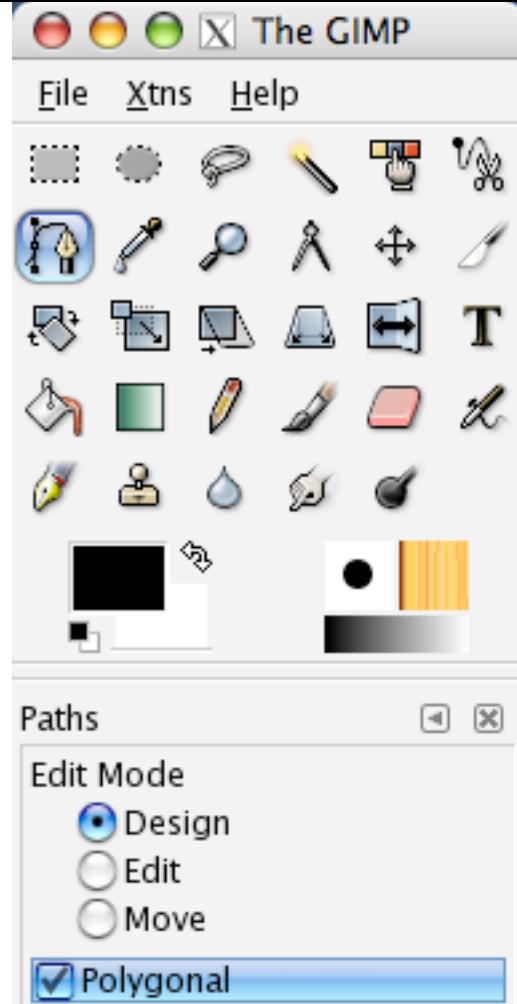
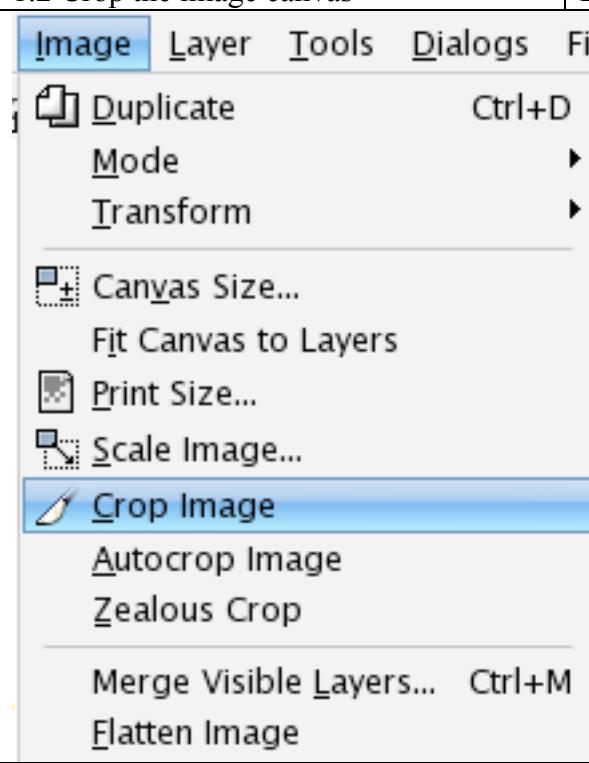
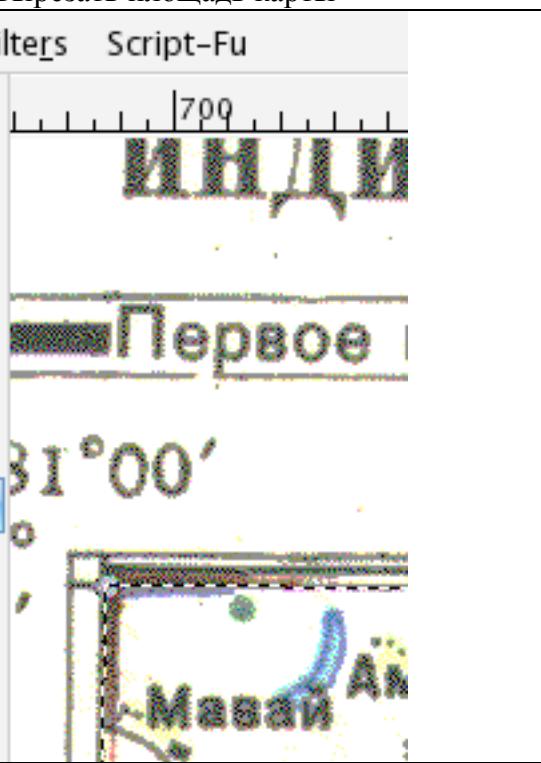
