



Vasco StreetMaps

Street and city maps

User Handbook Version 1

Informationen

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Satellite data was provided by „NASA Earth Observatory“.

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Foreword

Dear Customer, thank you for choosing our „Vasco StreetMaps“ software.

„Vasco StreetMaps“ offers a series of new functions for the PC for increasing your video production values.

This operation manual will introduce you to the expansive capabilities of the software and give you tips for using it effectively in practice.

At the end of the manual you will find a small glossary, in which technical terms are explained.

If you find a term in the text that you don't understand, you can check the glossary.

We wish you much enjoyment with your new „Vasco StreetMaps“ software.

Your MotionStudios Team

MotionStudios

Vasco StreetMaps

Installation of Vasco StreetMaps

„Vasco StreetMaps“ Installation

In your „Vasco StreetMaps“ software package are the instructions, a booklet with serial number, and two DVDs. Before you start working with „Vasco StreetMaps“, the software must be installed.

Note for PC Configuration:

Your PC should have at least an 800MHz processor, 256MB RAM system memory, and a 3D-capable graphics card. Also use one of the following operating systems: Windows-98SE, WindowsME, Windows 2000 or Windows XP, Windows Vista oder Windows 7. Your desktop resolution should be at least: 1024x768 Pixel, 24/32Bit colour depth.



Abb.1.1.1

First, place the installation DVD in your DVD drive.

The „Vasco StreetMaps“ - Installshield Wizard starts automatically (Abb.1.1.1.).

Now click *Next*.

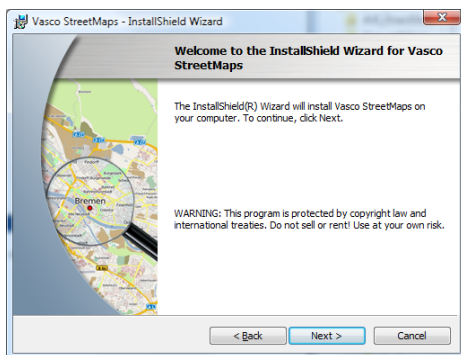


Abb.1.1.2

You will now see information in the assistant (Fig. 1.1.2) on which software should be installed.

Click on *Next* again.

„Vasco StreetMaps“ Installation

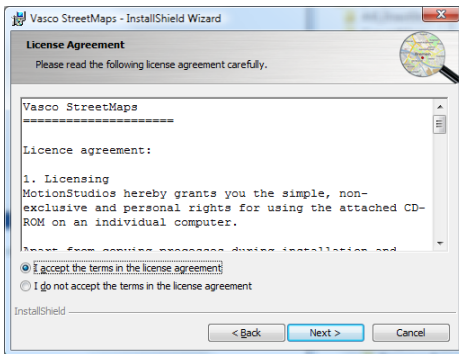


Abb.1.1.3

The license agreement (Fig. 1.1.3) now appears. In order to use „Vasco StreetMaps“, you must confirm by clicking *I accept the License Agreement*.

If you do not accept the license agreement, the installation is halted.

Click on *Next* again.

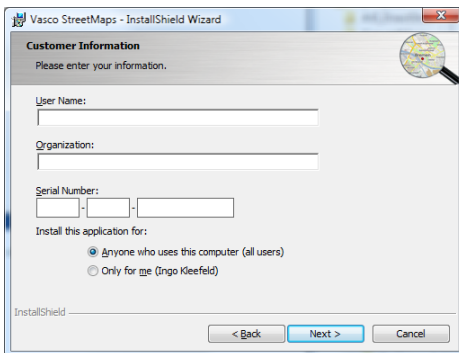


Abb.1.1.4

A dialog now appears (Fig. 1.1.4) requesting you to enter the *User*, the *Organization* and the *Serial Number*.

The *Serial Number* is found on the back cover of the booklet.

Note:

Take care to enter the serial number exactly as it appears. Otherwise „Vasco StreetMaps“ will not be enabled.

You can also determine whether only you want to use the software, or whether others should also be authorized to use the software.

Click on *Next* again.

