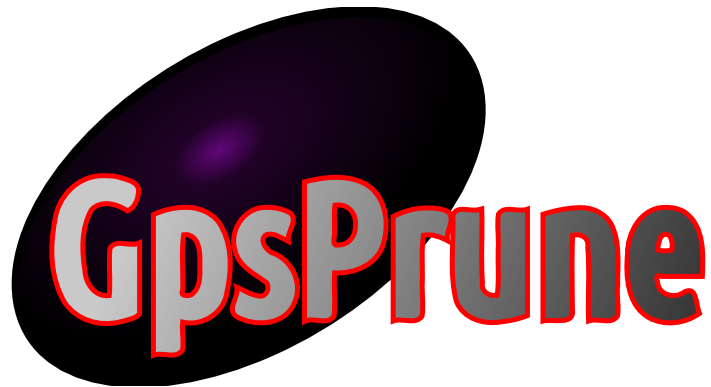


GpsPrune User Guide



from the Activity Workshop

version 6.0, May 2018

for more information, see <https://gpsprune.activityworkshop.net/userguide.html>

Contents

1	Introduction	1
1.1	What is GpsPrune for	1
1.2	Example screenshots	2
1.3	Available languages	4
1.4	Terminology	5
1.5	What's new	7
2	Downloading and running	9
2.1	Licence and cost	9
2.2	Available platforms	9
2.3	How to download	10
2.4	Versions	12
2.5	How to run it	13
2.6	Dependencies	16
2.7	Downloading the source code	17
3	Main window	18
3.1	Components and controls	18
3.2	Menu commands	23
3.3	Toolbar buttons	24
3.4	Keyboard shortcuts	25
3.5	Window style	25
4	Loading data	26
4.1	Loading from file	26
4.2	Entering coordinates directly	31
4.3	From a GPS receiver	31
4.4	Appending or replacing	34
5	Viewing data	36
5.1	Viewing a track	37
5.2	Selecting a point	38
5.3	Selecting a range	40
5.4	Time estimation	42
5.5	Autoplay	45
6	Viewing maps	47
6.1	Enabling maps	47
6.2	Selecting a different map server	48
6.3	Adding a new map server	50

6.4	Using a disk cache	52
7	Online services	56
7.1	Points from Wikipedia	56
7.2	Tracks from Gpsies.com	58
7.3	Weather forecasts	59
7.4	Photos from Mapillary	60
7.5	Geocaches from OpenCaching.de	61
7.6	Maps and other information	62
7.7	Points from OpenStreetMap	64
8	Settings	65
8.1	Program paths	66
8.2	Colour settings	66
8.3	Display options	68
8.4	Language settings	71
8.5	Timezone selection	71
8.6	Saving settings	72
8.7	Automatically saving settings	73
9	Editing data	74
9.1	Deleting a point or range	74
9.2	Undo	76
9.3	Deleting field values	77
9.4	Cutting and moving a range	78
9.5	Reversing a range	78
9.6	Splitting a track into segments	78
9.7	Joining track segments together	79
9.8	Rearranging waypoints	81
9.9	Dragging a point	82
9.10	Editing a point	83
9.11	Adding a time offset	85
9.12	Adding an altitude offset	85
9.13	Merging files	86
10	Data compression	87
10.1	Duplicate removal	88
10.2	Nearby point removal	89
10.3	Wacky point removal	90
10.4	Singleton removal	91
10.5	Douglas-Peucker compression	91
10.6	Combining compression methods	92
10.7	Automatically deleting ski lifts	93
11	Creating data	94
11.1	Creating a single point	94
11.2	Interpolating between points	95
11.3	Averaging a set of points	95

