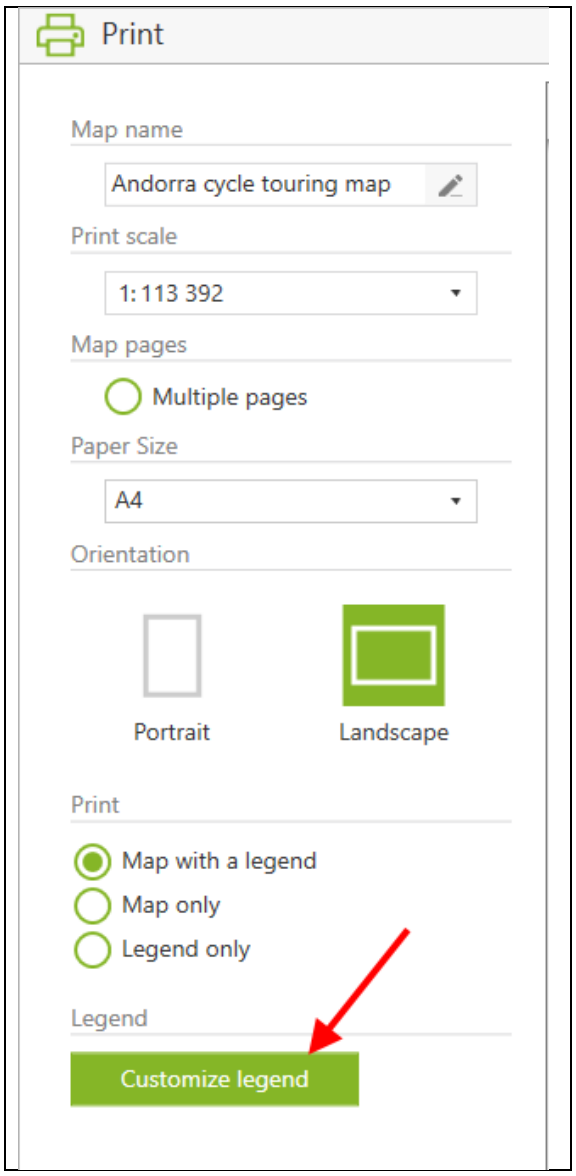
To print only map legend, select *Legend only* in the *Print* section.



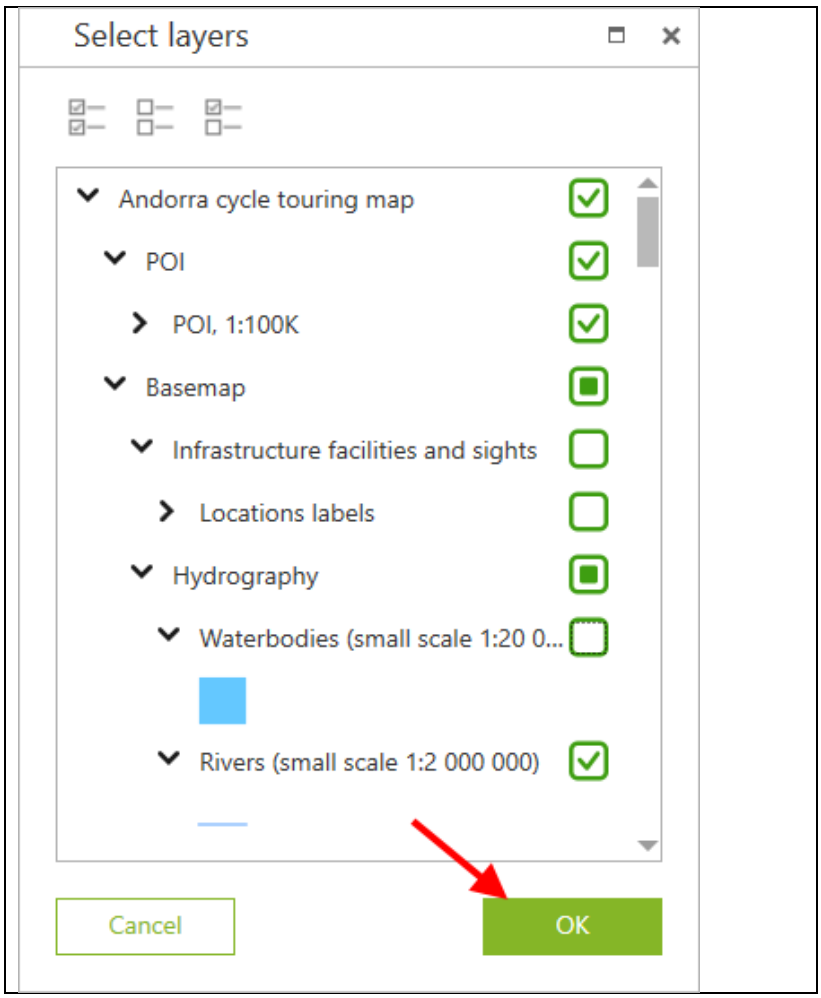
In the preview window the legend only will be shown.



