

MAPC2MAPC Help pages

How to make a very large OZI Explorer map with Mobile Atlas Creator

Mobile Atlas Creator (mobac.sourceforge.net) is a free tool that process tiled maps into formats for various mobile applications. It will make a map for OZI Explorer as a .MAP and .PNG pair of files but the size of the image may be limited by the memory available.

There is another way that will handle much bigger maps :

- Use MOBAC to make an ORUX Sqlite database of the map area
- Use MAPC2MAPC Utility function to convert to OZI format (.MAP and .OZF2)

Built into MOBAC are a number of tiled map sources such as OpenStreetMap HikeBikeMap.de. But it will also convert 'Mapsforge' vector maps.

Vector maps built from OpenStreetMap are available for the whole world at <https://www.openandromaps.org/> You need to choose a render theme such as 'Elevate' which styles the vector data (e.g colour of roads, size of text).

As above, you can process a large area as Orux Sqlite then reprocess to OZI.

Details of how to set up MOBAC to do this are in the MOBAC Readme.

This functionality is only available in MAPC2MAPC v 582 onwards.

[One issue with MOBAC is that having set up details for a map, you start the program and just see a blank screen. You need to position MOBAC to the area you want – the simplest way to do this is to switch the source to OpenStreetMap Public Transport; zoom/drag to where the map is positioned and then choose it]