

Scout Hunt

Mobile **Off Line Maps** Anytime

**How to use the CarryMap
app v. 5.5 to utilize all the
Mobile Hunting Maps
features**












On your Apple

iPhone and iPad

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Overview of buttons located on map window

-  *Create object* – creates objects on the map (points, polylines, polygons).
-  *Record track* – records and saves GPS tracks.
-  *Measure* – measures distances and areas on the map.
-  *Coordinates by GPS* – defines current location of point object by GPS coordinates.
-  *Compass* – returns map northwards.
-  *My location* – defines current location of the user.
-  *Notes on map* – creates graphic notes on the map.
-  *Search on map, go to coordinates* – performs text and numeric search, goes to coordinates in DD and DMS formats.
-  *List of maps* – shows and opens maps and projects stored on the device.
-  *Main menu* – provides options to make settings of the app without leaving the current project, to add layers and maps to project, to manage layers visibility and to perform operations with layers (zoom in/out, delete, view legend, view layer properties, etc.).
-  *Change map scale* – zooms in/out the map.

Creating new feature

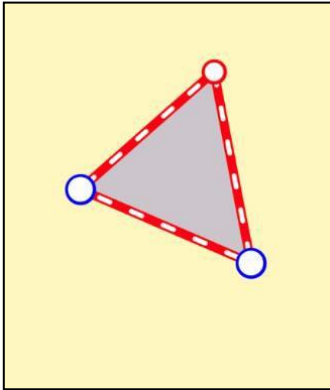
To create new *feature* on the map, tap the *Create feature* button.



In the appeared menu select the feature type: point, polyline, or polygon.

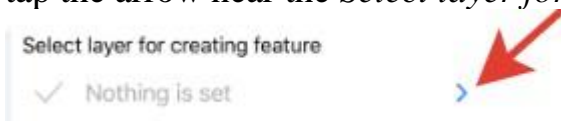


Specify the feature geometry. To do so, consequentially tap the required places on your map.



To delete the needless point on the map, tap it. To add the new point, pull the edge in the needed place and the point will be added there. To change location of the created point, tap and hold it, then drag it to the new place on the map.

Now specify the layer where you want to create the new feature. To do so, in the feature card tap the arrow near the *Select layer for creating feature* option.



In the appeared window you can either select the layer from the currently opened project, or select the previously created layer in the application, or create the new layer.

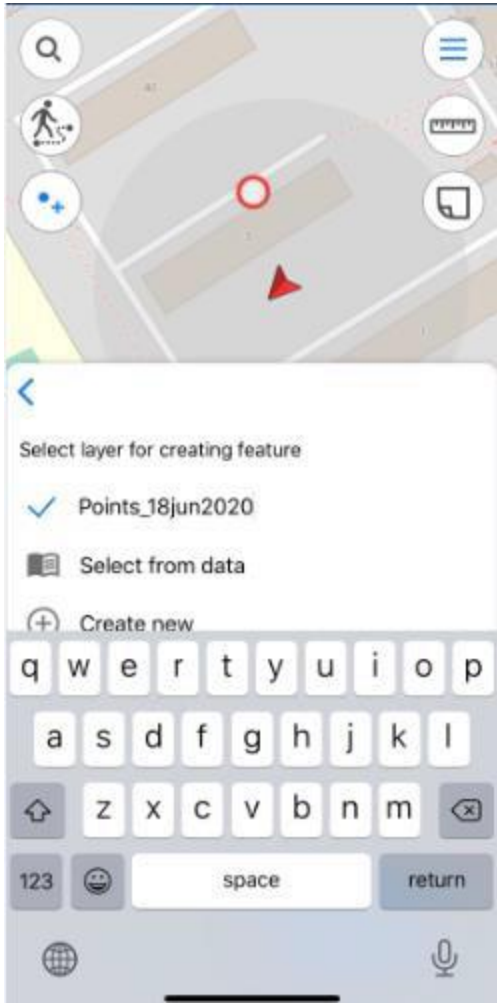
To select the layer from the existing data, press *Select from data* and select the required layer from the list of GPKG layers stored in the application.



To create the new layer, press *Create new*.

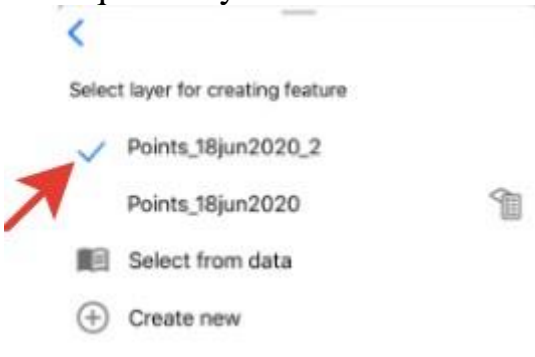


The layer will be automatically created with the default name, but you can rename it, to do so, enter the new name using the keyboard.

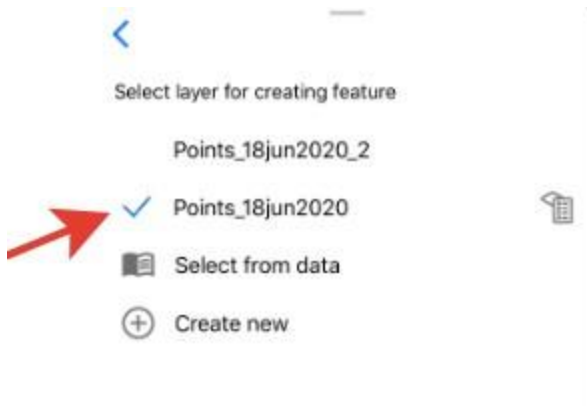



Now press *Return* to confirm the layer renaming.

If there are previously added layers in the project, then to create the feature you need to select the required layer from the list. The selected layer will be marked with the check sign.

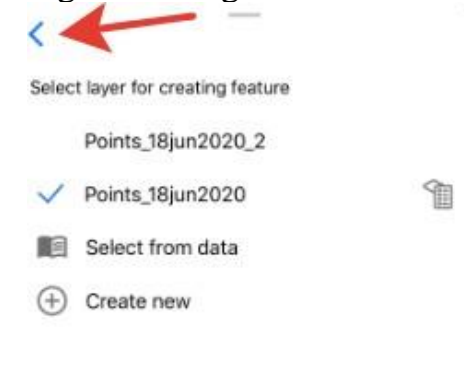


To select another layer, press its name in the list and it will be marked with the blue check sign.



To go to changing parameters of the layer settings, press . See *Changing settings for layer parameters* section for more details about changing layer settings.

To go to saving the created feature and filling in the fields, press the back arrow.



To fill in the *Feature name* and *Description* fields, tap the required line and enter the text.

To complete creation of the feature, press *Create*. The feature will be saved. If you need to cancel this operation during the feature creation process, press *Cancel*.

Creating features by current location



To create the feature by your current location, press *Coordinates by location* button in the identification card of the created feature.

Coordinates of the point feature will be changed to coordinates of the current location. The new point with coordinates of your current location will be added to the created polygon or polyline feature.

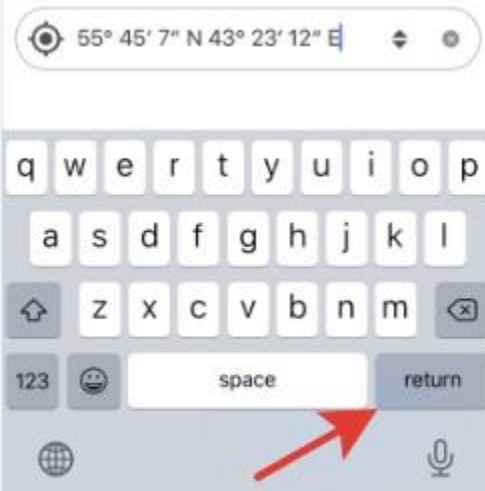
Creating features by coordinates



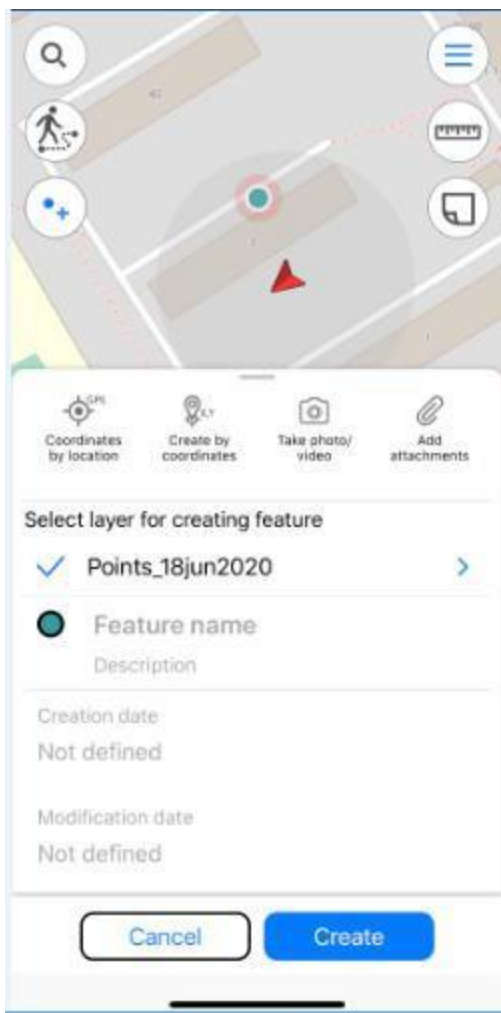
To create the feature by coordinates, during the creation process you need to press button in the feature identification card (see *Creating new feature* section for details). The line for entering coordinates will appear.



Enter the required coordinates and press *Return* on the keyboard.



The point with the specified coordinates will be added on the map.



To save the point, press *Create*.

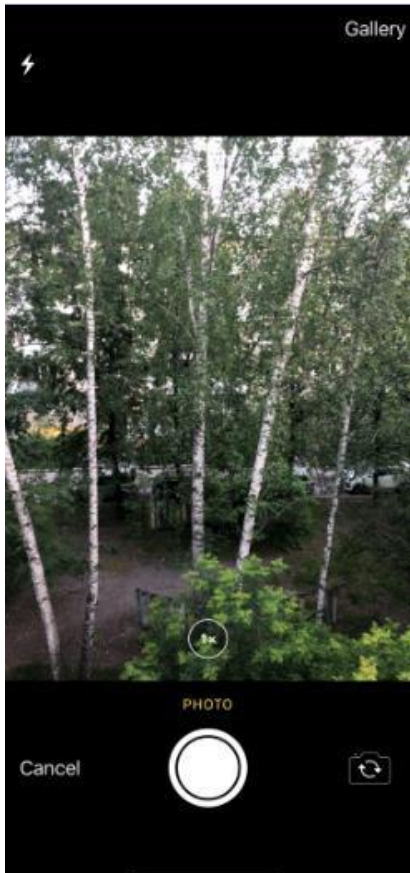
Creating point feature by photo

To create the new point feature by photo, press *Create feature* button in the map window and in the appeared menu select *Create point by photo* button.

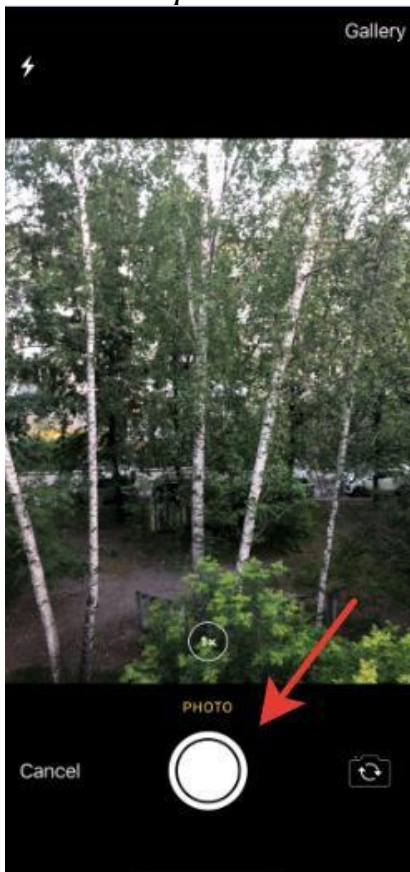


To be able to use this option, in your smartphone settings you need to allow CarryMap app to have access to the device camera and memory. Besides, for all photos made with your device, the option of using geolocation should be enabled.

After pressing the *Create point by photo* button the camera window will open.



Press *Take photo* button.



To use this photo, press *Use photo*.

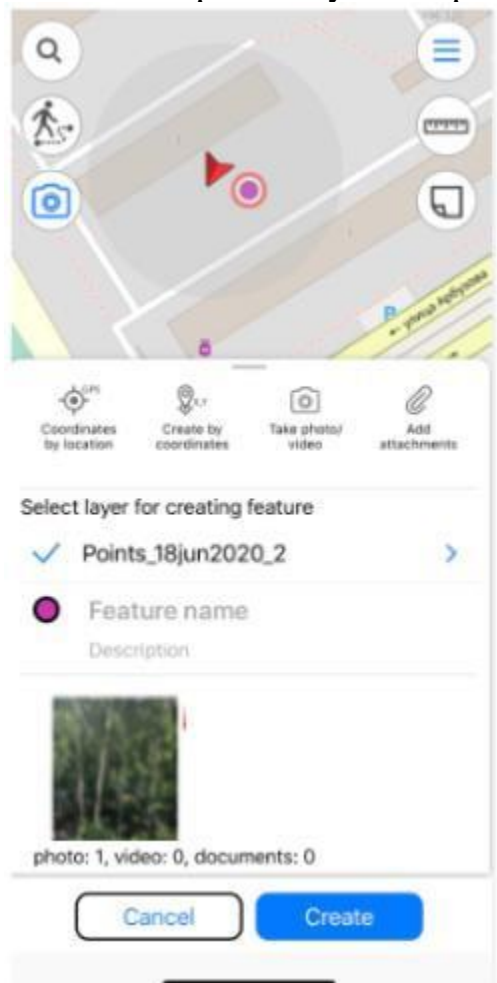


To take another photo, press *Retake*. In the appeared camera window take the new photo and press *Use photo* again.

