



World Orienteering Day Creating Orienteering Maps with OCAD



Contents

1	Base Map and Field Work Preparation	4
1.1	Create the Base Map	4
1.1.1	Import the Open Street Map.....	4
1.1.2	Online map Service	6
1.1.3	Add Contour Lines Background Maps	9
1.2	Prepare the Base Map and Field Work Tools.....	9
1.2.1	Prepare the Base Map for Manual Field Work.....	9
1.2.2	Field Work Tools	9
2	Field Work	11
2.1	Colors and Symbols.....	11
2.1.1	Point Symbols.....	11
2.1.2	Line Symbols.....	11
2.1.3	Area Symbols	11
2.2	Procedure.....	11
2.2.1	Step measure	11
2.2.2	Point Symbols.....	11
2.2.3	Line and Area Symbols.....	12
2.2.4	Contour Lines.....	12
3	Digitize the Field Work.....	12
3.1	Scan Field Work	12
3.2	Draw an Object.....	12
3.2.1	Draw a Point Object.....	12
3.2.2	Draw a Point Object.....	13
3.2.3	Draw a Point Object.....	13
3.2.4	Draw a Line Object.....	13
3.2.5	Draw an Area Object.....	14
3.2.6	Tips to draw	14
3.3	Edit Objects	15
3.3.1	Move Objects/Vertexes	15
3.3.2	Move Objects/Vertexes	15
3.3.3	Move Segments	16
3.3.4	Reverse Object Direction.....	16
3.3.5	Move Parallel.....	16
4	Layout, Print and Export	17
4.1	Layout	17
4.2	Print and Export	17
5	Sample Maps.....	18



1 Base Map and Field Work Preparation

1.1 Create the Base Map

This tutorial describes the workflow how to create a base map with the open street map data. If you have access to DXF files from the area of your map you can also use these files of course. You can import the DXF files as well but you have to build up your own cross reference table (*.crt) to assign the orienteering map symbols to the imported DXF objects.

1.1.1 Import the Open Street Map

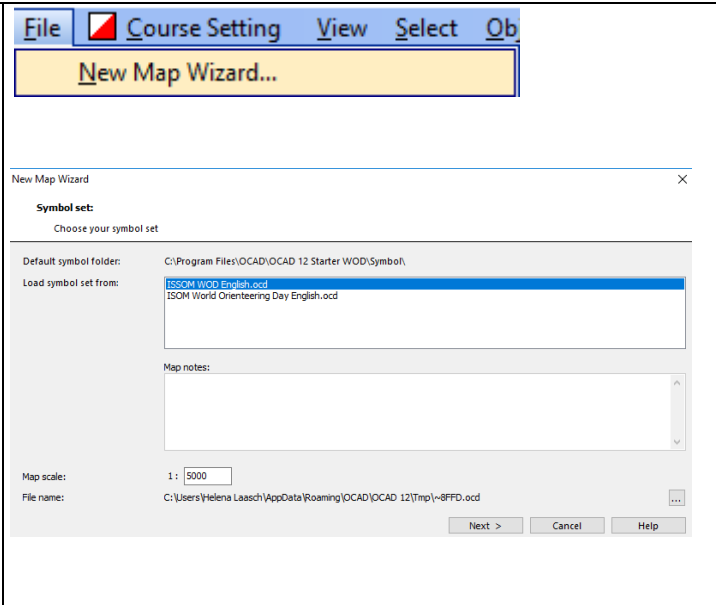
The field work is easier if you have a good base map. Open the OCAD Starter WOD – Edition to create a base map.

File → New Map Wizard

Dialog **New Map Wizard**

Choose the Symbol Set: ISSOM WOD English.ocd.
 Set the map scale on a full scale like 1:500, 1:1000, 1:1500, 1:2000 or 1:5000.
 Choose a filename and set the path to the file below the map scale.

