



McGuider POI Converter 1.1

User Guide

POI Converter: User Guide

Overview

POI Converter ( POI Converter.exe) is tool used for file conversion between TXT file format and UPI file format (onwards and backwards). UPI file format is McGuider's **Points of Interest** format used within all major McGuider applications.

This document will provide information on the inside structure and formatting of UPI files, what formatting should be used in source TXT files (necessary for conversion) and how to use POI Converter options. In the end of this document, small guide on how to create own UPI files directly from McGuider navigation software can be found.

What do you need

The Poi Converter is an ordinary Windows application suitable for all 32-bit Microsoft Operating Systems.

To create an UPI file, you will need a correctly formatted TXT file and a proper bitmap icon as it is used within McGuider software. Other way round, when creating TXT file from McGuider's UPI file, UPI file generated by McGuider software is necessary (usually can be found within country map folders within application).

File description

Text file

Every line defines single record. The line contains three values: **longitude, latitude, POI name and POI detail**. All values are separated by tabulator ('TAB'). The coordinates are in degrees and can be in different formats:

53	- integers
53.5	- short decimals divided by a dot
53.5000000	- long decimals divided by a dot
53,50000000	- short and long decimals divided by a comma
53'30"00	- grades divided by grade apostrophe level
53'30	- short grades divided by a single apostrophe
53:30:0	- grades divided by a colon within grade levels

Blank lines and commentaries (lines that begin with ';' semi-colon) are ignored. Text files can be ASCII or Unicode. Correct source Unicode text file would look like this:

```

; unicode
; Created from User Poi file C:\Program
Files\McGuider\Maps\cze\favorites.upi
; longitude    latitude    name
16.577620    49.167210    BRNO    Informace 00420541216416

; number of written points 1
; Bitmap name in 'Icons' directory is _b.fromfavorites.bmp

```

Semicolon lines may be excluded as they are the commentaries.

NOTE: Filename is always used as name of POI category and single file can contain only POIs from single country (coordinates should not geographically reach out of country borders).

Icon file - BITMAP

The icon file must be a bitmap file with 8bit or 32bit color depth. Recommended size of icon is approx. 27 x 27 pixels. The 32bit version of icons brings advantage of full image transparency.

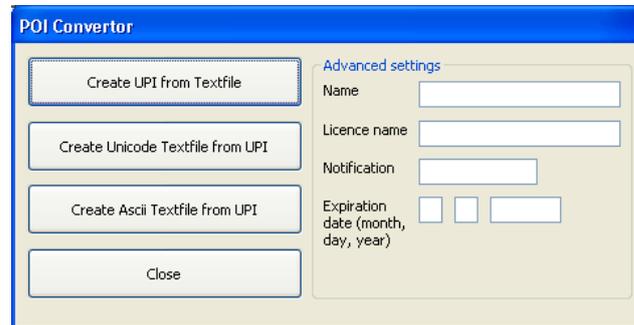


8bit version of icon

POI convertor interface

After you run the  POI convertor.exe, you have 4 possibilities on the left:

- **Create UPI from Text file;**
- **Create Unicode Text file From UPI or**
- **Create ASCII Text file from UPI.**
- Close POI Converter



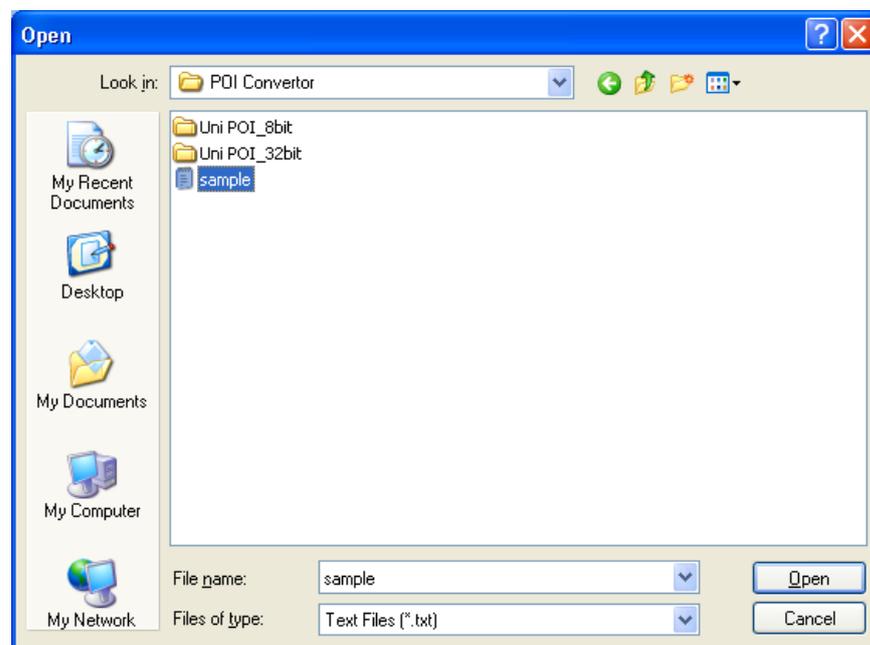
Advanced settings are used for licensing purposes:

- **Name field** is the name of POI category (usually the same as UPI filename),
- **License Name field** is name of POI category to match with license file.
- **Notification field** can be used the same way as Warn when near POI – Set distance (see application manual) to set the threshold when passing by near POI on the map or on the road.
- **Expiration date field** is used when custom POI category is needed.

Advanced settings can be ignored as it is not mandatory to have these fields filled.

Creating UPI

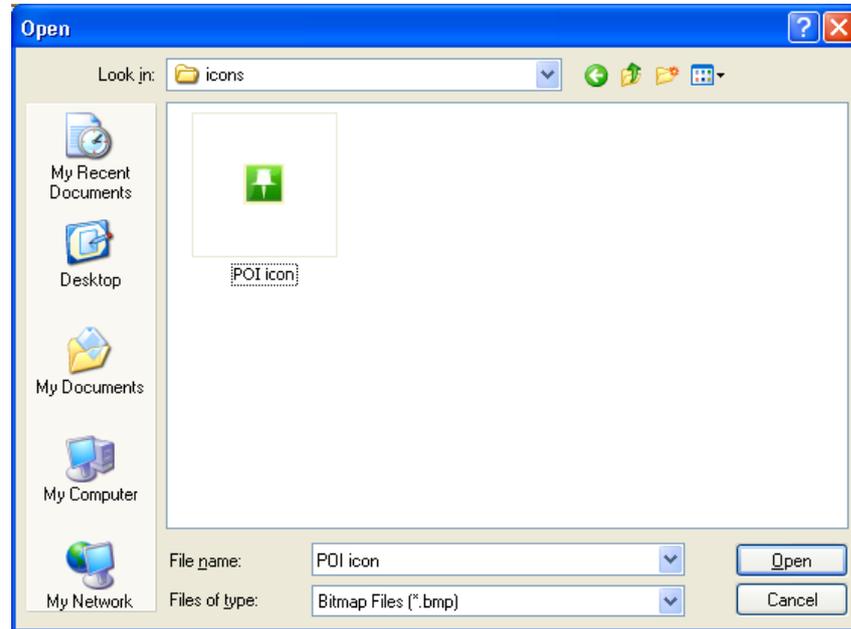
When **Creating UPI from Text file**, you will be asked to locate your source of POIs and confirm by Open.



WARNING: It is recommended to convert .csv (coma separated values) files using any table processor into Unicode Text files with TAB as separator.