To use the existing photo, press *Gallery*.



Select the required photo from your Gallery. Now coordinates of selected photo will be used to create the point on your map and this photo will be added as attachment to the point.



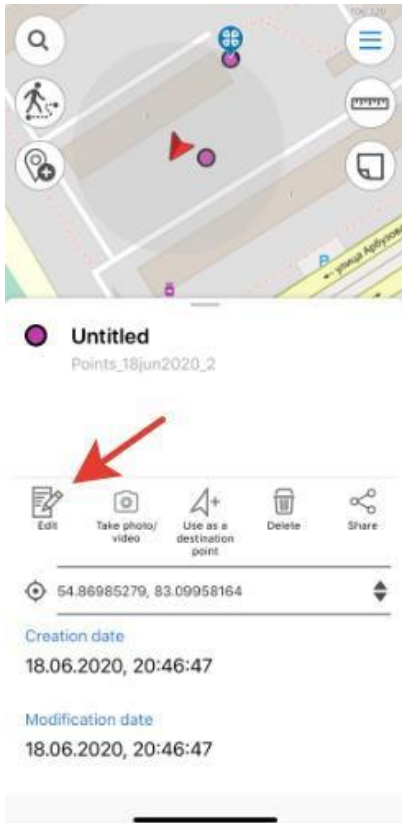
Changing the layer and its settings is done same as when creating features, see *Changing settings for layer parameters* section for details.

To complete creation of point by photo, press *Create* button.

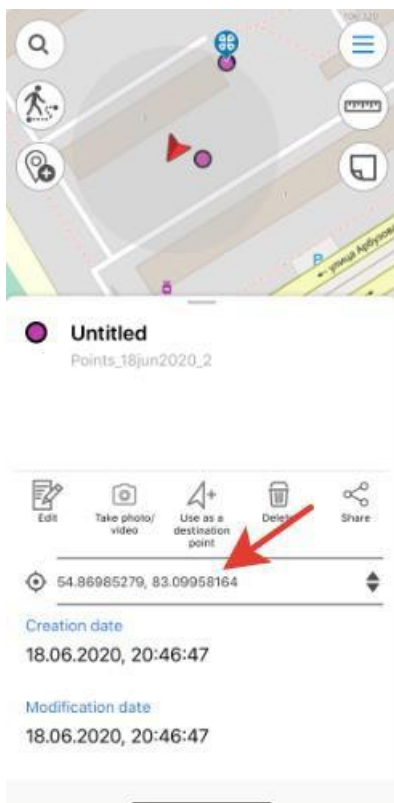
To cancel creation of point by photo, press *Cancel* button.

Editing features

To start editing feature, select it on map or find it searching by attribute or coordinates (see *“Searching on map”* section for details) and tap *Edit* icon in the feature identification card.



You can change coordinates format, if needed. To do so, select the feature and in the appeared identification window tap the line with coordinates to change the format.





Note that selected coordinates format will be saved for the current project.

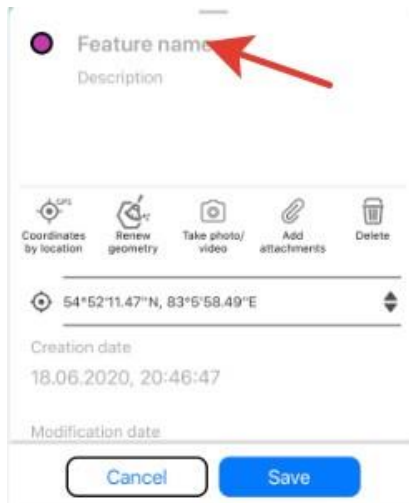
The available coordinate formats are as following:

- Degrees-minutes-seconds;
- Decimal degrees;
- UTM meters (if you selected Projected coordinate system in Settings, *see “Settings” section for details*).

Being in the feature editing mode, you can change the feature geometry. To delete the point, tap it on the map. To add the new point, tap the empty place on the map. To move the point, select it on the map and drag it to required place on the map.

To save your changes, tap *Save* . To cancel made changes, tap *Cancel* .


To change the feature name, enable the editing mode and select *Feature name* in the feature card.



The image shows a feature card in editing mode. At the top, there is a purple circle icon followed by the text 'Feature name' and 'Description'. A red arrow points to the 'Feature name' text. Below this, there is a row of five icons: 'Coordinates by location', 'Review geometry', 'Take photo/video', 'Add attachments', and 'Delete'. Underneath the icons, there is a text field containing the coordinates '54°52'11.47"N, 83°5'58.49"E'. Below the coordinates, there is a section for 'Creation date' with the value '18.06.2020, 20:46:47'. At the bottom, there is a section for 'Modification date' which is currently empty. At the very bottom of the card, there are two buttons: 'Cancel' and 'Save'.

Enter the feature name and tap *Done*.

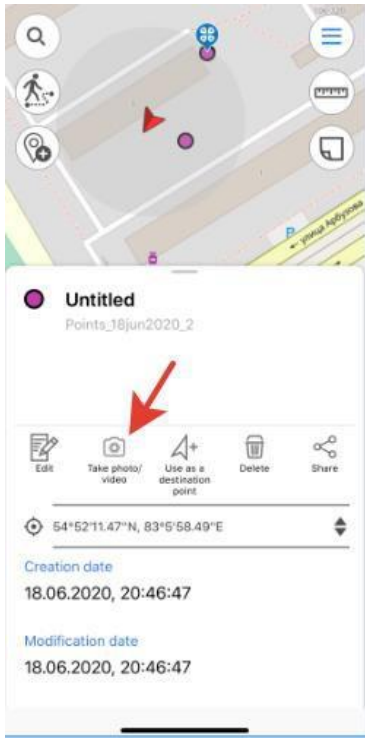
If feature name has not been specified, the feature card will have the default name *Untitled*, but the default name will be changed right after you specify the name of this feature.



The image shows two feature cards side-by-side. The left card has a purple circle icon followed by the text 'Untitled' and 'Points_18jun2020_2'. The right card has a purple circle icon followed by the text 'Point' and 'Points_18jun2020_2'.

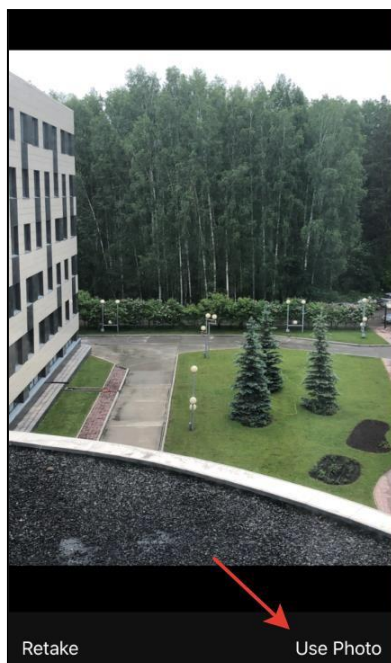
Adding attachments to feature

You can add photos to any feature on the map. To do so, select *Take photo/video*.

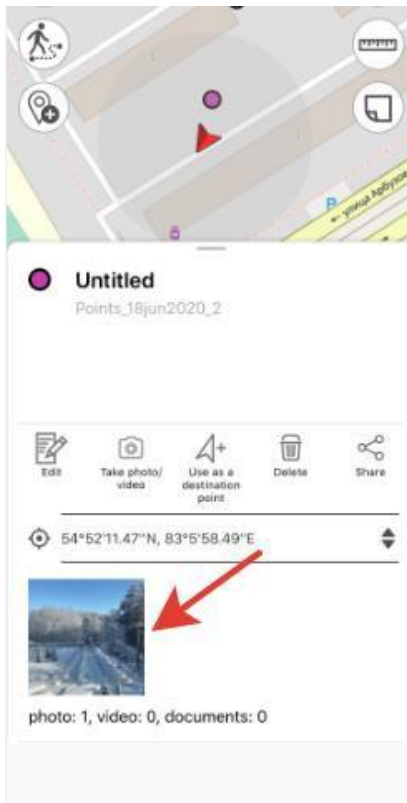


To be able to use this option, in your smartphone settings you need to allow CarryMap app to have access to the device camera and memory.

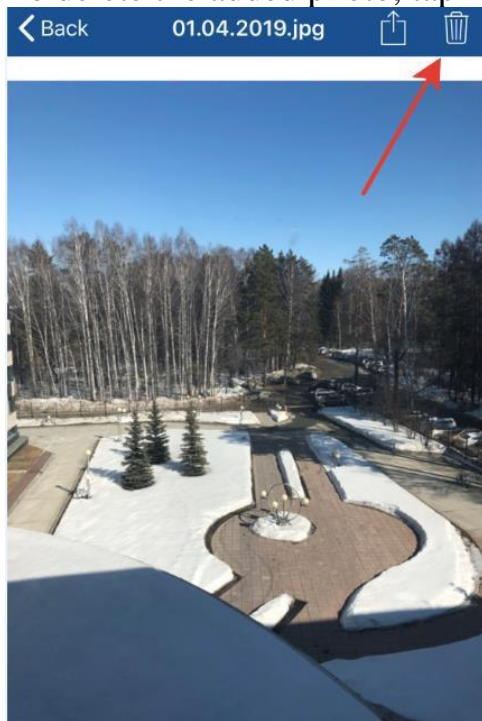
Take a photo or video and tap *Use photo*, to add it as attachment to the feature.



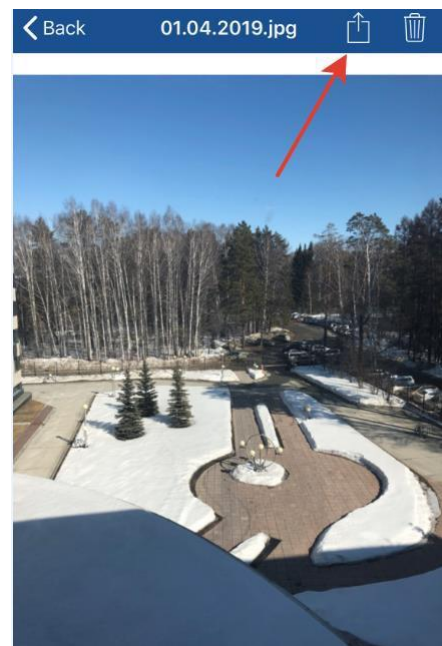
Added photos can be viewed in the feature's card. To open the photo, tap the appropriate thumbnail.



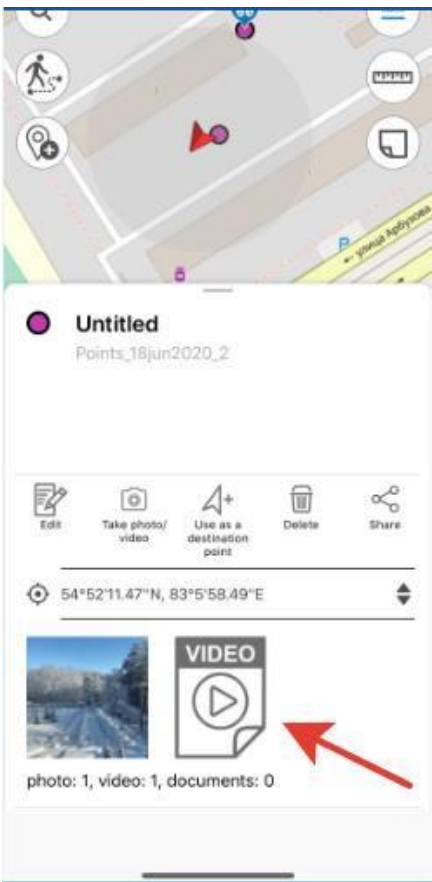
To delete the added photo, tap *Delete*.



To share/send the added photo, tap *Share*.



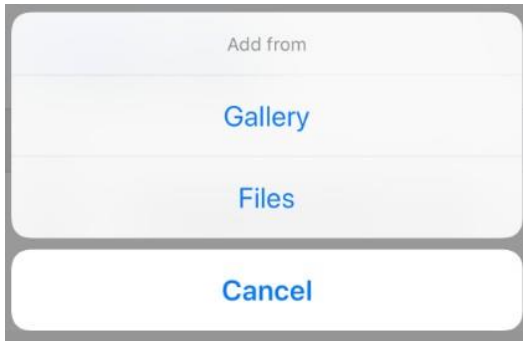
Added videos can be viewed in the *Files* section of the feature's card. To view or delete the video, select it in the card and select the required option.





To attach to feature the file stored on your device, tap *Add attachments* in the feature's card.

In the appeared dialog, if you need to add the media file from the gallery, tap *Add from gallery*, and if you need to add the document, tap *Add from files*.