11.4	Dragging a new point	96
11.5	Creating a series of points	97
11.6	Looking up altitudes	97
11.7	Faking timestamps	99
11.8	Adding marker waypoints	100
12	Photos	102
12.1	Loading photos	102
12.2	Photo details	103
12.3	Linking a photo to a point	104
12.4	Automatic correlation	104
12.5	Saving coordinates to Exif	107
12.6	Saving photo thumbnails to Kmz	109
12.7	Loading linked photos	110
12.8	Rearranging photos	111
13	Audio files	113
13.1	Using the results	113
13.2	Recording audio files	114
13.3	Loading audio files	114
13.4	Audio file details	114
13.5	Connecting an audio file to a point	115
13.6	Automatic correlation	115
13.7	Loading linked audio files	117
14	Saving data	118
14.1	Saving to a file	118
14.2	Sharing a map link	122
14.3	Sending to a GPS receiver	123
14.4	Uploading to Gpsies	124
14.5	Contributing to OpenStreetMap	125
14.6	Charts	127
14.7	Saving a map image	129
15	3D views	132
15.1	Terrain and image options	132
15.2	Interactive 3D view	133
15.3	POV-Ray	136
16	Example use cases	140
16.1	Planning a trip	140
16.2	Recording a track	141
16.3	Cleaning up a recorded track	142
16.4	Examining a recorded track	143
16.5	Contributing to mapping	143
16.6	Souvenir of a trip	144
16.7	Publishing your track	145
16.8	Extracting terrain profiles	145

16.9	Creating your own map tiles	146
16.10	Modelling OSM data	147
16.11	Route relation from OSM	148
17	Resources	150
17.1	Help and documentation	150
17.2	Feedback	151
17.3	How can I help?	151
17.4	New versions	154
17.5	Further links	155
17.6	Thanks for reading	156

Chapter 6

Viewing maps

Whirlwind Summary: GpsPrune can download and display free maps together with your data. You can choose from a large variety of sources, and you can add more sources if you want. Maps can (and should) be saved to your disk to speed things up, and you can then use them offline.


In chapter 5 we discussed how to view the point data, including panning, zooming and selecting. Now we'll look at how to show map images underneath that data to make it all come to life.

There are three main settings which control the map display. Firstly, which map source to use, and you can configure several map sources and switch between them. Secondly, whether you want to fetch map images from the internet or not, and thirdly, whether you want to save the images to your own disk or not. Saving images to disk is recommended, so that they don't have to be repeatedly downloaded from the internet.

Note that GpsPrune is only able to display maps which are in the same format as OpenStreetMap tiles. This means that they must use the same map projection, must be split into tiles of either png or jpg format in the same standard size, and must be named in the same way as the OpenStreetMap tiles and put in the same folders.

All of the maps listed in this section are in the required format, but GpsPrune is not able to display your own scanned maps, for example, or proprietary maps you have bought, and cannot render vector map data. If you want to be able to use OpenStreetMap's vector data, you will need to use your own renderer, as described in section 6.4.3, to create the tiles in the right format.

6.1 Enabling maps

You can switch on the display of maps using the map control toggle  or you can use the "Show map" checkbox in the View menu. The transparency of the map is controlled by the slider control at the top of the map panel, as described in section 3.1.1.

If you do not currently have an internet connection, you can still view the maps from your disk cache. Then you may want to use offline mode, so that GpsPrune does not try to download missing tiles. This setting is controlled by the checkbox "Download maps from internet" in the Settings menu.

If you have enabled the maps but still don't see any images, there are a number of possible explanations:

- The selected map source isn't available, or could be wrongly defined (for example, an incorrect URL or image format)
- You might have just defined a transparent layer without the base layer underneath
- The selected map source doesn't have maps for the zoom level or the area you have chosen
- You might have used the transparency slider to make the maps really faint
- The maps need to be downloaded but you have specified offline mode
- The maps need to be downloaded but you don't have a working internet connection
- The selected map source is currently having problems and can't serve the tiles to you
- You have a firewall which prevents java programs from accessing the internet
- The directory which you specified to use for the disk cache can't be found, or can't be read
- The images in the cache have somehow been corrupted or overwritten, and need to be manually deleted

Using the default OpenStreetMap (Mapnik) server is the most reliable way to troubleshoot any problems. But as we'll see in the following section, there is a huge variety of other map types and styles available.

