

# OziExplorer

## GPS Mapping Software

### OziExplorer PC Introductory Training Course By Rod Durston

These are brief notes only, a sort of a check list, rather than full blown course notes as there is a help file that comes with OziExplorer that you should refer to for further explanation.

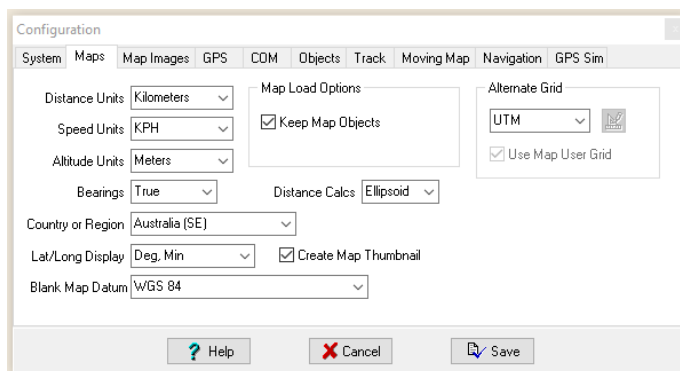
OziPC is really a planning tool and not used for navigation as such (how do you put a PC into your car!). It's best used in combination with OziAndroid.

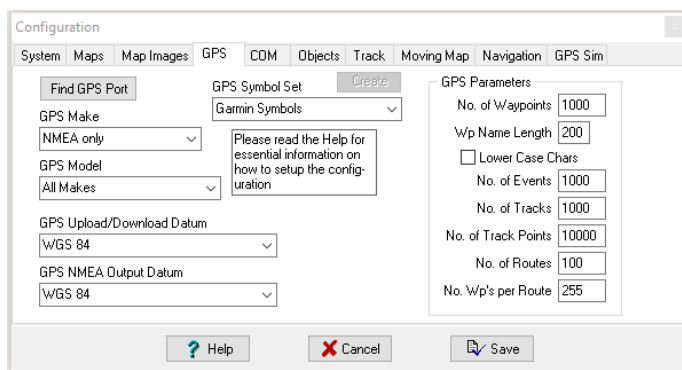
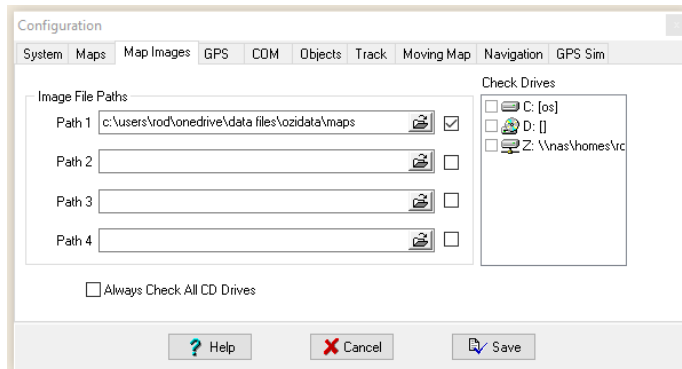
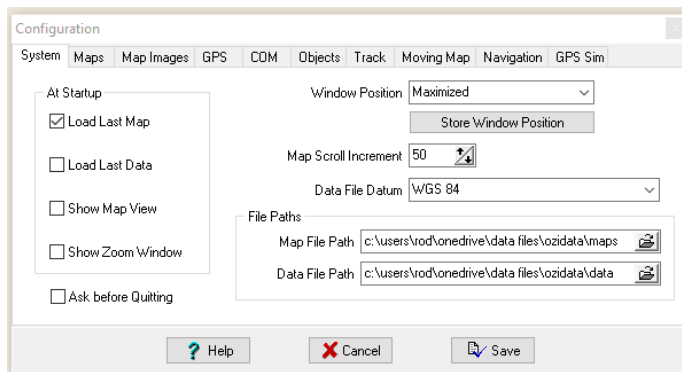
#### Installation

1. Download the software from <https://www.ozieplorer4.com/au/>
2. Once installed, Click the Help Menu and go through the registration process.