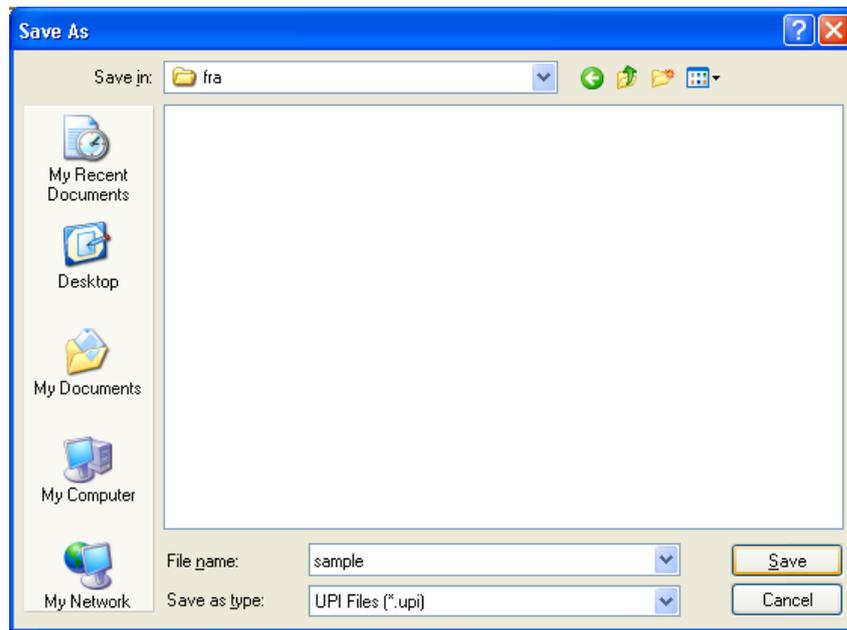


In the next step you will be asked to choose **icon** for your POI category.



NOTE: Make sure you have your icon in *Icons* folder within McGuider's software. If icon is not present it will not be shown next time application is started. The best way is to place your 8bit or 32bit icon into McGuider's application Icons folder before you create new UPI.

And finally dialog to locate and **Save** your new UPI file will show up. It is recommended to save the file straight into *\Maps\country* folder.

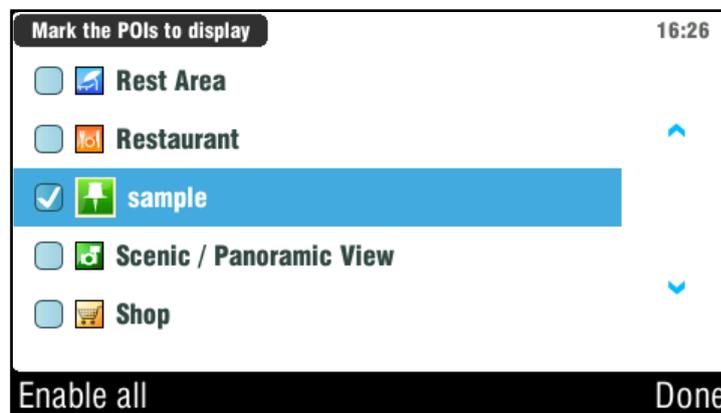


As soon as this is done a message appears to confirm that UPI file has been created and stored.



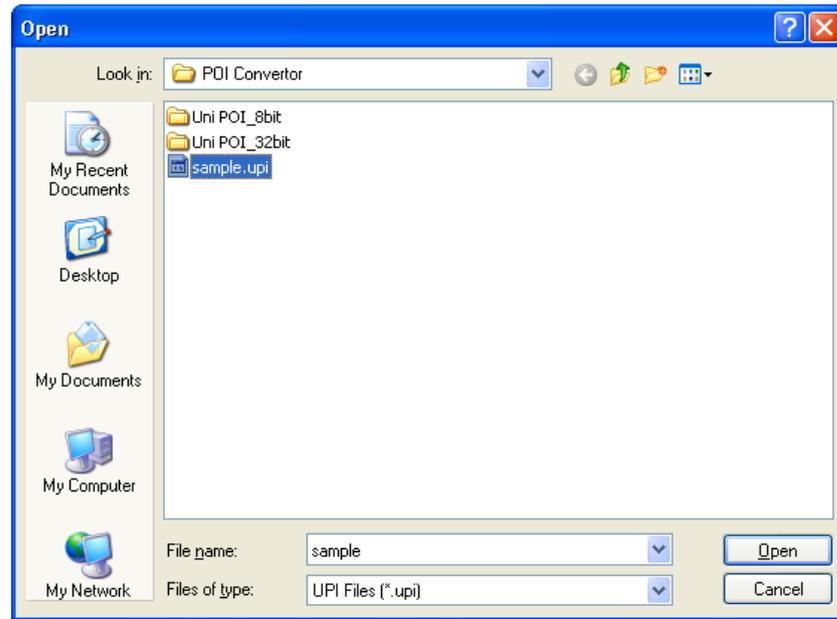
Now all POI data will be loaded together with the icon assigned during next run of McGuider navigation software.

