



**UISS AddOn Module:**

## **UI-MapView v3.1.2**

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## **WHAT DOES THIS PROGRAM DO?**

This UISS-Module will show you all stations on a Map. This can be any map you desire. UI-MapView comes with 9 default quality maps. Some maps originated from EI8IC <http://www.qsl.net/ei8ic> but re-scaled and converted to suit UI-MapView.

There is no limit to the number of maps, and you can make your own maps.

It allows you to visually locate a station heard by UISS or AGWPE on a map. Each heard station (with a UIMapView compatible locator) can be accessed for more info. You can save your map with all the stations on it as JPG/BMP picture file!

It will detect longitude and latitude coordinates compatible with UIView, Object Report Format, DF and Mobile coordinates. Also Compressed UIView locators, GPS protocol, Mic-E compressed locators ARE supported.

Compressed Position Report Data Formats, Raw GPS Decoding Global Positioning System Sentences and Mic-E GPS compressed coordinates (as used in the Kenwood D700 and so many others)!

Also works with Maidenhead locator system. A Maidenhead locator consists of 4 to 6 characters, example: JO20AW, JN11... or the Kenwood TH-D7/TM-D700 format: >JO20AW and jJO20AW and Mic-E formats.

Note: Mic-E compressed coordinates are ONLY supported in UISS Pro-Edition!

Minimum resolution is 1024 x 768 or higher!

Needs UISS or AGWPE to work!\*(read text)

# SUMMARY

## SETUP

You can change the following settings:

- Automatically run UI-MapView =

Launches UI-MapView when UISS starts

Default focus is Non-focus (behind UISS) This can be changed in the INI-file

- Close UI-MapView when UISS closes =

To automatically close down UI-MapView when UISS closes (default)

- Multiple UISS Instances Running =

If running more than one UISS instance at a time (enable "Read Data From Disk" is recommended)

- Minimize when UI-MapView start =

Forces UI-MapView to minimize to (taskbar)

when "Automatically run UI-MapView" is enabled

- Give MapView focus when run from UISS =

Forces UI-MapView to get the focus when run from UISS (shows it on top of UISS).

- Read Data Stream = EXPERT SETTINGS!

Is the way UI-MapView reads the data from UISS:

UISS From DDE = Maximum speed (recommended is using UISS v5.4.3 or higher)

UISS From Registry = Default

UISS From Disk = Enable when using more than one UISS copy AND

UI-MapView at the same time, on the same PC.

Use only if you want the data to be sent to

each UI-MapView client separately.

Each UISS instance should be installed in a different folder.

(See how to run multiple instances, below).

Direct from AGW Packet Engine = Uses the AGW Packet Engine instead of UISS to read the stream.

Radioprot: only need to be set when using AGWPE as stream

Of course AGWPE needs to be running and the correct radioprot needs to be set.

Note: When changing the Read Data Stream you need to restart UI-MapView.

On rare occasions UI-MapView could stall (stops reading the packets)

After running many hours under Windows XP. When you notice this enable

"Read Data Stream From Disk".

- Maximum Stations on Map =

You can limit the maximum number of stations that will be visible on the map between 20, up to 150 stations. Old heard stations will be removed when the limit is reached and so keeping the visible stations always up to date.

- Color of Mobile stations (Car, bike, bus and jeep). Default **Red**.

This is based on the icon symbol and icon table symbol in the locator

- Color of Utility stations, like WX, TCP-IP and BBS. Default **Blue**.

- Color of fixed stations. Default **Yellow** is used for all other types.

- Font, bold style and size of station's labels on the map

- Save Picture Files:

As BMP or as JPG. You can set the quality if JPG is chosen.  
Default is 75%. The lower the quality the smaller the file sizes.

- Auto Save Map on Exit (AutoSave)=

Will save the current screen (map) including all station tags as a Bitmap or JPG image (as defined in setup) on your hard disk when closing the program. The picture will be saved in the SavedMaps directory under the working UISS directory. The default is BMP format.

UI-MapView will use the current date and time as the filename.

Format:

MapView[date]\_[hourminutes].bmp

Example:

MapView AutoPic21-02-08\_15h15.bmp

This file will be stored in the folder ...\\SavedMaps

You can change the picture format in the Setup from BMP to JPG and choose your quality (compression) factor of the JPEG picture.

The higher the quality (default is set to 75%), the larger the file will be, but even at 90% quality it is still much smaller than a BMP.

However, if you want the optimum quality you should choose BMP.

Ideal to prevent you from forgetting to save your map when you close UI-MapView (or UISS).

Note: Will ONLY Auto Save Map if at least one station is heard.

- Auto Save Log on Exit=

Will save the current logged stations (plotted stations) including all station tags as a Log file to be used to re-plot the received stations! Logs contain all the complete detailed packet data as it is received.

The log file will be saved on your hard disk in the \Logs\_MapView folder when closing the program.

UI-MapView will use the current date and time as the filename.

Format:

MapView AutoLog[date]-[hourminutes].log

Example:

MapView AutoLog02-02-08\_15h15.log

Ideal to prevent you from forgetting to save your log when you close UI-MapView (or UISS).

Note: Will ONLY Auto Save Map if at least one station is heard.

- AutoSave Threshold:

Save if more then x stations are heard.

Default is at least one station that needs to been plotted on the map before a log or picture will be saved.

