



Mapper version 1.0
User's Manual

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1 Introduction

Mapper is an easy-to-use geotagging app, which enables you to add maps to your photos. You can also add watermarks and create number badges which allows to easy marking your pictures. Photos are organized into libraries and projects, for every project you can create index map, which shows where every picture were taken.

Feature highlights:

- Add maps to photos in variety styles (roadmap, terrain etc), sizes and positions
- Add watermarks to photos using own text as well as own logo (imported from picture)
- Organize your photos using projects
- Create index map for projects
- Read exif GPS information from previously geotagged photos
- Add and adjust gps positions on map
- Mass add locations to photos using GPS track files
- Opens GPS and TCX track files
- Export pictures with created index map to disk
- Upload photos from within application to Facebook
- Send photos from within application using email.

2 User Interface

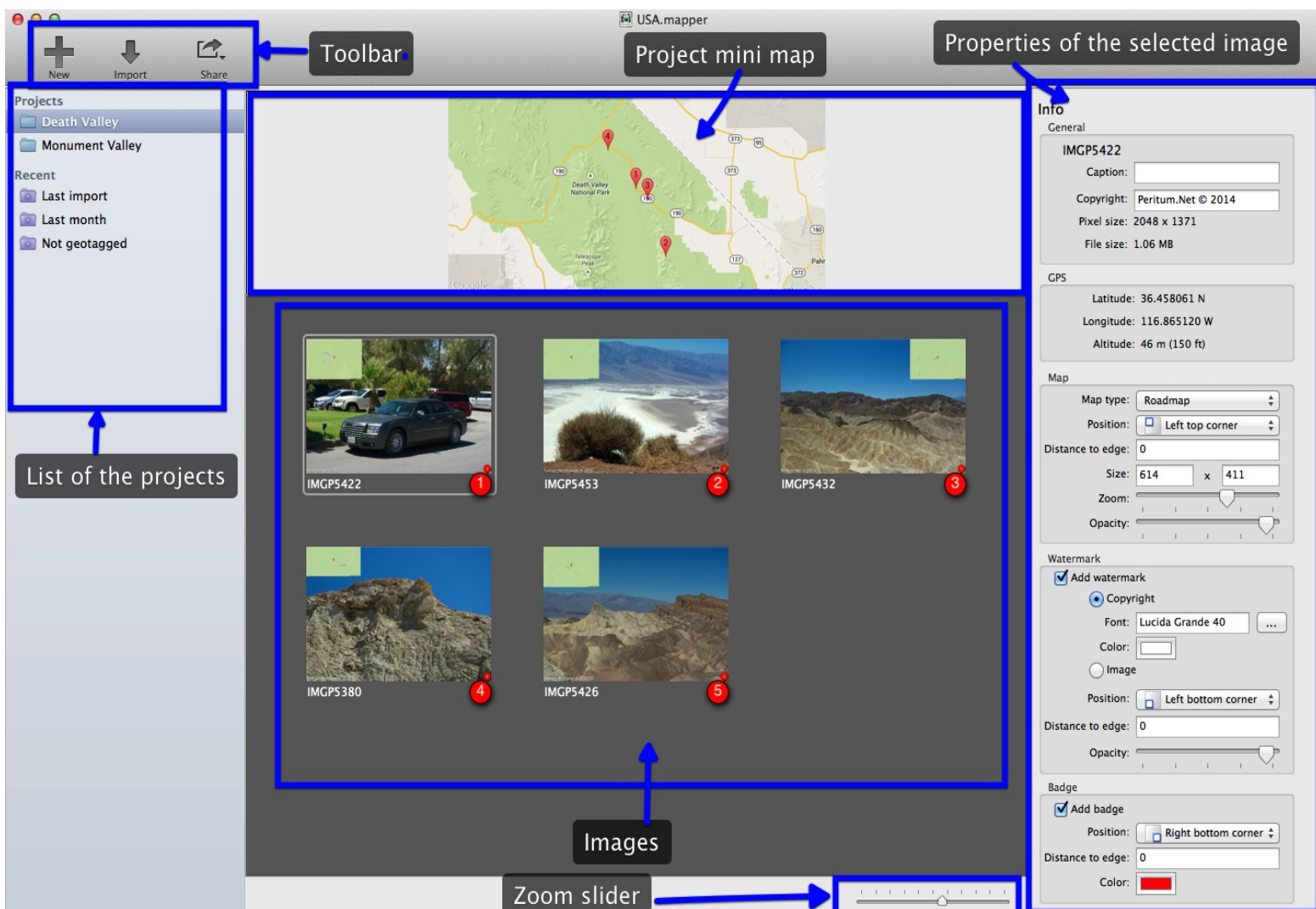
This chapter describes all elements of the user interface in Mapper and shows their functions, purposes and connections.