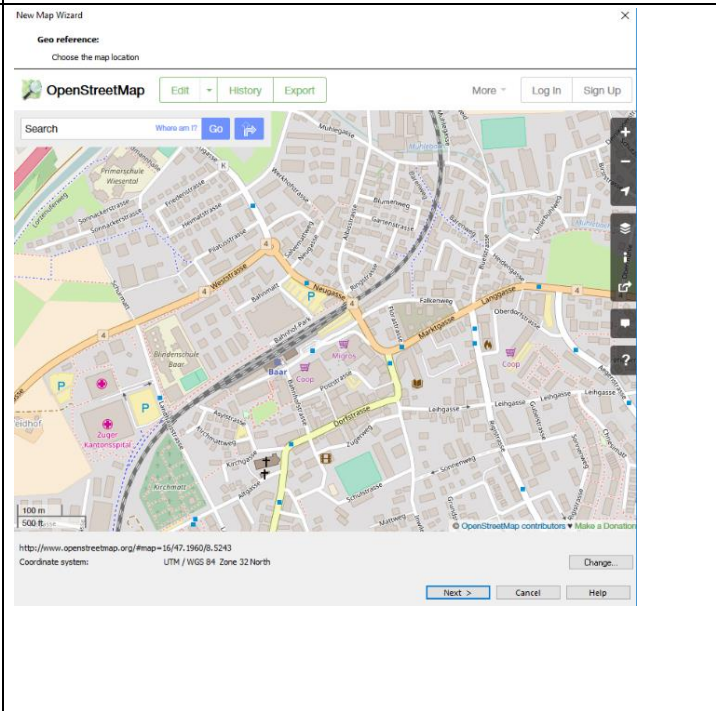
→ **Next**



Choose the area of the map by searching your town in the search box in the top left part of the dialog. The perimeter you see in the dialog is getting imported.
 Change the coordinate system to a local system, if it is desired.

→ **Next**
 → **Next**

Wait a moment until the OSM data is imported.




The map is drawn automatically with the OSM data; therefore the map does not yet look good. Improve the concerned objects like stairs, buildings, streets, tunnels and so on. You should check, if you have any objects in your map, that haven't any symbol. All the objects without any symbol are shown with the color **red**.

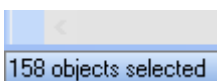
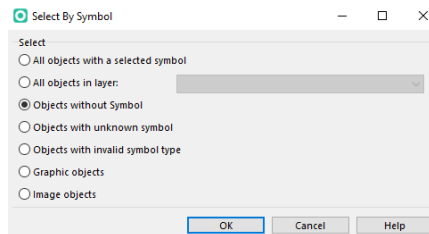
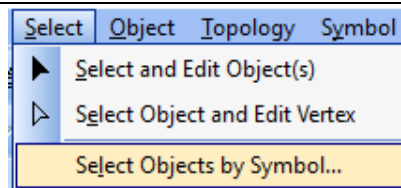


Select → Select Objects by Symbol...

Dialog **Select By Symbol**

Select **Objects without Symbol** → **OK**

In the left bottom, you see how many symbols are selected. The goal is to have no selected symbols. But if you have some, zoom into the map and search the selected symbols. These symbols you can delete or you change them to a symbol by using the **Change Symbol** icon . Make sure that you change all selected symbols. If you want to only change one, then you have to select it single and reselect the others by the menu.