6.2 Selecting a different map server

Because the data in the OpenStreetMap database is freely available (under a CC BY-SA or ODbL licence), it is possible for countless projects to take the data and produce their own specialized renderings with different styles, aesthetics, focus and themes.

OpenCycleMap¹ is just one example, taking the same data as the regular OpenStreetMap server but emphasizing certain aspects such as cycle routes, cycle repair shops and cycle parking facilities, and reducing the prominence of motorways and car parks. There are various other projects specially themed for skiing, sea activities, hiking, public transport and so on.

Some projects only concentrate on a certain geographical area, but GpsPrune includes several examples of worldwide sources to select from. These included sources are listed overleaf in table 6.1.

The "Set map background" command in the Settings menu brings up the dialog shown in figure 6.1. This can also be accessed from the right-click menu on the map itself. This dialog shows a list of all the built-in map sources, from which you can select another source simply by clicking on the name and pressing OK.

¹<http://www.opencyclemap.org>

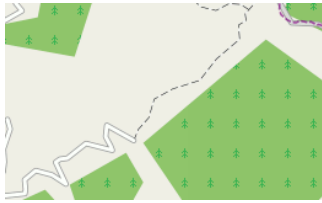
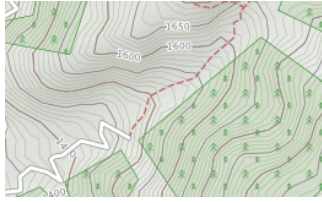
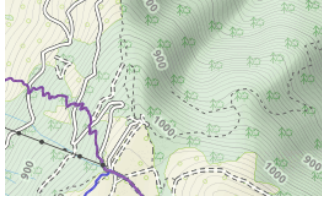
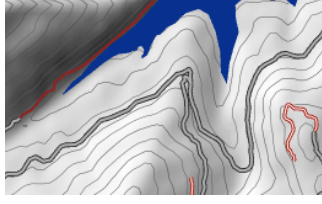



Mapnik	Default renderer for OpenStreetMap and default for GpsPrune	
OpenCycleMap	From Thunderforest including cycle paths and shops	
Outdoors	From Thunderforest including contour lines and footpaths	
Reitkarte	Lots of terrain shading and contours	
Mapsforfree	Bold and colourful at low zoom levels	
Hikebikemap	Focus on hiking and cycling features	
Openseamap	Mapnik base with sea-related features on an overlay	

Table 6.1: List of built-in map sources

As well as the default Mapnik source, there are six other map sources available online. These are made available by the services of OpenCycleMap, Reitkarte², Mapsforfree³, Hikebikemap⁴ and Openseamap⁵. You can also use their online map websites as well as using their tiles within GpsPrune.

You can add your own sources to this list with the "Add new" button, as described in the following section.

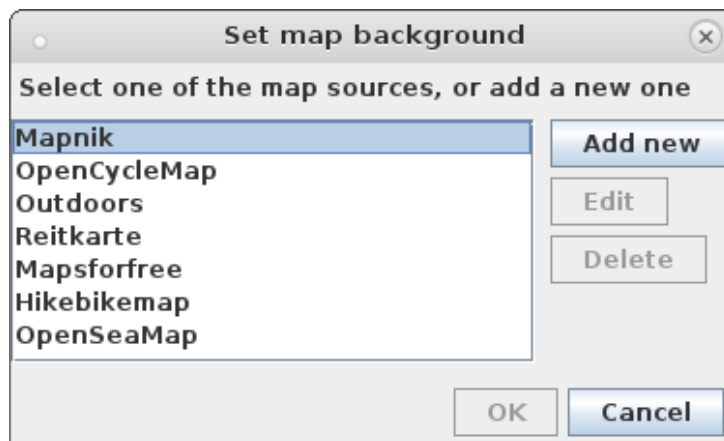


Figure 6.1: Dialog to change the map background

If you're using a disk cache (see section 6.4), then you can save the maps for each source independently. Each set of images gets saved in its own subdirectory inside the specified cache directory.