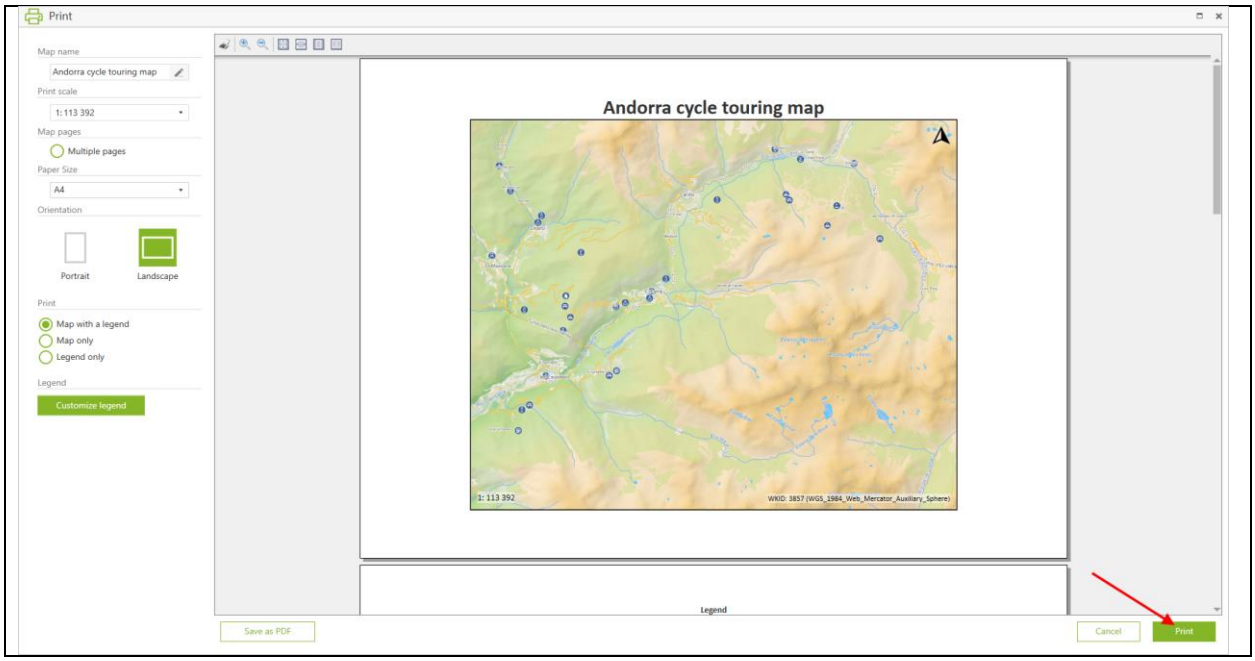
You can customize the map legend before printing so that it displays only the information you need. To do so, click the *Customize legend* button.