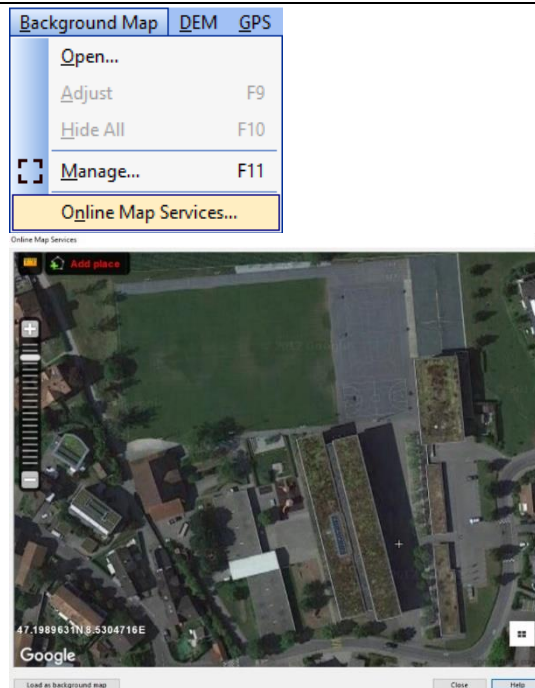
1.1.2 Online map Service

You can load an orthophoto as a background map, if buildings, streets or other features are missing on the imported map.

Background Map → Online Map Service

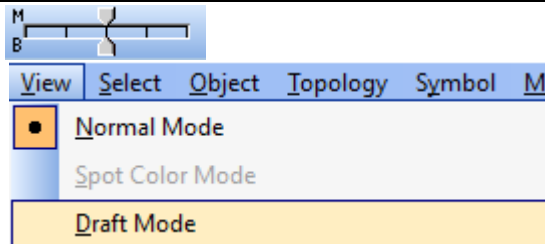
Dialog **Online Map Service**

Choose a part of the town, park to import.
→ **Load as background map**



May you have to change the **View Mode** to **Draft Mode** to see the background map.
View → Draft Mode

You can see the background map. A slider bar appears in the *View Toolbar*. There you can change the visibility of the map (M) and the background map (B).



May you have to adjust the background map that it is in the right position.

Background Map → Adjust

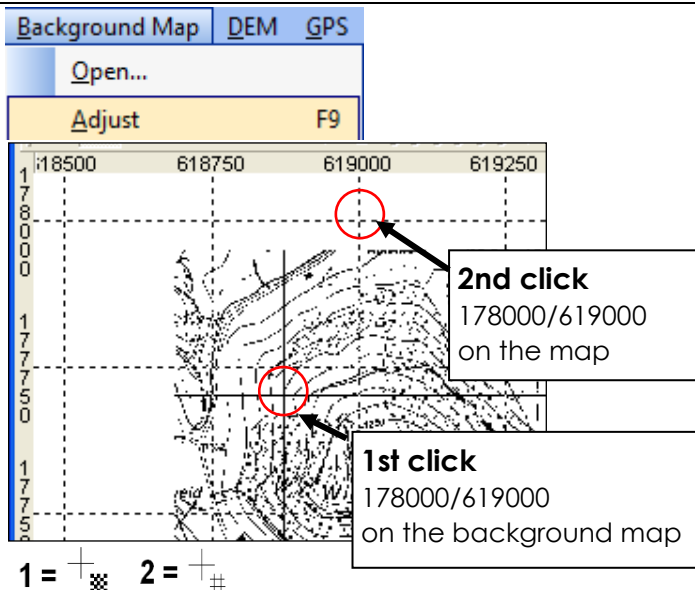
Now you have to adjust the background map with the map:

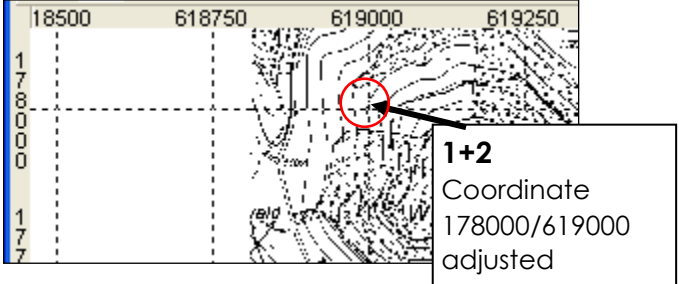
1. Click on a point on the background map
2. Click on the same point on the map

Step 1 and 2 can be repeated. (Ideally with four points)