You can show POI category from the list within navigation **Main Menu > Manage POIs > Show/Hide POIs** button.



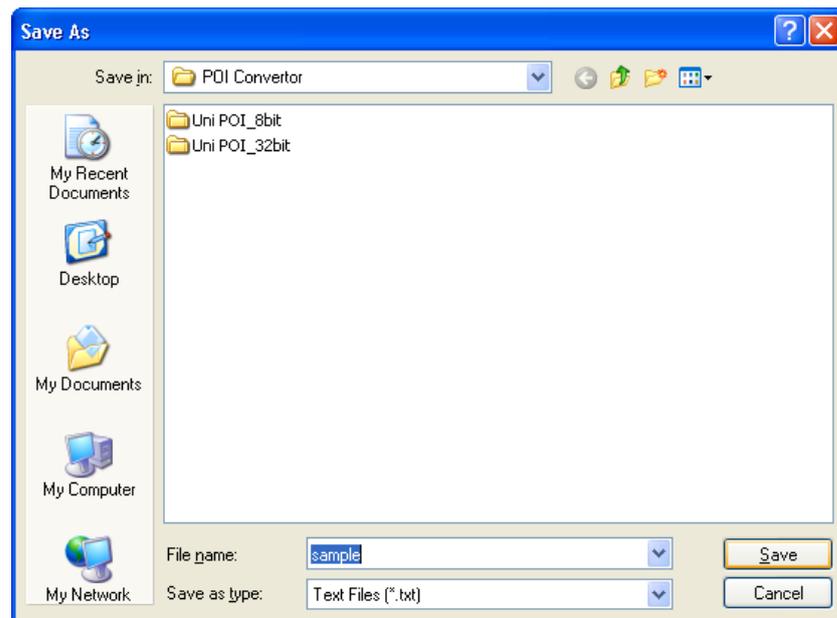
Creating ASCII or Unicode Text file

When **Creating ASCII or Unicode Text file** from McGuiider's UPI file you need to locate and point on source UPI file.



It is usually to be found within country map folder. UPI file can be simply created when using Add as POI to Favourites Category in application (see article bellow *Creating UPI files directly from McGuiider navigation*).

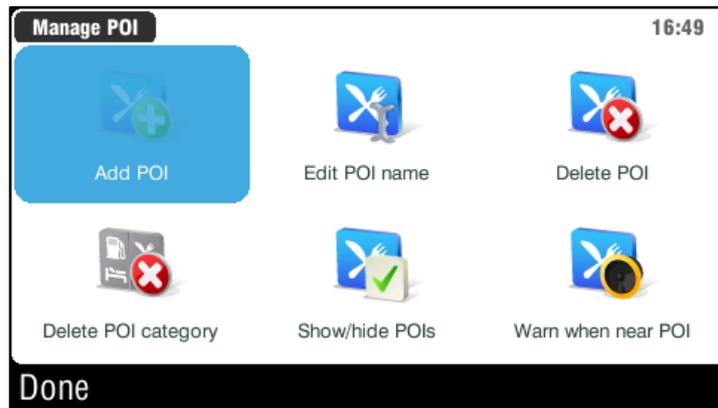
The next step is to **Save** destination Text file in your desired folder.



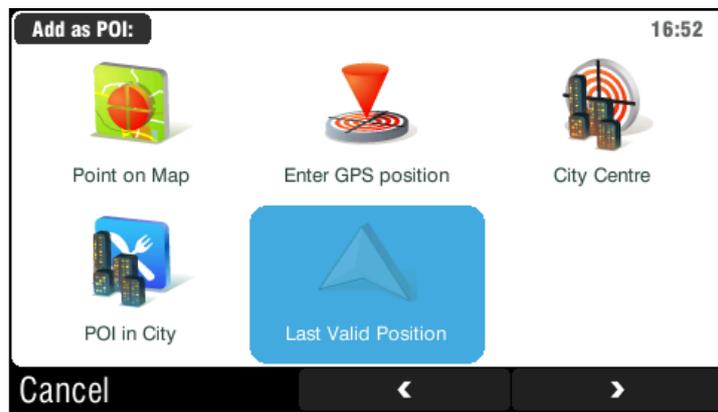
And your text file is created and ready.