„Vasco StreetMaps“ Installation

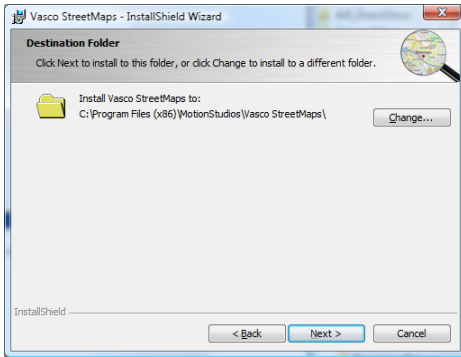


Abb.1.1.5

In the following dialog (Fig.1.1.5), you can set the target directory for installation.

Here you can *Use the Default Path* or click on *Browse* to select your own path.

Then, click on *Next*.

A dialog (Fig.1.1.6) is now displayed that summarizes all the selected settings

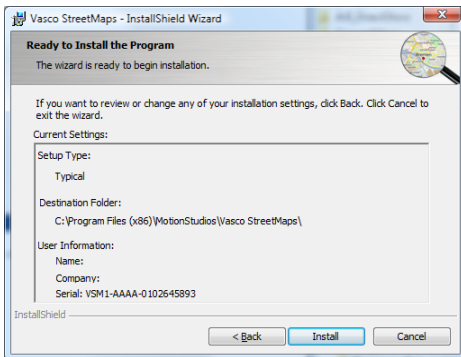
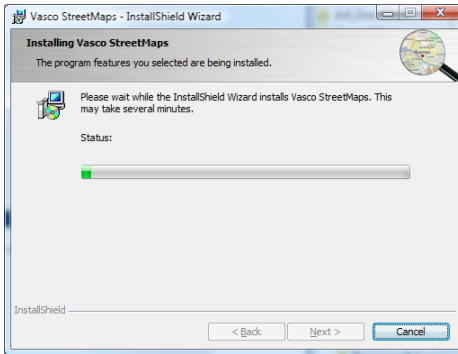


Abb.1.1.6

Using the *Back* button, you can go back and change any of the settings.

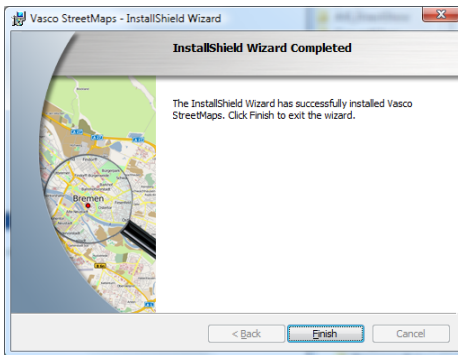
Now click on *Install*.

„Vasco StreetMaps“ Installation



The installation begins . (Abb.1.1.8).

Abb.1.1.8



The installation takes some time to complete.

After installation is complete (Fig.1.1.9), click on the *Finish* button.