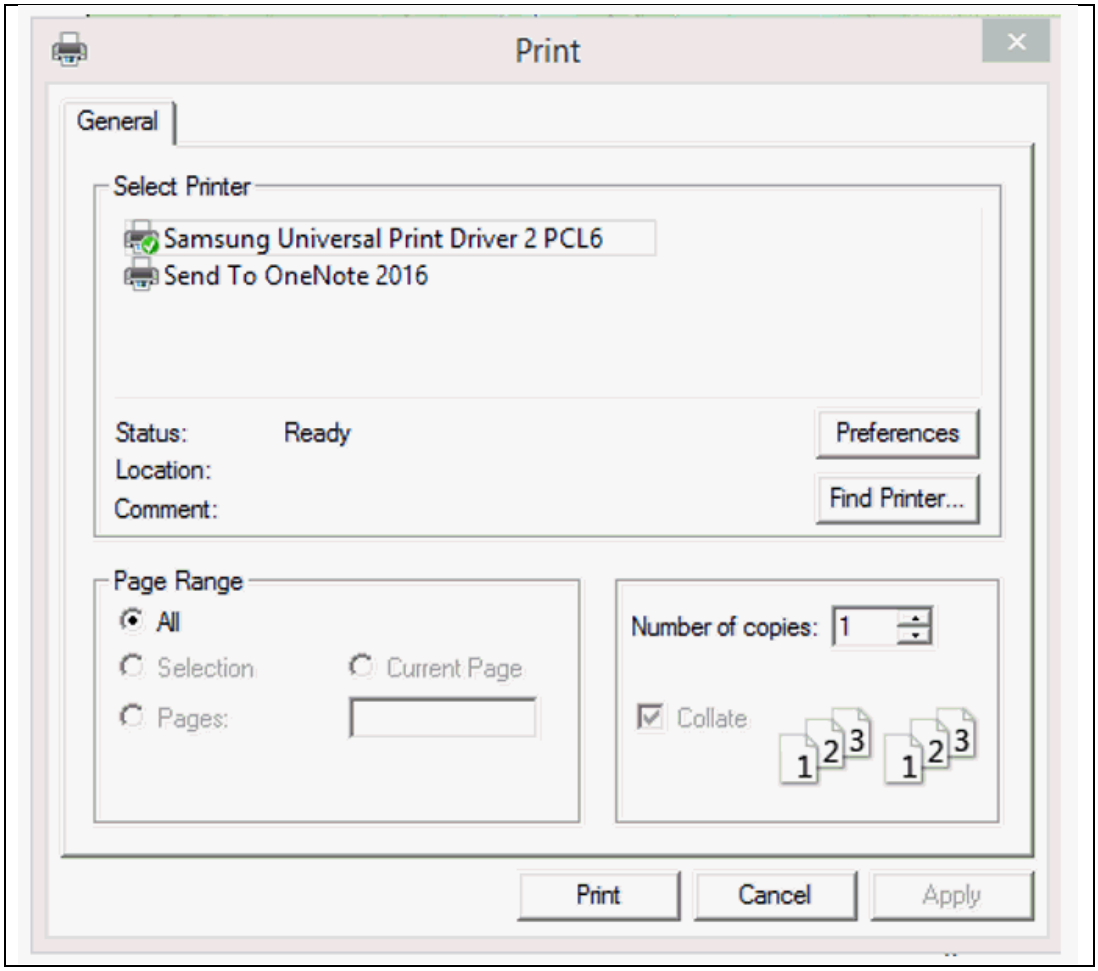
In the appeared window check the box near the required layers and press *OK*.



