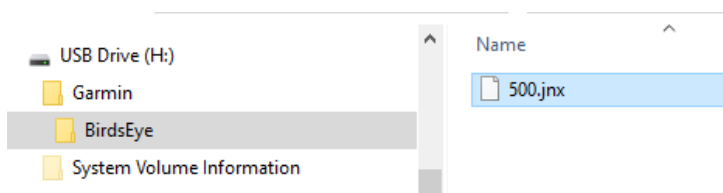


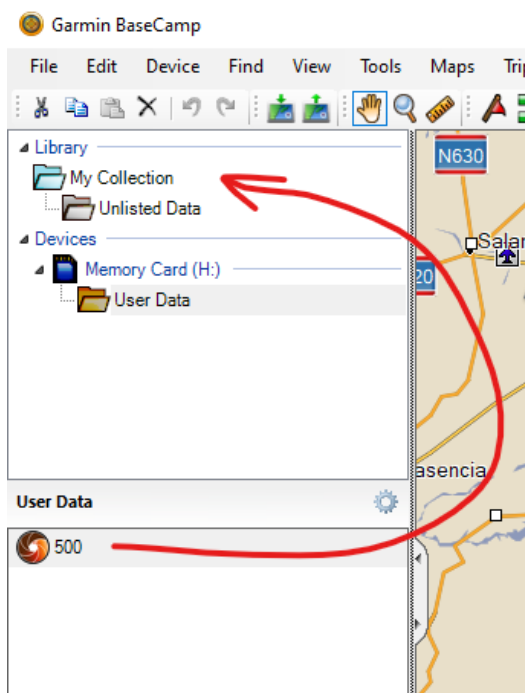
# Activation of JNX files on a Garmin with OEM (non-hacked) firmware

This was using a Garmin Zumo XT, but should work on all modern Garmin units. Note that an active BirdsEye subscription is necessary. Fortunately the Zumo XT comes with a lifetime subscription (intended for aerial imagery).

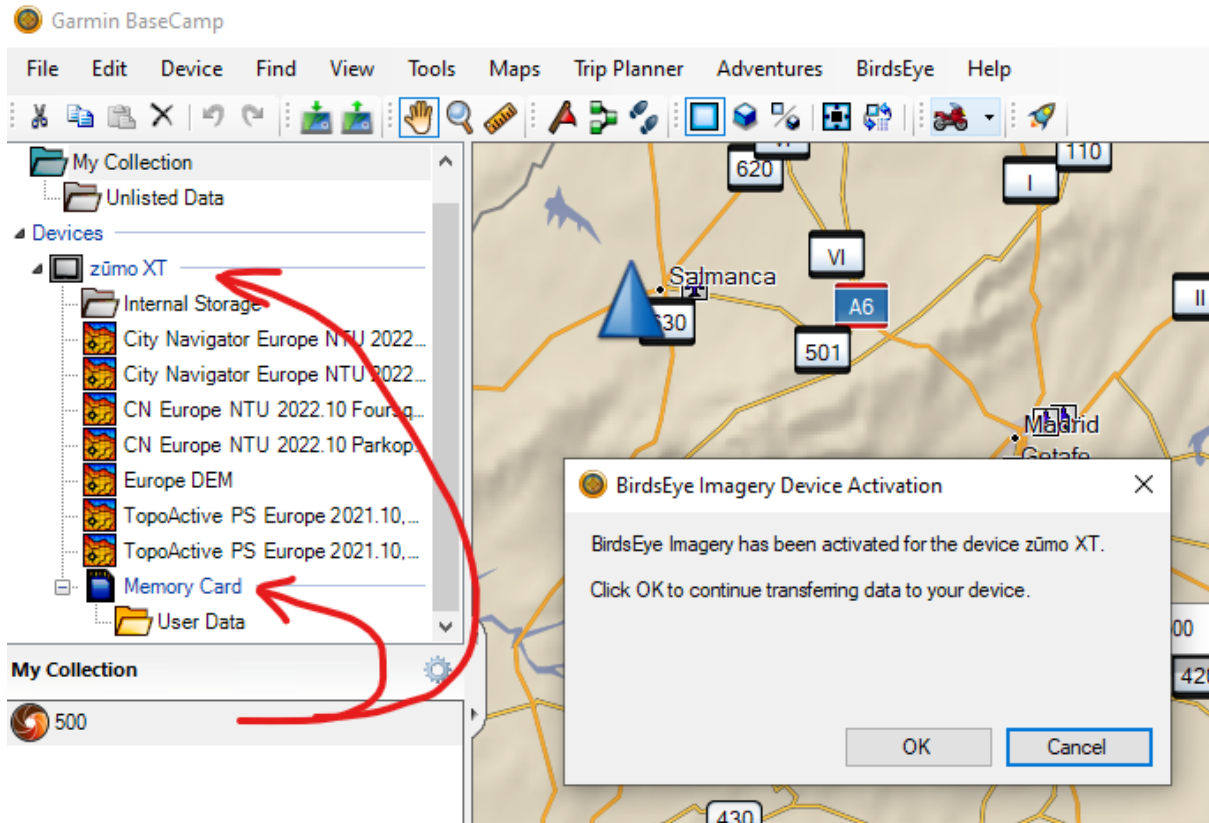
1. Create the JNX file using MAPC2MAPC directly, or for larger and/or overlapping source maps the MOBAT2JNX method may be preferable.
2. If you intend installing the JNX file on more than one device, keep a copy at this stage before Basecamp 'binds' it to your device.
3. Move/copy the JNX file to a */Garmin/BirdsEye/* folder in the root of a MicroSD card (or a similar folder in the root of the device).