Abb.1.1.9

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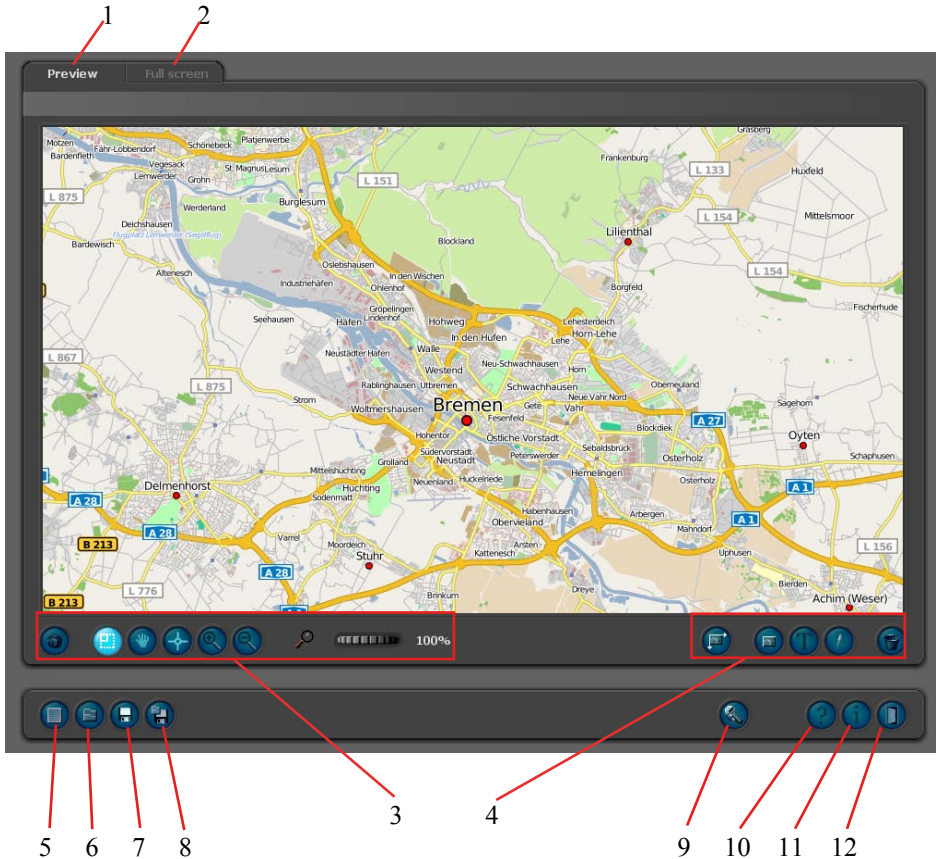
Vasco StreetMaps

Program Functions

Program Functions

A breakdown

This chapter focuses on the basic functions and face of the „Vasco StreetMaps“ software.



1. Preview
2. View of the map at the resolution set by you
3. Settings for the map section (select area, pan, zoom in, zoom out, etc.)
4. Settings for the presentation of the selected map section (size and presentation of the map)
5. Create a new project
6. Load up an existing project, with this you can load up previously created projects.
7. Quickly save the present project
8. Save a project using a file selection window
9. Change the main settings of the programme
10. Open Help, with this you open the help instructions.
11. Open programme information, to enquire about the version of your programme and your serial number.
12. End program

Program Functions

Main settings

You can create different settings in the main set-up menu of the „Vasco StreetMaps“, which alter the presentation and course of the program.



Image output format:

Select in which graphical format the map should later be saved. For the graphical format there is the choice of: BMP, PPM, TGA, PNG and JPEG. You can open up and further process the maps with these graphical formats into practically all other graphics programs.

JPEG quality:

When you select the JPEG graphics format, you can also set up the quality, where 100% stands for the best quality. The lower the selected quality the smaller the size of the file of the saved map.

Program Functions

Main settings

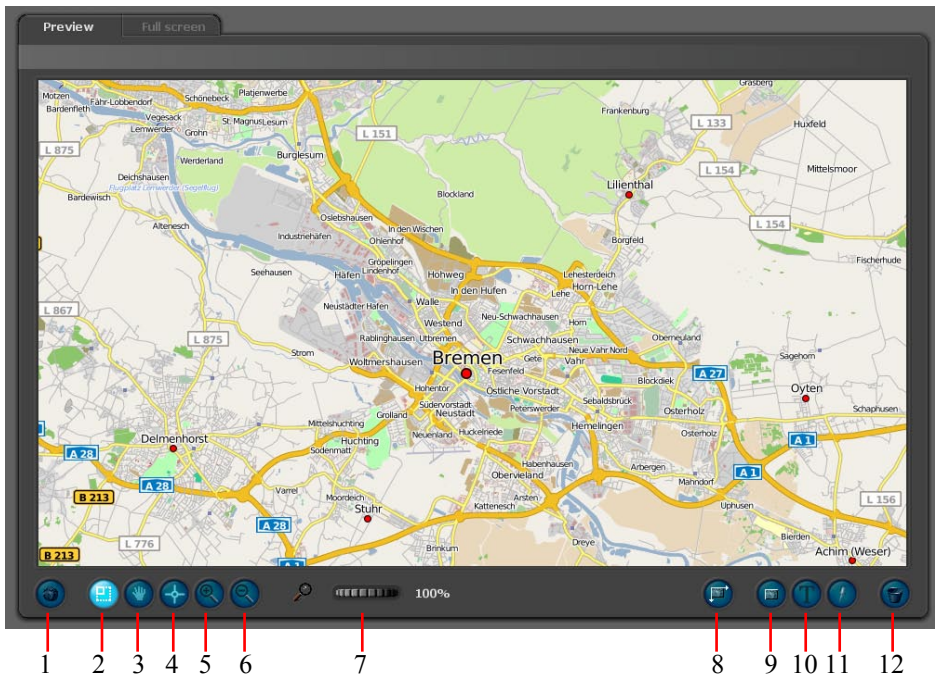
Select language:

With the language settings there is the option of selecting German, English or French. If you select “automatic” then the language the software appears in (German, English or French) is automatically determined by which version of Windows is being used.

Use Mini Help:

By using Mini-Help additional information is included below in the list with different button symbols, so that you can quickly recognise which function it concerns.

Program Functions Overview

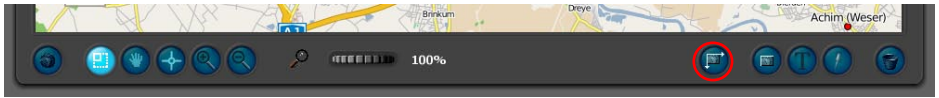


1. Reset the map area to the whole world
2. Select the map area with the mouse
3. Pan around the map area with the mouse
4. Select the central point of the map
5. Double the size of the map area
6. Half the size of the map area
7. Quick zooming in and zooming out of the map area
8. Menu: Select size of map
9. Menu: Settings for the presentation of the map
10. Menu: Settings for the text on the map
11. Menu: Settings for the symbols on the map
12. Reset all settings

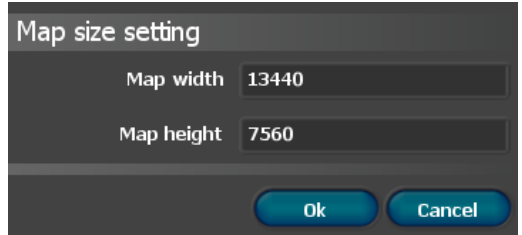
You can set up the map area using points 1-7 and thereby select the desired section. You can modify the way the map is presented using points 8-12, like for example the colour of the text or the width of the roads, etc.

Program Functions

Select map size



The size of the map should be selected as soon as possible so that the preview matches the page relation of the map. Naturally you can change the size of the map at any time according to your wishes, however, there is also the possibility that selected map area then changes.



Select the map area and the map size in such a way that you always have sufficient free space around the borders, so that later, for example, in the video a part of the map does not disappear in the overscan area or cannot be centred.

Which map size should I choose? if you would like to set up your map for the travel route animation software Vasco da Gama, then you should select your map size according to the resolution size of the video. Select a multiple of the corresponding video standard, with PAL (720x576, also called SD) depending on the desired level of detail, for example, 2-4 times the standard, so 1440x1152 up to 2880x2304. For the HDTV, a multiple of 1920x1080 applies, so 3840x2160 up to 7680x4320. If you like working with static maps with Vasco da Gama, then simply select the video size for the map size.

Naturally you can also select any other size for your map. If you would, for example, like to print out your map, you can use the following formulas in order to attain the ideal quality:

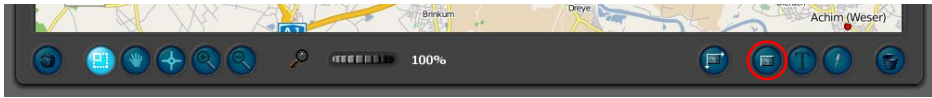
Map width = paper width (in cm) * dpi (usually 300dpi) / 2.54

Map height = paper height (in cm) * dpi (usually 300dpi) / 2.54

You can confirm your entry with “ok” or press “cancel” to reset the map size to the previous values.