#### Configuration

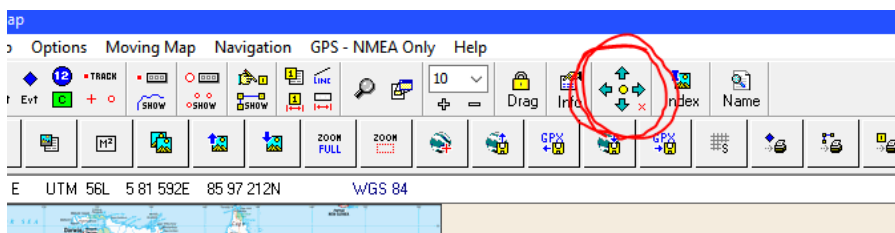
After installation, click FILE\CONFIGURATION The screen shots below show the most relevant tabs to fill out and are the suggested settings, but you can change them as you see fit.





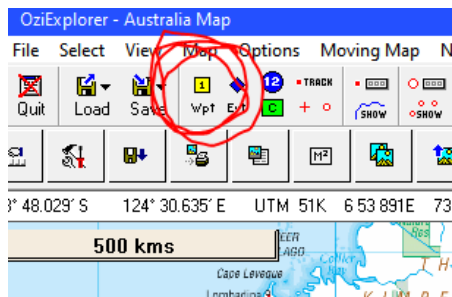
## Maps (purchased separately)

Once you have completed the configuration setup it is time to load maps. The maps must be stored in the folder you described in the Configuration but can be arranged in subfolders to keep things tidy if you wish. When loading a map OziPC will scan the entire map path to find a map to load. From any menu you can use the Tool shown here to see more maps. It will list maps in resolution order.



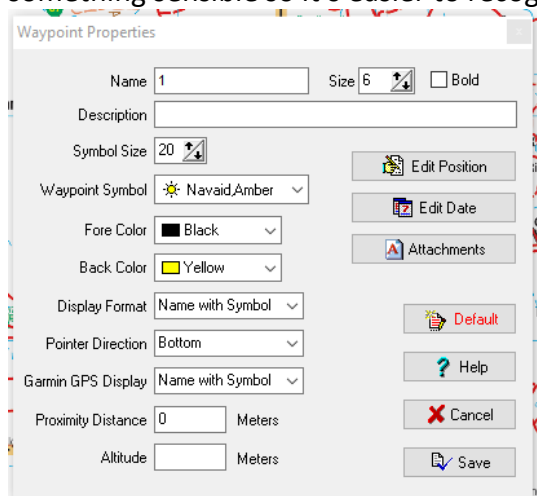
## Creating Waypoints

Click on the icon shown and then use your mouse to create waypoints anywhere you wish. Waypoint will be numbered for you as you go and it is best to create all your points at one time then go back and edit them later. To save waypoints click SAVE button and choose a filename.