6.3 Adding a new map server

Although GpsPrune already comes configured with the map servers shown in the previous section, perhaps there are other servers you want to use, serving specialist themes or only covering certain geographical areas. In this case you can add them yourself as new map sources.

To add a new source, go to the "Set map background" dialog described earlier, and then press the "Add new" button to insert a new source in the list. The resulting dialog is shown below in figure 6.2.

Each source can have either one or two layers, and each layer is defined by a URL underneath which the image files can be found. The source must also be given a name by which GpsPrune will refer to it.

Some of these layers are available as mostly transparent overlays, so they can be combined with any other base layer. For example, you could define a new source with the first layer from Mapnik ("tile.openstreetmap.org", png format) and then add a transparent source as the second layer. If you define a second layer, it is always displayed on top of the first layer.

²https://wiki.openstreetmap.org/wiki/OSMC_Reitkarte

³<https://maps-for-free.com/>

⁴<http://www.hikebikemap.org/>

⁵<https://openseamap.org>

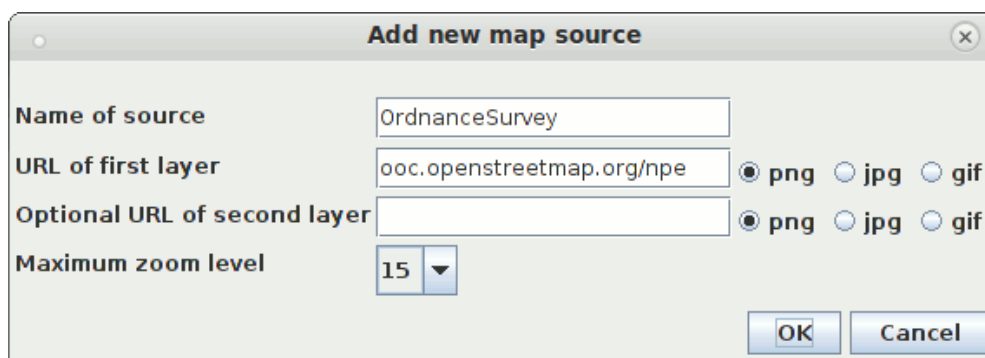


Figure 6.2: Dialog to add a new map source

The following list gives some examples of additional map sources you could add.

- lonvia's hiking map⁶ provides a transparent overlay of the tagged hiking routes on top of a regular OpenStreetMap set. Use the server "tile.lonvia.de/hiking" (png format) on top of Mapnik tiles, for example.
- what was once a German-speaking öpnvkarte.de (from *öffentlicher Personennahverkehr* or public transport) is now a multinational openbusmap.org, and offers maps with a focus on various kinds of public transport. You can use the maps in GpsPrune by adding the tile server "tile.memomaps.de/tilegen" (as png).
- Openstreetmap.de offers a worldwide map very similar to the regular OpenStreetMap maps but using styles which are more appealing. And the labels for place names are in German too, like "Schottland" or "Frankreich". Use "tile.openstreetmap.de/tiles/osmde" (png format) with a maximum zoom of 18.
- Mapquest unfortunately no longer provides access to their aerial photo tiles.
- 4UMaps⁷ is specially for hiking and cycling. It isn't worldwide, but does cover large parts of Europe, north America and Asia. Use "https://tileserver.4umaps.com" (png format) with a maximum zoom of 15.
- toposm⁸ only has tiles for the USA, and uses multiple layers. For GpsPrune it is recommended to use "[abc].tile.stamen.com/toposm-color-relief" as the (jpg format) base layer, and "[abc].tile.stamen.com/toposm-features" (in png format) as a second layer on top to show highways and place names and so on.
- OpenTopoMap⁹, as its name suggests, concentrates more on topographical features such as land use and contours (including shading) rather than fine details such as road names. Use "https://[abc].tile.opentopomap.org" with png format and a maximum zoom of 17.
- Ordnance Survey's NPE or "New Popular Edition" is the out-of-copyright map series from the Ordnance Survey in Britain. The maps are old but very nicely drawn and it's