Creating UPI files directly from McGuiDer navigation

Usually, when there are no custom POIs defined within your navigation, you can **create** them using **Add POI** option within **Manage POIs** menu.



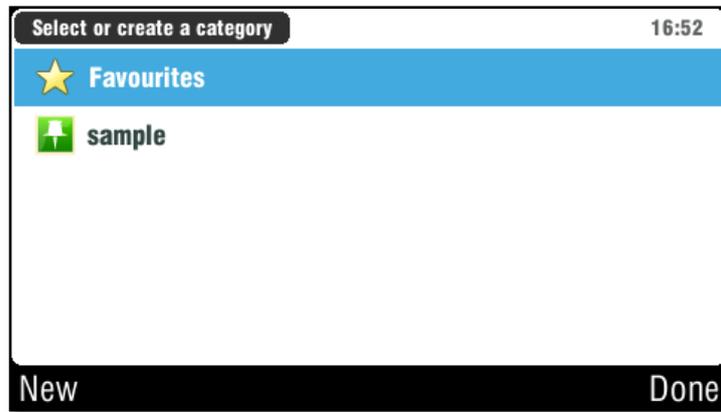
Choose your way of creating based on your need or simply create them using **Last Valid Position**



On the next screen you can **Add POI category**

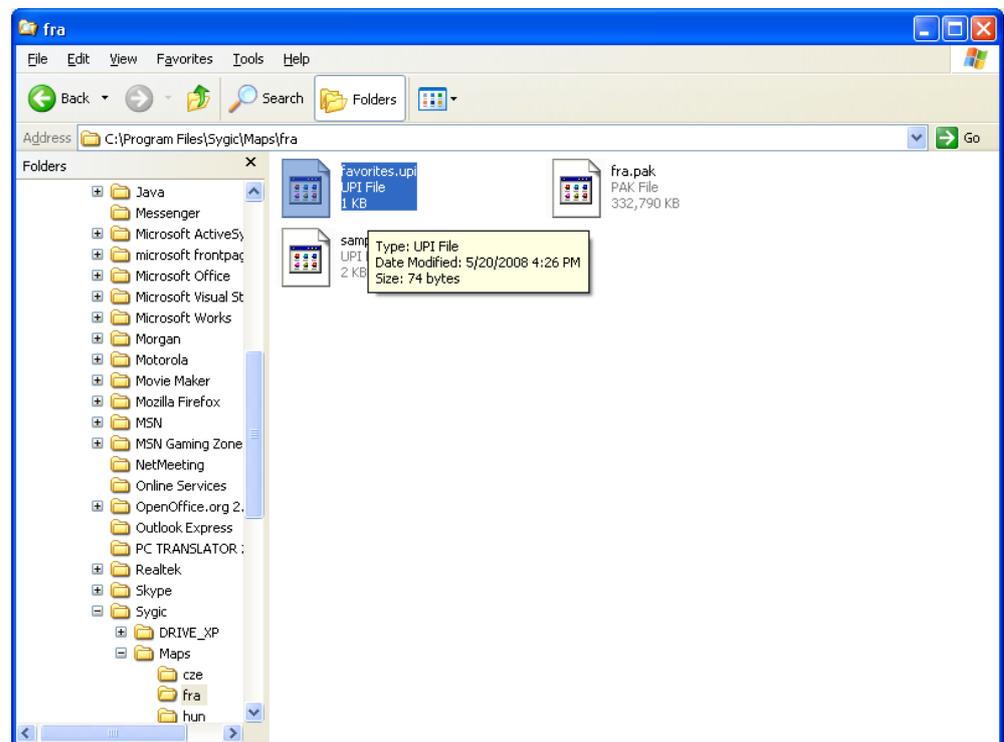


Or use one that is already there called Favourites.



Initially there will be Favourites POI category at least.

When the first POI is added to the category, category file UPI is created inside country's map folder that actual POI belongs to. If it is POI on map of France - somewhere in the middle of Paris - category file 'name of category'. UPI is created (e.g. *favorites.upi*) inside \fra folder). See image below.



Other POI files will be created as soon as there is a new custom category added.

NOTE: Each POI category is stored in separate UPI file. Each UPI file is placed into