Example: If you want to have a log saved when closing UI-MapView if there are at Least 5 stations heard, then you can enter the desired value (threshold)

- Never Re-scale/fit Maps to screen:

Keep all maps in their original size when loading or showing the map.

- Text to Speech:

'Speak' : to let UI-MapView say each station (only newly plotted stations).

'Use NATO phonetic alphabet': will replace each letter of a call with the appropriate NATO spelling equivalent. Example: O = Oscar, N = November etc...

- Use System Tray when Minimized:

Enable to send the program to the system tray instead of the taskbar

- Change Focus when UI-MapView launches automatically

In Setup-> [V] Minimize when UI-MapView start

## MULTIPLE UISS INSTANCES

In Setup enable [v]Multiple UISS Instances  
And Read Data Stream (o) From Disk

An example from G4DCQ: When using 2 RF ports on AGW: One RF port on UHF the other on VHF, each driven by a separate instance of UISS.exe. One map associated with each instance would then show UHF traffic on one map, and VHF traffic on the other map. Obviously if you run UISS.exe twice from the same folder, you will get no more than a clone of the first instance, because it is reading the same UISS.ini file over again at start-up. So you need to have two independent UISS program folders (C:\UISS and D:\UISS) or something like (C:\UISS-U and C:\UISS-V) to cover both UHF and VHF ports, independently.

### Change Focus when UI-MapView launches automatically

In Setup-> [V] Minimize when UI-MapView start  
or

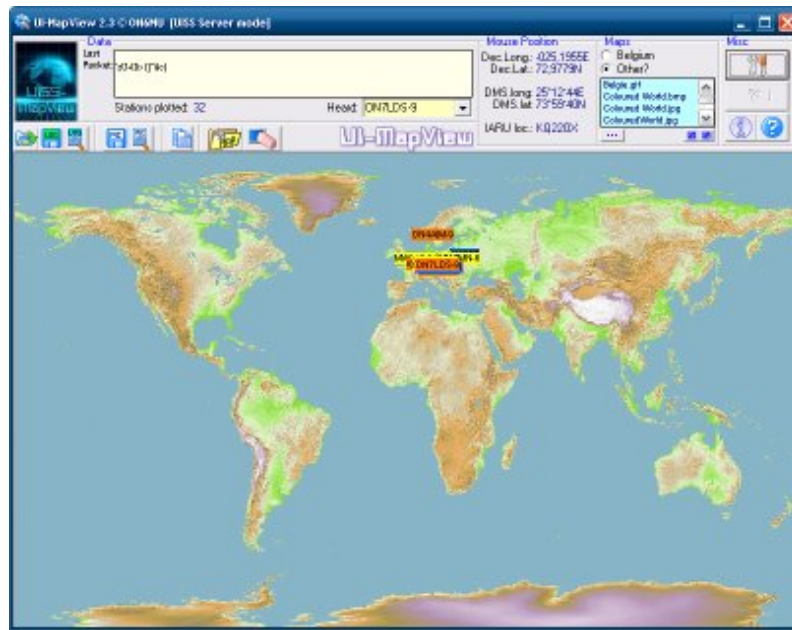
Open UIMapView.ini (in the UISS parent folder) and look for:  
[ForceModuleFocus]

1

and change the value beneath

0=focus (on top), 1=nonfocus (behind), 2=Minimized (on taskbar)

# CONSOLE



## Heard box

Stores all stations that are displayed on the map.

Only stations that have a valid locator are considered 'Heard'.

Extra info is given by selecting the station and the selected station is put in front of all others.

Option: You can test your map or just to establish where a certain locator is, try typing an IARU locator in the 'Heard' box.

FIRST type = THEN type the locator and press ENTER

Example: =JO20AW

## Clear

Removes all stations from the map and Heard list.

## **Save Log**

Logs contain all the complete detailed packet data as it is received.  
It contains all the packet data UI-MapView has received up to 150 stations.  
Default filename is the date, hour and minute. The default type is .Log (ascii) format.

Example:

MapView Log16-02-12\_15h15.log

The default storage folder is ...\\ Logs\_MapView BUT can be selected to other folders.

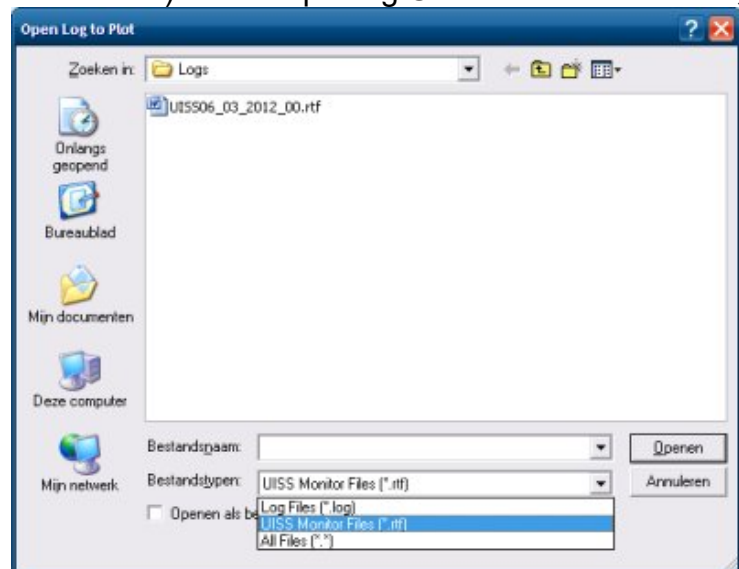
Note: A warning message will show if an attempt to save a second file is made within the same minute.