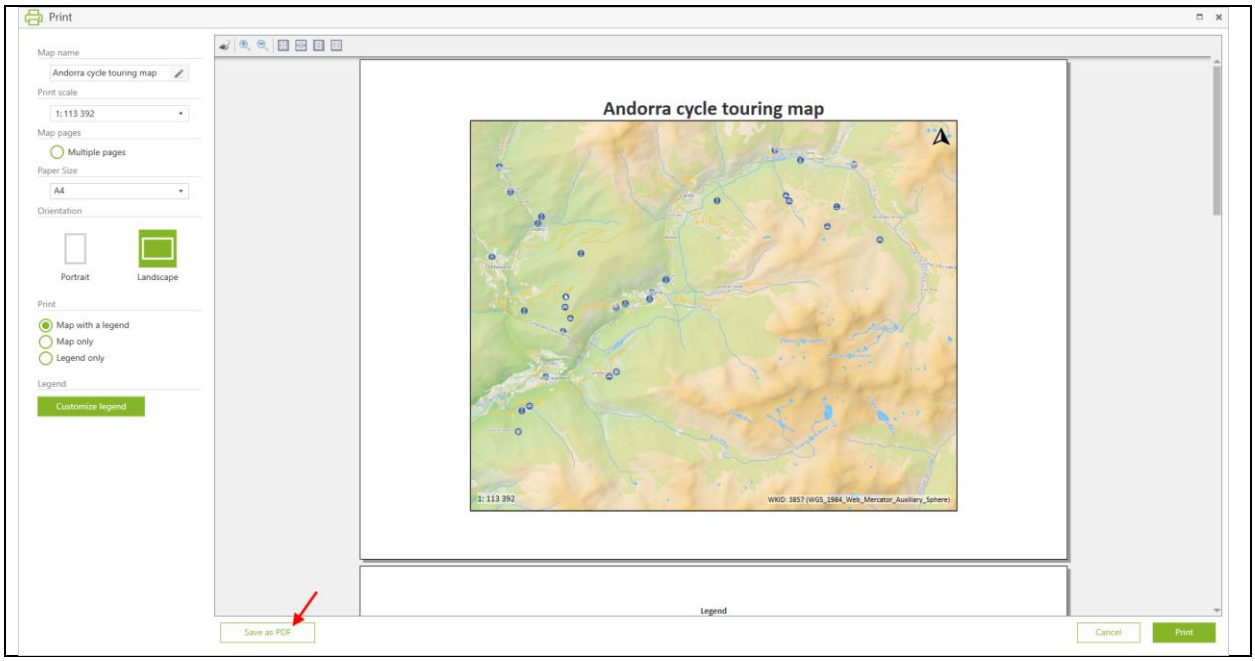
After setting all printing options, press *Print.*



In the appeared window select printer and press *Print*.



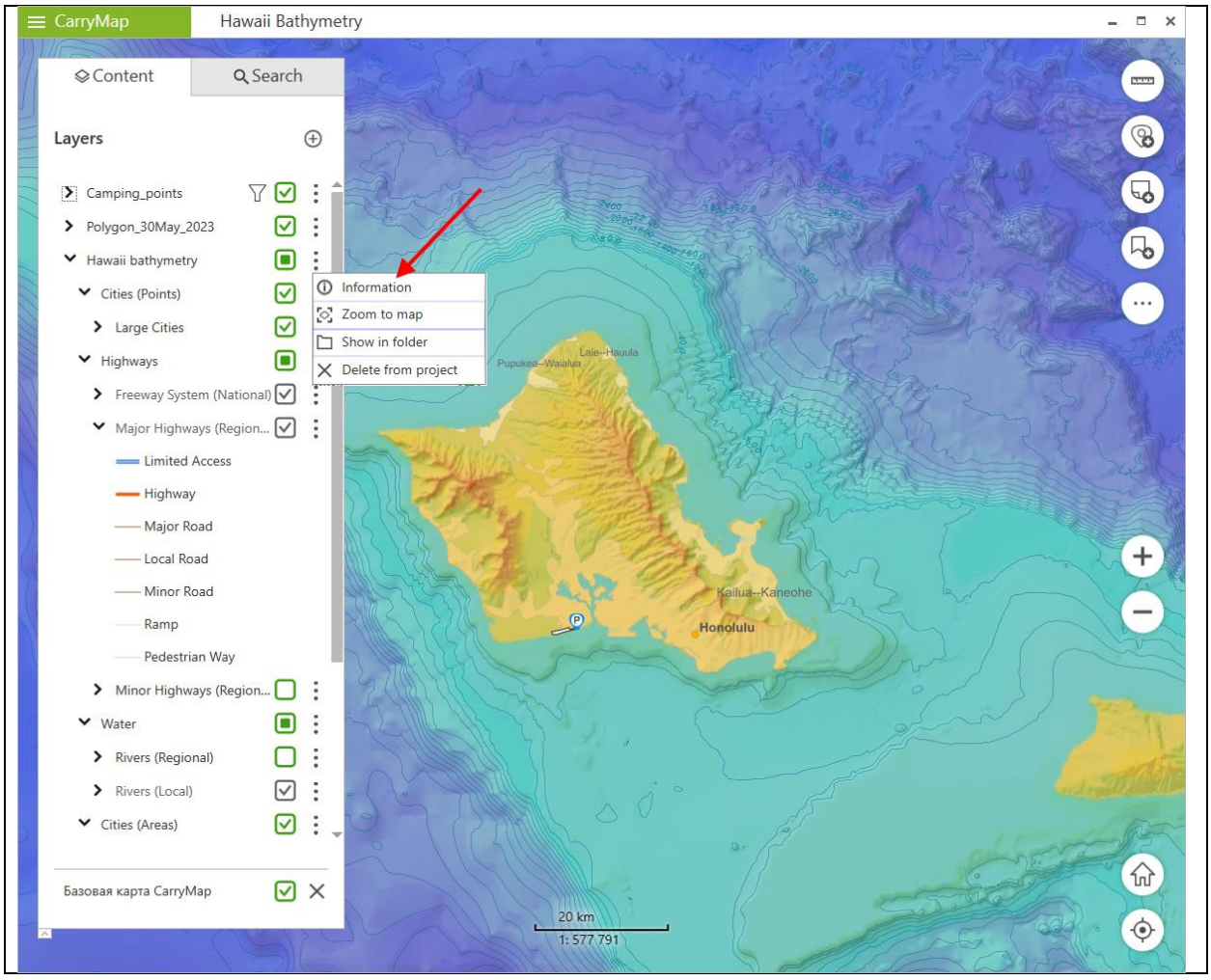
To save selected map area as PDF file, press *Save as PDF.*