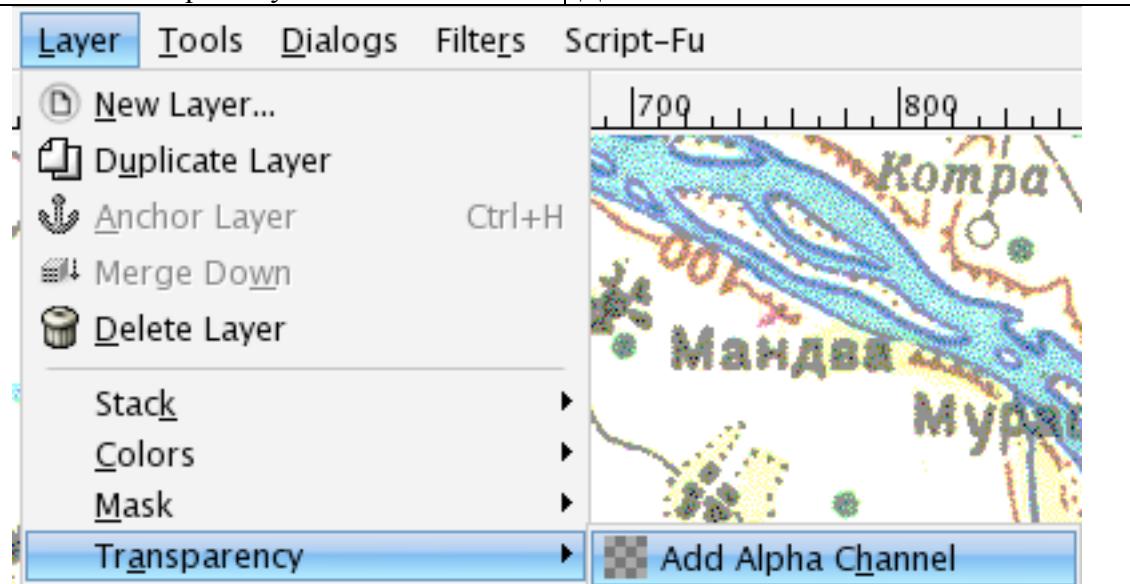
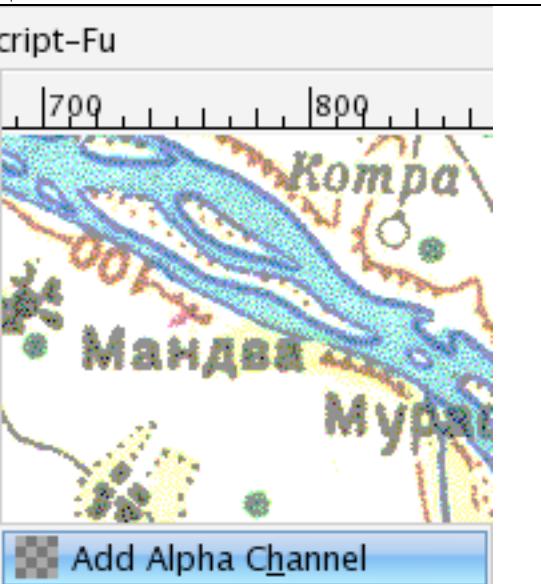
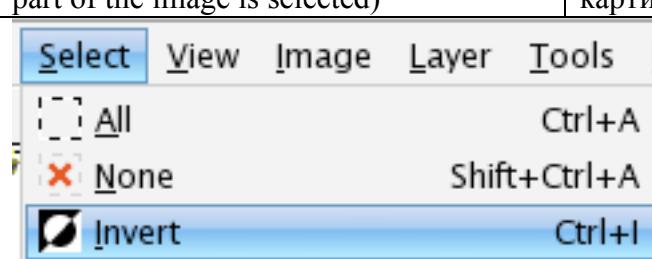