## **Open Log**

This will allow you to open any saved log and "replay" the stations heard.  
UI-MapView will plot all stations back on the active map complete with its original data!

You can change the folder to the UISS Log- or Monitor folder and plot the stations from those logs! Now you can view the stations back on the map like they were logged in UISS on the day!

UI-MapView is 100% compatible with all UISS saved logs and ALSO with the Rich text format Monitor files (saved in the Monitor folder). When opening UISS RTF Monitor files,



you will need to change the filetype:  
to UISS Monitor files (\*.rtf)

## **View Log**

Open and view the logs in the Windows default text editor (usually NotePad)

### **Save Pic**

Allows you to change the filename, folder AND picture format.

Default filename is the date, hour and minute. The default type is Bitmap format, or again JPG if defined as such in the Setup. But again this can be changed in the File 'Save As' dialog.

Example:

MapView Pic21-02-08\_15h15.bmp

The default storage folder is ...\\SavedMaps BUT can be selected.

Note: A warning message will show if an attempt to save a second file is made within the same minute.

### **Map-Viewer**

Is actually a picture viewer that allows you to view, copy, rename, delete or edit in MS-Paint your saved maps! The maps are scaled to fit the size of the Map-Viewer's window. This does not re-scale the map on your disk.

### **Copy**

Copies the map to the Windows clipboard

### **Refresh and Re-scale Map**

The "little blue screen buttons"

- (1) Refreshes the map with the plotted stations and (or) re-scales the map to its minimal size (ideal for small monitor resolutions below 1024x780).
- (2) Refreshes and Re-scales the map to best fit to original size.

This does NOT erase the plotted stations.

Note: on old PC's (P1 or P2's) this can take a while

### **Mouse Location**

Moving your mouse pointer over a map gives you the real time location in the upper readout box. SOUTH Latitude and EAST Longitude are shown in the box as negative numbers, as expressed in the 'Decimal Degree' system.

The Latitude and Longitude is simultaneously displayed in the middle box using the world co-ordinate system, of Degrees/Minutes/Seconds. No Negatives.

The co-ordinates are also converted to the IARU Maidenhead locator system and a QRA locator is shown in the bottom box.

### **Info Station**

A single click with the LEFT mouse button on a callsign brings the station to front (as like selecting a station in the Heard box)

RIGHT-click on the station's label shows you several options, like copy the to the Windows clipboard, bring the station back or forth, find the stations details on the Web using Findu.com or QRZ.com etc...

Also the menu gives the option to 'Send message' to that station via an instant message box. Works Only in UISS v5.2.2 or higher!

## **TESTMODE** (Show user entered locator on the map)

You can test your map with a Maidenhead locator OR just if you want to find out where on the map a certain locator is. Click on the Heard Box or on the map and press the '=' key, you'll notice the Heard box will turn yellow.

Now type a locator (ex. JO20AW) and press ENTER.

The locator will be placed on the map. The upper left corner of the red locator label is the position of the entered locator.

Double-click the red test-locator label to remove it OR press = again and press ENTER (empties heard box erases testlabel too).

Using UI-MapView stand alone? By adding the optional command parameter: Standalone  
This should be done using a shortcut to UIMAPVIEW.EXE and changing the properties.

Example: UIMPAVIEW.EXE standalone

This allows UI-MapView to run without UISS running for experimental reasons. Note: UI-MapView still

needs data to be received from the registry or from the disk to plot the stations on the map.

## UI-MapView locators

It supports the standard UI-View world coordinates system "layout".

Compatible with Object Report Format, DF and Mobile TNC coordinates.

SatTrack coordinates, Compressed Position Report Data Formats = compressed APRS UI-View coordinates! Raw GPS Decoding Global Positioning System Sentences=NMEA-0183

GPS (\$GPRMC,\$GPGGA)

Mic-E GPS compressed coordinates (as used by the Kenwood D700 and so many others) Pro-Edition only!! Just make a little donation to the UISS project or to UI-MapView and enjoy a life-time registration and pro-edition options! It keeps the project alive! Thank you!

### Maidenhead QRA locators (IARU)

Packet Examples:

Fm ON6MU To APRS Via RS0ISS-3 <UI pid=F0 Len=46 >[09:00:35]

=5056.28N/00402.47E-www.qsl.net/on6mu {UISS52}

Fm ON6MU-1 To UQPVP9 Via ON0APR\*,WIDE <UI pid=F0 Len=15 >[16:47:27]

'z:KI />/"4"}

Fm ON6MU To APRS Via ARISS\* <UI pid=F0 Len=46 >[19:00:15]

=/4dnQOOw0j B

Fm ON6MU To APRS Via ARISS <UI pid=F0 Len=6 >[09:02:15]

JO20AW

Some other compatible examples (no header):