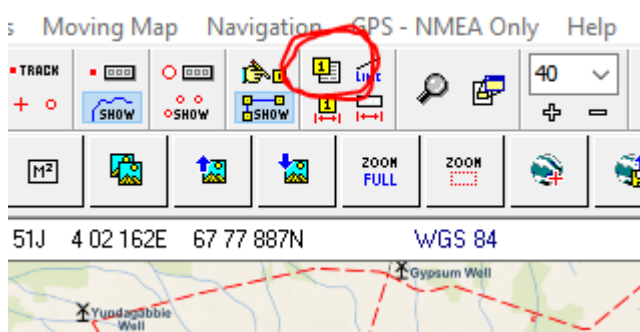


## Editing Waypoints

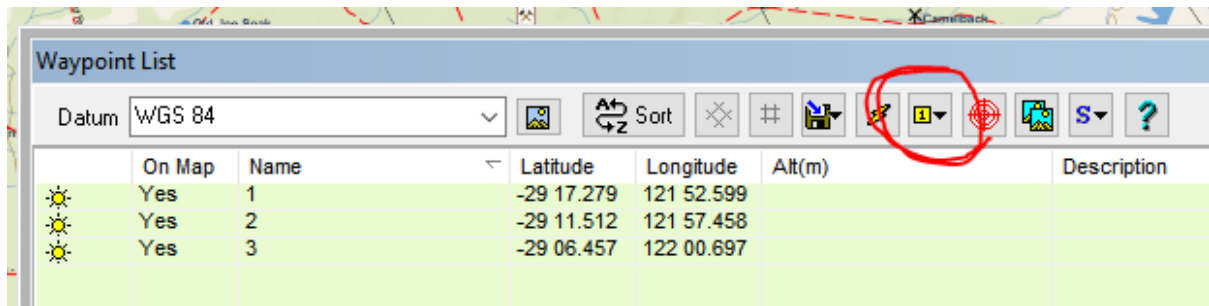
For any waypoint you can edit it by right clicking on the waypoint and choosing PROPERTIES. A screen like this will show. It's a good idea to change the name of your waypoints to something sensible so it's easier to recognise it later.



To do bulk editing of Waypoint click on this.

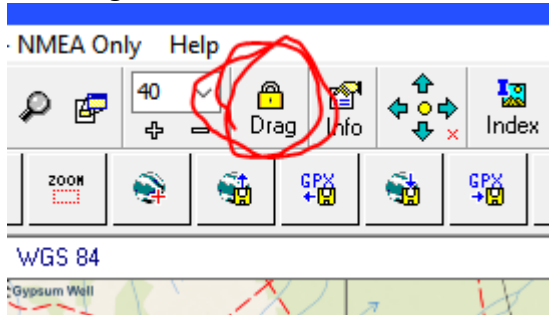


and then this



You can now edit a vast array of points to change icons, font, size, symbols etc.

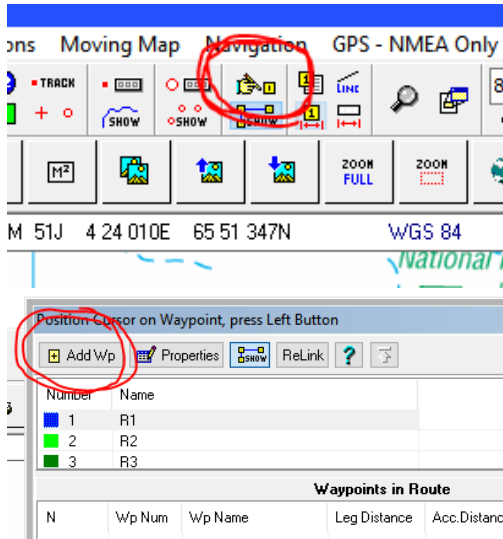
### The Drag icon



This allows you to “click and drag” a Waypoint and the Route line will follow. Turn this off when not needed.

### Creating Routes

For a Route to be created you must first add Waypoints. These are then connected together to form the Route. Click on the Route Editor tool shown then click the Add Wp icon

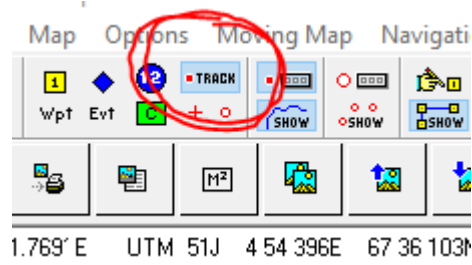


Routes can be made up of multiple legs R1, R2 etc and can contain a large number of waypoints. You can edit the R1 name and choose your own. You can also change the line colour, size and many other parameters of the Route via the Properties button. As a general rule, create Waypoints at where ever you need to know the distance from your current position. So usually these are major

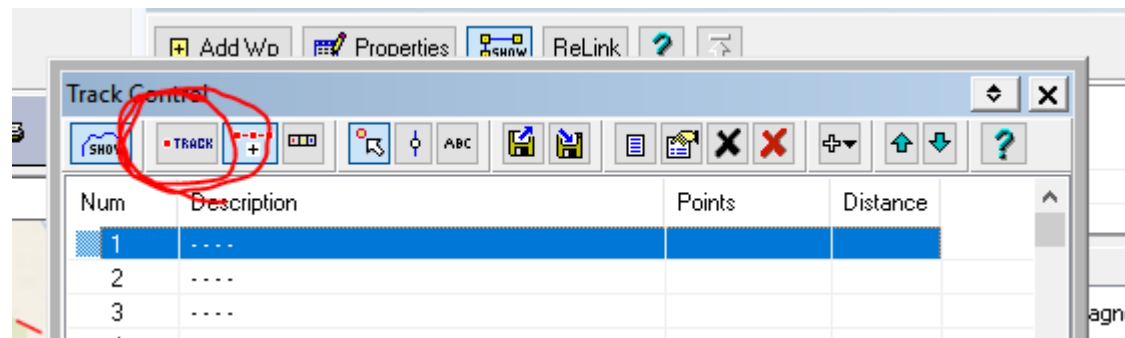
towns or geographical features. When navigating along a Route the ETA and Distance to the next waypoint will be shown.