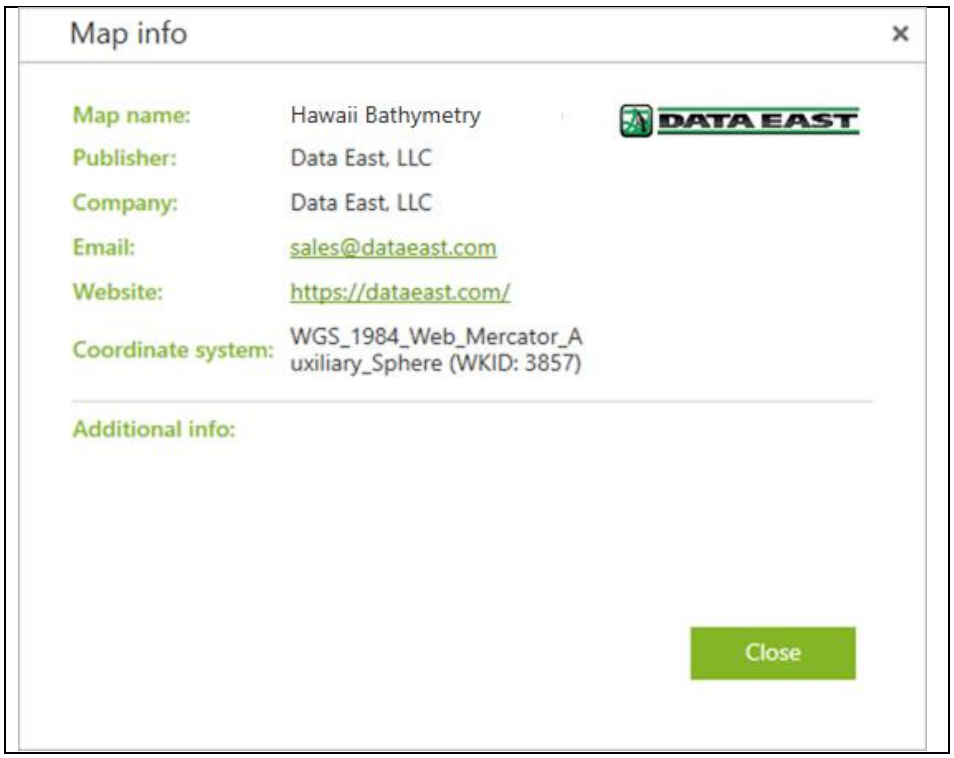
In the appeared window select location and name of the output PDF file and press *Save*.