Measuring distance and area

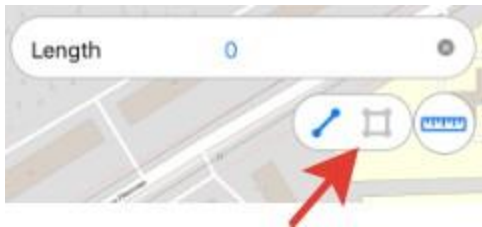
To measure distance or area, tap the *Measurements* button.



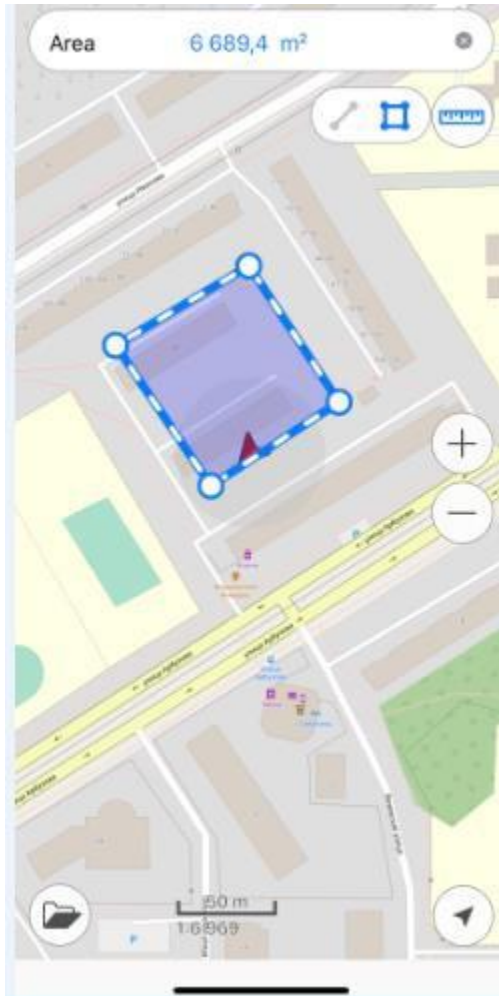
The button will change its color and the tool window will appear. If you want to measure distance, tap *Measure distance* icon.



If you want to measure area, tap *Measure area* icon, accordingly.





To start measurement, sequentially tap the map adding points.



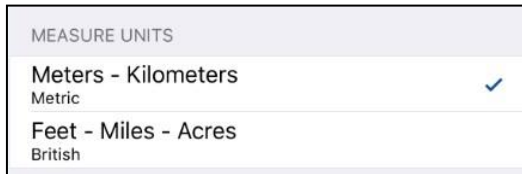
To delete the needless point, tap it again. The calculated distance or area will be shown in the upper part of the measurement window.



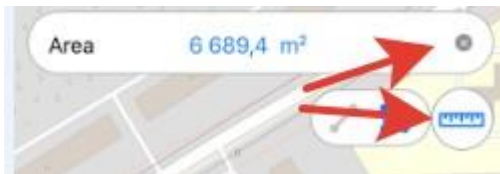
Measuring distances and areas is also possible using *My location* option. To start measurement from the point of your current location, tap  and then . Now the point of your current location will be used as the starting or one of the intermediate points of measurement.

To change measurement units, go to *Settings* of the map menu (note that changing units is possible if you are not in the measurement mode). In the *Measure units* section select the required units:

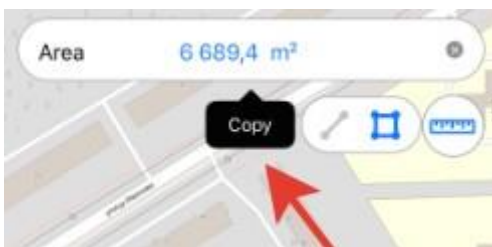
- *Metric*: meters – kilometers;
- *British*: feet – miles – acres.



To close the measurement window, tap the cross icon in the upper right corner of the window or tap *Measurements* button again.



To copy the measurement result, long tap the output value and tap *Copy* in the appeared dialog.



Recording track. Creating polygon by track.

To start recording track or to start creating polygon by track, press . To record track, press *Record track* button.



To create polygon by track, press *Create polygon by track* button.

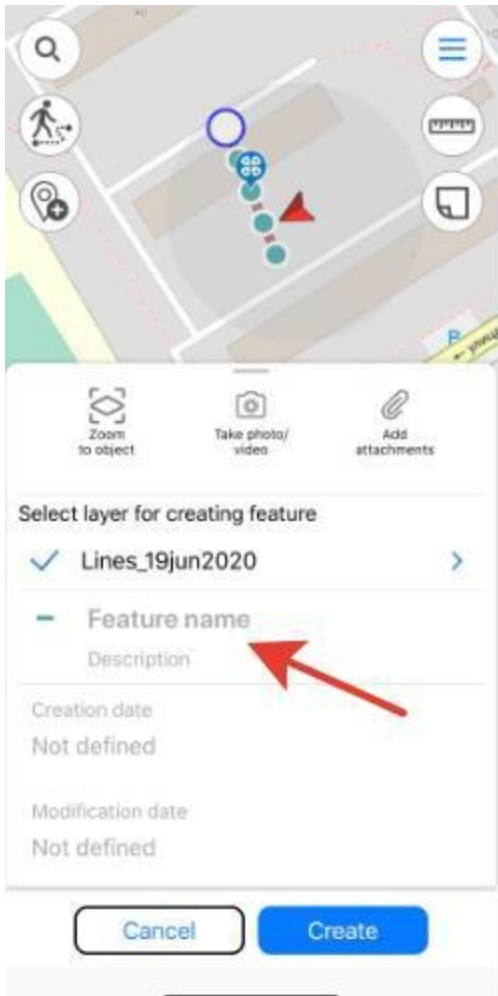


When recording track or creating polygon by track starts, the tool button becomes red.



To complete recording track or creating polygon by track, press the tool button  again.


In the appeared window select the layer where to you want to save your track or polygon. Enter the track name in the *Feature name* field, if needed.



Note that every 5 seconds your track will be saved automatically. That is, even if your device switches off by some reason, the track will be automatically saved to the selected layer and so will not be lost.

Note that recording track does not hinder any other operations provided with the app (for example, feature creation or editing, adding new layers to project, etc.).

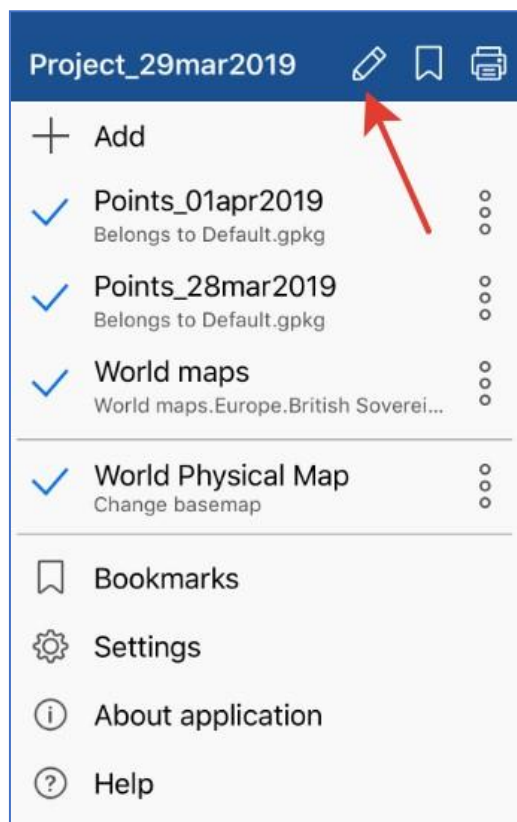
Recording track can be stopped:

- When you leave the project and go to the maps and projects list tapping  button.
- When you delete the layer, where to the track is being recorded.
- When you press *Record track* or *Create polygon by track* button again.

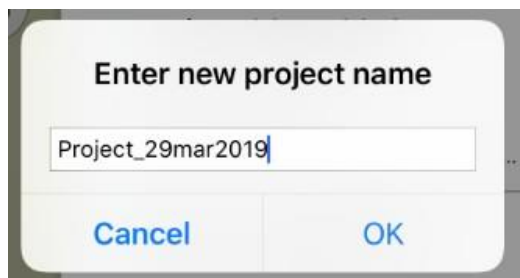
Creating project, editing project name

To create project, open CMF2 map and data in GeoPackage, KML, KMX, SHP or GPX format (see *Importing data* for more detail), the project will be created automatically.

The project name can be changed in the map menu, to do so, tap the editing icon.

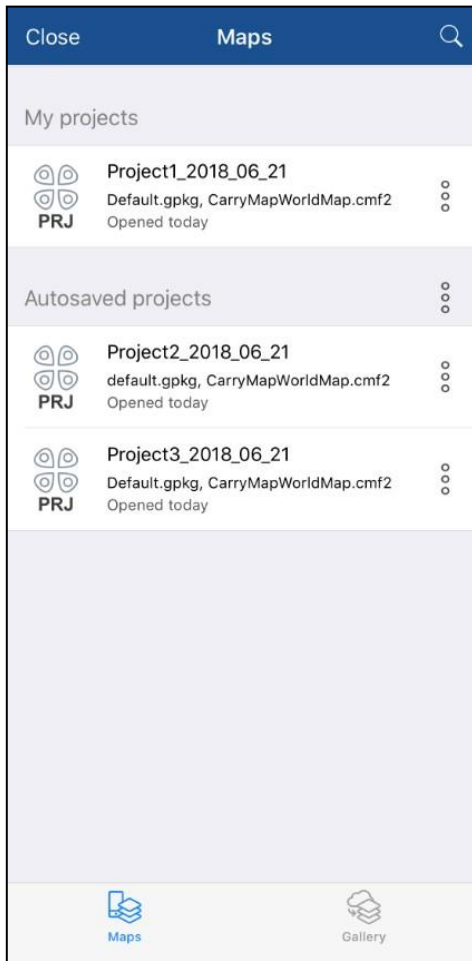


Enter the new name and tap *OK* to save edits or *Cancel* to cancel.

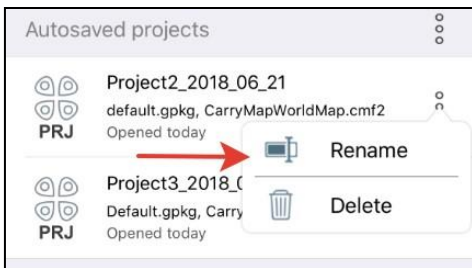


Opening project


To open the project stored on your device, tap . In  tab you will see all previously saved and autosaved projects.



To open project, select it from the list. To delete project, select three dots menu and select *Delete*.

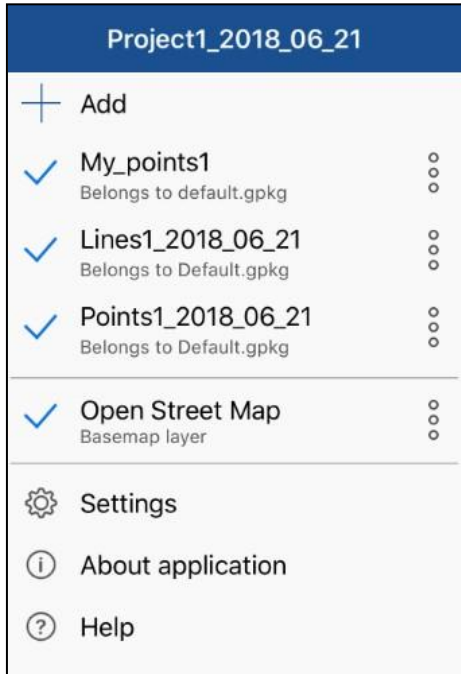


To change name for project, tap *Rename* in the menu, enter the new name, and tap *OK*. If you rename autosaved project, it will be moved to the *My projects* section.

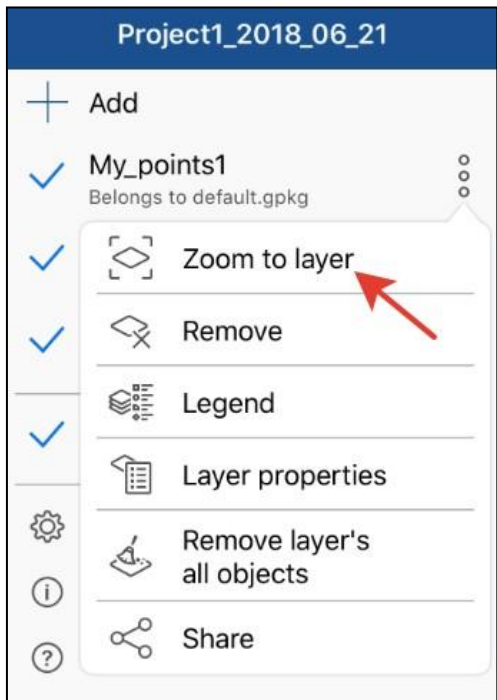
To open another map, tap  and select the required map from the list. To create new project for this map, add gpkg layers to map (see “*Creating new object*” and “*Working with layers in project*” sections for more details).