## Creating Tracks

Tracks are essential freehand drawn line segments which just show on your screen as a bread line trail to follow and are NOT navigated along as such i.e. there is no ETA and Distance show along any Track Points. They can play a significant role showing where to turn along a Route when winding through a maze of outback dirt roads. Click on the button shown here



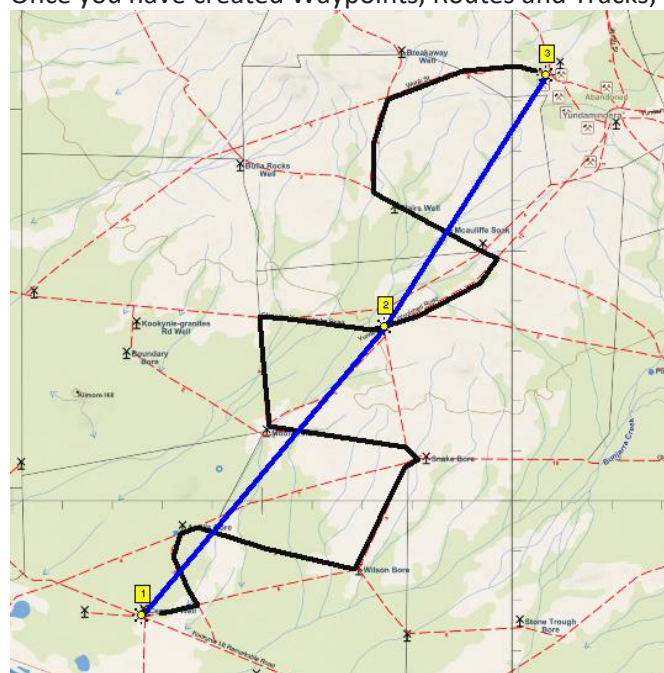
Then click on this button to start adding Track points to your map.



You can also use the Drag function on Track points to move them.

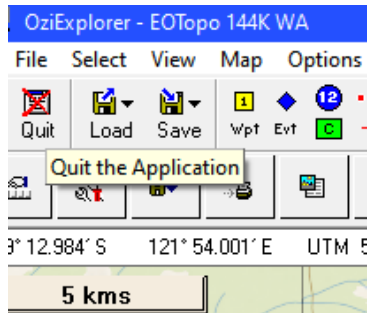
## Example

Once you have created Waypoints, Routes and Tracks, your map could look like this

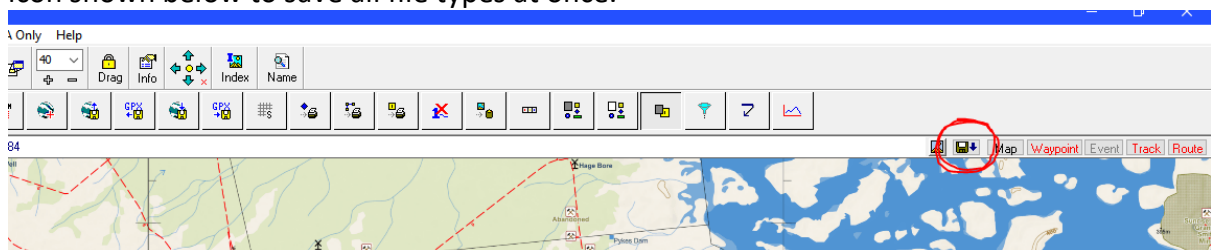


The Waypoints 1, 2 & 3 are connected by a Route (blue line) and distance and ETA will be shown to each Waypoint as you navigate along but in fact you want to travel along the Track (black line). An icon of your vehicle will be shown on your map as you travel along black line to your ultimate destination.