@102156z3147.16N/10622.91W\_275/004g008t090h44e1w

;ISS\_123\*051441z2848.90N\10710.66WS137/999/at 051441z

/092345z4903.50N/07201.75W\000/000/270/729

@040922z5126.80N/00413.89E/153/002ff

!3547.13NN10546.92W#PHG5930/A=012640/W5SF-2 APRS DIGI www.urfmsi.org

=5056.28N/00402.47E`http://www.qsl.net/on6mu

\$GPRMC,221537.00,A,3343.7015,S,15106.5822,E,0.2,124.2,301207,,\*24

\$GPGGA,151449,4034.5163,N,10424.4937,W,1,06,1.41,21475.8,M,-21.8,M,,\*4D

:}LW5DR-1>APN391,qAR,LU9EV-1:!3832.69S/05844.19W#PGH7490/W3,SSn 144.930

Mhz-NECO

### Notes on Maidenhead locators

The Maidenhead Grid Square system is a method of stating any position on the globe. The full 6-character grid square takes the form of two letters, two numbers, and two more letters (i.e. EM02DK is the same as latitude 32°25'N, longitude 99°41'W). A grid square co-ordinate is obviously shorter and easier to state than latitude and longitude.

Even the compressed UI-View format will be larger than the Grid Square system. For "standard" ISS use, and to enhance your chance to get a packet through, the Maidenhead locator is encouraged.

UI-MapView supports several kinds of Maidenhead locator formats.

Valid are:

JO20AW

JO20

```
[JO20  
[JO20AW  
[JO20AW]  
>JO20AW  
]JO20AW
```

If the locator is followed by a plain text comment, the first character of the text must be a space. For example:

```
JO20AW Hello World      (Mic-E, Pic-E and standard)  
>JO20AW Hello World    (Kenwood TH-D7)  
]JO20AW Hello World    (Kenwood TM-D700)
```

With or without optional locator symbol /G (/G = symbol = 6 character locator)

IO91SX/G Hello world (from a Mic-E or PIC-E)

(/G is the grid locator symbol).

/> = CAR

/- = House VHF

...

..

#### Notes on Mic-E compressed locators

In Mic-E data format, the station's position, course, speed and display symbol, together with an APRS digipeater path and Mic-E Message Code, are packed into the AX.25 Destination Address and Information fields.

The Information field can also optionally contain either Mic-E telemetry data or Mic-E status.

Mic-E data format is not only used in the Microphone Encoder unit; it is also used in the PIC Encoder and in the Kenwood TH-D7 and TM-D700 radios.

**Mic-E Data Payload** The Mic-E data format allows a large amount of data to be carried in a very short packet. The data is split between the Destination Address field and the Information field of a standard AX.25 UI-frame.

This type of locator system can not be used in Space digipeating as the destination field isn't validated for digipeating using ISS/PCSAT etc.

**Note:** Support for Custom messages is optional. Original Mic-E units do not support Custom messages and for now neither does UI-MapView.

Mostly noticed when a station is plotted way out of its course. So please take care to use default, standard or none messages if broadcasting

Mic-E locations (which is the case in 98% of all compressed Mic-E transmissions)

Pro-Edition only!! Just make a little donation to the UISS project and enjoy a life-time registration and pro-edition options! It keeps the project alive!

### **Station label colors**

The colors can be changed in the Setup-menu

- Mobile stations (default color is Red)
- Utility stations (default color is Blue)
- All other stations are treated as fixed stations (default color Yellow)

You can define all stations with the same label color ('Same' button in the Setup-menu)

### **Define other station symbols**

Mobile and Utility station icon symbols can be defined in the UIMapView.ini file allowing you to add, remove or just specify only one type of mobile or utility station.

Open UIMapView.ini (from the UISS parent folder) and look for:

[MobileSymbols]

>bUj<afkuv

[UtilitySymbols]

W\_#%+cmrnIB&

These 'symbols' are primary table APRS icons.  
Don't forget to save any changes!

# UISS-MapView/PreFind/MU-Locator

MAPS and how to make them

## Guide

### Tools and Tips

You need:

- UI-MapView (or PreFind or PreMuLoc)
- Notepad
- A calculator
- Optional but recommended:  
UI-View (to be able to check if your maps are correct)
- Also optional: a graphical tool to resize your maps if needed (Irfanview etc.)

You can "convert" APRS maps that were made for UI-View to use them in MapView (or even PreFind).

There are a few points that you should take into account:

- be sure the map isn't larger than your screen resolution, else resize it
- the map should be a GIF, JPG or BMP file
- calculate the coordinates
- and adjust if needed the INI-file of your UI-MapView map.

You can resize your maps to suit your screen resolution without the need of changing the coordinates in the ini-file! Yes, when you have a map and you want to enlarge it to fit your entire screen just resample/resize it with a tool like IrfanView, Paintshop etc. The coordinates will remain the same and do not change when resizing a map.

### Filenames

UI-MapView will load and use the values it finds in the file that has the same name as the map.