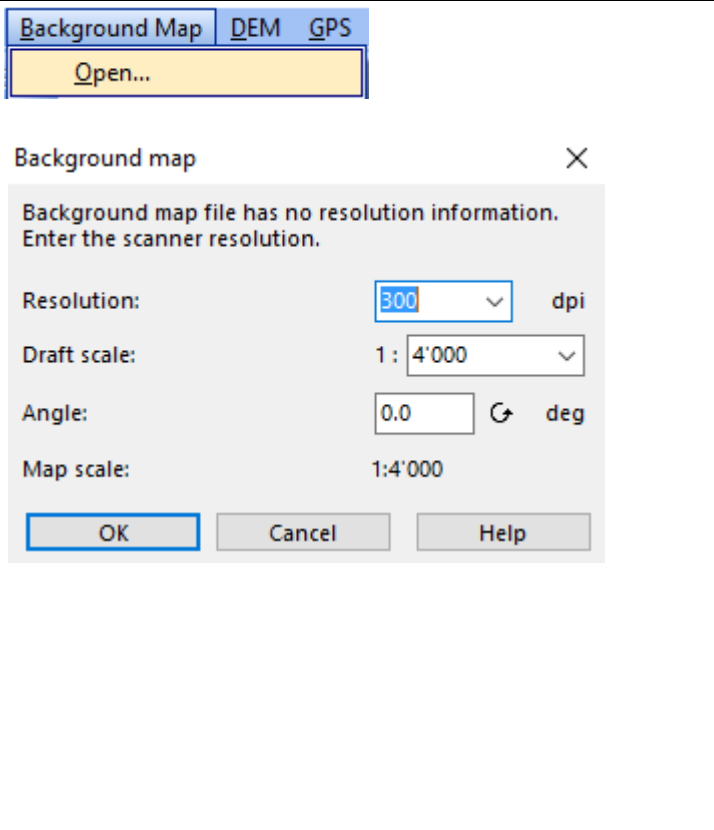
→ **Enter key**

The Adjustment is executed after pressing the **Enter** key. The



<p>background map is rotated and stretched to get the best fit for the adjustment points.</p>	 <p>1+2 Coordinate 178000/619000 adjusted</p>																													
<p>Background Map → Manage...</p> <p>Dialog Manage Background Maps</p> <p>You can click In the left column V to make the background map visible or not. Check the third column T to make a background map transparent.</p> <p>Open or Remove the background maps with the buttons at the bottom</p> <p>Now you see the orthophotos at the correct position and you can complete the missing features.</p>	<table border="1"> <thead> <tr> <th>Background Map</th> <th>DEM</th> <th>GPS</th> </tr> </thead> <tbody> <tr> <td>Open...</td> <td></td> <td></td> </tr> <tr> <td>Adjust</td> <td></td> <td>F9</td> </tr> <tr> <td>Hide All</td> <td></td> <td>F10</td> </tr> <tr> <td>Manage...</td> <td></td> <td>F11</td> </tr> </tbody> </table> <p>Manage Background Maps</p> <table border="1"> <thead> <tr> <th>V</th> <th>F</th> <th>Dim</th> <th>T</th> <th>Assign to spot color</th> <th>B</th> <th>File name</th> </tr> </thead> <tbody> <tr> <td><input checked="" type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> <td>0</td> <td></td> <td></td> <td></td> <td>beispiel.PN</td> </tr> </tbody> </table>	Background Map	DEM	GPS	Open...			Adjust		F9	Hide All		F10	Manage...		F11	V	F	Dim	T	Assign to spot color	B	File name	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	0				beispiel.PN
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<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	0				beispiel.PN																								

1.1.3 Add Contour Lines Background Maps

<p>You should also have the contour lines on the base map. Find a map with contour lines on the GIS websites of your country, state or town. You can open the map as a background map (supported formats: BMP, GIF, JPEG, PNG, TIFF).</p> <p>Background Map → Open Choose the file Dialog Background Map</p> <p>If the map is georeferenced click on → OK, else set the <i>Resolution</i>, <i>Draft scale</i> and the <i>angle</i>. → OK</p> <p>If the map isn't georeferenced, you have to adjust it.</p> <p>Now you can redraw the contour lines from the background map.</p>	
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1.2 Prepare the Base Map and Field Work Tools

For the field work you either use a tablet computer or do it manual. An advantage of a tablet computer is that you don't have to redraw your field work at home on the computer. OCAD 12 requires a tablet computer with Windows 7, 8 or 10 (32 or 64 bit).