YUM Assembler Manual (v1)

1.0 Prepare source images (Gimp example, takes about 90sec per sheet)	Подготовление карт (Gimp занимает 90 секунд за лист)
1.1 Select map part of the image	Сначало надо выбрать территорию карты
 <p>The screenshot shows the GIMP interface. At the top is the menu bar with 'File', 'Xtns', and 'Help'. Below it is the toolbar with various tools like selection, cloning, and drawing. The main workspace is visible, and at the bottom left is the 'Paths' panel. The 'Paths' panel has a title bar 'Paths' with close and minimize buttons. It contains an 'Edit Mode' section with three radio buttons: 'Design' (selected), 'Edit', and 'Move'. Below that is a checkbox labeled 'Polygonal' which is checked. The background of the workspace is a light gray.</p>	

1.2 Crop the image canvas	Вырезать площадь карты
 <p>Image Layer Tools Dialogs Filters Script-Fu</p> <ul style="list-style-type: none"> Duplicate Ctrl+D Mode Transform Canvas Size... Fit Canvas to Layers Print Size... Scale Image... Crop Image Autocrop Image Zealous Crop Merge Visible Layers... Ctrl+M Flatten Image 	
1.3 Add transparency	Добавить невидимый слой
 <p>Layer Tools Dialogs Filters Script-Fu</p> <ul style="list-style-type: none"> New Layer... Duplicate Layer Anchor Layer Ctrl+H Merge Down Delete Layer Stack Colors Mask Transparency Add Alpha Channel 	
1.4 Invert selection (now the non map part of the image is selected)	Выбрать противоположное (часть картинки без карты)
 <p>Select View Image Layer Tools</p> <ul style="list-style-type: none"> All Ctrl+A None Shift+Ctrl+A Invert Ctrl+I 	

1.5 Clear Стереть

Edit Select View Image Layer

- Undo Invert Selection Ctrl+Z
- Redo Ctrl+Y
- Undo History

- Cut Ctrl+X
- Copy Ctrl+C
- Copy Visible
- Paste Ctrl+V
- Paste Into
- Paste as New
- Buffer ▾

Clear Ctrl+K

1.6 Save-As Сохранить

File Edit Select View Image Layer Tools

- New... Ctrl+N
- Open... Ctrl+O
- Open as Layer... Ctrl+Alt+O
- Open Location...
- Open Recent ▾