Example:

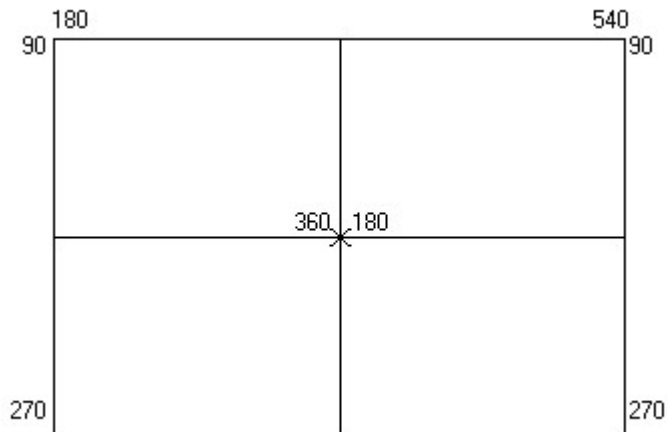
If you have a map with filename: JAPAN.JPG

UI-MapView will look for a ini-file called JAPAN.INI

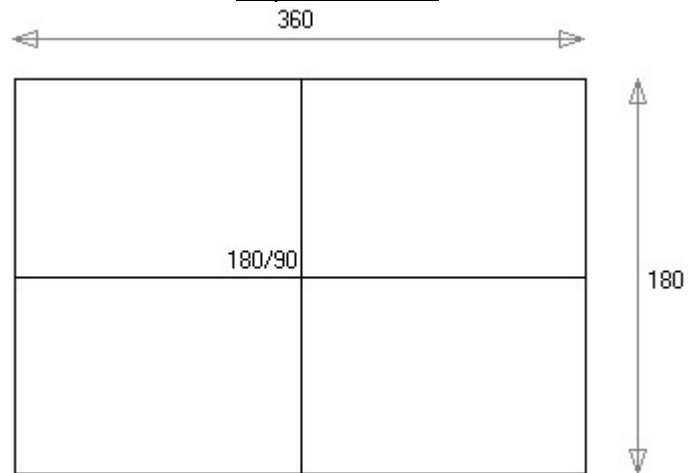
### How the PreFind/UI-MapView/MU-Locator engine works

The engine uses the left and top decimal coordinates and the height and width decimal coordinates. This is how PreFind/UI-MapView engine interprets coordinates.

### Engine ViewPort Coordinates

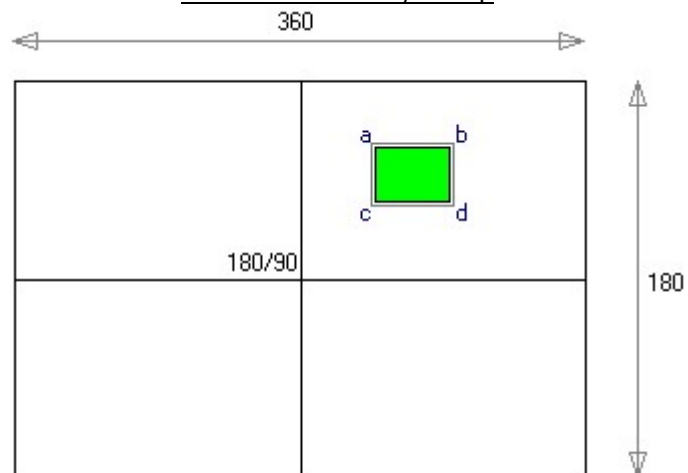


### Map Coordinates



If you consider that a world map left coordinate is 0 and top coordinate is 0 and one knows the Earth has 360° longitude being the width and 180° latitude being the height it covers of course the entire possible view.

### An area covered by a map



A = Relative LEFT and TOP map position

A to B = Width of the map

A to C = Height of the map

D = Width + Height (D=B+C)

# How to calculate the coordinates from a UI-View map

Let's take this UI-view example:

```
<UIVIEW EUROPE.INF>
26.16.8W, 69.2.2N
41.14.2E, 31.6.0N
Europe
```

You need these two UI-view files:

- Europe.GIF (the map and can be a .JPG too)
- Europe.INF (only to get the coordinates)

Copy EUROPE.GIF into your UI-view map directory or into the Prefind directory.

South and East are treated negative AND please notice N/S or E/W in the UI-View INF-file! Some UI-view maps doesn't always place the N/S E/W on the same place as in the example above!

A second thing to consider is that UI-View uses degrees.minutes.seconds, while MapView uses decimal values! Therefore you need to convert UI-View's coordinates to decimal latitude and decimal longitude coordinates. There's a lot of online conversion tools/websites all over the web available. We will discuss this issue later on.

To keep it simple I left out the decimals of the above coordinates.

```
<UIVIEW EUROPE.INF>
26.16.8W, 69.2.2N
41.14.2E, 31.6.0N
Europe
```

Map Left = 360-longitude = 360-26 = 334

Map Top = 180-latitude = 180-69 = 110

Map Height= North – North = 69-31 = 38

Map Width = West – East = 26-(-41) = 67 '(minus minus = positive)

This is what needs to be in the Prefind/UI-View map.ini file

Open NotePad and write the following:

```
[Prefind Scale External Map]
[South_Left=360-long]
334
[East_Top=180-lat]
111
[West_Heigth=lat1-lat2]
38
[North_Width=long1-long2]
67
[Name]
Europa
```

Save the file in your PreFind (or when using UI-MapView in your UISS directory) as EUROPE.INI

Note: Decimals ARE allowed. Look at the maps included with MapView. The accuracy in zoomed maps is still need of improvement, but for sat use it should be sufficient.

Be sure to take into account that South and East coordinates are negative, with which you'll need to add mathematical (minus & minus = positive). Sometimes you'll need to adjust the coordinates manually to get maximum accuracy.

### **Decimal coordinates**

Important: The map-engine uses decimal coordinates and not world. So to calculate world coordinates (applies only to the coordinates found after the first decimal, if any. Ex. 258.32). These need to be converted to decimal values. If you do not, then you need to adjust the coordinates manually. This is only important when using high detailed maps (zoomed maps up to a few 100 Km). It are these type of maps (with a very small area zoomed out) that needs conversion from degrees to decimal.