⁶<http://hiking.lonvia.de>

⁷<http://www.4umaps.eu>

⁸<http://toposm.com>

⁹<https://opentopomap.org>

pleasingly contradictory to show GpsPrune's modern GPS traces on top of such old-looking maps! Just use "https://[abc].ooc.openstreetmap.org/npe" (png format) with a maximum zoom of 15. Note that this only covers England and Wales, not Scotland.¹⁰

Tiles from your added map sources will be cached onto your computer in exactly the same way as the other tiles. This is configured for the whole program, not for each source individually. See section 6.4 for how to specify whether to save tiles or not.

If you want GpsPrune to remember which map sources you have added, you need to save your settings, as described in chapter 8. If you have already saved your settings, and selected to automatically save settings on exit, then the additional map sources (and the currently selected source to use) will be saved for you.

6.4 Using a disk cache

Saving the downloaded map tiles in a so-called cache on your computer is a useful way to speed up the map display and reduce unnecessary network traffic. This is just a folder inside which all the map tiles are saved according to the source and zoom level.

Without a disk cache, GpsPrune has to download each map tile from the internet as it is needed, and can therefore download the same image several times. With a disk cache, GpsPrune looks first if it already has the image, and only downloads it from the internet if it needs to. This also means that you can use the already download images in GpsPrune, even if you no longer have an internet connection.

By default, the disk cache is disabled, because GpsPrune doesn't know where you want to save the images. It would be impolite to just start saving files without your permission! So although using a disk cache is recommended, you have to explicitly switch it on, and specify a directory to use for the cache. This is done with the menu command Settings -> Save maps to disk, bringing up the dialog shown in figure 6.3.

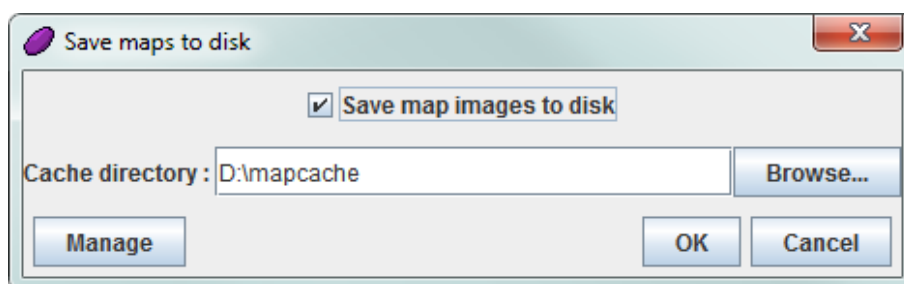


Figure 6.3: Dialog to setup the map disk cache

If the directory specified does not already exist, then GpsPrune can create it for you. If the directory is read-only for some reason, then GpsPrune will be able to use it to obtain images but of course won't be able to save new ones there — in this case you'll get a warning message that the cache can't be used properly.

¹⁰<https://wiki.openstreetmap.org/wiki/NPE>

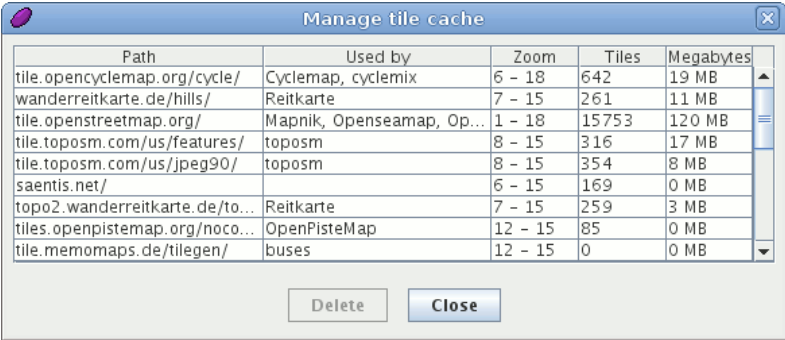
Note that there are some other functions which rely on a map cache. For example, the image export function (see section 14.7) only works with map tiles which have been saved locally. Similarly, if you wish to use a base image for the 3D functions (see chapter 15), you need to activate a disk cache and save the required tiles.