2.1 Main screen

Main screen of Mapper can work in two modes:

- browser mode
- single image mode

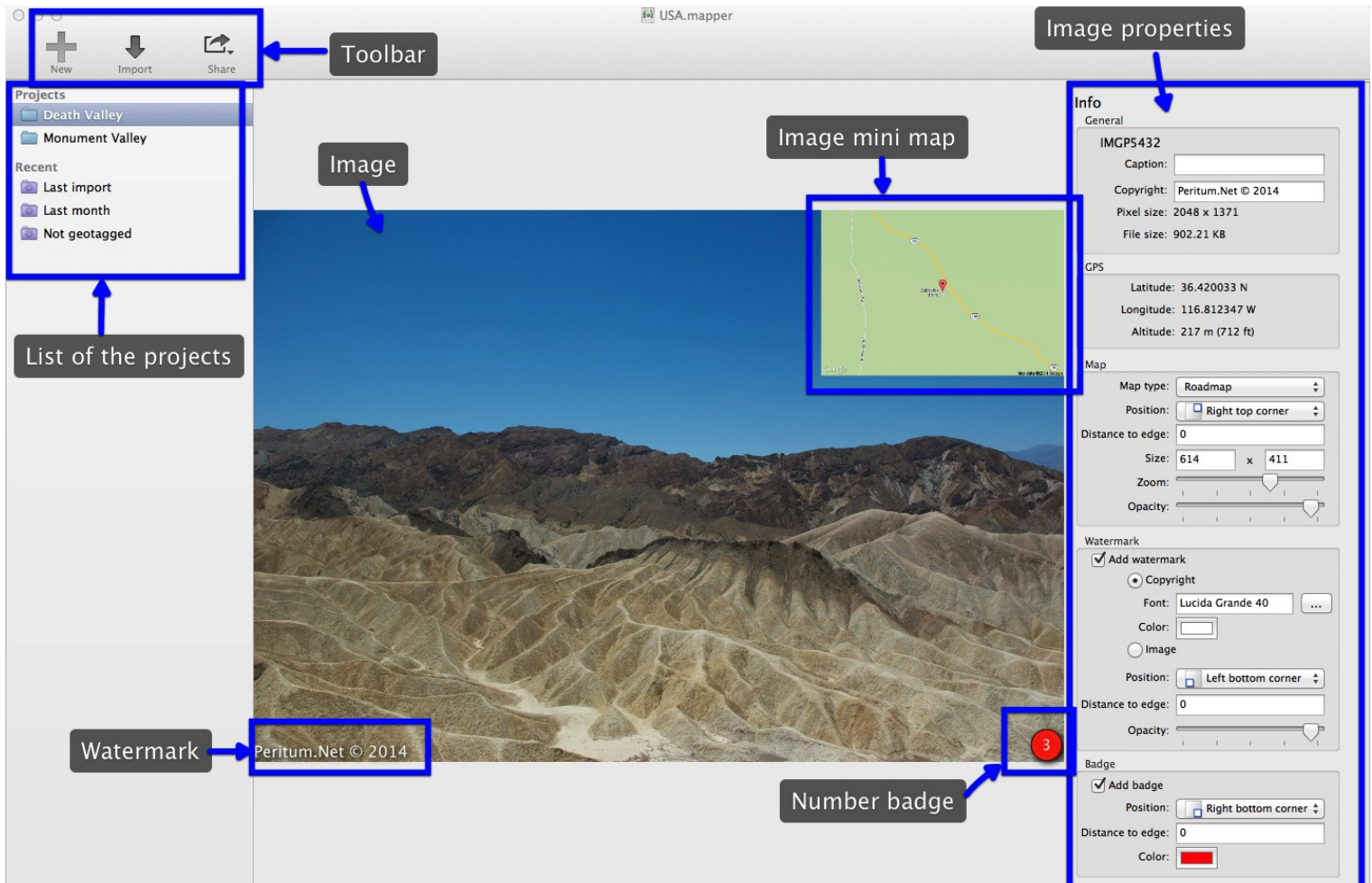
You can switch to single image mode by double click on selected image and back to browser mode also by double click.



Main screen of Mapper contains few elements:

- Toolbar

- List of the projects
- Project mini map (index map)
- Image browser with images from selected projects
- Properties of the selected image
- Zoom slider



Main screen in single image mode contains this same elements except image browser and zoom slider. On the screenshot above are shown major elements of the image:

- image mini map
- watermark
- number badge (contains number corresponding to numbers on the index map)

2.1.1 Toolbar



Application toolbar contains three buttons:

- *New* – adds new projects
- *Import* – imports images to selected project (if there is no projects or no project is selected adds new project and then import images)
- *Share* – contains two options allowing to share selected images to:
 - Facebook
 - email

2.1.2 Image properties panel

Image properties panel is available on the right of the main screen and shows setting for the selected image. This panel allows also to change the image settings.

The screenshot displays the 'Image properties panel' with the following sections and settings:

- Info**
 - General**
 - Image ID: **IMGP5432**
 - Caption:
 - Copyright:
 - Pixel size: 2048 x 1371
 - File size: 902.21 KB
 - GPS**
 - Latitude: 36.420033 N
 - Longitude: 116.812347 W
 - Altitude: 217 m (712 ft)
 - Map**
 - Map type: Roadmap
 - Position: Right top corner
 - Distance to edge:
 - Size: x
 - Zoom:
 - Opacity:
 - Watermark**
 - Add watermark
 - Copyright
 - Font: ...
 - Color:
 - Image
 - Position: Left bottom corner
 - Distance to edge:
 - Opacity:
 - Badge**
 - Add badge
 - Position: Right bottom corner
 - Distance to edge:
 - Color:

The panel contains few sections:

- General – containing main informations about photo:
 - The name of image file

- Caption – description of the photo, this information are used in. ex. during export to Facebook
- Copyright – can be used as a watermarks
- Photo dimensions in pixel
- Photo file size
- GPS – section containing informations about photo location:
 - Latitude
 - Longitude
 - Altitude
- Map – section allows to manipulate with the map:
 - Map type, choose from: Roadmap, Satellite, Terrain, Hybrid;
 - Map position: Left top corner, Left bottom corner, Right top corner, Right bottom corner, Expand left (expand means that map is located outside photo, and the size of image is magnified on the size of the map), Expand right, Expand top, Expand bottom;
 - Distance to edge – map can be shifted from the corner in the center direction, this option is used only when map is located inside the photo
 - Size – pixel size of the map chunk, maximum size (limited by google maps service) is 640x640 px
 - Zoom – specifies the level of detail available on the map, the lowest level is map of the whole world, the highest level is in meters
 - Opacity - allows to show details of the image lying under the map
- Watermark – section allows to add and manipulate with watermark:
 - Add watermark – determines whether watermark be added to image
 - badge type: Copyright or Image – Copyright option uses copyright text from general options, Image option uses watermark image from Project preferences
 - Font – font used to display the watermark
 - Color – foreground color for the watermark
 - Position: Left top corner, Left bottom corner, Right top corner, Right bottom corner, Outside (this option can be used only with map position Expand-..., watermark will be placed on expanded area).
 - Distance to edge – as a map watermark can also be shifted from the corner in the center direction, this option is used only when map is located inside the photo
 - Opacity - allows to show details of the image lying under the watermark
- Badge – section allows to add and manipulate with number badge
 - Add badge – determines whether badge be added to image
 - Position: Left top corner, Left bottom corner, Right top corner, Right bottom corner, Outside (this option can be used only with map position Expand-..., badge will be placed on expanded area).

- Distance to edge – as a map badge can also be shifted from the corner in the center direction, this option is used only when map is located inside the photo
- Color – background color of the badge

2.2 Project window

You can open Project window by double click on Project Name on the projects list.

Project window contains all important preferences of project and default preferences for images. Window has two tabs:

- Project preferences – containing all settings for projects
- Image preferences – containing default settings for images

On the top of window there are text field allowing change the name of the project. Under this field there is information field showing count of images added to project.

Project preferences tab contains two options:

- Generate index map checkbox – determine whether index map be generated for project
- Zoom - specifies the level of detail available on the map, the lowest level is map of the whole world, the highest level is in meters; you can also use Auto option

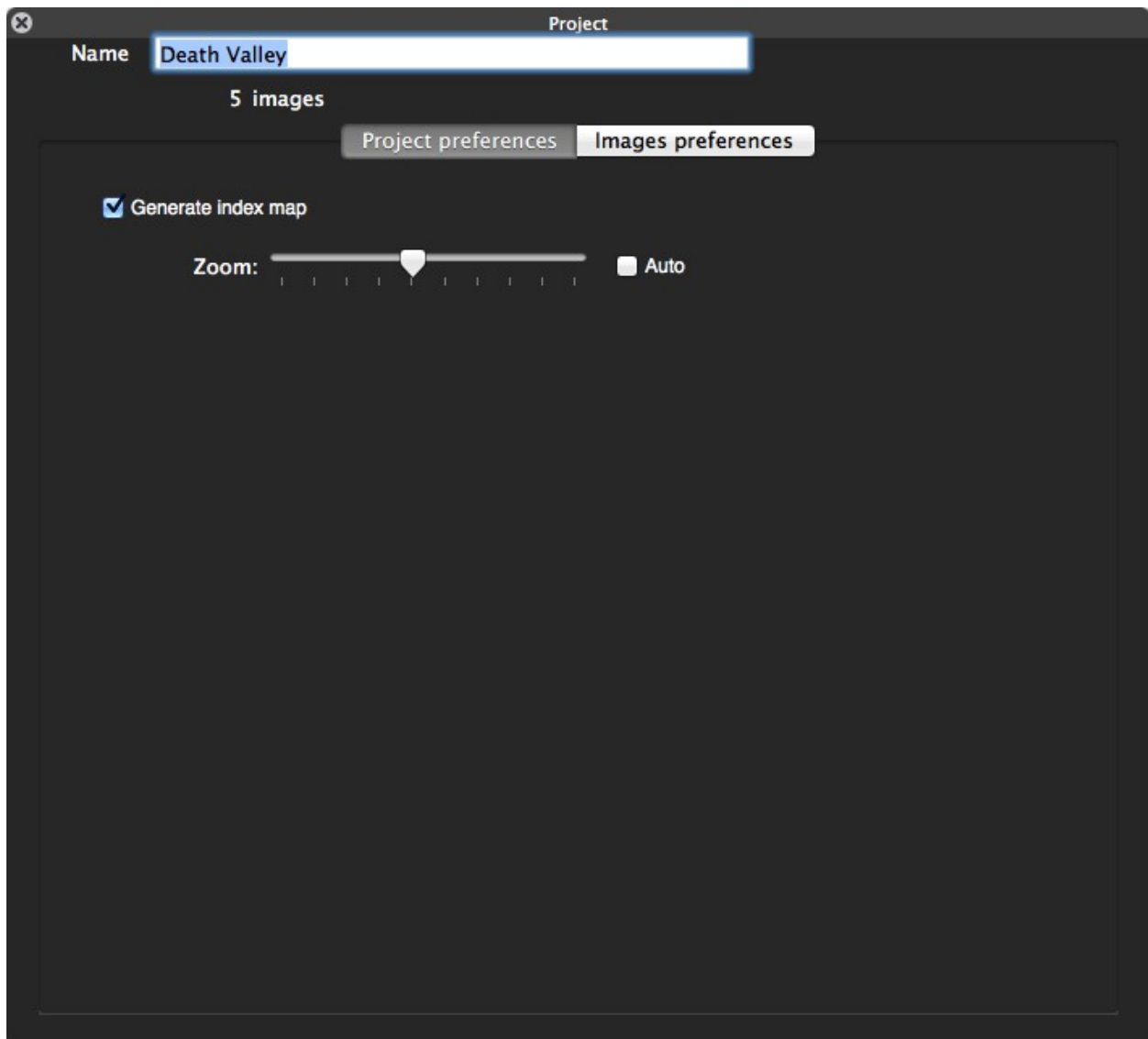
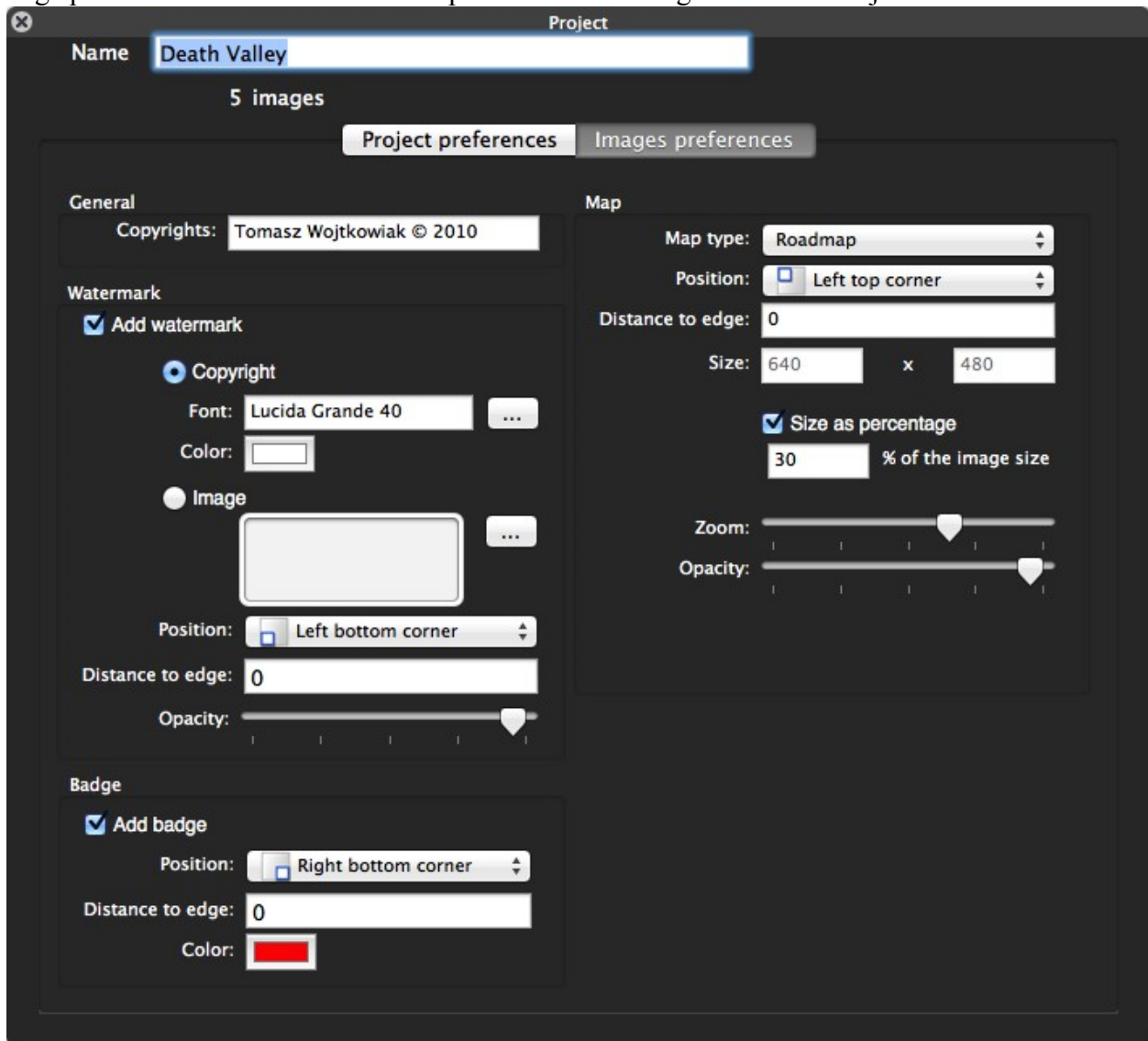


Image preferences tab contains default preferences for images added to Project.



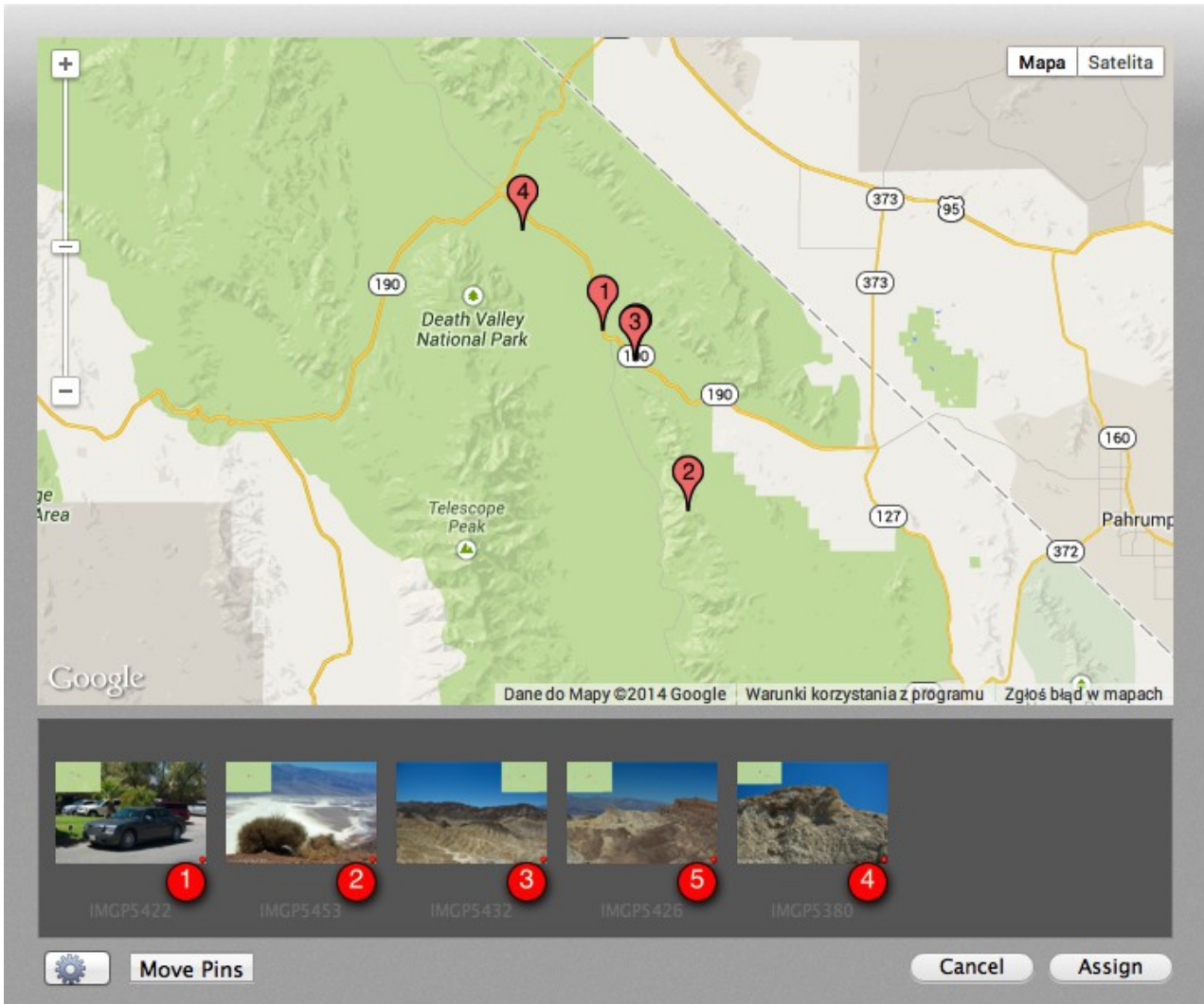
The tab contains few sections:

- General – containing main informations about photo:
 - Copyright – can be used as a watermarks
- Map – section allows to manipulate with the map:
 - Map type, choose from: Roadmap, Satellite, Terrain, Hybrid;
 - Map position: Left top corner, Left bottom corner, Right top corner, Right bottom corner, Expand left (expand means that map is located outside photo, and the size of image is magnified on the size of the map), Expand right, Expand top, Expand bottom;
 - Distance to edge – map can be shifted from the corner in the center direction, this option is used only when map is located inside the photo
 - Size:
 - pixel size of the map chunk, maximum size (limited by google maps service) is 640x640 px or

- size as a percentage size of the photo
 - Zoom – specifies the level of detail available on the map, the lowest level is map of the whole world, the highest level is in meters
 - Opacity - allows to show details of the image lying under the map
- Watermark – section allows to add and manipulate with watermark:
 - Add watermark – determines whether watermark be added to image
 - badge type: Copyright or Image – Copyright option uses copyright text from general options, Image option uses watermark image from Project preferences
 - Font – font used to display the watermark
 - Color – foreground color for the watermark
 - Position: Left top corner, Left bottom corner, Right top corner, Right bottom corner, Outside (this option can be used only with map position Expand-..., watermark will be placed on expanded area).
 - Distance to edge – as a map watermark can also be shifted from the corner in the center direction, this option is used only when map is located inside the photo
 - Opacity - allows to show details of the image lying under the watermark
- Badge – section allows to add and manipulate with number badge
 - Add badge – determines whether badge be added to image
 - Position: Left top corner, Left bottom corner, Right top corner, Right bottom corner, Outside (this option can be used only with map position Expand-..., badge will be placed on expanded area).
 - Distance to edge – as a map badge can also be shifted from the corner in the center direction, this option is used only when map is located inside the photo
 - Color – background color of the badge

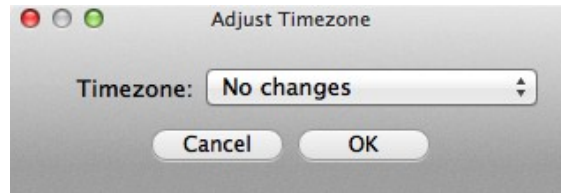
2.3 Map window

Map window allows to set or change place where picture where taken. This same window is also used to show and manipulate GPS track.



2.4 Timezone window

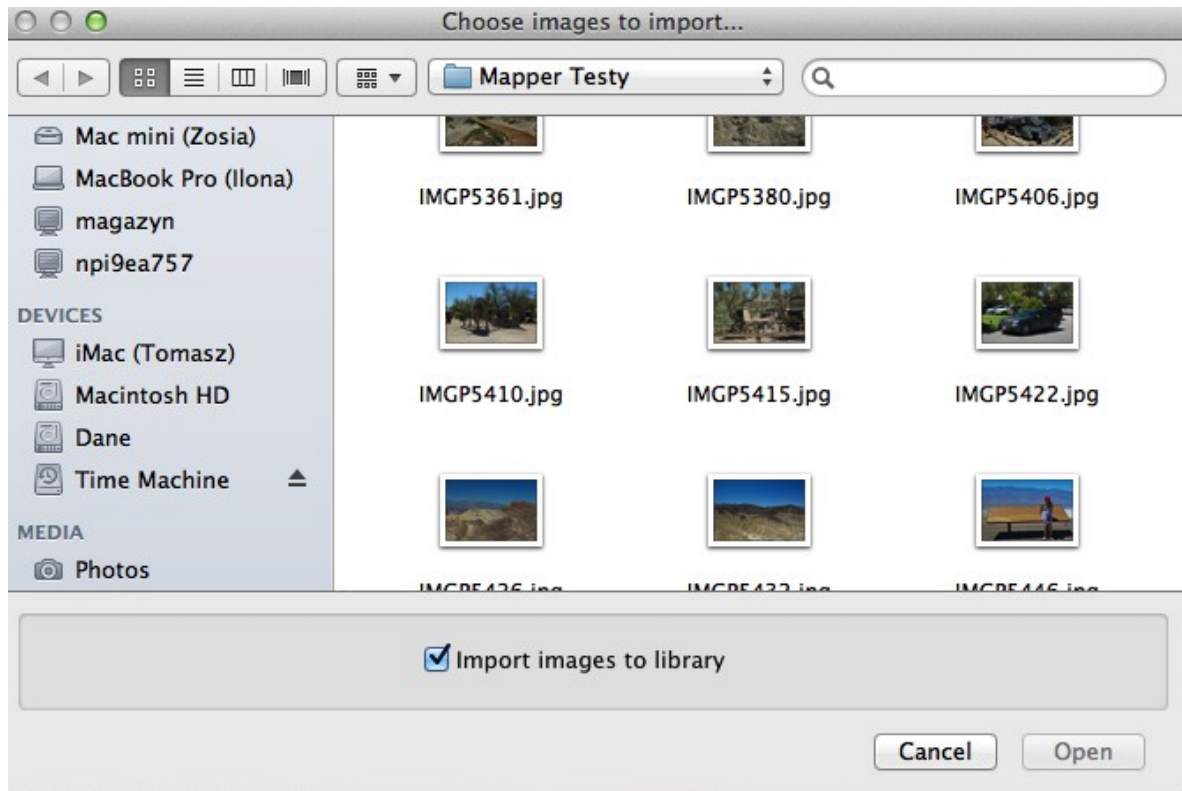
Timezone window allows to change time zone of imported GPS track.



2.5 Import panel

Import panel allows to add images to project. There is additional checkbox on panel: *Import images to library*. If this checkbox is marked imported images will be added to library file, if not images will be stored in original destinations.

We strongly recommend to add images to library, which allows to avoid potential problems after deleting of the photos.



2.6 Facebook export panel

Facebook export panel is used to export photos to Facebook. The export requires configured system Facebook account and enabled Facebook export option in application preferences.

Panel allows to select the album to which you want to export photos. It's also possible to choose *New album* and set its name.

You can also set privacy for exported photos (and new album if selected), privacy can be choose from: *Everyone*, *Friends of friends*, *Friends only*, *Only me*.

It is also possible to set whether photo caption should be use as a photo description in Facebook.



The image shows a dialog box titled "Would you like to publish this 2 photos to Facebook?". It contains the following fields and options:

- Album:** A dropdown menu with "New album" selected.
- Album Name:** An empty text input field.
- Photos privacy:** A dropdown menu with "Everyone" selected.
- Use photo caption as a description
- Buttons:** "Cancel" and "Publish" buttons.

2.7 Application Preferences

Application preferences window allows you to set any important parameters of Mapper.

2.7.1 General Preferences

General preferences tab contains set of basic parameters, divided into three sections:



- Import
 - Add imported images to library – set checkbox with this same name on the Import panel to value chosen on this tab
- Export
 - Enable Facebook export – option allows to send photos to your Facebook account. This option requires properly configured system Facebook account (System Preferences → Accounts). After the first enabling of this function application ask you for rights to connect to your Facebook account. If you refuse access to your account won't be possible. In this case re-enable of the access is available only in System Preferences (Security & Privacy → Privacy → Facebook).
In this same place you can block further access of the applications to your account.
- Drag&Drop
 - Allow import picture using Drag&Drop – enables import pictures to library by dragging from Finder to Image browser
 - Add imported images to library – if option is checked photos will be added to library file, if not photos will be stored in original destinations.

3 Application usage

This chapter shortly describes typical ways of applications usage

3.1 Creating new library, creating project and adding photos

First create new library file by choosing from applications menu: File -> New (⌘N), then add new project using toolbar button “+”. On this stage is highly recommended to configure added project (see chapter [2.2](#)).