Working with layers in project

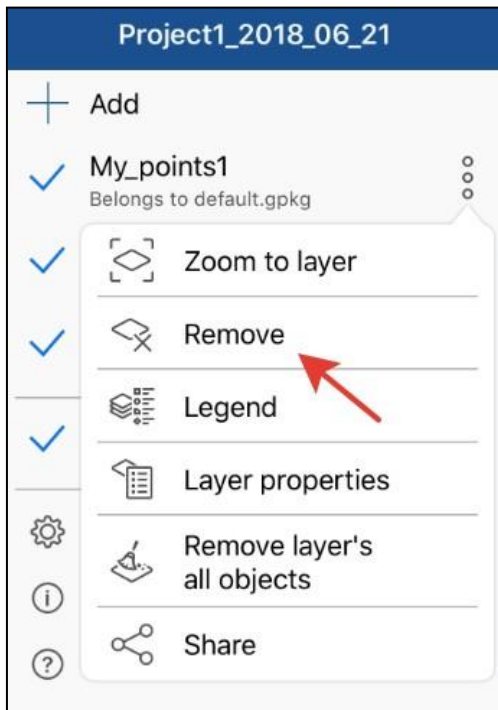
All layers added to project can be viewed in the map menu. You can change the layers order in the project. To do so, long tap the layer and drag it to the required position in the list of layers.

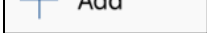


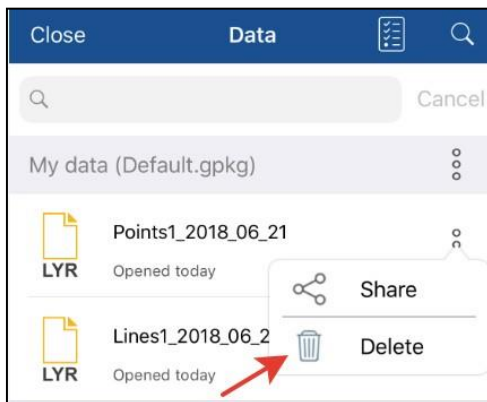
If the layer is the first one in the list, it will be displayed on top of all layers on your map, accordingly. To zoom to layer in the project, tap the three dots menu and select *Zoom to layer*.



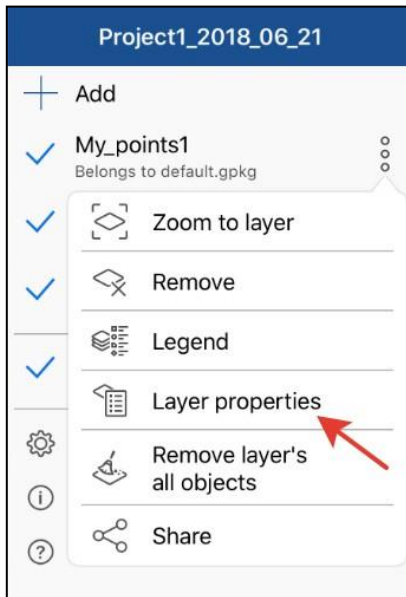
To delete layer from the current project, tap three dots menu and select *Remove*.



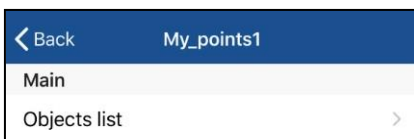
To delete layer from the device, go to library tapping  in the layer menu and select *Delete* tapping the three dots menu of the layer you want to delete.



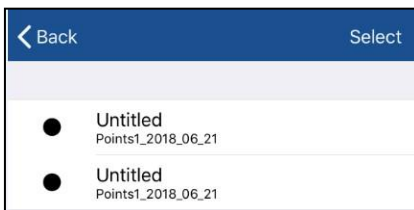
The layer will be deleted from the device. To view all features containing in the layer, press *Layer properties*.



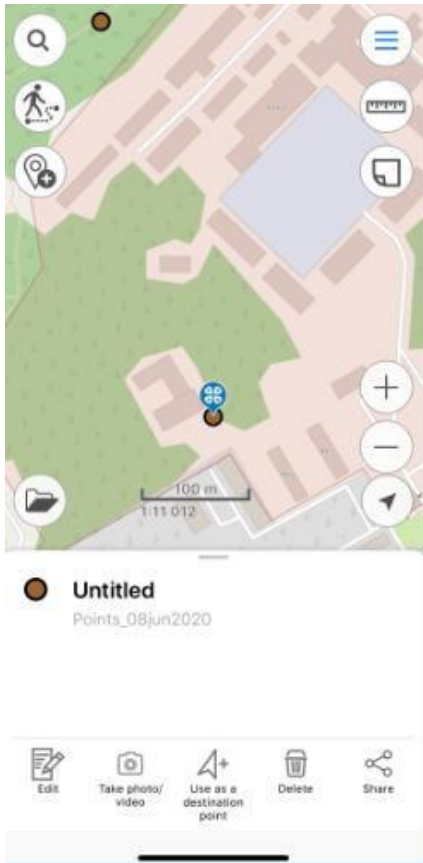
In the appeared window select *Features list*.



Another option to view all features in layer is to tap the layer in the map menu. All features containing in the layer will be shown in the list.

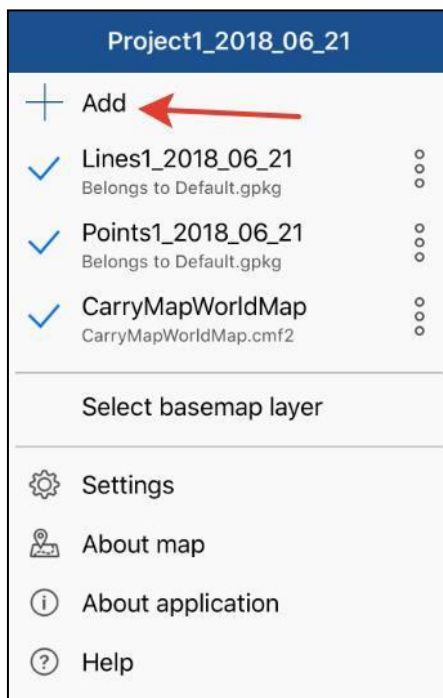



To view feature on the map, select it in the list and it will be highlighted on your map.



Adding layers to project

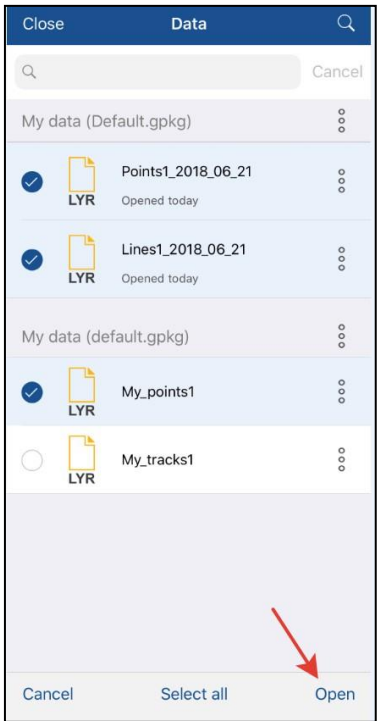
To add layer to current project, tap *Add* button in the map menu.



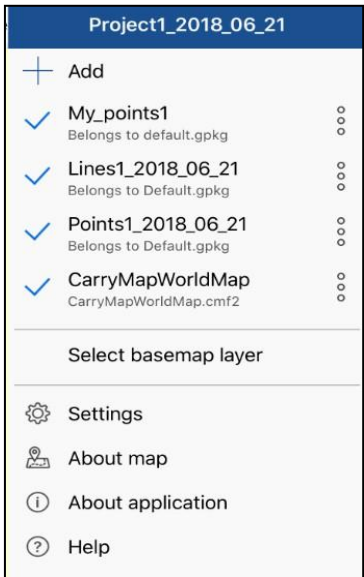
Select the required layer from library and it will be added to your current project. If you need to select multiple layers, tap *Select all*  .



Now tap *Open*.





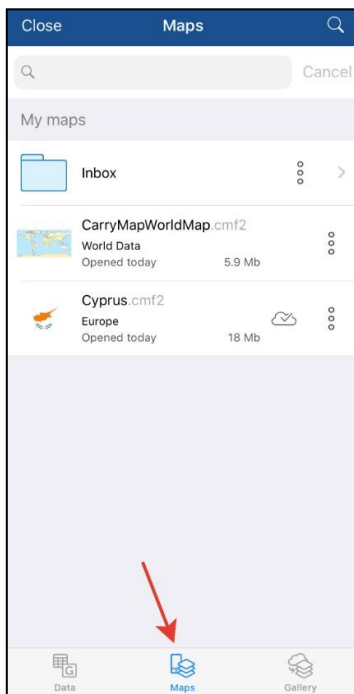
Selected layers will be added to the project.



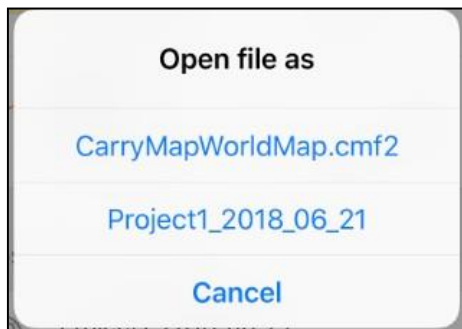
To turn off layer visibility, tap ✓ near the required layer name and the icon will change its color to grey ✓. Note that the layer will not be deleted from the project, it just will not be shown on the map. To turn the hidden layer on, tap the icon near its name again.

Adding map to project

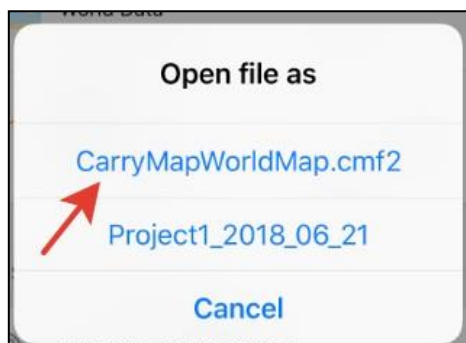
If you want to add map to project, tap  Add and go to  Maps tab showing all CMF and CMF2 maps stored on your device.



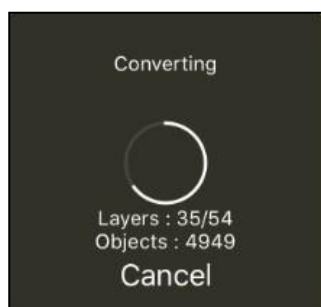
Select the map you want to add from the list. If the selected map is used in other projects, the appropriate message will appear.



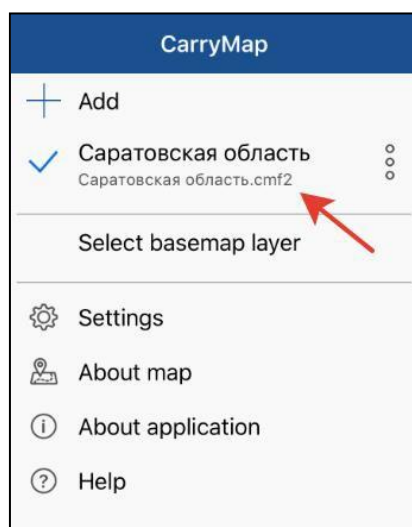
To open map as a project, select the project from the list. If you need to open the map only, select it from the list.



When you open map in CMF format, it is automatically converted to CMF2 format. The matter is that CarryMap 5.3 does not allow adding old CMF maps to projects, so the conversion is automatically done and the appropriate window appears.



If you want to add the map in CMF2 format, it will be added to the current project right after you select it.

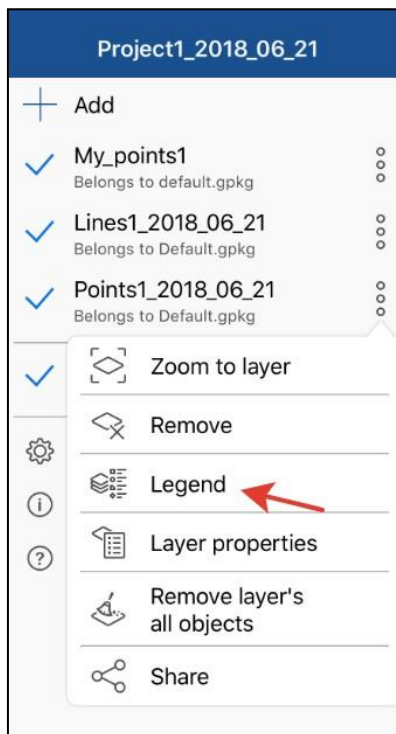


CMF map can also be used as the basemap (see *“Selecting basemap”* section for details).

Same as with adding to project, if you want to use old CMF map as the basemap, it will first be converted to CMF2 and after that will appear in the list of maps available for adding. Select the converted CMF2 map from this list and it will be added as basemap.

Changing settings for layer parameters (selecting symbology, setting labeling, adding fields)

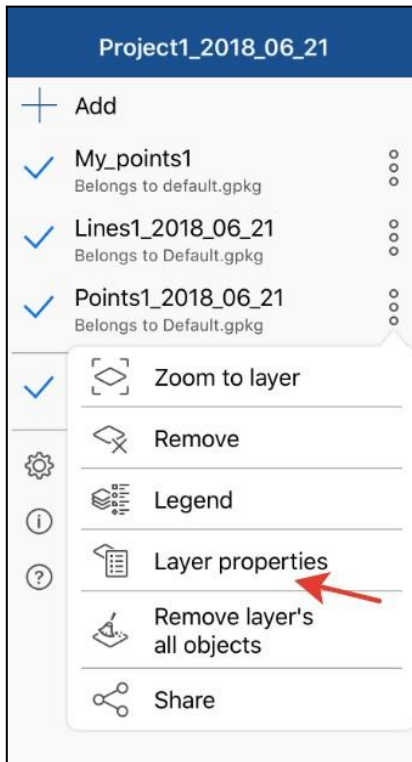
To view symbology used for layer, tap three dots, and select *Legend* in the menu.



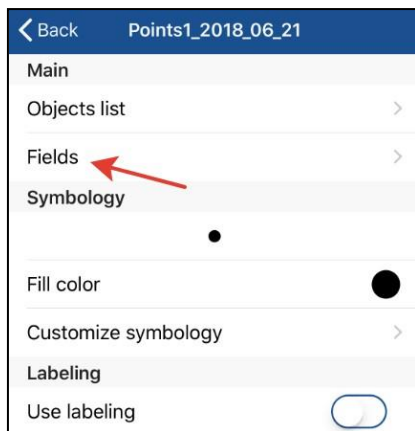
In the appeared window you can view all symbology used to display this layer. To turn the layer off, tap the *layer visibility button*. ✓



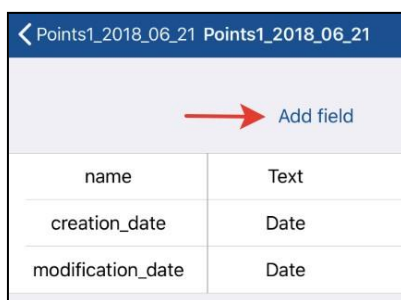
To add fields to the layer attributes, select *Layer properties* in the menu.



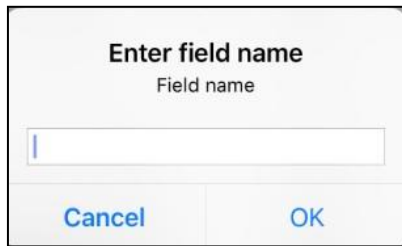
Now tap the *Fields* section.



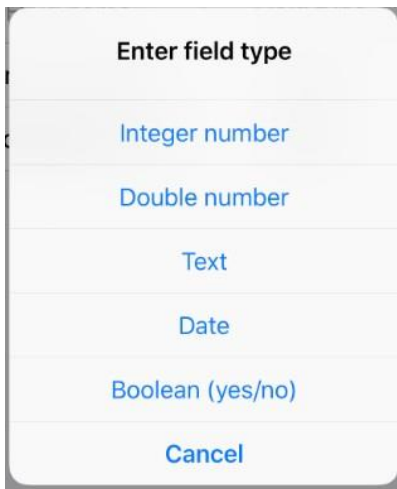
In the appeared window tap *Add field* button.




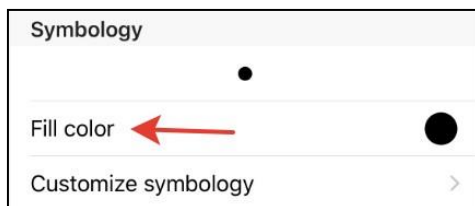
In the appeared window enter the name of the new field, then tap *OK*.



Now select the required field type from the list.



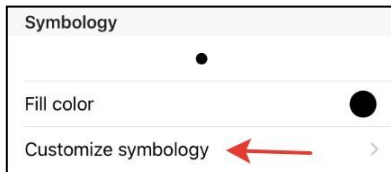
To delete created field, tap *Delete* . To save made changes, tap *Save* in the upper part of the window. To change the object fill color, select *Fill color* in the *Layer properties* menu.



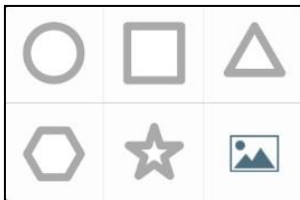
In the appeared list select the required color and all features will be changed accordingly.



To change properties of the layer symbology, select *Customize symbology*.

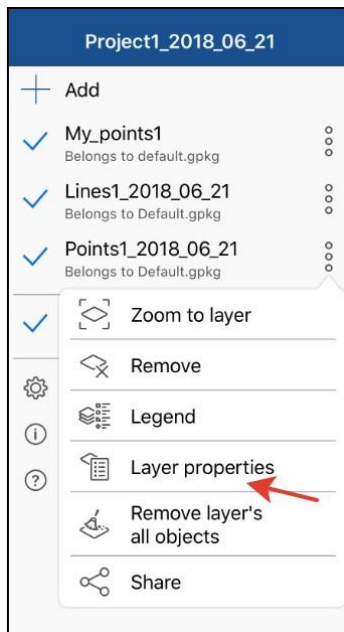


With the *Customize symbology* option you can change the symbol shape, size, show/hide its border and select border color, set transparency. To change symbol shape, tap *Shape* and select the required shape from the appeared list.



To select image as symbol, tap  and select the required image from the Gallery.

To show labels for features, select *Layer properties*, tapping three dots menu.



Pull the switch in the *Use labeling* section to display labels.



In *Label field* line select the field which attributes will be used to label all features.

Label field	name
-------------	------

To add the new field, see “*Setting layer symbology. Adding new fields.*” section above.

In the *Font size* line specify the font size pulling the shift to the required value.

Font size	
4	18


Select the labels color in the *Font color* line.

Font color	
------------	---

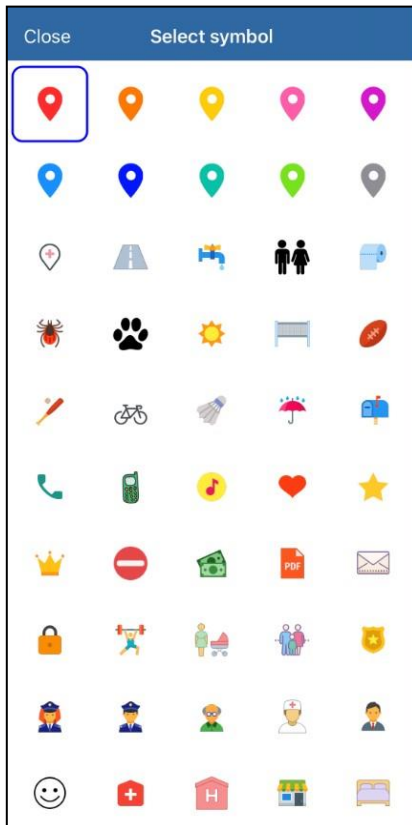
Setting symbology for default layers in the app

When creating point features in the default app layer called **My_points1**, you can specify different symbology for features in this layer.

To do so, create the new feature and tap the pushpin icon in the feature card.

Select layer for creating feature	
✓ My_points1	>
 Feature name	
Description	

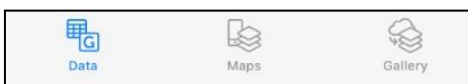
In the appeared list select the required symbol.



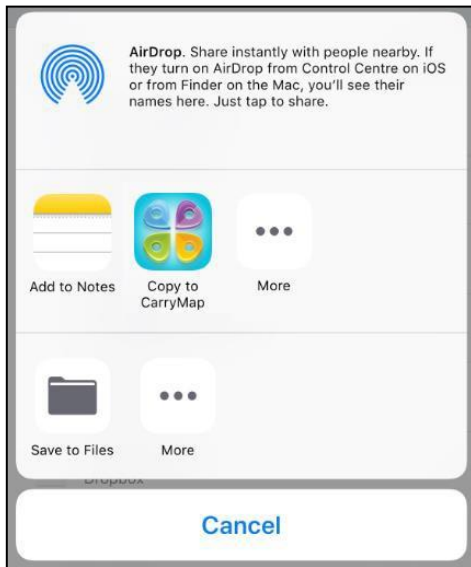
Tap **Save** . Changing symbology for the feature is also possible when editing mode is on.

Importing data

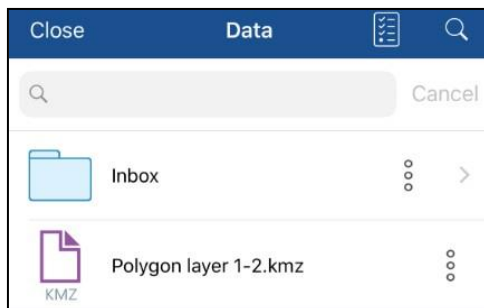
To add data to current project, tap **+ Add** in the map menu. All data that can be added to project are shown in the Library section consisting of Data, Maps, and Gallery tabs.



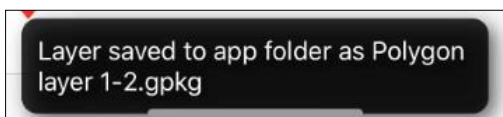
The *Data* tab contains data in GeoPackage, KML/KMZ, SHP and GPX formats. To add the existing KML/KMZ, SHP, GPX file to the project, select it and select CarryMap from the list of apps to open this file.



The file will be added to *Data* section.

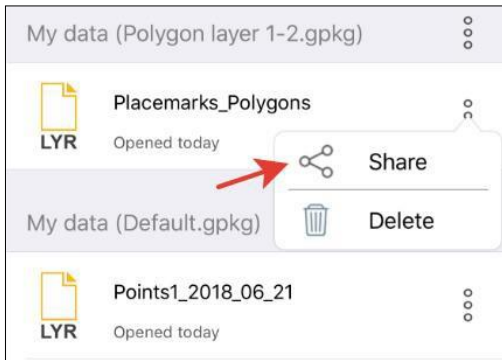


To add to the project KML/KMZ, SHP or GPX file, select it in the library and it will be automatically converted to GeoPackage format, and you will see the appropriate dialog in the result.

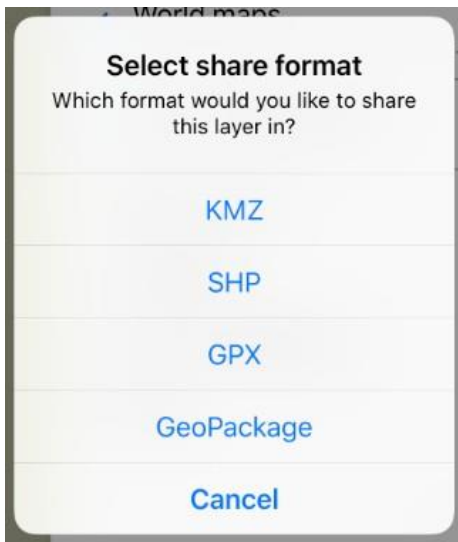


Exporting data

You can share files in GeoPackage, SHP, KML/KMZ, GPX formats or share KML/KMZ, SHP, GPX files stored on your device. To do so, open the layer menu in the *Data* section pressing three dots, and select *Share*.

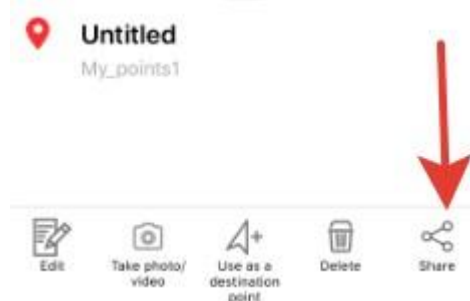


When sharing gpkg layer you can select the format: SHP, KMZ, GPKG, GPX.

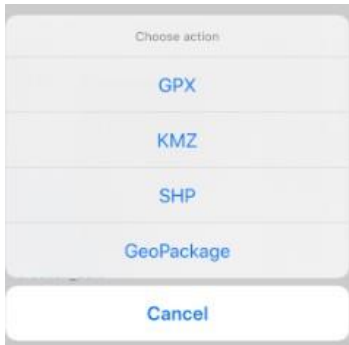


After selecting the format, select the method you want to use to share your file.

Besides, you can share the single feature, to do so, tap it on the map and in the appeared card press *Share*.




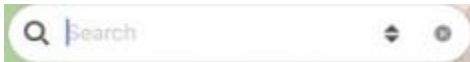
Select the data format in the appeared window.



After that, select how you would like to share the feature.

Searching features. Going to feature by coordinates.

To search for GPKG feature or CMF2 by attributes, open the search field pressing the search button  .



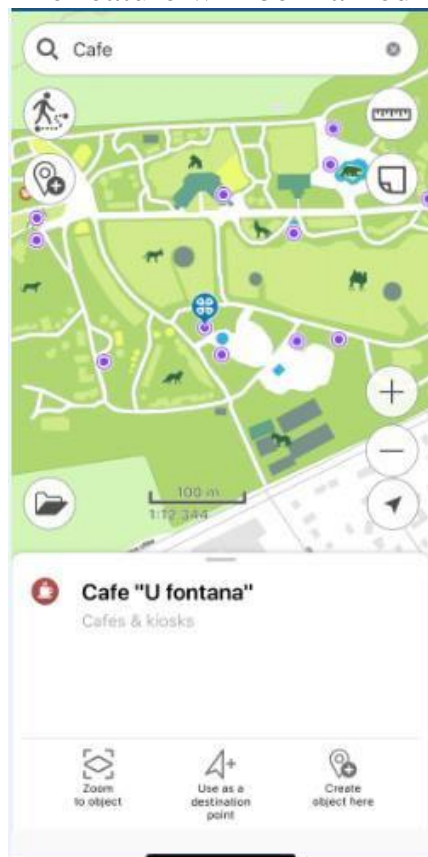
Enter the search text to the appeared field (for example, the point name, description, etc.) and press *Return* on the keyboard. The search results will be shown in the list.



To go to the found feature on the map, press its name in the search results list.



The feature will be marked on the map.

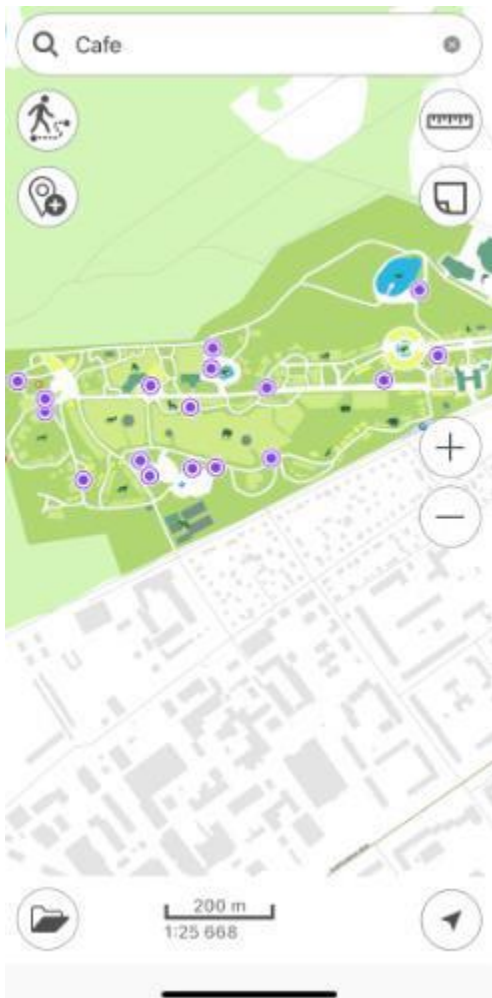


To perform an "exact search", before entering the search numeric or text value, put "!" and then enter the required number or text to search for.


To clear search request, press *Clear search*.



To view all found features, press the arrow and all found features will be marked on the map.



If no features were found during search, you would see the *Features not found* message.

To go to feature by coordinates, open the search field pressing the search button  .
The text search field will appear. To switch to the go to coordinates mode, press *Switch* button.




To open the go to DMS coordinates window, press *Switch* button one time.



To open the go to DD coordinates window, press *Switch* button two times.

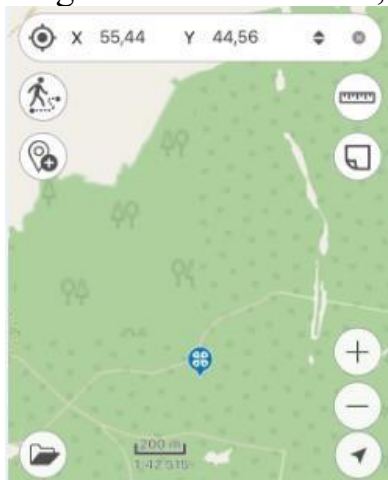



When entering DMS coordinates, to put ° (degree), ' (minute), or " (second) sign, press space after the number and the sign will automatically appear in the go to coordinates line. After entering the longitude and latitude values you need to enter their name: north, south and west, east.

Then press *Return* on the keyboard. The found point will be marked with  icon on your map. The coordinates that you searched for will be shown in the card.



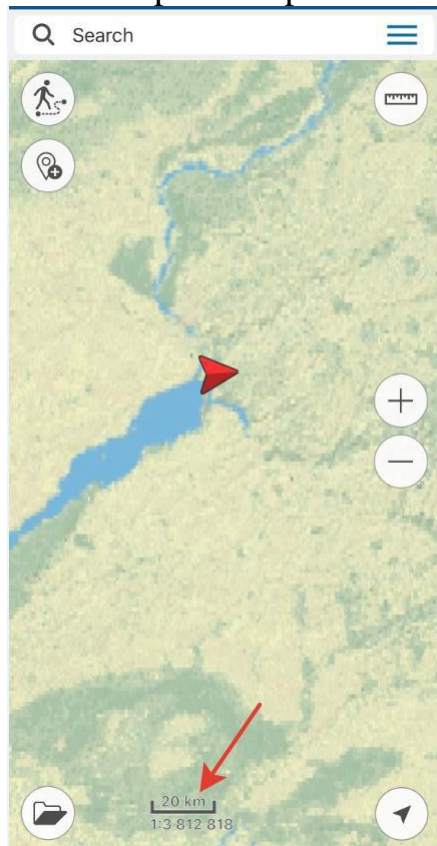
To go to DD coordinates, first enter X, then Y coordinate, and press *Return*.



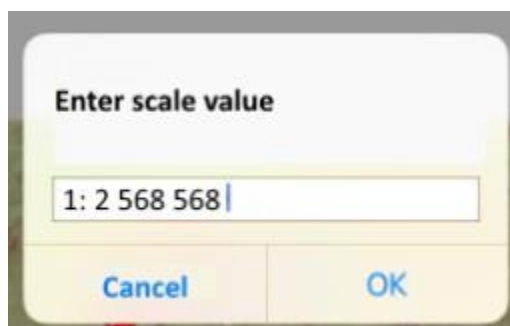
The found point will be marked with  icon on your map. The coordinates that you searched for will be shown in the card.

Selecting map scale

To set map scale open the map window and click on the scale bar.

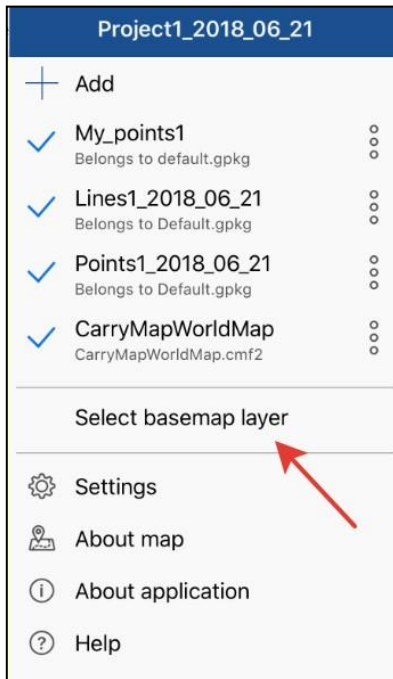


In the window that opens, enter the scale and click OK, the map will be drawn at the specified scale.



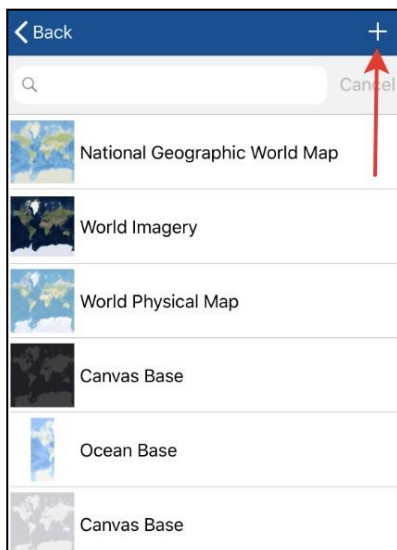
Selecting basemap

To select basemap for your map, tap *Select basemap layer* in the menu.

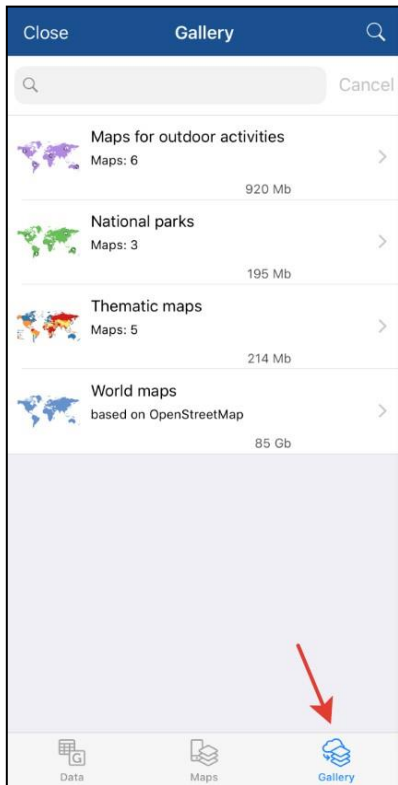


You can select basemap from ArcGIS Online maps or WMS online services or use any CMF/CMF2 map (specific format for mobile maps created using extension for ArcGIS Desktop called CarryMap Builder).

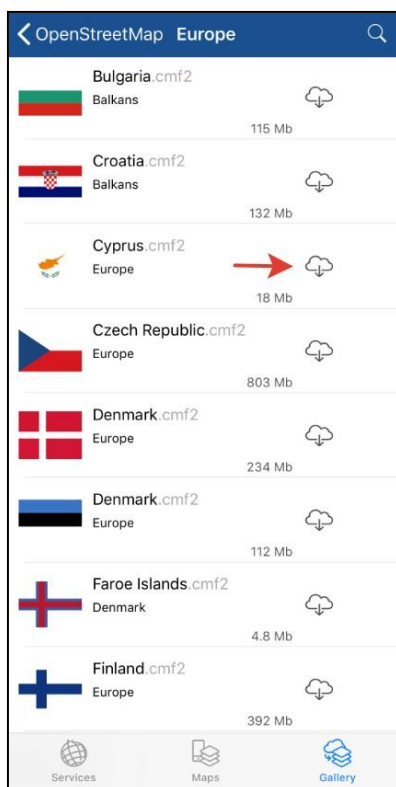
You can also select base map from OpenStreetMap or use any thematic map converted to CMF/CMF2 format from the app Gallery. To do so, tap *Select basemap layer* in the map menu and then tap *Add*.



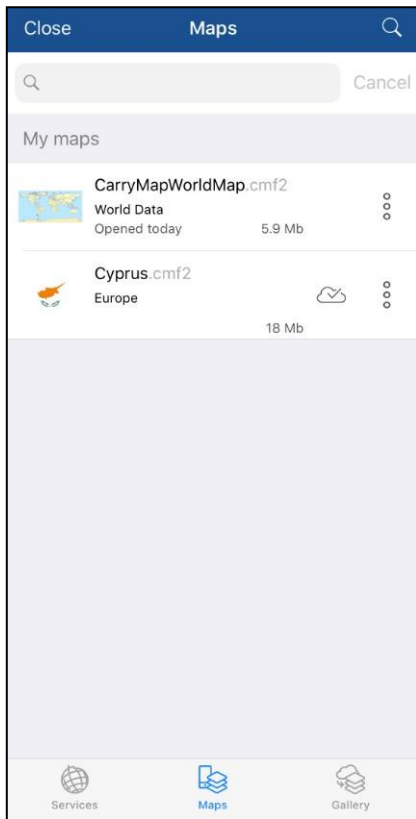
Go to *Gallery* tab.



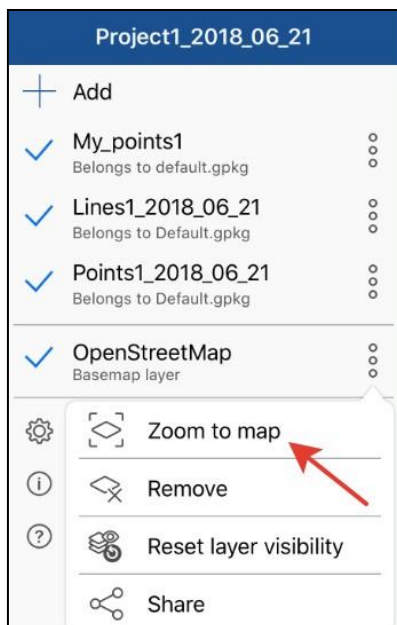
Select the needed map from the Gallery and tap *Download*.



The downloaded map will be added to *Maps* tab.



Select this map to add it as basemap to your project. To zoom to basemap, select three dots menu and tap *Zoom to map*.

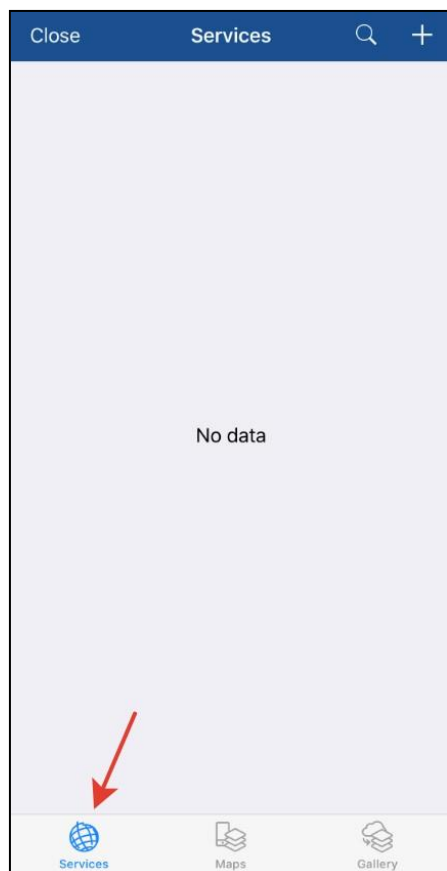


To select another basemap, tap *Select basemap layer* again.

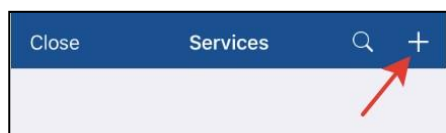
To select basemap from ArcGIS Online service, select *Add* and go to *Services* tab.

Adding online services

To select the basemap from the maps available in ArcGIS online service or WMS, tap *Add basemap* and then tap *Services*.



If you already have connected services, they will be shown in the list in the *Services* tab. If you need to add another service, tap *Add*.



Select the required service type, enter its name and link to this service.



Close Done

Choose map service type

ArcGIS Service ✓

Web map service

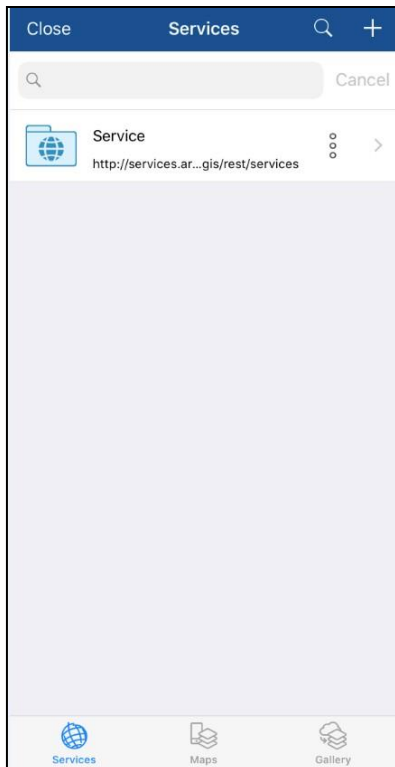
Service name

Service

Type URL of the service or online catalog

http://services.arcgisonline.com/

Fill in all the required fields and tap *Done*. The added service will be shown in the *Services* tab.



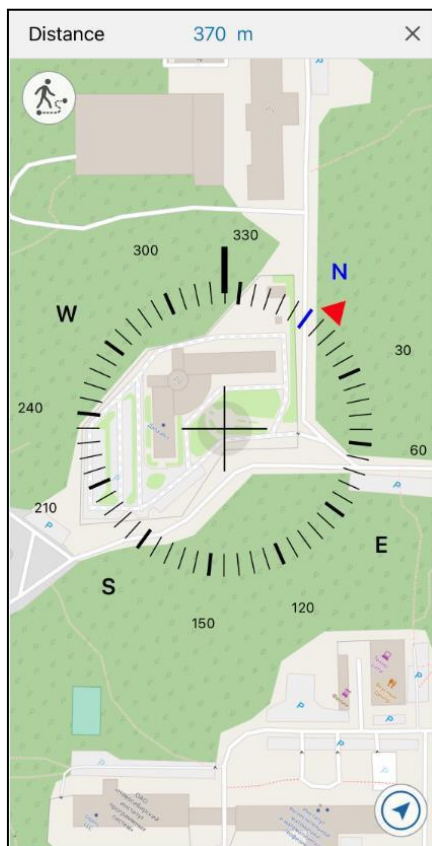
Select the required map from the service and it will be added as basemap to your project.

Specifying destination

The *Use as a destination point* option allows selecting the feature or place on the map as a destination you want to reach. To specify the place as your destination, tap the required place on the map, open three dots menu and select *Use as a destination point*.

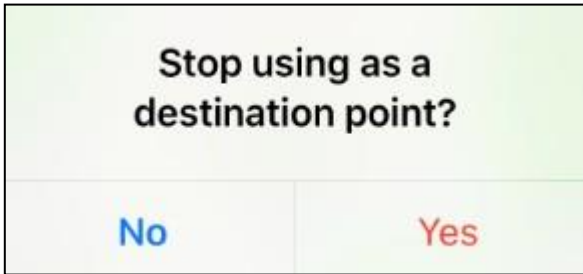


When the *Use as a destination* option is enabled, the arrow showing direction to specified target and distance to this target appear on the screen.



The target feature will be marked with the flag symbol 🚩.



To disable use of the *Use as a destination* option, tap the cross icon in the upper part of the screen and then tap *Yes* in the appeared dialog.




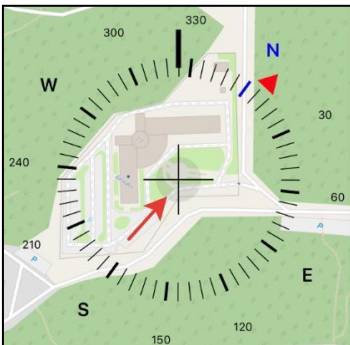
The *Use as a destination* option will be disabled.

When the *Use as a destination* option is enabled, the distance to specified target feature appears in the upper part of the screen.

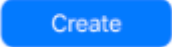


Your current location will be marked with the cross button  and direction to the target will be marked with the red arrow .

During use of the *Use as a destination* option you can create a point feature in your current location point. To do so, tap the cross button .

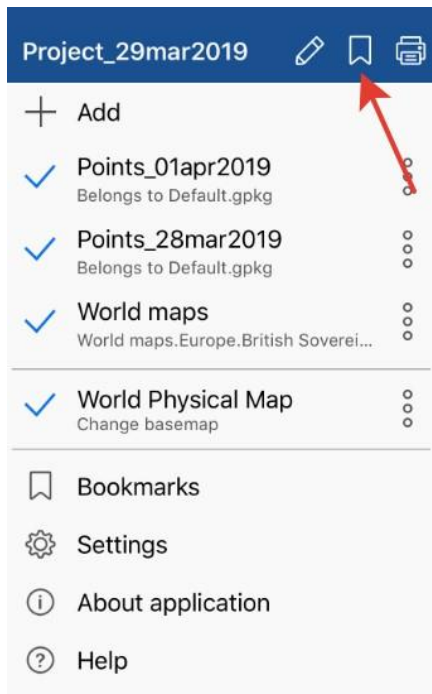


In the appeared window select the layer where to the point feature will be added.

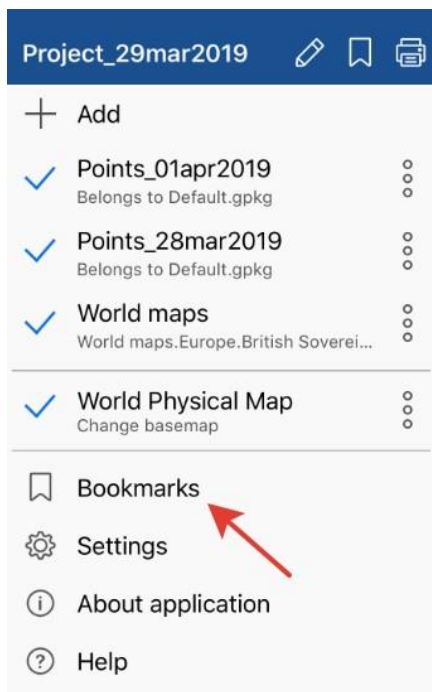
To confirm your selection, press .

Creating bookmarks

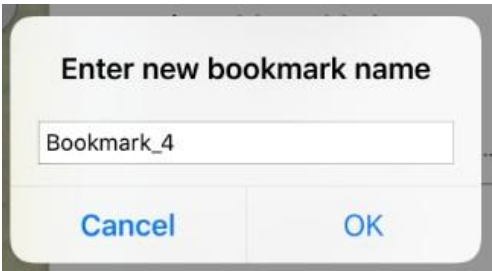
Bookmarks are provided for storing the needed map extents and data. To create the bookmark, set the required map area boundary, go to the project menu and tap *Create bookmark*.



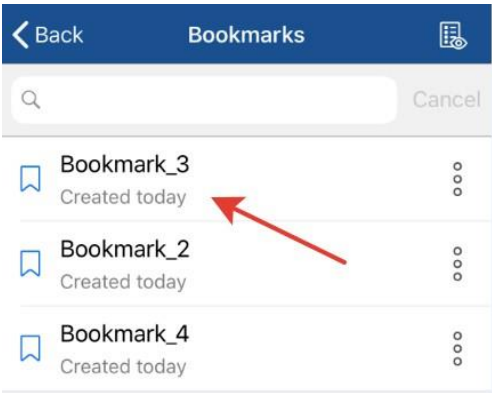
Enter the bookmark name or leave the default name. To save the bookmark, tap *OK*. To view the created bookmark, go to *Bookmarks* section in the project menu.



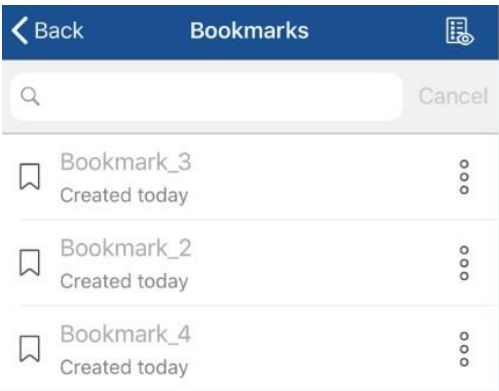
To delete the bookmark, tap three dots and select *Delete*. To rename already created bookmark, tap *Rename*, enter the new name and tap *OK*.




To go to the bookmark on map, select it from the list and it will be shown on the screen.




If previously created bookmark does not fall into the current map extent, it will be grayed out in the list and you will not be able to view it.

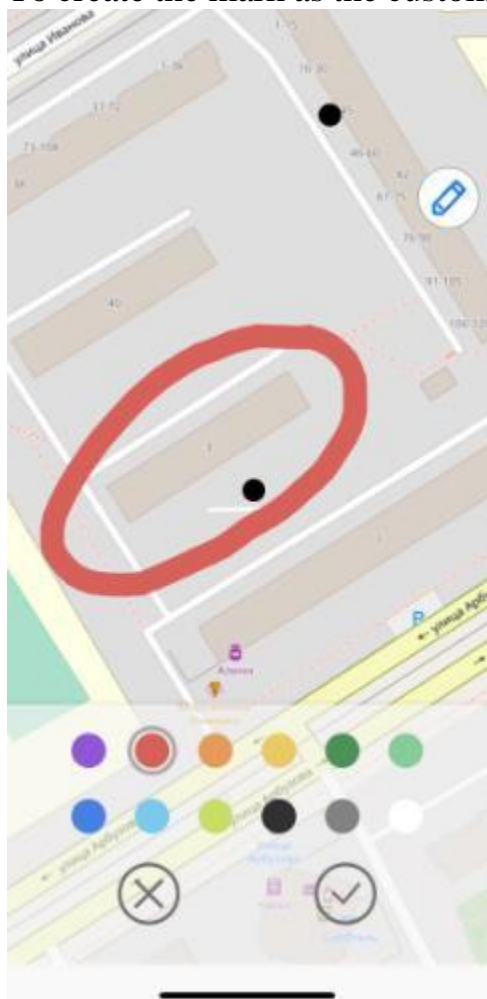


To view all active bookmarks of the current map, tap .

Creating marks


To create the graphic mark on your map as a text, custom shape or arrow, press *Create mark* button  and select the note type.


To create the mark as the custom shape, press  button. Draw the required shape on the map.



To change the note color, select the required color from the provided list.

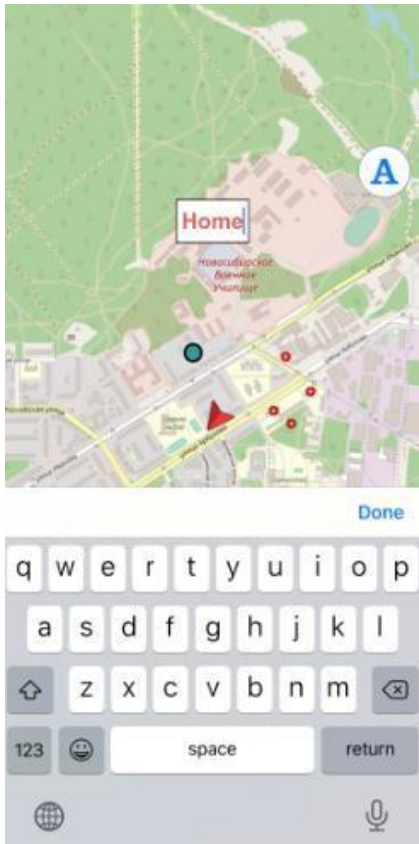


To save the mark, press *Save* .

To cancel creating the mark, press *Cancel* .

To create the text mark on the map, press **A**.

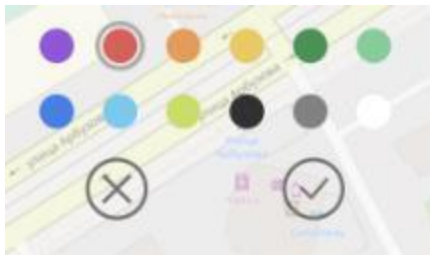
In the appeared field enter the note text and press *Done* on the keyboard.




To change location of the text mark, long tap the note and drag it to the new place on the map.




To change the text mark color, select the required color from the provided list.



To save the text mark, press *Save* .

To cancel creating the text mark, press *Cancel* .

To create the mark as the arrow, press .

Now draw the arrow on the map, specifying the start and end point of the arrow.



To change location of the arrow, specify the start and the end point of the arrow again, and the previously created arrow will be deleted.

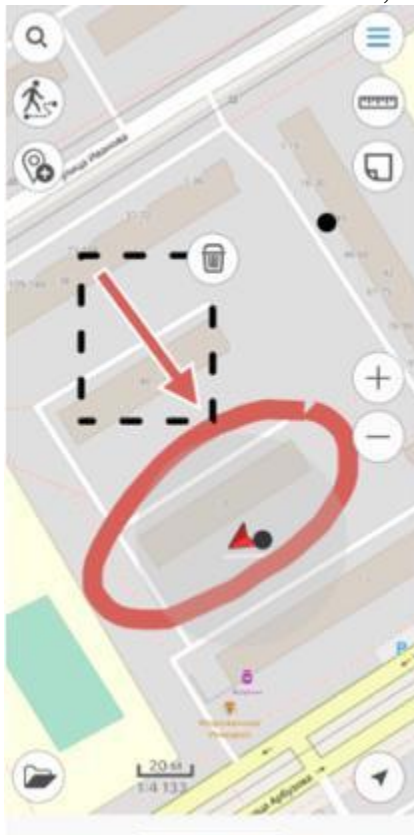
To change color of the arrow mark, select the required color from the provided list.





To save the arrow mark, press *Save* .

To cancel creating the arrow mark, press *Cancel* .

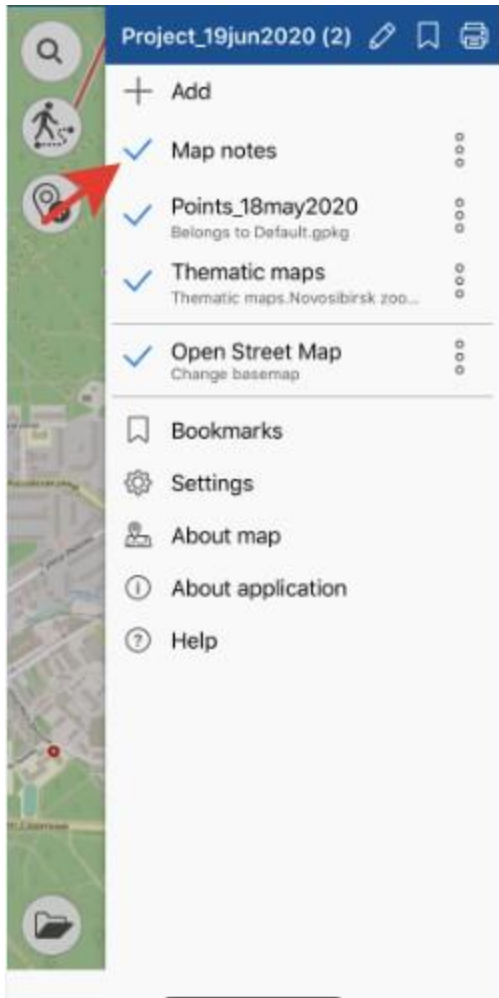
To delete the arrow mark, long tap it on the map.



Then press  and your arrow will be deleted.

To turn off the layer with marks, go to the main menu pressing , and press the check sign  **Map notes**.

To view all created marks, select *Map notes* layer.



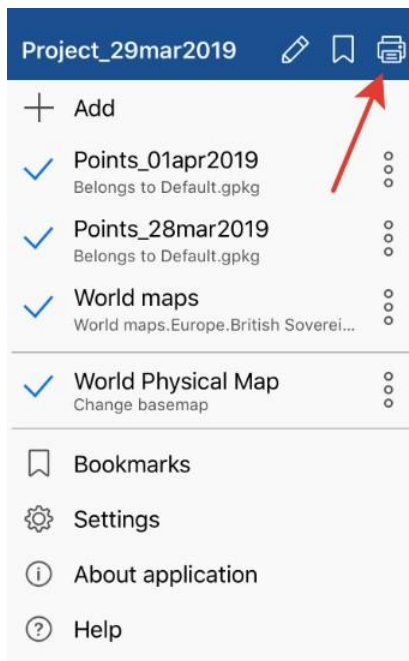
The list with all marks will appear.



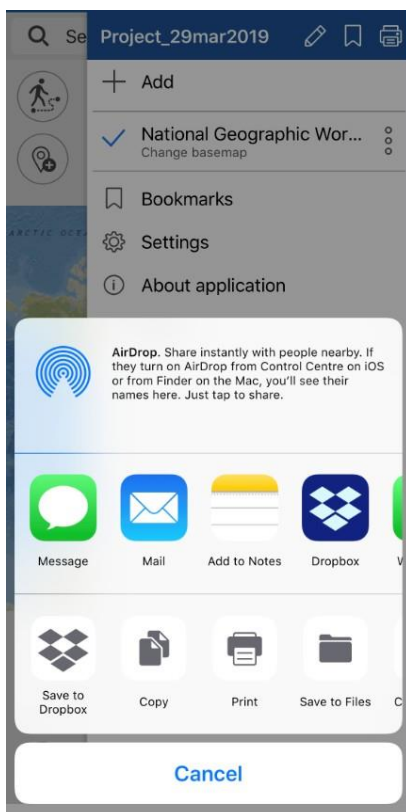
To go to any mark on the map, select it from the list and it will be opened on the map.

Saving map extent

To save the map extent for printing or to save it to PDF document, set the required map area boundary and tap *Save to PDF*.



In the appeared dialog select the required option. To print the created PDF file, tap *Print*.

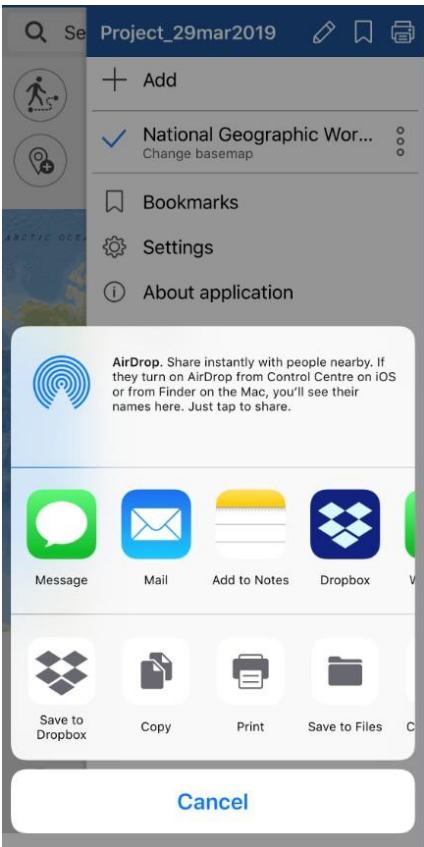


In the appeared window select the printing device or specify the required printing settings to print your map.



The map will be printed after you select the printing device.

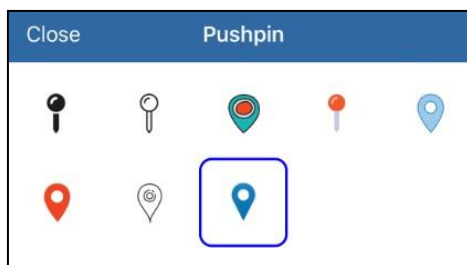
To send PDF file, select any of the available sharing options.



Application settings



The *Settings* tab provides the following options to specify the app settings:

- Change measurement units;
- Hide or show buttons to change map scale (– +);
- Turn on/off device screen lock during app work;
- Specify maximum cache size for the app. To set the size, tap *Set max size of cache* and select the required size value.
- Clear cache and select cache size for the app data. To clear cache, tap *Clear cache*.
- Select symbol for pushpins, my location and destination. To do so, open the appropriate section (Pushpin, My Location) and select the required symbol from the appeared list.





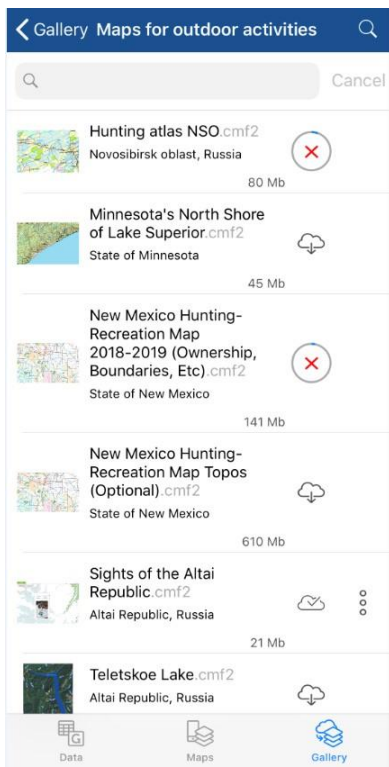
- In the *Coordinate system* section, you can select UTM zone, if WGS-84 coordinate system is used in the current project.
- Enable/disable display of buffer showing accuracy of the current location definition.



Working with Gallery

The *Gallery* tab contains maps in CMF2 format. All maps are divided in three groups – Maps for outdoor activities, Thematic maps and World maps. To go to *Gallery*, tap  in the map menu or tap  and select *Gallery* tab in the appeared window.



To download a map from *Gallery*, select it from the list and tap *Download* . The download process will start. To cancel the process, tap *Cancel* .



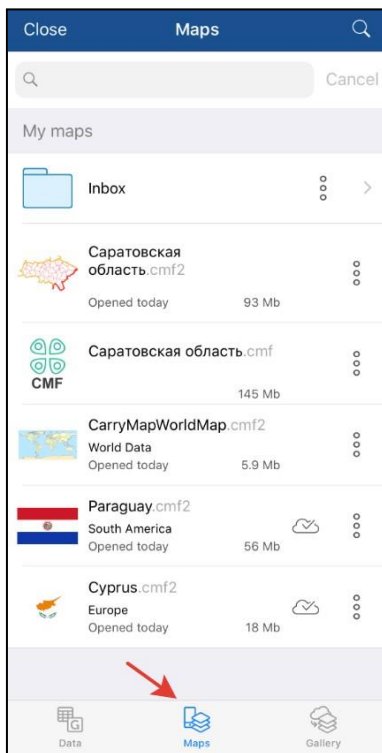
After downloading the map to your device, the download icon will change to  and you will see a message stating that the map has been downloaded to your device. If the map has available updates, you will see the icon  near this map name. Tap this icon to download the updated version of the map.

To delete map from device, tap the three dots menu and select *Delete*. You can download it again from *Gallery*, if needed.


To share map, tap the three dots menu and select *Share*. Note that you can share maps downloaded to your device only.





All downloaded maps can be viewed in *Maps* tab.



Finding current location

To define your current location on the map, tap *My location* .



When the *My location* option is enabled, the button changes . To disable the option, tap any place on the map. If you tap the location button again, the map will go to the tracking mode and the button will look as . Being in the tracking mode, the map will rotate according to your current location. To disable tracking mode, tap any place on the map.

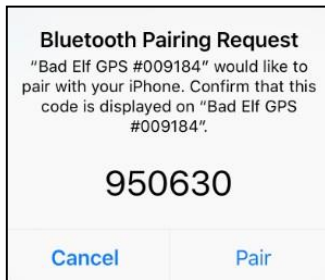
Using external GPS receivers

Starting from version 5.3, CarryMap app supports external GPS receivers from Bad Elf. Using these GPS receivers allows to specify coordinates of your current location more accurately.

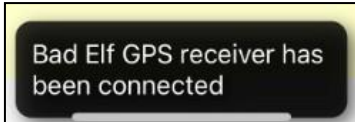
Note that making all settings for Bad Elf GPS option is done outside CarryMap app. To connect Bad Elf receiver, enable Bluetooth on your device and all available receivers will be shown in the appeared list.



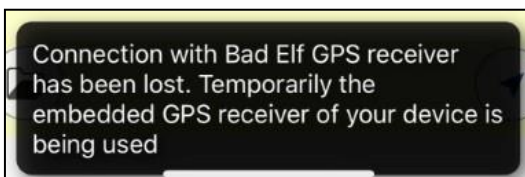
Select the external device and pair it with your mobile device. To do so, select *Pair* on your device and on Bad Elf receiver.



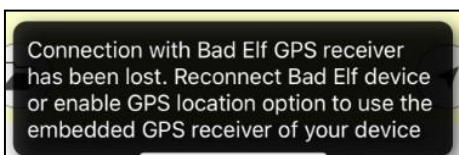
Bad Elf GPS receiver will be connected and you will see the appropriate message.



If by some reason Bad Elf receiver works inappropriately, CarryMap app will automatically use the embedded GPS receiver of your mobile device (if geolocation option is enabled), and the following message will appear.



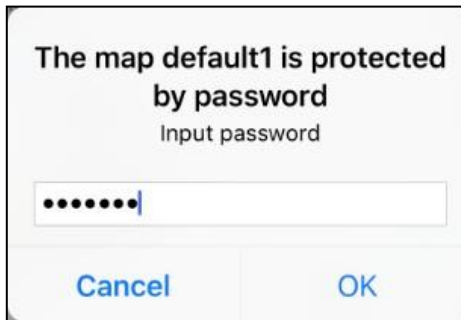
If geolocation option of your device is disabled and connection with Bad Elf receiver is lost, you will see the following message.




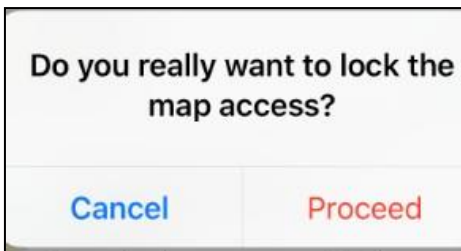
To find your current location and to record tracks, enable geolocation option on your device or check connection with Bad Elf receiver.

Working with protected maps


The maps protected with password are marked with the lock icon. To open the password protected map, tap its name, enter password in the appeared window and tap *OK*.



The map will be opened in the project. Now access to this map is allowed, to lock it again, go to *Maps* tab, press  in the appeared window, and then *Proceed*.



Access to your map is locked and you will need to enter password again to continue working.

If the validity time of the map has expired, the map icon looks as  and the appropriate message appears.

The map has expired