There is one more use of the disk cache worth mentioning – it is possible to also save the altitude information from SRTM (see section 11.6) in the map cache to avoid having to download the same data several times. These will be saved in a directory called "srtm" inside the map cache, and can be reused by the lookup functions as well as by the 3d terrain views.

6.4.1 Managing the disk cache

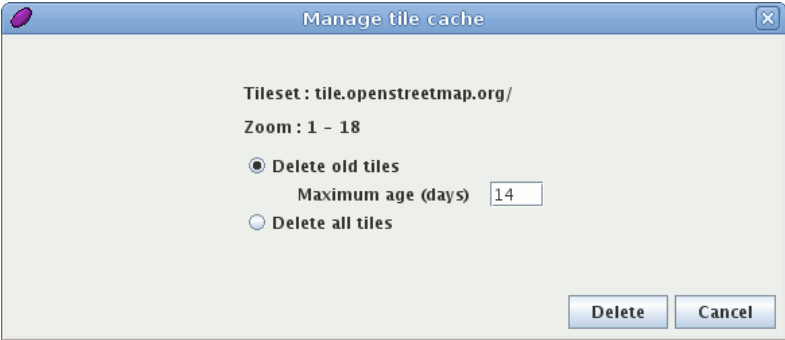
Once a tile has been downloaded and saved to the disk cache, it will remain there until it is needed again — it will not be automatically deleted. When GpsPrune needs that image again, it will check the age of the file, and if it is older than a set limit (by default 20 days), the image will be downloaded and saved again. However, it could be that old tiles build up in the cache even when they are no longer needed.

As mentioned earlier, each map source is stored separately in the cache, and each source may have up to two layers, in multiple zoom levels, so over time the cache can grow to substantial size. In order to clean up the cache and recover disk space, you can use the "Manage" button on the disk cache dialog (figure 6.3) to check which sources are stored and how much disk space they are occupying.



Path	Used by	Zoom	Tiles	Megabytes
tile.opencyclemap.org/cycle/	Cyclemap, cyclemix	6 - 18	642	19 MB
wanderreitkarte.de/hills/	Reitkarte	7 - 15	261	11 MB
tile.openstreetmap.org/	Mapnik, Openseamap, Op...	1 - 18	15753	120 MB
tile.toposm.com/us/features/	toposm	8 - 15	316	17 MB
tile.toposm.com/us/jpeg90/	toposm	8 - 15	354	8 MB
saentis.net/		6 - 15	169	0 MB
topo2.wanderreitkarte.de/to...	Reitkarte	7 - 15	259	3 MB
tiles.openpistemap.org/noco...	OpenPisteMap	12 - 15	85	0 MB
tile.memomaps.de/tilegen/	buses	12 - 15	0	0 MB

(a) directory list



Tileset : tile.openstreetmap.org/
 Zoom : 1 - 18
 Delete old tiles
 Maximum age (days)
 Delete all tiles

(b) delete options

Figure 6.4: Cache management dialogs

It may take some time to search through the subdirectories if the cache contains a large number of files. The resulting dialog (figure 6.4a) lists the directories found, and which of the current map sources they are used by.

It is possible that a directory is not used by any map source any longer, because the source has been removed or changed. In that case it is probably safe to delete that entire directory. It is of course also possible that a directory is used by more than one source, for example in combination with various transparent overlays. In the other columns of the table, it shows the zoom levels covered, the total number of image tiles found, and the number of megabytes used for each directory.

In this list you can select one or more rows, by clicking, Ctrl-clicking, Shift-clicking or dragging with the mouse. Pressing the "Delete" button then brings up the second panel (figure 6.4b) for the selected directory or directories.