## Loading & Saving Existing Data

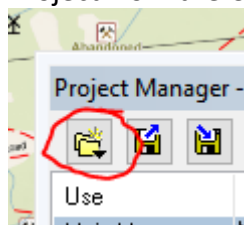


At any time you can Load or Save the various filetypes you have created by clicking on the Load/Save buttons shown. It is a good idea that you use the same filename for Waypoints, Routes etc that pertain to the same trip. Once you have done this you can click on the Save icon shown below to save all file types at once.

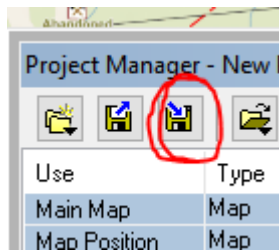


## Project Manager





The Project Manager is just a simple file utility that automatically loads all relevant files onto a map for you. Once you have created some data on a map open the Project Manager by clicking OPTIONS/PROJECT MANAGER from the top menu. Click on this to Create a New Project from the Current Map



This will populate the screen with the various file types, map, and starting location. There is an option to Auto Load the Project each time you start OziPC if you want. Click on this to save and give it a Project name. Use the same name as you did for Waypoints etc.



At the conclusion of this process, you'll end up with this (sample) list of files

	Training.ozp	Project file
	Training.plt	Track file
	Training.rte	Route file
	Training.wpt	Waypoint file

# **OziExplorer**

## **GPS Mapping Software**

### **OziExplorer Introductory Training Course – Android Tablets** **By Rod Durston**

These are brief notes only, a sort of a check list, rather than full blown course notes as there is a help file that comes with OziA that you should refer to for further explanation. I have also made extensive changes to the look of the menu system that must be loaded to follow this course.

#### **Installation**

1. Download the software from <https://oziexplorer4.com/android/oziexplorer1-release.apk>
2. If you did this on a PC copy it from there to the root directory on your android phone. Make sure you've got a lot of space available.
3. Before installing you need to Allow Apps from Unknown Sources setting on your tablet. The way to do this is different depending on your Android version. Some help maybe found here <https://www.techbout.com/install-apps-from-unknown-sources-android-54957/-:~:text=1%20Open%20Settings%20on%20your%20Android%20Phone%20and,%3E%20toggle%20ON%20Allow%20from%20this%20source%20option.>
4. Click on the oziexplorer1-release.apk file and it should install.

#### **Configuration**

After installation, and before you start loading maps, click on the 3 dots in the top right-hand corner of the screen to access the MAIN MENU. The OPERATION MENU sets parameters for things that you wish to load, Wpts, Tracks etc or change from time to time but most of these items are available from within the software menus. The CONFIGURATION MENU is for more permanent settings.

Go through and play with all the settings to configure the system the way you want but the main items I have set are;

#### **CONFIGURATION MENU**

GENERAL SETTINGS – Index Maps on OziExplorer Start checked, Stop device Sleeping checked, choose appropriate Map and Data paths. If you have a tablet with an SD card it maybe that you want to install maps on that. You need to create the folders first if they don't exist. Nominate a Name Search file.

UNITS – metric values



WAYPOINTS – Yellow, Size 10, Name size 20

TRACKS – Black, Width 5, Log distance 300m, Reduction factor 10

MOVING MAP – Black, Size 10, Pointer look ahead 2, Range Rings 2, Interval 500

NAVIGATION – GPS Nav line width 3, Colour Blue , Nav line width 5, Nav Line Colour pink

ROUTES – Route Waypoint Colour light green, Route Waypoint Size 5, Show Route Waypoint Names checked, Name Text Size 20, Route Line Width 5, Route Line Colour Blue, Route Proximity Circles checked, Radius 500m, End leg if Past Checked.