- Save Ctrl+S
- Save as...** Shift+Ctrl+S

1.7 PNG Как PNG

Save Image

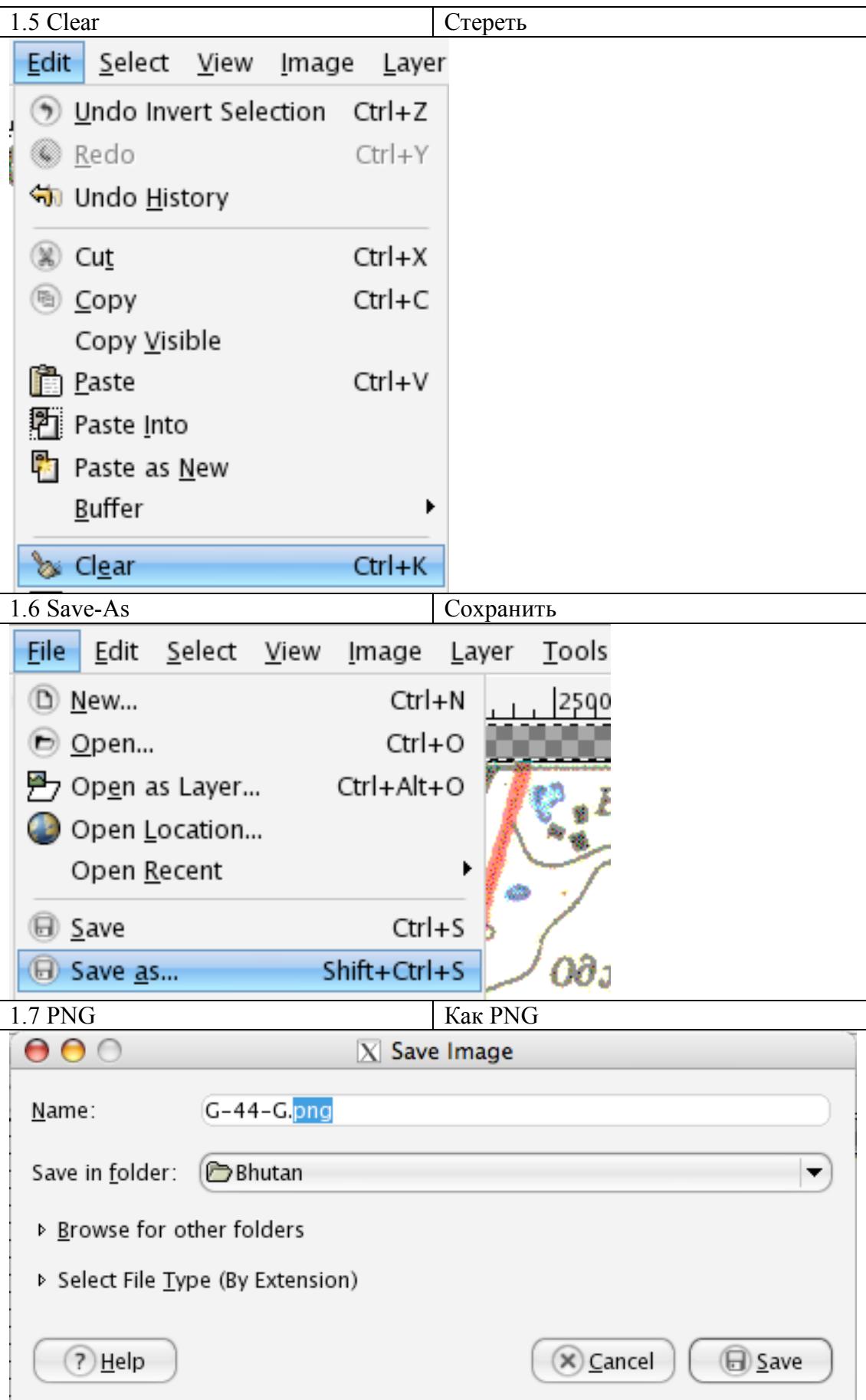
Name: G-44-G.png

Save in folder: Bhutan ▾

► Browse for other folders

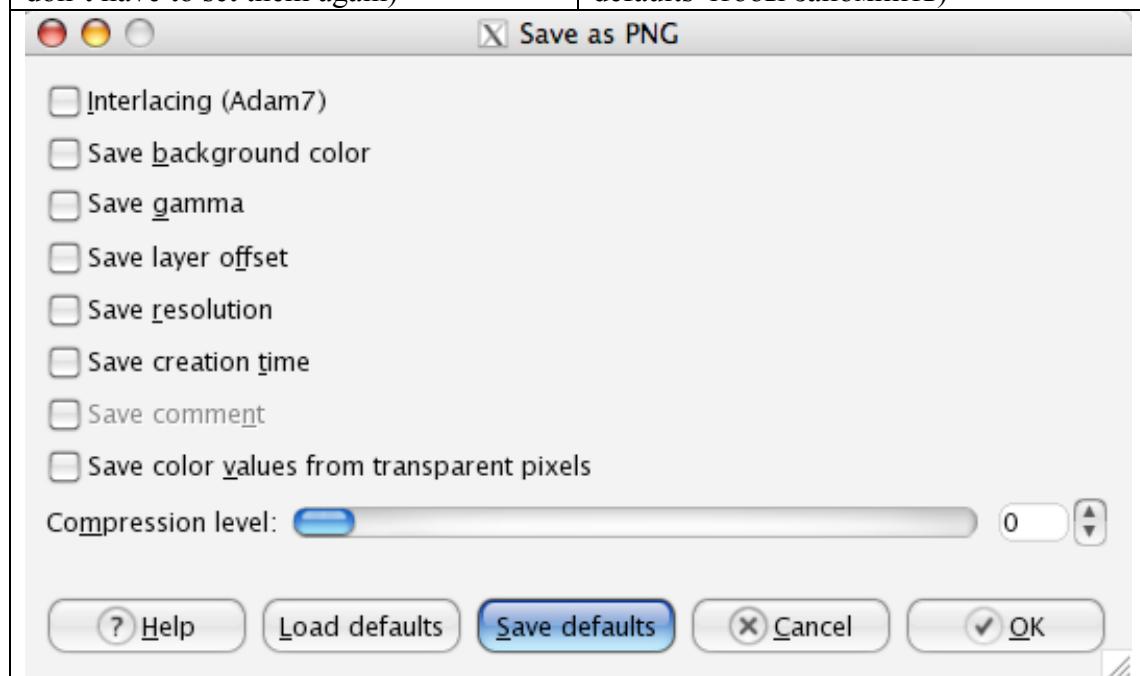
► Select File Type (By Extension)