Example:

Coordinates: 50° 56' 28" N, 4° 2' 47" E

equals

Coordinates: 50.941139 4.046436

As we said before, UI-View uses degrees.minutes.seconds, while MapView uses decimal values! Therefore you need to convert UI-View's coordinates to decimal latitude and longitude coordinates for the highest precision possible. There's a lot of online conversion tools/websites all over the web available (Like my own Freeware Windows TinyLocator! which can be downloaded at my website), but the formula isn't that difficult:

Decimal degrees = whole number of degrees, plus minutes divided by 60, plus seconds divided by 3600

An example:  $117^{\circ}29'50'' = 117 + 29/60 + 50/3600 = 117.4974$  decimal degrees

So the complete formula looks like the following:

Decimal value = Degrees + (Minutes/60) + (Seconds/3600)

### **To test or fine-tune your newly created map:**

1. Run UI-view
2. Load the map you wanted to convert
3. Move your mouse to the outer four corners of the map and write down the maidenhead locaters
4. Pick a few cities and move your mouse-pointer to those cities and write down the maidenhead locator (we'll need it to test if the map coordinates you calculate are correct).
5. Run PreFind (or UISS and launch UI-MapView)
6. Load your new map
7. Compare the four outer corner locaters with those of UI-View
8. Type in a few maiden locaters (those we've written down from a few cities we have chosen in UI-View) to check if the position is correct.

If all is correct your map is converted perfectly, if not then adjust the coordinates by small values (add or substract), save it and repeat the procedure 6...8

## UISS-MapView Tip:

### Test Locators

You can test your map with a Maidenhead locator.

Click on the MHeard Box or on the map and press the '=' key, you'll notice the MHeard box will turn yellow.

Now type a locator (ex. JO20AW) and press ENTER

The locator will be placed on the map. The upper left corner of the red locator label is the position of the entered locator.

Double-click the red test-locator label to remove it OR

press = again and press ENTER (empty heard box erases test-locator label too).

### More examples:

#### World

UI-View World.INF:

180.00.00W, 90.00.00N

180.00.00E, 90.00.00S

World

```
[Prefind Scale External Map]
[South_Left=360-long]
180
[East_Top=180-lat]
90
[West_Heigth=lat1-lat2]
180
[North_Width=long1-long2]
360
[Name]
World
```

### North USA

for demo purposes the UI-View map coordinates are included

125.0.0W, 50.0.0N

65.0.0W, 25.0.0N

USA - Coloured Relief

```
[Prefind Scale External Map]
[South_Left=360-long]
235
[East_Top=180-lat]
130
[West_Heigth=lat1-lat2]
25
[North_Width=long1-long2]
60
[Name]
North USA
```

## **Australia**

for demo purposes the UI-View map coordinates are included

110.0.0E, 08.0.0S

180.0.0E, 45.0.0S

[Prefind Scale External Map]

[South\_Left=360-long]

470

[East\_Top=180-lat]

188

[West\_Heigth=lat1-lat2]

37

[North\_Width=long1-long2]

70

[Name]

Australia/NZ

## **Belgium**

UIVIEW original coordinates:

51.35.17N (lat1) , 01.23.31E (long2)

49.25.73N (lat2) , 06.45.26E (long1)

België

Remember to adjust manually if needed and first of all convert them to decimal

[Prefind Scale External Map]

[South\_Left=360-long]

361.409

[East\_Top=180-lat]

128.423

[West\_Heigth=lat1-lat2]

2.149

[North\_Width=long1-long2]

5.332

[Name]

Belgium

## **Note:**

There is a UI-MapView MAP Creator (made by LU4EG) available for download that converts all UI-view maps!

You can find at my homepage: <http://www.on6mu.org>

## **INSTALLATION**

First install UI-MapView in your UISS directory! This is important. This Add-on can not work outside UISS. From UISS52 it is distributed with UISS. The maps are located in the \Maps folder. Saved maps (screenshot of the map and stations) are saved in folder \SavedMaps. In future UI-MapView will be included in UISS52 and upwards by default.

### **RUN UI-MapView**

Run the AGW Packet Engine configured properly!

Then launch UISS.

You'll find UI-MapView in the UISS-Modules menu, click on it and you're ready..!

### **SYSTEM REQUIREMENTS**

- Any Windows version
- At least UISS 5.2.2, preferable UISS 5.4.3 for all features.
- AGWPE (optional for stand-alone use)
- SVGA with a resolution of 1024x768 or higher

## LEGAL STUFF

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However, this is your opportunity to help Amsat in funding new satellites or to help me with the goal of providing quality software for the Radio Amateur community, and ensuring the future of UISS and UISS-MapView.

Donating to the UISS-Project gives you a Pro-Edition key which ALSO enables UISS-MapView in decoding Mic-E Compressed GPS Data!!!!!!

Any support you can provide for UISS-projects and modules is greatly appreciated! If you decide to make a contribution for the UISS or UI-MapView Project then please use my PayPal account at my website <http://www.qsl.net/on6mu/uiss.htm> (or from the 'About' box inside UI-MapView)

Even the smallest donation is useful and will be most appreciated and enables Mic-E compressed locators to show my appreciation! IT will also be valid for UISS!

