

Maps 1900: Tips and Updates – Version 1

Ray Wilson 31 October 2022 Version 1 (DRAFT) ray.wilson@coaley.net

This contains material that may be helpful to users but is not currently in the project Documentation.

Contents

1. Maps 1900 and iOS Devices
2. Using MOBAC

1.1 Maps 1900 and iOS Devices

Unfortunately the free app previously recommended for both Android and iOS devices was withdrawn in mid 2022 and it appears that iOS users may require a paid app to display offline custom maps using MBTiles format. It should be noted that MOBAC can create custom maps in many different formats so iOS users looking for an app (free or paid for) are not restricted to just the MBTiles format.

Any suitable app/map format combinations that may be recommended by iOS users will be included here.

2.1. Suggested Zoom Levels to Specify when Creating Maps with MOBAC

Experience has shown that good results are obtained by specifying zoom levels 15 – 18 when creating custom maps for mobile devices. However, this should not discourage users from experimenting to find what suits them and their device best.

2,2. Suggested Zoom Level to Use when Selecting the Area Covered when Creating Maps with MOBAC

Having specified the smallest (numerical) zoom level for the output map (e.g. Zoom=15 in the above note), it is optimum to use this level in the MOBAC display when Selecting the Area Covered by the custom map. This will ensure that the envelope for the selected tiles at all the zoom values will be identical, since every tile has four tiles occupying exactly the same space in the level above. This will provide a sharp cut off to the custom map when displayed on a device irrespective of the zoom level.

Where the area covered is selected at any level (numerically) higher than the lowest (e.g. Zoom=17) it is possible that the envelope for the selected tiles at all the zoom values will not be identical. This may result in some of the tiles at Zoom=15, say, projecting outside the desired envelope and appearing fuzzy at higher zoom levels, which is not good practice.