Program Functions

Map presentation



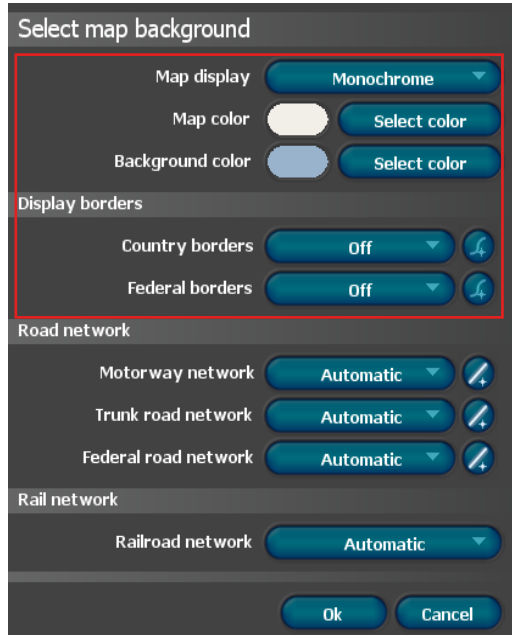
In this menu you can perform fundamental tasks to set up the way the map is presented, like for example, to display borders or present the map as a satellite image or vector graphics. In doing this the motorway and railway networks must be present.

Map presentation, here you can decide whether your map is to be displayed as a satellite image or as vector graphics with a chosen map colour. Please make sure that the satellite map is only used up to a resolution of 500 m= per pixel, thereafter it is automatically switched to the vector graphics.

The “map colour” specifies in which colour the map is to be displayed. Other data, such as for example, green areas, roads, etc., are coloured in on the map with other selected colours.

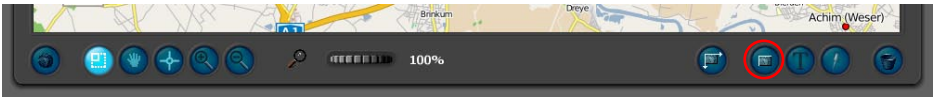
You can select the colour of the lake and ocean areas with the “background colour”.

You can also provide your map with border lines by using the “country borders” and “federal borders” so that you can delineate the individual countries or even federal states on the map. To the right of the button area there is a further button which leads to the setting up of the border lines, where you can set the colour, width and type of line and so you can appropriately modify the border lines to your wishes.



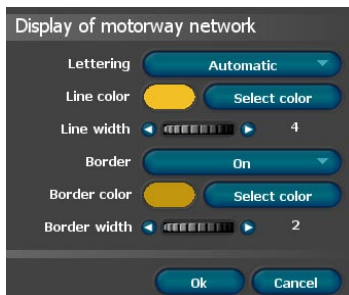
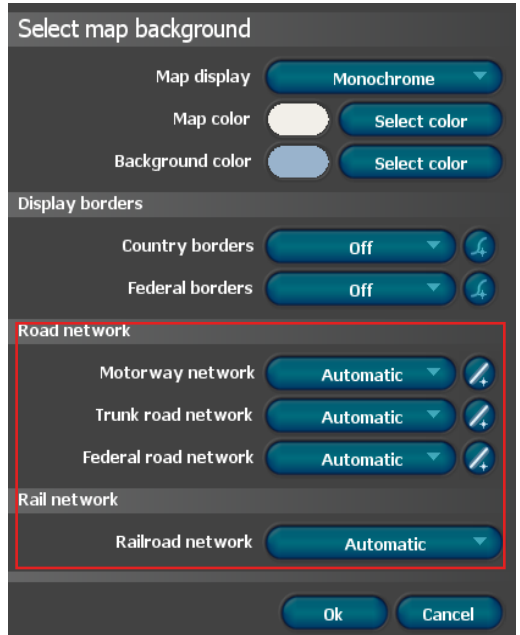
Program Functions

Map presentation



Naturally you can also show the road networks, such as the “motorway network”, “major A roads” and “national highways”. Here you can completely eliminate “off” or include “on” the respective network or leave it up to the programme to decide with “automatic”. When using “automatic” the corresponding network will be shown or not depending on the size of the map and the enlargement factor.