1.2.1 Prepare the Base Map for Manual Field Work

Print the base map for the field work in a scale that is usually a bit larger than the scale of the map. An appropriate scale for a map with scale 1:2000 is 1:1000. It helps to adjust the scanned field work later if the base map is printed with the grid.

1.2.2 Field Work Tools

You need a carton or a plastic board for the underlay of the field work. It is recommended to cover the printed base map with a film. This makes it easier to change the drawn objects.

A compass is useful to draw the line objects in the right direction from your location. It is recommended to use pointed, colored and probably retractable pencils to draw the features and changes on the film.



2 Field Work

2.1 Colors and Symbols

You should use the same colors and symbols on the field work, like it would be on the orienteering map, because the interpretation of the field work would be easier when you redraw the map on the computer.

2.1.1 Point Symbols

For the point symbols like knolls, stones, pits, trees and fountains use the IOF – Symbols. But there are other special symbols for the school yard map like a street lamp, flagpole, climbing pole or a bench. Take a look in OCAD to see the available symbols. You can also map additional symbols, if you think it is necessary.

2.1.2 Line Symbols

For the line symbols use also the IOF – Symbols from the orienteering map. You can use the lines for other objects like the distinct vegetation boundary for the edge of a place, a sea outline for an edge of a street or an impassable cliff for an impassable wall.

2.1.3 Area Symbols

To understand the finished map better, take different colors to draw the facilities, places, paths and streets. Take colors that are typical for the facility (e.g. athletics track → **red**).

It is important to see for the runners if the line and area symbols are passable or not.

2.2 Procedure

2.2.1 Step measure

It is more important to draw the object right relative to the others than exactly true-to-location. It is enough to measure it with steps. You can train on a 100-meter track or another track with known length to have a step measure of 1 meter,

2.2.2 Point Symbols

You locate the point symbols with the help of the step measure and the compass. Also a help is the vanishing point of buildings. Objects that are difficult to locate should be measured with the compass from various points:

- Known position
- Draw a line in the right position that you have measured with your compass.
- Take another known position that is 60°-90° degrees away of the first position.
- Take a third position to have a control.
- Three lines should be intersected at one point. There is the location of the object.

2.2.3 Line and Area Symbols

The most line and area symbols are already on your base map, but if there is a building or track that isn't on the map, you have to draw it. Take a known position and draw the direction of the line symbol with the compass. Take the length of the object by the step measure and so on. Do the same for area features by following their border.

2.2.4 Contour Lines

It is possible that the contour lines on the base map do not represent the relief very well. You are free to move them to get a better terrain representation. You can also use a form line to show the relief between two contour lines.

3 Digitize the Field Work

3.1 Scan Field Work

Scan your field work and save it in a raster format (JPG, TIFF, PNG). Open the field work as a background map, like it is explained in the base map chapter.

3.2 Draw an Object

In these tutorials are only the basic explained. If you want to know more, you can look on the OCAD Wiki or take a look at this document:

http://www.ocad.com/docs/Drawing_Orienteering_Maps_in_OCAD_12.pdf

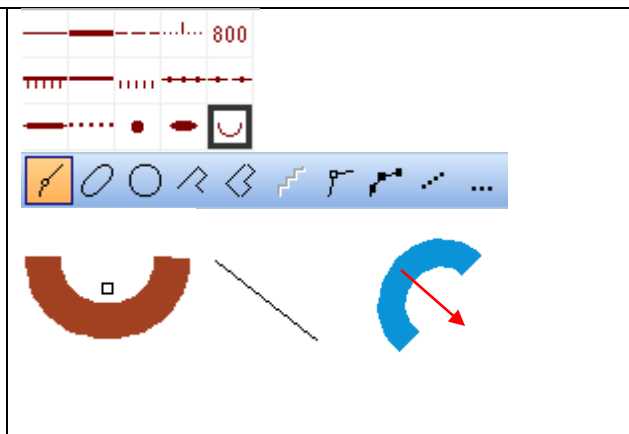
It is recommended to draw the point and line objects first and at the end the area objects, because they cover the background map.

3.2.1 Draw a Point Object

To draw a point object, choose a point symbol in the *symbol box* and click on it.

Select any drawing mode and click in the *drawing area*.

The object is orientated to the north. If you want to orientate it by yourself, you have to click in the *drawing area* and move it to the right direction while you are pressing the left mouse button.

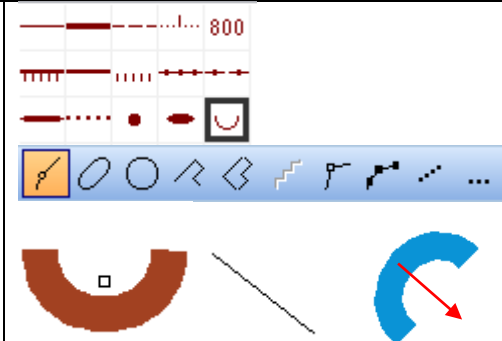


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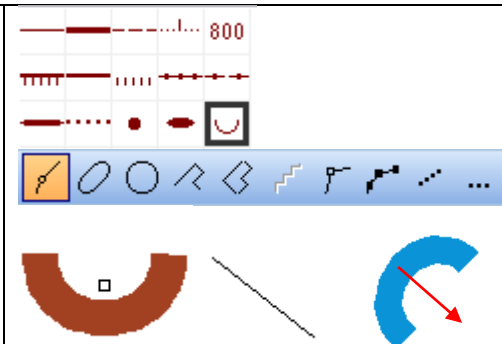


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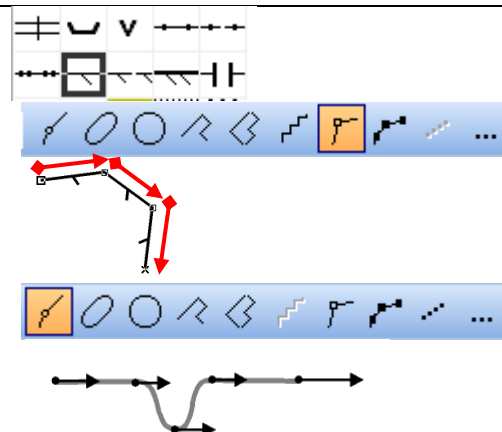


3.2.4 Draw a Line Object

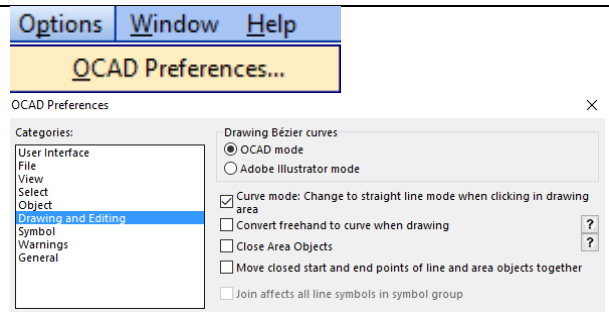
Choose a line symbol in the *symbol box*.

Now you have different options to draw the lines.

1. Take the **Straight Line Mode**, if you want to draw straight lines. Click and hold the mouse button to draw a line.
2. Take the **Curve Mode** to draw a curve. Click in the drawing area and move the cursor to draw the tangent on the line and release the mouse button. Click on the next point to add a vertex.