In the second panel, you can choose whether to delete *all* the images in the selected paths, or just those older than a specified threshold. Selecting the "Delete old tiles" radio button allows you to enter a maximum number of days for the file age — only the files older than this limit will be deleted.

Pressing the "Delete" button then deletes all the files matching the criteria, and a message is shown confirming how many images (if any) were deleted. If GpsPrune needs to display these tiles again, they will have to be downloaded once again from the internet.

6.4.2 Using a tile downloader

Although GpsPrune downloads and saves tiles automatically as required, there are cases when it can be useful to download a complete set of tiles for a given area, making sure that all the tiles from all the zoom levels are downloaded. For example, before taking a mobile device away from its regular internet connection, one can download all the tiles which will be needed, and then use them offline later.

GpsPrune doesn't include such a batch tile downloader, although it is possible to download tiles using the "map image" dialog of the image export function (see section 14.7).

Alternatively, a separate utility can be used to just do the downloading, and store the files in a cache which GpsPrune can then load from. However, with any such downloader, *please* take care with the settings of the program so as not to overload the servers. In particular, be kind with the download rate, the number of parallel requests and the maximum zoom level. Bulk downloading can cause big problems for the server and for other users if the bombardment is too intense, particularly for the independent servers run by volunteers. The official OSM position is given in the OpenStreetMap wiki.¹¹

Two examples of such a utility are JTileDownloader¹² and gMapCatcher.¹³ However, in recent tests, unfortunately neither of these were able to download a tile set in a form suitable for use by GpsPrune.

¹¹https://wiki.openstreetmap.org/wiki/Tile_usage_policy

¹²<https://wiki.openstreetmap.org/wiki/JTileDownloader>

¹³<https://github.com/heldersepu/gmapcatcher>

JTileDownloader is a java application, requiring just a single jar file download. From its complex, multi-tabbed dialog, it was able to download a single map tile at a very broad zoom level, but for higher zoom levels it just failed with java exceptions. According to the talk page¹⁴ this appears to be a known problem for certain systems.

GMapCatcher is a python application, requiring a python runtime and the pyGtk bindings. When run with `python maps.py` it gives a simple map dialog, with all the download settings confusingly hidden behind a completely unlabelled button. It is possible to choose different map sources including Yahoo, Google and Mapnik. The download option was able to download sets of tiles at multiple zoom levels, but didn't save them in the same directory structure as on the server, leaving GpsPrune unable to find the downloaded tiles. It seems that for some reason GMapCatcher uses its own, incompatible directory structure in which to store its tiles. In any case, the OpenStreetMap position on using GMapCatcher with OSM sources appears from the wiki to be extremely negative.¹⁵

Another tool which *could* be used to download tiles, but which is also strongly discouraged, is MOBAC.¹⁶ According to one user, it's possible that also GpsPrune is blocked from downloading tiles from servers if it's used on the same machine as MOBAC.

6.4.3 Rendering your own maps

Rendering is the process of converting the vector data stored in OpenStreetMap's database into picture form to use as a map. Obviously there isn't a single correct way to do this, the results depend on a multitude of settings, colours, themes and design choices. It's a very complicated topic in itself, and GpsPrune doesn't get involved. GpsPrune just takes the rendered output, whether it came from an official server or from your own locally-produced tiles.

The OpenStreetMap wiki has a page listing some of the many rendering options¹⁷ including information on tools such as Mapnik or Maperitive.

All of this is outside the scope of this user guide, but it's worth noting that the installation and configuration of such rendering tools (some of which are open source and some proprietary) is definitely not a trivial process and the running of such a renderer requires significant resources.

¹⁴<https://wiki.openstreetmap.org/wiki/Talk:JTileDownloader>

¹⁵<https://wiki.openstreetmap.org/wiki/GMapCatcher>

¹⁶<https://wiki.openstreetmap.org/wiki/MOBAC>

¹⁷<https://wiki.openstreetmap.org/wiki/Rendering>