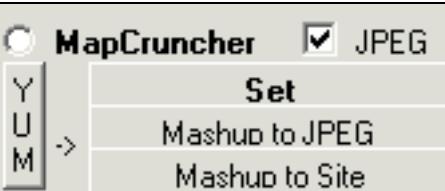
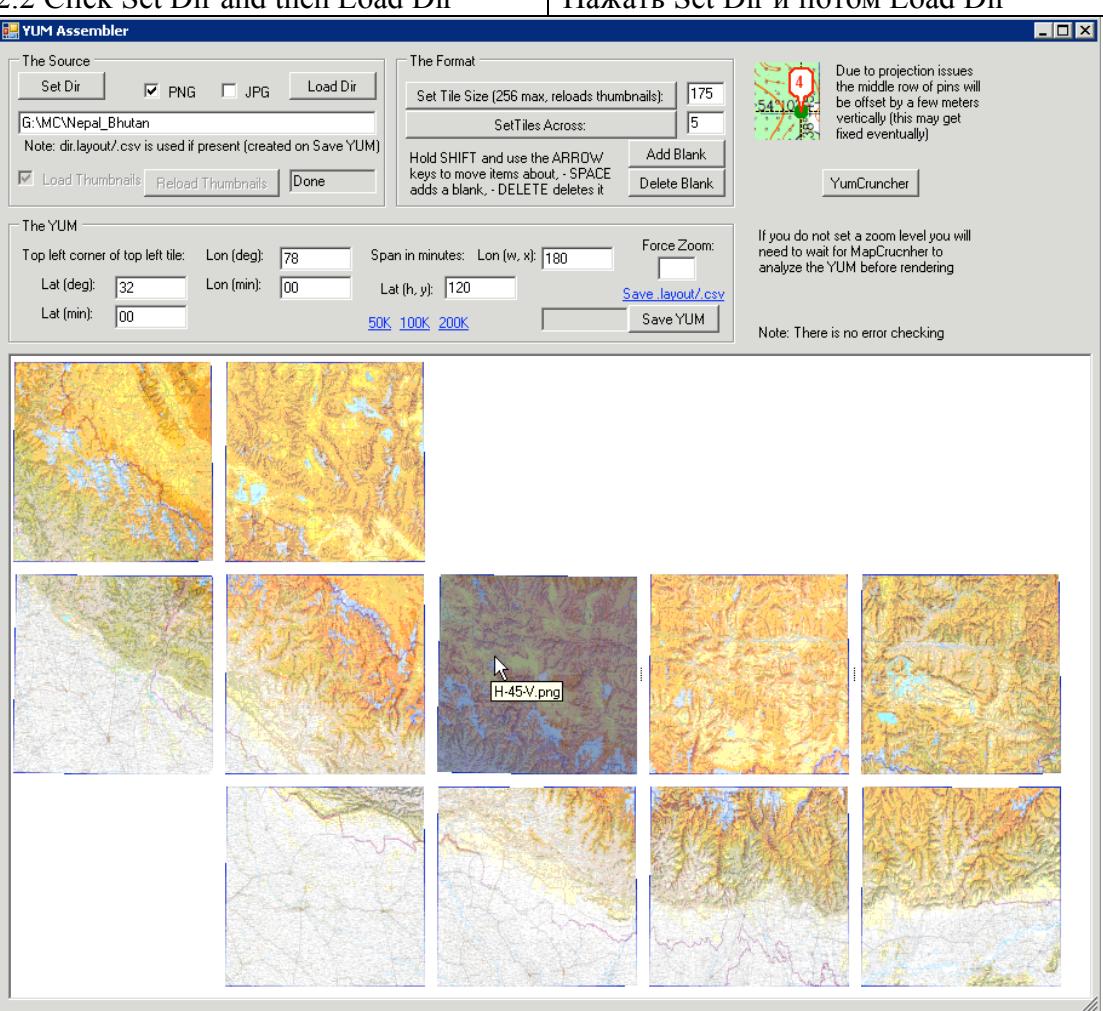
? Help × Cancel ⌂ Save



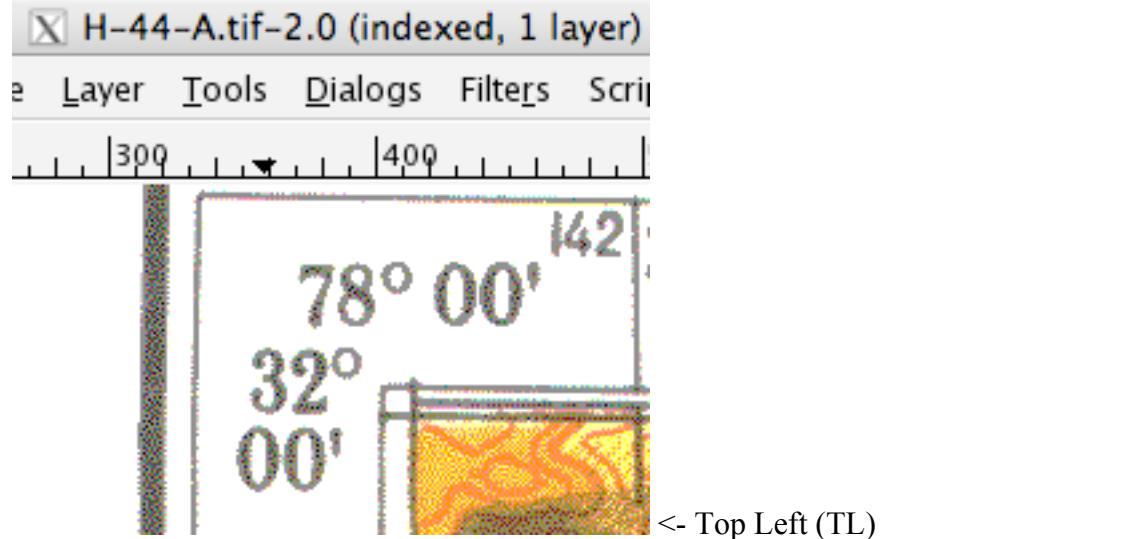
1.8 PNG settings (Save defaults so you
don't have to set them again)

Калибровка файла (нажать Save
defaults чтобы запомнить)

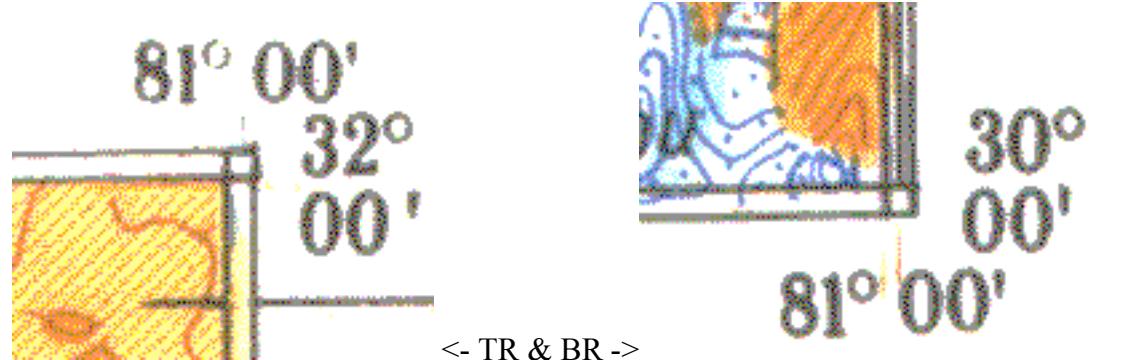


2.0 YUM Assembler in GMDL	YUM Assembler в GMDL
2.1 Click -> then click YUM	Нажать -> и потом YUM
	
2.2 Click Set Dir and then Load Dir	Нажать Set Dir и потом Load Dir
 <p>YUM Assembler</p> <p>The Source:</p> <ul style="list-style-type: none"> Set Dir: G:\MC\Nepal_Bhutan Format: PNG (checked), JPG (unchecked) Load Dir: Load Dir Note: dir.layout.csv is used if present (created on Save YUM) Load Thumbnails: Load Thumbnails, Reload Thumbnails, Done <p>The Format:</p> <ul style="list-style-type: none"> Set Tile Size (256 max, reloads thumbnails): 175 SetTiles Across: 5 Add Blank, Delete Blank Due to projection issues the middle row of pins will be offset by a few meters vertically (this may get fixed eventually) YumCruncher <p>The YUM:</p> <ul style="list-style-type: none"> Top left corner of top left tile: Lon (deg): 78, Lat (deg): 32, Span in minutes: Lon (w, x): 180, Lat (h, y): 120 Force Zoom: 50K, 100K, 200K, Save layout/csv, Save YUM If you do not set a zoom level you will need to wait for MapCruncher to analyze the YUM before rendering Note: There is no error checking <p>Preview Grid:</p> <p>A 3x5 grid of map tiles showing terrain and roads. The central tile in the second row is highlighted with a red border and labeled "H-45-V.png".</p>	