Map information

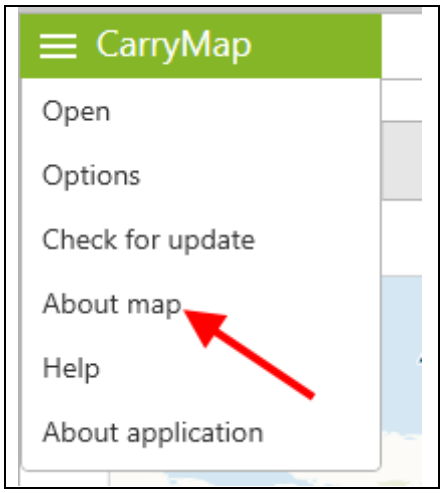
To view information about the CMF2 map, press the three dots icon near the map name on the *Content* tab and select *Information.*



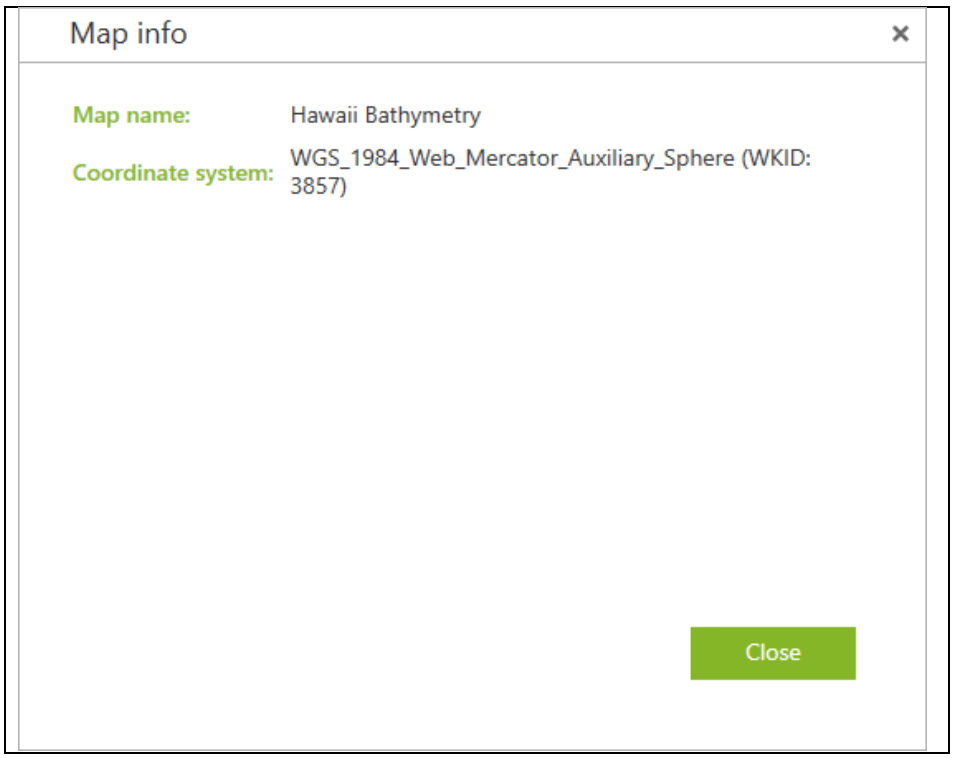
The window showing information about the map specified during its creation using CarryMap Builder extension will appear: map name, publisher, company, email, website, coordinate system, logo, additional info.



To view information about current project, go to the app main menu and select *About map.*



The window with information about the project will appear: map name, coordinate system.



Finding current location

To find your current location, press . Your current location will be marked on the map with the arrow icon , and the tool button will change its color .

To enable the tracking mode with map rotation, press again. The button appearance will change .

Do disable finding current location option, press again.

When working with the desktop CarryMap app make sure that the finding current location option is enabled on your computer.