# HISTORY

## version 3.1.2

- New: DDE support! Thanks Nigel. (works only with UISS 5.4.3 or higher)

## version 3.1

- v3.1.1 minor bug fix: Default world map (and very rare other maps) did not always show the correct map name.
- rare: Log did not always open in NotePad on some systems
- New: convert UI-View maps (Module of LU4EG) is now accessible in the Map Selector and Setup (UISS-MapView)
- New: open a picture (saved map) in the Windows default picture viewer
- New: double click in the Saved Map Viewer (when opening a saved map) shows the map in Paint
- New: delete maps (Map Selector)
- New: Give MapView focus when run from UISS (optional in MapView setup)
- Some option dialogs enlarged
- Icons edited to differ more between log and pic options and some minor cosmetic changes
- The About box now also shows UISS version nr
- bug fix: Running the Explorer from the Saved Map Viewer didn't always work
- bug fix: The World map will be used when default map isn't found, preventing automatic popup map selector
- bug fix: the picture was not correctly dimensioned (rectangle beneath the picture) when saving or copying a map
- bug fix: opening a the Map Preview Selector and NOT selecting a map made the current map blanc
- bug fix: maps smaller then the default UISS-MapView screen did not resize to its smaller size
- bug fix: Auto log saving was done in the UISS parent folder instead of the Logs\_MapView folder (Thanks Nigel G4DCQ)
- bug fix: command module: MapView cleared the UISS status string (uiss terminated) (Thanks Nigel G4DCQ)
- bug fix: on some folder names maps were read wrongly (placed stations on the wrong location). Cause: map ini's could not be read when a path had more than one dot '.' in its name (Thanks Nigel G4DCQ)

## Version 3.0.1

- New: Use System Tray when Minimized
- Manual layout improved

### **version 3.0**

- New: AGW Packet Engine support! UI-MapView can now be used stand-alone with AGWPE.
  - Also ideal for simple APRS RX
- The data stream can be changed in the setup to use AGWPE or from UISS
- New: Text-to-Speech! You can even use the Nato spelling alphabet.
- New: Log stations and save them to 'replay' (plot) the logs back on the map. It also support UISS saved logs (also Monitor rtf saved files)! Now you can view the stations back on the map like they were logged in UISS on the day!
- New: View logs ( = logged stations packets complete with header & data)
- New: Save logs on exit automatically
- New: support two additional APRS IS packets:
  - uncompressed APRS Internet Server packets
  - MicE compressed APRS IS packets
- Bug fix: Some locators that used lower case azimuth codes were not always decoded correctly: fixed
- You can now also run the Explorer from within the Map Viewer
- Autosave Maps and Logs now uses date and hour as filename for default
- New icon buttons for easy use, new layout and other cosmetic changes
- New: Text of the station labels can be set to bold
- New: AutoSave Threshold (Save if more then xx stations are heard)
- Can be registered as Pro-edition separate from UISS
- The "Show UISS button" needed to be pressed twice to bring up UISS to the foreground: fixed
- Help now in PDF format for easy reading and to print as a manual and includes the "How-To-Make-Maps Guide" (UIMapViewManual.pdf)!
- Thorough debugging

### **version 2.2.3**

- MapView bug fix (thanks to Robert VA3ROM) The code for looking up callsigns for QRZ was changed a while back hence the problem with MapView to lookup a call: fixed

### **Version 2.2.2**

- Bug fix: some callsigns were interpreted as IARU locators
- Bug Fix: url in maps download was wrong

### **Version 2.2.1**

- LU4EG reported: ISS Object did not show proper object name (showed destination call instead)
- label 'Stations on map' replaced with 'Stations plotted'
- G4DCQ re-written the top line as [UI-MapView Compatible Scaled External Map] so they also tie up with each other, and also tie up with ther verbal discription in the help files.
- Updated manual review de G4DCQ

### **Version 2.2.0C**

- Error occurred when opening Paint/Brush in Windows 95,98 or 98se, (when a map opened in UI-Mapview's viewer, was sent to editor)

### **Version 2.2.0B**

- NOAN reported a possible handle/memory leakage. Identified and fixed leaking handles.

### **Version 2.2.0**

- Utility stations have own colors (weather, digi, relay, dx, Red-Cross, repeater, node, bbs, tcpip, server)
- Mobile and Utility station icon symbols can be defined in the UI-MapView.ini file allowing users to:
  - Add, remove or specify just one type of mobile/utility station
- Possible to send a message to a station on the map (right-click on station label). Works Only in UISS v5.2.2 or higher!
- Sometimes non-compressed UI-View coordinates leading with @ failed to show on map: Fixed
- Setup-menu -> button 'same' did not set mobile and home labels to yellow
- Sometimes a map did not always resize on the first user resize or the maximize of UI-MapView's window
- Downloading maps gave wrong url: Fixed
- Sometimes error 76 occurred in Map selector when no map is selected and OK is pressed
- Default filename is now abbreviated to fit selection window in MapViewer.

### **Version 2.1.0b**

- Filename in 'SaveAs' did not update minutes: Fixed
- and some minor changes

### **Version 2.1.0**

- Map Viewer (image viewer) to view, copy, rename, delete or edit in MS-Paint your saved maps!
- and some minor changes

### **Version 2.0.1**

- Message "...Beta version expired..." and UI-MapView ended. Fixed.