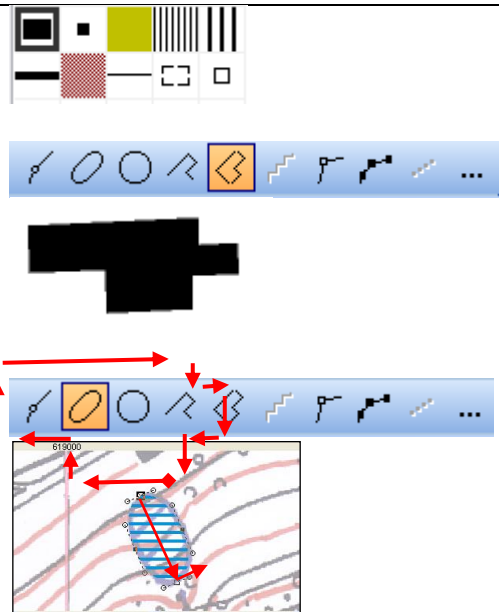
- You can draw with a mix between the **Curve Mode** and the **Straight Line Mode**.
Options → **OCAD Preferences...**
Categories: **Drawing and Editing**
Select the **Curve mode: change to straight line mode when clicking in drawing area**.
Select the **Curve Mode**.
If you drag the mouse, you are drawing a curve and if you click without dragging, you draw a straight line.



3.2.5 Draw an Area Object

Choose an area object in the *symbol box*.
You have different options to draw the areas.

- Take an option of the line modes.
- Select the **Rectangular Mode**:
Click on the first corner of the area. Hold the mouse button, drag the cursor along the longer side to the next corner and release the mouse button.
- Select the **Circle** or the **Ellipse Mode**:
Click on the edge of the area and drag the mouse button to the other side and release it. If you want to draw an area you have to click again and drag along the other axis.




3.2.6 Tips to draw

You also can follow existing objects, fill it, or continue an existing object. How to do that look in the Tutorial: Drawing Orienteering Maps in OCAD.

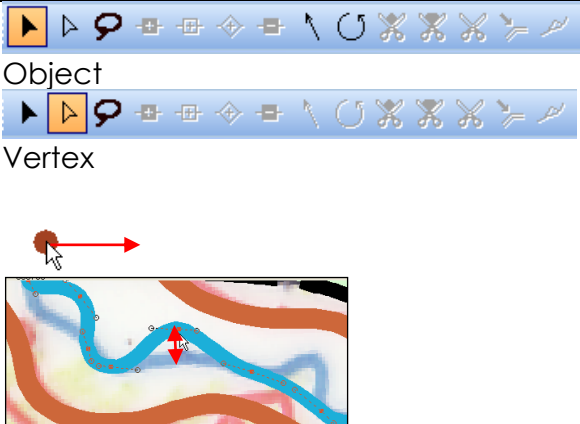
3.3 Edit Objects

To edit an object, there are many edit tools.

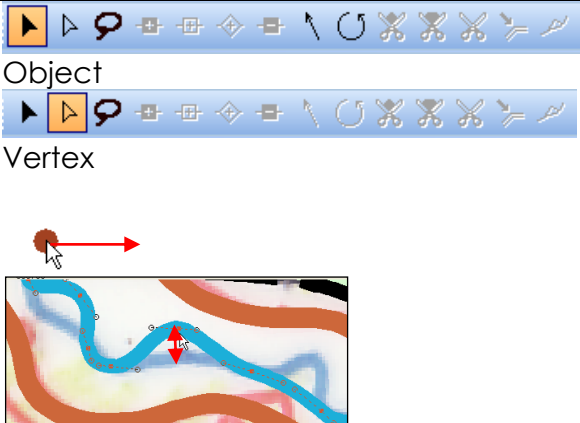
Select and Edit Object(s)  e.g. move an object