Using external GPS receivers

Besides the embedded GPS receiver of your device, CarryMap app supports external GPS receivers. Using these GPS receivers allows you to specify coordinates of your current location more accurately.

To connect GPS receiver that supports NMEA data transmission, enable Bluetooth on your device and all available receivers will be shown in the appeared list. Select the required GPS hardware and confirm that you want to pair devices. *****

After that go to CarryMap app.

If GPS receiver has been connected, you would see the appropriate message:
External GPS receiver has been connected.

If by some reason receiver works inappropriately, CarryMap app will automatically use the embedded GPS receiver of your device (if geolocation option is enabled), and the appropriate message will appear:
Connection with external GPS receiver has been lost. Temporarily the embedded GPS receiver of your device is being used.

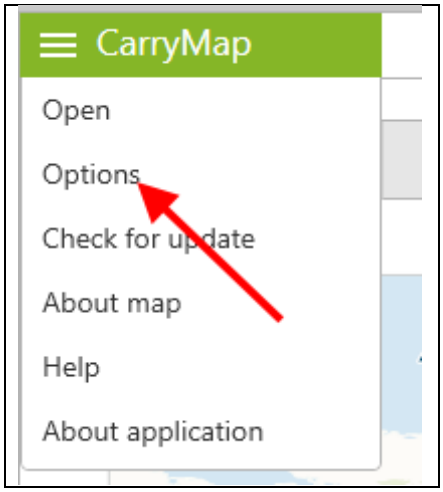
If geolocation option is disabled on your device and GPS receiver works inappropriately, you will see the warning message:
Connection with external GPS receiver has been lost. Reconnect external device or enable GPS location option to use the embedded GPS receiver of your device.

To be able to find your current location, make sure to enable the geolocation option on your device or check the GPS receiver connection.

***** Note that making all connection settings for devices is done outside CarryMap app and must be completed according to the specific GPS receiver's connection instructions.
The CarryMap app location option has been tested using a Bad Elf GPS receiver.

Application settings

You can access the application *Options* from the menu on the start page of the application or from the main menu in the map window.



In this window, you can change the general settings of the application and find out information about the device ID:

Language – changing the app UI language, the currently available language options are Russian or English.

Device ID – viewing and copying information about the device ID based on which the availability of maps protected by device ID is determined (see Working with protected maps).

Measurement units – changing the measurement system:

- Metric system (meters, kilometers):
  - Area units:
    - Square meters/kilometers,
    - Hectares;
- British system (feet, miles, acres).