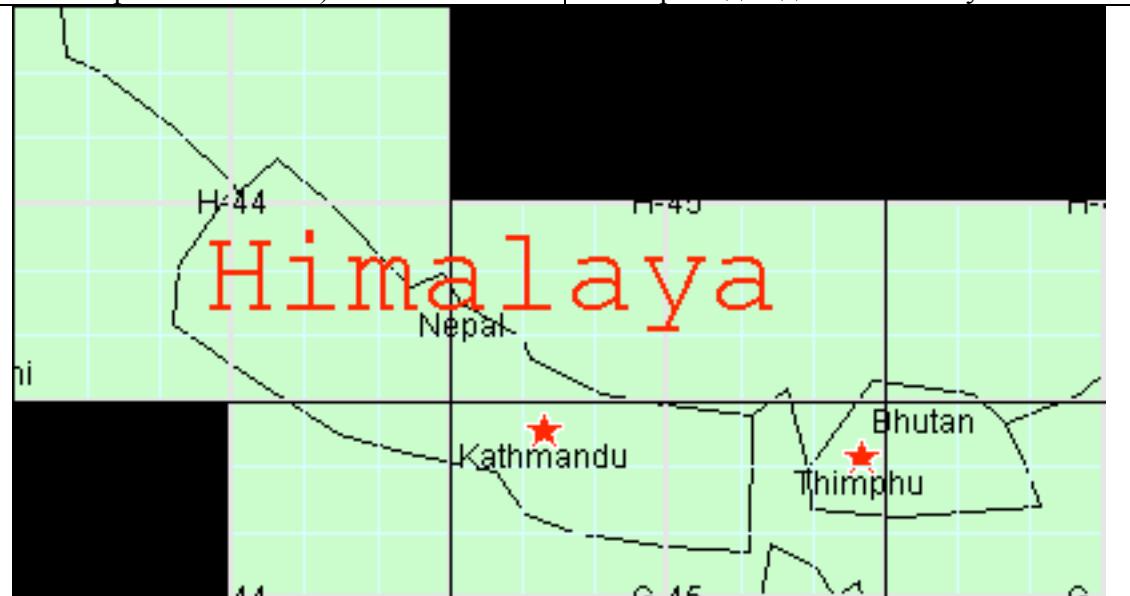
2.3 Set the top left corner coordinates (of the top left map sheet)	Координаты верхнего левого угла (верхнего левого листа)
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2.4 Set the span (1 degree is 60 minutes)	Размер листов (1 градус это 60 минут)
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2.5 Set Tiles Across (in this example 5, and click the button). Then move the tiles about (click on a tile and press shift-up/down/left/right and shift-space to insert a place holder tile)	Set Tiles Across (сколько листов поперёк, здесь 5). Листы можно двигать так: нажать чтобы выбрать лист и при помощи shift-up/down/left/right и shift-space для добавления пустого.
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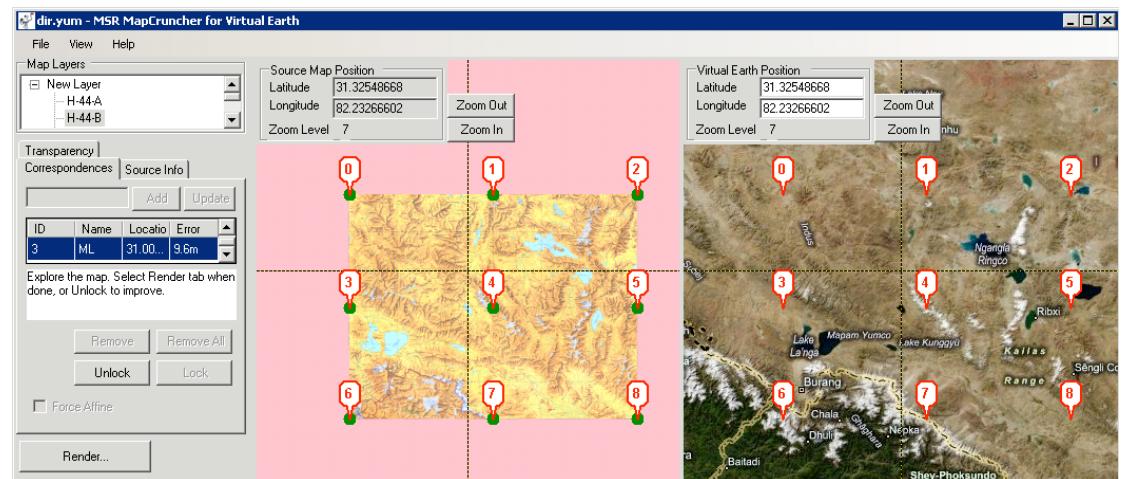
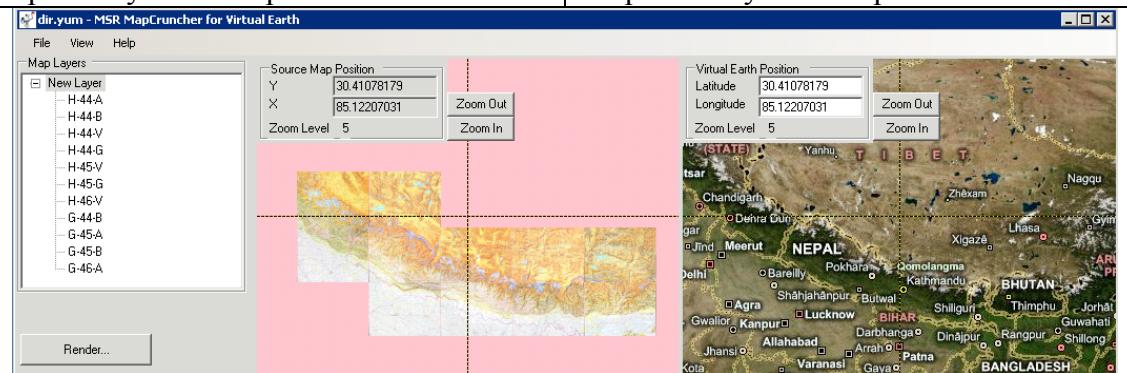
2.6 Alternative to 2.5 is to create a CSV with the layout of the files (dir.csv will be read in on Load Dir). Note: file names can not contain ; and if your CSV's are delimited by ; get GMDL 0.4.18a or later.