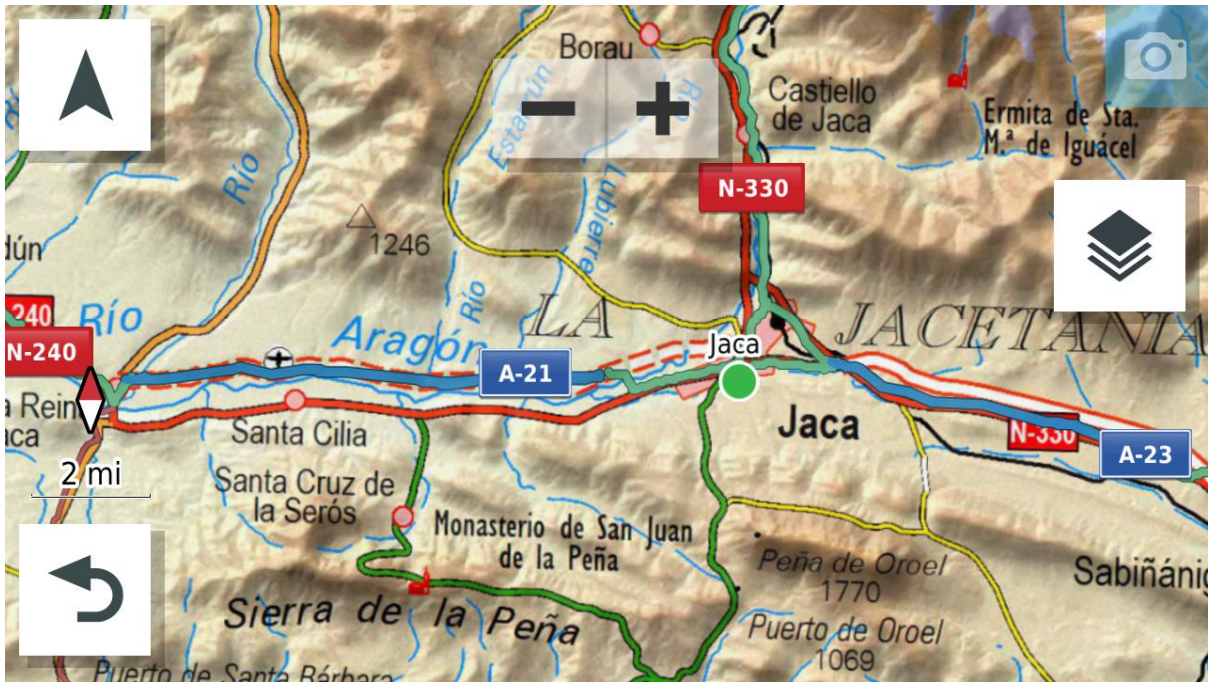
4. Start Basecamp.
5. Click on *Devices/Memory Card/User Data* and the JNX file should be listed (the file extension isn't shown). Depending on it's size (up to 4Gb), Basecamp may take some time to read the card.
6. Drag the JNX file onto *My Collection*. This imports the JNX to your PC. There doesn't appear to be a method to get the JNX into Basecamp other than via an SD card (or Garmin's internal storage).



7. The JNX is as yet un-activated. The SD card may now be removed.
8. Connect the Garmin device, either with or without an SD card depending on your preferred ultimate storage location. If you're going to use the same SD card you used previously, it may be safer to format it or at least delete the un-activated JNX file you used earlier.
9. Now for activation. Select *My Collection*, and your JNX file should be listed in the lower pane of Basecamp. Drag the JNX file onto either of the devices listed (the device itself or the SD card). Basecamp now contacts Garmin's servers to verify the BirdsEye subscription.



10. All done! But note that all versions of the JNX (PC and device) that Basecamp touches are forever bound to this device (see note 2 above). The raster map will be visible in 2D and 3D modes, behind the vector mapping. It can of course be toggled on/off via the 'BirdsEye' layer:



### *A few other notes:*

- An SD card is not necessary for this process, but is preferable in order to minimise use of the device's internal memory.
- A tile size of 1000 or 1024px may be too large. 950px has been shown to work. 512px is a good size when using MOBAT2JNX.

- [JNXSCALE](#) is extremely useful for altering the zoom level at which the map displays, even after the JNX has been activated. Some experimentation may be needed to get things as you wish, although the table in [this documentation](#) is a good starting point. There's no point in asking the device to draw a massive raster image that's so zoomed-out that it's of no use (and bogging the device down). JNXSCALE also now helpfully shows how many tiles are within the file.
- It's far easier to tweak the scale factor (using JNXSCALE) if the JNX is on an SD card in a reader. If you attempt to do this using the device (internal memory or SD card), the whole JNX will be downloaded/uploaded!
- It's not necessary to compile maps of differing scales into a single JNX file, nor is it necessary to change the *Draw Order*. Leaving it at 30 is fine, and simply using JNXSCALE to determine when the map starts to display is sufficient. Also it appears that the limitation of five zoom levels applies only within a single file.
- Once the JNX has been activated (and bound to your device), it can be freely moved between Device storage, SD card, and PC using Windows Explorer or similar. It just can't be used on any other Garmin.
- It's better to avoid any map overlaps in big areas, as this can cause crashes. Easiest method is to crop by a precise Lat/Long when creating the JNX. The abutting maps should display simultaneously and as one, with the boundary being invisible.
- JNX version 4 and Product Group ID = 0 have proven to work:

