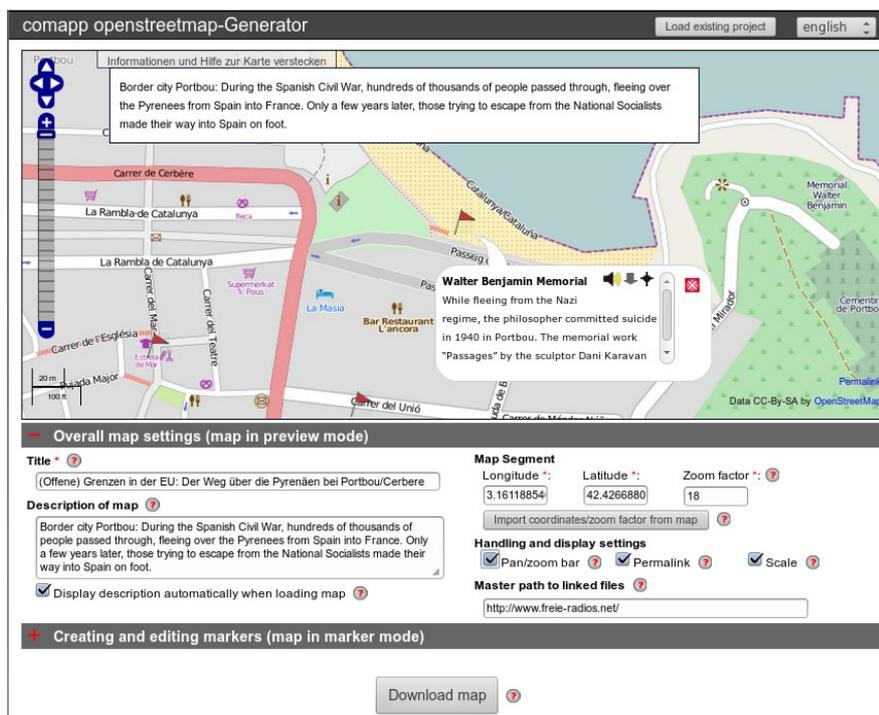


# Short Directions for the OpenStreetMap Generator

You may use the generator in different languages, you should first select your preferred one. The generator presents two working levels, first we'll address the *overall map settings*:

## 1. Overall Map Settings

1. Choose a title for your map and type it into the *Title* box.
2. *Description of map*: Compose a short description of your map. This text (and the title too) will be analysed by search engines.
3. *Map Segment*: Magnify the segment you want by double-clicking until you reach the desired region. Alternatively move your mouse pointer to that area and magnify it by turning the mouse wheel. Move the map around by holding down the left mouse key until you have chosen your map segment. The segment you have selected will be confirmed automatically. If you might want to modify your segment at any time later, you should modify the map as described above and then additionally click on "Import coordinates/zoom factor from map". The map as depicted forms the basis for all the following steps.

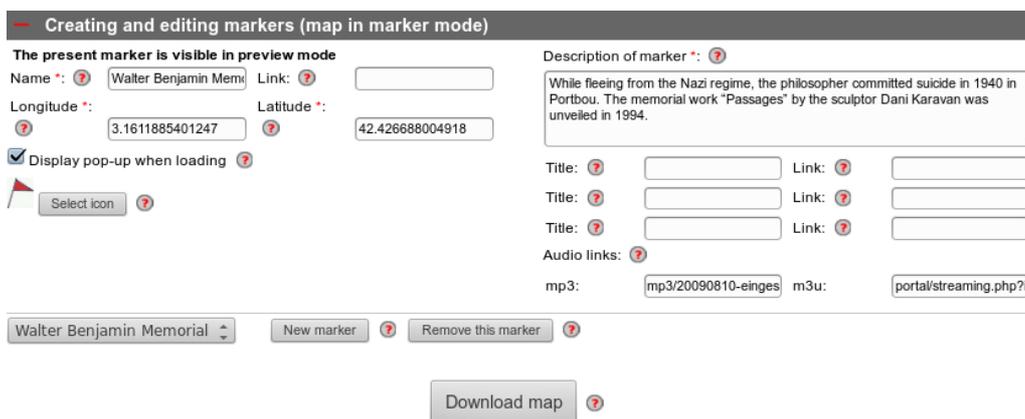


4. Handling and display settings adds some tools – if you want to.
5. In the slot "Master path to linked files" you can enter the address of the server where your audio and images are accessible. Then, when creating (audio) links, it will only be necessary to add the extension – the (folder and) file name of the linked file. This makes it more simple to transfer your project from one server to another at any time: You will only need to alter the server address here, not for each of the files.

# Short Directions for the OpenStreetMap Generator

## 2. Creating Markers and Saving the Generated Map

The core function of the comapp OSM Generator is that it enables you – on a map segment you have selected – to attach markers, connect them with multimedia elements, and then download the map you have generated.



Markers always have a *name*. If you enter an internet *Link*, the name you have assigned becomes a link (button). The most convenient way to provide the *coordinates (longitude/latitude)* of the marker is by clicking on the map. In the slot “description of marker”, enter your own text: about 150 characters will fit into to the window for your marker (without a scroll bar). You can, to a certain extent, include HTML code.

To create an *Audio Link*, you must make two entries:

1. an internet link to an audio file in mp3 format
2. an internet link to a streaming file in m3u format

The *m3u* file has to contain, in the form of simple text, the link to the *mp3* file followed by a line break command (“Enter”). More background on the following page.

The internet addresses you enter for your audio links can either be complete valid addresses or, if you have made an overall entry under *Master path to linked files*, consist only of the extension for the individual file (see previous page).

Now you can *download* your map as an HTML file and use it locally or within the framework of your web page. With the button “Load existing project” at the very top of the generator page, you can continue working on your project at any time.

# Short Directions for the OpenStreetMap Generator

## 3. Integrating Audio Elements



The unique feature of the comapp OSM Generator is the option to connect multimedia content with individual points on a map. To ensure the highest possible compatibility, there are a few details to be kept in mind. When integrating audio elements, mp3 files are used.

### 1. The mp3 files

Since the audio material will be streamed via internet or mobile phone, it's important to offer **compact files**. In the case of spoken recordings, the following quality specifications are entirely sufficient: mono, sampling frequency 44.1 kHz (or less), bit rate 48 kBit/s.

When an audio link is created, the generator displays a “play” button as soon as a marker flags on the map is clicked on. This button starts a flash player.

### 2. The m3u files

In case the map is displayed on a device that does not have a flash player plug-in installed, conventional streaming serves as a default mode. To enable this, it's necessary to enter an m3u audio link.

Such an audio link consists of a simple text file containing the **complete valid internet address** of the mp3 file. It's essential to end this one line of text with a *line break command*.

### 3. Server folder

If several audio files are included in the project, it is urgently recommended to locate all the corresponding mp3 and m3u files in a **special folder on the server**.

### 4. File names

In the interest of compatibility, file names should never contain special characters or empty spaces. Ideally, one should use only **lower case letters** (“ASCII”) and **numbers**. **Short file names** make it easier to avoid typing mistakes.

### 5. Addresses

Make certain that all your file names refer to the **correct goal files**. You can test this by entering the mp3 and the m3u links into your browser. If the links are correct, download or playback should begin immediately. If that doesn't work, you've got a mistake in the address.