Вместо 2.5 можно создать CSV с расположением листов (загрузится при нажатие Load Dir). В названиях файлов не может быть ; а если CSV разбит ; то используйте GMDL 0.4.18a или позже.

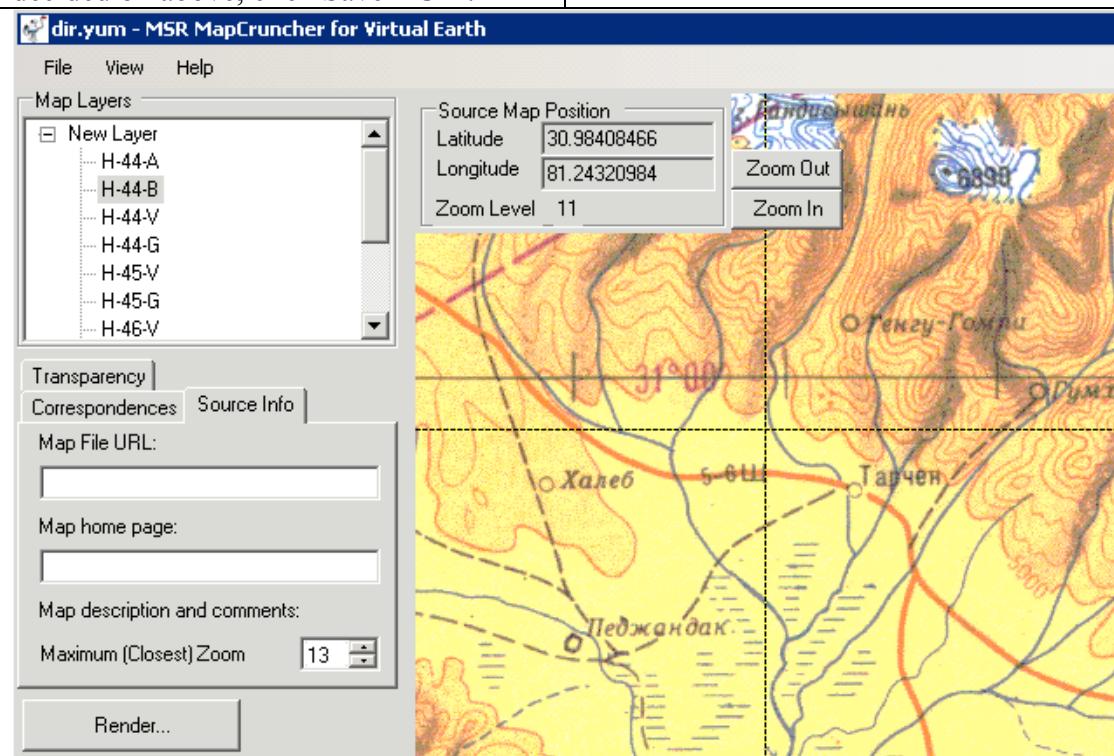
	A	B	C	D	E
1	H-44-A.png				
2	H-44-V.png	H-44-G.png	H-45-V.png	H-45-G.png	H-46-V.png
3		G-44-B.png	G-45-A.png	G-45-B.png	G-46-A.png
4					
5					

2.7 Click Save YUM and once finished open dir.yum in MapCruncher

Нажать Save YUM, подождать, и открыть dir.yum в MapCruncher



<p>Note: if you did not specify a zoom, rendering will not begin immediately as MapCruncher needs to analyze the files.</p> <p>MapCruncher tends to set an excessively close zoom level, so, to fix that:</p> <p>Select one of the sheets and click Lock, double click one of the pins to set it as the location, select Source Info tab, look at the Maximum (Closest) Zoom value.</p> <p>Zoom in to that value and see if zooming out gives a better lower zoom (in this case 11 looks good), close MapCruncher.</p> <p>Load the dir again in YUM Assembler (it should load all of the previous settings) and set Force Zoom to the value you decided on above, click Save YUM.</p>	<p>MapCruncher скорее всего поставит слишком высокое разрешение, так что можно проверить каое разумно (калибровка папки сохранится при первом сохранение dir.csv), поставить в Force Zoom и создать dir.csv по новой.</p> <p>- переведу потом</p>
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<p>When rendering MapCruncher will give a size estimate, when converted to JPEG from PNG by GMDL the map will be about 10% of this.</p>	<p>Размер GPSFS будет примерно одна десятая того что говорит MapCruncher.</p>
<p>There are instructions on the Wiki on how to get the rendered MapCruncher tileset into a Map This! GPSFS map.</p>	<p>В Wiki инструкции как создать GPSFS из файлов созданных MapCruncher.</p>