## **Version 2.0.0**

- Added coordinates formats:
- Compressed Position Report Data Formats = compressed aprs UI-View locators!
- Raw GPS Decoding Global Positioning System Sentences = NMEA-0183 GPS
- Mic-E GPS compressed coordinates (used in Kenwood D700 & many others)!
- Resize any map to any proportion!
- Fit any map to your screen's resolution (full screen)
- Bigger maps then your screen resolution are re-scaled to fit your screen
- Optional: Keep all maps in their original size
- Remember last position on desktop
- Quick map selector
- Including 9 new Maps of every region of the World! (Note: some are from EI8IC <http://www.qsl.net/ei8ic>, but re-scaled and converted to suit MapView)
- Two user definable maps
- Separate colors of the station labels to define fixed and mobile stations
- Set separate colors for station's labels of fixed and mobile stations
- Font size labels
- Optional Auto Run UI-MapView when UISS starts
- Minimize when UI-MapView auto starts (Auto Run enabled)
- Shows mouse pointer location real-time in decimal and degrees/minutes/seconds and IARU locator!
- Font list now sorted
- Select picture format to save your map: JPG or BMP!
- Compression/Quality of the saved JPG map can be chosen
- Auto save map on exit
- Separate folder for quick-save maps: \SavedMaps
- 'Save As' button: save a map to any folder
- Refresh and re-scale Map button
- Checking if more then 9 maps were stored a day, returned the counter to 1 -> fixed: allows now up to 999 maps per day (date)
- Shows in long/latitude in proper format in labels of the position of where the mouse pointer moves on the map
- Determines the Locale Aware Dates & its separators: convert date to display properly according to the regional settings
- 'Show UISS' button: brings up UISS (or back to UI-MapView)
- Adds UISS-UI-MapView logo if screen is bigger then initial size
- In ini-files: user can manually enable the focus of UI-MapView
- When selecting a heard station will shows the last packet of that station in the "Last Packet"-window instead of a message box (color changes too)
- Message dialog when saving, copying
- Sometimes a station disappeared from a map if data contained Maidenhead characters: Fixed
- Increased accuracy
- Default World map as external file DefaultWorldMap.jpg (can be changed if wanted, but with same name. Valid files are .jpg, .gif and .bmp)
- Right-click mouse station displays options:  
copy, view data, bring station's label to front or back and view the station on the Web (Findu and QRZ.com)
- New logo, about-box logo and icon + updated mail
- Cosmetic changes
- Internal optimised re-coding and re-structuring
- Thorough debugging

### **Version 1.4**

- Cosmetic changes
- Change the font and size of the labels
- Experimental autosave feature

### **Version 1.3.2**

- Some improved accuracy for high zoomed maps and World coordinates
- Choose mouse pointer style: arrow or cross
- Test mode (for Maidenhead locators)

### **Version 1.3.1**

- A few minor adjustments in the scale of the map engine
- New World map (c)ON6MU
- Extra maps with adjusted accuracy
- Some minor bugs removed

### **Version 1.3.0**

- First-in-first-out concept implemented. When more than 150 stations are on the map the oldest heard station is removed (first-in-first-out), keeping the stations on the map up-to-date.
- Read data from disk instead of registry to prevent stall in Windows XP and to improve multiple UISS and UI-MapView instances support (UISS v4.x).
- Setup window for easy configuration
- Limit the number visible stations on the map

### **Version 1.2.1**

- Increased speed in redrawing stations
- With some compressed locators (not supported) was mistaken for a uncompressed locator and showed the station in the wrong place: fixed
- Program sometimes stalled under Windows XP: Windows XP timing bug fixed

### **Version 1.2.0**

- Added DF/Mobile compatible coordinates.
- Object Report Format:  
Added (Satellite) track compatible objects/coordinates. All satellites are identified with a 4 character AMSAT identifier. When a satellite has only 3 characters append underscores to make it 4, (e.g. ISS becomes ISS\_)
- Maidenhead locator now compatible with Kenwood TH-D7 and TM-D700 formats.
- Some minor bug fixes

### **Version 1.1.1**

- Bug fix: some stations with "00" values in their world coordinates did not show up on the map. Now fixed.

### **Version 1.1.0**

- Bug fix: stations with Maidenhead locators now correctly displayed on map
- North USA Map coordinates fixed
- Save current screen (map) including all stations displayed as a BitMap image (.BMP)

### **Version 1.0**

- I have to start somewhere... Hl. Improvements will surely follow.

- Default World Map
- Possible to add user maps (no limit!)
- Compatible with Maidenhead and UIView locator system
- No Compressed UIView locators and GPS protocol
- Maps compatible with PreFind
- Maps larger then your screen resolution are not visible.

## **CLOSING WORDS**

WE NEED YOUR CREATIVITY FOR NEW MAPS PLEASE. Please send me your Maps and I'll gladly put them on my Website (with full credits of course).

For the newest version, maps and other Add-Ons please look at my homepage:  
[www.qsl.net/on6mu](http://www.qsl.net/on6mu)

There you can mail me online too (or from within UI-MapView, click on the logo).

Special thanks to Nigel G4DCQ for his invaluable input, help and testing!

And thank you ALL for using UISS and this Add-On!

My best greetings and God Bless!

Guy, de ON6MU  
Belgium