## OPERATION MENU

GENERAL – Load name search file [ExploreOz names Places 2019], Load Page file (landscape) [Menu Style Landscape V1]

**ABOUT** - When purchasing the software, you'll need the device ID which is shown here.

## Maps

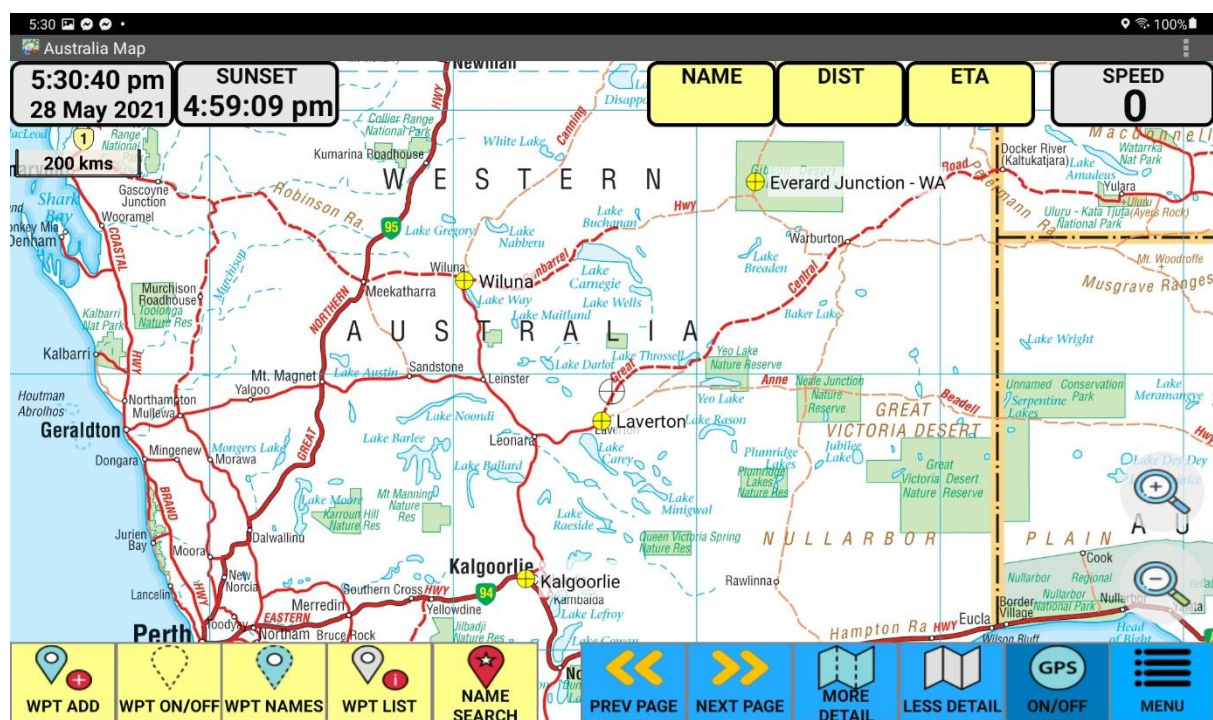
Once you have completed the configuration setup it's time to load maps. Use your PC to transfer maps to the tablet putting them in the folder you described in the Configuration Menu. The maps can be arranged in subfolders to keep things tidy if you wish. When loading a map Ozi will look in the entire map path to find a map to load. When you start OziA a map will load at your current location. From any menu you can use the MORE/LESS DETAIL button to select a different map

## Menus



The custom MAIN MENU screen here groups items in logical sections. The top row takes you to the appropriate screen, next row are the WAYPOINTS options, next ROUTES etc. The bottom row is always present on all screens. You can move between screens two ways; click the brown buttons on the top row or the PREV/NEXT PAGE buttons at the bottom.

## Create a Waypoints



Goto WAY PTS menu

Click GPS ON/OFF (button should go dark blue).

Position Cursor where required by dragging the map across the screen.

Click WPT ADD button

Repeat as necessary.

Click WPT LIST and edit the names of waypoints as required.

Back to MAIN MENU

Click SAVE WPTS and add an appropriate file name and make sure the extension is .wpt.