To the right of the respective road network there is a further button, which can set up the presentation of the



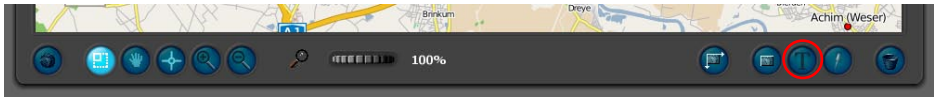
road network. When you press “caption” you specify whether or not you want to insert a description of the roads, for example “A1” or “A7” for the motorway network. This is displayed with a symbol on the corresponding roads. When you select “line colour” and “line width”, you can select the colour and width

in which the roads are displayed. In addition you can also select a “border”, so that the road is displayed in two colours, whereby the first colour denotes the internal line and the border colour denotes the external line. The “border width” is thereby calculated based on the “line width”.

You can make the same decisions for the “railway network”, whether it is eliminated “off”, included “on” or “automatic” where it is displayed depending on the size of the map and the enlargement factor.

Program Functions

Setting up the names of the towns



The names of the location descriptions are subdivided into 6 categories:

1. Country/state
2. City
3. Town
4. Suburb
5. Village
6. Hamlet

Here “Hamlet” denotes a smaller town and “City” denotes a very large city. The description: “Country/state” stands for the respective country.



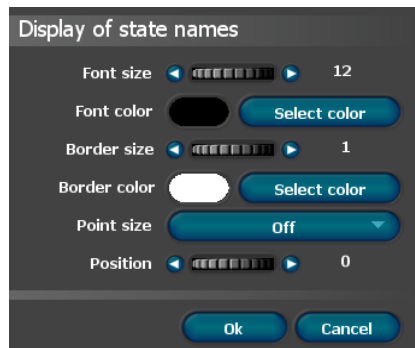
You can decide separately for all 6 categories whether these are included “on”, eliminated “off”; or “automatic” where it is displayed depending on the size of the map and the enlargement factor.

Furthermore, you can also select the text attribute. By using the “font size” you can change the size of the text of the respective location, furthermore you can accordingly adjust the “font colour” as you wish.

If you would also like to display a border around the text, then you can set it up using the “border size”, you can likewise select an extra “border colour”.

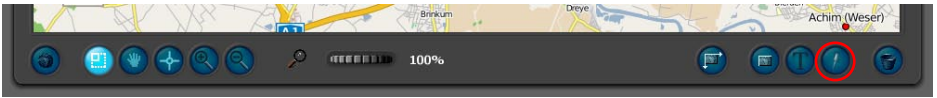
In order to precisely mark out a location, often people want to set a point, you can select different points by using “point size”. By using “position” you can specify the distance between the text and the point. Usually the font size should be used as a negative value, then the text always appears at a sufficient distance above the selected point.

When you use “automatic” then only the font colour and border colour will be allowed for during the setting up of the map.



Program Functions

Setting up the symbols



You can present additional information for specific locations with the symbols. In most cases these symbols are only visible on town maps, as otherwise the overview is quickly lost. You can decide whether the different symbols should be eliminated “off” or “automatic” where there are displayed depending on the size of the map and the enlargement factor.



„Train stations“

The railway and underground networks are displayed here.

„Tourism“

Such symbols as airports, airfields, peaks, windmills, etc. are displayed under “tourism”.

„Service/Business“

Here you find symbols for hotels, bars, banks, restaurants, hospitals, telephone boxes, petrol stations, museums, pubs, post offices, etc.

„Direction of traffic“

A very helpful function to display the direction of traffic on maps, for this the possible direction of traffic is additionally displayed on the respective road.

„Other symbols“

All other symbols are included here, for example: chairlift, cable railway, cliffs, embankments, etc.

Troubleshooting

If „Vasco StreetMaps“ has a problem when starting, or while working on a problem, this is reported to you in an error message.