Select Object and Edit Vertex  e.g. insert, move, remove a vertex

3.3.1 Move Objects/Vertexes

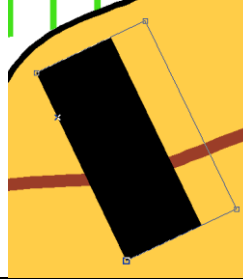
<ol style="list-style-type: none"> 1. Select the Select and Edit Object(s) icon to move an object. Select the Select Objects and Edit Vertex icon to move a vertex. 2. Click on the object/vertex 3. Move the object/vertex to the new position with the left mouse button pressed. Release the left mouse button to complete. 	
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3.3.2 Move Objects/Vertexes

<ol style="list-style-type: none"> 1. Select the Select and Edit Object(s) icon to move an object. Select the Select Objects and Edit Vertex icon to move a vertex. 2. Click on the object/vertex 3. Move the object/vertex to the new position with the left mouse button pressed. Release the left mouse button to complete. 	
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3.3.3 Move Segments

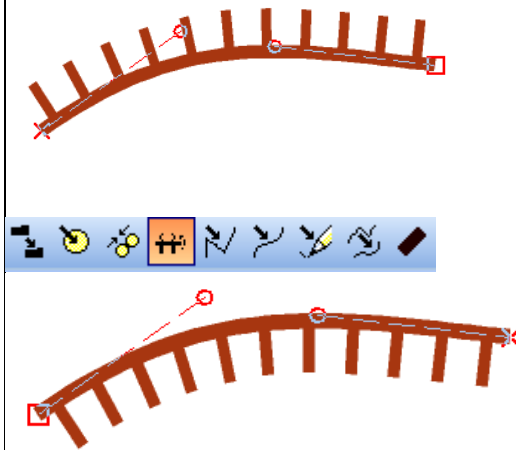
To move two vertexes together, click between the vertexes and move it with the pressed left mouse button to the new position.



3.3.4 Reverse Object Direction

Select the **Select Objects and Edit Vertex** icon in the **Edit and Drawing Toolbar**.

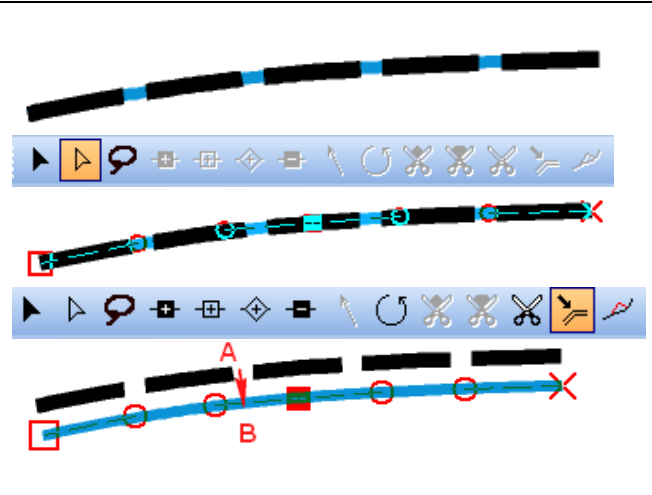
1. Click on the object.
2. Select the **Reverse Object** icon  in the **Edit Function Toolbar**.



3.3.5 Move Parallel

1. Draw the watercourse following the existing track.
2. Select the **Select Objects and Edit Vertex** icon in the **Edit and Drawing Toolbar**.
3. Click on the drawn object.
4. Select the **Move Parallel** icon in the **Edit and Drawing Toolbar**.

Click on a vertex on the watercourse **(A)** and move it away from the track with the pressed left mouse button **(B)**.





4 Layout, Print and Export

4.1 Layout

The following information should appear on the map:

- Name of the map
- Scale
- Equidistance
- Date
- Nord Lines and Nord Arrow
- Name of the subscriber
- Editor
- Legend
- Logos

4.2 Print and Export

You have the possibility to export or print your map.

→ **File** → **Print** to print your map directly from the OCAD.

→ **File** → **Export** to export your map as a PDF or other formats.



5 Sample Maps