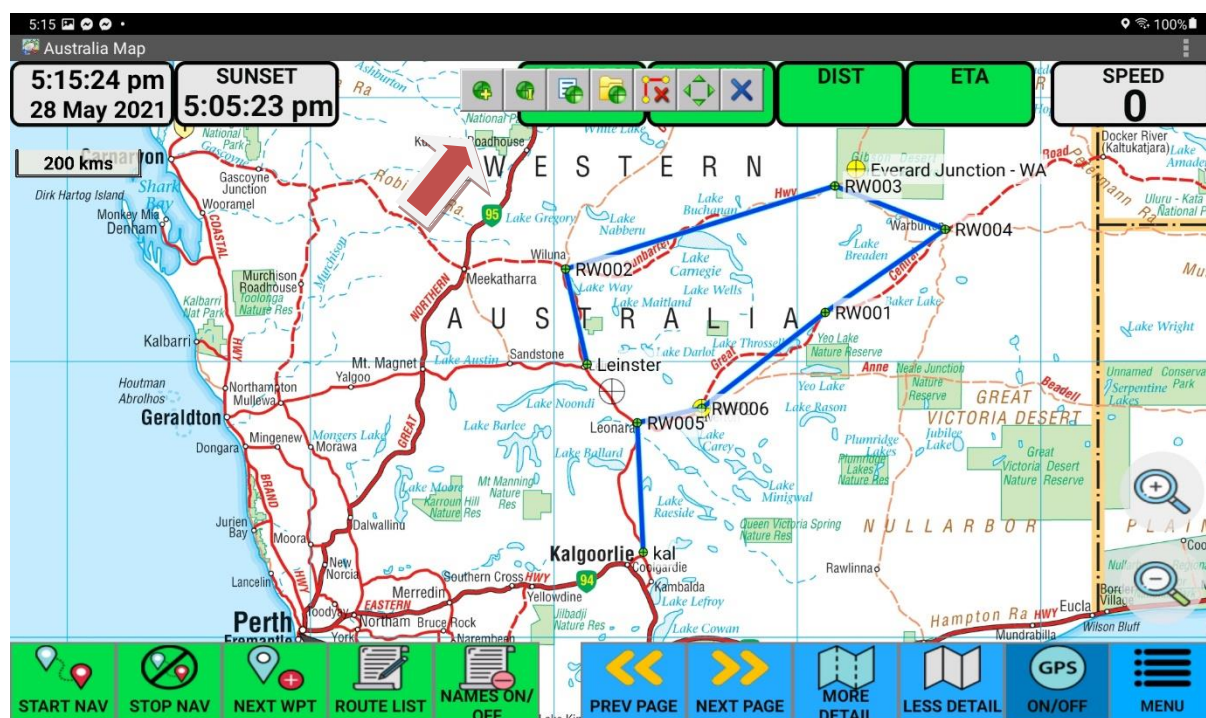
Please note the file created is stored in your \DATA\WAPYPOINTS folder.

To navigate to a waypoint, click GPS ON/OFF (button should be light blue) click WPT LIST and select a waypoint. A straight line will show from your current position to the waypoint and NAME, DIST & ETA will show at the top.

### Additional Method

Firstly, make sure that an appropriate Name file is loaded via the CONFIGURATION/GENERAL settings. Once this is done search for waypoints via the NAME SEARCH function from the MAIN MENU and use the CREATE WAYPOINT function. Add all your know waypoints via this method, add your intermediate waypoints (road junctions etc), then move onto creating a route.

## Create a Route



Click GPS ON/OFF (button should be dark blue).

Goto MAIN MENU

Click TOOLS (colour should change showing this function is active).

Click ROUTES the small 7 button Route Creation Tools should now show up the top of the screen (red arrow).

Position cursor at the start point of the route and click the add button (near red arrow), RW001 will be added. Continue adding route waypoints as required.

Click ROUTE LIST and edit name of Route Wpts as required.

Goto MAIN MENU and SAVE ROUTE, use an appropriate name and leave the .rt2 file extension there. Please note the file is stored in your \DATA folder.

To navigate a Route, click GPS ON/OFF (button should be light blue), click START NAV. A straight line will show from your current position to the start of the Route. Data will show in the boxes at the top of the screen. As each point along the route is reached, the next point's data will be displayed above. If you wish to skip a point, click NEXT WPT as many times as you want until the desired waypoint is chosen.