To add images to your project use button Import on toolbar. You can import image files into library bundle or left it in previous places (see chapter [2.5](#)).

It is also possible to import images by dragging it into image browser. You can configure this option in Application preferences (see chapter [2.7.1](#)).

After import application should refresh project's index map. On this map are shown all photos having correct location (GPS data). If your photos don't have this informations see next chapter.

You can always refresh project's index map by double click on project's name and choose option “Refresh project map”.

3.2 Adding and changing photo's location

There are two main ways to add location info to your photo:

- using map, on which you set place where photo was taken
- using GPS track from GPS logger, application matches the images capture times to the location times from loaded GPS track and extracts locations from this track.

You can also adjust previously added locations using map or copy GPS info from one picture and paste it to another.

To set place where picture was taken select this photo in image browser and then choose from menu: Metadata → Assign location → On map. New window appears (see chapter [2.3](#)), on this window, on map find place where photo was taken and place in this point pin (just click in map). To save location press *Assign* button.

To change / adjust existing locations select from image browse photos you want to edit and then choose from menu: Metadata → Assign location → On map. New window appears (see chapter [2.3](#)), on this window you will see pins with number corresponding to numbers on images. To adjust pin position press *Move pins* button and move selected pin to desired destination. When you finish press *Assign* button to save locations.

To match images with GPS track select from image browse photos you want to edit and then choose from menu: Metadata → Assign location → Using GPS Track. On open panel select GPS track file (Mapper supports .gpx and .tcx track files). New window appears (see chapter [2.3](#)), on this window you will see your GPS track. Before you match images with track you can adjust Time zone of the track. To do this, press button with wheel and choose option *Adjust Track timezone*. New window appears (see chapter [2.4](#)). On this window choose track timezone: GPS files always had times based on GMT time, if you recorded in any other time zone, and your photo camera is set to this time zone you should choose this same time zone.

If your photos previously had GPS location Mapper avoid to change this location, to replace

existing GPS data choose option *Replace existing locations* from wheel button.

To match images with track press *Match images* button. Matching can take few seconds. To save location press *Assign* button.

3.3 Changing photos settings

Application allows to set many settings for added images, you can add to every photo: map with photo location (place where photo were taken), watermark (information about copyrights and / or who is an author of this photo) and number badge which allows you to easily point to any image.

All settings are available on Image settings panel (see chapter [2.1.2](#)), you can also set default setting for all images in project on the Project panel (see chapter [2.2](#)).

Application allows also to copy setting from one image and paste it to another, you can do this by choosing options *Copy settings* / *Paste settings* from context menu (available after right click on photo).

To reorder image on image browser just move it to desired position. Application updates number badge and project's index map.

3.4 Exporting and sharing your photos

Mapper allows to export edited images in several ways. You can export images to your disk, send it by email or share it on Facebook. In every export described below to selected images will be added project's index map unless you uncheck option *Generate index map* on Project panel (see chapter [2.2](#)).

To export images to disk select from image browse photos you want to export and choose from menu option File → Export → Files to folder (shift + cmd + E), then choose destination folder and press *Export* button.

To send photos using email select from image browse photos you want to send and choose from menu option File → Share → Email or select option Share → Email from toolbar.

Application will create new email with attached photos, you will be able to determine recipients and message title.

Facebook export is available from menu File → Share → Facebook or from toolbar Share → Facebook. To share images select from image browse photos you want to share and choose previously listed option. New window appears (see chapter [2.6](#)), which allows you to select the album to which you want to export photos. It's also possible to choose *New album* and set its name.

You can also set privacy for exported photos (and new album if selected), privacy can be choose from: *Everyone*, *Friends of friends*, *Friends only*, *Only me*.

It is also possible to set whether photo caption should be use as a photo description in Facebook.

Before you use Facebook sharing is necessary to configure Facebook account in System Preferences (Accounts → Facebook). After this enable Facebook export in Application preferences (see chapter [2.7.1](#)).

4 Troubleshooting

Typical errors reported by Mapper.

Problem	Solution
Menu Metadata → Assign location → On map is disabled (greyed)	There is no internet connection, or server http://maps.google.com is unavailable. Connect to internet and try again after a while.

5 Contact information

All informations about Mapper you can find on product webpage <http://mapper.peritum.net/>.

If you would like send us comments, feature requests or report a bug, you can send email to support@peritum.net, or use our Issue Tracker <http://tracker.peritum.net>.

You can also find us on Facebook: <http://facebook.com/MapperOSX> and <http://facebook.com/Peritum.Net> and on Twitter [@peritum](#).