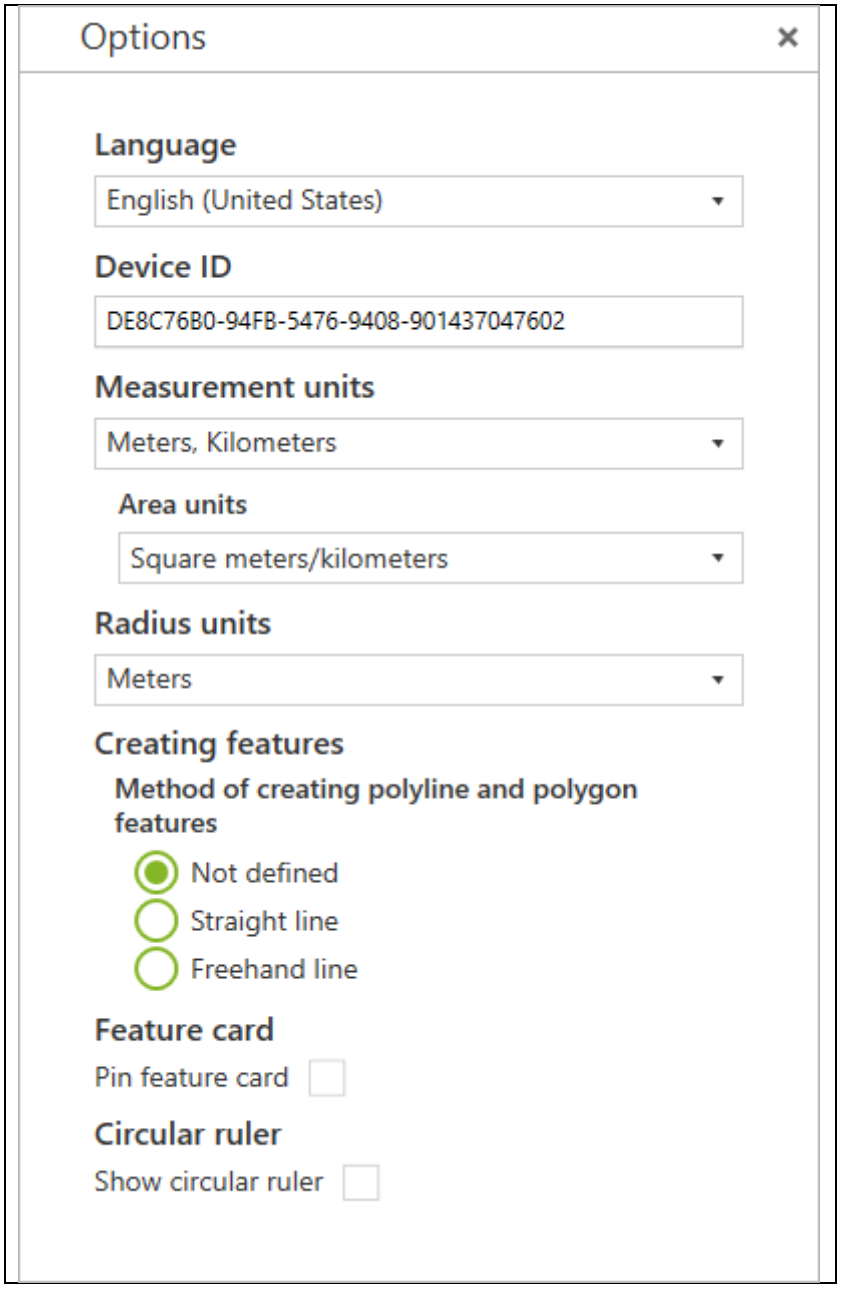
Radius units – changing the radius measurement units, the available options are Metric system (meters, kilometers) or British system (feet, miles).

Creating features – changing the method of creating polyline and polygon features:

- Not defined;
- Straight line;
- Freehand line.

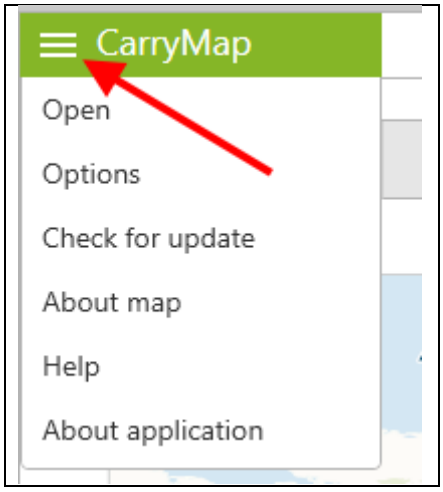
Feature card – changing the position of the feature card on the map window.

Curcular ruler – changing the display of elements of the circular ruler in the map window.

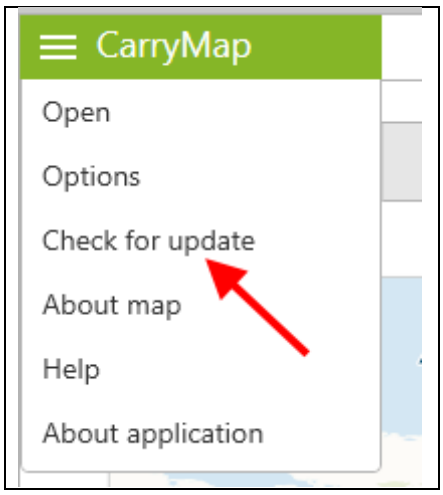


Checking for updates

Press *Menu* on the CarryMap panel in the upper left corner.



In the appeared menu press *Check for update.*



The application will check availability of CarryMap updates. In case of finding any newer CarryMap version you will see the appropriate dialog suggesting downloading it.

Support

If you have any questions or comments regarding the CarryMap for Windows use, contact us at support@xtools.pro