## Navigating

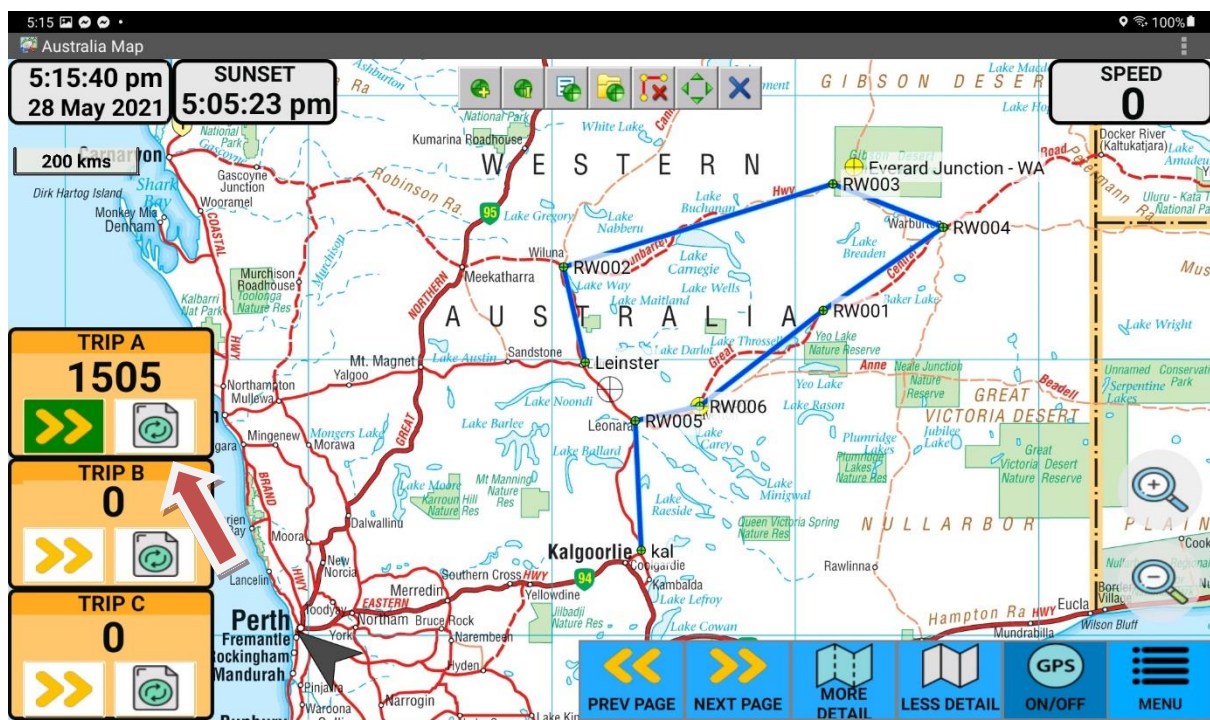
Start at MAIN MENU and load WAYPOINTS and ROUTES and choose a route section.

From the ROUTES MENU click START NAV. The software will now start navigating from your current position to the first waypoint in your route. The display at the top of the screen will populate with the relevant data.

If you start navigating somewhere along your route, the software will try and take you to the nearest waypoint. If this is not your next point to go to then use the NEXT WPT button to choose the correct waypoint and the software will continue on from there.



## Trip Meter



Goto MAIN MENU and click TRIP METER

Reset any of the meters by clicking Circle button (red arrow)

Start and stop the meter by clicking the >> button.

## Loading Existing Data

If you have previously created waypoints, routes, tracks or have a GPX file, these can be loaded from the MAIN MENU using the appropriate function.

The easiest way to create this data is to have a copy of OziExplorer PC (license required). It is far easier and quicker to use the large screen of a PC/laptop and the accuracy of a mouse to create waypoints and routes etc. File management is extremely easy, and the PC version is far more capable.

To transfer data from the PC version to Android, plug in your tablet and open File Explorer on the PC. Assuming you have used a consistent method to name and store the files you have created on the PC, simply copy them to the OziExplorer\data folder on the tablet device. They will now be available to open when using the OziA.