Most error messages will never see the light of day. These error messages refer to tight system resources, such as working memory. If your Windows system is configured properly, then it will send data to the hard drive (virtual memory) when needed. This type of error therefore only occurs with a full hard drive. It is generally recommended that you ensure that enough free memory is in place on the *C:\Partition* (256 MB are enough).

If the program does not start for you, or gives an error message immediately after start, please contact our support.

You can find more tips in our list of FAQ, where you can find answers to frequently asked questions.

Support

More help with problems with „Vasco StreetMaps“, and information on current software updates, can be found on our website, or sent by mail:

Internetseite: <http://www.motionstudios.de>

eMail: support@motionstudios.de

Please note that you must be a registered user of „Vasco StreetMaps“ Software to take advantage of our support. In order that we can process your email request quickly, please send the following information:

- „Vasco StreetMaps“ software version number: This is found in the information window, which you can call up by pressing a button on the toolbar.
- Your serial number:
This number is on the registration card, and on the back cover of the booklet. It is displayed in the information window as well.
- Your address:
Please also send us your address, so that we can compare it with your registration data.

Glossary

16:9

Widescreen format, also used in theatres. There are also lots of TV sets with widescreen format.

4:3

Screen format of most TV sets. The image is only slightly wider than it is high.

AVI

The standard file format for videos on Windows systems. The AVI format describes the construction of the file, and can accept different video formats Thus AVI is also called a container format.

DV

Digital video, standard for digital notation of videos with a camcorder.

Colour space

Different colour spaces are used in the industry. In our case the colour space is defined with three values. Here the tone like with the rainbow runs from 0 to 360 degrees, and then it filters through the brightness and the colour saturation.

Colour saturation

By using the colour saturation you can specify whether a tone (e.g. red) appears faded or brightly coloured. At 0% colour saturation the colour appears grey.

HD, HDV, HDTV

This concerns the new high resolution video format, which attains a resolution of up to 1920x1080.

NTSC

Video standard used primarily in the USA, but also in countries like Japan, e.g. 720x480 pixels at a refresh rate of 60 Hz.

PAL

This video standard is used mostly in European countries, e.g. 720x 576 pixels at a refresh rate of 50 Hz.

This is not a 'real' file format. A file with video data as RAW-DV contains only blank video data, without a file header in which additional data, such as video resolution, is noted.

RGB

Additive colour model consisting of the components Red, Green, and Blue. If all three sections are null, the colour black results. With all three at the highest brightness, the result is white. Thus the designation 'additive' – white is made by adding colour components together.

Video for Windows

Standard video format for Microsoft Windows Systems. Files in this format typically have the extender '.avi'. Video data can be stored in such a file using different processes.

Widescreen (2,35:1)

Wide screen, also known as Cinemascope and Panavision. This format is somewhat wider than the 16:9 widescreen format of modern TV sets.

Zoom

Enlarge (more details) or reduce (better overview) part of an image.

FAQ

The PDF help file does not open up using the “help button” in the main menu

It is possible that you have not correctly installed Adobe Acrobat Reader on your system or that the file ending of “pdf” has not been correctly assigned, so that the Help file is not correctly recognised and so therefore cannot be displayed. In this event, install Adobe Acrobat Reader again, then the problem should be rectified.

<http://www.adobe.com/de/products/acrobat/readstep2.html>

What is the maximum map size that I can set up?

In most cases your system memory will determine the maximum map size, the more free memory space you have available then the larger the map you can set up. Vasco StreetMaps permits a map size of up to 20,000 x 20,000 Pixel.

The map cannot be saved as a JPG, PNG or TGA.

Perhaps your map is too big and there is not sufficient memory space available to convert the map into the corresponding graphic format. Save your map as a BMP or PNM, there are specific functions available for this, which also allow the map to be saved when there is little system memory space.

The calculation of the map takes a very long time.

In order to accelerate the calculation of the map during the preview, it is best to switch off the text of the location description as well as the border lines, then the calculation should run a lot quicker.

With Vasco StreetMaps the list at the bottom is half covered and I can hardly get to the buttons.

In this event, set the resolution of your computer’s desktop to at least 1280x1024 pixels, then you will even get more space in the preview.

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